



Exeter Chess Club: Benedict's Index

Benedict Verheyen [also known as blackknightofdoom] got fed up thrashing around trying to find stuff, and so has sorted me out with this neat index, for which I am enormously grateful.

UPDATE 2005: I've added to it to make it a more complete list of what's on the site (not just what's classified by grade)

Back to [Chess Coaching Page](#)

	All	Class D	Class C	Class B	Class A
Exeter Chess Club- A course of study	All Levels	ELO: 1200 - 1399	ELO: 1400 - 1599	ELO: 1600 - 1799	ELO: 1800 - 1999
General Advice <ul style="list-style-type: none"> • How to play chess • General Chess Handouts • Chess for Juniors • KingPin magazine • Chess Suppliers • Stone Soup 	<ul style="list-style-type: none"> • A Chess Glossary • Cool Tips • Steinitz' theory • Chess with Attitude • Dave's Top 10 Chess Lists • Old r.g.c. posts by DrDave • The Improving Annotator • Assess Your Chess • Dr.Dave's Canon of educational chess games • British Chess Federation- 	<ul style="list-style-type: none"> • Chess notation • Top 10 tips for Juniors • Posters for a Junior Club • An ABC of chess • Mini Chess Games • Programmes for Beginners • Steve Martinson on 30 maxims of chess 	<ul style="list-style-type: none"> • Strategy and Tactics 		

	Coaching				
Opening: General <ul style="list-style-type: none"> Chess Openings Handouts 	<ul style="list-style-type: none"> Exeter Chess Club - A Reader's Guide to Fine Semi-Random Baseline Chess New starting formations (Tabi'at) 	<ul style="list-style-type: none"> General Opening advice Steve Martinson on Example openings Openings for Beginners No more Old Stodge Choosing an opening repertoire The Ideas behind some Chess openings Gambit Play Endgame Openings A minor openings survey Exeter Chess Club- Minor opening mistakes Steve Martinson's 6 rules for the opening 	<ul style="list-style-type: none"> Gambit Play The secret arts of castling Tales of the Unexpected Four choices in the opening Steve Martinson on openings 	<ul style="list-style-type: none"> Four choices in the opening 	

Opening: Open games

- [Open Games with 1.e4 e5](#)
- [No more Old Stodge!](#)
- [The Italian Game](#)
- [Playing Black against 1. e4](#)
- [Playing the Italian Game with White](#)
- [Playing Black after 1.e4](#)

- [Lessons in Philidor's Defence](#)
- [the Petroff Defence for Beginners](#)
- [Ryan Ripley on the Blackmar-Diemer Gambit](#)
- [The Doctor on the Blackmar-Diemer Gambit Part I](#)
- [The Doctor on the Blackmar-Diemer Gambit Part II \(5\)](#)
- [Gary Lane's book on the Blackmar-Diemer Gambit Part II](#)

- [Playing Black against odd 1. e4 Openings](#)
- [The Ruy Lopez](#)
- [Ruy Lopez Exchange Variation](#)
- [The Ideas behind the King's Gambit](#)
- [Variations of the King's Gambit](#)
- [The Modern Italian Game](#)

Opening: Semi-open games

- [Semi-Open Games with 1. e4](#)
- [Playing White against odd Black lines \(1\)](#)
- [Playing White with 1.e4 against Black's other choices \(2\)](#)
- [The French Defence for](#)

- [An Introduction to the Sicilian Defence](#)
- [Five Sicilians from Club Play \(4\)](#)

- [Closed Sicilian with ...e5](#)
- [Exeter Chess Club- Openings- Taimanov's brainchild](#)

			<ul style="list-style-type: none"> Beginners Ideas behind the French Defence 		
Opening: Closed games		<ul style="list-style-type: none"> Playing 1.d2-d4 at junior level Playing Black after 1.d4 (1) Playing Black against 1. d4 (2) Playing Black against 1. d4: the Dutch Stonewall 	<ul style="list-style-type: none"> Custer's Last Stand Playing Black against 1. d4 the Colle System 	<ul style="list-style-type: none"> Closed Games with 1.d4 d5 	
Opening: Semi-closed and hypermodern			<ul style="list-style-type: none"> An Introduction to the King's Indian Attack 	<ul style="list-style-type: none"> Beating the Anti-Indians The Hypermodern Approach The Modern Defence 	<ul style="list-style-type: none"> Semi-Closed Games You know when you've been Benko'd The English Opening Chris Bellers Deadly English
Middlegame/ Tactics	<ul style="list-style-type: none"> Solving Tactical Problems Practical Tactics Practical Tactics 2 Exeter Chess Club- Strategy and Tactics Problems and Studies Tactics quotes 	<ul style="list-style-type: none"> General Middlegame advice Attacking the castled King Upon the Pin Tactical test 	<ul style="list-style-type: none"> Counting the blunders Notes on the blunders All the blunderful games 	<ul style="list-style-type: none"> The Art of Analysis(1) The Art of Analysis(2) 	<ul style="list-style-type: none"> Preparing for combinations
<ul style="list-style-type: none"> Tactics Chess Handouts 					

	<ul style="list-style-type: none"> • Gene Thompsons Tactic quotes • Compensation for material- 				
<p>Strategy</p> <ul style="list-style-type: none"> • Chess Strategy Handouts 	<ul style="list-style-type: none"> • Contempt for Pawns • Compensation for material- • Exeter Chess Club- Exchanging to win 	<ul style="list-style-type: none"> • General rules for the attack • Lessons from Paul Morphy • Knight outposts • Bishops and things • The Fianchetto • Rooks on ranks and files • Kings and Queens • A disaster in the Stonewall 	<ul style="list-style-type: none"> • The Very Slow King's-side attack • The Queen's-side attack • Simple Chess • Two weaknesses • Opposite-coloured Bishops • Weak Pawns • Pawn formations • Pawn mobility • Steve Martinson on Pawn Structure 	<ul style="list-style-type: none"> • Capablanca: the ultimate attacking player • Meat and potatoes: three phases of a tough game • Towards Simpler Chess • Planning • Weak Squares • The Isolated Queen's Pawn in the Queen's Gambit Accepted 	<ul style="list-style-type: none"> • Thinking schematically • On manoeuvres: The Art of Winning Slowly • Doubled c-pawns: Are they worth a Bishop?
<p>Chess Praxis</p>	<ul style="list-style-type: none"> • Assess Your Chess • Differences at a Simul • What makes a difference? • Swindle your way to success • Clock control • Chess Quotes • Stories • Luck in Chess 	<ul style="list-style-type: none"> • How to lose at chess • Lessons from a Simul. (1995) • Club games • 36 Junior games • 36 More Junior games • What's wrong with club players- 	<ul style="list-style-type: none"> • Lessons from Capablanca • Lessons from Bobby Fischer • The Development of Chess Style • Excuses for Losing • David Bronstein 	<ul style="list-style-type: none"> • Lessons from Rubinstein • Lessons from Lasker • Lessons from Tal • How do chessplayers think? • Chess and psychology 	<p>Exeter Chess Club -- Praxis -- Lessons from Larsen</p> <p>Exeter Chess Club -- Praxis -- Lessons from Petrosian</p> <p>Exeter Chess Club -- Praxis -- Lessons from Tartakower</p>

	<ul style="list-style-type: none"> • Trawled from the 'net • West of England Chess Union-Local Games • Progress at East Devon 	<ul style="list-style-type: none"> • My Chess Career 			
Endgame	<ul style="list-style-type: none"> • Winning drawn endgames • Outside passed Pawns • How to mate with Bishop and Knight 	<ul style="list-style-type: none"> • General Endgame advice • Essential checkmates • Queen against Pawn • Mate with Two Bishops • Exchanging into King and Pawn endings • Rook and Pawn Endings: the theory • Example Rook Endings 	<ul style="list-style-type: none"> • Bishop Endings • Opposite-coloured Bishops 	<ul style="list-style-type: none"> • A Capablanca Ending • Double Bishop Endings 	

- [Credits](#)
- [PDF files offsite](#)
- [100-odd Years of Exeter Chess Club](#)
- [Dr.Dave's Books](#)
- [Book Reviews](#)
- [David Bronstein's Book](#)
- [Hate it-](#)

Reference to other sites:

- [Free Internet Chess Servers](#)

Opening

* The London Chess Centre has published a whole bunch of introductory stuff on [Openings](#), but you have to pay for any meat. [A Lynx-hostile site] *I'm delighted to say that the Wilkes-Barre/Traxler line has its own web pages at [Echecs](#) . *The Giuoco Piano and Evans' Gambit are ideal for juniors, beginners and other players. [Lytham Ex Chess Club](#) have some information for club-players on the Scotch Gambit. * I incline more to Lombardy's view that "at the amateur level, anything is playable" than the master view [[\(1\)](#) , [\(2\)](#)] that all such openings suck. Well perhaps they do, at [master level](#) . (4) See also [Introduction to the Sicilian](#), [Steve Spurgeon's page](#) at Bath, and the (Sicilian) [Dragon's Lair](#). (5) These may now be compared with the [variation index](#) of [BDG World magazine](#). Ryan's initiative was an attempt to get some newsgroup discussion going about opening choices, but not many folk contributed constructively and the thread died. There are some dedicated pages on the BDG from [Jyrki Heikkinen](#) (alongside superb stuff on the [Diemer-Duhm Gambit](#), a related Anti-French line: this is a model of how to present chess openings on the Web), [Tom Purser](#) (editor of [Blackmar-Diemer Gambit World](#) magazine) and [David Flude](#). There is even a [BDG newsgroup](#) in existence, but there is little or no relevant traffic on it. Tom recently organised a [BDG theme e-mail tournament](#), and you can read about [my adventures](#) if you're interested.

Tactical

100 positions from the canon. I note with both pleasure and humility that the standards in this section have been substantially exceeded by [WT Harvey](#) [John Coffey](#) and [David Hayes](#)

Back to [Chess Coaching Page](#)



This document (index2.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Coaching Page



A page for people interested in teaching
and learning about chess
[whatever [gimmicky proprietary browser](#)
they use]



WELCOME to the Exeter Chess Club Coaching Page.

We have had **Lots of Visitors** to the Exeter Chess Home Page since 28th Nov 1995.

[This is one of Anand's favourite links ; -)]

- Below you will find a collection of [materials](#) collected for use in [Exeter Chess Club's](#) coaching sessions, and other documents and [links](#) of interest.
- If it all seems a bit much to cope with at once I have composed a [course of study](#) for players at [different levels](#) {A} {B} {C} {D} ([guide to levels/ratings](#)).
- **I offer this all free in the hope that people will [e-mail](#) their own favourite instructive games and examples..**
- To use this site you need to be able to read [chess notation](#) and sometimes to understand [chess symbols](#). The **three-character codes** (like [C40]) are ECO openings reference codes [[ECO codes](#)].
- If you find the diagrams slow to load you might try clearing your memory cache

* [Contents](#) and
* [INDEX](#)

* [Latest changes](#)

* [Credits](#)

* [Coaching Handouts](#)

* [Coaching Canon](#)

* [Quotes & Stories](#)

* [E-MAIL Comments and contributions](#)

[Guest Book](#) and

[Bulletin Board](#)

* [Chess Books](#)

* [Techie bit](#) and
* [Web Design policy](#)

* [Local Chess](#)
(not coaching)

* [Exeter Chess Club](#)

* [Coaching Links](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (coaching.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Coaching PAGE DESIGN



A page for people interested in teaching and learning about chess
[whatever [gimmicky proprietary browser](#) they use]



Unenhanced for Proprietary Browsers: i.e. no frames, huge graphics, jiggling GIFs, "portable" applets, FONT adjustments, clickable maps, garish backgrounds, or any other unnecessary bandwidth-wasting devices which make using a proprietary graphical browser more slow and more unpleasant than using a text-only browser. These all seem to me:

1. to celebrate form over content
2. to be opposed to the original idea of HTML/WWW by excluding users without particular software or hardware, and in any event
3. make browsing a pain: nothing more irritating than zipping into a new site to meet:

"You will need a gimmick-enabled browser, such as Micro\$oft Internet Exploiter 7.4 or Nerd\$cape Complicator 3.2 to use this site [and even then you'll need to download some painfully slow add-on software from some other site (if it's up).]"

All those expensive bitmaps and graphic buttons are barely readable on my 1280x1024 screen when I turn image loading on.

If you are a Web author please bear in mind speeding surfers with image loading turned OFF, LYNX users, blind users of screenreaders, slow machines and connections in schools and in the developing world, etc., etc.. **Please use ALT= elements in image tags**, and provide information in text as well as graphics.
screen

[I know [some people](#) love [progress](#) more than I do; *chacun à son gout*]

Yours sincerely,

Ned Ludd

<FLAME = OFF>



**Promote Responsible Net Commerce:
Help Stamp Out Spam!**

[Boycott Internet spam! \[UK mirror\]](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (design.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

How form can affect your appreciation of content

From: Keith Gardner

Date: Fri, 12 Sep 1997 03:41:00 -0400

Subject: HTML/WWW

You seem to be greatly opposed to browsers such as Netscape and MS IE. I would have to agree I'm still waiting for them to fix a few details with Java and HTML issues, which will probably not come about until 5.0 (hopefully without taking over the operating system).

I would have to say that your website was unattractive, un navigatable, and unreadable with the way it was organized. The only place you used a table, you ruined it with the

tacky borders.

The **blink** tag, the most hated, was also used by you. LYNX is for 9600 bps modems and VT100 terminals. Do people actually use these for surfing the web still? Minimum requirements for the web is usually HTML 3.2 for the present day. At one time about 2 years ago I was advent in designing web sites that would be enhanced for all the browsers including AOL HTML. Nowadays, I am trying to figure out how to change the border setting for text fields in the X11R6 stuff that Netscape scraped into their Java Virtual Machine so that we can expand web-based client-server applications to support those slow, unreliable Sun Sparc20s.

Anyway, don't look for a job in desktop publishing. You might could write man pages for UNIX, if you actually have the free time to learn that cryptic markup language that I forgot the archaic cryptic thing they called it (nroff or something).

Anyway, looks like a lot of great content, too bad it didn't have form.

Keith Gardner * cabernet@mindspring.com * http://www.gt.ed.net/keith

Back to [Chess Coaching Page](#)



This document (htmlwww.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Coaching HANDOUTS



Examples of handouts

The point of collecting all those Canonical games was to put them in photocopied handouts to go with presentations to children and adults. There are many more games in the [canon](#) than are included in the handouts below, particularly on [attacking techniques](#) and [analysis and errors](#).

N.B.

The example games used in the openings handouts are kept in a [separate database](#).

[Do you know how to [edit/print out the handouts](#)?]

[If you would like to make your own chess booklets, see the [third part](#) of the [techie bit](#).]

I have composed a [course of study](#) for players at [different levels](#).

Here are some HTML versions of the finished handouts:

- [General](#) Browsers and beginners start here
- [Tactics](#) Get your eye in...
- [Strategy](#) Pieces and pawns in harmony
- [Opening](#) A series of short and long booklets
- [Endings](#) These rules apply in all endings, apart from the exceptions.

[Coaching materials for juniors are listed separately.](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (handouts.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Dr.Dave's Canon of educational chess games

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Introduction



The games and positions below have been compiled through a weekly discussion group in [Exeter Chess Club](#) as being useful examples, mostly trawled from books and magazines. They have been aimed at club players in the BCF 100-150 grade range (ELO up to 1800); the simplest should be accessible to all, the deepest I am only beginning to understand myself (= ELO about 1800! [USCF 1900]).

Download

If you want to download the complete canon of games in database format, you can have it

- [as pure PGN](#), or
- the main [file](#) and [index](#) for users of ChessBase 1.11 or Fritz versions 1-4, or
- [ChessBase 6.0 Zip file](#) (.cbh and all the others) for CB 6/7 or Fritz 5.
- Games and analysis used in the opening booklets are kept separately; again you can have them as [PGN](#), two [ChessBase 1.11 files](#), or a [ZIP file for CB 6.0](#).

ChessBase files can be used by many other commercial and PD database programmes, and either the CB or the PGN files can be converted into other database formats using readily available PD utilities.

You can download demonstration versions of ChessBase 1.11 and 6.01 from the [ChessBase Site](#).

You can also get the *whole* of the chess on this site (the Canon and other games with explanatory notes) as a [gzipped tar file](#) [9Mb file, use TAR and GZIP to unpack].

It is, as you might expect, rather derivative, but hopefully there are some examples you haven't seen before. This index has separate sections on: [tactical patterns](#) and [opening traps](#) {D}, [guidelines](#) for opening play and [example openings](#) {C} {D}, [model attacking games](#) {D} and [attacking techniques](#) {C} {D}, [defensive](#) play {B} {C}, [positional themes](#) {B} {C} and [planning](#) {B}, the [endgame](#) {all}, the [psychology](#) {all} of chess, and personal [style](#) {all}.



All of the examples contained here **should** contain at least one diagram, and at least one comment. Let me know if you catch me out. The games are available in a database - see the main [Coaching Page](#).



Comments

and contributions You can **send me comments and games** (Portable Game Notation [PGN] format preferred, [example](#) available) at D.Regis@exeter.ac.uk.

In particular I'd like to know about: * hits and misses for topics and examples

* names for any of the players marked NN or Anon.

* club players' own examples of these topics (too many are mine!)

* queries on particular games: I have used most of these games with groups, and I'm always being asked " *why can't Black play...* ", and I often don't have a good answer. I'd like to add notes where I can to cater for these suggestions.

"Far from all the obvious moves that go without saying are correct"

-- BRONSTEIN

P.S. If you find odd dates (e.g. 2004) or grades (club players with grades over 2500) this is because Fritz has decided that there are no grades and no dates below 1700 or so. Harass the company... (Can you convert [BCF to ELO](#)?)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Tactics

"Chess is 99% tactics"

-- RICHARD TEICHMANN

Tactical patterns

Best single reference: Chernev & Reinfeld **Winning Chess**

"At the heart of every combination there shines an idea, and though combinations are without number, the number of ideas is limited"

-- ZNOSKO-BOROVSKY

- [concentration of force - problemProblem: introduction to tactics, introduction, 1997](#)
- [double attack - problemProblem: introduction to tactics, introduction, 1997](#)
- [make good things happen - problemProblem: introduction to tactics, introduction, 1997](#)
- [solution based on an idea - problemProblem: introduction to tactics, introduction, 1997](#)
- [adams - torre \[C62\] back rank, 1920](#)
- [farooqi - kazzaz,nice \[C05\] back rank, 1974](#)
- [fischer - sherwin \[B86\] candidate moves, 1957](#)
- [tactics: from WL SOAC \[D42\] combined operations, 1994](#)
- [Fuderer - O'Kelly \(Bled\) \[C60\] combined themes, 1950](#)
- [iskov - bartrina,olot \[A29\] design for check mate, 1974](#)
- [midjord - scharf,nice \[C50\] design for check mate, 1974](#)
- [plachetka - zinn,decin \[A06\] design for check mate, 1974](#)
- [rigaud - cooper,nice \[C31\] design for check mate, 1974](#)
- [eros - keane,kuortane \[A40\] design for check mate, 1976](#)
- [holte - labin,kuortane \[E50\] design for check mate, 1976](#)
- [lizares - o'siochru,haifa \[D04\] design for check mate, 1976](#)
- [sand denes,kuortane \[B07\] design for check mate, 1976](#)
- [wahyuwidayat - chia,singapore indonesia \[B01\] design for check mate, 1976](#)
- [jackson \(1855\) - regis \(1740\) \[B25\] design for check-mate, 1993](#)
- [Gibaud - Lazard \[A45\] design for checkmate \(Paris\), 1924](#)
- [de veauce - cafferty,birmingham \[A17\] discovered attack, 1974](#)
- [szmetan - sbia,nice \[B71\] discovered attack, 1974](#)
- [campbell - midjord,haifa \[A48\] discovered attack, 1976](#)
- [klausen - baretic,kuortane \[E10\] discovered attack, 1976](#)
- [regis \(1780\) - kelly \(1740\) \[E16\] discovered attack, 1993](#)
- [ozaki - woodhams,haifa \[B43\] discovered attack intermezzo -, discovered atta, 1976](#)
- [torre - lasker,Moscow \[A46\] discovered check windmill, 1925](#)
- [tactics: lombardy SOAC \[C68\] don't play h3! ?, 1994](#)
- [Mohrlok - Kramer \(Varna\) \[C60\] double attack](#)
- [Nemet - Knezevic \(Umag\) \[A00\] double attack, 1972](#)
- [lechtsky - trevelyan,nice \[C64\] double attack, 1974](#)

- [ochoa - browne,winnipeg \[A45\] double attack, 1974](#)
- [timman - cosulich,venice \[E45\] double attack, 1974](#)
- [bademian - batrez,haifa \[B46\] double attack, 1976](#)
- [garrido - mcdaniel,haifa \[A33\] double attack, 1976](#)
- [small - cornford NZ ch'p \[B01\] double attack, 1976](#)
- [waterson - regis \[A01\] double attack, 1980](#)
- [christiansen - karpov,1993. \[E12\] double attack, 1993](#)
- [lemmety - sabanes,kuortane \[A02\] double attack \(bishop fork \), 1976](#)
- [horvath - paulsen,kuortane \[C60\] double attack \(fork\), 1976](#)
- [moen - store,guasdal \[C11\] double attack queen fork, 1976](#)
- [reti - tartakower,vienna \[B15\] double check, 1910](#)
- [campbell - kennefick \[D00\] double check, 1976](#)
- [kfc \(4\)englisch-zukertort, london, 1883](#)
- [capablanca - mattinson \[E38\] example: tactics arising from, 1920](#)
- [misuida - graul,sandomierz \[C10\] forks by bishop, 1976](#)
- [spassov - kritiansen,kringsja \[B38\] inter mezzo, 1976](#)
- [savon - poutiainen,erevan \[C03\] inter mezzo: NOT, 1976](#)
- [Bronstein - Goldenov \[t00\]interference, 1944](#)
- [crotto - hindle,haifa \[B71\] interference fork, pin, back r, interference fo, 1976](#)
- [tartakower,s - capablanca,jr \[C33\] intermezzo: new york, 1924](#)
- [Kretschmer - Keller \(Dresden\) \[B30\] knight fork, 1950](#)
- [Bobolovic - Archipkin \(Alma Ata\) \[B50\] knight fork, 1968](#)
- [mcdaniel - kanai,haifa \[B01\] knight fork, 1976](#)
- [stean - porat,netanya \[C12\] knight fork, 1976](#)
- [reshevsky - fischer Los Angelos m \(5\) \[D42\] knight fork, 1961](#)
- [fuller - sakurai,haifa \[B07\] knight fork back rank, 1976](#)
- [lombardy \[B01\] knight fork with sac, 1994](#)
- [Hort,V - Nunn,J \[E92\] masterly attack: cashing in \(K, masterly attack, 1986](#)
- [Nunn,J - Georgiev,Kiril \(Linares\) \[B17\] masterly attack: opponent may, 1988](#)
- [Chiburdanidze,M - Nunn,John \[E92\] masterly attack: unjustified \(, masterly attack, 1988](#)
- [Nunn,J \(2585\) - Marin,M \(2475\) \[B80\] masterly attack: with stable c, masterly attack, 1987](#)
- [robatsch - garcia,sochi \[A40\] no retreat, 1974](#)
- [alexandria - finta,budapest W \[A41\] no retreat, 1976](#)
- [mickeleit - dragun,kuortane \[B02\] no retreat, 1976](#)
- [mohring - diaz,bucuresti \[A42\] no retreat, 1976](#)
- [ostojic - poutianen \[B04\] no retreat, 1976](#)
- [Noah's Ark trap - Steinitz Variation \[C60\] no retreat, 1996](#)
- [spassky - fischer,Reykjavik WCh \(1\) \[E56\] no retreat, 1972](#)

- [pernici - herrera \[C00\] no retreat & design for check, 1976](#)
- [feller - solmundarson,haifa \[B10\] no retreat pins and mates, 1976](#)
- [Butler,D - Sapiecha,W. \(Teignmouth Hand \[B21\] no retreat: the eternal ...Qxb, no retreat: the, 1996](#)
- [Fischer - Fine NY \(skittles game\) \[C52\] over loading, 1963](#)
- [tactics: wl \[B93\] over loading, 1994](#)
- [Tagirov - Janosevic \(Zagreb\) \[C29\] overloading, 1947](#)
- [tactics: lombardy \[B02\] pin and design for mate, 1994](#)
- [Ahrend - Dyckhoff \(Nemaske\) \[C56\] pins, 1937](#)
- [Bronstein - NN \(Moscow simul.\) \[C22\] pins, 1950](#)
- [Ljubojevic - Calvo \(Lanzarote\) \[C67\] pins, 1973](#)
- [Vasiukov - Gitterman \(23rd USSR Ch'p\) \[C64\] pins, 1977](#)
- [Griffiths,P - Evans \[B93\] pins - 1 - decisive \(Siegen\), 1970](#)
- [alekhine - nimzovitch,san remo \[C17\] pins - 2 - double pin, 1930](#)
- [von freymann - forgacz,st.petersburg \[A83\] pins - 3 - triple pin, 1909](#)
- [robatsch - jansa,sochi \[A87\] pins, counter pins, 1974](#)
- [pomar - cuerdas \[t50\]queening breakthrough, 1990](#)
- [Barnes,T. \(London\) - Morphy,P \[C41\] queening combination, 1858](#)
- [Trap in - Nimzovitch Defence \[B00\] queening combination, 1996](#)
- [Gibson,L - Curnow,DA \(Charlton Open\) \[B21\] removing the guard bishop pin, 1975](#)
- [legueltel - studev,kuortane \[D35\] removing the guard check, 1976](#)
- [Bernstein - Capablaca,Moscow \[D63\] removing the guard deflection, 1914](#)
- [guddahl - karlsson,kringsja \[E61\] removing the guard double atta, removing the gu, 1976](#)
- [berry - evans,lone pine \[A88\] removing the guard knight fork, removing the gu, 1976](#)
- [philippe - kennefick,haifa \[D01\] removing the guard knight fork, removing the gu, 1993](#)
- [trapl - ornstein,decin \[C55\] resign for check mate, 1976](#)
- [steam,m - browne,w \[B94\] sacrifice on e6 by knight in S, sacrifice on e6, 1974](#)
- [Karpov,An \(2700\) - Kortschnoj,V \(2695\) \[C80\] sacrifice on f6 \(Wch30-Merano\), sacrifice on f6, 1981](#)
- [botvinnik - batuyev \(leningrad\) \[D60\] sacrifice on f7 by N, 1931](#)
- [botvinnik - vidmar \(nottingham\) \[D60\] sacrifice on f7 by N, 1936](#)
- [marshall - burn \[D55\] sacrifice on g6 by B \(and h7\), 1900](#)
- [Shianovsky,VI. - Spiridinov,N \[B18\] sacrifice on g7 by N \(Kiev\), 1966](#)
- [blackburne - blanchard \(london\) \[C30\] sacrifice on h6 by B, 1891](#)
- [Mikhailchishin,A - Olsen,P \(Groningen\) \[D46\] sacrifice on h6 by B, 1990](#)
- [greco - anon \[C00\] sacrifice on h7 by B \(Greek Gi, sacrifice on h7, 1792](#)
- [Markland,PR. - Klundt,K \[B22\] sacrifice on h7 by B \(Madrid\), 1971](#)
- [colle - o'hanlon \(nice\) \[D05\] sacrifice on h7 by B \(hard\), 1930](#)

- [tal - botvinnik \[B18\] sacrifice: accept and defend, 1960](#)
- [keres - smyslov \(zurich\) \[A34\] sacrifice: declined, 1953](#)
- [lasker,em - bauer,i \(amsterdam\) \[A03\] sacrifice: double B sac, 1889](#)
- [tal - simagin \(23rd USSR ch'p\) \[B07\] sacrifice: unclear \('genuine', 1956](#)
- [taylor - regis,portsmouth \[B27\] skewer cheapo, 1984](#)
- [knaak - litkiewicz,DDR ch \[D90\] un masking/x-ray, 1974](#)
- [Maric - Popovic \(Novi Sad\) \[B11\] unmasking, 1945](#)
- [Korchnoi - Portisch \(Wijk aan Zee\) \[C60\] unmasking, 1968](#)
- [Lechtinsky - Pachman \(Czechoslovakia\) \[B42\] unmasking, 1968](#)
- [Bronstein,D - Zaitsev,I. \(URS ch\) \[C36\] unmasking, 1969](#)
- [Britton,R - McMahan,D \(Sheffield\) \[C64\] unmasking, 1996](#)
- [miltzki - sandrin,kuortane \[C41\] vulnerable f 7, 1976](#)
- [Van Geet - four different postal games \[A00\] vulnerable f7](#)
- [Roberts - NN \(East Devon\) \[C23\] vulnerable f7, 1996](#)
- [kasparov - karpov \(linares\) \[B17\] who needs to improve tactical, 1994](#)
- [Kaplan,J - Bronstein,D \(Hastings\) \[C11\] zugzwang, 1975](#)
- [kosteev tactical test: 2nd category, 1994](#)
- [kosteev tactical test: 3rd category, 1994](#)
- [kosteev tactical test: 4th category, 1994](#)
- [Eliskases - HolzlProblem-like, 1999](#)
- [Levitt,J - Kveinys \(problem_like\),AProblem-like: Augsburg, Augsburg, 1994](#)
- [Johner,H - Johner,PProblem-like: Frankfurt, Frankfurt, 1905](#)
- [Karpov,A - Taimanov,M \[B28\] Problem-like: Leningrad, 1977](#)
- [Miles Anthony - Pritchett C \(5\) \[D01\] Problem-like: London LB, London LB, 1982](#)
- [Tarrasch,S - Mariotti & AlliesProblem-like: Naples, Naples, 1914](#)
- [BROWN - problemProblem: CHERNEV, CHERNEV, 1997](#)
- [NeumannProblem: Hungarian Ch'p](#)
- [Platchutta,J - problemProblem: Leipziger Illustrierte Zeitung, Leipzi, 1958](#)
- [Loshinsky,LI. - problem \(m2\)Problem: Tijdschrift v.d. N.S.B., Tijdschrift v, 1930](#)
- [Kan - SimaginProblem: XX USSR Ch'p, 1965](#)
- [Aleksandrov \(Kubbel Memorial\) - problemProblem: paradox, paradox, 1991](#)

GM Traps

Best single reference: Lombardy **Snatched Opportunities at the Chessboard**

[GM traps](#) a PGN file I found at Pittsburg

Opening Traps

Best single reference: Znosko-Borovsky, **How to Play the Opening in Chess**

"Do not regard your opponent as a sheep, but rather as a wolf"

-- Russian Proverb

- [blackburne's shilling gambit \[C50\] basman, 1994](#)
- [damiono's defence trap \[C40\] basman, 1994](#)
- [fried liver attack \[C57\] basman, 1994](#)
- [fried liver variation \[C57\] basman, 1994](#)
- [petroff defence trap \[C42\] basman, 1994](#)
- [scholar's mate \[C23\] basman, 1994](#)
- [scholar's mate variation \[C23\] basman, 1994](#)
- [scholar's trap \[C23\] basman, 1994](#)
- [vulnerable f7 \[C57\] basman, 1994](#)
- [\[C50\] blackburne's shilling gambit, 1994](#)
- [\[D52\] cambridge springs, 1994](#)
- [\[B10\] caro-kann 'pin-mate', 1994](#)
- [\[A40\] englund gambit, 1994](#)
- [\[C51\] evans' gambit, 1994](#)
- [\[C15\] french winawer, 1994](#)
- [\[C55\] guioco piano, 1994](#)
- [legall's mate in modern setti \[C34\] ken shinn in chess, dec, 1975](#)
- [\[C39\] kga kieseritsky, 1994](#)
- [\[C30\] king's gambit declined, 1994](#)
- [\[E70\] king's indian, 1994](#)
- [\[D08\] lasker trap, 1994](#)
- [legall - st.brie \[C23\] legall's mate, 2006](#)
- [benjafield,dg - wippell,cj \[C60\] legall's trap, 1938](#)
- [\[C42\] marshall trap, 1994](#)
- [\[C55\] max lange, 1994](#)
- [\[C55\] max lange, 1994](#)
- [\[C65\] monticelli trap, 1994](#)

- [\[C60\] noah's ark trap, 1994](#)
- [\[C42\] petroff, 1994](#)
- [\[C41\] philidor game, 1994](#)
- [\[D51\] queen's gambit declined, 1994](#)
- [\[E16\] queen's indian, 1994](#)
- [\[C88\] ruy lopez, 1994](#)
- [\[C60\] ruy lopez, 1994](#)
- [nimzovich \[C66\] ruy lopez, 1994](#)
- [\[B72\] sicilian dragon, 1994](#)
- [\[C83\] tarrasch trap, 1994](#)
- [\[C62\] tarrasch trap, 1994](#)
- [\[C29\] wurzburger trap, 1994](#)
- [winawer - steinitz \[C22\] z-b, 1896](#)
- [alekhine's defence trap \[B03\] z-b, 1994](#)
- [centre game trap \[C21\] z-b, 1994](#)
- [evans' gambit trap \[C51\] z-b, 1994](#)
- [greco's trap \[C54\] z-b, 1994](#)
- [philidor's defence trap \[C41\] z-b, 1994](#)
- [two traps in reti's opening \[A09\] z-b, 1994](#)
- [vienna game trap \[C28\] z-b, 1994](#)
- [vienna game traps \[C29\] z-b, 1994](#)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Openings

"Like us as Black", beg the chess pieces," and you will anyway like us as White"

-- BOLES LAVSKY

Guidelines for opening play

Best single reference: Walker, **Chess Openings for Juniors**

- [WHITE - BLACK \[A85\] rules: complete development be, rules: complete](#)
- [premature attack \[E38\] rules: complete development be, rules: complete, 1993](#)
- [spielmann - flamberg,mannheim \[C29\] rules: development, 1914](#)
- [morphy: development II \[C44\] rules: development \(reti#2\), 1994](#)
- [morphy: development I \[C51\] rules: development \(reti\), 1994](#)
- [reti - capablanca,berlin \[C74\] rules: development lead, 1928](#)
- [Neumann,G - Dufresne \[C30\] rules: don't snatch material \(, rules: don't sn, 1863](#)
- [Morphy \(2500\) - Amateur \(blindfold simultaneo,New Orl \[C52\] rules: if ahead,complete devel, rules: if ahead, 1851](#)
- [WHITE - BLACK \[C50\] rules: move pieces once,especi, rules: move pie](#)
- [WHITE - BLACK \[B01\] rules: move pieces once,especi, rules: move pie](#)
- [\[C60\] rules: move pieces once,especi, rules: move pie, 1993](#)
- [WHITE - BLACK \[C40\] rules: pieces not pawns](#)
- [\[D08\] rules: pieces not pawns, 1993](#)
- [various mistakes \[C23\] rules: various, 1993](#)

Advanced guidelines

- [o'shaughnessy - basman \[A40\] castling: Basman's king safe i, castling: Basma, 1990](#)
- [basman - wall \(UK chp Eastbourne\) \[A00\] castling: Basman's king safe i, castling: Basma, 1990](#)
- [nn - nncastling: a castling trap, 1997](#)
- [alekhine - nimzovitch \[C15\] castling: a vulnerable uncastl, castling: a vul, 1930](#)
- [nn - nn \[B75\] castling: castling Queen's-sid, castling: castl, 1993](#)
- [Kasparov,Gary - Marovich,D. \(Banja Luka \) \[D61\] castling: castling Queen's-sid, castling: castl, 1979](#)
- [blackburne - blanchard \(london\) \[C30\] castling: castling into it, 1891](#)
- [Keres,Paul - Botvinnik,Mikhail \(Leningr/Mo \[E35\] castling: castling into it Que, castling: castl, 1941](#)
- [Gligoric,Svetozar - Fischer,Robert \(Yugoslavia \[B99\] castling: castling into it?, 1959](#)
- [Guimard,CE. - Unzicker,W \[E30\] castling: castling into it? \(B, castling: castl, 1960](#)
- [WHITE - Holloway \[B98\] castling: castling into it? \[E, castling: castl, 1978](#)
- [Speelman - Mestel \(BBC TV\) \[A42\] castling: delayed castling, 1979](#)
- [Hoffmann - Petroff \(Zt,Warsaw \(Poland\)\) \[C54\] castling: into it?, 1844](#)
- [Yates Frederick D - Alekhine Alexander \(San Remo\) \[C60\] castling: late castling, 1930](#)
- [Terpugov,E - Petrosian,T. \(Moscow Zenit_Sp \[A41\] castling: late castling, 1957](#)
- [Petrosian,T - Barendregt,J. \(Beverwijk\) \[A44\] castling: late castling, 1960](#)
- [Wohl,A \(2405\) - Curtis,J. \(Doeberl Cup Can \(2290\) \(3\) \[B82\] castling: with check, 1996](#)
- [Lasker Ed. - Thomas \(London\) \[A83\] castling: with checkmate?, 1912](#)

- [Varga,Z - Fastberg \(Budapest\) \[A00\] castling: with double attack, 1989](#)
 - [Mikhailov,V \(2355\) - Weteschnik,M. \(FS IM A Budapes \(2100\) \(5\) \[D21\] castling: with double attack, 1995](#)
 - [Hejberg,Ca - Dongart,D. \(Politiken Copen \(2155\) \(9\) \[D91\] castling: with double attack, 1996](#)
 - [bryson - basman \(cr\) \[B00\] castling:Basman's king threate, castling:Basman, 1986](#)
 - [korchnoi - malich,amsterdam IBM \[C34\] opening books I: based on auth, opening books I, 1972](#)
 - [regis - nash \[A25\] opening books II: conflicting, 1993](#)
 - [various openings \[C21\] opening theory: gambit play, 1994](#)
 - [Browne,W - Karpov,A \(Bath TV tourname \[E12\] opening theory: opening preparation, Opening pr, 1983](#)
 - [spassky - fischer \(21\) \[B46\] opening theory: transposition, 1972](#)
-

Example openings (BCF)

"...P-Q4 is the antidote to the poison in gambits"

Best references: Walker, **Chess Openings for Juniors**;
Znosko-Borovsky, **How to Play the Opening in Chess**

- [bcf scheme openings: guioco p \[C54\] BCF 1, 1994](#)
- [ruy lopez \[C60\] BCF 1, 1994](#)
- [queen's gambit declined \[D68\] BCF 2, 1994](#)
- [sicilian defence \[B21\] BCF 2, 1994](#)
- [alekhine's defence \[B02\] BCF 3, 1994](#)
- [budapest defence \[A52\] BCF 3, 1994](#)
- [caro - kann defence \[B17\] BCF 3, 1994](#)
- [french defence \[C14\] BCF 3, 1994](#)
- [grunfeld defence \[D86\] BCF 3, 1994](#)
- [petrov defence \[C43\] BCF 3, 1994](#)
- [pirce defence \[B07\] BCF 3, 1994](#)
- [scotch game \[C45\] BCF 3, 1994](#)
- [two knight's defence \[C59\] BCF 3, 1994](#)
- [vienna game i \[C29\] BCF 3, 1994](#)
- [vienna game ii \[C29\] BCF 3, 1994](#)
- [marshall's defence,QGD. \[D06\] BCF 3: QGD \(analysis from alek, BCF 3: QGD \(ana, 1994](#)
- [modern hypermodern openings \[B03\] BCF 4: alekhine's defence, 1994](#)
- [playing actively vs q - side openings \[A97\] BCF 4: dutch defence, 1994](#)

- [\[A25\] BCF 4: dutch vs english, 1994](#)
- [\[A04\] BCF 4: dutch vs reti, 1994](#)
- [lilienthal - korchnoi \[D86\] BCF 4: hypermodern openings: m, BCF 4: hypermod, 1954](#)
- [playing black in q - side openings \[D55\] BCF 4: playing solid against d, BCF 4: playing, 1994](#)
- [\[A13\] BCF 4: playing solid vs. engli, BCF 4: playing, 1994](#)
- [\[A13\] BCF 4: playing solid vs. reti, 1994](#)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Attacking play

"No price is too great for the scalp of the enemy King."

-- KOBLENTZ

Model attacking games

Best single reference: Walker, **Attacking the King**

"In chess, only the attacker wins"

-- KOTOV

"Thou shalt not shilly-shally!"

-- NIMZOVITCH

- [Sinner,M - Landenburger,A \[C54\] Model game 1.1: quick kill \(Ba, Model game 1.1:, 1989](#)
- [kovacs - korchnoi \[C01\] Model game 1.2: attack with ro, Model game 1.2:, 1995](#)
- [flamberg - bogolyubov \[C60\] Model game 1.3: attack with bi, Model game 1.3:, 1995](#)
- [pegoraro - scheipel \[C86\] Model game 1.4: attack with kn, Model game 1.4:, 1995](#)
- [Howitz,B - Bledow,LE \(Berlin\) \[C53\] Model game 2.1: reinfeld \(expo, Model game 2.1:, 1837](#)
- [castling - but weakening the king's side \[C77\] Model game 2.2: reinfeld's DON, Model game 2.2:, 1995](#)

- [Billington - Spears \(Birmingham\) \[C67\] Model game 2.3: DON'Ts \(neglec, Model game 2.3:, 1906](#)
 - [Schenkein - Schlechter \(Vienna\) \[D02\] Model game 2.4: reinfeld \(pawn, Model game 2.4:, 1913](#)
 - [Ruzicka - Singer \[C32\] Model game 2.5: reinfeld \(too, 1929](#)
 - [good development must be comp \[C44\] Model game 2.6: reinfeld, 1995](#)
 - [Kunitz - Salamon \[D00\] Model game 2.7: \(failure to gu, Model game 2.7:, 1907](#)
 - [Taubenhaus \(Tauber?\) - Finotti \(Hamburg?\) \[C42\] Model game 2.8: \(underestimati, Model game 2.8:, 1939](#)
 - [morphy - duke/count \[C41\] Model game 3.1: lightning deve, Model game 3.1:, 1858](#)
 - [morphy - meek \[A43\] Model game 3.2: Opening lines, 1857](#)
 - [morphy - medley \[C39\] Model game 3.3: development ab, Model game 3.3:, 1858](#)
 - [bird - morphy \[C41\] Model game 3.4: A thunderbolt, 1858](#)
 - [tarrasch - eckart \[C05\] Model game 4.1: Castling into, 1889](#)
 - [tarrasch - kurschner \[D20\] Model game 4.2: King in the mi, Model game 4.2:, 1889](#)
 - [Tarrasch - Mieses \[C10\] Model game 4.3: Weakening defe, Model game 4.3:, 1916](#)
 - [Marshall - Tarrasch \[D51\] Model game 4.4: A Pin in Nurem, Model game 4.4:, 1905](#)
 - [kasparov - marjanovic \(malta\) \[E17\] Model game 5.1: attack with co, Model game 5.1:, 1980](#)
-

Attacking techniques

Best single reference: Tal & Damsky, **Attack with Mikhail Tal**

"A keen and dogmatic sense of prudence is the mortal enemy of great deeds"

-- MICHEL de MONTAIGNE

- [anderssen - morphy \(4\) \[C60\] attack only when justified, 1858](#)
- [Schulder - Boden \(London\) \[C41\] attack: King castled Queens-si, attack: King ca, 1853](#)
- [tatai - korchnoi \(beersheva\) \[C01\] attack: a weakened K-side - ch, attack: a weake, 1995](#)
- [liubarski - soultanbieff \(liege\) in CHERN \[C53\] attack: a weakened K-side=chan, attack: a weake, 1928](#)
- [Morphy,P - Anderssen,A. \(Paris m\) \[B01\] attack: based on lead in devel, attack: based o, 1858](#)
- [Hecht,HJ. - Keene,R. \(Brunnen\) \[B17\] attack: based on more active c, attack: based o, 1966](#)
- [Dubois - Steinitz Wilhelm \(London \(Eng \[C50\] attack: castling into it, 1862](#)
- [Fischer,Robert J - Andersson,Ulf \[A01\] attack: diagonal - a1-h8 'long, attack: diagona, 1970](#)
- [Schiffers - Harmonist \[C54\] attack: diagonal - a2-g8 'Ital, attack: diagona, 1887](#)
- [Fischer,R - Benko,P \[B09\] attack: diagonal - b1-h7 'clas, attack: diagona, 1963](#)

- [Spielmann R - Tarrasch S \[C30\] attack: file - f1-f8 \(Karlsbad, attack: file -, 1923](#)
- [Anderssen,A - Zukertort,J \[C51\] attack: file - g1-g8 \(Barmen\), 1869](#)
- [Alekhine - Van Mindeno,NLD. \[C62\] attack: file - h1-h8 \(remove d, attack: file -, 1938](#)
- [lasker,ed - thomas,g \(london\) \[A80\] attack: king hunt, 1910](#)
- [averbach,y - kotov,a \(SWZ izt\) \[A55\] attack: king hunt, 1953](#)
- [Stein - Langeweg \(Plovdiv Echt\) \[C55\] attack: king hunt \(cf. sacrifi, attack: king hu, 1983](#)
- [Pillsbury - Winawer \[D46\] attack: knight on e5 \(Budapest, attack: knight, 1896](#)
- [yates - rubinstein,budapest \[C60\] attack: knight on f5, 1926](#)
- [tal - donner \(wijk aan zee\) \[C18\] attack: opening lines 1, 1968](#)
- [vukovic: typical themes \[t10\] attack: opening lines 2, 1995](#)
- [Nunn - Korchnoi\(rapid blindfold 3rd\) attack: opening lines 3, 1994](#)
- [Nunn,J \(2605\) - Korchnoi \(Amber_blind \) \(2615\) \[B12\] attack: opening lines 3 /error, attack: opening, 1994](#)
- [nn - nn \[B70\] attack: pawn storm: both sides, attack: pawn st, 1993](#)
- [Farre - Gudmundsson \[B75\] attack: pawn storm: opposite c, attack: pawn st, 1958](#)
- [Nielsen - Bohm,Hans \[C52\] attack: rank - eighth \(cr\), 1979](#)
- [Bastian,Herbert - Eng,Holger \[C54\] attack: rank - seventh \(Bad Ne, attack: rank -, 1984](#)
- [Karpov,An \(2725\) - Kortschnoj,V \(2665\) \[C08\] attack: sacrifice on f6 \(Wch29, attack: sacrifi, 1978](#)
- [Adorjan,A \(2560\) - Kudrin,S. \(New York op\) \(2505\) \[E15\] attack: uncastled King's posit, attack: uncastl, 1987](#)
- [Wojciechowski - Weiss \(Munich\) \[C15\] attack: uncastled king - rooks, attack: uncastl, 1936](#)
- [Steinitz Wilhelm - Blackburne H \(It,London \(Engl \[C77\] attack: very slow K-side attac, attack: very sl, 1876](#)
- [Steinitz Wilhelm - Zukertort Johannes \(WCh,New Y \[C65\] attack: very slow K-side attac, attack: very sl, 1886](#)
- [Steinitz Wilhelm - Lasker Emanuel \(Ch W \(M\),NY/P \[C65\] attack: very slow K-side attac, attack: very sl, 1894](#)
- [Fischer,Robert J - Miagmarsuren,Lahmsuran\(sousse\) \[A08\] attack: very slow K-side attac, attack: very sl, 1967](#)
- [Kortchnoi,Viktor - Fischer,Robert J \(blitz\) \[E97\] attack: very slow K-side attac, attack: very sl, 1970](#)
- [psakhis - kasparov \(la manga\) \[A26\] attack: very slow K-side attac, attack: very sl, 1990](#)
- [Capablanca,Jose - Baird,David \(New York \) \[C60\] attack: very slow K-side attac, attack: very sl, 1911](#)
- [Ermenkov,E - Gruen,GP. \[B03\] attack: weakening Pawn shield, 1983](#)
- [Spassky,B - Petrosian,T. \(Wch27_Moscow\) \[B94\] attack: with opposite-side cas, attack: with op, 1969](#)

- [Anderssen,A - Dufresne,J \[C52\] attacking never bettered: Berl, attacking never, 1852](#)
- [Anderssen,A - Kieseritzky,L \[C33\] attacking never bettered: Lond, attacking never, 1851](#)
- [Mestel,A. Jonathan - Kinsman,Andrew P H \[E06\] attacking technique: activity/symmetry, London, 1994](#)
- [Morozevich,Alexandr - Hebden,Mark \(It \(open\) \) \[C22\] attacking technique: fighting/technical, It \(op, 1994](#)
- [Akesson,Ralf - Morozevich,Alexandr \[D02\] attacking technique: initiative, It \(open\) \[Cro, 1994](#)
- [Marshall Frank - Burn A \[D55\] attacking technique: three pieces= mate, Reserv, 1900](#)
- [Capablanca,Jose - Alekhine,Alexander \[D30\] the queen's-side attack: \(St P, the queen's-sid, 1913](#)
- [Alekhine,Alexander - Capablanca,Jose \[D51\] the queen's-side attack: Bueno, the queen's-sid, 1927](#)
- [Kasparov,Gary - Larsen,B \[A55\] the queen's-side attack: Bugon, the queen's-sid, 1982](#)
- [Alekhine,Alexander - Euwe,Max \(Amsterdam\) \[D17\] the queen's-side attack: minor, the queen's-sid, 1935](#)
- [Smyslov,Vasily V - Keres,Paul \(Moscow Wch \) \[D36\] the queen's-side attack: minor, the queen's-sid, 1948](#)
- [Kupchik,Abraham - Capablanca,Jose \(Lake \) \[A47\] the queen's-side attack: seali, the queen's-sid, 1926](#)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Strategy

"Where are their new objectives? If each player is capable of quick development, castling, and of not blundering any pieces away, what is there to separate the two sides?"

-- MICHAEL STEAN, **Simple Chess**

Best single reference: Chernev, **Logical Chess**

Positional themes

Best references: Chernev **The 100 Most Instructive Games of Chess ever Played** (basic);
Euwe & Kramer, **The Middle Game I/II** (advanced)

- [the positional elements \[t30a summary diagram, 1993\]](#)
- [steinitz - blackburne,vienna \(dubois\) \[C29\] accumulation theory, 1882](#)
- [steinitz - fleissig \(dubois\) \[C00\] accumulation theory, 1882](#)
- [euwe - thomas and stahlberg_trifunov \[D69\] bishops: active bishop used fo, bishops: active, 1934](#)
- [barden - rossolimo \(CHERNEV\) \[B85\] bishops: bad bishop, 1956](#)
- [botvinnik - kann \[E21\] bishops: bad bishop?, 1939](#)
- [Ludgate,A - Yedlin,I. \(LONDON YMCA\). \[A39\] bishops: munch on long diagona, bishops: munch, 1976](#)
- [Taimanov - Averbach \[E52\] bishops: munching on long diag, bishops: munchi, 1953](#)
- [renet - taimanov,montpellier \(TAIMAN \[B47\] bishops: opposite coloured bis, bishops: opposi, 1986](#)
- [macdonnell,g - de la bourdonnais \[B21\] bishops: opposite-coloured bis, bishops: opposi, 1834](#)
- [Bronstein D - Golombek H \(Moscow\) \[E43\] bishops: two bishops in NID, 1956](#)
- [rubinstein - nimzovitch \(berlin\) \[E32\] bishops: two bishops in closed, bishops: two bi, 1928](#)
- [ditmas,h - regis,d \(march\) \[C07\] bishops: two bishops in ending, bishops: two bi, 1979](#)
- [Botvinnik M - Reshevsky Samuel H \(USA\) \[A25\] bishops: two bishops in open g, bishops: two bi, 1938](#)
- [nunn - tal \(wijk ann zee\) \(NUNN & GR \[B47\] bishops: two bishops in open m, bishops: two bi, 1982](#)
- [Englisch - Steinitz \[C60\] bishops: two bishops in semi-o, bishops: two bi](#)
- [rosenthal - steinitz \[C46\] bishops: two bishops in semi-o, bishops: two bi, 1873](#)
- [alekhine - nimzovitch,kecsemet \(NIMZO\) \[C11\] centralisation, 1927](#)
- [Georgadze - Koeprejsjik \[Kupreichik \[E92\] centralisation, 1979](#)
- [Rubinstein,A - Schlechter,C. \(San Sebastian \) \(13\) \[D41\] centralisation, 1912](#)
- [Stolberg,M - Botvinnik,Mikhail \[E48\] centralisation \(*USSR\), 1940](#)
- [capablanca - levenfish,moscow \(LITTLEWOOD\) \[D49\] centralisation/coordination, 1935](#)
- [steinitz - tchigorin \(havana\) \[C65\] coordination, 1892](#)
- [steinitz - lasker,london \[C29\] coordination, 1899](#)
- [botvinnik - robatsch \(amsterdam\) \[D36\] coordination \(LITTLEWOOD\), 1966](#)
- [alekhine - wolf \(pistyay\) \[D06\] initiative, 1922](#)
- [alekhine \(simul.\) - poindle \(CHERNEV\) \[C67\] initiative, 1936](#)
- [tal - simagin \[B07\] initiative, 1956](#)
- [duckstein,a - petrosian \(varna\) \[B30\] king: active even with Qs on, 1962](#)
- [tal - lisitsin \(STEAN/CHERNEV\) \[B71\] king: active in ending, 1956](#)
- [regis,d \(1800\) - langosz,g \(cambridge open\) \(1700\) \[A37\] king: wandering in the middleg, king: wandering, 1980](#)
- [steinitz - lee,london \(DuBOIS\) \[D53\] minority attack, 1899](#)
- [evans - opsahl \(CHERNEV\) \[D36\] minority attack in the QGD exc, minority attack, 1950](#)

- [vogt - andersson \(STEAN\) \[B85\] minority attack in the Sicilia, minority attack, 1996](#)
- [Kotov - Taimanov \(Zuerich\) \[A13\] offside piece, 1953](#)
- [Winter,W - Capablanca,JR \(Hastings\) \[C49\] offside piece position, 1919](#)
- [capablanca - bogolyubov,london \(2\) \[C91\] offside piece position, 1922](#)
- [smyslov - rudakowsky \(CHERNEV\) \[B83\] outpost for knight on d5, 1945](#)
- [Boleslavsky - Lisitsin,Moscow \(CHERNEV\) \[B76\] outpost for knight on d5, 1953](#)
- [coria - capablanca,buenos aires \[C49\] outpost for knight on f4 used, 1914](#)
- [tal - bronstein \[C96\] overprotection, 1956](#)
- [amateurs - nimzo \[B00\] overprotection, 1993](#)
- [paulsen - tarrasch \(NIMZO\) \[C02\] pawn chains, 1993](#)
- [Marshall,Frank - Capablanca,Jose \[D33\] pawn mobility: Queen's-side majority, New York, 1909](#)
- [Euwe - Pilnik \(Amsterdam\) \[D72\] pawn mobility: passed Pawn blo, pawn mobility:, 1950](#)
- [Bronstein,David - Rojahn \[C58\] pawn mobility: pawn roller, 1956](#)
- [karpov - miles \[A50\] pawn mobility: pawn roller, 1981](#)
- [korchnoi - szabo \[A22\] pawn mobility: pieces behind p, pawn mobility:, 1963](#)
- [dodd - regis \[A40\] pawn mobility: pieces behind p, pawn mobility:, 1981](#)
- [Samisch - Nimzovitch \[E06\] pawn mobility: restraint, 1923](#)
- [Johner - Nimzovitch \[E50\] pawn mobility: restraint and b, pawn mobility:, 1923](#)
- [webb - hartston,uk ch'p \[A31\]](#)
- [nunn - olafsson \(teesside\) \[C54\] potential, 1982](#)
- [bisguier,a - petrosian,t NY \[A33\] queen's side attack, 1955](#)
- [smyslov_liberzon,URS. - ch \[A25\] queen's side attack, 1968](#)
- [le moir,d - niedzwiedzki,a \[B06\] queen's-side attack, 1999](#)
- [rubinstein - maroczy,gothenburg \[D63\] queen: dominant when centralis, queen: dominant, 1920](#)
- [regis,d \(1935\) - smith,a \(1820\) \[B02\] queen: wandering in the middle, queen: wanderin, 1993](#)
- [tarrasch - von scheve,leipzig \(etc.\) \[D37\] rooks on files: half-open, 1894](#)
- [tarrasch - janowski,ostend \[C49\] rooks on files: half-open, 1907](#)
- [Van Vliet - Znosko_Borovsky \(CHERNEV\) \[D00\] rooks on files: open, 1907](#)
- [miles - clarke \[D27\] rooks on rank and files, 1976](#)
- [Whiteley - Agnos \[A52\] rooks on ranks and files, 1994](#)
- [Korchnoi - Chekover \(Leningrad \(1/2 USSR \[C10\] rooks: tactics with rooks on s, rooks: tactics, 1951](#)
- [tarrasch - marco \[C42\] space I: breakthrough sacrific, space I: breakt, 1902](#)
- [karpov - unzicker \[C98\] space II: infiltration on the, 1993](#)
- [karpov - westerinen,nice \[C87\] space III: infiltration on the, space III: infi, 1974](#)
- [Capablanca,Jose - Treybal,Karel \(Karlsbad_10\) \[D30\] space IV: play on both wings, 1929](#)
- [Fischer,Robert - Gheorghiu,Florin \[Buenos Aire \[C42\] space V: in a semi-open game, 1970](#)
- [tarrasch - showalter,vienna \[C50\] space: enables play on each wi, space: enables, 1898](#)

- [Karpov,An - Kortschnoj,V. Moscow cf \(Wch\) \[C09\] weak pawns IQP: \(blockade in m, weak pawns IQP:, 1974](#)
- [keene,r - miles,aj \(Hastings\) \[D42\]](#)
- [stoltz - thomas,zaandamk \[E57\] weak pawns IQP: advance d4-d5, 1946](#)
- [dittman - fuchs \[E40\] weak pawns IQP: advance d4-d5, 1956](#)
- [Petrosian,T - Balashov,Y \[E57\] weak pawns IQP: advance d4-d5, 1974](#)
- [Petrosian - Peters \(Lone Pine\) \[D41\] weak pawns IQP: advances but b, weak pawns IQP:, 1976](#)
- [Lasker,Emanuel - Tarrasch,S. \(St.Petersburg\) \[D30\] weak pawns IQP: advances but w, weak pawns IQP:, 1914](#)
- [Stolyarov - Peters \(Berkeley\) \[B50\] weak pawns IQP: advances, can', weak pawns IQP:, 1979](#)
- [Lasker,Emanuel - Reshevsky,Samuel \(Nottingham \[D26\] weak pawns IQP: and weakness o, weak pawns IQP:, 1936](#)
- [Kortchnoi,V \(2695\) - Karpov,An \(2700\) \[D53\] weak pawns IQP: avoid exchange, weak pawns IQP:, 1981](#)
- [zukertort - steinitz USA MATCH #9 \[D26\] weak pawns IQP: in QGA \(blocka, weak pawns IQP:, 1886](#)
- [hartman - yanofsky,canadian open \[C09\] weak pawns IQP: in endgame - 1, weak pawns IQP:, 1985](#)
- [flohr - capablanca,moscow \[D62\] weak pawns IQP: in endgame, de, weak pawns IQP:, 1935](#)
- [Najdorf,Miguel - Polugaevsky,Lev \[D42\] weak pawns IQP: middlegame cou, weak pawns IQP:, 1971](#)
- [Spassky,B - Petrosian,T \[D42\] weak pawns IQP: modern balance, weak pawns IQP:, 1966](#)
- [Deep Blue - Kasparov \[B22\] weak pawns: \(introduction\), 1996](#)
- [chekhover,v - rudakowsky,i \(moscow\) CHERNEV \[D61\] weak pawns: backward pawn, 1945](#)
- [Bogoljubow,Efim - Capablanca,Jose \(New York \) \(9\) \[D05\] weak pawns: backward pawn, 1924](#)
- [hutchings - keene \[E12\] weak pawns: backward pawn & ot, weak pawns: bac, 1982](#)
- [steinitz,w - blackburne,j \(london\) \[C77\] weak pawns: creating holes, 1876](#)
- [Marshall - Kline \(New York\) \[D63\] weak pawns: creating holes, 1913](#)
- [znosko_borovsky vs mackenzie,weston - super_mare \(2\) \[C90\] weak pawns: creating holes, 1924](#)
- [Bhend,E - Hort,V \(Kecsemet\) \[B16\] weak pawns: doubled Pawns with, weak pawns: dou, 1964](#)
- [Doubled c_pawns - Peter Lane \[C46\] weak pawns: doubled c-pawns wi, weak pawns: dou](#)
- [Spassky,B \(2660\) - Fischer,R. \(Wch28 Reykjavik \(2785\) \[E41\] weak pawns: doubled c-pawns wi, weak pawns: dou, 1972](#)
- [Debbage,I - Lane,PC. \[C16\] weak pawns: doubled c-pawns wi, weak pawns: dou, 1995](#)
- [Lane,PC. - Bartlett,J \[E28\] weak pawns: doubled c-pawns wi, weak pawns: dou, 1996](#)
- [Thomas,N - Lane,PC. \[C16\] weak pawns: doubled c-pawns wi, weak pawns: dou, 1996](#)
- [mattison - nimzovich \(carlsbad\) CHERNEV \[E21\] weak pawns: doubled pawns 1: u, weak pawns: dou, 1929](#)

- [bronstein - najdorf,budapest \[E29\] weak pawns: doubled pawns 3: &, weak pawns: dou, 1950](#)
- [spassky - tal \(HAJTUN\) \[E26\] weak pawns: doubled pawns 4: i, weak pawns: dou, 1958](#)
- [miscellaneous opening variati \[C68\] weak pawns: doubled pawns 6: s, weak pawns: dou, 1996](#)
- [Fischer - Petrosian #9 \[C10\] weak pawns: doubled pawns 7: i, weak pawns: dou, 1970](#)
- [zinn - sveshnikov,decin \[B33\] weak pawns: dynamic chances, 1974](#)
- [Rubinstein - Nimzovitch \(*Karlsbad \) \[D32\] weak pawns: evolution of hangi, weak pawns: evo, 1929](#)
- [Spielmann,R - Nimzowitsch Aaron \(San \) \(9\) \[B29\] weak pawns: hanging Pawns, 1911](#)
- [Bertok - Fischer \[D59\] weak pawns: hanging pawns \(str, weak pawns: han, 1962](#)
- [Fischer - Spassky WCh \[D59\] weak pawns: hanging pawns \(wea, weak pawns: han, 1972](#)
- [Gligoric - Keres \(Zuerich\) \[E43\] weak pawns: pawn islands, 1953](#)
- [Hug - Barle \(Pula izt\) \[C50\] weak pawns: pawn islands, 1975](#)
- [geller's quiet system - Bronstein \[B07\] weak pawns: pawn islands, 1993](#)
- [Capablanca,Jose - Kupchik,Abraham \(Havana \) \(7\) \[C49\] weak pawns: pawn islands, 1913](#)
- [Capablanca,Jose - Conde,Adrian \(Hastings \) \(8\) \[C73\] weak pawns: pawn islands, 1919](#)
- [Bernstein - Mieses \[B45\] weak pawns: weak colour comple, weak pawns: wea, 1921](#)
- [Von Gottschall,H - Nimzowitsch Aaron \(Hannover\) \[C00\] weak squares: colour complex, 1926](#)
- [Nimzowitsch Aaron - Menchik,V. \(Karlsbad\) \[C02\] weak squares: colour complex, 1929](#)
- [Riumin - Ragozin \(Leningrad\) \[E34\] weak squares: colour complex, 1934](#)
- [Makogonov,Vladimir - Botvinnik,Mikhail \(Sverdlo \[D45\] weak squares: colour complex, 1943](#)
- [kotov - gligoric,zurich \[E87\] weak squares: colour complex, 1953](#)
- [Petrosian,Tigran - Mecking,Henrique \(Palma de \[B07\] weak squares: colour complex, 1969](#)
- [Petrosian,Tigran - Mecking,Henrique \(Wijk aan \[D03\] weak squares: colour complex, 1971](#)
- [Polugaevsky Lev - Mecking H \(Mar del Plata\) \[D45\] weak squares: colour complex, 1971](#)
- [Mecking,Henrique - Petrosian,Tigran \(San Antonio \[C11\] weak squares: colour complex, 1972](#)
- [Karpov,Anatoly - Hort,Vlastimil \(Budapest \(2\) \[C06\] weak squares: colour complex, 1973](#)
- [Kotov,A - Pilnik,H. \(Sweden izt \) \(9\) \[D56\] weak squares: colour complex, 1952](#)
- [Capablanca,Jose - Yates,Frederick \(NY\) \[D00\] weak squares: colour complex i, weak squares: c, 1924](#)
- [Botvinnik,Mikhail - Euwe,Max \(Leningrad\) \[C83\] An Introduction to Strategy an, An Introduction, 1934](#)
- [Alekhine Alexander - Junge Klaus \(Crakow\) SILMAN \[C86\] An Introduction to Various Adv, An Introduction, 1942](#)

Planning

" It is not a move, even the best move, that you must seek, but a realisable plan."

-- EUGENE A. ZNOSKO-BOROVSKY.

Best single reference: Kotov, [Think Like a Grandmaster](#)

- [steinitz - lasker \(ROMANOVSKY\) \[D35\] planning 1 \(st.petersburg\), 1895](#)
- [steinitz - lasker \(ROMANOVSKY\) \[C65\] planning 2 \(new york\), 1894](#)

Excellent notes to these two Steinitz games by ROMANOVSKY can be found at <http://dab.psi.net/ChapterOne/uscf/browse/midplan.html>>, but their [diagrams](#) are awful. You really need two windows...

- [ussr chess exercise - problem \[t30planning problem: \(norwood\), 1994](#)
- [ussr chess exercise - answer \[t30planning problem: answer \(norw, planning proble, 1994](#)
- [najdorf - petrosian,zurich \[E62\] planning: Black adopts formati, planning: Black, 1953](#)
- [Najdorf - Geller \(BRONSTEIN\) \[E62\] planning: Black leaves c5 free, planning: Black, 1953](#)
- [euwe - keres,zurich \(BRONSTEIN/K \[D72\] planning: assessment of positi, planning: asses, 1953](#)
- [karpov - polugaevsky,moscow \(KOTOV\) \[B92\] planning: concentration of pie, planning: conce, 1974](#)
- [ragozin - boleslavsky,sverdlovsk \(SUETIN\) \[B15\] planning: dynamic vs. classica, planning: dynam, 1942](#)
- [botvinnik,m - donner,jh \(amsterdam\) \[A14\] planning: knight outpost, 1965](#)
- [petrosian - fischer,portoroz \[A16\] planning: manoeuvring, 1958](#)
- [capablanca - ragozin \(moscow\) \(KOTOV\) \[E22\] planning: piece positions \(com, planning: piece, 1936](#)
- [petrosian - euwe,zurich \[A07\] planning: planless play in ope, planning: planl, 1953](#)
- [botvinnik - chekhover,ussr \[E21\] planning: strength of doubled, 1938](#)
- [pope,m - regis,d \(march\) \[A25\] planning: wyvill formation, 1978](#)
- [Lane,PC. - Bartlett,J \[E28\] doubled c-pawns : Bishops on t, doubled c-pawns, 1995](#)
- [Debbage,I - Lane,PC. \[C16\] doubled c-pawns : Knights on t, doubled c-pawns, 1995](#)
- [Thomas,N - Lane,PC. \[C16\] doubled c-pawns : both players, doubled c-pawns, 1996](#)
- [Doubled c_pawns - Peter Lane \(2\) \[C46\] doubled c-pawns : intro, 1996](#)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Endings

"To play with correctness and skill the ends of games, is an important but a rare accomplishment, except among the magnates of the game"

-- STAUNTON **The Chessplayer's Handbook** (*Plus ca change...!*)

Best references: Mednis & Crouch, **Rate your Endgame** (practice);
Speelman *et al.* **Batsford Chess Endings** (theory)

- [mate with two BishopsBCCA, 1996](#)
- [BROWNCHEVNEV, 1997](#)
- [King,BN. - KingHowToMate](#)
- [King,BN. - KingHowToMate, Endgame Data Bases \[Norbert Friedric\]](#)
- [King,BB. - KingHowToMate, BCCA, 1996](#)
- [King,BN. - KingHowToMate Fine No.4/No.5](#)
- [King,Pawn - KingKing & Pawn: win with opposition](#)
- [BOOT \(1740\) - DrDave \(1765\) \[A41\] Passed Pawns must be Pushed!, Rated Blitz match, 1808](#)
- [King,Pawn - KingPawn \[t50\] basic draw](#)
- [King,Pawn - KingPawn \[t50\] basic win](#)
- [King,Queen - King,RookQ vs R Ending:](#)
- [King,Queen - King,RookQ vs R ending, 1998](#)
- [Karpov An - Yusupov A \[A18\] Rook Ending: RP/RP \(Linares 51/18\), Linares 51/, 1991](#)
- [Alekhine,A - Capablanca,J \[D51\] Rook Ending: active Rook \(Buenos Aires\), Wch13-, 1927](#)
- [Bondarevsky I - Keres Paul GM \(EST\) \[D95\] Rook \[t50\]RP+BP, Leningrad-Moskva {25.01.39}, 1939](#)
- [Keres Paul GM \(EST\) - Sokolsky A \[C71\] Rook \[t50\]RP+BP, Moskva Chigorin-mem \(28.11., 1947](#)
- [Marshall,F - Rubinstein,A \[D32\] Rook \[t50\]RP+BP \(San Sebastian\), San Sebasti, 1911](#)
- [Bakulin - Dvoretzky,MRook \[t50\] active Rook in defence, Moscow, 1974](#)
- [Rook \[t50\] checking distance](#)
- [Rook \[t50\] checking distance not OK](#)
- [and Rook \[t50\] q.v. 1-0](#)
- [Capablanca,J - Tartakower,S \[A80\] Rook \[t50\]seventh rank \(new, rook ending: se, 1924](#)
- [Capablanca,Jose - Vidmar,Milan sr \[New York \(12\) \[C98\] a Capablanca ending, 1927](#)
- [Hug - Barle \(Pula izt\) \[C50\] a rook \[t50\]two weaknesses, 1975](#)
- [Lasker,Emanuel - Capablanca,Jose \(Havana m10\) \[D61\] a rook/knight \[t50\]two weak, a rook/knight e, 1921](#)

- [Turnkey/Fritz 4 - Hodgson,J \(East Kilbride Op \[D10\] an endgame principle: differen, an endgame prin, 1996](#)
- [bishop \[t50\] B/B \(cb 1.1\), 1995](#)
- [fischer - taimanov #4 \[B47\] bishop \[t50\]B/N, 1971](#)
- [euwe - alekhine \[t50\]bishop \[t50\] BB/BN \(3rd matc, bishop ending:, 1937](#)
- [euwe - alekhine \(complete\) \[t50 \[D46\] bishop \[t50\]BB/BN \(3rd\) net, bishop ending:, 1937](#)
- [scheltinga - fine \[t50\]bishop \[t50\] BB/BN \(amsterda, bishop ending:, 1936](#)
- [perlis - baird \[t50\]bishop \[t50\] BB/BN \(barmen\), 1905](#)
- [rubinstein - gajdos \[t50\]bishop \[t50\] BB/BN \(bremen\), 1905](#)
- [bishop \[t50\] BB/BN \(cb\), 1995](#)
- [zagorovsky - bryson \[t50\]bishop \[t50\] BB/BN \(corr\), 1994](#)
- [soultanbieff - flohr \[t50\]bishop \[t50\] BB/BN \(folkesto, bishop ending:, 1933](#)
- [kasenfuss - fine \[t50\]bishop \[t50\] BB/BN \(kemeru\), 1937](#)
- [bellars - goodman \[t50\]bishop \[t50\] BB/BN \(paignton, bishop ending:, 1977](#)
- [berger - tchigorin \[t50\]bishop \[t50\] BB/BN theory I, 1907](#)
- [tarrasch - rubinstein \[t50\]bishop \[t50\] BB/BN theory II, bishop ending:, 1912](#)
- [leonhardt - bernstein \[t50\]bishop \[t50\] BB/NN theory II, bishop ending:, 1905](#)
- [tarrasch - rubinstein \(san sebastian\) \[C48\] bishop \[t50\]BB/NN theory II, bishop ending:, 1912](#)
- [bellers - james \[t50\]bishop \[t50\] OCB \(paignton\), 1976](#)
- [walther - fischer \[B99\] bishop \[t50\]OCB as draw, 1960](#)
- [soesan - bellers \[t50\]bishop \[t50\] OCB don't alway, bishop ending:, 1976](#)
- [Capablanca,Jose - Janowsky,Dawid \(NY 03\) \[D15\] bishop \[t50\]same colour, 1916](#)
- [Menchik,V - Capablanca,JR \(Hastings 1930/3 \[A47\] bishop \[t50\]same colour, 1996](#)
- [Tartakower,S - Nimzowitsch Aaron \(6\) \[E22\] endgame finesse: Bad Aussee m, Bad Aussee m, 1928](#)
- [Calvo - Anderssen \(Copenhagen\) \[B15\] endgame technique, 1977](#)
- [Calvo - Anderssen \(Copenhagen\) \[B15\] endgame technique, 1977](#)
- [dvoretzky\[t50\] blockade KBP vs. K, 1996](#)
- [dvoretzky\[t50\] blockade KBP vs. K, 1996](#)
- [dvoretzky\[t50\] blockade KBP vs. KP, 1996](#)
- [dvoretzky\[t50\] blockade KBP vs. KP, 1996](#)
- [dvoretzky\[t50\] blockade KNP vs. K, 1996](#)
- [dvoretzky\[t50\] blockade KQ vs. KNB, 1996](#)
- [dvoretzky\[t50\] blockade KRP vs. KB, 1996](#)
- [dvoretzky\[t50\] blockade KRP vs. KB, 1996](#)
- [dvoretzky\[t50\] blockade KRPP vs. KBPP, ending: blockad, 1996](#)
- [jones - bellers \[k11king \[t50\] 1 - exchanging in, king ending: 1, 1975](#)
- [cb \[k12king \[t50\] 2 -theory:opposit, king ending: 2, 1995](#)

- [hibbitt - bellers \[k13king \[t50\] 3 - exchanging to, king ending: 3, 1995](#)
- [bellers - pritchard \[k14king \[t50\] 4 - exchange with, king ending: 4, 1995](#)
- [bellers - hodgson \[k15king \[t50\] 5 - allowing exch, king ending: 5, 1977](#)
- [sarahs - bellers \[k16king \[t50\] 6 - exchanging to, king ending: 6, 1995](#)
- [bellers - evans \[k17king \[t50\] 7 - a hasty excha, king ending: 7, 1977](#)
- [thornley - bellers \[k18king \[t50\] 8 - sac to exchan, king ending: 8, 1995](#)
- [furnewell - frost \[k19king \[t50\] 9 - to exchange o, king ending: 9, 1995](#)
- [coull - stanciuking \[t50\] thessaloniki women's ol, thessalon, 1988](#)
- [bellers - saqui \[k20king ending:10 - arising from, 1983](#)
- [pomar - cuerdas \[t50king ending:11 practical break, king ending:11, 1990](#)
- [Capablanca,Jose - Corzo y Principe,Juan \(Havana m \[A83\] minor piece \[t50\]Bishop vs., minor piece end, 1901](#)
- [Nimzovitch,A - Capablanca,J. \[t50 \[B12\] model \[t50\]major pieces \(Ne, model ending: m, 1927](#)
- [fischer,rj - berliner \(usa ch'p\) \[t50 \[B03\] model \[t50\]passed pawns mus, model ending: p, 1960](#)
- [active king in the ending \[t5 \[B71\] model \[t50\]rook and knight, 1954](#)
- [Bogoljubow,E - Capablanca,J. \[t50 \[E12\] model \[t50\]rooks & minors \(, model ending: r, 1928](#)
- [fischer - petrosian #7 \[B42\] model \[t50\]rooks & minors \(, model ending: r, 1971](#)
- [gligoric,s - smyslov,v. \(zurich\) \(MEDNIS \[A30\] model \[t50\]rooks and minors, model ending: r, 1953](#)
- [fischer - petrosian #9 \[C10\] model \[t50\]rooks and minors, model ending: r, 1971](#)
- [anon - barcza \(debrecen\) \[B00\] not an \[t50\]a queenless mid, not an ending:, 1934](#)
- [hubner - benko \(hungary\) \[A42\] not an \[t50\]a queenless mid, not an ending:, 1976](#)
- [regis,d \(1855\) - dobber,p \(weymouth #3\) \[t5 \(2780\) \[C41\] not an ending:queenless middle, not an ending:q, 1995](#)
- [Mednis,Lasker etc \[C68\] openings designed for endgames, openings design, 1995](#)
- [Aleksandrov \(Kubbel Memorial\)paradox, 1991](#)
- [KRP - KRP \[t50rook \[t50\] 5-piece \(lasker's, rook ending: 5-, 1890](#)
- [KRP - KR \[t50rook \[t50\] 5-piece \(lasker\), 1995](#)
- [dvoretzkyrook \[t50\] KR+BP+RP vs. KR, 1996](#)
- [dvoretzkyrook \[t50\] KR+BP+RP vs. KR, 1996](#)
- [gligoric - smyslov \(moscow\)rook \[t50\] KR+BP+RP vs. KR, 1996](#)
- [szabo - tukmakov \(buenos aires\)rook \[t50\] KR+RP+RP vs. KR, 1970](#)
- [rachels - gurevich \(US Ch'p\)rook \[t50\] KR+RP+RP vs. KR\(+, rook ending: KR, 1989](#)
- [Bakulin - Dvoretzkyrook \[t50\] Moscow, Moscow, 1974](#)
- [Duras,Oldrich - Capablanca,Jose \[t50 \[D37\] rook \[t50\]PP on same side \(, rook ending: PP, 1913](#)
- [Botvinnik M - Borisenko Georgy K \(RUS\) \[E66\] rook \[t50\]R+PPP+P/R+PPP, Ch URS, Moscow \(Rus, 1955](#)
- [Alekhine Alexander - Capablanca Jose \[D51\] rook \[t50\]R+PPP+P/R+PPP, Buenos Aires WCh](#)

[\(3, 1927\)](#)

- [\[t50rook \[t50\] basic draw \(Phili, rook ending: ba, 1995\)](#)
- [\[t50rook \[t50\] basic win \(Lucena, rook ending: ba, 2012\)](#)
- [regis,d \(1800\) - knox,stuart \(ian miles c \(1950\) \[D32\] rook \[t50\]club 1 horrible l, rook ending: cl, 1983](#)
- [regis,d \(1800\) - pope,s \(club ch'p\) \[t50 \[A36\] rook \[t50\]club 2 lack of at, rook ending: cl, 1992](#)
- [regis,d - walker,jn \(use of Philidor \[C33\] rook \[t50\]club 3 lack of th, rook ending: cl, 1994](#)
- [woodruff,dg \(1725\) - regis,d \(somerset vs. dev \(1855\) \[A26\] rook \[t50\]club 4 lack of co, rook ending: cl, 1995](#)
- [lane,pc - regis,d \(use of Lucena th \[A42\] rook \[t50\]club 5 lack of ac, rook ending: cl, 1995](#)
- [white,ir - regis,d \(East Devon #1\) \[B06\] rook \[t50\]club 6 all rook e, rook ending: cl, 1994](#)
- [Capablanca,Jose - Kreymbourg,Alfred \(NY 04\) \[D02\] rook \[t50\]double rook, 1910](#)
- [KRP/KR: drawn a - pawn\(theory into practice\)\[t5rook \[t50\] pfleger 1, 1994](#)
- [rook \[t50\] drawn RP+NP/RP \[rook ending: pfleger 2, 1994](#)
- [rook \[t50\] won RP+BP \[t50rook ending: pfleger 3, 1994](#)
- [rook \[t50\] win with a - pawn + 2 f_pawns \[t50rook ending: pfleger 4, 1994](#)
- [Smyslov,V - Botvinnik,Mikhail \(Moscow\) \[C17\] rook \[t50\]pfleger 5 \(comple, rook ending: pf, 1954](#)
- [makarychev - lerner \(minsk\)rook \[t50\] rule of five, 1979](#)
- [Capablanca,Jose - Kupchik,Abraham \(Havana m7\) \[C49\] rook \[t50\]various themes, 1913](#)
- [An early Rook \[t50\] White is better not just because of the neater](#)
- [Capablanca,Jose - Kostic,Boris \(Havana m01\) \[C42\] rook/bishop: zugzwang, 1919](#)

Psychology

"Chess is above all a fight."

-- EMANUEL LASKER.

Best single reference: Webb, **Chess for Tigers**

- [hug - karpov \(BBC Bath\) \[A05\] psychology: beating weaker pla, psychology: bea, 1977](#)
- [Krogius - Gheorghiu \[B85\]](#)
- [polugaevsky - estevez,sochi \[A22\] psychology: playing stronger p, psychology: pla, 1977](#)
- [ljubojevic,l - andersson,u \[B85\] psychology: style: direct atta, psychology: sty, 1976](#)

- [botvinnik,m - tal,m \(wch\) \[D14\] psychology: style: squeeze pla, psychology: sty, 1961](#)
 - [botvinnik - szilagy,amsterdam \[A07\] psychology: style: turning the, psychology: sty, 1966](#)
 - [forder - alekhine \(warsaw\) \[A05\] psychology: win with the black, psychology: win, 1935](#)
 - [Miles,AJ. - Webb,S. \(Birmingham\)psychology: winning drawn game, psychology: win, 1975](#)
 - [Cooper - Hebden \(Lutterworth\)psychology: winning drawn posi, psychology: win, 1986](#)
-

Errors

"The blunders are all there on the chessboard, waiting to be made."

-- TARTAKOVER

Best single reference: Avni, **Danger in Chess**

- [jackson,dave \(plymouth\) \(1855\) - regis,d \(1740\) \[B25\] errors in analysis: missed tac, errors in analy, 1993](#)
- [regis,d \(1935\) - aston,pa \(2000\) \[B23\] errors in analysis: missed tac, errors in analy, 1994](#)
- [fayle,a - regis,d \[B83\] errors in analysis: missing op, errors in analy, 1984](#)
- [regis,d - stirling,a \[B02\] errors in analysis: missing op, errors in analy, 1984](#)
- [regis,d \(1935\) - beake,b \(2140\) \[C00\] errors in analysis: missing op, errors in analy, 1994](#)
- [regis,d \(1740\) - stooks,charles \(2110\) \[A36\] errors in analysis: mistaken t, errors in analy, 1993](#)
- [regis,d \(1855\) - prideaux,e \(1750\) \[B23\] errors in analysis: mistaken t, errors in analy, 1994](#)
- [ward,de \(1755\) - regis,d \(1855\) \[B06\] errors in analysis: mistaken v, errors in analy, 1994](#)
- [webb,s \(2875\) - regis,d \(1855\) \[B06\] errors in analysis: mistaken v, errors in analy, 1994](#)
- [Bronstein,D - Botvinnik,M. \(m24\) \[D44\] errors: \(avoided\) playing for, 1951](#)
- [ebralidze - ragozin,tbilisi \[t40\]errors: chess blindness, 1937](#)
- [smyslov - kasparov \(AVNI\) \[A30\] errors: complacency \(moscow\), 1981](#)
- [lilienthal - bondarevsky \(ussr ch'p\) \[C10\] errors: eagerness for draw, 1940](#)
- [alapin - marshall,ostend \(AVNI\) \[C32\] errors: eagerness to attack, 1907](#)
- [van scheltinga - de groot \(EUWE\) \[E94\] errors: eagerness to exchange, 1936](#)
- [lisitsin - krogius,LENINGRAD \(KROGIUS\). \[A04\] errors: eagerness to win, 1949](#)
- [averbach - keres,18th ussr ch'p \[C49\]](#)
- [capablanca - bernstein,san sebastian \[C65\] errors: eagerness to win mater, errors: eage, 1911](#)
- [gligoric,s - kotov,a \(zurich izt\) \[B91\]](#)
- [sokolsky - botvinnik \(ussr ch'p\) \[D94\] errors: planless play, 1939](#)
- [Smyslov - Bronstein \(Cleveland\) \[E61\] errors: playing for a draw wit, errors: playing](#)
- [larsen - spassky,linares \[A26\] errors: relaxing in a dominati, errors: relaxin, 1981](#)

- [basman - cramling \[t40errors: retained image, 1979\]](#)
- [van steenis - wechsler,hastings \[C10\] errors: unjustified check, 1947](#)
- [euwe - smyslov \(the Hague\) \[t40errors: unjustified sacrifice, 1948\]](#)

[Tactics](#) | [Openings](#) | [Attack](#) | [Strategy](#) | [Endgames](#) | [Psych](#) | [Praxis](#)

Chess Praxis

Lessons from the masters, model treatment of common middlegame formations, practical play by club players, style of the world champions.

Pawn sacrifices

- [Capablanca,J - Lasker,Emanuel \[C80\] Pawn sacrifice: contempt for Pawns, St.Petersbu, 1914](#)
- [Regis,D - Laker,L \[D00\]](#)
- [Karpov,An \(2700\) - Kasparov,G \(2740\) \[D88\] Pawn sacrifice: for activity, Wch34-KK4 Sevilla, 1987](#)
- [Kasparov,G \(2700\) - Karpov,An \(2720\) \[E20\] Pawn sacrifice: for activity, Wch32-KK2 Moscow, 1985](#)
- [Karpov,An \(2705\) - Kasparov,G \(2715\) \[D53\] Pawn sacrifice: for activity, Wch31-KK1 Moscow, 1984](#)
- [Kasparov,G \(2715\) - Karpov,An \(2705\) \[A33\] Pawn sacrifice: for activity, Wch31-KK1 Moscow, 1984](#)
- [Nimzowitsch,Aaron - Capablanca,Jose \[C62\] Pawn sacrifice: for activity/initiative, St Pet, 1914](#)
- [Karpov,An \(2720\) - Kasparov,G \(2700\) \[B85\] Pawn sacrifice: for activity/lines, Wch32-KK2 M, 1985](#)
- [Karpov,An \(2705\) - Kasparov,G \(2715\) \[D58\] Pawn sacrifice: for activity/mess, Wch31-KK1 Mo, 1984](#)
- [Kasparov,G \(2715\) - Karpov,An \(2705\) \[C42\] Pawn sacrifice: for development/BB, Wch31-KK1 M, 1984](#)
- [Gausel,E - Davies,N \[B06\] Pawn sacrifice: for open lines, *Oslo, 1988, 1988](#)
- [Lorinczi P - Browne Walter S \[A58\] Pawn sacrifice: for open lines \(Benko\), Olympia, 1970](#)
- [kotov - gligoric,zurich \[E87\] Pawn sacrifice: for squares, lessons in KID: 5, 1953](#)
- [Kopec - Staub \[B30\] Pawn sacrifice: for squares, Ivy league Team NJ, 1973](#)
- [various openings \[C21\] Pawn sacrifice: gambit for development, opening, 1994](#)

- [Basman,MJ. - Benjamin,JC. \[B15\]](#)
- [Pfleger H - Hartston WR \[A36\] Pawn sacrifice: justice?, BBC TV Master Game, 1977](#)
- [Spassky,B - Fischer,R. \(Reykjavik WCh11 \(1\) \[B97\] Poisoned Pawns, 1972](#)
- [Maul,P. \(Reading\) - Pickering,A. \(Exeter\) \(2\) \[A27\] Poisoned Pawns](#)
- [Hill,D - Pickering,A. \(Exeter Club Cha \(4\) \[B13\] Poisoned Pawns, 1997](#)
- [Euwe Max - Alekhine Alexander \(The Hague \(1\) \[D17\] Poisoned Pawns {3}, 1937](#)

Manoeuvring

- [Capablanca,Jose - Kupchik,Abraham \[Havana \[C49\] manoeuvre: a classic endgame s, manoeuvre: a cl, 1913](#)
- [Holzhausen W - Nimzowitsch Aaron \(Hannover\) \[B00\] manoeuvre: against weaknesses, manoeuvre: agai, 1926](#)
- [Thomas,G - Alekhine,Alexander \(Baden Ba \[B02\] manoeuvre: an ideal position w, manoeuvre: an i, 1925](#)
- [Lasker,Emanuel - Salwe,G. \(St.Petersburg\) \[C62\] manoeuvre: bind with persisten, manoeuvre: bind, 1909](#)
- [Rubinstein,Akiba - Alekhine,Alexander \(Dresden\) \[A46\] manoeuvre: dynamically and wit, manoeuvre: dyna, 1926](#)
- [Tylor,Theodore - Lasker,Emanuel \(Nottingham \[C49\] manoeuvre: gradual infiltratio, manoeuvre: grad, 1936](#)
- [Nimzowitsch Aaron - Antze,O. \(Hannover\) \[E60\] manoeuvre: in a Queen ending, 1926](#)
- [Capablanca - Treybal \(Karlsbad\) \[D30\] manoeuvre: with lots of space, 1929](#)
- [Cohn,E - Nimzowitsch Aaron \(Karlsbad\) \[D30\] manoeuvre: woodpushing or mano, manoeuvre: wood, 1911](#)
- [regis,d - richard dixon \(CORR_92/93\) \[A36\] manoeuvring in club play: Devo, manoeuvring in, 1993](#)
- [Regis,D \(2840\) - O'Grady,J \(1820\) \[C30\] manoeuvring in club play: Spec, manoeuvring in, 1996](#)
- [regis,d \(1960\) - richmond,rh \(2150\) \[A21\] manoeuvring in club play: camb, manoeuvring in, 1986](#)
- [williams,sk \(1990\) - regis,d \(1935\) \[A36\] manoeuvring in club play: east, manoeuvring in, 1994](#)
- [regis,d - tunks,d \(1935\) \[B06\] manoeuvring in club play: port, manoeuvring in, 1984](#)
- [Petrosian,T - Fischer,R \[A16\] manoeuvring: a modern master, 1958](#)

Material imbalance

- [Timman J - Speelman J \(10,Linares\) \[D35\] material imbalance: KBB v KN, 1992](#)
- [Timman J - Seirawan Yasser \(10,Surakarta\) \[D29\] material imbalance: Q v RB, 1983](#)
- [Timman J - Short N \(1,Hilversum m\) \[E05\] material imbalance: Q v RB, 1989](#)

- [Keres,Paul - Fischer,Robert \(Yugoslavia \[B99\] material imbalance: Q v RN, 1959](#)
- [Ivanchuk Vasily - Timman J \[04,Hilversum \[E99\] material imbalance: Q v RN, 1991](#)
- [Ivanchuk V - Timman J \[13,Tilburg \[A29\] material imbalance: Q v RR, 1990](#)
- [Janowski,D - Lasker,Emanuel \(Paris\) \[C66\] material imbalance: Q vs. 2 RR, material imbal, 1909](#)
- [Euwe,M - Grunfeld,E. \(Zandvoort\) \[D28\] material imbalance: Q vs. RB, 1936](#)
- [Selesniev Alexey - Alekhine Alexander \(Triberg \(\[A47\] material imbalance: R v B, 1921](#)
- [Ljublinsky Victor \(RUS\) - Botvinnik M \(Moscow \(Ru \[C60\] material imbalance: R v B, 1943](#)
- [Bronstein,David - Boleslavsky,Isaak \(Moskva ch_SU \[E81\] material imbalance: R v B, 1961](#)
- [Lasker - Janowskymaterial imbalance: R v N, 1909](#)
- [Portisch L - Timman J \(5,Antwerp\) \[A41\] material imbalance: R v N, 1992](#)

King's Indian Master Class

- [kramer,h - palomaa \(beverwijk\) EUWE/KRAM \[E68\] KID: 1 - White's Q-side attack, lessons in KID:, 1951](#)
- [Svetozar Gligoric - Robert J. Fischer \(Bled\) \[E98\] KID: 3 - balanced play, lessons in KID: 3 - bal, 1961](#)
- [petrosian - yuchtman \[E92\] KID: 4 - Wh seals K-side, lessons in KID: 4 - W, 1994](#)

Lessons from the Masters

- [Gligoric,Svetozar - Fischer,Robert \(Yugoslavia \[B99\] Lessons from Bobby Fischer: en, Lessons from Bo, 1959](#)
- [Fischer,R - Euwe,M. \(Leipzig ol\) \[B13\] Lessons from Bobby Fischer: en, Lessons from Bo, 1960](#)
- [Fischer,Robert - Robatsch,Karl \(Varna ol fina \[B01\] Lessons from Bobby Fischer: mi, Lessons from Bo, 1962](#)
- [Fischer,R - Stein,L. \(Sousse izt\) \[C92\] Lessons from Bobby Fischer: mi, Lessons from Bo, 1967](#)
- [Fischer,Robert J - Celle,O. \(Davis sim\) \[C51\] Lessons from Bobby Fischer: op, Lessons from Bo, 1964](#)
- [Petrosian,Tigran - Fischer,Robert \(Buenos Aire \[A06\] Lessons from Bobby Fischer: op, Lessons from Bo, 1971](#)
- [J.R.C - D. Janowski \(Manhattan,1918\). \[D30\] Lessons from Capa 1: Stages in, Lessons from Ca](#)
- [J.R.C - B. Villegas {1914} \[D04\] Lessons from Capa 3 : Tactical, Lessons from Ca](#)
- [J.R.C - Allies,\(Buenos Aires 1914\) \[C30\] Lessons from Capa 4 : Switchin, Lessons from Ca](#)
- [F.J. Marshall - J.R.C.,\(New York 1918\) \[D64\] Lessons from Capa 5 : Zugzwang, Lessons from Ca](#)
- [Capablanca,JR. - Stahr,John M \[D05\] Lessons from Capablanca {2}: attacking, Chicago, 1915](#)

- [Capablanca,JR. - Anon \[D37\]](#)
- [Capablanca,JR. - Funaroff,Marc \[C66\]](#)
- [Capablanca,JR. - Chase,A \[C33\] Lessons from Capablanca {2}: attacking, New Yor, 1922](#)
- [Nunn - Sokolov \(Dubai\) \[B54\] Lessons from John Nunn: attack, Lessons from Jo, 1985](#)
- [Nunn,J \(2585\) - Dlugy,M. \[London UK \(2545\) \[B12\] Lessons from John Nunn: attack, Lessons from Jo, 1985](#)
- [Sunye,J \(2480\) - Nunn,J. \(Amsterdam OHRA \(2600\) \[A25\] Lessons from John Nunn: attack, Lessons from Jo, 1985](#)
- [Nunn - Short \(Brussels\) \[C98\] Lessons from John Nunn: strate, Lessons from Jo, 1986](#)
- [Nunn,J \(2620\) - Portisch,L. \(Reykjavik WC\) \(2630\) \[C73\] Lessons from John Nunn: strate, Lessons from Jo, 1988](#)
- [Nunn,J \(2600\) - Gelfand,B. \(Munich \) \(2700\) \[B07\] Lessons from John Nunn: strate, Lessons from Jo, 1991](#)
- [Rotlevi,G - Rubinstein,A \[D40\] Lessons from Rubinstein:, Lodz, 1907](#)
- [Rubinstein,A - Tarrasch,S \[A84\] Lessons from Rubinstein:, Hastings, 1922](#)
- [Rubinstein Akiba K - Tartakower Saviely \[A52\] Lessons from Rubinstein:, Bad Kissingen \(German, 1928](#)
- [Rubinstein,A - Capablanca,J \(13\) \[D33\] Lessons from Rubinstein:, San Sebastian, 1911](#)
- [Tal,M - Djurasevic \(Varna tt stud_WM\) \[B66\] Lessons from Tal: activity of, 1958](#)
- [Saigin - Tal,M. \(Riga\) \[E01\] Lessons from Tal: combos based, Lessons from Ta, 1954](#)
- [Aronson - Tal,M. \(Moskva ch_SU\) \[A97\] Lessons from Tal: combos based, Lessons from Ta, 1957](#)
- [tal - lisitsin \(STEAN/CHERNEV\) \[B71\] Lessons from Tal: king active, 1956](#)
- [Tal,M - Simagin \(Leningrad ch_SU\) \[B07\] Lessons from Tal: sacrifice \(' , Lessons from Ta, 1956](#)
- [Averbakh - Tal,M. \(Riga ch_SU\) \[A76\] Lessons from Tal: speculation, 1958](#)
- [Walther - Tal,M. \(Munchen ol\) \[B20\] Lessons from Tal: unnatural mo, Lessons from Ta, 1958](#)

Queen's Gambit Master Class

- [Queen's Gambit Accepted \[D26\] QGA/IQPa: {0}](#)
- [Rubinstein,A - Lasker,Emanuel \[D47\]](#)
- [Botvinnik,M - Euwe,Max \[D26\]](#)
- [Janowski,D - Lasker,Emanuel \[D30\]](#)
- [Timman J - Panno O \[D20\]](#)
- [La Bourdonnais - McDonnell \[D20\] QGA/IQPf: For {2} \(m1834\), 1834](#)
- [De Labourdonnais L - Macdonnell A \[D20\] QGA/IQPg: \(Konig series\), London m4 ;HCL 18 \(50, 1834](#)
- [Saint Amant P - Staunton H \(19\) \[D20\] QGA/IQPh: Paris m ;HCL 15, Paris m ;HCL 15, 1843](#)

- [Harrwitz,D - Morphy,P \(1\) \[D30\] QGA/IQPi: Paris m, Paris m, 1858](#)
- [Zukertort,J - Steinitz,W \[D26\] QGA/IQPj: Wch01-USA \(St.Louis\), Wch01-USA \(St.L, 1886](#)
- [Pillsbury Harry N - Steinitz Wilhelm \[D26\] QGA/IQPk: It, St. Petersburg \(Russia\), It, St., 1896](#)
- [Lasker,Emanuel - Reshevsky,Samuel \(Nottingham \[D26\] QGA/IQPl: and weakness o, weak pawns IQP: and w, 1936](#)
- [botvinnik - vidmar \(nottingham\) \[D60\] QGA/IQPm: sacrifice on f7 by N, sacrifice on f7, 1936](#)
- [Flohr,Salo - Capablanca,Jose \(13\) \[D28\] QGA/IQPn: Semmering Baden, Semmering Baden, 1937](#)
- [evans - opsahl \(CHERNEV\) \[D36\] QGD, EV: 2 the modern minority attack, minority, 1950](#)
- [Flohr,S \(2500\) - Apscheneek,F \[D36\] QGD, EV: 3 Third-rank defence, Kemer, 1939](#)
- [Arkell Keith C - Maksimenko Andrei \[D35\] QGD,EVa: It \(open\), Copenhagen \(Denmark, It \(op, 1994](#)
- [Moutousis,Konstantin - Ruzhiale,D \(9\) \[D35\] QGD,EVb: Manila ol, Manila ol, 1992](#)
- [Peelen,P - Van der Sterren,P \[D36\] QGD,EVc: Amsterdam Euwe-mem, Amsterdam Euwe-mem, 1989](#)
- [Certek Pavel - Nikolov Sasho \[D35\] QGD,EVc: It \(open\), Prague \(Czech R\), It \(open\), 1986](#)
- [Tisdall,J - Sveshnikov,E \[D35\] QGD,EVd: Hastings, Hastings, 1977](#)
- [Caselas Jacobo - Antunes Antonio \[D36\] QGD,EVd: It \(open\), Mondariz \(Spain\), It \(open\), 1994](#)
- [Donner,Jan Hein - Hort,Vlastimil \(13\) \[D36\] QGD,EVd: Wijk aan Zee, Wijk aan Zee, 1973](#)
- [Gligoric S - Larsen B \[D36\] QGD,EVe: Ch, Moscow, Ch, Moscow, 1966](#)
- [Fehmer Dirk - Khalifman Alexander \[D36\] QGD,EVe: It \(open\) \(active\), Eupen \(Bel, It \(op, 1994](#)
- [Lipnitsky,Isaak - Panov,Vasily \[D36\] QGD,EVe: SSSR, SSSR, 1952](#)

Clock Control

- [Tal,Mikhail - Bronstein,David \[B14\] Clock control: Baku ch-SU, Baku ch-SU, 1961](#)
- [Blackstock,L - Webb,S \[C09\] Clock control: Borehamwood, 1977](#)
- [Regis,D \(1935\) - Hampton,MJ. \(1900\) \[E91\] Clock control: Devon vs. Wilts, devon vs. wilts, 1993](#)
- [Botvinnik,M - Tal,MM. \[E10\] Clock control: Match, Moscow \(Russia\), Match, M, 1960](#)
- [Korchnoi - Suetin \[C83\] Clock control: Moscow \(XXVII USSR Ch.\), Moscow, 1960](#)
- [Botvinnik,Mikhail \(2500\) - Tal,Mikhail \[E69\] Clock control: WM Moskau, WM Moskau, 1960](#)
- [Gligoric,Svetozar - Tal,Mikhail \(4\) \[A78\] Clock control: Yugoslavia ct, Yugoslavia ct, 1959](#)

Swindling

- [Alatsortev,Vladimir - Botvinnik,Mikhail \(Lening \[E52\] How Good is Your Swindling?, 1933](#)
- [Botvinnik,M - Bronstein,D. \(Wch19_Moscow 09 \[A91\] How Good is Your Swindling?, 1951](#)
- [Bracher,AR \(Pembroke\) - Keene,RD \(Trinity\) \[B07\]](#)

- [Botterill GS - Hartston WR \[A40\] How Good is Your Swindling?, 2, BBC TV Master G, 1975](#)
- [regis,d - greet,an \[A24\] How Good is Your Swindling?, torbay open #5, 1994](#)
- [Regis,D \(1940\) - Abbott,M \(1750\) \[A25\] How Good is Your Swindling?, Exeter vs. Tiverto, 1996](#)
- [Lasker,Emanuel - Janowski,D \[D32\] How Good is Your Swindling? \(B, How Good is You, 1910](#)
- [gray,t \(1695\) - regis \(Ian Miles Chp.,Andove d \[A40\] How good is your Swindling?, Ian Miles Chp., An, 1983](#)
- [Adams,M - van Wely,L \(Tilburg\) \[A45\] How good is your Swindling?, 1997](#)
- [Stean,M - Webb,S \[D24\] How good is your Swindling? \(B, How good is you, 1976](#)

Odds and Sods

- [Bronstein,D - Bronstein,D \[E30\] Dream Game, 1961](#)
- [Saidy,A - Saidy,A \[D00\] Dream Game, 1981](#)
- [Atkins - Saunders \[E90\]](#)
- [Beveridge,M - Lane,PC. \[C01\] Hereford vs. Exeter, 1997](#)

Analysis

"Chess is the art of analysis."

-- BOTVINNIK

Best single reference: Nunn & Griffiths, **Secrets of Grandmaster Chess**

- [Flohr - Grobanalysis](#)
- [Lasker,Emanuel - Capablanca,J \[D61\] analysis: \(Habana\), Habana, 1921](#)
- [example game - for analysis \(QUESTIONS\) \[E09\] analysis: BCF \(class III\), 1994](#)
- [BCF example game for analysis \[E09\] analysis: BCF example, 1995](#)
- [Tal,Mikhail - Keres,Paul \[C96\] analysis: a tough one!, Curacao ct, 1962](#)
- [Spassky,Boris - Karpov,Anatoly \[C95\] analysis: assess position \(Leningrad\), Leningra, 1974](#)
- [britton - nunn,isington \[B06\] analysis: assessment and finis, analysis: asses, 1978](#)
- [nunn_tal,wijk - aan_ zee \[B47\] analysis: assessment by GM and, analysis: asses, 1982](#)
- [ost - hansen_nunn \(teesside\) \[C27\] analysis: candidate moves, 1974](#)
- [nunn - mestel \(london\) \[B78\] analysis: candidate moves, 1985](#)
- [spassky - korchnoi \(kiev\) KOTOV \[E83\] analysis: candidate moves - cr, analysis: candi, 1968](#)
- [wahltuch - palmer,manchester \[C67\] analysis: candidate moves - qu, analysis: candi, 1912](#)
- [borkowski - nunn \(NUNN & GRIFFITHS/DVORET \[B09\] analysis: game for playing out,](#)

[analysis: game, 1974](#)

- [polugaevsky - nunn \(skara\) \[A77\] analysis: game for playing out, analysis: game, 1980](#)
 - [corden - nunn,birmingham \[C55\] analysis: just plunge in, 1975](#)
 - [nimzovitch - tartakower \(karlsbad\) \[E87\] analysis: play a positional mo, analysis: play, 1929](#)
 - [Tseshkovsky - Zilberstein \[A00\] analysis: random position \(Kizlovodsk\), Kizlovo, 1972](#)
 - [stereotyped position - studyanalysis: stereotyped positn \(de Groot\), de Gro, 1996](#)
 - [knight fork combination - one move deep \(1\)analysis: visualisation, 1997](#)
 - [knight fork combination - chernev/reinfeld \(2\)analysis: visualisation, 1949](#)
 - [knight fork combination - chernev_reinfeld \(3\)analysis: visualisation, 1949](#)
 - [knight fork combination - becker_jung,eberst \(4\)analysis: visualisation, 1948](#)
 - [knight fork combination - kofman_sakketi,cor \(5\)analysis: visualisation, 1948](#)
 - [knight fork combination - schlechter_mieses \(6\)analysis: visualisation, 1909](#)
 - [knight fork study - chekhover \(7\)analysis: visualisation, 1996](#)
-

Defence

"Winning isn't everything... but losing is nothing" [Edmar MEDNIS, on the importance of fighting for a draw]

"The basic principle of defence consists in making the opponent's task as difficult as possible, creating ever new obstacles in his path.

" [...] If you can succeed in abruptly changing the situation on the board (even by choosing a continuation which is objectively not the strongest, associated with a degree of risk), your opponent, having already envisaged a particular pattern of play, will frequently not manage to reorganise his thoughts and will begin to make mistakes."

-- DVORETSKY Best single reference: Soltis, **The Art of Defence in Chess**

- [o'shaughnessy - basman \[A40\] defence: Basman's king safe in, defence: Basman, 1990](#)
- [basman - wall \(UK chp Eastbourne\) \[A00\] defence: Basman's king safe in, defence: Basman, 1990](#)
- [bryson - basman \(cr\) \[B00\] defence: Basman's king threate, defence: Basman, 1986](#)
- [tartakower - lasker \[A20\] defence: a master at work \(new, defence: a mast, 1924](#)
- [regis - arriens \[D10\] defence: all too many club pla, defence: all to, 1982](#)
- [morphy - guibert \(blindfold simul,paris\) CHERNEV \[B01\] defence: basic \(various defens, defence: basic, 1858](#)

- [petrosian - kotov \[B50\] defence: breaking the attackin, defence: breaki, 1956](#)
- [short - kasparov,belfort \[B80\] defence: central control, 1988](#)
- [kmoch - reti \(semmering\) PACHMAN \[A52\] defence: central counter, 1926](#)
- [alekhine - botvinnik \(nottingham\) \[B72\] defence: central counter, 1936](#)
- [kasparov - karpov \[C92\] defence: central counterplay v, defence: centra, 1985](#)
- [walker,n \(2070\) - regis,d \(cambridge\) \[A10\] defence: centralisation, 1981](#)
- [ruy lopez - defensive themes \[C95\] defence: counterattack, re-pos, defence: counte, 1995](#)
- [regis,d - hooper,ht \(march\) \[D30\] defence: counterplay, 1975](#)
- [Timman,J - Kasparov,Gary \(Bugonjo\) \[E84\] defence: counterplay, 1982](#)
- [watson,c \(1845\) - regis,d \(bedford\) \(1940\) \[A40\] defence: counterplay, 1986](#)
- [petrosian - fischer \(8\) \[D40\] defence: counterplay, 1970](#)
- [grist,h \(1895\) - regis,d \(exeter\) \(1935\) \[B06\] defence: counterplay against K, defence: counte, 1994](#)
- [varley - hewson,wecu \[B18\] defence: declining sacrifice, 1993](#)
- [fewkes - regis,frome \[E32\] defence: dogged, 1993](#)
- [unzicker - fischer \[B98\] defence: don't move K-side paw, defence: don't, 1960](#)
- [Botvinnik,Mikhail - Keres,P. \(USSR ch'p\) \[E26\] defence: endgame counterplay, 1951](#)
- [openings - bco,etc \[C30\]](#)
- [defence: exchange of dangerous, defence: exchan, 1995](#)This idea can be illustrated in many openings as a pre-emptive measure:
- [nunn - kasparov \[B97\] defence: exchange of queens, 1986](#)
- [Petrosian,Tigran - Botvinnik,Mikhail \(moscow ch\) \[A46\] defence: exchange sacrifice fo, defence: exchan, 1951](#)
- [reshevsky - petrosian,zurich \[E58\] defence: exchange sacrifice to, defence: exchan, 1953](#)
- [tal - aronin \[D40\] defence: exchanging dangerous, 1957](#)
- [Chigorin,M - Steinitz,W. Havana \[C52\] defence: from a passive positi, defence: from a, 1889](#)
- [Alekhine,Alexander - Bogoljubow,Efim \(Villingen\) \[D31\] defence: keep going, 1934](#)
- [Larsen,Bent - Van Scheltinga,Theo \(Beverwijk\) \[A03\] defence: know when you're in t, defence: know w, 1964](#)
- [beckett,t - regis,d \(cambridge\) \[B50\] defence: know when you're losi, defence: know w, 1981](#)
- [janowski - lasker \[C49\] defence: line management, 1909](#)
- [tal - aronin \(SOLTIS\) \[B10\] defence: line management, 1954](#)
- [fischer - larsen \[B89\] defence: line management, 1970](#)
- [nunn - dlugy \(london\) NUNN \[B12\] defence: line management, 1986](#)
- [karpov - kasparov \(1\) \[B81\] defence: line management, 1984](#)
- [peters - andersson,usa \[B15\] defence: mending weaknesses, 1978](#)
- [brinckmann - nimzovitch,berlin \(NIMZO\) \[B00\] defence: redeployment, 1927](#)
- [keres - euwe \(zaandvoort\) \[C02\] defence: redeployment, 1936](#)

- [geller - keres \[D41\] defence: relieving pressure, 1953](#)
- [four knights - metger unpin \[C49\] defence: relieving pressure, 1995](#)
- [uhlmann - karpov \[D42\] defence: repairing weaknesses, 1973](#)
- [modern defence - gurgenedze line \[B15\] defence: restraint of pawn bre, defence: restra, 1995](#)
- [karpov - kasparov \[B85\] defence: simplifying combinati, defence: simpli, 1985](#)
- [QGD, stahlberg - capablanca line \[D69\] defence: simplifying exchanges, defence: simpli, 1995](#)
- [tarrasch - lasker, dusseldorf \[C66\] defence: spanner, 1904](#)
- [pye - regis, portsmouth \[B22\] defence: spanner, 1984](#)
- [sokolsky - livshitz \(SOKOLSKY\) \[A00\] defence: vs. desparate counter, defence: vs. de, 1956](#)
- [olland - alekhine, scheveningen \[C61\] defence: zwischenzuges, counter, defence: zwisch, 1995](#)
- [Ivanchuk, V - Yusupov, A \[E67\] Simple Chess {1} - NOT \(cm 1/4\), 1991](#)
- [Fischer - Spassky WCh \[D59\] Simple Chess {3}, weak pawns: hanging pawns \(we, 1972](#)
- [Blackmore, M - Lane, PCL. \[C02\]](#)
- [Ayress - Blackmore, M \[C02\]](#)
- [Charity, A - Teichmann, EOMC. \[B09\] Simpler Chess \(Cambridge Open\) \[DR \(Dragon 1980, 1980](#)
- [Oddie, AJ. - Cock, J \[B88\] Simpler Chess \(Cambridge vs. Hertford\) \[AJODra, 1970](#)
- [clissold, richard \(1755\) - regis, d \(1740\) \[A01\] Simpler Chess \(Devon vs. Cheshire\), devon vs. c, 1993](#)
- [Mackett, NC. - Regis, D \[A04\] Simpler Chess \(Exeter vs. Maidstone\), Exeter vs, 1997](#)
- [Booth, CP. \(1800\) - Regis, D \(1825\) \[A42\] Simpler Chess \(Nat. Major Plate Final\), Nationa, 1996](#)
- [Capablanca, Jose - Reti, Richard \(21\) \[C14\] Simpler Chess \(New York\), New York, 1924](#)
- [Portisch L - Botvinnik M \[D96\] Study-like: It, Beverwijk, It, Beverwijk, 1969](#)

Style of the world champions

"It was night. I went home and put my old house clothes on and set the chessmen out and mixed a drink and played over another Capablanca. It went fifty-nine moves. Beautiful, cold, remorseless chess, almost creepy in its silent implacability..."

-- RAYMOND CHANDLER, **The High Window**

"Alekhine is a player I've never really understood; yet, strangely, if you've seen one Alekhine game you've seen them all. He always wanted a superior centre; he manoeuvred his pieces towards the King's-side, and around the twenty-fifth move began to mate his opponent.

"(...) ...it worked for him, but it could scarcely work for anyone else. He played gigantic

conceptions, full of outrageous and unprecedented ideas. It's hard to find a mistakes in his game, but in a sense his whole method of play was a mistake."

-- Fischer.

"How does Tal win? It is very simple: he places his pieces in the centre and he sacrifices them somewhere."

-- BRONSTEIN

Best single reference: Euwe & Kramer, **The Middle Game I**

- [alekhine,alexander - marshall,frank \[D06\]](#) style: Alekhine on the attack, 1993
- [botvinnik,mikhail - chekhover,valery \[A06\]](#) style: Botvinnik's positional, 1993
- [Bernstein,O - Capablanca,J \[D63\]](#) style: Capablanca the elegant, 1914
- [Euwe,M - Alekhine,A \[A84\]](#) style: Euwe the dynamo (NLD WC, style: Euwe the, 1935
- [Byrne,R - Fischer,R \[D71\]](#) style: Fischer the unstoppable, style: Fischer, 1963
- [Karpov,A - Kasparov,G \(4\) \[D55\]](#) style: Karpov keeping control, 1985
- [Kasparov,G \(2800\) - Karpov,An \(2730\) \(20\) \[C92\]](#) style: Kasparov's dynamism in, 1990
- [Tarrasch,S - Lasker,Em \[C66\]](#) style: Lasker as spuddler (Due, style: Lasker a, 1908
- [Paulsen,L - Morphy,P. \(& Andersson\) \[C48\]](#) style: Morphy playing with sci, style: Morphy p, 1857
- [Petrosian,T \(2870\) - Botvinnik,M \[D94\]](#) style: Petrosian as constricto, style: Petrosia, 1963
- [Smyslov,V - Liberson,V \[A25\]](#) style: Smyslov the adaptable (, style: Smyslov, 1968
- [Larsen,B - Spassky,B. \(m. URS world\) \[A01\]](#) style: Spassky as cool attacke, style: Spassky, 1970
- [Staunton,H - Williams,E \(8\) \[A02\]](#) style: Staunton in close game, 1851
- [andersson,adolf - steinitz,wilhelm \[C65\]](#) style: Steinitz in close game, 1993
- [Tal,M - Smyslov,V \[B10\]](#) style: Tal on the attack (JUG, 1959
- [Tal,M - Smyslov,V \[B10\]](#) style: Tal on the attack (JUG, 1959
- [Polugaevsky,L - Tal,M \(URS_ch sf\) \[D40\]](#) style: real sacrifices, URS-ch sf, 1956
- [Tal,M - Larsen,B \(Bled cs\) \[B04\]](#) style: real sacrifices, Bled cs, 1965

I have composed a brief piece on [The Development of Chess Style](#) as a companion to these games. There are some excellent sites devoted to individual [Players](#) and a couple devoted to the chess champions from [Smart Chess](#) and [Palle Mathiesen](#).

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

This document (canonidx.html) was last updated 3rd June 1998.



Back to [Chess Coaching Page.](#)

[Dr. Dave](#)

Exeter Chess Home Page

*"..so sit back in the chair you like best
and get ready for the wacky game of chess.."*

-- The [Chess Show Theme Song](#)

We have had **Lots of Visitors** to the Exeter Chess Home Page since 28th Nov 1995.

Search this site using Google



WWW

exetercc.technocool.net

[Exeter Chess Club](#)

Information about the club, the International Internet Challenge and

[Exeter Chess Coaching page](#)

A page for people interested in teaching and learning about chess.

[\[Quick Index to handouts\]](#)

[\[Full Index\]](#)

- [E-MAIL](#)
- [Coaching Games](#)
- [Coaching handouts](#) [with [PDF files offsite](#)]
- [Coaching links](#),
- [FTP site](#)

[Exeter Junior Chess Club](#)

[LATEST CHANGES](#)

[Guest Book](#)

[Bulletin Board](#)

- You can get the whole of the chess on this site as a [gzipped tar file](#) [9Mb file, use TAR and GZIP to unpack (WinZip 6. x both unTARs and unGZIPs)].

Other local chess pages include:

- [Exeter and District Chess League](#)
- [Devon County Chess Association](#) and [West of England Chess Union](#) pages

- [Hampshire Chess Association](#)
- [Cornwall Chess Association website](#) from Ian George
- [Somerset County Chess Association](#)
- [Wiltshire County Chess Association](#)
- the excellent [Bristol & District Chess League](#),
 - (where play [Grendel Chess Club](#))
- [Bath University Chess Club](#),
- [Cornwall Junior Chess Page](#) ,
- our arch-rivals at [Isca Junior Chess Club](#),
- and [Southampton Chess Club](#).

The International Chess Federation [F.I.D.E.](#), has information about world chess and links to [national federation homepages](#) like the [The British Chess Federation](#) who are recently held the [The Smith & Williamson British Chess Championships 1998](#) in Devon at Torquay and in Somerset at Millfield School in 2001

Did you know you can [play live chess for free](#) on the internet? [See also the [GB FICS homepage](#)]

If your UK club has a Web page, tell [Barnet Chess Club](#) about it!

I would like you to read the [University disclaimer](#) and the [GNU Chess public licence](#).



Free Internet Chess Server
<http://www.freechess.org>

[Click here to join the fun!](#)



"...what else exists in the world besides chess? " -- Vladimir Nabokov, **The Defence** ([Full quote here](#)).

[Dr. Dave](#)

...whose glorious chess is now displayed for all to enjoy [here](#).

His grade is currently cruising at an altitude of **1 5 9** feet and falling (Can you convert [BCF to ELO](#)? I've only ever achieved a partial FIDE rating of 2075/4).

[ME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Back to [Chess Coaching Page](#)



This document (index.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Homepage

[HOME](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

We are a large, successful and friendly club. We have a junior wing: [Exeter Junior Chess Club](#). We are affiliated to [Devon County Chess Association](#).

Exeter Chess Club meets Tuesdays 7:00pm at Clifton Road Games (No.16)

Juniors meet 5:30-6:30pm, Fridays Sept-May

Tel.Simon Waters (President) (01395) 233 280 Tel.Sean Pope (Secretary) 436 420
Tel.Dave Regis (Juniors) 431 785

www.exeterchessclub.org.uk secretary@exeterchessclub.org.uk
juniors@exeterchessclub.org.uk

Exeter Chess Club

was established in 1895 and so we celebrated our centenary in 1995.

As part of our centenary activities we held a [Simultaneous Display](#) by IM Gary Lane, which was [repeated in 1996](#).

International Internet Challenge

We have held Internet matches:

- a single-board [consultation match](#) with Hafnarfjardar (Hafnarfjörður), an Icelandic chess club
- a four-board junior match with the University of West Alabama
- a seven-board match with [Warwick](#)

Coaching

We run a weekly coaching/discussion group, which include what we think are professional-looking handouts. There is an index of some of the ideas and materials to be found [here](#), namechecked

	<p><u>University</u></p> <ul style="list-style-type: none">o a double-round eight-board match with the West Wales Internet Chess Associationo We would be interested in hearing from clubs elsewhere to play live team chess via one of the chess servers	<p>by "the Doc" (John Nunn) in the BCF Yearbook (1997).</p>
<p>We have just published <u>100-odd years of Exeter Chess Club</u>, which we are proud of.</p>	<p>Games of the Year: brillancies and others The 1994/95 Alexandra Buchanan Brilliancy Prize was won by <u>Rex Willis</u> ahead of two cheapos by <u>Dave Regis</u>. [Alexandra is MacGregor B's very new daughter!]</p>	<p><u>Press releases</u> An index of selected press releases from the last few years. <u>HON. SECRETARY'S REPORT 1995</u> <u>PUBLICITY OFFICER'S REPORT 1995</u> <u>ANNUAL REPORT 1994</u> <u>1994 HIGHLIGHTS</u></p>
<p>Internal Club Competitions We run an individual club competition in three sections of Swiss; also held annually are a 10-second tournament and other</p>		<p>Membership We have about 40 members at present <u>Membership information</u></p>

speed events.

Regional and National Competitions

Exeter currently dominates the Exeter and District League, the Devon County Leagues and the Devon County teams. We have recently entered the National Club Championships; in 1995 we won the National Major Plate, and in 1996 won the Intermediate cup and were again finalists in the Major Plate.

[HOME](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

This document (ecc.html) was last modified on 26th Sept 2004 by [Dr. Dave](#)



Reference: D.Regis@Exeter.ac.uk

Exeter Chess Club: Benedict's Index

Benedict Verheyen [also known as blackknightofdoom] got fed up thrashing around trying to find stuff, and so has sorted me out with this neat index, for which I am enormously grateful.

Back to [Chess Coaching Page](#)

Class D	ELO: 1200 - 1399
General Advice	Chess notation Top 10 tips for Juniors Posters for a Junior Club An ABC of chess Mini Chess Games
Opening	General Opening advice Openings for Beginners Open Games with 1.e4 e5 Choosing an opening repertoire The Ideas behind some Chess openings No more Old Stodge! Endgame Openings The Italian Game Playing Black against 1. e4 Playing the Italian Game with White Playing Black after 1.e4 Playing Black after 1.d4 Playing 1.d2-d4 at junior level Playing Black against 1. d4: the Dutch Stonewall Playing Black against 1. d4 A minor openings survey

Middlegame/Tactics	General Middlegame advice Attacking the castled King Upon the Pin Tactical test
Strategy	General rules for the attack Lessons from Paul Morphy Knight outposts Bishops and things The Fianchetto Rooks on ranks and files Kings and Queens
Endgame	General Endgame advice Essential checkmates Queen against Pawn Mate with Two Bishops Exchanging into King and Pawn endings Rook and Pawn Endings: the theory Example Rook Endings

Class C	ELO: 1400 - 1599
General Advice	Strategy and Tactics Semi-Open Games with 1.e4
Opening	Gambit Play The secret arts of castling Tales of the Unexpected Playing White against odd Black lines Playing Black against 1. d4 the Petroff Defence for Beginners Playing White with 1.e4 against Black's other choices Four choices in the opening Steve Martinson on openings the Colle System Lessons in Philidor's Defence

	The French Defence for Beginners Ideas behind the French Defence An Introduction to the King's Indian Attack Ryan Ripley on the Blackmar-Diemer Gambit The Doctor on the Blackmar-Diemer Gambit Part I The Doctor on the Blackmar-Diemer Gambit Part II (5) Gary Lane's book on the Blackmar-Diemer Gambit Part II Custer's Last Stand
Middlegame/Tactics	
Strategy	The Very Slow King's-side attack The Queen's-side attack Simple Chess Lessons from Capablanca Lessons from Bobby Fischer Two weaknesses Opposite-coloured Bishops Weak Pawns Pawn formations Pawn mobility
Endgame	Bishop Endings Opposite-coloured Bishops

Class B	ELO: 1600 - 1799
General Advice	

Opening

[Closed Games with 1.d4 d5](#)
[Four choices in the opening](#)
[The Hypermodern Approach](#)
[Playing Black against odd 1.e4 Openings](#)
[The Ruy Lopez](#)
[Ruy Lopez Exchange Variation](#)
[The Ideas behind the King's Gambit](#)
[Variations of the King's Gambit](#)
[The Modern Italian Game](#)
[An Introduction to the Sicilian Defence](#)
[Five Sicilians from Club Play \(4\)](#)
[Beating the Anti-Indians](#)
[The Modern Defence](#)

Middlegame/Tactics**Strategy**

[Capablanca: the ultimate attacking player](#)
[Meat and potatoes: three phases of a tough game](#)
[Towards Simpler Chess](#)
[Lessons from Rubinstein](#)
[Lessons from Lasker](#)
[Lessons from Tal](#)
[Planning](#)
[Weak Squares](#)
[The Isolated Queen's Pawn in the Queen's Gambit Accepted](#)

Endgame

[A Capablanca Ending](#)
[Double Bishop Endings](#)

Class A**ELO: 1800 - 1999****General Advice**

Opening	Semi-Closed Games Closed Sicilian with ...e5 You know when you've been Benko'd The English Opening Chris Bellers Deadly English
Middlegame/Tactics	Preparing for combinations
Strategy	Thinking schematically On manoeuvres: The Art of Winning Slowly Doubled c-pawns: Are they worth a Bishop?
Endgame	

	All Levels
General Advice	A Chess Glossary Cool Tips Steinitz' theory Chess with Attitude
Middlegame/Tactics	Solving Tactical Problems Practical Tactics Practical Tactics 2 Problems and Studies The Art of Analysis Tactics quotes Gene Thompsons Tactic quotes Notes on the blunders Counting the blunders All the blunderful games

Strategy

[Contempt for Pawns](#)
[Assess Your Chess](#)
[How to lose at chess](#)
[Lessons from a Simul. \(1995\)](#)
[Differences at a Simul](#)
[What makes a difference?](#)
[Swindle your way to success](#)
[Club games](#)
[Five Sicilians from Club Play](#)
[Clock control](#)
[The Development of Chess Style](#)
[How do chessplayers think?](#)
[Chess and psychology](#)
[Chess Quotes](#)
[Stories](#)
[Excuses for Losing](#)
[David Bronstein](#)
[Luck in Chess](#)
[Trawled from the 'net](#)

Endgame

[Winning drawn endgames](#)

Reference to other sites:

Opening

* The London Chess Centre has published a whole bunch of introductory stuff on [Openings](#), but you have to pay for any meat. [A Lynx-hostile site]

* I'm delighted to say that the Wilkes-Barre/Traxler line has its own web pages at [Echecs](#)

* The Giuoco Piano and Evans' Gambit are ideal for juniors, beginners and other players. [Lytham Ex Chess Club](#) have some information for club-players on the Scotch Gambit.

* I incline more to Lombardy's view that "at the amateur level, anything is playable" than the master view [[\(1\)](#)]

, [\(2\)](#)

] that all such openings suck. Well perhaps they do, at [master level](#)

(4) See also [Introduction to the Sicilian](#), [Steve Spurgeon's page](#) at Bath, and the (Sicilian) [Dragon's Lair](#).

(5) These may now be compared with the [variation index](#) of [BDG World magazine](#). Ryan's initiative was an attempt to get some newsgroup discussion going about opening choices, but not many folk contributed constructively and the thread died. There are some dedicated pages on the BDG from [Jyrki Heikkinen](#) (alongside superb stuff on the [Diemer-Duhm Gambit](#), a related Anti-French line: this is a model of how to present chess openings on the Web), [Tom Purser](#) (editor of [Blackmar-Diemer Gambit World](#) magazine) and [David Flude](#).

There is even a [BDG newsgroup](#) in existence, but there is little or no relevant traffic on it. Tom recently organised a [BDG theme e-mail tournament](#), and you can read about [my adventures](#) if you're interested.

Tactical

100 positions from the canon. I note with both pleasure and humility that the standards in this section have been substantially exceeded by

[WT Harvey](#)

[John Coffey](#)

[David Hayes](#)

Back to [Chess Coaching Page](#)

This site is recommended by



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (index2.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Algebraic and descriptive notations

[There is a more detailed explanation of [notation](#) and more of the [symbols](#) available.]

Here is the board, labelled using both systems of notation (text-only browsers: see below for pre-formatted version!)

Algebraic

Descriptive (from Black's side)

Descriptive (from White's side)

a8 QR1 QR8	b8 QN1 QN8	c8 QB1 QB8	d8 Q1 Q8	e8 K1 K8	f8 KB1 KB8	g8 KN1 KN8	h8 KR1 KR8
a7 QR2 QR7	b7 QN2 QN7	c7 QB2 QB7	d7 Q2 Q7	e7 K2 K7	f7 KB2 KB7	g7 KN2 KN7	h7 KR2 KR7
a6 QR3 QR6	b6 QN3 QN6	c6 QB3 QB6	d6 Q3 Q6	e6 K3 K6	f6 KB3 KB6	g6 KN3 KN6	h6 KR3 KR6
a5 QR4 QR5	b5 QN4 QN5	c5 QB4 QB5	d5 Q4 Q5	e5 K4 K5	f5 KB4 KB5	g5 KN4 KN5	h5 KR4 KR5
a4 QR5 QR4	b4 QN5 QN4	c4 QB5 QB4	d4 Q5 Q4	e4 K5 K4	f4 KB5 KB4	g4 KN5 KN4	h4 KR5 KR4
a3 QR6 QR3	b3 QN6 QN3	c3 QB6 QB3	d3 Q6 Q3	e3 K6 K3	f3 KB6 KB3	g3 KN6 KN3	h3 KR6 KR3
a2 QR7 QR2	b2 QN7 QN2	c2 QB7 QB2	d2 Q7 Q2	e2 K7 K2	f2 KB7 KB2	g2 KN7 KN2	h2 KR7 KR2

a1	b1	c1	d1	e1	f1	g1	h1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

Let's see that again in pre-formatted text:

8 a8 b8 c8 d8 e8 f8 g8 h8
QR8 QN8 QB8 Q8 K8 KB8 KN8 KR8
QR1 QN1 QB1 Q1 K1 KB1 KN1 KR1

7 a7 b7 c7 d7 e7 f7 g7 h7
QR7 QN7 QB7 Q7 K7 KB7 KN7 KR7
QR2 QN2 QB2 Q2 K2 KB2 KN2 KR2

6 a6 b6 c6 d6 e6 f6 g6 h6
QR6 QN6 QB6 Q6 K6 KB6 KN6 KR6
QR3 QN3 QB3 Q3 K3 KB3 KN3 KR3

5 a5 b5 c5 d5 e5 f5 g5 h5
QR5 QN5 QB5 Q5 K5 KB5 KN5 KR5
QR4 QN4 QB4 Q4 K4 KB4 KN4 KR4

4 a4 b4 c4 d4 e4 f4 g4 h4
QR4 QN4 QB4 Q4 K4 KB4 KN4 KR4
QR5 QN5 QB5 Q5 K5 KB5 KN5 KR5

3 a3 b3 c3 d3 e3 f3 g3 h3
QR3 QN3 QB3 Q3 K3 KB3 KN3 KR3
QR6 QN6 QB6 Q6 K6 KB6 KN6 KR6

2 a2 b2 c2 d2 e2 f2 g2 h2
QR2 QN2 QB2 Q2 K2 KB2 KN2 KR2
QR7 QN7 QB7 Q7 K7 KB7 KN7 KR7

1 a1 b1 c1 d1 e1 f1 g1 h1
QR1 QN1 QB1 Q1 K1 KB1 KN1 KR1
QR8 QN8 QB8 Q8 K8 KB8 KN8 KR8

These should all represent the same short game:

Short Algebraic

1. e4 e5 2. Nf3 Nf6 3. Nxe5 Nxe4 4. Qe2 Nf6?? 5. Nc6+! 1-0

Long Algebraic

1. e2-e4 e7-e5 2. Ng1-f3 Ng8-f6 3. Nf3xe5 Nf6xe4 4. Qd1-e2 Ng8-f6?? 5. Ne5-c6+! 1-0

Descriptive

1. P-K4 P-K4 2. N-KB3 N-KB3 3. NxP NxP 4. Q-K2 N-KB3?? 5. N-B6ch! 1-0

The +/ch means "check"; the 1-0 means "resigns".

You may find variations on these, for example, Kt for Knight, : for a capture, and so on. I use standard short algebraic.

[\[Further explanation of Notation\]](#)

Symbols: evaluation and comment codes

Evaluations are used very often, the comments usually only in 'languageless' publications. Here are the most common:

Evaluations of moves:

Nf3!! Excellent move

Nf3! Good move

Nf3!? Interesting or tricky move

Nf3? Bad move

Nf3?! Dubious move but not losing

Nf3?? Terrible move

Evaluations of positions:

+ - White has a winning advantage

+/- White has an advantage

+ = White has a slight advantage

= Level position

= + Black has a slight advantage

-/+ Black has an advantage

- + Black has a winning advantage

& Unclear

&= With compensation for material

[\[Further explanation of Symbols\]](#)

Back to [Chess Coaching Page](#)



This document (descript.html) was last modified on 30 Apr by

[Dr.Dave](#)

Tutorial on Chess Notation

The chess notation format most people think of when they think of chess is called descriptive notation, with moves like P-K4, N-KB3, etc. There are many systems of chess notation, three of which are common today. These are descriptive, coordinate, and algebraic. Algebraic is the "official" notation used in tournaments and in all modern books, and it is kind of a cross between descriptive and coordinate.

The main thing to remember when looking at a chess diagram, regardless of the notation system used, is that the board is always "right-side up" for White, meaning White is always shown as playing from the "bottom" of the board. The board is always "up-side-down" for Black. Also, when placing a chess board down to play, the square in the lower right hand corner should always be white (the lighter of the two colors).

The rows on the board (running left to right) are called ranks. The columns (running the length of the board between the two players) are called files. Series of squares running at a 45 degree angle (assuming a square board), composed of squares of all the same color, are called diagonals. The longest diagonals run from the lower-left-hand corner to the upper-right-hand corner, and the lower-right-hand corner to the upper-left-hand corner.

In chess notation, each square has a name. In descriptive notation the names of the squares depend upon which side of the board you are playing from. In either algebraic or coordinate notation, the names of the squares are absolute, no matter which side you are sitting on. Let me illustrate:

Descriptive Notation

Black

----- The board is divided into
| QR8 | QN8 | QB8 | Q8 | K8 | KB8 | KN8 | KR8 | two halves, the queenside
| qr1 | qn1 | qb1 | q1 | k1 | kb1 | kn1 | kr1 | and the kingside.

| QR7 | QN7 | QB7 | Q7 | K7 | KB7 | KN7 | KR7 | Names of squares from:
| qr2 | qn2 | qb2 | q2 | k2 | kb2 | kn2 | kr2 |

----- White's point of view
| QR6 | QN6 | QB6 | Q6 | K6 | KB6 | KN6 | KR6 | are in upper case
| qr3 | qn3 | qb3 | q3 | k3 | kb3 | kn3 | kr3 |

----- Black's point of view
| QR5 | QN5 | QB5 | Q5 | K5 | KB5 | KN5 | KR5 | are in lower case
| qr4 | qn4 | qb4 | q4 | k4 | kb4 | kn4 | kr4 |

----- Which point of view is used
| QR4 | QN4 | QB4 | Q4 | K4 | KB4 | KN4 | KR4 | depends on whose turn it is
| qr5 | qn5 | qb5 | q5 | k5 | kb5 | kn5 | kr5 |

----- The names of the squares
| QR3 | QN3 | QB3 | Q3 | K3 | KB3 | KN3 | KR3 | are based on the name of
| qr6 | qn6 | qb6 | q6 | k6 | kb6 | kn6 | kr6 | the piece that sits in
----- the home row at the start,
| QR2 | QN2 | QB2 | Q2 | K2 | KB2 | KN2 | KR2 | & differentiated from each
| qr7 | qn7 | qb7 | q7 | k7 | kb7 | kn7 | kr7 | other by whether they
----- belong to the kingside
| QR1 | QN1 | QB1 | Q1 | K1 | KB1 | KN1 | KR1 | or queenside. The squares
| qr8 | qn8 | qb8 | q8 | k8 | kb8 | kn8 | kr8 | are always numbered away
----- from the player (1 being
closest and 8 far away).

White

While this system makes notating the game equally easy for White and Black, it can get confusing with each square essentially having two names. The pieces are designated as:

K = King Q = Queen R = Rook B = Bishop N = Knight P = Pawn

These abbreviations also serve as the key to the diagram above. Note that the Knight is designated with an N, since K is already taken by the king. Old books will sometimes use Kt instead for the Knight. A move is written by first naming the piece that is moving, indicating whether it is a regular move (indicated by a dash) or a capture (indicated by a lower case "x"), and finally indicating the arrival square or the piece being captured. All letters for the pieces and squares are written in upper case (I only used lower case for Black in the diagram above to make it easier to read). So, for example, P-K4 means "take a pawn and move it to K4". NxQ means "Knight takes Queen".

Also, moves are always stated in the simplest manner that still describes only one unique and legal move on the board. For example, if only one pawn can move to B4, then you do not designate whether it

is KB4 or QB4, as there is only one choice, and would write P-B4. If there is more than one such possibility, then you would clarify it with either P-KB4 or P-QB4. Sometimes two pieces can go to the same square, such as two Rooks on the first rank being able to move to Q1. R-Q1 would not be adequate in this case. You would designate which rook moved by noting which side of the board it originally came from, such as QR-Q1 or KR-Q1. If it can't be determined which side of the board the piece originally came from (usually late in the game), then you assume the piece farthest on the kingside of the board (this never changes even when the King moves) came from that side, and the other came from the queenside. If they are both on the same file, then you can designate the rank the piece came from with a slash. Suppose two rooks can go to Q4, one being on Q8 and the other on Q1, you would say R/1-Q4 or R/8-Q4, depending on which rook was moved. The same rules apply to captures, whether you need to clarify which piece is doing the capturing, or which piece is being captured.

Check is designated by appending "ch" after the move, such as Q-N8 ch. Checkmate is indicated by appending the word "mate", such as N-B7 mate. Appending "ch" or "mate" is enough to make a move unique. Thus, if a Queen can take either of two Bishops, but only one choice gives check, it is enough to say QxB ch. The other choice, QxB, would be unique because of the absence of the "ch". The same is true of "mate". En passant is indicated as PxP e.p. Castling kingside (also called castling short) is indicated O-O, and castling queenside (also called castling long) is O-O-O. Promotion of a pawn to another piece is indicated in parentheses, i.e., P-Q8(Q), or P-B8(N).

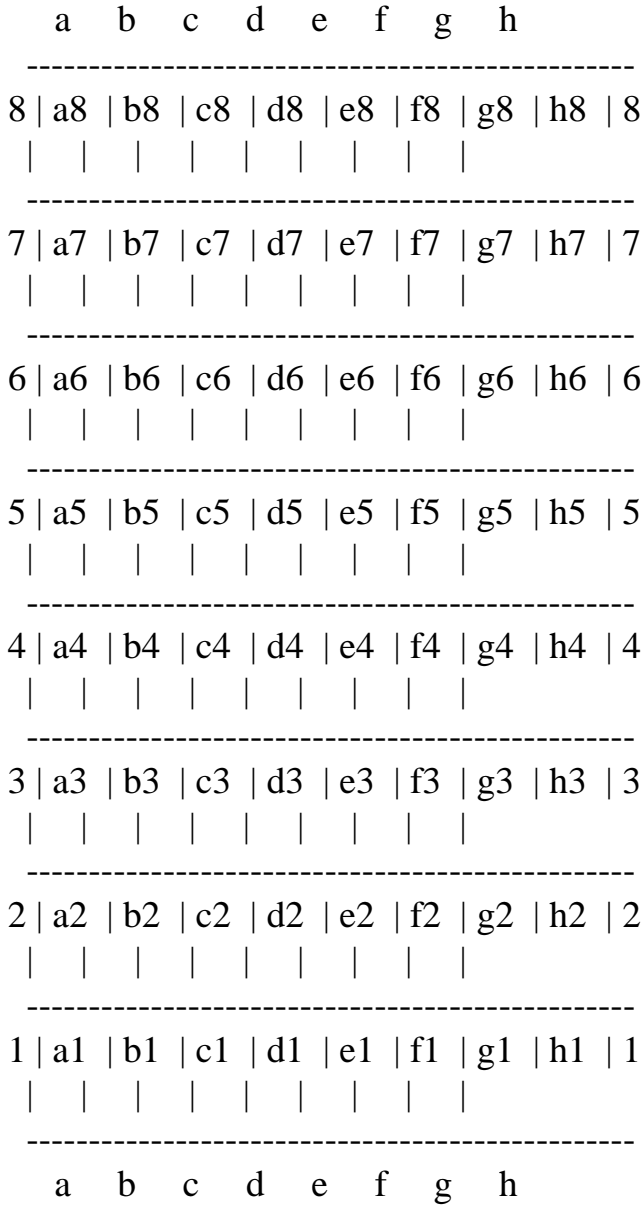
While this system was in use for most of this century, it was eventually replaced by algebraic because of the confusion over the names of squares and the extent to which ambiguities in notation would arise. It is still important to know, however, as many older books still use this notation, and even some more recent books, such as the manual for Battle Chess. Also, many older players prefer this and will use it, so it has by no means died out, but it is definitely out of favor, and no longer the official notation of chess.

The next two systems I will describe, algebraic and coordinate, are very similar, and even share the same names for the squares. The ranks are still numbered 1-8, as in descriptive notation, but instead the files are designated with the letters a-h. There is only one point of view: White's. This has the advantage that each square has only one name, and can be easily referred to away from a board. The

disadvantage is that Black has to look at the board with the ranks and files numbered and lettered backward, but this is easy to get used to for most people, especially since most newer boards have the numbers and letters along the edges for reference. The names of the squares for these two systems are shown in the following diagram, which you can compare to the one for descriptive, above.

Algebraic & Coordinate Notation

Black



White

Coordinate notation simply uses the coordinates of the square the piece comes from, a dash, and the coordinates of the square the piece

moved to. Example moves are E2-E4, E7-E5, etc. An "=" is used to indicate pawn promotion, i.e., E7-E8=Q. Everything is entered in caps. Castling is indicated by showing where the king moved (it is the only time it will move two spaces to either side). No distinction is made between a move and a capture. This system is used almost solely with computers, as it is easiest to program, because there is no possibility for ambiguous moves. Humans don't favor it much, however, as looking at the move on a scoresheet tells you nothing about what is going on in the game, and it is prone to being misread when replaying a game using its score.

Algebraic notation uses the same names for squares as coordinate notation, but uses the piece names from descriptive notation, with one exception - a Pawn is given no designation. Instead, a Pawn is indicated by the absence of a piece letter. Piece letters belong in caps, square letters in lower case. This is important when differentiating a Bishop from a square on the b-file, for example. Unlike descriptive, no dash is used to indicate movement of a piece. So, moving a Knight from g1 to f3 would be written Nf3. A pawn moving to e4 would simply be "e4". An "x" is used to indicate a capture, just as in descriptive notation. To lessen the potential for ambiguity, however, the square the captured piece rests on is used instead of the name of the piece. So, a Knight capturing a Queen on d8 would be written Nxd8. A pawn capture is indicated by noting the letter of the file the pawn came from, and its arrival square upon completing the capture. For example, exd5 would indicate the pawn came from the e-file, and captured the piece on d5. Similarly, gxh7 would indicate a pawn on the g-file took the piece on h7.

Ambiguities are resolved by indicating the rank or file the piece came from (whichever is unique - if both are unique, use the letter of the file). For example, Nbd7 would mean the Knight on the b-file moves to d7, and N4xd6 would mean the Knight on the 4th rank captures the piece on d6. Note this is much simpler than resolving ambiguities in descriptive notation.

Check is indicated by a "+" after the move, such as Qg8+. Checkmate is indicated with two plusses, "++", such as Nf7++. Castling is indicated the same way as in descriptive notation, which is O-O for castling kingside (short), and O-O-O for castling queenside (long). En passant is indicated the same way as a normal Pawn capture. However, since the square the captured pawn stood on is not the same as the arrival square of the pawn making the capture (as it is in all

other captures), one method had to be chosen over the other. Since algebraic notation and coordinate notation are closely related, it was decided to keep it the same, and use the `_arrival square_` of the pawn, and not the square the captured pawn stood on. To further clarify that it is an en passant capture, "ep" is appended after the move. So, a pawn on e5 capturing the pawn on f5 that has just moved two squares forward would be written `exf6ep`. Pawn promotion uses the "=" sign like coordinate notation. A pawn on e7 being promoted to a Queen would be written `e8=Q`.

Algebraic notation is now the "official" language of chess, both in the US and internationally. The only difference in other countries is that they have different names for the pieces, so the letters used to designate the pieces vary.

One variation on algebraic sometimes encountered is long algebraic. This is the same as algebraic in every way, except that square the piece originated from is also indicated, and a dash is used to separate the originating square and the arrival square for a regular move. An "x" is still used to indicate a capture, lower case is still used for the names of the squares, and pawns are still designated by the absence of a letter. Thus moves look like `e2-e4`, `Ng1-f3`, `Bc8-f5`, `Nb8xc6`, `e5xd4`, `O-O`, `Ng5xf7+`, `d4xe3ep`, `g2-g1=Q`, etc.

Notice that while this is a little longer to write out, it has the advantage of avoiding ambiguities altogether, since both the originating and arrival squares are given. It also has an advantage over coordinate notation, which is that since the piece names are given, you can tell better by looking at the score what is happening on the board, because it provides more information. This extra information also helps to compensate for errors made in notation. Since errors in notation are especially unwanted in postal chess due to the long response times, where a single error can take a week to correct by the time the original player is informed of the error and a reply is sent back to correct the error, this notation is well-suited for postal chess.

Below is a quick sample game fragment showing all four notations side-by-side. All four notation lists are identical in content, and should all arrive at the same position, shown below.

Algebraic	Coordinate	Descriptive	Long Algebraic
1. e4 e5	1. E2-E4 E7-E5	1. P-K4 P-K4	1. e2-e4 e7-e5

2. Nf3	Nc6	2. G1-F3	B8-C6	2. N-KB3	N-QB3	2. Ng1-f3	Nb8-c6
3. Bb5	a6	3. F1-B5	A7-A6	3. B-N5	P-QR3	3. Bf1-b5	a7-a6
4. Bxc6	dx6	4. B5-C6	D7-C6	4. BxN	QPxB	4. Bb5xc6	d7xc6
5. d3	Bb4+	5. D2-D3	F8-B4	5. P-Q3	B-N5ch	5. d2-d3	Bf8-b4+
6. Nc3	Nf6	6. B1-C3	G8-F6	6. N-B3	N-B3	6. Nb1-c3	Ng8-f6
7. O-O	Bxc3	7. E1-G1	B4-C3	7. O-O	BxN	7. O-O	Bb4xc3

The position all three notations should reach is this:

```

BR -- BB BQ BK -- -- BR
-- BP BP -- -- BP BP BP
BP -- BP -- -- BN -- --
-- -- -- -- BP -- -- --
-- -- -- -- WP -- -- --
-- -- BB WP -- WN -- --
WP WP WP -- -- WP WP WP
WR -- WB WQ -- WR WK --

```

If you can get that far in each notation, then you're probably doing ok.

Also note that should one want to refer to a move in the game score above, for example, White's 6th move, it would be written 6. Nc3 in a sentence. Notice there is only one period after the move number - this indicates it is a move by White. To refer to Black's 6th move by itself, one would write 6...Nf6, the three dots (an ellipsis) indicating that it is a move made by Black. This convention is used regardless of which notation system is used, so one could just as easily write 5. P-Q3 or 5...B-N5ch, for example.

When reading game scores or annotated games (games with comments and analysis to go with the score), one will often run into the use of "?" and "!", such as 20. Rd8? or 30...Bxh3! This is to indicate the relative strength or weakness of a given move, in the mind of the writer. A "?" indicates a weak move or mistake. A "!" indicates an excellent move, usually one that is unexpected and requires deep analysis to see why it works. Some writers will use the "?" and "!" additively, thus 20. Rd8?? would be a horrible move, and 30...Bxh3!! would be a truly inspired move. Since this can quickly get out of hand, restraint is required by the writer, and one usually never sees more than two punctuation marks.

Another way the "?" and "!" can be used is to combine them, such as 20. Rd8?! or 30...Bxh3!?. The meaning of this depends on which

punctuation mark comes first. "?!" is often used to mean a questionable move, but not an outright mistake. This can also be represented as a question mark in parentheses, for example, 20. Rd8 (?), but is seen much less often nowadays than "?!". The combination "!?" is often used to indicate surprise at a particular move, and often also to mean that move is speculative and risky, but probably good (which is why the "!" goes first).

None of this punctuation (?, !, ?!, and !?) is required, and is used primarily as a diagnostic or learning tool, and to allow a little room for expression in game scores or analysis. It is included here so you can make sense of it when you see it in other people's game scores or analyses. Do not include these marks when simply taking down the score of a game or sending your reply to someone in a game. These are reserved for analysis only, which occurs after the game is over.

Please make this file freely available. If you find this file useful, please let me know by sending me (Joe Brooks) mail either through the FidoNet CHESS echo, or at one of the following addresses:

FIDONet net-mail address - 1:2609/202

Internet e-mail address - joe.brooks@newhor.uu.holonet.net.

Other freely available chess tutorial files by me to look for are:

GUIDELNS.TXT - Guidelines to playing better chess for beginners & amateurs.

ENPASANT.TXT - An explanation of the chess move known as "en passant".

RATINGS.TXT - An explanation of chess ratings & how to get one.

Exeter Chess Club: Standard ECO annotation symbols with ASCII representations

Symbol	Suggested ASCII	Meaning	Symbol	Suggested ASCII	Meaning
1-0	1-0	Black resigns (White wins)	R	R	Various alternatives
0-1	0-1	White resigns (Black wins)	¬	'	without
½-½	1/2-1/2	Draw agreed	Δ	Λ	with the idea
!	!	Good or best move	△	or	better
?	?	Bad move or mistake	♖	BB	two bishops
(?)	(?)	Questionable	♗	Bb	opposite coloured Bishops
!?	!?	Interesting (risky)	→	⇒	with the attack
?!	?!	Dubious (too risky)	↑	^	with the initiative
!!	!!	Excellent or brilliant move	⊙	@	with a lead in development
??	??	Blunder	○	○	with a space advantage
+-	+-	White has a winning advantage	◀	<<	Queen's-side
±	+/-	White has a clear advantage	▶	>>	King's-side
±	+=	White has a slight advantage	↗	//	diagonal
∞	&	unclear	‡		file
≈	~	about equal	↔	=	rank
♙	=/&	with compensation for material	⊙	zz	zugzwang
♚	=+	Black has a slight advantage	×	x	weak point
♛	-/+	Black has a clear advantage	⊥	⊥	endgame
♜	-+	Black has a winning advantage	♔	ch	championship
♚	#	centre (hash also used for mate)	♔	m	match
↔	⇒/⇐	with counterplay	☐	cc	correspondence

And now the same thing for text-only browsers (Tilburg character mappings):

Symbol	Suggested ASCII	Meaning
∅	1-0	Black resigns (White wins)
Û	0-1	White resigns (Black wins)
Ú-Û	1/2-1/2	Draw agreed
!	!	Good or best move
?	?	Bad move or mistake
(?)	(?)	Questionable
!?	!?	Interesting (risky)
?!	?!	Dubious (too risky)
!!	!!	Excellent or brilliant move
??	??	Blunder
<<	+-	White has a winning advantage
+/-	+/-	White has a clear advantage
[[threesuperior]]	+=	White has a slight advantage
deg.	&	unclear
'	~	about equal
[[macron]]	=/&	with compensation for material

[[twosuperior]]	=+	Black has a slight advantage
[[opthyphen]]	-/+	Black has a clear advantage
~	-+	Black has a winning advantage
[[questiondown]]	#	centre (hash also used for mate)
reg.	=>/<=	with counterplay
R	R	Various alternatives
'	`	without
"	/\	with the idea
*	or	better
~	BB	two bishops
™	Bb	opposite coloured Bishops
[[Atilde]]	=>	with the attack
Ä	^	with the initiative
Å	@	with a lead in development
Æ	O	with a space advantage
Ç	<<	Queen's-side
È	>>	King's-side
É	//	diagonal
Ê		file
Ë	==	rank
Ï	zz	Zugzwang
Î	x	weak point
Ï	- _	endgame
f	ch	championship
"	m	match
,	cc	correspondence

If you read PGN files you occasionally see odd annotations like \$1 \$2 \$4, and so on: these are NAGs (Numeric Annotation Glyphs), part of the [PGN standard](#), the relevant section of which has been extracted [here](#).

Back to [Chess Coaching Page](#)



This document (symbols.html) was last modified on 6th Nov 96 by

[Dr. Dave](#)

Standard: Portable Game Notation Specification and Implementation Guide

Revised: 1994.03.12

Authors: Interested readers of the Internet newsgroup rec.games.chess

Coordinator: Steven J. Edwards (send comments to sje@world.std.com)

0: Preface

From the Tower of Babel story:

"If now, while they are one people, all speaking the same language, they have started to do this, nothing will later stop them from doing whatever they propose to do."

Genesis XI, v.6, New American Bible

1: Introduction

PGN is "Portable Game Notation", a standard designed for the representation of chess game data using ASCII text files. PGN is structured for easy reading and writing by human users and for easy parsing and generation by computer programs. The intent of the definition and propagation of PGN is to facilitate the sharing of public domain chess game data among chessplayers (both organic and otherwise), publishers, and computer chess researchers throughout the world.

PGN is not intended to be a general purpose standard that is suitable for every possible use; no such standard could fill all conceivable requirements. Instead, PGN is proposed as a universal portable representation for data interchange. The idea is to allow the construction of a family of chess applications that can quickly and easily process chess game data using PGN for import and export among themselves.

2: Chess data representation

Computer usage among chessplayers has become quite common in recent years and a variety of different programs, both commercial and public domain, are used to

generate, access, and propagate chess game data. Some of these programs are rather impressive; most are now well behaved in that they correctly follow the Laws of Chess and handle users' data with reasonable care. Unfortunately, many programs have had serious problems with several aspects of the external representation of chess game data. Sometimes these problems become more visible when a user attempts to move significant quantities of data from one program to another; if there has been no real effort to ensure portability of data, then the chances for a successful transfer are small at best.

2.1: Data interchange incompatibility

The reasons for format incompatibility are easy to understand. In fact, most of them are correlated with the same problems that have already been seen with commercial software offerings for other domains such as word processing, spreadsheets, fonts, and graphics. Sometimes a manufacturer deliberately designs a data format using encryption or some other secret, proprietary technique to "lock in" a customer. Sometimes a designer may produce a format that can be deciphered without too much difficulty, but at the same time publicly discourage third party software by claiming trade secret protection. Another software producer may develop a non-proprietary system, but it may work well only within the scope of a single program or application because it is not easily expandable. Finally, some other software may work very well for many purposes, but it uses symbols and language not easily understood by people or computers available to those outside the country of its development.

2.2: Specification goals

A specification for a portable game notation must observe the lessons of history and be able to handle probable needs of the future. The design criteria for PGN were selected to meet these needs. These criteria include:

- 1) The details of the system must be publicly available and free of unnecessary complexity. Ideally, if the documentation is not available for some reason, typical chess software developers and users should be able to understand most of the data without the need for third party assistance.
- 2) The details of the system must be non-proprietary so that users and software developers are unrestricted by concerns about infringing on intellectual property rights. The idea is to let chess programmers compete in a free market where customers may choose software based on their real needs and not based on artificial requirements created by a secret data format.

3) The system must work for a variety of programs. The format should be such that it can be used by chess database programs, chess publishing programs, chess server programs, and chessplaying programs without being unnecessarily specific to any particular application class.

4) The system must be easily expandable and scalable. The expansion ability must include handling data items that may not exist currently but could be expected to emerge in the future. (Examples: new opening classifications and new country names.) The system should be scalable in that it must not have any arbitrary restrictions concerning the quantity of stored data. Also, planned modes of expansion should either preserve earlier databases or at least allow for their automatic conversion.

5) The system must be international. Chess software users are found in many countries and the system should be free of difficulties caused by conventions local to a given region.

6) Finally, the system should handle the same kinds and amounts of data that are already handled by existing chess software and by print media.

2.3: A sample PGN game

Although its description may seem rather lengthy, PGN is actually fairly simple. A sample PGN game follows; it has most of the important features described in later sections of this document.

```
[Event "F/S Return Match"]  
[Site "Belgrade, Serbia JUG"]  
[Date "1992.11.04"]  
[Round "29"]  
[White "Fischer, Robert J."]  
[Black "Spassky, Boris V."]  
[Result "1/2-1/2"]
```

```
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3  
O-O 9. h3 Nb8 10. d4 Nbd7 11. c4 c6 12. cxb5 axb5 13. Nc3 Bb7 14. Bg5 b4 15.  
Nb1 h6 16. Bh4 c5 17. dxe5 Nxe4 18. Bxe7 Qxe7 19. exd6 Qf6 20. Nbd2 Nxd6 21.  
Nc4 Nxc4 22. Bxc4 Nb6 23. Ne5 Rae8 24. Bxf7+ Rxf7 25. Nxf7 Rxe1+ 26. Qxe1 Kxf7  
27. Qe3 Qg5 28. Qxg5 hxg5 29. b3 Ke6 30. a3 Kd6 31. axb4 cxb4 32. Ra5 Nd5 33.  
f3 Bc8 34. Kf2 Bf5 35. Ra7 g6 36. Ra6+ Kc5 37. Ke1 Nf4 38. g3 Nxf3 39. Kd2 Kb5  
40. Rd6 Kc5 41. Ra6 Nf2 42. g4 Bd3 43. Re6 1/2-1/2
```

3: Formats: import and export

There are two formats in the PGN specification. These are the "import" format and the "export" format. These are the two different ways of formatting the same PGN data according to its source. The details of the two formats are described throughout the following sections of this document.

Other than formats, there is the additional topic of PGN presentation. While both PGN import and export formats are designed to be readable by humans, there is no recommendation that either of these be an ultimate mode of chess data presentation. Rather, software developers are urged to consider all of the various techniques at their disposal to enhance the display of chess data at the presentation level (i.e., highest level) of their programs. This means that the use of different fonts, character sizes, color, and other tools of computer aided interaction and publishing should be explored to provide a high quality presentation appropriate to the function of the particular program.

3.1: Import format allows for manually prepared data

The import format is rather flexible and is used to describe data that may have been prepared by hand, much like a source file for a high level programming language. A program that can read PGN data should be able to handle the somewhat lax import format.

3.2: Export format used for program generated output

The export format is rather strict and is used to describe data that is usually prepared under program control, something like a pretty printed source program reformatted by a compiler.

3.2.1: Byte equivalence

For a given PGN data file, export format representations generated by different PGN programs on the same computing system should be exactly equivalent, byte for byte.

3.2.2: Archival storage and the newline character

Export format should also be used for archival storage. Here, "archival" storage is defined as storage that may be accessed by a variety of computing systems. The only extra requirement for archival storage is that the newline character have a specific representation that is independent of its value for a particular computing system's text file usage. The archival representation of a newline is the ASCII control character LF (line feed, decimal value 10, hexadecimal value 0x0a).

Sadly, there are some accidents of history that survive to this day that have baroque representations for a newline: multicharacter sequences, end-of-line record markers, start-of-line byte counts, fixed length records, and so forth. It is well beyond the scope of the PGN project to reconcile all of these to the unified world of ANSI C and the those enjoying the bliss of a single '\n' convention. Some systems may just not be able to handle an archival PGN text file with native text editors. In these cases, an indulgence of sorts is granted to use the local newline convention in non-archival PGN files for those text editors.

3.2.3: Speed of processing

Several parts of the export format deal with exact descriptions of line and field justification that are absent from the import format details. The main reason for these restrictions on the export format are to allow the construction of simple data translation programs that can easily scan PGN data without having to have a full chess engine or other complex parsing routines. The idea is to encourage chess software authors to always allow for at least a limited PGN reading capability. Even when a full chess engine parsing capability is available, it is likely to be at least two orders of magnitude slower than a simple text scanner.

3.2.4: Reduced export format

A PGN game represented using export format is said to be in "reduced export format" if all of the following hold: 1) it has no commentary, 2) it has only the standard seven tag roster identification information ("STR", see below), 3) it has no recursive annotation variations ("RAV", see below), and 4) it has no numeric annotation glyphs ("NAG", see below). Reduced export format is used for bulk storage of unannotated games. It represents a minimum level of standard conformance for a PGN exporting application.

4: Lexicographical issues

PGN data is composed of characters; non-overlapping contiguous sequences of characters form lexical tokens.

4.1: Character codes

PGN data is represented using a subset of the eight bit ISO 8859/1 (Latin 1) character set. ("ISO" is an acronym for the International Standards Organization.) This set is also known as ECMA-94 and is similar to other ISO Latin character sets. ISO 8859/1 includes the standard seven bit ASCII character set for the 32 control character code values from zero to 31. The 95 printing character code values from 32 to 126 are also equivalent to seven bit ASCII usage. (Code value 127, the ASCII DEL control character, is a graphic character in ISO 8859/1; it is not used for PGN data representation.)

The 32 ISO 8859/1 code values from 128 to 159 are non-printing control characters. They are not used for PGN data representation. The 32 code values from 160 to 191 are mostly non-alphabetic printing characters and their use for PGN data is discouraged as their graphic representation varies considerably among other ISO Latin sets. Finally, the 64 code values from 192 to 255 are mostly alphabetic printing characters with various diacritical marks; their use is encouraged for those languages that require such characters. The graphic representations of this last set of 64 characters is fairly constant for the ISO Latin family.

Printing character codes outside of the seven bit ASCII range may only appear in string data and in commentary. They are not permitted for use in symbol construction.

Because some PGN users' environments may not support presentation of non-ASCII characters, PGN game authors should refrain from using such characters in critical commentary or string values in game data that may be referenced in such environments. PGN software authors should have their programs handle such environments by displaying a question mark ("?") for non-ASCII character codes. This is an important point because there are many computing systems that can display eight bit character data, but the display graphics may differ among machines and operating systems from different manufacturers.

Only four of the ASCII control characters are permitted in PGN import format; these are the horizontal and vertical tabs along with the linefeed and carriage

return codes.

The external representation of the newline character may differ among platforms; this is an acceptable variation as long as the details of the implementation are hidden from software implementors and users. When a choice is practical, the Unix "newline is linefeed" convention is preferred.

4.2: Tab characters

Tab characters, both horizontal and vertical, are not permitted in the export format. This is because the treatment of tab characters is highly dependent upon the particular software in use on the host computing system. Also, tab characters may not appear inside of string data.

4.3: Line lengths

PGN data are organized as simple text lines without any special bytes or markers for secondary record structure imposed by specific operating systems. Import format PGN text lines are limited to having a maximum of 255 characters per line including the newline character. Lines with 80 or more printing characters are strongly discouraged because of the difficulties experienced by common text editors with long lines.

In some cases, very long tag values will require 80 or more columns, but these are relatively rare. An example of this is the "FEN" tag pair; it may have a long tag value, but this particular tag pair is only used to represent a game that doesn't start from the usual initial position.

5: Commentary

Comment text may appear in PGN data. There are two kinds of comments. The first kind is the "rest of line" comment; this comment type starts with a semicolon character and continues to the end of the line. The second kind starts with a left brace character and continues to the next right brace character. Comments cannot appear inside any token.

Brace comments do not nest; a left brace character appearing in a brace comment loses its special meaning and is ignored. A semicolon appearing inside of a brace comment loses its special meaning and is ignored. Braces appearing inside of a semicolon comments lose their special meaning and are ignored.

*** Export format representation of comments needs definition work.

6: Escape mechanism

There is a special escape mechanism for PGN data. This mechanism is triggered by a percent sign character ("%") appearing in the first column of a line; the data on the rest of the line is ignored by publicly available PGN scanning software. This escape convention is intended for the private use of software developers and researchers to embed non-PGN commands and data in PGN streams.

A percent sign appearing in any other place other than the first position in a line does not trigger the escape mechanism.

7: Tokens

PGN character data is organized as tokens. A token is a contiguous sequence of characters that represents a basic semantic unit. Tokens may be separated from adjacent tokens by white space characters. (White space characters include space, newline, and tab characters.) Some tokens are self delimiting and do not require white space characters.

A string token is a sequence of zero or more printing characters delimited by a pair of quote characters (ASCII decimal value 34, hexadecimal value 0x22). An empty string is represented by two adjacent quotes. (Note: an apostrophe is not a quote.) A quote inside a string is represented by the backslash immediately followed by a quote. A backslash inside a string is represented by two adjacent backslashes. Strings are commonly used as tag pair values (see below). Non-printing characters like newline and tab are not permitted inside of strings. A string token is terminated by its closing quote. Currently, a string is limited to a maximum of 255 characters of data.

An integer token is a sequence of one or more decimal digit characters. It is a special case of the more general "symbol" token class described below. Integer tokens are used to help represent move number indications (see below). An integer token is terminated just prior to the first non-symbol character following the integer digit sequence.

A period character (".") is a token by itself. It is used for move number indications (see below). It is self terminating.

An asterisk character ("*") is a token by itself. It is used as one of the possible game termination markers (see below); it indicates an incomplete game or a game with an unknown or otherwise unavailable result. It is self terminating.

The left and right bracket characters ("[" and "]") are tokens. They are used to delimit tag pairs (see below). Both are self terminating.

The left and right parenthesis characters ("(" and ")") are tokens. They are used to delimit Recursive Annotation Variations (see below). Both are self terminating.

The left and right angle bracket characters ("<" and ">") are tokens. They are reserved for future expansion. Both are self terminating.

A Numeric Annotation Glyph ("NAG", see below) is a token; it is composed of a dollar sign character ("\$") immediately followed by one or more digit characters. It is terminated just prior to the first non-digit character following the digit sequence.

A symbol token starts with a letter or digit character and is immediately followed by a sequence of zero or more symbol continuation characters. These continuation characters are letter characters ("A-Za-z"), digit characters ("0-9"), the underscore ("_"), the plus sign ("+"), the octothorpe sign ("#"), the equal sign ("="), the colon (":"), and the hyphen ("-"). Symbols are used for a variety of purposes. All characters in a symbol are significant. A symbol token is terminated just prior to the first non-symbol character following the symbol character sequence. Currently, a symbol is limited to a maximum of 255 characters in length.

8: Parsing games

A PGN database file is a sequential collection of zero or more PGN games. An empty file is a valid, although somewhat uninformative, PGN database.

A PGN game is composed of two sections. The first is the tag pair section and the second is the movetext section. The tag pair section provides information that identifies the game by defining the values associated with a set of standard parameters. The movetext section gives the usually enumerated and possibly annotated moves of the game along with the concluding game termination marker. The chess moves themselves are represented using SAN (Standard Algebraic Notation), also described later in this document.

8.1: Tag pair section

The tag pair section is composed of a series of zero or more tag pairs.

A tag pair is composed of four consecutive tokens: a left bracket token, a symbol token, a string token, and a right bracket token. The symbol token is the tag name and the string token is the tag value associated with the tag name. (There is a standard set of tag names and semantics described below.) The same tag name should not appear more than once in a tag pair section.

A further restriction on tag names is that they are composed exclusively of letters, digits, and the underscore character. This is done to facilitate mapping of tag names into key and attribute names for use with general purpose database programs.

For PGN import format, there may be zero or more white space characters between any adjacent pair of tokens in a tag pair.

For PGN export format, there are no white space characters between the left bracket and the tag name, there are no white space characters between the tag value and the right bracket, and there is a single space character between the tag name and the tag value.

Tag names, like all symbols, are case sensitive. All tag names used for archival storage begin with an upper case letter.

PGN import format may have multiple tag pairs on the same line and may even have a tag pair spanning more than a single line. Export format requires each tag pair to appear left justified on a line by itself; a single empty line follows the last tag pair.

Some tag values may be composed of a sequence of items. For example, a consultation game may have more than one player for a given side. When this occurs, the single character ":" (colon) appears between adjacent items. Because of this use as an internal separator in strings, the colon should not otherwise appear in a string.

The tag pair format is designed for expansion; initially only strings are allowed as tag pair values. Tag value formats associated with the STR (Seven Tag Roster, see below) will not change; they will always be string values. However, there are long term plans to allow general list structures as tag

values for non-STR tag pairs. Use of these expanded tag values will likely be restricted to special research programs. In all events, the top level structure of a tag pair remains the same: left bracket, tag name, tag value, and right bracket.

8.1.1: Seven Tag Roster

There is a set of tags defined for mandatory use for archival storage of PGN data. This is the STR (Seven Tag Roster). The interpretation of these tags is fixed as is the order in which they appear. Although the definition and use of additional tag names and semantics is permitted and encouraged when needed, the STR is the common ground that all programs should follow for public data interchange.

For import format, the order of tag pairs is not important. For export format, the STR tag pairs appear before any other tag pairs. (The STR tag pairs must also appear in order; this order is described below). Also for export format, any additional tag pairs appear in ASCII order by tag name.

The seven tag names of the STR are (in order):

- 1) Event (the name of the tournament or match event)
- 2) Site (the location of the event)
- 3) Date (the starting date of the game)
- 4) Round (the playing round ordinal of the game)
- 5) White (the player of the white pieces)
- 6) Black (the player of the black pieces)
- 7) Result (the result of the game)

A set of supplemental tag names is given later in this document.

For PGN export format, a single blank line appears after the last of the tag pairs to conclude the tag pair section. This helps simple scanning programs to quickly determine the end of the tag pair section and the beginning of the movetext section.

8.1.1.1: The Event tag

The Event tag value should be reasonably descriptive. Abbreviations are to be avoided unless absolutely necessary. A consistent event naming should be used to help facilitate database scanning. If the name of the event is unknown, a single question mark should appear as the tag value.

Examples:

[Event "FIDE World Championship"]

[Event "Moscow City Championship"]

[Event "ACM North American Computer Championship"]

[Event "Casual Game"]

8.1.1.2: The Site tag

The Site tag value should include city and region names along with a standard name for the country. The use of the IOC (International Olympic Committee) three letter names is suggested for those countries where such codes are available. If the site of the event is unknown, a single question mark should appear as the tag value. A comma may be used to separate a city from a region. No comma is needed to separate a city or region from the IOC country code. A later section of this document gives a list of three letter nation codes along with a few additions for "locations" not covered by the IOC.

Examples:

[Site "New York City, NY USA"]

[Site "St. Petersburg RUS"]

[Site "Riga LAT"]

8.1.1.3: The Date tag

The Date tag value gives the starting date for the game. (Note: this is not necessarily the same as the starting date for the event.) The date is given

with respect to the local time of the site given in the Event tag. The Date tag value field always uses a standard ten character format: "YYYY.MM.DD". The first four characters are digits that give the year, the next character is a period, the next two characters are digits that give the month, the next character is a period, and the final two characters are digits that give the day of the month. If the any of the digit fields are not known, then question marks are used in place of the digits.

Examples:

[Date "1992.08.31"]

[Date "1993.??.??"]

[Date "2001.01.01"]

8.1.1.4: The Round tag

The Round tag value gives the playing round for the game. In a match competition, this value is the number of the game played. If the use of a round number is inappropriate, then the field should be a single hyphen character. If the round is unknown, a single question mark should appear as the tag value.

Some organizers employ unusual round designations and have multipart playing rounds and sometimes even have conditional rounds. In these cases, a multipart round identifier can be made from a sequence of integer round numbers separated by periods. The leftmost integer represents the most significant round and succeeding integers represent round numbers in descending hierarchical order.

Examples:

[Round "1"]

[Round "3.1"]

[Round "4.1.2"]

8.1.1.5: The White tag

The White tag value is the name of the player or players of the white pieces.

The names are given as they would appear in a telephone directory. The family or last name appears first. If a first name or first initial is available, it is separated from the family name by a comma and a space. Finally, one or more middle initials may appear. (Wherever a comma appears, the very next character should be a space. Wherever an initial appears, the very next character should be a period.) If the name is unknown, a single question mark should appear as the tag value.

The intent is to allow meaningful ASCII sorting of the tag value that is independent of regional name formation customs. If more than one person is playing the white pieces, the names are listed in alphabetical order and are separated by the colon character between adjacent entries. A player who is also a computer program should have appropriate version information listed after the name of the program.

The format used in the FIDE Rating Lists is appropriate for use for player name tags.

Examples:

[White "Tal, Mikhail N."]

[White "van der Wiel, Johan"]

[White "Acme Pawngrabber v.3.2"]

[White "Fine, R."]

8.1.1.6: The Black tag

The Black tag value is the name of the player or players of the black pieces. The names are given here as they are for the White tag value.

Examples:

[Black "Lasker, Emmanuel"]

[Black "Smyslov, Vasily V."]

[Black "Smith, John Q.:Woodpusher 2000"]

[Black "Morphy"]

8.1.1.7: The Result tag

The Result field value is the result of the game. It is always exactly the same as the game termination marker that concludes the associated movetext. It is always one of four possible values: "1-0" (White wins), "0-1" (Black wins), "1/2-1/2" (drawn game), and "*" (game still in progress, game abandoned, or result otherwise unknown). Note that the digit zero is used in both of the first two cases; not the letter "O".

All possible examples:

[Result "0-1"]

[Result "1-0"]

[Result "1/2-1/2"]

[Result "*"]

8.2: Movetext section

The movetext section is composed of chess moves, move number indications, optional annotations, and a single concluding game termination marker.

Because illegal moves are not real chess moves, they are not permitted in PGN movetext. They may appear in commentary, however. One would hope that illegal moves are relatively rare in games worthy of recording.

8.2.1: Movetext line justification

In PGN import format, tokens in the movetext do not require any specific line justification.

In PGN export format, tokens in the movetext are placed left justified on successive text lines each of which has less than 80 printing characters. As many tokens as possible are placed on a line with the remainder appearing on successive lines. A single space character appears between any two adjacent symbol tokens on the same line in the movetext. As with the tag pair section, a single empty line follows the last line of data to conclude the movetext

section.

Neither the first or the last character on an export format PGN line is a space. (This may change in the case of commentary; this area is currently under development.)

8.2.2: Movetext move number indications

A move number indication is composed of one or more adjacent digits (an integer token) followed by zero or more periods. The integer portion of the indication gives the move number of the immediately following white move (if present) and also the immediately following black move (if present).

8.2.2.1: Import format move number indications

PGN import format does not require move number indications. It does not prohibit superfluous move number indications anywhere in the movetext as long as the move numbers are correct.

PGN import format move number indications may have zero or more period characters following the digit sequence that gives the move number; one or more white space characters may appear between the digit sequence and the period(s).

8.2.2.2: Export format move number indications

There are two export format move number indication formats, one for use appearing immediately before a white move element and one for use appearing immediately before a black move element. A white move number indication is formed from the integer giving the fullmove number with a single period character appended. A black move number indication is formed from the integer giving the fullmove number with three period characters appended.

All white move elements have a preceding move number indication. A black move element has a preceding move number indication only in two cases: first, if there is intervening annotation or commentary between the black move and the previous white move; and second, if there is no previous white move in the special case where a game starts from a position where Black is the active player.

There are no other cases where move number indications appear in PGN export

format.

8.2.3: Movetext SAN (Standard Algebraic Notation)

SAN (Standard Algebraic Notation) is a representation standard for chess moves using the ASCII Latin alphabet.

Examples of SAN recorded games are found throughout most modern chess publications. SAN as presented in this document uses English language single character abbreviations for chess pieces, although this is easily changed in the source. English is chosen over other languages because it appears to be the most widely recognized.

An alternative to SAN is FAN (Figurine Algebraic Notation). FAN uses miniature piece icons instead of single letter piece abbreviations. The two notations are otherwise identical.

8.2.3.1: Square identification

SAN identifies each of the sixty four squares on the chessboard with a unique two character name. The first character of a square identifier is the file of the square; a file is a column of eight squares designated by a single lower case letter from "a" (leftmost or queenside) up to and including "h" (rightmost or kingside). The second character of a square identifier is the rank of the square; a rank is a row of eight squares designated by a single digit from "1" (bottom side [White's first rank]) up to and including "8" (top side [Black's first rank]). The initial squares of some pieces are: white queen rook at a1, white king at e1, black queen knight pawn at b7, and black king rook at h8.

8.2.3.2: Piece identification

SAN identifies each piece by a single upper case letter. The standard English values: pawn = "P", knight = "N", bishop = "B", rook = "R", queen = "Q", and king = "K".

The letter code for a pawn is not used for SAN moves in PGN export format movetext. However, some PGN import software disambiguation code may allow for the appearance of pawn letter codes. Also, pawn and other piece letter codes are needed for use in some tag pair and annotation constructs.

It is admittedly a bit chauvinistic to select English piece letters over those from other languages. There is a slight justification in that English is a de facto universal second language among most chessplayers and program users. It is probably the best that can be done for now. A later section of this document gives alternative piece letters, but these should be used only for local presentation software and not for archival storage or for dynamic interchange among programs.

8.2.3.3: Basic SAN move construction

A basic SAN move is given by listing the moving piece letter (omitted for pawns) followed by the destination square. Capture moves are denoted by the lower case letter "x" immediately prior to the destination square; pawn captures include the file letter of the originating square of the capturing pawn immediately prior to the "x" character.

SAN kingside castling is indicated by the sequence "O-O"; queenside castling is indicated by the sequence "O-O-O". Note that the upper case letter "O" is used, not the digit zero. The use of a zero character is not only incompatible with traditional text practices, but it can also confuse parsing algorithms which also have to understand about move numbers and game termination markers. Also note that the use of the letter "O" is consistent with the practice of having all chess move symbols start with a letter; also, it follows the convention that all non-pwn move symbols start with an upper case letter.

En passant captures do not have any special notation; they are formed as if the captured pawn were on the capturing pawn's destination square. Pawn promotions are denoted by the equal sign "=" immediately following the destination square with a promoted piece letter (indicating one of knight, bishop, rook, or queen) immediately following the equal sign. As above, the piece letter is in upper case.

8.2.3.4: Disambiguation

In the case of ambiguities (multiple pieces of the same type moving to the same square), the first appropriate disambiguating step of the three following steps is taken:

First, if the moving pieces can be distinguished by their originating files, the originating file letter of the moving piece is inserted immediately after the moving piece letter.

Second (when the first step fails), if the moving pieces can be distinguished by their originating ranks, the originating rank digit of the moving piece is inserted immediately after the moving piece letter.

Third (when both the first and the second steps fail), the two character square coordinate of the originating square of the moving piece is inserted immediately after the moving piece letter.

Note that the above disambiguation is needed only to distinguish among moves of the same piece type to the same square; it is not used to distinguish among attacks of the same piece type to the same square. An example of this would be a position with two white knights, one on square c3 and one on square g1 and a vacant square e2 with White to move. Both knights attack square e2, and if both could legally move there, then a file disambiguation is needed; the (nonchecking) knight moves would be "Nce2" and "Nge2". However, if the white king were at square e1 and a black bishop were at square b4 with a vacant square d2 (thus an absolute pin of the white knight at square c3), then only one white knight (the one at square g1) could move to square e2: "Ne2".

8.2.3.5: Check and checkmate indication characters

If the move is a checking move, the plus sign "+" is appended as a suffix to the basic SAN move notation; if the move is a checkmating move, the octothorpe sign "#" is appended instead.

Neither the appearance nor the absence of either a check or checkmating indicator is used for disambiguation purposes. This means that if two (or more) pieces of the same type can move to the same square the differences in checking status of the moves does not allieviate the need for the standard rank and file disabiguation described above. (Note that a difference in checking status for the above may occur only in the case of a discovered check.)

Neither the checking or checkmating indicators are considered annotation as they do not communicate subjective information. Therefore, they are qualitatively different from move suffix annotations like "!" and "?". Subjective move annotations are handled using Numeric Annotation Glyphs as described in a later section of this document.

There are no special markings used for double checks or discovered checks.

There are no special markings used for drawing moves.

8.2.3.6: SAN move length

SAN moves can be as short as two characters (e.g., "d4"), or as long as seven characters (e.g., "Qa6xb7#", "fxg1=Q+"). The average SAN move length seen in realistic games is probably just fractionally longer than three characters. If the SAN rules seem complicated, be assured that the earlier notation systems of LEN (Long English Notation) and EDN (English Descriptive Notation) are much more complex, and that LAN (Long Algebraic Notation, the predecessor of SAN) is unnecessarily bulky.

8.2.3.7: Import and export SAN

PGN export format always uses the above canonical SAN to represent moves in the movetext section of a PGN game. Import format is somewhat more relaxed and it makes allowances for moves that do not conform exactly to the canonical format. However, these allowances may differ among different PGN reader programs. Only data appearing in export format is in all cases guaranteed to be importable into all PGN readers.

There are a number of suggested guidelines for use with implementing PGN reader software for permitting non-canonical SAN move representation. The idea is to have a PGN reader apply various transformations to attempt to discover the move that is represented by non-canonical input. Some suggested transformations include: letter case remapping, capture indicator insertion, check indicator insertion, and checkmate indicator insertion.

8.2.3.8: SAN move suffix annotations

Import format PGN allows for the use of traditional suffix annotations for moves. There are exactly six such annotations available: "!", "?", "!!", "!!?", "?!", and "??". At most one such suffix annotation may appear per move, and if present, it is always the last part of the move symbol.

When exported, a move suffix annotation is translated into the corresponding Numeric Annotation Glyph as described in a later section of this document. For example, if the single move symbol "Qxa8?" appears in an import format PGN movetext, it would be replaced with the two adjacent symbols "Qxa8 \$2".

8.2.4: Movetext NAG (Numeric Annotation Glyph)

An NAG (Numeric Annotation Glyph) is a movetext element that is used to indicate a simple annotation in a language independent manner. An NAG is formed from a dollar sign ("\$\$") with a non-negative decimal integer suffix. The non-negative integer must be from zero to 255 in value.

8.2.5: Movetext RAV (Recursive Annotation Variation)

An RAV (Recursive Annotation Variation) is a sequence of movetext containing one or more moves enclosed in parentheses. An RAV is used to represent an alternative variation. The alternate move sequence given by an RAV is one that may be legally played by first unplaying the move that appears immediately prior to the RAV. Because the RAV is a recursive construct, it may be nested.

*** The specification for import/export representation of RAV elements needs further development.

8.2.6: Game Termination Markers

Each movetext section has exactly one game termination marker; the marker always occurs as the last element in the movetext. The game termination marker is a symbol that is one of the following four values: "1-0" (White wins), "0-1" (Black wins), "1/2-1/2" (drawn game), and "*" (game in progress, result unknown, or game abandoned). Note that the digit zero is used in the above; not the upper case letter "O". The game termination marker appearing in the movetext of a game must match the value of the game's Result tag pair. (While the marker appears as a string in the Result tag, it appears as a symbol without quotes in the movetext.)

9: Supplemental tag names

The following tag names and their associated semantics are recommended for use for information not contained in the Seven Tag Roster.

9.1: Player related information

Note that if there is more than one player field in an instance of a player (White or Black) tag, then there will be corresponding multiple fields in any

of the following tags. For example, if the White tag has the three field value "Jones:Smith:Zacharias" (a consultation game), then the WhiteTitle tag could have a value of "IM:-:GM" if Jones was an International Master, Smith was untitled, and Zacharias was a Grandmaster.

9.1.1: Tags: WhiteTitle, BlackTitle

These use string values such as "FM", "IM", and "GM"; these tags are used only for the standard abbreviations for FIDE titles. A value of "-" is used for an untitled player.

9.1.2: Tags: WhiteElo, BlackElo

These tags use integer values; these are used for FIDE Elo ratings. A value of "-" is used for an unrated player.

9.1.3: Tags: WhiteUSCF, BlackUSCF

These tags use integer values; these are used for USCF (United States Chess Federation) ratings. Similar tag names can be constructed for other rating agencies.

9.1.4: Tags: WhiteNA, BlackNA

These tags use string values; these are the e-mail or network addresses of the players. A value of "-" is used for a player without an electronic address.

9.1.5: Tags: WhiteType, BlackType

These tags use string values; these describe the player types. The value "human" should be used for a person while the value "program" should be used for algorithmic (computer) players.

9.2: Event related information

The following tags are used for providing additional information about the event.

9.2.1: Tag: EventDate

This uses a date value, similar to the Date tag field, that gives the starting date of the Event.

9.2.2: Tag: EventSponsor

This uses a string value giving the name of the sponsor of the event.

9.2.3: Tag: Section

This uses a string; this is used for the playing section of a tournament (e.g., "Open" or "Reserve").

9.2.4: Tag: Stage

This uses a string; this is used for the stage of a multistage event (e.g., "Preliminary" or "Semifinal").

9.2.5: Tag: Board

This uses an integer; this identifies the board number in a team event and also in a simultaneous exhibition.

9.3: Opening information (locale specific)

The following tag pairs are used for traditional opening names. The associated tag values will vary according to the local language in use.

9.3.1: Tag: Opening

This uses a string; this is used for the traditional opening name. This will vary by locale. This tag pair is associated with the use of the EPD opcode "v0" described in a later section of this document.

9.3.2: Tag: Variation

This uses a string; this is used to further refine the Opening tag. This will vary by locale. This tag pair is associated with the use of the EPD opcode "v1" described in a later section of this document.

9.3.3: Tag: SubVariation

This uses a string; this is used to further refine the Variation tag. This will vary by locale. This tag pair is associated with the use of the EPD opcode "v2" described in a later section of this document.

9.4: Opening information (third party vendors)

The following tag pairs are used for representing opening identification according to various third party vendors and organizations. References to these organizations does not imply any endorsement of them or any endorsement by them.

9.4.1: Tag: ECO

This uses a string of either the form "XDD" or the form "XDD/DD" where the "X" is a letter from "A" to "E" and the "D" positions are digits; this is used for an opening designation from the five volume Encyclopedia of Chess Openings. This tag pair is associated with the use of the EPD opcode "eco" described in a later section of this document.

9.4.2: Tag: NIC

This uses a string; this is used for an opening designation from the New in Chess database. This tag pair is associated with the use of the EPD opcode "nic" described in a later section of this document.

9.5: Time and date related information

The following tags assist with further refinement of the time and data information associated with a game.

9.5.1: Tag: Time

This uses a time-of-day value in the form "HH:MM:SS"; similar to the Date tag except that it denotes the local clock time (hours, minutes, and seconds) of the start of the game. Note that colons, not periods, are used for field separators for the Time tag value. The value is taken from the local time corresponding to the location given in the Site tag pair.

9.5.2: Tag: UTCTime

This tag is similar to the Time tag except that the time is given according to the Universal Coordinated Time standard.

9.5.3: Tag:; UTCDate

This tag is similar to the Date tag except that the date is given according to the Universal Coordinated Time standard.

9.6: Time control

The following tag is used to help describe the time control used with the game.

9.6.1: Tag: TimeControl

This uses a list of one or more time control fields. Each field contains a descriptor for each time control period; if more than one descriptor is present then they are separated by the colon character (":"). The descriptors appear in the order in which they are used in the game. The last field appearing is considered to be implicitly repeated for further control periods as needed.

There are six kinds of TimeControl fields.

The first kind is a single question mark ("?") which means that the time control mode is unknown. When used, it is usually the only descriptor present.

The second kind is a single hyphen ("-") which means that there was no time control mode in use. When used, it is usually the only descriptor present.

The third Time control field kind is formed as two positive integers separated by a solidus ("/") character. The first integer is the number of moves in the period and the second is the number of seconds in the period. Thus, a time control period of 40 moves in 2 1/2 hours would be represented as "40/9000".

The fourth TimeControl field kind is used for a "sudden death" control period. It should only be used for the last descriptor in a TimeControl tag value. It is sometimes the only descriptor present. The format consists of a single integer that gives the number of seconds in the period. Thus, a blitz game would be represented with a TimeControl tag value of "300".

The fifth TimeControl field kind is used for an "incremental" control period. It should only be used for the last descriptor in a TimeControl tag value and is usually the only descriptor in the value. The format consists of two positive integers separated by a plus sign ("+") character. The first integer gives the minimum number of seconds allocated for the period and the second integer gives the number of extra seconds added after each move is made. So, an incremental time control of 90 minutes plus one extra minute per move would be given by "4500+60" in the TimeControl tag value.

The sixth TimeControl field kind is used for a "sandclock" or "hourglass" control period. It should only be used for the last descriptor in a TimeControl tag value and is usually the only descriptor in the value. The format consists of an asterisk ("*") immediately followed by a positive integer. The integer gives the total number of seconds in the sandclock period. The time control is implemented as if a sandclock were set at the start of the period with an equal amount of sand in each of the two chambers and the players invert the sandclock after each move with a time forfeit indicated by an empty upper chamber. Electronic implementation of a physical sandclock may be used. An example sandclock specification for a common three minute egg timer sandclock would have a tag value of "*180".

Additional TimeControl field kinds will be defined as necessary.

9.7: Alternative starting positions

There are two tags defined for assistance with describing games that did not start from the usual initial array.

9.7.1: Tag: SetUp

This tag takes an integer that denotes the "set-up" status of the game. A value of "0" indicates that the game has started from the usual initial array. A value of "1" indicates that the game started from a set-up position; this position is given in the "FEN" tag pair. This tag must appear for a game starting with a set-up position. If it appears with a tag value of "1", a FEN tag pair must also appear.

9.7.2: Tag: FEN

This tag uses a string that gives the Forsyth-Edwards Notation for the starting position used in the game. FEN is described in a later section of this document. If a SetUp tag appears with a tag value of "1", the FEN tag pair is also required.

9.8: Game conclusion

There is a single tag that discusses the conclusion of the game.

9.8.1: Tag: Termination

This takes a string that describes the reason for the conclusion of the game. While the Result tag gives the result of the game, it does not provide any extra information and so the Termination tag is defined for this purpose.

Strings that may appear as Termination tag values:

- * "abandoned": abandoned game.
- * "adjudication": result due to third party adjudication process.
- * "death": losing player called to greater things, one hopes.
- * "emergency": game concluded due to unforeseen circumstances.
- * "normal": game terminated in a normal fashion.
- * "rules infraction": administrative forfeit due to losing player's failure to observe either the Laws of Chess or the event regulations.

* "time forfeit": loss due to losing player's failure to meet time control requirements.

* "unterminated": game not terminated.

9.9: Miscellaneous

These are tags that can be briefly described and that don't fit well in other sections.

9.9.1: Tag: Annotator

This tag uses a name or names in the format of the player name tags; this identifies the annotator or annotators of the game.

9.9.2: Tag: Mode

This uses a string that gives the playing mode of the game. Examples: "OTB" (over the board), "PM" (paper mail), "EM" (electronic mail), "ICS" (Internet Chess Server), and "TC" (general telecommunication).

9.9.3: Tag: PlyCount

This tag takes a single integer that gives the number of ply (moves) in the game.

10: Numeric Annotation Glyphs

NAG zero is used for a null annotation; it is provided for the convenience of software designers as a placeholder value and should probably not be used in external PGN data.

NAGs with values from 1 to 9 annotate the move just played.

NAGs with values from 10 to 135 modify the current position.

NAGs with values from 136 to 139 describe time pressure.

Other NAG values are reserved for future definition.

Note: the number assignments listed below should be considered preliminary in nature; they are likely to be changed as a result of reviewer feedback.

NAG Interpretation

---	-----
0	null annotation
1	good move (traditional "!")
2	poor move (traditional "?")
3	very good move (traditional "!!")
4	very poor move (traditional "??")
5	speculative move (traditional "!?")
6	questionable move (traditional "?!")
7	forced move (all others lose quickly)
8	singular move (no reasonable alternatives)
9	worst move
10	drawish position
11	equal chances, quiet position
12	equal chances, active position
13	unclear position
14	White has a slight advantage
15	Black has a slight advantage
16	White has a moderate advantage
17	Black has a moderate advantage
18	White has a decisive advantage
19	Black has a decisive advantage
20	White has a crushing advantage (Black should resign)
21	Black has a crushing advantage (White should resign)
22	White is in zugzwang
23	Black is in zugzwang
24	White has a slight space advantage
25	Black has a slight space advantage
26	White has a moderate space advantage
27	Black has a moderate space advantage
28	White has a decisive space advantage
29	Black has a decisive space advantage
30	White has a slight time (development) advantage
31	Black has a slight time (development) advantage
32	White has a moderate time (development) advantage
33	Black has a moderate time (development) advantage
34	White has a decisive time (development) advantage
35	Black has a decisive time (development) advantage

- 36 White has the initiative
- 37 Black has the initiative
- 38 White has a lasting initiative
- 39 Black has a lasting initiative
- 40 White has the attack
- 41 Black has the attack
- 42 White has insufficient compensation for material deficit
- 43 Black has insufficient compensation for material deficit
- 44 White has sufficient compensation for material deficit
- 45 Black has sufficient compensation for material deficit
- 46 White has more than adequate compensation for material deficit
- 47 Black has more than adequate compensation for material deficit
- 48 White has a slight center control advantage
- 49 Black has a slight center control advantage
- 50 White has a moderate center control advantage
- 51 Black has a moderate center control advantage
- 52 White has a decisive center control advantage
- 53 Black has a decisive center control advantage
- 54 White has a slight kingside control advantage
- 55 Black has a slight kingside control advantage
- 56 White has a moderate kingside control advantage
- 57 Black has a moderate kingside control advantage
- 58 White has a decisive kingside control advantage
- 59 Black has a decisive kingside control advantage
- 60 White has a slight queenside control advantage
- 61 Black has a slight queenside control advantage
- 62 White has a moderate queenside control advantage
- 63 Black has a moderate queenside control advantage
- 64 White has a decisive queenside control advantage
- 65 Black has a decisive queenside control advantage
- 66 White has a vulnerable first rank
- 67 Black has a vulnerable first rank
- 68 White has a well protected first rank
- 69 Black has a well protected first rank
- 70 White has a poorly protected king
- 71 Black has a poorly protected king
- 72 White has a well protected king
- 73 Black has a well protected king
- 74 White has a poorly placed king
- 75 Black has a poorly placed king
- 76 White has a well placed king
- 77 Black has a well placed king
- 78 White has a very weak pawn structure

- 79 Black has a very weak pawn structure
- 80 White has a moderately weak pawn structure
- 81 Black has a moderately weak pawn structure
- 82 White has a moderately strong pawn structure
- 83 Black has a moderately strong pawn structure
- 84 White has a very strong pawn structure
- 85 Black has a very strong pawn structure
- 86 White has poor knight placement
- 87 Black has poor knight placement
- 88 White has good knight placement
- 89 Black has good knight placement
- 90 White has poor bishop placement
- 91 Black has poor bishop placement
- 92 White has good bishop placement
- 93 Black has good bishop placement
- 84 White has poor rook placement
- 85 Black has poor rook placement
- 86 White has good rook placement
- 87 Black has good rook placement
- 98 White has poor queen placement
- 99 Black has poor queen placement
- 100 White has good queen placement
- 101 Black has good queen placement
- 102 White has poor piece coordination
- 103 Black has poor piece coordination
- 104 White has good piece coordination
- 105 Black has good piece coordination
- 106 White has played the opening very poorly
- 107 Black has played the opening very poorly
- 108 White has played the opening poorly
- 109 Black has played the opening poorly
- 110 White has played the opening well
- 111 Black has played the opening well
- 112 White has played the opening very well
- 113 Black has played the opening very well
- 114 White has played the middlegame very poorly
- 115 Black has played the middlegame very poorly
- 116 White has played the middlegame poorly
- 117 Black has played the middlegame poorly
- 118 White has played the middlegame well
- 119 Black has played the middlegame well
- 120 White has played the middlegame very well
- 121 Black has played the middlegame very well

- 122 White has played the ending very poorly
- 123 Black has played the ending very poorly
- 124 White has played the ending poorly
- 125 Black has played the ending poorly
- 126 White has played the ending well
- 127 Black has played the ending well
- 128 White has played the ending very well
- 129 Black has played the ending very well
- 130 White has slight counterplay
- 131 Black has slight counterplay
- 132 White has moderate counterplay
- 133 Black has moderate counterplay
- 134 White has decisive counterplay
- 135 Black has decisive counterplay
- 136 White has moderate time control pressure
- 137 Black has moderate time control pressure
- 138 White has severe time control pressure
- 139 Black has severe time control pressure

11: File names and directories

File names chosen for PGN data should be both informative and portable. The directory names and arrangements should also be chosen for the same reasons and also for ease of navigation.

Some of suggested file and directory names may be difficult or impossible to represent on certain computing systems. Use of appropriate conversion customs is encouraged.

11.1: File name suffix for PGN data

The use of the file suffix ".pgn" is encouraged for ASCII text files containing PGN data.

11.2: File name formation for PGN data for a specific player

PGN games for a specific player should have a file name consisting of the player's last name followed by the ".pgn" suffix.

11.3: File name formation for PGN data for a specific event

PGN games for a specific event should have a file name consisting of the event's name followed by the ".pgn" suffix.

11.4: File name formation for PGN data for chronologically ordered games

PGN data files used for chronologically ordered (oldest first) archives use date information as file name root strings. A file containing all the PGN games for a given year would have an eight character name in the format "YYYY.pgn". A file containing PGN data for a given month would have a ten character name in the format "YYYYMM.pgn". Finally, a file for PGN games for a single day would have a twelve character name in the format "YYYYMMDD.pgn". Large files are split into smaller files as needed.

As game files are commonly arranged by chronological order, games with missing or incomplete Date tag pair data are to be avoided. Any question mark characters in a Date tag value will be treated as zero digits for collation within a file and also for file naming.

Large quantities of PGN data arranged by chronological order should be organized into hierarchical directories. A directory containing all PGN data for a given year would have a four character name in the format "YYYY"; directories containing PGN files for a given month would have a six character name in the format "YYYYMM".

11.5: Suggested directory tree organization

A suggested directory arrangement for ftp sites and CD-ROM distributions:

- * PGN: master directory of the PGN subtree (pub/chess/Game-Databases/PGN)
- * PGN/Events: directory of PGN files, each for a specific event
- * PGN/Events/News: news and status of the event collection
- * PGN/Events/ReadMe: brief description of the local directory contents
- * PGN/MGR: directory of the Master Games Repository subtree
- * PGN/MGR/News: news and status of the entire PGN/MGR subtree

- * PGN/MGR/ReadMe: brief description of the local directory contents
- * PGN/MGR/YYYY: directory of games or subtrees for the year YYYY
- * PGN/MGR/YYYY/ReadMe: description of local directory for year YYYY
- * PGN/MGR/YYYY/News: news and status for year YYYY data
- * PGN/News: news and status of the entire PGN subtree
- * PGN/Players: directory of PGN files, each for a specific player
- * PGN/Players/News: news and status of the player collection
- * PGN/Players/ReadMe: brief description of the local directory contents
- * PGN/ReadMe: brief description of the local directory contents
- * PGN/Standard: the PGN standard (this document)
- * PGN/Tools: software utilities that access PGN data

12: PGN collating sequence

There is a standard sorting order for PGN games within a file. This collation is based on eight keys; these are the seven tag values of the STR and also the movetext itself.

The first (most important, primary key) is the Date tag. Earlier dated games appear prior to games played at a later date. This field is sorted by ascending numeric value first with the year, then the month, and finally the day of the month. Query characters used for unknown date digit values will be treated as zero digit characters for ordering comparison.

The second key is the Event tag. This is sorted in ascending ASCII order.

The third key is the Site tag. This is sorted in ascending ASCII order.

The fourth key is the Round tag. This is sorted in ascending numeric order based on the value of the integer used to denote the playing round. A query or hyphen used for the round is ordered before any integer value. A query

character is ordered before a hyphen character.

The fifth key is the White tag. This is sorted in ascending ASCII order.

The sixth key is the Black tag. This is sorted in ascending ASCII order.

The seventh key is the Result tag. This is sorted in ascending ASCII order.

The eighth key is the movetext itself. This is sorted in ascending ASCII order with the entire text including spaces and newline characters.

13: PGN software

This section describes some PGN software that is either currently available or expected to be available in the near future. The entries are presented in rough chronological order of their being made known to the PGN standard coordinator. Authors of PGN capable software are encouraged to contact the coordinator (e-mail address listed near the start of this document) so that the information may be included here in this section.

In addition to the PGN standard, there are two more chess standards of interest to the chess software community. These are the FEN standard (Forsyth-Edwards Notation) for position notation and the EPD standard (Extended Position Description) for comprehensive position description for automated interprogram processing. These are described in a later section of this document.

Some PGN software is freeware and can be gotten from ftp sites and other sources. Other PGN software is payware and appears as part of commercial chessplaying programs and chess database managers. Those who are interested in the propagation of the PGN standard are encouraged to support manufacturers of chess software that use the standard. If a particular vendor does not offer PGN compatibility, it is likely that a few letters to them along with a copy of this specification may help them decide to include PGN support in their next release.

The staff at the University of Oklahoma at Norman (USA) have graciously provided an ftp site ([chess.uoknor.edu](ftp://chess.uoknor.edu)) for the storage of chess related data and programs. Because file names change over time, those accessing the site are encouraged to first retrieve the file "pub/chess/ls-lR.gz" for a current listing. A scan of this listing will also help locate versions of PGN programs for machine types and operating systems other than those listed below. Further information about this archive can be gotten from its administrator, Chris

Petroff (chris@uoknor.edu).

For European users, the kind staff at the University of Hamburg (Germany) have provided the ftp site [ftp.math.uni-hamburg.de](ftp://ftp.math.uni-hamburg.de); this carries a daily mirror of the pub/chess directory at the chess.uoknor.edu site.

13.1: The SAN Kit

The "SAN Kit" is an ANSI C source chess programming toolkit available for free from the ftp site [chess.uoknor.edu](ftp://chess.uoknor.edu) in the directory pub/chess/Unix as the file "SAN.tar.gz" (a gzip tar archive). This kit contains code for PGN import and export and can be used to "regularize" PGN data into reduced export format by use of its "tfgg" command. The SAN Kit also supports FEN I/O. Code from this kit is freely redistributable for anyone as long as future distribution is unhindered for everyone. The SAN Kit is undergoing continuous development, although dates of future deliveries are quite difficult to predict and releases sometimes appear months apart. Suggestions and comments should be directed to its author, Steven J. Edwards (sje@world.std.com).

13.2: pgnRead

The program "pgnRead" runs under MS Windows 3.1 and provides an interactive graphical user interface for scanning PGN data files. This program includes a colorful figurine chessboard display and scrolling controls for game and game text selection. It is available from the [chess.uoknor.edu](ftp://chess.uoknor.edu) ftp site in the pub/chess/DOS directory; several versions are available with names of the form "pgnrd**.exe"; the latest at this writing is "PGNRD130.EXE". Suggestions and comments should be directed to its author, Keith Fuller (keithfx@aol.com).

13.3: mail2pgn/GIICS

The program "mail2pgn" produces a PGN version of chess game data generated by the ICS (Internet Chess Server). It can be found at the [chess.uoknor.edu](ftp://chess.uoknor.edu) ftp site in the pub/chess/DOS directory as the file "mail2pgn.zip". A C language version is in the directory pub/chess/Unix as the file "mail2pgn.c".

Suggestions and comments should be directed to its author, John Aronson (aronson@helios.ece.arizona.edu). This code has been reportedly incorporated into the GIICS (Graphical Interface for the ICS); suggestions and comments should be directed to its author, Tony Acero (ace3@midway.uchicago.edu).

There is a report that mail2pgn has been superseded by the newer program "MV2PGN" described below.

13.4: XBoard

"XBoard" is a comprehensive chess utility running under the X Window System that provides a graphical user interface in a portable manner. A new version now handles PGN data. It is available from the chess.uoknor.edu ftp site in the pub/chess/X directory as the file "xboard-3.0.pl9.tar.gz". Suggestions and comments should be directed to its author, Tim Mann (mann@src.dec.com).

13.5: cupgn

The program "cupgn" converts game data stored in the ChessBase format into PGN. It is available from the chess.uoknor.edu ftp site in the pub/chess/Game-Databases/CBUFF directory as the file "cupgn.tar.gz". Another version is in the directory pub/chess/DOS as the file "cupgn120.exe". Suggestions and comments should be directed to its author, Anjo Anjewierden (anjo@swi.psy.uva.nl).

13.6: Zarkov

The current version (3.0) of the commercial chessplaying program "Zarkov" can read and write games using PGN. This program can also use the EPD standard for communication with other EPD capable programs. Historically, Zarkov is the very first program to use EPD. Suggestions and comments should be directed to its author, John Stanback (jhs@icbdfcs1.fc.hp.com).

A vendor for North America is:

International Chess Enterprises
P.O. Box 19457
Seattle, WA 98109
USA
(800) 262-4277

A vendor for Europe is:

Gambit-Soft
Feckenhauser Strasse 27

D-78628 Rottweil
GERMANY
49-741-21573

13.7: Chess Assistant

The upcoming version of the multifunction commercial database program "Chess Assistant" will be able to use the PGN standard as an import and export option. There is a report of a freeware program, "PGN2CA", that will convert PGN databases into Chess Assistant format. For more information, the contact is Victor Zakharov, one of the members of the Chess Assistant development team (VICTOR@ldis.cs.msu.su).

A vendor for North America is:

International Chess Enterprises
P.O. Box 19457
Seattle, WA 98109
USA
(800) 262-4277

13.8: BOOKUP

The MS-DOS edition of the multifunction commercial program BOOKUP, version 8.1, is able to use the EPD standard for communication with other EPD capable programs. It may also be PGN capable as well.

The BOOKUP 8.1.1 Addenda notes dated 1993.12.17 provide comprehensive information on how to use EPD in conjunction with "analyst" programs such as Zarkov and HIARCS. Specifically, the search and evaluation abilities of an analyst program are combined with the information organization abilities of the BOOKUP database program to provide position scoring. This is done by first having BOOKUP export a database in EPD format, then having an analyst program annotate each EPD record with a numeric score, and then having BOOKUP import the changed EPD file. BOOKUP can then apply minimaxing to the imported database; this results in scores from terminal positions being propagated back to earlier positions and even back to moves from the starting array.

For some reason, BOOKUP calls this process "backsolving", but it's really just standard minimaxing. In any case, it's a good example of how different programs from different authors performing different types of tasks can be

integrated by use of a common, non-proprietary standard. This allows for a new set of powerful features that are beyond the capabilities of any one of the individual component programs.

BOOKUP allows for some customizing of EPD actions. One such customization is to require the positional evaluations to follow the EPD standard; this means that the score is always given from the viewpoint of the active player. This is explained more fully in the section on the "ce" (centipawn evaluation) opcode in the EPD description in a later section of this document. To ensure that BOOKUP handles the centipawn evaluations in the "right" way, the EPD setting "Positive for White" must be set to "N". This makes BOOKUP work correctly with Zarkov and with all other programs that use the "right" centipawn evaluation convention. There is an apparent problem with HIARCS that requires this option to be set to "Y"; but this really means that, if true, HIARCS needs to be adjusted to use the "right" centipawn evaluation convention.

A vendor in North America is:

BOOKUP
2763 Kensington Place West
Columbus, OH 43202
USA
(800) 949-5445
(614) 263-7219

13.9: HIARCS

The current version (2.1) of the commercial chessplaying program "HIARCS" is able to use the EPD standard for communication with other EPD capable programs. It may also be PGN capable as well. More details will appear here as they become available.

A vendor in North America is:

HIARCS
c/o BOOKUP
2763 Kensington Place West
Columbus, OH 43202
USA
(800) 949-5445
(614) 263-7219

13.10: Deja Vu

The chess database "Deja Vu" from ChessWorks is a PGN compatible collection of over 300,000 games. It is available only on CD-ROM and is scheduled for release in 1994.05 with periodic revisions thereafter. The introductory price is US\$329. For further information, the authors are John Crayton and Eric Schiller and they can be contacted via e-mail (chesswks@netcom.com).

13.11: MV2PGN

The program "MV2PGN" can be used to convert game data generated by both current and older versions of the GIICS (Graphical Interface - Internet Chess Server). The program is included in the self extracting archive available from chess.uoknor.edu in the directory `pub/chess/DOS` as the file "ics2pgn.exe". Source code is also included. This program is reported to supersede the older "mail2pgn" and was needed due to a change in ICS recording format in late 1993. For further information about MV2PGN, the contact person is Gary Bastin (gbastin@x102a.ess.harris.com).

13.12: The Hansen utilities (cb2pgn, nic2pgn, pgn2cb, pgn2nic)

The Hansen utilities are used to convert among various chess data representation formats. The PGN related programs include: "cb2pgn.exe" (convert ChessBase to PGN), "nic2pgn.exe" (convert NIC to PGN), "pgn2cb.exe" (convert PGN to ChessBase), and "pgn2nic.exe" (convert PGN to NIC).

The ChessBase related utilities (cb2pgn/pgn2cb) are found at chess.uoknor.edu in the `pub/chess/Game-Databases/ChessBase` directory.

The NIC related utilities (nic2pgn/pgn2nic) are found at chess.uoknor.edu in the `pub/chess/Game-Databases/NIC` directory.

For further information about the Hansen utilities, the contact person is the author, Carsten Hansen (ch0506@hdc.hha.dk).

13.13: Slappy the Database

"Slappy the Database" is a commercial chess database and translation program scheduled for release no sooner than late 1994. It is a low cost utility with

a simple character interface intended for those who want a supported product but who do not need (or cannot afford) a comprehensive, feature-laden program with a graphical user interface. Slappy's two most important features are its batch processing ability and its full implementation of each and every standard described in this document. Versions of Slappy the Database will be provided for various platforms including: Intel 386/486 Unix, Apple Macintosh, and MS-DOS.

Slappy may also be useful to those who have a full feature program who also need to run time consuming chess database tasks on a spare computer.

Suggestions and comments should be directed to its author, Steven J. Edwards (sje@world.std.com). More details will appear here as they become available.

13.14: CBASCII

"CBASCII" is a general utility for converting chess data between ChessBase format and ASCII representations. It has PGN capability, and it is available from the chess.uoknor.edu ftp site in the `pub/chess/DOS` directory as the file "cba1_2.zip". The contact person is the program's author, Andy Duplain (duplain@btcs.bt.co.uk).

13.15: ZZZZZZ

"ZZZZZZ" is a chessplaying program, complete with source, that also includes some database functions. A recent version is reported to have both PGN and EPD capabilities. It is available from the chess.uoknor.edu ftp site in the `pub/chess/Unix` directory as the file "zzzzzz-3.2b1.tar.gz". The contact person is its author, Gijsbert Wiesenecker (wiesenecker@sara.nl).

13.16: icsconv

The program "icsconv" can be used to convert Internet Chess Server games, both old and new format, to PGN. It is available from the chess.uoknor.edu site in the `pub/chess/Game-Databases/PGN/Tools` directory as the file "icsconv.exe". The contact person is the author, Kevin Nomura (chow@netcom.com).

13.17: CHESSOP (CHESSOPN/CHESSOPG)

CHESSOP is an openings database and viewing tool with support for reading PGN games. It runs under MS-DOS and displays positions rather than games. For each position, both good and bad moves are listed with appropriate annotation. Transpositions are handled as well. The distributed database contains over 100,000 positions covering all the common openings. Users can feed in their own PGN data as well. CHESSOP takes 3 Mbyte of hard disk, costs US\$39 and can be obtained from:

CHESSX Software
12 Bluebell Close
Glenmore Park
AUSTRALIA 2745.

The ideas behind CHESSOP can be seen in CHESSOPN (alias CHESSOPG), a free version on the ICS server which has a reduced openings database (25,000 positions) and no PGN or transposition support but is otherwise the same as CHESSOP. (These are the files "chessopg.zip" in the directory pub/chess/DOS at the chess.uoknor.edu ftp site.)

13.18: CAT2PGN

The program "CAT2PGN" is a utility that translates data from the format used by Chess Assistant into PGN. It is available from the chess.uoknor.edu ftp site. The contact person for CAT2PGN is its author, David Myers (myers@frodo.biochem.duke.edu).

13.19: pgn2opg

The utility "pgn2opg" can be used to convert PGN files into a text format used by the "CHESSOPG" program mentioned above. Although it does not perform any semantic analysis on PGN input, it has been demonstrated to handle known correct PGN input properly. The file can be found in the pub/chess/PGN/Tools directory at the chess.uoknor.edu ftp site. For more information, the author is David Barnes (djb@ukc.ac.uk).

14: PGN data archives

The primary PGN data archive repository is located at the ftp site chess.uoknor.edu as the directory "pub/chess/Game-Databases/PGN". It is organized according to the description given in section C.5 of this document.

The European site <ftp.math.uni-hamburg.de> is also reported to carry a regularly updated copy of the repository.

15: International Olympic Committee country codes

International Olympic Committee country codes are employed for Site nation information because of their traditional use with the reporting of international sporting events. Due to changes in geography and linguistic custom, some of the following may be incorrect or outdated. Corrections and extensions should be sent via e-mail to the PGN coordinator whose address listed near the start of this document.

AFG: Afghanistan
AIR: Aboard aircraft
ALB: Albania
ALG: Algeria
AND: Andorra
ANG: Angola
ANT: Antigua
ARG: Argentina
ARM: Armenia
ATA: Antarctica
AUS: Australia
AZB: Azerbaijan
BAN: Bangladesh
BAR: Bahrain
BHM: Bahamas
BEL: Belgium
BER: Bermuda
BIH: Bosnia and Herzegovina
BLA: Belarus
BLG: Bulgaria
BLZ: Belize
BOL: Bolivia
BRB: Barbados
BRS: Brazil
BRU: Brunei
BSW: Botswana
CAN: Canada
CHI: Chile
COL: Columbia
CRA: Costa Rica

CRO: Croatia
CSR: Czechoslovakia
CUB: Cuba
CYP: Cyprus
DEN: Denmark
DOM: Dominican Republic
ECU: Ecuador
EGY: Egypt
ENG: England
ESP: Spain
EST: Estonia
FAI: Faroe Islands
FIJ: Fiji
FIN: Finland
FRA: France
GAM: Gambia
GCI: Guernsey-Jersey
GEO: Georgia
GER: Germany
GHA: Ghana
GRC: Greece
GUA: Guatemala
GUY: Guyana
HAI: Haiti
HKG: Hong Kong
HON: Honduras
HUN: Hungary
IND: India
IRL: Ireland
IRN: Iran
IRQ: Iraq
ISD: Iceland
ISR: Israel
ITA: Italy
IVO: Ivory Coast
JAM: Jamaica
JAP: Japan
JRD: Jordan
JUG: Yugoslavia
KAZ: Kazakhstan
KEN: Kenya
KIR: Kyrgyzstan
KUW: Kuwait

LAT: Latvia
LEB: Lebanon
LIB: Libya
LIC: Liechtenstein
LTU: Lithuania
LUX: Luxembourg
MAL: Malaysia
MAU: Mauritania
MEX: Mexico
MLI: Mali
MLT: Malta
MNC: Monaco
MOL: Moldova
MON: Mongolia
MOZ: Mozambique
MRC: Morocco
MRT: Mauritius
MYN: Myanmar
NCG: Nicaragua
NET: The Internet
NIG: Nigeria
NLA: Netherlands Antilles
NLD: Netherlands
NOR: Norway
NZD: New Zealand
OST: Austria
PAK: Pakistan
PAL: Palestine
PAN: Panama
PAR: Paraguay
PER: Peru
PHI: Philippines
PNG: Papua New Guinea
POL: Poland
POR: Portugal
PRC: People's Republic of China
PRO: Puerto Rico
QTR: Qatar
RIN: Indonesia
ROM: Romania
RUS: Russia
SAF: South Africa
SAL: El Salvador

SCO: Scotland
SEA: At Sea
SEN: Senegal
SEY: Seychelles
SIP: Singapore
SLV: Slovenia
SMA: San Marino
SPC: Aboard spacecraft
SRI: Sri Lanka
SUD: Sudan
SUR: Surinam
SVE: Sweden
SWZ: Switzerland
SYR: Syria
TAI: Thailand
TMT: Turkmenistan
TRK: Turkey
TTO: Trinidad and Tobago
TUN: Tunisia
UAE: United Arab Emirates
UGA: Uganda
UKR: Ukraine
UNK: Unknown
URU: Uruguay
USA: United States of America
UZB: Uzbekistan
VEN: Venezuela
VGB: British Virgin Islands
VIE: Vietnam
VUS: U.S. Virgin Islands
WLS: Wales
YEM: Yemen
YUG: Yugoslavia
ZAM: Zambia
ZIM: Zimbabwe
ZRE: Zaire

16: Additional chess data standards

While PGN is used for game storage, there are other data representation standards for other chess related purposes. Two important standards are FEN and EPD, both described in this section.

16.1: FEN

FEN is "Forsyth-Edwards Notation"; it is a standard for describing chess positions using the ASCII character set.

A single FEN record uses one text line of variable length composed of six data fields. The first four fields of the FEN specification are the same as the first four fields of the EPD specification.

A text file composed exclusively of FEN data records should have a file name with the suffix ".fen".

16.1.1: History

FEN is based on a 19th century standard for position recording designed by the Scotsman David Forsyth, a newspaper journalist. The original Forsyth standard has been slightly extended for use with chess software by Steven Edwards with assistance from commentators on the Internet. This new standard, FEN, was first implemented in Edwards' SAN Kit.

16.1.2: Uses for a position notation

Having a standard position notation is particularly important for chess programmers as it allows them to share position databases. For example, there exist standard position notation databases with many of the classical benchmark tests for chessplaying programs, and by using a common position notation format many hours of tedious data entry can be saved. Additionally, a position notation can be useful for page layout programs and for confirming position status for e-mail competition.

Many interesting chess problem sets represented using FEN can be found at the chess.uoknor.edu ftp site in the directory `pub/chess/SAN_testsuites`.

16.1.3: Data fields

FEN specifies the piece placement, the active color, the castling availability, the en passant target square, the halfmove clock, and the fullmove number. These can all fit on a single text line in an easily read format. The length

of a FEN position description varies somewhat according to the position. In some cases, the description could be eighty or more characters in length and so may not fit conveniently on some displays. However, these positions aren't too common.

A FEN description has six fields. Each field is composed only of non-blank printing ASCII characters. Adjacent fields are separated by a single ASCII space character.

16.1.3.1: Piece placement data

The first field represents the placement of the pieces on the board. The board contents are specified starting with the eighth rank and ending with the first rank. For each rank, the squares are specified from file a to file h. White pieces are identified by uppercase SAN piece letters ("PNBRQK") and black pieces are identified by lowercase SAN piece letters ("pnbrqk"). Empty squares are represented by the digits one through eight; the digit used represents the count of contiguous empty squares along a rank. A solidus character "/" is used to separate data of adjacent ranks.

16.1.3.2: Active color

The second field represents the active color. A lower case "w" is used if White is to move; a lower case "b" is used if Black is the active player.

16.1.3.3: Castling availability

The third field represents castling availability. This indicates potential future castling that may or may not be possible at the moment due to blocking pieces or enemy attacks. If there is no castling availability for either side, the single character symbol "-" is used. Otherwise, a combination of from one to four characters are present. If White has kingside castling availability, the uppercase letter "K" appears. If White has queenside castling availability, the uppercase letter "Q" appears. If Black has kingside castling availability, the lowercase letter "k" appears. If Black has queenside castling availability, then the lowercase letter "q" appears. Those letters which appear will be ordered first uppercase before lowercase and second kingside before queenside. There is no white space between the letters.

16.1.3.4: En passant target square

The fourth field is the en passant target square. If there is no en passant target square then the single character symbol "-" appears. If there is an en passant target square then is represented by a lowercase file character immediately followed by a rank digit. Obviously, the rank digit will be "3" following a white pawn double advance (Black is the active color) or else be the digit "6" after a black pawn double advance (White being the active color).

An en passant target square is given if and only if the last move was a pawn advance of two squares. Therefore, an en passant target square field may have a square name even if there is no pawn of the opposing side that may immediately execute the en passant capture.

16.1.3.5: Halfmove clock

The fifth field is a nonnegative integer representing the halfmove clock. This number is the count of halfmoves (or ply) since the last pawn advance or capturing move. This value is used for the fifty move draw rule.

16.1.3.6: Fullmove number

The sixth and last field is a positive integer that gives the fullmove number. This will have the value "1" for the first move of a game for both White and Black. It is incremented by one immediately after each move by Black.

16.1.4: Examples

Here's the FEN for the starting position:

```
rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1
```

And after the move 1. e4:

```
rnbqkbnr/pppppppp/8/8/4P3/8/PPPP1PPP/RNBQKBNR b KQkq e3 0 1
```

And then after 1. ... c5:

```
rnbqkbnr/pp1ppppp/8/2p5/4P3/8/PPPP1PPP/RNBQKBNR w KQkq c6 0 2
```

And then after 2. Nf3:

```
rnbqkbnr/pp1ppppp/8/2p5/4P3/5N2/PPPP1PPP/RNBQKB1R b KQkq - 1 2
```

For two kings on their home squares and a white pawn on e2 (White to move) with thirty eight full moves played with five halfmoves since the last pawn move or capture:

```
4k3/8/8/8/8/8/4P3/4K3 w - - 5 39
```

16.2: EPD

EPD is "Extended Position Description"; it is a standard for describing chess positions along with an extended set of structured attribute values using the ASCII character set. It is intended for data and command interchange among chessplaying programs. It is also intended for the representation of portable opening library repositories.

A single EPD uses one text line of variable length composed of four data field followed by zero or more operations. The four fields of the EPD specification are the same as the first four fields of the FEN specification.

A text file composed exclusively of EPD data records should have a file name with the suffix ".epd".

16.2.1: History

EPD is based in part on the earlier FEN standard; it has added extensions for use with opening library preparation and also for general data and command interchange among advanced chess programs. EPD was developed by John Stanback and Steven Edwards; its first implementation is in Stanback's master strength chessplaying program Zarkov.

16.2.2: Uses for an extended position notation

Like FEN, EPD can also be used for general position description. However, unlike FEN, EPD is designed to be expandable by the addition of new operations that provide new functionality as needs arise.

Many interesting chess problem sets represented using EPD can be found at the

chess.uoknor.edu ftp site in the directory pub/chess/SAN_testsuites.

16.2.3: Data fields

EPD specifies the piece placement, the active color, the castling availability, and the en passant target square of a position. These can all fit on a single text line in an easily read format. The length of an EPD position description varies somewhat according to the position and any associated operations. In some cases, the description could be eighty or more characters in length and so may not fit conveniently on some displays. However, most EPD descriptions pass among programs only and these are not usually seen by program users.

(Note: due to the likelihood of future expansion of EPD, implementors are encouraged to have their programs handle EPD text lines of up to 1024 characters long.)

Each EPD data field is composed only of non-blank printing ASCII characters. Adjacent data fields are separated by a single ASCII space character.

16.2.3.1: Piece placement data

The first field represents the placement of the pieces on the board. The board contents are specified starting with the eighth rank and ending with the first rank. For each rank, the squares are specified from file a to file h. White pieces are identified by uppercase SAN piece letters ("PNBRQK") and black pieces are identified by lowercase SAN piece letters ("pnbrqk"). Empty squares are represented by the digits one through eight; the digit used represents the count of contiguous empty squares along a rank. A solidus character "/" is used to separate data of adjacent ranks.

16.2.3.2: Active color

The second field represents the active color. A lower case "w" is used if White is to move; a lower case "b" is used if Black is the active player.

16.2.3.3: Castling availability

The third field represents castling availability. This indicates potential future castling that may or may not be possible at the moment due to blocking

pieces or enemy attacks. If there is no castling availability for either side, the single character symbol "-" is used. Otherwise, a combination of from one to four characters are present. If White has kingside castling availability, the uppercase letter "K" appears. If White has queenside castling availability, the uppercase letter "Q" appears. If Black has kingside castling availability, the lowercase letter "k" appears. If Black has queenside castling availability, then the lowercase letter "q" appears. Those letters which appear will be ordered first uppercase before lowercase and second kingside before queenside. There is no white space between the letters.

16.2.3.4: En passant target square

The fourth field is the en passant target square. If there is no en passant target square then the single character symbol "-" appears. If there is an en passant target square then is represented by a lowercase file character immediately followed by a rank digit. Obviously, the rank digit will be "3" following a white pawn double advance (Black is the active color) or else be the digit "6" after a black pawn double advance (White being the active color).

An en passant target square is given if and only if the last move was a pawn advance of two squares. Therefore, an en passant target square field may have a square name even if there is no pawn of the opposing side that may immediately execute the en passant capture.

16.2.4: Operations

An EPD operation is composed of an opcode followed by zero or more operands and is concluded by a semicolon.

Multiple operations are separated by a single space character. If there is at least one operation present in an EPD line, it is separated from the last (fourth) data field by a single space character.

16.2.4.1: General format

An opcode is an identifier that starts with a letter character and may be followed by up to fourteen more characters. Each additional character may be a letter or a digit or the underscore character.

An operand is either a set of contiguous non-white space printing characters or

a string. A string is a set of contiguous printing characters delimited by a quote character at each end. A string value must have less than 256 bytes of data.

If at least one operand is present in an operation, there is a single space between the opcode and the first operand. If more than one operand is present in an operation, there is a single blank character between every two adjacent operands. If there are no operands, a semicolon character is appended to the opcode to mark the end of the operation. If any operands appear, the last operand has an appended semicolon that marks the end of the operation.

Any given opcode appears at most once per EPD record. Multiple operations in a single EPD record should appear in ASCII order of their opcode names (mnemonics). However, a program reading EPD records may allow for operations not in ASCII order by opcode mnemonics; the semantics are the same in either case.

Some opcodes that allow for more than one operand may have special ordering requirements for the operands. For example, the "pv" (predicted variation) opcode requires its operands (moves) to appear in the order in which they would be played. All other opcodes that allow for more than one operand should have operands appearing in ASCII order. An example of the latter set is the "bm" (best move[s]) opcode; its operands are moves that are all immediately playable from the current position.

Some opcodes require one or more operands that are chess moves. These moves should be represented using SAN. If a different representation is used, there is no guarantee that the EPD will be read correctly during subsequent processing.

Some opcodes require one or more operands that are integers. Some opcodes may require that an integer operand must be within a given range; the details are described in the opcode list given below. A negative integer is formed with a hyphen (minus sign) preceding the integer digit sequence. An optional plus sign may be used for indicating a non-negative value, but such use is not required and is indeed discouraged.

Some opcodes require one or more operands that are floating point numbers. Some opcodes may require that a floating point operand must be within a given range; the details are described in the opcode list given below. A floating point operand is constructed from an optional sign character ("+" or "-"), a digit sequence (with at least one digit), a radix point (always "."), and a final digit sequence (with at least one digit).

16.2.4.2: Opcode mnemonics

An opcode mnemonic used for archival storage and for interprogram communication starts with a lower case letter and is composed of only lower case letters, digits, and the underscore character (i.e., no upper case letters). These mnemonics will also all be at least two characters in length.

Opcode mnemonics used only by a single program or an experimental suite of programs should start with an upper case letter. This is so they may be easily distinguished should they be inadvertently be encountered by other programs. When a such a "private" opcode be demonstrated to be widely useful, it should be brought into the official list (appearing below) in a lower case form.

If a given program does not recognize a particular opcode, that operation is simply ignored; it is not signaled as an error.

16.2.5: Opcode list

The opcodes are listed here in ASCII order of their mnemonics. Suggestions for new opcodes should be sent to the PGN standard coordinator listed near the start of this document.

16.2.5.1: Opcode "acn": analysis count: nodes

The opcode "acn" takes a single non-negative integer operand. It is used to represent the number of nodes examined in an analysis. Note that the value may be quite large for some extended searches and so use of (at least) a long (four byte) representation is suggested.

16.2.5.2: Opcode "acs": analysis count: seconds

The opcode "acs" takes a single non-negative integer operand. It is used to represent the number of seconds used for an analysis. Note that the value may be quite large for some extended searches and so use of (at least) a long (four byte) representation is suggested.

16.2.5.3: Opcode "am": avoid move(s)

The opcode "am" indicates a set of zero or more moves, all immediately playable from the current position, that are to be avoided in the opinion of the EPD writer. Each operand is a SAN move; they appear in ASCII order.

16.2.5.4: Opcode "bm": best move(s)

The opcode "bm" indicates a set of zero or more moves, all immediately playable from the current position, that are judged to be the best available by the EPD writer. Each operand is a SAN move; they appear in ASCII order.

16.2.5.5: Opcode "c0": comment (primary, also "c1" through "c9")

The opcode "c0" (lower case letter "c", digit character zero) indicates a top level comment that applies to the given position. It is the first of ten ranked comments, each of which has a mnemonic formed from the lower case letter "c" followed by a single decimal digit. Each of these opcodes takes either a single string operand or no operand at all.

This ten member comment family of opcodes is intended for use as descriptive commentary for a complete game or game fragment. The usual processing of these opcodes are as follows:

- 1) At the beginning of a game (or game fragment), a move sequence scanning program initializes each element of its set of ten comment string registers to be null.
- 2) As the EPD record for each position in the game is processed, the comment operations are interpreted from left to right. (Actually, all operations in an EPD record are interpreted from left to right.) Because operations appear in ASCII order according to their opcode mnemonics, opcode "c0" (if present) will be handled prior to all other opcodes, then opcode "c1" (if present), and so forth until opcode "c9" (if present).
- 3) The processing of opcode "cN" ($0 \leq N \leq 9$) involves two steps. First, all comment string registers with an index equal to or greater than N are set to null. (This is the set "cN" through "c9".) Second, and only if a string operand is present, the value of the corresponding comment string register is set equal to the string operand.

16.2.5.6: Opcode "ce": centipawn evaluation

The opcode "ce" indicates the evaluation of the indicated position in centipawn units. It takes a single operand, an optionally signed integer that gives an evaluation of the position from the viewpoint of the active player; i.e., the player with the move. Positive values indicate a position favorable to the moving player while negative values indicate a position favorable to the passive player; i.e., the player without the move. A centipawn evaluation value close to zero indicates a neutral positional evaluation.

Values are restricted to integers that are equal to or greater than -32767 and are less than or equal to 32766.

A value greater than 32000 indicates the availability of a forced mate to the active player. The number of plies until mate is given by subtracting the evaluation from the value 32767. Thus, a winning mate in N fullmoves is a mate in $((2 * N) - 1)$ halfmoves (or ply) and has a corresponding centipawn evaluation of $(32767 - ((2 * N) - 1))$. For example, a mate on the move (mate in one) has a centipawn evaluation of 32766 while a mate in five has a centipawn evaluation of 32758.

A value less than -32000 indicates the availability of a forced mate to the passive player. The number of plies until mate is given by subtracting the evaluation from the value -32767 and then negating the result. Thus, a losing mate in N fullmoves is a mate in $(2 * N)$ halfmoves (or ply) and has a corresponding centipawn evaluation of $(-32767 + (2 * N))$. For example, a mate after the move (losing mate in one) has a centipawn evaluation of -32765 while a losing mate in five has a centipawn evaluation of -32757.

A value of -32767 indicates an illegal position. A stalemate position has a centipawn evaluation of zero as does a position drawn due to insufficient mating material. Any other position known to be a certain forced draw also has a centipawn evaluation of zero.

16.2.5.7: Opcode "dm": direct mate fullmove count

The "dm" opcode is used to indicate the number of fullmoves until checkmate is to be delivered by the active color for the indicated position. It always takes a single operand which is a positive integer giving the fullmove count. For example, a position known to be a "mate in three" would have an operation of "dm 3;" to indicate this.

This opcode is intended for use with problem sets composed of positions requiring direct mate answers as solutions.

16.2.5.8: Opcode "draw_accept": accept a draw offer

The opcode "draw_accept" is used to indicate that a draw offer made after the move that lead to the indicated position is accepted by the active player.

This opcode takes no operands.

16.2.5.9: Opcode "draw_claim": claim a draw

The opcode "draw_claim" is used to indicate claim by the active player that a draw exists. The draw is claimed because of a third time repetition or because of the fifty move rule or because of insufficient mating material. A supplied move (see the opcode "sm") is also required to appear as part of the same EPD record. The draw_claim opcode takes no operands.

16.2.5.10: Opcode "draw_offer": offer a draw

The opcode "draw_offer" is used to indicate that a draw is offered by the active player. A supplied move (see the opcode "sm") is also required to appear as part of the same EPD record; this move is considered played from the indicated position. The draw_offer opcode takes no operands.

16.2.5.11: Opcode "draw_reject": reject a draw offer

The opcode "draw_reject" is used to indicate that a draw offer made after the move that lead to the indicated position is rejected by the active player.

This opcode takes no operands.

16.2.5.12: Opcode "eco": _Encyclopedia of Chess Openings_ opening code

The opcode "eco" is used to associate an opening designation from the _Encyclopedia of Chess Openings_ taxonomy with the indicated position. The opcode takes either a single string operand (the ECO opening name) or no operand at all. If an operand is present, its value is associated with an "ECO" string register of the scanning program. If there is no operand, the ECO string register of the scanning program is set to null.

The usage is similar to that of the "ECO" tag pair of the PGN standard.

16.2.5.13: Opcode "fmvn": fullmove number

The opcode "fmvn" represents the fullmove number associated with the position. It always takes a single operand that is the positive integer value of the move number.

This opcode is used to explicitly represent the fullmove number in EPD that is present by default in FEN as the sixth field. Fullmove number information is usually omitted from EPD because it does not affect move generation (commonly needed for EPD-using tasks) but it does affect game notation (commonly needed for FEN-using tasks). Because of the desire for space optimization for large EPD files, fullmove numbers were dropped from EPD's parent FEN. The halfmove clock information was similarly dropped.

16.2.5.14: Opcode "hmvc": halfmove clock

The opcode "hmvc" represents the halfmove clock associated with the position. The halfmove clock of a position is equal to the number of plies since the last pawn move or capture. This information is used to implement the fifty move draw rule. It always takes a single operand that is the non-negative integer value of the halfmove clock.

This opcode is used to explicitly represent the halfmove clock in EPD that is present by default in FEN as the fifth field. Halfmove clock information is usually omitted from EPD because it does not affect move generation (commonly needed for EPD-using tasks) but it does affect game termination issues (commonly needed for FEN-using tasks). Because of the desire for space optimization for large EPD files, halfmove clock values were dropped from EPD's parent FEN. The fullmove number information was similarly dropped.

16.2.5.15: Opcode "id": position identification

The opcode "id" is used to provide a simple identifying label for the indicated position. It takes a single string operand.

This opcode is intended for use with test suites used for measuring chessplaying program strength. An example "id" operand for the seven hundred

fifty seventh position of the one thousand one problems in Reinfeld's _1001 Winning Chess Sacrifices and Combinations_ would be "WCSAC.0757" while the fifteenth position in the twenty four problem Bratko-Kopec test suite would have an "id" operand of "BK.15".

16.2.5.16: Opcode "nic": _New In Chess_ opening code

The opcode "nic" is used to associate an opening designation from the _New In Chess_ taxonomy with the indicated position. The opcode takes either a single string operand (the NIC opening name) or no operand at all. If an operand is present, its value is associated with an "NIC" string register of the scanning program. If there is no operand, the NIC string register of the scanning program is set to null.

The usage is similar to that of the "NIC" tag pair of the PGN standard.

16.2.5.17: Opcode "noop": no operation

The "noop" opcode is used to indicate no operation. It takes zero or more operands, each of which may be of any type. The operation involves no processing. It is intended for use by developers for program testing purposes.

16.2.5.18: Opcode "pm": predicted move

The "pm" opcode is used to provide a single predicted move for the indicated position. It has exactly one operand, a move playable from the position. This move is judged by the EPD writer to represent the best move available to the active player.

If a non-empty "pv" (predicted variation) line of play is also present in the same EPD record, the first move of the predicted variation is the same as the predicted move.

The "pm" opcode is intended for use as a general "display hint" mechanism.

16.2.5.19: Opcode "pv": predicted variation

The "pv" opcode is used to provide a predicted variation for the indicated position. It has zero or more operands which represent a sequence of moves

playable from the position. This sequence is judged by the EPD writer to represent the best play available.

If a "pm" (predicted move) operation is also present in the same EPD record, the predicted move is the same as the first move of the predicted variation.

16.2.5.20: Opcode "rc": repetition count

The "rc" opcode is used to indicate the number of occurrences of the indicated position. It takes a single, positive integer operand. Any position, including the initial starting position, is considered to have an "rc" value of at least one. A value of three indicates a candidate for a draw claim by the position repetition rule.

16.2.5.21: Opcode "resign": game resignation

The opcode "resign" is used to indicate that the active player has resigned the game. This opcode takes no operands.

16.2.5.22: Opcode "sm": supplied move

The "sm" opcode is used to provide a single supplied move for the indicated position. It has exactly one operand, a move playable from the position. This move is the move to be played from the position.

The "sm" opcode is intended for use to communicate the most recent played move in an active game. It is used to communicate moves between programs in automatic play via a network. This includes correspondence play using e-mail and also programs acting as network front ends to human players.

16.2.5.23: Opcode "tcgs": telecommunication: game selector

The "tcgs" opcode is one of the telecommunication family of opcodes used for games conducted via e-mail and similar means. This opcode takes a single operand that is a positive integer. It is used to select among various games in progress between the same sender and receiver.

16.2.5.24: Opcode "tcri": telecommunication: receiver identification

The "tcri" opcode is one of the telecommunication family of opcodes used for games conducted via e-mail and similar means. This opcode takes two order dependent string operands. The first operand is the e-mail address of the receiver of the EPD record. The second operand is the name of the player (program or human) at the address who is the actual receiver of the EPD record.

16.2.5.25: Opcode "tcsi": telecommunication: sender identification

The "tcsi" opcode is one of the telecommunication family of opcodes used for games conducted via e-mail and similar means. This opcode takes two order dependent string operands. The first operand is the e-mail address of the sender of the EPD record. The second operand is the name of the player (program or human) at the address who is the actual sender of the EPD record.

16.2.5.26: Opcode "v0": variation name (primary, also "v1" though "v9")

The opcode "v0" (lower case letter "v", digit character zero) indicates a top level variation name that applies to the given position. It is the first of ten ranked variation names, each of which has a mnemonic formed from the lower case letter "v" followed by a single decimal digit. Each of these opcodes takes either a single string operand or no operand at all.

This ten member variation name family of opcodes is intended for use as traditional variation names for a complete game or game fragment. The usual processing of these opcodes are as follows:

- 1) At the beginning of a game (or game fragment), a move sequence scanning program initializes each element of its set of ten variation name string registers to be null.

- 2) As the EPD record for each position in the game is processed, the variation name operations are interpreted from left to right. (Actually, all operations in an EPD record are interpreted from left to right.) Because operations appear in ASCII order according to their opcode mnemonics, opcode "v0" (if present) will be handled prior to all other opcodes, then opcode "v1" (if present), and so forth until opcode "v9" (if present).

- 3) The processing of opcode "vN" ($0 \leq N \leq 9$) involves two steps. First, all variation name string registers with an index equal to or greater than N are set to null. (This is the set "vN" though "v9".) Second, and only if a string

operand is present, the value of the corresponding variation name string register is set equal to the string operand.

17: Alternative chesspiece identifier letters

English language piece names are used to define the letter set for identifying chesspieces in PGN movetext. However, authors of programs which are used only for local presentation or scanning of chess move data may find it convenient to use piece letter codes common in their locales. This is not a problem as long as PGN data that resides in archival storage or that is exchanged among programs still uses the SAN (English) piece letter codes: "PNBRQK".

For the above authors only, a list of alternative piece letter codes are provided:

Language Piece letters (pawn knight bishop rook queen king)

```
-----  
Czech      P J S V D K  
Danish     B S L T D K  
Dutch      O P L T D K  
English    P N B R Q K  
Estonian   P R O V L K  
Finnish    P R L T D K  
French     P C F T D R  
German     B S L T D K  
Hungarian  G H F B V K  
Icelandic  P R B H D K  
Italian    P C A T D R  
Norwegian  B S L T D K  
Polish     P S G W H K  
Portuguese P C B T D R  
Romanian   P C N T D R  
Spanish    P C A T D R  
Swedish    B S L T D K
```

18: Formal syntax

```
<PGN-database> ::= <PGN-game> <PGN-database>  
                  <empty>
```

```
<PGN-game> ::= <tag-section> <movetext-section>
```


<tag-section> ::= <tag-pair> <tag-section>
 <empty>

<tag-pair> ::= [<tag-name> <tag-value>]

<tag-name> ::= <identifier>

<tag-value> ::= <string>

<movetext-section> ::= <element-sequence> <game-termination>

<element-sequence> ::= <element> <element-sequence>
 <recursive-variation> <element-sequence>
 <empty>

<element> ::= <move-number-indication>
 <SAN-move>
 <numeric-annotation-glyph>

<recursive-variation> ::= (<element-sequence>)

<game-termination> ::= 1-0
 0-1
 1/2-1/2
 *

<empty> ::=

19: Canonical chess position hash coding

*** This section is under development.

20: Binary representation (PGC)

*** This section is under development.

The binary coded version of PGN is PGC (PGN Game Coding). PGC is a binary representation standard of PGN data designed for the dual goals of storage efficiency and program I/O. A file containing PGC data should have a name with a suffix of ".pgc".

Unlike PGN text files that may have locale dependent representations for newlines, PGC files have data that does not vary due to local processing environment. This means that PGC files may be transferred among systems using general binary file methods.

PGC files should be used only when the use of PGN is impractical due to time and space resource constraints. As the general level of processing capabilities increases, the need for PGC over PGN will decrease. Therefore, implementors are encouraged not to use PGC as the default representation because it is much more difficult (than PGN) to understand without proper software.

PGC data is composed of a sequence of PGC records. Each record is composed of a sequence of one or more bytes. The first byte is the PGN record marker and it specifies the interpretation of the remaining portion of the record. This remaining portion is composed of zero or more PGN record items. Item types include move sequences, move sets, and character strings.

20.1: Bytes, words, and doublewords

At the lowest level, PGC binary data is organized as bytes, words (two contiguous bytes), and doublewords (four contiguous bytes). All eight bits of a byte are used. Longwords (eight contiguous bytes) are not used. Integer values are stored using two's complement representation. Integers may be signed or unsigned depending on context. Multibyte integers are stored in low-endian format with the least significant byte appearing first.

A one byte integer item is called "int-1". A two byte integer item is called "int-2". A four byte integer item is called "int-4".

Characters are stored as bytes using the ISO 8859/1 Latin-1 (ECMA-94) code set. There is no provision for other characters sets or representations.

20.2: Move ordinals

A chess move is represented using a move ordinal. This is a single unsigned byte quantity with values from zero to 255. A move ordinal is interpreted as an index into the list of legal moves from the current position. This list is constructed by generating the legal moves from the current position, assigning SAN ASCII strings to each move, and then sorting these strings in ascending order. Note that a seven bit ordinal, as used by some inferior representation

systems, is insufficient as there are some positions that have more than 128 moves available.

Examples: From the initial position, there are twenty moves. Move ordinal 0 corresponds to the SAN move string "Na3"; move ordinal 1 corresponds to "Nc3", move ordinal 4 corresponds to "a3", and move ordinal 19 corresponds to "h4".

Moves can be organized into sequences and sets. A move sequence is an ordered list of moves that are played, one after another from first to last. A move set is a list of moves that are all playable from the current position.

Move sequence data is represented using a length header followed by move ordinal data. The length header is an unsigned integer that may be a byte or a word. The integer gives the number, possibly zero, of following move ordinal bytes. Most move sequences can be represented using just a byte header; these are called "mvseq-1" items. Move sequence data using a word header are called "mvseq-2" items.

Move set data is represented using a length header followed by move ordinal data. The length header is an unsigned integer that is a byte. The integer gives the number, possibly zero, of following move ordinal bytes. All move sets are represented using just a byte header; these are called "mvset-1" items. (Note the implied restriction that a move set can only have a maximum of 255 of the possible 256 ordinals present at one time.)

20.3: String data

PGC string data is represented using a length header followed by bytes of character data. The length header is an unsigned integer that may be a byte, a word, or a doubleword. The integer gives the number, possibly zero, of following character bytes. Most strings can be represented using just a byte header; these are called "string-1" items. String data using a word header are called "string-2" items and string data using a doubleword header are called "string-4" items. No special ASCII NUL termination byte is required for PGC storage of a string as the length is explicitly given in the item header.

20.4: Marker codes

PGC marker codes are given in hexadecimal format. PGC marker code zero (marker 0x00) is the "noop" marker and carries no meaning. Each additional marker code defined appears in its own subsection below.

20.4.1: Marker 0x01: reduced export format single game

Marker 0x01 is used to indicate a single complete game in reduced export format. This refers to a game that has only the Seven Tag Roster data, played moves, and no annotations or comments. This record type is used as an alternative to the general game data begin/end record pairs described below. The general marker pair (0x05/0x06) is used to help represent game data that can't be adequately represented in reduced export format. There are eight items that follow marker 0x01 to form the "reduced export format single game" record. In order, these are:

- 1) string-1 (Event tag value)
- 2) string-1 (Site tag value)
- 3) string-1 (Date tag value)
- 4) string-1 (Round tag value)
- 5) string-1 (White tag value)
- 6) string-1 (Black tag value)
- 7) string-1 (Result tag value)
- 8) mvseq-2 (played moves)

20.4.2: Marker 0x02: tag pair

Marker 0x02 is used to indicate a single tag pair. There are two items that follow marker 0x02 to form the "tag pair" record; in order these are:

- 1) string-1 (tag pair name)
- 2) string-1 (tag pair value)

20.4.3: Marker 0x03: short move sequence

Marker 0x03 is used to indicate a short move sequence. There is one item that

follows marker 0x03 to form the "short move sequence" record; this is:

- 1) mvseq-1 (played moves)

20.4.4: Marker 0x04: long move sequence

Marker 0x04 is used to indicate a long move sequence. There is one item that follows marker 0x04 to form the "long move sequence" record; this is:

- 1) mvseq-2 (played moves)

20.4.5: Marker 0x05: general game data begin

Marker 0x05 is used to indicate the beginning of data for a game. It has no associated items; it is a complete record by itself. Instead, it marks the beginning of PGC records used to describe a game. All records up to the corresponding "general game data end" record are considered to be part of the same game. (PGC record type 0x01, "reduced export format single game", is not permitted to appear within a general game begin/end record pair. The general game construct is to be used as an alternative to record type 0x01 in those cases where the latter is too restrictive to contain the data for a game.)

20.4.6: Marker 0x06: general game data end

Marker 0x06 is used to indicate the end of data for a game. It has no associated items; it is a complete record by itself. Instead, it marks the end of PGC records used to describe a game. All records after the corresponding (and earlier appearing) "general game data begin" record are considered to be part of the same game.

20.4.7: Marker 0x07: simple-nag

Marker 0x07 is used to indicate the presence of a simple NAG (Numeric Annotation Glyph). This is an annotation marker that has only a short type identification and no operands. There is one item that follows marker 0x07 to form the "simple-nag" record; this is:

- 1) int-1 (unsigned NAG value, from 0 to 255)

20.4.8: Marker 0x08: rav-begin

Marker 0x08 is used to indicate the beginning of an RAV (Recursive Annotation Variation). It has no associated items; it is a complete record by itself. Instead, it marks the beginning of PGC records used to describe a recursive annotation. It is considered an opening bracket for a later rav-end record; the recursive annotation is completely described between the bracket pair. The rav-begin/data/rav-end structures can be nested.

20.4.9: Marker 0x09: rav-end

Marker 0x09 is used to indicate the end of an RAV (Recursive Annotation Variation). It has no associated items; it is a complete record by itself. Instead, it marks the end of PGC records used to describe a recursive annotation. It is considered a closing bracket for an earlier rav-begin record; the recursive annotation is completely described between the bracket pair. The rav-begin/data/rav-end structures can be nested.

20.4.10: Marker 0x0a: escape-string

Marker 0x0a is used to indicate the presence of an escape string. This is a string represented by the use of the percent sign ("%") escape mechanism in PGN. The data that is escaped is the sequence of characters immediately following the percent sign up to but not including the terminating newline. As is the case with the PGN percent sign escape, the use of a PGC escape-string record is limited to use for non-archival data. There is one item that follows marker 0x0a to form the "escape-string" record; this is the string data being escaped:

- 1) string-2 (escaped string data)

21: E-mail correspondence usage

*** This section is under development.

Standard: EOF

Exeter Chess Club: NAG annotations

From the PGN Standard

=====

10: Numeric Annotation Glyphs

NAG zero is used for a null annotation; it is provided for the convenience of software designers as a placeholder value and should probably not be used in external PGN data.

NAGs with values from 1 to 9 annotate the move just played.

NAGs with values from 10 to 135 modify the current position.

NAGs with values from 136 to 139 describe time pressure.

Other NAG values are reserved for future definition.

Note: the number assignments listed below should be considered preliminary in nature; they are likely to be changed as a result of reviewer feedback.

NAG	Interpretation
---	-----
0	null annotation
1	good move (traditional "!")
2	poor move (traditional "?")
3	very good move (traditional "!!")
4	very poor move (traditional "??")
5	speculative move (traditional "!?")
6	questionable move (traditional "?!")
7	forced move (all others lose quickly)
8	singular move (no reasonable alternatives)
9	worst move
10	drawish position
11	equal chances, quiet position (DR: traditional =)
12	equal chances, active position (DR: ECO ->/<-)

13 unclear position (DR: emerging &
 14 White has a slight advantage (DR: +=)
 15 Black has a slight advantage (DR: =+)
 16 White has a moderate advantage (DR: +/-)
 17 Black has a moderate advantage (DR: -/+)
 18 White has a decisive advantage (DR: +-)
 19 Black has a decisive advantage (DR: -+)
 20 White has a crushing advantage (Black should resign) (DR: +--)
 21 Black has a crushing advantage (White should resign) (DR: --+)
 22 White is in zugzwang (DR: zz)
 23 Black is in zugzwang (DR: zz)
 24 White has a slight space advantage
 25 Black has a slight space advantage
 26 White has a moderate space advantage (DR: 0)
 27 Black has a moderate space advantage (DR: 0)
 28 White has a decisive space advantage
 29 Black has a decisive space advantage
 30 White has a slight time (development) advantage
 31 Black has a slight time (development) advantage
 32 White has a moderate time (development) advantage (DR: @)
 33 Black has a moderate time (development) advantage (DR: @)
 34 White has a decisive time (development) advantage
 35 Black has a decisive time (development) advantage
 36 White has the initiative (DR: ^)
 37 Black has the initiative (DR: ^)
 38 White has a lasting initiative
 39 Black has a lasting initiative
 40 White has the attack (DR: ->)
 41 Black has the attack (DR: ->)
 42 White has insufficient compensation for material deficit
 43 Black has insufficient compensation for material deficit
 44 White has sufficient compensation for material deficit (DR: =/
 &)
 45 Black has sufficient compensation for material deficit (DR: =/
 &)
 46 White has more than adequate compensation for material deficit
 47 Black has more than adequate compensation for material deficit
 48 White has a slight center control advantage
 49 Black has a slight center control advantage
 50 White has a moderate center control advantage (DR: #)
 51 Black has a moderate center control advantage (DR: #)
 52 White has a decisive center control advantage
 53 Black has a decisive center control advantage

54 White has a slight kingside control advantage
55 Black has a slight kingside control advantage
56 White has a moderate kingside control advantage (DR: >>)
57 Black has a moderate kingside control advantage (DR: >>)
58 White has a decisive kingside control advantage
59 Black has a decisive kingside control advantage
60 White has a slight queenside control advantage
61 Black has a slight queenside control advantage
62 White has a moderate queenside control advantage (DR: <<)
63 Black has a moderate queenside control advantage (DR: <<)
64 White has a decisive queenside control advantage
65 Black has a decisive queenside control advantage
66 White has a vulnerable first rank
67 Black has a vulnerable first rank
68 White has a well protected first rank
69 Black has a well protected first rank
70 White has a poorly protected king
71 Black has a poorly protected king
72 White has a well protected king
73 Black has a well protected king
74 White has a poorly placed king
75 Black has a poorly placed king
76 White has a well placed king
77 Black has a well placed king
78 White has a very weak pawn structure
79 Black has a very weak pawn structure
80 White has a moderately weak pawn structure (DR: x a5)
81 Black has a moderately weak pawn structure (DR: x a5)
82 White has a moderately strong pawn structure
83 Black has a moderately strong pawn structure
84 White has a very strong pawn structure
85 Black has a very strong pawn structure
86 White has poor knight placement
87 Black has poor knight placement
88 White has good knight placement
89 Black has good knight placement
90 White has poor bishop placement
91 Black has poor bishop placement
92 White has good bishop placement (DR: diagonal //)
93 Black has good bishop placement
84 White has poor rook placement
85 Black has poor rook placement
86 White has good rook placement (DR: rank <=> file ||)

87 Black has good rook placement
98 White has poor queen placement
99 Black has poor queen placement
100 White has good queen placement
101 Black has good queen placement
102 White has poor piece coordination
103 Black has poor piece coordination
104 White has good piece coordination
105 Black has good piece coordination
106 White has played the opening very poorly
107 Black has played the opening very poorly
108 White has played the opening poorly
109 Black has played the opening poorly
110 White has played the opening well
111 Black has played the opening well
112 White has played the opening very well
113 Black has played the opening very well
114 White has played the middlegame very poorly
115 Black has played the middlegame very poorly
116 White has played the middlegame poorly
117 Black has played the middlegame poorly
118 White has played the middlegame well
119 Black has played the middlegame well
120 White has played the middlegame very well
121 Black has played the middlegame very well
122 White has played the ending very poorly
123 Black has played the ending very poorly
124 White has played the ending poorly
125 Black has played the ending poorly
126 White has played the ending well
127 Black has played the ending well
128 White has played the ending very well
129 Black has played the ending very well
130 White has slight counterplay
131 Black has slight counterplay
132 White has moderate counterplay (DR: ->/<-)
133 Black has moderate counterplay
134 White has decisive counterplay
135 Black has decisive counterplay
136 White has moderate time control pressure
137 Black has moderate time control pressure
138 White has severe time control pressure
139 Black has severe time control pressure

(I'm blowed if I can see how to do all of these in meaningful ASCII [which is to say, I don't find "\$139" meaningful]. It seems to me that "White has more than sufficient compensation" can be rendered as something like "+- =/&"; "White has played the ending very well" can be expressed by appropriate "!", and the indication that += becomes +-)

Common ECO symbols without NAG equivalents (suggested rendering in ASCII)

```

=====
                (?)
Questionable
                ~                about
equal
                R                Various
alternatives
                '
without
                /\                with the
idea
                BB                two
bishops
                Bb                opposite coloured
Bishops
                _|_
endgame
                ch
championship
                m
match
                cc                correspondence
    
```

Common ECO symbols without NAG equivalents (no ASCII equivalent)

```

=====
(D rotated 90 degrees to left)
better
    
```

Back to [Chess Coaching Page](#)



This document (nags.html) was last modified on 6th Nov 96 by

[Dr. Dave](#)

Exeter Chess Club: Dr. Dave

If you want to know more about me, I don't currently have a personal homepage on the Web, but you can get more clues [here](#) or [here](#).

Back to [Chess Coaching Page](#)



This document (dr_work.html) was last modified on 09 Aug 2005 by

[Dr. Dave](#)

Date: June 12, 1994

Top ten tips for Juniors

I was pleased to be able to attend the Exeter Middle Schools Chess

Association congress for young chessplayers in Exeter at the weekend. The standard of their chess was variable, but their concentration was intense, their sporting attitude was constant, and their enjoyment obvious. I would like to commend the event and congratulate all concerned in its organisation.

After watching the games I had a sore tongue - I had to bite it so many times! These are the main things I wanted to tell the youngsters during the games, and which parents and teachers could in my view work upon.



Tip 1: Make sure know all the rules and where the pieces go at the start of the game

If you think you know all this, then check that you also know: (a) the touched-piece rules; (b) draw by three-time repetition of position and by 50-move rule; (c) pawn captures *en passant*. All of these were overlooked or misunderstood by some players. [A rule book like the BCF's **Know The Game: Chess** would give you more detail on these.]



Tip 2: Check each move before you play it

Nearly all the games I saw had one or other player able to win pieces that weren't protected. Don't play automatic moves - when you're in check, you can move your king, but you can but a piece or pawn between your king and the checking piece, and you may be able to take the checking piece. Have a look around at the whole board in case there is something you've missed. Tony Gillam's **Simple Chess Tactics** is good practice for getting your eye in.

But please don't move a piece to a square, hold on to it and then look round - this is quite off-putting for your opponent who cannot see the whole board while your arm is in the way. Also, if you do decide to retract the move, (1) you have to move that piece (touch-move rule) when you might prefer to move a

different one, and (2) your opponent now knows what you are thinking about!



Tip 3: Know how to finish off a won game.

I watched a couple of players spend over 50 moves where a bare King was chased all over the board being checked by an enemy Queen - but the Queen alone cannot mate a bare King. If only the player with the King brought their own King up to box in the bare King, he could have finished off the game in no time. In fact, the less you check, the better!



Practice with a friend, trying to win when you have a King+Queen vs. a bare King, or King+Rook vs. King. You can make this a little game yourselves - who can do it fastest? Less than 12 for the King+Queen vs. King and less than 20 for the King+Rook are good scores; the maximum scores for perfect play are 10 and 17 respectively. Watch out for stalemate!

Those are the top three that I'd suggest for many of the players. But even the better ones might also need to pay attention to my next tip for improving their openings.



Tip 4: Play an open, tactical game

- and avoid certain opening lines that won't give you that sort of game. Beginners often play the Four Knights lines like 1.e4 e5; 2. Nf3, Nc6; 3. Nc3, Nf6, which is usually simply level. Lots of games at the congress in fact started well with the Giuoco Piano opening, 1. e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5, which is a good opening for juniors. But I then usually saw things quickly get bogged down after 4. Nc3, Nf6; 5. d3, when the Knights are all square again, and neither side has a natural pawn break - as a consequence the board remains cluttered and the game slow and dull.

There are all sorts of ways to liven this sort of thing up - for example, White can opt for the Open variation on move four of the GP: 4. c3, Nf6; 5. d4, exd4; 6. cxd4, Bb4+; 7. Bd2, Bxd2+; 8. Nxd2, d5; 9.

exd5, Nxd5. Or, White has the Evans' Gambit: 4. b4!? Bxb4 5. c3, Ba5; 6. d4 when White has a move up on the Open variation at cost of a Pawn. Black can vary with 3...Nf6, the Two Knight's Defence, with the main lines being 4.d4 or more usually the gambit line 4. Ng5, d5; 5.exd5, Na5; 6. Bb5+ c6; 7. dxc6, bxc6; 8.Be2. White can't duck into a square-knight line with 4.Nc3 because 4...Nxe4! (idea 5...d5) gives Black a free game (or a free pawn!) As a rule all these lines are going to be more fun and better training for young players than the Four Knights type of development. If you must play the Giuoco Pianissimo, as the line with 1. e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5; 4. Nc3, Nf6; 5. d3 is called, there are some hot tips for this line too.



Giuoco Pianissimo



Here's how I see the White side - Black being the same.

Tip 5: Don't be in a hurry to castle:

your opponent may play ...Bg4 (or Bg5) and pin your knight against the Queen. If you have castled you probably won't be able to play h3 (or ...h6) without dangerously weakening your king. Steinitz discovered that the sacrificial idea 6. O-O, Bg4; 7. h3, h5! 8.hxg4, hxg4 was playable for Black in many positions because of the attack on the King down the open h-file: once the Queen gets to h5 White is finished.

Even playing 1.e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5; 4. Nc3, Nc6; 5. d3, d6; 6.h3 is not advisable as Black may play the standard sacrifice ...Bxh3 at some point. (See [Tatai-Korchnoi](#) and [liubarski - soultanbieff](#) at the end of the Technique section.)

Tip 6: The key question in this line is: how are you going to develop your queen's bishop?

White on move six can go 6. Be3 hoping for 6...Bxe3; 7. fxe3 when there is a juicy half-open f-file to attack along. Black is better off calmly retreating with 6...Bb6 or even leaving the Bishop at c5.

Tip 7: The analysts gradually agreed that 6.Bg5, the Canal Variation, is the best move.

One line of this goes 6...h6; (this is OK for Black before castling) when the main line goes 7.Bxf6, Qxf6; 8.Nd5, Qd8. White has given up the Bishop pair to achieve a bit of initiative. [There is a hairy line with 6.Bg5, h6; 7.Bxf6, Qxf6; 8.Nd5, Qg6!? 9.Nxc7+ which is supposed to be poor for Black if White plays 9.Rg1 instead, but White has to prove it!] Other ways to play for Black are to hit the other bishop with 6...Na5 (as in the final game) or to play himself 6...Be6.

Tip 8: in the Canal Variation: to emphasise the pin on the Nf6,

if you're allowed, with moves like Nd5, and otherwise threaten to give Black doubled, and therefore weak, f-pawns. I played a miniature with this theme at the British Universities' Congress some years ago:

Regis (Exeter) - Orpwood (Salford), BUCA. 1. e4 e5 2. Bc4 Nc6 3. Nc3 Nf6 4. d3 Bb4 5. Nge2 O-O 6. O-O d6 7. Bg5 Na5 8. Bxf6! gxf6 9. Nd5 Bc5 10. b4 Nxc4 11. dxc4 c6 12. bxc5 cxd5 13. cxd5 dxc5 14. Ng3 Kh8 15. Qh5 Qd7? 16. Qh6 Qd6 17. Nh5 Rg8 18. Nxf6 Rg7 19. Qxg7+ 1-0 (Ne8+ will leave White a rook ahead)

Tip 9: again in the Canal Variation: move the Nc3 to e.g. d5 and play for c3 and d4 with a central space advantage. The knight can relocate to e3...

Tip 10: try to open up the f-file with f4:

this will require you to play Be3 to stop a check from the Bc5 and to move the other Knight e.g. Nh4. From h4 the Knight can threaten to go to f5 when Black may be reluctant to remove it by ...g6 which will create weaknesses. A Queen's Knight that has travelled from c3-d5-e3 also puts pressure on this square, and if Black does play g6 then Ne3-g4 hits all the soft spots.

A game for the better players to study:

we can see many of these themes at work in this game by the Swiss master Werner Hug:

Hug-Barle, Pula Interzonal 1975. 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5 Na5 7. Bb3 Nxb3 8. axb3 Be6 9. Na4 h6 (9... Bb6 10. Nxb6 axb6 {or 10...cxb6; 11.d4! with a superior pawn structure} 11. Rxa8 Qxa8 12. Bxf6 gxf6 13. Nh4 Pritchett) 10. Bh4 Bg4 (10... g5 11. Bg3 Nd7 12. Nxc5 Nxc5 13. b4 Nd7 14. d4) 11. Nxc5 dxc5 12. h3 Bxf3 13. Qxf3 Qd6 14. Bxf6 Qxf6 15. Qxf6 gxf6 (Here we have the doubled f-pawns again) 16. Ra5! {accurate: forces a permanent weakness on a7. Black must divert his King to the Q-side when a shift to the f-file catches him wrong-footed. Black is probably already lost.} 16... b6 17. Ra6 Kd7 18. O-O Kc6 19. f4 Kb7 20. Raa1 Rh7 21. fxe5 fxe5 22. Rf6 White now wins a pawn while Black struggles for counterplay. 22...a5 23. Rf5 Re8 24. Raf1 Re7 25. Rh5 Re6 26. Rhf5 Re7 27. g4 Kc6 28. Rf6+ Kb5 29. R1f5 a4 30. bxa4+ Kxa4 31. Rh5 c4 32. dxc4 Kb4 33. Rhxh6 Rxh6 34. Rxh6 Rd7 35. Rf6 Kxc4 36. Kf2 Rd2+ 37. Ke3 Rh2 (37... Rxc2 doesn't help, e.g. 38. Rxf7 c5 39. Rf2 Rxf2 40. Kxf2 Kb3) 38. Rc6+ Kb5 39. Rxc7 Rxh3+ 40. Kf2 Rh2+ 41. Kg3 Re2 42. Kf3 Re1 43. Re7 f6 44. g5 fxg5 45. Rxe5+ Kc4 46. Rxc5 Rf1+ 47. Ke2 Rb1 48. b3+ Kc3 49. Rb5 Rc1 50. Rxb6 Rxc2+ 51. Ke3 1-0



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp9.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Posters for Junior Clubs

1. [The Basics](#)
 1. [in the opening...](#)
 2. [in the middle-game...](#)
 3. [in the ending...](#)
2. [Winning a won game...](#)
 - o [...not as hard as winning a lost one.](#)
 - 1. [If you are ahead:](#)
 - 2. [If you are behind:](#)
3. [Apparently good things to be able to say:](#)
 - o [...but your opponent might be thinking:](#)
 - o [Genuinely good things to say to yourself:](#)
4. [The Nine Bad Moves \(Reinfeld 1954\)...](#)
 - o [...and so, nine good pieces of advice:](#)
 - 1. [Neglecting Development Of Your Pieces](#)
 - 2. [Exposing Your King To Attack](#)
 - 3. [Making Too Many Queen Moves In The Opening](#)
 - 4. [Grabbing Pawns Thoughtlessly](#)
 - 5. [Weakening Your Castled Position](#)
 - 6. [Getting Pinned](#)
 - 7. [Failing To Guard Against Captures](#)
 - 8. [Underestimating Your Opponent's Threats](#)
 - 9. [Losing A Won Game](#)
5. [Defending against an attack...](#)
 - o [...is as easy as ABCD.](#)
 - 1. [Avoid](#)
 - 2. [Block](#)
 - 3. [Capture](#)
 - 4. [Defend](#)
6. [Tick and triangle method](#)
 1. [Basic tick method](#)
 2. [Triangle method for opponent's threats](#)
 3. [Example](#)
 4. [Extended tick and triangle method](#)

5. [Perfect Play Score Sheet](#)

The Basics

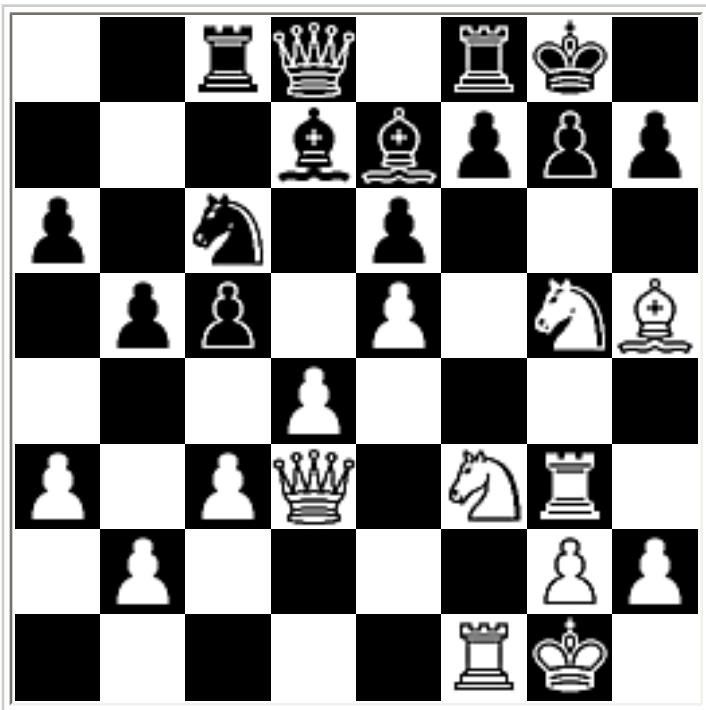
in the opening...

- get your minor pieces out towards the centre
- get at least a share of the centre
- get your king into safety by castling



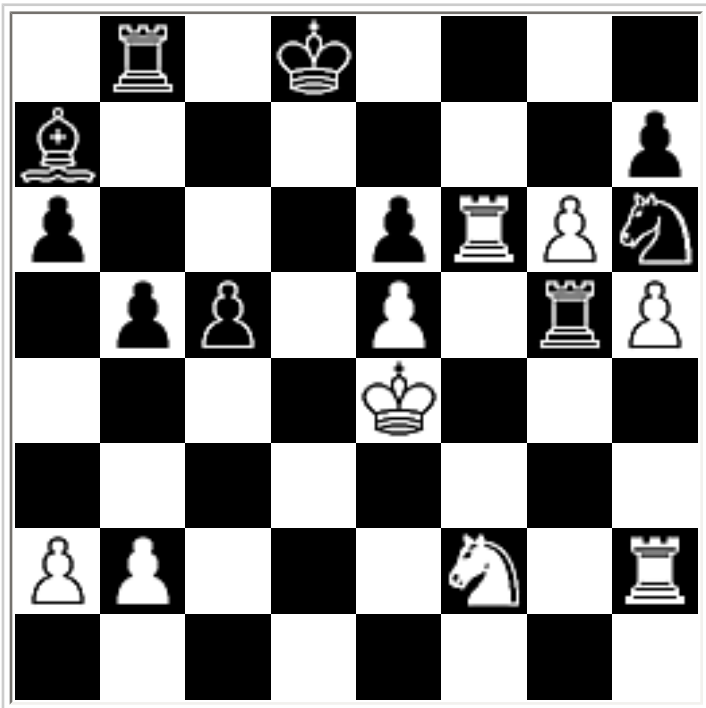
in the middle-game...

- use space and open lines to attack the enemy king and other targets
- when you are winning, swap off pieces (but not pawns)



in the ending...

- attack and win enemy pawns
- move your own pawns up as fast as possible to become queens
- get your King Up For The Ending (KUFTE)



Winning a won game...

...not as hard as winning a lost one.

If you are ahead:

Don't relax

Keep things under control

Swap pieces off

Leave pawns on

If you are behind:

Don't give up

Try and get some counterplay

Swap off pawns, not pieces

Apparently good things to be able to say:

...but your opponent might be thinking:

My opponent played the opening badly, I can't be in any danger...

I made a bit of a mess of the start, now I've got to try really hard...

I can't see the point in my opponent's last move, so I'll carry on anyhow...

Now as long as my opponent doesn't think for too long he may miss my idea...

My opponent is weak so I don't need to try too hard...

Well, I may be expected to lose this but I'm going to try as hard as I can to win!

This is a pretty normal position, I'll play something quickly...

If my opponent isn't careful, I've got something lined up against the natural

move

Nothing much is going on, anything will do...

Things are just starting to look good - just give me one more move and...

I'm winning this easily, so I'll just play a normal move...

Oh dear, I'm losing, only one hope left...

I can't think of anything else so I'll castle ...

If only he would castle...

I feel a bit vulnerable so I'll castle...

I reckon his King is safer where it is, because if my opponent castles, then...

I'll just swap everything off to get a draw...

If we have a general swap-off on e5, the only pieces left in good positions will be mine...

The only thing going on in this position is X...

Obviously the main thing going on here is X, but I have got Y up my sleeve...

I'll do A, then B, then C, and I should be winning... I'll just play this quickly than have another think later.

If my opponent does A,B and C, that looks really good but of course I can go D straightaway after all that.

I'll do A, then B, then C, and I should be winning... I'll just play this quickly than have another think later.

If my opponent does A,B and C I'm lost, so if he does A, I'll have to go Z so B doesn't work.

My attack looks terrific, my opponent can't do anything...

My opponent has a terrific attack coming, I'd better prepare something special in reply.

I don't know why my opponent is carrying on, I'm about to win this... any move will do...

I should resign but I have got one trick left...

Thank goodness that's over, now I can relax...

Well, that was all very interesting, but I've now got this....

Genuinely good things to say to yourself:

I'd better watch it!

I've seen something like this before, but what are the differences?

Have I come to this conclusion too quickly?

How could I lose?

Did I stop examining this variation too soon?

We've both been playing normal-looking moves, but is there anything hidden?

What might my opponent try?

Not every move that looks good, is good - what might be wrong with it?

My opponent must have a plan and should be trying to win somehow...

That looks pretty harmless, but let's have a quick check...

Every position can be ruined, what might go wrong here?

My opponent has just sighed as though he's given up... perhaps he's set a trap!

The Nine Bad Moves (Reinfeld 1954)...

...and so, nine good pieces of advice:

Neglecting Development Of Your Pieces

get your pieces out towards the centre as fast as you can

Exposing Your King To Attack

get your king into safety in the opening by castling

Making Too Many Queen Moves In The Opening

move each piece only once in the opening; keep your queen and rooks out of the way of the opponent's pieces at the start

Grabbing Pawns Thoughtlessly

get your pieces out towards the centre as fast as you can; don't waste time

grabbing pawns until you have completed your development

Weakening Your Castled Position

get your king into safety by castling and keep it strong and guarded

Getting Pinned

Failing To Guard Against Captures

look out for your opponent's threats

Underestimating Your Opponent's Threats

Losing A Won Game

look out for your opponent's threats, even if you think you are winning easily

Defending against an attack...

...is as easy as ABCD.

Avoid

Move your piece out of the way.

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 threat 5...dxc4.

Avoid with 5. Bb3

Block

Put a piece or pawn between the attacked piece and the attacker.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 threat 5. Nxf7

Block with 4...d5

Capture

Capture the attacking piece.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 threat 5...dxc4.
Capture the attacker with 5. exd5

Defend

Support the attacked piece or pawn.

1. e4 e5 2. Nf3 threat 3. Nxe5.
Defend the pawn with 2...Nc6.

Tick and triangle method

Michael Basman, "From Beginner to Winner in Two Months"

Basic tick method

1. Choose a move
2. Write it down
3. Ask "*Is it safe? (or safe enough)*"
4. Tick (/) and play or go back to 1.

Triangle method for opponent's threats

1. Write down opponent's move
2. Ask "*Is it a threat?*"
 - 3a. If *yes*, put a triangle (\wedge) after your opponent's move and run through ABCD to choose a move.
 - 3b. If *no*, just choose a move as you normally would.

Example

White: A. Junior Black: B. Junior

1. e2-e4 / e7-e5
2. Ng1-f3 / Nb8-c6
3. Bf1-c4 / Bf8-c5
4. Nf3-g5 / d7-d5 /\
5. e4xd5 / Nc6-a5 /\
6. Bc4-b5+ / c7-c6
- 7.
- 8.
- 9.
- 10.

From Black's side:

1. e2-e4 e7-e5 /
2. Ng1-f3 /\ Nb8-c6 /
3. Bf1-c4 Bf8-c5 /
4. Nf3-g5 /\ d7-d5 /
5. e4xd5 Nc6-a5 /
6. Bc4-b5+ c7-c6 /
- 7.
- 8.
- 9.

Extended tick and triangle method

Safe move

/-

Safe enough move

//-

Safe threat

/ \

Safe enough threat

// \

Unsafe move

x-

Unsafe threat

x \

Use for both your moves and your opponent's moves.

Perfect Play Score Sheet

Move	Captures	Opponent's	Safety	My threats	My move
------	----------	------------	--------	------------	---------

Check		Threats			
-------	--	---------	--	--	--

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.

- 14.
- 15.
- 16.
- 17.
- 18.
- 19.
- 20.

Back to [Chess Coaching Page](#)

This document (junpostr.html) was last modified on 31st October 1995 by



[Dr. Dave](#)

Exeter Chess Club: An ABC of Chess

Here's a mental toolkit for the improving chess player.

I think that for each of these elements there are different levels of understanding e.g. *bad Bishop*

1) *I've heard of it!*

2) *I know what it is and could explain it to a junior.*

3) *I understand enough to make use of the idea in a game.*

4) *I never fail to notice the feature in a game, and rarely (if ever) make a bad choice of plan based on it.*

I suspect we're all OK at (1) but aren't all at (4) yet. (3) is a fair goal.

Please see also: [Opening guidelines](#), [Middle game guidelines](#), and [Endgame guidelines](#).

Contents

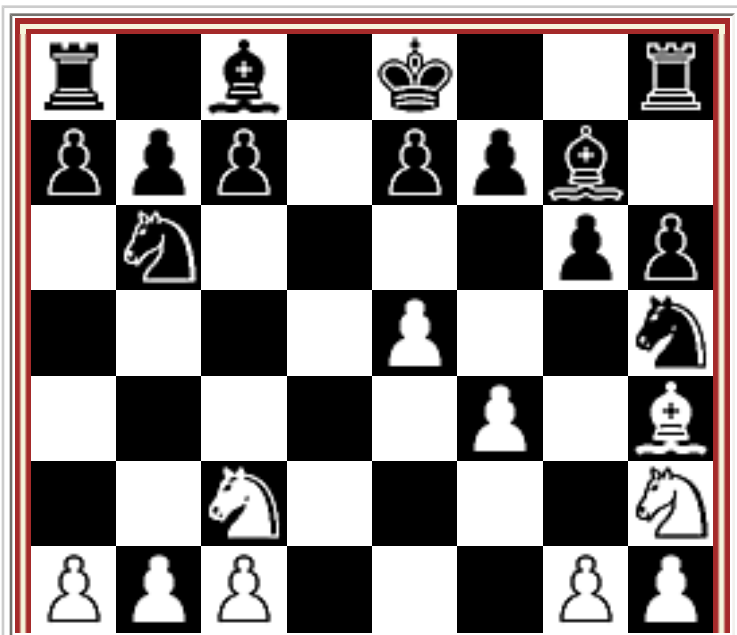
1. [KLM of chess tactics](#)
 - [K - knight forks](#)
 - [L - last rank](#)
 - [M - mating pattern](#)
 - [N - network nobbled \(Nterference\)](#)
 - [O - overloading](#)
 - [P - pins](#)
 - [Q - queening](#)
 - [R - retreat](#)
 - [S - sacrifice at castle gates](#)
 - [T - two for the price of one](#)
 - [U - undermining \(removing the guard\)](#)
 - [U2 - unmasking \(discovery\)](#)
 - [V - vulnerable f7](#)
 - [W - weakening King's-side](#)

- X - X-ray (skewer)
 - Y - your move! (defensive play)
 - Z - Zwischenzug
2. ABC of chess strategy
- A - activity
 - B - better pieces - bad bishop bishop vs knight, offside piece, coordination
 - C - centre and space
 - D - development
 - E - exchanges
 - F - files, ranks, diagonals (lines)
 - G - good and bad pawns
 - H - holes and weak complexes
 - I - initiative, tempo
 - J - jumping-off points (outposts)
-

KLM of chess tactics

K - knight forks

"He jumps so terribly" - Dick van Geet's tiny son

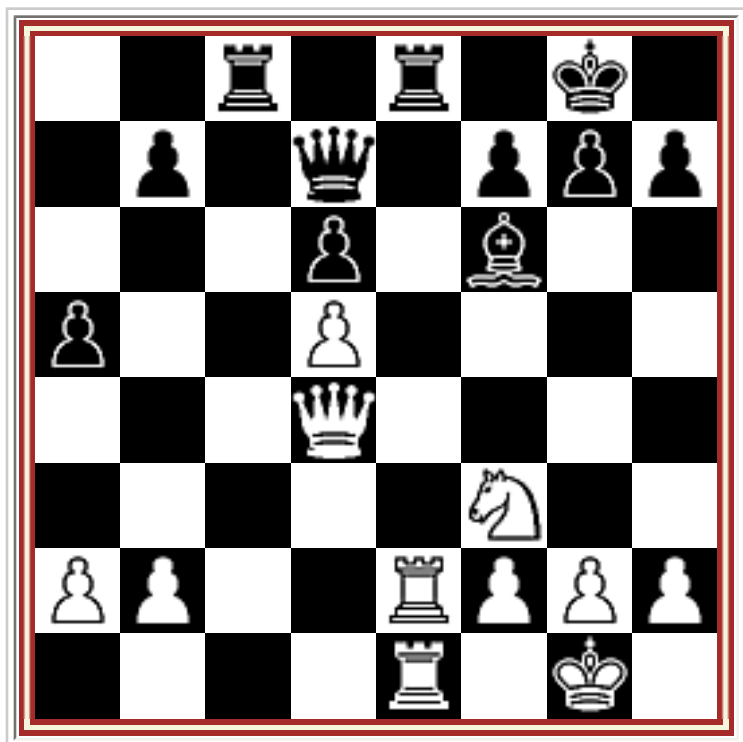




(Fuller - Sakurai, Haifa [B07], 1976) 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Bg5 Nbd7 5.f4 h6 6.Bh4 Bg7 7.e5 Nh5 8.Nh3 dxe5 9.dxe5 Nb6 10.Qxd8+ Kxd8 11.O-O-O+ Ke8 DIAGRAM 12.Nb5 1-0 The last rank is also vulnerable, making the fork unstoppable.

L - last rank

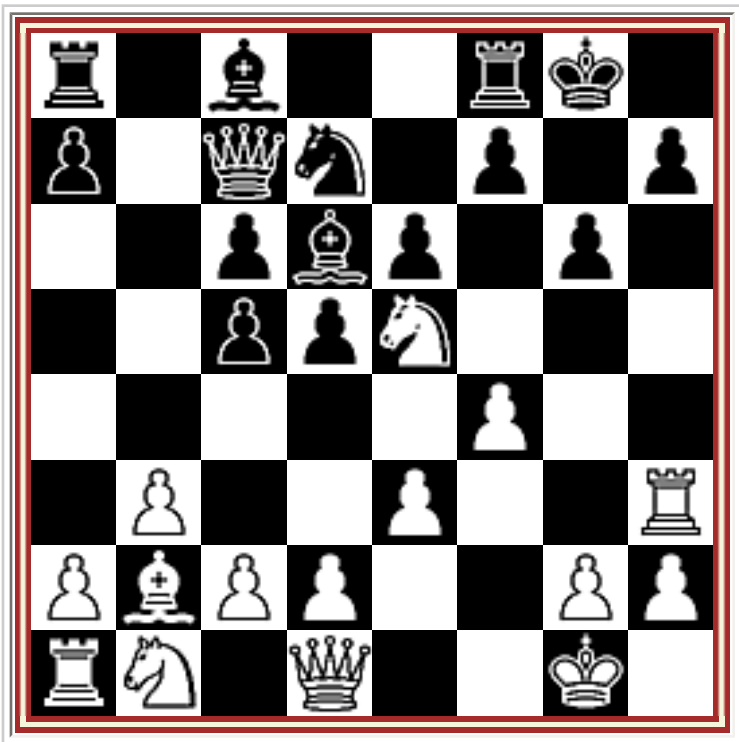
"Feet of clay..."



(Adams-Torre): 18.Qg4 Qb5 19.Qc4 Qd7 20.Qc7 Qb5 21.a4 Qxa4 22.Re4 Qb5 23.Qxb7 1-0 A striking display which has the appearance of a study.

M - mating pattern

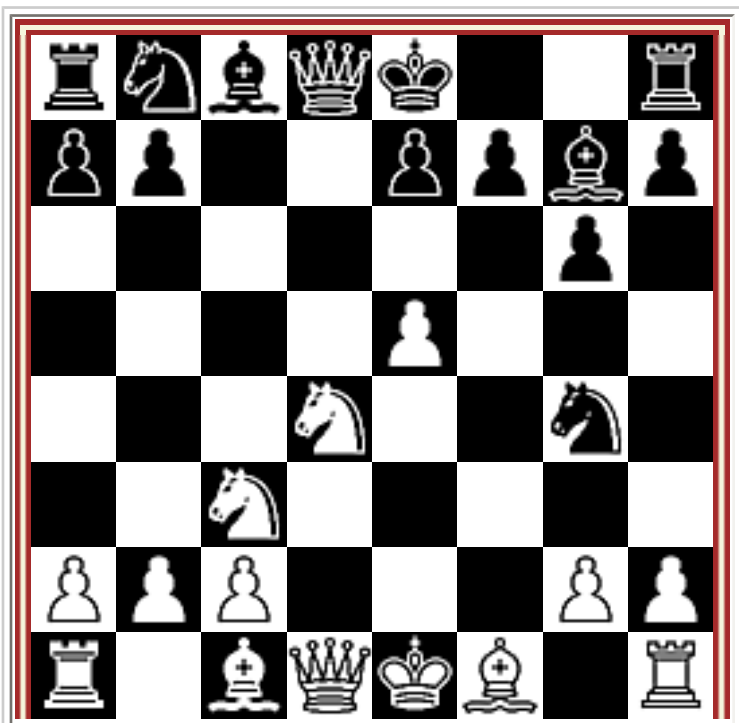
"The game is won by the player who has checkmated his opponent's king." - FIDE rules



(Plachetka - Zinn, Decin [A04] 1974) 1.Nf3 c5 2.b3 Nf6 3.Bb2 Nc6 4.e3 d5 5.Bb5 e6 6.Ne5 Qc7 7.O-O Bd6 8.Bxc6+ bxc6 9.f4 O-O 10.Rf3 Nd7 11.Rh3 g6 DIAGRAM 12.Qh5 1-0

N - network nobbled (Nterference)

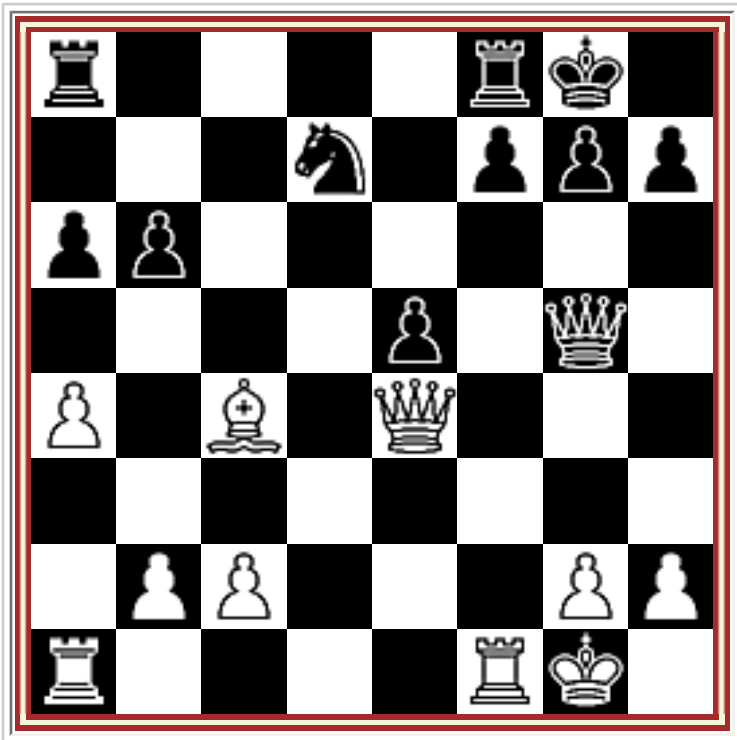
"Parting is such sweet sorrow" - Shakespeare



(Crotto - Hindle,Haifa [B71] 1976) 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.f4 Bg7 7.e5 dxe5 8.fxe5 Ng4 DIAGRAM 9.Bb5+ Bd7? 10.Qxg4 ... 1-0

O - overloading

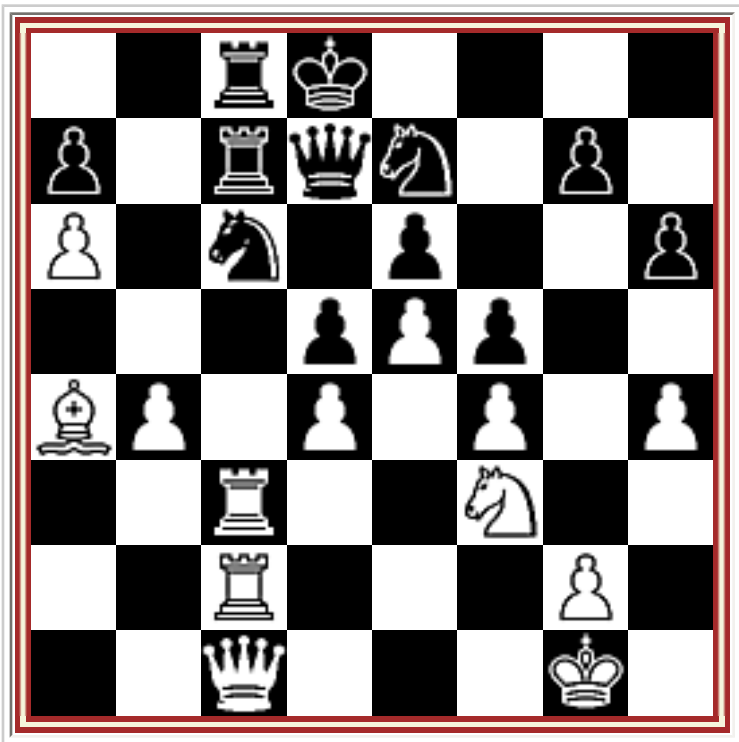
"The straw that broke the camel's back" - Proverbial



17.Rxf7 Kh8 18.Rxd7 1-0

P - pins

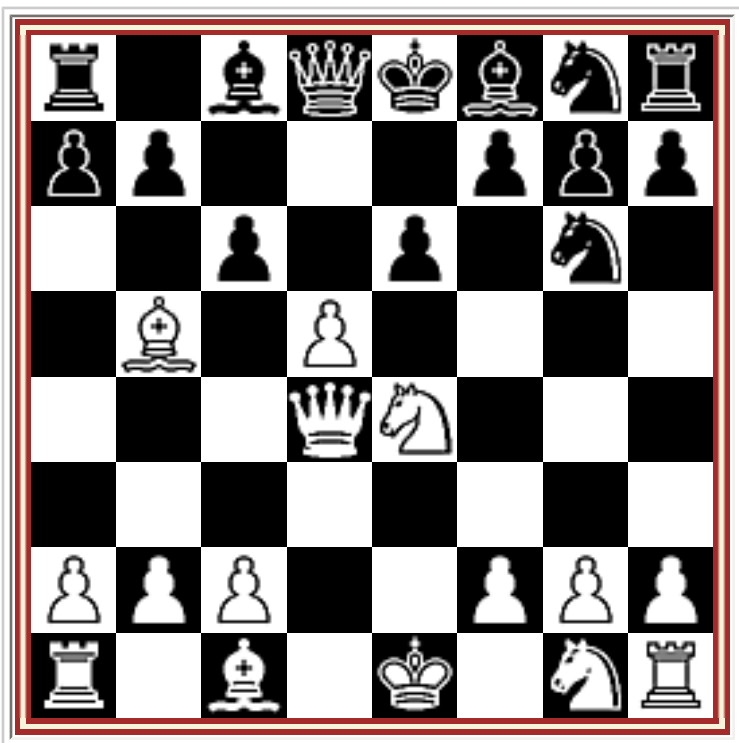
"The pin is mightier than the sword" - Reinfeld



(Alekhine - Nimzovitch, San Remo [C17] 1930) 30...Qe8 31.b5 1-0

Q - queening

"Every Pawn is a potential Queen" - Mason



1.e4 Nc6 2.d4 d5 3.Nc3 dxe4 4.d5 Ne5 5.Qd4 Ng6 6.Nxe4 e6? 7.Bb5+ c6

DIAGRAM **8.dxc6 Qxd4 9.cxb7+ Kd8 10.bxa8Q 1-0**

R - retreat

"What is immobile must suffer violence" - Lasker

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.d4 b5 6.Bb3 exd4 7.Nxd4 Nxd4 8.Qxd4? c5 9.Qd5 Be6 10.Qc6+ Bd7 11.Qd5 c4 0-1The Noah's Ark trap.

S - sacrifice at castle gates

"Examine moves that smite!" - Purdy

(Blackburne - Blanchard (London) [C30], 1891)

1.e4 e5 2.f4 Bc5 3.Nc3 Nc6 4.Nf3 exf4 ? 5.d4 Bb4 6.Bxf4 d5 7.e5 Bxc3+ 8.bxc3

Be6 9.Bd3 h6 10.0-0 Nge7 11.Rb1 b6 12.Qd2 0-0 DIAGRAM 13.Bxh6! gxh6 14.Qxh6 Ng6 15.Ng5 Re8 16.Rxf7 Bxf7 17.Qh7+ Kf8 18.Qxf7# 1-0

T - two for the price of one

"All combinations are based on a double attack" - Fine

(Christiansen - Karpov, 1993 [E12]) 1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6 9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 DIAGRAM 12.Qd1 1-0

U - undermining (removing the guard)

"For the want of a horse a rider was lost..." - Franklin.

(Legueltel - Studev,Kuortane [D60] 1976) 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 Nbd7 6.Nf3 O-O 7.cxd5 exd5 8.Bd3 Re8 9.Qc2 c5 10.dxc5 Nxc5 11.Bxf6 Nxd3+ 12.Qxd3 Bxf6 DIAGRAM 13.Qxd5?? 13...Bxc3+ 0-1

U2 - unmasking (discovery)

"Behind you!"

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Bb7 5.Bg2 Bb4+ 6.Bd2 Bxd2+ 7.Qxd2 0-0 8.Nc3 Ne4 9.Qc2!DIAGRAM 9...Nxc3 10.Ng5! Ne4 11.Bxe4 Bxe4 12.Qxe4 Qxg5 13.Qxa8 1-0

V - vulnerable f7

"The Achilles' Heel of a chess position..."

(Paul Roberts - NN [C23] East Devon, 1996) 1.e4 e5 2.Bc4 Be7 3.Qh5 ... 1-0

W - weakening King's-side

"Castles built of sand..."

(Tarrasch - Mieses (3) [C10] (Berlin m.), 1916) 1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3 Ngf6 6.Bd3 Be7 7.O-O Nxe4 8.Bxe4 Nf6 9.Bd3 b6 10.Ne5 0-0 11.Nc6 Qd6 12.Qf3 Bd7 13.Nxe7+ Qxe7 14.Bg5 Rac8 15.Rfe1 Rfe8 DIAGRAM 16.Qh3 Qd6 17.Bxf6 gxf6 18.Qh6 f5? 19.Re3 Qxd4 20.c3 1-0

X - X-ray (skewer)

"Stap me vitals..."

Skewer frenzy in a Rinck study: 1.Ra8! Qa2! 2. Rxa4! Qg8! 3. Ra8 Qh7 4. Bg6! 1-0

Y - your move! (defensive play)

"A man does not die of threats" - Proverb

(Robatsch - Jansa, Sochi [A10] 1974) 1.c4 f5 2.Nf3 Nf6 3.g3 g6 4.b3 Bg7 5. Bb2 0-0 6.Bg2 d6 7.d4 c6 8.0-0 Kh8 [8...Qc7] 9.d5 Qa5 10.Nc3 DIAGRAM 10...Nxd5? 11.cxd5 Bxc3 12.Qd2 Qxd5 13.Qxc3+ e5 14.Nxe5 1-0

Z - Zwischenzug

"When you see a good move, stop - there may be a better one" - Lasker

(Spasov - Kritiansen, Kringsja [E91], 1976) 1.Nf3 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.d4 0-0 6.Be2 c5 7.0-0 cxd4 8.Nxd4 Nc6 9.Be3 DIAGRAM 9...Ng4 10.Bxg4 Bxg4(10.Qxg4 Nxd4) 11.Nxc6 Qd7 12.Nxe7+ Kh8 13.f3 1-0

ABC of chess strategy

A - activity

"The most important feature of the position" - Stean

(Rubinstein-Schlechter, San Sebastian 1912): White's active pieces give him the advantage.

B - better pieces - bad bishop bishop vs knight, offside piece,

coordination

"Quality, not quantity"

Tarrasch - Noa [c11] Hamburg, 1885

White's great Knight and Black's dismal Bishop are the key to this position. **38. g5 h5 39.Rcf1 Kg8 40.g6 f6 41.Re2 Bc6 42.Rfe1 Rd8 43.Kf4 fxe5+ 44.Rxe5 Kf8 45.Nf7 Re8 46.Ng5 Rce7 47.Nh7+ 1-0**

C - centre and space

"I'm the King of the castle..."

(Georgadze-Kupreichik, 1979) An extraordinary piece of centralisation: despite the exchange loss, and the King's-side attack, White soon won.

D - development

"The early bird catches the King!"

(Spielmann - Flamberg, Mannheim [C29], 1914) 1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.fxe5 Nxe4 5.Nf3 Bg4 6.Qe2 6...Nc5 ? [6...Nxc3] 7.d4 Bxf3 8.Qxf3 Qh4+ 9. g3 Qxd4 10.Be3 Qxe5 11.O-O-O c6 DIAGRAM Black is fighting with only half the army. *Sortez les pieces!* **12. Nxd5 cxd5 13.Rxd5 Qe6 14.Bc4 Qe4 15.Bxc5 1-0**

E - exchanges

"Fair exchange is no robbery"

(Fischer-Petrosian, seventh match game 1971) 16. Bc5! Not an easy one to spot, but once seen, easy to appreciate: White removes the defender of the dark squares, leaving Black with a

crummy light-squared Bishop.

F - files, ranks, diagonals (lines)

"Let a Lord once own the happy lines, How the wit brightens!" - Pope

(Anderssen-Zukertort, Barmen 1869): the file

(Fischer-Petrosian, seventh match game, 1971): the rank

(Fischer-Anderssen, Siegen 1970): the diagonal

G - good and bad pawns

"Pawns are the soul of chess" - Philidor

(Deep Blue-Kasparov, m1 1996): just hideous: every Black Pawn is isolated and most doubled! Black tried a King's-side hack but it was desperation and he knew it.

H - holes and weak complexes

"Perils of both wind and limb" - Butler

(Bernstein-Mieses, 1921) - That is, perils of both the dark-square holes and the backward Pawns on White squares.

I - initiative, tempo

"Thou shalt not shilly-shally!" - Nimzo

(Alekhine-Poindle (simul.), 1936) 9.Ng5! White plays the one move that stops Black getting on with normal development.

J - jumping-off points (outposts)

"Give me a place to stand, and I will move the Earth" - Archimedes

(Pegaroro-Scheipel) The Knights are worth a Rook each, I reckon!

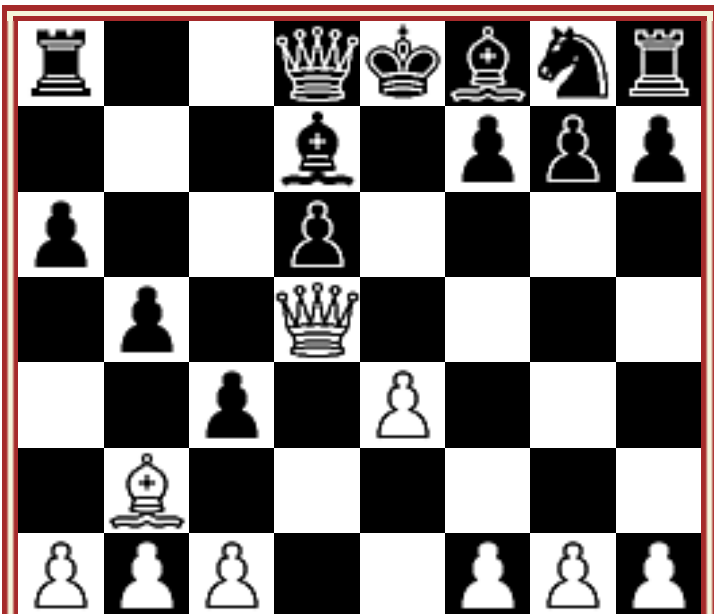
This is a list long enough to get you started comfortably. There are a few other ideas, like "coordination", which you may come to later, and through Nimzovitch we learn about themes like "overprotection" and "prophylaxis".

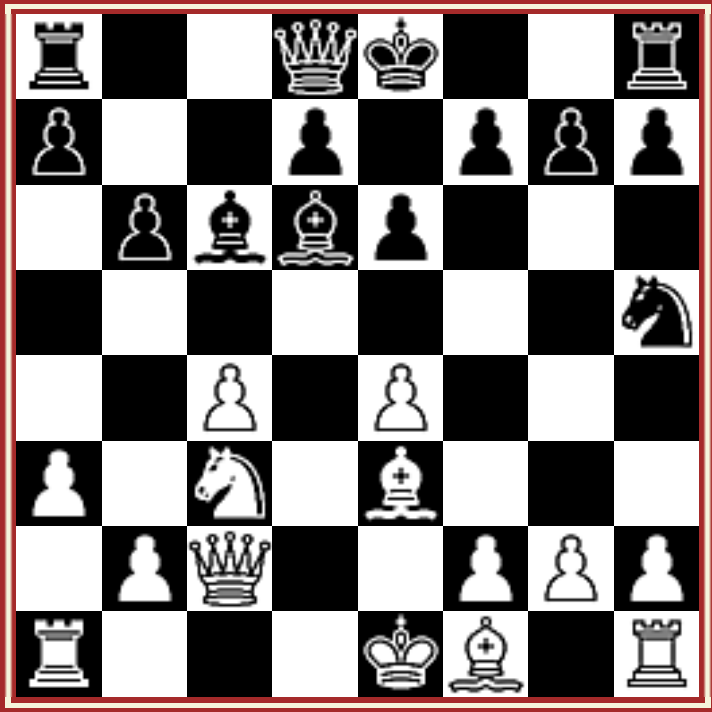
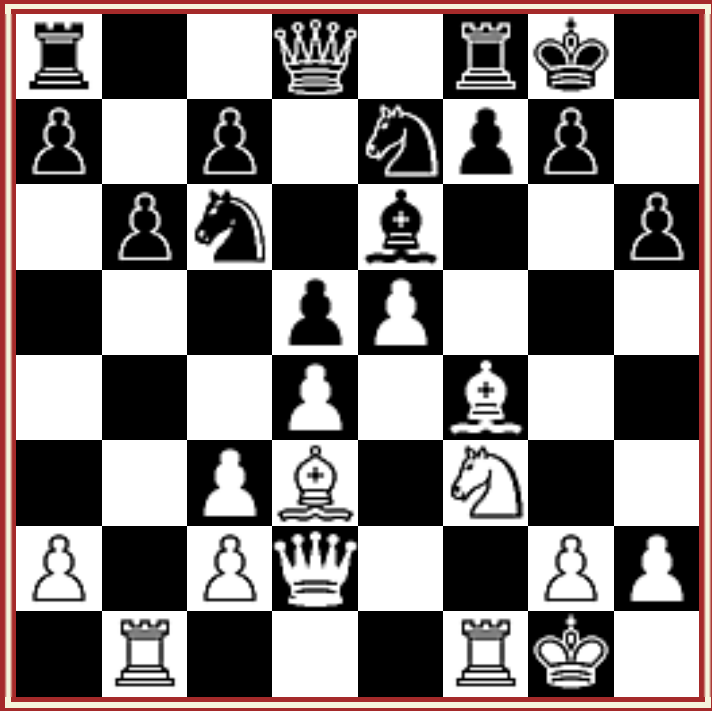
Back to [Chess Coaching Page](#)

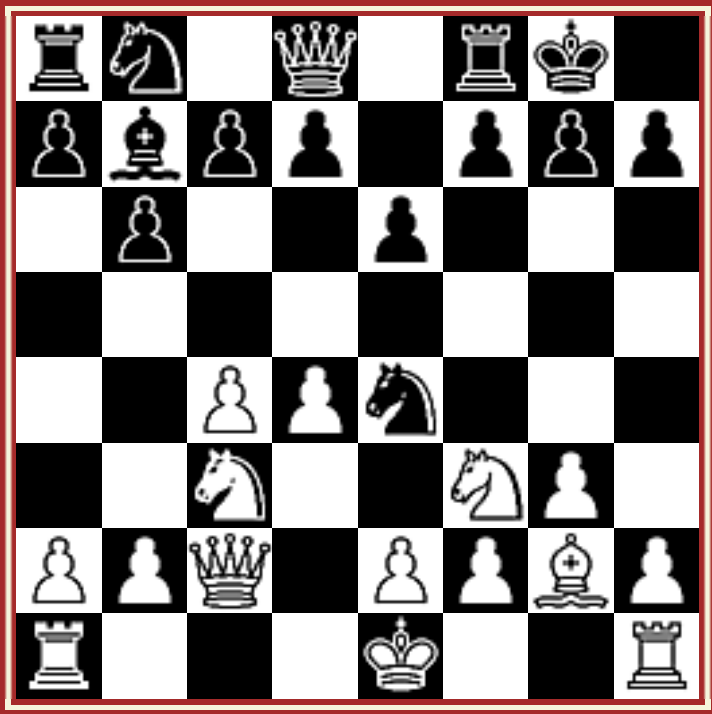
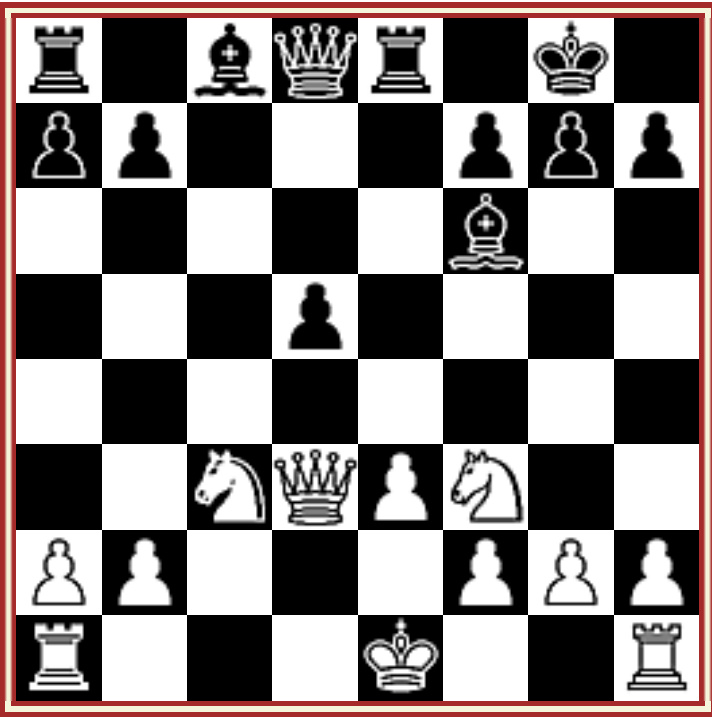


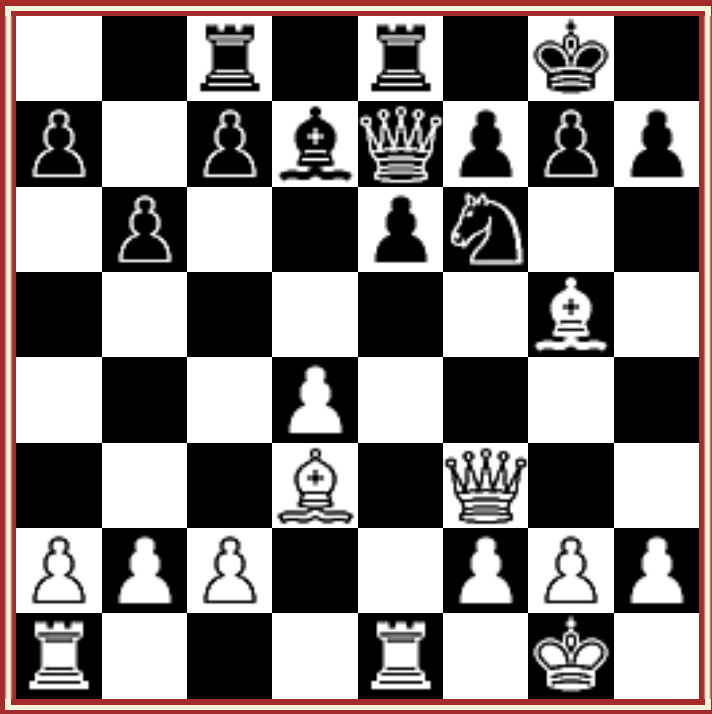
This document (abc2.html) was last modified on 21 Nov 1996 by

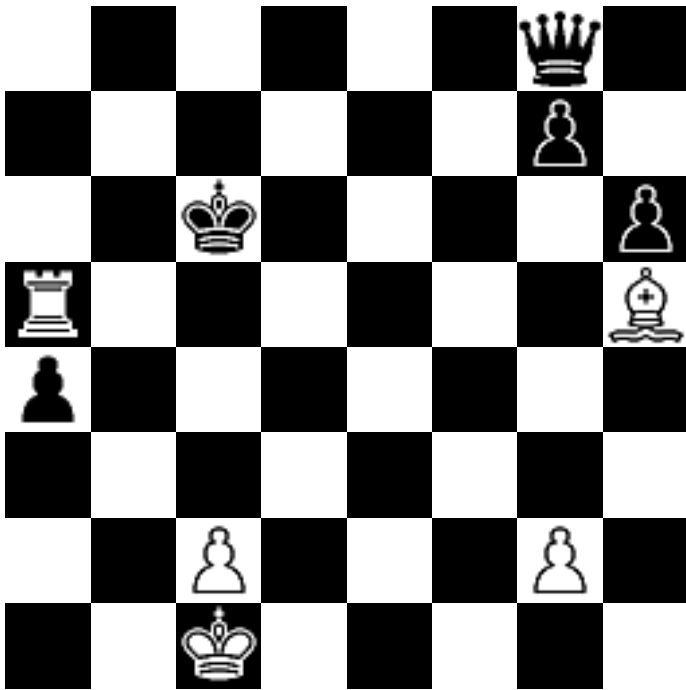
[Dr. Dave](#)

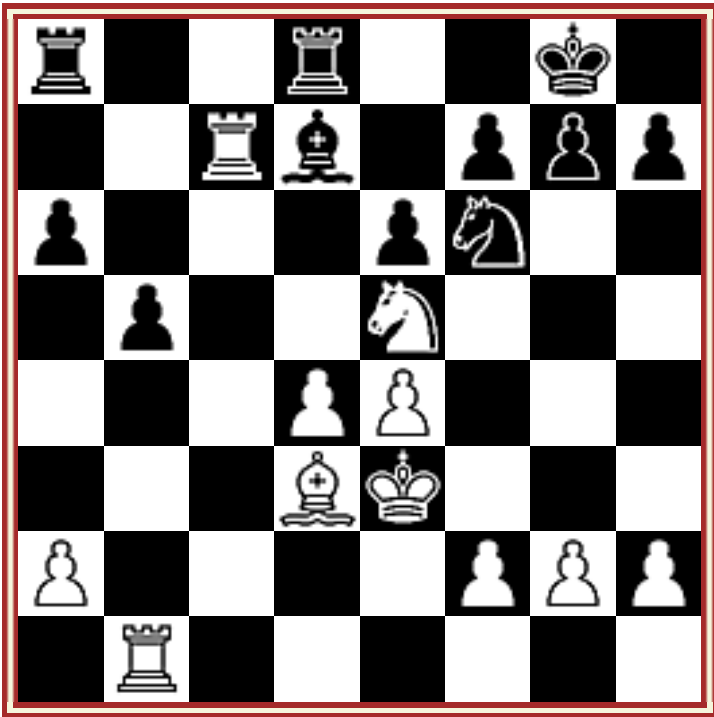
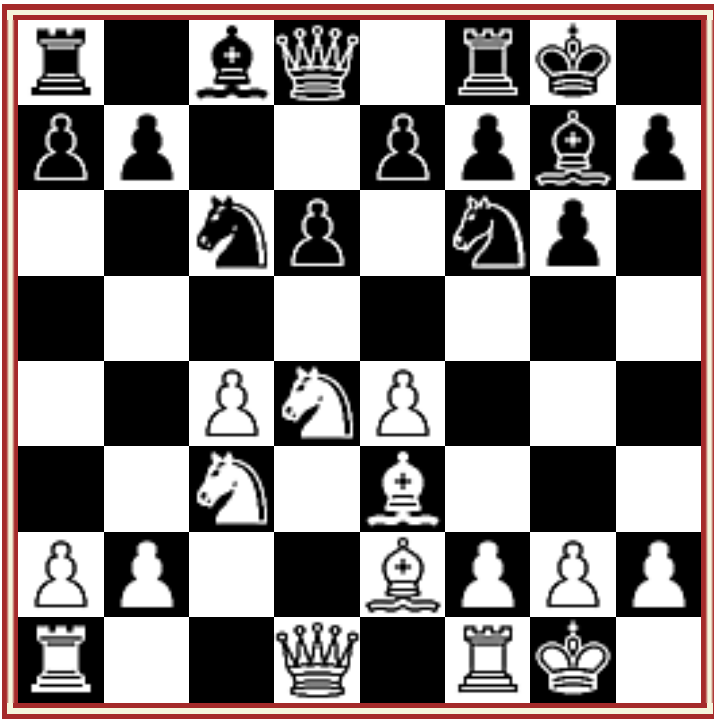


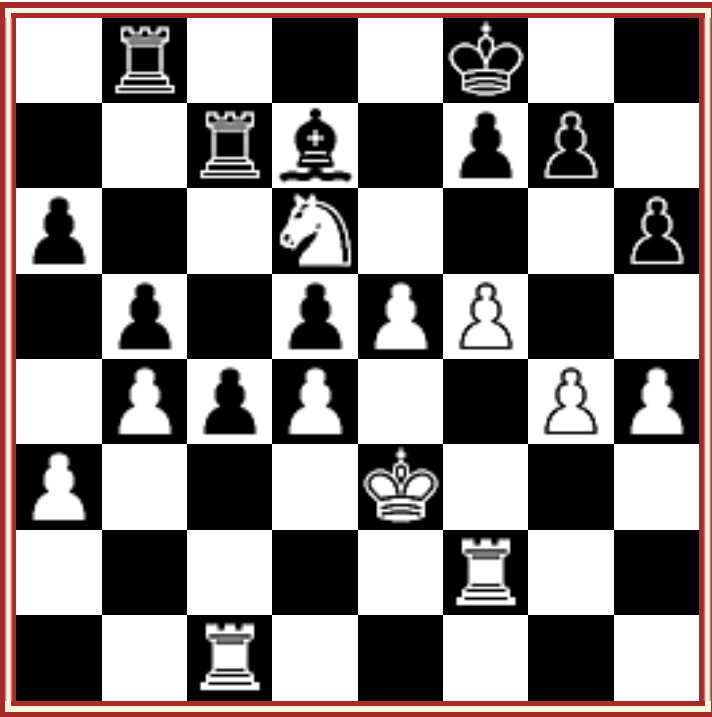


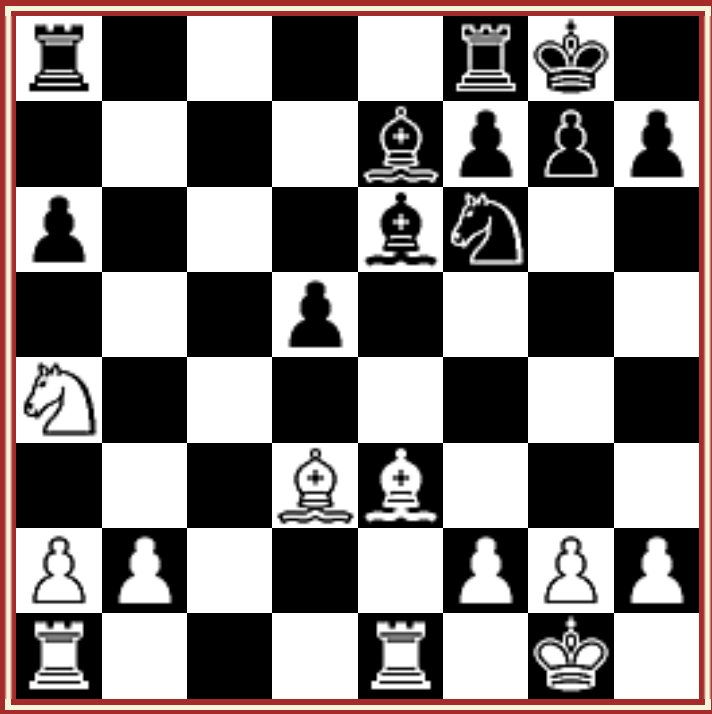
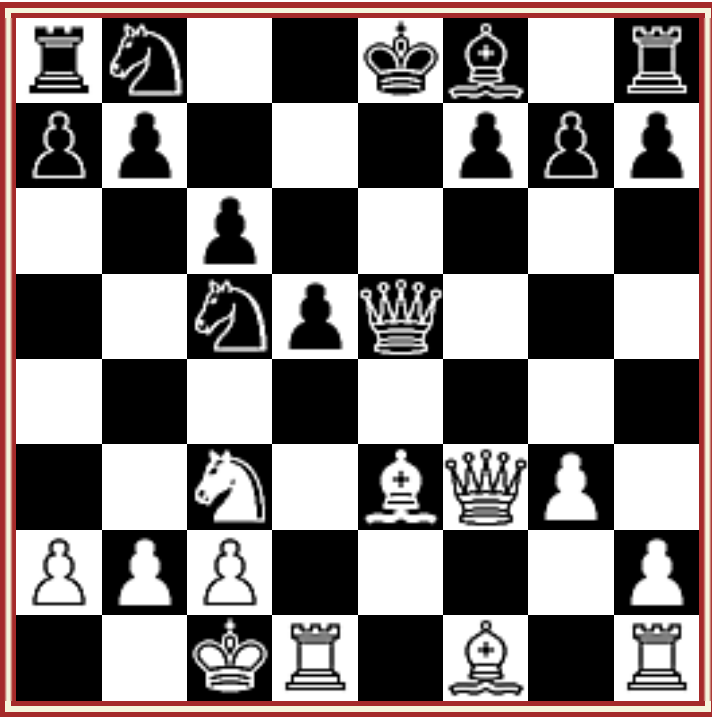


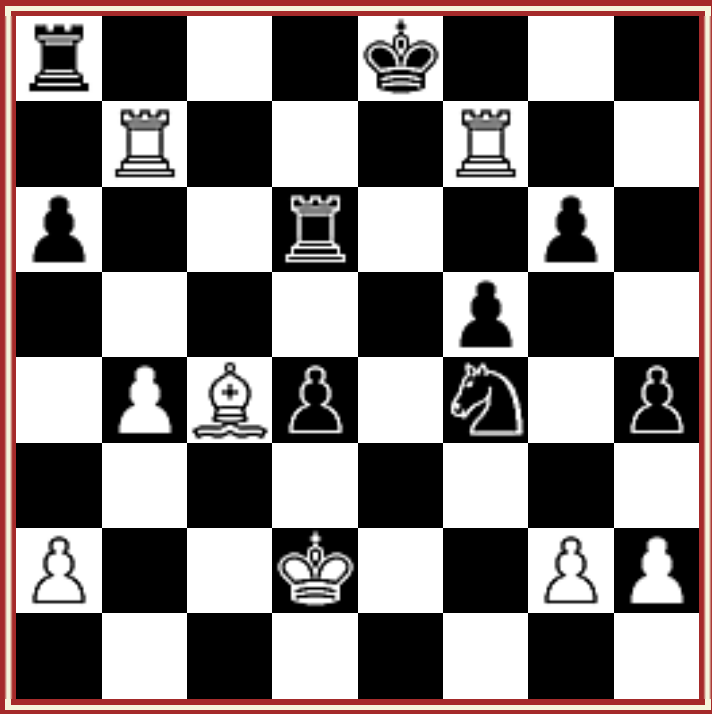
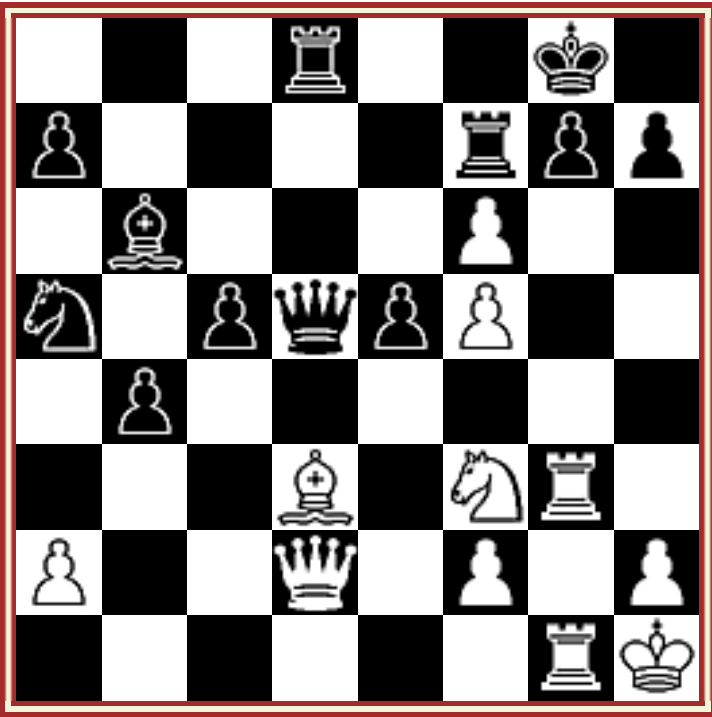


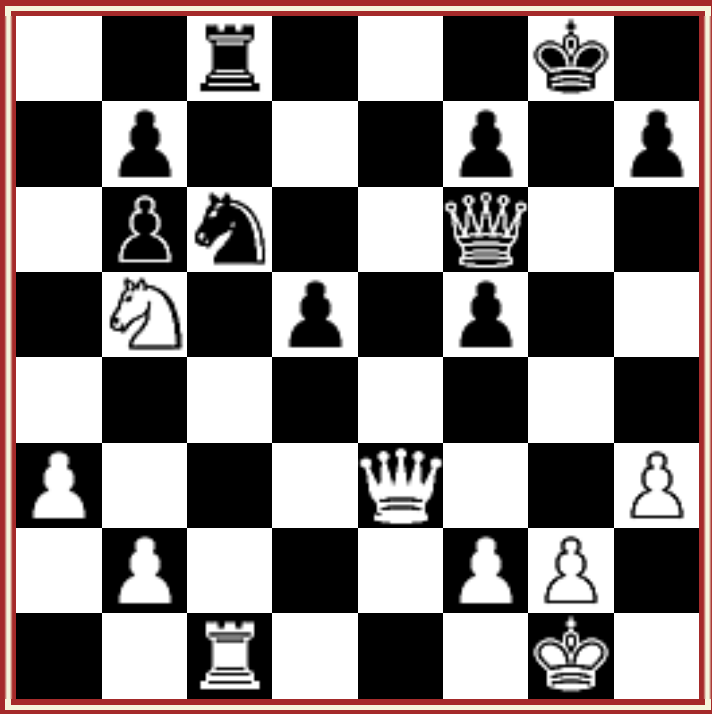
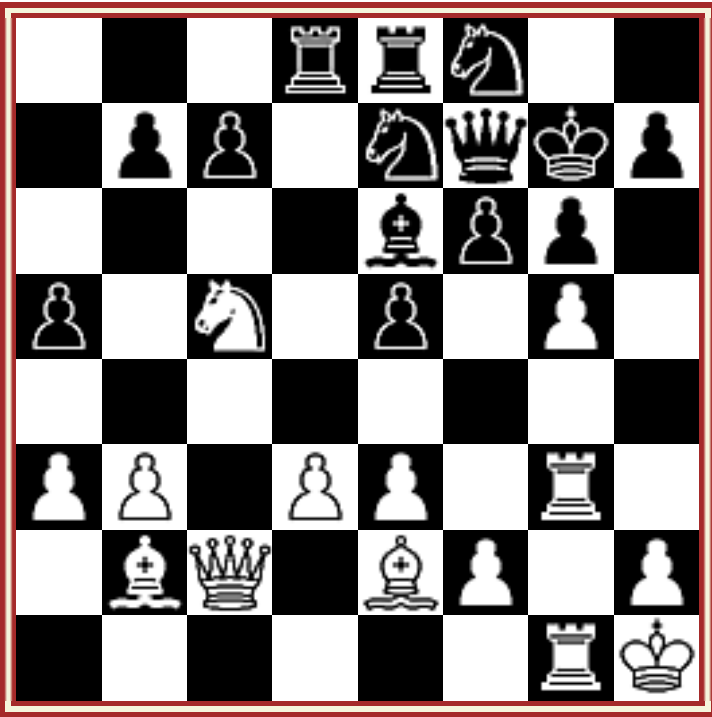


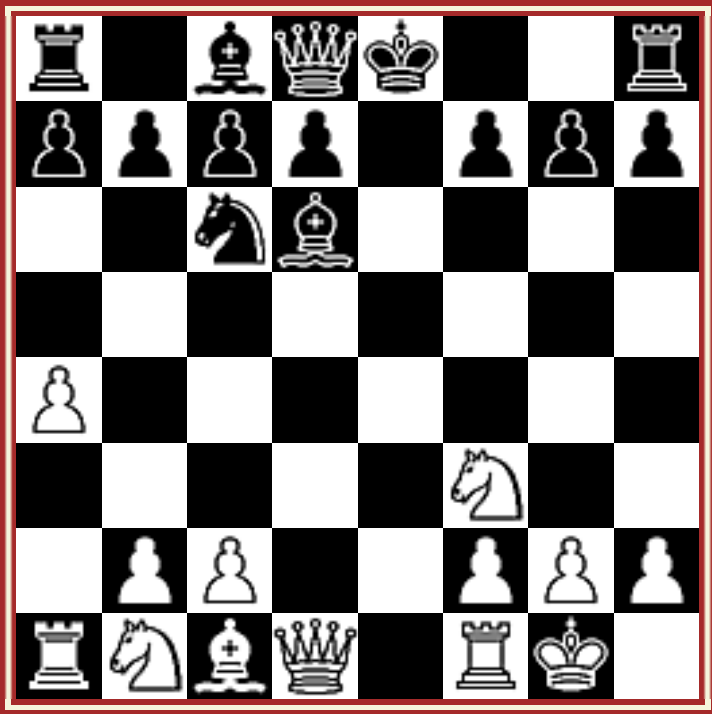
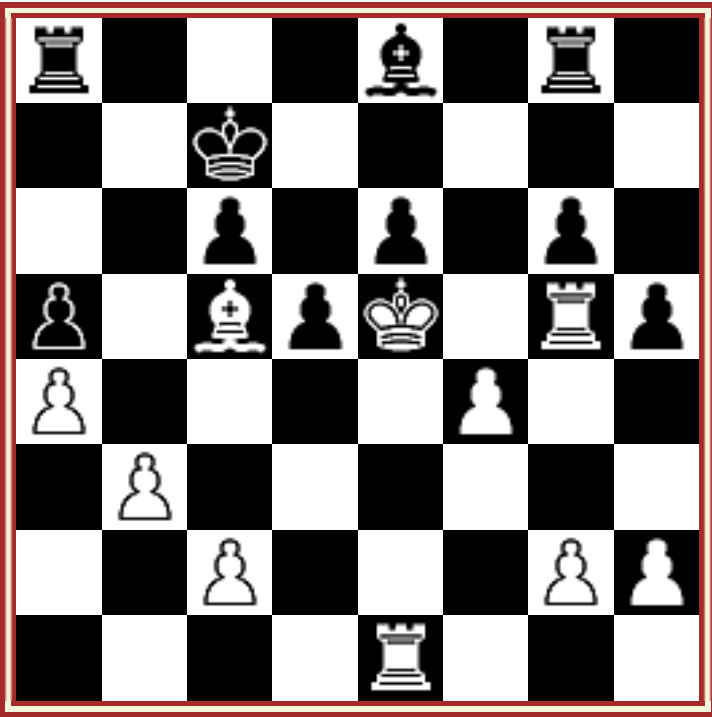


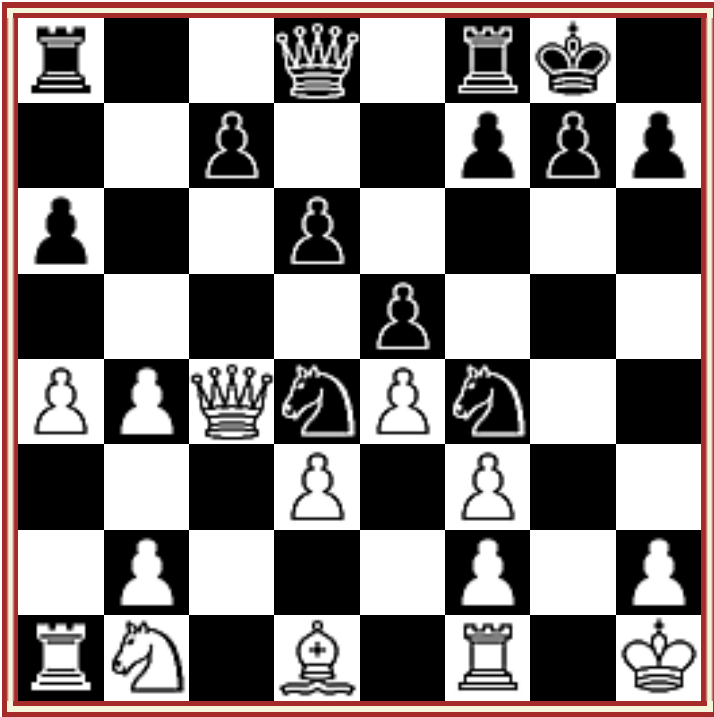












Exeter Chess Club: 10 rules for the opening

1. Get your pieces out into the centre quickly. The opening is a race to see who can get their pieces out first while keeping at least a share of control of the centre.
 - o This is the main point to remember; all the other rules are just footnotes to this one

 2. More detail on winning the race:
 - o Move pieces not pawns, and
 - o move them to their best squares in one move if you can, and also
 - o try to gain time if you can by aggressive moves.
 3. Move minor pieces out first, not your Q or RRs which can be attacked and lose time
 4. Get a firm foothold in the centre and don't give it up
 5. Generally move Knights straightaway to f3/c3 or f6/c6
 6. Move your king to safety at the side by castling King's-side (which also gets your Rook into play)
 7. **Complete your development** before moving a piece twice or starting an attack
 8. **Keep your queen safe**
 9. Don't grab pawns or attack if you haven't completed development
 10. What to do if there is a lead in development:
 - o **If you are ahead in development**, start something going and open up lines for your better pieces
 - o **If you are behind in development**, don't start anything and keep things closed until you have caught up
-

Further advice on playing the opening

I've collected here some other advice from the grandmasters of the past.

Lasker's rules for the opening

1. Do not move any pawns in the opening of a game but the King and Queen pawns.
2. Do not move any piece twice in the opening, but put it at once on the right square.
3. Bring out your knights before developing your bishops, especially the Queen's Bishop.
4. Do not pin the adverse King Knight (ie. by Bg5) before your opponent has castled.



COOL TIP: Why should you move the knights first? Well, knights are very much more effective if they are in the centre. (Bishops are more effective here too, but they can work from a distance). For the opening that has to mean Knights moving to c3 and f3 (or c6 and g6). Where should the Bishops go?

The White King's Bishop on f1 could go to b5,c4,d3 or even e2. Which is best? That depends on what your opponent is up to. So, move your knights straight away to the centre, and while you are doing that your opponent's moves may suggest to you where you should put your bishops.

Reuben Fine on the opening:

1. In the initial position White, because of the extra move, has a slight advantage. Consequently:
 2. White's problem in the opening is to secure the better position, while...
 3. Black's problem is to secure equality.
-

Fine's rules for the opening

1. Open with either the e-pawn or the d-pawn.
 2. Wherever possible, make a good developing move which threatens something or adds to the pressure on the centre.
 3. Develop knights before bishops.
 4. Pick the most suitable square for a piece and develop it there once and for all.
 5. Make one or two pawn moves in the opening, not more.
 6. Do not bring your queen out too early.
 7. Castle as soon as possible, preferably on the king's side.
 8. Play to get control of the centre.
 9. Always try to maintain at least one pawn in the centre.
 10. Do not sacrifice without a clear and adequate reason, eg.:
 - it secures a tangible advantage in development
 - it deflects the opponent's queen
 - it prevents the opponent from castling
 - it enables a strong attack to be developed
-

Fine's two last questions to be asked before a move is made:

- How does it affect the centre?
 - How does it fit in with the development of my other pieces and pawns?
-

Nimzovitch's Seven Axioms

(from My System)

1. Development is to be understood as the strategic advance of the troops toward the frontier line (the line between the fourth and fifth ranks).
2. A pawn move must not in itself be regarded as a developing move, but merely as an aid to development.
3. To be ahead in development is the ideal to be aimed for.
4. Exchange with resulting gain of tempo.
5. Liquidation, with consequent development or disembarassment.
6. The pawn centre must be mobile.
7. There is no time for pawn hunting in the opening, except for centre pawns.

-- NIMZOVITCH

Suetin's four principles for advanced players

1. The fight for control of the centre
2. The striving for the quickest and most active development.
3. The creation of conditions that permit early castling.
4. The formation of an advantageous pawn structure

-- SUETIN

Hort's 13 rules for all players

1. "
2. Take advantage of every tempo.
3. Do not make pawn moves without careful planning.
4. Begin the game with a centre pawn, and develop the minor pieces so that they influence the centre.
5. Develop flexibly!
6. Develop harmoniously! Play with all your pieces
7. Do not make aimless moves. Each move must be part of a definite plan.
8. Do not be eager for material gain. The fight for time is much more important than the fight for material, especially in open positions.
9. A weakening of your own pawns may be accepted only if it is compensated by a more active placement of your pieces.

10. With the help of your pawns, try to get an advantage in space and weaken your opponent's pawn position.
11. Do not obstruct your pawns by grouping your pieces directly in front of them; pawns and pieces must work together.
12. During the first few moves, pay special attention to the vulnerable KB2 square on both sides.
13. Remember that the poor placement of even a single piece may destroy the coordination of the other pieces.
14. With White, exploit the advantage of having the first move and try to gain the initiative. With Black, try to organize counterplay.

This last point is worth particular attention, for, although it contains much wisdom, it is not always applied in current tournament practice. Unfortunately, we belong to a time when White usually tries to gain only a minimal advantage, because to try for more entails the taking of risks. Black, having no sure method of developing counterplay without risk, usually tries to minimise White's attacking possibilities. The game thus proceeds towards an endgame in which neither side has real winning chances."

-- VLASTIMIL HORT

Portisch on forming a repertoire:

"Your only task in the opening is to reach a playable middlegame."

"...To all players I can recommend the following: simplicity and economy. These are the characteristics of the opening systems of many great masters... A solid opening repertoire fosters self-confidence." -- LAJOS PORTISCH

(LP goes on to discuss the [Exchange Ruy Lopez](#), the Modern Steinitz (as Black), [slow lines of the French Winawer](#), the Classical Pirc, [the Closed Sicilian](#) and the [King's Indian Attack](#) against the [French](#) (and [Sicilian](#); and on the other side of the board [the Exchange Queen's Gambit](#) and lines of the [King's Indian Defence](#) and [Nimzo-Indian](#))

Back to [Chess Coaching Page](#)



This document (10openrules.html) was last modified on 5 Feb 97 by

[Dr. Dave](#)

Exeter Chess Club: The Exchange Variation of the Ruy Lopez

The Exchange Variation of the Ruy Lopez: examples of White wins

1. [Introduction](#)
2. [Deffner,R - Brueggemann,J \[C68\], NRW](#)
3. [Lasker,Emanuel - Steinitz,W, Moscow, 1896](#)
4. [Lasker,Emanuel - Tarrasch,S, Duesseldorf, 1908](#)
5. [Lasker,Emanuel - Janowski,D, Paris, 1909](#)
6. [Lasker - Capablanca, St.Petersburg, 1914](#)

Introduction

You may know that after:

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

...White cannot win a pawn with 5. Nxe5 because of 5...Qd4.

What you may not know is that White can play this line to win, because in some sense, he is *already* a pawn up!

Let me explain.

If you have an extra pawn, you should:

exchange off pieces, not pawns

create a passed pawn

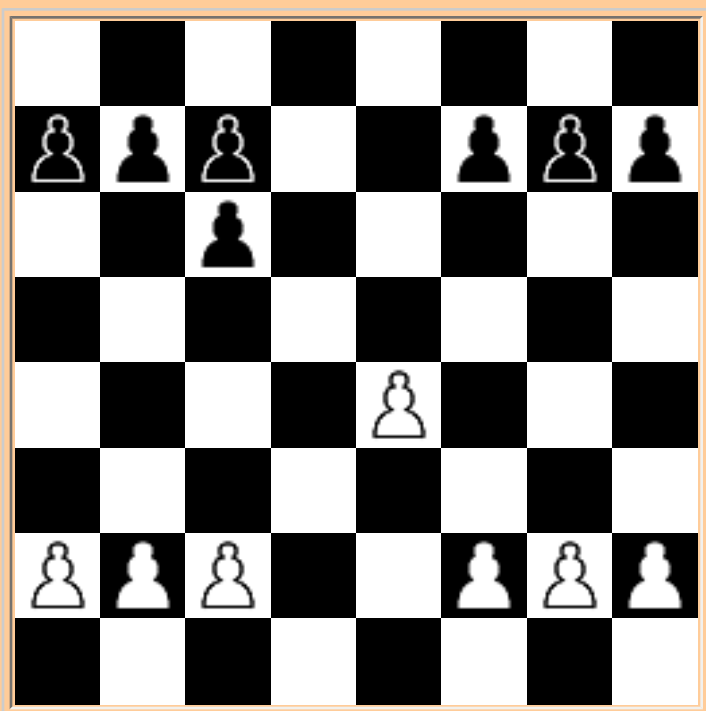
advance the passed pawn and either:

- force your opponent to give up material to stop it queening, or

- force your way into the opponent's position to take material yourself (usually pawns)

With this in mind, let's look at the pawn formation after

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4



Now, if there were only Kings on the board, White could easily create a passed pawn with f4, e5 and f5 and e6.

But Black cannot do the same on the other side, unless White allows all the front pawns to come to a4, b4 and c4, when there is a trick with ...b3! e.g. axb3, c3! bxc3 and ...a3. As long as White avoids that trap, the passed pawn on the King's side should win.

This is what I mean by already being a pawn up. You have an extra pawn on the King's-side, and Black's extra Queen's-side pawn is useless.

Emanuel Lasker played this several times, and more recently, Bobby Fischer discovered that you could also play 5. O-O! with an awkward moment for Black, because now there really is a threat to the e5 pawn which is not easy to meet e.g. **1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O f6 6. d4 exd4 7.**

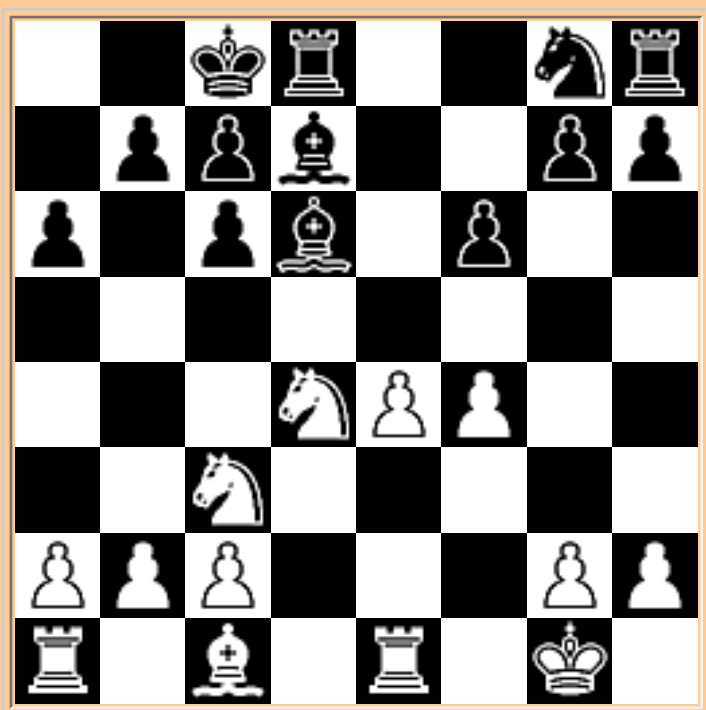
Nxd4 c5 8. Nb3 Qxd1 9. Rxd1 and compared to Lasker's line, you are even further ahead in development. You do need to be prepared for other lines e.g. *5...Bg4*.

I quote Lasker's most famous successes with this line below; just in case you think this is all ancient history, here is an example from the German Bundesliga from recent years.

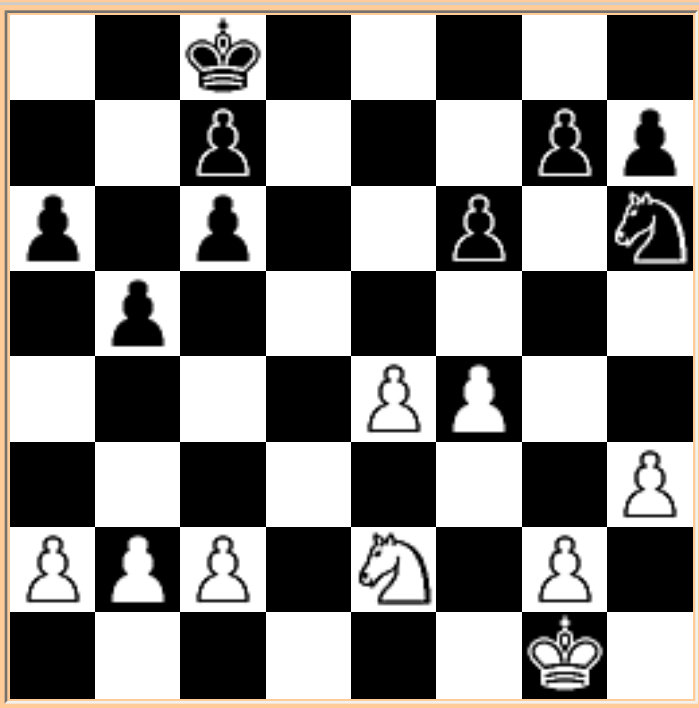
White's plan, as ever, is to advance on the King's-side to get a passed pawn or entry for attack.

Deffner,R - Brueggemann,J [C68], NRW

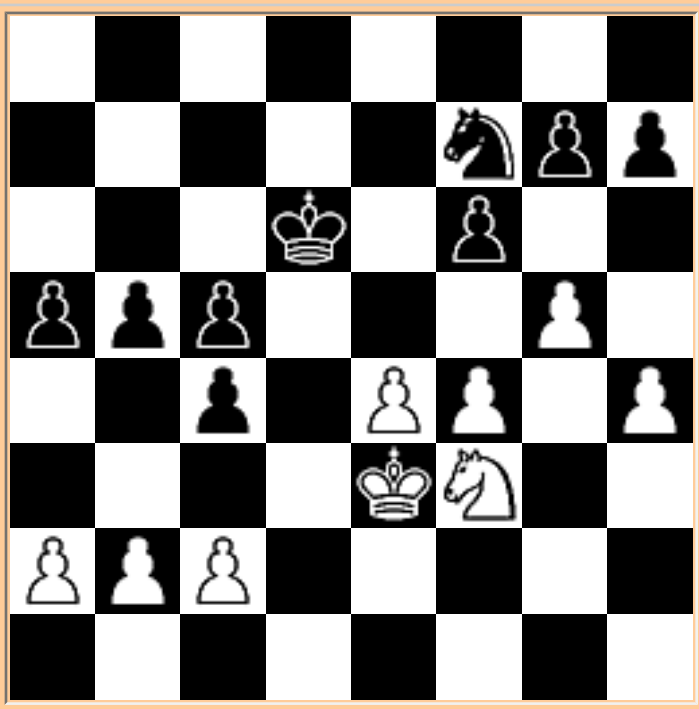
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4 Bd7 8. O-O O-O-O 9. Nc3 Bd6 10. Re1 f6 11. f4



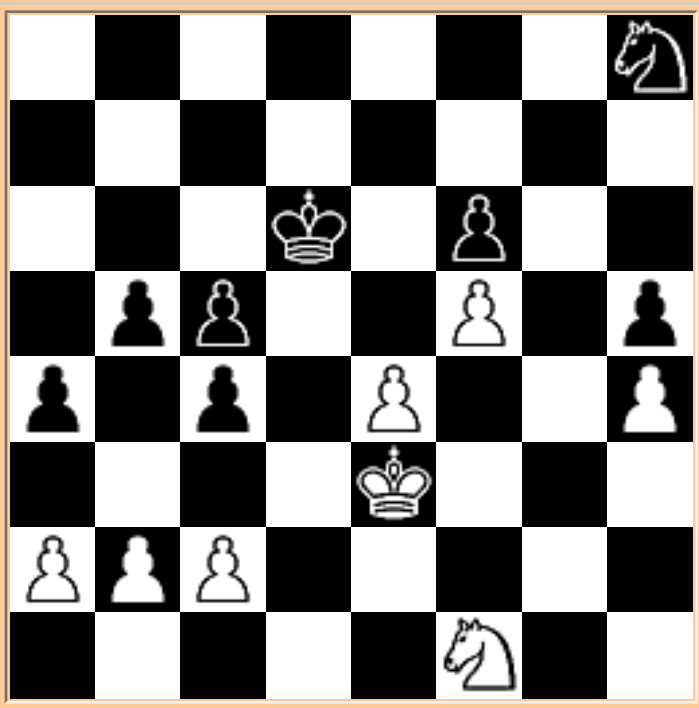
11... Bg4 12. Nf3 Nh6 13. h3 Bc5+ 14. Be3 Bxe3+ 15. Rxe3 Bxf3 16. Rxf3 Rd2 17. Rf2 Rhd8 18. Re1 b5 19. Rxd2 Rxd2 20. Re2 Rxe2 21. Nxe2



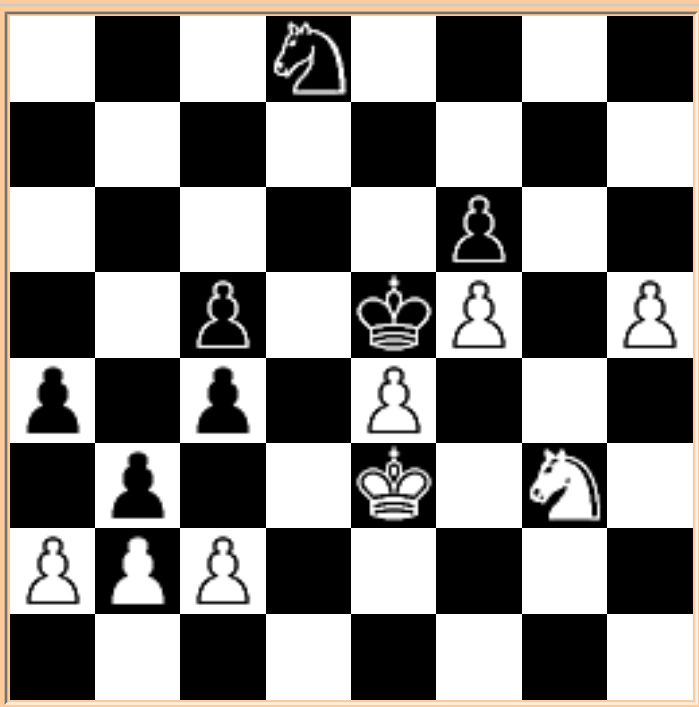
21... c5 22. Kf2 Kd7 23. g4 Kd6 24. Ke3 c4 25. Nd4 c5 26. Nf3 Nf7 27. h4 a5 28. g5



28... a4 29. Nh2 h5 30. gxf6 gxf6 31. Nf1 Nh8 32. f5



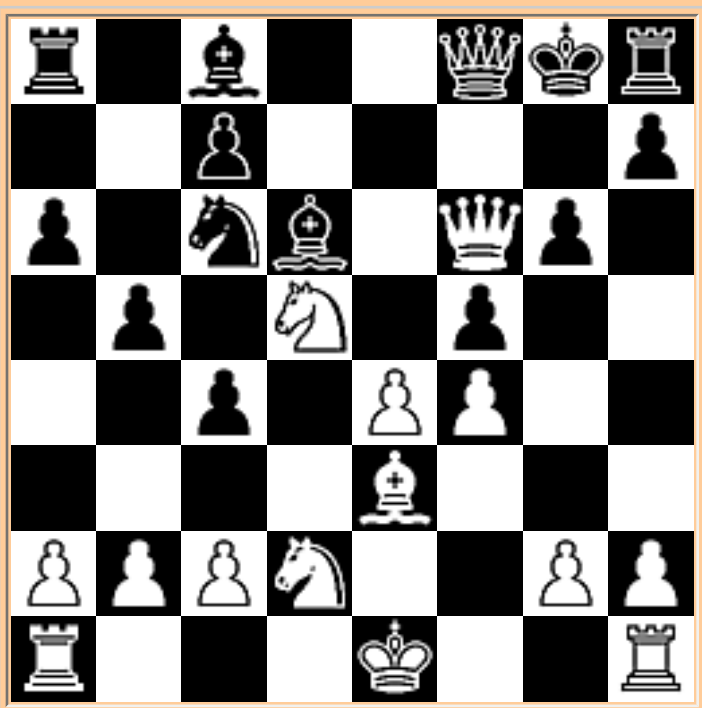
32... Ke5 33. Ng3 Nf7 34. Nxh5 Nd8 35. Ng3 b4 36. h5 b3



37. cxb3 axb3 38. axb3 cxb3 39. h6 c4 40. Ne2 Nf7 41. h7 Nh8 42. Nf4 Nf7 43. Ng6+ Kd6 44. Kd4 1-0

Lasker,Emanuel - Steinitz,W, Moscow, 1896

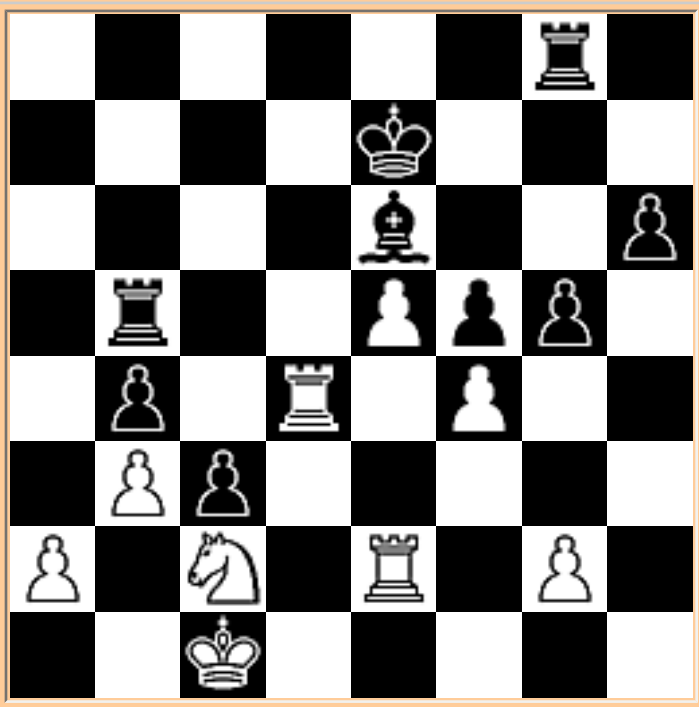
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. Nc3 f6 6. d4 exd4 7. Qxd4 Bd6 8. Be3 Ne7 9. Nd2 c5
 10. Qd3 b5 11. Qe2 c4 12. Qh5+ g6 13. Qh6 Kf7 14. f4 Qf8 15. Qh4 Nc6 16. Nd5 f5 17. Qf6+ Kg8



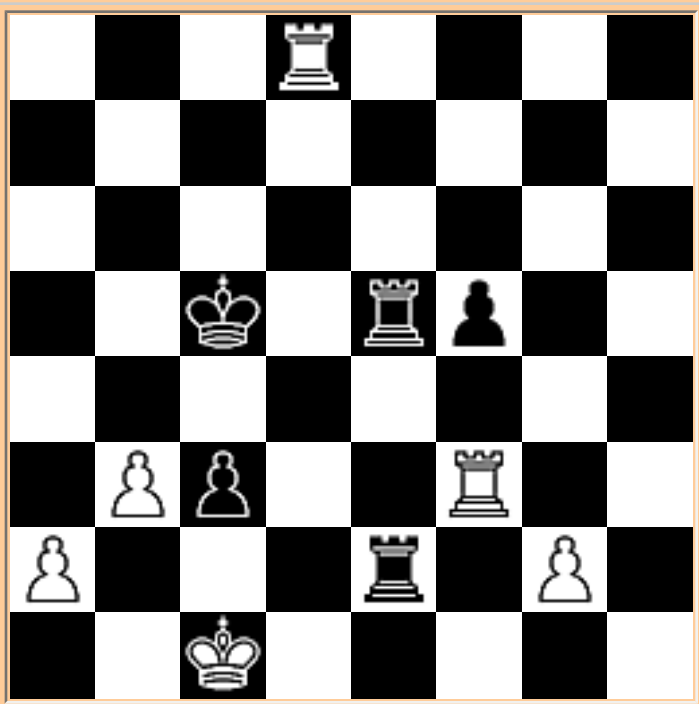
18. Qxf8+ Bxf8 19. Nxc7 Rb8 20. O-O-O Kf7 21. Nf3 h6 22. e5 Be7 23. Nd5 Bd8 24. h4 Rg8 25.
 Rhe1 Be6 26. Bc5 b4 27. Ne3 Rb5 28. Bd6 c3 29. b3 a5 30. Rd3 a4 31. Nd4 Nxd4 32. Rxd4 Bxh4 33.
 Re2 axb3 34. cxb3 Be7 35. Nc2



35... g5 36. Bxe7 Kxe7



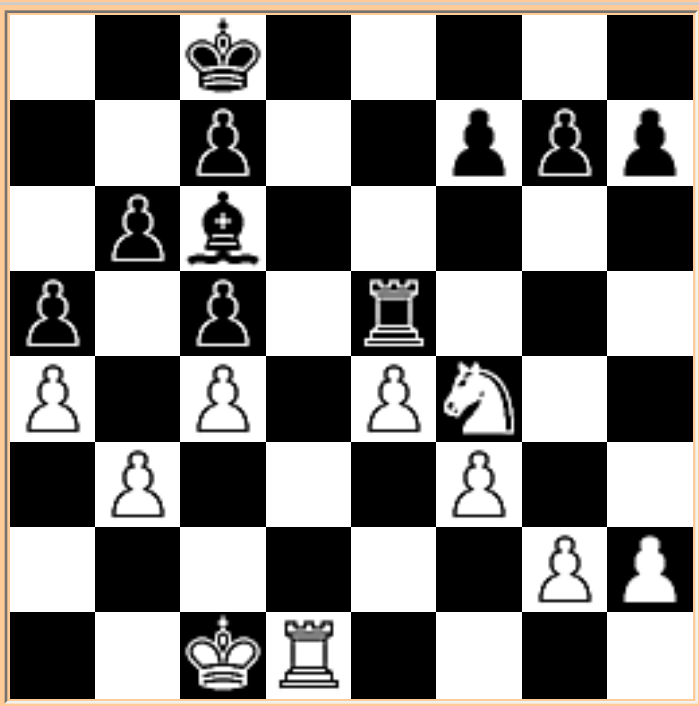
37. Nxb4 gxf4 38. Nc6+ Kf7 39. Rxf4 Rg4 40. Rd4 h5 41. Nd8+ Ke7 42. Nxe6 Kxe6 43. Rd6+ Ke7 44. Rh6 Re4 45. Rf2 Rbxe5 46. Rxh5 Ke6 47. Rh6+ Kd5 48. Rf6 Kd4 49. Rd6+ Kc5 50. Rd8 Re2 51. Rf3



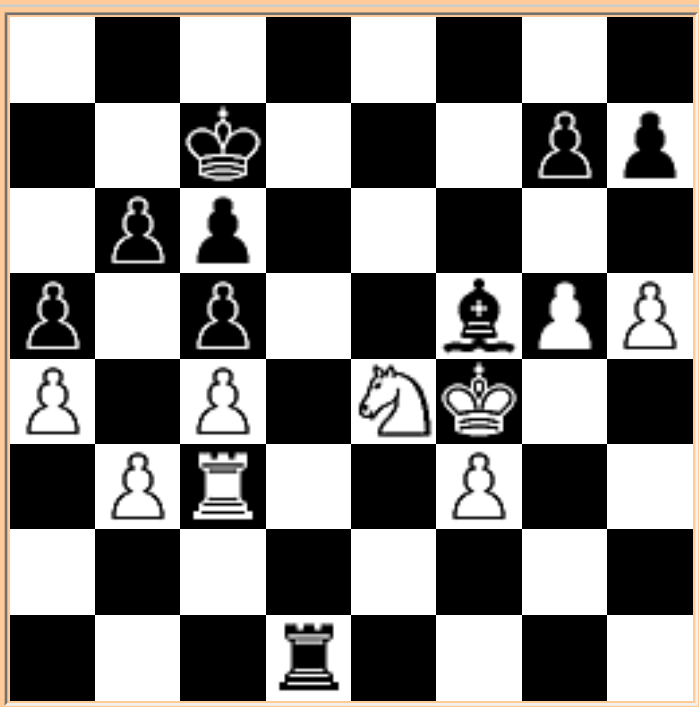
51... Rxa2 52. Rxc3+ Kb4 53. Rc2 Rxc2+ 54. Kxc2 Re2+ 55. Rd2 Re4 56. Rf2 Rg4 57. Kb2 Re4 58. g3 Re5 59. Rf4+ Kb5 60. Ka3 Rd5 61. Rf3 Ka5 62. b4+ Kb5 63. Kb3 Kb6 64. Kc4 Kc6 65. Rb3 Re5 66. b5+ Kb6 67. Kd4 Re4+ 68. Kd5 Re8 69. Kd6 Re1 70. Rf3 Kxb5 71. Rxf5+ Kc4 72. g4 Kd4 73. g5 Rg1 74. Ke6 Ke4 75. Kf6 Ra1 76. g6 Ra7 77. Re5+ Kf4 78. Re7 1-0

Lasker,Emanuel - Tarrasch,S, Duesseldorf, 1908

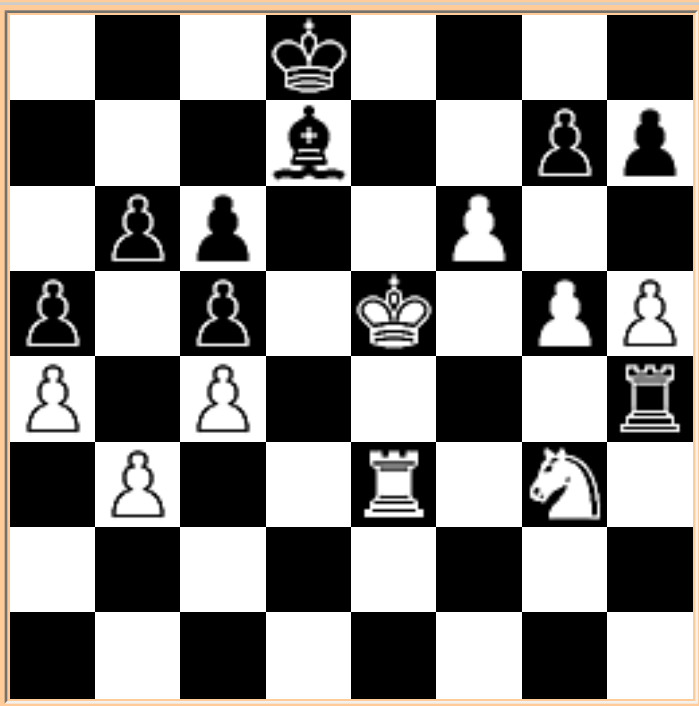
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4 c5 8. Ne2 Bd7 9. b3 Bc6 10. f3 Be7 11. Bb2 Bf6 12. Bxf6 Nxf6 13. Nd2 O-O-O 14. O-O-O Rd7 15. Nf4 Re8 16. Nc4 b6 17. a4 a5 18. Rxd7 Nxd7 19. Rd1 Ne5 20. Nxe5 Rxe5 21. c4



21... Re8 22. Nh5 Rg8 23. Rd3 f6 24. Kd2 Be8 25. Ng3 Bd7 26. Ke3 Re8 27. Nh5 Re7 28. g4 c6 29. h4 Kc7 30. g5 f5 31. Ng3 fxe4 32. Nxe4 Bf5 33. h5 Rd7 34. Rc3 Rd1 35. Kf4



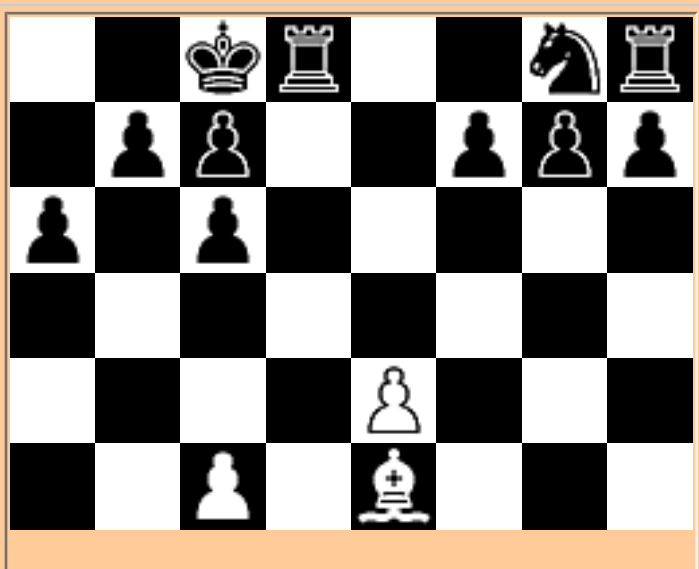
35... Bd7 36. Re3 Rh1 37. Ng3 Rh4+ 38. Ke5 Rh3 39. f4 Kd8 40. f5 Rh4 41. f6

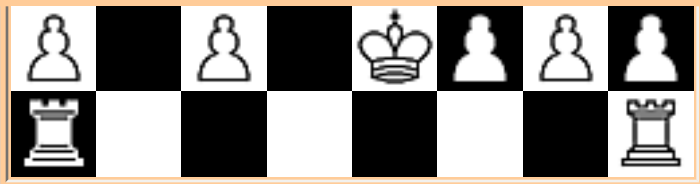


41... gxf6+ 42. Kxf6 Be8 43. Nf5 Rf4 44. g6 hxg6 45. hxg6 Rg4 46. Rxe8+ Kxe8 47. g7 Kd7 48. Nh4 Rxc7 49. Kxc7 Ke6 50. Nf3 Kf5 51. Kf7 Ke4 52. Ke6 Kd3 53. Kd6 Kc3 54. Kxc6 Kxb3 55. Kb5 1-0

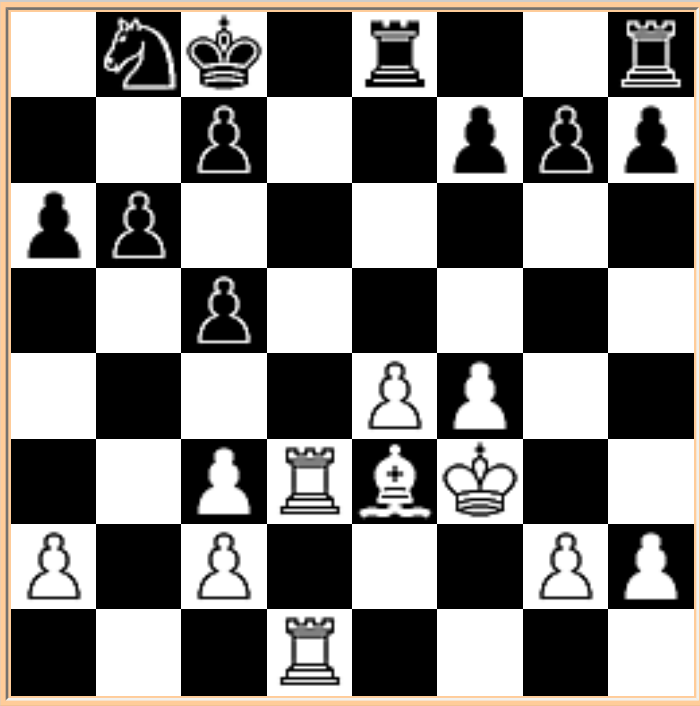
Lasker, Emanuel - Janowski, D, Paris, 1909

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Bg4 7. Nc3 Qxd4 8. Nxd4 O-O-O 9. Be3 Bb4 10. Nde2 Bxe2 11. Kxe2 Bxc3 12. bxc3

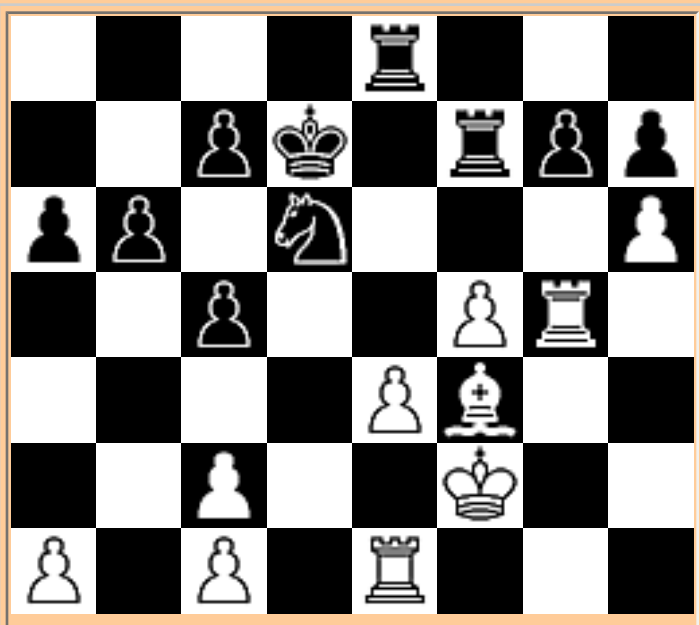




12... Nf6 13. f3 Nd7 14. Rad1 Ne5 15. Rd4 b6 16. f4 Nd7 17. Rhd1 c5 18. R4d3 Nb8 19. Kf3 Rde8

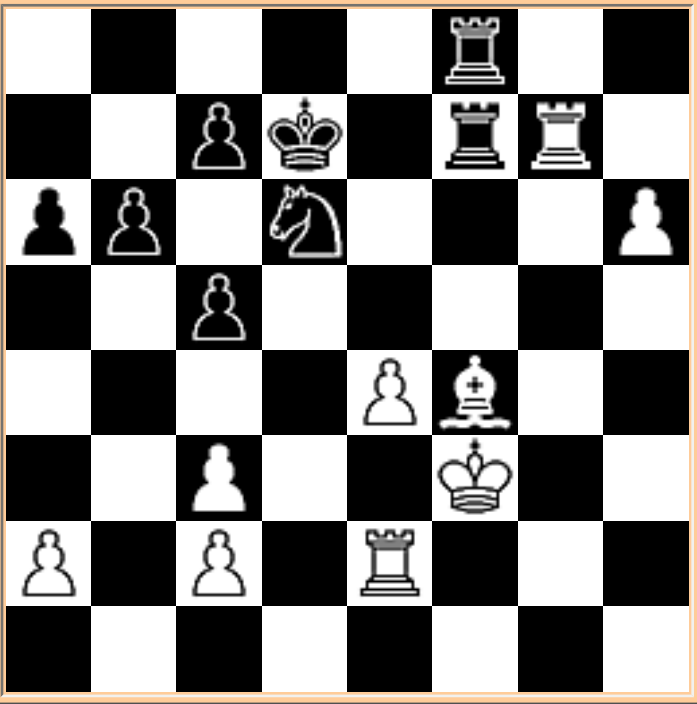


20. f5 f6 21. g4 Re7 22. Bf4 Rhe8 23. Re3 Nc6 24. g5 Na5 25. h4 Nc4 26. Re2 Rf7 27. Rg1 Kd7 28. h5 Nd6 29. h6 fxe5 30. Rxe5





30... g6 31. fxg6 hxg6 32. Rxc6 Ref8 33. Rg7



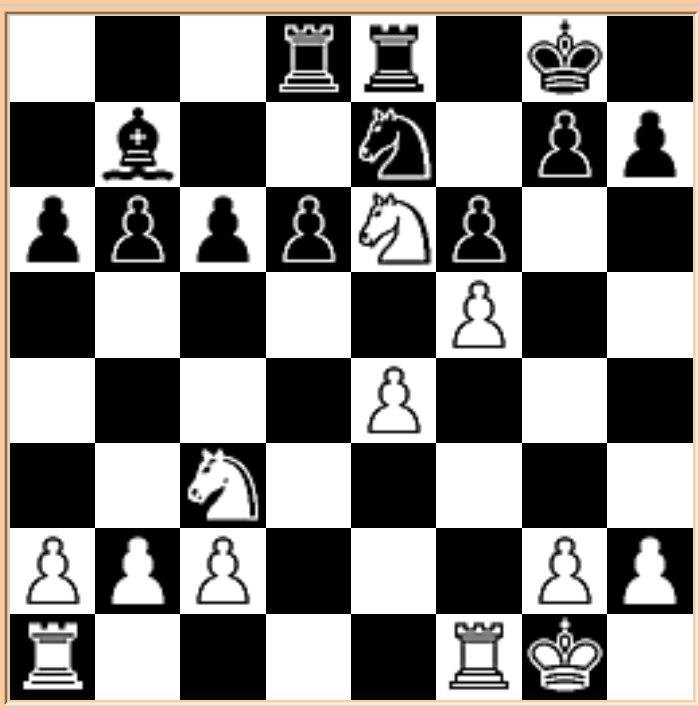
33... Rxc6 34. hxg6 Rg8 35. Rg2 Ne8 36. Be5 Ke6 37. Kf4 Kf7 38. Kf5 1-0

Lasker - Capablanca, St.Petersburg, 1914

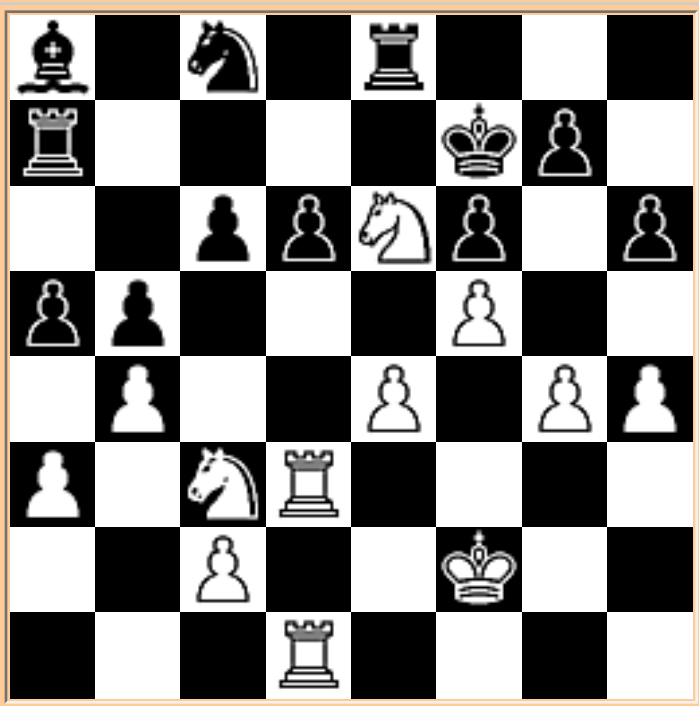
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4 Bd6 8. Nc3 Ne7 9. O-O O-O 10. f4 Re8 11. Nb3 f6



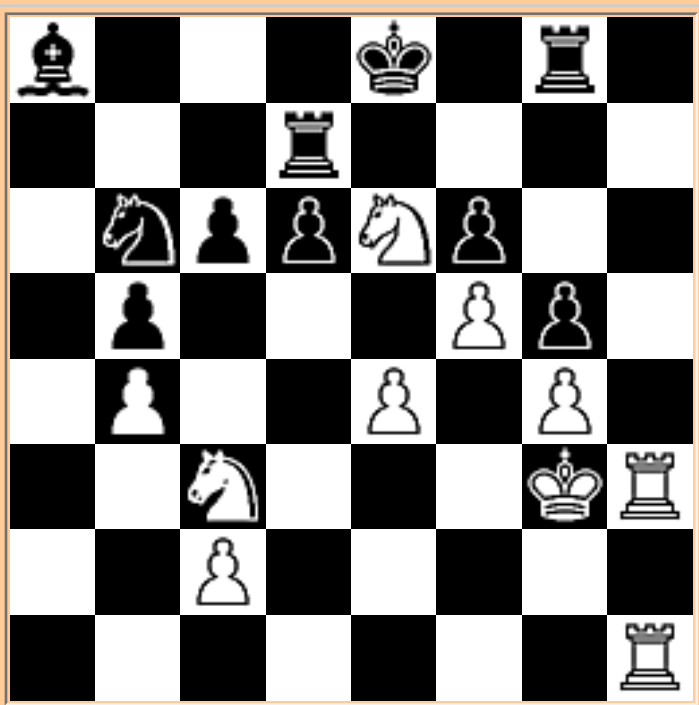
12. f5 b6 13. Bf4 Bb7 14. Bxd6 cxd6 15. Nd4 Rad8 16. Ne6



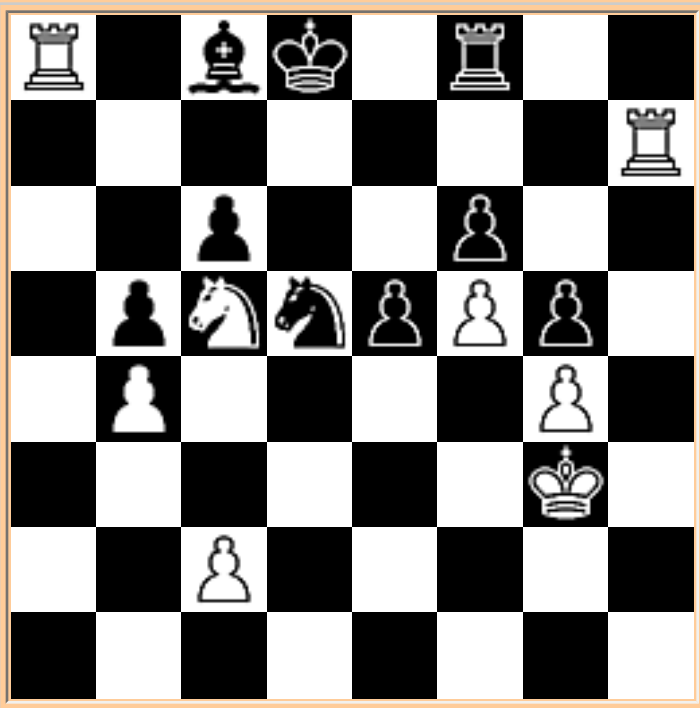
16... Rd7 17. Rad1 Nc8 18. Rf2 b5 19. Rfd2 Rde7 20. b4 Kf7 21. a3 Ba8 22. Kf2 Ra7 23. g4 h6 24. Rd3 a5 25. h4



25... axb4 26. axb4 Rae7 27. Kf3 Rg8 28. Kf4 g6 29. Rg3 g5+ 30. Kf3 Nb6 31. hxg5 hxg5 32. Rh3 Rd7 33. Kg3 Ke8 34. Rdh1



34... Bb7 35. e5 dxe5 36. Ne4 Nd5 37. N6c5 Bc8 38. Nxd7 Bxd7 39. Rh7 Rf8 40. Ra1 Kd8 41. Ra8+ Bc8 42. Nc5



1-0

Back to [Chess Coaching Page](#)



This document (ruy_xchg.html) was last modified on 30 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: The French Defence for Beginners

French Defence: Key Variations for Young Players

Edition 2.8, January, 96

1. e4 e6, French Defence

- [Introduction](#)
- [White avoids 2.d4](#)
 - [2. d3 The King's Indian Attack](#)
 - [4... c5 \(Variation A\)](#)
 - [4... b6 \(Variation B\)](#)
 - [2. Qe2, Tchigorin variation](#)
 - [2. Nf3, Two Knights' Variation](#)
- [2. d4](#)
 - [2... d5](#)
- [White avoids 3. Nc3](#)
 - [3. Nd2 The Tarrasch Variation](#)
 - [3... c5 \(Variation A\)](#)
 - [5.Ngf3 \(Variation A1\)](#)
 - [5.Bb5+ Bd7 6. Qe2+ \(Variation A2\)](#)
 - [3... Nf6 \(Variation B\)](#)
 - [5.Bd3 \(Variation B1\)](#)
 - [5. f4 \(Variation B2\)](#)
 - [The Advance Variation 3. e5](#)
 - [5... Qb6 \(Variation A\)](#)
 - [6. Bd3 \(A1, The Milner-Barry Gambit \)](#)
 - [6. Be2 \(Variation A2\)](#)
 - [8. Na3 \(Try 1\)](#)
 - [8. Nc3 \(Try 2 -\)](#)
 - [6. a3 \(Variation A3\)](#)
 - [5... Bd7 \(Variation B\)](#)
 - [3. exd5 The Exchange Variation](#)
- [The main line 3. Nc3](#)

- [Section I: Black avoids the Winawer](#)
 - [3... dxe4 The Rubinstein Variation](#)
 - [The Classical French 3... Nf6](#)
 - [4. e5 The Steinitz Variation](#)
 - [4. Bg5 The Classical Variation](#)
 - [4... dxe4, The Burn Variation](#)
 - [6...Bxf6 \(Variation 1\)](#)
 - [6... gxf6 \(Variation 2\)](#)
 - [4... Bb4, The MacCutcheon Variation](#)
 - [4... Be7 The Classical Variation](#)
 - [6. Bxe7 Main Line Classical Variation](#)
 - [6. h4 The Alekhine-Chatard Attack](#)
- [Section II: The Winawer Variation 3... Bb4](#)
 - [4. Nge2 The Alekhine Gambit](#)
 - [4. a3 Pawn snatch variation](#)
 - [4. exd5 Winawer Exchange](#)
 - [4. e5, Main line Winawer](#)
 - [4... c5 \(Variation A\)](#)
 - [7. a4 positional line](#)
 - [7. Qg4, Winawer 'Poisoned Pawn'](#)
 - [4... Qd7 \(Variation B\)](#)

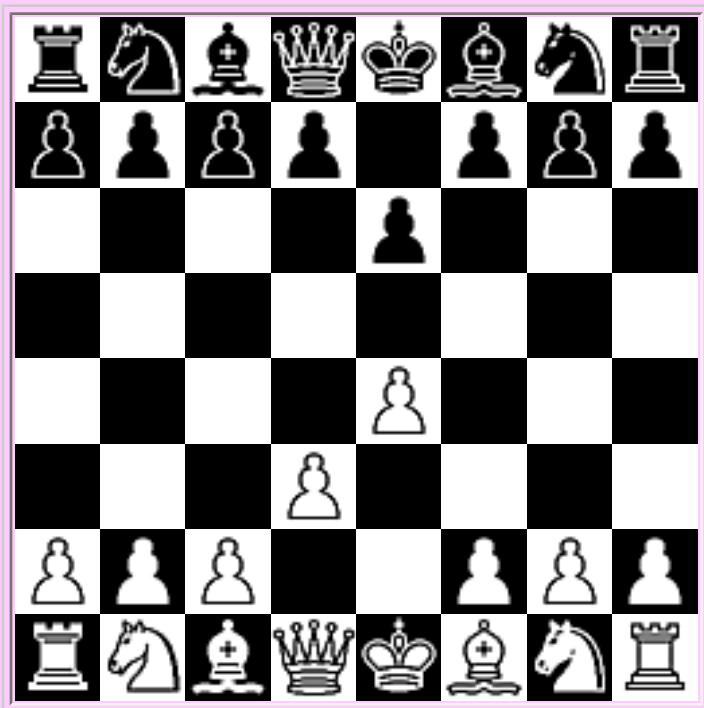
Introduction

The French is a solid and safe defence which you will certainly meet and may like to play yourself as a reply to 1. e4. In these notes I will give a quick run-down on the main variations of the French, and give an example line for each variation so you can get some idea of how to play for each side.

Variations I recommend for White include the Alekhine-Chatard Attack and the Alekhine Gambit against the Winawer. Black's best line is certainly the Winawer, but there are safer alternatives like the Classical or Burn Variations. The Tarrasch is a line for later on in your chess life, in my opinion.

White avoids 2.d4

2. d3 The King's Indian Attack



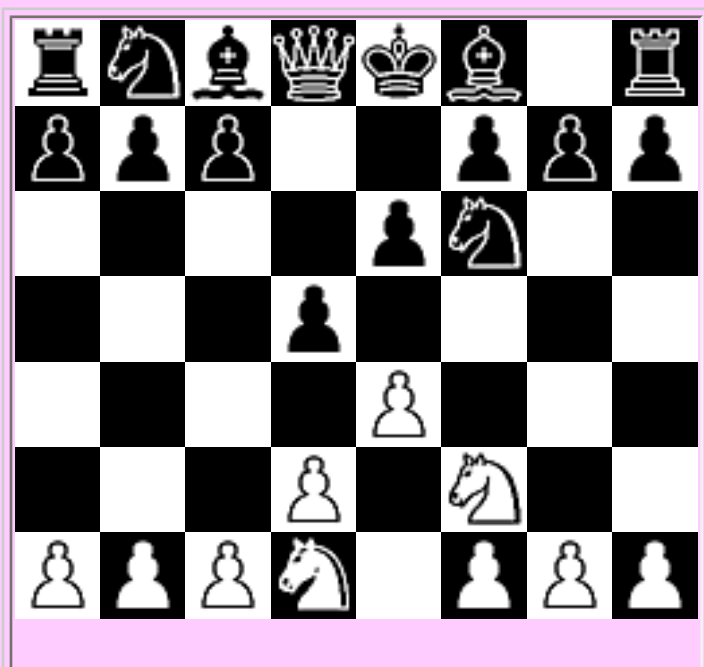
A way of getting into the King's Indian Reversed (KI Attack).

2... d5

3. Nd2

Prevents the exchange of Queens after 3...dxe4

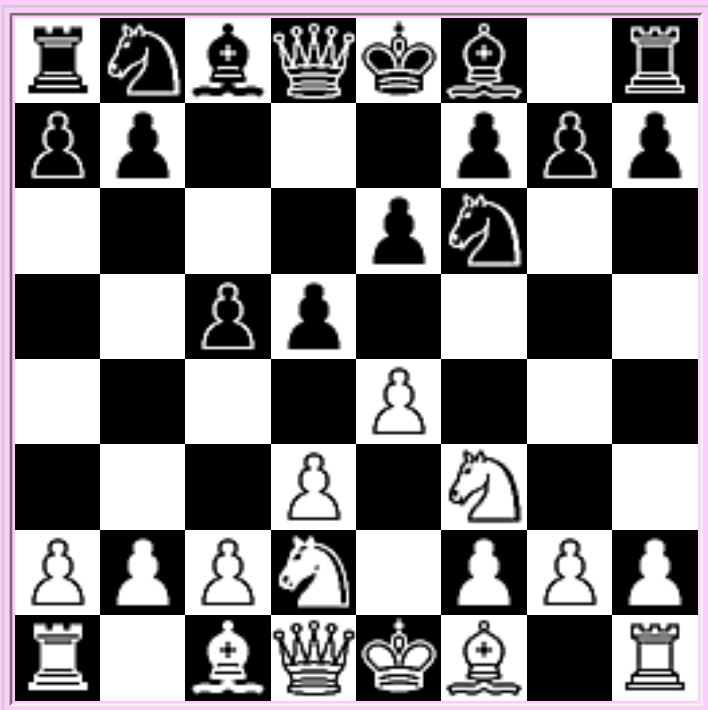
3... Nf6 4. Ngf3





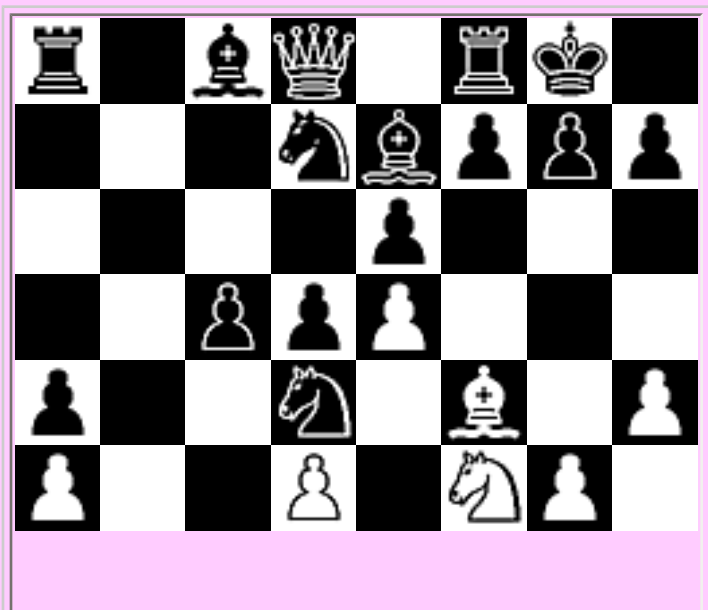
There are now two alternatives for Black: the old 4...c5 and the modern 4...b6.

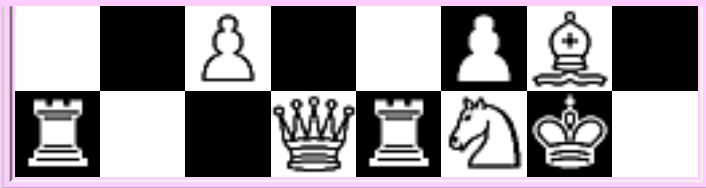
4... c5 (Variation A)



The most common approach. One well-known line goes:

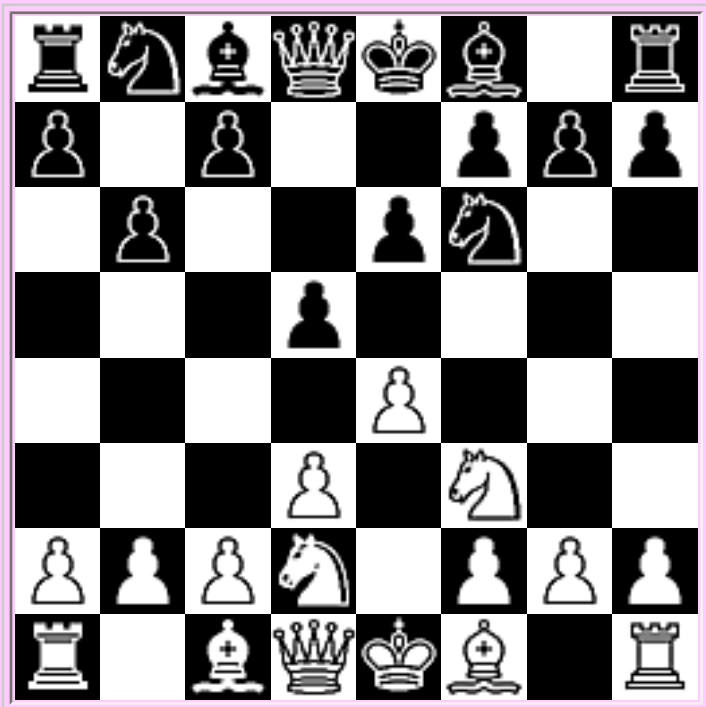
5. g3 Nc6 6. Bg2 Be7 7. O-O O-O 8. Re1 b5 9. e5 Nd7 10. Nf1 a5 11. h4 b4 12. Bf4 a4 13. a3 bxa3 14. bxa3 Nd4





Black's attack on the Q-side/centre is easier, and at the moment has got further, but White is aiming at mate.

4... b6 (Variation B)



This is the modern approach.

5. g3 Bb7 6. Bg2 Be7 7. O-O c5 8. Re1 Nc6



...with Black perhaps planning to castle Queen's side.

Other ways of avoiding 2. d4 include the **Tchigorin variation** 2. Qe2, and the **Two Knights' Variation** with 2. Nf3.

2. Qe2, Tchigorin variation

Against the Tchigorin Black can play 2...c5 or even 2...e5. Play is often like the King's Indian Attack.

2. Nf3, Two Knights' Variation

The Two Knights' often transposes into Advance lines after

2...d5, 3. Nc3 Nf6, 4. e5 Nd7, 5. d4 c5

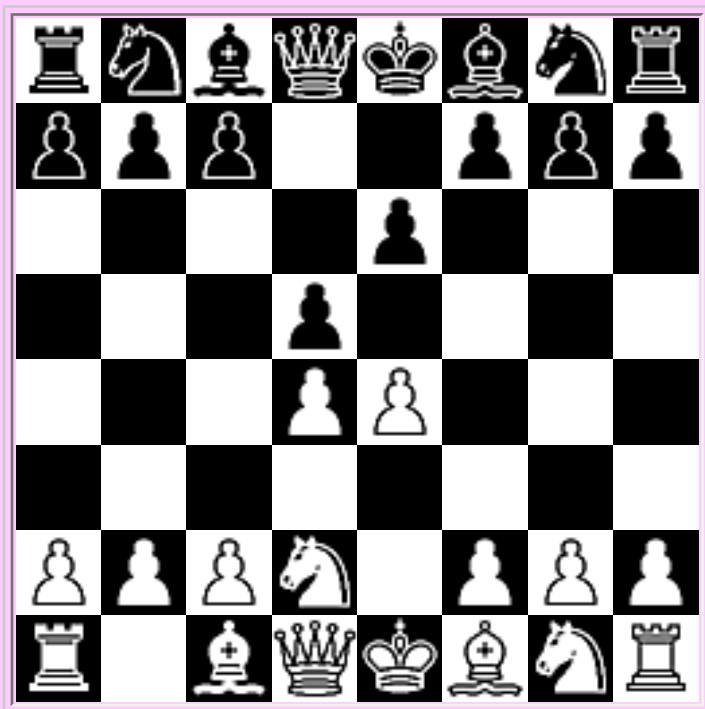
The main lines of the French start with

2. d4

When Black should reply

2... d5

White avoids 3. Nc3



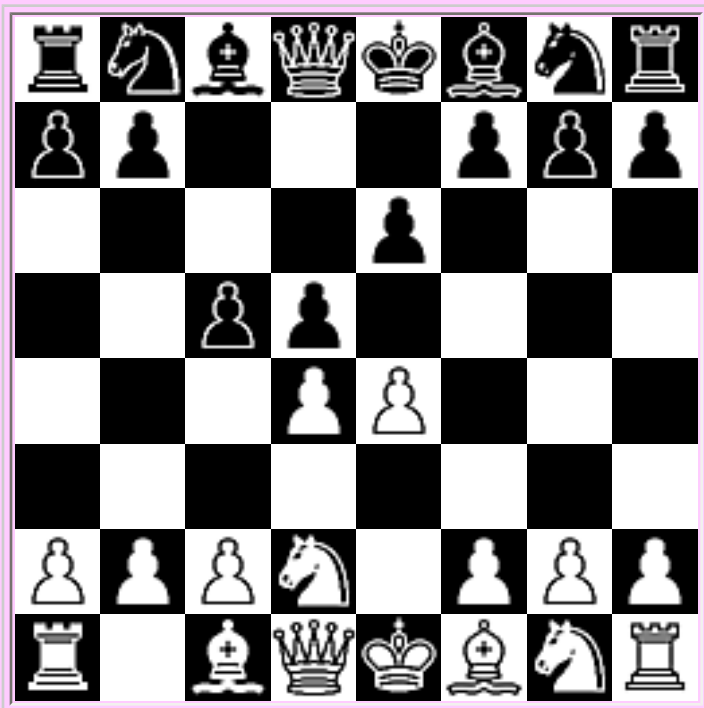
Now the most common response is 3. Nc3 but White has alternatives:

- 3. Nd2 (Tarrasch Variation)
- 3. exd5 (Exchange Variation)
- 3. e5 (Advance Variation)

3. Nd2 The Tarrasch Variation

This avoids the pin ...Bb4 and keeps c3 open for a pawn. Black has two approaches - one open (3...c5), one closed (3...Nf6).

3... c5 (Variation A)



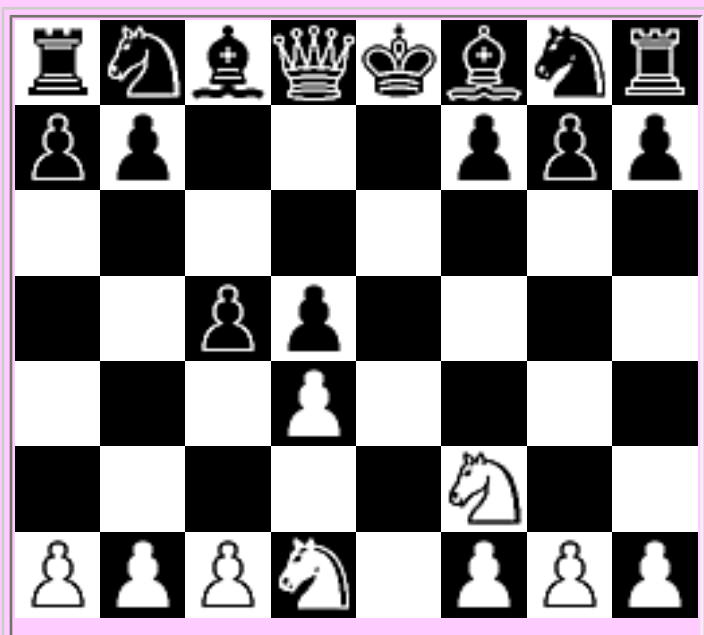
This secures free play at cost of an isolated pawn, although an open game may be more what White wants with 1. e4.

4. exd5 exd5

4... Qxd5 has been tried

And now White has two choices: to continue normal development, or to aim for immediate exchanges in the hope of a better endgame.

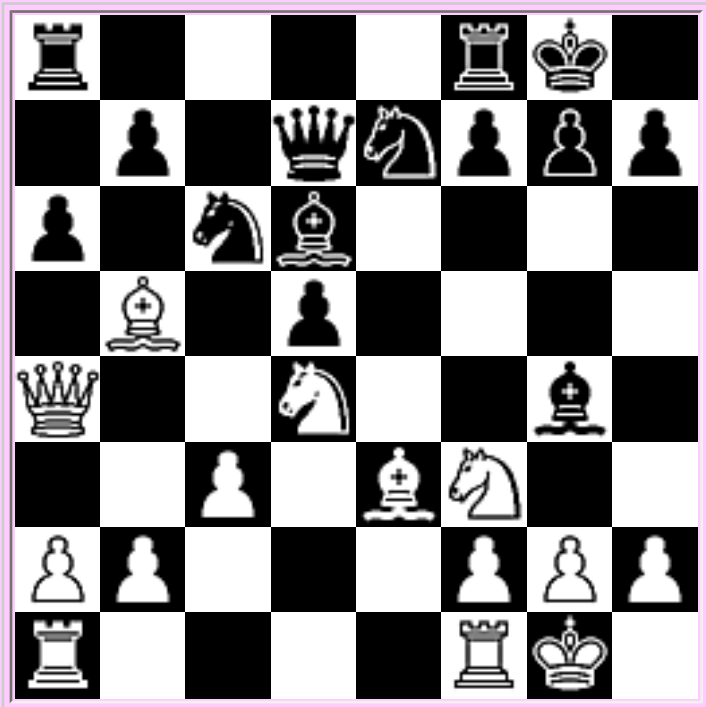
5.Ngf3 (Variation A1)





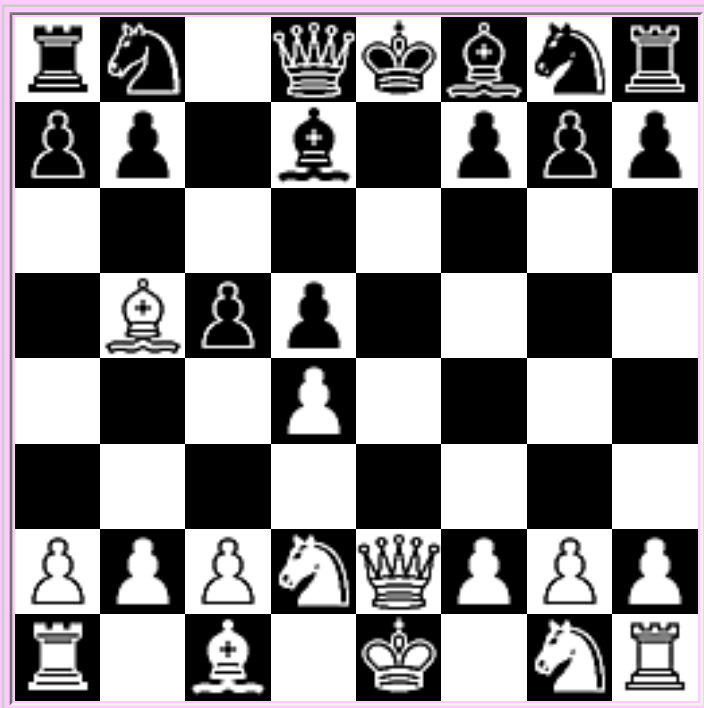
The main line, which may then go:

5... Nc6 6. Bb5 Bd6 7. O-O Nge7 8. dxc5 Bxc5 9. Nb3 Bd6 10. Nbd4 O-O 11. c3 Bg4 12. Qa4 Qd7 13. Be3 a6



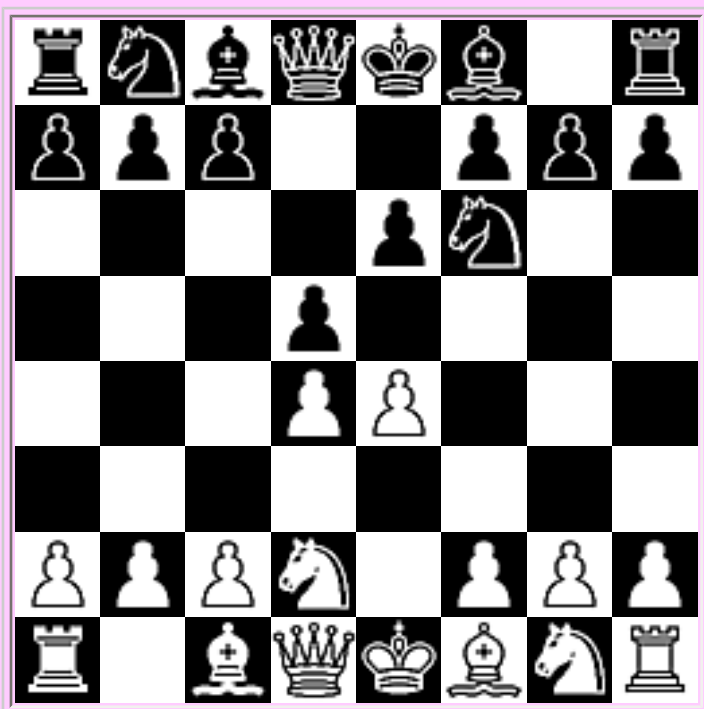
White has isolated the d-pawn but the endgame is a long way off

5.Bb5+ Bd7 6. Qe2+ (Variation A2)



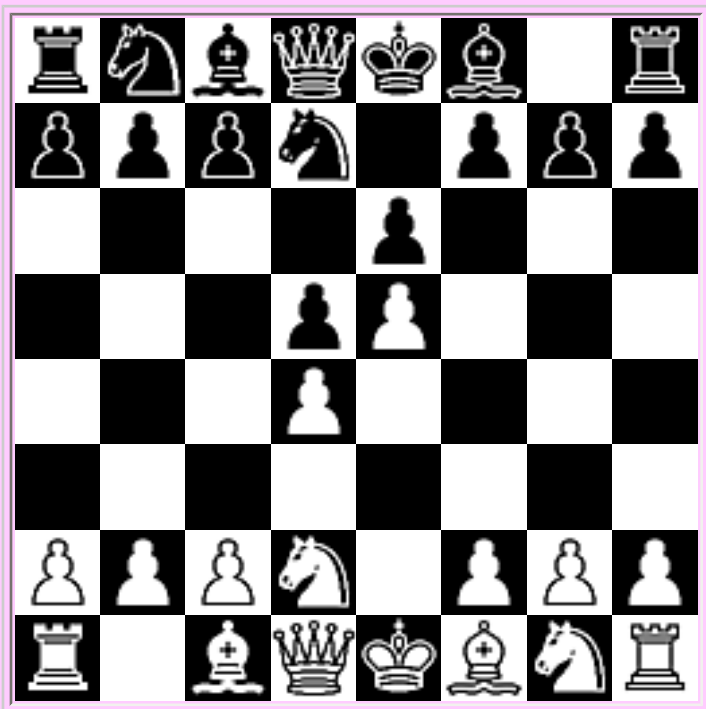
This is a way of trying to exchange off a few pieces , expecting a better endgame against a weak isolated d-pawn which will appear after dxc5.

3... Nf6 (Variation B)



This line gives positions much more typical of the rest of the French, and so I recommend this for Black.

4. e5 Nfd7



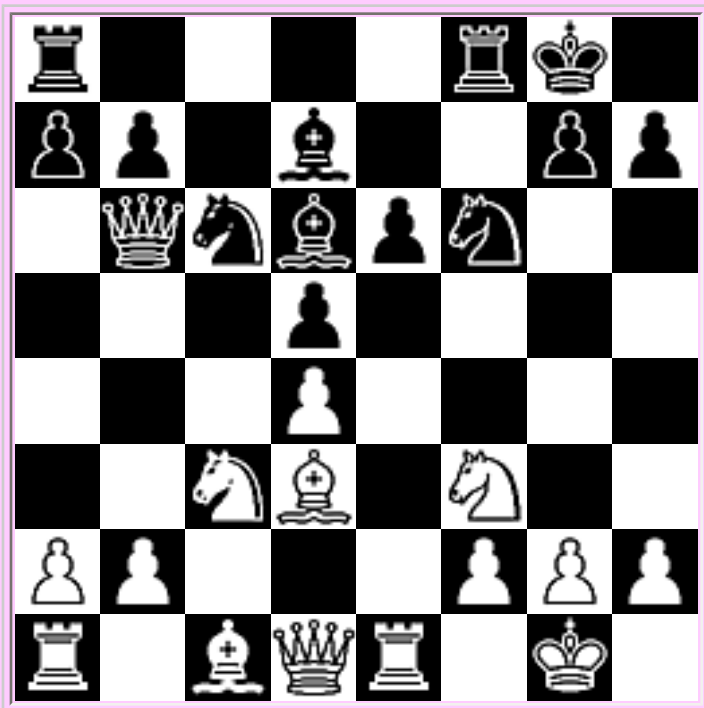
White again faces a basic choice: normal development with Bd3 or the more aggressive f4.

5.Bd3 (Variation B1)

5... c5 6. c3 Nc6 7. Ne2 cxd4 8. cxd4 Qb6

8... Nb6 is the *Leningrad variation*

9. Nf3 f6 10. exf6 Nxf6 11. O-O Bd6 12. Nc3 O-O 13. Re1 Bd7

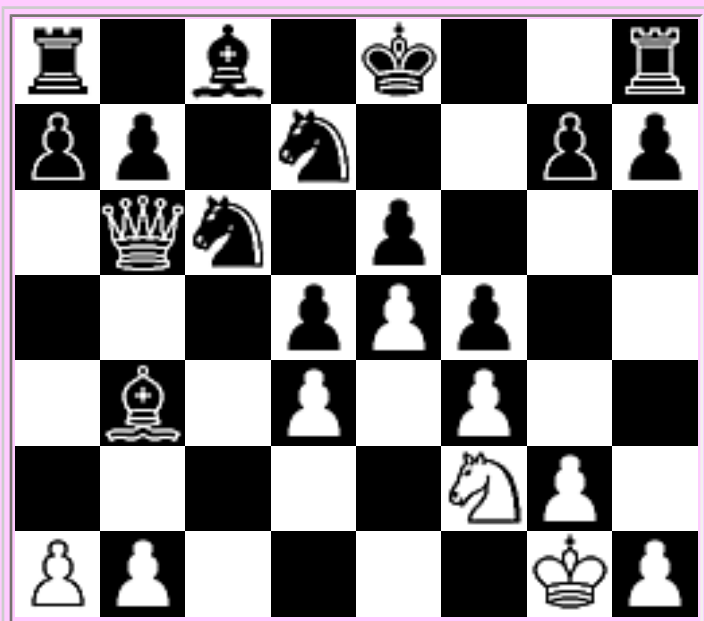


The pawn structure is advantageous to White but Black's active pieces give excellent chances in this complex position.

5. f4 (Variation B2)

This is a much sharper try

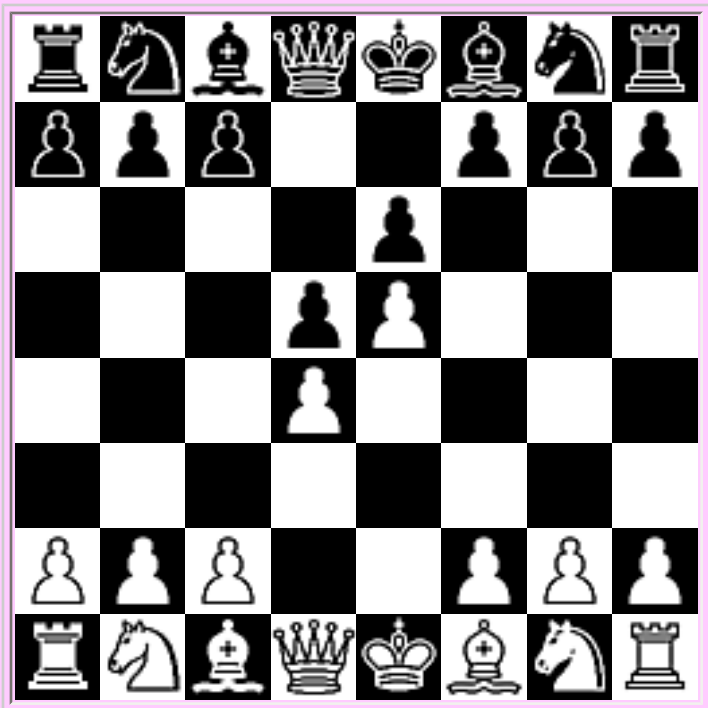
5... c5 6. c3 Nc6 7. Ndf3 Qb6 8. g3 cxd4 9. cxd4 Bb4+ 10. Kf2 f5 11. Kg2





White has gained space at the cost of time.

The Advance Variation 3. e5



The Advance Variation is a straightforward line aiming at a space advantage on the K-side. The drawback is the loss of time meaning White goes on the defensive while Black hits at d4.

3... c5

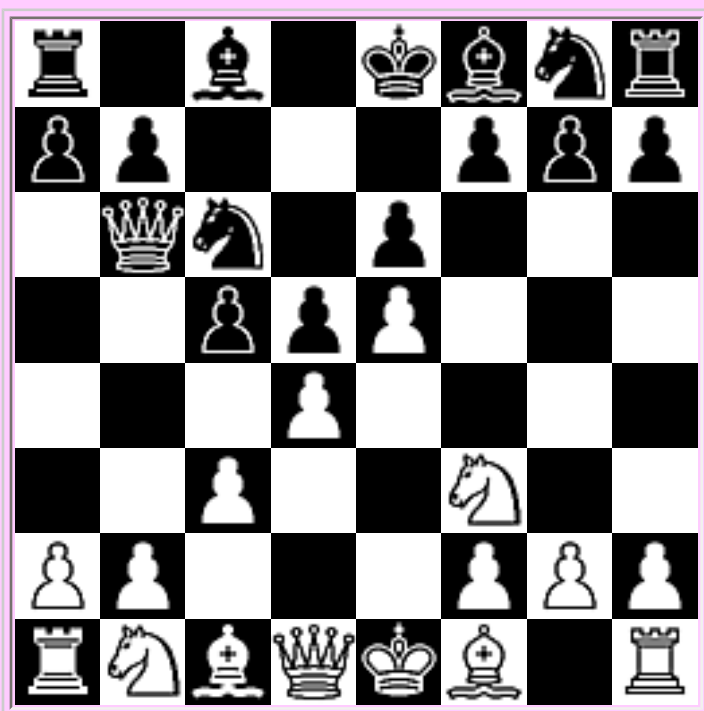
The key counter-blow in the French

4. c3 Nc6 5. Nf3



Now the familiar line is 5...Qb6 but 5...Bd7 is a good way of avoiding this.

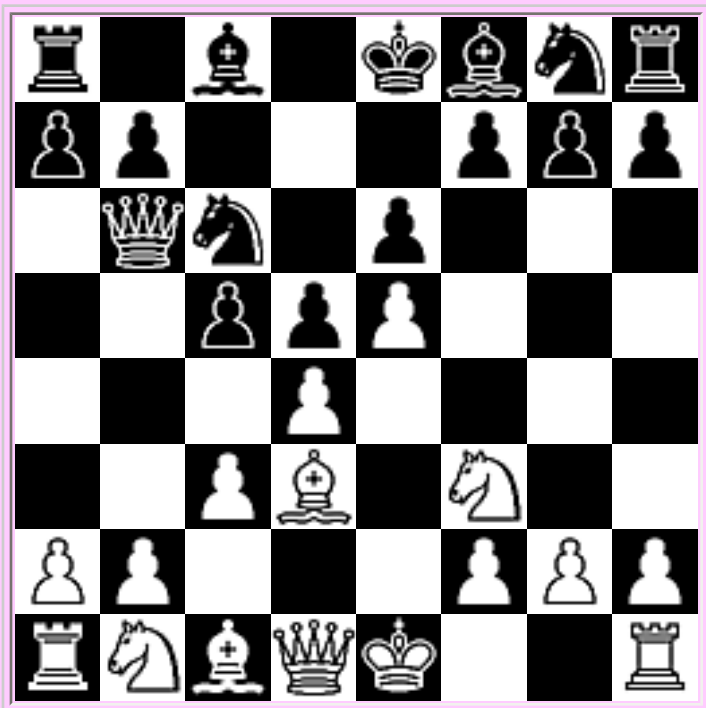
5... Qb6 (Variation A)



White has a choice in this key position:

Bd3 (risky), Be2 (safe), or a3 (best).

6. Bd3 (A1, The Milner-Barry Gambit)

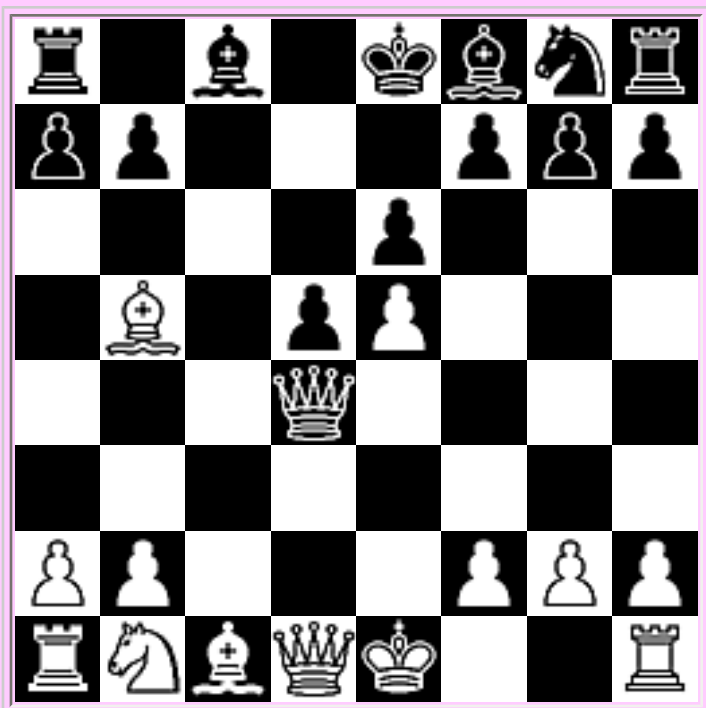


Sir Stuart Milner-Barry had an attacking flair, and devised this risky line.

6... cxd4 7. cxd4 Bd7

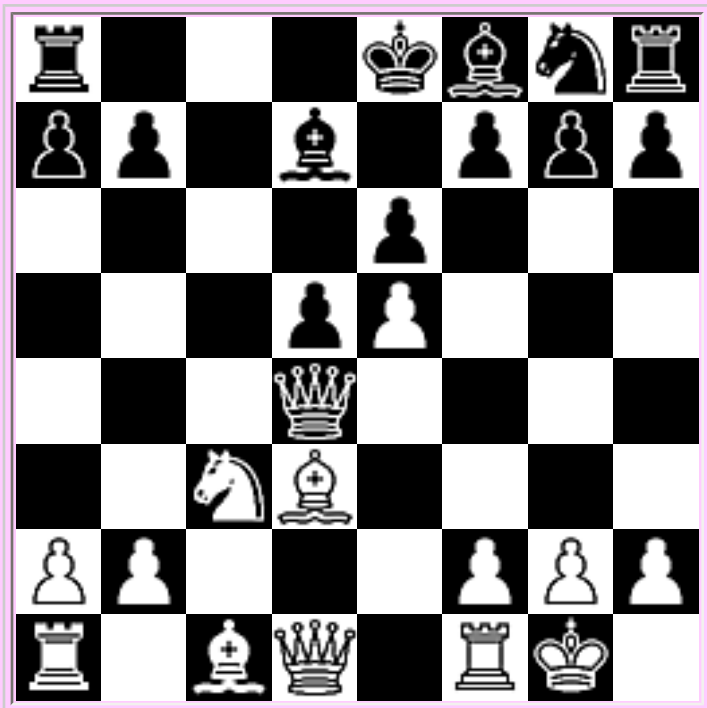
An ancient trap is 7...Nxd4 8 Nxd4 Qxd4 9. Bb5+ (*DIAGRAM*)

Diagram (trap)



winning

8. O-O Nxd4 9. Nxd4 Qxd4 10. Nc3



10... a6

(10... Qxe5 is risky but playable)

Now 11. Qe2 with the idea of following up with Rd1; White has some pressure but Black has prospects of a win with the extra pawn

6. Be2 (Variation A2)

6...cxd4 7. cxd4 Nge7



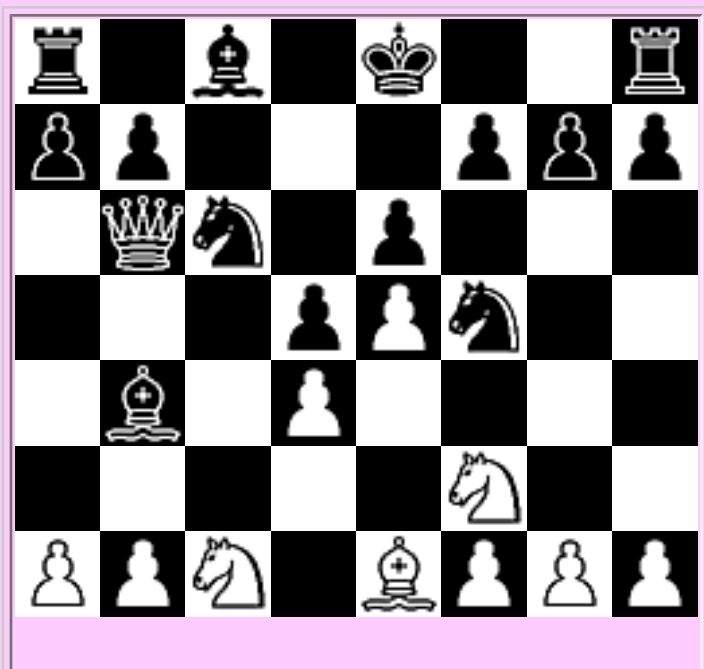
When two moves of the Nb1 are tried:

8. Na3 (Try 1)

this is perhaps the most logical way to

play

8... Nf5 9. Nc2 Bb4+ 10. Kf1





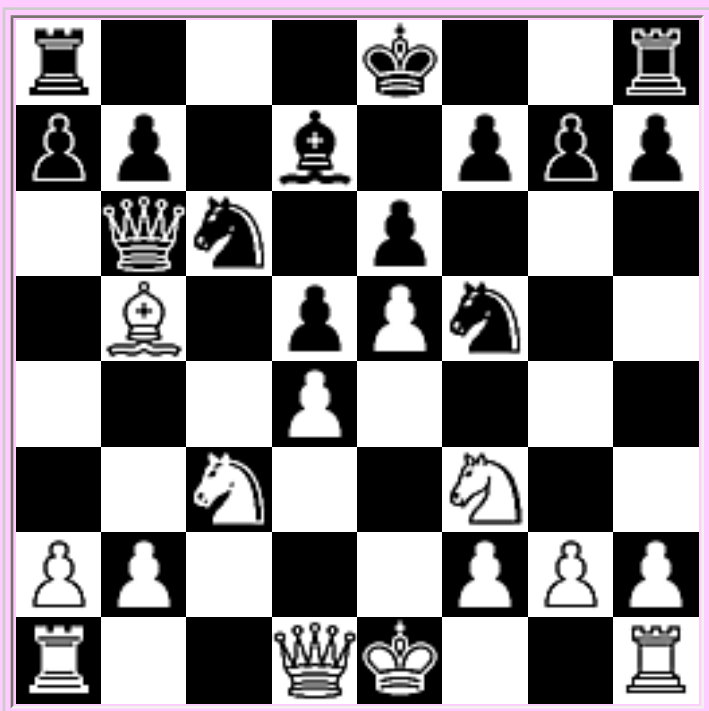
And Black has two equally worthwhile tries:

- (i) 10... h5 securing the position of the Nf5
- (ii) 10... Be7 so if 11. g4, 11...Nh4 keeps the balance of attack and defence of d4

8. Nc3 (Try 2 -)

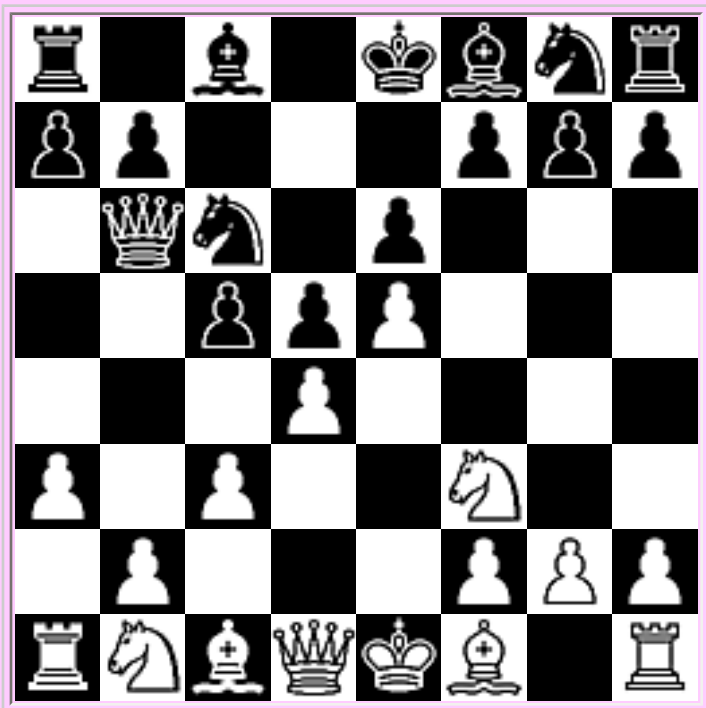
A simple approach.

8... Nf5 9. Na4 Qa5+ 10. Bd2 Bb4 11. Bc3 Bxc3+ 12. Nxc3 Qb6 13. Bb5 Bd7



with equal chances

6. a3 (Variation A3)

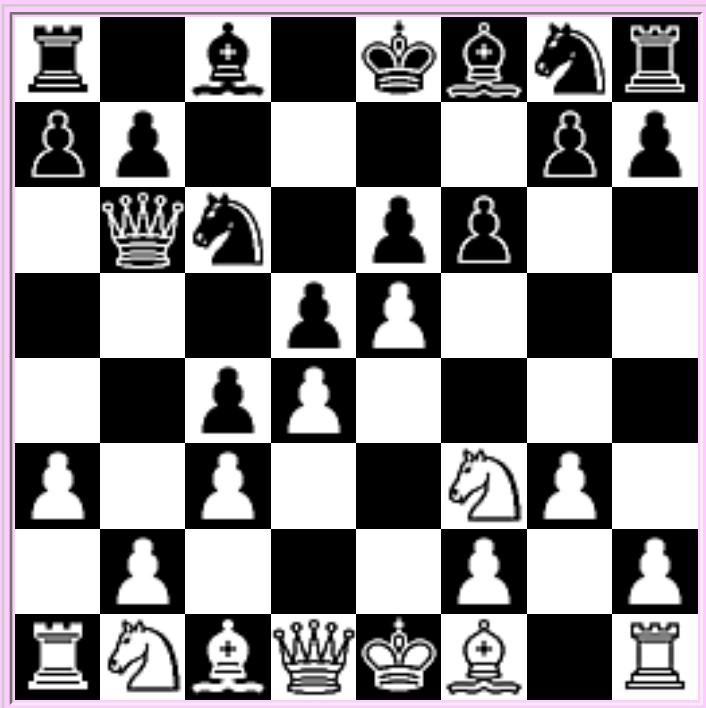


The modern approach, and probably best.

6... c4 7. g3

7. Nbd2 Na5 (better 7... f6) 8. b4 cxb3 9. c4 is a dangerous gambit -- Keres.

7... f6

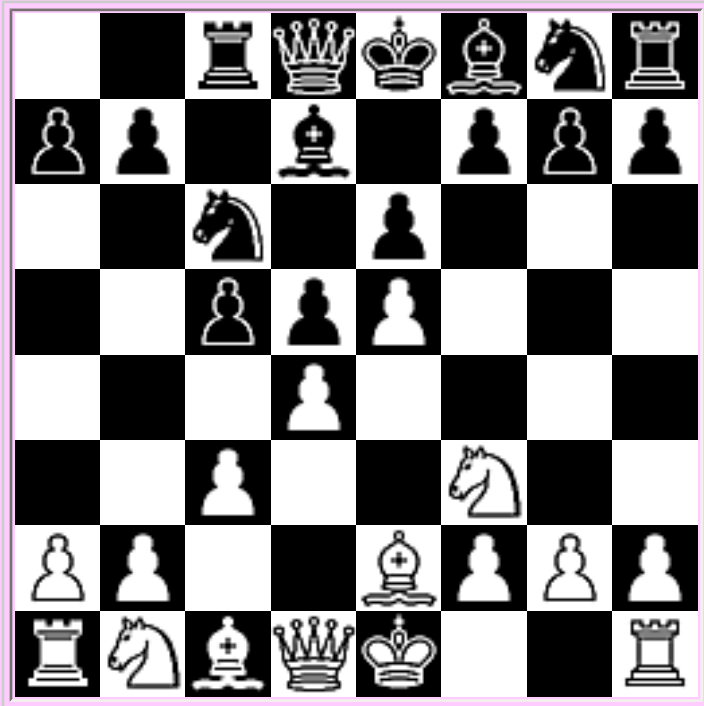


This move, unusually hitting the head (e5) of the chain instead of the base (b2), gives Black equal

chances.

5... Bd7 (Variation B)

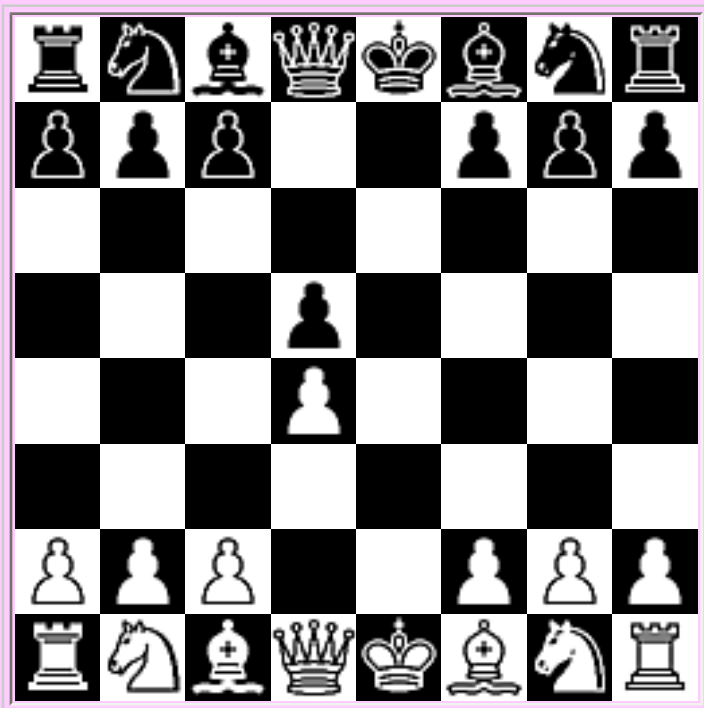
6. Be2 Rc8



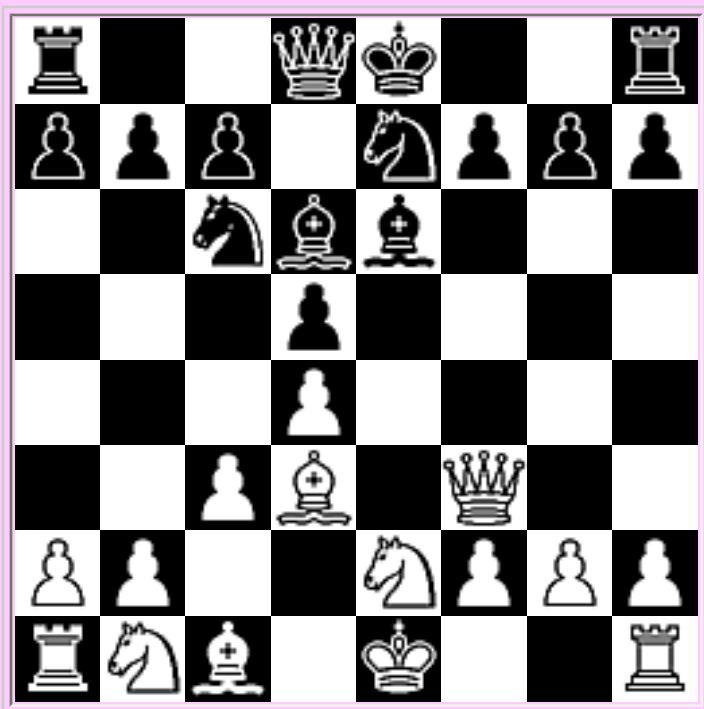
This is a way of avoiding the familiar lines with ...Qb6 which seems at least as good. White has tried several approaches (6. dxc5, 6. a3) but this move is fine.

3. exd5 The Exchange Variation

3...exd5

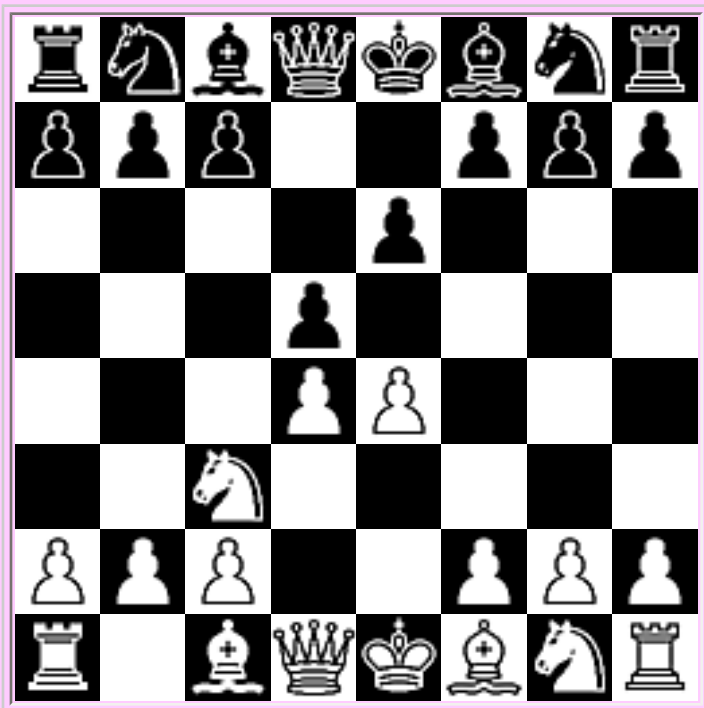


4. Bd3 Nc6 5. c3 Bd6 6. Qf3 Be6 7. Ne2 Nge7



is level: the open K-file may become important after exchanges

The main line 3. Nc3

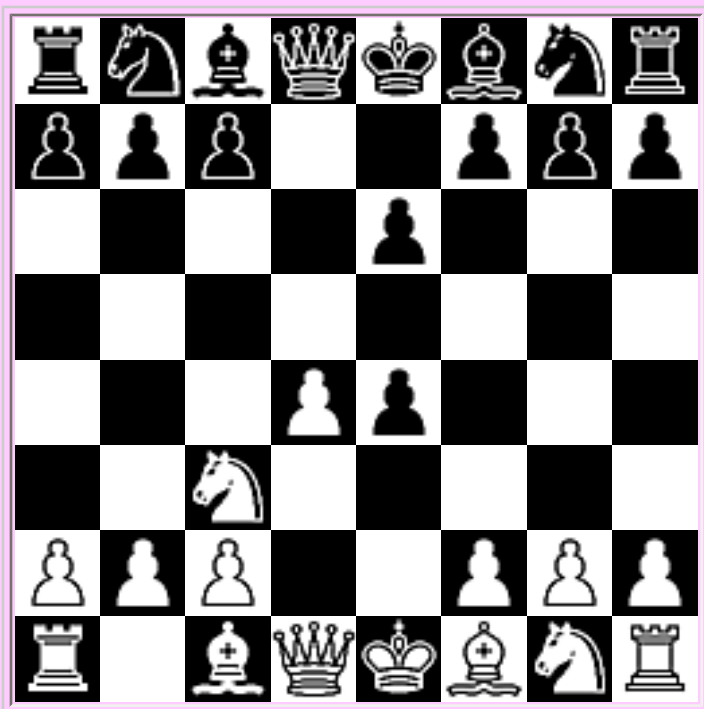


Does Black want to play the Winawer or not?

Section I: Black avoids the Winawer

These are the older lines with 3...dxe4 and 3...Nf6.

3... dxe4 The Rubinstein Variation

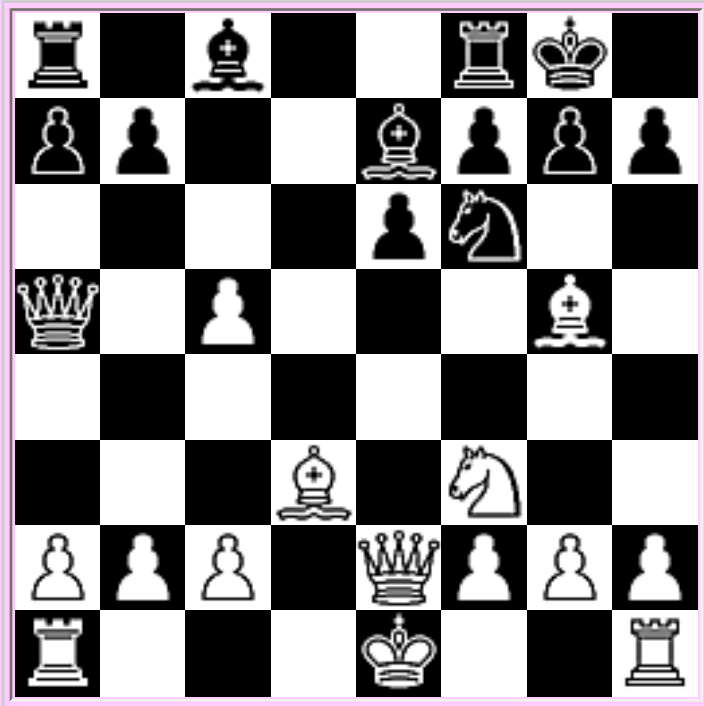


This is an old-fashioned and rather passive approach -- all right if you like that sort of thing.

4. Nxe4 Nd7

4... Bd7 5. Bd3

5. Nf3 Ngf6 6. Nxf6+ Nxf6 7. Bd3 Be7 8. Qe2 O-O 9. Bg5 c5 10. dxc5 Qa5+



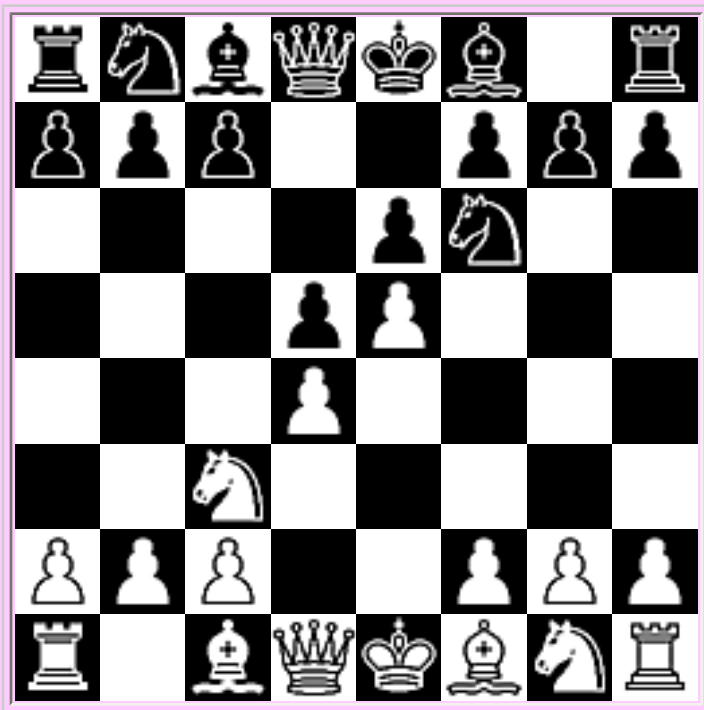
White still has freer play and prospects of attack. In the endgame the Queen's side majority may count for something.

The Classical French 3... Nf6

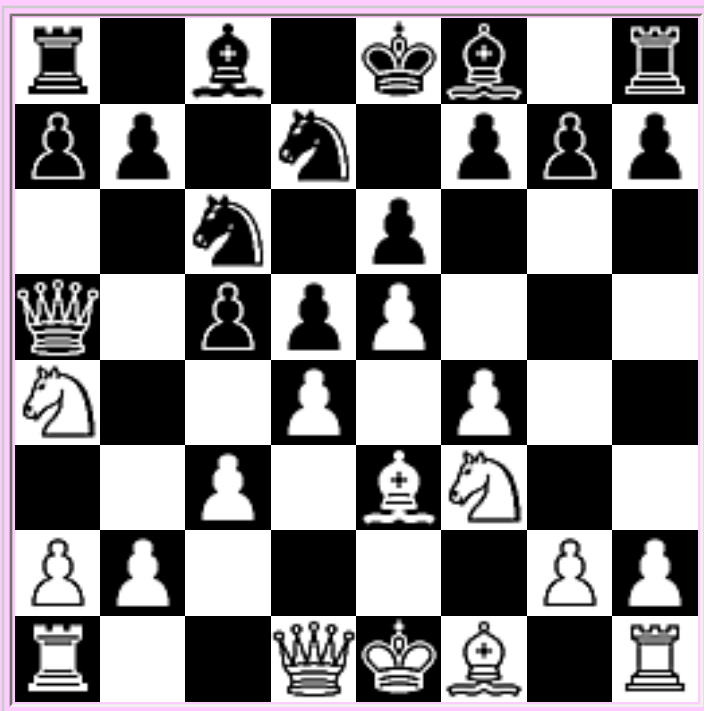
This safe and solid line has always been a reliable way of holding White's initiative, but it is not as easy to play for a win.

4. e5 The Steinitz Variation

This has recently become more fashionable. An example line goes:



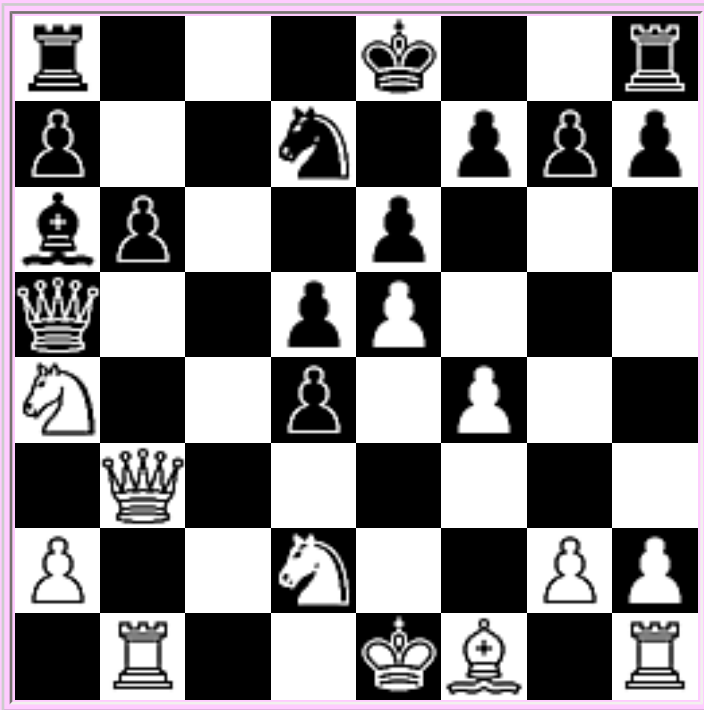
4... Nfd7 5. f4 c5 6. Nf3 Nc6 7. Be3 Qb6 8. Na4 Qa5+ 9. c3



9... cxd4 10. b4 Nxb4

This difficult piece sacrifice has become very topical.

11. cxb4 Bxb4+ 12. Bd2 Bxd2+ 13. Nxd2 b6 14. Rb1 Ba6 15. Qb3



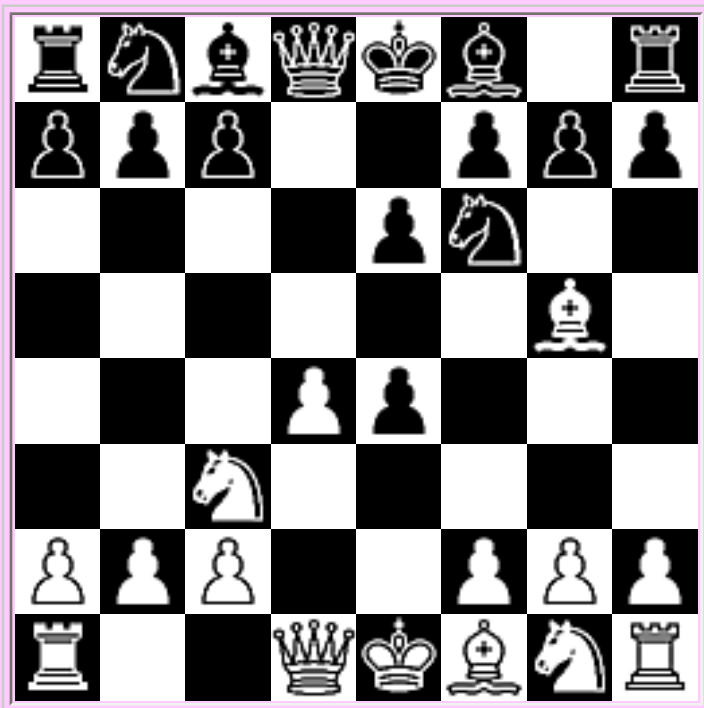
Black probably doesn't have enough for the piece

4. Bg5 The Classical Variation



The natural reply here is the balancing ...Be7 but Black has two alternatives: ...Bb4 and ...dxe4.

4... dxe4, The Burn Variation

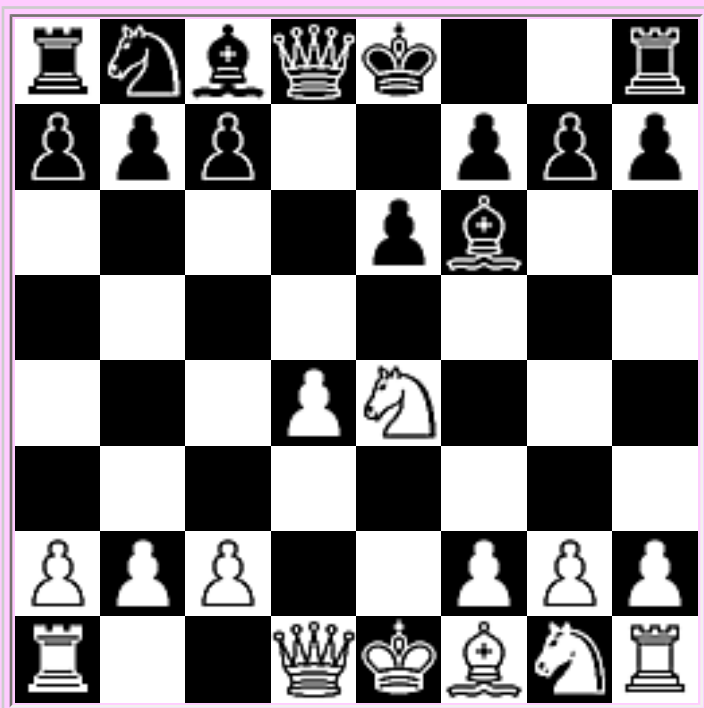


This has obvious links with the Rubinstein line

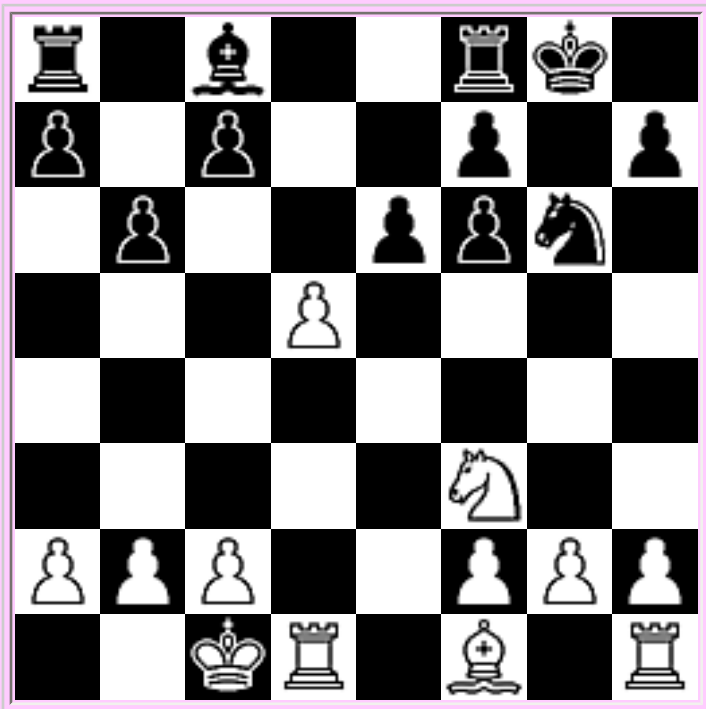
5. Nxe4 Be7 6. Bxf6

And Black has tried both recaptures:

6...Bxf6 (Variation 1)

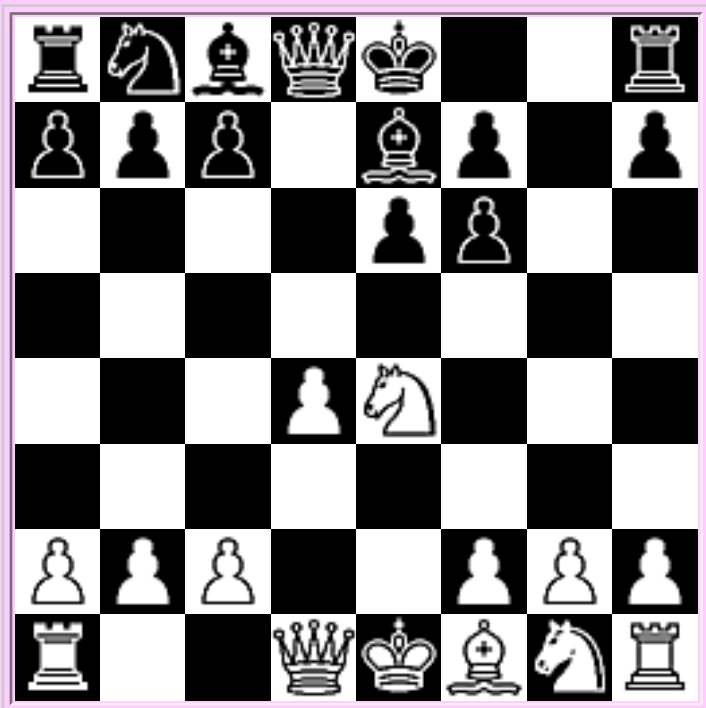


7. Nf3 Nd7 8. Qd2 O-O 9.O-O-O b6 10. d5 Ne5 11. Qf4 Ng6 12. Nxf6+ Qxf6 13. Qxf6 gxf6



...when White hopes that the greater harmony of the pawns will give the advantage.

6... gxf6 (Variation 2)

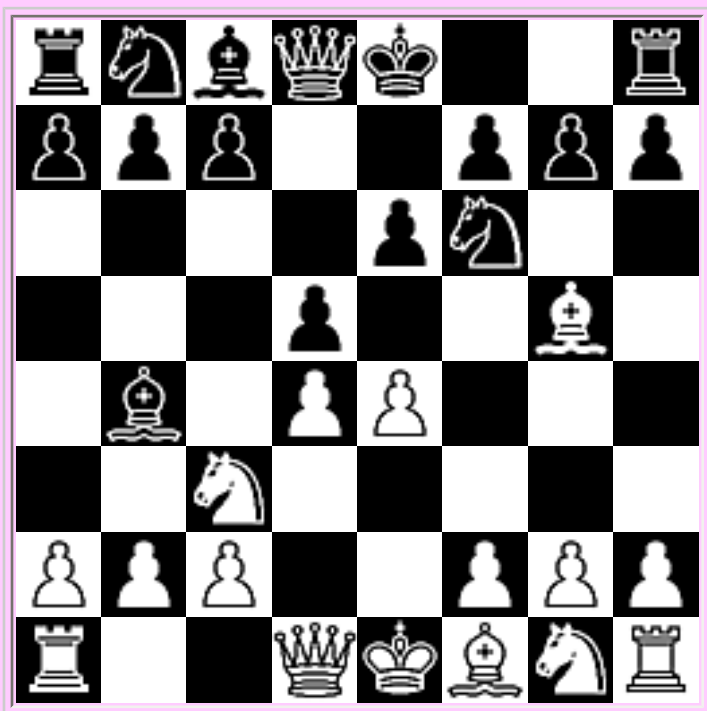


A more risky and more dynamic try.

After 7. Nf3 Black hopes the two bishops and

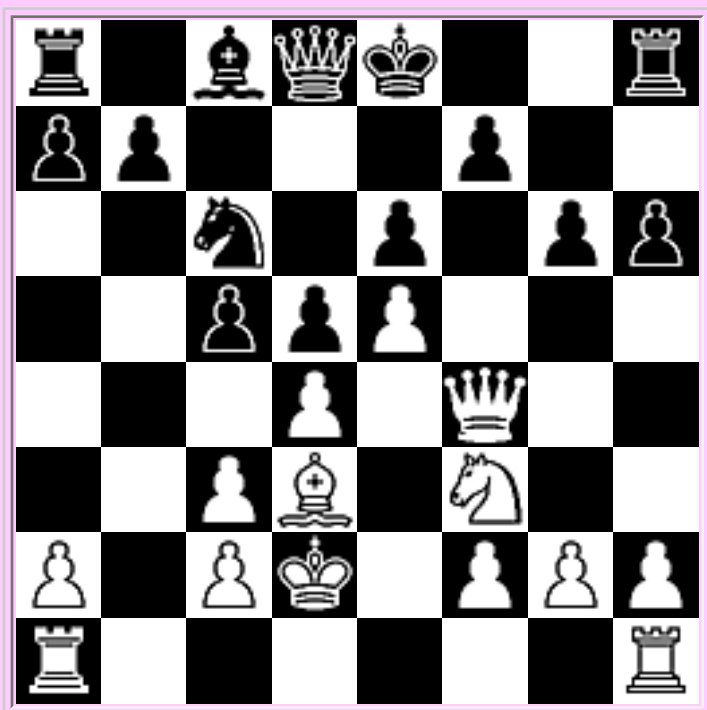
open d- and g-files will give active play.

4... Bb4, The MacCutcheon Variation



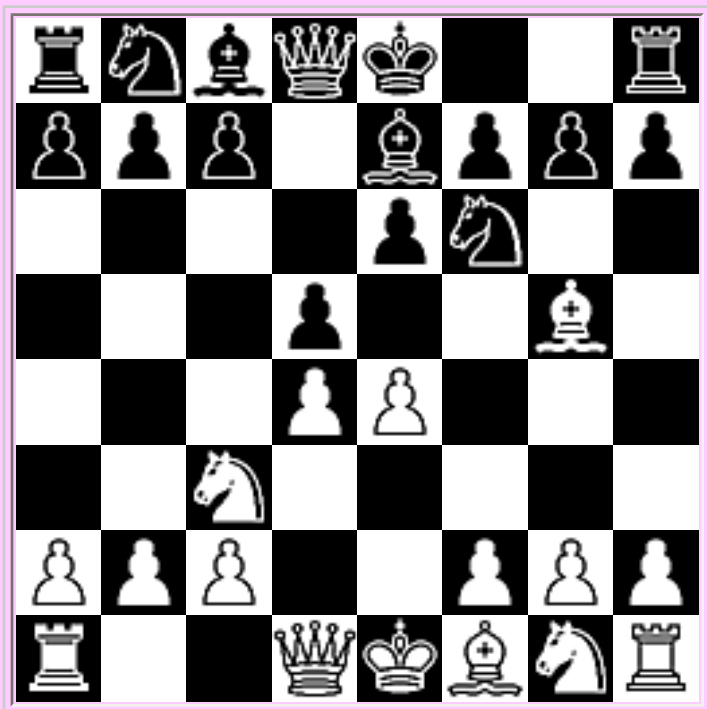
This line still offers Black some prospects of a counterattacking game, but is not as good as the Winawer.

5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Qg4 g6 9. Bd3 Nxd2 10. Kxd2 c5 11. Qf4 Nc6 12. Nf3

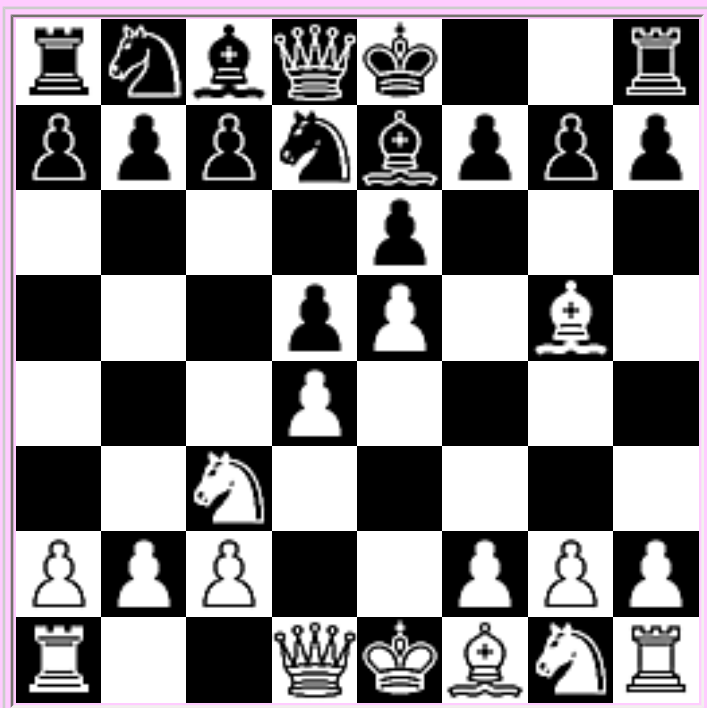


White has the idea of dxc5 and Nd4, with advantage.

4... Be7 The Classical Variation



5. e5 Nfd7



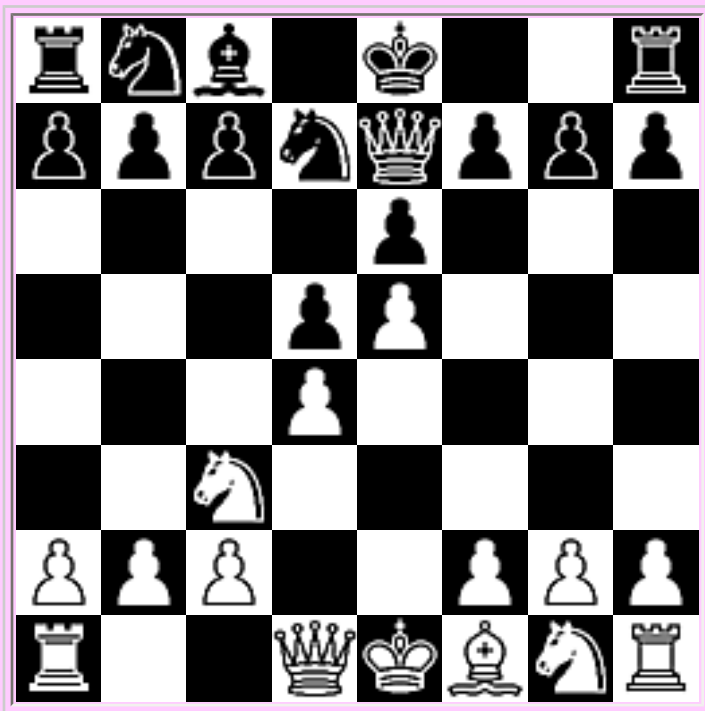
And there is yet a further choice:

6. Bxe7, the safe Classical line.

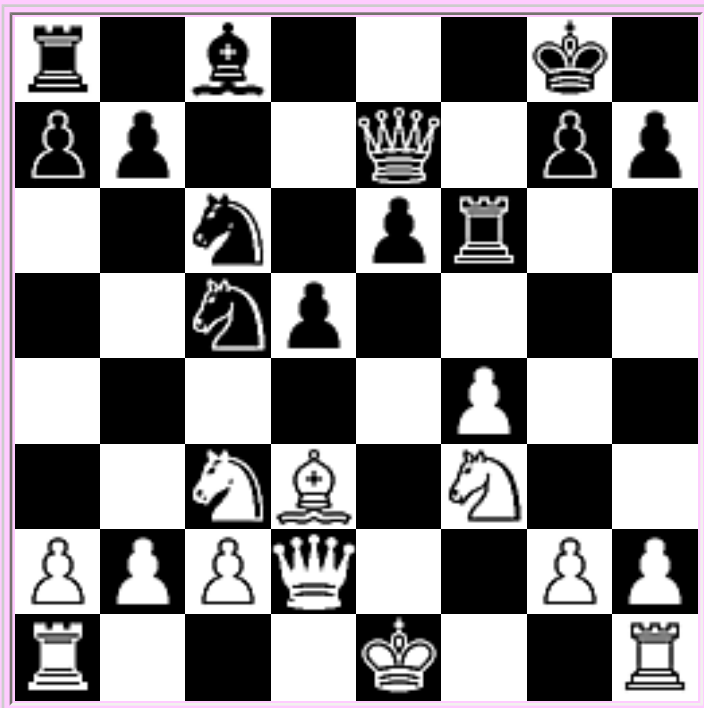
6. h4, the aggressive Alekhine-Chatard attack.

6. Bxe7 Main Line Classical Variation

6...Qxe7



7. f4 O-O 8. Nf3 c5 9. Bd3 f5 10. exf6 Rxf6 11. Qd2 Nc6 12. dxc5 Nxc5

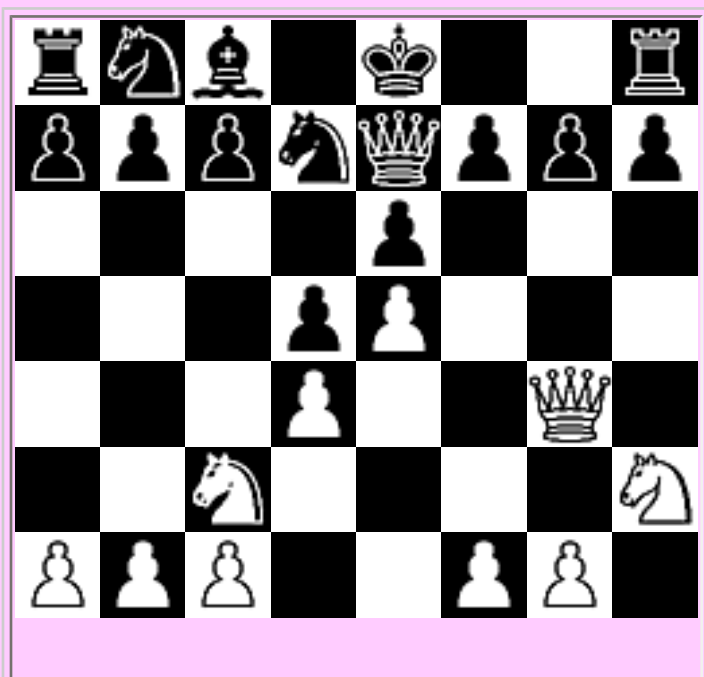


Again we have a classic French imbalance between White's better pawns and Black's counterplay

6. h4 The Alekhine-Chatard Attack

White offers a pawn for chances of attack.

6... Bxg5 7. hxg5 Qxg5 8. Nh3 Qe7 9. Qg4





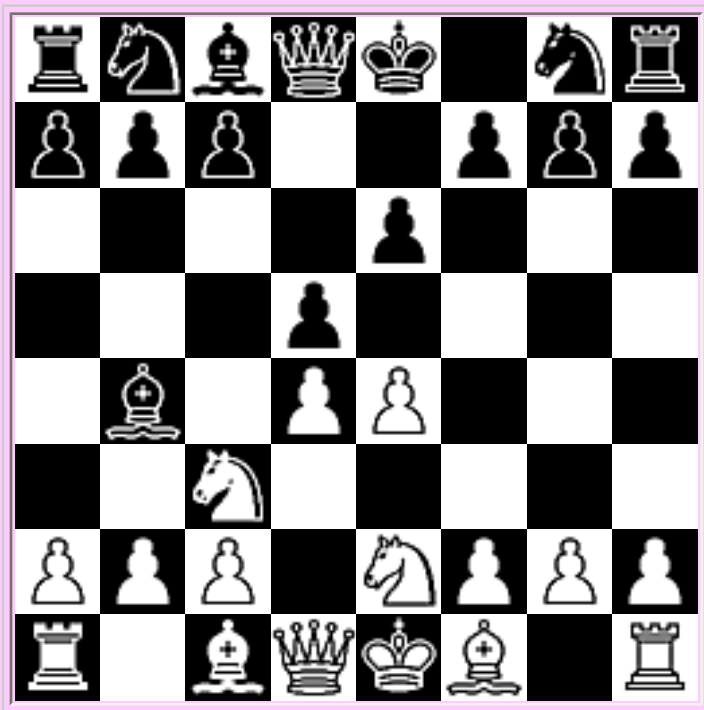
The N goes to h3 to allow this Q move when White has good prospects of attack. Black may decline the Gambit with a passive game.

Section II: The Winawer Variation 3... Bb4



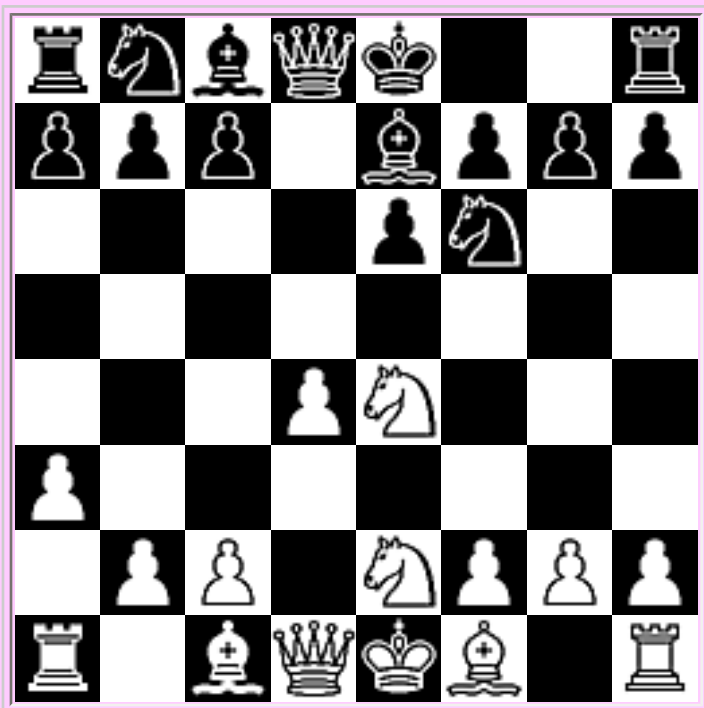
Black takes a risky decision - to attack White's Knight but with the important dark-squared bishop. White has the main try 4. e5 but also some ways of avoiding these critical lines, including the gambit lines 4. Nge2 and 4. a3, and the Winawer Exchange 4. exd5.

4. Nge2 The Alekhine Gambit



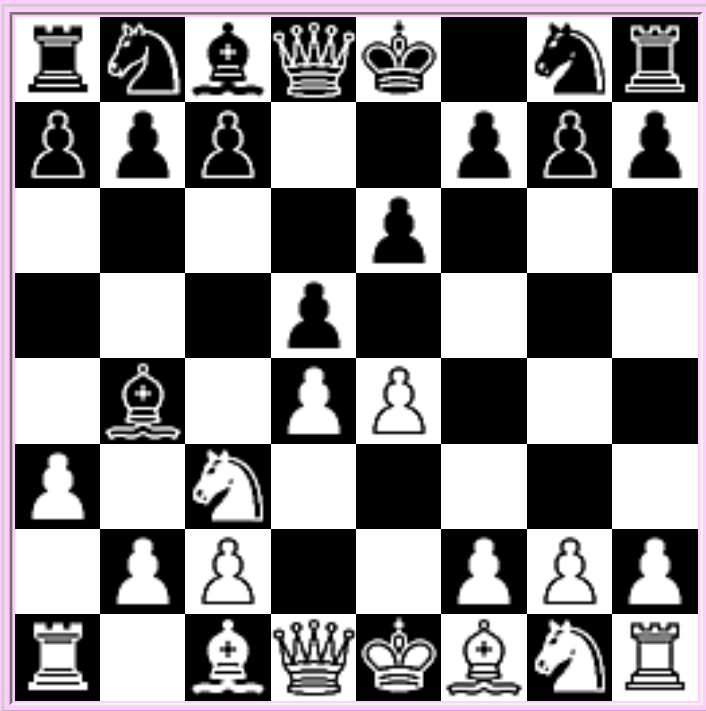
Black is advised not to hang on to the pawn - concentrate on good development instead.

4... dxe4 5. a3 Be7 6. Nxe4 Nf6

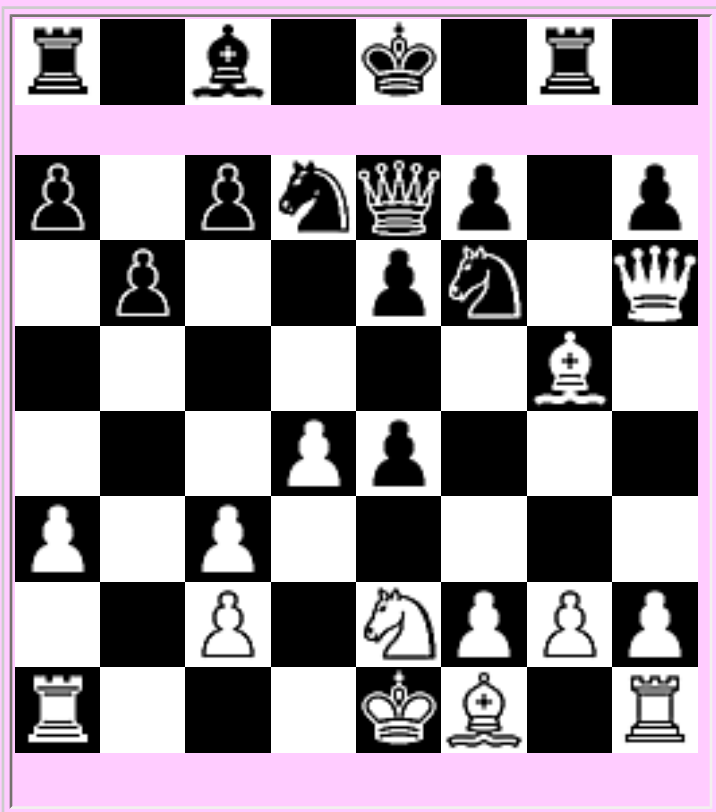


An open game with about equal chances has resulted.

4. a3 Pawn snatch variation

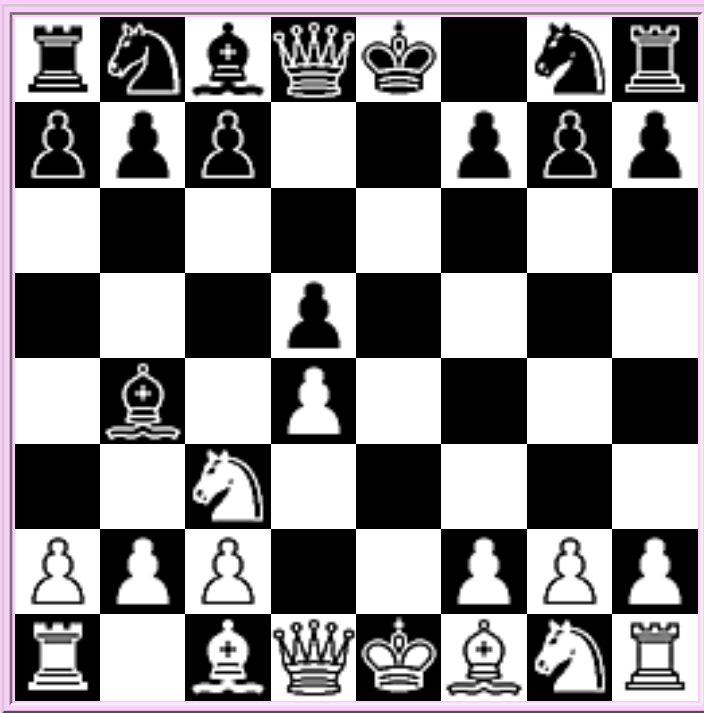


4... Bxc3+ 5. bxc3 dxe4 6. Qg4 Nf6 7. Qxg7 Rg8 8. Qh6 Nbd7 9. Ne2 b6 10. Bg5 Qe7



White has a pawn, but Black has active play for it

4. exd5 Winawer Exchange



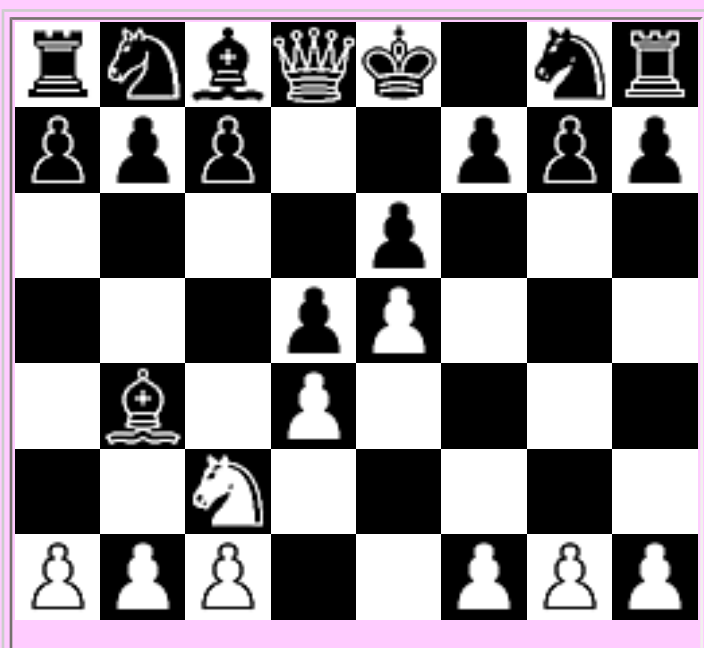
4...exd5

The Winawer Exchange Variation is harmless for Black

5. Bd3 Nc6 6. Nge2 Nge7

Equal game.

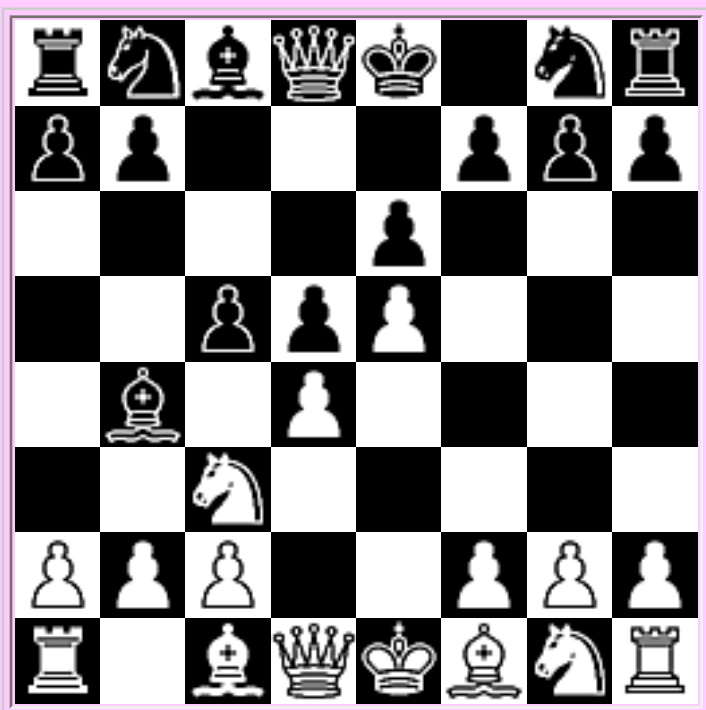
4. e5, Main line Winawer





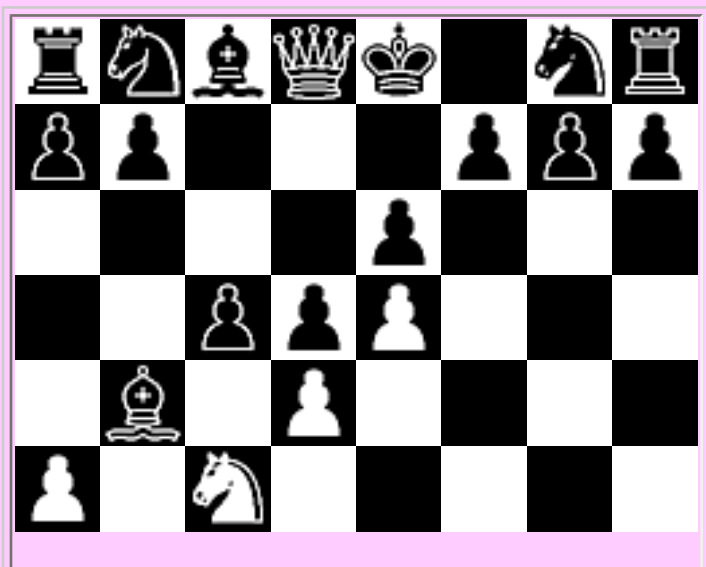
Now Black usually goes 4...c5 but can play more quietly with 4...b6/4...Qd7.

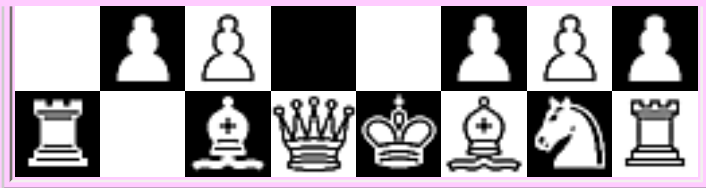
4... c5 (Variation A)



This is the most aggressive line for Black.

5. a3

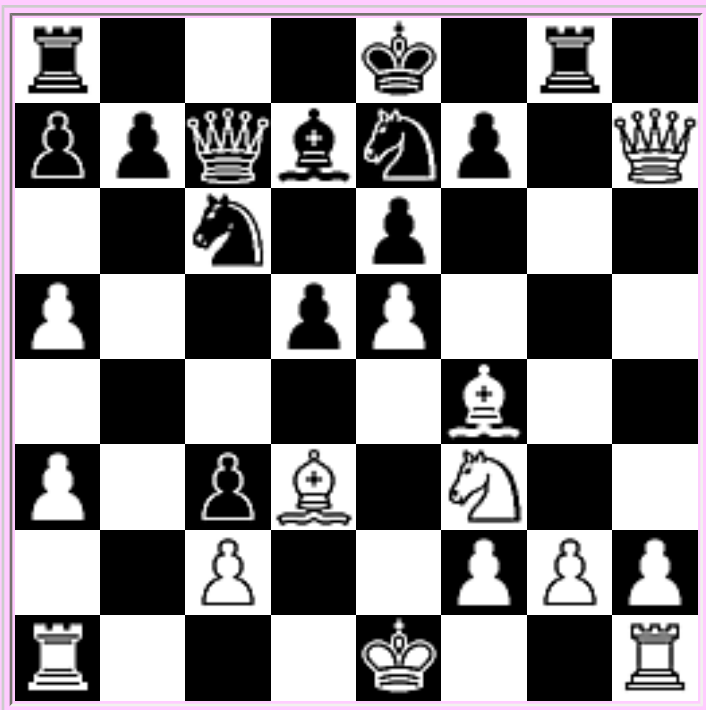




5... Bxc3+

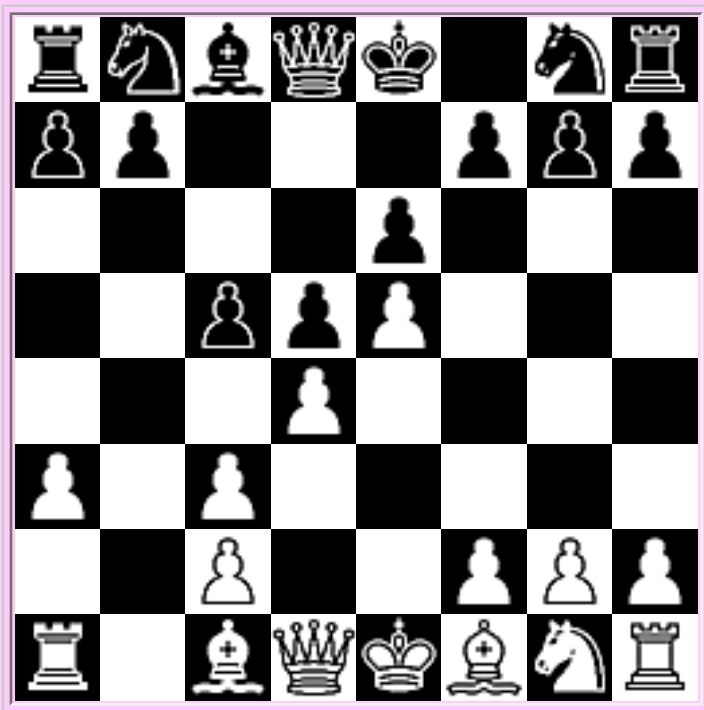
5... Ba5 has been tried: 6. b4 cxd4 7. Qg4 Ne7 8. bxa5 dxc3 9. Qxg7 Rg8 10. Qxh7 Nbc6 11. Nf3 Qc7 12. Bf4 Bd7 13. Bd3

Variation



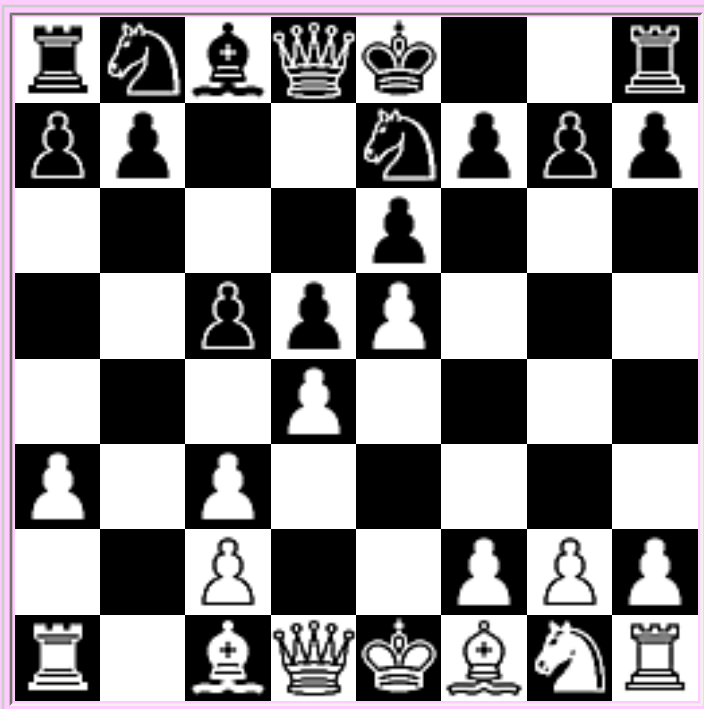
with complex play

6. bxc3



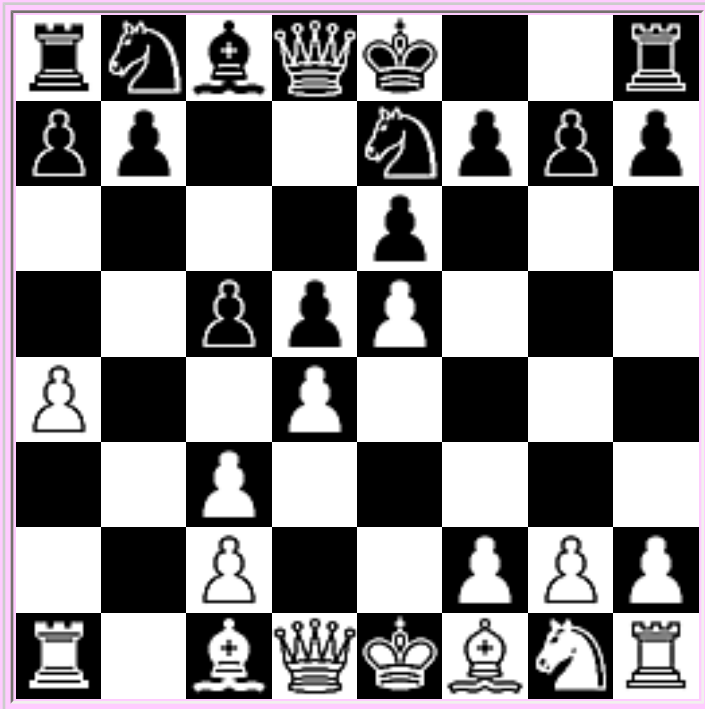
This is the critical position in the Winawer. Black has given up the important dark-squared bishop to weaken White's pawns which can be attacked down the c-file. Black will try to block the centre to slow up any White attack.

6... Ne7



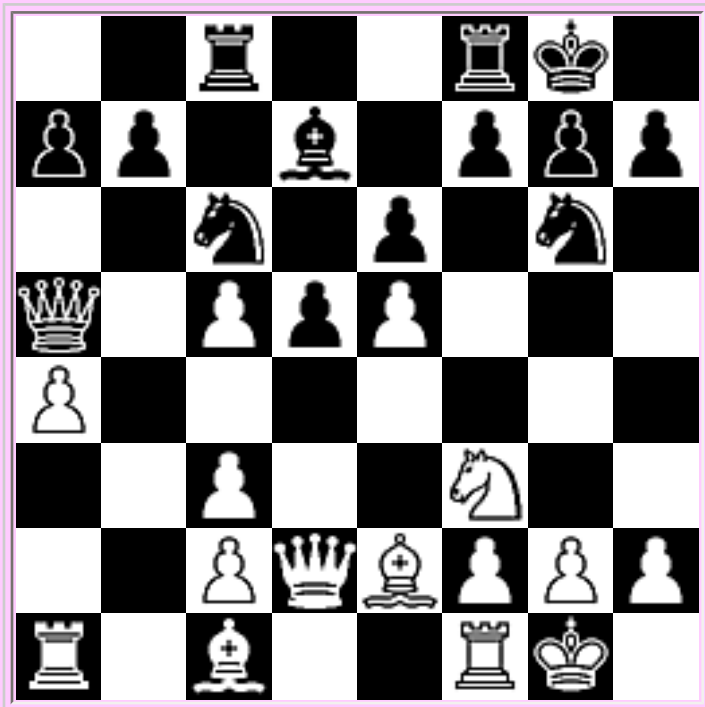
6... Qc7 is safer, with the idea if 7. Qg4 f5 8. Qg3

7. a4 positional line



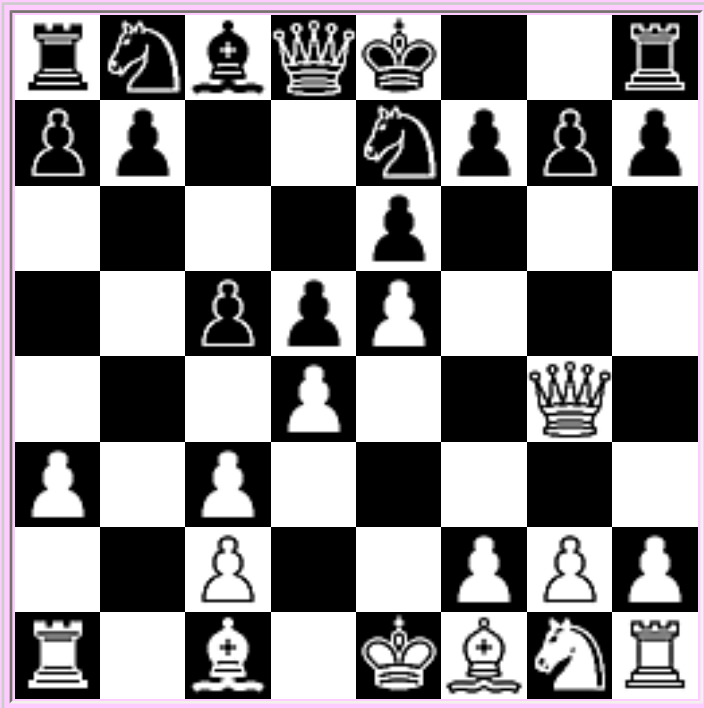
White plays slowly, hoping perhaps to get control of the diagonal a3-f8.

7... Qa5 8. Qd2 Nbc6 9. Nf3 Bd7 10. Be2 Rc8 11. dxc5 Ng6 12. O-O O-O



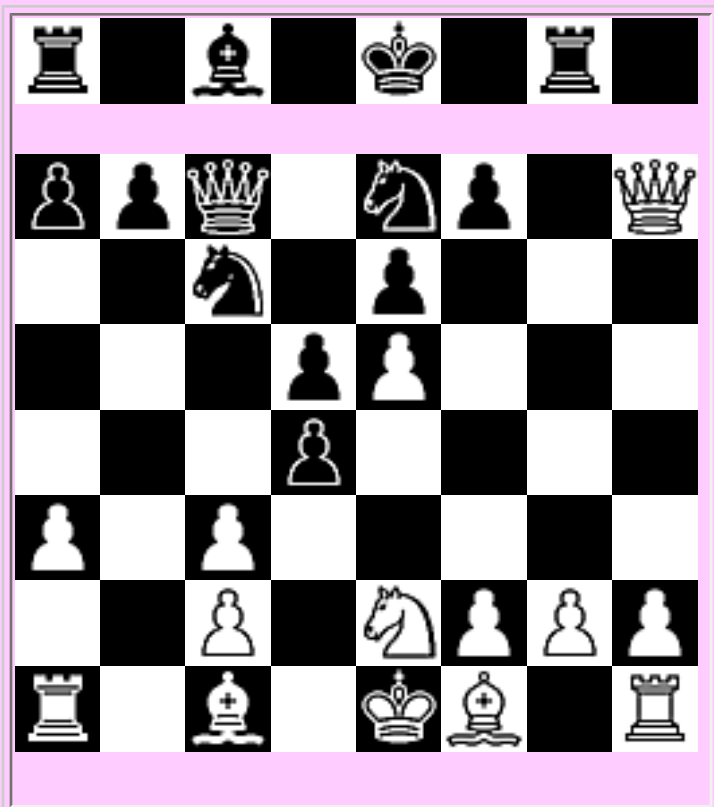
...with both sides having chances.

7. Qg4, Winawer 'Poisoned Pawn'



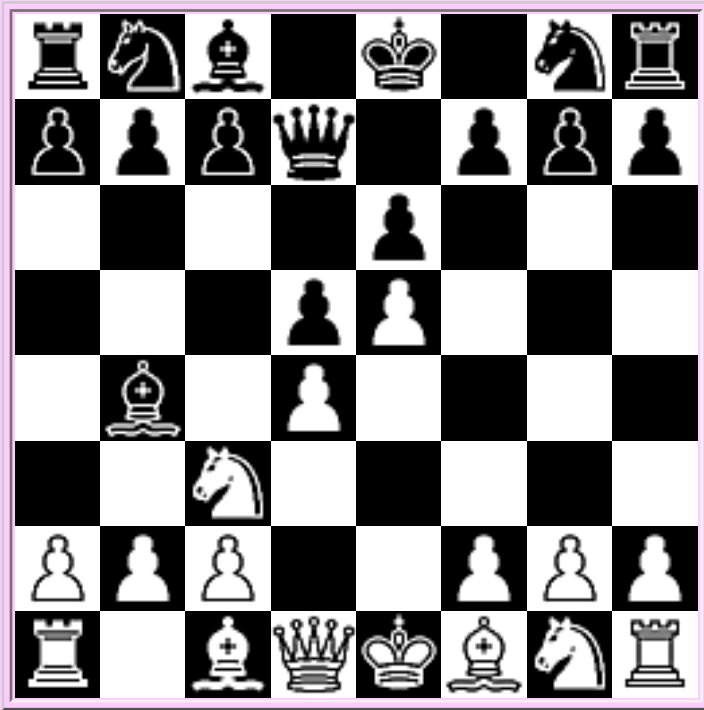
White grabs a hot pawn and tries to hang on to his centre.

7... Qc7 8. Qxg7 Rg8 9. Qxh7 cxd4 10. Ne2 Nbc6



This position is the starting point of some very detailed opening research. Both sides have horrid weaknesses.

4... Qd7 (Variation B)



5. Bd3 b6

This is a slower way to play but offers fewer chances for Black to win

Back to [Chess Coaching Page](#)



This document (french_d.html) was last modified on 30 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Traditional Closed Sicilian

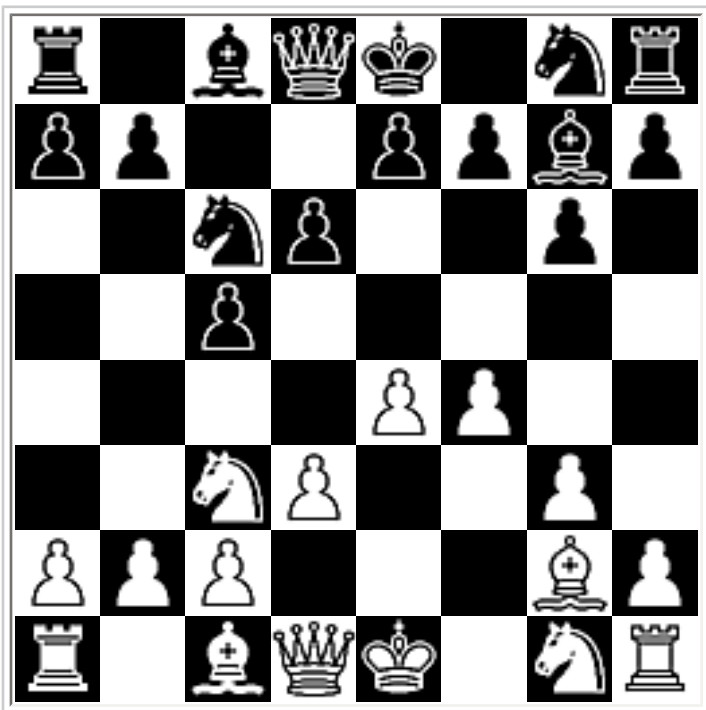
B5. Playing f4 vs. Sicilian (b)Traditional Closed Sicilian

Example games B5b

- [Spassky - Geller, Candidates, 1968](#)
- [Psakhis - Kasparov, La Manga, 1990 \[compare B23\]](#)
- [Smyslov - Romanishin, Moscow, 1976 \[B23\]](#)

This line has been adopted by three World champions at one time or another: the young Karpov, the mature Spassky, and by Smyslov throughout his chess career. And as we shall see, Kasparov knows about the line.

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4



[6. Be3 e5 7. Qd2 is another popular line; Black gets into trouble after 6...e6 7. Qd2 Nge7?! 8. Bh6 e.g. 8...O-O? 9. h4! or 8...Bxh6 9. Qxh6 Nd4 10. O-O-O]

6... e6 7. Nf3 Nge7 8. O-O O-O 9. Be3 Nd4

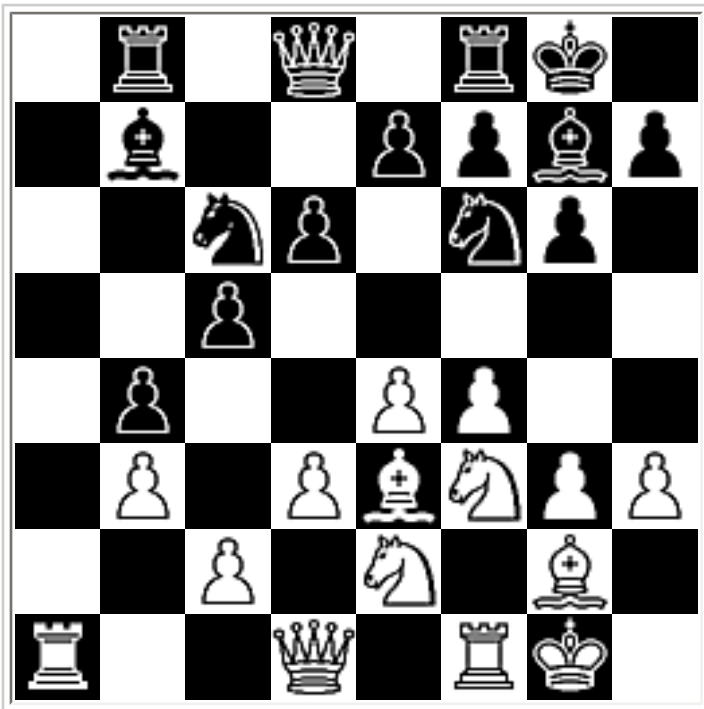
is the main line, although Spassky has tried 9. Bd2. After 6...e5 Spassky has experimented with more active 7. Nh3 Nge7 8. O-O Nd4 9. f5!?

Theory is not so critical in the Closed Sicilian because of the non-forcing nature of the line.

Example games B5b

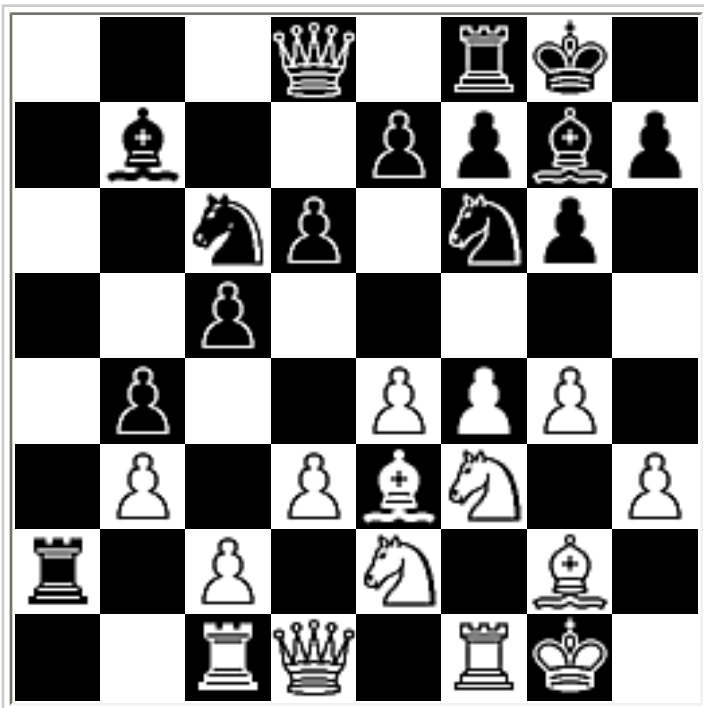
Spassky - Geller, Candidates, 1968

1. e4 c5 2. Nc3 d6 3. g3 Nc6 4. Bg2 g6 5. d3 Bg7 6. f4 Nf6 7. Nf3 O-O 8. O-O Rb8 9. h3 b5 10. a3 a5 11. Be3 b4 12. axb4 axb4 13. Ne2 Bb7 14. b3



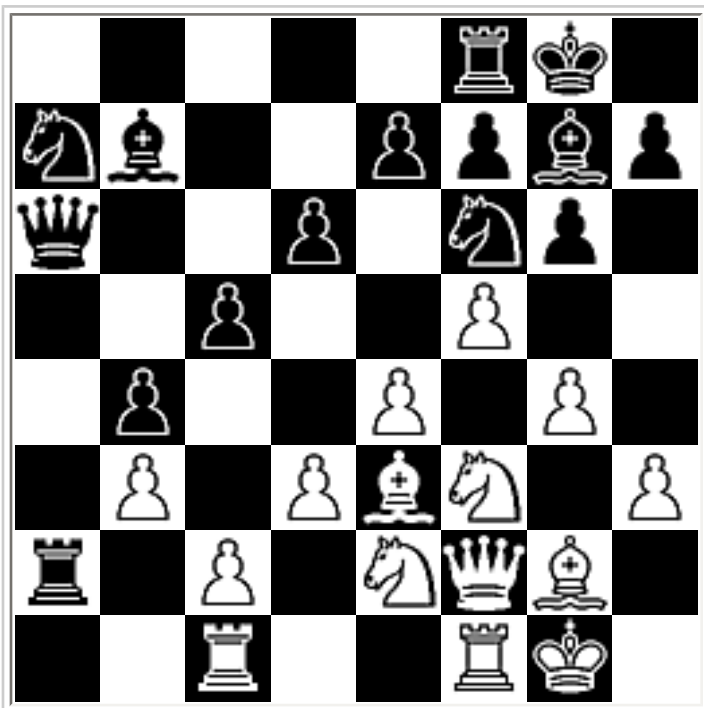
Another defensive move! Is White just going to stand and get punched apart?

14... Ra8 15. Rc1 Ra2 16. g4



At last an attacking gesture

16... Qa8 17. Qe1 Qa6 18. Qf2 Na7 19. f5



The characteristic break

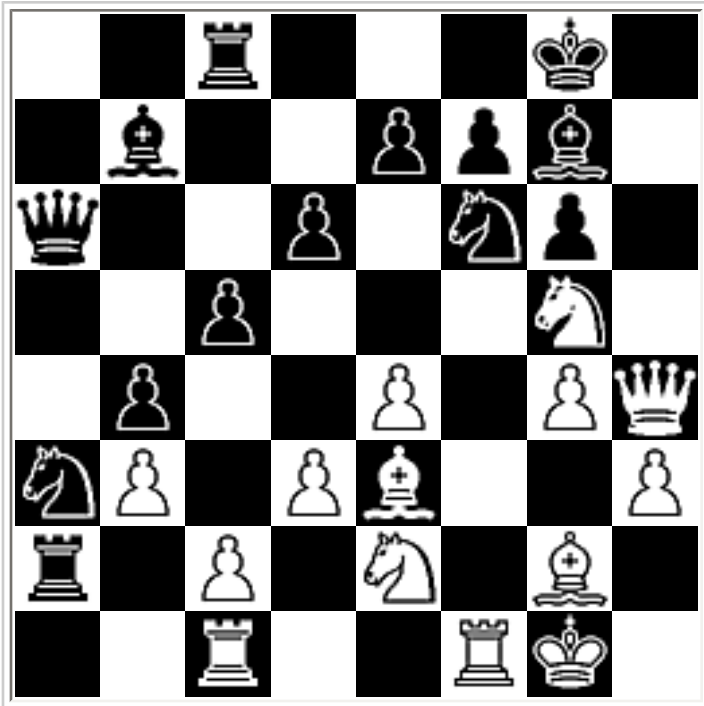
19... Nb5 20. fxe6

Opening the f-file (so what? see move 23!)

20... hxc6

[20... fxg6 21. Nf4 Bc8 22. Ng5 Nc7]

21. Ng5 Na3 22. Qh4 Rc8



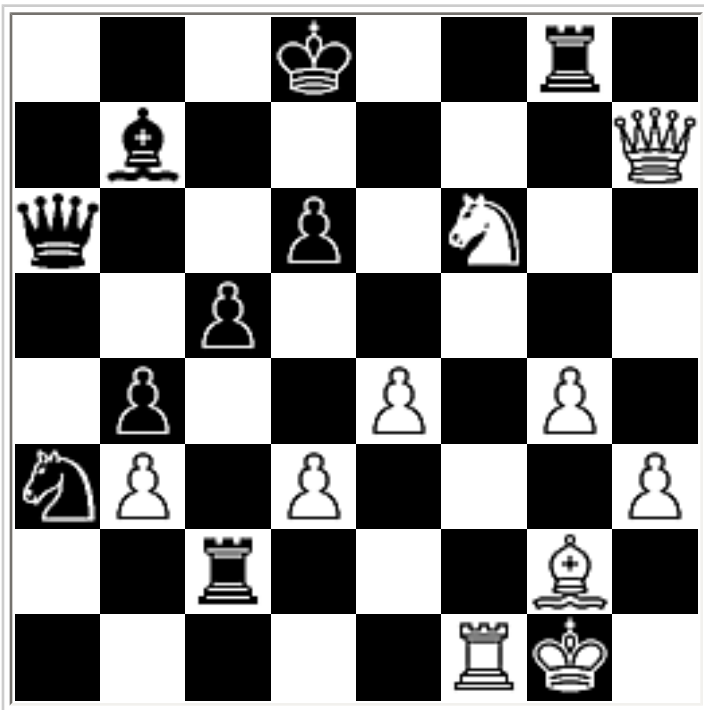
the Q-side is about to give, but...

23. Rxf6 exf6 24. Qh7+ Kf8 25. Nxf7 Rxc2

[25... Kxf7 26. Bh6 Rg8 27. Nf4 Rxc2 28. Rf1 Kf8 29. Nxc6+ Kf7 30. Nf4

or Nh8+

30... Kf8 31. Nh5 Bxh6 32. Qxh6+ Ke7 33. Qh7+ Kd8 34. Nxf6

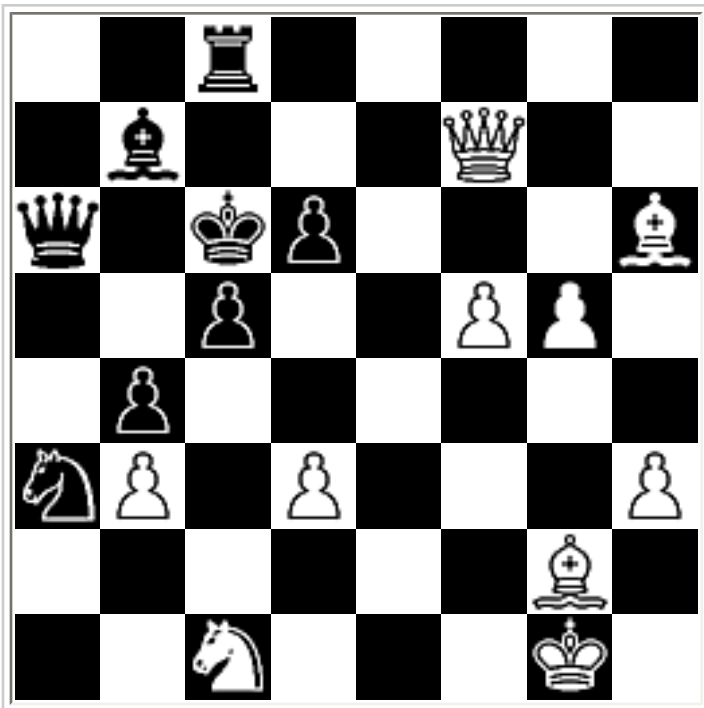


is just terrible]

26. Bh6 Rxc1+ 27. Nxc1 Kxf7 28. Qxg7+ Ke8 29. g5

[29. e5 Bxg2 30. e6]

29... f5 30. Qxg6+ Kd7 31. Qf7+ Kc6 32. exf5+



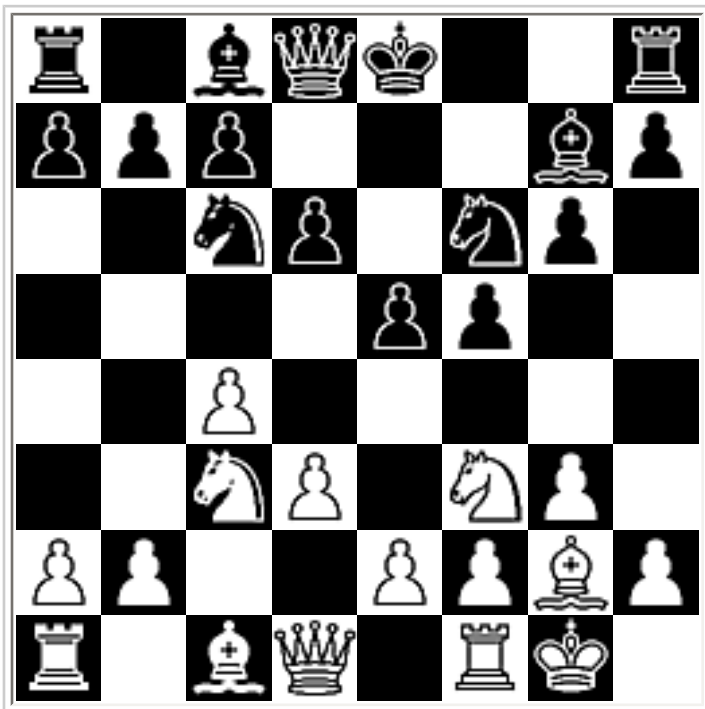
1-0

32... Kb6 33. Qxb7+ Qxb7 34. Bxb7 Kxb7 35. f6 1-0

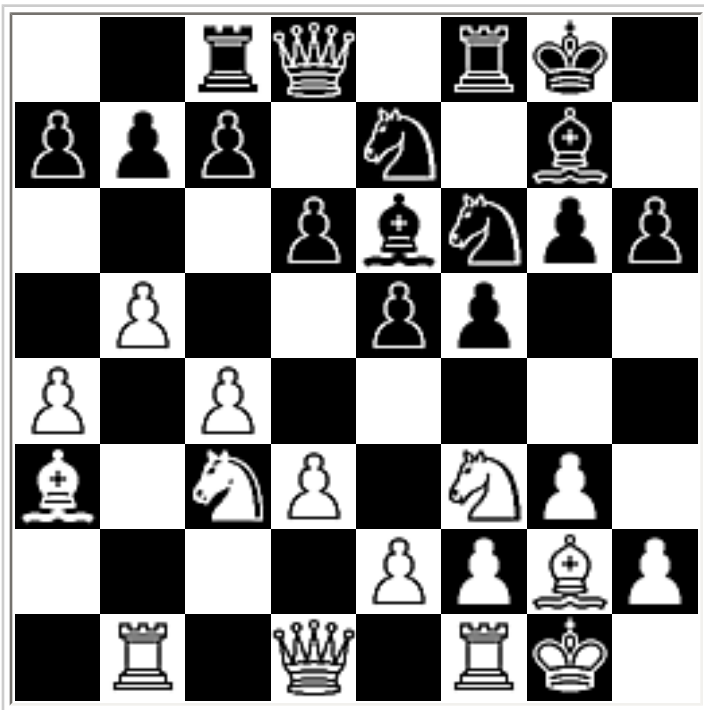
Psakhis - Kasparov, La Manga, 1990 [compare B23]

Oddly, one of the best example games I have on file for the Closed Sicilian is this one, from quite a different opening

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6

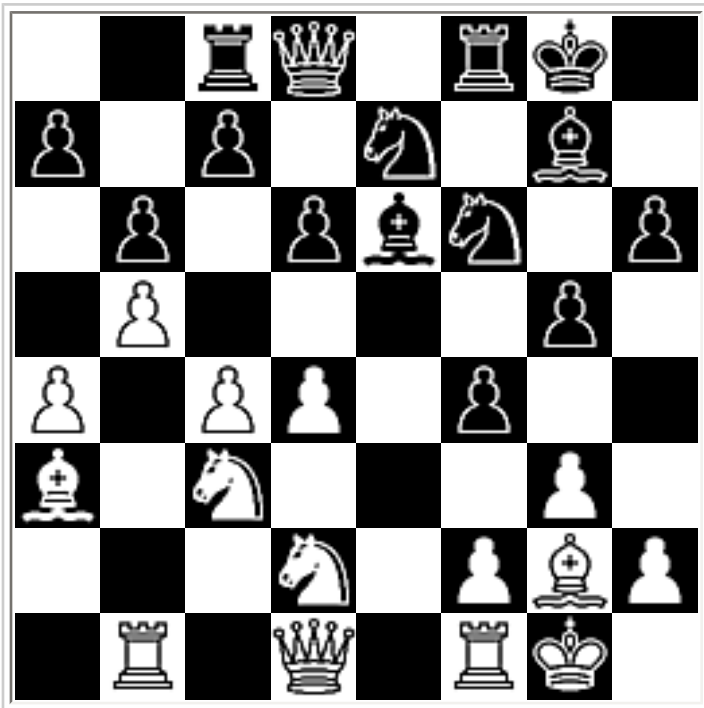


8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8

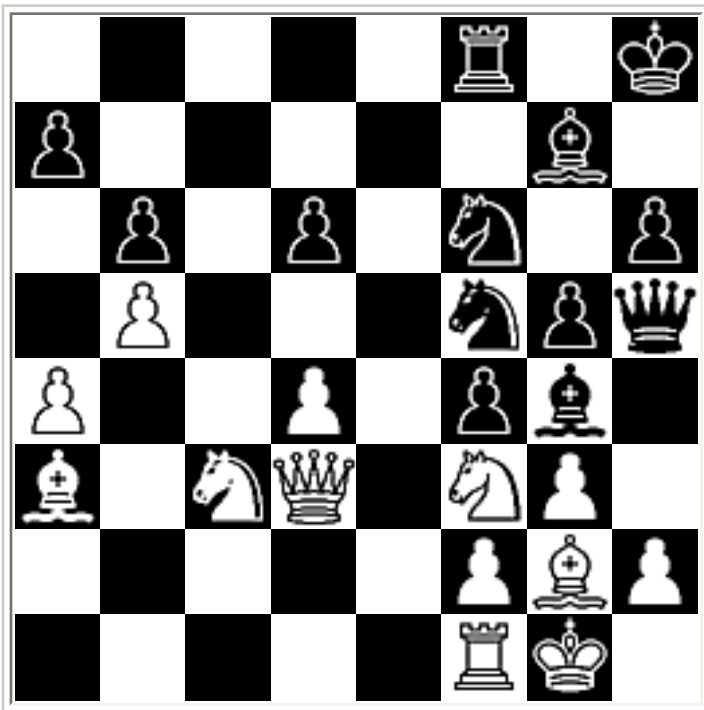


Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4

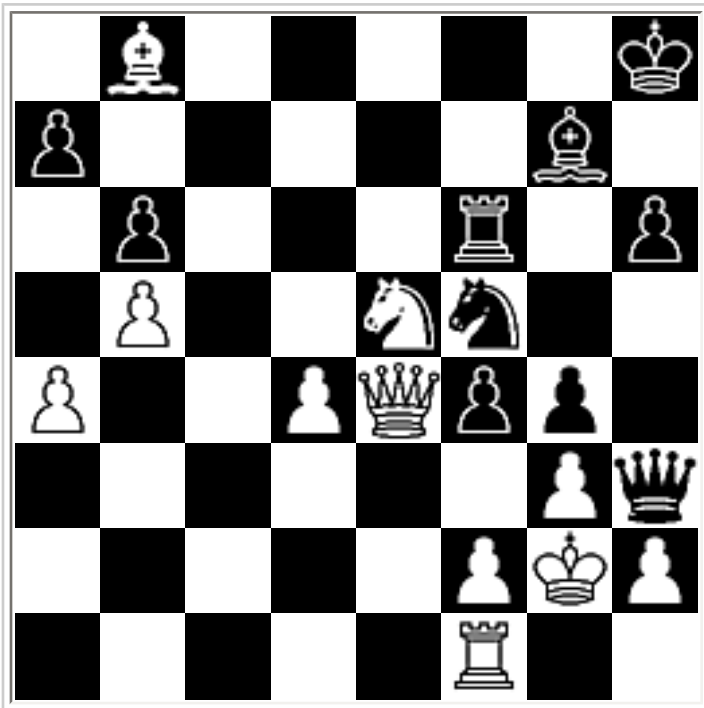


17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5



The Black pieces hover like vultures

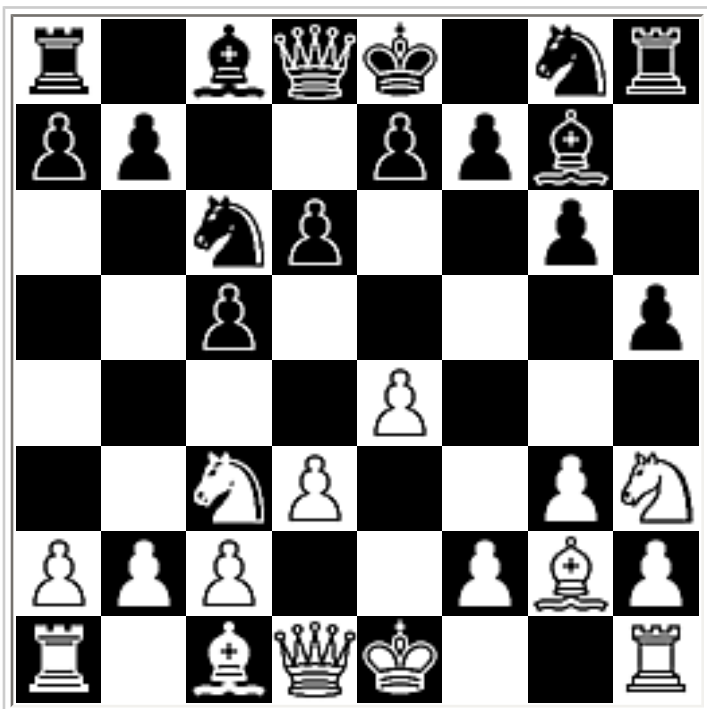
25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8 Qh3+



0-1

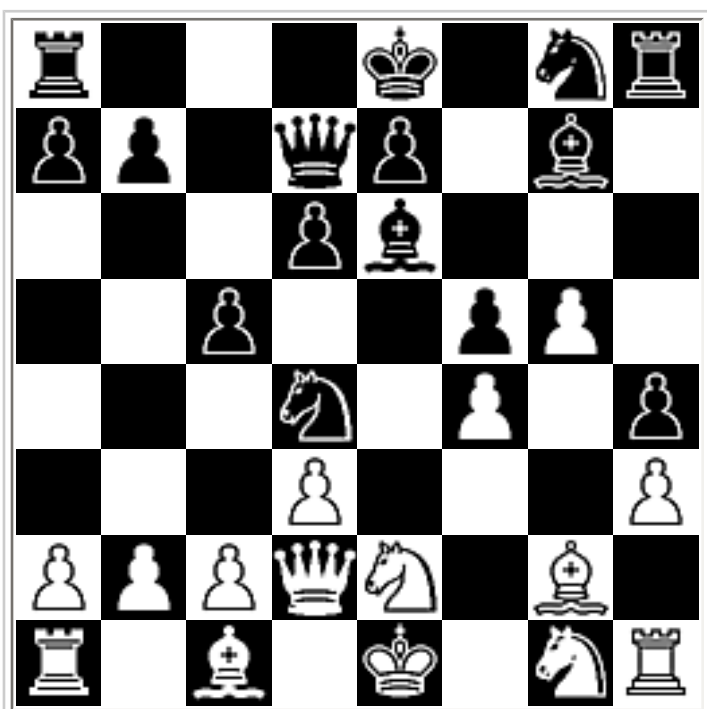
Smyslov - Romanishin, Moscow, 1976 [B23]

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nh3 h5



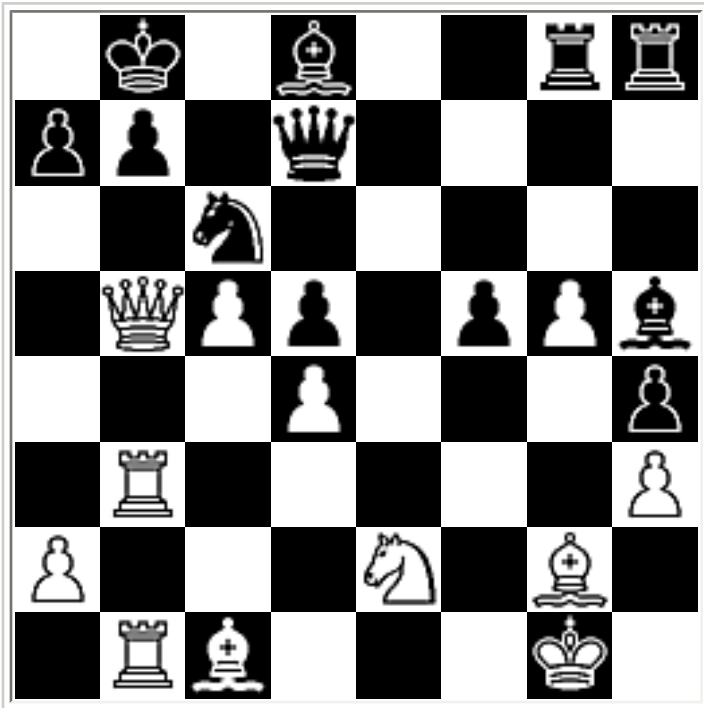
The sixth moves on each side are unusual.

7. f4 Bg4 8. Qd2 Nd4 9. Ng1 Qd7 10. h3 Be6 11. Nce2 h4 12. g4 f5 13. exf5 gxf5 14. g5



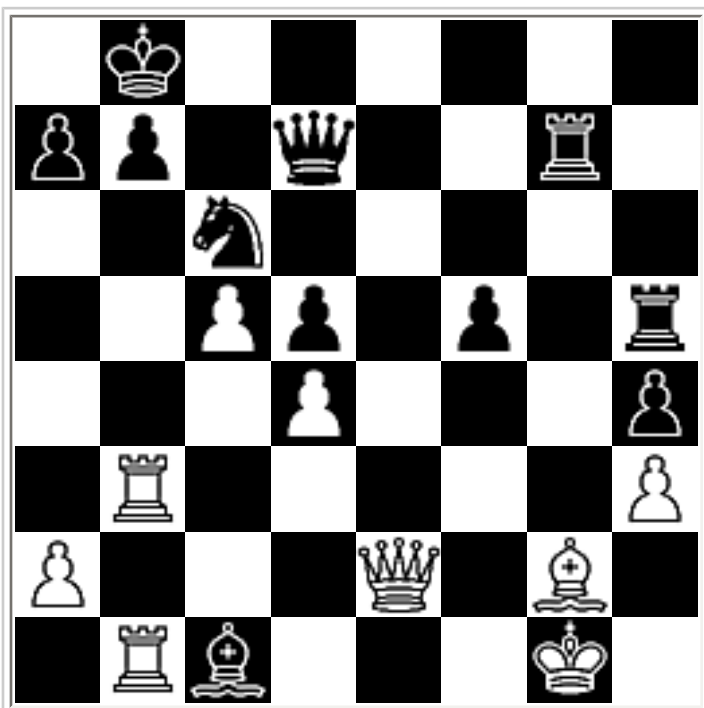
Black can find no refuge on the King's-side, it is clear.

14... O-O-O 15. Nxd4 cxd4 16. Ne2 Bf7 17. c3 dxc3 18. bxc3 Kb8 19. Rb1 d5 20. O-O e5 21. fxe5 Bxe5 22. d4 Bc7 23. c4 Ne7 24. c5 Rdg8 25. Qb4 Bd8 26. Rf3 Nc6 27. Qb5 Bh5 28. Rfb3



White's tripling is very threatening.

28... Rg7 29. Nf4 Bxg5 30. Nxh5 Rxh5 31. Qe2 Bxc1



And the *coup de grace*:

32. Rxb7+ Qxb7 33. Qe8+ Kc7 34. Rxb7+ Kxb7 35. Qxh5 Nxd4 36. Kf1 Be3 37. Qh8 Rd7 38. Qe8 1-0

C. King's Indian Attack against the common half-open defences

Back to [Chess Coaching Page](#)

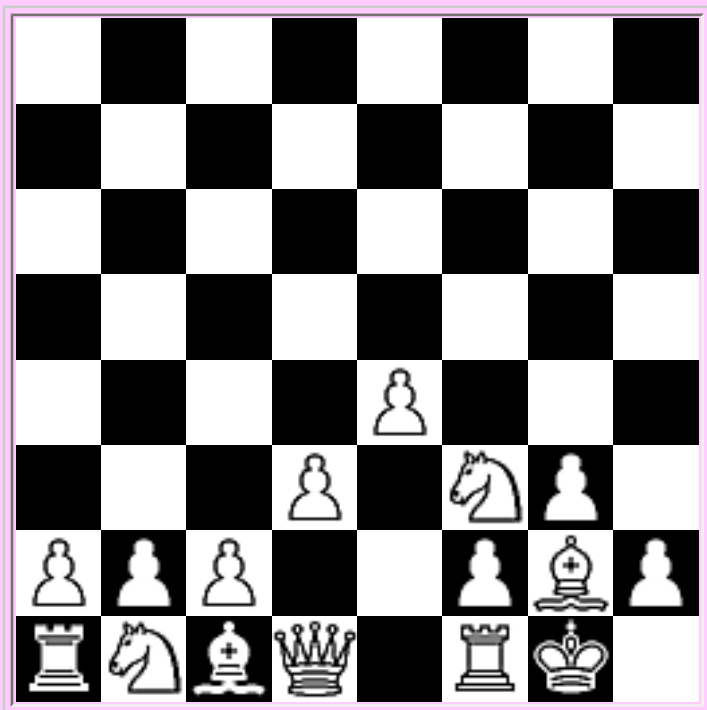


This document (sic9.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Introduction to the King's Indian Attack

Introduction to the King's Indian Attack



"Club players and home enthusiasts often ask me to recommend an openings system for White which is safe, yet aggressive and does not require a superb memory and months of intense learning. In such cases I invariably recommend the King's Indian Attack" --
KEENE

From: "Harold J. Toups"
Newsgroups: rec.games.chess.analysis
Subject: Re: Any thoughts on King's Indian Attack?
Date: Tue, 15 Oct 1996 18:35:55 -0500
Organization: Premier One
Lines: 26
[...]

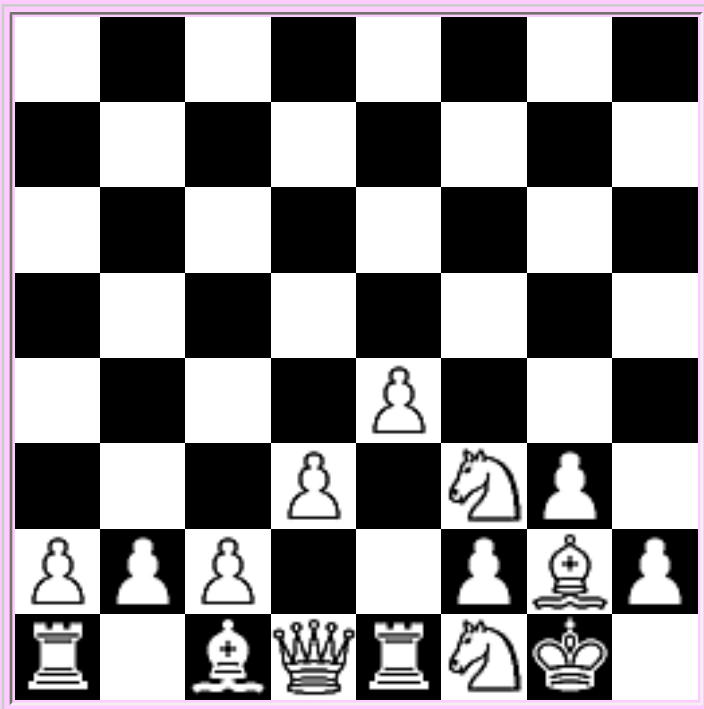
Good system. Strong points include 1) consistent piece setup, 2) the

ability to tackle playing 1.e4 e5 while not having to bookup on all the other systems with detailed theory, 3) tactical possibilities on the kingside, 4) sufficient texts available as well as computer tools like Bookup database, and 5) Robert J. Fischer played the system from time to time (although not against just anything).

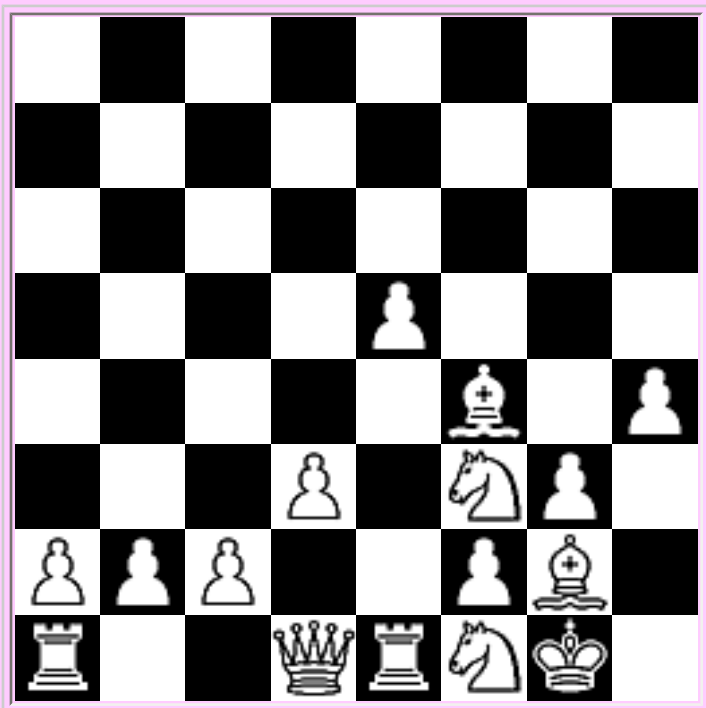
Weak points include 1) allows your opponent a vast number of responses for which you must generate different plans, 2) does not get you out of having to understand positional chess and pawn breaks, 3) when played mindlessly against anything black plays, you can get into trouble (scores poorly against some Sicilian systems), 4) cannot be played against the Scandanavian (Center Counter), and 5) Robert J. Fischer played the system from time to time (just couldn't resist inserting this one a second time).

Regards ... Harry

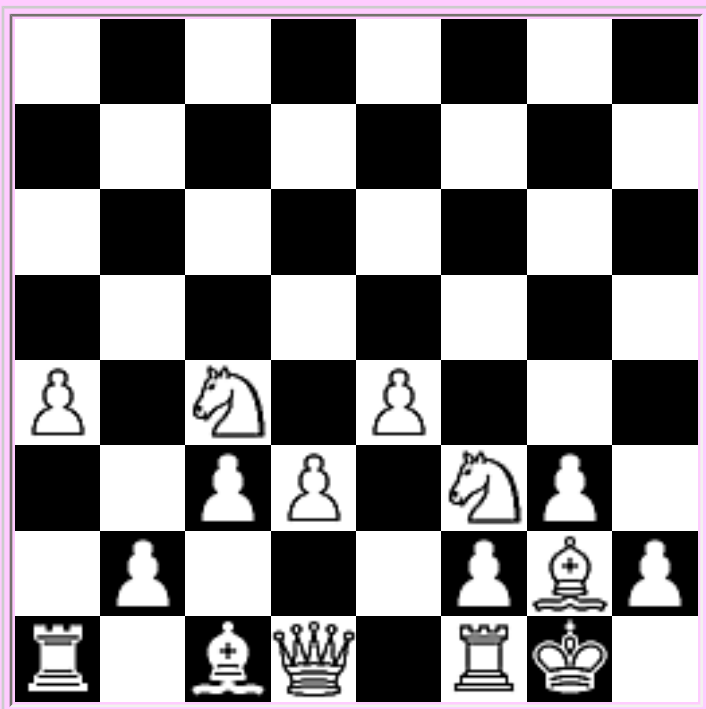
The joy of the KIA is flexibility:



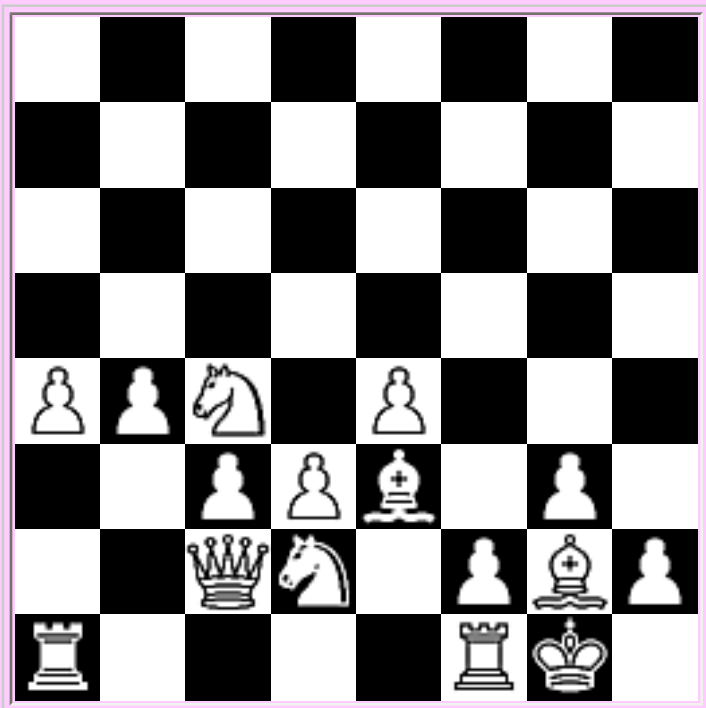
Looking to expand on the King's-side



Example follow-up



Looking to expand on Queen's-side or in the centre

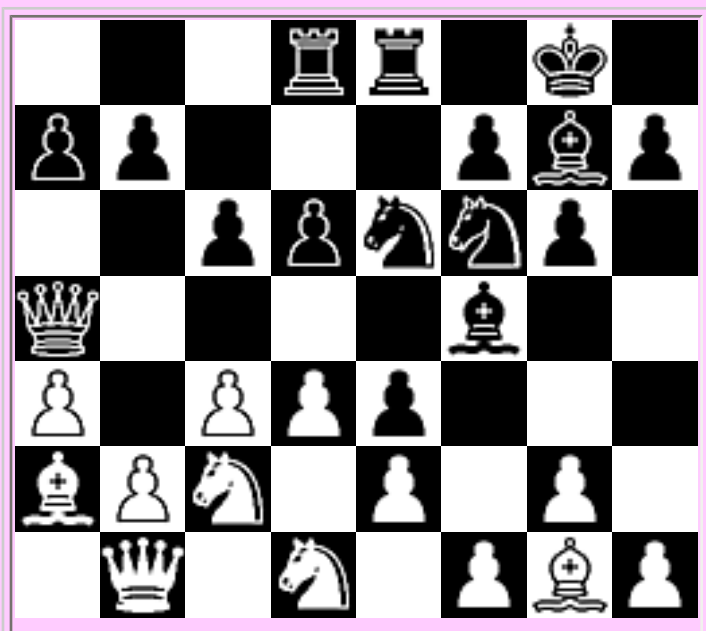


Example follow-up

To understand the KIA it is important to understand the standard King's Indian Defence ideas, which you will play as White. Here is an early King's Indian Defence game, which alerted the chess world to a new way of handling the Black pieces.

Belavanets - Bronstein 13th USSR semi-final, 1941

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. g3 g6 6. Bg2 Bg7 7. O-O O-O 8. b3 Re8 9. e3 c6 10. Qc2 Qa5 11. a4 Nf8 12. Ba3 Bf5 13. Qb2 Rad8 14. Rfd1 e4 15. Nd2 Ne6





The Qa5 is not typical, but we can see several themes here:

fianchetto of the King's bishop

use of the e-pawn to gain an initiative on the K-side

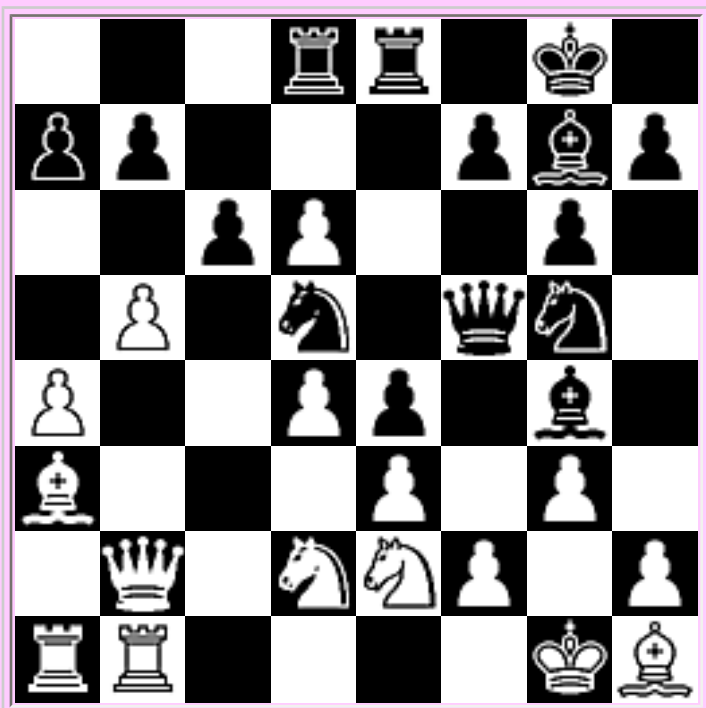
over-protection of the advanced e4-pawn

move all the pieces to the K-side in a committal attack

16. b4 Qc7 17. Rdb1 Qd7 18. c5 Ng5

More over-protection

19. cxd6 Bh3 20. Bh1 Qf5 21. Ne2 Nd5 22. b5 Bg4



23. Kf1

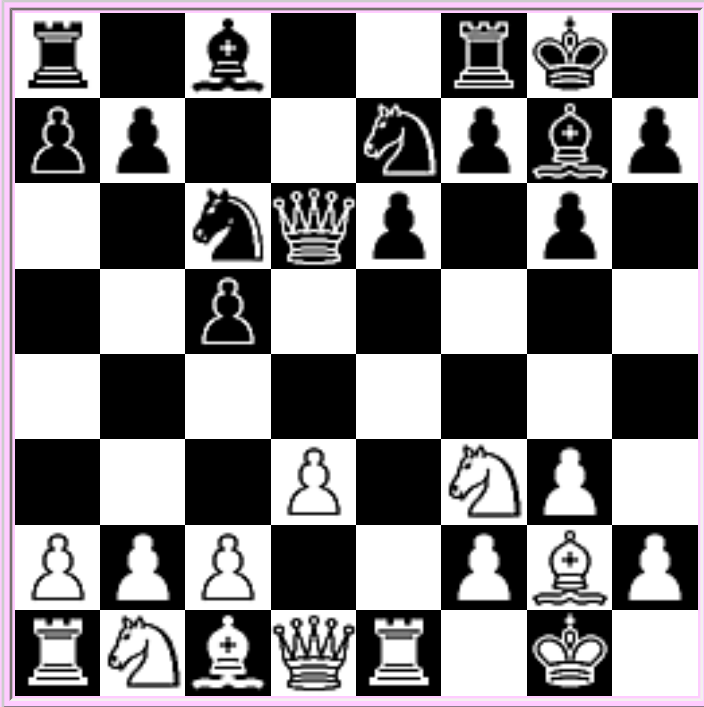
Two sword-swipes with the Knights decide the game.

23...Nxe3+ 24. Ke1 Nf3+ 0-1

Now, wouldn't that all be better with an extra move? Let's see now...

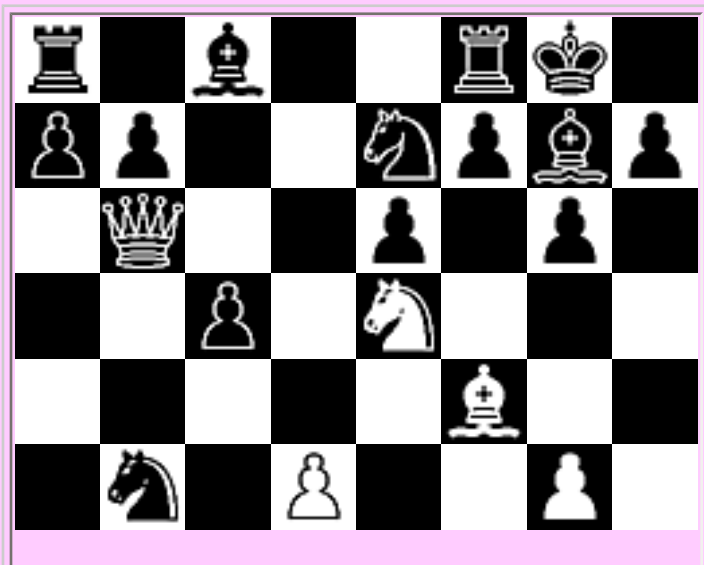
Petrosian - Pachman, Bled, 1961

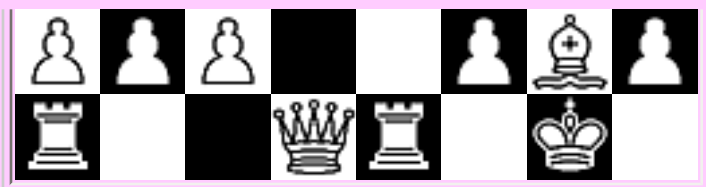
1. Nf3 c5 2. g3 Nc6 3. Bg2 g6 4. O-O Bg7 5. d3 e6 6. e4 Nge7 7. Re1 O-O 8. e5 d6 9. exd6 Qxd6



Black seems to have good chances

10. Nbd2 Qc7 11. Nb3 Nd4 12. Bf4 Qb6 13. Ne5 Nxb3





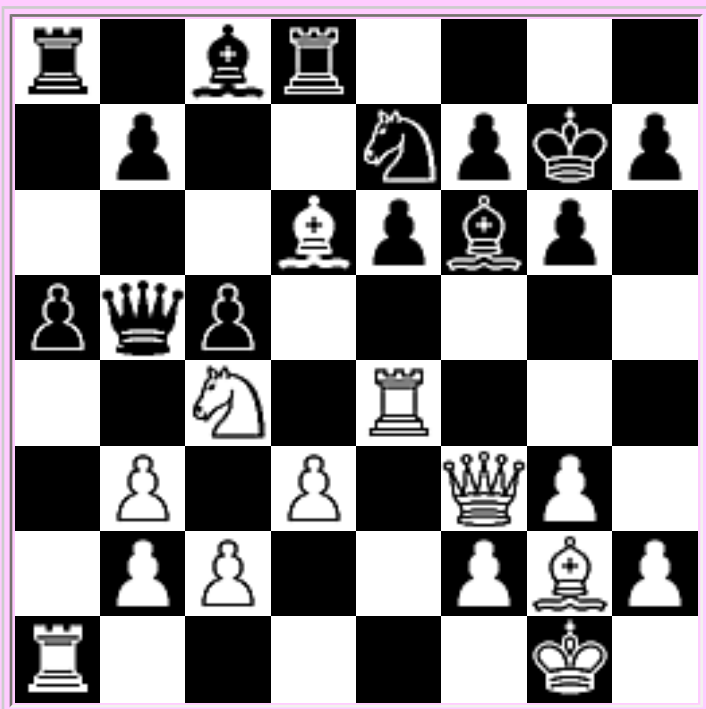
Now a very cute intermezzo

14. Nc4 Qb5 15. axb3 a5 16. Bd6 Bf6 17. Qf3 Kg7 18. Re4

[18. Qxf6+ Kxf6 19. Be5+ Kf5 20. Bg7 is already decisive]

18... Rd8

[18... Ng8 19. Bxf8+]



Now the blow that made this game famous - not so much for the first move:

19. Qxf6+ Kxf6 20. Be5+ Kg5 21.Bg7 1-0

..but this last one - quiet but deadly.

21... Nf5 22. f4+ Kg4 23. Ne5+ Kh5 24. Bf3# mates

or even easier:

21... e5 22. h4+ Kf5

[22... Kh5 23. Bf3+ Bg4 24. Bxg4#]

23. Bh3#

If you've got the idea, we can look at some concrete variations: [in the Sicilian](#) or [in other half-open defences](#) .

Back to [Chess Coaching Page](#)



This document (sic10.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: KIA vs. Sicilian

- [C5.1 KIA Sicilian with 2...d6](#)
 - [C5.1.1 Sicilian with 4... g6](#)
 - [C5.1.2 Sicilian with 4... Nf6](#)
 - [C5.2 KIA Sicilian with ...e6 and ...g6](#)
 - [Example games C5](#)
 - [Fischer,Robert J - Sherwin,James T, New Jersey, 1957](#)
 - [Smyslov - Botvinnik, USSR Ch, 1955](#)
 - [Yudasin-Jukic, Bern 1989](#)
 - [Dvoretsky - Vulfsson, USSR, 1986](#)
 - [Karlsson - George, Torbay, 1994\[B40\]](#)
-

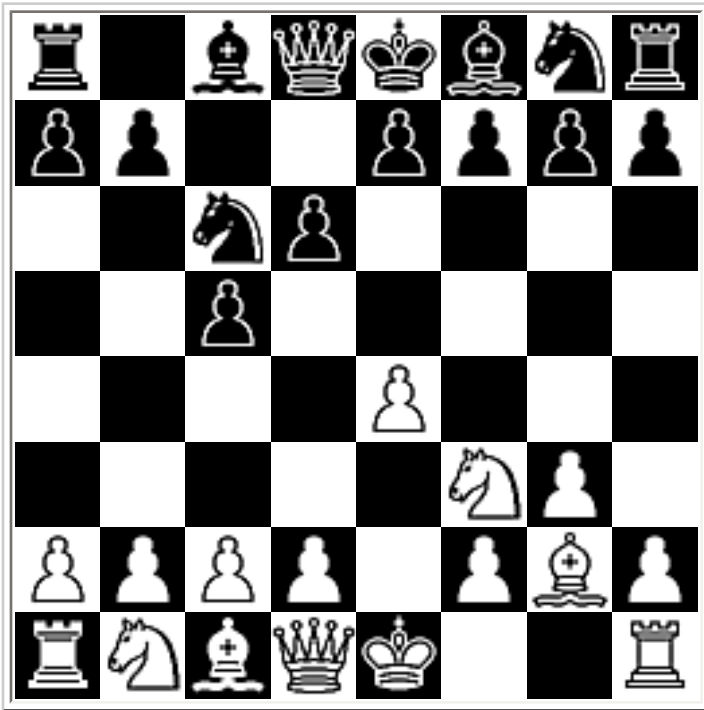
C5. KIA vs. Sicilian

The KIA can be played against all lines of the Sicilian, and in fact many French variations start off in the Sicilian (e.g. 1.e4 c5 2.Nf3 e6 3.d3).

Again, we won't bother too much about variations and get straight into the games. A few you do need to know about:

C5.1 KIA Sicilian with 2...d6

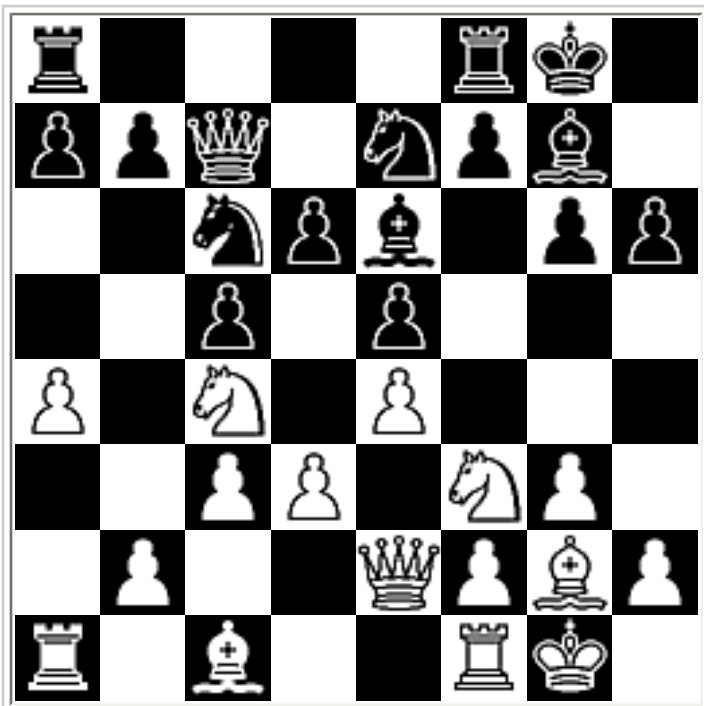
3. g3 Nc6 4. Bg2



C5.1.1 Sicilian with 4... g6

The best way to develop the Bf8.

5. O-O Bg7 6. c3 e5 7. d3 Nge7 8. Nbd2 O-O 9. a4 h6 10. Nc4 Be6 11. Qe2 Qc7

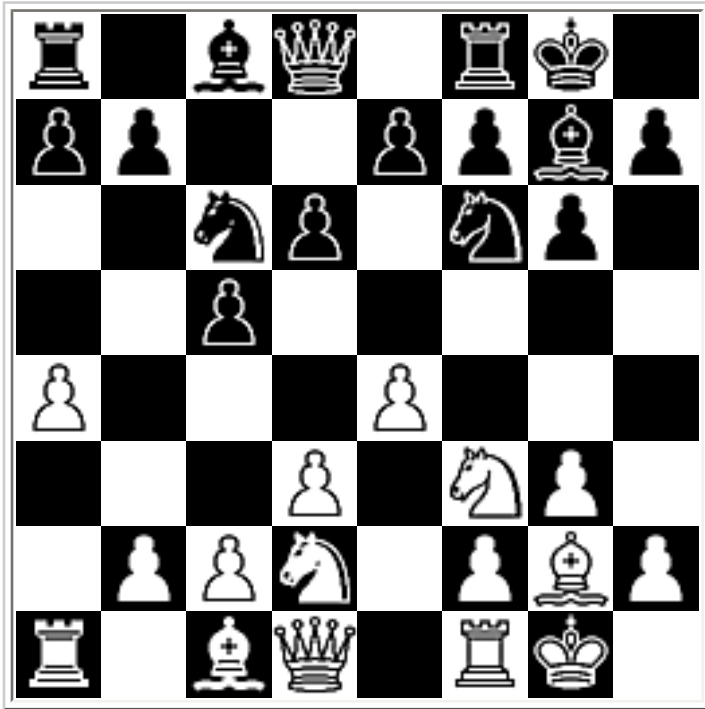


Now either 12. Nfd2 or 12. Bd2 with only a small edge.

C5.1.2 Sicilian with 4... Nf6

Forces d3 and avoids c3/d4 lines.

5. d3 g6 6. O-O Bg7 7. Nbd2 O-O 8. a4



As in a couple of Bobby Fischer games from the early part of his career.

C5.2 KIA Sicilian with ...e6 and ...g6

If Black plays the Bf8 to e7 or d6 we have French lines. But Nc6 and Ng7 is the best set-up for Black against the Closed Sicilian, and many will play it against the KIA. After

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7

you can play the traditional

8. Re1 (Yudasin-Jukic, 1989)

or the new and exciting line

8. exd5 (Dvoretsky - Vulfsson, 1986)

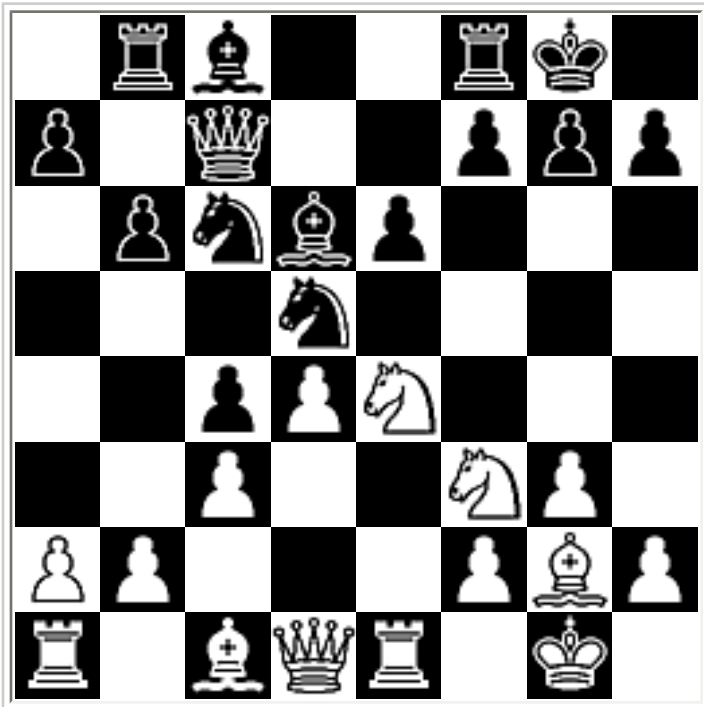
Both are given below.

You can also play g3 lines in most variations of the Open Sicilian: 1. e4 c5 2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. g3.

Example games C5

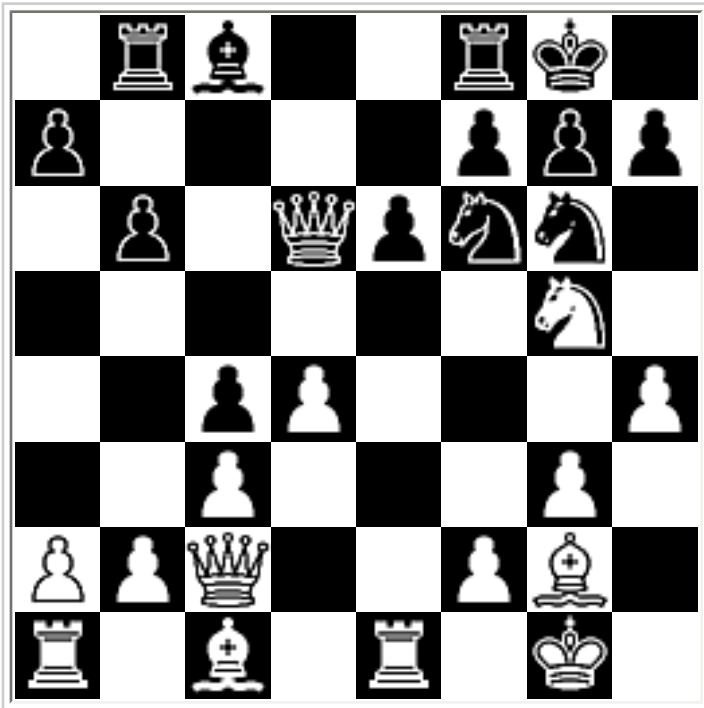
Fischer, Robert J - Sherwin, James T, New Jersey, 1957

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 Nf6 5. Bg2 Be7 6. O-O O-O 7. Nbd2 Rb8 8. Re1 d6 9. c3 b6 10. d4 Qc7 11. e5 Nd5 12. exd6 Bxd6 13. Ne4 c4



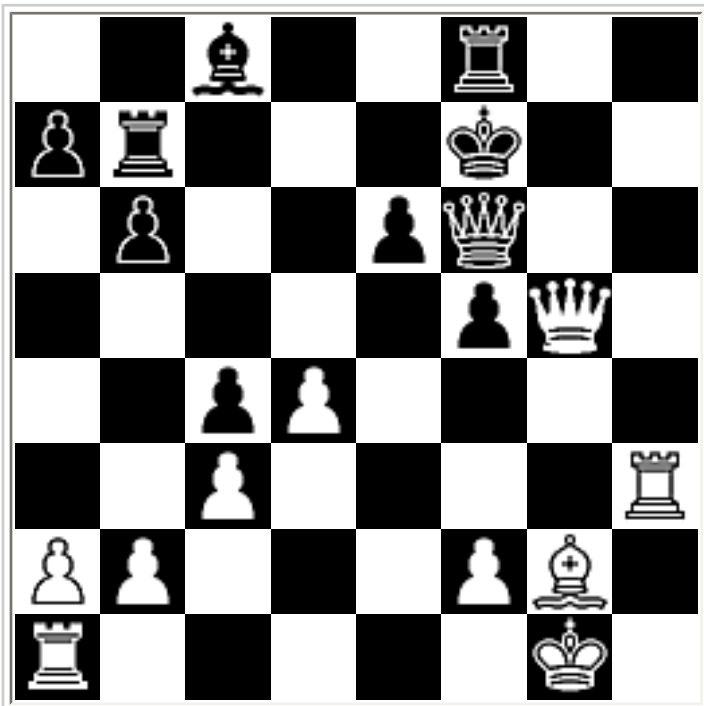
Characteristically, Fischer selects the simple and clear theme of winning the bishop pair.

14. Nxd6 Qxd6 15. Ng5 Nce7 16. Qc2 Ng6 17. h4 Nf6



"Tactics flow from a superior position" - Fischer

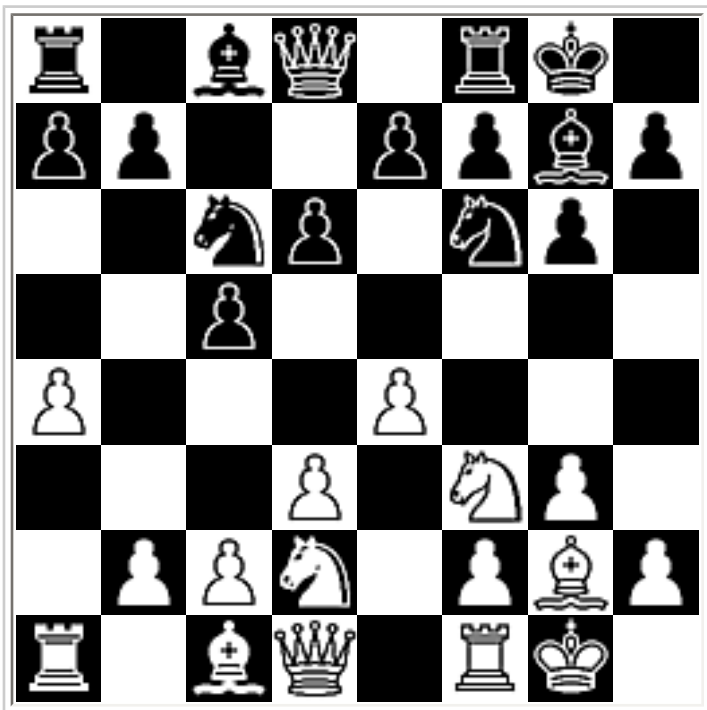
18. Nxh7 Nxh7 19. h5 Nh4 20. Bf4 Qd8 21. gxh4 Rb7 22. h6 Qxh4 23. hxg7 Kxg7 24. Re4 Qh5 25. Re3 f5 26. Rh3 Qe8 27. Be5+ Nf6 28. Qd2 Kf7 29. Qg5 Qe7 30. Bxf6 Qxf6



31. Rh7+ Ke8 32. Qxf6 Rxh7 33. Bc6+ 1-0

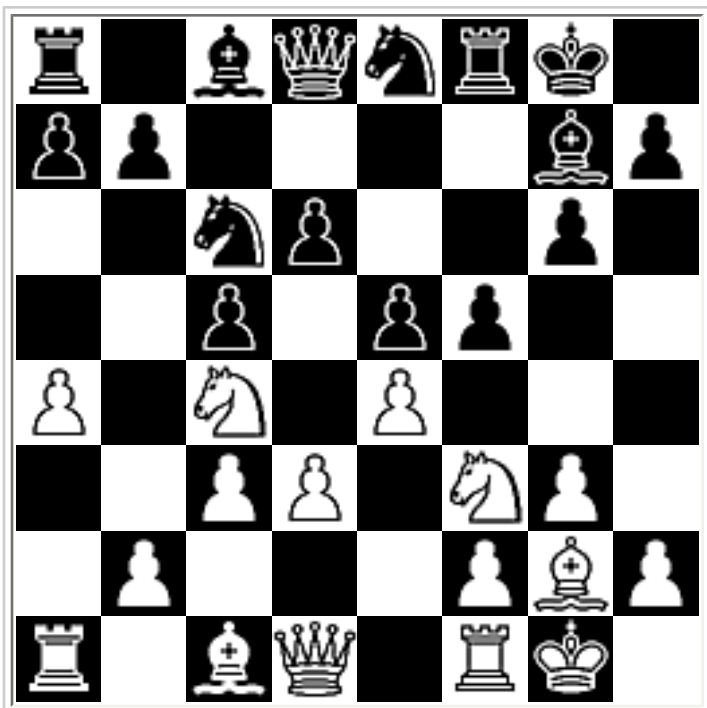
Smyslov - Botvinnik, USSR Ch, 1955

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. d3 c5 6. e4 Nc6 7. Nbd2 d6 8. a4



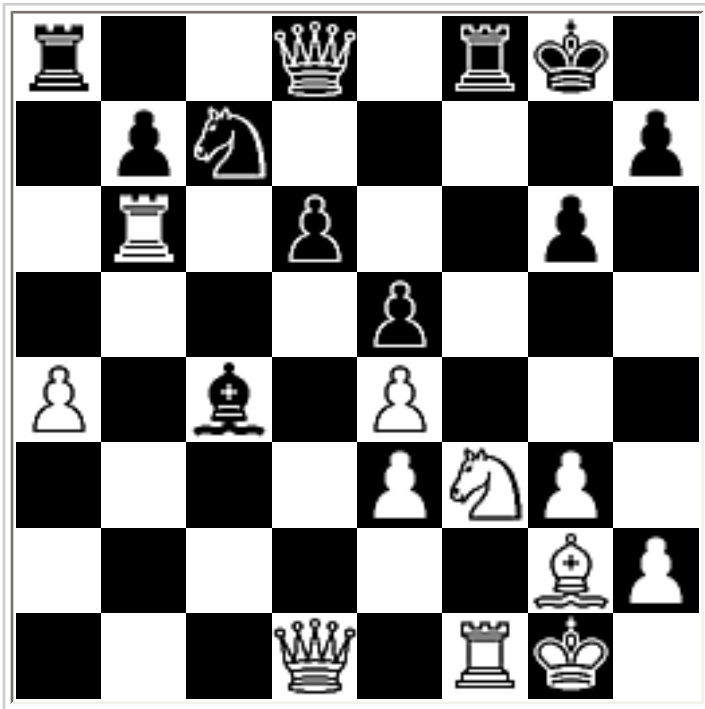
A standard flexible set-up for White

8... Ne8 9. Nc4 e5 10. c3 f5



White has prepared a strong positional pawn sacrifice

11. b4 cxb4 12. cxb4 fxe4 13. dxe4 Be6 14. Ne3 Nxb4 15. Rb1 a5 16. Ba3 Nc7 17. Bxb4 axb4 18. Rxb4 Bh6 19. Rb6 Bxe3 20. fxe3 Bc4



The Black game is teetering

21. Rxd6 Qe8 22. Re1 Rf7 23. Ng5 Re7 24. Bf1 Bxf1 25. Rxf1 Qxa4 26. Rd8+ Re8 27. Qf3 Qc4 28. Rd7 1-0

Yudasin-Jukic, Bern 1989

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8. Re1 b6 9. h4 h6 10. c3 a5 11. a4 Ra7

All as in Ljubojevic-Kasparov, Niksic 1983. Now best is

12. exd5 exd5 13. Nb3 d4 14. cxd4 cxd4 15. Bf4

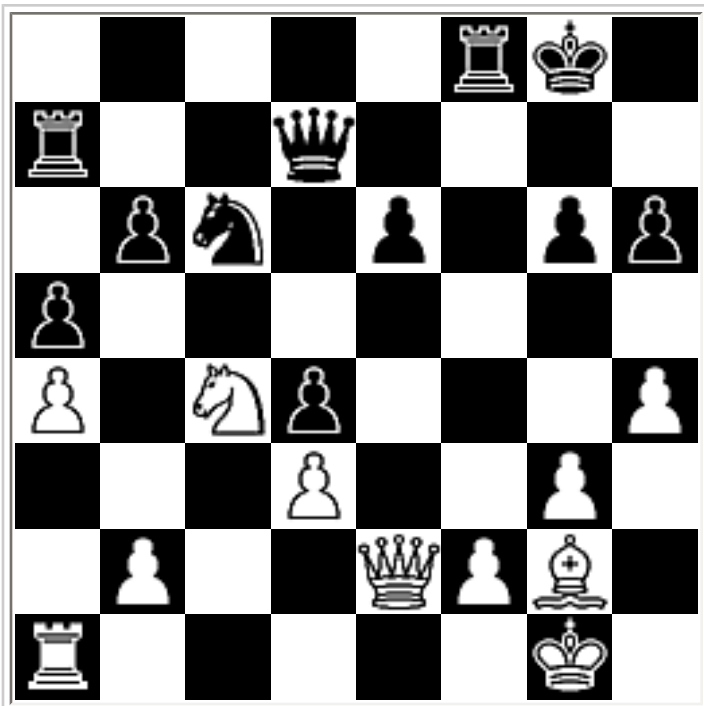


...with White's pieces being better placed in the more open position.

15... O-O 16. Ne5 Nxe5 17. Bxe5 Bxe5 18. Rxe5 Qd6 19. Qe2 Be6 20. Nd2 Nc6

Now a great exchange sacrifice

21. Rxe6 fxe6 22. Nc4 Qd7



Black has no counterplay

**23. Nxb6 Qe8 24. Rc1 Ne7 25. Qxe6+ Qf7 26. Qe2 Qb3 27. Nc4 Qxa4 28. Qe6+ Kg7 29. Qb6 Rd7
30. Ne5 Rdd8**

[30... Rf6 31. Qc5]

31. Rc7 Qe8 32. Qe6 1-0

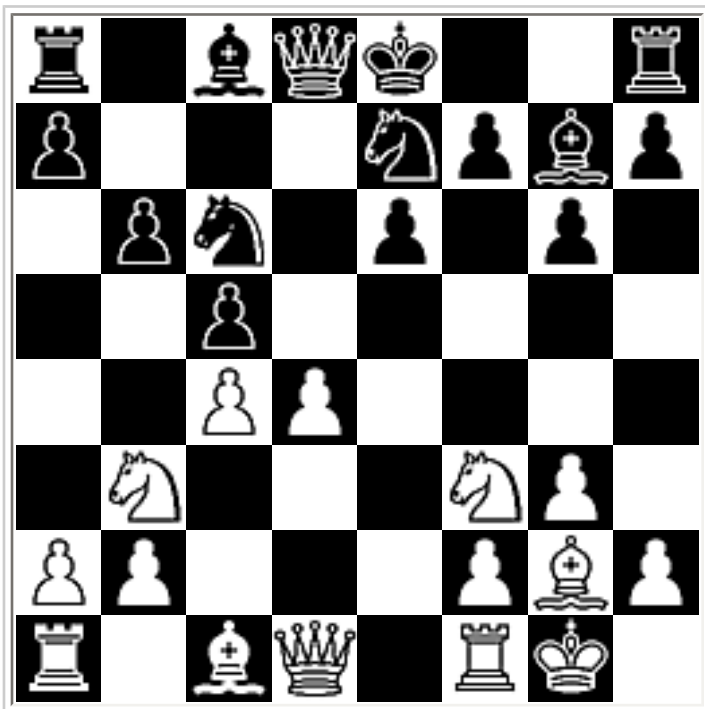
Dvoretsky - Vulfsson, USSR, 1986

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8. exd5

Black has a choice

8... exd5

[8... Nxd5 9. Nb3 b6 10. c4 Nde7 11. d4

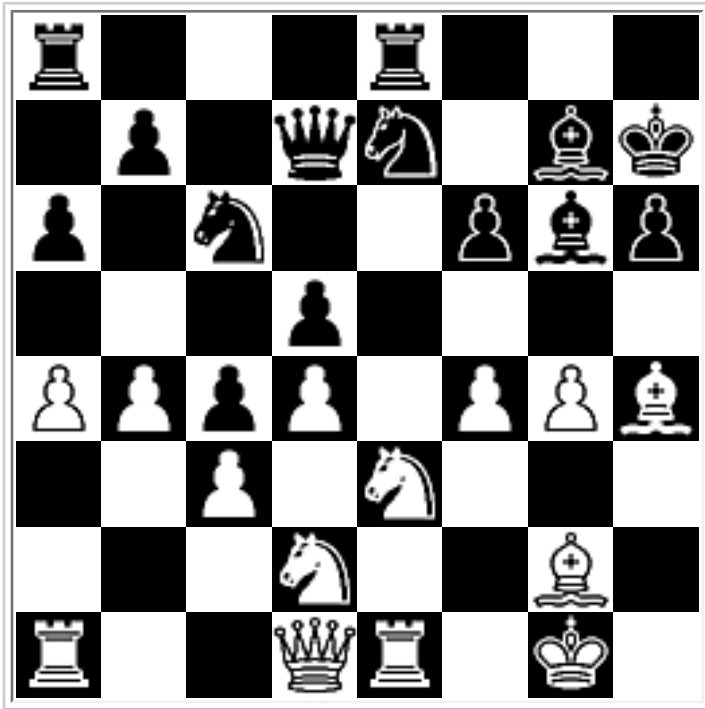


with advantage]

9. d4 cxd4

[not 9... c4 releasing the tension:

10. c3 Bf5 11. Re1 O-O 12. Nf1 Re8 13. Bf4 h6 14. h4 f6 15. Ne3 Be4 16. Bh3 Kh7 17. b4 a6 18. a4 Ng8
19. g4 g5 20. Bg3 Qd7 21. Nd2 Bg6 22. Bg2 Nge7 23. f4 gxh4 24. Bxh4



with advantage]

[Nor 9... Nxd4 10. Nxd4 Bxd4 11. Nb3]

10. Nb3 Qb6 11. Bg5

[Even better was 11. Bf4!]

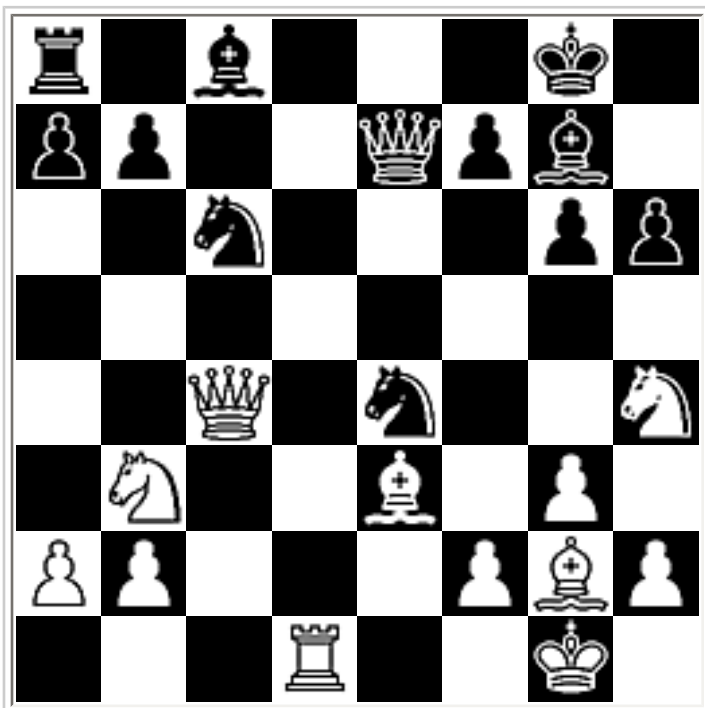
e.g. 11...Bf5

[or 11... d3 12. c3 Bf5 13. Re1 O-O 14. Nh4 Be6 15. Qxd3



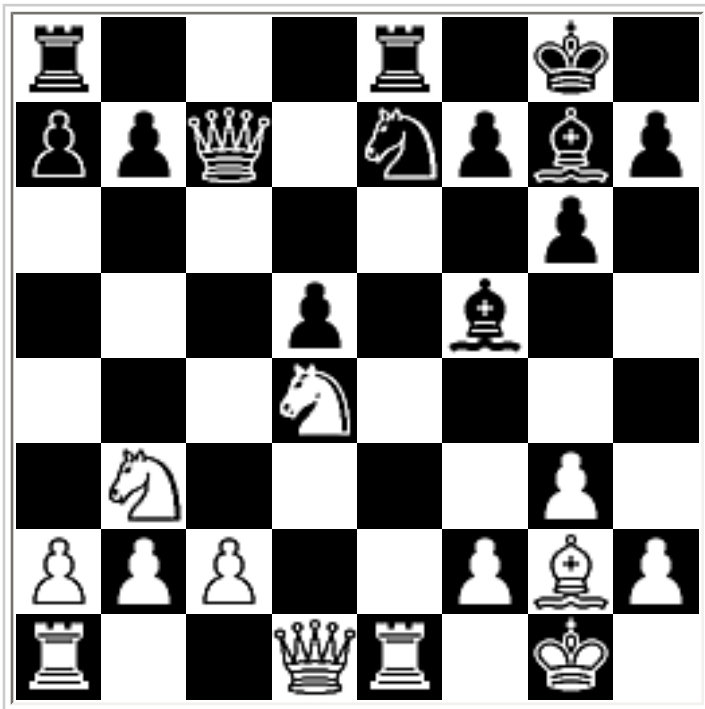
with play against the IQP]

[or 11... O-O 12. Bd6 d3 13. c3 Rd8 14. Bc5 Qc7 15. Qxd3 Nf5 16. Rfe1 Na5 17. Qb5 Nc6 18. Rad1 Nd6 19. Qe2 Ne4 20. Be3 h6 21. c4 dxc4 22. Qxc4 Rxd1 23. Rxd1 Qe7 24. Nh4



with advantage]

12. Bd6 O-O 13. Re1 Rfe8 14. Bc5 Qc7 15. Bxd4 Nxd4 16. Nfxd4



11... Nf5

[11... O-O 12. Nfxd4 Nf5 may have been better than what was played]

12. Re1+ Be6 13. g4 Nd6



14. Nfxd4!!

This gives White a prolonged initiative

14...Bxd4

[14... Nxd4 15. Be3 N6b5 16. a4]

15. Nxd4 Qxd4

[15... Nxd4 16. Bf6]

16. Bxd5 O-O 17. Bxc6 Qc5

The best defence.

[17... Qxg4+ 18. Qxg4 Bxg4 19. Bg2]

[17... Qxd1 18. Raxd1 bxc6 19. Rxd6 Bxg4 20. Rxc6]

18. Bf3 Qxg5 19. Qxd6 Rac8 20. c3 Qb5 21. Rad1 Bxa2 22. Rd2 Rfd8 23. Qxd8+ Rxd8 24. Rxd8+ Kg7 25. Rd2 h5 26. h3 Be6 27. Re4 a5 28. Red4 hxg4 29. hxg4 Qg5 30. Kg2 b6 31. Re2 Qc5 32. Kg3 Qb5 33. Rdd2 Qg5 34. Re3 Qc5

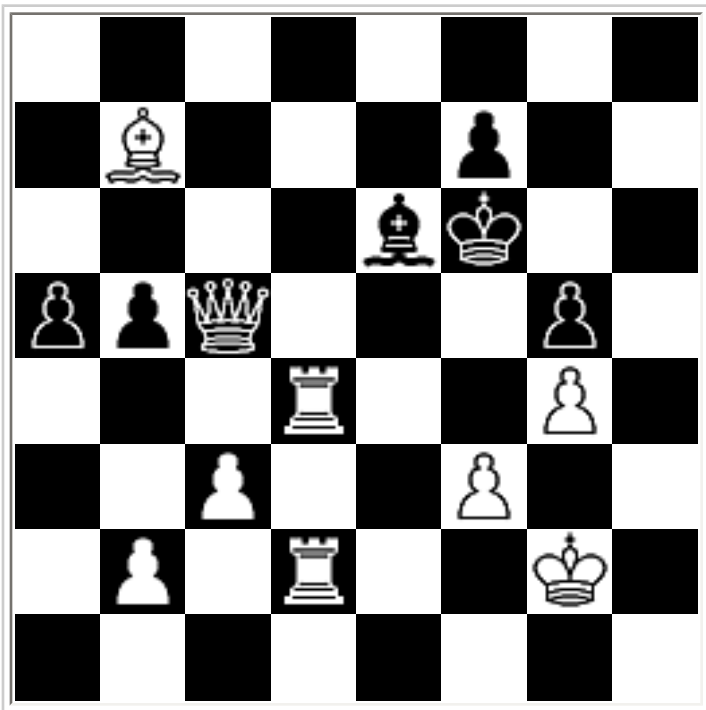
[34... f5 35. Rd4]

Time trouble I think affects both players, and the game rolls to a halt

35. Be2 Qc6 ? 36. f3 ?

[36. f4! with good winning chances]

36... g5 37. Rd4 Qc7+ 38. Kg2 Kf6 39. Bd3 Qc5 40. Be4 Qb5 41. Rd2 Qe5 42. Ree2 Qb5 43. Bb7 Qc5 44. Rd4 b5 45. Red2



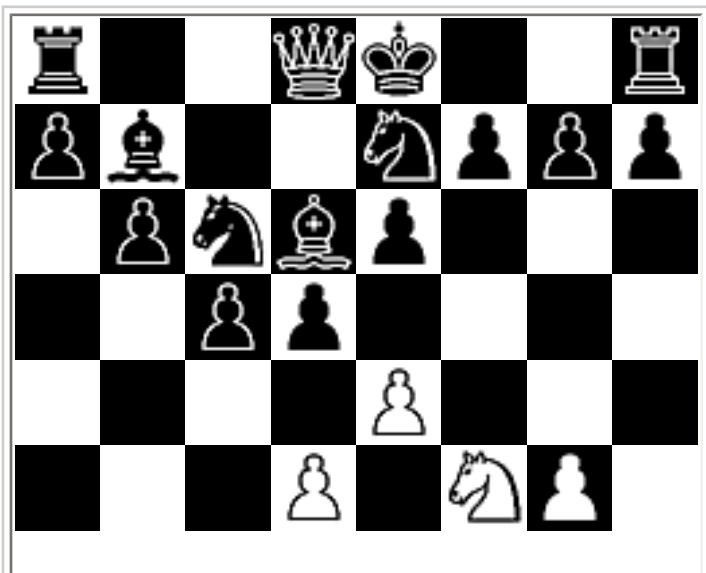
idea Bd5

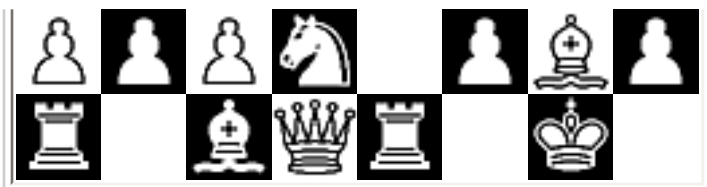
45... Ke5 Q

If this is all too hair-raising, you can always play more quietly at move 8.

Karlsson - George, Torbay, 1994[B40]

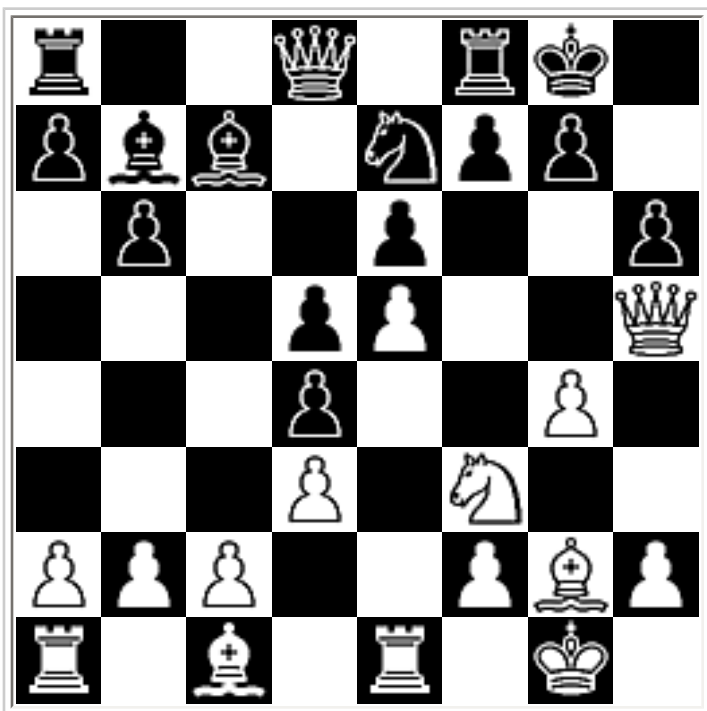
1. e4 c5 2. Nf3 e6 3. d3 d5 4. Nbd2 Nc6 5. g3 b6 6. Bg2 Bb7 7. O-O Bd6 8. Re1 Nge7





Our esteemed visitor Agust Karlsson explained this line to me in the car on the way over: *"Very easy, the King's Indian Attack. You know the old Fischer games? Always the same attack, always the same sacrifices. Very easy."*

9. Ng5 O-O 10. Qh5 h6 11. Ndf3 Nd4 12. e5 Bc7 13. Nxd4 cxd4 14. Nf3 Nf5 15. g4 Ne7



16. Bxh6 Ng6

[16... gxh6 17. Qxh6 f6 18. exf6 Nf5 19. Qg6+ Kh8 20. Rxe6 Bc8 21. gxf5 Bxe6 22. Qg7#]

17. Bd2 Qb8 18. Ng5 Rd8 19. Bb4



19... Nf8 20. Qxf7+ Kh8 21. Bxf8 1-0

Back to [Chess Coaching Page](#)



This document (sic11.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Playing Black against Queen's-side Openings

White plays 1. d4 or plays one of the flank openings,

and you reply with either a solid or an aggressive system

Black's basic solid set-up

-	+	-	+	-	+	-	+
+	-	+	-	+	-	+	-
-	+	-	+	-	+	-	+
+	-	+	-	+	-	+	-
-	+	-	+	x	+	-	+
+	-	S	x	+	x	+	-
x	X	x	+	S	+	x	X
T	-	L	j	D	l	+	t

Black's basic active set-up

-	+	-	+	-	+	-	+
+	-	+	-	+	-	+	-
-	+	-	+	-	+	-	+
+	-	+	-	+	-	+	-
-	+	x	+	x	+	-	+
+	-	S	x	+	x	+	-
x	X	-	L	S	+	x	X
+	j	T	-	D	l	+	t

An Exeter Junior Chess Club booklet

Edition 1.12, November, 95

Bibliography:

Norwood, *Trends in the King's Indian Attack*

Evans, *The Chess Opening for You*

Kasparov/Keene, *Batsford Chess Openings 2*

Walker, *Chess Openings for Juniors*

Varnusz, *Play Anti-Indian Systems*

Wall, *500 English Miniatures*

Soltis, *The London System*

Botvinnik, *100 Selected Games*

Schiller, *The Cambridge Springs Defence*

Polugaevsky, *Queen's Gambit Declined: Orthodox Defence*

Various magazines and other books

Contents

Introduction

The repertoires below offer you solid and aggressive ways of playing against most of the Queen's side openings, and also tells you what to do against some of the less common lines where only one line need be learned.

Playing solidly against the Queen's-side and flank openings

Black's basic solid set-up

- + - + - + - +
+ - + - + - + -

```

- + - + - + - +
+ - + - + - + -
- + - + x + - +
+ - S x + x + -
x X x + s + x X
T - L j D l + t

```

When I say solid, I mean, solid and going forward, not solid and standing still.

So, you must plan where your counterplay is coming from:

play ...e5 to get your Bc8 out and working

play ...Bd6 and ...Qc7

play ...Bb4 and ...Qa5

play ...dxc4 and ...b5

Of course you can combine these plans.

play ...e5 to get your Bc8 out

```

- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -
- + - X x + - +
+ - S - + x + -
x X x + s + x X
T - L j D l + t

```

play ...Bd6 and ...Qc7

```

- + - + - + - +
+ - + - + - + -
- + - + - + - +

```

```

+ - + - + - + -
- + - + x + - +
+ - S x L x + -
x X x + s D x X
T - + j + l + t

```

play ...Bb4 and ...Qa5

```

- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - L -
- + - + x + - D
+ - S x + x + -
x X x + s + x X
T - + j + l + t

```

...dxc4 and; ...b5: keep the P/ hit a Bc4

```

- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -
- + - + - + x +
+ - S x + x + -
x X x + s + - X
T - L j D l + t

```

Playing aggressively against the Queen's-side and flank openings

Black's basic active set-up

```

- + - + - + - +
+ - + - + - + -

```


- + - + - + - +
+ - + - + - + -
- + x + x + - +
+ - S x + x + -
x X - L s + x X
+ j T - D l + t

The Stonewall formation is aggressive but as you can tell from its overlap with the system above, it is also quite solid. White cannot hope to make a quick raid on Black's position, while the f5 pawn is a beach-head for your King's-side attack.

play ...Qe8 and ...Qh4

play ...Kh8, ...Rg8 and ...g5

play ...Ne4 and ...Ndf6

re-organise your bishops with ...Be7-d6 or ...Bd7-e8-h4

Of course you can combine these ideas.

play ...Qe8 and ...Qh4

- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -
d + x + x + - +
+ - S x + x + -
x X - L s + x X
+ j T - + l + t

play ...Kh8, ...Rg8 and ...g5

- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -

```
d X x + x + - +
+ - S x + x + -
x + - L s + x X
J t + - + l + t
```

play ...Ne4 and ...Ndf6

```
- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + S + - + -
- + x + x + - +
+ - S x + x + -
x X - L - + x X
+ j T - D l + t
```

re-organise bishops ...Bd6 / ...Bd7-e8-h4

```
- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -
l + x + x + - +
+ - S x L x + -
x X - + s + x X
+ j T - D - + t
```

Under the **Section A, Queen Pawn Openings** you can see both these lines at work. You can see straight away that it may be possible to head towards one then choose the other.

I'll also show you how to play against some of the more off-beat approaches to playing White in sections B-F.

Analysis and Games

I'll go through each approach in turn, looking at a system to play against each White opening.

A. Queen's pawn openings

As your chess improves you will meet more and more players who prefer the slower Queen's-side openings, which although slow, are dangerous because they are also trying to take over the centre, and it is harder to stop this than after 1. e4. The reason for this is worth thinking about:

In the e4 openings, you can often easily play ...d5, but in the 1. d4 openings, ...e5 takes a lot longer to arrange. You may prefer to give up on the idea for a while, and concentrate on active development.

There are several systems below which combine solidity and winning chances in varying proportions:

- The Cambridge Springs Defence to the Queen's Gambit Declined
- The Semi-Slav Defence: the Tchigorin, Romih and Abrahams variations
- The Stonewall Dutch

A1 Playing solidly against 1. d4

I assume that White will follow 1...d5 with 2. c4. Sometimes White will play 2. Nf3 and later 3. c4, but basically White usually needs the c2-c4 move to put Black's centre under pressure, or Black will be able to use the c7 and e7 pawns to hit out at the d4 pawn. There are a few White systems that don't involve c2-c4:

The Stonewall System 1. d4 2. e3 3. Bd3 and 4. f4

The London System 1. d4 2. Nf3 3. Bf4

The Colle System: 1. d4 2. Nf3 3. e3 4. Bd3 (*see the booklet devoted to this opening.*)

A(a) The Stonewall System

(Notes from Fine, 1943)

1. d4 d5 2. e3 Nf6 3. Bd3

[3. f4 is sometimes played to avoid the 3...Nc6 line. Black can always play ...Bf5]

3... c5

[Another good system is 3... Nc6 4. f4

[4. c3 e5]

4... Nb4 5. Nf3 Nxd3+ 6. cxd3 g6 7. Nc3 Bg7 8. O-O O-O=]

4. c3 Nc6 5. f4

t	+	l	D	j	L	-	T
X	x	+	-	X	x	X	x
-	+	s	+	-	S	-	+
+	-	X	x	+	-	+	-
-	+	-	P	-	P	-	+
+	-	P	b	P	-	+	-
p	P	-	+	-	+	p	P
R	n	B	q	K	-	N	r

5... e6

blocks the Bc8; probably not best.

[5... Bg4 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8

-	+	t	D	j	+	-	T
X	x	+	-	+	x	X	x
-	+	s	L	x	S	-	+
+	-	+	x	+	-	+	l
-	+	-	P	-	P	-	+
+	p	+	b	P	n	+	p

```

p + - N - + p +
R - B q K - + r

```

Black is comfortable]

The dangers in this line can be seen in this line, given by Fine:

6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7

Ne5 needs some response; Black could also try to occupy e4

9. Nd2 Re8 10. g4

```

t + l + t + j +
X x D - + x X x
- + s L x S - +
+ - X x N - + -
- + - P - P p +
+ - P b P - + -
p P - N - + - P
R - B q + r K -

```

with a crushing attack

A(b) London System

This can be a dangerous system: e.g.

Pribyl - Penrose (Nice) 1974

1. d4 d5 2. Nf3 Nf6 3. Bf4 c5 4. c3 e6 5. e3 Be7 6. Nbd2 O-O 7. Bd3 b6 8. Ne5

[8. O-O Bb7 9. a4

[9. Ne5]]

8... Bb7 9. Qf3 Nc6 10. Qh3 g6 11. Bh6 Re8 12. f4 Nd7

[12... Nxe5 13. fxe5 Ne4 14. Bxe4 dxe4 15. O-O with a strong attack: White can contemplate Rxf7!]

13. O-O f5 14. Ndf3 Ncxe5 15. fxe5 Bf8 16. Ng5 Bxh6 17. Qxh6 Nf8

[17... Qe7 18. g4 Qg7 19. Qxg7+ Kxg7 20. Bb5 Rad8 21. gxf5 gxf5 22. Nh3 with an endgame plus]

18. Rf3 Re7 19. g4 Rg7 20. Raf1 Qd7 21. Kh1 Qe7 22. h4 Bc8 23. Rg3 a5 24. Rfg1 Ra7

```

- + l + - S j +
T - + - D - T x
- X - + x + x Q
X - X x P x N -
- + - P - + p P
+ - P b P - R -
p P - + - + - +
+ - + - + - R k

```

Black fiddles while the King's side burns... White won an endgame in about 40 moves.

Let's try again from the top:

1. d4 d5 2. Nf3 Nf6 3. Bf4 c5 4. c3 e6 5. e3 Be7 6. Nbd2

Now 6... Nc6

```

t + l D j + - T
X x + - L x X x
- + s + x S - +
+ - X x + - + -
- + - P - B - +
+ - P - P n + -
p P - N - P p P
R - + q K b + r

```

Black should be prepared to snap off a Knight coming to e5, and can also think about ...Nh5 to exchange the Bishop.

7. h3

[or 7. Bd3 Nh5 8. Be5 f6 9. Bg3 g6 10. Qe2 O-O

```
t + l D - T j +
X x + - L - + x
- + s + x X x +
+ - X x + - + s
- + - P - + - +
+ - P b P n B -
p P - N q P p P
R - + - K - + r
```

Eslon-Cramling, 1984. BCO confidently gives this as an edge to Black. The Black pawns look odd but cover a lot of key squares. If White castles King's- side Black will play ...Nxc3; if O-O-O Black should not open a file but ...a6.]

7... O-O 8. Bd3 b6 9. O-O Bb7 10. Ne5 Nxe5 11. Bxe5 c4 12. Bc2 b5 13. a3 Nd7

```
t + - D - T j +
X l + s L x X x
- + - + x + - +
+ x + x B - + -
- + x P - + - +
P - P - P - + p
- P b N - P p +
R - + q + r K -
```

= Remon-Agzamov 1984

The only other system which may cause concern is the Colle System; early development of the Bc8 to f5 or g4 is the antidote (see booklet).

White has other non-standard plans eg...

[3. g3 c5 4. Bg2 e6 5. O-O Nc6 6. c3 Qb6 7. e3 Bd6

```

t + l + j + - T
X x + - + x X x
- D s L x S - +
+ - X x + - + -
- + - P - + - +
+ - P - P n P -
p P - + - P b P
R n B q + r K -

```

= *Ardiansyah-Farago 1983.*]

...but these should not cause you sleepless nights. The strongest move is c2-c4, so let us look at these variations.

A1.1 The Cambridge Springs Defence against the Queen's Gambit

The Queen's Gambit is a strong and solid approach for White.

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

The main line is 4...Be7 but the line I recommend starts:

4... Nbd7

```

t + l D j L - T
X x X s + x X x
- + - + x S - +
+ - + x + - B -
- + p P - + - +
+ - N - + - + -
p P - + p P p P
R - + q K b N r

```

Can White win a pawn here?

[5. cxd5 exd5 6. Nxd5 Nxd5 7. Bxd8

[7. Bd2 N7f6]

7... Bb4+ 8. Qd2 Bxd2+ 9. Kxd2 Kxd8 and Black has an extra piece!]

No, so White usually continues:

5. e3 c6 6. Nf3 Qa5

```

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
- + p P - + - +
+ - N - P n + -
p P - + - P p P
R - + q K b + r
    
```

This is the Cambridge Springs Defence, a counter-attacking line where Black aims to put the White Queen's-side under pressure. White has ways of heading off to other variations on moves 4,5 and 6 and we will look at those later. First, let us look at an example game:

Marshall,F - Tarrasch,S, Nuremberg, 1895

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Qc2 Qa5

```

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
- + p P - + - +
+ - N - P - + -
p P q + - P p P
R - + - K b N r
    
```

7. cxd5 Nxd5 8. Nf3 ? 8... Bb4 9. Kd2

```

t + l + j + - T
X x + s + x X x
- + x + x + - +
D - + s + - B -
- L - P - + - +
+ - N - P n + -
p P q K - P p P
R - + - + b + r

```

Black's attack on c3 has given White a real headache.

9... c5 10. a3 Bxc3+ 11. bxc3 cxd4 12. exd4 N7b6 13. Bd3 Bd7 14. Rhc1 Rc8 15. Qb3 O-O

```

- + t + - T j +
X x + l + x X x
- S - + x + - +
D - + s + - B -
- + - P - + - +
P q P b + n + -
- + - K - P p P
R - R - + - + -

```

16. Ke2

[16. Rc2 Ba4]

16... Rxc3 17. Rxc3 Qxc3 18. Qb1 h6 19. Bd2 Qc7 20. Kf1 Nc4 21. Bc1 Ba4 22. Qa2 Rc8 23. Qe2 Nc3 24. Qe1 Na5 25. Bxh6 Nb3 26. Bd2 Nxa1 27. Qxa1

```

- + t + - + j +
X x D - + x X -
- + - + x + - +
+ - + - + - + -
l + - P - + - +
P - S b + n + -
- + - B - P p P
Q - + - + k + -

```

27... Bb5 28. Bxb5 Nxb5 29. g3 Qc6 30. Kg2

```

- + t + - + j +
X x + - + x X -
- + d + x + - +
+ s + - + - + -
- + - P - + - +
P - + - + n P -
- + - B - P k P
Q - + - + - + -

```

30... Rd8 31. Be3 Qe4 32. Qb2 Rd5 33. a4 Nd6 34. Bf4 Nf5 35. Be3 Nxe3+ 36. fxe3 Qxe3 37. g4 f5 38. g5 Qe4 39. Qc3 f4 40. Qc8+ Kh7 41. Qc3

```

- + - + - + - +
X x + - + - X j
- + - + x + - +
+ - + t + - P -
p + - P d X - +
+ - Q - + n + -
- + - + - + k P
+ - + - + - + -

```

41... e5 42. h4 Rxd4 43. g6+ Kh6 44. Kh2 Qe2+ 0-1

Quite a long haul, but not difficult to understand. I predict you will win a few games like this to White players who do not really see the attack coming. All the theory below is designed to give you enough ideas to see you through games where your opponents do know what they are doing.

From the main line position:

```

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -

```

- + p P - + - +
+ - N - P n + -
p P - + - P p P
R - + q K b + r

White has several different moves here, but the same ideas are present in each line: White hopes to safeguard the bishop on g5 and/or to minimise the attack on c3. We will look at:

- a. 7. Nd2, stopping ...Ne4
- b. 7. Bxf6, removing the target
- c. 7. Bd3 - a poor move (...dxc4!)
- d. 7. cxd5 - stopping ...dxc4

The first and last of these are the most important and most common amongst masters.

A1.1a Cambridge Springs with 7. Nd2

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
- + p P - + - +
+ - N - P - + -
p P - N - P p P
R - + q K b + r

Black has got two ways to try and equalise here I recommend 7. Nd2 Bb4 but Black has also tried

7.Nd2 dxc4

e.g.

8. Bxf6 Nxf6 9. Nxc4 Qc7 10. Rc1

```

t + l + j L - T
X x D - + x X x
- + x + x S - +
+ - + - + - + -
- + n P - + - +
+ - N - P - + -
p P - + - P p P
+ - R q K b + r

```

which may be about equal but I don't fancy it as well. Let's try instead

7. Nd2 Bb4

8. Qc2 O-O

```

t + l + - T j +
X x + s + x X x
- + x + x S - +
D - + x + - B -
- L p P - + - +
+ - N - P - + -
p P q N - P p P
R - + - K b + r

```

[8... e5 also equalises according to Polugaevsky]

9. Be2

White has also tried:

[9. a3 Ne4]

[9. Bh4 e5]

```

t + l + - T j +
X x + s + x X x
- + x + - S - +
D - + x X - + -

```

```

- L p P - + - B
+ - N - P - + -
p P q N - P p P
R - + - K b + r

```

always this blow! But Black can also try

[9... c5 10. Nb3 Qa4 11. Bxf6 Nxf6 12. dxc5 Qc6 13. cxd5 exd5=]

```

t + l + - T j +
X x + - + x X x
- + d + - S - +
+ - P x + - + -
- L - + - + - +
+ n N - P - + -
p P q + - P p P
R - + - K b + r

```

10. dxe5

[10. Nb3 Qc7 11. Be2 [or 11. Bg3 Ne4] 11... dxc4 12. Bxc4 exd4 13. Nxd4 Ne5 = Straat-Spielmann, Scheveningen 1923]

10... Ne4 11. Ndxe4 dxe4 12. e6 Ne5 13. exf7+

[13. e7 Re8 14. O-O-O Ng6 15. Rd8 Bf5]

13... Rxf7 14. O-O-O Bf5 15. a3 Nd3+

```

t + - + - + j +
X x + - + t X x
- + x + - + - +
D - + - + l + -
- L p + x + - B
P - N s P - + -
- P q + - P p P
+ - K r + b + r

```

16. Bxd3

[16. Kb1 Bxc3 17. Qxc3 Qxc3 18. bxc3 Re8 with good compensation for the piece]

16... exd3 17. Qd2 c5 18. axb4 ? 18... cxb4 19. Nb1 Rc8 20. b3 b5 with a strong attack for the piece]

9... e5

t	+	l	+	-	T	j	+
X	x	+	s	+	x	X	x
-	+	x	+	-	S	-	+
D	-	+	x	X	-	B	-
-	L	p	P	-	+	-	+
+	-	N	-	P	-	+	-
p	P	q	N	b	P	p	P
R	-	+	-	K	-	+	r

10. O-O

Again White has tried other moves:

[10. dxe5 Ne4 11. Ndx4 dxe4 12. O-O Bxc3 13. bxc3 Nxe5

[13... f6 14. Bh4 Qxe5 =]

14. Qxe4 Ng6 15. Bf4 Nxf4 16. Qxf4 Qxc3

t	+	l	+	-	T	j	+
X	x	+	-	+	x	X	x
-	+	x	+	-	+	-	+
+	-	+	-	+	-	+	-
-	+	p	+	-	Q	-	+
+	-	D	-	P	-	+	-
p	+	-	+	b	P	p	P
R	-	+	-	+	r	K	-

is OK for Black]

[10. Bxf6 Nxf6 11. dxe5 Ne4 12. Ndx e4

[12. cxd5! Nxc3 13. bxc3 Bxc3 14. Rc1 Bxe5 15. dxc6 Rd8 16. Bd3 bxc6 17. O-O Ba6 18. Nc4 Bxc4 19. Bxc4 += bukic-nikolac, yugoslavia 1976]

12... dxe4 13. O-O Bxc3 14. Qxc3 Qxc3

15. bxc3 Re8 16. Rad1 Kf8

t	+	l	+	t	J	-	+
X	x	+	-	+	x	X	x
-	+	x	+	-	+	-	+
+	-	+	-	P	-	+	-
-	+	p	+	x	+	-	+
+	-	P	-	P	-	+	-
p	+	-	+	b	P	p	P
+	-	+	r	+	r	K	-

]

10... Bd6

[10... exd4 11. Nb3 Qc7 12. Nxd4 dxc4 13. Bxc4 Ne5 14. Be2 Neg4 15. Bf4 Qe7 16. h3 Ne5 17. Rad1 Ng6 18. Bg3 Rd8 = Spraggett-Saed, Taxco 1985]

11. Nb3

[11. cxd5 exd4 12. dxc6 dxc3 13. cxd7 cxd2 14. dxc8=Q Raxc8]

[11. c5 Be7 12. b4 Qc7

t	+	l	+	-	T	j	+
X	x	D	s	L	x	X	x
-	+	x	+	-	S	-	+
+	-	P	x	X	-	B	-
-	P	-	P	-	+	-	+
+	-	N	-	P	-	+	-

p + q N b P p P
R - + - + r K -

with chances for both sides; White has more space but while Black maintains the tension in the centre it will not be easy for either side

(...e4, though, would be a mistake) 13. b5]

11... Qc7 =

t + l + - T j +
X x D s + x X x
- + x L - S - +
+ - + x X - B -
- + p P - + - +
+ n N - P - + -
p P q + b P p P
R - + - + r K -

A1.1b Cambridge Springs with 7. Bxf6

7...Nxf6 8. Bd3 Bb4 9. Qc2

[There is an old line 9. Qb3 dxc4 10. Bxc4 O-O 11. O-O Bxc3 12. bxc3 b6 13. Ne5 Bb7 14. Be2 c5 15. Nc4 Qa6 16. Qb2 Bd5 17. Ne5 Qc8 18. a4 Nd7 19. c4 Be4

t + d + - T j +
X - + s + x X x
- X - + x + - +
+ - X - N - + -
p + p P l + - +
+ - + - P - + -
- Q - + b P p P
R - + - + r K -

= Capablanca, Lasker, Ed. NY 1924]

9... c5

```

t + l + j + - T
X x + - + x X x
- + - + x S - +
D - X x + - + -
- L p P - + - +
+ - N b P n + -
p P q + - P p P
R - + - K - + r

```

Black has a simple equalising plan: exchange centre pawns, castle, then develop your Bc8.

10. Nd2 [or 10. O-O] 10... cxd4 11. exd4 Bxc3 12. Qxc3 Qxc3 13. bxc3 dxc4 14. Nxc4 Ke7 15. Kd2 Bd7

```

t + - + - + - T
X x + l J x X x
- + - + x S - +
+ - + - + - + -
- + n P - + - +
+ - P b + - + -
p + - K - P p P
R - + - + - + r

```

= **Kmoch-Vajda, Kecsemet 1927**

A1.1c Cambridge Springs with 7. Bd3

```

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
- + p P - + - +
+ - N b P n + -
p P - + - P p P
R - + q K - + r

```

This is a feeble move, although it looks natural.

7... Ne4 8. Nd2

[8. Bf4 Nxc3 9. bxc3 Qxc3+ 10. Kf1 dxc4]

[8. Bxe4 dxe4 9. Ne5 Bb4]

8... Nxd2 9. Qxd2 dxc4

And Black has won a piece.

A1.1d Main line Cambridge with 7. cxd5

```
t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + p + - B -
- + - P - + - +
+ - N - P n + -
p P - + - P p P
R - + q K b + r
```

7...Nxd5

Now White usually plays Qd2 but first we will need to examine an alternative in 8. Qb3.

A1.1d(a) White deviates from main line: 8. Qb3

8. Qb3 Bb4

Others can be confidently tried:

[8... h6 9. Bh4 Bb4 10. Rc1 c5 11. a3 Bxc3+ 12. bxc3 cxd4 13. exd4 O-O = Euwe-Capablanca 1931]

[8... Bd6 9. e4 Nxc3 10. bxc3 e5 11. Bd2 O-O 12. Bd3 Qc7 = Peev-Atanasov, Varna 1974]

9. Rc1 e5

t + l + j + - T
X x + s + x X x
- + x + - + - +
D - + s X - B -
- L - P - + - +
+ q N - P n + -
p P - + - P p P
+ - R - K b + r

!? Tartakower

10. Bc4 !

Best. Alternatives include:

(a) [10. dxe5 Nc5 11. Qc2 Na4

[11... Qxa2]

]

(b) [10. Nxe5 Nxe5 11. dxe5 Be6 12. a3 Nxc3 13. Qxb4

[13. axb4 Qxe5 14. Bf4 Bxb3 15. Bxe5 Na2]

13... Qxb4 14. axb4 Na2 15. Rd1 Nxb4]

(c) [10. Bd3 h6 11. Bh4 exd4 12. exd4 Nf4]

...with Black comfortable in each case.

10... N7b6

[10... exd4 is more solid 11. Bxd5 Bxc3+ 12. bxc3 cxd5 13. exd4 O-O 14. O-O Nb6 =]

11. Bxd5 Nxd5 12. Nxe5 Be6 13. Nc4

[13. a3 Nxc3]

13... Nxc3 14. Nxa5 Nxa2+ 15. Qxb4 Nxb4 16. Kd2 f6

t	+	-	+	j	+	-	T
X	x	+	-	+	-	X	x
-	+	x	+	l	X	-	+
N	-	+	-	+	-	B	-
-	S	-	P	-	+	-	+
+	-	+	-	P	-	+	-
-	P	-	K	-	P	p	P
+	-	R	-	+	-	+	r

=/=+ As in a consultation game Euwe and; Weenink - Alekhine and; Van Den Bosch, Amsterdam 1931

A1.1d(b) Back to the main line with 8. Qd2

8. Qd2

Black now has the sharp

8... N7b6

and the solid

8...Bb4

A1.1d-1 Main line with 8... N7b6

Now White has a choice:

(1) 9. Bd3

(2) 9. Nxd5

(3) 9. a3

(4) 9. Rc1

Only the last of these is dangerous.

d-1(1) Main line with 8...N7b6 9. Bd3

t + l + j L - T
X x + - + x X x
- S x + x + - +
D - + s + - B -
- + - P - + - +
+ - N b P n + -
p P - Q - P p P
R - + - K - + r

9. Bd3 (?)

This move anticipates transposing to the Rc1 system after

9... Nxc3

but Black can dodge with

9... Na4 !

with no problems after

10. Nxd5

[or 10. Nxa4 Bb4]

[or 10. O-O Nxb2 11. Qxb2 Qxc3 -+]

10... Qxd2+ 11. Kxd2 exd5 drawn: Adorjan-Ivkov 1980

This is worth knowing about, because it is not in all the books.

d-1(2) Main line with 8...N7b6 9. Nxd5

t + l + j L - T
X x + - + x X x
- S x + x + - +
D - + n + - B -
- + - P - + - +
+ - + - P n + -
p P - Q - P p P
R - + - K b + r

An attempt to avoid any theoretical novelties, but abandoning any pretence at keeping the White advantage.

9... Qxd2+ 10. Nxd2 exd5 11. Bd3 a5

t + l + j L - T
+ x + - + x X x
- S x + - + - +
X - + x + - B -
- + - P - + - +
+ - + b P - + -
p P - N - P p P
R - + - K - + r

= Karpov-Kasparov 1984/85 #47

d-1(3) Main line with 8...N7b6 9. a3

t + l + j L - T
X x + - + x X x
- S x + x + - +
D - + s + - B -
- + - P - + - +
P - N - P n + -
- P - Q - P p P
R - + - K b + r

9... Nxc3

the pawn grab with ...Bb4 is rather risky

10. Qxc3

[10. bxc3 Nd5 11. e4

[11. c4 Bb4]

11... Qxc3]

10... Qxc3+ 11. bxc3 f6 12. Bh4 c5

```

t + l + j L - T
X x + - + - X x
- S - + x X - +
+ - X - + - + -
- + - P - + - B
P - P - P n + -
- + - + - P p P
R - + - K b + r

```

= Euwe

d-1(4) Main line with 8...N7b6 9. Rc1

```

t + l + j L - T
X x + - + x X x
- S x + x + - +
D - + s + - B -
- + - P - + - +
+ - N - P n + -
p P - Q - P p P
+ - R - K b + r

```

9... Nxc3 10. bxc3 Nd5 11. Bc4

[11. Bd3 Nxc3 12. O-O Bb4 13. a3 Qxa3 transposes above]

11... Nxc3

[11... Ba3 12. Rb1 Nxc3 13. Rb3 b5 14. Bd3 b4 Black can win a pawn but the Ba3 is dead for a long while]

12. O-O b5

[12... Bb4 is risky 13. a3]

13. d5

This is the only threatening continuation

[13. Qxc3 Qxc3 14. Rxc3 bxc4 15. Rb1 Ba6 16. Nd2 c5

t	+	-	+	j	L	-	T
X	-	+	-	+	x	X	x
l	+	-	+	x	+	-	+
+	-	X	-	+	-	B	-
-	+	x	P	-	+	-	+
+	-	R	-	P	-	+	-
p	+	-	N	-	P	p	P
+	r	+	-	+	-	K	-

with better chances for Black]

13... exd5 14. Bxd5 cxd5 15. Rxc3 Bb4 16. Qxd5 O-O 17. Qxa8 Bg4

q	+	-	+	-	T	j	+
X	-	+	-	+	x	X	x
-	+	-	+	-	+	-	+
D	x	+	-	+	-	B	-
-	L	-	+	-	+	l	+
+	-	R	-	P	n	+	-
p	+	-	+	-	P	p	P

+ - + - + r K -

Black's chances are no worse

A1.1d-2

Main line with 8... Bb4

this more straightforward move leads to quieter play

9. Rcl O-O

```

t + l + - T j +
X x + s + x X x
- + x + x + - +
D - + s + - B -
- L - P - + - +
+ - N - P n + -
p P - Q - P p P
+ - R - K b + r

```

10. e4

[10. Bd3 e5 11. dxe5

[11. O-O exd4 12. exd4 f6 13. Bh4 Rd8 14. a3 Bxc3 15. bxc3 Nf8 16.
Bg3 Be6
17. Rfe1 Bf7 18. c4

```

t + - T - S j +
X x + - + l X x
- + x + - X - +
D - + s + - + -
- + p P - + - +

```

P - + b + n B -
- + - Q - P p P
+ - R - R - K -

with a pull for White: Kasparov-Smyslov, 1984]

11... Nxc3 12. bxc3 Ba3 13. Rd1 Nxe5]

10... Nxc3 11. bxc3 Bd6

t + l + - T j +
X x + s + x X x
- + x L x + - +
D - + - + - B -
- + - P p + - +
+ - P - + n + -
p + - Q - P p P
+ - R - K b + r

[11... Ba3 12. Rb1 e5

t + l + - T j +
X x + s + x X x
- + x + - + - +
D - + - X - B -
- + - P p + - +
L - P - + n + -
p + - Q - P p P
+ r + - K b + r

Walker 13. Bd3 Re8

[13... exd4 14. cxd4 Qxd2+ 15. Nxd2 Nb6 16. O-O Be6 17. Nb3 += Polu]

14. O-O b6 15. Qe2 Bb7 16. Rfd1 += Euwe]

This is all the theory you will ever need if White allows the Cambridge Springs. Play over each line, not to learn the moves by heart but to see all the different ideas. Once you know the ideas the moves will come naturally to you - perhaps better moves than are given in the notes!

A1.1e White avoids the Cambridge Springs

A1.1e-1 White avoids the Cambridge Springs after 5. Nf3

5... c6

White has tried

A. 6. Qc2

B. 6. Qb3

c. 6. e4

e-1(1) 6. Qc2

Now the usual attack can be easily met by

[6... Qa5 7. cxd5 Nxd5 8. e4 Nxc3 9. Bd2]

An active try is:

6... dxc4

[6... h6 is safer 7. Bxf6 Nxf6 8. e3 Be7 9. Bd3 O-O 10. O-O c5 11. dxc5 dxc4 12. Bxc4 Bxc5

t	+	l	D	-	T	j	+
X	x	+	-	+	x	X	-
-	+	-	+	x	S	-	X
+	-	L	-	+	-	+	-
-	+	b	+	-	+	-	+
+	-	N	-	P	n	+	-
p	P	q	+	-	P	p	P
R	-	+	-	+	r	K	-

~=*Kotov-Panov 1938*]

7. e4 b5 8. e5 h6 9. Bh4 g5 10. Nxg5 hxg5 11. Bxg5 Bb7

t	+	-	D	j	L	-	T
X	l	+	s	+	x	+	-
-	+	x	+	x	S	-	+
+	x	+	-	P	-	B	-
-	+	x	P	-	+	-	+
+	-	N	-	+	-	+	-
p	P	q	+	-	P	p	P

R - + - K b + r

Compared to the normal Anti-Meran system (see below), White has played the inferior move Qc2 not g3. Black will get a good game with ...Qb6 and ...O-O-O.

See the section on the Semi-Slav below.

e-1(2) 6. Qb3

Clearly the usual attack is not possible.

6...Be7 7. e3 O-O 8. Be2 b6 9. O-O Bb7 10. Rad1 h6 11. Bh4

Samikhovsky-Kasparian 1931. Now

11... Ne4

```
t + - D - T j +
X l + s L x X -
- X x + x + - X
+ - + x + - + -
- + p P s + - B
+ q N - P n + -
p P - + b P p P
+ - + r + r K -
```

with good play for Black

e-1(3) 6. e4

Black cannot allow this pawn to remain.

6...dxe4 7. Nxe4 h6 8. Nxf6+

[8. Bh4 g5 9. Nxf6+ Nxf6 10. Bg3 Bb4+ with advantage: not

11. Nd2 ? 11... Ne4]

8... Nxf6 9. Bd2 c5 10. Bc3 Ne4

t	+	l	D	j	L	-	T
X	x	+	-	+	x	X	-
-	+	-	+	x	+	-	X
+	-	X	-	+	-	+	-
-	+	p	P	s	+	-	+
+	-	B	-	+	n	+	-
p	P	-	+	-	P	p	P
R	-	+	q	K	b	+	r

= Subarev-Ryumin 1931

A1.1e-2 White avoids the Cambridge Springs after 5. e3

5. e3

Again you play

5... c6

Now:

(1) A. 6. Bd3

(2) B. 6. a3

(3) C. 6. Qc2

6. Nf3 would transpose to normal lines.

e-2(1) 6. Bd3

6...Qa5

is still OK here but see note after move 7

7. Bh4 dxc4

[not 7... Bb4 8. Nge2 +=]

8. Bxc4 b5 9. Bd3

[9. Bb3 would be met the same way]

9... b4 10. Nce2 c5 11. Nf3 Bb7 12. O-O Rc8

- + t + j L - T

X l + s + x X x
- + - + x S - +
D - X - + - + -
- X - P - + - B
+ - + b P n + -
p P - + n P p P
R - + q + r K -

= Ornstein-Sveshnikov 1977]

e-2(2) 6. a3

Plain enough!

6...Be7 7. Nf3 Ne4 8. Bxe7 Qxe7 9. Qc2

[or 9. Nxe4 dxe4 10. Nd2 f5 11. c5 O-O 12. Nc4 b6 13. b4 Ba6 14. Be2
Bxc4 15. Bxc4 a5 16. Qb3 Rfe8 17. O-O b5 18. Be2 a4

t + - + t + j +
+ - + s D - X x
- + x + x + - +
+ x P - + x + -
x P - P x + - +
P q + - P - + -
- + - + b P p P
R - + - + r K -

>/< Euwe-Bogolyubov 1941]

**9... Nxc3 10. Qxc3 O-O 11. Be2 dxc4 12. Bxc4 b6 13. O-O Bb7 14. Rfd1
c5 15.
dxc5 Nxc5**

```

t + - + - T j +
X l + - D x X x
- X - + x + - +
+ - S - + - + -
- + b + - + - +
P - Q - P n + -
- P - + - P p P
R - + r + - K -

```

= Pirc-Rabar 1946]

e-2(3) 6. Qc2

An important idea as played at the highest level, but Black can equalise.

6...Qa5 7. cxd5 Nxd5 8. e4 Nxc3 9. Bd2 Qa4 ! 10. Qxc3 a5 11. Nf3 Bb4
12.
Qc1

```

t + l + j + - T
+ x + s + x X x
- + x + x + - +
X - + - + - + -
d L - P p + - +
+ - + - + n + -
p P - B - P p P
R - Q - K b + r

```

~= Capablanca-Alekhine 1927

12... O-O

[12... Bxd2+ 13. Qxd2 Qb4 14. Bd3 Qxd2+ 15. Kxd2 Ke7 Neishtadt]

13. a3 Bxd2+ 14. Qxd2 e5 15. Rc1 exd4 16. Rc4 Qb5 17. Rxd4 Qc5

```

t + l + - T j +
+ x + s + x X x
- + x + - + - +
X - D - + - + -
- + - R p + - +
P - + - + n + -
- P - Q - P p P
+ - + - K b + r

```

=

now not 18. Rxd7 Bxd7 19. Qxd7 Qc1+ 20. Qd1 Qxb2]

A1.1e-3 White avoids the whole QGD by playing the Catalan

The what? The Catalan is an opening which involves c2-c4 but not e2-e3. White holds back the e-pawn and instead plays the light-squared Bishop out to the long diagonal on g2. So how can White capture the c-pawn if Black takes it? Quite!

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!?

"Boy, did I underestimate this one!"

SCHILLER, Play the Catalan

This is a sneaky way of grabbing a pawn. White can play 5. Qa4+, but otherwise play is like the Abrahams' Variation game Seirawan-Korchnoi on page

43. Both Korchnoi and Karpov have tried this line, which is probably not totally sound but White will have to walk a tightrope to find the way to advantage.

If you don't fancy this line then uncoiling slowly with usual Slav-style moves will probably equalise. The game is too unforcing to give much detailed analysis.

I'll show you a game by Korchnoi and one by Karpov, and look at the latest theory.

6. a4

[The Karpov game went instead 6. Ne5 and White never broke up the Queen's-side pawn mass]

6... c6

The Korchnoi game went 7. 0-0

The latest theory goes:

7. Ne5 Nd5 8. O-O

[Schiller recommends 8. axb5 cxb5 9. Nc3 Bb4

[or 9... Bb7]

10. O-O Bxc3 11. e4

```

t S l D j + - T
X - + - + x X x
- + - + x + - +
+ x + s N - + -
- + x P p + - +
+ - L - + - P -
- P - + - P b P
R - B q + r K -

```

which is splendidly messy

11... Bxb2 12. exd5

[12. Bxb2 Ne7 13. d5 O-O 14. Ba3 f6 15. d6 Nec6 16. Nxc6 Nxc6 17. d7 b4

[Not 17... Bxd7 18. Bxf8 Kxf8 19. e5 +/-]

18. dxc8=Q Rxc8

```

- + t D - T j +
X - + - + - X x
- + s + x X - +

```

```

+ - + - + - + -
- X x + p + - +
B - + - + - P -
- + - + - P b P
R - + q + r K -

```

"unclear" OLL/NARVA]

12... Bxa1 13. Ba3 a5 unclear (!) BC02 14. Qg4 Qf6 15. Rxa1 Ra6 16.
 Bc5 Nd7
 17. Nxd7 Bxd7 18. Qe4

```

- + - + j + - T
+ - + l + x X x
t + - + x D - +
X x B p + - + -
- + x P q + - +
+ - + - + - P -
- + - + - P b P
R - + - + - K -

```

CHERNIN awaits tests...]

After 7. Ne5 Nd5 8. O-O:

8... Bb7 9. b3 cxb3 10. axb5 cxb5 11. Qxb3 a6 12. e4 Nf6 13. d5 Bc5 !

but still += BC02

Example Cambridge Springs games

Ottaviani,W - Liying,P (Novi-14) [D52] Cambridge Springs: loose Bg5, 1990

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. Nf3 c6 6. e3 Qa5 7. a3

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
- + p P - + - +
P - N - P n + -
- P - + - P p P
R - + q K b + r

7... Ne4 8. Qc2

[8. Qa4]

[8. b4 Bxb4 9. axb4 Qxb4 10. Rc1 Nxc3]

8... Nxc3 9. Nxc3 dxc4

t + l + j L - T
X x + s + x X x
- + x + x + - +
D - + - + - N -
- + x P - + - +
P - N - P - + -
- P q + - P p P
R - + - K b + r

10. Bxc4 ??

[10. Nxh7 Bb4 11. Bxc4 g6]

[10. Nge4 b5 11. Be2]

10... Qxg5 11. O-O Be7 12. Rae1 O-O 13. f4 Qh6 14. Rf3 f5

t + l + - T j +
X x + s L - X x
- + x + x + - D
+ - + - + x + -
- + b P - P - +
P - N - P r + -
- P q + - + p P
+ - + - R - K -

[14... Rd8 15. Rh3 Qg6 16. Bd3 f5 17. e4 Bf6]

15. e4 b5 16. Bb3 Kh8 17. exf5 Bf6 18. fxe6 Bxd4+ 19. Kh1 Nf6 20.
Ne2 Ng4 21. h3 Bf2 22. Rd1 c5 23. e7 Re8 24. Qd2 c4 25. Qd8 Bb7 26.
Rc3
Ne3

t + - Q t + - J
X l + - P - X x
- + - + - + - D
+ x + - + - + -
- + x + - P - +
P b R - S - + p
- P - + n L p +
+ - + r + - + k

27. Qb6 Qxh3# 0-1

Buthali,D - Figueroa,C (Novi-14) [D52] cambridge springs: loose Bg5, 1990

1. Nf3 Nf6 2. d4 d5 3. c4 e6 4. Bg5 Nbd7 5. e3 c6 6. Nc3 Bb4 7. Bd3
Qa5 8.
Qc2 Ne4 9. Bxe4 dxe4 10. Nd2 Qxg5 11. O-O f5 12. Ne2 Bd6 13. Rad1 Nf6
14.
c5

t + l + j + - T
X x + - + - X x
- + x L x S - +
+ - P - + x D -
- + - P x + - +
+ - + - P - + -
p P q N n P p P
+ - + r + r K -

Things go from bad to worse!

14... Bxh2+ 15. Kxh2 Qh4+ 16. Kg1 Ng4 17. Rfe1 Qxf2+ 18. Kh1 Nxe3 0-1

Borovikov,V - Shabanov,Y (Podolsk) [D52] Cambridge Springs: Black grabs material, 1990

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. Bg5 Nbd7 6. e3 Qa5 7. cxd5
Nxd5 8.
Qd2 N7b6 9. Bd3 Nxc3 10. bxc3 Na4 11. O-O Qxc3

t + l + j L - T
X x + - + x X x
- + x + x + - +

+ - + - + - B -
s + - P - + - +
+ - D b P n + -
p + - Q - P p P
R - + - + r K -

12. Qe2 Qb2 13. Bc2 h6 14. Bh4 Nc3 15. Qd3 Nd5 16. Ne5 g5 17. Nxf7
Kxf7 18.
Qg6+ Ke7 19. Bg3 Rg8 20. Qxg8 Qxc2 21. Rae1 Bd7 22. f4 Nf6 23. Qh8 Qh7

t + - + - L - Q
X x + l J - + d
- + x + x S - X
+ - + - + - X -
- + - P - P - +
+ - + - P - B -
p + - + - + p P
+ - + - R r K -

24. Qxh7+ Nxh7 25. fxg5 Nxg5 26. h4 Nf7 27. Rb1 b6 28. Be1 Rc8 29. Bb4
+ Ke8
30. Bxf8 Kxf8 31. Rf6 Ke7 32. Rbf1 Be8 33. h5 c5 34. g4

- + t + l + - +
X - + - J s + -
- X - + x R - X
+ - X - + - + p
- + - P - + p +
+ - + - P - + -
p + - + - + - +
+ - + - + r K -

34... c4 35. Rg6 c3 36. Kf2 Bc6 37. Ke1 Bb5 38. Rh1 Bd3 39. Kd1 Rc4
40. a3
Ra4 0-1

Duemer,K - Meyer,Frh (2.BLSW) [D52] cambridge springs: Q-side attack, 1989

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 c6 5. e3 Nbd7 6. Nf3 Qa5 7. Nd2
Bb4 8.
Qc2 dxc4 9. Bxf6 Nxf6 10. Nxc4 Qc7 11. a3 Be7 12. Be2 O-O 13. O-O Bd7
14. b4
Rfd8 15. g3 Be8 16. Rfd1 b6 17. Bf3 a5

t + - T l + j +
+ - D - L x X x
- X x + x S - +
X - + - + - + -
- P n P - + - +
P - N - P b P -
- + q + - P - P
R - + r + - K -

18. bxa5 b5 19. Nb2 Rxa5 20. a4 Qa7 21. Rdc1 Nd5 22. Bd1 Ra8 23. Ne4
Nb6 24.
Nc3 c5

t + - + l + j +
D - + - L x X x
- S - + x + - +
T x X - + - + -
p + - P - + - +
+ - N - P - P -
- N q + - P - P
R - R b + - K -

25. dxc5 Nxa4 26. Ncxa4 bxa4 27. Nd3 Rc8 28. Ra3 Bd7 29. e4 Bc6 30.

e5 Rb8

31. Qd2 h6 32. Bc2 Bxc5 33. Nxc5 Rxc5

- T - + - + j +
D - + - + x X -
- + l + x + - X
+ - T - P - + -
x + - + - + - +
R - + - + - P -
- + b Q - P - P
+ - R - + - K -

**34. Qd3 g6 35. Rca1 Ra8 36. Qd2 Kg7 37. Qd1 Ra5 38. Qd2 Qd7 39. Qf4
Qd5 40.
Qf6+ Kg8**

t + - + - + j +
+ - + - + x + -
- + l + x Q x X
T - + d P - + -
x + - + - + - +
R - + - + - P -
- + b + - P - P
R - + - + - K -

41. f3 Qc5+ 0-1

**El Mezwaghi,H - Mubarak,A (Novi-12) [D52] cambridge springs: Queen's-side majority in EG,
1990**

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3 Qa5 7. Qa4

t + l + j L - T
X x + s + x X x
- + x + x S - +
D - + x + - B -
q + p P - + - +
+ - N - P n + -
p P - + - P p P
R - + - K b + r

7... Qxa4 8. Nxa4 dxc4 9. Nc3 b5 10. Be2 Bb4 11. O-O Bxc3 12. bxc3
Ne4 13.
Rfc1 Nb6 14. Rc2 Nd5 15. Rac1 f6 16. Bh4 g5 17. Bg3 h5 18. Nd2 Nxc3
19. hxg3
Ke7 20. Rb2 Bd7 21. Ne4 h4 22. g4 Nb6 23. Nc5 a5

t + - + - + - T
+ - + l J - + -
- S x + x X - +
X x N - + - X -
- + x P - + p X
+ - P - P - + -
p R - + b P p +
+ - R - + - K -

24. a4 Rhb8 25. axb5 cxb5 26. Nxd7 Nxd7 27. Rcb1 a4 28. Rb4 a3 29.
Ra1 Ra5
30. Kf1 Nb6 31. e4 Rba8 32. Ke1 e5 33. Kd2 Nd7 34. Ra2 exd4 35. cxd4
Nb8 36.
Rb1 Nc6 37. Ke3 Rb8 38. f3 Rd8 39. d5 Ne5 40. f4 gxf4+ 41. Kxf4 Kd6
42. Kf5
Rb8

- T - + - + - +
+ - + - + - + -

- + - J - X - +
T x + p S k + -
- + x + p + p X
X - + - + - + -
r + - + b + p +
+ r + - + - + -

43. Rba1 b4 44. Bd1 Ra7 45. Kf4 Rba8 46. Rb1 Rb7 47. Rba1 Rba7 48.
Rb1 Nd3+
49. Kf5 Nb2 50. Be2 c3 51. Kxf6 c2 52. e5+ Kxd5 53. Rc1 Rf8+ 54. Kg5
b3 55.
Raa1 Nc4 56. e6 b2 0-1

Michaelsen,N - Hort,V (FRG-ch) [D52] cambridge springs: break on Q-side, 1989

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Nc3 Nbd7 5. Bg5 c6 6. e3 Qa5 7. Nd2
dxc4 8.
Bxf6 Nxf6 9. Nxc4 Qc7 10. Rc1 Nd5 11. a3 Be7 12. Be2 a5 13. O-O O-O
14. Bf3 Rd8
15. Qc2 Bd7 16. Ne4 Be8 17. Rfd1 b6 18. g3 Rac8 19. h4 h6

- + t T l + j +
+ - D - L x X -
- X x + x + - X
X - + s + - + -
- + n P n + - P
P - + - P b P -
- P q + - P - +
+ - R r + - K -

20. Kg2 Bf8 21. Qb1 a4 22. Qc2 Qb8 23. Qb1 g6 24. Nc3 Nxc3 25. Rxc3 c5

- D t T l L j +
+ - + - + x + -
- X - + x + x X
+ - X - + - + -
x + n P - + - P
P - R - P b P -
- P - + - P k +
+ q + r + - + -

26. dxc5 Rxc5 27. Rxd8 Qxd8 28. Qe4 Bc6 29. Qg4 h5 30. Qf4 Bxf3+ 31.
Qxf3
Bg7 32. Rc2 Qc7

- + - + - + j +
+ - D - + x L -
- X - + x + x +
+ - T - + - + x
x + n + - + - P
P - + - P q P -
- P r + - P k +
+ - + - + - + -

33. Qf4

[33. Qa8+ Kh7 34. Qxa4 b5 35. Qa6 Rxc4]

33... b5 0-1

Perez,A - Perera,M [D52] cambridge springs: chances with NN, 1989

1. c4 e6 2. Nc3 d5 3. d4 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3 Qa5 7. Qa4

t + l + j L - T
 X x + s + x X x
 - + x + x S - +
 D - + x + - B -
 q + p P - + - +
 + - N - P n + -
 p P - + - P p P
 R - + - K b + r

7... Qxa4 8. Nxa4 Bb4+ 9. Nc3 Ne4 10. Rc1 Nb6 11. a3 Bxc3+ 12. bxc3
 Na4 13.
 cxd5 exd5 14. c4 Be6 15. Bh4 O-O 16. Bd3 Nec3 17. Ng5 h6 18. Nxe6
 fxe6 19. cxd5
 cxd5

an interesting BB vs. NN ending has arisen

20. O-O Rac8 21. Rc2 Rc7 22. Rfc1 Rfc8

- + t + - + j +
 X x T - + - X -
 - + - + x + - X
 + - + x + - + -
 s + - P - + - B
 P - S b P - + -
 - + r + - P p P
 + - R - + - K -

23. f3

[23. Kf1]

23... Ne2+ 24. Rxe2 Rxc1+

- + t + - + j +
X x + - + - X -
- + - + x + - X
+ - + x + - + -
s + - P - + - B
P - + b P p + -
- + - + r + p P
+ - T - + - K -

25. Kf2 R8c3 26. Bb5 Nb6 27. Be7 a6 28. Be8 Nc4 29. Bd7 Kf7 30. Bb4
R3c2 31.
e4 a5 32. Be1 Rxe2+ 33. Kxe2 b6 34. exd5 exd5 35. Bf2 Ra1 36. a4 Nb2
37. Bc6
Ke6 38. Bg3 Nxa4 39. Be5 g6 40. Be8 Nb2 41. Bxg6 Nc4 42. Bg7 Ra2+ 43.
Kf1 Ne3+
44. Ke1 Nxc2+ 45. Kd1 Ne3+ 0-1

Example games where White avoids the Cambridge Springs

The only examples I have are from the Catalan.

Lengyel-Karpov, Moscow 1972

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!? 6. Ne5 Nd5 7. O-O
Bb7 8.
e4 Nf6 9. Re1 Nbd7 10. Qe2 a6 11. Nc3 Nxe5 12. dxe5 Nd7

t + - D j L - T
+ l X s + x X x
x + - + x + - +
+ x + - P - + -
- + x + p + - +
+ - N - + - P -
p P - + q P b P

R - B - R - K -

13. Rd1 Qc8 14. f4 Bc5+ 15. Be3 O-O 16. Rd2 Bxe3+ 17. Qxe3 c5 18. Rad1 Bc6 !

(N moves are met by f4-f5) 19. Rd6 Re8 20. R1d2 ?! 20... Qc7 21. Nd1 b4 !? 22.

Bf1 Bb5 23. Bxc4 Nb6 24. Bxb5 axb5 25. b3 Nc8 26. Rd7 Qb6 27. Rc2 c4 28. Rd4

Ra3

```

- + s + t + j +
+ - + - + x X x
- D - + x + - +
+ x + - P - + -
- X x R p P - +
T p + - Q - P -
p + r + - + - P
+ - + n + - K -

```

29. Nf2 Ne7 30. Qd2 c3 31. Qd3 Nc6 32. Rd6 Raa8 33. Kg2 Red8 34. a3 Rxd6 35.

exd6 Nd4

```

t + - + - + j +
+ - + - + x X x
- D - P x + - +
+ x + - + - + -
- X - S p P - +
P p X q + - P -
- + r + - N k P
+ - + - + - + -

```

36. axb4 Nxc2 37. Qxc2 Qd4 38. Kf3

[38. e5 may have been more worrying]

38... e5 39. Nd3 exf4 40. gxf4 f6 41. e5 0-1

Tukmakov-Korchnoi Leningrad 1973

**1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!? 6. a4 c6 7. O-O
Bb7 8.
Ne5 a6**

[8... Qc8]

9. b3

[9. axb5 axb5 10. Rxa8 Bxa8 11. Nc3 Nd5 12. e4 Nxc3 13. bxc3 Bd6 =+]

9... cxb3 10. Bb2 Qb6 11. Qxb3 Nbd7 12. Nxd7

[12. Nc3 b4]

[12. Nd2 Nxe5 13. dxe5 Nd7 14. Ne4 ? 14... Nc5 15. Qe3 Nxa4 -+]

12... Nxd7 13. Nd2 Be7 14. d5 (!) 14... cxd5 15. Bxg7 Rg8 16. Bc3

*[16. Bh6 (!) 16... Bf6 17. Rab1 Rg6 18. Be3 d4 19. Nc4 bxc4 20. Qxb6
Nxb6 21. Bxb7]*

16... Rg4

[16... b4 17. a5 Qb5 18. Bb2 Nc5 =+]

17. Rfb1 Bc5 18. e3 Bxe3!!

t + - + j + - +
+ l + s + x + x
x D - + x + - +
+ x + x + - + -
p + - + - + t +
+ q B - L - P -
- + - N - P b P
R r + - + - K -

19. fxe3 Qxe3+ 20. Kh1 Rc8

[simpler is 20... Nc5]

21. Ba5

[not 21. Rc1 Nc5]

21... Qxb3 22. Nxb3 Rxa4 23. Rxa4 bxa4 24. Nd2 Bc6 25. Rc1 Ne5 26. Kg1 Kd7 27. Nf3 Nxf3+ 28. Bxf3 d4

- + t + - + - +
+ - + j + x + x
x + l + x + - +
B - + - + - + -
x + - X - + - +
+ - + - + b P -
- + - + - + - P
+ - R - + - K -

29. Bh5 f5 30. g4 fxg4 ?!

[30... Rg8]

31. Rd1

[31. Rc4 ?!]

31... Bd5 32. Rxd4 Rc1+ 33. Kf2 a3 34. Bxg4 a2 35. Bc3

[35. Rxd5+ Kc6]

35... Rc2+ 36. Ke1 Rxc3 37. Rxd5+ Ke7 38. Rd1 Rb3 0-1

A1.2 The Semi-Slav

Why not a whole one? The ordinary line Slav goes

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4

and Black has tried the quiet 5...Na6, the active 5...Bg4 and the main line 5...Bf5. This last is a well known and popular line and is worth a look.

I have gone for the Semi-Slav because it seems easier to play into from other openings: if 1. c4 c6 2. e4 you have to play either a Caro-Kann with 2...d5 or a funny Indian system with 2...e5. But after 1. c4 e6 2. e4 d5 White has transposed into a lousy version of the French.

The Semi-Slav has two very popular main lines, (a) the Meran System and (b) the Anti-Meran Gambit. I'll show you an example of each but they are very fashionable systems with an awful lot of sharp theory to learn.

A1.2(a) The Meran System

6... dxc4 7. Bxc4 b5

```
t + l D j L - T
X - + s + x X x
- + x + x S - +
+ x + - + - + -
- + b P - + - +
+ - N - P n + -
p P - + - P p P
R - B q K - + r
```

The Meran system is characterised by this move.

8. Bd3 a6 9. e4 c5

```
t + l D j L - T
+ - + s + x X x
x + - + x S - +
+ x X - + - + -
- + - P p + - +
+ - N b + n + -
p P - + - P p P
R - B q K - + r
```

10. e5

[The alternative is Reynolds' Variation 10. d5 c4 11. dxe6 fxe6 12. Bc2 Qc7 13. O-O Bc5 14. e5 Nxe5 15. Bf4 Bd6 16. Ng5 Bb7 17. Nxe6 Qc6 18. f3 Bc5+ 19. Nxc5 Qxc5+ 20. Kh1 O-O

```

t + - + - T j +
+ l + - + - X x
x + - + - S - +
+ x D - S - + -
- + x + - B - +
+ - N - + p + -
p P b + - + p P
R - + q + r + k
    
```

a sharp position with good chances for Black]

10... cxd4 11. Nxb5 axb5 12. exf6 Qb6 13. fxg7 Bxg7 14. O-O Bb7 15. Bf4 O-O 16. Re1 Bd5 17. Ne5 Nxe5 18. Bxe5 Bxe5 19. Bxh7+ Kxh7 20. Qh5+ Kg7

```

t + - + - T - +
+ - + - + x J -
- D - + x + - +
+ x + l L - + q
- + - X - + - +
+ - + - + - + -
p P - + - P p P
R - + - R - K -
    
```

and White recovers the piece with advantage.

A1.2(b) The Anti-Meran Gambit

1. d4 d5 2. c4 e6 3. Nc3 c6 4. Nf3 Nf6 5. Bg5 h6

This avoids the Gambit.

[The main line goes 5... dxc4 6. e4 b5 7. e5 h6 8. Bh4 g5 9. Nxg5
hxg5 10.
Bxg5 Nbd7

White has a choice:

(a) 11. g3 Qa5 12. exf6 b4 13. Ne4 Ba6

and in this chaotic position White has favoured 14. Be3

or (b) 11. exf6 Bb7 12. g3

```
t + - D j L - T
X l + s + x + -
- + x + x P - +
+ x + - + - B -
- + x P - + - +
+ - N - + - P -
p P - + - P - P
R - + q K b + r
```

6. Bh4

[6. Bxf6 is the right move: the game might go 6...Qxf6 7. e4 dxe4 8.
Nxe4 Bb4+ 9. Ned2 c5 10. a3 Bxd2+ 11. Qxd2 O-O 12. dxc5 Rd8 13. Qc2
Na6 14. Be2

Nxc5 15. O-O Bd7

```

t + - T - + j +
X x + l + x X -
- + - + x D - X
+ - S - + - + -
- + p + - + - +
P - + - + n + -
- P q + b P p P
R - + - + r K -

```

*which looks about equal but White's game is better for the moment:
the Bd7*

is not well-placed yet and the Queen's-side majority might roll]

6... dxc4 7. e4 g5 8. e5

```

t S l D j L - T
X x + - + x + -
- + x + x S - X
+ - + - P - X -
- + x P - + - B
+ - N - + n + -
p P - + - P p P
R - + q K b + r

```

[8. Bg3 b5]

We have now transposed into the main line of the Gambit.

8... Nd5

But this is new. This is Alatortsev's Variation, an even messier

alternative to the main line of the Gambit.

9. Bg3 Bb4 10. Rc1 Qa5 11. Bxc4 Nxc3 12. bxc3 Bxc3+

t S l + j + - T
 X x + - + x + -
 - + x + x + - X
 D - + - P - X -
 - + b P - + - +
 + - L - + n B -
 p + - + - P p P
 + - R q K - + r

13. Kf1 Bb4 14. h4 g4 15. Nh2 h5 16. f3 Nd7 17. fxg4 Nb6 18. gxh5
 Nxc4 19.
 Rxc4 b6 20. Kf2 Ba6 21. Rxc6 Rd8 22. Ng4 Bc3 23. Rxc3 Qxc3 24. Qa4+
 Kf8 25.
 Qxa6 Rg8 26. Bf4 Rxc4 27. Be3 Qc2+ 28. Qe2 Rxc2+ 0-1

These are great fun, and are superb counter-attacking systems for people with time to study, but the amount of theory really is too much to try as your first defence to 1.d4. I recommend some slower lines of the Semi-Slav, which are not so dynamic, but quite safe and should give you a good game.

Semi-slav theory

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

3...c6 keeps open the option of the Stonewall Dutch e.g. 3...c6 4. e3 f5, but in this section I'll also show you Abraham's Variation 3...c6 4. Nf3 dxc4

4. Nf3 c6

```

t S l D j L - T
X x + - + x X x
- + x + x S - +
+ - + x + - + -
- + p P - + - +
+ - N - + n + -
p P - + p P p P
R - B q K b + r

```

Most of your games will end up in this position. White can play the opening

moves in a different order, e.g. 1. c4 2. Nf3 3. Nc3 4. d4

A1.2a Main-line Semi-Slav with 5. Bg5

5. Bg5

```

t S l D j L - T
X x + - + x X x
- + x + x S - +
+ - + x + - B -
- + p P - + - +
+ - N - + n + -
p P - + p P p P
R - + q K b + r

```

5... Nbd7

is an attempt to steer into the Cambridge Springs. After

6. e3 Qa5

we have got there.

A1.2b Main-line Semi-Slav with 5. e3

5. e3

```
t S l D j L - T
X x + - + x X x
- + x + x S - +
+ - + x + - + -
- + p P - + - +
+ - N - P n + -
p P - + - P p P
R - B q K b + r
```

As Black you should play

5... Nbd7

Now White usually continues:

6. Bd3

This is of course not forced and you may meet 6. Qc2 or 6. Be2. See Example games for 6. Qc2.

After 6. Bd3 Black has a choice between:

6...dxc4, The Meran System that we saw in action above, or

b-1 6... Bd6, the Tchigorin Variation, or

b-2 6...Bb4, the Romih Variation.

I'll show you these last two.

A1.2b-1 Semi-Slav with 6...Bd6

```
t + l D j + - T
X x + s + x X x
- + x L x S - +
+ - + x + - + -
- + p P - + - +
+ - N b P n + -
p P - + - P p P
R - B q K - + r
```

White now has a choice:

(1) 7. e4, which is sharp

(2) 7. c5, which is not dangerous

(3) 7. O-O, probably best

b-1(1) Semi-Slav with 6...Bd6 7. e4

```
t + l D j + - T
X x + s + x X x
- + x L x S - +
+ - + x + - + -
- + p P p + - +
+ - N b + n + -
p P - + - P p P
R - B q K - + r
```

Still a critical line

7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 O-O !

(Harding's "!")

10. O-O c5

```
t + l D - T j +
X x + s + x X x
- + - L x + - +
+ - X - + - + -
- + p P b + - +
+ - + - + n + -
p P - + - P p P
R - B q + r K -
```

[Black players have often tried 10... h6 e.g. 11. Bc2 e5 12. Re1 exd4 13. Qxd4 Bc5 14. Qc3

[or 14. Qf4]

14... Re8

[or 14... a5]

11. Bc2 Qc7 12. Qd3

White also has a choice:

[12. Re1]

[or 12. h3 cxd4 13. Qxd4 e5

[or 13... Ne5]]

[or 12. b3]

12... f5 ! 13. b4

[or 13. Rd1 cxd4 14. Qxd4 Bc5 15. Qh4 Nf6

t + l + - T j +
X x D - + - X x
- + - + x S - +
+ - L - + x + -
- + p + - + - Q
+ - + - + n + -
p P b + - P p P
R - B r + - K -

Grunfeld-Bogolyubow 1926: with a fair game for black]

**13... b6 14. dxc5 bxc5 15. Rd1 Be7 16. b5 Bf6 17. Rb1 Ne5 18. Qe2 =
Portisch**

b-1(2) Semi-Slav with 6...Bd6 7. c5

7. c5

```

t + l D j + - T
X x + s + x X x
- + x L x S - +
+ - P x + - + -
- + - P - + - +
+ - N b P n + -
p P - + - P p P
R - B q K - + r

```

An opportunity? But it takes all the pressure off d5 and Black can soon get in
....e5

**7...Bc7 8. b4 e5 9. dxe5 Nxe5 10. Nxe5 Bxe5 11. Bb2 Qe7 12. Be2 O-O
13. Qc2
Bd7 14. O-O Rae8**

```

- + - + t T j +
X x + l D x X x
- + x + - S - +
+ - P x L - + -
- P - + - + - +

```



```

+ - N - P - + -
p B q + b P p P
R - + - + r K -

```

-+

Burn-Teichmann Hastings 1895

For the conclusion, see Example Games.

b-1(3) Semi-Slav with 6...Bd6 7. O-O

7. O-O

```

t + l D j + - T
X x + s + x X x
- + x L x S - +
+ - + x + - + -
- + p P - + - +
+ - N b P n + -
p P - + - P p P
R - B q + r K -

```

Probably the best preparation for e4.

7... O-O 8. e4 dxc4 9. Bxc4 e5 10. Bg5 Qe7

```

t + l + - T j +
X x + s D x X x
- + x L - S - +
+ - + - X - B -

```

- + b P p + - +
+ - N - + n + -
p P - + - P p P
R - + q + r K -

11. Re1

[11. d5 Rd8 ! (Euwe) and ...h6, ...Nd7-f8-g6]

11... Nb6

[11... Rd8]

12. Bb3 Bg4 13. h3 Bxf3 14. Qxf3 Nbd7 15. d5 h6 16. Be3 cxd5 17. Bxd5
+= ECO

17... Bc5 18. Bxb7 Rab8 19. Bc6 Rxb2

- + - + - T j +
X - + s D x X -
- + b + - S - X
+ - L - X - + -
- + - + p + - +
+ - N - B q + p
p T - + - P p +
R - + - R - K -

White is more comfortable but Black is still in the game

Gligoric-Pachman, Sarajevo 1961

A1.2b-2 Semi-Slav with 6...Bb4

7. O-O

This natural move may lose the initiative.

[7. a3 ! is best, according to Harding

7... Ba5

[7... Bxc3+ += concedes the two Bishops for no compensation]

8. O-O O-O 9. Qc2!

[9. Bd2 Bc7 10. Qc2 dxc4=]

9... dxc4

[9... Bc7 10. Bd2 dxc4 is an alternative, with a view to an early ... e5: it may transpose below]

10. Bxc4 Bc7 11. Bd2 e5

[or 11... Qe7 +=]

12. dxe5 Nxe5 13. Nxe5 Bxe5 14. h3

t + l D - T j +
X x + - + x X x
- + x + - S - +
+ - + - L - + -
- + b + - + - +
P - N - P - + p
- P q B - P p +
R - + - + r K -

White is more comfortably placed: Forintos-Kolarov Havana 1966]

7... O-O 8. Qc2 Re8

t + l D t + j +
X x + s + x X x
- + x + x S - +
+ - + x + - + -
- L p P - + - +
+ - N b P n + -
p P q + - P p P
R - B - + r K -

[or 8... Bd6]

[8... dxc4 ! Harding 9. Bxc4 Bd6 10. Bd3

[10. e4 e5 11. dxe5 Nxe5 12. Nxe5 Bxe5 13. h3 Nh5 14. Ne2 Qh4 15. f4 Bc7

t + l + - T j +
X x L - + x X x
- + x + - + - +
+ - + - + - + s
- + b + p P - D

+ - + - + - + p
p P q + n + p +
R - B - + r K -

"unclear", Doroshkevic-Antoshin 1969]

10... Qe7 11. Ne2

t + l + - T j +
X x + s D x X x
- + x L x S - +
+ - + - + - + -
- + - P - + - +
+ - + b P n + -
p P q + n P p P
R - B - + r K -

= Tolush-Alatortsev 1947]

A1.2c White avoids Nc3

1. d4 d5 2. c4 c6 3. Nf3

[If White plays 3. Nc3 straight away just go 3...e6

[but White must be prepared to face 3... e5 !?]]

3... e6

A1.2c-1 White deviates with 4. Qc2

4...Nf6 5. Bg5

The outline of the Cambridge Springs can already be seen

[5. g3 Ne4 6. Bg2 Bd6 7. O-O O-O 8. b3 Nd7 9. Ba3 Bxa3 10. Nxa3 Qe7

```
t + l + - T j +
X x + s D x X x
- + x + x + - +
+ - + x + - + -
- + p P s + - +
N p + - + n P -
p + q + p P b P
R - + - + r K -
```

Ilvitsky-Botvinnik 1952]

5... Nbd7 6. Nc3

See above

A1.2c-2 White deviates with 4/5. Nbd2

4. e3

[My computer always plays 4...Bd6 here, thinking perhaps that White can't organise e2-e4 as well as if Nc3 had been played. If White is so determined to play slowly I wonder if 4... f5 is worth a punt: White should certainly not chase the Bishop with 5. c5 Bc7 when ...e5 is bound to come quickly]

4... Nf6 5. Nbd2

The best strategy against these Nbd2 systems is to take advantage of the lack of pressure on d5 by playing ...c5(!). This of course loses a tempo, but it hopes to show that White has misplaced the Knight on d2 and will not be able to defend the d4 point so easily.

[White often continues 5. Bd3 Nbd7 6. Nbd2

[White can also play 6. O-O when one possible strategy is 6...Ne4 7. Nc3 f5 - see the Stonewall below]

6... c5! Our key move

7. b3

[or 7. O-O Be7 8. cxd5 exd5 9. b3 cxd4 10. exd4 O-O 11. Bb2 Re8 12. Ne5 Bb4 13. a3 Bxd2 14. Qxd2 Ne4 15. Qc2 Qb6 16. a4 Nxe5 17. dxe5

```
t + l + t + j +
X x + - + x X x
- D - + - + - +
+ - + x P - + -
p + - + s + - +
+ p + b + - + -
- B q + - P p P
R - + - + r K -
```

Alekhine-Soultanbieff 1933

Now 17... Bd7! 18. Bxe4

[Not 18. a5 Qb4 (no Ra4)]

18... dxe4 = Alekhine:

the opposite-coloured Bishops reduce the excitement of the extra pawn which at the moment blocks the line of the Bishop on b2]

7... cxd4 8. exd4 b6 9. O-O Bb7 10. Qe2 Be7 11. Bb2 O-O

```
t + - D - T j +
X l + s L x X x
- X - + x S - +
+ - + x + - + -
- + p P - + - +
+ p + b + n + -
p B - N q P p P
R - + - + r K -
```

= *Harding]*

5... c5!

Here we go again

6. Be2

[6. Bd3 Nc6!?!]

6... Nc6 7. O-O cxd4 8. exd4 Be7 9. a3 O-O 10. c5 Ne4 11. Qc2
Bf6

```

t + l D - T j +
X x + - + x X x
- + s + x L - +
+ - P x + - + -
- + - P s + - +
P - + - + n + -
- P q N b P p P
R - B - + r K -

```

"unclear" Keres-Nei Tallinn 1973]

A1.2d Main line Abrahams variation [D31]

One more Semi-Slav option you should know about:

1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4

```

t S l D j L s T
X x + - + x X x
- + x + x + - +
+ - + - + - + -
- + x P - + - +
+ - N - + n + -
p P - + p P p P
R - B q K b + r

```

This odd move order looks a bit like a Meran, but Black means to create more trouble with those Queen's-side pawns. It's less well-known, not perhaps as sound, but easy to learn.

Let's look at a quick game from Erik Teichmann:

Arkell-Teichmann 1985

1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. a4 Bb4 6. e4

Natural but as we shall see, possibly over-optimistic.

6... b5 7. Bd2 a5 8. axb5 Bxc3 9. Bxc3?! cxb5 10. b3 Bb7 11. d5

In another game White tried

[11. bxc4 b4 12. Qb1 f5

```
t S - D j + s T
+ l + - + - X x
- + - + x + - +
X - + - + x + -
- X p P p + - +
+ - B - + n + -
- + - + - P p P
R q + - K b + r
```

Lupano-Korylov 1954 which continued:

13. Bd3 Nf6 14. Ng5 Qe7 15. Rxa5 Rxa5 16. Bxb4 Ra1!

with a complicated game in which Black has the better chances]

11... Nf6

```
t S - D j + - T
+ l + - + x X x
- + - + x S - +
X x + p + - + -
- + x + p + - +
+ p B - + n + -
- + - + - P p P
R - + q K b + r
```

12. bxc4 b4! 13. Bb2 Nxe4 14. Bxg7 Rg8 15. Bd4 exd5 16. cxd5 Qxd5

```
t S - + j + t +
+ l + - + x + x
- + - + - + - +
X - + d + - + -
- X - B s + - +
+ - + - + n + -
- + - + - P p P
R - + q K b + r
```

Black is winning all over the board!

**17. Rc1 Nc6 18. Bc4 Qf5 19. Be3 Nc3 20. Qd2 Rd8 21. Qb2 Rxc2 22. Rxc3 Qxf3
23. Be2 Qf6 24. Rc2 Qxb2 25. Rxb2 Nd4 26. Rd2 Rg6 27. Rf1 Nxe2 28.
Rxe2 Ba6**

Looks easy, doesn't it? Grab a Queen's-side pawn, hit the centre, swarm all over White's position. Well, you won't get that every game, but it's worth a punt.

Now for a spot of theory:

```
t S l D j L s T
X x + - + x X x
- + x + x + - +
+ - + - + - + -
- + x P - + - +
+ - N - + n + -
p P - + p P p P
R - B q K b + r
```

We will examine

d-1 5. e4

d-2 5. e3

d-3 5. a4

Other moves are possible, for example:

5. g3 (see Catalan),

5. Ne5!? (see Djuurhuus-Volzhein in d-3 below) or

5. Bg5 upon which Black can try

[5. Bg5 Qc7 6. a4 Bb4 7. e4 b5 8. Be2 Bb7 9. axb5 Bxc3+ 10. bxc3 cxb5

t S - + j + s T
X l D - + x X x
- + - + x + - +
+ x + - + - B -
- + x P p + - +
+ - P - + n + -
- + - + b P p P
R - + q K - + r

Black is not worse]

A1.2d-1

Abrahams' Variation with 5. e4

This is a critical line.

5. e4 b5

[6. e5!?!]

6. a4 Bb4 7. Bd2 a5 8. axb5 Bxc3 9. bxc3!

Better than Arkell's Bishop move.

9...cxb5

t S l D j + s T

+ - + - + x X x
- + - + x + - +
X x + - + - + -
- + x P p + - +
+ - P - + n + -
- + - B - P p P
R - + q K b + r

White must make something of the central mass or the Queen's-side pawn will win for Black.

10. Rb1 Bd7 11. Qc2 Nf6 12. e5 Nd5 13. Ng5

This old analysis shows Black to be at least equal here

A1.2d-2 Abrahams' Variation with 5. e3

5. e3 b5 6. a4

This move-order may avoid the ...Bb4 manoeuvre but invites other trouble

6...b4 7. Ne4 Ba6 8. Qc2 Qd5 9. Ned2 c3

t S - + j L s T
X - + - + x X x
l + x + x + - +
+ - + d + - + -
p X - P - + - +
+ - X - P n + -
- P q N - P p P

R - B - K b + r

10. **bxc3 bxc3** 11. **Qxc3 Bxf1** 12. **Nxf1 a5** 13. **Ba3 Bxa3** 14. **Qxa3 Na6** 15.
Ng3
Nb4 16. **Rc1**

with good chances for Black in an unclear position.

A1.2d-3 Main line Abrahams' Variation with 5. a4

t	S	l	D	j	L	s	T
X	x	+	-	+	x	X	x
-	+	x	+	x	+	-	+
+	-	+	-	+	-	+	-
p	+	x	P	-	+	-	+
+	-	N	-	+	n	+	-
-	P	-	+	p	P	p	P
R	-	B	q	K	b	+	r

This is the main line.

5. a4 Bb4

White usually plays here 6. e3 but can also try:

[6. *g3 a5* 7. *Ne5 Nf6* 8. *Bg2 Nd5* 9. *Bd2 Nb6* 10. *e3 N8d7*

t	+	l	D	j	+	-	T
+	x	+	s	+	x	X	x

- S x + x + - +
X - + - N - + -
p L x P - + - +
+ - N - P - P -
- P - B - P b P
R - + q K - + r

Seirawan

-Korchnoi

1981 with better chances to Black]

or

[6. Bd2 a5 7. Qb1 Nd7! 8. e4 Nb6! 9. Be2 f5!

t + l D j + s T
+ x + - + - X x
- S x + x + - +
X - + - + x + -
p L x P p + - +
+ - N - + n + -
- P - B b P p P
R q + - K - + r

Piket, again with better chances to Black]

After 5. a4 Bb4:

6. e3 b5 7. Bd2

*[7. Ne5 Qb6 8. Qg4 Kf8 9. g3 Nf6 10. Qf3 Bb7 -+ Speelman-Flear
1986]*

7... Bxc3 8. Bxc3

8... a5!

The key move. You can also play

7...a5

when

8. axb5 Bxc3! 9. Bxc3

leads to the same position.

Novel play arises in this line on

*[9. bxc3!? cxb5 10. Qb1 Ba6 11. Be2 Nc6 12. O-O Nf6 13. e4
Boleslavsky-Randvjir 1955*

Now 13... O-O ,...Qc7,...Rfb8 intending ...b5-b4 is about equal]

or earlier after 7...a5:

[8. Qc2 Nf6 9. Ne5 O-O 10. Be2 Bb7 11. O-O Qb6 12. f4 Nbd7

t + - + - T j +
+ l + s + x X x
- D x + x S - +

X x + - N - + -
p L x P - P - +
+ - N - P - + -
- P q B b + p P
R - + - + r K -

Djurhuus-Volzhin 1992: Black returned the pawn with ...b4, and played ...c5]

9. axb5 cxb5

t S l D j + s T
+ - + - + x X x
- + - + x + - +
X x + - + - + -
- + x P - + - +
+ - B - + n + -
- P - + p P p P
R - + q K b + r

10. b3

[10. d5 should be met by 10...Nf6 11. dxe6 Qxd1+ 12. Kxd1 Ne4 -+ as in Donner-Pliester]

10... Bb7

t S - D j + s T
+ l + - + x X x
- + - + x + - +
X x + - + - + -
- + x P - + - +

+ p B - P n + -
- + - + - P p P
R - + q K b + r

Now 11. d5!? Nf6 12. bxc4 b4! 13. Bxf6 Qxf6

(As in Gavrikov-Keraser 1982)

14. Qa4+ Nd7 15. Nd4 Unclear! See example games

Instead after the better

11. bxc4 b4

White now has two tries:

(a) 12. Bd2

(b) 12. Bb2

(a) 12. Bd2 Nf6 13. Bd3 Nbd7 14. O-O O-O 15. Qc2 Qc7 16. e4 e5

in this important position experience has shown Black to have fully equal practical chances after:

(a-i) 17. Nxe5 Nxe5 18. dxe5 Ng4

(a-ii) 17. Rfe1 Rfe8 18. c5

```
t + - + t + j +  
+ l D s + x X x  
- + - + - S - +  
X - P - X - + -  
- X - P p + - +  
+ - + b + n + -  
- + q B - P p P  
R - + - R - K -
```

and here Black has done all right with

[18... exd4 Neverov-Kramnik 1991]

or [18... Ba6 Flear]

or [18... h6 Soltis]

(a-iii) 17. d5 Nc5

(b) 12. Bb2 Nf6 13. Bd3 Be4

[13... Nbd7 14. Qc2 O-O 15. O-O += Saeed-Pliester 1982]

14. Qc2 ? 14... Bxd3 15. Qxd3 a4 Polugaevsky]

Example games in the Semi-Slav:

Burn - Teichmann (Hastings) [D46] 1895

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Bd6 6. Bd3 Nbd7 7. c5
Bc7 8. b4
e5 9. dxe5 Nxe5 10. Nxe5 Bxe5 11. Bb2 Qe7 12. Be2 O-O 13. Qc2 Bd7 14.
O-O Rae8
15. Rad1 Bb8 16. Nb1 Ne4 17. Nd2 f5 18. Bd4 Ng5 19. Bd3 f4 20. Kh1
Qf7 21.
Nf3

```
- L - + t T j +  
X x + l + d X x  
- + x + - + - +  
+ - P x + - S -  
- P - B - X - +  
+ - + b P n + -  
p + q + - P p P  
+ - + r + r + k
```

21... Nxf3 22. gxf3 Qh5 23. Rg1 Rf7 24. Qe2 Be5 25. Bc2 Rf6 26. Bxe5
Qxh2+
27. Kxh2 Rh6+ 28. Kg2 Bh3+ 29. Kh1 Bf1# 0-1

Deviations by White:

Miralles,G - Granda Zuniga,J [D45] 1989

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Qc2 Bd6 7. Be2 O-

O 8.

O-O dxc4 9. Bxc4 e5

t + l D - T j +
 X x + s + x X x
 - + x L - S - +
 + - + - X - + -
 - + b P - + - +
 + - N - P n + -
 p P q + - P p P
 R - B - + r K -

10. h3 Qe7 11. a3 g6 12. Ba2 b6 13. dxe5 Nxe5 14. Nxe5 Bxe5 15. e4
 Nh5 16.
 Ne2 Ba6 17. Rd1 Rfd8 18. Be3 Qf6 19. Rab1

t + - T - + j +
 X - + - + x + x
 l X x + - D x +
 + - + - L - + s
 - + - + p + - +
 P - + - B - + p
 b P q + n P p +
 + r + r + - K -

19... g5 20. g3 Qf3 21. Nd4 Bxd4 22. Bxd4 Be2 23. Qc1 Nf4 24. gxf4
 Qxh3 25.
 f5 Qg4+ 26. Kh2 Bf3 27. Bxf7+ Kf8 28. Bc5+ Kxf7 29. Qc4+ Rd5 0-1

Rohde,M - Shabalov,A (8) [D45] Philadelphia, 1990

1. Nf3 d5 2. c4 c6 3. e3 Nf6 4. Nc3 e6 5. d4 Nbd7 6. Qc2 Bd6 7. Bd3 O-

O 8.

O-O dxc4 9. Bxc4 e5

```

t + l D - T j +
X x + s + x X x
- + x L - S - +
+ - + - X - + -
- + b P - + - +
+ - N - P n + -
p P q + - P p P
R - B - + r K -

```

10. Bb3 Qc7 11. h3 b5

```

t + l + - T j +
X - D s + x X x
- + x L - S - +
+ x + - X - + -
- + - P - + - +
+ b N - P n + p
p P q + - P p +
R - B - + r K -

```

12. Ng5 Bb7 13. Rd1 Rad8 14. a4 a6 15. Nce4 Nxe4 16. Nxe4 Be7 17. axb5 axb5

18. d5 Nb6 19. Ra7 Nc8 20. Ra1 c5 21. Ng3 c4 22. e4 Bc5 23. Ba2 Nd6 24. Qe2 Ra8 25. Be3 b4

```

t + - + - T j +
+ l D - + x X x
- + - S - + - +
+ - L p X - + -

```

- X x + p + - +
+ - + - B - N p
b P - + q P p +
R - + r + - K -

26. b3 c3 27. Rac1 Ra3 28. Bxc5 Qxc5 29. Nh5 Bc8 30. Rd3 Qb5 31. Rc2
f6 32.
f4 Rf7 33. fxe5 fxe5 34. Qe3 Qa6 35. Kh2 Rxa2 36. Rxa2 Qxa2 37. Qb6
Qe2

- + l + - + j +
+ - + - + t X x
- Q - S - + - +
+ - + p X - + n
- X - + p + - +
+ p X r + - + p
- + - + d + p K
+ - + - + - + -

38. Qd8+ Rf8 39. Nf6+ gxf6 40. Rg3+ Bg4 41. Qxd6 h5 42. Qxb4 c2 43.
Qc5 Qd1
44. hxg4 c1=Q

- + - + - T j +
+ - + - + - + -
- + - + - X - +
+ - Q p X - + x
- + - + p + p +
+ p + - + - R -
- + - + - + p K
+ - D d + - + -

45. gxh5+ Qg5 46. Rxg5+ fxg5 47. d6 Qxh5+ 48. Kg1 Qd1+ 49. Kh2 Rd8
50. Qc4+
Kf8 51. Qe6 Qxd6 52. Qf5+ Ke7 53. Qh7+ Ke8 54. Qg8+ Kd7 55. Qf7+ Kc6

56. Qc4+

Kb6 57. b4 Qh6+ 0-1

Example of Romih Variation:

Hegeler,F - Wockenfuss,K [D46] 2BLN, 1989

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Nf3 Nbd7 6. Bd3 Bb4 7. a3 Ba5 8. O-O O-O 9. Qc2 Re8 10. Rd1 e5

t	+	l	D	t	+	j	+
X	x	+	s	+	x	X	x
-	+	x	+	-	S	-	+
L	-	+	x	X	-	+	-
-	+	p	P	-	+	-	+
P	-	N	b	P	n	+	-
-	P	q	+	-	P	p	P
R	-	B	r	+	-	K	-

11. dxe5 Nxe5 12. Nxe5 Rxe5 13. cxd5 cxd5 14. b4 Bb6 15. Bb2

t	+	l	D	-	+	j	+
X	x	+	-	+	x	X	x
-	L	-	+	-	S	-	+
+	-	+	x	T	-	+	-
-	P	-	+	-	+	-	+
P	-	N	b	P	-	+	-
-	B	q	+	-	P	p	P
R	-	+	r	+	-	K	-

15... Bg4 16. Be2 Rc8 17. Qd2 Qd7 18. Rac1 Rd8 19. Nb5 Ne4 20. Qc2 Rg5

- + - T - + j +
X x + d + x X x
- L - + - + - +
+ n + x + - T -
- P - + s + l +
P - + - P - + -
- B q + b P p P
+ - R r + - K -

21. Bd4 Bh3 22. g3 Rg6 23. Bxb6 Rxb6 24. Qc7 Qe8 25. Nxa7 Rf6 26. Bf1

- + - T d + j +
N x Q - + x X x
- + - + - T - +
+ - + x + - + -
- P - + s + - +
P - + - P - P l
- + - + - P - P
+ - R r + b K -

26... Nxf2 27. Re1 Ra8 28. Qxb7 h5 29. Rc7 Rxa7 30. Qxa7 Qe4 0-1

Kraai,J - Donaldson,J (2) [D46] American, 1989

1. d4 Nf6 2. Nf3 e6 3. c4 d5 4. Nc3 c6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8.
Qb3 Bd6 9. e4 dxc4 10. Bxc4 e5

t + l D - T j +
X x + s + x X x
- + x L - S - +
+ - + - X - + -
- + b P p + - +
+ q N - + n + -
p P - + - P p P
R - B - + r K -

**11. h3 b5 12. Be2 a6 13. a4 Bb7 14. dxe5 Nxe5 15. Re1 Re8 16. Bg5 h6
17. Bh4
Ng6 18. Bxf6 Qxf6**

t + - + t + j +
+ l + - + x X -
x + x L - D s X
+ x + - + - + -
p + - + p + - +
+ q N - + n + p
- P - + b P p +
R - + - R - K -

**19. Rad1 Ne5 20. Nb1 Nxf3+ 21. Bxf3 Be5 22. Re2 Bc8 23. Red2 Be6 24.
Qa3
Rac8 25. b4**

- + t + t + j +
+ - + - + x X -
x + x + l D - X
+ x + - L - + -
p P - + p + - +
Q - + - + b + p
- + - R - P p +

+ n + r + - K -

25... bxa4 26. Qxa4 Bxh3 27. Qxa6 Be6 28. b5 cxb5 29. Qxb5 Rb8 30.
Qe2 Rec8
0-1

- T t + - + j +
+ - + - + x X -
- + - + l D - X
+ - + - L - + -
- + - + p + - +
+ - + - + b + -
- + - R q P p +
+ n + r + - K -

[30... Rec8 31. Na3 Rb3]

Karpov - Tal [D46] Moscow, 1973

1. Nf3 d5 2. c4 c6 3. d4 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8.
a3 Bd6 9. Qc2 dxc4 10. Bxc4 Qe7 11. h3 e5

t + l + - T j +
X x + s D x X x
- + x L - S - +
+ - + - X - + -
- + b P - + - +
P - N - P n + p
- P q + - P p +

R - B - + r K -

12. Ba2 a5 13. a4 Bb4 14. Rd1 b6 15. dxe5 Nxe5 16. Nd4 Bd7 17. Bd2 Rad8 18.

Be1 Ng6 19. Nf3 Ne5 20. Nd4 Ng6 21. Nf3 Ne5

- + - T - T j +
+ - + l D x X x
- X x + - S - +
X - + - S - + -
p L - + - + - +
+ - N - P n + p
b P q + - P p +
R - + r B - K -

Q-Q

Example of Tchigorin Variation:

Plachetka,T - Drtina,M (5) [D46] Trnava, 1989

1. d4 d5 2. c4 e6 3. Nc3 c6 4. e3 Nf6 5. Nf3 Nbd7 6. Bd3 Bd6 7. O-O dxc4 8.

Bxc4 Qe7 9. e4 e5

t + l + j + - T
X x + s D x X x
- + x L - S - +
+ - + - X - + -
- + b P p + - +
+ - N - + n + -
p P - + - P p P
R - B q + r K -

10. Bg5 Nb6 11. dxe5 Bxe5 12. Bb3 O-O 13. Qc2 h6 14. Bh4 Re8 15. Nxe5
Qxe5
16. f4

t + l + t + j +
X x + - + x X -
- S x + - S - X
+ - + - D - + -
- + - + p P - B
+ b N - + - + -
p P q + - + p P
R - + - + r K -

16... Qc5+ 17. Bf2 Qh5 18. Rae1 Be6 19. Bd4 Bxb3 20. Qxb3 Nfd7 21.
Rf3 Kf8
22. Rh3 Qa5 23. Rg3 f6 24. e5 c5 25. Bf2 fxe5 26. fxe5

t + - + t J - +
X x + s + - X -
- S - + - + - X
D - X - P - + -
- + - + - + - +
+ q N - + - R -
p P - + - B p P
+ - + - R - K -

26... c4 27. Qc2 Rxe5 28. Rf1 Kg8 29. Bd4 Rg5 30. Rff3 Ne5 31. Re3 Nc6

t + - + - + j +
X x + - + - X -
- S s + - + - X

D - + - + - T -
- + x B - + - +
+ - N - R - R -
p P q + - + p P
+ - + - + - K -

32. Bxg7 Kxg7 33. h4 Rxg3 34. Rxg3+ Kh8 35. Qg6 Qc5+ 36. Kh2 Qf8 37.
Ne4 Ne5
38. Qh5 Qf4 39. Ng5 Qf6 40. Ne4 Qf4 41. Ng5 Qf8 42. Ne4 Nbd7 43. Rg5
Nf7 44.
Rf5 Nde5 45. Ng5 Kg8

t + - + - D j +
X x + - + s + -
- + - + - + - X
+ - + - S r N q
- + x + - + - P
+ - + - + - + -
p P - + - + p K
+ - + - + - + -

46. Nxf7 Nxf7 47. Qg6+ Qg7 48. Qe6 Rf8 49. Rf6 Kh8 50. Kh1 b5 51. Qe7
Rg8
52. Rf2 Ne5 53. Qe6 Nd3 0-1

Abrahams' Variation

Curtis-Teichmann 1985

1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. e4 b5 6. Bg5

[6. a4]

6...f6 7. Be3 Bb4 8. Be2 Ne7 9. O-O O-O 10. Qc2 Nd7 11. a4 Nb6 12.
axb5 Bxc3 13. Qxc3 cxb5 14. b3 Bb7

t + - D - T j +
X l + - S - X x
- S - + x X - +
+ x + - + - + -
- + x P p + - +
+ p Q - B n + -
- + - + b P p P
R - + - + r K -

15. Nd2 f5 16. Bg5 h6 17. Bxe7 Qxe7 18. bxc4 fxe4 19. cxb5 Nd5 20.
Qa3 Qf6
21. Nxe4 Qg6 22. Ng3 Nf4

t + - + - T j +
X l + - + - X -
- + - + x + d X
+ p + - + - + -
- + - P - S - +
Q - + - + - N -
- + - + b P p P
R - + - + r K -

23. f3 h5 24. Qe7 Rf7 25. Qh4 Qh6 0-1

[26. Rfe1 g5]

Serebrjanik-Maximenko 1991

1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. a4 Bb4 6. e3 b5 7. Bd2
[7...a5] 7... Bxc3 8. Bxc3 a5! 9. axb5 cxb5 10. b3 Bb7

t S - D j + s T
+ l + - + x X x
- + - + x + - +
X x + - + - + -
- + x P - + - +
+ p B - P n + -
- + - + - P p P
R - + q K b + r

11. d5!? Nf6 12. bxc4 b4! 13. Bxf6 Qxf6 14. Qa4+ Nd7 15. Nd4

This is the point we left off above

15... e5 16. Nb3 Ke7

t + - + - + - T
+ l + s J x X x
- + - + - D - +
X - + p X - + -
q X p + - + - +
+ n + - P - + -
- + - + - P p P
R - + - K b + r

17. Qb5

[17. Rd1] or [17. Be2]

17... Ba6 18. Qxa5 Rhb8 19. d6+ Ke8 ! 20. Qd5 Bb7 21. Qd2 Rxa1+ 22. Nxa1 Nc5 ! 23. d7+ Kd8 ! 24. Qxb4 Qd6 25. Qd2 Qa6 26. Qb2 [26. Nc2 Be4 -+] 26... Qa5+

The White pawn on d7 shelters the Black King, While the useless White pieces can only sit around and watch their own King get mated.

```

- T - J - + - +
+ l + p + x X x
- + - + - + - +
D - S - X - + -
- + p + - + - +
+ - + - P - + -
- Q - + - P p P
N - + - K b + r

```

0-1 A1.3 The Exchange Variation

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5

White's approach in this line has many advantages: the position is simplified, White has a permanent structural advantage and a clear plan to follow, and Black's counterplay is limited. White can now adopt two plans:

A1.3a The minority attack with b4 and b5

White plans to play b4-b5xc6 when your c-pawn will be backward on an open file. If nothing else happens, this can be enough to lose the game.

King's-side action using the semi-open e-file and particularly the outpost at

e4. (see several games below)

Temporary delay and permanent simplification with ...a5, forcing White to adopt a3 and b4 or make other concessions (Smagin and Ekstroem games)

The creation of a passed a-pawn with ...a6, when b5 is met by ...c6xb5 (white axb5) and ...a5 (I have no example of this plan).

Meet b5 with ...c5

Prevent b5 by playing ...b5 and using the strong c4 point (see the Van der Sterren game below)

5. Bg5 Be7 6. e3 c6 7. Bd3 Nbd7

```
t + l D j + - T
X x + s L x X x
- + x + - S - +
+ - + x + - B -
- + - P - + - +
+ - N b P - + -
p P - + - P p P
R - + q K - N r
```

8. Qc2

[8. Nf3 loses the initiative straightaway: 8...Ne4 9. Bxe7 Qxe7=]

8... O-O 9. Nf3 Re8 10. O-O Nf8 11. Rab1 Ne4

t + l D t S j +
X x + - L x X x
- + x + - + - +
+ - + x + - B -
- + - P s + - +
+ - N b P n + -
p P q + - P p P
+ r + - + r K -

12. Bxe7 Qxe7 13. Ne5 Bf5 14. Nxe4 Bxe4 15. Bxe4 dxe4 16. b4

[16. Qxe4 f6]

A1.3b Central break with f3 and e4

White's other plan is less popular but more dynamic. The King's Knight come to e2, and then f2-f3 will prepare e2-e4. Black's best plan is to hit back. We may see a bit more of this plan since the following advertisement for it:

Kasparov - Short (10) [D35] WCh, 1994

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Bd3 Nbd7
8. Nge2 Re8 9. O-O Nf8

Normal is 9...c6

10. b4!

```

t + l D t S j +
X x X - L x X x
- + - + - S - +
+ - + x + - B -
- P - P - + - +
+ - N b P - + -
p + - + n P p P
R - + q + r K -

```

10... a6

[10... Bxb4? leads to trouble after 11. Bxf6]

11. a3 c6 12. Qc2 g6 13. f3 Ne6 14. Bh4 Nh5 15. Bxe7 Rxe7

[15... Qxe7!?!]

16. Qd2 b6? 17. Rad1 Bb7 18. Bb1 Nhg7 19. e4

```

t + - D - + j +
+ l + - T x S x
x X x + s + x +
+ - + x + - + -
- P - P p + - +
P - N - + p + -
- + - Q n + p P
+ b + r + r K -

```

White has his cake and is eating it too: he has succeeded in playing both b2-b4 and e2-e4, and Black has no counterplay. Black soon collapsed.

Below you can see some ways of fighting against this idea, particularly if White risks castling Queen's-side.

Example Games in the Exchange Variation

Black plays solidly

Steinbacher,M - van der Sterren,P (5) [D36] Ostend, 1989

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 c6 5. cxd5 exd5 6. Bg5 Be7 7. Qc2 g6 8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 Nbd7 11. O-O O-O 12. Bxf6 Nxf6 13. Rab1 Bd6 14. b4 b5

Black defends his Queen's-side solidly. White tries a Knight advance.

15. Ne5 Bxe5 16. dxe5 Nd7 17. f4 a5 18. a3 Nb6 19. Ne2 axb4

```
t + - D - T j +
+ - + - + x + x
- S x + - + x +
+ x + x P - + -
- X - + - P - +
P - + q P - + -
- + - + n + p P
+ r + - + r K -
```

20. axb4 Nc4 21. Nd4 Qb6 22. Ra1 Ra4 23. Rxa4 bxa4 24. Ra1 Ra8 25.
Nc2 a3
26. Ra2 Ra7 27. Qd4 Qxd4 28. exd4 f6 29. exf6 Kf7 30. Kf2 Kxf6

Black now wins methodically.

31. Ne3 Nxe3 32. Kxe3 Kf5 33. Kf3 h5 34. h3 h4 35. Ke3 Ra4 36. Kd3
Kxf4 37.
Kc3 Ke3 38. Kb3 Ra8 39. Kc3 Ra7 0-1

Black wins with a King's-side attack:

??-?? [D34]

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. Qc2 O-O 7. e3
Re8 8.
Bd3 Nbd7 9. Nf3 Nf8 10. O-O c6 11. Rab1 Ng6 12. b4 a6 13. a4 Bd6 14.
b5 axb5
15. axb5 h6 16. Bxf6 Qxf6 17. bxc6 bxc6 18. Rb6 Bg4 19. Nd2 Re6

t + - + - + j +
+ - + - + x X -
- R x L t D s X
+ - + x + - + -
- + - P - + l +
+ - N b P - + -
- + q N - P p P
+ - + - + r K -

This neat move is useful for attack and defence: if Rxc6, then Bxh2+

wins the exchange. GM Nigel Davies in an article praises this type of rook manoeuvre for Black: the Rook can move to (say) the g-file and cause problems for the White King. As it happens White soon digs a pit into which he or she falls!

20. Na4 Nh4 21. g3 Nf3+ 22. Nxf3 Qxf3 23. Re1 Bh3 24. Bf1 Bf5 25. e4 Rxe4
26. Qxc6 Rxe1 27. Qxa8+ Kh7 28. Nc3 Bh3 0-1

Davidovic,A - Smagin,S (4) [D36] It-open, Dortmund, 1989

1. Nf3 d5 2. d4 Nf6 3. c4 e6 4. Nc3 c6 5. cxd5 exd5 6. Qc2 Be7 7. Bg5 g6

This plan is unusual.

8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 Nbd7 11. O-O O-O 12. Rab1 a5 13. a3 Re8 14.
Rfc1 a4 15. Qc2 Qa5 16. Re1 Bd6 17. Bh4 Ne4

This plan is very familiar!

18. Nxe4 dxe4 19. Nd2 Qh5

t + - + t + j +
+ x + s + x + x
- + x L - + x +
+ - + - + - + d
x + - P x + - B

P - + - P - + -
- P q N - P p P
+ r + - R - K -

Black is well-placed for a quick King's-side attack; White's intended Queen's-side initiative is nowhere to be seen.

20. Bg3 Bxg3 21. hxg3 Nf6 22. b3 Ra5 23. bxa4 Ng4 24. Nf1 Rf5 25.
Rxb7 c5
26. Re2 Qh6 27. Qb3 Re6 28. f3 Rh5 29. fxg4 Rh1+ 30. Kf2 Rxf1+ 0-1

Von Gleich,A - Ekstroem,R (1) [D36] Lugano, 1989

1. d4 d5 2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. cxd5 exd5 6. Bg5 c6 7. Qc2
h6 8.
Bxf6 Bxf6 9. e3 O-O 10. Bd3 Re8 11. h3 Nd7 12. O-O Be7 13. a3 Bd6 14.
b4 Nf6
15. Rfc1 Qe7 16. Ra2 a5 17. bxa5 Rxa5 18. a4 Ne4 19. Bxe4 dxe4

- + l + t + j +
+ x + - D x X -
- + x L - + - X
T - + - + - + -
p + - P x + - +
+ - N - P n + p
r + q + - P p +
+ - R - + - K -

The familiar ...Ne4 move leads to a quick King's-side kill.

20. Nd2 Be6 21. Raa1 Bxh3 22. Qxe4 Qd7 23. Qh4 Rg5 24. g3 Bg4 25. Qh1
Bxg3
26. Nce4 Rh5 27. Qg2 Bh2+ 28. Kf1 Kh8 29. Ke1 Bc7 0-1

Yermolinsky - Shipman,W (3) [D36] MCC, 1989

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 c6 5. Bg5 Nbd7 6. cxd5 exd5 7. e3
Be7 8.
Qc2 O-O 9. Bd3 Re8 10. O-O Nf8 11. h3 Nh5 12. Bxe7 Qxe7 13. a3 g6 14.
b4 Ne6
15. b5 Ng5 16. Nxc6 Qxc6 17. Kh2 f5 18. bxc6 bxc6 19. Na4 Re6

```
t + l + - + j +  
X - + - + - + x  
- + x + t + x +  
+ - + x + x D s  
n + - P - + - +  
P - + b P - + p  
- + q + - P p K  
R - + - + r + -
```

White has created a weak pawn on c6 but Black doesn't care too much!

20. Nc5 Rf6 21. Be2 f4 22. Bxh5 Qxh5 23. f3 fxe3 24. Qd3 Bxh3 25.
gxh3 Re8
26. Nd7 Rf4 27. Rae1 Re7 28. Qa6 Qf5 29. Ne5 Rxe5 30. dxe5 Rh4 0-1

White wants to play in the centre:

Deze,A - Tadic,K (1) [D35] Novi, 1989

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Bd3

c6 8.

Qc2 h6 9. Bh4 Re8 10. Nge2 Nbd7 11. f3 c5

A change of emphasis: White wants to advance in the centre with e2-e4, so Black immediately hits at the d-pawn with ...c7-c5.

12. O-O b6 13. Rad1 Bb7 14. Bf2 cxd4 15. exd4 a6 16. Qb3 b5 17. a4 b4
18.

Na2 Qb6 19. Rc1 Bd6

```
t + - + t + j +  
+ l + s + x X -  
x D - L - S - X  
+ - + x + - + -  
p X - P - + - +  
+ q + b + p + -  
n P - + n B p P  
+ - R - + r K -
```

White's plan has come to nothing.

20. Qd1 Nf8 21. Bg3 Ne6 22. Bxd6 Qxd6 23. Qd2 a5 24. Bb5 Re7 25. Ng3
Qb6 26.

Nf5 Rc7 27. Rfe1 Kf8 28. Rxc7 Qxc7 29. Nc1 Bc6 30. Bxc6 Qxc6 31. Nd3
Re8 32. b3

Qc3 33. Qxc3 bxc3 34. Rc1 Rc8 35. Nd6 Rc6 36. Nb5 c2 37. Ne5 Nf4 0-1

White castles Queen's-side:

Paduch,A - Ghafour,Y (8) [D35] A.Kotov memorial, Singapore, 1990

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Nbd7 5. cxd5 exd5 6. Bf4 Be7 7. e3 c6 8. h3 O-O 9. Bd3 Re8 10. Qc2 a5 11. g4 Nf8 12. O-O-O a4

Black was all ready to meet White's King on the Queen's-side.

13. a3 Qa5 14. Ne5 Be6 15. Bf5 c5 16. Kb1 Rec8 17. Qe2 c4 18. e4 dxe4 19. Bxe4 Bd5

t + t + - S j +
+ x + - L x X x
- + - + - S - +
D - + l N - + -
x + x P b B p +
P - N - + - + p
- P - + q P - +
+ k + r + - + r

20. Bxd5 Nxd5 21. Bd2 Bxa3 22. Nxc4 Nxc3+ 23. Bxc3 Qb5 24. d5 Qxc4 25. Qe5 f6 26. Qf5 Bd6 27. f4 Qxf4 28. Qd3 a3 29. Rhg1 axb2 30. Bxb2 Qa4 0-1

Tisdall,J - Inkirov,V (5) [D36] Gausdal, 1990

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. Qc2 c6 7. e3 Nbd7 8. Bd3 O-O 9. Nge2 Re8 10. h3 Nf8 11. g4 b5 12. O-O-O a5 13. Ng3 a4 14. Kb1 Qa5 15. Nce2 Bd7 16. Nf5 Bxf5 17. gxf5 Rac8 18. Rhg1 Kh8 19. Bxf6 Bxf6

- + t + t S - J
+ - + - + x X x

- + x + - L - +
D x + x + p + -
x + - P - + - +
+ - + b P - + p
p P q + n P - +
+ k + r + - R -

An exciting opposite-side castling position has arisen.

20. Nf4 Nd7 21. Rc1 a3 22. b3 c5 23. Nxd5 c4 24. Nxf6 Nxf6 25. bxc4
bxc4 26.
Bxc4 Ne4 27. Ka1 Nd2 28. f6 Rxc4 0-1

A2 Playing actively against 1. d4

A2.1 The Dutch Defence, Stonewall Variation

Rabinovitch - Botvinnik (Ussr Ch'p, 1927)

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 O-O 6. Nf3 d5 7. O-O c6
8. Qc2
Qe8 9. Bf4 Qh5 10. Rad1 Nbd7 11. b3 Ne4 12. Ne5 Ng5

[12... Bf6 is better, says MB]

13. h4

[13. f3 Nh3+ 14. Bxh3 Qxh3 15. e4 += MB]

13... Ne4 14. Bf3 Qe8 15. Nxd7 Bxd7 16. Kg2 Bb4

```
t + - + d T j +
X x + l + - X x
- + x + x + - +
+ - + x + x + -
- L p P s B - P
+ p N - + b P -
p + q + p P k +
+ - + r + r + -
```

White seems to have defended more than got on with his own plans. He now makes a mistake:

17. Bxe4 ? 17... fxe4 18. Rh1 Qh5 19. f3 Qg6 20. Kf1 e5 21. dxe5 Rxf4 22. gxf4

```
t + - + - + j +
X x + l + - X x
- + x + - + d +
+ - + x P - + -
- L p + x P - P
+ p N - + p + -
p + q + p + - +
+ - + r + k + r
```

Black has some clear achievements: the open g-file, the two bishops, the upset White King.

22... Qg3

threats ...Bc5/...e3

23. Nxe4 dxe4 24. Rxd7 Bc5 25. e3 Qxf3+ 26. Qf2 Qxh1+ 27. Ke2 Qh3 28. f5 Qg4+ 29. Kd2 Rf8 30. e6 Qxf5 31. Qxf5 Rxf5 32. Rxb7 Rf2+ 33. Ke1 Rf6 34. b4 Bxe3 0-1

Another decisive King's side attack:

Steiner - Botvinnik, Groningen, 1946

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Bb4+ 5. Bd2 Be7 6. Nf3 d5 7. Nc3 c6 8. O-O O-O 9. Bf4 Qe8 10. Qc2 Qh5 11. Rae1 Nbd7 12. Nd2

Aiming at e4, but too slowly. Another plan is to attack c6 with the b-pawn.

12... g5 13. Bc7 Ne8 14. Be5 Nxe5 15. dxe5 f4

Black's plans are well-advanced; e4 will now be answered by ..f3

16. gxf4 gxf4 17. Nf3 Kh8 18. Kh1 Ng7 19. Qc1 Bd7 20. a3 Rf7 21. b4 Rg8

```
- + - + - + t J
X x + l L t S x
- + x + x + - +
+ - + x P - + d
- P p + - X - +
P - N - + n + -
- + - + p P b P
```

+ - Q - R r + k

Making use of the open g-file

22. Rg1 Nf5 23. Nd1 Rfg7

- + - + - + t J
X x + l L - T x
- + x + x + - +
+ - + x P s + d
- P p + - X - +
P - + - + n + -
- + - + p P b P
+ - Q n R - R k

Black has a winning position

24. Qxf4 Rg4 25. Qd2 Nh4 26. Ne3 Nxf3 27. exf3 Rh4 28. Nf1 Bg5 0-1

- + - + - + t J
X x + l + - + x
- + x + x + - +
+ - + x P - L d
- P p + - + - T
P - + - + p + -
- + - Q - P b P
+ - + - R n R k

if the Q moves, ...Bf4 forces mate.

Here's an important game against a powerful rival.

Flohr - Botvinnik (10) Match, 1933

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 d5 6. Nf3 c6 7. O-O O-O
8. b3

[8. Bf4 is better, says Botvinnik, or 8. Qc2 Qe8 9. Bg5 with Bxf6]

8... Qe8 9. Bb2 Nbd7 10. Qd3

[10. Ng5 Bd6 11. f4 Botvinnik]

10... Qh5 11. cxd5

[11. Bc1 Botvinnik]

11... exd5 12. Nd2

[12. Ne1 and f4]

12... Ne4 13. f3

[13. f4 is now met by 13... Nxd2 14. Qxd2 Nf6 when White cannot really hope to get the N to e5]

13... Nxc3 14. Bxc3 f4 ! 15. Rfe1 Bd6 16. Nf1 Rf7 17. e3 fxg3 18.
Nxc3 Qh4 19. Nf1 Nf6 20. Re2 Bd7 21. Be1 Qg5 22. Bg3 Bxc3 23. Nxc3 h5!

t + - + - + j +
X x + l + t X -

- + x + - S - +
+ - + x + - D x
- + - P - + - +
+ p + q P p N -
p + - + r + b P
R - + - + - K -

the final phase

24. f4 Qg4 25. Rf2 h4 26. Bf3

[26. h3 Qe6 27. Nf1 Ne4 is still -+]

**26... hxg3 27. Bxg4 gxf2+ 28. Kg2 Nxg4 29. h3 Nf6 30. Kxf2 Ne4+
0-1**

And lastly, a more complicated game from an early tournament:

Yudovitch - Botvinnik, 1934

**1. c4 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 d5 6. O-O O-O 7. Nc3 c6
8. Qc2
Qe8 9. Bf4**

[9. Bg5 Chekhover]

9... Qh5 10. b3 Nbd7 11. Rad1 Kh8 12. Kh1

a loss of tempo, and perhaps not even a better square

12... Rg8 13. e3 g5 14. Bc7 Ne8 15. Be5+ Nxe5 16. Nxe5 Nf6 17. f3

t + l + - + t J
X x + - L - + x
- + x + x S - +
+ - + x N x X d
- + p P - + - +
+ p N - P p P -
p + q + - + b P
+ - + r + r + k

the right plan for White

17... Bd6 18. e4 Nd7 19. g4

[19. Nxd7 Bxg3]

19... Qe8 20. Nxd7 Bxd7 21. e5 Bb4 22. gxf5 exf5 23. cxd5

t + - + d + t J
X x + l + - + x
- + x + - + - +
+ - + p P x X -
- L - P - + - +
+ p N - + p + -
p + q + - + b P
+ - + r + r + k

23... Bxc3 24. dxc6 risky 24... Bxc6 25. Qxc3 Qe6 26. Qd2 Bd5 27. Rc1 Rg7

28. Rc2 f4 29. Qc1 Rag8 30. h3 h5 31. Kg1 g4 32. hxg4 hxg4 33. Kf2 Rh7 34. Rh1

g3+ 35. Ke1 Rxh1+ 36. Bxh1 Qh6 37. Bg2

the last move before the time-check

37... Bc6

[37... Be6]

38. a4 Bd7

going for complications instead

[38... Bd5]

39. d5 Bf5 40. Rc7 Qh2 41. Qb2 Qg1+ 42. Bf1 Qe3+ 43. Be2 Be6 44. Qc2 Rg7

-	+	-	+	-	+	-	J
X	x	R	-	+	-	T	-
-	+	-	+	l	+	-	+
+	-	+	p	P	-	+	-
p	+	-	+	-	X	-	+
+	p	+	-	D	p	X	-
-	+	q	+	b	+	-	+
+	-	+	-	K	-	+	-

45. dxe6

[45. Rc8+ Bg8 46. Qf5 and Rxc8+, getting perpetual]

45... Qf2+ 46. Kd2 Qd4+

controlling d8

47. Ke1 Rxc7 0-1

Since Nigel Short has ventured the Stonewall on occasion interest in the opening has grown again.

Martin - Troger [A94] 1995

1. Nf3 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. O-O O-O 6. c4 d5 7. b3 c6
8. Ba3
Bd7 9. Bxe7 Qxe7

```
t S - + - T j +  
X x + l D - X x  
- + x + x S - +  
+ - + x + x + -  
- + p P - + - +  
+ p + - + n P -  
p + - + p P b P  
R n + q + r K -
```

Black has played it the old-fashioned way: more interest recently has been in the idea of parking the Queen's Bishop on b7. White has responded with another traditional recipe - exchange off Black's good bishop and milk the dark squares.

10. Nc3 (?)

Martin was unhappy about this natural move afterwards. Either

[10. Nbd2 Be8 11. Ne5 Nbd7 12. Ndf3 Bh5]

or

[10. Qc1 Be8 11. Qa3 Qxa3 12. Nxa3 Nbd7]

could have been tried, but Black is by no means losing either game.

10... Be8 11. Qc2 Nbd7 12. cxd5 cxd5!

[Not 12... exd5 13. Qxf5 Ne4 14. Nxd5 cxd5 15. Qxd5+ Bf7 16. Qxb7]

13. e3 Bh5 14. Rfc1 Bxf3 15. Bxf3

t + - + - T j +
X x + s D - X x
- + - + x S - +
+ - + x + x + -
- + - P - + - +
+ p N - P b P -
p + q + - P - P
R - R - + - K -

=+ Martin

15... Rac8 16. Qb2 Nb6

[16... Nb8]

17. a4 g5 18. a5 Nbd7 19. a6 b6 20. Be2 Nb8

Right idea but too late: White is now better.

21. Nb5 Nc6 22. Rc2 Nd7

[22... Nb4 23. Rxc8 Rxc8 24. Qa3]

23. Rxc6

else ...Nd7-b8 and Black is ready to attack the King

23... Rxc6 24. Nxa7 Rc7 25. Nb5 Rcc8 26. a7 Nf6 27. Qa2

```
- + t + - T j +
P - + - D - + x
- X - + x S - +
+ n + x + x X -
- + - P - + - +
+ p + - P - P -
q + - + b P - P
R - + - + - K -
```

27... Kg7 28. Qa6 Qd8 29. Qb7+ Kg6 30. Ra6 Ra8 31. Nc7 Qe7 32. Qxb6 Qd8 33. Nxa8 Qxa8 34. Qxe6 Rf7 35. Bd3 1-0

A2.2 White avoids the Stonewall

There is no Exchange Variation against the Dutch but there are some

annoying

ways for White to avoid the Stonewall. You can avoid all these by playing first ...d5, ...e6, ...c6 and ...f5, but you must then face the Exchange QGD.

If White hasn't met the Dutch defence before, it's likely they will just play their usual old moves: the London system, the classical system or a Gambit.

The London system *d2-d4, Ng1-f3, Bc1-f4* is just asking for Black to play ...e7-e5, with a good game.

If White plays a classical Queen's Pawn game with *d2-d4 c2-c4 Ng1-f3 Nb1-c3 Bc1-g5 e2-e3 Bf1-d3* Black can get a good game with normal Dutch moves:

**1.d4 f5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Bd3 b6
7.Nge2 Bb7 8.0-0 Nh5 9.Bxe7 Qxe7 10.Ng3 Nxc3 11.hxg3 d6 12.f4
Nc6=** (0-1,54) *Harrwitz,D - Morphy,P (5) Paris match, 1858.*

**1.d4 e6 2.Nf3 f5 3.c4 Nf6 4.Bg5 Be7 5.Nc3 0-0 6.e3 b6
7.Bd3 Bb7 8.0-0 Qe8 9.Qe2 Ne4 10.Bxe7 Nxc3 11.bxc3 Qxe7 12.a4 Bxf3
13.Qxf3 Nc6 14.Rfb1 Rae8 =+** (1-0,52) *Capablanca,Jose - Tartakower,Savielly [A40] New York (06), 1924.* White went on to win this famous ending, but according to Robert Bellin, sometime British Champion and longtime Dutch defender, Black has the advantage because of his better Pawn structure.

Other systems without c2-c4 after **1. d4 f5:**

A2.2a Modern System with Bg5xf6

2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 Be6 6. Bd3 g6

This is currently very popular. I offer you a selection of games in the examples section.

A2.2b Staunton Gambit with e4

2. e4 fxe4 3. Nc3 Nf6

Now White can play:

(a) 4. Bg5 Nc6 5. d5 Ne5 6. Qd4 Nf7 7. Bh4

[7. Bxf6 exf6 8. Nxe4 f5 9. Ng3 g6 10. O-O-O Bh6+ 11. f4 O-O 12. Nf3 Bg7 13. Qd2 b5 14. Nd4 Nd6

t + l D - T j +
X - X x + - L x
- + - S - + x +
+ x + p + x + -
- + - N - P - +
+ - + - + - N -
p P p Q - + p P
+ - K r + b + r

= BCO2]

7... g5 8. Bg3 Bg7 9. O-O-O

[9. Nxe4 O-O]

9... c6 =+ BCO2

(b) 4. f3

4... Nc6

[4... d5 5. fxe4 dxe4 6. Bg5 Bf5 7. Bc4 e6

[7... Nbd7 8. Nge2 Nb6 9. Bb3 Qd7 = BCO2]

8. Nge2 Bb4 9. O-O c6 =]

5. fxe4 e5 6. dxe5 Nxe5 7. Nf3 d6 8. Bf4 Ng6]]

A2.2c Korchnoi Gambit with g4

Korchnoi has offered a number of gambits with g2-g4, making use of the target on f5.

See the example game Menadue-Pert.

A2.2d Others

These shouldn't be any problem

BCO2 gives:

2. Qd3 d5 3. Bf4 e6 4. Qg3 Na6 5. e3 c6 =+

Ivkov

Examples of White avoiding the Dutch

Karayannis-Bellin 1993

1. d4 e6 2. c4 f5 3. e4

```

t S l D j L s T
X x X x + - X x
- + - + x + - +
+ - + - + x + -
- + p P p + - +
+ - + - + - + -
p P - + - P p P
R n B q K b N r

```

This almost forgotten gambit is not much worse than the others which surface sporadically. Even though dubious, all such gambits require precise defence from Black. -- BELLIN

3... fxe4 4. Nc3 Nf6 5. g4 h6 6. h4 d5 7. Nh3 Nc6 8. Nf4 e5 9. Ng6

[9. dxe5 Nxe5 x f3]

[9. Nfxd5 exd4 10. Nxf6+ Qxf6 11. Nd5 Bb4+ is also fine]

9... Bxg4 10. Qa4

White insists on being shown, but 10. Be2 was better

10... exd4 11. Nxh8

[11. Nxd5 Nxd5 12. cxd5 Bb4+ 13. Bd2 Bxd2+ 14. Kxd2 Qxd5 and the White King will not survive ...e3+]

11... dxc3 12. bxc3 d4 13. Rb1

[13. Ng6 dxc3 14. Ne5 Bb4 15. Nxc6 Qd2+ 16. Bxd2 cxd2#]

[13. Bh3 Bxh3 14. Rxh3 Qd7 15. Rg3 Bd6 is very good for Black]

13... dxc3 14. Rxb7

[14. Bh3 Qd3]

[14. Ng6 Qd7 and White is all but paralysed]

14... Qd7 15. f3

[15. Rb5 Bb4 16. Rxb4 Nxb4 17. Qxd7+ Kxd7]

[15. Bh3 Bxh3 16. Rxh3 Bb4 17. Rxb4 Nxb4 18. Qxb4 Qxh3 19. Ba3 O-O-O]

15... exf3 16. Be3 Bc5 17. Rxc7 Qd2+ 18. Bxd2 f2#

A triumph for the spear-carriers

Menadue - Pert 1995

1. d4 e6 2. Nf3 f5 3. h3 Nf6 4. g4 b6

Normally White would try to blot this out by d5 but there is no Pc4

5. gxf5 exf5 6. Bg2 Bb7 7. Bg5 Be7 8. Nc3 O-O 9. h4

```
t S - D - T j +
X l X x L - X x
- X - + - S - +
+ - + - + x B -
- + - P - + - P
+ - N - + n + -
p P p + p P b +
R - + q K - + r
```

White is wasting too much time on attacking-looking moves but has no real plan.

[9. d5!?!]

9... Qe8 10. Qd3 Nc6 11. O-O-O

[11. Qxf5 Nb4 12. O-O-O Ne4 -+]

11... Nb4 12. Qc4+ d5 13. Qxc7 ?

opens a file against the King

13... Ba6 14. Qe5 Rc8 15. Qxf5 ?

[15. a3]

15... Rxc3 16. Qe6+ Kh8 17. bxc3 Nxa2+ 18. Kd2

```
- + - + d T - J
X - + - L - X x
l X - + q S - +
+ - + x + - B -
- + - P - + - P
+ - P - + n + -
s + p K p P b +
+ - + r + - + r
```

[18. Kb2 Nxc3!]

18... Bb4!

a beautiful bit of opportunism

19. Bh3

[19. Qxe8 Bxc3+ 20. Ke3 Ng4#]

19... Bxc3+ 20. Ke3 Nb4 21. Qxe8

[21. Rc1 Qb5 22. Rhe1 Bxe1 23. Rxe1

[23. Nxe1 Qxe2+ 24. Kf4 Nh5#]

23... Nxc2+ 24. Kd2 Ne4+ 25. Kxc2 Rxf3 26. exf3 Qd3+ 27. Kc1 Qc3+ 28. Kb1

[28. Kd1 Nxf2#]

28... Bd3+ 29. Ka2 Qa5+ 30. Kb2

[30. Kb3 is better but only delays the inevitable 30... Bc4+ 31. Kb2 Qb4+

32. Kc1 Qa3+ 33. Kd1 Bb3+ 34. Ke2 Qa2+ 35. Kd3 Qc2+ 36. Ke3 Qd2#]

30... Qb4+ 31. Ka2 Nc3+ 32. Ka1 Qa3#]

21... Ng4+ 22. Bxg4 Nxc2# 1-0

Langeweg,K - Perez Garcia,H [A80] Wijk-B, 1986

1. d4 f5 2. Nf3 Nf6 3. g3 g6 4. Bg2 Bg7 5. O-O O-O 6. b3 c5 7. e3 cxd4 8. exd4 d5 9. Ne5 Nc6 10. Re1 Ne4 11. f3 Nxe5 12. fxe4 Nf3+ 0-1

Sparreboom,W - Bellin,R [A80] Guernsey op, 1988

1. d4 f5 2. Nf3 e6 3. Ne5 d6 4. Nd3 Nc6 5. e3 Nf6 6. Nd2 e5 7. Nb3 Be7 8. d5 Nxd5 9. Nxe5 dxe5 0-1

Barczyczyn - Vasiukov,E [A80] Bled op, 1989

1. d4 f5 2. Nc3 d5 3. Nf3 Nf6 4. Bf4 c6

The London System vs. the Dutch

5. h3 e6 6. e3 Be7 7. Be2 O-O 8. Ne5 Nbd7 9. g4 Nxe5 10. dxe5 Ne4 11. Nxe4 fxe4 12. Qd2 Bh4 13. O-O-O Bxf2 14. g5 Qb6 15. Bf1 Rxf4 16. exf4 Be3

oops

17. Bg2 Bd7 18. Rhe1 Bxd2+ 19. Rxd2 Rf8

- + - + - T j +
X x + l + - X x
- D x + x + - +
+ - + x P - P -
- + - + x P - +
+ - + - + - + p
p P p R - + b +
+ - K - R - + -

20. Bxe4 Rxf4 21. Bd3 0-1

Ligterink,G (2470) - Van Heste,J (2290) [A80] NLD-ch, 1987

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 c6 6. Bd3 Bd6 7. Qf3 g6 8. h3 Qe7 9. g4 f4 10. O-O-O fxe3 11. Re1 O-O 12. Rxe3 Qc7 13. Nge2 f5 14. gxf5 Bxf5 15. Bxf5 Rxf5 16. Re8+ Kf7 17. Qe3 Be7 18. Rh8 Kg7 19. Re8 Bg5

t S - + r + - +
X x D - + - J x
- + x + - + x +
+ - + x + t L -
- + - P - + - +
+ - N - Q - + p
p P p + n P - +
+ - K - + - + r

20. f4 Rxf4 21. Kb1 Rf1+ 22. Rxf1 Bxe3 23. Rxe3 Na6 24. Nf4 Kh6 25. Nd3 Qd6 26. Ne5 Rf8 27. Nf7+ Kg7 28. Ref3 Qe7 29. Ne5 Rxf3 30. Rxf3 Qh4 31. Ne2 Qe4 32. Rf7+ Kg8 33. Rf2 Nb4 34. Nc1 Qxd4 35. Re2 Qd1 36. a3 Na2 37. Kxa2 Qxc1 38. Nd3 Qg5 39. Nc5 Qh4 40. b3 b6 0-1

Maksimovic,S (2345) - Akhmilovskaya,E (2420) [A80] Sochi, 1987

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 c6 6. Bd3 g6 7. Qf3 Bb4 8. Nge2 Nd7 9. h3 Ne5

A characteristic tactic.

10. dxe5 fxe5 11. O-O-O e4 12. Bxe4 fxe4 13. Nxe4 Rf8 14. Qg3 Qe7 15. N4c3 Bd6 16. f4 Bd7 17. Rhe1 O-O-O 18. Nd4 b5 19. Nf3 b4

- + j T - T - +
X - + l D - + x
- + x L - + x +
+ - + x + - + -
- X - + - P - +
+ - N - P n Q p
p P p + - + p +
+ - K r R - + -

20. Nb1 Rde8 21. Nbd2 Qf6 22. Qf2 Bc5 23. Nb3 Bb6 24. Qd2 Re4 25. Ne5
Re8
26. Qd3 Rxe3 27. Qa6+ Kc7 28. Rxe3 Qxf4 29. Kb1 Qxe3 30. Nxd7 Kxd7
31. Qb7+ Kd6
32. Qxh7 Qe4 33. g4 Re7 34. Qg8 Kc7 35. Qf8 Kb7 36. h4 a5 37. a4 bxa3
38. bxa3
a4 39. Nd2 Qe2 40. Rf1 Bc5 0-1

Cazzaniga,W - Speck,H [A80] Mendrisio op, 1988

1. d4 f5 2. g4 d5 3. Bg5 Nf6 4. h3 c6 5. Bxf6 exf6 6. e3 Qb6 7. b3
Bd6 8.
Bd3 f4 9. exf4 Bxf4 10. Ne2 Qc7 11. Nxf4 Qxf4 12. Qd2 Qf3 13. Qe2+
Qxe2+ 14.
Kxe2 b6 15. Nd2 Kf7 16. f4 Ba6 17. c4 Nd7 18. a4 c5 19. Bf5 Rhd8

t + - T - + - +
X - + s + j X x
l X - + - X - +
+ - X x + b + -
p + p P - P p +
+ p + - + - + p
- + - N k + - +
R - + - + - + r

20. Bxh7 cxd4 21. Kf2 dxc4 22. Be4 Rac8 23. Bd5+ Kf8 24. bxc4 Nc5 25.
 g5 Re8
 26. gxf6 Nd3+ 27. Kg3 Re3+ 28. Kh4 Nxf4 29. fxg7+ Kxg7 30. Rhg1+ Kh6
 31. Bf3
 Rf8 32. Rg4 Bc8 33. Kg3 Bxg4 34. hxg4 Rd3 35. Rh1+ Kg7 36. Rh2 Ng6
 37. Re2 Rf7
 0-1

B. English opening

This subtle system is out to stop you playing ...d5, and then taking over the centre or Queen's-side later.

B1 Playing solidly against 1. c4

The ...e6 system is a nice counter to the English; ...c6 is OK as a system as long as White does not transpose into something unfamiliar to you.

1. c4

```

t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + p + - + - +
+ - + - + - + -
p P - P p P p P
R n B q K b N r

```

1... e6

[1... c6

Now

(a) 2. Nf3 is OK

2... d5 3. b3 Nf6 4. Bb2 Bg4

[or 4... Bf5]

BUT

(b) 2. e4 d5 3. exd5 cxd5 4. d4 Nf6 5. Nc3 e6 6. Nf3 Bb4 is a Caro-Kann or Nimzo-Indian line which is OK for Black but is outside the scope of the repertoire I recommend]

2. Nf3 d5 3. b3 c6 4. g3 Nf6

An alternative system is:

Kurajica [A13] Agincourt Defence (French-English), 1995

1. c4 e6 2. Nf3 d5 3. g3 c6

offering to transpose into standard QP lines

4. b3

```
t S l D j L s T
X x + - + x X x
- + x + x + - +
+ - + x + - + -
- + p + - + - +
+ p + - + n P -
p + - P p P - P
R n B q K b + r
```

insisting on independent lines

[4. d4]

[4. Bg2 dxc4 5. Qc2 b5 6. a4 Bb7 -/+ Carls-Nimzovitch 1925]

[4. Qc2 Nf6 5. Bg2 a5 6. O-O Na6 7. a3 Be7 8. d4

[8. b3]

8... O-O 9. Nbd2 b6 Naranja-Larsen 1973]

4... b5

"Black intends to bite the c-pawn until it screams in pain"
Benjamin/Schiller

5. Bg2 Ba6

t S - D j L s T
X - + - + x X x
l + x + x + - +
+ x + x + - + -
- + p + - + - +
+ p + - + n P -
p + - P p P b P
R n B q K - + r

6. cxd5

[6. d3 Qb6 != Kurajica]

6... cxd5 7. O-O Nf6 8. Bb2 Be7 9. d3 O-O

t S - D - T j +
X - + - L x X x
l + - + x S - +
+ x + x + - + -
- + - + - + - +
+ p + p + n P -
p B - + p P b P
R n + q + r K -

10. e4

White could also try:

[10. Nbd2 Nc6 11. a3

[11. Rc1 Qb6 =+ Masic-Kurajica 1972]

11... b4 12. axb4 Nxb4 13. Ne5 Qb6 = Romanishin-Kurajica 1977]

[10. Ne5!? is a suggestion of Watson]

10... dxe4 11. dxe4 b4 =+ Hartoch-Kurajica 1974 =

B2 Playing actively against 1. c4

Your Dutch-style system is a fine counter to the English. The first time I ever tried it I beat a 140-grade player in about 30 moves.

Theory of the Anglo-Dutch

1. c4 e5 2. Nc3

This is the Sicilian Reversed line of the English Opening, sometimes called the King's English. Black can play two lines with a Dutch feel, playing on the second move either 2...d6 or 2...Nc6. The first risks being met by 3.

d4 (if that is a risk), the second may not be quite the right square for the Knight. If you play the Closed Sicilian as White, this must be the best choice for you.

Example lines go:

After 2... d6:

(a) 3. d4 as in Hubner-Kasparov m1 1979

(b) 3. Nf3 f5

[or 3... Bg4 idea 4. g3 Bxf3 5. exf3 Nc6]

4. g3 Nf6 5. Bg2 Nc6 6. O-O Be7

[or 6... g6]

(c) 3. g3 f5

[or 3... Be6 4. Bg2 c6]

After 2...Nc6:

3. Nf3 f5

```

t + l D j L s T
X x X x + - X x
- + s + - + - +
+ - + - X x + -
- + p + - + - +
+ - N - + n + -
p P - P p P p P
R - B q K b + r

```

4. d4 e4

```

t + l D j L s T
X x X x + - X x
- + s + - + - +
+ - + - + x + -
- + p P x + - +

```


+ - N - + n + -
p P - + p P p P
R - B q K b + r

Now White has a number of moves:

(a) 5. Bg5

e.g. 5... Be7 6. Bxe7 Ngxe7 7. Nd2 Nxd4 8. Ndx e4 Nec6 9. Nd2 O-O 10. g3 d6 11. Bg2 f4 12. O-O fxg3 13. hxg3 Bg4

t + - D - T j +
X x X - + - X x
- + s X - + - +
+ - + - + - + -
- + p S - + l +
+ - N - + - P -
p P - N p P b +
R - + q + r K -

(b) 5. Ng5 h6

[or 5... Be7 6. Nh3]

[or 5... Nf6 6. e3 and now

6... h6

[6...g6]

7. Nh3 g5

```
t + l D j L - T
X x X x + - + -
- + s + - S - X
+ - + - + x X -
- + p P x + - +
+ - N - P - + n
p P - + - P p P
R - B q K b + r
```

after 5...h6 White can retreat with

6. Nh3

[6...g5!?!]

or spuddle with

6. Nd5

(c) 5. Nd2

as in Miles-Chaves

Instead of the immediate 3...f5 Black can play more slowly e.g.

3... g6 4. Bg2 Bg7 5. e3 d6 6. Nge2

and now Black has tried:

6...f5

6...h5

Play in these hypermodern openings is more flexible and less forcing, so both sides have a lot of choice about their early move orders.

I've tried

to give an example of each line cited in the games below.

Example games in the Anglo-Dutch

System with 2...d6

Hubner - Kasparov (1, Hamburg) [A21] 1985

1. c4 e5 2. Nc3 d6 3. d4

Most folk used to think this was good for White... until this game!

3...exd4 4. Qxd4 Nf6 5. g3 Nc6 6. Qd2 Be6 7. Nd5 Ne5

t + - D j L - T
X x X - + x X x

- + - X l S - +
+ - + n S - + -
- + p + - + - +
+ - + - + - P -
p P - Q p P - P
R - B - K b N r

Creating trouble on c4

8. b3 Ne4 9. Qe3 Nc5 10. Bb2 c6 11. Nf4 Ng4

t + - D j L - T
X x + - + x X x
- + x X l + - +
+ - S - + - + -
- + p + - N s +
+ p + - Q - P -
p B - + p P - P
R - + - K b N r

The pesky Knights keep hopping around, not letting Black settle.

12. Qd4 Ne4

Very alert

13. Bh3

[13. Nxe6 fxe6 14. Qxe4 Qa5+ 15. Kd1 Nxf2+]

13... Qa5+ 14. Kf1 Ngxf2 15. Bxe6 fxe6 16. Nxe6 Kd7 17. Nh3 Nxh3 18. Qxe4

t + - + - L - T
X x + j + - X x
- + x X n + - +
D - + - + - + -
- + p + q + - +
+ p + - + - P s
p B - + p + - P
R - + - + k + r

Black's initiative persists.

18... Re8 19. Nc5+ Qxc5 20. Qg4+ Kc7 21. Qxh3

- + - + t L - T
X x J - + - X x
- + x X - + - +
+ - D - + - + -
- + p + - + - +
+ p + - + - P q
p B - + p + - P
R - + - + k + r

**21... Be7 22. Bxg7 Rhf8+ 23. Bxf8 Rxf8+ 24. Ke1 Qf2+ 25. Kd1 Qd4+ 26.
Kc2
Qe4+ 27. Kd2 Bg5+ 28. Kc3 Qe5+**

- + - + - T - +
X x J - + - + x
- + x X - + - +
+ - + - D - L -
- + p + - + - +
+ p K - + - P q
p + - + p + - P

R - + - + - + r

0-1

Gonzalez-Rossolimo 1952.

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. e3 Be7 6. Nge2 c6 7. d4 O-O
8. b3
Nbd7 9. O-O h5 10. h4 Ng4 11. f3 Nh6 12. Ba3 Qe8 13. dxe5 dxe5 14.
Bxe7 Qxe7
15. Qd2 Nc5

t + l + - T j +
X x + - D - X -
- + x + - + - S
+ - S - X x + x
- + p + - + - P
+ p N - P p P -
p + - Q n + b +
R - + - + r K -

Black has more space.]

Korchnoi-German 1962.

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. b4 c6 6. b5 c5 !

Now White can't open a file on the Q-side.

7. Bb2 Nbd7 8. d3 g6 9. a4 a5 10. bxa6 Rxa6 11. Nf3 Bg7 12. Nd2 O-O
13. Nb5
Rf7 14. Bc3 Nf8 15. e3 Ne6 16. O-O g5 17. Qe2 Re7 18. Rfe1 g4 19. f4
gxf3 20.
Nxf3 Nf8 21. Nd2 Ng6 22. Nb3 Bh6 23. a5 Ng4 24. Bd5+ Kh8 25. Qd2 Rg7
26.
Kh1

- + l D - + - J
+ x + - + - T x
t + - X - + s L
P n X b X x + -
- + p + - + s +
+ n B p P - P -
- + - Q - + - P
R - + - R - + k

Black has his open lines and could create more with

26... f4 27. exf4 Nxf4

Zlotnikov-Minasian 1993

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3 Be7 6. Nf3 O-O 7. O-O
Kh8 8. b4

*[After 8. Bd2 the ever-inventive Speelman did once try ...Na6 but
8...Qe8 is still Black's best]*

8... Qe8 9. Bb2 Qh5 10. e3 Nc6 11. a3 Bd7 12. Nd2 Qh6

```
t + - + - T - J
X x X l L - X x
- + s X - S - D
+ - + - X x + -
- P p + - + - +
P - N p P - P -
- B - N - P b P
R - + q + r K -
```

Black is well-placed to build up on the K-side.

...0-1

Hallerod-Hearst 1960

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3 Be7

5... g6 is a Closed Sicilian position: see below

6. Nf3 O-O 7. O-O Qe8

8. c5 c6 9. cxd6 Bxd6 10. b4 Kh8 11. Rb1 Nd5 12. Qb3 Be6

```
t S - + d T - J
X x + - + - X x
- + x L l + - +
+ - + s X x + -
- P - + - + - +
+ q N p + n P -
p + - + p P b P
+ r B - + r K -
```


= 13. Ng5 Nxc3 14. Qxc3 Bxa2 15. Ra1 Bg8 16. Bb2 Qe7 17. Nf3 Nd7 18.
Ba3 a6
19. Nd2 Nb6 20. Rfb1 Nd5 21. Qb2 Nc7 22. Nc4 Nb5 23. Rc1 Bxc4 24.
Rxc4 a5

t + - + - T - J
+ x + - D - X x
- + x L - + - +
X s + - X x + -
- P r + - + - +
B - + p + - P -
- Q - + p P b P
R - + - + - K -

0-1 : a Queen's-side decision!

System with 2...Nc6

Miles-Chaves 1977

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Nd2 Nf6 6. e3 g6 7. Be2 Bg7
8. Rb1
a5 9. a3 O-O 10. b4 axb4 11. axb4 Ne7 12. Qb3 d6 13. b5 Kh8 14. Ba3
f4 15.
Ncxe4 fxe3 16. fxe3 Nxe4 17. Nxe4 Bf5 18. Bd3

t + - D - T - J
+ x X - S - L x

- + - X - + x +
+ p + - + l + -
- + p P n + - +
B q + b P - + -
- + - + - + p P
+ r + - K - + r

18... Nd5 19. O-O

[19. cxd5 Bxe4 20. Bxe4 Qh4+ 21. Kd1 Qxe4 22. Rb2]

19... Nxe3 20. Rf3 Qh4 21. g3 Qg4 22. Rxe3 Rxa3 23. Qxa3 Qh3 24. Kh1
Bxe4+ 0-1

*White resigned here but 25. Rxe4 Rf2 26. Re8+ Bf8 27. Rxf8+ Rxf8 28.
Qa2 looked worth trying first!*

Bruno-Kurajica 1985

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d3 Nf6 5. Bg2 Bb4 6. Bd2 O-O 7. Nf3
d6 8.
a3 Bxc3 9. Bxc3 Qe8 10. O-O Qh5 11. Qd2

t + l + - T j +
X x X - + - X x
- + s X - S - +
+ - + - X x + d
- + p + - + - +
P - B p + n P -
- P - Q p P b P
R - + - + r K -

11... f4 12. gxf4 h6 13. fxe5 dxe5 14. d4 Bh3 15. dxe5 Rad8 16. Qf4

[16. Qc2 Bxg2 17. Kxg2 Ng4 18. Rfd1 Rxf3 19. exf3

[19. Rxd8+ Nxd8 20. Kxf3 Qh3+ 21. Ke4 Nxf2+ 22. Kd5 Qe6+ 23. Kd4 Nc6+

24.

Ke3]

19... Qxh2+ 20. Kf1 Ne3+]

16... Bxg2 17. Kxg2 Nd5 18. Qc1 Nf4+ 0-1

Darga-Herter 1968

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Ng5

Black now plays more quietly:

5...Be7 6. Nh3 Bf6 7. e3 d6 8. Nf4 Nge7 9. g4 Ng6 10. Nfd5 Bh4 11.

Bg2 O-O

12. O-O Nce7 13. gxf5 Bxf5 14. Nf4 Nxf4 15. exf4 d5 16. cxd5 Nxd5 17.

Nxe4 Bxe4

18. Bxe4 Nxf4 19. Qg4 Qxd4 20. Bf3

t + - + - T j +
X x X - + - X x
- + - + - + - +
+ - + - + - + -
- + - D - S q L
+ - + - + b + -
p P - + - P - P

R - B - + r K -

20... h5 0-1

21. Qxh4 Ne2+]

Seirawan-Browne 1979

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Ng5 h6 6. Nh3 g5

```

t + l D j L s T
X x X x + - + -
- + s + - + - X
+ - + - + x X -
- + p P x + - +
+ - N - + - + n
p P - + p P p P
R - B q K b + r

```

This is a noisier line!

7. f3 exf3 8. exf3 Bg7 9. d5 Qe7+ 10. Kd2 Nd4 11. Bd3 Kd8 12. Ng1 b5
13.
Nge2 bxc4 14. Bxc4 Qc5 15. Kd3 Rb8

```

- T l J - + s T
X - X x + - L -
- + - + - + - X
+ - D p + x X -
- + b S - + - +

```

+ - N k + p + -
p P - + n + p P
R - B q + - + r

16. Be3 ?

16... Qxc4+ 17. Kxc4 Ba6+ 18. Nb5 Nxb5 0-1

[19. Qa4 Na3+ 20. Kc5 d6+ 21. Kc6 Ne7#]

[19. Nd4 Nxd4+ 20. Kc3 Ne2+ 21. Kd2 Rxb2+ 22. Ke1 Bc3+ 23. Kf1

[23. Bd2 Nf4 24. Rg1 Nd3+ 25. Ke2 Rxd2+ 26. Qxd2 Bxd2 27. Kxd2]

23... Nf4+ 24. Kg1 Rxd2#]

Reversed Closed Sicilian

Grunberg-Kasparov simul.1987

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3

We have seen all this above. Now

5... g6

is a Closed Sicilian position

6. e4 Bg7 7. Nge2 O-O 8. O-O c6 9. h3 Be6 10. exf5 gxf5 11. Be3 Qe7
12. Qd2
Kh8 13. Rae1 Nbd7 14. f4 Rg8

t + - + - + t J
X x + s D - L x
- + x X l S - +
+ - + - X x + -
- + p + - P - +
+ - N p B - P p
p P - Q n + b +
+ - + - R r K -

Black's position is fine.

15. Kh2 Qf7 16. Bf3 Rae8 17. b4 e4 18. dxe4 fxe4 19. Bxe4 Bxh3 20.
Kxh3 Nxe4
21. Qd3 Bxc3 22. Qxc3+ Nxc3 0-1

Hodgson-Short 1986

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2

6... h5 7. h3 h4 8. g4 f5 9. gxf5 Bxf5 10. d4 exd4 11. Nxd4 Nxd4 12.
exd4 c6
13. Be3 Nf6 14. Qd2 Qd7

t + - + j + - T
X x + d + - L -
- + x X - S x +

+ - + - + l + -
- + p P - + - X
+ - N - B - + p
p P - Q - P b +
R - + - K - + r

15. O-O-O Kf7 16. Bg5 b5 17. cxb5 cxb5 18. Bxa8 Rxa8 19. Qe2 Rc8 20.
a3 a5
21. f3 b4 22. Kd2 bxc3+ 23. bxc3 Qb7

- + t + - + - +
+ d + - + j L -
- + - X - S x +
X - + - + l B -
- + - P - + - X
P - P - + p + p
- + - K q + - +
+ - + r + - + r

0-1

Pierson-Calverley 1983

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2
6... h5 7. d4 e4 8. a3 Nf6 9. O-O O-O 10. b4 Ne7 11. Bb2 g5 12. d5
Ng6 13.
Na4 Qe7 14. Rc1 f4 15. Bxf6 Rxf6 16. Nd4 Ne5 17. Bxe4 Bh3 18. Re1
fxg3 19. fxg3
Raf8 20. Qc2 Qf7 21. Qb1 Rf2 22. Ne6 Rg2+ 0-1
23. Kh1

[23. Bxg2 Qf2+ 24. Kh1 Qxg2#]

23... Qf2 24. Bxh7+]

Psakhis - Kasparov, 1990

One of the best example games I have on file for the Reversed Closed Sicilian is this one

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6

```

t + l D j + - T
X x X - + - L x
- + s X - S x +
+ - + - X x + -
- + p + - + - +
+ - N p + n P -
p P - + p P b P
R - B q + r K -

```

8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8

```

- + t D - T j +
X x X - S - L -
- + - X l S x X
+ p + - X x + -
p + p + - + - +
B - N p + n P -
- + - + p P b P

```


+ r + q + r K -

Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4

- + t D - T j +
X - X - S - L -
- X - X l S - X
+ p + - + - X -
p + p P - X - +
B - N - + - P -
- + - N - P b P
+ r + q + r K -

**17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6
cxd6
23. Rxe8 Qxe8 24. Rf1 Qh5**

- + - + - T - J
X - + - + - L -
- X - X - S - X
+ p + - + s X d
p + - P - X l +
B - N q + n P -
- + - + - P b P
+ - + - + r K -

The Black pieces hover like vultures

**25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30.
Bb8
Qh3+**

```

- B - + - + - J
X - + - + - L -
- X - + - T - X
+ p + - N s + -
p + - P q X x +
+ - + - + - P d
- + - + - P k P
+ - + - + r + -

```

0-1

C Reti Opening and King's Indian Attack

```

t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - + - + n + -
p P p P p P p P
R n B q K b + r

```

Again, White doesn't want to rush into the centre without preparation, and plays Nf3 first to stop you playing ...e5.

C1 Playing solidly against 1. Nf3

David Norwood, who is a specialist in the King's Indian Attack, reckons that

Black equalises easily in this line which:

*"...offers excellent chances of equality. Black's plan is extremely logical
 - to limit the scope of the fianchetto bishop with ...d5 and; ...c6, then
 develops the B to g4 where it can either exchange or retreat. I predict it will
 remain difficult for KIA players to prove any advantage in this system.
 "*

1. Nf3 d5 2. g3 c6 3. Bg2 Bg4

```
t S - D j L s T
X x + - X x X x
- + x + - + - +
+ - + x + - + -
- + - + - + l +
+ - + - + n P -
p P p P p P b P
R n B q K - + r
```

4. O-O

[4. d3 Nd7 5. O-O Ngf6 6. c4 dxc4 7. dxc4 e5

```
t + - D j L - T
X x + s + x X x
- + x + - S - +
+ - + - X - + -
- + p + - + l +
+ - + - + n P -
p P - + p P b P
R n B q + r K -
```

8. Nc3 Be7 9. b3 O-O 10. Bb2 Re8 11. Qc2 Bf8 12. h3 Bh5 13. Nh4 Nc5
14. Rad1
Qc7 15. g4 Bg6 16. Nxc6 hxg6 17. e3 a5

t + - + t L j +
+ x D - + x X -
- + x + - S x +
X - S - X - + -
- + p + - + p +
+ p N - P - + p
p B q + - P b +
+ - + r + r K -

Todorcevic-Rodriguez, Salamanca 1990 ...Drawn (47)]

4... Nd7 5. d3 Ngf6 6. Qe1

[6. Nbd2 e5 7. e4 Bd6 8. Re1 O-O 9. Nf1 Bh5 10. Ne3 Re8 11. Nf5 Bf8
12. c3 dxe4 13. dxe4 Nc5

t + - D t L j +
X x + - + x X x
- + x + - S - +
+ - S - X n + l
- + - + p + - +
+ - P - + n P -
p P - + - P b P
R - B q R - K -

14. Qxd8 Raxd8 Fahrner-Luther, Graz 1991 ...0-1]

6... e5

t + - D j L - T
X x + s + x X x
- + x + - S - +
+ - + x X - + -
- + - + - + l +
+ - + p + n P -
p P p + p P b P
R n B - Q r K -

7. e4 dxe4 8. dxe4 Bc5 9. b4

[9. Nbd2 Qc7 10. Nc4 Be6 11. Qe2 b5 12. Ncd2

t + - + j + - T
X - D s + x X x
- + x + l S - +
+ x L - X - + -
- + - + p + - +
+ - + - + n P -
p P p N q P b P
R - B - + r K -

Dizdarevic-Huss, Swiss 1990 12... O-O = Norwood]

**9... Bd6 10. Na3 Qe7 11. c3 b5 12. Nc2 a5 13. bxa5 O-O 14. c4 Be6
15. cxb5 cxb5 16. Nh4 Bc5 17. Nf5 Qd8 18. Qd2 Qxa5 19. Qg5**

t + - + - T j +
+ - + s + x X x
- + - + l S - +
D x L - X n Q -

- + - + p + - +
+ - + - + - P -
p + n + - P b P
R - B - + r K -

Drawn: Vaganian-Dorfman, Moscow 1990

You may be interested in this excellent game, which features our system with colours reversed.

Smyslov,V (2565) - Nunn,J (2565) [A48] (Tilburg 34/91), 1982

1. d4 Nf6 2. Nf3 g6 3. Bg5 Bg7 4. Nbd2 O-O

[4... c5 5. Bxf6 Bxf6 6. Ne4 Bxd4 7. Nxd4 cxd4 8. Qxd4 O-O 9. c4 Nc6 10. Qd2 d6 11. Nc3 += Smyslov-Ernst, London 1988]

5. e4 d6 6. c3 h6 7. Bh4

t S l D - T j +
X x X - X x L -
- + - X - S x X
+ - + - + - + -
- + - P p + - B
+ - P - + n + -
p P - N - P p P
R - + q K b + r

Does driving the bishop back have any effect in this formation? Yes - it does further weaken the kingside fortress.

7... Nc6 8. Bb5 Bd7 9. O-O a6 10. Bc4 e5 11. dxe5 dxe5 12. Re1!

Overprotection of e4 frees up the minor pieces for more useful tasks.

12... Qe8

[12... b5 13. Bf1 followed by an eventual a2-a4 would put strong pressure on the queenside.]

13. a4 Nh5 14. Nb3 g5 15. Bg3 Rd8 16. Nfd2

```
- + - T d T j +
+ x X l + x L -
x + s + - + - X
+ - + - X - X s
p + b + p + - +
+ n P - + - B -
- P - N - P p P
R - + q R - K -
```

White's pieces have been quickly transferred to the queenside. Black's pieces, especially the offside knight, cannot get there so quickly.

16... Nxc3 17. hxc3 Kh8 18. Qe2 Qe7 19. Nf1!

The exchange of the Black knight for the Bg3 has created new opportunities on the kingside. Smyslov is the master of harmonic play - his pieces are often ready to switch to new targets quickly.

19... Qf6 20. Nc5 Bc8 21. Ne3 Ne7 22. a5 Qg6

Black has chosen to sue the Bc8 to defend the queenside, but the heavy guns are all on the kingside, and White controls a bit more of the center. But before foraging on the queenside, Smyslov squashes the counterplay.

23. g4! b6?!

Black is paralyzed on the kingside, unable to transfer the knight to f4 due to the placement of the queen at g6. But this sacrifice of a queenside pawn leads to disaster. There is nothing more rueful than a lost pawn formation. Black could resign without remorse

24. Nf5! Nxf5

[24... bxc5 25. Nxe7 Qd6 26. Nxc8 Rxc8 27. Bxa6+/-]

25. gxf5 Qc6 26. Nxa6 Bxa6 27. Bxa6 bxa5 28. Rxa5

Now White has an extra pawn and better bishop. The rest is easy for a player of Smyslov's caliber.

28... Ra8 29. Rea1 Rfd8 30. Bc4 Rxa5 31. Rxa5 Kg8 32. Ra6 Qd7 33. Bd5 Qe7
34. Qh5 Rd6 35. Rxd6 cxd6 36. b4 1-0

Resigns; a tale of two bishops...

C2 Playing actively against 1. Nf3

There is a slight problem here:

1. Nf3 f5

can be met by the awkward gambit

2. d3 Nf6 3. e4 fxe4 4. Ng5

So you may prefer to play into your line with

1. Nf3 d5 2. c4 c6 3. g3 e6.

The other way to play into the Dutch allows some transpositions:

1. Nf3 e6

2. g3

[2. e4 d5 is a French Defence which is OK for Black]

*[2... c5 is a Sicilian: White can play the King's Indian Attack with
3. d3
or play it open with 3. d4 e.g. 3...cxd4 4. Nxd4 Nf6 5. Nc3 Nc6 6. a3
Be7 7.
Be2 O-O 8. O-O d5 9. exd5 Nxd5]*

[2. b3 Be7]

2... f5 3. Bg2 Nf6 4. O-O Be7

```
t S l D j + - T
X x X x L - X x
- + - + x S - +
+ - + - + x + -
- + - + - + - +
+ - + - + n P -
p P p P p P b P
R n B q + r K -
```

Both sides are quietly getting on with their own systems. The trouble with meeting White's flexible setup with the Dutch is that Black may be denied the outpost on e4 and White can even try to blow up the pawn structure by playing e2-e4.

5. d3

[5. b3 c5 6. Bb2 O-O 7. c4 Nc6 8. Nc3 e5 9. e3 d6 10. d4 e4 11. Ne1 Qe8 12. Nd5 Bd8 13. dxc5 dxc5

```
t + l L d T j +
X x + - + - X x
- + s + - S - +
+ - X n + x + -
- + p + x + - +
+ p + - P - P -
p B - + - P b P
R - + q N r K -
```

This is better for White]

5... O-O 6. Nbd2 d6 7. e4 fxe4 8. dxe4 e5 9. c3 Qe8 10. Nh4 Nc6 11.

Nc4 Qh5 12. Qxh5 Nxh5 13. Nf5 Bd8

```

t + l L - T j +
X x X - + - X x
- + s X - + - +
+ - + - X n + s
- + n + p + - +
+ - P - + - P -
p P - + - P b P
R - B - + r K -

```

With about equal chances.

D Sokolsky opening (Polish)

```

t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- P - + - + - +
+ - + - + - + -
p + p P p P p P
R n B q K b N r

```

This is an oddly effective line; White stops active play with ...c5 and prepares to bring the Bb2 onto the long diagonal.

D1 Playing solidly against 1. b4

I think the most solid system is

1. b4 e5 2. Bb2 Bxb4 3. Bxe5 Nf6

when I know of no way for White to secure the advantage.

White can try

1. b4 e5 2. a3

but this is fairly harmless:

2...d5 3. Bb2 f6

should be fine for Black

D2 Playing actively against 1. b4

Of course you can play

1. b4 f5

but the theory on this line is hardly explored.

White may play d3 at some point which may rob you of some of your best ideas.

E Nimzo-Larsen Opening

```
t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ p + - + - + -
p + p P p P p P
R n B q K b N r
```

This is a flexible line, aiming at first to post the Bc1 on b2, pointing at the e5 point and beyond at the Black King's-side.

The Bb2 needs watching but you should be OK in this opening.

E1 Playing solidly against 1. b3

1. b3 d5 2. Bb2 Nf6

is fine for Black

E2 Playing actively against 1. b3

Go for it...

1. b3 f5

...and Black should not be without play.

1. b3 f5 2. Bb2 Nf6 3. d3 d6 4. e4 e5 5. exf5 Bxf5 6. Ne2 Nc6 7. d4
Be7 8.
Ng3 Bg6 9. dxe5 dxe5 10. Qxd8+ Rxd8 11. Bb5 O-O

```
- + - T - T j +
X x X - L - X x
- + s + - S l +
+ b + - X - + -
- + - + - + - +
+ p + - + - N -
p B p + - P p P
R n + - K - + r
```

Black has active play and won in 23 moves! -- KEENE]

F Various other openings

This obviously can transpose to other openings, and it is probably best to try to do just that.

F1. Benko's Opening, 1.g3

```
t S l D j L s T
X x X x X x X x
- + - + - + - +
```

```

+ - + - + - + -
- + - + - + - +
+ - + - + - P -
p P p P p P - P
R n B q K b N r

```

1...d5

and

1...f5

both look playable. White may well transpose into lines considered above.

F2. Bird's opening, 1. f4

```

t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + - P - +
+ - + - + - + -
p P p P p + p P
R n B q K b N r

```

The obvious snag is, you can't play the Dutch against this:

1. f4 f5 2. e4

is awkward.

But why not play the most awkward lines for White: the From Gambit.

1. f4 e5

Now

2. fxe4 d6 3. exd6 Bxd6

gives you a development lead and free play for your pieces. Instead:

2. e4

transposes into the King's Gambit, which I think most Bird players will do. See the booklet on **Playing Black in e4 openings**.

F3. The Dunst, 1. Nc3

```

t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + - + - +
+ - N - + - + -
p P p P p P p P
R - B q K b N r

```


A while ago I wouldn't have bothered with this odd-looking opening, but it has become a bit of a secret weapon among those in the know. What to play against it depends on what else you play; it's probably the best of the unusual lines.

1...f5 walks into 2. e4.

1...c5 offers a Sicilian, and after 1...d5 2. e4 you can with 2...d5 offer a Caro-Kann or with 2...e6, a French. Perhaps 2...dxe4 3. Nxe4 and ...c6 may appeal.

1...d5 2. e4 d4 3. Nce2

is a well-known sequence, after which

3...e5 4. Ng3 Be6

Else 5. Bc4 will follow. This looks like Black's best idea to me.

Example game in the Dunst:

Ekebjaerg,Ove - Strand,Torger cr Nielsen-mem, 1987

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. cxd4 cxd4 8. Be2 Bd6 9. O-O h5 10. d3

```
t + - D j + s T
X x + s + x X -
- + - L l + - +
+ - + - X - + x
- + - X p + - +
+ - + p + n N -
p P - + b P p P
R - B q + r K -
```

This doesn't look to me very promising for White, although White did win.

F4. Grob's opening, 1. g4

```
t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + - + p +
+ - + - + - + -
p P p P p P - P
R n B q K b N r
```

The idea of this odd-looking move is...

1. g4 d5 2. Bg2 Bxg4 3. c4!

...when the pin on the b7 point may be embarrassing.

The two best-known players of this line, Henri Grob and Claude Bloodgood, agree that one of the most awkward lines for White is

1. g4 e5

with the idea 2. Bg2 h5! when the pawn cannot advance to g5.

Grob himself played this against 1. g4. So Bloodgood reckons White's best try is

2. d3

To be honest, many Grob players have no idea that this is a known line, all they know about is the ...Bxg4 variation. So they may be out-tricked in their own opening!

Some sample lines in this rare opening:

Ott - Grob, Corr

1. g4 e5 2. Bg2 h5 3. gxh5 Rxh5 4. e3 Rh8 5. c4 f5 6. Qc2 g6 7. Nc3 c6 8. Nge2 Nf6 9. d4 d6 =

Hug - Grob, Corr

1. g4 e5 2. Bg2 h5 3. gxh5 Rxh5 4. e3 Nf6 5. c4 c6 6. Nc3 d5 7. cxd5 Rg5 8. Bf3 cxd5 9. Qa4+ Nc6 10. d3 Rg6 11. e4 d4 12. Nd5 Be6 13. Qb5 Qd7 14. Bd2 Bxd5 15. exd5 Nb4 16. Qxd7+ Kxd7 17. Bxb4 Bxb4+ 18. Kd1 Kd6 = [*or 18... Bd6*]

Grob - Aebi (corr) and; Analysis

1. g4 e5 2. d3! d5 3. Bg2

[3. g5 Be7 4. h4 h6 =+]

3... Bxg4 4. c4

Now this gambit is not as good for White as in the lines without d3 and ...e5.

4...Bb4+ 5. Nd2 c6 6. cxd5 Ne7

[6... cxd5 7. Qb3 Nc6 8. Bxd5 Qe7 9. h3 Bh5 dr]

7. dxc6 Nbx6 8. a3 =

Grob - Stingelin+ Analysis, 1993

1. g4 e5 2. d3! d5 3. Bg2 c6 4. h3 Ne7 5. Nf3 Ng6 6. Nc3 f5 =/+

[6... h6 was the game: 7. e4 !]

If this sly system doesn't appeal you might fancy the emerging main line approach:

Basman - Keene, Benedictine, 1981

1. g4 d5 2. h3 e5 3. Bg2 c6 4. d4 e4 5. c4 Bd6 6. Nc3 Ne7 7. g5

Basman has also tried:

[7. Qb3 O-O 8. Bg5 f6 9. cxd5 cxd5 10. Nxd5 Be6 11. Nxe7+ Qxe7 12. d5 Bf7
13. Be3 Na6

t + - + - T j +
X x + - D l X x
s + - L - X - +
+ - + p + - + -
- + - + x + p +
+ q + - B - + p
p P - + p P b +
R - + - K - N r

-+ Keene]

[7. Bg5 f6 8. Bd2 unclear, (Basman - Kudrin, Benedictine, 1981)]

7... Be6 8. h4 Nf5 9. Bh3 O-O 10. cxd5 cxd5 11. Nxd5

t S - D - T j +
X x + - + x X x
- + - L l + - +
+ - + n + s P -
- + - P x + - P
+ - + - + - + b
p P - + p P - +

R - B q K - N r

11... Ng3 12. Nf6+ gxf6 13. fxg3 Bxg3+ 14. Kf1 Nc6 15. Be3 Nb4 16.
Kg2 Nd5
17. Kxg3 Nxe3 18. Qd2 Qd6+ 19. Kf2 Qf4+ 20. Nf3 exf3

t + - + - T j +
X x + - + x + x
- + - + l X - +
+ - + - + - P -
- + - P - D - P
+ - + - S x + b
p P - Q p K - +
R - + - + - + r

0-1

21. Qxe3 Qxh4+ 22. Kxf3 Bd5+

Also ran: 1. e3, 1. a3, 1. a4, 1. h4, 1. f3

I can't imagine these giving you any trouble: You can certainly play your usual Colle or Dutch, and various 1. e4 lines can be played with colours reversed.

1. e3 Van T'Kruij's Opening hopes for a reversed French. 1...d5 is OK for Black.

1. a3 has some idea of playing b2-b4; just 1...d5 and 2...c6 in reply is a good start for playing fast or slow. You can also blow up the Queen's-side with ...a5 if White does play b4.

1. a4 might tempt you to 1...e5 if that's what you usually play.

1. h4 e5 must be all right too.

1. f3 is a bit of a joker; 1...d5 or 1...e5 should give you an easy game.

Index of Games

Back to [Chess Coaching Page](#)

This document (black_d4.html) was last modified on Feb 8 1996
by



[Dr. Dave](#)

Exeter Chess Club: General Middlegame Advice

- [Playing the Middlegame](#)
 1. [Attack and defence](#)
 2. [You and your opponent](#)
 3. [Positional play](#)
- [Planning](#)
- [Strategical advice](#)
 1. [General advice](#)
 2. [Space and the centre](#)
 3. [Advice about Kings and Queens](#)
 4. [Advice about Rooks](#)
 5. [Advice about minor pieces](#)
 6. [Advice about Pawns](#)
 7. [Advice on tactics](#)

This compilation has been made by going through all my beginner's books and making notes. I was after *practical* advice on [thinking](#) rather than chess theory this time; the most useful titles by a mile were Simon Webb's **Chess for Tigers**, Jeremy Silman's **The Amateur's Mind**. Also running strongly were the old Keres/Kotov title **The Art of the Middle Game**, Kotov's **Think like a Grandmaster**, Avni's **Danger in Chess** and Krogius' **Psychology in Chess**. In each of these books, the points they make are illustrated by actual examples, which helps fix the point in your mind. I won't attempt to reproduce examples from these or other books on this page (as if the lawyers would let me), but the points below could all do with reference to a practical context - see if you can identify examples from your own play. I have a stash of games from [our last simul](#), and some [recent club games](#) which might be helpful.

Playing the Middlegame

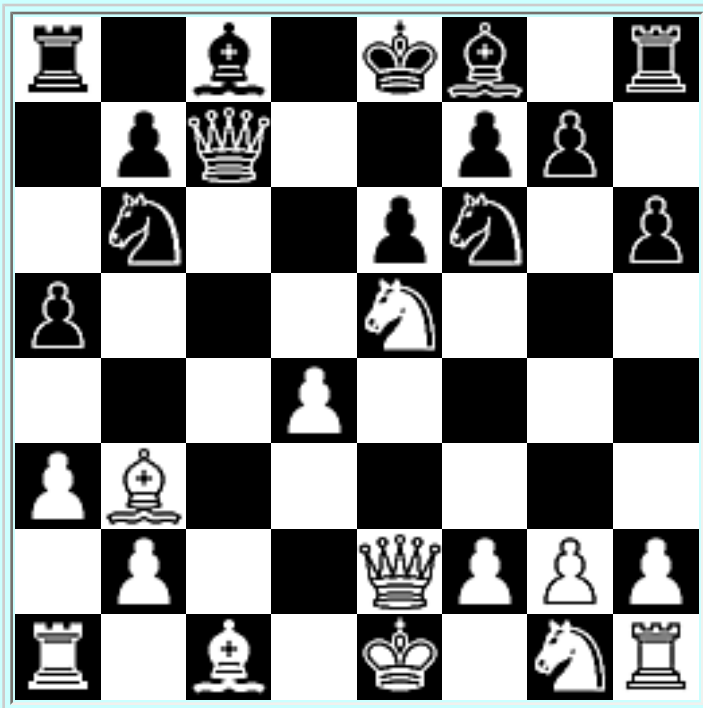
"During a chess competition a chessmaster should be a combination of a beast of prey and a monk."

-- Alexander ALEKHINE

Attack and defence

You must **think for both sides**. I would guess that the vast majority of decisive mistakes in club play are not misjudgements (like, "*I thought my attack would be faster than yours*") but oversights ("*Oops - missed that one.*"). Purdy says you will never overcome blunders by effort alone (what you need is a trained eye), which is surely true, but you must *also* put in the effort! If you never try to work out what your opponent might be doing, you will never find out until it is too late. Let's clarify this with an example:

Kasparov - Karpov, Linares, 1994



1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bb3 h6 9. N5f3 a5 10. c3 c5 11. a3 Qc7 12. Ne5 cxd4 13. cxd4 **DIAGRAM**

13... a4

[13... Bxa3]

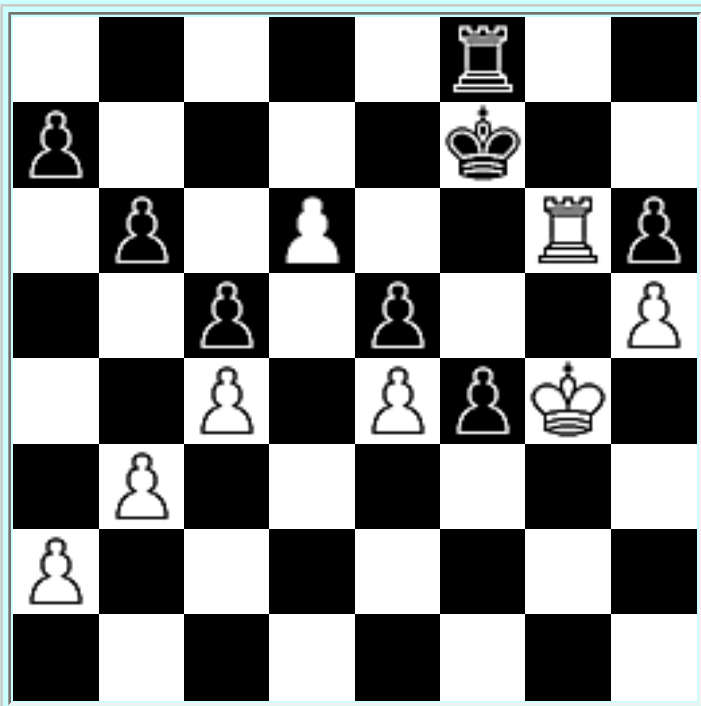
14. Bc2 Bd7 15. Nxd7 Nbx d7 16. Qd1 Bd6 17. Ne2 Nd5 ...drawn

I wouldn't like to say there's anything wrong with the analytical

abilities of either player - but neither is it an error of judgement. My guess is, it's a quiet position in a solid opening, and neither player bothered to look hard enough.

Chess is a tense game. This tension may make you want to believe things that aren't really true, and comfort yourself with things that mean you don't have to think too hard any more. Not a bit of it...

Petrosian-Korchnoi 1963



Black has a hopeless, passive position, just as he has had for the last umpteen moves. Petrosian just went

1. Rxf6

which was met by

1...f3!

Hoping for 2. Kxf3 Kg7 *discovered check*, winning the rook.

2. Kg5 Ke8 **White resigns**, unable to catch the f-pawn.

Afterwards, Petrosian explained that a move like ...f3 just didn't fit with "*Black's hopeless position*". But where there's life, there's hope!

*"For a long time I had regarded my position as a winning one. Thus the whole opening phase of the struggle, when Korchnoi was unable to get out of trouble, had psychologically attuned me to the idea that the ending would be favourable to me ... and here comes the oversight **35 Rxf6??** I did not even see the threat ...f4-f3, possibly because it was in contrast to Black's hopeless position. Personally, I am of the view that if a strong master does not see such a threat at once he will not notice it, even if he analyses the position for twenty or thirty minutes."
- PETROSIAN.*

I have a whole book full of these types of disaster, when one player just turned the alarm off. You should be on guard all the time, with the alarm dial turned up to 11!

Please note that Petrosian was also thinking less than objectively about the game, and thinking only about his plans. Your opponent also has a right to exist...

-
- Remember:
 1. every position is capable of being ruined
 2. minor details can affect the outcome
 3. if there is only one way you can lose, make sure you secure against it
 4. if the position changes, re-assess your previous conclusions
 5. actively search for danger as a routine part of your choice of move
 - **Danger signs** - General things to watch out for:
 1. leaving the king without sufficient support from other pieces
 2. weakness of the eighth rank
 3. entering a lasting pin
 4. poisoned pawns
 5. placing pieces without escape routes-- Amazia AVNI
 - You mustn't ignore genuine threats, but don't be panicked or distracted by them - especially when faced with a King's-side attack [when you must pursue your own attack with extra vigour.]. Don't worry needlessly, resulting in panic and retreat - you need to keep active and keep counterplay.
 - **Take nothing for granted.** Don't fret needlessly - analyse and find out if there is a win for your opponent. I often say, "*Oh, Black's only going to threaten mate*", by which I mean, the best they can achieve is a one move threat that can be easily contained. When they make that threat, you do need to react, but don't worry needlessly; carry on with your own plans.

There are some "clockwork" attacks (like the h-file assault against the fianchettoed King, or the King's Indian Attack) that will eventually produce checkmate if left alone, but usually the best recipe is to counterattack, even if you do have to stop from time to time to counter a mating threat.

- In particular, don't panic and refuse sacrificed material that you could have for free. Don't decline "on principle". This is declining from fear, not knowledge. Play the strongest move, which may well be to take the material and make your opponent prove their judgement was correct.
 - Neither be over-impressed by your own threats. An attack by one piece on another is meaningless in itself - it may distract an important defender. Equally, don't assume that a stock combination or sacrifice works for you in the position you have today - small differences can make it fail. Don't hope vainly - **analyse and find out**.
 - **Don't allow counterplay**, e.g. a Pawn race, a counterattack against the other wing, if you don't have to. Defensive play is difficult, and playing the downside of a position without active chances of your own is doubly so. [Many of the best players are masters at snuffing out the opponent's plans.]
 - **[Read more about [Rules for attack](#), [Attacking the King](#), [Attacking the Queen's-side](#) or [Attacking techniques](#)]**
-

You and your opponent

- How do you react to pressure? Mental toughness and willpower are important in chess. The top boards often look calmer and more composed because they are; they are concentrating on the game and are not distracted by unexpected events on the board. [*I have more than once played strong opponents who said afterwards they thought I was winning at one point, but I would never have guessed that from their expression during the game - they looked totally assured and confident!*]
- Patience is a virtue. **Good nerves are essential**: this doesn't mean you shouldn't ever feel nervous during a game (boy, do I wish I could manage that!) but that you should not let your nervousness tempt you to poor decisions: e.g. make back away from a critical line, or make you try to force the issue too soon.
- Don't ever coast along. Keep coming up with ideas. Put your opponent under pressure. Force your will on your opponent - get them to react to you. If you think you see a win, go for it.
- **If you stand worse**:
 - Fight, don't just react to threats. Mednis calls passive play "*awaiting the undertaker*"! It is much harder for the attacker to keep their nerve

if the defender has active play, and without counterplay your opponent will just keep building up their position. It used to be said of Alekhine that to beat him you had to win three games - once in the opening, once in the middlegame, and once in the endgame. **Make the same be true for you.**

- Don't stop looking for your own opportunities. Many games have been lost that could have been drawn or even won (don't I know it!). But also, people resign with a saving move available on the board - they were just going through the motions until resigning, instead of planning their comeback.
- Never give up. **There is always hope if you fight.** Don't play for one last cheap trap and then resign. Play the move that will make your opponent groan, the move you would hate to see if you had the advantage. Defend with endless determination.
- If your best hope is for your opponent to fall into a trap, then you can play for a swindle, but only when you know you are losing. Otherwise, play good moves, not trappy ones.
- Take your opponent seriously if they are lower-rated, but don't be overawed if they outgrade you. [Don't look at your opponent's rating if it takes the edge off your attitude.]
- Everyone is vulnerable. Play without fear. **Play to win from the first move against every opponent.** That doesn't mean, attack like a mad thing from move 1, but each move should be played accurately and seriously.

When playing stronger players, don't stick to the script! Make a nuisance of yourself. Don't make concessions. Good players drop games to lesser lights every year - make sure it's you that they drop them to. Many players when pitted against a stronger opponent try and swap everything off and get a draw in the endgame. They then get a worse game, and are ground steadily down by their opponent's superior technique who is pleased to get a win without danger of losing. Every exchange made is going to be better for one side or the other, and every passive move makes your position less promising. The best way to get a draw is to **play as well and actively as possible**, just the same as if you were trying to win!

If your opponent is trying to win a level position, don't get impatient and rush, and don't get bored and go on the defensive, don't be tempted into exchanges that give a little ground. Stay calm. Give the impression of great patience, that you aren't going to blunder no matter how long they spin it out. And keep trying to play good and active moves, even if you think it's only a draw.

- When playing weaker players, don't go for the throat, don't try to bamboozle your opponent in a complex position (you might get lost too!); instead, play

steadily and wait for a mistake - in fact, don't try to jump all over their first mistake, you can wait for another mistake to turn up. If your opponent is only a bit weaker than you, you may need to mix things up a bit, but generally the message is 'steady does it'.

- **Ignore your opponent's time pressure.** Take your own time to find the best moves as you normally would. Don't try and rush your opponent - they are probably more used to playing quickly than you are and may outplay you, or set you a trap!
 - [Read more about [You and your opponent](#), [Chess Psychology](#)]
-

Positional play

- If you have a space advantage (or any other long-term advantage, like the Bishop pair), don't rush to attack. **Milk your advantages** - don't feel obliged to cash in immediately. You should not try to force the issue, but rather maintain or increase your advantage while preventing counterplay. Don't lash out just because you feel there ought to be a winning combination by now. Avoid exchanges and build up your position so that when things do come to a head the situation is at its most favourable to you.
 - **Preserve your options.** Do what is required - whether a retreat or an attack - but don't burn your bridges unnecessarily. Squeeze your opponent's options - this is hard for them to sit still for, and they may lash out without heed for the dangers.
 - [Read more about [Chess Strategy](#)]
-

Planning

- **Good positions don't win games - good moves do.** Silman says, "*Make good things happen*". Play with a positive plan (although part of your plan might be prevention). The initiative goes to the side than can devise and (at least threaten to) put into action a realistic plan.
- **Create a plan right away** or you may drift. There is always something to do, e.g. improve the position of your worst piece. Appraise the position honestly. **Avoid vagueness** in assessment - don't say "*maybe I'll get an attack on the Queen's-side*", but "*in three moves I can get my Knight to c5 and my rook to b1 to attack b7 - can my opponent defend in that time, or create a distraction?*"

- Your plan must be based on the *actual features of the position*. Work out what each side should be up to. You can't attack the King just because you want to. **Play where you have some advantage**. Silman talks about the '*pawn-pointing*' rule: you have more space to attack where the Pawn-chains point. This is also true for blocked positions, like the French where opening a file with ...c7-c5 will not leave you with a backward Pawn as does ...f7-f6.
 - Don't play a good-looking move in vague hopefulness: consider what your opponent's reply might be. Don't play a move with a one-move threat that can be easily stopped. Don't hope that your opponent won't see the threat - **expect your opponent to play the best move**, and see if you still like your plan. [*You cannot base your game around one-idea plans like a3 Bc2 Qd3 Qxh7# - this may take four moves to threaten and one move (...g6) to defend*]
 - **"Play a move which improves your position no matter what."** - SILMAN
 - Don't play a quick move because you can't really decide what is going on, or because you suddenly see a good-looking idea. Take the time to find a good move. I think 15-20 minutes to decide if a Pawn grab is safe is not unreasonable.
 - But don't dither - decide what your basic choices are at the start - narrow it down to the two or three most likely - and decide. [If you know which plan you are following the moves can come fairly easily.] If you get it down to two moves which look equally good, find some other way of deciding between them (most centralising, least forcing for your opponent...). [*You know the story of Buridan's ass, which died of starvation between two equal-sized piles of hay because it never could choose which one to start on*].
 - To summarise: anxiety, haste, vagueness, confusion and simple-mindedness are the enemies of good moves.
 - **[Read more about [Planning](#)]**
-

Strategical advice

General advice

- **Rules are meant to be broken** (or, at least, checked to see if they apply in the actual position in front of you!)
- Don't seek or avoid exchanges without good reason. **Exchanges are just**

moves, they make changes, and you must assess these changes. [*It seems to me that many players exchange almost by reflex. I have a theory that when learning chess we may become anxious about leaving exchanges 'on', in case we leave the piece or pawn undefended later, and do not like the tension of unresolved exchange possibilities. A mark of maturity in a player is the capacity to manage tension in the position.*]

- Quiet positions demand patience. They are not to be abandoned as a draw or played carelessly - you must learn to concentrate and outplay your opponent in these positions as well as when it's very tactical.
 - **Accumulation theory**: even if you have several advantages, don't be too confident to pick up another.
 - Dynamic positions require energetic play. You must make the most of your own chances, and not just react to threats or coast along until you have to do something.
 - [Read more about [Strategy](#)]
-

Space and the centre

- **Always look to the centre**, even if it is closed or has been quiet.
 - **Decentralising is always suspicious**, particularly for knights, but also for long-range pieces like Queens. This is a corollary of Stean's assertion that the most important feature of any position is the **activity of the pieces**, since pieces are most active in the centre.
 - A space advantage is meaningless without a potential breakthrough, or some other way to get behind enemy lines.
 - An attack on the wing is best met by play in the centre.
 - [Read more about [Space and the centre](#)]
-

Advice about Kings and Queens

- **KING**: tuck it away during the opening, by castling as a rule to get the rook out as well. But in the endgame, the King becomes a strong attacking piece, and can make raids on the opponent's Pawns, and guide your own Pawns through to be Queens. Because of course, with only a few pieces on the board, there is less danger of a middle-game attack, and then the King needn't hide. Then the King becomes like any other piece, and should be moved into the centre of the board to attack or defend as necessary.

- **QUEEN:** Not very useful right at the start, because it may be harassed, but always powerful. Place it near the centre in the opening, behind the minor pieces - e2,d2 or f2/c2 are good squares - ready to jump out to make a raid in combination with other pieces. After some pieces have been exchanged, or you have a clear advantage, you can move the Queen further towards the little centre (e4,d4,e5,d5).
-

Advice about Rooks

- **Rooks need open files.**
 - **ROOK:** Rooks must have open lines. This may take some time to arrange, and because they can be chased by minor pieces they are best placed in waiting (like the Queen) on the central e- and d-files. Later, they can move strongly up the board using these central files - for example, in the middle game, to e3 and then move over to g3 to help attack the Black King, or right up to the seventh rank on e7 or d7, where it can attack pawns right along the opponent's second rank. This control of the seventh rank is very powerful, particularly in the endgame if your opponent's King is stuck on the last rank (a8-h8). Rooks work even better in pairs - for example, by putting them on e1 and e2 they can control the e-file and then often Black cannot swap off by playing their own Rook to e8. Even stronger is to control the seventh rank absolutely with eg. Rook on d7 and e7, where they can gobble up pawns and often Ks.
 - The furthest available square on an open or half-open file is a potential outpost or entry point.
 - Open files are precious. If there is one around, with Rooks on the board, you must seek to control or challenge it. Particularly in open positions, control of files is paramount.
 - Open files are useful only if there is an entry point, and in semi-open positions with many minor pieces an entry for a Rook may be lacking. In these cases you may be able to use a minor piece to make the first invasion, but sometimes the open file is not very useful.
 - Very often the first priority in the early middle game in closed positions is to see where you can open a file. (*Like in the French defence: after 1. e4 e6 2. d4 d5 3. e5 Black should immediately see about opening up space on the Queen's-side with 3...c5.*)
 - Half-open files (in positions without an open file) can be used to create pressure against the exposed Pawn.
 - **[Read more about [Rooks](#)]**
-

Advice about minor pieces

- BISHOP: like the Rook, also needs open lines. The long diagonals a1-h8 and h1-a8 are useful, but often it is more important to point them at your opponent's King's-side, for example, by putting them on c4 and e3. Two bishops side by side can be very powerful in attacking from a distance, for example on b2 and c2.
- Fianchettoed Bishops, at b2 or g2, need open diagonals.
- Knights need to be near the **centre and forward**; they thrive on outposts (whether *absolute* = can't be dislodged by a Pawn, or *relative*, like on f5, when a pawn move (...g6) would weaken the opponent's position).
- KNIGHT: The short-stepping Knight can get left behind if the battle moves away, so the best bet is to keep them in the centre. They are often best placed on c3 and f3 in the opening, although a Pawn on c3 may be needed to support d2-d4. Later, e5 and d5 are useful squares to occupy when they can threaten Pawns on c7/f7 and pinned Knights on c6/f6. They may be driven away from e5/d5 by pawns; best are squares where the opponent cannot - or dare not - chase them with pawns. If Black has moved his Pawns from c7 to c5 and from e7 to e5 then a Knight on d5 can never be driven away, only exchanged for another piece. When this happens, you can try to recapture with another piece which also cannot be driven off. But another good square for a Knight, when pawns are on e4 and e5, is f5: here it threatens the pawn on g7, and if ever Black pushes it away with g6 then a hole appears on h6 for the Knight to hop into, perhaps giving check.
- **The struggle of Bishop(s) against Knight(s) is crucial**: the Bishops are not always better but in all positions you must strive to make your minor piece(s) better, or make the position suit them more.
- Bishops are better than Knights in Pawn races, because they can influence each side of the board at once.
- If you have the Bishop pair you must try to open up lines for them, and deny the opposing Knights any central posts.
- **[Read more about [Bishops](#) and [Knights](#)]**

Advice about Pawns

- PAWNS: You will have to move some to get your pieces out, and you can try to dominate the centre with pawns on e4 and d4 (perhaps with c4 and/or f4). But the pawns in front of your castled King form a solid wall on f2/g2/

h2, and those on a2/b2/c2 are probably OK where they are too. So, oddly, pawns are often well-placed where they are at the start of the game. "*Every pawn move loosens the position*", says Tarrasch: if you move the pawn on g2 to g3, you immediately get holes at f3 and h3. Moving a pawn from f2 to f3 not only takes away the best square for your Knight, which is a good defender of the pawn on h2, but also opens up a check to your King from c5. When the endgame appears, one side or the other will have to win material to win - by queening a Pawn, or at least threatening to. Then Pawns can be moved more freely, to block opposing Pawns, to create and support extra or passed Pawns of their own side, and to keep out the opponent's pieces - including their King.

- If the pieces don't suggest what plan you must adopt, the Pawns will.
- Weak Pawns are only weak if they (or the squares near them) can be attacked.
- **Pawn structures usually have positive and negative features**, e.g. every doubled Pawn yields a (half)-open file.
- Hanging Pawns are a typical example of an unbalanced dynamic situation, requiring vigorous action from both players.
- **[Read more about [Pawns](#)]**

Advice on tactics

- Combinations do not usually come out of nowhere - they are based on a **superiority in position**, and you can tell when a combination is likely to be around:
 1. **Exposed or "stalemated" Kings are always vulnerable**
 2. **Undefended or 'hanging' pieces often lead to trouble.**
 3. **Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised..**
- **[Read more about [Tactics](#)]**

Back to [Chess Coaching Page](#)

This document (middle.html) was last modified on 21 Nov 1996 by



[Dr. Dave](#)

Exeter Chess Club: Chess and Psychology

- [Introduction](#)
- [Analysis vs. judgement](#)
- [Memory: the touchstone of talent?](#)
- [Towards a general model](#)
- [Further reading](#)

Introduction

Many people use the word "psychology" to refer to 'gamesmanship', or perhaps to the familiar failings of attention or attitude during play. For example, I have written and collected material elsewhere about getting your mental attitude right: there are examples (good and bad) in the [Psychology section of the Canon](#), there is some good advice on a [Poster for Juniors](#), and in a compilation of [Advice for the middlegame](#). But here I would like to discuss some of the research that has gone on into chess by psychologists - if you like, the science of chess thinking.

The reason for doing this, apart from my own general interest, is because:

- chess research has had a big influence on psychology (particularly in skill research: see, for example, [Nicolas](#), [Charness](#), [Vicente and Brewer](#))
- chess research may have important implications for players
- many players have misconceptions about what chess research shows: until recently (at least!), this included myself

Chess research seeks to answer: "*How do chessplayers think?*". This was actually the title of a commendable series of articles by Simon Webb in CHESS magazine in the late 'seventies, and if you would like to work through a few examples before reading on, I have collected some material in a [separate Web page](#). I'll make reference to this page where appropriate below.

Analysis vs. judgement

Many chessplayers have read Alexander Kotov's book [Think like a Grandmaster](#). It describes how Kotov lifted himself from the also-rans of strong players to become a grandmaster, and what is more, he tells us how he did it: through rigorous training in the analysis of complex positions. His method led him to describe the approach of selecting **candidate moves**:

"All candidate moves should be identified at once and listed in one's

head. This job cannot be done piecemeal, by first examining one move and then look at another." -- Kotov, **A Think like a Grandmaster**, tr. Cafferty. [1978] (Batsford)

Kotov also insists that each branch of what may be a complex tree should be examined *once and once only*: anything else shows lack of confidence and leads to a waste of precious minutes on the clock.

I know club players who feel guilty because they rarely or never use this technique. There are a number of important points that can be made in reassurance:

- Kotov was already a strong player before he adopted this approach, and while this may be what one needs to get from FM to IM, it may not be the most important thing for you;
- not all strong players adopt Kotov's candidate move approach (would they be still stronger using it? - see position [6/78 - W to move candidate moves?](#)); and, most importantly,
- not all positions are suitable for this approach: it is a way of working through positions of a pronounced tactical nature.

Now, it is possible to conclude that this analytical approach is almost irrelevant to club play. For example, Reti famously once said:

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one' "

Moreover, if you read many primers on play: Chernev's **Logical Chess**, for example, or his **The Most Instructive Games of Chess Ever Played** or even Nimzovitch's **My System**, they all seem to emphasise positional play and judgement as being the most important aspect of chess.

There is something quite appealing about concluding that strategical judgement is more important than tactical analysis. It may confirm the supremacy of the world of ideas over the brute and grubby realm of tactics; in a sense, strategy is a more inclusive, higher-level way of talking about positions than tactics, just as the gas laws are a higher-level way of talking about the behaviour of gas molecules.

But as well as being appealing, it may be correct. Many people have argued that chess research shows that, whatever makes the difference between masters and the rest of us, it's not the ability to calculate. For example, the British GM David Norwood has published a booklet summarising his views on chess, which includes

this statement:

" It is often supposed that, apart from their 'extraordinary powers of memory', expert players have phenomenal powers of calculation. The beginner believes that experts can calculate dozens of moves ahead and he will lose to them only because he cannot calculate ahead so far. Yet this is utter nonsense. From my own experience I can say that grandmasters do not do an inordinate amount of calculating. Tests (notably de Groot's experiments) supports me in this claim. If anything, grandmasters often consider fewer alternatives; they tend not to look at as many possible moves as weaker players do. And so, perversely, chess skill often seems to reflect the ability to avoid calculations. It is, in truth, not clear that chess is a game of calculation. Of course there are times when intense calculation is called for, and often the master is better at dealing with these situations than the amateur. No wonder, he has had more practise than the amateur, but all the same his innate calculating ability need not be any greater. Most of the time it is something quite different that is required in chess, something more akin to 'understanding' or 'insight'." -- David NORWOOD, [Chess and Education](#) [1995, Gresham College, London].

[Paul Powell's Chess Page](#) includes a polemic to much the same effect, and there are a number of off-line sources (what are they called again? Oh, yes, "books") which concur. I'd like to look at de Groot's research, but first, review the history of chess research that de Groot had to go on before his own studies.

Memory: the touchstone of talent?

I don't know any other sport or game in which you can arrange a [simultaneous display](#), but it is one of the most impressive demonstrations of chess skill. Masters take on dozens of opponents with little apparent mental effort, and achieve huge winning percentages. There seems no time to calculate, as the moves are made almost at a glance. More amazing is blindfold chess, and yet masters can even give blindfold simultaneous displays.

What enables masters to do this?

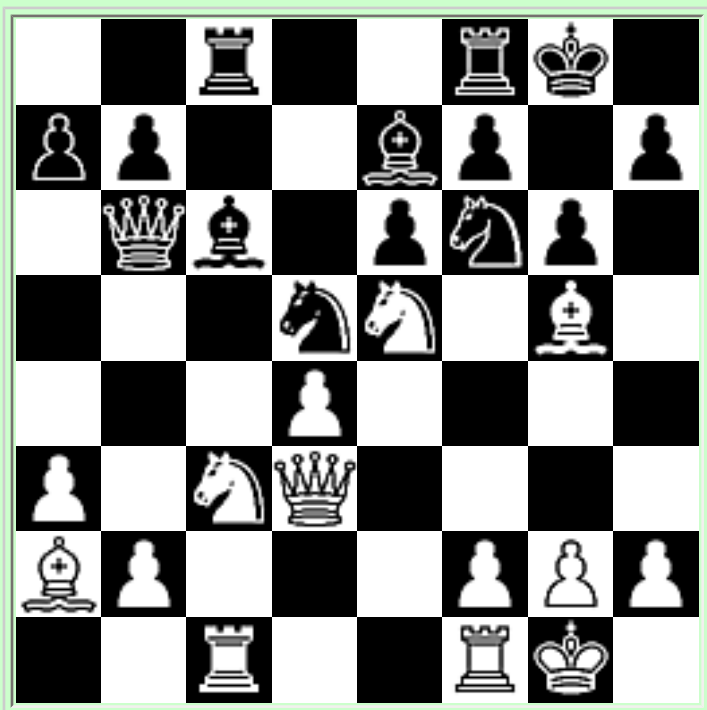
The most obvious explanation is that they are cleverer than the rest of us. But while there are some links between Chess and IQ, masters are not do not score much more highly than other players - certainly not enough to explain the dramatic differences in performance you can see at a simul. And although chess masters' memory for chess, as Binet showed, is striking, it seems no better for other spheres.

In fact, for a long while there seemed not much more to add than that masters are better than other players at chess - full stop. What was needed was some task that was not the game of chess itself, but which showed important differences between masters and the rest of us. One was found in the **recall of chess positions**.

The paradigm was established in an experiment by Djakow, Rudik and Petrovsky [1927]. They presented a chess problem to masters and non-players, and found that after a minute's exposure the masters could recall the position very much better than the non-players, although this is perhaps a difference that one would expect.

In his book **Thought and Choice in Chess**, Dutch master and psychologist Adrian de Groot describes how he extended and *refined* this experiment. He also showed a *series* of chess positions to a panel *composed of four chess players* for a *few seconds only*. Grandmaster Euwe and Master de Groot were very good at this - almost perfect (93%) - whereas other players (an expert and a club player) were much worse (68% and 51%), getting no position entirely right. de Groot talks about a "*gulf that separates the master from the non-master*".

This is a difference that perhaps is more of a surprise. de Groot had another surprise for us too: he showed the following position "A" (from one of his own games) to five Grandmasters and five experts, and recorded and analysed their thoughts:



He then drew up a table of the number of depth of lines analysed. [*If you would like to compare your thoughts, there is some light commentary here: [Comment on \(de Groot\)](#).*] He concluded:

"It is unequivocal that depth of calculation cannot be the prime distinguishing characteristic between the grandmaster and the expert player."

This hits one with rather a thump. But of course:

"Substantial differences in thinking do exist. The gap between levels of performance of the G- and E-group is enormous: four of the five subjects would almost certainly have won the game; even the fifth would have had a better chance than the E-players who without exception let their opportunity go down the drain."

de Groot's research thus led to two things:

- a widespread [belief](#) that GMs do not calculate much better than other strong players
- a very fruitful series of studies on the recall of chess positions.

The subsequent research on recall (e.g. Chase and Simon's famous study) is of less immediate interest to me here than research on chessplayer's thinking as such. There is a lot of recall research, which I summarise briefly:

- recall tends to be in bite-sized chunks, e.g. fianchetto/castled king [Kg1,Rf1, Bg2,Pf2,Pg3,Ph2], or an inter-related set of pieces in attack and defence
- errors tend to be of the same "chunked" nature: for example, including typical elements that are normally missing [say, a Bg2], or excluding elements that are not normally present [say, a Pf4]
- recall by strong players is no better than other players for *random* positions (Chase and Simon, 1973)

[This seems also to relate to performance: performance in finding mate-in-one by strong players is no better than other players for *random* positions (CHESS, April 1984, pp. 289-290), although in a best-move test Holding found clear strength differences.]

There's a nice real-life example of chunked memory, and playing by analogy, in John Nunn's [game](#) against Korchnoi in the Blindfold round of the 1994 Melody Amber tournament.

So we seem to have a paradigm for research which is not itself chess, but seems able to tell us something about the way chessplayers perform during games - even suggesting how they think. There was developed the '**recognition-association**' model, which suggested that strong players play essentially by analogy: recalling positions and elements of positions, and making judgements about the current position based on this recall. This surely makes a great deal of sense. How often have we seen players flash out the 'stock' Bxh7 sacrifice? Is this skill or merely recognition? Gerald Abrahams, in **The Chess Mind**, argues strongly for the primacy of vision, and says:

"Seeing the idea precedes the logical argument."

Similarly, Hartston and Wason give an imaginary *post mortem* conversation which I seem to have heard before:

[Stronger player rejects a move suggested by the weaker player]

Weaker player: *What's wrong with it?*

Stronger player: *It's not good.*

Weaker player: *Why not?*

Stronger player: *It's not the sort of move you play in this sort of position*

[end of conversation]

So, this "vision thing" seems more important than memory or calculation. I have two immediate caveats to the direction that chess research took, following de Groot:

- It should be noted immediately that even if GMs do not calculate much better than other strong players, if you want to be a strong player, then I think you do need to be able to calculate. de Groot presents no data for club-class players compared to "experts", but I suspect they would be pretty telling. It may not be the thing that is most important for you to improve, and it may be the thing that is most difficult for you to improve, but I have a feeling that tactical alertness and reliability in analysis are important to develop for we club players.
- Even if we accept that Grandmasters' judgements and technique are much better, and that many positions do not require analysis, it still may be that

GMs do calculate rather better than other strong players when the need arises.

But there are further cautions one needs to make. Anecdotally, I have read:

"... one other thing is the GMs superiority in tactics. For example Christiansen can find tactics in any position. If you're a GM you should be able to overpower the IM tactically. The GM will often blow out the IM in this area." -- Nick de FIRMIAN, in **How to get Better at Chess Chess Masters On Their Art** by GM Larry Evans, IM Jeremy B Silman and Betty Roberts

And in fact, if you look at the the de Groot material again, the GM/Expert measures were completed once for each player, for only one position. It may be that de Groot chose a position with a number of features that made it particularly hard for the experts to grasp. The key move **1. Bxd5** is a little anti-positional and the Black position does not look vulnerable at first blush. It is interesting to speculate what results he might have got with this one: **Colle - O'Hanlon, Nice Ol, 1930**: 1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 e6 5. Bd3 Bd6 6. Nbd2 Nbd7 7. O-O O-O 8. Re1 Re8 9. e4 dxe4 10. Nxe4 Nxe4 11. Bxe4 cxd4



I guess nearly all players would consider the critical continuation **12. Bxh7+ Kxh7 13. Ng5+**, but I suspect experienced masters would run through the tree of variations more thoroughly and deeply than experts and club players.

Now, Dennis Holding in his 1985 book **The Psychology of Chess Skill**, collates a number of strands of evidence which suggest that in fact, as we might have all suspected at the outset, strong players do analyse deeper and faster than weaker ones, even in random positions. [But they also are more efficient, homing in on good lines and abandoning duff ones. So it's not just quantity but also the quality of their analysis which is better.] Norwood's claims above look more shaky.

The points made above are not meant to be unkind to de Groot: his work has been so widely cited because it was exciting and important. [I do feel a bit cheated by Norwood, who after all could have found Holding's work as easily as I could.] But it is in the nature of science to improve on past work. There are lots of other good things in de Groot's book: for example, *when do players abandon a line of thought and look for something better?* (Answer seems to be: when the assessment of a position at the end of the variation being considered is out of keeping with the initial evaluation of the position.)

Towards a general model

Teichmann once said that "[chess is 99% tactics](#)", and CJS Purdy added "*Chess is the art of analysis*"; on the other hand David Norwood and Reti suggest that analysis is relatively unimportant.

Surely both positions are partly true. (This "*one the one hand... on the other*" style makes one yearn for genetic engineers to develop the one-armed academic.) I might offer that memory, judgement and analysis are all important, that we have different abilities and experiences for each aspect, and that different positions make different demands on each skill. Without some pains being taken to discover the balance of skills amongst players of different strengths (style notwithstanding), and the balance of demands of different positions, we are not yet in a position to say what (if anything) is the key to chess mastery.

In support of this general position, I quote from the abstract of a paper by Dennis Holding:

"The paper reviews the evidence for and against the recognition-association theory and a forward-search (SEEK) theory of chess skill. The recognition-association theory appears to be founded on indirect evidence concerning visual short-term memory, together with supplementary assumptions that may be questioned, and provides no role for verbal processes. There is no direct support for the theory, which omits forward search for reasons that are reexamined. In contrast, the SEEK theory maintains that move choice is based on search and evaluation processes supplemented (or else supplanted) by

a knowledge base. These processes are directly evidenced by experimental findings. The objection that search theories cannot account for speed chess is met by a review of the available evidence. It is concluded that chess skill relies on thinking ahead rather than on pattern recognition." -- [Holding, PSYCHOLOGICAL RESEARCH, 1992](#)

Now, we needn't agree with everything Holding says, but it is clear that we may have been hasty in dismissing the importance of analysis (thinking ahead).

The whole of this issue of *Psychological Research* is devoted to chess, and Holding has written a whole book on **The Psychology of Chess Skill** (1985). There is clearly much research of interest going on, much of which suggests that chess is more complicated than the 'recognition-association' model. And however resounding the pronouncements made about the importance of chess skills, chess remains more complex, and more interesting, than any pat statement.

One last point. It may be that de Groot had something right all along, namely, his method. I think part of the attraction of the later recall paradigm is that there is no messiness: subjects are given a definite task and the languageless patterns of results are scored according to a definite scheme. But de Groot saw no virtue in this style of work: in fact his book is in part a long plea in favour of "introspective" methods in psychology, where subjects are encouraged to talk about their thinking, and the whole messy, unreliable collection of their words is analysed. I have a suspicion that rather than seek the key(s) to chess through some neat experimental technique, the closer we come to studying chess itself, the more likely we are to find an answer.

Further reading:

In addition to books and papers cited above, I have found interesting and useful Krogus'

Psychology of chess and Pflieger and Treppner's **Chess: the mechanics of mind**.

Hartston and Wason have published a readable book on **the Psychology of Chess**: it has had favourable reviews and covers the [psychoanalytic approach](#) rarely referred to elsewhere.

I have a fairly random selection of recent [Chess research abstracts](#) tucked away somewhere, and if the psychology side interests you, you may also be interested to read [San Francisco Exploratory's Exhibit on Memory](#)

Back to [Chess Coaching Page](#)



This document (psych.html) was last modified on 30 Jul 96 by

[Dr. Dave](#)

(6) TI: MEMORY IN THE WORK OF BINET,ALFRED (1857-1911)

LA: French

AU: NICOLAS_S

NA: UNIV PARIS 05,PSYCHOL EXPTL LAB,CNRS,URA 316,EPHE,28 RUE
SERPENIE,F-75270 PARIS 06,FRANCE

JN: ANNEE PSYCHOLOGIQUE 1994 Vol.94 No.2 pp.257-282

DT: Note

AB: If Alfred Binet (1857-1911) is famous as the author of the IQ test that bears his name, he is almost unknown, however, as the psychological investigator who generated original experiments and fascinating results in the field of memory. As Hermann Ebbinghaus, Binet was a pioneer in this domain of research. This article reviews in a diachronic perspective Binet's major contributions on memory: mnemonic virtuosity, visual and auditory memories, and influences of suggestibility on memory. The first contribution to the understanding of memory came from Binet's study of the role of this faculty in expert mental calculators (Inaudi and Diamandi) and in expert blindfold chess players. The second original contribution was his examination of children's visual memory for lines and auditory memory for words and prose (memory for ideas). The third original contribution was the pioneering work of Alfred Binet on eyewitness testimony. Although all these contributions are not often cited today in the psychological literature, we show that Binet's conclusions made nearly 100 years ago are mirrored in modern conceptualizations of memory and are still informative today.

WA: MEMORY, BINET, HISTORY OF PSYCHOLOGY

(45) TI: THE IMPACT OF CHESS RESEARCH ON COGNITIVE SCIENCE

AU: CHARNESS_N

NA: UNIV WATERLOO,DEPT PSYCHOL,WATERLOO N2L 3G1,ONTARIO,CANADA

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.4-9

AB: Although chess research has not been a mainstream activity in cognitive science, it has had a significant impact on this field because of the experimental and theoretical tools it has provided. The two most-cited references in chess research, de Groot (1965) and Chase and Simon (1973 a), have accumulated over 250 citations each (SSCI and SCI sources summed), with the majority of citations coming a decade or more from their publication dates. Both works are frequently cited in contemporary cognitive-psychology textbooks. Chess playing provides a model task environment for the study of basic cognitive processes, such as perception, memory, and problem solving. It also offers a unique opportunity for the study of individual differences (chess expertise) because of Elo's (1965, 1978) development of a chess-skill rating scale. Chess has also enjoyed a privileged position in Artificial-Intelligence research as a model domain for exploring search and evaluation processes.

KP: MEMORY, POSITIONS, SKILL, KNOWLEDGE, PLAYERS, SEARCH, RECALL, RECOGNITION

(26) TI: RECONSTRUCTIVE REMEMBERING OF THE SCIENTIFIC LITERATURE

AU: VICENTE_KJ, BREWER_WF

NA: UNIV TORONTO,DEPT IND ENGN,TORONTO M5S 1A4,ONTARIO,CANADA
UNIV ILLINOIS,DEPT PSYCHOL,CHAMPAIGN,IL,61820

JN: COGNITION 1993 Vol.46 No.2 pp.101-128

AB: In this paper we investigate the role of reconstructive memory in citation errors that occur in the scientific literature. We focus on the case of de Groot's (1946) studies of the memory for chess positions by chess experts. Previous work has shown that this research is very often cited incorrectly. In Experiment 1 we show that free recall of this work by research psychologists replicates most of the errors found in the published literature. Experiment 2 shows that undergraduates reading a correct account of the de Groot study also make the same set of errors in recall. We interpret these findings as showing that consistent errors in secondary accounts of experimental findings are frequently reconstructive memory errors due to source confusion and schema-based processes. Analysis of a number of other examples of scientific literature that have been frequently cited incorrectly add additional support to the reconstructive account. We conclude that scientists should be aware of the tendency of reconstructive memory errors to cause violations of the scientific norm of accurate reporting of the scientific literature.

KP: MEMORY RECALL PARADIGM, CHESS, INFORMATION, PLAYERS

Exeter Chess Club: How do Chess-Players Think?

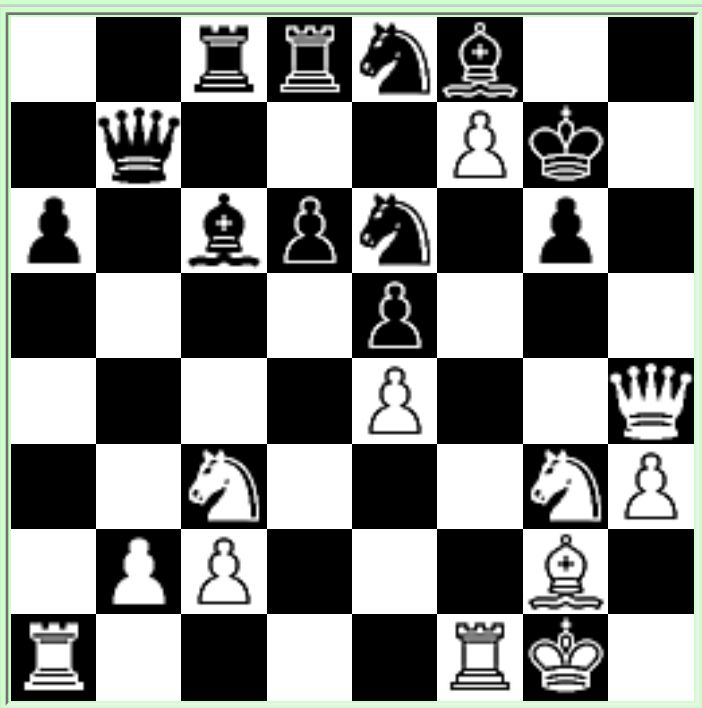
These are extracts from Simon Webb's superb series of articles for Barry Wood's old CHESS magazine. Simon showed a panel of players a position and recorded their spoken thoughts for ten minutes. The articles are well worth digging out: obviously there is much more in the articles than I can present here, but it will give you a flavour of the sorts of issues that can arise. The joy of this technique, of course, is that you can repeat the exercise with the same or different positions in your own club.

The positions are presented twice, one without commentary if you would like to attempt 10 minutes thought on them, and once with a comment cherry-picked from Simon's much more detailed discussion.

I have also added two famous examples of master's thinking.

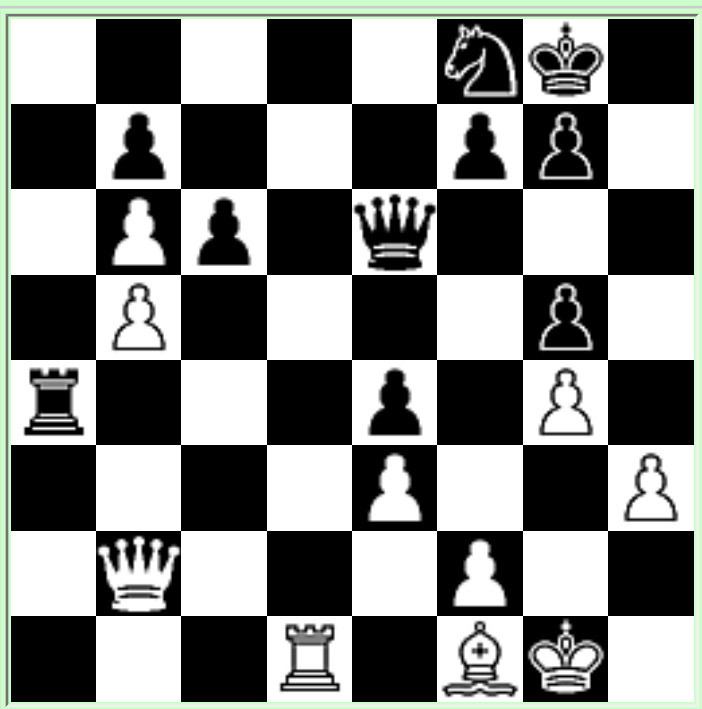
-
1. [1 - W to move: assume in haste, repent at leisure!](#)
 2. [2 - B to move: analyse your way to success](#)
 3. [2/78 - B to move: what is the point at issue?](#)
 4. [6/78 - W to move: candidate moves?](#)
 5. [7/78 - W to move: begin at the end](#)
 6. [10/78 - W to move: playing by analogy](#)
 7. [deG - W to move: what makes a difference?](#)
 8. [LCM - W to move: masters at fault?](#)
-

1 - W to move: assume in haste, repent at leisure!



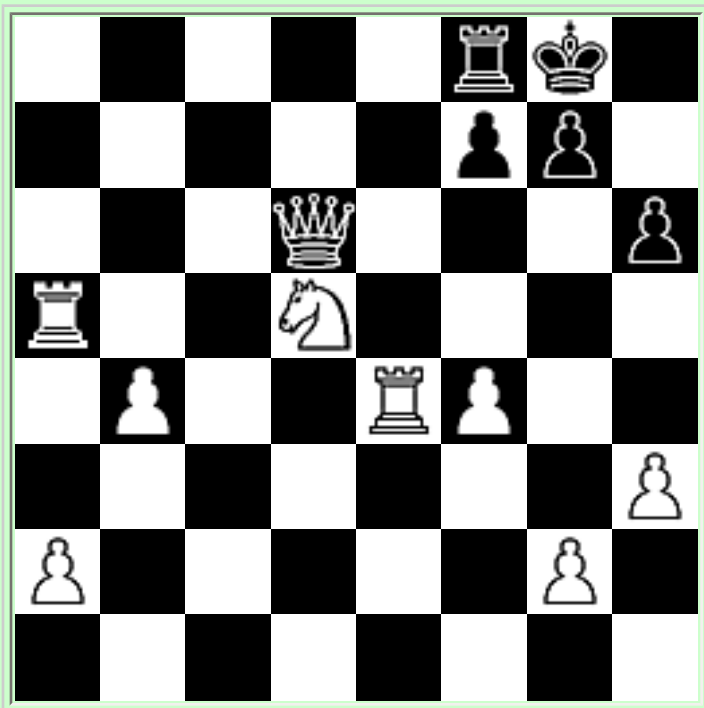
[Comment on #1](#)

2 - B to move: analyse your way to success



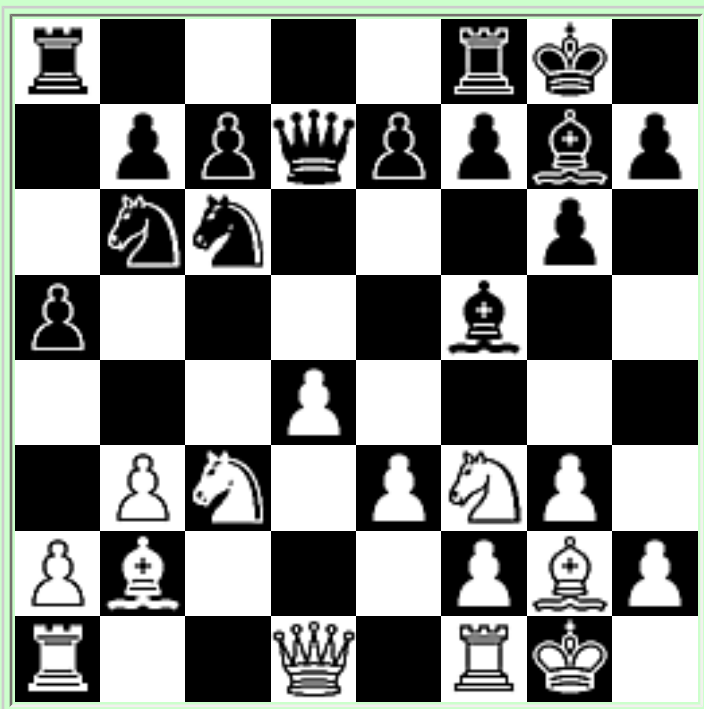
[Comment on #2](#)

2/78 - B to move: what is the point at issue?



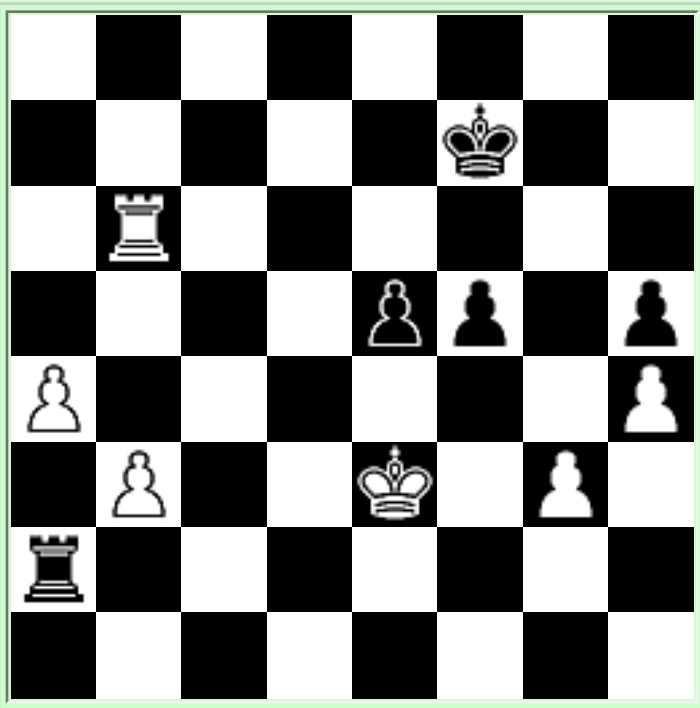
[Comment on #2/78](#)

6/78 - W to move: candidate moves?



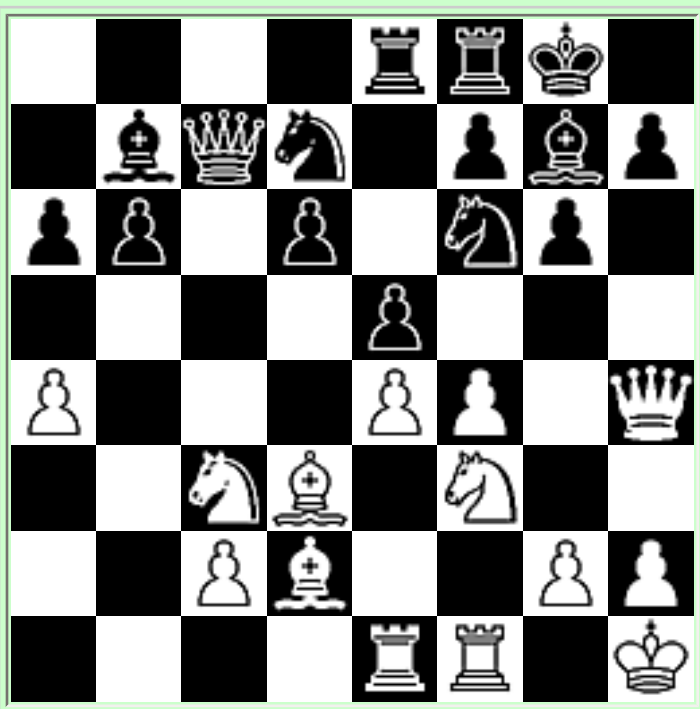
[Comment on #6/78](#)

7/78 - W to move: begin at the end



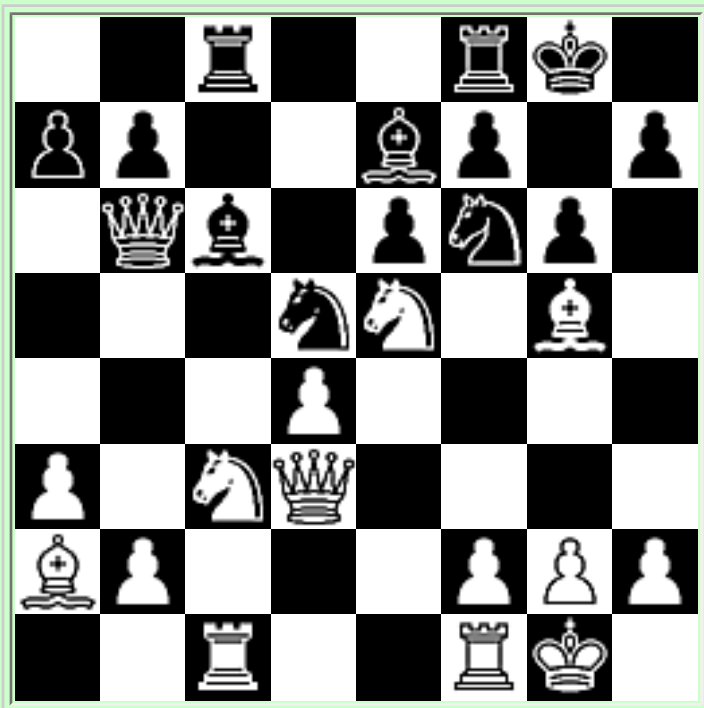
[Comment on #7/78](#)

10/78 - W to move: playing by analogy



[Comment on #10/78](#)

deG - W to move: what makes a difference?



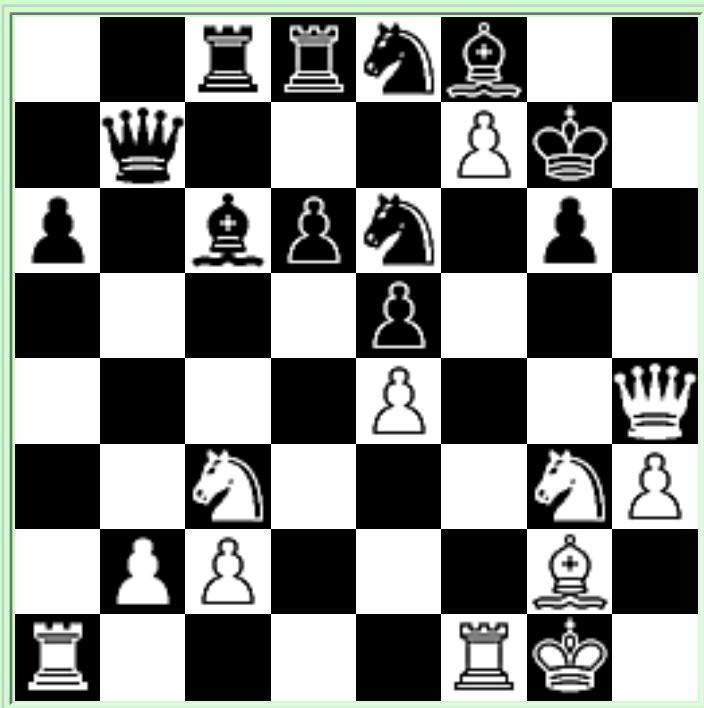
[Comment on \(de Groot\)](#)

LCM - W to move: masters at fault?



[Comment on Lasker-Capablanca](#)

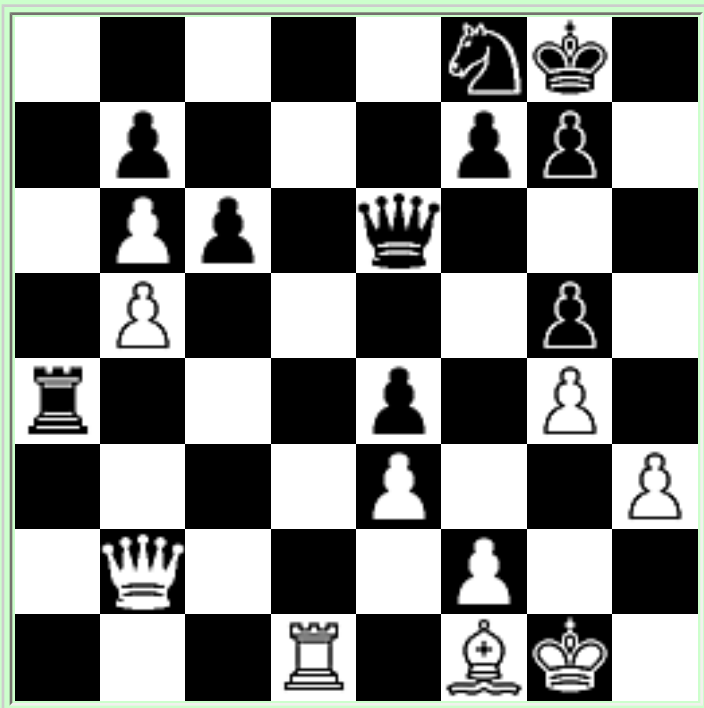
1 White to play: assume in haste, repent at leisure!



"...Thus all the panellists seemed to make a judgement about the position instantaneously, and spent the rest of the time trying to find evidence to support this judgement, Clearly it is very difficult to approach chess in a truly objective manner -- so much seems to be based on 'instinct'." -- Webb

*[**Comment from DR:** I might add, that a misjudgement of this sort might lead to much fruitless searching for a winning line if you think you are better. Blumenfeld used to advise trying to look again with a fresh eye at a position to see if you haven't overlooked some simple tactical point, but no less important to make sure you don't overlook some important positional point. I have known players ignore really key features of a position (a Pawn majority, and open file) because they thought they knew what the position was 'about'. Positions in books are selected to be 'about' one clear theme. Positions in most games are usually more complex!]*

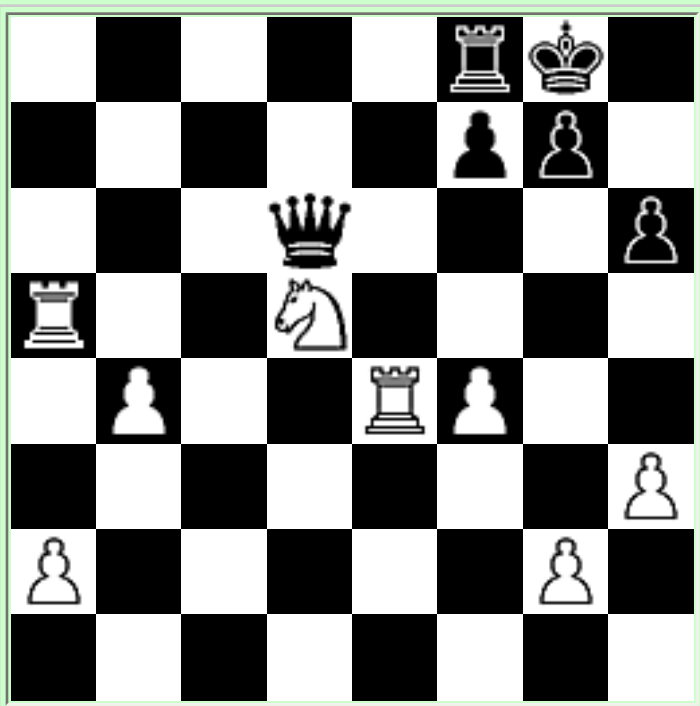
2 Black to play: analyse your way to success



"A striking example of the different depths to which the players analysed was provided by the move 1...P-QB4. GJ[112] considered this for about five minutes, but in general terms, without actually mentioning a reply for White. JW[155] and IC[149] got as far as 1...P-QB4 2. Q-B2 R-R7 3. QxBP Q-KB3 4. Q-KB5 before giving the line up, but RW[208] continued with 4...Q-N7 5. R-Q8 R-R8 6. Q-B8 Q-N8 7. RxNch K-R2 8. Q-KB5ch and mates. I had always thought that strong players don't analyse much deeper than weaker players, but this is a clear example to the contrary." -- Webb

[**Comment from DR:** This belief is rather widespread. [de Groot's research](#) certainly seemed to argue more for the importance of judgement than calculation, but there has been a lot of work since which shows the importance of seeing ahead.]

2/78 Black to play: what is the point at issue?



"They all settled fairly quickly on a king move so as to be able to get the rook into play with ...R-QB1 (...) The main problem in this position is whether to play ...K-R1 or ...K-R2. (...) Although having ten minutes to use up, two of the panel (of four -- DR) gave scarcely any consideration to which was the better king move." -- Webb
[Comment from DR: [de Groot's research](#) is also relevant here. What his tests seemed to show was not that masters analysed very much deeper, but they homed in on the critical lines and issues much more quickly than non-masters.]

6/78 White to play: candidate moves?



"Korchnoy played 12. N-KN5! (-K4-B5), a move not considered by any of the panel..."

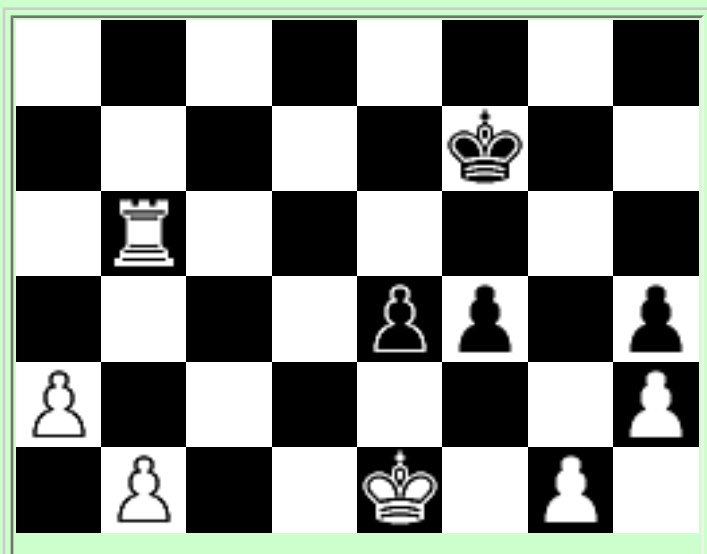
"JN[236] thought almost exclusively in terms of concrete variations, whereas GJ [112] went to the opposite extreme... RW[208] and SJ[165] also gave very few concrete variations, and this may be more a question of style than strength..."

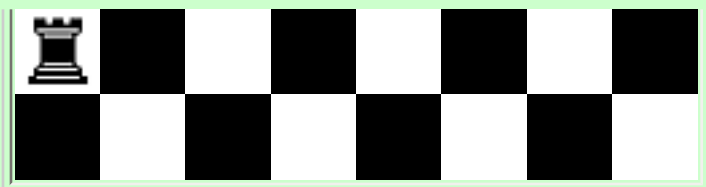
"IC[149]... seemed to have the best-organised thought processes (...) It is not clear, however, whether this logical approach is necessarily all that effective, for it could be argued that if IC had adopted the RW approach of looking at moves twice he might have spotted 1. P-K4 B-N5 2. P-Q5 N-Q5! which seems good for Black" -- Webb

[Comment from DR: This position illustrates for me quite nicely Kotov's notion of 'candidate moves': Korchnoi's actual choice wasn't even considered by the panellists. Korchnoi may even have reviewed, and rejected, other moves that were not considered by them.

Kotov expands his approach to analysis by saying once the list of candidate moves is drawn up, each branch should be considered once and once only. IC has clearly read and believed, and this player may be more efficient because of it, but at least while we are improving this may be at the cost of accuracy. de Groot used to describe an approach of 'progressive deepening', and this may not just a more common approach but a more appropriate one for positions which are not highly tactical.]

7/78 White to play: begin at the end



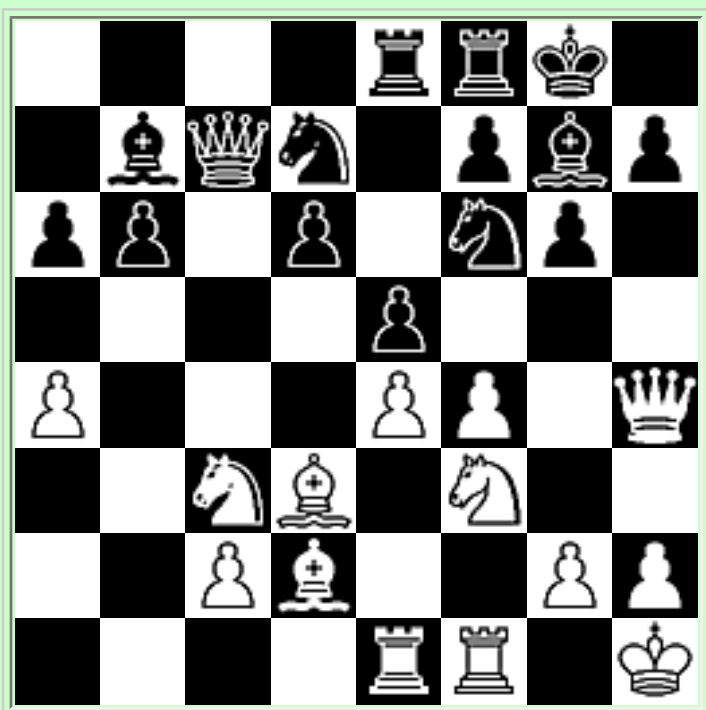


"JN[236] and RW[208] had far more idea what they ought to be doing than the others, and this supports the widely held supposition that the greatest difference between stronger and weaker players is in the endgame." -- Webb

[**Comment from DR:** Howard Staunton complained that only the 'magnates' of the game were really skilled at endgame play, and this remains true!

But Capa advised, that chess study really should begin with the endgame.]

10/78: playing by analogy

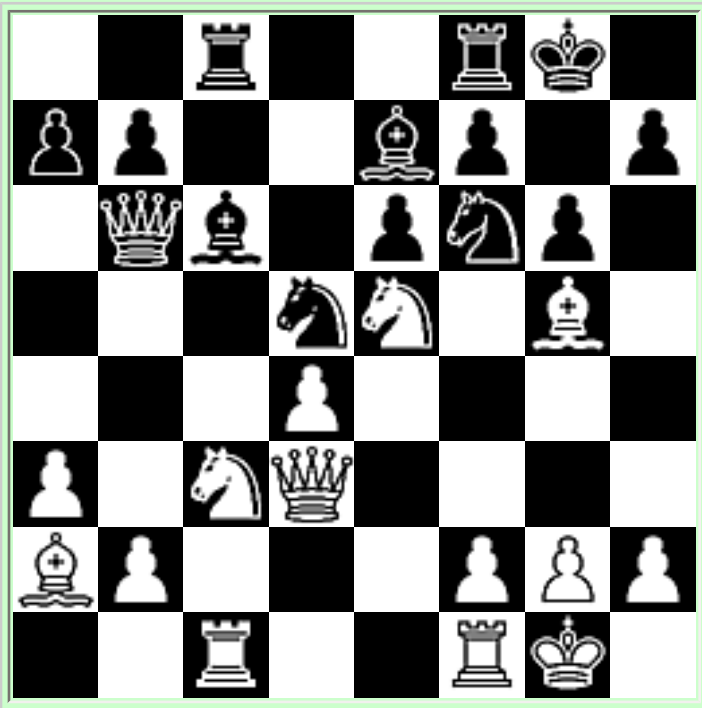


"...Although experience is an advantage in telling a player what to look for, it can also restrict you into considering only 'normal' moves.

"JM [237] 's idea of meeting 1. P-B5 with ...PxP and ...P-K5 (was) difficult to spot, because ...PxP is an abnormal way of meeting the thrust P-B5. This also applied to RY[160] and RN [165], who didn't consider ...PxP because it would have looked anti-positional to them. To AP [ungraded player], however, ...PxP was the obvious reply...

[**Comment from DR:** *I like this observation. It may be that stronger players actually consider more 'stupid' moves than weaker ones - dismissing most of them, but not ruling them out without a glance! It may be that this is the only possible explanation for, say, some of Tal's moves...*]

White (de Groot) to play: what makes a difference?



Chess master and psychologist de Groot gave this position to Alekhine, Keres, Euwe and other GMs at the 1938 AVRO tournament, as well as to a number of weaker, but still expert, players.

All the GMs except Flohr quickly found the win with **1. Bxd5** (1...exd5 2. Qf3 Qd8 3. Rfe1 Kg7 4. Ng4 Nxc6 5. Bxe7). They also analysed other forcing continuations like **1. Nxc6**, which Alekhine considered just as strong and which Flohr actually preferred.

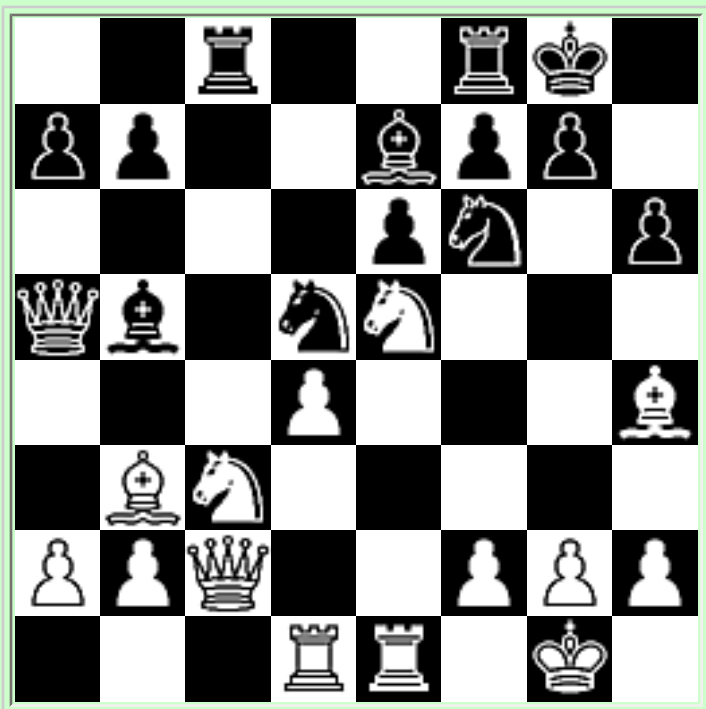
Hardly any of the other players suspected there was a forcing solution (even after 15-20 minutes, much longer than the GMs. For the most part, they opted for safe positional moves like **1. Rfe1** or **1. Bh6**; nothing alerted their antennae to a concrete solution.

Every solver thought: White has an isolated d-pawn, so endgame problems, so attack now. But only the GMs chased it down to a line 4/5 moves deep. The lesser masters seemed unable to overcome two barriers to seeing the tactic: the safe appearance of the Black position, and the anti-positional appearance of **1.Bxd5**.

"It is by no means easy to detect these chance factors which are not based on obvious strategic factors", conclude Pflieger and Treppner, rather gloomily.

Oh, Flohr's idea? Looking for something even better than Bxd5, he hatched **1. Nxc6 bxc6 2. Bxd5 cxd5 3. Bxf6 Bxf6 4. Nd7**, winning the exchange... but it is only the ghost of the knight that goes to e7!

Lasker-Capablanca #10 1921; White to play: masters at fault?



This is a similar case, where the GMs may have got it wrong: Breyer analysed a win starting **15. Bxf6!**

It looks anti-positional to give up the Bishop, but Breyer claims an advantage in all lines:

17... Bxf6 18. Bxd5 exd5 19. Ng4 Bg5! (19... Bd8 20. Qf5) **20. f4 exf4 21. Qf5 Bc7** (else 22. Qxd5 a6 23. a4) **22. Nxd5 Kh8 23. Nxh6 gxh6 24. Nf6 Kg7 25. Nh5+** with mate in two.

I have seen this analysis "busted", and I don't feel qualified to judge: but if Lasker didn't overlook something important, then Breyer did!

Back to [Chess Coaching Page](#)



This document (webb2.html) was last modified on 30 Jul 96 by

[Dr. Dave](#)

Exeter Chess Club: Simultaneous Display

Post Mortem

[\[Index to games at end of page\]](#)

Although he obviously knows a lot of **theory** International Master Gary Lane wasn't out to play right down the line - he deviated in the sharper bits of theory against Mark and Steve. Rather, he played mostly **solidly** - certainly in only a few games did he set out for mate straight away. His opening repertoire leaned heavily on his published books (*Ruy Lopez, Bishop's Opening, Closed Sicilian, Alapin Sicilian*) and unpublished ones (*Blackmar-Diemer Gambit*, which I think no-one accepted).

"**When I attacked, I won**" he said afterwards: this indicates some need for better defensive technique (Bruce, Daniel, Geoff). On several occasions it seemed he just pushed a queen near an Exeter King's-side, hoping that things would turn up. This '**fishing**' for opportunities can be seen in the games with Iain, Geoff and Ivor. Also, there were a couple of games where we seemed to be doing well to start with, but the moment we started mixing it, we fell apart (Sean, Iain). There are a couple of games where GL adopted **standard attacking formations**, and the attack went like clockwork - my guess is our mistake here was allowing such a formation to start with (Bruce, Tom, Keith).

Masterly judgement was apparent in the games - where after a fair opening, our player's pieces seemed to start going backwards (Geoff) or became decentralised (Iain); when GL was at a clear disadvantage in a game, he cold-bloodedly made the most of his own advantages (Ivor, Steve, Chris).

GL wasn't out to knock us out in the opening, and in most of the games we seemed to be still in the game at move 15. We did best when we played his strategy back at him - kept **solid and played good positional chess** (Mark, Steve, Gill), kept **centralised** (Matthew), **didn't let him settle** with a stable centre (Matthew, Steve), **insisted on some play of our own** (Iain, Ivor, Steve...) **didn't take his word for it** (Ivor, Steve, Chris). And I'm sure we were all reassured to watch GL play with a flourish **Qe8+ Nxe8** (oops) as he was finishing off little David Butler...

Several folk did well for much of the game, outplaying our esteemed visitor for at least some of the time. This goes some way towards suggesting that masters don't do anything very different to club players, rather they do it more or faster.

GAMES:

1. "When I attacked, I won..."
 1. [Lane,G \(IM\) - Bruce Rowston](#)
 2. [Lane,G \(IM\) - Daniel Hill](#)
 3. [Lane,G \(IM\) - Keith Atkins](#)
 4. [Lane,G \(IM\) - Tom Forbes](#)
2. Mixing it...
 1. [Lane,G \(IM\) - Geoff Jenkins](#)
 2. [Lane,G \(IM\) - Sean Pope](#)
3. Doing better...
 1. [Lane,G \(IM\) - Matthew Leigh](#)
 2. [Lane,G \(IM\) - Iain Taggart](#)
 3. [Lane,G \(IM\) - Mark Blackmore](#)
 4. [Lane,G \(IM\) - Ivor Annetts](#)
 5. [Lane,G \(IM\) - Chris Bellers](#)
 6. [Lane,G \(IM\) - Steve Homer](#)

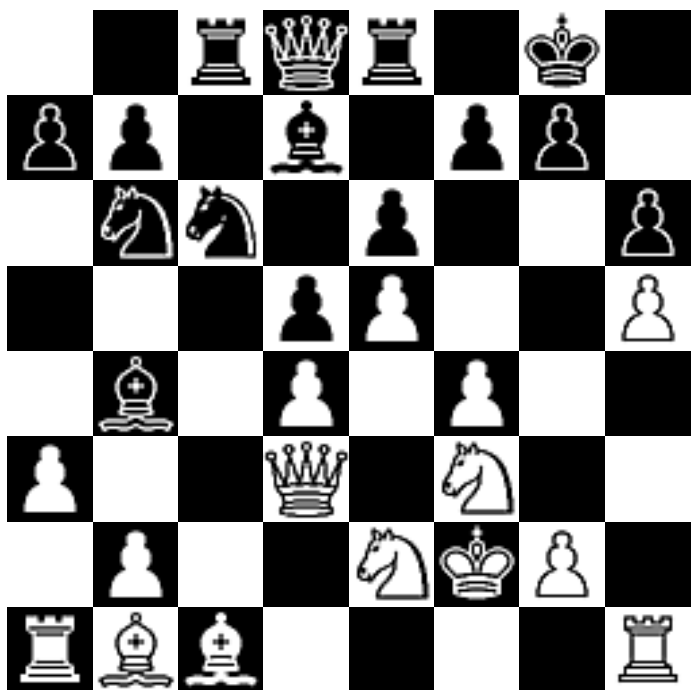
Back to [ECC homepage](#)

[Dr. Dave](#)

Exeter Chess Club: ECC\simul\BruceR.html

Lane,G (IM) - Bruce Rowston

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. c3 c5 6. f4 Nc6 7. Ndf3 Be7 8. h4 O-O 9. h5 h6 10. Bd3 cxd4 11. cxd4 Nb6 12. Bb1 Bd7 13. Ne2 Bb4+ 14. Kf2 Rc8 15. Qd3 Re8 16. a3



White's standard attack has yielded results; the B cannot retreat to e7 because of the mate. Black should have hit harder at the centre with ...Qb6 and/or ...f6 - see Matthew's game, where both featured.

16... f5 17. exf6 Qxf6 18. axb4 Nxb4 19. Qh7+ Kf8 20. Bd2 Nc6 21. Ne5 Nxe5 22. dxe5 1-0

Back to [Chess Coaching Page](#)

This document (ECC\simul\BruceR.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

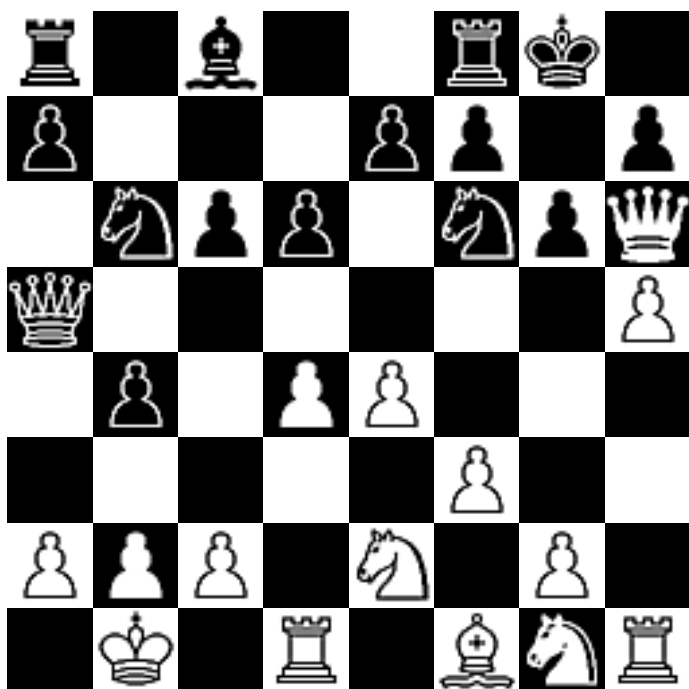
Exeter Chess Club: ECC\simul\DanH.html

Lane,G (IM) - Daniel Hill

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 c6 5. Qd2 Bg7 6. O-O-O O-O 7. f3 b5 8. Bh6 Bxh6 9. Qxh6 b4 10. Nce2 Qa5

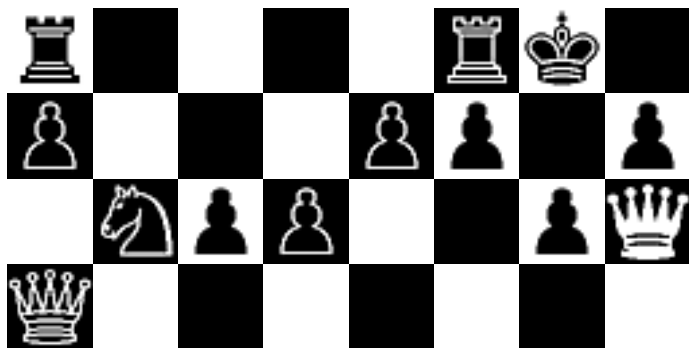
Definitely the right idea - insisting on a share of the game.

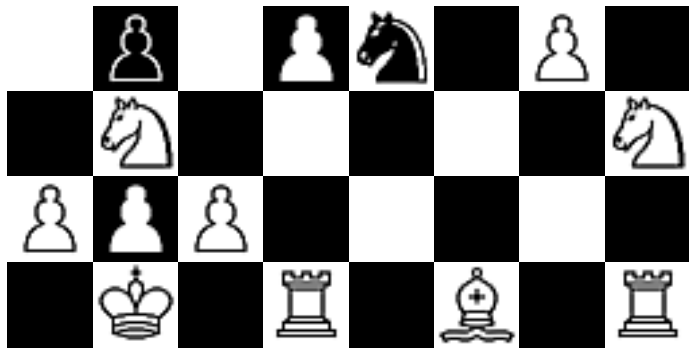
11. Kb1 Nbd7 12. h4 Nb6 13. h5



One of a number of clockwork attacks... Fischer talks about having the attack on the fianchettoed King position down to a formula.

13... Nxe4 14. g4 Be6 15. Nc1 Nf6 16. Nh3 Bxg4 17. fxg4 Nxe4 18. Nb3





18... Qd5 19. Bg2 1-0

Back to [Chess Coaching Page](#)

This document (ECC\simul\DanH.html) was last modified on 13 Aug 2005 by

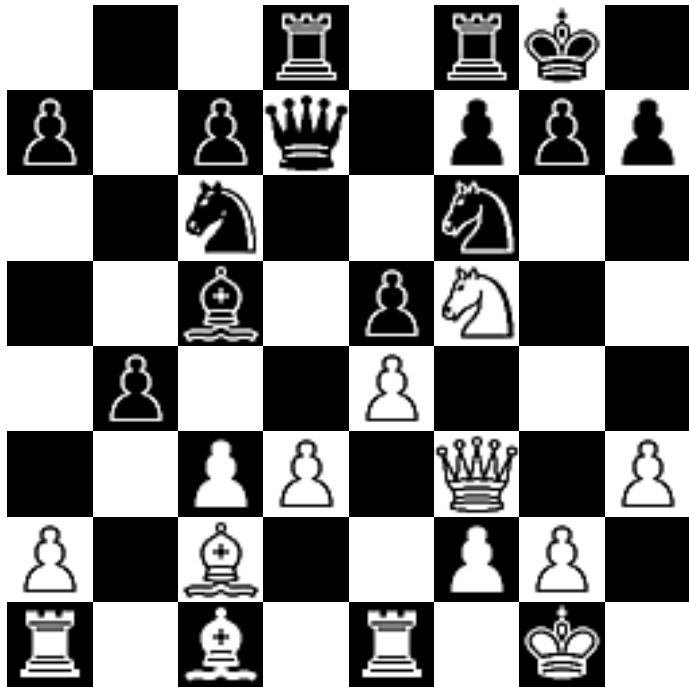


[Dr. Dave](#)

Exeter Chess Club: ECC\simul\KeithA.html

Lane,G (IM) - Keith Atkins

1. e4 e5 2. Bc4 Bc5 3. Nf3 Nc6 4. c3 Nf6 5. d3 d6 6. O-O O-O 7. Bb3 Bg4 8. Nbd2 d5 9. h3 Bxf3 10. Qxf3 d4 11. Re1 Qd7 12. Nf1 b5 13. Ng3 Rad8 14. Bc2 dxc3 15. bxc3 b4 16. Nf5



16... bxc3

Optimistic - Keith is hitting back hard (right idea) but is only counter-attacking, not defending. The Knight should have been kept out of f5 by:

[15...Ne7]

17. Nxf5

Played almost instantly

17...Ne8

[17... Kxf5 18. Bh6+ Kxh6 19. Qxf6+ Kh5 20. Bd1+]

**18. Nf5 Nd4 19. Nxd4 Qxd4 20. Bh6 Rb8 (score says ...Rg8) 21. Bb3 Qd7
22. Qg3+ Kh8 23.Qxe5+ f6 24. Qxc5 Ng7 25. Qxc3 1-0**

Back to [Chess Coaching Page](#)

This document (ECC\simul\KeithA.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\TomF.html

Lane,G (IM) - Tom Forbes

1. d4 g6 2. e4 Bg7 3. Nf3 d6 4. Nc3 Bg4 5. Be3 Nf6 6. h3 Bxf3 7. Qxf3 c6 8. a4 Nbd7 9. Bd3 e5 10. O-O O-O 11. Qd1 Re8 12. f4 a5 13. dxe5 dxe5 14. f5



Another of these standard attacks - White's moves follow without much thought. (*I don't mean to be rude, I fell foul of one of these clockwork attacks myself at Paignton. The thing is to nip them in the bud, or keep things fluid rather than wait for these to arrive.*)

14... Nf8 15. Qf3 Qd6 16. g4 Rac8 17. Bc4 Qb4 18. Bb3 Qe7 19. g5 N8d7 20. gxf6 Nxf6 21. Kh1 Kh8 22. Bg5 Rf8 23. Rad1 h5 24. Qg3 Kh7 25. Qh4 Rh8 26. fxf6+ fxf6 27. Bxf6 Bxf6 28. Qxf6 Qxf6 29. Rxf6 1-0

Mixing it...

Back to [Chess Coaching Page](#)

This document (ECC\simul\TomF.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\GeoffJ.html

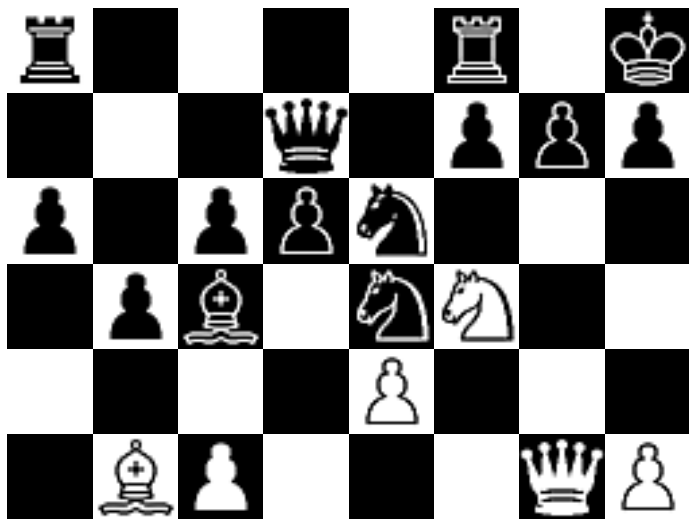
Lane,G (IM) - Geoff Jenkins

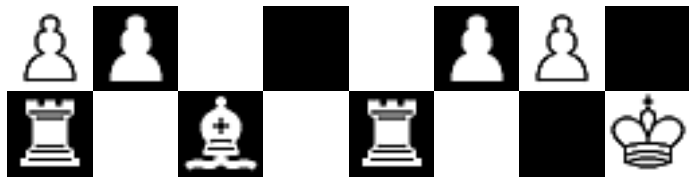
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Bc5 5. O-O Nf6 6. Re1 b5 7. Bb3 O-O
8. c3 d6 9. d3 Bg4 10. h3 Bh5 11. Nbd2 Ne7 12. Nf1 Qd7 13. Ng3 Ng6 14.
Nxe4 Nxe4



15. Nxe4 is only superficially attractive.

15. d4 exd4 16. Nxd4 Nhf4 17. Qf3 Ne6 18. Nf5 Ne5 19. Qg3 Kh8 20. Kh1
c6





Black seems to have fair chances at this point.

**21. Be3 Nd3 22. Red1 Nxb2 23. Bxc5 Nxd1 24. Rxd1 Rfd8 25. Rxd6 Qc7
26. Bxe6 g6 27. Qe5+ 1-0**

Back to [Chess Coaching Page](#)

This document (ECC\simul\GeoffJ.html) was last modified on 13 Aug 2005 by

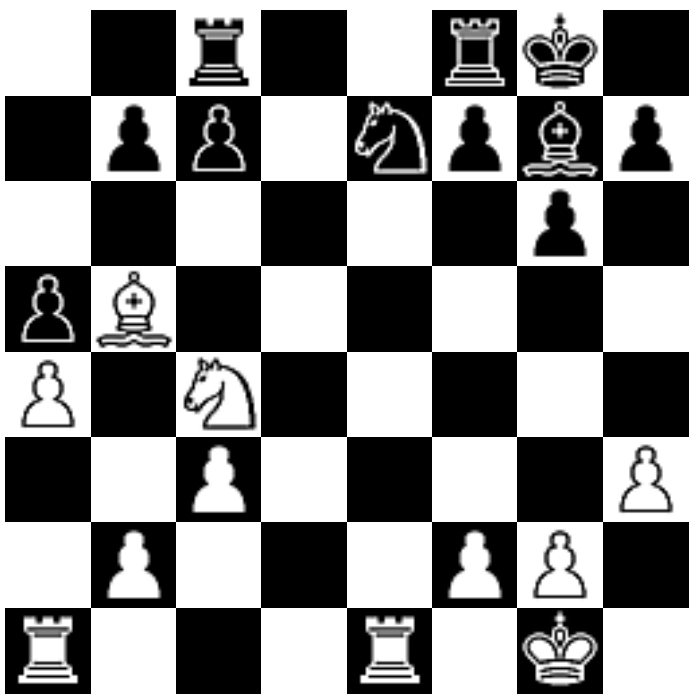


[Dr. Dave](#)

Exeter Chess Club: ECC\simul\SeanP.html

Lane,G (IM) - Sean Pope

1. e4 d5 2. exd5 Nf6 3. d4 Nxd5 4. Nf3 g6 5. Bc4 Bg7 6. O-O O-O 7. c3 Nc6
8. Re1 Bg4 9. h3 Bxf3 10. Qxf3 Nb6 11. Bb5 Qd5 12. Qxd5 Nxd5 13. Na3
e6 14. Nc2 Nde7 15. Bf4 Rac8 16. a4 a5 17. Ne3 e5 18. dxe5 Bxe5 19. Bg5
Bg7 20. Bxe7 Nxe7 21. Nc4



White is only slightly better placed; 21...Nd5 and only then ...c6 may have held.

21... c6 22. Rxe7 cxb5 23. Nd6 Rb8 24. Nxb5 Rfd8 25. Re2 Rd7 26. Rae1
Bf6 27. Kf1 Kg7 28. Na3 Rd5 29. Re8 Rbd8 30. Rxd8 Bxd8 31. Re8 Kf6 32.
Ke2 Be7 33. Nc4 b5 34. axb5 Rc5 35. Nxa5 Rxb5 36. b4 Re5+ 37. Kd3 Rf5
38. f3 Rg5 39. g4 h5 40. Nc6 Bd6 41. c4 hxg4 42. hxg4 1-0

Doing better...

Several folk did well for much of the game, outplaying our esteemed visitor for at least some of the time. This goes some way towards suggesting that masters don't do anything very different to club players, rather they do it more or faster.

Back to [Chess Coaching Page](#)

This document (ECC\simul\SeanP.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\MatthewL.html

Lane,G (IM) - Matthew Leigh

1. d4 d5 2. e4 e6 3. Nd2 Nf6 4. e5 Nfd7 5. c3 c5 6. f4 Nc6 7. Ndf3 Qb6 8. h4 (hacker...) cxd4 9. cxd4 f6 10. Bd3 Bb4+ 11. Kf1 O-O 12. exf6 Nxf6 13. Ne2 Bd7 14. g3 Rac8 15. Kg2 Bd6 16. a3 Na5 17. b4 Nc4 18. Neg1

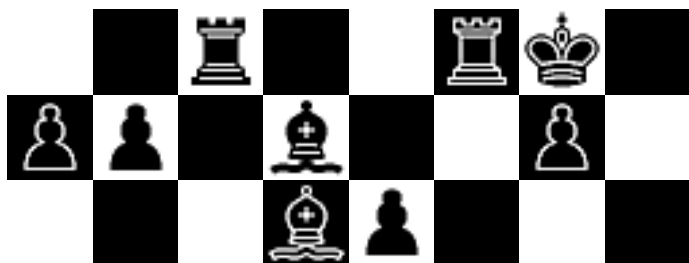
Black is clearly winning

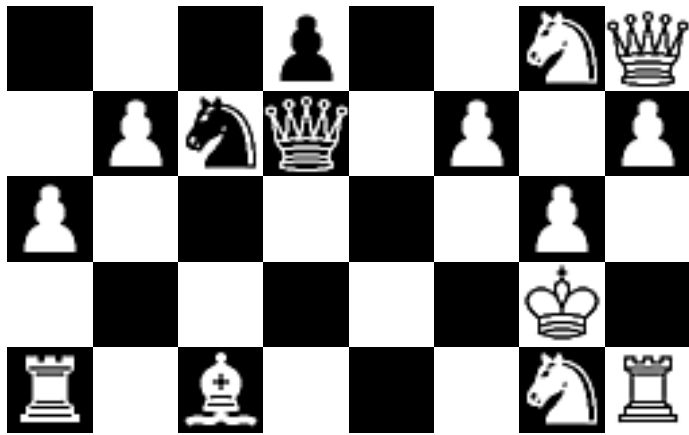
18...Ng4?



Now it's not quite so clear, but I think Black should still be all right.

19. Bxh7+ Kxh7 20. Ng5+ Kg8 21. Qxg4 Qxd4 22. Qh5





White is fishing hard but Black is so well-placed; better developed, better control of the centre, with chances against the scattered White pieces and King. Here

[22...Rf6] may have been worth a look, giving Black one more move in defence.

22... Qd3 23. N1f3 Qc2+ 24. Bd2 Nxd2 25. Ra2! Qf5 26. g4 Qd3?

[26... Be8! 27. gxf5 Bxh5 28. Rxd2 Bxf4]

Not an easy move to spot in a hurry - this is the secret weapon of the simul. player, forcing opponents to make a decision.

27. f5 Qe2+ 28. Kh3 Rxf5 29. gxf5 Nxf3

[29... exf5]

30. Qf7+ Kh8 1-0

Back to [Chess Coaching Page](#)

This document (ECC\simul\MatthewL.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\IainT.html

Lane,G (IM) - Iain Taggart

1. e4 c5 2. c3 d5 3. exd5 Qxd5 4. d4 Nc6 5. Nf3 cxd4 6. cxd4 e5 7. Nc3 Bb4

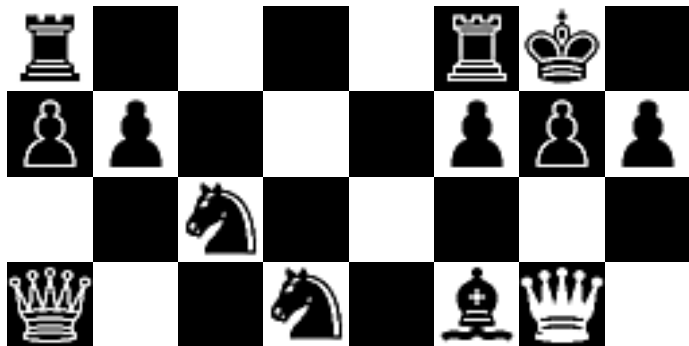


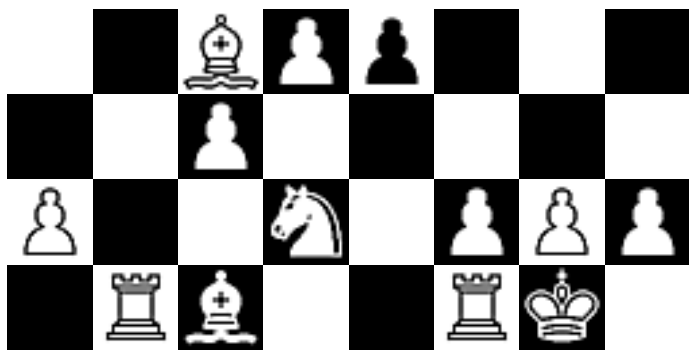
An unusual line which GL hadn't known about, despite penning a book on this 2.c3 variation! Black insists on a slice of the centre and free development. The question is whether all this can be safely attempted at once.

8. Qd2!? Bxc3 9. bxc3 e4

With hindsight ...exd4 may have been better.

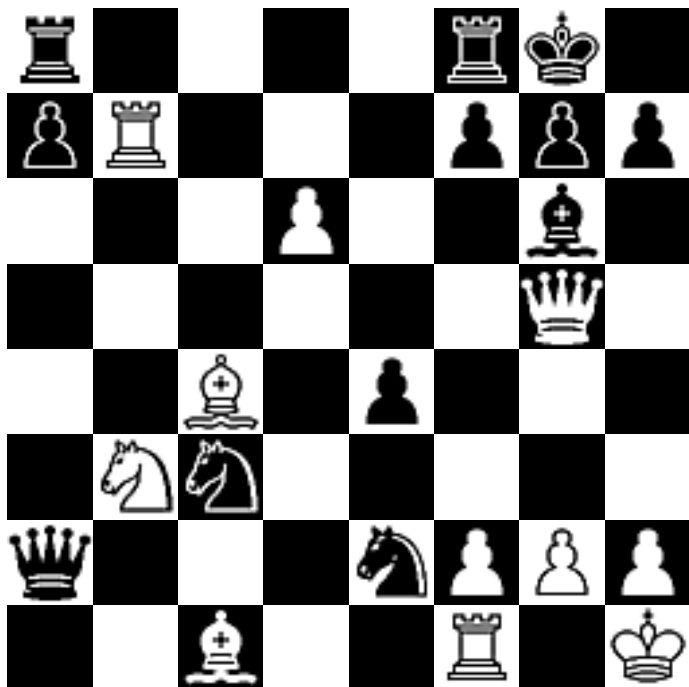
10. Qe3 Nge7 11. Nd2 Bf5 12. Bc4 Qa5 13. Rb1 O-O 14. O-O Nd5 15. Qg5





Fishing... White has some advantages (pawn centre, better Bishop, good Rook on b1, loose Black pieces) but Black has definite chances against the pawns. Perhaps Black should have paused somewhere to stop the incursion of the Rook.

15... Nxc3 16. Rxb7 Bg6 17. d5 Nd4 18. Nb3 Nde2+ 19. Kh1 Qxa2 20. d6



Black looks a little scattered now. Both sides have been looking loose, but it is a Black piece that falls...

20... Nxc1 21. Qxc1 Ne2 22. Qe3 Rab8 23. Rxb8 Rxb8 24. d7 Qa4 25. Qxe2 Qxd7 ... 1-0

Back to [Chess Coaching Page](#)

This document (ECC\simul\IainT.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\MarkB.html

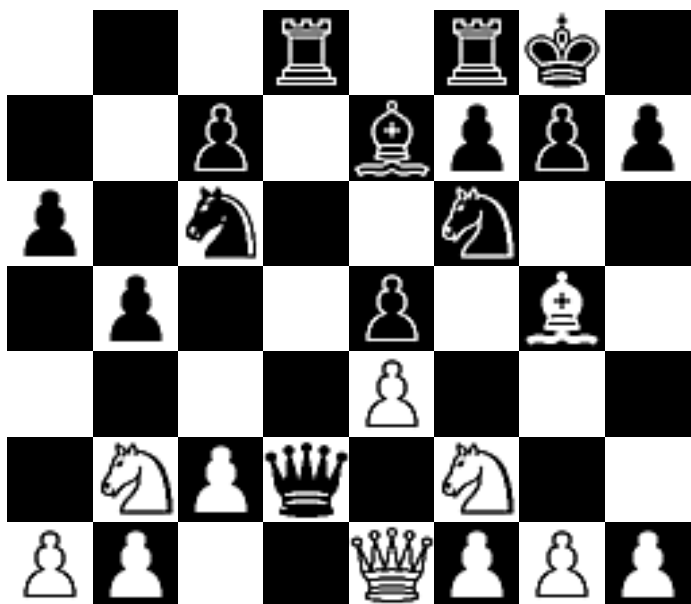
Lane,G (IM) - Mark Blackmore

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Qe2 b5 7. Bb3 O-O
8. c3 d5



Black ensures himself good development.

9. d3 Be6 10. Re1 Qd7 11. Nbd2 dxe4 12. dxe4 Bxb3 13. Nxb3 Rad8 14.
Bg5 Qd3





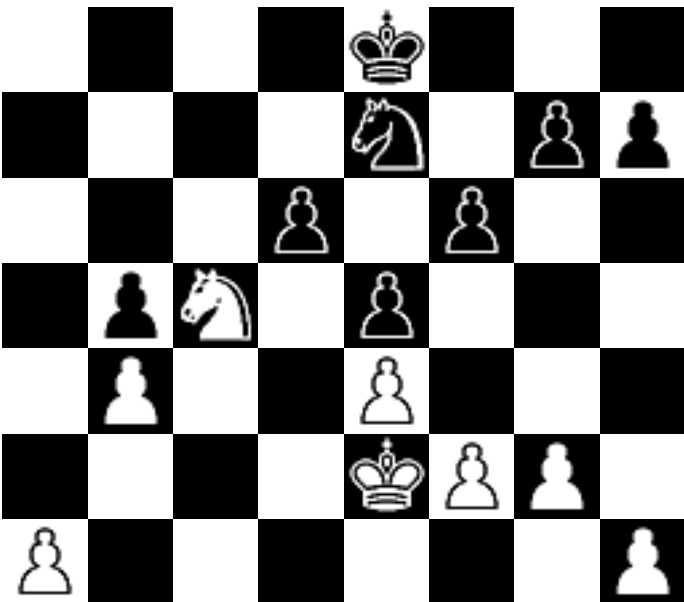
Rather than meekly conceding the d-file after Rad1, Black insists on chopping some wood.

15. Bh4 Qxe2 16. Rxe2 Nd7 17. Bxe7 Nxe7 18. Na5 f6 19. Nd2 Nc5 20. Ndb3 Nd3 21. Rd2 Nf4 22. Rad1 Rxd2 23. Rxd2 Ne6 24. Nb7 Rc8



White is a little better placed, but the Black Knights cover a lot of key points.

25. Kf1 Kf8 26. f3 Ke8 27. g3 Rb8 28. N3c5 Nxc5 29. Nxc5 Rb6 30. b4 Rc6 31. Ke2 a5 32. Ke3 axb4 33. cxb4 Rd6 34. Rxd6 cxd6




35. Ne6 Nc6 36. a3 Kf7 37. Nc7 Nd4

Black's knights have always managed to find the right squares at the right time.

38. Kd3 Ke7 39. f4 Kd7 40. Nd5 h6 1/2-1/2

Back to [Chess Coaching Page](#)

This document (ECC\simul\MarkB.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\IvorA.html

Lane,G (IM) - Ivor Annetts

1. d4 d5 2. e4

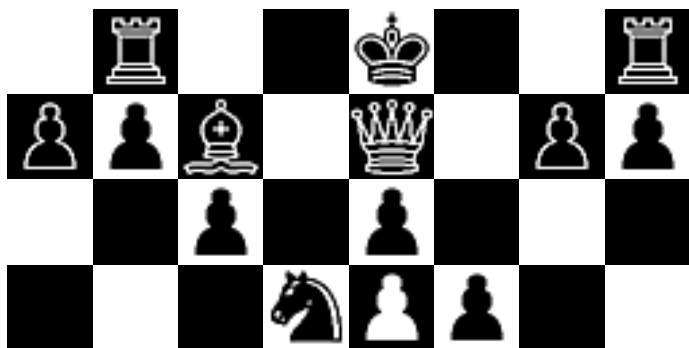
GL made several attempts to play the Blackmar, but was never allowed (see also Matthew's game).

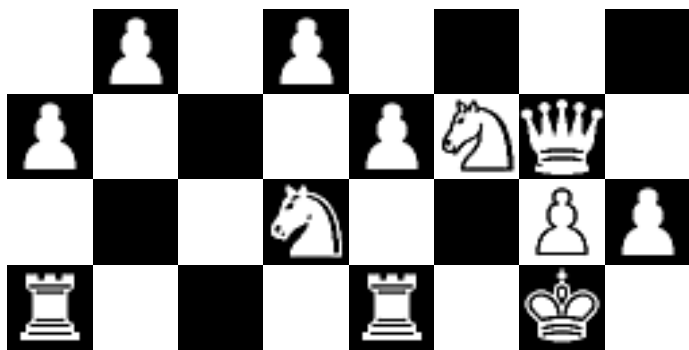
2... c6 3. e5 Bf5 4. Nf3 e6 5. Be3 Nd7 6. c4 dxc4 7. Bxc4 Nb6 8. Bb3 Nd5



Black's Knight is a definite asset.

9. O-O Bb4 10. a3 Ba5 11. Nbd2 Bd3 12. Re1 Nge7 13. Bc2 Bxc2 14. Qxc2 Nf5 15. b4 Bc7 16. Ne4 Nfxe3 17. fxe3 Rb8 18. Qf2 Qe7 19. Qg3 f5 20. Ned2





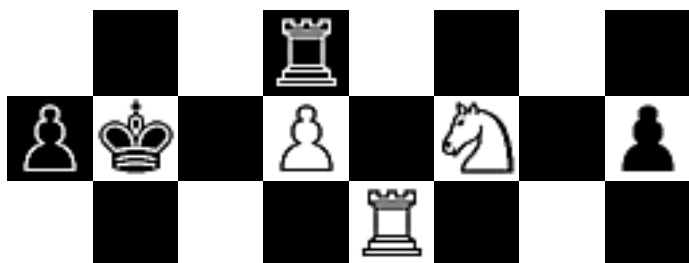
Fishing for a King's-side attack... Ivor will have none of it.

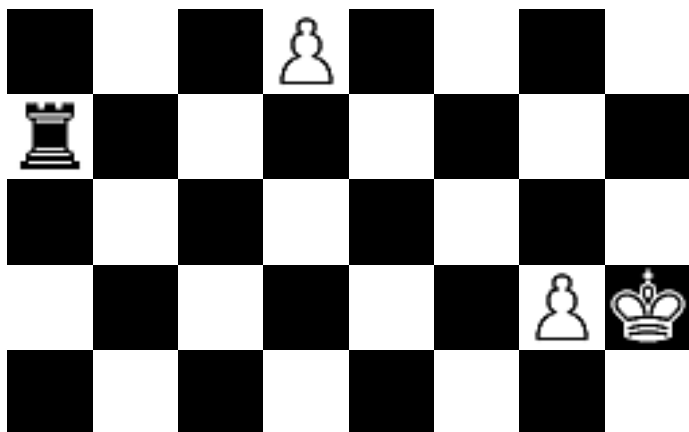
20... Rg8 21. Nc4 Kd7 22. Nd6 g5 23. e4 f4 24. Qf2 Ne3 25. Rxe3 fxe3 26. Qxe3 g4 27. Nd2



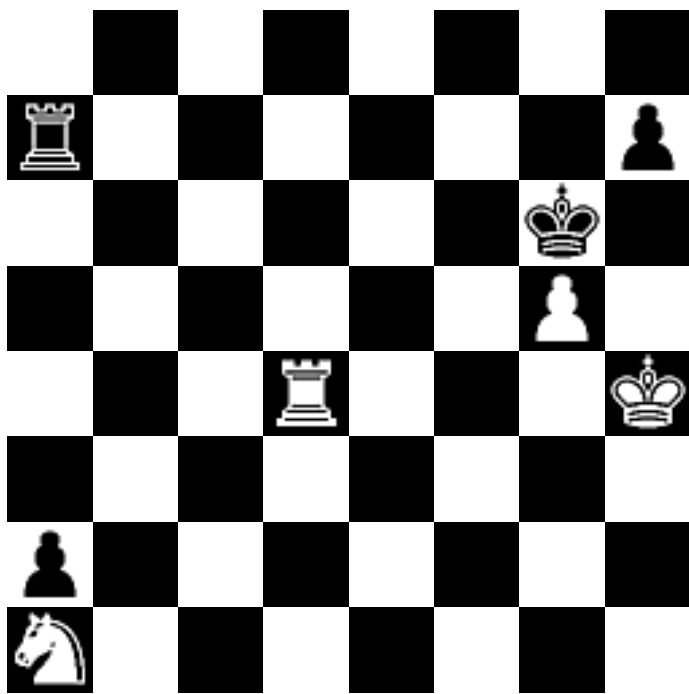
After the exchange sac., White's central pawn mass looks dangerous. Rather than seeking exchanges (...Bxd6) or passive defence (...Rg7), Ivor correctly looks for opportunities for active play.

27... Qg5 28. Qd3 Bxd6 29. exd6 Qb5 30. Nc4 Rbf8 31. Qc3 g3 32. hxg3 Qg5 33. Ne5+ Kd8 34. b5 Qxg3 35. Qxg3 Rxg3 36. bxc6 bxc6 37. Rb1 Kc8 38. d7+ Kc7 39. Rc1 Rxa3 40. Rxc6+ Kb7 41. Rxe6 Rd8 42. d5 Re3 43. Kh2 Rxe4 44. Nf7 Ra4(...)





the P cost Black a rook, but simplified into a R+PP/RNP ending in which the master could see no way forward



(...) Kg4 Ra6 ...1/2-1/2

Back to [Chess Coaching Page](#)

This document (ECC\simul\IvorA.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: ECC\simul\ChrisB.html

Lane,G(IM) - Chris Bellers

1. e4 g6 2. d4 Bg7 3. Nf3 c6 4. c3 d5

I have never believed in playing the Gurgendidze line against a White move order without Nc3.

5. Bd3

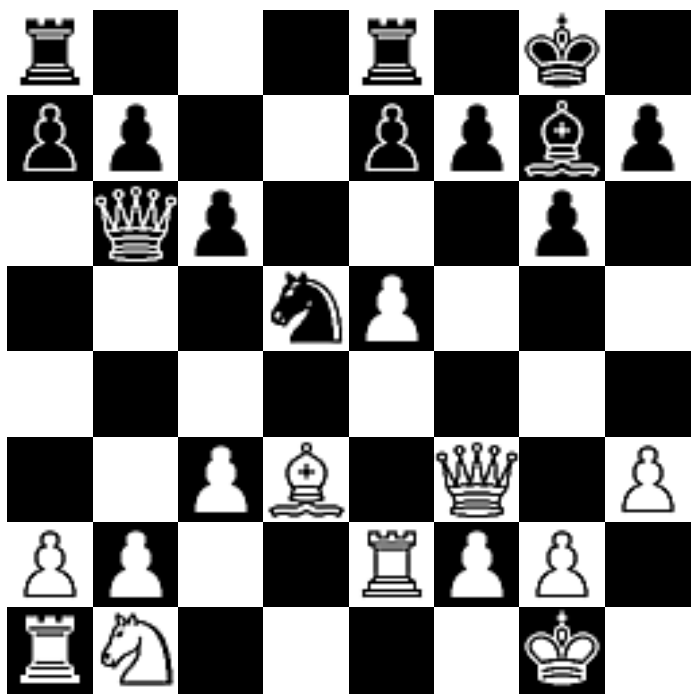
[5. Nbd2] But the dismal text leaves the Bishop exposed...

5... dxe4 6. Bxe4 Nf6 7. Bd3

[7. Bc2]

...and the d-pawn undersupported.

7... O-O 8. O-O Bg4 9. h3 Bxf3 10. Qxf3 Nbd7 11. Re1 Re8 12. Bf4 Qb6 13. Re2 Nd5 14. Be5 Nxe5 15. dxe5



15...Bxe5

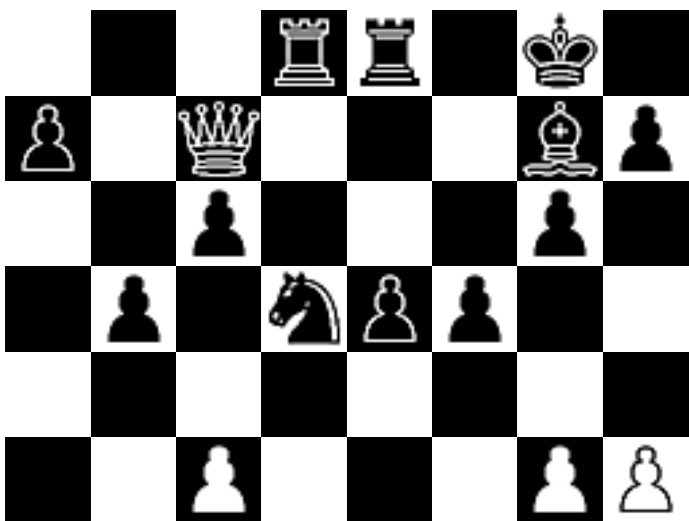
a pungent rejoinder! Showing this to a group, it took a while for the true position to be seen:

- oh no, we can't take the e-pawn!
- oh yes we can, the b-pawn is going!
- oh no we can't, you shouldn't snatch pawns in the opening, you lose time and might get the Queen stuck!
- oh yes we can, we only need one move to complete development and it's actually the Rook on a1 that is stuck!

16. Na3

[16. Rxe5 Qxb2]

16... Qc7 17. Rae1 Bg7 18. g3 e5 19. Nc4 b5 20. Nd2 f5 21. Qg2 Rad8 22. Bc2





Black has consolidated his gains although is a little loose. White must avoid exchanges and seek to make the most of any opportunities; Black has no need to provoke a crisis yet and should try slowly to improve his position.

22... e4

Just sets up the f2-f3 break for White.

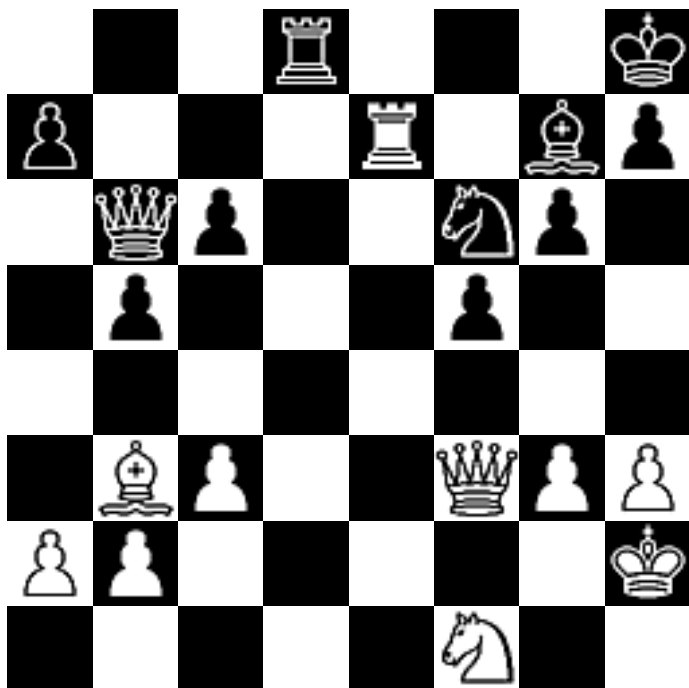
23. Nf1

Watching, I was anxious about

[23. Nb3]

but that's my style.

23...Nf6 24. f3 Qb6+ 25. Kh2 exf3 26. Rxe8+ Nxe8 27. Bb3+ Kh8 28. Qxf3 Nf6 29. Re7



How quickly the scene changes!

29... Ne4 30. Qf4 Qc5 31. Re6 g5

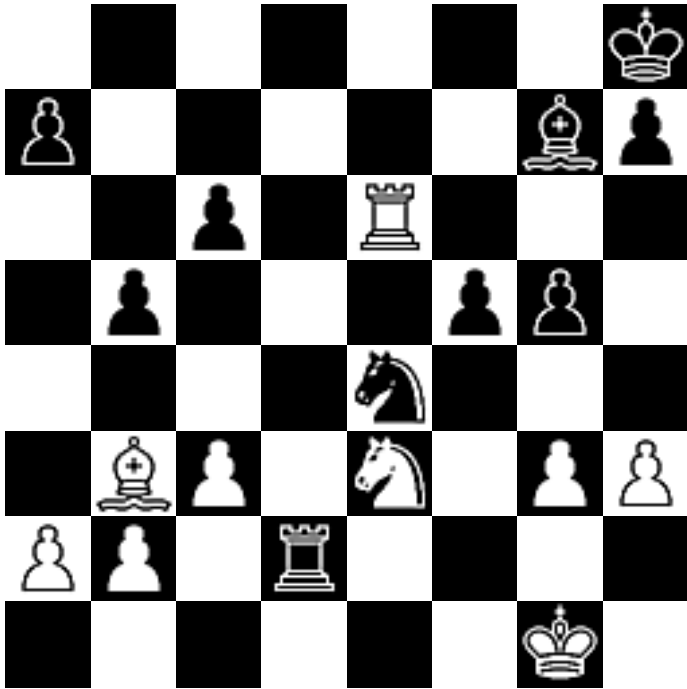
[31... Bh6 32. Qxh6

[32. Qe5+ Qxe5 33. Rxe5 Kg7-/+]

[32. Qf3 Ng5-+]

32... Qf2+ 33. Kh1 Qxf1+ 34. Kh2 Qf2+ 35. Kh1 Nxg3#]

32. Qe3 Qxe3 33. Nxe3 Rd2+ 34. Kg1



and again: Black is horribly loose

34... Bf8 35. Re8 Kg7 36. Nxf5+ Kg6 37. Rxf8 Rxb2 38. g4 Nd2 39. Ne7+ Kh6 40. Rg8 Nf3+ 41. Kf1 Nh2+ 42. Ke1 Nf3+ 43. Kd1 Nh4 44. Nf5+ Nxf5 45. gxf5 Rf2 46. Bc2 Kh5 47. Rc8 Kh4 48. Rxc6 h5 49. Rh6 Kxh3 50. Rxh5 + Kg3 51. Rxg5+ 1-0

Back to [Chess Coaching Page](#)

This document (ECC\simul\ChrisB.html) was last modified on 13 Aug 2005 by

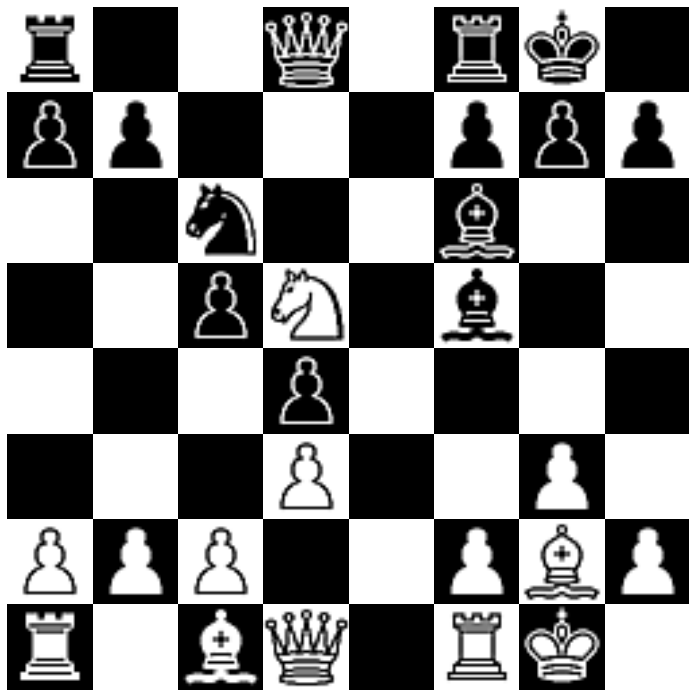


[Dr. Dave](#)

Exeter Chess Club: ECC\simul\SteveH.html

Lane,G (IM) - Steve Homer

1. e4 c5 2. Nc3 e6 3. g3 d5 4. exd5 exd5 5. Bg2 Nf6 6. d3 Be7 7. Nge2 d4 8. Ne4 O-O 9. O-O Nc6 10. Nf4 Bf5 11. Nxf6+ Bxf6 12. Nd5



White has a good Knight post on d5, but Black has made a firm stand in the centre and there is nothing for White on the long White diagonal.

12... Be5 13. Re1 Qd7 14. Bg5 f6 15. Bf4 Rae8 16. Qd2 Re6 17. a3





Optically Black is better-placed, and while you need to translate that into a concrete plan, I think that is the correct assessment of the position, and that Steve has outplayed his opponent.

17... Rd6 18. Bxe5 fxe5 19. c4 dxc3 20. Nxc3 Rxd3

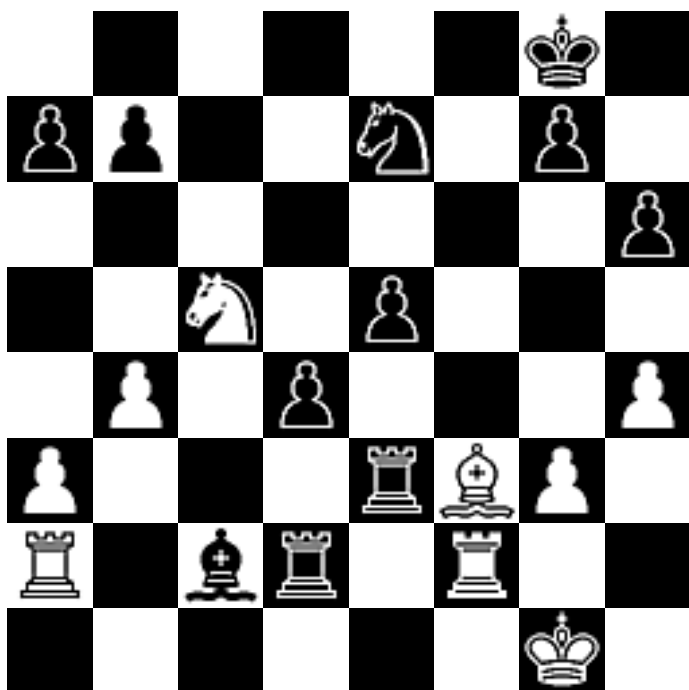
White has been careless; Black is clearly winning.

21. Qg5 h6 22. Qh4 Qd4 23. Qxd4 cxd4 24. Na4 Rd2 25. b4 Bc2 26. Nc5 Rxf2 27. Bd5+ Kh7 28. h4 Rfe2 29. Rf1 Ne7 30. Bf3 Re3 31. Ra2 Kg8

[31...b6.]

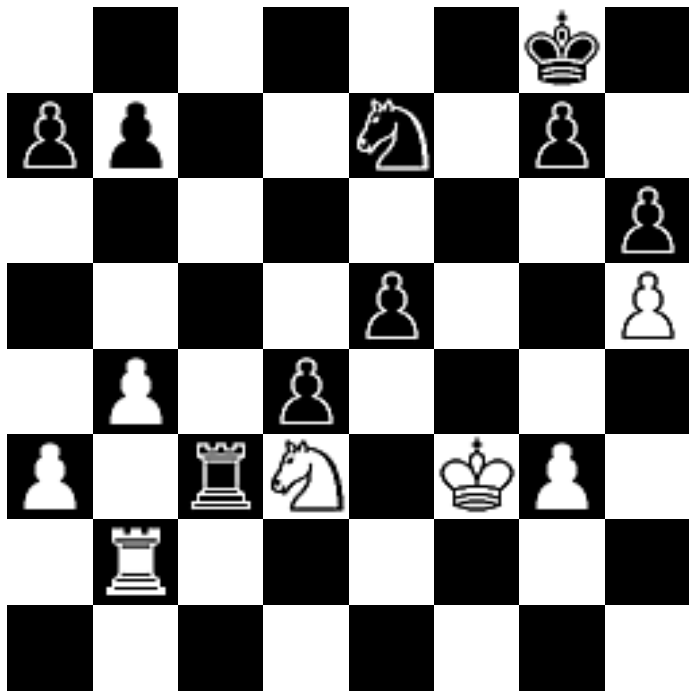
Eye off the ball, I think; GL was coming around very quickly now.

32. Rf2



I think Black is winning, but less clearly: White's pieces now start coming out because of the loose b7 and second rank targets. Perhaps Steve over-reached, but I don't know where.

32... Re1+ 33. Kg2 Rxf2+ 34. Kxf2 Rc1 35. Ke2 Bg6 36. h5 Bf7 37. Rb2 Bd5 38. Nd3 Bxf3+ 39. Kxf3 Rc3

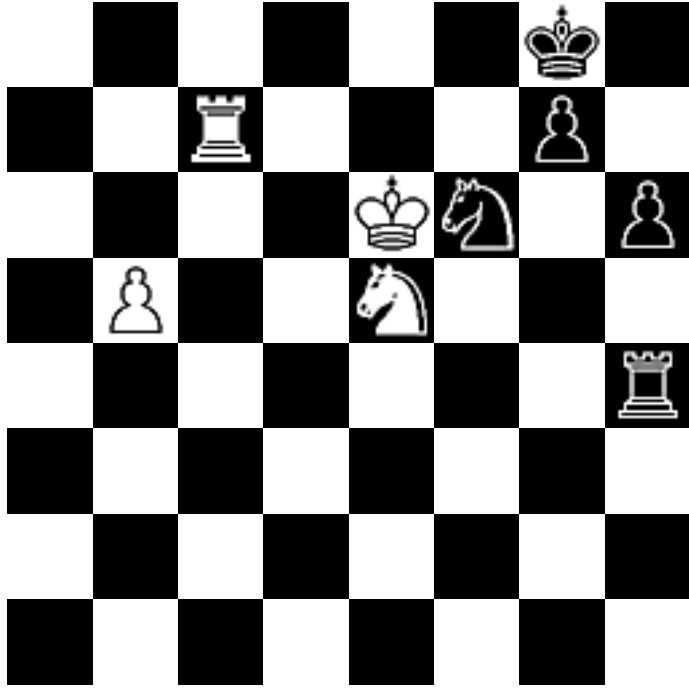


The Black pawns, which have for so long been immobile, are revealed as targets.

40. Ke4 Rxa3 41. Nxe5 Rxc3 42. Kxd4 Rh3 43. Rc2 Rxh5 44. Rc7 Nf5+ 45. Ke4 (...)

Steve allowed White to capture both Q-side pawns, and sacrifice the wN to queen the b-pawn; GL then won a tricky KQ/KNPP ending ...

...1-0

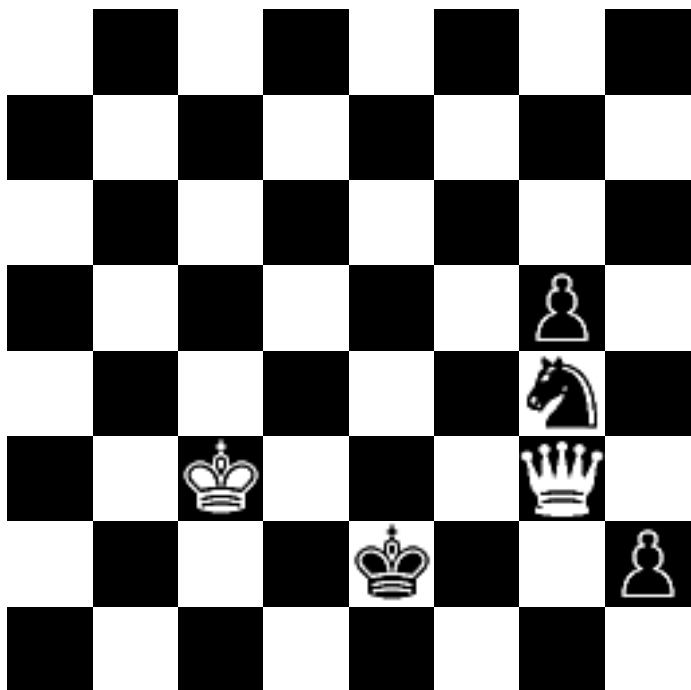


The sacrifice went something like...

(...) 1. Rc8+ Kh7 2. Rh8+ Kxh8 3. Ng6+ Kh7 4. Nxh4 Ne4 5. b6

Then GL let Steve waste moves with the K to capture the N while the pawn Queened...

(...near the end...)



GL was having trouble approaching with the K; there were several nasty forks with the Q on g2. I wrote this position down, (after Qg3+ Kd7) and now White played Qg2+. I think GL mistakenly assumed he couldn't capture the N, while my faithful companion Fritz took one electronic look and crashed out:

1. Qxg4+ Kf2 2. Qh3 Kg1 3. Qg3+ Kh1

usually a drawing resource...

4. Qf2 g4 5. Qf1# 1-0

In the event White approached with his King and ate the King's-side... 1-0.

Back to [Chess Coaching Page](#)

This document (ECC\simul\SteveH.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

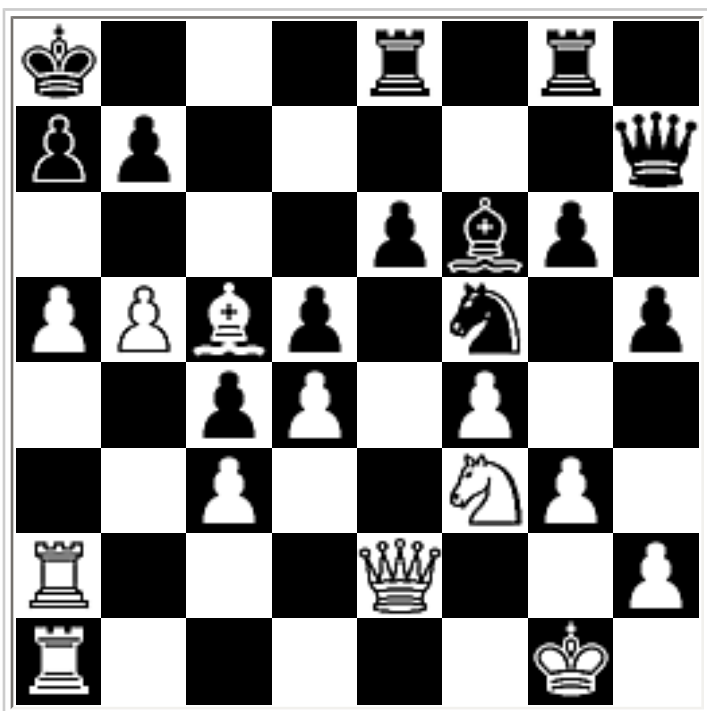
Exeter Chess Club: Chunking in patterns of GM thought

This game features two nice examples of the role of experience in GM thought: one, where he drew on a remembered example (Vukovic), and another where extraneous information from an analogous type of position (Winawer) led to mistakes in thinking.

Nunn,J (2605) - Korchnoi (2615) (11)

Amber-blind, 1994

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nf3 e6 5. Be2 c5 6. O-O Nc6 7. c3 Rc8 8. a3 h6 9. b4 c4 10. a4 Nge7 11. Na3 Ng6 12. Nc2 Nh4 13. Ne3 Nxf3+ 14. Bxf3 Bd3 15. Be2 Bxe2 16. Qxe2 h5 17. f4 g6 18. g3 Ne7 19. Ng2 Nf5 20. Ne1 Kd7 21. Nf3 Be7 22. Ba3 Qf8 23. Ra2 Kc7 24. Rfa1 Qh6 25. Bc1 Kb8 26. b5 Rce8 27. Ng5 Qg7 28. Ba3 Bd8 29. a5 f6 30. Nf3 Qd7 31. exf6 Bxf6 32. Rb1 Ka8 33. Bc5 Qh7 34. Rba1 Rhg8



Black has the threat ...g5. How can White open a file against the King?

a5-a6 is met by ...b6; b5-b6 by ...a6. Nunn, playing blindfold here, recalled reading Vukovic [see [Canon](#) attack: opening lines], and came up with:

35. Bb6 a6

[35... g5 36. a6 axb6 37. axb7+ Kb8 38. Ra8+ Kc7 39. Rc8+ Rxc8 40. bxc8=Q+ Kxc8 41. Qxe6+]

[35... Rg7 36. a6 axb6 37. axb7+ Kxb7 38. Ra7+ Kc8 39. Ra8+ Kd7 40. R1a7+ Kd6 41. Qe5+ Bxe5 42. fxe5#]

[35... Nd6 36. a6 axb6 37. axb7+ Kb8 38. Ra8+ Kc7 39. b8=Q+ Rxb8 40. R8a7+ Rb7 41. Qxe6 Rf8 42. Qxd5 Qd7 43. Ne5 Bxe5 44. fxe5]

[35... Kb8 36. a6 axb6 37. axb7 Qxb7 38. Ne5 Ne7 39. Nd7+ Qxd7 40. Ra8+ Kc7 41. R1a7+ Kd6 42. Qe5+ Bxe5 43. fxe5#]

36. bxa6 bxa6



37. Rb2

[37. Rb1 Nunn says he nearly played this move, because the position reminded him of a Winawer French when there is a Pawn on c2. Fortunately he analysed a line with Qe2-b2 when the pawn on c2 vanished and the danger from h7 re-appeared!]

37... g5 38. fxg5 Bxg5 39. Nxd5

Rxd5 40. Bc5 h4 41. Rb6 1-0

"I had to resign one move before you had to resign!" -- KORCHNOI

[41... Qa7 42. Rxe6 Rxe6 43. Qxe6 Qb7 44. Rf1 hxg3 45. h4 42. Rxa6+ Kb8 43. Qb2+ Kc8 44. Ra8+ Kc7 45. Qb6+ Kd7 46. Qb7#]

1-0

Back to [Chess Coaching Page](#)



This document (chunk.html) was last modified on by

[Dr. Dave](#)

(43) TI: THEORIES OF CHESS SKILL

AU: HOLDING_DH

NA: UNIV LOUISVILLE,DEPT PSYCHOL,LOUISVILLE,KY,40292

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.10-16

AB: The paper reviews the evidence for and against the recognition-association theory and a forward-search (SEEK) theory of chess skill. The recognition-association theory appears to be founded on indirect evidence concerning visual short-term memory, together with supplementary assumptions that may be questioned, and provides no role for verbal processes. There is no direct support for the theory, which omits forward search for reasons that are reexamined. In contrast, the SEEK theory maintains that move choice is based on search and evaluation processes supplemented (or else supplanted) by a knowledge base. These processes are directly evidenced by experimental findings. The objection that search theories cannot account for speed chess is met by a review of the available evidence. It is concluded that chess skill relies on thinking ahead rather than on pattern recognition.

KP: MEMORY, POSITIONS, RECOGNITION


```
\\ \\ \\ echecs = catur = chess = scacchi = sachmatai = sjakk ///  
\\ \\ \\ schaakspel = szachy = xadrez = sah = ajedrez = schack ///  
\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ schachspiel = satranc = sakk //////////////////////////////////  
"
```

-- Mario VELUCCHI

"Of chess it has been said that life is not long enough for it, but that is the fault of life, not chess."

-- Irving Chernev

from Stanton Nesbit

"The essence of chess is thinking about what chess is."

-- (David Bronstein, quoted in NIC's ad for J. H. Donner's book: *_The King, Chess Pieces_*).

via Bill Magdalene

One quote that I have heard attributed to Pascal (but don't know this for sure) is:

"Chess is the gymnasium of the mind."

from Shawn Decker

"There are more adventures on a chessboard than on all the seas of the world"

-- Pierre Mac ORLAN, via Jose Spalenienc, Paris

And a splendid collection courtesy of jcl@value.net:

- *"Chess is mental torture."* -- KASPAROV
- *"When in doubt -- play chess."* -- TEVIS

- "Life is too short for chess." -- BYRON
- "The loser is always at fault." -- PANOV
- "Chess is a curse upon a man." -- H.G.WELLS
- "Chess is the art of analysis." -- BOTVINNIK
- "I hate anyone who beats me." -- LISA LANE
- "Chess was Capablanca's mother tongue." -- RETI
- "Let the perfectionist play postal." -- SEIRAWAN
- "A good player is always lucky." -- CAPABLANCA
- "There are no heroes in chess." -- CORY EVANS
- "One bad move nullifies forty good ones." -- HOROWITZ
- "The older I grow, the more I value Pawns." -- KERES

"If drink is the curse of the working classes and work is the curse of the drinking classes then chess is the curse of the thinking classes "

-- J. Ross

There is, of course, a very famous saying from Reuben Fine:
"I'd rather have a pawn than a finger."

It's often quoted during analysis.

One of my favorite sayings, though, came as a response to this.

About 40 players were watching an online broadcast of a major match.

One of the players was a pawn down, and there was some argument as to how much compensation the other had.

One of the masters present quoted Fine, *"As Reuben Fine said, "I'd rather have a pawn than a finger."*

To which Grandmaster Roman Dzindzichashvili replied:
"It all depends: which pawn and which finger?" -- Duif

jcl continues:

- *"A wood-pusher overlooks the ranks."* -- RUSSIAN SAYING
- *"The hardest game to win is a won game."* -- Em. LASKER

" Actually, the hardest game to win is a lost game." -- Dr.Dave

- *"There just isn't enough televised chess."* -- LETTERMAN
- *"Some part of a mistake is always correct."* -- TARTAKOVER
- *"Pawn endings are to chess what putting is to golf."* -- PURDY
- *"There is no remorse like the remorse of chess."* -- H.G.WELLS
- *"You can't play chess if you're groggy from pills."* -- KARPOV
- *"All chess masters can play one game blindfolded."* -- KOLTANOWSKI
- *"When the going gets tactical, the computers get going."* -- HYATT
- *"Morphy was probably the greatest genius of them all."* -- FISCHER
- *"No price is too great for the scalp of the enemy King."* -- KOBLENTZ
- *"There are two types of sacrifices: correct ones and mine."* -- TAL
- *"You cannot play at chess if you are kind-hearted."* -- FRENCH PROVERB
- *"The life of the American chess master is a `vale of tears'."* -- FRIAS
- *"Fame, I have already. Now I need the money."* -- an elderly STEINITZ
- *"It's always better to sacrifice your opponent's men."* -- TARTAKOVER
- *"An isolated Pawn spreads gloom all over the chessboard."* -- TARTAKOVER
- *"The first principle of attack--Don't let the opponent develop!"* -- FINE
- *"When you see a good move--wait--look for a better one."* -- Em. LASKER
- *"Chess is played with the mind and not with the hands!"* -- RENAUD and KAHN
- *"Creating an undesired stalemate is the height of stupidity."* -- ANONYMOUS
- *"To avoid losing a piece, many a person has lost the game."* -- TARTAKOVER
- *"The blunders are all there on the board, waiting to be made."* -- TARTAKOVER
- *"On the chess-board lies and hypocrisy do not survive long."* -- Em. LASKER
- *"I think it's almost definite that the game is a draw theoretically."* -- FISCHER

In article <473jk9\$phu@condor.ic.net> razor@mail.ic.net writes:

>An excerpt from **Murders in the Rue Morgue** by Edgar Allan POE:

" Yet to calculate is not in itself to analyze. A chess-player, for example, does the one without effort at the other. It follows that the game of chess, in its effects upon mental character, is greatly misunderstood. I am not now writing a treatise, but simply prefacing a somewhat peculiar narrative by observations very much at random; I will, therefore, take occasion to assert that the higher powers of the reflective intellect are more decidedly and more usefully tasked by the

unostentatious game of draughts than by all the elaborate frivolity of chess. In this latter, where the pieces have different and bizarre motions, with various and variable values, what is only complex is mistaken (a not unusual error) for what is profound. The attention is here called powerfully into play. If it flag for an instant, an oversight is committed, resulting in injury or defeat. The possible moves being not only manifold but involute, the chances of such oversights are multiplied; and in nine cases out of ten it is the more concentrative rather than the more acute player who conquers."

[Comment by DR](#)

Quotes on: | [Coaching](#) | [Life](#) | [Play](#) | [Players](#) | [Openings](#)

Learning to play chess

*"Chess rules and exercises - 5 hours
Elementary endings - 5 hours
Some openings - 10 hours
Combination - 20 hours
Positional play - 40 hours
Practical play with analysis - 120 hours*

"Having spent 200 hours on the above, the young player, even if he possesses no special talent for chess, is likely to be among those two or three thousand chessplayers [who play on a par with a master]. There are, however, a quarter of a million chessplayers who annually spend no fewer than 200 hours on chess without making any progress. Without going into any further calculations, I can assert with a high degree of certainty that nowadays we achieve only a fraction of what we are capable of achieving."

-- Em. Lasker, Manual of Chess

(fortissimo) *"Have you ever seen a monkey examining a watch?"*

-- STEINITZ, impatient with an enquirer.

"We perceive after a careful consideration of the evolution of the chess mind that such evolution has gone on, in general, in a way quite

similar to that in which it goes on with the individual chess player, only with the latter more rapidly."

-- Richard RETI

"The delight in gambits is a sign of chess youth... In very much the same way as the young man, on reaching his manhood years, lays aside the Indian stories and stories of adventure, and turns to the psychological novel, we with maturing experience leave off gambit playing and become interested in the less vivacious but withal more forceful manoeuvres of the positional player."

-- Emanuel LASKER

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game"

- RICHARD RETI

"Mikhail Gromov, the outstanding Soviet pilot, wrote that if one wants to become a good pilot one must learn the art of self-control. These words may apply equally to chess and to every chessplayer."

-- VB Malkin

"Nimzovitch became then for me more or less the author of the only book which could help me get away from these Euwe books, which, I admit, are very good for the ordinary club player. But once you've reached a certain strength you get the impression that everything that Euwe writes is a lie."

-- Bent LARSEN, in KEENE, **Nimzowitsch: a reappraisal.**

I still like them! - DrD

"Play your best chess by post..."

-- BCCA

"...In some places words have been replaced by symbols which, like amulets from a witch's bag, have the power to consume the living spirit of chess. The notorious "!!" can never approximate the human emotions which accompany an "excellent move" or a "great idea".

...Oh, those exclamation points! How they erode the innocent soul of the amateur, removing all hope of allowing him to examine another player's ideas critically!"

-- Tigran PETROSIAN

"Most commentaries in chess magazines and books are superficial and sometimes just awful. Once a certain experienced master explained to me how he worked. You put two fingers to the page with text on it and see that there are only moves under them - in other words, it is time to make a comment. You write something like "The Ruy Lopez always leads to a tense, complicated struggle" - and your fee goes up by a rouble.

"The ability to distinguish between real feelings and thoughts and this kind of verbal facade will be of use to you, and not just in chess.

"Often you will find the opposite situation. The author seems to have interesting ideas, but he is not able to illustrate them with decent examples. If a grandmaster is commenting on one of his own games, then there is usually not any problem: his general thoughts are closely tied up with what is happening on the board. But as soon as he starts

writing an article or book on a different theme the difficulties begin, as he may not have suitable material to hand."

-- Dvoretsky

THE ENGLISH SCHOOL OF ANALYSIS:

"The word "combination" means different things to different people."

"... I bid farewell to my readers in the hope that they have formed their own opinion as to the meaning of the word "combination"."

-- Ray KEENE, **The Chess Combination from Philidor to Karpov**

"(3) 'IS IT A SYSTEM...?'

... Ultimately, I suspect, this is a question about which the reader should form his own judgement by study of the original text."

-- Ray KEENE, **Aron Nimzowitsch: A reappraisal**

On advanced ideas:

"After giving a student the basic mating patterns and strategies you must begin giving them advanced concepts. At first these ideas will not make sense, many players will have a vague idea of what you are talking about but nothing more. Even a fragmented understanding of these concepts will prove useful though, and eventually they will improve as these lessons are assimilated by repetition and example."

-- Jeremy SILMAN, **The Amateur's Mind**, 1995

cf.:

"We begin with the hypothesis that any subject can be taught effectively in some intellectually honest form to any child at any stage of development. ... (The "spiral curriculum") ... Is it not possible ... to introduce them to some of the major ... ideas earlier, in a spirit perhaps less exact and more intuitive?"

-- Jerome BRUNER, **The Process of Education**, 1960

For a contrasting view:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

-- Peter MEDAWAR, *The Art of the Soluble*

"What distinguishes a Grandmaster from a master? Chess-lovers often ask questions like that. To many people it seems that Grandmasters simply calculate variations a little deeper. Or that they know their opening theory slightly better. But in fact the real difference is something else. You can pick out two essential qualities in which those with higher titles are superior to others: the ability to sense the critical moment in a game, and a finer understanding of various positional problems."

-- Yusupov, in **Opening Preparation**

" It is often supposed that, apart from their 'extraordinary powers of memory', expert players have phenomenal powers of calculation. The beginner believes that experts can calculate dozens of moves ahead and he will lose to them only because he cannot calculate ahead so far. Yet this is utter nonsense. From my own experience I can say that grandmasters do not do an inordinate amount of calculating. Tests (notably de Groot's experiments) supports me in this claim. If anything, grandmasters often consider fewer alternatives; they tend not to look at as many possible moves as weaker players do. And so, perversely, chess skill often seems to reflect the ability to avoid calculations. It is, in truth, not clear that chess is a game of calculation. Of course there are times when intense calculation is called for, and often the master is better at dealing with these situations than the amateur. No wonder, he has had more practise than the amateur, but all the same his innate calculating ability need not be any greater. Most of the time it is something quite different that is required in chess, something more akin to 'understanding' or 'insight'. "

-- David NORWOOD, **Chess and Education**

"A lot of the difference between an IM and GM is a seriousness to the game. The GM is willing to go through all this. He's willing to put up with anything. This shows his dedication. One other thing is the GMs superiority in tactics. For example Christiansen can find tactics in any position. If you're a GM you should be able to overpower the IM tactically. The GM will often blow out the IM in this area. "

-- Nick de FIRMIAN, in [How To Get Better at Chess : Chess Masters on Their Art](#) by GM Larry Evans, IM Jeremy B Silman and Betty Roberts

EDITORIAL NOTE: This of course contradicts David Norwood's view. While David's opinion is based on research, I think Nick's is the correct one. I have a [wonderful proof](#) of this theorem, but unfortunately this page is too small to hold it. - Dr.Dave.

"Games like this [Penrose-Botvinnik] (and there were plenty in this tournament) impressed on me that 'wanting to win' was perhaps more important than 'playing good moves'."

-- KEENE, **'Becoming a Grandmaster'**.

"At that age (ten), the odd piece here or there often makes little difference. Rather, ingenuity and the will to win may prove decisive."

-- ZAK, **Improve your chess results.**

"Combinative vision manifests itself at an early age, and children are quick to notice and execute combinations which chance to turn up. Preparing combinations, however, is more difficult for them."

-- ZAK, **Improve your chess results.**

"Many players, even of a high calibre, will assert, half jokingly and half seriously, that a difficult labour of analysis can be replaced by intuition. 'I played this move in a flash - it was obvious it couldn't be bad' is the sort of thing we often hear in a post-mortem."

"Criticising such a policy is not simple - not after it has just been successful! [...] Instead of appraising the state of struggle on the basis of precise calculation, Black makes a move, which on general considerations, is wholly in the spirit of the position - a flank attack is countered by a break in the centre. Yet in chess there are no axioms."

-- ZAK, **Improve your chess results.**

"One of the main aims has been to highlight the differences in approach between a Grandmaster and a weaker player, and to try and narrow the gap. To some extent this comes down to technical matters - more accurate analysis, superior opening knowledge, better endgame technique and so forth; but in other respects the difference goes deeper and many readers will find that they need to rethink much of their basic attitude to the game. One example of this would be the tremendous emphasis which is placed on the dynamic use of the pieces, if necessary at the expense of the pawn structure, or even of material. This is no mere question of style; it is a characteristic of the games of all the great players."

-- Peter Griffiths, Introduction to **Secrets of Grandmaster Chess.**

"Openings teach you openings. Endgames teach you chess!"

-- Stephan Gerzadowicz, US Postal Chess Master

"In order to improve your game, you must study the endgame before everything else, for whereas the the endings can be studied and mastered by themselves, the middle game and the opening must be studied in relation to the endgame."

-- Jose Raul Capablanca, World Champion 1921-1927

[[More endgame quotes?](#)]

Quotes on: | [Chess](#) | [Life](#) | [Play](#) | [Players](#) | [Openings](#)

Playing a game of chess

"Chess is 99% tactics"

-- Richard TEICHMANN

[More [Tactics Quotes?](#)]

"Those who say they understand chess, understand nothing"

-- Robert HUBNER

*"The most important feature of the chess position is the activity of the pieces. This is absolutely fundamental in all phases of the game (opening, middlegame and **especially** endgame). The primary constraint on a piece's activity is the Pawn structure."*

-- Michael STEAN, in **Simple Chess**.

"...only the player with the initiative has the right to attack"

-- Wilhelm STEINITZ

"no one ever won a game by resigning"

(Unfortunately origin unknown)

"A good sacrifice is one that is not necessarily sound but leaves your opponent dazed and confused"

-- Rudolph SPIELMANN

Remember Soltis' immortal words:

"Pawns are born free, yet are everywhere in chains..."

-- rkennedy@freenet.columbus.oh.us (Rick Kennedy)

"Modern chess is too much concerned with things like pawn structure. Forget it - checkmate ends the game"

-- Nigel SHORT

"Only a good bishop can be sacrificed, a bad bishop can only be lost."

-- Yuri RAZUVAYEV. Source: Gennady Nesis, Tactical Chess Exchanges, foreword. [via Ari Makela]

"The great master places a Knight at e5; mate follows by itself."

"Some Knights don't leap - they limp."

"A chess game is divided into three stages: the first, when you hope you have the advantage, the second when you believe you have an advantage, and the third... when you know you're going to lose!"

-- Savielly Tartakower

"Black is now in desperate need of a good idea. Or, to put it standard chess notation, +-"

-- DVORETSKY and YUSUPOV, Opening Preparation

"Whereas the tactician knows what to do when there is something to do, it requires the strategian to know what to do when there is nothing to do"

-- Gerald ABRAHAMS (this seems to be fairly free translation of one of TARTAKOVER's aphorisms).

"It is not a move, even the best move, that you must seek, but a realisable plan"

-- Eugene A. ZNOSKO-BOROVSKY.

I have formulated a rule for myself which I call *the principle of the worst piece*:

"In positions of strategic manoeuvring (where time is not of decisive importance) seek the worst-placed piece. Activating that piece is often the most reliable way of improving your position as a whole."

-- Mark DVORETSKY & Artur Yusupov, Positional Play [and see below!]

"In the eighteenth century they announced their first rule: "Sortez les pieces" - "Get the pieces out". "It took a hundred years before a new rule was announced. Anderssen, the winner of the first International Tournament, that of London, 1851, said:

"Move that one of your pieces, which is in the worst plight, unless you can satisfy yourself that you can derive immediate advantage by an attack"

"A few decades went by [...] the masters evolved a "public opinion":

Avoid the moves of Pawns in the Opening as far as possible.

"I have added to these principles the law: Get the Knights into action before both Bishops are developed."

-- LASKER, Manual of Chess (second book)

"A draw can be obtained normally by repeating three moves, but also by one bad move."

"The winner of the game is the player who makes the next-to-last [mistake](#)"

-- TARTAKOVER

*" "There are no hopeless positions;
there are only inferior positions that can be saved.*

*There are no drawn positions;
there are only equal ones in which you can play for a win.*

*But at the same time, don't forget that there is no such thing as a
won position
in which it is impossible to lose."*

-- Grigory SANAKOEV (via Peter Lane)

36. Ne1?

"Well, well. IM (and correspondence GM) Douglas Bryson once told me that he almost never plays a game that flows smoothly from start to finish; there is always a "moment" of sorts where someone misses a big defensive opportunity or the nature of the position changes more than one might reasonably expect. This was such a "moment"."

-- Jonathan Rowson British Chess Magazine October 1999 p.553

"I wasn't sure what square to take the rook to. Because there were three alternatives (e8, d8 and c8), I decided to go for the middle one."

-- Timman, NIC 1998 No 2. (via Mark Brodie)

" I have also heard that GM Oscar Panno said that -whenever you have to make a rook move and both rooks are available for said move- you should evaluate which rook to move and, once you have made up your mind... MOVE THE OTHER ONE!!! "

-- Oscar PANNO (via PEDRO HEGOBURU)

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one' "

-- Richard RETI.



COOL TIP: What does Reti mean? *He was one of the strongest players of his day, but surely grandmasters are superb calculators! Yes, they are, but often they do not need to calculate something from scratch, because they recognise the type of position they are in, and they know what to play in that sort of position. All the calculating has been done before by someone else, and once you are shown how it works, you can use it and apply it in your own games. It's all about recognising and making judgements about patterns, so as you read the notes and ideas elsewhere on these pages, what you should be doing is seeing and remembering patterns.* -- Dr. Dave.

"The idea comes before the logical argument."

-- Gerald ABRAHAMS

Good positions don't win games, good moves do.
[Gerald ABRAHAMS]

I've wasted a Black.
[ABRAHAMS, after drawing a game with the Black pieces]

You can retreat pieces... but not pawns. So always think twice about pawn moves.
[Michael STEAN, in **Simple Chess**]

Open files can be used by both players. The chess player, not being an unselfish advocate of equal opportunity, naturally prefers a one-way system.
[Michael STEAN, in **Simple Chess**, on half-open files]

all from **Peter BALLARD**

"The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?"

-- Reinfeld, to Thomas-Euwe, Carlsbad 1929.

[The terminology is: **Combinations**

- Mating
 - direct mate
 - break-up
 - penetrative
 - lateral
- open-field
 - for material gain
 - focal-point
 - pinning
 - unmasking
 - overload
 - obstructive
 - desperado
 - cumulative
- compound
- endgame
 - forcing
 - advancing
 - promotion

]

To compare with Reinfeld's observation:

" Muscular dystrophy ... was never seen until Duchenne described it in the 1850s. By 1860, after his original description, many hundreds of cases had been recognised and described, so much so that Charcot said:

'How is it that a disease so common, so widespread, and so recognisable at a glance - a disease which has doubtless always existed - how is it that it is recognised only now? Why did we need M. Duchenne to open our eyes?'

"

-- Oliver Sachs, in **The man who mistook his wife for a hat.**

"The scheme of a game is played on positional lines, the decision of it is, as a rule, effected by combinations. This is how Lasker's pronouncement that positional play is the preparation for combinations is to be understood."

-- Richard RETI

"It is the aim of the modern school, not to treat every position according to one general law, but according to the principle inherent in the position."

-- Richard RETI

"On a motif such as was indicated by Reti one cannot build the plan of a whole well contested game; it is too meagre, too thin, too puny for such an end. Reti's explanations, wherever they are concerned with an analysis which covers a few moves, are correct and praiseworthy. But when he abandons the foundations of analysis in order to draw too bold, too general a conclusion, his arguments prove to be mistaken."

-- LASKER, Manual of Chess

(after **1 d4, Nf6; 2 c4, g6; 3 Nf3, Bg7; 4 g3, O-O; 5 Bg2, d6; 6 O-O, c5; 7 Nc3, Nc6; 8 d5, Na5**)

"Many are of the opinion that the Knight on QR4(a5) does not participate fully in the struggle, while others hold that, on the contrary, in view of Black's coming Q-side pawn advance and pressure against White's QB4(c4), his position is quite satisfactory. These debates are futile. The important thing is to see clearly what is positive and what is negative in the position of the Knight, and act accordingly when choosing a strategic plan."

-- MAROVIC and SUSIC

"Chess is above all a fight"

-- Emanuel LASKER.

"During a chess competition a chessmaster should be a combination of a beast of prey and a monk."

-- Alexander ALEKHINE

From: Dan Scoones

Moments when you should sense DANGER in chess:

1. There has been a change in the pawn structure. Your opponent has 8 and you don't have any.
2. Your opponent begins to throw pawns at your eyes.
3. You have a position won but your opponent has a gun.
4. The Director tells you not to bother turning in your scoresheet after the game.
5. Before game begins you notice your opponents 1st [initials](#) are 'GM'.
6. After completing your development you sense your opponent playing the endgame.
7. Just as you make your opening move your opponent announces mate in 11.
8. You don't control any squares at all.
9. Your draw offer sends all the people watching your game into uncontrollable laughter.
10. Your opponent has 3 bishops.

I don't know the composer of this - anyone?

"Before the endgame, the Gods have placed the middle game. "

-- Siegbert TARRASCH

*"Well, hmmm, endgames, yes, they are important,
Yaaaaawwwwnnnn!"*

-- [Norbert FRIEDRICH](#)

"If you have any doubt what to study, study endgames. Openings teach you openings. Endings teach you chess."

-- Stephan GERZADOWICZ, **Thinker's Chess**.

"To play with correctness and skill the ends of games, is an important but a very rare accomplishment, expect among the magnates of the game."

-- Howard STAUNTON, **The Chess-Players' Handbook** 1847 (*Plus ca change...*)

Quotes on: | [Chess](#) | [Coaching](#) | [Life](#) | [Players](#) | [Openings](#)

Chess players

"Who is your opponent tonight?"

"Tonight I am playing against the Black pieces"

-- A. RUBINSTEIN (via ilias kastanas)

About the Deeper Blue-Kasparov match (1997):

*" I just think we should look at this as a chess match," he said,
"between the world's greatest chess player and Garry Kasparov. "*

-- Louis GERSTNER, IBM Chairman (via Peter Lane)

*" Reti studies mathematics although he is not a dry mathematician;
represents Vienna without being Viennese; was born in old Hungary
yet he does not know Hungarian; speaks uncommonly rapidly only in
order to act all the more maturely and deliberately; and will become
the best chessplayer without, however, becoming world champion. "*

-- TARTAKOVER, **Hypermodern Chess**

*"When Garri Kasparov wrestles with his conscience, he always wins.
It's what he's best at."*

-- Dominic LAWSON

"Excellence at chess is one mark of a scheming mind."

-- A. Conan Doyle (in the mouth of Sherlock Holmes)

from Stanton Nesbit

"Chess, like the tomb, levels all grades of conventional rank and distinction and reserves its high places for the best players."

-- GEORGE WALKER

"It has been said -- and is probably not true -- that every great man has been a chess player. But was there ever a chess player who was also a great man? Of course not and never will be. It is impossible. Great skill at chess is not a mark of greatness of intellect but of a great intellect gone wrong."

-- NEW YORK MORNING TELEGRAPH

"As one by one I mowed them down, my superiority soon became apparent."

-- CAPABLANCA, **My Chess Career**

(You could look at that statement as astounding egotism or the simple truth, and either way I guess you'd probably be right. - Timothy Hanke)

"Have you ever seen a chess article without a brilliant example of the author's own play? 'Silly question,' you will say. Quite."

-- Razuvayev, introducing Razuvayev-Bagirov 1982

"As Olafsson showed me, White can win... It's hard to believe. I stayed up all night analysing, finally convincing myself, and, incidentally, learning a lot about Rook and Pawn endings in the process."

-- FISCHER

When asked, "How many moves do you see ahead?", CAPABLANCA replied:

"One move - the best one." ()*

Similarly, when asked, "How is that you pick better moves than you opponents?", ALEKHINE responded:

"I'm very glad you asked me that, because, as it happens, there is a very simple answer. I think up my own moves, and I make my opponent think up his."

(*) According to Horowitz + Reinfield's "How to think ahead in Chess" (published in the 1940's I believe), it is attributed to someone who BEAT Capa. - Peter Ballard

I have also seen it attributed to Tarrasch! - DrD

"Deux fous gagnent toujours, mais trois fous, non!"

-- Alexander ALEKHINE, on the advantage of the Two Bishops at amateur level

"Style, I've got no style."

-- Anatoly KARPOV.

"Tal doesn't move the pieces by hand; he uses a magic wand."

-- RAGOZIN. Source: J. Hajtun: Selected Chess Games of Mikhail Tal, p. 9.

"Do you realize, Fischer almost never has any bad pieces. He exchanges them, and the bad pieces remain with his opponents. "

-- Yuri BALASHOV. Source: Gennady Nesis, Tactical Chess Exchanges, foreword.

all via Ari K. Makela, <http://nic.funet.fi/~arimakel/>

"My style is somewhere between that of Tal and Petrosian"
[made in all seriousness by RESHEVSKY in **Great Chess Upsets**]

"Why must I lose to this idiot?"
['Alekhine', says Peter, but I heard it was NIMZOVITCH - DR]

"Winning isn't everything... but losing is nothing"
[MEDNIS, on the importance of fighting for a draw]

In chess, at least, the brave inherit the earth.
[Edmar MEDNIS, commenting on Tal]

Normally we'd draw the curtain here, but I just wanted to see what he'd play next.
[FISCHER, on delaying resignation]

No game was ever won by resigning.
[TARTAKOVER?]

If your opponent offers you a draw, try to work out why he thinks he's worse off.
[Nigel SHORT]

all from **Peter BALLARD** - Thanks, Peter!

"Later, ... I began to succeed in decisive games. Perhaps because I realised a very simple truth: not only was I worried, but also my opponent."

-- Mikhail TAL

Here are some of the questions and answers to an examination paper in chess that was given some time ago by Dr. TARRASCH. (...)

Q: What is the object of playing a gambit opening?

A: To acquire a reputation of being a dashing player at the cost of losing a game.

Q: Account briefly for the popularity of the Queen Pawn Opening in matches of a serious nature.

A: Laziness.

Q: What is the duty of an umpire where a player wilfully upsets the board?

A: Remove the bottle.

Q: What exceptional circumstances will justify the stopping of clocks during a tournament game?

A: Strangling a photographer. "

-- *Chess Review*, 1935.

"When it is so freely asserted that Morphy's style was all genius and inspiration ... Morphy possessed that most profound book knowledge of any master of his time, and never introduced a single novelty, whereas since his day the books have had to study the players...

We may all learn from Morphy and Anderssen how to conduct a King's side attack, and perhaps I myself may not have learnt enough. But if you want to learn how to avoid such an attack, how to keep the balance of the position on the whole board and how to expose the King and invite a complicated attack that cannot be sustained in the long run, then you must go to the modern school for information...

The progress of age can no more be disputed than Morphy's extraordinary genius."

-- Wilhelm STEINITZ

"The captain was a good chess player, and the games with him were always interesting. Yossarian had stopped playing chess with him because the games were so interesting that they were foolish."

-- Joseph HELLER, **Catch-22**

"No fool can play chess, and only fools do."

-- GERMAN

"You may knock your opponent down with the chessboard, but that

does not prove that you are the better player."

-- ENGLISH

(from Marc Lowrance)

From: johnnymc@news.rio.com (John McMenamin)

Here's my entry to this mess:

"Skeletons of mice are often to be found in coconuts, for it is easier to get in, slim and greedy, than to get out, appeased but fat."

-- Viktor KORCHNOI

I have a quote I would like to share by an average tournament player.

After 3 dismal rounds, losing to three lower-rated players, he withdraws from the January Swiss. He appears an hour later, I asked him what brings you back. He states:

"I not only lost my shirt at this tournament, but I left my coat as well."

-- David LENHART: dalen@delphi.com

"Henry won fo much at Cheffe of Louis the King's eldest fon, as hee growing into Choller, called him the fonne of a Baftard, and threw the cheffe in his face. Henry takes vp the Cheffe-board, and ftrake Louis with that force as drew bloud."

-- DANIEL's **The Collection of the History of England**, 1621

rook@islandnet.com (Dan Scoones)

from: **The Psychology of the Chess Player** -- Reuben FINE (the man who put the 'anal' into analysis)

"Chess is a contest between two men in which there is considerable

ego-involvement. In some way it certainly touches upon the conflicts surrounding aggression, homosexuality, masturbation and narcissism which become particularly prominent in the anal-phallic phases of development. From the standpoint of id psychology, Jones' observations can therefore be confirmed, even enlarged upon. Genetically, chess is more often than not taught to the boy by his father, or a father-substitute, and thus becomes a means of working out the son-father rivalry."

So now you know... It's easy to be dismissive of this, but if you [don't think there's anything in it](#), and are not easily offended, then I invite you to look at a few [statements](#) quoted in Dominic Lawson's **The Inner Game**. The most obvious caution against a psychodynamic interpretation of chess is that Short's anal rape fantasies here seem anything but "unconscious" or "repressed"!

> Does anybody know the etymology of skittles?

*"Once in a Moscow chess club I saw how two first-category players knocked pieces off the board as they were exchanged, so that the pieces fell onto the floor.
It was as if they were playing skittles and not chess!"*

-- **Think Like A Grandmaster** by Alexander KOTOV

Michael Trent, michael@shogi.demon.co.uk

Quotes on: | [Chess](#) | [Coaching](#) | [Life](#) | [Play](#) | [Openings](#)

Chess openings

"Nothing excites jaded grandmasters more than a theoretical novelty"

-- Dominic LAWSON

*"Never go in against a Sicilian when *death* is on the line!"*

-- from **The Princess Bride** (via Christine Malcom)

"...the initial position is decisive Zugzwang."

-- Jon Speelman, **The Observer** Sunday 9 June 1996

"After black's reply to 1.e4 with 1..e5 leaves him always trying to get into the game"

-- Howard STAUNTON

"After white's reply to 1.e4 e5 with 2.f4 the game is in its last throes"

-- Howard STAUNTON

From: een6cmm@electeng.leeds.ac.uk (Michuk)
Subject: Re: Best Chess Sayings of them all

...which of course was superceded by the more famous:

"After 1.e2-e4 White's game is in its last throes!"

-- Julius BREYER

*All openings are sound below master level.
[LOMBARDY?]*

Choose an opening... which is sound, regardless of fluctuations in current theory.

[HOROWITZ and REINFIELD, in recommending the Sicilian Dragon(!)]

when I'm white I win because I am white, when I'm black I win because I am Bogulyubov"

all from **Peter BALLARD**

A quote from Richard RETI's **Masters of the Chessboard**(p 395):

"In general, it can be established that there are two defenses against 1. e4, which make it absolutely impossible for the first player to take

any initiative, and which give Black such an even game, without any difficulties at all, that it has now become useless in practice, since these defenses are generally known. They are the Caro-Kann Defense and the variation of the French Game: 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 dxe4."

Glad that's settled! :-)) -- Randy Pals

"I have never in my life played the French Defence, which is the dullest of all openings"

-- STEINITZ

From: arimakel@cc.Helsinki.FI (Ari Kalevi Makela)

"Like us as Black", beg the chess pieces, " and you will anyway like us as White"

-- Isaac BOLES LAVSKY

"Always deploy," says Franklin K. Young, "so that the right oblique can be readily established in case the objective plane remains open or becomes permanently located on the centre or on the King's wing, or that the crochet aligned may readily be established if the objective plane becomes permanently located otherwise than at the extremity of the strategic front."

If this is somewhat obscure (and I see no reason to believe otherwise), the conclusion it reaches is stated in limpid prose by the same writer:

"The best initial move for white is 1. P-K4."

-- from **Logical Chess** by Irving CHERNEV

"I don't know what I am going to play, so how can she know what I am going to play!"

-- GM Arthur Bisguier, commenting on the virtues of opening preparation. (via Rachel Landry)

Quotes on: | [Chess](#) | [Coaching](#) | [Life](#) | [Play](#) | [Players](#)

Chess and life

"Luzhin, preparing an attack for which it was first necessary to explore a maze of variations, where his every step aroused a perilous echo, began a long meditation: he needed, it seemed, to make one last prodigious effort and whe would find the secret move leading to victory. Suddenly, something occurred outside his being, a scorching pain - and he let out a loud cry, shaking his hand stung by the flame of a match, which he had lit and forgotten to apply to his cigarette. The pain immediately passed, but in the fiery gap he had seen something unbearably awesome, the full horror of the abysmal depths of chess. He glanced at the chessboard and his brain wilted from hitherto unprecedented weariness. But the chessmen were pitiless, they held and absorbed him. There was horror in this, but in this also was the sole harmony, for what else exists in the world besides chess?"

-- Vladimir NABOKOV, **The Defence**.

"I find that chess is very useful when travelling alone in Turkey. ...Take yourself to the nearest teahouse. Order a glass of tea, and another or Raki, and set up a chess problem. Within seconds Turks will appear. they won't play chess with you, but it starts a conversation.

"I did this once and someone asked, "Can I practise my English with you?" His first question was: "How many princesses have you slept with?" So now you see the point of chess."

-- Bryan SEWELL

"At that time two opposing concepts of the Game called forth commentary and discussion. The foremost players distinguished two principal types of Game, the formal and the psychological."

-- Hermann Hesse, **The Glass Bead Game**

"If chess is a science, it's a most inexact one. If chess is an art, it's too

*exacting to be seen as one. If chess is a sport, it's too aesoteric. If chess is a game, it's too demanding to be *just* a game. If chess is a mistress, she's a demanding one. If chess is a passion, it's a rewarding one. If chess is life, it's a sad one. "*

-- pinched from <http://freedom.NMSU.Edu/~jdenman/>

(another personal favourite)

" A combination composed of a sacrifice has more immediate effect upon the person playing over the game in which it occurs than another combination, because the apparent senselessness of the sacrifice is convincing proof of the design of the player offering it. Hence it comes that the risk of material, and the victory of the weaker material over the stronger material, gives the impression of a symbol of the mastery of mind over matter. "

Now we see wherein lies the pleasure to be derived from a chess combination. It lies in the feeling that a human mind is behind the game dominating the inanimate pieces with which the game is carried on, and giving them the breath of life. We may regard it as an intellectual delight, equal to that afforded us by the knowledge that behind so many apparently disconnected and seemingly chance happenings in the physical world lies the one great ruling spirit - the law of Nature. "

-- Richard RETI, *Modern Ideas in Chess*.

*"The chess-board is the world,
the pieces are the phenomena of the Universe,
the rules of the game are what we call the laws of Nature,
The player on the other side is hidden from us."*

-- Thomas HUXLEY (1825-1895).

This issue's Colemanballs selection:

"Football today, it's like a game of chess. It's all about money."

NEWCASTLE UNITED FAN, Radio 5 Live

(R. Webb)

<http://www.intervid.co.uk/intervid/eye/868/cmanball.html>

"A discussion between the top management of the firm Audi and grandmasters Darga, Schmid and Pflieger dealt with the similarities and differences between chess-oriented thinking and the thinking processes required in business, and in particular whether one can benefit from the other. The question arose as to how a chess master actually discovers his moves. Dr. Pflieger was of the opinion that in the last analysis nobody fully knows the reasoning by which he arrives at a certain move. Schmid disagreed emphatically, stating that he knew very well why he played his moves!"

-- PFLEGER and TREPPNER, **Chess: the mechanics of the mind**

"THE KING

*The King himself is haughtie care,
Which ouerlooketh all his men,
And when he seeth how they fare,
He steps among them now and then,
Whom when his foe presumes to checke,
His seruants stand, to giue the necke.*

THE QUEENE

*The Queene is queint, and quicke conceit,
Which makes her walke which way she list,
Ans rootes them up, that lie in wait,
To worke hir treason ere she wist:
Hir force is such against her foes,
That whom she meets, she ouerthrowes...*

THE PAWNES

*The Rookes poore Pawnes, are sillie swaines,
Which seldom serue, except by hap,
and yet those Pawns, can lay their traines,
To catch a great man, in a trap:
So that I see, sometime a groome
May not be spared from his roome.*

THE KNIGHT

*The Knight is knowledge how to fight
against his Princes enimies,
He neuer makes his walke outright,
But leaps and skips, in wilie wise,
To take by sleight a traitrous foe,
Might slilie seek their ouerthrowe.*

THE BISHOP

*The Bishop he is wittie braine,
That chooseth crossest pathes to pace,
And euermore he pries with paine,
To see who seekes him most disgrace:
Such straglers when he findes astaie,
He takes them up, and throws awaie.*

THE ROOKES

*The Rookes are reason on both sides,
Which keepe the corner houses still,
And warily stand to watch their tides,
By secret art to worke thier will,
To take sometime a theefe unseen,
Might mischiefe mean to King or Queene."*

-- Nicholas BRETON (1542-1626), **The Chesse Play**.

"O life, what art thou? Life seldom answers this question. But her silence is of little consequence, for schoolmasters and other men of good will are well-qualified to answer for her. She is, they inform us, a game. Which game? Bagatelle? No, life is serious, so not bagatelle, but any game that -- er -- is not a game of chance; not Baccarat, but Chess; or, in moderation, Bridge; yes, or better still Football with its goals and healthy open-air atmosphere and its esprit de corps;...

"Let is therefore turn to games of skill, and in the first place to Chess."

"I play the Evans.

"The invention of a naval officer, the Evans Gambit is noted for its liquidity. A heavy current rapidly sets in from the South-West and laps against the foundations of Black's King's Bishop's Pawn. The whole surface of the board breaks into whirlpools. But sooner or later out of

this marine display there rises a familiar corpse. It is mine. Oh, what have I been doing, what have I been doing? The usual thing. Premature attack, followed by timidity. Oh, why didn't I move out my Rook's Pawn? Because as always I was misled by superficial emotion. No, not as always. It must be that the Evans doesn't suit my style. Hence-forward I play Old Stodge.

"I do so. There is nothing liquid about Old Stodge. He smacks of the soil. On either side runs a dreary ridge of Knights and Bishops. Between them is a plain (whence the term of Giuoco Piano) where the Pawns butt one another like rams. The powers of earth move slowly to the shock, then topple over with alternate and uninspiring thuds. It's supposed to be an exchange. But when the lines of the new landscape emerge from the dust, what familiar corpse is disclosed? Mine. Oh, what have I been doing? The usual thing. My character has come out. If I go down to the depths of the sea it is there, if I seek the heart of the hills it is there also. Chess, which severely eliminates accident, is a forcing house where the fruits of character can ripen more fully than in life. In Life we can always blame the unknowable for our failures, wave the hand to some horizon, shake the fist at some star. But surely when we make the same mistakes in the Evans, Old Stodge, the choice of a tie, a row in the office and a love affair, the same defect must be to blame -- character; for which, the men of goodwill hasten to remind us, we are entirely and eternally responsible.

"Since there are two elements, in life, the uncontrollable and that which we are supposed to control; and since games of chance exaggerate the former and chess the latter -- what game reflects their actual proportion?"

-- E.M.FORSTER, **Abinger Harvest**, a collection of essays.

"There are two classes of men; those who are content to yield to circumstances and who play whist; those who aim to control circumstances, and who play chess."

-- Mortimer COLLINS.

XLVIX.

"'Tis all a Chequer-board of Nights and Days

*Where Destiny with Men for Pieces plays:
Hither and thither moves, and mates, and slays,
And one by one back in the Closet lays. "*

Rubaiyat of Omar Khayyam

Rendered into English Verse by Edward Fitzgerald, First Edition

<http://www.teachersoft.com/Library/poetry/fitzgrld/chapt01.htm>

*"Impotent Pieces of the Game He plays
Upon this Chequer-board of Nights and Days;
Hither and thither moves, and checks, and slays,
And one by one back in the Closet lays. "*

-- Fifth edition, <http://www.nmaa.si.edu/vedder/slide37p.html>

There are other editions, and other translations, but none, I think, on the Web.

"She hung up and I set out the chess board. I filled a pipe, paraded the chessmen and inspected them for French shaves and loose buttons, and played a championship tournament game between Gortchakoff and Meninkin, seventy-two moves to a draw, a prize specimen of the irresistible force meeting the immovable object, a battle without armour, a war without blood, and as elaborate a waste of human intelligence as you could find anywhere outside an advertising agency."

-- Raymond CHANDLER, **The Long Goodbye**, Chapter 24, final sentences.

"It was night. I went home and put my old house clothes on and set the chessmen out and mixed a drink and played over another [Capablanca](#). It went fifty-nine moves. Beautiful, cold, remorseless chess, almost creepy in its silent implacability.

When it was done I listened at the open window for a while and smelled the night. Then I carried my glass out to the sink sipping it and looking at my face in the mirror.

'You and Capablanca,' I said."

-- Raymond CHANDLER, **The High Window**, final sentences.

Quotes on: | [Chess in general](#) | [Coaching](#) | [Play](#) | [Players](#) | [Openings](#)

XXX Note: By the way, I.M. George is distinguished [local player](#)! Ian isn't actually an IM but he won the West of England Championship last year (1995).

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [E-MAIL](#)

Back to [Chess Coaching Page](#)



This document (quotes.html) was last modified on 26th Jan 97 by

[Dr. Dave](#)

Exeter Chess Club: Cool Tips

- [Tips on the opening](#)
 - [Cool Tip: All rules are made to be broken](#)
 - [COOL TIP: how to choose an opening](#)
 - [Cool tip: I often play 1 e4, e5...](#)
- [Tips on the middle game](#)
 - [COOL TIP: where should I put my pieces?](#)
 - [COOL TIP: how do you avoid blunders?](#)
 - [COOL TIP: how do you decide on a move?](#)
 - [COOL TIP: How to analyse](#)
 - [COOL TIP: how do you keep track of...](#)
 - [Cool tip: what is a plan?](#)
- [Cool Tips from the masters on the endgame](#)
- [Cool Tips from the masters on training and practical play](#)



Look for Cool Tips in other handouts. If you know one, let me know!

Tips on the opening

Cool Tip: All rules are made to be broken, (including that one).

"don't move pieces twice in the opening". So what if a game goes 1 e2-e4, e7-e5; 2 Ng1-f3, Qh4. Is White supposed to ignore the queen and develop another piece with 3 Bf1-c4? No, of course you take the queen and think yourself lucky! A better example is in the opening line 1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Nf6. White can play a number of moves here, but one common line is to go 4 Ng5. This gives Black a number of problems, although it's likely that the game will turn out fairly level. So what's happened to the rule? When I say "*don't move pieces twice in the opening*", I really mean "*it's usually not a good idea to move pieces twice in the opening, so unless you have got a really good reason for moving a piece twice, get on with developing your other pieces*". O.K?

COOL TIP: how to choose an opening

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game"

- RICHARD RETI

Cool tip: I often play 1 e4, e5; 2 Nf3, Nc6; [3 Bc4, Bc5]; 4 d3, Nc6; 5 Nc3, d6 but this often gives a slow, stodgy game and I never get any ideas.

Beginners often play **1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 d3, Nc6; 5 Nc3, d6**. This is the *Guioco Pianissimo*, the 'very quiet game', and can lead to rather slow and stodgy play. The liveliest line of it is Canal's variation, 7 Bg5, h6; 8 Bxf6, Qxf6; 9 Nd5 and now 9...Qg6 is fun but the best line is 9...Qd8, when Black can equalise. If you must play this line, there are some notes [elsewhere](#).

Far from quiet is the line starting **1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 c3**. White is threatening to occupy the centre and roll forward: Fine gives a sample line 4... Nf6; 5 d4, exd4; 6 cxd4, Bb6? 7 d5, Nb8; 8 e5 Ng8 (*yeuch*); 9 O-O, Ne7; 10 d6 (*zok*) Ng6; 11 Ng5 (*pow*) O-O; 12 Qh5 and Black must give up his queen to avoid mate.

Black must hit back quickly with **6...Bb4+ 7 Bd2, Bxd2 8 Nbx d2 d5!** or **7 Nc3, Nxe4; 8 O-O, Nxc3; 9 bxc3, d5!** with equal chances, e.g. **7 Bd2, Bxd2; 8 Nbx d2, d5! 9 exd5, Nxd5; 10 Qb3, Nce7; 11 O-O, O-O; 12 Ne4, c6; 13 a4, Qc7; 14 Re1, Qf4** (diagram). This open attacking game is what I recommend you play as White or Black while you are learning chess.



If you are feeling frisky as White you can try **6...Bb4+ 7 Nc3** since **7...Nxe4; 8 O-O, Nxc3?! 9 bxc3, Bxc3? 10 Ba3!** leads to a terrific attack. These lines are just examples, as the game is far from over, and both sides have alternative moves to the lines considered. They are all likely to be more to your taste than the flat Nf3/Nc3/Nc6/Nf6 formations.



COOL TIP: Another line to give the Guiooco Piano a bit of fizz is *Evans' Gambit*, 4 b4!? The gambit accepted is exciting: **4...Bxb4; 5 c3, Ba5; 6 d4** when White is a move up on his plan in the 4 c3 line, but this has cost him a pawn. The gambit may be declined by 4...Bb6.

Tips on the middle game

COOL TIP: Where should I put my pieces?



KING: tuck it away during the opening, by castling as a rule to get the rook out as well. But in the endgame, the King becomes a strong attacking piece, and can make raids on the opponent's Pawns, and guide your own Pawns through to be Queens. Because of course, with only a few pieces on the board, there is less danger of a middle-game attack, and then the King needn't hide. It becomes more like any other piece, and should be moved into the centre of the board to attack or defend as

necessary.



QUEEN: Not very useful right at the start, but always powerful. Place it near the centre in the opening, behind the minor pieces - e2,d2 or f2/c2 are good squares ready to jump out to make a raid. After some pieces have been exchanged, or you have a clear advantage, you can move the Queen further towards the little centre (e4,d4,e5,d5).



ROOK: Rooks must have open lines. This may take some time to arrange, and because they can be chased by minor pieces they are best place in waiting (like the Queen) on the central e- and d-files. Later, they can move strongly up the board using these central files - for example, in the middle game, to e3 and then move over to g3 to help attack the Black King, or right up to the seventh rank on e7 or d7, where it can attack pawns right along the opponent's second rank.

This control of the seventh rank is very powerful, particularly in the endgame if your opponent's King is stuck on the last rank (a8-h8). Rooks work even better in pairs for example, by putting them on e1 and e2 they can control the e-file and then often Black cannot swap off by playing their own Rook to e8. Even stronger is to control the seventh rank with eg. Rooks on d7 and e7, where they can gobble up pawns (and often Kings, by moving one Rook to the back rank).



BISHOP: also needs open lines. The long diagonals a1-h8 and h1-a8 are useful, but often it is more important to point them at your opponent's king side, for example, by putting them on c4 and e3. Two bishops side by side can be very powerful, and can act from the safety of their own lines; Bishops on b1 and c1 are known as Horwitz Bishops.



KNIGHT: The short-stepping Knight can get left behind if the battle moves away, so the best bet is to keep them in the centre. Elsewhere I have described why they are often best placed on c3 and f3 in the opening. Later, e5 and d5 are useful squares to occupy when they can threaten Pawns on c7/f7 and pinned Knights on c6/f6. They may be driven away from e5/d5 by pawns; best are squares where the opponent cannot or dare not chase them with pawns. If Black has moved his

Pawns from c7 to c5 and from e7 to e5 then a Knight on d5 can never be driven away, only exchanged for another piece. When this happens, you can try to recapture with another piece which also cannot be driven off. But another good square for a Knight, when pawns are on e4 and e5, is f5: here it threatens the pawn on g7, and if ever Black pushes it away with g6 then a hole appears on h6 for the Knight to hop into, perhaps giving check.



PAWNS: You will have to move some pawns to get your pieces out, and you can try to dominate the centre with pawns on e4 and d4 (perhaps with c4 and/or f4). But the pawns in front of your castled King form a solid wall on f2/g2/h2, and those on a2/b2/c2 are probably OK where they are too. So, oddly, pawns are often well-placed where they are at the start of the game. **Every pawn move loosens the position:** if you move the pawn on g2 to g3, you immediately

get holes at f3 and h3. Moving a pawn from f2 to f3 not only takes away the best square for your Knight, which is a good defender of the pawn on h2, but also opens up a check to your King from h4, or c5 after castling. When the endgame appears, one side or the other will have to win material to win by queening a Pawn or at least threatening to. Then Pawns can be moved more freely, to block opposing Pawns, to create and support extra or passed Pawns of their own side, and to keep out the opponent's pieces including their King.

COOL TIP: how do you decide on a move?

Things to ask yourself about your intended move:

"What wonderful things does this move do for my position?"

Avoid the quick, lazy move. This is one move that will almost always turn out to be the losing blunder.

Nothing freaks out the amateur player more than the threat of an attack against the King [...] Funnily enough, it is then not the opponent's King's-side attack that wins the game but rather the amateur's lack of threats due to his having given up on his own plans.

Take nothing for granted. Don't feel or hope that some line is good or bad. Make sure that it is!

Always expect your opponent to see your threat and make the best reply.

Play to win against anyone and everyone. [...] Play without fear (after all, we are all going to lose lots of games, so there is nothing to be afraid of, is there?) and you will instil fear into your opponents. "

-- SILMAN, **The Amateur's Mind, and Re-assess your Chess**

COOL TIP: how do you avoid blunders?

After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this fresh look, then you move.

Blumenfeld's rule:

"It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation: -

When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a

mate in one on, or left a piece or a pawn to be taken. Only when you have convinced yourself that there is no immediate catastrophe for you should you make the planned move."

-- KOTOV



"You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look. there are two basic ways of mishandling the method:

I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything **at the start** of your thinking. You are not checking *conclusions* - you are checking **assumptions**. [If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while.]

The second useless way of implementing Blumenfeld's rule is to carry on thinking about the position. You see players with two, three, maybe four moves written down and crossed out over the course of fifteen minutes. This is hopeless indecision. You write the move down **once you have decided on it**. You then check it **in case it is a blunder** - not to see if you prefer another move. If there is **nothing obvious tactically wrong with it**, you *must play it* or you will run out of time. If you use the time to think about other moves you are not only wasting time, you are not even safeguarding yourself against blunders!"

COOL TIP: How to analyse

"All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another."

-- ALEXANDER KOTOV

COOL TIP: how do you keep track of all the different strategical ideas?

Horowitz and Mott-Smith in **Point Count Chess** offer a little list (every book has their own little list):

Plus points

- Control of the centre
- Pawn on fourth vs. Pawn on third
- Mobile Pawn wing
- Strong outpost station
- Superior development
- Greater space
- Bishop-pair
- Bishop vs. Knight
- Half-open file
- Control of useful open file
- Rook(s) on seventh rank
- Passed Pawn
- Outside Passed Pawn
- Advanced Pawn
- Qualitative Pawn majority
- Advanced chain
- Advanced Pawn 'salient' (Pawns in arrow formation \wedge)
- Better King position
- Offside Pawn majority

Minus points *WEAK PAWNS*

- Backward Pawn
- Doubled Pawn
- Isolated Pawn
- Hanging Pawns
- Hanging group
- Crippled majority wing

WEAK SQUARES

- "Weak-square complex"
- Holes
- Compromised King's-side
- King held in centre
- Cramped position
- Bad Bishop

Rather than remember all 31, at each point Kotov says you should try and consider:

1. weak squares and pawns
2. open lines
3. the centre and space
4. piece position

Silman lists:

- 1) Material (owning pieces of greater value than the opponent's).
- 2) Space (the annexation of territory on a chess board).
- 3) Superior Minor Piece (the interplay between Bishops and Knights).
- 4) Pawn Structure (a broad subject that encompasses doubled pawns, isolated pawns, etc.).
- 5) Control of a key file or square (files and diagonals act as pathways for your pieces, while squares act as homes
- 6) Lead in development (more force in a specific area of the board).
- 7) Initiative (dictating the tempo of a game).

Cool tip: What is a plan?

Kotov has been much exercised by this notion of planning, and in his books gives lots of examples of

planless play being punished. You can often see glorious examples of well-planned play like in the old master games of Tarrasch and Steinitz, where a plan conceived early in the game was carried out to perfection and gradually overwhelmed the opponent. Tarrasch and Steinitz also showed how to form a plan where to find weak points, and how to attack at the weakest point. I'll discuss this in more detail below, but first another word from Kotov and Bronstein on planning in general. Kotov describes reading over a game of Romanovsky's against Vilner, which made a powerful impression on the young Kotov here a plan which Romanovsky stuck to over 5 hours eventually resulted in victory. ROMANOVSKY commented on his own game:

" 'The last and main conclusion to be drawn and the main one is as follows. In every game we ought to have a single basic plan, and by carrying out this plan we ought to get a prolonged initiative. The initiative so gained will tend to increase until it reaches the stage where it is sufficient to force a win.' ...

"My own reaction"

says KOTOV

"was immense admiration. Everything foreseen and planned from the first move to the last... I tried to start playing in a planned fashion... but I got precisely nowhere! I would envisage a long siege of my opponent's pawn at a6 but was distracted by threats on the f-file... My games still consisted of isolated episodes which I feverishly tried to knit together into a harmonious whole...

"It was only much later ... that the question of a single plan became clear to me... In the Vilner game it was a struggle between unequal sides. When, however, you meet a strong inventive opponent and he counters every one of your intentions not only by defensive but also by counter-attacking measures, then it is far from simple to carry out a single plan.

*"... I finally concluded: **'A single plan is the sum total of strategic operations which follow each other in turn and which each carry out an independent idea that arises logically from the demands of a given position'**. ...*

The definition given above is supported by the following quotation from Bronstein:

'Due to [Tarrasch\(\)](#) an idea grew up that is still prevalent nowadays, the idea that there are the so-called logical games in which one side*

carries out a logical plan from beginning to end rather like a theorem in geometry.

I do not think that there are such games between opponents of the same strength and the annotator who gives that impressions is often the winner of the game who makes out that what happened is what he wanted to happen'

Znosko-Borovsky says much the same thing in his *How Not To Play Chess* lecture. So, read and believe when you are told that you need a plan, but remember that real chess is likely to be more messy and less smooth. Unless you are playing an opponent who hasn't got a clue you will have to keep chopping and changing plans to cope with the changing situation on the board, and maybe play a few moves without commitment to a definite plan. That's life...

Cool Tips from the masters on training and practical play:

Advice from the Botvinnik school

"One should play 50-55 games a year.

"It is advisable to confine one's opening repertoire to three opening systems. While studying those systems one should strive to establish a close link between the opening stage and typical plans in the middlegame. A thorough use should be made both of opening manuals and of the games played in the latest tournaments.

"One should study the endgame systematically [the pupils were asked to prepare written reports on some types of endgame]

"To avoid time-trouble, it is useful to play training games paying attention primarily to the time-limit, even if this is detrimental to the quality of the games. In tournament games (...) one should make the first 15 moves in 30 minutes.

"It is vital to check one's analyses thoroughly, including those that

have already been published. To broaden one's chess outlook it is useful to study the available game-collections of the leading chess players. To improve one's accuracy of calculation, one should solve endgame studies and analyse games abounding in tactical ideas."

-- MM Botvinnik

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, Strategy and Tactics in Chess.

"The basic principle of defence consists in making the opponent's task as difficult as possible, creating ever new obstacles in his path.

" [...] If you can succeed in abruptly changing the situation on the board (even by choosing a continuation which is objectively not the strongest, associated with a degree of risk), your opponent, having already envisaged a particular pattern of play, will frequently not manage to reorganise his thoughts and will begin to make mistakes."

-- DVORETSKY

Cool Tip: "Always try to keep the three pawns in front of your castled king on their original squares as long as possible"

-- ALEXANDER ALEKHINE

"The Queen in chess loves company; it must have an attendant, a fellow piece, as otherwise it will not be at its best. And these other pieces should be able to cooperate with their mistress, and not stand

around merely as onlookers."

-- Vukovic. veresov-makogonov, moscow 1940

paulsen-anderssen, leipzig 1877

*"As much choice as possible in intervening on one or on the other wing
- a discussion on the centre."*

-- Euwe, Strategy and Tactics in Chess.

Cool Tips from the masters on the endgame:

ENDGAME

In his excellent book PRACTICAL ENDGAME LESSONS, Edmar Mednis formulated one of the most important principles with startling simplicity:

"Passed Pawns must be pushed"

-- Mark DVORETSKY, Secrets Of Chess Training

[I don't know if this is original to Mednis: the phrase is used freely by Irving Chernev in books that predate all the Mednis books I own. -- DR

COOL TIP:

"Every healthy, uncompromised majority must be able to yield a passed Pawn."

"The passed Pawn is a criminal that must be kept under lock and key. Mild measures, such as police surveillance, are not sufficient."

"With every step nearer the endgame the power of the King increases. You should throw him without fear for his safety where the battle is thickest."

-- Nimzovitch

"The basic rule of endings is not to hurry. If you have the chance to advance a Pawn one square or two, then first of all advance only one square, have a good look round, and only then play it forward one more square. Repeating moves in an ending can be very useful. Apart from the obvious gain of time on the clock one notices that the side with the advantage gains psychological benefit. The defender who has the inferior position often cannot stand the strain and makes new concessions, so easing the opponent's task. Apart from this, repetitions clarify the position in your mind to the greatest possible extent."

"We know that certain devotees of the 'pure' art of chess will criticise us for this piece of advice, but we cannot help but advise chess players to repeat moves in the endgame. You have to take all the chances you get in a game, and there is nothing ugly or unethical about the repetition of moves."

-- Sergei Belavenets #53 CR 2 weaks

"Let us enumerate again the ways of playing that are specific to the endgame phase:

- 1. Think in terms of schemes*
- 2. Do not be in a hurry*
- 3. Bring the King as quickly as possible to the centre of the board."*

-- Kotov

"... I was surprised to see that Capablanca did not initiate any active manoeuvres and instead adopted a waiting game. In the end, his opponent made an imprecise move, the Cuban won a second Pawn and

soon the game."

"Why didn't you try to convert your material advantage straight away?' I ventured to ask the great chess virtuoso. He smiled indulgently: 'It was more practical to wait'."

-- Botvinnik

"(Endgame theory:) The Queen's-side majority, the outside passed Pawn, the 'good' and 'bad' Bishop have all become standard reference terms. Many players still commit the error of extrapolating these notions to the middlegame where in most cases endgame principles are reversed. Alekhine warned that a Queen's-side majority can be an advantage in the ending but that a central majority is far more important in the middlegame. (...) The outside passed Pawn is more of a weakness in the middlegame when the fight is concentrated on the centre and King's-side."

-- SUBA

[Computers](#) find this especially confusing...

"Before the endgame the gods have placed the middlegame!"

-- TARRASCH

(*) See the Tarrasch-von Scheve game in the [canon](#).

Back to [Chess Coaching Page](#)



This document (tipquote.html) was last modified on 3 NOV 95 by

[Dr. Dave](#)

Exeter Chess Club: Outside passed Pawns

Turnkey/Fritz 4 - Hodgson, J [D43]

East Kilbride Open, 1996

1. c4 c6 2. d4 d5 3. Nc3 Nf6 4. e3 a6

Keep it solid, avoid tactical free-for-all.

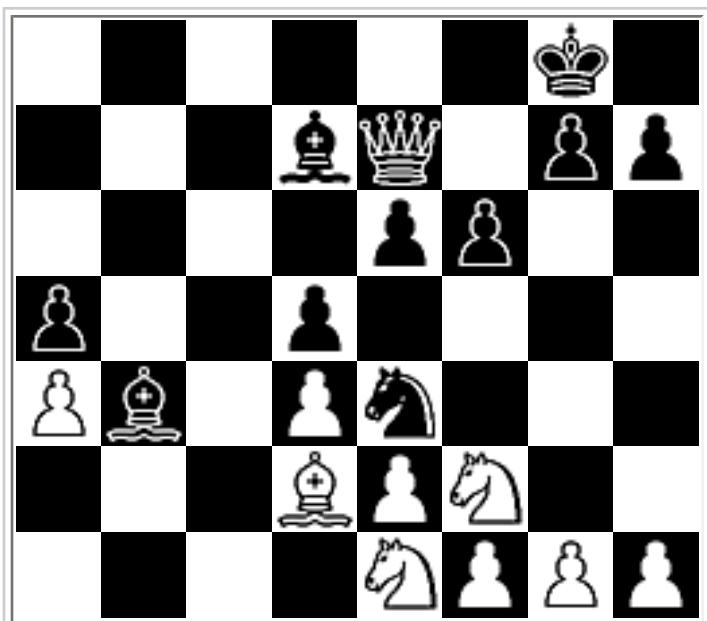
5. Bd3 b5 6. cxd5 cxd5 7. Qb3 Nc6 8. Nf3 e6 9. Bd2 Na5 10. Qc2 Nc4 11. Rc1 Bb7 12. O-O Rc8 13. Rfd1 Bd6 14. b3

("Dare I say it? White's position is lacking any byte!")

14... Nxd2 15. Qxd2 O-O 16. Ne2 Ne4 17. Qe1 Qe7 18. a4 Bb4 19. Qf1

("A sure sign that all is not well in RAM-land")

19... bxa4 20. bxa4 a5 21. Rxc8 Rxc8 22. Rc1 f6 23. Rxc8+ Bxc8 24. Qb1 Bd7



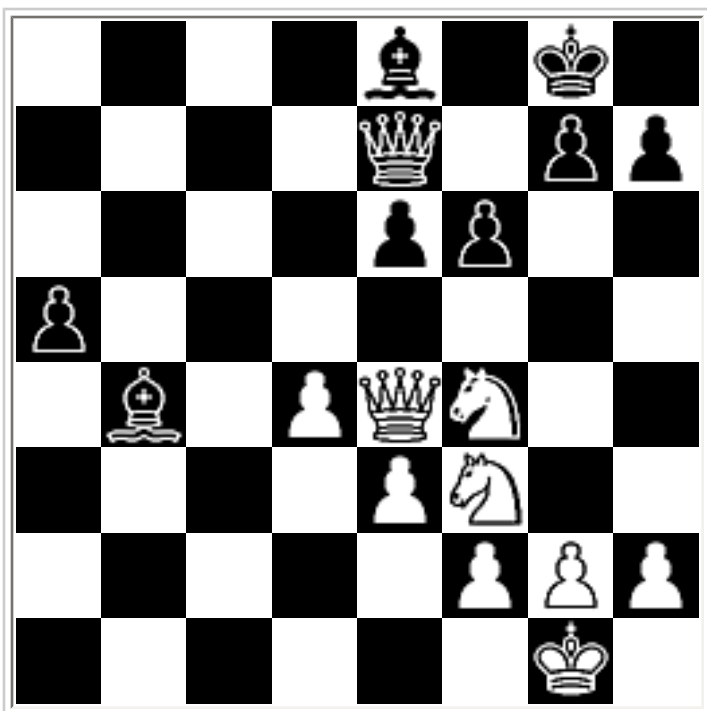


25. Bxe4?

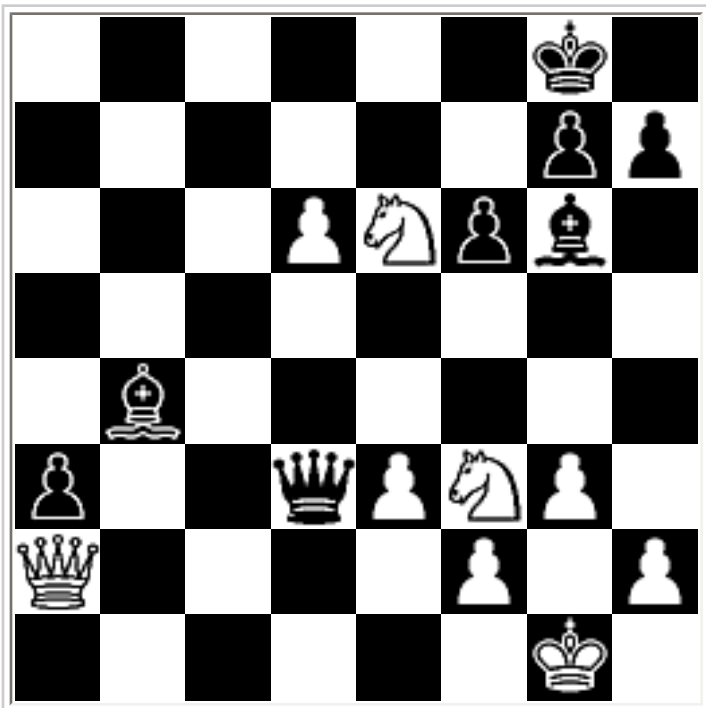
"Astonishing... the computer places a higher value on centre Pawns than outside Pawns"

- fine advice for the middle-game!

25... dxe4 26. Qxe4 Bxa4 27. Nf4 Be8!



28. Nxe6 a4 29. Qd5 Qd7 30. Qc4 Qb5 31. Qc2 a3 32. Qa2 Bf7 33. d5 Qd3 34. g3 Bg6 35. d6



[35. d6 Bxd6! 36. Nf4+ Bf7 37. Qxf7+ Kxf7 38. Nxd3 a2]

0-1

Back to [Chess Coaching Page](#)

This document (outside.html) was last modified on 3 Oct 96 by



[Dr. Dave](#)

Chess Stories

Here and there....

1. Here

- [Capablanca's challenge](#)
- [Lasker incognito](#)
- [Playing Botvinnik](#)
- [Time for a quick game of chess?](#)
- [Promotion for Alexander](#)
- [A threat to Nimzovitch](#)
- [Several stories](#)
- [Who's the strongest player?](#)
-

2. [There](#) [mostly from the excellent and ever-improving collection at Edinburgh University Chess Club]

- [The Hippopotamus Game](#) from Ari Makela
- [It's only a game](#)
- [Never lose your head](#)
- [Player to lose in the least moves](#)
- [Least successful international career](#)
- [How to watch a game](#)
- [Chess Sins](#)
- [There is always hope](#)
- [Never Say Die](#)

[RETURN](#) to Quotes Page



This document (storyidx.html) was last modified on 1st Nov 96 by

Exeter Chess Club Stories: Capablanca's Challenge

In article <552g6s\$ba@alpha.sky.net> artburke@sky.net (Arthur Burke) writes:

Along the same lines, while not a quote, per se, here's one of my favorite chess stories.

After Alekhine had taken the championship title from Capablanca, Capa apparently spent quite a bit of his spare time hanging out in a specific cafe in Paris. Friends, acquaintances, and others would often drop by, participating in games and libations with the former, charismatic, champion. One day, while Capa was having coffee and reading a newspaper, a stranger stopped at his table, motioned at the chess set and indicated he would like to play if Capa was interested. Capa's face lit up, he folded the newspaper away, reached for the board and proceeded to pocket his own queen. The opponent (who apparently had no idea who Capablanca was) reacted with slight anger. "Hey! You don't know me! I might beat you!", he said.

Capablanca, smiling gently, said quietly, "Sir, if you could beat me, I would know you."

Back to [Chess Coaching Page](#)



This document (capa1.html) was last modified on 28th Nov 1996 by

[Dr. Dave](#)

Exeter Chess Club Stories: Lasker incognito

Lasker often used to play without letting on who he was: he had fun at the expense of one poor chap who managed always to win against his mystery opponent when he gave knight odds, but lost when he had the extra knight!

One day he sat down to play a blind man, who despite his disability was a strong player.

After a few moves of the game, the man raised his head and said,

"Ah, Dr.Lasker, I presume."

Back to [Chess Coaching Page](#)



This document (lasker1.html) was last modified on 1st Nov 96 by

[Dr. Dave](#)

Exeter Chess Club Stories: Playing Botvinnik

*"If you play Botvinnik, it is even alarming to see him write his move down. Slightly short-sighted, he stoops over his scoresheet and devotes his entire attention to recording the move in the most beautifully clear script; one feels that an explosion would not distract him and that examined through a microscope not an irregularity would appear. When he wrote down **1.c2-c4** against me, I felt like resigning."*

-- Hugh ALEXANDER

Back to [Chess Coaching Page](#)



This document (botvinnik.html) was last modified on 28th Nov 1996 by

[Dr. Dave](#)

Exeter Chess Club Stories: Time for a quick game?

From: jberry@islandnet.com (Jonathan Berry)
Newsgroups: rec.games.chess.misc
Subject: Re: Shortest Tournament Games

In article ,
asdmm4@UAA.ALASKA.EDU wrote:

|
| But even this has been improved on by a game (Miles-Reuben) that
went:

|
| 1. Draw agreed
|

I believe that the best of these games was Hubner - Rogoff from a World Youth (Under-26?) Team Championship, maybe circa 1970. In those days of adjournments, Hubner had a long long long game. Germany was due to play USA the next round, and Hubner obviously wanted to rest instead. But the team captain said they really needed his strength or at least his presence on top board. So Hubner said OK, but only if you let me make a draw. The captain agreed, because that would boost his team's lineup on the remaining boards. But Hubner, being a man of some principle, didn't want it ever to appear that this might have been a real game, so he offered to Rogoff (a very strong player, but not quite in Hubner's class) that they draw without any moves being played. So:

1. Draw agreed.

However, the arbiters did not like this and refused the game. So Hubner and Rogoff put together a scoresheet of a game which began something like this:

1.b3 g6 2.Na3 Bg7 3.Rb1 Ba1 4.Bb2 Nh6 5.Bg7 Rg8 6.Bh8 Bg7 and so on ... Draw.

The arbiters were not amused. They *insisted* that the two play some real moves. Rogoff agreed, Hubner didn't. Hubner 0-1 Rogoff, which makes this game the answer to the trivia question:

"Which game was the shortest draw in chess history and also the shortest decisive game?"

cheers,
Jonathan Berry

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Promotion for Alexander

Sender: P.A.Taylor@open.ac.uk
Date: Fri, 10 Jan 1997 16:47:24 +0000
Organization: The Open University
To: D.Regis@exeter.ac.uk
Subject: Chess quotations

I have a vague memory of one by C.H.O'D
Alexander that you may like: after being
awarded an OBE or MBE (can't remember which),
Alexander was asked by a French(?) interviewer

"Does that mean you are a Knight?".

"Alas, barely a tempo" he replied.

Sorry I can't remember the source, possibly Chernev's
"Chess Companion".

Pete Taylor

Back to [Chess Coaching Page](#)



This document (Stories\choda.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Stories: A threat to Nimzovitch

Before his game with X, Lasker approaches the tournament director, pleading with him to ask X to refrain from smoking cigars during their game. The tournament director goes to X and requests his compliance and X agrees. The game begins and shortly thereafter X removes a cigar from his pocket and places it on the table. A few minutes go by and then Nimzovich again approaches the tournament director, who notices that the cigar is just sitting on the table and says to Nimzovich: "What's the problem? X is not smoking." Nimzovich: "Yes, but he is threatening to smoke, and any fool knows that the threat is more powerful than the execution"

MaxB

P.S.

Who is X?

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club Stories: Several Stories

From: Avital Pilpel (ap241@columbia.edu)

Organization: Columbia University

Subject: Some chess anecdotes.

- About "Chess and James Bond":

A family friend of ours, a chess master, went to see the movie **THREE DAYS IN A ROW** in the movie theatre (it was before VCR's) just so he could figure out the position and then spent another week figuring out where the position was from!

- A humorous definition of chess tournaments:

1. Swiss system: Very much like swiss cheese, full of holes and comes in different flavors.
2. Round Robin: You have to play everybody, including those that you are scared to death to play against...
3. Elimination: Not for you, what will you do after the first round?

- A story about Rubinstein, the great master:

In one tournament, he needed only a draw to clinch first place uncontested in the last round. A few moves were played, and his opponent offered a draw. Rubinstein refused! After a few more moves, when Rubinstein had an obvious advantage, HE offered a draw that was gladly accepted, and then he said: "I will decide what the result will be with a player of YOUR caliber".

- Two chess stories from Israel, my home country:

1. One time, Nimzovitch visited Israel and went to the local Lasker chess club anonymously. He naturally crushed everyone else, and eventually one of the old kibitzers there told him: "You're a pretty good player, your style reminds me of Nimzovitch...".
2. A few days after the 1973 Yom Kippur war started, the next round of the Israeli open was supposed to begin - naturally nobody showed up except for a few old kibbitzers who wondered why the hell nobody came!

- The worst blunder:

One of the marks of the amateur is that he or she seems to consider material advantage better than mating the opponent for some reason. I was once in a tournament in NYC, where white had the following advantage: Queen, rook (or two? not sure) , three light pieces, five or six pawns, against a... BARE KING!

The result??? STALEMATE!!!
(I swear this is true).

- I am surprised there was no mention of famous underpromotions that win the game. There are quite a few famous ones and it is always amusing to watch. Zuckertort [sp?] had actually composed a problem in which white mates by promoting a pawn to a BLACK knight, and said: "when the horse is well-bred, you don't check it's color". Some other famous problem composer, I do not remember who, had another interesting variation: Black, in order to escape mate,

"promotes" his pawn to a new KING. White retaliates by promoting HIS pawn to ANOTHER BLACK KING, and goes on to mate all three of them!!!

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club Stories: WHO is the strongest player?

> wrote:
> >..but you agree that Kasparov probably cracks walnuts with his bare
> >hands?
>
> Nunn talks in his second games collection about the lot
> drawing at a Swedish tournament. The lots were on the
> bottoms of gold bars, and the players were warned that
> the bars were too heavy to be picked up with one hand.
> Nunn says that immediately after this was said, Kasparov
> began flexing his right hand, obviously determined to
> draw his lot one handed. He tried, but failed and had
> to use both hands.
>
> On the other hand, Portish picked up his bar one handed
> with no apparent strain. He may be 60, but you don't
> want to meet him in a dark alley.
>
> William Hyde
> Dept of Oceanography
> Texas A&M University

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: My Blunders and Swindles

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | Swindles | [Cheapoed](#) | [Recent](#)

the best blunders and swindles

I consider it a matter of disquiet that the most heartfelt tributes to my chess prowess include the following:

- { *FrankNStein says:
Baaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaastaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaard* }
[BICS]
- "f***ing cheapo, bl**dy swindling b*gg*r" [OTB National Club Championships]
- { *Walt tells you: you played me a set of dirty schwindles* } [Dutch ICS]

The sporting achievements that led to these fine compliments are to be found [here](#), but below are the ones I am proudest of... You might also enjoy:

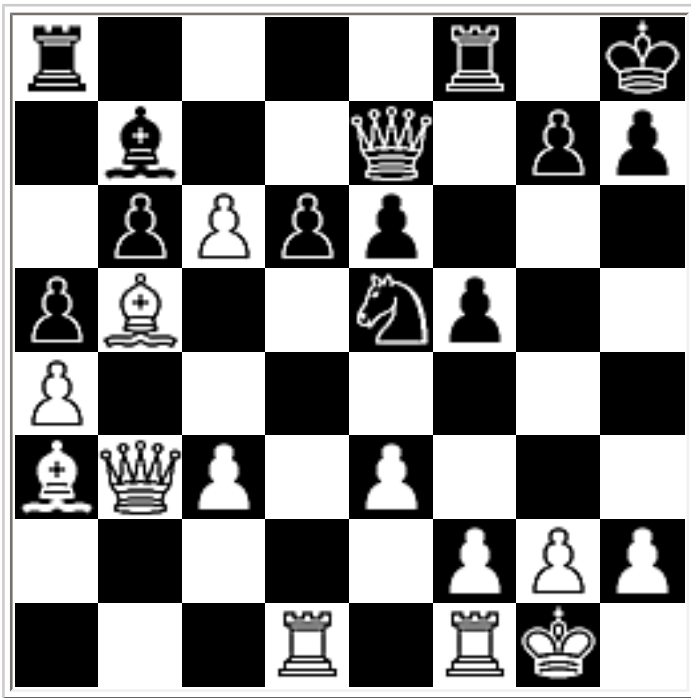
[Swindle your way to success](#)

An introduction to the ignoble art, which uses some games from below.

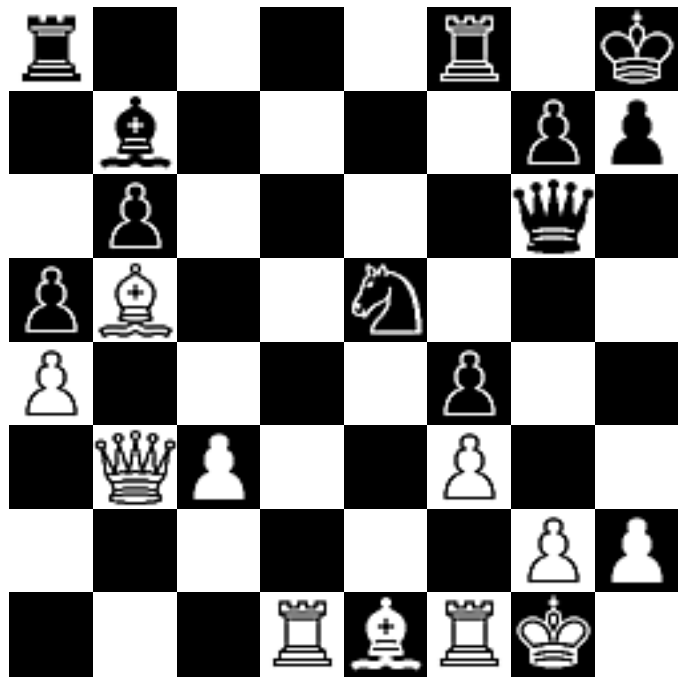
gray,t (1695) - regis,d [A40]

SWINDLE: Ian Miles Chp., Andover CC, 1983

1. d4 e6 2. c4 b6 3. Nf3 Bb7 4. e3 f5 !? 5. Nc3 Bb4 !? 6. Be2 Nf6 7. Qb3 ! 7... a5
7 ... Na6 8. a4 O-O 9. O-O Bxc3 10. bxc3 Qe7 11. Ba3 d6 12. c5 Nbd7 13. cxd6
cxd6 14. Ne5 ! (zok) 14... Ne4 15. Rad1 Kh8 16. Bb5 ! (pow) 16... Nec5 17. dxc5
Nxe5 18. c6 (kazango)



18... Nxc6 19. Bxd6 Qg5 !? 20. Bf4 [20. g3] 20... Qg6 21. f3 e5 22. Bg3 f4 23. exf4
exf4 24. Be1 Ne5



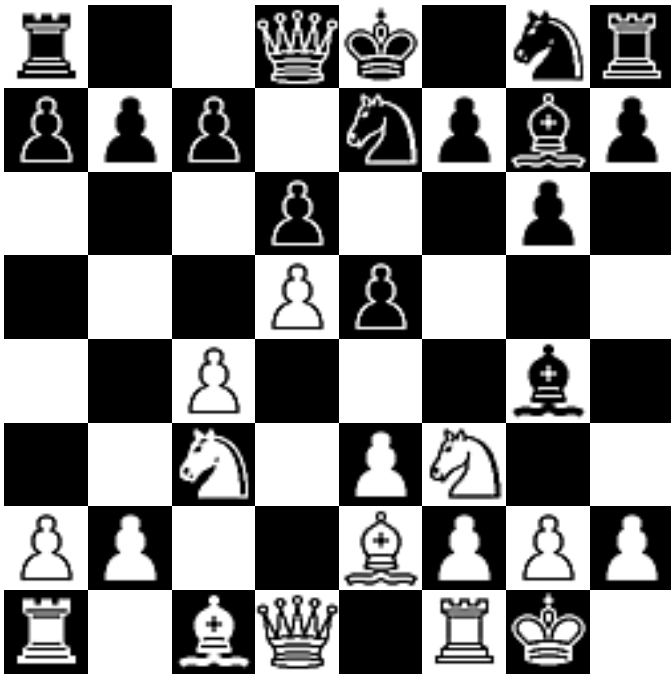
25. c4 Rac8 26. Qa3 Qf7 27. Rd6 Nxc4 28. Bxc4 Qxc4 29. Rxb6 Ba6 30. Rf2 Rfe8
31. Rb1 Re3 32. Qa1 Qc5 33. Kh1 ? [33. Rd1 Rce8 34. Qb1 Re2 35. Qa1 Qe3 36. h3]

33... Bd3 ? Surprisingly, Black still has enough to win a piece 34. Rb7 [34. Rd1 Rxe1
+ 35. Rxe1 Qxf2 36. Re7 Rg8] 34... Qe5 35. Qxe5 Rxe5 36. Bc3 ?! 36... h6 ! 37. g3
Rxc3 38. gxf4 Rf5 39. Kg2 Rxf4 40. Kg3 g5 41. Rd2 Kg8 42. Ra7 Rxa4 43. Rb2 Rb4
44. Ra2 Be4 45. R2xa5 Rxf3+ 46. Kg4 Rf4+ 0-1

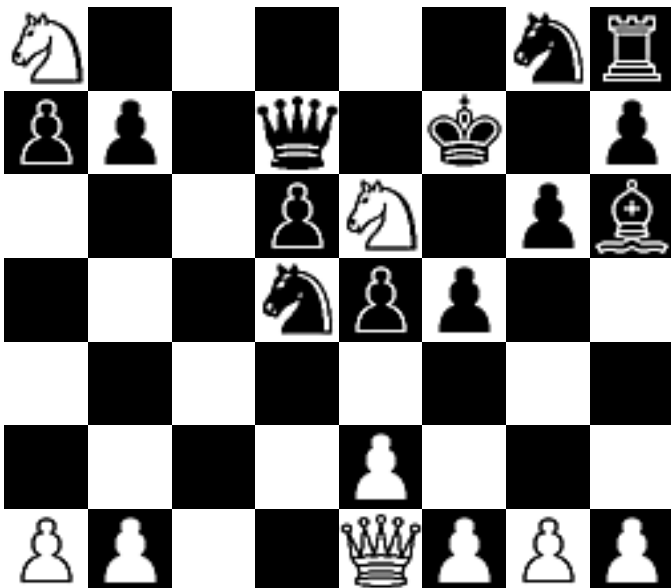
willis,r - regis,d (1855) [A40]

SWINDLE: exeter club ch'p #2, 1994

1. d4 g6 2. c4 Bg7 3. Nf3 d6 4. Nc3 Bg4 5. e3 Nc6 6. Be2 e5 7. d5 Nce7 8. O-O



8... f5 9. Ng5 Bxe2 10. Qxe2 Bh6 11. Ne6 Qd7 12. Nb5 c6 13. Nbc7+ Kf7 14. Nxa8 cxd5 15. cxd5 [15. Nac7 +/-] 15... Nxd5



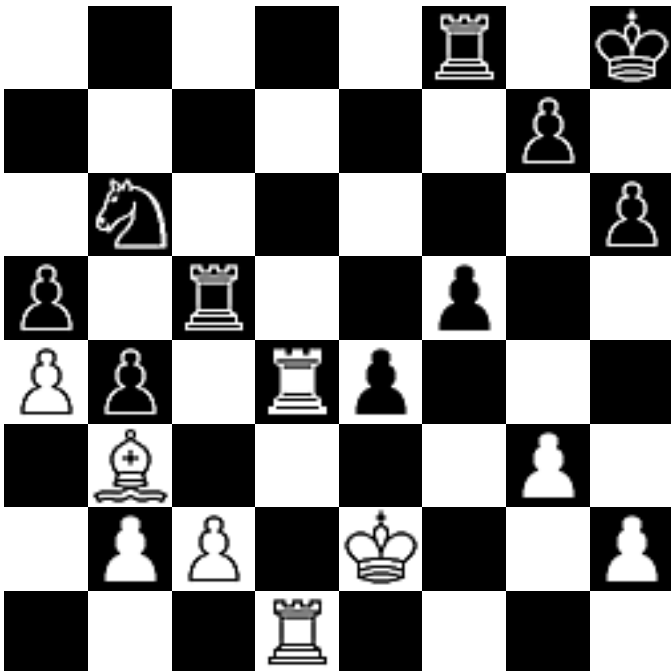


16. Nec7 [16. Qc4 Qxe6 17. Nc7 +/-] 16... Nxc7 17. Qc4+ [17. Nxc7 Qxc7 18. Bd2 +/-] 17... Ne6 18. Nc7 Qxc7 19. Qxc7+ Nxc7 Whew... 20. Bd2 Nf6 21. Rac1 Ne6 22. Bb4 Rd8 23. Rfd1 d5 24. Bc3 d4 25. Bd2 Ne4 26. Rc2 Nxd2 27. Rcx d2 e4 28. Rc2 d3 29. Rc4 Bg7 30. b3 Bb2 31. Rd2 Be5 32. g3 Ng5 33. Kg2 Nf3 34. Rd1 Rd7 35. h3 Rc7 36. Rb4 a6 37. g4 b5 38. gxf5 gxf5 39. Kf1 Bd6 40. Rd4 Nxd4 41. exd4 Bf4 42. f3 Rc1 43. Rxc1 Bxc1 hang your head in shame... 0-1

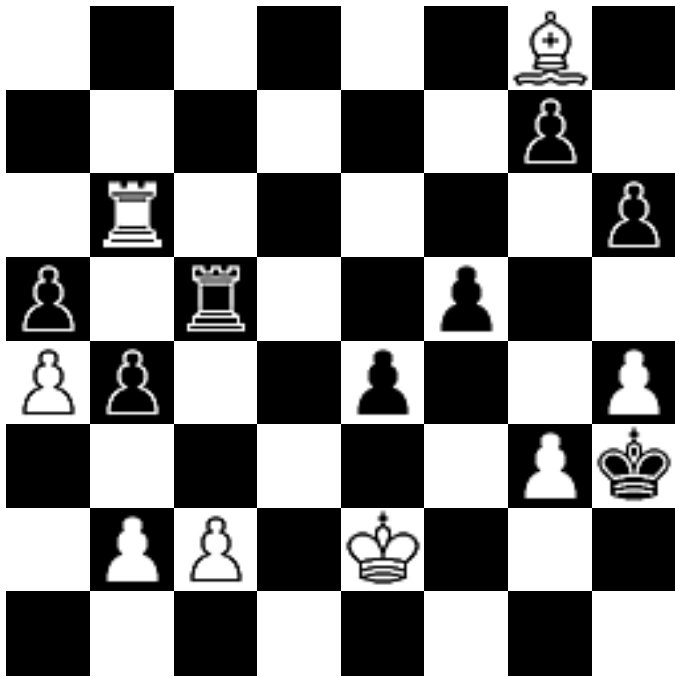
fayle,a (1735) - regis,d (1940) [B83]

SWINDLE: exeter univ. v teignmouth, 1986

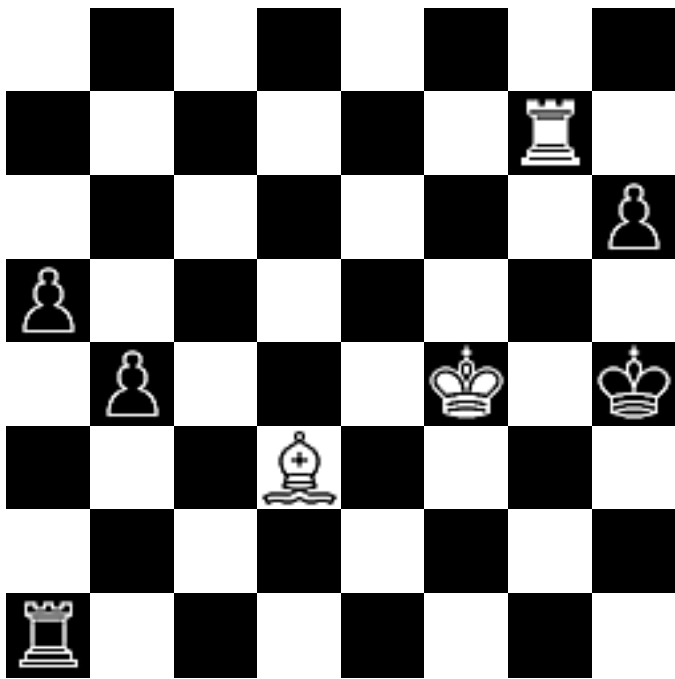
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e6 6. Be2 Be7 7. Be3 O-O 8. Qd2 a6 9. a4 Nc6 10. O-O Bd7 11. f4 Nxd4 12. Bxd4 Bc6 13. Bf3 e5 14. Be3 b5 15. fxe5 dx e5 16. Rfd1 Qxd2 17. Bxd2 Bc5+ 18. Kf1 b4 19. Nd5 Bxd5 20. exd5 e4 21. Be2 Nxd5 22. Bc4 Nb6 23. Bb3 a5 24. Ke2 Kh8 25. Be3 Rac8 26. Bxc5 Rxc5 27. Rd4 f5 28. Rad1 h6 29. g3



There is only one thing Black has to watch for... 29... Rfc8 30. Rd8+ Rxd8 31. Rxd8 + Kh7 32. Bg8+ Kg6 33. Rd6+ Kg5 34. h4+ Kg4 35. Rg6+ Kh3 36. Rxb6



36... Rxc2+ 37. Ke3 Rxb2 38. Be6 Kxg3 39. Bxf5 Ra2 40. Bxe4 Ra3+ 41. Bd3 Rxa4
42. Rg6+ Kxh4 43. Rxg7 Ra1 44. Kf4

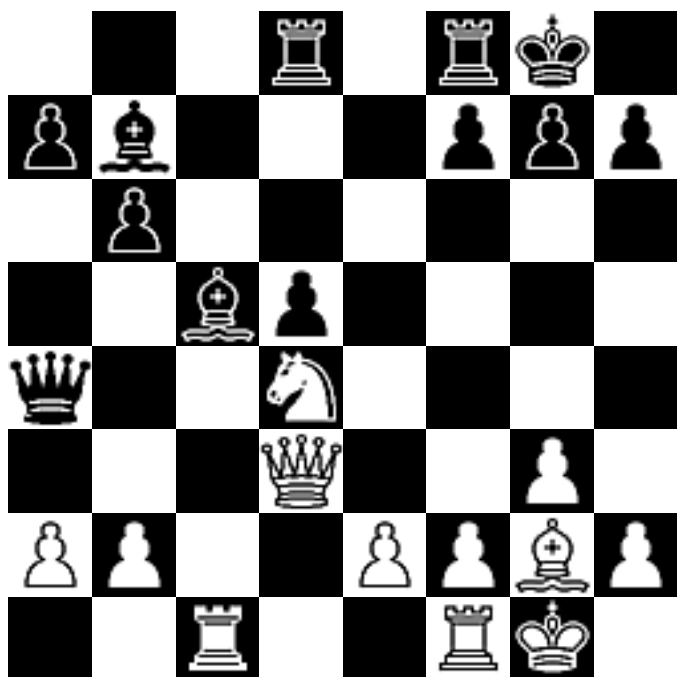


Looking tricky... 44... b3 45. Rg6 h5 (?) [45...Kh5!] 46. Rg7 Kh3 47. Kf3 a4 48.
Rg5 Kh4 49. Rg7 [49. Kf4 Re1] 49... a3 50. Kf4 Rh1 51. Be2 a2 52. Rg5 Rf1+ 53.
Bxf1 a1=Q 0-1

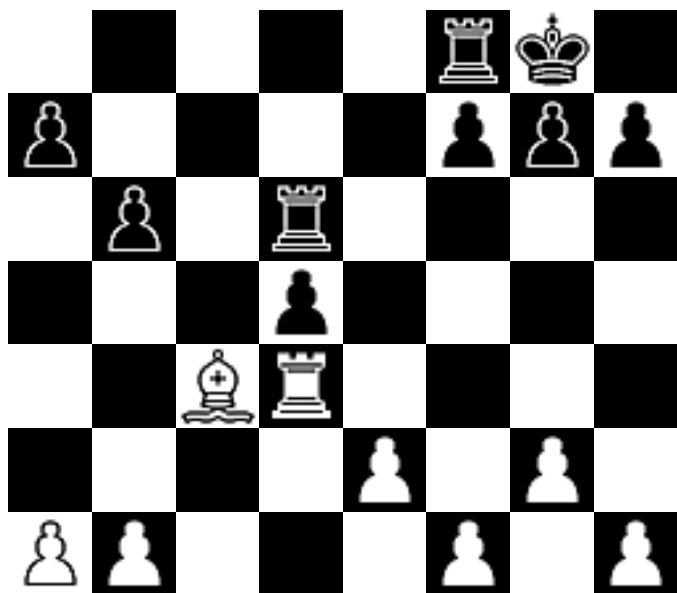
regis,d (1740) - garret, derek (bcf 103, age 50[?]) [D34]

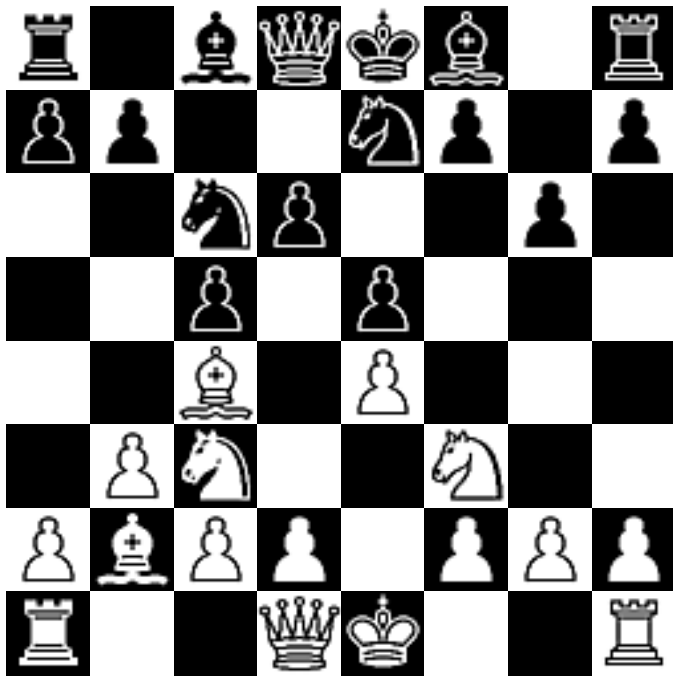
SWINDLE: exeter vs. devon juniors(!), 1993

1. c4 c5 2. g3 Nf6 3. Bg2 e6 4. Nf3 Nc6 5. d4 d5 6. cxd5 exd5 7. Nc3 Be7 8. O-O O-O 9. dxc5 Bxc5 [9... d4 10. Na4] 10. Na4 Be7 (!) 11. Be3 b6 12. Rc1 Bb7 13. Nc3 ?! (brian thought 13 h3 with a quiet build-up was better) 13... Qd7 14. Nb5 Rad8 15. Nbd4 Nxd4 16. Nxd4 ?! [16. Bxd4 is better: 16... Rc8 17. Qd3] 16... Ng4 17. Qd3 ?! [17. Bf4 I avoided this because of 17... g5 ?! (...Rc8) but after 18. Bd2 Qd6 19. Bh3 h5 20. f3 Nh6 21. Bf5 it's +=] 17... Nxe3 18. Qxe3 Bc5 19. Qd3 Qa4!

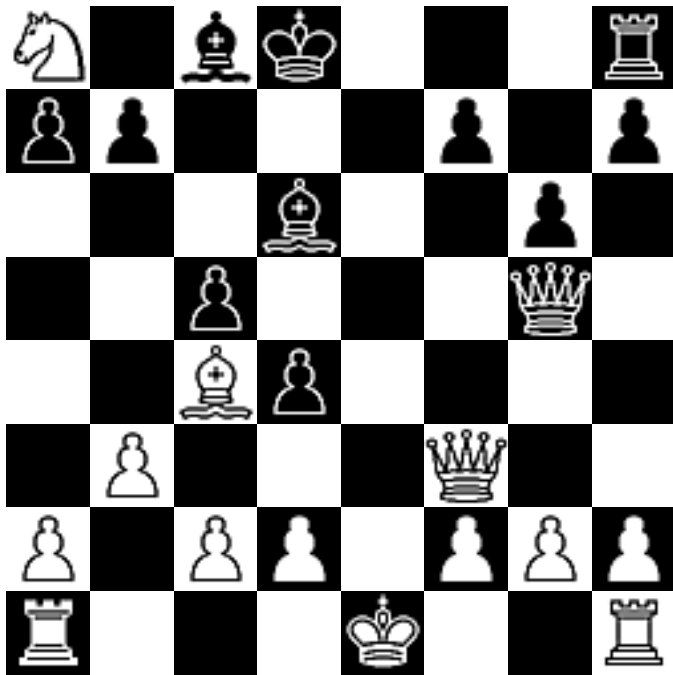


20. e3 ? (idea 21 b3, Qxa2? 22 Ra1 +-) 20... Ba6 (oh dear) 21. Qb3 Qxb3 22. Nxb3 Bxf1 23. Bxf1 Bd6 24. Rd1 Be5 25. Nd4 Bxd4 26. Rxd4 Rd6 27. Bc4 !





7. Ng5 d5 uncooperative 8. exd5 Nd4 9. d6 Nd5 10. Nxd5 Qxg5 11. Bxd4 exd4 [11... Qxg2 12. Nf6+ Kd8 13. Bd5] 12. Nc7+ Kd8 13. Qf3 Bxd6 14. Nxa8 I make that a whole rook down on body count

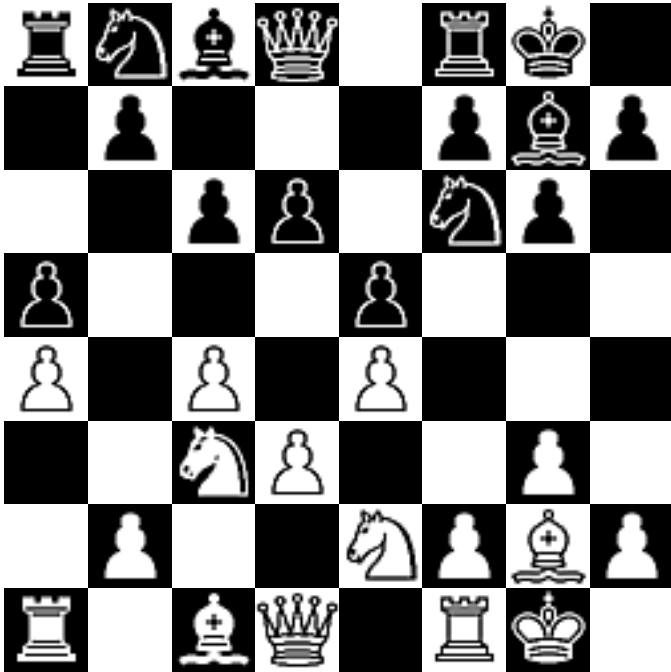


14... Re8+ 15. Kf1 Bg4 16. Qxb7 Qxd2 17. f3 Bf5 18. Qd5 Re6 19. Qb7 Re7 20. Qc6 10 minutes left 20... Bf4 21. Qd5+ Bd7 22. Nb6 axb6 23. Qa8+ Kc7 24. Qa7+ Kc6 [24... Kd8 25. Qxb6+ Ke8 26. Qxc5 Be3 27. Be2 d3 28. Qxe7+ Kxe7 29. cxd3] 25. Qa8+ 1/2

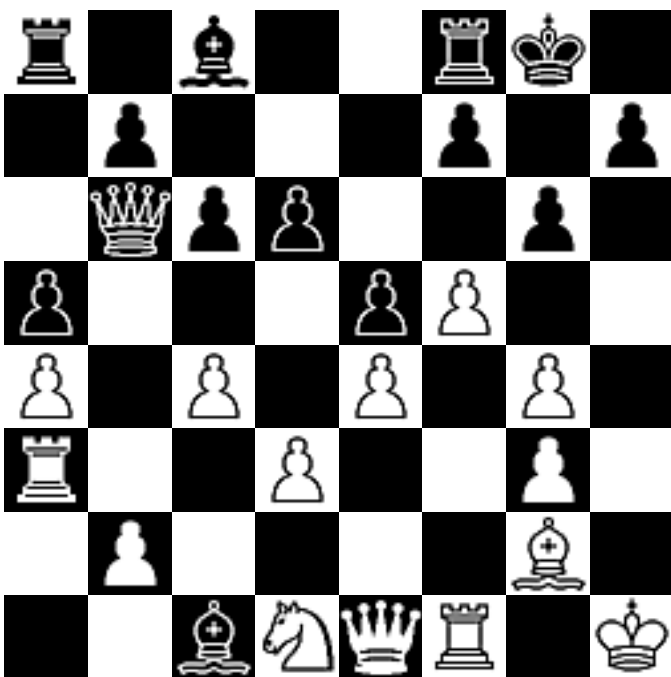
regis,d - greet,an [A20]

SWINDLE: torbay open, 1994

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 Nf6 5. e4 O-O 6. Nge2 e5 7. O-O c6 8. d3 a6
9. a4 ANG thought this a mistake 9... a5



10. f4 ?? [10. h3] 10... Qb6+ 11. Kh1 Ng4 12. Qe1 Na6 13. Nd1 Nc5 14. f5 Nb3
15. Ra3 Nxc1 16. Nxc1 Bh6 17. h3 Bxc1 18. hxg4



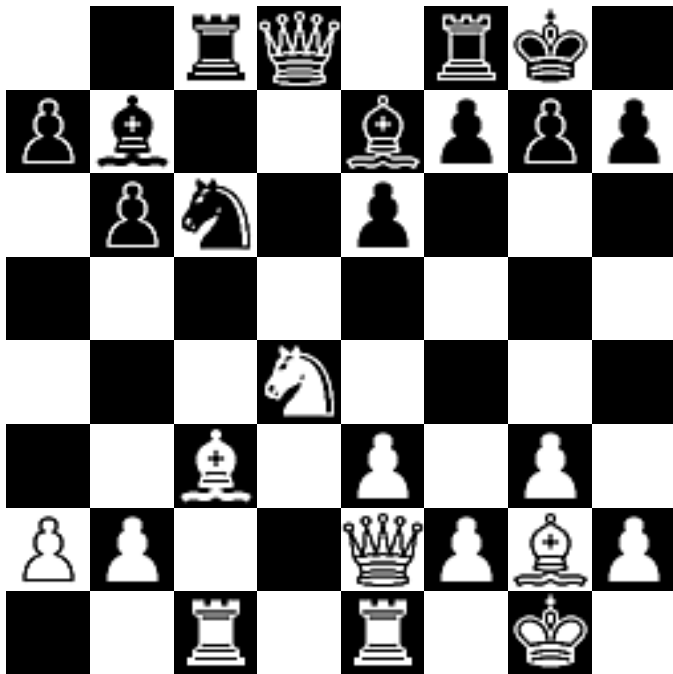
18... Bxb2 19. Qd2 Go on, I dare you [19. Ra2 Bc1]

19... Bxa3 20. f6 Kh8 21. Qh6 Rg8 22. Bf3 g5 [22... d5 23. Kg2 Bf8 24. Qh4 Qd8 25. Rh1 h6 26. g5 h5 27. Bxh5] 23. Kg2 Rg6 [23... Qd8 24. Rh1 Rg6 25. Qxh7#] 24. Qf8+ Rg8 25. Qh6 1/2

kelly,mike (1780) - regis,d (1740) [E16]

SWINDLE: vs. totnes (peter rooke memorial K/O), 1993

1. d4 e6 2. Nf3 b6 3. g3 Bb7 [3... Nf6 (reserving the ...Ba6 line) 4. Bg2] 4. Bg2 Nf6 5. c4 Bb4+ 6. Bd2 Be7 [6... Bxd2+ bco/eco] 7. O-O O-O 8. Nc3 d5 ! pachman 9. cxd5 Nxd5 10. Re1 [10. Qc2 += bco/eco] 10... Nxc3 11. Bxc3 [11. bxc3] 11... c5 12. Rc1 Nc6 13. e3 ?! (building for e4 looked like the only sensible plan for white, but White had been moving with a lot of speed and confidence, while I was trying to reconstruct some half-remembered theory from Pachman) 13... Rc8 14. Qe2 ?! (allows ...Nxd4 attacking the queen and thus forestalling Bxb7 in reply) 14... cxd4 (I offered a draw here in a loudish voice. MK recently won the Paignton congress, with grade = 178! so disdained offer.) 15. Nxd4



15...Nxd4 16. Bxd4 Bxg2 17. Rxc8 Qxc8 18. Qg4 ?? Having publicly declined the draw White finds it too difficult to play Kxg2 =. I am ashamed to say, had I offered a draw more quietly he might have taken it or not tried to push his luck. I don't do things like this any more. Often. 18... e5 [18... e5 19. Qxc8 Rxc8 20. Kxg2 exd4 21.

exd4 Bf6 22. d5 Bxb2 23. d6 Rd8 24. d7 Kf8] 0-1

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career8.txt.html) was last modified on 29 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: My best?

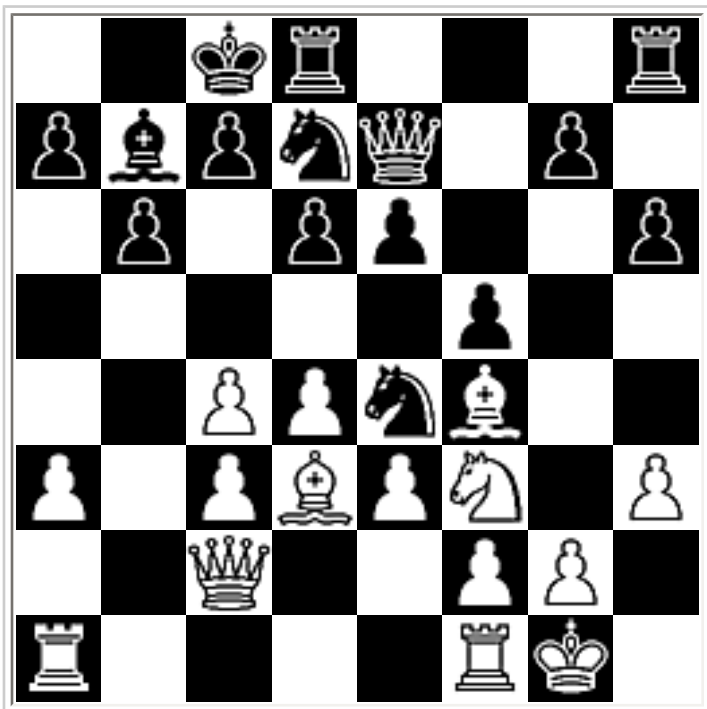
The best?

Best | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

dodd,n - regis,d [A40]

BEST: caius vs. downing, Cambridge UCC, 1981

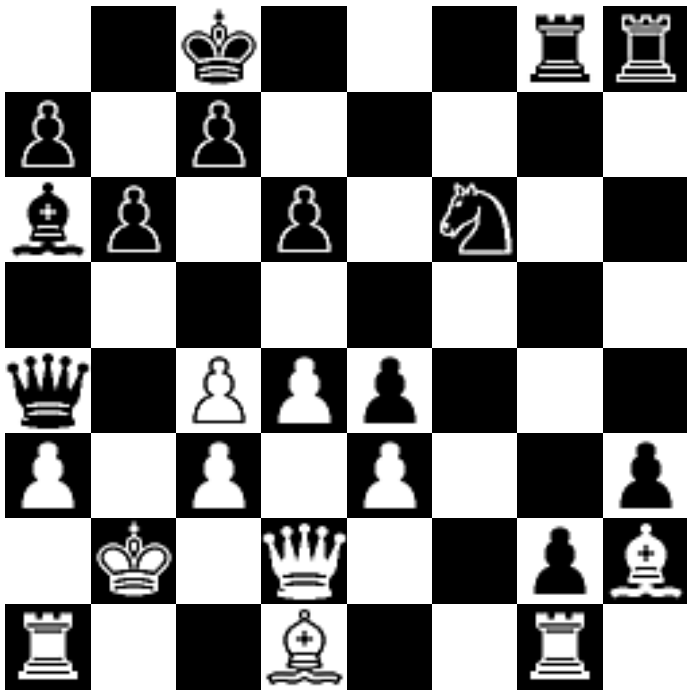
1. d4 e6 2. c4 b6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 Bb7 6. Bf4 d6 7. e3 Nd7
8. Nf3 Qe7 9. Be2 Ngf6 10. O-O Ne4 11. Bd3 O-O-O 12. Qc2 f5 13. h3 h6



Having played through Korchnoi-Szabo (see Strategy section of canon) I never put a piece in front of my pawns for ages. Here's one game that helped confirm me in that!

14. Nd2 Nxd2 15. Qxd2 g5 16. Bg3 h5 17. f3 Rdg8 18. Kf2 g4 19. Bf4
gxh3 20. Rg1 e5 21. Bh2 hxg2 22. Bg3 h4 23. Bh2 e4 24. fxe4 fxe4 25.

Be2 h3 26. Ke1 Nf6 27. Kd1 Qd7 28. Kc1 Ba6 29. Kb2 Qa4 30. Bd1



White is setting a trap, but needs the Bd1 to keep the Knight out of g4 **30... Qxc4 31. Bb3 Qe2 32. Qxe2 Bxe2 33. Bxg8 Rxc8 34. Bf4 Bf3 35. Rac1 Rh8 36. Bh2 Ng4** 0-1 A game where (for once) I couldn't find any errors: if you find any, I don't think I want to know!

Regis,D (1820) - Lane,PC (2080) [A00] 1996

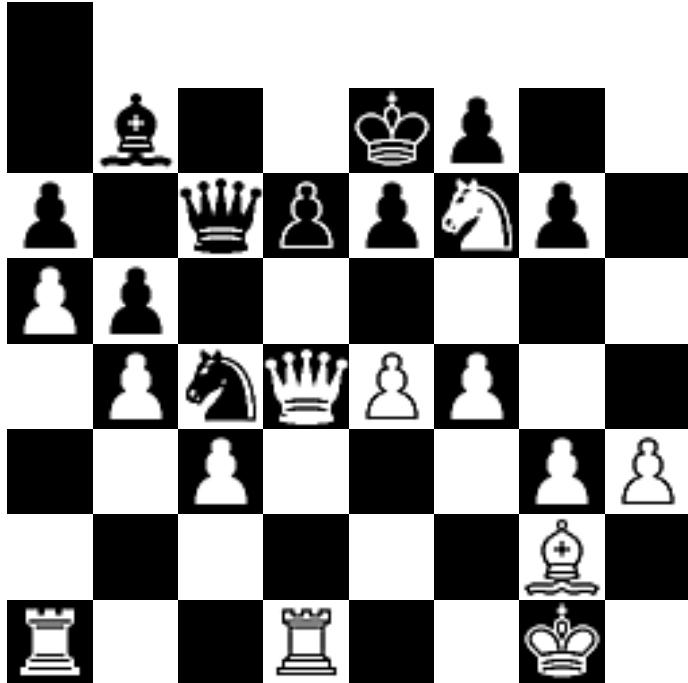
1. g3 The first and only time I played this. Pete has a opening repertoire (French and KID) which he knows inside out and kills 190-grades with, so my one ambition was to avoid playing into either. Given that I've been playing King fianchetto systems most of my life, this was the front runner. **1...Nf6 2. Bg2 g6 3. e4 d6 4. d4 Bg7 5. Ne2 c5 6. dxc5 Qa5+ 7. Nbc3 Qxc5 8. Be3 Qa5 9. h3 Nc6 10. O-O** I was amazed, typing in the game afterwards, to find that Fritz regarded all of the above as theory. I dunno about Peter, but I was making it all up! We now get a standard Sicilian formation where White is better placed to attack in the centre and Queen's-side than the King's-side - but so is Black! Hence some little tactics where White can't just play the normal positional moves e.g. Nd5 without caution. **10...Rb8 11. a4 a6 12. Nf4 O-O 13. Nfd5!? Nxd5 14. Nxd5 b5 15. c3 Qd8 16. a5!? e6!? 17. Bb6 Qd7 18. Ne3 Bf6 19. Qd2 Bd8 20. Bxd8 Rxd8** Black now may have trouble holding the dark squares. **21. Rfd1 Ne5 22. Qd4 Bb7 23. b4!? Rbc8?! 24. f4! Nc4**masking the weakling on c3 **25. Ng4 Qc6 26. Nf6+ Kf8 27. Nxh7+ Ke8 28. Nf6+ Ke7**

This beginning left something to be desired, and also left us each with about 5 minutes to get to move 36, but all is forgivable after a return to hack mode...

29. Nd5+ exd5[else 30.Qf6 anyway] 30. exd5 Qc7 31. Re1+ Kd7 32. Qf6



Ra8 33. Re7+ Kc8 34. Rxc7+ Kxc7 35. Re1



Rd7 36. Re7 Rad8 37. Qxf7 1-0

Back to [Dr.Dave's Chess Career](#).



This document (career2.txt.html) was last modified on 05 Feb 1996 by

[Dr. Dave](#)

Exeter Chess Club: My best with holes

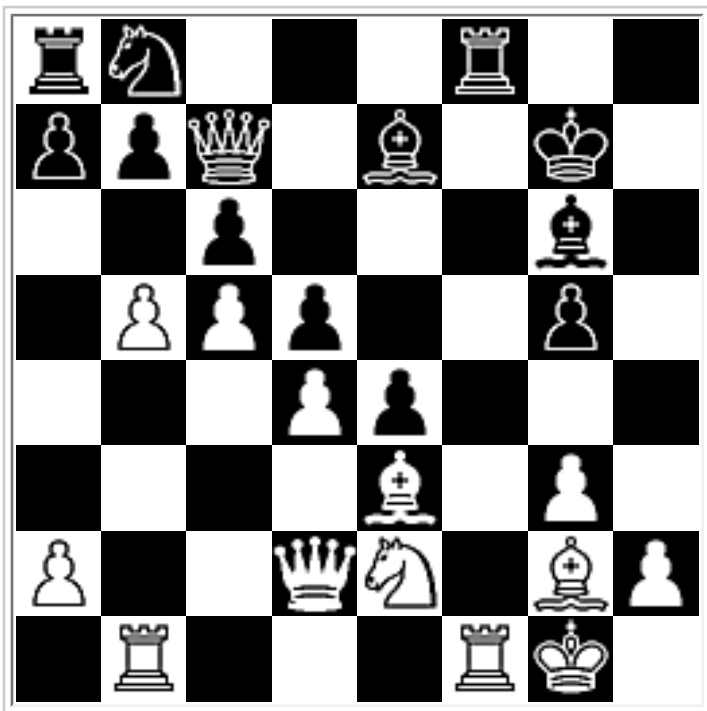
The best holes

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

regis,d (1960) - richmond,rh (2150) [A21]

BEST?: cambridge city vs. NCI, 1986

1. c4 e5 2. Nc3 d6 3. g3 f5 4. d4 e4 5. Nh3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Bg5 c6
9. f3 exf3 10. exf3 h6 11. Be3 Be6 12. Qd3 d5 13. c5 Qd7 14. Nf4 Bf7 15. b4 g5
16. Nfe2 Kg7 17. Rab1 Bg6 18. f4 Ne4 19. b5 Qc7 20. fxc5 hxg5 21. Nxe4 fxe4
22. Qd2



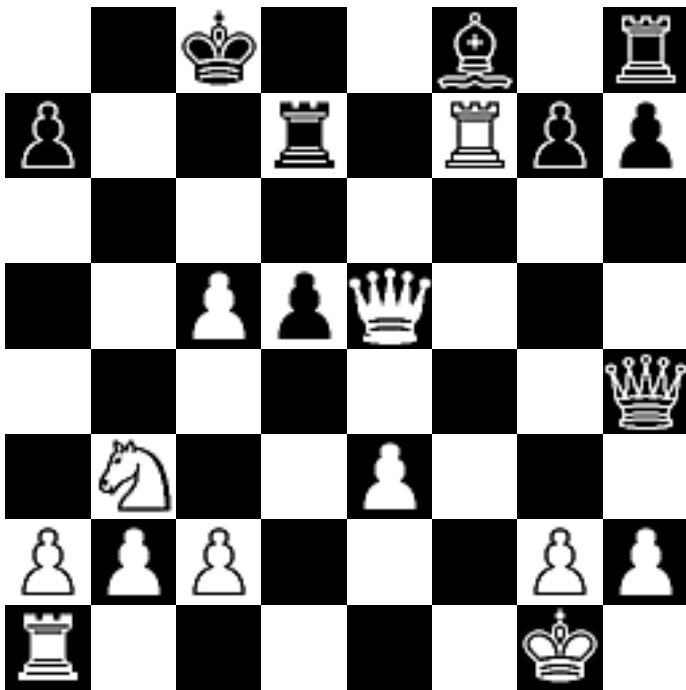
22... Qd8 Bob thought exchanging rooks was better ... 23. Rxf8 Kxf8 24. bxc6
bxc6 25. Bh3 Na6 26. Bg4 Nc7 27. Rb7 Bf7 28. Qc1 Kg8 29. Qf1 Nb5 30. Qh3 [30.
Bxg5 - lay unnoticed until 1992!] 30... Na3 31. Bf5 Qa5 32. Qh7+ Kf8 33. Qh8+
Bg8 34. Qh6+ Ke8 35. Qxc6+ Kf8 36. Qh6+ Ke8 37. Rxe7+ Kxe7 38. Bxg5+ Ke8

39. Qc6+ 1-0

regis,d (1935) - aston,pa (2000) [B23]

BEST?: east devon 2, 1994

1. e4 c5 2. Nc3 e6 3. Nge2 d5 4. exd5 exd5 5. d4 Nc6 6. Be3 Nf6 7. dxc5 Qa5 8. Nd4 Ng4 9. Bb5 Nxe3 10. fxe3 [10. Nxc6] 10... Bd7 11. Nb3 Qb4 12. O-O Qh4 [12... O-O-O 13. Rf4] 13. Nxd5 O-O-O 14. Qf3 Be6 15. Bxc6 bxc6 16. Nf4 Bd5 17. Nxd5 cxd5 18. Qf5+ Kc7 19. Qe5+ Kc8 20. Rxf7 Rd7



21. Qe8+ Yes, very good, but [21. Qe6 Qd8 22. c6] 21... Qd8 22. Qxd8+ Kxd8 23. Rxd7+ [23. Raf1] 23... Kxd7 24. Rd1 Kc6 25. Nd4+ Kxc5 26. Ne6+ Kc6 27. Nf4 Bc5 28. Nxd5 Rf8 29. c4 a5 30. Rf1 Re8 31. Rf3 Re4 32. b3 Kd6 33. Kf2 g6 34. Rf6+ Ke5 35. g3 Bxe3+ oops 36. Kf3 Bc5 37. Ra6 [37. Re6+ Kxe6 38. Kxe4 g5 39. Ne3 Bf8 40. h3 Bc5 41. Nc2 h5 42. g4 hxg4 43. hxg4 Bf2 44. a3 Bc5 45. b4 Be7 46. c5] 37... Bb4 [37... g5 38. h3 h5 39. Rg6] 38. Nxb4 Re1 1-0

osland,bs (1800) - regis,d [A00]

BEST?: thetford major r4, 1979

1. b4 c6 2. e3 e5 3. Bb2 f6 4. a3 a5 5. b5 Ne7 6. c4 cxb5 7. cxb5 d5 8. d4 e4 9. a4 Ng6 10. Nd2 Be6 11. Qb3 Nd7 12. Rc1 [12. *Nxe4 bleah ...*] 12... Bd6 13. Ne2 Kf7 ! 14. g3 Nb6 15. Nf4 Nxf4 16. exf4 Qe7 17. Be2 Bb4 !?

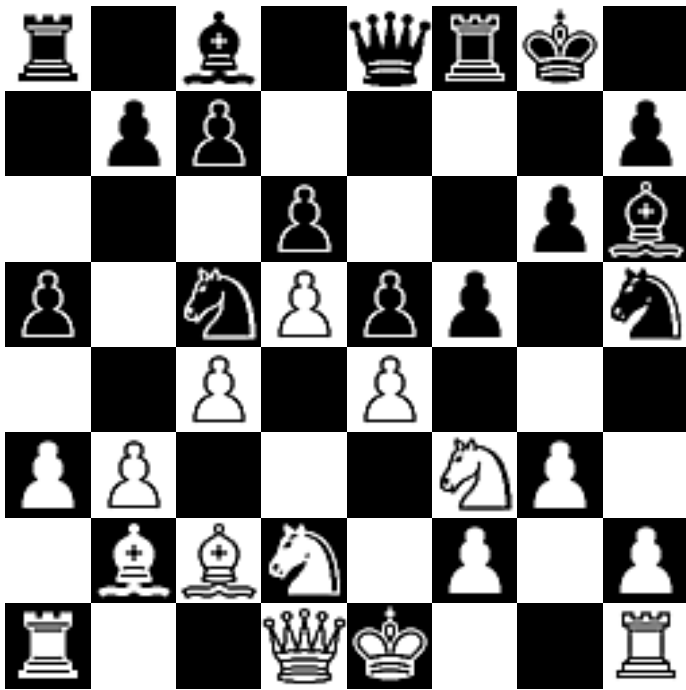


I was very proud of this at the time: I intended to swap off all White's good pieces and win the a-pawn. That's actually what happened! 18. Bc3 Rhc8 19. Nb1 Bxc3+ 20. Rxc3 Rxc3 21. Nxc3 Qb4 22. Qxb4 axb4 23. Nb1 Rxa4 24. O-O Ra2 25. Re1 Nc4 26. Bxc4 dxc4 27. Rxe4 Ra1 28. Re1 Bf5 29. Kg2 Rxb1 30. Re2 b3 31. d5 c3 32. d6 c2 33. Re7+ Kg6 34. d7 c1=Q ! 35. g4 Qg1+ 36. Kf3 Qxg4+ 37. Ke3 Re1+ 38. Kd2 Qd1+ 39. Kc3 Rxe7 0-1

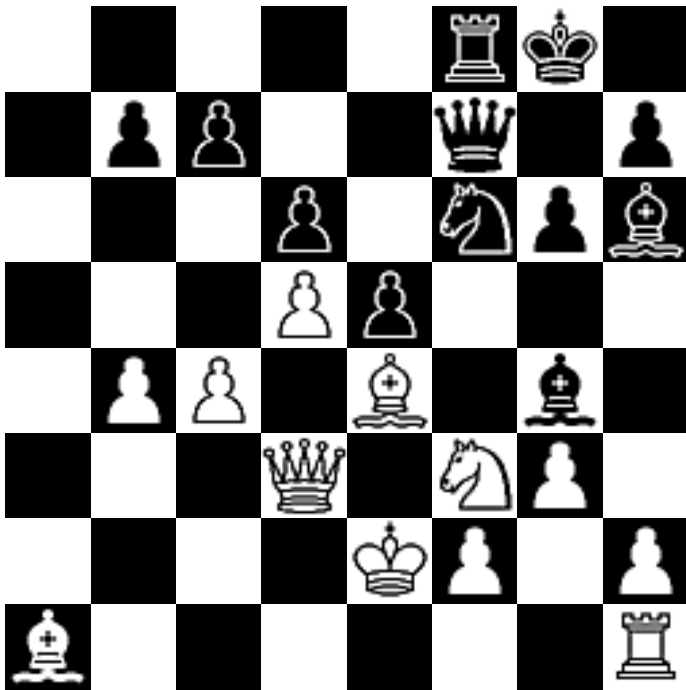
escott,k. - regis,d. [B06]

BEST?: warcs. vs devon (county 1/4 final), 1995

1. e4 g6 2. d4 d6 This move order is designed to stop White playing his next move! 3. c4 e5 4. d5 Bh6 ? Strategically brilliant but tactically a joke. 5. Nd2 [5. *Bxh6 Nxf6* 6. *Qd2 Qh4* 7. *Nc3 f5* 8. *g3 Qh5* 9. *Be2*] 5... Nf6 6. Bd3 Na6 7. Ngf3 Nc5 8. Bc2 a5 9. b3 Nh5 10. g3 O-O 11. Bb2 Qe8 12. a3 f5



I could see the combination coming... 13. b4 [13. *exf5 gxf5* 14. *b4 e4* 15. *bsc5 exf3+* 16. *Kf1 f4*] 13... *axb4* 14. *axb4 Rxa1* 15. *Bxa1*



15...*Nxe4* 16. *Nxe4 fxe4* 17. *Bxe4 Bg4* 18. *Qd3 Qf7* 19. *Ke2 Nf6* 20. *h3 Bxf3+* 21. *Bxf3 e4* 22. *Bxe4 Nxe4* 23. *f4 Bg7* 24. *Bxg7 Kxg7* 25. *Ra1 Re8* 26. *Kf3 Qf5* 27. *Qd4 + Qf6* 28. *Qxf6+ Kxf6* 29. *Ra2 Nc3* 30. *Ra7 Re4* 31. *Rxb7 Rxc4* 32. *Ke3 Nxd5+* 33. *Kd3 Rxb4* 0-1

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career3.txt.html) was last modified on 22 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: My first efforts

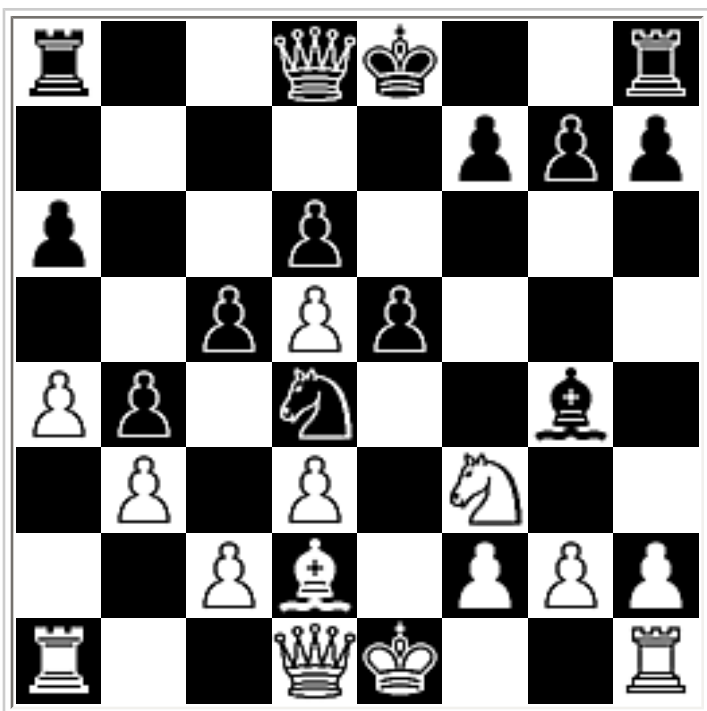
first

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

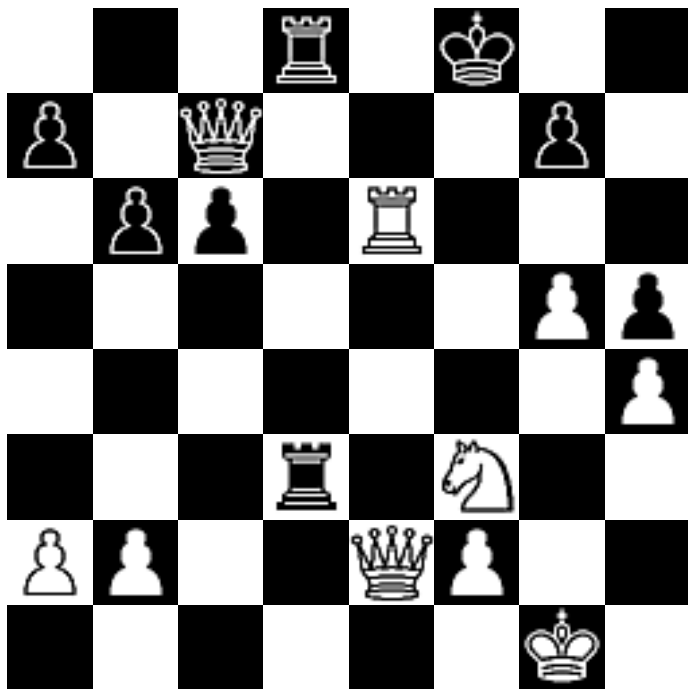
hammond,g - regis,d [C50]

FIRST: fenland guards jnr chp, 1974

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bb5 Bd7 7. b3 a6 8. Bc4 b5
9. Bd5 Nxd5 10. exd5 Bb4 11. Bd2 Nd4 12. a3 Bxc3 13. Bxc3 c5 14. a4 b4 15.
Bd2 Bg4



16. h3 Bxf3 17. gxf3 Qf6 18. c3 Nxf3+ 19. Ke2 O-O 20. cxb4 Rae8 21. bxc5 dxc5
22. h4 e4 23. Rc1 exd3+ 24. Kxd3 Qd4+ 25. Kc2 Nxf4 26. Re1 [26. Qh5] 26...
Qxf2 27. Qg4 Nf3 28. Rf1 Qxd2+ 29. Kb1 Nh2 30. Qf4 Nxf1 31. Qxf1 Qxd5 32.
Qc4 Qxc4 33. bxc4 f5 34. Rd1 Re4 35. Rc1 f4 36. Kb2 f3 37. Kb3 f2 38. Rf1 Re1
39. Rxe1 fxe1=Q 40. a5 Rf3+ 41. Kc2 Rc3+ 42. Kb2 Qc1+ 43. Ka2 Ra3# Not



I'm still (1992) taken with the determined attitude of White here! 28... R3d6 29. Ng6+ Kg8 30. Ne7+ Kf7 [30... Kf8 31. Qf3+ Ke8 32. Nd5+ Kd7 33. Re7+ still] 31. g6+ Ke8 32. Nd5+ Kd7 33. Re7+ Kc8 34. Rxc7+ Kb8 35. Qa6 Rxc6+ 36. Kf1

It is an omen that my first ever competitive game featured both a cheapo AND a swindle. 1-0

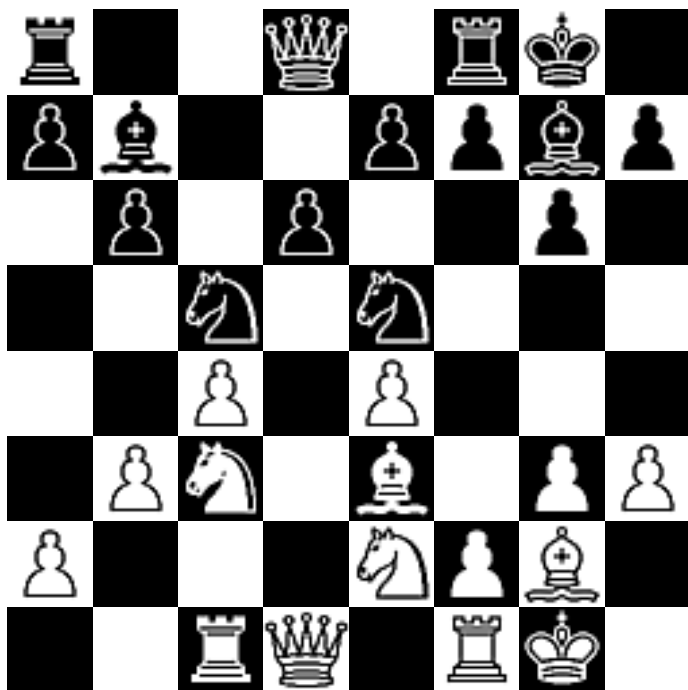
regis,d - richard dixon (CORR_92/93) [B36]

FIRST: devon vs glos. (ward-higgs I), 1993

My first and only correspondence game, during which I made comments to myself throughout. I can only add here NEVER AGAIN: I found the experience appalling - months of paranoia, hesitancy and self-recrimination. At least OTB you can let it go at the end of the day (usually...), although I know there are folk who feel OTB slow chess is too heavy.

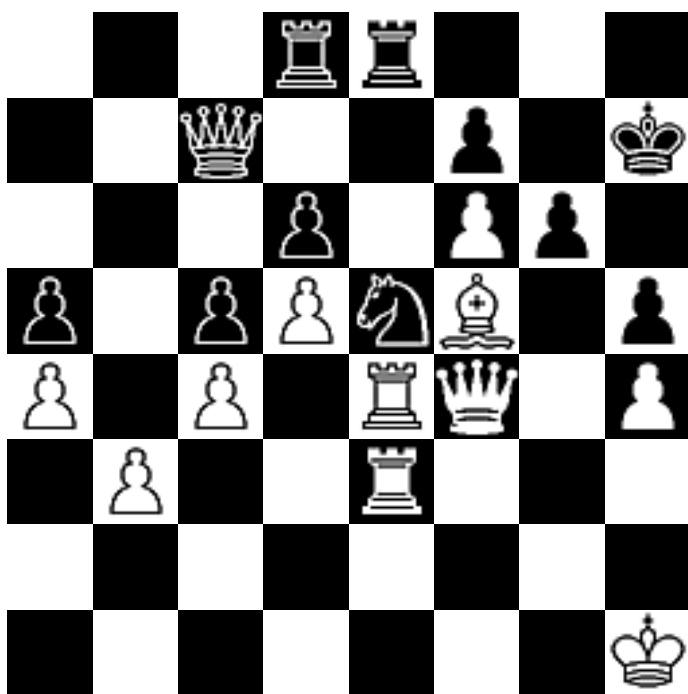
1. c4 g6 (I knew a game of [Portisch](#)'s which I had in mind throughout) **2. g3 Bg7 3. Bg2 Nf6 4. Nc3 O-O 5. e4** (new for me this season: I played the e3/Nge2/d4 plan for years but recently fancied this, which looked more enterprising) **5... d6 6. Nge2 c5** (black had a lot of choice at this point: ...e5/...c6/etc.) **7. O-O Nc6 8. d3 Ne8 9. Be3 Nc7** (?! in the books) **[9... Nd4] 10. d4 !** (in the

books) **10... cxd4 11. Nxd4 Ne6 12. Nde2 Ne5 ! TN - threatens c4 and e3 via g4 [12... Nc5 13. Rc1 Be6 14. b3 Qa5 15. Qd2 Rac8 16. Nf4 +- and black is in trouble: barcza-szilagyi 1967]** **13. b3 b6** (transposing to a hedgehog formation looks better than szilagyi's setup) **14. h3** (stopping the ... Ng4 lines seemed sensible, especially since last move they were possible. The knights now need to get out of the way of the pawn roller) **14... Bb7 15. Rc1** (looks slow and a bit aimless with hindsight) **15... Nc5**



16. f4 (now I thought I was on the right lines: turn that space into attack, as in the portisch game) **16... Ned7 17. g4 a5** (I would have preferred ...a6) **18. Ng3** (I don't know where this is going yet, unless black can be obliged or tempted to take on f5 eventually - if not the Ng3 and Bg2 are very passive) **18... Bc6** (! I now wanted the wN back on e2) **19. a4** (this isn't really necessary [19...a4; 20 b4 looked good] but I thought was justified psychologically - what is black's plan now ? the real challenge of course is to find white's plan! The wQ is badly tied to b3 and d3) **[19. Bd4 (this was better I thought afterwards)** 19... e5 20. Be3 exf4 21. Bxf4 Ne5 22. Rc2 Ned3] **19... Rb8 20. Rf2** (Nicely ambiguous [ideas of Qd2 or Rd2] but d3 is now more tender) **20... Qc8 21. Nd5** (I'm obviously entertaining pushing f4-f5-f6) **21... Re8 22. g5** (not f5 yet) **22... Qb7** (adds to pressure but locks in Bc6) **23. f5** (It's starting to get hard for me to find a plan which doesn't involve f5 but Black can play ...e6 and build up nicely now. I had some fun with 23 f5 and 24 Nh5 in analysis which was all bluff but looked worth starting) **23... Bf8** (I looked at ...Bxd5 and ...Be5 in analysis but this looked most solid. If ...e6 white can afford ...exd5 because exd5 wins the Bc6) **24. Bd4** (24 f6 simply takes a good square away from the knight. Now I have more realistic-looking threats but I must say by this stage I thought it

was all starting to slip away) **24... Ne5 25. Rc3 Bg7** (I now entered a short sequence of moves which I thought were most solid and maintained a space advantage despite exchanges) **26. f6 Bf8 27. fxe7 Bxe7 28. h4 Bxd5** (the two bishops are no real advantage here as the Bg2 is inactive) **29. exd5 Bf8 30. Rf4** (else Qf1,Bg7 will threaten ...Nf3+ and ...Bxd4) **30... Bg7 31. Qf1** (both sides have consolidated after some white initiative and I thought we're now in for a phase of manoeuvring) **31... Re7 32. Bxc5 [32. Rf6] 32... bxc5** (obviously not 32...dxc5; 33 d6) **33. Ne4** (This move cheered me up a little; I felt I had some chances for the initiative) **33... Rd8 34. Nf6+ [34. Nxc5 (idea d6 again) 34... Qb6] 34... Bxf6 35. gxf6 Ree8 36. Re4 h5** (I admit I analysed this only after sending off my last move - I concluded I had some chances of a combinative breakthrough on the K-side but this couldn't be forced, and I became slightly less alarmed about possible endgames) **37. Rce3 Kh7 38. Qf4** (I couldn't see a way of winning after what I thought was the best line, ...Qb4, but I didn't have to lose either. White can try to contrive a lever with Bh3, Qg5 and now Bf5, but ...Qb4 & ...Rg8 (forces Kh1) slows or stops it) **38... Qc8** (I thought at the time, not as strong as ...Qb4, but realised it's trickier) **39. Bh3 Qb8** (if the knight moves don't work this is probably best) **40. Kh1 Qc7 41. Bf5**



41...Qb8(I immediately thought this was too resigned) **42. Qg5** (mates in six)
1-0

Briggs, Tom - regis,d [C02]

FIRST: march cc friendly, 1975

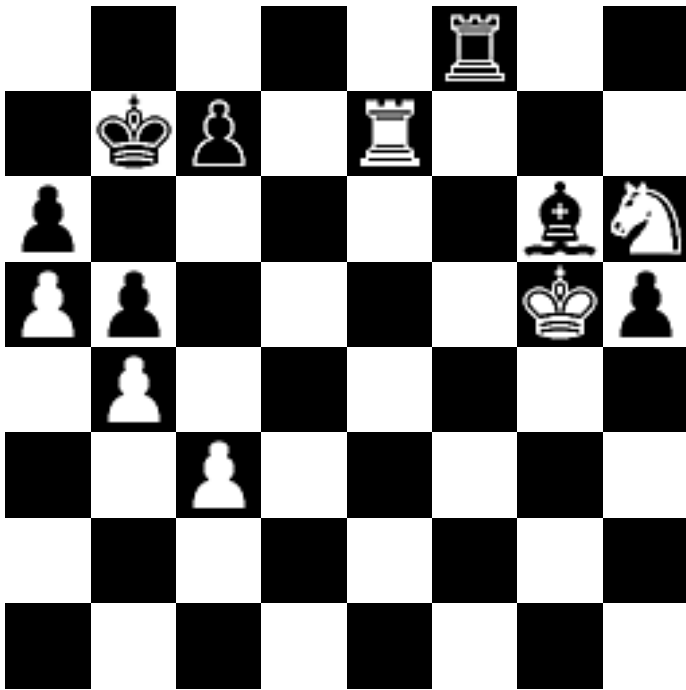
Tom founded March Chess Club and worked hard for the club until his death. I played many games with Tom as a young player and was always impressed by his consistent good humour and generosity. Like Andersson, he met defeat only with laughter and praise for his opponent. Chess is full of people like Tom, although we tend to notice only the Kasparovs.

1. e4 This game is probably fairly typical for the time, and features my first and long-time favourite French Defence to 1.e4.

1... e6 2. d4 d5 3. e5 Nc6 4. Nf3 f6 5. Bf4 g5 6. Bg3 fxe5 7. dxe5 Bg7 8. Bb5 Nge7 9. O-O a6 10. Ba4 Bd7 11. c3 Ng6 12. Bxc6 Bxc6 13. Re1 Bb5 14. Nd4 Qd7 15. a4 Bc6 16. b4 b5 17. a5 O-O-O 18. Qg4 h6 19. Qxe6 Qxe6 20. Nxe6 Rd7 21. Nc5 Re7 22. Nd3 Rhe8



23. f4 Nxf4 24. Nxf4 gxf4 25. Bxf4 Bxe5 26. Bxe5 Rxe5 27. Nd2 Re2 ??? 28. Nf3 d4 29. Rxe2 Rxe2 30. Nxd4 Rxc2+ 31. Kf1 Bb7 32. Re1 Rxc2 33. Re2 Rh3 34. Rc2 Be4 35. Re2 Bd3 36. Kg2 Rh5 37. Re8+ Kb7 38. Re3 Bc4 39. Kg3 Rg5+ 40. Kh4 Rg8 41. Nf5 Rh8 42. Kh5 Bf7+ 43. Kh4 h5 44. Re7 Rf8 45. Nh6 Bg6 46. Kg5

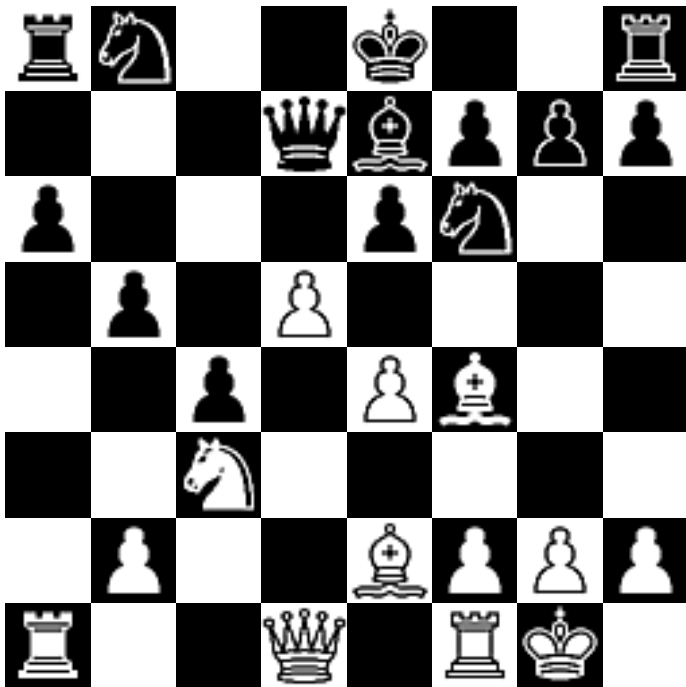


46...Be8 47. Re3 Kc8 48. Nf5 Rg8+ 49. Kf6 Rg4 50. Rxe8+ Kb7 51. Re3 Kc8 52. Rh3 Rc4 53. Kg5 c5 54. Nd6+1-0

regis,d - rivett,dv [D16]

FIRST: lowestoft friendly, 1977

1. d4 Another 'dues' game - my uncle Don was a very important benchmark for me, and was endlessly patient with my early efforts. This was a game I remember being proud of at the time, having finally taken half a point from him. I also remember not really understanding how, though! 1... d5 2. Nf3 Nf6 3. c4 c6 4. Nc3 dxc4 5. a4 Bd7 6. e4 b5 7. axb5 cxb5 8. Be2 e6 9. O-O Be7 10. d5 a6 11. Ne5 Qc7 12. Nxd7 Qxd7 13. Bf4



13... exd5 14. exd5 O-O 15. d6 Bd8 16. Bf3 Nc6 17. Nxb5 Rb8 18. Nd4 Nb4 19. Rc1 Rc8 20. Bg5 Rc5 21. Nb3 Rc8 22. Bxf6 Bxf6 23. Bg4 Qc6 24. Bxc8 Rxc8 25. Re1 Qd7 26. Qe2 Nd3 27. Rxc4 Nxe1 28. Rxc8+ Qxc8 29. Nc5 Kf8 30. d7 Qd8 31. Qxe1 Be7 32. Qe3 Qa5 33. h3 g6 34. Nb7 Qd5 1/2-1/2

35. Qc3! should have been promising.

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career5.txt.html) was last modified on 29 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Playing like a grandmaster

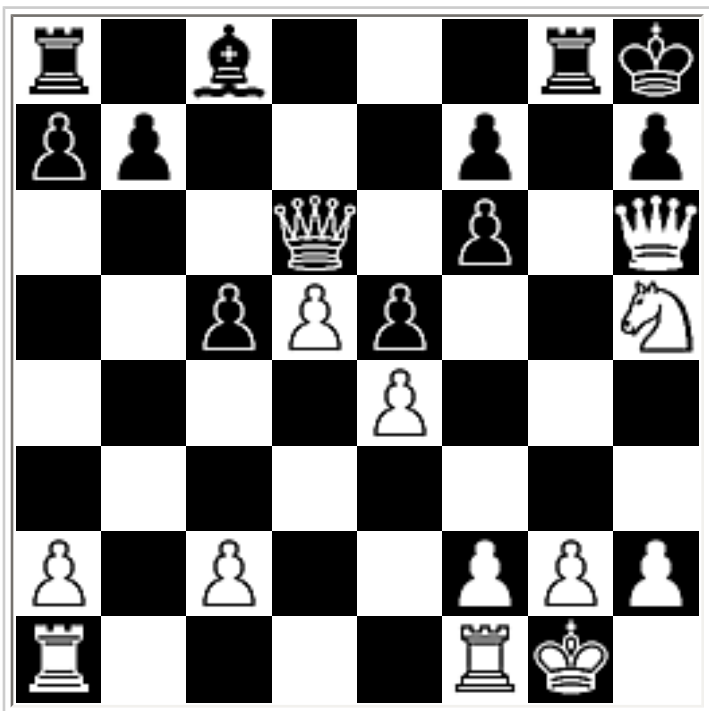
Playing like a grandmaster

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

Regis (Exeter) - Orpwood (Salford) [C30]

MASTER: BUCA, Leeds

1. e4 e5 2. Bc4 Nc6 3. Nc3 Nf6 4. d3 Bb4 5. Nge2 O-O 6. O-O d6 7. Bg5 Na5 8. Bxf6 ! 8... gxf6 9. Nd5 Bc5 10. b4 Nxc4 11. dxc4 c6 12. bxc5 cxd5 13. cxd5 dxc5 14. Ng3 Kh8 15. Qh5 Qd7 ? 16. Qh6 Qd6 17. Nh5 Rg8

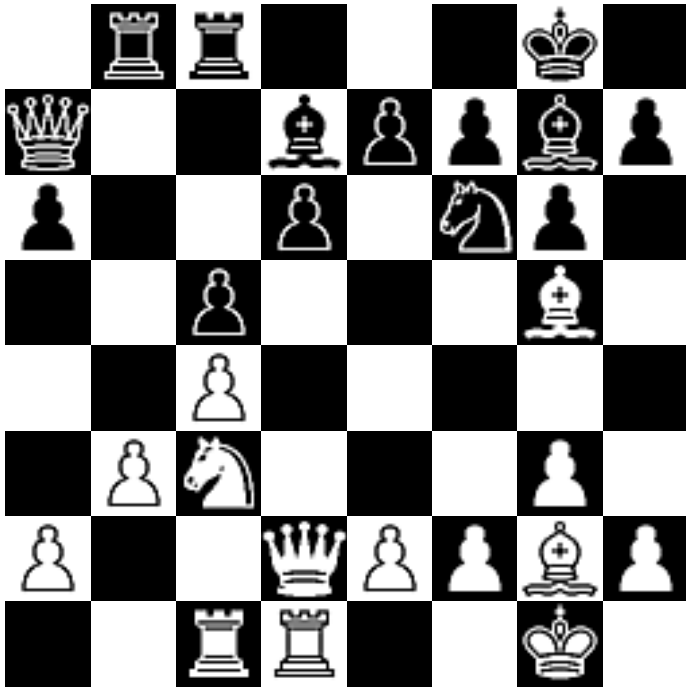


Petrosian-Spassky (see [Style](#) section of [Canon](#)) 18. Nxf6 Rg7 19. Qxg7+ 0-1

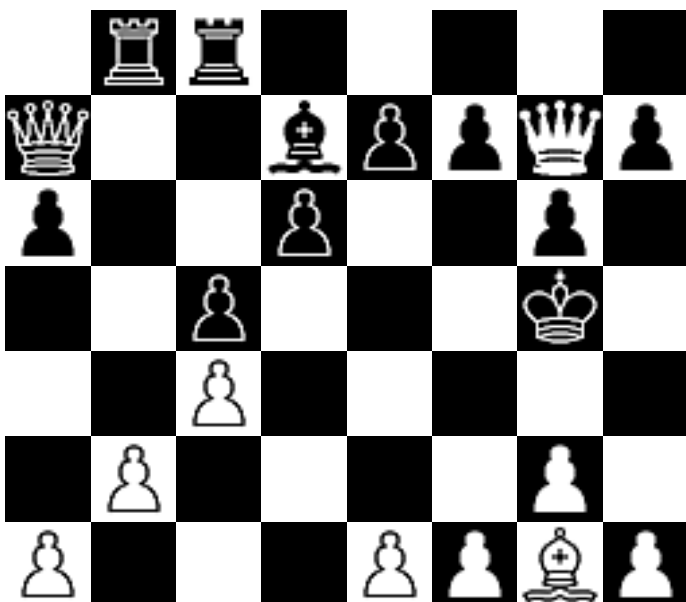
regis,d (1800) - langosz,g (1700) [A10]

MASTER: cambridge open, 1980

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 c5 5. Nf3 Nc6 6. O-O Nf6 7. d4 cxd4 8. Nxd4 Bd7 9. Bg5 O-O 10. Rc1 a6 11. b3 Qc7 12. Nxc6 [12. Nd5 Nxd5 13. cxd5 Bxd4 14. dxc6 Bxf2+ 15. Rxf2 Bxc6 16. Bh6 Rfc8 17. Bd5] 12... bxc6 13. Qd2 Rfc8 14. Na4 Rab8 15. Rfd1 c5 16. Nc3 Qa7



17. Bxf6 Bxf6 18. Nd5 Kg7 19. Nxf6 Kxf6 20. Qc3+ Kg5 21. Qg7



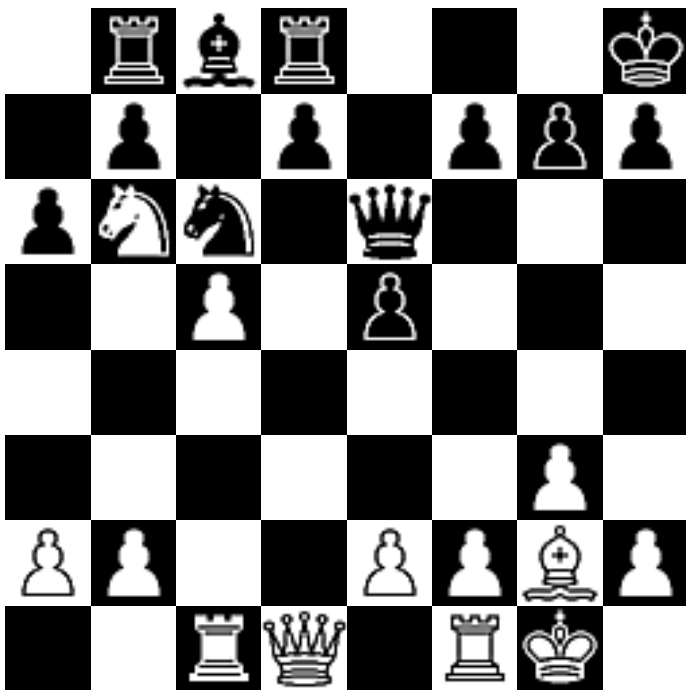


[Petrosian-Pachman, Bled 1961](#) 21... Be6 [21... Bc6 22. f4+ Kg4 23. h3+ Kxg3 24. Qh6 Bxg2 25. Rd3+ Bf3 26. Rxf3#] 22. h4+ Kg4 23. Kh2 Rh8 24. Bf3+ Kf5 25. e4# 1-0

regis,d - fisher,r (1720) [A36]

MASTER: portsmouth open #1, 1984

1. c4 c5 2. Nc3 Nc6 3. g3 Nf6 4. Bg2 e6 5. Nf3 Be7 [5... d5 *Tarrasch*] 6. O-O O-O
 7. d4 cxd4 8. Nxd4 Rb8 9. Bf4 Ra8 ? [9... d6 10. Ndb5 Ne8 11. Ne4 e5] 10. Ndb5
 e5 11. Bg5 a6 12. Nd6 Ne8 13. Bxe7 Qxe7 14. Nxe8 Qxe8 15. Rc1 !? [15. c5]
 15... Kh8 ?! [15... b6 16. Nd5 Rb8 17. Qb3] 16. Nd5 Rb8 17. c5 Qe6 18. Nb6 Rd8



Bernstein-Mieses (see [Strategy](#) section of [Canon](#)) [18... Qxa2 19. Qd6 Rd8 20. Bxc6 bxc6 21. Qxb8] 19. Qd6 Qxd6 20. cxd6 Re8 21. e3 f5 22. Rfd1 g6 23. Bd5 Kg7 24. a3 e4 25. f4 exf3 26. Kf2 Kf6 27. Rc5 g5 28. Bxf3 g4 29. Bg2 h5 30. Rdd5 Ke6 31. Bf1 Rh8 32. Bd3 1-0

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career6.txt.html) was last modified on 29 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: My cheapos

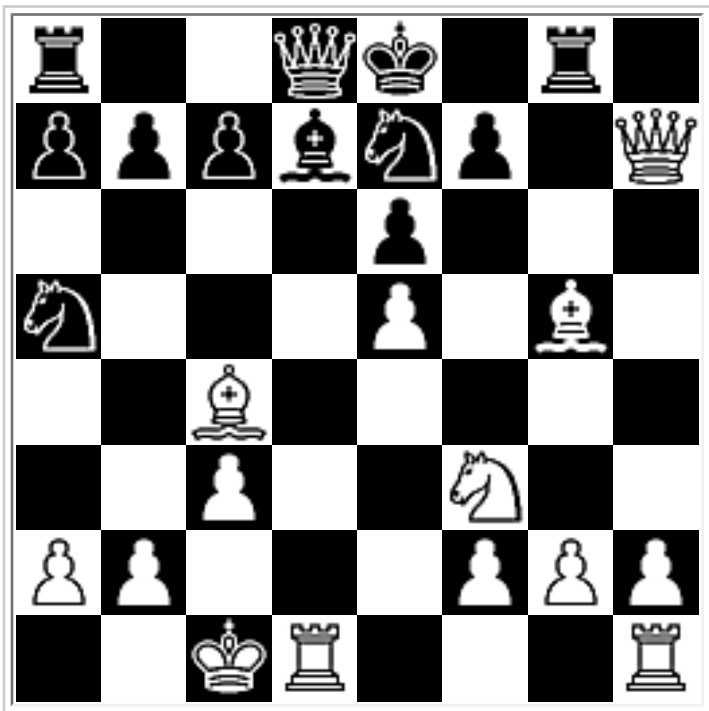
Magnificent cheapos...

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

regis,d - lane,pc [A18]

CHEAPO: exchange vs. exeter,newman speed league, 1994

1. c4 e6 2. Nc3 Nf6 3. e4 Bb4 sucker 4. e5 Bxc3 5. dxc3 Ng8 6. Qg4 Ne7 7. Qxg7 Rg8 8. Qxh7 Nbc6 9. Nf3 d5 10. Bg5 Bd7 11. O-O-O dxc4 12. Bxc4 Na5



13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ My neatest combination, I think 1-0

regis,d. (1855) - jones,rh (1800) [A18]

CHEAPO: exchange vs. exmouth, 1995

1. c4 Nf6 2. Nc3 e6 3. e4 Nc6 4. Nf3 b6 5. e5 Ng4 6. d4 g6 7. h3 Nh6 8. Bg5 Ne7
9. Qd2 Nhf5 10. g4 Ng7 11. Ne4



11... f5 12. exf6 Bb7 13. f7+ Kxf7 14. Ne5+ [14. Ne5+ Kg8 15. Nf6#] 1-0

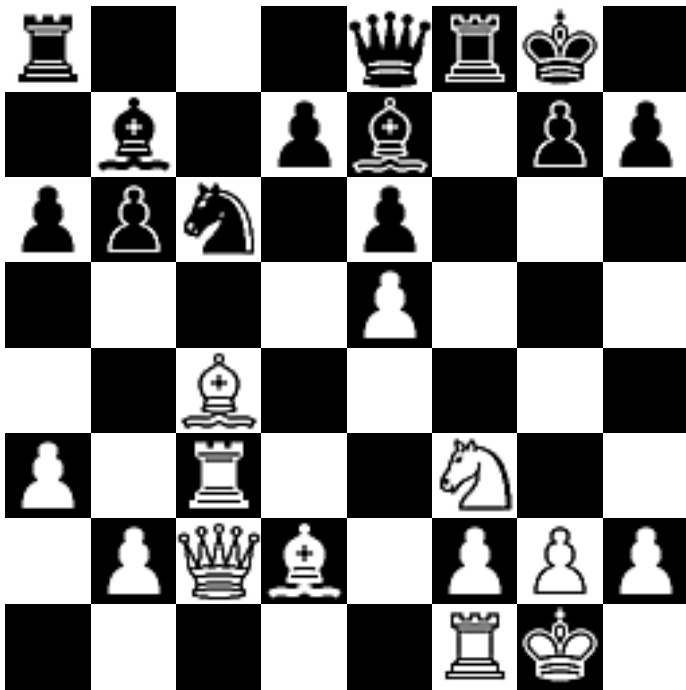
ryba,a (2015) - regis,d [B22]

CHEAPO: downing vs. trinity, 1979

1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 cxd4 5. cxd4 b6 6. Nf3 e6 7. Nc3 Bb4 8. Bd2
Bb7 9. Nb5 Be7 10. Rc1 a6 11. Nc3 O-O 12. Bc4 Nxc3 13. Rxc3



White's chances for an attack must be excellent. 13... f6 14. a3 fxe5 15. dxe5 Nc6 16. O-O Qe8 17. Qc2



Casual 17... Rxf3 18. gxf3 Nd4 19. Qd1 Qg6+ 20. Kh1 Rf8 21. Be2 Nxe2 22. Qxe2 Qh5 23. Kg1 [23. Rg1 Bxf3+ 24. Rxf3 Qxf3+ 25. Qxf3 Rxf3 26. Be3] 23... Rxf3 24. Re1 Qg4+ 0-1

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career4.txt.html) was last modified on 29 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: The biter bit! Swindled by others

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

Others

As Tartakower once remarked, "*Erro ergo sum*"...

Boomsma,B - Regis,D [B07]

CHEAPO: Spectrum, Torquay, 1996

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nf3 Nc6 5. h3 e5 6. d5 Nce7 7. Bg5 h6 8. Be3 f5
9. Bc4 Nf6 10. Qe2



10... a6 [10... fxe4 11. Nd2 c6 12. Ndx e4 Nxe4 13. Nxe4 cxd5 14. Bb5+] 11. a3 fxe4 12. Nd2 c6 13. Ncxe4 Nxe4 14. Nxe4 cxd5 15. Bxd5 Qa5+ 16. Bd2 Qxd5 with an easy win...

17. O-O-O Bf5 18. Nc3 Qc6 19. g4 Be6 20. f4 Black to play and lose in one...



20... exf4 21. Qxe6 g5 [I knew 21... Qd7 was the grown-up move, but I wanted to hang on and win the endgame] 22. Rhe1 Be5



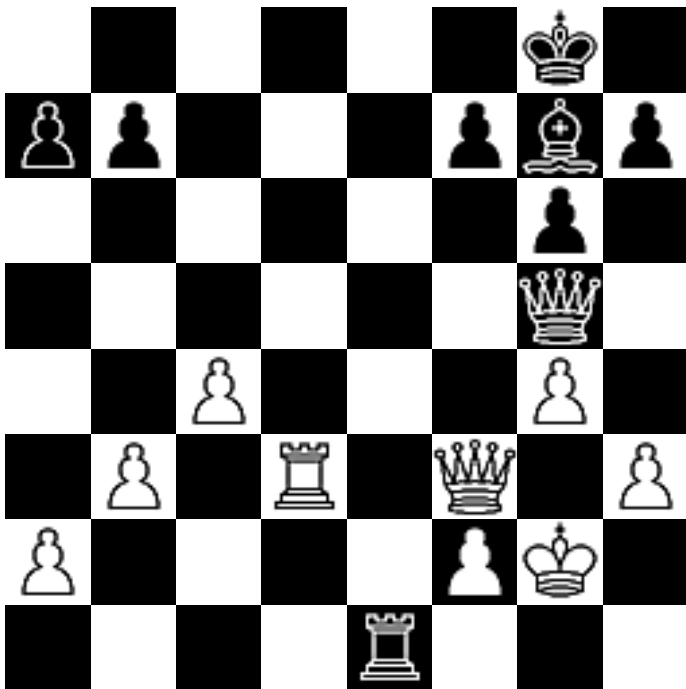
23. Nd5 Qxd5 24. Qxd5 Nxd5 25. Ba5 Ne3 26. Rd3 Rc8 27. c3 Rc6

I got 67 quid for this game... I'm sure you agree I richly deserved it. 0-1

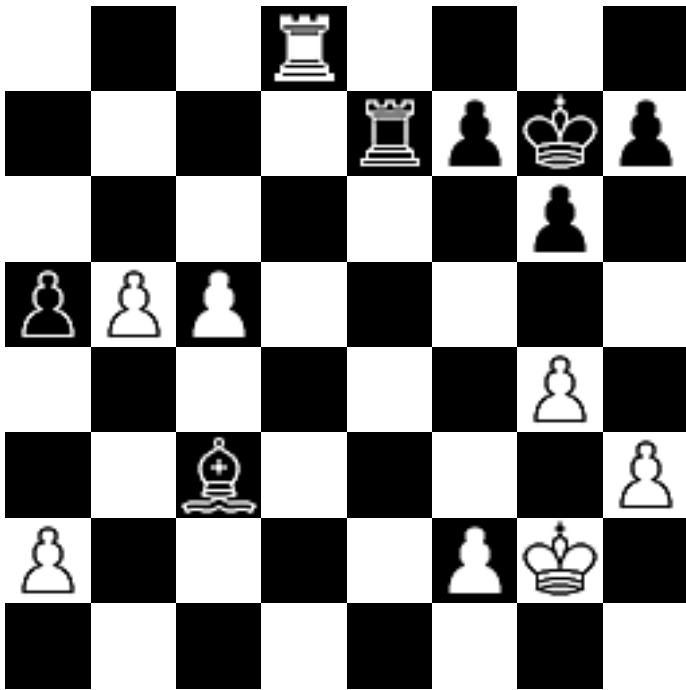
watson,c (1845) - regis,d (1940) [A40]

SWINDLED: cambs. vs. beds., 1986

1. d4 I thankfully remember little of this game ... 1... g6 2. Bg5 Bg7 3. c3 d5 4. Nd2 Nd7 5. e4 dxe4 6. Nxe4 Ngf6 7. Bd3 Nxe4 8. Bxe4 O-O 9. Qd2 c5 10. Ne2 cxd4 11. Nxd4 Nc5 12. Bc2 Qb6 13. O-O e5 14. Nf3 Bg4 15. Nh4 Rac8 a very mysterious rook move 16. h3 Be6 17. b3 e4 characteristically building an outpost 18. Rad1 Nd3 19. c4 Qc5 20. Bxd3 exd3 21. Nf3 Bf5 22. Rfe1 Rfe8 23. g4 ? 23... Be4 24. Qf4 Bxf3 25. Qxf3 Qxg5 26. Rxe8+ Rxe8 27. Rxd3 Re1+ 28. Kg2



almost anything wins here eg. Qe7 ... 28... Be5 ? 29. Rd7 Qf6 30. Qxf6 Bxf6 31. Rxb7 Re7 32. Rb8+ Kg7 33. b4 Bd4 34. c5 a5 35. Rd8 Bc3 36. b5



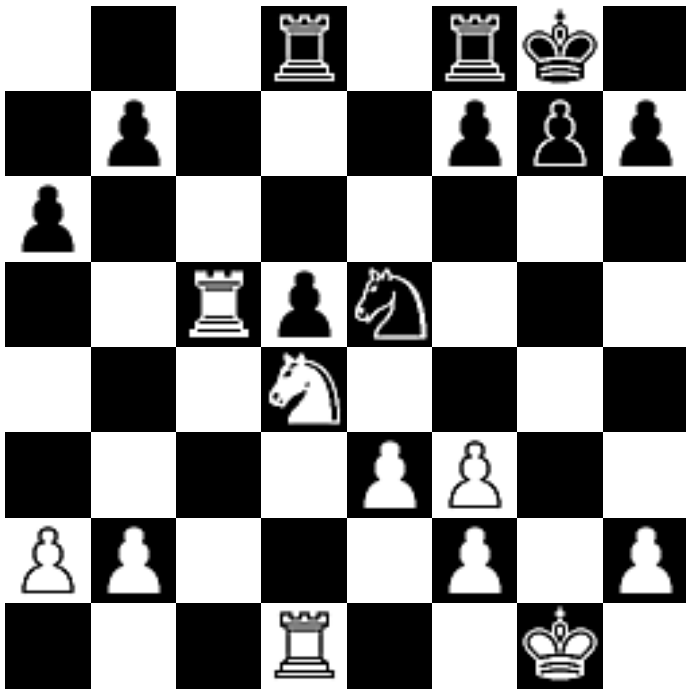
36... Rc7 [36... Bb4 37. c6 Bc5 38. Rb8 Rc7] 37. b6 Rxc5 38. b7 Be5 39. Re8 Bd6
40. Rd8 Be5

41. Re8 Bf4 42. Re4 Bd6 43. Rd4 Bc7 44. Rd7 Bf4 45. Rd4 Rb5 46. Rxf4 Rxb7 47.
Rd4 Rb2 48. Ra4 Rb5 "Truly, the players proved worthy of each other in this
game!" Botvinnik 1/2

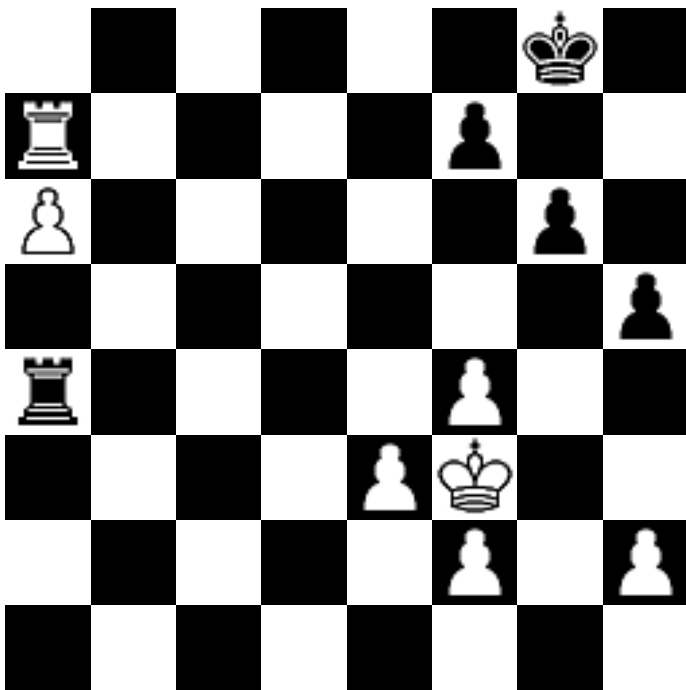
regis,d. (1800) - knox,stuart (1950) [D32]

SWINDLED: ian miles cup, 1983

1. c4 e6 2. Nc3 d5 3. d4 c5 4. Nf3 Nc6 5. cxd5 exd5 6. Bg5 Be7 7. Bxe7 Ngxe7 8.
dxc5 Qa5 [8... d4 9. Ne4 O-O 10. e3] 9. e3 Qxc5 10. Rc1 Bg4 11. Be2 O-O 12. O-
O Rad8 13. Qa4 Bxf3 14. Bxf3 Ne5 15. Rfd1 Nxf3+ 16. gxf3 Qb6 17. Qb5 Qxb5
18. Nxb5 Nc6 19. Rc5 a6 20. Nd4 Ne5



21. f4 b6 22. Rc7 Nc4 23. b3 Na3 24. Nc6 Nb5 25. Rb7 Nc3 26. Rd3 Ne4 27. Ne7 + Kh8 28. Rxd5 b5 29. Ra7 Rxd5 30. Nxd5 Nc5 31. Nc7 h5 32. Nxa6 Nxa6 33. Rxa6 g6 34. a4 bxa4 35. bxa4 Rb8 36. a5 Rb1+ 37. Kg2 Ra1 38. Ra7 Kg8 39. a6 Ra5 40. Kf3 Ra4



41. e4 [41. Ra8+ Kg7 42. a7 Ra2 43. Ke4 Kf6 44. Kd5 Ke7 45. Ke4 Kf6 46. Kd4 Rd2+ 47. Kc3 Ra2 48. Kb3 Ra5 49. Kb4 Ra2] 41... Kf8 42. e5 Kg8 43. Kg3 Kf8 44. Ra8+ Kg7 45. Kf3 Kh7 46. Ke3 Kg7 47. f3 h4 48. Kf2 Ra2+ 49. Kg1 h3 50. a7 Kh7 51. Rd8 Rxa7 52. Kf2 Ra3 53. Kg3 Kg7 54. Kg4 Re3 55. Rd1 Kh7 56. Rg1 Kg7 57. Rg3 f6 58. exf6+ Kxf6 59. Rxh3 Re2 60. Kg3 Ke6 61. Kg4 Kf6 62. f5 gxf5+ 63.

Kf4 Kg6 64. Rg3+ Kf6 65. Rg5 Rxh2 66. Rxf5+ Kg6 67. Rf8 Ra2 68. Re8 Ra1 69.
Re6+ Kf7 70. Kf5 Ra5+ 71. Re5 Ra3 72. f4 Ra4 73. Kg5 Ra1 74. Rb5 Ra6 75. Rb7
+ Kf8 76. f5 Ra1 77. f6 Rg1+ 78. Kf5 Rf1+ 79. Ke6 Re1+ 80. Kd7 Kf7 81. Rb6 1/2

[Best?](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed!](#) | [Recent](#)

Back to [Dr.Dave's Chess Career](#).



This document (career9.txt.html) was last modified on 29 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Dr. Dave's Recent Games

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

After every match or tournament game I type the game up with notes; here are some examples. I used to use a version of the commercial package Fritz, but now use the free(!) ChessBase demo. See what you think.

- [East Devon Congress, March 1996](#): ups and downs, mostly ups!
 - [East Devon Congress, March 1997](#): the tournament from hell?
 - Adventures with the [Blackmar-Diemer Gambit](#): an e-mail tournament
 - [East Devon Congress, March 1998](#): Par for the course?
 - [East Devon Congress, March 1999](#): The Red Queen's Race
-

What got me started on showing off these recent games was an absolutely splendid chap called Alex Bellinger, who has established an electronic magazine devoted to the amateur game at [Chess Scene](#), which has great articles like [Gene Thompson's](#).

If you still want to read about my adventures that weekend you can do so [here](#) or [there](#).

Back to [Chess Coaching Page](#)



This document (recent.html) was last modified on 22 Nov 96 by

[Dr. Dave](#)

Exeter Chess Club: One amateur's weekend.

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

Here are all my games from this year's (1996) superbly organised East Devon Congress, held in the excellent venue of St.George's Hall (big, cool, near town centre, has a bar). I scorn the idea of trying to win money in the Major and go for the Premier (my grade is 3 points too high for the Major). Five rounds later...

Round	Opponent (my col)	BCF	ELO	Result	Score	
1	Ian George (B)	184	2072	0.0	0.0	(A hard rain...)
2	David Hodge (W)	161	1888	0.5	0.5	(Don't count your chickens)
3	Peter Chaplin (B)	158	1864	1.0	1.5	(Beware geeks bearing gifts)
4	David Parr (W)	181	2048	0.5	2.0	(Below Parr, as usual)
5	Rob Newton (W)	177	2016	1.0	3.0	(Sweet, but not fattening)

Round 1. A Hard Rain...

Black vs. Ian George (grade 184): 1-0 (52 moves). I lose one game like this in every weekend tournament. With Black, I get an about-equal opening, which turns into a slightly worse middlegame, then a worse endgame, and then I lose. Percentage play at its best by my opponent: I never felt clearly equal and find myself on the slide.

I quite fancy this opening but clearly haven't quite got the hang of it. I remember considering 21...Nxa5 but played something else, I think having forgotten that the capture was on. We played moves 34-37 quickly, then, after a while, he plays g4, the best way to keep up the pressure. Of course, if I wasn't caught up by the momentum, I could have anticipated 37. g4 and played 34/35/36 ...h5, with better chances than in the game. The final position sees Black stuck for ideas, but not for blunders. (Score: 0

out of 1).

George,IM (2070) - Regis,D (1825) [B06] East Devon #1, 1996

1. e4 g6 2. d4 Bg7 3. Nf3 c5 4. c3 cxd4 5. cxd4 d5 6. e5

[6. exd5]

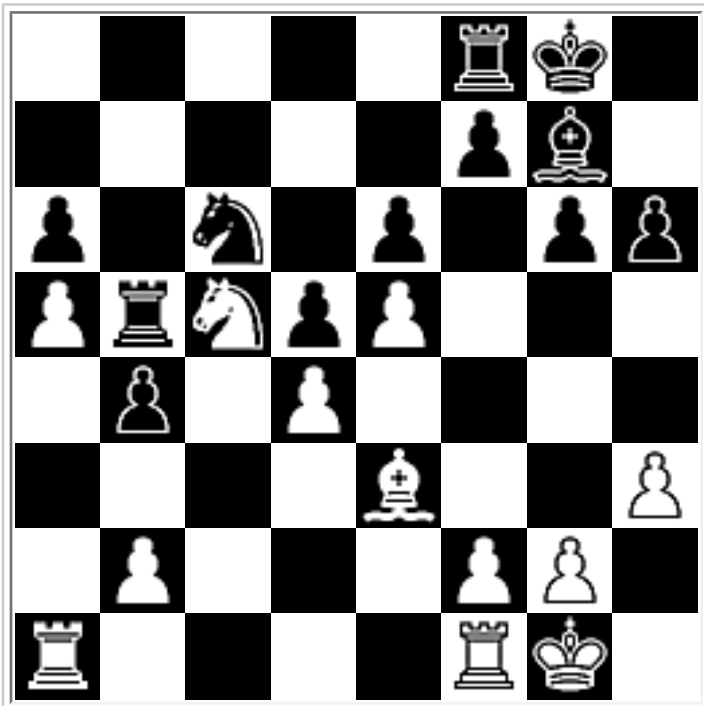
6... Bg4 7. h3 Bxf3 8. Qxf3 e6 9. Bb5+ Nd7 10. O-O a6

[10... Ne7], or [10... Rc8]

11. Bxd7+ Qxd7 12. Qa3 h6 13. Nc3 b5 14. Qb3 Ne7 15. a4 Rb8 16. a5 b4 17. Na4 O-O 18. Nb6 Qb5
19. Be3 Nc6 20. Qa4 Qxa4 21. Nxa4 Rb5

[21... Nxa5 22. Nc5 Rb5 23. Nxa6 Nc4 looks OK]

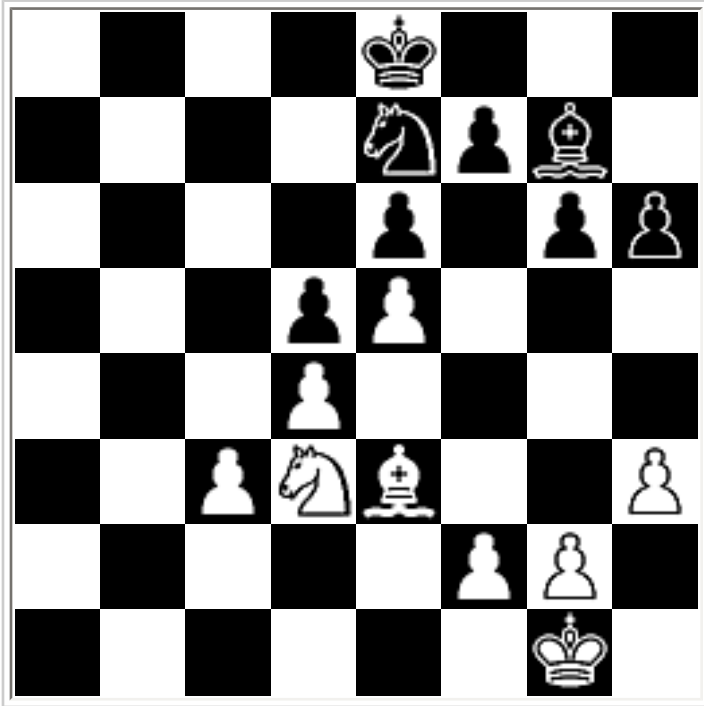
22. Nc5



22... Ra8

[22... Rxc5 23. dxc5 Nxe5 24. b3 Rc8 with some compensation], or [22... Rxa5 23. Rxa5 Nxa5 24. Nxa6 b3 25. Nc5 Nc4 which I think is equal]

23. Nb3 Ra7 24. Rfc1 Ne7 25. Rc2 Kf8 26. Rac1 Ke8 27. Rc7 Rbb7 28. Rxb7 Rxb7 29. Nc5 Rb5 30. Nxa6 Rxa5 31. Nxb4 Rb5 32. Nd3 Rb3 33. Rc3 Rxc3 34. bxc3

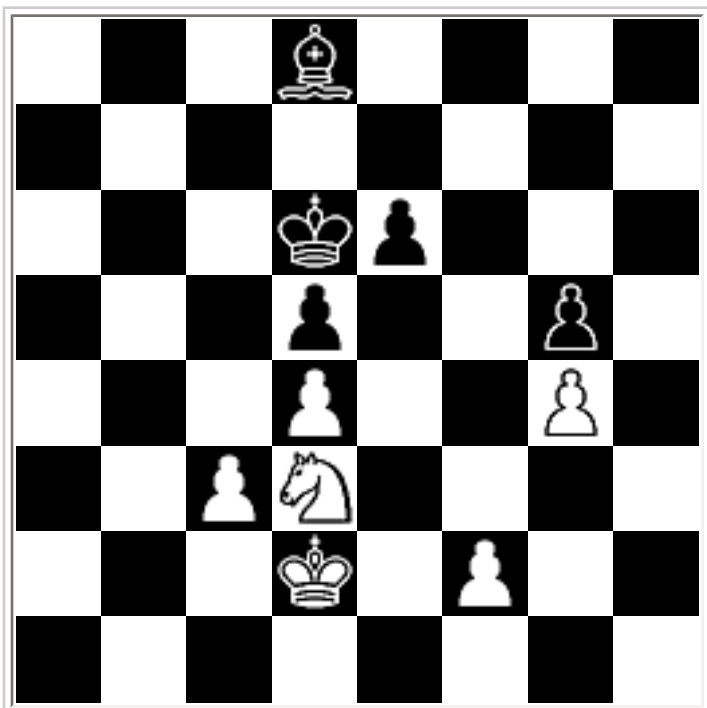


How often have I embarked on a poor endgame against a county player, to be ground down without mercy.

34... Nc6

[34... h5]

35. Kf1 Na5 36. Ke2 Nc4 37. g4 Ke7 38. h4 f5 39. exf6+ Kxf6 40. Bf4 g5 41. hxg5+ hxg5 42. Be5+ Nxe5 43. Nxe5 Ke7 44. Kd3 Kf6 45. Kc2 Ke7 46. Kb3 Bf6 47. Kb4 Kd6 48. Nd3 Bg7 49. Kb3 Bf6 50. Kc2 Bd8 51. Kd2



51... Ba5? 52. Ne5

panicked and resigned

[52. Ne5 Bc7

[52... Bd8 53. Nf7+ +/-]

53. Ke3

[53. Kd3 Ke7 54. Ke3 Ke8 55. f4 +/-]

53... Ke7 54. f3 Kf6 55. f4 Ba5]

1-0

Round 2. Don't count your chickens...

White vs. David Hodge (161): 1/2-1/2 (41). I throw away one game like this in every weekend tournament. With White, I get a better opening, a winning middlegame, and then blow it.

I've been playing 1.e4 recently in an attempt to sharpen my game but I always play my old favourite 1. c4 against juniors. The Queen's-side attack works like clockwork and the ...f5 move seems only to limit Black's pieces. My opponent gives up a pawn on move 15, with a straight face, only to see me hand it

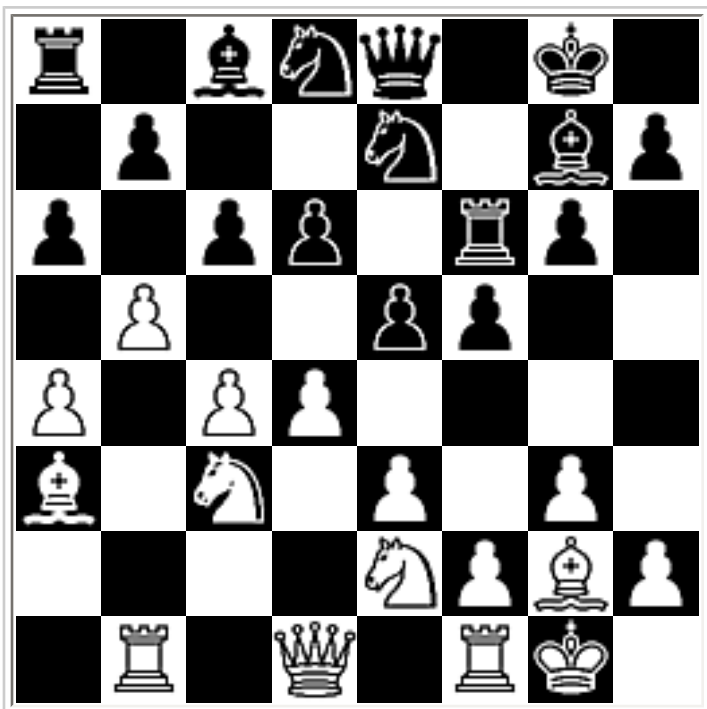
straight back (move 28), with rather a red one. In the post mortem he criticised the "pointless" manoeuvre Qa8+-e8 and chided me for missing Bh6+, which of course was the point. (Score: 1/2 out of 2).

Regis,D (1820) - Hodge,D (1890) [A25] East Devon #2, 1996

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 Nge7 6. Nge2 O-O 7. O-O d6 8. d4 f5?

[8... exd4]

9. Rb1 Qe8 10. b4 a6 11. a4 Nd8 12. b5 c6 13. Ba3 Rf6



14. bxc6 bxc6!

[14... Ndx6 15. Bxc6 bxc6 16. dxe5 dxe5 17. Bxe7 Qxe7 18. Nd5], or [14... Nexc6 15. Nd5]

15. c5 d5!?

[15... dxc5 16. dxe5 Re6 17. Bxc5 Bxe5 18. Nd4+-]

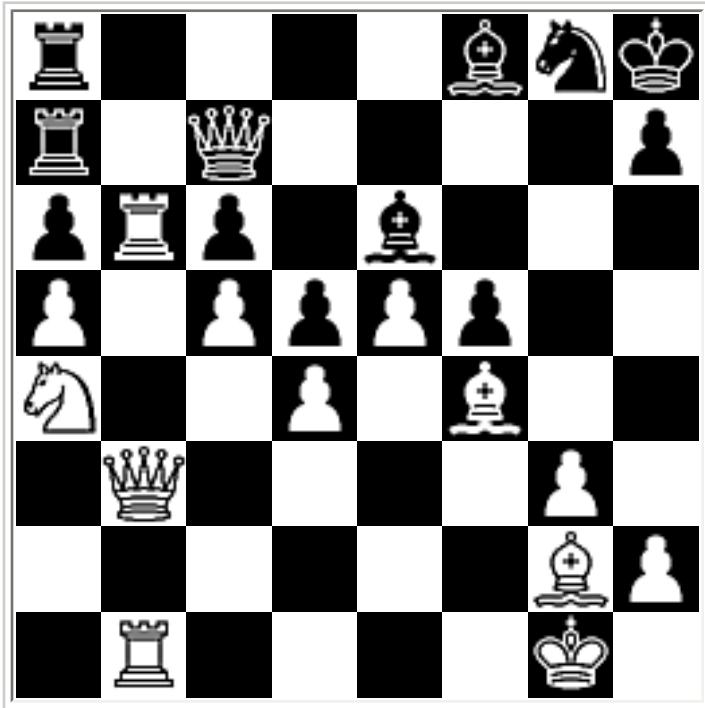
16. dxe5 Rf7 17. f4 Ne6 18. Nd4 Nxd4 19. exd4

[19. Qxd4]

19... Kh8 20. Qd3 Be6 21. Rb6 Qc8 22. a5 Ng8 23. Rfb1 Rfa7 24. Na4

[24. Na2!? e.g. 24... Ne7 25. Nb4 h6 26. Bf1 Qd7 27. Rxa6 Rxa6 28. Nxa6 Qa7 29. Rb6 Bc8 30. Bb4+-]

24... g5 25. Bc1 Bf8 26. Qb3 gxf4 27. Bxf4 Qc7



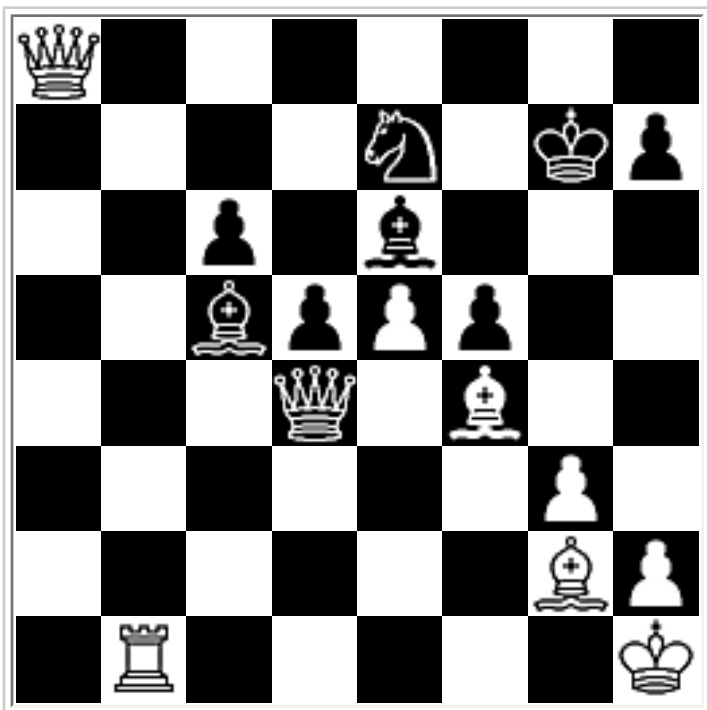
28. Rb7??

[28. Bd2] [28. Qb4] [28. Nb2]

28... Qxa5 29. Rxa7

[29. Rb6 threatening to round up the Queen 29... Bh6]

29... Rxa7 30. Qb6 Qxa4 31. Qxa7 Qxd4+ 32. Kh1 Bxc5 33. Qxa6 Ne7 34. Qa8+ Kg7



35. Qe8

[35. Bh6+ Kxh6 36. Qf8+ Kh5 37. Bf3+ Qg4

[37... Kg6 38. Qf6#]

38. Bxg4+ fxg4+-]

35... Qd3 36. Rf1

[36. Rc1!?!]

36... d4 37. Bg5

[37. Bh6+ Kxh6 38. Qf8+ Kh5

[38... Kg5 39. Qf6+ Kh5 40. Bf3+ Qxf3+- 41. Rxf3 Bd5]

39. Bf3+ Qxf3+ 40. Rxf3 Bd5 41. Kg2 d3 42. h3 d2 43. g4+ fxg4 44. hxg4+ Kxg4 45. Qf4+ Kh5 46. Qxd2 Nf5+-]

37... Bd5 38. Bf6+ Kh6 39. Rg1

[39. Qf8+!?! Kh5 40. g4+! e.g. 40... fxg4 41. Bxe7 Bxe7 42. Qf5+ Qxf5 43. Rxf5+ Kg6 44. Rf4+-]

39... Bxg2+ 40. Kxg2 Qe4+ 41. Kh3 1/2-1/2

Round 3. Beware geeks bearing gifts.

Black vs. Peter Chaplin (159): 0-1 (29). I win a game like this one in every weekend tournament: an impatient opponent sacrifices in an essentially level position, and I hang on to win. A shame really, he was playing probably the only other player in the tournament that had read Van Geet's book on the opening and knew the suggestion of **5. Rxh5**. Not that I knew what to do about it, but having read about it I could regard the move with some outward appearance of cool, which I think helped.

Despite some anxieties at about move 20, when I thought a central break would have been embarrassing, I am able to force a decision without ever using the extra Rook! (Score : 1 1/2 out of 3).

Chaplin,P (1865) - Regis,D (1820) [A00] East Devon #3, 1996

1. Nc3 d6 2. e4 g6 3. h4 Nf6



4. h5 Nxh5 5. Rxh5 gxh5 6. Qxh5 Nc6 7. Bb5 Bd7 8. Nf3 e6 9. d4 Nb4!?

[9... Qe7 10. Ng5 Bg7]

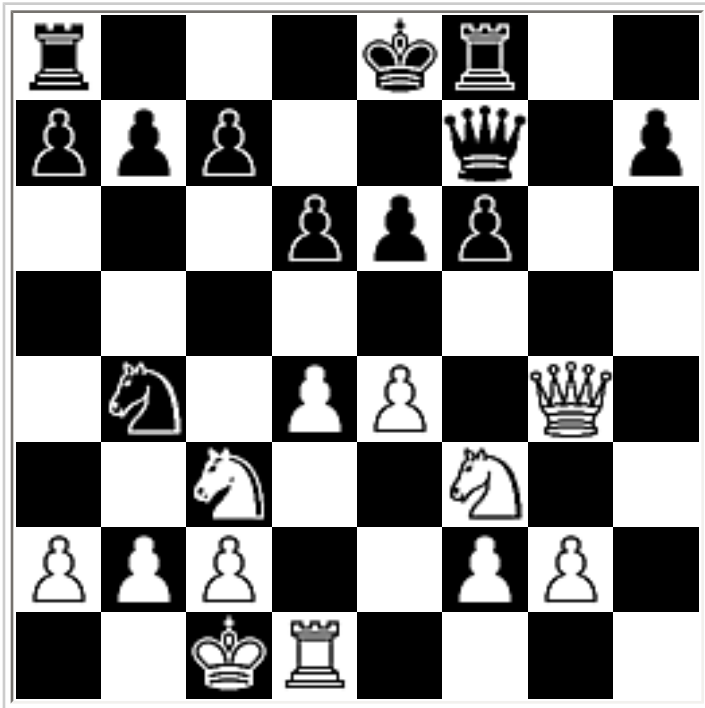
10. Bg5 Be7 11. Bxd7+ Qxd7 12. Bxe7!? Kxe7

[12... Qxe7?! 13. Qb5+ Nc6 14. Qxb7]

13. Qg5+ Kf8 14. Qh6+ Ke7 15. Qg5+ Kf8 16. Qh6+ Ke8 17. Qg7 Rf8 18. O-O-O f6

this wall of little Pawns keeps out the Knights

19. Qg4 Qf7



critical!

20. e5?!

[20. d5!? f5!?!]

20... fxe5 21. Rd2 Qf5

Black has escaped

22. Qg7 Qf7 23. Qg4 Qg6 24. Qh3 e4 25. Nh4 Qh6 26. Kd1 Rd8 27. Re2 d5 28. f3 Rf4 29. Qg3 Rxe4

0-1

Round 4. Below Parr, as usual.

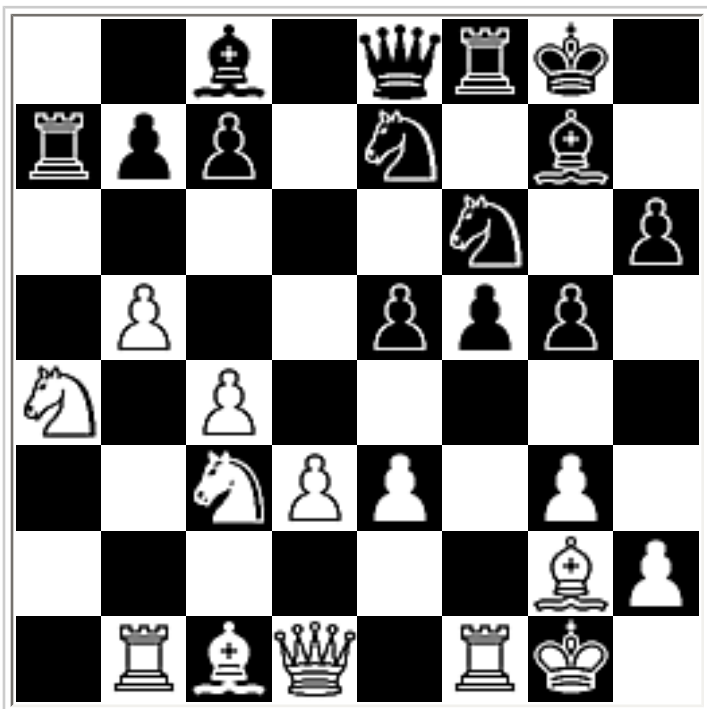
White vs. David Parr (180): 1/2-1/2 (17). With White, I play the English again and I get a slightly better opening, but am so paranoid about blowing it once more that I use all the first hour over sixteen moves, and offer a draw for fear of time trouble. Not impressive. I would have fancied his chances of outplaying me even if the position was objectively inferior. (Score: 2 out of 4).

Regis,D (1820) - Parr,D (2040) [A25] East Devon #4, 1996

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2 f5?! 7. d3 Nf6 8. Rb1 O-O 9. b4 a6 10. a4 h6 11. O-O g5 12. f4 Qe8 13. b5 axb5 14. axb5 Ne7 15. fxe5 dxe5 16. Na4

[16. c5 Ng6]

16... Ra7 17. Nec3



[17. Nec3 b6]

[17... Qd8 18. Ba3

[18. Qb3 Ng6 19. Qc2 Qe7 20. Bb2+/=]

18... Re8 19. Ra1 e4 +=], or [17... Ng6 18. Ba3 Rf7 19. Bc5 Ra8+/=], or [17... Qf7 18. Bb2 e4 19. Nc5 exd3 20. Qxd3+/=], or [17... Nd7 18. Nd5 Nxd5 19. Bxd5+ Kh8 20. Ba3 Rf6+/=]

18. c5 bxc5 19. Nxc5 Kh8 20. N3a4 Ra5 = 0.00 Fritz

[20... Nd7], or [20... Ng6 21. Qb3 Nd7 22. Bc6 Qe7 23. Ba3]

]

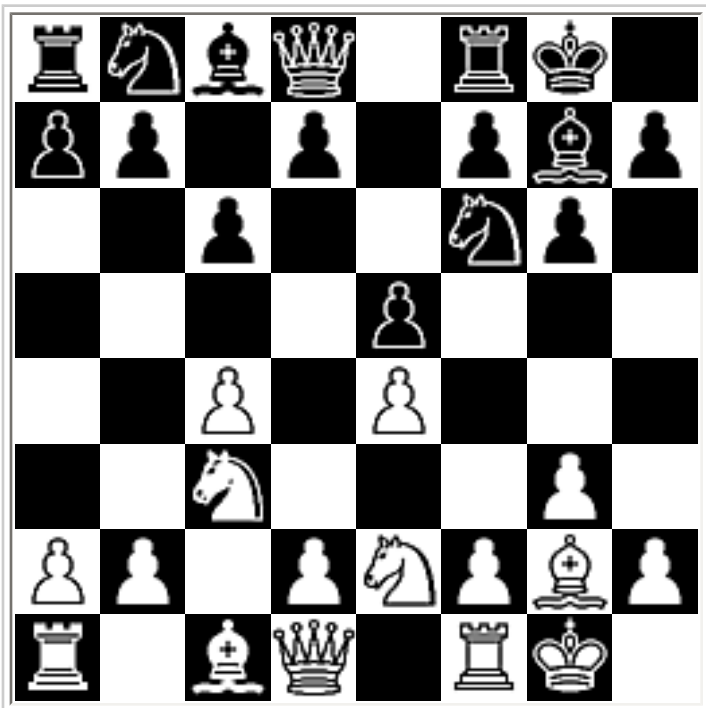
1/2-1/2

Round 5. Sweet, but not fattening.

White vs. Rob Newton (179): 1-0 (30). This was a bonus: a second win through a higher-graded opponent pushing their luck. The critical phase of the game seemed to be to be around move 17. Shortly after we had one of those typical situations where you should think just one more move after the end of a line of analysis. My opponent had caned me over 10 years ago in the National Club Championships, and this was my revenge... although I had forgotten him, and he had to remind me afterwards. (Score: 3 out of 5).

Regis,D (1825) - Newton,R (2015) [A16] East Devon #5, 1996

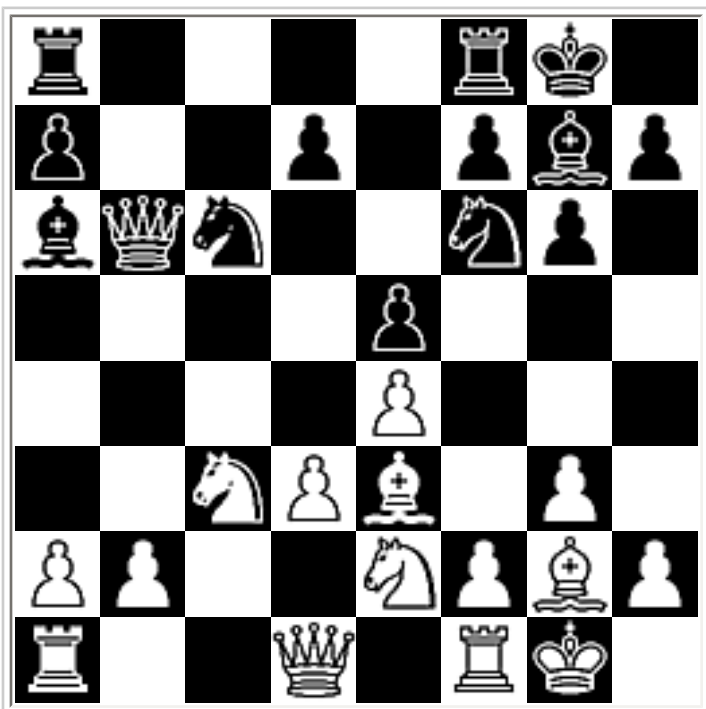
1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O 5. e4 e5 6. Nge2 c6 7. O-O



7... b5?!

Arrogant?

8. cxb5 cxb5 9. Nxb5 Qb6 10. Nbc3 Nc6 11. d3 Ba6 12. Be3



12... Nd4

[12... Qb7 13. b3 Rfc8 14. f4 Rab8 15. fxe5 Nxe5+/-], or [12... Qb8 13. Qd2 Qd6 14. Rfd1 Rfc8 15. d4

+/-], or [12... Qa5 13. Qd2 Rab8 14. Rfc1 Rfc8 15. f4+/-], or [12... Qb4!? 13. a3 Qd6 14. b4+/-], or [12... Qxb2? 13. Bc5]

13. Nxd4 exd4 14. Na4 Qd6 15. Bf4 Qb4 16. a3

Stodgy

[16. e5!? Nh5

[16... Ng4 17. Qxg4 Qxa4 18. b3 Qb5 19. Bxa8 Rxa8+-]

17. Bd2 Qe7 18. Bxa8 when White has the exchange but may get mated on g2 later]

16... Qb5 17. Bd6



Critical

17... Rac8?

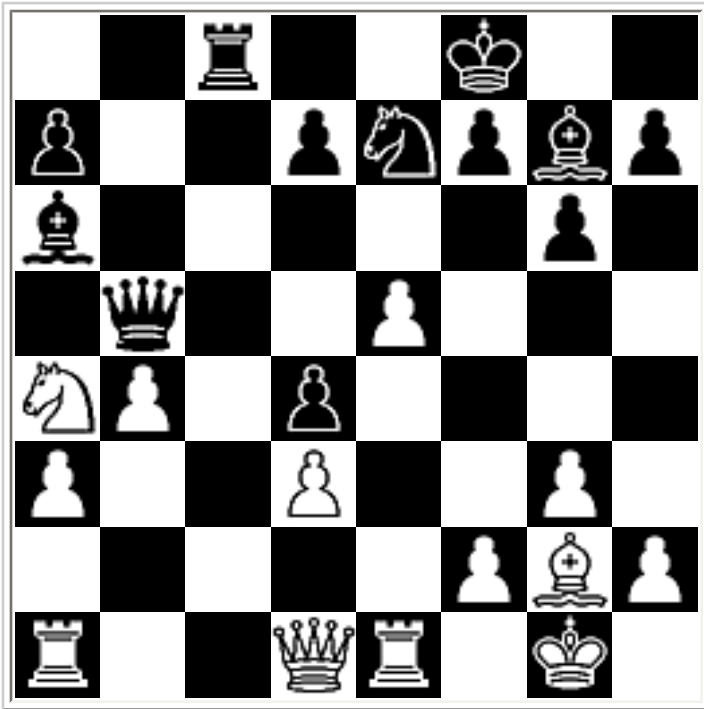
[17... Rfc8 18. Re1

[18. e5 Nd5 19. b3 Rc6 20. b4 Qxd3]

18... Ne8 19. e5 Bb7 20. Bxb7 Qxb7+/-], or [17... Rfd8 18. Nc5 Rac8 19. Nxa6 Qxa6 20. Be5+-], or

[17... Rfe8 18. Nc5 Rac8 19. Rc1 Qb6+/-]

18. e5 Nd5 19. Bxf8 Kxf8 20. Re1 Ne7 21. b4



21... Bxe5 22. Nc5 d6 23. a4!? Qxb4 24. Nxa6 Qb6 25. Rb1 Qxa6

this is how far Black looked

26. Bb7

that's how far he should have looked!

26... Qa5 27. Bxc8 Nxc8 28. Qc1

Not the only try, but in my stodgy style

[28. Rb5 Qa6

[28... Qd8 29. Rb7 Bg7 30. Qf3 f5+-]

29. Rb8 Kg7 30. a5], or [28. f4 Bg7 29. Rb7 d5 30. h3+-], or [28. Rb7 Nb6 29. f4 Bf6 30. Rb8+ Kg7 +-], or [28. Rb8 Qc7 29. Qb3 Kg7 30. Rb1+-]

28... Nb6 29. Qh6+ Bg7 30. Qf4 Be5 31. Qh6+ Bg7 32. Qf4 Be5 33. Qg5 Qxa4

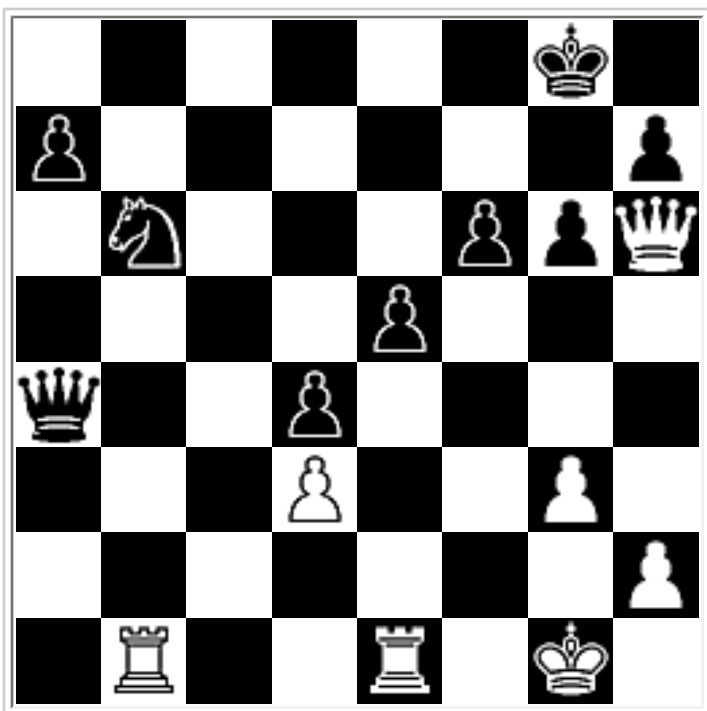
[33... Kg7], or [33... Qa6 34. a5 Qxa5 35.

f4 f6 36. Qh6+ Kg8 37. fxe5 dxe5+-]

34. f4

[34. Qd8+ Kg7 35. Ra1 Qb4 36. Reb1 Qd2 37. Rxa7+-]

34... f6 35. Qh6+ Kg8 36. fxe5 dxe5



There are still ample swindling chances, particularly if Black gets a Knight into e3

37. Rbc1 Qd7 38. Qd2 Nd5 39. Qa2 Kg7 40. Qa5 Kh6 41. Qc5 Nf4!?

[41... Kg7 42. Rc2

[42. Rc4 Qf7 43. Ra1 Nb6 44. Rcc1 Qd7+-]

42... Nb6 43. Ra1 h6 44. Qc7], or [41... Qb7 42. Ra1 a6 43. Qf8+ Kh5 44. Qd6 Nb4+-], or [41... Kh5
42. Ra1 Nb6 43. Rf1 Na4 44. Qf8+-], or [41... a6 42. Qf8+ Kh5 43. Ra1 Qc6 44. Rec1 Nc3+-]

42. Qf8+ Kg5 43. h4+ Kh5 44. Qxf6 Nh3+ 45. Kh2 g5 46. Rxe5 h6 47. Qf3+

[47. Qf3+ Kg6 48. Rc6+ Kg7 49. Qf6+ Kg8 50. Qg6+ Kh8 51. Qxh6+ Kg8 52. Rg6+ Qg7 53. Qxg7#]

1-0

Towards a conclusion:

- In each game I felt I knew the opening better than my opponent. (Did they think the same?) Whatever the feeling, the practical outcomes of the openings were good. This suggests that I should stop studying openings, since they aren't a problem, but do I have the courage?
- In both the first two games I overlooked one-move wins of pawns. This suggests that refining my grasp of the theory of doubled pawn complexes has only limited point.
- I have been losing games like that one to Ian all my life, (although I used to lose them to 130-grade opposition). How do you repair that weakness (or collection of weaknesses)? I suppose, because there will always be players better than me, and with better technique, to choose an opening where Black has more obvious counterplay is best. At least then I have something to attempt on my own behalf, which might worry my opponent. So, although I quite fancy the opening, I might have been better off in more conventional Modern territory which might be more dynamic (although I expect Ian would have met this too with a solid and straight bat).
- Perhaps the most revealing game was round 4: I have been drawing games like this all my life. Until I also have the courage to try and win from positions like that, I'll never develop the technique of doing so, and will never raise myself out of the slough of 150-grade chess in which I currently reside.

Overall:

I suppose the two games where I didn't make the most of my position (rounds 2 and 4) are amply compensated by the two where I was given an advantage for free (3 and 5). I scored 60% against an average opposition grade of 172, which is a grading performance of 182. This obviously flatters my actual grade of 153. A one-off? By no means - I usually get good grading results in Open/Premier tournaments, it's my league chess that drags me back to reality. I have a theory that chess favours the underdog (which is to say, I might make only a 40% score against 140-strength opposition!). I never know why: I do try harder, but I suspect my opponents have some complacency to answer for. Which suggests I too am complacent facing lower-graded players during the league. Oh, and having 3 Whites helped, I never lose with White.

Meanwhile, at the other end of the room, Jack Rudd stormed home with 5/5 including this brisk win in the last round...

Rudd,Jack - Greet, Andrew 1.e4 c5 2.Nc3 e6 3.Nf3 d5 4.exd5 exd5 5.Bb5+ Nc6 6.Ne5 Nge7 7.0-0 g6 8.Re1 Be6 9.d4 Bg7 10.Bg5 cxd4 11.Nxc6 bxc6 12.Bxc6+ Kf8 13.Nxd5 f6 14.Rxe6 Nxd5 15.Qf3 Rc8 16.Bxd5 Rc5 17.Rae1 h6 18.Bxf6 Qxd5 19.Re8+ 1-0

Back to [Dr. Dave's Chess Career](#)



This document (weekend.html) was last modified on 22 Nov 96 by

[Dr. Dave](#)

My Chess Career

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

I always dream of playing smooth positional games where I [beat strong players](#) to the cheers of the adoring crowds, but even my [best efforts seem to have huge holes in them](#), and the rest seem to be dominated by [cheapos](#), [blunders](#) and [swindles](#). But who can claim more? I hope you are entertained at least by these humble efforts.

I do like my opponents to resign when I'm winning, but I can't blame them for not doing so when you see how often I get swindled by [others](#). When Nabokov refers to the "[abysmal depths of chess](#)", you may assume he had games like these in mind.

In recent years, despite the embarrassing evidence below, I have taken on [coaching](#) of adults and juniors, using [canonical](#) examples. One of the things that makes me do this is the number of games that I win because I remember something I've seen in a GM game - for example, in my one and only [correspondence game](#). At times like this, a club player can (in some sense) play like a [master](#). The other thing is, coaching is a way of paying [tribute to people like Tom Briggs](#), who were kind to me when I was starting out.

My Chess Career:

I've noted my clubs, tournament results, end-season grades and opening repertoire of the time.

1974-75

March Town Chess Club. Few recorded games. Won the Fenland Guards Junior Championship. 5.12.75: first match [game](#) for March, which I won - a [blunder AND a swindle](#) (an ominous event!).

1975-76

Fenland Individual Tournament: 3/6 (UNG).

Repertoire I: White: Giuoco Piano; Black vs. 1. e4: French; Black vs. 1.d4:

QGD.

1976-77

Read *Logical Chess*, discovered *Audio Chess* cassettes (openings marked * below).

*Repertoire II: W: QGD/Trompovsky *; B/e4: French; B/d4: QGD (still playing GP occasionally).*

1977-78

First county II team game. Won March Town Chess Championship.

Repertoire III: W: QGD/Trompovsky; B/e4: French; B/d4: English Defence (...b6).*

End of season B.C.F. grade I recall as 120-ish.

1978-79

[Cambridge Minor 3/4 (A tournament performance of B.C.F. 137). East Anglia Major 3 1/2 /5 (148). Thetford Major 4/5 (142).]

Repertoire IV: W: QGD/Indian; B/e4: French, Owen's, Sicilians with ...e6; B/d4: English Defence (...b6).

B.C.F. **124**

1979-80

Cambridge University Chess Club. CUCC Championship 2 1/2 /6 (160). East Anglia Major 2/5 (120). Cambridge Major 4/6 (152). Thetford Premier 2/5 (144).

Repertoire V: W: English Staunton System (c4/Nc3/g3/Bg2/e3/Nge2); B/e4: Sicilian with ...e6; B/d4: English Defence (...b6).

B.C.F. **142**

1980-81

Got my act together a bit more this season; of course, it's nice to be surrounded by strong opposition.

[CUCC Championship 3/6 (173). CU Major 2+1/2 / 5 (131). Thetford Premier 2/5 (144).]

B.C.F. **152**

1981-82

CU win National Minor Club Championship (now called the Major Cup) without me winning a single game, but I did have a great [swindle](#).

B.C.F. **150**

1982-83

Only four league games: 2 Sicilians as Black , and oddly two as White. [I play 1.e4 very rarely in matches, although I'll play anything at blitz.]

1983-84

Andover Chess Club. Few games: they played matches on Saturdays, when I was off seeing my partner of the time.

[Portsmouth Open 31/2/6 (176).]

1984-85

Cambridge City Chess Club. Very few games. *Still playing Repertoire V.*
B.C.F. **170**

1985-86

Very few games. Still Repertoire V, but try the Modern Defence a couple of times.

B.C.F. **168**

1986-92

Virtually no chess.

1992-93

[Exeter Chess Club](#). A return to chess! I got stuck into every team I could, playing mostly 120-140-strength opposition, and did OK.

[East Devon Premier 3/5 (192).]

Repertoire VI: W: English Botvinnik system with c4/Nc3/g3/Bg2/e4/Nge2; B/e4: Modern Defence with ...c6; B/d4: Modern Defence with ...Nc6.

B.C.F. **167** a good return to form. I believe this one a bit more than the other 160+ grades, as it was based on 30+ games.

1993-94

Nothing terribly remarkable: I played less chess.

[East Devon Premier 2/5 (157). Frome Major 3/5 (174).]

B.C.F. **157**

1994-95

Exeter win National Major Plate without me winning a single game. I won the Club Lightning Event this year, which is not a form of chess I have ever looked forward to!

[East Devon Premier 2/5 (170). Torbay Open 2/5 (170).]

Repertoire VII: W: King's Gambit/King's Indian Attack; B/e4: Modern Defence with ...c6; B/d4: Modern Defence with ...Nc6.

B.C.F. **153** (yeuch).

1995-6

You can read a report of [my adventures at the East Devon Congress](#) this year. Exeter do well in National Major Plate with the help of some wins but get firmly sat on by Huddersfield in the final.

[Paignton Challengers 4/7 (172), Spectrum Torquay Major 4/5 (170), Torbay Open 2+1/2 /5 (170), Weymouth Open 2/5 (164) East Devon Premier 3/5 (182).]

Repertoire VII: (still) - but I'm going off the King's Gambit and I'm losing too many with the Modern! Whither?

B.C.F. **168** (better!)

1996-7

I've felt pretty up-and-down this season: I had three good tournament results then one [tournament from hell](#); I've stopped losing games with the Modern to 140-grade opposition, but managed to overlook two mates in two (!) this season, actually going on to lose both games. I also got crushed by

Steve Homer whose current grade is 129 (but used to be 180+), which similarly did nothing for my grade...

[Paignton Challengers 4+1/2 /5 (170), Torbay Open 2+1/2 /5 (171), Weymouth Open 2/5 (171), [East Devon Premier 2+1/2 /5 \(140\)](#).]

Reportoire VII: (still) - the haemorrhage of losses with the Modern is drying up but I seem to have sprung some leaks elsewhere: no fault of the openings, though. I have made a conscious attempt to play different openings this year, particularly with Black: I've played 1...e5 a couple of times, which I haven't touched since I was a junior, and I even tried 1.d4 in one game. The King's Gambit issue hasn't really resolved itself in my mind, but no-one this year has replied 1...e5! That's got to be too much theory to carry around unused...

B.C.F **160** (worse!)

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

I have put my grades in, not because I believe in any of them, but because there seems a fairly consistent pattern: the tournament performances have higher performance grades than the end-of-season grade. Apparently I play better in tournaments than league matches. [BCF 150 = ELO 1800 = USCF 1900].

Why should this be?

I think it is because, typically, I am meeting players stronger than I am in tournaments. Rather than differences between tournament and match games, it's about playing stronger players, and yes, my average grade against higher-graded players is always higher than my grading performance against lower-graded players. Do I play better than usual when playing opponents with higher grades? Or do they play worse? Or both? [*A possible test of this is the East Devon Premier 1997: every opponent I played was graded lower than me, and I scored well below par. You might say that when I have a bad tournament, I will meet players like this, but you can see the same pattern with league match results.*]

Anyhow, if you want to get your grade up, my advice is go into the section above your normal grade in a weekend Swiss. I have a suspicion this is good for your chess as well as your grade.

Illustrative games:

The formatting of these isn't very good PGN but I keep these in ChessBase format, which has a poor

header protocol.

- [The best?](#) (Ford knows, if that's the best he can do...)
- [The best holes](#) (Beauty is only blunder-deep...)
- [First efforts](#) (Thanks for putting up with me, folks...)
- [Masterful chess](#) (Ideas from master games...)
- [Masterful cheapos](#) (Who needs theory...)
- [The best blunders, the best swindles](#) (Beautiful blunders, even lovelier swindles...)
- [Others](#) (Swindles I was less happy about...)

Back to [Exeter Chess Home Page](#)



This document (career.html) was last modified on 29th Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: The Tournament from Hell?

[Best](#) | [NOT](#) | [Early](#) | [Masterly](#) | [Cheapos](#) | [Swindles](#) | [Cheapoed](#) | [Recent](#)

Jump to game:

- [\(1\) Ian Rescorla](#): a disappointing draw
- [\(2\) John Gorodi](#): an even more disappointing loss
- [\(3\) D Saqui](#): didn't get the hang of this one
- [\(4\) Frank Chambers](#): a good scrap, and good fortune
- [\(5\) Rich Towers](#): beating the tortoise

Not hell for everyone, I mean, just me - the East Devon Congress is a fine event which should be in everyone's diary (held this year at the start of March), but this year it all went wrong. I scraped up 2 1/2 out of 5 by the finish but started on 1/2 out of 3 and overall achieved a grading performance of 140 (ELO=1720; my current grade is 168=1944).

Round by round:

Round	Col	Opponent	BCF	ELO	Result	Score
1	w	Ian Rescorla	118	1395	1/2	1/2
2	b	John Gorodi	146	1765	0	1/2
3	w	D Saqui	164	1910	0	1/2
4	b	Frank Chambers	120	1605	1	1 1/2
5	w	Richard Towers	156	1848	1	2 1/2

So, a poor performance, which I am still puzzling about. I thought I should put a lot of effort immediately into recording my feelings and thoughts immediately after the game, in the hope that, if not now, then later I might see the error(s) of my ways. Weeks later (end of March), I still have no more than a feeling of confusion about most of the games, and can't see anything very constructive to suggest by way of alternatives.

To describe my performance as "bad form" begs a number of questions: how does this bad form manifest itself - poor analysis, poor judgment, or what?

The blunder against John Gorodi perhaps speaks for itself, but I blundered only in that game, and in post mortem analysis found a clearly better line for myself

only in the game against Frank Chapman. [To be honest, that's about par for the course in a tournament where I score 4/5!]

For the others, "trying too hard to win" is a fair diagnosis, but still rather vague; "trying to win too early" might be better. Of course, having made a bad start I was anxious to make up lost ground, so this led me to take unjustifiable risks. The one game I didn't feel bad about was the last, where I built up slowly.

Maybe I should have compromised from the start and played the English Opening, but I had determined not to do that in this tournament. I believe that I should be trying to play more sharply, because I feel I don't attack well, and have started playing **1. e4** to try and improve that aspect of my game. Perhaps the line I play against the Scandinavian (Centre Counter) is to blame, but my first experiment with it (see notes to Game Three) was so rewarding that I of course persist. *[If I do adopt the main line against the Scandinavian, it will be the only defence against which I play a main line system - perhaps a revealing observation. Is it about time for **Beating the Sicilian 3?** - but that seems like an awful lot of homework, and I don't usually feel the opening is my main weakness]*

I should add, one unexpected pleasure was meeting in Real Life [TM] a character with whom I have often done battle at [FICS](#), one tomahawk. If any other ICS player sees me at a tournament, be sure and say hello, won't you?

**Regis,D (1940) - Rescorla, Ian (1605) (1) East Devon, 1997
(1/2-1/2, 36)**

Friday night: a discouraging draw. Black peppered me with draw offers throughout (as he did *every* opponent thereafter); I kept going, trying to win, but eventually conceded the draw when I was a pawn down with a worse position!

1. e4 d5

Hmm. This month's copy of BCM calls this 'uncommon', but I seem to meet this as often as anything else. My opponent is graded 118, but in the U200 section: monstrously undergraded? a shark? a postal expert? Anyhow, he plays pretty conservatively.

2. Nc3

I don't know much about the theory: there are main lines with 2...Qxd5 and 2...Nf6 and some fancy 2...Nf6 Gambit systems which have been popularised by Keene and Levy's book.

[2. d4] [2. exd5]

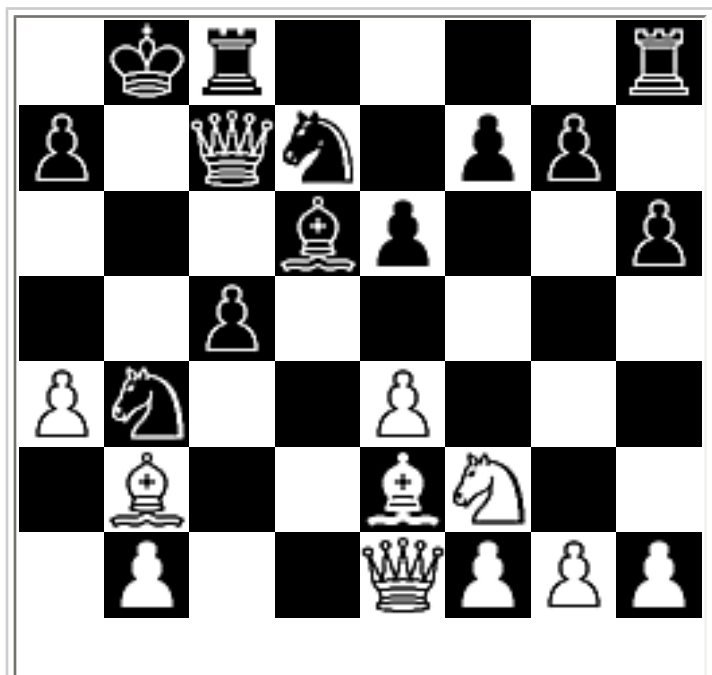
2... dxe4 3. Nxe4 Bf5 4. Ng3 Bg6 5. Bc4 e6 6. Nf3 [6. Nh3] 6... Bd6 7. d3 c6 8. Qe2 Qc7

Oops, should have played h2-h4 earlier. Now Black is easily equal, I think.

9. Ne4 Bxe4 10. dxe4 Nd7 11. Bd2 Ne7 12. Bc3 b5!? [12... O-O-O] 13. Bb3 O-O-O!?

Black's last two moves are inconsistent - one or the other is OK, but now I thought I had good prospects of an attack.

14. a4 [14. e5 Bc5 15. a4 b4 16. Bd4 Bxd4 17. Nxd4 Qxe5] 14... b4 15. Bd4 [15. Bxg7 Rhg8 16. e5 Nxe5 [16... Bc5 17. Bf6 Rxc2] [16... Rxc7 17. exd6 Qxd6] 17. Bxe5 Bxe5 18. Qxe5] 15... c5 16. Be3 [16. Bxg7 Rhg8 17. Qa6+ Kb8 18. e5 Bxe5 19. Bxe5 Nxe5 20. Nxe5 Qxe5+ 21. Qe2 Qxb2 [21... Rxc2]] 16... h6 17. c3 Nc6 18. cxb4 Nxb4 19. Rc1 Kb8 20. O-O Rc8



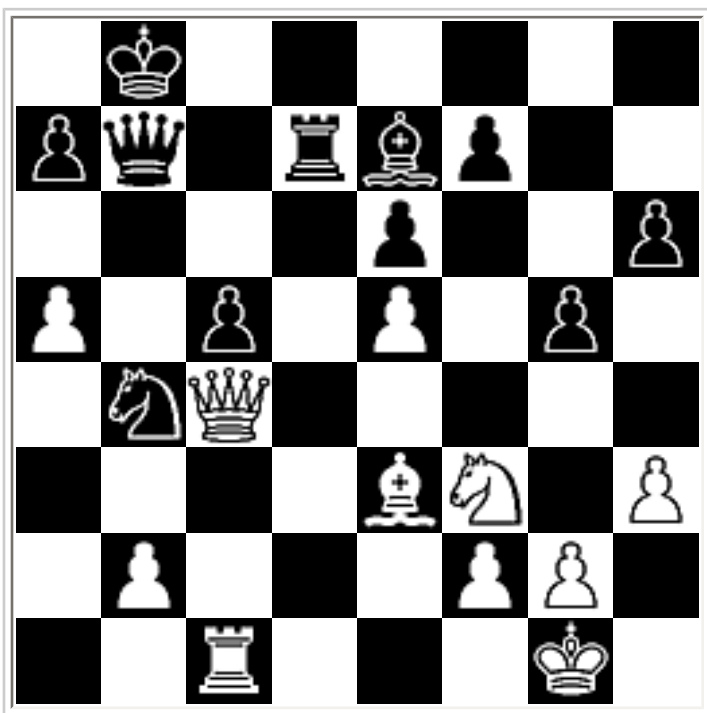


(about here I was rewarded by the first of about a dozen draw offers)

[20... Rdg8] **21. Rfd1** [21. e5 Be7 [21... Nxe5 22. Nxe5 Bxe5 23. Rxc5] [21... Bxe5 22. Nxe5 Nxe5 23. Rxc5] 22. Qb5+ Qb7] **21... Rhd8**

White's pieces lack the scope to coordinate much of an attack.

22. e5 Be7 23. a5 g5 24. h3 Qc6 25. Bc4 Rc7 26. Bb5 Qe4 27. Bxd7 [27. Rc4! Qb7 28. Rc3 but I still don't think White has anything.] 27... Rdx7 28. Rxd7 Rxd7 29. Qb5+ Qb7 30. Qc4



(getting short of time, but the draw offers kept coming)

[30. Qxb7+ Rxb7 31. Bxc5 Nd3]

30... Rc7 31. Nd2 Nc6 32. a6 Qc8 33. Qb5+ Ka8 34. Nc4 [34. Bxc5 Nd4 35. Qb4] 34... Nb8 35. Ra1 [35. Nd6 Qxa6 36. Bxc5 Qxb5 37. Nxb5 Rxc5] 35... Rc6 36. Rd1 [36. Nd6 Bxd6 37. exd6 Rxd6 38. Bxc5 Rxa6] 36... Qxa6 1/2../strong>

[36... Qxa6 (must be better for Black!) 37. Qxa6 Nxa6 38. Nd6 f6 [38... f5]]

Gorodi, John (1765) - Regis, D (1940) (2) East Devon, 1997 (1-0, 65)

Saturday morning brought an even more discouraging loss! I tried hard to work up some pressure against White's solid centralised formation, but overlooked a simple threat and lost a piece. After that I didn't really have a chance, although it kept going for forty moves. Not to take anything away from John, who later drew against Alan Spice, an Exeter University graduate who was one of the top players in the Premier.

1. d4 g6

[After 1... Nf6 it's getting to be a novelty to see 2.c4!]

2. Nf3 Bg7 3. Bg5 c5



Trying to play sharply in the hope that my opponent will start going backwards. 4. e3?! [4. c3! Qb6 5. Qb3!? Qxb3 6. axb3 cxd4 7. Nxd4 Nc6 8. Nxc6 dxc6] 4... Qb6 5. Qc1 h6

Thinking about ...g5 but this is trying too hard; now the dark-squared Bishop inhibits ...e5.

6. Bf4 Nc6 7. c3 Nf6 8. Nbd2 d5 (else Nc4) 9. Bd3 cxd4!? ("preventing" e3-e4, but opening the e-file) 10. exd4 O-O 11. O-O Nh5 12. Be3 Qc7 13. Re1 Kh7 14. Nf1 [14. h3 Nf4 15. Bc2 e5] 14... Bg4 (idea ...Rae8 and ...e5, trying for an attack, but overlooking White's reply. With hindsight 14...f5 may have been better, but I don't fancy that e-Pawn!) 15. Ne5!?



15... Bxe5?!

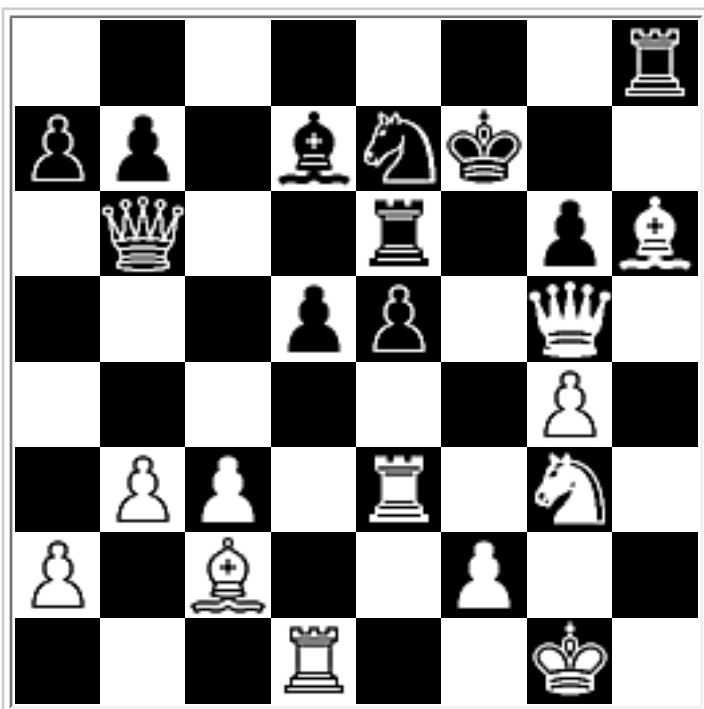
[15... Nxe5 16. dxe5 Bxe5 [nor 16...Qxe5?!] 17. Bxh6 Bf4 18. Bxf4 Nxf4 19. Bc2 Ne2+ didn't seem to me to be going anywhere]

16. dxe5 Nxe5 17. Bc2 Nc6 18. Bxh6 Rfe8



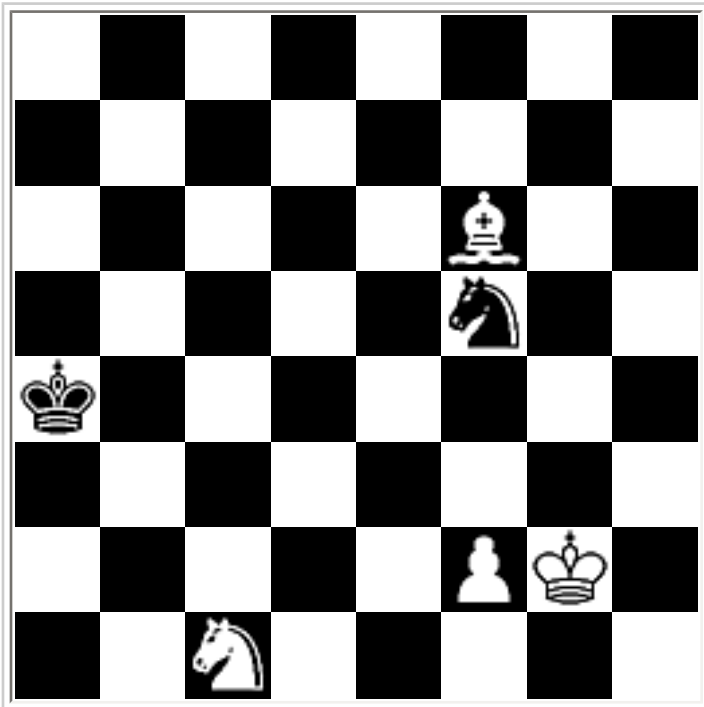
This was the position I was playing for (oddly enough): I hoped to make something out of my central Pawns.

19. h3 Bd7 20. Qg5 e5?? 21. Qxh5 (Oh, dear.) 21... f5 22. Qh4 Re6 23. g4 fxe4 24. hxe4 Rh8 25. Ng3 Kg8 26. Qg5 Kf7 27. Rad1 Ne7 28. Re3 Qb6 29. b3



This is terribly grim, White has an extra piece and a crushing position.

29... Ke8?! Releases the Bishop, but what else? [29... d4] 30. Bg7 Rh7
31. Bxe5 Rf7 32. Bd4 Qd6 33. Rde1 Rxe3 34. Qxe3 b6 35. Qe5 Qxe5 36.
Bxe5 Kd8 37. Bd4 Bxg4 38. Bd3 Bf3 39. Bf1 Nc6 40. Bg2 Rf4 41. Be3 Rf7
42. Bg5+ Kc7 43. Re6 d4 44. Bxf3 Rxf3 45. cxd4 Nxd4 46. Re7+ Kc6 47.
Re3 Rf7 48. Kg2 a5 49. Ne2 Nf5 50. Re6+ Kb5 51. a4+ Kc5 52. Rxc6 b5
53. axb5 Kxb5 54. Rf6 Rxf6 55. Bxf6 Kb4 56. Nc1 a4 57. bxa4 Kxa4



Well, I've got most of the Pawns off, all I need do now is sac the Knight for the Pawn and hope John doesn't know how to mate with Bishop and Knight! (well, some IMs can't)

58. Kf3 Kb5 59. Ke4 Nd6+ 60. Kd5 Nf7 61. Ne2 Kb6 62. Nd4 Kc7 63. Nf5
Kd7 64. f4 Ke8 65. Nd6+ 1-0

Regis,D (1940) - Saqui,D (1910) (3) East Devon, 1997 (0-1, 32)

Saturday afternoon: my first heavyweight opponent, but I didn't get the hang of this one at all.

1. e4 d5 (Hey!) 2. Nc3 d4 The other line, which I have had a happy

experience with:

Regis,D (1820) - Sandercock,EB (1640) [B01] Paignton Challengers #6, 1995

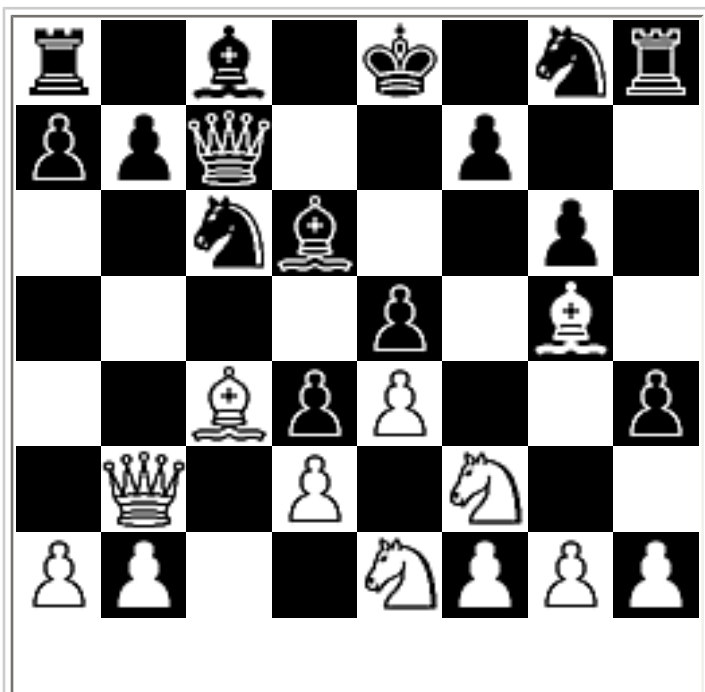
1.e4 d5 2.Nc3 d4 3.Nce2 c5 4.Ng3 Nc6 5.Nf3 a6 6.a4 e5 7.Bc4 h6 8.d3 Nf6 9.O-O Be7 10.Nh4 Bg4 11.f3 Bh5 12.Nxh5 Nxh5 13.Nf5 Bg5 14.f4 Nxf4 15.g3 Ne6 16.Bxe6 fxe6 17.Qh5+ Kd7 18.Qf7+ Ne7 19.Nxg7 Qb6 20.a5 Qc6 21.Bxg5 hxg5 22.Qf6 Rh3 23.Qxg5 Rah8 24.Rf2 c4 25.Raf1 Qc5 26. Qg4 R8h6 [26...R3h6] 27.Nxe6 Rxe6 28.Qxh3 Qxa5 29.Rf6 Qb6 30.Rh6 1-0

3. Nce2 e5 4. Ng3 g6 5. Nf3 Bd6 6. Bc4!? [6. c3! c5!] 6... h5 7. c3 [7. h3?!] [7. h4!?!] 7... h4 8. Ne2 c5 9. d3

Afterwards, I was very dissatisfied with my opening play in this game; however the expert in this opening (Dick van Geet) has played an identical formation:

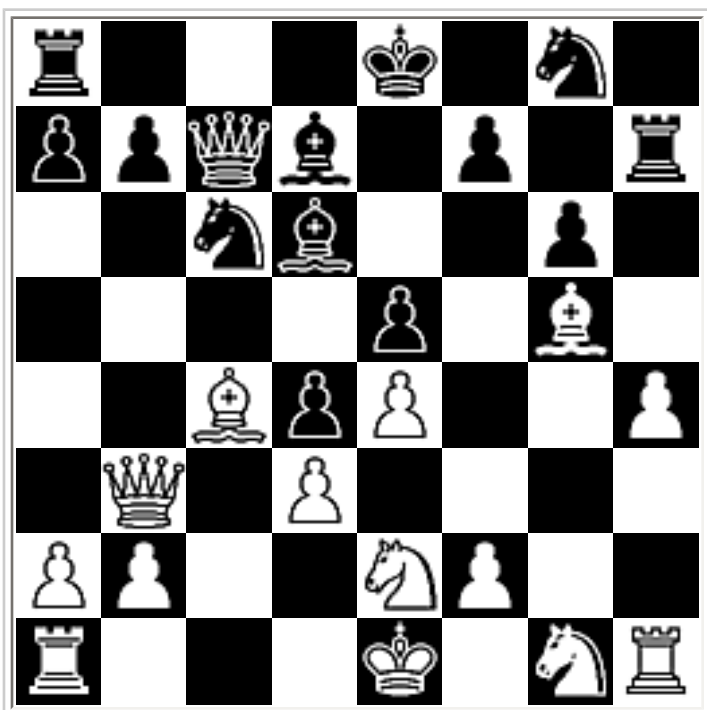
[9...h3 10. g3 Nc6 11. O-O Qe7 12. b4 Bg4 13. Ng5 Nh6 14. f3 Bd7 15. f4 = Van Geet-Scheltinga/Netherlands 1968 although he actually lost this game!]

10. cxd4 cxd4 11. Qb3 (Probably a mistake, but it looked right at the time) 11...Qc7 12. Bg5





White's position looks pretty but it isn't going anywhere from here. In particular, the Knights lack scope. 12... h3 13. gxh3?! [*I feared 13. g3 Bg4!*] 13... Rxh3 [*13... Bxh3*] 14. Nfg1 [*14. Neg1*] 14... Rh7 15. h4 (not an attacking idea, just trying to get rid of that lame h-Pawn) 15...Bd7



Now it all starts going downhill (...Na5): Black just drives hard for the win move by move. I think almost any move here is better than the one I chose, although I did see that 16. Rc1 doesn't really work.

16. Bd5?! Nge7 17. Rc1 Qa5+ 18. Kf1 Nxd5 19. exd5 Nb4 20. a3 Qxd5 21. Qxd5 Nxd5 22. Ng3 f6 23. Bd2 Bb5 24. Ke2 f5! 25. f3 e4 26. Nxe4?!

[26. fxe4 Nf4+!? This is what he intended; wish I'd known! 27. Bxf4 Bxf4 28. Rc5!]

[26. fxe4 Bxg3! is what I feared. Maybe he would have changed his mind if it came to the crunch]

26... fxe4 27. fxe4 Re7 28. Kf2 Nf4 29. Bxf4 Bxf4 30. Rd1 oh, dear 30... Rc8 31. Ne2 Rc2 32. Kf3 Be3 0-1

Late Saturday night: 1/2 point from three games against lower-graded players: was this the tournament from hell? I do see other people withdraw at times like this, but I thought, I'm not ill, and if I don't go back tomorrow, what else will I duck?

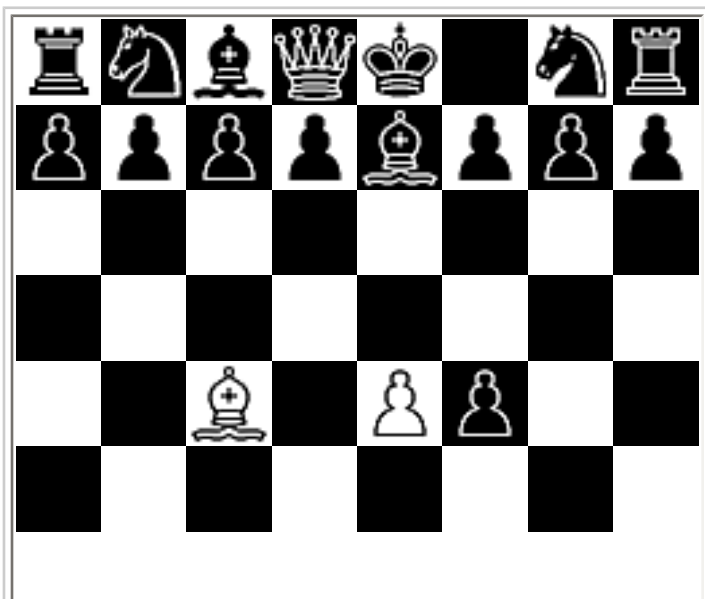
Chambers, PF (1605) - Regis,D (1940) (4) East Devon, 1997 (0-1, 58)

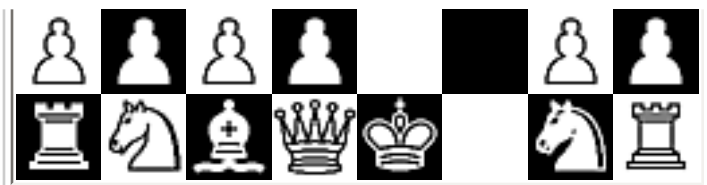
Sunday morning: A good scrap, and some good fortune. Arriving with 1/2 out of 3, I found myself drawn against a charming old boy graded 120: I had the attitude that I would sooner lose than draw. I came rather close to the former but wobbled on for a win!

1. e4 e5

Second time I've played this in a match game for 20-odd years; like I said, I was in a funny mood!

2. f4 Thank Ford for that, if it was anything else I'd be improvising even earlier. I have ventured the King's gambit myself so I know some of the theory. 2... exf4 3. Bc4 Be7





Not the most direct line against the Bishop's Gambit.

[3... Nf6] [3... d5] [3... Nc6] [3... Qh4+]

4. Nf3 Transposing to the Cunningham is what I wanted. Can White profitably avoid this? I think not by **[4. Qf3!?!]** but **[4. d4!]**, when we looked at **[4...d5!?!]** I don't know if this is right, but it seems to get into a Modern Defence when the **Be7** is played too early to a passive square.]

4... Nf6 5. Nc3? **[5. e5! Ng4 is the main line]** **5... Nxe4!** I know this is supposed to be better for Black, but it's not the sort of position I like defending: I like more active play as Black, but I guess you have to play these moves to win. So, ...Nxe4 it is!

6. O-O A good response. **6... O-O!?**

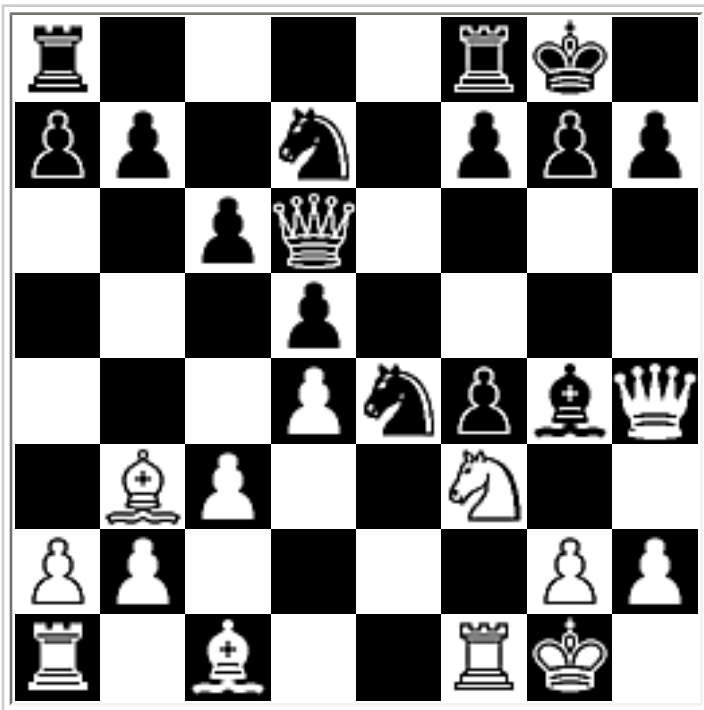
[6... c6!?! 7. Bxf7+ Kxf7 8. Nxe4 d5 9. Ne5+ Kg8 10. Nc3 Nd7 11. d4]

[6... Nxc3?! 7. dxc3 d5 8. Bxd5 Be6 9. Bxe6 fxe6 10. Bxf4 O-O 11. Be5 Nc6]

7. Nd5! **c6 8. Nxe7+ Qxe7 9. Bb3 d5 10. d3 Qc5+ 11. d4 Qd6**

I liked the Knight on e4 but I still wasn't happy with this position, and I don't know what else I was supposed to do!

12. c3?! [12. c4!?!] [12. Ne5!?!] **12... Bg4 13. Qe1 Nd7 14. Qh4**



14... Ndf6?! Confused.

*[14... Bxf3! 15. Bxf4 [15. gxf3 Qf6 16. Qe1 Ng5] [15. Rxf3 g5] 15... Qf6!
16. Qxf6 Ndx6 [16... Nex6 17. Rxf3 Ne4 [17... Rfe8] 18. Bc2 Ndf6 19.
Be5 Rfe8] 17. gxf3]*

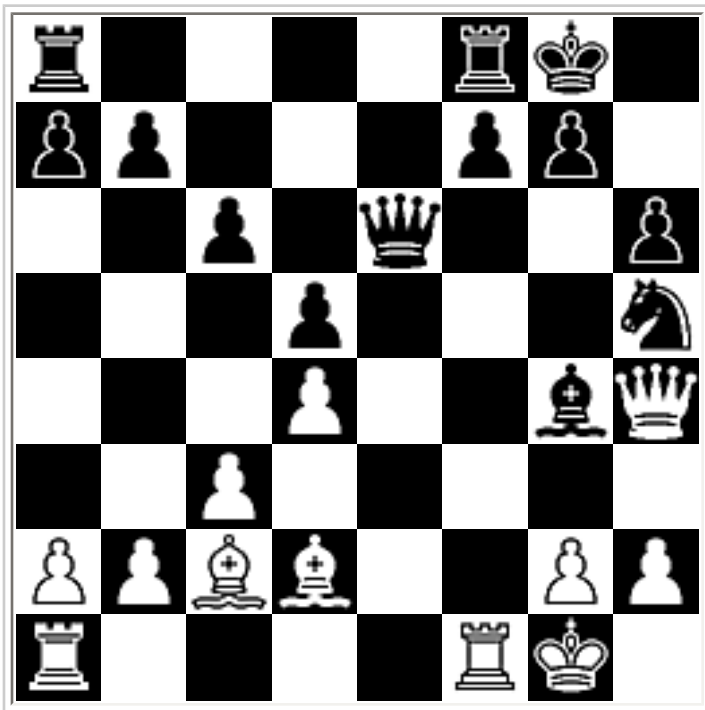
15. Bc2

[15. Ne5 He wrote down this one, which is what I expected. 15... g5!]

*[Maybe 15. h3!? g5 16. Qh6 Bf5 17. Bc2 Ne8 18. Qxd6 N8xd6 but if 19.
Bxe4 Nxe4 hanging on to g5]*

Black is struggling for a plan. 15... Qe6 (after 30 minutes thought) 16. Bxf4 Nh5!? 17. Ng5 Nxc5 18. Bxc5 Now White has fine compensation for the single Pawn deficit.

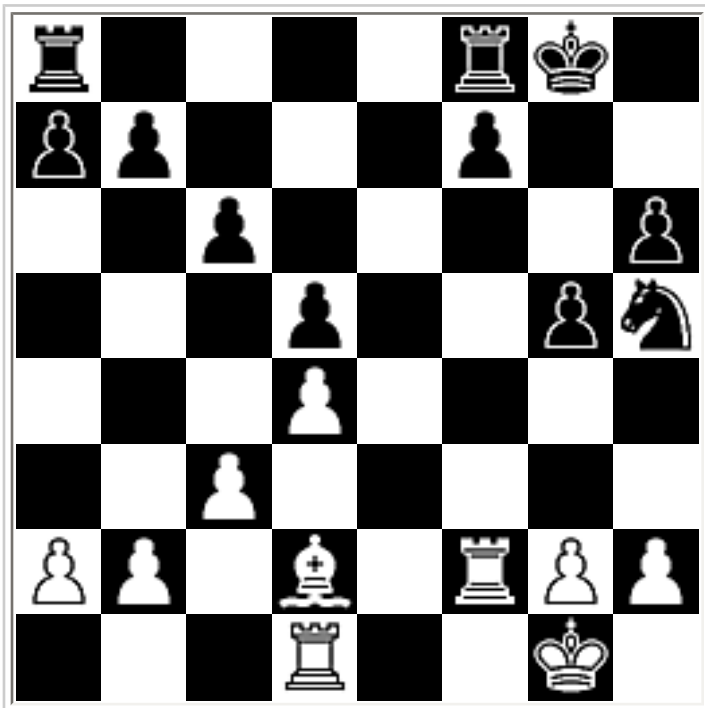
18... h6 19. Bd2



19... g5? A foolish bet. 20. Qf2? Trusted me, I guess.

[Most King's Gambit players might have been expected to play 20. Bxg5! hxg5 21. Qxg5+ Kh8 [21... Ng7 22. Rf6] 22. Rae1 Rg8 [22... f6 23. Qh6+] 23. Qd2 Qd6 24. Rxf7 Rg7 25. Ref1 Rag8 26. Qg5]

20... Qe2! 21. Bd1 Qxf2+ 22. Rxf2 Bxd1 23. Rxd1



23... Ng7?

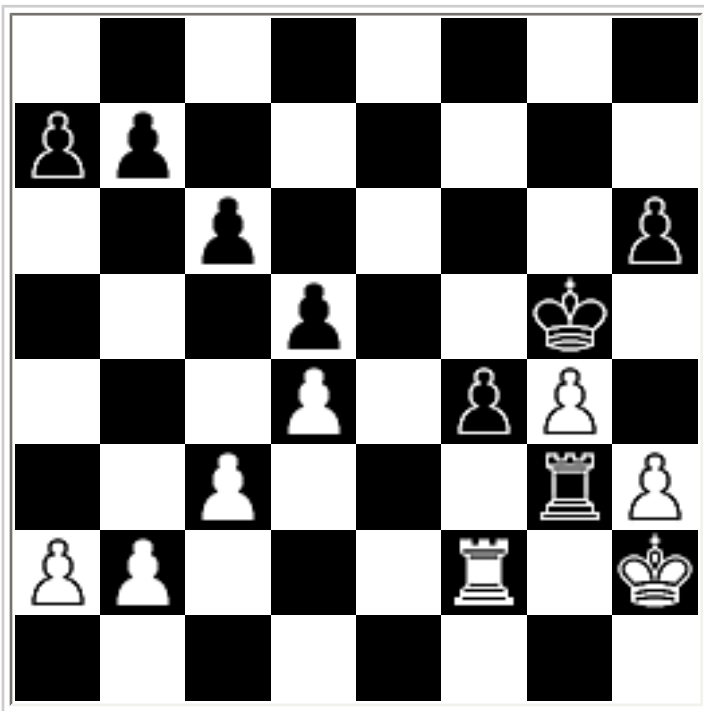
A real hallucination: I thought the Knight was still attacked by the Bishop on d1!

[23... f5! is better but only equal: 24. Rdf1 Rae8 [24... Ng7 25. h4 f4 26. g3 Nh5] 25. Rxf5 Rxf5 26. Rxf5 Re2 27. Rf2]

24. Rf6 Kh7 25. Rdf1 Rae8 26. Rxf7

[26. h4!? Re6! [26... gxh4 27. Rxh6+ Kg8 28. Rxh4 with an attack] 27. hxg5 hxg5 28. Rxf7 Rxf7 29. Rxf7 Re2 30. Rf2=]

26... Rxf7 27. Rxf7 Re2 28. Bc1 [28. Rf2 Rxf2 29. Kxf2 Ne6 30. b3 Kg6] 28... Rc2 [28... Re1+ 29. Rf1 Re2 30. Rf2] 29. Rf1 Kg6 30. g4 Ne6 31. h3 Nf4 [31... c5] 32. Bxf4 gxf4 33. Rf2 Rc1+ 34. Kg2 [34. Rf1] 34... Kg5 35. Kf3 Rh1 36. Kg2 Re1 37. Kf3 Re3+ 38. Kg2 Rg3+ 39. Kh2

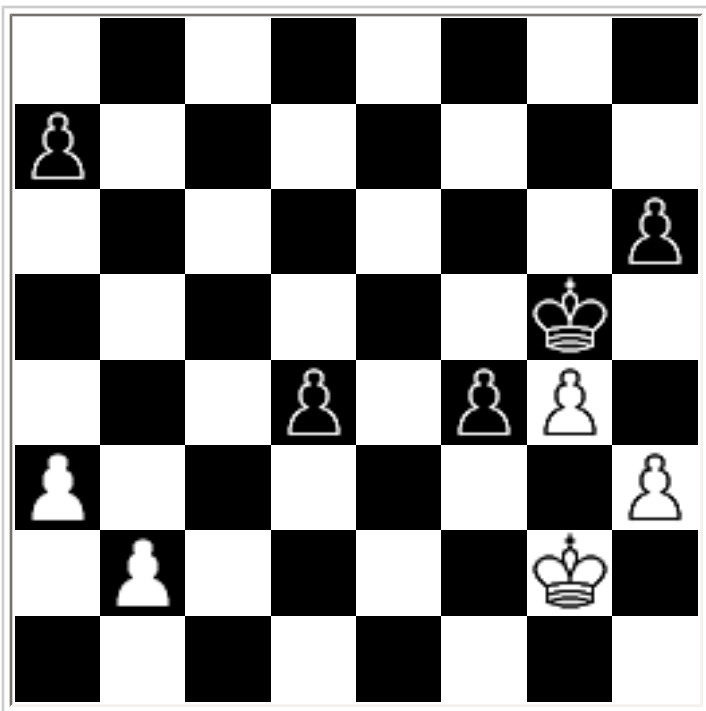


39... b6?! 40. a3?! [40. Re2! Kh4 41. Re7 [41. Re6 Rxh3+ 42. Kg2 Rg3+ 43. Kf2 Kxg4 44. Rxh6 c5] 41... Rxh3+ 42. Kg2 Rg3+ 43. Kf2 Rxg4 44. Rxa7]

40... Re3 41. Kg2 Rg3+ 42. Kh2 Re3 (whew, made the time control) 43. Kg2 c5 44. dxc5 [44. Rd2 c4] 44... bxc5 45. Rf3 [45. Rd2 Re5] 45... Re4 46. Rd3 d4 47. cxd4 Rxd4?! (Another foolish bet, which also came off!) 48. Rxd4?!

[48. Rc3! Rd2+ 49. Kf3 Rd5 [49... Rxb2 50. Rxc5+ Kh4 51. Rh5#] 50. Rc4 Rd3+ 51. Kg2 and Black looks over-stretched.]

48... cxd4



Two sharp young players (including young Alan, graded 194) glanced at this in the post-mortem and declared immediately "winning for White" - after all, White has potential passed Pawns on both wings! But I've counted it out.

49. Kf3 [49. Kf2 is the same] 49... d3 50. b4 Kh4 51. b5 d2 52. Ke2 Kg3! [52... Kxh3 is what White had analysed, but is missing the point.] 53. Kxd2 [53. a4 doesn't save a tempo because of the check: 53... Kg2 54. a5 f3+ 55. Kxd2 f2 56. b6 axb6 57. axb6 f1=Q 58. b7 Qb5 still works by a tempo.] 53... Kg2 [53... Kg2 54. a4 f3 55. a5 f2 56. b6 axb6 57. axb6 f1=Q 58. b7 Qb5 works by a tempo!] 0-1

Regis,D (1940) - Towers,RC (1845) (5) East Devon, 1997 (1-0, 23)

Sunday afternoon: Beating The Tortoise 3. My esteemed Exeter clubmate Rich Towers played too cautiously, allowing me a position which was advantageous without being winning, but then overlooked a shot.

1. e4 d5

Anything but this dismal bloody opening again...

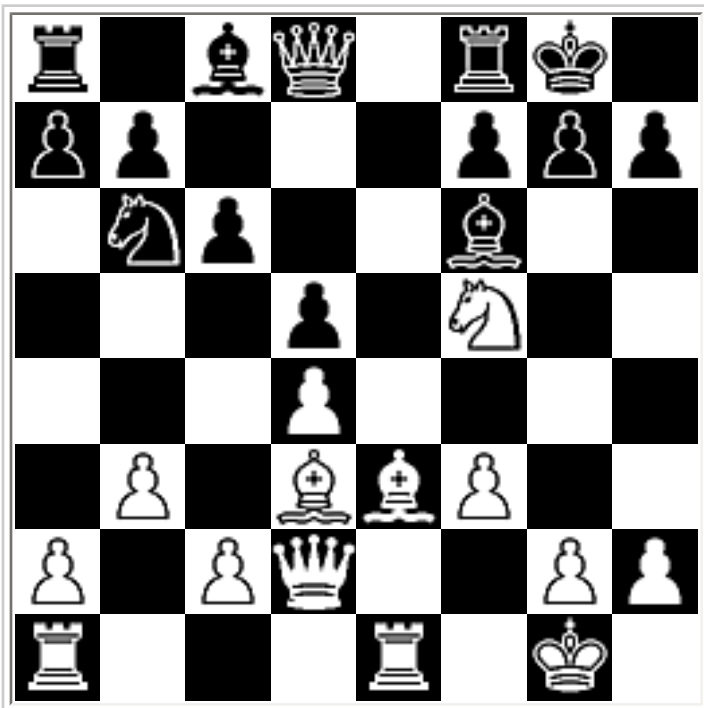
Ironically, Rich had sat in on a 1.Nc3 d5 2. e4 bull session that I had been part of the previous evening, so we played our first moves v e r y . . . s l o w l y . . . in between giggling. Did he dare? Did I dare? (He did, I didn't!)

2. d4

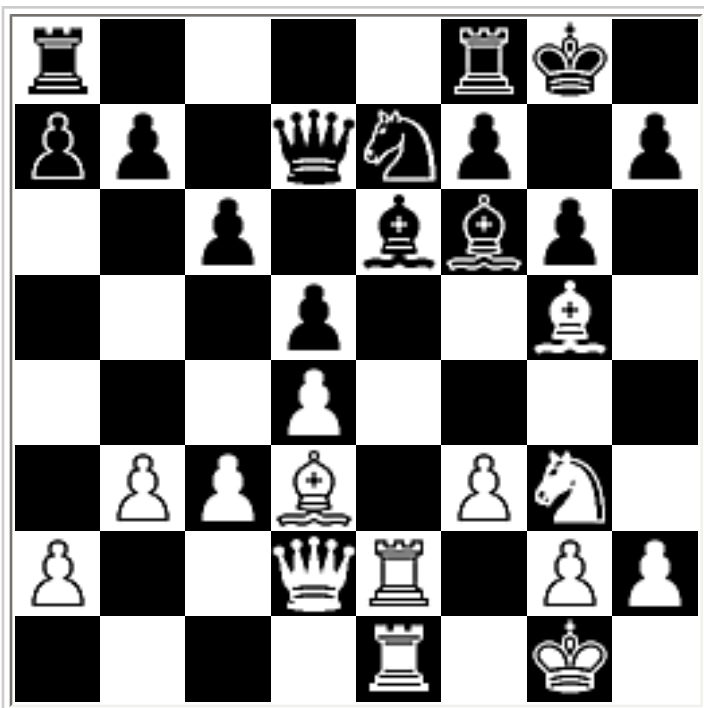
So, no 2. Nc3 today!

2... dxe4 3. Nc3 Nf6 4. f3 (The Blackmar-Diemer gambit, which I know next to nothing about, despite having read a book on it: I know some of the attacking formations but didn't bother getting to grips with any of the critical lines)

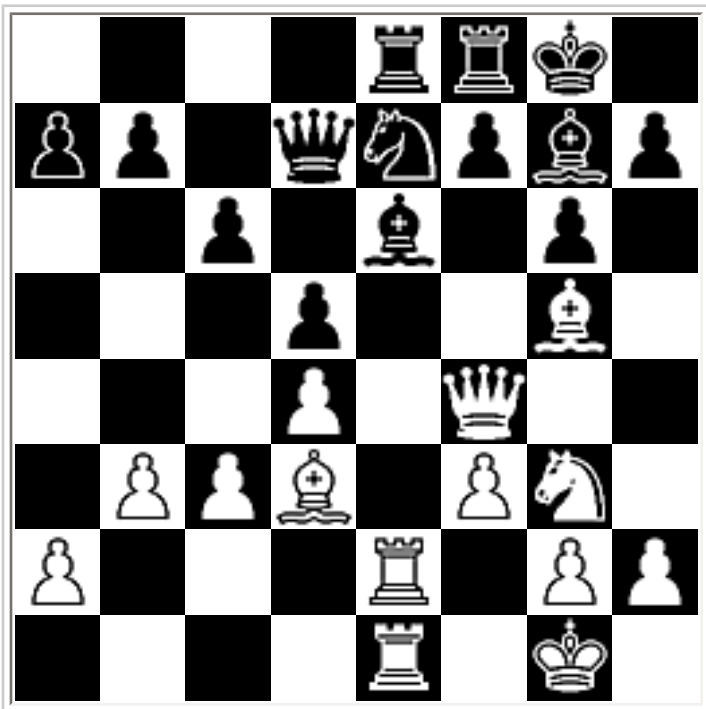
4...e3 (The Langerheinecke Defence; a perfectly solid line, I guess.) 5. Bxe3 c6 (Still playing the Scandinavian!) 6. Bd3 [6. Bc4 has been tried] 6... Nbd7 7. Nge2 e6 [7... e5 is flying rather in the face of the four developed White minor pieces.] 8. O-O Nd5 (To develop the Bc8, but shedding another tempo. [8... Nb6] [8... Bd6 9. Ne4 Bc7 10. c4] [8... Be7]) 9. Nxd5 exd5 10. Re1 Be7 11. Ng3 O-O 12. Nf5 [12. Qe2] [12. c4] 12... Bf6 13. Qd2?! Nb6! 14. b3?!



14... Be6 Rich is determined to take no risks, but this may be his mistake!
[possible is 14... c5 !? when I had resolved to sac the exchange by 15. dxc5] 15. c3 Nc8 *[15... Qd7 16. Qc2]* 16. Re2 Ne7 17. Ng3 g6 18. Rae1 Qd7 19. Bg5



19... Bg7 *[19... Bxg5 20. Qxg5 Nf5 21. Nxf5 Bxf5 22. Bxf5 Qxf5 23. Qxf5 gxf5 24. Re7 b6 25. Rc7 Rfc8 26. Ree7]* 20. Qf4 Rae8



21. Bf6

Here's where all those night with the tactics training books should pay off... but this took me 20 minutes! There is no guarantee that any of the lines have a 'solution' leading to a White win (or even a plus); the move chosen was non-forcing which makes it even worse to analyse. Also, key lines with exchanges kept failing because White gives up the e-file, so I had to feel confident. In the event Rich came up with a blunder, but we had fun analysing the position afterwards:

[21... a5!? "Pass!" 22. Qe5 [22. Bxg7 was preferred by Fritz; I didn't think long about that plan. 22... Kxg7 23. Qg5 Ng8 24. Nh5+ Kh8 25. Nf4 missed that one 25... b6 [25... f6 26. Qh4 Bf7 27. Bxg6 h6 28. Bxf7+-] 26. Nxe6 fxe6 [26... Rxe6 27. Rxe6 fxe6 28. Qe5+] 27. Re5] 22... Bxf6 23. Qxf6 b6 24. h4 and Black cannot pass any more. 24... b5 25. h5 h6 26. hxg6 Nxg6 27. Nh5+-]

[21... Nf5 "Exchanging #1" 22. Nxf5 [22. Bxg7 Nxg7] 22... Bxf5 [22... Bxf6 23. Nd6 Rd8 24. Nxb7] 23. Bxf5 Qxf5 24. Qxf5 gxf5 25. Rxe8 [25. Bxg7 I spent a little while during the game analysing this! 25... Rxe2 26. Rxe2 Kxg7 27. Re7 Rb8 28. Kf2 Kf6 29. Rc7]]

[21... Bxf6 "Exchanging #2" 22. Qxf6 Nf5 23. Bxf5 [23. Nh5] 23... Bxf5 24. Nxf5 (stops ...Rxe2) 24... gxf5 [24... Qxf5 25. Qxf5 gxf5 26. Rxe8] 25. Rxe8?! [25. Re7 Rxe7 26. Rxe7 Qd8 27. Qe5 Qc8 28. Qc7] 25... Rxe8 26. Rxe8+ Qxe8+ /= 27. Qxf5?? [27. Kf2 Qe6 28. Qd8+ Kg7 29. Qb8] 27...

Qe1#]

[21... Nc8! "Reorganising" (idea Qd6/Qe7) 22. Bxg7 Kxg7 23. Qg5 Qe7 [23... h6? 24. Nh5+ +-] 24. Nh5+ Kh8 25. Nf6 [25. Qh6! Rg8+ /=] 25... Rd8 unclear! White can try h4-h5 but it looks flaky.]

Instead:

21... Kh8?? 22. Nh5

I took me ages to realise (a) that Nh5 was now a useful candidate (it was useless before), and (b) that it won, although the very first reply I thought of was 22. Qh6!

22... gxh5 23. Qh6 1-0

Back to [Dr. Dave's Chess Career](#)



This document (hell.html) was last modified on 19 Mar 97 by

[Dr. Dave](#)

Exeter Chess Club: Free Internet Chess Servers

[PLAY LIVE CHESS](#) free via telnet at the [British Internet Chess Server](#) (BICS) or other [addresses](#) with [players](#) like yourself.

[Naturally, my handle at FICS is [Dr.Dave](#).]

There is on-line help once you log in (type "help"), or you could visit the handy walk-through [ICS help site](#).

You can play using a mouse on a normal-looking board [[80k GIF](#)] using [SLICS/CHESSBD](#) for a Windows PC with SLIPP connection, and there are other [interfaces](#) for players with modems and/or other makes of computer. You can get the interfaces from the [FTP directories](#) for your make of computer from [Internet Chess Library](#); many are free but some like SLICS are shareware.

Once you are on you can play "lightning", "blitz" or "standard" time limits, although the [quality](#) isn't always wonderful at the faster limits (and the server will post all your blunders to you after the game...)

On these servers you get given a [4-figure rating](#) for each type of time limit to help you find players of about your standard. Most folk are pretty friendly although many have a "[no takeback](#)" rule, and if you are playing a rated game you may find yourself [lag-flagged](#), and sometimes if you are winning your opponent may disconnect rather than finish the game and lose rating points. And Ford help you if you [overlook](#) a takeback request by a higher-graded player, even in an unrated game... Not all players are so aggressive: I lost a game on time to a player who accidentally left on the "autoflag" - the next game he resigned on move one! It is a pleasure and a privilege to play with such people. See also:

1. [FICS' official homepage](#)
2. [European Internet Chess Server](#)
3. [Homepage - Liste GICS](#)

Back to [Chess Coaching Page](#)



This document (fics.html) was last modified on 13 Mar 97 by

[Dr. Dave](#)

[B-FICS] ICS Telnet

File Board User Window Help

```
fits% back
DrDave backs up 1 move.
```

exam 1 DrDave-Mar

TC 2 12*after 15.Qxf3 0:02
Mar 3:13

DrDave 2:14

15- BLACK (N vs B) TO MOVE

ICS Arena

autoflag autoqueer

<obs	acc>
<finger	neg>
<match	
atchdl	
<ping	who a
acc.	refresh
back	fwd
tkback	flag

clr challenges

From: Alastair Scott <amscott@poboxes.com.NOSPAM>

To: d.regis@exeter.ac.uk.NORMETHANKS

Subject: The proof of the pudding ...

About my thesis on the low quality of play on FICS (etc): two excellent examples from this weekend.

The first is the worst blunder I have ever seen. White is a reasonably strong player - Qc2! caused convolutions - but throwing the Queen away with 4+ minutes on the clock by putting it en prise (it would have been slightly more understandable if I'd attacked it and he missed the attack) is plain bizarre. I'm not so wonderful myself - look at the way the pawn on d2 was lost - but I had only 1+ minutes after move 25.

[Event "fics rated blitz game"]

[Site "fics, Oklahoma City, OK USA"]

[Date "1997.07.05"]

[Time "15:27:56"]

[Round "-"]

[White "Moondog"]

[Black "thebrix"]

[WhiteElo "1818"]

[BlackElo "1777"]

[TimeControl "600+0"]

[Mode "ICS"]

[Result "0-1"]

1. e4 c6 2. d4 d5 3. e5 Bf5 4. h4 h5 5. c4 e6 6. Nc3 Qb6 7. cxd5 exd5
8. Nf3 Bg4 9. Be2 Na6 10. Ng5 Bxe2 11. Nxe2 Nc7 12. Nc3 Ne6 13. Nxe6
fxe6 14. Bg5 Qa6 15. Qc2 Ne7 16. Bxe7 Kxe7 17. Qg6 Rh6 18. Qg5+ Kd7 19.
Qf4 Ke7 20. O-O-O Re8 21. Rh3 Kd8 22. Rg3 Kc8 23. Qf7 Rd8 24. Rg6 Rxc6
25. Qxc6 c5 26. Qxe6+ Qxe6 27. dxc5 Bxc5 28. f4 d4 29. Ne4 Qxa2 30. Nxc5
Qc4+ 31. Kb1 Qxc5 32. Rc1 Qxc1+ 33. Kxc1 d3 34. Kd2 Kd7 35. Kxd3 Ke6+ 36.
Ke3 Kf5 37. g3 b5 38. b4 Rd1 39. Ke2 Rb1 40. Kd3 Rxb4 41. Kc3 Rb1 42. Kc2
Rg1 43. Kc3 a5 {White resigned} 0-1

The second shows the other side of the coin - play goes to move 30 fairly sensibly, then collapses into idiocy when time gets short. The Rook sacrifice on f8 was because of a strange 'self-zugzwang' - Black

had played pretty well to confuse things, I ran out of ideas and was trying to swindle him by playing the Queen to e6 and hoping that he would accidentally remove the defence of f7. This, and the other sacrifice on f7, had the desired effect in causing confusion: before the first sacrifice I had 34 seconds left, he had 2+ minutes, and he lost on time! Chess it was not.

[Event "fics rated blitz game"]
[Site "fics, Oklahoma City, OK USA"]
[Date "1997.07.06"]
[Time "13:34:48"]
[Round "-"]
[White "thebrix"]
[Black "paoli"]
[WhiteElo "1805"]
[BlackElo "1816"]
[TimeControl "600+0"]
[Mode "ICS"]
[Result "1-0"]

1. c4 Nf6 2. Nc3 g6 3. Nf3 Bg7 4. g3 d6 5. Bg2 O-O 6. O-O Nc6 7. b3
e5 8. Bb2 Bf5 9. d3 Nd7 10. Nd5 Nb6 11. e4 Bg4 12. Qd2 Nd7 13. Ne1 Nc5
14. b4 Na4 15. Ba3 Be6 16. Rc1 Nd4 17. Nc2 c5 18. Nxd4 exd4 19. bxc5 dxc5
20. f4 Rc8 21. f5 Bxd5 22. exd5 b6 23. Qf2 Nc3 24. Kh1 Rc7 25. Rce1 Re8
26. Bc1 Re5 27. Bf4 Rxf5 28. Bxc7 Qxc7 29. Qd2 Rh5 30. Re8+ Bf8 31. Qf2
Rf5 32. Qe1 Rh5 33. Kg1 Kg7 34. Rxf8 Kxf8 35. Qe6 Qe7 36. Qc8+ Kg7 37. d6
Qe3+ 38. Kh1 Qxg3 39. Rxf7+ Kxf7 40. Qd7+ Kf6 41. Qe7+ Kf5 42. Bh3+ Kf4
43. Qf6+ Ke3 {Black ran out of time} 1-0

Alastair Scott
London SW2
United Kingdom

<http://www.users.dircon.co.uk/~amscott>

Article: 3994 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: Re: A conversation on takeback on FICS

Message-ID: <DH4697.CMH@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <466rn5\$is5@steel.interlog.com> <5jPFg65.tnunnally@delphi.com> <4696j9\$hfi@news.voicenet.com>

Date: Fri, 27 Oct 1995 15:41:30 GMT

In article <4696j9\$hfi@news.voicenet.com> bluejack@omni.voicenet.com (bluejack) writes:

>Quoth Tim Nunnally:

>" Gordie <fyodor@interlog.com> writes:

>"

>" >My finger notes on FICS read:

>" > 1: I NEVER ask for takeback

>" > 2: Please NEVER ask me.

>" > 3: If you make a mistake - live with it!

>" > 4: I don't care if you hit the wrong key or slipped with your mouse.

>

>" The whining about no-takebacks is even more ridiculous. Some one is

>" asking you to give them a break because they made a mistake. Aside from

>" the obvious reason for having a no-takeback, i.e. you don't know

>" if it was a mouse-slip/typo or simply that he saw that the move

>" was bad afterwards, everyone should be willing to accept the consequences

>" of their own mistakes. It all works out in the end.

>

>Here's my solution: I also put a "No Takebacks clause" in my notes.

>I also autoflag. Those are the specifications I play under, although

>sometimes in a particularly interesting situation or cases of obvious

>lag I turn the autoflag off.

I guess most people who play on a FICS server have also played OTB match/tournament and casual games.

I have one fairly strict set of rules for match and tournament games (which should be the same as everyone else!), and one relaxed set of 'rules' for friendly games.

At my club I allow in friendly games touch-but-didn't-move, takeback, flag-falling, almost anything - and I'm the same on FICS servers (I hope), because they too are friendly and not tournament games.

[BTW, I feel that allowing (and even offering) takeback makes for a more satisfying and more complete game for both winner and loser, whoever made the earlier blunder; I suppose that may reflect the low level of my chess that blunders are so common, but it's still true.]

Other folk seem to play on chess servers much more strictly - more like they would interpret rules for a tournament game.

I don't see the latter attitude as being less sporting, just less friendly. I liked someone else's comment on this thread about playing for 'enjoyment' or 'competitive' reasons; I sometimes like to compete, but I always like to enjoy.

Also, if you don't allow takeback, they can mooch off muttering nasty things about you to console their shattered egos, but if you allow takeback and THEN win, they have NO excuse for losing, they just PLAYED WORSE, and they'll have to ADMIT that you're BETTER, BWAHAHAHAHAHAHA.....

Sorry. Anyhow, you get the point.

D

From info!dregis Fri Nov 3 15:36:26 GMT 1995

Exeter Chess Club: Lag flag

Lag is where a delay in transmission eats away at your clock time. You can add time to your opponent's clock if they have lag problems. Lag-flagging is calling time out on a player who is experiencing lag, as in this example:

Some joker had bagged my usual handle (**DrDave**) so I played under a different name - **EvilTwin** - for a week's trial at ICC. I was lag-flagged under similar circumstances more than once at ICC; you can make sure your interface does not have "autoflag" set, but I have never had the same experience on other servers.

Unedited record (except to preserve the anonymity of the guilty) of rated blitz game played at the Internet Chess Club, 20 Jan 1997.

From: Daniel Sleator
Message-Id: <199701201747.MAA07689@karnov.lm.com>
To: EvilTwin
Subject: ICC game: (Anon) vs EvilTwin
Status: RO

[(Anon) (2141) vs. EvilTwin (1929) --- Mon Jan 20, 12:38 PM EST, 1997]
[Rated blitz match, initial time: 3 minutes, increment: 10 seconds]

```
1. d4          {0:08}  g6          {0:28}
2. e4          {0:11}  Bg7         {3:04}
   {Black forfeits on time} 1-0
```

Back to [Chess Coaching Page](#)



This document (lagflag.html) was last modified on 13 Mar 97 by

[Dr. Dave](#)

Exeter Chess Club: Takeback

Unedited log (except to preserve the anonymity of the guilty) of an unrated(!) blitz game played using SLICS at CHESSNET. My "tells" are not recorded by SLICS; my opponent was rated many points higher than me, on this server at least.

[Try "help censor" at a server near you!]

```
[Event "ICS"]
[Site "[CHESSNET]"]
[Date "1997.3.12"]
[Round "?"]
[White "DrDave"]
[Black "Anon"]
[Result "1-0"]
```

```
1. e4
{*Anon says: Yo*}
1... c5 2. Nc3 a6 3. f4 b5 4. Nf3 Bb7 5. d3 e6
6. Be3 Qc7 7. Be2 Ne7 8. O-O Ng6 9. f5 Ne5 10. Nxe5 Qxe5
11. fxe6 dxe6 12. d4 cxd4 13. Bxd4 Bc5 14. Bxc5 Qxc5+ 15. Kh1 O-O
16. Bd3 Nc6 17. Qe1 Ne5 18. Qg3 Nxd3 19. cxd3 h6 20. Ne2 Qg5
21. Qc7 Rab8 22. Rf3 f6 23. Nd4
{*Anon says: is a lovely typo*}
{*Anon says: Rg3!*}
23... Qe5 24. Qxe5
{*Anon says: And, I might add, a total lack of honor on your part.
Have a *}
{* \ lovely day.*}
24... fxe5 25. Nxe6 Rxf3
26. gxf3 Kf7 27. Nc5 Bc8 28. Rd1 b4 29. d4 exd4 30. Rxd4 Rb5
31. Nd3 a5 32. Kg2 g5 33. Kg3 h5 34. h4 Ke6 35. hxg5
{*Anon says: No thanks NOW. The point of a takeback is to do it WHEN
THE TYPO *}
{* \ IS MADE, not 20 moves later. And this is UN freaking rated, so
I don't see *}
{* \ WHY you couldn't do one. You are now +NOPLAY.*}
35... Rxg5+
36. Kh4 Rb5 37. f4 Ba6 38. f5+ Ke7 39. Kxh5 Rb8 40. e5 Rh8+
41. Kg5 Rg8+ 42. Kf4 Rh8 43. f6+ Ke8 44. Nc5 Rh4+ 45. Ke3 Rh3+
46. Ke4 Rh4+ 47. Ke3 Rh3+ 48. Ke4
{*Anon says: I'm going back to work now. Flag me, and have a lovely
```

```

day.*}
{*Anon says: My problem is that you are a complete ass.*}
{*Anon tells you: I made a typo, called it BEFORE you moved, and you
DECLINED *}
{*\\ takeback. Then 20 moves later you ask if I want it.*}
{*Anon tells you: I was EVEN so kind as to point out Rg3!, which was
the *}
{*\\ proper response to the typo.*}
{*Anon tells you: This is UNrated, so a takeback makes ABSOLUTELY NO
*}
{*\\ DIFFERENCE*}
{*Anon tells you: So what? So when I stop moving, CHECK YOUR FREAKING
WINDOW *}
{*\\ and see that I'm talking.*}
{*Anon tells you: Then you WOULD realise it, and you wouldn't act
like a *}
{*\\ COMPLETE JERK.*}
{*Anon tells you: You're whacked.*}
{*Anon tells you: Hint: This is supposed to be a game for GENTLEMEN.
As soon *}
{*\\ as you stop acting like one, don't expect anyone to TREAT you
like you are *}
{*\\ one.*}
48... Bc8 49. Kd5 Kf7 50. Rf4 Rh5
51. Kd6 Bh3 52. e6+
{*Anon tells you: No, we're wasting time while you WHACK OFF of
playing a *}
{*\\ game that is no longer chess because I was NOT allowed to make
the move I *}
{*\\ INTENDED to make.*}
52... Kg6 53. f7 Rxc5 54. Kxc5 Bxe6 55. f8=Q Bc4
56. Kxc4
{*Anon says: The PROPER move is Qf6+ which leads to MATE IN 2*}
56... b3 57. axb3 a4 58. bxa4 Kg5 59. Qf6+ Kh5 60. Rh4+
{Anon checkmated} 1-0
{*Anon says: WHOOOOOOO ! WHAT A FREAKING STUD! You can BEAT someone
if you *}
{*\\ FORCE them to move what YOU WANT instead of what they
intended!!!!*}
{*Anon tells you: Learn some manners and I'll teach you some chess.*}

```

Back to [Chess Coaching Page](http://www.exeterchessclub.org.uk/takeback.html)



This document (takeback.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: A course of study

- [Guide to grade levels](#)
- [Guide to study \(1\) - where do you stand?](#)
- [Guide to study \(2\) - what should you know?](#)
- [Guide to study \(3\) - what is there here?](#)

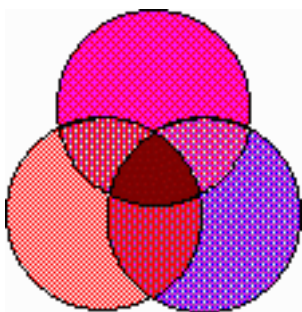
The handouts are of different degrees of complexity. I don't think it does any harm to be exposed to ideas more [advanced](#) than you are quite ready for, as I imagine that if you don't really get it then it won't stick and/or you won't pay attention to it during a game. However, if you do want a rough guide to an order for tackling the handouts, here it is. [*All the stray forward slashes are for text-only browsers.*]

Beginners can start with my [posters](#) or the [Top 10 tips for Juniors](#) but are probably better off with other sites like [David Hayes'](#) or [Diuf's](#). There is a list of [other links](#) around.

For players up to USCF class A (Major players, up to 150 or so BCF, up to 1800+ ELO) see below. Anyone better than that may be at the wrong web site!

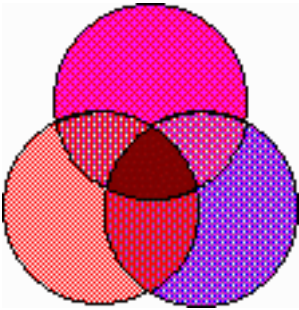
I have in my own mind some simple guidelines for chess study. For a programme of study you should have a proper balance between each phase of the game (opening, middle, ending). And for each phase of the game you should work to improve not just your knowledge but also your capacity to judge and to analyse. Schematically this looks like:

Balance in chess study



opening endgame

The three pillars of chess skill



judgement experience

There are other maps of study: Kotov has his own trinity: **assessment, calculation, planning**, which might be two elements from my second and one from my first diagram.
And Lasker famously suggested:

*"Chess rules and exercises - 5 hours
Elementary endings - 5 hours
Some openings - 10 hours*

Combination - 20 hours

Positional play - 40 hours

Practical play with analysis - 120 hours

"Having spent 200 hours on the above, the young player, even if he possesses no special talent for chess, is likely to be among those two or three thousand chessplayers [who play on a par with a master]. There are, however, a quarter of a million chessplayers who annually spend no fewer than 200 hours on chess without making any progress. Without going into any further calculations, I can assert with a high degree of certainty that nowadays we achieve only a fraction of what we are capable of achieving."

-- Em. Lasker, Manual of Chess

Edmar Mednis suggested for a player on their way to a master title:

50% of study time on openings

25% of study time on middle-games

25% of study time on endings,

adding that "openings" study should include you to examining typical middle- and end-games.

Whether any of us are most "right" is a poor question; what is important is that these schemes work for each of us as *aides-memoires* when drawing up a balanced coaching programme.

Also, there needs to be a dialogue between your games, your study of your own games and your 'homework':

- where do I stand?

- what should I work on?
- what is there available?

The last bit is the easiest.

Guide to grade levels

////////////////////

LEVEL	BCF grades	ELO	USCF class	Category
Minor	80-100	1240-1400	D	4
Intermediate	100-120	1400-1560	C	3
Major	120-150	1560-1800	B	2
County	150-180	1800-2040	A	1

The USCF supports other titles, with USCF (not ELO) grades as follows:-

Expert: 2000-2199, Master: 2200-2399, and Senior Master: 2400 and up.

Guide to study (1) - where do you stand?

I liked Vladimir Zak's description of the different stages of development of chess players:

1. Attack something - and if it doesn't move, take it
2. Both opponents base their play on elementary traps
3. Tactical operations without regard for position
4. Harmonious cooperation of the pieces and combinations
5. Ability to find the right strategic plan

I'd guess that {D} players are fighting clear of stage 3, although stage 4 isn't always apparent in the play of {A} players! So, while I liked this, I thought it could do with some expansion.

Here is my attempt at a set of thumbnail sketches of chessplayers. Do you recognise any of them?

[It is of course perfectly possible for a player to play the opening like a Major {B} player, the middlegame like an Intermediate {C}, and the ending only as well as a Minor {D} player. I know computer programmes just like that!]

////////

<i>Level</i>	<i>{D} Minor</i>	<i>{C} Intermediate</i>	<i>{B} Major</i>

<i>opening</i>	{D} know basic principles but sometimes incomplete and often too-simple development	{C} Play solidly and can trot out moves of their systems but not good at seeing or setting problems	{B} Opening theory sound and can adapt to changed circumstances./
<i>middlegame tactics</i>	{D} Basic tactics but easier to see their own.	{C} More complex tactics but usually in familiar settings.	{B} Can see and set traps; moves have a 'point'./
<i>middlegame strategy</i>	{D} Can see a King and go for it; in planning don't use all the pieces and games often appear episodic	{C} Can play soundly but can be inflexible; often have a marked preference for certain styles of play.	{B} Understand most of the clockwork attacks; when solid are also flexible - keep their pieces active./
<i>endgame</i>	{D} May be hesitant to use King and often don't know theory	{C} May defend rather than attack. Theory often not much better!	{B} Again good at problem-setting in endgame, and seeking or limiting counterplay./

Knowledge and understanding appropriate to each level

i.e. look at the next level up from you to see what you might be missing!

///
 //////////

Level:	{D} Minor	{C} Intermediate	{B} Major
opening	{D} 'rules' (guidelines): development and the centre, the Italian game, a system against 1.d4,	{C} ideas behind the openings, playing White against odd Black lines,	{B} opening 'theory', hypermodern openings,
middlegame tactics	{D} combination, sacrifice, mating patterns, basic tactics (pin, fork, skewer/X-ray, back rank, queening combinations, no retreat, removing guard, deflection/ decoy/overloading, discovered attack/ discovered check, double attack/ double check,)	{C} square vacation, line-opening, intermezzo, calculation of variations,	{B} combinational vision, liquidation, combinational horizon, /
middlegame strategy	{D} time space material (activity / quality), attacking the King (open lines, counterplay, breaking through) bishops: bad bishop, knight outpost, open files/ranks e.g. seventh, centralised Q,	{C} weak pawns (backward, isolated, doubled), majority attack, holes, weakening the defensive line, fixing weaknesses, slow King's-side attack with closed centre,	{B} planning, two bishops, restraint, colour complexes, pawn formations, e.g. minority attack, exchanging, centralisation, overprotection, manoeuvre, co-ordination, initiative, /
endgame	{D} active K in the endgame, majorities theory of K+P, Q+P,	{C} theory of R +P,	{B} theory of B +N, two weaknesses, endgame openings/

I think that for each of these elements there are different levels of understanding e.g. bad Bishop

- I've heard of it!
- I know what it is and could explain it to a junior.
- **I understand enough to make use of the idea in a game.**
- I never fail to notice the feature in a game, and rarely (if ever) make a bad choice of plan based on it.

I suspect we're all OK at (1) but aren't all at (4) yet. (3) is a fair goal.

Guide to study (3) - what pages are here?

N.B. These are illustrative rather than comprehensive. For a complete list of handouts check out the class letters allocated on the separate indices for [general ideas](#), [openings](#), [tactics](#), [strategy](#) and [endgames](#).

////////

Level	Openings	Middle-game	Endgame
Minor (Class D)	Basic Opening Principles , Italian game , Playing Black against 1.e4 , Why not play 1.d4? , Stonewall Dutch .	Basic Ideas (Tactical & Strategic) , Mates , Basic Tactical Ideas , Attacking the King , Knights , Bishops , Rooks , King and Queen .	General , King and Pawn , Rook endings
Intermediate (Class C)	Choosing Openings , White against odd 1.e4 lines , Petroff , French Defence Ideas/Variations , Colle , Anti-Indian systems , Playing Black against 1.d4 .	Pawn mobility , Pawn formations , Slow attack ,	Bishops , Two weaknesses ,
Major (Class B)	Hypermodern , Sicilian ,	Scheming and Planning ,	Double Bishops , Endgame Openings ,
County (Class A)	Sicilian with ...e5 , Benko , Beating Anti-Indians ,	Material inequality , Manoeuvring , Balance ,	

N.B.

There are many more games in the [canon](#) than are included in the handouts.

Minor/Intermediate players might look particularly at [attacking techniques](#) and I

hope players of different standards will be interested in the section on [analysis and errors](#).

Back to [Chess Coaching Page](#)

This document (programme.html) was last modified on 6th Sept 96
by



[Dr. Dave](#)

analysis

tactics - middlegame - strategy

Chess Coaching Links

Links for people interested in teaching and learning about chess

Some non-coaching links are found on the [front door](#).

[N.B.

1. I'm struggling to keep up just these coaching links: other people seek to be inclusive, but below the links are just about coaching or learning.
2. *Do you have a site I should know about? I'm not really interested in giving free advertising for exclusively commercial sites. Please don't e-mail me with requests to be added to this list unless you have at least some free instructional material*
3. ...Instead tell [Yahoo](#) or [Chessopolis](#) about your site

]



Did you know

you can [play live chess for free](#) on the internet?

1. [Self-help groups](#)
2. [Other instructional chess pages](#)
 - o [Basics](#)
 - o [Junior and School Chess](#)
 - o [General Chess Instruction](#)
 - o [Coaches](#)
3. [Links to look for coaching links:](#)
4. [The big sites and indices...](#)
5. [Other and Non-Internet contacts](#) (shome mistake surely? - Ed.)

1. Self-help groups

Chessplayers Unanimous!

- o [Chess Analysis](#), James Baldwin hosts a mutually supportive commentary forum.

2. Other instructional chess pages (in no particular order):

o Square one

1. The Official [FIDE Laws of Chess](#)
2. You can also learn to play at the [Chess Corner](#) which has some nice teaching material organised around the British Chess Federation [Certificate of Merit](#) scheme.
3. There is good advice in the rec.games.chess newsgroup's FAQ ([Frequently Asked Questions](#)) list with answers. You can access the [rec.games.chess.misc newsgroup itself](#), a magpie's nest of [Goodies from r.g.c.*](#) and an immodest preserve of [my old posts](#).
4. [Joe Brooks](#) has composed and made available texts explaining *en passant* rule, beginners' [guidelines](#), systems of [notation](#) and [US ratings](#).
5. US Correspondence Champion Jon Edwards claims [Chess is fun!](#) The moves and more, in Netscape Frames.
6. [How to get to 1900](#) is a set of online articles by John Coffey.
7. [Karel van Delft](#) has some excellent articles on studying chess - essential!

o Junior and School chess

1. [Duif's place](#) has a host of relevant material, including *Tips For Parents of Young Chessplayers* and an *International Directory of Chess Teachers*.
2. UK readers will not need reminding about the success of Richmond Juniors, but they will no doubt be pleased to see the website from their esteemed coach Richard James [www.chesskids.com](#)
3. There is a [Scholastic Chess](#) mailing list; e-mail [scholastic-chess-request@cis.uab.edu](#) to join.
4. [Chess'n Math Homepage](#): - a Canadian initiative incorporating school chess into maths (or vice versa!).
5. [Chess in Schools: a Brazilian Project](#) - not just Chess and Maths, but Chess and Geography, History...!
6. Peter Walker's [Essex Junior Chess News](#) has some Tactical Puzzles and notes on games.
7. [Kids' Chess Network - New York City](#). There is some very nice material developing on the openings here, both at introductory

- and advanced levels. Check out the material on [The Italian Game](#) and other [Double King Pawn Openings](#).
8. [Food for Thought Software](#) have lots of ideas about how to organise a school chess club, and sell a software series designed to run a complete school chess program.
 9. And last, but by no means least, **Steve Martinson** has kindly sent some notes from his own work with school children, which I am pleased to offer through a separate [Menu Page](#).
- o General Instructional Links
1. [Kevin O'Connell](#) has an archive of columns, some coaching advice and promises some interesting perspectives from his study of sports science: check it out!
 2. Lonnie Lee has provided the [THE 64 COMMANDMENTS OF CHESS](#).
 3. Ooi N-de and Aaron Ong have constructed [ChessSite](#) as a project organised by [ThinkQuest](#).
 4. Here's another interesting one: chess used as a topic area for teaching undergraduates. Pomona College ran a term's class on [The Nature of Chess Players](#), and made the conduct and progress of the class open to the Internet. The [Final Projects](#) include essays on [scholastic chess](#), [Freudian Theory and chess](#) and [Art, Mathematics and Chess](#).
 5. [Lytham Ex Chess Club](#) have some information for club-players on the Scotch Gambit [and some openings even worse than the Grob].
 6. [Brigend Chess Club](#) have a [Coaching section](#), from John Watts.
 7. [Midwest Chess Academy](#) has no free lessons but a cute refreshable chess quote server.
 8. [The Chess Scene](#), a new amateur e-zine devoted to the amateur game. It promises to be entertaining and accessible, and will be better with your support.

We often use [Club games](#) from Exeter players in coaching. For other amateur games, many players maintain a 'vanity' Web page with a game or two (like [this](#) one!), and Rudolf Steinkellner ([below](#)) has a collection of CC games.

See also the [Difference](#) handout which has a booklist.

9. There is some good information and exercises at [Hellas Chess Club](#), but I have always found it slow to load. Best of luck!
10. The [USCF](#) have a [Beginners' Section](#), and a free syndicated

[weekly column \(*\)](#), and offer a set of 'Chapter One' book advertisements, two of which are very relevant:

- Kotov's classic [Think Like a GM](#), the first chapter of which has been very influential; and
- [How To Get Better at Chess : Chess Masters on Their Art](#): lighter fare but most interesting.

There are other goodies there too, like [Learn Chess with Gary Kasparov\(!\)](#)

(*) Other newspaper columns are occasionally updated at the [Chess Connection](#), and there is a list of online journals at [Chess Space](#), many of which have sites with sample articles. Latest of these is Tim Harding's [Chess Mail](#) for CC chess; Tim also has an on-line column *The Kibitzer* at the [Chess Cafe](#), along with a number of other fine writers. I have some information about [KingPin](#) magazine; young players will welcome the USCF [School Mates](#) magazine.

11. [Norbert Friedrich](#) has all sorts of goodies, including some instruction on endings.
 12. [Eduardo Suastegui](#) by all accounts has a nice (growing!) endgame selection (needs JAVA, so I can't actually see what he's got).
 13. Bernd Rosen presents [Schachtraining Online](#), mostly in German but with [some English material](#) and a nice set of [Links](#)
 14. [Barnet Chess Club](#) has an excellent and growing collection of "technical papers" on various topics in the [opening](#) and [middlegame](#), and more basic material on [improving your play](#).
 15. Last time I looked the [recent FICS events](#) included some helpful lectures.
 16. Steve Lopez (now *there's* a surname) of ChessBase USA has started writing [Battle Royale](#) about the New York tournament of 1924, which includes [pen-portraits](#) of the players and a chess [glossary](#). The material is two parts: the games annotated from the point of view of their instructional value, and an imaginary account of what Steve would have seen and heard as a visitor to the tournament. The latter might not be to your taste, but the basic lessons from the games are put across with admirable vigour, (literally every move being annotated) and a summary of principles is given for each game. Good effort!
- Coaches
 1. [Euwe Chess Academy](#) has instruction, examples and annotated

- amateur games - nice!
2. [IM Javier Gil](#) has free files (annotated amateur games) and free on-line tests.
 3. Most people know that Kasparov has some chess instructional material at [Kasparov Chess](#), but it's just the sort of thing I hate, if you're going to install some software and download 8 Megabytes of content I'd want more than 8 minutes worth of study material! [Chacun a son gout.]
 4. [SmartChess chess tutorial](#) is now available: if they get this right, I can give up...
 5. [Sample lectures](#) from GM **Gabriel Schwartzman** (you can force him to give you more by pressing money into his hand)
 6. [Planet Chess](#) not only has waycool graphics but a [Chess 101](#) instructional section, [Endgame lessons](#), and other goodies.
 7. [GM Nigel Davies](#). Coaching services with an archive of essays offering practical advice.
 8. The London Chess Centre has published a whole bunch of introductory stuff on [Openings](#), but you have to pay for any meat. [A Lynx-hostile site]
 9. There is a heap of good stuff at [CHESSPLAYER \(IM Orlov\) Instruction](#)
 10. [Master Preparation: Lectures](#), a Non-Credit Continuing Education Course in Chess by International Grandmaster Ilya Smirin: course materials
 11. [Analysed games](#) from Danny Mozes (one of the strongest players to use a computer to choose his moves on IC\$ and FICS), and company.
 12. [Ignacio Marin](#) offers opinions and advice on a variety of chess topics. Worth a look, if only to find out about "**Becoming a chess master!**". [[Needs a little salt seasoning](#). Ignacio has a lively style, but "*The opposite of a great truth is also true.*" (Bohr)]
 13. [Chess Web University](#) offers courses for sale and has an example of its material on a [Preview page](#); see also the [ChessWise University](#).
 14. Manus Fealy bids you Welcome to the [Chess for Success Tutorial](#), where he has several pages of free notes on on topics from basic tactics to deep strategy.
 15. [Chess Coaching Tips](#) from Bill Jordan on each phase of the game, and advice on strategy and tactics. Bill also offers coaching over the 'net. [Scott Taylor](#) offers a free sample analysis; you can find

an online directory of chess coaches at [Duif's place](#).

16. There is some more splendidly opinionated stuff at [Paul Powell's Chess Page](#). For a free sample chess lesson send email to memnoch@voicenet.com.

3. Links to look for coaching links:

1. [Chess: Education](#) index of **Chess Space** - recommended!
2. [Search the web's chess resources](#) for links about "Education" (praise and thanks to Steffen Jakob for making the search possible!)

4. ...or browsing at any of the big sites or indices couldn't hurt...

1. **Sites:** [Internet Chess Library](#) or its [ICL European mirror site](#), [Traveller Chess Archives](#), [University of Pittsburgh Chess Club](#) (which has an [Education](#) section), or its European mirror for [ChessBase games](#).

There is also the wonderful

2. [THE WEEK IN CHESS](#) from Mark Crowther, and sundry local sites like the [Dallas Chess Homepage](#)
3. [Palamede](#) is a group of independent European chess sites, including coaching, desk-top publishing, graphics, news and games.
4. **Indices:** You have got to check out [Chess Space](#), rated one of the top 5% of Web sites: it has indices of links for [openings](#) and [endings](#). Sean Whalen's site at [The Mining Company](#) had helpful descriptions of each site. Other starting points include [Yahoo! - Chess Index & search](#) [[Instructional](#), [Indices](#)], [Chesslinks Worldwide](#), [Maclin Chess](#) [links and news], [GNN's Chess Index](#) and [Rudolf Steinkellner's Chess Page](#) (which has a whole bunch of amateur CC games).

5. A recent and welcome development is Maskeret's [\[MECCA\]](#) [MECCA Chess encyclopedia](#), where you can play [Chess Roulette](#) to get a random Chess Web site!

5. Other and Non-Internet contacts

1. Addresses of [UK Chess organisations](#): try the BCF or [Barnet Chess Club](#) to find a UK club near you.
2. Many publishers and suppliers are getting onto the Web, in the British Isles this includes [Batsford](#), [Cadogan](#), [London Chess Centre](#) [Chess Monthly] (N.B. the web site is "chesscenter", the e-mail is "chesscentre), [KingPin](#) magazine, [Chess Mail](#)...
3. [UK Chess suppliers](#) (postal addresses) Commercial suppliers on the web [like [ChessBase](#), Yasser Seirawan's [Inside Chess](#) and [s1 editrice](#)] can be found at [Chess Space](#), and at the [CHESS CONNECTION](#). They may have samples to download and/or a collection of links. One particularly for young players is to be found at [Chess For Students, Inc.](#)

4. **Nearly chess:** This page is only about chess, but I do have a soft spot for and other [Chess Variants](#) like [Semi-Random Baseline Chess](#), [Losing Chess](#), [Exchange Chess](#) (= "Bughouse" in the US, although they do play mating drops), and I also enjoy [Retrograde analysis](#) and [Studies and problems](#). And don't get me started on [Bridge](#)...

[HOME](#) | [EXETER CC](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Back to [Chess Coaching Page](#)



This document (links.html) was last modified on 27 Dec 2005 by

[Simon](#) on behalf of Dave Regis.

Exeter Chess Club Coaching COMMENTS



Comments and contributions

You can **send me comments and games** at


[\[DrDave"at"sheu.org.uk\]](mailto:DrDave@sheu.org.uk) (remove [NOSPAM](#) to send mail)

but please read the notes below!

- **Comments on particular pages:** I very much welcome comments on individual pages on the site, especially correcting errors, but please tell me the title or preferably the URL of the page (that's the alphabet soup beginning "http://www..." at the top of your Windows browser) so I know which one you are talking about!
- **Frequently Asked Questions:** I try to respond positively to all e-mail but, **please**, try reading the Chess [FAQ list](#) first. You can imagine how tiresome it is to get e-mail like:
 - I'd like to know more about chess!**
 - Please send me some information by e-mail...**
- **Your web page:** I like to hear about instructioncoaching web pages, but I don't usually add other types of site to my links page. If you have free coaching material available on your site I will certainly add a link, even for commercial sites. Otherwise, there are many good indices of chess who try to be comprehensive, like [Chess Space](#), and I am sure they would be pleased to create a link for you.
- **Playing chess on the 'net:** You can [play live chess](#) free via telnet or other [interfaces](#) at the [Free Internet Chess Server](#) with players like yourself. I'm not available to [play by e-mail](#) or give advice on [chess-playing](#) or [tutorial](#) commercial software but there are other places where you can get help.
- **General queries and requests** for information and comments are usually best posted to the appropriate **rec.games.chess** group: [analysis](#), [computers](#), [politics](#), [e-mail](#), [misc](#)... Immodestly, I preserve a directory of my [old r.g.c. posts](#).
[Someone has written [an interesting paper on the Internet](#) using r.g.c. as an example.]
- **Can you help me?** I'm always after useful examples: if you have any,

please let me know! ([Portable Game Notation \[PGN standard\]](#) format is nicest)

- Lastly, on **Improving your chess**:

	<p>Article 9288 in rec.games.chess.misc: Subject: Re: Best Quick Study?? From: sloan@cis.uab.edu (Kenneth Sloan) Date: 22 Jun 1996 15:00:58 -0500 Organization: Dept of CIS, Univ. of AI at Birmingham</p> <p>Annotate your last 20 tournament games.</p> <p>-- Kenneth Sloan sloan@cis.uab.edu</p>
---	---

In a book by Dan Heisman called **The Improving Annotator** he attributes his success to self-study of this sort. If Kenneth's advice seems not enough to go on, here are some things to look for to [Assess Your Chess {all}](#).



[Dr. Dave](#)



Back to [Chess Coaching Page](#)

This document (comments.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Old r.g.c. posts by DrDave

I save [interesting posts](#) by other people elsewhere, but this shrine to my immodesty may contain something of interest.

Square brackets [] usually indicate a change from the original subject line to reflect the actual content of the post. [Comments](#) are encouraged!

- [Strange new defence to 1.e4: 1.e4 d6 2.d4 e5!?](#)
- [Help please: endgame examples](#)
- [Help please: examples of "playing for the loss"?](#)
- [Re: ratings variation](#)
- [\[Bashing the Benoni\]](#)
- [Re: Panov-Botvinnik / Gunderman attack?](#)
- [Re: 1. P-Q4 \(1. d4\) Do you like Dutch?](#)
- [Re: 1. b4 2. Bb2 ?](#)
- [Re: 1. e4 player bored with French: any suggestions: SUMMARY](#)
- [Re: 1. g4 d5 2. g5 e5 3. h4 Arrrgh!!!!!!!!!!](#)
- [Re: A conversation on takeback on FICS](#)
- [Re: A couple of questions for KID enthusiasts....](#)
- [Re: A couple of questions for KID enthusiasts....](#)
- [Re: A terribly important issue](#)
- [Re: Advice on Greco Counter Gambit](#)
- [Re: Any thoughts on King's Indian Attack?](#)
- [Re: Beginner help](#)
- [Re: Beginner help \[An opening to beat stronger players\]](#)
- [Re: Benoni question](#)
- [Re: Best books on French defence?](#)
- [Re: Blindfold: can one learn how?](#)
- [Re: Bust needed \[1.e4 e5 2.Nf3 Qe7\]](#)
- [Re: CHESS - My two-cents worth: POST1 \[Openings study\]](#)
- [Re: Categories and classes](#)
- [Re: Check-mate with King and Rook](#)
- [Re: Colle opening](#)
- [Re: Colle opening \[A repertoire for Black\]](#)
- [Re: Do Ratings Vary By Religion?](#)
- [Re: Draw-offer "Etiquette"](#)

- [Re: Draw-offer "Etiquette"](#)
- [Re: Drawing whit WHITE](#)
- [Re: Endgame K:2B vs K:N](#)
- [Re: English Opening](#)
- [Re: English Opening: How to stop Black playing the KID](#)
- [Re: English Slav?](#)
- [Re: FICS vs. ICC](#)
- [Re: FIDE ELO FORMULA](#)
- [\[The FM title\]](#)
- [Re: French for Beginners](#)
- [Re: French for Beginners](#)
- [Re: Fried Liver Opening](#)
- [\[Queen's Gambit\]](#)
- [Re: General opening advice](#)
- [Re: Good opening against e4.](#)
- [Re: Grand Prix Attack](#)
- [Re: Grob Attack](#)
- [Re: Guioco Piano w/4....Q-K2?????](#)
- [Re: HELP: coordinates on diagrams in Windows WP](#)
- [Re: Help with openings \[Distracting sub-variations\]](#)
- [Re: Help! Need A Correct Sicilian Defense Book.](#)
- [Re: Help! Need A Correct Sicilian Defense Book.](#)
- [Re: Help! Need A Correct Sicilian Defense Book. \[Unpublished books\]](#)
- [Re: How do I repel British Opening](#)
- [Re: Ideas against the Scandanavian \(Center Counter 1 e4 d5\)?](#)
- [Re: Ignacio's Ignorance \[was Fischer lucky?\]](#)
- [Re: Is this the golden age?](#)
- [Re: King's Gambit](#)
- [Re: Latvian Gambit Known??](#)
- [Re: Looking for info on e2e4 b7b6 opening](#)
- [Re: Marcozi bind](#)
- [Re: Mate by Castle](#)
- [Re: My System \(was Re: Book Suggestions\)](#)
- [Re: My System --- can somebody explain over-protection?](#)
- [Re: Openings book \["The Ideas Behind the Chess Openings" Fine, 1943.\]](#)
- [Re: Openings... Reti opening \(1. Nf3\)](#)
- [Re: Openings? Best Most Consistent ?](#)
- [Re: Panov-Botvinnik / Gunderman attack?](#)

- [Re: Petroff Defence](#)
- [Re: Petrosian games wanted!!](#)
- [Re: Pillsbury bind?](#)
- [Re: Please advise on reply to 1.e4](#)
- [\[The Post-Modern variation\]](#)
- [Re: Queen's Gambit question \[N on e2\]](#)
- [Re: Rating Floors to Cause retirement or inactivity.](#)
- [Re: Ruy Lopez Exchange... like it?](#)
- [Re: Strategic cursing...](#)
- [My System \(was Re: Book Suggestions\)](#)
- [Re: TACTICS IN CHESS](#)
- [Re: TACTICS IN CHESS](#)
- [Re: The Dutch and the Leningrad Dutch](#)
- [Re: The Dutch and the Leningrad Dutch](#)
- [Re: The Dutch and the Leningrad Dutch](#)
- [Re: The Great Steinitz](#)
- [Re: Tourney play](#)
- [Re: Transpositions \(Was "Traxler ?? Variation\)](#)
- [Re: Two Knights Ulvested \(sp?\) variation](#)
- [Re: Two Knights Ulvested \(sp?\) variation](#)
- [Re: USCF Videos](#)
- [Re: Use of chess as a prop in media; why can't they set up a board correctly?](#)
- [Re: Using older editions of "classic" books](#)
- [Re: What is Noteboom variation ?](#)
- [Re: Why 3.Nd2 in the Caro_Kann?](#)
- [Re: \[Q:\] Best reply to 1.d4?](#)
- [Re: \[Q:\] Best reply to 1.d4?](#)
- [\[Taking advice only from IMs\]](#)
- [Re: beginner question](#)
- [Re: beginner question THE LAST WORD! \[Hippopotamus\]](#)
- [Re: book by Reti](#)
- [Re: caro-kann \[3. Nc3\]](#)
- [Re: openings \[Opening Repertoire for Attacking Player\]](#)
- [Re: owen-defense 1.e4 b6](#)
- [Re: pawn storms..when?](#)

Back to [Chess Coaching Page](#)

This document (index.html) was last modified on 14 Mar 97 by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

Some quotes from [Botvinnik](#), a famous puzzle from [Breyer](#), Chess and [cats](#), consecutive [checks](#), Openings [Chemistry](#), problems that can down [Computers](#), how to assess [combinations](#), How to find the [King's Head](#), a variant of chess called [May I](#), an anecdote about [Judit Polgar](#), a chess [Poem](#) or three, the [Sin](#) of chess, my anxiety about the [Sphynx](#), some notes on [Sultan Khan](#), more about [computers](#), a chess [spooof](#), in favour of [Public Standards](#), ...

I also save [my old r.g.c. posts](#).

Back to [Chess Coaching Page](#)



This document (trawl.html) was last modified on 14 Mar 97 by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
sunsite.doc.ic.ac.uk!agate!howland.reston.ans.net!pipex!uunet!boo!
tweekco!jay Tue May 9 16:58:56 BST 1995

Article: 48576 of rec.games.chess

Path: info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
sunsite.doc.ic.ac.uk!agate!howland.reston.ans.net!pipex!uunet!boo!
tweekco!jay

From: jay@tweekco.ness.com (Jay Whitley)

Newsgroups: rec.games.chess

Subject: Re: Botvinnik dies

Message-ID:

Date: Sat, 06 May 95 03:32:17 PDT

Organization: Tweek-Com Systems BBS, Moraga, CA (510) 631-0615

Lines: 71

nicolo@na47sun26.cern.ch (Nicolo de Groot) posted:

>In Moscow former world champion Michael Botvinnik has died at the
>age of 83.

As we remember Botvinnik, here are some Botvinnik-related
quotes to enjoy...Please post others of interest to rec.games.chess!

Chess is no whit inferior to the violin, and we have a large
number of professional violinists.

-Botvinnik

Chess is the art of analysis.

-Botvinnik

Once man starts designing `electronic brains' analogous to
human chess players, the inadequacies of `chess thinking'
will be revealed, and the checking of the various methods
of programming will tell us how the live players really think.

-Botvinnik, 1961

The boy doesn't have a clue about chess, and there's no future
at all for him in this profession.

-Botvinnik said about a young 12 year old boy named Anatoly Karpov

Don't worry, kids. You'll find work. After all, my machine will need strong chess player-programmers. You will be the first.
-Botvinnik said to Karpov and other chess students, c.1963, regarding his computer chess program which he claimed would eventually defeat the World Champion.

Of course, the essence of chess is not to be found in the opening of the game. The basic ingredient of chess is that in a complex, original situation, where no source of help is apparent, a player must find the correct solution or move. Anyone who is able to do this can feel confident at the board.

-Botvinnik

Chess, like any creative activity, can exist only through the combined efforts of those who have creative talent, and those who have the ability to organize their creative work.

-Botvinnik

Botvinnik is working hard at trying to make a computer play chess as well as a human being, so let me teach human beings to analyse with the accuracy of a machine.

-Kotov, 1970

Chess is a part of culture and if a culture is declining then chess too will decline.

-Botvinnik, 1978

Botvinnik tried to take the mystery out of chess, always relating it to situations in ordinary life. He used to call chess a typical inexact problem similar to those which people are always having to solve in everyday life.

-Kasparov, 1987

Botvinnik's ideas were highly original and led to many stimulating publications on computer chess. Unfortunately Botvinnik's most active period as a researcher into computer chess coincided with the era when access to computer time in the Soviet Union was severely limited. Had he been given access to virtually unlimited amounts of time on powerful computers, there is no telling how much he and his programmers could have achieved.

-David Levy and Monty Newborn, 1991

Everything is in a state of flux, and this includes the world of chess.

-Botvinnik

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!sk2eu!
Viktoria.drp.fmph.uniba.sk!lorinc Fri Mar 10 09:15:05 GMT 1995
Article: 43858 of rec.games.chess
Path: info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!sk2eu!
Viktoria.drp.fmph.uniba.sk!lorinc
Newsgroups: rec.games.chess

Subject: Re: Breyers Puzzle.Retrograde Question

Message-ID:

From: lorinc@Viktoria.drp.fmph.uniba.sk (Juraj Lorinc)

Date: Wed, 1 Mar 1995 14:43:36 GMT

Sender: news@sk2eu.eunet.sk (News Administrator)

References: <1995Feb23.212717.12034@zippy.dct.ac.uk>

<3ijanUSDgh@raman.physics.ucla.edu>

Organization: Gatewayed by EUnet Slovakia, Bratislava, Slovak Republic

NNTP-Posting-Host: sk2eu.eunet.sk

X-Newsreader: TIN [version 1.2 PL2]

Lines: 69

Reynolds@physics.ucla.edu writes:

{

In article <1995Feb23.212717.12034@zippy.dct.ac.uk>

mab025@mathssun5lancs.ac.uk (Mr Peter Marsden) writes:

>In a book of Reti's he describes a puzzle of Breyers in retrograde analysis

>where it was possible to show that the game was a draw due to the 50 move rule

>does anyone knowthe actual puzzle or another retrograde analysis puzzle

>where it is possible to prove the 50 move rule has been passed?

Here is Gyula Breyer's famous retrograde analysis problem that Reti mentions in `Modern Ideas in Chess.'

It was published in the Chess Amateur, February 1922, page 164, No. 180,

in the Fairy Chess column, edited by T. R. Dawson.

Breyer had died in November 1921 at age 27 from heart disease.

8 K B * * * Diagram 1

```

7 Q p N   p   * p
6 r R p k P *   *
5 * R p   p   *
4 b q P *   *   *
3 b r P   *   *
2 p P P *   *   *
1 N B *   *   *
  a b c d e f g h

```

Dedicated to T. R. Dawson and W. Hundsdorfer, the Great Masters of Retrograde Analysis.

Who wins?

Here is The Chess Amateur's description:

```

``The wonderful No. 180, certainly the most glorious retro I have had
the
privilege of yet printing, is sent me by the Budapest circle.
Composed during
the war, its dedication shows that chess could rise supremely over
all the
turmoil. Its talented composer's death was announced only a few days
ago, at a
tragically early age. So that no solver shall miss the idea, I state
distinctly that the retro analysis proves the game is DRAWN by virtue
of
the 50-move Rule!''
}

```

All right, but the story continues...

47 years after this Luis Garaza from Uruguay discovered the possibility to shorten the retroanalysis one move. He also found the correction: normally prolonged the combination. (Problem 3. 1969) - the glorious thought of Breyer was saved. (B.Formanek - Kompozicny sach na Slovensku, 1984)

Really was ? Story continues again...

The Uruguay composer has bad luck too ! I don't know who found his correction was incorrect, but in the selection from world's chess composition magazines in the Slovak magazine Pat a Mat 19/1994 was published the next one correction of this problem. It follows:

```

8 KB-----
7 QpN-p--p

```


6 r-pkP--- Gyula Breyer, correction Gerard Willts (dedicated to
5 Rqp-p--- Andrej Kornilov)
4 bRP----- Die Schwalbe 6. 1991
3 brP-----
2 pPP----- The last 96 halfmoves ?
1 NB-----
abcdefgh

As Peter Gvozdjak writes in this article, it is with high probability the successful correction: the uniqueness of the last 96 moves is proved using the 50 moves rule, the 97th and more halfmoves are not unique. It is interesting that G.W. used computer for analysis ...

(I am too lazy to write all the solution down - it seems it is not very different from the Breyer's one, already published here.)

Juraj Lorinc - The unbelievable fairy chess composer.
e-mail: Juraj.Lorinc@st.fmph.uniba.sk

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!peer-news.britain.eu.net!tank.news.pipex.net!
pipex!howland.reston.ans.net!Germany.EU.net!wizard.pn.com!brighton.
openmarket.com!decwrl!pa.dec.com!netnews.alf.dec.com!jerry.alf.dec.
com!martin Mon Feb 5 09:58:30 GMT 1996

Article: 6974 of rec.games.chess.misc

Path: info!strath-cs!peer-news.britain.eu.net!tank.news.pipex.net!
pipex!howland.reston.ans.net!Germany.EU.net!wizard.pn.com!brighton.
openmarket.com!decwrl!pa.dec.com!netnews.alf.dec.com!jerry.alf.dec.
com!martin

From: martin@jerry.alf.dec.com (Martin Moore)

Newsgroups: rec.games.chess.misc

Subject: Re: Cats playing chess!!

Date: 1 Feb 1996 14:53:03 GMT

Organization: Digital Equipment Corporation, Alpharetta, GA, USA

Lines: 16

Message-ID: <4eqk4f\$5od@netnews.alf.dec.com>

References: <4e0ehr\$15r@m1.cs.man.ac.uk> <4ebopp\$mr0@newsbf02.news.
aol.com>

NNTP-Posting-Host: jerry.alf.dec.com

X-Newsreader: TIN [version 1.2 PL2]

I once had one of those fancy display sets, with large plastic pieces
set
up on a small chess table. One of the cats I had at the time would
jump
onto the table, pick up pieces in his teeth, and move them elsewhere
on
the board. Really. I don't know if he was just imitating something
he'd
seen me do, or what. (Who knows what motivates cats?)

Another cat at the same time would also play with the pieces, but he
liked
to carefully push them to the edge and watch them fall off (a common
behavior
of his with other objects, as well.)

Martin

--

Martin J. Moore
UNIX Kernel Support
Digital Equipment Corporation
martin@alf.dec.com

5555 Windward Parkway West
Alpharetta GA 30201-7407
1-800-354-9000 x31679
DECATL::MARTIN

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From cen.ex.ac.uk!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!festival!
castle.ed.ac.uk!ipg Wed Mar 23 15:06:27 GMT 1994
Article: 25776 of rec.games.chess
Path: cen.ex.ac.uk!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!festival!
castle.ed.ac.uk!ipg
Newsgroups: rec.games.chess
Subject: Re: consecutive checks in chess
Message-ID:
From: ipg@castle.ed.ac.uk (Ian Gent)
Date: Wed, 23 Mar 1994 11:11:03 GMT
Sender: news@festival.ed.ac.uk (Network News)
References: <1994Mar22.172250.19097@research.nj.nec.com>
Organization: Edinburgh University
Lines: 87

In article <1994Mar22.172250.19097@research.nj.nec.com>, wds@research.nj.nec.com (Warren Smith) writes:

|> QUESTION: what are the most consecutive checks that can occur in
|> chess? That is, you check me, then while getting out of check, I
|> check
|> you, then while getting out of check, you check me, etc.

|> A lower bound: after promoting most of their pawns to rooks and
|> queens,
|> the players reach this position [deleted], at which point 20
|> consecutive checks
|> can occur at the square marked "*".

I believe the current world record is a legal position without promoted pieces in which an amazing 36 consecutive checks are possible.

The position was composed by W Frangen in 1975.

```
[-----  
b . q . . . .  
B . . p . P . .  
. p . p p . . N  
R B b . . . .
```

```

. . K . . k r r
Q . P P N P . .
. . n P . P n .
. . . . R . . .
white to play
-----]

```

1. f8Q Ke5
2. f4 Rxf4
3. d4 Bxd4
4. Qc5 Bd5
5. Nxd5 Nce3
6. Nxe3 d5
7. Nxd5 Ne3
8. Nxe3 Bxc5
9. d4 Rxd4
10. cxd4 Bxd4
11. Bc6 b5
12. Rxb5 d5
13. Rxd5 exd5
14. Nxd5 Be3
15. Ng4 Qxg4
16. f4 Qxf4
17. Qxf4 Rxf4
18. Bd4 Rxd4

An oddity is that although a condition is that there are no promoted pieces on the board, promotions are necessary to reach this position, and the promoted pieces have been captured - rather like virtual particles in physics.

I don't know what the record is allowing promoted pieces. I composed a position with 39 consecutive checks and lots of promoted pieces. I think it's attainable in play. But doubtless you can push it much further using all these promoted pieces.

```

[-----
. n . n . r Q R

```

```
R B . . k . . .  
. . . . . q N  
q . . b K b . r  
R . . B . . . N  
. . n . B R N .  
. b . . . b q .  
. . . . Q . b q  
white to play  
-----]
```

1. Rh7 Qg7
2. Rxg7 Nf7
3. Rxf7 Bxf7
4. Bc5 Qxc5
5. Bd5 Qc7
6. Rxc7 Nd7
7. Rxd7 Bxd7
8. Bg5 Rxg5
9. Kf4 Ne2
10. Qxe2 Be3
11. Rxe3 Bxe3
12. Qxe3 Qe4
13. Rxe4 Qxe4
14. Qxe4 Be5
15. Qxe5 Bfe6
16. Qf7 Rxf7
17. Qf6 Rxf6
18. N6f5 Rfxf5
19. N4xf5 Rxf5
20. Nxf5

Ian Gent

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!sunic!news.funet.fi!news.csc.fi!nokia.fi!cadsp18!bye Thu Oct 13 11:21:14 BST 1994
Article: 34736 of rec.games.chess
Path: info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!sunic!news.funet.fi!news.csc.fi!nokia.fi!cadsp18!bye
Newsgroups: rec.games.chess
Subject: The Global Warming Openings
Message-ID: <37dtfp\$qgu@noknic.nokia.com>
From: bye@cadsp18.ca.nmp.nokia.com (David Bye)
Date: 11 Oct 1994 11:38:32 GMT
Reply-To: bye@cadsp18.ca.nmp.nokia.com
Distribution: world
Organization: Nokia Mobile Phones (UK) Ltd.
NNTP-Posting-Host: 131.228.24.206
Lines: 24

Hello

Craig Jefferies (506-11554%ww4@tweekco.ness.com) wrote about the Ammonia opening (1. Nh3) which lead me to discover a set of openings which I have christened the "Global Warming" openings as the move sequences define hydrofluorocarbons, which can damage the ozone layer. There are several move sequences which fit into these opening. Here are a few.

1. c3 f5 2. h3	C F H 3 5 3	pentafluoropropane opening
1. c4 h6 2. f4	C F H 4 4 6	fluorobutane opening
1. c3 h5 2. f3	C F H 3 3 5	trifluoropropane opening

I wouldn't bother playing them - they don't look all that good. In fact, as openings, they stink!

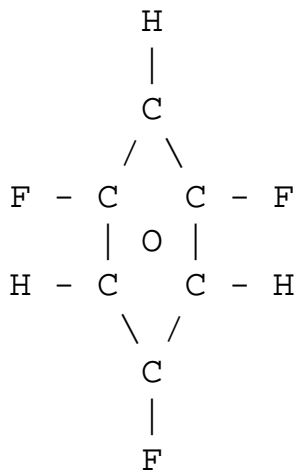
David

From info!strath-cs!fulcrum!warwick!pipex!lyra.csx.cam.ac.uk!nntp-serv.
cam.ac.uk!pmr Fri Oct 14 12:28:31 BST 1994
Article: 34827 of rec.games.chess
Path: info!strath-cs!fulcrum!warwick!pipex!lyra.csx.cam.ac.uk!nntp-serv.
cam.ac.uk!pmr
From: pmr@staffa.sanger.ac.uk (Peter Rice)
Newsgroups: rec.games.chess
Subject: Re: The Global Warming Openings
Date: 14 Oct 1994 11:14:02 GMT
Organization: University of Cambridge, England
Lines: 39
Distribution: world
Message-ID:
References: <37dtfp\$qgu@noknic.nokia.com> <37hu8n\$qbl@hacgate2.hac.com>
NNTP-Posting-Host: staffa.sanger.ac.uk
In-reply-to: mwest@hcsd.hac.com's message of 13 Oct 1994 00:16:23 GMT

In article <37hu8n\$qbl@hacgate2.hac.com> mwest@hcsd.hac.com (Mike Westbrook) writes:

> In article qgu@noknic.nokia.com, bye@cadsp18.ca.nmp.nokia.com
(David Bye) writes:
> -} [...]
> -}a set of openings which I have
> -}Christened the "Global Warming" openings as the move sequences
define
> -}hydrofluorocarbons, [...]
> -}
> -}1. c3 f5 2. h3 C F H pentafluoropropane
opening
> -} 3 5 3
> -}
> -}I wouldn't bother playing them - they don't look all that good.
In fact, as
> -}openings, they stink!
>
> However, as organic compounds, they are NOT "aromatic"!
>

OK then, 1. h3 c6 2. f3 1,3,5 trifluoro benzene



definitely harmful to your ELO rating, but may keep the mosquito population down too :-)

--

Peter Rice	Informatics Division
E-mail: pmr@sanger.ac.uk	The Sanger Centre
Tel: (44) 1223 494967	Hinxton Hall, Hinxton,
Fax: (44) 1223 494919	Cambs, CB10 1RQ
URL: http://www.sanger.ac.uk/~pmr	England

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From cen.ex.ac.uk!strath-cs!uknet!warwick!slxsys!pipex!howland.reston.ans.net!europa.eng.gtefsd.com!swiss.ans.net!newsgate.watson.ibm.com!hawnews.watson.ibm.com!sawmill!fhh Fri Aug 5 09:37:26 BST 1994

Article: 31130 of rec.games.chess

Newsgroups: rec.games.chess

Path: cen.ex.ac.uk!strath-cs!uknet!warwick!slxsys!pipex!howland.reston.ans.net!europa.eng.gtefsd.com!swiss.ans.net!newsgate.watson.ibm.com!hawnews.watson.ibm.com!sawmill!fhh

From: fhh@watson.ibm.com (Feng-Hsiung Hsu)

Subject: Nolot's 11 difficult positions (possible spoilers)

Message-ID:

Sender: fhh@watson.ibm.com

Date: Thu, 28 Jul 1994 18:19:37 GMT

Disclaimer: This posting represents the poster's views, not necessarily those of IBM.

Nntp-Posting-Host: sawmill.watson.ibm.com

Organization: IBM T.J. Watson Research Center

Followup-To: rec.games.chess

Lines: 251

Sometime ago, the following 11 positions collected by Pierre Nolot were

posted to rgc. Pierre claimed that no computers can solve any of them in reasonable time (and no micros in even a few weeks). A long while back, he

might be right. At this point, a few of them are solvable even under tournament time control. The ones that we tried overnight are all solvable

in a few hours. DT-2 was searching around 3 million nodes/sec during the

runs. The time probably would be reduced by 5-30 times for the harder problems if the machine has a better quiescence search.

The comments below might be considered spoilers. The first line for each position is in a computer-readable notation.

1 ;r3;q;b1;k/1;b4;p1;/ip2;p;r2;p/3;n4/p;n;ipln1n1/6rp/lb3pp1/lb1qr1k1/40

white to move

```

8 R * - * Q B - K
7 * B * - * - P -
6 P * - P R * - P
5 * - * N * - * -
4 p N P * n * n *
3 * - * - * - r p
2 - b - * - p p *
1 * b * q r - k -

a b c d e f g h

```

Source: Kasparov-Karpov, Lyon 1990.

Kasparov played Nh6 here. DT-2 agreed with Kasparov's analysis after going down the line given in Informant, but could not find the move on its own in one hour time. When letting it run overnight, it produced

Nh6 after 8 hours (but would play it with a 6 hours/move time control; that

is, it got first indication that the combination might work after about 6

hours), with the variation 1. Nh6! c3 2. Nf5 cb2 3. Qg4 ... which wins for white.

```
2 ;r4;r;k1;/ip;p1;n1;p1;p/1;n;qP2;p1/2;b1p1b1/4nq2/lb3p2/pp2k2p/2r5/40
```

White to move

```

8 R * - * - R K *
7 P P * N * P * P
6 - N Q p - * P *
5 * - B - p - b -
4 - * - * n q - *
3 * b * - * p * -
2 p p - * k * - p
1 * - r - * - * -

a b c d e f g h

```

Source: Bronstein-Ljubojevic, Petropolis 1973.

Solution is 1. Rc5! Nc5 2. Nf6 Kh8 3. Qh4... Solved under tournament time control (3 minutes/move, plus extra time if the value for the move is unstable). Plays it after 2 minutes. Actually spent 4.5 minutes before the value stabilized to about a piece up.

```
3 ir2;qik2;r/;ip;ip;ip1;bl;ip;ip/2;n1;ip3/3;pp1;n1/3p2;bl/2pblnn1/pp4pp/
r1bqk2r/40
```

White to move

```
8 R * - Q K * - R
7 P P P - B - P P
6 - * N * P * - *
5 * - * P p - N -
4 - * - p - * B *
3 * - p b * n n -
2 p p - * - * p p
1 r - b q k - * r

a b c d e f g h
```

Source: Smagin-Sahovic, Biel 1990.

Solution move is 1. Ng5!. Verified that the move is sound by following the published analysis, but could not play it within one hour time. This is more a positional sac than what would be normally called tactics.

```
4 ;r1;bl;k;bl;r/1;ip1;n1;ip;ip;ip/;ip2;ip;ip;n2/6bb/2;qnp3/2n5/ppp2ppp/
r2qlrk1/40
```

White to move

```
8 R * B * K B - R
7 * P * N * P P P
6 P * - P P N - *
5 * - * - * - b b
4 - * Q n p * - *
3 * - n - * - * -
2 p p p * - p p p
```

```

1  r - * q * r k -
    a b c d e f g h

```

Source: Keres-Kotov, Budapest 1950.

Solution: 1. Ne6 Qe6 2. Nd5 Kd8 3. Bg4. Plays it after 3.8 hours, would play it under 2.5 hour/move time control.

5 ;r2;q;r;b1;k/1;p1;b2;p1/;p2;p;p;n1;p/8/3np3/1bn5/ppp3qp/1k3rr1/40

White to move

```

8  R * - Q R B - K
7  * P * B * - P -
6  P * - P P N - P
5  * - * - * - * -
4  - * - n p * - *
3  * b n - * - * -
2  p p p * - * q p
1  * k * - * r r -
    a b c d e f g h

```

Source: Spassky-Petrosian, Moskow 1969.

Took 4 hours to find e5!. 1. e5! de5 2. Ne4 Nh5 3. Qg6... More than a piece up. The minimum time control needed to play it is around 2 hours/move.

6 ;r;n;b;q;k2;r/1;p3;p;p;p/;p7/1n;ipp;p3/qpplp1;n1/p4n2/4k;bpp/r1b2blr/41

Black to move

```

8  R N B Q K * - R
7  * P * - * P P P
6  P * - * - * - *
5  * n P p P - * -
4  q p p * p * N *
3  p - * - * n * -

```

```

2  - * - * k B p p
1  r - b - * b * r

    a b c d e f g h

```

Source: Melaniuk-Ivanchuk, USSR 1988.

Ivanchuk played 1. ... ab5! which appears to be a sound positional sacrifice.

Calling this position a tactical one, however, is a little unfair on Pierre's

part. Ivanchuk, by the way, could not find the best continuations over the

board, but won it anyway due to Melaniuk's inaccurate defence. Could not

solve it in one hour. Probably a home preparation. The same move was replayed 3 years later in some random tournament.

```

7 1;r1;b;k2;r/2r2;p;p;p/p/ip3;p3/1;b2p2;q/4qp2/4n3/1b4pp/3r2k1/40

```

White to move

```

8  - R - B K * - R
7  * - r - * P P P
6  P * - * P * - *
5  * B * - p - * Q
4  - * - * q p - *
3  * - * - n - * -
2  - b - * - * p p
1  * - * r * - k -

    a b c d e f g h

```

Source: unknown.

This one we left the machine ran overnight. It found that 1. Rd8! wins.

1. Rd8! Kd8 2. Ra7 and if 2. ... Qe2 3. Qd4 Ke8 4. h3... Took 12 hours

to get the value back, but would have played it if the time control is 6 hours/move.

```

8  ir3;rib;k1/ipipiq2;p;p;p/2;ib1;pb2/8/6q1/1p1b3p/plp2pp1/r2r2k1/40

```

White to move

```

8  R * - * R B K *
7  P P Q - * P P P
6  - * B * P b - *
5  * - * - * - * -
4  - * - * - * q *
3  * p * b * - * p
2  p * p * - p p *
1  r - * r * - k -

   a b c d e f g h

```

Source: Gufeld-Osnos, USSR 1978.

The move played was 1. Bh7, but as it turns out 1. Bh7 might not be the best move. Osnos defended poorly and got slaughtered. With best black defence, white only maintains a positional edge after 1. Bh7 Kh7 2. Qh5 Kg8 3. Rd4 Bf3! (with the idea of Qxc2, and then Q to king side to defend the king). DT-2 prefers to play c4, which threatens Bh7 for real.

```

9 ;r4;r1;k/4;b;p;p;b/2;n1;p2;p;/p1;n1p3/l;p1;p1bnp/3p1np1/;
qp2qpb1/2rr2k1/40

```

White to move

```

8  R * - * - R - K
7  * - * - B P P B
6  - * N * P * - P
5  P - N - p - * -
4  - P - P - b n p
3  * - * p * n p -
2  Q p - * q p b *
1  * - r r * - k -

   a b c d e f g h

```

Source: unknown.

After 9 minutes, it played 1. Nf6, expecting 1. ... Rfc8 2. Nh7 Kh7 3. Ra1 ...

The score was slightly negative for white. On longer searches, it went up to half a pawn and creeping up.

```
10 ;r1;b2;ri;k1/l;ip1;n;ib;ip;ip/ip;q1;p4/3b4/p2np3/2n1;p3/lpp3pp/r2qlr1k/40
```

White to move

```
8 R * B * - R K *
7 * P * N B P P P
6 P Q - P - * - *
5 * - * b * - * -
4 p * - n p * - *
3 * - n - P - * -
2 - p p * - * p p
1 r - * q * r * k

a b c d e f g h
```

Source: Van der Wiel-Ribli, Amsterdam 1980.

Solution is 1. Rf7 Rf7 2. Bf7 Kf7 3. Qh5. Plays it in less than 2 minutes, score stablized within 5 minutes to a pawn plus.

```
11 ;r1;b3;k1/ip2;ip1;np1/2;p;q;r1r;ip/1;p2;p2p/2blp;nq1/lp6/plpp4/lk4r1/40
```

White to move

```
8 R * B * - * K *
7 P - * P * N p -
6 - * P Q R * r P
5 * P * - P - * p
4 - * b * p N q *
3 * p * - * - * -
2 p * p p - * - *
1 * k * - * - r -
```


a b c d e f g h

Source: unknown

Be6 appears somewhat worse for white, but 1. Rh6 Nh6 2. Qg5 Nf7 3. Qd8 appears to be a repetition draw or slightly ahead for white. Plays 1. Rh6 after 5 minutes, thought white was slightly ahead, but going down the line, it appeared that black had enough pressure for a draw.

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

Newsgroups: rec.games.chess

Subject: Re: How to know when a sacrifice is lucrative?

Summary:

Expires:

References: <32npl2\$i3p@senator-bedfellow.MIT.EDU>

Sender:

Followup-To:

Distribution:

Organization: University of Exeter, UK.

Keywords:

In article <32npl2\$i3p@senator-bedfellow.MIT.EDU>

richard@genome.wi.mit.edu (Richard Resnick) writes:

>Above and beyond being able to look very very deep, are there are
>guidelines that can be stated regarding the sacrifice of minor
pieces?

>It seems to me that with all 32 pieces on the board, it becomes very
>difficult to be accurate when looking ahead, so I assume that the
>masters must have a set of guidelines that they use when determining
>whether to go down in material for the tactical advantage. Any help
>(either commentary or literature citations) would be greatly
>appreciated. Thanks very much.

: -)

In "How to Cheat at Chess" IM Hartston gives Hartston's Iconoclastic
Combinational Uncertainty Principle(?), which states (I am
reconstructing from memory, rather than quoting) that:

for a given sacrificed piece value (S), the expected value (V) to be
gained from a sacrifice can be worked out, since we know,

firstly, the hoped-for gain (H) and
the number of moves deep the variations are (N).

The motivation for the sacrifice is $H - S$, but this is tempered by the

increasing probability of miscalculation as we go deeper in analysis - in fact, the probability increases as the square of the move depth.

$$\text{So, } V = \frac{H - S}{N^2}$$

Applying HICUP then, if you sacrifice a pawn (S=1) hoping to gain a queen (H=9) in two moves (N=2), then $V = 9/4 - 1 = 2.3 - 1 = 1.3$; V is positive, so the sacrifice is worth a go. However, sacrificing a rook hoping to gain a knight in three moves gives S=5, H=3, N=3 and so $V = 3/9 - 5 = -3.7$. V is strongly negative, that is, you have probably miscalculated and should give it a miss.

Back to [Chess Coaching Page](#)

This document (.html) was last modified on
by



[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From cen.ex.ac.uk!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!
howland.reston.ans.net!wupost!waikato!canterbury.ac.nz!peter Tue Aug
30 16:57:16 BST 1994

Article: 32369 of rec.games.chess

Path: cen.ex.ac.uk!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!
howland.reston.ans.net!wupost!waikato!canterbury.ac.nz!peter

Newsgroups: rec.games.chess

Subject: Re: Chess in London

Message-ID: <33mg1p\$75@cantua.canterbury.ac.nz>

From: peter@cosc.canterbury.ac.nz (Peter Mckenzie)

Date: 27 Aug 1994 04:39:21 GMT

References: <33idg6\$ouh@elaine.teleport.com>

Distribution: world

Organization: University of Canterbury, Christchurch, New Zealand

NNTP-Posting-Host: mohua.canterbury.ac.nz

Lines: 23

>The best pub in London for chess is called the King's Head, where
>one or
>two games seem always to be going on. They also field strong (and
>not so
>strong) teams in the chess leagues over there. I recall it was a bit

Quite true

>out of the way, and also that there may be more than one King's Head
>pub in London, so ask a few people or phone ahead. Could also phone

Probably about 100 King's Head pubs in London!

>Andrew Whiteley (longtime club member and President) if he's in the
>phone book.

You'd be lucky to catch Andrew, he's usually at the King's Head :)

>Good luck. Maybe some Londoners here can be more specific about
>location.

I'm not a Londoner, but I've spent many a fine hour at the King's

Head.

Its on Moscow Road, Bayswater. Quite close to the Bayswater tube station.

cheers,
Peter

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!nntp0.brunel.ac.uk!sunsite.doc.ic.ac.uk!demon!
tank.news.pipex.net!pipex!newsfeed.internetmci.com!uwm.edu!caen!kuhub.
cc.ukans.edu!titania!galvin Tue Jan 16 09:42:45 GMT 1996

Article: 6236 of rec.games.chess.misc

Path: info!strath-cs!nntp0.brunel.ac.uk!sunsite.doc.ic.ac.uk!demon!
tank.news.pipex.net!pipex!newsfeed.internetmci.com!uwm.edu!caen!kuhub.
cc.ukans.edu!titania!galvin

Newsgroups: rec.games.chess.misc

Subject: Refusal chess

Message-ID:

From: Fred Galvin

Date: Wed, 10 Jan 1996 18:13:51 -0600

References: <4csaeg\$4bu@pelham.cis.uab.edu>

Nntp-Posting-Host: titania.math.ukans.edu

X-Sender: galvin@titania

In-Reply-To:

MIME-Version: 1.0

Content-Type: TEXT/PLAIN; charset=US-ASCII

Lines: 43

On Mon, 8 Jan 1996, Vahl Scott Gordon wrote:

> In article <4csaeg\$4bu@pelham.cis.uab.edu>, hyatt@willis.cis.uab.edu
> (Robert Hyatt) wrote:

> > In article ,

> > Vahl Scott Gordon wrote:

> > -->What I'd enjoy even more is a Refusal Chess tournament.

Anyone ever

> > -->played that variant? It's where, at each move, you can choose
to

> > -->*refuse* your opponents move (they must then play a different
move).

> > -->It makes for very complex tactics with lots of hanging pieces
and mate

> > -->threats (since you must always have *two* ways out of a
check!).

> > -->

> > I've played it, and always heard it called "May I?" chess. Yes, it's
> > different, since a piece defended only once is *not* defended. Also,
> > it is a strategy to play a move you *really* don't think is *the* move,
> > say "may I?" and hope he refuses.
>
> Hey, I like that name. There's some brief analysis of the variant in
> C.H.O.D Alexander's book "A Game of Chess". It caught on for quite a
> while in the Sacramento club. It's GREAT for speed chess because to refuse
> all you do is hit your clock without playing a move. Here's a "fools mate":
> 1. e4 e5 2. Bc4 Nf6 3. Qh5 Nc6?? (after trying Nxh5 only to have it refused)
> 4. white now tries Qxf7 mate, which is of course refused, and then plays
> 4. Bxf7... mate! why? because after Ke7 white refuses.
>
> Scott
>
>
I see the rules have changed some since I invented "refusal chess" back
in 1958. The original idea was that, after all the refusals, we would have a legal (but strange) game of orthodox chess, ending with an orthodox checkmate. Thus, if a player had only one legal move, he would
just make that move and the other guy had nothing to say about it. In your example, if white can refuse Ke7, then it seems logical that black
should be able to play Kxf7 and claim that he's not in check because he
will refuse 5. QxK. But playability is more important than logic, and I
suppose the rules have evolved to optimize playability. I never played it
much because I thought it was too damn complicated.

Fred Galvin

Lawrence, Kansas

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!peer-news.britain.eu.net!tank.news.pipex.net!pipex!
newsfeed.internetmci.com!panix!panix3.panix.com!mpollak Fri Feb 16
09:49:03 GMT 1996
Article: 7297 of rec.games.chess.misc
Path: info!strath-cs!peer-news.britain.eu.net!tank.news.pipex.net!pipex!
newsfeed.internetmci.com!panix!panix3.panix.com!mpollak
From: Michael Pollak
Newsgroups: rec.games.chess.misc
Subject: Re: Kasparov's Boycott Against Judit Polgar
Date: Tue, 13 Feb 1996 23:03:03 -0500
Organization: PANIX Public Access Internet and Unix, NYC
Lines: 28
Message-ID:
References: <4ff0u0\$81p@newsbf02.news.aol.com> <4fi4n8\$6jk@newsbf02.news.
aol.com>
NNTP-Posting-Host: panix3.panix.com
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
In-Reply-To: <4fi4n8\$6jk@newsbf02.news.aol.com>

> ...
> It's also worth mentioning that the 1985 New York Open was Judit's
> coming-out party, chesswise. At the age of 8 (by VanUpp's figures,
though
> I'd thought she was 9), she won the "unrated" section, beating some
other
> foreign master-level players.
>
> I drew with Zsuzsa at that tournament. Well into the game, tiny Judit
> stopped by, glanced at our board for less than ten seconds, looked at
me,
> then wandered away. Her expression made it clear to me that she had
> understood more about my game with Zsuzsa in those ten seconds than I
had
> in several hours. Good thing I'd never planned on being a chess pro

Yeah, she was cute back then. I stopped by to watch one of her games in
the evening with a Hungarian friend of mine (who kept informed of the
conversation). Her opponent, who had white, was a little bit late (the
starting time was 7:30pm) and she wanted to start his clock. Her mother

said yes, it was her right, but it wasn't a nice thing to do, and didn't she want to be a nice girl? But I have to go to sleep soon! she whined. The guy showed up five minutes and probably wished he hadn't; she used about 90 seconds to his hour, and spent her waiting time playing with her toy lion.

Michael

Michael Pollak.....New York City.....mpollak@panix.com

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
daresbury!sunsite.doc.ic.ac.uk!agate!howland.reston.ans.net!news.
sprintlink.net!malgudi.oar.net!news.rcinet.com!dmapub!mantiat Tue
Feb 7 09:33:07 GMT 1995
Article: 41681 of rec.games.chess
Newsgroups: rec.games.chess
Path: info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
daresbury!sunsite.doc.ic.ac.uk!agate!howland.reston.ans.net!news.
sprintlink.net!malgudi.oar.net!news.rcinet.com!dmapub!mantiat
From: mantiat@dmapub.dma.org (Tony Mantia)
Subject: The Tumbleweed
Distribution: world
X-Newsreader: TIN [version 1.2 PL2]
Organization: Dayton Microcomputer Association; Dayton OH
Message-ID:
Date: Sun, 5 Feb 1995 23:36:26 GMT
Lines: 181

Sean Robert Johnson asked about the "The Tumbleweed" opening also
known
as the "King's Own Gambit" the following poem was published in the
Ohio Chess Bulletin for December 1960. It is stated that the authour
is
unknown. I hope everyone enjoys it, for poetical reasons the notation
is
in descriptive but it is easy to follow.

THE TUMBLEWEED

In my home town, last summer, with nothing to do
I went to the chess club and there met a new player,
A guest expert of great Eastern fame.

Perhaps you met have met him or heard of the same:
He's a player of note and his problems in chess
Get some mighty good players in awful bad mess.
He asked "Do you play sir" I said "Just a little."
"Well sit down here and lets have a skittle"

He glanced round the room. "I judge by the looks
That you players here ane not up on the books."
I replied with a laugh and a gentel "Ahem,"
"No we long, long ago went far beyond them."
With a shrug of his shoulders, the Whites he gave me,
"Make your opening," he said, "and we will soon see."

FIRST GAME

I played Pawn to Kings fourth, which he seemed to approve
And replied with the same, twas a very good move.
The Kings Bishop Pawn I put out with some force,
He took it at once as a matter of course.
But judge the expression that came o'er his face
When I played my King to KB's second place.
"Oh well" said the expert, "that looks a bit hazy.
If I'm any judge, the King's Gambit gone crazy."

So out with the Queen and he checked at Rook five
With the evident purpose to flay me alive.
With a soft gentle push, I interposed Pawn,
He took it with his. In a moment 'twas gone.
He thundered out "Check" in such stentorian tones
That it gave me the shivers, a quake in the bones.
But I slipped my King over to Knight's second square,
Then he took my Rook's pawn with his and said "There!"
"You must take that with with your Rook and then it is plain,
That my Queen takes the other one out in the main;
And with no pawns on you King's side, must say I can't see
How you can prevent me from Queening my three-
Should the game ever get to the point where they're needed."
"I don't think it will." I replied, but he heeded
Me not; and when he captured my little KP
I brought out my Knight to King Bishop three.

Next came pawn to Queen's four to free up his house,
I replied with my Queen's Knight attacking his spouse,

Which he played to Knight's third, giving check to my King
And at the same time remarking: "I'm on to this thing."
The King to Rooks square, I quietly played,
And the Queen's Bishop to Knight's fifth he likewise assayed.
Not wishing harm should come to my "hoss"
I transferred King's Rook from his second across.
To Knight's two. He now thought to win in a canter,
So he took up his Queen, and at Rook's fourth instanter
He put her and checked; but I moved to Knight's square
And he little dreaming of the trap that was there,
Whipped off my poor Knight, and laughingly said,
"That horse is of no use, so off comes his head."
My Knight, he is gone - O'h alas it is too true,
But I'll interpose Bishop and see what he'll do

"Well, if you want me to take all your pieces and done,
Shove 'em out, and I'll capture them, every darn one."
So he grabbed the poor prelate at once by the neck,
And I somewhat suprised him with RxB, check.
Not till then did the truth dawn clear on his brain.
And he tried hard to save his fair Queen but in vain.

"Now what kind of game do you call that?"
"The KING'S OWN", I replied, "and I'll bet you a hat
You can't find it in any or all chess books
You have studied." And I judged from his looks
That he somewhat doubted, when I told him the same
Wa a notion of Pollock's, who gave it that name.

THE SECOND GAME

The result of the first game was not satisfying,
So he reset the men, and insisted on trying
Another. "Your game is all bad," he said at the start,
An assertion by no means he proved on his part.
But I said "Of the opening, say what you can sir,
Of what use are sound one's when bad one's will answer?"
We commenced another, the same as before,
And every move was just the same score.

1. P-K4 P-K4
2. P-KB4 PxP
3. K-B2 Q-R5+
4. P-N3 PxP+

5. K-N2 PxP
6. RxP QxP+
7. N-KB3 P-Q4
8. N-QB3

Until he arrived at move number eight;
Before lifting his Queen he considered her fate.
But where should he put her, but he seemed to agree
That the check at Knight's fifth was better than three.
So he landed her there and I went to the corner,
Prepared for the Plum ala little Jack Horner.
Then his Bishop he played to King's three to defend
Both his Pawn and his King, but I, wishing to send
His Queen somewhere else, played my Bishop to Rook's three.
He put her on Knight's sixth, intending, you see,
To back up the Bishop, attacking my Rook;
I captured his Bishop with mine. He retook.
The Pawn to Queen's fourth, I played, with never a word.
And he brought his Knight to King's Bishop's third.
My Knight to King's fifth I proceeded to play
To prevent that of his of coming over my way.
He brought his King's Bishop to third square of Queen;
I played Knight to King's second, and 'tis plainly seen
That, while eighteen clear moves she has at her command,
The Queen and the game are now both in my hand.

A more dumbfounded expert was never, I guess
Caught nappin like this in skittle of Chess.
He sat there gazed at the board, then at me,
Then laughingly said "Fiddle-dum Fiddle-dee,
But I think I see where I made my mistake;
Your pawn at Rook's second, 'tis wise not to take.
Now try it again, and mind I will change,
And endeavor to keep my Queen out of range."

THIRD GAME

1. P-K4 P-K4
2. P-KB4 PxP
3. K-B2 Q-R5+
4. P-N3 PxP+
5. K-N2

So we reset the pieces at his move, the fifth.
And there he proceeded my King's Pawn to lift
And check with his Queen; but nothing undaunted
My Knight to King's Bishop three I immediately flaunted.
The Pawn to Queen's fourth he played in a twinkling;
I checked with my Bishop, which gave him an inkling
That something was wrong; and to save his fair maid
His King to the Queen's square he rapidly played.
I brought my Rook up to King's, and he saw, when too late,
If he saved his fair lady, he suffered checkmate.

With a laughing ha, ha, and a hearty ho, ho,
I said "The next time that you come far to go
To talk of bad chess, just be sure that you know
The how and the way to ward off the blow.
I'ts all very well of sound moves to talk,
But what is the use when you can't even balk
the unsound ones? So then ever strive to pursue
The gist of the thing. Look the whole matter through,
Or some day a fellow who's not much on looks
Will spring something on you not in the books,
The books often tell you that a such moves are poor,
But leave you to find out the why and wherefore.
When I study the openings I'm always inclined
To help out the weak and let the strong go blind.
Now in this simple opening you've noticed, I ween
Are a thousand and one ways of catching the Queen.

Tony Mantia mantiat@dma pub.dma.org

"An art appearing in the form of a game"

-entry on Chess in the Great Soviet Encyclopedia.

Chess Players

They sit in well-lit rows,
cufflinks sparkling over each battlefield
like stars. Is this what God was doing
at Flanders, Stalingrad?

The wooden men click. They're not fooled
by generals bargaining at tables.
They face each other. They die.
Spaces split slowly open like craters, wounds.

The women are somewhere else,
harmless, beyond hope.
In here is a perfect celibacy
- knights without favours, castles bare of maidens.

Sometimes it ends in madness
- Steinitz challenging that
star-sleeved General to match His mere omniscience
against the mind of a chessplayer.

Time shrivels like an aging pianist's fingers
on keys where there are more harmonics
than atoms in the universe.
Yet nothing really happens

among these clocks and lights.
The end is scarcity,
winds howling over the chequered plains.
Imagine moving words

like platoons into their slaughter
- you'd never get literature!
Yet the chessplayers talk of beauty.
Sometimes they sigh like lovers.

CAROL RUMENS

Collected in **The Poetry of Chess**, by Andrew Waterman.

From info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!nplp!rss Thu

Dec 22 10:06:33 GMT 1994

Article: 38422 of rec.games.chess

Xref: info rec.games.chess:38422 alt.quotations:9287

Path: info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!nplpsg!rss

Newsgroups: rec.games.chess,alt.quotations

Subject: Tartakower, Lazard, and Castello --- a competition

Message-ID: <3d9r5r\$gn2@lightning.ditc.npl.co.uk>

From: rss@seg.npl.co.uk (Roger Scowen)

Date: 21 Dec 1994 18:12:11 GMT

Distribution: world

Organization: R S & P A Scowen, UK

Summary: A Christmas competition

NNTP-Posting-Host: pear.ditc.npl.co.uk

Lines: 90

While browsing in S. Tartakower's ``A Breviary of Chess'', I came across

some very neat little poems on chess which had been translated by D. Castello from French originals by Jules Lazard (see below for a couple of examples). I was curious to see the original French poems and, naturally, found them in ``Br'eviare des 'Echecs''. I also found some that had not been translated into English, and this provides an opportunity for a competition.

(I apologise for the approximate French accents,

'e = e acute, 'E = E acute, `e = e grave,

^a = a circumflex, `` = opening quotes, '' = closing quotes)

Roger Scowen, 21 December 1994

*** Christmas competition ***

Task: Translate ``Psychologie'' into English.

Send your solution by e-mail (rss@ditc.seg.npl.co.uk), or by post to:
9 Birchwood Grove, Hampton, Middx, ENGLAND TW12 3DU.

[Solutions posted only to rec.games.chess or alt.quotations
will not be eligible for the prize because I may not see them.]

My decision as judge is final.

Closing date: 6 January 1995.

First, and only, prize: A copy of ``A Breviary of Chess''.

The result, and best translation, will be posted to rec.games.chess and alt.quotations.

PSYCHOLOGIE

Une occulte raison fait pr'ef'erer la pi`ece
Dont un bon maniemment augmente la valeur.
Celui qui les conduit toutes avec adresse
Saura, de tous ses plans, d'evelopper l'ampleur.

Jules Lazard, ``Quatrains 'echiqu'eens,''
S. Tartakower, Br'eviare des 'Echecs, p257.

L'ILLUSION or CHESS MATHEMATICS

L'Illusion

De ce nombre ``grand V'', la valeur qu'il se donne,
Soustrayons ``petit v'', ce qu'il vaut pour de bon.
Il en r'esultera, ce que l'alg`ebre ordonne :
``Grand V'' moins ``petit v'' --- 'egale Illusion.

Chess mathematics

Let ``S'' be the strength that a player professes,
And ``s'' represent what in fact he possesses,
>From a small calculation we reach the conclusion
That ``S'' minus ``s'' must equal Illusion.

Jules Lazard, ``Quatrains 'echiqu'eens,''
English version by D. Castello.
S. Tartakower, Br'eviare des 'Echecs, p60;
A Breviary of Chess, p46.

BIENS'EANCE or CHESS MANNERS

Biens'eance

Le r`eglement proscrit tous abus de paroles,
De rires, de tabac, de tous gestes frivoles,
B^aillement, toux, lecture ou bruit de pi`ece en main,
Ni surtout, gentleman! la nargue dans le gain.

Chess manners

Don't chatter, don't read,
Don't smoke a cheap ``weed'',
Reckon singing and humming a sin,
Don't titter, don't frown,
Don't bang a piece down,
And never exult when you win.

Jules Lazard, ``Quatrains 'echiqu'eens,''
English version by D. Castello.
S. Tartakower, A Breviary of Chess, p47;
Br'eviare des 'Echecs, p61.

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!uknet!EU.net!howland.reston.ans.net!news.sprintlink.net!aimnet1.aimnet.com!aimnet.aimnet.com!not-for-mail Tue Apr 4 14:08:22 BST 1995

Article: 45666 of rec.games.chess

Path: info!strath-cs!uknet!EU.net!howland.reston.ans.net!news.sprintlink.net!aimnet1.aimnet.com!aimnet.aimnet.com!not-for-mail

From: vasa@aimnet.com (Gustavus Vasa)

Newsgroups: rec.games.chess

Subject: Chess Sins: Mediaeval Confession

Date: 26 Mar 1995 23:57:33 -0800

Organization: Aimnet Information Services

Lines: 39

Message-ID: <3l5r5d\$6m7@aimnet.aimnet.com>

NNTP-Posting-Host: aimnet.aimnet.com

X-Newsreader: TIN [version 1.2 PL2]

An unknown ecclesiastic of the 17th century has penned a vivid description of the kind of appeal that chess exerts. He calls it "The Evils of Chess" (20):

I. It is a great time-waster. How many precious hours (which can never be recalled) have I profusely spent in this game!

II. It hath had with me a fascinating property; I have been bewitched by it: when I have begun, I have not had the power to give over.

III. It hath not done with me, when I have done with it. It hath followed me into my study, into my pulpit; when I have been praying or preaching, I have (in my thoughts) been playing at chess; than I have had, as it were, a chess-board before my eyes. . . .

IV. It hath caused me to break many solemn resolutions; nay, vows and promises. Sometimes I have obliged myself, in the most solemn manner, to play but so many mates at a time, or with any one person, and anon I have broken these obligations and promises. . . .

V. It hath wounded my conscience and broken my peace. I

have had sad reflections upon it, when I have been most serious. I find, if I were now to die, the remembrance of this game would greatly trouble me and stare me in the face. I have read in the life of the famous John Huss, how he was greatly troubled, for his using of this game, a little before his death.

VI. My using of it hath occasioned much sin, as passion, strife, idle (if not lying) words, in myself and my antagonist, or both. It hath caused the neglect of many duties both to God and men...

>From Harley, E. The Harleyan Miscellany. R. Dutton, London, 1808-1811, as cited by Reubin Fine, The Psychology of the Chess Player, Dover, NY (1956), p. 7.

Back to [Chess Coaching Page](#)

This document (Trawl\Sin.html) was last modified on 13 Aug 2005
by



[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!dregis Fri Jan 12 12:35:26 GMT 1996

Article: 1555 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: The Sphinx problem

Message-ID:

Summary: What goes first on four legs, then on two, then on three?

Organization: University of Exeter, UK.

Date: Fri, 12 Jan 1996 12:33:54 GMT

Help please!

Chandler's novels mention that Philip Marlowe once tried to find alternative solutions to the famous Sphinx chess problem. I have (a version of?) this puzzle from the dust wrapper of a modern reprint of Staunton's CHESSPLAYER'S HANDBOOK [Staunton (Bracken/Batsford), 1985], given with caption below:

(wKg5,Qf4,Bb2,Pa2,h5; bKg8,Rf8,Pa3,b4,f5,g4,h7)

```
+-----+
| -+--+rk+ |
| +--+--+p |
| -+--+--+ |
| +--+pKP  |
| -p--+Qp+ |
| p--+--+ |
| PB--+--+ |
| +--+--+ |
+-----+
```

"THE SPHYNX: White playing first mates in eleven moves. "

I showed this to Fritz who quickly came up with a mate in six:

1. Qc4+ Rf7 2. Bf6

[2...h6+ 3. Kg6 g3 4. Qxf7#]

[2...b3 3. Be7 Kg7 4. h6+ Kg8 5. Qc8+]

2... g3 3. Be7 Kg7 4. h6+ Kg8 5. Qc8+ Rf8 6. Qxf8# 1-0

What's going on?

Is the picture not giving the right problem?

If it is the right position what was the intended solution?

Is Fritz' solution a cook?

Is this all well-known and I've just caught up?

D

--

P.S. The riddle of the Sphinx was of course:

What goes first on four legs, then on two, then on three?

The answer is of course a chessplayer, who is born a crawling infant, walks as a child, then learns to play chess and spends the rest of their life resting on two elbows and their backside

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!clyde.open.ac.uk!warwick!lyra.csx.cam.ac.uk!peer-news.britain.eu.net!tank.news.pipex.net!pipex!newsfeed.internetmci.com!howland.reston.ans.net!news-ela.megaweb.com!newstf01.news.aol.com!newsbf02.news.aol.com!not-for-mail Wed Jan 31 09:06:48 GMT 1996
Article: 6904 of rec.games.chess.misc
Path: info!strath-cs!clyde.open.ac.uk!warwick!lyra.csx.cam.ac.uk!peer-news.britain.eu.net!tank.news.pipex.net!pipex!newsfeed.internetmci.com!howland.reston.ans.net!news-ela.megaweb.com!newstf01.news.aol.com!newsbf02.news.aol.com!not-for-mail
From: vanupp@aol.com (VanUpp)
Newsgroups: rec.games.chess.misc
Subject: Mir Sultan Khan
Date: 22 Jan 1996 11:48:43 -0500
Organization: America Online, Inc. (1-800-827-6364)
Lines: 68
Sender: root@newsbf02.news.aol.com
Message-ID: <4e0f5b\$av8@newsbf02.news.aol.com>
Reply-To: vanupp@aol.com (VanUpp)
NNTP-Posting-Host: newsbf02.mail.aol.com

Mir Sultan Khan

by Ismail Sloan

One of the most interesting and important personalities in chess history was Mir Sultan Khan. He was brought from India to England in 1929 by his master, a maharaja, was kept there for four years, and then was taken back to India in 1933 by his master, never to be seen by the world of chess again.

During his short stay in England, Sultan Khan won the British Chess Championship, defeated World Champion Alekhine and former World Champion Capablanca and played first board for England during the World Chess Olympiads at Prague 1931 and at Folkestone 1933. At the same time, another

servant brought by the same maharaja, a Miss Fatima, won the British Woman's Chess Championship.

Sultan Khan never finished lower than fourth in any chess tournament in which he ever played. Although he always lost to William Winter (who usually finished last, in spite of defeating Sultan Khan) there is no doubt that Sultan Khan was one of the strongest chess players in the world at that time. According to the modern rating system, Sultan Khan was about 2550 in strength and was easily a grandmaster. This also means that Sultan Khan was the first ever Asian grandmaster of chess.

There is some dispute as to whether Sultan Khan was a slave or was merely a servant. Reuben Fine related that when he was a guest for dinner at the maharaja's home in England, Sultan Khan was a waiter who brought the dishes to the table.

It is often said that Sultan Khan was a beginner at chess and that he learned the rules only shortly before being brought from India, but that he was a master at the Indian version of chess. However, this story does not mean much, because the Indian version of chess is almost exactly the same as Western chess, the main difference being that in Indian chess, a pawn can only move one square on the first move, not two, and, when reaching the "queening" square, the pawn becomes the piece of the file on which it promotes. In other words, if the white pawn reaches c8 or f8, it becomes a bishop.

In the 1950s, there was an article in British Chess Magazine which said that Sultan Khan had been found to be an opera singer in Durban, South Africa. However, this probably was merely somebody who looked like him.

According to the book by R. N. Coles, Sultan Khan lived out his life on his family plot in Pakistan, surrounded by his children and great grand children, etc. and died in 1966.

Coles relates that in the early 1960s, someone (I forget the name) located Sultan Khan at his home near Lahore, Pakistan and visited him there. He found Sultan Khan sitting under a tree smoking hookah. The visitor related that Sultan Khan offered to play him a game of blindfold chess, but that the visitor "wisely declined".

I would like to find out the exact location of that plot of land and of the tree. I used to visit Pakistan frequently and the next time I go there I would like to go to that exact spot.

Note that while it is always said that Sultan Khan came from India, he actually came from that part of India which is now Pakistan.

A friend from Pakistan informs me that anyone who smokes hookah does not live very long. It is a very pungent version of tobacco, or so I am told.

Does anybody know or can anybody find out the exact address of that plot of land where Sultan Khan and his family lived?

Ismail Sloan

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!ftel.co.uk!warwick!usenet.eel.ufl.edu!psgrain!
nntp.teleport.com!geoffw Fri Jan 26 09:39:44 GMT 1996
Article: 6760 of rec.games.chess.misc
Xref: info rec.games.chess.computer:2756 rec.games.chess.misc:6760
Path: info!strath-cs!ftel.co.uk!warwick!usenet.eel.ufl.edu!psgrain!
nntp.teleport.com!geoffw
From: geoffw@teleport.com (Geoffrey P. Wyatt)
Newsgroups: rec.games.chess.computer,rec.games.chess.misc
Subject: MCP5: Pentium 75 vs 120
Date: 22 Jan 1996 22:56:56 GMT
Organization: Teleport - Portland's Public Access (503) 220-1016
Lines: 28
Message-ID: <4e14no\$epc@maureen.teleport.com>
NNTP-Posting-Host: julie.teleport.com
X-Newsreader: TIN [version 1.2 PL2]

An interesting exercise is going on on one of the threads of
rec.games.chess.computer. Don Getkey proposed finding out how long
it would take various programs to find the winning move in a certain
position he provided (White: Kb1,Qe6,Rd1,Rg3,Bd3,Nc3,Nf3,Pb2,Pd4,Pe5,
Pf4,Pg2; Black: Kg8,Qa5,Rc8,Rf8,Be7,Bf7,Nc6,Pa3,Pa7,Pd5,Pg6,Ph7).

It is white to play and find the winning sacrifice, a "box" move
fairly
obvious to humans but not to computers since, among other things, it
does not end in quick forced mate. Don's MChess Pro 5 found the
winning
move in about 7 hours, running on a Pentium 75, 8 megs RAM. Some
other
computers tested failed to find the move in 12 to 24 hours!

What is interesting is that my MCP5 found the move in 1 hour, 41
minutes.
But I'm running it on a Pentium 120, 16 megs RAM. So at least with
this
particular problem, the Pentium 120 resulted in a 4-fold faster
search!

I'm somewhat surprised that the difference is this great. I'd like to

ask Bob Hyatt or other knowledgeable people to comment. Also, if anyone would like to test Genius 4, Rebel 7, or others on this problem, of course that would be interesting. Thanks!

Geoff Wyatt
Portland, Oregon
Secretary, Oregon Chess Federation

--

geoffw@teleport.COM Public Access User --- Not affiliated with
TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
sunsite.doc.ic.ac.uk!agate!news.duke.edu!godot.cc.duq.edu!ddsw1!news.
mcs.net!bug.rahul.net!a2i!rahul.net!a2i!news.clark.net!dreamer!dave.
bealer Fri Sep 15 09:30:40 BST 1995

Article: 1941 of rec.games.chess.misc

Path: info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!
sunsite.doc.ic.ac.uk!agate!news.duke.edu!godot.cc.duq.edu!ddsw1!news.
mcs.net!bug.rahul.net!a2i!rahul.net!a2i!news.clark.net!dreamer!dave.
bealer

From: dave.bealer@dreamforge.com (Dave Bealer)

Newsgroups: rec.games.chess.misc

Subject: World Championship Satire: "Not So Lonely At The Top" (1 of 2)

Date: Mon, 11 Sep 1995 05:30:38 GMT

Message-ID: <95091101012856@dreamforge.com>

Organization: Dream Forge, Inc. Baltimore, MD.

Distribution: world

Lines: 88

The following is a work of chess fiction.

It is Copyright 1995 Dave Bealer, All Rights Reserved.

This is satire, and is not meant to be taken seriously
(the story, not the copyright notice).

Not So Lonely At The Top
by Dave Bealer

The 2005 World Chess Championship tournament was the first to feature a LeMans-style start. The large number of competitors made this an interesting (in the Chinese sense of the word) proposition, and many critics predicted disaster. Television network executives had the final decision, of course, and LeMans starts had boosted the ratings of previous contract bridge and quilting championships.

An unprecedented six reigning World Champions would be competing. Bobby Fischer appeared with his entourage consisting of three Serbian bankers, two bodyguards, and a skunk named

Florencio. Gary Kasparov traveled light, accompanied by only four bodyguards, his family, and a lap dog named Nigel. Anatoly Karpov had his usual team of parapsychologists and ex-Politburo hacks.

Deep Kimchee, the World Computer Champion from Korea, became the first machine to compete with humans for the world title. Under a rule in use since the 1999 Championship, the World Junior Champion was automatically seeded into the tournament. Petey Browning, the reigning junior champ was 18 months old. He had become the youngest master in American history at the ripe age of 8 1/2 weeks. Alexander Alekhine was the surprise entrant, coming out of retirement to compete while being channelled by a professional medium, courtesy of one the tournament's major sponsors, 1-900-MYSTICS, Inc.

The remainder of the field of thirty-two consisted of various former champions, qualifiers, passers-by, and the billionaire technologist duffer who was bankrolling the event. Certain pundits argued that this "sponsor berth" in the championship was the real reason the event had been converted to a tournament from one-on-one match play.

As in all modern World Championships, special arrangements and conditions were necessary to accommodate the players. Diaper changing facilities were installed behind the stage to meet Petey Browning's special needs. Ramps were installed to allow Korchnoi access to all player areas with his wheelchair. Alekhine's mystic was under contractual obligation not to read the minds of any of the other players. Tonya Kamski's opponents were provided with protective clothing to guard against an assault by her cronies in the event of a win. Paramedics were standing by to perform the Heimlich maneuver on Seirawan when he choked, which was inevitable at such an important event. Tony Miles had to be flown in for each round from whatever country he was representing that day.

Nobody was surprised when trouble started before the opening banquet had ended. It all began innocently enough when young Browning threw mashed potatoes at his table mates. Judit Polgar simply laughed and cleaned the stuff out of her hair. Former prodigy Fischer was not amused, however, and set his skunk on the young malefactor. During the altercation that followed it was discovered that Florencio had not been de-scented. The banquet ended abruptly at that point and pets were banned from all future

Championship events, causing Fischer to threaten to quit. Room service in the hotel which was hosting most of the participants experienced an inexplicable run on tomato juice orders that evening.

Karpov drew quite a bit of attention when he showed up for the LeMans start of round one wearing a pair of hip boots. His strategy became clear when his personal psychic, Dr. Zarkhov, began performing a Native North American rain dance in front of the stage. Spectators, officials, and the other competitors found the good doctor's antics amusing until small, but ominous looking clouds began to form above the stage. Arbiters removed Zarkhov from the playing room at this point, and the tournament began after the clouds exhausted their cargo of water on the stage and first few rows of spectators. Zarkhov settled for sticking pins in dolls representing Karpov's opponents in later rounds.

The LeMans start turned out to be only a moderate disaster. Insufficient room had been allotted on the stage for Korchnoi's wheelchair and two participants suffered minor hip injuries during the mad dash for the boards. Petey Browning experienced some difficulty mounting his high chair, but his mother was allowed to assist him.

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!howland.
reston.ans.net!news.sprintlink.net!sundog.tiac.net!news.kei.com!world!
mv!mv.mv.com!sje Mon May 15 15:16:49 BST 1995

Article: 49064 of rec.games.chess

Path: info!strath-cs!str-ccsun!zippy.dct.ac.uk!uknet!EU.net!howland.
reston.ans.net!news.sprintlink.net!sundog.tiac.net!news.kei.com!world!
mv!mv.mv.com!sje

Newsgroups: rec.games.chess

Subject: Re: Data Base Query

Message-ID:

From: sje@mv.mv.com (Steven J. Edwards)

Date: Tue, 2 May 1995 16:50:51 GMT

Sender: usenet@mv.mv.com (System Administrator)

References: <199504301800.AA258604837@relay1.geis.com>

<3o2un7\$41f@bronze.coil.com>

Organization: MV Communications, Inc.

Nntp-Posting-Host: mv.mv.com

Lines: 49

bookup@coil.com (Bookup) writes:

>In article <199504301800.AA258604837@relay1.geis.com>,

> wrote:

>>I have some questions about the various chess databases [NICBase,
>> ChessBase, Chess Assistant & BookUp]. I would appreciate any
>> answers.

>>2. Do they permit "analysis"? That is, when playing through a
>> game, do they permit me to stop, and start making moves on my own,
>> and then return to the position where I varied and pick up again?

>BOOKUP allows you to switch to the strongest software available
>for analysis. This includes Chess Genius 3, HIARCS 2 and 3,
>Zarkov, MChessPro 4, WChess and soon Chessmaster 5000.

Yes, and it's EPD that makes this happen. There are reports that
ChessBase can connect to Fritz3, but it is not a free, non-proprietary
interface.

The suggestion is that advertising copy, such as that which appears in

Chess Life and other periodicals, should clearly state information about standards conformance to help the consumer make an intelligent choice. Some advertisers already do this, but not all.

So, an ad for a chessplaying program might state:

"WoodMangler 2001 supports EPD import and export for compatibility with EPD capable position database programs. WoodMangler also supports PGN import and export for compatibility with PGN capable game database programs."

Similar copy would be provided for various database and publishing programs.

>Genius, Zarkov and HIARCS can each annotate your data, too -- not
>just your games but your entire opening repertoire or group of
>analysis if you like.

True again, but rarely seen in ad copy.

Maybe we could design seals saying "EPD Aware" and "PGN Compatible" and have them appear in ad copy and stamped on retail packages. It would help purchasers and would be more polite than sticking labels saying "Proprietary Formats Only, Kiss Off" on products with no standard support.

-- Steven (sje@mv.mv.com)

P.S ...and the last word on visual markup

From bagwill@sst.ncsl.nist.gov (Bob Bagwill)
Subject: Re: SGML considered harmful?
Date: Mon, 24 Jan 1994 20:38:23 GMT

John Franks (john@hopf.math.nwu.edu) wrote:

30c3398cc313f31e124f0ce2409c8467fff
ffffffffffff

showpage

Bob Bagwill

If you don't see why that's both funny and instructive, then you probably shouldn't be in this field at all...[Ed]

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Article: 1116 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Strange new defence to 1.e4: 1.e4 d6 2.d4 e5!?
Message-ID: <DGC0sx.I16@exeter.ac.uk>
Organization: University of Exeter, UK.
Date: Thu, 12 Oct 1995 10:50:56 GMT

I have just started playing 1.e4 and was surprised to meet

1.e4 d6 2.d4 e5!?

in a recent congress. Of course I could play 3.Nf3 which transposes to a Philidor, but it seemed to me that the only way to 'punish' Black for the odd move order was

3.dxe5 dxe5 4.Qxd8+ Kxd8 5.Bc4 f6 6.Be3

Although I won I was worried later about 6...Nd7 and 7...Bc5, which looked very defensible.

Any comments?

Thanks

D

P.S. Thanks for all the French Defence suggestions, I'll post a summary soon.

From info!dregis Thu Oct 12 14:14:17 BST 1995

Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Help please: endgame examples
Message-ID: <E69rEC.Env@exeter.ac.uk>
Organization: University of Exeter, UK.
Date: Thu, 27 Feb 1997 16:06:11 GMT

I've posted this before, so if you remember it you can now forget it again.

I wonder if anyone can help me find some simple examples of two endgame ideas:

- if you overpress, you risk losing ("playing for the loss" - Tarrasch)
- the need to get activity or counterplay as defender

I suppose I could make something up but a practical example is always more convincing. Can anyone help?

There are some nice examples of the latter which I found an old magazine article by Edmar Mednis, but they are rather too complicated for my audience.

Thanks again to folk who have helped me in the past - I couldn't manage half as well without this group!

--
May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/_| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 16:41:09 GMT 1997
Article: 5631 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Help please: examples of "playing for the loss"?
Message-ID: <E4EM49.7CF@exeter.ac.uk>
Organization: University of Exeter, UK.
Date: Wed, 22 Jan 1997 09:52:56 GMT

I'm on the scrounge again, trying to put together a set of examples.

There's a bit in Fischer's "My 60 Memorable Games" (Gligoric-Fischer) where he quotes Tarrasch, describing his attitude in the endgame as "playing for the loss" - that is, trying to win a balanced position, and thereby risking losing.

I can think of several examples of over-eagerness to attack in the opening and middlegame, but not in the ending.

Does anyone know of any others? I'd be grateful to hear from you. The simpler the example, the better.

Thanks

--
Dave Regis &8^D* a dry, fruity red

From info!dregis Thu Jan 23 16:30:00 GMT 1997
Article: 15891 of rec.games.chess.misc

Article: 15279 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: ratings variation

Message-ID: <E3qIzA.29L@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <01bbfba7\$bed28b00\$3bdcacce@b1eokd65.sympatico.ca>

Date: Thu, 9 Jan 1997 09:42:46 GMT

In article <01bbfba7\$bed28b00\$3bdcacce@b1eokd65.sympatico.ca> "Dave B." <yorkshire@sympatico.ca> writes:

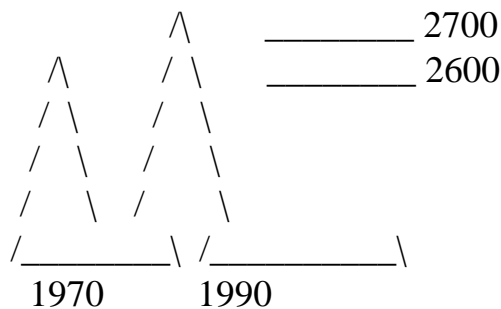
>Does anyone else find it quite remarkable that at Fischer's peak there was
>only one player rated over 2700, while now there are eight? What has gone
>wrong with the built in checks and balances in the rating system?

>
>Dave B.

<pre>

Elo says this is an expected result if there are more people playing chess now. Are there? e.g. If Fischer was one in a million, are Kasparov and Co. just 8 in 8 million?

A better model of the distribution of chess strengths suggests that the wider the base of the pyramid (greater number of players), the taller the peak (more players over given grade), rather than insisting on a fixed proportion being over 2700.



[But, is Karpov at age 40-odd really 100 points stronger now than he was ten years ago?]

From info!dregis Thu Jan 9 10:33:25 GMT 1997

Article: 3112 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: [Bashing the Benoni]
Message-ID: <DxGvp9.8tL@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <Pine.OSF.3.92a.960905053602.10967A-100000@saul7.u.washington.edu>
Date: Mon, 9 Sep 1996 13:19:56 GMT

In article <Pine.OSF.3.92a.960905053602.10967A-100000@saul7.u.washington.edu>
"J. Kroll" <hyena@u.washington.edu> writes:

>
>There was a discussion about the more difficult defence to 1 d4 recently
>and everyone seemed to recomend the benoni...

I missed these posts but word is on the street that the Modern Benoni
is suspect at the moment, at least in its main line: the Taimanov or
Bishop Check variation is doing rather well. (A67 1. d4 Nf6 2. c4 c5
3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5 with 9. a4)

Lev Psakhis in "The Complete Benoni" says he will ONLY play the Benoni
against 2./3. Nf3, so the Benoni is advisable on combination with another
line like the Budapest or King's Indian.

Kasparov,Gary - Nunn,J
Luzern (9), 1982

1.d4 Nf6 2.c4 e6 3.Nc3 c5 4.d5 exd5 5.cxd5 d6 6.e4 g6 7.f4 Bg7 8.Bb5+
Nfd7 9.a4 Na6 10.Nf3 Nb4 11.0-0 a6 12.Bxd7+ Bxd7 13.f5 0-0 14.Bg5 f6
15.Bf4 gxf5 16.Bxd6 Bxa4 17.Rxa4 Qxd6 18.Nh4 fxe4 19.Nf5 Qd7 20.Nxe4
Kh8 21.Nxc5 1-0

>From an Exeter match:

Peter Lane - Einar Einarsson (1995)

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7
8. Bb5+ Nfd7 9. a4 O-O 10. Nf3 Re8
a mistake, said Peter 11. O-O Na6 12. f5!
An unobvious move - Agust queried it, but Peter knew it was a winner.
12... Nb4 13. Bg5 Qc7 14. f6 Bf8 15. Qd2 Qd8 16. Bh6 Qxf6 17. e5

17... Rxe5

[17... dxe5 18. Bxf8 Rxf8 19. Ne4]

18. Nxe5 Bxh6 19. Rxf6 Bxd2 20. Nxd7 a6 21. Nb6 1-0

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _/| = DrDave on BICS

~\ / "...what else exists in the world but chess?"

_||__SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Thu Sep 12 09:18:53 BST 1996

Article: 13627 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Panov-Botvinnik / Gunderman attack?

Message-ID: <E19yw7.HMB@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <328CCB36.687B@iutainfo.univ-lyon1.fr> <19961119224400.RAA01994@ladder01.news.aol.com>

Date: Fri, 22 Nov 1996 14:00:06 GMT

In article <19961119224400.RAA01994@ladder01.news.aol.com> akibar@aol.com writes:

>Subject: Re: Panov-Botvinnik / Gunderman attack?

>From: merrheim <merrheim@iutainfo.univ-lyon1.fr>

>Date: Fri, 15 Nov 1996 12:57:42 -0700

>

>Robert Canright wrote:

>>

>> A friend has been playing an odd variation against my Caro-Kann. It's

>> a variation of the Panov Botvinnik attack:

>> 1. e4 c6, 2. d4 d5, 3. ed cd, 4. c4 Nf6, 5. c5

>>

>> Neither MCO-13, BCO2, nor my 2 books on the Caro-Kann give any

>> suggestions. A typical game continues

>> 5. ... Nc6, 6. f4 Bf5, 7. Nf3

>> Sometimes I do 7. ... a6, sometimes I do 7 ... e6. Attacking his

>> Q-side pawns always loses for me. I do best by posting a knight on e4

>> or c4.

>>

>> -- Rob Canright

>

><<This variation was published in "a opening repertory for the attacking

>player" Keene. It is refuted : you can play b6 to destroy the white pawn

>structure...>>

>

>I strongly doubt the line can be refuted. White is playing the Swedish

>Variation of the Tarrasch Defense with a move in hand. If Black can play

>the line without meeting disaster, White can surely get away with it.

I'm amazed that it's not in any of your Caro books, it's a well-known idea.

In the Tarrasch, the White Bf1 starts out for g2 with 6.g3 (met by ...c5-c4). In the Caro, the Black Bf8 is on f8 without a commitment to ...g7-g6; this difference may favour Black!

Both ...b6 and ...e5 are good ideas; White should go for b4-b5. If you are worried about f2-f5 maybe 5...e5 is playable.

West Hansen G - Ciric D [B13] It, Kobenhavn, 1989

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.c5 e5 6.dxe5 Ng4 7.Qd4 Nc6
8.Bb5 Qa5+ 9.Nc3 Qxb5 10.Nxb5 Nxd4 11.Nxd4 Bxc5 12.Ngf3 Nxe5 13.0-0
0-0 0-1

6.f4 looks like a lemon to me, but I don't know the line much further than move White's 5th...

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Nov 27 09:29:45 GMT 1996

Article: 1711 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: 1. P-Q4 (1. d4) Do you like Dutch?
Message-ID: <DLsGLC.Bxt@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <1996Jan24.025359.45200@ac.dal.ca>
Date: Fri, 26 Jan 1996 12:41:36 GMT

In article <1996Jan24.025359.45200@ac.dal.ca> jphamm@ac.dal.ca writes:

>Hi,
> Ok, I'm a 1. P-K4 player (that's 1. e4 for those who understand
>the algebraic system). I play it as White, and I like meeting it as
>Black (and again I reply 1. ... P-K4; or 1. ... e5). So, being a double
>King's Pawn player, I was wondering how Queen's Pawn Players (1. P-Q4
>or 1. d4) react when they meet the Dutch? (1. ... P-KB4 or ...f5?) I don't mean
>"What is your reply?", I'm asking more, does it upset you?
[...]

I like to play it and I like to play against it! But I think Black has got more chance of getting a good King's-side attack out of the King's Indian.

The trouble with playing the Dutch is (a) White can see you coming and (b) structurally it's not so good (that poor B on QB1/c8...).

As White I often adopt a restrained posture, inviting ...P-K4/e5 and I usually have a good time belting down the Queen's-side and centre, and exploiting the looseness of the Black King's position.

I think if Black keeps the centre quiet there are good chances of getting at the King.

White players locally though seem to be more happy playing one of the Anti-Dutch systems without P-QB4/c4, going for systems with moves like N-QB3/c3, B-KN5/g5, P-K4/e4, Q-Q3/d3, P-KN4/g4, maybe castling long. I think these positions are often no fun at all for Black.

>Anyway, I'm hoping that this will stimulate a discussion on whether or
>not the Dutch Defense is a good way to deal with the 1. P-Q4 (d4)
>players?

Depends on the level and the player:

1. Some people play P-Q4/d4 with a view to attacking your King, in which case I think it's good, because the strongest lines against the Dutch don't usually give them the sort of game they like.
2. Some like playing quietly for a structural edge, in which case you're just playing into their hands.
3. But if they are positional but not too hot a player, I think the Dutch can be very powerful - once you have the initiative you're in.

(I probably qualify under both the last two!)

D

--

/"/()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Jan 26 14:00:19 GMT 1996

Article: 9621 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: 1. b4 2. Bb2 ?
Message-ID: <Duy43D.I5r@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <4skg8c\$ce6@newsbf02.news.aol.com>
Date: Mon, 22 Jul 1996 12:59:37 GMT

In article <4skg8c\$ce6@newsbf02.news.aol.com> mckie@aol.com (Mckie) writes:

>Can someone give me some insight to whites
>1. b4 2. Bb2
>What is the theme here and what is the best way for black to
>punish white.
>

White's main ideas are:

1. pressure on long dark diagonal a1-h8
2. general Queen's-side advance (rather like the English or reversed French)
or just thrust b4-b5 to make life awkward
3. allow Black to occupy the centre and then use it as target
4. after ...c7-c5, exchange b4xc5 giving an extra central pawn

It's a sound opening, relatively unexplored and well-motivated. I don't think White can be punished, but there is no way for White to gain an advantage. I think the main line with 1. b4 e5 2. Bb2 Bxb4 3. Bxe5 Nf6 is perfectly OK for Black; a club mate abandoned the opening because of this line (it's also one that naive opponents are likely to adopt).

Black's main ideas are:

1. Block or oppose on the long diagonal
e.g. 1. b4 e5 2. Bb2 f6
e.g. 1. b4 e5 2. Bb2 d6 with ...Nf6, ...g6
2. Counter-attack on Q-side
e.g. 1. b4 c6 2. Bb2 a5 with ...Qb6
3. Occupy centre at least temporarily

e.g. 1. b4 e5 2. Bb2 Bxb4 3. Bxe5 Nf6 with ...Nc6

e.g. 1. b4 e5 2. a3 d5 3. Bb2 Nd7

4. Adopt a general-purpose formation like the Dutch or King's Indian or "general QP" (with d5/Nf6/e6/Nbd7/Be7/O-O and ...c7-c6 or ...c7-c5) These can be adopted with confidence against most unusual openings by White.

What's best for you might not be best for someone else! I play the ...c6 system because I like being awkward, but you won't go far wrong with a KID system if that's the sort of thing you normally play.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D

--

—

From info!dregis Fri Jul 26 10:09:19 BST 1996

Article: 1119 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: 1. e4 player bored with French: any suggestions: SUMMARY
Message-ID: <DGC7A9.KBB@exeter.ac.uk>
Organization: University of Exeter, UK.
Date: Thu, 12 Oct 1995 13:10:56 GMT

Thanks to everybody who sent or posted comments. My original post went:

=I have switched to playing 1.e4 recently (wanting to get my grade up
=over 1800 ELO) but am a bit fed up with the French Defence.

=
=I'll just talk aloud for a bit and would be interested to know if anyone
=has a good idea for me.

=
=I've been playing the King's Indian Attack but haven't won any games
=with it yet! I've even thought about playing 1.g3 because I quite
=like g3 systems in general and could go for a Catalan if Black tried
=to steer towards the French. For other defences I like the Panov
=attack in the Caro and the 3.Nge2 line in the Sicilian, and have had
=good results with them, particularly the Sicilian line.

=
=I'd be happy in the Tarrasch 3...c5 variation but 3...Nf6 seems to
=give Blacks the sort of game that they want. I can't see much for
=White in the main line, Black has a supposedly worse structure but
=Black's pieces become very active. That's the sort of position I want
=to play for White!

=
=I sometimes fancy the Advance but I don't see anything very convincing
=for White in the main lines, and most people seem to go for 5...Bd7
=anyhow since Watson recommended it.

=
=And my one excursion into 3. Nc3 intending to play a Alekhine-Chatard
=Attack went 3...Bb4 4.Nge2 Nf6 5. Bg5 which as far as I can see is a duff
=version for White of the MacCutcheon.

=
=Does anybody have a good French-bashing weapon? It's quite putting me
=off 1.e4.

=

=Thanks

The responses were mainly:

1. you aren't going to find a bashing line, it's a good defence
2. suggestions of gambits
3. suggestions that I learn some main line Winawer theory
4. suggestions that I get a life

1. you aren't going to find a bashing line, it's a good defence

=====

- fair comment

2. suggestions of gambits

=====

- these included:

1. e4 e6 2. c4 d5 3. Qb3 (Bucker)
1. e4 e6 2. Nf3 d5 3. e5 c5 4. b4 (French Wing Gambit)
1. e4 e6 2. d4 d5 3. Be3 (Alapin)
1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Nc6 6. Bd3 (Milner-Barry)

- there is even web page for a french Gambit at

<http://www.to.icl.fi/chess/french/>

1. e4 e6 2. c4 d5 3. Qb3 (Bucker)

I don't know any more about the Bucker idea. The other suggestions are rather curtly dismissed by Watson (Play the French, Pergamon):

1. e4 e6 2. Nf3 d5 3. e5 c5 4. b4 (French Wing Gambit)

2. Nf3 d5 3. e5

(3. Nc3 {French Two Knights' is no real problem either for Black after} 3... Nf6 4. e5 Ne4 or 4... Nfd7 5. d4 c5)

3... c5 4. b4 { French Wing Gambit} 4... cxb4 5. d4 (or 5. a3 which can be met by either 5...d4 {JLW} or 5... Nc6 6. axb4 Bxb4 7. c3 Ba5 8. d4 f6)

- 5... Nc6 6. a3 f6

(6... bxa3 7. Bxa3 Nge7 8. Bd3 Bd7 9. O-O Nc8 10. Bxf8 Kxf8 {^ ...Nb6, ...Rc8})

7. axb4 Bxb4+ 8. c3 Ba5 9. Ba3

(9. exf6 Nxf6 10. Ba3 Bc7 {!})

9... fxe5 10. dxe5 Nh6 11. Bb5 Nf7 12. O-O Bd7 13. Qe2 Qc7 14. Re1 O-O-O {! JLW})

With fair chances for Black in each line.

1. e4 e6 2. d4 d5 3. Be3 (Alapin)

3. Be3 {Alapin Gambit} 3... dxe4 4. Nd2 Nf6

Someone has just published a book on this line so they may know something I don't. I would expect many club players to decline it on principle.

(or 4... f5 {!} 5. f3 Nc6 6. Bb5 Nf6 {-+ Keres})

5. c3

(5. f3 Nd5 (5... Nc6 6. c3 e5 {=+ Pachman}))

5... b6 6. g3 Bb7 7. Bg2 { Mieses-Janowsky 1896} 7... c5 {!? JLW})

with good chances for Black.

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Nc6 6. Bd3 (Milner-Barry)

2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 (5... Bd7) 6. Bd3 cxd4 7. cxd4 Bd7 8. O-O { Milner-Barry Gambit} 8... Nxd4 9. Nxd4 Qxd4 10. Nc3

This is of course well-known, and maybe White has enough for the pawn.

I have seen my esteemed Exeter colleague Peter Lane survive fairly comfortably after 10...a6, but Watson suggests White soon starts going

downhill even after 10...Qxe5. He gives several of his own games which are convincing.

3. suggestions that I learn some main line Winawer theory

=====

- probably the best suggestion, but I do find the amount of theory daunting. That's why I ended up playing 4.Nge2.

4. suggestions that I get a life

=====

- this suggestion is gratefully received but I am reluctant to give up chess

Conclusion?

=====

Well, to be honest, I haven't seen anything obviously better than the KIA, except the main line Winawer. Maybe it's time to grow up and do just that.

Anyhow, thanks again

Dr.Dave

--

Here's all that (with one or two extra lines) in PGN:

```
[Event "?"]  
[Site "summary of responses"]  
[Date "1995.?.?"]  
[Round "?"]  
[White "1. e4 player bored with French: any suggestions"]  
[Black "?"]  
[Result "*"]
```

```
1. e4 e6 2. d4 (2. c4 d5 3. Qb3 {Bucker}) (2. Nf3 d5 3. e5 (3. Nc3 {French  
Two Knights'}) 3... Nf6 4. e5 Ne4 (4... Nfd7 5. d4 c5)) 3... c5 4. b4 {  
French Wing Gambit} 4... cxb4 5. d4 (5. a3 d4 {JLW} (5... Nc6 6. axb4  
Bxb4 7. c3 Ba5 8. d4 f6)) 5... Nc6 6. a3 f6 (6... bxa3 7. Bxa3 Nge7 8. Bd3  
Bd7 9. O-O Nc8 10. Bxf8 Kxf8 {...Nb6, ...Rc8}) 7. axb4 Bxb4+ 8. c3 Ba5  
9. Ba3 (9. exf6 Nxf6 10. Ba3 Bc7 {!}) 9... fxe5 10. dxe5 Nh6 11. Bb5 Nf7
```

12. O-O Bd7 13. Qe2 Qc7 14. Re1 O-O-O {! JLW}) 2... d5 3. Nc3 (3. e5 c5
4. c3 Nc6 5. Nf3 Qb6 (5... Bd7) 6. Bd3 cxd4 7. cxd4 Bd7 8. O-O {
Milner-Barry Gambit} 8... Nxd4 9. Nxd4 Qxd4 10. Nc3 a6) (3. c4 {French
Gambit} 3... dxe4 4. Nc3 Nf6 5. Bg5 Be7 6. f3) (3. Be3 {Alapin Gambit}
3... dxe4 4. Nd2 Nf6 (4... f5 {!} 5. f3 Nc6 6. Bb5 Nf6 {-+ Keres}) 5. c3 (
5. f3 Nd5 (5... Nc6 6. c3 e5 {Pachman})) 5... b6 6. g3 Bb7 7. Bg2 {
Mieses-Janowsky 1896} 7... c5 {!?! JLW}) 3... Bb4 4. e5 (4. Nge2 dxe4 5.
a3 Be7 6. Nxe4 Nf6) 4... c5 5. a3 Bxc3+ 6. bxc3 Ne7 7. a4 Qa5 8. Qd2
Nbc6 9. Nf3 Bd7 10. Be2 Rc8 11. dxc5 Ng6 12. O-O O-O {(Fritz)} *

From info!dregis Tue Oct 17 09:43:42 BST 1995

Article: 2769 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: 1. g4 d5 2. g5 e5 3. h4 Arrrgh!!!!!!!

Message-ID: <Dw4tn9.E3s@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <4ua43l\$9e@osh2.datasync.com> <4ufcjj\$8h1@newsbf02.news.aol.com> <4ufe1k\$m0p@math.mps.ohio-state.edu>

Date: Wed, 14 Aug 1996 14:30:45 GMT

In article <4ufe1k\$m0p@math.mps.ohio-state.edu> vidynath@math.ohio-state.edu (Vidhyanath K. Rao) writes:

>
>One of the suggestions I have heard is to respond with h5 to 1. g4
>(One stupidity deserves another).

It's far from stupid!

>[I guess the idea is that gh5 gives black a semi-open file and white
>an isolated pawn.]

And that's why! - but 1. g4 h5 2. g5 gives the beginnings of a bind.

So, try instead 1. g4 e5 2. Bg2 h5!

This was played as Black by Grob himself, and is also recommended by Bloodgood, who considers it so strong that White should play 2. d3.

To be honest, many Grob players have no idea that this is a known line, all they know about is the ...d5/...Bxg4 variation. So they may be out-tricked in their own opening!

Some sample lines:

Ott - Grob, Corr

1. g4 e5 2. Bg2 h5! 3. gxh5 Rxh5 4. e3 Rh8 5. c4 f5 6. Qc2 g6 7. Nc3 c6
8. Nge2 Nf6 9. d4 d6 =

Hug - Grob, Corr

1. g4 e5 2. Bg2 h5! 3. gxh5 Rxh5 4. e3 Nf6 5. c4 c6 6. Nc3 d5 7. cxd5

Rg5 8. Bf3 cxd5 9. Qa4+ Nc6 10. d3 Rg6 11. e4 d4 12. Nd5 Be6 13. Qb5
Qd7 14. Bd2 Bxd5 15. exd5 Nb4 16. Qxd7+ Kxd7 17. Bxb4 Bxb4+ 18. Kd1
Kd6 = [or 18... Bd6]

Grob - Aebi (corr) & Analysis

1. g4 e5 2. d3! d5 3. Bg2

[3. g5 Be7 4. h4 h6 =+]

3... Bxg4 4. c4

Now this gambit is not as good for White as in the lines without d3 and ...e5.

4...Bb4+ 5. Nd2 c6 6. cxd5 Ne7

[6... cxd5 7. Qb3 Nc6 8. Bxd5 Qe7 9. h3 Bh5 DR]

7. dxc6 Nbxc6 8. a3 =

Grob - Stingelin & Analysis, 1993

1. g4 e5 2. d3! d5 3. Bg2 c6 4. h3 Ne7 5. Nf3 Ng6 6. Nc3 f5 =/+

[6... h6 was the game: 7. e4 !]

[All from Bloodgood, available at

"http://www.ex.ac.uk/~dregis/DR/Openings/B_d4.html#RTFTtoC155"]

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Thu Aug 15 10:40:24 BST 1996

Article: 4122 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: A couple of questions for KID enthusiasts....
Message-ID: <DzzH0w.58I@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <54af4g\$c3k\$1@zeus.crosslink.net>
Date: Mon, 28 Oct 1996 11:24:32 GMT

In article <54af4g\$c3k\$1@zeus.crosslink.net> treehaus@crosslink.net (MLK and RJP) writes:

>Hi netters,

>

>I have two simple ;) questions for you KID enthusiasts:

>

>1. Many books, including Bronstein's coverage of the Zurich candidate's
>tournament, state that the backward pawn on the (half-open) d-file is "far
>from weak". How is this so? It is not intuitively obvious to me. Can anyone
>shed some light on this topic?

It's not intuitively obvious to many people! Bronstein said:

"I think now is the time to acquaint the reader with the mysteries of the Black d-pawn in the King's Indian. Even though it is situated on an open file and therefore always exposed to attack, it is not a very easy nut to crack. The simplest method for White is apparently to retreat the Knight from d4, but d4 is precisely where the Knight needs to be: its jobs are to supervise b5, c6, e6, and f5 and to buffer the influence of the Bg7. Only after White has taken steps against possible Black attacks (...a3, ...Be6, ...f5) can his Knight leave the centre, but during that time Black can regroup to cause worries elsewhere.

"So the weakness of the d-pawn proves to be imaginary. Contemporary methods of play in the opening recognise the illusory weakness of such pawns. But it was exactly this 'eternal' weakness of the Pd6 that led to the King's Indian being regarded as dubious."

Did that help at all? If not, where did you fall off? To be honest, you don't get these positions much any more - both White and Black prefer different treatments of the variations which used to lead to the backward d-pawn. I play a line similar to the KID and almost never

get a backward d-pawn, and if I do, it's at my choice. There are several modern lines which are counter-intuitive in this way, most obviously in the Sicilian where Black doesn't even have a Pawn to cover d5.

>2. What is the best book currently in print on the KID? I've been looking for
>the Ponzetto book, but it's out of print. I'd like something that concentrates
>more on ideas, and less on variations.

The trouble is that the KID has got too big for single-volume books.

The Bellin/Ponzetto title (Batsford) is the best for ideas. You might try picking it or another one-volume book up second-hand. There's a Keene/Jacobs title (Batsford) which may be the closest thing in print to what you want (I haven't read it), but it may be everything you need is in non-specific books like Fine's "The ideas behind the chess openings" (Bell/Hyman), updated with material from Evans' "The Chess Opening for You" (R.H.M.) and Marovic's "An active opening repertoire for Black" (Batsford), both of which recommend the KID for Black.

Do you belong to a club? Find a player two classes above you who plays the KID and ask them to clue you in.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 28 15:40:12 GMT 1996

Article: 4197 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: A couple of questions for KID enthusiasts....

Message-ID: <E074tG.Ku1@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <54af4g\$c3k\$1@zeus.crosslink.net> <DzzH0w.58I@exeter.ac.uk> <553gtk\$gru\$1@zeus.crosslink.net>

Date: Fri, 1 Nov 1996 14:41:40 GMT

>In article <DzzH0w.58I@exeter.ac.uk>, dregis@exeter.ac.uk says...

>>

>>Did that help at all? If not, where did you fall off?

In article <553gtk\$gru\$1@zeus.crosslink.net> treehaus@crosslink.net
(MLK and RJP) writes:

>Mostly when I play the KID, I get the Saemisch,4-pawns (yuk), or fianchetto
>var. But in studying the opening, it became apparent that the backward d-pawn
>could result. It's one thing to read an explanation of why the pawn is not
>weak, it's another to actually *see* why it isn't. Unfortunately, it was never
>really clear to me even from observing the games that had the backward pawn.

[gist below also e-mailed]

I know what you mean, I think: in the 1953 games both Black and White
know that the d-Pawn isn't really weak, so they don't try to attack it
directly, and don't fail in the attempt.

Does anyone have a canonical Bronstein or Bondarevsky game from, say,
the 1940s, where someone had a go at the d-Pawn and came unstuck?

If not you can try playing-out the position (from both sides) - maybe
against a computer or against someone on FICS.

If you try to attack it and don't succeed in showing that it is weak,
you'll maybe know why - and if you try to attack it and succeed, we'll
have to let Bronstein know!

--

May your pieces harmonise with your Pawn structure and

your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Nov 1 16:54:27 GMT 1996

Article: 1600 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: A terribly important issue
Message-ID: <DEKx36.4H7@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <phlingon-0409951914100001@slwol1p06.ozemail.com.au>
Date: Fri, 8 Sep 1995 09:01:53 GMT

In article <phlingon-0409951914100001@slwol1p06.ozemail.com.au> phlingon@ozemail.com.au (David Plumpton) writes:

>Do you face your knights forwards or sideways?

Great thread!

I've seen a screen saver which bounces 2 pairs of eyes around the screen; the eyes always look at each other. So you could adjust the knights move by move so they are looking at the opponent's king, or at their opposite numbers i.e. Nb1 points at Ng8 to start with... I'm sure some programmer could do this for a FICS interface...

Or in time trouble when you don't have time to keep score you could rotate the knight around in eighths of a complete arc to keep count of moves, like some programmes do to indicate a clock hand... |/-\|/-\|

Or you could have your knights look at the queen's side when really you're planning to move them over to the king's-side...

Or...

From info!dregis Tue Sep 12 14:07:09 BST 1995

Article: 3851 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Advice on Greco Counter Gambit
Message-ID: <Dz9so1.FMD@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <325D49E1.6C47@agt.net>
Date: Mon, 14 Oct 1996 14:38:25 GMT

In article <325D49E1.6C47@agt.net> John Sloan <jsloan@agt.net> writes:
>I am looking into trying something "different" in response to 1.e4 that
>might come as a surprise to my opponents. So, I came upon the Greco
>Counter Gambit -- 1.e4 e5, 2.Nf3 f5 -- and it looks like it gives Black
>a good tactical game, though it appears to weaken his Kingside just a bit.
>
>Has anyone played this opening a lot? Any advice from more advanced players
>(I'm around 1500) would be appreciated.

I haven't played it a lot, but here's tuppence-worth from a couple of
my old posts:

In <DG9yt8.CLK@exeter.ac.uk> Date: Wed, 11 Oct 1995 08:12:43 GMT I wrote:

=====

1. The fun line is 1. e4 e5 2. Nf3 f5 3. Bc4 fxe4 4. Nxe5 Qg5...

=====

<DywMo0.8G@exeter.ac.uk> Date: Mon, 7 Oct 1996 11:59:59 GMT
I heard about a player who devoted hours to learning a bust to the
Latvian Gambit (1. e4 e5 2. Nf3 f5 3. Bc4). Hours. Of course, it was all
wasted, because no-one plays the Latvian, but just in case ... And then
the day came when someone played the Latvian against him! And his
opponent deviated from his analysis... shaken, he went wrong and drew,
but was back the next club night to demonstrate a carefully analysed
refutation...

=====

2. Most White players know about this line but avoid it in favour of
something less committal.

3. One less committal line goes 3. Nxe5 Qf6 4. d4 d6 5. Nc4 fxe4 when
White probably has a small advantage after 6. Nc3 (book), 6. Ne3

(Nimzo) or (best?) 6. Be2, preventing ...Qg6 (Bronstein). White has a number of small pluses (immobile target at e4, White can open up with f3 at an awkward moment, I don't know where the Bc8 is going...) and Black's prospects look pretty dismal to me. I had a quick look at a copy of Tony Kosten's book on this line once and it seems he thinks so too!

=====

The Black King's-side is only weak if White gets enough pieces out to attack it; Black often makes the running on that wing, and can castle long.

The one and only time I ever met it I played 3. Nxe5; Black visibly slumped in his chair because all he knew was the 3. Bc4 line, and I won in twenty! We were both graded about 1800 ELO (1900 USCF?) at the time.

There are a couple of books just printed in the UK on the Latvian by GMs: "Winning with the Latvian" (KOSTEN) and "The Latvian Gambit: a Grandmaster view" (?LEIN). I haven't bought either but the Kosten book looks OK. I wouldn't spend money on either until you'd borrowed them or had a chance to try the gambit a few times to see how it went, because I'm going to guess that the level of detail in these is way beyond anything you need to play the line. The best sort of depth may be a magazine article, if you can find one. Someone may write one for the newsgroup...

--
May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Thu Oct 17 11:01:10 BST 1996

Article: 3995 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Any thoughts on King's Indian Attack?

Message-ID: <DzMII9.FG7@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <540irc\$1r5@News.Dal.Ca> <5416of\$34@freenet-news.carleton.ca> <546pag\$vg@news-e2b.gnn.com>

Date: Mon, 21 Oct 1996 11:27:45 GMT

>In article <5416of\$34@freenet-news.carleton.ca> Rene Poulin wrote:

>>> Hi,

>>> I'm thinking about expanding my opening repertoire and was considering

>> the

>>> King's Indian Attack. I was wondering if anyone's got comments pro/con

>> on this system?

>>> - Jeff Hamm

>>>

>

>*****

"Club players and home enthusiasts often ask me to recommend an openings system for White which is safe, yet aggressive and does not require a superb memory and months of intense learning. In such cases I invariably recommend the King's Indian Attack" -- KEENE

...quoted in <http://www.ex.ac.uk/~dregis/DR/Opening/sic10.html>

Are you opening 1. Nf3, 1.g3 or 1.e4? As a recent convert to 1.e4 I use it to avoid a ton of theory on the half-open defences. It's a nice one to have up your sleeve; you don't have to use it against every half-open defence, or against every opponent. It's no good against Alekhine's or Nimzo's defences (2...e5) and impossible against 1...d5.

In article <546pag\$vg@news-e2b.gnn.com> KenNaugle@gnn.com (KenNaugle) writes:

>My thoughts:

>

>1. Good opening, sound to play, good change of pace.

>2. It is rather inflexible. Black has lots of options against it.

^^^^^^^^^^

I also said "The joy of the KIA is flexibility" (!)

You can play it a little differently against each defence, and play in the centre or on either wing.

The amount of available material is good and bad: I think John Watson concludes that in the French version "Black has easy equality in each of the main defensive systems" (I may have paraphrased). This may be true, but at club level most players don't know or understand the theory the way John does (and I'm damned if I know a way to get an advantage with the White pieces with any other line, against the French or any other defence!).

Some of the books available (Schiller, Smith & Hall, Dunnington, Henley) have flaws and I couldn't recommend any of them completely whole-heartedly. If you can borrow one or find one second-hand that might be a best introduction.

It seems that the French is the most common setting for the KIA (following Fischer) and the Sicilian is the least common - although they can transpose:

Karlsson - George [B40]
Torbay , 1994

1.e4 c5 2.Nf3 e6 3.d3 d5 4.Nbd2 Nc6 5.g3 b6 6.Bg2 Bb7 7.0-0 Bd6 8.Re1 Nge7
9.Ng5 0-0 10.Qh5 h6 11.Ndf3 Nd4 12.e5 Bc7 13.Nxd4 cxd4 14.Nf3 Nf5 15.g4 Ne7
16.Bxh6 Ng6

[16...gxh6 17.Qxh6 f6 18.exf6 Nf5 19.Qg6+ Kh8 20.Rxe6 Bc8 21.gxf5 Bxe6
22.Qg7#]

17.Bd2 Qb8 18.Ng5 Rd8 19.Bb4 Nf8 20.Qxf7+ Kh8 21.Bxf8 1-0

That may simply be an example of a 2300-player beating a 2100-player, but it's also an illustration of how far it is from "easy equality" to "easy draw".

The most difficult lines for White IMHO are the ones where Black plays away from standard formations, e.g.

1. e4 e6 2.d3 d5 3. Nd2 Nf6 4. g3 b6! (Uhlmann)

1. e4 e6 2.d3 d5 3. Nd2 Nf6 4. g3 dxe4 idea ...e5

This may be an argument for 4. Ngf3, which allows a switch to 5. c3 with 6. d4 or 6. Be2.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 28 11:04:18 GMT 1996

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Beginner help

Message-ID: <E699w9.KK@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <5dvi3t\$9s5\$1@ulowell.uml.edu> <E5uGxJ.6CK@exeter.ac.uk> <E61oK3.EJE@nonexistent.com>

Date: Thu, 27 Feb 1997 09:48:09 GMT

In article <E61oK3.EJE@nonexistent.com> mystic@ucs.net (Joshua K Bromberg) writes:

>In article <E5uGxJ.6CK@exeter.ac.uk>, dregis@exeter.ac.uk (D.Regis) wrote:

>

>> >In a previous article, derrick915@aol.com (Derrick915) says:

>>>

>> >>Does anyone know a good opening that a beginner chess players can use to

>> >>help him beat higher rated players

>>

>> You need one where either (a) the beginner's attack is wild, so your
>> opponent's better technique and experience are less relevant, or (b)
>> the beginner's attack works like clockwork. Something that might fit
>> (a) might be a gambit opening (or defence), although gambits can be
>> declined - the Blackmar-Diemer, Budapest, Scotch, Elephant and/or
>> Vienna Gambits might be tried. Something that might fit (b) is the
>> King's Indian Attack or the Colle System, although these may be
>> familiar to your opponent. Hopefully they will be more familiar to
>> you!

>>

>

>I disagree with part B. The King's Indian Attack and the Colle System are
>largely positional openings for White to steer into, and they don't offer
>the beginner enough tactical chances to surprise and take advantage of his
>stronger and more experienced opponent.

I'm happy to agree to differ, but both these lines can be interpreted in a fairly direct attacking style, and I know from experience that they can be dangerous! I think we're not talking about the sort of opening that a beginner can rely on against expert opposition, but where a novice or D player is up against a player a class above. I have in mind games where a beginner can just go into autopilot and sometimes cause an upset

with a very straightforward attacking plan, where a superior opponent, anxious to play carefully, may not react sharply enough.

Do you know a better line that fits this "clockwork" attacking recipe? I can think of types of attack better than opening lines: the attack down the h-file against the fianchettoed King, the KIA where you just keep shifting pieces across until you have a combination... Now you've got me going, I remember Bird's Opening where you can play for direct attack as in the Dutch. I also forgot to mention the Stonewall, which I think is a little too obvious, but I've had trouble against that in the past too!

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/ = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 11:56:26 GMT 1997
Article: 5626 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Beginner help [An opening to beat stronger players]

Message-ID: <E5uGxJ.6CK@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <19970212202600.PAA06273@ladder01.news.aol.com> <5dvi3t\$9s5\$1@ulowell.uml.edu>

Date: Wed, 19 Feb 1997 09:56:07 GMT

>In a previous article, derrick915@aol.com (Derrick915) says:

>

>>Does anyone know a good opening that a beginner chess players can use to

>>help him beat higher rated players

You need one that you understand better than the opponent.

You need to get right inside your chosen system and get experience with it. Talk it over with other players. Play blitz games with it.

You need one that offers active play for the beginner. Only by putting your superior opponent under pressure do you stand any chance at all.

You need one where either (a) the beginner's attack is wild, so your opponent's better technique and experience are less relevant, or (b) the beginner's attack works like clockwork. Something that might fit (a) might be a gambit opening (or defence), although gambits can be declined - the Blackmar-Diemer, Budapest, Scotch, Elephant and/or Vienna Gambits might be tried. Something that might fit (b) is the King's Indian Attack or the Colle System, although these may be familiar to your opponent. Hopefully they will be more familiar to you!

HTH

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _/| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>

~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Wed Feb 19 10:35:31 GMT 1997

Article: 16735 of rec.games.chess.misc

Xref: info rec.games.chess.misc:16735 rec.games.chess.politics:3044

Article: 14449 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Benoni question
Message-ID: <E2I7HI.E9v@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <58odks\$f1k@nexp.crl.com>
Date: Mon, 16 Dec 1996 11:20:06 GMT

In article <58odks\$f1k@nexp.crl.com> someone@somewhere.com (Matador) writes:

>I was reading where the benoni after:

>

>1. d4 c5

>2. d5

>

>Is supposed to be especially favorable for White as long as he avoids playing
>a pawn to c4. I would like to know why. I have found very little in MCO and
>nothing in my book on the modern benoni.

[The Modern Benoni involves 1...Ng8-f6 2. c2-c4 followed by ...e7-e6,
...e6xd5 and c4xd5, so it's not to be found there. The line is the
Old (Schmidt) or Czech Benoni].

After 1. d4 c5 2. d5 how will the two sides continue?

If Black does not mean to open things up with ...e6 and ...e6xd5
(Modern Benoni) Black will usually either leave the e-Pawn at home, or
try to blockade with ...e5 and ...d6. When the e-pawn comes to e5,
the Bf8 can be developed at e7 (Czech Benoni); otherwise it will go to
g7 (Old or Schmidt Benoni).

Why might White prefer to do without c2-c4? In the more blocked
formations that arise in these lines, c2-c4 by White may block the
Bf1, but also the best square for the Ng1 is often c4, which it can
reach by Ng1-f3-d2-c4. After a2-a4 the Knight cannot easily be
dislodged by the Black b-Pawn and it puts pressure on lots of
important squares like d6 and e5. With the Black e-Pawn still at
home, the Nc4 supports the break e4-e5; with the Black e-Pawn on e5,
the Knight exerts some pressure on the backward d-Pawn which may
become very tangible after f2-f4.

So, White might prefer to do without c2-c4.

Botvinnik M - Schmid,L [A43/12]

Leipzig Olympiad Fin, 1960

1.d4 c5 2.d5 d6 3.e4 g6 4.Nf3 Bg7 5.Be2 Nf6 6.Nc3! Na6 7.0-0 Nc7 8.a4
a6 9.Nd2 Bd7 10.Nc4 b5 11.e5! dxe5 12.axb5 axb5 13.Rxa8 Qxa8 14.Nxe5 b4
15.d6 bxc3 16.dxc7 Qc8 17.Bf4 cxb2 18.Nxd7 Nxd7 19.Bb5 Bd4 20.c3 e5
21.cxd4 exf4 22.Bxd7+ Qxd7 23.Qe2+ Kf8 24.Qe5 Kg8 25.Rb1 f6 26.Qxc5
Kg7 27.Rxb2 Re8 28.Rb1 f3 29.gxf3 Qh3 30.Qc6 1-0

[P.S. I know a couple of Petrosian games where TP didn't bother with
any finesses like this, whipped out c2-c4 and just applied the usual
boa constrictor treatment, and Black didn't look any comfier with the
Ng1 'only' having f3 available.]

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Tue Dec 17 09:22:45 GMT 1996

Article: 8924 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Best books on French defence?
Message-ID: <Drut6p.44z@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <4nipps\$761@news-f.iadfw.net>
Date: Thu, 23 May 1996 10:30:25 GMT

In article <4nipps\$761@news-f.iadfw.net> canright@airmail.net
(Robert Canright) writes:

>

>If I were to buy just 1 or 2 books on the french defence, what would
>you recommend?

Hi Rob

It depends a bit on what you've got. I'd recommend reading a good
general treatment in a book like

- Fine,R: The Ideas Behind the Chess Openings
- Euwe,M & Kramer,W: The Middle Game, vol.1

- There's also some stuff on my web pages.

After that, there is a decent introduction in:

- Taulbut,S: How to play the French Defence

If you want to play seriously you'll need a book on the variations, and from
Black's point of view the new edition of

- Watson,J: The French Defence

is attracting the same rave reviews as the earlier editions. There was
an old RHM title by Botvinnik and others which I enjoyed, but it's been
out of print for yonks.

For a more general coverage there are books with all the variations in
by Psakhis and Suetin, and both seem to me to be good at first look -
comprehensive and with some explanatory chat.

>Also, the French locks in the Q-bishop while you can get it out in
>some variations of the Caro-Kann. So why would one play the French
>Defence instead of the Caro-Kann? More dynamic? Better pawn
>structure?

Some of it depends on your style, but I offer some thoughts:

In the French, after the natural 1. e4 e6 2. d4 d5 3. Nc3, Black has
3...Nf6 and 3...Bb4, both of which are likely to provoke e4-e5.

This will lead to blocked, unbalanced positions in which Black has
some clear goals, like playing for ...c5 and ...Nc6. If you like,
Black has sacrificed the activity of the Bc8 in order to get White to
make a commitment in the centre, after which Black can organise around
it. This is a good way of playing for a win as Black.

After 3. Nd2 Black can reply 3...Nf6 with similar ideas; after 3. exd5
exd5 Black has no problems and this is rarely played. 3. e5 for White
leads to positions with familiar ideas (3...c5 is automatic).

In the Caro-Kann, after the natural 1. e4 c6 2. d4 d5 3. Nc3, Black
really has only 3...dxe4 and 3...g6. (3...Nf6 4. e5 is awkward, and
there is no way to develop the Bc8.)

3...dxe4 gives up the central stake and leads to a semi-open position
where White has lots of choice about development and Black, while
solid, has few active plans. The Nb8 will usually come to d7: solid,
but nothing more. The natural way of attacking the centre, ...c6-c5,
concedes a tempo. This is all perfectly playable, of course, but is
often seen as a good way of playing for a draw.

(3...g6 often leads to a blocked French-style position)

After 3. Nd2 Black has nothing better than 3...dxe4, and players of
White often use this to avoid the 3...g6 line (3. Nd2 g6 4. c3!);
after 3. exd5 cxd5 White has a choice of two rather different systems
in 4. Bd3 and 4. c4. 3. e5 for White leads to a whole separate system
again (...c5 may take some organising).

Hope this helps

D

--

/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _/_/ = DrDave on BICS

~\ / "...what else exists in the world but chess?"

||| SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Thu May 23 14:04:45 BST 1996

Article: 13790 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Blindfold: can one learn how?
Message-ID: <E1Mrs8.HB6@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <57emka\$ne5@groa.uct.ac.za>
Date: Fri, 29 Nov 1996 11:55:19 GMT

In article <57emka\$ne5@groa.uct.ac.za> travers@phantom.eri.uct.ac.za
(Travers Waker) writes:

>Is being able to play blindfold a skill which can be learned, or is it
>something wich only very few people are capable of learning to do due to
>some rare mental ability they are born with?

[...]

>Also, does this clear visualisation come automatically with enough normal
>playing and training, or does one have to specificly train ones mind to
>visualise the board clearly. (and how would one do that?).

I remember reading that when Philidor played TWO blindfold game, it was held as a marvel, one of the finest feats of the human mind that will be regarded with awe and wonder as long as civilisation endures. Then you read about Tony Miles cracking off a couple of dozen in Germany a year or two ago. He did it "straight" i.e. no scoresheets.

I think the answer to your questions is: yes! i.e. (1) with more normal chess you get better at playing blind, (2) you would get better faster if you practiced playing blind specifically, and (3) there are people who have unusually clear powers of visualisation, more than you would expect from their skill at chess or how much they've practiced.

One easy way to practice would be to log in to one of the free FICS servers using a text-only connection, and type in your moves, that way the machine will honk at you if you play an illegal move. I understand this is pretty much how they run it during the Melody Amber tournaments.

>I suppose that normal playing and training does involve a certain amount of
>visualisation of the board, but I find I usually visualise the pieces on the
>board while calculating variations and staring at the board. The piece

>movements are imagined, but the board is real.

Yes, I think this is why 'normal' chess helps playing blind, and why talented chessplayers can cope comfortably with playing blindfold simul. The GMs who do this well perform feats that seem amazing, but I am reminded that parents of our junior club members find it amazing that members of our first team can take on the whole junior club in a simul. and make a 100% score.

I got interested in playing blindfold when chatting to a blind player in the bar at a congress, when he challenged me to a blindfold game. Although I had a much higher grade than he, I assumed he'd whip me, but I won pretty quickly - although I never felt I had clear sight of all the board at the same time, just bits of it. Fairly soon after that, on a long car journey with our chess team, the indefatigable Steve Webb started a series of blindfold games, and we could all cope to a certain extent.

The things that interested me were:

1. the fact that we could all have a go, while the better players were better blindfold players
2. the things that were easy in blind chess were the things that were easy in normal chess e.g. patterns like standard king's-side hack, munching on the long diagonal with ...Bg7xb2.
3. the things that we tended to miss were the same as in normal chess e.g. generally playing in obscure 'random' positions, and in particular missing strong retreats, long moves of a Queen across a rank, missing back rank mates, and missing unusual moves and ideas like ...Bf6xc3 (which is not a usual square for the B) ...Qc7xBc1 (which is usually protected). Once I realised this, being a cheap sort of player, I started playing for this sort of trap, and collected a handful of scalps!

What this all suggests to me is that blindfold play is probably a good indicator of what goes on in the heads of players during a game. I made reference to this in my much-neglected Chess and Psychology musings at "<http://www.ex.ac.uk/~dregis/DR/psych.html>", when I saw John Nunn's annotations to a Melody Amber blindfold game of his at "<http://www.ex.ac.uk/~dregis/DR/chunk.html>". It seemed to me that here was a very big clue to the way he was thinking about the

position, and he had made an error which perhaps a less experienced player who didn't know about pawn formations could not have made.

>I would appreciate it if someone who can play (good) blindfold chess would
>respond and answer these questions

"Good"? oh dear, too late ;-)

> (which I am sure many other people are
>interested in too.).

I too would look forward to other responses.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Dec 2 14:53:34 GMT 1996

Article: 14183 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Bust needed [1.e4 e5 2.Nf3 Qe7]
Message-ID: <E25BC3.5qH@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <582t2p\$1biq@pulp.ucs.ualberta.ca>
Date: Mon, 9 Dec 1996 12:14:27 GMT

In article <582t2p\$1biq@pulp.ucs.ualberta.ca> jmacnab@gpu.srv.ualberta.ca (John Macnab) writes:

>A while ago, I played an active game (G30) with another B-class player (we
>both hover in the mid-1600s). I was white. The game began 1.e4 e5 2.Nf3
>Qe2?!

>
>I spent a lot of time over the board trying to figure out how to punish
>him for this cheek. I played 3. d4 and tried to overwhelm the center, but
>got nowhere. Now I realize that 2...Qe2 is not a strong move, but I
>can't see how to really take advantage of the situation as well as my
>intuition says I should. Any ideas?

I guess we're talking 2...Qe7 here ;-)

I should say I don't know a bust, but I'll add some other thoughts.

There's actually a small literature on this line. It was played by a club player in the UK and promoted by (guess who) Mike Basman as "the Strong Point Defence".

I don't know how your colleague followed up, or exactly how MB reckons you are supposed to handle it, but I'm going to guess that after e.g.

3. Nc3! c6! 4. d4!

Black will play 4...d6, then get his bits out with ...Nbd7, ...g6 and ...Bg7

Analogous variations include the Philidor Defence, Hanham variation

1. e4 e5 2. Nf3 d6 3. d4 Nd7

the Closed Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. d4 Bb6

and some lines of the Classical Pirc

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3 Bg7 5. Be2

All three are played by Black players who don't mind a bit of cramp if their position is solid and they can uncoil later. The two strategies used by White against these lines are either

- (a) try and bust the line (which is what you want to do)
- (b) just squeeze the Black position

(a1) The try for a bust in the Hanham is:

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6

Reaching an analogous position.

5. Nc3 Be7 6. dxe5 dxe5 7. Ng5 Bxg5

(7...Nh6 8. Ne6! wins)

8. Qh5 g6

(or 8...Qf6 9. Bxg5 Qg6 10. Qh4 +- Schlechter-Alekhine 1910)

9. Qxg5 Qxg5 10. Bxg5.

This position is much easier to play for White, and when it has been reached White players have a huge plus score from here. White will play O-O-O and double rooks on the d-file. There is no way for White to penetrate further than playing Rd6 just yet, but b2-b4-b5 should either win the c6 pawn or produce the exchange ...cxb5, Nxb5 with pressure.

(a2)

The try for a bust in the closed Giuoco is Mestel's:

4... Bb6 5. d4 Qe7 6. Bg5

Of course, Black doesn't want to weaken the Kings-side with ...f6.

6... Nf6 7. d5 Nd8 8. d6 cxd6

The capture with 8...Qxd6 9. Qxd6 cxd6 is no safer for Black.

9. Na3 a6 10. Nc2 Bxf2+ 11. Ke2 Bc5 12. Nh4 Ne6 13. Nf5 +-
Mestel-Doyle '75

(b1) The squeeze for White against the Hanham and Closed Giouco is different in detail but similar in principle: maintain your space advantage, avoid exchanges, keep Black's counterplay under control and, rather than trying to overrun the Black position, try building up pressure on each side until something cracks. This is difficult to keep control of and is why people keep playing this sort of line as Black, hoping for a breakout later.

There are some examples of successful squeezes in the Strategy: Space section of the Canon on my Web site, which should give you the idea.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Tue Dec 10 17:25:32 GMT 1996

Article: 12849 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: CHESS - My two-cents worth: POST1 [Openings study]
Message-ID: <E01o9I.6Jw@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <54lt04\$8rd@ringer.cs.utsa.edu>
Date: Tue, 29 Oct 1996 15:56:06 GMT

In article <54lt04\$8rd@ringer.cs.utsa.edu> griffith@runner.utsa.edu (Matthew Wade Griffith) writes:

>Howdy folks ! Before I express my opinions, I'll offer the obligatory
>curtsy and state that I am an unranked player. So please feel free to
>not respect my opinions, etc. etc.
>
>Many posts are placed here by beginners asking for opening advice. Just
>once, I would like to see someone reply, "Develop your own openings."
>Granted it is unlikely that a beginner will actually discover anything
>new, my common sense tells me that one will get a much better understand-
>ing of opening theory if they first "create" their own openings, then play
>them against a computer to find obvious flaws, then refine the opening, AND
>THEN read what the books say about your opening. If you should develop an
>opening which your computer cannot refute and you cannot find any documen-
>tation for it - good for you ! This should have been your goal all along.
>Most likely though, the opening you have developed will be a known opening
>and you will now be able to grasp with greater ease what the masters have
>to say.
>
>What sayeth the extended family ?
 ^^^^^^^^^^^^^^^^^^^^ :~)

Hi Bro!

Have you tried this? How far did you get?

1. I think the educational philosophy is spot on -

"tell me and I forget, show me and I remember, involve me and I understand"

- but although it may not be true that "life is too short for chess"
it may be too short for your approach.

2. I dunno though, maybe playing only the first 15 moves against a computer at G/15, you could pack quite a lot in an evening, although...

3. ...you might not understand why you ended up worse (if you did). I played a girl a while ago who opened 1...e5 2...d6 3...f6 4...g5 5...h6. She lost, whereupon I asked Dr.Dave's patent Chess Coaching Question: "do you know why you lost?" (She didn't, and it took a good deal of coaxing to get it out of her, which a computer couldn't do.) Reading books is just a short-cut; you don't teach everything by the discovery method, even if it's in your repertoire.

4. But I'd also guess that playing a KNOWN opening against a computer would teach you as much, in that the errors beginners make in known openings are likely to be the same as the errors they make in unknown ones (failure to complete development, exposing the King...)

5. I often read a chapter of a book, think "yeah, yeah, I got all that" ... and then I come to the "test yourself" positions at the end of the chapter. No, I didn't get it! But rather few books have these "test yourself" positions in - openings books almost never.

6. So a compromise is:

a. Buy only books with self-assessment exercises in them

b. Use the time saved on Matt's method to write to your favourite chess publisher saying:

"Your otherwise excellent book 'A dull defensive repertoire for the average club rabbit' would have been much improved by a page of self-assessment problems for each chapter."

--

Dave Regis &8^D* a dry, fruity red

From info!dregis Tue Oct 29 16:42:08 GMT 1996

Article: 12006 of rec.games.chess.misc

Path: info!strath-cs!uknet!usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!uknet!EU.net!
newsfeed.internetmci.com!howland.erols.net!surfnet.nl!swidir.switch.ch!in2p3.fr!univ-lyon1.fr!cri.ens-
lyon.fr!singer!esmargia

From: esmargia@singer.cecama.fr (Enrico SMARGIASSI)

Newsgroups: rec.games.chess.misc

Subject: Re: Categories and classes

Date: 1 Oct 1996 15:30:07 GMT

Organization: Ecole Normale Superieure de Lyon, France

Lines: 20

Message-ID: <52rddv\$01a@cri.ens-lyon.fr>

References: <DyLp60.3M0@exeter.ac.uk>

NNTP-Posting-Host: singer.cecama.fr

X-Newsreader: TIN [version 1.2 PL2]

D.Regis (dregis@exeter.ac.uk) wrote:

: I often read about "first category" or "second category" players in
: literature from the old Soviet Union.

: How do these match up to ELO ratings or USCF classes?

AFAIK, they are "classes" in the usual chess sense (strength
difference between consecutive classes is ~ 200 Elo).

1st cat. means about 2000-2100 (European) Elo, 2nd corresponds to
1800-1900 etc..

--

Enrico Smargiassi

Centre Europeen de Calcul Atomique et Moleculaire (CECAM)

Ecole Normale Superieure de Lyon - 46, Allee d'Italie - Aile LR5

69364 Lyon CEDEX 07, France

phone: +33 72 72 86 32 fax : +33 72 72 86 36

URL : <http://www.cecama.fr/~esmargia>

From info!dregis Mon Oct 7 11:55:27 BST 1996

Article: 13624 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Check-mate with King and Rook

Message-ID: <E19wFu.Fqu@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <328D45B6.40D3@worldnet.att.net> <56qluh\$b4k@hpbs2500.boi.hp.com>

Date: Fri, 22 Nov 1996 13:07:06 GMT

In article <56qluh\$b4k@hpbs2500.boi.hp.com> jqtaylor@hpdmd48.boi.hp.com

(john quill taylor) writes:

>Brian Alexander <wad1@worldnet.att.net> wrote:

>

>>Is it possible to check-mate an opponent who only has a King with a King

>>and a Rook? If there is, how.

>

>As long as chess boards have edges, Kings will be helpless against

>another King and a single Rook. King & Queen vs. King & Rook is a

>draw, however, even if the evaluation function says you're four

>Pawns ahead.

Hang on, john, KQ v KR is a win!

[I'm not saying I could beat a computer+database every time with the Queen, but playing a computer with a database could probably convince me that it was a win for the Rook...]

D

P.S. With posts like this the conscientious reader is beset with difficulties. At a time when r.g.c.m seems a little quiet, does one allow this bold statement to go unchallenged?

Or do you e-mail the poster (receiving reply: "you're the hundredth person to bug me in the last hour, now back off!")?

Or do you chip in with a post, adding to the dismay of the poster ("not another small-minded creep crowing over me") and earning the disdain of your peers ("yes, very good, thank you Dave, didn't we see

you on Mastermind, specialist subject the bleeding obvious?")?)

And just as you steel yourself, the uncomfortable thought occurs: is it a troll, and I will be the one crowed at? ("HA! YOU LOOSER, COULDNT RESIST TRYING TO SHOW OFF, EH? I'VE GOT YOUR NUMBER..." etc.etc for four screens)

Where is Emily Postnews when you need her?

--

Dave Regis &8^D* | _ | (D.Regis@exeter.ac.uk)
SCHOOLS HEALTH EDUCATION UNIT | / "()/~ |
Exeter University School of Education || _ / | "The truth is rarely pure
Heavitree Road EXETER Devon EX1 2LU | ~\ / | and never simple"
<http://www.ex.ac.uk/~dregis/sheu.html> | _||__ | -- WILDE

From info!dregis Fri Nov 22 14:00:55 GMT 1996

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Colle opening
Message-ID: <E5110L.JGn@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <uckE4qv0K.1nA@netcom.com>
Date: Mon, 3 Feb 1997 12:21:57 GMT

In article <uckE4qv0K.1nA@netcom.com> uck@netcom.com (Tom Chamberlain) writes:

>
>While old to chess, I'm relatively new to studying games/opening techniques,
>and following the time tested advice to empasize on 1opening, for now I've
>chosen the Colle opening.

[...]

>Also, and as a bit of a segue, what is an open opening and what is a closed
>opening (besides an oxymoron)? What kind would a more tactical player
>tend to prefer?

Hi Tom

After 1.e4 e5 White can and should aim to play d2-d4, giving an "open" game, where play strongly features, or is dominated by, tactics.
After 1. d4 d5 White may find it slow and unprofitable to play e2-e4, so we get a more "closed" game, where play is slower and more strategical. However, this is purely a general guide: after 1.d4 d5 2.c4 dxc4 3. e4 e5 the game is already more open than the heavyweight main line of the Ruy Lopez with d4-d5 e.g. 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Na5 10. Bc2 c5 11. d4 Qc7 12. Nbd2 Nc6 13. d5 Nd8 (Karpov-Unzicker). And you have already discovered the Colle, which is an open interpretation of a closed start.

>Therefore, I am asking for tactical player's favorite opening lines for
>white. Will the Ruy do for me, or is there a more dynamic opening?
>How does the Bird system rate? Or should I pursue something a little more
>mainstream?

I guess every tactical player has a different favourite opening! And it depends on your standard: tuppenny-hapenny openings that don't work at master level can give good business at club level, and the Colle is

a good example of this.

Most players start off playing the Italian Game with Bf1-c4 (e.g. 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 is the Giuoco Piano, and now 4. c3 gets the centre open), but there are some well-known ways to equalise and simplify against it. Many club players have adopted a gambit line instead: you can choose from the Evans' Gambit (1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4), the Scotch or Goring Gambits (1. e4 e5 2. Nf3 Nc6 3. d4 exd4 and now 4. Bc4 or 4. c3), or maybe the King's Gambit (1. e4 e5 2. f4). There are many viable defences to the King's Gambit but it's worth a punt. The Scotch Game with 4. Nxd4 is a fine opening, and guarantees a more open game than many lines of the Ruy Lopez.

The Ruy itself has some heavyweight closed lines but a variation with an early (move 5./6.) d2-d4 may suit you.

The Bird can get a nice attack going but may be a bit slow for a tactician. If you don't mind a slow overture before the tactics then this, or the King's Indian attack (Nf3/g3/Bg2/d3), are fine. Bird's has a counter-gambit, the From (1.f4 e5!?), which may put White more on the defensive than you would prefer. Many White players transpose here into the King's Gambit by 1. f4 e5 2. e4, and this invites immediate tactical complications.

>However, I think I need to learn a much more tactical opening for white, as
>I genuinely prefer the tactical nightmares that I can obtain as Black by
>using the Sicilian or the MODern Defense (?? - ..g6, 2)..Bg7 3)..d6).
>

I'm not sure I follow this, but the great attacking champion Mikhail Tal used to say he like playing against the Sicilian better than the Ruy Lopez, because it was easier to open up the game against it. For most attacking White players, the French is their least favourite defence.

There have been two books published with the same title: An Opening Repertoire for the Attacking Club Player by (1) Keene and Levy, and (2) Edward Gufeld. The Keene/Levy title has been completely re-written since the first edition, and nearly all the recommended lines have changed. Each book recommends lines against all the Black defences and may give you a good start towards a repertoire.

Generally, Keene and Levy in their second edition (KL2) have recommended a mix of recent fashions and less well-known continuations, whereas Gufeld has selected much more theoretical lines from a long-standing main stream. Both, therefore, may become dated rather quickly.

Main line system for White after 1...e5

KL1: Scotch Gambit/Max Lange 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4

KL2: Scotch Game 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4

EG: Vienna Game 1. e4 e5 2. Nc3 Nf6 3. Bc4

Philidor's Defence 1. e4 e5 2. Nf3 d6

KL1: main line with 3. d4 Nf6 4. Nc3

KL2: exchange system 3. d4 Nf6 4. dxe5 Nxe4

EG:

Latvian Gambit 1. e4 e5 2. Nf3 f5

KL1: main line with 3. Bc4

KL2: exchange system with 3. dxe4

EG:

Alekhine's Defence 1. e4 Nf6

KL1: (can't remember)

KL2: Exchange variation 1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6

EG: Four Pawns' attack 1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. f4

Caro-Kann Defence 1. e4 c6

KL1: Gunderam attack 1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. c5

KL2: Advance Variation 1. e4 c6 2. d4 d5 3. e5

EG: Advance Variation 1. e4 c6 2. d4 d5 3. e5

French Defence 1. e4 e6

KL1: (can't remember)

KL2: Advance Variation with 5. Be3, 6. Qd2

EG: Advance Variation with 5. Nf3, 6. Be2

Nimzovitch Defence 1. e4 Nc6

KL1: (can't remember)

KL2: (transpose into main system after 2...e5)

EG: 1. e4 Nc6 2. d4 e5 3. dxe5 Nxe5 4. Nc3 and 5. Bf4, 6. Qd2

Pirc/Modern defence 1. e4 d6 2. d4 Nf6 3. Nc3 g6

KL1: Byrne Variation 4. Ng5

KL2: Byrne Variation 4. Ng5

EG: Austrian Attack 4. f4

Sicilian Defence 1. e4 c5

KL1: Alapin Variation 2. c3

KL2: Alapin Variation 2. c3

EG: Grand Prix attack 2. f4

HTH

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _ / = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>

~\ / "...what else exists in the world but chess?"

_|||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Feb 3 12:25:15 GMT 1997

Article: 5327 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Colle opening [A repertoire for Black]

Message-ID: <E5uG1M.5s3@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <19970211062901.BAA14665@ladder01.news.aol.com> <19970213223100.RAA09869@ladder01.news.aol.com>

Date: Wed, 19 Feb 1997 09:36:58 GMT

In article <19970213223100.RAA09869@ladder01.news.aol.com>

pilkmon@aol.com (Pilkmon) writes:

>

>I am wondering about suitable defenses to e4 and d4 for a novice player.

>The Scandivian and Chigorin mentioned in the book seem too risky to me.

>Anyone else have thoughts?

I fancy the Dutch for novices against 1. d4, as I posted in another thread.

Top ten defences to 1. e4 as Black, in descending order of risk:

=====

Scandanavian Defence, Gambits with 2...Nf6

Alekhine's Defence

Sicilian Defence, Dragon Variation

French Defence, Winawer Variation

Sicilian Defence, Kan Variation

Pirc Defence

French Defence, classical Variation

Caro-Kann Defence

Most King Pawn openings with 1...e5

Scandanavian Defence with 2...Qxd5

Your milage may vary!

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _ / = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html

~\ / "...what else exists in the world but chess?"

_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _/| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>

~\ / "...what else exists in the world but chess?"

_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Wed Feb 19 09:56:45 GMT 1997

Article: 5522 of rec.games.chess.analysis

Article 777 of rec.games.chess.misc:

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: Re: Do Ratings Vary By Religion?

Message-ID: <DD3A0L.54u@exeter.ac.uk>

Followup-To: alt.dev.null

Organization: University of Exeter, UK.

References: <40a9u1\$rck@news.voicenet.com> <smayerDD1r6p.59I@netcom.com>

Date: Thu, 10 Aug 1995 09:50:45 GMT

In article <smayerDD1r6p.59I@netcom.com>, smayer@netcom.com (Steve Mayer) wrote:

>
>> Offhand, I would think that an _agnostic_ would be considerably stronger
>> than an atheist, as he/she would be more open-minded and willing to
>> evaluate positions w/o the religiousity of the atheist.

Nah, agnostics would just consider all sorts of stupid moves because they didn't want to dismiss them out of hand, and lose on time... :-)

You _were_ joking, weren't you?

follow-ups redirected to alt.dev.null

--

Dave Regis &8^D*

DrDave on BICS

_ | "What the world needs is not dogma but an attitude of | _____
/ "()/~ | scientific inquiry combined with a belief that the | \DARWIN\
|| _/ | torture of millions is not desirable, whether | ^_____/ |
~\ / | inflicted by Stalin or by a Deity imagined in the | L L
|| | likeness of the believer." -- Bertrand Russell |

Article: 12229 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Draw-offer "Etiquette"
Message-ID: <Dz0M4B.E5J@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <325AF98C.5731@eos.ncsu.edu>
Date: Wed, 9 Oct 1996 15:38:34 GMT

In article <325AF98C.5731@eos.ncsu.edu> Arren <ahfisher@eos.ncsu.edu> writes:

>What is considered the proper etiquette on the timing of offering
>draws - just before you move or just after you move?? Also, how many
>offers are considered reasonable per time control (or per x number of
>moves.

>

> I try (not to offer them at all!) to offer after I move but before I
>hit the clock, and I don't think I have ever made more than one offer
>per game.

That sounds a model of etiquette.

>However, I find repeated offers of a draw by opponents
>tiresome and annoying.

If it really annoys you, it's distracting and the controller should be informed. Do you escalate your declines? My experience is that a second offer is always made from an inferior position, which is a rude thing to do once, let alone twice. Unless the position changes its character dramatically, I meet the second offer with: "No, and please don't ask me again", and once I got as far as a brusque "I'll let you know when and if I think it's drawn!".

One might imagine a scale of refusals:

"I'll think about it" (the usual down this way: they don't really think about it, they just make the next move)

"Not yet"

"No, thank you"

"No" (piano)

"No" (forte)

"Of course not" [(c) R J Fischer]

"No WAY"

"You're joking, right?"

"BWAHAHAHAHA"

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Thu Oct 10 09:06:01 BST 1996

Article: 12300 of rec.games.chess.misc

Path: info!strath-cs!judge.ulst.ac.uk!keele!uknet!usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!
uknet!EU.net!howland.erols.net!www.nntp.primenet.com!nntp.primenet.com!arclight.uoregon.edu!
enews.sgi.com!super.zippo.com!zdc!szdc!szdc-e!news

From: tim@mail.htp.com (Tim Mirabile)

Newsgroups: rec.games.chess.misc

Subject: Re: Draw-offer "Etiquette"

Date: Thu, 10 Oct 1996 00:46:27 GMT

Organization: <http://www.angelfire.com/pg9/timm/>

Lines: 66

Message-ID: <3262431f.31066100@snews2.zippo.com>

References: <325AF98C.5731@eos.ncsu.edu> <Dz0M4B.E5J@exeter.ac.uk>

Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit

dregis@exeter.ac.uk (D.Regis) wrote:

>In article <325AF98C.5731@eos.ncsu.edu> Arren <ahfisher@eos.ncsu.edu> writes:

>>What is considered the proper etiquette on the timing of offering
>>draws - just before you move or just after you move?? Also, how many
>>offers are considered reasonable per time control (or per x number of
>>moves.

One of the worst ways to offer a draw is by sticking your hand out over the board without even playing a move, ala "Searching for Bobby Fischer." In the 1995 New York Open, there was a kid who played in the _open_ section, and did this in every game. I think he lost every one too.

>> I try (not to offer them at all!) to offer after I move but before I
>>hit the clock, and I don't think I have ever made more than one offer
>>per game.

>
>That sounds a model of etiquette.

>
>>However, I find repeated offers of a draw by opponents
>>tiresome and annoying.

>
>If it really annoys you, it's distracting and the controller should be
>informed. Do you escalate your declines? My experience is that a
>second offer is always made from an inferior position, which is a rude
>thing to do once, let alone twice. Unless the position changes its

>character dramatically, I meet the second offer with: "No, and please
>don't ask me again", and once I got as far as a brusque "I'll let you
>know when and if I think it's drawn!".

>
>One might imagine a scale of refusals:

>
>"I'll think about it" (the usual down this way: they don't really think
> about it, they just make your next move)

I use this almost always. This way I can think for a while, and if I
decide I don't like my position, I can still take the draw. Also, it
usually makes the opponent stop sitting on the edge of his seat waiting for
an answer.

>"Not yet"
>"No, thank you"
>"No" (piano)
>"No" (forte)

I got one of these from A. Ivanov, in the first round of the 1994 NY Open.
I really didn't expect him to take it, but the Q's just came off, and I
thought he might be willing to take the early draw and go to bed early. I
drew anyway 43 moves later at about 1:30 AM.

>"Of course not" [(c) R J Fischer]
>"No WAY"
>"You're joking, right?"
>"BWAHAHAHAHA"

Also:
"No thanks" (with contempt)
"Excuse me, I have a winning position" (V. Korchnoi, 1993 National open,
opponent unknown)
"I'd rather lose!" (I think some famous early 20th century player used this
one, can't remember which)

+-----+
| Tim Mirabile <tim@mail.htp.com> <http://www.angelfire.com/pg9/timm/> |
| TimM on FICS - <telnet://fics.onenet.net:5000/> PGP Key ID: B7CE30D1 |
+-----+

From info!dregis Mon Oct 14 10:40:43 BST 1996

Article: 4337 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Drawing whit WHITE
Message-ID: <E0prEM.GLy@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <3283C60A.529D@cesi.it>
Date: Mon, 11 Nov 1996 16:06:22 GMT

In article <3283C60A.529D@cesi.it> Marco Aspes <aspes@cesi.it> writes:
>Yes, I know that "Chess in fight" but, sometime, you just need a draw.
[...]
>So, what an intermediate player, as I am, has to choose as opening?

Well, Marco, the time-honoured approach is to start 1.Nf3, or if you know what your opponent is likely to play (say, the Pirc or Petroff) to prepare some exchanging variation. But if you have never played a line before, or it does not suit your style, you cannot expect even a draw. Say, 1.Nf3 e6 2. g3 f5 and you may face a lively King's-side attack. Play as you normally play, play to get an advantage, and you may hold the draw more easily! What do you normally play? There may be some safer alternative at some point, but your opponent may also be preparing a different opening...

Krogus advises:

"Instructive examples of correct psychological preconditioning are furnished by Botvinnik's games. During his matches against Bronstein (1951) and Smyslov (1954) the score before the last round was 11 1/2: 11 1/2. A draw would secure the World Championship title for Botvinnik.

"(In the 1951 match) The decisive game began. Bronstein with a smile of cunning on his face advanced his QP: 1 P-Q4. The hall was silent. People made guesses as to what opening Botvinnik would play? Somebody's voice predicted "It will be the Orthodox Defence. True, Black has to defend for a long time, but the position is stable. Botvinnik needs a stable position today."

"But no! The first moves already refute the prognosis. We see the sharp and tense variation known to theory as the "Botvinnik

Variation". The champion bravely challenges his opponent, as if saying: "Although I would like a draw I am not going to beg for it myself!"

"I would like to make clear to the reader that I do not wish to deprecate the Orthodox Defence, which was used by Lasker and Capablanca. The point is that Botvinnik hardly ever used to play this system of development. The champion chose the safest, most thoroughly analyzed and, perhaps, the most aggressive continuation in his repertoire. One can only guess what the feelings of his opponent were, but the movements of the White pieces suggest that he was assailed by doubt. One can see a sort of resignation in the action of the White army. Perhaps he was recalling the successful course of his battle in the preceding twenty-third game of the match, or perhaps his balance was upset by Black's coolly executed, precise and relentless attack. The denouement was not long in coming: after gaining a won position the champion offered a draw "just in case". It was accepted.

"[...]

"In my game against Gheorghiu at Sochi in 1964 ... I did not think only of defence. Although a draw would secure me first place and the Grandmaster norm... Gheorghiu did not expect such an aggressive, even if positionally justified, style of play. When the game ended in victory for me he remarked: "I did not think one could play like that when going for the first place." "Not only 'can', but must" -- I mentally answered the Rumanian." -- KROGIUS

See also <http://www.ex.ac.uk/~dregis/DR/Canon/canon468.html>, where Bondarevsky played for a draw with Black, and succeeded only in sliding downhill.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: [~/sheu.html](http://www.ex.ac.uk/~sheu.html) -- NABOKOV

From info!dregis Tue Nov 12 09:45:50 GMT 1996

Article: 2966 of rec.games.chess.analysis

Path: info!strath-cs!uknet!usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!uknet!EU.net!newsfeed.internetmci.com!howland.erols.net!surfnet.nl!rl0001.rulimburg.nl!usenet

From: Dennis Breuker <breuker@cs.rulimburg.nl>

Newsgroups: rec.games.chess.analysis

Subject: Re: Endgame K:2B vs K:N

Date: Tue, 27 Aug 1996 16:10:13 +0200

Organization: University of Limburg, Maastricht, The Netherlands

Lines: 31

Message-ID: <322301C5.3D2F@cs.rulimburg.nl>

References: <32182669.8778283@news.rz.uni-karlsruhe.de> <DwsMBJ.JJ1@exeter.ac.uk>

NNTP-Posting-Host: walrus.cs.rulimburg.nl

Mime-Version: 1.0

Content-Type: text/plain; charset=us-ascii

Content-Transfer-Encoding: 7bit

X-Mailer: Mozilla 2.01 (Win16; I)

D.Regis wrote:

>

> In article <32182669.8778283@news.rz.uni-karlsruhe.de> peter.schuster@hik.fzk.de writes:

> >Can K:2B win again K:N?

> >

> >Any suggestions?

>

> They certainly can win.

>

> Moreover, the win can be forced, but it's difficult e.g. has been

> given up as a draw at GM level (a Korchnoi game, I think). A computer

> database has been created giving best moves in each position, perhaps

> as a result of this game being discussed.

>

> Horwitz and Kling looked at this in some detail decades ago and

> discovered a basic defensive position with the defending King near the

> corner and the Knight on "Knight 2" i.e. b2/b7/g2/g7 (bring back

> descriptive notation!). But the defence can be broken down by

> Zugzwang, the King and Knight getting separated and the Knight lost.

>

> Timman and Speelman had this in their candidates' match, and according

> to Timman's annotations (reproduced in Timman's Selected Games,

> CADOGAN) both players followed the computer's advice of "best" moves

> for much of the play. Timman, who had access to the database during

> the adjournment, won.

For the complete story, the game, and some hints for playing this endgame see:
Breuker, D.M., Allis, L.V., Herik, H.J. van den and Herschberg, I.S. (1992).
A Database as a Second. ICCA Journal, Vol. 15, No. 1, pp. 28-39.

Dennis.

From info!dregis Thu Sep 5 10:09:26 BST 1996

Article: 3436 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: English Opening
Message-ID: <DyJnIM.4pE@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <3246B6E5.657F@ils.unc.edu> <324C047F.202F@sympatico.ca>
Date: Mon, 30 Sep 1996 11:49:33 GMT

In article <324C047F.202F@sympatico.ca> yorkshire@sympatico.ca writes:

>Computer Lab User wrote:

>>
>> What's a good response to the English opening?
>> Thanks

>
>I have been successful with 1...c6 in steering the character of the game
>away from that associated with the English. After 2...d5 you usually get
>a variation of the Slav (or Semi-Slav, your choice). You have to accept
>the odd Panov-Botvinnik attack, but it's not too hard to diffuse that
>with a little practice.

>Dave B.

The Panov is by no means forced for either side after 1. c4 c6 2. e4.

Black can dodge by 2...e5, and White may prefer to take twice on d5
after 2...d5.

>A very common reply to 2...d5 is 3.cd.

I don't often play 3.cd; rather, after 1. c4 c6 2. Nf3 d5 3. b3, we
are in a position that is meat and drink to the English/Reti player.
It's not easy for Black to get organised without either taking on a
space disadvantage, or going for more space but exposing their centre
to attack. It's a solid enough line but IMHO difficult to handle, and
I push my juniors towards more active and counter-attacking lines.

There are three major branches after 1. c4 besides 1...c6:

1...e5

1...c5

1...Nf6

There are others, like 1...g6 and 1...e6.

It depends on what style CUL prefers to play, and how they like to reply to 1. d4.

1...e5 would suit a 1.e4 player who likes to attack, especially if they play (as White) the Closed Sicilian or (as Black) the Dutch. I think this is the best approach for beginners.

1...c5 would suit a Sicilian player who has the patience for a longer game but doesn't mind drawing occasionally.

1...Nf6 would suit a player who is angling for a version of their favourite Indian defence.

1...e6 (or 1...Nf6, 2...e6) is an invitation to transpose into the Queen's Gambit; if Black also plays the Tarrasch Defence it can be hard for White to avoid transposing into it.

--

--

Dave Regis &8^D* a dry, fruity red

From info!dregis Tue Oct 1 15:38:39 BST 1996

Article: 2290 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: English Opening: How to stop Black playing the KID

Message-ID: <Dp883D.HH2@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <4j8bhk\$nnk@pheidippides.axion.bt.co.uk> <4ja2uv\$ruc@slip.net>

Date: Tue, 2 Apr 1996 08:40:25 GMT

duplaina@syntegra.bt.co.uk (Andy Duplain) wrote:

>I am following "Winning with the English" and have finished the section on
>1...Nf6 already. It wasn't mentioned anywhere how, if at all, to stop Black
>transposing into the Kings Indian Defence.

Another great piece of Batsford editing, folks!

>Can anyone tell me if this is
>possible; at my level of play my opponent is more likely to want to play the
>KID than the English and it would be nice to be able to stop/punish this.

The trivial answer is: avoid playing d2-d4!

Assume you play something like 1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O

The three most straightforward English ideas I suppose are:

(a) play e3, Nge2, d4. This is a solid system and useful against many Black set-ups but promises no advantage: Botvinnik tried it a few times against Smyslov and I don't think theory has moved on much since then. Also, as it involves d4, you are transposing into the KID.

(b) play e4, d3, aim for f4. This is Botvinnik's system and can also be played against many Black set-ups. It's not too hot at GM level but I find this excellent rabbit-bashing material and in fact have never lost with it even against players 20+ grading points above me. Black must be ready to meet f4 with ...f5 else after f4-f5 White's chances on the King's-side are excellent. Andy Soltis' book on the English has analysis on this line, as well as the old Povah book on the English from Batsford.

(c) play an early b4. You can try 1. c4 Nf6 2. Nf3 g6 3. b4!? which again promises no advantage but is well outside normal KID territory. Otherwise 5/6/7 b2-b4 with a general Q-side advance is normal English fare when Black is often a tempo down on comparable lines of the Sicilian. You have to suffer some discomfort from a King's-side attack, but White is pretty solid.

Hope this helps

D

--

—
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Apr 3 17:00:55 BST 1996

Article: 4405 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: English Slav?
Message-ID: <E19y6y.H1y@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <56uddv\$ooq@news4.snfc21.pacbell.net>
Date: Fri, 22 Nov 1996 13:44:58 GMT

In article <56uddv\$ooq@news4.snfc21.pacbell.net> bradleej@pacbell.net (Bradlee Johnson) writes:

>I have been playing the English for the last few months and have done well
>against CM400. I picked up Ribli's book which explains the main concepts
>fairly well but doesn't mention this fairly obvious continuation.

>
>1 c4 c6

>
>I don't want to play the Slav from the White side (not that it's bad, I just
>don't want to have to book up on the Slav.) So the question is this, is there
>an 'English' way of playing this debut?

>
>Andy Soltis in Winning with the English Opening mentions playing

>
>1 c4 c6
>2.b3 ...

>
>This seems to leave black with a pretty free game as white's second move
>doesn't seem to do much for him.

The trouble with ...c6 is that ...d5 ...d5xc4 and ...b5 is a real threat. The most sensible plans involve either playing b3, or you have to go for one of the gambit or a2-a4 lines of the Slav. The other ways to cover c4 (2.d3 d5 3.Nd2 or 2.e3) probably involve you playing b2-b3 someday, but might be worth a punt.

2. b3 is OK, I don't think 2...e5 is much of a threat, but it's something you can slow up if you want. I think the whole English Opening, though, leaves Black with a pretty free game, or at least a game in which Black is free to choose a set-up that they prefer. If you don't really like moves like 2.b3, why do you want to play the English?

The only other determinedly non-QP approach might be:

1. c4 c6 2. b4!?

This transposes into (wait for it) the Outflank Defence to the Sokolsky (Polish) Opening, 1. b4 c6 2. c4. There is some analysis on this somewhere: I think it copes well against 2...Qb6 [3. a3 a5 4. c5!] but not so well against other second moves (maybe 2...a5!?).

The move order I play usually leads essentially to the same system as given by Soltis:

1. c4 c6 2. Nf3 d5 3. b3

There is a 'pure' English line:

1. c4 Nf6 2. Nc3 c6 3. e4

...which is given in some books: I remember an old Shatskes/Cafferty title with a couple of games by Polugaevsky in. (1. c4 c6 2. e4 d5 is the Caro-Kann, 2..e5 keeps it special).

Lastly, there is a novel unclear line:

Kurajica [A13] Agincourt Defence (French-English), 1995

1. c4 e6 2. Nf3 d5 3. g3 c6

offering to transpose into standard QP lines

4. b3

insisting on independent lines

[4. d4 transposes to the QG]

[4. Bg2 dxc4 5. Qc2 b5 6. a4 Bb7 +/- Carls-Nimzovitch 1925]

[4. Qc2 Nf6 5. Bg2 a5 6. O-O Na6 7. a3 Be7 8. d4

[or 8. b3]

8... O-O 9. Nbd2 b6 Naranja-Larsen 1973]

4... b5!?

"Black intends to bite the c-pawn until it screams in pain" Benjamin/Schiller

5. Bg2 Ba6 6. cxd5
[6. d3 Qb6 != Kurajica]
6... cxd5 7. O-O Nf6 8. Bb2 Be7 9. d3 O-O

Now 10. e4

White could also try:

[10. Nbd2 Nc6 11. a3
[11. Rc1 Qb6 =+ Masic-Kurajica 1972]
11... b4 12. axb4 Nxb4 13. Ne5 Qb6 = Romanishin-Kurajica 1977]
[10. Ne5!? is a suggestion of Watson]

--
Dave Regis &8^D* a dry, fruity red

From info!dregis Fri Nov 22 14:01:32 GMT 1996

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: FICS vs. ICC

Message-ID: <E4nu78.8q0@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <01bc0983\$6ad15240\$13f7cd80@acsu.buffalo.edu> <jzs-2301971933460001@pdx52.pdx.oneworld.com>

Date: Mon, 27 Jan 1997 09:25:56 GMT

In article <jzs-2301971933460001@pdx52.pdx.oneworld.com> jzs@europa.com (Justin Smith) writes:

>In article <01bc0983\$6ad15240\$13f7cd80@acsu.buffalo.edu>,

>cdmoyer@acsu.buffalo.edu wrote:

>

>:)~Is it worth payinc to join ICC, or is FICS just as good? Any opinions?

>

>

>Definitly join ICC. It is worth your money.

Why?

In my limited experience of it, it was very laggy, from the UK at least. On FICS, people seem more sympathetic to genuine lag problems. On ICC, I had more than one game like the following:

(CharmlessNurk) (2141) vs. (Myself) (1929)

[Rated blitz match, initial time: 3 minutes, increment: 10 seconds]

1. d4 g6 2. e4 Bg7 {Black forfeits on time} 1-0

It was no encouragement to subscribe. Anyone else from the UK have these problems?

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _/| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>

~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Jan 27 14:45:54 GMT 1997

Article: 99154 of soc.bi

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: FIDE ELO FORMULA

Message-ID: <E69LK2.9q0@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <01bc1fd8\$faf839e0\$af4e8280@pc29.geoinfo.tuwien.ac.at>

Date: Thu, 27 Feb 1997 14:00:02 GMT

In article <01bc1fd8\$faf839e0\$af4e8280@pc29.geoinfo.tuwien.ac.at> "Damir Medak" <dmedak@geoinfo.tuwien.ac.at> writes:

>

>Hi,

>I am looking for exact mathematical formulae of FIDE ELO calculation.

>Can anybody help me?

>Thanks a lot!

>Damir

There is a helpful description of the linear approximation formula in a text file by Joe Brooks which is kicking around the 'net:

"For those who are mathematically inclined and interested, the formula for a provisional chess rating is:

$$R_p = R_c + \frac{400(W-L)}{N}$$

where:

R_p = the player's provisional or performance rating

R_c = the average rating of the player's opponents

W = the number of wins

L = the number of losses

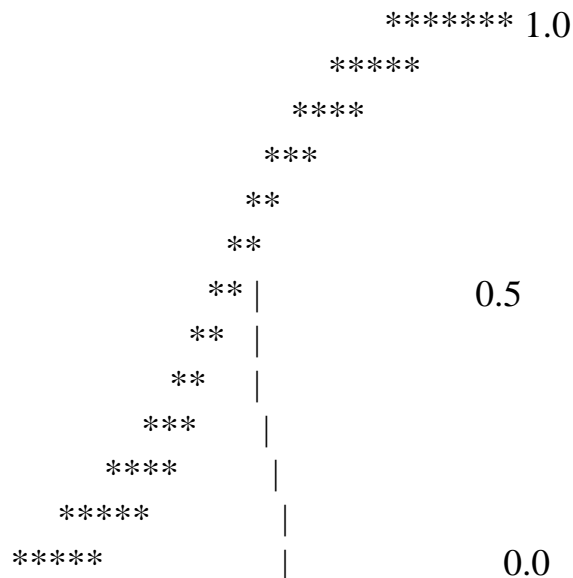
N = the total number of games played ($N \leq 20$ for a provisional rating)

A draw counts as half a win and half a loss."

Joe's text doesn't cover whatever the PCA do/did for their ratings.

The formula comes from "normal" statistics which Prof. Elo used, setting the mean to 1500 and the class interval at 200. The formula

above describes the expected result for a given excess of your rating over opponent(s)'s rating(s) and is an approximation to the normal distribution function, which looks a bit like this (on my screen at least!):



roughly straight part of the curve
where ratings are same or near each other

That will be tuppence

--
May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
||_/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 16:40:26 GMT 1997
Article: 16982 of rec.games.chess.misc

Article: 14251 of rec.games.chess.misc

Xref: info rec.games.chess.computer:11657 rec.games.chess.misc:14251

Newsgroups: rec.games.chess.computer,rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: [The FM title]

Message-ID: <E296zE.292@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <32A74877.3EDE@chessworks.com> <587let\$ggj@mark.ucdavis.edu>

<f0kqy4mipp8I090yn@islandnet.com>

Date: Wed, 11 Dec 1996 14:30:49 GMT

In article <f0kqy4mipp8I090yn@islandnet.com>

jberry@islandnet.com (Jonathan Berry) writes:

>Various people have made estimates, but it is probably fair to
>say that the amount of knowledge and research involved in
>becoming an International Master is not less than that required
>for a PhD. I've long thought that it would have been better
>for the status of chess if FIDE had given out "Bachelor" for
>FM, "Master" for IM, and "Doctor" for GM. There was a joke in
>Britain a few years back that the real-world equivalent of the
>FM title was "Mister".

When I was at college there was a vogue for using stock chess phrases in conversation about other topics, like "obvious, and good" and "a result of time trouble". I still enjoy doing this ("the Labour Party are trying to occupy the centre; the Tories have counterplay but are finding it difficult to coordinate the offside pieces").

Anyhow, once someone wondered aloud if the title "FM", seen appended to the name of one of our less likable members, meant "Obvious and good Moron" (as in RTFM, "Read The Obvious and good Manual").

Since that day I haven't been able to see "FM" by a player's name without that phrase echoing in my head. Sad but true.

From info!dregis Thu Dec 12 11:48:16 GMT 1996

Article: 3489 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: French for Beginners
Message-ID: <Dyn5L1.1ww@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <324ECF0B.2F2B@indigo.ie> <52n6bb\$k6f@newsbf02.news.aol.com>
Date: Wed, 2 Oct 1996 09:12:36 GMT

In article <52n6bb\$k6f@newsbf02.news.aol.com> stdann@aol.com (Stdann) writes:
>By the way, I recommend the Pirc, the Najdorf Sicilian and the Winawer
>French for beginners as Black; as White, choose 1. e4 and aim for a Ruy
>Lopez - perfectly pragmatic chess.

Whoa!

I wouldn't recommend a beginner touch any of these with a bargepole.

They are all sophisticated modern lines heavy on theory.

Why those lines and not, say, the Petroff, Sicilian Four Knights, and the Classical French as Black; and as White, 1. e4 with the Italian Game 3. Bc4 and/or a Ruy Lopez with an early d4?

The standard advice for beginners is to play open games using systems with straightforward aims until they have got the hang of tactics, attacking the King, simple endgames and so on. I see no reason to depart from this advice. I know club players graded 150 or so (1800 ELO) who can handle the systems you mention with reasonable success, but I doubt they played them as beginners.

Maybe when I've played for another twenty years I might open a book on the Najdorf Sicilian, but by then, they will be too heavy for me to lift...

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Fri Oct 4 12:07:04 BST 1996

Article: 3736 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: French for Beginners

Message-ID: <Dz0Kzw.CDC@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <52nd4c\$K6c@sanjuan.islandnet.com> <Dyquxp.L08@exeter.ac.uk> <533hb5\$sjf@mark.ucdavis.edu>

Date: Wed, 9 Oct 1996 15:14:19 GMT

In article <533hb5\$sjf@mark.ucdavis.edu> kjbegley@chicken.engr.ucdavis.edu (Kevin James Begley) writes:

>D.Regis (dregis@exeter.ac.uk) wrote:

>: I think the French is a good transitional opening for players who
>: don't have a marked attacking style. The basic ideas behind the
>: French are not too sophisticated (unlike the Sicilian) and your pieces
>: often come to similar squares in each variation, which is more than
>: can be said for playing 1...e5.

>

>How can the "basic ideas" be "too sophisticated" ????

I find I can get across the ideas of the French easier than the Sicilian. The attack on the d4 Pawn is similar in several variations of the French, but the equivalent(?) in the Sicilian, the attack on e4, I think is much harder to handle. It's certainly harder for me to explain!

Some of the fundamental ideas in the open Sicilian (minority attack against backward pawn on c2, restraint of Pawns on e4/f4) seem to me to place greater demands on a player than the French; moreover the range of variations of the French (with locked pawns on d4/e5 and d5/e6) are more similar than the range of more flexible formations that a Sicilian player might meet (Morra, Alapin, Closed, Grand Prix, King's Indian Attack).

>: May your pieces harmonise with your Pawn structure and

>: your sacrifices be sound in all variations

>

>May all your pawns reach an underpromotion.

>

> Kevin.

May you win a your class prize at your next tournament,
and may the book be "The Complete Book of Gambits"

D

From info!dregis Wed Oct 9 16:28:30 BST 1996

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Fried Liver Opening
Message-ID: <E69935.MtH@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <johnbergE5x3zs.3n6@netcom.com>
Date: Thu, 27 Feb 1997 09:30:41 GMT

In article <johnbergE5x3zs.3n6@netcom.com> johnberg@netcom.com (John Berg) writes:
>Can someone tell me the opening moves of the FLO?
>John
>

This is getting to be a Frequently Asked Question! Steve Pribut, can you hear us?

It arises from the Two Knights' Defence.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 (Two Knights' Defence)

Now 4. Ng5 d5 5. exd5 Nxd5?! 6. Nxf7!? is the Fried Liver Attack (or FL Variation), also known as the Fegatello. The idea is 7. Qf3+ Ke6 with an enduring initiative against the exposed King. Watson and Schiller I think have done some analysis to suggest that Black can survive after best play by both sides.

The engaging name comes from the Italian, where a little liver was used to bait traps.

[N.B. White has other choices at move 4, but 6. d4! (threatening 7. Nxf7!) is a better approach. Black has several better moves at move 5, and can even venture 4...Bc5!?!]

--
May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 10:37:26 GMT 1997

Article: 5624 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: [Queen's Gambit]

Message-ID: <E58Jy1.BL8@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <5comce\$9d7@news.istar.ca> <32f420fb.48623951@snews2.zippo.com> <5d3bin\$4ct@news.istar.ca>

Date: Fri, 7 Feb 1997 13:54:01 GMT

In article <5d3bin\$4ct@news.istar.ca> "Pierre G. Boutquin" <boutquin@istar.ca> writes:

>Tim Mirabile <tim@mail.htp.com> wrote in article

><32f420fb.48623951@snews2.zippo.com>...

>> I think the most correct gambit is the Queen's Gambit. :)

>

>The QG is a misnomer.

Quite, whoever heard of gambiting a Queen so early in the game?

D

From info!dregis Mon Feb 10 12:23:10 GMT 1997

Article: 5409 of rec.games.chess.analysis

Article: 3560 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: General opening advice
Message-ID: <Dyquop.Kqr@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <52q1eg\$re0@news-e2b.gnn.com> <52tggn\$rss@m1.cs.man.ac.uk>
Date: Fri, 4 Oct 1996 09:07:36 GMT

In article <52tggn\$rss@m1.cs.man.ac.uk> johns@cs.man.ac.uk writes:

>Here's another way of looking at it (from an 1800 player, for what it's worth).
>Most games between ordinary players (B class and below) are (or could be)
>decided tactically. There was a post from a 2000 player a while back who'd had
>a program analyse a load of his games, and it came up with a significantly better
>move (1.5 pawns or more) than what was played at some stage in *every game*.
>

>This suggests the following:

>1). Tactics are important. At the moment I've stopped learning openings, I just work
>on tactics the whole time.

In consecutive rounds of my last congress my opponents overlooked mate
in one! grades around 1800 ELO (1900 USCF?).

But they were spotting all sorts of other tactics throughout the game.

Tactics may be their biggest failing (and mine) but it doesn't mean
that it's the easiest thing to cure. It's like telling a beginning
skier not to fall over!

The usual advice is: write your move down first, shut your eyes, and
look again afresh.

>2). Gambits are good. 1 e4 e5?! (1..e6!) 2 f4! will win a lot of games, whatever
>the ultimate truth of theory as discussed here. A pawn just isn't that much down
>this end of the aquarium.

I like the King's Gambit and have played it, but there are too many
good defences to the King's Gambit which are too well known for me to
recommend it, including counter-gambits which are no fun to sit
through.

>3). Tactics early in the game will tend to favour White, because he has the
>initiative. This suggests that what you want to do, where possible, is to play
>open games/gambits with White, and closed games with Black. As well as being a
>strategy aimed at winning games (always good) it gives you experience with a
>wide range of positions.

There are lots of open counter-attacking systems for Black novices
after 1...e5, e.g. Italian Wilkes-Barre, Vienna Frankenstein-Dracula,
King's Gambit Nimzo Counter-Gambit, Ruy Cordel/Schliemann... no need to go
into a shell.

>You learn that a "weak square" doesn't always mean f7 :-)

Quote file!

>
>It's important, though, to have a clear plan as Black (e.g. in the French, erode
>the White centre) and not to be too passive. I wouldn't, for instance, recomend
>the Caro-Kann, because it's very easy to drift and leave White a big initiative
>if you're not Karpov.

>
> John

--
May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Oct 4 12:07:20 BST 1996

Article: 3076 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Good opening against e4.
Message-ID: <Dx952o.Kn0@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <321FA072.2CDC@javanet.com> <50ckmn\$11u@news1.halcyon.com>
Date: Thu, 5 Sep 1996 09:01:36 GMT

In article <50ckmn\$11u@news1.halcyon.com> tzs@coho.halcyon.com
(Tim Smith) writes:

>
>I'm amazed at the number of good players (e.g., masters and senior masters)
>who have attempted to answer this question, even though the correct answer
>depends on the strength of Mr. Alves.

Matt Guthrie posted the most helpful commentary I have seen on
questions of this sort a while ago. I have filed his post (with his
permission) at:

<http://www.ex.ac.uk/~dregis/DR/Openings/19th.html>

If you don't have WWW access, he was saying that:

"1. The question "what should I play against..." cannot be adequately
answered without further data. (rating, previously used systems,
goals, etc.)"

"Goals" means: what do you want to get out of your practice? I
personally hate 1.e4 games because I have no confidence in my analysis
of tactics ... that's why I have recently started playing 1.e4.

"2. There are good reasons to believe that individual progression of
opening understanding can and should mirror historical progression" -
that is, play 19th century openings first, and interpret other
openings in a 19th century way.

My own take on this is, like Matt's, still Reti's:

"A knowledge of tactics is the foundation of positional play. This is

a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game" - RICHARD RETI

I migrated far too fast from the Giuoco Piano to 1.d4 and then 1.c4, feeling at each point I was playing a more sophisticated opening. I was, but I was entering running races before passing the walking exam.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Sep 9 10:04:54 BST 1996

Article: 4256 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Grand Prix Attack
Message-ID: <E0Er4q.9Gt@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <327BB5D3.6383@itl.net> <327B7C51.4752@cs.unimaas.nl>
Date: Tue, 5 Nov 1996 17:26:49 GMT

In article <327B7C51.4752@cs.unimaas.nl> Dennis Breuker <breuker@cs.unimaas.nl> writes:
>tinstar wrote:

>>
>> Does anyone know what is black's best reply to the Grand Prix?
>
>1..e5
>
>;-)
>
>Seriously, I don't think there is a BEST reply. It all depends on
>White's setup, but I think the system with e6 and d5 equal.
>1.e4 c5 2.Nc3 e6 3.f4 d5 and
>1.e4 c5 2.f4 d5 (or 2..e6 3.Nf3 d5) 3.exd5 Nf6!

Whoa! These lines may be fine for Black but White is being needlessly cooperative.

>1.e4 c5 2.Nc3 e6 3.f4 d5 and
3.Nge2!? d5 can leave Black defending a dodgy
centre. I've had a couple of easy wins with this. Black is better
advised to wait with 3...Nc6, but White may sneak in 4.d4! Do you
play the Taimanov?

>1.e4 c5 2.f4 d5 (or 2..e6 3.Nf3 d5) 3.exd5 Nf6!
3.Nc3!? has been tried as a way
to avoid the gambit; I don't think it's much good for White (3...dxe4
4. Nxe4 Qc7!?) but it's comfortable.

I suppose I agree that the system is equal but keep your eye on the
move order.

A more serious challenge to the GP in my view is the related system

with 1...c5, 2...Nc6, 3...e6, 4...Nge7 and 5...d5. This seems to leave White with little better to do than play 1.e4 c5, 2.f4 Nc6, 3.Nf3 e6, 4.Nc3 Nge7 5.d4 cxd4 6.Nxd4, which is another Taimanov Sicilian, and which also may be in White's repertoire, but maybe not yours.

The system with 1.e4 c5, 2.Nc3 Nc6, 3.f4 g6, 4. Nf3 Bg7 5.Bc4 e6 6. f5 Nge7 7.fxe6 fxe6 is risky for both sides, but I can never make it work as White. Joe Gallagher in "Beating the Anti-Sicilians" gives a game where he picked up a piece in about 12 moves as Black, after ...d5, Bb3 when the c-Pawn crashed through. As this line was always one of the main motivations for getting into the Grand Prix to start with, this is disappointing. Does anyone know of a way to prop this gambit up? It looks like a great way to play for a win with Black.

The system with 1.e4 c5, 2.Nc3 Nc6, 3.f4 g6, 4. Nf3 Bg7 5.Bb5 Nd4! is probably equal, and may prompt White to switch to the Closed with 5.g3.

Mark Hebden I think has started to fiddle the move order a little: 1. e4 c5 2. Nc3 Nc6 3. Bb5!? I don;t know what he gets out of it, apart from uncharted territory, but that is not to be dismissed.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Nov 6 14:57:26 GMT 1996

Article: 4486 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Grob Attack
Message-ID: <E1sIDK.1JC@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <57kmuh\$408@News.Dal.Ca>
Date: Mon, 2 Dec 1996 14:17:44 GMT

In article <57kmuh\$408@News.Dal.Ca> ab276@chebucto.ns.ca
(Robert MacAusland) writes:
>Could some kind soul please post a sample sequence of play involving the
>Grob Attack?

After 1.g4 the play could go anywhere!

Some better-established sequences:

The main line gambit with 1. g4 d5 2. Bg2 Bxg4 3. c4 is often people's first introduction to the line, and may be better for White because of the weakness on b7: White has Qb3 coming.

1. g4 d5 2. Bg2 c6 is a solid response. White can play 3. h3 and after 3...e5 go 4. d4 since after 4...exd4 5. Qxd4 Black doesn't have 5...Nc6. So 4...e4! 5. c4! when we have something that is a little like a reversed Sicilian but White is rather loose on the King's-side. This is how Basman played it, but Grob more often went for 4.d3 and e4.

1. g4 d5 2. Bg2 c6 3. g5 may be annoying for Black's Knight on g8, but 3...e5, 4...Bd6, 5...Ne7 untangles.

1. g4 d5 2. Bg2 e5 is natural for Black although less solid. After 3. c4 Black can return to the line above with 3...c6 or play more ambitiously with 3...d4, intending to put the b8 Knight on c6. Basman has shown that the Grobber can sometimes get good control of e4 because Black cannot hit it with ...f5.

A clever idea for Black is 1. g4 e5 2. Bg2 h5! which splits the White Pawns (played by Grob himself). So 1. g4 e5 2. d3! has been recommended by Bloodgood.

Grob futures: 1...e6, 1...g6, 1...c5 and 1...Nf6 are all
under-rehearsed!

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _ / = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Dec 6 09:22:36 GMT 1996

Article: 1128 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: Re: Guioco Piano w/4....Q-K2?????

Message-ID: <DGJB5x.30q@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <459a4d\$me@newsbf02.news.aol.com> <45afan\$dn6@sanjuan.islandnet.com>

Date: Mon, 16 Oct 1995 09:17:56 GMT

In article <45afan\$dn6@sanjuan.islandnet.com> eds@islandnet.com writes:

>mmiller675@aol.com (MMiller675) wrote:

>

>>I have a few questions regarding this unorthodox move! It seems to give

>>me a little trouble deciding its effectiveness. My coach and I have gone

>>through extensive analysis of it. Is there a refutation for this move?

>>Is there a small positional advantage gained by white if black plays this?

>> Is there a name for this in the history of the italian "Quiet Game"?

>>A sample move list is here:

>>1. P-K4 P-K4

>>2. N-KB3 N-QB3

>>3. B-B4 B-B4

>>4. P-B3 (Q-K2)??????

>>Any info appreciated. Please email me at:

>

>The idea is to be able to retreat the Bishop afer white plays d4

>without losing the e pawn. E.G., 5. d4 Bb6 6. d5 and when the knight

>moves the e pawn is protected by the Queen. Then black will play d6

>to maintain a pawn on e5 as a strong point.

>

>All the reference books I have consulted on this line (admittedly old

>ones) suggest that white can get a slight but lasting space advantage

>and that black really won't be able to equalize.

Ed's line is fine, but I did see some Jon Mestel games from when he won the British Championship in 197? with

5. d4 Bb6 5. P-Q4 B-N3

6. Bg5 6. B-KN5

I can't remember what Black's reply should be, but then Jon played d4-d5-d6!? (P-Q5-Q6), sacrificing a pawn to get a bind.

There is some interesting discussion of the ...Qe7/...Q-K2 plan in 'Secrets of GM play' by Nunn & Griffiths; the game Nunn-Olafsson

[Event "potential"]

[Site "teesside"]

[Date "1982.???.?"]

[Round "?"]

[White "nunn"]

[Black "olafsson"]

[Result "1-0"]

[ECO "C50"]

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Bc5 5. O-O d6 6. c3 Qe7 (6... O-O
7. Nbd2 a6 8. Bb3 Ba7) 7. Nbd2 a6 8. Bb3 O-O 9. Re1 Be6 10. Nf1 (10. Bc2)
10... Ba7 11. Bc2

% +-----+

% |r+--+rk+|

% |bpp-qppp|

% |p+npbn-+|

% |+--p-+|

% |-++P++|

% |+-PP+N+-|

% |PPB+-PPP|

% |R-BQRNK-|

% +-----+

11... Kh8 12. Ng3 (12. Bg5)
12... Qd7 13. d4 (13. h3 {!}) 13... Bxh3 14. gxh3 Qxh3 15. Be3 {!} 15...
Bxe3 16. Rxe3 Ng4 17. Re2 {wins} 17... f5 18. exf5 e4 19. dxe4 Nce5
20. Nxe5 Qh2+ 21. Kf1 dxe5 22. Rd2 {and Qf3}) 13... Bg4 (13... exd4 14.
cxd4 Bg4 15. Be3 Bxf3 16. gxf3 {+-}) 14. d5 (14. Be3 Bxf3 15. gxf3 {=+})
14... Ne7 15. h3 Bxf3 (15... Bxh3 {draws, says nunn}) 16. Qxf3 Nfg8 17.
Bd2 g6 18. c4 f5 19. exf5 Nxf5 20. Nxf5 gxf5 21. Bc3 Rae8 22. b4 Ne7
23. h4 Rg8 24. h5 Rg7 25. c5 Reg8 26. g3 h6 (26... f4 27. Rxe5 dxe5 28.
Bxe5 Qh3 29. Re1 fxg3 30. fxg3 b6 31. Qd3 Qxh5 32. Kg2 {idea Rh1 wins})
27. Rad1 Qe8 28. Rxe5 dxe5 29. Bxe5 b6 30. d6 Nc6 31. Bf6 Qe6 32. Bxg7+
Rxg7 33. Qxc6 bxc5 34. Qa8+ Rg8 35. Qxa7 Rxg3+ 36. Kh2 Qe5 37. Qxc5 1-0

HTH

D

--

See also

<http://info.ex.ac.uk/~dregis/DR/Canon/canon287.txt.html>

From info!dregis Thu Oct 19 14:02:08 BST 1995

Article: 12104 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: HELP: coordinates on diagrams in Windows WP

Message-ID: <DywJ5K.Kr2@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <DyJyMv.781@exeter.ac.uk> <Overlord-0110961253250001@schiller.vip.best.com>

Date: Mon, 7 Oct 1996 10:44:08 GMT

I wrote:

>> Hi Folks

>> I've been writing booklets for juniors in Word for

>> Windows using an old version of the TT Tilburg font. Someone just

>> suggested I put coordinates (a-h, 1-8) at the side and base of each

>> diagram to make them easier to follow. Great idea, but how?

A couple of points summarising follow-ups to my old post:

1. "You can try using Word for Windows Frames." This drove me nuts. getting the spacing right was more or less impossible, you couldn't thereafter change the font size in the diagram. Also - it may be me, but it may be you too - they can behave in unexpected ways at page breaks/column switches and require a lot of cut-and-pasting to use at all. If you use Word for Windows, you may know that the easiest way to work is using normal text in "Normal view" mode. Once I started playing with frames, "Page Layout View" and so on my speed went down and my blood pressure went up.

2. "You might not bother, because you might create a dependence". Fair point: I still think real beginners might need the help, but I also expect more experienced readers and players to be weaned off coordinate grids.

3. "You can use Steve Smith's Alpine fonts". These use ordinary characters appropriately spaced to specify borders with 1-8 and a-h. My cheque is in the post.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/_| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 7 12:13:23 BST 1996

Article: 390 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: Help with openings [Distracting sub-variations]
Message-ID: <DDAnBH.5FC@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <40l09q\$7fn@ixnews5.ix.netcom.com>
Date: Mon, 14 Aug 1995 09:21:16 GMT

In article <40l09q\$7fn@ixnews5.ix.netcom.com> schreibs@ix.netcom.com (David Schreiber) writes:
>I am rated approx. 1440 USCF. I am having great difficulty in learning
>openings. When I use an opening book, I usually get caught up looking
>at so many variations. What's the best approach?
>

If you are distracted like this:

- go over your book with someone else who will keep you on track
- pick a book that stresses ideas first rather than variations
(the RHM 'Understanding the...' series was a model in this regard,
many recent Batsford books have the same idea but are often glib)
- only read a book when you have a specific question you want answered
after a game e.g. what do you do after 4. f4?

That will be tuppence

From info!dregis Mon Aug 14 13:59:39 BST 1995

Article: 13137 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Help! Need A Correct Sicilian Defense Book.
Message-ID: <E0GErD.G7t@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <327BE311.728F@earthlink.net>
Date: Wed, 6 Nov 1996 14:54:49 GMT

In article <327BE311.728F@earthlink.net> mrrerk@earthlink.net writes:

>Hi,
>
>My Elo rate is 1600, and I have trouble playing my White against Black
>in Sicilian Defense. For example, I am a little bit confused with the
>Dragon Variation / the Yugoslav Attack. In other words, I have hard time
>deciding to choose the best move during the middle game of the Dragon
>Variation / the Yugoslav Attack as well as any other variations in
>Sicilian Defense.

You and me both...

>My favorite playing style is positional one, and mine is somewhat
>similar to An. Karpov's playing style. I tried the Closed Sicilian
>several times, but I am not sure if I like it or not.

You know that Karpov played the Closed Sicilian in the late 'sixties?
Did well with it, but he was doing well with all sorts of openings. he
used to play 6.Nge2.

You can adopt a positional approach to each line of the Open Sicilian;
although these are not terribly forcing they might suit your style.
For example, you can try the systems with 6.Be2 or 6.g3 against every
Sicilian variation.

>So, please recommend any one best Sicilian Defense book for me.

You don't know whether you like the Closed but still want us to
recommend a book? If you ever decide you want to play the Closed, the
most recent treatment is Gary Lane's Batsford title "Winning with the

Closed Sicilian". Theory has moved on a bit since then, but the ideas are still the same. There is a chapter on 6.Nge2 which includes a few Karpov games.

Another book which might suit your style, is Andrew Soltis' "Chamaeleon Sicilian" (Chess Digest). There is less theory on this line and less in the book, so you get fewer pages for your pennies.

A simple answer is to say: play what Karpov does! Against the Dragon he has done well with a funny little line of the Yugoslav:

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. g4
e.g. 9...Nxd4 10. Bxd4 Be6 11. O-O-O Qa5 12. Kb1 Rfc8 13. a3 Rab8
14. g5 Nh5 15. Nd5 Qxd2 16. Rxd2 Bxd5 17. exd5 with an ending that can be played for a win.

Are your endgames as good as Karpov's? This line is covered in a book by Mednis called "From the Opening to the Endgame", but it doesn't cover other Sicilian lines. As far as I know there is no book on Karpov's treatment of the Sicilian for the 1600 player. You might borrow his "The Semi-Open Game in Action" which I think has some of his ideas in, but take a breath. This is a book I guess for 2000+.

Another book to borrow might be John Grefe's "The Offbeat Sicilian": this is a compendium of relatively unusual lines which avoid the theory of the Open.

A line that might suit you is the system with 1.e4 c5 2.c3. A book published recently which recommends this system:
"An Opening Repertoire for the Attacking Club Player" (by Keene & Levy [Batsford])

There is no book called "An opening repertoire with 1.e4 for the dull positional club player", but one day I may write one.

>If you
>know the title of the correct Sicilian Defense book for me, please email
>me at mrerk@earthlink.net

You've got everyone interested now, so I'm going to post it instead.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _/| = DrDave on BICS

~\ / "...what else exists in the world but chess?"

_||__SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Wed Nov 6 15:06:34 GMT 1996

Article: 13296 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Help! Need A Correct Sicilian Defense Book.

Message-ID: <E0pA06.1o2@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <327BE311.728F@earthlink.net> <E0GErD.G7t@exeter.ac.uk> <55r2m3\$slu@nic.funet.fi>

Date: Mon, 11 Nov 1996 09:50:29 GMT

In article <55r2m3\$slu@nic.funet.fi> arimakel@nic.funet.fi (Ari K. Makela) writes:

>In article <E0GErD.G7t@exeter.ac.uk>, D.Regis <dregis@exeter.ac.uk> wrote:

>

>>

>>A line that might suit you is the system with 1.e4 c5 2.c3. Two books

>>have been published recently which recommend this system:

>> "An Opening Repertoire for the Attacking Club Player" (by Keene & Levy [Batsford])

>

>I wouldn't buy anything new by Keene. His analysis is simply full

>of holes and he omits many important lines.

>

>An example: An Opening Repertoire for the Attacking player, 2nd edition,

>chapter 9, Alekhine's Defence.

>

>1 e4 Nd5 2 e5 Nd5 3 c4 Nb6 4 d4 d6 5 f4 d4 6 fe c5 7 d5 e6 8 Nc3 ed

>9 cd and now he gives Qh4+ as main line... Though it has been known

>for quite some time that ...c4 is the best move. Producing difficult

>position.

I share your misgivings about Keene's books, but it seemed appropriate for the level of question. By the time your opponents know refinements at move 9 in your openings you need a different book, but until then, I think it's OK. Do you know a better introductory reference for the c3 Sicilian?

It's not too hard to crack the analysis in these one-stop repertoire books - there are a good few leaks in the Gufeld book as well, but if you/your opponent are good enough to find them, you can probably make use of what is there. I think the Nf6 Scandanavian and Kupreichik French (5.Be3) have really taken off in the UK thanks to the Keene/Levy book. Amusingly, a game that Gufeld gives as the

recommended approach for White against the Scandanavian, Keene and Levy give as a line for Black!

>Against the Latvian Gambit he gives 3 Bc4, an piece of Keres' analysis.
>It certainly isn't too up-to-date.

In the second edition? I remember the first edition going for this, but the second I think they went for something simpler. Sorry if my memory is letting me down again.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Nov 11 10:22:55 GMT 1996

Article: 13452 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Help! Need A Correct Sicilian Defense Book. [Unpublished books]
Message-ID: <E0wrpr.JAK@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <327BE311.728F@earthlink.net> <E0GErD.G7t@exeter.ac.uk>
<96316.213936EAP110@psuvm.psu.edu>
Date: Fri, 15 Nov 1996 10:56:15 GMT

In article <96316.213936EAP110@psuvm.psu.edu> Eric A. Petrusic <EAP110@psuvm.psu.edu> writes:

>In article <E0GErD.G7t@exeter.ac.uk>, dregis@exeter.ac.uk (D.Regis) says:

>>

>>There is no book called "An opening repertoire with 1.e4 for the dull
>>positional club player", but one day I may write one.

>

> Other books not yet written:

>

>1. White to Play and Lose with 1.a4

>2. Black to Play and Draw: Queen's Gambit Declined

>3. Exchanging Mindlessly

>4. The Road to 1400

>5. Play like Mikhail Tal in 10 Days

>

> and so on...

Gosh, the possibilities are endless!

* Illogical Chess

* The most bewildering games of chess ever played

* A Black defensive system for the rest of the year

* Kasparov-Anand: brief and disappointing

* The Treasury of Chess Gossip

* An Illustrated nitpick through chess history (Ed. E.Winter)

- * Mikhail Botvinnik: Jack of all Trades (part of the Batsford re-issue series)
- * Bent Larsen: Bit of a Hacker (ditto)
- * Test Your Chess Tactics with Untypical Flashy Sacrifices
- * Winning with the Grob - NOT
- * Improve your chess rating slightly through hours of hard study

There must be some we've overlooked...

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Nov 15 12:46:54 GMT 1996

Article: 4652 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: How do I repel British Opening

Message-ID: <E2I5sB.CqD@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <58i66d\$uit@juniper.cis.uab.edu> <19961212130400.IAA00546@ladder01.news.aol.com>

Date: Mon, 16 Dec 1996 10:43:23 GMT

In article <19961212130400.IAA00546@ladder01.news.aol.com> bobfuller@aol.com writes:

>In article <58i66d\$uit@juniper.cis.uab.edu>, sloan@crestline.cis.uab.edu

>(Kenneth Sloan) writes:

>

>>

>>What do you have planned after:

>>

>>1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 0-0 5. e4!

>>

>>??

>>

>5.d6 (with the idea of again transposing to the KID, i.e.) 6.Nge2 e5 7.d4

>

>Has something been introduced that cooks this plan?

You betcha! 7. d3 with an unstoppable King's-side attack ;-)

The Man with the Plan, is, as ever, Mikhail Moseyevitch:

Botvinnik,Mikhail - Scherbakov,Vitaly

EO 14.2, Moscow ch-SU Round: 3 Year: 1955

1.c4 Nf6 2.Nc3 g6 3.g3 Bg7 4.Bg2 0-0 5.e4 d6 6.Nge2 e5 7.0-0 Nbd7 8.d3
Nc5 9.f4 c6 10.h3 Ne6 11.f5 Nd4 12.g4 Ne8 13.Be3 a6 14.Qd2 b5 15.Bg5
Bf6 16.Bxf6 Nxf6 17.Nxd4 exd4 18.Ne2 Qb6 19.cxb5 axb5 20.Qh6 Bd7 21.g5
Nh5 22.Nf4 Ng7 23.f6 1-0

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Mon Dec 16 11:20:54 GMT 1996

Article: 550 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: Ideas against the Scandanavian (Center Counter 1 e4 d5)?
Message-ID: <DEsE9z.5xo@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <DEFv3t.88s@nntp.cb.att.com>
Date: Tue, 12 Sep 1995 09:56:22 GMT

In article <DEFv3t.88s@nntp.cb.att.com> ehummel@hogpd.ho.att.com (-E.HUMMEL) writes:
>I find ... d5 a somewhat annoying response to 1 e4, especially
>because it can't really be that good. What do you 1 e4 players
>like to use against it?
>
>Ed Hummel

Last week I played against it for the first time and played 2. Nc3, transposing to the Dunst/Van Geet Opening. I won an easy game, but I don't think it's anything special for White - I just prefer the positions to the main lines after 2. exd5 Qxd5 (someone posted something last year saying that this line 'sucks all the life out of the position'). Black is depressingly solid, and although I think White can easily gain the advantage, it's hard to convert to a win at club level. (2...Nf6 is more of a fight)

2. Nc3 has two principal themes:

(a) 1. e4 d5 2. Nc3 dxe4 3. Nxe4 when you have a temporary edge in central control and development. Van Geet had three correspondence(!) games go 3...e5 4. Bc4 Be7 5. Qh5 Nh6 6. d4 1-0.

(b) 1. e4 d5 2. Nc3 d4 3. Ne2 when you can recycle the N to g3, play Bc4 and are poised for a King's side attack (this is what happened in my game). Often these lines can also be played as reversed Indians, e.g. 4. g3 with a KID or if Black plays 3...c5 and 4...Nc6 you can play Bb5 when you are about three tempi up on a Nimzo, and Black is committed to ...d4 which would normally have to be coaxed.

See what you think. If you are an attacking player you might prefer

these lines to whittling away with 2. exd5.

D

From info!dregis Thu Sep 14 15:40:44 BST 1995

Article: 13316 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Ignacio's Ignorance [was Fischer lucky?]

Message-ID: <E0ppp5.Ewr@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <328403A4.514A@sbt.infi.net> <3284D31B.4744@cmgm.stanford.edu>

Date: Mon, 11 Nov 1996 15:29:28 GMT

In article <3284D31B.4744@cmgm.stanford.edu> marin@cmgm.stanford.edu writes:

>It is a pity you won't read anything to do with chess I
>write, because I think the analysis below is interesting.

Ignacio, you haven't quoted any text, so readers don't know who you are referring to or what they said. [The article you refer to may show up at this site before the week is over, if I'm lucky.]

>I think my estimate of Fischer getting 4 to 6 points
>less in standard circumstances is not exaggerated.
>You can argue even for 6.5 less.

Using arguments of equal merit, could you argue the score up as easily as down? For example, I believe Fischer had a cold during the Petrosian match. So maybe he could have scored higher there. And that ...Bxh2 move in the first Spassky game was untypical, so we could count that as a draw... Do you see what I mean? A game with Fischer participating could hardly ever be standard!

>Finally, Fischer's psychological warfare cannot be
>underestimated, but I think it was secondary in these
>successes (I also want to believe so...).

Fischer's power at the board intimidated players before the 1970-72 cycle. Byrne talked about 'Fischer-fear'. Perhaps other of his remarkable results - say, the 11-0 at the US championships - could also be put down to psychology more than chess.

But you seem to be saying that it is only Fischer's opponents that suffered from nerves, and that this detracts from Fischer's

performance. He never seemed to be a man immune from tension. Perhaps if Fischer did not suffer from nerves, he would have scored an extra 5-6 points! Moreover, psychology (nerves) is always part of the chess struggle, even in correspondence games, and should not be regarded as secondary, because we can never disentangle it.

[The use of the term 'warfare' suggests that Fischer's behaviour was a deliberate device to upset opponents. Not proven.]

[...]
>In any case, it is impossible to find a collection of
>blunders by opponents of a single player in a
>world title cycle like those found in these 42 games.

The two Taimanov examples were indeed corkers, but what else did you have in mind? Someone has to have the most blunders! The Botvinnik-Bronstein encounter showed that World Championship matches can feature such errors.

It has actually often been remarked how many errors appear at World Championship level. Before the Fischer match there was compiled a top three blunders at Championship level in the "Chess Bedside Book". Maybe we do not give other games the same scrutiny, or attribute the same significance to them.

The way to decide these things is not to read the ink off the Fischer games we are talking about, but to count up all such championship cycle errors, their depth and their consequences.

[In another thread some time ago, someone said that even at the highest level *most* games are decided by tactical oversights, and cited the Karpov-Kamsky match games as evidence. I went and added up all the errors to see if this was true. If we did that for all the matches we might have enough evidence to decide.]

[...]
>So, Fischer, whatever the reason, was lucky.

You know of course Capablanca's saying, that the good player is always lucky. And Lasker too was considered to have amazing luck in escaping from dubious positions. How much luck is a player allowed before you say they are not lucky, but successful?

It seems to me that for every point there is available an equally

plausible counter-argument. I'm not trying to say there is no luck in chess, but re-hashing the limited evidence we have about Fischer is perhaps too narrow, and can never produce a conclusion.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Nov 11 16:08:58 GMT 1996

Article: 12810 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Is this the golden age?

Message-ID: <DzzFwM.4GE@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <54dvtt\$jrj@spool.cs.wisc.edu> <326e9d91.9217668@news.skypoint.com>

Date: Mon, 28 Oct 1996 11:00:21 GMT

On 20 Oct 1996 19:52:29 GMT, jglarson@eclipse.cs.wisc.edu (Johan Larson) wrote:

>Does the community of chess-players generally look back fondly
>to some now-past golden age of chess, or is the present as good
>as things have ever been for the popular and elite game?

Yes!

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _/| = DrDave on BICS

~\ / "...what else exists in the world but chess?"

_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 28 11:46:03 GMT 1996

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: King's Gambit

Message-ID: <E56DIp.4HK@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <5cu2I9\$9um\$2@kronos.crosslink.net> <19970201021400.VAA18913@ladder01.news.aol.com>

Date: Thu, 6 Feb 1997 09:40:01 GMT

In article <19970201021400.VAA18913@ladder01.news.aol.com> derrick915@aol.com (Derrick915) writes:

>I need some help on winning with this opening.

>I can never win a pawn back or anything. Are there any

>variations to the gambit??

Are there ever. The King's Gambit is a bit of an ancient woodland. Folk who have lived there for years can make a good living out of it, but the casual passer-by might find it inhospitable and incomprehensible by turns.

Positionally it is well-founded, decoying the Black e-Pawn and (half-)opening the f-file, but the complications can be immense and the number and variety of viable Black defences is large.

An introduction to the gambit and it's variations is to be found at

http://www.ex.ac.uk/~dregis/DR/Openings/kg_ideas.html

If you want to warm up on the variations without lashing out on a book, you can try

http://www.ex.ac.uk/~dregis/DR/Openings/kg_vars.html

HTH

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:

|| _ / | = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
||| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Fri Feb 7 10:52:36 GMT 1997

Article: 5378 of rec.games.chess.analysis

Article: 1098 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: Latvian Gambit Known??
Message-ID: <DG9yt8.CLK@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <44sq8l\$f9t@newsbf02.news.aol.com>
Date: Wed, 11 Oct 1995 08:12:43 GMT

In article <44sq8l\$f9t@newsbf02.news.aol.com> mmiller675@aol.com (MMiller675) writes:
>I would like help to attain a little knowledge about this strange gambit.
>If anyone knows about a book, or a refutation, please E-Mail me. Thanx.
>

I won't e-mail because other folk may be interested.

1. The fun line is 1. e4 e5 2. Nf3 f5 3. Bc4 fxe4 4. Nxe5 Qg5...
2. Most White players know about this line but avoid it in favour of something less committal.
3. One less committal line goes 3. Nxe5 Qf6 4. d4 d6 5. Nc4 fxe4 when White probably has a small advantage after 6. Nc3 (book), 6. Ne3 (Nimzo) or (best?) 6. Be2, preventing ...Qg6 (Bronstein). White has a number of small pluses (immobile target at e4, White can open up with f3 at an awkward moment, I don't know where the Bc8 is going...) and Black's prospects look pretty dismal to me. I had a quick look at a copy of Tony Kosten's book on this line once and it seems he thinks so too!

D

From info!dregis Wed Oct 11 10:12:10 BST 1995

Article: 503 of rec.games.chess.analysis

Path: info!strath-cs!nntp0.brunel.ac.uk!sunsite.doc.ic.ac.uk!lyra.csx.cam.ac.uk!warwick!usenet.eel.ufl.edu!news.ultranet.com!zombie.ncsc.mil!simtel!news.kei.com!ub!acsu.buffalo.edu!regan

From: regan@cs.buffalo.edu (Kenneth Regan)

Newsgroups: rec.games.chess.analysis

Subject: Re: Looking for info on e2e4 b7b6 opening

Date: 5 Sep 1995 00:29:02 GMT

Organization: State University of New York at Buffalo/Computer Science

Lines: 49

Message-ID: <42g5ke\$a4u@azure.acsu.buffalo.edu>

References: <41v2go\$22s@osh2.datasync.com> <DE8Fp4.B1A@exeter.ac.uk>

NNTP-Posting-Host: nussex.cs.buffalo.edu

NNTP-Posting-User: regan

In article <DE8Fp4.B1A@exeter.ac.uk>, David Regis= <dregis@exeter.ac.uk> wrote:

>In article <41v2go\$22s@osh2.datasync.com> steve_johnson@psilongbeach.com (Steve Johnson) writes:

--and there have been others in this thread.

I was perhaps the highest-rated person in the 1970's who made a habit of playing (and losing with) this opening.

>1. It's playable but can lead to positions where Black has no obvious
>active plan... e.g. 1. e4 b6 2. d4 Bb7 3. Bd3 e6
>4. Nf3 c5 5. c3 Nf6 6. e5 (6. Qe2 may be even better)...

I was willing to "mix it up" in lines with e5, which made my QB feel OK. But what took much of the fun out was when White plays slowly, as if this were a Lopez: 6. Nd2 Nc6 7. a3! The poster's 6. Qe2 may be equally good, though this way White can do 8. O-O and 9. Re1 instead. White's eventual idea is to play b4, and from the Black side, this feels like a nasty clamp on both sides of the board. I've never found an effective countermeasure in my (old, buried) analysis.

>
>2. The line
>
> 1. e4 b6 2. d4 Bb7 3. Bd3 f5!?

>
>is I think reckoned currently to be unsound, but you've got to know it.
>Basically Ray Keene published some analysis in the 1970s which said

>that Black could take the rook after 4. exf5 Bxg2 5. Qh5+ g6 6. fxg6
>Bg7 7. gxh7+ Kf8 8. hxg8=Q+ Kxg8 9. Q moves, and Black can consolidate
>and win. Then someone discovered that on move 8 White can play
>something like Ne2(-f4-g6) and Black loses.

Correct. I don't know where the final analysis is. After I played this
against Lombardy in the 1973 US Open (I consolidated but didn't win),
he, I, and a crowd looked at 8. Ne2, 8. Nf3, and 8. Nh3. We reached
the conclusion that two of these moves win, but I forget which two :-).

> I'm not saying it's a totally duff opening, and if White goes all out
>on the King's-side you get lots of chances, but if White just builds
>up solidly you can get horribly short of ideas.

Correct, see above.

>5. There is further analysis and lots of games in the following books:
[snipped]

A late-1970's book by Soltis had five of my wins, but none of my losses
:-).

From info!dregis Fri Sep 8 10:09:30 BST 1995

Article: 1189 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: Marcozi bind
Message-ID: <DHoL35.F62@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <u7ka5fragp.fsf@sal.cs.uiuc.edu>
Date: Tue, 7 Nov 1995 16:13:52 GMT

In article <u7ka5fragp.fsf@sal.cs.uiuc.edu> sharma1@cs.uiuc.edu (Arun Sharma) writes:

>Hi,
>
>Can anyone explain to me what it is or give me some pointers on where
>to look for info ?
>
>Thanks,
>
>--
>Arun

Hi Arun

A. The Maroczy Bind is a structure usually arising from the Sicilian Defence. In the Open Sicilian after

1. e4 c5 2. Nf3 Nc6 (say) 3. d4 cxd4 4. Nxd4

Black should continue

4... Nf6 5. Nc3

This position with an extra central pawn for Black gives dynamic chances for both sides; Black can think about putting a Rook on c8 and hassling the c2 and e4 pawns with ...a6 and ...b5-b4, or blowing up the centre with ...d5.

If Black continues:

4...d6

...White can apply the Bind with:

5. c4.

Now the ...b5 and ...d5 breaks are much more difficult and there is no minority attack/half-open c-file counterplay(*). These differences make the White structure very safe and solid. Of course, Black is solid too, but the dynamic chances are what make the Sicilian desirable.

B. In some positions of the Open Sicilian where White's e4-pawn is not under attack it is a good idea to consider Nc3-e2 and c2-c4.

C. The Maroczy Bind can also arise from the English Opening,

1. c4 c5 2. Nf3 Nf6 3. d4 cxd4 4. Nxd4 ...

In this form Black often fianchettoes the Bc8 (sometimes the Bf8 too) and hopes to adopt a sound, flexible formation and hope that White either over-extends by pushing pawns forward on the King's-side, or alternately White goes solid but overlooks a ..b5/...d5/...e5 blow in the centre.

This is sometimes known as the 'Hedgehog' formation, but that is properly reserved for a solid double-fianchetto formation without any pawn exchanges.

HTH

D

--

(*) There's a game Vogt-Andersson found under <http://www.ex.ac.uk/~dregis/DR/Canon/canonidx.html> which illustrates this.

From info!dregis Tue Nov 7 17:57:26 GMT 1995

Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Mate by Castle
Message-ID: <E6B6vs.1qM@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <docklutz.1207282404A@usenet.pitt.edu>
Date: Fri, 28 Feb 1997 10:38:16 GMT

In article <docklutz.1207282404A@usenet.pitt.edu> docklutz@pop.pitt.edu (Joseph Klutz, M.D.) writes:
>I'm trying to identify a game a friend showed me years ago. which I've been
>unable to find since. It was played during a tournament, and though I don't
>have any other identifying information, the game was so extraordinary that I
>think anyone who has seen it will remember it. About a dozen moves in, the
>winning side makes a queen sacrifice that lures the opponent's king forward;
>the winner then continues with a series of about ten consecutive checks that
>force the opponent's king forward clear across the board, and ends by
>checkmating that king in the winner's own first rank when the winner castles.
> Can anyone identify this game for me and tell me where to find it or
>send me the game moves. Thanks.

The game is certainly:

Lasker Ed. - Thomas (London), 1912

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. Nxe4 Be7 6. Bxf6 Bxf6 7.
Nf3 O-O 8. Bd3 b6 9. Ne5 Bb7 10. Qh5 Qe7 11. Qxh7+ Kxh7 12. Nxf6+ Kh6
13. Neg4+ Kg5 14. h4+ Kf4 15. g3+ Kf3 16. Be2+ Kg2 17. Rh2+ Kg1

drum roll

18. Kd2 mate

Now, as you know, 18. O-O-O (mate) is given by some sources, which was possible, but I believe was not Lasker's choice. I recall he commented after the game that the King move was more aesthetic, in his view.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
||_/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
_||__SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Mar 6 11:17:28 GMT 1997

Article: 100138 of soc.bi

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: My System (was Re: Book Suggestions)

Message-ID: <E4rL75.55D@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <32DFE283.2A41@sloc.net> <E4D30n.MIG@exeter.ac.uk> <5cbagq\$9fn@news00.btx.dtag.de>

Date: Wed, 29 Jan 1997 10:01:53 GMT

In article <5cbagq\$9fn@news00.btx.dtag.de> Her.Huber@t-online.de (Herbert Huber) writes:

>On Tue, 21 Jan 1997 14:02:47 GMT, dregis@exeter.ac.uk (D.Regis) wrote:

>

>>But, as I said in another thread, I suggest reading it with a pinch or
>>three of salt. I wonder if other readers would salt the same passages
>>as myself? Off the top of my head, I'd mention:

>>....

>> b. the whole idea of prophylaxis as a positive strategy I don't think
>> has ever been universally accepted

>>...

>>Anyhow, that's my tuppence-worth. Any more?

>

>Thanks for adding tuppence to my vocabulary.

pleasure ;-)

>I don't argue too much with your other opinions of Nimzowitsch's
>ideas, but I disagree with your point b).

>2) In a lesson by A.Yusupov last year he directed our attention to the
>prophylactic thinking. Especially in modern chess it is very common.
>By the way, that shows how farsighted Nimzowitsch was. For instance
>preventing the development of the black Bishop c8 in the Modern Benoni
>by means of an early h2-h3. That's prophylaxis.

Perhaps I was a bit cryptic - I wasn't suggesting prophylaxis isn't
useful, necessary or important. But reading Nimzo you almost get the
idea that you can win a game by prophylaxis alone! Perhaps that
because N isn't very clear about how it fits into his system, but
that's maybe because it isn't really a system.

>I draw your attention to Mark Dvoretsky, Artur Yusupov: "Positional
>Play", London: Batsford 1996, Part 2, chapter 4 "Prophylactic
>thinking".

Thanks for the reference, which I will pursue. Can I return the
favour by referring you to Hooper and Whyld's Chess Companion, where
they are sharply critical of Nimzo's views on prophylaxis.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _ / = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
||| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Wed Jan 29 13:41:21 GMT 1997

Article: 16115 of rec.games.chess.misc

Article: 11431 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: My System --- can somebody explain over-protection?

Message-ID: <Dy101G.M9x@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <51cu2m\$fmf@data.csw.net> <51i9bf\$s74@newsbf02.news.aol.com>
<323D94E8.3FA6@nwlinc.com>

Date: Fri, 20 Sep 1996 10:05:39 GMT

In article <323D94E8.3FA6@nwlinc.com> cschess@nwlinc.com writes:

>MShibut wrote:

>

>[snip]

>> The question of just what these pieces can do with
>> their enhanced mobility is an open question; it varies from position to
>> position. But in a general strategic sense (which is what Nimzowitsch's
>> book is all about, after all) it is clearly a healthy thing for a position
>> to have free pieces rather than pieces tied to particular tasks,

>

>I agree with everything that you said, Macon. I would only add that
>Nimzovich believed pieces which are in contact with important strategic
>points, such as a pawn at e5, are well placed for action. If you build
>your game around a strong, advanced point, then your attack should flow
>from that point, probably to other points in the vicinity. Thus your
>overprotectors are ready to take part in strategically well founded
>attacks.

>--

>FM Chuck Schulien

>mailto:cschess@nwlinc.com

I don't know if these are helpful:

amateurs - nimzo [B00]

overprotection, 1993

1.e4 Nc6 2.d4 d5 3.e5 f6 4.Bb5 Bf5 5.Nf3 Qd7 6.c4 Bxb1 ! 7.Rxb1 0-0-0
8.cxd5 Qxd5 9.Bxc6 Qxc6 10.0-0 e6 11.Be3 Ne7 12.Qe2 Nd5

Nimzovich comments that the Pd4 is effectively an isolated one.

Black has blockaded the d4 pawn and the Bishop behind it. Nimzo used

to get a bit mysterious about overprotection, but we can see that the d5 point is both an outpost and a jumping-off point or channel for the Black pieces that can reach it, as well as fulfilling a blockading function.

13.Rfc1 Qd7 14.Rc4 Kb8 15.Qd2 Rc8 16.Ne1 Be7 17.Nd3 Rhd8 18.Qc2 f5
19.Rc1 g5 20.Nc5 Bxc5 21.Rxc5 Rg8 22.Qe2 h5 ! 23.Bd2 h4 24.a4 g4
25.a5 a6!

The knight on d5 supports c7 and can free the Rook for other duties.
The White Bishop isn't really participating in the attack, and won't unless the a-pawn gets to a6 - hence the last move.

26.b4 c6 27.Rb1 Qf7 28.Rb3 f4 29.Qe4 f3 30.Rc1 fxg2 31.Kxg2 Rcf8
32.Rf1 g3 ! 33.hxg3 hxg3 34.f4 Ne7 35.Be1 Nf5 36.Rh1 Rg4 37.Bxg3 Qg6
38.Qe1 Nxg3 39.Rxg3 Rfxf4 40.Rhh3 Rxd4 41.Qf2 Rxg3+ 42.Rxg3 Qe4+
43.Kh2 Qxe5 44.Kg2 Qd5+ 0-1 The d5 square remained pivotal to the end.

tal - bronstein [C80]
overprotection, 1956

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3
0-0 9.h3 Na5 10.Bc2 c5 11.d4 Nc6 12.Nbd2 Qb6 13.dxc5 dxc5 14.Nf1 Be6
15.Ne3 Rad8 16.Qe2 g6 17.Ng5 c4 ! 18.a4 Kg7 19.axb5 axb5 20.Rb1 Na5
21.Nf3 Qc7

The White pieces are queuing up behind the e4 point.

22.Nd5 ! 22...Bxd5 23.exd5 Rfe8 24.Qxe5 Qxe5 25.Nxe5 Nxd5
26.Ra1 Nb3 27.Bxb3 cxb3 28.Bh6+ ! 28...Kg8 ?! 29.Nc6 Rc8 30.Rad1 Rxc6
31.Rxd5 f6 32.Rxb5 g5 33.Rxb3 Kf7 34.Rb7 Re6 35.Rxe6 Kxe6 36.h4 Rg8
37.f4 Bc5+ 38.Kf1 gxh4 39.Rb5 Rc8 40.f5+ Kd6 41.b4 h3 42.Rxc5 h2
43.Bf4+ 1-0 tal-bronstein (STEAN) 1-0

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
||_/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Sep 20 15:32:36 BST 1996

Newsgroups: rec.games.chess.misc,rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Openings book ["The Ideas Behind the Chess Openings" Fine, 1943.]

Message-ID: <E6B3p6.MEn@exeter.ac.uk>

Followup-To: rec.games.chess.misc

Organization: University of Exeter, UK.

References: <01bc1f89\$eff7b420\$ae65c6d0@inficad.inficad.com> <330DB073.41C6@UC.Edu>

Date: Fri, 28 Feb 1997 09:29:30 GMT

"The Ideas Behind the Chess Openings", Reuben Fine, 1943.

=====

SUGGESTION: Can the diligent readers of r.g.c.* compile a list of updates to Fine's openings book, which is so valuable but so out of date? Or is there a modern title which now does the same job as Fine's? I would be happy to act as compiler/editor, and circulate the collection freely.

I have in mind Larry Evans' careful collation of corrections to Fine's other magnum opus, Basic Chess Endings, so that for many years your best endgame buy was BCE plus Evans' booklet of notes.

The post that prompted this suggestion is enclosed:

In article <330DB073.41C6@UC.Edu>

"Jeffrey L. Nauss" <Jeffrey.Nauss@UC.Edu> writes:

>Steve Messall wrote:

>>

>> What is a good book about openings for a beginner.

>>

>> I play chess fairly well but I am very weak on openings.

>

>Try "The Ideas Behind the Chess Openings", Ruben Fine, 1989, David

>McKay, New York, ISBN 0-8129-1756-1, \$13.00.

>

>Fine goes through all of the major openings and describes the central
>concepts and ideas behind them. He discusses a few lines as examples but

>for the most part stays away from tables of chess moves. Another nice

>feature of the book is the brief introduction to the principles of

>opening play; it is very consistent with his book Chess the Easy Way.

>The algebraic version has a few typographical errors which can be

>annoying. And Fine can be very concise in some of his discussions, for

I agree with all this; his 2-3 page overview of the double King Pawn openings should be written in gold paint on the walls of every chess club. But it does need leavening with a few up-to-date perspectives, particularly on modern openings like the King's Indian Defence. I don't know how to get these new angles easily, but one way might be to get hold of a class A/B player and check out your understanding with them. For example:

>For example, in his discussion of
>the Sicilian Defense, he emphasizes (among other things) White should
>never be allowed to play c4 and, after White has played d4, Black must
>not play e5.

I'm afraid this is just what I am referring to. While there is a large amount of truth in this advice, chess openings have moved on.

Allowing White to set up the Maroczy Bind with c2-c4 is not something I'm in the habit of doing, but many players swear by it - the Sicilian Accelerated Dragon and English Hedgehog are two popular systems which encourage the Bind.

Also, Sicilian systems with ...e7-e5 have been a real growth area since the war. If you subscribe to British Chess Magazine, you will have read a two-part article describing the "Kalashnikov" Sicilian, a variation with ...e7-e5 which allows White to play c2-c4! The true worth of this system has probably yet to be established, but I pity the poor student who has diligently read Fine and then meets this line! - although amongst beginners this is unlikely.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Fri Feb 28 10:40:03 GMT 1997

Article: 16997 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Openings... Reti opening (1. Nf3)
Message-ID: <E54r24.Hw3@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <5cqlm3\$pl0@nimble.mta.ca>
Date: Wed, 5 Feb 1997 12:37:16 GMT

In article <5cqlm3\$pl0@nimble.mta.ca> cprchrd@mailserv.mta.ca (Christian P Richard) writes:

>I was told this was the Reti Opening:

>

>1. Nf3 d5

>2. c4

Yes it is!

>

>Does anyone play this? And if so, what do you answer to 2...dxc4 ?

>What kind of game does this give?

The traditional answer is 3. Na3, giving a fairly slow, solid game which might be to your taste. [White can also play 3. Qa4+]

>Would this opening work well for my style of playing? If not, which
>openings for black and white? I usually prefer less popular openings, but
>I do play Alekhine against 1.e4. Is the Pirc defense suitable, etc?

Both of these often require vigorous counterattacking play if White decides to go for your throat, which might not be to your taste. Slower defensive systems, where White may find it more difficult to play sharply, include the Caro-Kann and the French.

>Does the Reti focus on defending while still maintaining an attacking edge
>for later on when the time comes to beat my opponent?

I wouldn't ordinarily say that the Reti had much of an attacking edge, although some systems with an apparently slow start (like the double fianchetto with e2-e3) can lead to a vicious attack if Black is complacent. I'd say the Reti is generally too slow and subtle an

opening for most folk, as White doesn't have a clear plan to follow.

>If anybody else plays 1. Nf3, I would be interested in knowing if you
>recommend the 2. c4 or if you play something else like g3, etc.

I'm quite amenable to the King's Indian Attack, a system with:

Nf3 g3 Bg2 O-O

and instead of c2-c4 follow up with:

d3 Nbd2 e4

you can the attack the King's-side with moves like...

Re1 e5 Nf1 Bf4 h4 Nh2 Ng4 Ng5 Qh5

or expand in the centre and Queen's-side with c3 b4 a4 Nc4 d4

These pawn-led advances may be clearer to you than re-arranging the pieces in the less fixed Reti systems. Also, there are lots of readily-available games, books, and so on - you can get much more help with playing the KIA than the Reti.

>Is it a good position to have pawns at c4, b3, and d3, with the knight at
>c3? Or even a pawn at e4?

I'd usually plonk it on d2, because I'd expect to have a B on b2.

>I guess I should buy a book, but I don't know if I am really interested in
>this opening or not... yet.

Well, try it a few times. Proof of the pudding, eh?

D

From info!dregis Thu Feb 6 09:44:20 GMT 1997
Article: 5362 of rec.games.chess.analysis

Article: 4158 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Openings? Best Most Consistent ?
Message-ID: <E037x4.7F2@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <326fe80d.1905018@news.voyageronline.net>
Date: Wed, 30 Oct 1996 11:58:15 GMT

In article <326fe80d.1905018@news.voyageronline.net> caddy@voy.net writes:
>Is there a Best Or most consistent opening--say 10-15-or 20 move
>sequence that more times than not can lead to an opening game or at
>least to a successful middle game...???? if there is could some one
>post or send me the opening? would appreciate.

For White, you mean? There are two fairly serious answers I considered
to your fairly serious question:

1. No, there is no such "best" opening, otherwise there wouldn't be
1000s of different variations. Start with the Giuoco Piano 1. e4 e5
2. Nf3 Nc6 3. Bc4 Bc5 4. c3 and then learn what to do against the
Black deviations that you meet; don't worry about deviations you
haven't met yet.

2. Yes, it's called the King's Indian Attack. Shut your eyes and play
1. Nf3/ 2. g3/ 3. Bg2/ 4. O-O/ 5. d3. Open them, play 6. Nbd2 and
follow-up with either e4/Re1/Nf1/Ne3/Nh4/f4/f5 or e4/c3/d4/e5 or
c3/a4/Nc4/b4/b5.

Which answer would you prefer? ;-)

>
>thanks

>will make it worth your while

<GODFATHER MUMBLE ON>
I'll make him an offer he can't understand...
</GODFATHER MUMBLE OFF>

--
Dave Regis &8^D* a dry, fruity red

From info!dregis Fri Nov 1 14:43:22 GMT 1996

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Petroff Defence
Message-ID: <E5qxnC.F7q@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <5djm8g\$anq\$1@roch.zetnet.co.uk>
Date: Mon, 17 Feb 1997 12:06:48 GMT

In article <5djm8g\$anq\$1@roch.zetnet.co.uk> someone@somewhere.earth.com (someone) writes:

>Hi all,

>

>Does anyone know a good line to play against the Petroff (1.e4 e5 2.nf3 nf6)?

>Black seems to gain equality with such desparing ease (for white that is). I

>give a couple of the main lines I have tried below

>

>1. e4 e5 2. nf3 nf6 3. nc3 bb4 4.nxe5 0-0 5. be2 re8 6. nd3 bxn 7. pxb

>nxe4 n every line seems to be fairly equal..

>

>1. e4 e5 2. nf3 nf6 3. d4 nxe4 4. bd3 d5 5. nxe5 be7 6. 0-0 nbd7 7. nxn

>qxn 8. bxn pxb 9. re1 f5 and again pretty uncomplicated n equal..

>

>Any ideas? Makes me almost want to play d4 exclusively from now on :(.

Hi Andy

There was a fashion for avoiding the Petroff entirely with 2. Bc4,
which is of course no answer at all, but is a nice system.

Your first line is given by Keene and Levy in the second edition of "An
opening repertoire for the Attacking Club Player" as +/-.

Depending on what sort of player you are, you might fancy the
Cochrane line: 1. e4 e5 2. Nf3 Nc6 3. Nxe4 d6 4. Nxf7!?

There is a famous trap which I predict you can pull off a few times:

Soderstrom - Tzannetakis cr, 1981. 1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7
Kxf7 5.d4 Nxe4? 6.Qh5+ Ke7 7.Qe2 +/- e.g. Kf7 8.Qxe4 Qe7 9.Bc4+ Be6
10.Qf5+ 1-0

Vitolins has played it a few times, often catching out the King by

opening lines. With a more closed defence Black can still be overwhelmed by the Pawns, as in a famous Bronstein game (see 200 Open games).

The 3. d4 line seems to be going out of fashion. The GMs play the main lines of 3. Nxe4 these days. Black can find a way to rough equality in lots of lines, according to the books, but not everyone at my level (1800) knows the books beyond about move 7 of the main line. You do get a complex open game with, I would have thought, good chances of outplaying your opponent. In playing 1. e4 would sooner play in these lines than grotty closed games like the French or Closed Ruy Lopez.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _ / = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Wed Feb 19 09:56:33 GMT 1997
Article: 5521 of rec.games.chess.analysis

Article: 4569 of rec.games.chess.analysis
Xref: info rec.games.chess.misc:14236 rec.games.chess.analysis:4569
Newsgroups: rec.games.chess.misc,rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Petrosian games wanted!!
Message-ID: <E27KD3.I2n@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <32A46089.76FE@wesleyan.edu>
Date: Tue, 10 Dec 1996 17:24:39 GMT

In article <32A46089.76FE@wesleyan.edu> Joseph Amaral <jamaral@wesleyan.edu> writes:
>I would appreciate it if anyone could post or send to me some
>Petrosian games.
>
>Please don't send me your entire databases; rather, send me just a few
>games that crystallize his positional style.

Those top ten Petrosian games in full:

10.

Petrosian-Euwe, Zurich 1953

- Play with a plan, they say in the books. Euwe's bishop loses its way early on and the squeeze begins

9.

Fischer-Petrosian, Portoroz 1958

- The "Bear Hug" from Fischer's famous book. Only a draw, but a lesson in positional play. Many people's first encounter with Petrosian.

8.

Petrosian-Yuchtman, 1959 (King's Indian, Petrosian Variation)

- The light square game in Petrosian's patent variation.

7.

Petrosian-Botvinnik, 5th Match Game 1963

- Never try and outstare a snake! A long manoeuvring game where whittling at a tiny weakness causes the tower to topple.

6.

Petrosian-Spassky, 10th Match Game 1966

- Chess as judo: Spassky is invited to occupy the centre, but falls under

his own weight.

5.

Jopen-Petrosian, 1954 (French Winawer)

- How not to open a chess game: Petrosian must have broken every one of the recommendations of beginners books in this game!

4.

Petrosian-Peters, Lone Pine 1976

- A lesson about isolated Pawns. A witness said "Peters looked so confused during that game..." - even when he lost.

3.

Petrosian-Mecking, 1969

- The light square game (reprise).

2.

Petrosian-Pachman, Bled 1961

- The quietest killer move in history!

And the top Petrosian game in history is

(..... [your choice here])

All available from a Web site near you

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Dec 11 12:12:45 GMT 1996

Article: 13299 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Pillsbury bind?
Message-ID: <E0pAxr.2E0@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <55rmgu\$jtt@library.airnews.net>
Date: Mon, 11 Nov 1996 10:10:39 GMT

In article <55rmgu\$jtt@library.airnews.net> canright@airmail.net (Robert Canright) writes:
>I've seen one book refer to a knight posted on QB5 (c5) as being the
>"Pillsbury" bind (after Harry Pillsbury). Is this true? Any other
>conditions needed to qualify as a Pillsbury bind? I thought it was a
>type of pawn formation.

I owe what I know about this to Chernev's books like "Logical Chess"
and "The Most Instructive Games...". There's a game
Checkover-Rudakowsky which I think is in both books which illustrates
the formation. The use of the term in this context may be Chernev's
own.

The formation is: White Pawn on d4, Black Pawn on c6. White c-Pawn
missing, and Black b-Pawn advanced past b6. You get a pawn formation
with the Black c-Pawn backward on a half-open file. This gives an
outpst for the Knight on c5, but if the place of the Knight was
occupied by a Rook, I'd say White still had a bind.

```
+ - + - + - + -  
- + - + - P P P  
P - P - P - + -  
- P n + - + - +  
+ - + p + - + -  
- + - + p + - +  
p p + - + p p p  
- + r + - + - +
```

The bind occurs where Black defends the Queen's Gambit with ...e6, and
later plays ...dxc4 (White recaptures Bxc4) and ...b5. If Black can't
(or won't) follow-up ...b5 rapidly with ...c5 White may be able to
restrain it forever, and pressurise the c-Pawn. As a result of games
by Pillsbury and others most Black players know to get ...c5 in pretty

damn quick.

Now, Harry Pillsbury also practiced an attacking formation in the Queen's Gambit with Nf3-e5 and f2-f4, and my guess is that there are folk who refer to this formation as the Pillsbury bind. There are famous examples against Marco and Wolf. It is more common when Black adopts a system with ...b6 and ...Bb7, when clearly there is no outpost on c5 and ...c7-c5 cannot be prevented. Again, Black can avoid or neutralise the bind, but you do get modern examples, like Portisch-Petrosian, Candidate's Match 1974.

Games

Chekhover, V - Rudakowsky, I
(Moscow) [D61] 1945

1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nc3 Nbd7 7.Qc2 c6 8.Bd3 dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.0-0 b5 12.Be2 a6 13.Ne4 Bb7 14.Ne5 Rac8 15.Nxd7 Qxd7 16.Nc5 Qc7 17.Rfd1 Rcd8 18.Rac1 Bc8 19.Qe4 Nf6 20.Qh4 Qa5 21.a3 b4 22.a4 Nd7 23.b3 Nxc5 24.Rxc5 Qb6 25.Rdc1 Bb7 26.a5 Qa7 27.Bd3 g6 28.Qf6 Rd6 29.Qe7 Rfd8 30.h4 R8d7 31.Qf6 Qa8 32.Be4 Qe8 33.h5 Rd8 34.Bxc6 Bxc6 35.h6 Kf8 36.Rxc6 Rxc6 37.Rxc6 Rd7 [37...Qxc6 38.Qxd8+ Qe8 39.Qd6+ Kg8 40.Qxa6 threat Qb7 40...Qe7 41.Qb6] 38.Rc8 Qxc8 39.Qh8+ 1-0

Pillsbury, H - Wolf, H
Monte Carlo, 1903

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.Nf3 Be7 6.e3 0-0 7.Rc1 b6 8.cxd5 exd5 9.Ne5 Bb7 10.f4 a6 11.Bd3 c5 12.0-0 c4 13.Bf5 b5 14.Rf3 Re8 15.Rh3 g6 16.Bb1 Nxe5 17.fxe5 Nd7 18.Bxe7 Rxe7 19.Qf3 Nf8 20.Rf1 Qd7 21.Qf6 b4 22.Na4 Qc7 23.Nc5 Bc8 24.Rh6 a5 25.Rf4 Rb8 26.Bxg6 Rb6 27.Qxb6 Nxb6 28.Qf6 Re8 29.Rf1 Be6 30.Qg5 Kh8 31.Qh5 Nf8 32.Nxe6 Rxe6 33.Rxe6 1-0

Portisch, Lajos - Petrosian, Tigran [D63]
Palma de Mallorca (10), 1974

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 0-0 6.e3 Nbd7 7.Rc1 a6 8.c5 c6 9.Bd3 b6 10.cxb6 c5 11.0-0 c4 12.Bc2 Nxb6 13.Ne5 Bb7 14.f4 Rb8

15.f5 Nbd7 16.Bf4 Rc8 17.Qf3 exf5 18.Bxf5 Nxe5 19.dxe5 Ne4 20.Nxe4
dxe4 21.Qh3 g6 22.Rcd1 Qb6 23.Rd7 Rce8 24.e6 gxf5 25.Rxe7 Rxe7 26.Qg3+
Kh8 27.Bh6 fxe6 28.Bxf8 Rd7 29.Bh6 Qa5 30.Qb8+ Qd8 31.Qe5+ Kg8
32.Qxe6+ Rf7 33.Rxf5 1-0

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Nov 11 15:31:31 GMT 1996

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Please advise on reply to 1.e4

Message-ID: <E58AnK.3ys@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <599136132wnr@pritchitt.com> <19970203065800.BAA16027@ladder01.news.aol.com>

Date: Fri, 7 Feb 1997 10:33:20 GMT

>In article <599136132wnr@pritchitt.com>, Dave Burtonshaw

><burtonsh@pritchitt.com> writes:

>

>>

>>I've been studying the results of my games and my weakest area is
>>playing black against 1.e4 The other openings I use are 1.Nf3, slow
>>build up, double fianchetto if possible, and King's Indian against
>>1.d4, both producing good results. It suggests that slower build ups
>>with rich middlegames is my forte, but I'm having trouble finding a
>>reply to 1.e4 that can take the path of the game into these types of
>>positions.

Matt Guthrie once said that you can't recommend openings to someone without knowing what their current strength, recent repertoire and current goals are. So here goes... ;-)

I'm not sure what you find wrong with the Modern Defence (1...g6), which is structurally most similar to your other systems and can be used with a lot of the same ideas. If you are wary of conceding White a flexible centre with possibilities of a King's-side Pawn storm (and who isn't!), then you can use Gurgenzidze's interpretation with ...c6 and ...d5 instead of ...d6. This often tempts or obliges e4-e5, with a formation a little like a French.

Of course, if you don't mind that, you can always play the French Defence itself, although some of the lines (like the Tarrasch) may be more open and fluid than you would prefer. But it's a good solid defence, with lots of chances of getting the better of your opponent.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Feb 10 11:48:43 GMT 1997

Article: 5380 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: [The Post-Modern variation]

Message-ID: <E51A58.3Fr@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <mafii-1601971222480001@casth3021a.chem.vt.edu> <1997Jan26.135939.8938@hobbit>

Date: Mon, 3 Feb 1997 15:39:07 GMT

In article <1997Jan26.135939.8938@hobbit> hathawa2@marshall.edu

(Mark S. Hathaway) writes:

>

>"Meaning" is, to some extent or other, a fiction. In the end only the
>move exists and it will stand on it's own merits regardless of any
>meaning.

Ah, the post-modern variation (Derrida-Foucault, Paris 1983). It is refuted by the materialist attack (Hume-Engels, London 1881). "A move", a real move, always has meaning, it is the idea of "the move" which does not exist. Really, only the starting position has no meaning. Once a move is made, we see it made by a human hand, driven by conscious thought, motivated by conscious intentions, and thus saturated with meaning. Actual moves made by players can always be enquired after, although these enquiries may be met by refusal, or misleading responses.

The "move" of which you speak, free from these brute realities of play, the platonic ideal, never exists in its pure form, we only ever see concrete instantiations of it embedded in a context of play, where each player tries to substantiate (or otherwise interact with) the meaning of the move by their subsequent choices.

P.S. The enquiry of the original poster might best be referred to the book "How to play the Sicilian Defence", by David Levy and another chap, which discusses the ideas behind the various central formations. Helpful, I thought.

P.P.S. Stay tuned for the dialectical variation (Hegel-Marx, Frankfurt 1886), where the thesis, the argument that motivates the move by one player, prompts the antithesis, the reply, and the continual evolution

and interplay of replies (which are also moves in their own right) results in the thesis that we call the game. This quantitative progression of moves is eventually transformed into a qualitative difference, the result. It is thus, not ideals like "moves", but the dialectical interplay of ideas which is the motor of the chess game, and results in the perfect State, namely, winning and going to the bar afterwards.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/_| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Tue Feb 4 17:03:44 GMT 1997

Article: 16295 of rec.games.chess.misc

Article: 2962 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: Queen's Gambit question [N on e2]
Message-ID: <DwsyA9.695@exeter.ac.uk>
Keywords: Queen's Gambit Novelty
Organization: University of Exeter, UK.
References: <4v1vr4\$eo2@cii3112-14.its.rpi.edu>
Date: Tue, 27 Aug 1996 15:13:21 GMT

In article <4v1vr4\$eo2@cii3112-14.its.rpi.edu> wilsom3@cii3112-14.its.rpi.edu (Michael L Wilson) writes:

> I've been slowly making the switch to Queen's Gambit openings, and
>I've had a lot of luck with moving the Ng1-e2-g3. I usually end up bringing
>the queenside knight over as well, and end up with a merry romp into my
>opponent's kingside. The problem is, I can't find a single shred of analysis
>in ANY line of the QG, accepted or declined, that covers Ne2-g3. Is this
>actually a bad thing to do, or do I need to dig a little deeper?

The N is usually better on f3, as it controls e5. You might delay putting it on f3 un case of ...Bf8-b4, when Ng1-e2 might be preferable. If Black lets you move all your pieces over to the King's-side, fine, but usually you need the centre to be fixed or at least firmly under your control before you do. Otherwise, Black can blow up the centre with ...c5, or, if your Knight has been posted on f4, ...e5.

The only time I've seen it on e2 is when ...e6-e5 is impossible, viz. after c4xd5, e6xd5 (Exchange variation). White can play the Exchange at move 3,4,5 ... but an early exchange allows this alternative setup with Ng1-e2. One idea is to play f2-f3 and e3-e4, perhaps with O-O-O, but some folk use it just to get control of f5. You will find analysis on this in the books (promise!).

This is an idea of Alekhine's, but has had outings since:

Alekhine,A - Capablanca,J (32) [D35]
Wch13-Buenos Aires, 1927

1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Bg5 Nbd7 5.e3 c6 6.cxd5 exd5 7.Bd3 Be7
8.Nge2 0-0 9.Ng3 Ne8 10.h4 Ndf6 11.Qc2 Be6 12.Nf5 Bxf5 13.Bxf5 Nd6

14.Bd3 h6 15.Bf4 Rc8 16.g4 Nfe4 17.g5 h5 18.Bxe4 Nxe4 19.Nxe4 dxe4
20.Qxe4 Qa5+ 21.Kf1 Qd5 22.Qxd5 cxd5 23.Kg2 Rc2 24.Rhc1 Rfc8 25.Rxc2
Rxc2 26.Rb1 Kh7 27.Kg3 Kg6 28.f3 f6 29.gxf6 Bxf6 30.a4 Kf5 31.a5 Re2
32.Rc1 Rxb2 33.Rc5 Ke6 34.e4 Bxd4 35.Rxd5 Bc3 36.Rxh5 a6 37.Bc7 Be1+
38.Kg4 Rg2+ 39.Kh3 Rf2 40.Kg4 Rg2+ 41.Kh3 Rf2 42.f4 Rf3+ 43.Kg2 Rf2+
44.Kh3 Rf3+ 45.Kg2 Rf2+ 46.Kg1 Rc2 47.Bb6 Rc4 48.Kg2 g6 49.Re5+ Kd7
50.h5 gxh5 51.Kf3 h4 52.Rh5 Rc3+ 53.Kg4 Rc4 54.Kf5 Bxa5 55.Rh7+ Kc6
56.Bxa5 Rc5+ 57.Ke6 Rxa5 58.f5 Ra3 59.f6 Rf3 60.f7 b5 61.Rh5 h3 62.Rf5
Rxf5 63.exf5 1-0

Kasparov,G (2805) - Short,N (15) (2655) [D35]
PCA-Wch01 (London), 1993

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 Be7 6.e3 0-0 7.Bd3 Nbd7
8.Nge2 Re8 9.0-0 Nf8 10.b4! a6 [10...Bxb4? 11.Bxf6 gxf6 12.Nxd5!
(12.Qb3 Bxc3 13.Nxc3 c6 14.Qd1 f5 15.Qh5 Qf6
Gutman,L-Razuvajev,Y/URS/1976/) 12...Qxd5 13.Qa4 Bh3 14.Nf4 Qa5
15.Qxa5 Bxa5 16.Nxh3 Ne6 17.Rfd1] 11.a3 c6 12.Qc2 g6 13.f3 Ne6 14.Bh4
Nh5 15.Bxe7 Rxe7 [15...Qxe7!?] 16.Qd2 b6? 17.Rad1 Bb7 18.Bb1 Nhg7
19.e4 Rc8 20.Ba2 Rd7 21.Nf4 Nxf4 [21...dxe4 22.Nxe6 Nxe6 23.fxe4 Nxd4
24.Qf2 c5 (24...Ne6 25.Rxd7 Qxd7 26.Na4) 25.Bxf7+ Kg7 26.Be6 Nxe6
27.Qf6+ Kh6 (27...Qxf6 28.Rxd7+-) 28.Qxe6] 22.Qxf4 Ne6 23.Qe5 Re7
24.Qg3 Qc7 25.Qh4 Ng7 26.Rc1 Qd8 27.Rfd1 Rcc7 28.Na4 dxe4? [28...Rcd7
29.e5 f5 30.exf6 Rf7 31.Bb1 Ne8 32.Re1] 29.fxe4 Qe8? [29...Rcd7
30.Kh1! (30.Nc3 Rxd4 31.Bxf7+ Kxf7 32.Qf2+ Nf5 33.exf5 c5) 30...Ne6
(30...c5!?) 31.Bxe6 Rxe6 32.Qxd8+ Rxd8 33.e5] 30.Nc3 Rcd7 31.Qf2 Ne6
32.e5 c5 33.bxc5 bxc5 34.d5 Nd4 35.Ne4 Qd8 36.Nf6+ Kg7 37.Nxd7 Rxd7
38.Rxc5 Ne6 39.Rcc1 1-0

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: [~/sheu.html](http://www.ex.ac.uk/~sheu.html) -- NABOKOV

From info!strath-cs!uknet!usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!uknet!EU.net!
newsfeed.internetmci.com!howland.erols.net!surfnet.nl!rl0001.rulimburg.nl!usenet Wed Aug 28

10:45:11 BST 1996

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Rating Floors to Cause retirement or inactivity.

Message-ID: <E5JKB0.9Ct@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <32FB2763.1A95@esu3.esu3.k12.ne.us> <19970209140201.JAA08791@ladder01.news.

aol.com> <5dl6qs\$ql4@nntp.novia.net>

Date: Thu, 13 Feb 1997 12:35:23 GMT

In article <5dl6qs\$ql4@nntp.novia.net> Bruce Draney <bdraney@esu3.esu3.k12.ne.us> writes:

> If you throw a potato at me I'll throw a corncob at you. I don't
>pretend to speak for Idaho, since I've never played chess there, but the
>other day on another thread you wrote in to say that it was hard to
>become a master (and stay one) in your state.

A Devon dumpling is hurled into the arena:

Statistically, an expert has an expected percentage score which should maintain their rating and status - say, 80% against opposition whose average rating is a couple of hundred points below them, or 20% for opposition which outrates them by a similar margin. So, theoretically you should be able to maintain any rating against any standard of opposition.

Anecdotally, this seems not to be the case. Is there a contradiction here? Maybe not.

Also anecdotally, I play better against better opposition. My average rating (BCF grade) against opponents who are better than me is much higher than my performance against players worse than me, in any given season. I don't know if the lower-rated player plays better, the higher-rated plays worse, or a bit of both, but it is a consistent feature of my chess for the last twenty years. Just my chess? Maybe not, and this would account for the class of the "lonely experts" dropping.

P.S. I remember reading a letter, perhaps from one Jonathan Berry, where complaints about the ratings system in his country fell into two categories:

1. My rating is too low.
2. The ratings of players from my town/county/state are too low.

He concluded, that, in the absence of any other complaints, one can assume that the system is working perfectly!

From info!dregis Mon Feb 17 12:06:55 GMT 1997

Article: 5503 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Ruy Lopez Exchange... like it?

Message-ID: <E4D2EF.Ly7@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <01bc027c\$7251e060\$669eeced@ArtLane> <32DE11C5.2D92@tu-harburg.de>

Date: Tue, 21 Jan 1997 13:49:26 GMT

In article <32DE11C5.2D92@tu-harburg.de>

Rasmus Althoff <althoff@tu-harburg.de> writes:

>Art Lane wrote:

>
>> Here is the line I usually play...

>>
>> 1 P-K4 ...P-K4
>> 2 N-KB3 ...N-QB3
>> 3 B-N5 ...P-QR3
>> 4 BxN ...QPxB

>>
>> Now... is it better to castle here or play 5 P-Q4? Or, is there a better
>> move yet?

>>
>> What would be the best reply to 4 ...QNPxB?

>
>The idea of the Ruy Lopez exchange is that you have the better pawn
>structure.

>If you exchange all pieces except the pawns, you have a won endgame (if
>the
>white queen pawn has been exchanged for the black king pawn!) because
>black cannot create a passed pawn. So you have given up the pair of
>bishops. If you play 5. 0-0, then black can prevent exchanging your
>queen pawn for his king pawn by 5. ... c5 (e.g.). So the best line is
>5. d4 ed Qd4: Qd4: Nd4: Bc5

Whoa! The point of 5. O-O as played by Fischer (pioneered by Barendregt) is to reinforce the threat to the e-Pawn. Every schoolchild knows that 5. Nxe5 Qd4!, but if White has castled, taking the e-Pawn is a real threat (5.O-O c5? 6.Nxe5 Qd4 7.Nf3 Qxe4?? 8.Re1), and not convenient to defend:

e.g. 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O f6 6. d4 exd4
7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1 and compared to Lasker's line 5.d4, you

are ahead in development.

Black can try other defences e.g. 5...Bg4, and even the line 5...f6 illustrated is by no means prospectless for Black, but the point is 5. O-O is played as a refinement on the old 5. d4.

If you really insist on playing the ending, then 5.d4 is right, and keeps things simple, but keeping an option on the middlegame is OK too.

A good place to start looking at 5. O-O, if you don't have a book on the Ruy Lopez, is probably Fischer's "My 60 Memorable Games", although the recommended lines have moved on a bit since then. I think it's also covered in Mednis "From the Opening to the Endgame".

--

Dave Regis &8^D* a dry, fruity red

From info!dregis Tue Jan 21 14:03:43 GMT 1997

Article: 5200 of rec.games.chess.analysis

Xref: info rec.games.chess.analysis:5200 rec.games.chess.misc:15847

Article 53792 of rec.games.chess:
Newsgroups: rec.games.chess
Path: info!dregis
From: dregis@exeter.ac.uk (David Regis=)
Subject: Re: Strategic cursing...
Message-ID: <DCqJ8C.76D@exeter.ac.uk>
Summary: chess psychology
Organization: University of Exeter, UK.
References: <tkidd.807416619@hubcap>
Date: Thu, 3 Aug 1995 12:41:00 GMT

In article <tkidd.807416619@hubcap> tkidd@hubcap.clemson.edu
(Travis Kidd) writes:

>On an internet chess server I played a game as white and it went like this:

>1) e4 e5 2) Qh5 Opponent: I've seen this trick before! :-)
>2) ... Nc6
Me: damn 3) Bc4 Nf6 Opponent: doh 4) Qf7 checkmate.

>I believe that my having said "damn" was one of the reasons that I won so
>quickly.

[...] I wonder if there are any other anecdotes out there

There is a famous example:

"Here Gunsberg picked up his Kk4 (f3) with the evident intention of playing it to R4 (h4). He even placed it on that square, and then hastily retracted the move. After a while Gunsberg picked up the Knight again and played

20 Kt-R4 (h4).

As he did so he shook his head and shrugged his shoulders as if to say 'I'm bound to move this piece, and I can't see a better place to put it'.

20...QxBP (xf2).

Steinitz played this move without thought. In view of what had happened he was quite convinced that his opponent had overlooked, until too late, that his KBP was unprotected.

21 Kt-K4 (e4).

Rude awakening. The only move for the Black Queen is to K6 (e3), but then comes 22 B-QB1 (c1)*, and the Queen is trapped in mid-board.

Black resigned...

We must make it clear, however, that Gunsberg's tactics are not to be condoned. After the game Steinitz pointed out that Gunsberg had been the victim of similar tactics, in a match-game with Chigorin, and on that occasion Gunsberg had been extremely angry."

(EUWE AND KRAMER, The Middle Game Vol I.)

>Also, are there any rules which govern "expressions of opinion" during >tournament play?

I think just that you are not supposed to distract your opponent, which should cover everything.

From the FIDE laws - Article 15: The Conduct Of The Players

=15.1 Prohibitions:

=

=[...] (d) It is forbidden to distract or annoy the opponent in any =manner whatsoever. This includes the persistent offering of a draw.

=

=15.2 Infractions of the rules indicated in Article 15.1 may incur =penalties even to the extent of the loss of the game (see Article =16.5).

My own contribution to cheating at chess in this way was in a game in my first year at the Exeter club, when I sat down to play the Black side of a Queen's Indian against a very cocky young man from Totnes, who outgraded me by a street and had just had a storming tournament success.

I analysed at move 15 and saw that at move 19 White had a choice between a move giving a dead equal position, and a very tempting try that just catastrophically overstretched his position.

So, I offered a draw at move 15 in a fairly loud voice, so people on each team looked over to us.

He declined rather abruptly, searched for a punishing blow, snapped out the sequence leading to the catastrophe, realised it lost a piece, resigned, went off in embarrassed huff.

I'm sure if I hadn't made him badly want to find a nice crisp win at #15 he wouldn't have blundered. On the other hand, it was at #15 that I assessed the proper result as a draw. Unethical? I think so. What do others think?

BTW I was so ashamed at succeeding with this ruse, I don't do that sort of thing any more. Much.

D

--

* I think this move actually given is a misprint for Bf1,
if you have the Bell edition

Newsgroups: rec.games.chess.analysis,rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: My System (was Re: Book Suggestions)

Message-ID: <E4D30n.MIG@exeter.ac.uk>

Followup-To: rec.games.chess.analysis

Organization: University of Exeter, UK.

References: <01bbfba6\$8f67ad60\$381443cf@mcribb> <5bjrjg\$ojb\$1@news.pubnix.net>
<32DFE283.2A41@sloc.net>

Date: Tue, 21 Jan 1997 14:02:47 GMT

In article <32DFE283.2A41@sloc.net> Matt Pope <mapope@sloc.net> writes:

>krunch@nash.pubnix.net wrote:

>>

>

>>

>> Two very good books:

>>

>> My System by Aron Nimzowitsch (a classic! and a must-have)

>>

>

>I bought the book "My System" and I am not that enamored of it. It's
>tough to follow, mainly because of the descriptive notation, which is a
>real pain to work with. Also, some of the writing is awkward to read - I
>think it loses something in the translation.

I think the writing is wonderful! - it must be one of the most-quoted
books around. Can anyone improve on his endgame advice?

"Passed Pawns must be pushed!"

"Every healthy, uncompromised majority must be able to yield a passed Pawn."

"The passed Pawn is a criminal that must be kept under lock and key.
Mild measures, such as police surveillance, are not sufficient."

"With every step nearer the endgame the power of the King increases.
You should throw him without fear for his safety where the battle is
thickest."

Anyhow, it's probably one of the best introductions to most modern

strategical ideas - with some genuinely striking games.

"Nimzovitch became then for me more or less the author of the only book which could help me get away from these Euwe books, which, I admit, are very good for the ordinary club player. But once you've reached a certain strength you get the impression that everything that Euwe writes is a lie."

-- Bent LARSEN, in KEENE, Nimzowitsch: a reappraisal.

But, as I said in another thread, I suggest reading it with a pinch or three of salt. I wonder if other readers would salt the same passages as myself? Off the top of my head, I'd mention:

- a. the lines 1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Nxd4 and
1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4
are strategically important and may be good practice, but the feeling these days is that they do give up the centre too soon.
- b. the whole idea of prophylaxis as a positive strategy I don't think has ever been universally accepted
- c. is it really a system? or a set of ideas you can use in games? I think my vote would be for the latter - I never really got the idea of a "system" at all
- d. generally, Nimzo fancied himself as a thinker and, perhaps in common with the feeling of the time, may have regarded strategy as somehow a higher calling than tactics. So in his book and his annotations he emphasises strategical elements, but usually there's a pretty busy tactical argument going on as well. Modern annotations are more inclined to emphasise the dynamic and tactical features of positions - partly because the modern game is more dynamic, but I think a modern GM would annotate Nimzo's games with a different emphasis.

Anyhow, that's my tuppence-worth. Any more?

--

Dave Regis &8^D* a dry, fruity red

From info!dregis Wed Jan 22 11:18:24 GMT 1997
Article: 5214 of rec.games.chess.analysis

Article: 8383 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: TACTICS IN CHESS

Message-ID: <Dp13p9.DBB@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <4i7if4\$bj7@nntp.Stanford.EDU> <4iehbn\$qm8@gap.cco.caltech.edu>
<31503457.550A@jhu.edu>

Date: Fri, 29 Mar 1996 12:22:20 GMT

In article <31503457.550A@jhu.edu> User <user@jhu.edu> writes:

>Personally, I think chess is 98 - 99% tactics. You
>simply can't count on trying to get good bishops,
>occupying the center, maintaining good pawn
>structure, etc. to win games from masters. Besides,
>there is only so much strategy you can know. But
>there are practically an infinite number of tactical
>possibilities.

>
> I think that people want to believe that there is
>some sort of easy road to becoming chess master. Can what
>a 2300 know and what a 2000 know in terms of
>general strategy be all that different? I doubt it.

>
>The only difference I can be sure of is that the master
>sees more tactical possibilities than the non-master, and
>calculates further.

The things is, you could swap all the occurrences of "strategy" and "tactics" in these two paragraphs and it would all still make sense, and be as true. [For example, Znosko-Borovsky famously said that the number of tactical ideas is limited - forks, double attack, etc.].

Masters are masters because they are better than us at both strategy AND tactics, and better at spotting opportunities of both kinds, and have more instantly available experience of each.

I've just read John Nunn's Best Games book, and the instructional examples - and why his opponents lose - are of tactical and strategical types, and more often than not a bit of both. I think it goes quite a long way to illustrating the differences between masters

and experts.

e.g. strategical insight:

NUNN-GELFAND

"As a young player I was puzzled by games in which White played the manoeuvre Nc2-e2-g3 against the Pirc. It seemed to me that the Knight was not very well placed on g3, because Black's g6 pawn prevented the Knight advancing. Indeed its one and only duty seemed to be to defend the pawn on e4. Then, in 1984, I lost a game with Black against Murray Chandler, in which he used precisely this manoeuvre. The crucial distinction is whether White is attacking or defending. If White doesn't hold the initiative then the Knight on g3 is truly inactive, but if White holds the initiative and has pressure in the centre then the Knight can be very useful. The Rooks and Queen operating on the open files are so dangerous for Black that he cannot counter them directly; instead, Black must somehow aim for counterplay. The only weakness in White's position is the vulnerable Pawn on e4. If this is secure, then White has plenty of time to improve his position. The function of the g3 Knight is precisely to support the e4 Pawn and give White the freedom of action he needs to step up the pressure."

-- NUNN

e.g. mixed strategical/tactical insight:

NUNN-MESTEL

[18. h6 when:

18...Bh8 19. h7+ Kxh7 20. h5 +-

18... dxc3 19. hxg7 Kxg7 20. Rxd6 +-

18... Bxh6!! 19. Bxh6 Nxb3 20. axb3 dxc3]

"When conducting a sacrificial attack, it is very important to consider lines in which the defender returns material in order to exchange some attacking pieces. If the attacker has made positional as well as material concessions, then the defender may even be satisfied with a final material balance in the opponent's favour, as he may even have a positional advantage or even a counterattack in compensation."

"The move 18...Bxh6! is very hard to see, because it is very unusual for Black to give up his 'Dragon' bishop voluntarily, least of all for a mere pawn."

-- NUNN

Now, if you are still with me, Nunn is a demon attacker and a theory nut, but his games aren't driven by "98-99%" tactics. Positional play is the basis for combinational play, and while I don't doubt he can out-calculate many of his opponents, the strategical insights are also important.

> Sometimes, when I play a game, I like to play purely
>strategically. Especially when the game is a hard fought
>one you get a certain sense of satisfaction knowing that
>it has some sort of theme or idea in it, and it becomes,
>in a way, sort of like a work of art. Against this tendency
>are the purely tactical elements of the game which one
>is forced to consider. And this somehow destroys the
>overall aesthetics of it.
>
> - DougRockacy, FICS(2050)

I have a lot of sympathy with this - I've never played anything you could call call artistic, but I do tend to think of the strategical ideas of chess as more attractive than the tactics, which seem more mundane. I often like Nunn's verbal strategical comments more than his usually very attractive and instructive variations. It's a sort of romanticism, I suppose.

[I wonder if it's related to the sort of snobbery that exists between 'pure' and 'applied' science, or between the professions and the trades - somehow the intrusion of the grubby details of the world is demeaning to my sphere of ideas... Just thinking aloud, flames redirected to alt.dev.null]

D

--

—

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Tue Apr 2 09:45:26 BST 1996

Article: 9846 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: TACTICS IN CHESS

Message-ID: <DvroAq.JJv@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <4ttrt0\$vs5@news-f.iadfw.net> <4u0kq9\$c2m@newsbf02.news.aol.com>

Date: Wed, 7 Aug 1996 12:06:26 GMT

In article <4u0kq9\$c2m@newsbf02.news.aol.com> chessrsc@aol.com

(Chess RSC) writes:

>In case you do not have Reuben Fine's "Chess Marches On" I will give you
>what Fine said about, Strategy and Tactics. "Thirty years ago (this was
>written in 1942), Teichmann said that chess is 99% tactics. And despite
>the enormous strides of chess theory since then, his percentage can only
>be reduced a few points

Richard, thanks for posting this, I think it is very interesting.

I think in fact we don't know a great deal about chess: the vast bulk of games at most levels go unscrutinised (at least publicly), and those that do get examined and published may be both untypical (e.g. a brilliancy) and be annotated in a self-serving way. There has often been noted another tendency in published games, for the tactics to be suppressed in annotations in favour of the strategical side.

I agree at club level (say, up to 1800 ELO) games are often marred or decided by tactical oversights. But what about a 'typical' master game? How many errors does it contain, and of what type? We have now an abundance of master games available, say, from TWIC and the archives, but no error analysis.

It would be an interesting exercise to take a tournament book where every game is analysed, and go through it, counting:

- number of errors
- size of error (?! ? ??)
- nature of error (tactical/strategical, oversight/misevaluation, how many moves deep)
- consequences of error (= to +/-, += to +-, +/- to 1-0)
- context (time trouble?)

I no of no such analysis of master or amateur tournaments. [I have got a stack of games from the East Devon Minor tournament which I intend to go through one day.]

I think only after such a count would I believe Fine's conclusion that "most games, even between the greatest of the great, are decided by tactics or combinations which have little or nothing to do with the fundamental structure of the game". The Alekhine-Euwe matches may be an example, but the style of the players, the tension and the alleged drunken state of Alekhine may have increased the proportion of games decided by tactical oversights.

My guess is these match games are not typical of most master games, certainly not nowadays: I hear more about "percentage chess" and "playing inside the margin of the draw". One must also recall Alexander's observation that blunders only occur in lost positions!

It may be that aspects of style (i.e. a player who avoids tactical positions) would confound such an analysis of tournament games, but I'd be interested to see it done anyhow. I don't own a tournament book suitable i.e. literally every game analysed, preferably not by the players themselves. Could anyone take this on? I see some difficulties in assigning errors to classes e.g. Gligoric failing to play Rf7+ in a Rook ending against Fischer in 1958: was this a failure of analysis (tactical error), or a failure to assess the position as containing such a resource (positional evaluation)?

Anyhow, it made me think!

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Fri Aug 9 10:33:23 BST 1996

Article: 3737 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: The Dutch and the Leningrad Dutch

Message-ID: <Dz0L6w.CoF@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <533cd6\$44b@delilah.tky.hut.fi> <3255CB5C.B76@tiac.net> <325B1154.29EB@netnitco.net>

Date: Wed, 9 Oct 1996 15:18:31 GMT

In article <325B1154.29EB@netnitco.net> Randy Pals <rjpals@netnitco.net> writes:

>Harvey Reed wrote:

>

>> I am a beginner, and a weak player. I have started to play

>> the Dutch, because as Black, I can use it against 1. d4 and 1. c4.

>

>My advice would be - don't. The Dutch is playable, but it is difficult

>to play correctly and way too complex (IMHO) for a beginner. I play

>it, but feel that it is on the edge of being too complex for someone

>at my level ("A" player OTB, Expert postal). Better to start by taking

>up the Queen's Gambit Declined and/or Accepted.

How do you feel about the Stonewall set-up? I've been wading my way through a collection of games from minor/intermediate tournaments (ELO 1000-1400, 1400-1600 - class "D"/"C"?) and I was struck by the number of Stonewalls played as Black and White. The rigid centre seems to simplify things enough for players at that level.

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Oct 9 16:38:45 BST 1996

Article: 3738 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: The Dutch and the Leningrad Dutch
Message-ID: <Dz0LMD.DGp@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <3255CB5C.B76@tiac.net> <53dbp8\$qbb@m1.cs.man.ac.uk>
Date: Wed, 9 Oct 1996 15:27:49 GMT

In article <53dbp8\$qbb@m1.cs.man.ac.uk> johns@cs.man.ac.uk writes:

>Gufeld's "An opening repertoire for the attacking player" covers it in
>as much detail as most of us really need, but has too few illustrative
>games. I have mixed feelings about the latter book, because it says on
>the back cover that it includes an introduction to opening principles,
>and this is just untrue. In fact the introduction says things like
>"As white we recommend 1. e4!, the formidable weapon of Bobby Fischer...".
>
>I believe some people here have strong feelings about honesty in advertising
> chess books. It's a Cadogen book BTW :-)
>
> John

"Don't judge a book by..." ;-)

I've just read the Gufeld title and while I had no problem with it as
a book I wondered who it was aimed at. It suggested that the Sicilian
Defence is met 90% of the time by 2. Nf3 - which at Gufeld's level it
might be, but down in the shallow end...

The opening systems chosen seemed really heavyweight, and the analysis
was pretty dense (lots of moves, few comments), all of which suggested
that it was aimed at a strong player with a great memory and appetite
for work but with not enough opening books. The more usual book buyer
is probably someone like me, not very strong, can hardly remember
their own name, but with too many opening books.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html
|| _/_| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Wed Oct 9 17:09:32 BST 1996

Article: 3844 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: The Dutch and the Leningrad Dutch
Message-ID: <Dz9IFu.LC6@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <325B1154.29EB@netnitco.net> <Dz0L6w.CoF@exeter.ac.uk>
<325DA1C2.71D8@netnitco.net>
Date: Mon, 14 Oct 1996 10:57:30 GMT

In article <325DA1C2.71D8@netnitco.net>

Randy Pals <rjpals@netnitco.net> writes:
>> >My advice would be - don't. The Dutch is playable, but it is difficult
>> >to play correctly and way too complex (IMHO) for a beginner.

>D.Regis wrote:

>>
>> How do you feel about the Stonewall set-up? I've been wading my way
>> through a collection of games from minor/intermediate tournaments (ELO
>> 1000-1400, 1400-1600 - class "D"/"C"?) and I was struck by the number
>> of Stonewalls played as Black and White. The rigid centre seems to
>> simplify things enough for players at that level.
>

In article <325DA1C2.71D8@netnitco.net>

Randy Pals <rjpals@netnitco.net> writes:
>The operative clause in the last sentence is "seems to", but my experience
>has convinced me that it isn't really so. Don't get me wrong - I think
>the Stonewall Dutch is completely playable, but there is frequently a lot
>more going on that opening than many people think. Move order makes a
>great deal of difference.

Thank you for your interesting comments, which I'm sure are absolutely right, but did you wonder why these folk persist with the system? In practice, the Stonewall Dutch seems to do all right, although at this level games are usually decided for reasons that have nothing to do with the opening.

In these examples of the Stonewall Dutch most White players either adopted a stereotyped set-up, e.g.:

d4 c4 Nc3 Nf3 Bg5 e3 Bd3 O-O

d4 c4 Nc3 Nf3 g3 Bg2 O-O

d4 c4 Nc3 Nf3 e3 Be2 O-O b3 Bb2

or played one of the "anti-Dutch" lines without c4 and with an early e4.

I might suggest that your comments on move order, although they may not be beyond a C-class player, are in practice unknown to them.

Similarly, as Black against the Stonewall with 1.d4, most folk just trot out a standard move-order (e.g. ...Nf6 ...d5 ...c5 ...Nc6), instead of adopting a system specifically designed to combat it (with ...d6 or ...Bf5).

The advantages of the Stonewall for players of White or Black in these classes are that it gives a familiar set-up with chances of a King's-side attack. I have seen the Stonewall succumb to White's recommended Queen's-side attack, but only in A/B classes (Major tournaments). The QGD may be a better opening, but is more passive. C/D players of Black are inclined to think it no fun, and may drift when they play it. With the Stonewall, I guess they think they know what they are supposed to be doing, and can easily take over the initiative.

We have had a thread "what is the best opening for a beginner?", without it being clear how much of a beginner we were talking about.

I think re. the Stonewall:

- I wouldn't talk about to a player below class D,
- I would suggest it to C/D players who were meeting 1.d4 in practice, and
- thanks to Randy, I would be able to demonstrate some problems of move order to players of A/B level.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

_|||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 14 14:05:55 BST 1996

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: The Great Steinitz
Message-ID: <E5115I.JJw@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <5cmc8f\$d7l\$1@news.pubnix.net>
Date: Mon, 3 Feb 1997 12:24:53 GMT

In article <5cmc8f\$d7l\$1@news.pubnix.net> krunch@nash.pubnix.net writes:

>Hello,
>
> Can anyone point me to a good book on Steinitz and it's
>methods, i read a bit about his style from Reti's "modern chess ideas"
>and am looking forward to read more about his philosophy or technique
>of the game.
>thanks,

There is a cheap collection of games under the Dover imprint by
Dubois, but if you're looking for instruction it leaves a lot to the
reader.

One of the best references on Steinitz is Lasker's Manual of Chess,
although it obviously won't have much on the development of ideas
since Steinitz. There's a little of the latter in Keene's
"Nimzovitch: a re-appraisal".

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "(~/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Feb 3 17:01:42 GMT 1997
Article: 5329 of rec.games.chess.analysis

Article: 12426 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Tourney play

Message-ID: <Dz9EJ2.FJ0@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <53hre0\$cor@newsbf02.news.aol.com> <53lj8v\$krh@camell1.mindspring.com> <53n1e1\$cmc@nexp.crl.com>

Date: Mon, 14 Oct 1996 09:33:02 GMT

In article <53n1e1\$cmc@nexp.crl.com> matador@crl.com (Matador) writes:

>In article <53lj8v\$krh@camell1.mindspring.com>, duif@atl.mindspring.com wrote:

>>dkevinhuff@aol.com (DKevinHuff) wrote:

>>

>

>>8) US PLAYERS: IF YOU HAVE THEM, BRING A STAUNTON

>>STYLE CHESS SET AND BOARD. Always bring a pencil for

>>recording the games, of course.

>

>One thing to add here. Bring a paperback book. Many tournaments are held in

>hotel and banquet halls and the tables have table cloths that make it very

>hard to write on, especially when using the carbonless scoresheets. Use the

>book to place under your scoresheet to write on.

Obviously you can't use a chess book, but I think there are some interesting theoretical questions about what book to bring.

I remember a college player who leant on a copy of the London "Times", open at the crossword page which was of course completed. He then followed this up with a novelty - leaning on a copy of Wittgenstein's "Tractatus Logico-Philosophicus".

The showdown came when he met an opponent who was leaning on a piece of lurid pulp fiction - "Cannibal Chainsaw Teen Orgy" or somesuch. It was like seeing the English Opening met with the Grob. Result? 0-1 to the Chainsaw.

Chess bookstalls ought to stock a few of these so the research can continue.

--

May your pieces harmonise with your Pawn structure and

your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/_/ = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||_SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 14 11:17:25 BST 1996

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Transpositions (Was "Traxler ?? Variation)

Message-ID: <E63s8B.8Jq@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <19970217191700.OAA29123@ladder01.news.aol.com> <5eavci\$hjd@news.istar.ca>

Date: Mon, 24 Feb 1997 10:38:35 GMT

In article <5eavci\$hjd@news.istar.ca>

"Pierre G. Boutquin" <boutquin@istar.ca> writes:

>LystonW <lystonw@aol.com> wrote in article

>> At present, the Nimzo is classified in ECO as Exx; the Caro-Kann, as Bxx.

>

>Wouldn't it be better to come up with a classification system based on the

>characteristics of the position, so that every position is classified just

>once? (Probably easier said than done, I know.)

>

But the easiest way to define opening positions is by the preceding moves. After "1. e4 e5 2. Nf3 Nc6 3. Bb5 f5" you will get a chorus of "Schliemann!" from a group of chess players, but what on earth is "r1bqkbnr/pppp2pp/2n5/1B2pp2/4P3/5N2/PPPP1PPP/RNBQK2R", what would you call it, and how would you index it?

Transpositions will be the bane of any classification system anyhow. The well-known transpositions between the Caro-Kann Panov Attack and the Nimzo-Indian, or the Panov and the Semi-Tarrasch, will still need to be noted. The latter is:

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. Nc3 e6 6. Nf3 Bb4

or

1.d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Nf3 cxd4 6. exd4 d5

Now, say 98% of games starting 1.d4 Nf6 2. c4 e6 3. Nc3 Bb4 don't transpose to positions that arise by other move orders, so it's pointless not calling this the Nimzo-Indian Defence. Similarly for the Caro-Kann. Call them anything else but the Nimzo and Caro and we're all in more trouble than when we started. Classify under B14 or E40-something? I don't mind which, as long as you refer me from one to the other.

Even if you set up a whole system based on the definitions of

positions, what you would want to do with it is to examine the theory and practice of games with that position using various moves and move orders, and then you are back trying to spot and reference transpositions. And planning how to get to that position in a game, you need to be able to spot and use transpositions and move orders.

Unless we go back to the ancient Arab practice of starting from certain fixed start positions ("tabiya") this will always be with us.

[Good thing too: I'm always trying to use move order to get my opponents to play lines/positions that I don't think they know, on the basis that I'll play anything!]

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/_/ = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 09:50:14 GMT 1997
Article: 5622 of rec.games.chess.analysis

Article: 3656 of rec.games.chess.analysis

Path: info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!lyra.csx.cam.ac.uk!uknet!
usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!uknet!EU.net!www.nntp.primenet.com!nntp.
primenet.com!ddsw1!news.mcs.net!juniper.cis.uab.edu!sloan

From: sloan@crestline.cis.uab.edu (Kenneth Sloan)

Newsgroups: rec.games.chess.analysis

Subject: Re: Two Knights Ulvested (sp?) variation

Date: 3 Oct 1996 06:51:00 GMT

Organization: CIS, University of Alabama at Birmingham

Lines: 39

Message-ID: <52vnok\$mgf@juniper.cis.uab.edu>

References: <Overlord-1509961134090001@schiller.vip.best.com> <NEWTNews.843979261.21764.
socks@socks.avana.net> <52v0k9\$45n@pegasus.odyssee.net> <01bbb0f4\$678fb280\$8cc3e6ce@sprout.
Discover-net.net>

NNTP-Posting-Host: crestline.cis.uab.edu

In article <01bbb0f4\$678fb280\$8cc3e6ce@sprout.Discover-net.net>,
a bean <sprout@discover-net.net> wrote:

>...

>Do you think Yakov would recommend this as a good opening for "beginners"?

yes

>...

>About the only person who can play it with confidence is Yakov Estrin who

>says:

>

>"The razor-sharp positions which arise are full of tactical possibilities

>and one slip can prove fatal.

>Because of the great complications, a general understanding of basic plans

>is insufficient and memory plays a major role."

>

>Do you think he would recommend this opening to a "beginner"?

yes.

Why? Because the beginner's opponent's will generally be similarly
disadvantaged. The games will be wide open tactical battles -
interesting, absorbing, and fun! Two beginners can begin their chess
careers exploring, with fresh eyes, that great sea of possibilities.

They may also learn that a little research can earn them a few quick

Article: 3667 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Two Knights Ulvested (sp?) variation

Message-ID: <DywJAE.Kut@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <NEWTNews.843979261.21764.socks@socks.avana.net> <52v0k9\$45n@pegasus.odyssee.net> <01bbb0f4\$678fb280\$8cc3e6ce@sprout.Discover-net.net>

Date: Mon, 7 Oct 1996 10:47:02 GMT

In article <01bbb0f4\$678fb280\$8cc3e6ce@sprout.Discover-net.net>

"a bean" <sprout@discover-net.net> writes:

>Concerning the Wilkes-Barre

>

>Do you think Yakov would recommend this as a good opening for "beginners"?

Sure.

Do you know any beginners (or other players) who play the Wilkes-Barre?

How do they get on?

In our club they love it and they win with it.

As far as i'm concernbd, that's a QED.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html

|| _/| = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Oct 7 11:56:29 BST 1996

Article: 15441 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: USCF Videos

Message-ID: <E3yDMz.AC2@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <32D6A527.2F6C@qnet.com> <32D6A9CB.2A18@qnet.com>

Date: Mon, 13 Jan 1997 15:28:11 GMT

In article <32D6A9CB.2A18@qnet.com> Mike McGuire <mandmandm@qnet.com> writes:

>Mike McGuire wrote:

>>

>> I just received a Christmas USCF gift certificate and would like to

>> purchase a video or two. Any recommendations?

>>

>> Mike

>

> Actually, I have plenty of "video's". I would, however, be interested

>in VIDEO recommendations. :)

;:-)

I don't mean to hijack the thread, but why are you interested in videos especially? I think they are mostly poor value compared to books.

I suppose a really good video can be better than a so-so book, but I don't think chess is a very suitable subject for video.

I have a "GM Video" tape on the King's Bishop's Gambit by Andrew Martin, which cost me 17.99 pounds sterling, and I also own a book on the King's (Knight's) Gambit by Joe Gallagher, which I think cost me a little less (say, 13.99).

Firstly, in order to get the most out of it I actually ended up transcribing the analysis [so that I could cross-check it against books, see if I could find the lines on a database, and so on.] A good video would have this included; you can't zip back and forth with the fast-forward button if you want to look something up, so it's essential for an openings video of this type.

The analysis and moves on the video, when transcribed, comes to about 2 sides of A4. Say, about 4 pages of an A5 book; with commentary added, this would come to maybe 8 sides. If I'm way out, and it's actually 16 sides-worth, then it's still only a fraction of the content of a book - a chapter, perhaps.

So, is the charm of the presenter or the increased impact of the video format worth it? I'd guess not. Is the content of the video something really special?

The commentary was fair but nothing very illuminating: I didn't get that "aha" feeling that I sometimes get when reading good explanations. How about the moves displayed? In this case, half the games and analysis I had seen before (hey, guess which book it was all in?), and the new stuff, while interesting, wasn't really worth the extra.

Opening innovations have rather a short shelf-life; if you're lucky you can play them once in your local club, after which your cover's blown... and even against strangers, the line is viable only until the antidote is found by some GM, when you need your books again. In fact, for every super new idea that was on the video, I bet I could think of one that would leave a naive new player of the King's Gambit stranded without much of a clue (e.g. the common ploy to transpose into the Cunningham Defence with 3. Bc4 Be7, or to the Modern Defence with an early ...d5 from either the 2...exf4 or 2...d5 move orders).

In short, I would have preferred to pay 2.99 for a pamphlet on "New Ideas in the King's Gambit" by Andrew Martin, than 17.99 to get the same stuff on video.

Anyhow, that's my tuppence-worth. Maybe if I had started with a different video I might have bought more by now.

I have seen a video of one of the K-K matches, with interviews and "live" match footage, which I thought worked quite well, and made good use of the video format. But the topicality might of that one might wear off pretty soon too.

From info!dregis Tue Jan 14 10:06:56 GMT 1997

Article: 11655 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Use of chess as a prop in media; why can't they set up a board correctly?

Message-ID: <DyC22K.4z5@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <323D1472.3C90@factory.com> <323D2212.2781@theochem.uni-stuttgart.de>
<323EF84A.6F26@eos.ncsu.edu>

Date: Thu, 26 Sep 1996 09:23:08 GMT

In article <323EF84A.6F26@eos.ncsu.edu> Arren <ahfisher@eos.ncsu.edu> writes:

[...]

=

=Also, how about when the first player announces "check" only to have
=the second player declare "checkmate" in response. Saw this on
="Cheers" and an A. Hitchcock tv episode in the same week! Of course,
=this always comes as a complete surprise to the first player.

Hassabis, George - Bhatia, Kanwal
Lloyds Bank, 1994

1.d4 c5 2.Nf3 cxd4 3.Nxd4 e5 4.Nb5 d5 5.N5c3 Be6 6.e3 Nf6 7.Bb5+ Nc6
8.0-0 Bd6 9.Nd2 0-0 10.Bxc6 bxc6 11.e4 Rb8 12.f3 Nh5 13.Nb3 f5 14.exd5
cxd5 15.Nxd5 Rxb3! 16.Ne7+ Qxe7 17.axb3 Bc5+ 18.Kh1 f4 19.Re1 Qh4
20.h3 Bxh3

drum roll

21.Qd5+ Be6# 0-1

>From CHESS magazine last year

--

--

Dave Regis &8^D* a dry, fruity red

From info!strath-cs!str-ccsun!news.dcs.warwick.ac.uk!hgmp.mrc.ac.uk!lyra.csx.cam.ac.uk!uknet!
usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.net!uknet!EU.net!www.nntp.primenet.com!nntp.
primenet.com!news1.best.com!nntp1.best.com!schiller.vip.best.com!user Thu Sep 26 13:53:54 BST
1996

Article: 15762 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: Using older editions of "classic" books

Message-ID: <E4AxMz.7LE@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <FRANKLIN.97Jan17093038@chaos.ph.utexas.edu>

Date: Mon, 20 Jan 1997 10:11:22 GMT

In article <FRANKLIN.97Jan17093038@chaos.ph.utexas.edu> franklin@chaos.ph.utexas.edu (Scott Franklin) writes:

>My playing partner plays the Sicilian. I do a bit of research in my
>used copy of Fine's "Ideas Behind Chess Openings". This says that
>white's king bishop should *not* be placed on c4 (where it could be
>driven off by ...d5) but rather should be put on the h1-a8 diagonal.
>I lose several games playing like this, especially against my computer.
>Finally, I say to hell with Fine and play Bc4 and aim to actively
>control d5 (f4, f5, Bg5, Bxf6, etc...). I start beating my computer.

They say a player with a plan will always beat a player without a plan...

Maybe a better way to say it is that all moves have positive and negative features. ("Some part of a mistake is always correct"). If you can argue the positive side better than your opponent can put the negative side, you will win. I have often been frustrated by opponents who play an opening (like the reversed Grob) that I think is unsound, but they beat me with it! [I still believe the opening's unsound, but I've discovered I don't play the White side of the positions well enough...]

>I tell this to my friend who looks in his new version of Fine's book
>where it now says "it used to be thought that Bc4 was bad. now it's
>the best move."

Well, Fine's book is fifty years old, and openings are the most busy area of chess. I'd say most of Fine's judgements are pretty good and have stood the test of time better than some books that have come out later, mostly because the heart of the book is ideas rather than variations. (For example, the 197? RHM title on the Caro-Kann needs supplementing with material on the advance variation, which has been

the big growth area of the C-K in subsequent years). Despite his dismissal of things like the King's Indian, if I am teaching an opening I still look in Fine first.

By the way, are we talking the Closed Sicilian with 2. Nc3 and f2-f4 here, which I call the Grand Prix attack? I expect that Bc4 will go out of fashion again; players like Hebden who pioneered and popularised The GPA have been giving it up because antidotes have been found. I don't know how many players would still say the system with Bc4 is best. Fine underestimated it, sure, but what he said was wrong about it is still wrong - that is, players of White are still finding the Bishop in trouble after ...e6/...d5/...b5/...c4

P.S. I didn't know there was a new edition of Fine: could you provide details, please? Off the top of my head, the major things that I remember having to revise from Fine are:

King's Indian Defence (general)

Open Sicilian with ...e5

Closed Giuoco Piano with d2-d3

Pirc/Modern defence

>wow! what a turnaround. now i start to wonder what *else* i'm
>missing by using some 2nd hand books. obviously, books about openings
>will change the most. this is fine (pardon the pun) because i don't
>really use too many openings books (at 1600 my friend and i are out of
>book after 5 moves!). last night i picked up older editions of
>soltis' "Art of Defense in Chess" and Znosko-Borovsky's "Art of a
>Chess Combination". do you think there have been any major changes
>in these books in the recent editions (other than moving to
>algebraic)?

I didn't know there were algebraic editions of these either! But I'd say you were pretty safe with both of those - again, ideas will have dated less than variations. I think they are both good books; in fact, I don't know too many non-opening chess books that have dated so badly that I'd give you a caution on them. The ones that need a caution are the ones that have always needed a caution, like Nimzo's My System. (</flamebait>...)

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _ / = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Tue Jan 21 14:02:59 GMT 1997

Article: 3266 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: What is Noteboom variation ?

Message-ID: <Dy1CD2.88z@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <mattg.163.09C8BA8A@indirect.com> <Overlord-0909961330170001@schiller.vip.best.com> <51868d\$sft@sanjuan.islandnet.com>

Date: Fri, 20 Sep 1996 14:31:50 GMT

>Overlord@chessworks.com (Eric Schiller) wrote:

>

>>I am wrestling with this and other nomenclature issues for some work in
>>progress. They are not easy questions. I think Abrahams needs credit for
>>the main line, Noteboom for the general approach, i.e., a Semi-Slav
>>without ...Nf6 and with the capture at c4.

There is an excellent article by Tim Harding at

<http://www.chesscafe.com/KIB2.ASC>

I found it didn't display well on my browser because it didn't have
line ends but I think it has the sort of content you are looking for.

The Kibitzer

by

Tim Harding

NOTEBOOM OR ABRAHAMS: WHOSE VARIATION IS IT ANYWAY?

How to name variation- after their true originator or after the person
who introduced them to master practice or the place where it was first
played or on some other principle?

8x----- huge snip -----x8

The question of who should be given the credit remains unclear. Before you can say who introduced the variation into master practice, you have to decide what move (or group of linked moves) constitutes the variation because clearly 4...dxc4 followed rapidly by one or more poor or inconsistent moves does not make a true anticipation of the variation. Nimzovich was after all not the first person to play 3...Bb4 after 1 d4 Nf6 2 c4 e6 3 Nc3 and there are several other such cases. It is also a little unfair to disqualify Abrahams on the grounds that his game with Allcock does not count as introducing the variation into master practice, his victory over Ragozin being 16 years too late, when he was after all analysing and playing the line in the intervening years. In practical terms, however, I think that the Dutch have been allowed to win this argument by default!

As a postscript, I found the following game by Alekhine in one of the databases at the Pitt.edu ftp site. Does anybody know the source of it or who was Black?

Alekhine-Amateur, Paris 1928: 1.d4 d5 2.c4 e6 3.Nc3
c6 4.Nf3 dxc4 5.a4 Nd7? 6.e4 Bb4 7.Bxc4 Qa5 8.Bd2 e5 9.0-0 exd4
10.Nxd4 Qc5 11.Bxf7+ Kxf7 12.Qb3+ Ke8 13.Ne6 Qe5 14.Bf4 Nc5 15.Qxb4
Qxe6 16.Qxc5 Ne7 17.Rfe1 Ng6 18.Nd5 b6 19.Qc3 Kf7 20.Nc7 Qg4 21.Bg3
Rb8 22.h3 Qd7 23.Rad1 Qe7 24.Bd6 Qf6 25.e5 Qf5 26.e6+ Bxe6 27.Nxe6
1-0.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: ~/sheu.html -- NABOKOV

From info!dregis Mon Sep 23 13:49:14 BST 1996

Article 329 of rec.games.chess.analysis:

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: Re: Why 3.Nd2 in the Caro_Kann?

Message-ID: <DCs5qC.5sK@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <3vql9p\$Rj3@pheidippides.axion.bt.co.uk>

Date: Fri, 4 Aug 1995 09:44:35 GMT

In article <3vql9p\$Rj3@pheidippides.axion.bt.co.uk> Jerry Hynes <jerry@lnhdent.agw.bt.co.uk> writes:

>Why do some players move 3.Nd2 in the Caro-Kann instead of 3.Nc3 as the

>knight recaptures on e4 in most variations whichever square it goes to

>initially. Does Black have some additional ideas if the knight is on c3?

>

Usually 1. e4 players are after an open game, but after 1.e4 c6 2.d4 d5 3.Nc3 Black can go 3...g6 and tries to force/tempt e5 and get a white-square blockade (Gurgenidze system). This is a bit like the French but the prospects for a King's-side blockade are better and the Bc8 hopes to get out to g4.

After 3. Nd2 g6 White can play 4.c2-c3 with a better set-up than in the Nc3 Gurgenidze (5. Bd3 is on, for example, whereas with the N on c3 instead of the P 5...dxe4 and 6...Qxd4 is available).

And if 3...dxe4, 4. Nxe4, and we're back on course.

DrDave

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: [Q:] Best reply to 1.d4?
Message-ID: <E5DynC.31s@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <32f823b3.171923@news.powerup.com.au>
Date: Mon, 10 Feb 1997 11:59:36 GMT

In article <32f823b3.171923@news.powerup.com.au> midnight@powerup.com.au (Midnight Wells) writes:

>Hi All,
>
>I'm looking for advice on how best to reply to 1.d4...

1. d4 is hard for Novices to handle for either side; you can get into dreadful blocked positions where neither player gets any ideas...

The Queens' Gambit Declined is too dull.
The Queens' Gambit Accepted is too loose.
The Slav Defence is too fashionable.
The King's Indian is too difficult.
The Queen's Indian can be avoided.
The Nimzo-Indian is too complex.
The Budapest is too well-known.
The Benoni is too cheap.
The Benko is too.

So play... the Dutch Defence, 1...f5. Aim at a Stonewall formation with ...d5.

>reply could spend a moment describing why they prefer the line they
>recommend

It can be interpreted simply, is unavoidable, and provides some room to grow (i.e. can be interpreted in a more flexible way later, with ...d6 and/or ...g6).

>and what circumstances/opportunities this line is aimed at
>creating...

A King's-side hack!

YMMV.

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _ / = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Feb 10 16:34:53 GMT 1997

Article: 16453 of rec.games.chess.misc

Xref: info rec.games.chess.politics:3003 rec.games.chess.misc:16453

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: [Q:] Best reply to 1.d4?

Message-ID: <E5qwxt.Eoo@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <E5DynC.31s@exeter.ac.uk> <5dsahf\$hjn@m1.cs.man.ac.uk>

Date: Mon, 17 Feb 1997 11:51:29 GMT

In article <5dsahf\$hjn@m1.cs.man.ac.uk> johns@cs.man.ac.uk writes:

>In article <E5DynC.31s@exeter.ac.uk>, dregis@exeter.ac.uk (D.Regis) writes:

>>

>> So play... the Dutch Defence, 1...f5. Aim at a Stonewall formation

>> with ...d5.

>

>What would you recommend as study material for this? Most of the current

>stuff on the Dutch (including Pederson's new book) focusses on the

>Leningrad, which I assume you wouldn't recommend to a novice.

I don't understand the Leningrad...

I don't know how much study material a novice needs on the Stonewall - it depends what standard of novice! I don't know of a dedicated book for Black (there are some for the system played as White) and so one could beg/borrow/buy secondhand the following titles:

As an introduction to the defence there are some nice Botvinnik games in his "100 Selected Games", and there is a nice discussion in Euwe and Kramer's "The Middle Game, volume I". More advanced material can be found in Bellin's "The Classical Dutch", and there is also a chapter in one of Dvoretzky's books for Batsford - "Opening Preparation", I guess.

I would be interested to know of any others.

I composed some notes on the Stonewall once (my first ever set of notes, I think) which are on the web, address below. I don't think they are very good, but they might get someone started OK.

--

May your pieces harmonise with your Pawn structure and

your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _ / = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Mon Feb 17 12:07:08 GMT 1997

Article: 5506 of rec.games.chess.analysis

Article: 7063 of rec.games.chess.misc

Xref: info rec.games.chess.misc:7063 rec.games.chess.analysis:1842 rec.games.chess.computer:3042

Newsgroups: rec.games.chess.misc,rec.games.chess.analysis,rec.games.chess.computer

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: [Taking advice only from IMs]

Message-ID: <DMGGws.BA5@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <31131C2E.6F1D@netvision.net.il> <4f5qgg\$5j2@news.microsoft.com> <4f6ojj\$181@cloner4.netcom.com>

Date: Thu, 8 Feb 1996 11:50:51 GMT

In article <4f6ojj\$181@cloner4.netcom.com> themagus@ix.netcom.com
(Quinn Hubbard) writes:

>

>I don't think you reall deserve any sort of "respect" as a chess player
>until you a seriously contending for an IM title. How often I witness
>Expert, A, B and even C players puffing themselves up with importance,
>pointing out opening theory or correct endgame play to mere mortals,
>you know?

1. If a C player sees a question posted to which they know the answer,
I see nothing wrong in them replying. The only thing that could be
a problem is if they don't know their limitations, but I haven't seen
that as much of a problem.

2. It seems obvious to me that experts can help A players, and indeed
A players can help A players. We discuss things after team games in
the club all the time; this is just a public way of doing that.

What's your beef? May be even IM contenders can learn things from
posts by inferior players.

3. If mere mortals had to wait for an IM to post an answer there would
be no traffic on r.g.c.*

It never occurred to me to think, I wonder if the r.g.c FAQ is
written by an IM, if not I'd better ignore it...

D

--

Dave Regis &8^D* | _ | (D.Regis@exeter.ac.uk)
SCHOOLS HEALTH EDUCATION UNIT | /"()/~ |

Exeter University School of Education | || _ / | "The truth is rarely pure
Tel: (01392)264726/264722, Fax 264761 | ~\ / | and never simple"
Heavitree Road EXETER Devon EX1 2LU | _||_ | -- WILDE

From info!dregis Thu Feb 8 12:18:23 GMT 1996

Article: 3671 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: beginner question
Message-ID: <DywMo0.8G@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <52uaqb\$572@mozo.cc.purdue.edu>
Date: Mon, 7 Oct 1996 11:59:59 GMT

In article <52uaqb\$572@mozo.cc.purdue.edu> kostek@widget.ecn.purdue.edu (Theodore M Kostek) writes:

>Being a novice, I've been following the thread on good opening lines
>for beginners with some interest. I have a question, though.
>
>Suppose I'm all set to play my favorite opening w/ white. Say the
>Ruy Lopez to pick one. So I go ahead with 1 e4. But now black goes for
>the Sicilian. Are my Lopez plans now essentially screwed? I just have to
>make the moves on the fly using guiding opening principles?

Making the moves on the fly using guiding opening principles is what we all have to do once we are out of the book, which in most people's case, is pretty early on!

There is no cure for being out-thought in the opening. But don't try and learn more than you need. Learn about only those openings that you meet, and then, learn principles and ideas as much as variations.

I heard about a player who devoted hours to learning a bust to the Latvian Gambit (1. e4 e5 2. Nf3 f5). Hours. Of course, it was all wasted, because noone plays the Latvian, but just in case ... And then the day came when someone played the Latvian against him! And his opponent deviated from his analysis... shaken, he went wrong and drew, but was back the next club night to demonstrate a carefully analysed refutation...

So, play your Lopez or your other favourite opening against other players your own strength. If someone starts playing the Sicilian against you then learn that one. Someone at your club can teach you a system that will suit you.

What were your Lopez plans? Were they very different from "guiding

opening principles"? i.e. Fast development towards the centre? Open lines to exploit a lead in development? Move over and attack the King? I think if your Lopez intentions went 1. e4 2. Nf3 3. Bb5 4. O-O 5. Re1 6. c3/d4 that would work fine against the Sicilian! But against the other defences, you might have to try a different approach.

However, you don't have to learn very different systems against each half-open defence. For example, if you like gambits, then play a gambit against the lot. If you like the King's Indian Attack, play that against the lot. If you like space advantages, go for those lines, e.g.

Alekhine (1. e4 Nf6)

Four pawns variation (1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. f4)

Caro-Kann (1. e4 c6)

Advance Variation (1. e4 c6 2. d4 d5 3. e5)

French (1. e4 e6)

Advance Variation (1. e4 e6 2. d4 d5 3. e5)

Pirc/Modern (1. e4d6/...g6)

Three Pawns Attack (1. e4 d6 2. d4 Nf6 3. c3 g6 4. f4)

Sicilian (1. e4 c5)

Big Clamp Variation (1. e4 c5 2. d3 (...) 3. f4)

There are other defences but you rarely come across them, even at Expert level.

Hope this helps

D

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D

/ "()/~ Dave Regis &8^D* WWW: http://www.ex.ac.uk/~dregis/DR/chess.html

|| _/| = DrDave on BICS

~\ / "...what else exists in the world but chess?"

_||__SHEU: ~/sheu.html

-- NABOKOV

From info!dregis Tue Oct 8 10:28:45 BST 1996

Article: 3564 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: beginner question THE LAST WORD! [Hippopotamus]

Message-ID: <Dyqx59.MLz@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <52uaqb\$572@mozo.cc.purdue.edu> <52v2hr\$eh8@juniper.cis.uab.edu> <01bbb0d7\$13765540\$8cc3e6ce@sprout.Discover-net.net>

Date: Fri, 4 Oct 1996 10:00:44 GMT

In article <01bbb0d7\$13765540\$8cc3e6ce@sprout.Discover-net.net>

"a bean" <sprout@discover-net.net> writes:

>The question we need to address is simply: What is a good opening for a
>"beginner"?

>

>A beginner today wants advice for today, and not what it is going to take
>to become an expert.

[...]

>There IS an opening that deals effectively with these issues and

>can provide the following advantages for "beginners":

[...]

>

>That opening is the "hippopotamus"

Orthodoxy suggests:

Beginners playing opponents of a similar standard should play open games.

Beginners playing opponents who are clearly better should play open games.

In the hippo you often get a closed, if not cramped, game.

Beginners usually find they don't understand or enjoy the blocked, messy positions that result. They don't understand when they lose against better players, and they don't even understand what was going on if they win against players their own or lower standard.

In open games, even if they lose, they have fun, and can understand where they went wrong. It's also a style that is more likely to upset a better player than keeping things closed and under control.

Morphy,P - Meek,A []
New York, 1857

1.e4 e6 2.d4 c5 3.d5 e5 4.f4 d6 5.Nf3 Bg4 6.fxe5 Bxf3 7.Qxf3 dxe5
8.Bb5+ Nd7 9.Nc3 Ngf6 10.Bg5 Be7 11.d6 Bxd6 12.0-0-0 ... 1-0

Morphy,P - Meek,A (2)
New York USA-ch 2nd match, 1857

1.e4 e6 2.d4 g6 3.Bd3 Bg7 4.Be3 Ne7 5.Ne2 b6 6.Nd2 Bb7 7.0-0 d5 8.e5
0-0 9.f4 f5 10.h3 Nd7 11.Kh2 c5 12.c3 c4 13.Bc2 a6 14.Nf3 h6 15.g4 Kh7
16.Rg1 Rg8 17.Qe1 Nc6 18.Nh4 Qf8 19.Nxg6 Kxg6 20.gxf5+ Kf7 21.fxe6+
Kxe6 22.f5+ Ke7 23.Qh4+ Ke8 24.f6 Bxf6 25.exf6 Rxd6 26.Rxd6 Nxf6
27.Bg6+ Kd7 28.Bf5+ Ke8 29.Bxh6 Qh8 30.Rg7 Ng8 1-0

Now, not every player of the 1850s could expect to beat Morphy with
Black, but that's not the point.

I suggest that beginners seeing these games would find Morphy's play
attractive, engaging, comprehensible and would feel willing and able
to emulate the style. What he was doing right, they can do right.

But they would find Meek's play neither engaging nor comprehensible.
What did Meek do wrong? What plans should he have adopted instead?
What he was doing wrong, they would do wrong.

I'm not against closed openings, and I'm not against introducing
positional ideas to relative beginners, but your first opening should
be the Giuoco Piano. When you can beat beginners and real beginners
(ones that open 1...e5, 2...d5, 3...f6, 4...g5) in the Morphy style
with Morphy's openings, then you can move on.

--
May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/"()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _/| = DrDave on BICS
~\ / "...what else exists in the world but chess?"
|| SHEU: [~/sheu.html](http://www.ex.ac.uk/~sheu.html) -- NABOKOV

From info!dregis Fri Oct 4 12:09:35 BST 1996

Article: 11427 of rec.games.chess.misc
Newsgroups: rec.games.chess.misc
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: book by Reti
Message-ID: <Dy0xFs.KJI@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <FRANKLIN.96Sep16090009@chaos.ph.utexas.edu>
Date: Fri, 20 Sep 1996 09:09:28 GMT

In article <FRANKLIN.96Sep16090009@chaos.ph.utexas.edu> franklin@chaos.ph.utexas.edu (Scott Franklin) writes:

>Hi,
>
>I was wondering what people's opinion was on Reti's "Games by Master
>Chess Players"? I might have the title slightly wrong. The book has
>75 games by 23 different players in a historical timeline. It starts
>around Morphy and continues up through Alekhine. The annotations look
>very complete --- lots of talk on ideas etc...

>is this a worthwhile book for a beginner/intermediate to go through?
>
>scott

I think you must have a copy of Reti's "Masters of the Chess Board". His better-known work is "Modern Ideas in Chess" which overlaps in some of its concerns.

I got a lot out of reading both of them, and guess you would too.

Reti writes very well, and with great sympathy and generosity for his subjects. I get a real pleasure out of coming across, say, the "Rubinstein variation" or the "Schlechter system", now I can call to mind Reti's pen-portraits and his exposition of their characteristic games. His prose has rather a longer stride than we are used to nowadays, and he is inclined to draw parallels with general cultural questions - he would never say, "it's only a game".

The strengths are in his enthusiasm and explanation of ideas, and, in the "Masters" book, a series of "asides" about the ideas behind particular openings. There is one statement from Reti which I typed out and stuck on the junior notice board:

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game"

I keep on at this one, if only because I wish I had heeded the advice when I was younger! Juniors are too keen to rush off to the Queen's-side, or worse, follow Basman into the realms of 1.h3...

Opening theory has moved on since Reti, of course, but to understand today's chess a historical perspective is helpful. In Reti's own words:

"We perceive after a careful consideration of the evolution of the chess mind that such evolution has gone on, in general, in a way quite similar to that in which it goes on with the individual chess player, only with the latter more rapidly."

I think that it particularly true of the Hypermodern school of which Reti was one of the principal members. He famously outplayed Capablanca in the opening which now bears his name, shortly before his life was tragically ended in his twenties by disease - scarlet fever, I think. I have a whole stash of chess quotes on the Web and Reti features heavily in it, mostly stuff from "Modern Ideas".

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one' "

There's some head-scratching material for a beginner! Another quote I liked:

"It is the aim of the modern school, not to treat every position according to one general law, but according to the principle inherent in the position."

If you read some of the Soviet school, you'd think this was peculiarly a post-war idea, but there it is in Reti years earlier. By contrast, some stuff in Reti has obviously dated - this from "Masters...":

"In general, it can be established that there are two defenses against 1. e4, which make it absolutely impossible for the first player to take any initiative, and which give Black such an even game, without any difficulties at all, that it has now become useless in practice, since these defenses are generally known. They are the Caro-Kann Defense and the variation of the French Game: 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 dxe4."

My edition has a foreword by Jon Speelman which frowns a bit over Reti's opening pronouncements, and that is the thing which is most in need of a pinch or two of salt. For all that, the principles he expounds still hold good. Indeed, the Caro still has a reputation as being a hard nut to crack, and rehearsing the Burn variation with 5. Nxe4 Be7 6. Nxf6+ (6...Bxf6, 6...gxf6) I found useful at one point in my life as the ideas behind it are important.

Lastly, an example of Reti's inclination to philosophy, which I find inspiring but others may find pretentious:

"A combination composed of a sacrifice has more immediate effect upon the person playing over the game in which it occurs than another combination, because the apparent senselessness of the sacrifice is convincing proof of the design of the player offering it. Hence it comes that the risk of material, and the victory of the weaker material over the stronger material, gives the impression of a symbol of the mastery of mind over matter.

"Now we see wherein lies the pleasure to be derived from a chess combination. It lies in the feeling that a human mind is behind the game dominating the inanimate pieces with which the game is carried on, and giving them the breath of life. We may regard it as an intellectual delight, equal to that afforded us by the knowledge that behind so many apparently disconnected and seemingly chance happenings in the physical world lies the one great ruling spirit - the law of Nature. "

-- Richard RETI, Modern Ideas in Chess.

One last quote, about Reti rather than from him:

" Reti studies mathematics although he is not a dry mathematician;

represents Vienna without being Viennese; was born in old Hungary yet he does not know Hungarian; speaks uncommonly rapidly only in order to act all the more maturely and deliberately; and will become the best chessplayer without, however, becoming world champion. "

-- Savielly (Xavier) TARTAKOVER, Hypermodern Chess

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _ / = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: <~/sheu.html> -- NABOKOV

From info!dregis Fri Sep 20 11:07:56 BST 1996

Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: caro-kann [3. Nc3]
Message-ID: <E6tpDK.1AC@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <5fgutj\$9qa@mimir.ifi.uio.no>
Date: Mon, 10 Mar 1997 10:34:32 GMT

In article <5fgutj\$9qa@mimir.ifi.uio.no> alfo@ifi.uio.no (Alf Marius Foss Olsen) writes:

>
>1.e4 c6 2.d4 d5 3.Nc3 "?"
>
>Is it bad to take the d-pawn here? I know there's probably many variations for
>black, but can someone with experience on this post a few "favoritable" moves
>after 3.Nc3, please?
>

The Caro-Kann Defence with 3. Nc3

=====

(White has alternatives, of course: 3.f3 is obscure;
3.e5 is the fashion; and 3. Nd2 is a finesse with the
aim of meeting 3...g6 systems with c2-c3)

Black normally take with the d-pawn here.

(But two alternatives have been tried: 3...g6
(Gurgenidze System), which aims to blockade on the
light squares, and 3...e6, which just goes into a
little huddle)

After 3...dxe4 White normally recaptures: 4. Nxe4

(But sometimes they play a gambit with 4.Bc4 and 5.
f3; an immediate 4.f3 is bad because of 4...e5, but
after 4. Bc4, ...e5 can be met with d4-d5)

After 4. Nxe4, the resulting half-open formation
concedes White some extra space; Black can normally
develop soundly then hit at the other central Pawn with
...c7-c5. Also, the Ne4 is a little unstable and can

be used to gain a tempo for Black. The defence has a reputation for dullness, and at master level is something of a signal that Black is content with a draw.

Black has a choice of lines:

4...Bf5 (Classical Variation).

This was Capablanca's preference, and the variation is sometimes named after him. White normally will chase the Bishop with some hopes of extra space and lead in development, but Black's game is sound. 5. Ng3 Bg6 6. h4 h6 7. Nf3 Nd7 8. h5 Bh7 9. Bd3 Bxd3 9. Qxd3 Qc7 is one example rehearsed at World Championship level.

4...Nd7 (Solid Variation).

This has been a growth area in this opening, adopted by Karpov and Speelman. The most aggressive approach by White threatens all sorts of sacrifices on f7 and e6 but Black can steer through them, e.g. 1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Nd7 5.Bc4 Ngf6 6.Ng5 e6 7.Qe2 Nb6 (7...h6 invites trouble!) 8.Bd3 h6 9.N5f3 c5 10.dxc5 Bxc5 11.Ne5 Nbd7 as in the Karpov-Timman match 1993. White can play more solidly: 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3 Ngf6 6.Nxf6+ Nxf6 7.c3 Bg4 8.h3 Kasparov - Karpov Sevilla, 1987.

4...Nf6 5. Nxf6+ exf6 (Tartakower Variation).

An interesting try, rehearsed by the great counter-puncher Korchnoi, although it concedes White a Queen's-side majority. The Black King's-side Pawns can be used as a defensive mound or can advance to attack the White King's-side. One active treatment for White goes 6.c3 with the idea of ganging up on the b1-h7 diagonal. Kudrin - King [B15] London, 1988. 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ exf6 6.c3 Bd6 7.Bd3 0-0 8.Qc2 Re8+ 9.Ne2 g6 10.h4 Be6 11.h5 f5 12.hxg6 fxg6 ? 13.Bh6 Nd7 14.g4 Bd5 15.0-0-0 Bxh1 16.Rxh1 Bf8 17.Bd2 fxg4 18.Qb3+ Kg7 19.Rxh7+ Kxh7

20.Qf7+ Kh8 [20...Bg7 21.Qxg6+ Kg8 22.Bc4+ Kh8 23.Qh5+ Bh6 24.Qxh6#] 21.Nf4 1-0

4...Nf6 5. Nxf6+ gxf6 (Bronstein-Larsen Variation).

The unbalanced Pawn formation can be exploited with dynamic play by Black. The two half-open files give Black some extra opportunities although the Black formation is less solid than in other lines and it can be hard to place the Bc8. Perhaps the simple 6. Nf3 is best (when 6...Bg4 should be preferred to 6...Bf5), although many other moves have been tried (6. c3, 6. Bc4, 6. g3, 6. Be2, 6. h3).

--
May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
_||_SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!strath-cs!rill.news.pipex.net!pipex!lyra.csx.cam.ac.uk!news.ox.ac.uk!bhamcs!bham!B.A.
McCauley Tue Mar 11 12:00:11 GMT 1997
Article: 7796 of uk.announce
Path: info!strath-cs!rill.news.pipex.net!pipex!lyra.csx.cam.ac.uk!news.ox.ac.uk!bhamcs!bham!B.A.
McCauley
From: D.Regis@exeter.ac.uk (D.Regis)

Article 360 of rec.games.chess.analysis:

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (David Regis=)

Subject: Re: openings [Opening Repertoire for Attacking Player]

Message-ID: <DD1oFx.Hvw@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <402j21\$d2j@ixnews2.ix.netcom.com> <4031uv\$slq\$1@mhafm.production.compuserve.com> <405edt\$4hg@hermes.acs.unt.edu>

Distribution: inet

Date: Wed, 9 Aug 1995 13:07:09 GMT

>In <4031uv\$slq\$1@mhafm.production.compuserve.com>

Peter Sowray <100560.557@CompuServe.COM> writes:

>

>>Hi David,

>

>>Maybe you could try a repertoire along the following lines.

>

>>With Black

>>- Petroff Defence versus 1. e4

>>- Queen's Gambit Tarrasch Defence versus 1. d4 (and 1.c4, 1.Nf3

>>for that matter)

>

>>With White

>>- Giuoco Piano / Two Knight's Defence versus 1... e5

>>- Exchange Variation versus the French (with an early c4)

>>- Alapin Variation (2. c3) versus the Sicilian

>>- Panov Botvinnik attack versus the Caro Kann

I think these are very good recommendations. The system I would add is the Bc4 line against the Pirc/Modern.

In article <405edt\$4hg@hermes.acs.unt.edu> oauld@ponder.csci.unt.edu (Orion Auld) writes:

>All of these openings (as white) are detailed in "An Opening Repertoire

>for the Attacking Player" by Keene & Levy. (I think they recommend

>several lines v. the French, though). You might check that book

>out if you are interested.

>

>As black, ORAP recommends the Benko vs. d4 and the Pirc vs. e4.

This is ORAP, first edition. The only one you can buy new is the second edition, which recommends:

- Scotch against 1.e4
- 3.Nc3 against Petroff, 3.Nxe4 against Latvian Gambit
- Alapin 2.c3 vs. Sicilian
- Advance 3.e5/4.h4 vs. Caro-Kann
- Advance 3.e5/5.Be3 vs. French
- Byrne 4. Bg5 vs. Pirc/Modern
- Main line vs. Centre Counter (Scandinavian)
- Exchange variation vs. Alekhine's

- Black vs. 1.e4: Centre Counter gambits
- Black vs. 1.d4: Tchigorin Defence
- Black vs. 1.c4: Dutch system
- Black vs. 1.Nf3: Tartakower system (1...d6 2...Bg4

[IMHO if you're going to go for a Dutch, play it against the lot.]

I think the only recommendation that lasted into the second edition was the Alapin Sicilian. The first edition ORAP rather famously recommended the Gunderam Variation against the Caro: 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.c5?! which is a waste, and the 3.Bc4 variation against the Latvian, which has to be what Black was hoping for.

D

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: owen-defense 1.e4 b6

Message-ID: <E69Fsp.5As@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <33044976.2DC2@dwk.agro.nl> <19970220184501.NAA19526@ladder02.news.aol.com>

<5ej1va\$bi0@news-central.tiac.net>

Date: Thu, 27 Feb 1997 11:55:36 GMT

In article <5ej1va\$bi0@news-central.tiac.net> data@laraby.tiac.net

(James Garner) writes:

>

> Before the renaissance of the 1980's, books in the 60s and 70's

>said that e4 b6 d4 Bb7 was simply a mistake because of d5. What was the

>game that changed that opinoin?

3. d5 in that position, or just d4-d5 generally? I don't know about a single game, but there were discovered methods of putting the central phalanx under pressure with moves like ...f5 (I remember a game Whiteley-Keene, and one on TV between Donner and Miles) and ...Qh5 (as in a famous Karpov-Miles game). As far as my ailing memory functions, it offers:

Whiteley-Keene: 1.d4 e6 2.c4 b6 3.e4 Bb7 4.Nc3 Bb4 5.Bd3 f5 6.d5 fxe4 7.Bxe4 Qh4 ... (0-1, 30?)

Donner-Miles: 1.d4 e6 2.c4 b6 3.e4 Bb7 4.f3 Bb4+ 5.Nc3 Qh4+ 6.g3 Bxc3+ 7. bxc3 Qh5 8. Nh3 f5 (0-1,50-odd)

Karpov-Miles: 1.d4 b6 2.c4 Bb7 3.d5 Qh5!?

I think most folk have gone off ...b6 since then, as White has found less ambitious but more secure ways of maintaining the centre, either by adopting less of a centre or by anticipating ...Bb4 with a2-a3:

1. e4 b6 2.d4 Bb7 3.Bd3 e6 4.Nf3 c5 5.c3 Nf6 6.Qe2

1. e4 b6 2.d4 Bb7 3.Nc3 e6 4.a3

1. d4 b6 2.c4 Bb7 3.a3

But I imagine it's still in Tony Miles' repertoire occasionally. ("X is in Tony Miles' repertoire occasionally" is true for all values of X, I believe.)

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _ | = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Thu Feb 27 14:08:35 GMT 1997

Article: 16981 of rec.games.chess.misc

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: pawn storms..when?

Message-ID: <E69sz8.Fz3@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <19970225155501.KAA29769@ladder02.news.aol.com>

Date: Thu, 27 Feb 1997 16:40:20 GMT

In article <19970225155501.KAA29769@ladder02.news.aol.com> bluesjack@aol.com (BLUESJACK) writes:

>Hi

>Any advice as to when to initiate a pawn storm?

Pawns are slower than pieces, so only advance Pawns when pieces alone cannot manage the job.

Advanced Pawns may create holes and/or become weak, so advance Pawns when you are confident of covering the holes - usually, because you have such a big space advantage that any weaknesses aren't apparent.

>Which pawns are the best to advance(or does it depend on the situation)?

1. Unopposed Pawns (if you have any) because they cannot be blockaded.
2. Pawns which can attack enemy Pawns which have moved, in the hope of opening a file e.g. after ...g6, advance h2-h4-h5. If Black blockades with ...h7-h5, you can try g2-g4. This is faster than the more certain method of advancing g2-g4-g5 (if ...h7-h5, g5xh6 e.p.), then h2-h4-h5.
3. Pawns which are further from the enemy pieces - usually Rooks' Pawns.
4. Pawns whose advance can be supported by a Rook - usually Rooks' Pawns!

>Any opening/defences that lend themselves particularly well to pawn storms?

Many half-open defences, especially the Sicilian (Dragon Variation, Yugoslav attack, and the Closed Sicilian) and the Pirc.

nn - nn [B75]

attack: pawn storm: opposite castling, 1993

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 Nc6
8.Qd2 a6 9.0-0-0 Bd7 10.g4 Rc8 11.Be2 0-0 12.h4 opposite-side castling
and asymmetric pawns/files usually adds up to a race to mate the
opponent's King. Both sides will throw pawns forward to open up lines
for the attack. 12...Nxd4 13.Bxd4 Qa5 14.Kb1 e5 ! 15.Be3 Be6 16.a3
Rfd8 17.Bg5 Rd7 18.h5 Rdc7 19.h6 Rxc3 !? 20.hxg7 R8c6 21.Bxf6 Rb6 !
exciting stuff! 22.Bb5 !! 22...Rxb5 23.Qxd6 Rc8 24.Qf8+ Rxf8 25.gxf8Q+
Kxf8 26.Rxh7 1-0

nn - nn [B70]

attack: pawn storm: both sides 0-0, 1993

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be2 Bg7 7.0-0 0-0
8.Be3 a6 9.f4 !? 9...Qc7 10.g4 e6 11.g5 Nfd7 12.f5 there are lots of
published short White wins in the Sicilian, but the longer games where
Black survives and/or wins the endgame are not so often published!
Here White tries a Pawn storm with the Kings both castled short: Black
doesn't generate enough counterplay here, but it's a risky approach.
12...Ne5 13.f6 Bh8 14.Qe1 h6 15.Qh4 h5 16.Rad1 b5 17.Bxh5 b4 18.Nce2
gxh5 19.Qxh5 Nbc6 20.Rf4 Nxd4 ! 21.Nxd4 Ng6 22.Rf3 e5 provokes the
final phase 23.Nf5 Bxf5 24.exf5 Nf4 25.Bxf4 exf4 26.Rh3 Qc5+ 27.Kf1
Qc4+ 28.Rdd3 1-0

I don't have the names of the players: does anyone recognise either of
these games?

--
May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS http://www.ex.ac.uk/~dregis/DR/chess.html
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

From info!dregis Fri Feb 28 10:39:34 GMT 1997

Article: 16995 of rec.games.chess.misc

Xref: info rec.games.chess.misc:16995 rec.games.chess.analysis:5633

Exeter Chess Club: The Improving Annotator

- [Study of your own games](#)
- [How good is your annotating?](#)
- [Automatic Game Annotations](#)
- [Shakespeare annotates](#)



Article 9288 in rec.games.chess.misc:

Subject: Re: Best Quick Study??

From: sloan@cis.uab.edu (Kenneth Sloan)

Date: 22 Jun 1996 15:00:58 -0500

Organization: Dept of CIS, Univ. of AI at Birmingham

Annotate your last 20 tournament games.

--

Kenneth Sloan sloan@cis.uab.edu

In a book by Dan Heisman called **The Improving Annotator** he attributes his success to self-study of this sort. If Kenneth's advice seems not enough to go on, here are some things to look for to [Assess Your Chess {all}](#).

How good is your annotating?

"Most commentaries in chess magazines and books are superficial and sometimes just awful. Once a certain experienced master explained to me how he worked. You put two fingers to the page with text on it and see that there are only moves under them - in other words, it is time to make a comment. You write something like "The Ruy Lopez always leads to a tense, complicated struggle" - and your fee goes up by a rouble.

"The ability to distinguish between real feelings and thoughts and this kind of verbal facade will be of use to you, and not just in chess." -- DVORETSKY

- [Dismal padding: -3 points](#)
- [Glib observation: -2 points](#)
- [Unexplained symbols: -1 point](#)
- [Glib explanation: 0 points](#)
- [Genuine explanation: 1 point](#)
- [Crisp, deep commentary: 2 points](#)
- [Arguing for a given choice with evidence: 3 points](#)
- [Secrets of chess revealed: 4 points](#)
- [Whimsy or humour: extra 1/2 point](#)
- [RATE YOUR ANNOTATIONS](#)
- [In a class of its own: Secrets of Grandmaster Play by Nunn and Griffiths.](#)

Inspired by the popular format of **How Good is Your Chess?**, where readers are invited to come up with moves which are given points in order to assess their standard of play, I have wondered if the business of annotating could be placed on a similar scientific footing. You can use this system to review books, or to assess how well you make notes to your own games.

I have long had in mind Phil Crocker's criticism of chess publishing in **Kingpin** No.22, to which Batsford's, for some reason, felt the need to respond in No.23. As I remember, Phil's main gripes were:

(a) **shallowness**: books are full of glib, vague or uncommittal commentary (e.g. "*with compensation*", no need to mention if it is adequate!) - only general and strategic comments, none cashed out in terms of variations

(b) **padding**: complete games are included for no good reason at the expense of extra commentary or additional detail. I do get annoyed by large sections of games being quoted in 'double-column' format without notes viz.

1. **d4 Nf6**

2. **c4 e6**

3. **Nc3 Bb4**

This uses three lines when only one is required. If you look at older opening books (Nunn's 1982 **Benoni**, for example) there are many part games and games in block text, squeezing the most chess and instruction on the page. No longer.

(c) **question-begging**: books allow important questions about particular variations to be ignored, and only light notes are added to games

(d) **lack of originality/ no value added**: analysis and comments by others are quoted freely, games are cited without their significance being explained.

These were humorously put in the article, but clearly felt keenly - my guess being that Phil has more than once spent the best part of 15 quid on various selections from the Batsogan list.

Now, with the scheme below, annotators can be classified and titles awarded according to their real merits. Find an annotated game, and award points for the annotator according to the following scheme:

Dismal padding: -3 points

Glib observation: -2 points

Unexplained symbols: -1 point

Glib explanation: 0 points

Genuine explanation: 1 point

Crisp, deep commentary: 2 points

Arguing for choice with evidence: 3 points

Secrets of chess revealed: 4 points

Whimsy or humour: extra 1/2 point

This might be clearer if we look at a few examples:

Dismal padding: -3 points

Gary Lane commits one of these in his book on the Blackmar-Diemer gambit. Chapter 1 is devoted to the Euwe Defence:

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6

Now after **6.Bg5 Be7 7.Bd3 Nbd7** he criticises **8. Qe2** as probably time-wasting (as *Qe2-f2* may follow), but still gives three White wins as examples: firstly,

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bg5 Be7 7.Bd3 Nbd7 8. Qe2 b6 9.Ne5 Nxe5 10.dxe5 Nd5 11.Bxe7 Qxe7 12.O-O-O Nxc3 13.bxc3 Qa3 + 14.Kb1 Qxc3 15.Qe4 Rb8 16.Bb5+ Ke7 17.Rhf1 g5 18.Rd3 Qc5 19.Qf3 1-0 (*Diemer Emil - Buis W, Haarlem, 1952*)

and after **8...0-0 9.0-0**:

9...0-0 10.Kh1 a5 11.Rae1 a4 12.Ne5 Ra5?! 13.Rf4 g6 14.Bh6 Nh5 15.Rf3 Ng7 16.Bxg7 Kxg7 17.Rxf7+! Rxf7 18.Nxf7 Kxf7 19.Qxe6+ Kg7 20.Qxe7+ Qxe7 21.Rxe7+ Kh6 22.Ne4 Rd5 23.c3 b5 24.g4 g5 25.Nd6 1-0 (*Falkeid - Vallestad, Nordic Team Ch.1965*)

9...Re8 10.Qf2 Nf8 11.Qh4 Ng6 12.Bxg6 fxc6 13.Ne5 Nd5 14.Ne4 Nf6 15. c3 Nxe4 16.Bxe7 Qxe7 17.Qxe4 c6 18.Rf7 Qd8 19.Raf1 Qd5 20.Nxg6! 1-0 (*Diemer-Locher, Corr 1950*)

In the main line (where White gains a tempo) he gives a critical game which eventually turned out well for Black.

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bd3 Nbd7 7.O-O Be7 8. Bg5 O-O 9.Qe1 Re8 10.Qh4 Nf8 11.Ne5 Ng6 12.Bxg6 fxc6 13.Rf3 Nd5 14. Ne4 Bxg5 15.Nxg5 h6 16.Nef7 Qe7 17.Raf1 e5 18.dxe5 Be6 19.Qg3 Rf8 20. Nxe6 Qxe6 21.c4 Ne7 22.Qf2 Nf5 23.g4 Rxf7 24.gxf5 gxf5 25.Rxf5 Raf8 26. Rxf7 Rxf7 27.Qe2 Qg6+ 28.Kh1 Rxf1+ 29.Qxf1 Qe4+ -/+ (*Diebert-Fishbein, World Open, 1986:*).

And that's it! Is this eighth move position some bizarre Zugzwang, so that by triangulating White wins, even if Black adopts the critical plan? Of course not, but the work needed here is all left to you. If **8. Qe2** is time-wasting it should have been noted as such and the three games should have been left out. If these games have important or original attacking ideas then perhaps we should be given them, but also be told what to look for.

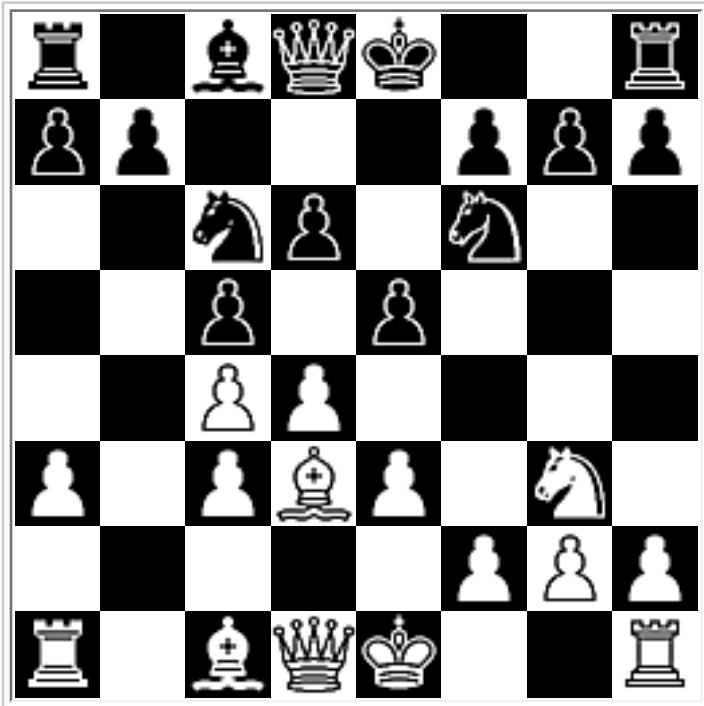
ObSheesh: sheesh.

[The Blackmar-Diemer Gambit, LANE]

Glib observation: -2 points

The *Pride and Sorrow of British Chess*, Ray Keene, published one of his own games (against Vella) which opened:

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Bd3 Nc6 6. a3 Bxc3 7. bxc3 d6 8. Ne2 e5 9. Ng3.



"A theoretical novelty" says Keene, but the main line is not suggested. He adds that the move offers "a pawn for open lines", which is a shallow comment in the 'with compensation' class.

Whatever thought may have gone behind this move, we are offered none of it.
[Winning with the Nimzo-Indian, KEENE]

Unexplained symbols: -1 point

Keene in his notes to the same game cites a Plaskett encounter with Psakhis which continued instead **7...e5 8. Ne2 e4!?**. In fact Keene quotes the whole of Psakhis-Plaskett 1985, *without a single real comment*. The "!" mark is actually Keene's, and two further moves during the game are annotated "?!" and "!", but no support is offered for these judgements.

We can see the same thing at work in the three games with 8. Qe2 in the Blackmar-Diemer above. "**12...Ra5?!**" doesn't really cut the mustard: what was the standing of this game before ...Ra5? How does Black stand after - is he really busted? What would have been a better move? How would Black stand then? How should Black play in this sort of position - what would be the best defensive plan?

"...In some places words have been replaced by symbols which, like amulets from a witch's bag, have the power to consume the living spirit of chess..."

"...Oh, those exclamation points! How they erode the innocent soul of the amateur, removing all hope of allowing him to examine another player's ideas critically!"

-- Tigran PETROSIAN

[Winning with the Nimzo-Indian, KEENE;

The Blackmar-Diemer Gambit, LANE;

How to play the Opening in Chess; ed. EVANS]

Glib explanation: 0 points

(see diagram above)

9...g6 ("to prevent Nf5...")

Well, we guessed that. But was it compulsory? Desirable? Unnecessary? Weakening? Solid? Double-edged?

If you find yourself lapsing into this sort of thing, it's no better than football commentary: "White moves the pieces to the King's-side, Black sets an offside trap, White shoots... and scores! - no, Black's cleared it off the back rank!"

[Winning with the Nimzo-Indian, KEENE]

Genuine explanation: 1 point

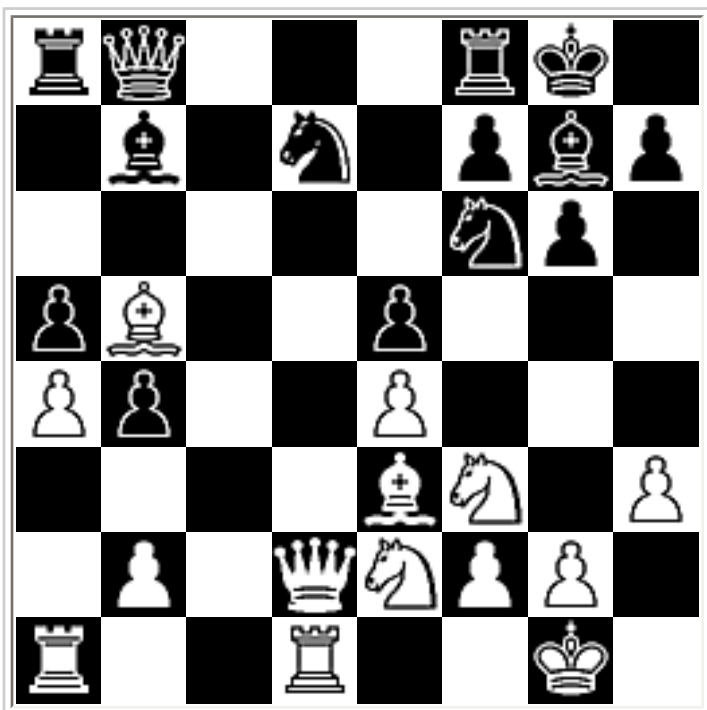
The reason RDK is both the pride and the sorrow is that he can do it when he wants to. His note in the same book to move 8 of Portisch-Fischer (p.113) is as good as anything I've read elsewhere on this line, and claims to improve significantly on Fischer's analysis.

[KEENE, Winning with the Nimzo-Indian]

Crisp, deep commentary: 2 points

It should be no secret to readers that John Nunn is one of the world's finest chess authors. He is noted for a sharp style and deep analysis of complications, but he can also be illuminating about strategy:

Nunn - Gelfand, Munich, 1991



17. Ng3

"As a young player I was puzzled by games in which White played the manoeuvre Nc2-e2-g3 against the Pirc. It seemed to me that the Knight was not very well placed on g3, because Black's g6 pawn prevented the Knight advancing. Indeed its one and only duty seemed to be to defend the pawn on e4. Then, in 1984, I lost a game with Black against Murray Chandler, in which he used precisely this manoeuvre. The crucial distinction is whether White is attacking or defending. If White doesn't hold the initiative then the Knight on g3 is truly

inactive, but if White holds the initiative and has pressure in the centre then the Knight can be very useful. The Rooks and Queen operating on the open files are so dangerous for Black that he cannot counter them directly; instead, Black must somehow aim for counterplay. The only weakness in White's position is the vulnerable Pawn on e4. If this is secure, then White has plenty of time to improve his position. The function of the g3 Knight is precisely to support the e4 Pawn and give White the freedom of action he needs to step up the pressure.

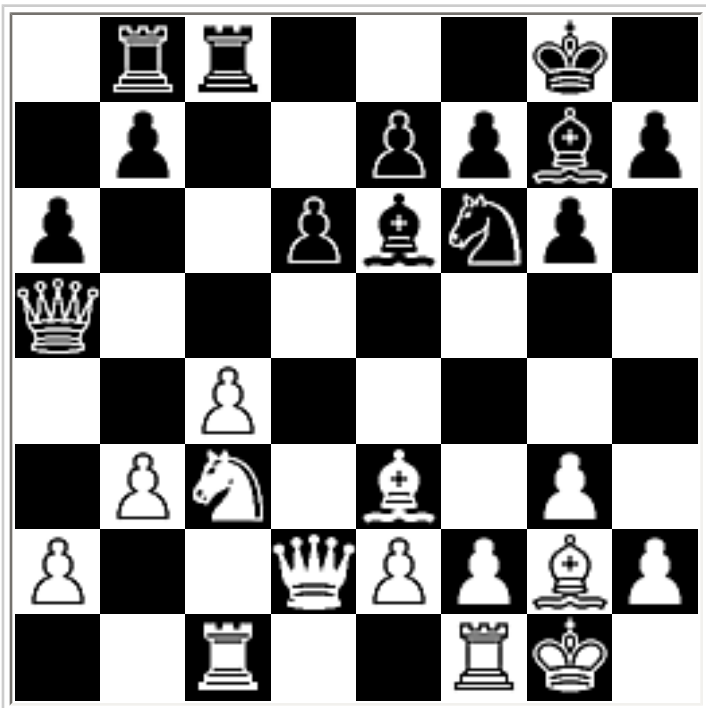
"In the current position, Black is attacking e4 twice, but at the moment he cannot consider taking the Pawn because of the exposed Knight on d7."

[John Nunn's Best Games, NUNN]

Arguing for a given choice with evidence: 3 points

For club players, reading what a GM says can often be persuasive without it really standing up to proper standards for argument. Some annotators like Larsen and Timman like to tease readers with their opinions: "*I still don't regard [the King's Indian] as a fully-fledged opening*" says Timman, annotating a game where he played the system as Black!. This is entertaining and may prompt the reader to think more deeply about the opening, but a properly based conclusion should be based on reasons. What alternatives are there, and do they stand scrutiny? Perhaps only when GMs disagree are we in with a chance of seeing this proper level of commentary. I remember being engaged by a comment in a Hodgson/Day book on the Grand Prix attck, where they said "Hodgson says White is better, because of X, Day thinks Black is better because of Y". It gave me the idea that here is a situation where these factors X and Y might be in rough balance, and might help me judge them better next time.

For these reasons I have long been fascinated by a book in which two annotators wrote separate notes to the games of the 1972 Spassky-Fischer match. Here's an example:



15...P-QN4 "?"

"Dr. Euwe thought that this was a deliberate sacrifice, since Black does get some compensation for the Exchange. Gligoric disagreed, contending that only White has any winning chances now.

"The main question is how well Black stands after 15...R-B2, recommendation by Euwe and Najdorf. 16 B-R7 R-R1, 17 Q-K3! N-Q2, 18 N-Q4 improves the White game, delaying ...P-QN4 and aiming to get rid of the fianchettoed bishop. 17...N-N5, 18 Q-N6 QxQ, 19 RxB QxR, 20 QxR gives White such an enormous advantage that it has to be classed as a forced win (20...RxB, 21 Q-N8ch wins).

"So, in response to the immortal chess question of the late Oscar Tenner -- "Did he fall, or was he pushed?" -- I tend to favour the latter alternative. The Maroczy Bind is not without teeth."

Everything one might want: a proper consideration of the alternatives, a focus on the critical issue, and a reasoned conclusion. Perhaps not every position is as amenable to such a definitive analysis, but it is a goal to be aimed for.

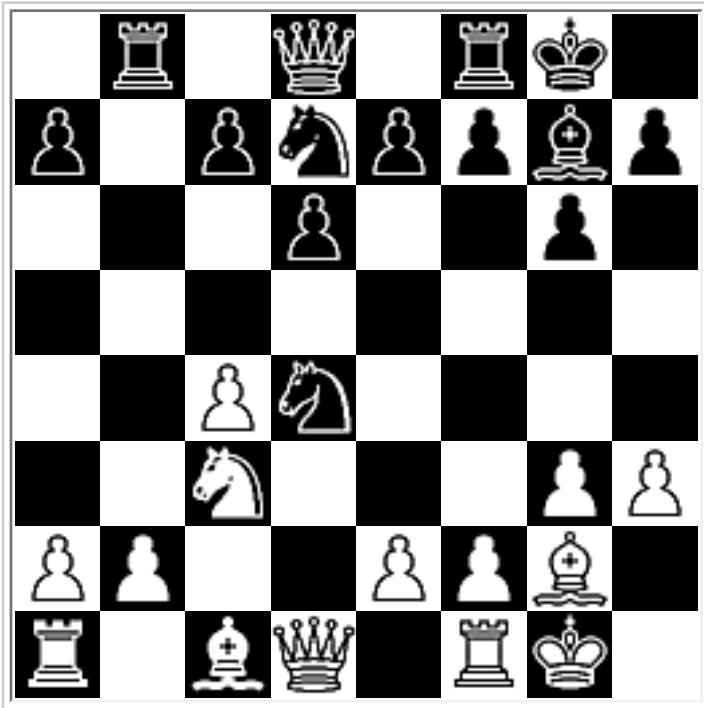
[Timman's Selected Games, TIMMAN;

Both Sides of the Chessboard, BYRNE and NEI]

Secrets of chess revealed: 4 points

Every so often someone will write a comment that enables me to think about not just that position, but actually improves the way I can think about all positions.

Najdorf-Petrosian, Zurich 1953



Now Black tried **12...c5**; Bronstein comments:

"A serious positional mistake, whose significance the reader can realise from the following considerations: Black has an open file on the Queen's side and can provoke b2-b3, whereupon his plan must be to attack White's b3 by advancing his a-pawn. This attack had prospects of succeeding if Black can support his pawn when it gets to a4. What is he to support it with? He has no white-squared bishop, and the square c5 has been taken away from his knight by his last move. Moreover, it is clear that Black will not be able to maintain his knight on d4 forever. Hence he is now left without any plan that has prospects of being successful."

Looking back, I can now recognise how sometimes a plausible move leaves my position without a way forward, and I don't think I'd be as alert to the problem as if I hadn't read that comment. Perhaps it's an insight that can be obtained elsewhere, but many people say they have had that "aha!" experience reading Bronstein.

[The Chess Struggle in Practice, BRONSTEIN]

Whimsy or humour: extra 1/2 point

My introduction to chess, as so many, was through Irving Chernev: as much as the magic of the game I was attracted to Chernev's delightful whimsy. Another author I like is Stephan Gerzadowicz: who could prefer the pedestrian "*White takes yet another Pawn*" to Stephan's "*They're like peanuts, you know*"?

[Logical Chess, CHERNEV;

Thinker's Chess, GERZADOWICZ]

Having got the points system we can start to see a few patterns emerge. For a game of average length in a book or magazine, we can classify annotators as follows:

0-10 points: hack work - club standard annotator

Your lower-graded club colleagues may be entertained or even assisted by your efforts, but there are enough chess books in the world without you adding to the pile. Improve or give up.

10-20 points: good effort - candidate master annotator

It is clear from your score that you can understand chess and can communicate your understanding, and this is the heart of annotating.

There is probably another level to be reached: have you considered all important alternatives? have you tried to explain how the general strategical tensions are

reflected in the key variations? have you explained how the perceptions of this type of game have changed over time?

20-30 points: excellent - master annotator

You may be justly proud of your efforts in annotation. It is likely that there is little more to be said about a game when you have written about it. You have noted all the important choices and explained the players' motivations at each point in the game.

30-40 points: grandmaster annotator

Here we have a standard of annotation which even masters will find illuminating. Of course, not all moves of all games will be able to support the weight of commentary you are able to offer, but among the notes you offer will be gems which will stay with the reader for the rest of their life. Tsar Nicholas nominated the first five "Grandmasters of chess"; may I indulge myself by nominating my first five "Grandmasters of annotation". Take a bow, Mikhail Botvinnik, David Bronstein, Mark Dvoretsky, Bent Larsen, and John Nunn. Honourable mention: Peter Clarke.

In a class of its own: Secrets of Grandmaster Play by Nunn and Griffiths.

My points scheme fell apart here. This is the gold standard of annotation: the games are analysed in all their tactical and strategical complexity (some positions being given more than two pages of notes), there is due regard given to the realities of tournament play (for example, how much did Nunn really see in the game?), the background to the game is given consideration, and there is a genuine attempt to educate. New revised edition published 1997. A must-read, but take a deep breath!

Automatic Game Annotations



[A service to the internet chess community provided by Cool Blue Cat Marketing]

Do you have a puzzling game? Submit the moves one by one to the Oracle who will annotate the game for you!

Instructions

Select the options describing the move.

Then, activate the SUBMIT RESPONSE at the end.

- **Colour:** White | Black
- **Piece:** K | Q | R | B | N | P
- **Move or capture?:** Move | Capture
- **File:** a | b | c | d | e | f | g | h
- **Rank:** 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8
- **Captured piece: (if any)** [None] | Q | R | B | N | P
- **Check or mate?:** [Neither] | Check | Mate

Time spent thinking?:

- **Minutes or seconds?** Mins. | Secs.
- 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
10-20 | 21 or more
- **Your assessment of the situation before the move?** = | += |
+/- | +- | & | =+ | -/+ | -+

To submit your responses, click on this button:

To clear the form, press this button:

Back to [Chess Coaching Page](#)



This document (annotate.html) was last modified on 3 July 1997 by

[Dr. Dave](#)

Exeter Chess Club: How to lose at Chess

Peter Lane, 13th September 1996

After a season of mixed results, it is time to go back over some of the more painful losses, and ask: 'Why did I lose?', and 'how can I avoid this in future?' Here I divide up losses into three basic types, and to avoid too much self-pity, my examples begin with those where my opponent was the loser!

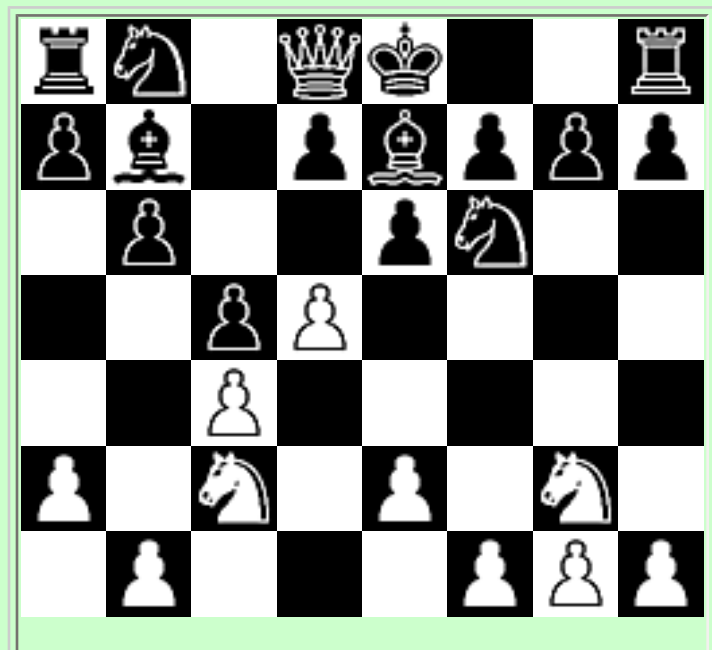
1. The Blunder

There are many ways of losing a game of chess. Ever popular is the blunder. At the beginning of a game, this can provide a few extra hours at the bar, or in less extreme cases, a long wait until your opponent manages to finish things off.

Example 1 : P.C.Lane vs R.Jones (Exeter vs Exmouth Bd:1, 8th February 1995).

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Ne2 Bb7 6. a3 Be7 7. Ng3 c5 8. d5

rn1qk2r/pb1pbppp/1p2pn2/2pP4/2P5/P1N1P1N1/1P3PPP/R1BQKB1R





8...O-O? 9. d6!

More irritating are those at the end of games, four hours of careful strategic manoeuvring ruined by one stupid move!

Antidote

``Write the move down first" (Webb?)

``Sit on your hands" (Lasker)

Not much to add to this, you just have to look around you, one more time, immediately before moving.

2. Ignorance

A less obvious losing technique, avoiding the embarrassment of a blunder, is the total misunderstanding of the opening position in front of you. This leads to positional style errors, perhaps only discernable to the elect, but leading to a definite loss without any undue effort.

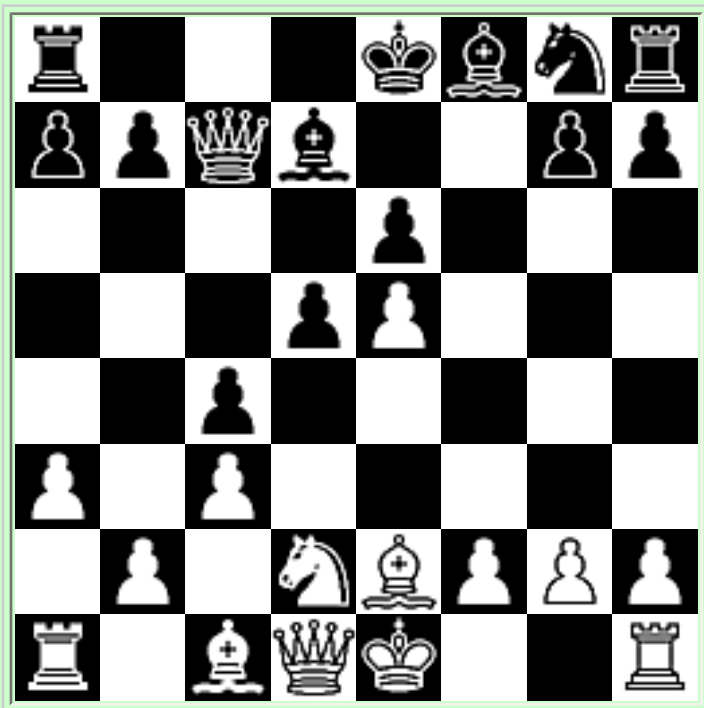
Example 2: A.Brusey vs P.C.Lane (Teignmouth vs Exeter Bd:1, 23rd March 1996).

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Bd7 6. a3 c4 7. Nbd2 f6

White now has to deal with the attack on his centre. One approach is to exchange on f6 and c5, leaving black with a loose centre, but good chances of turning it into a mobile monster. Attacks, such as 8. Nh4 look dangerous, but 8. ... Qc7 9. Qh5+ Kd8 10. Qf7 Nh6 11. Qh5 fxe5 is messy. Instead white decides to leave a pawn on e5, in the hope of cramping the black position.

8. Be2 fxe5 9. Nxe5 Nxe5 10. dxe5 Qc7

r3kbnr/ppqb2pp/4p3/3pP3/3pP3/2p5/P1P5/1P1NBPPP/R1BQK2R



White's plan of cramping black would be better attained without the exchange of knights. Instead his e5 pawn is looking weak, and the positional error is now made, opening up the black diagonal, forcing white to waste time trying to block it before castling. Meanwhile, black gets on with developing and attacking the centre.

11. f4? Bc5 12. Nf3 Ne7 13. Nd4 Qb6 14. Bg4 O-O 15. a4 Bxd4 16. Qxd4 Qxd4 17. cxd4 Nc6 18. Be3 Nxd4

winning a pawn, as 19. Bxd4 Rxf4 forks the bishops.

Antidote

This depends upon how bad a loss, or series of losses, you get. Severe losses are best answered by a change of opening. If you get good results in other variations, then some homework is needed on the kind of position you do not understand. (It is important not to confuse this category with defeat by a much stronger player!)

3. Losing `Won' Games

If the above two categories look almost trivial, pointing up areas of carelessness or inadequate preparation, and easily rectifiable in consequence, this category provides the deepest benefits in terms of self-improvement. The sort of losing technique I am referring to is that often met with after the gain of a pawn, or some other positional `advantage'. You think away, working out possible winning tries, make

some moves, ... and suddenly find your position falling apart before your eyes! Typically, in my case, this is accompanied by increasing time pressure.

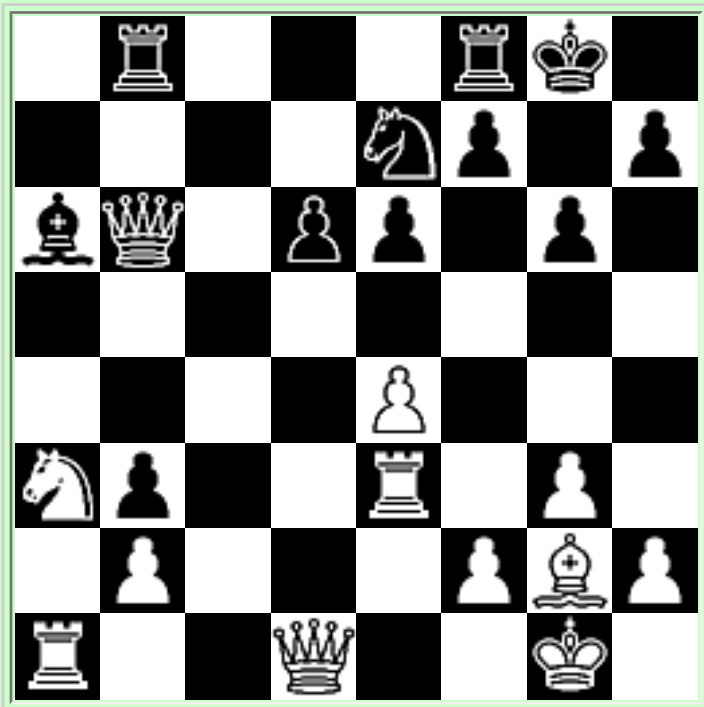
Once we recognise these losses as examples of mistaken thinking, we can see them as the most instructive. Why? Because the error is not due to a lack of ability or foresight. Instead, the wrong mental attitude leads to self-doubt in considering some lines of play, and blindness when considering our opponent's resources in others.

Let us work through:

Example 3 : S.Pope vs P.C.Lane (Club Championship, 2nd April 1996).

1. e4 e6 2. d3 c5 3. Nf3 Nc6 4. g3 g6 5. Bg2 Bg7 6. O-O Nge7 7. Nbd2 d6 8. c3 O-O 9. Re1 Rb8 10. a4 a6 11. Nc4 b5 12. axb5 axb5 13. Ne3 Qb6 14. Nc2 b4 15. d4 b3 16. Na3 cxd4 17. cxd4 Nxd4 18. Nxd4 Bxd4 19. Be3 Bxe3 20. Rxe3 Ba6

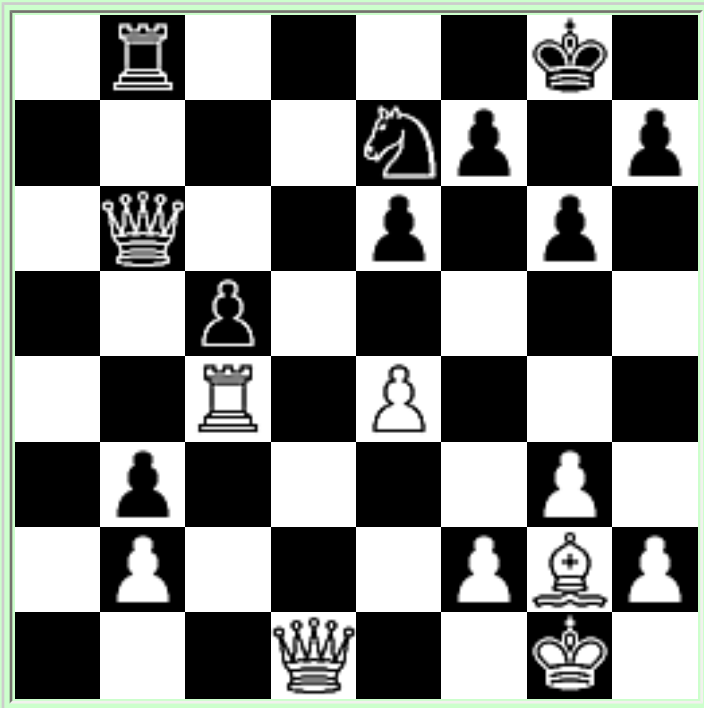
1p3rkRnp1p/bq1pp1p1/8/4P3/Np2R1P1/1P3PBP/R2Q2K1



(Note that 18. ... Qxd4 19. Qxd4 Bxd4 20. Rd1 or 19. ... Nc6 20. Nc4 embarrass d6.) We begin with this position: Black seems to have a winning position in terms of a pawn advantage and the advanced b-pawn. The bishop holds the knight at a3, at least for the moment. The only disadvantage is the relative weakness of d6. White would like to play 21. Bf1 to exchange the bishops, but 21. ... Bxf1 22. Kxf1 f5! opens the f-file, removes the e4 pawn, and allows Nd5, eg: 23. Rc1 fxe4 24. Nc4 Nd5 25. Re2 Qa6 and ... e3. Instead white attacks the b- pawn, and tries for c-file pressure.

21. Rc1 Rfc8 22. Rec3 Rc5 23. Rxc5 dxc5 24. Nc4 Bxc4 25. Rxc4

1r4kRnp1p/1q2p1pQp5/2R1P3/1p4P1/1P3PBP/3Q2K1



Things are not entirely in black's favour here, as his Q-side pawns are weak. Further, they are not very mobile, as the c5 pawn is backward. ``Nevermind'', thinks black (me!), ``if I take my time I can get my knight to d4, defending b3, and my king to d6, defending c5. The Rook and Queen can then investigate the a-file. Of course, white may play e5, freeing his bishop, and stopping the king defending c5, so ..."

25. ... e5?

There are many things wrong with all this, and white manages to demonstrate them!

26. Qc1 Rc8 27. Bh3! Rc7 28. Qc3 f6 29. Qd3! Kg7 30. Qd8 Qa5 31. Bd7 Qa7? 32. Qxe7+ Kh6 33. Qf8+ and checkmate follows.

... e5? actually gave white's bishop a diagonal to use, that from h3-c8. White's queen moves took the initiative, attacking pawns and occupying the open d-file. The knight died on the square it developed to on move 6.

What should black have been thinking of? Essentially his plan was too passive. First and foremost the knight needs developing to take an active role, in particular it needs an outpost square to assert itself against the bishop, and this was identified accurately as d4.

Therefore, 25. ... Nc6 26. Qd6 Rd8 27. Qxc5 Qxc5 28. Rxc5 Rd1+ 29. Bf1 Nd4 and white is in big trouble. eg: 30. Rc4 e5 with Rb1/d2xb2 to follow.

If instead, 26. Qc1 Nd4 27. Kf1 Qa6 or 27. Bf1 Qb7 and if 28. Bd3 Nf3+ -e5 xd3 and Qxe4 is threatened, or if 28. Qe3 Qa7 with Qa1. This last line retains black's advantage, with attacks on the white king and b2 to compensate the loss of c5.

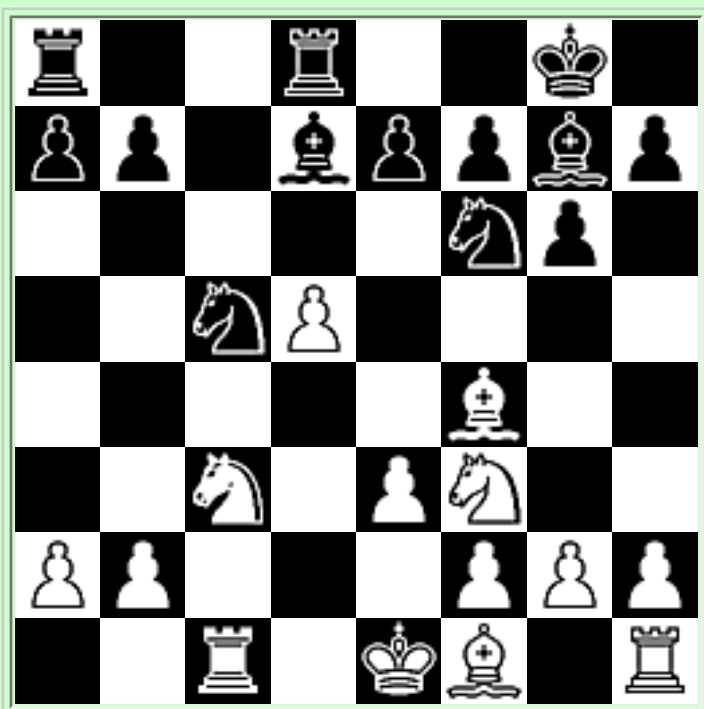
Apart from the miscalculations, the error here was in not 'suppressing the opponent's counter-play'. The initial appraisal of the kind of options open to the opponent was lacking, in particular the open d-file and the fact that advancing the central pawns will weaken them and the surrounding white squares. From this, and an honest recognition of our weaknesses, we come up with a counter-plan. The passivity of black's pieces could largely be rectified by developing the knight to d4, incidentally blocking the d-file.

Example 4 : P.C.Lane vs P.Lesniowski (West of England Open, 8th April 1996).

In this game an opening advantage is thrown away through not appreciating an opponent's counter-attacking chances.

1. d4 Nf6 2. Nf3 g6 3. c4 Bg7 4. Nc3 d5 5. Bf4 c5 6. dxc5 O-O 7. Rc1 Qa5 8. e3 Rd8 9. Qa4 Qxa4 10. Nxa4 Bd7 11. Nc3 Qa6 12. cxd5 Nxc5

r2r2k1/pp1bppbp/5npQnP4/5B2/2N1PN2/PP3PPP/2R1KB1R



This is the first critical position. White is a pawn up, with well- developed minor pieces, and plans Bc4 and O-O Rfd1, or Ke2 Rhd1, with central action to follow. The mistake is not so much the move now

made, but the state of mind when making it. Black has ideas of ...xd5, Nfe4, Bxb2, Bf5 and Nd3. All enough to prevent any ideas of an 'easy' win!

Ideally, reflecting that after 13. Be2 Bf5 or 13. Bc4 b5 white has difficulties, he should reject the idea of simple development. A move which breaks the black bind slightly, and removes the weak d-pawn, is: 13. d6! exd6 (... e6 is ugly, leaving white all the play) 14. Bxd6 Nce4 and not 15. Nxe4 Nxe4 16. Be5 Rac8 giving black play, but 15. Be5 Be6 16. b3/a3 when the extra pawn is maintained, and Be2 O-O to follow leave white playing for a win.

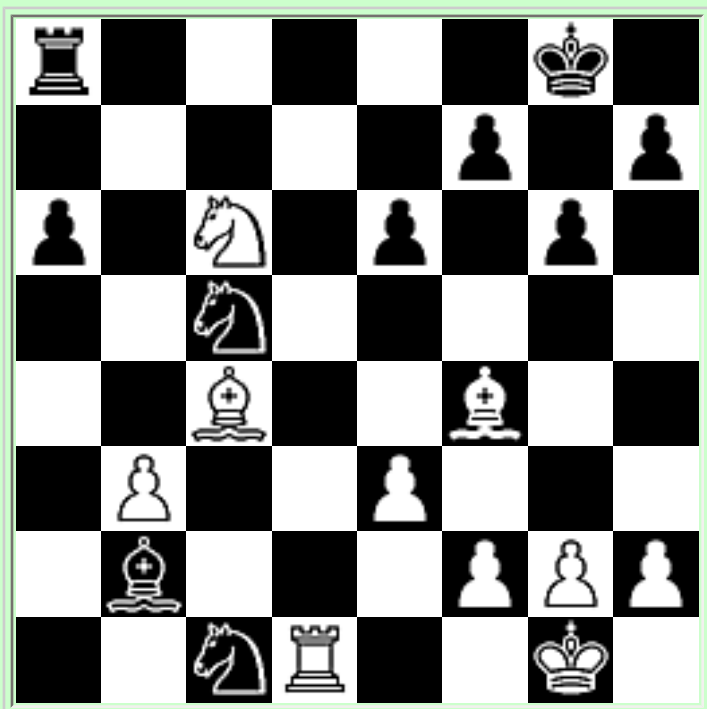
13. d6 is imaginative, but not too hard to find, particularly if we are looking for ways to remove the opponent's counter-play and jettison our own weaknesses.

13. Bc4 b5! 14. Nxb5 Bxb5 15. Bxb5 a6 16. Bc4? Nxd5

Here we have a typical case of blindness. With the rapid clearance of c3 and c4, and white's fixation on keeping the Bc4 defending the pawn on d5, white forgets that 16. Be2 threatens 17. Rxc5! Intended was 17. Be5 Nb4 18. Ke2, but Nd3 forks the rook and bishop and 18. Bxg7 fails to Nd3+ 19. Bxd3 Nxd3+ 20. Ke2 Nxc1+ winning the exchange. After this error in calculation white has to grovel a bit, but things are not all bad as black must waste time regaining his pawn.

17. b3 Bb2 18. Rd1 Nb4 19. O-O Nxa2 20. Ne5 e6 21. Nc6 Rxd1 22. Rxd1 Nc1

r5k1/5p1p/p1N1p1pQn5/2B2B2/1P2P3/1b3PPP/2nR2K1



White now has two good bishops, an advanced knight and control of the d-file, while black goes for the Q-side pawns. White now tries to exploit the tangled state of the black pieces to win one of them, but in

his delight at winning after all, he gets it wrong! Instead, 23. b4! with ... Na4 24. e4, or ... N5b3 24. Bxb3 Nxb3 25. Rb1, or ...Ne4 24. f3 Nc3 25. Rd2 Ba1/a3 26. Rc2 and e4, wins a piece and the game.

This is another mental error: feeling self-justified in winning due to the earlier superiority, I am careless in the calculation.

23. e4? N1xb3 24. Rb1 Nd4 (simple really!) **25. Ne7+ Kf8 26. Bd6 Nxe4 27. Nxb6+ Kg7 28. Be5+ Kxg6 29. Rxb2 Nc6 30. Bd3 Kf5 31. Bc3 Rd8 32. g4+ Kf4 33. Bxe4** and white lost on time, though 33. ... Kxe4 34. Rb6 Kf3 35. h3 is not totally clear.

Antidote

Both games are similar in my thinking about winning and not considering an opponent's chances to make my life difficult. In addition, by refusing to give up certain 'advantages', I blinded myself to other options and this leads to miscalculation.

Many of my clock problems are caused by being in this mental state, unable to think clearly, and reluctant to move in consequence. I hope to recognise this critical point of a game in future, and avoid the debilitating effects. Of primary importance is a mental readjustment to reflect changes in fortune on the board.

Conclusion

Working on our own games is often given as the best way to improve. But which of the many games in a season are most instructive? And how do you go about analysing them? I would suggest the third category of games above as the most profitable. Characterised by the sudden reversal of fortune through mistaken thinking, they offer a focus for self-analysis.

Questioning my emotional state as well as my reasoning, leads to a greater understanding of how I play chess. Although in themselves the analyses above cannot be of personal interest to other players, they may help in showing how to work at one's own games for self-improvement.

As a practical message: *``Always remember, when things are going well, that they don't have to.''*

Back to [Chess Coaching Page](#)



This document (whylose2.html) was last modified on 6 Nov 97 by

[Dr. Dave](#)

Exeter Chess Club: Shakespeare annotates a chess game

Pinched wholemeal (as opposed to piecemeal) from Irving Chernev.

*"In a book called **Chesslets**, by Dr. J. Schumer, all the games are annotated by quotations from various writers.*

Here is one of the games, with comments by Shakespeare:"

-- CHERNEV, Wonders and curiosities of chess

(27) Atkins - Saunders [E90]

Stratford-Upon-Avon, 1925

1.d4

To show our simple skill,
That is the true beginning.

1...Nf6 2.c4 g6 3.Nc3 d6

... to climb steep hills
Requires slow pace at first.

4.e4 Bg7

To be direct and honest is not safe.

5.Nf3 Nc6 6.h3

... to be forestalled ere we come to fall.

6...0-0 7.Be3 Nd7

... retire into your trenches.

8.Qd2 e5 9.d5

My purpose, is, indeed, a horse of that colour.

9...Ncb8

There is no virtue like necessity.

The better part of valour is discretion.

10.Bh6

By the pricking of my thumbs
Something wicked this way comes.

10...f5

Though this be madness,
yet there is method in't.

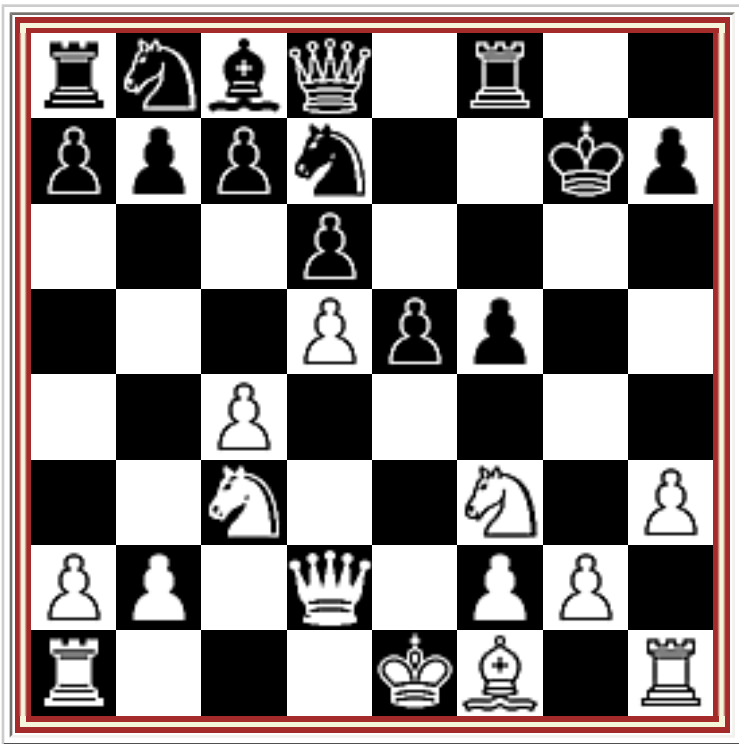
11.Bxg7

The ripest fruit falls first.

11...Kxg7

. . . would be rid of such an enemy.

12.exf5 gxf5



... food for powder, food for powder

13.Be2 a5 14.g4

Playing the mouse in absence of the cat.

14...Nc5 15.gxf5 Bxf5 16.0-0-0 Nba6 17.Rdg1+

Sits the wind in that corner ?

17...Kh8

Thou marshall'st me the way that I was going;

18.Qe3 Qf6 19.a3

Instinct is a great matter;
I was a coward on instinct.

19...Bg6 20.Rg5

Defer no time, delays have dangerous ends.

20...Nb4

Some Cupid kills with arrows, some with traps ...

... to the noble mind

Rich gifts wax poor
when givers prove unkind.

21.Nh4

When I shun Scylla, your father,
I fall into Charybdis, your mother.

21...Nb3+

Stand not upon the order of your going,
But go at once.

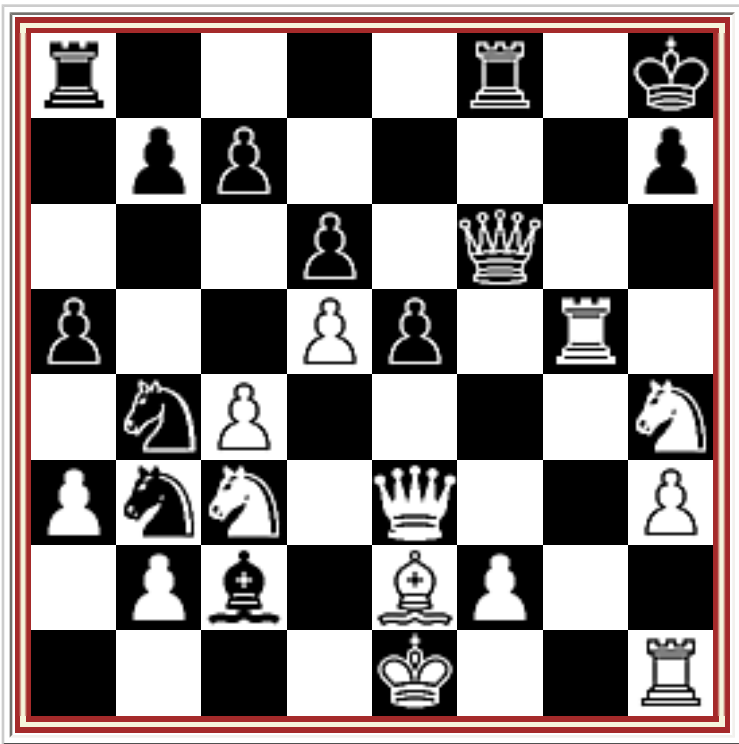
22.Kd1

My grief lies onward and my joy behind.

22...Bc2+

Courage mounteth with occasion

23.Ke1



Something is rotten in the state of Denmark

23...Be4

Cassio, I love thee;
But never more be officer of mine.

24.Qxe4

... it goes much against my stomach

24...Qxf2+

Lady, you are the cruell'st she alive.

25.Kd1

One woe doth tread upon an-
other's heel, So fast they follow.

25...Rf4

The Gordian knot of it he will unloose.

26.Rf1

Hoist with his own petar.

26...Qd4+

Striving to better, oft we mar what's well.

There is a tide in the affairs of men,
Which, taken at the flood, leads on to fortune;
Omitted, all the voyage of their life
Is bound in shallows and in miseries.

27.Qxd4

What's gone and what's past help
Should be past grief

27...Rxd4+ 28.Ke1

. . . to fear the worst oft cures the worse.

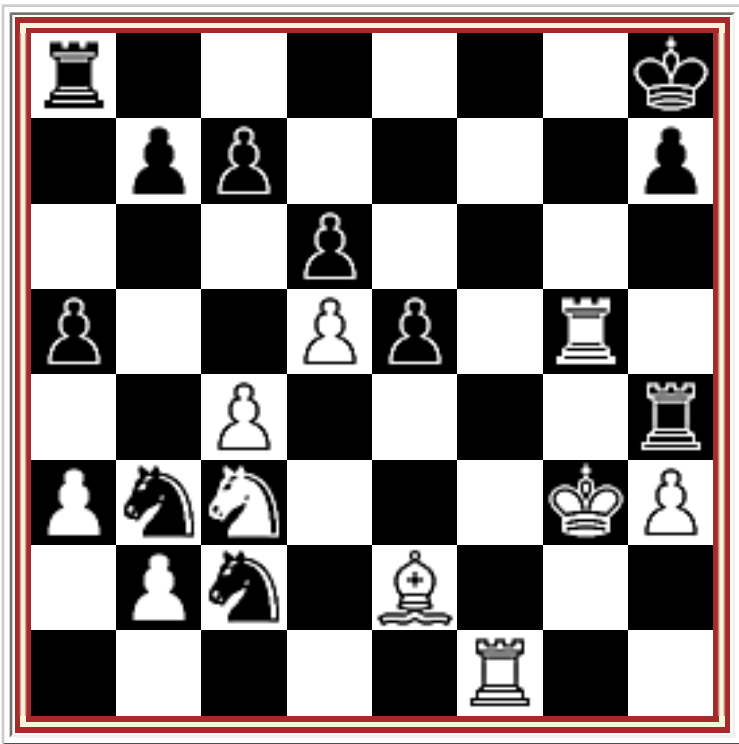
28...Nc2+ 29.Kf2

True hope is swift,
and flies with swallow's wings.

29...Rxf4

If it were done when 'tis done,
then 'twere well It were done quickly.

30.Kg3



... naked as I am, I will assault thee.

30...Rf4 31.Rxf4

Off with his head!

31...exf4+ 32.Kxf4

... there's a special providence in the fall of a sparrow.

32...Ncd4 33.Rg2 Rd8

Ill blows the wind that profits nobody.

34.Bg4 h6 35.Bd1 Nc5 36.Rd2 Rf8+ 37.Kg4

The eagle suffers little birds to sing.

37...Rg8+

1/2-1/2

Back to [Chess Coaching Page](#)



This document (chesslet.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Assess Your Chess

I am occasionally asked, "What's the best way to improve my chess?". Other than **practice**, I warmed to Kenneth Sloan's reply to a similar query on the newsgroups:



Article 9288 in rec.games.chess.misc:

Subject: Re: Best Quick Study??

From: sloan@cis.uab.edu (Kenneth Sloan)

Date: 22 Jun 1996 15:00:58 -0500

Organization: Dept of CIS, Univ. of AI at Birmingham

Annotate your last 20 tournament games.

--

Kenneth Sloan

In a book by Dan Heisman called [The Improving Annotator](#) he attributes his success to self-study of this sort. If Kenneth's advice seems not enough to go on, here are some things to look for.

I think you must look at your games as a whole bunch. It's no use playing over your best games and looking to see what else needs to be improved, you have to look more at your losses. I know some players who will screw up a score sheet when they lose to a weaker player, when what they should do is go over it move by move, however painful. Soltis' [classification of errors](#) is given below.

You actually can get a lot of informal, qualitative evidence about your play from your opponent in a "post mortem" after a game. Don't ever use these to brag, or show how much more you saw - the idea is to learn, not play another game!

Even better is if you can persuade your local 'expert' to have a look at a couple of games that you really didn't understand - perhaps games where you were sure you were better at some stage but lost.

Many folk these days have a **computer**: **Chess-playing programmes** can help particularly with looking for tactical shots that you (or your opponent) missed, and checking your ideas and suggesting alternatives. They can miss some good ideas which are just outside their "horizon", so do push them a move or two along a line if you still think it looks good. For strategical ideas, **database programmes** with opening/position searches can help you find games with similar positions, to see what plans are commonly followed in positions like yours.

The free ChessBase demo is able to do both, and I use it for these purposes after every game.

In Exeter we often use our own games as the basis for discussion in our coaching sessions - we aren't experts but a second or third opinion can be very illuminating.

- [Taking stock](#): openings, middlegames, endgames
- [A bestiary of errors](#)
- [Point count chess](#)

Taking stock

Simon Webb, in his excellent **Chess for Tigers**, has some helpful suggestions for looking at collections of games, by compiling some data to look for patterns. I have extended his account slightly below. The point is, by facing the facts in this way you don't get a chance to make excuses, and you may spot something that you hadn't realised before - e.g. that you don't do very well in an opening that you always thought was right up your street.

Taking stock of your openings

Draw up a table of your games, showing firstly, the outcome of the opening (e.g. +/- or =), and secondly, the outcome of the game (1-0, 1/2 etc.).

| _ | Opening | | | Game Result | | | All |
|-----------------|---------|----|-----|-------------|-----|-----|-----|
| | + - | = | - + | 1-0 | 1/2 | 0-1 | |
| _ | | | | | | | |
| Ruy Lopez | 3 | 4 | 2 | 2 | 4 | 2 | 8 |
| Petroff | 0 | 1 | 0 | 0 | 1 | 0 | 1 |
| Open Sicilian | 2 | 5 | 3 | 5 | 3 | 2 | 10 |
| Closed Sicilian | 0 | 2 | 0 | 0 | 1 | 1 | 2 |
| French | 0 | 1 | 1 | 0 | 0 | 2 | 2 |
| Pirc/Modern | 2 | 1 | 0 | 3 | 0 | 0 | 3 |
| Alekhine | 0 | 1 | 0 | 0 | 1 | 0 | 1 |
| TOTAL | 8 | 14 | 5 | 9 | 11 | 7 | 27 |

Conclusions:

1. Ruy Lopez not too successful - maybe try something sharper?
2. Play well in open Sicilians but must learn more theory
3. Don't understand French - must find decent line

During middle-game

| type | my position: | improved a lot | improved a bit | remained about the same | got a bit worse | got much worse | total |
|----------------------------|-----------------|----------------|----------------|-------------------------|-----------------|----------------|-------|
| Positional | Open | 1 | 2 | 5 | 2 | 2 | 12 |
| — | Semi-Open | 4 | 7 | 17 | 4 | 1 | 33 |
| — | Closed | 0 | 4 | 9 | 3 | 3 | 18 |
| Tactical | Attack on King | 5 | 9 | 7 | 6 | 6 | 33 |
| — | Defence of King | 1 | 3 | 5 | 4 | 2 | 15 |
| — | Wild tactics | 3 | 4 | 2 | 3 | 1 | 13 |
| Middle-game without Queens | — | 0 | 2 | 7 | 1 | 0 | 10 |
| Late middle-game | — | 1 | 4 | 9 | 7 | 3 | 24 |

N.B. one game may feature as more than one type as it progresses

Conclusions:

1. Semi-Open positions and tactical positions in general seem to suit me: when there's an attack on the King or a melee I can often outplay my opponent.
2. However, in simpler positions and positions without Queens I seem

more likely to lose the plot; this is also true of closed positions.

- I must study the strategy of the closed positions I get into more thoroughly, and during play must not get complacent in apparently simple positions.

Endgames

| — | Estimated theoretical result | | | Actual game result | | | |
|----------------------|------------------------------|-----|-----|--------------------|-----|-----|-----|
| | 1-0 | 1/2 | 0-1 | 1-0 | 1/2 | 0-1 | All |
| — | | | | | | | |
| King and Pawn | 1 | 1 | 0 | 1 | 1 | 0 | 2 |
| Rook | 3 | 1 | 1 | 3 | 2 | 0 | 5 |
| Rook and minor piece | 2 | 2 | 2 | 1 | 2 | 3 | 6 |
| Knights only | 1 | 0 | 0 | 1 | 0 | 0 | 1 |
| Bishops only | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
| Bishops and Knights | 1 | 2 | 3 | 1 | 1 | 4 | 6 |
| Queen | 0 | 1 | 0 | 0 | 0 | 1 | 1 |

N=22

Conclusions:

The basic King and Rook endings seem handled well, but endings with minor pieces (with or without Rooks) look suspect. Moreover, half the Bishop/Knight endings were probably lost before I had a chance to play - I must see these situations coming earlier.

time-trouble table:

| who | what happened |
|-----|---------------|
| | |

| | my position got worse | normal result | opponent's position got worse |
|----------|-----------------------|---------------|-------------------------------|
| me | 3 | 6 | 2 |
| opponent | 4 | 2 | 2 |
| both | 2 | 5 | 4 |

N where i was in TT = 22

Conclusions:

I play OK in time-trouble and the % of games where I get in TT is not too bad. But I am not getting any benefit from my opponent's time trouble - am I trying to rush them into making mistakes, instead of paying attention to the position?

I hope you get the idea.

N.B.

statistics like these can be enhanced by consideration of grades, if you have enough games. In BCF terms, you should turn in an extra 10% of available points for every 10 points your grade exceeds the average of your opposition. So, scoring 4/5 against 120-grade opposition is no more than a par performance for a player of grade 150. Equally, if you are outgraded by an average of 30 points a game, but make a 40% score, this is a very good performance, as you could have fairly expected only 20%.

For ELO, I think a superiority of 400 points should yield a harvest of an extra 25% of points viz. 75%.

Error analysis

Without mistakes, there can be no brilliancies, said Lasker. Actually, without [mistakes](#) there wouldn't be any decisive games at all. What mistakes do you make? Vladimir Zak described "typical mistakes by young players":

- Hasty moves, and, inconsequence, blunders
- Learning openings without understanding the ideas

- Reliance on general principles, without a concrete plan
- Underestimating the opponent's combinative chances
- Disparity between aggressive and defensive ability
- Miscalculating variations and combinations
- Inadequate knowledge of basic endgames
- Implementing the wrong strategic plan
- The problem of the clock in practical play

Andrew Soltis has classified mistakes in a more detailed way, as follows below: do you make some of these more than others? [I have collected a whole bunch of [errors](#) in the Canon.]

- Tactical errors
 - allowing mate
 - removal of defender
 - double attack in defence
 - faulty tactics
 - weakening castled King's position
 - overlooking checks
 - overestimating checks
 - overlooking back rank threats
 - ditto, long diagonals
- Mishandling Pieces
 - development
 - offside piece
 - unccordinated pieces
 - faulty exchanges
 - queen exchange
 - temporary invasion
 - castling into it
 - wrong Rook
- Analysis
 - faulty assumptions
 - oversights
 - missing bottom line
 - faulty sequence
 - overlooking quiet moves
 - missing desperado
 - stopping analysis one move short
- Positional errors
 - bad Bishops
 - creating holes
 - backward Pawns

- opening lines
- King's-side advance
- permitting Pawn advances
- Strategic errors
 - neglect of centre
 - wrong side
 - onesided
 - unjustified attack
 - failed restraint
 - reduce tension
 - counterplay
 - poor timing
 - passivity
 - giving winning plan
- Attitude
 - trying for too much
 - changing fortunes
 - letting down
 - believing opponent
 - peer pressure
 - vacillation
 - monomania
 - dogmatism
 - draw-mindedness
 - frustration
- Practical mistakes
 - hallucination
 - long moves on a big board
 - pretty moves
 - getting fancy
 - overfinessing
 - Lasker's law
 - missed opportunities
 - bad moves in bad positions
 - desperation and surrender
 - greed
 - negative sacrifice

Point Count Chess

In assessing your games a checklist of points from Horowitz' **Point Count Chess** might be useful

1. Plus Points

1. Control of the centre
2. Pawn on fourth rank vs. Pawn on third
3. Mobile pawn wing
4. Strong outpost station
5. Superior development
6. Greater space
7. Bishop-pair
8. Half-open file
9. Control of useful open file
10. Rook(s) on the seventh rank
11. Passed Pawn
12. Outside Passed Pawn
13. Protected Passed Pawn
14. Advanced Pawn
15. Qualitative Pawn majority
16. Advanced chain
17. Advanced salient
18. Better King position
19. Offside Pawn majority

2. Minus Points

- *Weak Pawns*
 1. Backward Pawn
 2. Doubled pawn
 3. Isolated Pawn
 4. Hanging Pawns
 5. Hanging phalanx
 6. Crippled majority wing
- *Weak Squares*
 1. "Weak square complex"
 2. Holes
 3. Compromised King's-side
 4. King held in the centre
 5. Cramped position
 6. Bad Bishop

By adding and subtracting points they say you can assess who has the advantage. They also say that five points is a win!

This whole scheme is impossible to remember and obviously formulaic. The value of the book is really to introduce you to the ideas and how to exploit each sort of advantage.

A more practical way of doing the same thing is to compare pairs of pieces: compare my King and my opponent's King, then my Queen and my opponent's Queen, etc., thereby assessing who stands better.

Another nice suggestion (which I associate with Chernev) is to add up the legal moves available to the pieces on each side. You can also add up the territory you control: the squares behind your Pawns.

Another sequence to go through:
to know what plan to follow, look carefully

| | |
|------------------------------------|---|
| To
decided | Tactics: before anything else, see if the game can be
right now! |
| Know
centre | King position: mostly in terms of safety, but also near
for endgame |
| What
above) | Weaknesses: weak pawns and weak squares (variety as |
| Plan to
Follow,
breakthrough | Piece position: centralised or offside, bad Bishop etc.
Forcing moves: tempo, initiative, possibility of |
| Look
one? | Lines: files, diagonals, ranks; control, or can you open
one? |
| Carefully | Centre and space |

Now, I can remember that a whole lot better than all the point count stuff!

Back to [Chess Coaching Page](#)



This document (assess.html) was last modified on 2 May 97 by

[Dr. Dave](#)

Exeter Chess Club: 2 Open Games

From **200 Open Games** by David Bronstein (DESCRIPTIVE)

The games and stories are a joy.

THE SCOURGE OF CHAMPIONS

White: F. Duz-Khotimirsky

Moscow 1954, match 'Lokomotiv' v. 'Dinamo'

It is commonly thought that chess is a game for silent people. As soon as my opponent had played P-KB4 I suddenly heard an angry:

'And I'm having no refusal! Accept the sacrifice! If you don't take the pawn I won't continue the game!'

There was nothing I could do. I accepted the old maestro's gambit.

Several moves later Duz-Khotimirsky played a hurried move and, whilst I was considering my reply, decided ... to change his move.

The spectators gasped, the judges wanted to stop the clocks, but Fedor Ivanovich suddenly shouted at everyone:

'What on earth is this? Look, I made a bad move and now I'm changing it for a good one. Rules, you say? To hell with your rules, this is chess. Besides, you don't object?' said my opponent, turning to me.

'Please, it's my pleasure!'

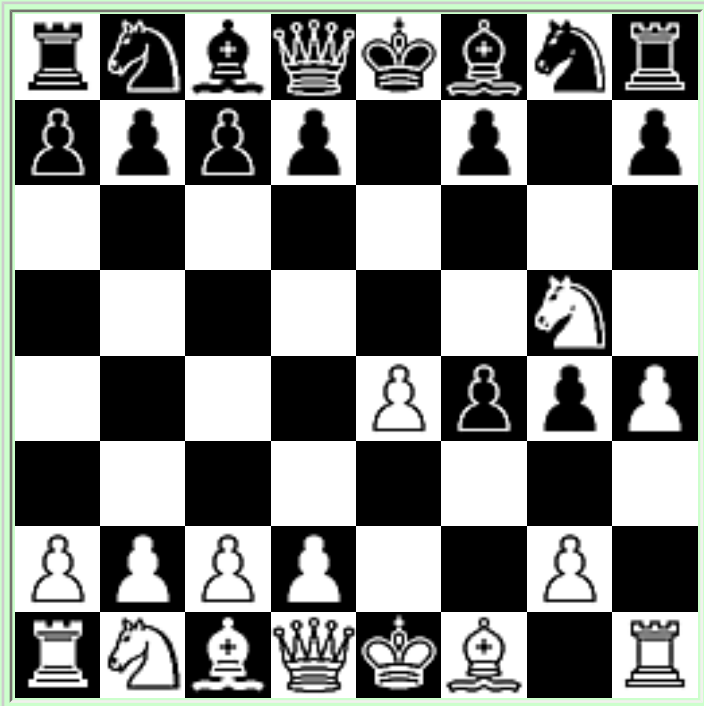
And the game went on as if nothing had happened.

F.I. Duz-Khotimirsky defeated at the international Chigorin Memorial Tournament in St. Petersburg in 1909 both first prize-winners - the world champion and the champion of Russia, Lasker and Rubinstein.

In his game with Em. Lasker he conducted a K-side attack with exceptional accuracy, and in his game with A. Rubinstein he took over the initiative with a cunning pawn move and forced his opponent to make an unfavourable combination.

These successes earned the veteran fame with the chess public for many years, and he was called none other than 'the scourge of champions'.

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ng5 {DIAGRAM}



5... d5 6. exd5 h6 7. Qe2+ Be7 8. Ne4 f5 9. Nf2 Nf6 10. d4 O-O 11. Bxf4 Nxd5 12. Qd2 12... Nxf4 13. Qxf4 Kg7 14. Be2 Re8 15. O-O Bd6 16. Qd2 Qxh4 17. Rd1 f4 18. Nc3 f3 19. gxf3 Qh2+ White resigns

THE THEORY OF MINOR MISTAKES

White: P. Trifunovic

Leningrad 1957, USSR v Yugoslavia

R. Fine expressed the view that a game would be lost in the last century after four mistakes, at the beginning of the present century only two, and in the middle of the 50's only one mistake would be needed.

This inevitably suggests the conclusion that we are approaching the time when it will be possible to lose a game without making a single mistake!

The famous Grandmaster-journalist S.G. Tartakover warned us, not against making mistakes in general, but against making the last mistake, as he was convinced that the person who makes the last mistake loses the game. I should like to develop his idea.

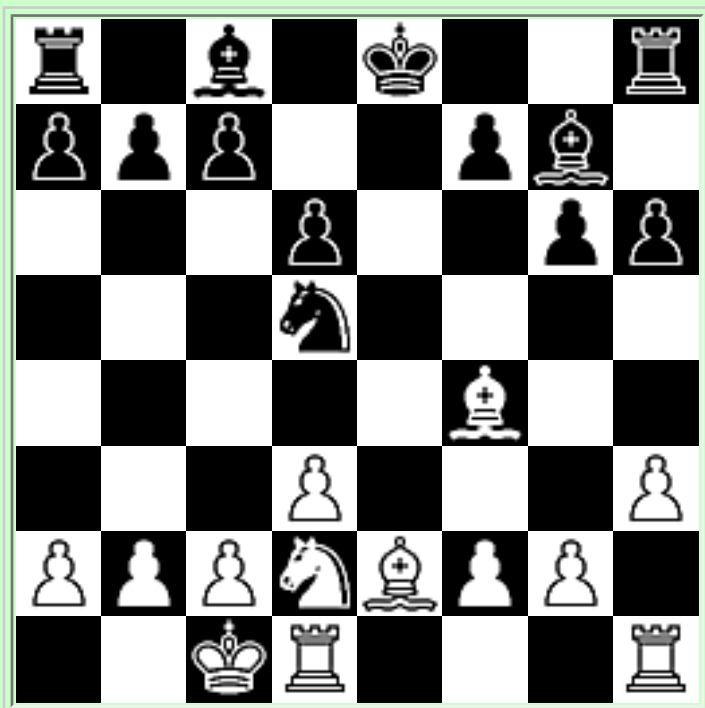
Avoid minor mistakes! Most often he loses who makes the first minor mistake because it signifies the beginning of an incorrect strategical plan.

A quiet opening, an early exchange of queens, a leisurely ... P-KN3 lulled Trifunovic's imagination to sleep and when he saw that the black-squared bishop wanted to occupy the great KR1-QR8 diagonal, instead of the usual K2 square, he thought: why should I castle K-side? And he castled Q-side.

Two more minor mistakes followed on this one. First the KRP advanced one square, to make room for the bishop on KB4, and then the white bishop took advantage of this haven.

Three minor mistakes probably equal one full mistake.

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Bg5 Nbd7 8. Nc3 Qxe2+ 9. Bxe2 h6 10. Bf4 g6 11. O-O-O Bg7 12. h3 Nb6 13. Nd2 Nfd5 14. Nxd5 Nxd5 {DIAGRAM}



15. Bh2 O-O 16. Bf3 Nb4 17. a3 Nc6 18. c3 a5 19. Rhe1 Bd7 20. d4 b5 21. d5 21... Na7 22. Nb3 b4 23. axb4 axb4 24. cxb4 Rfb8 25. Re4 Ba4 26. Rd3 f5 27. Re7 Rxb4 28. Bd1 Rc4+ 29. Kb1 Nc8 30. Re6 Kf7 31. g4 Ne7 32. gxf5 Nxf5 33. Rf3 Rb8 34. Bc2 Rxc2 White resigns.

Back to [Chess Coaching Page](#)



This document (2open.html) was last modified on 5th March 1996 by

[Dr. Dave](#)

Exeter Chess Club: Techie Bit

Obviously, typing in moves by hand and cut-and-pasting GIFs from screen captures is as easy as ABC, well, easy as DEF at most. This page is for folk who like to lift the bonnet hood of the computer and start tweaking the engine to make things run more smoothly.

- [Creating Web pages from a Fritz/ChessBase database](#)
- [Creating Web pages from a handout](#)
- [Creating Handouts with a word processor](#)
- [Printing from these web pages](#)

Creating Web pages is easy, this booklet describes the tricky bits of getting chess diagrams to appear. This too is easy if you cut-and-paste pictures of chess boards, but that is very inefficient. [If you want it easy and on a plate, Traveller Archives offer a wonderful diagram creation service where you can even make [3-D boards](#) for newsletters.]

But what you really want is a little 8x8 array of characters like this:

```
+-----+
| rnbqkbnr |
| pppppppp |
| -+-+--+ |
| +-+--+ |
| -+-+--+ |
| +-+--+ |
| PPPPPPPP |
| RNBQKBNR |
+-----+
```

The notes below describe [how to do this in Word Processors](#) and [how to do this in HTML](#), and [how to get from a handout to a Web page](#).

I am pleased to see that Alastair's terrific [Chess DTP](#) page is occasionally back up, and there is an equally terrific [Chess DTP](#) page from Eric Bentzen, and the wonderfully public-spirited folk at [Palamede](#) have got more chess publishing stuff than you can shake a stick at. between them, these sites list all the currently available PD, shareware and commercial fonts together with chess Web authoring tools.

[[Jon Perry](#) and [Patrick Surry](#) at Edinburgh offer more technical advice and programmes: if you're into

UNIX, you can produce great diagrams like they do.]

The links above probably describe everything you need; read on only if you are determined to imitate or use the pages here.

Do you just want to know how to [edit/print out the handouts](#)? Or write [booklets with a word processor](#)?

To make these pages, the games are entered on a PC using Fritz, and then turned into teaching handouts using Word for Windows via Andy Duplain's superb CBASCII utilities, which have their own [CBASCII](#) homepage. They are also available via FTP from the [Internet Chess Library](#) (Caissa) [ChessBase Tools directory](#) and the [Pittsburgh](#) site Directory [UTIL](#). There are hundreds of great PD/shareware files around; I've put the ones I use most for these pages on [FTP here at Exeter](#), but I also get a lot out of [Rob Weir's ChessBase Utilities](#).

All the diagrams in these pages exist as 8x8 arrays of squares. I could have used GIFs of the whole board (e.g. cut and paste from CHESSBD or CBDEMO) but this is memory-hungry (5k a diagram) and doesn't allow use of efficiencies in caching. The GIFs I scrounged from John Tamplin, although I believe they are originally from a release of [xboard](#), author Tim Mann. [Patrick](#) uses a different set of pieces (watch for case of file names).

If you have a **text-only browser** the diagrams should still appear as 8x8 arrays using the alt="*" element; the light and dark squares are "-" and "+", the white pieces are "kqrbn" on light squares and "KQRBN" on dark, and the Black pieces are respectively "jdtls" and "JDTLS". If you have a chess font you should be able to save the file, and edit in the characters you need; this is pretty much the reverse of what I do to make them in the first place.

These Web pages are derived from either the Fritz database ([Method 1](#)) or the handouts ([Method 2](#)).

N.B. You don't need the [Fritz programme](#) itself to make handouts: try instead the [ChessBase Windows Demo](#) (which has its own [FAQ](#)), or see below! If you can use the CBWin demo., or any other piece of software that writes PGN or CBF files, you can bypass some of the CBASCII route I describe below: see the notes at the end of Method 1.

N.B. When I say Word for Windows, I imagine any other Windows word processor would do.

This is how I do it. **You need an IBM PC and a UNIX machine** for this trick, although DOS versions of the UNIX-y tools are freely available. The thought of doing all 400 of the games in the Canon by hand makes me dizzy, but if you want to do lots of games/positions yourself, you might fancy either just

1. typing in the positions like Jon Perry does, or
2. setting up positions using [SLICS/CHESSBD](#)
3. using xboard on a Unix machine like Patrick Surry does, then and using [xbdtohtml](#) on a Unix machine or DOS port of PERL.

See also notes on [Creating handouts](#). Now read on...

Method 1: From Fritz .cbf database

1. Download a copy of **CBASCII** to your PC from ICL/Pittsburgh or [my FTP site](#) or [CBASCII](#) homepage.
2. Download a copy of [SLICS/CHESSBD](#) from [my FTP site](#) or [Don Fong](#).
3. Enter games and positions in [PGN format](#) using [SLICS/CHESSBD](#). Set output option variable to 2 (PGN), and save as "games.pgn".
4. Edit the PGN file manually: type in [{DIAGRAM}](#) wherever you want your arrays. (Actually {CTRL-D} will also work.)
5. Convert from PGN to CHESSBASE using

```
c:\cbascii -i games.pgn games.cbf
```

6. Convert back out to text with added 8x8 diagrams using

```
c:\cbascii -e -fcb -d8x8=squares.def games.txt games.cbf
```

You need to set up a **sed** definition file: I use [this one](#), which puts junky "^A" characters in, but you can't put nothing in, and lots of other characters have other meanings in chess. [In order to [create Word handouts](#) I use instead the [mappings](#) to [Eric Schiller's](#) Tilburg font: see [notes below](#).]

7. Upload the [text file](#) to Unix. Currently it has "junk" CTRL-A (^A) characters in, which can be removed easily using "mg" or "emacs".
8. Edit using sed command file:

```
% sed -f sq2img.sed games.txt > games.html
```

9. Patch in [header](#), [footer](#) and get it so as it looks right.

The [sed command file](#) looks a bit of a nightmare but each line beginning with a "|" is a diagram line, I change all the KQRNB to tags, and add in 'alt=' elements.

I have to do it circuitously because I use "l" and "t" to stand for black bishop and rook, both of which are found in the word 'alt'!

10. Split your games up somehow: I have a little utility that does it for me but I don't think I'm free to give it away (yet).
11. Breathe huge sigh thinking that however painful this was, making them manually is worse.
12. Lastly, don't forget to e-mail [Andy Duplain](#) saying what a great programme CBASCII is. Also, write to [Don Fong](#) saying what a great programme CHESSBD is, and enclosing at least \$12 registration.

The advantage of using PGN is that (a) you can use existing database games, and (b) the computer gets all the piece positions right, and doesn't occasionally leave off pawns like I do.

A desire to do coordinates led me to lash out some of my hard-earned on the Linares font family. If you are compiling Handouts using the character sets appropriate to the ChessBase for Windows fonts, the sed scripts required to turn them into HTML are

```
sed -f CBWIN1.sed games.doc > games.tmp
sed -f CBWIN2.sed games.tmp > games.html
```

If you can use the CBWin demo., you can bypass the CBASCII route I describe above using cut-and-paste or Printing-CreateTextFile.

Method 2: From Word handouts

1. Create a [Word for Windows handout](#), as in steps 1-2 [below](#).
2. The [Word for Windows handout](#) is saved as a [Rich Text Format](#) file.
3. Upload the RTF file to UNIX and apply **rtftohtml** to get [an HTML version](#).
4. Edit in piece image references using

```
% sed -f tilbrtf.sed handout.html > test.tmp
cat head handout.tmp tail > handout.html
```

This is the real point: having put some sweat into creating a neat word-processed handout for a coaching session, I can upload it to this server and with [one macro command](#) I can turn it into valid HTML without creating or uploading new diagrams. (*bows*) With all the diagrams, about 12 pages of A4 in Word comes out at 100-150k of HTML.

Method 3: Creating handouts

There are several PC solutions to this task (if you aren't using a chess-playing programme with a print facility) but they all start with getting hold of a chess font. The ICL has a very nice set of PD [graphics](#) to enhance the basic stuff below.

Then you need to create little 8x8 arrays of characters in your document to fit your font. You can do this either:

- a. by hand using ZugZwang for Windows (not all fonts supported)
- b. by hand using CDE: [Chess Diagram Editor](#)
- c. by hand using handmade FEN files and [CBASCII](#)
- d. by computer using [CBASCII](#) and PGN game files (handmade or by [SLICS/CHESSBD](#))

The last being the most accurate, and hence the one I use.

1. use CBASCII to create text files with 8x8 diagram arrays, as in steps 1-6 above. [I use [Eric Schiller's](#) Tilburg font (see [below](#)), which also can be used nicely with Anders Thulin's Chess Diagram Editor, available from [my FTP site](#) or the big US sites and their mirrors.] I get to a document I can edit by using a CBASCII character mapping that fits the chess font I use, that is, on the PC going:

```
c:\cbascii -e -fcb -d8x8=tilburg.def games.doc games.cbf
```

CBASCII takes game number options, so you can output just the ones you want.

2. edit the text file using your favourite word processor: I usually set the handout in two columns, with half-a-dozen or so separate paragraph styles to get the appearance of chess diagrams:

normal text:

Arial 12pt, paragraph 0.5 line before, 1.5 spacing

game comment:

normal + 1.0 spacing

game moves:

normal + indent and bold

game variation:

normal + italic

game subvariation:

normal + italic and indent

diagram:

Tilburg 12 pt, paragraph indented both sides, border variation diagram:

diagram + Tilburg 10pt,extra indent, double border

Here is a completed [Word for Windows handout](#). There's also an example of a Word 6 file [italian.doc](#) among the Openings handouts. If you don't have Tilburg you'll have to edit in another font (change TILBURG to TASC) and change the characters (/0220 to A, /0221 to a, ...) to see these properly. The troff character translations to create a [plain ASCII text](#) are given [here](#).

3. **Using other TrueType fonts:** Tilburg was the firstest with the mostest as far as I was concerned, and is still advertised as the main commercial option by UK database agents, although it has been overtaken by [Steve Smith's](#) Alpine fonts (Linares, Zurich, Hastings, etc.).

Excellent free public domain [PD] alternatives have appeared since I got going, including: I have stored here possibly old copies of [Hans Bodlaender's Utrecht](#) font [\[homepage\]](#), and Alan Cowdery's wonderful new PD [Traveller](#) font. There's a TT version of the [Adobe cheq](#) font around; I also keep a copy [here](#).

Some fonts like the [TASC's Figurine](#) font [\[homepage\]](#) are designed to accompany commercial packages, including now: [ChessMaster 5000](#), [Chess Office](#) and [Smart Chess](#).

They all have their own advantages: **cheq** can be read easily in small font sizes, **Traveller** is very comprehensive but doesn't read well on the screen in Windows 3.1, and so on.

Some of these fonts have borders but I don't think any have coordinates. All praise and thanks to these folks for putting their hard work out free for us hacks... Someone posted a list of [Sites with downloadable chess fonts](#), and there is a great archive in [Norresundby Chess Club's site "En Passant"](#).

As all these fonts use 'normal' characters like ABC to stand for chess pieces you have to use different fonts for diagrams and body text. [You might end up doing that anyhow with Tilburg as it uses characters in the 0220-0244 range for pieces, which is a royal pain to type in].

Of course, you can use all these with CBASCII in the same way as Tilburg, viz.

```
c:> cbascii -e -fcb -d8x8=normal.def normal.txt diagram.cbf
c:> cbascii -e -fcb -d8x8=tilburg.def tilburg.txt diagram.cbf
c:> cbascii -e -fcb -d8x8=std.def std.txt diagram.cbf
c:> cbascii -e -fcb -d8x8=utrecht.def utrecht.txt diagram.cbf
c:> cbascii -e -fcb -d8x8=tasc.def tasc.txt diagram.cbf
c:> cbascii -e -fcb -d8x8=cheq.def cheq.txt diagram.cbf
```

```
c:> cbascii -e -fcb -d8x8=linares.def linares.txt diagram.cbf
```

I have made up a demonstration file for these fonts in this way as a [Windows Write](#) file. Alastair Scott spent a long while tidying up DTP for users of CBASCII and some of the fruits of his labour are in a little file called [cbasckit.zip](#); I am pleased to see that Alastair's page is back up.

[Steve Smith's](#) commercial TT fonts e.g. Linares, also use "normal" characters and can offer borders and coordinates. If I was starting again I would always use one of these, as I think Tilburg doesn't yet support borders or coordinates. The Linares fonts include versions which will (a) work wonderfully with the Chessbase for Windows Demo, and (b) turn 'natural' chess text (1.Nf3) into figurines. If you can use the CBWin demo. with these fonts, you can bypass the CBASCII routes I describe above using cut-and-paste or Printing-CreateTextFile.

Clearly all these files still need a lot of tweaking with sundry UNIX tools to get them to look like web pages, and if I could get the hang of the TeX chess macros, I might even use them instead! Shaihin very kindly sent me not [one](#) but [two](#) studies laid out in beautiful LaTeX PostScript, if you are interested in this approach.

Anyhow, if you have any comments or suggestions on how to do this more easily, I'd love to hear from you.

How do I print out the Web page handouts?

These notes arose after I got a note from a friend:

[...]

I don't know how easy it is, but one suggestion I have is to make a text/postscript printable version of the material, without the diagrams! They are great in colour on the web page, but do take up a lot of paper, and don't go into wordprocessors (mine, at least). I made a copy of your French Defence ideas by dragging and dropping the text around the diagrams into a text editor, a few Latex commands, and the whole looks nice in six pages, very handy at home with the chess board.

Of course, most browsers have a simple print option. These notes are only for those who find this unsatisfactory (the diagrams are bulky, and the handouts are sometimes very long) and would like

another route. [PC/UNIX users only, I'm afraid, until someone helps me out]

1. The easiest way I know to create your own text-only printable version using the save (p) option in LYNX, which will include ASCII diagrams. This is very quick, although I'd find it a bore to do the lot that way. I've no idea how to do this in Netscape: you can turn images off but I don't think you can do that when you print. But
 - o there is a DOS LYNX
 - o it serves people right for using [Netscape](#)
2. Otherwise, you'll have to save the source and [macro](#) out the tags. I've had a go at doing this myself, i.e.

sed -f [html2txt.sed file.html](#) > [file.html.txt](#)

- o The diagrams in the resulting text files are derived from the alt="" elements; the light and dark squares are "-" and "+", the white pieces are "kqrbn" on light squares and "KQRBN" on dark, and the Black pieces are respectively "jdtls" and "JDTLS". If you have a chess font you should be able to save the file, and edit in the characters you need; this is pretty much the reverse of what I do to make them in the first place.
- o You can do this by creating the "[file.html.txt](#)" and running a sed macro on it which matches the font you intend to use: for example, if you use the character map for [Traveller Standard font](#) or [Adobe cheq](#) or [Linares](#) you can use the sed macro for [std](#) or [cheq](#) or [Linares](#). [If you design your own, you could post it to me and I'd put a link in here.]

So, having saved the source, you go:

sed -f [std.sed file.html.txt](#) > [file.txt](#)

sed -f [cheq.sed file.html.txt](#) > [cheq.txt](#)

or

sed -f [linares.sed file.html.txt](#) > [linares.txt](#)

You can then create your e.g. [Word for Windows](#) version of the Web page.

- o If you intend to leave it as plain text, but prefer "kqrbn" for White pieces and "KQRBN" for Black (thus losing the square colour information), then try running (guess?) this [sed macro](#) on it.

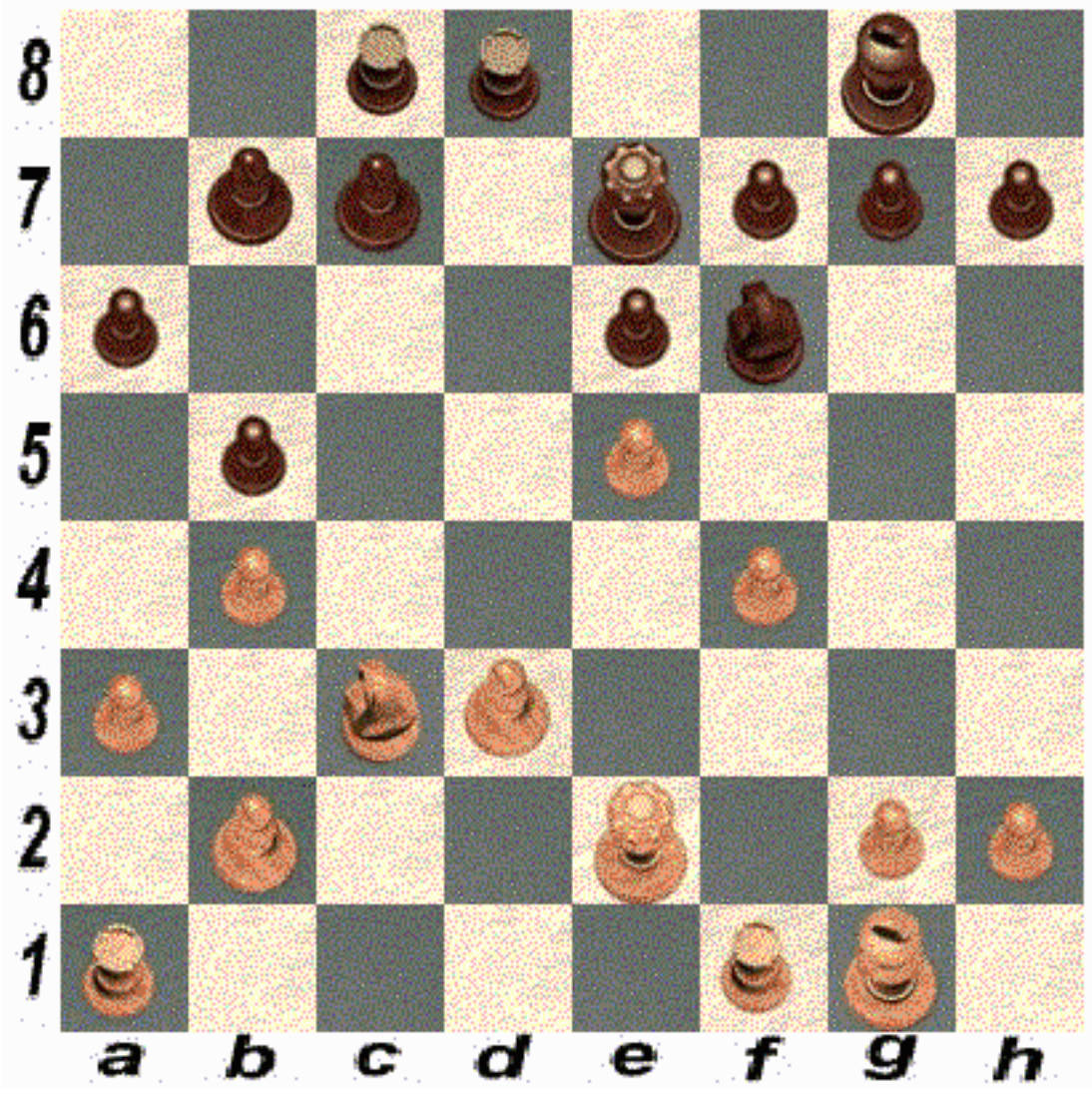
Comments etc. to the usual mailbox.

Back to [Chess Coaching Page](#)



This document (techie.html) was last modified on 21 Jan 97 by

[Dr. Dave](#)



Exeter Chess Club: Fritz

I am now on my third version of Fritz and am still not entirely happy with it. It plays a mean game of chess, and has an attractive screen, but has some clunkiness which I would resent in shareware, let alone full-price commercial software.

Fritz gripes (relevant to version 3, but most are present in all versions)

=====

STARTING UP

- I get a persistent "EMS error" message on startup (which takes one key press to remove - it doesn't disappear after a delay and I can't disable it - I have trialled shareware which pestered me less than this!)

[EMS is incompatible with Windows, so you have to reconfigure the whole machine to get Fritz to work in optimal mode, then change it all back to use Windows - or get this message every time]

- Auto-analyse has to be switched off every run (this takes two key presses to close) Although Fritz does save information about colour and sound and animation, it doesn't save this as a preference.

- The set level has to be moved up every run (two key presses) Although Fritz does save information about colour and sound and animation, it doesn't save this as a preference.

WORKING WITH FRITZ

- You are given only a 3-line comment box to annotate moves, rather than open-ended pop-up text window; a pointless restriction.

SAVING GAMES

- If I have unsaved changes in current game, I'd like Fritz to ask: really load new game? This would have saved a lot of lost work at times...

- I type in one of my league games, and type in 3-figure BCF grade - but the machine won't accept a three-figure grade. A pretty pointless restriction in itself, but...
- I still want my UK grade information, so I convert 113 BCF to ELO 1504, type in ELO 1504... then ELO comes out at 2780 after a save!
- Fritz' books recognise an opening's ECO code, but the openings classification it uses for reports is much cruder and idiosyncratic. This is inconsistent and annoying.
- Fritz books recognise ECO, but Fritz doesn't offer the ECO code it clearly knows about as a prompt in the save screen
- The save screen prompts the current year, even if you are entering a 1884 game! The opening ECO code is always right but date is often wrong - why does Fritz prompt the date & not the opening?

Back to [Chess Coaching Page](#)



This document (fritznbg.html) was last modified on by

[Dr. Dave](#)

CBASCII diagram definition file for UNIX/HTML, D.Regis@Exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner '|'
top_right_corner 1
bottom_left_corner 1
bottom_right_corner '|'
top_border 1
left_border '|'
right_border 1
bottom_border 1

Empty squares
white_square '-'
black_square '+'

White pieces on white squares
white_king_white_square 'k'
white_queen_white_square 'q'
white_knight_white_square 'n'
white_bishop_white_square 'b'
white_rook_white_square 'r'
white_pawn_white_square 'p'

White pieces on black squares
white_king_black_square 'K'
white_queen_black_square 'Q'
white_knight_black_square 'N'
white_bishop_black_square 'B'
white_rook_black_square 'R'
white_pawn_black_square 'P'

Black pieces on white squares
black_king_white_square 'j'
black_queen_white_square 'd'
black_knight_white_square 's'
black_bishop_white_square 'l'

black_rook_white_square 't'
black_pawn_white_square 'x'

Black pieces on black squares

black_king_black_square 'J'
black_queen_black_square 'D'
black_knight_black_square 'S'
black_bishop_black_square 'L'
black_rook_black_square 'T'
black_pawn_black_square 'X'

Miscellaneous

space_between_squares 0
borders 1

back - rank [C41]

adams-torre, 1920

1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 !? 4... Nc6 5. Bb5 Bd7 6. Bxc6
Bxc6 7. Nc3 Nf6 8. O-O Be7 9. Nd5 Bxd5 10. exd5 O-O 11. Bg5 c6 12. c4
cxd5 13. cxd5 Re8 14. Rfe1 a5 15. Re2 Rc8 16. Rae1 Qd7 17. Bxf6 !
17... Bxf6

```
|
|--t+t+j+
|+x+d+xXx
|--X-L-+
|X-+p+--+
|+-Q-+++
|+--+n+-
|pP-+rPpP
|+--+R-K-
|
```

(white has a tactical point available, an idea which when pursued wins
him the game) 18. Qg4 Qb5 [18... Qxg4 19. Rxe8+ Rxe8 20. Rxe8#] 19. Qc4
Qd7 20. Qc7 Qb5 21. a4 Qxa4 22. Re4 Qb5 (the bQ has very nearly run out
of squares to defend e8 from...) 23. Qxb7 1-0

back - rank [C07]

farooqi-kazzaz, nice, 1974

1. e4 e6 2. d4 d5 3. Nd2 c5 4. Ngf3 Nf6 5. e5 Nfd7 6. c3 Nc6 7. Bd3 Qb6
8. Qb3 cxd4 9. Qxb6 Nxb6 10. cxd4 Bd7 11. a3 Rc8 12. b4 Bxb4 13. axb4
Nxb4 14. Bb1

```
|
|--t+j+-T
|Xx+l+xXx
|-S-+x+++
|+--+xP--+
|-S-P-+++
|+--+n+-
|+-N-PpP
|RbB-K-+r
|
```

overlooking... 14... Rxc1+ 0-1

CBASCII diagram definition file TILBURG.DEF D.Regis@exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner 0
top_right_corner 0
bottom_left_corner 0
bottom_right_corner 0
top_border 0
left_border 0
right_border 0
bottom_border 0

Empty squares
white_square 220
black_square 221

White pieces on white squares
white_king_white_square 242
white_queen_white_square 238
white_knight_white_square 226
white_bishop_white_square 230
white_rook_white_square 234
white_pawn_white_square 222

White pieces on black squares
white_king_black_square 243
white_queen_black_square 239
white_knight_black_square 227
white_bishop_black_square 231
white_rook_black_square 235
white_pawn_black_square 223

Black pieces on white squares
black_king_white_square 244
black_queen_white_square 240
black_knight_white_square 228
black_bishop_white_square 232

| | |
|-------------------------|-----|
| black_rook_white_square | 236 |
| black_pawn_white_square | 224 |

Black pieces on black squares

| | |
|---------------------------|-----|
| black_king_black_square | 245 |
| black_queen_black_square | 241 |
| black_knight_black_square | 229 |
| black_bishop_black_square | 233 |
| black_rook_black_square | 237 |
| black_pawn_black_square | 225 |

Miscellaneous

| | |
|-----------------------|---|
| space_between_squares | 0 |
| borders | 0 |

/s/p/01.gif>/g
/s/P/02.gif>/g
/s/x/03.gif>/g
/s/X/04.gif>/g

/s/b/05.gif>/g
/s/B/06.gif>/g
/s/l/07.gif>/g
/s/L/08.gif>/g

/s/n/09.gif>/g
/s/N/10.gif>/g
/s/s/11.gif>/g
/s/S/12.gif>/g

/s/r/13.gif>/g
/s/R/14.gif>/g
/s/t/15.gif>/g
/s/T/16.gif>/g

/s/q/17.gif>/g
/s/Q/18.gif>/g
/s/d/19.gif>/g
/s/D/20.gif>/g

/s/k/21.gif>/g
/s/K/22.gif>/g
/s/j/23.gif>/g
/s/J/24.gif>/g

/s+/25.gif>/g
/s-/26.gif>/g

/s/01.gif/<IMG ALT="p" SRC= ../GIFs/wp_1.gif/g
/s/02.gif/<IMG ALT="P" SRC= ../GIFs/wp_d.gif/g
/s/03.gif/<IMG ALT="x" SRC= ../GIFs/bp_1.gif/g
/s/04.gif/<IMG ALT="X" SRC= ../GIFs/bp_d.gif/g

/s/05.gif/<IMG ALT="b" SRC= ../GIFs/wb_1.gif/g
/s/06.gif/<IMG ALT="B" SRC= ../GIFs/wb_d.gif/g
/s/07.gif/<IMG ALT="l" SRC= ../GIFs/bb_1.gif/g

/s/08.gif/<IMG ALT="L" SRC= ../GIFs/bb_d.gif/g

/s/09.gif/<IMG ALT="n" SRC= ../GIFs/wn_1.gif/g

/s/10.gif/<IMG ALT="N" SRC= ../GIFs/wn_d.gif/g

/s/11.gif/<IMG ALT="s" SRC= ../GIFs/bn_1.gif/g

/s/12.gif/<IMG ALT="S" SRC= ../GIFs/bn_d.gif/g

/s/13.gif/<IMG ALT="r" SRC= ../GIFs/wr_1.gif/g

/s/14.gif/<IMG ALT="R" SRC= ../GIFs/wr_d.gif/g

/s/15.gif/<IMG ALT="t" SRC= ../GIFs/br_1.gif/g

/s/16.gif/<IMG ALT="T" SRC= ../GIFs/br_d.gif/g

/s/17.gif/<IMG ALT="q" SRC= ../GIFs/wq_1.gif/g

/s/18.gif/<IMG ALT="Q" SRC= ../GIFs/wq_d.gif/g

/s/19.gif/<IMG ALT="d" SRC= ../GIFs/bq_1.gif/g

/s/20.gif/<IMG ALT="D" SRC= ../GIFs/bq_d.gif/g

/s/21.gif/<IMG ALT="k" SRC= ../GIFs/wk_1.gif/g

/s/22.gif/<IMG ALT="K" SRC= ../GIFs/wk_d.gif/g

/s/23.gif/<IMG ALT="j" SRC= ../GIFs/bk_1.gif/g

/s/24.gif/<IMG ALT="J" SRC= ../GIFs/bk_d.gif/g

/s/25.gif/<IMG ALT="+" SRC= ../GIFs/mt_d.gif/g

/s/26.gif/<IMG ALT="-" SRC= ../GIFs/mt_1.gif/g

/s/\$\
/

/s///g

/ending: /s/^[t50\]/

^\[[A-Et][0-9][0-9]\]/N

^\[[A-Et][0-9][0-9]\]/s/^\<h3>/

^\[[A-Et][0-9][0-9]\]/s/\$\<\h3>/

^\[s/^\[\/g

^\]s/^\<\em>\]/g

Exeter Chess Club:

<hr>

Back to Chess Coaching Page

<P>This document (.html) was last modified on

by

<address>Dr. Dave</address>

</body></html>

/ /s///g
/xabcdefghijklmnopqrs/./|/
/XABCDEFGHIJKLMN/./|/
/xhgfedcbay/./|/
/XHGFEDCBAY/./|/

/8[trRsnNvlLwqQmkKzpP+-]*([- <Pp>]*\$/./|/
/7[trRsnNvlLwqQmkKzpP+-]*'([- <Pp>]*\$/./|/
/6[trRsnNvlLwqQmkKzpP+-]*\&([- <Pp>]*\$/./|/
/6[trRsnNvlLwqQmkKzpP+-]*\&[;([- <Pp>]*\$/./|/
/5[trRsnNvlLwqQmkKzpP+-]*%([- <Pp>]*\$/./|/
/4[trRsnNvlLwqQmkKzpP+-]*\$([- <Pp>]*\$/./|/
/3[trRsnNvlLwqQmkKzpP+-]*#[([- <Pp>]*\$/./|/
/2[trRsnNvlLwqQmkKzpP+-]*"([- <Pp>]*\$/./|/
/1[trRsnNvlLwqQmkKzpP+-]*!([- <Pp>]*\$/./|/
/9[trRsnNvlLwqQmkKzpP+-]*0([- <Pp>]*\$/./|/

/./s/<P>//
./s/<p>//
./s/\&^&^&/
./s/.-\$///
/[(\&%\$#!&];)-\$/s/-\$///

/^./s/vl/ BV_D/
/^./s/vL/ WV_D/
/^./s/L/ WV_L/
/^./s/l/ BV_L/

/^./s/zp/ bx_d/g
/^./s/zP/ wx_d/g
/^./s/p/ bx_l/g
/^./s/P/ wx_l/g

/^./s/sn/ bs_d/g
/^./s/sN/ ws_d/g
/^./s/n/ bs_l/g
/^./s/N/ ws_l/g

/^./s/tr/ bt_d/g
/^./s/tR/ wt_d/g
/^./s/r/ bt_l/g
/^./s/R/ wt_l/g

/^|/s/wq/ bw_d/g
/^|/s/wQ/ ww_d/g
/^|/s/q/ bw_l/g
/^|/s/Q/ ww_l/g

/^|/s/mk/ bm_d/
/^|/s/mK/ wm_d/
/^|/s/k/ bm_l/
/^|/s/K/ wm_l/

/|/s/ WV_D/ B_d/
/|/s/ BV_D/ b_d/
/|/s/ WV_L/ B_l/
/|/s/ BV_L/ b_l/
/|/s/ wx_/ P_/g
/|/s/ bx_/ p_/g
/|/s/ wt_/ R_/g
/|/s/ bt_/ r_/g
/|/s/ ws_/ N_/g
/|/s/ bs_/ n_/g
/|/s/ ww_/ Q_/g
/|/s/ bw_/ q_/g
/|/s/ wm_/ K_/g
/|/s/ bm_/ k_/g

/|/s+/ +/g
/|/s-/ -/g

/<i> *<\i>/s///g
/ *<\b>/s///g
/<I> *<\I>/s///g
/ *<\B>/s///g
/<i> *<\i>/s///g
/ *<\b>/s///g

/\s/^ *//
/\s/_d/b.gif/g
/\s/_l/w.gif/g
/\s/+/g

```
/^[\ ]*xiiiiiiy[\ ] -<pP>]*$/s//<br>/
/^[\ ]*xabcdefghy[\ ] -<pP>]*$/s//<br>/
/^[\ ]*xhgfedcbay[\ ] -<pP>]*$/s//<br>/
/^[\ ]*XIIIIIIY[\ ] -<pP>]*$/s//<br>/
/^[\ ]*XABCDEFGHY[\ ] -<pP>]*$/s//<br>/
/^[\ ]*XHGFEDCBA[\ ] -<pP>]*$/s//<br>/
```

```
/|s/[](!%\$#\&0 ]*$/<br>/
|[0-9]/s///
```

```
/ */s// /g
./s/> *</></g
/tx.gif/s/^\<table border="1"><tr><td>/
/bx.gif/s/$/<\td><\tr><\table>/
```

```
<i>/s//<em>/g
<\i>/s//<\em>/g
<b>/s//<strong>/g
<\b>/s//<\strong>/g
```

```
<I>/s//<em>/g
<\I>/s//<\em>/g
<B>/s//<strong>/g
<\B>/s//<\strong>/g
```

```
<h[1-4]/s/^\<hr>/
```

Exeter Chess Club:

Lessons from Rubinstein

Peter Lane, 10 June 1997

Akiba Rubinstein made enormous contributions to the game of chess. In the first place, our opening books contain Rubinstein's lines in the Nimzo-Indian (**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3**), the Tarrasch Defense (**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3**), the Four Knights' Game (**1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4**) and the French Defense (**1.e4 e6 2.d4 d5 3.Nc3 dxe4**). Secondly there is the legacy of his games, containing some superb endgames (Reuben Fine believing he ranked above Capablanca in this respect) and a middlegame style based upon a preference for the attack.

The games selected here will focus upon Rubinstein's attacking skill. My reasons for this are twofold. Firstly, I have been reading Vukovic's '**Art of Attack in Chess**', and you can see this selection as my attempt to understand some of the principles! Secondly, his combinational style was a method which permeated all areas of the game, as we will see in his clash with Capablanca.

Game 1 : Rubinstein's Immortal

Rotlewi vs A.R., Lodz 1907/8, Queen's Gambit Declined.

1.d4 d5 2.Nf3 e6 3.e3 c5 4.c4 Nc6 5.Nc3 Nf6 6.dxc5 Bxc5 7.a3 a6 8.b4 Bd6 9.Bb2 O-O 10.Qd2?

Only 10.cxd5 exd5 11.Be2/d3 could save the opening.

10. ... Qe7! 11.Bd3 dxc4 12.Bxc4 b5 13.Bd3 Rd8 14.Qe2 Bb7 15.O-O Ne5 16.Nxe5 Bxe5 17.f4 Bc7 18.e4 Rac8 19.e5

```
2rr2k1/1bb1qppp/p3pn2/1p2P3/1P3P2/P1NB4/1B2Q1PP/R4RK1
```



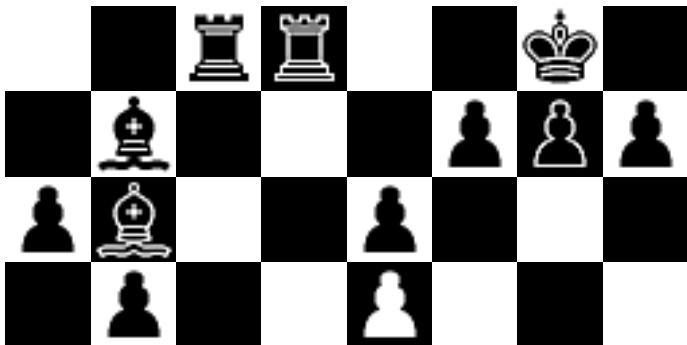
White is asking for trouble. The open c- and d-files have been left uncontested, and the pawn advances have additionally opened diagonals for the Black bishops. A.R. moves over to a direct attack.

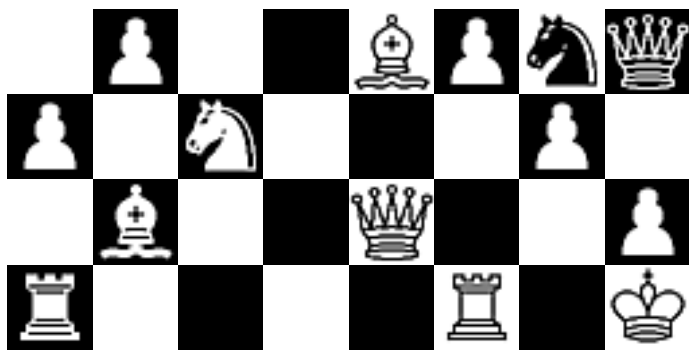
19. ... Bb6+ 20.Kh1 Ng4! 21.Be4

Of course 21.Qxg4 Rxd3 is strong. 21.Ne4 Rxd3 22.Qxd3 Bxe4 23.Qxe4 Qh4 24.h3 Qg3 25.hxg4 Qh4 'mate begins to reveal the danger White is in.

21. ... Qh4 22.g3

```
2rr2k1/1b3ppp/pb2p3/1p2P3/1P2BPnq/P1N3P1/1B2Q2P/R4R1K
```





22. ... Rxc3! 23.gxh4

if 23.Bxc3 Bxe4+ 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxg3 24.Rf3 Rxf3 25.Bxf3 Nf7 + 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2 Nxf3 29.Qxf3 Rd2+ etc.

23. ... Rd2!! 24.Qxd2

if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc.

24. ... Bxe4+ 25.Qg2 Rh3! 0-1

'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate.

Game 2 : Refuting Unsound Opening Play

A.R. vs Dr. Tartakower, Kissingen 1928, Budapest Defense.

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Bb4+ 5.Nd2 Nc6 6.Nf3 f6

Black avoids the mainline, 6...Qe7 7.a3 Ngxe5 8.Nxe5 Nxe5 9.e3 Bxd2+ 10.Qxd2 and White is visibly superior. White's line is a recommendation of Dr. Bernstein, and designed to retain the two bishops - an important point for A.R., as we will see.

7.exf6 Qxf6 8.g3!

This is the Rubinstein touch - offering back the pawn in exchange for superior development.

8. ... Qxb2 9.Bg2 d6 10.O-O O-O

r1b2rk1/ppp3pp/2np4/8/1bP2Bn1/5NP1/Pq1NPPBP/R2Q1RK1



11.Nb3!

This move is quite subtle. Black's opening is based upon the hope of active piece play, but now his pieces are looking uncoordinated, and White is well developed. In situations of this kind, it is important to gain and keep the initiative, primarily through attacking and removing your opponent's best pieces. With this in mind, A. R. plans to exchange the Bb4 for a knight, drive back the Ng4, and use his two bishops and central control to break through.

11. ... Qf6 12.Ng5 h6 13.Ne4 Qf7

if 13. ... Qe7 14.a3 Bc5 (not Ba5 15.Nxa5 and Qd5+) 15.Nexc5 dxc5 16.Qd5+ Be6 17.Qxc5 Qxc5 18.Nxc5 Bxc4 19.Rfc1 Bxe2 20.Nxb7 wins a pawn.

14.a3 Ba5 15.Nxa5 Nxa5 16.h3! Ne5

We begin to see some of Black's problems: 16...Nf6? 17.Nxf6+ Qxf6 18.Qd5 +xa5 or 17...gxf6 18.Bxh6

17.c5!

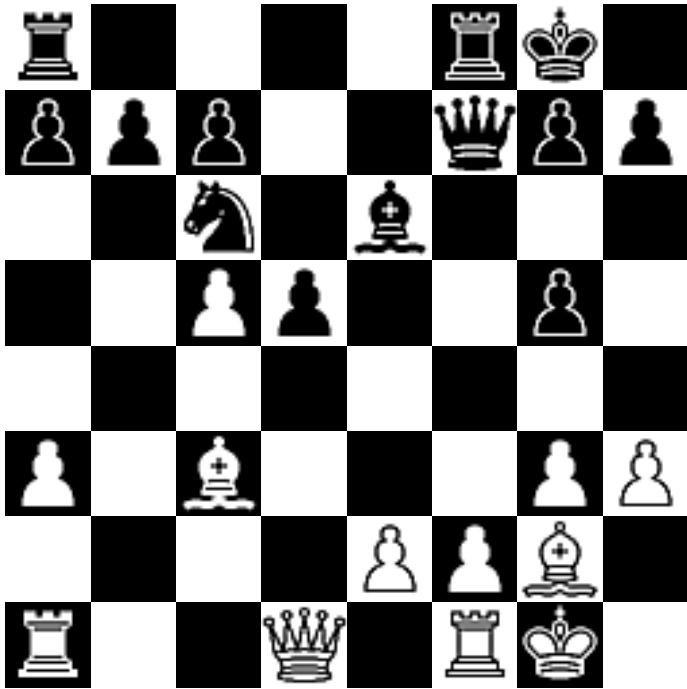
showing that e5 is not a strong point for the knight, only a cover for the d6 pawn. Notice how Black's pieces are kept on the run.

17. ... g5?

Black should centralise: 17...Nac4 18.cxd6 Rd8 maintains complications.

18.Bd2 d5 19.Nxg5 hxg5 20.Bxa5 Be6 21.Bc3 Nc6

r4rk1/ppp2qpp/2n1b3/2Pp2p1/8/P1B3PP/4PPB1/R2Q1RK1



Now watch A.R. infiltrate with his queen.

22.Qd2 Qf5 23.g4 Qf4 24.Bxd5 Bxd5

of course, 24...Qxd2 25.Bxe6+. Notice the deflection of the overloaded Black queen.

25.Qxd5+ Kh7 26.e3! Qf3 27.Qxg5 Qxh3 28.Qg7 'mate

(If 27...Q/Rf7 28.Qh4+ and 'mate.)

This game demonstrates three very important principles of Rubinstein's play:

- 1. Use of the bishops, note the Bf4-d2-c3 manoeuvre, changing the attack point from d6 to g7.**
 - 2. Attacking the opponent's pieces to prevent development and consolidation.**
 - 3. By maintaining the initiative in the centre, a weakened king's side can be punished with a swift kill.**
-

Game 3 : Causing Chaos

A.R. vs Dr. Tarrasch, Hastings 1922, Dutch Defense.

1.d4 e6 2.c4 f5 3.g3 c5

This line looks an active central attack, but creates weaknesses. Nf6 or Bb4+ are superior. Notice how A.R. develops smoothly, not attempting a refutation.

4.Nf3 cxd4 5.Nxd4 Nf6 6.Bg2 Nc6 7.O-O Bc5 8.e3 O-O 9.Nc3 a6

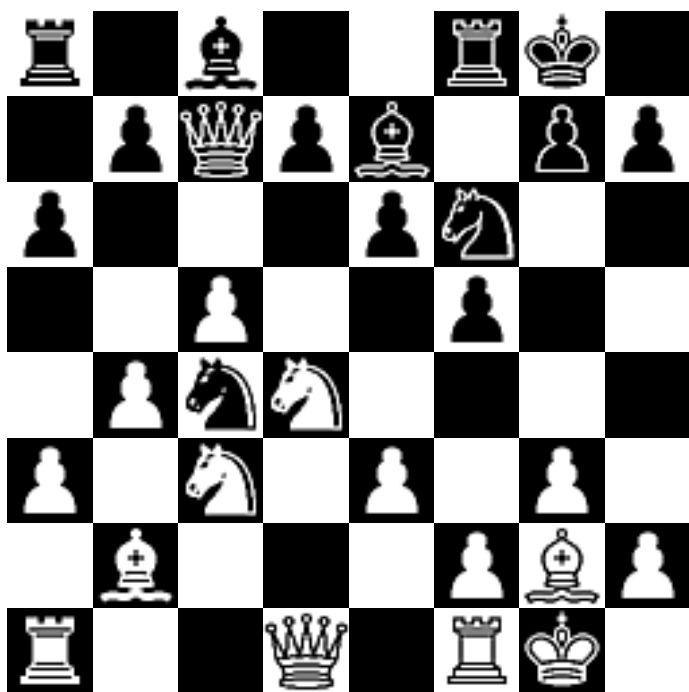
Neither b6 nor d6 are playable due to Nxc6, and Qc7 is met by Nb5, but this passive move gives A.R. the chance to gain some queen side space.

10.a3 Qc7 11.b4 Be7 12.Bb2 Ne5

if 12...d6 13.e4 opens the game to White's advantage, but this tempting line is flawed. Vukovic gives a useful comment to bear in mind: 'the use of force from a weaker position usually prompts a still more forceful reply from one's opponent'.

13.c5 Nc4

r1b2rk1/1pqp1pp/p3pn2/2P2p2/1PnN4/P1N1P1P1/1B3PBP/R2Q1RK1



14.Nxf5!

And this is it! Qb3 would follow the capture of the knight, but that is not the full story...

14. ... Bxc5 15.bxc5 Qxc5 16.Nh6+

This is the real point. The combination has removed the dark square bishop, wrecked the Black king side, and gained the initiative, at the cost of a pawn. (Note 14...Nxb2 15.Nxe7+ and Qb3 won a pawn, but 15...Nxb2 16.Ne7+ Kf7 17.Qe2 seems no worse than the game, and White has lost a bishop.)

16. ... gxh6 17.Bc1 Qe5? 18.Qd3! Qc5

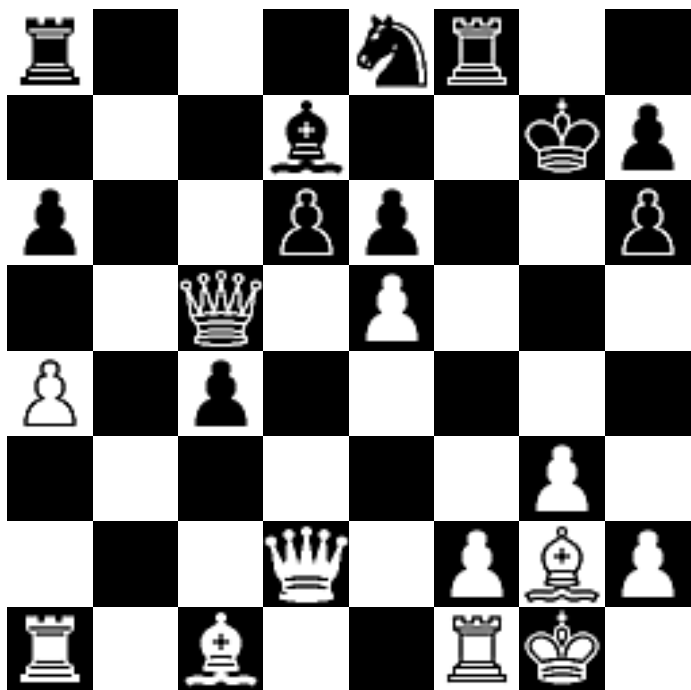
Oh dear, but if 18...Nb6 19.Bb2, or 18...d5 19.e4. Better was 17...d6 or Rb8 to continue developing.

19.a4! d6 20.e4

This is now playable, because his previous move prevented ...b5 20. ... Kg7 21. Nd1! painfully simple chess - the Nc4 must go!

21. ... Bd7 22.Ne3 b5 23.Nxc4 bxc4 24.Qd2 Ne8 25.e5!

r3nr2/3b2kp/p2pp2p/2q1P3/P1p5/6P1/3Q1PBP/R1B2RK1



The final disorganisation - a blow in the centre. White's bishops dominate the board. The Bc1 aims at h6, and threatens to move to a3 at an opportune moment; the Bg2 strikes down to a8, and is anxious to play a bigger role!

25. ... Rab8 26.Qxh6+ Kg8 27.Qg5+ Kf7 (if 27...Kh7 28.Qe7!) 28.Bf3! Rg8 29.Qh5+ Kg7 30.Be4! Qxe5

what else? 30...Rh8 31.Bh6+ Kg8 32.Qg5+ Kf7 33.Qf4+ wins.

31.Qxh7+ Kf8

if 31...Kf6 32.Qxg8 Qxe4 33.Bg5+ Kf5 34.Qh7+ etc.

32.Qxd7 Qxe4 33.Bh6+ 1-0

as White wins a rook after 33...Ng7 34.Bxg7+ Rxg7 35.Qxd7+xb8

This game shows the same three characteristics:

1. The bishops reign supreme.

2. Removing the opponent's better pieces (Be7 and Nc4).

3. Taking the initiative, and not letting it go.

Game 4 : Pawn Storm

A.R. vs Teichmann, Vienna 1908, Queen's Gambit Declined.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 Be7 6.Nf3 O-O 7.Qc2 b6

Better is 7...c5. For this line to be playable, Black must keep the queen's knight at home to cover the White squares, and play ...h6 in preference.

8.cxd5 exd5 9.Bd3 Bb7 10.O-O-O c5 11.h4

r2q1rk1/pb1nbppp/1p3n2/2pp2B1/3P3P/2NBPN2/PPQ2PPQKR3R



11. ... c4?

This move always seems to be a critical error by Black in Queen's side openings - it blocks the position, and White's attack is quicker. The position is one of opposite side castling, and the central formation is, at the moment, fixed. Therefore the plan is one of pushing pawns at the opponent's king. This is not because the pawns make the best attackers - pieces prefer to deliver 'mate' - but because we need to open lines of attack, especially files for the rooks. Black's plan is therefore indicated: 11...cxd4 to open the c-file, followed with ...Rc8...a6...b5

12.Bf5 Re8 13.Bxf6!

This is most instructive. When playing an attack involving a pawn storm every tempo becomes critical, and it is particularly important to prevent your opponent making good defensive moves. In this position Black wants to cover his h7 pawn with the move ...Nf8. White's plan is to push his g-pawn, and for this purpose the Bg5 is an obstruction. It would also be pleasant if the move g5 were to gain a tempo against a Nf6. Therefore this move, which gets rid of the obstruction, prevents the defensive Nf8, and forces Black to keep a knight on f6 ready to be attacked by the advancing pawn. Finding moves like this is necessary if your attack is to keep on rolling!

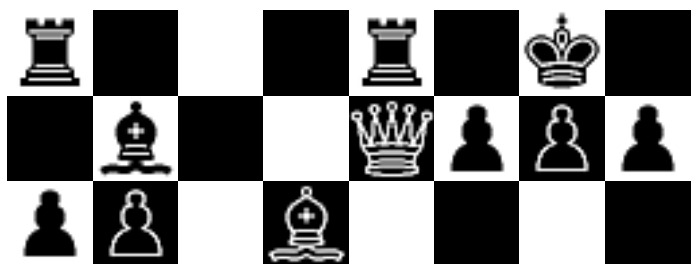
Finally we must remember to be flexible in attack, if Black had played 12...g6 13. Bxd7 and Bh6 would have followed.

13. ... Nxf6 14.g4 Bd6 15.g5 Ne4 16.h5 Qe7

The pawns just keep moving up the board, and Black has yet to move on the queen-side. Note: 16...Nxg5 17.Nxg5 Qxg5 18.Bxh7+ Kf8 19.h6 gxh6 20.Rdg1 and `etc' say the commentators. After 20...Qf6 21.Rh5 Qe6 22.Rgh1 does look good.

17.Rdg1 a6

r3r1k1/1b2qppp/pp1b4/3p1BPP/2pPn3/2N1PN2/PPQ2P2/2K3RR





This is the crucial point. White has brought all his pieces into optimal places, and the pawns are only a step from the enemy defenses, but how to break through? 18.g6 fxc6 ...h6 or 18.h6 g6 will not do. Of course, if the f-g-h pawns were removed, White would be up by two rooks, because the Black rooks cannot shield their king.

Therefore, White is free to sacrifice a piece to prevent any blockade.

18.Bxh7+! Kxh7 19.g6+ Kg8

if 19...fxg6 20.Nxe4 dxe4 21.Ng5+ Kg8 22.Qxc4+ or 21...Kh6 22.Nf7+ Qxf7 23.hxg6+ etc

20.Nxe4 dxe4 21.h6 f6?

Tougher is 21...fxg6 22.Nh4 g5 23.Ng6 Qf6 24.h7+ Kf7 25.h8(Q) Rxh8 26.Nxh8 + Ke7 leaving White to extricate his knight.

A.R. missed 21.Ng5 Bd5 22.gxf7+ Bxf7 23.f3! Bd5 (else 24.fxe4-e4) 24.h6! coupling a central break through with the king-side attack,

e.g. 24...Rac8 25.fxe4 Bxe4 26.h7+ Kh8 27.Qxe4! Qxg5 28.Qxe8+ wins.

22.hxg7 exf3

if 22...Qe6 23.Rh8+ Kxg7 24.Rh7+ and Rgh1 will force 'mate.

23.Rh8+ Kxg7 24.Rh7+ Kg8 25.Qf5 c3

if 25...Qe6 26.Qh5

26.Rxe7 1-0

as 26...Rxe7 27.Qxf6 and Rh1 'mates.

Game 5 : A Clash of Titans

A.R. vs J.R. Capablanca, San Sebastian 1911, Tarrasch Defense.

1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.Nc3 Nc6 6.g3

Black's opening was held by Tarrasch: *to be the best, although I must add that I am almost completely alone in holding that opinion. It is based upon the undeniably correct idea that in the Queen's Gambit ...c5 is the freeing move for Black, and must therefore be made as soon as possible. With this defense Black gets a fine free game for his pieces, at the cost of isolating his Queen's Pawn'.*

And for those who worry about that 'cost'? *He who fears an isolated Queen's Pawn should give up chess'.* (Tarrasch referred to this debate as *Tarrasch contra mundum*).

A.R.'s enduring contribution was a plan involving a fianchetto of the king's bishop, bringing it to bear on the pawn at d5. This simple scheme was used by Karpov to defeat Kasparov twice in 1985.

6. ... Be6

Capablanca used this line against Marshall in 1909, winning his 'most accurate game', but 6...Nf6 7.Bg2 Be7 8.O-O O-O is preferable.

7.Bg2 Be7 8.O-O Rc8 9.dxc5 Bxc5 10.Ng5!

White can begin an attack while Black still lacks two moves for castling. Notice that the initiative is used to make the most of a development edge.

10. ... Nf6 11.Nxe6 fxe6 12.Bh3

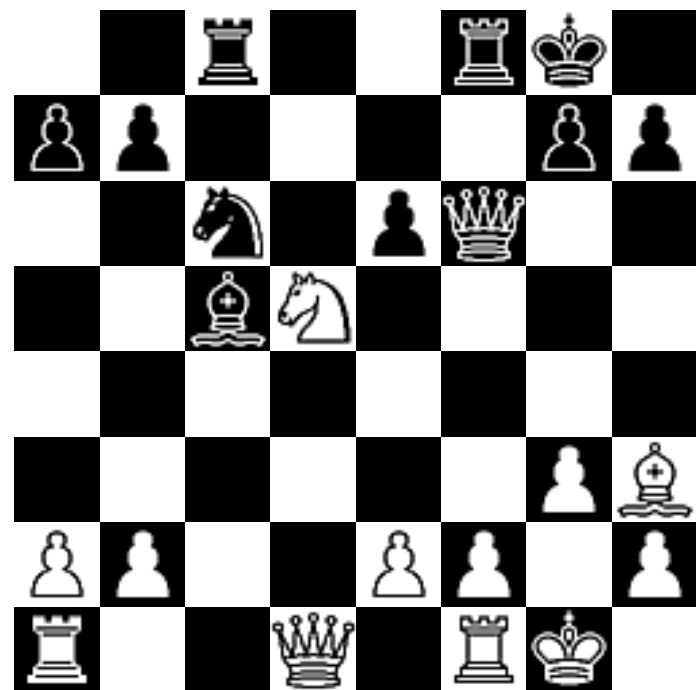
Again, the mobile bishop - h3-c8 is now the crucial light diagonal.

12. ... Qe7 13.Bg5 O-O

Black has finally caught up in development, but A.R. has been preparing his middle game plans - watch the board explode!

14.Bxf6 Qxf6 15.Nxd5!

2r2rk1/pp4pp/2n1pq2/2bN4/8/6PB/PP2PP1P/R2Q1RK1

**15. ... Qh6**

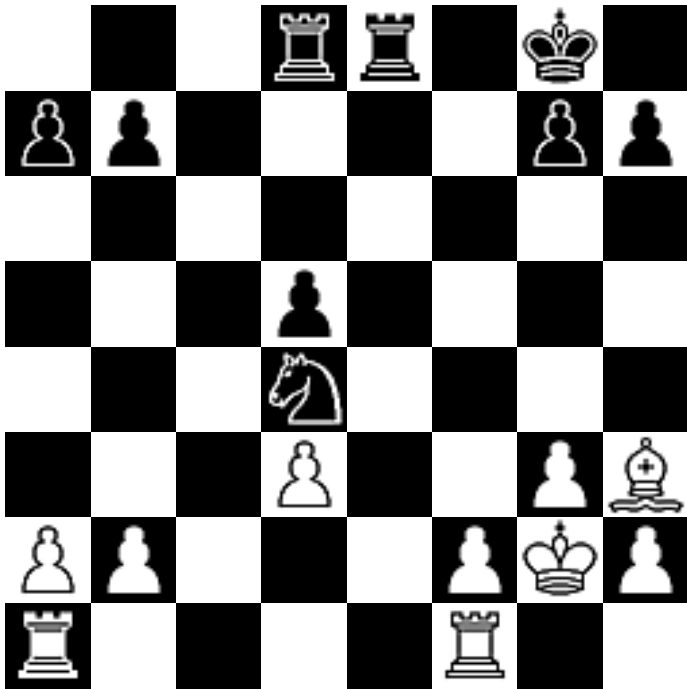
Of course, 15...exd5 16.Qxd5+ and Bxc8 or 15...Bxf2+ 16.Kg2 Qh6 17.Nf4 and 18.Bxe6+xc8 win quickly for White. Instead Capablanca puts another piece under attack, and prepares to pin the knight: who's winning?

16.Kg2 Rcd8 17.Qc1!!

A.R. of course! 17...Rxd5 fails to 18.Qxh6 and 19.Bxe6+, so White wins at least a pawn.

17. ... exd5 18.Qxc5 Qd2 19.Qb5 Nd4 20.Qd3 Qxd3 21.exd3 Rfe8

3rr1k1/pp4pp/8/3p4/3n4/3P2PB/PP3PKP/R4R2



22.Bg4

Black's better development make White's win hard work, at best. 22.Rae1 Nc2 23.Rxe8+ Rxe8 leaves both Nb4 and Ne1+xd3 threatened. White must work up something with his rooks, and try to dislodge that knight on d4. Both players are legends in the endgame, and the following moves unfold an epic battle.

22. ... Rd6 23.Rfe1 Rxe1 24.Rxe1 Rb6 25.Re5!

Rooks must be active. 25.b3 Ra6 and 25.Rb1 would be deplorably passive.

25. ... Rxb2 26.Rxd5 Nc6

as 26...Nb5 27.Rd8+ Kf7 28.Rd7+xb7 loses and 26..Nc2 leaves the knight out of the game. Now watch the White pieces jockeying for the best places: the rook to attack the pawns on the 7th rank, the bishop to cover the a2 pawn, not forgetting to drive the defending king away!

27.Be6+ Kf8 28.Rf5+ Ke8

if 28...Ke7 29.Bc4 with Rf7 to come.

29.Bf7+ Kd7

The king must come forward now to gain counterplay.

30.Bc4 a6

To prevent Rb5 swapping the rooks, and now White is free to gain some pawns.

31.Rf7+ Kd6 32.Rxg7 b5 33.Bg8 a5 34.Rxh7 a4 35.h4 b4 36.Rh6+

The Black pawns are beginning to look worrying, and White must take counter measures.

36. ... Kc5 37.Rh5+ Kb6 38.Bd5? b3?

Missing the chance to play 38...Rxa2! as 39.Bxa2 b3 40.Bxb3 axb3 will queen the pawn, but 39.Bc4 Rc2 40.Rb5+ Kc7 41.Bg8 is still winning.

On White's side a better line was 38.Bc4 b3 39.Rb5+ Kc7 40.Bxb3 axb3 41.axb3 winning comfortably.

We now get a finely calculated finish.

39.axb3! a3 40.Bxc6! Rxb3

if 40...a2 41.Rb5+ Ka6 42.Rb8

41.Bd5 a2 42.Rh6+ 1-0

because 42...Ka5/a7 43.Rh8-a8, or if 42...Kb5 43.Bc4+ and Ra6.

Further Reading:

Rubinstein's Chess Masterpieces, by Hans Kmoch.

The Art of Attack in Chess, by V. Vukovic.

Back to [Chess Coaching Page](#)



This document (test.html) was last modified on by

[Dr. Dave](#)

;/&/s/^\<p\>/^\<br\>/
^\[\[^\<p\>/^\<br\>/

/Ü/s/^\/g
^\[\[Yacute\]\]/s/^\/g
/Ý/s/^\/g
^\[\[Thorn\]\]/s/^\/g
/Þ/s/^\/g
/ß/s/^\/g
/à/s/^\/g
/á/s/^\/g
/â/s/^\/g
/ã/s/^\/g
/ä/s/^\/g
/å/s/^\/g
/æ/s/^\/g
/ç/s/^\/g
/è/s/^\/g
/é/s/^\/g
/ê/s/^\/g
/ë/s/^\/g
/ì/s/^\/g
/í/s/^\/g
/î/s/^\/g
/ï/s/^\/g
^\[\[eth\]\]/s/^\/g
/ð/s/^\/g
/ñ/s/^\/g
/ò/s/^\/g
/ó/s/^\/g
/ô/s/^\/g
/õ/s/^\/g

/yy/s//alt/g

^\[\[onesuperior\]\]/s//P/g
/>>/s//N/g
^\[\[ordmasculine\]\]/s//B/g
/1\4/s//R/g
/1\2/s//Q/g
/3\4/s//K/g
/Ø/s//1-0/g

/Ù/s//0-1/g

/º/s//B/g

/»/s//N/g

/¼/s//R/g

/½/s//Q/g

/¾/s//K/g

/¹/s//P/g

/&/s//and/g

//s///g

/<\b>/s//<\strong>/g

/<i>/s///g

/<\i>/s//<\em>/g

/<u>/s///g

/<\u>/s//<\em>/g

//s///g

/<\B>/s//<\strong>/g

/<I>/s///g

/<\I>/s//<\em>/g

/<U>/s///g

/<\U>/s//<\em>/g

/ /s// /g

/^<p>\$/d

//s///g

//s///g

/<\strong><\em>/s//<\strong>/g

/<\em><\strong>/s//<\strong>/g

/<\strong>/s//g

/<\em>/s//g

/Q-Q/s..1/2-1/2.

/>Q</s..>1/2-1/2<.

/<h[2-5]/s/^\<hr>/

/<hr>/i\

/<p>/r blank

/<\h[2-5]/r blank

Lessons from Rubinstein

Peter Lane, 10 June 1997

Akiba Rubinstein made enormous contributions to the game of chess. In the first place, our opening books contain Rubinstein's lines in the Nimzo-Indian (**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3**), the Tarrasch Defense (**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3**), the Four Knights' Game (**1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4**) and the French Defense (**1.e4 e6 2.d4 d5 3.Nc3 dxe4**). Secondly there is the legacy of his games, containing some superb endgames (Reuben Fine believing he ranked above Capablanca in this respect) and a middlegame style based upon a preference for the attack.

The games selected here will focus upon Rubinstein's attacking skill. My reasons for this are twofold. Firstly, I have been reading Vukovic's **'Art of Attack in Chess'**, and you can see this selection as my attempt to understand some of the principles! Secondly, his combinational style was a method which permeated all areas of the game, as we will see in his clash with Capablanca.

Game 1 : Rubinstein's Immortal

Rotlewi vs A.R., Lodz 1907/8, Queen's Gambit Declined.

1.d4 d5 2.Nf3 e6 3.e3 c5 4.c4 Nc6 5.Nc3 Nf6 6.dxc5 Bxc5 7.a3 a6 8.b4 Bd6 9.Bb2 O-O 10.Qd2?

Only 10.cxd5 exd5 11.Be2/d3 could save the opening.

10. ... Qe7! 11.Bd3 dxc4 12.Bxc4 b5 13.Bd3 Rd8 14.Qe2 Bb7 15.O-O Ne5 16.Nxe5 Bxe5 17.f4 Bc7 18.e4 Rac8 19.e5

2rr2k1/1bb1qppp/p3pn2/1p2P3/1P3P2/P1NB4/1B2Q1PP/R4RK1

Ü[[Yacute]]iÜ[[Yacute]]ô[[Yacute]]

[[Yacute]]èéÜñàáà

à[[Yacute]]Ü[[Yacute]]àåÜ[[Yacute]]

[[Yacute]]à[[Yacute]]ÜßÜ[[Yacute]]Ü

ÜÜ[[Yacute]]ÜÜ[[Yacute]]

ÜÜ[[Yacute]]Ü[[Yacute]]Ü

ÜçÜ[[Yacute]]î[[Yacute]][[Thorn]]ß

ëÜ[[Yacute]]Ü[[Yacute]]êóÜ

White is asking for trouble. The open c- and d-files have been left uncontested, and the pawn advances have additionally opened diagonals for the Black bishops. A.R. moves over to a direct attack.

19. ... Bb6+ 20.Kh1 Ng4! 21.Be4

Of course 21.Qxg4 Rxd3 is strong. 21.Ne4 Rxd3 22.Qxd3 Bxe4 23.Qxe4 Qh4 24.h3 Qg3 25.hxg4 Qh4 'mate begins to reveal the danger White is in.

21. ... Qh4 22.g3

2rr2k1/1b3ppp/pb2p3/1p2P3/1P2BPnq/P1N3P1/1B2Q2P/R4R1K

Ü[[Yacute]]î[[Yacute]]ô[[Yacute]]

[[Yacute]]è[[Yacute]]Ü[[Yacute]]àáà

àéÜ[[Yacute]]à[[Yacute]]Ü[[Yacute]]

[[Yacute]]à[[Yacute]]ÜÜ[[Yacute]]Ü

ÜÜ[[Yacute]]æßñ

ÜÜ[[Yacute]]ÜÜ

ÜçÜ[[Yacute]]î[[Yacute]]Üß

ëÜ[[Yacute]]Ü[[Yacute]]ê[[Yacute]]ò

22. ... Rxc3! 23.gxh4

if 23.Bxc3 Bxe4+ 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxc3 24.Rf3 Rxf3 25.Bxf3 Nf7 + 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2 Nxf3 29.Qxf3 Rd2+ etc.

23. ... Rd2!! 24.Qxd2

if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc.

24. ... Bxe4+ 25.Qg2 Rh3! 0-1

'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate.

Game 2 : Refuting Unsound Opening Play**A.R. vs Dr. Tartakower, Kissingen 1928, Budapest Defense.**

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Bb4+ 5.Nd2 Nc6 6.Nf3 f6

Black avoids the mainline, 6...Qe7 7.a3 Ngxe5 8.Nxe5 Nxe5 9.e3 Bxd2+ 10.Qxd2 and White is visibly superior. White's line is a recommendation of Dr. Bernstein, and designed to retain the two bishops - an important point for A.R., as we will see.

7.exf6 Qxf6 8.g3!

This is the Rubinstein touch - offering back the pawn in exchange for superior development.

8. ... Qxb2 9.Bg2 d6 10.O-O O-O

r1b2rk1/ppp3pp/2np4/8/1bP2Bn1/5NP1/Pq1NPPBP/R2Q1RK1

ì[[Yacute]]è[[Yacute]]Üíô[[Yacute]]

áääÜ[[Yacute]]Üáà

Ü[[Yacute]]ääÜ[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Ü

Üé[[Thorn]][[Yacute]]Üçä[[Yacute]]

[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]âßÜ

[[Thorn]]ñÜã[[Thorn]]ßæß

ëÜ[[Yacute]]î[[Yacute]]êóÜ

11.Nb3!

This move is quite subtle. Black's opening is based upon the hope of active piece play, but now his pieces are looking uncoordinated, and White is well developed. In situations of this kind, it is important to gain and keep the initiative, primarily through attacking and removing your opponent's best pieces. With this in mind, A. R. plans to exchange the Bb4 for a knight, drive back the Ng4, and use his two bishops and central control to break through.

11. ... Qf6 12.Ng5 h6 13.Ne4 Qf7

if 13. ... Qe7 14.a3 Bc5 (not Ba5 15.Nxa5 and Qd5+) 15.Nexc5 dxc5 16.Qd5+ Be6 17.Qxc5 Qxc5 18.Nxc5 Bxc4 19.Rfc1 Bxe2 20.Nxb7 wins a pawn.

14.a3 Ba5 15.Nxa5 Nxa5 16.h3! Ne5

We begin to see some of Black's problems: 16...Nf6? 17.Nxf6+ Qxf6 18.Qd5 +xa5 or 17...gxf6 18.Bxh6

17.c5!

showing that e5 is not a strong point for the knight, only a cover for the d6 pawn. Notice how Black's pieces are kept on the run.

17. ... g5?

Black should centralise: 17...Nac4 18.cxd6 Rd8 maintains complications.

18.Bd2 d5 19.Nxg5 hxg5 20.Bxa5 Be6 21.Bc3 Nc6

r4rk1/ppp2qpp/2n1b3/2Pp2p1/8/P1B3PP/4PPB1/R2Q1RK1

î[[Yacute]]Ü[[Yacute]]Üíô[[Yacute]]

áàáÜ[[Yacute]][[eth]]áà

Ü[[Yacute]]ä[[Yacute]]è[[Yacute]]Ü[[Yacute]]

[[Yacute]]Üßà[[Yacute]]ÜáÜ

Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]

BÜçÜ[[Yacute]]Üß[[Thorn]]

Ü[[Yacute]]Ü[[Yacute]][[Thorn]]Bæ[[Yacute]]

ëÜ[[Yacute]]î[[Yacute]]êóÜ

Now watch A.R. infiltrate with his queen.

22.Qd2 Qf5 23.g4 Qf4 24.Bxd5 Bxd5

of course, 24...Qxd2 25.Bxe6+. Notice the deflection of the overloaded Black queen.

25.Qxd5+ Kh7 26.e3! Qf3 27.Qxg5 Qxh3 28.Qg7 'mate

(If 27...Q/Rf7 28.Qh4+ and 'mate.)

This game demonstrates three very important principles of Rubinstein's play:

- 1. Use of the bishops, note the Bf4-d2-c3 manoeuvre, changing the attack point from d6 to g7.**
- 2. Attacking the opponent's pieces to prevent development and consolidation.**
- 3. By maintaining the initiative in the centre, a weakened king's side can be punished with a swift kill.**

Game 3 : Causing Chaos

A.R. vs Dr. Tarrasch, Hastings 1922, Dutch Defense.

1.d4 e6 2.c4 f5 3.g3 c5

This line looks an active central attack, but creates weaknesses. Nf6 or Bb4+ are superior. Notice how A.R. develops smoothly, not attempting a refutation.

4.Nf3 cxd4 5.Nxd4 Nf6 6.Bg2 Nc6 7.O-O Bc5 8.e3 O-O 9.Nc3 a6

Neither b6 nor d6 are playable due to Nxc6, and Qc7 is met by Nb5, but this passive move gives A.R. the chance to gain some queen side space.

10.a3 Qc7 11.b4 Be7 12.Bb2 Ne5

if 12...d6 13.e4 opens the game to White's advantage, but this tempting line is flawed. Vukovic gives a useful comment to bear in mind: 'the use of force from a weaker position usually prompts a still more forceful reply from one's opponent'.

13.c5 Nc4

r1b2rk1/1pqp1pp/p3pn2/2P2p2/1PnN4/P1N1P1P1/1B3PBP/R2Q1RK1

[[Yacute]]è[[Yacute]]Üíô[[Yacute]]

[[Yacute]]àñàéÜáà

à[[Yacute]]Ü[[Yacute]]àåÜ[[Yacute]]

[[Yacute]]ÜßÜ[[Yacute]]à[[Yacute]]Ü

ÜßääÜ[[Yacute]]Ü[[Yacute]]

ßÜääÜßÜßÜ

ÜçÜ[[Yacute]]Üßæß

ëÜ[[Yacute]]î[[Yacute]]êóÜ

14.Nxf5!

And this is it! Qb3 would follow the capture of the knight, but that is not the full story...

14. ... Bxc5 15.bxc5 Qxc5 16.Nh6+

This is the real point. The combination has removed the dark square bishop, wrecked the Black king side, and gained the initiative, at the cost of a pawn. (Note 14...Nxb2 15.Nxe7+ and Qb3 won a pawn, but 15...Nxb2 16.Ne7+ Kf7 17.Qe2 seems no worse than the game, and White has lost a bishop.)

16. ... gxh6 17.Bc1 Qe5? 18.Qd3! Qc5

Oh dear, but if 18...Nb6 19.Bb2, or 18...d5 19.e4. Better was 17...d6 or Rb8 to continue developing.

19.a4! d6 20.e4

This is now playable, because his previous move prevented ...b5 20. ... Kg7 21. Nd1! painfully simple chess - the Nc4 must go!

21. ... Bd7 22.Ne3 b5 23.Nxc4 bxc4 24.Qd2 Ne8 25.e5!

r3nr2/3b2kp/p2pp2p/2q1P3/P1p5/6P1/3Q1PBP/R1B2RK1

ì[[Yacute]]Ü[[Yacute]]äíÜ[[Yacute]]

[[Yacute]]Ü[[Yacute]]è[[Yacute]]Üõà

à[[Yacute]]Üáà[[Yacute]]Üá

[[Yacute]]ÜñÜßÜ[[Yacute]]Ü

[[Thorn]][[Yacute]]à[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]ÜßÜ

Ü[[Yacute]]ÜiÜßæß

ëÜçÜ[[Yacute]]êóÜ

The final disorganisation - a blow in the centre. White's bishops dominate the

board. The Bc1 aims at h6, and threatens to move to a3 at an opportune moment; the Bg2 strikes down to a8, and is anxious to play a bigger role!

25. ... Rab8 26.Qxh6+ Kg8 27.Qg5+ Kf7 (if 27...Kh7 28.Qe7!) 28.Bf3! Rg8 29.Qh5+ Kg7 30.Be4! Qxe5

what else? 30...Rh8 31.Bh6+ Kg8 32.Qg5+ Kf7 33.Qf4+ wins.

31.Qxh7+ Kf8

if 31...Kf6 32.Qxg8 Qxe4 33.Bg5+ Kf5 34.Qh7+ etc.

32.Qxd7 Qxe4 33.Bh6+ 1-0

as White wins a rook after 33...Ng7 34.Bxg7+ Rxc7 35.Qxd7+xb8

This game shows the same three characteristics:

- 1. The bishops reign supreme.**
- 2. Removing the opponent's better pieces (Be7 and Nc4).**
- 3. Taking the initiative, and not letting it go.**

Game 4 : Pawn Storm

A.R. vs Teichmann, Vienna 1908, Queen's Gambit Declined.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 Be7 6.Nf3 O-O 7.Qc2 b6

Better is 7...c5. For this line to be playable, Black must keep the queen's knight at home to cover the White squares, and play ...h6 in preference.

8.cxd5 exd5 9.Bd3 Bb7 10.O-O-O c5 11.h4

r2q1rk1/pb1nbppp/1p3n2/2pp2B1/3P3P/2NBPN2/PPQ2PP1/2KR3R

î[[Yacute]]ÛñÛíô[[Yacute]]

áè[[Yacute]]äëàáà

ÜáÜ[[Yacute]]ÜåÜ[[Yacute]]

[[Yacute]]Üáà[[Yacute]]ÜçÜ

Ü[[Yacute]]ÜßÜ[[Yacute]]Üß

[[Yacute]]Üãæßâ[[Yacute]]Ü

[[Thorn]]βî[[Yacute]]Üß[[Thorn]][[Yacute]]

[[Yacute]]Üóê[[Yacute]]Ü[[Yacute]]ê

11. ... c4?

This move always seems to be a critical error by Black in Queen's side openings - it blocks the position, and White's attack is quicker. The position is one of opposite side castling, and the central formation is, at the moment, fixed. Therefore the plan is one of pushing pawns at the opponent's king. This is not because the pawns make the best attackers - pieces prefer to deliver 'mate' - but because we need to open lines of attack, especially files for the rooks. Black's plan is therefore indicated: 11...cxd4 to open the c-file, followed with ...Rc8...a6...b5

12.Bf5 Re8 13.Bxf6!

This is most instructive. When playing an attack involving a pawn storm every tempo becomes critical, and it is particularly important to prevent your opponent making good defensive moves. In this position Black wants to cover his h7 pawn with the move ...Nf8. White's plan is to push his g-pawn, and for this purpose the Bg5 is an obstruction. It would also be pleasant if the move g5 were to gain a tempo against a Nf6. Therefore this move, which gets rid of the obstruction, prevents the defensive Nf8, and forces Black to keep a knight on f6 ready to be attacked by the advancing pawn. Finding moves like this is necessary if your attack is to keep on rolling!

Finally we must remember to be flexible in attack, if Black had played 12...g6 13. Bxd7 and Bh6 would have followed.

13. ... Nxf6 14.g4 Bd6 15.g5 Ne4 16.h5 Qe7

The pawns just keep moving up the board, and Black has yet to move on the queen-side. Note: 16...Nxc5 17.Nxc5 Qxc5 18.Bxh7+ Kf8 19.h6 gxh6 20.Rdg1 and `etc' say the commentators. After 20...Qf6 21.Rh5 Qe6 22.Rgh1 does look good.

17.Rdg1 a6

r3r1k1/1b2qppp/pp1b4/3p1BPP/2pPn3/2N1PN2/PPQ2P2/2K3RR

ì[[Yacute]]Ü[[Yacute]]î[[Yacute]]ô[[Yacute]]

[[Yacute]]è[[Yacute]]Üñàáà

ääÜéÜ[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]]à[[Yacute]]æß[[Thorn]]

Ü[[Yacute]]àßä[[Yacute]]Ü[[Yacute]]

[[Yacute]]ÜäÜßâ[[Yacute]]Ü

[[Thorn]]ßî[[Yacute]]ÜßÜ[[Yacute]]

[[Yacute]]ÜóÜ[[Yacute]]Üèè

This is the crucial point. White has brought all his pieces into optimal places, and the pawns are only a step from the enemy defenses, but how to break through? 18.g6 fxg6 ...h6 or 18.h6 g6 will not do. Of course, if the f-g-h pawns were removed, White would be up by two rooks, because the Black rooks cannot shield their king.

Therefore, White is free to sacrifice a piece to prevent any blockade.

18.Bxh7+! Kxh7 19.g6+ Kg8

if 19...fxg6 20.Nxe4 dxe4 21.Ng5+ Kg8 22.Qxc4+ or 21...Kh6 22.Nf7+ Qxf7 23.hxg6+ etc

20.Nxe4 dxe4 21.h6 f6?

Tougher is 21...fxg6 22.Nh4 g5 23.Ng6 Qf6 24.h7+ Kf7 25.h8(Q) Rxh8 26.Nxh8

+ Ke7 leaving White to extricate his knight.

A.R. missed 21.Ng5 Bd5 22.gxf7+ Bxf7 23.f3! Bd5 (else 24.fxe4-e4) 24.h6! coupling a central break through with the king-side attack,

e.g. 24...Rac8 25.fxe4 Bxe4 26.h7+ Kh8 27.Qxe4! Qxg5 28.Qxe8+ wins.

22.hxg7 exf3

if 22...Qe6 23.Rh8+ Kxg7 24.Rh7+ and Rgh1 will force 'mate.

23.Rh8+ Kxg7 24.Rh7+ Kg8 25.Qf5 c3

if 25...Qe6 26.Qh5

26.Rxe7 1-0

as 26...Rxe7 27.Qxf6 and Rh1 'mates.

Game 5 : A Clash of Titans

A.R. vs J.R. Capablanca, San Sebastian 1911, Tarrasch Defense.

1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.Nc3 Nc6 6.g3

Black's opening was held by Tarrasch: *`to be the best, although I must add that I am almost completely alone in holding that opinion. It is based upon the undeniably correct idea that in the Queen's Gambit ...c5 is the freeing move for Black, and must therefore be made as soon as possible. With this defense Black gets a fine free game for his pieces, at the cost of isolating his Queen's Pawn'.*

And for those who worry about that `cost'? *`He who fears an isolated Queen's Pawn should give up chess'.* (Tarrasch referred to this debate as *Tarrasch contra mundum*).

A.R.'s enduring contribution was a plan involving a fianchetto of the king's bishop, bringing it to bear on the pawn at d5. This simple scheme was used by Karpov to defeat Kasparov twice in 1985.

6. ... Be6

Capablanca used this line against Marshall in 1909, winning his 'most accurate game', but 6...Nf6 7.Bg2 Be7 8.O-O O-O is preferable.

7.Bg2 Be7 8.O-O Rc8 9.dxc5 Bxc5 10.Ng5!

White can begin an attack while Black still lacks two moves for castling. Notice that the initiative is used to make the most of a development edge.

10. ... Nf6 11.Nxe6 fxe6 12.Bh3

Again, the mobile bishop - h3-c8 is now the crucial light diagonal.

12. ... Qe7 13.Bg5 O-O

Black has finally caught up in development, but A.R. has been preparing his middle game plans - watch the board explode!

14.Bxf6 Qxf6 15.Nxd5!

2r2rk1/pp4pp/2n1pq2/2bN4/8/6PB/PP2PP1P/R2Q1RK1

Ü[[Yacute]]î[[Yacute]]Üíô[[Yacute]]

áà[[Yacute]]Ü[[Yacute]]Üáà

Ü[[Yacute]]ä[[Yacute]]añÜ[[Yacute]]

[[Yacute]]Üéâ[[Yacute]]Ü[[Yacute]]Ü

Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Üßæ

[[Thorn]]ßÜ[[Yacute]][[Thorn]]ßÜß

ëÜ[[Yacute]]î[[Yacute]]êóÜ

15. ... Qh6

Of course, 15...exd5 16.Qxd5+ & Bxc8 or 15...Bxf2+ 16.Kg2 Qh6 17.Nf4 and 18. Bxe6+xc8 win quickly for White. Instead Capablanca puts another piece under attack, and prepares to pin the knight: who's winning?

16.Kg2 Rcd8 17.Qc1!!

A.R. of course! 17...Rxd5 fails to 18.Qxh6 and 19.Bxe6+, so White wins at least a pawn.

17. ... exd5 18.Qxc5 Qd2 19.Qb5 Nd4 20.Qd3 Qxd3 21.exd3 Rfe8

3rr1k1/pp4pp/8/3p4/3n4/3P2PB/PP3PKP/R4R2

Ü[[Yacute]]Ûî[[Yacute]]ô[[Yacute]]

áà[[Yacute]]Ü[[Yacute]]Üáà

Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]]à[[Yacute]]Ü[[Yacute]]Ü

Ü[[Yacute]]ÜåÜ[[Yacute]]Ü[[Yacute]]

[[Yacute]]Ü[[Yacute]][[Thorn]][[Yacute]]Üβæ

[[Thorn]]βÜ[[Yacute]]Üβðβ

ëÜ[[Yacute]]Ü[[Yacute]]ê[[Yacute]]Ü

22.Bg4

Black's better development make White's win hard work, at best. 22.Rae1 Nc2 23.Rxe8+ Rxe8 leaves both Nb4 and Ne1+xd3 threatened. White must work up something with his rooks, and try to dislodge that knight on d4. Both players are legends in the endgame, and the following moves unfold an epic battle.

22. ... Rd6 23.Rfe1 Rxe1 24.Rxe1 Rb6 25.Re5!

Rooks must be active. 25.b3 Ra6 and 25.Rb1 would be deplorably passive.

25. ... Rxb2 26.Rxd5 Nc6

as 26...Nb5 27.Rd8+ Kf7 28.Rd7+xb7 loses and 26..Nc2 leaves the knight out of the game. Now watch the White pieces jockeying for the best places: the rook to attack the pawns on the 7th rank, the bishop to cover the a2 pawn, not forgetting to drive the defending king away!

27.Be6+ Kf8 28.Rf5+ Ke8

if 28...Ke7 29.Bc4 with Rf7 to come.

29.Bf7+ Kd7

The king must come forward now to gain counterplay.

30.Bc4 a6

To prevent Rb5 swapping the rooks, and now White is free to gain some pawns.

31.Rf7+ Kd6 32.Rxg7 b5 33.Bg8 a5 34.Rxh7 a4 35.h4 b4 36.Rh6+

The Black pawns are beginning to look worrying, and White must take counter measures.

36. ... Kc5 37.Rh5+ Kb6 38.Bd5? b3?

Missing the chance to play 38...Rxa2! as 39.Bxa2 b3 40.Bxb3 axb3 will queen the pawn, but 39.Bc4 Rc2 40.Rb5+ Kc7 41.Bg8 is still winning.

On White's side a better line was 38.Bc4 b3 39.Rb5+ Kc7 40.Bxb3 axb3 41.axb3 winning comfortably.

We now get a finely calculated finish.

39.axb3! a3 40.Bxc6! Rxb3

if 40...a2 41.Rb5+ Ka6 42.Rb8

41.Bd5 a2 42.Rh6+ 1-0

because 42...Ka5/a7 43.Rh8-a8, or if 42...Kb5 43.Bc4+ and Ra6.

Further Reading:

Rubinstein's Chess Masterpieces, by Hans Kmoch.

The Art of Attack in Chess, by V. Vukovic.

Lessons from Rubinstein

Peter Lane, 10 June 1997

Akiba Rubinstein made enormous contributions to the game of chess. In the first place, our opening books contain Rubinstein's lines in the Nimzo-Indian (**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3**), the Tarrasch Defense (**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3**), the Four Knights' Game (**1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4**) and the French Defense (**1.e4 e6 2.d4 d5 3.Nc3 dxe4**). Secondly there is the legacy of his games, containing some superb endgames (Reuben Fine believing he ranked above Capablanca in this respect) and a middlegame style based upon a preference for the attack.

The games selected here will focus upon Rubinstein's attacking skill. My reasons for this are twofold. Firstly, I have been reading Vukovic's **'Art of Attack in Chess'**, and you can see this selection as my attempt to understand some of the principles! Secondly, his combinational style was a method which permeated all areas of the game, as we will see in his clash with Capablanca.

Game 1 : Rubinstein's Immortal

Rotlewi vs A.R., Lodz 1907/8, Queen's Gambit Declined.

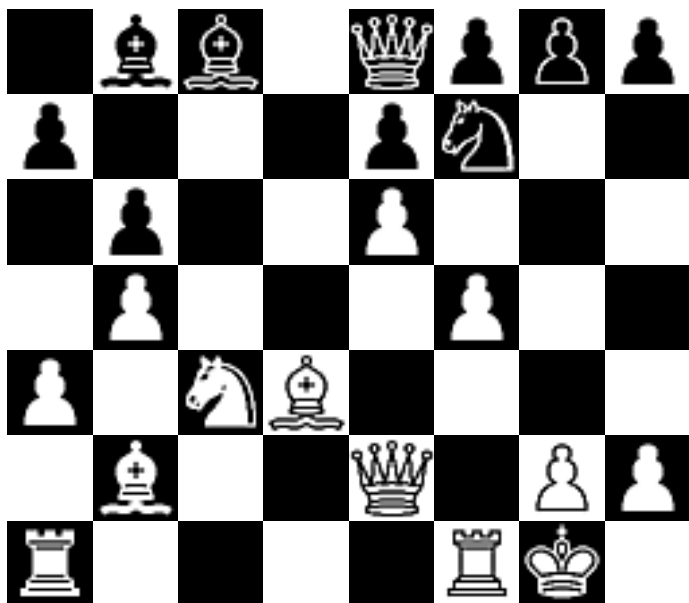
1.d4 d5 2.Nf3 e6 3.e3 c5 4.c4 Nc6 5.Nc3 Nf6 6.dxc5 Bxc5 7.a3 a6 8.b4 Bd6 9.Bb2 O-O 10.Qd2?

Only 10.cxd5 exd5 11.Be2/d3 could save the opening.

10. ... Qe7! 11.Bd3 dxc4 12.Bxc4 b5 13.Bd3 Rd8 14.Qe2 Bb7 15.O-O Ne5 16.Nxe5 Bxe5 17.f4 Bc7 18.e4 Rac8 19.e5

2rr2k1/1bb1qppp/p3pn2/1p2P3/1P3P2/P1NB4/1B2Q1PP/R4RK1





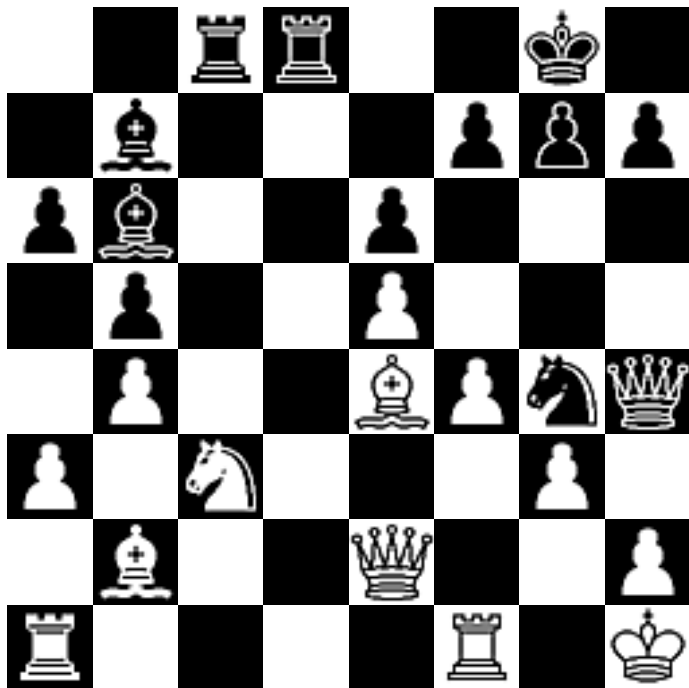
White is asking for trouble. The open c- and d-files have been left uncontested, and the pawn advances have additionally opened diagonals for the Black bishops. A.R. moves over to a direct attack.

19. ... Bb6+ 20.Kh1 Ng4! 21.Be4

Of course 21.Qxg4 Rxd3 is strong. 21.Ne4 Rxd3 22.Qxd3 Bxe4 23.Qxe4 Qh4 24.h3 Qg3 25.hxg4 Qh4 'mate begins to reveal the danger White is in.

21. ... Qh4 22.g3

2rr2k1/1b3ppp/pb2p3/1p2P3/1P2BPnq/P1N3P1/1B2Q2P/R4R1K



22. ... Rxc3! 23.gxh4

if 23.Bxc3 Bxe4+ 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxc3 24.Rf3 Rxf3 25.Bxf3 Nf7+ 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2 Nxf3 29.Qxf3 Rd2+ etc.

23. ... Rd2!! 24.Qxd2

if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc.

24. ... Bxe4+ 25.Qg2 Rh3! 0-1

'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate.

Game 2 : Refuting Unsound Opening Play

A.R. vs Dr. Tartakower, Kissingen 1928, Budapest Defense.

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Bb4+ 5.Nd2 Nc6 6.Nf3 f6

Black avoids the mainline, 6...Qe7 7.a3 Ngxe5 8.Nxe5 Nxe5 9.e3 Bxd2+ 10.Qxd2 and White is visibly superior. White's line is a recommendation of Dr. Bernstein, and designed to retain the two bishops - an important point for A.R., as we will see.

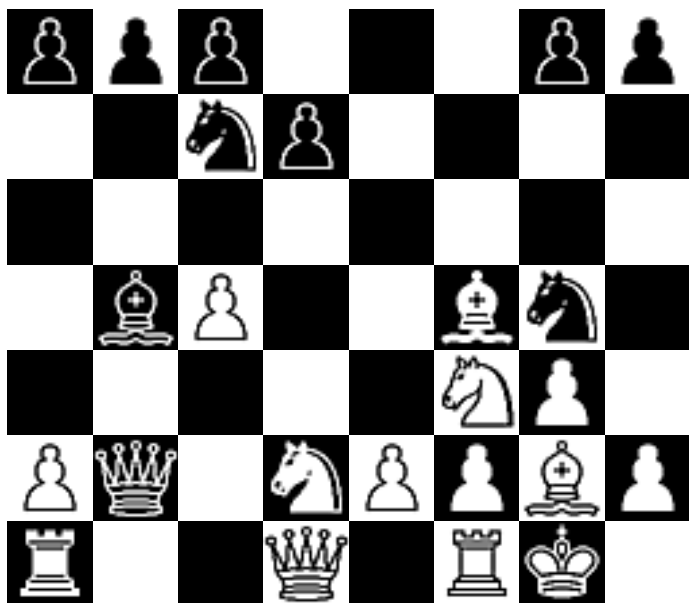
7.exf6 Qxf6 8.g3!

This is the Rubinstein touch - offering back the pawn in exchange for superior development.

8. ... Qxb2 9.Bg2 d6 10.O-O O-O

r1b2rk1/ppp3pp/2np4/8/1bP2Bn1/5NP1/Pq1NPPBP/R2Q1RK1





11.Nb3!

This move is quite subtle. Black's opening is based upon the hope of active piece play, but now his pieces are looking uncoordinated, and White is well developed. In situations of this kind, it is important to gain and keep the initiative, primarily through attacking and removing your opponent's best pieces. With this in mind, A.R. plans to exchange the Bb4 for a knight, drive back the Ng4, and use his two bishops and central control to break through.

11. ... Qf6 12.Ng5 h6 13.Ne4 Qf7

if 13. ... Qe7 14.a3 Bc5 (not Ba5 15.Nxa5 and Qd5+) 15.Nexc5 dxc5 16.Qd5+ Be6 17.Qxc5 Qxc5 18.Nxc5 Bxc4 19.Rfc1 Bxe2 20.Nxb7 wins a pawn.

14.a3 Ba5 15.Nxa5 Nxa5 16.h3! Ne5

We begin to see some of Black's problems: 16...Nf6? 17.Nxf6+ Qxf6 18.Qd5+xa5 or 17...gxf6 18.Bxh6

17.c5!

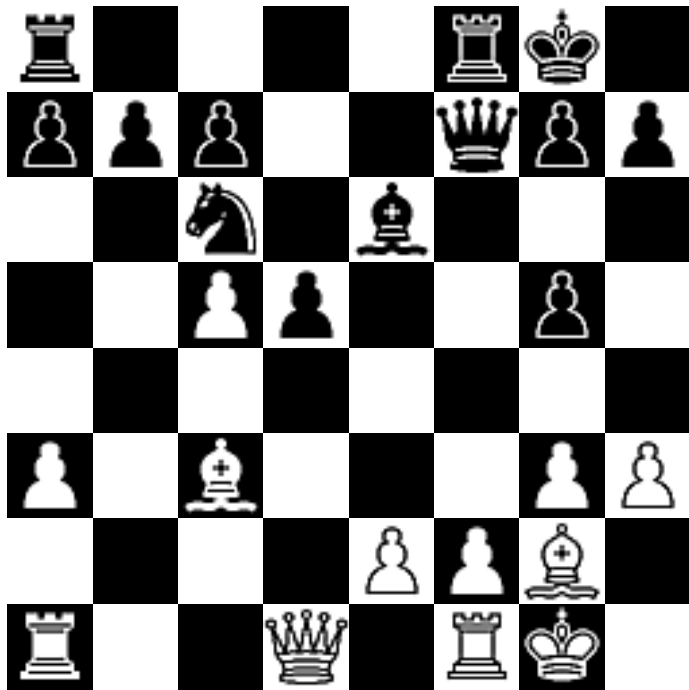
showing that e5 is not a strong point for the knight, only a cover for the d6 pawn. Notice how Black's pieces are kept on the run.

17. ... g5?

Black should centralise: 17...Nac4 18.cxd6 Rd8 maintains complications.

18.Bd2 d5 19.Nxg5 hxg5 20.Bxa5 Be6 21.Bc3 Nc6

r4rk1/ppp2qpp/2n1b3/2Pp2p1/8/P1B3PP/4PPB1/R2Q1RK1



Now watch A.R. infiltrate with his queen.

22.Qd2 Qf5 23.g4 Qf4 24.Bxd5 Bxd5

of course, 24...Qxd2 25.Bxe6+. Notice the deflection of the overloaded Black queen.

25.Qxd5+ Kh7 26.e3! Qf3 27.Qxg5 Qxh3 28.Qg7 'mate

(If 27...Q/Rf7 28.Qh4+ and 'mate.)

This game demonstrates three very important principles of Rubinstein's play:

- 1. Use of the bishops, note the Bf4-d2-c3 manoeuvre, changing the attack point from d6 to g7.**
- 2. Attacking the opponent's pieces to prevent development and consolidation.**
- 3. By maintaining the initiative in the centre, a weakened king's side can be punished with a swift kill.**

Game 3 : Causing Chaos

A.R. vs Dr. Tarrasch, Hastings 1922, Dutch Defense.

1.d4 e6 2.c4 f5 3.g3 c5

This line looks an active central attack, but creates weaknesses. Nf6 or Bb4+ are superior. Notice how A. R. develops smoothly, not attempting a refutation.

4.Nf3 cxd4 5.Nxd4 Nf6 6.Bg2 Nc6 7.O-O Bc5 8.e3 O-O 9.Nc3 a6

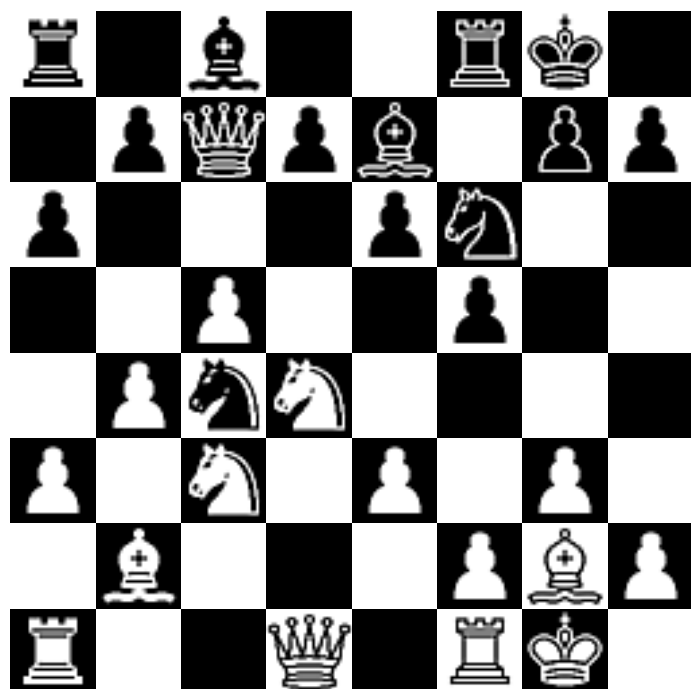
Neither b6 nor d6 are playable due to Nxc6, and Qc7 is met by Nb5, but this passive move gives A.R. the chance to gain some queen side space.

10.a3 Qc7 11.b4 Be7 12.Bb2 Ne5

if 12...d6 13.e4 opens the game to White's advantage, but this tempting line is flawed. Vukovic gives a useful comment to bear in mind: 'the use of force from a weaker position usually prompts a still more forceful reply from one's opponent'.

13.c5 Nc4

r1b2rk1/1pqp1pp/p3pn2/2P2p2/1PnN4/P1N1P1P1/1B3PBP/R2Q1RK1



14.Nxf5!

And this is it! Qb3 would follow the capture of the knight, but that is not the full story...

14. ... Bxc5 15.bxc5 Qxc5 16.Nh6+

This is the real point. The combination has removed the dark square bishop, wrecked the Black king side, and gained the initiative, at the cost of a pawn. (Note 14...Nxb2 15.Nxe7+ and Qb3 won a pawn, but 15...Nxb2 16.Ne7+ Kf7 17.Qe2 seems no worse than the game, and White has lost a bishop.)

16. ... gxh6 17.Bc1 Qe5? 18.Qd3! Qc5

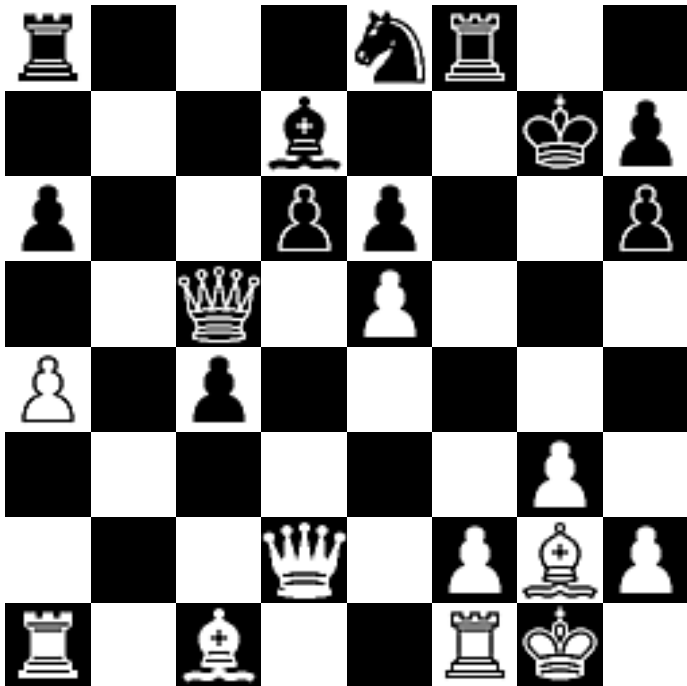
Oh dear, but if 18...Nb6 19.Bb2, or 18...d5 19.e4. Better was 17...d6 or Rb8 to continue developing.

19.a4! d6 20.e4

This is now playable, because his previous move prevented ...b5 20. ... Kg7 21.Nd1! painfully simple chess - the Nc4 must go!

21. ... Bd7 22.Ne3 b5 23.Nxc4 bxc4 24.Qd2 Ne8 25.e5!

r3nr2/3b2kp/p2pp2p/2q1P3/P1p5/6P1/3Q1PBP/R1B2RK1



The final disorganisation - a blow in the centre. White's bishops dominate the board. The Bc1 aims at

h6, and threatens to move to a3 at an opportune moment; the Bg2 strikes down to a8, and is anxious to play a bigger role!

25. ... Rab8 26.Qxh6+ Kg8 27.Qg5+ Kf7 (if 27...Kh7 28.Qe7!) **28.Bf3! Rg8 29.Qh5+ Kg7 30.Be4! Qxe5**

what else? 30...Rh8 31.Bh6+ Kg8 32.Qg5+ Kf7 33.Qf4+ wins.

31.Qxh7+ Kf8

if 31...Kf6 32.Qxg8 Qxe4 33.Bg5+ Kf5 34.Qh7+ etc.

32.Qxd7 Qxe4 33.Bh6+ 1-0

as White wins a rook after 33...Ng7 34.Bxg7+ Rxd7 35.Qxd7+xb8

This game shows the same three characteristics:

- 1. The bishops reign supreme.**
- 2. Removing the opponent's better pieces (Be7 and Nc4).**
- 3. Taking the initiative, and not letting it go.**

Game 4 : Pawn Storm

A.R. vs Teichmann, Vienna 1908, Queen's Gambit Declined.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 Be7 6.Nf3 O-O 7.Qc2 b6

Better is 7...c5. For this line to be playable, Black must keep the queen's knight at home to cover the White squares, and play ...h6 in preference.

8.cxd5 exd5 9.Bd3 Bb7 10.O-O-O c5 11.h4

r2q1rk1/pb1nbppp/1p3n2/2pp2B1/3P3P/2NBPN2/PPQ2PPQKR3R



11. ... c4?

This move always seems to be a critical error by Black in Queen's side openings - it blocks the position, and White's attack is quicker. The position is one of opposite side castling, and the central formation is, at the moment, fixed. Therefore the plan is one of pushing pawns at the opponent's king. This is not because the pawns make the best attackers - pieces prefer to deliver 'mate' - but because we need to open lines of attack, especially files for the rooks. Black's plan is therefore indicated: 11...cxd4 to open the c-file, followed with ...Rc8...a6...b5

12.Bf5 Re8 13.Bxf6!

This is most instructive. When playing an attack involving a pawn storm every tempo becomes critical, and it is particularly important to prevent your opponent making good defensive moves. In this position Black wants to cover his h7 pawn with the move ...Nf8. White's plan is to push his g-pawn, and for this purpose the Bg5 is an obstruction. It would also be pleasant if the move g5 were to gain a tempo against a Nf6. Therefore this move, which gets rid of the obstruction, prevents the defensive Nf8, and forces Black to keep a knight on f6 ready to be attacked by the advancing pawn. Finding moves like this is necessary if your attack is to keep on rolling!

Finally we must remember to be flexible in attack, if Black had played 12...g6 13.Bxd7 and Bh6 would have followed.

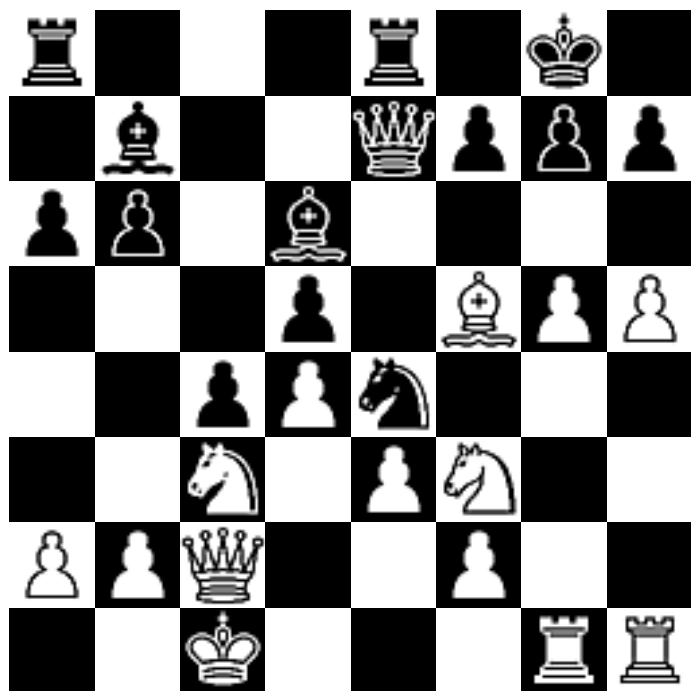
13. ... Nxf6 14.g4 Bd6 15.g5 Ne4 16.h5 Qe7

The pawns just keep moving up the board, and Black has yet to move on the queen-side. Note: 16...

Nxg5 17.Nxg5 Qxg5 18.Bxh7+ Kf8 19.h6 gxh6 20.Rdg1 and `etc' say the commentators. After 20...Qf6 21.Rh5 Qe6 22.Rgh1 does look good.

17.Rdg1 a6

r3r1k1/1b2qppp/pp1b4/3p1BPP/2pPn3/2N1PN2/PPQ2P2/2K3RR



This is the crucial point. White has brought all his pieces into optimal places, and the pawns are only a step from the enemy defenses, but how to break through? 18.g6 fxg6 ...h6 or 18.h6 g6 will not do. Of course, if the f-g-h pawns were removed, White would be up by two rooks, because the Black rooks cannot shield their king.

Therefore, White is free to sacrifice a piece to prevent any blockade.

18.Bxh7+! Kxh7 19.g6+ Kg8

if 19...fxg6 20.Nxe4 dxe4 21.Ng5+ Kg8 22.Qxc4+ or 21...Kh6 22.Nf7+ Qxf7 23.hxg6+ etc

20.Nxe4 dxe4 21.h6 f6?

Tougher is 21...fxg6 22.Nh4 g5 23.Ng6 Qf6 24.h7+ Kf7 25.h8(Q) Rxh8 26.Nxh8+ Ke7 leaving White to extricate his knight.

A.R. missed 21.Ng5 Bd5 22.gxf7+ Bxf7 23.f3! Bd5 (else 24.fxe4-e4) 24.h6! coupling a central break

through with the king-side attack,

e.g. 24...Rac8 25.fxe4 Bxe4 26.h7+ Kh8 27.Qxe4! Qxg5 28.Qxe8+ wins.

22.hxg7 exf3

if 22...Qe6 23.Rh8+ Kxg7 24.Rh7+ and Rgh1 will force 'mate.

23.Rh8+ Kxg7 24.Rh7+ Kg8 25.Qf5 c3

if 25...Qe6 26.Qh5

26.Rxe7 1-0

as 26...Rxe7 27.Qxf6 and Rh1 'mates.

Game 5 : A Clash of Titans

A.R. vs J.R. Capablanca, San Sebastian 1911, Tarrasch Defense.

1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.Nc3 Nc6 6.g3

Black's opening was held by Tarrasch: *`to be the best, although I must add that I am almost completely alone in holding that opinion. It is based upon the undeniably correct idea that in the Queen's Gambit ... c5 is the freeing move for Black, and must therefore be made as soon as possible. With this defense Black gets a fine free game for his pieces, at the cost of isolating his Queen's Pawn'.*

And for those who worry about that `cost'? *`He who fears an isolated Queen's Pawn should give up chess'.* (Tarrasch referred to this debate as *Tarrasch contra mundum*).

A.R.'s enduring contribution was a plan involving a fianchetto of the king's bishop, bringing it to bear on the pawn at d5. This simple scheme was used by Karpov to defeat Kasparov twice in 1985.

6. ... Be6

Capablanca used this line against Marshall in 1909, winning his `most accurate game', but 6...Nf6 7.Bg2

Be7 8.O-O O-O is preferable.

7.Bg2 Be7 8.O-O Rc8 9.dxc5 Bxc5 10.Ng5!

White can begin an attack while Black still lacks two moves for castling. Notice that the initiative is used to make the most of a development edge.

10. ... Nf6 11.Nxe6 fxe6 12.Bh3

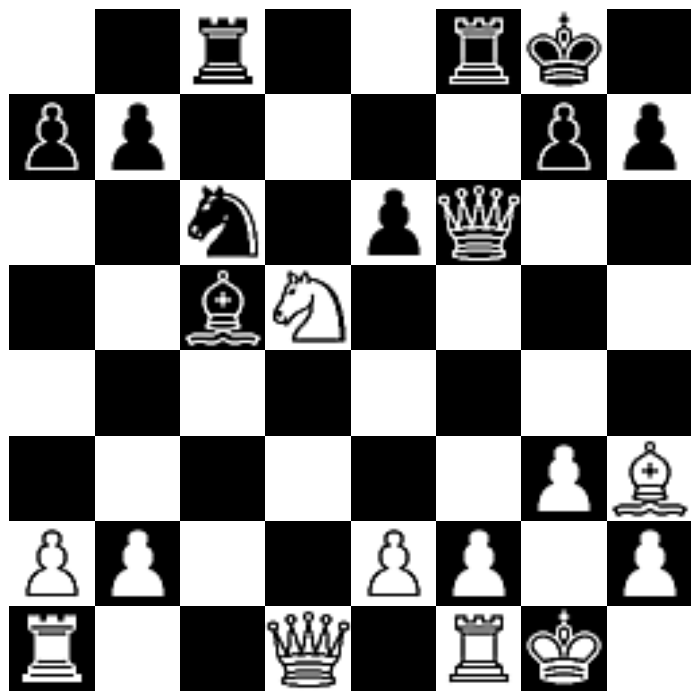
Again, the mobile bishop - h3-c8 is now the crucial light diagonal.

12. ... Qe7 13.Bg5 O-O

Black has finally caught up in development, but A.R. has been preparing his middle game plans - watch the board explode!

14.Bxf6 Qxf6 15.Nxd5!

2r2rk1/pp4pp/2n1pq2/2bN4/8/6PB/PP2PP1P/R2Q1RK1



15. ... Qh6

Of course, 15...exd5 16.Qxd5+ and Bxc8 or 15...Bxf2+ 16.Kg2 Qh6 17.Nf4 and 18.Bxe6+xc8 win quickly for White. Instead Capablanca puts another piece under attack, and prepares to pin the knight:

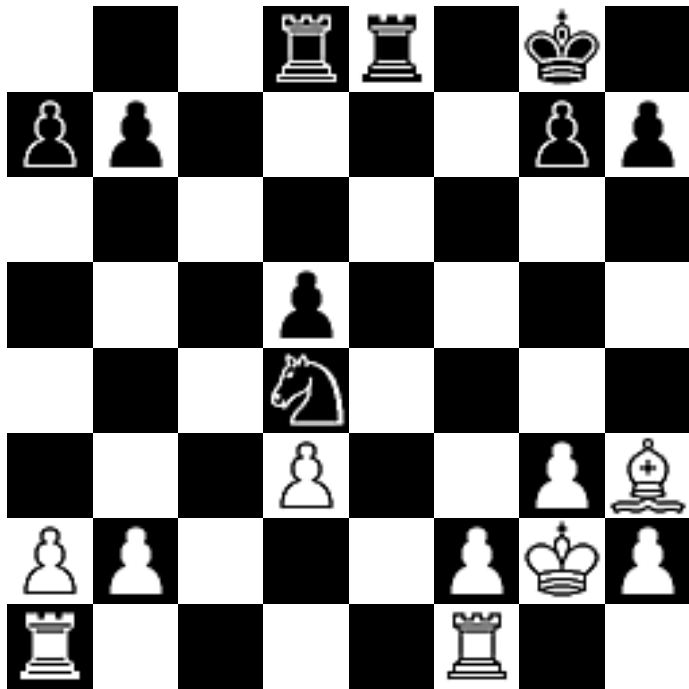
who's winning?

16.Kg2 Rcd8 17.Qc1!!

A.R. of course! 17...Rxd5 fails to 18.Qxh6 and 19.Bxe6+, so White wins at least a pawn.

17. ... exd5 18.Qxc5 Qd2 19.Qb5 Nd4 20.Qd3 Qxd3 21.exd3 Rfe8

3rr1k1/pp4pp/8/3p4/3n4/3P2PB/PP3PKP/R4R2



22.Bg4

Black's better development make White's win hard work, at best. 22.Rae1 Nc2 23.Rxe8+ Rxe8 leaves both Nb4 and Ne1+xd3 threatened. White must work up something with his rooks, and try to dislodge that knight on d4. Both players are legends in the endgame, and the following moves unfold an epic battle.

22. ... Rd6 23.Rfe1 Rxe1 24.Rxe1 Rb6 25.Re5!

Rooks must be active. 25.b3 Ra6 and 25.Rb1 would be deplorably passive.

25. ... Rxb2 26.Rxd5 Nc6

as 26...Nb5 27.Rd8+ Kf7 28.Rd7+xb7 loses and 26..Nc2 leaves the knight out of the game. Now watch

the White pieces jockeying for the best places: the rook to attack the pawns on the 7th rank, the bishop to cover the a2 pawn, not forgetting to drive the defending king away!

27.Be6+ Kf8 28.Rf5+ Ke8

if 28...Ke7 29.Bc4 with Rf7 to come.

29.Bf7+ Kd7

The king must come forward now to gain counterplay.

30.Bc4 a6

To prevent Rb5 swapping the rooks, and now White is free to gain some pawns.

31.Rf7+ Kd6 32.Rxg7 b5 33.Bg8 a5 34.Rxh7 a4 35.h4 b4 36.Rh6+

The Black pawns are beginning to look worrying, and White must take counter measures.

36. ... Kc5 37.Rh5+ Kb6 38.Bd5? b3?

Missing the chance to play 38...Rxa2! as 39.Bxa2 b3 40.Bxb3 axb3 will queen the pawn, but 39.Bc4 Rc2 40.Rb5+ Kc7 41.Bg8 is still winning.

On White's side a better line was 38.Bc4 b3 39.Rb5+ Kc7 40.Bxb3 axb3 41.axb3 winning comfortably.

We now get a finely calculated finish.

39.axb3! a3 40.Bxc6! Rxb3

if 40...a2 41.Rb5+ Ka6 42.Rb8

41.Bd5 a2 42.Rh6+ 1-0

because 42...Ka5/a7 43.Rh8-a8, or if 42...Kb5 43.Bc4+ and Ra6.

Further Reading:

Rubinstein's Chess Masterpieces, by Hans Kmoch.

The Art of Attack in Chess, by V. Vukovic.

```
#!/bin/csh -f
echo "SCHOOLS HEALTH EDUCATION UNIT"
echo "======"
echo -n "Covertng rtf coaching file to HTML"

if ($#argv > 1) then
  echo "Usage: makeh bodyname"
else
  if ($#argv < 1) then
    echo \07
    echo -n 'body? ='
    set body=$<
  else
    set body = $1
  endif
endif

echo -n "Converting to HTML..."
rtftohtml $body.rtf
echo "...Done"
echo -n "Adding pieces IMG and tidying..."
sed -f Techie/tilbrtf.sed $body.html | sed -f Techie/table.sed > $body.tmp
echo "...Done"
echo -n "Wrapping..."
cat head $body.tmp tail > $body.html
echo "...Done"
rm -i $body.rtf
echo "Finished."
```


Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

tSIDjLsT

XxXxXxXx

--+--+--+

+--+--+

--+--+--+

+--+--+

pPpPpPpP

RnBqKbNr

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

tSIDjLsT

Xx+-XxXx

--X--+

+X--+

--+p--+

+--+n+-

pPpP-PpP

RnBqKb+r

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

tSID-Tj+

Xx+-XxLx

--X-Sx+

+--+--+

--bNp--+

+N-Bp+-

pPp+-+pP

R-+qK-+r

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

t+-D-Tj+

Xx+lXxLx

--sX-Sx+

+--+--+

--bNp--+

+N-Bp+-

pPpQ-+pP

R-+-K-+r

10. O-O-O Rc8 11. h4

--tD-Tj+

Xx+lXxLx

--sX-Sx+

+--+--+

--bNp+-P

+N-Bp+-

pPpQ-+p+

+Kr+-+r

11... Ne5 12. Bb3 Rc5

--D-Tj+

Xx+lXxLx

--X-Sx+

+T-S--

--Np+-P

+bN-Bp+-

pPpQ-+p+

+Kr+-+r

and this is also VERY interesting! 13. g4 =

Article: 21739 of rec.games.chess.computer
Newsgroups: rec.games.chess.computer
From: fowell@netcom.com (Richard A. Fowell)
Subject: Re: Chess font (TrueType)
Message-ID: <fowellEB4p3w.953@netcom.com>
Organization: moi
Date: Mon, 2 Jun 1997 03:16:44 GMT
Lines: 38
Sender: fowell@netcom4.netcom.com

[...]

Here are URLs for a number of downloadable TrueType chess fonts.
The first one below is definitely in Mac format.

http://nobi.inf.ethz.ch/febi/smart_chess/smart_chess.html
<http://www.tasc.nl/downloadable.html>
<http://www.cs.ruu.nl/~hansb/d.chessvar/d.font/utrecht.html>
<http://ourworld.compuserve.com/homepages/clubmate>

If you want something really complete, however, the thing to get
is one or more of the commercial Alpine fonts. Their Web site is:

<http://wave.park.wy.us/~alpine/main.html>

Each font family includes chess pieces, several border
styles (including algebraic row/column codes), all Informant and
NIC annotation symbols and more.

Many books, magazines and newsletters use the Alpine fonts.

I bought all three Alpine font families
(they are not too expensive).

fowell@netcom.com (Richard A. Fowell)

Visit the Macintosh Chess FAQ Homepage at: #
<http://www.geocities.com/SiliconValley/Pines/6827/>

CBASCII diagram definition file

#

Format is: keyword value

where "value" is in the format:

'c' Absolute character c

DEC decimal value 0-255

Corners and borders

top_left_corner '+'

top_right_corner '+'

bottom_left_corner '+'

bottom_right_corner '+'

top_border '-'

left_border '|'

right_border '|'

bottom_border '-'

Empty squares

white_square '.'

black_square '.'

White pieces on white squares

white_king_white_square 'K'

white_queen_white_square 'Q'

white_knight_white_square 'N'

white_bishop_white_square 'B'

white_rook_white_square 'R'

white_pawn_white_square 'P'

White pieces on black squares

white_king_black_square 'K'

white_queen_black_square 'Q'

white_knight_black_square 'N'

white_bishop_black_square 'B'

white_rook_black_square 'R'

white_pawn_black_square 'P'

Black pieces on white squares

black_king_white_square 'k'

black_queen_white_square 'q'

black_knight_white_square 'n'

black_bishop_white_square 'b'

black_rook_white_square 'r'
black_pawn_white_square 'p'

Black pieces on black squares

black_king_black_square 'k'
black_queen_black_square 'q'
black_knight_black_square 'n'
black_bishop_black_square 'b'
black_rook_black_square 'r'
black_pawn_black_square 'p'

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

```
+-----+
|rnbqkbnr|
|pppppppp|
|-+-+-+-+|
|+---+---|
|-+-+-+-+|
|+---+---|
|PPPPPPPP|
|RNBQKBNR|
```

+-----+

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

+-----+

```
|rnbqkbnr|
|pp+-pppp|
|-+-p-+-+|
|+p-+-+|
|-+-+P+-+|
|+---+N+-|
|PPP-PPP|
|RNBQKB+R|
```

+-----+

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

+-----+

```
|rnbq-rk+|
|pp+-ppbp|
|-+-p-np+|
|+---+---|
|-+BNP+-+|
|+-N-BP+-|
|PPP+-+PP|
|R-+QK-+R|
```

+-----+

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

+-----+

```
|r+-q-rk+|
|pp+bppbp|
|-+np-np+|
|+---+---|
|-+BNP+-+|
|+-N-BP+-|
```

|PPPQ-+PP|

|R-+-K-+R|

+-----+

10. O-O-O Rc8 11. h4

+-----+

|-+rq-rk+|

|pp+bppbp|

|-+np-np+|

|+--+--+--+|

|-+BNP+-P|

|+-N-BP+-|

|PPPQ-+P+|

|+-KR+-+R|

+-----+

11... Ne5 12. Bb3 Rc5

+-----+

|-+-q-rk+|

|pp+bppbp|

|-+-p-np+|

|+-r-n-+-|

|-+-NP+-P|

|+BN-BP+-|

|PPPQ-+P+|

|+-KR+-+R|

+-----+

and this is also VERY interesting! 13. g4 =

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

ïàèñôéäí
áàáááááà
ÜÝÜÝÜÝÜÝ
ÝÜÝÜÝÜÝÜ
ÜÝÜÝÜÝÜÝ
ÝÜÝÜÝÜÝÜ
ÐÐÐÐÐÐÐÐ
ëâçîóæãê

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

ïàèñôéäí
áàÝÜáááà
ÜÝÜáÜÝÜÝ
ÝÜáÜÝÜÝÜ
ÜÝÜÝÐÝÜÝ
ÝÜÝÜÝáÝÜ
ÐÐÐÜÜÐÐÐ
ëâçîóæÝê

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

ïàèñÜíóÝ
áàÝÜááèà
ÜÝÜáÜáàÝ
ÝÜÝÜÝÜÝÜ
ÜÝæãÐÝÜÝ
ÝÜáÜçÐÝÜ
ÐÐÐÝÜÝÐÐ
ëÜÝíóÜÝê

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

ìÝÜñÜíóÝ
áàÝèááèà
ÜÝááÜáàÝ
ÝÜÝÜÝÜÝÜ
ÜÝæãÐÝÜÝ
ÝÜáÜçÐÝÜ
ÐÐÐíÜÝÐÐ
ëÜÝÜóÜÝê

10. O-O-O Rc8 11. h4

ÜÝíñÜíóÝ
áàÝèááèà
ÜÝááÜáàÝ
ÝÜÝÜÝÜÝÜ

ÜÝæãÞÝÜß

ÝÜãÜçÞÝÜ

ÞßÞiÜÝÞÝ

ÝÜóêÝÜÝê

11... Ne5 12. Bb3 Rc5

ÜÝÜñÜíóÝ

áàÝèáàèà

ÜÝÜáÜääÝ

ÝÜíÜãÜÝÜ

ÜÝÜãÞÝÜß

ÝæãÜçÞÝÜ

ÞßÞiÜÝÞÝ

ÝÜóêÝÜÝê

and this is also VERY interesting! 13. g4 =

CBASCII diagram definition file Alan Cowdery's PD Standard Chess Font

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner '7'
top_right_corner '9'
bottom_left_corner '1'
bottom_right_corner '3'
top_border '8'
left_border '4'
right_border '6'
bottom_border '2'

Empty squares
white_square 32
black_square '0'

White pieces on white squares
white_king_white_square 'K'
white_queen_white_square 'Q'
white_knight_white_square 'N'
white_bishop_white_square 'B'
white_rook_white_square 'R'
white_pawn_white_square 'P'

White pieces on black squares
white_king_black_square 40
white_queen_black_square 43
white_knight_black_square 41
white_bishop_black_square 39
white_rook_black_square 44
white_pawn_black_square 42

Black pieces on white squares
black_king_white_square 'k'
black_queen_white_square 'q'
black_knight_white_square 'n'
black_bishop_white_square 'b'

black_rook_white_square 'r'
black_pawn_white_square 'p'

Black pieces on black squares

black_king_black_square 34
black_queen_black_square 37
black_knight_black_square 35
black_bishop_black_square 33
black_rook_black_square 38
black_pawn_black_square 36

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

7888888889

4r#b%k!n&6

4\$P\$P\$P\$P6

4 0 0 0 06

40 0 0 0 6

4 0 0 0 06

40 0 0 0 6

4P*P*P*P*6

4,N'Q(B)R6

1222222223

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

7888888889

4r#b%k!n&6

4\$P0 \$P\$P6

4 0 \$ 0 06

40 \$ 0 0 6

4 0 0P0 06

40 0 0N0 6

4P*P* *P*6

4,N'Q(B0R6

1222222223

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

7888888889

4r#b% &k06

4\$P0 \$P!p6

4 0 \$ #p06

40 0 0 0 6

4 0B)P0 06

40) 'P0 6

4P*P0 0P*6

4, 0Q(0R6

1222222223

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

7888888889

4r0 % &k06

4\$P0b\$P!p6

4 0n\$ #p06

40 0 0 0 6

4 0B)P0 06

40) 'P0 6

4P*P+ 0P*6

4, 0 (0R6

1222222223

10. O-O-O Rc8 11. h4

7888888889

4 0r% &k06

4\$p0b\$p!p6

4 0n\$ #p06

40 0 0 0 6

4 0B)P0 *6

40) 'P0 6

4P*P+ 0P06

40 (R0 0R6

1222222223

11... Ne5 12. Bb3 Rc5

7888888889

4 0 % &k06

4\$p0b\$p!p6

4 0 \$ #p06

40 & # 0 6

4 0)P0 *6

40B) 'P0 6

4P*P+ 0P06

40 (R0 0R6

1222222223

and this is also VERY interesting! 13. g4 =

CBASCII diagram definition file UTRECHT, D.Regis@Exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner '5'
top_right_corner '6'
bottom_left_corner '7'
bottom_right_corner '8'
top_border '1'
left_border '3'
right_border '2'
bottom_border '4'

Empty squares
white_square 32
black_square '/'

White pieces on white squares
white_king_white_square 'k'
white_queen_white_square 'q'
white_knight_white_square 'n'
white_bishop_white_square 'b'
white_rook_white_square 'r'
white_pawn_white_square 'p'

White pieces on black squares
white_king_black_square 'l'
white_queen_black_square 'w'
white_knight_black_square 'm'
white_bishop_black_square 'v'
white_rook_black_square 't'
white_pawn_black_square 'o'

Black pieces on white squares
black_king_white_square 'K'
black_queen_white_square 'Q'
black_knight_white_square 'N'
black_bishop_white_square 'B'

black_rook_white_square 'R'
black_pawn_white_square 'P'

Black pieces on black squares

black_king_black_square 'L'
black_queen_black_square 'W'
black_knight_black_square 'M'
black_bishop_black_square 'V'
black_rook_black_square 'T'
black_pawn_black_square 'O'

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

5111111116

3RMBWKVNT2

3OPOPOPOP2

3 / / / / 2

3 / / / / 2

3 / / / / 2

3 / / / / 2

3popopopo2

3tnvqlbmr2

7444444448

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

5111111116

3RMBWKVNT2

3OP/ OPOP2

3 / O / / 2

3 / O / / 2

3 / /p/ / 2

3 / /n/ 2

3popo opo2

3tnvqlb/r2

7444444448

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

5111111116

3RMBW TK/2

3OP/ OPVP2

3 / O MP/ 2

3 / / / / 2

3 /bmp/ / 2

3 / m vp/ 2

3pop/ /po2

3t /ql /r2

7444444448

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

5111111116

3R/ W TK/2

3OP/BOPVP2

3 /NO MP/ 2

3 / / / / 2

3 /bmp/ / 2

3 / m vp/ 2

3popw /po2

3t / l /r2

7444444448

10. O-O-O Rc8 11. h4

5111111116

3 /RW TK/2

3OP/BOPVP2

3 /NO MP/2

3 / / / 2

3 /bmp/ o2

3/ m vp/ 2

3popw /p/2

3/ lr/ /r2

7444444448

11... Ne5 12. Bb3 Rc5

5111111116

3 / W TK/2

3OP/BOPVP2

3 / O MP/2

3/ T M / 2

3 / mp/ o2

3/bm vp/ 2

3popw /p/2

3/ lr/ /r2

7444444448

and this is also VERY interesting! 13. g4 =

CBASCII diagram definition file TASC , D.Regis@Exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner 'W'
top_right_corner 'X'
bottom_left_corner 'Z'
bottom_right_corner 'Y'
top_border 'y'
left_border 'x'
right_border 'x'
bottom_border 'w'

Empty squares
white_square 'A'
black_square 'a'

White pieces on white squares
white_king_white_square 'M'
white_queen_white_square 'L'
white_knight_white_square 'J'
white_bishop_white_square 'K'
white_rook_white_square 'I'
white_pawn_white_square 'H'

White pieces on black squares
white_king_black_square 'm'
white_queen_black_square 'l'
white_knight_black_square 'j'
white_bishop_black_square 'k'
white_rook_black_square 'i'
white_pawn_black_square 'h'

Black pieces on white squares
black_king_white_square 'G'
black_queen_white_square 'F'
black_knight_white_square 'D'
black_bishop_white_square 'E'

black_rook_white_square 'C'
black_pawn_white_square 'B'

Black pieces on black squares

black_king_black_square 'g'
black_queen_black_square 'f'
black_knight_black_square 'd'
black_bishop_black_square 'e'
black_rook_black_square 'c'
black_pawn_black_square 'b'

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

WyyyyyyyyX
xCdEfGeDcx
xBbBbBbBx
xAaAaAaAax
xaAaAaAaAx
xAaAaAaAax
xaAaAaAaAx
xHhHhHhHhx
xiJkLmKjIx

ZwwwwwwwwY

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

WyyyyyyyyX
xCdEfGeDcx
xBaAbBbBx
xAaAbAaAax
xaAbAaAaAx
xAaAaHaAax
xaAaAaJaAx
xHhHhAhHhx
xiJkLmKaIx

ZwwwwwwwwY

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

WyyyyyyyyX
xCdEfAcGax
xBaAbBeBx
xAaAbAdBax
xaAaAaAaAx
xAaKjHaAax
xaAjAkHaAx
xHhHaAaHhx
xiAaLmAaIx

ZwwwwwwwwY

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

WyyyyyyyyX
xCaAfAcGax
xBaEbBeBx
xAaDbAdBax
xaAaAaAaAx
xAaKjHaAax
xaAjAkHaAx

xHhHlAaHhx

xiAaAmAaIx

ZwwwwwwwwY

10. O-O-O Rc8 11. h4

WyyyyyyyyX

xAaCfAcGax

xBaEbBeBx

xAaDbAdBax

xAaAaAaAx

xAaKjHaAhx

xAaJkHaAx

xHhHlAaHax

xAaMlAaIx

ZwwwwwwwwY

11... Ne5 12. Bb3 Rc5

WyyyyyyyyX

xAaAfAcGax

xBaEbBeBx

xAaAbAdBax

xAaCAdAaAx

xAaAjHaAhx

xAaKjAkHaAx

xHhHlAaHax

xAaMlAaIx

ZwwwwwwwwY

and this is also VERY interesting! 13. g4 =

CBASCII diagram definition file TT cheq , D.Regis@Exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner 32
top_right_corner 32
bottom_left_corner 32
bottom_right_corner 32
top_border '-'
left_border '/'
right_border \
bottom_border ' _'

Empty squares
white_square '*'
black_square '+'

White pieces on white squares
white_king_white_square 'k'
white_queen_white_square 'q'
white_knight_white_square 'h'
white_bishop_white_square 'b'
white_rook_white_square 'r'
white_pawn_white_square 'p'

White pieces on black squares
white_king_black_square 'K'
white_queen_black_square 'Q'
white_knight_black_square 'H'
white_bishop_black_square 'B'
white_rook_black_square 'R'
white_pawn_black_square 'P'

Black pieces on white squares
black_king_white_square 'l'
black_queen_white_square 'w'
black_knight_white_square 'j'
black_bishop_white_square 'n'

black_rook_white_square 't'
black_pawn_white_square 'o'

Black pieces on black squares

black_king_black_square 'L'
black_queen_black_square 'W'
black_knight_black_square 'J'
black_bishop_black_square 'N'
black_rook_black_square 'T'
black_pawn_black_square 'O'

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

```

-----
/tJnWINjT\
/OoOoOoOo\
/*+*+*+*+*\
/+*+*+*+*+*\
/*+*+*+*+*\
/+*+*+*+*+*\
/pPpPpPpP\
/RhBqKbHr\

```

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

```

-----
/tJnWINjT\
/Oo+*OoOo\
/*+*O*+*+*\
/+*O*+*+*+*\
/*+*+p+*+*\
/+*+*+h+*+*\
/pPpP*PpP\
/RhBqKb+r\

```

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

```

-----
/tJnW*Tl+\
/Oo+*OoNo\
/*+*O*Jo+\
/+*+*+*+*+*\
/*+bHp+*+*\
/+*H*Bp+*+*\
/pPp+*+pP\
/R*+qK*+r\

```

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

```

-----
/t+*W*Tl+\
/Oo+nOoNo\
/*+jO*Jo+\
/+*+*+*+*+*\
/*+bHp+*+*\
/+*H*Bp+*+*\

```


/pPpQ*+pP\
/R*+*K*+r\

10. O-O-O Rc8 11. h4

/*+tW*TI+\
/Oo+nOoNo\
/*+jO*Jo+\
/+*+*+*+*\
/*+bHp+*P\
/+*H*Bp+*\
/pPpQ*+p+\
/+*Kr+*+r\

11... Ne5 12. Bb3 Rc5

/*+*W*TI+\
/Oo+nOoNo\
/*+*O*Jo+\
/+*T*J*+*\
/*+*Hp+*P\
/+bH*Bp+*\
/pPpQ*+p+\
/+*Kr+*+r\

and this is also VERY interesting! 13. g4 =

CBASCII diagram definition file LINARES DIAGRAM, D.Regis@Exeter.ac.uk

Format is: keyword value
where "value" is in the format:
'c' Absolute character c
DEC decimal value 0-255

Corners and borders
top_left_corner 'w'
top_right_corner 'w'
bottom_left_corner 'w'
bottom_right_corner 'w'
top_border '_'
left_border '['
right_border ']'
bottom_border '-'

Empty squares
white_square 'w'
black_square 'd'

White pieces on white squares
white_king_white_square 'K'
white_queen_white_square 'Q'
white_knight_white_square 'N'
white_bishop_white_square 'B'
white_rook_white_square 'R'
white_pawn_white_square 'P'

White pieces on black squares
white_king_black_square 'I'
white_queen_black_square '!''
white_knight_black_square 'H'
white_bishop_black_square 'G'
white_rook_black_square '\$'
white_pawn_black_square ')''

Black pieces on white squares
black_king_white_square 'k'
black_queen_white_square 'q'
black_knight_white_square 'n'
black_bishop_white_square 'b'

black_rook_white_square 'r'
black_pawn_white_square 'p'

Black pieces on black squares

black_king_black_square 'i'
black_queen_black_square '1'
black_knight_black_square 'h'
black_bishop_black_square 'g'
black_rook_black_square '4'
black_pawn_black_square '0'

Miscellaneous

space_between_squares 0
borders 1

Mr.White (1605) - Mr.Black (2700) (m/123)

Sunny ?! Brighton, 1854

w_____w

[rhb1kgn4]

[0p0p0p0p]

[wdwdwdwd]

[dwdwdwdw]

[wdwdwdwd]

[dwdwdwdw]

[P)P)P)P)]

[\$NGQIBHR]

w-----w

This is the usual opening position of any game. 1. e4 c5 2. Nf3 d6

w_____w

[rhb1kgn4]

[0pdw0p0p]

[wdw0wdwd]

[dw0wdwdw]

[wdwdPdwd]

[dwdwdNdw]

[P)P)w)P)]

[\$NGQIBdR]

w-----w

3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Bc4 O-O 8. f3

w_____w

[rhb1w4kd]

[0pdw0pgp]

[wdw0whpd]

[dwdwdwdw]

[wdBHPdwd]

[dwHwGPdw]

[P)PdwdP)]

[\$wdQIwdR]

w-----w

This is quite an interesting position... 8... Nc6 9. Qd2 Bd7

w_____w

[rdw1w4kd]

[0pdb0pgp]

[wdn0whpd]

[dwdwdwdw]

[wdBHPdwd]

[dwHwGPdw]

[P)P!wdP)]

[\$wdwIwdR]

w-----w

10. O-O-O Rc8 11. h4

w_____w

[wdr1w4kd]

[0pdb0pgp]

[wdn0whpd]

[dwdwdwdw]

[wdBHPdw)]

[dwHwGPdw]

[P)P!wdPd]

[dwIRdwdR]

w-----w

11... Ne5 12. Bb3 Rc5

w_____w

[wdw1w4kd]

[0pdb0pgp]

[wdw0whpd]

[dw4whwdw]

[wdwHPdw)]

[dBHwGPdw]

[P)P!wdPd]

[dwIRdwdR]

w-----w

and this is also VERY interesting! 13. g4 =

```
/^\[/s/^/ /
/<EM>/s//_/
/<em>/s//_/
/<\em>/s//_/
/<\EM>/s//_/
/<STRONG>/s//*/
/<strong>/s//*/
/<\STRONG>/s//*/
/<\strong>/s//*/
/<P>/r blank1
/<p>/r blank1
/&#163;/s//[UK pounds]/
/<img *alt= *"/s//[g
/" src=[A-Za-z_. \]*>/s//]/g
/<IMG *ALT= *"/s//[g
/" SRC=[A-Za-z_. \]*>/s//]/g
^\[.*\]/s^\]/ /g
/<[0-9A-Za-z\]*>/s//g
/<.*>/s//g
```

Exeter Chess Club: Practical Tactics

- [Introduction](#)
 - [The elements of combination](#)
 - [Sight of the board](#)
 - [Combinational vision](#)
 - [Varieties of error](#)
 - [Getting your mind right](#)
 - [Candidate moves](#)
 - [The calculation of variations](#)
 - [Good practice and further reading](#)
 - [Bibliography](#)
 - [Net reading](#)
-

Introduction

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired"

-- RETI

[**Coincidentally this document was followed by a useful UseNet [post by NM Dan Scoones.](#)**]

The way it works is this:

My mum and dad taught me how to play chess, and when I was about 9 I went to the school chess club. I sat down to play a small boy, took the Black pieces and was mated in four moves (Scholar's Mate). To the best of my recollection I have never fallen for it since, and while I can't ever remember perpetrating that particular sequence on anyone else, I have delivered mate on f7 a number of times.

Learning and applying tactics is just that: you learn to recognise a pattern, you see it coming if someone tries it on you, and you can apply it in similar positions in your own games. In fact, once you know the patterns, a lot of the calculation comes pretty easily.

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one' "

-- Richard RETI.

It used to be thought - perhaps because of statements like this, and a little early [psychological research](#) - that there wasn't much difference in the abilities of strong and weak players at analysis: rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences [see [Simon Webb's panel tests](#)]. So, the patterns and judgements are important, but you must also train yourself to analyse. Sir Peter Medawar once remarked, rather testily:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

[A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*]

No less a tribute may be paid to the editors at Batsford and Cadogan and Chess Digest: there is a population of chessplayers who know about mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win a Rook Ending. This piece is dedicated to the first of these failings.

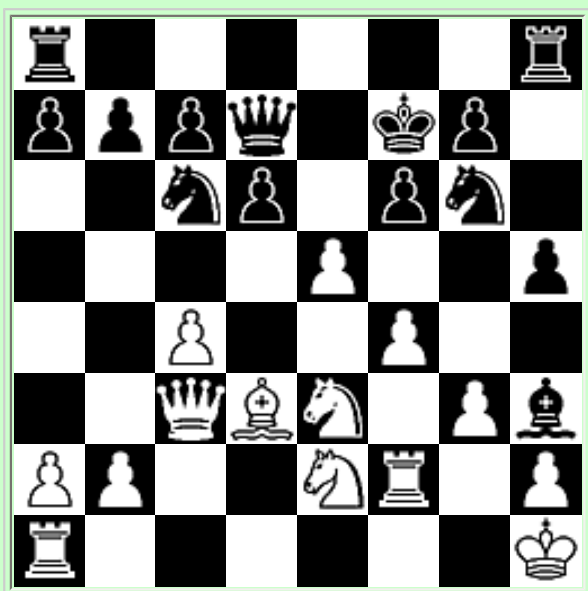
The elements of combination

A **combination** is a forcing sequence, often involving a temporary sacrifice, which results in an advantage - checkmate, win of material or a winning positional bind.

Here's a nice example, which I think is not out of most players' reach: have a go at solving it (White to move and win) before reading on.

Becker-Jung, Eberstadt-Bensheim, 1948

(wKh1,Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2; bKf7,Qd7,Nc6,g6,Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5)



The different combinational themes are often called *motifs*.

The theme or *motif* of this combination is the *fork*. There is almost no way you can find the combination in this position if you have not seen this pattern before.

First, we examine the position for pointers. The Black pieces are not very well coordinated, and the Black King and Queen seem almost in reach - for example, if we had protection for e6, we could think about e5-e6+ winning the Queen. In fact, **f4-f5** provides that protection, so **1. f5 (Knight moves) 2. e6+** looks excellent, except that Knight moves **1...Ng6xe5**, but it starts to look as though we might be on for something here.

More details: we can, by **Bxg6+**, bring the Black King a little closer, and check it by **f4-f5**. In fact, we can check it immediately by **e5-e6**. Maybe some combination of these ideas might allow us to lure Black pieces to e6 and g6, and fork them by f4-f5.

So, this fork becomes the *idea* of our combination.

Next, the combination must now be *calculated* and the correct move order sorted out.

We might try **1. Bxg6+ Kxg6 2. e6** when if Black takes it **2...Qxe6**, we win with **3. f5+**, but Black can safely sidestep with **2...Qe7**.

Purdy coined the splendid term *smite*: you must learn to examine *smiting moves*, checks and captures. These are the most forcing and the key to starting most combinations. With this in mind we can reconsider our combination: the starting move **1. e6+** is perhaps surprising, but once we consider the move at all we can see that is it very forcing, and after **1...Kxe6** or **1...Bxe6** we can play **2. f5(+)** winning a piece.

So, Black seems obliged to play **1. e6+ Qxe6**. Now again, **2. f5** fails to **2...Qxe3**. Humph.

The forcing sequence **2. Bxg6+ Kxg6 3. f5+ Bxf5** seems almost to fizzle out, but then (aha!) **4. Nf4+** forks King and Queen. Missed anything? No, all looks OK, so, Black has to lose a piece, probably by **1...Bxe6** when a couple of Pawns will be partial compensation.

So, the elements of a combination are *motif, idea, and calculation*. You don't really change gear from one to the other when trying to come up with a combination in practice, but you do need to work on each separately if you are to improve.

How did your attempt match up to my account of the solution? Missed the idea? Missed a defence? Muddled the move order? Hopefully what I describe below can improve your performance in each aspect. Even if that one seemed totally beyond you I'll at least show you how such a standard can be approached.

*"A thorough understanding of the **typical mating combinations** makes the most complicated sacrificial combinations leading up to them not only **not** difficult, but almost a matter of course."*

-- TARRASCH

You **must** know all these motifs:

- [K - knight forks](#)
- [L - last rank](#)
- [M - mating pattern](#)
- [N - network nobbled \(Nterference\)](#)
- [O - overloading](#)
- [P - pins](#)
- [Q - queening](#)
- [R - retreat](#)
- [S - sacrifice at castle gates](#)
- [T - two for the price of one](#) [double attack]

- [U - undermining \(removing the guard\)](#)
- [U2 - unmasking \(discovery\)](#)
- [V - vulnerable f7](#)
- [W - weakening King's-side](#)
- [X - X-ray \(skewer\)](#)

[And there are others, I'm sure].

Once you are aware of these motifs you can apply them in your own games. See also [Combinational vision](#) below.

"The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?"

-- Reinfeld, to Thomas-Euwe, Carlsbad 1929.

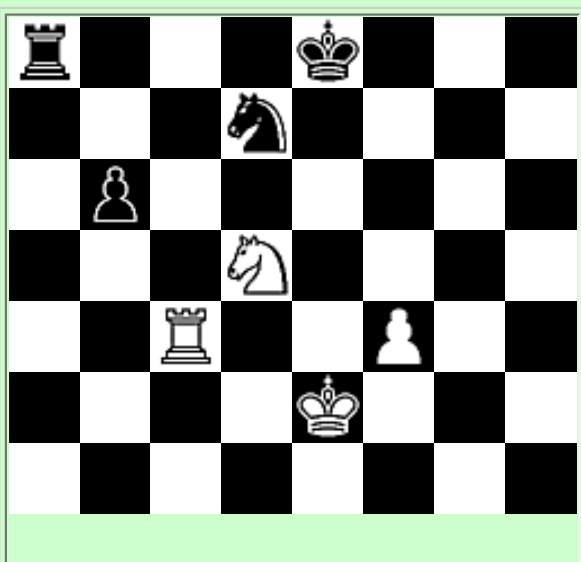
Sight of the board

By which I mean, how deep can you analyse without losing track? The ability to play a game blindfold isn't that good a guide - I can remember a game where both players couldn't "see" that they could play Qa5xQh5 (or Qh5xQa5) for free! Playing a game blindfold against a computer is a test, though, and so is solving problems without moving the pieces. On a good day I can do six-move problems. I'm aiming at seven/eight. (But why do I still make one-move blunders? See below!)

You can get this far solving positions [one move deep](#), [two moves deep](#), [three moves](#), [four moves](#), [five moves](#) and [six moves deep](#). They are all knight forks, if you want a hint, although other motifs may make an appearance.

knight fork combination (1), one move deep, 1997

(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6)

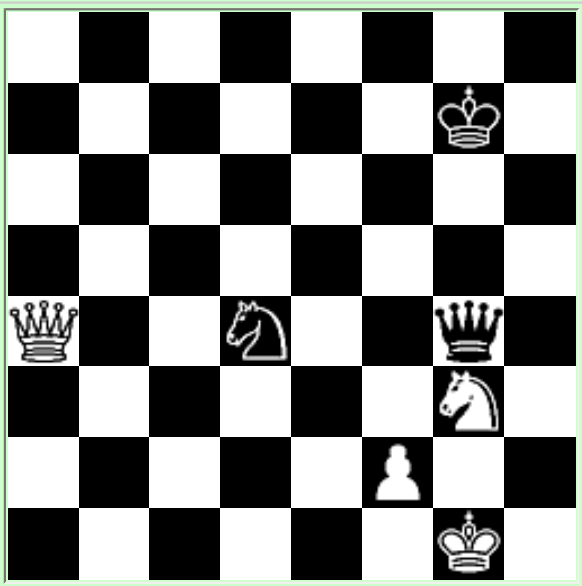




1. Nc7+: if you can't spot that one, don't read on!

KFC (2) chernev/reinfeld, 1949

(wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4)

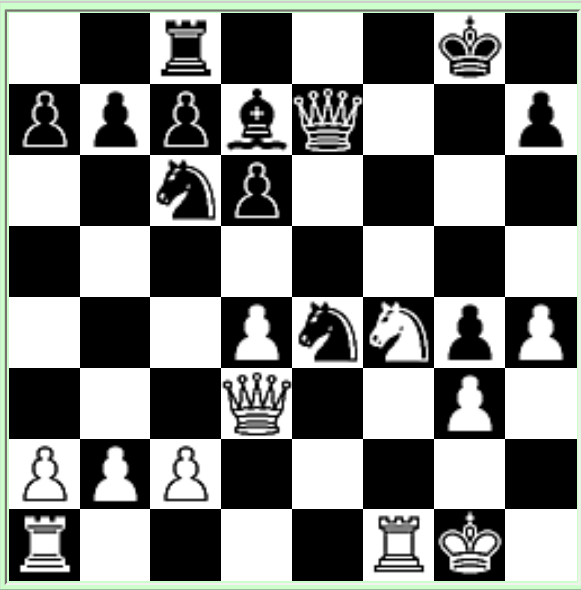


1. Qxd4+ Qxd4 2. Nf5+ 1-0

This 'decoy' of the Queen onto a forking square is very common in combinations with a Knight Fork motif.

KFC (3), c/r, 1949

(wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4; bKg8,Qe7,Nc6,e4,Bd7,Rc8,Pa7,b7,c7,d6,g4,h7)

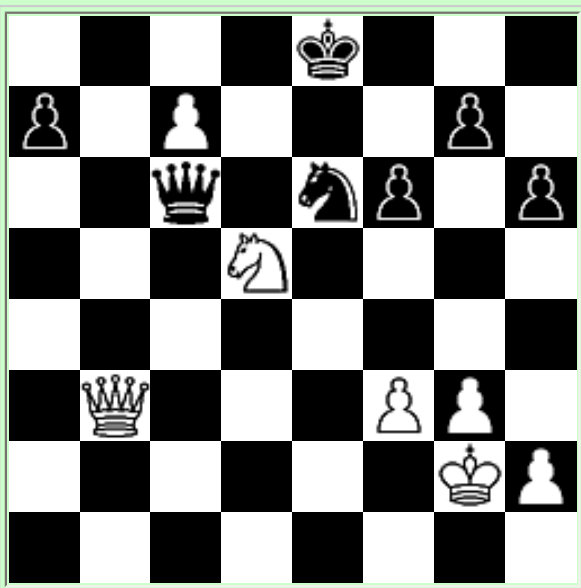


1. Nd5 is an obvious first move for a tactic, and forcing because the Black Knight is loose; once considered, you should be able to wrap it up:

1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0 Black has better moves than 2...Qxe4, but if Black cannot recapture on e4, White wins a piece.

KFC (4) zukertort - english, london, 1883

(wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6)

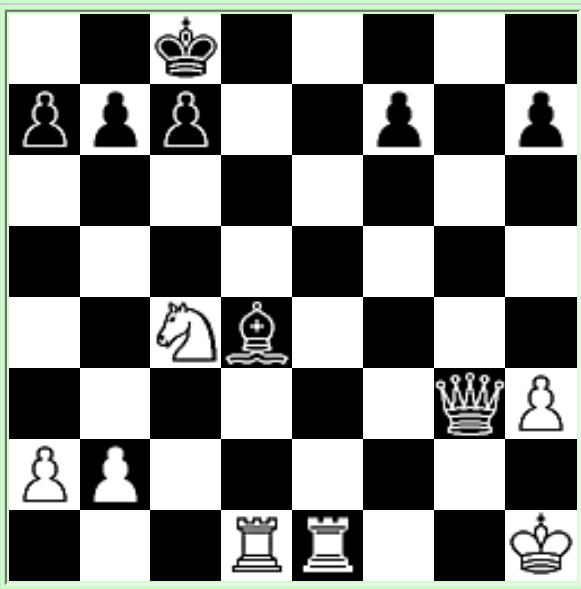


You've had your hint! It's a matter of nudging the Black pieces onto the right squares, which White can do neatly:

1. Qb5 Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0

KFC (5) kofman-sakketi, corr., 1948

(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7)



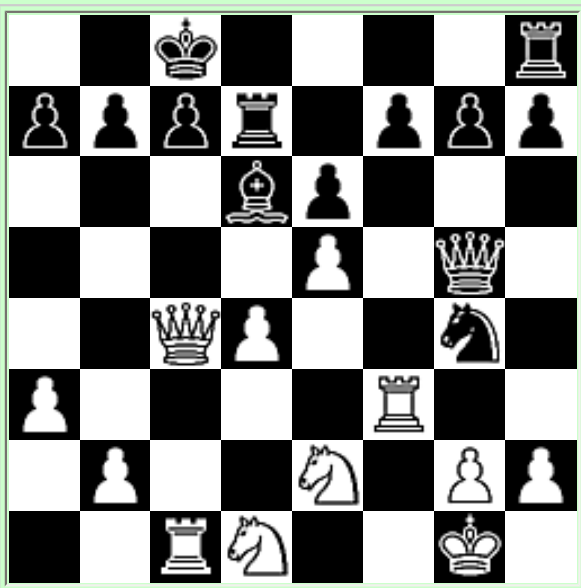
White actually resigned here, but...

1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0

Remember, this was a correspondence game, so time wasn't the issue - despair was.

KFC (6) schlechter-mieses, st.petersburg, 1909

(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2; bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7)



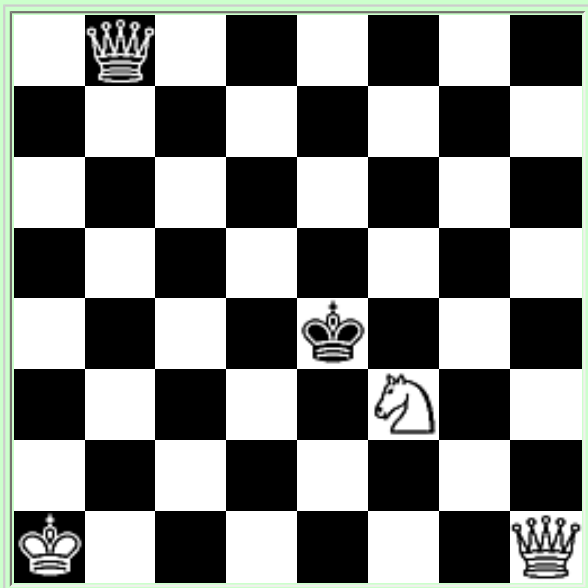
Deep breath: **1... Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3 6. Nxc3 Ne3+** with an easily winning endgame, so **0-1**. Can you see the continuation after, say, 3. g2-g3, or other alternatives?

[3.Nf2 Qxh2+ 4.Kf1 Nxe5 5.Qc5 Nxf3 6.gxf3 -+;
3.h3 Qe1+ 4.Rf1 Qxf1+ 5.Kxf1 Rxd1+ 6.Rxd1 Ne3+ -+]

The other resource, besides these tactical problems, is simple chess studies: at their best they can make you pay close attention to the geometry of the board, like this one:

chekhover, QN v Q, 1996

(wKa1,Qh1,Nf3; bKe4,Qb8)



1. Ng5 is a very vigorous double-check, but the key is:

1. Ne5+

In an actual game, you just play this straight away as the best winning attempt because there are so many ways for Black to go wrong. But for practice, can you follow it to the finish? These open-field combinations can be hard to keep track of, because of the apparently great number of choices at each turn.

1... Ke3

[1... Kf4 2. Qf3+ Kg5 3. Qg4+ Kh6 4. Qg6#]

[1... Kf5 2. Qh3+ Ke4

or [2... Kg5 3. Qg4+]

3. Qf3+ Kd4 4. Nc6+]

2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8 1-0

Combinational vision

Combinational vision is a product of experience and imagination, both of which broaden the chess mind.

Experience: Once you have seen something, you might be able to implement an analogous idea in your own games. This is more than knowing the motifs; I mean you should continue to broaden your experience of combinations by examining new examples. An example from my own modest practice: I have known about *knight forks* for ages (ever since I kept finding them arriving on c7, checking and forking Ke8/Ra1). But once I had seen the famous finish of a Petrosian-Spassky game (see the entry for Petrosian in the [Style](#) section of [Canon](#)), I could see the same thing going on in my [own game](#).

This rather reminds me of the old psychological tests based on embedded figures; finding combinations seems a bit like that.

Imagination: I used to think that the creative imagination was something mysterious and intangible, which could neither be described nor trained. While there may always be something elusive about artistic creation, some thinking by people like Liam Hudson and Daniel Dennett gave me some cause to hope. Creativity is not a simple product of unfathomable inspiration, but a result of firstly, generating lots of (mostly junky) ideas, and then weeding them out to discover the ones that work. If this is true of the expressive arts, then it surely also applies to chess, where the ideas have such concrete prompts on the board, and the selection of the ideas that work can be put to the simple test of analysis.

Put simply, this suggests that someone like Tal can come up with great ideas because they come up with loads of ideas, good, bad and indifferent, and then can select the great one. The problem with most of us is not that we are failing to come up with enough *good* ideas, but we are failing to come up with *enough ideas*, full stop. Our ability to spot combinations is limited by our tunnel vision, considering only a few moves of a stereotyped nature, and not having the habit of looking at every thing once, no matter how foolish at first sight. Developing imagination, then, is not a matter of learning how to do something terribly magical, but to some extent involves putting aside what you think you know (retreating pieces is bad, putting your Queen *en prise* is bad) and considering moves that only very good players - or [very bad players!](#) - look at.

Varieties of error

The way it is supposed to work is:

- [A tactic appears for you: you get it right.](#)

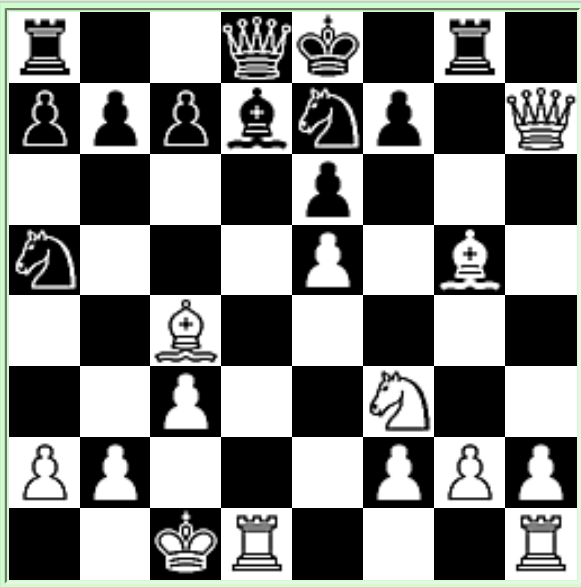
But we also see:

- [A tactic appears for you: you miss it.](#)
- [A tactic appears for your opponent: you miss it.](#)
- [A tactic appears for you: you see it but analyse it wrongly.](#)
- [A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.](#)
- [A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.](#)

A tactic appears for you: you get it right.

The idea is easy, but can you analyse it to a finish?

Regis,D - Lane,P (1994)

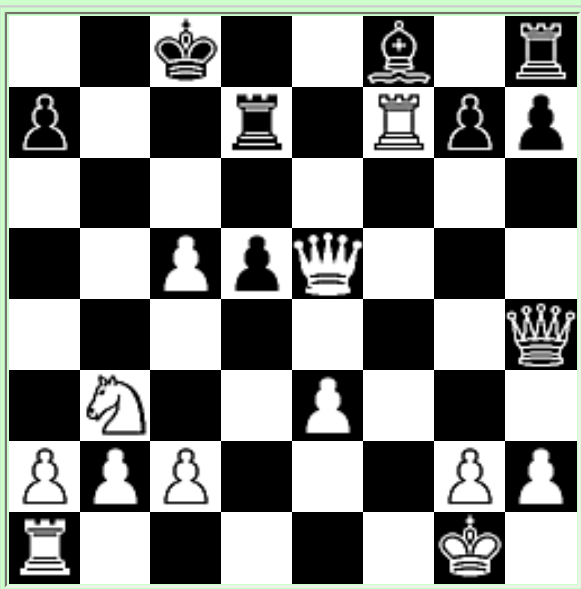


13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0

Ah, if only it was all like that...

A tactic appears for you: you miss it.

Regis,D. - Aston,P (1994)



21. Qe8+??

[21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1]

...1-0

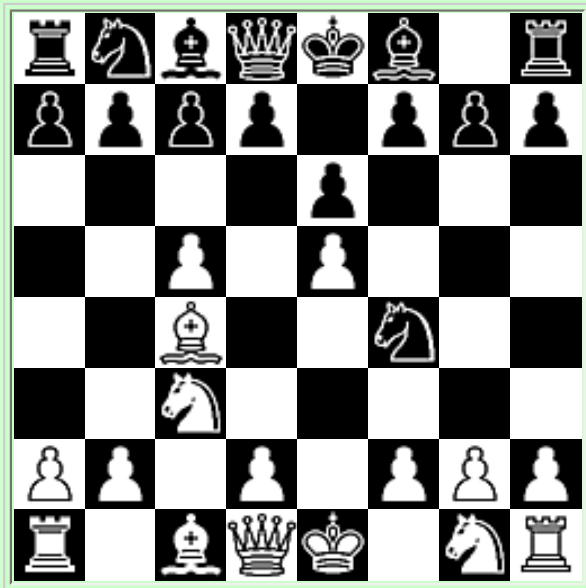
Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination.

A tactic appears for your opponent: you miss it.

Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply.

Regis,D - Stirling,A (1984)

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4

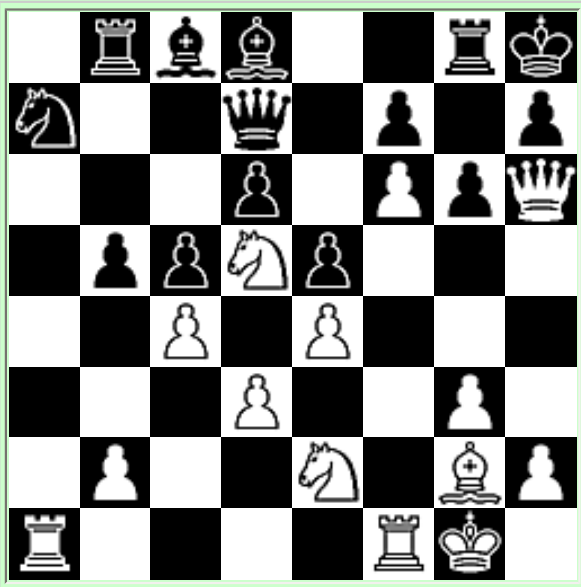


7. Qg4 Qh4 ...0-1

There are lots of opening traps like that: White bites off more than he can chew.

A tactic appears for you: you see it but analyse it wrongly.

Regis,D. -Stooks, Charles (1993)



19. Nef4? (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5)

19... Nc6??

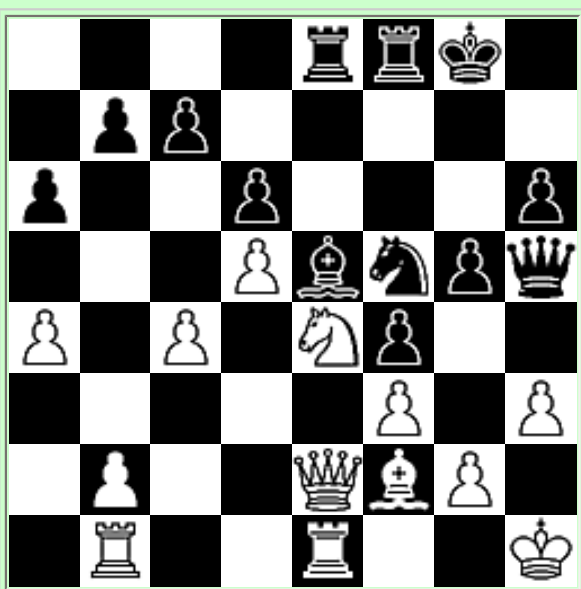
[19... Qb7]

20. Nh3 Qg4 21. Ng5 1-0

Simple over-optimism: I didn't consider 20...g5.

A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

Ward,D - Regis,D (1994)



26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6

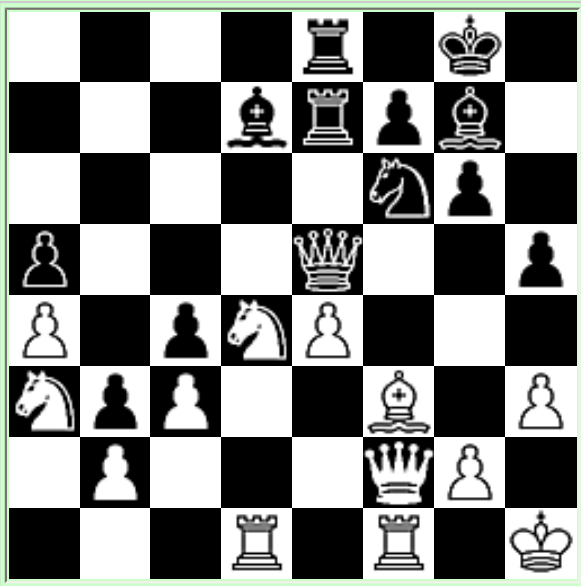
[34. Kh2! ...when it's all a bit tricky!]

34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1

The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending.

A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

Wilcox, RJ (1830) - Regis, D (1945) (3) [B06] Paignton Challengers, 1996



I thought I could wrap things up here: **28... Nxe4?!** was an obvious first choice, trying to win a Pawn. Does it win a Pawn? Oh no, because White swaps on e4 then goes Nxc4. No, I was right, it does win a Pawn, because when the Queen comes to e4 I've always got both ...Bxh3 and ...Bxa4. So...

28... Nxe4?!

[28... Qc7! wins, I think]

29. Bxe4 Qxe4 30. Nxc4

And of course I realised here I'd blown it: **30... Bxa4? 31. Nd6!**

This is very common: stopping analysis at the end of a sequence favourable to you. But after that, it's your opponent's move!

As we start to comment more deeply on these examples, we see two sources of error: mistakes or bad habits in *analysis*, on the one hand, but also *misjudgements* on the other - errors in the general assessment of the board or the opponent. It is just the first of these I am concerned with here; else we are raising another big issue about attitude.

Getting your mind right

I don't know any exercises to improve your mental attitude, but awareness - particularly self-awareness - is important in eliminating all sources of error, not just tactical ones. I have written and collected material elsewhere about getting your mental attitude right: there are examples (good and bad) in the [Psychology section](#)

[of the Canon](#), there is some good advice on a [Poster for Juniors](#), and in a compilation of [Advice for the middlegame](#). However, in this document on tactics I'll mention the issue of attitude in this aside, and return to the matter at hand.

Combinations do not usually come out of nowhere - they are based on a **superiority in position**, and you can tell when a combination is likely to be around:

- **Exposed or "stalemated" Kings are always vulnerable**
- **Undefended or 'hanging' pieces often lead to trouble.**
- **Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised..**

This last category can be hardest to spot, because it is so common. There is some sense in which, as Lasker described, there should be some *justice* in chess - have you done enough, to deserve to win? that is, have you a big enough advantage? This is to some extent a matter of judgement, but if you feel you have a good advantage in space or mobility, then you should look:

*"No combination without a considerable plus, no considerable plus without a combination [...]
In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power and will of intellect, because the combination must exist, however deeply hidden."*

-- LASKER.

I like this quote, but it has to be said that while there are 'just' and logical combinations where you (say) carry out a combination based on a campaign against the long-term weakness of a Pawn, there are also 'accidental' combinations which seem to be based on nothing but the chance arrangement of pieces, and there are also traps - so diligence in searching for tactics is required at almost every move.

- you must routinely check all positions for tactical opportunities
- you must think for your opponent as well as yourself

How can you make sure that you get better at this? Determination alone may not be enough: we need a bit more theory, and practice.

Candidate moves

The first bit of theory is the search for *candidate moves*; I also owe my appreciation of the idea of candidate moves to Kotov.

"All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another."

-- ALEXANDER KOTOV

The idea is, to make sure you don't overlook some vital idea at the start of analysis.

Varley - Hewson, WECU Jamboree [B18], 1993

Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid. Can Black get away with this, or can White show the flaw in Black's move order by the sacrifice **Bxe6**? What do you think?



11. Bxe6

An enterprising sacrifice! White hopes to catch Black's King in the centre.

11... O-O!

Unflappable Exeter player Brian Hewson calmly sidesteps the main line of a sacrifice (11...fxe6) threatening a pin on the e-file.

12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ... and Black consolidated and won. [0-1]

It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move *at the outset* before analysing any one move deeply. Had White done this he **could not fail** to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8, and *could not fail* to realise that it refuted the sac.

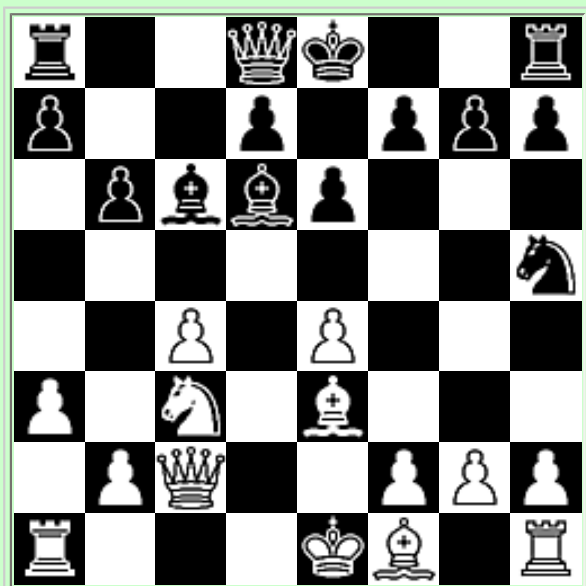
There is another example or two illustrating the 'candidate move' idea from [Simon Webb's panel tests](#), and the commentary on Nunn's games in the [Analysis](#) section of the Canon.

There are certain sorts of moves which are easy to spot (or train yourself to spot: like checks, captures, and so on. There are also certain classes of move which are difficult to make yourself consider - here are a few surprising/paradoxical moves. You should (a) make sure you know these models, (b) collect and review other examples, (c) see if there are either *types* of moves which you or somebody else found difficult to anticipate.

Retreats

Christiansen - Karpov (1993)

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6 9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 (wait for it...)



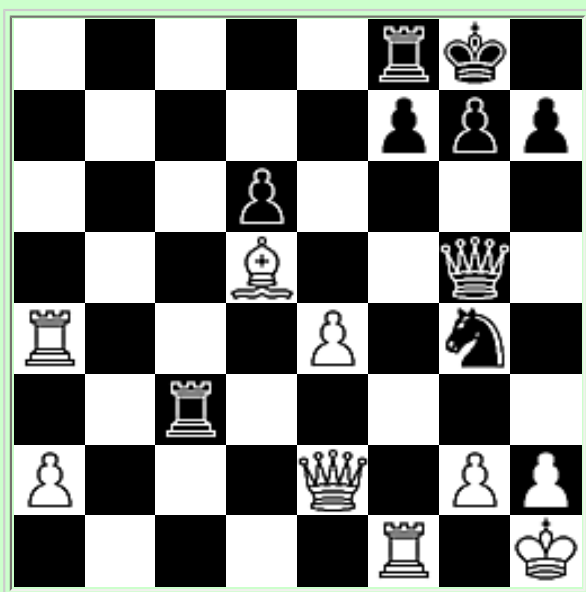
12.Qd1 1-0

The error made by Karpov above is actually a common one - missing an undeveloping retreat.

Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on. Another example:

Putting pieces en prise

Fischer - Sherwin, USA Ch'p , 1957



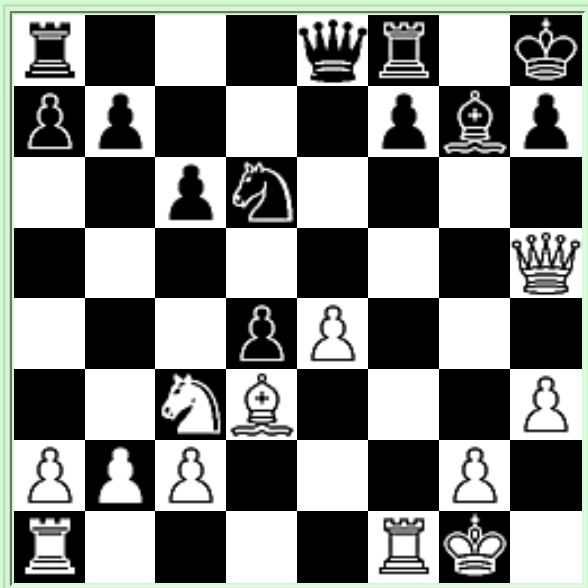
30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4 36. Be6 1-0

How about that one: a Queen moving backwards into a position where it can be captured!

'Silent' sacrifices

You can get so used to looking for 'smiting' moves that apparently non-forcing, 'quiet' sacrifices can be surprising:

Fischer,R - Benko,P, ch-USA, 1963



Obviously, there is a mating attempt at h7 but
 [19. e5 f5 20. Qxe8 Nxe8 21. Ne2 Bxe5 22. Rxf5 Bf6=]

19. Rf6!

This is what I mean: a silent sacrifice of the Rook, which actually leaves Black helpless. Chess may not be an art, but moves like this have a strong aesthetic effect, at least for me - I like the apparent subtlety of the sacrifice without a check or capture, and I like the drama of giving Black an apparently free move for the defence - which he cannot make use of. **19... Kg8**

[19... h6 20. e5 [20. Rxf6+-] 20... Kg8+-]

20. e5 h6 21. Ne2 1-0

'Creeping moves'

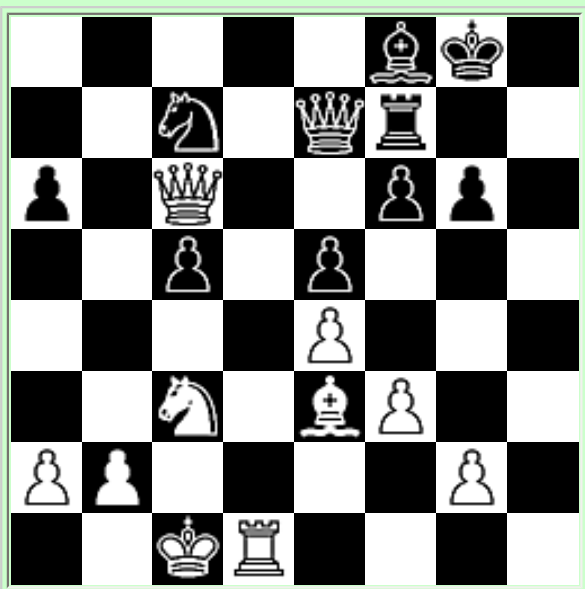
I keep alluding to Purdy's advice:

"examine moves that smite!"

But have a look at this:

Spassky - Korchnoi, Kiev, 1968

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3 Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21. hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 **DIAGRAM**



The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. Nd5 Qe6! and Black holds.

26. Qb6

Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...Qe6 with Bxc5 and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game.

26... Kg7 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0

It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange. Here is a simple example:

Wahl Tuch - Palmer, Manchester, 1912

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 (Berlin Defence, Rio De Janeiro Variation) 6. dxe5 [6. Bxc6] 6... Nxb5 7. a4

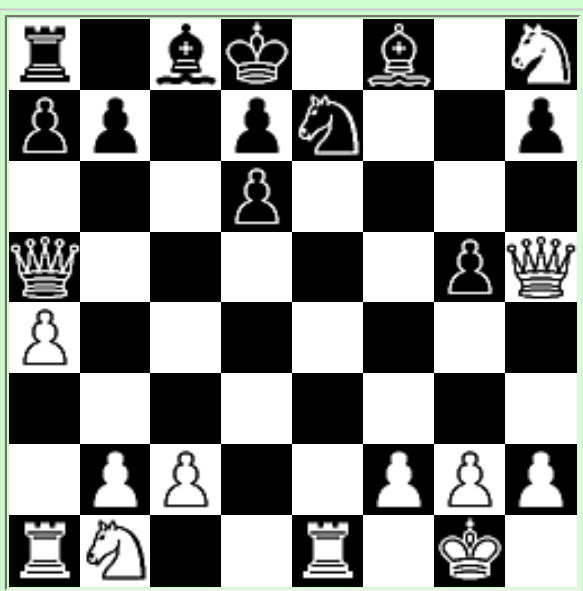


This is a gorgeously messy line

7... Nd6 [better 7... d6]

8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxg6 Qa5 14. Nxb8+ Kd8

Have a look at the next diagram and see what you think.



15. Nc3

[Obviously not 15. Qf7 Qxe1#]

It is tempting to try a forcing move, but none work.

"A quiet move in the midst of an attack is the sign of the master" - Du Mont

15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0

The calculation of variations

The starting point for any consideration of analysis must be Kotov, again.

- **Candidate moves must be established straight away and they must be clearly enumerated.**
- **Once we have established all the candidate moves, we then proceed to work out the variations arising from them one by one.**
- **In analysing complicated variations, one must examine each branch of the tree once and once only.**
- **This task cannot be split into parts, by examining one move fully and then looking for the next one.**

Kotov gives some example of positions where the analysis gets progressively more detailed: The 'tree of analysis'

bare trunk

bare trunk with
side-branch

coppice

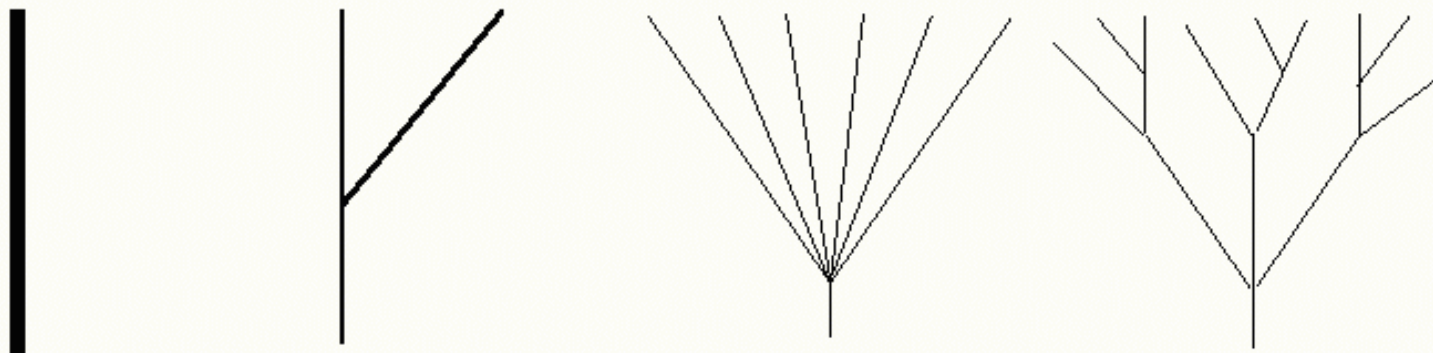
bush

bare trunk

*bare trunk
with side-branch*

coppice

bush



Through practice, I would have thought anyone could master the art of analysing "bare trunks" and "trunk-with-branch" - what is required here is the ability to visualise the board several moves ahead.

Also, I think also the "coppice" type of position is not out of most players' reach. What is required here is organisation - to list the moves required at the outset, and to work through them methodically.

What is most challenging is the type of position which is genuinely complex, like the "bush", when it is difficult for most of us to analyse everything relevant. Are there any hints or tips for making best use of the time we have, while our analytical skills are still developing? Yes indeed: we have advice from de Groot, from Nunn/Griffiths, and from Nimzovitch.

The chess master and psychologist De Groot, in commenting on transcriptions of players' verbal reflections, used to talk about 'progressive deepening'. If this strategy is to be adopted it must not resemble the feckless meandering described so amusingly by Kotov in his book [Think Like a GM](#), switching dissatisfied from one move to another until you run out of time.

However it has often seemed to me that rather than work six moves deep down line "A", then six moves each down line "B", it might be better to look (say) two moves deep in each of lines A-G, then go back to "A" and go four moves deep this time, and so on. It may be that you find the key to the position earlier than you would have done by a strictly sequential approach, and in any event, ideas which may be obvious from one line of analysis may come in handy when analysing other lines, where the same idea is not so obvious. There is an example illustrating the idea of 'progressive deepening' from [Simon Webb's panel tests](#). Given a list of candidate moves, which lines do you start with? Purdy again: start with the most forcing moves. But if none look any better than the others?

Nunn and Griffiths advise: "*Just plunge in*"; take a look at this one, where "Black has a decisive attack" but there is no forced mate.

Corden - Nunn, Birmingham 1975 [Variation]



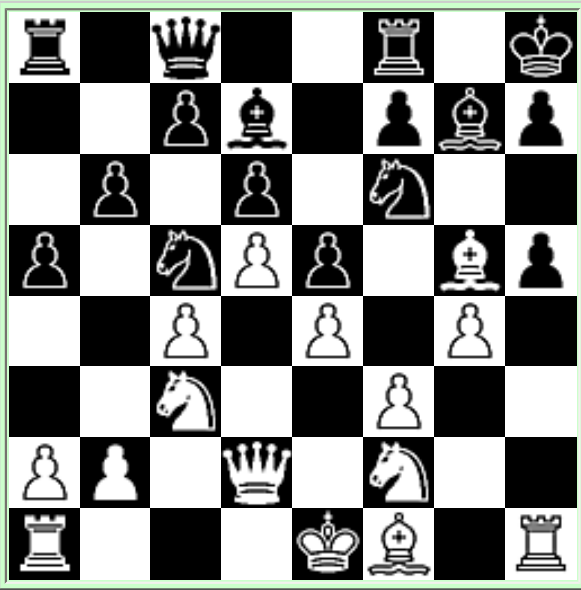
The first move to look at must be **15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5#**

... "*and straightaway you have learned a lot about the position*".

That is, you can regain at least one piece whenever you wish, still keeping the K exposed. After this you can work your way methodically through the other lines, with the conclusions from your quick first assessment already in mind.

Sometime you can divert the task of analysis: play a good positional move relatively quickly.

nimzovitch - tartakower (karlsbad) [E81], 1929



[15. Bxf6 Bxf6 (Nimzo analysed briefly:) 16. Qh6 Bg7 17. Qxh5 h6 18. g5 f5 "now it is necessary to analyse several variations which are roughly equally good:" e.g. 19. gxf6 [or 19. gxh6] 19... Rxf6 20. Bh3]

"all of this is extremely complicated and therefore I played after no more than five minutes' thought" ...

15. Bxf6!

15... Bxf6 16. Rxh5 Bg7 17. Nh1 There followed:

17... f6 18. Qh2 h6 19. Ng3 Kh7 20. Be2 Rg8 21. Kf2 Rh8 22. Rh4 Qe8 23. Rg1 Bf8 24. Kg2 Nb7 25. Nh5

"with a strong solid game and chances of attack" - NIMZO [...1-0]

However, sometimes there is no such resource, and you must simply work your way through the variations as best you can.

Good practice

So much for theory. How do you put this into practice? Well, you practice! We must cultivate good habits in our analysis.

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, **Strategy and Tactics in Chess**.

Since Euwe wrote, some other methods have become more available.

Gaining practice and experience through tests:

You have probably seen either the **British Chess Magazine** column *Find the Winning Continuation*, or the same idea in **Chess** magazine, called there *Winning Combinative Play*. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, *Winning Chess*.

If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: *Test your chess IQ, Vol.1* (for players up to BCF 160/ELO 1850), *Test your chess IQ, Vol.2* (for BCF 160-200/ELO 2000) and *Test your chess IQ, Vol.3 - Grandmaster Challenge* (for BCF grades 200+/ELO 2000).

They all suffer from the drawback, in my view, of containing only combinations that work - there are no false but tempting opportunities offered to you, which is so often the case during a game, except in Livshits' books in a section called "Traps"(!). In fact, I believe that mass practice of tactical tests like this can lead to a false sense of optimism when presented with a promising tactical opportunity. Unless these tests have many hidden points in the variations you are required to spot, or include 'false' opportunities, they must be supplemented by other activities. Some support for this is found in [Gene Thompson's article](#) for **Chess Scene**.

More testing (literally) is the **Chess Monthly** magazine feature, *How Good is your Chess?* which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called *Test Your Chess*.) Here's an easy example of such [a test](#) from the B.C.F., [with answers](#).

Other Books for study

Most of the above is 'practice makes perfect' style with little explanation. The theory of *candidate moves* and *trees of analysis* I found in Kotov, *Think like a Grandmaster* (a summary is also to be found in Kotov, *Plan like a Grandmaster*). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis.

Another important book for theory is Nunn and Griffiths, *Secrets of Grandmaster Play*. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board.

Gaining practice and experience through exercises:

One of the best exercises is to play tactical games, against a player of about your own strength or better. If the point is to develop tactics, there can be no better way of doing this for most people than practicing against a computer - that will show you how thorough you really are!

Playing-out of positions

There are also some good ideas in Dvoretsky, *Secrets of chess tactics*. In particular, he describes the technique of "playing-out" of positions for which an analysis has been published. For example, he played on from positions found in the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the clock. This is a realistic test and you can check your conclusions against what Nunn has analysed. Of course, you can use a computer to play positions out.

Examining your own games:

Always a good idea - and it is quite possible to do so concentrating mostly on the number and type of tactical errors you make. Mistakes are perhaps inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. Also, make sure you are spotting opportunities for your opponent as well as yourself. I'm sure becoming more efficient or more consistent in this regard would result in a rise in grade for most of us, without any great new insights being gained.

Blumenfeld's rule for avoiding blunders:

After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this fresh look, then you move. This is called...

Blumenfeld's rule:

"It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation:-

When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a mate in one on, or left a piece or a pawn to be taken. Only when you have convinced yourself that there is no immediate catastrophe for you

should you make the planned move."

-- KOTOV

You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look.

I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything **at the start** of your thinking. You are not checking *conclusions* - you are checking **assumptions**. [*If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while, but "now then, sit up straight, start worrying, what have I missed?"*]

Net reading:

Online exercises from [John Coffey](#) and [David Hayes](#).

Worked example from [Gabriel Schwartzmann](#)

Kotov's classic [Think Like a GM](#), the first chapter of which has been very influential.

A nice piece of self-reflection from an amateur, [Gene Thompson](#), first published in **Chess Scene**.

Bibliography

"The pleasure of a chess combination lies in the feeling that a human mind is behind the game, dominating the inanimate pieces with which the game is carried on, and giving them the breath of life."

-- RETI

Alexander, *The Penguin Book of Chess Positions*

Avni, *Danger in Chess*

British Chess Magazine, *Find the Winning Continuation*

Chernev and Reinfeld, *Winning Chess*

Chess magazine, *Winning Combinative Play*

Chess magazine, *How Good is your Chess?* (Book of same name by Danny King)

Dvoretsky, *Secrets of chess tactics*

Kotov, *Think like a Grandmaster*)_candidate moves, tree of analysis, analysis of master games

Kotov, *Plan like a Grandmaster*)

Livshits, *Test your chess IQ, Vol.1*

Livshits, *Test your chess IQ, Vol.2*

Livshits, *Test your chess IQ, Vol.3 - Grandmaster Challenge*

Nunn and Griffiths, *Secrets of Grandmaster Play*

Back to [Chess Coaching Page](#)



This document (practact.html) was last modified on 20 Jan 97 by

[Dr. Dave](#)

Exeter Chess Club: Re: Visualization/Analysis in Chess

From: rook@IslandNet.com (Dan Scoones)
Newsgroups: rec.games.chess.misc
Subject: Re: Visualization/Analysis in Chess
Date: Mon, 20 Jan 1997 07:43:26 GMT
Organization: Island Net in Victoria, B.C. Canada
Lines: 86
Message-ID: <32e321e0.46454218@News.IslandNet.com>
References: <5bhfs6\$9k0@world2.bellatlantic.net>

On Wed, 15 Jan 97 02:36:49 GMT, enyoung@bellatlantic.net (Eugene N. Young) wrote:

>... how does a good chess player calculate mentally, ie,
>what is the mental process by which he/she "sees" many moves ahead??
Is it
>pure visualization of the board and pieces? Is it memory of the move
sequence
>while all the pieces stay put in the mental image of the board? Or
is it
>something else? Has anyone studied or analyzed the process or does
it just
>come naturally with the right talent? How does one who has a very
difficult
>time with this process practice mental analysis?...

Great questions. You don't say what your playing strength is, but I'll assume you're not a complete beginner. Here goes...

Start simple. Get a book like "1001 Brilliant Ways to Checkmate" by Fred Reinfeld, and set up the first position on your board. (It's best to start with checkmate because the goal is clear-cut.) If you can't spot the solution, look it up in the back. Leave the position set up on your board, and mentally visualize each move being played in sequence. If you can't get all the way to the end, make the moves on your board, and then go back and recapitulate mentally.

Make sure you keep getting material that is on your level or slightly

above it. After Reinfeld, go with the Informant combination books, and then with the combination sections in the back of Informant. After that, go with actual game situations (e.g., taken out of Informant) featuring lots of analysis of many different variations. Another good system is to work your way through the best game collections of strong players, or through well-annotated tournament and match books. As you make progress, you'll be able to apply the same methods to positions calling for more strategic solutions. A good book for this purpose is *New Ideas in Chess*, by Larry Evans.

When a strong player visualizes, say, a knight having moved from f3 to e5, it does not mean "seeing" a full mental image of a chess piece, complete with carved eyes, mane, etc., resting on e5. Rather, there is a fairly abstract image of something having the *powers* of a knight being on e5 (and, just as important, no longer being on f3). Supporting this image is an episodic memory trace of having played Ne5, which is strengthened by the prior idea that Ne5 would be a good move to play for either positional or tactical reasons. So to answer your specific questions, visual memory is the key, but both episodic memory and positional understanding play supporting roles.

Kotov's book *Think Like a Grandmaster* is very inspiring, but I think he puts some emphasis in the wrong places. For example, I've never heard other grandmasters talk about the so-called "tree of analysis," and I've never heard other grandmasters talk about disciplining himself to go down each branch of the tree only once. When you're working with visual images, especially ones that arise after several half-moves, your mental chessboard is naturally somewhat less clear. If the position is sharp, you don't want to risk losing unnecessarily, so if there's time, by all means check your analysis.

In my opinion, Kotov's follow-up book *Play Like a Grandmaster* is much more helpful. In that book he boils a master's strength down to three elements: positional understanding, an eye for combinations, and the ability to calculate variations, and gives exercises for strengthening each element.

One thing I've noticed about less-experienced players is that they may be able to calculate a tricky variation, but when they get to the end of it, they either can't evaluate the position correctly, or they can't visualize it clearly enough to allow an evaluation. Learning the elements of positional evaluation is good for your analytical ability. It is very important to combine this with knowledge of

specific types of positions, because such positions tend to recur. That is also why many authorities recommend that you specialize in certain openings rather than try to play all openings.

Constant practice will strengthen your mental chessboard and allow you to penetrate even complicated positions quickly and accurately. Your intuition, or "feeling for position," will also develop.

Play, analyze, and study. Use the right material and the right methods. After you've played in a tournament, analyze your own games and find your mistakes. Get help from stronger players. The list goes on...

For the record, I think De Groot's book is overrated as a teaching aid. It's more a cognitive psychology tract than a chess book. If you must read something on those lines, I recommend a book called The Psychology of Chess Skill... can't remember the author's name, though!

Good luck,
NM Dan Scoones

Back to [Tactics](#) Home Page

Back to [Chess Coaching Page](#)

This document (DanTact.html) was last modified on 24 Jan 97
by



[Dr. Dave](#)

Tactics Chess Handouts

Tactics

[An ABC of Chess Tactics](#) {D}

- actually, it's a KLM, but who's counting?

[Solving Tactical Problems](#) {all}

Some advice on spotting tactics (juniors)

[Practical Tactics](#) {all}

Some more advice on spotting tactics (adults)

[Practical Tactics 2](#) {all}

The natural history of tactics (adults) - quite an early handout, which overlaps with the two above.

[Strategy and Tactics](#) {D/C}

Which should you study first or foremost?

[Preparing for combinations](#) {A/B}

Peter Lane's study rewarded with results!

[Upon the Pin](#) {D} {C}

As Fred Reinfeld once remarked, "*The pin is mightier than the sword*" (groan...).

[Lessons in Philidor's Defence](#) {C/D}

Some tactical ideas in a tricky opening

[Problems and studies](#)

An introduction with links to specialist sites.

[Tactical test](#) {D}

100 positions from the canon. I note with both pleasure and humility that the standards in this section have been substantially exceeded by [WT Harvey](#), [John Coffey](#) and [David Hayes](#).

[The Art of Analysis](#)

Chess is the art of analysis, how artful are you?

[Tactics quotes](#) {all}

- Keep 'em coming! I also have stashed away a longer piece by [Gene Thompson](#), and there are some related quotes elsewhere on [The Art of Analysis](#).

Blunders at East Devon

Look and learn, but don't laugh, it could happen to you. We have [Notes on the blunders](#), [Counting the blunders](#), which also serves as a helpful index to the huge document which includes [All the blunderful games](#).

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: [General](#) | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (tactics.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: General advice on the endgame:

1 key idea, 3 principles, 15 general laws, 12 practical guides and 6 tips for the ending

One key idea: the passed pawn.

1. Endgames, and some middlegames, are all about creating and advancing a passed pawn. Either the pawn queens, or your opponent gets so tied up in knots trying to stop it that they lose something else.
-

3 principles (Fine)

1. Without pawns, you must be at least a Rook ahead in order to force mate (exceptions: R+R wins against two minor pieces; four minor pieces win against a Queen)
 2. If you are two or more Pawns ahead the win should be routine by advancing the Pawns
 3. With only one Pawn advantage, you will win if you can use it to gain more material - it is not usually enough just to advance the Pawn. Often one Pawn advantage is thought to be a theoretical draw, although the practical difficulties may be very great. Winning by the advance of the Pawn may be won because it allows entry with the King, or causes distraction from one vulnerable side, or allows simplification into a known won ending.
-

15 general laws (Fine again)

1. Doubled, isolated and blockaded pawns are weak: avoid them!
2. Passed pawns should be advanced as rapidly as possible.
3. If you are one or two pawns ahead, exchange pieces but not pawns.
4. If you are one or two pawns behind, exchange pawns but not pieces.
5. If you have an advantage, leave pawns on both sides of the board.
6. If you are just one pawn ahead, in 99 cases out of 100 the game is drawn if there are pawns on only one side of the board.
7. The easiest endings to win are pure King+Pawn endings.
8. The easiest endings to draw are those with opposite coloured bishops.

9. The King is a strong piece: use it!
10. Do not place pawns on the colour of your bishop.
11. Bishops are better than knights in all except blocked pawn positions
12. Two bishops vs. B&N or N&N are usually a real advantage.
13. Passed pawns should not be blockaded by the king: the only piece which is not much harmed by watching over an opponent's pawn is the knight.
14. A rook on the seventh rank is worth a pawn.
15. Rooks belong behind passed pawns, of your own or the opponent.

12 practical tips (Mednis)

1. The king is a fighting piece and should be centralised and used actively.
2. Material advantage wins endgames: hold on to your material.
3. Be wary of sacrificing pawns for development: only in Rook+Pawn endings is an active piece worth material.
4. Try and gain tempi whenever possible, but without giving up material.
5. The fewer the pieces, the more important the pawns
6. Keep a flexible, sound pawn formation: avoid doubled, isolated and blockaded pawns.
7. Passed pawns must be pushed.
8. The outside passed pawn is an advantage: in King&Pawns endings it is decisive.
9. Rooks belong behind passed pawns.
10. In open positions the two bishops are murder: in most other positions they are a real advantage.
11. In open or semi-open positions a bishop is usually superior to a knight.
12. The knight is superior to the bishop in blocked positions or when the bishop is hemmed in by pawns on the same colour squares as the bishop.



COOL TIP: MEDNIS says 'good technique' means:

1. not allowing counterplay
2. holding on to material advantage
3. establishing a clear plan and following it
4. being careful
5. never being in a hurry
6. avoiding complications
 - (and ... winning the game!)



This document (genending.html) was last modified on 3 Nov 95 by

[Dr. Dave](#)

Exeter Chess Club: Solving Tactical Problems

You can always win material or get a checkmate if your opponent overlooks your threat. But there are some threats your opponent cannot get out of, *even if they notice them*.

Problems can be solved because either you have:

Double attack

or

Concentration of force against a fixed point

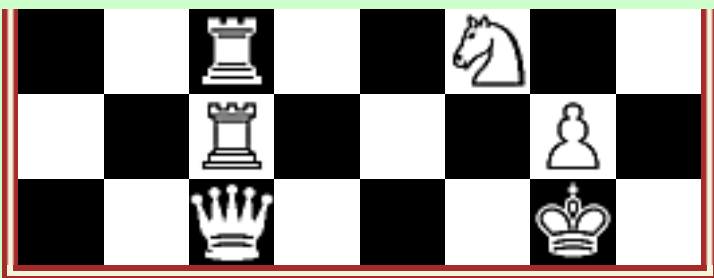
(When I say a fixed point I mean either a piece than has limited mobility, like a King or a Pawn that can't run away. Another immobile point is a pinned piece.)

Most junior games are decided by tactical threats, traps and oversights. If you get better at tactics your results are bound to improve.

A. Winning material by concentration of force against a fixed point

based on Alekhine-Nimzovitch, 1930





White has four pieces attacking c6, and Black defends the Knight with only three. Black will lose material because none of **the four basic defences work**:

A Avoid - the Knight is pinned to the Queen and cannot avoid the attack

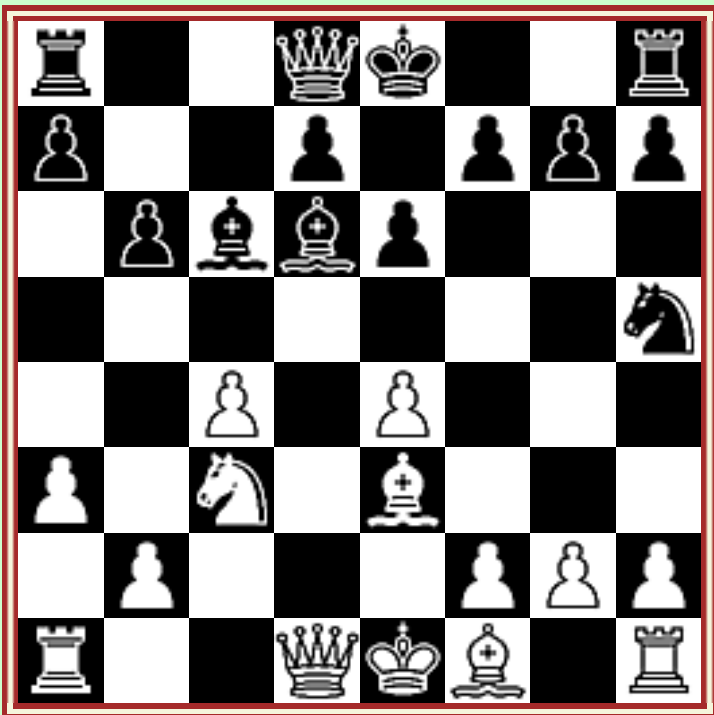
B Block - Black cannot block the attack by putting a Pawn in the way

C Capture - Black cannot capture any of the attacking pieces

D Defend - Black cannot defend the Knight with any more pieces

A. Winning material by double attack

Christiansen - Karpov,1993

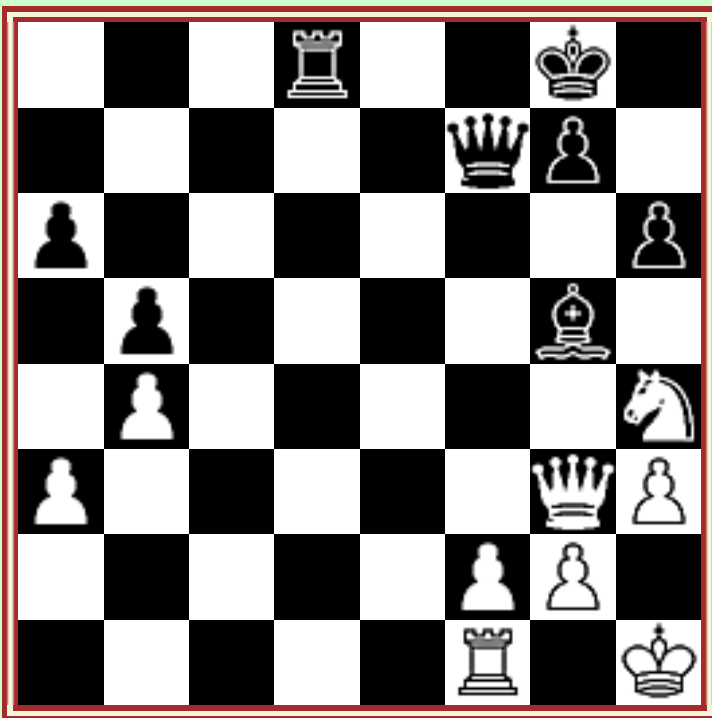


White's Queen on d1 has just moved back from c2, attacking two points at once - d6 and h5. Black cannot defend both and so must lose material.

So, these are the two basic principles.

B. All problems can be solved when you hit on the idea.

Try this one: Black to move and win.



Black to move.

What is the **idea** in this position? What do you notice about this position?

1. The White Knight on h4 is attacked once and defended once. If we attack it again it will need to move or be defended because we have a 2:1 greater **concentration of force**
2. The White Rook on f1 is undefended.
3. The White King and Queen are safe, and the White Pawns can probably be defended.
4. Is there any idea here? If we attack both the Rook and the Knight with one move, this might create a

problem for White. Is there any move which attacks f1 and h4? Yes there is!

5. 1...Qc4! With a **double attack** on f1 and h4.

6. What can White do? White needs a defence which either defends both pieces at once or somehow creates a counterattack. No such move is there. **Solved!**

When you solve a problem you usually know it straight away - it's like solving a sum. The only **warning** is: problems in books always have a solution - but real games might not have!

A. Make good things happen: examine moves that smite!

We don't know how the last position above came about, but it looks like White was careless and Black just took the chance that was there. But you sometimes have to make good things happen. You have to force your opponent to do what you want. You can do this in two ways

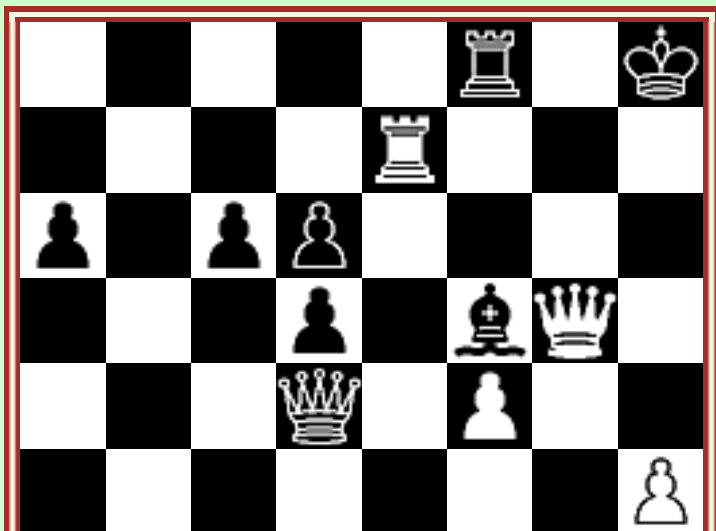
Playing a check: everything stops for a check!

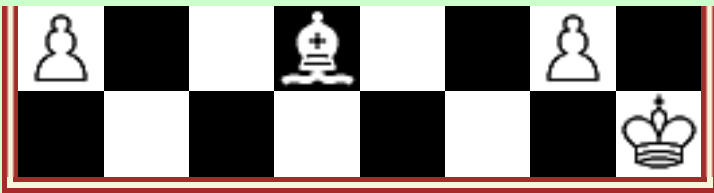
Playing a capture: if your opponent does not recapture you will win material

Purdy talks about "**smiting**" moves - checks and captures. In fact, the best move is a move which is a capture with check!

D1: Winning material by playing a forcing check

White to play and win:





White to move

What's the **idea** here?

1. The Black King has no moves - it's very nearly mate! But Black is covering h7 and g7. I have a check on h4 or h5 with the Queen, but that doesn't do much: my Queen and Rook can do nothing more by themselves.

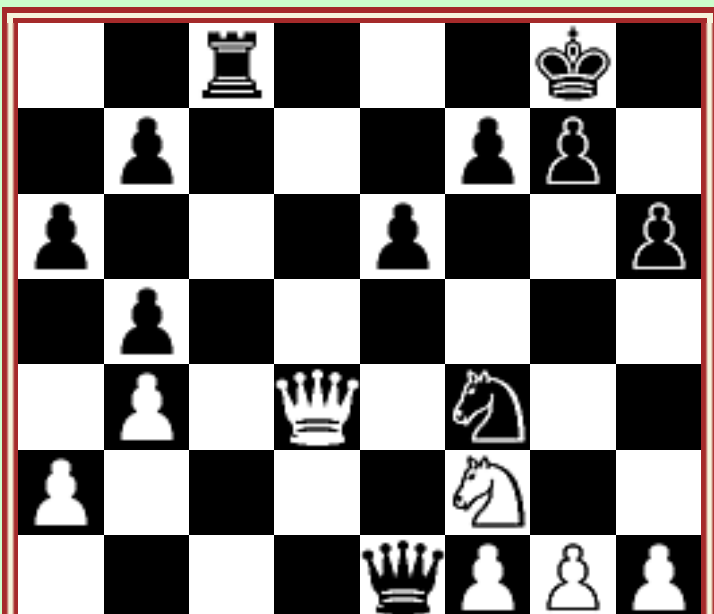
2. I would like to get the Bishop into play - for example on the long diagonal a1-h1. In fact, at the moment, if only I had some support for c3, I could play Bc3 winning the Queen by a deadly pin!

3. Is there any way I can cover c3? Yes there is: I can cover it by a Queen on g3.

4. If I just play Qg3 Black may have time to get out of it - I must not give my opponent any choice! I must play forcing moves - like checks...

5. Aha! **1. Qh4+ Kg8 2. Qg3+ Kh8** gets my Queen to g3 without Black being able to do anything. I can now play **3. Bc3**, winning - **Solved!**

D2: Winning material by playing a forcing capture Black to play and win:





1. One idea: if the Black Queen on e2 was a Black Knight - I'd win the White Queen by **double attack** (knight fork) And even better - I can move a Knight on f4 to e2!

2. BUT if I move the Queen away quietly White can move the Queen, or even take the Knight with the one on d3.

3. So I can't move the Queen away quietly: I must move it noisily - forcibly - I must **smite** my opponent!

4. I can play Queen takes the Rook on f1 with check. This must be the most **forcing** move! - but after Kxf1 I have no fork on e2.

5. I can play Queen takes Knight on f3: if White takes the Queen I play ...Ne2+ and ...Nxd4, coming out a piece ahead. If White doesn't recapture, I'm still a piece up. **Solved!**

Back to [Chess Coaching Page](#)



This document (tactics1.html) was last modified on 12 Mar 98 by

[Dr. Dave](#)

Exeter Chess Club: Practical Tactics 2

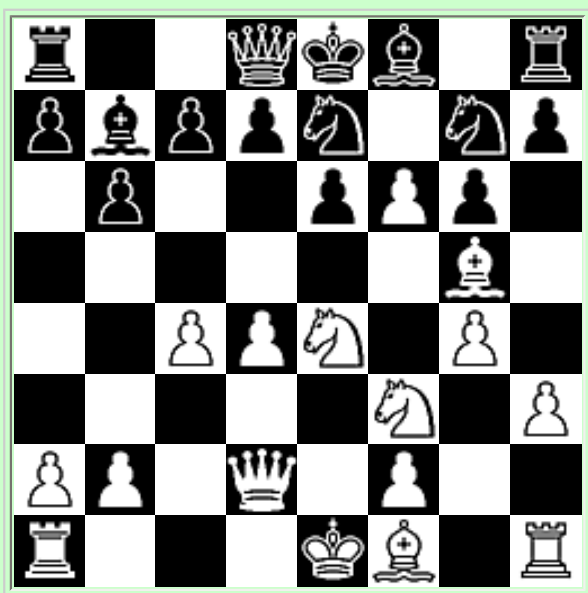
[An old handout that goes through types of error and analysis]

A tactic appears for you: you get it right.

Here's a simple one to get us started:

Regis,D - Jones,R (1995)

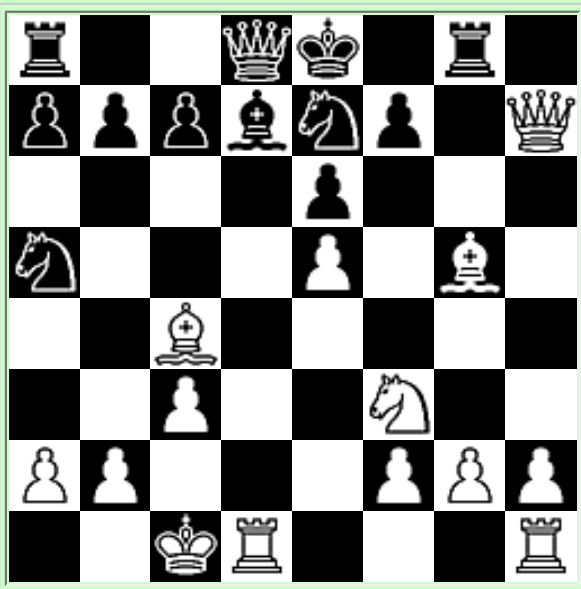
1. c4 Nf6 2. Nc3 e6 3. e4 Nc6 4. Nf3 b6 5. e5 Ng4 6. d4 g6 7. h3 Nh6 8. Bg5 Ne7 9. Qd2 Nhf5 10. g4 Ng7 11. Ne4 f5 12. exf6 Bb7



13. f7+ Kxf7 14. Ne5+ 1-0

And a more complicated one: the idea is easy, but can you analyse it to a finish?

Regis,D - Lane,P (1994)

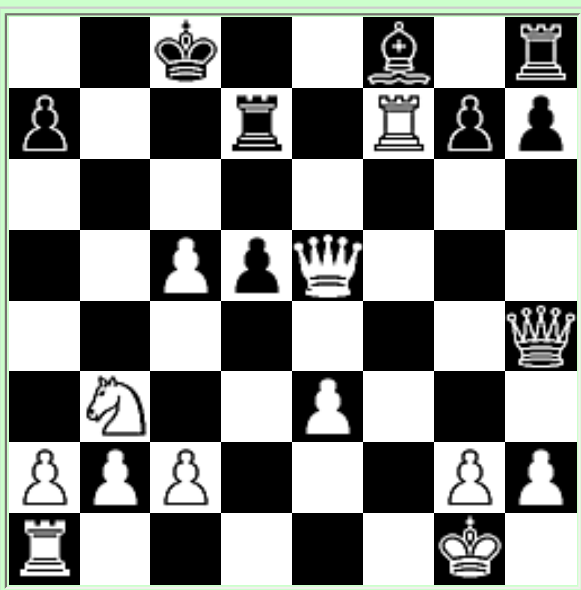


13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0

Ah, if only it was all like that...

A tactic appears for you: you miss it.

Regis,D. - Aston,P (1994)



21. Qe8+??

[21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1]

...1-0

Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination.

Jackson,Dave - Regis, D (1993)



17... b4 ??

[17... Qxa2+ 18. Kxa2 Ra6+ 19. Ba5 Rxa5+ 20. Kb1 Ra1#]

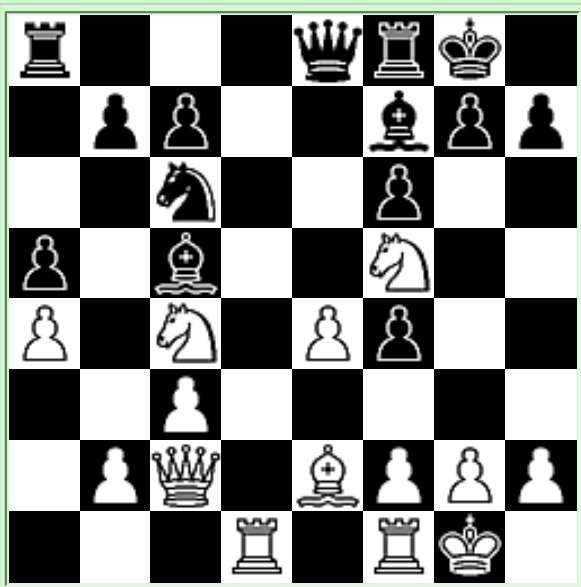
18. a4 Bd7 19. e5 Bxa4 20. Bc1 O-O 21. Nd2 Bb5 22. Bb2 Nf5 23. Nc4 Bxc4 24. dxc4 (Draw agreed)

I suppose I wasn't looking for a win just then!

A tactic appears for your opponent: you miss it.

Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply.

Regis,D. - Beake,B. (1994)



18. g3? f3 19. Bd3 Ne5 20. Nxe5 fxe5 ...0-1

You don't get away with that sort of thing against 200-grade players.

Regis,D - Stirling,A (1984)

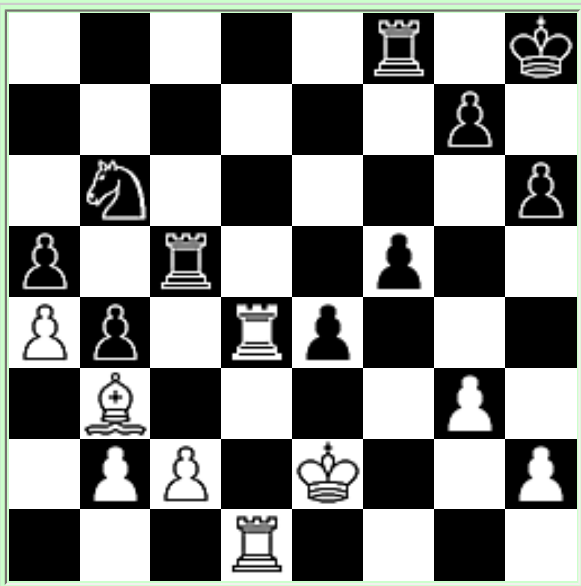
1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4



7. Qg4 Qh4 ...0-1

There are lots of opening traps like that: White bites off more than he can chew.

Fayle,A - Regis,D (1984)

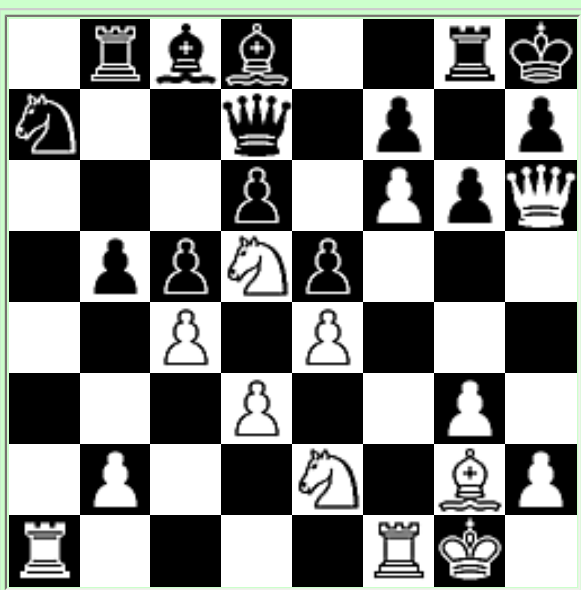


29... Rfc8?? 30. Rd8+ Rxd8 31. Rxd8+ Kh7 32. Bg8+ Kg6 33. Rd6+ winning a piece (but ...0-1!)

It was almost the only thing Black had to analyse, and I didn't!

A tactic appears for you: you see it but analyse it wrongly.

Regis,D. -Stooks, Charles (1993)



19. Nef4? (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5)

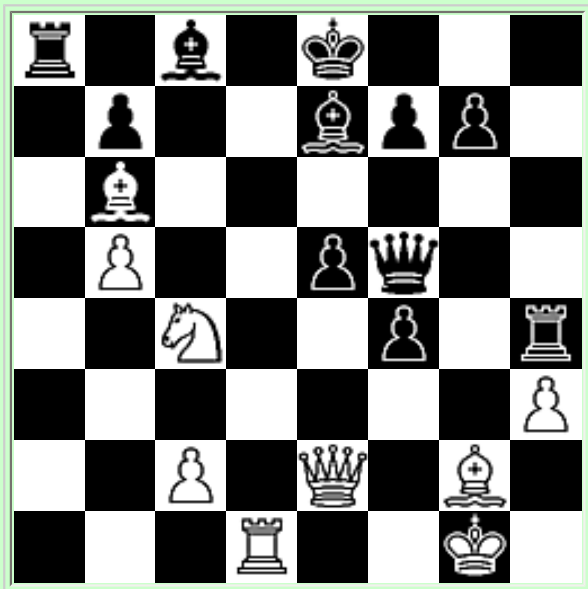
19... Nc6??

[19... Qb7]

20. Nh3 Qg4 21. Ng5 1-0

Simple over-optimism: I didn't consider 20...g5.

Regis,D - Prideaux,E (1994)



White lashes out without much justification:

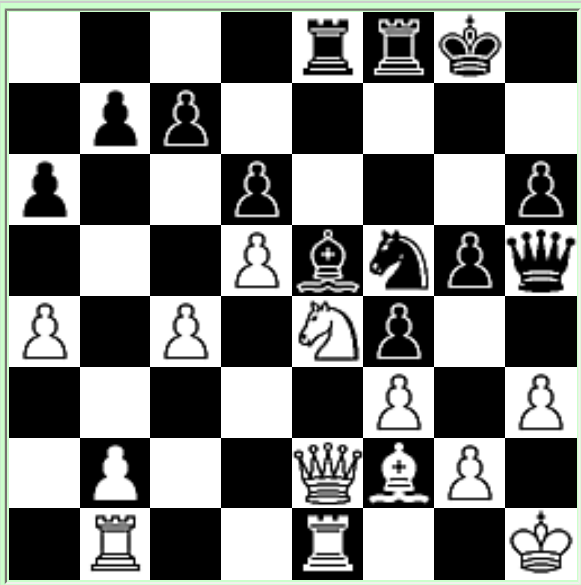
30. Rd8+ Bxd8 31. Nd6+ Kf8 32. Nxf5 Bxb6+ 33. Kh2 Bxf5 winning...

(but here and black's flag fell... 1-0 There ain't no justice...)

Not hard to analyse, just I felt I had to do something and couldn't see anything else!

A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

Ward,D - Regis,D (1994)



26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6

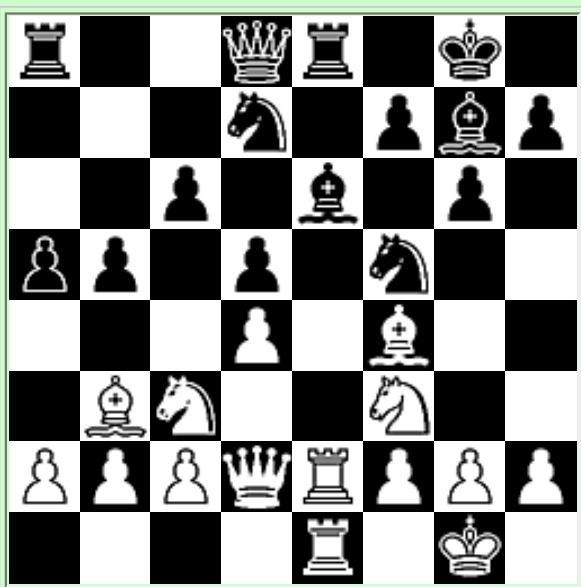
[34. Kh2! ...when it's all a bit tricky!]

34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1

The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending.

Webb,S - Regis,D (1994)

17...a5



18. Bxd5 cxd5 19. Nxd5 Bxd5 20. Rxe8+ Qxe8 21. Rxe8+ Rxe8

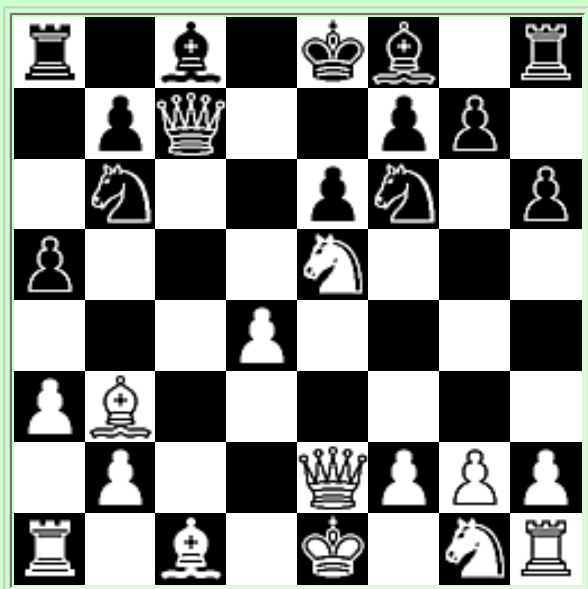
As last time, Black has secured (or provoked White into giving up) a material advantage that is difficult to make use of, this time with the opponent having the Queen.

22. Ne5 Nxe5 23. dxe5 Bc6 24. Qc3 Re6 25. f3 a4 26. a3 g5 27. Bxg5 Bxe5 28. Qd3 Bd4+ 29. Kf1 Ne3+ 30. Bxe3 Bxe3 31. b3 Bf4 32. c4! Bxh2 33. bxa4 bxc4 34. Qxc4 Bg3 35. Qg4+ Rg6 36. Qc8+ Kg7 draw agreed .

As we start to comment more deeply on these examples, we see two sources of error: mistakes in analysis, surely, but also misjudgements - errors in the general assessment of the board or the opponent.

Let's clarify this with an example:

Kasparov - Karpov, Linares, 1994



1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bb3 h6 9. N5f3 a5 10. c3 c5 11. a3 Qc7 12. Ne5 cxd4 13. cxd4 DIAGRAM

13... a4

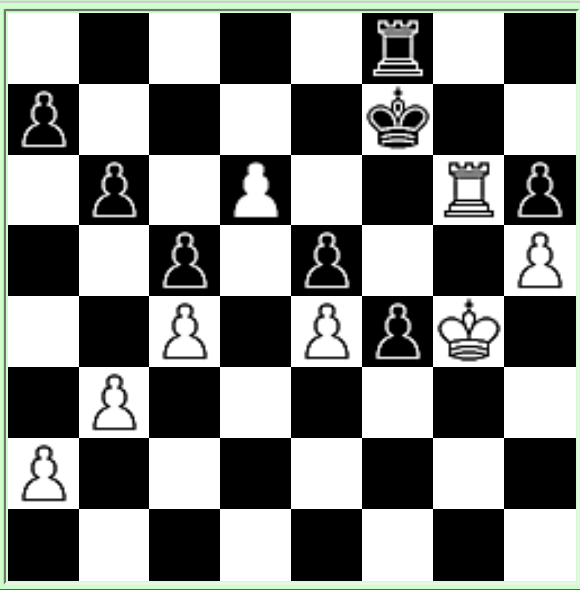
[13... Bxa3]

14. Bc2 Bd7 15. Nxd7 Nbx7 16. Qd1 Bd6 17. Ne2 Nd5 ...drawn

I wouldn't like to say there's anything wrong with the analytical abilities of either player - what we have here is an error of judgement. My guess is, it's a quiet position in a solid opening, and neither player bothered to look.

Chess is a tense game. This tension may make you want to believe things that aren't really true, and comfort yourself with things that mean you don't have to think too hard any more. Not a bit of it....

Petrosian-Korchnoi 1963



Black has a hopeless, passive position, just as he has had for the last umpteen moves. Petrosian just went

1. Rxf6

which was met by

1...f3!

Hoping for 2. Kxf3 Kg7 *discovered check*, winning the rook.

2. Kg5 Ke8 White resigns, unable to catch the f-pawn.

Afterwards, Petrosian explained that a move like ...f3 just didn't fit with "*Black's hopeless position*". But where there's life, there's hope!

"For a long time I had regarded my position as a winning one. Thus the whole opening phase of the struggle, when Korchnoi was unable to get out of trouble, had psychologically attuned me to the idea that the ending would be favourable to me ... and here comes the oversight 35 Rxf6?? I did not even see the threat ...f4-f3, possibly because it was in contrast to Black's hopeless position. Personally, I am of the view that if a strong master does not see such a threat at once he will not notice it, even if he analyses the position for twenty or thirty minutes." - PETROSIAN.

I have a whole book full of these types of disaster, when one player just turned the alarm off. You should be on guard all the time, with the alarm dial turned up to 11!

Please note that Petrosian was also thinking less than objectively about the game, and thinking only about his plans. Your opponent also has a right to exist...

B. Analysis

It used to be thought that there wasn't much difference in the abilities of strong and weak players at analysis - rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences.

Here White gets carried away with his attacking possibilities, when unflappable Exeter player Brian Hewson calmly sidesteps

the main line of a sacrifice (11...fxe6) threatening a pin on the e-file.

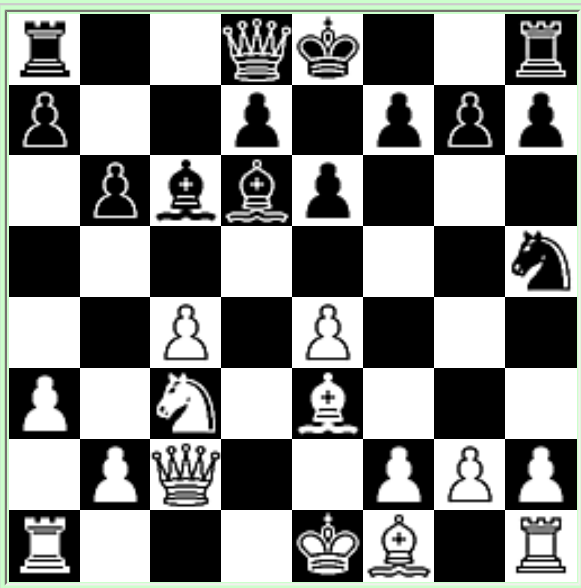
and won. It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move *at the outset* before analysing any one move deeply. Had White done this he **could not fail** to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8.

surprising/paradoxical moves

Retreats

Christiansen - Karpov (1993)

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6 9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 (wait for it...)



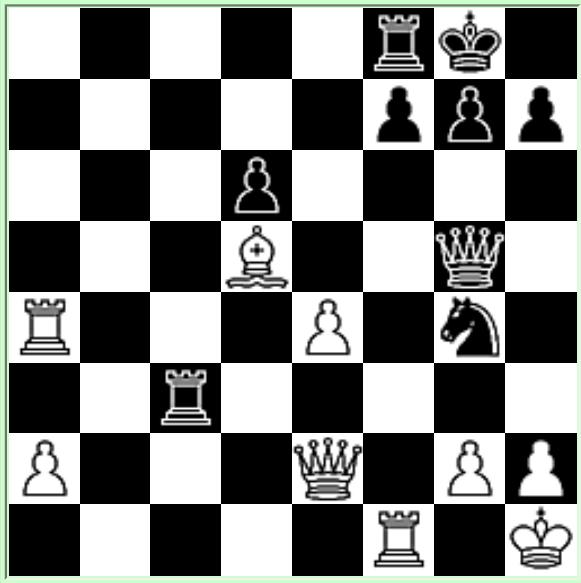
12.Qd1 1-0

The error made by Karpov above is actually a common one - missing an undeveloping retreat.

Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on. Another example:

Putting pieces en prise

Fischer - Sherwin, USA Ch'p , 1957



30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4 36. Be6 1-0

How about that one: a Queen moving backwards into a position where it can be captured!

'Creeping moves'

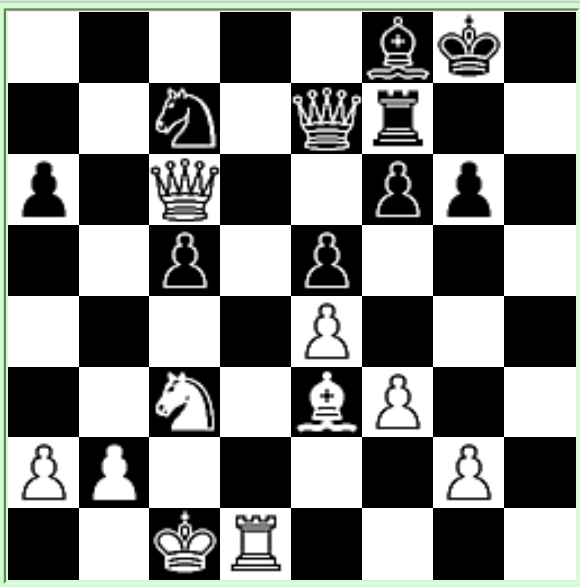
Purdy advises:

"examine moves that smite!"

...which is clearly good advice. But have a look at this:

Spassky - Korchnoi, Kiev, 1968

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3 Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21. hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 **DIAGRAM**



The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. *Nd5 Qe6!* and Black holds.

26. Qb6

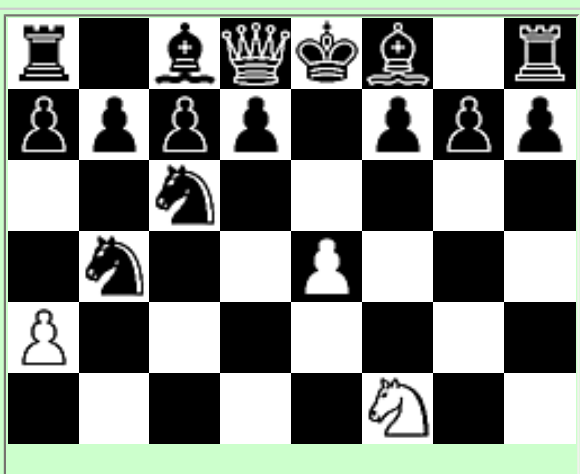
Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...*Qe6* with *Bxc5* and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game.

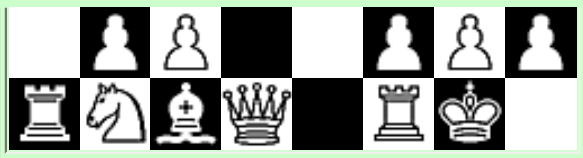
26... *Kg7* 27. *Nd5 Qe6* 28. *Bxc5 Bxc5* 29. *Qxc5 Nb5* 30. *Qe3 Qc6+* 31. *Kb1 Nd4* 32. *Rc1 Qb5* 33. *Nc7 Qe2* 34. *Ne6+ Kh7* 35. *Qh6+ 1-0*

It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange.

Wahl Tuch - Palmer, Manchester, 1912

1. *e4 e5* 2. *Nf3 Nc6* 3. *Bb5 Nf6* 4. *O-O Nxe4* 5. *d4 Nd6* (Berlin Defence, Rio De Janeiro Variation) 6. *dxe5* [6. *Bxc6*] 6... *Nxb5* 7. *a4*



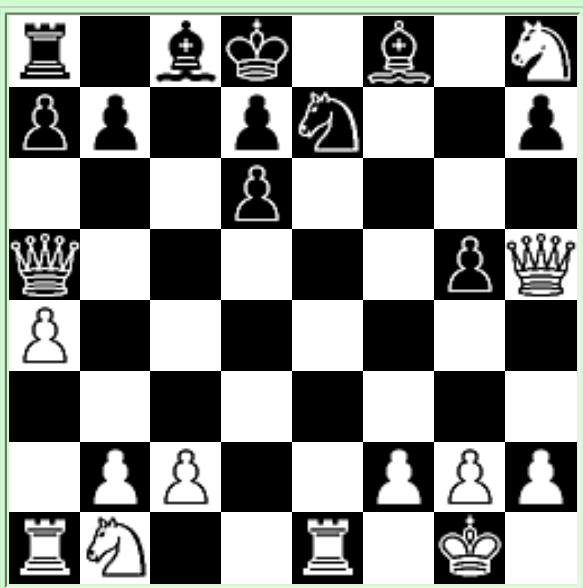


This is a gorgeously messy line

7... Nd6 [better 7... d6]

8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxc6 Qa5 14. Nxc8+ Kd8

Have a look at the next diagram and see what you think.



15. Nc3

[Obviously not 15. Qf7 Qxe1#]

It is tempting to try a forcing move, but none work.

"A quiet move in the midst of an attack is the sign of the master" - Du Mont

15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0

The 'tree of analysis'

The starting point for any consideration of analysis must be Kotov, again.

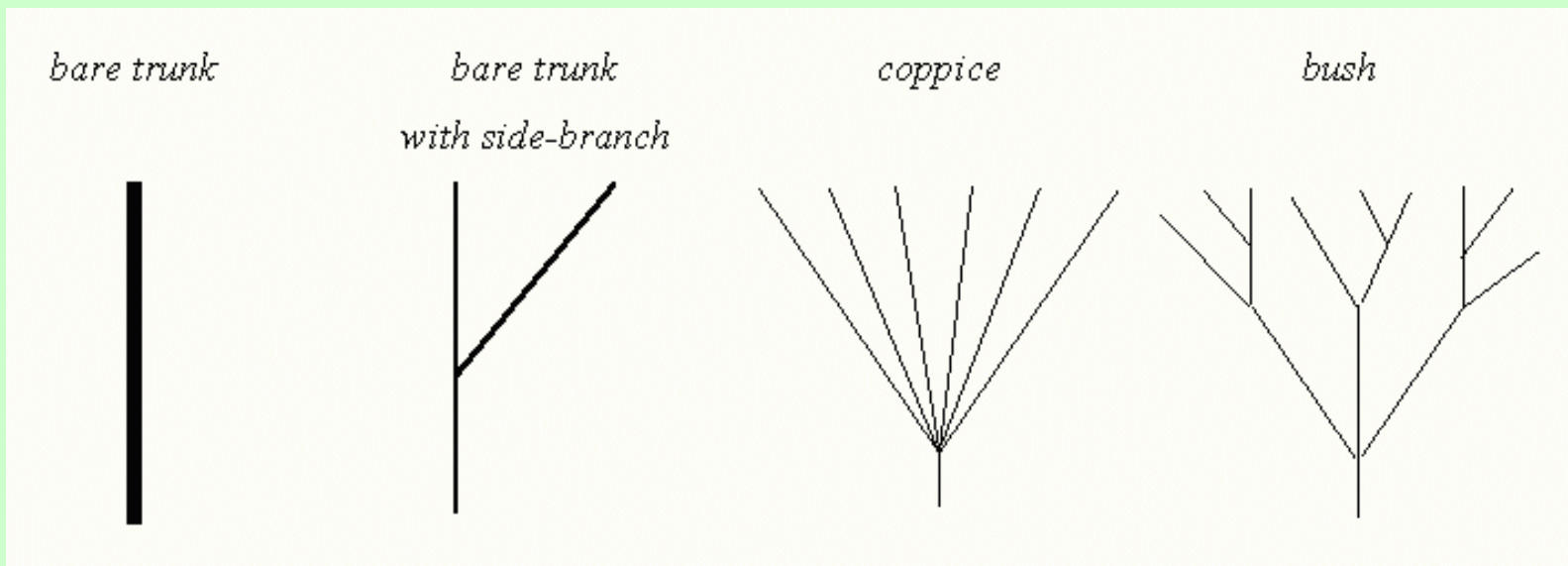
Candidate moves must be established straight away and they must be clearly enumerated.

Once we have established all the candidate moves, we then proceed to work out the variations arising from them one by one.

In analysing complicated variations, one must examine each branch of the tree once and once only.

This task cannot be split into parts, by examining one move fully and then looking for the next one.

Kotov gives some example of positions where the analysis get progressively more detailed.



bare trunk

*bare trunk
with side-branch*

coppice

bush

bare trunk

bare trunk with

coppice

bush

side-

branch

'Just plunge in':

Corden - Nunn, Birmingham 1975

Nunn and Griffiths advise: "Just plunge in"

The first move to look at must be 15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5#

... "and straightaway you have learned a lot about the position".

That is, you can regain at least one piece whenever you wish, still keeping the K exposed. Other lines include:

'Play a good positional move'

Nimzovitch

How to improve your analytical skills

So much for theory. How do you put this into practice? Well, you practice!

Solving problems in books and magazines

You have probably seen either the **British Chess Magazine** column *Find the Winning Continuation*, or the same idea in **Chess** magazine, called there *Winning Combinative Play*. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, *Winning Chess*.

After that, you get serious. More testing (literally) is the **Chess** magazine feature, *How Good is your Chess?* which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called *Test Your Chess*.) Here's an easy example of such a test:

How good is your chess?

If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: *Test your chess IQ, Vol.1* (for players up to 160), *Test your chess IQ, Vol.2* (for 160-200) and *Test your chess IQ, Vol.3 - Grandmaster Challenge* (for 200+ grades).

This is all 'practice makes perfect' style with little explanation. The theory of *candidate moves* and *trees of analysis* I found in Kotov, *Think like a Grandmaster* (a summary is also to be found in Kotov, *Plan like a Grandmaster*). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis.

Another important book for theory is Nunn and Griffiths, *Secrets of Grandmaster Play*. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board.

And lastly, there are some good ideas in Dvoretsky, *Secrets of chess tactics*. In particular, he describes the technique of playing-out of positions for which an analysis has been published. For example, he played on from the following positions from the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the

clock. This is a realistic test and you can check your conclusions against what Nunn has analysed.

"I can see the combinations as well as Alekhine, I just cannot get into the same positions" -- SPIELMANN

E. Bibliography

Alexander, *The Penguin Book of Chess Positions*

Avni, *Danger in Chess*

British Chess Magazine, *Find the Winning Continuation*

Chernev and Reinfeld, *Winning Chess*

Chess magazine, *Winning Combinative Play*

Chess magazine, *How Good is your Chess?* (Book of same name by Danny King)

Dvoretsky, *Secrets of chess tactics*

Kotov, *Think like a Grandmaster*)_candidate moves, tree of analysis, analysis of master games

Kotov, *Plan like a Grandmaster*)

Livshits, *Test your chess IQ, Vol.1*

Livshits, *Test your chess IQ, Vol.2*

Livshits, *Test your chess IQ, Vol.3 - Grandmaster Challenge*

Nunn and Griffiths, *Secrets of Grandmaster Play*

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

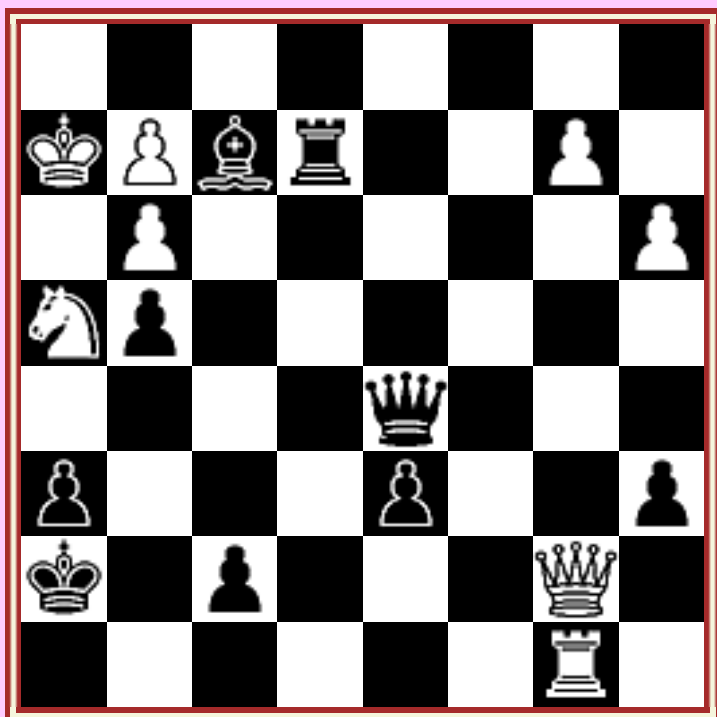
[Dr. Dave](#)

Exeter Chess Club: Strategy and Tactics

Two or three things prompted this session:

- There was a long-running argument on the UseNet **rec.games.chess** newsgroups earlier this year, basically around the idea that "*chess is tactics, and club players should study nothing but tactics*" (or 90% tactics).
- More recently I got a video by Nigel Davies called **Dirty Tricks** which offered a complete repertoire for a club player. In every line, there was at least one huge smelly pit for the opponent to fall into, or some other hope of some other dramatic way of finishing the game early.
- Pete Lane has kindly offered to run a session soon on '**Preparing For Combinations**'. Without knowing what's in it. I thought I might be able to do the overture for his three-act drama.

I am probably the best example you could hope to find of a club player trying to run strategically before they can walk tactically. I used to play like beginners should, all open games and swashbuckling attacks, but then I saw a striking positional game (**Bernstein-Mieses**) which has been my ideal ever since. I switched to playing the Queen's Gambit (and, soon after, the English Opening), but, like many club players, rather too many of my games feature elementary tactical oversights. Here is a particularly dismal example: me to play as Black, in a dominating position, and to come up with three tactical blunders in a row...



Bellers,C - Regis,D [B27] Exeter Club Ch'p Exeter Club Ch'p (5), 1997

33...Bxg3+?? [33...Re3! -+] 34.Kxg3 Qe5+ 35.Kxg4 h5+?? [35...Re4+!] 36.Kh3 Re3+?? [36...Qe6+] 37.Nf3 (sealed move) (and resigned) 1-0

(37...Qf4?! might have been worth a punt OTB, but not after a week's analysis) In response to this obvious failing I have tried to play more open games and treat all positions a little more sharply.

However, I am far from persuaded that club players should study nothing but tactics, or even devote (say) 75% of their study time to it. But first let us hear the case for the prosecution:

"Chess is 99% tactics" -- Richard TEICHMANN

"Until you are at least a high Class A player: Your first name is 'Tactics', your middle name is 'Tactics', and your last name is 'Tactics'." -- Ken SMITH

"Thirty years ago (this was written in 1942), Teichmann said that chess is 99% tactics. And despite the enormous strides of chess theory since then, his percentage can only be reduced a few points.

"Many amateurs think that master games are usually decided by some deeply-laid plan covering all possibilities for at least ten moves. It is still true that most games, even between the greatest of the great, are decided by tactics or combinations which have little or nothing to do with the fundamental structure of the game.

"To take one striking example, look at the games of the Euwe-Alekhine matches. Euwe is a player who analyses openings ad infinitum, i.e., one who wants to settle everything strategically. Alekhine is likewise adept at the art of building up an overwhelming position. And yet in almost all cases the outcome depended not on the inherent structure of the play, but on some chance combination which one side saw and the other side did not. Tactics is still more than 90% of chess." - - GM Reuben FINE, "Chess Marches On", Strategy and Tactics. (from Richard S. Cantwell)

"It's not that chess is 99% tactics, it's just that tactics takes up 99% of your time"- - NM Dan HEISMANN.

"Chess IS tactics" -- NM Ignacio MARIN

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. " -- RICHARD RETI

...and so on. Moreover:

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired" -- RETI

So, it seems fair to say that you do need to get your eye in for tactics, and keep up your practice, and try to extend the depth and range of what you can analyse routinely.

However, I would disagree with the conclusion that tactics are the be all and end all at club level. It's not just the point that if chess was only a matter of calculation, it would be unplayable - obviously the number of choices at each turn means you must use your judgement to select which moves to analyse. Also, I'd guess that for at least 9 moves out of every 10 there is not going to be any combinational blow available for either side, so you are going to have to think about something else, if only how to set up such a blow. But the real reason I object is: where do these tactics come from? Why do combinations arise at all? It used to be thought that chess mastery depended on ingenuity, daring and intuition, but according to Lasker there is...

*"...No combination without a considerable plus, no considerable plus without a combination" -- Em. Lasker, **Manual of Chess**, Book IV*

So, before you get your tactical opportunity, you need to build up a positional plus. Studying tactics alone is putting the cart before the horse - or more fairly, the chicken before the egg.

ASIDE: Part of this essay explains that I don't entirely agree with this view either; in fact, this is so dogmatic that Lasker risks being dumped with Steinitz among the impractical theorists rather than the practical players (of which he is usually taken as a supreme example). So, why did Lasker make such a statement? Well, there is more than a grain of truth in it, and I think the absolute way in which Lasker expressed it was born out of Lasker's esteem for Steinitz, and particularly what he saw as the heart of Steinitz' theory. Anyhow, let's listen to Lasker's ideas first, before criticising them.

Steinitz had many ideas which have become associated with the treatment of *closed* positions, but Steinitz the player and Steinitz the theorist both started in the arena of *open*, tactical games. Lasker gives a game of Steinitz against **Hamppe** as an example, with both players out to score a win from the very start of the game. (In fact, Steinitz won more brilliancy prizes than most of his 'brilliant' contemporaries, and won them throughout his career.) Although he could play like this, Steinitz also thought about, where do tactical combinations come from?

"...If Steinitz continually took pains to discover combinations, the success or failure of his diligent search could not be explained by him as due to chance. Hence, he concluded that some characteristic, a quality of the given position, must exist ... that would indicate the success or the failure of the search before it was actually undertaken. (...)

"The master should not look for winning combinations, unless he believed, unless he could prove to himself that he held the advantage.

"An advantage could consist ... not only in a single important advantage but also in a multitude of insignificant advantages.

*"Therefore... in the beginning of the game ignore the search for violent combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power of will and intellect, because then the combination must exist, however deeply hidden." -- Em. Lasker, **Manual of Chess, Book IV***

I think here is the heart of the matter: combinations in fact do not come out of nowhere, so if you want to strike tactically, you must first play positionally. Morphy's dominance was often attributed to brilliance, and while Morphy undoubtedly was brilliant his games were based on good positional principles, and his combinations came out of positional advantages. If you fail to understand this, you may end up in this, perhaps familiar, predicament of amateur players:

"... the most disheartening issue was our failure to play as well as we feel we should (...)

"Here is my hypothesis: My friend and I are both afflicted with the same problem, Forcing The Issue. We have spent so much effort learning tactics from setup positions, that once we are in a real game, we try to apply our lessons to positions that don't warrant it. Subconsciously, we believe that every position has some stunning combination in it that will allow us to win. When we look for it, if it's not there (most often the case), we try to force one, causing a lost game.

*"Studying tactics in setup positions is a VERY necessary part of learning chess, but, knowing when to apply tactical knowledge is, at this point in my education, to me even more important. My friend's opponent instinctively makes "better" moves because my friend is making weaker moves, and so am I. Given a setup position, he would most likely find the solution much faster than his opponent. In a general position, we would both likely find a combination that wasn't there." -- Gene THOMPSON, *The Search for Great Chess Part V, Chess Scene**

(By the way, Gene is in my view also suffering from using books that contain no 'false positives', that is, tests which include tempting tries but no actual winning tactic.)

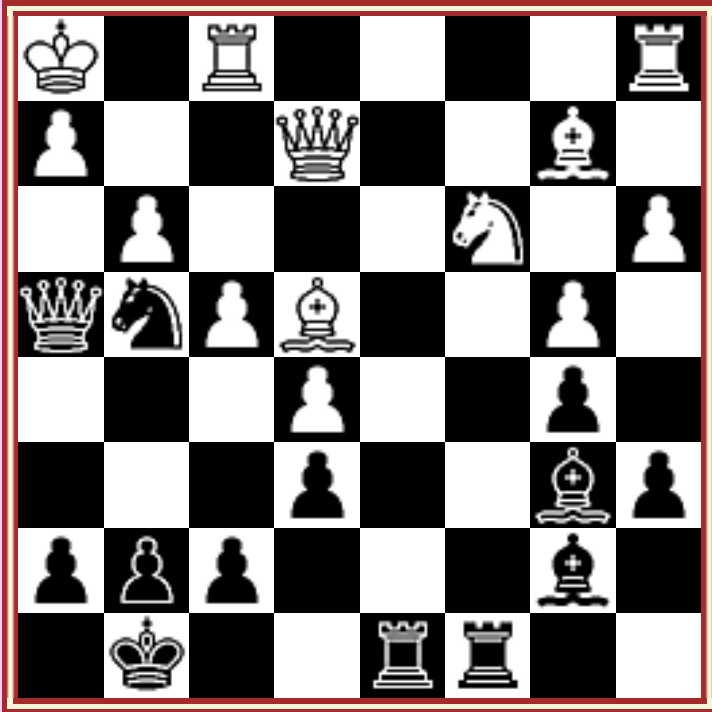
Spielmann said something that alludes to the same problem:

"I can see the combinations as well as Alekhine, but I cannot get into the same positions." -- SPIELMANN

So, combinations do not come out of nowhere, but out of previous good play, or out of the characteristics of the position, and if you don't play with that in mind, you can end up in trouble.

Positional factors also explain how and where come combinational blows actually fall. We nowadays

speak of a *cutting-point combination* (a sacrifice at the crossroads of two lines which we control - for example, if attacking the Black castled King's position with your Nf5, Bb2 and Rg1 all focussing on g7, the sacrifice Nxg7 should immediately be considered. One might also cite *Rubinstein's Immortal* (Black against Rotlevi):



22. ... Rxc3! 23.gxh4

if 23.Bxc3 Bxe4+ 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxg3 24.Rf3 Rxf3 25.Bxf3 Nf7+ 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2 Nxf3 29.Qxf3 Rd2+ etc.

23. ... Rd2!! 24.Qxd2

if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc.

24. ... Bxe4+ 25.Qg2 Rh3! 0-1

'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate.

Here we can see that Rubinstein's well-posted pieces are as much the heart of this combination as his insight; without accumulating control of the open files and diagonals, none of it would work. And the combination, once launched, works like clockwork - based mostly on the power of the Bishop on the long diagonal but also the Rook on the seventh rank. One attraction of the combination for me is the way the two groups of Black pieces are brought into a working geometric mechanism.

So, positional advantages not only let us know when, but also where, to strike with a combination.

Moreover, [Steinitz' theory](#) has some important corollaries:

- 1. The right to attack belongs only to that side which has a positional advantage, and this is not only a right, but also a duty, otherwise there is the risk of losing the advantage. The attack is to be directed against the weakest spot in the opposing position.*
- 2. The defending side must be prepared to defend and make concessions, e.g making a weakening pawn move. However, the defender should avoid making concessions until forced, and then should make only the minimum concession necessary to meet the threats.*
- 3. In level positions the two sides will manoeuvre, trying to tilt the balance of the position, each in their own favour. With correct play on both sides, level positions keep on leading to further level positions. Any attempt to undertake an attack without an adequate positional basis should lead to a disadvantage, if parried properly.*

(after Kotov and Chernev)

So, we can now say more clearly what is wrong with a diet of studying only tactics. We can also understand how Steinitz could contain someone like **Zukertort** or Blackburn (see games below, in particular the *accumulation of advantages* against **Blackburn**). And we can look back at the old nineteenth-century games and see how a Steinitz might have handled them too:

"Playing through this beautiful game, we can see why lovers of the romantic era speak so highly of such games and the era in which they were played. ... (But) these combinations should never have been allowed to come into being. In an opening in which both players relentlessly pursue their respective aims - without acknowledging the requirements of the position - rapidly changing situations are produced, culminating in (a sacrifice.)" -- KONIG

So, there is a lot to be said for this argument of Lasker (and Steinitz), but he did overstep the mark when talking about combinations, and Purdy was one who pointed this out most forcefully. He had a lot of fun at Lasker's expense about this "utterly mad advice", and indeed wrote an article entitled '**The Steinitz-Lasker "Law" exploded**'.

He shows by looking at two famous games (**Reti-Alekhine 1925**, and rather ironically the game from the **Lasker-Capablanca** match in **1921** that put Lasker two points behind) that combinations are sometimes available without there being any considerable plus, perhaps no plus at all. You might say that you know of, or can devise, a scheme for assessing positions which gives the advantage to Lasker or to Alekhine in the two games, but I know of none such. In any event, surely positional evaluations cannot be made irrespective of any immediate and concrete tactical possibilities; moreover, it is difficult to say whether the familiar geometrical motifs that lie behind combinations - like a weak back rank - should be called positional or tactical considerations. For the club player this is all academic:

"The question that matters to you in actual play is simply, 'What is my best move?', and if you can decide without being sure who has the theoretical advantage, so much the better" -- PURDY

Now, Purdy's criticism of this Steinitz-Lasker law is pertinent, but not absolute. There is no doubt that the majority of favourable combinations do appear in positions where one side has the advantage.

My objection to the "Tactics, tactics, tactics" school of thought is not to say that tactics are not important or that most games are not decided by tactical blows. Indeed, what is often at fault in the game of the club player is a failure to check for their opponent's opportunities in reply. Moreover, given the rather static manner of play and poor level of defensive skill amongst club players, they are probably as well advised to imitate Zukertort or Blackburn than Lasker or Steinitz. Seizing the initiative, going for an attack, and having an eye for random chances are probably at least as important as positional judgement in club play. But I would still not wish to call for one type of study as being important - in particular, not for tactics being more important than strategy.

Lasker once gave a scheme for studying chess, which is much more convincing and pragmatic than his theorising about combinations:

*"Chess rules and exercises - 5 hours
Elementary endings - 5 hours
Some openings - 10 hours
Combination - 20 hours
Positional play - 40 hours
Practical play with analysis - 120 hours*

*"Having spent 200 hours on the above, the young player, even if he possesses no special talent for chess, is likely to be among those two or three thousand chessplayers [who play on a par with a master]. There are, however, a quarter of a million chessplayers who annually spend no fewer than 200 hours on chess without making any progress. Without going into any further calculations, I can assert with a high degree of certainty that nowadays we achieve only a fraction of what we are capable of achieving." -- Em. Lasker, **Manual of Chess, Book IV***

Notice that "*Practical play with analysis*" comprises over half of the hours of study. What I would take from this is not that '*positional play at 40 hours is more important than combinational play at 20 hours*', but rather that each are to be integrated into a study of real games, both your own and those of the masters. There is surely a case for balance in your study: a balance between opening, middle- and end-game study, a balance between reading, doing exercises and analysing your own games.

I sometimes think studying is actually the easy bit. Knowing what to study, based on an honest analysis of your own strengths and weaknesses, is the hard bit. However, the goal may be more clear:

"However obviously the majority of Chess-players may be divided into two big classes of combination- and position-players, in the Chess-master this antagonism is transformed into a harmony. In him combination play is completed by position play." -- Em. Lasker, Manual of Chess, Book IV

Appendix: Games cited

Hampe - Steinitz W [C29], Vienna, 1859

1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.exd5 Nxd5 5.fxe5 Nxc3 6.bxc3 Qh4+ 7.Ke2 Bg4+ 8.Nf3 Nc6 9.d4 0-0-0 10.Bd2 Bxf3+ 11.gxf3 Nxe5 12.dxe5 Bc5 13.Qe1 Qc4+ 14.Kd1 Qxc3 15.Rb1 Qxf3+ 16.Qe2 Rxd2+ 17.Kxd2 Rd8+ 18.Kc1 Ba3+ 19.Rb2 Qc3 20.Bh3+ Kb8 21.Qb5 Qd2+ 22.Kb1 Qd1+ 23.Rxd1 Rxd1# 0-1

Steinitz - Blackburne [C29], 1882

1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.d3 dxe4 5.fxe5 Ng4 6.Nxe4 Nc6 7.c3 Qd5 8.Qb3 Qxb3 9.axb3 Ngxe5 10.d4 Ng6 11.Bc4 Be7 12.Nf3 h6 13.b4 0-0 14.0-0 Bf5 15.Nfg5 Bxe4 16.Nxe4 Nd8 17.b5 Re8 18.Ng3 Bf8 19.Nf5 Ne7 20.Ne3 Ne6 21.Ng4 Ng6 22.Bd5 Nd8 23.Bxh6 c6 24.bxc6 bxc6 25.Bc4 Re7 26.Bg5 Rd7 27.h4 Be7 28.h5 Nf8 29.Be3 Bd6 30.b4 Nde6 31.Ra6 Rc8 32.h6 Nh7 33.hxg7 Kxg7 34.Bh6+ Kg8 35.Bd3 Rcc7 36.Bd2 Nef8 37.Nh6+ Kh8 38.Be4 Re7 39.Bxc6 Re2 40.Nf5 Rxd2 41.Nxd6 Ng5 42.Re1 Nge6 43.Rf1 Nd8 44.b5 Rd3 45.Rf5 Nfe6 46.Ne4 Ng7 47.Rf6 Kg8 48.Rh6 Nge6 49.d5 Nf4 50.Rh4 Nxc6 51.Nf6+ Kf8 52.Rxc6 Rxc6 53.bxc6 Ng6 54.c7 Rxc3 55.d6 Ne5 56.Re4 1-0

Zukertort - Steinitz USA MATCH #9 [D26] 1886

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 dxc4 5.e3 c5 6.Bxc4 cxd4 7.exd4 Be7 8.0-0 0-0 9.Qe2 Nbd7 10.Bb3 Nb6 11.Bf4 Nbd5

Steinitz pioneered the defence of the Queen's Gambit Accepted, and used this blockade which is still recognised as the standard and best plan for Black.

12.Bg3 Qa5 13.Rac1 Bd7 14.Ne5 Rfd8 15.Qf3 Be8 16.Rfe1 Rac8 17.Bh4 Nxc3 18.bxc3 Qc7 19.Qd3 Nd5 20.Bxe7 Qxe7 21.Bxd5 Rxd5 22.c4 This metamorphosis to hanging pawns is also now well-known. 22...Rdd8 23.Re3 Determined to attack! 23...Qd6 24.Rd1 f6 25.Rh3 h6 26.Ng4 Qf4 27.Ne3

Ba4 28.Rf3 Qd6 29.Rd2 Bc6 30.Rg3 f5 31.Rg6 [31.Nd1 Lasker] 31...Be4 32.Qb3 Kh7 The tension mounts. **33.c5 Rxc5 34.Rxe6 Rc1+ 35.Nd1 Qf4 36.Qb2 Rb1 37.Qc3 Rc8 38.Rxe4 Qxe4 0-1**

A dramatic finish, but it was all decided beforehand.

*"If Zukertort has a plan in mind, he is a match for Steinitz, possibly even his peer. ... Every move of Zukertort's pointed towards a vigorous cooperation the pieces united to attack the King. This is the old Italian plan; Zukertort found it ready made, and in the tactics of execution he was a great master. Steinitz, however, discovered sound and successful plans **over the board**. [...]"*

*"Zukertort relied on combinations, and in that field he was a discoverer, a creative genius. For all that, he was unable to make use of his faculty [in the majority of games in the match], the positions yielding no response to his passionate search for combinations. (...) Zukertort, the great discoverer, searched in vain, while Steinitz ... was able to foresee them. Zukertort could not understand how Steinitz was able to prevent combinations... he tried for four years to solve this riddle, but he never approached its solution by even one step." -- Em. Lasker, **Manual of Chess, Book IV***

Lasker,E - Capablanca,J [D61] Havana, 1921

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 Nbd7 7.Qc2 c5 8.Rd1 Qa5 9.Bd3 h6 10.Bh4 cxd4 11.exd4 dxc4 12.Bxc4 Nb6 13.Bb3 Bd7 14.0-0 Rac8 15.Ne5 Bb5 16.Rfe1 Nbd5 17.Bxd5

[17.Bxf6! Breyer

A) 17...Nxf6 18.Ng6 fxe6 (18...Rfe8 19.Rxe6!! fxe6? 20.Bxe6+ Kh7 21.Nf8+ Kh8 22.Qh7+ Nxe7 23.Ng6#) 19.Rxe6;

B) 17...Nxc3 18.Bxe7 Ne2+ 19.Rxe2 Rxc2 20.Rxc2;

C) 17...gxf6 18.Ng6;

D) 17...Bxf6 18.Bxd5 exd5 19.Ng4! (19.Qf5 was given by Lasker, ignoring Breyer's move) 19...Bg5 (19...Bd8 20.Qf5) 20.f4! Bxf4 21.Qf5 Bc7! (21...Bb8 22.Qxd5 a6 23.a4 Rfd8 24.Qf5 g6 25.Nxe6+; 21...Bg5 CJSP 22.Qxd5 a6 23.Qxb7 Qb4 24.Nxb5 axb5 25.Re2) 22.Nxd5 Kh8 23.Nxe6 gxe6 24.Nf6 Kg7 25.Nh5+ Kh8 (25...Kg8 26.Qg4+ Kh7 27.Qg7#) 26.Qf6+ Kg8 27.Qg7#]

17...Nxd5 18.Bxe7 Nxe7 19.Qb3 Bc6 20.Nxc6 bxc6 21.Re5 Qb6 22.Qc2 Rfd8 23.Ne2 Rd5 24.Rxd5 cxd5 25.Qd2 Nf5 26.b3 h5 27.h3 h4 28.Qd3 Rc6 29.Kf1 g6 30.Qb1 Qb4 31.Kg1 a5 32.Qb2 a4 33.Qd2 Qxd2 34.Rxd2 axb3 35.axb3 Rb6 36.Rd3 Ra6 37.g4 hxg3 38.fxe3 Ra2 39.Nc3 Rc2 40.Nd1 Ne7

41.Nc3 Rc1+ 42.Kf2 Nc6 43.Nd1 Rb1 44.Ke2 Rxb3 45.Ke3 Rb4 46.Nc3 Ne7 47.Ne2 Nf5+ 48.Kf2 g5
 49.g4 Nd6 50.Ng1 Ne4+ 51.Kf1 Rb1+ 52.Kg2 Rb2+ 53.Kf1 Rf2+ 54.Ke1 Ra2 55.Kf1 Kg7 56.Re3
 Kg6 57.Rd3 f6 58.Re3 Kf7 59.Rd3 Ke7 60.Re3 Kd6 61.Rd3 Rf2+ 62.Ke1 Rg2 63.Kf1 Ra2 64.Re3 e5
 65.Rd3 exd4 66.Rxd4 Kc5 67.Rd1 d4 68.Rc1+ Kd5 0-1

Reti ,R - Alekhine ,A [A00] Baden Baden (8), 1925

1.g3 e5 2.Nf3 e4 3.Nd4 d5 4.d3 exd3 5.Qxd3 Nf6 6.Bg2 Bb4+ 7.Bd2 Bxd2+ 8.Nxd2 0-0 9.c4 Na6 10.
 cxd5 Nb4 11.Qc4 Nbx d5 12.N2b3 c6 13.0-0 Re8 14.Rfd1 Bg4 15.Rd2 Qc8 16.Nc5 Bh3 17.Bf3 Bg4
 18.Bg2 Bh3 19.Bf3 Bg4 20.Bh1 h5 21.b4 a6 22.Rc1 h4 23.a4 hxg3 24.hxg3 Qc7 25.b5 axb5 26.axb5
 26...Re3!! 27.Nf3?! cxb5 28.Qxb5 Nc3 29.Qxb7 Qxb7 30.Nxb7 Nxe2+ 31.Kh2 Ne4 32.Rc4 Nxf2 33.
 Bg2 Be6 34.Rcc2 Ng4+ 35.Kh3 Ne5+ 36.Kh2 Rxf3 37.Rxe2 Ng4+ 38.Kh3 Ne3+ 39.Kh2 Nxc2 40.
 Bxf3 Nd4 0-1

Rotlewi - Rubinstein, Lodz 1907/8,

1.d4 d5 2.Nf3 e6 3.e3 c5 4.c4 Nc6 5.Nc3 Nf6 6.dxc5 Bxc5 7.a3 a6 8.b4 Bd6 9.Bb2 O-O 10.Qd2? Only
 10.cxd5 exd5 11.Be2/d3 could save the opening. 10. ... Qe7! 11.Bd3 dxc4 12.Bxc4 b5 13.Bd3 Rd8 14.
 Qe2 Bb7 15.O-O Ne5 16.Nxe5 Bxe5 17.f4 Bc7 18.e4 Rac8 19.e5 White is asking for trouble. The open
 c- and d-files have been left uncontested, and the pawn advances have additionally opened diagonals for
 the Black bishops. A.R. moves over to a direct attack. 19. ... Bb6+ 20.Kh1 Ng4! 21.Be4 Of course 21.
 Qxg4 Rxd3 is strong. 21.Ne4 Rxd3 22.Qxd3 Bxe4 23.Qxe4 Qh4 24.h3 Qg3 25.hxg4 Qh4 'mate begins
 to reveal the danger White is in. 21. ... Qh4 22.g3 DIAGRAM 22. ... Rxc3! 23.gxh4 if 23.Bxc3 Bxe4+
 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxg3 24.Rf3 Rxf3 25.Bxf3 Nf7+ 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2
 Nxf3 29.Qxf3 Rd2+ etc. 23. ... Rd2!! 24.Qxd2 if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with
 Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc. 24. ... Bxe4+ 25.Qg2 Rh3! 0-1
 'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate. [*Notes by Peter Lane*]

Bernstein - Mieses [B45] 1921

1.e4 c5 2.Nc3 e6 3.Nf3 Nc6 4.d4 cxd4 5.Nxd4 Nf6 6.Nxc6 bxc6 7.e5 Nd5 8.Ne4 f5 9.exf6 Nxf6 10.Nd6
 + Bxd6 11.Qxd6 Ne4 12.Qd4 Nf6 13.Qd6 Ne4 14.Qb4 d5 15.Bd3 Qd6 16.Qxd6 Nxd6 17.f4! A key
 move, preventing the advance e6-e5 when Black's position is fine. The rest of the game features an iron
 determination to prevent any freeing move by Black, and a gradual invasion on the dark squares. 17...a5
 18.Be3 Ba6 19.Kd2 Nc4+ 20.Bxc4 Bxc4 It is sometimes assumed that the presence of opposite-
 coloured bishops is a powerful drawing factor. This is true of some simple or blocked positions, but here

all Black's pieces stand badly because of the weak dark squares. **21.a4 Kd7 22.b3 Ba6 23.Bb6 Bc8 24. Ke3 Ra6 25.Bc5 Kc7 26.Kd4 Bd7 27.Rhe1 h5 28.Re5 g6 29.Rg5 Rg8 30.Ke5 Be8 31.Re1 Ra8 32. Kf6 Bd7 33.g3 Rae8 34.Ree5 Rh8 35.Rxg6 Rh7 36.Rg7 Reh8 37.Rxh7 Rxh7 38.Kg6 Rh8** While there's life... **39.Kg7 !** [39.Rxh5 Be8+] **39...Rd8 40.Rxh5 Be8** White needs to be sure of his ground here, as he has an alternative plan of advancing the h-pawn. **41.Rh7 Rd7+ 42.Kh6 Rxh7+ 43.Kxh7** How many moves will it take White to Queen a Pawn? How many for Black? **43...Bh5 44.h4 Bd1 45.c3 Bxb3 46.g4 Kd7 47.g5 e5 48.f5 Bxa4 49.f6 1-0**

Bellers,C - Regis,D [B27] Exeter Club Ch'p Exeter Club Ch'p (5), 1997

1.d4 g6 2.e4 Bg7 3.Nf3 c5 4.c3 cxd4 5.cxd4 d5 6.exd5 Nf6 7.Bb5+ Nbd7 8.0-0 0-0 9.d6 exd6 10.Nc3 a6 11.Bd3 Nb6 12.Bg5 h6 13.Bh4 Be6 14.Re1 Qd7 15.Qd2 Nbd5 16.Ne4 Nxe4 17.Bxe4 Rac8 18.a3 Rfe8 19.Bg3 Nf6 20.Bd3 Nh5 21.Nh4 Nxc3 22.hxc3 g5 23.Nf3 Bf5 24.Rxe8+ Rxe8 25.Bxf5 Qxf5 26. Rc1 Qe4 27.Qb4 Qd5 28.Rc7 g4 29.Nh4 Bxd4 30.Rxb7 Re2 31.Rb8+ Kh7 32.Qb7 Bxf2+ 33.Kh2 [DIAGRAM] 33...Bxc3+?? [33...Re3! -+] 34.Kxc3 Qe5+ 35.Kxc4 h5+?? [35...Re4+!] 36.Kh3 Re3+?? [36...Qe6+] 37.Nf3 (sealed) 1-0

Next:

*"Combinative vision manifests itself at an early age, and children are quick to notice and execute combinations which chance to turn up. **Preparing combinations**, however, is more difficult for them."* -- ZAK, Improve your chess results.

Bibliography

LASKER, *Manual of Chess*

PURDY, *The Search for Chess Perfection*

CHERNEV, *Logical Chess*

KOTOV, *Play like a Grandmaster*

KONIG, *Chess from Morphy to Botvinnik*

Back to [Chess Coaching Page](#)



This document (stratact.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Preparation for combinations

Peter Lane, 26th May 1998

*"Combinative vision manifests itself at an early age, and children are quick to notice and execute combinations which chance to turn up. **Preparing combinations**, however, is more difficult for them." -- ZAK, Improve your chess results.*

- [I: STUDY OF PIECE CO-ORDINATION](#)
- [II: WEAPONS IN THE ARSENAL](#)
- [III: PREPARING THE GROUND](#)

About two years ago I decided to become a more "combinational" player. Specifically, I wanted to understand how to play for a direct attack, not shy away from complications, and, perhaps, play the occasional breath-taking sacrificial combination. Since then, I have studied many games, particularly those of Tal, which offered attacking motifs; begun to include sharper opening lines in my repertoire; and took an enormous stride forward by buying (and reading) V.Vukovic's **The Art of Attack in Chess** (1965).

How far I've progressed you can judge from the games at the end of this piece. I do know that I feel a great difference in my willingness to go in for complications, and greater confidence in attempting to whip up an attack.

My aim here is to lay out what I see as the principal elements of my last two years' study which have led to these changes. In short, I offer a pattern (not a complete course!) of home study which, in my case, has resulted in a significantly sharper (more interesting? stronger?) style.

It is not my aim to consider how to calculate variations. Not that I don't agree this is an essential ability, but I do believe it is over-estimated in its own right. Practice is actually very easy: set up complicated positions, either from **Winning Combinative Play** or from games collections such as those of Tal, and analyse -- against the clock! The one rule you must adhere to is not to waste time. Go over

lines 10 times if you want, but only if you are asking new questions at each repetition. Depth, accuracy and thoroughness will come with practice, as you compare what you worked out in your head with what is there on paper.

The point to understand is that no-one can calculate perfectly (not even the computers -- chess is too big for that) and so it is irrelevant whether you can calculate 10 moves deep or only 2: at some point you have to stop and make an assessment of the position.

Instead of asking: "does that really work? What am I overlooking?", you have to develop the intuition that lies behind a sacrifice.

So, after this lengthy introduction, I'm concerned with a related pair of questions:

- How can we raise the courage to play sacrificial moves?
- And, how can we improve the likelihood of getting the chance?

I address the courage aspect by offering the study of simple positions in an effort to understand piece co-ordination as a key way to improve our assessment of positions reached in analysis. The increased opportunity arises when we understand how to steer a given position into one in which a combination might be lurking.

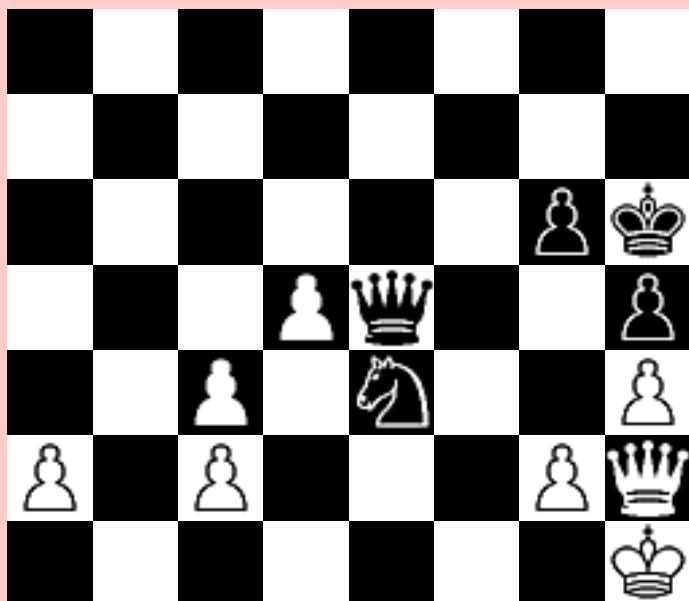
I: STUDY OF PIECE CO-ORDINATION

There is one piece of advice all the great players give, "study endgames". Why? Because only in this manner can you understand how the pieces CO-OPERATE. Only with piece co-operation is it possible to force checkmate.

Botvinnik claimed to have learnt about Queen+Knight co-operation from Capablanca. To see what he learnt, consider the following finish of **Silva-Botvinnik, Moscow 1956** (for full analysis see **Botvinnik on the Endgame** (1985)):

8/8/8/6pk/3Pq2p/2P1n2P/P1P3PQ/7K





White has more than enough material compensation for the knight, and the black king is insecure. Therefore, attempts to win the Q-side pawns, which lift the mate threat, would allow white to escape with perpetual. The winning plan is extra-ordinary. By sacrificing his last two pawns, black opens up the white king and forces 'mate, due to the co-operation of his queen and knight.

41... Qc6 42.Qg1 Qxc3 43.a4 g4!

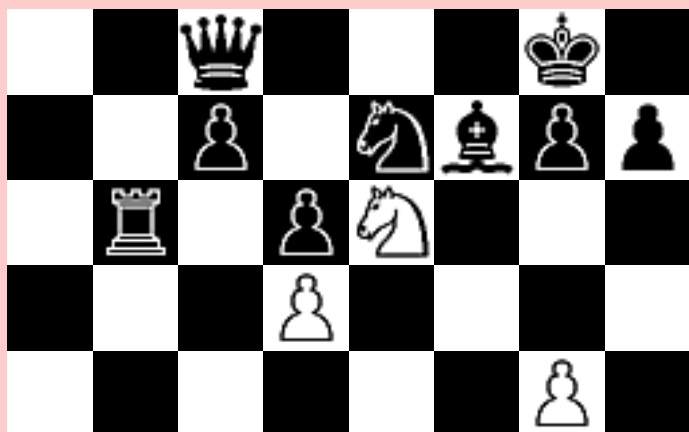
(43... Qxd4 44.a5 Nxc2 45.a6 would be harder.)

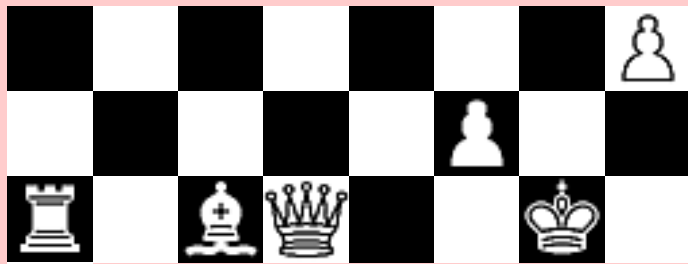
44.hxg4+ Kg5! 45.a5 h3!

There goes the last pawn, opening up the long diagonal. Because both *46.gxh3 Qc6+ 47.Kh2 Qf3!* and *46.g3 Qc6+ 47.Kh2 Qxc2+ 48.Kh1 Nxc4* quickly lead to 'mate -- **White resigned.**

And now see the finish of **V.Anand-V.Topalov (Wijk Aan Zee, 1998)**:

2q3kQp1nbpp/1r1pN3/3P4/6P1/7P/5P2/R1BQ2K1





26.Nxg7!! Kxg7

(Acceptance is forced. Although all white's pieces are on the back rank, the weak dark-squares are decisive. If 26...Nxd5 27.Nf5 Qf8 28.Nh6+ Kg7 29.Qd4+ Kg6 30.h4 etc.)

27.Qd4+ Kf8 (27...Kg8 28.Bh6 or 27...Kg6 28.h4) **28.Bh6+ Ke8 29.Re1 1-0**

(For we mortals: 29...Kd7 30.Rxe7+! When it's B+Q vs K+others. e.g. 30...Kxe7 31.Qe4+ Be6 32.Qxh7+ Bf7 33.Bg5+ Kf8 34.Qh8+ Bg8 35.Qh6+ Ke8 36.Qg6+ Bf7 37.Qe4+ Kf8 38.Bh6+ Kg8 39.Qd4 forces the win of the queen, with the advance of the g and h-pawns winning the game.)

Amazing stuff, but note that after the demolition sacrifice Anand finished playing Q+B vs K+scattered defence; as the black K could never escape to d7 (because of Qf5+ and Bg5 forcing the win of the queen) Anand could judge that a 'mating position was forceable (of course, he *may* have calculated it too!). The choice is simple. Either you can calculate perfectly (me neither), or you must understand piece co-operation enough to make an accurate assessment of such positions.

Studying simple positions will help us gain the courage to make the initial sacrifice -- trusting our assessment will remove the worry of "overlooking something"; if your assessment is right, you can find the good moves when you get there.

II: WEAPONS IN THE ARSENAL

There are a number of basic attacking motifs which must be studied, with a view to reaching a position in which a combination can be used. My favourite source for these is **The Art of Attack in Chess** by V.Vukovic (1965). Some of the more helpful concepts I have found are focal-points and networks of weak squares. In terms of specific weapons, Vukovic analyses attacking the fianchettoed bishop and the value of different open files, amongst others. The Classic Bishop Sacrifice (or Greek Gift) is one such standard weapon:

r1bq1rk1/pp1n1ppp/2n1p3/3pP3/3P4/P1PB1N2/5PPP/R1BQ1RK10



The thematic move here is **1.Bxh7+**, but before playing it, there are FOUR variations that need to be considered:

1) *1... Kh8* Worth remembering that sacrifices do not have to be accepted. In this position *2.Bd3* is possible, winning a pawn.

and after *1... Kxh7 2.Ng5+*

2) *2... Kg8 3.Qh5 Re8 4.Qxf7+ Kh8 5.Qh5+ Kg8 6.Qh7+ Kf8 7.Qh8+ Ke7 8.Qxg7* 'mate. A typical procedure, driving the king to its fate.

3) *2... Kh6 3.Nxf7+ xd8* wins the queen.

4) *2... Kg6 3.h4* (sometimes *3.Qg4* is strongest) *Rh8 4.h5+! Rxh5 5.Qd3+ f5 6.exf6+ Kxf6 7.Qf3+ Ke7 8.Qf7+ Kd6 9.Qxh5* and wins (*10.Nf7+* is threatened too).

[5) *2... Kh8* is never really an option *3.Qh5+ Kg8 4.Qh7* 'mate.]

Once mastered, this is a powerful weapon, ready to be used whenever possible. A light-hearted example:

Gaudersen-Paul (Melbourne, 1928)

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 cxd4 5.cxd4 Bb4+ 6.Nc3 Nc6 7.Nf3 Nge7 8. Bd3 O-O 9.Bxh7+

"Almost any decent player would make this sacrifice instinctively, without bothering to calculate the consequences." CHERNEV

9... Kxh7 10.Ng5+ Kg6 11.h4 Nxd4 12.Qg4 f5 13.h5+ Kh6 14.Nxe6+ g5 15. hxg6 *en passant*, 'mate!

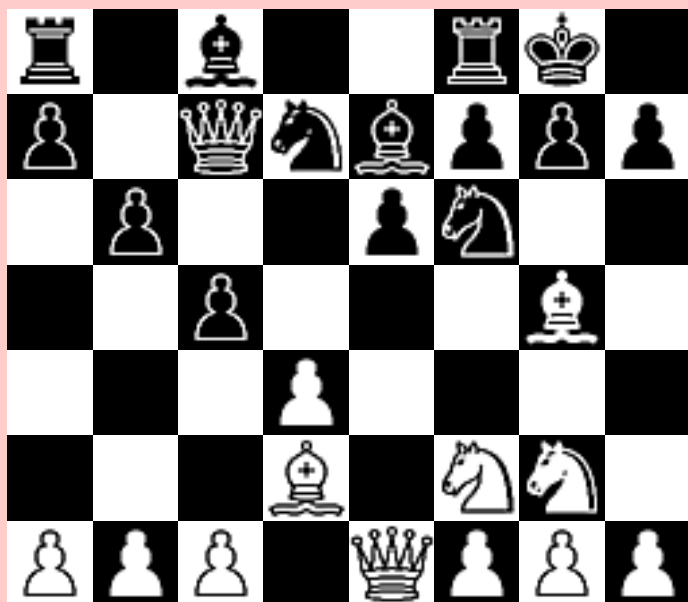
This is, of course, an example of "castling into it". What is to be done when your opponent tries his/her level best to avoid falling for such basic attacking motifs? Just how can we force an opponent into accepting the pre-conditions for a combination?

Consider an example of Capablanca's, where a combination is used to set up the pre-conditions for a Classic Bishop Sacrifice.

J.R.Capablanca vs Angel Ribera (Barcelona, 1935)

1.e4 c6 2.Nc3 d5 3.Nf3 dxe4 4.Nxe4 Nd7 5.d4 Ngf6 6.Ng3 e6 7.Bd3 Be7 8. O-O O-O 9.Qe2 c5 10.Rd1 Qc7 11.Bg5 b6?

r1b2rk1/p1qnbppp/1p2pn2/2p3B1/3P4/3B1NN1/PPP1QPPP/R2R2K1





Black's last move prepares to develop his last piece, but allows JRC an attractive combination. *11...h6* would have avoided immediate danger. Note that white's pieces are right for the Classic Bishop Sacrifice, but black's knights are irritatingly covering f6. Capablanca uses one decoy sacrifice and one exchange sacrifice to clear his way.

12.d5! Nxd5 13.Bxe7 Nxe7

step 1: white moves the N from f6, making the sacrifice possible:

14.Bxh7+! Kxh7 15.Ng5+ Kg8 16.Rxd7!

step 2: white removes the other N before it goes to f6, e.g. *16.Qh5? Nf6* and black defends.

16...Qxd7 17.Qh5 Rd8 18.Qxf7+ Kh8 19.h4

(not *19.Nh5 Qd1+ 20.Rxd1 Rxd1 'mate!*)

19...Nf5 20.Nh5 Qe8 21.Nf6! 1-0

(because *21...Nd6 22.Nxe8 Nxf7 23.Nxf7+ Kg8 24.Nxd8 Bd7 25.Nxe6 Rxe8 26.Ng5* leaves white with a won endgame.)

Studying games such as these (more from Capablanca in a later piece), and other masters like Tal, helps us understand the pre-conditions behind a finishing combination, and how to set them up.

III: PREPARING THE GROUND

Finally, not every position is amenable to a combinative treatment. If you want to play combinations on a regular basis, you have to play the right openings -- ones where some of the pre-conditions for combinations are present from the outset. Books have been written about the sacrifices available in the King's Indian Defence or Sicilian. The main strategy is to pick an opening which is unbalanced, play through some sharp games in it, and *keep playing* the opening. If you want to develop a feel for when a sacrifice might be correct, you must know a lot about the positions you reach.

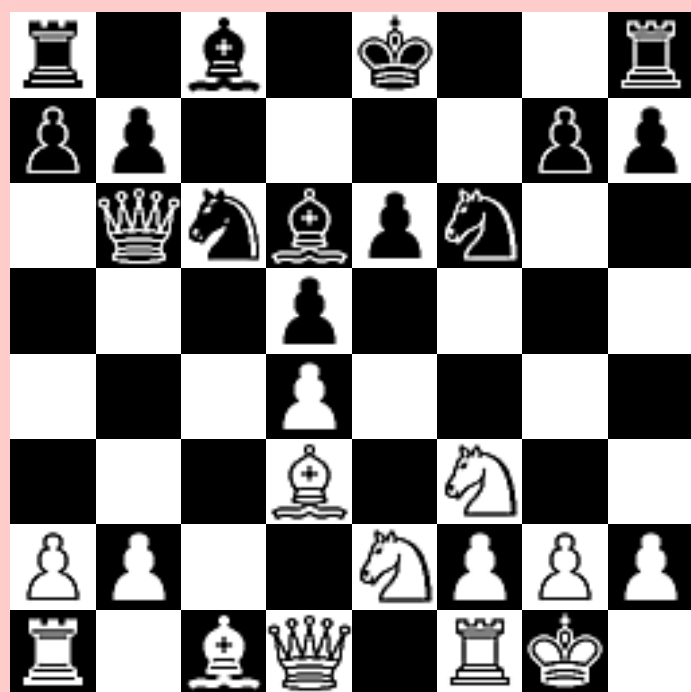
I want to illustrate all this with some examples of my own play. One from last

year:

D.Hill vs P.C.Lane (Club Championships, Rd:6, 29/4/97)

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 Qb6 8.Nf3 cxd4 9.cxd4 f6 10.exf6 Nxf6 11.O-O Bd6

r1b1k2r/pp4pp/1qnbpn2/3p4/3P4/3B1N2/PP2NPPP/R1BQ1RK1



This is a standard position from the French Defence, Tarrasch Variation. Some books may tell you that the French stresses the "defensive" aspect of Defence, whereas I have always thought of the opening as a counter-attacking one, and particularly attractive to those aspiring to be "combinative players".

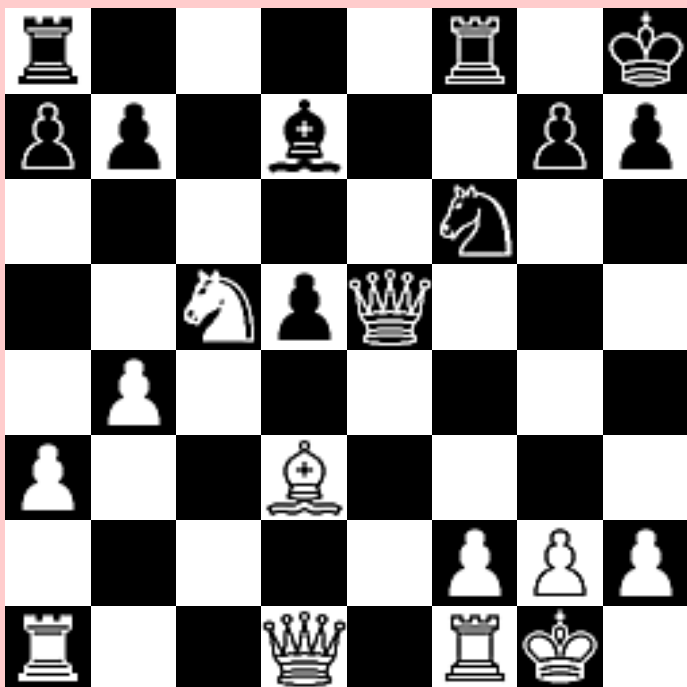
In particular, this position is wonderfully unbalanced. Note Black's attack on d4, the half-open f-file, and the free piece play. The battle is usually about control of e5, because if black manages to play ...e5 his game generally becomes very free -- taking over the central squares, freeing his Bc8, and also creating a passed d-pawn (not always a trivial factor!). The danger for black is in allowing white to establish a bind on e5 and the Q-side, which can make white's wins look effortless.

12.Nc3 O-O 13.a3 Bd7 14.b4 Kh8

White is making progress towards a Q-side bind, but leaving the centre undefended -- so black strikes there.

15.Na4 Qc7 16.Bb2 e5! 17.dxe5 Nxe5 18.Nxe5 Bxe5 19.Bxe5 Qxe5 20.Nc5

r4r1k/pp1b2pp/5n2/2Npq3/1P6/P2B4/5PPP/R2Q1RK1



This is where the fact that I play the French all the time played its role -- I *knew* that White had handed the advantage over to Black. In fact, I am convinced that after ...e5 Black manages to take control of these kinds of positions. Therefore, I spent a long time looking for a decisive continuation. In short, I wanted a combinative attack.

45 minutes is a long time to spend on one move, especially when it's as obvious as the next:

20...Ng4 21.g3 Nxf2!

That wasn't so obvious, but if I hadn't played it then 20...Ng4 would have been a bit pointless.

22.Rxf2 Rxf2 23.Kxf2 Bh3!!

I found this quiet move by a combination of remembered lessons and frustration at not finding anything by direct calculation. A quiet move like this is hard to find, especially with ...Qd4+ ...Qb2+ or ...Rf8+ as viable alternatives. However, I couldn't find a decent follow-up to any of these moves, and instead remembered: firstly, "the threat is stronger than the execution", and secondly, Vukovic has an extended discussion on weak square complexes, and using them to force checkmate. White's king already looks draughty on the dark squares, but how about the light ones? Therefore 23...Bh3, and I found this during my long think on

move 20!

24.Be2

Stronger is *24.Ra2*, though after *24...Rf8+ 25.Kg1 Qe3+ 26.Kh1 b6* Black forces a winning ending after, e.g., *27.Nb3 Rf2 28.Rxf2 Qxf2 29.Be4! Bg4! 30.Qg1 Bf3+ 31.Bxf3 Qxf3+ 32.Qg2 Qxb3*.

24...Rf8+ 25.Kg1 Qe3+ 26.Kh1 Qf2 27.Qxd5 Qxe2 28.Rg1 Bg4 29.0-1

This kind of combination is standard for the French player. Another example of the same theme:

J.M.Shepley vs. P.C.Lane (Surrey vs. Devon, Board 1, 16/5/98)

1.Nc3 e6 2.Nf3 d5 3.e4 Nf6 4.e5 Nfd7 5.d4 c5 6.dxc5 Nc6 7.Bf4 Bxc5 8. Bd3 f6 9.exf6 Nxf6 10.O-O O-O 11.Ne5 Qe8

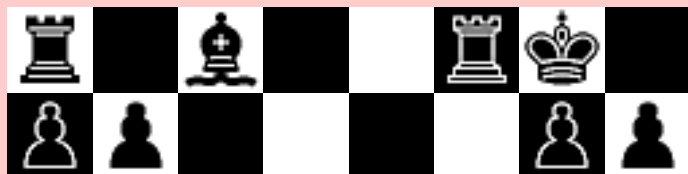
By transposition we've reached a theoretical position of the French Two Knights, where white gives up his central pawns for piece control of e5. In earlier games I struggled for a plan in these positions, but these days I'm armed with *11...Qe8*, Watson's recommendation.

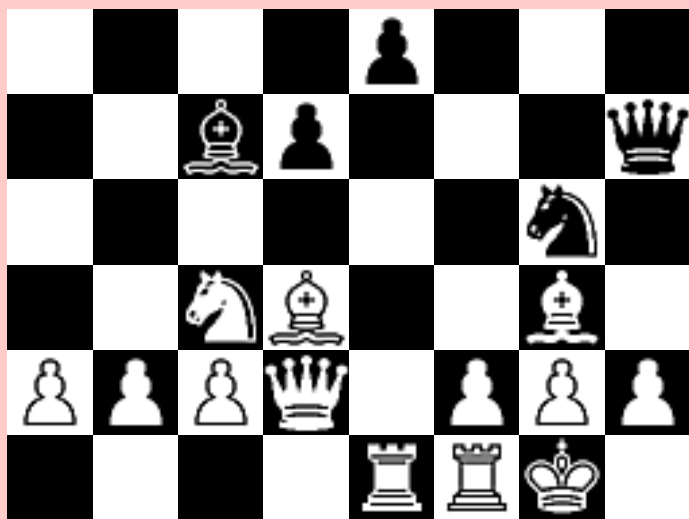
12.Qd2? Nxe5?

Best for white is *12.Nb5* when *Qe7* gives black a decent game. Black's move is also a mistake: the theoretical *12...Nh5!* forces the win of material, e.g. *13.Nxc6 Nxf4 14.Ne5 Qh5 15.Nf3 Nxc6 16.Kxc6 Qxf3+ etc.* Other choices for white cost even more.

13.Bxe5 Qh5 14.Rae1 Ng4 15.Bg3

r1b2rk1/pp4pp/4p3/2bp3q/6nQNB2B1/PPPQ1PPP/4RRK





15...Rxf2!

Again, that f2 square -- Black has to strike now or h3 follows.

16.Rxf2 Bxf2+ 17.Bxf2 Qxh2+ 18.Kf1 Bd7 19.Qg5 Qh1+ 20.Ke2 Qxg2 21. Qh4

I had overlooked this move. The threat to h7 allows Rg1, forcing an endgame with black's 3Ps vs the N. I had assumed such positions would offer both sides winning chances when offering the sacrifice on move 15 -- the kind of assessment I would not have trusted myself to make a couple of years ago -- and my opponent proceeds to misplay the endgame badly.

21...h6 (Playing the pawn to a dark square -- observe the Bd3) **22.Rg1 Qxf2+ 23.Qxf2 Nxf2 24.Kxf2 Rf8+ 25.Ke2? g5 26.Rf1? Rxf1 27.Kxf1 Kg7 28.Kg2 Kf6 29.Kg3 h5** (White's passive play [25.Ke3-d4!] and exchange of the rooks, have made the pawns a winning team.) **30.a4 h4+ 31.Kf3 Bc6 32.Kf2 g4 33.a5 g3+ 34.Kg2 d4+ 35.Ne4+ Ke5 36.Kf3 g2 37.Kxg2 Bxe4+ 38.Kh3 Bxd3 39. cxd3 Kf4 40.Kxh4 Ke3 41.0-1**

P.C.Lane vs M.Brierley (West of England, Rd:7, 1K/98)

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 O-O 6.Be2 e5 7.dxe5 dxe5 8. Qxd8 Rxd8 9.Bg5

An interesting system against the King's Indian: White simply captures the e5-pawn and sets Black some problems. I had assumed this was quite rare, but looking down the table I.George vs. D.Grossett had the same position -- **9...Nc6?**

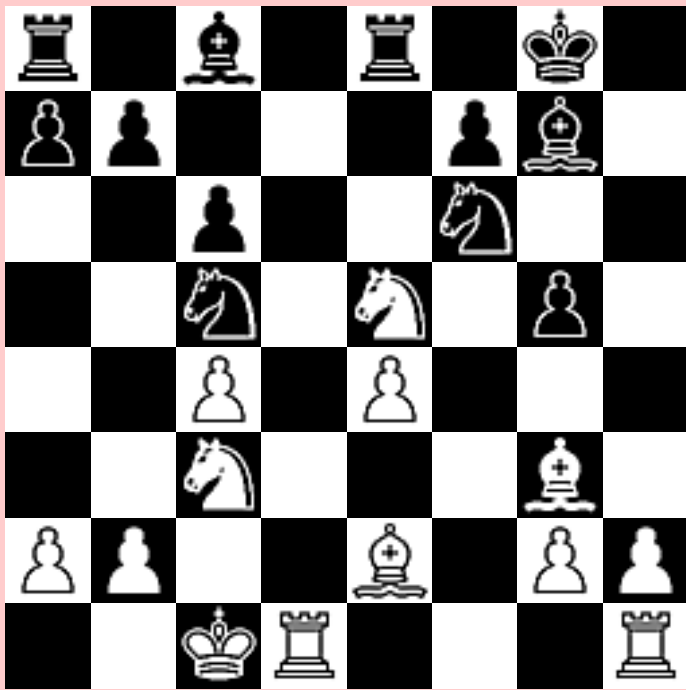
10.Nd5! won the exchange quickly. *9...Nbd7?* is no good, *9...Na6!?* is better, and *9...Re8!* is probably best.

9...c6!? **10.Nxe5 Re8 11.O-O-O! Na6**

If *11...Rxe5 12.Rd8+ Re8 13.Bxf6; 12...Ne8 13.Rxc8* etc. The whole point of the system is that White (almost) gets away with a blatant pawn grab!

12.f4 h6 13.Bh4 g5 14.fxg5 hxg5 15.Bg3 Nc5

r1b1r1k1/pp3pbQp2n2/2n1N1pQP1P3/2N3B1/PP2B1PP/2KR3R



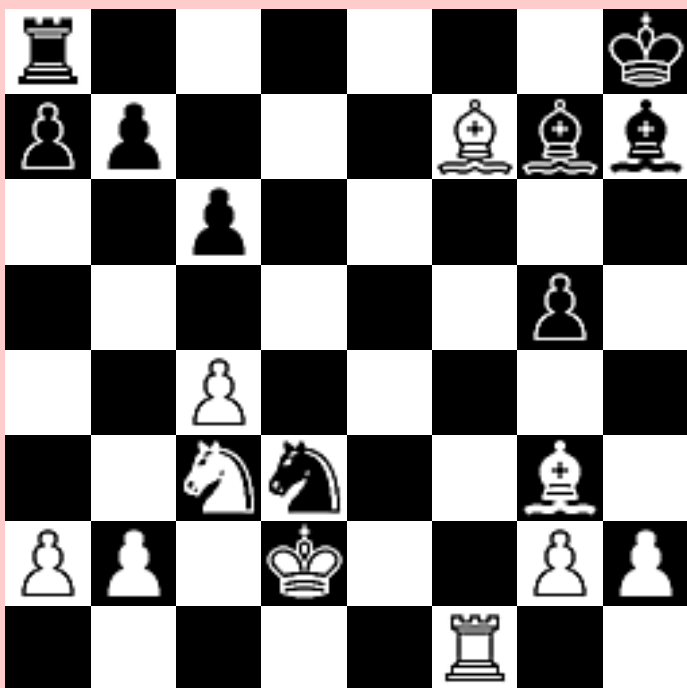
Black tries to recover the e4 pawn. Although *15...Be6* doesn't regain the material, it would have avoided the following combination.

16.Nxf7! (the KB2 square bears the brunt of many sacrifices) **Kxf7 17.e5 Ng4 18.Rd4 Nxe5 19.Bh5+ Kg8**

A wise decision -- *19...Ng6 20.Rf1+ Bf6 21.Rd6 Re6 22.Rxe6 Bxe6 23.Be5 Nd7 24.Bxf6 Nxf6 25.Ne4* and, *19...Kf8 20.Bxe8 Kxe8 21.Re1 Nd7 22.Rxd7 Bxd7 23.Bxe5* leave White with his extra material and a simplified ending.

20.Bxe8 Ned3+ 21.Rxd3 Nxd3+ 22.Kd2 Bf5 23.Rf1 Bh7 24.Bf7+ Kh8

r6k/pp3Bbb/2p5/6pQP5/2Nn2B1/PP1K2PP/5R2



The net result of the last 9 moves is that White has kept his extra pawn! At first I was a little worried about black's two bishops, and the possibility of *Rd8*, but I decided my pieces were still better placed than Black's, and thought I would just "push them forward".

25.Ke3 Nxb2 26.Ne4 Rd8 27.Nd6 Rd7 28.Be6 Bd3

Or *28...Re7 29.Nf7+ Kg8 30.Nxg5+ Kh8 31.Rf7 Re8 32.Be5 Rg8 33.Bxb2*; or *31...Nxc4+ 32.Ke2 Re8 33.Rxb7* are winning.

29.Nf7+ Kh7 30.Nxg5+ Kg6?

Not the best, but neither *30...Kh6 31.Rf7 Rxf7 32.Nxf7+* nor *30...Kh8 31.Rf7* give black time to regain his pawn.

31.Bxd7 Bxf1 32.Ne6! Bxg2?

Time trouble : but *32...Nxc4+ 33.Kf2 Nb6 (...Bd3 34.Nf4+)* *34.Kxf1 Nxd7 35.Nd8* is still winning for white.

33.Nxg7 Nxc4+ 34.Kd4 Nb6 35.Ne6 Kf6 36.Bh4+ Kf7 37.Nf4 Bf1 38.Be6+ Kg7 39.Bb3 Nd7 40.Ne6+ Kg6 [TIME] 1-0

Back to [Chess Coaching Page](#)



This document (prepcomb.html) was last modified on 26 May 97 by

[Dr. Dave](#)

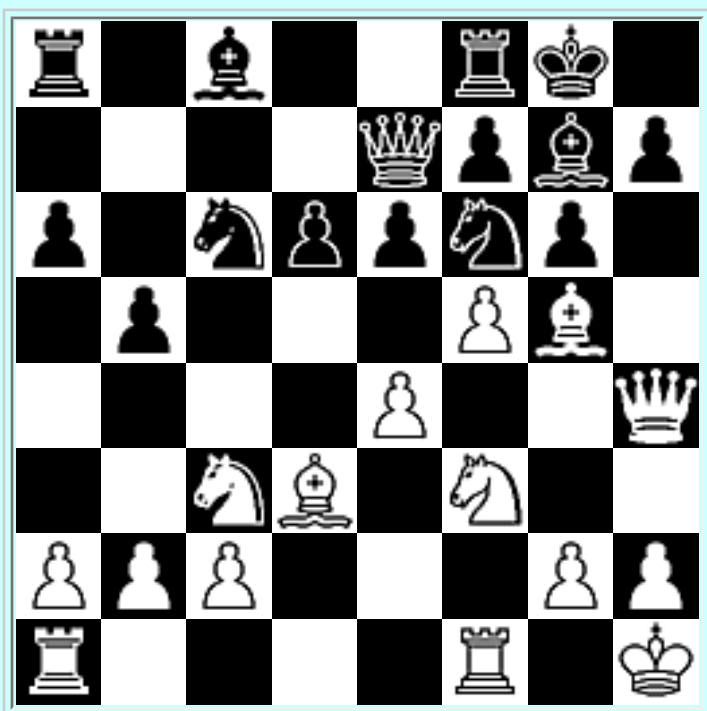
Exeter Chess Club: Upon the pin

Pins are one of the first attacking ideas you learn about. Here's some colourful examples you might not have seen before. Try and find good examples of forks, skewers, discoveries and so on.

The pin

from Lombardy, 19??

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 Qc7 7. Bd3 Nc6 8. Nf3 g6 9. O-O Bg7 10. Qe1 e6 11. Kh1 O-O 12. Qh4 b5 13. f5 Qe7 14. Bg5

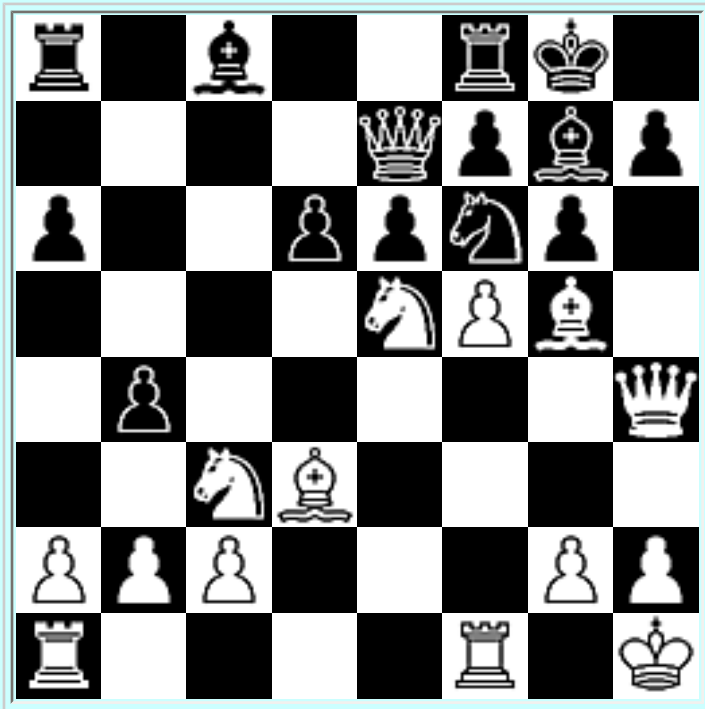


14... b4

[14... Ne5]

15. e5 1-0

if 15... Nxe5 16. Nxe5 DIAGRAM



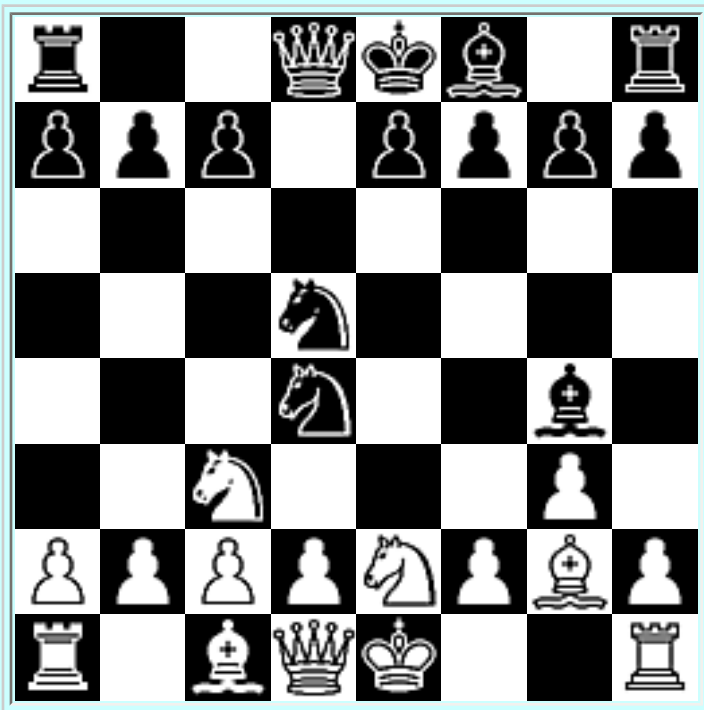
16... dxe5

[16... bxc3 17. Ng4]

17. Ne4 wins

Pin - and design for mate From Lombardy, 19??

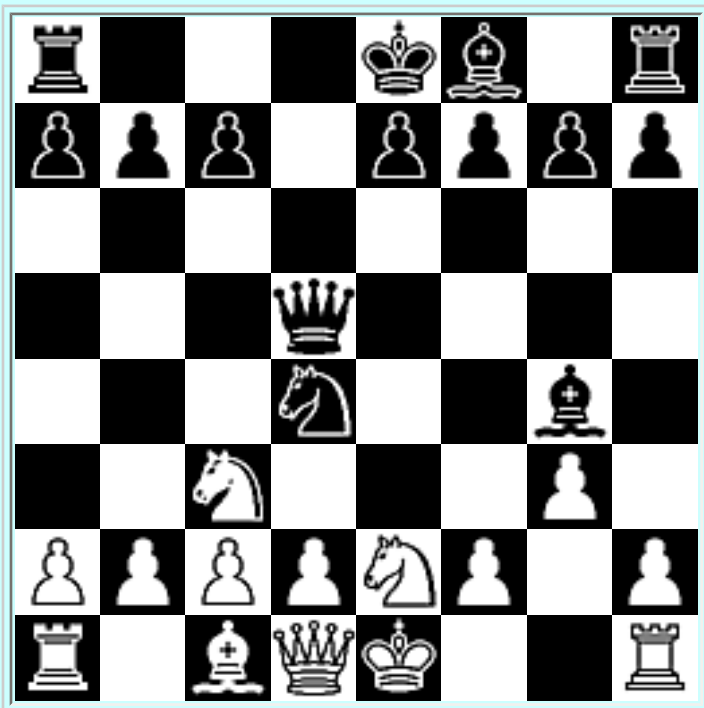
1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Nge2 Nc6 5. g3 Bg4 6. Bg2 Nd4



7. Bxd5

[7. f3]

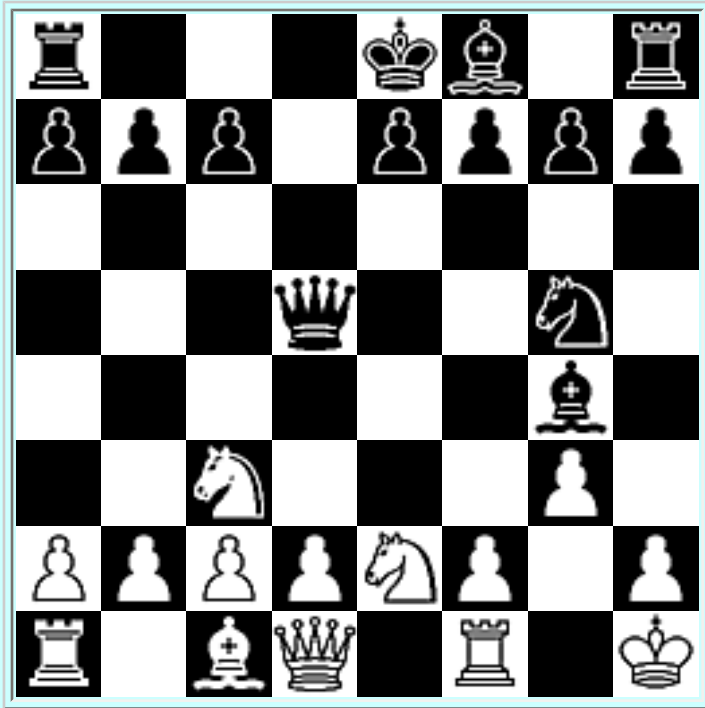
7... Qxd5



8. f3 Qxf3 9. Rf1 Qg2 0-1

[8. Nxd5 Nf3+ 9. Kf1 Bh3#]

[8. O-O Nf3+ 9. Kh1 Ng5+ DIAGRAM 10. Nxd5 Bf3+ 11. Kg1 Nh3#]



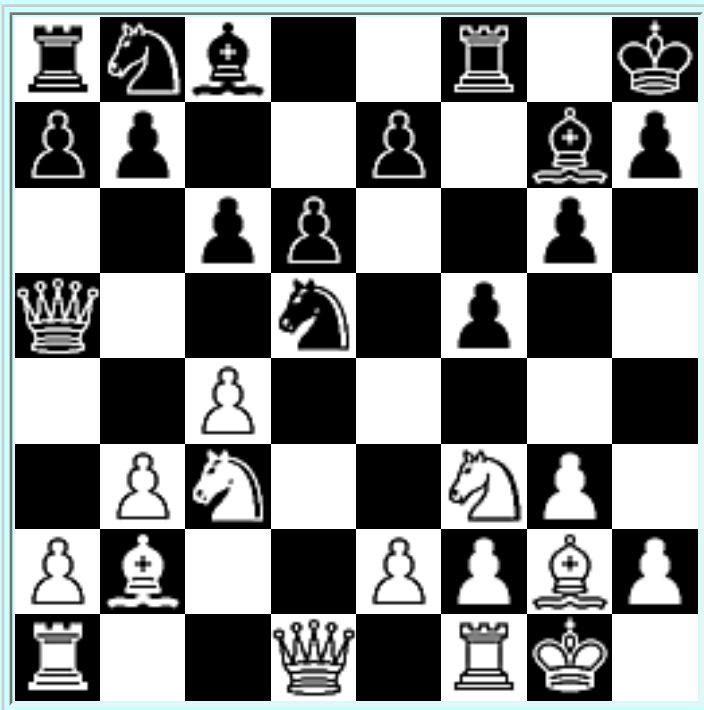
Pins and counter-pins

Robatsch-Jansa, Sochi, 1974

1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. b3 Bg7 5. Bb2 O-O 6. Bg2 d6 7. d4 c6 8. O-O Kh8

[8... Qc7]

9. d5 Qa5 10. Nc3 Nxd5??

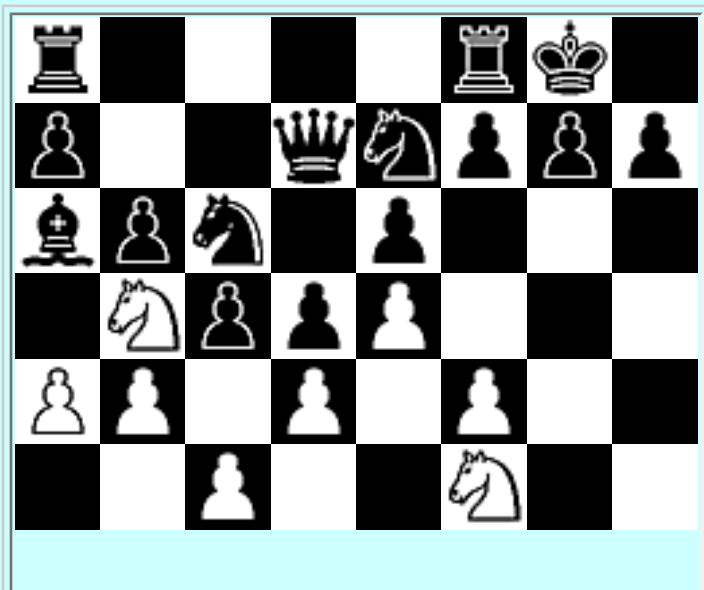


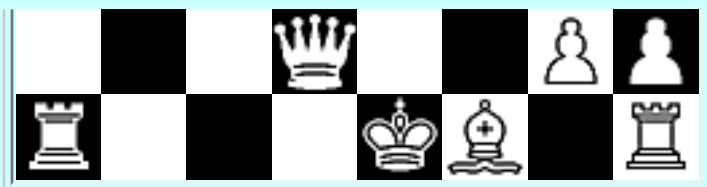
11. cxd5 Bxc3 12. Qd2 Qxd5 13. Qxc3+ e5 14. Nxe5 1-0

The double pin

Alekhine - Nimzovitch, San Remo, 1930

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. Bd2 Ne7 6. Nb5 Bxd2+ 7. Qxd2 O-O 8. c3 b6 9. f4 Ba6 10. Nf3 Qd7 11. a4 Nbc6 12. b4





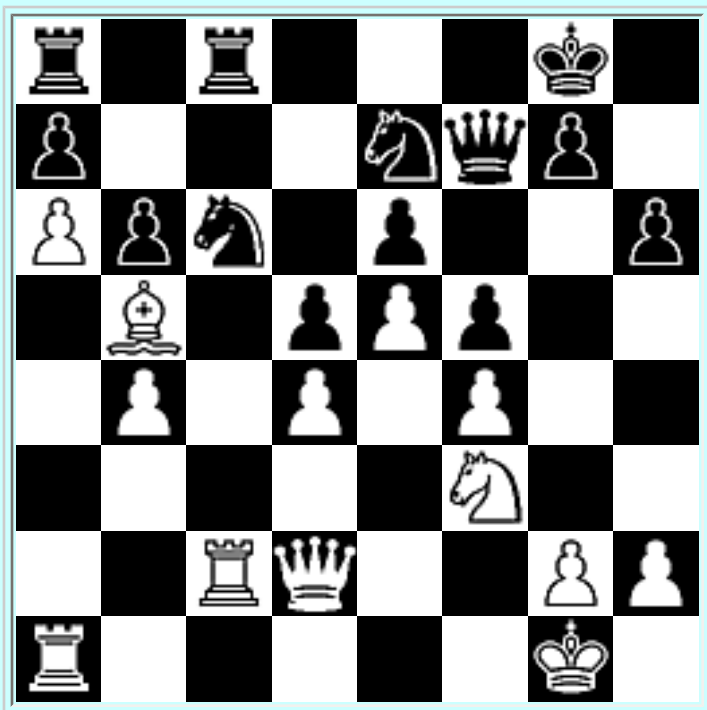
12... cxb4

[12... c4 13. Na3 Nd8 14. Nc2 when White is free to belt down the King's side]

13. cxb4 Bb7 14. Nd6 f5 15. a5 Nc8 16. Nxb7 Qxb7 17. a6 Qf7

[17... Qe7 18. Bb5 Nd8 [18... Nxb4 19. Rb1]]

18. Bb5 N8e7 19. O-O h6 20. Rfc1 Rfc8 21. Rc2



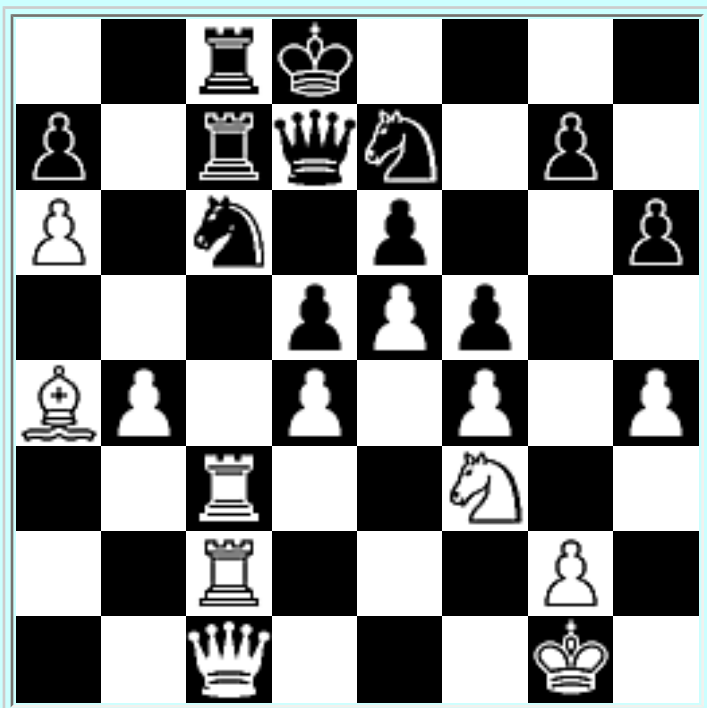
21... Qe8

hoping to make a stand on c6, but enters the worst pin in the world

[21... Nd8 22. Rac1 Rxc2 23. Rxc2 Rc8 24. Bd7 Rxc2 25. Qxc2 concedes the c-file, when the Q can't be kept put for long]

Pin number two, down the c-file - worth another diagram. How can White increase the pressure?

27. Ba4 b5 28. Bxb5 Ke8 29. Ba4 Kd8 30. h4



zugzwang

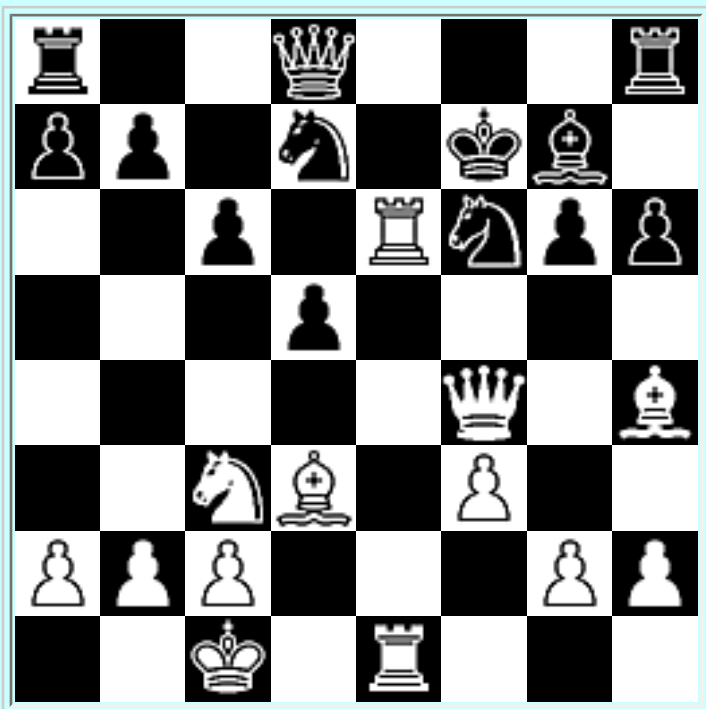
30... Qe8 31. b5 1-0

And the ultimate pin game...

Von Freymann - Forgacz, St.Petersburg, 1909

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 Qa5 6. Qd2 e3 7. Bxe3 e5 8. dxe5 Qxe5 9. O-O-O d5 10. Bf4 Qf5 11. Re1+ Kf7 12. Bd3 Qd7 13. Nh3 Qd8 14. Ng5+ Kg8 15. Ne6 Bxe6 16. Rxe6 g6 17. Bg5 Nbd7 18. Qf4 Kf7 19. Rhe1 h6 20. Bh4 Bg7

[if 20... g5 21. Qf5 Rg8 22. Bf2 Black's position remains precarious]



Black is in a TRIPLE pin; how is White to increase the pressure?

21. Ne4 dxe4

[21... Rf8 22. Nxf6 Nxf6 23. Bxf6 Bxf6 24. Rd6 g5 25. Qf5 Qxd6 26. Qg6#]

22. Bc4 the power of discovered check

22... Kg8 23. Rxf6+ Kh7 24. Rxf6 Nf6

[24... Kxg6 25. Qxe4+ Kh5 26. Qg4#]

25. Qf5 1-0

Back to [Chess Coaching Page](#)



This document (pins.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Lessons in Philidor's Defence

Tony Dempsey and Dave Regis

Contents

- [Introduction](#)
- [\[1\] 3...Bg4](#)
- [\[2\] 3...exd4](#)
- [\[3\] 3...Nc6](#)
- [\[4\] 3...Nd7](#)
- [\[5\] 3...f5](#)
- [\[6\] 3...Nf6](#)
- [Summary](#)
- [Games](#)

Introduction

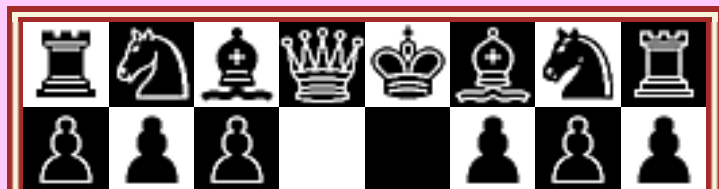
1. e4 e5 2. Nf3 d6 How many times have you seen played the following moves?

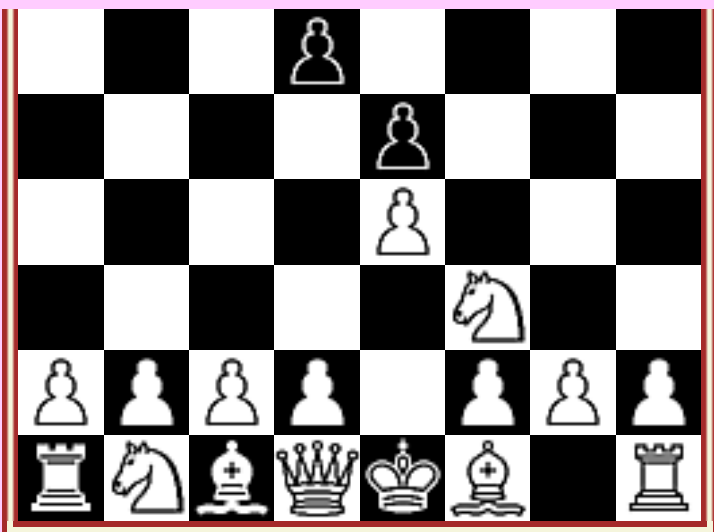
1. e4 e5 2. Nf3

What is Black's best reply?

2...Nc6 is undoubtedly the best reply, but sometimes you see others. Let's have a look at the move

2...d6.





What do you think of this? Looks rubbish? Looks OK? Your favourite? Never thought about it?

You should always think about alternatives to 'obvious' moves. Even if you play the move you first thought of, thinking helps you understand the position, and there is often a lot going on. Also, you sometimes come up with a nice surprise.

What do you think of 2...d6? What's the point? 2...d6 is called Philidor's Defence. Philidor was the strongest player of his day, so it's probably not a pointless move. But since Philidor, it has not been played much, so it might not be the best move (one or two Grandmasters today still play it at least occasionally).

[C41]

What are the good points and bad points about the move?

How should White reply?

3. d4 This is a good move - White prepares to develop the Queen's Bishop, takes another square in the centre, and puts Black's claim to the centre under pressure. In fact, White now threatens to win a Pawn for nothing with

4.dxe5 dxe5 5. Nxe5

or even better

4.dxe5 dxe5 5. Qxd8+! Kxd8 6. Nxe5

How should Black meet the threat?

A Avoid: 3...exd4

B Block - can't block the attack of either Pawn or Knight

C Capture or Pin Knight - 3...Bg4

D Defend - 3...Nc6 3...Nd7 3...Qf6 3...Qe7

E Counterattack: 3...f5 3...Nf6

- [1] 3...Bg4
- [2] 3...exd4
- [3] 3...Nc6
- [4] 3...Nd7
- [5] 3...f5
- [6] 3...Nf6

Not obvious! Black has many choices. It's worth thinking through each if them to make sure you understand what is going on in this typical opening position. How can you decide? Well, position is a guide - but analysis is proof. However, definitive analysis not always possible - at some point you have to stop analysing and reach a judgement.

Let's see if we can pick off two quickly:

3...Qf6 3...Qe7

I don't know any way to prove a win for White here, but I'd suggest we can say straight away these moves are not good on principle. Black's moves block either the King's Bishop (Qe7) or King's Knight (Qf6). So, we can see some more awkwardness coming up for Black. Also, these moves bring the Queen within reach of White's pieces: moves like 3...Qe7 4. Nc3 threatens Nd5, making Black waste a move with 4...c6, and after 3...Qf6 white can gain time with 4. Bg5. So, only if everything else fails should you consider a move like 3...Qe7. It may be survivable, but is not going to be comfortable. The best you can hope for is to 'get away with it'.

Let's look at some others.

[1] 3...Bg4

Black pins the Knight, so defending the threat, and develops a piece. So, this looks a bit better than the Queen moves.

This move was played in one of best-known games in chess history. The great American Paul Morphy was interrupted during a performance of the opera *The Barber of Seville* by two toffs wanting a game. They played in consultation, with poor Morphy sat with his back to the action. Morphy went through them like a knife through butter, winning in just 17 moves, so I hope he didn't miss too much of the opera. The whole game is appended, but let's see the start.

Black is actually in difficulties here. How might you try and create problems for Black?

Always look at forcing moves first - checks and captures. If these do not win, or force an advantage, then you can turn your mind to slower moves with a clear conscience. But only look at non-forcing moves once you have checked to see you have no way of making trouble for your opponent right now. You may be winning, and not know it! We have no check, but we have a forcing capture:

4. dxe5

This move indeed causes Black a problem, because the simple

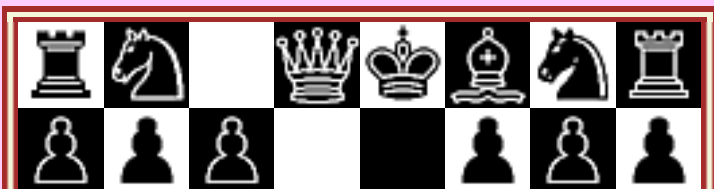
4...dxe5 5. Qxd8+ Kxd8 6. Nxe5

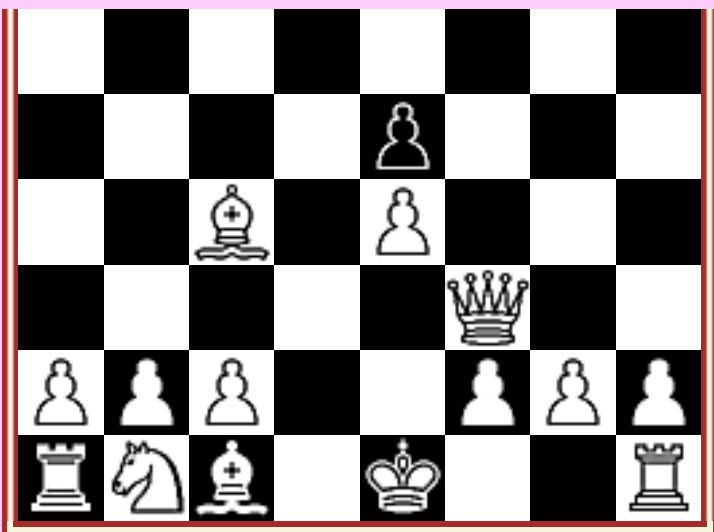
loses a Pawn. So Black must play an in-between move before recapturing the pawn.

4...Bxf3 5. Qxf3 dxe5

Now White gets the advantage by playing

6. Bc4





This is great for White. Six moves into the game and we can count

the two Bishops,

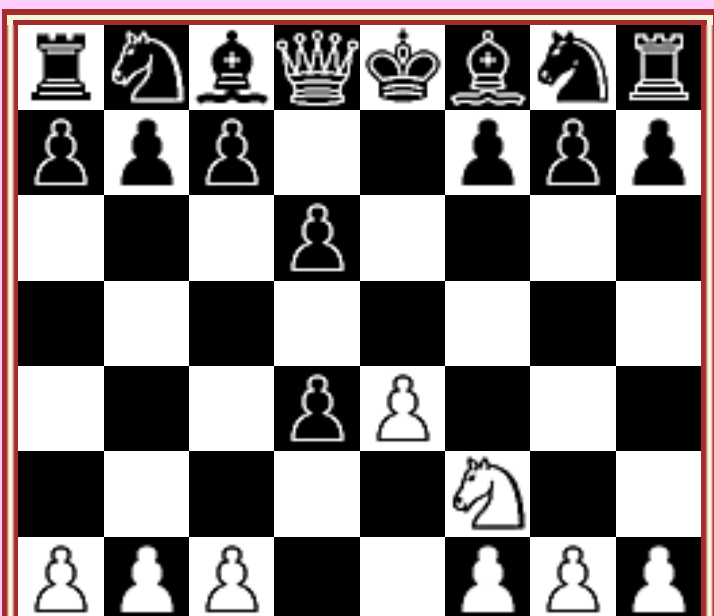
a lead in development and

the initiative

in White's favour.

So, 3...Bg4 is probably not right.

[2] 3...exd4





This is not entirely logical, since Black having played 2...d6 to support the e-pawn on e5, now gives up the e5 point. However, it might not be entirely a bad move. Having opened up the centre, Black should try and castle quickly on the King's side. There are two lines, depending on how Black intends to develop the King's Bishop, currently residing on f8. The efficient but passive development of the Bishop on e7 is called Antoshin's Variation:

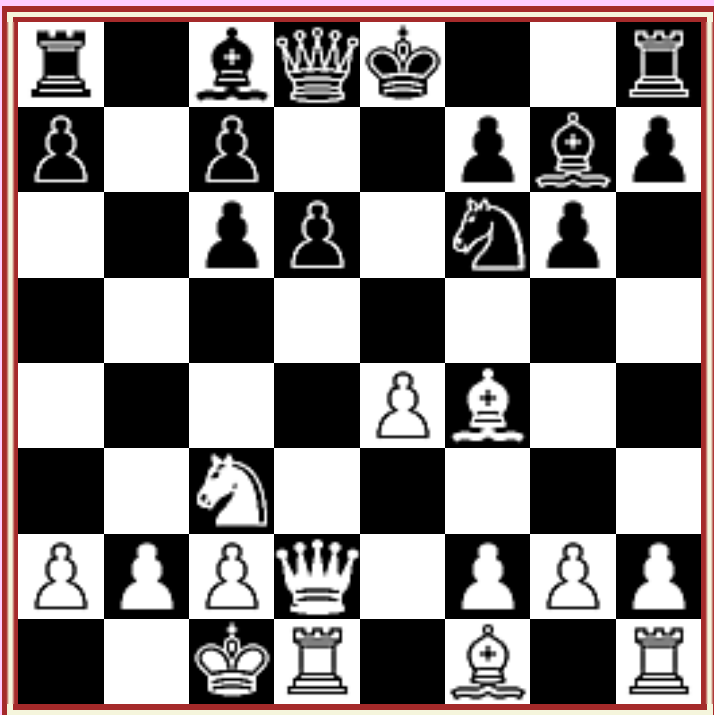
3...dxe5 4. Nxd4 Be7

In the riskier but more active line played by Larsen, the Bishop is developed *in fianchetto* on g7:

3...dxe5 4. Nxd4 g6

The game might go:

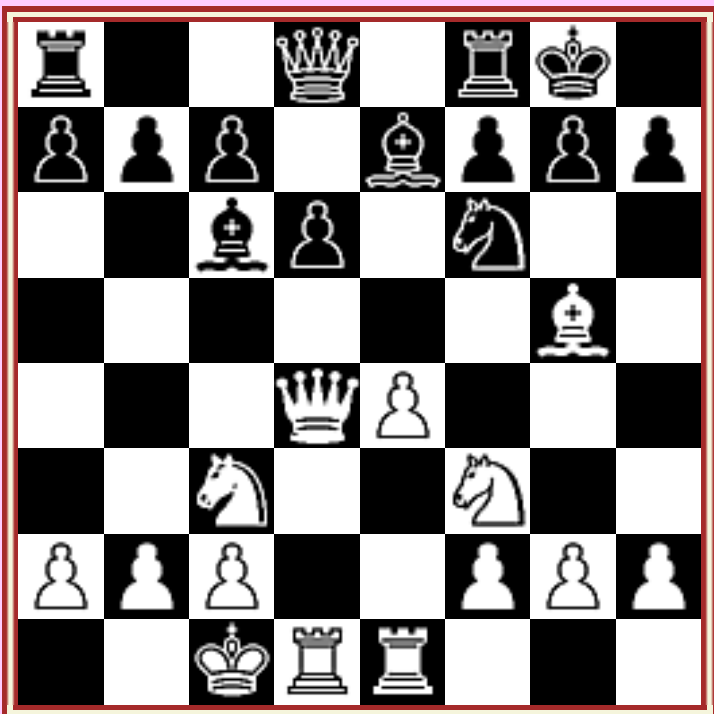
4.Nxd4 g6 5.Nc3 Bg7 6.Bf4 Nc6 7.Nxc6 bxc6 8.Qd2 Nf6 9.0-0-0



Another way to play for White (as in the famous fake game Adams-Torre) is

3...exd4 4. Qxd4

4...Nc6 5.Bb5 Bd7 6.Bxc6 Bxc6 7.Nc3 Nf6 8.Bg5 Be7 9.0-0-0 0-0 10.Rhe1



White has a healthy space advantage, although Black is cramped.

Well, if Black is trying to be consistent, perhaps Black should try to defend the e-Pawn.

[3] 3...Nc6

How should White reply to this?

4. Bb5

This renews the threat against the e-pawn.

4...Bg4

Not satisfactory because of 5. dxe5, as in the Morphy game.

4...Qf6, 4...Qe7

Not satisfactory for reasons we have already looked at

4...dxe5

Not satisfactory because having decided to support our Pawn at e5, Black is now giving it up.

4...Bd7, 4...Nf6.

May be possible, in fact lead to the old Steinitz variation of the Ruy Lopez

Unpick our way back:

3. d4

Now maybe

[4] 3...Nd7

Hanham

Stops the Bb5 idea

White's best is undoubtedly

4. Bc4

How should Black reply?

Very carefully! Black, having played so safe and solid, is very nearly losing!

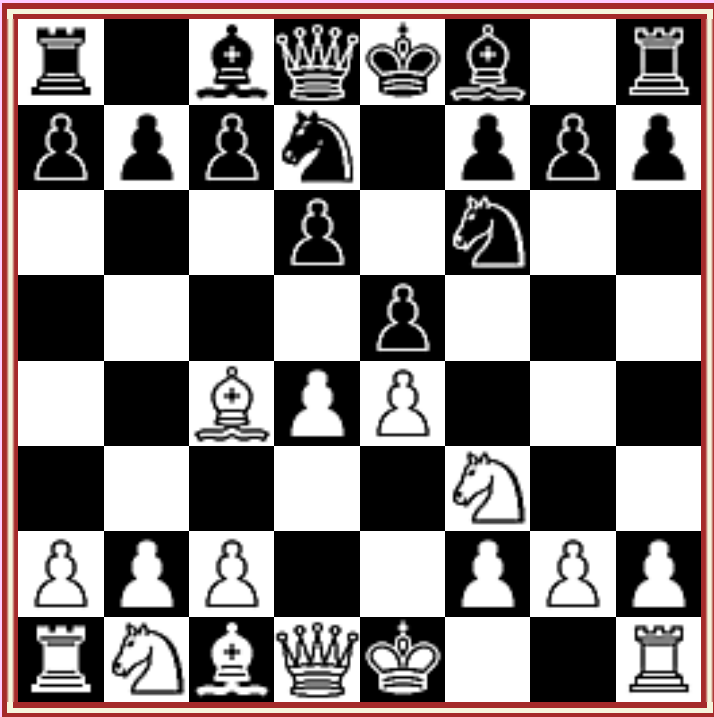
4-i 4...Nf6

4-ii 4...h6

4-iii 4...Be7

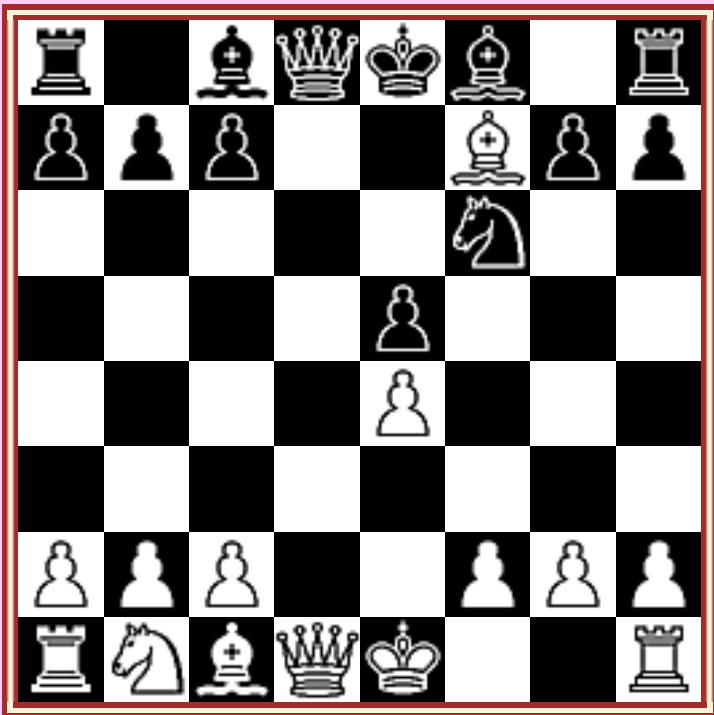
4-iv 4...c6

4-i 4...Nf6



5. dxe5 dxe5 6. Ng5!

(5...Nxe5 6.Nxe5 dxe5 7.Bxf7+



wins a pawn, but not so straightforwardly as you might think at first: 7...Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2)

Or maybe 5. Ng5!

4-ii 4...h6 being safe?

5. dxe5

forcing

5...dxe5 6.Bxf7+! Kxf7 7.Nxe5+ Kf6 8.Qd4 with a deadly attack

worth trying different defences and attacks here - very good teaching position

5...Nxe5 6. Nxe5 dxe5

Now the obvious line is

7. Qxd8+ Kxe8 8. Bxf7 +-

which is good for White, but we can make it a little better with

7. Bxf7+!



This is a common situation where we have two ideas: try them in a different order, and perhaps you will see something new. Sometimes the order

1 => 2

doesn't work at all, but

2 => 1

wins a Queen. In our example here, the better order just leads to an even better position for us. So, even if you see a good move - don't bash it out, sit on your hands and think for a little while, and perhaps you will find something even better.

4-iii 4...Be7



Again, our favourite forcing move is strong:

5. dxe5

Now the simple Pawn recapture is disastrous:

5...dxe5 6. Qd5!

Instead:

5... Nxe5

Follow through forcingly:

6. Nxe5 dxe5

Now if we hope to win the pawn on f7 as in the 4...h6 line, we may be disappointed

7. Qxd8 Bxd8!

However, f7 is a little bit tender, and e5 is unprotected... can you see a move which gives Black two problems at once?

7. Qh5!

Wins a pawn.

4-iv 4...c6



This is the only way to survive, but White can still press hard.

For example, we can go forward with the natural

5.Ng5 Nh6

Now White should examine, but perhaps reject, the exciting sacrifice:

[6.Bxf7+ Nxf7 7.Ne6 when Black may fall for 7...Qe7? 8.Nc7+ Kd8 9.Nxa8: White has an exchange, but may lose the Knight - White has also managed to remove from the field of play the only two pieces that we had developed! So Black may start coming forward faster than we would like now, even if he falls into our trap.]

But having seen this, White can play a very good move:

6.a4

This is obviously a decent idea if it stops Black gaining space on the Queen's-side with ...b5. However, White's move also sets a very subtle trap...

6...Be7 7.Bxf7+ Nxf7 8.Ne6 Qb6 9.a5

that's (partly) what the pawn move was for

9...Qb4+ 10.Bd2 Qc4

[10...Qxb2 11.Bc3]

11.Nc7+ Kd8 12.b3

winning the Queen!

There's no guarantee that Black will allow this, so White may prefer to continue instead with

5.Nc3

After **5...Be7** a well-known line goes:

[5...h6 6.a4 ! is the way to keep the edge.]

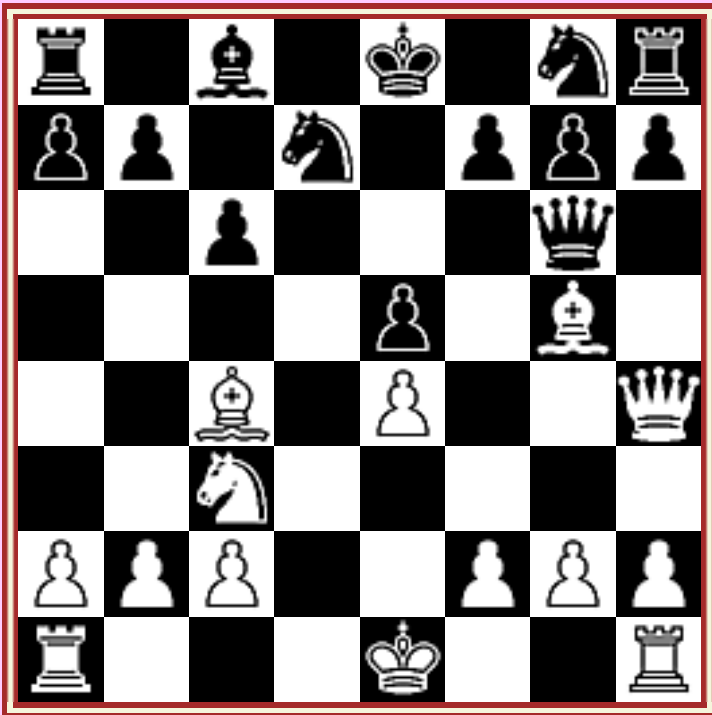
6.dxe5 dxe5 7.Ng5 Bxg5

[7...Nh6 8.Ne6 ! wins e.g. 8...fxe6 9. Bxh6 gxh6 10. Qh5+]

8.Qh5 g6

or

[8...Qf6 9.Bxg5 Qg6 10.Qh4



+ - Schlechter-Alekhine 1910]

9.Qxg5 Qxg5 10.Bxg5



This position is much easier to play for White, and when it has been reached White players have a huge plus score from here. White will play O-O-O and double rooks on the d-file.

The critical game here is Barden-Klein from 1950, which is appended.

So, following every twist and turn after 3...Nd7, we seem to find at least an advantage for White, and in some lines White wins quickly.

What have we learned so far?

It's surprising how close Black is to losing after these two slow moves, 2...d6 and 3...Nd7. So, if nothing else, we should have learned to be very careful before making such moves ourselves.

Also, we should now know to think rather carefully in the opening before replying - some quite good-looking ideas have led to absolute disaster for Black, so it's worth looking for outright wins from the very first moves.

Lastly, we have met a lot of nice tactical ideas, which occur in many different openings, not just Philidor's Defence. So, patterns we have seen here may well occur in your own games, even if none of your opponents ever play Philidor's Defence against you. For this reason, it's worth trying to see how many of these ideas you can remember (or work out again on a board) without looking at this sheet.

There is a lot going on in the opening, and you shouldn't play automatic moves assuming that you know what is going on. Sit on your hands and think!

If not [4] 3...Nd7, then what?

[5] 3...f5

3...f5

This is Philidor's counter-Gambit - not for the faint-hearted! Again, although this is obviously risky, it is not obviously losing, and again we have several games on record where strong masters have tried the gambit. Even Morphy played it a few times! So, let's take it seriously.

White has tried many moves here: 4. Bc4, 4. dxe5, 4. exf5, but perhaps best is:

4.Nc3 fxe4 5.Nxe4 d5

Now, one idea is:

6.Nxe5 dxe4 7.Qh5+



[6] 3...Nf6

Improved Hanham variation

This counterattack gives Black a moment to get organised while White defends the e-Pawn.

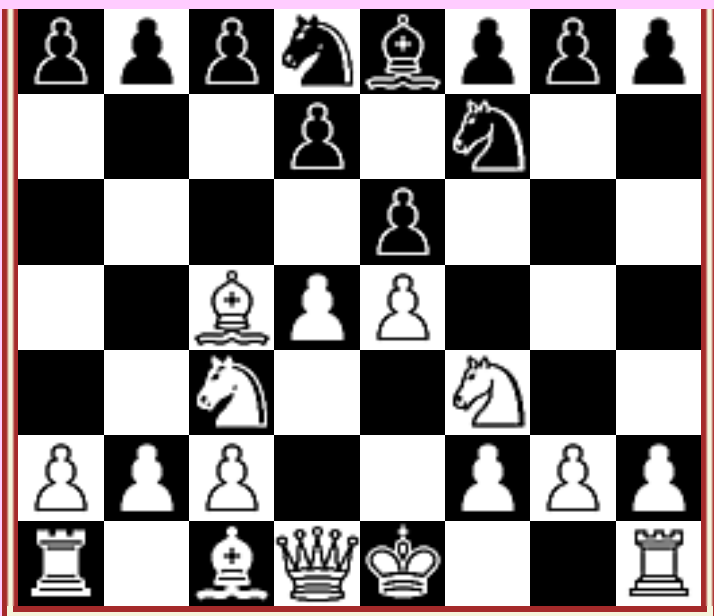
4. Nc3 Nbd7

(cf. Hanham: with B on c4 Ng5 wins.)

Now

5.Bc4 Be7





...and now we are into the main line theory of the Philidor defence.

Simple is

6. O-O O-O 7. a4,

with a close battle ahead.

BCO gives here

6.Ng5 !?

The attempt to refute the defence, if it is refutable, is

6.dxe5 Nxe5

(On 6...dxe5 then the aggressive 7.Ng5 O-O 8.Bxf7+ Rxf7 9.Ne6 Qe8 10.Nxc7 Qd8 11.Nxa8 ? seems to be a mistake because of 11...b5 12.Nd5 - maybe it's not clear, but maybe White should do better. Again, we have managed to remove from the field of play the only two pieces that we had developed!)

Now Levy says here 7.Be2 ! should preserve a plus. Instead BCO prefers

7.Nxe5 dxe5

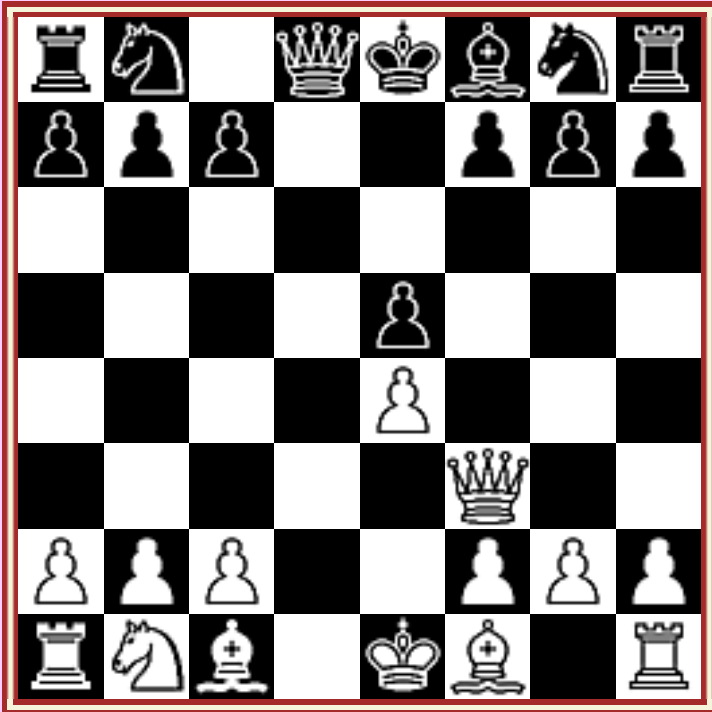
when Black is far from refuted.

Another line giving white a simple small advantage is

4. *dxe5* *Nxe5* 5. *Qd5* *Nc5* 6. *Bg5*

Illustrative games

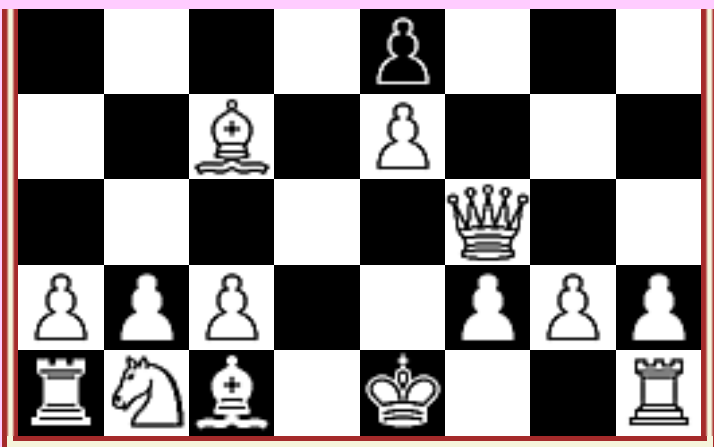
Paul Morphy - Duke of Brunswick /Count Isuard 1858 **1.e4 e5 2.Nf3 d6 3.d4 Bg4 4.dxe5 Bxf3 5.Qxf3 dxe5**



Morphy had many contemporaries who could attack as well as he, but more than anyone Morphy knew how to create an attack out of the opening through accurate play. Here he already has a development advantage and the two bishops.

6.Bc4 Nf6





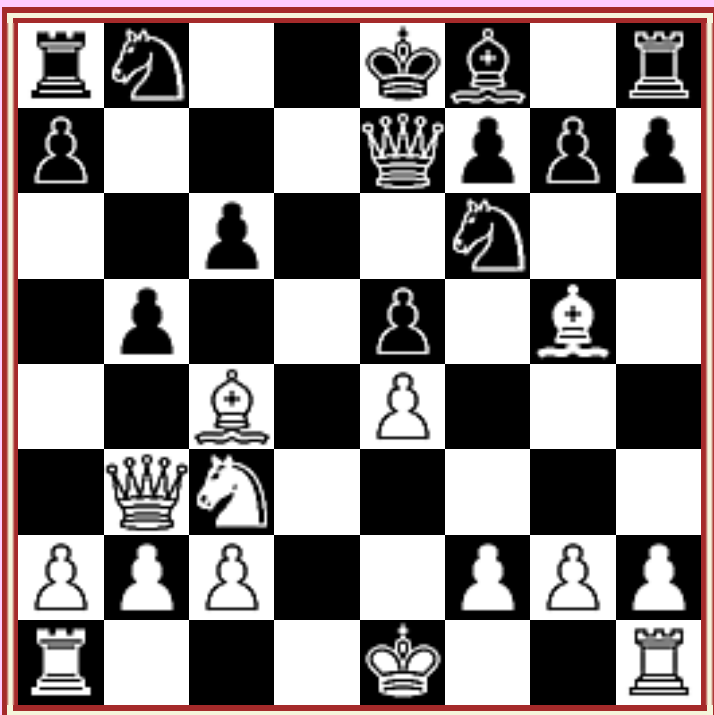
7.Qb3

Keeping the initiative going

7...Qe7 8.Nc3 c6 9.Bg5

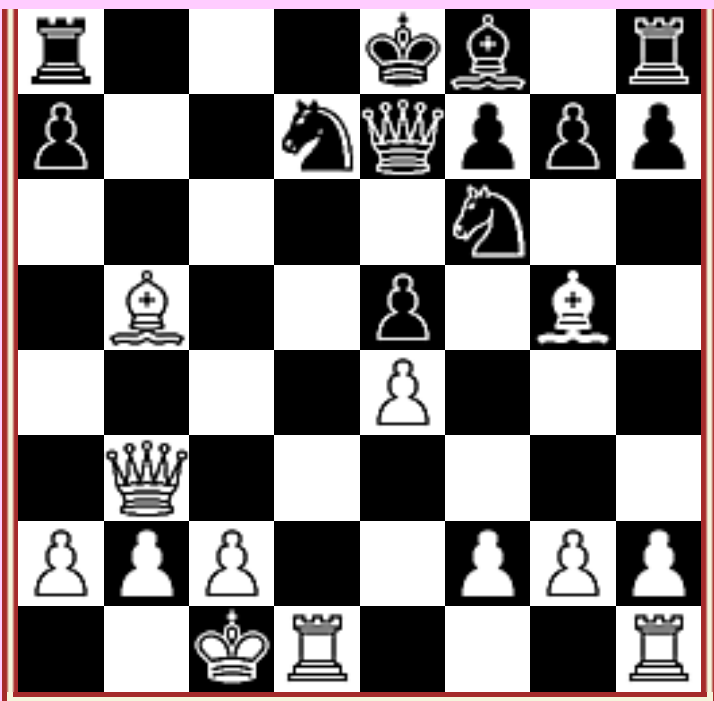
White needs only two more moves to complete his development - breathtakingly efficient work, and White has even moved his Queen three times!

9...b5



Just the wrong sort of move - a loosening move, and a Pawn move, when a spot of solid development was overdue. White now rips open the position:

10.Nxb5! cxb5 11.Bxb5+ Nbd7 12.O-O-O



How forceful Morphy is: all captures, checks and threats. Now Black's pieces are treading on each other's toes, and White is threatening to win back his piece.

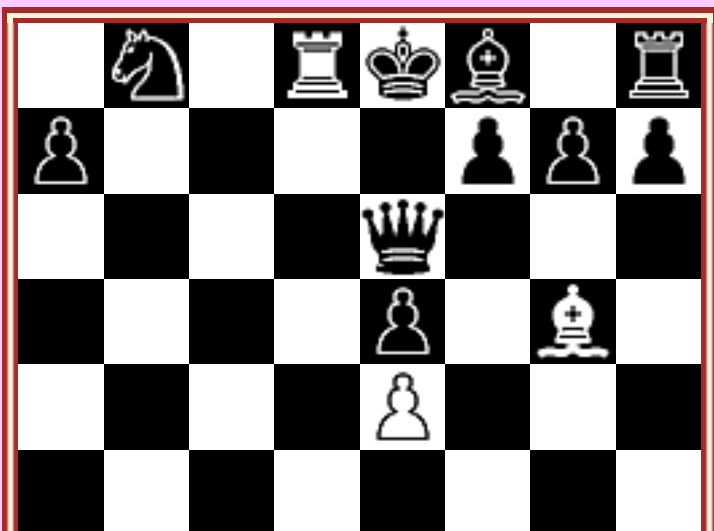
12...Rd8 13.Rxd7! Rxd7 14.Rd1

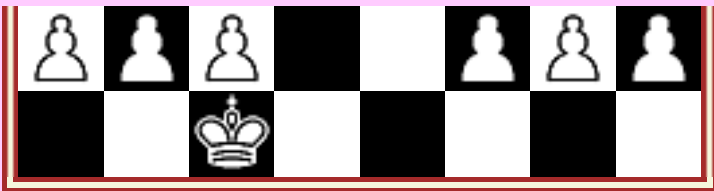
Bringing White's last piece into the attack with a nicely-coordinated crossfire of pins.

14...Qe6 15.Bxd7+ Nxd7 16.Qb8+

apparently dramatic...

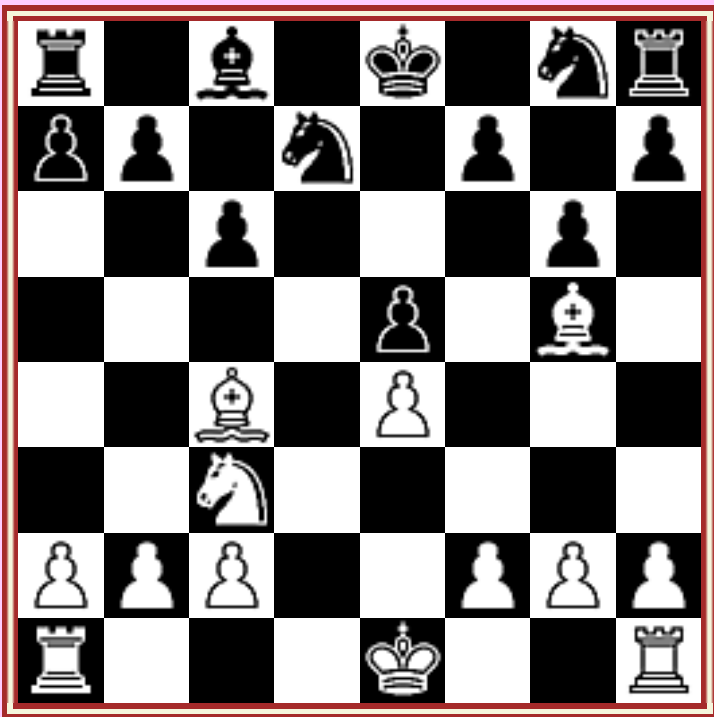
16...Nxb8 17.Rd8#





1-0

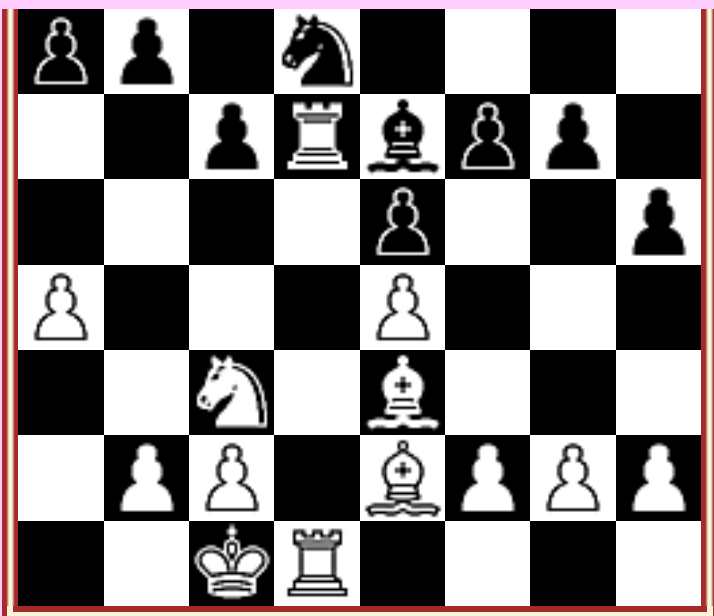
Barden - Klein, Buxton 1950 1. e4 e5 2.Nf3 d6 3.d4 Nd7 4.Bc4 c6 5.Nc3 Be7 6. dxe5 dxe5 7.Ng5 Bxg5 8.Qh5 g6 9.Qxg5 Qxg5 10.Bxg5



This position is much easier to play for White, and when it has been reached White players have a huge plus score from here. White will play O-O-O and double rooks on the d-file. There is no way for White to penetrate further than d6, so once that is accomplished White must see about using the two Bishops to keep black under pressure on both wings. This is not an automatic win for White, but is a position Black should try to avoid.

10...Nf8 11.O-O-O Be6 12.Be2 f6 13.Be3 Ne7 14.Rd2 Nc8 15.Rhd1 Nb6 16. Rd6 h5 17.a4 Nbd7





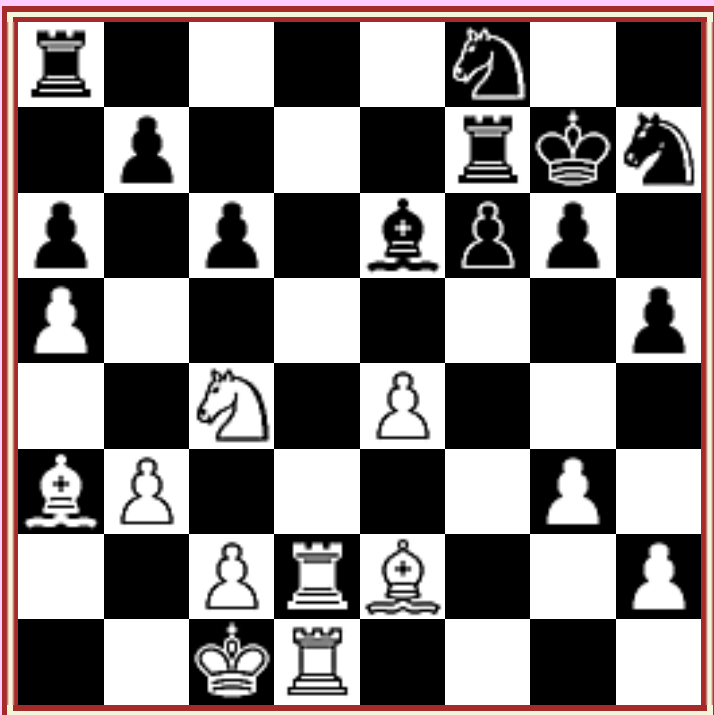
18.a5

With the idea b4-b5 and White breaks through with the Knight.

18...a6 19.Na4 Rh7 20.b3 Re7 21.Nb2 Kf7 22.Nc4 Kg7 23.R6d2 Nh7 24. Nd6 Ndf8 25.Nc4 Nd7

The repetitions gain time on the clock.

26.g3 Rc8 27.Nd6 Rb8 28.Nc4 Rc8 29.f4 exf4 30.Bxf4 Ndf8 31.Bd6 Rf7 32. Ba3 Ra8



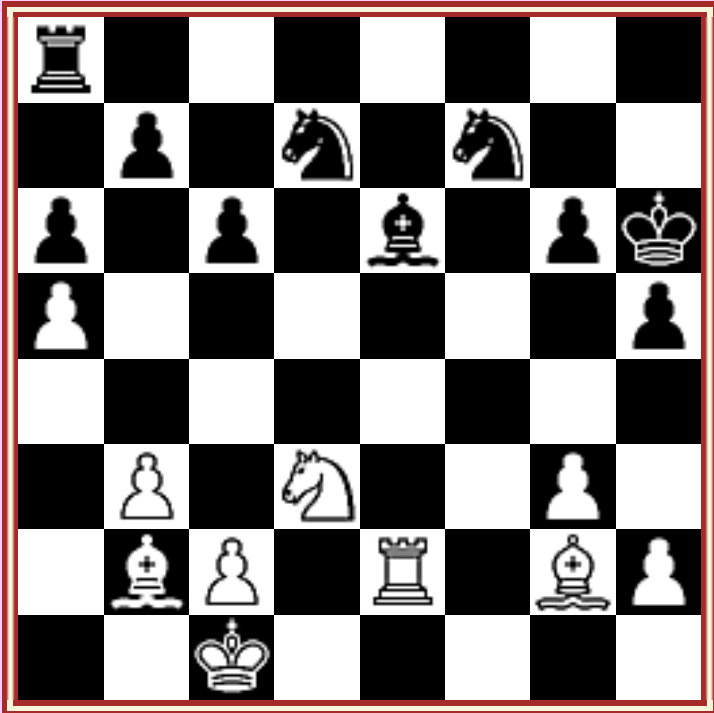
Black can only wait to see what plan emerges.

33.e5

Perhaps hasty?

(33.Rd8 Rxd8 34.Rxd8 Bxc4 [else Nd6 and Rb8 picks up a pawn] 35.Bxc4 Rd7)

33...fxe5 34.Bb2 Kh6 35.Nxe5 Rf2 36.Bf3 Rxd2 37.Rxd2 Ng5 38.Bg2 Nf7 39.Nd3 Nd7 40.Re2



Black's pieces are in a mess.

40...Re8

An impulsive move at the time control hastens the end.

(40...Bf5 41.Re7 +/-)

41.Nf4 Nc5

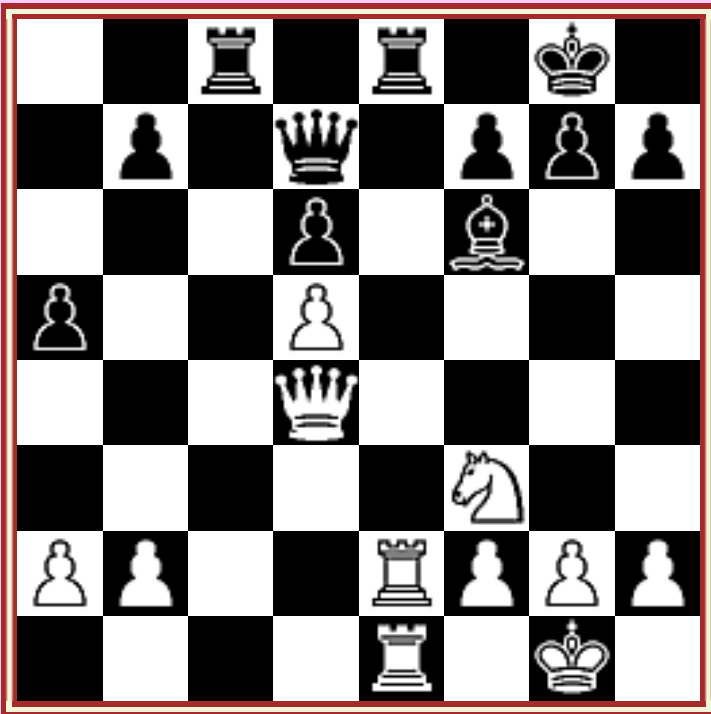
(41...Ng5 42.h4 ... 1-0;

41...Nf8 42.Ba3;

41...Nd8 42.Bh3 Bf7 43.Bxd7)

42.b4 g5 43.bxc5 gxf4 44.gxf4 Bd7 45.Rxe8 Bxe8 46.Bh3 1-0

Adams - Torre [C62] 1920 1.e4 e5 2.Nf3 d6 3.d4 exd4 4.Qxd4 !? 4...Nc6 5. Bb5 Bd7 6.Bxc6 Bxc6 7.Nc3 Nf6 8.O-O Be7 9.Nd5 Bxd5 10.exd5 O-O 11.Bg5 c6 12.c4 cxd5 13.cxd5 Re8 14.Rfe1 a5 15.Re2 Rc8 16.Rae1 Qd7 17.Bxf6 ! 17...Bxf6



(white has a tactical point available, an idea which when pursued wins him the game)

18.Qg4 Qb5

[18...Qxg4 19.Rxe8+ Rxe8 20.Rxe8#]

19.Qc4 Qd7 20.Qc7 Qb5 21.a4 Qxa4 22.Re4 Qb5

(the bQ has very nearly run out of squares to defend e8 from...)

23.Qxb7

[23.Qc6 Qxc6 24.dxc6 Rxe4 25.Rxe4 bxc6]

1-0

A wonderful game, but too good to be true, I'm afraid: Torre invented it as a present for his friend Adams.

Lastly, a game played at the Olympiad in 1976:

Miltzki - Sandrin,K 1.e4 e5 2.Nf3 d6 3.d4 Nd7 4.Bc4 c6 5.c3 Be7

(white to play and win)



6.Qb3 1-0

Back to [Chess Coaching Page](#)

This document (Openings\lessphld.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Studies and problems

[This simple introduction is probably redundant because there are now some good problems and studies sites.

Characters that clearly like problems include the folks at [Chess Cafe](#), [Cornel Pacurar](#) (who has a [links](#) page), [Ian Gent](#), [Vincent van der Bilt](#) and [Manolis Stratakis](#). Nandakumar Sankaran has an [Endgame Studies](#) as does [IM Igor Khmelnitsky](#). Shaihin very kindly sent me not [one](#) but [two](#) studies laid out in beautiful LaTeX PostScript.

As ever, I wrote this piece for our juniors.]

- [Problems](#)
- [Studies](#)
- [Curios](#)

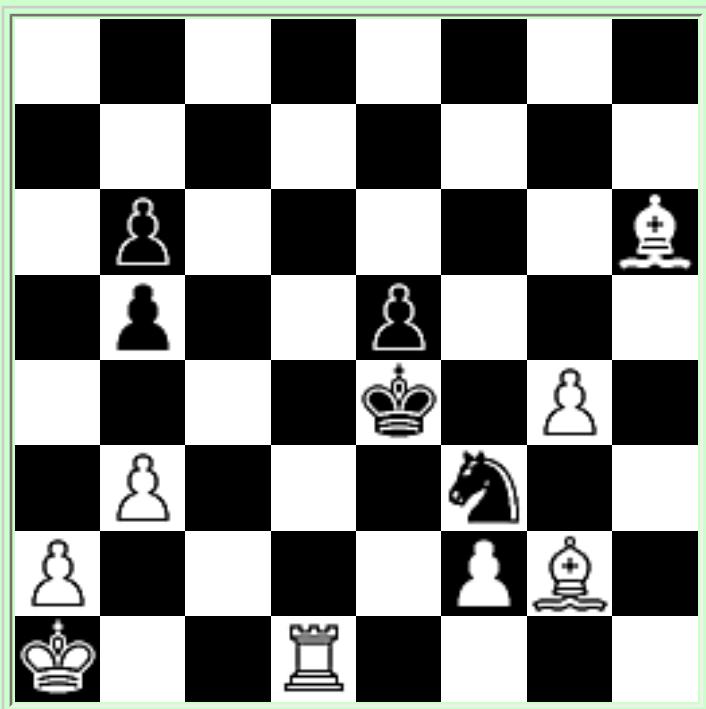
Chess problems

"It is quite a three-pipe problem". - SHERLOCK HOLMES

"A chess problem is an exercise in pure mathematics" - G.H. HARDY

You may have often seen chess puzzles with the challenge of 'White to play and mate in two'. Well, the area of chess problems of this sort is really a whole extra chess continent, with strange customs and unusual wildlife. A well-formed problem is a composed position with a single, often surprising, solution. Many different sorts of problems exist, and most of them look as though they really have been composed - that is, nothing like that would happen in a real game.

Problem thinking is a bit different to chess thinking, but the same principles apply - once you've seen a pattern (theme) you can find it more easily in other settings.



The Indian Problem: White to play and mate in 4 (Rev. HA Loveday, 1845)

SOLUTION

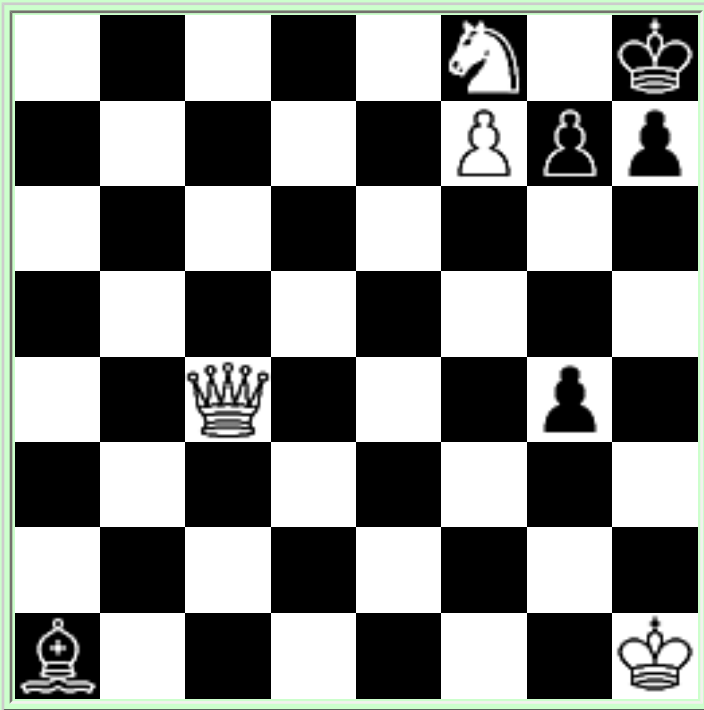
1. Kb1 b4
2. Bc1 b5
3. Rd2 Kf4
4. Rd4 mate

The problem is 'cooked' by 1. Bh1 or 1. Rd8, but the solution is essentially the same.

This I believe was very difficult to solve at the time, because it was a new type of problem; now, the "Indian theme" is well-known to solvers.

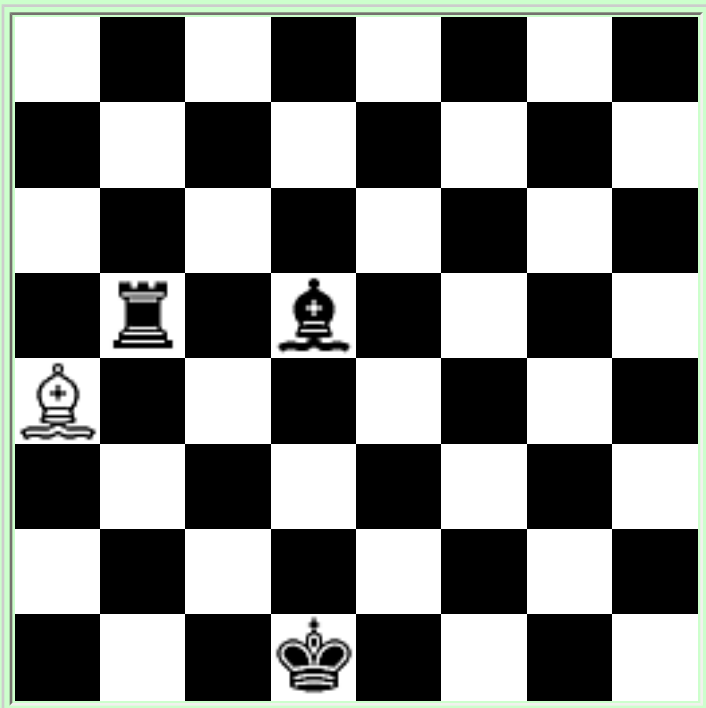
Want to try some? Here is a three-mover, a retrograde problem and a 'fairy chess' helpmate problem (helpmate = Black to play and help White mate!). They are all pretty tough for beginners, so you might just prefer to play over and enjoy the solutions rather than try to solve them.

In the Fairy Chess problem below, there is a new type of piece on the board at c7 - the CamelHopper. This attacks the squares just one more square distant than a N does - that is, on b4,d4,f6 and f8. But it moves only by moving over an attacked piece and moving the same distance the other side - so, if the bQ moved to d4 white could play 1 CHe1, leaving the Qd4. If the bQ was on f8, CH couldn't move to "i9", and in fact can't move in the diagrammed position. Clue: how to control b1?



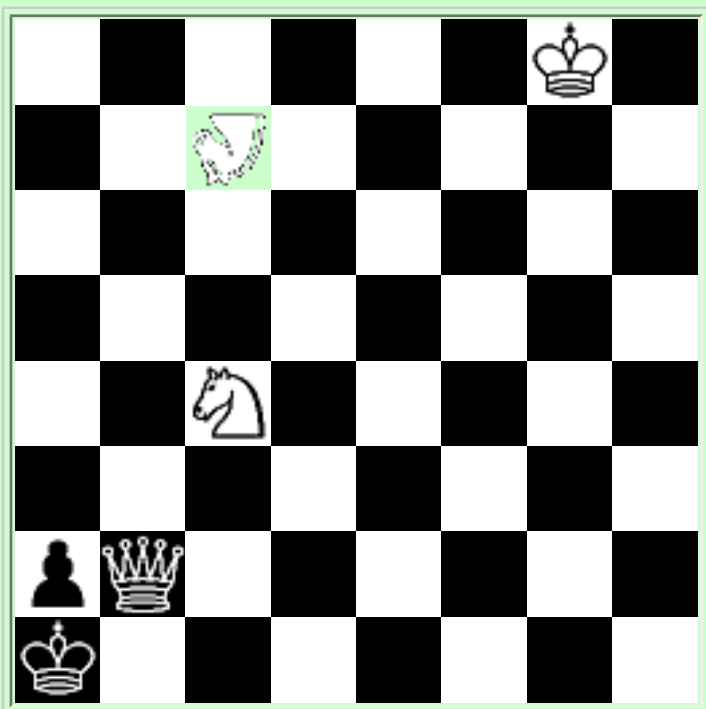
(a) S.Loyd 1869

The Lovechase: *Black invalidation: White non-permission.:* **Mate in 3**



(b) R Smullyan '57

Where is the wK?



(c) Lewis 1929. Camelhopper on c7: helpmate in 5.

ANSWERS

(a) 1 Qe4 fails to 1...g6. Sadly, 1 Ng6+ hxg6; 2 Qc8+ isn't fast enough, and 1 Qc8 (threat 2 Ng6++) fails to 1...h6. The retreat 1. Qf1! is the key - Now, if 1... Bb2; 2 Qb1, or if 1...Bc3 or 1...Bd4; 2 Qd3, or if 1...Be5 or 1...Bf6; 2 Qf5, or if 1... g6; 2 Qxa1#.

(b) K is on c3: the previous moves must have been: 1 Pc2-c4, Pb4xc3e.p.+; 2 Kb3xc3+. Clever stuff! Smullyan has published two or three books of these logical teasers.

(c) The CH can only hit black squares, so the N must hit b1, and so the CH must deliver the mate. So, 1...Qd4; 2 CHe1, Qf4; 3 CHg7, Qd6; 4 CHa5, Qd4; 5 CHg3, Qb2; 6 Nd2#. The N moving to d2 also allows the CH to mate the Ka1. Neat, eh?

There are magazine and societies devoted to these sorts of things, and a World Solving Championship is hotly contested each year. Two GMs who excel at solving are John Nunn and Jon Mestel.

Problem contacts:

The Problemist

British Chess Problem Society

Secretary CAH Russ

76 Albany Drive

Herne Bay

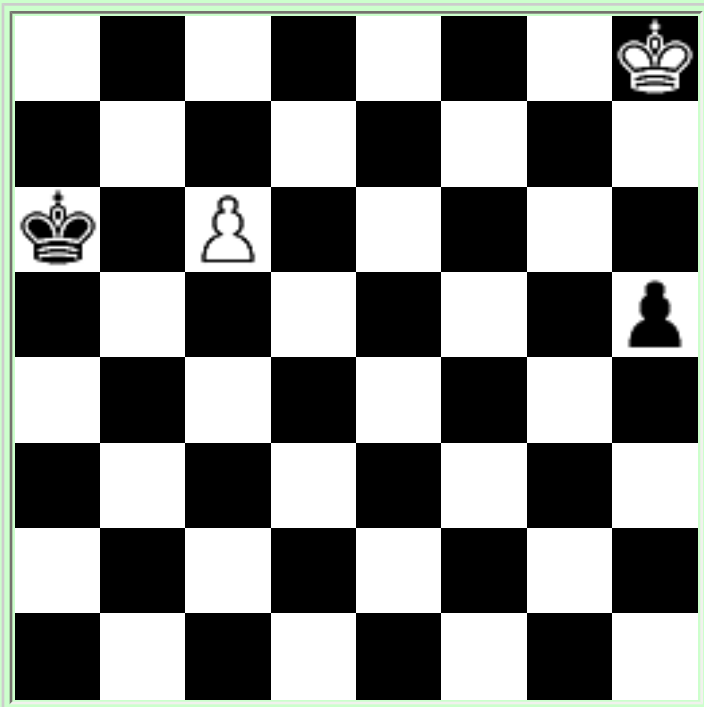
KENT CT6 8JS

Problem Observer

Chess studies

"If a garden is nature perfected, then a study might be described as a game of chess perfected" - .

We have already met a study: Saavedra's position given under 4.4.3.2 is a study, that is, a composed position with a realistic feel to it and with reduced material, and there are other studies in this section. Studies are often referred to as 'endgame studies', and the British study magazine is in fact called **EG**. As well as the problem magazines above, the **BCM** publishes a study column each month, and many other fine examples are to be found in Chernev's **Practical Chess Endings**. Some of the best-known studies are to be found in **The Complete Chess Addict**, including the most famous of all - this one of Reti's (1922):

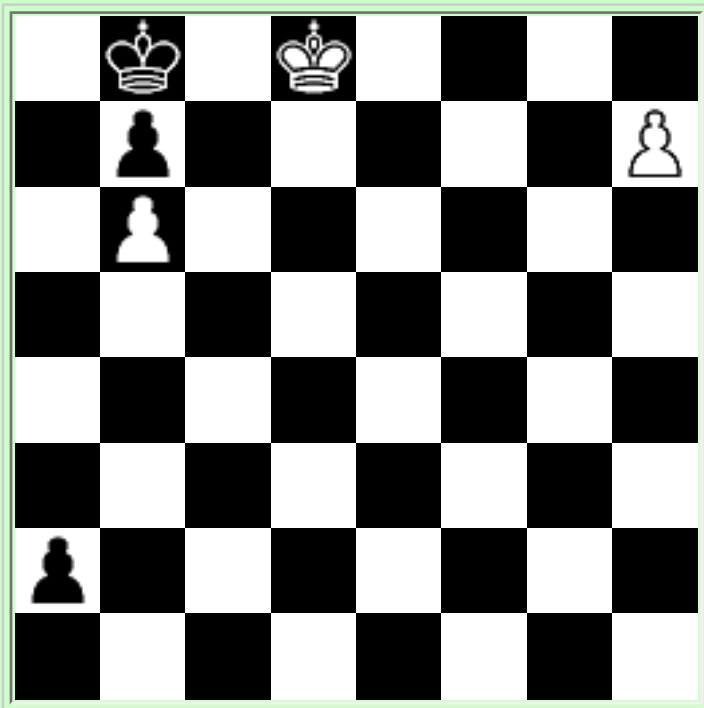


White to play and draw. A seeming impossibility: the Pc6 will be caught by the bKa6 as soon as it moves, and the Ph5 can't be caught by the king. Watch...

1 Kg7 h4; 2 Kf6 (now 2...h4 allows 3 Ke7, h3; 4 c7, Kb7; 5 Kd7, so..) **2...Kb6; 3 Ke5, Kxc6; 4 Kf4** and draws!

With minimum material, this is a perfect example of a study - it could have arisen in a game, there is no demand to 'win in two moves', and the play has a

charming and surprising 'point' to it. One more (Joseph, 1922):



Stalemates and perpetual checks loom: **1 h8=Q** threatens mate by e.g. Kd7 but **1...a1=Q** and if **2 Qxa1** stalemate, so **2 Qg8, Qa2!**; **3 Qe8, Qa4**; **4 Qe5+, Ka8**; **5 Qh8** and wins - triangulation by the Q(!) to get the bK onto a8.

Curios

A related field is not exactly study composition but the challenge of composing to a particular task: for example, from the Usenet newsgroups:

From: Fred Galvin <galvin@math.ukans.edu>**Newsgroups:** sci.math,rec.games.chess.misc
Subject: Re: Strange Question?
Date: Thu, 12 Dec 1996 15:12:07 -0600
From: Fred Galvin <galvin@math.ukans.edu>
Organization: University of Kansas Computing Services

On Wed, 11 Dec 1996, Bob Silverman wrote:

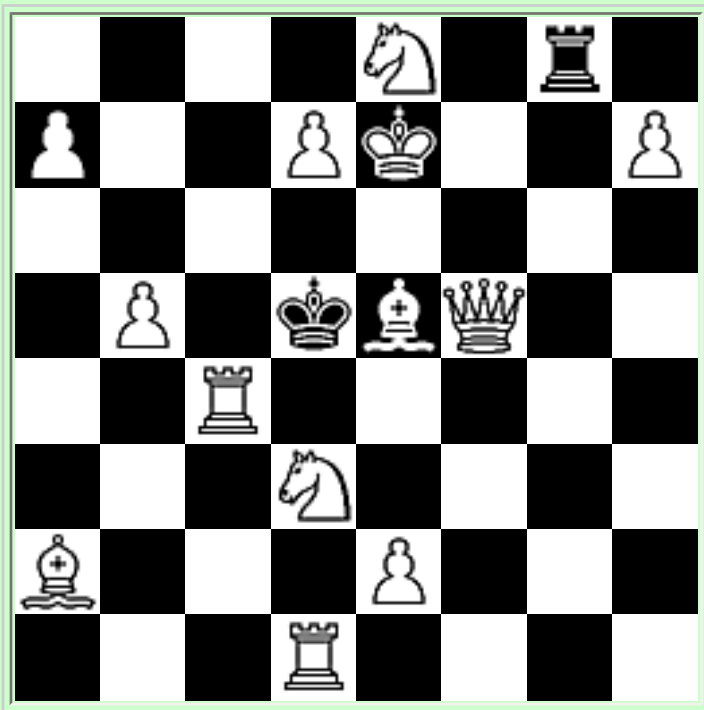
- > Consider the set of all legally reachable positions in chess.
- > Which position(s) give the largest number of different 1 move

> checkmates? What is that number?

The following positions were the record holders as of January 1, 1969, according to Anthony Dickins, **A Guide to Fairy Chess**, *Second Edition* (The Q Press, Richmond, Surrey, 1969); as far as I know, none of them has been *proved* to be best possible; I don't know of any published upper bounds.

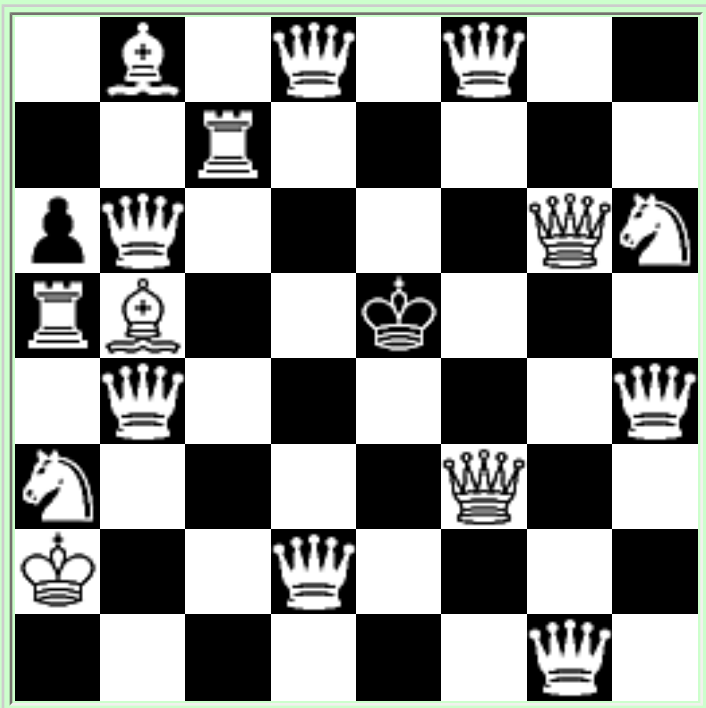
Legal position, no promoted men, 47 mates (**J. C. West, 1880**):

4N1r1/P2PK2P/8/1P1kBQ2/2R5/3N4/B3P3/3R4



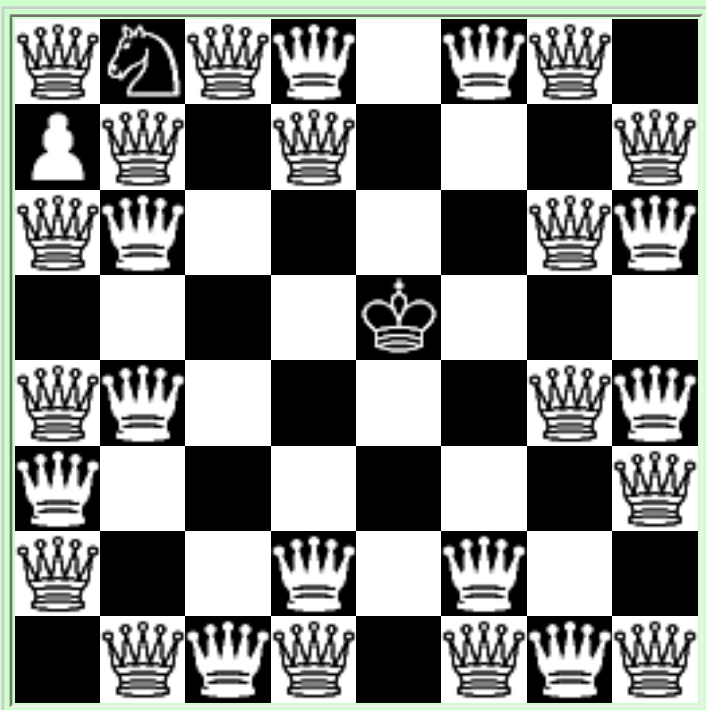
Legal position with promoted men, 105 mates (**N. Petrovic, 1947**):

1B1Q1Q2/2R5/pQ4QN/RB2k3/1Q5Q/N4Q2/K2Q4/6Q1



Illegal position, 143 mates (**N. Petrovic, 1947**):

QnQQ1QQ1/PQ1Q3Q/QQ4QQ/4k3/QQ4QQ/Q6Q/Q2Q1Q2/1QQQ1QQQ



Back to [Chess Coaching Page](#)



This document (studies.html) was last modified on 4th July 1996 by

[Dr. Dave](#)

Exeter Chess Club: Tactics tests

These aren't 'White to play and win' but 'can you see what's going on in the position'...

They aren't very advanced but all occurred in actual tournament games between Experts/Masters, mostly at Olympiads. If you want to work up a sweat, try the tests from [John Coffey](#), [WT Harvey](#) and [David Hayes](#).

1. [position.0.html](#)
2. [position.0.html](#)
3. [position.0.html](#)
4. [position.0.html](#)
5. [position.0.html](#)
6. [position.0.html](#)
7. [position.0.html](#)
8. [position.0.html](#)
9. [position.0.html](#)
10. [position.0.html](#)
11. [position.0.html](#)
12. [position.0.html](#)
13. [position.0.html](#)
14. [position.0.html](#)
15. [position.0.html](#)
16. [position.0.html](#)
17. [position.0.html](#)
18. [position.0.html](#)
19. [position.0.html](#)
20. [position.0.html](#)
21. [position.0.html](#)
22. [position.0.html](#)
23. [position.0.html](#)
24. [position.0.html](#)
25. [position.0.html](#)
26. [position.0.html](#)
27. [position.0.html](#)

28. [position.0.html](#)
29. [position.0.html](#)
30. [position.0.html](#)
31. [position.0.html](#)
32. [position.0.html](#)
33. [position.0.html](#)
34. [position.0.html](#)
35. [position.0.html](#)
36. [position.0.html](#)
37. [position.0.html](#)
38. [position.0.html](#)
39. [position.0.html](#)
40. [position.0.html](#)
41. [position.0.html](#)
42. [position.0.html](#)
43. [position.0.html](#)
44. [position.0.html](#)
45. [position.0.html](#)
46. [position.0.html](#)
47. [position.0.html](#)
48. [position.0.html](#)
49. [position.0.html](#)
50. [position.0.html](#)
51. [position.0.html](#)
52. [position.0.html](#)
53. [position.0.html](#)
54. [position.0.html](#)
55. [position.0.html](#)
56. [position.0.html](#)
57. [position.0.html](#)
58. [position.0.html](#)
59. [position.0.html](#)
60. [position.0.html](#)
61. [position.0.html](#)
62. [position.0.html](#)
63. [position.0.html](#)
64. [position.0.html](#)
65. [position.0.html](#)

66. [position.0.html](#)
67. [position.0.html](#)
68. [position.0.html](#)
69. [position.0.html](#)
70. [position.0.html](#)
71. [position.0.html](#)
72. [position.0.html](#)
73. [position.0.html](#)
74. [position.0.html](#)
75. [position.0.html](#)
76. [position.0.html](#)
77. [position.0.html](#)
78. [position.0.html](#)
79. [position.0.html](#)
80. [position.0.html](#)
81. [position.0.html](#)
82. [position.0.html](#)
83. [position.0.html](#)
84. [position.0.html](#)
85. [position.0.html](#)
86. [position.0.html](#)
87. [position.0.html](#)
88. [position.0.html](#)
89. [position.0.html](#)
90. [position.0.html](#)
91. [position.0.html](#)
92. [position.0.html](#)
93. [position.0.html](#)
94. [position.0.html](#)
95. [position.0.html](#)
96. [position.0.html](#)
97. [position.0.html](#)
98. [position.0.html](#)

Back to [Chess Coaching Page](#)



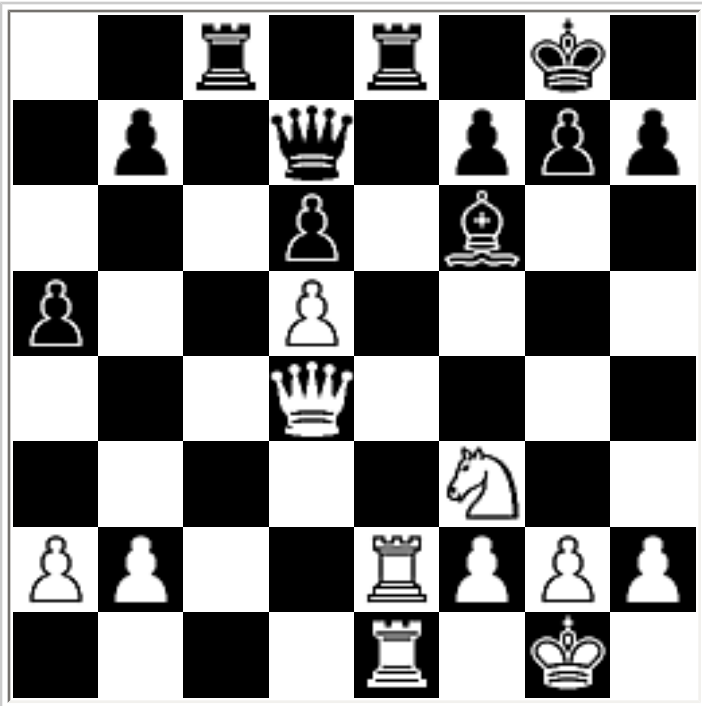
This document (tactidx.html) was last modified on 1st Oct 96 by

[Dr. Dave](#)

Exeter Chess Club Canon

back - rank [C41] adams-torre, 1920

1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 !? 4... Nc6 5. Bb5 Bd7 6. Bxc6 Bxc6 7. Nc3 Nf6 8. O-O Be7 9. Nd5 Bxd5 10. exd5 O-O 11. Bg5 c6 12. c4 cxd5 13. cxd5 Re8 14. Rfe1 a5 15. Re2 Rc8 16. Rae1 Qd7 17. Bxf6 ! 17... Bxf6



What would you play here? [CONTINUE](#)

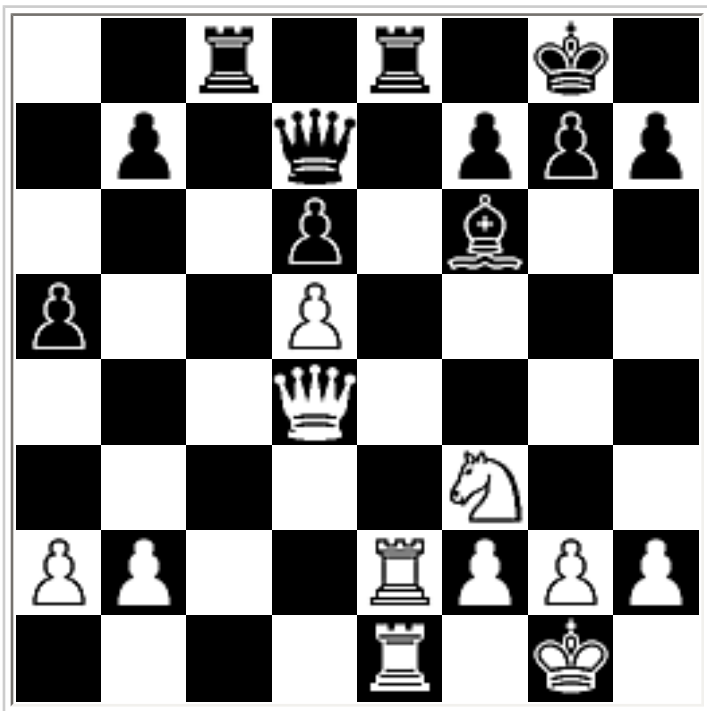
Back to [Chess Coaching Page](#)

This document (Tactics\c001_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c001_2.html



(white has a tactical point available, an idea which when pursued wins him the game) 18. Qg4 Qb5
[18... Qxg4 19. Rxe8+ Rxe8 20. Rxe8#] 19. Qc4 Qd7 20. Qc7 Qb5 21. a4 Qxa4 22. Re4 Qb5
(the bQ has very nearly run out of squares to defend e8 from...) 23. Qxb7 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c001_2.html) was last modified on 13 Aug 2005 by

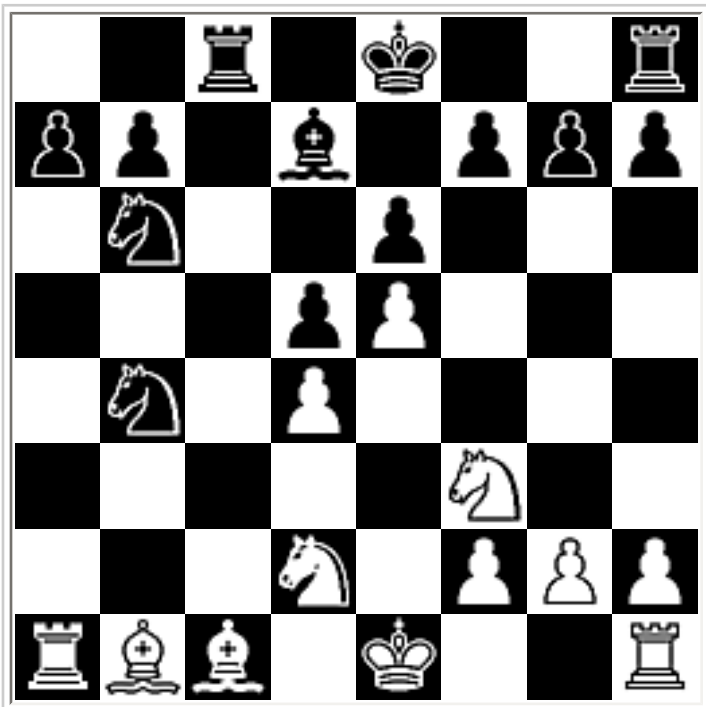


[Dr. Dave](#)

Exeter Chess Club Canon

back - rank [C07] farooqi-kazzaz, nice, 1974

1. e4 e6 2. d4 d5 3. Nd2 c5 4. Ngf3 Nf6 5. e5 Nfd7 6. c3 Nc6 7. Bd3 Qb6 8. Qb3 cxd4 9. Qxb6 Nxb6 10. cxd4 Bd7 11. a3 Rc8 12. b4 Bxb4 13. axb4 Nxb4 14. Bb1



What would you play here? [CONTINUE](#)

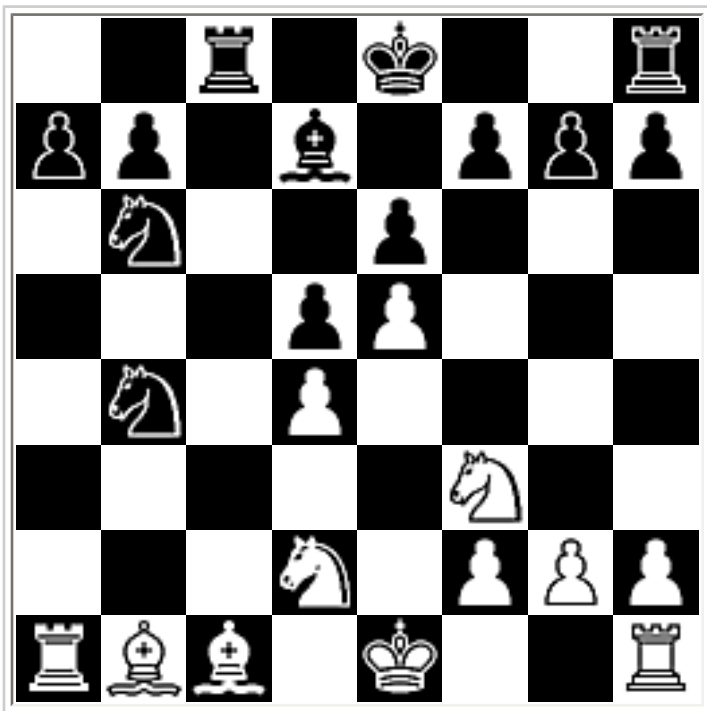
Back to [Chess Coaching Page](#)

This document (Tactics\c002_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c002_2.html



overlooking... 14... Rxc1+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c002_2.html) was last modified on 13 Aug 2005 by

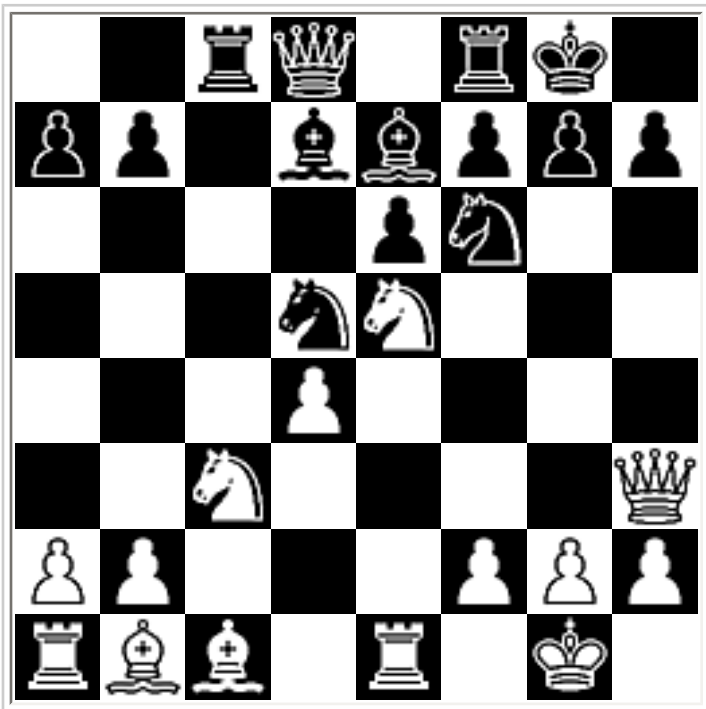


[Dr. Dave](#)

Exeter Chess Club Canon

combined operations [E10] tactics: from WL SOAC, 1994

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. e3 d5 5. Nc3 cxd4 6. exd4 Be7 7. cxd5 Nxd5 8. Bd3 Nc6 9. O-O O-O 10. Re1 Ncb4 11. Bb1 Nf6 12. Ne5 Nbd5 13. Qf3 Bd7 14. Qh3 Rc8



What would you play here? [CONTINUE](#)

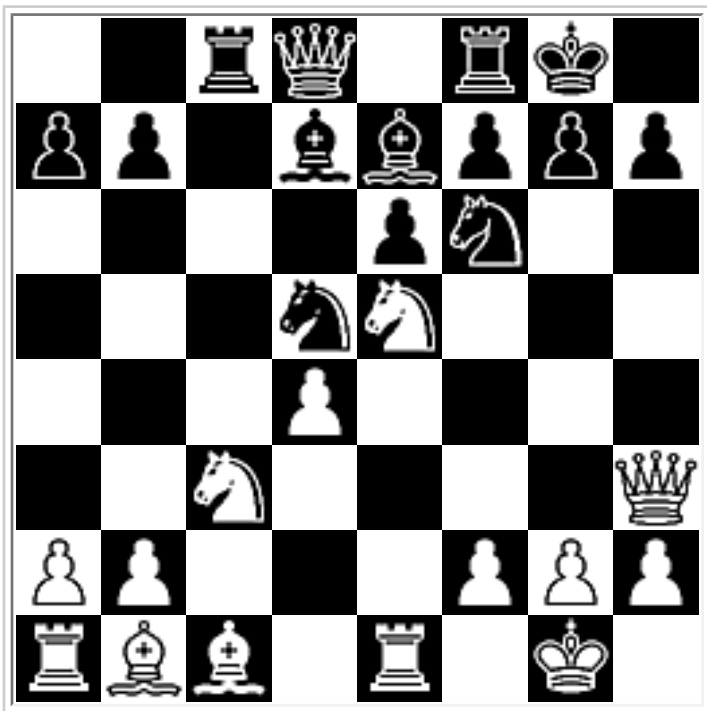
Back to [Chess Coaching Page](#)

This document (Tactics\c003_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c003_2.html



[14... Bc6] 15. Nxd5 1-0 the Nf6 is overloaded 15... exd5 16. Nxd7 wins a piece, because if 16... Qxd7 17. Bxh7+ Kh8 18. Bf5+ a painful discovery 18... Kg8 19. Bxd7 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c003_2.html) was last modified on 13 Aug 2005 by

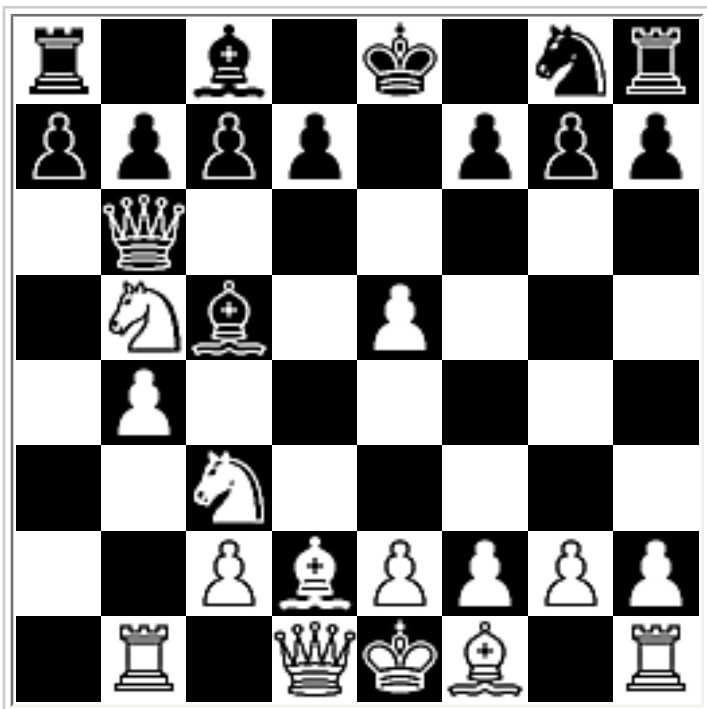


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [A40] eros-keane, kuortane, 1976

1. d4 e5 2. dxe5 Nc6 3. Nf3 Qe7 4. Bf4 Qb4+ 5. Bd2 Qxb2 6. Nc3 Nb4 7. Nd4 Bc5 8. Rb1 Qa3 9. Ndb5 Qa5 10. a3 Qb6 11. axb4



What would you play here? [CONTINUE](#)

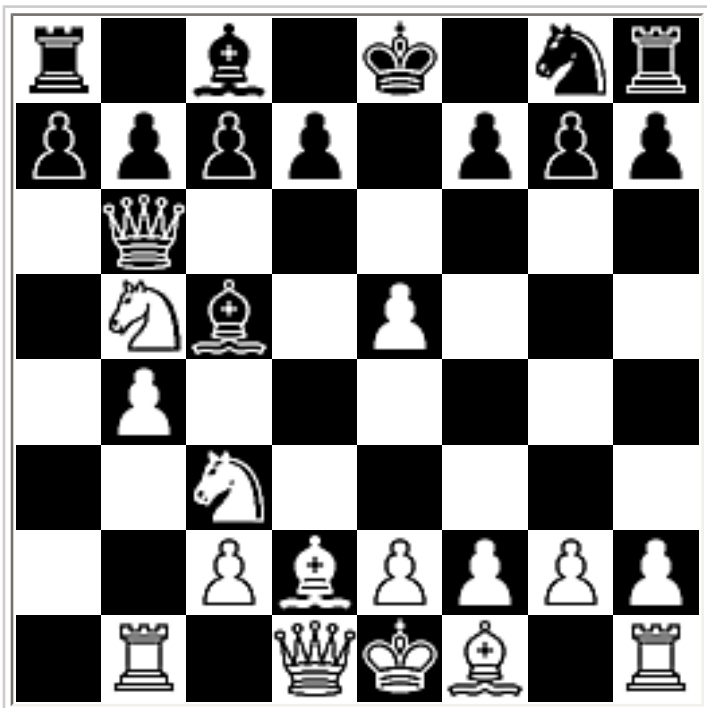
Back to [Chess Coaching Page](#)

This document (Tactics\c004_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c004_2.html



(has black just lost a piece?) 11... Bxf2# 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c004_2.html) was last modified on 13 Aug 2005 by

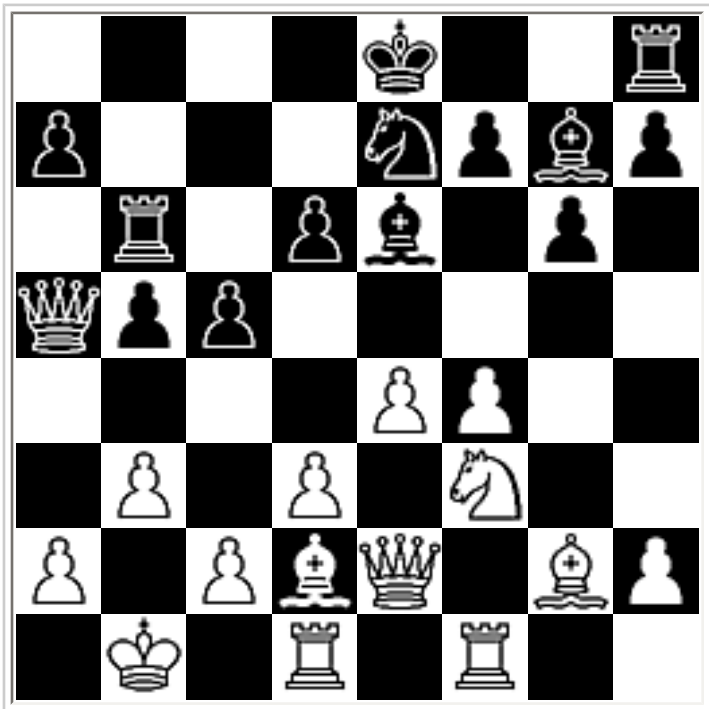


[Dr. Dave](#)

Exeter Chess Club Canon

design for check-mate(jackson,dave (1855) - regis,d) (1740)
[B25] exeter vs. plymouth (bemridge), 1993

1. e4 c5 2. Nc3 g6 3. g3 Bg7 4. Bg2 Nc6 5. d3 d6 6. f4 e5 7. Nf3 Nge7 8. Be3 exf4 9. gxf4 [9. Bxf4]
9... Nd4 10. Qd2 Bg4 11. Rf1 [11. O-O] 11... Rb8 12. O-O-O b5 13. Ne2 Nxe2+ 14. Qxe2 Qa5 15.
Kb1 Be6 16. b3 Rb6 17. Bd2



What would you play here? [CONTINUE](#)

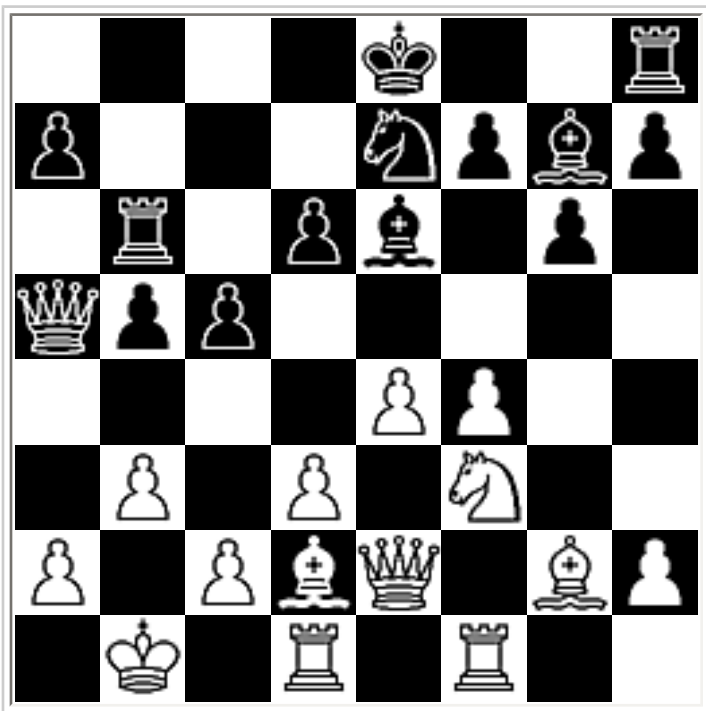
Back to [Chess Coaching Page](#)

This document (Tactics\c005_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c005_2.html



?? (black to play and win) 17... b4 ?? [17... Qxa2+ 18. Kxa2 Ra6+ 19. Ba5 Rxa5+ 20. Kb1 Ra1#] 18. a4 Bd7 19. e5 Bxa4 20. Bc1 [20. bxa4 Qxa4 21. Ne1 Ra6 22. Bc6+ Nxc6 23. Bc3 bxc3 24. exd6+ Kd7 25. Qg4+ Kxd6 26. Qe6+ fxe6 27. h3 Qa1#] 20... O-O [20... Nd5 21. Bb2 Nc3+ 22. Bxc3 bxc3 23. exd6+ Kf8 24. Qe7+ Kg8 25. Ng5 Bxb3 (I hadn't noticed that this stopped the mate on f7 when playing move 20) 26. Qe8+ Bf8 27. Qxf8+ Kxf8 28. Nxh7+ Rxh7 29. cxb3 Rxb3+ 30. Kc1 Qa3+ 31. Kc2 Qb2#] 21. Nd2 Bb5 22. Bb2 Nf5 23. Nc4 Bxc4 24. dxc4 (Draw agreed after tea: I had only 15 minutes to make move 40. I did think white might be better (2B + central control) although ...Nd4 can't be met by Bxd4. To make use of the Pg6 I'd have to exchange at least queens +/- BB/RR) 1/2



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c005_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [E41] holte-labin, kuortane, 1976

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Nf3 O-O 6. dxc5 Ne4 7. Qd4 f5 8. Ne5 Qf6 9. f4 Qh4+ 10. Ke2 Qf2+ 11. Kd1 Bxc3 12. bxc3 Qh4 13. Ke2 Nc6 14. Qd1



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c006_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c006_2.html



(black to play and mate in two) 14... Qf2+ 15. Kd3 Nxc5# 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c006_2.html) was last modified on 13 Aug 2005 by

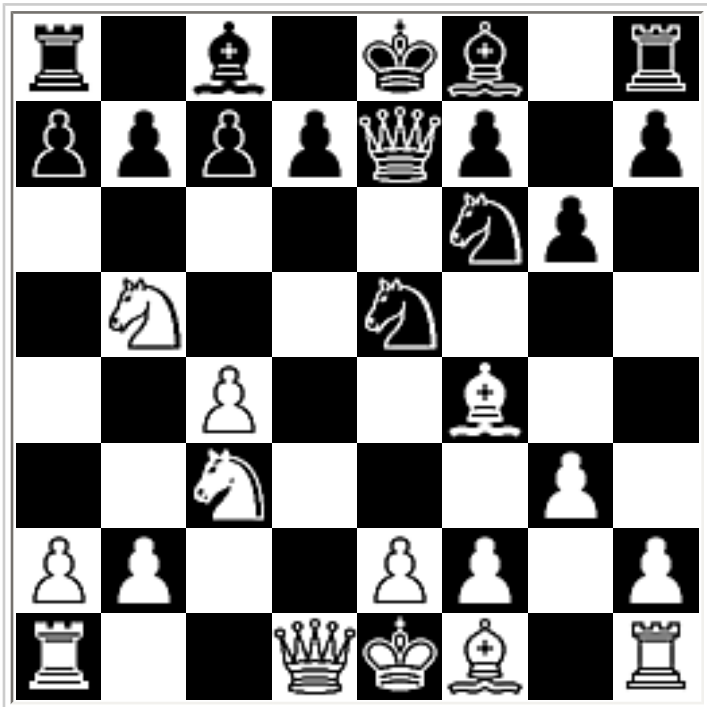


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [A29] iskov-bartrina, olot, 1974

1. c4 Nf6 2. Nc3 e5 3. Nf3 Nc6 4. g3 g6 5. d4 exd4 6. Nxd4 Ne5 7. Bf4 Qe7 8. Ndb5



What would you play here? [CONTINUE](#)

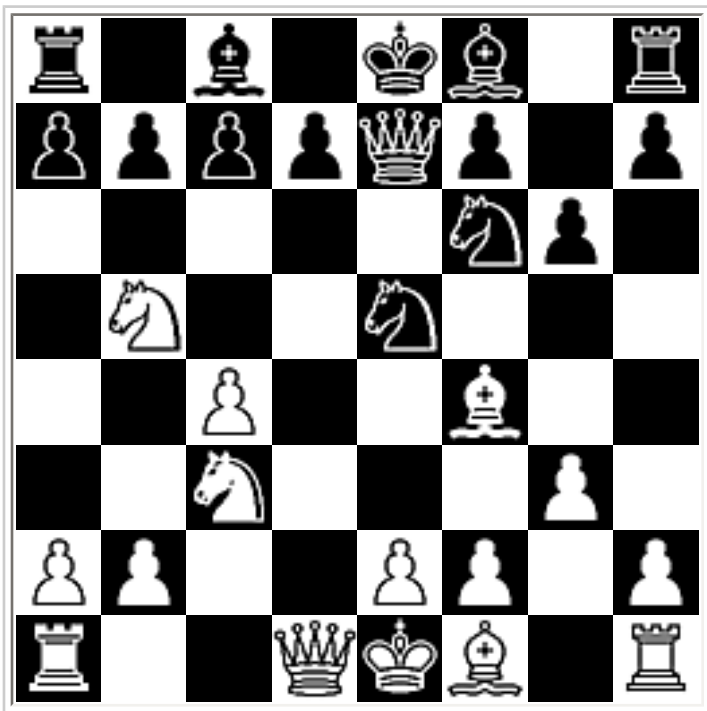
Back to [Chess Coaching Page](#)

This document (Tactics\c007_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c007_2.html



plausible, but... 8... Nf3# 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c007_2.html) was last modified on 13 Aug 2005 by

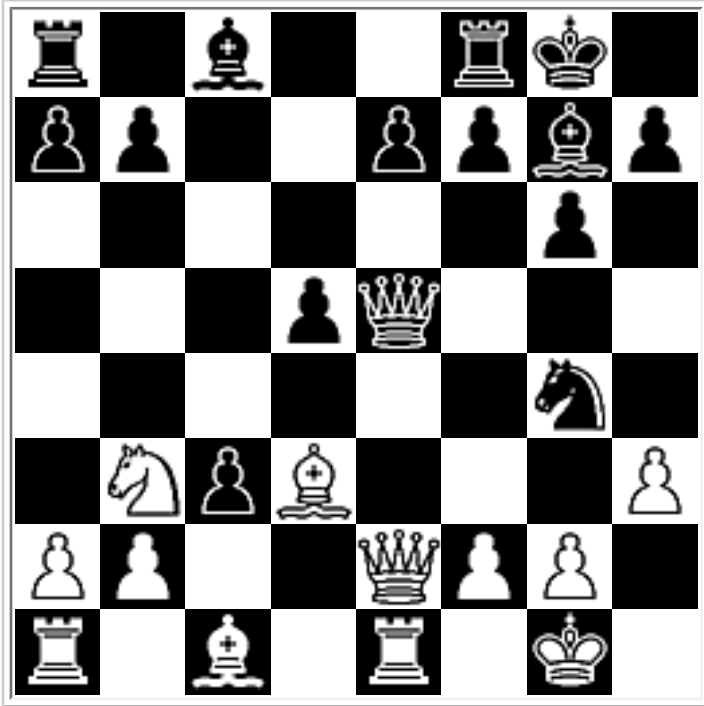


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [D04] lizares-o'siochru, haifa, 1976

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 Nbd7 5. Bd3 g6 6. Nbd2 Bg7 7. O-O O-O 8. Re1 Qc7 9. e4 cxd4 10. e5 dxc3 11. Nb3 Ng4 12. Qe2 Ndx5 13. Nxe5 Qxe5 14. h3



What would you play here? [CONTINUE](#)

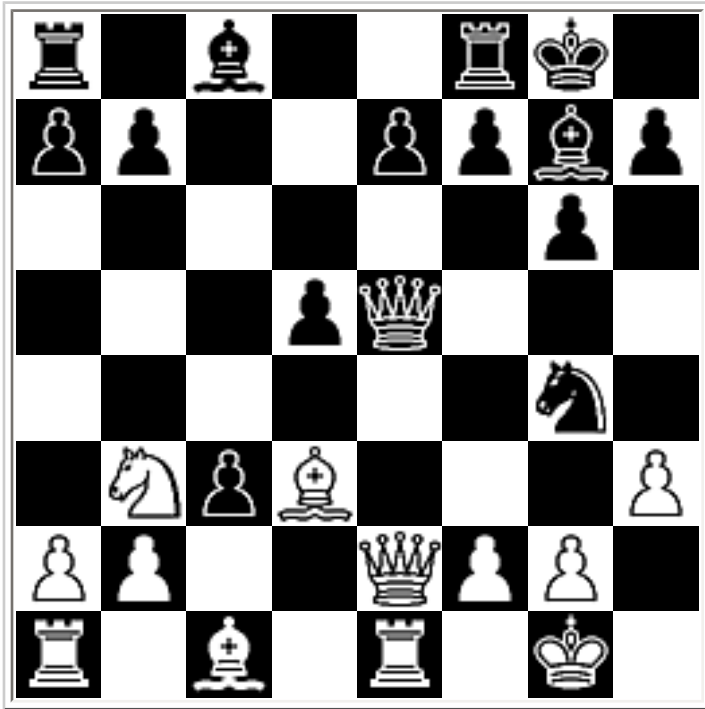
Back to [Chess Coaching Page](#)

This document (Tactics\c008_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c008_2.html



this is a horrible blunder, but white has been getting in more and more of a mess 14... Qh2+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c008_2.html) was last modified on 13 Aug 2005 by

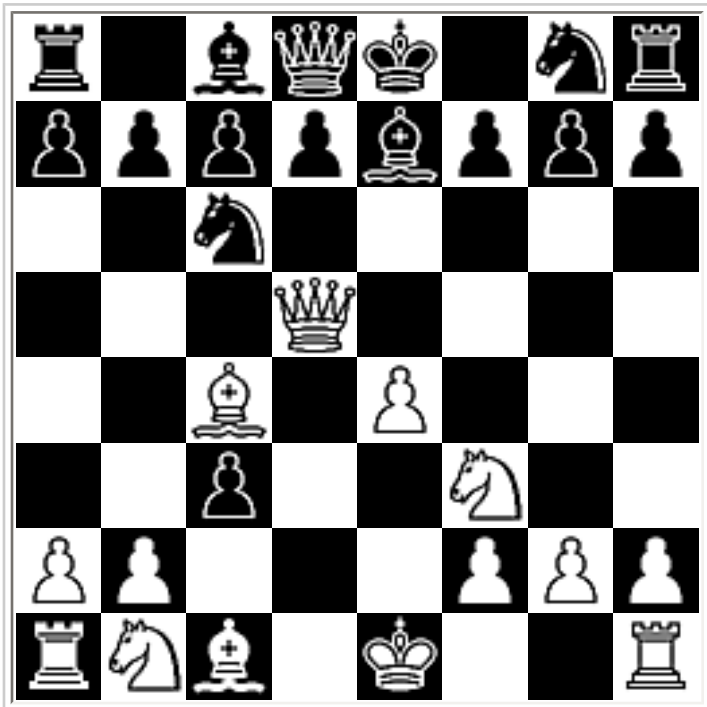


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [C44] midjord-scharf, nice, 1974

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7 4. d4 exd4 5. c3 dxc3 6. Qd5



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c009_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c009_2.html



resigns?? 6... d6 [6... Nh6 7. Bxh6 O-O 8. Bc1 [8. Nxc3 gxh6 and Black survives!] 8... Nb4 9. Qd1 c2] 7. Qxf7+ Kd7 8. Be6# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c009_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [A04] plachetka-zinn, decin, 1974

1. Nf3 c5 2. b3 Nf6 3. Bb2 Nc6 4. e3 d5 5. Bb5 e6 6. Ne5 Qc7 7. O-O Bd6 8. Bxc6+ bxc6 9. f4 O-O 10. Rf3 Nd7 11. Rh3 g6



What would you play here? [CONTINUE](#)

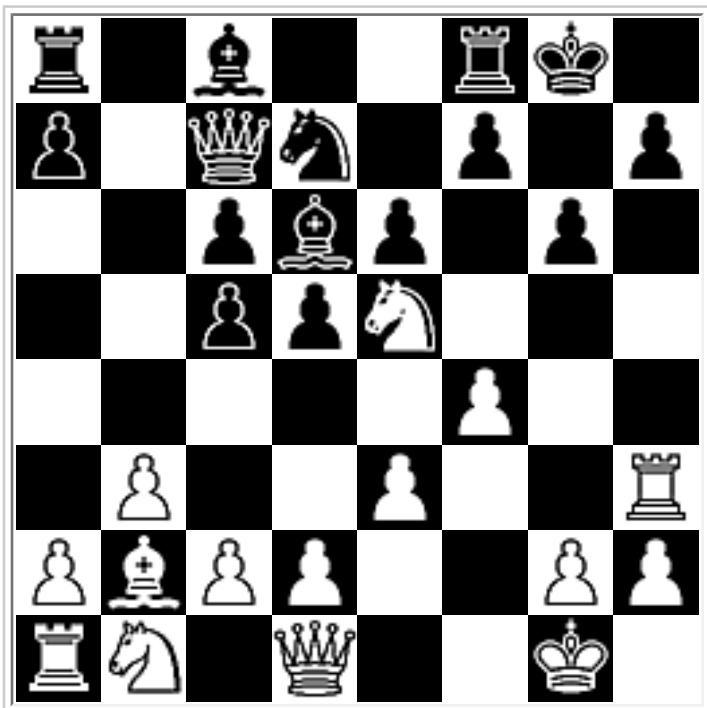
Back to [Chess Coaching Page](#)

This document (Tactics\c010_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c010_2.html



looks sufficient, but... 12. Qh5 1-0 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c010_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [C31] rigaud-cooper, nice, 1974

1. e4 e5 2. f4 d5



What would you play here? [CONTINUE](#)

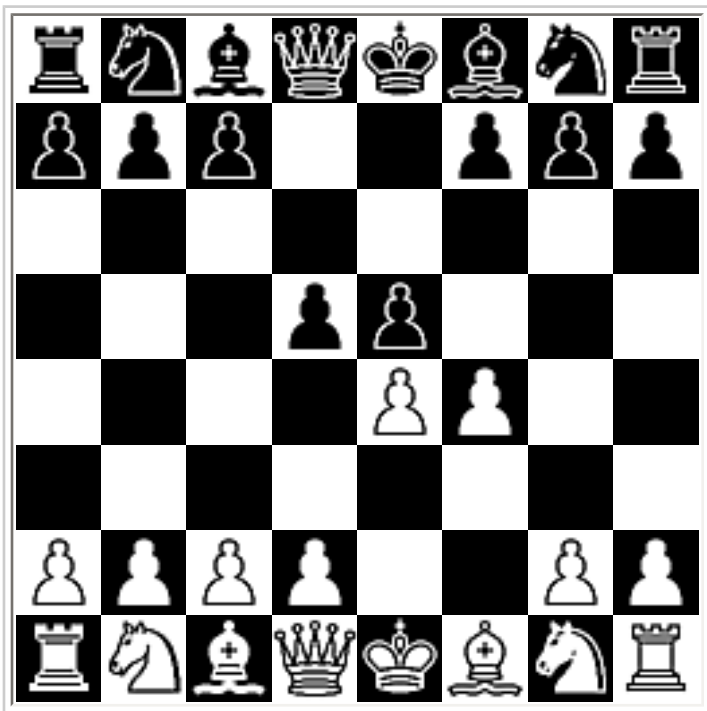
Back to [Chess Coaching Page](#)

This document (Tactics\c011_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c011_2.html



3. fxe5 a beginner's blunder 3... Qh4+ 4. g3 Qxe4+ 5. Kf2 Bc5+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c011_2.html) was last modified on 13 Aug 2005 by

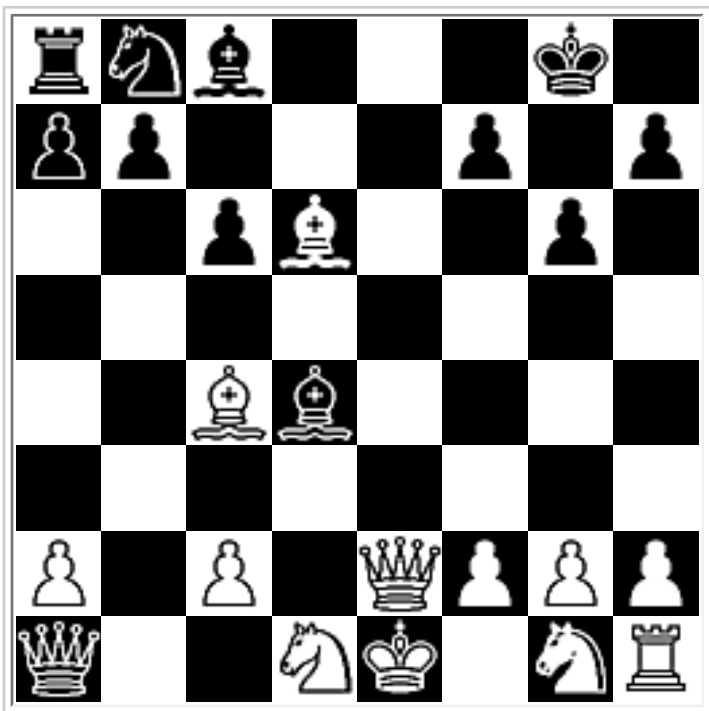


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [B07] sand-denes, kuortane, 1976

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Bc4 Bg7 5. Qe2 O-O 6. e5 Ne8 7. Bg5 c6 8. exd6 Nxd6 9. Bxe7 Qb6 10. Bxf8 Qxb2 11. Nd1 Qxa1 12. Bxd6 Bxd4



What would you play here? [CONTINUE](#)

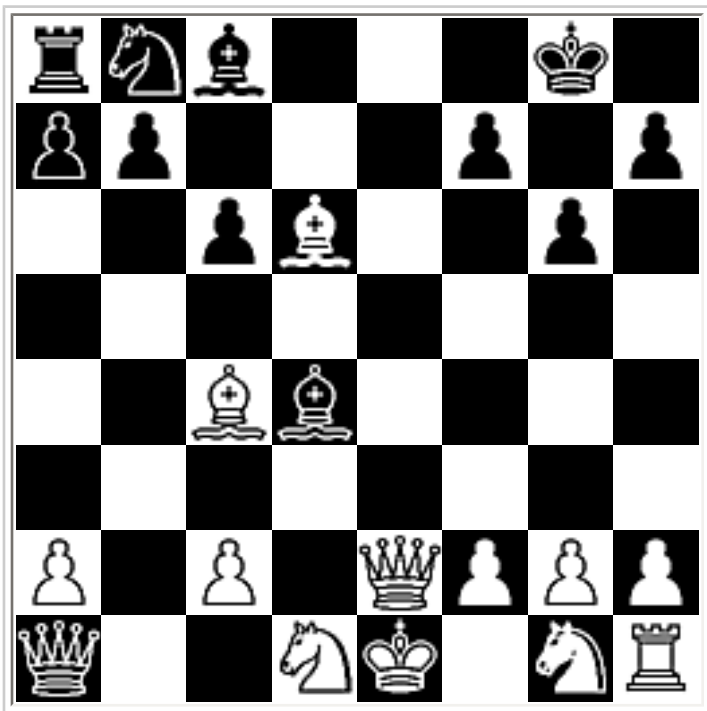
Back to [Chess Coaching Page](#)

This document (Tactics\c012_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c012_2.html



(white to play and win) 13. Qe8+ Kg7 14. Bf8+ Kf6 15. Qe7+ (black resigns) 15... Kf5 16. Bd3+ Kg4 17. h3+ Kh5 18. Be2+ Bg4 19. Bxg4# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c012_2.html) was last modified on 13 Aug 2005 by

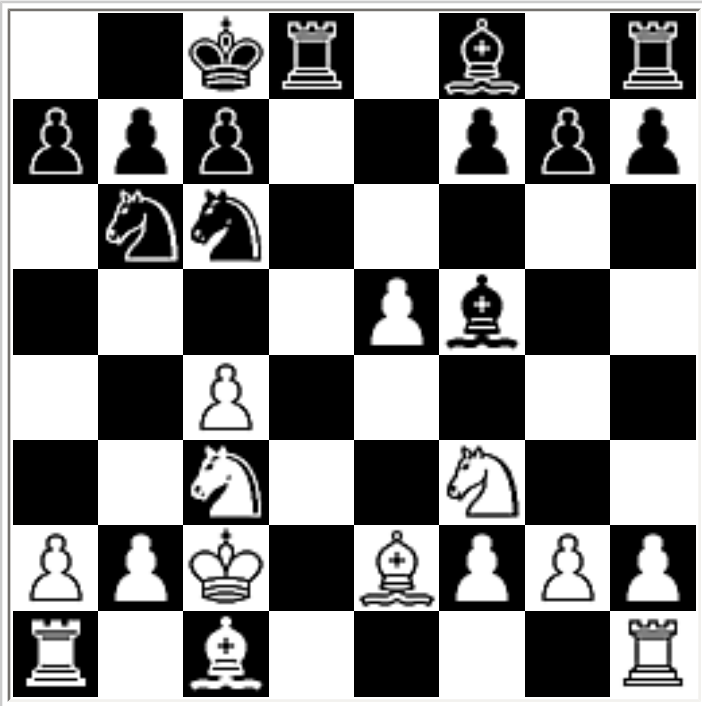


[Dr. Dave](#)

Exeter Chess Club Canon

design for check - mate [B01] wahyuwidayat-chia, singapore-indonesia, 1976

1. e4 d5 2. exd5 Nf6 3. d4 Nxd5 4. c4 Nb6 5. Nc3 e5 6. dxe5 Qxd1+ 7. Kxd1 Nc6 8. Nf3 Bg4 9. Be2 O-O-O+ 10. Kc2 Bf5+



What would you play here? [CONTINUE](#)

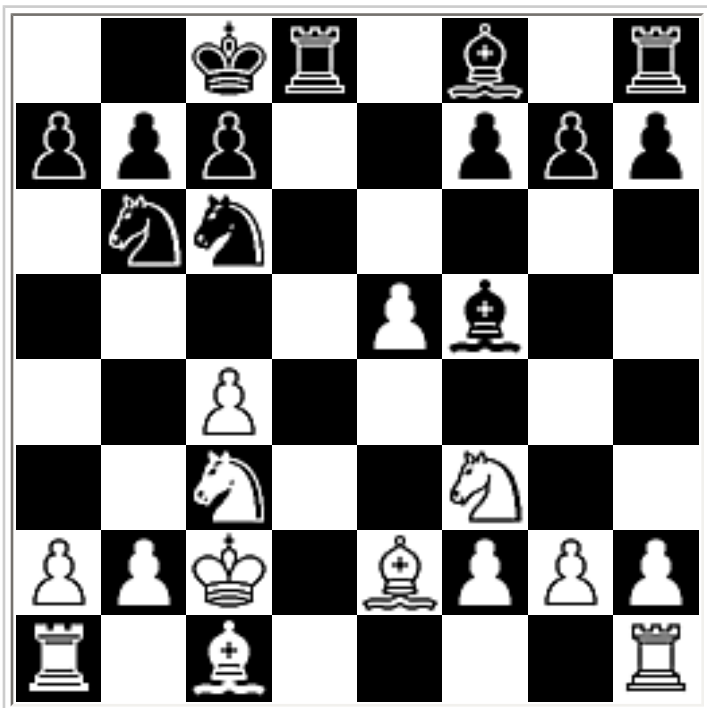
Back to [Chess Coaching Page](#)

This document (Tactics\c013_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c013_2.html



(white resigns - why?) 11. Kb3 Na5# (so white has to lose a piece with 11 Ne4) 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c013_2.html) was last modified on 13 Aug 2005 by

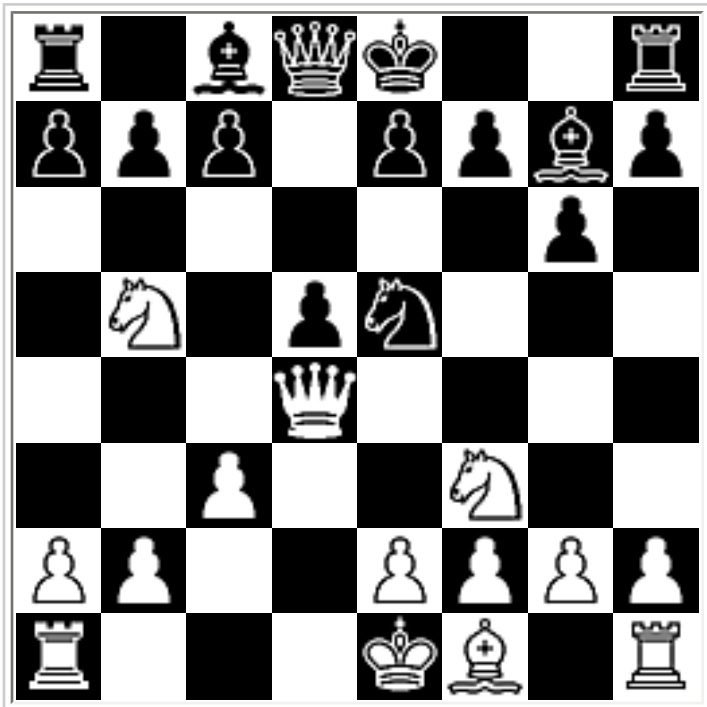


[Dr. Dave](#)

Exeter Chess Club Canon

discovered - attack [A48] campbell-midjord, haifa, 1976

1. d4 Nf6 2. Nf3 g6 3. Nc3 Bg7 4. Bf4 d5 5. Be5 Nc6 6. Nb5 Nxe5 7. dxe5 Ng4 8. c3 Nxe5 9. Qd4



What would you play here? [CONTINUE](#)

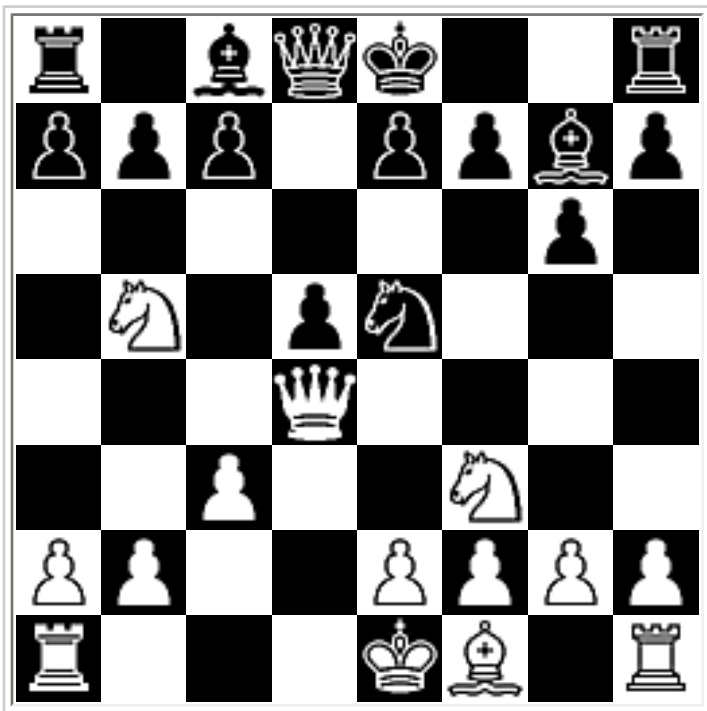
Back to [Chess Coaching Page](#)

This document (Tactics\c014_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c014_2.html



(white pins the knight against the bishop on g7, but...) 9... Nxf3+ 10. exf3 Bxd4 11. cxd4 c6 12. Nc3 Qb6 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c014_2.html) was last modified on 13 Aug 2005 by

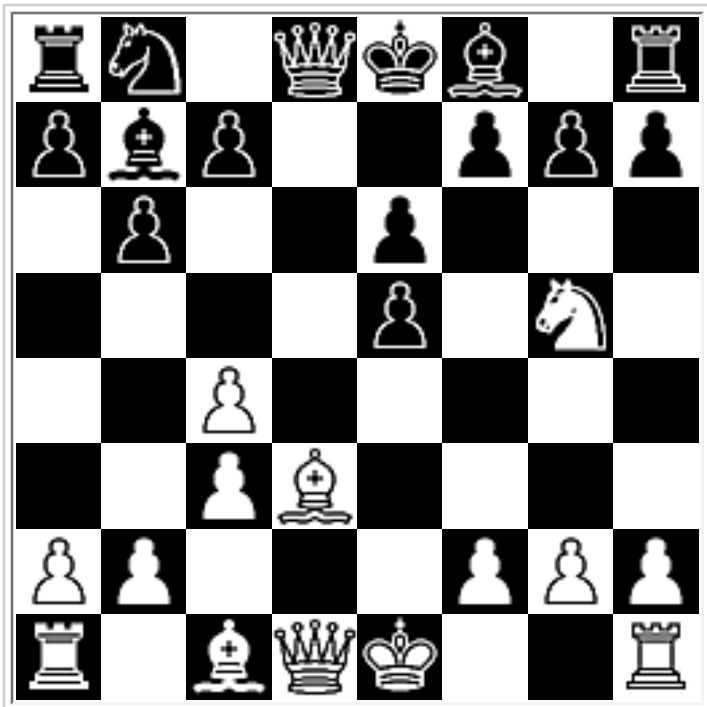


[Dr. Dave](#)

Exeter Chess Club Canon

discovered - attack [A17] de veauce-cafferty, birmingham, 1974

1. c4 Nf6 2. Nc3 e6 3. Nf3 b6 4. e4 Bb7 5. e5 Ne4 6. Bd3 Nxc3 7. dxc3 d6 [7... Be7] 8. Ng5 dxe5



What would you play here? [CONTINUE](#)

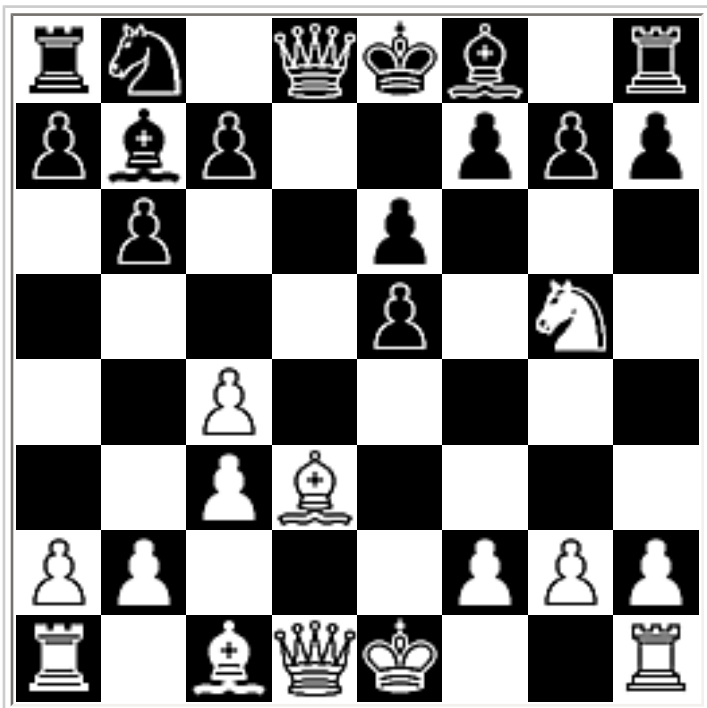
Back to [Chess Coaching Page](#)

This document (Tactics\c015_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c015_2.html



what has Black overlooked? [8... g6] 9. Nxf7 Qf6 10. Nxh8 g6 11. Qg4 Qxh8 12. Qxe6+ Be7 13. Bg5 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c015_2.html) was last modified on 13 Aug 2005 by

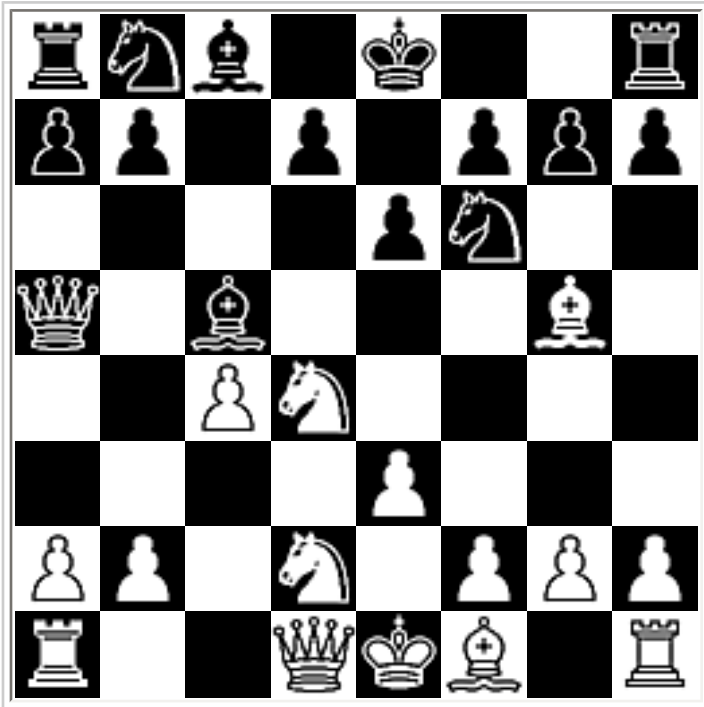


[Dr. Dave](#)

Exeter Chess Club Canon

discovered - attack [E10] klausen-baretic, kuortane, 1976

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. Bg5 cxd4 5. Nxd4 Bc5 6. e3 Qa5+ 7. Nd2



What would you play here? [CONTINUE](#)

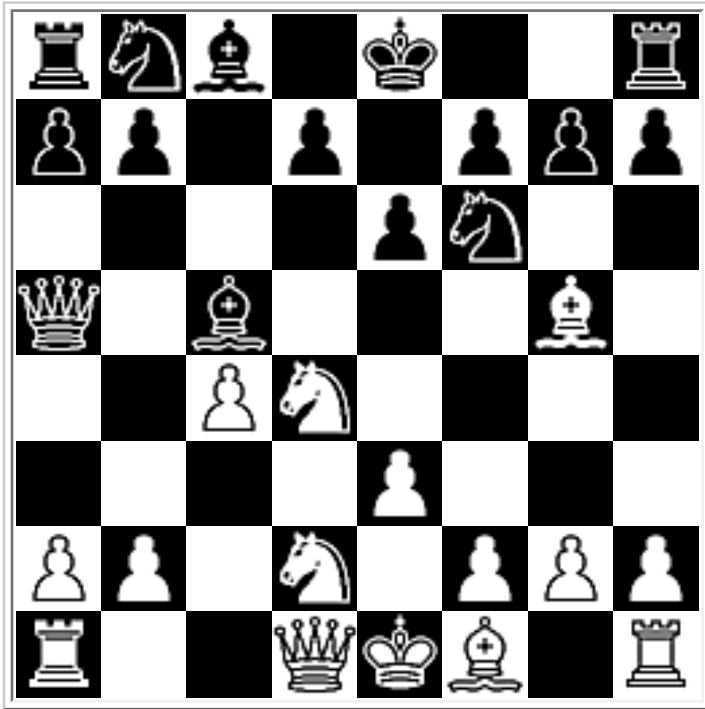
Back to [Chess Coaching Page](#)

This document (Tactics\c016_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c016_2.html



(black to play and win) 7... Bxd4 8. exd4 Qxg5 9. g3 Nc6 10. Nf3 Qa5+ 11. Ke2 O-O 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c016_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

discovered attack - intermezzo - knight fork [B43] ozaki-woodhams, haifa, 1976

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 a6 5. Nc3 Qc7 6. Be2 b5 7. a3 Bb7 8. O-O Nf6 9. Bxb5 axb5 10. Ndx5 Qc6 11. Bf4 Nxe4 12. Nc7+ Kd8 13. Qf3



What would you play here? [CONTINUE](#)

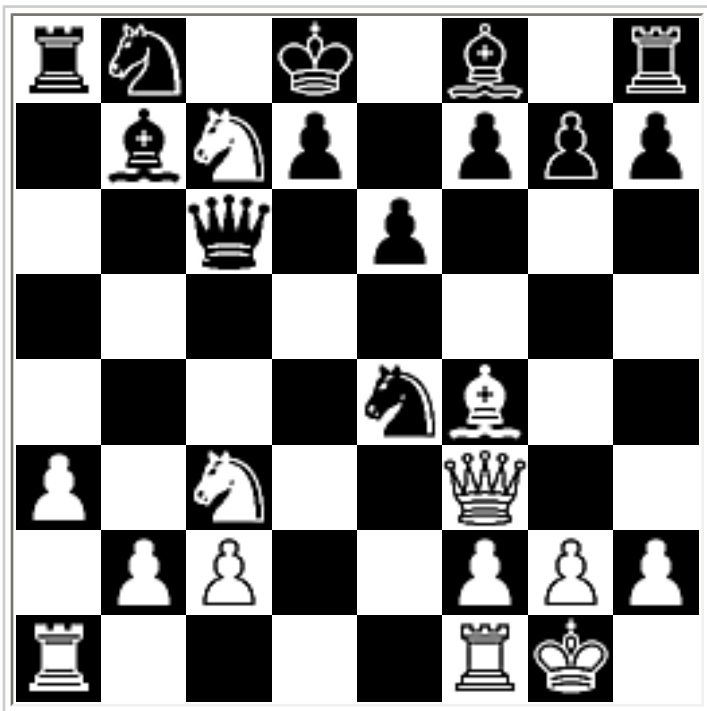
Back to [Chess Coaching Page](#)

This document (Tactics\c017_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c017_2.html



(white has been a bit to anxious to force things - black now has a forcing line of his own) 13... Nxc3
14. Qxc6 Ne2+ 15. Kh1 Bxc6 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c017_2.html) was last modified on 13 Aug 2005 by

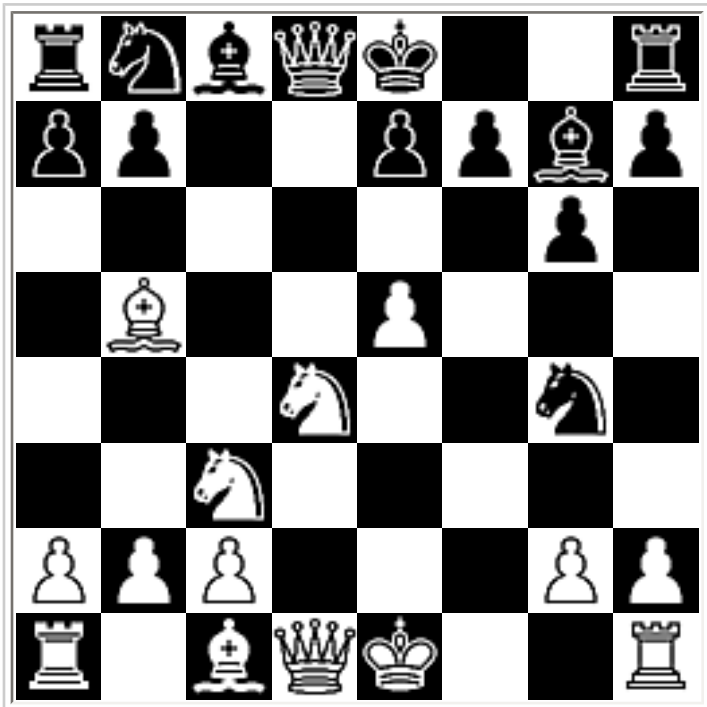


[Dr. Dave](#)

Exeter Chess Club Canon

discovered - attack [B71] szmetan-sbia, nice, 1974

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Bg7 ? 7. e5 dxe5 8. fxe5 Ng4 9. Bb5+



What would you play here? [CONTINUE](#)

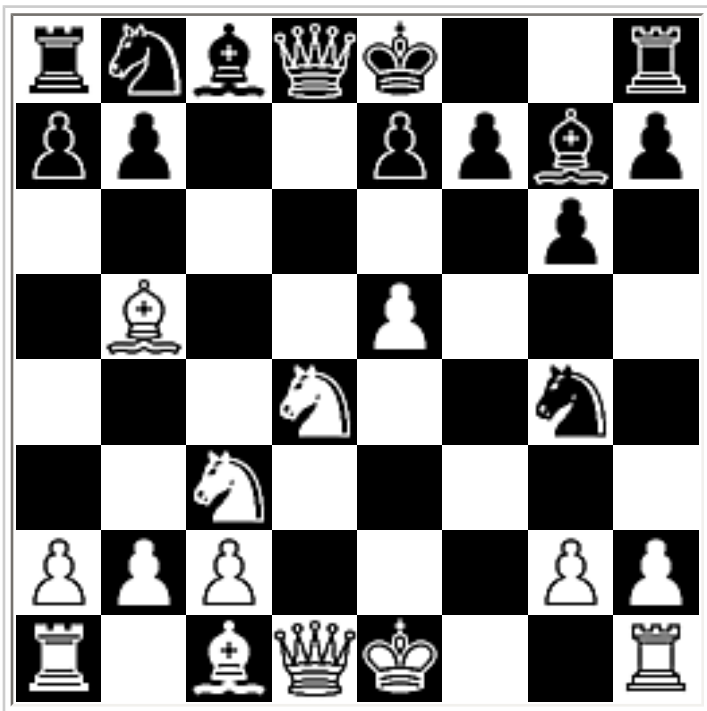
Back to [Chess Coaching Page](#)

This document (Tactics\c018_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c018_2.html



9... Kf8 ?? [9... Nc6] 10. Ne6+ this was also the course of eales-de veauce, 1968! 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c018_2.html) was last modified on 13 Aug 2005 by

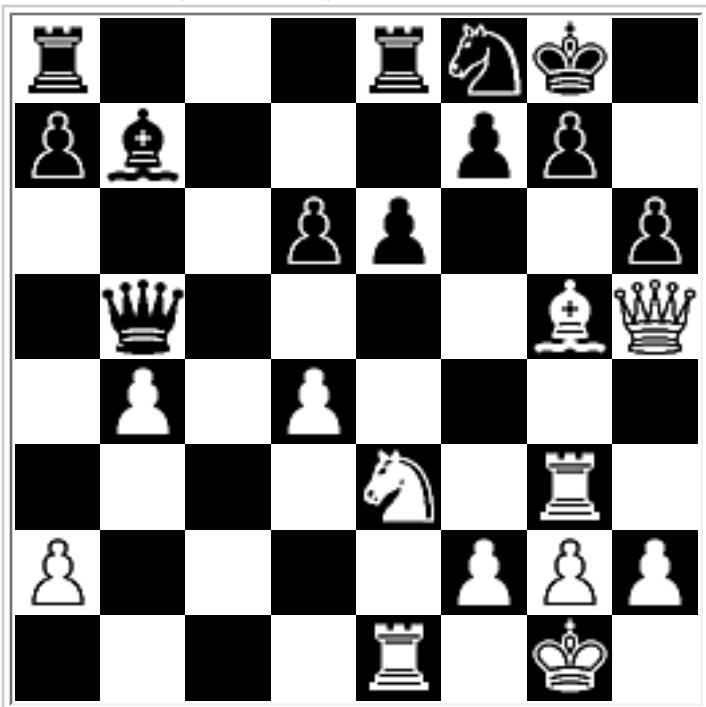


[Dr. Dave](#)

Exeter Chess Club Canon

discovered check - windmill [A46] torre-lasker, Moscow, 1925

1. d4 Nf6 2. Nf3 e6 3. Bg5 c5 4. e3 cxd4 5. exd4 Be7 6. Nbd2 d6 7. c3 Nbd7 8. Bd3 b6 9. Nc4 Bb7 10. Qe2 Qc7 11. O-O O-O 12. Rfe1 Rfe8 13. Rad1 Nf8 14. Bc1 Nd5 15. Ng5 b5 16. Na3 b4 17. cxb4 Nxb4 18. Qh5 Bxg5 19. Bxg5 Nxd3 20. Rxd3 Qa5 21. b4 Qf5 22. Rg3 h6 23. Nc4 Qd5 24. Ne3 Qb5



What would you play here? [CONTINUE](#)

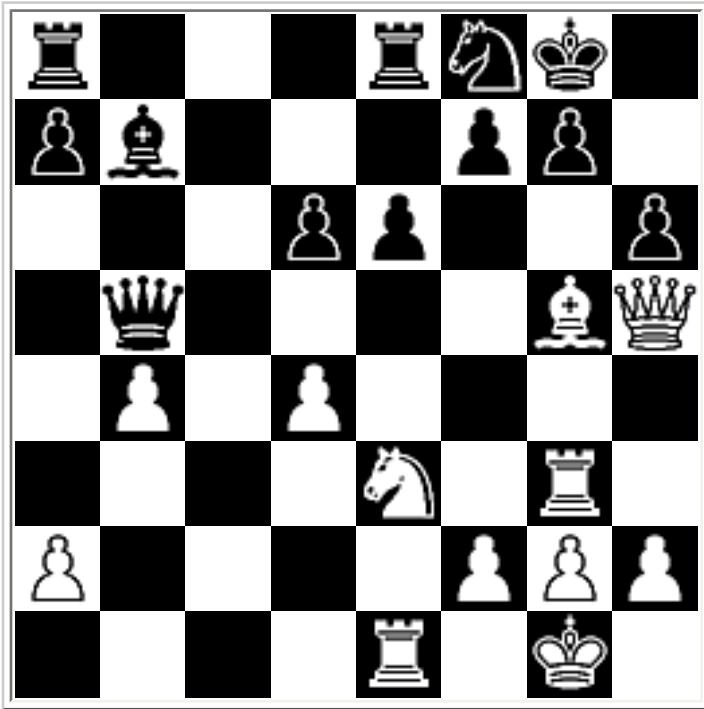
Back to [Chess Coaching Page](#)

This document (Tactics\c019_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c019_2.html



25. Bf6 Qxh5 26. Rxc7+ Kh8 27. Rxf7+ Kg8 28. Rg7+ Kh8 29. Rxb7+ Kg8 30. Rg7+ Kh8 31. Rg5+ Kh7 32. Rxh5 Kg6 33. Rh3 Kxf6 34. Rxh6+ Kg5 35. Rh3 Reb8 36. Rg3+ Kf6 37. Rf3+ Kg6 38. a3 a5 39. bxa5 Rxa5 40. Nc4 Rd5 41. Rf4 Nd7 42. Rxe6+ Kg5 43. g3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c019_2.html) was last modified on 13 Aug 2005 by

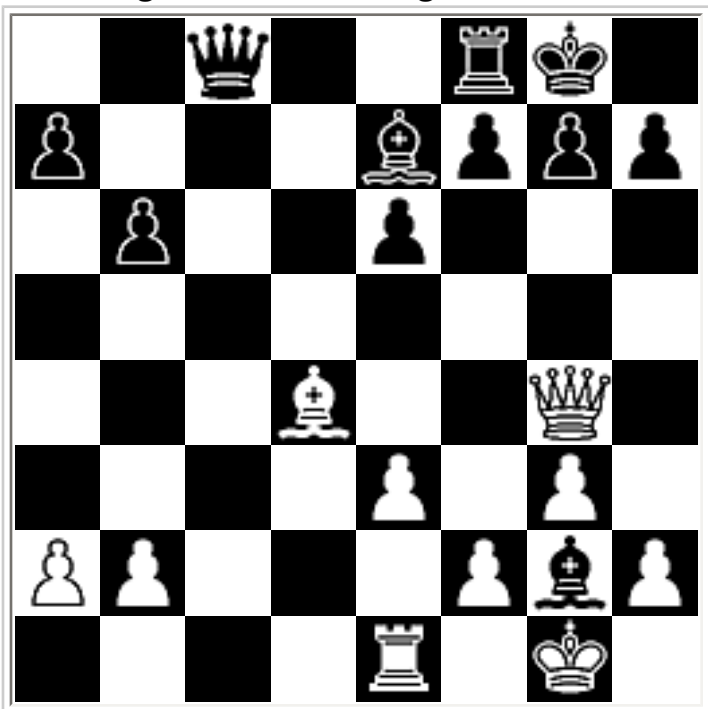


[Dr. Dave](#)

Exeter Chess Club Canon

discovered (1780) - attack (1740) [E16] vs. totnes (peter rooke memorial team k/o), 1993

1. d4 e6 2. Nf3 b6 3. g3 Bb7 [3... Nf6 (reserving the ...Ba6 line) 4. Bg2] 4. Bg2 Nf6 5. c4 Bb4+ [5... Be7 6. O-O O-O (or 7 d5) 7. Nc3 Ne4 8. Qc2 Nxc3 9. Qxc3 f5 10. b3 Bf6 11. Bb2 d6 12. Rad1 a5 13. Ne1 Bxg2 14. Nxb2 Nc6 15. Qd2 Qd7 16. d5 Nd8 17. Bxf6 Rxf6 18. dxe6 Nxe6 = polugaevsky-korchnoi 1980] 6. Bd2 Be7 [6... Bxd2+ bco/eco] 7. O-O O-O 8. Nc3 d5 ! pachman [8... Na6 9. Ne5 Bxg2 10. Kxg2 Qc8 11. e3 c5 12. Qf3 cxd4 13. exd4 Nb4 14. Bg5 += bco] 9. cxd5 [9. Ne5 c6 10. cxd5 cxd5 11. Rc1 Nfd7 12. Nxd7 Qxd7 13. Bf4 Rc8 ! =+ pachman] 9... Nxd5 [9... Nxd5 10. Qc2 Nd7 11. Rfd1 c5 12. dxc5 Nxc5 13. Bf4 += bco] 10. Re1 [10. Qc2 += bco/eco 10... c5 11. dxc5 Bxc5 12. Rfd1 Qc8 13. Rac1 Nf6 ! = pachman] 10... Nxc3 [10... c5 11. e4 Nxc3 12. Bxc3 cxd4 13. Nxd4 Nd7 ! = pachman 14. Qe2 Rc8 15. Rad1] 11. Bxc3 [11. bxc3] 11... c5 12. Rc1 Nc6 13. e3 ?! (building for e4 looked like the only sensible plan for white) [13. Ne5 Rc8 14. Qa4 Nxe5 15. Bxb7 Rc7 16. Bg2 cxd4 17. Qxd4 (if Bxd4, b5!) 17... Bf6 18. Qe4] 13... Rc8 14. Qe2 ?! (allows ...Nxd4 attacking the queen and thus forestalling Bxb7 in reply) 14... cxd4 (I offered a draw here. White had been moving with a lot of speed and confidence, while I was trying to reconstruct some half-remembered theory. MK has recently won the Paignton congress, with grade = 178! so disdained offer) 15. Nxd4 Nxd4 16. Bxd4 Bxg2 17. Rxc8 [17. Kxg2 Qd5+ 18. Kg1 Qxa2 19. Ra1 Qc4 20. Rxa7] 17... Qxc8 18. Qg4



What would you play here? [CONTINUE](#)

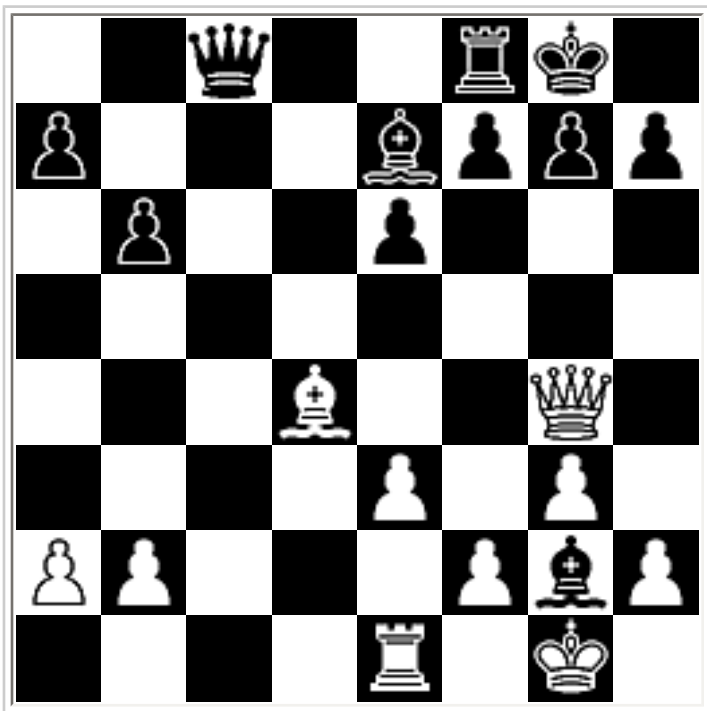
Back to [Chess Coaching Page](#)

This document (Tactics\c020_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c020_2.html



(this looks like a useful intermezzo, but what has white overlooked?) 18... e5 [18... e5 19. Qxc8 Rxc8 20. Kxg2 exd4 21. exd4 Bf6 22. d5 Bxb2 23. d6 Rd8 24. d7 Kf8] 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c020_2.html) was last modified on 13 Aug 2005 by

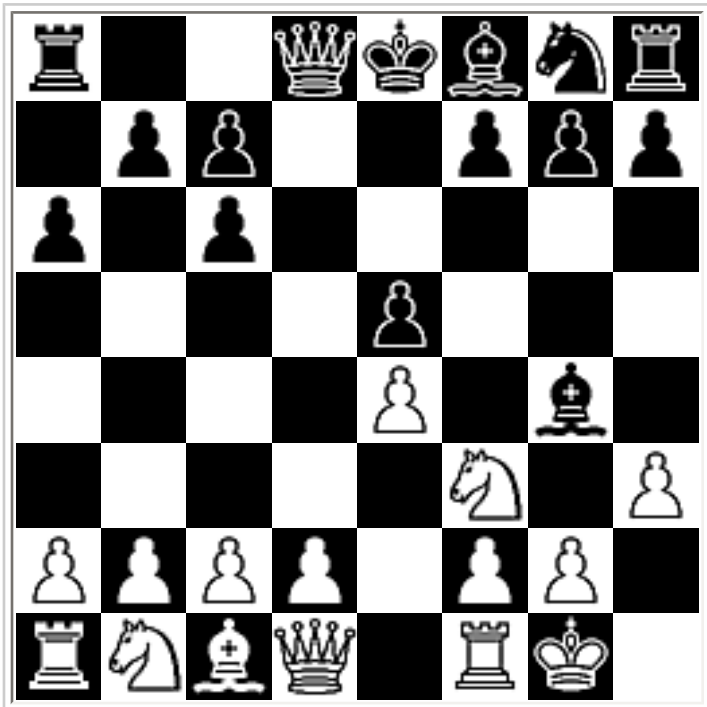


[Dr. Dave](#)

Exeter Chess Club Canon

don't play h3! [C68] tactics: lombardy SOAC, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O Bg4 6. h3



What would you play here? [CONTINUE](#)

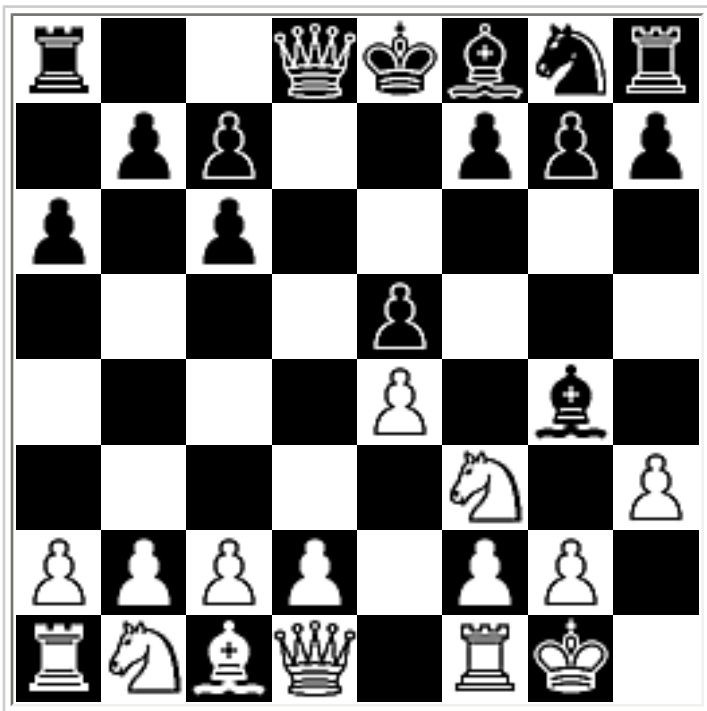
Back to [Chess Coaching Page](#)

This document (Tactics\c021_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c021_2.html



6... h5 7. Nc3 [7. hxg4 hxg4 8. Nxe5 Qh4 9. f4 g3] 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c021_2.html) was last modified on 13 Aug 2005 by

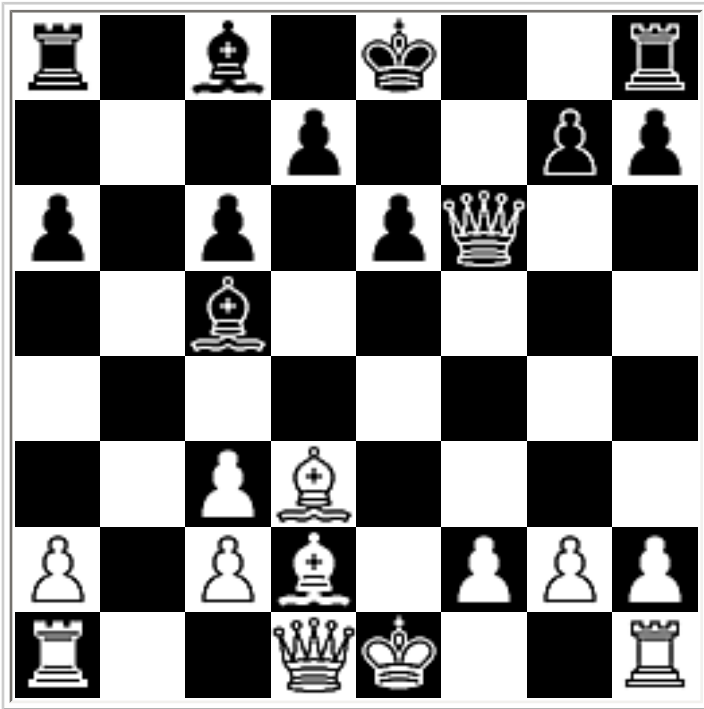


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [B46] bademian-batrez, haifa, 1976

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6 5. Nc3 a6 6. Be2 Nf6 7. Nxc6 bxc6 8. e5 Nd5 9. Bd2 Nxc3 10. bxc3 Bc5 11. Bd3 f5 12. exf6 Qxf6



What would you play here? [CONTINUE](#)

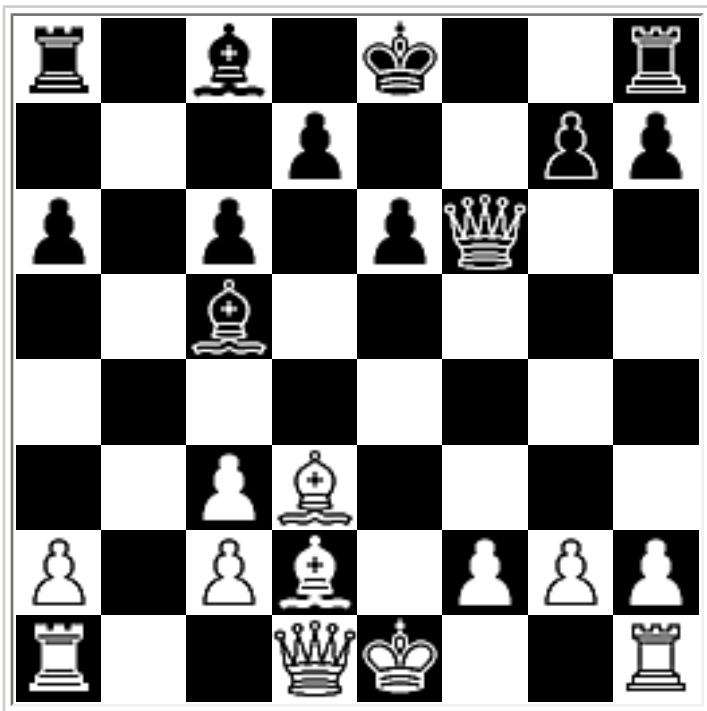
Back to [Chess Coaching Page](#)

This document (Tactics\c022_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c022_2.html



(white to play and win) 13. Qh5+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c022_2.html) was last modified on 13 Aug 2005 by

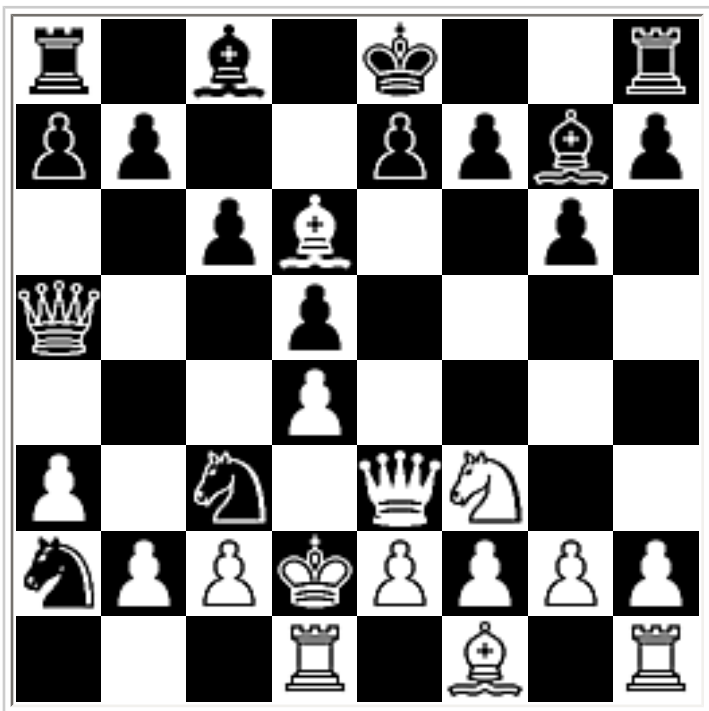


[Dr. Dave](#)

Exeter Chess Club Canon

double - check [A45] campbell-kennefick, 1976

1. d4 Nf6 2. Nc3 d5 3. Nf3 g6 4. Bf4 Bg7 5. Nb5 Na6 6. Qd2 Ne4 7. Qe3 c6 8. Nc3 Qa5 9. O-O-O Nb4 10. a3 Nxc3 11. Bd6 Nba2+ 12. Kd2



What would you play here? [CONTINUE](#)

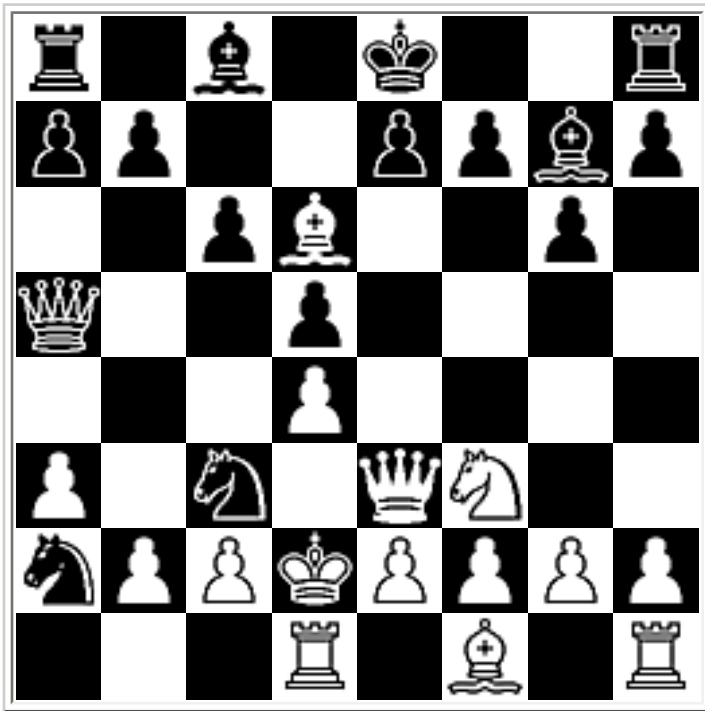
Back to [Chess Coaching Page](#)

This document (Tactics\c023_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c023_2.html



"even the laziest king flees wildly in the face of double check" - nimzovich 12... Ne4+ 13. Kd3 Qb5+ 14. c4 Qxc4# 0-1



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c023_2.html) was last modified on 13 Aug 2005 by

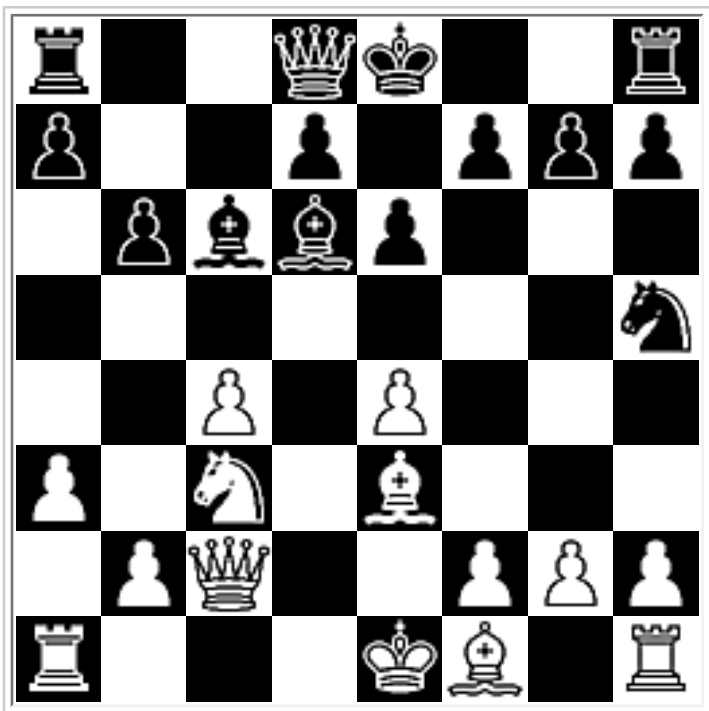


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [E12] christiansen-karpov, 1993, 1993

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 Ba6 5. Qc2 Bb7 6. Nc3 c5 7. e4 cxd4 8. Nxd4 Nc6 9. Nxc6 Bxc6 10. Bf4 Nh5 11. Be3 Bd6



What would you play here? [CONTINUE](#)

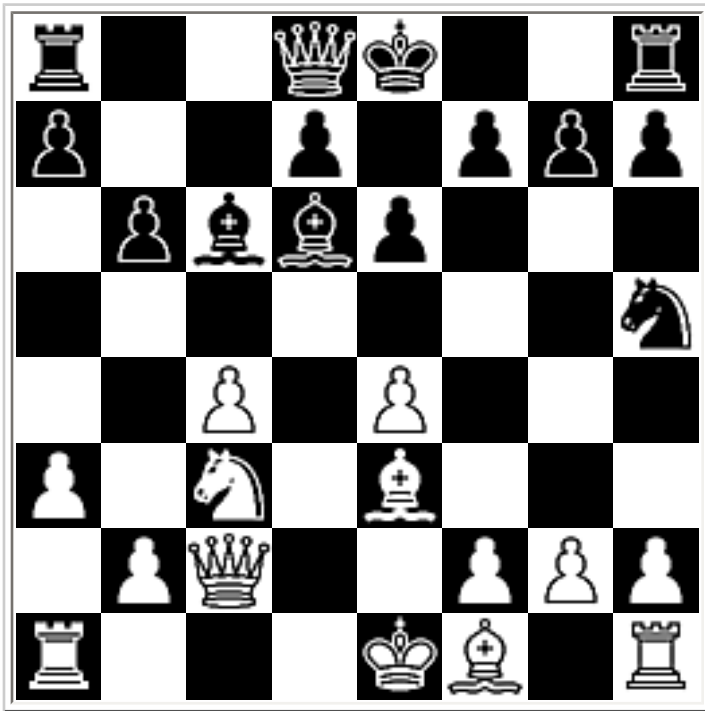
Back to [Chess Coaching Page](#)

This document (Tactics\c024_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c024_2.html



what has karpov overlooked? 12. Qd1 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c024_2.html) was last modified on 13 Aug 2005 by

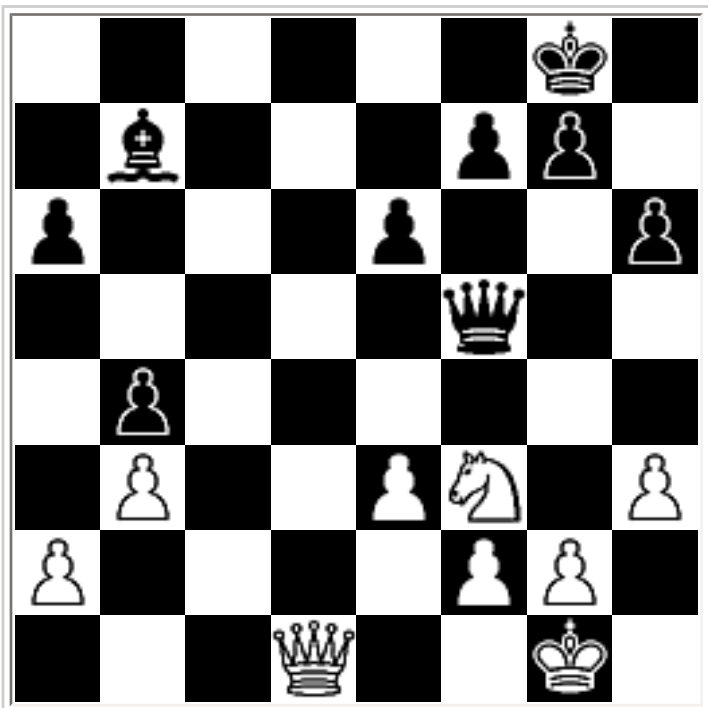


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack (waterson,g regis,d) [A01] downing vs. emmanuel, 1980

1. b3 b5 2. Bb2 Bb7 3. e3 e6 4. Nf3 a6 5. c4 b4 6. d4 Nf6 7. Bd3 Be7 8. Nbd2 d5 9. Qc2 Nbd7 10. O-O c5 11. Rac1 Rc8 12. Qb1 O-O 13. Rfe1 cxd4 14. Bxd4 Nc5 15. Ng5 Nxd3 16. Qxd3 dxc4 17. Rxc4 Rxc4 18. Qxc4 h6 19. Ngf3 Qa5 20. Qc2 Rc8 21. Qb2 Qf5 22. Rc1 Rxc1+ 23. Qxc1 Bd6 24. h3 Ne4 25. Nxe4 Qxe4 26. Qa1 Qc2 27. Be5 Bxe5 28. Nxe5 Qe4 29. Nf3 Qg6 30. Qf1 Qf5 31. Qd1



What would you play here? [CONTINUE](#)

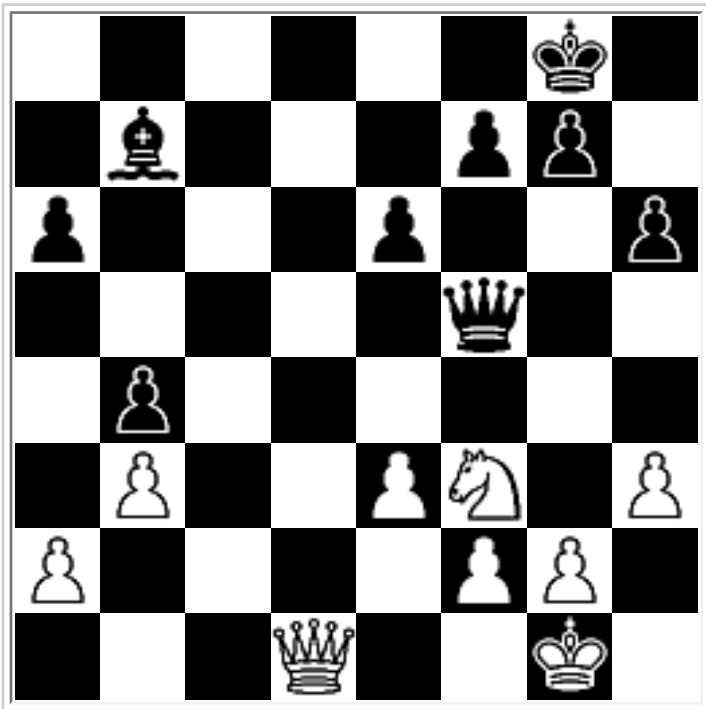
Back to [Chess Coaching Page](#)

This document (Tactics\c025_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c025_2.html



(31...Bxf3! ideas Qxh3 & Qb1+) 31... Kh7 [31... Bxf3 32. Qxf3 (or if 32 gxf3, Qxh3) 32... Qb1+ 33. Kh2 Qxa2 34. e4 Qd2] 32. Nd4 Qe4 33. Nf3 a5 34. Kh1 Qg6 35. Kh2 1/2



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c025_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [A33] garrido-mcdaniel, haifa, 1976

1. d4 Nf6 2. c4 c5 3. Nf3 cxd4 4. Nxd4 Nc6 5. Nc3 e6 6. e3 Bb4 7. Qc2 d5 8. Nxc6 bxc6 9. cxd5 cxd5



What would you play here? [CONTINUE](#)

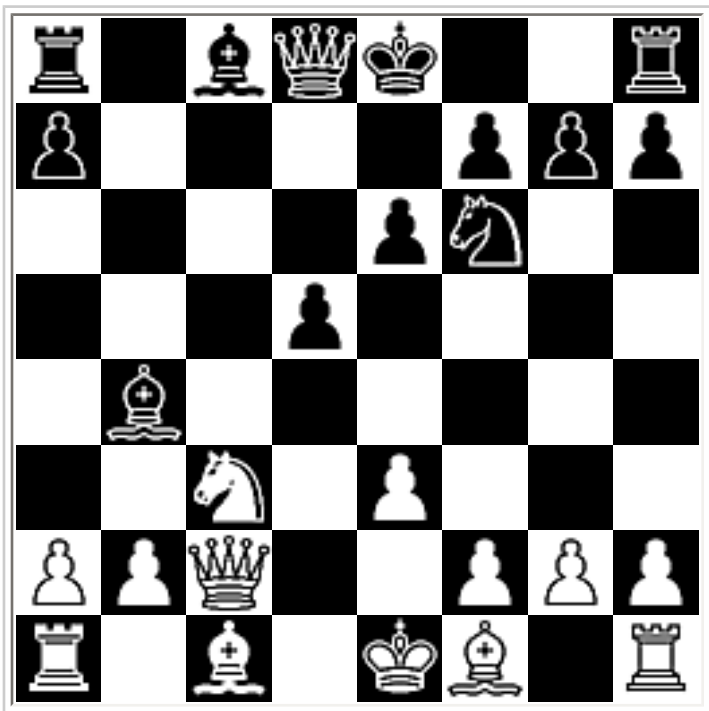
Back to [Chess Coaching Page](#)

This document (Tactics\c026_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c026_2.html



(that was the wrong pawn to recapture - why?) 10. Qa4+ Bd7 11. Qxb4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c026_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

double - attack (fork) [C77] horvath-paulsen, kuortane, 1976

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 b5 6. Bb3 d6 7. dxe5 Nxe4



What would you play here? [CONTINUE](#)

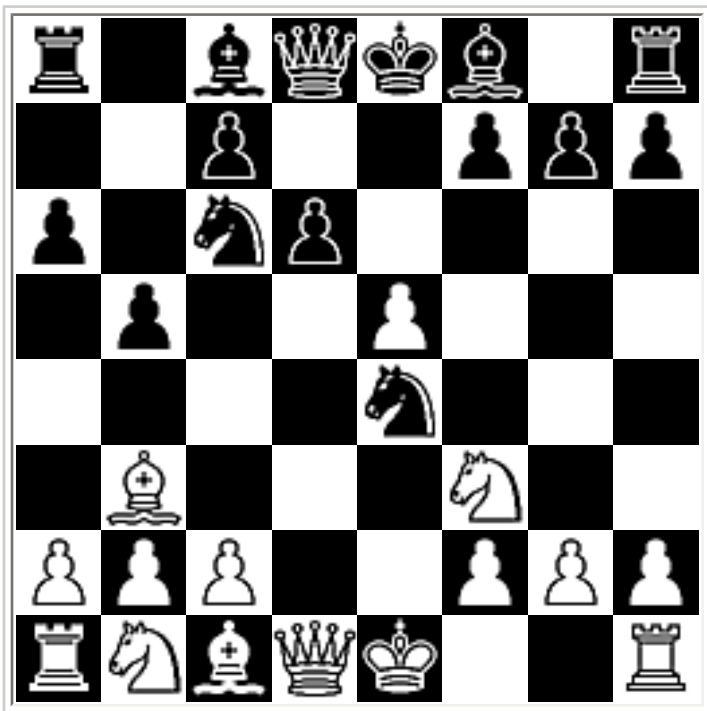
Back to [Chess Coaching Page](#)

This document (Tactics\c027_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c027_2.html



(white to play and win) 8. Qd5 Be6 9. Qxc6+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c027_2.html) was last modified on 13 Aug 2005 by

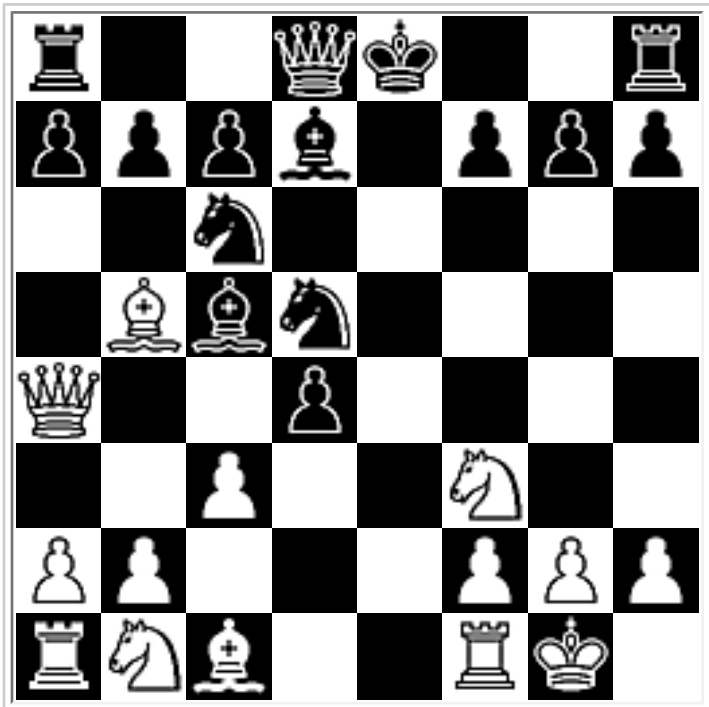


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [C64] lechtensky-trevelyan, nice, 1974

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O d5 7. exd5 Nxd5 8. Qa4 Bd7



What would you play here? [CONTINUE](#)

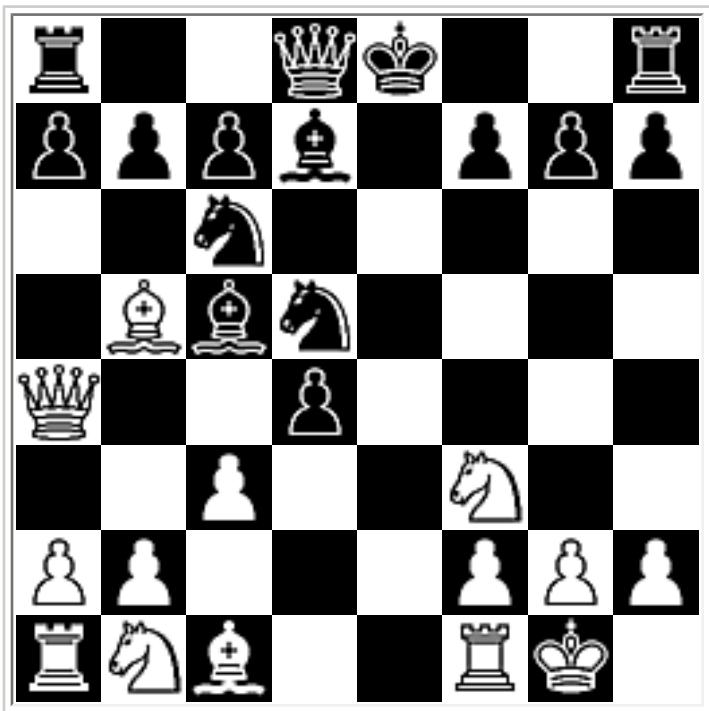
Back to [Chess Coaching Page](#)

This document (Tactics\c028_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c028_2.html



missing... 9. Qc4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c028_2.html) was last modified on 13 Aug 2005 by

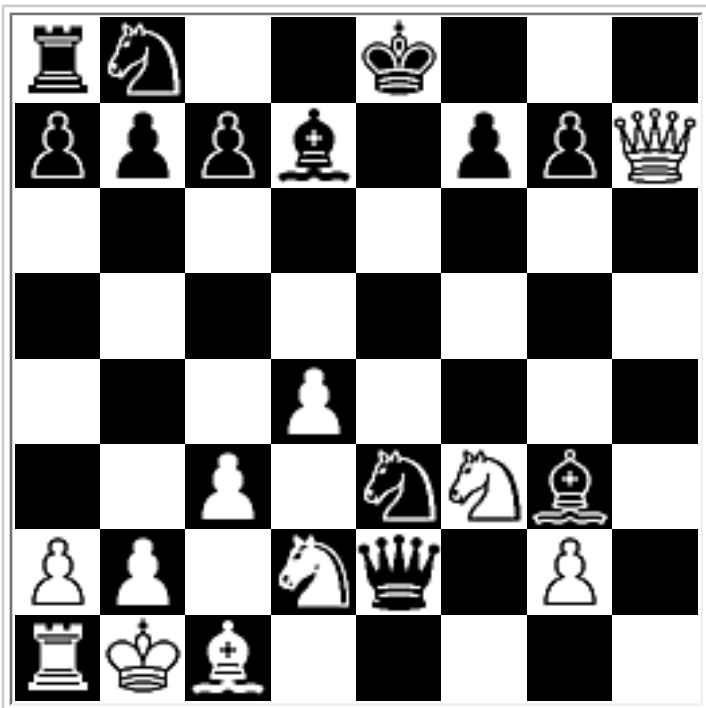


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack (bishop fork) [A02] lemmety-sabanes, kuortane, 1976

1. f4 e5 2. fxe5 d6 3. exd6 Bxd6 4. Nf3 Nf6 5. e3 Ng4 6. c3 Bd7 7. d4 Nxh2 8. Be2 Bg3+ 9. Kd2 Ng4 10. Qc2 Qe7 11. Rxh7 Rxh7 12. Qxh7 Qxe3+ 13. Kc2 Qxe2+ 14. Nbd2 Ne3+ 15. Kb1



What would you play here? [CONTINUE](#)

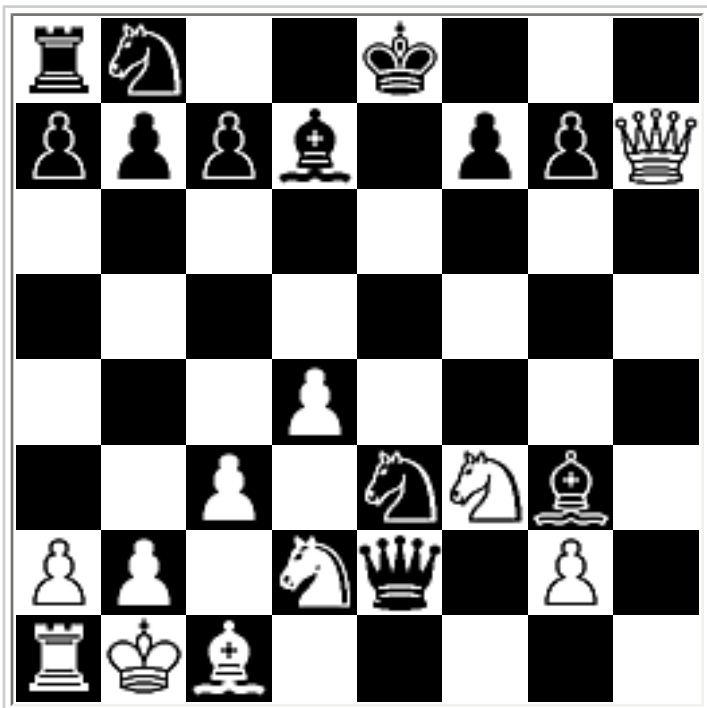
Back to [Chess Coaching Page](#)

This document (Tactics\c029_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c029_2.html



(black to play and win) 15... Bf5+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c029_2.html) was last modified on 13 Aug 2005 by

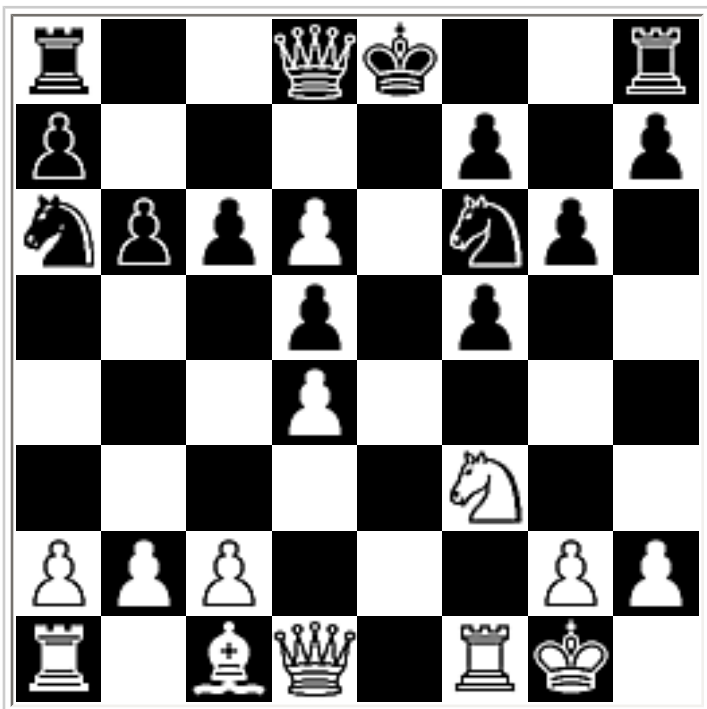


[Dr. Dave](#)

Exeter Chess Club Canon

double attack - queen fork [C11] moen-store, guasdal, 1976

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. f4 b6 6. Nf3 Ba6 7. Bxa6 Nxa6 8. O-O g6 9. Nb5 c6 10. Nd6 + Bxd6 11. exd6 Nf6 12. f5 exf5



What would you play here? [CONTINUE](#)

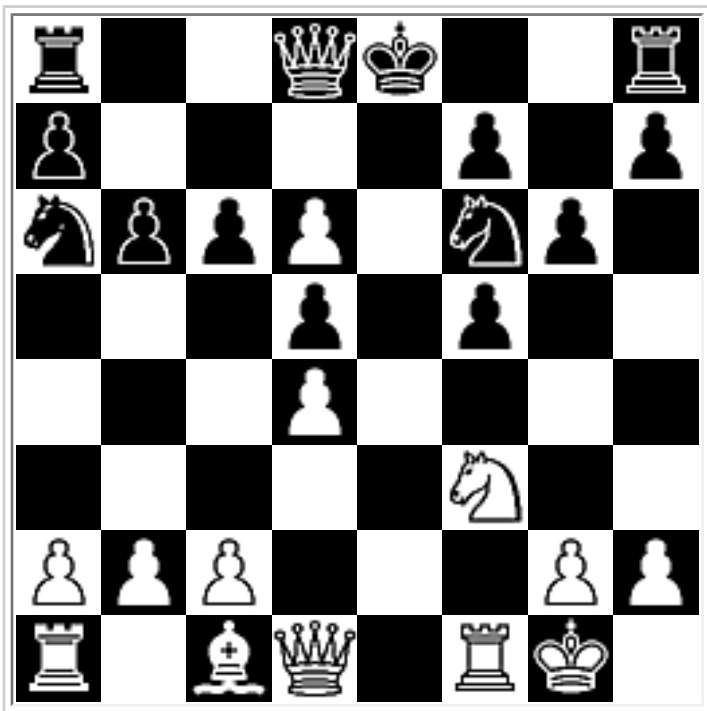
Back to [Chess Coaching Page](#)

This document (Tactics\c030_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c030_2.html



(white to play and win) 13. Qe2+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c030_2.html) was last modified on 13 Aug 2005 by

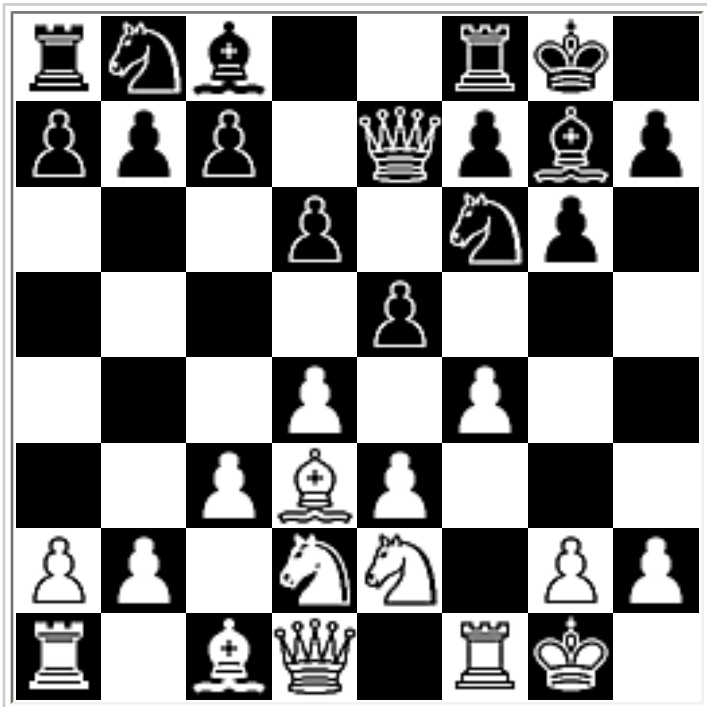


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [A45] ochoa-browne, winnipeg, 1974

1. d4 Nf6 2. e3 g6 3. Bd3 Bg7 4. c3 O-O 5. Nd2 d6 6. f4 e5 7. Ne2 Qe7 8. O-O



What would you play here? [CONTINUE](#)

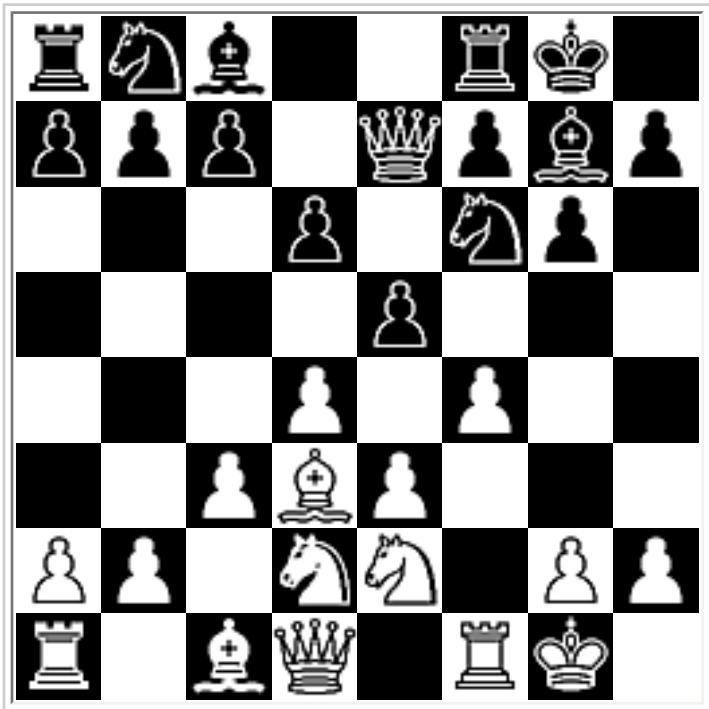
Back to [Chess Coaching Page](#)

This document (Tactics\c031_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c031_2.html



8... exd4 9. exd4 Qe3+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c031_2.html) was last modified on 13 Aug 2005 by

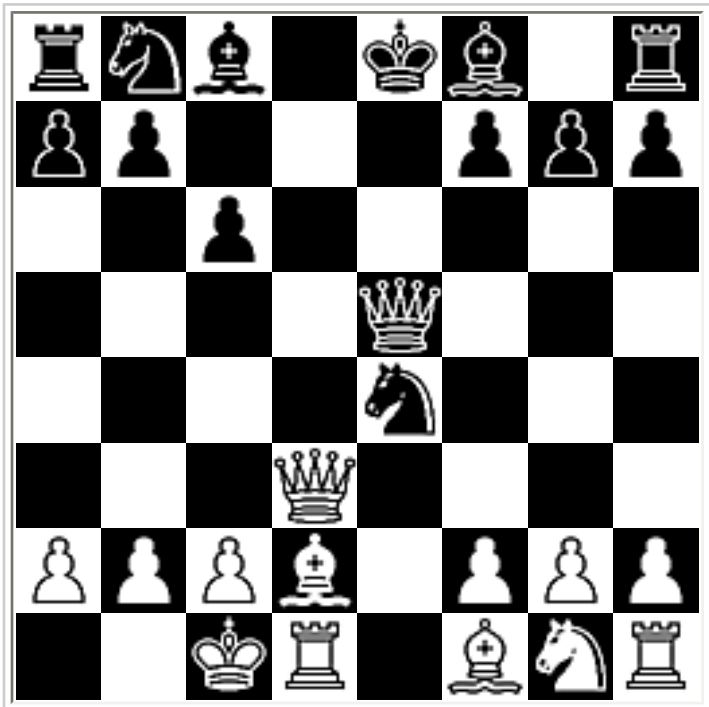


[Dr. Dave](#)

Exeter Chess Club Canon

double - check [B15] reti-tartakower, vienna, 1910

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Qd3 e5 6. dxe5 Qa5+ 7. Bd2 Qxe5 8. O-O-O Nxe4



What would you play here? [CONTINUE](#)

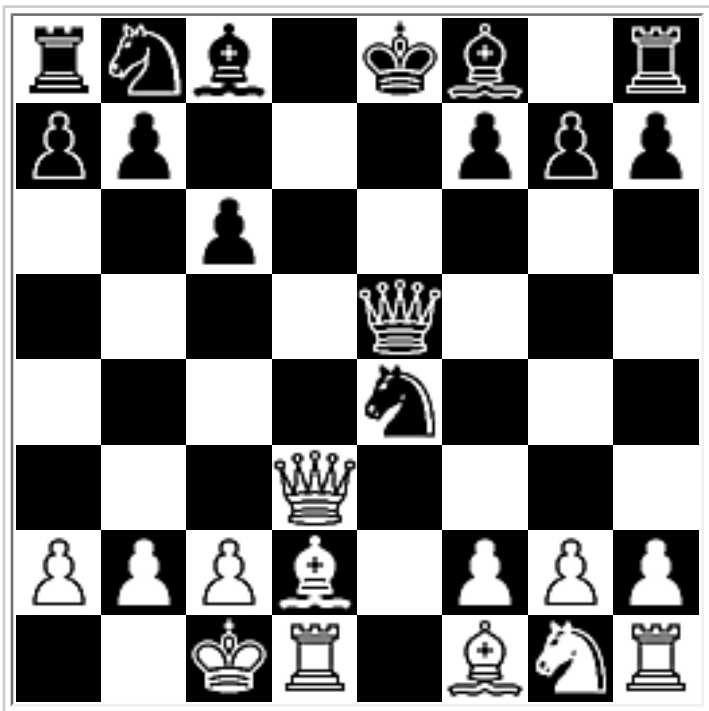
Back to [Chess Coaching Page](#)

This document (Tactics\c032_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c032_2.html



(hasty!) 9. Qd8+ Kxd8 10. Bg5+ Kc7 11. Bd8# (pretty to watch) 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c032_2.html) was last modified on 13 Aug 2005 by

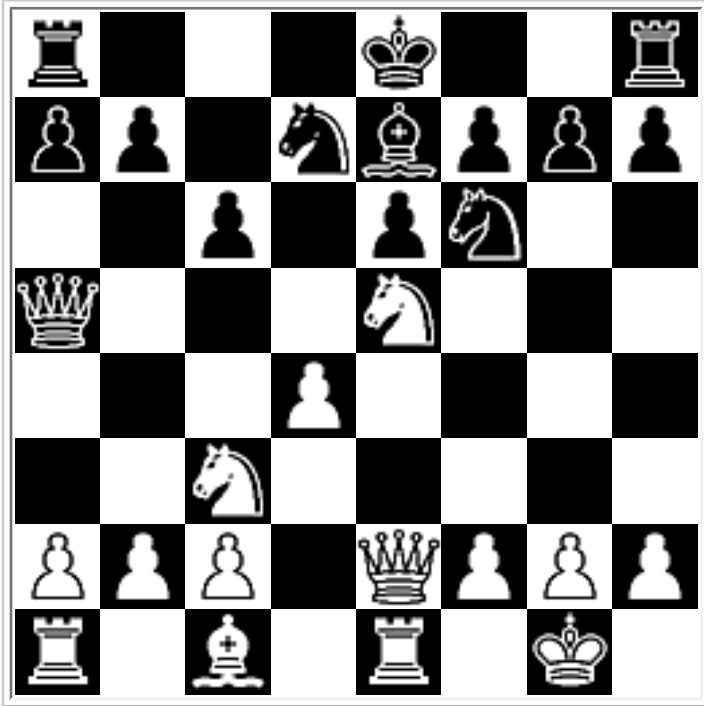


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [B01] small-cornford NZ ch'p, 1976

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 Nf6 5. Be2 c6 6. Nf3 Bg4 7. Ne5 Bxe2 8. Qxe2 e6 9. O-O Nbd7 10. Re1 Be7



What would you play here? [CONTINUE](#)

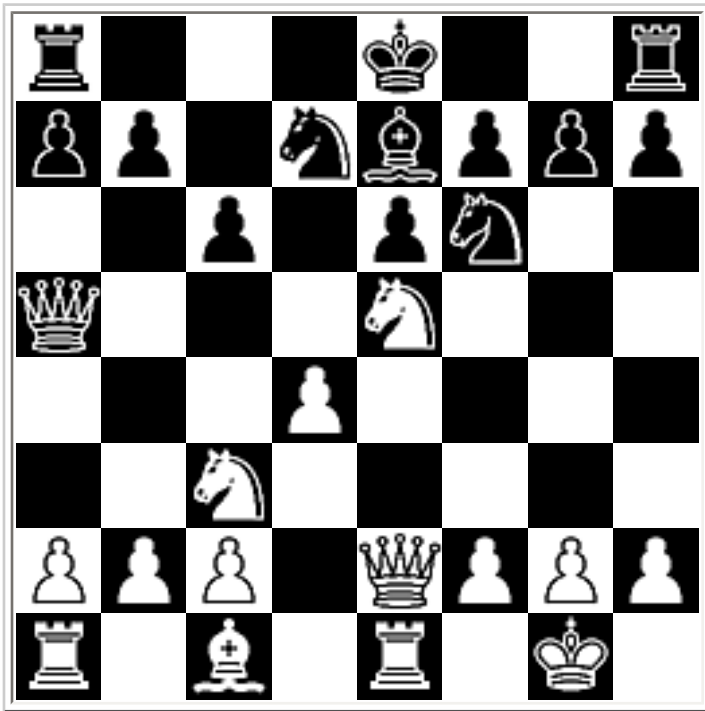
Back to [Chess Coaching Page](#)

This document (Tactics\c033_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c033_2.html



(white to play) 11. Nxf7 O-O 12. Ng5 e5 13. dxe5 Ne8 14. Qc4+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c033_2.html) was last modified on 13 Aug 2005 by

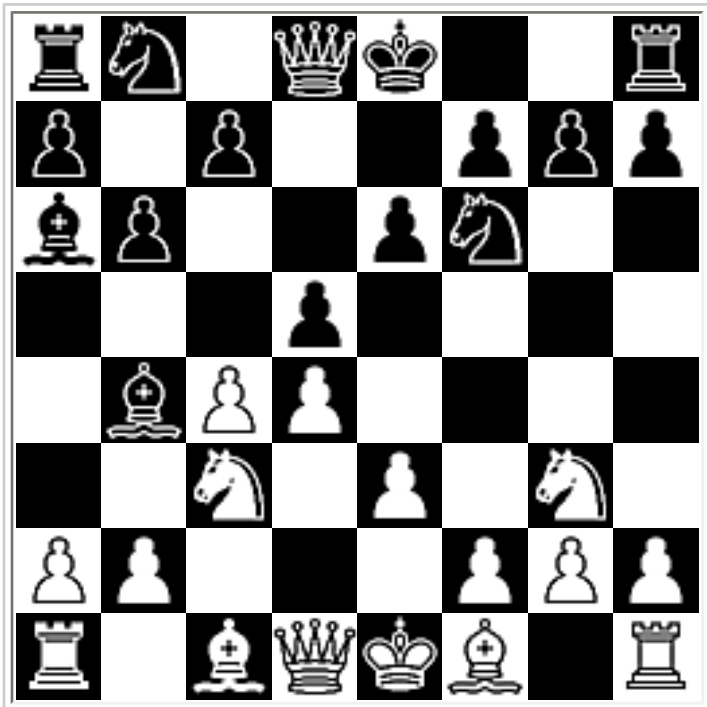


[Dr. Dave](#)

Exeter Chess Club Canon

double - attack [E45] timman-cosulich, venice, 1974

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Nge2 Ba6 6. Ng3 d5



What would you play here? [CONTINUE](#)

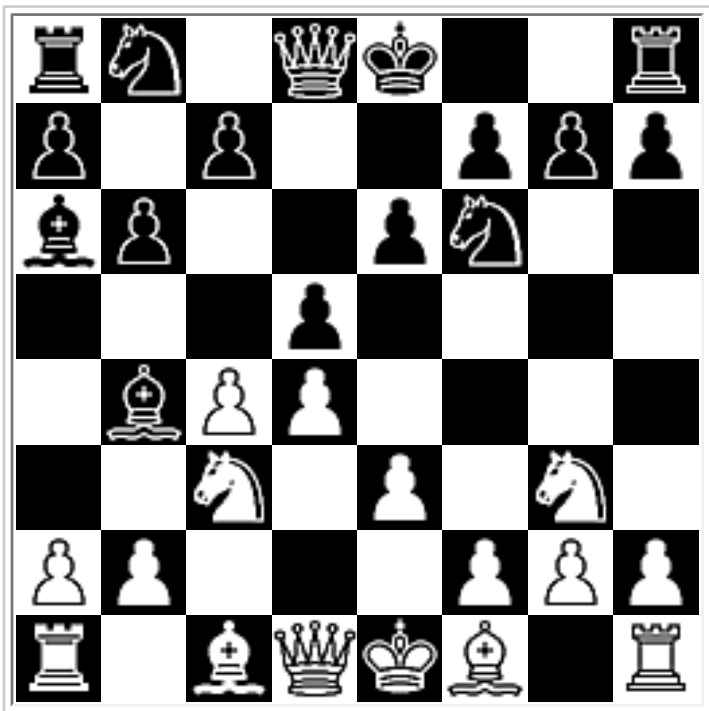
Back to [Chess Coaching Page](#)

This document (Tactics\c034_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c034_2.html



?? 7. Qa4+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c034_2.html) was last modified on 13 Aug 2005 by

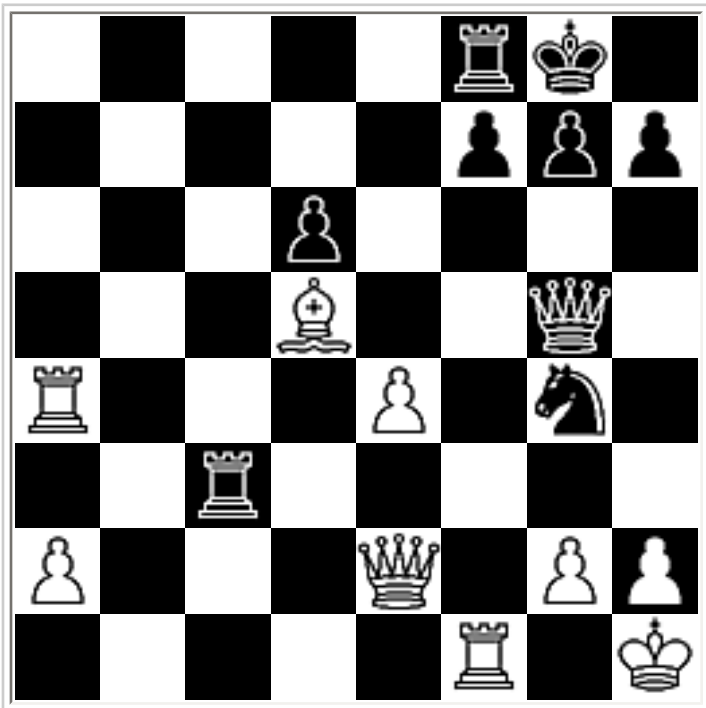


[Dr. Dave](#)

Exeter Chess Club Canon

fischer - sherwin [B90] usa ch'p (candidate moves), 1957

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bc4 e6 7. O-O b5 8. Bb3 b4 9. Nb1 Bd7 10. Be3 Nc6 11. f3 Be7 12. c3 bxc3 13. Nxc6 Bxc6 14. Nxc3 O-O 15. Rc1 Qb8 16. Nd5 exd5 17. Rxc6 dxe4 18. fxe4 Qb5 19. Rb6 Qe5 20. Bd4 Qg5 21. Qf3 Nd7 22. Rb7 Ne5 23. Qe2 Bf6 24. Kh1 a5 25. Bd5 Rac8 26. Bc3 a4 27. Ra7 Ng4 28. Rxa4 Bxc3 29. bxc3 Rxc3



What would you play here? [CONTINUE](#)

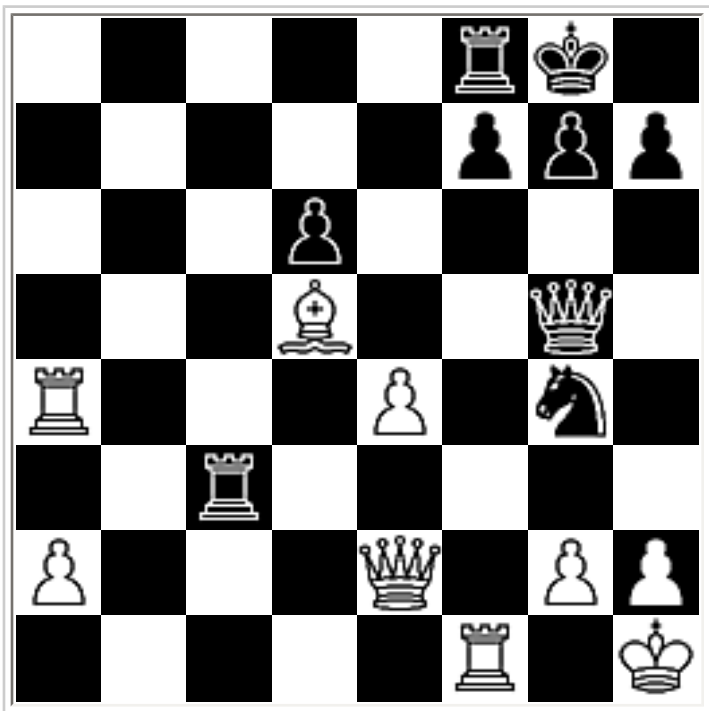
Back to [Chess Coaching Page](#)

This document (Tactics\c035_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c035_2.html



30. Rxf7 Rc1+ 31. Qf1 h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4 36. Be6 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c035_2.html) was last modified on 13 Aug 2005 by

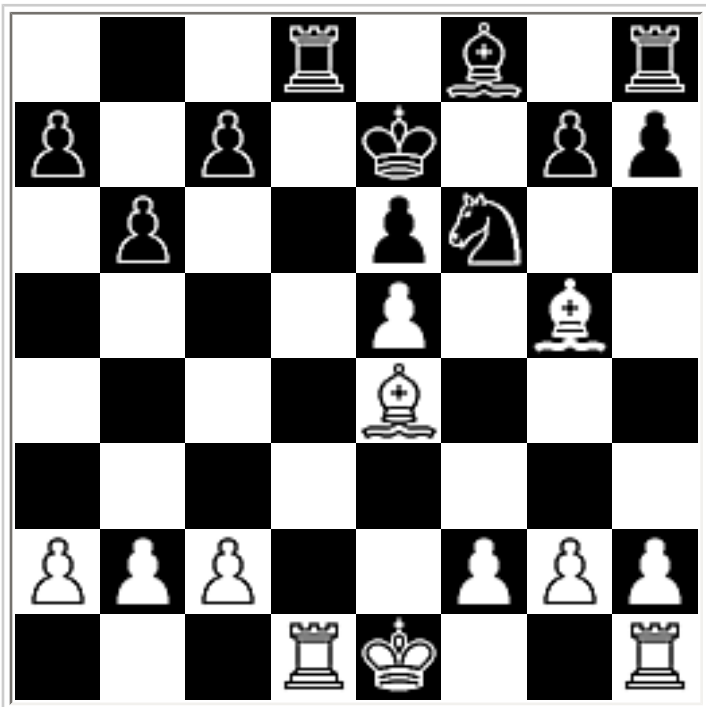


[Dr. Dave](#)

Exeter Chess Club Canon

forks - by bishop [C10] misuida-graul, sandomierz, 1976

1. e4 e6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Nf3 b6 6. Bb5 Bb7 7. Ne5 Bxe4 8. Bxd7+ Ke7 9. Bc6 f6
10. Bxe4 fxe5 11. Bg5+ Nf6 12. dxe5 Qxd1+ 13. Rxd1 Rd8



What would you play here? [CONTINUE](#)

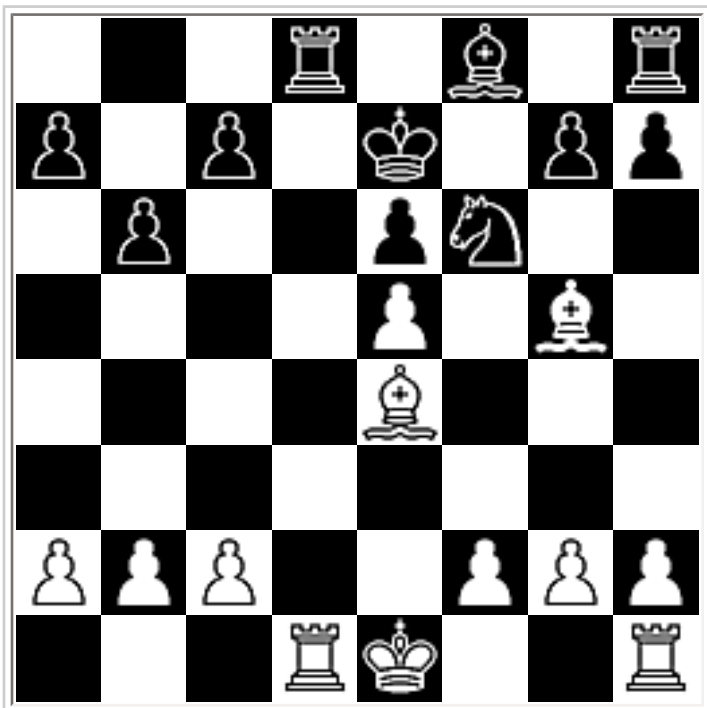
Back to [Chess Coaching Page](#)

This document (Tactics\c036_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c036_2.html



(white to play and win) 14. exf6+ gxf6 resigns 15. Bxf6+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c036_2.html) was last modified on 13 Aug 2005 by

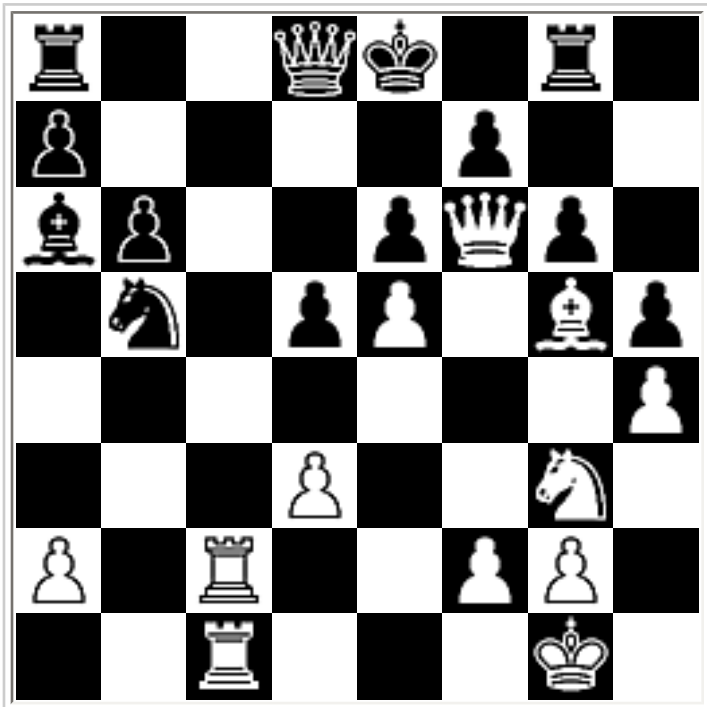


[Dr. Dave](#)

Exeter Chess Club Canon

interference - Bronstein-Goldenov [t00] Kiev, 1944

(wKg1,Qf6,Ng3,Bg5,Rc1,c2,Pa2,d3,e5,f2,g2,h4; bKe8,Qd8,Nb5,Ba6,Ra8,g8,Pa7,b6,d5,e6,f7,g6,h5)



What would you play here? [CONTINUE](#)

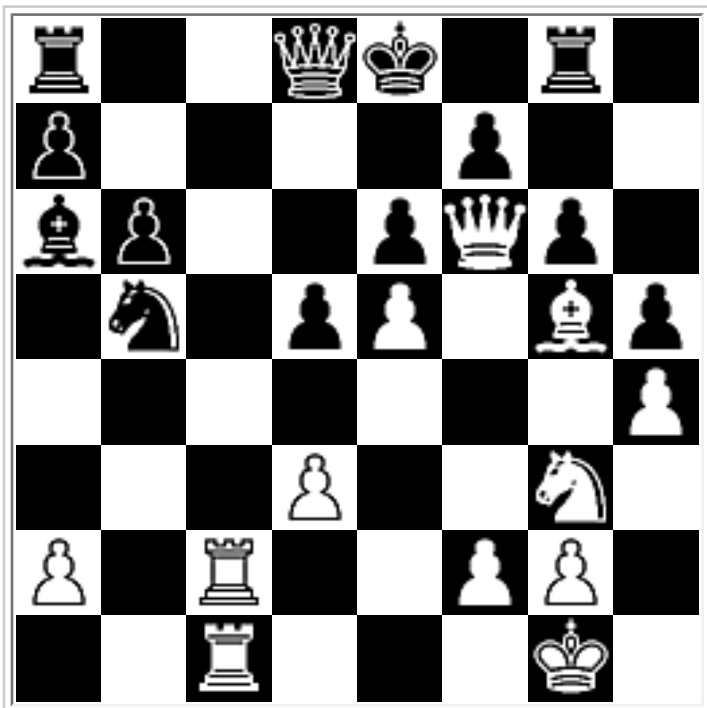
Back to [Chess Coaching Page](#)

This document (Tactics\c037_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c037_2.html



1. Rc8! 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c037_2.html) was last modified on 13 Aug 2005 by

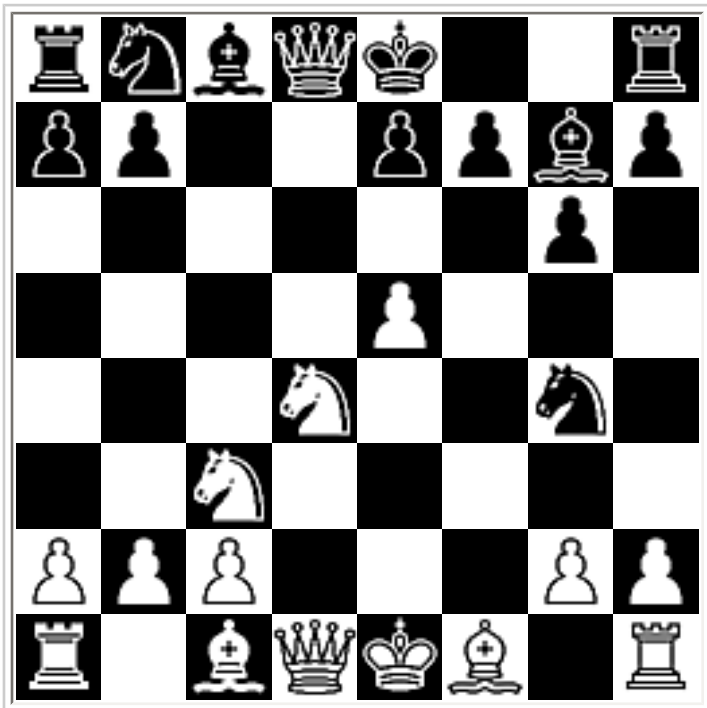


[Dr. Dave](#)

Exeter Chess Club Canon

interference - fork,pin,back rank [B71] crotto-hindle, haifa, 1976

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Bg7 7. e5 dxe5 8. fxe5 Ng4



What would you play here? [CONTINUE](#)

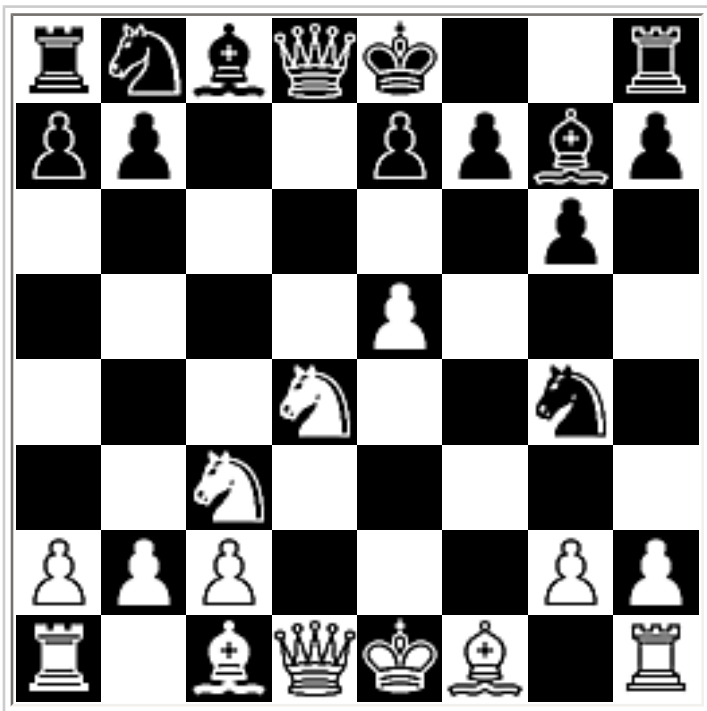
Back to [Chess Coaching Page](#)

This document (Tactics\c038_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c038_2.html



(white now has a lovely intereference move) 9. Bb5+ Bd7 10. Qxg4 Bxb5 11. Ndx b5 Bxe5 12. Bh6 a6 13. Rd1 Qb6 14. Qc8+ (black resigns, not before time!) 14... Qd8 15. Rxd8+ 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c038_2.html) was last modified on 13 Aug 2005 by

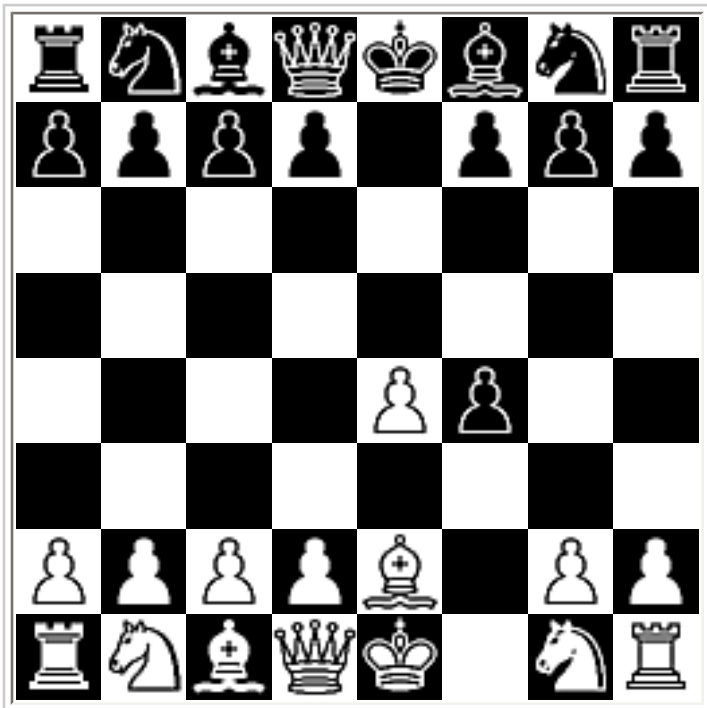


[Dr. Dave](#)

Exeter Chess Club Canon

intermezzo: tartakower - capablanca, new york [C33]
intermezzo, 1924

1. e4 e5 2. f4 exf4 3. Be2



What would you play here? [CONTINUE](#)

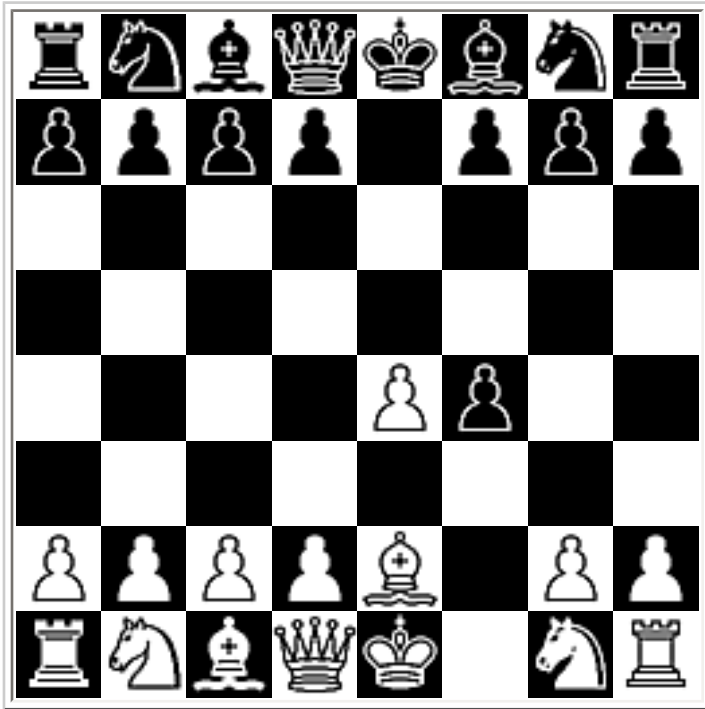
Back to [Chess Coaching Page](#)

This document (Tactics\c039_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c039_2.html



3... d5 4. exd5 Nf6 5. c4 c6 6. d4 Bb4+

Back to [Chess Coaching Page](#)

This document (Tactics\c039_2.html) was last modified on 13 Aug 2005 by

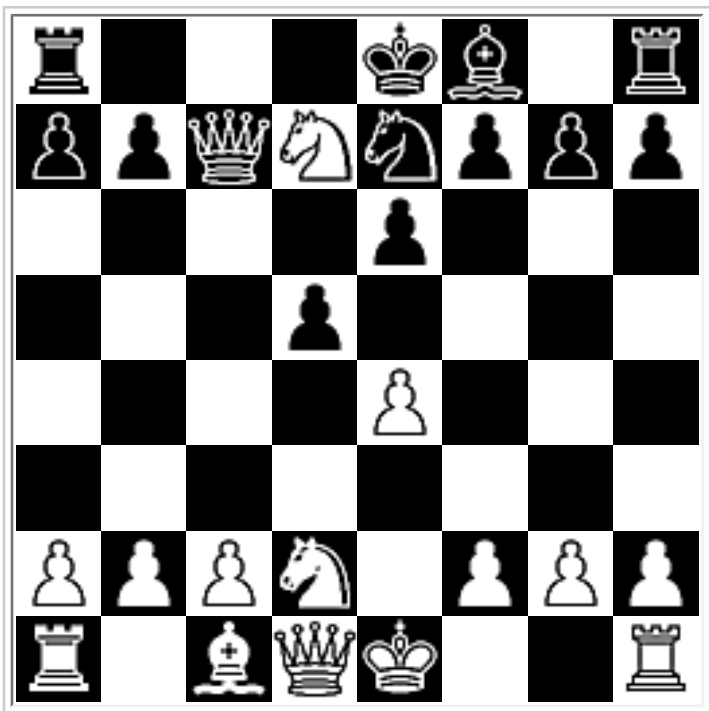


[Dr. Dave](#)

Exeter Chess Club Canon

inter - mezzo: NOT [C03] savon-poutiainen, erevan, 1976

1. e4 e6 2. d4 d5 3. Nd2 Ne7 4. Ngf3 c5 5. dxc5 Nd7 6. Bb5 Qa5 7. Bxd7+ Bxd7 8. Ne5 Qxc5 9. Nxd7 Qc7



What would you play here? [CONTINUE](#)

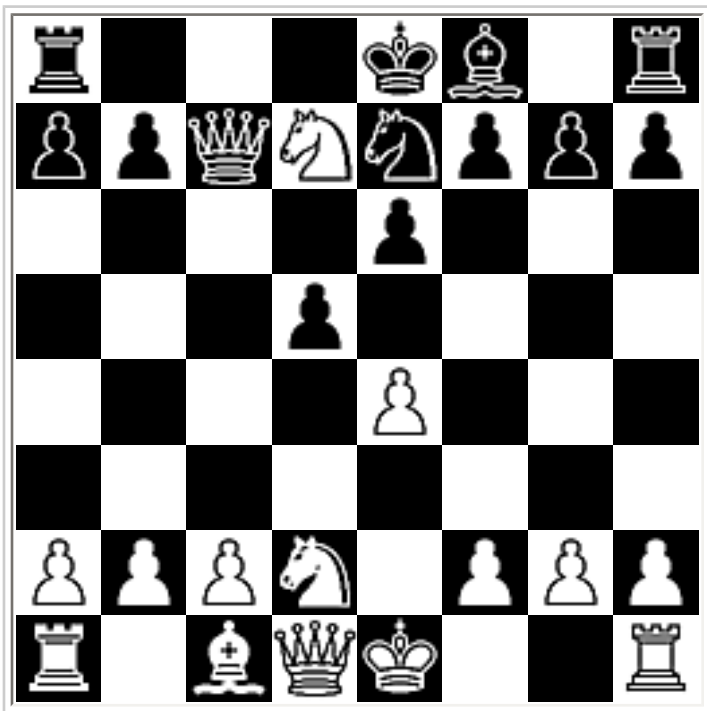
Back to [Chess Coaching Page](#)

This document (Tactics\c040_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c040_2.html



(naturally he doesn't want to move the king, but he has to!) 10. Nxf8 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c040_2.html) was last modified on 13 Aug 2005 by

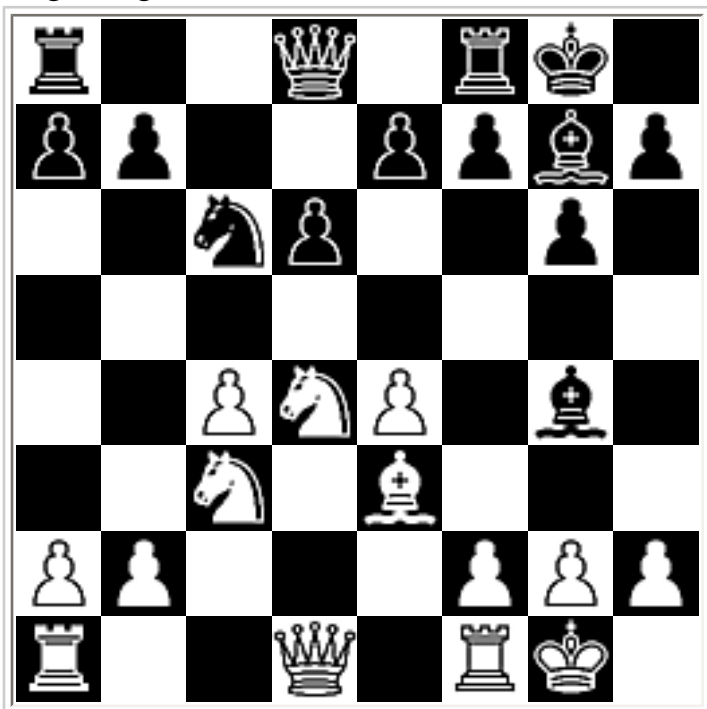


[Dr. Dave](#)

Exeter Chess Club Canon

inter - mezzo [E91] spassov-kritiansen, kringsja, 1976

1. Nf3 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. d4 O-O 6. Be2 c5 7. O-O cxd4 8. Nxd4 Nc6 9. Be3 Ng4 10. Bxg4 Bxg4



What would you play here? [CONTINUE](#)

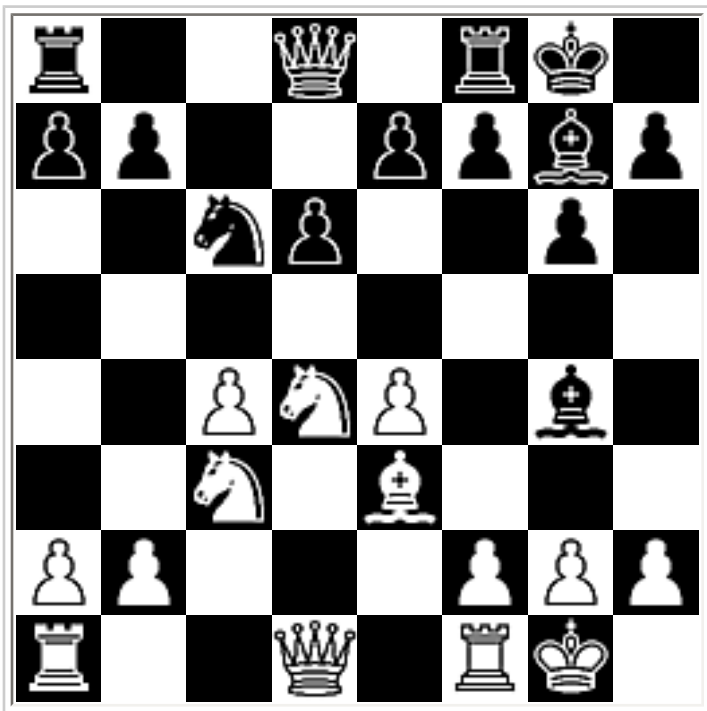
Back to [Chess Coaching Page](#)

This document (Tactics\c041_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c041_2.html



(now if Qxg4, Nxd4 recovers the piece - but White has an intermezzo) 11. Nxc6 Qd7 12. Nxe7+ Kh8
13. f3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c041_2.html) was last modified on 13 Aug 2005 by

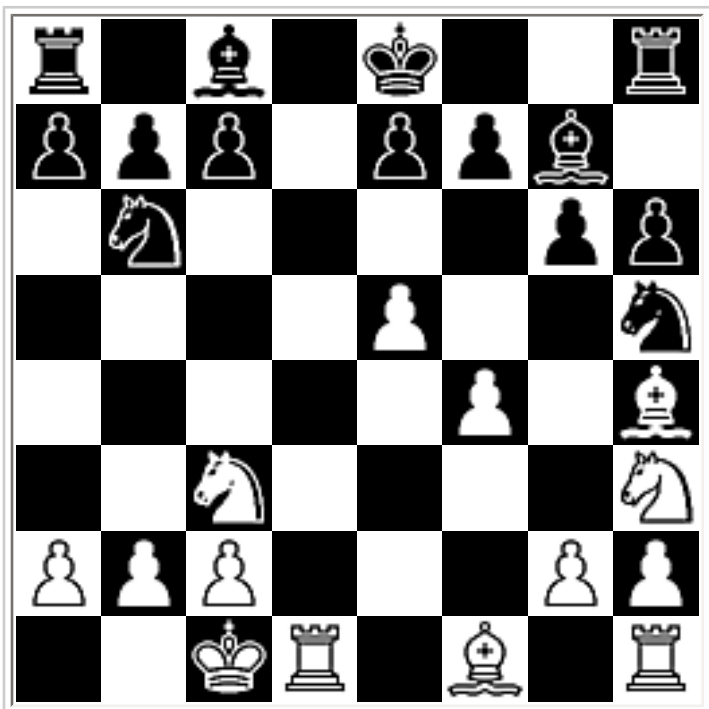


[Dr. Dave](#)

Exeter Chess Club Canon

knight fork - back rank [B07] fuller-sakurai, haifa, 1976

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Bg5 Nbd7 5. f4 h6 6. Bh4 Bg7 7. e5 Nh5 8. Nh3 dxe5 9. dxe5 Nb6 10. Qxd8+ Kxd8 11. O-O-O+ Ke8



What would you play here? [CONTINUE](#)

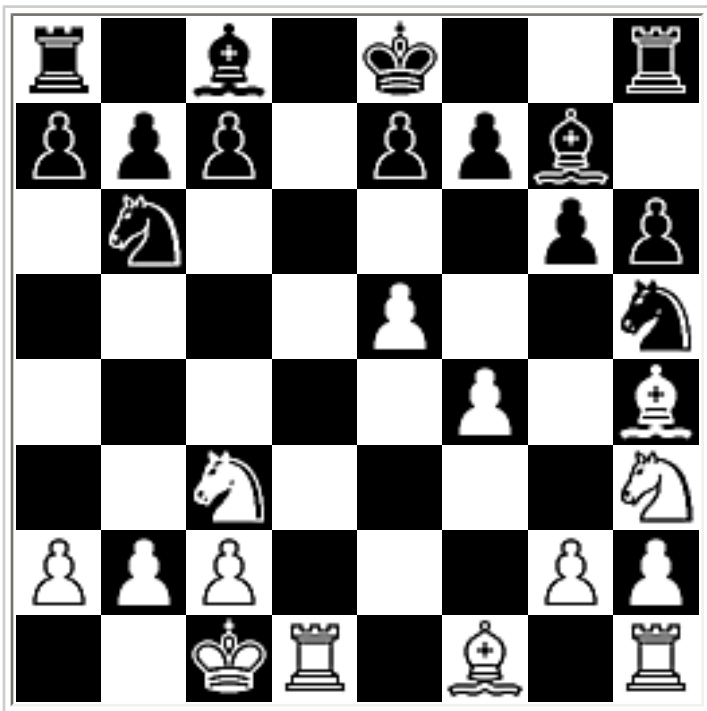
Back to [Chess Coaching Page](#)

This document (Tactics\c042_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c042_2.html



(white has an obvious attacking move Nb5 - but what's wrong with the obvious defence Rb8 ?) 12. Nb5
1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c042_2.html) was last modified on 13 Aug 2005 by

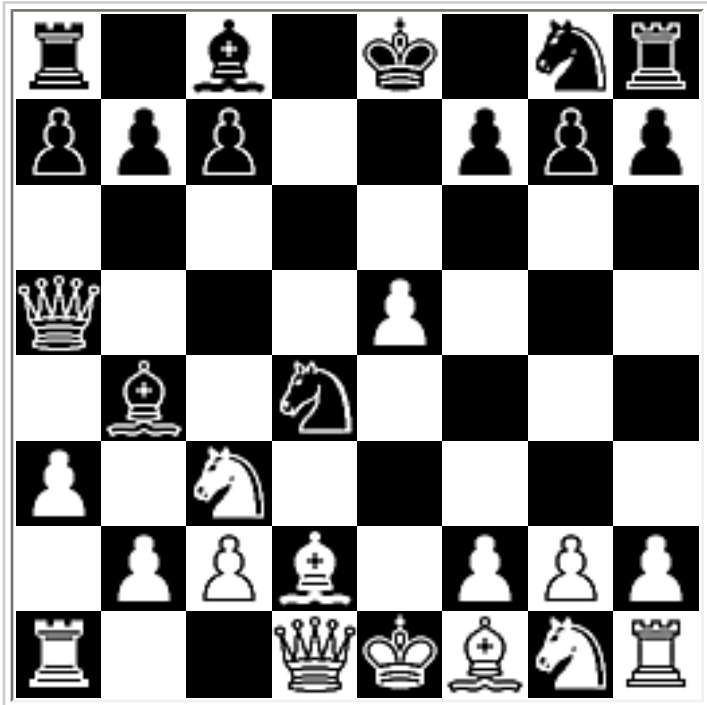


[Dr. Dave](#)

Exeter Chess Club Canon

knight - fork with sac [B01] lombardy, 1994

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. dxe5 Bb4 6. Bd2 Nc6 7. a3 Nd4



What would you play here? [CONTINUE](#)

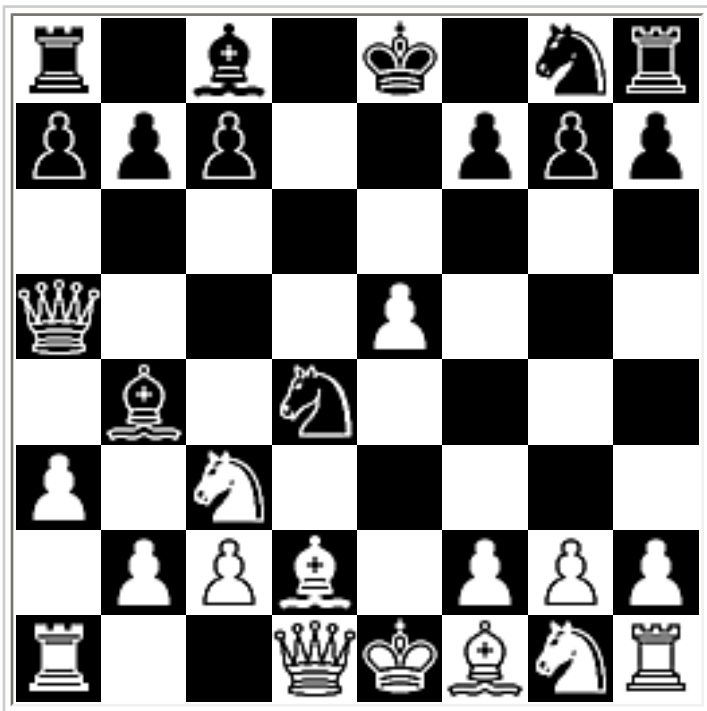
Back to [Chess Coaching Page](#)

This document (Tactics\c043_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c043_2.html



?! [7... Qxe5+] 8. axb4 [8. f4 Bf5 9. Rc1] 8... Qxa1 9. Qxa1 [9. Bc1] [9. Bd3] 9... Nxc2+ 10. Kd1 Nxa1 11. Bc4 Be6 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c043_2.html) was last modified on 13 Aug 2005 by

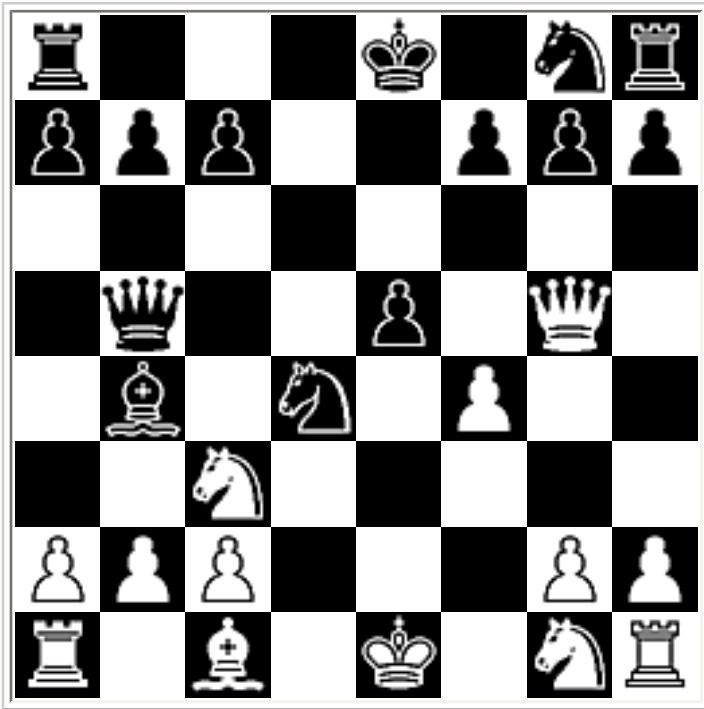


[Dr. Dave](#)

Exeter Chess Club Canon

knight - fork [B01] mcdaniel-kanai, haifa, 1976

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. Qe2 Nc6 6. f4 Nxd4 7. Qe4 Bf5 8. Bb5+ Qxb5 9. Qxf5 Bb4 10. Qg5



What would you play here? [CONTINUE](#)

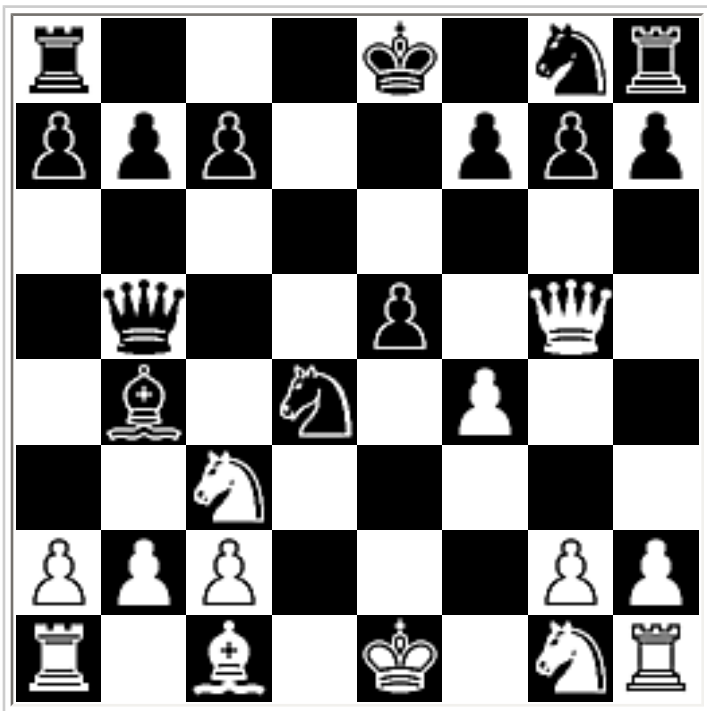
Back to [Chess Coaching Page](#)

This document (Tactics\c044_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c044_2.html



(white counterattacks on g7, but black can win simply) 10... Bxc3+ 11. bxc3 Nxc2+ 12. Kf2 Qc5+ 13. Kf1 Nxa1 14. fxe5 Ne7 0-1 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c044_2.html) was last modified on 13 Aug 2005 by

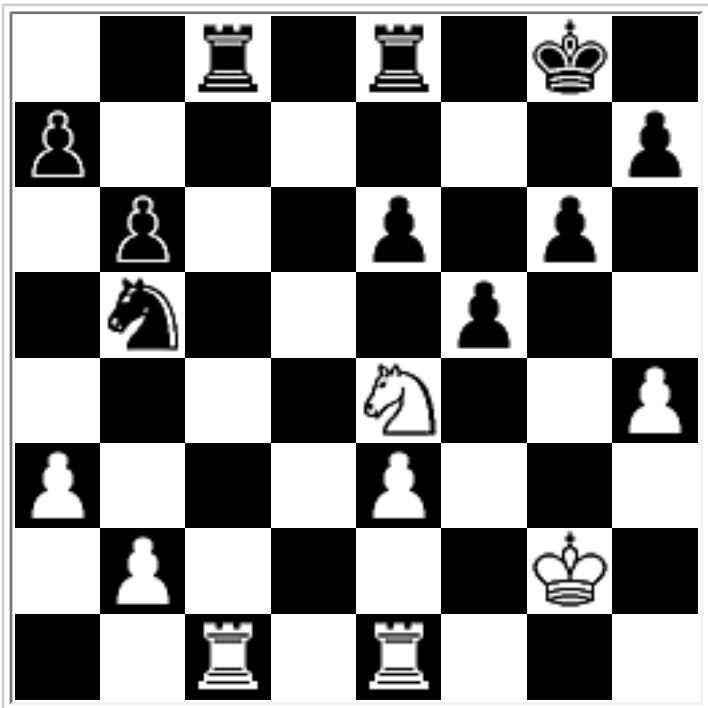


[Dr. Dave](#)

Exeter Chess Club Canon

knight - fork (5) [D42] reshevsky-fischer Los Angeles m, 1961

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 Nxd5 5. Nf3 c5 6. e3 Nc6 7. Bd3 Be7 8. O-O O-O 9. a3 cxd4 10. exd4 Nf6 11. Bc2 b6 12. Qd3 Bb7 13. Bg5 g6 14. Rfe1 Re8 15. h4 Rc8 16. Rac1 Nd5 17. Ne4 f5 18. Nc3 Bxg5 19. Nxc3 Nf4 20. Qe3 Qxd4 21. Nb5 Qxe3 22. fxe3 Nxg2 23. Kxg2 Nd4+ 24. Be4 Bxe4+ 25. Nxe4 Nxb5



What would you play here? [CONTINUE](#)

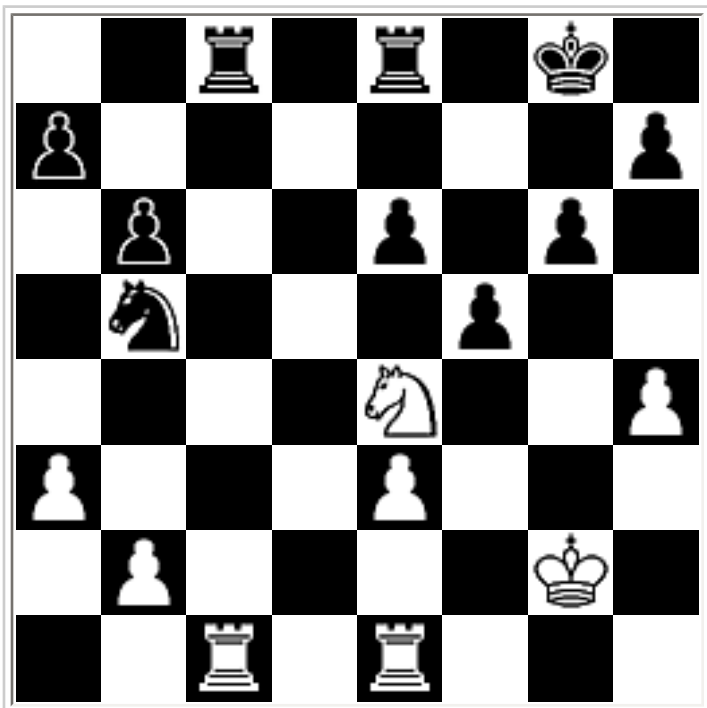
Back to [Chess Coaching Page](#)

This document (Tactics\c045_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c045_2.html



(white to play) 26. Nf6+ Kf7 27. Nxe8 Rxe8 28. a4 Nd6 29. Rc7+ Kf6 30. Rec1 h6 31. Rxa7 Ne4 32. Ra6 Rd8 33. Rc2 Rd3 34. Rxb6 Rxe3 35. a5 f4 36. Rf2 Nxf2 37. Kxf2 Re5 38. b4 Re3 39. a6 Ra3 40. Rc6 g5 41. hxg5+ hxg5 42. b5 g4 43. Rc8 Kf5 44. b6 g3+ 45. Ke1 Ra1+ 46. Ke2 g2 47. Rf8+ Ke4 48. Rxf4+ Kxf4 49. b7 g1=Q 50. b8=Q+ Kf5 51. Qf8+ Ke4 52. Qa8+ Kd4 53. Qd8+ Kc4 54. Qd3+ Kc5 55. Qc3+ Kd6 56. Qd2+ Ke5 57. Qb2+ Kf5 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c045_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

knight - fork [C12] stean-porat, netanya, 1976

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. e5 h6 6. Be3 Ne4 7. Qg4 Kf8 8. Nge2 c5 9. a3 Bxc3+ 10. bxc3 Qa5 11. f3 cxd4 12. Bxd4 Nc6 13. fxe4 Nxd4 14. exd5



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c046_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c046_2.html



(what has white overlooked?) 14... Nxc2+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c046_2.html) was last modified on 13 Aug 2005 by

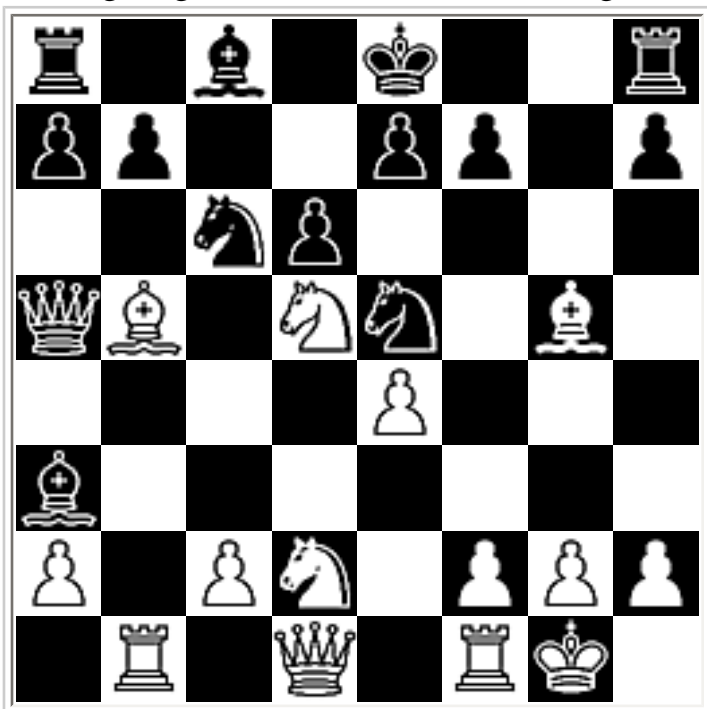


[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat [A04] alexandria-finta, budapest W, 1976

1. Nf3 d6 2. d4 c5 3. dxc5 Qa5+ 4. Nc3 Qxc5 5. e4 Nf6 6. Be3 Qa5 7. Nd2 Ng4 8. Bf4 g5 9. Bb5+ Nc6 10. Bxg5 Bg7 11. Nd5 Bxb2 12. O-O Nge5 13. Rb1 Ba3



What would you play here? [CONTINUE](#)

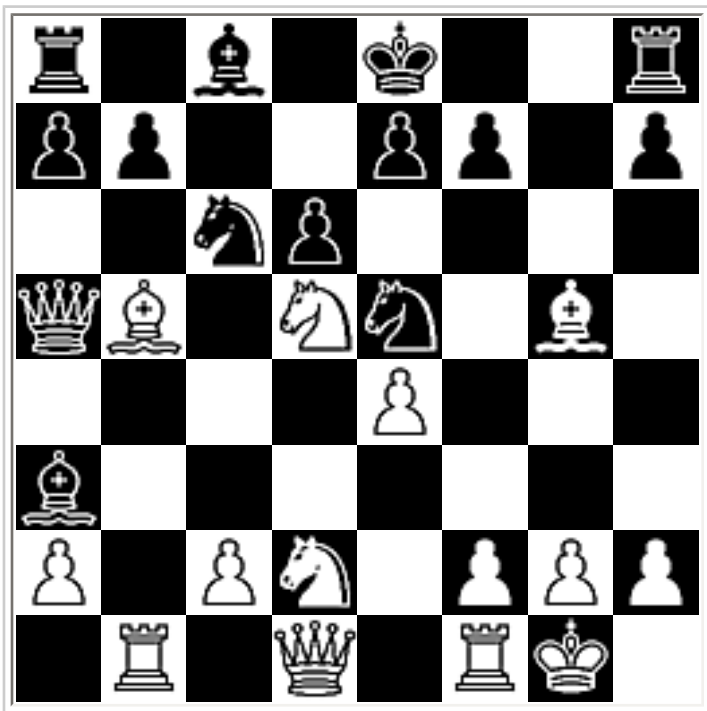
Back to [Chess Coaching Page](#)

This document (Tactics\c047_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c047_2.html



(black is awkwardly placed: is there a decisive blow yet?) 14. Nb3 Qd8 15. Bxe7 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c047_2.html) was last modified on 13 Aug 2005 by

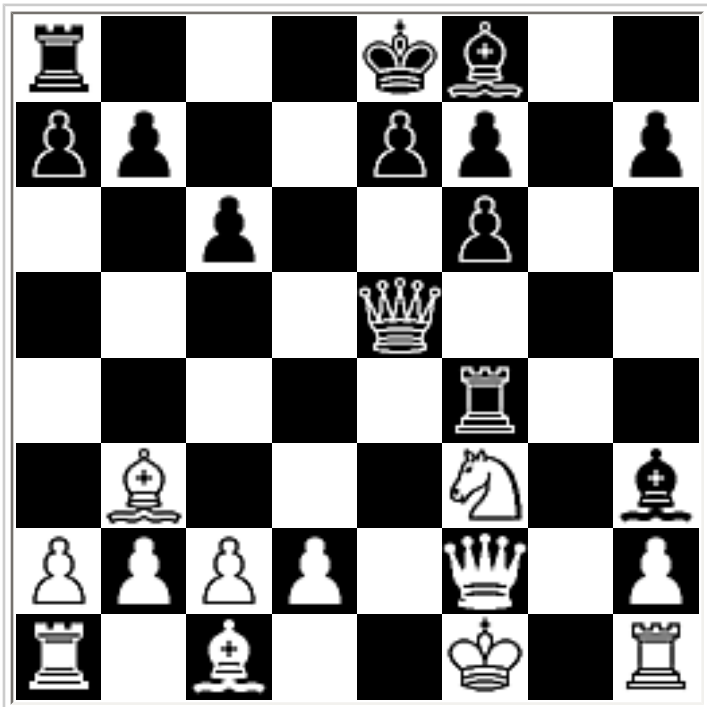


[Dr. Dave](#)

Exeter Chess Club Canon

no retreat - pins and mates [B10] feller-solmundarson, haifa, 1976

1. e4 c6 2. Nc3 d5 3. Qf3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6 6. Bc4 Nd7 7. Qh5 Ne5 8. Bb3 Qa5 9. Qh4 Rg8 10. f4 Rxd2 11. fxe5 Qxe5+ 12. Kf1 Rg4 13. Qf2 [13. Qxh7 (or 13 Qe1, Rf4+ 14 Nf3, Rxf3+) 13... Rf4+ 14. Nf3 Rxf3+ 15. Kg2 Qe2+ 16. Kg1 Rf1#] 13... Rf4 14. Nf3 Bh3+



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c048_0.html) was last modified on 13 Aug 2005 by

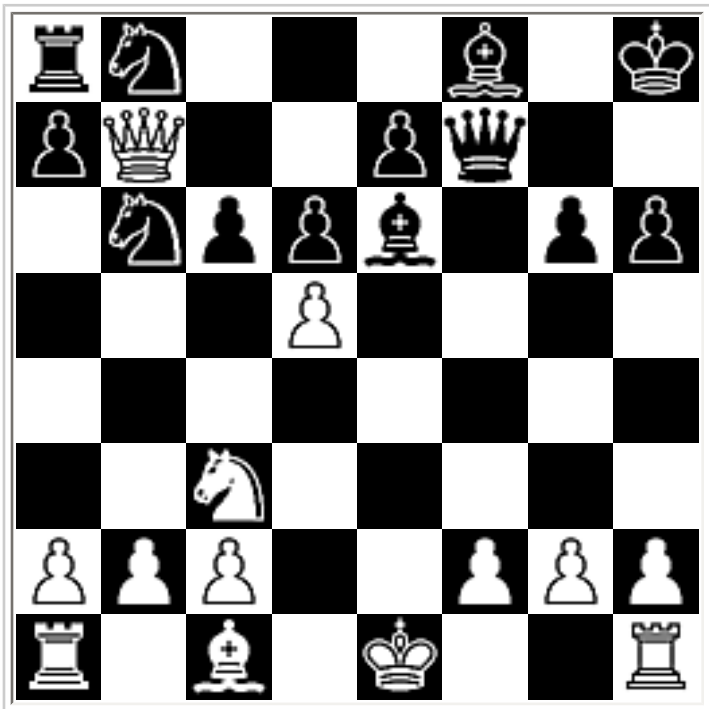


[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat [B02] mickeleit-dragun, kuortane, 1976

1. e4 Nf6 2. e5 Nd5 3. Nf3 d6 4. Bc4 Nb6 5. Bxf7+ Kxf7 6. Ng5+ Kg8 7. Qf3 Qe8 8. e6 g6 9. d4 h6 10. Nf7 Bxe6 11. Nxh8 Kxh8 12. Nc3 Qf7 13. Qxb7 c6 14. d5



What would you play here? [CONTINUE](#)

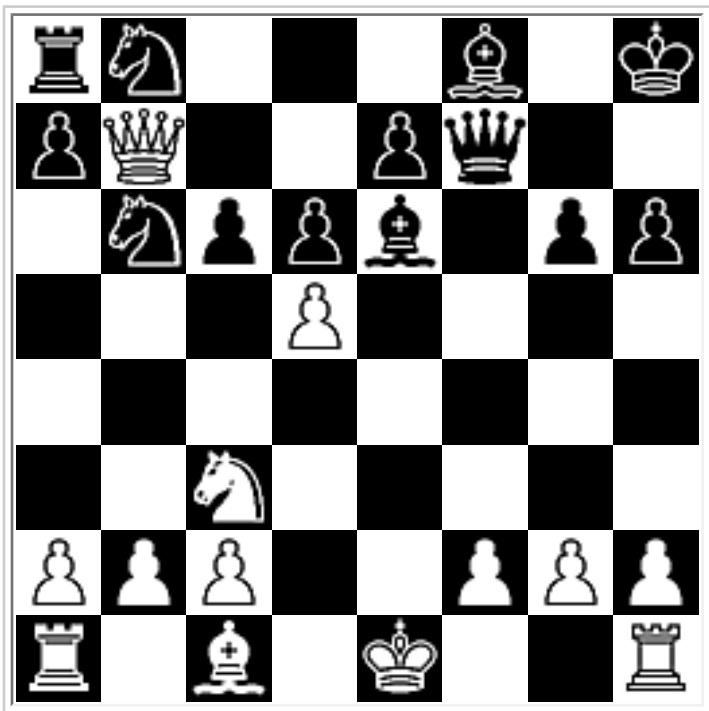
Back to [Chess Coaching Page](#)

This document (Tactics\c049_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c049_2.html



not the best piece to provoke into moving 14... Bc8 15. Qc7 Na6 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c049_2.html) was last modified on 13 Aug 2005 by

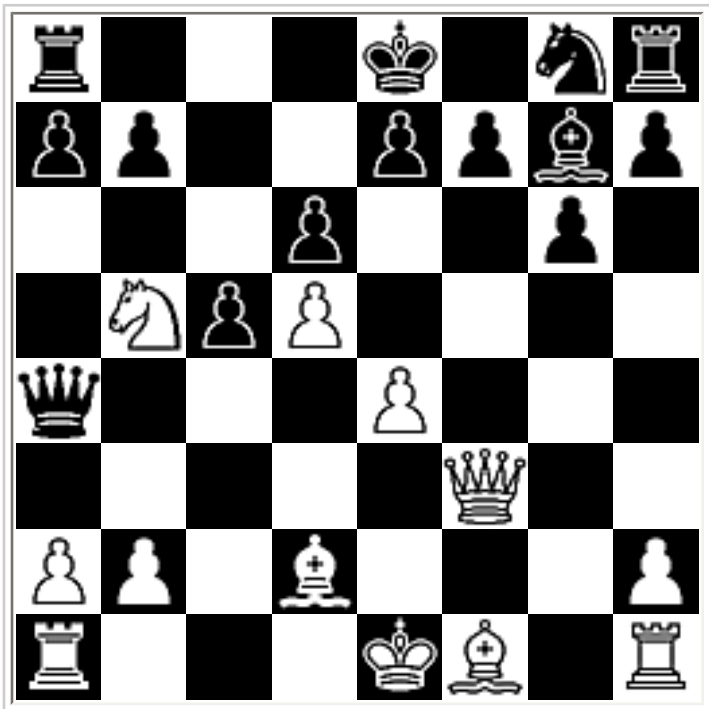


[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat [A42] mohring-diaz, bucuresti, 1976

1. d4 g6 2. c4 Bg7 3. Nc3 d6 4. e4 Nc6 5. d5 Nd4 6. Be3 c5 7. Nge2 Qb6 8. Na4 Qb4+ 9. Bd2 Qxc4 10. Nec3 Qb4 11. Nb5 Bg4 12. f3 Bxf3 13. gxf3 Nxf3+ 14. Qxf3 Qxa4



What would you play here? [CONTINUE](#)

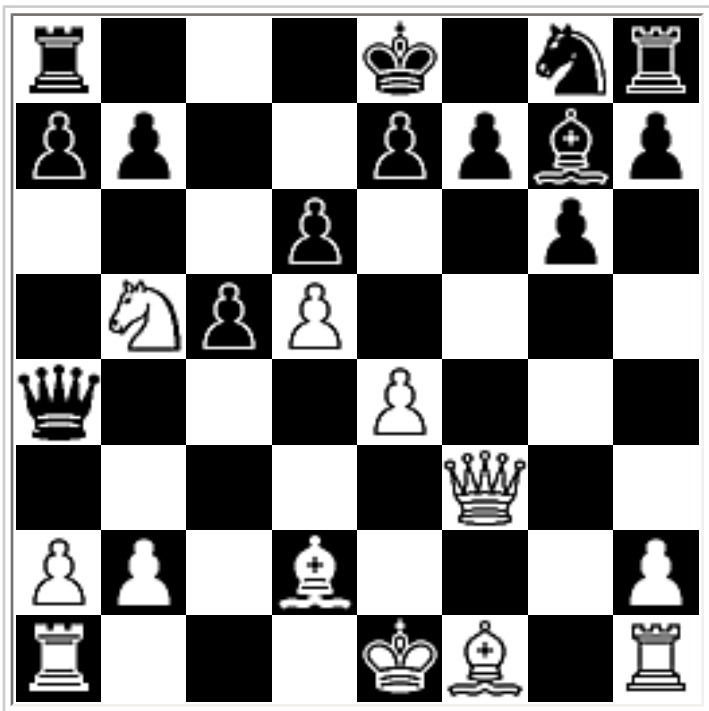
Back to [Chess Coaching Page](#)

This document (Tactics\c050_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c050_2.html



(white to play) 15. b3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c050_2.html) was last modified on 13 Aug 2005 by

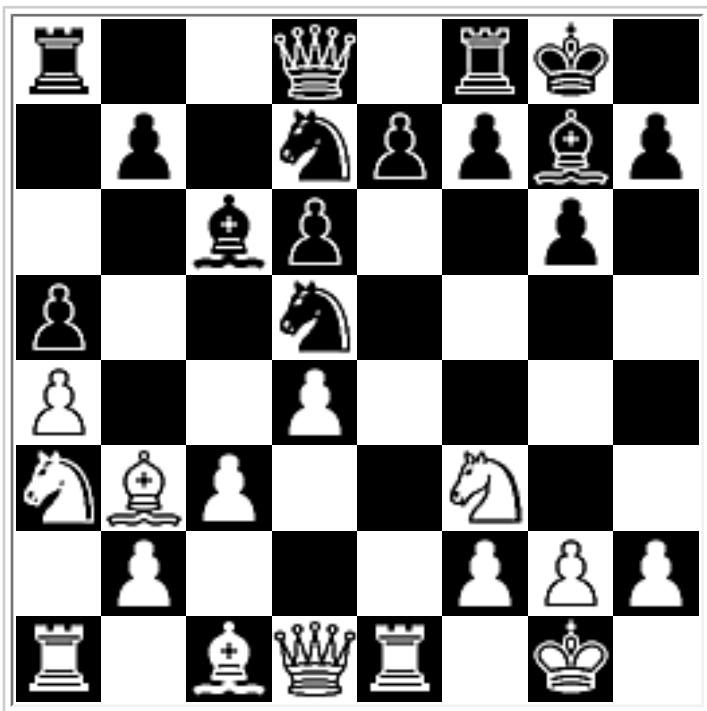


[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat [B04] ostojic-poutianen, 1976

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Nb6 5. a4 a5 6. Bd3 g6 7. exd6 cxd6 8. O-O Bg7 9. Re1 O-O 10. c3 Bd7 11. Bc2 Bc6 12. Bb3 Nd5 13. Na3 Nd7



What would you play here? [CONTINUE](#)

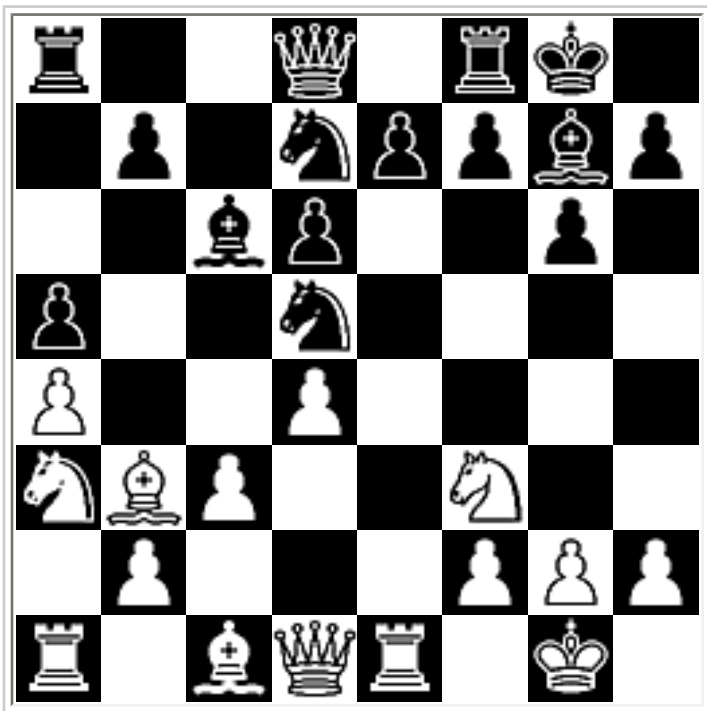
Back to [Chess Coaching Page](#)

This document (Tactics\c051_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c051_2.html



(black's pieces are in each other way: how can white make use of this?) 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c051_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

no retreat & design for check - mate [A08] pernici-herrera, 1976

1. e4 e6 2. d3 d5 3. Nd2 d4 4. Ngf3 c5 5. g3 Ne7 6. Bg2 Nbc6 7. O-O Ng6 8. Nc4 e5 9. h4 Bg4 10. Qd2 h6 11. Nh2 Bd7



What would you play here? [CONTINUE](#)

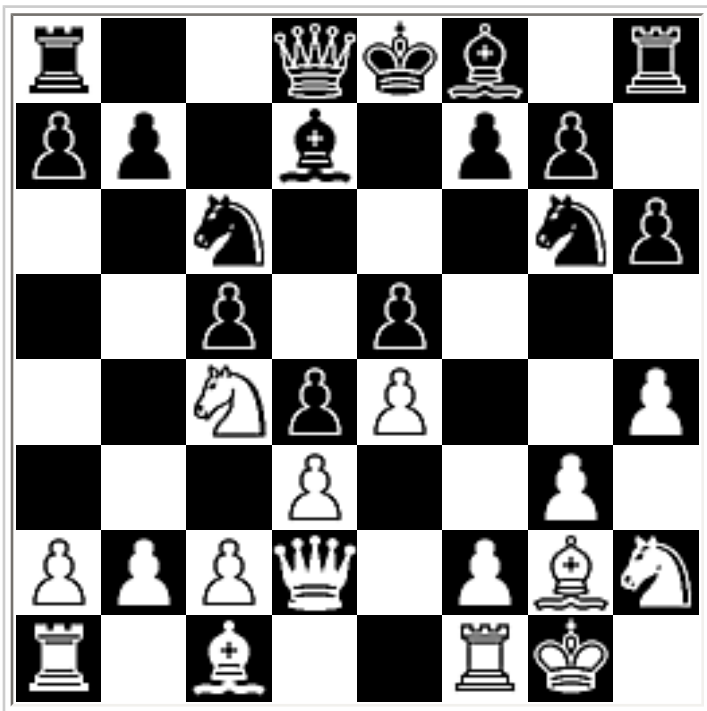
Back to [Chess Coaching Page](#)

This document (Tactics\c052_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c052_2.html



(black had no idea what was about to happen to her - have you?) 12. h5 Nge7 13. Nd6# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c052_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat [A30] robatsch-garcia, sochi, 1974

1. c4 c5 2. Nf3 g6 3. d4 Bg7 4. e4 Qa5+ 5. Nc3 Nc6 6. d5 Nd4 7. Bd2 Qb6 8. Nxd4 Bxd4 9. Rb1 d6 10. Nb5



What would you play here? [CONTINUE](#)

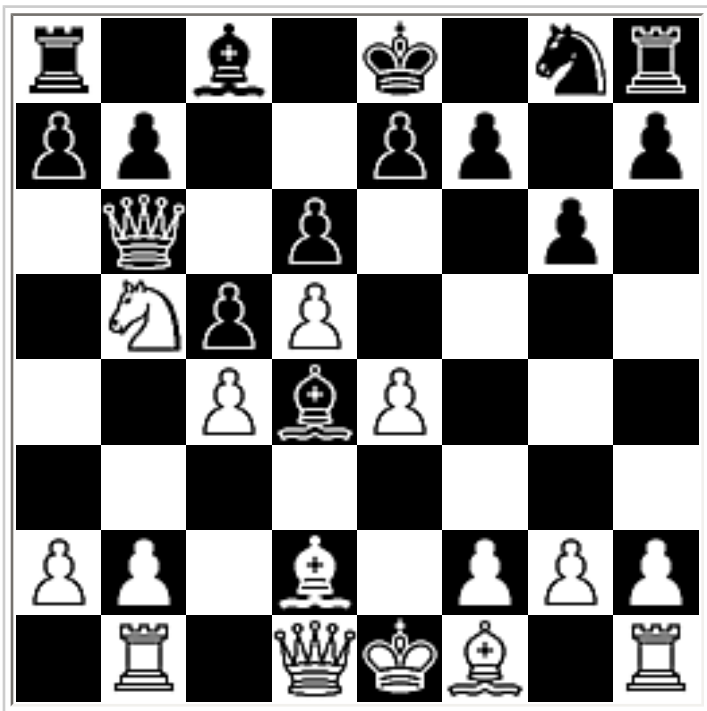
Back to [Chess Coaching Page](#)

This document (Tactics\c053_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c053_2.html



10... Bg7 which encourages... [10... Bd7] 11. Qa4 Bd7 12. Ba5 Qa6 13. Nc7+ Kf8 14. Qa3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c053_2.html) was last modified on 13 Aug 2005 by

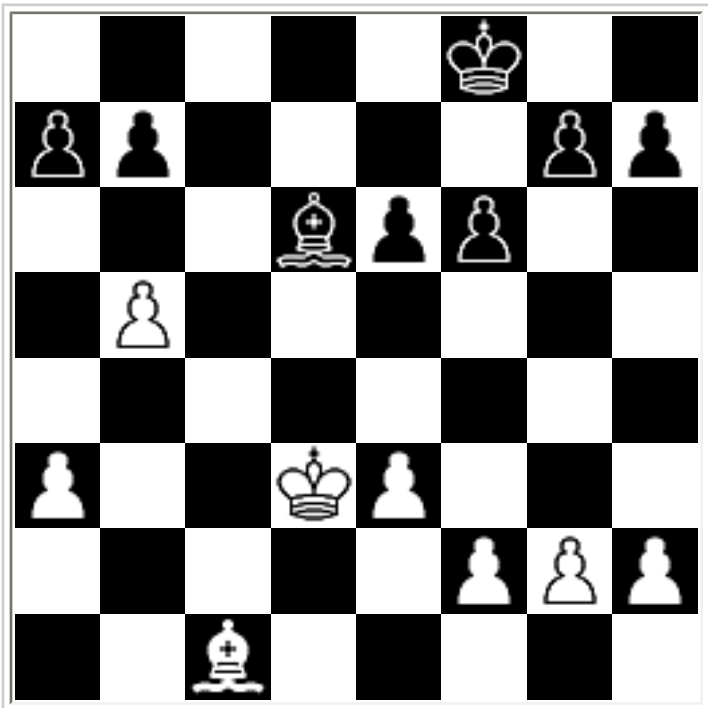


[Dr. Dave](#)

Exeter Chess Club Canon

no - retreat (1) [E56] spassky-fischer, Reykjavik WCh, 1972

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 Bb4 5. e3 O-O 6. Bd3 c5 7. O-O Nc6 8. a3 Ba5 9. Ne2 dxc4 10. Bxc4 Bb6 11. dxc5 Qxd1 12. Rxd1 Bxc5 13. b4 Be7 14. Bb2 Bd7 15. Rac1 Rfd8 16. Ned4 Nxd4 17. Nxd4 Ba4 18. Bb3 Bxb3 19. Nxb3 Rxd1+ 20. Rxd1 Rc8 21. Kf1 Kf8 22. Ke2 Ne4 23. Rc1 Rxc1 24. Bxc1 f6 25. Na5 Nd6 26. Kd3 Bd8 27. Nc4 Bc7 28. Nxd6 Bxd6 29. b5



What would you play here? [CONTINUE](#)

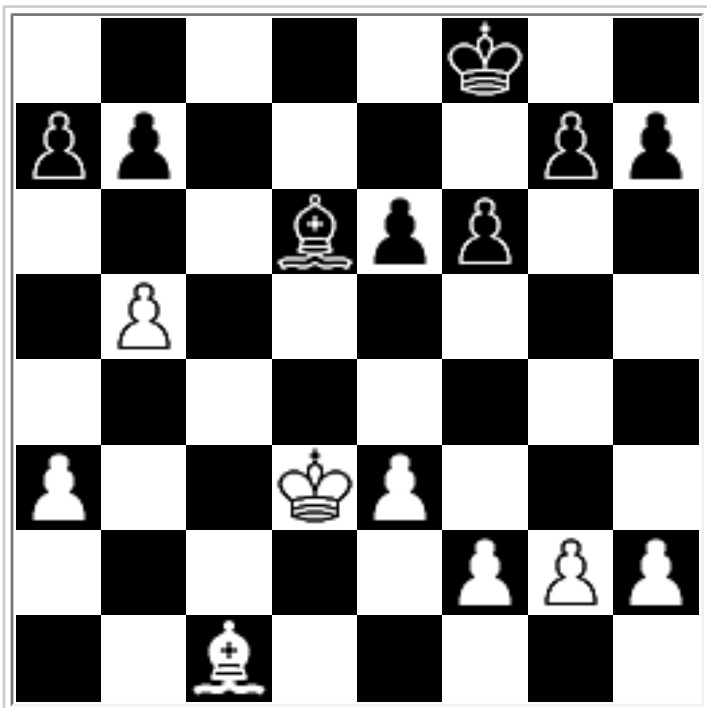
Back to [Chess Coaching Page](#)

This document (Tactics\c054_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c054_2.html



(fischer's next move is very hard to understand) 29... Bxh2 30. g3 h5 31. Ke2 h4 32. Kf3 Ke7 33. Kg2 hxg3 34. fxg3 Bxg3 35. Kxg3 Kd6 36. a4 Kd5 37. Ba3 Ke4 38. Bc5 a6 39. b6 f5 40. Kh4 f4 41. exf4 Kxf4 42. Kh5 Kf5 43. Be3 Ke4 44. Bf2 Kf5 45. Bh4 e5 46. Bg5 e4 47. Be3 Kf6 48. Kg4 Ke5 49. Kg5 Kd5 50. Kf5 a5 51. Bf2 g5 52. Kxg5 Kc4 53. Kf5 Kb4 54. Kxe4 Kxa4 55. Kd5 Kb5 56. Kd6 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c054_2.html) was last modified on 13 Aug 2005 by

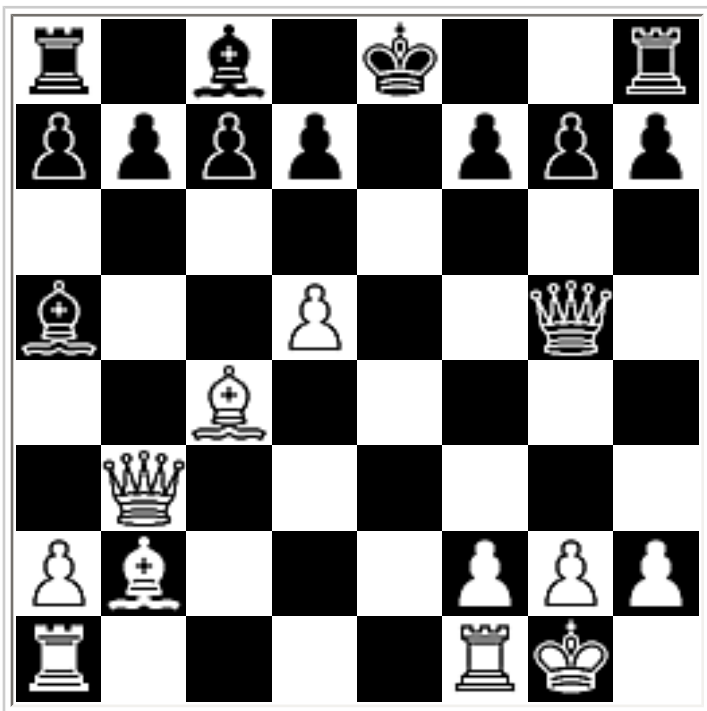


[Dr. Dave](#)

Exeter Chess Club Canon

over - loading [C52] Fischer-Fine NY (skittles game), 1963

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O dxc3 8. Qb3 Qe7 9. Nxc3 Nf6
10. Nd5 Nxd5 11. exd5 Ne5 12. Nxe5 Qxe5 13. Bb2 Qg5



What would you play here? [CONTINUE](#)

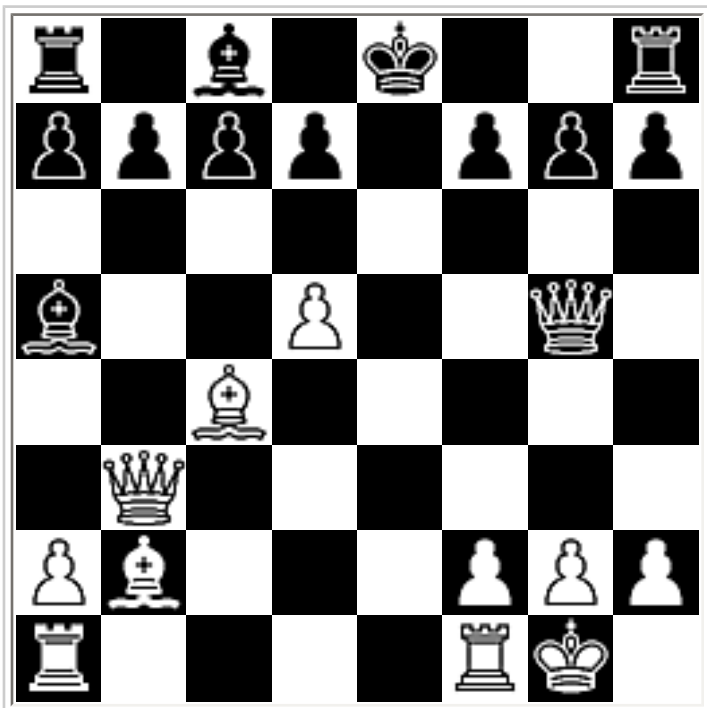
Back to [Chess Coaching Page](#)

This document (Tactics\c055_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c055_2.html



(white's Bb2 stares menacingly at g7, but the Qg5 protects it) 14. h4 Qxh4 15. Bxg7 Rg8 16. Rfe1+ Kd8 (now the Qh4 can be deflected from the d8-h4 diagonal to allow Bf6+) 17. Qg3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c055_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

over - loading [B93] tactics: wl, 1994

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e5 7. Nf3 Nbd7 8. a4 b6 [8... Qc7] 9. Bc4 Be7 10. O-O O-O 11. Qe2 Bb7 12. fxe5 dxe5 13. Bg5



What would you play here? [CONTINUE](#)

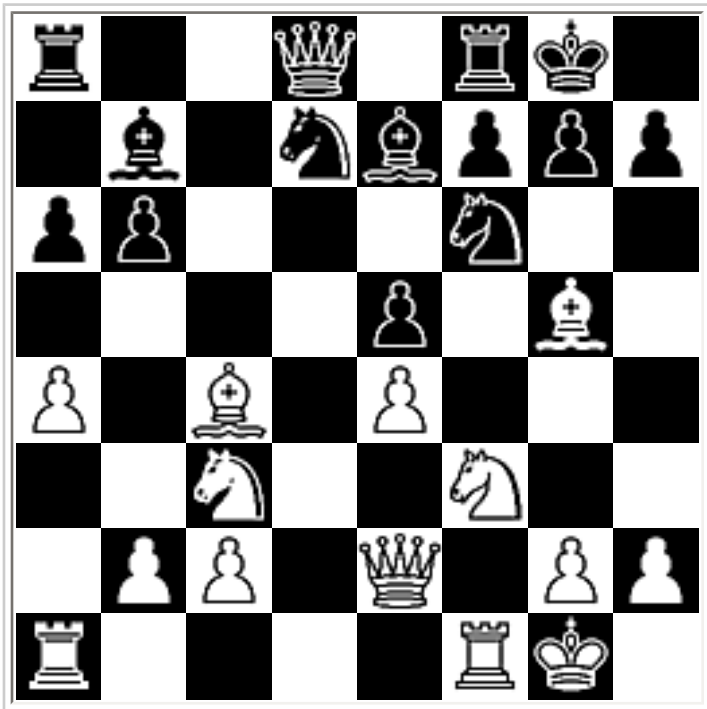
Back to [Chess Coaching Page](#)

This document (Tactics\c056_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c056_2.html



13... Nxe4 a likely unmasking, but Black has not seen far enough [13... Rc8] 14. Nxe4 Bxe4 15. Qxe4 Bxg5 16. Nxg5 Qxg5

Back to [Chess Coaching Page](#)

This document (Tactics\c056_2.html) was last modified on 13 Aug 2005 by

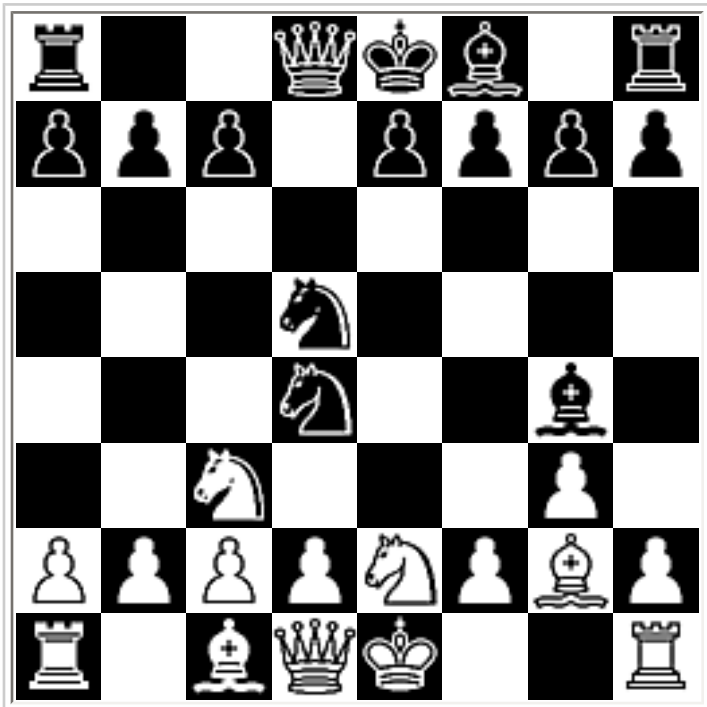


[Dr. Dave](#)

Exeter Chess Club Canon

pin - design for mate [B02] tactics: lombardy, 1994

1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Nge2 Nc6 5. g3 Bg4 6. Bg2 Nd4



What would you play here? [CONTINUE](#)

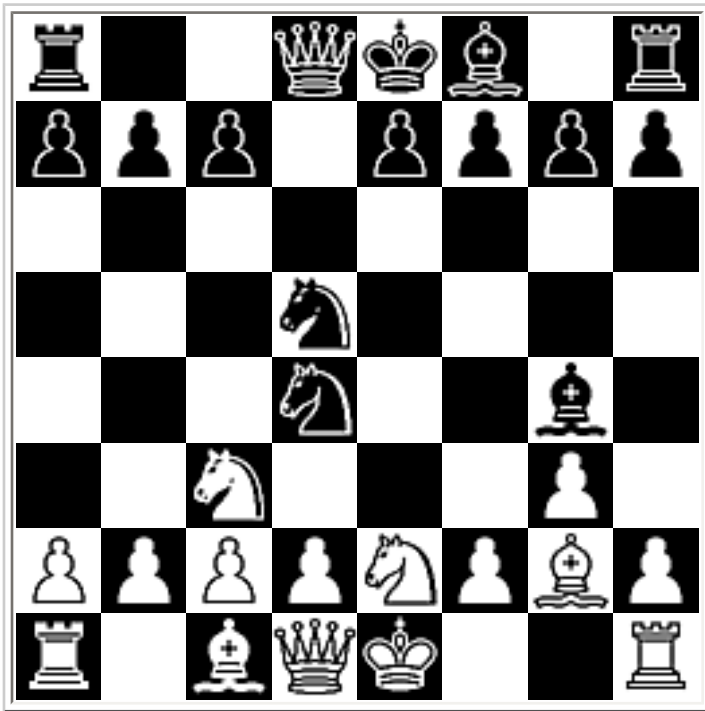
Back to [Chess Coaching Page](#)

This document (Tactics\c057_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c057_2.html



7. Bxd5 [7. f3] 7... Qxd5

Back to [Chess Coaching Page](#)

This document (Tactics\c057_2.html) was last modified on 13 Aug 2005 by

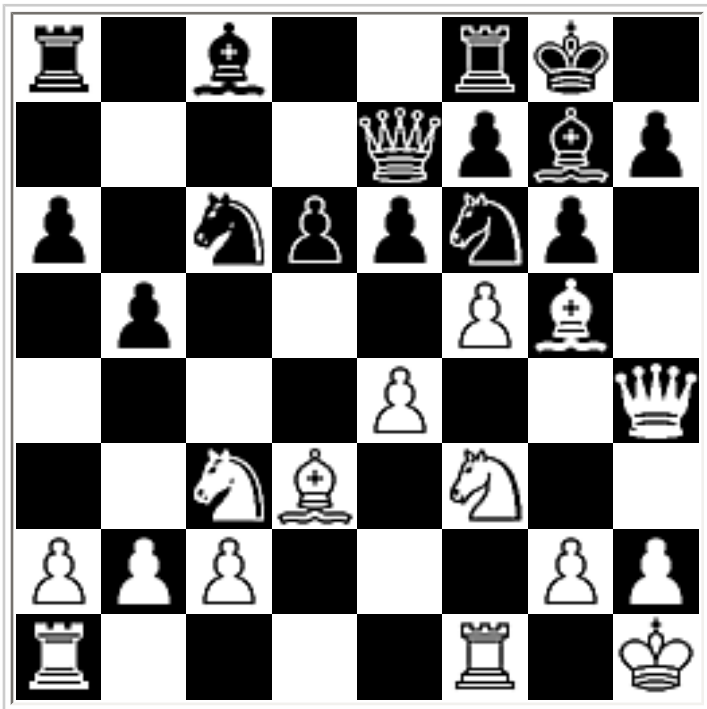


[Dr. Dave](#)

Exeter Chess Club Canon

pin - 1 - decisive [B93] tactics: wl, 1994

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 Qc7 7. Bd3 Nc6 8. Nf3 g6 9. O-O Bg7 10. Qe1 e6 11. Kh1 O-O 12. Qh4 b5 13. f5 Qe7 14. Bg5



What would you play here? [CONTINUE](#)

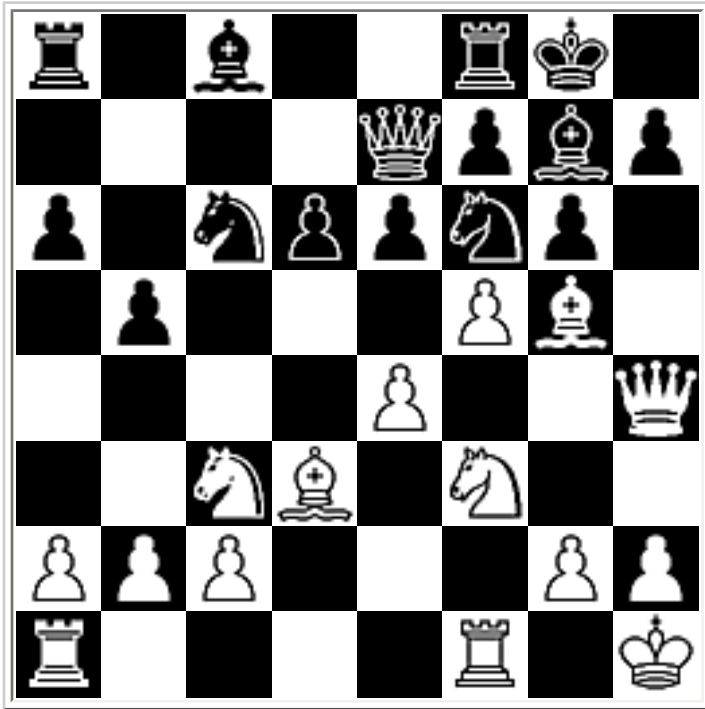
Back to [Chess Coaching Page](#)

This document (Tactics\c058_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c058_2.html



14... b4 [14... Ne5] 15. e5 1-0 15... Nxe5 16. Nxe5

Back to [Chess Coaching Page](#)

This document (Tactics\c058_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

pins - 2 - (alekhine-nimzovitch, san remo) [C17] pin: double pin, 1930

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. Bd2 Ne7 6. Nb5 Bxd2+ 7. Qxd2 O-O 8. c3 b6 9. f4 Ba6 10. Nf3 Qd7 11. a4 Nbc6 12. b4



What would you play here? [CONTINUE](#)

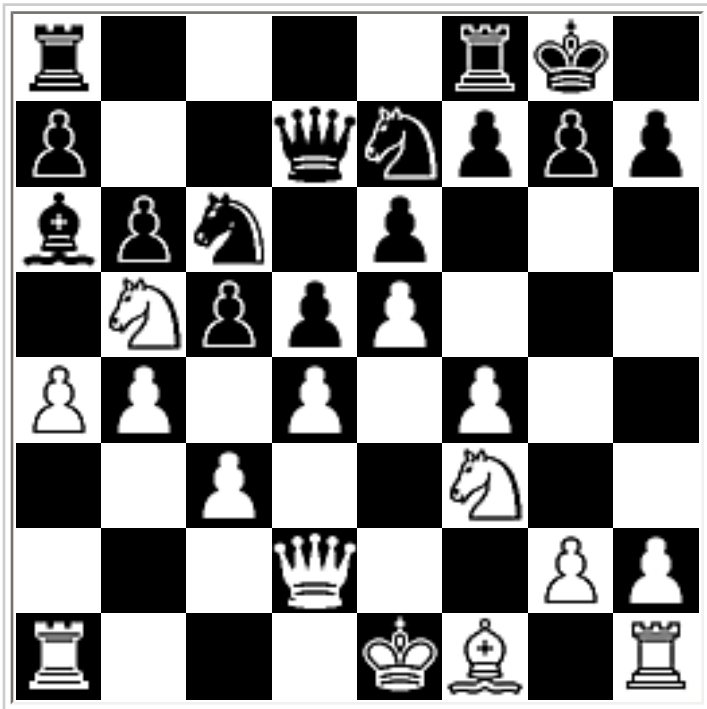
Back to [Chess Coaching Page](#)

This document (Tactics\c059_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c059_2.html



12... cxb4 [12... c4 13. Na3 Nd8 14. Nc2 when White is free to belt down the King's side] 13. cxb4 Bb7 14. Nd6 f5 15. a5 Nc8 16. Nxb7 Qxb7 17. a6 Qf7 [17... Qe7 18. Bb5 Nd8 [18... Nxb4 19. Rb1]] 18. Bb5 N8e7 19. O-O h6 20. Rfc1 Rfc8 21. Rc2

Back to [Chess Coaching Page](#)

This document (Tactics\c059_2.html) was last modified on 13 Aug 2005 by

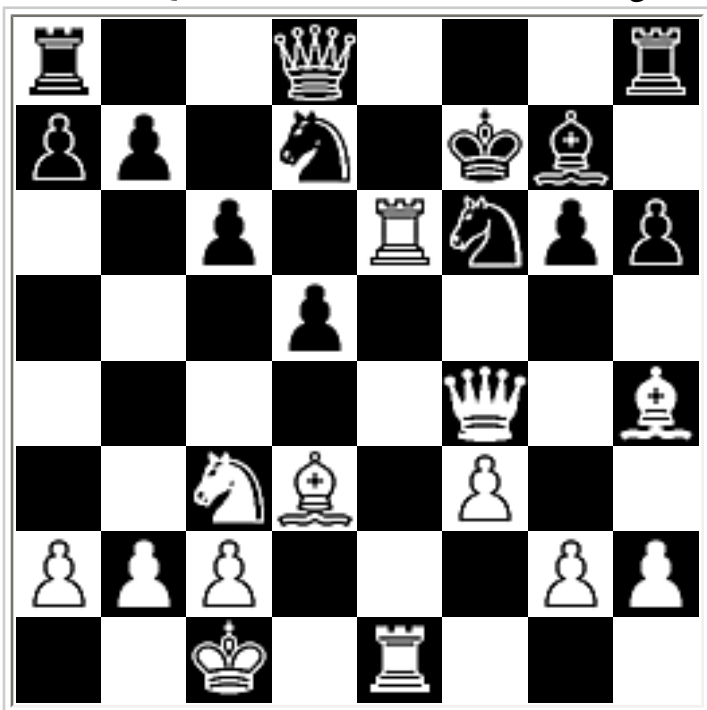


[Dr. Dave](#)

Exeter Chess Club Canon

**pins - 3 - (von freymann-forgacz, st.petersburg) [A83] pin:
triple pin, 1909**

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 Qa5 6. Qd2 e3 7. Bxe3 e5 8. dxe5 Qxe5 9. O-O-O d5 10. Bf4 Qf5 11. Re1+ Kf7 12. Bd3 Qd7 13. Nh3 Qd8 14. Ng5+ Kg8 15. Ne6 Bxe6 16. Rxe6 g6 17. Bg5 Nbd7 18. Qf4 Kf7 19. Rhe1 h6 20. Bh4 Bg7



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c060_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c060_2.html



Black is in a TRIPLE pin; how is White to increase the pressure? [20... g5 21. Qf5 Rg8 22. Bf2 Black's position remains precarious] 21. Ne4 dxe4 [21... Rf8 22. Nxf6 Nxf6 23. Bxf6 Bxf6 24. Rd6 g5 25. Qf5 Qxd6 26. Qg6#] 22. Bc4 the power of discovered check 22... Kg8 23. Rxf6+ Kh7 24. Rxc6 Nf6 [24... Kxc6 25. Qxe4+ Kh5 26. Qg4#] 25. Qf5 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c060_2.html) was last modified on 13 Aug 2005 by

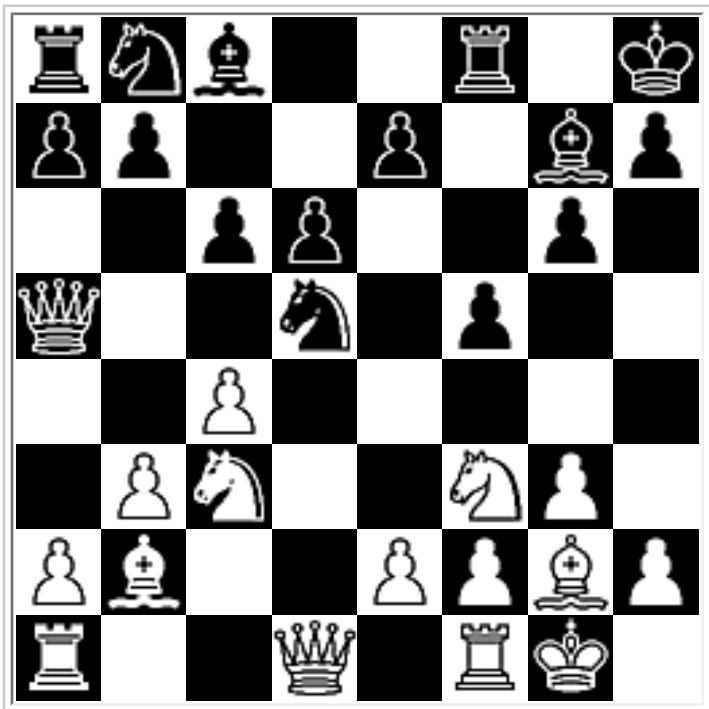


[Dr. Dave](#)

Exeter Chess Club Canon

pins,counter - pins [A10] robatsch-jansa, sochi, 1974

1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. b3 Bg7 5. Bb2 O-O 6. Bg2 d6 7. d4 c6 8. O-O Kh8 [8... Qc7] 9. d5 Qa5
10. Nc3 Nxd5



What would you play here? [CONTINUE](#)

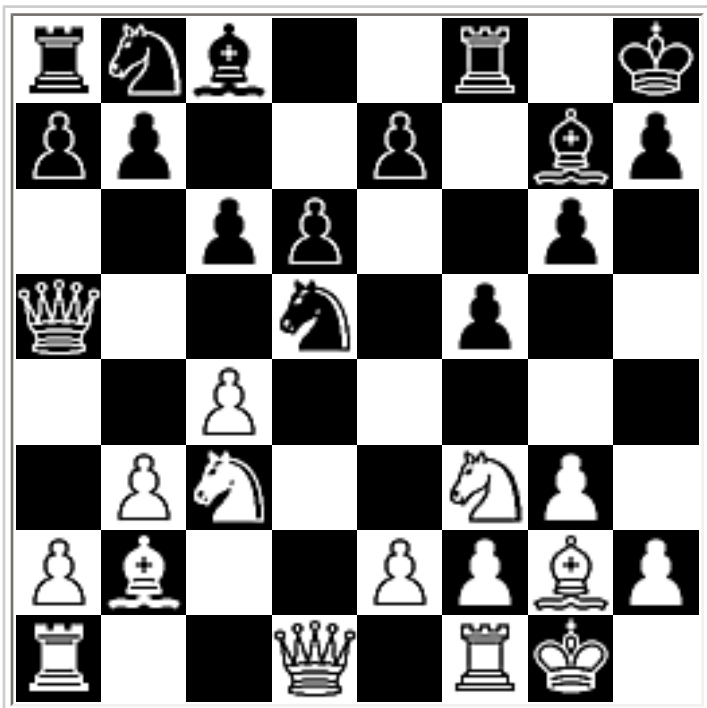
Back to [Chess Coaching Page](#)

This document (Tactics\c061_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c061_2.html



?? 11. cxd5 Bxc3 12. Qd2 Qxd5 13. Qxc3+ e5 14. Nxe5 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c061_2.html) was last modified on 13 Aug 2005 by

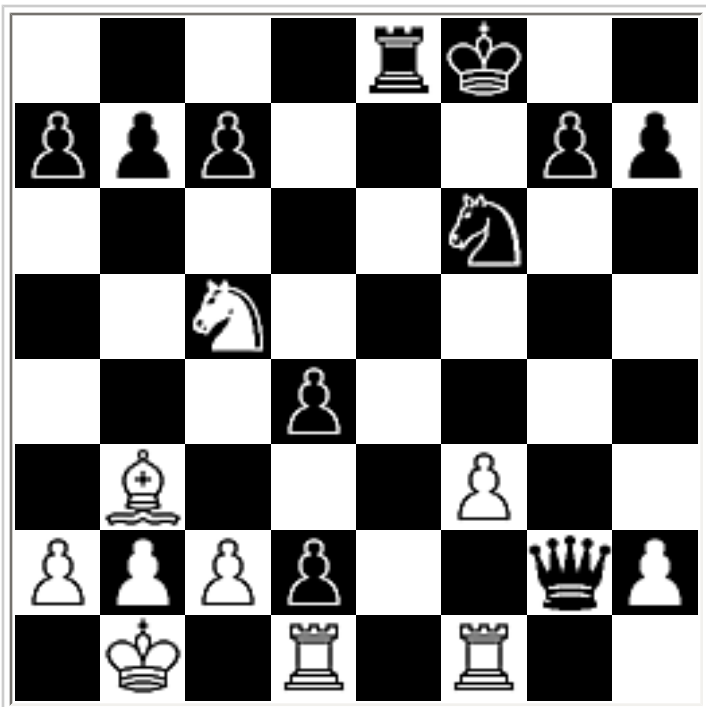


[Dr. Dave](#)

Exeter Chess Club Canon

queening (Barnes,T - Morphy,P) [C41] London, 1858

1. e4 e5 2. Nf3 d6 3. d4 f5 4. dxe5 fxe4 5. Ng5 d5 6. e6 Bc5 7. Nf7 Qf6 8. Be3 d4 9. Bg5 Qf5 10. Nxh8 Qxg5 11. Bc4 Nc6 12. Nf7 Qxg2 13. Rf1 Nf6 14. f3 Nb4 15. Na3 Bxe6 16. Bxe6 Nd3+ 17. Qxd3 exd3 18. O-O-O Bxa3 19. Bb3 d2+ 20. Kb1 Bc5 21. Ne5 Kf8 22. Nd3 Re8 23. Nxc5



What would you play here? [CONTINUE](#)

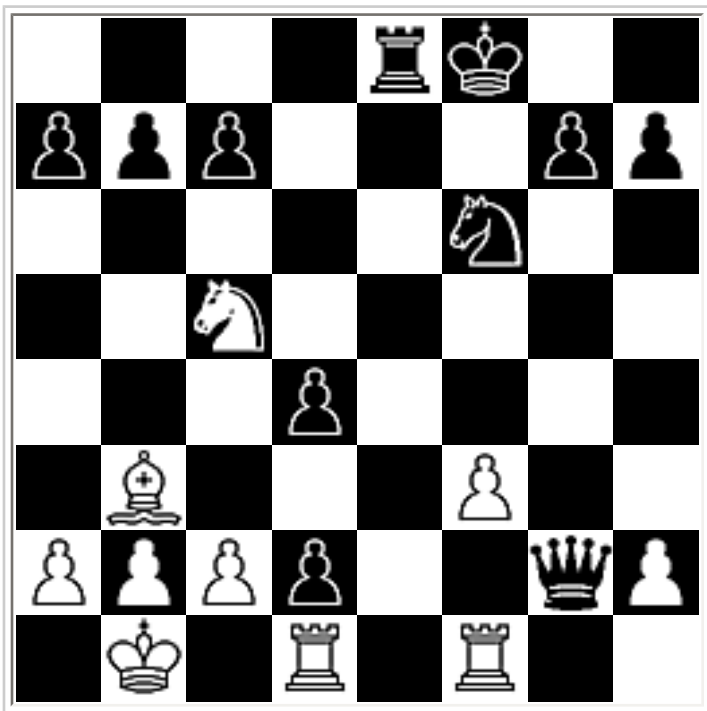
Back to [Chess Coaching Page](#)

This document (Tactics\c062_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c062_2.html



white is lost but struggling - morphy finds a characteristically clear line 23... Qxf1 24. Ne6+ Rxe6 [24... Rxe6 25. Bxe6 Qxd1#] 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c062_2.html) was last modified on 13 Aug 2005 by

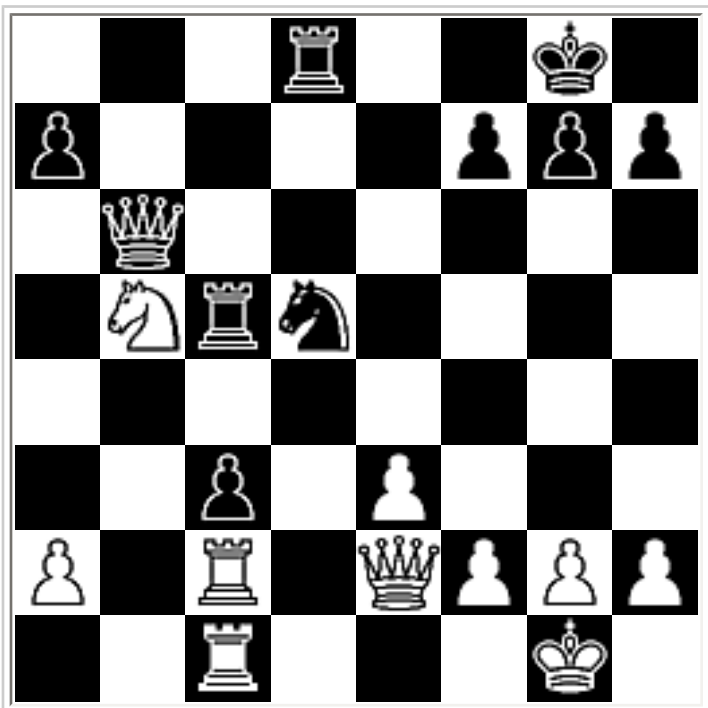


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - deflection [D63] Bernstein-Capablaca, Moscow, 1914

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Rc1 b6 8. cxd5 exd5 9. Qa4 Bb7 10. Ba6 Bxa6 11. Qxa6 c5 12. Bxf6 Nxf6 13. dxc5 bxc5 14. O-O Qb6 15. Qe2 c4 16. Rfd1 Rfd8 17. Nd4 Bb4 18. b3 Rac8 19. bxc4 dxc4 20. Rc2 Bxc3 21. Rxc3 Nd5 22. Rc2 c3 23. Rdc1 Rc5 24. Nb3 Rc6 25. Nd4 Rc7 26. Nb5 Rc5



What would you play here? [CONTINUE](#)

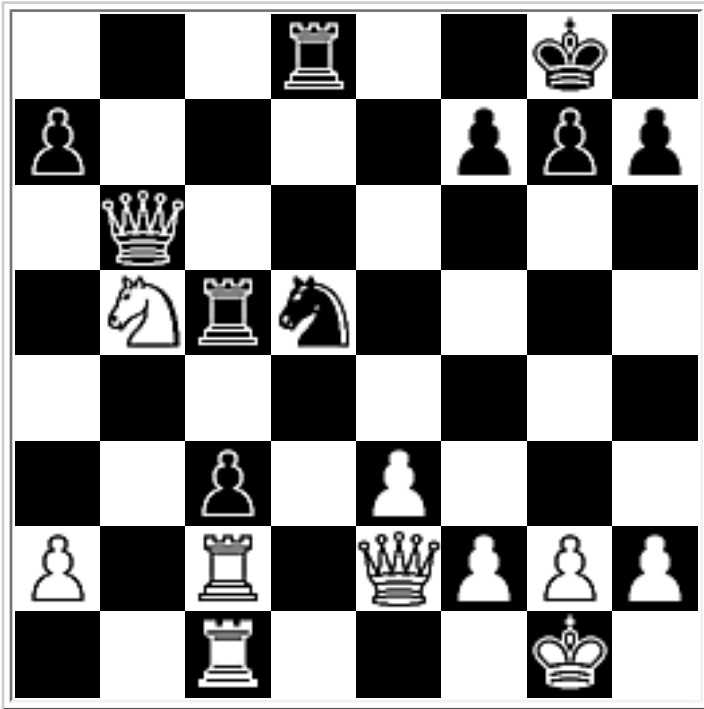
Back to [Chess Coaching Page](#)

This document (Tactics\c063_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c063_2.html



(now white jumps at the chance to rid himself of the bold pawn at c3, but there is a sting in the tail...)
27. Nxc3 Nxc3 28. Rxc3 Rxc3 29. Rxc3 (there is now a very pretty unveiling) 29... Qb2

Back to [Chess Coaching Page](#)

This document (Tactics\c063_2.html) was last modified on 13 Aug 2005 by

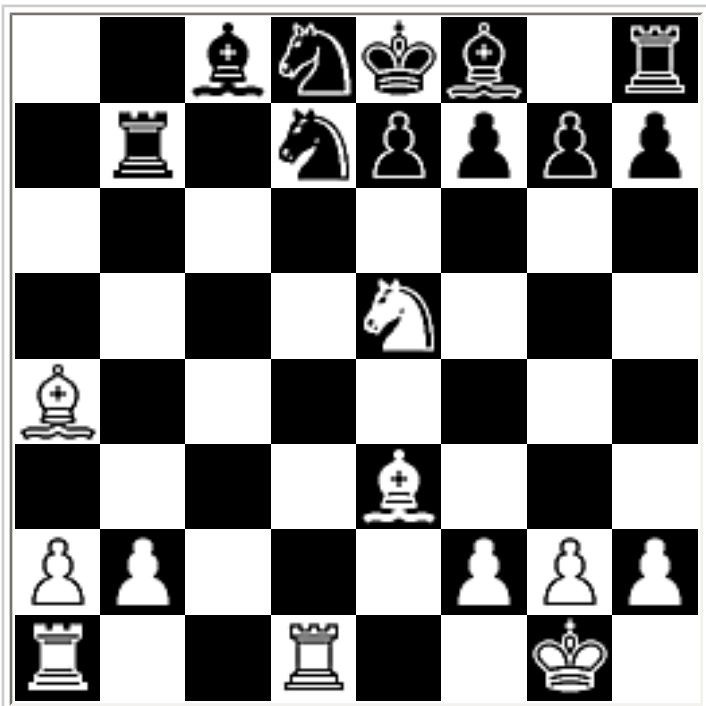


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - bishop pin [B21] R-L Chess magazine, 1975

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 d6 6. Bc4 a6 7. O-O Nf6 8. e5 ? 8... dxe5 9. Qxd8+ Nxd8 10. Nxe5 b5 11. Nxb5 axb5 12. Bxb5+ Nd7 13. Rd1 Ra7 14. Be3 Rb7 15. Ba4



What would you play here? [CONTINUE](#)

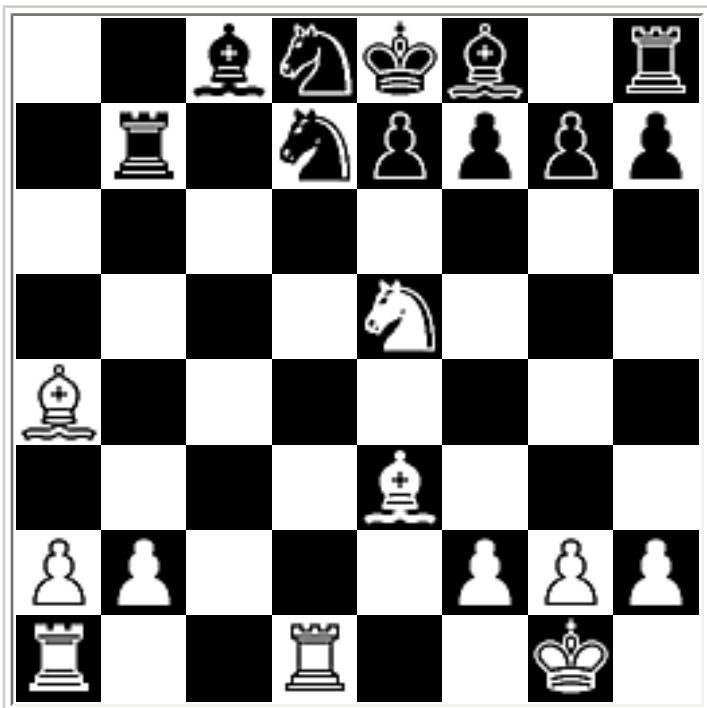
Back to [Chess Coaching Page](#)

This document (Tactics\c064_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c064_2.html



(black resigned - why?) [15. Ba4 f6 16. Rac1 fxe5 17. Rxc8 e6 18. Bc6 Ra7] 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c064_2.html) was last modified on 13 Aug 2005 by

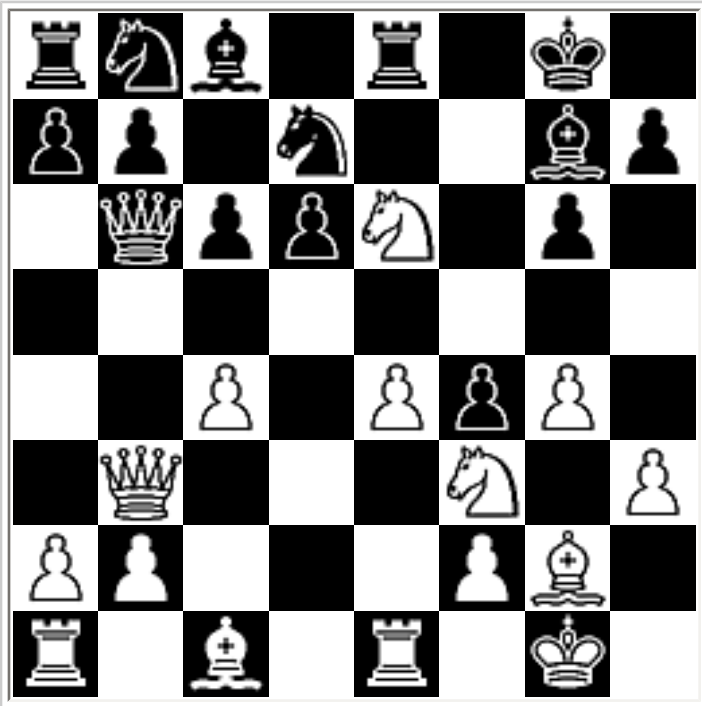


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - knight fork [A88] berry-evans, lone pine, 1976

1. Nf3 g6 2. c4 Bg7 3. Nc3 f5 4. d4 Nf6 5. g3 O-O 6. Bg2 d6 7. O-O c6 8. Re1 Nh5 9. h3 e5 10. e4 f4 11. g4 exd4 12. Ne2 Nf6 13. Nexd4 Qb6 14. Qb3 Nfd7 15. Ne6 Re8



What would you play here? [CONTINUE](#)

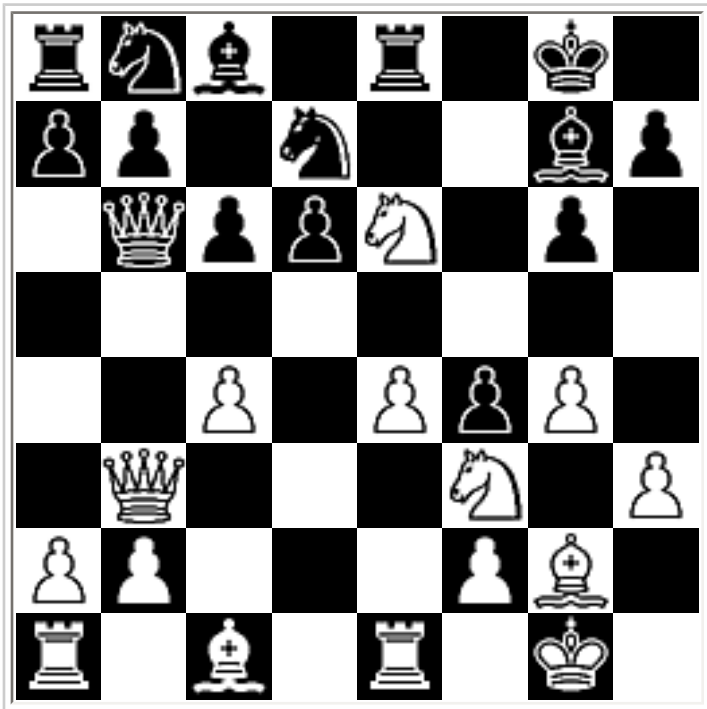
Back to [Chess Coaching Page](#)

This document (Tactics\c065_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c065_2.html



(black resigns - why?) 16. Qxb6 Nxb6 17. Nc7 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c065_2.html) was last modified on 13 Aug 2005 by

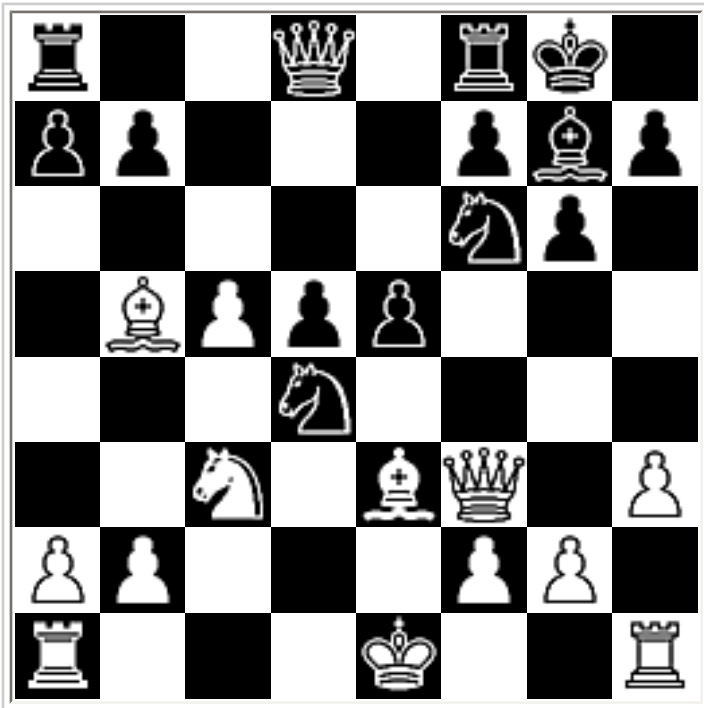


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - double attack [A56] guddahl-karlsson,
kringsja, 1976

1. d4 Nf6 2. c4 c5 3. e3 g6 4. Nf3 Bg7 5. Nc3 O-O 6. Bd3 cxd4 7. exd4 d5 8. c5 Bg4 9. h3 Bxf3 10.
Qxf3 Nc6 11. Be3 e5 12. Bb5 Nxd4



What would you play here? [CONTINUE](#)

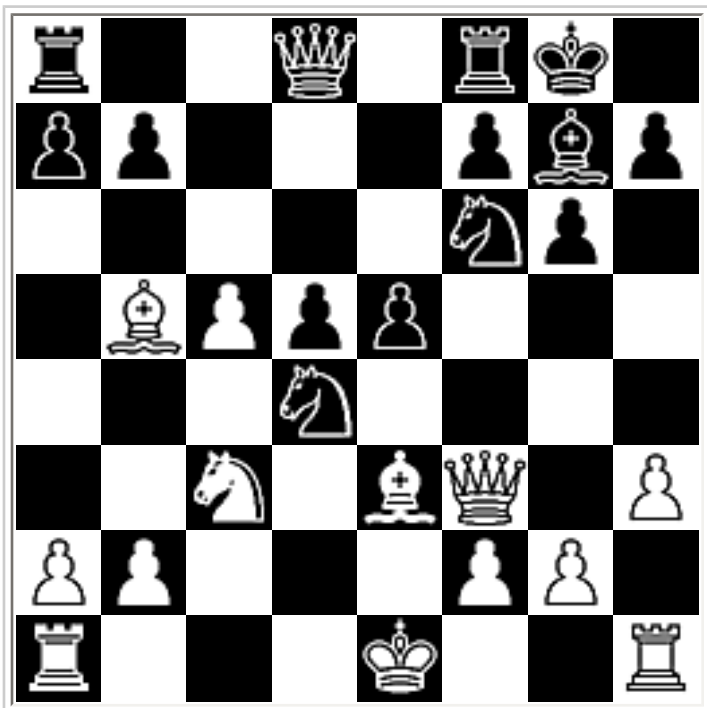
Back to [Chess Coaching Page](#)

This document (Tactics\c066_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c066_2.html



(white resigns - why ?) 13. Bxd4 exd4 14. Ne2 Qa5+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c066_2.html) was last modified on 13 Aug 2005 by

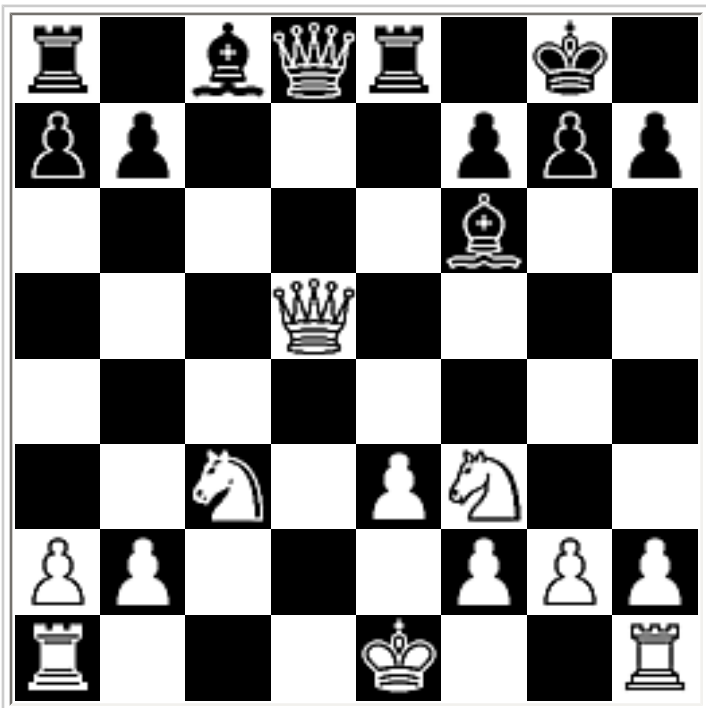


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - check [D60] legueltel-studev, kuortane, 1976

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 Nbd7 6. Nf3 O-O 7. cxd5 exd5 8. Bd3 Re8 9. Qc2 c5 10. dxc5 Nxc5 11. Bxf6 Nxd3+ 12. Qxd3 Bxf6 13. Qxd5



What would you play here? [CONTINUE](#)

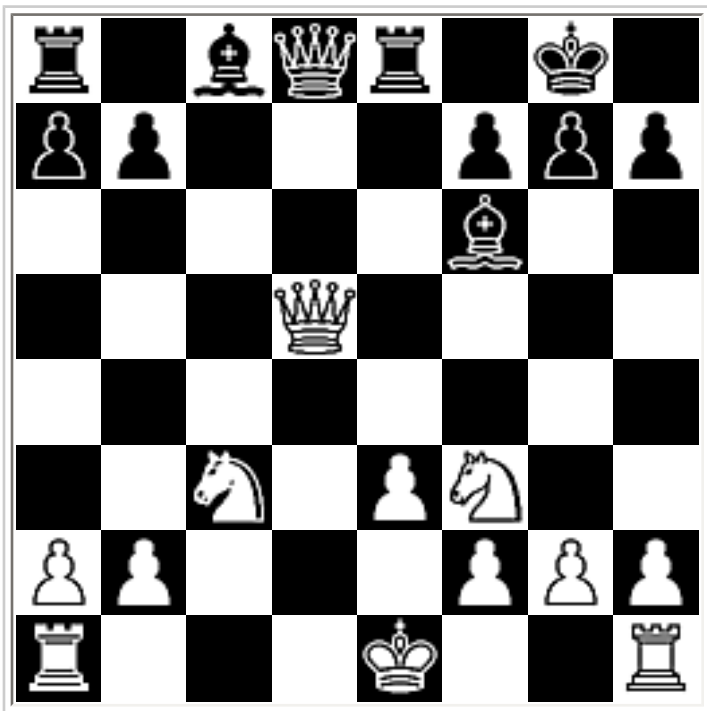
Back to [Chess Coaching Page](#)

This document (Tactics\c067_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c067_2.html



(black to play) 13... Bxc3+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c067_2.html) was last modified on 13 Aug 2005 by

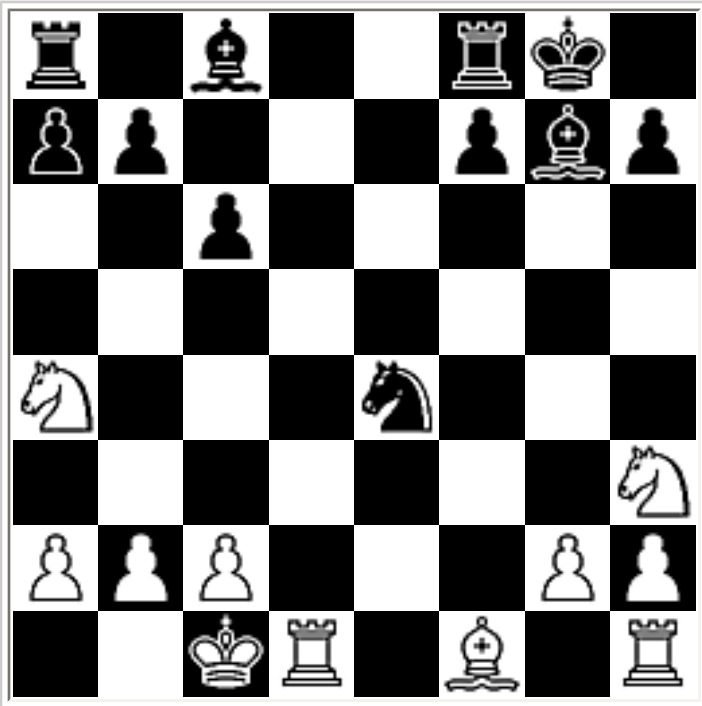


[Dr. Dave](#)

Exeter Chess Club Canon

removing the guard - knight fork [D01] philippe-kennefick,
haifa, 1993

1. d4 Nf6 2. Nc3 d5 3. Bg5 Nbd7 4. f3 c6 5. e4 dxe4 6. fxe4 e5 7. dxe5 Qa5 8. Bxf6 gxf6 9. exf6 Nxf6
10. Qd4 Bg7 11. O-O-O O-O 12. Qa4 Qxa4 13. Nxa4 Nxe4 14. Nh3



What would you play here? [CONTINUE](#)

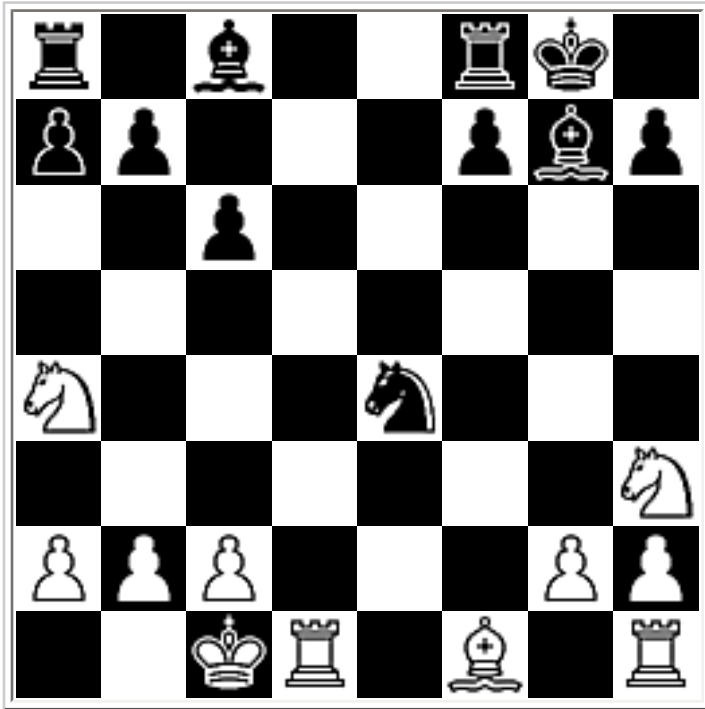
Back to [Chess Coaching Page](#)

This document (Tactics\c068_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c068_2.html



(black to play and win) 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c068_2.html) was last modified on 13 Aug 2005 by

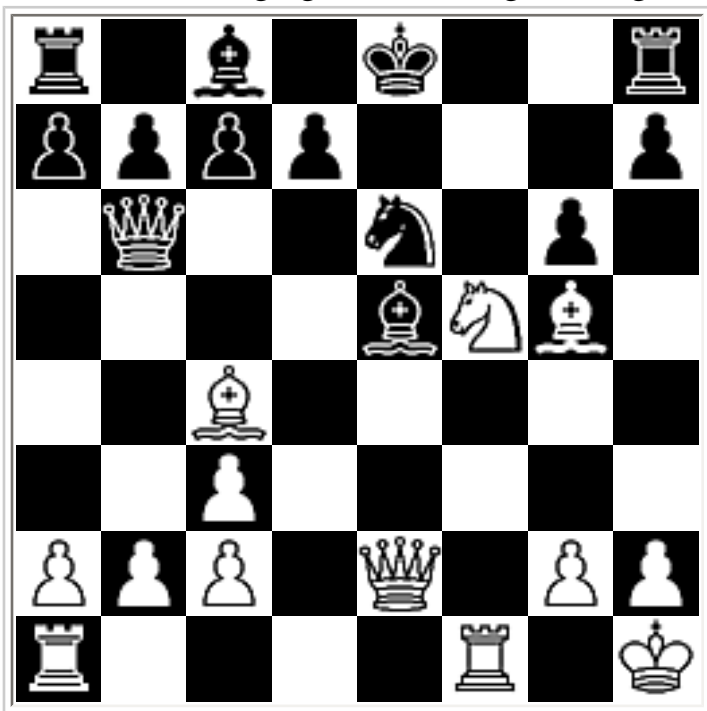


[Dr. Dave](#)

Exeter Chess Club Canon

resign for check - mate [C55] trapl-ornstein, decin, 1976

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. O-O Nxe4 5. Nc3 Nxc3 6. dxc3 Qf6 7. Ng5 Nd8 8. f4 Qb6+ 9. Kh1 f6 10. Ne4 f5 11. Ng3 g6 12. fxe5 Bg7 13. Bg5 Ne6 14. Nxf5 Bxe5 15. Qe2



What would you play here? [CONTINUE](#)

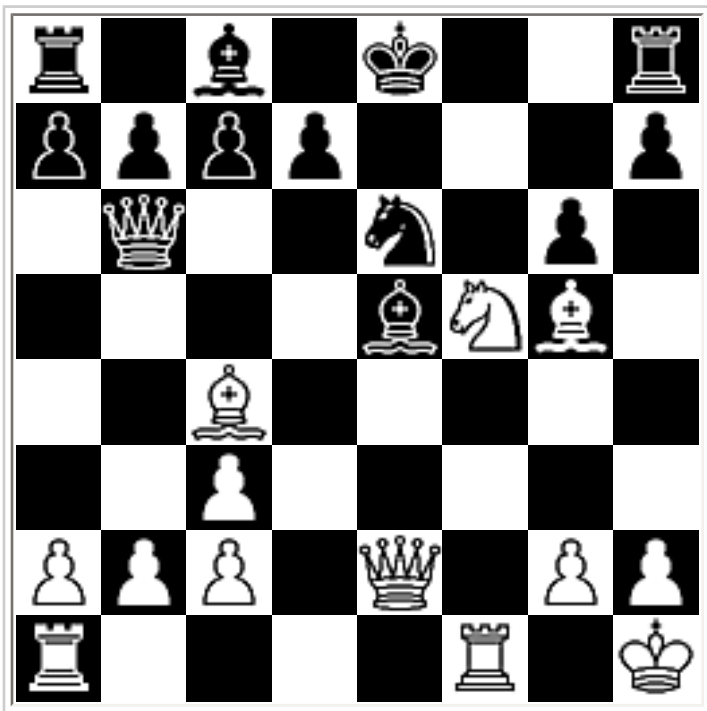
Back to [Chess Coaching Page](#)

This document (Tactics\c069_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c069_2.html



(black resigned - why ?) 15... d6 [15... Bd6 16. Ng7+] 16. Bxe6 [16. Ng7+ Nxg7 17. Bf7+] 16... Bxe6 17. Ng7+ Kd7 18. Nxe6 Kxe6 19. Qg4+ Kd5 20. Qf3+ Kc4 21. b3+ Kb5 22. a4+ Ka6 23. Qd3 + Ka5 24. b4+ Qxb4 25. cxb4+ Kxb4 26. Qb3+ Kc5 27. Be3+ Bd4 28. Qb5# 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c069_2.html) was last modified on 13 Aug 2005 by

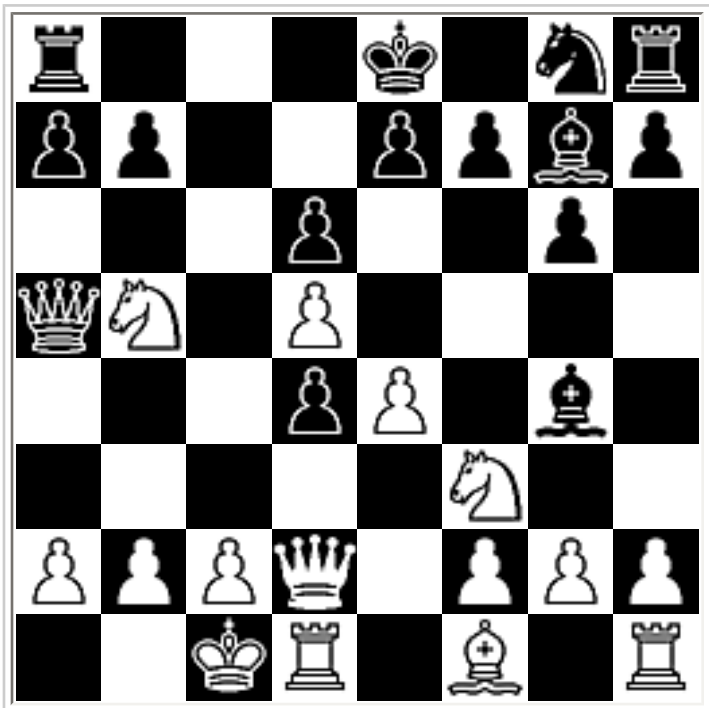


[Dr. Dave](#)

Exeter Chess Club Canon

skewer - cheapo [B27] taylor-regis, portsmouth, 1984

1. e4 c5 2. Nf3 g6 3. d4 Bg7 4. Nc3 Nc6 5. Be3 Qa5 6. Qd2 d6 7. O-O-O Bg4 8. d5 Nd4 9. Bxd4 [9. Nxd4 Bxd1 10. Nb3 Bxc3 11. Qxd1 Qb4 12. bxc3 Qxe4] 9... cxd4 10. Nb5



What would you play here? [CONTINUE](#)

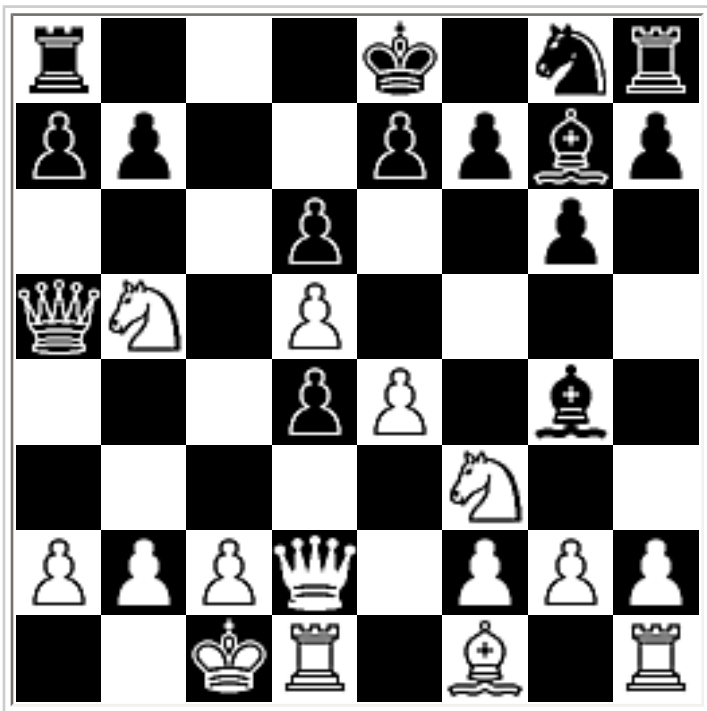
Back to [Chess Coaching Page](#)

This document (Tactics\c070_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c070_2.html



(black has been struggling to mess white up but white has been playing a straight bat - until now!) 10... Bh6 11. Ng5 Qxd2+ 12. Rxd2 Bxg5 13. Nc7+ Kd8 14. Nxa8 Bxd2+ 15. Kxd2 Kc8 16. Nb6+ axb6 17. Kd3 Nf6 ... 0-1 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c070_2.html) was last modified on 13 Aug 2005 by

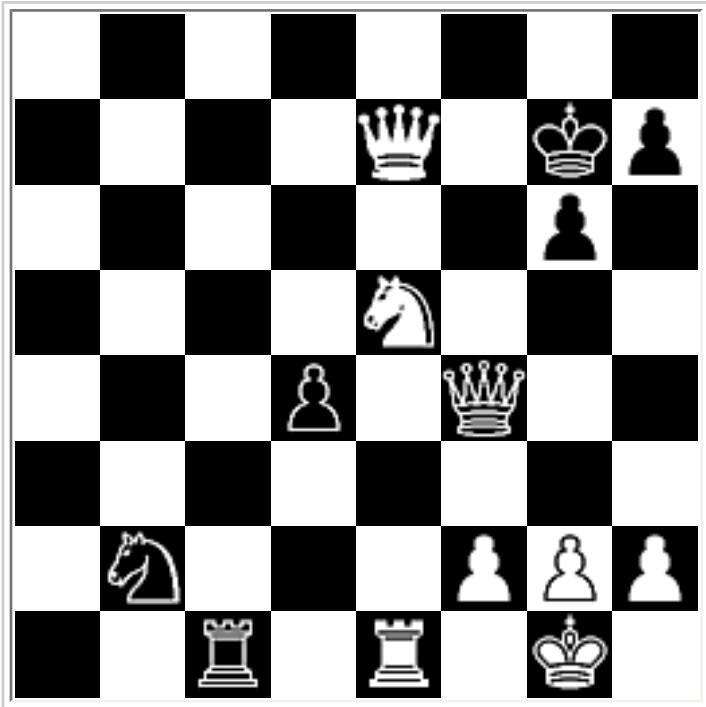


[Dr. Dave](#)

Exeter Chess Club Canon

tactical test: 2nd - category [t00] kosteev, 1994

(wKg1,Qe7,Ne5,Re1,Pf2,g2,h2; bKg7,Qf4,Nb2,Rc1,Pd4,g6,h7)



What would you play here? [CONTINUE](#)

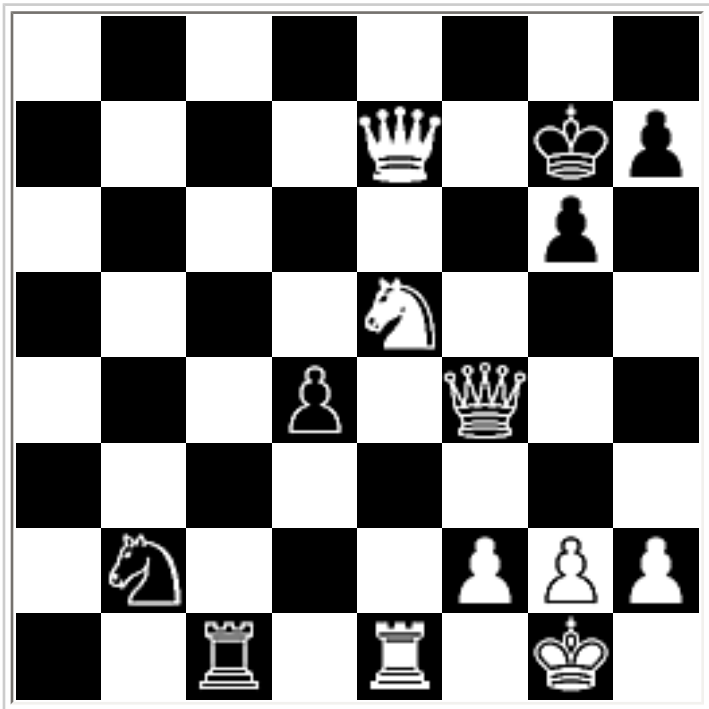
Back to [Chess Coaching Page](#)

This document (Tactics\c071_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c071_2.html



1... Kh6 is this possible? 2. Ng4+ Qxg4 3. Rxc1 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c071_2.html) was last modified on 13 Aug 2005 by

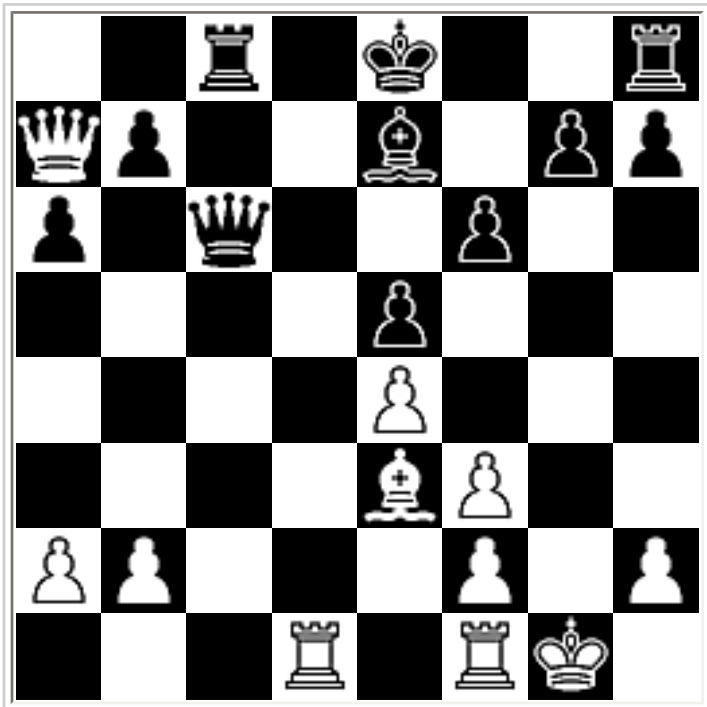


[Dr. Dave](#)

Exeter Chess Club Canon

tactical test: 3rd - category [t00] kosteev, 1994

(wKg1,Qa7,Be3,Rd1,f1,Pa2,b2,e4,f2,f3,h2; bKe8,Qc6,Be7,Rc8,h8,Pa6,b7,e5,f6,g7,h7)



What would you play here? [CONTINUE](#)

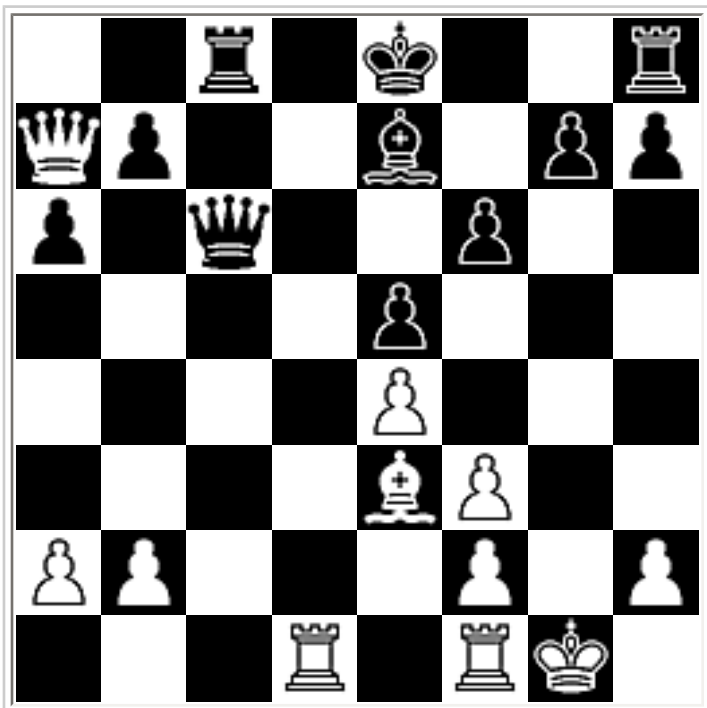
Back to [Chess Coaching Page](#)

This document (Tactics\c072_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c072_2.html



1. Rc1 Qd7 2. Rxc8+ Qxc8 3. Rc1 Qd7 4. Qb8+ Bd8 5. Rc8 O-O 6. Bc5 Re8 7. Bb6 Bxb6 8. Rxe8+ Kf7
9. Rf8+ Kg6 10. Qe8+ Qxe8 11. Rxe8 Bd4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c072_2.html) was last modified on 13 Aug 2005 by

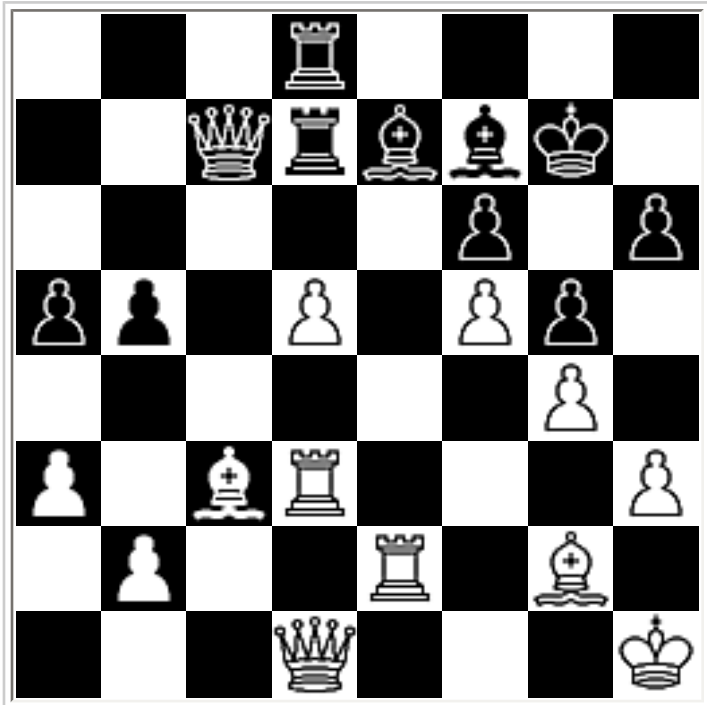


[Dr. Dave](#)

Exeter Chess Club Canon

tactical test: 4th - category [t00] kosteev, 1994

(wKh1,Qd1,Bc3,g2,Rd3,e2,Pa3,b2,d5,f5,g4,h3; bKg7,Qc7,Be7,f7,Rd7,d8,Pa5,b5,f6,g5,h6)



What would you play here? [CONTINUE](#)

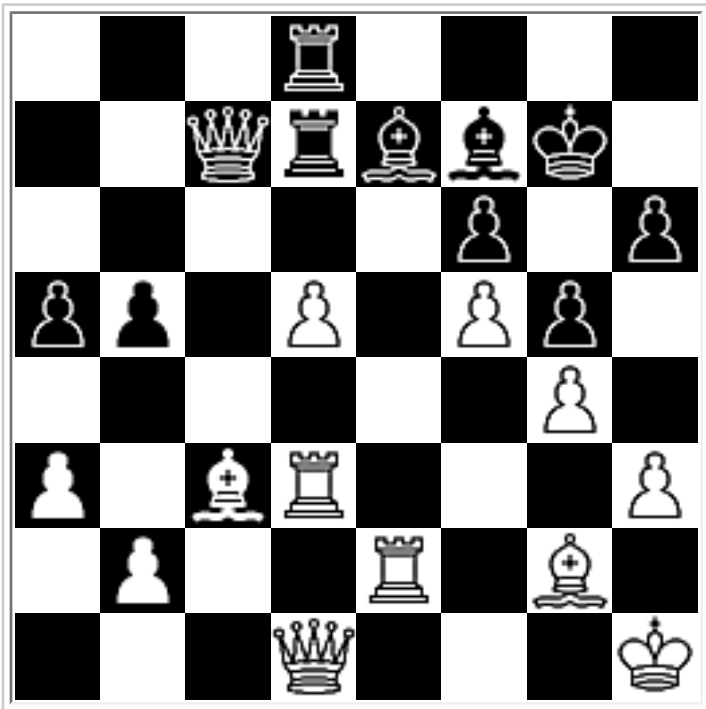
Back to [Chess Coaching Page](#)

This document (Tactics\c073_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c073_2.html



1. Rxe7 Rxe7 2. d6 Qc4 [2... Qd7 3. dxe7 Qxd3 4. exd8=Q it is this line that makes the combination work] 3. b3 Qc5 [3... Qxb3 4. Qxb3 Bxb3 5. dxe7 Re8] 4. dxe7 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c073_2.html) was last modified on 13 Aug 2005 by

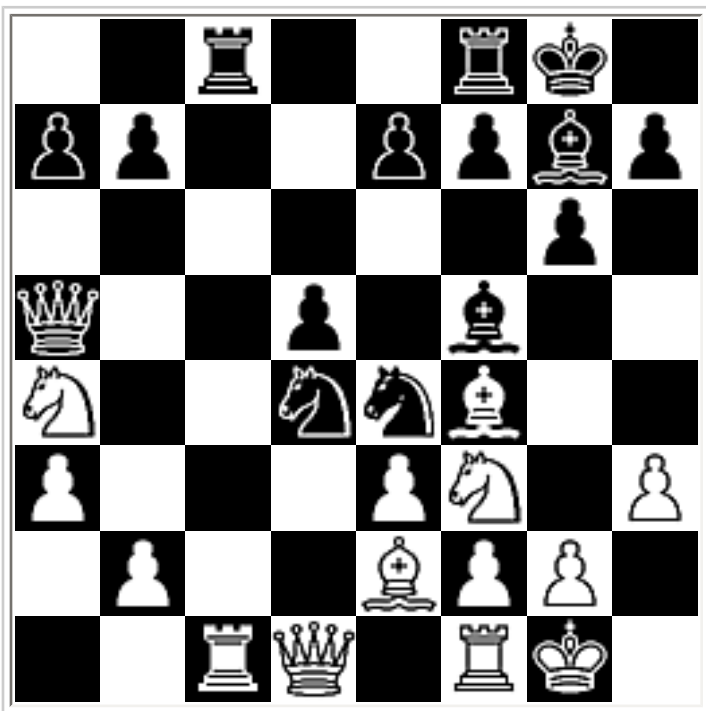


[Dr. Dave](#)

Exeter Chess Club Canon

un - masking/x-ray [D13] knaak-litkiewicz, DDR ch., 1974

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cxd5 cxd5 5. Nc3 Nc6 6. Bf4 g6 7. e3 Bg7 8. h3 O-O 9. Be2 Bf5 10. O-O Ne4 11. Na4 Qa5 12. Rc1 Rac8 13. a3 Nxd4



What would you play here? [CONTINUE](#)

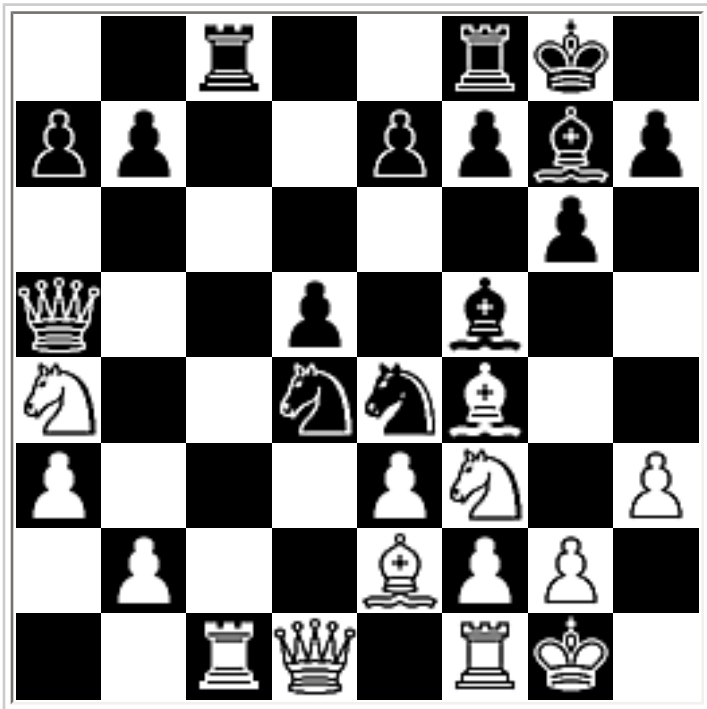
Back to [Chess Coaching Page](#)

This document (Tactics\c075_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c075_2.html



?? can you see the idea, and the flaw? 14. exd4 unmasking the defence to c1 14... Rxc1 15. Bxc1 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c075_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

vulnerable f - 7 [C41] miltzki-sandrin, kuortane, 1976

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6 5. c3 Be7



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c076_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c076_2.html



(white to play and win) 6. Qb3 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c076_2.html) was last modified on 13 Aug 2005 by

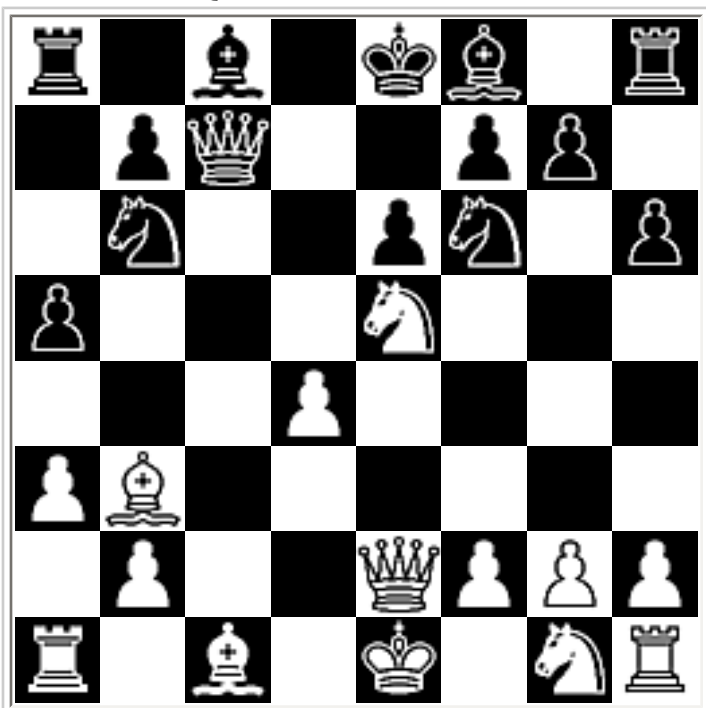


[Dr. Dave](#)

Exeter Chess Club Canon

who needs to improve tactical awareness? [B17] kasparov-karpov (linares), 1994

1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bb3 h6 9. N5f3 a5 10. c3 c5 11. a3 Qc7 12. Ne5 cxd4 13. cxd4



What would you play here? [CONTINUE](#)

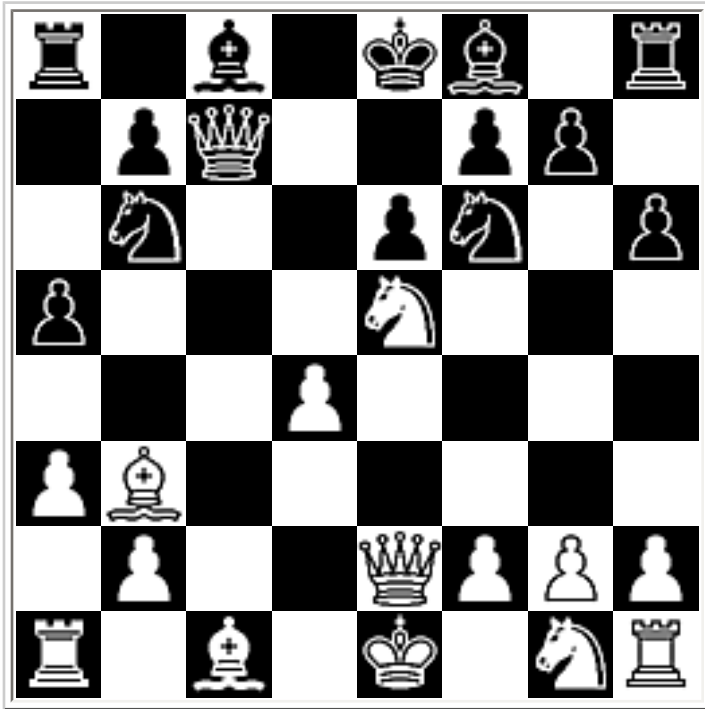
Back to [Chess Coaching Page](#)

This document (Tactics\c077_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c077_2.html



13... a4 [13... Bxa3] 14. Bc2 Bd7 15. Nxd7 Nbx7 16. Qd1 Bd6 17. Ne2 Nd5 18. Bd2 b5 19. Nc3 Nxc3 20. Bxc3 Nf6 21. Qd3 Nd5 22. Bd2 Ke7 23. Rc1 Qc4 24. Ke2 Rhb8 25. g3 Qxd3+ 26. Bxd3 b4 27. Ra1 bxa3 28. bxa3 Rb3 29. Bc2 Rxa3 30. Rxa3 Bxa3 31. Ra1 Bb2 32. Rxa4 Rxa4 33. Bxa4 Bxd4 34. f4 Kd6 35. Kf3 f5 36. h4 Bb2 37. g4 fxg4+ 38. Kxg4 Nf6+ 39. Kf3 Nd5 40. Bc2 Bf6 41. h5 1/2



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c077_2.html) was last modified on 13 Aug 2005 by

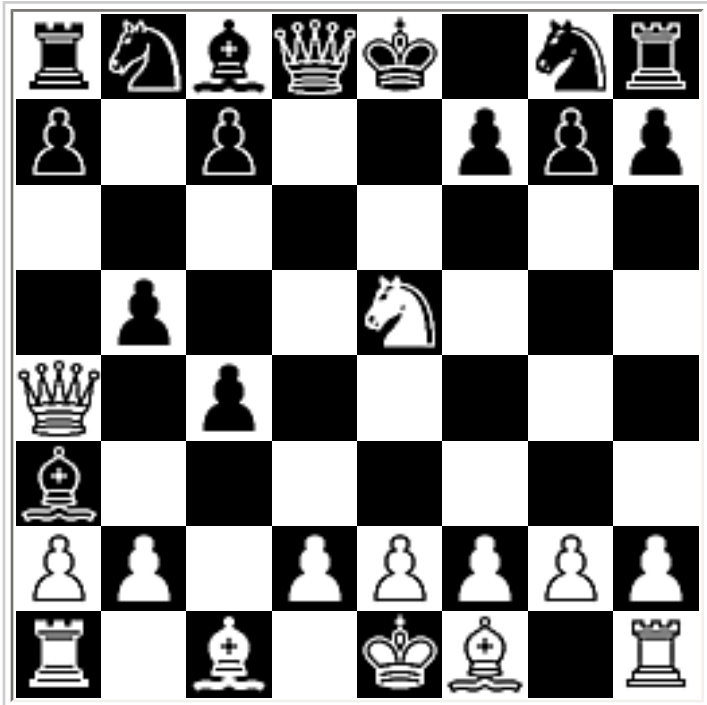


[Dr. Dave](#)

Exeter Chess Club Canon

two traps in reti's opening [A09] z-b, 1994

1. Nf3 d5 2. c4 dxc4 3. Na3 e5 4. Nxe5 Bxa3 5. Qa4+ b5



What would you play here? [CONTINUE](#)

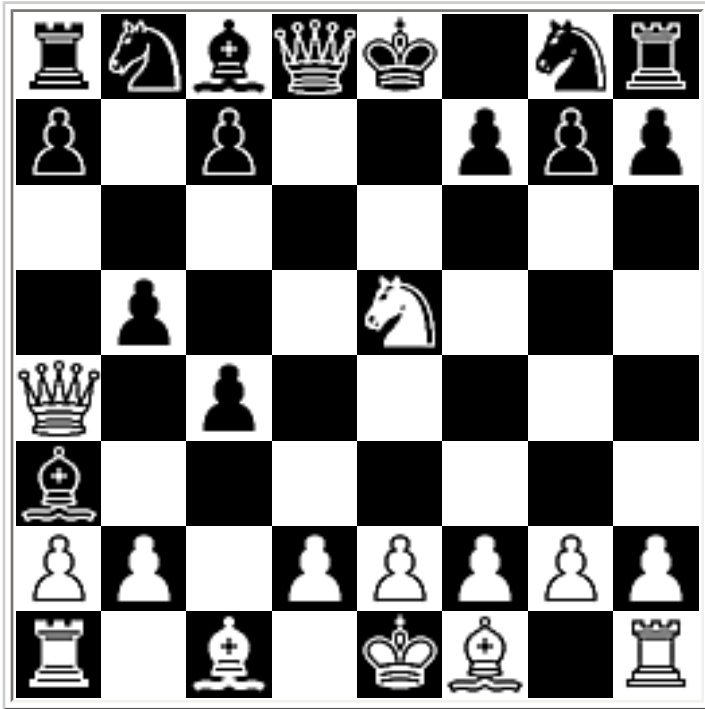
Back to [Chess Coaching Page](#)

This document (Tactics\c078_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c078_2.html



6. Qxb5+ loses a piece [6. Qxa3 best 6... Bb7 7. b3 7.e3 7... Qd6 8. Bb2

Back to [Chess Coaching Page](#)

This document (Tactics\c078_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

[A40] englund gambit, 1994

1. d4 e5 2. dxe5 Nc6 3. Nf3 Qe7 4. Bf4



What would you play here? [CONTINUE](#)

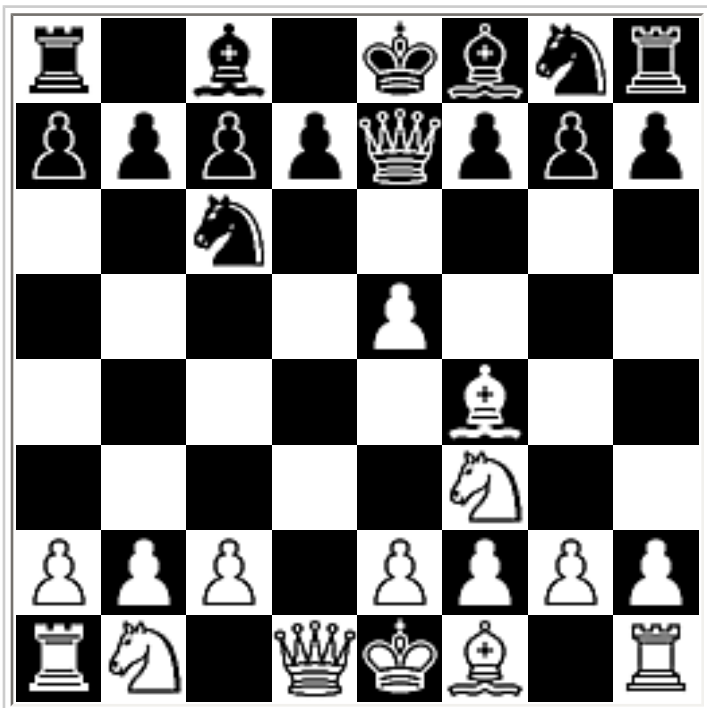
Back to [Chess Coaching Page](#)

This document (Tactics\c079_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c079_2.html



[4. Qd5] [4. Nc3] 4... Qb4+ 5. Bd2 Qxb2 6. Bc3 [6. Nc3] 6... Bb4 7. Qd2 Bxc3 8. Qxc3 Qc1# 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c079_2.html) was last modified on 13 Aug 2005 by

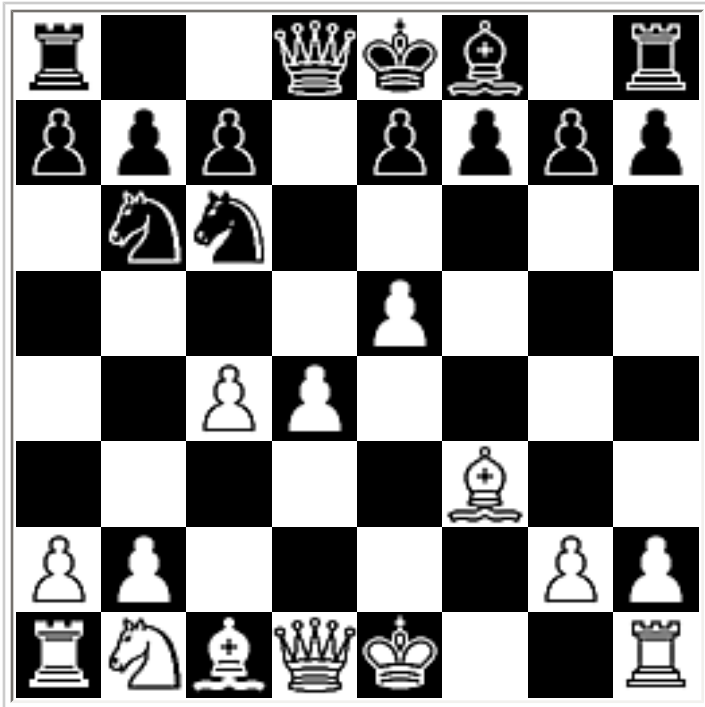


[Dr. Dave](#)

Exeter Chess Club Canon

alekhine's defence trap [B03] z-b, 1994

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. f4 dxe5 6. fxe5 Nc6 [6... c5] 7. Nf3 Bg4 8. Be2 Bxf3 9. Bxf3



What would you play here? [CONTINUE](#)

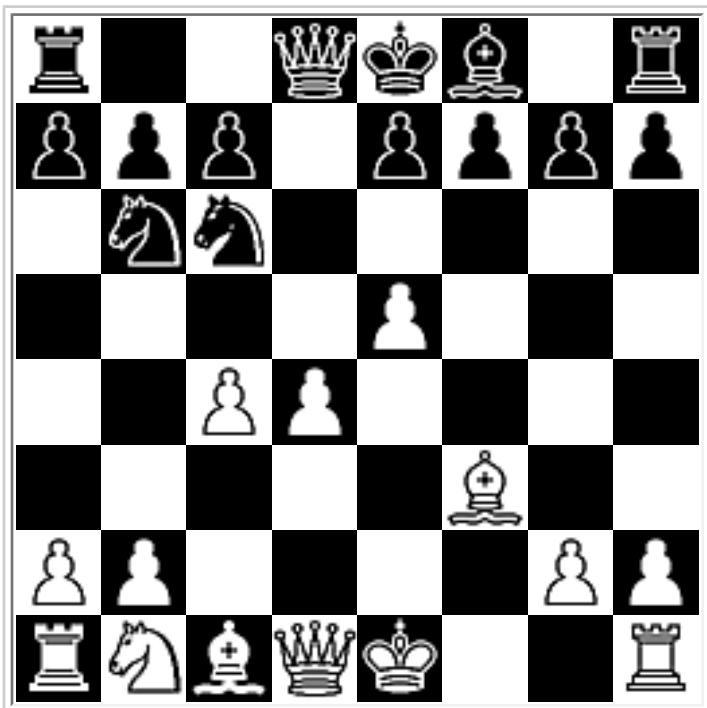
Back to [Chess Coaching Page](#)

This document (Tactics\c080_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c080_2.html



9... Qxd4 10. Bxc6+ bxc6 11. Qxd4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c080_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

[B10] caro-kann 'pin-mate', 1994

1. e4 c6 2. Nc3 d5 3. Nf3 dxe4 4. Nxe4 Nf6 5. Qe2



What would you play here? [CONTINUE](#)

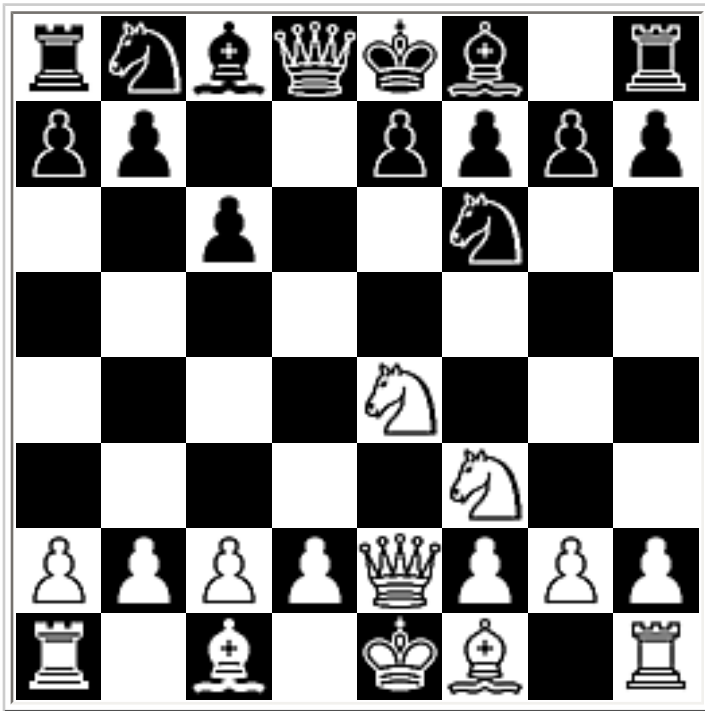
Back to [Chess Coaching Page](#)

This document (Tactics\c081_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c081_2.html



5... Nbd7 [5... Bf5] 6. Nd6# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c081_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

[B72] sicilian dragon, 1994

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Ng4



What would you play here? [CONTINUE](#)

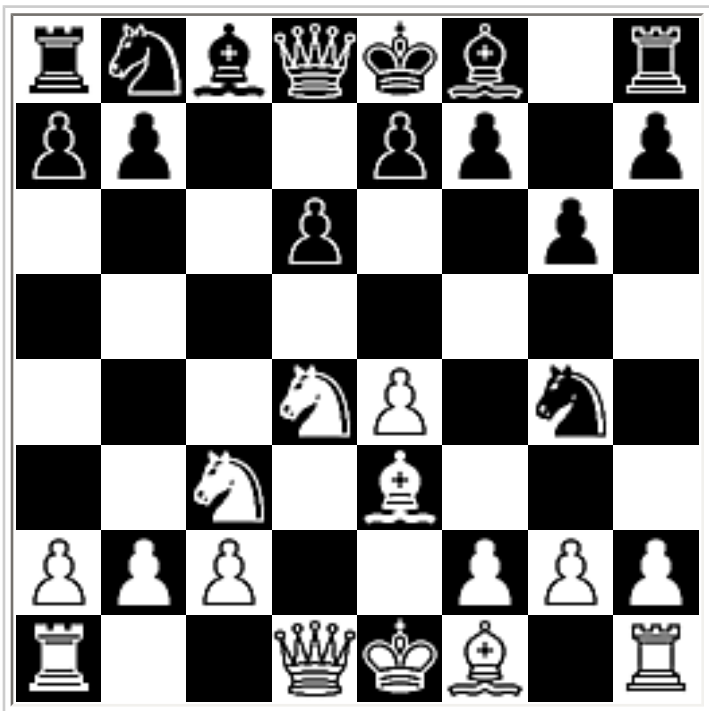
Back to [Chess Coaching Page](#)

This document (Tactics\c082_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c082_2.html



[6... Bg7] 7. Bb5+ Bd7 8. Qxg4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c082_2.html) was last modified on 13 Aug 2005 by

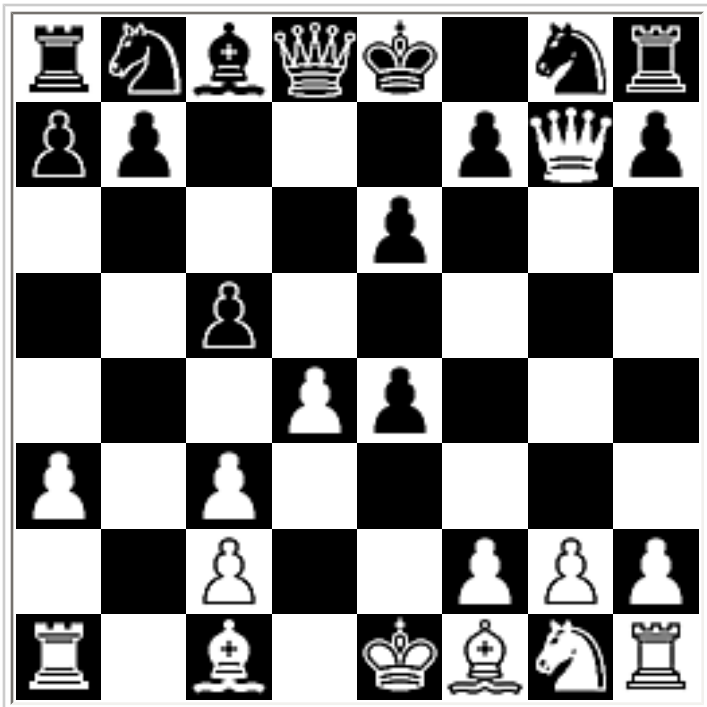


[Dr. Dave](#)

Exeter Chess Club Canon

[C15] french winawer, 1994

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 [5... dxe4] 6. Qg4 dxe4 7. Qxg7



What would you play here? [CONTINUE](#)

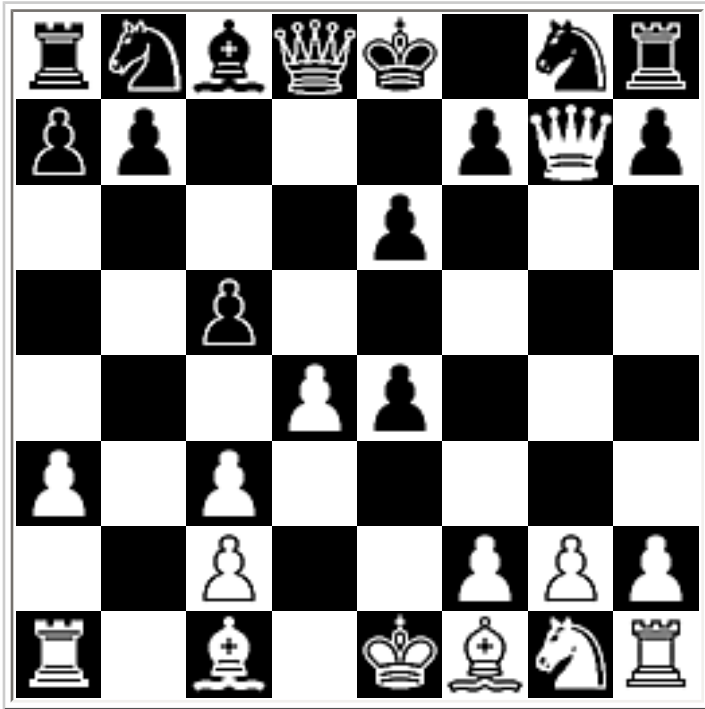
Back to [Chess Coaching Page](#)

This document (Tactics\c083_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c083_2.html



7... Qf6 8. Bh6 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c083_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

centre game trap [C21] z-b, 1994

1. e4 e5 2. d4 exd4 3. c3 dxc3 4. Bc4 cxb2 5. Bxb2 d5 6. Bxd5 Nf6



What would you play here? [CONTINUE](#)

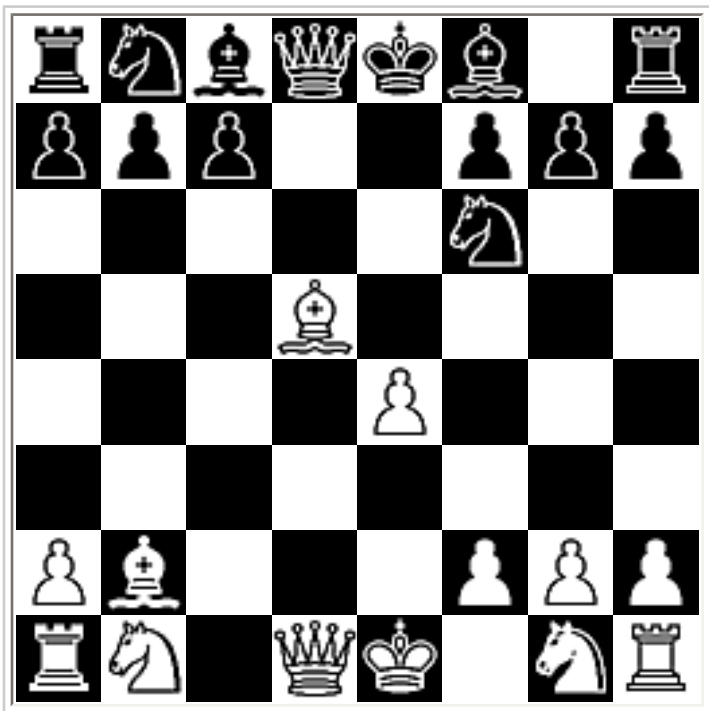
Back to [Chess Coaching Page](#)

This document (Tactics\c084_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c084_2.html



7. Bxf7+ Kxf7 8. Qxd8 but... 8... Bb4+ 9. Qd2 else White is a piece down! 9... Bxd2+ 10. Nxd2 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c084_2.html) was last modified on 13 Aug 2005 by

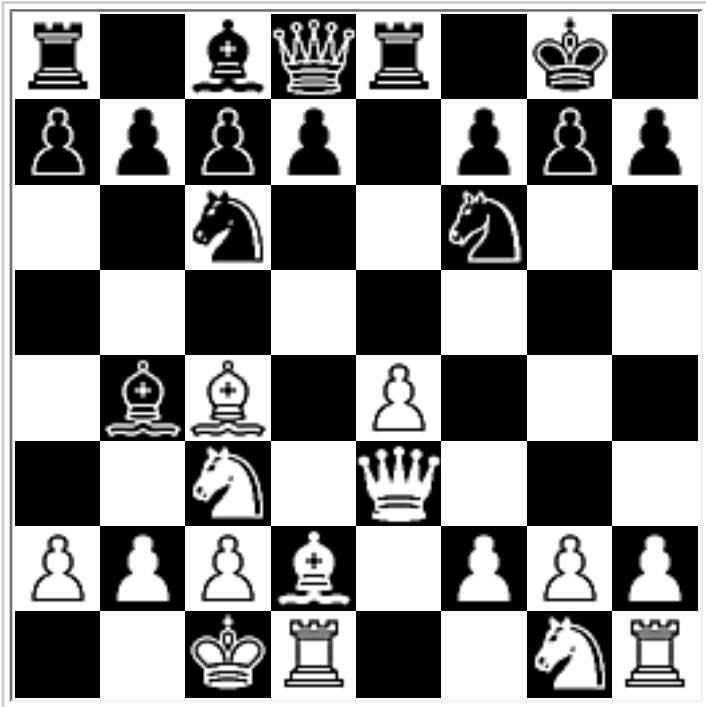


[Dr. Dave](#)

Exeter Chess Club Canon

winawer - steinitz [C22] z-b, 1896

1. e4 e5 2. d4 exd4 3. Qxd4 Nc6 4. Qe3 Nf6 5. Nc3 Bb4 6. Bd2 O-O 7. O-O-O Re8 8. Bc4



What would you play here? [CONTINUE](#)

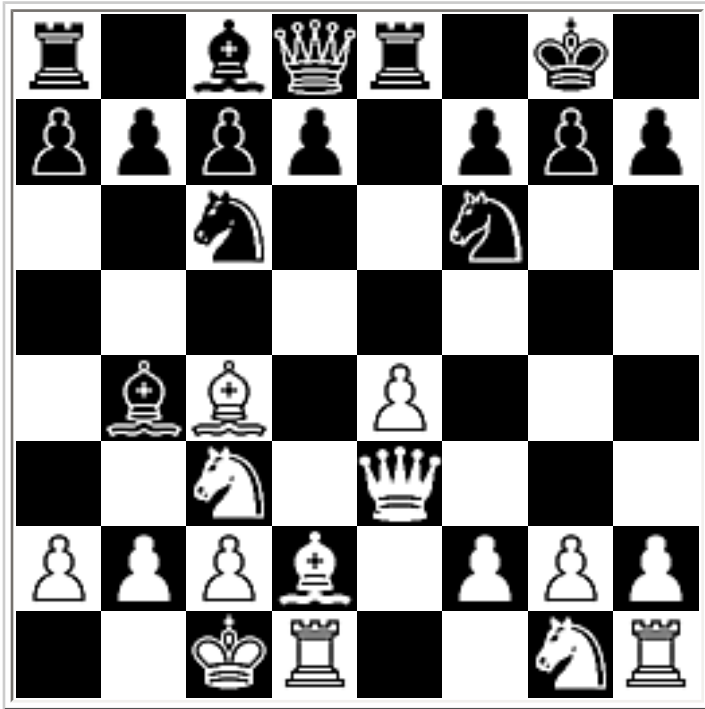
Back to [Chess Coaching Page](#)

This document (Tactics\c085_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c085_2.html



8... Bxc3 ? 9. Bxc3 Nxe4 gives White a strong attack 10. Qf4 Nf6 11. Nf3 d6 12. Ng5 Be6 13. Bd3 h6
14. h4 winawer-steinitz, nuremburg 1896 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c085_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

legall - st.brie [C23] legall's mate, 2006

1. e4 e5 2. Bc4 d6 3. Nf3 Bg4 4. Nc3 g6



What would you play here? [CONTINUE](#)

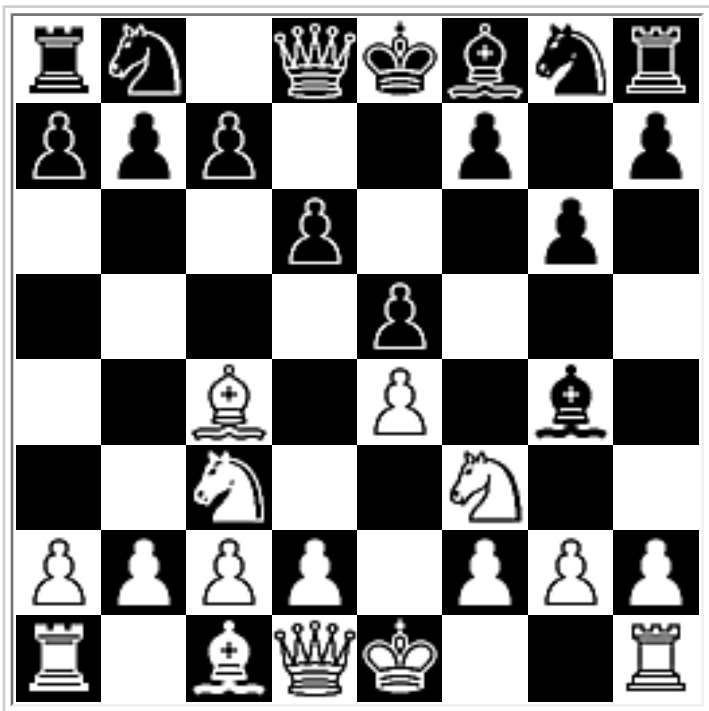
Back to [Chess Coaching Page](#)

This document (Tactics\c086_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c086_2.html



5. Nxe5 Bxd1 6. Bxf7+ Ke7 7. Nd5# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c086_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

scholar's mate variation [C23] basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5 threat Qxf7 3... Nh6



What would you play here? [CONTINUE](#)

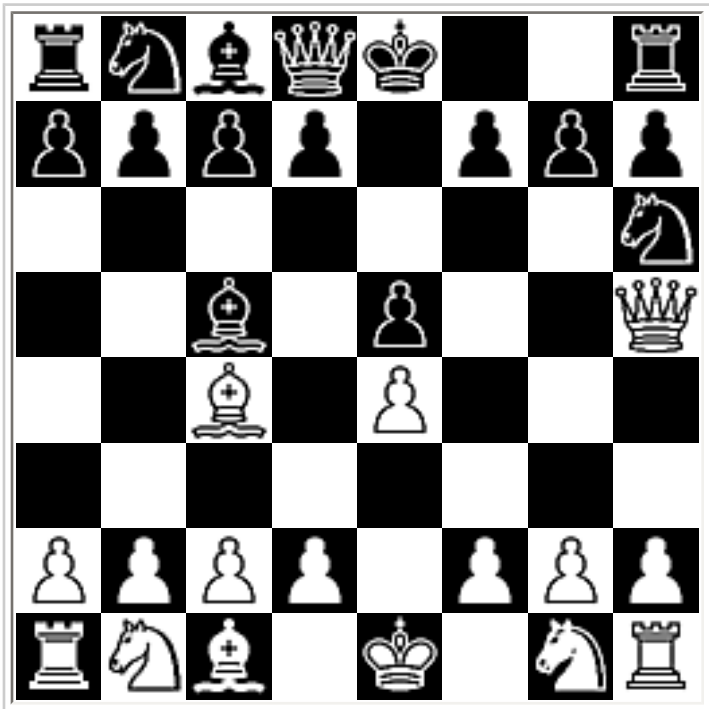
Back to [Chess Coaching Page](#)

This document (Tactics\c087_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c087_2.html



4. d4 Bxd4 5. Bxh6 gxh6 6. Qxf7# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c087_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

scholar's mate [C23] basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5



What would you play here? [CONTINUE](#)

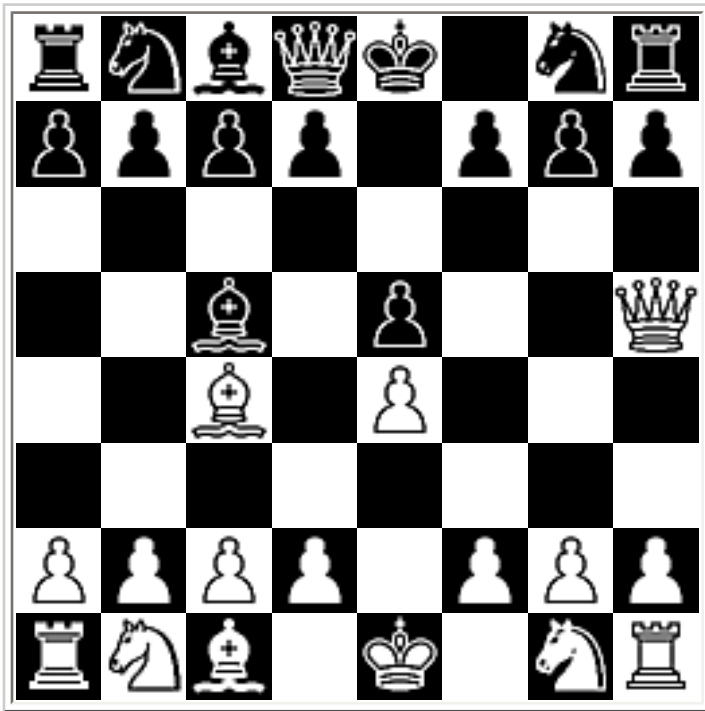
Back to [Chess Coaching Page](#)

This document (Tactics\c088_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c088_2.html



threat Qxf7 3... Nf6 missing the threat... [3... Qe7] 4. Qxf7# 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c088_2.html) was last modified on 13 Aug 2005 by

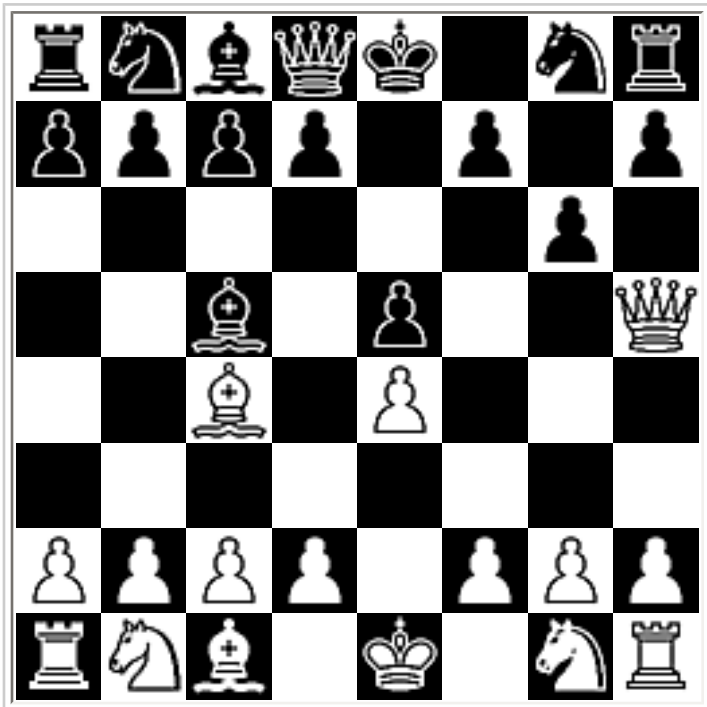


[Dr. Dave](#)

Exeter Chess Club Canon

scholar's trap [C23] basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5 threat Qxf7 3... g6



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c089_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c089_2.html



4. Qxe5+ Qe7 5. Qxh8 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c089_2.html) was last modified on 13 Aug 2005 by

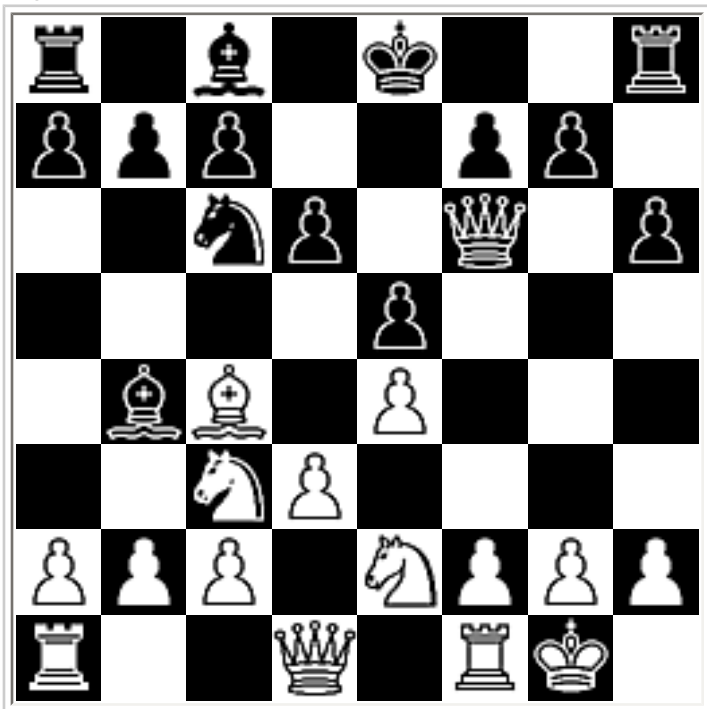


[Dr. Dave](#)

Exeter Chess Club Canon

vienna game trap [C28] z-b, 1994

1. e4 e5 2. Nc3 Nc6 3. Bc4 Nf6 4. d3 Bb4 5. Bg5 h6 6. Bxf6 Qxf6 [6... Bxc3+ 7. bxc3 Qxf6] 7. Nge2 d6 8. O-O



What would you play here? [CONTINUE](#)

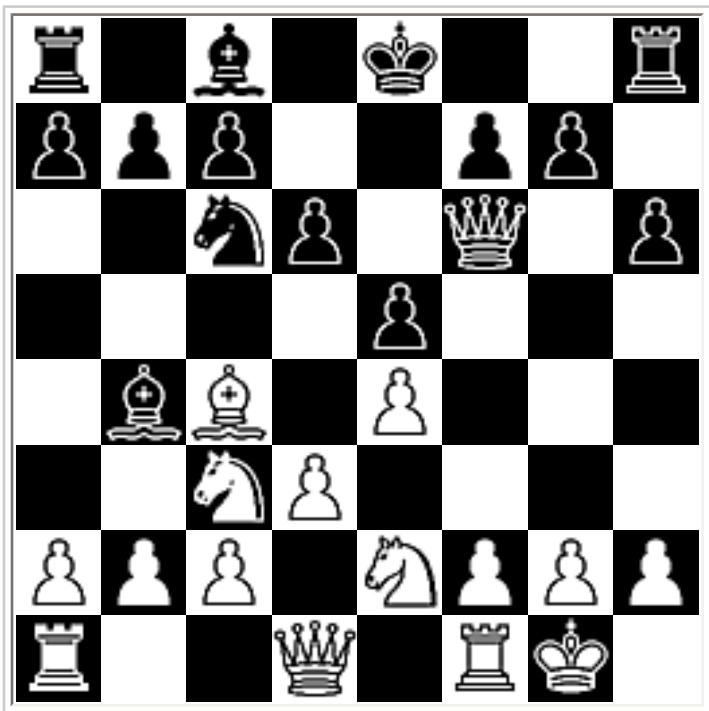
Back to [Chess Coaching Page](#)

This document (Tactics\c090_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c090_2.html



threats Nd5 & f4 1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c090_2.html) was last modified on 13 Aug 2005 by

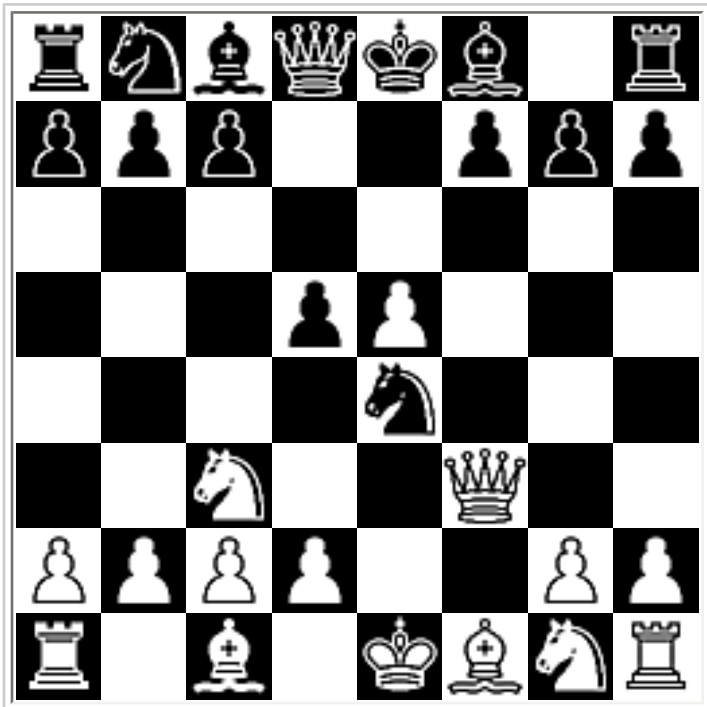


[Dr. Dave](#)

Exeter Chess Club Canon

vienna game traps [C29] z-b, 1994

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Qf3



What would you play here? [CONTINUE](#)

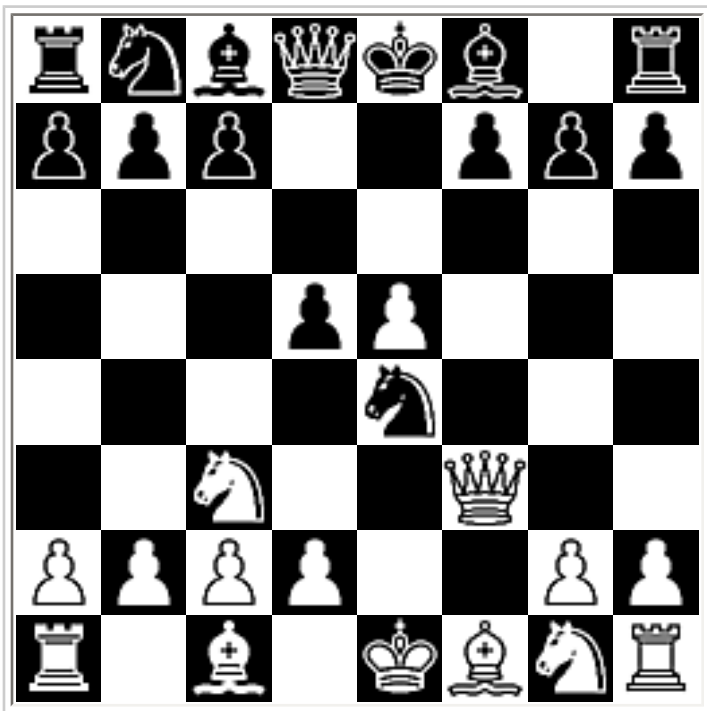
Back to [Chess Coaching Page](#)

This document (Tactics\c091_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c091_2.html



(better is Nf3) [5. d3 Qh4+ artificial: better is ...Nxc3 & ...Be7 6. g3 Nxg3 7. Nf3 Qh5 8. Nxd5 Nxh1 9. Nxc7+ Kd8 10. Nxa8] 5... Nc6 6. Nxe4 [6. Bb5] 6... Nd4 7. Qd3 dxe4 8. Qxe4 Bf5 9. Qf4 Nxc2+ 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c091_2.html) was last modified on 13 Aug 2005 by

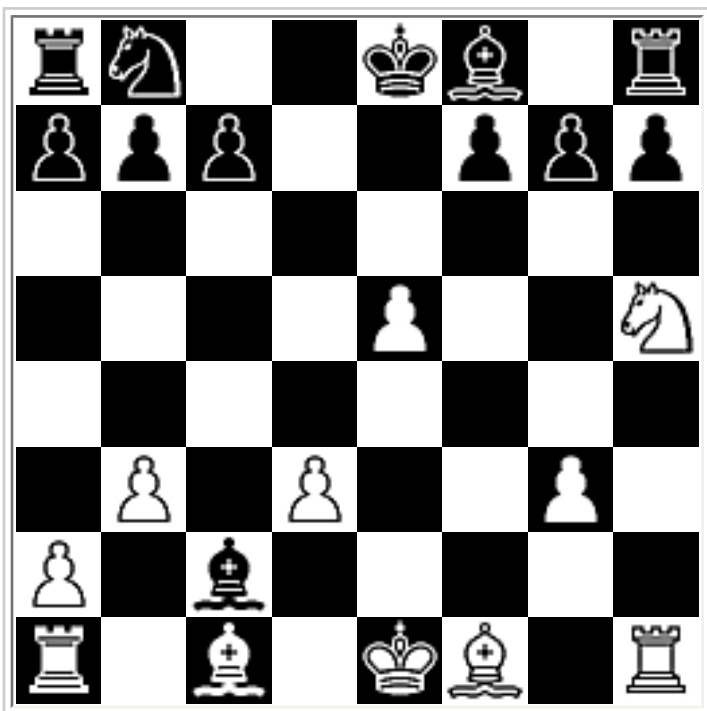


[Dr. Dave](#)

Exeter Chess Club Canon

[C29] wurzburger trap, 1994

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. d3 Qh4+ [5... Nxc3] 6. g3 Nxc3 7. Nf3 Qh5 8. Nxd5 Bg4 [8... Nxh1 9. Nxc7+ Kd8 10. Nxa8] 9. Nf4 Bxf3 10. Nxh5 Bxd1 11. hxg3 Bxc2 12. b3



What would you play here? [CONTINUE](#)

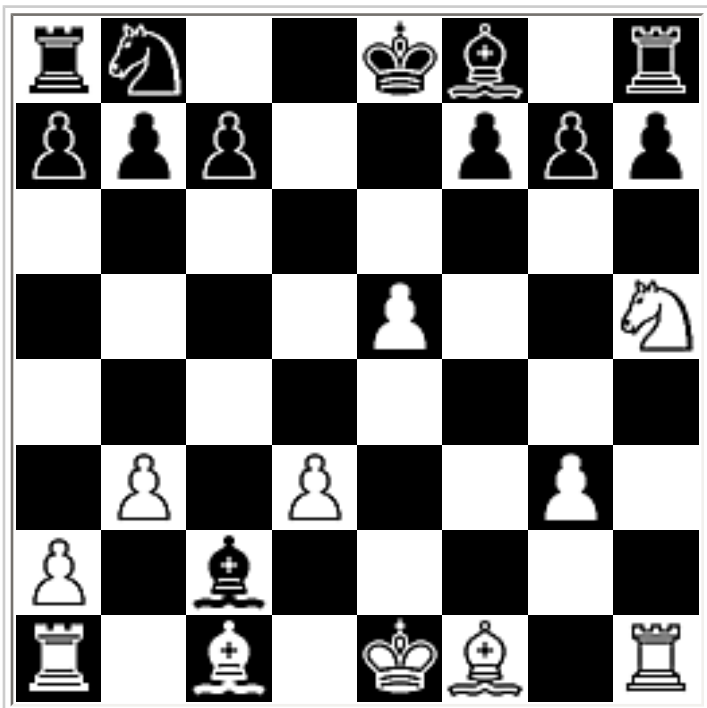
Back to [Chess Coaching Page](#)

This document (Tactics\c092_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c092_2.html



1-0



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c092_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

[C30] king's gambit declined, 1994

1. e4 e5 2. f4 Bc5



What would you play here? [CONTINUE](#)

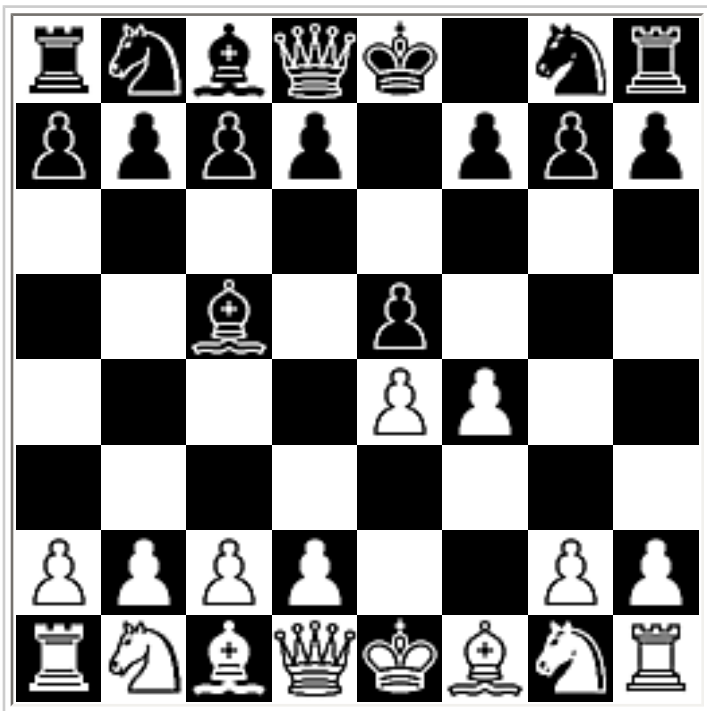
Back to [Chess Coaching Page](#)

This document (Tactics\c093_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c093_2.html



3. fxe5 Qh4+ 4. Ke2 Qxe4# 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c093_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

legall's mate in modern setting [C34] ken shinn in chess, dec, 1975

1. e4 e5 2. f4 exf4 3. Nf3 d6 4. Bc4 h6 5. h4 Nf6 6. Nc3 Bg4 7. d4 Nh5



What would you play here? [CONTINUE](#)

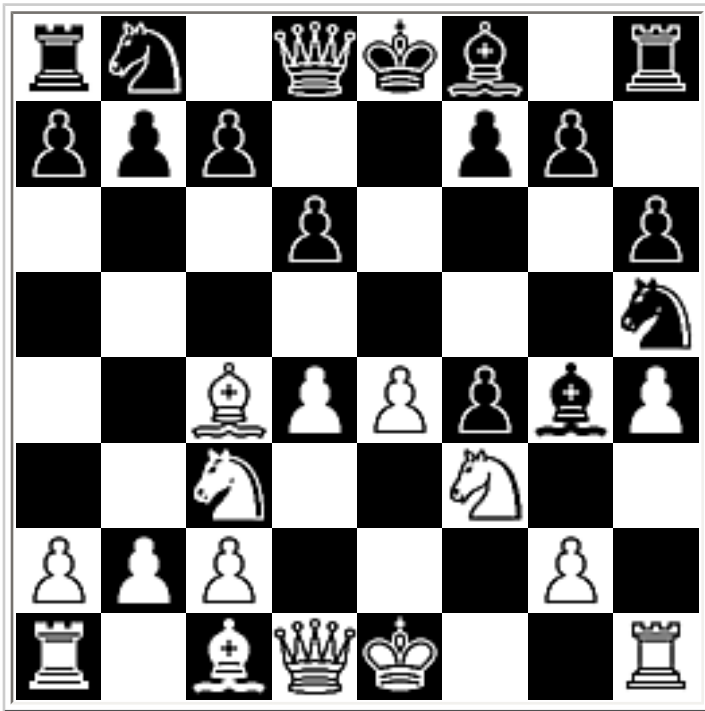
Back to [Chess Coaching Page](#)

This document (Tactics\c094_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c094_2.html



8. Ne5 =



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c094_2.html) was last modified on 13 Aug 2005 by

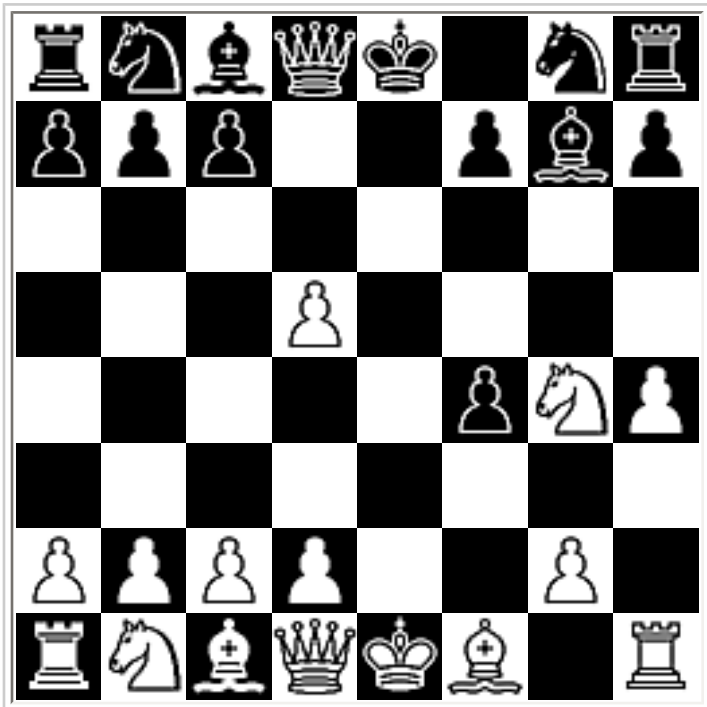


[Dr. Dave](#)

Exeter Chess Club Canon

[C39] kga kieseritsky, 1994

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Bg7 6. Nxg4 d5 7. exd5



What would you play here? [CONTINUE](#)

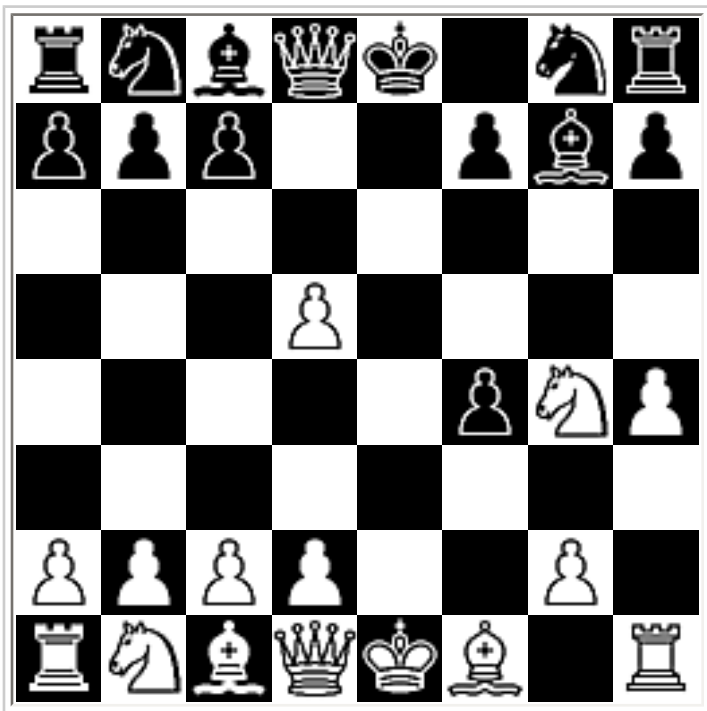
Back to [Chess Coaching Page](#)

This document (Tactics\c095_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c095_2.html



[7. Nf2] 7... Qe7+ 8. Kf2 [8. Be2 Bxg4] 8... Bd4+ 9. Kf3 h5 10. Nf2 Bg4+ 11. Nxc4 hxc4+ 12. Kxc4 f5+ 0-1



Back to [index](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c095_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

damiono's defence trap [C40] basman, 1994

1. e4 e5 2. Nf3 f6



What would you play here? [CONTINUE](#)

Back to [Chess Coaching Page](#)

This document (Tactics\c096_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club Canon

[C41] philidor game, 1994

1. e4 e5 2. Nf3 d6 3. Bc4 Bg4 [3... *Nf6*] 4. d3 Ne7 5. Bxf7+ Kxf7 6. Ng5+ Kg8 7. Qxg4 +/-

Back to [Chess Coaching Page](#)

This document (Tactics\c097_0.html) was last modified on 13 Aug 2005 by

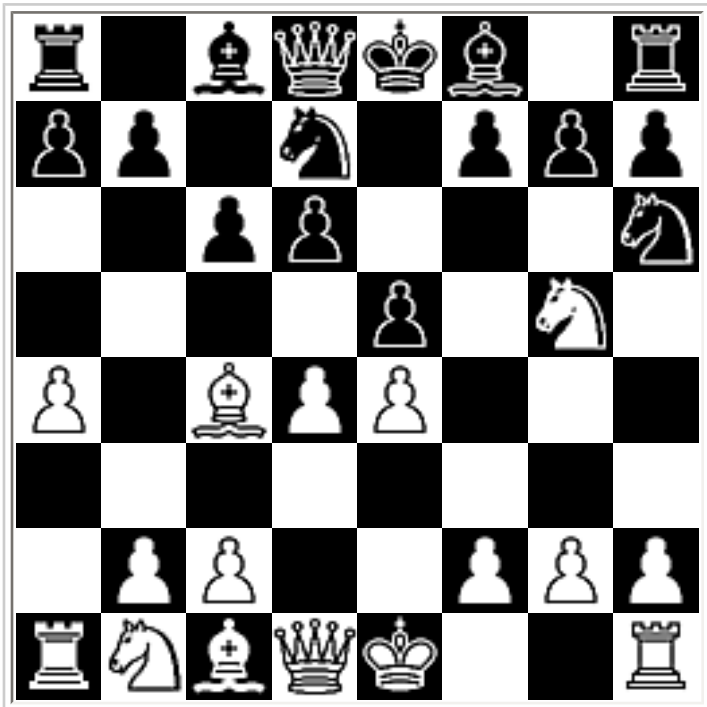


[Dr. Dave](#)

Exeter Chess Club Canon

philidor's defence trap [C41] z-b, 1994

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6 5. Ng5 Nh6 6. a4



What would you play here? [CONTINUE](#)

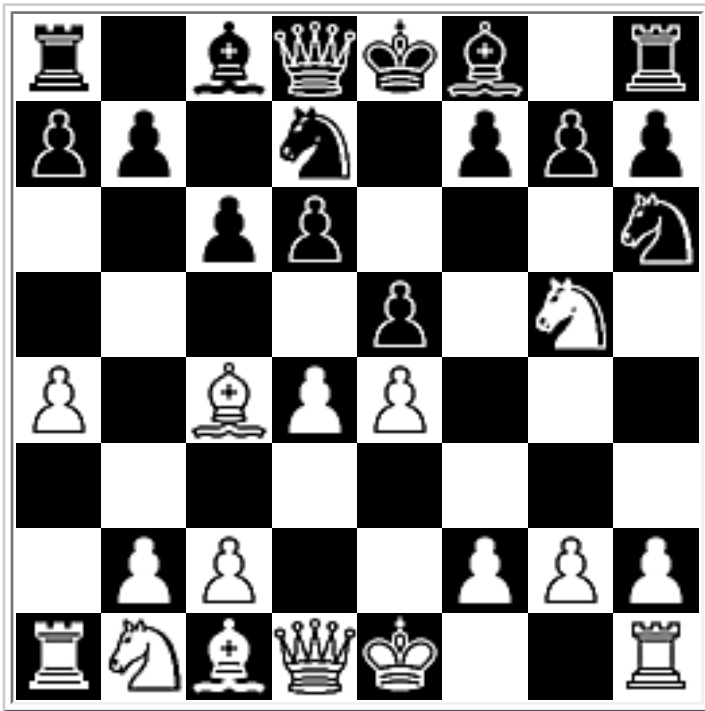
Back to [Chess Coaching Page](#)

This document (Tactics\c098_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\c098_2.html



sets a very subtle trap... 6... Be7 7. Bxf7+ Nxf7 8. Ne6 Qb6 9. a5

Back to [Chess Coaching Page](#)

This document (Tactics\c098_2.html) was last modified on 13 Aug 2005 by

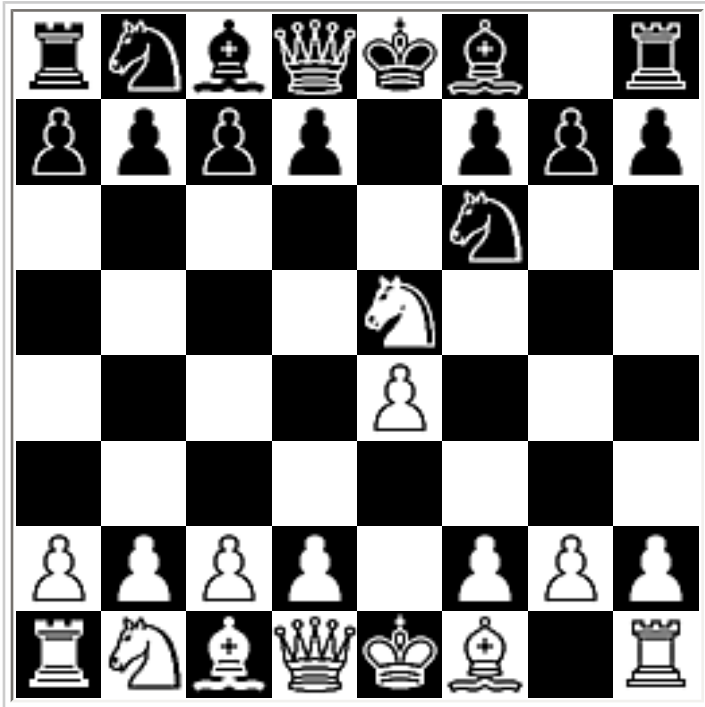


[Dr. Dave](#)

Exeter Chess Club Canon

[C42] petroff, 1994

1. e4 e5 2. Nf3 Nf6 3. Nxe5



What would you play here? [CONTINUE](#)

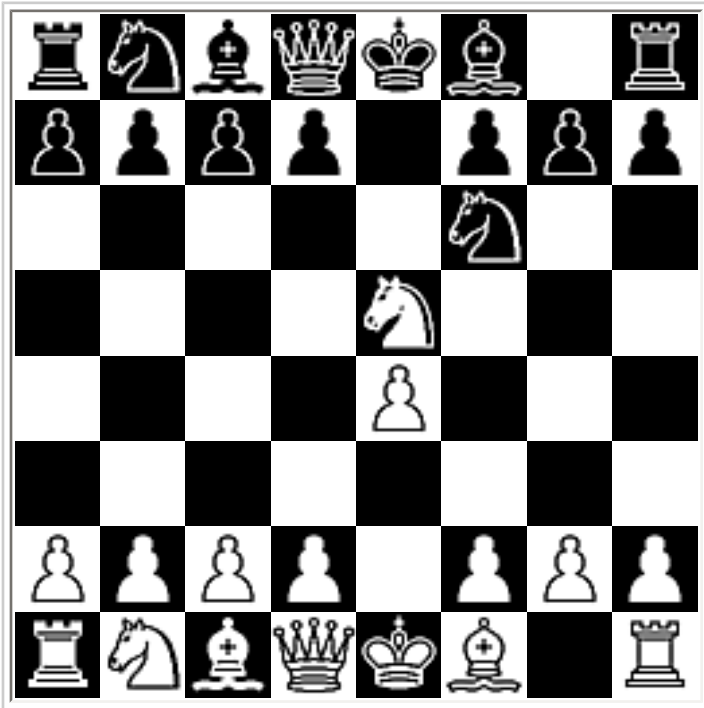
Back to [Chess Coaching Page](#)

This document (Tactics\canon099_0.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Tactics\canon099_2.html



3... Nxe4 [3... d6] 4. Qe2 Nf6 [4... Qe7 5. Qxe4 d6 6. d4 dxe5 7. dxe5 loses only a pawn] 5. Nc6+ 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Tactics\canon099_2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: The Art of Analysis

Let us begin with a mistake - what we might call positional mistake:

"Positional sense should free you from the slavery of `variations'." - Nimzovitch

Statements like this, and one or two other factors, led me to neglect the analysis of variations - instead preferring to develop positional assessments - for many years. It is possible to consider positional judgement and planning as somehow a higher calling, which avoids the need for grubby heavy analysis. This, however, was a mistake on my part.

Here is some treatment for people suffering from the same condition:

"What is the essence of the chess master's art? Fundamentally it consists of the ability to analyse chess positions.

"Home analysis has specific features of its own: you are not restricted by time, and you can move the men freely. Despite this difference between home analysis and practical play, there is much in common between them. It is a well-known fact that almost all the outstanding chess-players have been first-class analysts. (...)

"It is useful to publish your individual analytical work. Then you are subject to objective criticism." - Botvinnik, 100 SELECTED GAMES.

"So I began to analyse games..." - Timman, THE ART OF CHESS ANALYSIS

"I got to know Mark (Dvoretsky) at the very beginning of my chess career, at one of the sessions of Botvinnik's chess school in 1974; in those days, Dvoretsky was Botvinnik's assistant. (...)

"We are adherents of the same, analytical, way, and we believe in the triumph of analytical penetration into the secrets of a position" - Kasparov, Preface to Dvoretsky's SECRETS OF CHESS TRAINING (FIRST PUBLISHED IN RUSSIA AS "THE ART OF ANALYSIS").

"I selected from tournament books those games in which the greatest complications had arisen. (Then) set myself the task of thinking long and hard so as to analyse all the possible variations. I would sometimes ... write down the variations I had examined and then I would compare them with those of the annotator. (...)

"Great help can be got from solving studies from a diagram without setting up the position on the board." - Kotov, THINK LIKE A GRANDMASTER

"Analysis, if it is really carried out with a complete concentration of his powers, forms and completes a chess player." - Polugayevsky

"Many players, even of a high calibre, will assert, half jokingly and half seriously, that a difficult labour of analysis can be replaced by intuition. 'I played this move in a flash - it was obvious it couldn't be bad' is the sort of thing we often hear in a post-mortem.

"Criticising such a policy is not simple - not after it has just been successful! [...] Instead of appraising the state of struggle on the basis of precise calculation, Black makes a move, which on general considerations, is wholly in the spirit of the position - a flank attack is countered by a break in the centre. Yet in chess there are no axioms."

-- ZAK, **Improve your chess results.**

Two sorts of games should hold a special place in your own study: (a) Analysis of master games, and (b) analysis of your own games (especially losses). So, I have an exercise which involves neither...

I have been privileged to obtain a copy of the six games from the first match of the Exeter `A' team this season. I propose to analyse each game with the coaching group during a session in the New Year, but I would like you to have a go at analysing them first. Then we can compare notes...

How do you analyse a chess game?

If it's someone else's:

- (1) Play through the whole game fairly quickly, seeing what ebb and flow the game had.
- (2) Divide the game up into episodes, even if they are only opening middlegame and endgame, and try to describe what happened and who if anyone had the advantage.
- (3) Try and find the critical steps, where one or other side made an important choice (even if it was only to overlook something!).
- (4) Put your account aside for a few days and have a fresh look later. What other ideas now occur to you? Did you make a too-smooth moral fable out of a more fluctuating scrap?

If it's your own:

- (1) write down as much as you can remember about what you thought about at the time, and
- (2) any thought your opponent shared during a Post Mortem.
- (3) Leave it for a few days and come back fresh, then analyse it as you would somebody else's. Be particularly wary of self-serving interpretations, especially of the "I was winning all the way through" variety. What did you miss?

Below, Round numbers are board numbers. The Exeter players (White on even boards) hold BCF grades this year between 171 and 156; Teignmouth between 180 and 130. These are roughly between 2000 and 1600 ELO.

N.B. Games 2 and 5 feature an early loss of material; to analyse past this point, in Game 5 at least, may not be very profitable.

[See our Analysis](#)

```
[Event "Exeter vs. Teignmouth"]  
[Site "?"]  
[Date "1997.11.01"]  
[Round "1"]  
[White "Hodge, D."]  
[Black "Lane, PC."]  
[Result "1/2-1/2"]  
[ECO "C07"]  
[PlyCount "114"]
```

```
1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. Ngf3 cxd4 6. Bc4 Qd6  
7. O-O Nf6 8. Nb3 Nc6 9. Nbx d4 Nxd4 10. Nxd4 a6 11. Be3 Qc7 12. Bb3
```


Bd6 13. h3 O-O 14. a4 Bd7 15. Qe2 Bh2+ 16. Kh1 Bf4 17. Rfe1 Bxe3
 18. Qxe3 Bc6 19. Qe5 Qxe5 20. Rxe5 Bd5 21. c3 Bxb3 22. Nxb3 Rfd8
 23. a5 Rac8 24. Ra4 Rd1+ 25. Kh2 Rb1 26. Re2 Nd5 27. Nd4 g6 28. Kg3
 Kg7 29. c4 Nf6 30. Rb4 Rd1 31. Nf3 Rc7 32. Ne5 Ra1 33. Ng4 Nxc4
 34. hxg4 Rxa5 35. Rd2 Rac5 36. b3 b5 37. Ra2 bxc4 38. bxc4 Ra7 39. Kf3
 Kf6 40. Ke3 a5 41. Rb5 Rxc4 42. Raxa5 Rxa5 43. g5+ Kg7 44. Rxa5 h6
 45. gxh6+ Kxh6 46. f3 Rb4 47. Re5 Rb3+ 48. Kf4 Rb2 49. g4 g5+ 50. Ke3
 Kg6 51. Ra5 Rb3+ 52. Ke2 f5 53. gxf5+ exf5 54. Kf2 f4 55. Ra2 Kh5
 56. Kg2 Kh4 57. Rc2 Ra3 1/2-1/2

[See our analysis \(Game 1\)](#)

[Event "Exeter vs. Teignmouth"]
 [Site "?"]
 [Date "1997.11.01"]
 [Round "2"]
 [White "Pickering, A."]
 [Black "Brusey, A."]
 [Result "0-1"]
 [ECO "C05"]
 [PlyCount "84"]

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Ne4 5. Bd3 Nxd2 6. Bxd2 c5 7. c3
 Nc6 8. Be3 Qb6 9. b3 cxd4 10. cxd4 Bb4+ 11. Kf1 Bc3 12. Nf3 Bxa1
 13. Qxa1 Bd7 14. g3 Nb4 15. Bb1 Rc8 16. Kg2 Nc2 17. Qb2 Nxe3+ 18. fxe3
 Qb4 19. Ng5 h6 20. Nf3 Bb5 21. Rc1 Rxc1 22. Qxc1 Kd7 23. a4 Be2
 24. Nd2 Rc8 25. Qe1 Bh5 26. e4 Qxd4 27. exd5 Qxd5+ 28. Be4 Qd4 29. Nc4
 b6 30. Kh3 Qd1 31. Qe3 Bg4+ 32. Kg2 Qe2+ 33. Kg1 Qxe3+ 34. Nxe3 Rc1+
 35. Kf2 Bd1 36. Nxd1 Rxd1 37. Ke3 f6 38. Kf4 f5 39. Bf3 Rb1 40. g4 g5+
 41. Kg3 f4+ 42. Kf2 Rxb3 0-1

[See our analysis \(Game 2\)](#)

[Event "Exeter vs. Teignmouth"]
 [Site "?"]
 [Date "1997.11.01"]
 [Round "3"]
 [White "Halmkin, PE."]
 [Black "Bellers, CJ."]
 [Result "1/2-1/2"]
 [ECO "B24"]
 [WhiteElo "2500"]
 [PlyCount "64"]

1. e4 c5 2. Nc3 g6 3. g3 Bg7 4. Bg2 Nc6 5. Nge2 d6 6. d3 e5 7. O-O
 Nge7 8. Kh1 h5 9. f4 exf4 10. Bxf4 Bg4 11. Nb5 Be5 12. c3 a6 13. Na3
 Rb8 14. h3 Bxf4 15. Rxf4 Bxe2 16. Qxe2 O-O 17. Raf1 b5 18. g4 hxg4
 19. Qxg4 Ne5 20. Qg3 b4 21. Nc4 bxc3 22. bxc3 Nxc4 23. dxc4 Nc6
 24. e5 Nxe5 25. Bd5 Kg7 26. h4 f5 27. h5 Qf6 28. Rxf5 Qxf5 29. Rxf5
 Rxf5 30. hxg6 Rb1+ 31. Kg2 Rb2+ 32. Kg1 Rb1+ 1/2-1/2

[See our analysis \(Game 3\)](#)

[Event "Exeter vs. Teignmouth"]
 [Site "?"]
 [Date "1997.11.01"]
 [Round "4"]
 [White "Rudall, D."]
 [Black "Hill, D."]
 [Result "0-1"]
 [ECO "B06"]
 [PlyCount "104"]

1. e4 g6 2. d4 Bg7 3. Nf3 d6 4. c3 c6 5. Bd3 Nd7 6. Nbd2 Qc7 7. Qb3
 Ngf6 8. Bc4 O-O 9. Ng5 d5 10. exd5 cxd5 11. Bxd5 Nxd5 12. Qxd5 Nf6
 13. Qc4 Qb6 14. O-O Bd7 15. Qb3 Qa5 16. Nge4 Nxe4 17. Nxe4 Bc6 18. Ng3
 e5 19. Be3 exd4 20. cxd4 Rfd8 21. Qc3 Qd5 22. f3 Bxd4 23. Bxd4 Qxd4+
 24. Qxd4 Rxd4 25. a3 h5 26. Rfd1 Rad8 27. Rxd4 Rxd4 28. b4 Kg7 29. Ne2
 Rd2 30. Nc3 Rc2 31. Nd1 Kf6 32. Ne3 Rc3 33. Kf2 a6 34. Ra2 Ke5 35. g3
 Kd4 36. Rd2+ Rd3 37. Re2 Kc3 38. f4 Kb3 39. Nc2 Kc3 40. Ne3 Rd2
 41. Rxd2 Kxd2 42. f5 Kc3 43. fxg6 fxg6 44. g4 Kb3 45. Kg3 Kxa3 46.
 gxh5 gxh5 47. Kh4 Be8 48. Nd5 Bf7 49. Nf4 Kxb4 50. Nd3+ Kb5 51. Kg3 a5
 52. Kf3 a4 0-1

[See our analysis \(Game4 \)](#)

[Event "Exeter vs. Teignmouth"]
 [Site "?"]
 [Date "1997.11.01"]
 [Round "5"]
 [White "Lee, RJ."]
 [Black "Gorodi, J."]
 [Result "1-0"]
 [ECO "E24"]
 [PlyCount "119"]

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. f3 d5 5. a3 Bxc3+ 6. bxc3 c5 7. e3 O-O 8. Bd3 b6 9. cxd5 exd5 10. Ne2 Re8 11. O-O Nc6 12. Ng3 Be6 13. Bb2 Rc8 14. Qd2 Qd7 15. Rael Red8 16. Qf2 Ne7 17. e4 Ng6 18. e5 Nf4 19. Bc2 Ne8 20. Qd2 g5 21. Ne2 Bf5 22. Nxf4 Bxc2 23. Nh3 h6 24. Qxc2 cxd4 25. Qd2 dxc3 26. Bxc3 Ng7 27. Nf2 h5 28. Rc1 Ne6 29. Bb2 Rc4 30. Rxc4 dxc4 31. Qxd7 Rxd7 32. Rd1 Rc7 33. Ne4 Kg7 34. Bc3 Kg6 35. Kf2 Kg7 36. g3 Kg6 37. Ke3 a5 38. Rd6 Rb7 39. a4 b5 40. axb5 Rxb5 41. Rc6 a4 42. Rxc4 a3 43. Ra4 Nc7 44. Rxa3 Nd5+ 45. Kd4 Nxc3 46. Rxc3 g4 47. Rc6+ Kg7 48. fxg4 hxg4 49. Nf6 Kg6 50. Nxc3 Kg5 51. h3 Rb4+ 52. Ke3 Rb3+ 53. Kf2 Rb2+ 54. Kf3 Rb3+ 55. Ne3 Rb5 56. h4+ Kh5 57. Rf6 Rb7 58. Kf4 Rb4+ 59. Kf5 Rb7 60. Nd5 1-0

[See our analysis \(Game 5\)](#)

[Event "Exeter vs. Teignmouth"]
 [Site "?"]
 [Date "1997.11.01"]
 [Round "6"]
 [White "Blackmore, M."]
 [Black "Ingham, W."]
 [Result "1-0"]
 [ECO "B12"]
 [PlyCount "129"]

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nf3 e6 5. Bd3 Bxd3 6. Qxd3 c5 7. O-O Nc6 8. c3 Qb6 9. Nbd2 Rc8 10. dxc5 Bxc5 11. Nb3 Bf8 12. Bf4 Nge7 13. h4 Ng6 14. Qd2 Nxf4 15. Qxf4 Be7 16. h5 h6 17. Qg3 O-O 18. Nh2 f6 19. Ng4 Nxe5 20. Nxh6+ Kh8 21. Ng4 Nxc3 22. Qxc3 f5 23. Qd4 Qxd4 24. Nxd4 e5 25. Rfe1 e4 26. Rad1 Rf6 27. Ne2 Rb6 28. Nf4 Bg5 29. Ng6+ Kh7 30. Rxd5 Rxb2 31. Rxf5 Bf6 32. Rxe4 Rxc3 33. Nf8+ Kg8 34. Nd7 Rc1+ 35. Kh2 Rc6 36. Rg4 Kh7 37. a4 Rd6 38. Nf8+ Kg8 39. h6 Be5+ 40. Rxe5 Rxh6+ 41. Kg3 Rb3+ 42. f3 Kxf8 43. Reg5 Rh7 44. Rc5 a6 45. Rc7 b5 46. Rd4 Ke8 47. Ra7 bxa4 48. Rxa4 Rh6 49. Rxc7 Rbb6 50. Ra2 Rhg6+ 51. Rxc7 Rxc7+ 52. Kf4 Rb6 53. g4 Kf7 54. Ra5 Kf6 55. g5+ Kg6 56. Kg4 Rb4+ 57. f4 Rb6 58. f5+ Kf7 59. Rc5 Rb4+ 60. Kh5 Rb1 61. Rc7+ Kg8 62. Kg6 Rb6+ 63. f6 Rb8 64. Re7 Kh8 65. Rh7+ 1-0

[See our analysis \(Game 6\)](#)

Back to [Chess Coaching Page](#)



This document (analyse2.html) was last modified on 15 Dec 97 by

[Dr. Dave](#)

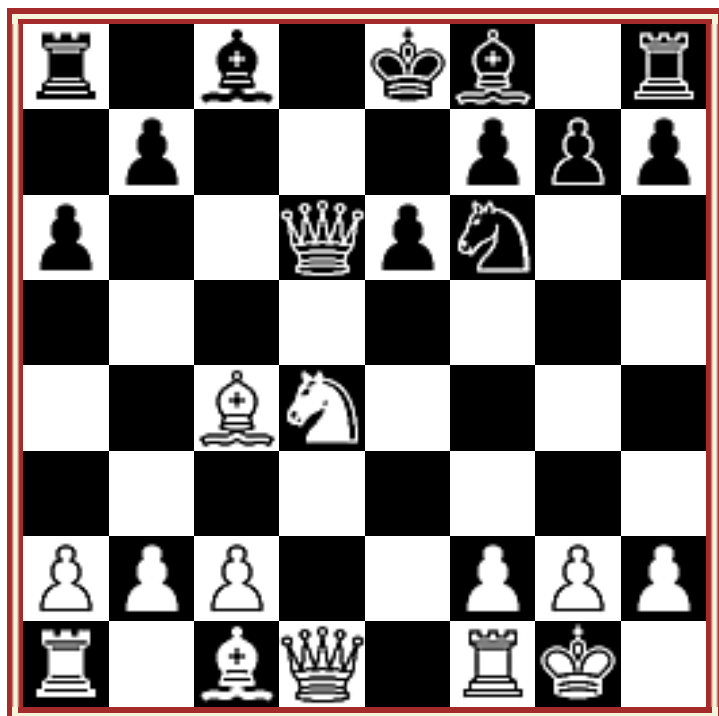
Exeter Chess Club: The Art of Analysis

You aren't allowed to read on until you have had a go at [analysing the games](#) yourself!

Hodge,D - Lane,P [C07]

Exeter vs. Teignmouth (1), 01.11.1997

OPENING: in a standard line Black has a slight cramp and an extra central Pawn. Soon, however, exchanges break out. **1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 Qxd5 5.Ngf3 cxd4 6.Bc4 Qd6 7.O-O Nf6 8.Nb3 Nc6 9.Nbxd4 Nxd4 10.Nxd4 a6**



So far, so standard. **11.Be3** "Less dangerous" - John Watson. Nonetheless both David and Pete are about as safe to relax around as an alligator in your swimming pool, so I imagine the next few moves were played with some care on both sides.

[11.Bb3;

11.c3;
 11.b3;
 11.Re1 Qc7 12.Bb3 Bd6 13.Nf5 Bxh2+ 14.Kh1 0-0 (14...Kf8!?) 15.Nxg7 Rd8 (15...Kxg7 16.Qd2 Ng8) 16.Qf3 Kxg7 17.Bh6+ Kg6 18.c3 Nd5 19.Rad1 f5 20.Bc1 Bd6 21.Bxd5 exd5 22.Rxd5 Bd7 23.Qh3 Bf8 24.Re3 Kg7 25.Rg3+ Kh8 26.Qh4 Be6 27.Bf4 Be7 28.Bxc7 1-0 Adams,M-Dreev,A/Hoogovens, Wijk aan Zee NED 1996]

11...Qc7 12.Bb3 Bd6 13.h3 0-0

[13...b5 is one more Pawn move to get the Bd7 developed more aggressively.]

14.a4 Bd7 15.Qe2 Black has an extra central Pawn and has an opportunity to make use of it. **15...Bh2+**

[15...e5 This looks bold but is entirely consistent with the position, and is played at a time when White can't react with usual annoying ideas like Nf5 or Nc2-e3. That's what I would have played, but Pete likes to play it the way he is used to.]

16.Kh1 Bf4 Exchanges are a reasonable objective in a cramped position, although that is one of Black's better pieces it is being exchanged for a potentially dangerous White one. **17.Rfe1 Bxe3 18.Qxe3 Bc6 19.Qe5**

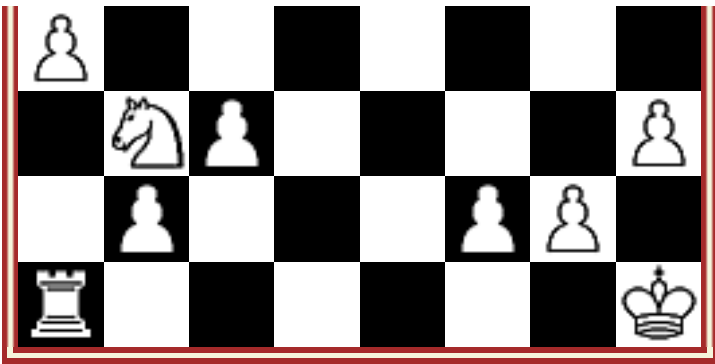
[19.Nxc6 Qxc6 20.Rad1 looks a better try for an edge.;
 19.Rad1!= Fritz5]

19...Qxe5 20.Rxe5 Bd5 21.c3= +

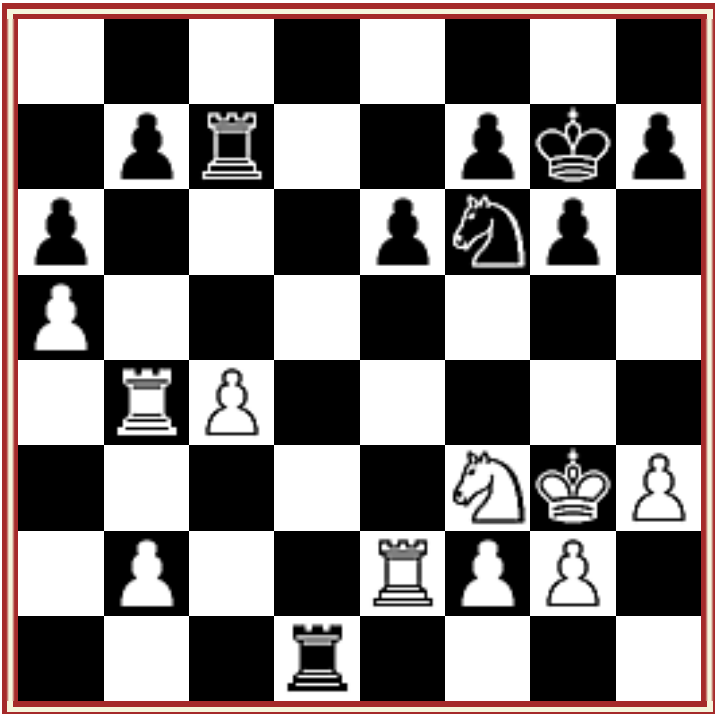
[21.Bxd5 Nxd5 22.c4= Fritz5]

21...Bxb3 22.Nxb3 Rfd8





ENDGAME: There now follows a tense sequence where each side tries to make their Rooks active and attack Pawns. White targets b7 but allows Black activity in return. White then carelessly drops the a-Pawn. Can Black convert the win? Black decides to make his two breaks earlier rather than later - possibly incorrectly. **23. a5 Rac8 24.Ra4 Rd1+ 25.Kh2 Rb1 26.Re2 Nd5 27.Nd4 g6 28.Kg3 Kg7 29. c4 Nf6 30.Rb4 Rd1 31.Nf3 Rc7**



Last chance to save the a-Pawn. **32.Ne5 Ra1 33.Ng4 Nxc4**

[33...Nh5+ retains the Knights;
33...Rxa5 allows White to exchange if he wants]

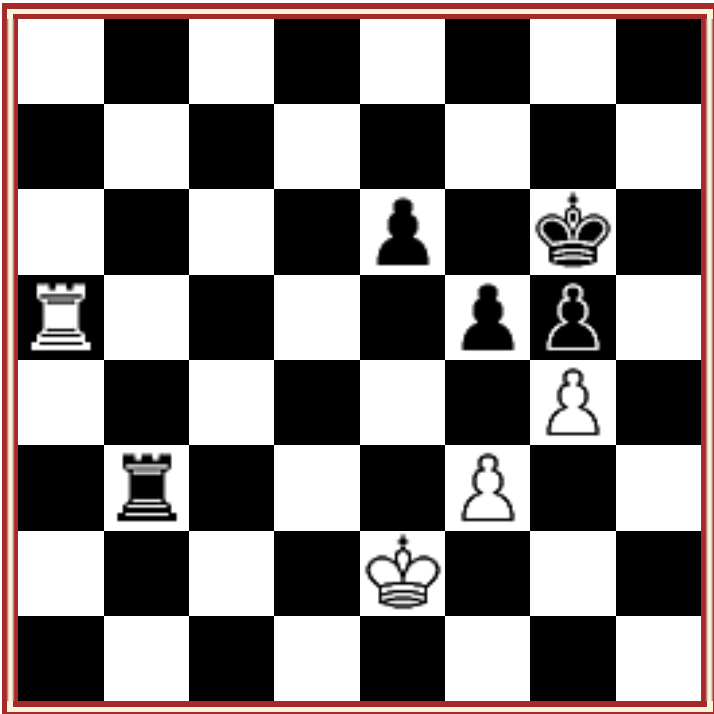
34.hxc4 Rxa5 35.Rd2 Rac5 36.b3 b5

[36...Kf6 make the King one square better before breaking;
the Rook on b4 is going nowhere fast.]

37.Ra2 bxc4 38.bxc4 Ra7 39.Kf3 Kf6 40.Ke3 a5 41.Rb5 Rxc4= +

[41...Rxb5! 42.cxb5 Ke5u Fritz5]

**42.Raxa5 Rxa5 43.g5+ Kg7 44.Rxa5 h6 45.gxh6+ Kxh6 46.f3 Rb4 47.Re5
Rb3+ 48.Kf4 Rb2 49.g4 g5+ 50.Ke3 Kg6 51.Ra5 Rb3+ 52.Ke2 f5**



Black could try to get the Rook to d5 before this. **53.gxf5+ exf5 54.Kf2 f4 55.
Ra2 Kh5 56.Kg2 Kh4 57.Rc2 Ra3 1/2-1/2**

Pickering,A - Brusey,A

[C05]

Exeter vs. Teignmouth (2), 01.11.1997

[DR, RS, Fritz5]

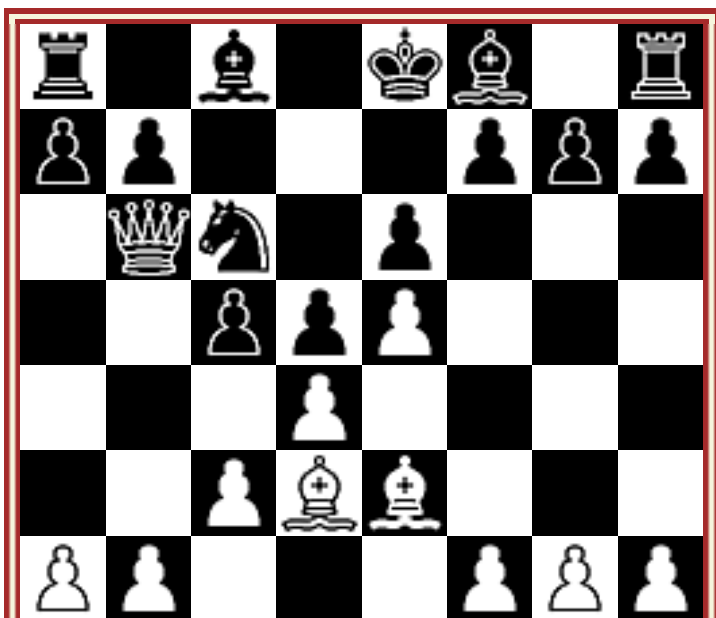
OPENING: Black chooses a cheeky line and equalises without difficulty. White commits a serious error and bales out by sacrificing the exchange. **1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Ne4 5.Bd3** when faced with a sharp and unorthodox move, returning the ball with a good solid all-purpose move like Bd3 is the right strategy, deferring the critical moment to later in the game.

[5.Nxe4 dxe4+= is the critical line, supposed to give White the advantage (perhaps no more than in other lines of the French), although Black naturally would know his way around this better than White. 6.Bc4 (6.Be3)]

5...Nxd2 6.Bxd2 c5 7.c3 Nc6?! BCO2 gives the immediate ...Qb6 as better. 8. Be3

[8.Nf3 Qb6 9.dxc5+=]

8...Qb6

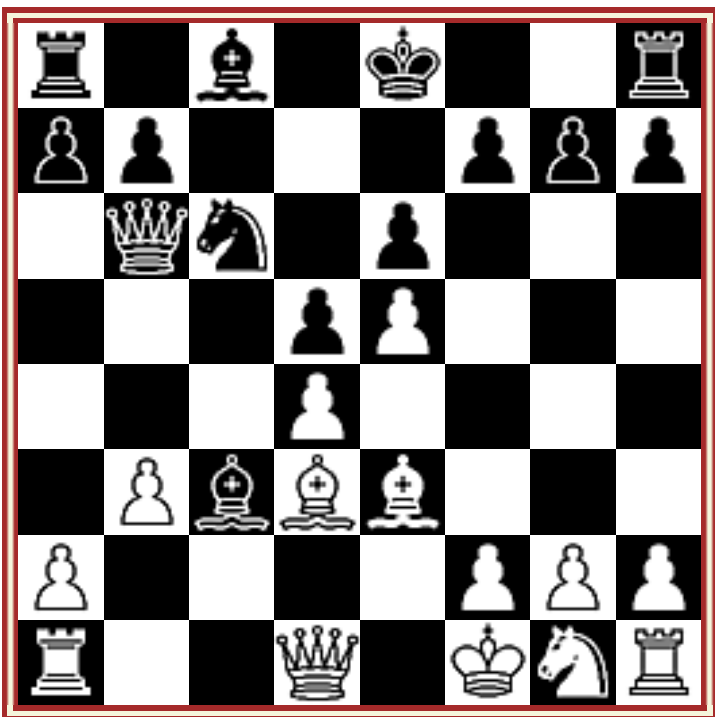




Black has an OK game - a standard Advanced French but with less cramp - but has sacrificed a tempo to do so. However, White faces unpleasant pressure against d4 and b2. **9.b3?** Can't be right.

[9.dxc5;
9.Nf3 cxd4 10.cxd4 Bb4+ (10...Qxb2) ;
9.Qb3 "should not be overlooked" - Fritz 5]

9...cxd4 10.cxd4 Bb4+ 11.Kf1 Normally Black just displaces the King out of spite, but here he can nibble a Pawn. **11...Bc3**



MIDDLE GAME: White manfully gives up the exchange, but the test of the game is a slow exercise in the inevitable. Black can always gain squares by threatening exchanges. **12.Nf3**

[12.Rc1 Bxd4 13.Bxd4 Nxd4 14.Qg4 +/- Fritz 5]

12...Bxa1 13.Qxa1 Bd7 14.g3 Nb4 15.Bb1 Rc8 16.Kg2 Nc2 17.Qb2 Nxe3+ 18.fxe3 Qb4 19.Ng5 h6 20.Nf3 Bb5 21.Rc1 Rxc1 22.Qxc1 Kd7 23.a4 Be2 24.Nd2 Rc8 25.Qe1 Bh5 26.e4 Qxd4 27.exd5 Qxd5+ 28.Be4 Qd4

[28...Qxe5?? 29.Bc6+ Rxc6 30.Qxe5 - Fritz 5]

29.Nc4 b6 30.Kh3 Qd1 31.Qe3

[31.Qxd1+ Bxd1 32.a5 bxa5 33.Nxa5 - Fritz 5]

31...Bg4+

[31...Qf1+! 32.Kh4 g5+ 33.Kxh5 (33.Qxg5 hxg5+ 34.Kxg5 Rg8+ 35.Kh6 Qc1+ 36.Ne3 Qxe3+ 37.Kh7 Qg5 38.Bc6+ Kxc6 39.h4 Qg6#) 33...Qh3# - Fritz 5]

32.Kg2 Qe2+ 33.Kg1 Qxe3+ 34.Nxe3 Rc1+ 35.Kf2 Bd1 36.Nxd1 Rxd1 37.Ke3 f6 38.Kf4

[38.exf6 gxf6 39.Ke2-+ Fritz 5]

38...f5 39.Bf3 Rb1 40.g4 g5+ 41.Kg3 f4+ 42.Kf2 Rxb3 Thanks to Ray Shepherd's Fritz5 **0-1**

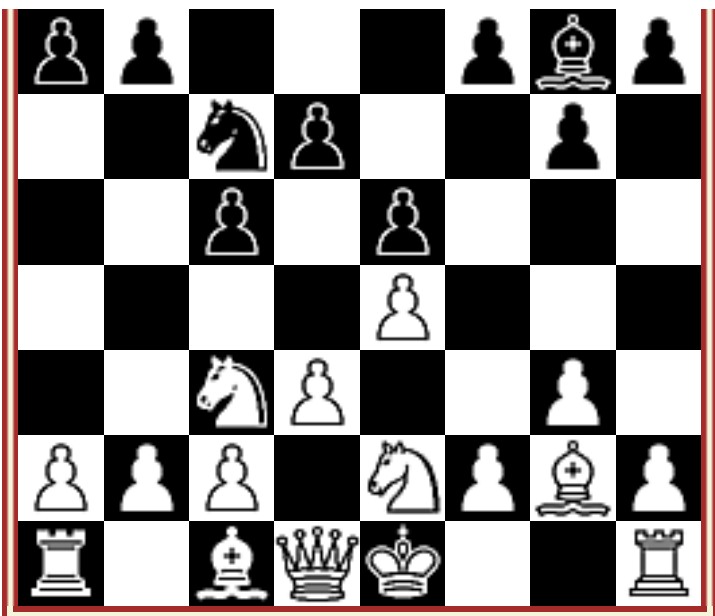
Halmkin,P - Bellers,C

[B24]

Exeter vs. Teignmouth (3), 01.11.1997

OPENING: a less common line is adopted where some controversial decisions are made. **1.e4 c5 2.Nc3 g6 3.g3 Bg7 4.Bg2 Nc6 5.Nge2 d6 6.d3 e5**





The Botvinnik treatment. **7.0-0**

[7.Nd5 Nge7 8.c3 Nxd5 9.exd5 sealing the hole on d5 sealing the hole on d5 9... Ne7 10.0-0 0-0 11.f4 Bd7 12.h3 Qc7 13.Be3 Rae8 14.Qd2 Nf5 15.Bf2 h5 16.Rae1 Qd8 17.Kh2 Bh6 18.h4 Qf6 19.Be4 exf4 20.Nxf4 Nxh4 21.Be3 Nf5 22.Bxf5 Qxf5 23.Qg2 Qg4 24.Qe2 Qxe2+ 25.Rxe2 Re5 26.Ree1 Rfe8 27.Bf2 h4 28.Rxe5 Rxe5 29.d4 hxg3+ 30.Kxg3 Rg5+ 31.Kh2 Rf5 32.Be3 cxd4 33.cxd4 Kh7 34.Rf2 g5 35. Ne2 Rxf2+ 36.Bxf2 f5 0-1 Smyslov,V-Botvinnik,M/Moscow Wch-m 1954]

7...Nge7 8.Kh1

[8.Be3 h5!? 9.h3 Be6 10.Nd5 Qd7 11.h4 Bxd5 12.exd5 Nd4 13.c3 Ndf5 14.Bg5 0-0 15.a4 Qc7 16.a5 b5 17.axb6 axb6 18.Qb3 b5 19.Rxa8 Rxa8 20.Qxb5 Rb8 21. Qa4 Rxb2 22.Qe8+ Bf8 23.Ra1 Qc8 24.Qxc8 Nxc8 25.Kf1 Nb6 26.c4 Be7 27.Be4 Bxg5 1/2-1/2 Kharitonov Andrei Y-Psakhis Lev/Cup World (open), Moscow (Russ 1989)]

8...h5!? A move with some point (see the Psakhis game) but better saved up, I think.

[8...0-0;
8...f5!?]

9.f4 Botvinnik would say that this Pawn is in White's way. **9...exf4**

[9...h4!?]

10.Bxf4 Bg4

[10...h4!? looks like the right follow-up, taking advantage of the absence of the Knight from f3 and making use of the Pawn on h5.]

11.Nb5 Be5

MIDDLE-GAME: White rolls out the standard attack on the f-file but Black holds the line - just.

[11...Ne5 12.Bg5 a6]

12.c3

[12.h3 Be6 13.Bxe5 dxe5 (13...Nxe5 14.d4 Bc4 15.dxe5 Bxb5 16.exd6 Bxe2 17.Qxe2 Qxd6 18.Rad1 +/-) 14.Rf6 Ng8 15.Rf2]

12...a6 13.Na3 Rb8 A natural follow-up to ...a6, but there's a lot of action on the other side. **14.h3 Bxf4 15.Rxf4 Bxe2**

[15...Be6 idea ...d5 later]

16.Qxe2 0-0 17.Raf1 b5 18.g4

[18.Qf2 with one idea d3-d4]

18...hgx4 19.Qxg4 Ne5 20.Qg3 b4 21.Nc4 bxc3 22.bxc3 Nxc4 23.dxc4 Nc6 24.e5u

[24.Qd3!?= + was preferred by Ray's friend Fritz]

24...Nxe5 25.Bd5 Kg7 26.h4 f5

[26...Rb2!?!]

27.h5

[27.Rxf5 Rxf5 28.Rxf5 Rb1+ 29.Kg2 Rd1 30.h5 Rd3]

27...Qf6 28.Rxf5 Qxf5 29.Rxf5 Rxf5 30.hxg6 Rb1+ 31.Kg2 Rb2+ 32.Kg1 Rb1+?? The clock may have had something to do with this if I know Chris.

[32...Rf6 33.Qe1 Rxc6+ 34.Kf1 Rxa2-+ Fritz5 35.Qb1 Rd2 36.Qb7+ Kh6 37. Qxa6?? Nd3;
32...Rd2 idea Rd3]

1/2-1/2

Rudall,D - Hill,D

[B06]

Exeter vs. Teignmouth (4), 11.1997

OPENING: White plays solid, and Black plays solid-but-passive allowing a cheeky attack on f7: Black concedes a Pawn. **1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.c3 c6** Solid but perhaps not to the point. I like to play these positions with ...c5 to break up

the solid centre. **5.Bd3 Nd7 6.Nbd2 Qc7 7.Qb3 Ngf6**

[7...b5 8.c4 a6]

8.Bc4 0-0 9.Ng5 d5

[9...e6 is usually an OK try but here 10.e5 Ne8 11.Bxe6 fxe6 12.Nxe6 Qb6 13.Ng5 + Kh8 14.Nf7+ Rxf7 15.Qxf7]

10.exd5 cxd5 11.Bxd5 Nxd5 12.Qxd5 Nf6



MIDDLE-GAME: Black has some compensation in the two Bishops: he must avoid exchanges and play as actively as possible. White concedes the Pawn and exchanges off into an endgame. **13.Qc4 Qb6 14.0-0 Bd7 15.Qb3 Qa5 16.Nge4 Nxe4 17.Nxe4 Bc6 18.Ng3 e5 19.Be3?! Defending d4 just creates a target.**

[19.dxe5 Bxe5 20.Re1]

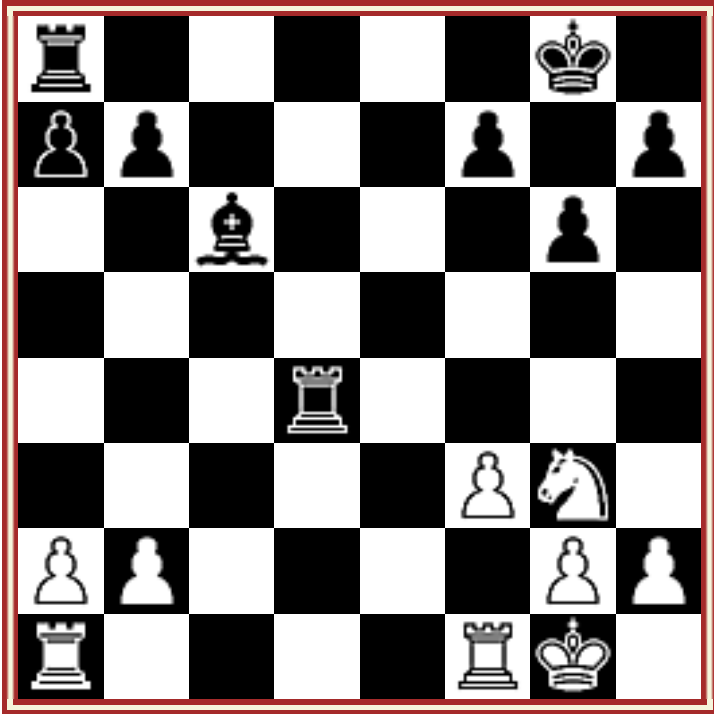
19...exd4 20.cxd4

[20.Bxd4 Bxd4 21.cxd4 Bd5 is not easy for White either.]

20...Rfd8 Recovering the Pawn with a slight advantage. **21.Qc3**

[21.Rfd1 Ba4 22.Qa3 Bf8 23.Bd2 Qb5-+]

21...Qd5 22.f3 Bxd4 23.Bxd4 Qxd4+ 24.Qxd4 Rxd4



ENDGAME: Black shows a textbook approach with an active pieces and an active King. White goes passive and creates numerous weaknesses. **25.a3 h5 26.Rfd1 Rad8 27.Rxd4 Rxd4 28.b4?! Kg7** KUFTE! In fact, all Black's pieces are better than their White counterparts, a fact which the symmetrical Pawns seem to emphasise! **29.Ne2 Rd2 30.Nc3 Rc2 31.Nd1 Kf6 32.Ne3 Rc3 33.Kf2 a6 34.Ra2 Ke5 35.g3 Kd4 36.Rd2+ Rd3 37.Re2 Kc3 38.f4 Kb3 39.Nc2 Kc3 40.Ne3 Rd2 41.Rxd2 Kxd2** A classic Bishop vs. Knight ending has arisen. **42.f5 Kc3 43.fxg6 fxg6 44.g4 Kb3 45.Kg3 Kxa3 46.gxh5 gxh5 47.Kh4 Be8 48.Nd5 Bf7 49.Nf4 Kxb4 50.Nd3+ Kb5 51.Kg3 a5 52.Kf3 a4 0-1**

Lee,R - Gorodi,J

[E24]

Exeter vs. Teignmouth (5), 11.1997

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 OPENING: White plays the most aggressive system against the Nimzo, siezing space in the centre and glaring at the Black King. **4.f3**

[4.a3 Bxc3+ 5.bxc3;
4.e3 0-0 5.Bd3 c5 6.a3]

4...d5 5.a3 Bxc3+ 6.bxc3 c5 7.e3 Gligoric gives this "?!", although it is merely a switch to another, slower, plan, from the Closed Samisch Variation normally intriduced by 4. e3 or 4. a3.

[7.cxd5 is more aggressive, aiming to play e2-e4 in one move. Karpov got the edge using this system against Timman in their Candidates' Match. 7...Nxd5 (7...exd5 transposes) 8.dxc5 Qa5 9.e4 Ne7 10.Be3 0-0 11.Qb3 Qc7 12.Bb5 Nec6 13. Rd1 Na5 14.Qb4 e5 15.Ne2 Be6 16.c4 a6 17.Ba4 Nxc4 18.Bf2 Nc6 19.Qc3 Qa5 20. Bxc6 bxc6 21.Qxa5 Nxa5 22.0-0 Rab8 23.Nc3 Rb3 24.Na4 Rxa3 25.Nb6 Nc4 26.h3 h5 27.Rc1 Nb2 28.Rb1 Nd3 29.Rfd1 f5 30.exf5 Rxf5 31.Rd2 Nxf2 32.Kxf2 Timman J-Karpov A/3, Kuala Lumpur cm f 1990/1/2-1/2 (61)]

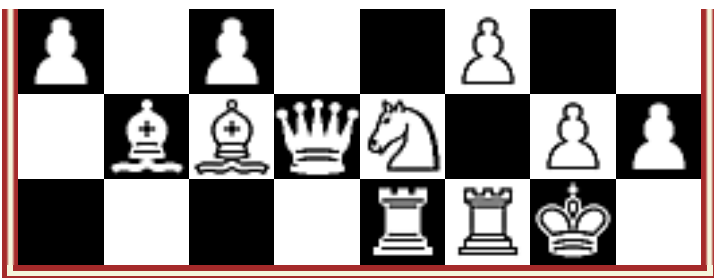
7...0-0 8.Bd3 b6 9.cxd5 exd5 Dissolving the doubled Pawns. Black must play very carefully now, for White has a natural plan of campaign. The GMs play this difficult position from both sides, but White seems to be playing the positive side of the position (aiming for e4).

[9...Nxd5 is a spoiling alternative, aiming for piece play: I might prefer this having played ...b6 already. 10.Qc2 cxd4 11.cxd4 idea ...Ba6, with a Queen's-side Pawn majority as long as we survive the middlegame.]

10.Ne2 Re8

[10...Ba6 11.0-0 Re8 12.Ng3 Qc8 13.Bxa6 Nxa6 14.Qd3 Qb7 15.Ra2 Re6 16.Re2 Rae8 17.Rfe1 h5 18.Qf5 g6 19.Qf4 Qd7 20.Bb2 cxd4 21.cxd4 Rc6 22.e4 Nc7 23. Nf1 a5 24.h3 Kg7 25.g4 hxg4 26.hxg4 Ne6 27.Qe3 Rh8 28.Ng3 Kf8 29.e5 Ng8 30. f4 Ng7 31.Qf3 Nh6 32.Rh2 Kg8 33.f5 gxf5 34.g5 Ng4 35.Rxh8+ Kxh8 36.Ne2 Rc2 37.Qb3 Qc6 38.Bc3 Ne3 39.Kf2 f4 40.Rh1+ Kg8 41.Rh6 Qc8 0-1 Beliavsky Alexander G-Short Nigel D/Linares (Spain) 1990]

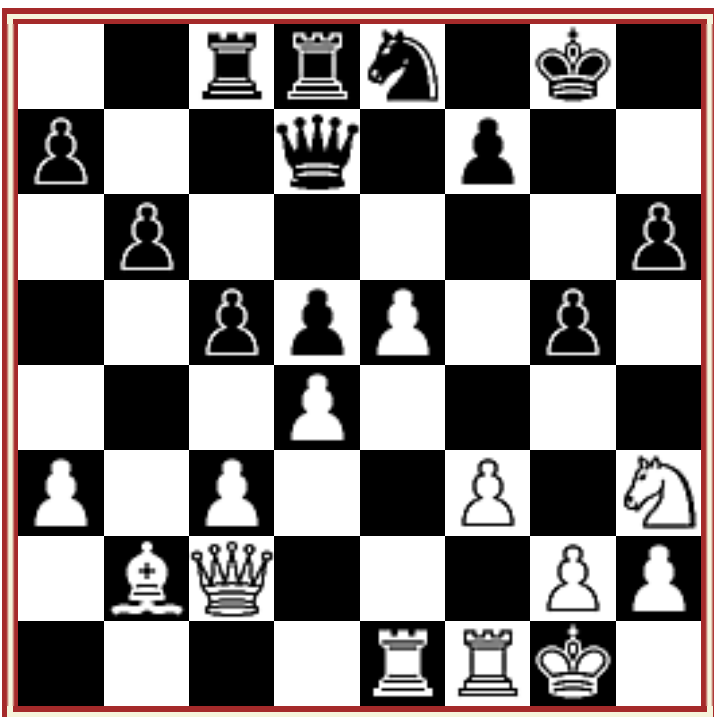
11.0-0 Nc6



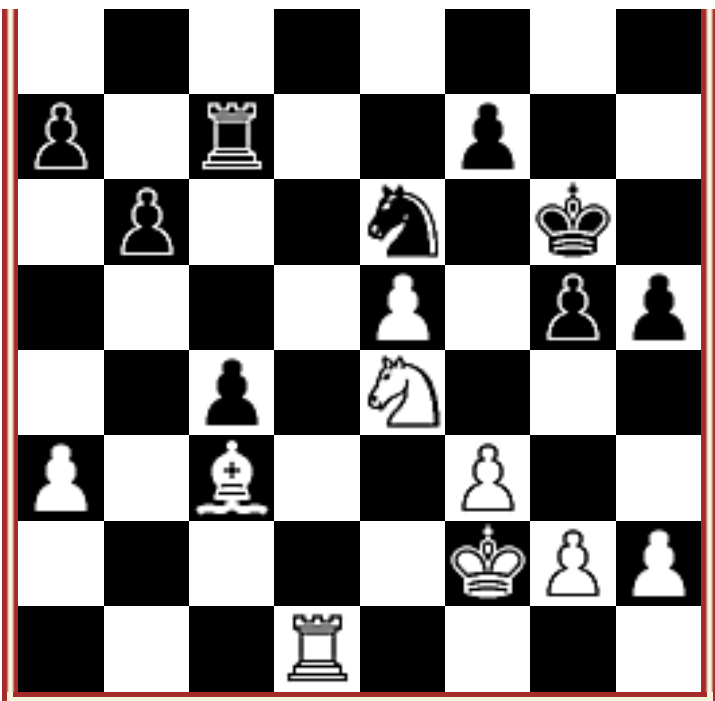
21...Bf5 Not a bad idea: the Black light-squared Bishop is poor, and if your opponent has two Bishops (however crummy they might appear at the moment) it is good to exchange one of them. However, the tactical execution is wrong. Every strategical idea must be negotiated with the tactics in the position. **22.Nxf4 Bxc2**

[22...gxf4 is messy but not so obviously losing: 23.Bxf5 (23.Qxf4 Bxc2) 23...Qxf5 24.Bc1 cxd4 25.cxd4 Rc2 26.Qxf4 Ng7]

23.Nh3 h6 24.Qxc2



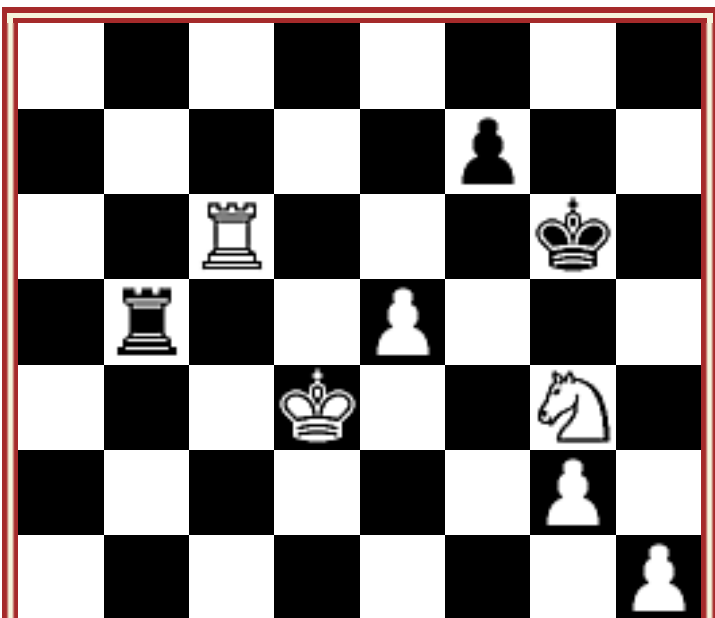
That'll do nicely. **24...cxd4 25.Qd2 dxc3 26.Bxc3 Ng7 27.Nf2 h5 28.Rc1 Ne6 29.Bb2 Rc4 30.Rxc4 dxc4 31.Qxd7 Rxd7 32.Rd1 Rc7 33.Ne4 Kg7 34. Bc3 Kg6 35.Kf2**



Black is again obliged to play with maximum energy... **35...Kg7** ...not like this.
36.g3 Kg6 37.Ke3 a5

[37...b5 is better, keeping the Pawns intact, when White might still have some problems.]

38.Rd6 Rb7 39.a4 fixing the b-Pawn **39...b5 40.axb5 Rxb5 41.Rc6 a4 42. Rxc4 a3 43.Ra4 Nc7 44.Rxa3 Nd5+ 45.Kd4 Nxc3 46.Rxc3 g4 47.Rc6+ Kg7 48.fxg4 hxg4 49.Nf6 Kg6 50.Nxg4+**





Black could resign with a clear conscience. **50...Kg5 51.h3 Rb4+ 52.Ke3 Rb3+ 53.Kf2 Rb2+ 54.Kf3 Rb3+ 55.Ne3 Rb5 56.h4+ Kh5 57.Rf6 Rb7 58.Kf4 Rb4 + 59.Kf5 Rb7 60.Nd5 1-0**

Blackmore,M - Ingham,B

[B12]

Exeter vs. Teignmouth (6), 11.1997

1.e4 c6 2.d4 d5 OPENING: A modest system leads to a position where White has a bit more space. **3.e5 Bf5 4.Nf3 e6 5.Bd3**

[5.Be2 is the fashion - a good reason for not playing it!]

5...Bxd3 6.Qxd3 c5

[6...Qa5+ 7.c3 Qa6 is a way to reduce tension if Black wants to play it that way.]

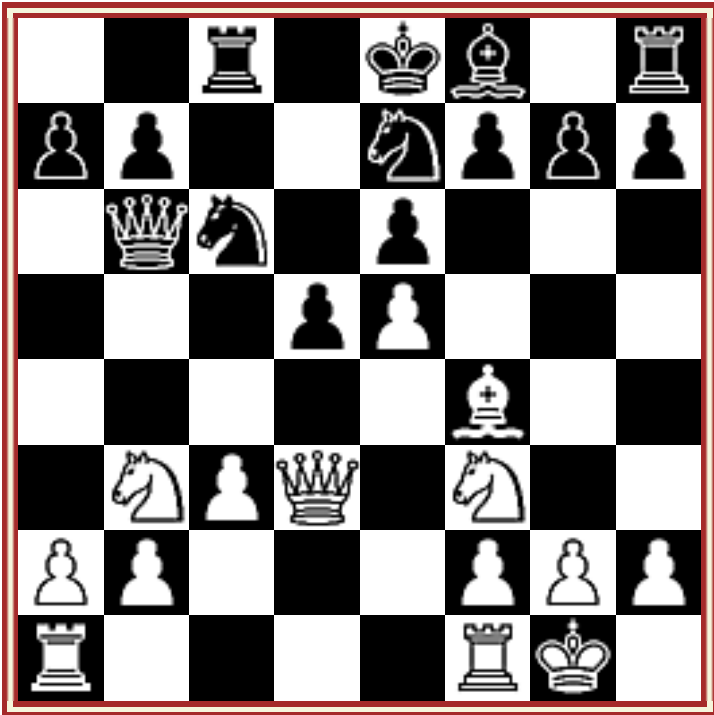
7.0-0 Nc6 8.c3 Qb6 9.Nbd2 Rc8

[9...cxd4 would prevent the next manoeuvre 10.cxd4 h5 11.Nb3 Nh6]

10.dxc5 Bxc5 11.Nb3 Bf8 rather a sign of distress, but Black is still OK I think
12.Bf4

[12.Be3 looked more natural. With Black's underdevelopment I was trying to find a way to open up the game with f2-f4, but hadn't considered c3-c4. 12...Qc7 (12...Qa6 13.Qxa6 bxa6 14.Nc5) 13.c4 (13.Bd4 is the stodgy method; 13.Nbd4!? Nxe5 14.Nxe5 Qxe5 15.Qb5+ Kd8 16.Qxb7) 13...dxc4 14.Qxc4 Nxe5 15.Qb5+ Nd7 16.Rac1 Qb8 17.Bxa7]

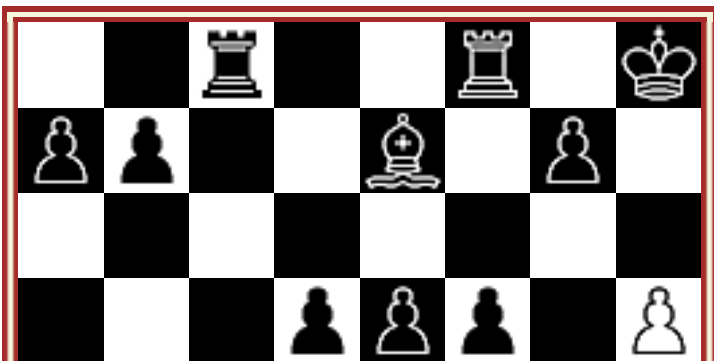
12...Nge7

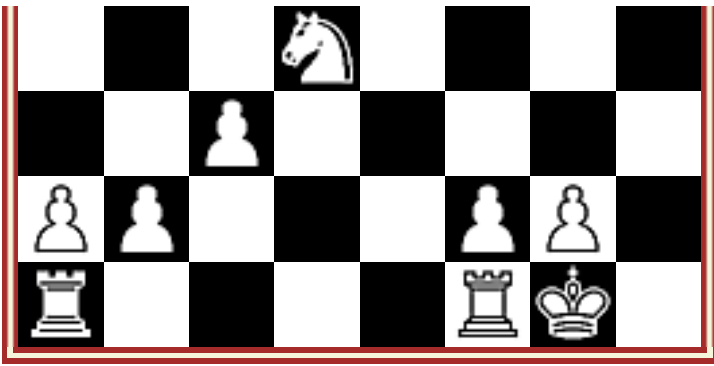


MIDDLEGAME: White now looks for a chance to upset the course of the game by direct attack, rather than going for a positional squeeze. **13.h4 Ng6 14.Qd2 Nxf4 15.Qxf4 Be7 16.h5 h6 17.Qg3 0-0 18.Nh2 f6 19.Ng4 Nxe5 20.Nxh6+ Kh8 21.Ng4 Nxg4 22.Qxg4 f5**

[22...Rc4 was calmer]

23.Qd4 Qxd4 24.Nxd4 e5



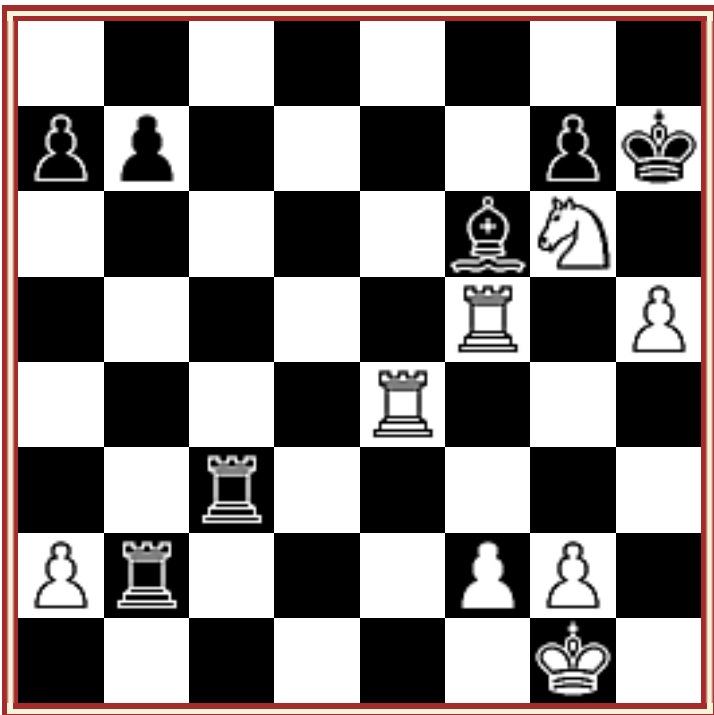


EARLY ENDGAME: At first glance this looks very good for Black but White makes a right nuisance of himself. **25.Rfe1 e4**

[25...Bd6 26.Nf3 is much easier for Black.;

25...exd4 was worth a look, calling White's bluff: I think it doesn't win but Black has good chances 26.Rxe7 dxc3 27.bxc3 (27.Rxb7 c2 28.Rc1 Rfd8 29.Kf1 d4 30.Ke1 d3 31.Kd2 Rc5 32.Re7) 27...Rxc3 28.Rxb7 (28.Rd7) 28...Rd8 (28...d4 29.Rd7 d3 30.Rd1) 29.Rxa7 d4]

26.Rad1 Rf6 27.Ne2 Rb6 28.Nf4 Bg5 29.Ng6+ Kh7 30.Rxd5 Rxb2 31.Rxf5 Bf6 32.Rxe4 Rxc3



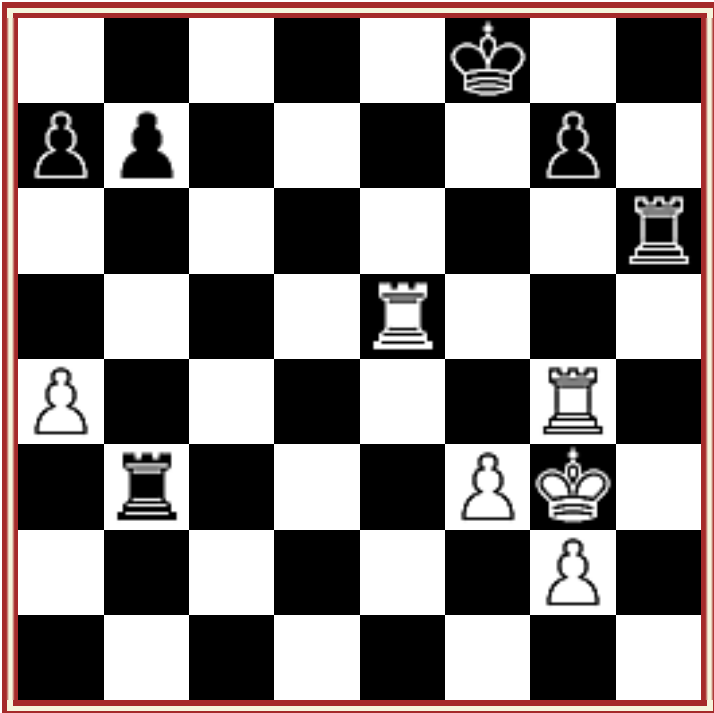
When the Rook left the back rank, the mate alert sensor should have flashed red. **33.Nf8+**

[33.Re8+ -]

33...Kg8 34.Nd7 Rc1+ 35.Kh2 Rc6 36.Rg4

[36.h6!?+/-]

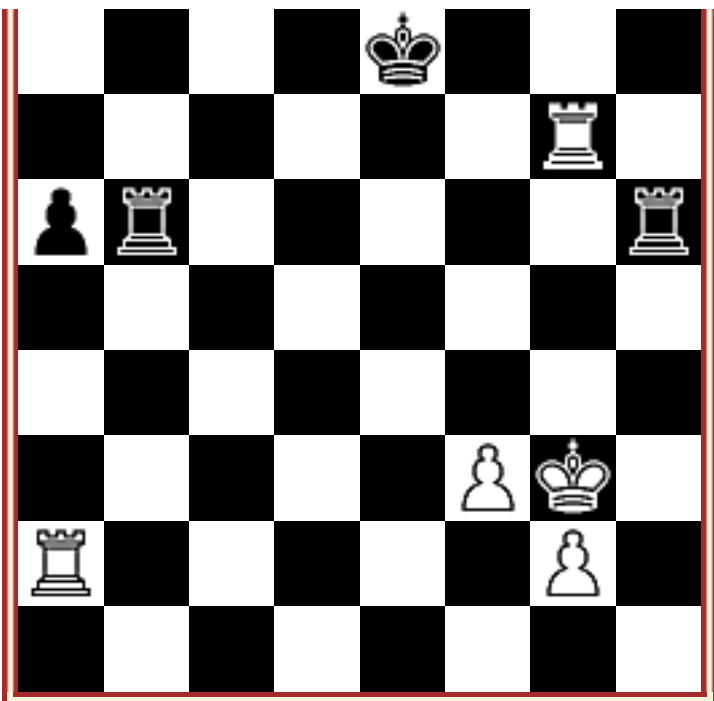
36...Kh7 37.a4 Rd6 38.Nf8+ Kg8 39.h6 Be5+ 40.Rxe5 Rxh6+ 41.Kg3 Rb3+ 42.f3 Kxf8



Double Rook endings are both more, and less, drawish than single Rook endings! Here White has an immediate initiative and wangles a Pawn. **43.Reg5 Rh7 44.Rc5 a6 45.Rc7**

[45.Rc8+ Kf7 46.Rc7+ Kf6 was suggested: this does get the Rook to the seventh "with gain of time" except that ...Kg8-f7-f6 is very useful for Black, escaping from the dangerous back rank and getting KUFTE]

45...b5 46.Rd4 Ke8 47.Ra7 bxa4 48.Rxa4 Rh6 49.Rxg7 Rbb6 50.Ra2



50...Rhg6+ The White King's-side Pawns scamper off home in the game, but keeping Rooks on doesn't look right because of the trapped Black King. **51.Rxg6 Rxg6+ 52.Kf4 Rb6 53.g4 Kf7 54.Ra5 Kf6 55.g5+ Kg6 56.Kg4 Rb4+ 57.f4 Rb6 58.f5+ Kf7 59.Rc5 Rb4+ 60.Kh5 Rb1 61.Rc7+ Kg8 62.Kg6 Rb6+ 63.f6 Rb8 64.Re7 Kh8 65.Rh7+ 1-0**

Back to [Chess Coaching Page](#)



This document (analyse3.html) was last modified on 25 April 2000 by

[Dr. Dave](#)

Exeter Chess Club: Chess Tactics Quotes

Sir Peter Medawar once remarked, rather testily:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

[A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*]

No less a tribute may be paid to the editors at Batsford and Cadogan and Chess Digest: there is a population of chessplayers who know about mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win Lucena's Rook Ending. This collection is dedicated to the first of these failings.

It all started with this one:

"Chess is 99% tactics"

-- Richard TEICHMANN

I like to quote this, but usually add:

...Although it has often seemed to me that the remaining 99% must be all strategy :-)

And then I found:

*"Chess isn't 99% tactics, it's just that tactics takes up 99% of your time" -- Dan HEISMAN, **The Improving Annotator***

But after this, the deluge!

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired"

-- RETI

"The scheme of a game is played on positional lines, the decision of it is, as a rule, effected by combinations. This is how Lasker's pronouncement that positional play is the preparation for combinations is to be understood."

-- Richard RETI

"I can see the combinations as well as Alekhine, but I cannot get into the same positions."

-- SPIELMANN

"All I need is a little position"

-- De La BOURDONNAIS

"Combinative vision manifests itself at an early age, and children are quick to notice and execute combinations which chance to turn up. Preparing combinations, however, is more difficult for them."

-- ZAK, **Improve your chess results.**

"I like to play combinations, some of them intuitive and not fully calculated"

Rudolph Spielmann

3). Tactics early in the game will tend to favour White, because he has the initiative. This suggests that what you want to do, where possible, is to play open games/gambits with White, and closed games with Black. As well as being a strategy aimed at winning games (always good) it gives you experience with a wide range of positions. You learn that a "weak square" doesn't always mean f7 :-)

From: johns@cs.man.ac.uk (John Sargeant)

(Tim Sawyer) writes:

"A 1500 player will lose a pawn anyway about every 15 moves, so you might as well invest a pawn to sharpen your tactics."

Matt's Rating formula:

$$R=200(P) - 1500$$

Where R = rating
and P = average number of moves between Pawn drops.

Of course this will generate negative ratings if you give stuff away more than every 8 moves, so it needs some fine-tuning. Anybody up to the task? :)

-- Matt Guthrie

*"A thorough understanding of the **typical mating combinations** makes the most complicated sacrificial combinations leading up to them not only **not** difficult, but almost a matter of course."*

-- TARRASCH

"The pleasure of a chess combination lies in the feeling that a human mind is behind the game, dominating the inanimate pieces with which the game is carried on, and giving them the breath of life."

-- RETI

Nunn-Dlugy

"If you want to lose a miniature, then here are three helpful tips. First of all, it is a big help if you are Black: losing with White in under 20 moves requires a special talent which few possess. Secondly, choose a provocative opening, for example an opening in which you try to realise strategic ambitions, but at the cost of backward development and delayed castling. Thirdly, if something goes slightly wrong, don't reconcile yourself to defending a bad position - seek a tactical solution instead! Don't

worry about the fact that tactics are bound to favour the better developed side; just go ahead anyway. Follow this advice and at least you will get home early."

-- NUNN

In case you do not have Reuben Fine's "Chess Marches On" I will give you what Fine said about, Strategy and Tactics.

"Thirty years ago (this was written in 1942), Teichmann said that chess is 99% tactics. And despite the enormous strides of chess theory since then, his percentage can only be reduced a few points

Many amateurs think that master games are usually decided by some deeply-laid plan covering all possibilities for at least ten moves.. That is what they conceive the grand strategy of tournaments to be. Actually, however, strategical considerations, while quite important, do not cover a range or depth at all comparable to the popular notion. Very often, in fact, sound strategy can dispense with seeing ahead at all, except in a negative or trivial sense. And it is still true that most games, even between the greatest of the great, are decided by tactics or combinations which have little or nothing to do with the fundamental structure of the game.

To take one striking example, look at the games of the Euwe-Alekhine matches. Euwe is a player who analyzes openings ad infinitum, i.e., one who wants to settle everything strategically. Alekhine is likewise adept at the art of building up an overwhelming position. And yet in almost all cases the outcome depended not on the inherent structure of the play, but on some chance combination which one side saw and the other side did not. Tactics is still more than 90% of chess.

In the following game (which we will not give) we have a good illustration of the interplay of strategy and tactics in the practice of two outstanding contemporary masters. The opening results in a position which is dynamically in Botwinnik's favor; yet because he is, for purely tactical reasons, unwilling to adopt the maneuver which best answers the needs of the position, he drifts into a situation where Lilienthal has the initiative. Lilienthal tries his hardest to increase his advantage, and succeeds to a certain extent. Then he makes a slight error, which gives his opponent adequate chances. Finally Botwinnik, faced by a difficult choice, picks the wrong alternative. And thereby both again demonstrate the wisdom of Tartakover's adage that a winner in a game of chess is the man who made the next to the last blunder."

from Richard S. Cantwell

In article <32npl2\$i3p@senator-bedfellow.MIT.EDU>
 richard@genome.wi.mit.edu (Richard Resnick) writes:
 >Above and beyond being able to look very very deep, are there are
 >guidelines that can be stated regarding the sacrifice of minor
 pieces?
 >It seems to me that with all 32 pieces on the board, it becomes very
 >difficult to be accurate when looking ahead, so I assume that the
 >masters must have a set of guidelines that they use when determining
 >whether to go down in material for the tactical advantage. Any help
 >(either commentary or literature citations) would be greatly
 >appreciated. Thanks very much.

: -)

In "How to Cheat at Chess" IM Hartston gives Hartston's Iconoclastic
 Combinational Uncertainty Principle(?), which states (I am
 reconstructing from memory, rather than quoting) that:

for a given sacrificed piece value (S), the expected value (V) to be
 gained from a sacrifice can be worked out, since we know,

firstly, the hoped-for gain (H) and
 the number of moves deep the variations are (N).

The motivation for the sacrifice is H-S, but this is tempered by the
 increasing probability of miscalculation as we go deeper in analysis -
 in fact, the probability increases as the square of the move depth.

$$\text{So, } V = \frac{H - S}{N^2}$$

Applying HICUP then, if you sacrifice a pawn (S=1) hoping to gain a
 queen (H=9) in two moves (N=2), then $V = 9/4 - 1 = 2.3 - 1 = 1.3$; V is
 positive, so the sacrifice is worth a go. However, sacrificing a rook
 hoping to gain a knight in three moves gives S=5, H=3, N=3 and so $V =$
 $3/9 - 5 = -3.7$. V is strongly negative, that is, you have probably
 miscalculated and should give it a miss.

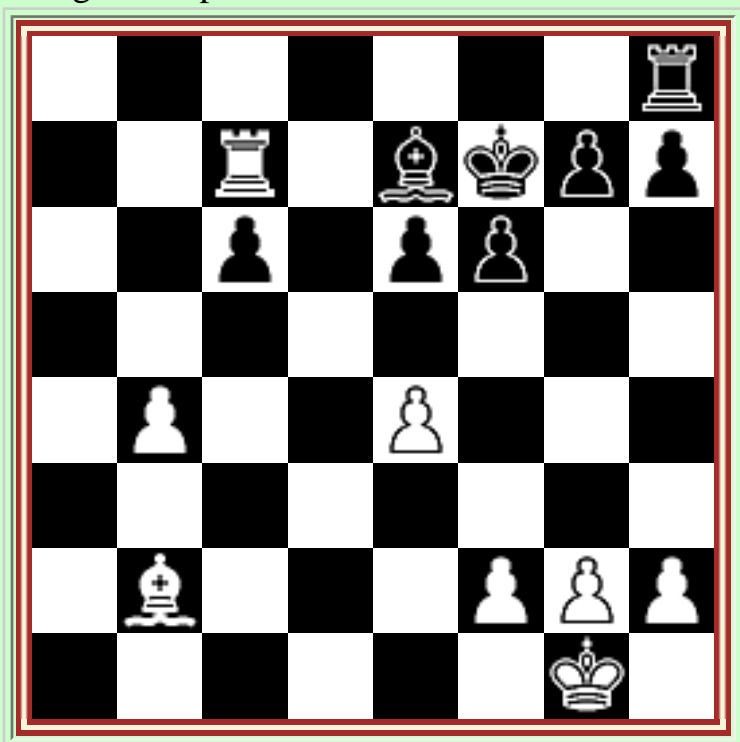
"...one other thing is the GMs superiority in tactics. For example Christiansen can find tactics in any position. If you're a GM you should be able to overpower the IM tactically. The GM will often blow out the IM in this area. "

-- Nick de FIRMIAN, in **How to get Better at Chess Chess Masters On Their Art** by GM Larry Evans, IM Jeremy B Silman and Betty Roberts

"I really find all this [opening preparation by club players] quite amazing, not least because the games concerned are almost invariably decided much later on and often by rather unsophisticated means."

-- Nigel DAVIES, KingPin No.28 Spring 1998.

I haven't got the exact form of words, but I enjoyed the Daily Telegraph's comment on the position in which Kasparov agreed a draw against Lautier, missing a simple opportunity which may have cost him outright first place:



Position after 20. Rc7, Lautier-Kasparov, Tilburg Fontys 1997 [20...c5! -+]

"The simplified nature of the position makes it hard for humans to spot the tactic." -- Malcolm PEIN

- there's no hope for us, then!

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, Strategy and Tactics in Chess.

My own view is most closely represented by this quote:

"However obviously the majority of Chess-players may be divided into two big classes of combination- and position-players, in the Chess-master this antagonism is transformed into a harmony. In him combination play is completed by position play."

-- Em. Lasker, **Manual of Chess**, Book IV

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [E-MAIL](#)

To [Tactics](#) Home Page

To [Chess Coaching Page](#)



This document (tacticq.html) was last modified on 26th Feb 96 by

[Dr. Dave](#)



EXETER JUNIOR CHESS CLUB



Affiliated to [Exeter Chess Club](#)

Chess for all!

Boys and girls (under 14) are invited to Exeter Junior Chess Club, which meets Sept-May Fridays from 5.30pm at [Clifton\ Road Games](#), 16 Clifton Road, Newtown, Exeter. [\[MAP\]](#)

We offer:

- **Friendly chess every week**
- **Internal Club Competitions**
 - **Local and Regional Matches**
- **Coaching for groups or individuals (game commentary)**
- **Other board games related to chess [Japanese and Chinese chess]**

Practice at the [senior club](#) may also be arranged for older and better players.

Come and see us !

| | | |
|--|---|--|
| | <p>Books</p> <p>Puzzles</p> <p>Sets</p> <p>and</p> <p><u>Coaching materials</u></p> <p>used in the senior and junior clubs are available for your use;</p> | |
| | | <p><u>coaching materials for juniors</u></p> <p>are listed separately</p> |
| <p>or 'phone</p> <p>Dave Regis ((01392) 431 785</p> | | |

Back to [Chess Coaching Page](#)



This document (ECC\ejcc.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Chess for Juniors

Material on this site suitable for younger players:

To use this site you need to be able to read [chess notation](#) and sometimes to understand [chess symbols](#).

[Posters for a Junior Club](#) {D}

A selection of posters we have had up at Exeter.

[Essential checkmates](#) {D} (60k)

The basic mating patterns for beginners, and a few special ones from Vukovic.

[Solving Tactical Problems](#) {all}

Some advice on spotting tactics (juniors)

[10 rules for the opening](#) {D}

The central dogmas of opening theory, and some other complementary notes.

[The Ideas behind some Chess openings](#) {D/C}

- that is, the ones the BCF thinks juniors should know a bit about. But please, juniors, adults and anybody else, [No more Old Stodge!](#)

Also, about [Playing 1.d2-d4 at junior level](#)

- Please don't!

[Programmes for beginners](#)

Freeware and shareware programmes for DOS/Windows

[An ABC of chess](#) {D}

The basic mental toolkit of chessplayers.



[Mini Chess Games](#) {D}

for beginning chess players to use as training exercises



[Top 10 tips for Juniors](#) {D} {C}

A long press release, including notes on the *Giuoco Pianissimo*

[A disaster in the Stonewall](#) {D}

Some hard lessons about planning in chess.

[36 Junior games](#) {C/D}

Lessons from a County junior event [2004]

[36 More Junior games](#) {C/D}

Lessons from the next County junior event [2005]

[Another 36 Junior games](#) {C/D}

Lessons from a recent County junior event [2006]

[Attacking the castled King](#) {D}

Examples of basic attacking themes and tactics

[Lessons from Paul Morphy](#) {D}

The model for attackers of all ages, Morphy shows us how it's done.

General advice on the three phases of the game:

[General Opening advice](#) {D} {all?}

[General Middlegame advice](#) {D} {all?}

[General Endgame advice](#) {D} {all?}

Perhaps, if you don't play much, these three will be difficult to make full use of, but you might want to refer back to them from time to time.

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: [General](#) | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)

Back to [Chess Coaching Page](#)



This document (juniors.html) was last modified on 12 Mar 1998 by

[Dr. Dave](#)

Exeter Chess Club: Essential checkmate patterns

- [4.1 20 basic mates](#)
 - [4.1.1 Material advantage](#)
 - [1+2. Mating the lone king at the edge of the board with the queen](#)
 - [3 +4. Mating the lone king at the edge of the board with the rook](#)
 - [5+6. Mating the lone king at the edge of the board with other pieces](#)
 - [7+8. Mating the lone 3/4 in the middle of the board with various pieces](#)
 - [9+10. Mating the uncastled king](#)
 - [4.1.2 Mating the castled king:](#)
 - [11,12. mates on the back rank](#)
 - [13,14. mates on the second rank](#)
 - [15-20. other mates](#)
 - [4.1.3 Vukovic's mates](#) [Separate document]

4.1 20 basic mates

BCF Certificate of Merit

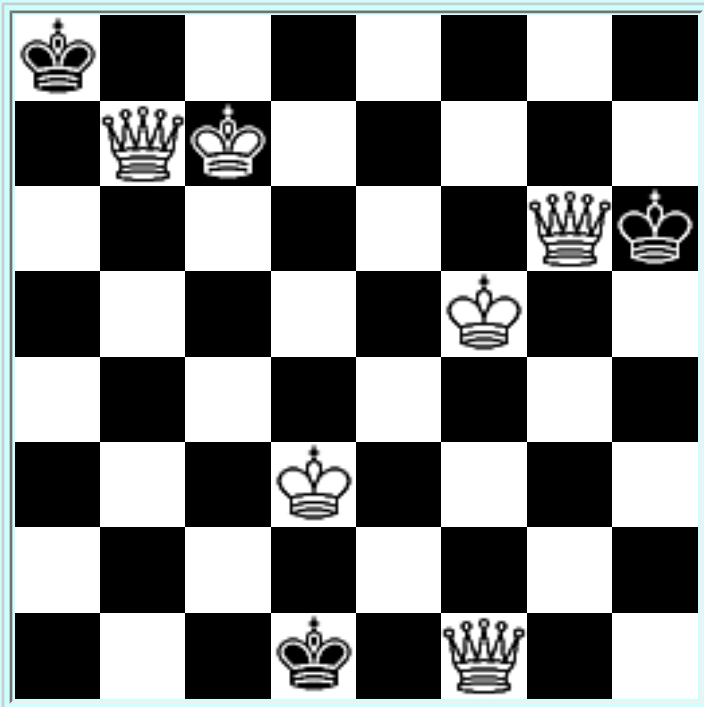
Class 1 (Elementary)

*"The game is won by the player who has mated the opponent's king. This immediately ends the game" - **Article 10.1 of the official laws of chess, FIDE.***

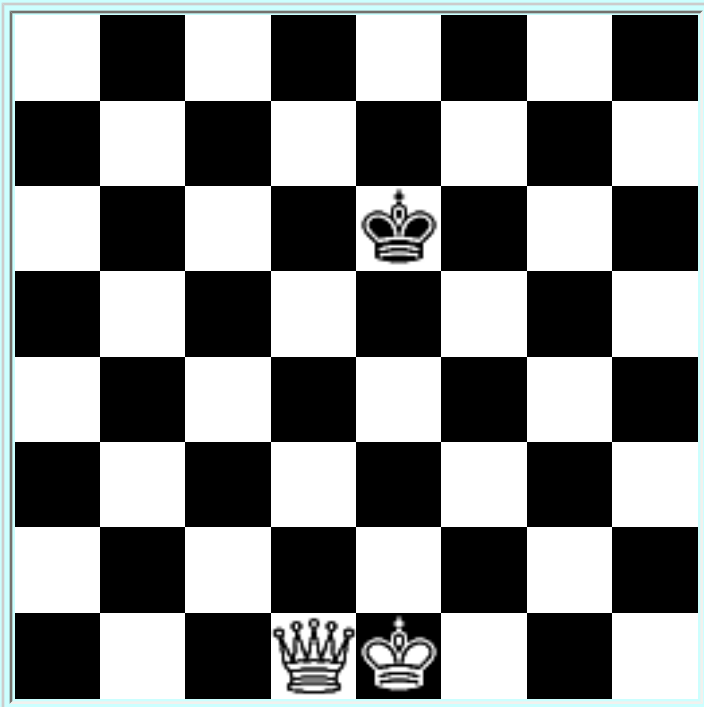
4.1.1 Material advantage

1+2. Mating the lone king at the edge of the board with the queen

You can't mate a K with K and Q in the middle of the board, but you can at the edge where there's less room for him to wriggle out. The Black Kings in the first diagram are all in checkmate.



But how do you get to that point? Let's try from a starting position below:



We know we must get to the edge. So the winning plan is:

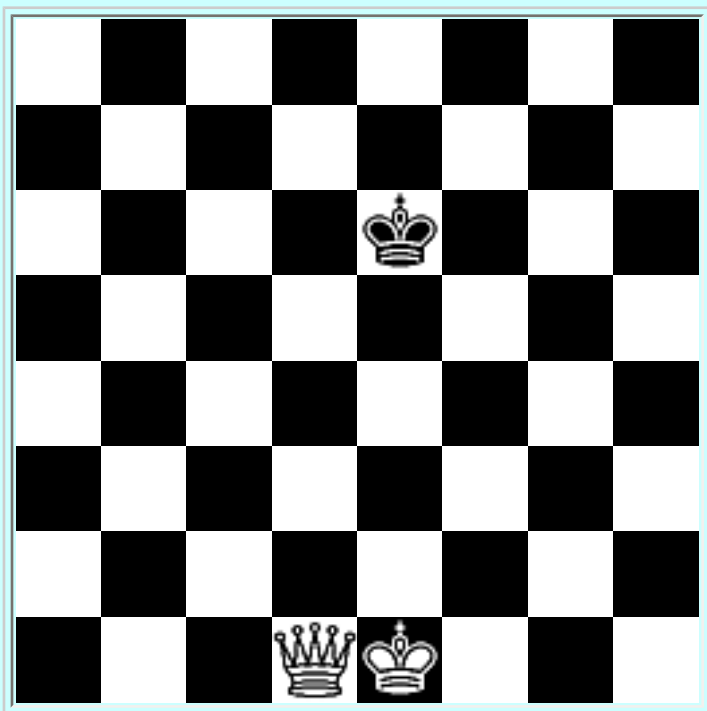
1. Centralise your own K

2. Drive the king to the edge of the board using the Q, stepping in with your Q or K every time the K gives way

3. Bring up your own K, and arrange the K and Q to mate the K

N.B. Don't allow stalemate!

In practice from the diagram below, you might play:

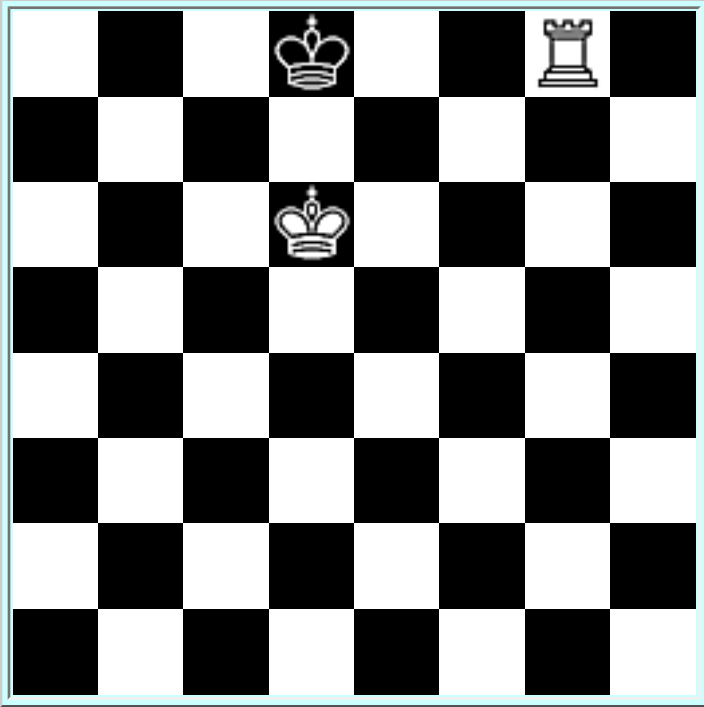


1 Ke2, Ke5; 2 Ke3, Kf5; 3. Qd5+ Kf6; 4 Kf4, Ke7; 5 Ke5, Kf8; 6 Kf6, Ke8; 7 Qb7! (not 7 Qd6?? stalemate!) Kd8; 8 Kd6 mates.

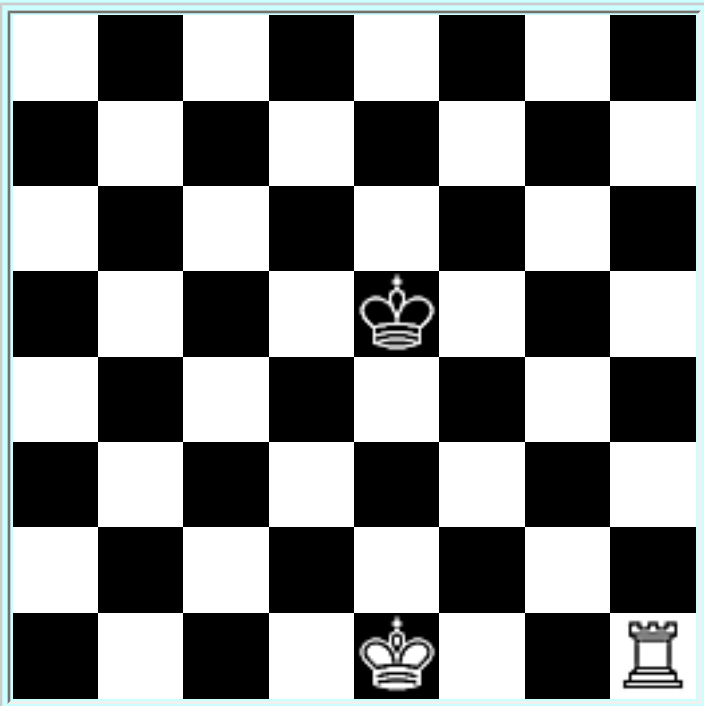
Training exercise for one person Try doing this sort of mate as quickly as you can from different starting positions - count how many moves you make as the attacker, and see if you can get it as low as possible. Have another go tomorrow, and next week, to see if you improve.

3 +4. Mating the lone king at the edge of the board with the rook

Same again: you can't mate a K with K and R either in the middle of the board, but you can at the edge. The diagram shows more or less the only mate with the rook (others are possible if there are other pieces on the board).



So the winning plan from the diagram below is:

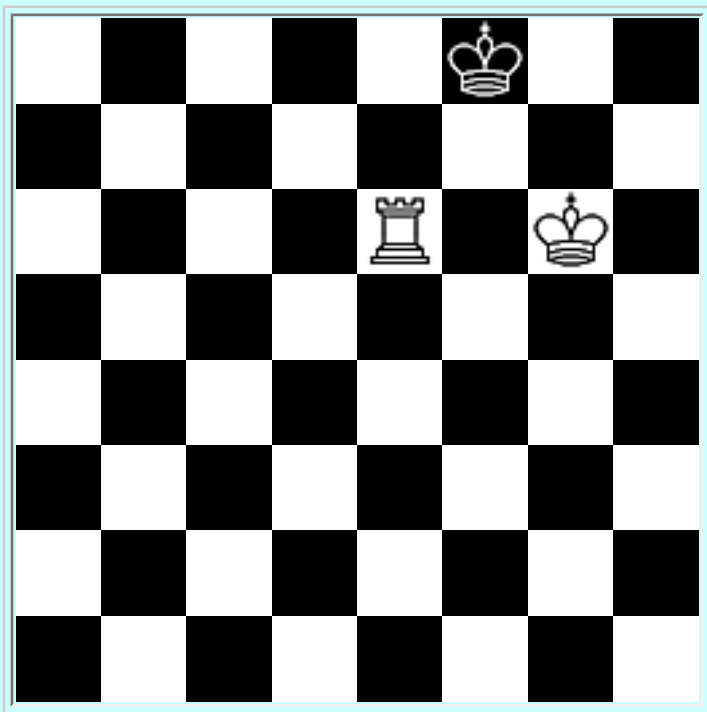


1. Drive the king to the edge of the board using both K and R, stepping in every time the K gives way

2. Arrange the K and R to mate the K

So, we can go 1. Ke2, Ke4; 2 Rh4+ Kd5; 3 Ke3, Ke5; 4 Rh5+ Ke6; 5 Ke4, Kd6; 6 Re5, Kc6; 7 Kd4, Kc7; 8 Kc5, Kb7; 9 Rd7+ Kc8 (or 9...Ka6; 10 Rc7!); 10 Kc6, Kb8; 11 Rg7! Ka8; 12 Kb6, Kb8; 13 Rg8#

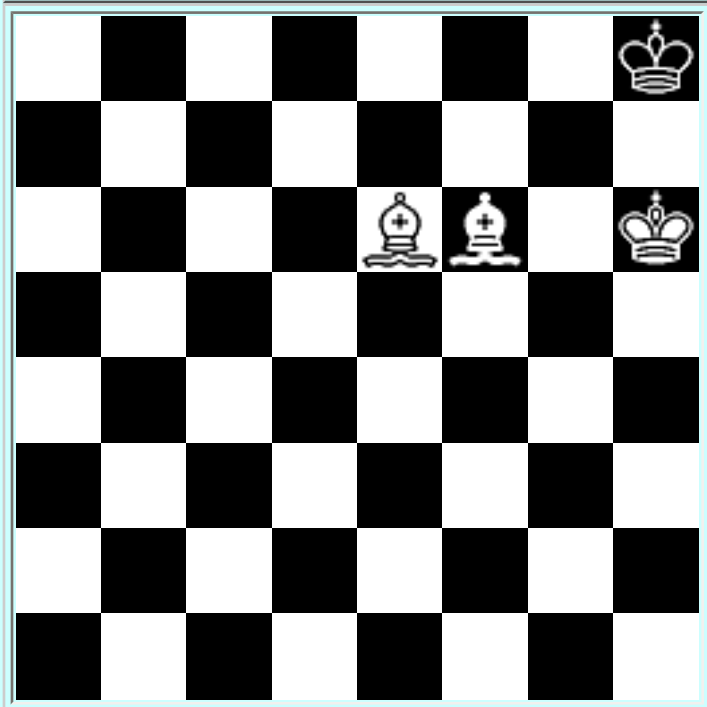
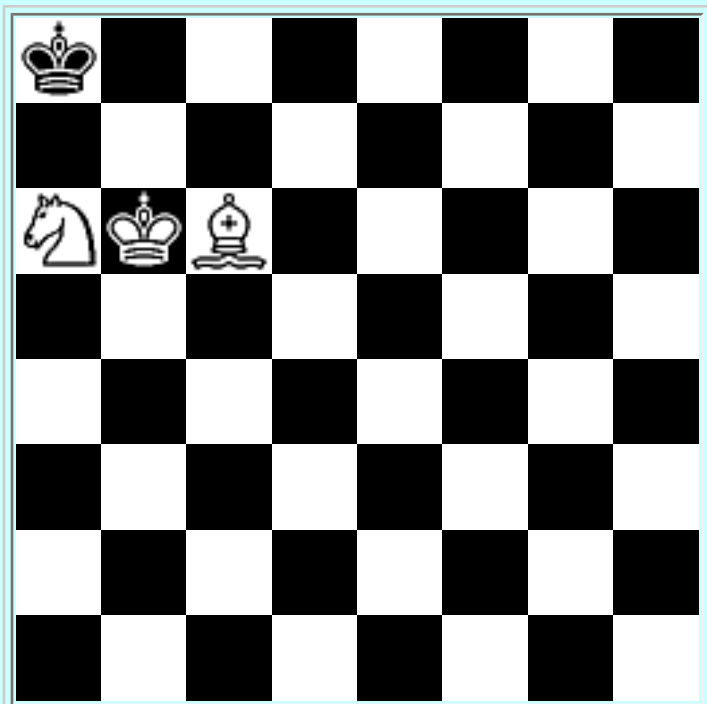
The variation at move 9 is interesting. Black's K might be better off where it is, but does have to move even if it means walking into a mate. This unpleasant obligation is called *zugzwang*. Did you get this? In the next diagram we see a similar position where White could mate in 2.



With you as White to move, if you try and arrange things with 1 Kf6, he sidesteps with 1...Kg8. If it was Black's turn to move, he would have to go 1...Kg8 and you could play 2 Re8#. But if it's your turn to move? Make it Black's turn! Play 1 Re5! then its easy: 1...Kg8; 2 Re8#

5+6. Mating the lone king at the edge of the board with other pieces

With some combinations of pieces you can mate in the middle of the board, but it's usually easier and sometimes necessary to do it at the edge. For some piece combinations, you need to get the king into the corner! You can do this with K+BB vs. K. You can arrange a mate in a corner with K+NN vs. K, but this cannot be forced. You can also mate in a corner with K+NB vs. K, but this is very tricky to force. You can try it against yourself if you like!

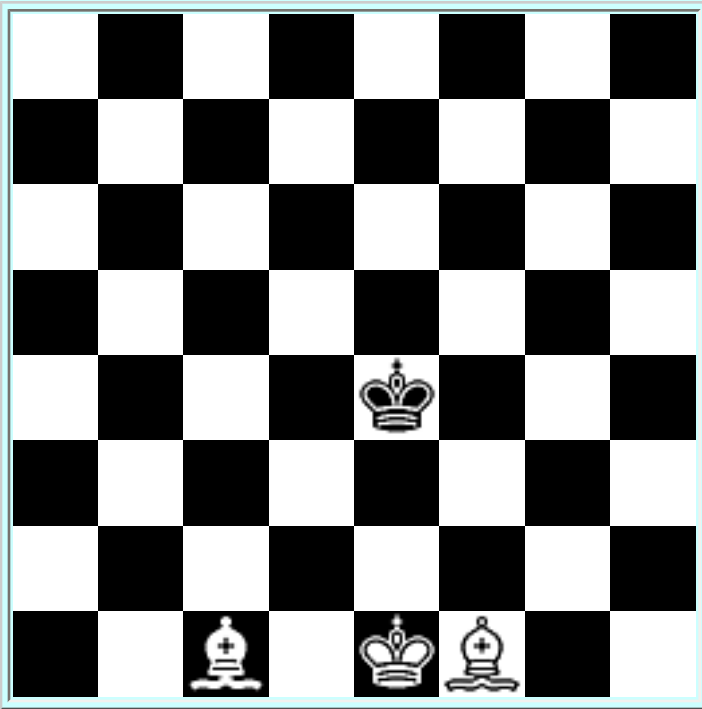


The diagram above shows the *mate with two bishops*, which is not too much of a struggle to force

because the two bishops together form a barrier like a rook does. Let's have a go from the diagram below:

BCF Certificate of Merit

Class 2 (Intermediate)



1. Bd2, Kd4; 2 Kf2, Ke4; 3 Be2, Kd4; 4 Kf3, Ke5; 5 Be3, Kd5; 6 Kf4, Kd6; 7 Bf3, Ke6; 8 Bc5, Kd7 (8... Kf6; 9 Bc4); 9 Ke5, Kc7; 10 Ke6, Kd8; 11 Bd6, Kc8; 12 Bc6, Kd8; 13 Bb7, Ke8; 14 Bc7, Kf8; 15 Kf6! Ke8; 16 Bc6+ Kf8; 17 Bd6+ Kg8; 18 Kg6, Kh8; 19 Be8, Kg8; 20 Bf7+ Kh8; 21 Be5#

Capablanca recommended the study of this mate, not because it comes up very often, but to show the power of the two Bishops in combination. You try with two Knights, but don't hold your breath... ;-) You should see the differences in the nature of the pieces straight away.



COOL TIP: That probably isn't the most efficient but is easy to understand. And that's the secret of good chess - understanding. I hope you can see this pattern of driving the king back, cutting off squares, pushing it back to the edge of the board, in *all* these examples. Do try to repeat all these on a board yourself.



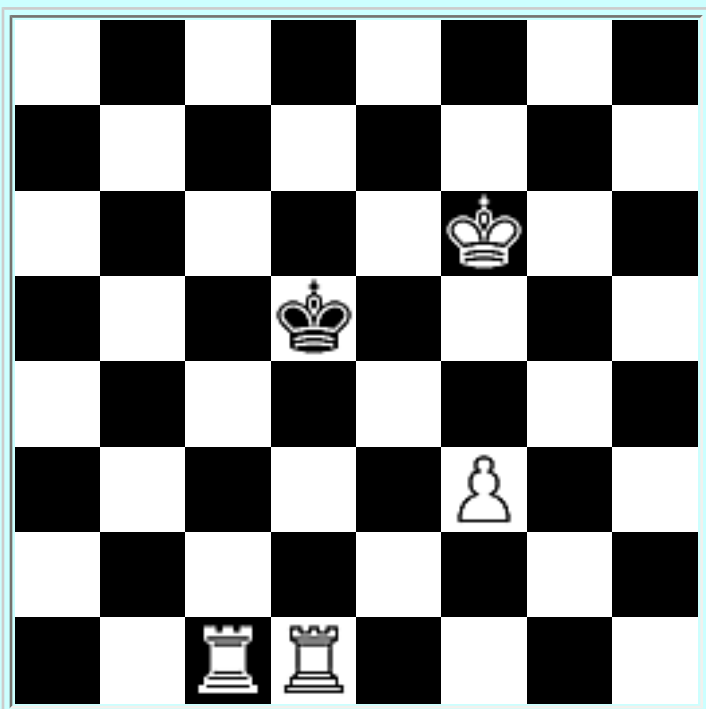
Training exercise

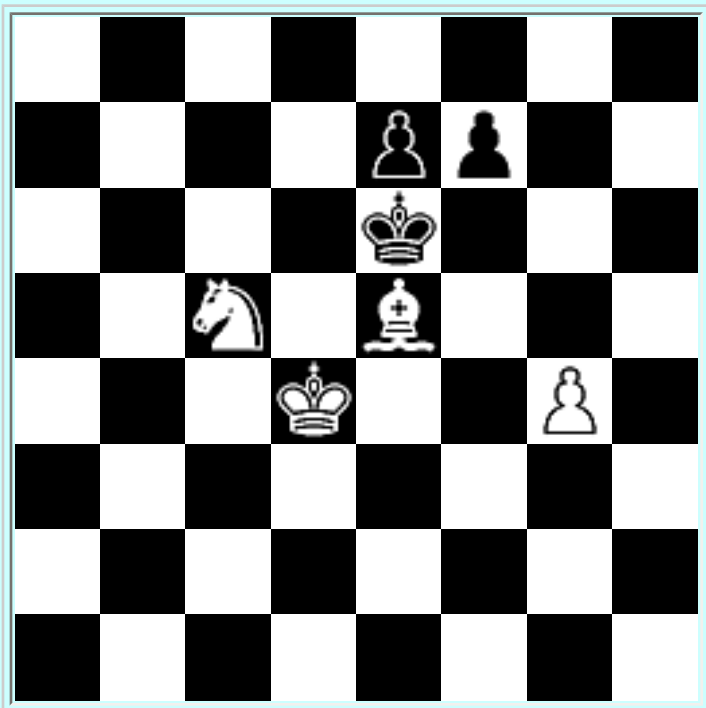
for two people

Try doing various mates as quickly as you can from different starting positions - count how many moves one of you makes as the attacker, and see if the other can get it lower. Have another go tomorrow, and next week, to see if you both improve.

7+8. Mating the lone K in the middle of the board with various pieces

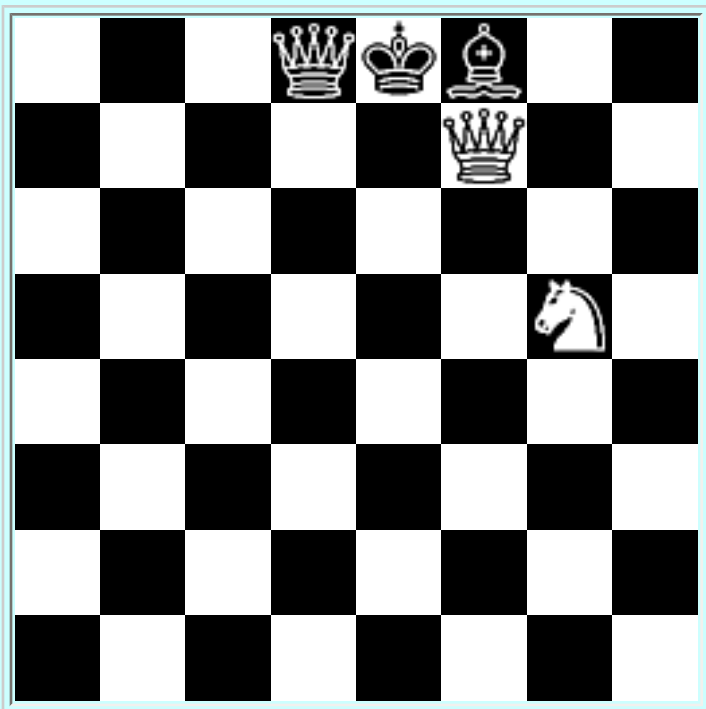
Just to show it can be done.

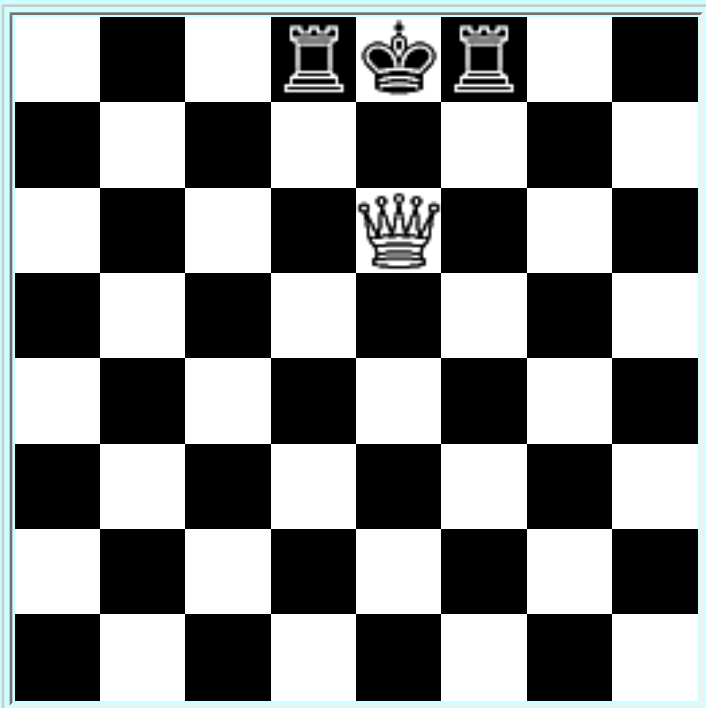




9+10. Mating the uncastled king

You must know the mate with 1 e4, e5; 2 Bc4, Nc6; 3 Qh5, Nf6; 4 Qxf7#, and there are several others like it. These are important formations, and most amusing if you can pull it off is the epaulette (shoulder-pad?) mate, in the second diagram below.

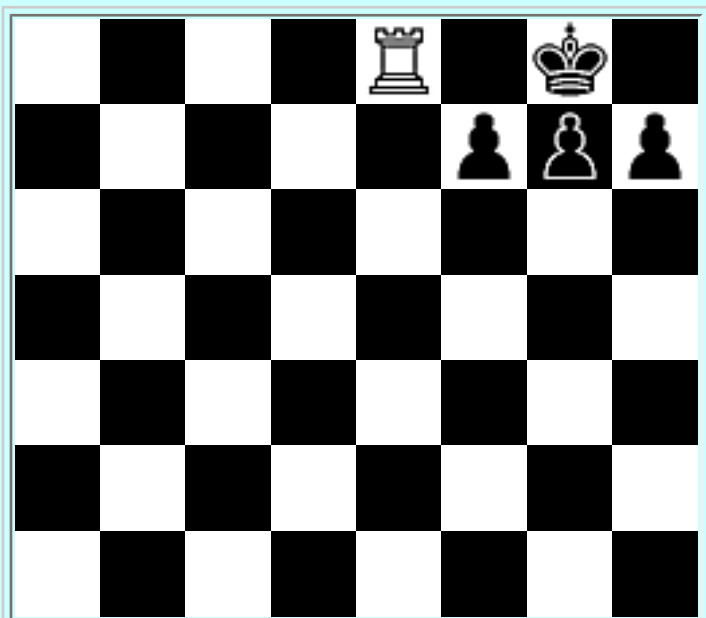




4.1.2 Mating the castled king:

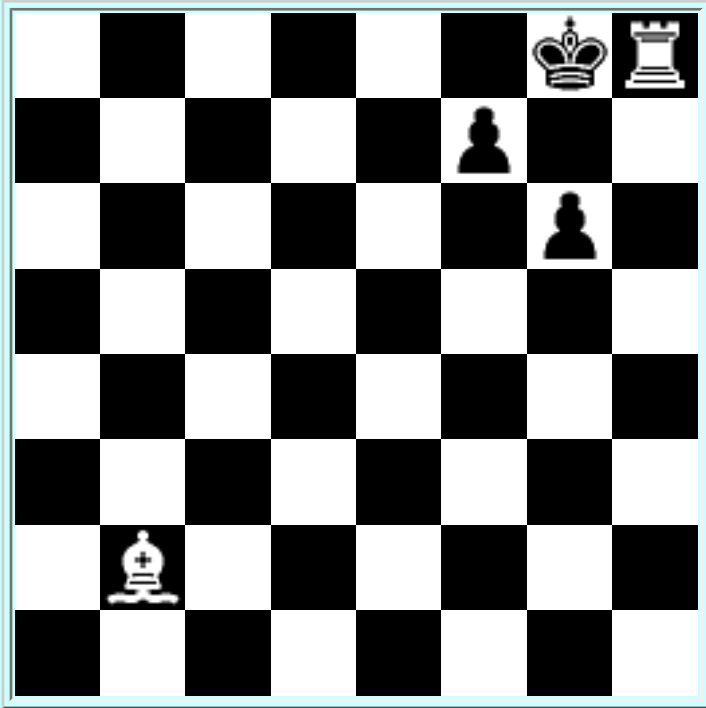
11,12. mates on the back rank

This is a very common mate, and easy to overlook if you have been sensible enough to leave your K behind a nice safe wall of pawns!



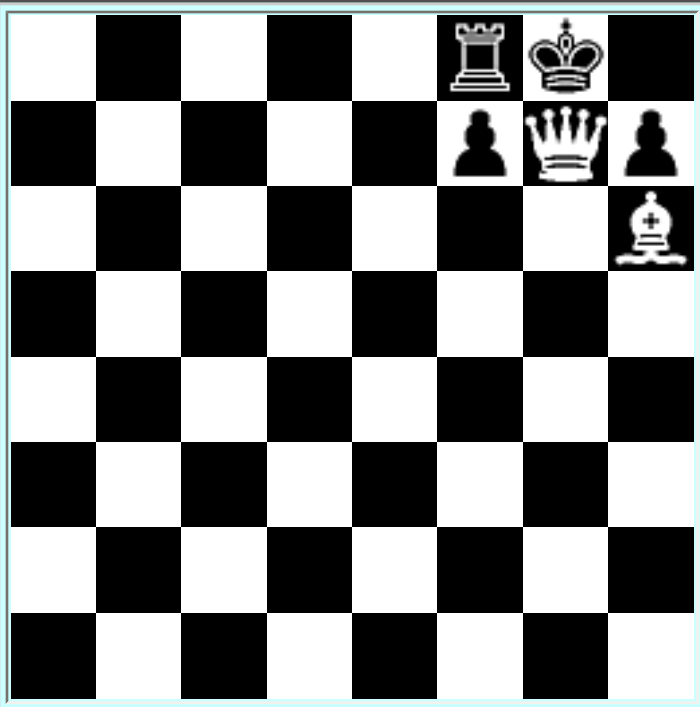
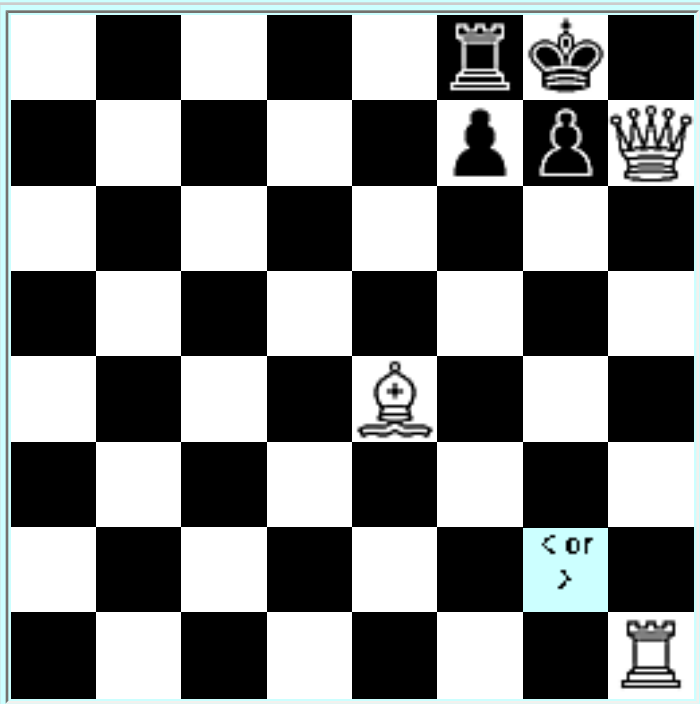


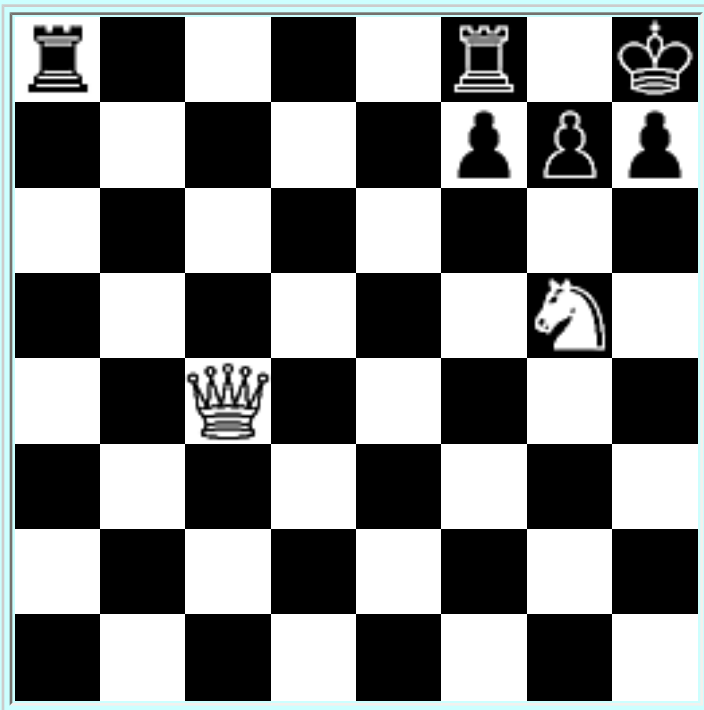
back rank mate



13,14. mates on the second rank

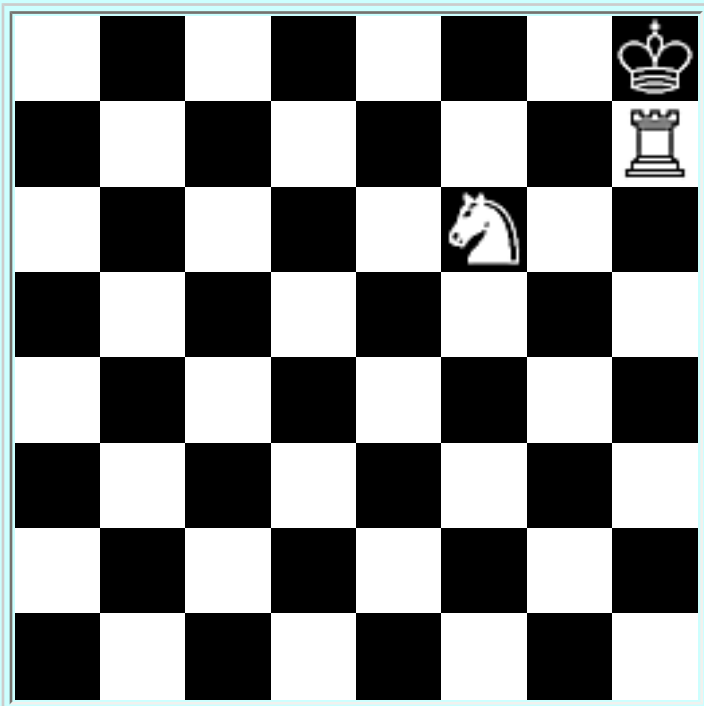
These are very common and important mates; in the first diagram it is a luxury to have both Bishop and Rook supporting the Queen!



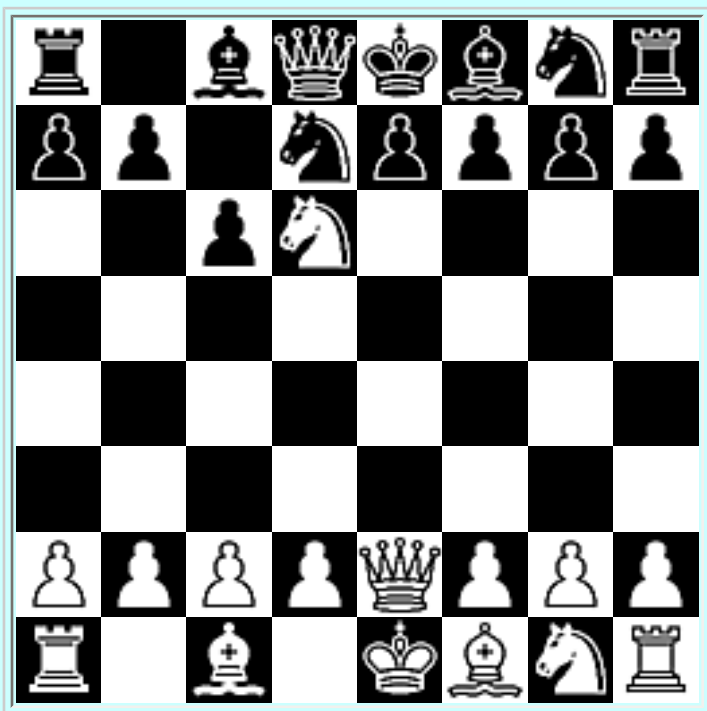


The last of these three is known as *Philidor's Legacy*: 1 Nxf7+ and if 1...Kg8; 2 Nh6++! Kh8; 3 Qg8+! Rxf7; 4 Nf7, a terrific *smothered mate*. So Black must play 1...Rxf7, losing the exchange in most situations.

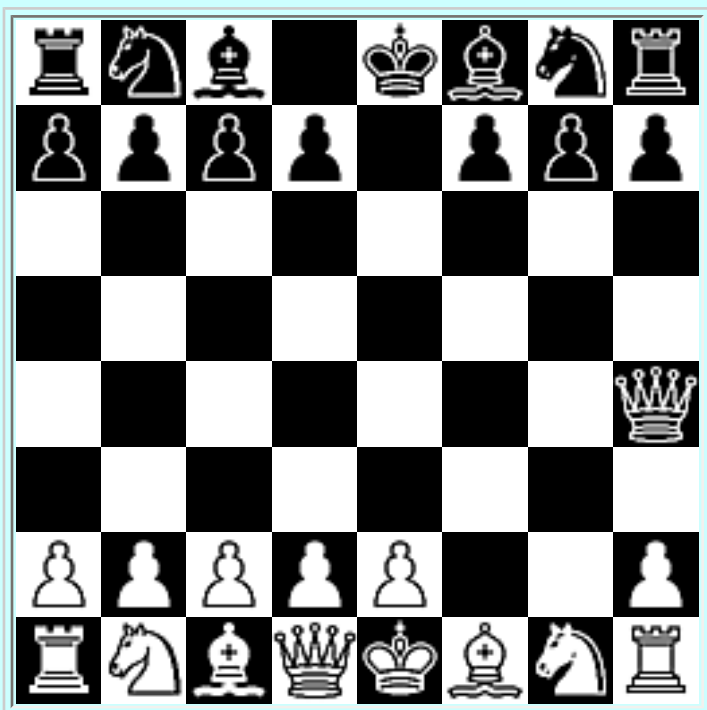
15-20. other mates



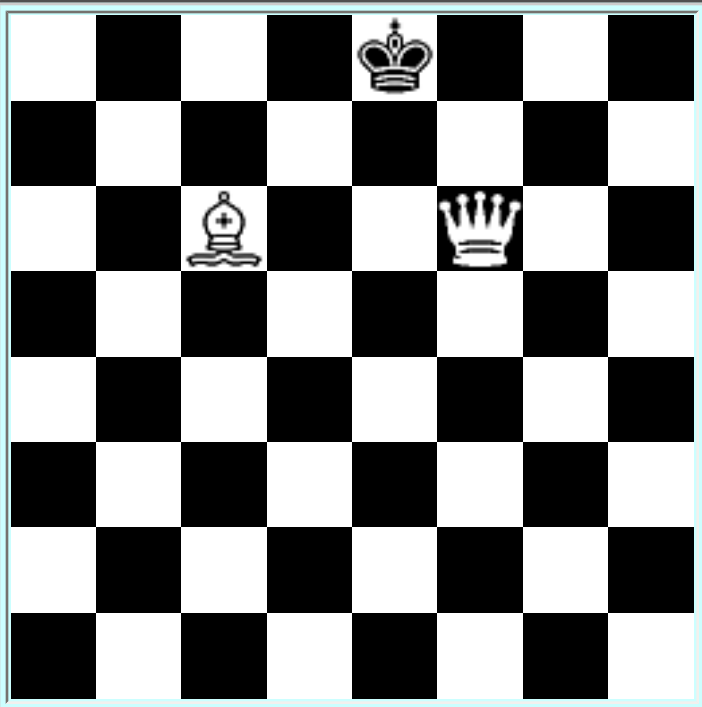
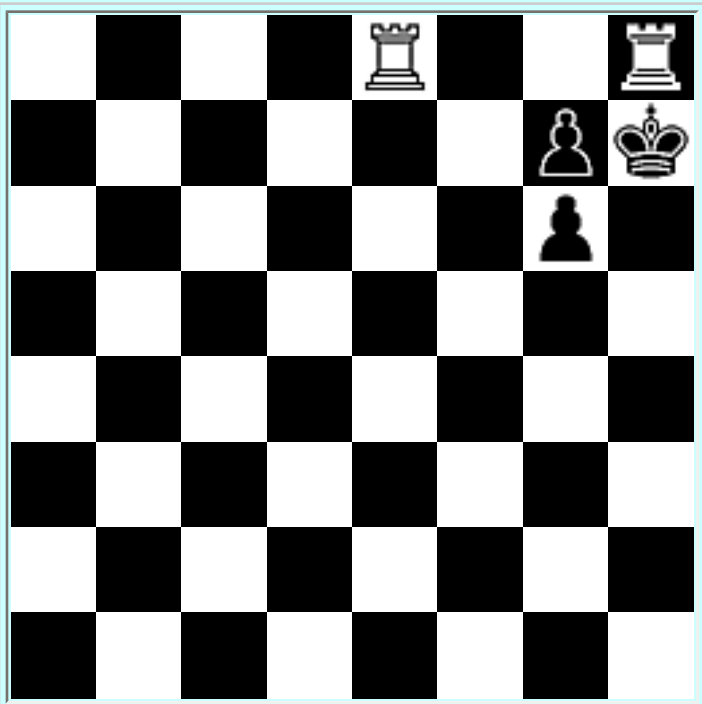
arab mate

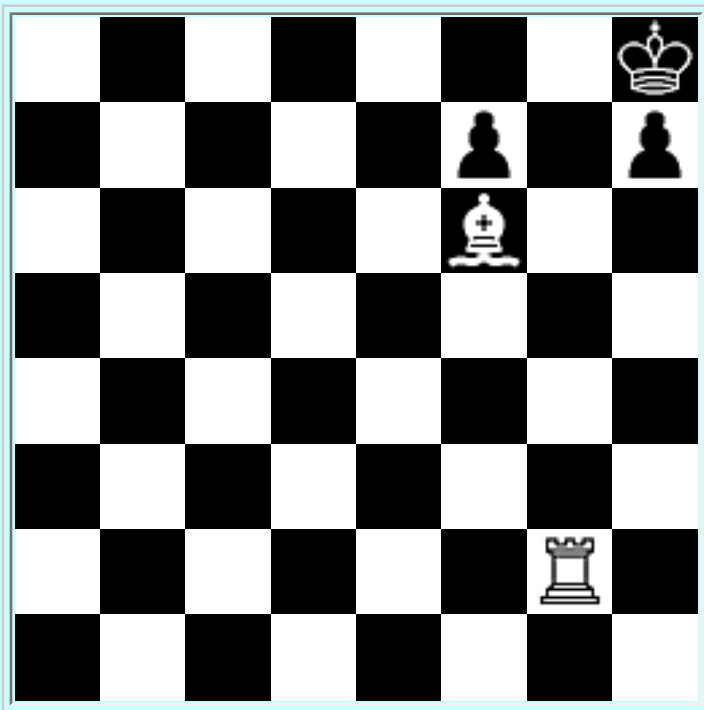


smothered mate



fool's mate





COOL TIP: Obviously, there are loads of mates. You must develop a feel for the sorts of ways pieces work together to create checkmates.



Training exercise

for one person

One way to do this is to set up one corner of a board with a castled king's position and try and mate the king using different combinations of pieces - Q+B, Q+N, Q+R, R+B, and so on.

Also, as above, set up positions with a K (perhaps with some help) against other pieces, e.g. Q and R, so you practice finishing off won games.

Back to [Chess Coaching Page](#)



This document (mates.html) was last modified on 12th July 1996 by

[Dr. Dave](#)

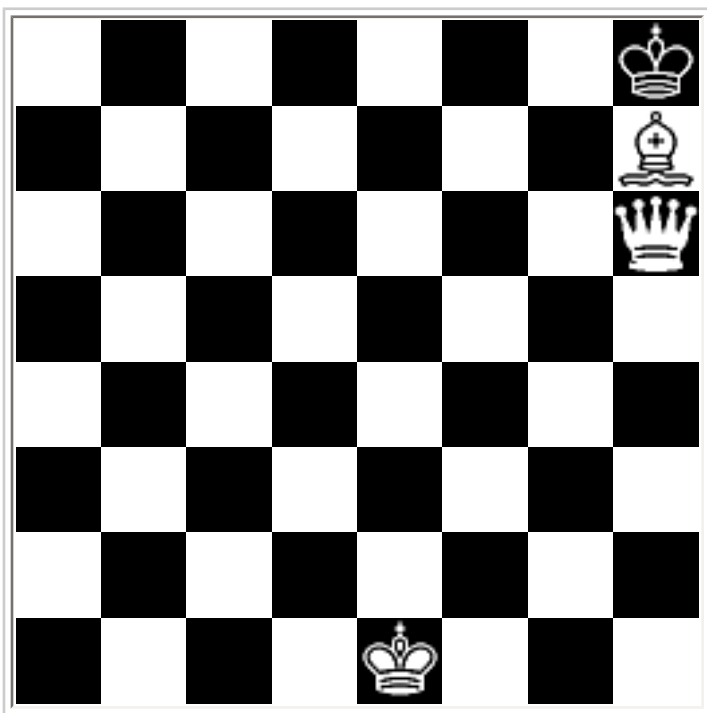
Exeter Chess Club: Vukovic's mates

Some time after writing the above section, I bought V. Vukovic's famous book **The Art of Attack in Chess**. In it he gives a chapter full of mates, shown below; the numbering and terminology are his.

All of these mates are worth knowing, although you may only pull off Reti's mate once in your life. But the threat to carry out Reti's mate may come up every year.

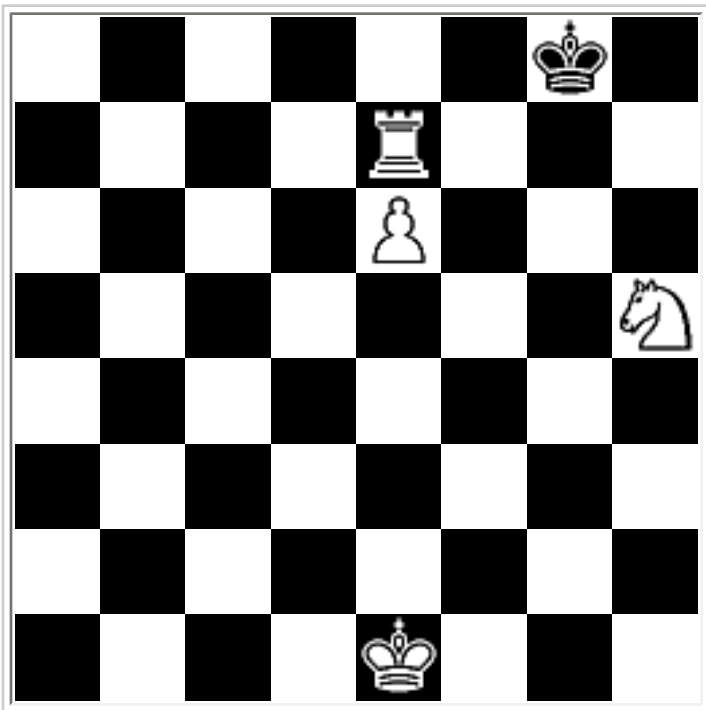
White is to move unless indicated otherwise.

30



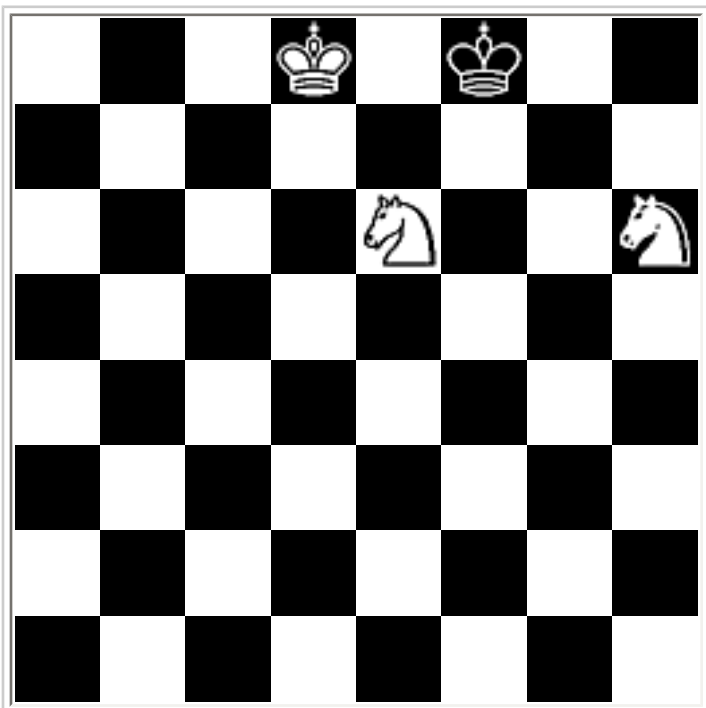
[Solution/Notes](#)

31 Arab mate



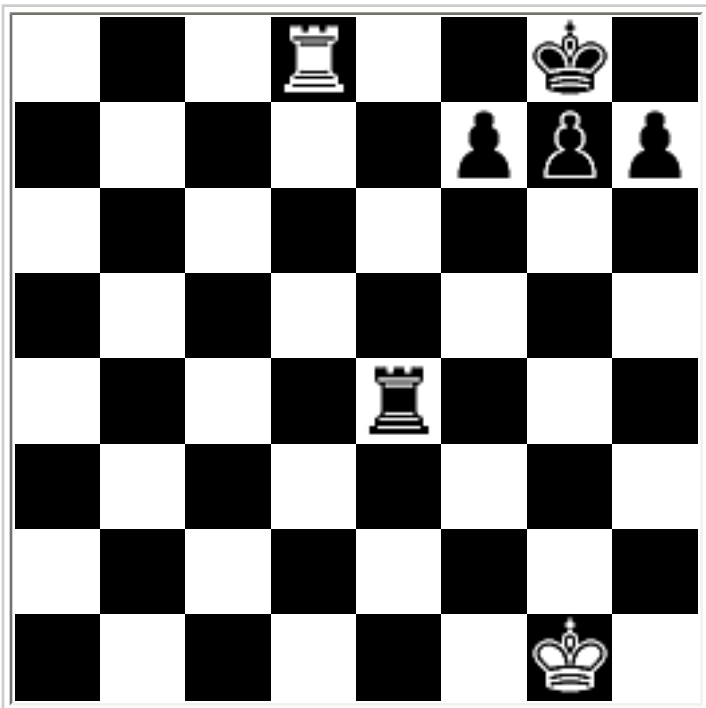
[Solution/Notes](#)

32



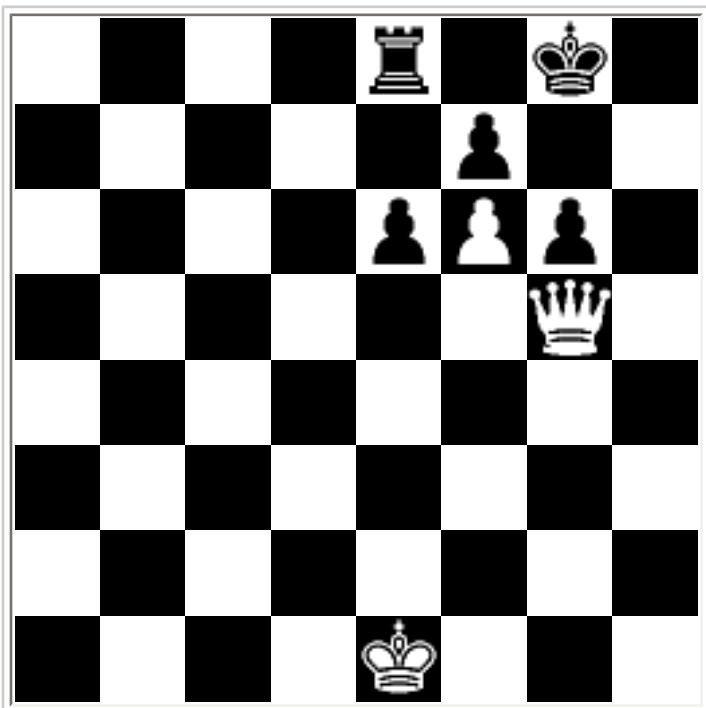
[Solution/Notes](#)

33



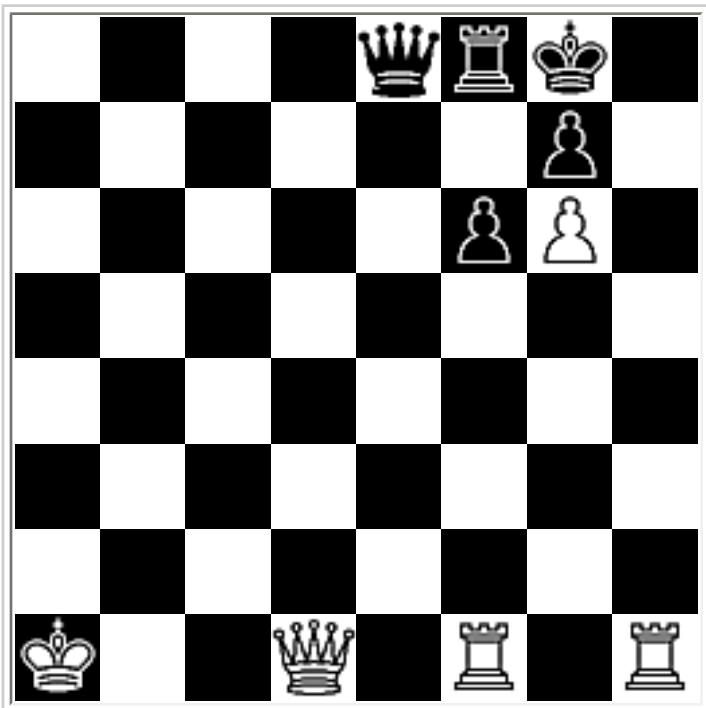
[Solution/Notes](#)

34



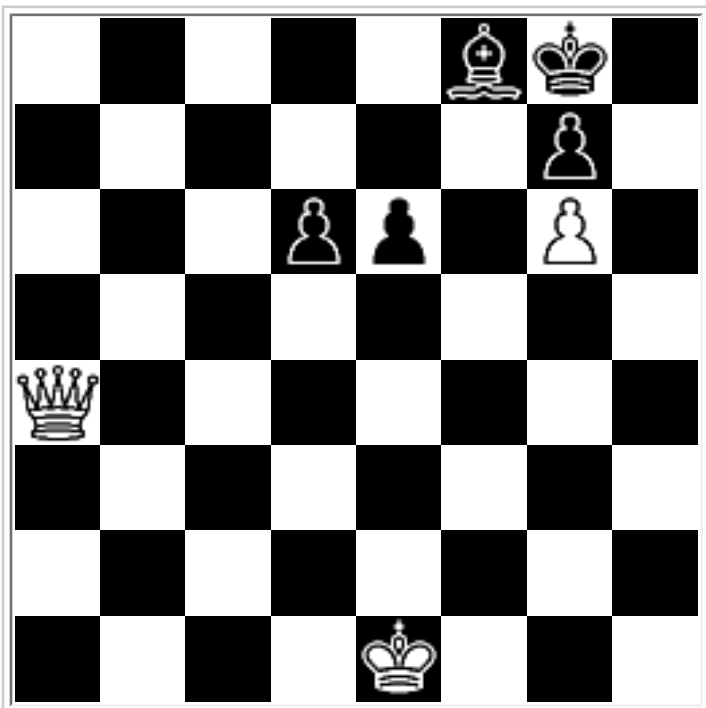
Black to move [Solution/Notes](#)

35 Damiano's mate



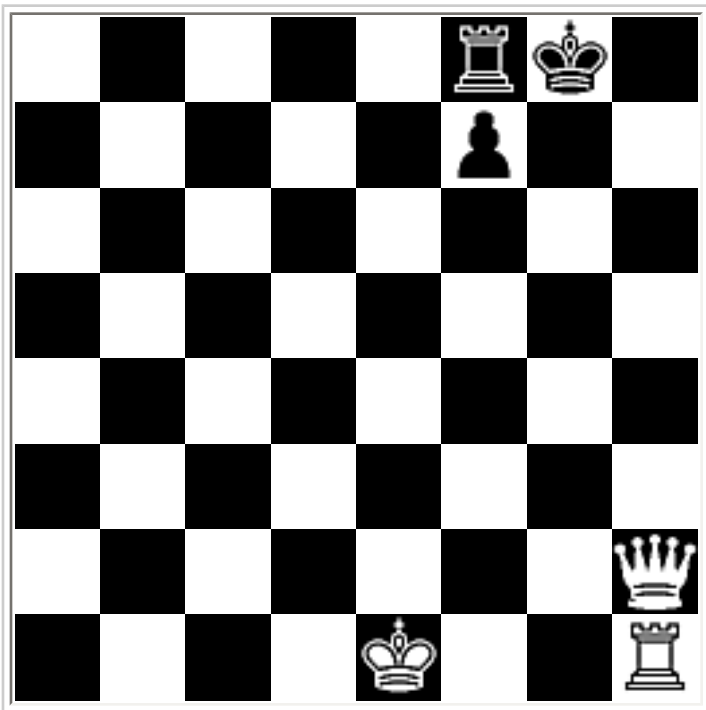
[Solution/Notes](#)

36



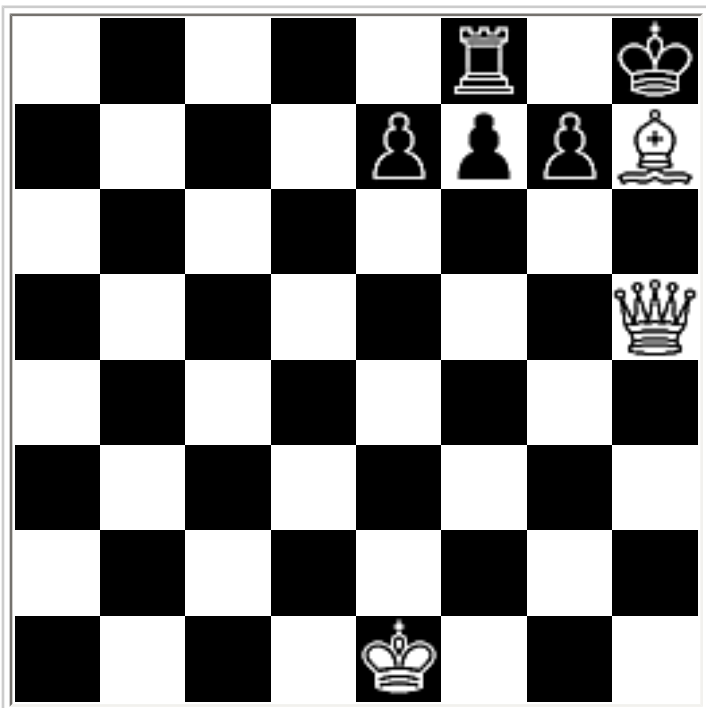
[Solution/Notes](#)

37



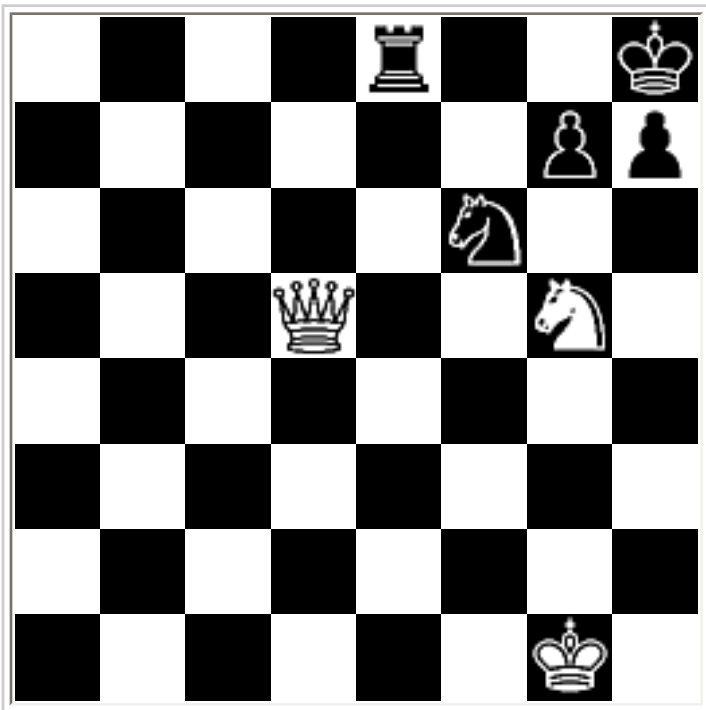
Black to move [Solution/Notes](#)

38



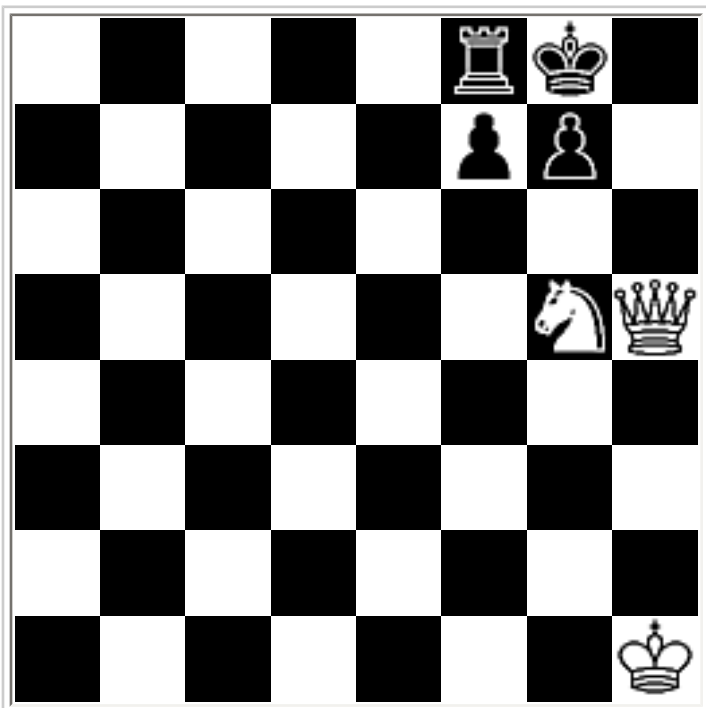
Can Black, to move, save the game? [Solution/Notes](#)

39 Philidor's legacy



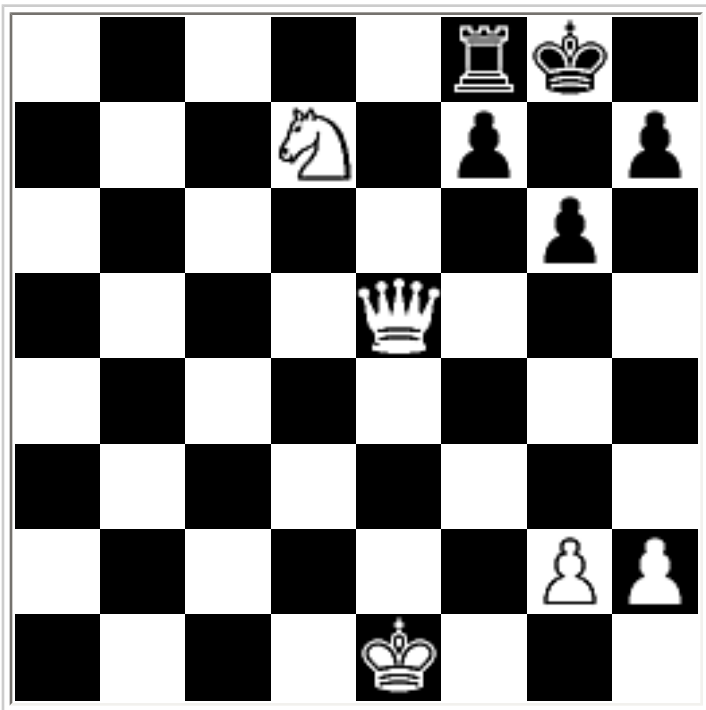
[Solution/Notes](#)

40



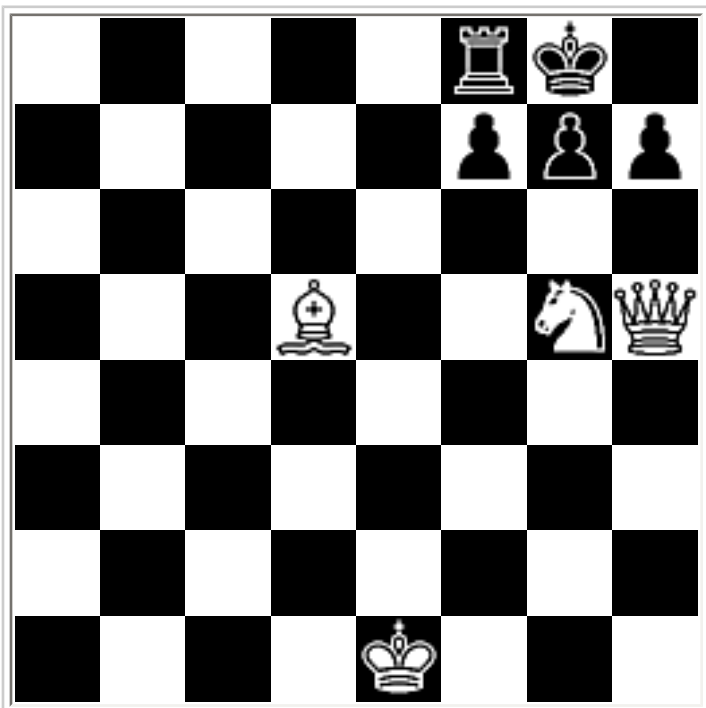
Black to move [Solution/Notes](#)

41



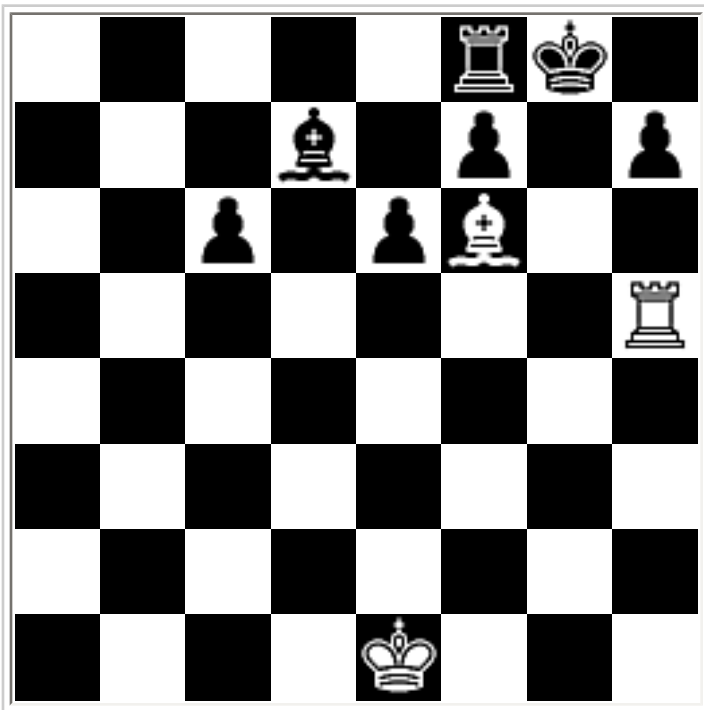
A common pattern [Solution/Notes](#)

42 Greco's mate



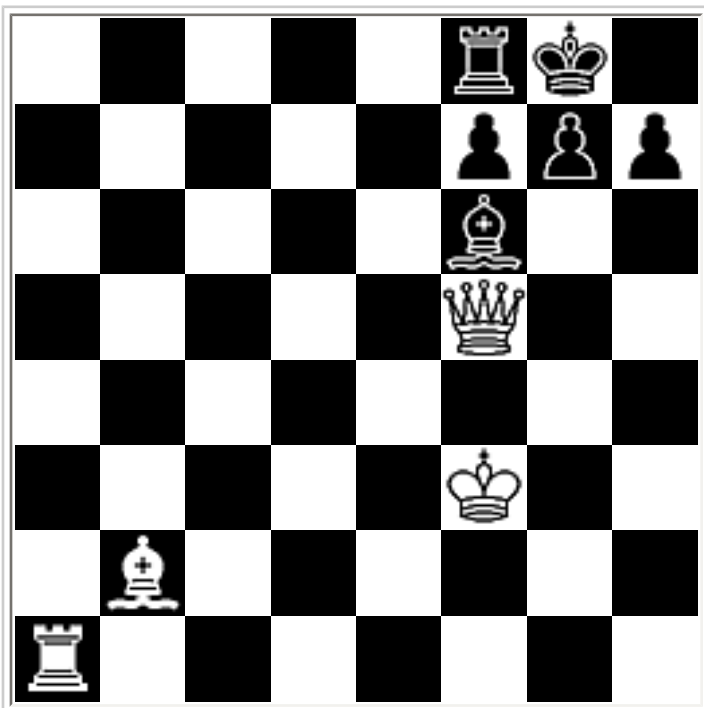
Black to move [Solution/Notes](#)

43



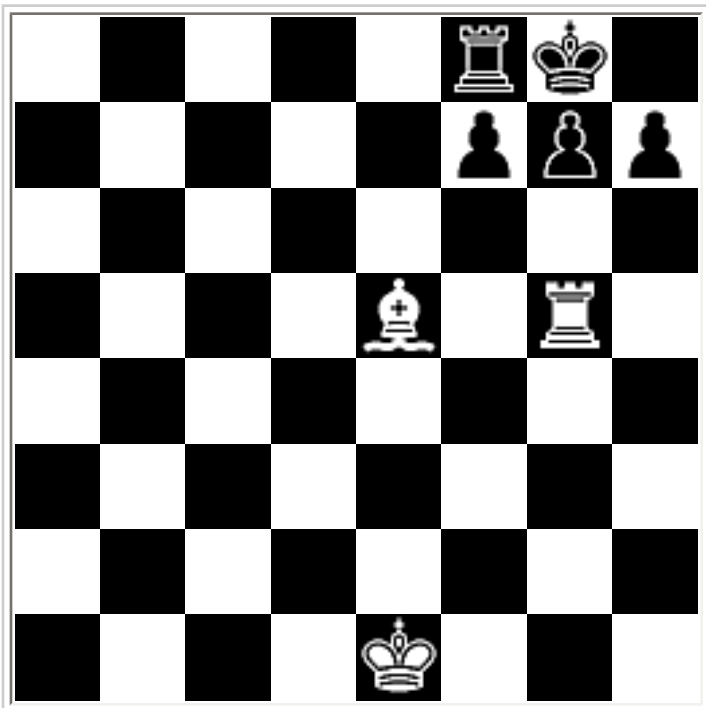
Black to move [Solution/Notes](#)

44 Morphy's mate



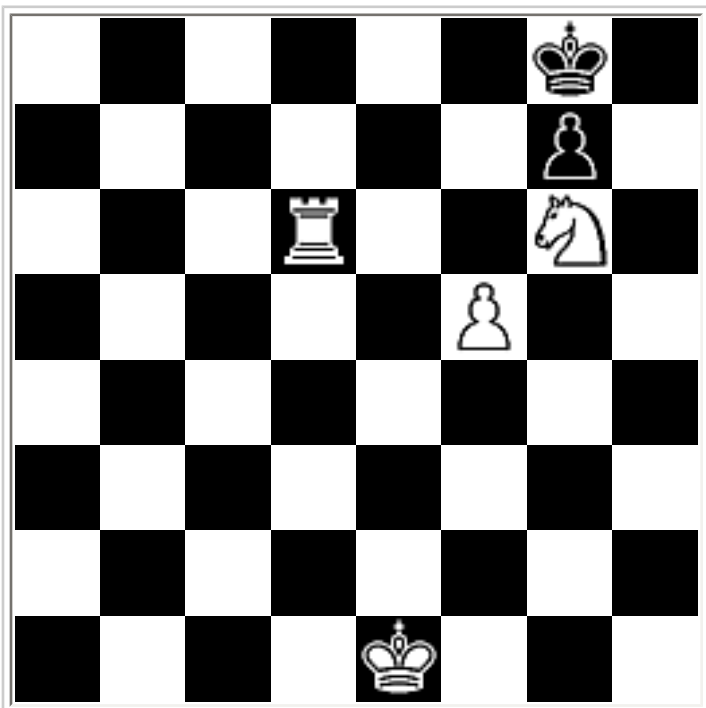
[Solution/Notes](#)

45 Morphy's concealed mate



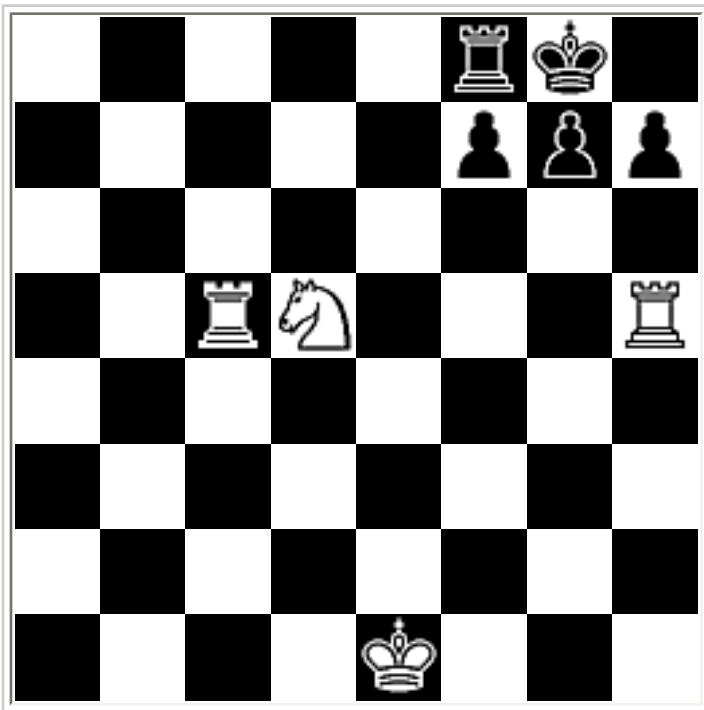
[Solution/Notes](#)

46



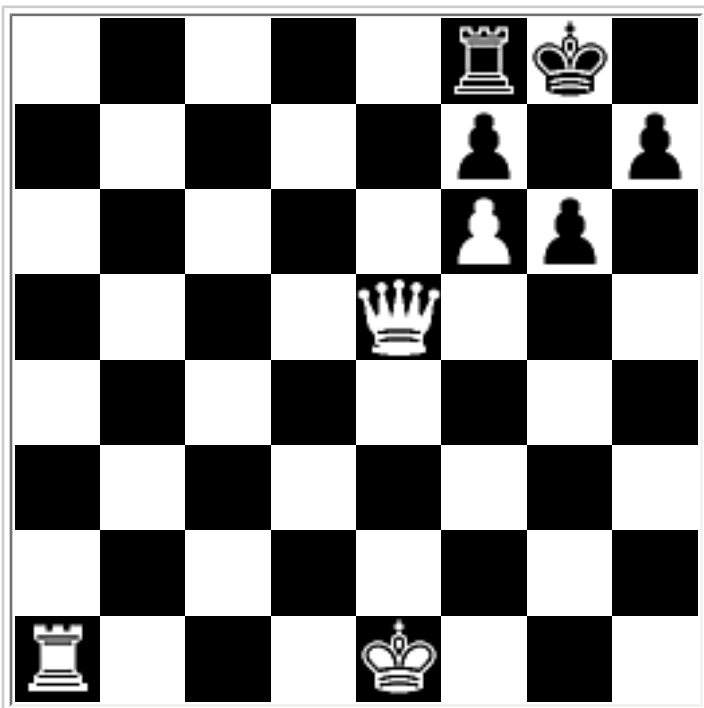
[Solution/Notes](#)

47 Anastasia's mate



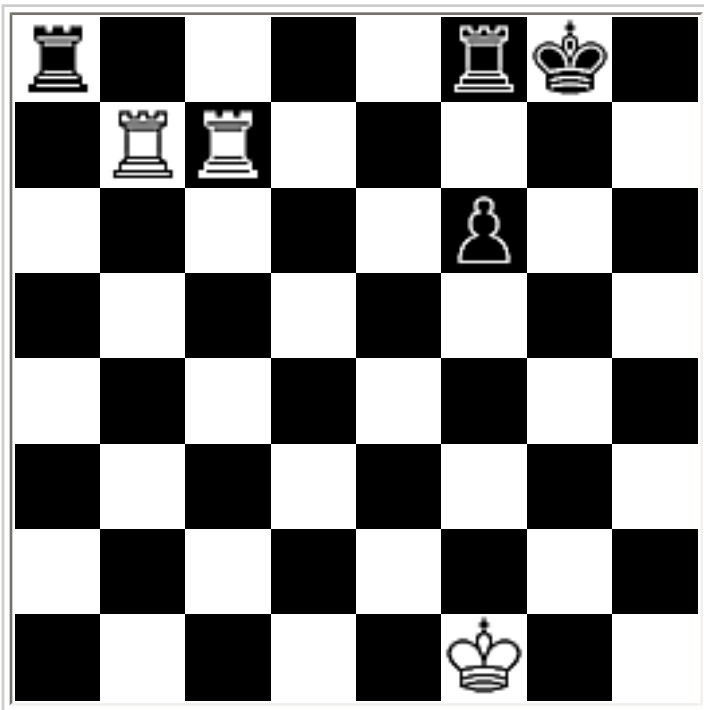
[Solution/Notes](#)

48



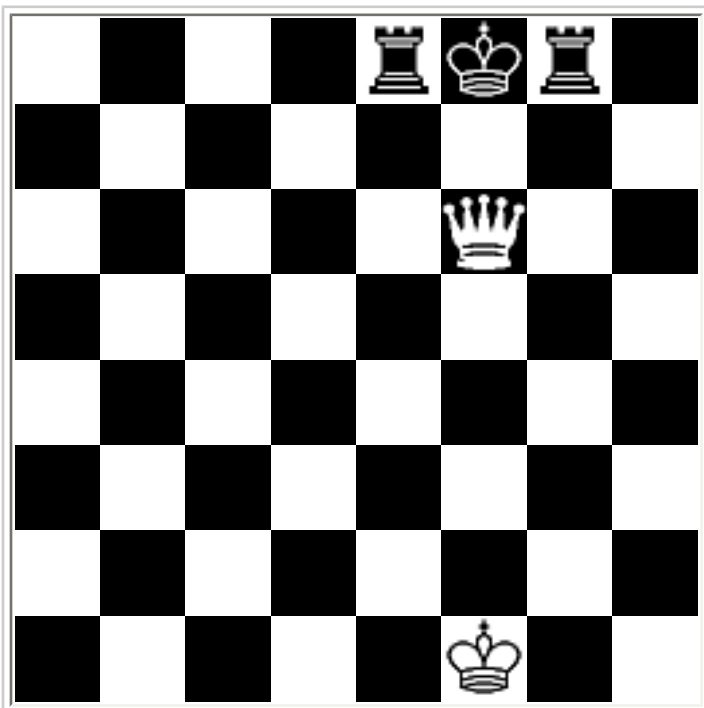
[Solution/Notes](#)

49 'blind swine'



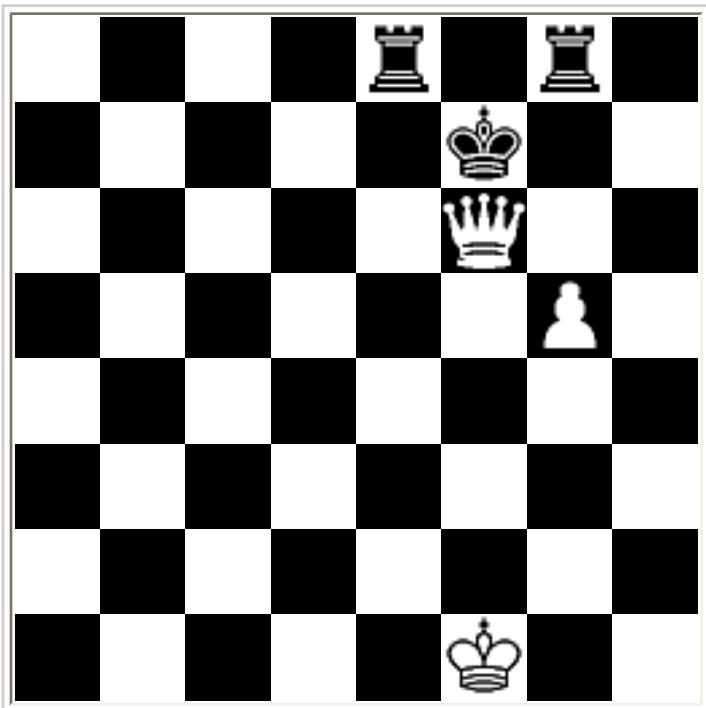
Black to move [Solution/Notes](#)

50 epaulette mate



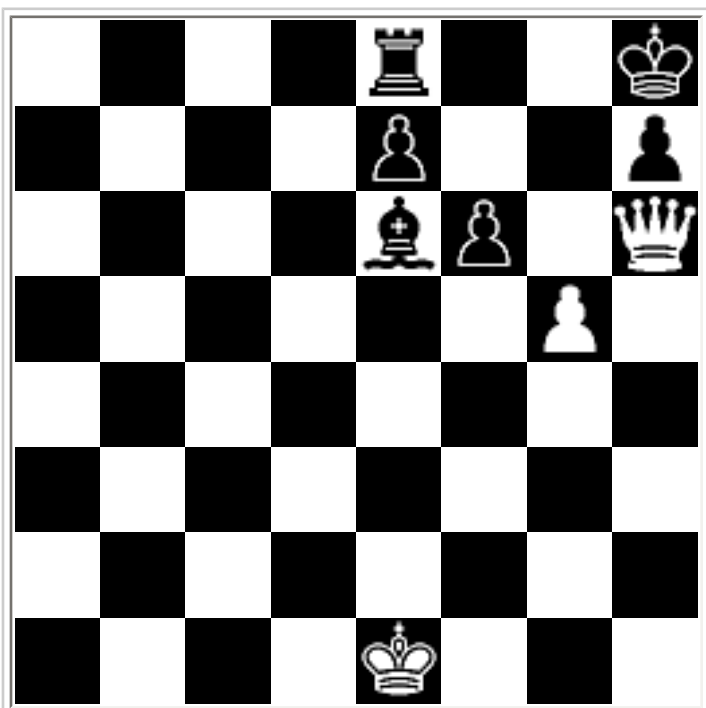
[Solution/Notes](#)

51 swallow's tail



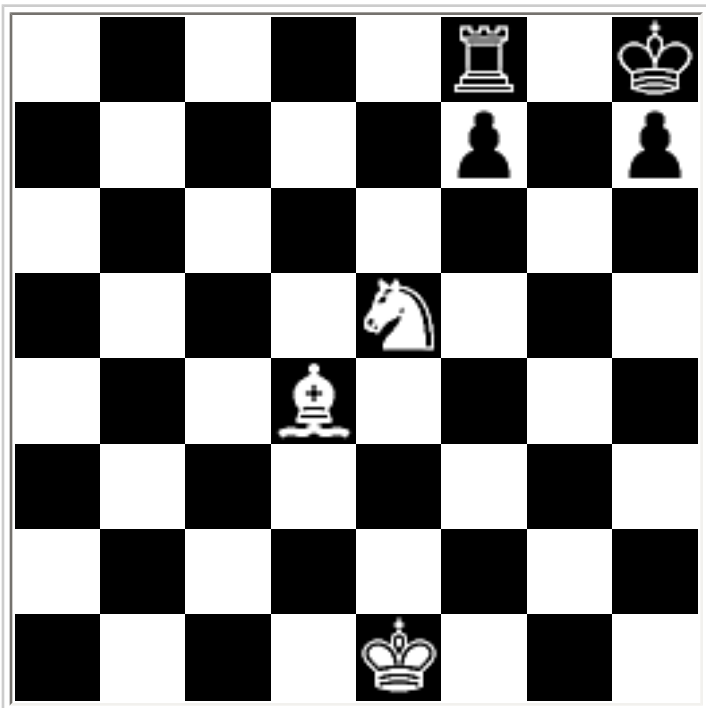
[Solution/Notes](#)

52



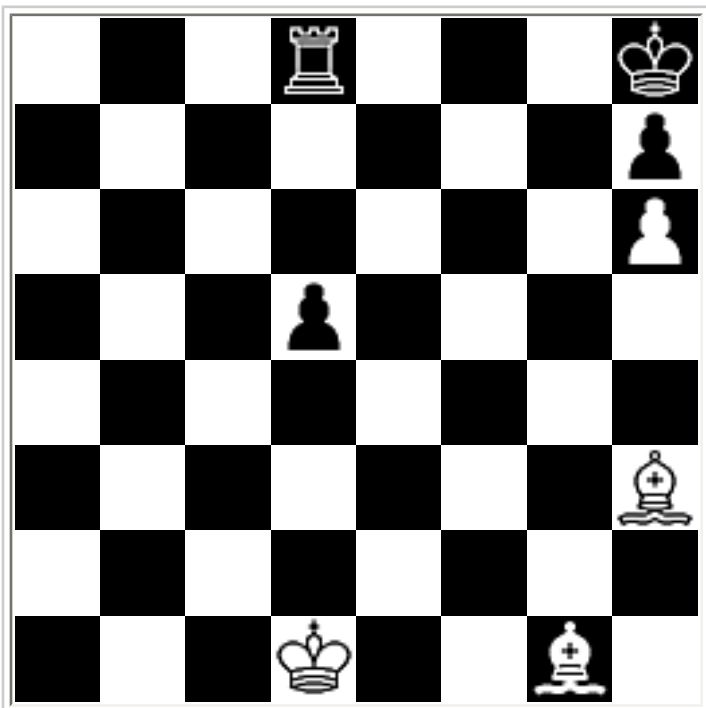
[Solution/Notes](#)

53



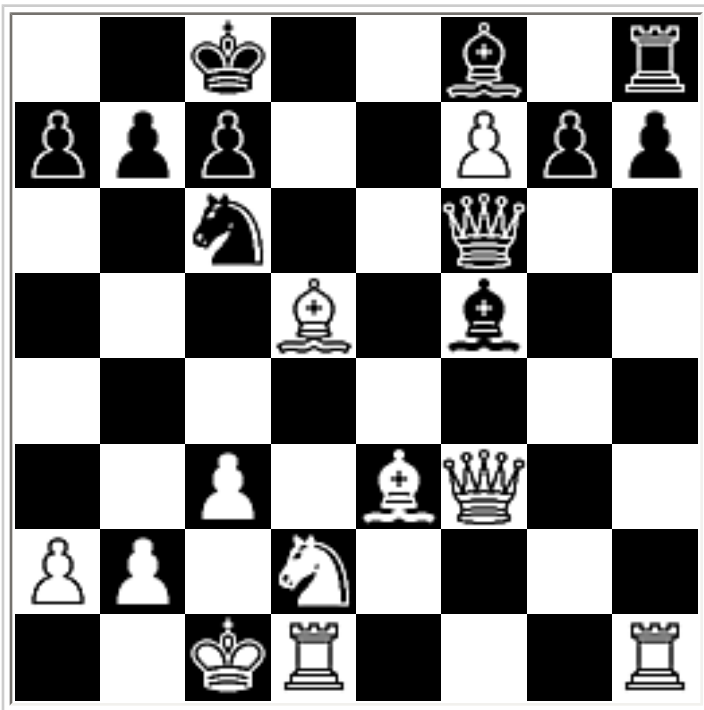
[Solution/Notes](#)

54 as Rotlewi-Rubinstein



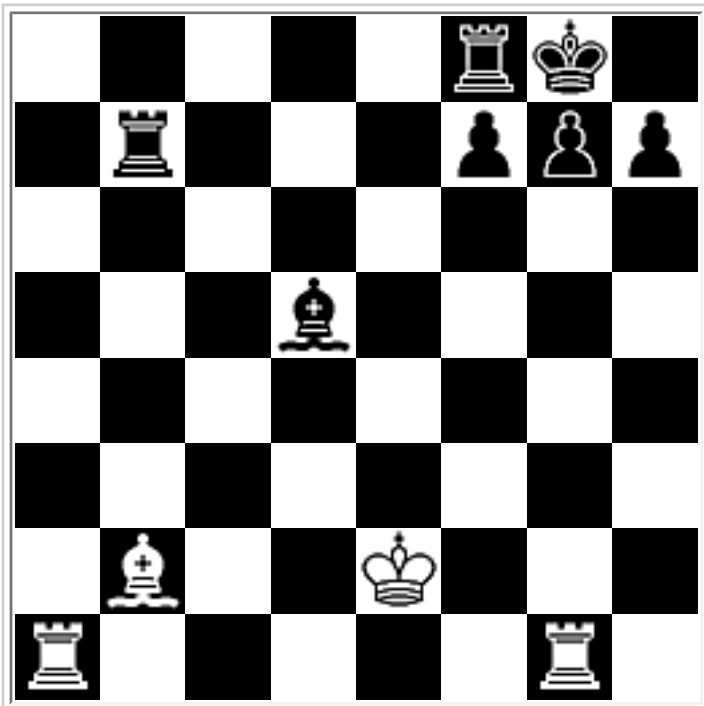
[Solution/Notes](#)

55 Boden's mate



Black to move [Solution/Notes](#)

56 Pillsbury's mate



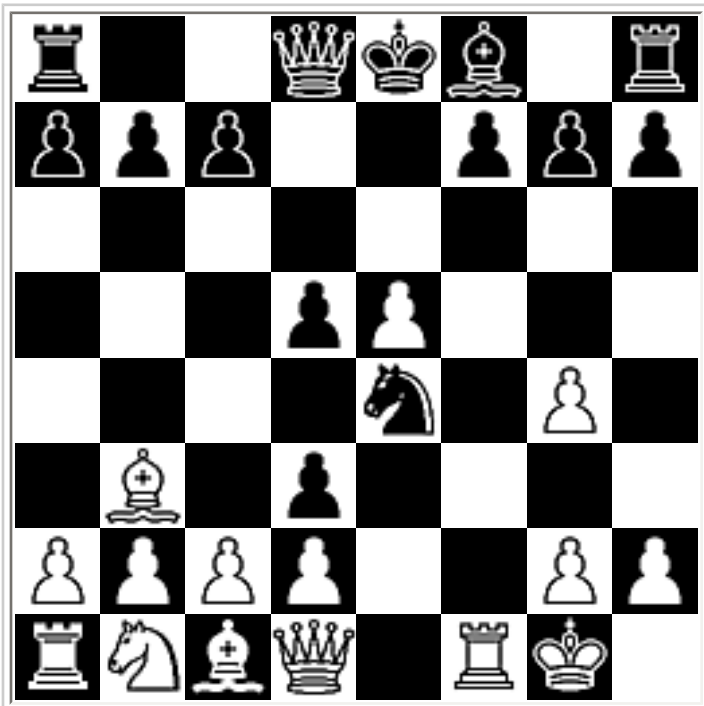
[Solution/Notes](#)

57 Legal's mate



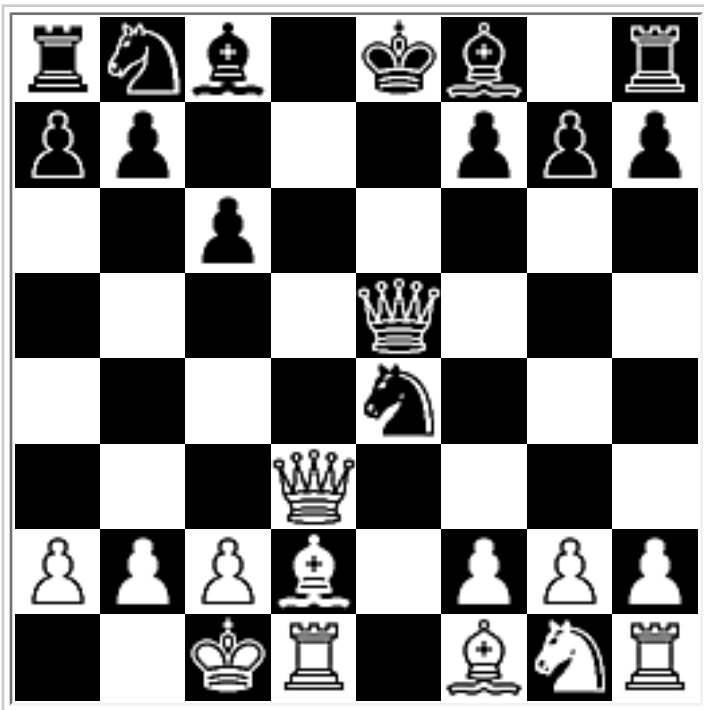
[Solution/Notes](#)

58 Max Lange's mate



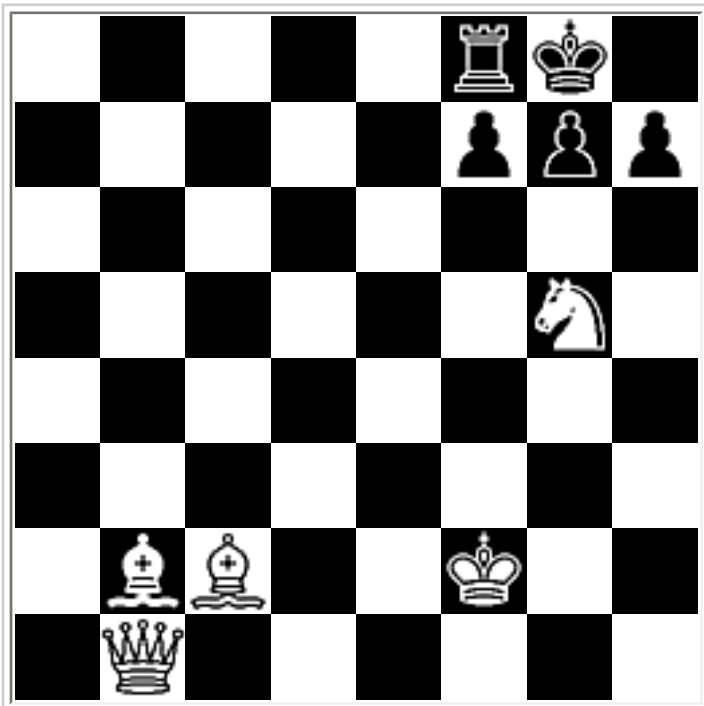
Black to move [Solution/Notes](#)

59 Reti's mate



[Solution/Notes](#)

60 Blackburne's mate



[Solution/Notes](#)

Solutions and notes

#30

1 Bg6+ Kg8, 2 Qh7+ Kf8, 3 Qf7 mate

1 Bf5+ Kg8, 2 Be6 mate

#31

1 Nf6+ Kh8, 2 Rh7 mate

#32

cannot be forced in this situation

but worth looking out for in a castled King's-side position, because the Knights cover so many squares

#33

Oh, how many times have we overlooked this...

#34

1...Kh7, 2 Qh4+ Kg8, 3 Qh6 and 4 Qg7 mate

#35

1 Rh8+ Kxh8, 2 Rh1+ Kg8, 3 Rh8+ Kxh8, 4 Qh1+ Kg8, 5 Qh7 mate

#36

1 Qh5 Be7, 2 Qh7+ Kf8, 3 Qh8 mate

#37

1...f5 2 Qh7 mate

1...Re8 2 Qh8 mate

#38

1...g6! 2 Qh6!

#39

1 Nf7+ Kg8 2 Nh6+ Kh8 3 Qg8+ Rxc8 4 Nf7 mate

#40

1...Rb8, 2 Qxf7+ Kh8, 3 Ne6 Rg8, 4 Qh5 mate

#41

1 Nf6+ Kh8, 2 Nh5+ f6 escapes

1 ... Kg2, 2 Ne8++ Kh6, 3 Qf4+ g5, 4 Qf6+ Kh5, 5 Ng7+ and White needs only a Pawn on g2/h2 to force mate

#42

1...h6 2 Bxf7+ Kh8 3 Qg6! hxg5 4 Qh5 mate

#43

1...Rf8, 2 Rg5+ Kf8, 3 Rg7!

#44

1 Qxf6 gxf6, 2 Rg1+ Kh8 3 Bxf6 mate

#45

1 Rxc7+ Kh8, 2 Rxf7+! Kg8, 3 Rg7+ Kh8, 4 Rg1+ Rf6, 5 Bxf6 mate

#46

1 Rd8+ Kf7, 2 Rf8 mate

#47

1 Ne7+ Kh8, 2 Rxh7+

#48

1 Qg5 Kh8, 2 Qh6 Rg8, 3 Qxh7+

#49

1...Rfd8, and White has only perpetual

the Rooks 'grunt out check' but cannot get sight of mate (Janowski)

#50

#51

#52

1 g6 Bg8, 2 g7 mate

#53

1 Nxf7+ or 1 Ng6+ mates

#54

1 Be6 d4, 2 Bh2 and 3 Be5 mate

#55

Macdonnell-Boden 1869

1...Qxc3+ 2 bxc3 Ba3 mate

#56

1 Rxc7+ Kh8, 2 Rg8+ Kxg8, 3 Rg1 mate

(compare Morphy's mate)

#57

1 e4 e5, 2 Nf3 d6, 3 Bc4 Bg4, 4 Nc3 g6

5 Nxe5! Bxd1? 6 Bxf7+ Ke7, 7 Nd5 mate

#58

10...Bc5+ 11 Kh1 Ng3+ 12 hxg3 Qg5, 13 Rf5 h5! since 14 Rxd8 hxg4 mate

#59

9 Qd8+ Kxd8, 10 Bg5++ Kc7, 11 Bd8 mate

#60

1 Qh1 h5, 2 Qxh5! gxh5, 3 Bh7 mate

Back to [Chess Coaching Page](#)



This document (vukovic.html) was last modified on 8th July 1996 by

[Dr. Dave](#)

Exeter Chess Club: An introduction to chess openings

1. [A word about opening books...](#)
 1. [A. General openings books](#)
 2. [B. Basic Repertoire Books.](#)
 3. [C. Books on specific openings.](#)
 4. [D. Reference Books.](#)
 5. [E. Truth and Knowledge in Opening Theory](#)

Themes in common openings

1. [BCF Certificate of Merit: Class 1 \(Elementary\)](#)
 1. [Giuoco Piano \(Italian Game\)](#)
 2. [Ruy Lopez \(Spanish Game\)](#)
2. [BCF Certificate of Merit Class 2 \(Intermediate\)](#)
 1. [Sicilian Defence](#)
 2. [Queen's Gambit Declined](#)
3. [BCF Certificate of Merit Class 3 \(Higher\)](#)
 1. [Here's some more, as recommended by BCF: "5.3.3a. A wider knowledge of the openings than in Class 2..."](#)
 2. [Vienna Game](#)
 3. [Scotch Game](#)
 4. [French Defence](#)
 5. [Caro Kann Defence](#)
 6. [Pirc Defence](#)
 7. [Alekhine's Defence](#)
 8. [Budapest Defence](#)
 9. [Grunfeld Defence](#)
 10. [Two Knights' Defence](#)
 11. [Petroff \(Petrov\) Defence \(Russian Game\)](#)

A word about opening books...

There are more books on the opening than any other aspect of the game, and loss in the opening leaves you with the discouraging feeling that you haven't really had a game. Perhaps for these reason players often move from opening to opening, collecting books as they go, spending a fortune, knowing a little of everything but never settling long enough to be comfortable. DON'T do this. Take up a few openings and try and stick to them. If you must buy books, here are some pointers. I've included a fair minimum of what you need to know at each level in this section.

A. General openings books

These are one book you might want to buy - not to read straight off, but certainly to check up new things you see or find.

Znosko-Borovsky, E.A. **How to play the opening in chess.** Dover. Descriptive, slightly dated but good.

Fine, R **The ideas behind the chess openings.** (Algebraic edition by Batsford)

Basman, MJ **Chess Openings.** Crowood

B. Basic Repertoire Books.

These give one basic line against all your opponent's possibilities. This is fine if you like all the author's choices, and they may date if someone discovers a weakness. These are a good place to start.

Keene, R and Levy, D. **An Opening Repertoire for the Attacking Club Player.** Batsford. (1.e4)

Marovic, D. **An opening repertoire for Black.** Batsford (Sicilian Scheveningen and Benoni)

Marovic, D. **An active repertoire for Black.** Batsford (Sicilian Scheveningen and King's Indian). Revision of the above book: one of the earliest to use complete games.

Soltis, A. **A complete black defensive system with ...g6.** Chess Digest. Gurgendidze Caro-Kann line and Modern Defence.

C. Books on specific openings.

These include repertoire books (i.e. one line recommended) and more complete studies (all major lines for both sides considered).

Winning with series. Batsford. Variable quality.

Winning with the ... series. Chess Digest. Also variable - more individual.

Understanding the ... series. RHM. Generally very high quality, some are now dated but still useful (e.g. the chapter on the Advance Variation in

Understanding the Caro-Kann needs to be supplemented with a lot of new ideas - see BCO2).

The Complete ... series. Batsford. More detailed but more useful for reference - less prone to dating.

Anything by *Nunn* is worth buying, but he tends to favour openings with pronounced tactical flavour, which is his style. If it isn't yours, *Watson's* book on the French is one of the best repertoire books because it offers alternatives at each point.

D. Reference Books.

These exist for beginners and advanced players.

Horowitz . The Opening in Chess (Intermediate).

Kasparov, G and Keene, R. **Batsford Chess Openings 2**. Batsford 1992 ([sterling]19.99). isbn 0 7134 6099 7 (also known as BCO2) or *Korn, W* (Ed.)

Modern Chess Openings 13th edn (also known as MCO13). (Advanced) Both contain all the major lines and byways.

There are several more books recommended in the **chess FAQ**.

E. Truth and Knowledge in Opening Theory

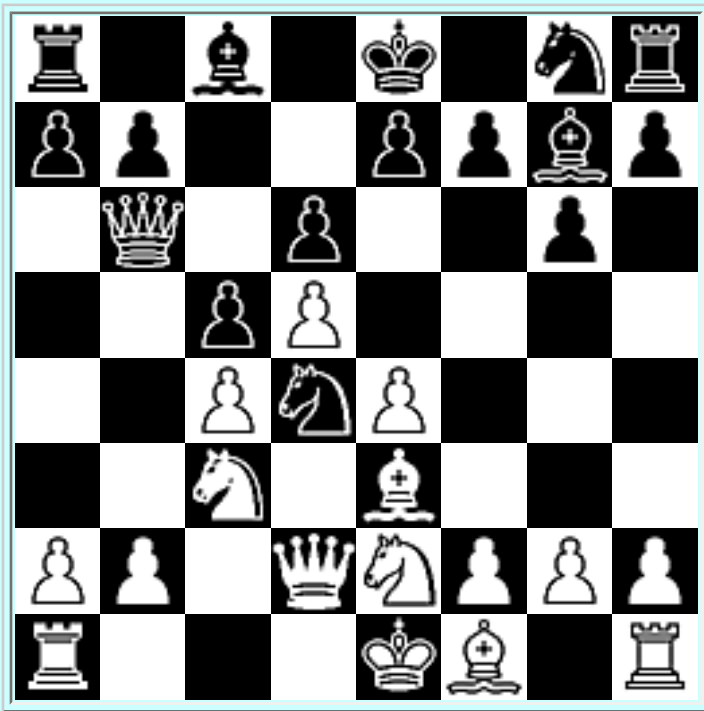
There are some other things to be said about openings books.

Firstly, don't take what they say on trust, and secondly, don't take what they say on trust. There are many examples of lines being given which are soon discovered to be inadequate. This is perhaps the difference between public knowledge and truth: the fact that something is generally known doesn't make it so!

You must look to see if the books have overlooked things.

One example: when I played the very strong player Agust Karlsson in the club championship, we got into the line

1. d4 g6 2. c4 Bg7 3. Nc3 d6 4. e4 Nc6!? 5. d5 Nd4 6. Be3 c5 7. Nge2 Qb6 8. Qd2 (DIAGRAM),



when I remembered the idea **8...Nf6** (White can't take the Knight and win a pawn because of the ideas ...Nxe4 and ...Qxb2). Now my august opponent played **9. Rd1**. I couldn't find anything much against this idea and lost quickly.

What do the books recommend for Black here? Kasparov and Keene (1989) **Batsford Chess Openings** (Batsford), p. 67 doesn't cover this exact position, and to be fair, I wouldn't expect it to. But I've got six(!) other books which cover this line.

Keene and Botterill (1972) **The Modern Defence** (Batsford), p. 23: gives only 9. Nxd4 (Donner-Ree, 1972).

Hort and Mednis (1979) **The Modern Defence** (RHM), p.118: doesn't even mention 8...Nf6.

Keene (1984). **An Opening Repertoire For White** (Batsford), p. 106: doesn't give 8. Qd2 as its recommendation.

Soltis (1988) **Black to play and win with 1...g6** (Chess Digest), p.66: gives 9. h3 (as in Bohm-van der Weil, 1982) and 9. f3 (as in Donner-Timman, 1974).

Nunn (1989) **The Complete Pirc** (Batsford), p.177: gives 9. Nxd4, 9. h3 and 9. f3 as above (the update book **New Ideas in the Pirc** adds nothing to this list).

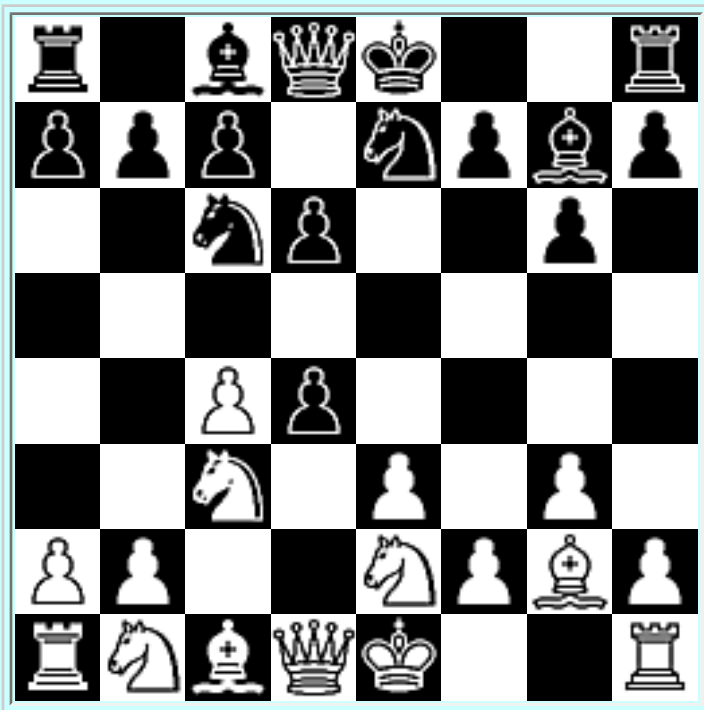
Norwood (1994) **The Modern Defence** (Batsford), p.99: gives 9. Nxd4, 9. h3 and 9. f3, and the new move 9.O-O-O.

So, I was no better off for my researches, but 9. Rd1 is a logical - in some ways, the most logical - move. So, even if the whole chess world ignores a move, you would do well to think about it.

In another game I wanted to know more about, I had two books saying totally different things!

[Event "opening books II?"]
[Site "-"]
[Date "1993.??.?"]
[Round "?"]
[White "regis"]
[Black "nash"]
[Result "1/2-1/2"]

1.c4 e5 2.g3 g6 3.Bg2 (3.d4 Bg7 4.dxe5 Bxe5 5.Nf3 Bg7) 3...Bg7 4.Nc3 Ne7 5.e3 (5.e4) 5...Nbc6 6.Nge2 d6 7.d4 exd4.



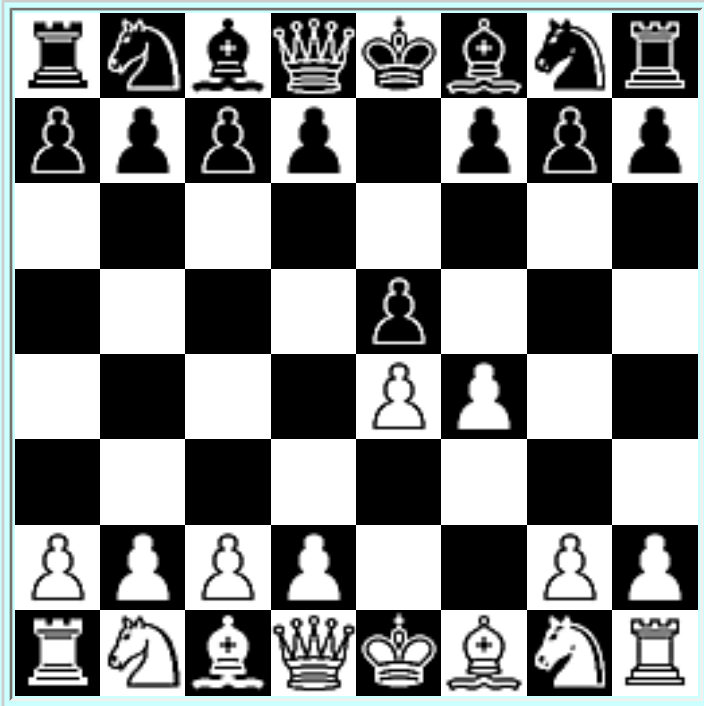
Now here I played **8. Nxd4** and nearly lost. I went to the books to see what they said: one gave **8. exd4 O-O 9.O-O** and then said that *9...Nf5?* was a mistake and *9...Bg4!* should be played [*Botvinnik, in Shatskes' book*] whereas the other said *9...Nf5!* was the right move but *9...Bg4?* was inaccurate! [*Ribli and Kallai*] - so I still don't know what should happen! Obviously you have to check what they say against each other, but in the end, just see what you believe in, what suits you, and make your own judgement about what to play.

But beyond checking the variations, you must understand what you play, and feel comfortable with it. Korchnoi, one of the strongest players of the twentieth century, once got into trouble in the King's Gambit - which he had just written a book on! Korchnoi is a great player but had no over-the-board practice with it, and had no 'feel' for that type of position. As a result he makes several inaccuracies...

[Event "opening books"]
 [Site "amsterdam IBM"]
 [Date "1972.??.??"]
 [Round "?"]
 [White "korchnoi"]
 [Black "malich"]
 [Result "1/2-1/2"]

1.e4 e5 2.f4

"...at the time I was writing a book...: The King's Gambit. So I had to try and find out for myself what it was all about! I tried, stood very badly and with difficulty managed to draw..." - KORCHNOI



2...exf4 3.Nf3 h6 4.Bc4 d6 5.d4 g5 6.g3 {?!} 6...Bg7 7.O-O Bh3 8.Rf2 Nc6 9.Bb5 {?!} 9...Nge7 {=+} 10.gxf4 gxf4 11.Bxf4 a6 12.Bxc6+ Nxc6 13.Nc3 Qd7 14.Be3 O-O-O 15.Nh4 Rhg8 {?!} 16.Kh1 Ne7 {?!} 17.Rxf7 Rdf8 18. Rxf8+ {?!} 18...Rxf8 {~} 19.Qd2 Qg4 20.Ng2 {?!} 20...Qf3 {?! (Nc6)} 21. Rg1 Nc6 22.Nd1 Qxe4 23.Nf2 Qf3 24.Nxh3 Qxh3 25.Ne1 Rf1 {?!} 26.c3 Ne7 27.Qg2 Rxc1+ 28.Bxc1 Qxc2+ {?!} 29.Kxc2 {=} 29...Kd7 30.Kf3 Ke6 31.Ng2 b5 32.Kg4 Nd5 33.Ne3 Nf6+ 34.Kf4 c5 35.dxc5 dxc5 36.Bf2 Bf8 37. Nf5 Nd5+ 38.Ke4 Nf6+ 1/2-1/2

The point is, not to learn variations from books, but learn ideas. Easily the best book to start on for this is Fine's, which has a recent algebraic edition. It is very comprehensive but rather dense - a lighter offering in descriptive notation is Znosko-Borovksy. Z-B's books always stress ideas rather than details, and so although they are rather old they are still good to learn from. In the next section are some ideas behind some common openings.

Themes in common openings

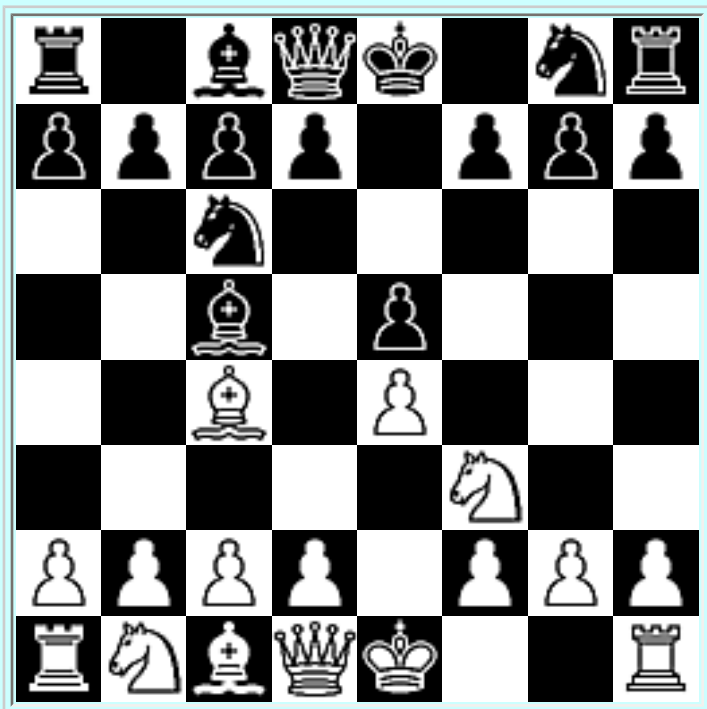
BCF Certificate of Merit: Class 1 (Elementary)

Giuoco Piano (Italian Game)

Giuoco Piano means 'quiet game', most popular in the 1800s, and is indeed quieter than the bloodthirsty openings like the King's Gambit and other lines that were being played then.

The *Giuoco Piano* is defined by the following sequence:

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



The idea is to develop naturally and quickly, attacking the important weak point on f7, and restraining ...d7-d5.

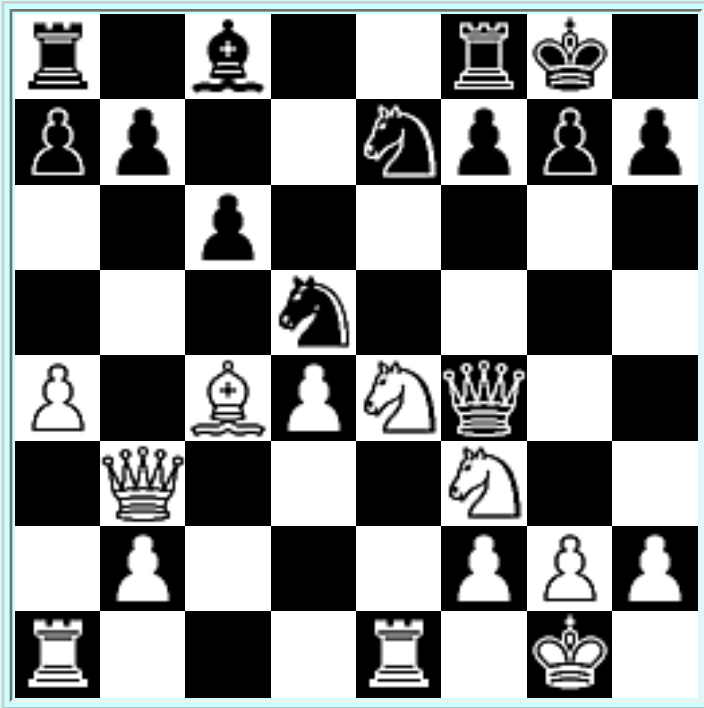
You may stray from here into the *Two Knights'* or *Four Knights'* openings, but you are most likely to follow one of the following two lines:

Beginners often play **1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 d3, Nc6; 5 Nc3, d6**. This is the *Giuoco Pianissimo*, the 'very quiet game', and can lead to rather slow and stodgy play. The liveliest line of it is Canal's variation, **7 Bg5, h6; 8 Bxf6, Qxf6; 9 Nd5** and now 9...Qg6 is fun but the best line is **9...Qd8**, when Black can equalise.

Far from quiet is the line starting **1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 c3**. White is threatening to occupy the centre and roll forward: Fine gives a sample

line 4...Nf6; 5 d4, exd4; 6 cxd4, Bb6? 7 d5, Nb8; 8 e5 Ng8 (yeuch); 9 O-O, Ne7; 10 d6 (zok) Ng6; 11 Ng5 (pow) O-O; 12 Qh5 and Black must give up his queen to avoid mate.

Black must hit back quickly with **6...Bb4+ 7 Bd2, d5! or 7 Nc3, Nxe4; 8 O-O, Nxc3; 9 bxc3, d5!** with equal chances, e.g. 10 exd5 Nxd5, 11 Qb3 Nce7, 12 Ne4 c6, 13. a4 Qf4 (diagram).



This open attacking game is what I recommend you play as White or Black.

If you are feeling frisky as White you can try 6...Bb4+ **7 Nc3** since **7...Nxe4; 8 O-O, Nxc3?! 9 bxc3, Bxc3? 10 Ba3!** leads to a terrific attack. These lines are just examples, as the game is far from over, and both sides have alternative moves to the lines considered. They are all likely to be more to your taste than the flat Nf3/Nc3/Nc6/Nf6 formations.



COOL TIP: Another line to give the Giuoco Piano a bit of fizz is *Evan's Gambit*, 4 b4!? The gambit accepted is exciting: **4...Bxb4; 5 c3, Ba5; 6 d4** when White is a move up on his plan in the 4 c3 line, but this has cost him a pawn. The gambit may be declined by **4...Bb6**.

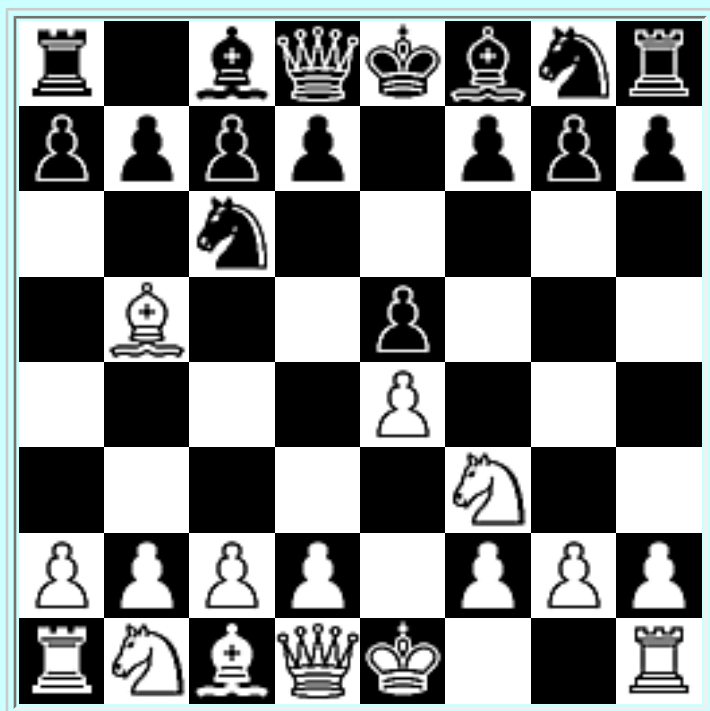
If you must play the **Guioco Pianissimo**, as the line with 1. e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5; 4. Nc3, Nf6; 5. d3 is called, there are some hot tips for this line too.

[[Read more about The Italian Game](#)]

Ruy Lopez (Spanish Game)

This opening is named after the Spanish priest who was the strongest player of his day. The opening is still generally considered the best way to keep White's initiative going.

1 e4, e5; 2 Nf3, Nc6; 3 Bb5.



The house that Ruy built: the Bishop attacks the knight that defends the pawn attacked by the knight.

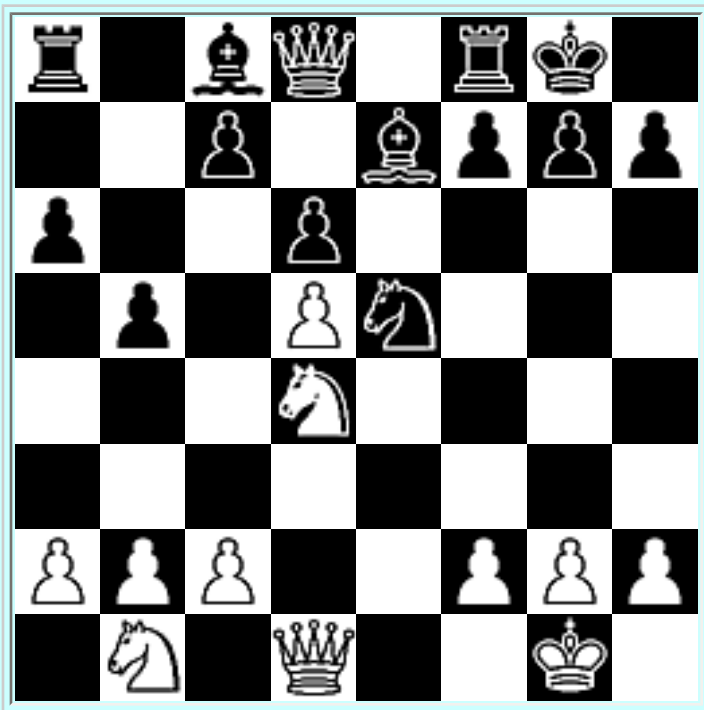
It would be great if it worked so simply: 3...a6; 4 Bxc6, dxc6! 5 Nxe5?! Qd4! and Black will regain his pawn through the *double attack*. So, the immediate threat to the pawn isn't quite so deadly, but the pawn on e5 is a lot easier to get at than the one on f7, and Black can get badly tied up or just stiff and cramped trying to hold on to his claim to the centre. The most natural sequence of moves lead to trouble for Black: after **1 e4, e5; 2 Nf3, Nc6; 3 Bb5, d6; 4 d4, Bd7; 5 Nc3, Nf6; 6 O-O, Be7; 7 Re1, exd4; 8 Nxd4, O-O; 9 Bf1!** (to stop the exchanges

threatened by 9...Nxd4) when Black has lots of pieces but not enough space.

Why **7...exd4** when the idea is to hold on in the centre? Tarrasch's famous trap showed that Black cannot play **7...O-O?** because of the forcing continuation **8 Bxc6, Bxc6; 9 dxe5, dxe5; 10 Qxd8, Raxd8; 11 Nxe5, Bxe4; 12 Nxe4; Nxe4; 13 Nd3, d5; 14 f3, Bc5+; 15 Nxc5** (if 15 Kh1, Nf2+ uncovers an attack on the R), **Nxc5; 16 Bg5, Rd5; 17 Be7, Rf7** and now **18 c4** wins the exchange. (If instead 10...Rexd8 White would have 15 Kh1 (15...Rxd3; 16 fxe4).) These lines had a strong effect on players who started to realise just how good the Ruy Lopez is. The Giuoco Piano is a great opening for your early chess years; the Ruy Lopez is an opening for life.

Black has many lines, which fall into basically two approaches (as usual): defence or counterattack. (There are simple developing approaches also like 3...Nge7, 3...Bc5 or 3...g6, but these are rather uncommon.) Defence of the strong point at e4 we have looked at with 3...d6, the Steinitz Defence, (or 3...a6; 4 Ba4, d6, the Deferred Steinitz Defence), but we have seen that the point cannot be held for long; counterattack may be attempted with 3...Nf6, the Berlin Defence, or **3...a6; 4 Ba4, Nf6**; the Morphy Defence. In reply to the Morphy the obvious 5 Nc3 is rather boring, but White can play **5 O-O** as Black cannot really win the e4 pawn. The Morphy has itself a strong point line, 5 O-O, **Be7**; 6 Re1, b5; 7 Bb3, d6, the Closed Morphy Defence, and a counter-attacking line, 5 O-O, **Nxe4**; 6 d4, b5; 7 Bb3, d5, the Open Morphy Defence. These are systems of great subtlety, and the Closed Morphy best avoided until your chess understanding is well advanced.

5 d4 or **5 Qe2** (idea O-O and Rd1) lead to more familiar open and attacking e-pawn styles of game. An example: 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 exd4 6. O-O Be7 7. Re1 b5 8. Bb3 d6 9. Bd5 Nxd5 10. exd5 Ne5 11. Nxd4 O-O



This is about even, and, I hope, a game you would enjoy playing as either colour.

[Read more about [Ruy Lopez Exchange variation](#)]

BCF Certificate of Merit Class 2 (Intermediate)

Sicilian Defence

1, e4, c5

There are a number of defences to the 1 e4 opening which do not involve 1 ... e5 in reply. 1...e5 balances the position but there are a variety of ways of counter-attacking. There are defences based on disrupting the White centre, like the *Centre Counter (Scandinavian) Defence* 1...d5. There are a couple of defences based on setting up a solid counter to the Pe4 with ...d5, such as the *French Defence* (1 e4, e6; 2 d4, d5) and the *Caro-Kann Defence* (1 e4, c6; 2 d4, d5). The *Sicilian* (1. e4 c5) usually leads to more exciting and complex battles.



The *Sicilian Defence* allows White to play his P to d4 but it will be exchanged off straightaway, for example, **1 e4, c5; 2 Nf3, Nc6; 3 d4, cxd4; 4 Nxd4**. There then arises a typical centre formation with a White Pe4 and Black's pawns on d6/e6 or d6/e7. White has more space and easier development, while Black has an extra centre pawn and has succeeded in unbalancing the position.

White has a no reason to avoid the main "open" variations with 3. d4, which offer good chances of an advantage. Black has a number of ways of approaching the middle game - here are a few of the most common:

The Scheveningen Variation 1 e4, c5; 2 Nf3, e6; 3 d4, cxd4; 4 Nxd4, Nf6; 5 Nc3, d6. (Black tries to hold the centre and prepare a counterattack, e.g. ...d5)

The Dragon Variation 1 e4, c5; 2 Nf3, d6; 3 d4, cxd4; 4 Nxd4, Nf6; 5 Nc3, g6. (An exciting counterattacking line: the Bg7 is aggressive but h6 weak)

The Najdorf Variation 1 e4, c5; 2 Nf3, d6; 3 d4, cxd4; 4 Nxd4, Nf6; 5 Nc3, a6. (A flexible system beloved of Fischer and Kasparov) An example: 6. Be2 Nbd7 7. O-O e6 8. f4 b5 9. Bf3 Bb7 (diagram).



The pressure on e4 is characteristic of the Open Sicilian as a whole.

The Sozin Variation 1 e4, c5; 2 Nf3, Nc6; 3 d4, cxd4; 4 Nxd4, Nf6; 5 Nc3, d6; 6 Bc4. (An aggressive system to seize the centre, revived by Fischer)

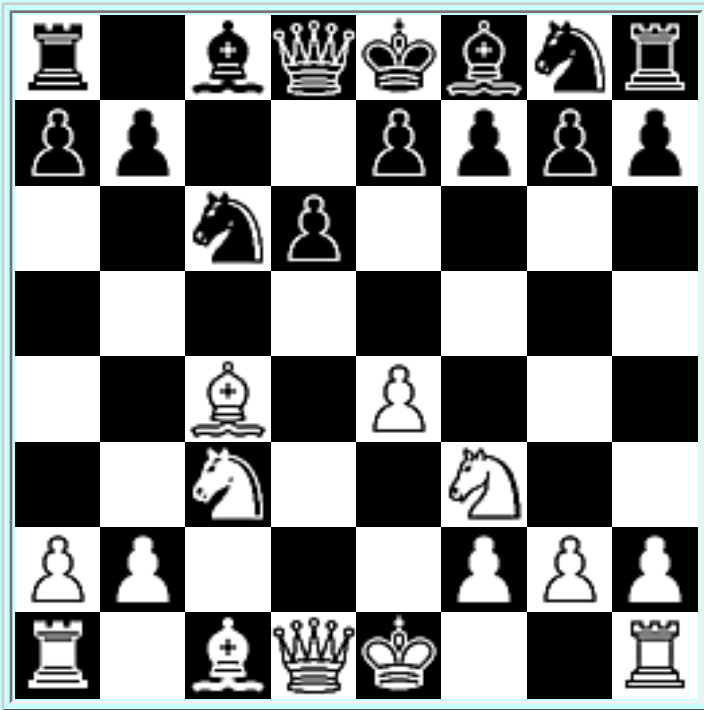
The Richter-Rauser Variation 1 e4, c5; 2 Nf3, Nc6; 3 d4, cxd4; 4 Nxd4, Nf6; 5 Nc3, d6; 6 Bg5. (The most analysed and complex system: lively!)

There are, however, ways for White of avoiding all these lines - which are perhaps slower, or aim for just a small plus, but are not to be dismissed.

The Closed Variation 1 e4, c5; 2 Nc3. White will prevent the counter-punch with ...d5 and try to keep the centre under control while attacking the K-side. There is a related system with 2.f4 which is more direct.

The Alapin Variation 1 e4, c5; 2 c3. White will have his pawn on d4 anyway. Black can transpose into the French with 2...e6, or counterattack with either 2...Nf6 or 2...d5.

· See also the vigorous **Morra Gambit** 1 e4, c5; 2 d4, cxd4; 3 c3 dxc3, 4. Nxc3 e.g 4...Nc6 5. Bc4 d6 6. Nf3 (diagram), a line where White has a lead in development but Black has no weaknesses. Black can decline with 3...Nf6/3...d5, both leading to the Alapin.



[Read more about [Sicilian Defence](#)]

Queen's Gambit Declined

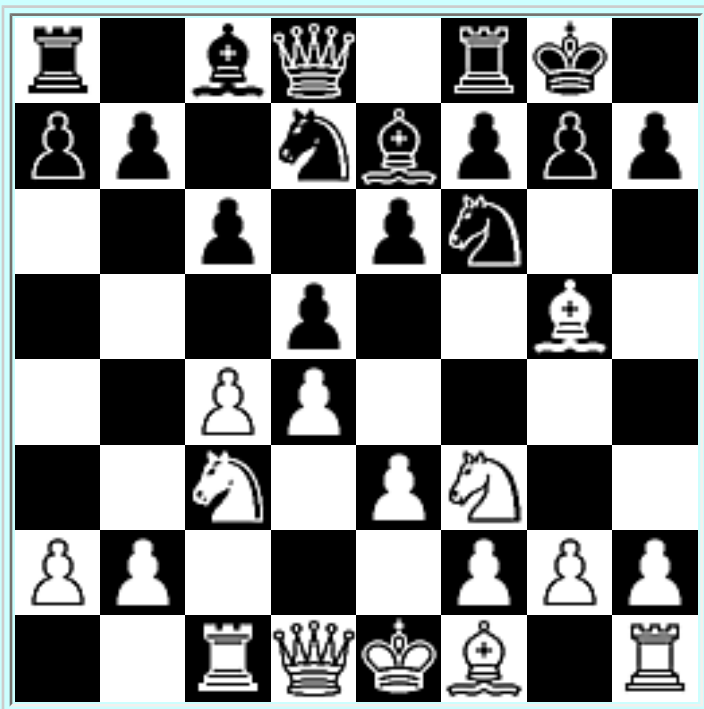
1. d4, d5; 2. c4, e6

The Queen's Gambit is the main weapon of most players who play the Closed games, and still makes appearances at the highest levels of chess. The Gambit can be declined (usually with 2...e6) or accepted (2...dxc4), and there are other ways of declining (e.g. 2...Nc6).



The *Orthodox Queen's Gambit Declined* with 2...e6 is an old system where Black tries to hold on to the d5 point for as long as possible, looking for chances to exchange or counterattack.

The old **Main Line** goes: 1 d4, d5; 2 c4, e6; 3 Nc3, Nf6; 4 Bg5 (you can also try 4 Bf4), Be7; 5 e3, Nbd7; 6 Nf3, O-O; 7 Rc1.



Now the most common move is 7...c6; 8 Bd3, dxc4; 9 Bxc4 when Black can try to equalise with 9...Nd5; 10 Bxe7, Qxe7; 11 O-O, Nxc3; 12 Rxc3, e5 (**Capablanca's System**), or there is a more counterattacking system with 9...b5 (**Extended Fianchetto** or **Swedish System**).

More interest has been shown recently in systems with 7...h6 e.g.

Tartakower defence 7...h6; 8 Bh4, b6 (a favourite of Spassky, Fischer and Karpov)

Lasker Defence 7...h6; 8 Bh4, Ne4; 9 Bxe7, Qxe7, an exchanging system which can transpose into the Main Line

White can avoid these with the **Modern Variation** 7 Bxf6, exchanging the Nf6 which often has an important role in defence of the king and also stopping any later counterattacking ideas with ...Ne4. This has been the main debating ground in the QGD in recent years.

Black can decide earlier to counterattack with 4...Nbd7; 5 e3, c6; 6 Nf3, Qa5 with ideas of ...Bb4 and ...Ne4. This is the **Cambridge Springs Variation**, which is an old system recently revived by Smyslov in the 1980s. The 4...Nbd7 appears an error, but sets a wicked trap. 5. cxd5, exd5; 6. Nxd5? Nxd5; 7. Bxd8, Bb4+ 8. Qd2, Bxd2+ 9.Kxd2, Kxd8 winning a piece.

There are a couple of other ways to play it for White: to attack with 7 Qc2 and 8 O-O-O in the Main Line (**the Rubinstein Variation**), or go on a long war of weakening the Black Q-side with 7 cxd5, exd5 (**the Exchange Variation**) and then following up with Rb1 and b4-b5.

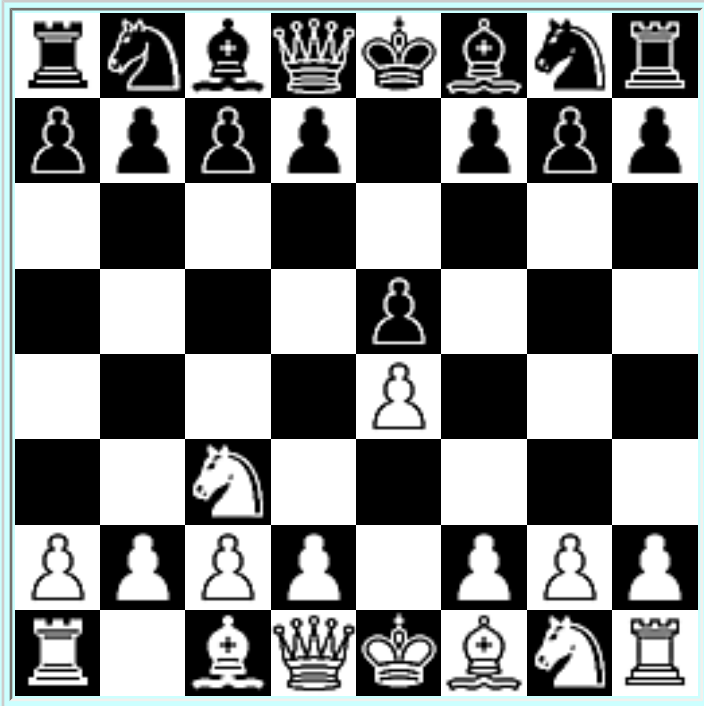
BCF Certificate of Merit Class 3 (Higher)

Here's some more, as recommended by BCF: "5.3.3a. A wider knowledge of the openings than in Class 2..."

...specifically the ability to recognise:

Vienna Game

1 e4, e5; 2 Nc3



[Diag. 1] This is the standard position in the *Vienna Game*, although it can transpose into other openings e.g. after Nf3, Bc4 to the *Giuoco Piano*, or more commonly after f4 to the *King's Gambit*, although there are independent gambit which belong to the Vienna. The counter ...d5 is a key equaliser for Black in both these other openings, so White stops it for a while. The plan is less direct than lines with 2 Nf3 but is more solid.

EXAMPLE LINE: 1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nf3 Bg4 6. Be2 Nc6 7. d3 Bxf3 8. Bxf3 Nxc3 9. bxc3 Nxe5 10. Qe2

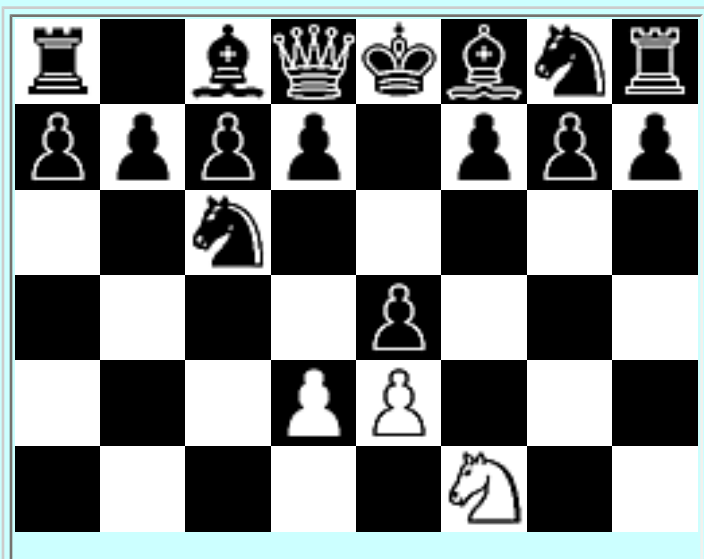


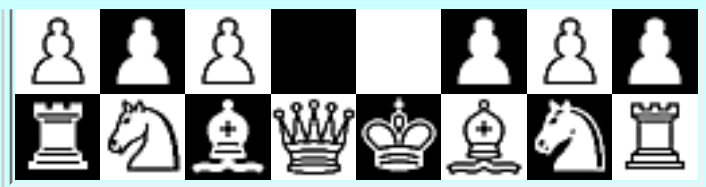
[Diag.2] This is the more common way of playing the Vienna - to play f4 in gambit style. In fact Black has used the delay in White's plan of development - Nc3 threatens nothing - to organise ...d5 in any event. The play is open and balanced - a typical e4 position.

[Read more about [Vienna Game and Gambit](#)]

Scotch Game

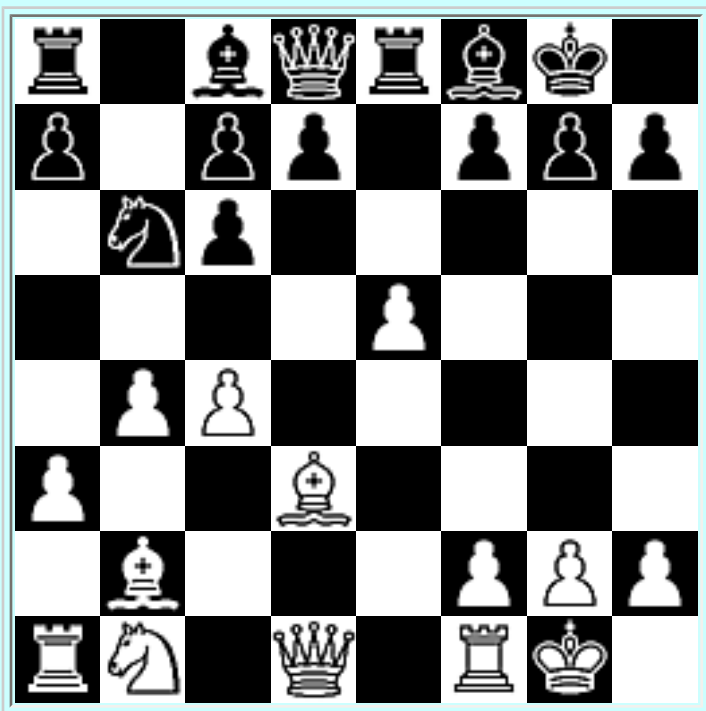
1 e4, e5; 2 Nf3, Nc6; 3 d4





[Diag. 1] This has become more popular recently, being given the occasional outing by Kasparov, although it is a very old opening. White abandons any hope of supporting two pawns on e4 and d4, but plays the line-opening d4 immediately, more or less forcing Black to give up his only central pawn with **3...e5xd4**. White usually recaptures **4 Nxd4** but can play a gambit with 4.cK.Bc4 (*Goring Gambit*).

EXAMPLE LINE: 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Nf6 5. Nxc6 bxc6 6. e5 Nd5 7. Bd3 Nb4 8. Be2 Bc5 9. a3 Nd5 10. O-O O-O 11. Bd3 Re8 12. c4 Nb6 13. b4 Bf8 14. Bb2



[Diag. 2] After these 13 example moves White is still trying to make his early initiative stick. Although White is pressing hard, the advanced pawns may become weak, and Black's game is strong and sound.

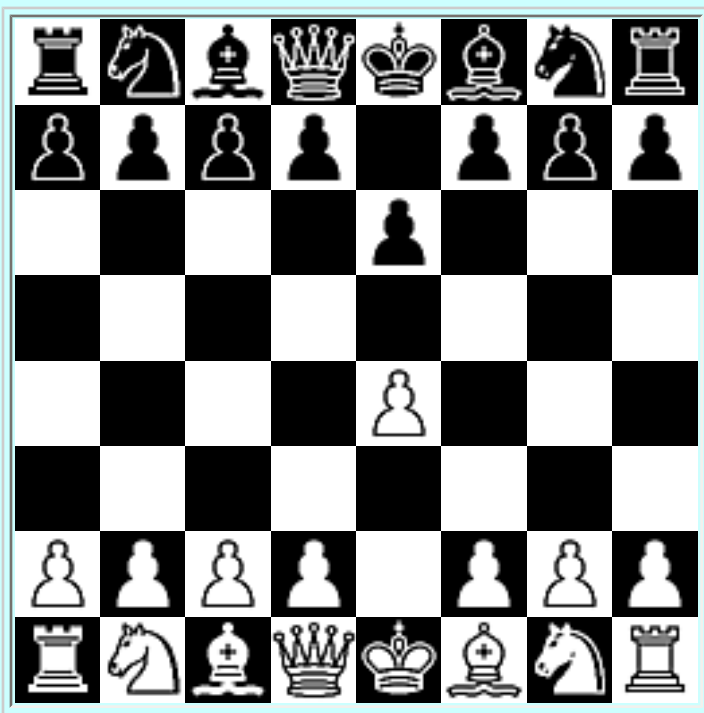
In the two openings above, and in similar lines beginning **1 e4, e5**, you may feel there are good chances for Black to achieve equality with straightforward moves. The positions that come about may be generally balanced and tend to lead to level play. All the other openings and defences in this section are about achieving equality through counterattack, which leads to unbalanced positions with each side trying to make the most of their own strengths. In these games the positions are

more difficult but more exciting, and there is less likelihood of a draw even between players who are equally matched.

[[Read more about Scotch Game](#)]

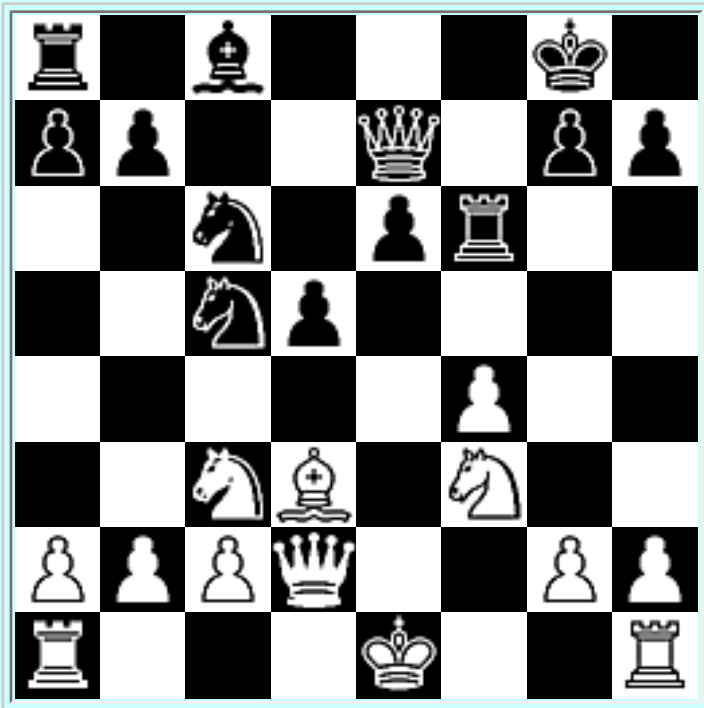
French Defence

1 e4, e6



[Diag. 1] The *French* is a true defence, usually saving counterattacking ideas for later in the game. Black plays to set up ...d5 as a strong counter to White's e4. If White advances with e5, Black hopes to show that in the blacked position that follows his Bc8 is no worse than the Bc1, and that the White centre is in fact vulnerable to weakening moves such as ...c5 and ...f6. If White covers his pawn with **2 d4, d5**; **3 Nc3**, Black can try to make life awkward with **3...Bb4** - the lively *Winawer Variation*.

EXAMPLE LINE: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. f4 O-O 8. Nf3 c5 9. Bd3 f5 10. exf6 Rxf6 11. Qd2 Nc6 12. dxc5 Nxc5

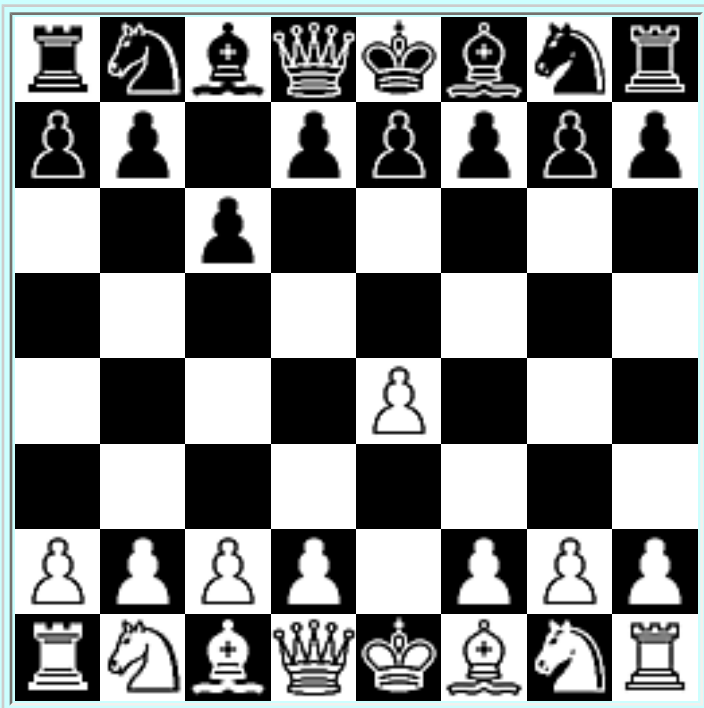


[Diag.2] This is the old main line (*Classical Variation*). Compare the position after move 8 with the position after move 12. White's proud centre has had a hole punched in it, and Black has an extra central pawn which Black hopes will give his pieces more influence over the centre . The Black Bc8 is still stuck behind the Pe6, and the next moves will see Black try to move ...e6-e5, and White will try to hold it back.

[Read more about [Ideas behind the French Defence](#)]

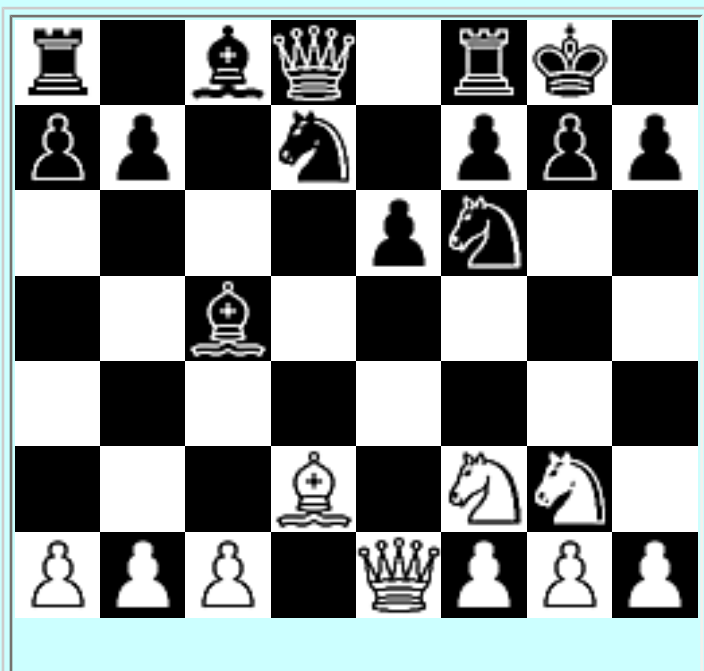
Caro Kann Defence

1 e4, c6



[Diag. 1] This has similar ideas to the *French*, making a strong counter with ...d5. Comparing the two defences, the *Caro-Kann* move **1...c6** doesn't block the Bc8, but neither does it free the Bf8. After **2 d4, d5; 3 Nc3**, Black doesn't really want to play **3...Nf6** to tempt **4 e5**, because the counterpunch ...c5 will lose a move. The Winawer move **3...Bb4** is not available, so Black usually plays **3...dxe4**. After this, Black will not rush to open the position but will carefully prepare ...c5 or... e5, while keeping an eye on White's break with d5.

EXAMPLE LINE: 1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Ng3 e6 7. Bd3 c5 8. O-O cxd4 9. Nxd4 Bc5 10. Nf3 O-O 11. Qe2



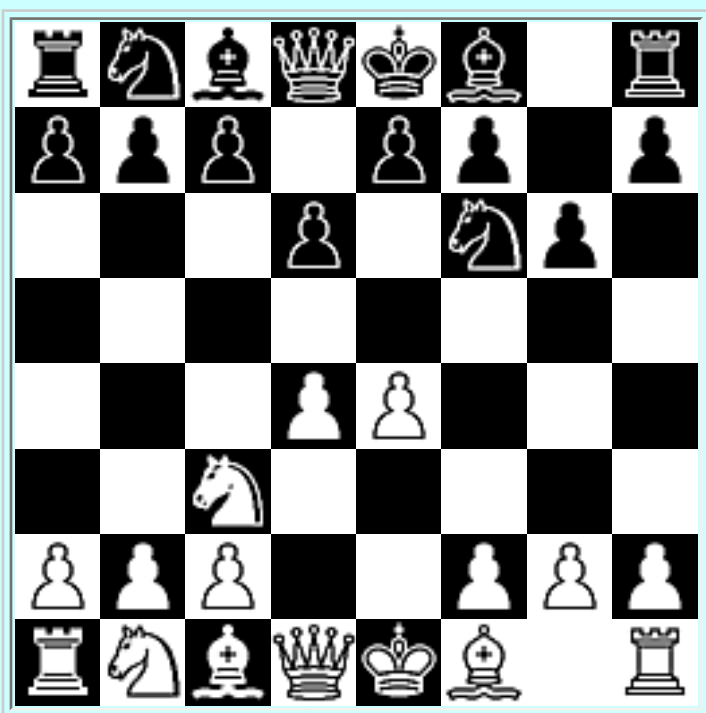


[Diag.2] Black has given up the d5 point but is developing with natural moves. The White centre has disappeared after the ...c5 break. Although White has a bit more space (so will want to avoid exchanges), a potential K-side raid from the Knights and a Queen's side pawn majority, it is hard to give a convincing assessment of White advantage here. Black can continue to manouvre simply, completing development of the Rooks and improving the position of the other pieces, particularly the Bd7.

[Read more about [Playing against the Caro-Kann](#)]

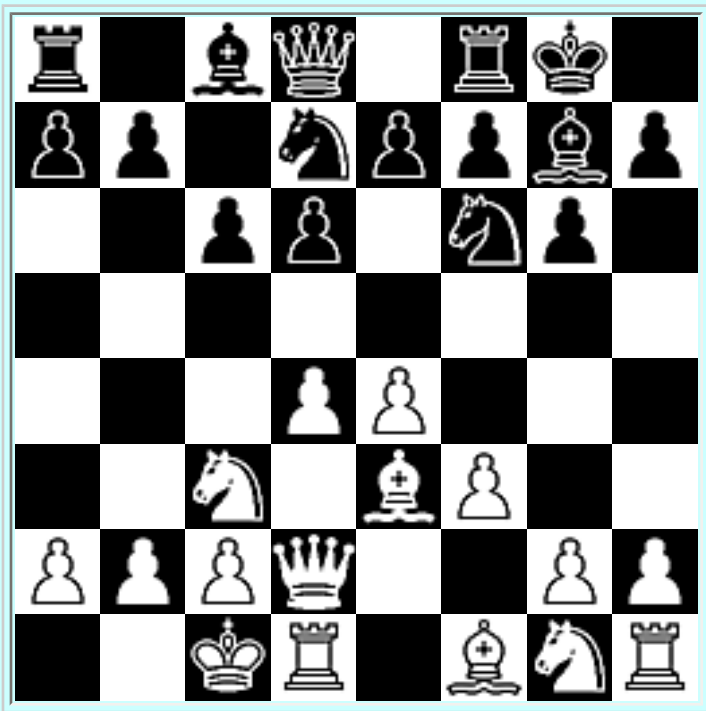
Pirc Defence

1 e4, d6; 2 d4, Nf6; 3 Nc3, g6



[Diag.1] This move order is designed to stop White filling up the centre with pawns on e4/d4/c4. Black allows White to occupy the centre with e4/d4 (and maybe f4) in the hope of blocking it or attacking it later, using the strong Bg7.

EXAMPLE LINE: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 Bg7 5. Qd2 c6 6. f3 Nbd7 7. O-O-O O-O

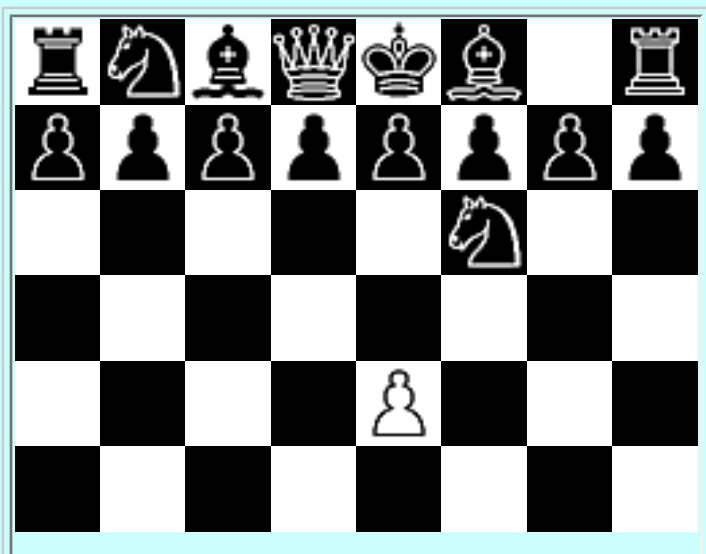


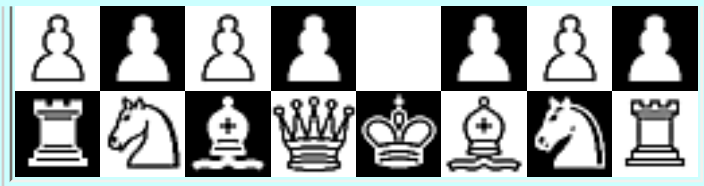
[Diag.2] The central position is still tense and an exciting choice of plans has developed. Each player will attack the opponent's king, and hopes to land a heavy blow before their own king is mated.

[Read more about [Playing against the Pirc](#)]

Alekhine's Defence

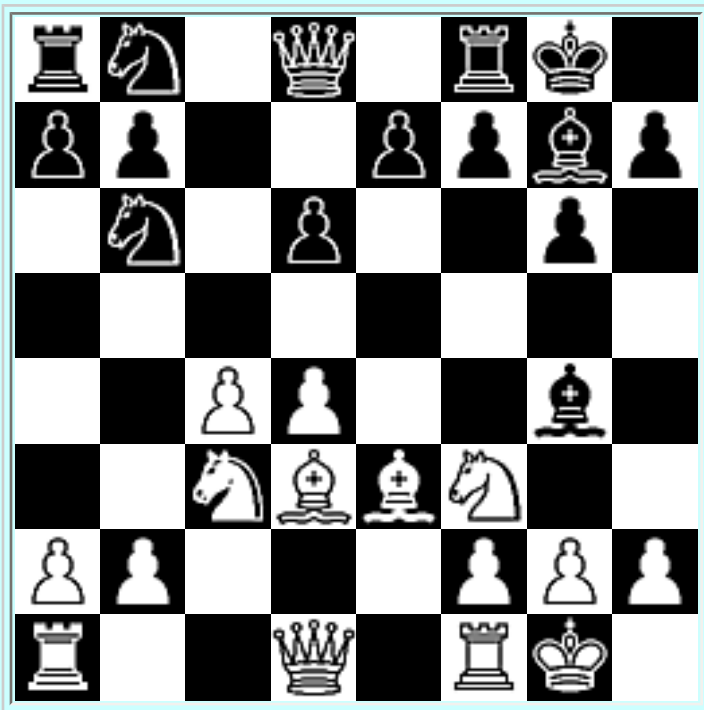
1 e4, Nf6





[Diag. 1] This is a more provocative defence. Black more or less forces White to play **2 e5** (or Black will play **2...d5** with equality). Then, having lured the e-pawn and perhaps others with reach, Black will attack them. This is a risky strategy, because of course if it goes wrong, White will hold a crushing space advantage with control of the centre.

EXAMPLE LINE: 1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 cxd6 6. Be3 g6 7. Nf3 Bg7 8. Bd3 O-O 9. O-O Bg4

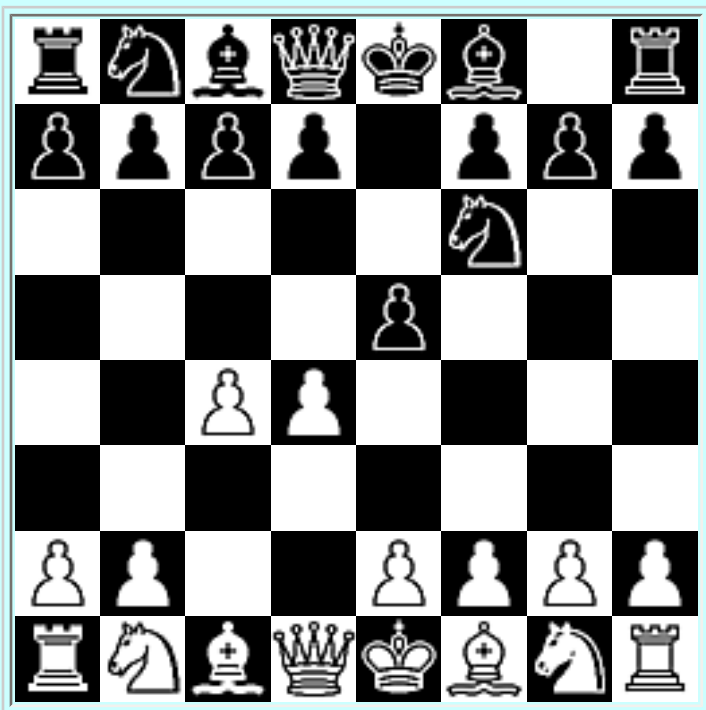


[Diag. 2] This is a position typical of *Alekhine's Defence*. White has abandoned the attempt to maintain a full pawn front but has succeeded in keeping the advantage in the centre. At the moment most of Black's pieces are nicely active - the Nb6 is a bit lost but can support the counter ...d5. White will complete development and then see what prospects there are for a general pawn advance on the Q-side, or for a K-side attack using the extra space and central control.

[Read more about [Playing against Alekhine's Defence](#)]

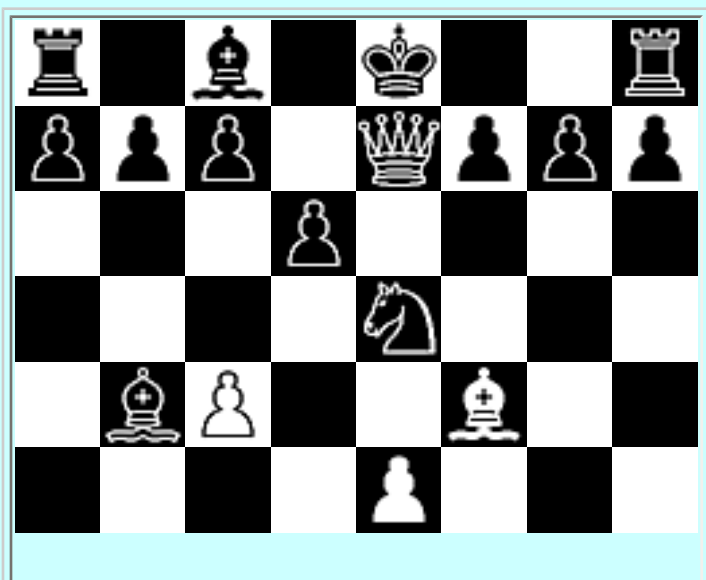
Budapest Defence

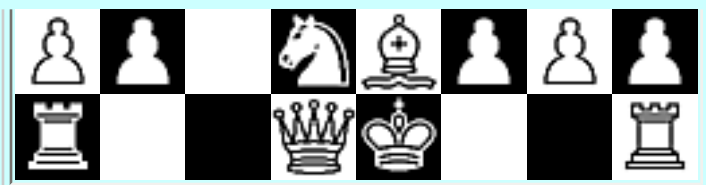
1 d4, Nf6; 2 c4, e5



[Diag. 1] Rather than face the *Queen's Gambit* Black launches a gambit in return! White's pieces can get a bit muddled if they try to hang on to the pawn, so White usually lets Black recapture and hopes that in the meantime White's pieces will come to more natural squares, and thus still controlling more of the centre. Black will try to keep maximum piece activity.

EXAMPLE LINE: 1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Bf4 Nc6 5. Nf3 Bb4+ 6. Nbd2 Qe7 7. e3 Ngxe5 8. Be2 Nxf3+ 9. Bxf3 Ne5 10. Be2 d6

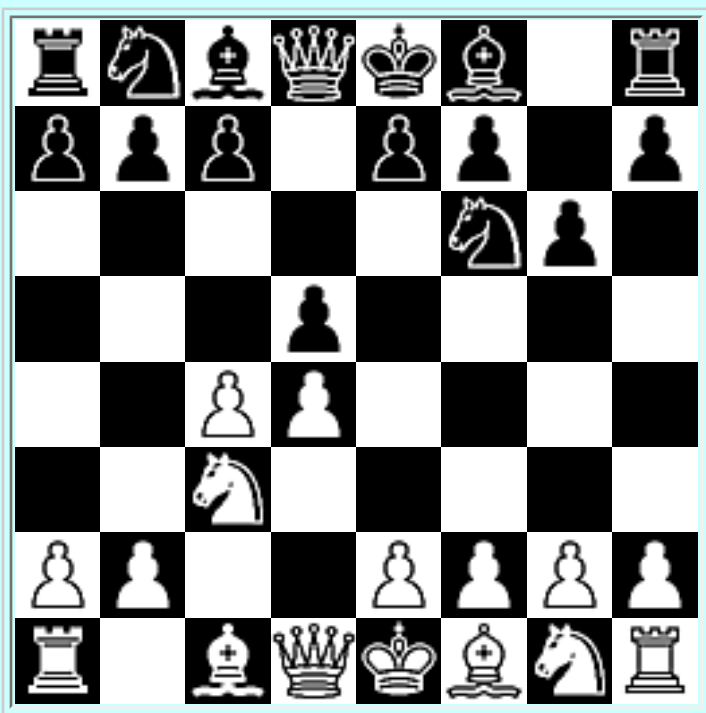




[Diag.2] This is the strategy in action. In order to regain the pawn Black's Nc6 has blocked the Pc7. White has played modestly but now has a slightly better hold on the centre than Black, and will hope to prove that Black's nicely centralised pieces are actually rather loose and vulnerable to attack.

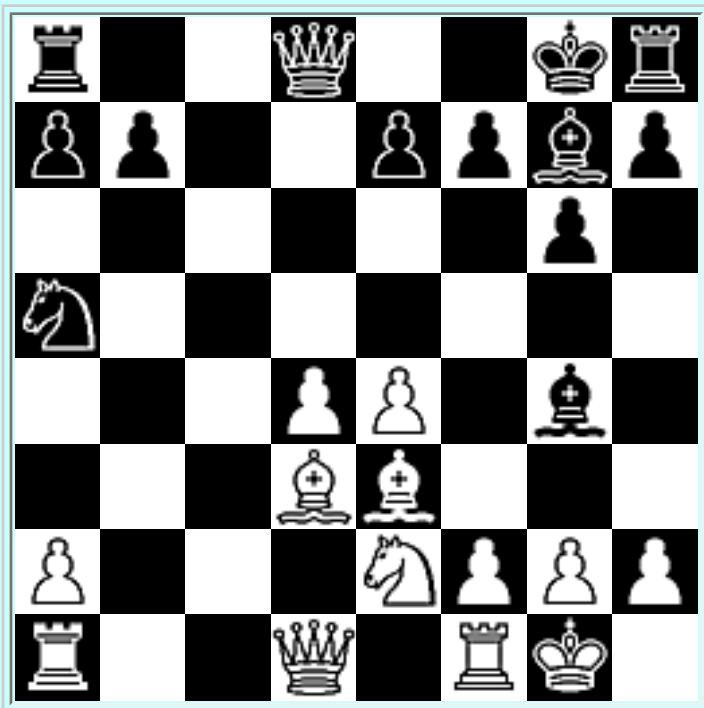
Grunfeld Defence

1 d4, Nf6; 2 c4, g6; 3 Nc3, d5



[Diag. 1] This is a Queen's side version of the *Pirc/Alekhine* strategy of tempting White to construct a big pawn centre which Black will try to show is either too slow to set up or too difficult to maintain.

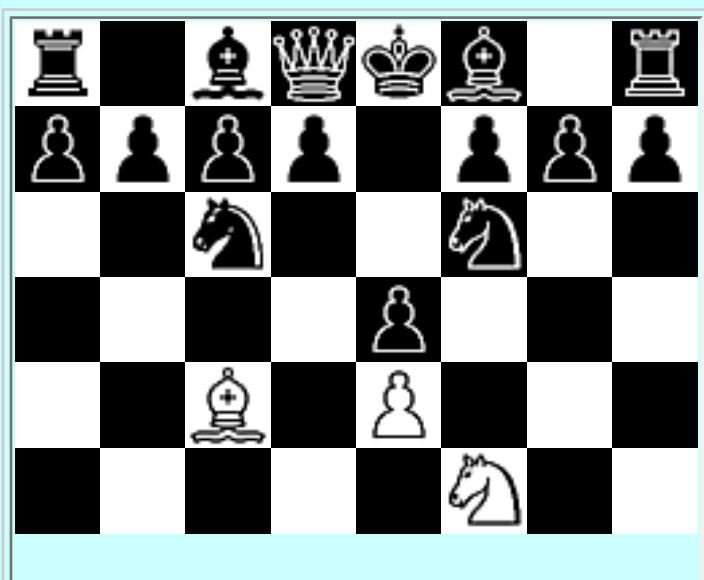
EXAMPLE LINE: 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 c5 7. Bc4 Bg7 8. Ne2 cxd4 9. cxd4 Nc6 10. Be3 O-O 11. O-O Na5 12. Bd3 Bg4

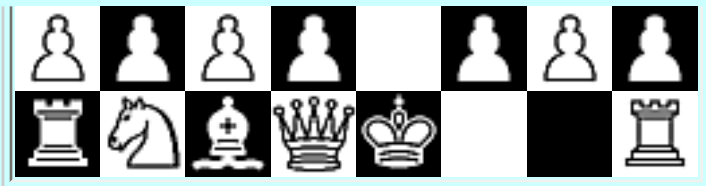


[Diag.2] After this development of the main line *Exchange Variation* White has succeeded in holding on to the 'ideal' pawn centre of e4/d4. Black in return can feel pleased with the open nature of the position, the strong Bg7 and the weakening of White's central support by ...c5. The main battle lies ahead, with White hoping to show that the centre is still strong enough to force an advantage, and Black hoping to work round the White centre and/or use the White centre as a target to tie the White pieces to their defence of the pawns.

Two Knights' Defence

1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Nf6





[Diag. 1] This is the simplest deviation from the *Giuoco Piano*. Black counterattacks immediately and prepares ...d5. White can play **4 d4** - the *Max Lange attack*, which leads to positions similar to those you have already seen. The old main line of the defence arises when White tries the apparently primitive **4 Ng5**. The main line, which I recommend, goes:

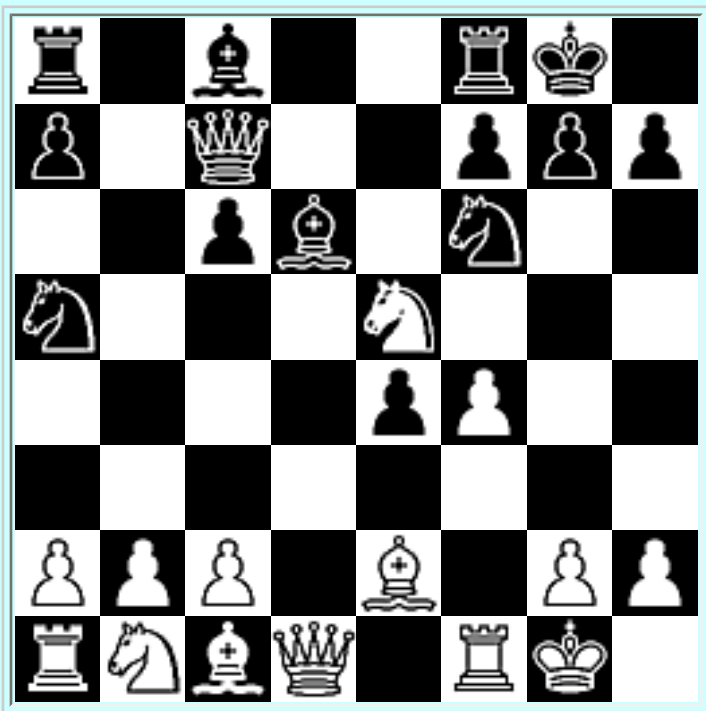
4... d5

But there is an alternative: the Wilkes-Barre variation or Traxler Counterattack.
 4... Bc5!?

This is wild and exciting chess, and you will enjoy playing over [games in this line](#) even if you never play it yourself.

Otherwise, after 4. Ng5 **4...d5** is forced, and after **5 exd5** Black should avoid **5... Nxd5**, **6 d4** which Lasker showed leads to White advantage. White can even play **6 Nxf7, Kxf7; 7 Qf3+, Ke6** - the *Fegatello* or *Fried Liver attack*.

EXAMPLE LINE: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 O-O 12. O-O Qc7



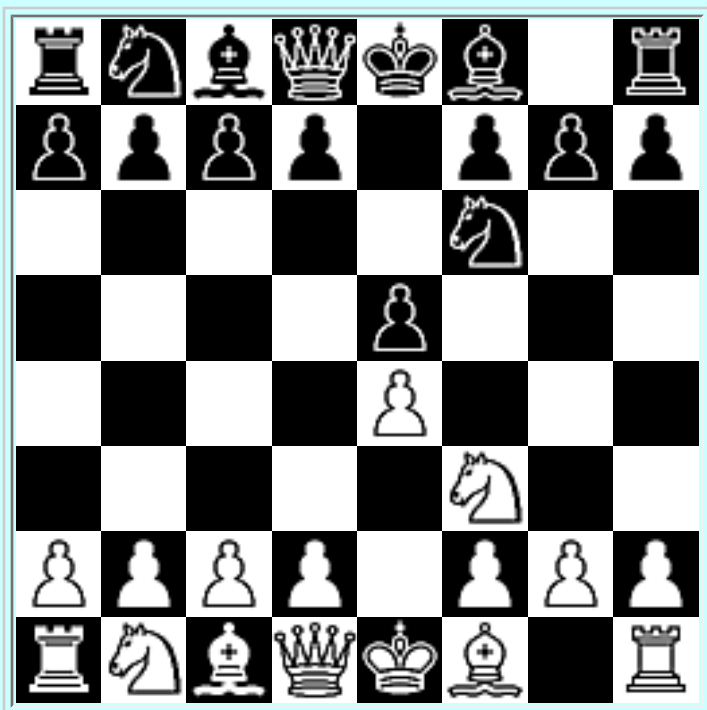
[Diag.2] So, after 5 exd5 Black usually sacrifices a pawn with 5...Na5 (or 5...Nd4 or 5...b5!?). White

is put on the defensive, which is never pleasant. Black will push forward the attack with all speed, but Black must win back the pawn at least or will lose the endgame. Generally, the *Two Knights'* leads to more prospects for Black than the *Giuoco Piano*.

[[Read more about Two Knights' Defence](#)]

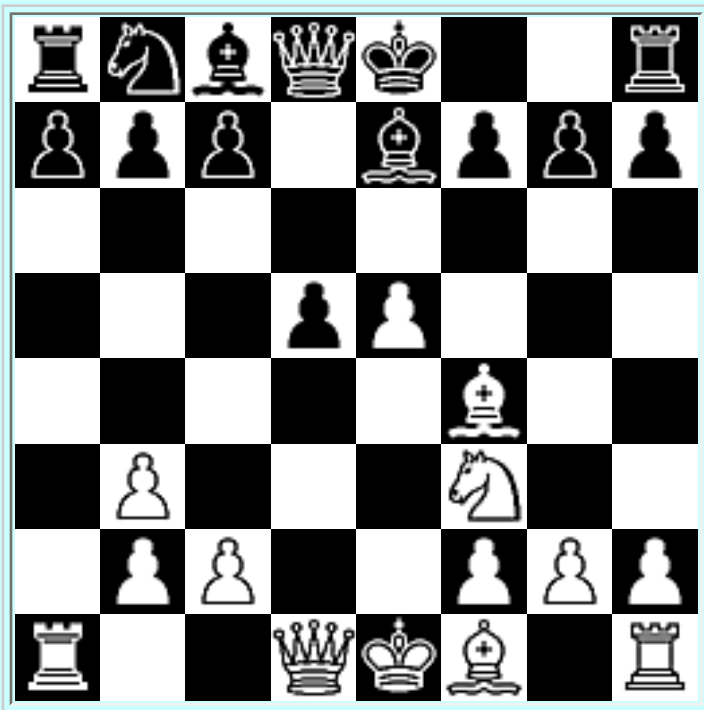
Petroff (Petrov) Defence (Russian Game)

1 e4, e5; 2 Nf3, Nf6



[Diag. 1] This is the most basic challenge to White: simple symmetry. This cannot actually be pursued for any longer than the second move, for **3 Nxe5, Nxe4? 4 Qe2** wins. Black can instead win the pawn back after 3...d6, and White hopes to show that the time Black spends can be used to gain a useful lead in development and/or gain of space. If White can do this and make it stick the game should go against Black, but Black will hope to catch up quickly with a probable draw in sight.

EXAMPLE LINE: 1. e4 e5 2. Nf3 Nf6 3. d4 Nxe4 4. dxe5 d5 5. Nbd2 Nc5 6. Nb3 Nxb3 7. axb3 Be7 8. Bf4



[Diag.2] Here the classic Petroff battle is still being fought. White is trying to sieze space and keep the Black pieces on the hop; Black is trying to complete development while hanging on to enough of the centre to achieve level chances. The Petroff has a drawish reputation but White has a choice of active lines, including this **3 d4**.

[[Read more about Petroff's Defence](#)]

Back to [Chess Coaching Page](#)



This document (openings.html) was last modified on 17 Dec 97 by

[Dr. Dave](#)

Exeter Chess Club: The Italian Game for beginners

The Giuoco Piano and Evans' Gambit

Giuoco Piano

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - X - + -
- + b + p + - +
+ - P - + n + -
p P - P - P p P
R n B q K - + r
```

Evans' Gambit

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - X - + -
- P b + p + - +
+ - + - + n + -
p + p P - P p P
R n B q K - + r
```

An Exeter Junior Chess Club booklet

Edition 3.18, April, 96

Bibliography:

Kasparov/Keene, *Batsford Chess Openings*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Walker, *Chess Openings for Juniors*

Various magazines and other books

Introduction

This is an updated and expanded version of a booklet first written in 1994. The major change is the conversion of the 'example games' section to a much larger 'ideas and traps' section.

The trouble with the Giuoco Piano (is the Giuoco Pianissimo)

The name *Giuoco Piano* means 'quiet game', but it is not really quiet. When it got its name, people were still playing the bloodthirsty variations of the King's Gambit like the *Muzio Gambit* (1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. O-O gxf3 6. Qxf3). Compared to that, I suppose the Giuoco Piano **is** quiet! But there is a variation to be avoided, which is the *Giuoco Pianissimo*. That means 'very quiet game'.

It looks like this:

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

```

t + l D j + - T
X x X - + x X x
- + s X - S - +
+ - L - X - + -
- + b + p + - +
+ - N p + n + -
p P p + - P p P

```

R - B ♗ K - + r

Junior players can usually get to this point safely but often don't really enjoy the game that results. The position is blocked, the sides are equal and it's hard to get things going. It can take a long time to beat worse players because things are so solid. Also, it may be that almost every game you play ends up something like this, and perhaps you would like some variety.

Why does this go wrong? Well, you should know that Plan A in the opening (for White and Black) is to play e4 and d4. If you both play sensibly 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 White cannot play d4, so you both continue sensibly 4. Nc3 Nf6 5. d3 d6. Which is where we came in. If you really want to play like this, see the last section, but I don't think it's a good way to play.

Knowing this can happen, you need to know the two great ways to avoid it, which lead to open exciting games:

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - X - + -
- + b + p + - +
+ - P - + n + -
p P - P - P p P
R n B ♗ K - + r
```

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4.c3

This is the main line of the Giuoco Piano. The idea is to play c3, d4 and only after ...exd4,cxd4 do you play Nc3. You then have your old-fashioned centre and good prospects of a quick attack down the centre or on the K-side. I often call this **Plan A**.

Black can use the temporary weakness of e4 to play 4...Nf6 when it is difficult to stop Black upsetting your plan a little.

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
```

+ - L - X - + -
- P b + p + - +
+ - + - + n + -
p + p P - P p P
R n B q K - + r

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

This is the Evans' Gambit, the "*gift of the gods to a languishing chess world*". After 4...Bxb4, 5. c3 Bc5 6. d4 you have gained a move on Plan A, although you are a Pawn down. The Evans' is more dangerous than the Giuoco Piano - for both sides!

Enterprising chess players still occasionally trot this one out at master level: Bobby Fischer and John Nunn have played it with success.

So, let's have a look at some ideas in these more exciting lines. I'll show you

1. first, the basic ideas
2. secondly, some important traps
3. lastly, some variations

You should read and play over the examples with a board, and do them in the order above: (1) ideas, (2) traps, and only then (3) variations. This is how to study any opening.

Basic ideas in the Italian Game

I've described some of them above.

bring your Bishop onto the a2-g8 diagonal, eyeing up the tender f7 point

play c2-c3 and d2-d4 to take over the **centre**

develop your other pieces **rapidly**, bring your King's Rook to e1. If you have a lead in development, **break open lines** to get at the Black position

keep the opponent's pieces from settling with **central pawn stabs**. Usually we say, don't make time-wasting pawn moves, like h2-h3. But if you play e4-e5 attacking a Knight on f6, the Knight has to move, and so you haven't given Black a chance to catch up in development, and you may have dislodged an important defender. It's odd that, because Pawns are worth the least, nothing can resist their attacks!

try and catch the opponent's **King in the middle**, or, if it escapes by castling, **attack on the King's-side**.. Usually, only the Evans' Gambit and Moller Attack in the Giuoco Piano are fast enough to catch the King in the middle.

if your attack doesn't come about, fast development and siezing the central files may give you an **advantage in the endgame**

Because the basic layout is similar for both sides, some of these ideas also apply to playing Black: in addition Black should strive for:

rapid **development**

castle into safety

counter with ...**d5**

play for **counterattack** on the King's-side or an **endgame advantage** First, I'll show you an example game which includes the ideas I have listed above.

All the basic ideas: White,R - Al Marif,S [C51 Evans' Gambit] (London LB), 1990

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. O-O!? d6 7. d4 exd4 8. cxd4

```
t + l D j + s T
X x X - + x X x
- + s X - + - +
+ - L - + - + -
- + b P p + - +
```

```

+ - + - + n + -
p + - + - P p P
R n B q + r K -

```

Central advantage: the Plan A pawn centre with **good development**.

8...Bb6 9. Re1

The Rook comes to e1, giving the King a Hard Stare.

9...Bg4

```

t + - D j + s T
X x X - + x X x
- L s X - + - +
+ - + - + - + -
- + b P p + l +
+ - + - + n + -
p + - + - P p P
R n B q R - K -

```

White's next points both Bishops at the King's-side.

10. Bb2 Qf6 11. e5 dxe5 12. dxe5

```

t + - + j + s T
X x X - + x X x
- L s + - D - +
+ - + - P - + -
- + b + - + l +
+ - + - + n + -
p B - + - P p P
R n + q R - K -

```

Raiding by centre pawns. The Pawn wins time by the attack on the Queen, and then **breaks open lines** by a further step forward.

12... Qf4 13. e6 Bxf3

Black hopes to gain time by taking a piece with an attack on the Queen.

```
t + - + j + s T
X x X - + x X x
- L s + p + - +
+ - + - + - + -
- + b + - D - +
+ - + - + l + -
p B - + - P p P
R n + q R - K -
```

14. exf7+

Not a bit of it! - Check stops everything. In fact White never moves the Queen or takes the Bishop!

```
t + - + j + s T
X x X - + p X x
- L s + - + - +
+ - + - + - + -
- + b + - D - +
+ - + - + l + -
p B - + - P p P
R n + q R - K -
```

Attack on f7 along the "*Italian Diagonal*"

14... Kf8 15. fxg8=Q+ Rxf8 16. Ba3+ Ne7 17. Bxe7+

```
t + - + - J t +
X x X - B - X x
- L - + - + - +
+ - + - + - + -
- + b + - D - +
```



```

+ - + - + l + -
p + - + - P p P
R n + q R - K -

```

The **King caught in the middle**. Black resigns... **1-0**

An exciting game! Let's have a look at each of these ideas again in actual play, and how to play when you are Black.

Ideas mainly for White

Develop rapidly and take over the centre

You should know this idea already. Get your pieces out and fighting - if they are on the back rank you might as well not have them! And of course, they are most effective in the centre.

The way to take over the centre is with your e- and d-pawns. These pawns can make little steps down the middle towards the Black King, and on the way stamp on the toes of the Black pieces to make them jump out of the way!

The raid with central pawns: Boleslavsky - Scitov [C54 Giuoco Piano] (Moscow) 1933

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb6

```

t + l D j + - T
X x X x + x X x
- L s + - S - +
+ - + - + - + -
- + b P p + - +
+ - + - + n + -
p P - + - P p P

```

R n B q K - + r

This move gives White too much of a free hand. The "Plan A" pawn centre just rolls over the Black position.

7. e5 Stamp!

7...Ng4 8. h3 Stamp!

8...Nh6 9. d5 Stamp!

9...Ne7 10. d6 Stamp!

10...Ng6

The Pawns have marched forward, causing the Black pieces to scatter. Time to develop a piece...

11. Bg5 f6

```

t + l D j + - T
X x X x + - X x
- L - P - X s S
+ - + - P - B -
- + b + - + - +
+ - + - + n + p
p P - + - P p +
R n + q K - + r
    
```

12. exf6 gxf6

White can win a piece, but:

13. Qe2+ Kf8 14. Bxh6# 1-0

Isn't that better than the Giuoco Pianissimo?

The raid with central pawns: Morphy, Paul - Laroche, H [Evans' Gambit, C52] Paris, 1859

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 Nf6

```
t + l D j + - T
X x X x + x X x
- + s + - S - +
L - + - X - + -
- + b P p + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r
```

Now a little Pawn stab.

7. dxe5 Ng4 8. Bg5 f6 9. exf6 Nxf6 10. e5

```
t + l D j + - T
X x X x + - X x
- + s + - S - +
L - + - P - B -
- + b + - + - +
+ - P - + n + -
p + - + - P p P
R n + q K - + r
```

Another awkward Pawn raid.

10... h6 11. exf6 hxg5 12. fxg7 Qe7+ 13. Qe2 1-0

The raid with central pawns: Morphy, Paul(bl_sim) - Cunningham [Giuoco Piano, C54] London, 1859

1. e4 e5 2. Bc4 Bc5 3. c3 Nc6 4. Nf3 Nf6 5. d4 exd4 6. e5 Qe7 7. O-O Ng8
8. cxd4 Bb6 9. d5

```
t + l + j + s T
X x X x D x X x
- L s + - + - +
+ - + p P - + -
- + b + - + - +
+ - + - + n + -
p P - + - P p P
R n B q + r K -
```

This we would call a *central pawn roller*.

9... Qc5 10. Na3 Nd4 11. Be3 Nxf3+ 12. Qxf3 Qf8 13. Bxb6 axb6 14. Nb5
Kd8 15. Rac1

```
t + l J - D s T
+ x X x + x X x
- X - + - + - +
+ n + p P - + -
- + b + - + - +
+ - + - + q + -
p P - + - P p P
+ - R - + r K -
```

Black is getting squashed by those Pawns.

15... d6 16. exd6 cxd6 17. Qe3 Ra6 18. Nc7 Qe7

```
- + l J - + s T
+ x N - D x X x
```

```

t X - X - + - +
+ - + p + - + -
- + b + - + - +
+ - + - Q - + -
p P - + - P p P
+ - R - + r K -
    
```

Black wants to exchange Queens.

19. Ne6+! fxe6 20. Bxa6 Bd7 21. Bb5 Ke8 22. dxe6 Nf6 23. Rc8+ 1-0

Central advantage: Bastian,Herbert - Eng,Holger (10) [Giuoco Piano, C54] Bad Neuenahr ch-DE, 1984

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. Qb3 Nce7 11. O-O O-O 12. Rfe1

```

t + l D - T j +
X x X - S x X x
- + - + - + - +
+ - + s + - + -
- + b P - + - +
+ q + - + n + -
p P - N - P p P
R - + - R - K -
    
```

This is the Main line position. Most of the Pawns have disappeared, but Black must be careful not to let the White pieces dominate the central squares and the e-file.

12... Nb6 13. Bd3 Bf5 14. Rxe7 Bxd3 15. Rae1 Bg6 16. Nh4 Nc8

```

t + s D - T j +
X x X - R x X x
- + - + - + l +
+ - + - + - + -
    
```

```

- + - P - + - N
+ q + - + - + -
p P - N - P p P
+ - + - R - K -
    
```

White has far more active pieces and control of the e-file. This is an easy game to understand, and, hopefully, imitate.

17. Nxg6 hxg6 18. R7e5 Qxd4 19. Nf3 Qd7 20. Ng5 Nd6

```

t + - + - T j +
X x X d + x X -
- + - S - + x +
+ - + - R - N -
- + - + - + - +
+ q + - + - + -
p P - + - P p P
+ - + - R - K -
    
```

Black is starting to get sorted out but White's next move tempts the f-pawn to move...

21. Qb4 f6 22. Re7 Qb5 23. Rxg7+ Kxg7 24. Re7+ Rf7 25. Rxf7+ Nxf7 26. Ne6+ 1-0

Catch the Black King in the middle

As I said, this is mostly an idea for the Evans' Gambit. White's pieces charge out before Black can play ... Nf6 and ...O-O, and before the defence can get organised.

The King caught in the middle (and Central advantage): Morphy - Hampton, H [Evans' Gambit, C52] (London) 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. O-O d6 7. d4 exd4

8. cxd4 Bb6 9. Nc3

```

t + l D j + s T
X x X - + x X x
- L s X - + - +
+ - + - + - + -
- + b P p + - +
+ - N - + n + -
p + - + - P p P
R - B q + r K -

```

This simple developing move is best, but not much played before Morphy. Instead they used to rush with *9. d5* or hesitate with *9. h3*.

9... Nf6 10. e5 dxe5 11. Ba3

Stops the Black King castling.

11...Bg4 12. Qb3 Bh5 13. dxe5 Ng4 14. Rad1 Qc8

```

t + d + j + - T
X x X - + x X x
- L s + - + - +
+ - + - P - + l
- + b + - + s +
B q N - + n + -
p + - + - P p P
+ - + r + r K -

```

White has a model position, while Black's pieces are disorganised and the King vulnerable.

15. e6 f6 16. Qb5 Bg6 17. Bd5 1-0

King caught in the middle: Fischer - Fine RH [Evans' Gambit, C52] (New York) 1963

This game was played as a 'friendly' game at Fine's house.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O dxc3

"A little too greedy", said **Modern Chess Openings**, and Fischer agreed.

8. Qb3 Qe7 9. Nxc3

```
t + l + j + s T
X x X x D x X x
- + s + - + - +
L - + - + - + -
- + b + p + - +
+ q N - + n + -
p + - + - P p P
R - B - + r K -
```

White has a massive lead in development. Now *9...Qb4* is the most awkward. Fischer's reply does not lose time because Black must respond to the attack on the Queen, and, after the exchange, the Knight.

9... Nf6 10. Nd5 Nxd5 11. exd5 Ne5 12. Nxe5 Qxe5 13. Bb2 Qg5

```
t + l + j + - T
X x X x + x X x
- + - + - + - +
L - + p + - D -
- + b + - + - +
+ q + - + - + -
p B - + - P p P
R - + - + r K -
```

Fischer now finds a nice deflecting move.

14. h4 Qxh4 15. Bxg7 Rg8 16. Rfe1+ Kd8 17. Qg3


```

t + l J - + t +
X x X x + x B x
- + - + - + - +
L - + p + - + -
- + b + - + - D
+ - + - + - Q -
p + - + - P p +
R - + - R - K -

```

1-0

Another, conclusive deflection. The Black Queen cannot defend the f6 square, so if *17...Qg3 18. Bf6 mate*.

King
 caught in the middle: Anderssen,Adolf - Dufresne,J [Evans' Gambit, C52]
 Berlin 'Evergreen', 1852

This is a very famous game, published in newspapers all over the world at the time.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O d3 8.

Qb3 Qf6 9. e5 Qg6 10. Re1 Nge7 11. Ba3 b5 12. Qxb5 Rb8 13. Qa4 Bb6 14. Nbd2 Bb7 15. Ne4 Qf5 16. Bxd3 Qh5 17. Nf6+ gxf6 18. exf6 Rg8

```

- T - + j + t +
X l X x S x + x
- L s + - P - +
+ - + - + - + d
q + - + - + - +
B - P b + n + -

```

```

p + - + - P p P
R - + - R - K -

```

In playing his next move, Anderssen must have seen the mate at the end. Superb!

19. Rad1 Qxf3 20. Rxe7+ Nxe7 21. Qxd7+ Kxd7 22. Bf5+ Ke8 23. Bd7+ Kf8 24. Bxe7# 1-0

King caught in the middle: Romero Holmes,Alfonse - Estremera Panos,Serg [Giuoco Piano, C54] Leon, 1989

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. b4

```

t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - L - + - + -
- P b X p + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r

```

An unusual line.

6... Bb6 7. e5 d5 8. exf6 dxc4 9. b5 Na5

```

t + l D j + - T
X x X - + x X x
- L - + - P - +
S p + - + - + -
- + x X - + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r

```

White has yet to show anything for his efforts.

10. Qe2+ Be6 11. fxg7 Rg8 12. Nxd4 Bxd4 13. cxd4 Qxd4 14. Bb2

```

t + - + j + t +
X x X - + x P x
- + - + l + - +
S p + - + - + -
- + x D - + - +
+ - + - + - + -
p B - + q P p P
R n + - K - + r
    
```

This move hangs on to the g-pawn, without which Black would be OK. It's still all very muddy!

14... Qd3 15. Bf6 Qg6 16. Qf3 Rxc7 17. Nd2

```

t + - + j + - +
X x X - + x T x
- + - + l B d +
S p + - + - + -
- + x + - + - +
+ - + - + q + -
p + - N - P p P
R - + - K - + r
    
```

Black jumps at a loose Pawn...

17... Qxc7 18. Qa3 1-0

The King's-side attack.

Of course, if Black is not greedy you may see the Black King flee to the King's-side. But all the things that make the attack on the uncastled King work - better development, central control and open lines - also make a King's-side attack work!

King's-side

attack: Morphy,Paul - Amateur [Giuoco Piano, C51] London, 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. d4 exd4 7. cxd4 Bb6 8. Bg5 Nge7 9. Nc3 O-O 10. d5 Na5

```
t + l D - T j +
X x X x S x X x
```

```
- L - + - + - +
S - + p + - B -
- + b + p + - +
+ - N - + n + -
p + - + - P p P
R - + q K - + r
```

Black has castled, but White is still out get the King.

11. d6 cxd6 12. Nd5 Nac6 13. Nxe7+ Nxe7 14. Qxd6 Re8 15. Rc1 Ba5+

```
t + l D t + j +
X x + x S x X x
- + - Q - + - +
L - + - + - B -
- + b + p + - +
+ - + - + n + -
p + - + - P p P
+ - R - K - + r
```

White's next move is an important one: he will have to win the game without his King's Rook!

16. Kf1 Kf8 17. Qf4 d5 18. Bb5 Bd7 19. Ne5

```
t + - D t J - +
X x + l S x X x
- + - + - + - +
L b + x N - B -
- + - + p Q - +
+ - + - + - + -
p + - + - P p P
+ - R - + k + r
```

A well-judged sacrifice.

19... Bxb5+ 20. Kg1 f5 21. exf5 Qb6 22. f6 Ng8 23. f7 Rec8 24. fxg8=Q+ Kxg8 25. Qf7+

```
t + t + - + j +
X x + - + q X x
- D - + - + - +
L l + x N - B -
- + - + - + - +
+ - + - + - + -
p + - + - P p P
+ - R - + - K r
```

White has got his attack going nicely now.

25... Kh8 26. Rxc8+ Rxc8 27. Qxd5 h6 28. Nf7+ Kh7 29. Qf5+ Qg6 30. Qxc8 Qb1+ 31. Qc1 Qf5 32. Be3 Qxf7 33. Qb1+ 1-0

Littlewood

- Paish (Blindfold)1993

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. Qb3! Nce7 11. O-O O-O

12. Rfe1 c6 13. a4

Fritz knows about several alternatives here: h6, Qb6,Qb7, Rb8, b6 and so

on. Littlewood's opponent found a new one, but the decentralising ... Qa5 does little towards getting Black's position sorted.

13... Qa5 14. Ne4 Rd8 15. Ne5 Nf5 16. Qd3 Be6 17. Ng5 g6 18. Qh3 Nd6 19. Qxh7+

```
t + - T - + j +
X x + - + x + q
- + x S l + x +
D - + s N - N -
p + b P - + - +
+ - + - + - + -
- P - + - P p P
R - + - R - K -
```

The entry of the Queen decides.

19... Kf8 20. Nxe6+ fxe6 21. Bxd5 and Nxg6+ 1-0

This was one of eight games played blindfold by Paul - that is, he played by calling out moves to eight opponents, each of whom had a board!

King's-side attack: Euwe,Max - O'Hanlon,John [Giuoco Piano, C54] Hastings, 1919

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4
8. O-O Bxc3 9. d5 Bf6 10. Re1 Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxg5 O-O

```
t + l D - T j +  
X x X - S x X x  
- + - X - + - +  
+ - + p + - N -  
- + b + r + - +  
+ - + - + - + -  
p P - + - P p P  
R - + q + - K -
```

White now plays a break-up sacrifice.

14. Nxh7! Kxh7 15. Rh4+ Kg8 16. Qh5 f5 17. Re1 Ng6 18. Rh3 f4 19. Re6 Rf6

```
t + l D - + j +
X x X - + - X -
- + - X r T s +
+ - + p + - + q
- + b + - X - +
+ - + - + - + r
p P - + - P p P
+ - + - + - K -
```

Black has no time to organise a defence of all of his weaknesses.

20. Qh7+ Kf8 21. Qh8+ Nxh8 22. Rxh8+ Kf7 23. Rxd8 c6 24. Ree8 Bd7 25. dxc6+ Be6 26. Bxe6+ Rxe6 27. Rxa8 Rxe8 28. Rxe8 Kxe8 29. cxb7 1-0

The Fried Liver raid: Morphy, Paul(bl_sim) - Forde, A [Evans' Gambit, C52] New Orleans, 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Nge7 7. Ng5 d5 8. exd5 Nxd5

```
t + l D j + - T
X x X - + x X x
- + s + - + - +
L - + s X - N -
```



```
- + b + - + - +
+ - P - + - + -
p + - P - P p P
R n B q + r K -
```

You may know the Fried Liver Attack - here is a version of it in the Evans' Gambit.

9. Nxf7 Kxf7 10. Qf3+ Ke6 11. Ba3 Bb6 12. Re1 Na5

```
t + l D - + - T
X x X - + - X x
- L - + j + - +
S - + s X - + -
- + b + - + - +
B - P - + q + -
p + - P - P p P
R n + - R - K -
```

How can White get at the King?

13. Rxe5+! Kxe5 14. d4+ Ke6 15. g4 g6 16. Qe4+ Kf7 17. Bxd5+ Kg7 18. Be7 Re8 19. Qe5+ Kh6 20. g5+ Kh5 21. Bf3+ Bg4 22. Qg3 Qd7 23. Qh3# 1-0

This too was one of a number of games played by Morphy without sight of the board.

The Queen's-side attack.

Black's Queen's-side may be late coming out, and may be a target for a direct attack by e.g. Qd1-b3xb7. But if the Black King cannot feel entirely safe on the King's-side, and not at all in the centre, perhaps your opponent will castle Queen's-side? This is usually easier to attack than the King's-side, because you won't mind moving your Queen's-side Pawns forward!

Move
to the Queen's-side: Szecsi - Szarka [Giuoco Piano, C54] cr, 1987

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5 Bf6 10. Re1 Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxc3 h6 14. Qe2 hxg5 15. Re1 Be6 16. dxe6 f6 17. Re3 c6 18. Rh3 Rxh3 19. gxh3 g6 20. b4

t + - D j + - +

X x + - S - + -
 - + x X p X x +
 + - + - + - X -
 - P b + - + - +
 + - + - + - + p
 p + - + q P - P
 + - + - R - K -

This move is quite cute: White realises Black will castle Queen's-side, and so arranges a welcome for the Black King...

20... Qb6 21. Qb2 O-O-O

Told you!

**22. b5 Rf8 23. a4 Qa5 24. Rc1 Qxa4 25. bxc6 b6 26. Bb5 Qe4 27. c7 Kb7
28.
Qa3 a5 29. Qxd6**

```
- + - + - T - +  
+ j P - S - + -  
- X - Q p X x +  
X b + - + - X -  
- + - + d + - +  
+ - + - + - + p  
- + - + - P - P  
+ - R - + - K -
```

Black is cut to shreds. It's an interesting point that this was played in recent years by post, so Black had plenty of time to work out the best opening variation and the best defence to the attack!

1-0

Ideas for Black

Of course, you need to know how to play the Black side of the Italian Game.

Hit back with ...d5

This is the most important idea. Black's problems in the games we have looked at stem from (a) poor development, (b) poor control over the centre.

The ...d5 break is crucial, releasing the Bc8 and getting a share of the centre (or at least breaking up White's pawns). This goes some way to solving both problems. If you can play ...d5 as Black without immediate disaster you usually get an even game at least.

Black hits back with ...d5: Marache,N - Morphy,Paul [Evans' Gambit, C52] New York, 1857

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. e5

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
```

```
L - + - P - + -
- + b X - + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r
```

White swings a punch into the air. Black responds with one on the chin.

7... d5 8. exd6 Qxd6 9. O-O Nge7 10. Ng5 O-O 11. Bd3

```
t + l + - T j +
X x X - S x X x
- + s D - + - +
L - + - + - N -
- + - X - + - +
+ - P b + - + -
p + - + - P p P
R n B q + r K -
```

White has no reason to expect these attacking gestures to succeed. Black sensibly develops, connecting the Rooks, and soon moves over to the attack.

11... Bf5 12. Bxf5 Nxf5 13. Ba3 Qg6 14. Bxf8 Qxg5 15. Ba3 dxc3 16. Bc1 Qg6 17. Bf4 Rd8 18. Qc2 Ncd4 19. Qe4

```
- + - T - + j +
X x X - + x X x
- + - + - + d +
L - + - + s + -
```

```

- + - S q B - +
+ - X - + - + -
p + - + - P p P
R n + - + r K -

```

19... Ng3! 0-1

Black hits back with ...d5: Treiber,Timo - Kurz,Ralf (07) [Giuoco Piano, C54] Baden Baden, 1990

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4
8. O-O Bxc3 9. d5 Bf6 10. dxc6 bxc6 11. Re1

```

t + l D j + - T
X - X x + x X x
- + x + - L - +
+ - + - + - + -
- + b + s + - +
+ - + - + n + -
p P - + - P p P
R - B q R - K -

```

Black whips the King out of the way of the Rook...

11... O-O 12. Rxe4

```
t + l D - T j +
X - X x + x X x
- + x + - L - +
+ - + - + - + -
- + b + r + - +
+ - + - + n + -
p P - + - P p P
R - B q + - K -
```

12... d5

...And the ...d5 blow recovers the piece.

13. Rf4 dxc4 14. Qa4 c3 15. bxc3 Bxc3 16. Rb1 Qd3

```
t + l + - T j +
X - X - + x X x
- + x + - + - +
+ - + - + - + -
q + - + - R - +
+ - L d + n + -
p + - + - P p P
+ r B - + - K -
```

White is getting into a right mess.

17. Rbb4

[17. Qb3 Rb8 18. Rd4 Rxb3 19. Rxd3 Rxb1]

17... Ba6 18. Rbc4 Bxc4 19. Rxc4 Rab8 0-1

Catch the White King in the middle

If you are developing as fast as you can, and White isn't, you may find that you are ahead in development. In this case you have every right to attack the White King, and if this is still in the middle, so much the better!

Black catches the King in the middle: Noa,Josef - Kopylov [Evans' Gambit, C52] Leningrad, 1937

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 d6 7. Bg5 Nf6 8. Qa4 exd4 9. Nxd4 Bb6 10. Bb5 O-O 11. Nxc6 bxc6 12. Bxc6

```
t + l D - T j +
X - X - + x X x
- L b X - S - +
+ - + - + - B -
q + - + p + - +
+ - P - + - + -
p + - + - P p P
R n + - K - + r
```


White has tried to cash in straight away before completing development.

12... Bxf2+ 13. Ke2

[13. Kxf2 Ng4+ 14. Kf1 Qxg5 15. Bxa8 Qc1+ 16. Ke2 Qxh1]

13... Rb8 14. Rf1 Rb2+ 15. Nd2

```

- + l D - T j +
X - X - + x X x
- + b X - S - +
+ - + - + - B -
q + - + p + - +
+ - P - + - + -
p T - N k L p P
R - + - + r + -

```

Black now finds a neat move to exploit White's loose position.

15... Nxe4! 16. Qxe4 Qxg5 17. Kxf2 Bf5 18. Qf3 Bg4 19. Qe4 d5 0-1

Counterattack on the White King's-side

Similarly, if you are ahead in development or have some other

advantage, you
 can (and should!) think about a King's-side attack.

Black's King's-side counterattack: Mongredien,A - Morphy,Paul (07) [Evans' Gambit, C52] Paris m, 1859

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Nf6 7. d4 O-O

```

t + l D - T j +
X x X x + x X x
- + s + - S - +
L - + - X - + -
- + b P p + - +
+ - P - + n + -
p + - + - P p P
R n B q + r K -
    
```

White tries a pawn stab, but things are pretty solid. No quick raid will be possible, which is bad news for the Gambit player.

8. d5 Ne7 9. Qd3 d6 10. h3 Ng6 11. Nh2 Nh5 12. Bb3 Ngf4 13. Bxf4 Nxf4 14. Qf3 f5

```

t + l D - T j +
    
```

```
X x X - + - X x
- + - X - + - +
L - + p X x + -
- + - + p S - +
+ b P - + q + p
p + - + - P p N
R n + - + r K -
```

This move announces to White that it is Black who holds the initiative.

15. exf5 Bxf5 16. g4 Bd3 17. Qe3 Bb6 18. Qd2 Qh4 0-1

Black's King's-side counterattack: Saint Amant - Morphy, Paul [Giuoco Piano, C54] Paris, 1858

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2
Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. O-O O-O**

```
t + l D - T j +
X x X - + x X x
- + s + - + - +
+ - + s + - + -
- + b P - + - +
+ - + - + n + -
p P - N - P p P
R - + q + r K -
```

White follows the limp 10. O-O with a time-wasting and weakening Pawn move.

11. h3 Nf4 12. Kh2 Nxd4 13. Nxd4 Qxd4 14. Qc2 Qd6

```

t + l + - T j +
X x X - + x X x
- + - D - + - +
+ - + - + - + -
- + b + - S - +
+ - + - + - + p
p P q N - P p K
R - + - + r + -

```

Threatening several nasties.

15. Kh1 Qh6 16. Qc3 Bf5 17. Kh2 Rad8 18. Rad1

```

- + - T - T j +
X x X - + x X x
- + - + - + - D
+ - + - + l + -
- + b + - S - +
+ - Q - + - + p
p P - N - P p K
+ - + r + r + -

```

"And now for my last trick:"

18... Bxh3 19. gxh3 Rd3 20. Qxd3 Nxd3 21. Bxd3 Qd6+ 22. f4 Qxd3 0-1

Black's chances in the endgame

It is actually quite difficult to take over the attack and mate White. This is nearly always true if the Queens are exchanged. But very often, once White's initiative blows itself out, you may be left with better placed pieces. Then there may be open lines that you can use to attack White Pawns. White may have given up a pawn for the attack, or may have advanced one or two Pawns beyond easy reach of White's pieces, but within easy reach of yours. Then Black can look forward to a very promising endgame.

Black's endgame chances: Hammond,G - Morphy,Paul [Giuoco Piano, C54] New York, 1857

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. e5

```
t + l D j + - T
X x X x + x X x
```

```

- + s + - S - +
+ - L - P - + -
- + b X - + - +
+ - P - + n + -
p P - + - P p P
R n B q K - + r

```

As ever, Black must hit back hard:

6... d5 7. Bb3 Ne4 8. cxd4 Bb6 9. O-O Bg4 10. Be3 O-O 11. Qd3 Bxf3 12. gxf3 Ng5 13. Qf5

```

t + - D - T j +
X x X - + x X x
- L s + - + - +
+ - + x P q S -
- + - P - + - +
+ b + - B p + -
p P - + - P - P
R n + - + r K -

```

White is doing his best to attack.

13... Nxd4 14. Bxd4 Bxd4 15. Nc3 g6 16. Qg4 h5 17. Qg2 Bxe5 18. Nxd5 c6 19. Rfe1 Re8 20. f4 cxd5 21. fxe5 Ne6 22. Qxd5 Qxd5 23. Bxd5 Nf4 24. Bxb7 Rab8 25. Bc6 Re6 26. Bd7 Re7 27. Rad1 Rxb2

```

- + - + - + j +
X - + b T x + -

```

```
- + - + - + x +  
+ - + - P - + x  
- + - + - S - +  
+ - + - + - + -  
p T - + - P - P  
+ - + r R - K -
```

The attack has blown out leaving Black's pieces very well placed.
White is
losing at least a Pawn...

28. Re4? Rxd7 0-1

...if not the game!

Some traps in the Italian Game

I hope that's given you a feel for the way to play these positions.
Now I'd
like to look at some specific variations, because in these lively
lines you
have to watch your step! Here are some of the most important traps,
the
tactical ideas behind some of the main lines.

These are taken `wholemeal' (rather than piecemeal) from Znosko-
Borovsky's
Traps on the Chessboard. I think this is out of print (I have a 1940s
copy) but worth trying to find if you read *descriptive notation*. In
fact, that goes for all Z-B's books! Many of them are issued in
inexpensive

editions by Dover.

A poor line for White in the Closed Variation of the Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. O-O?!

[5. d4 is best]

5... d6 6. d4 Bb6 7. h3 Nf6 8. dxe5?!

Just because your opponent plays slowly doesn't mean you can relax.

[8. d5 may have been better]

8... Nxe5 9. Nxe5 Qxe5 10. Nd2

```
t + l + j + - T
X x X - + x X x
- L - X - S - +
+ - + - D - + -
- + b + p + - +
+ - P - + - + p
p P - N - P p +
R - B q + r K -
```


White has done everything possible to encourage Black!

**10... Bxh3 11. gxh3 Qg3+ 12. Kh1 Qxh3+ 13. Kg1 Ng4 14. Nf3 Qg3+ 15.
Kh1
Bxf2**

--+

Another trap in the Closed Variation of the Giuoco Piano

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. O-O?! d6 6. d4 Bb6 7. Bg5 f6?!
8. Bh4 g5?! 9. Nxc6 fxg5**

I said above that you usually can't afford to do this in front of your castled King. It's also not safe in front of your uncastled King!

10. Qh5+ Kd8 11. Bxg5

```
t + l J - + s T
X x X - D - + x
- L s X - + - +
+ - + - X - B q
- + b P p + - +
+ - P - + - + -
p P - + - P p P
R n + - + r K -
```

Is White's attack worth a piece?

11... Nf6 12. Qh6 Rf8 13. f4 exd4

Else White fatally opens the f-file.

14. e5! dxc3+ 15. Kh1 cxb2

```
t + l J - T - +
X x X - D - + x
- L s X - S - Q
+ - + - P - B -
- + b + - P - +
+ - + - + - + -
p X - + - + p P
R n + - + r + k
```

16. exf6 Rxf6 17. Qxf6 bxa1=Q 18. Qxa1+-

Trap in the Main Line of the Giuoco Piano with 6. O-O

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O

White sometimes plays this uncommon alternative to avoid the main lines after 6. cxd4.

6...Nxe4?

[6...d6]

7. cxd4 Be7 8. d5 Nb8 9. Re1 Nd6 10. Bb3 O-O 11. Nc3 Ne8 12. d6

```
t S l D s T j +
X x X x L x X x
- + - P - + - +
+ - + - + - + -
- + - + - + - +
+ b N - + n + -
p P - + - P p P
R - B q R - K -
```

A very clever move.

12... cxd6

[12... Bxd6 13. Bg5 Nf6 14. Nd5 Nc6 15. Nxf6+ gxf6 16. Bh6+-]

[12... Nxd6 13. Rxe7 Qxe7 14. Bg5 Qe8 15. Qd3 Nc6 16. Re1+-]

13. Rxe7 Qxe7 14. Bg5 Nf6 15. Nd5 Qd8 16. Qd4 Nc6 17. Qh4+-

Trap in the Main Line of the Giuoco Piano with 6. O-O

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O O-O?

[again, 6...d6 is most reliable]

7. cxd4 Bb6 8. d5 Ne7 9. e5 Ne8 10. d6 cxd6 11. exd6 Ng6 12. Bg5 Nf6
13. Nc3 h6 14. Qd3

```
t + l D - T j +  
X x + x + x X -  
- L - P - S s X  
+ - + - + - B -  
- + b + - + - +  
+ - N q + n + -  
p P - + - P p P  
R - + - + r K -
```

A terrific example of the central pawn raid.

14... Kh7

[14... hxg5 15. Qxg6]

15. Bxf7! Rxf7 16. Ne5 hxg5 17. Qxg6+ Kg8 18. Qxf7+ +-

Trap in the Main Line of the Giuoco Piano with 6. O-O

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O dxc3

A little greedy.

7. e5

```
t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - L - P - + -
- + b + - + - +
+ - X - + n + -
p P - + - P p P
R n B q + r K -
```

Black's next is often the right idea, but doesn't work here because of the lag in development and castling.

7... d5 8. exf6 dxc4 9. Qxd8+ Nxd8 10. fxg7 Rg8 11. Nxc3 Rxg7 12. Bf4 Ne6 13. Rfe1 c6 14. Ne4 Be7 15. Rad1+/-

```
t + l + j + - +
X x + - L x T x
- + x + s + - +
+ - + - + - + -
- + x + n B - +
+ - + - + n + -
p P - + - P p P
+ - + r R - K -
```

could you win from here as White? Black cannot afford to play

15... Nxf4

because of

16. Nf6+ Kf8 17. Rd8+ Bxd8 18. Re8#

```
t + l L r J - +
X x + - + x T x
- + x + - N - +
+ - + - + - + -
- + x + - S - +
+ - + - + n + -
p P - + - P p P
+ - + - + - K -
```

Trap in the Main Line of the Giuoco Piano with 6. cxd4

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4

```
t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - L - + - + -
- + b P p + - +
+ - + - + n + -
p P - + - P p P
R n B q K - + r
```

This is the normal continuation.

6... Bb6?

This isn't! The Pawns push forward.

[6... Bb4+ is best]

7. d5 Ne7 8. e5 Ne4 9. d6 Nxf2 10. Qe2 Nxf1 11. Bg5

```
t + l D j + - T
X x X x S x X x
- L - P - + - +
+ - + - P - B -
- + b + - + - +
+ - + - + n + -
p P - + q + p P
R n + - K - + s
```

11... Bf2+

Black intends to get the Queen out via c7

12. Kd1!

[12. Kf1 Nf5 13. Bxd8

[or 13. Qe4 Nhg3+ 14. Kxf2 Nxe4+ 15. Ke1 Nxg5-+]

13... Ne3+ 14. Qxe3 Bxe3-/+ and Black is in the clear]

12... c5 13. Bxe7 Qb6 14. Ng5 Rf8 15. Qh5 g6 16. Qxh7+-

Trap in the Moller Attack

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4
8. O-O Bxc3 9. d5**

```
t + l D j + - T
X x X x + x X x
- + s + - + - +
+ - + p + - + -
```



```
- + b + s + - +  
+ - L - + n + -  
p P - + - P p P  
R - B q + r K -
```

The Moller Attack

9... Ne5?!

[9... Bf6!]

10. bxc3 Nxc4 11. Qd4 Ncd6?

[11... f5]

12. Qxg7 Qf6 13. Qxf6 Nxf6 14. Re1+

```
t + l + j + - T  
X x X x + x + x  
- + - S - S - +  
+ - + p + - + -  
- + - + - + - +  
+ - P - + n + -  
p + - + - P p P  
R - B - R - K -
```

14... Kf8

[14... Kd8 15. Bg5 Nde8 16. Rxe8+ Kxe8 17. Re1+! Kf8 18. Bh6+ Kg8 19. Re5 d6 20. Rg5#]

15. Bh6+ Kg8 16. Re5 Nfe4 17. Re1 f5 18. Re7+-

```
t + l + - + j T
X x X x R - + x
- + - S - + - B
+ - + p + x + -
- + - + s + - +
+ - P - + n + -
p + - + - P p P
+ - + - R - K -
```

"and wins", says Znosko-Borovsky. Have a go!

**18... a5 19. Nd4 b5 20. f3 Nxc3 21. Rg7+ Kf8 22. Rxd7+ Kg8 23. Rg7+ Kf8
24.
Rxc7+ Kg8 25. Rg7+ Kf8 26. Ra7+ Kg8 27. Rxa8 +-**

Bernstein's Trap in the Moller Attack

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3
Nxe4
8. O-O Nxc3 9. bxc3 Bxc3 10. Qb3**

```
t + l D j + - T
X x X x + x X x
- + s + - + - +
```

```
+ - + - + - + -  
- + b P - + - +  
+ q L - + n + -  
p + - + - P p P  
R - B - + r K -
```

10... Bxa1?

Black is being terribly greedy.

[10... d5 11. Bxd5 O-O 12. Bxf7+ Kh8 13. Qxc3 Rxf7 14. Ne5 Nxe5 15. dxe5 Be6<-/->]

11. Bxf7+ Kf8 12. Bg5 Ne7 13. Ne5 Bxd4 14. Bg6 d5 15. Qf3+ Bf5 16. Bxf5 Bxe5 17. Be6+ Bf6 18. Bxf6+-

Some Variations in the Italian Game

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

We will look at the Giuoco Piano with 4.c3, and Evans' Gambit with 4.b4.

A. Main line Giuoco Piano 4. c3

4... Nf6

The alternatives 4...Bb6, and 4...d6 give White a free hand. We'll have a look at 4...Bb6, the Closed Variation in section B later.

5. d4 exd4

```

t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - L - + - + -
- + b X p + - +
+ - P - + n + -
p P - + - P p P
R n B q K - + r

```

6. cxd4

White has alternatives:

[6. e5 d5 is no good]

[You might try one day 6. b4 Bb6 7. e5 d5 8. exf6 dxc4]

```

t + l D j + - T
X x X - + x X x

```

- L s + - P - +
+ - + - + - + -
- P x X - + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r

*For example 9. b5 Na5 10. Qe2+ Be6 11. fxg7 Rg8 12. Nxd4 Bxd4 13. cxd4 Qxd4
14. Bb2 Qd3 15. Bf6 Qg6 16. Qf3 Rxc7 17. Nd2 Qxc2 18. Qa3*

t + - + j + - +
X x X - + x T x
- + - + l B - +
S p + - + - + -
- + x + - + - +
Q - + - + - + -
p + - N - P d P
R - + - K - + r

which is wonderfully messy]

[Lastly, White has 6. O-O hoping for 6...dxc3 7. Nxc3 with a big lead in development. There are examples of this line in the section on Traps, but it is neglected in many books on the opening]

After 6. cxd4 Black must reply

6... Bb4+

[6... Bb6 does nothing to slow White's plan - see the game by Boleslavsky in the ideas section if you are not convinced!]

Now White can play the risky 7. Nc3 or the safe 7. Bd2.

Risky main line 7. Nc3

7. Nc3

```

t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - + - + - + -
- L b P p + - +
+ - N - + n + -
p P - + - P p P
R - B q K - + r
    
```

7... Nxe4

[Instead 7... d5 can be tried, which is probably not as good: e.g.

8. exd5 Nxd5 9. O-O Be6 10. Bg5 Be7 11. Bxd5 Bxd5 12. Nxd5 Qxd5 13. Bxe7 Nxe7 14. Re1 f6 15. Qe2 Qd7

```

t + - + j + - T
X x X d S - X x
- + - + - X - +
    
```

```

+ - + - + - + -
- + - P - + - +
+ - + - + n + -
p P - + q P p P
R - + - R - K -

```

Black's King is caught in the centre, and cannot easily leave.

Now White can try either:

16. Qe4 or

16. Rac1

*For example: 16. Rac1 c6 17. d5 cxd5 18. Nd4 Kf7 19. Ne6 Rhc8 20. Qg4 g6
 21. Ng5+ Ke8 22. Rxe7+ Kf8 23. Rf7+ Kg8 24. Rg7+ Kh8 25. Rxh7+ Kg8 26. Rg7
 + Kh8
 27. Qh4+ Kxg7 28. Qh7+ Kf8 29. Qh8+ Ke7 30. Qg7+ Ke8 31. Qg8+ Ke7 32. Qf7
 + Kd8
 33. Qf8+ Qe8 34. Nf7+ Kd7 35. Qd6#*

```

t + t + d + - +
X x + j + n + -
- + - Q - X x +
+ - + x + - + -
- + - + - + - +
+ - + - + - + -
p P - + - P p P
+ - R - + - K -

```

An attractive 'swallowtail mate' in a game which Fritz produced from memory]

White continues in bold style with

8. O-O

Black has a further choice:

8...Bxc3, the Moller attack

8...Nxc3, avoiding the Moller

We'll look at the avoiding line first, as it's such a good example of how quickly White can win in the Giuoco Piano.

Black avoids the Moller

8...Nxc3

```
t + l D j + - T
X x X x + x X x
- + s + - + - +
+ - + - + - + -
- L b P - + - +
+ - S - + n + -
p P - + - P p P
R - B q + r K -
```

White has to play

9. bxc3

when Black has another choice

Greedy 9...Bxc3

Safer 9...d5

Bernstein's line: greedy 9...Bxc3

```
t + l D j + - T
X x X x + x X x
- + s + - + - +
+ - + - + - + -
- + b P - + - +
+ - L - + n + -
p + - + - P p P
R - B q + r K -
```

Reply

10. Ba3

[10. Qb3 is also fun: see the Traps section]

```

t + l D j + - T
X x X x + x X x
- + s + - + - +
+ - + - + - + -
- + b P - + - +
B - L - + n + -
p + - + - P p P
R - + q + r K -

```

This is Bernstein's line, and Black no longer has a satisfactory reply. When I came across this line as a junior I fell in love with it, and always tried to play it.

The most important one to deal with is the most obvious:

10... Bxa1

11. Re1+ Ne7 12. Bxe7 Qxe7 13. Rxe7+ Kxe7 14. Qe1+ Kf8 15. Qxa1

```

t + l + - J - T
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + b P - + - +
+ - + - + n + -
p + - + - P p P
Q - + - + - K -

```

with extra material, and White's attack is far from over. Black must back out earlier.

10... d6

is also insufficient

11. Rc1 Ba5 12. Qa4 a6 13. Bd5 Bb6 14. Rxc6 Bd7 15. Re1+ Kf8 16. Rxd6 cxd6 17. Bxd6+ Kg8 18. Bxf7+ Kxf7 19. Qb3+ Kg6 20. Ne5+

```
t + - D - + - T
+ x + l + - X x
x L - B - + j +
+ - + - N - + -
- + - P - + - +
+ q + - + - + -
p + - + - P p P
+ - + - R - K -
```

20...Kf6 [20... Kh5 21. Qf3+ Kh6 22. Nf7+ Kg6 23. Nxd8 Bxd8 24. Qxb7]

21. Qf7+ Kg5 22. Qxg7+ Kh5 23. g4+ Bxg4 24. Qxg4+ Kh6 25. Nf7#

10... d5

Often a good idea but here is no good either:

**11. Bb5 Bxa1 12. Re1+ Be6 13. Qa4 Qc8 14. Bxc6+ bxc6 15. Qxc6+ Kd8
16. Ng5
Qb8**

```
  t D - J - + - T
X - X - + x X x
- + q + l + - +
+ - + x + - N -
- + - P - + - +
B - + - + - + -
p + - + - P p P
L - + - R - K -
```

10... Qf6

Not even close

11. Rc1 Bb4 12. Bxb4 Nxb4 13. Re1+

```
  t + l + j + - T
X x X x + x X x
- + - + - D - +
+ - + - + - + -
- S b P - + - +
+ - + - + n + -
p + - + - P p P
+ - R q R - K -
```

10... Ne7

best: the game might go

11. Qb3 d5 12. Qxc3 dxc4 13. Rfe1 Be6 14. Bxe7 Kxe7 15. d5 Qxd5 16. Rad1 Qc5 17. Re5 Qb6

```

t + - + - + - T
X x X - J x X x
- D - + l + - +
+ - + - R - + -
- + x + - + - +
+ - Q - + n + -
p + - + - P p P
+ - + r + - K -

```

White now can finish nicely:

18. Rxe6+ Qxe6

else Qxg7+ is terrible

19. Re1 Qxe1+ 20. Qxe1+ Kd8 21. Ne5

```

t + - J - + - T
X x X - + x X x
- + - + - + - +
+ - + - N - + -
- + x + - + - +
+ - + - + - + -
p + - + - P p P

```

+ - + - Q - K -

when White should be able to handle the Pawns, which lack support from the Rooks.

Bernstein: the safer 9... d5

```
t + l D j + - T
X x X - + x X x
- + s + - + - +
+ - + x + - + -
- L b P - + - +
+ - P - + n + -
p + - + - P p P
R - B q + r K -
```

This may be really where Black should back out.

10. cxb4 dxc4 11. Re1+

[A safer line for White here is 11. b5 Ne7 12. Ba3 O-O 13. Qe2 Re8 14. Qxc4]

11... Ne7

```
t + l D j + - T
X x X - S x X x
- + - + - + - +
+ - + - + - + -
- P x P - + - +
+ - + - + n + -
p + - + - P p P
R - B q R - K -
```

12. Qe2

[John Walker suggests the piece sacrifice with 12. Bg5 f6

[not 12... Be6 13. Bxe7 Qxe7 14. d5]

13. Qe2 fxg5 14. Nxg5

```
t + l D j + - T
X x X - S - X x
- + - + - + - +
+ - + - + - N -
- P x P - + - +
+ - + - + - + -
p + - + q P p P
R - + - R - K -
```

...which certainly puts Black under pressure, but it's not my style.]

After 12. Qe2 Fritz wanted to play out a game it knew about, which ran:

12... Be6 13. Bg5 Qd7 14. Qe5 c6 15. Qxg7 O-O-O 16. Ne5 Qd5 17. Qf6 Ng6 18.

h4 Rhg8 19. Nxc6 hxg6 20. Rac1 b5 21. a4 Qxd4 22. axb5 Qxf6 23. Bxf6 Rd3 24. bxc6 Kc7 25. Rxe6 fxe6 26. Rxc4

```
- + - + - + ♠ +  
X - J - + - + -  
- + p + x B x +  
+ - + - + - + -  
- P r + - + - P  
+ - + ♠ + - + -  
- + - + - P p +  
+ - + - + - K -
```

White's exchange deficit is compensated by the pawns

If you don't fancy this you can always play *11.b5*.

Moller attack

8... Bxc3

Now the key reply is 9. d5, although we will look at 9. bxc3 below.

9. d5

t + l D j + - T
X x X x + x X x
- + s + - + - +
+ - + p + - + -
- + b + s + - +
+ - L - + n + -
p P - + - P p P
R - B q + r K -

9... Bf6

Neither

[9... Na5 ?]

nor

[9... Nd6 ?]

are any good.

[9... Ne5 is better, but after 10. bxc3 Nxc4 11. Qd4 f5 Keene and Levy give 12. Qxc4 d6 13. Nd4 O-O 14. f3 Nc5 with advantage

(Alert and anxious reader: "What about 11...Ncd6? What about 11...O-O?")

[What indeed?](#))

]

[And after 9... Ne7 White continues logically 10. bxc3 O-O 11. Re1 Nf6 12. Bg5 Ng6 13. d6 h6 14. Qd3 hxg5 15. Qxg6 cxd6 16. Nxc5 Qc7 17. Bxf7+ Kh8 18. Re3

```

t + l + - T - J
X x D x + b X -
- + - X - S q +
+ - + - + - N -
- + - + - + - +
+ - P - R - + -
p + - + - P p P
R - + - + - K -

```

winning]

After 9...Bf6, the only try is

```

t + l D j + - T
X x X x + x X x
- + s + - L - +
+ - + p + - + -
- + b + s + - +
+ - + - + n + -
p P - + - P p P
R - B q + r K -

```

10. Re1

[If 10. dxc6 bxc6 11. Re1 Black can continue 11...O-O 12. Rxe4 d5 13. Rf4 dxc4 14. Qa4 c3 15. bxc3 Bxc3 16. Rb1 Qd3 17. Rbb4 Ba6 18. Rbc4 Bxc4 19. Rxc4 Rab8 -+]

10... Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxc5

```

t + l D j + - T
X x X - S x X x
- + - X - + - +
+ - + p + - N -
- + b + r + - +
+ - + - + - + -
p P - + - P p P
R - + q + - K -

```

13... O-O

[BCO reckons a better line is 13... h6 14. Qh5 O-O 15. Rae1 Nf5 16. Nxf7]

[16. Ne6 fxe6 17. dxe6 Ne7 -+ BCO2]

16... Qf6 Zak]

14. Nxf7 Kxf7

[or 14... Bf5 15. Rh4=]

15. Qh5+ Kg8 16. Rh4 f5 17. Re1 Re8

[We saw ...Ng6 in the Traps section above]

18. Re6 Kf8 19. Be2 Nxd5 20. Qxf5+ Kg8 21. Qh7+ Kf7 22. Rxe8 Kxe8 23. Qg8+ Kd7 24. Bg4+ Kc6 25. Qxd8 winning

```

t + l Q - + - +
X x X - + - X -
- + j X - + - +
+ - + S + - + -

```

```

- + - + - + b R
+ - + - + - + -
p P - + - P p P
+ - + - + - K -

```

If this is all a bit much, White can go instead

9. *bxc3*

when 9... d5

is OK for Black.

```

t + l D j + - T
X x X - + x X x
- + s + - + - +
+ - + x + - + -
- + b P s + - +
+ - P - + n + -
p + - + - P p P
R - B q + r K -

```

White is still ahead in development but Black still has a pawn. At Grandmaster level they have given up on this line, thinking White cannot get enough of an attack going. At club level, though, there may be enough meat left to chew.

Let's look at two example lines, to see how games might go.

10. Bb5 O-O 11. Qc2 Bf5 12. Bd3 Bg6 13. Rb1 Nd6 14. Ba3 b6 15. Ne5 Bxd3 16. Qxd3 Ne7 17. Rfe1 f6 18. Ng4 Qd7 19. Qh3 Rad8 20. Rb2 Ng6 21. Qf3 Rfe8 22. Rbe2 Rxe2 23. Rxe2 Ne4 24. h3 Qa4 25. Bb2 Qxa2 26. Ne3

```

- + - T - + j +
X - X - + - X x
- X - + - X s +
+ - + x + - + -
- + - P s + - +
+ - P - N q + p
d B - + r P p +
+ - + - + - K -

```

when it has all gone minty for White.

So White can try instead

10. Be3 dxc4 11. Re1 f5 12. Nd2 Kf7 13. Nxe4 fxe4 14. Rxe4 Qf6 15. Qe2 Bf5
 16. Qxc4+ Kg6 17. Re3 Rae8 18. Rae1 Rxe3 19. Rxe3 h5 20. h3 h4 21. d5 Ne5 22.
 Qxc7 Nd3 23. Qxb7 Bc8 24. Qc6 Qxc6 25. dxc6 Nf4 26. Re7 a6

```

- + l + - + - T
+ - + - R - X -
x + p + - + j +
+ - + - + - + -
- + - + - S - X
B - P - + - + p
p + - + - P p +
+ - + - + - K -

```

when White has enough pawns to account for the piece, but their scattered placing makes it hard to play for a win.

If you are not convinced by any of these lines (and while they are worth a punt in practice the theory is against them) you can always

play safe
on move 7. So let's look at that next.

Safe main line 7. Bd2

7. Bd2

```
t + l D j + - T
X x X x + x X x
- + s + - S - +
+ - + - + - + -
- L b P p + - +
+ - + - + n + -
p P - B - P p P
R n + q K - + r
```

7... Bxd2+ 8. Nbx d2 d5

Of course.

9. exd5 Nxd5

[A solid line is 10. O-O O-O 11. Nb3]

10. Qb3 Nce7 11. O-O O-O

```
t + l D - T j +
X x X - S x X x
- + - + - + - +
+ - + s + - + -
- + b P - + - +
+ q + - + n + -
p P - N - P p P
R - + - + r K -
```

White has several alternatives in this well-known position:

[12. Ne5]

[12. Ne4]

[12. Bxd5]

[12. Rae1]

[12. Rfe1]

For an example of 12. Rfe1 see the games section.

The closed variation 4...Bb6

4... Bb6 5. d4 Qe7

[6. O-O+ = is good enough, but try instead...]

6. Bg5

```

t + l D j + s T
X x X x + x X x
- L s + - + - +
+ - + - X - B -
- + b P p + - +
+ - P - + n + -
p P - + - P p P
R n + q K - + r

```

This continuation was discovered by Jonathan Mestel and helped him win the UK Championship in 1975. Of course, Black doesn't want to weaken the King's-side with ...f6, when Nxe5 looks very dangerous.

6... Nf6 7. d5 Nd8 8. d6 cxd6

The capture with 8...Qxd6 9. Qxd6 cxd6 is no safer for Black.

9. Na3 a6 10. Nc2 Bxf2+ 11. Ke2 Bc5 12. Nh4 Ne6 13. Nf5 +-

```

t + l + j + - T

```



```
+ x + x D x X x
x + - X s S - +
+ - L - X n B -
- + b + p + - +
+ - P - + - + -
p P n + k + p P
R - + q + - + r
```

Mestel-Doyle '75; White has a large positional advantage and may be winning.

Evans' Gambit 4. b4

4. b4

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - X - + -
- P b + p + - +
+ - + - + n + -
p + p P - P p P
R n B q K - + r
```

Evans'

Gambit Declined (4...Bb6)

4... Bb6

The best way to refute a gambit is to accept it.

5. a4 a6 6. Nc3 d6

[6... Nf6 7. Nd5 Nxd5 8. exd5 e4 9. dxc6 exf3 10. Qxf3 Qe7+ 11. Kd1 dxc6 12. Re1 Be6 13. Bb2 +=/+ - estrin]

7. Nd5 Ba7 8. d3 h6

[8... Nce7 Fritz]

9. Be3 +=

```
t + l D j + s T
L x X - + x X -
x + s X - + - X
+ - + n X - + -
p P b + p + - +
+ - + p B n + -
- + p + - P p P
R - + q K - + r
```

With an edge for White - Panov/Estrin]

Evans' Gambit Accepted (4...Bxb4)

4... Bxb4

[If instead 4... Nxb4 5. c3 Nc6 6. d4

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - X - + -
- + b P p + - +
+ - P - + n + -
p + - + - P p P
R n B q K - + r
```

transposes to the 5...Bc5 variation]

5. c3

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - + - X - + -
- L b + p + - +
+ - P - + n + -
p + - P - P p P
```

R n B q K - + r

Black has three choices:

5... Ba5

5... Bc5

5... Be7

Evans' Gambit with 5... Bc5

5... Bc5 6. d4 exd4 7. O-O

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - + - + -
- + b X p + - +
+ - P - + n + -
p + - + - P p P
R n B q + r K -
```

7...d6

[7... d3 8. Ng5 Nh6 9. Nxf7 +- BCO2 9... Nxf7 10. Qh5]

8. cxd4 Bb6 9. Nc3 Na5 10. Bg5 Ne7

[10... f6 11. Bf4 Nxc4 12. Qa4+ Qd7 13. Qxc4 Qf7 14. Nd5

```

t + l + j + s T
X x X - + d X x
- L - X - X - +
+ - + n + - + -
- + q P p B - +
+ - + - + n + -
p + - + - P p P
R - + - + r K -

```

14... g5 15. Bg3 Be6 16. Qa4+ Bd7 17. Qa3 Rc8 18. Rfe1 g4 19. Nxb6 axb6 20. Nd2 Be6 21. f4 gxf3 22. Nxf3 Ne7 23. e5 fxe5 24. dxe5 d5 25. Rf1 Nf5 26. Nd4

```

- + t + j + - T
+ x X - + d + x
- X - + l + - +
+ - + x P s + -
- + - N - + - +
Q - + - + - B -
p + - + - + p P
R - + - + r K -

```

when it's still awkward for Black

Now an old analysis goes:

11. Bxf7+ Kxf7 12. Nd5 Re8 13. Bxe7 Rxe7 14. Ng5+ Kg8 15. Qh5 h6 16. Qg6 hxg5 17. Nf6+ Kf8 18. Nh7+ Kg8 19. Nf6+

```
t + l D - + j +
X x X - T - X -
- L - X - N q +
S - + - + - X -
- + - P p + - +
+ - + - + - + -
p + - + - P p P
R - + - + r K -
```

with a draw by perpetual check - Tchigorin

Evans' Gambit with 5..Be7

5... Be7

```
t + l D j + s T
X x X x L x X x
- + s + - + - +
+ - + - X - + -
- + b + p + - +
+ - P - + n + -
p + - P - P p P
R n B q K - + r
```

6. d4

[6. Qb3 Nh6 7. d4 Na5 8. Qb5 Nxc4 9. Bxh6 gxh6 10. Qxc4

```

t + l D j + - T
X x X x L x + x
- + - + - + - X
+ - + - X - + -
- + q P p + - +
+ - P - + n + -
p + - + - P p P
R n + - K - + r

```

unclear: Harding-Hodgson corr. 1975]

6... Na5 7. Nxe5 Nxc4 8. Nxc4 d5 9. exd5 Qxd5 10. Ne3 Qd7 11. O-O Nf6 12. c4 O-O

[12... b5 = Nunn]

13. Nc3 c6 14. d5 cxd5 15. Ncxd5 Nxd5 16. Nxd5

```

t + l + - T j +
X x + d L x X x
- + - + - + - +
+ - + n + - + -
- + p + - + - +
+ - + - + - + -
p + - + - P p P
R - B q + r K -

```

+ = Nunn-Larsen 1980

White has a small edge.

The most famous recent example of this line is of course:

Kasparov, Gary-Anand, Viswanathan, Riga 1993

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Be7 6. d4 Na5 7. Be2

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | + | s | T |
| X | x | X | x | L | x | X | x |
| - | + | - | + | - | + | - | + |
| S | - | + | - | X | - | + | - |
| - | + | - | P | p | + | - | + |
| + | - | P | - | + | n | + | - |
| p | + | - | + | b | P | p | P |
| R | n | B | q | K | - | + | r |

A new move

7... exd4 8. Qxd4 Nf6 9. e5 Nc6 10. Qh4 Nd5 11. Qg3 g6 12. O-O Nb6

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | + | - | T |
| X | x | X | x | L | x | + | x |


```
- S s + - + x +
+ - + - P - + -
- + - + - + - +
+ - P - + n Q -
p + - + b P p P
R n B - + r K -
```

The Black king never escapes the centre

13. c4 d6 14. Rd1 Nd7 15. Bh6 Ncxe5 16. Nxe5 Nxe5 17. Nc3

Develop before attacking with a move like Bg7

17... f6 18. c5 Nf7 19. cxd6 cxd6 20. Qe3 Nxh6 21. Qxh6 Bf8

```
t + l D j L - T
X x + - + - + x
- + - X - X x Q
+ - + - + - + -
- + - + - + - +
+ - N - + - + -
p + - + b P p P
R - + r + - K -
```

White's lead on development could hardly be greater

22. Qe3+ Kf7 23.

Nd5 Be6 24. Nf4 Qe7 25. Re1 1-0

```
t + - + - L - T
X x + - D j + x
- + - X l X x +
+ - + - + - + -
- + - + - N - +
+ - + - Q - + -
p + - + b P p P
R - + - R - K -
```

[25... Qd7 26. Bb5 Qxb5 27. Qxe6+ Kg7 28. Nd5 Qb2 29. Rab1]

[25... Re8 26. Nxe6 Qxe6 27. Qxe6+ Rxe6 28. Bc4]

[25... Bh6 26. Bc4]

An amazing destruction of the then world No.3 and his PCA championship challenger.

Evans' Gambit with 5... Ba5

```
t + l D j + s T
X x X x + x X x
- + s + - + - +
L - + - X - + -
- + b + p + - +
+ - P - + n + -
p + - P - P p P
R n B q K - + r
```

This is the best line.

6. d4 d6

Lasker's Defence, which led to some disillusionment with the Gambit.

7. Qb3

```
t + l D j + s T
X x X - + x X x
- + s X - + - +
L - + - X - + -
- + b P p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r
```

Black has three tries here, but only the last is trustworthy:

A. 7... Qe7

B. 7... Nxd4

C. 7... Qd7

Lasker's Defence with 7... Qe7

7... Qe7

```

t + l + j + s T
X x X - D x X x
- + s X - + - +
L - + - X - + -
- + b P p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r

```

The trouble with this move is that the Nc6 has no good retreat, and must advance. This leads to trouble. The game might go:

8. d5 Nd4 9. Nxd4 exd4 10. Qa4+ Kd8 11. Qxa5 Qxe4+ 12. Kd2 Qxg2 13. Re1 Nf6 14. Bd3 Qxf2+ 15. Re2 Qg1 16. Na3 Bg4 17. Bb2 dxc3+ 18. Bxc3 Qb6 19. Bxf6+ gxf6 20. Qc3 Kd7 21. Bb5+ c6 22. dxc6+ bxc6 23. Bxc6+ Kd8 24. Qxf6+ Kc7 25. Re7+ Kxc6 26. Rc1+

```

t + - + - + - T
X - + - R x + x
- D j X - Q - +
+ - + - + - + -
- + - + - + l +
N - + - + - + -
p + - K - + - P
+ - R - + - + -

```

26... Qc5 27. Rxc5+ Kxc5 28. Qc3+ Kb6 29. Qb4+ Kc6 30. Qb5#

Lasker's Defence with 7... Nxd4

7... Nxd4

```
t + l D j + s T
X x X - + x X x
- + - X - + - +
L - + - X - + -
- + b S p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r
```

8. Nxd4 exd4 9. Bxf7+ Kf8 10. O-O dxc3 11. e5 Qe7

```
t + l + - J s T
X x X - D b X x
- + - X - + - +
L - + - P - + -
- + - + - + - +
+ q X - + - + -
p + - + - P p P
R n B - + r K -
```

If White consolidates, Black's lost King will die.

12. Bxg8 Rxc8 13. exd6 Qe5 14. Na3 Be6 15. Qxb7 Bd5 16. Qb5 Bb6 17. Nc4 Qe4 18. Ne3

```

t + - + - J t +
X - X - + - X x
- L - P - + - +
+ q + l + - + -
- + - + d + - +
+ - X - N - + -
p + - + - P p P
R - B - + r K -
    
```

This move holds the game for White.

18... Bc6

[18... Bxe3 19. fxe3+ Bf7 20. dxc7]

19. Qb3 cxd6 20. Ba3 g6 21. Rad1 Kg7 22. Qxc3+ Kh6 23. Bc1 Kh5

```

t + - + - + t +
X - + - + - + x
- L l X - + x +
+ - + - + - + j
- + - + d + - +
+ - Q - N - + -
p + - + - P p P
+ - B r + r K -
    
```

24. Nd5

Lasker's Defence with 7... Qd7

This is the only satisfactory line.

7... Qd7

covers f7

```

t + l + j + s T
X x X d + x X x
- + s X - + - +
L - + - X - + -
- + b P p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r

```

Now as far as I can find out the best try for White here is:

8. dxe5!

```

t + l + j + s T
X x X d + x X x
- + s X - + - +
L - + - P - + -
- + b + p + - +
+ q P - + n + -

```

```
p + - + - P p P
R n B - K - + r
```

Now Black has:

CI: 8...dxe5

CII: 8...Bb6

Variation CI: 8... dxe5

```
t + l + j + s T
X x X d + x X x
- + s + - + - +
L - + - X - + -
- + b + p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r
```

9. O-O Bb6 10. Rd1 Qe7 11. a4 a6

[11... a5 is less safe:

12. Bd5 Bg4 13. Rd3 Be6 14. Ba3

```
t + - + j + s T
+ x X - D x X x
```


- L s + l + - +
X - + b X - + -
p + - + p + - +
B q P r + n + -
- + - + - P p P
R n + - + - K -

+ - Shaposhnikov-Veltmänder 1958]

12. Ba3 Qf6

t + l + j + s T
+ x X - + x X x
x L s + - D - +
+ - + - X - + -
p + b + p + - +
B q P - + n + -
- + - + - P p P
R n + r + - K -

13. a5 Bxa5 14. Bd5 Bb6 15. Nbd2 Nge7 16. Nc4 Ba7 17. Rd2 8/=

With enough compensation for the material, according to Estrin.

Variation CII: 8... Bb6

t + l + j + s T

```

X x X d + x X x
- L s X - + - +
+ - + - P - + -
- + b + p + - +
+ q P - + n + -
p + - + - P p P
R n B - K - + r

```

This may be the best line for Black.

9. Bb5 a6 10. Ba4 Qe6 11. Bxc6+ bxc6 12. O-O Rb8 13. Qxe6+ fxe6 14. exd6 cxd6 15. Ba3

```

- T l + j + s T
+ - + - + - X x
x L x X x + - +
+ - + - + - + -
- + - + p + - +
B - P - + n + -
p + - + - P p P
R n + - + r K -

```

+=

In this endgame, White has a slight advantage, according to Estrin.

Appendix 1. Why is it called "Italian"?

The play most characteristic of the late 1700s and later was

dominated by the style of the Italian MODENESE SCHOOL - Italian players and writers like DEL RIO, LOLLI and PONZIANI, through whom the *Italian Game* (*Gioco Piano* and related openings) came into prominence. Fast development followed by *attack* was the name of the game, and beyond this it is difficult to see much theory at all; players were concerned with direct attack - to mate, or lose gloriously in the attempt. From this period we inherit all the older tactical variations of the *King's Gambit* and *Gioco Piano*, where sacrifices were common and their acceptance almost routine. This period should not be thought of as artless - it produced legions of fine analysts and several games of genius, and much was learned about the art of attack.

Sadly, when players learned to decline or return sacrificed material, a lot of the steam went out of these openings. e.g. an old line of the *Danish Gambit* goes **1 e4, e5; 2 d4, exd4; 3 c3, exc3; 4 Bc4, cxb2; 5 Bxb2**. If Black clings to the material White will have a good time, but MIESES showed **5...d5; 6 Bxd5, Nf6** secures open lines and probably the two Bishops. The best line for White here is probably **7 Bxf7+ Kxf7; 8 Qxd8, Bb4+ 9 Ke2, Rxd8** when Black has no extra material but can play to win the ending with the *Queen's-side majority*. Technique was replacing romance in chess.

The play of the American Paul MORPHY brought some additional science to all this, not that everyone recognised it at the time. Through his games he showed that a successful attack must be based on a lead in *development*. Similarly, he showed that a player who is behind in development must not open lines to 'free their position', since these lines will provide

avenues along which the better-developed side will attack - instead, they should keep things closed until they have caught up a bit. Morphy's play was the Italian game perfected, and I have used many of his games in this booklet.

Appendix 2. Oh, if you must... some ideas for playing the Giuoco Pianissimo

If you must play the **Giuoco Pianissimo**, here are some quick hot tips for this line.

```
t + l D j + - T
X x X - + x X x
- + s X - S - +
+ - L - X - + -
- + b + p + - +
+ - N p + n + -
p P p + - P p P
R - B q K - + r
```

Don't be in a hurry to castle: your opponent may play ...Bg4 (or Bg5) and pin your knight against the Queen. If you have castled you probably won't be able to play h3 (or ...h6) without dangerously weakening your king. Steinitz discovered that the sacrificial idea 6. O-O, Bg4; 7. h3, h5! 8.hxg4, hxg4 was playable for Black in many positions (see below) because of the attack on the King down the open h-file: once the Queen gets

to h5 White

is finished. Even playing *1.e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5; 4. Nc3, Nc6; 5. d3, d6; 6.h3* is not advisable as Black may play the standard sacrifice

...Bxh3 at some point, or lever open your king's side with ...g7-g5-g4.

The key question in this line is: *how are you going to develop your queen's*

bishop? White on move six can go *6. Be3* hoping for *6...Bxe3; 7.*

fxe3 when there is a juicy half-open f-file to attack along. Black is better off calmly retreating with *6...Bb6* or even leaving the Bishop at c5.

The analysts gradually agreed that *6.Bg5, the Canal Variation, is the best move.* One line of this goes

6...h6; (this is OK for Black before castling) when the main line goes *7.Bxf6, Qxf6; 8.Nd5, Qd8.* White has given up the Bishop pair to achieve a bit of initiative. [*There is a hairy line with 6.Bg5, h6; 7.Bxf6, Qxf6; 8.Nd5, Qg6!?* *9.Nxc7+* which is supposed to be poor for Black if White plays *9.Rg1* instead, but White has to prove it!] Other ways to play for Black are to hit the other bishop with *6...Na5* (as in the final game) or to play himself *6...Be6.*

in the Canal Variation: to *emphasise the pin on the Nf6*, if you're allowed, with moves like *Nd5*, and otherwise threaten to give Black doubled, and therefore weak, f-pawns. I played a miniature with this theme at the British Universities' Congress some years ago:

Regis (Exeter) - Orpwood (Salford), 1987.

1. e4 e5 2. Bc4 Nc6 3. Nc3 Nf6 4. d3 Bb4 5. Nge2 O-O 6. O-O d6 7. Bg5

Na5 8.**Bxf6! gxf6 9. Nd5 Bc5 10. b4 Nxc4 11. dxc4 c6 12. bxc5 cxd5 13. cxd5 dxc5****DIAGRAM**

```

t + l D - T j +
X x + - + x + x
- + - + - X - +
+ - X p X - + -
- + - + p + - +
+ - + - + - + -
p + p + n P p +
R - + q + r K -

```

14. Ng3 Kh8 15. Qh5 Qd7? 16. Qh6 Qd6 17. Nh5 Rg8 18. Nxf6 Rg7 19. Qxg7+ 1-0

(Ne8+ will leave White a rook ahead)

again in the Canal Variation: move the Nc3 to e.g. d5 and *play for c3 and d4* with a central space advantage. The knight on c3 can relocate to e3...

try to open up the f-file with f4: this will require you to play Be3 to stop a check from the Bc5 and to move the other Knight e.g. Nh4. From h4 the Knight can threaten to go to f5 when Black may be reluctant to remove it by ...g6 which will create weaknesses. A Queen's Knight that has travelled from c3-d5-e3 also puts pressure on this square, and if Black does play g6 then Ne3-g4 hits all the soft spots.

And here are some traps:

A trap in the Giuoco Pianissimo

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

```
t + l D j + - T
X x X - + x X -
- + s X - + - X
+ - L n X - + -
- + b + p + - +
+ - P p + n + -
p P - + - P p P
R - + q K - + r
```

9... Be6 ?

[better is 9... Ne7]

10. d4 +/- 10... exd4 11. cxd4 Bb4+ 12. Nxb4 Bxc4 13. Nxc6 bxc6 14. Qc2

Another trap in the Giuoco Pianissimo

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

too early

[better is 5... d6]

```
t + l D - T j +
X x X x + x X x
- + s + - S - +
+ - L - X - + -
- + b + p + - +
+ - N p + n + -
p P p + - P p P
R - B q K - + r
```

6. Bg5 h6 7. Bh4 Bb4 8. O-O Bxc3 9. bxc3 g5

Normally you cannot afford to do this in front of your castled King.

10. Nxc3 hxc3 11. Bxc3 Kg7 12. f4+-

with a strong attack

One more trap in the Giuoco Pianissimo

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

[better is 4. c3]

4... Nf6 5. d3 d6 6. Bg5?

[better is 6. Be3]

6... h6 7. Bh4 g5 8. Bg3 h5! 9. Nxc5 h4

```

t + l D j + - T
X x X - + x + -
- + s X - S - +
+ - L - X - N -
- + b + p + - X
+ - + p + - B -
p P p + - P p P
R n + q + r K -

```

10.Nxf7 hxg3 11.Nxd8 Bg4 12.Qd2 Nd4 13.Nc3 Nf3+ 14.gxf3 Bxf3 and wins 0-1

Even armed with all these ideas it's really not that good a line to play. I include one last game which is intended to put you off it for life!

Example Game in the Giuoco Pianissimo: Chambers-Vorhees (Dayton, Ohio) 1972

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

Too early: invites ...Bg4.

5...Nf6

```
t + l D j + - T
X x X - + x X x
- + s X - S - +
+ - L - X - + -
- + b + p + - +
+ - + p + n + -
p P p + - P p P
R n B q + r K -
```

This is a prime example of how not to play for this position for White.

6. Ng5

Premature.

6...O-O 7. Bxf7+ Rxf7 8. Nxf7 Kxf7

White has snatched what he can.

9. h3

```

t + l D - + - +
X x X - + j X x
- + s X - S - +
+ - L - X - + -
- + - + p + - +
+ - + p + - + p
p P p + - P p +
R n B q + r K -

```

Well, this does stop ...Bg4, but invites a worse fate.

9... Be6 10. Nc3 Qd7 11. Qf3

Not good enough, I'm afraid.

11...Nd4 12. Qd1

```

t + - + - + - +
X x X d + j X x
- + - X l S - +
+ - L - X - + -
- + - S p + - +
+ - N p + - + p
p P p + - P p +
R - B q + r K -

```

12... Bxh3 13. gxh3 Qxh3 14. Be3 Nf3+ 0-1

Back to [Chess Coaching Page](#)

This document (italian.html) was last modified on
by



[Dr. Dave](#)

Exeter Chess Club: Moller attack

From D.Regis@exeter.ac.uk Mon Dec 2 13:33:20 1996

Subject: Re: Guioco Piano notes

To: lorda@boat.bt.com (Andrew Lord)

Date: Mon, 2 Dec 1996 13:33:18 +0000 (GMT)

Hi Andrew

> I've just got addicted to chess

Sympathy: there is no cure...

> I'm stuck on a problem with a Guioco Piano line. I got as far
> as:

>
> 1. e4 e5
> 2. Nf3 Nc6
> 3. Bc4 Bc5
> 4. c3 Nf6
> 5. d4 exd4
> 6. cxd4 Bb4+
> 7. Nc3 Nxe4
> 8. 0-0 BxN
> 9. d5

>
> Then you say some black options don't work, including 9...Ne5
> You cite a progression:

>
> 9. ... Ne5
> 10. bxc3 NxB
> 11. Qd4

>
> You then have black playing 11. ... f5 to protect one of the
> attacked Knights, allowing the white Queen to take the other
> one. Instead why can't black simply play 11. ... Ncd6? I can't

> see a way after this for white to win the piece back.

Interesting - the verdict on 11...f5 I think has stood for 100 years, until now! - but the best move probably isn't 11...Ncd6, or 11...f5, but 11...0-0.

Let's see: after

9...Ne5 10.bxc3 Nxc4 11.Qd4

Black can play instead of 11...f5:

[A] **11...Ncd6(?)**

White doesn't get the piece back but seems to get a strong attack through

12.Qxg7 Qf6 13.Qxf6 Nxf6 14.Re1+ Kf8 15.Bh6+ Kg8 16.Re5 Nfe4 17.Re7 as in Durao-Ferrera, 1994;

[B] **11...0-0(!)**

12.Qxc4

(*12.Qxe4 b5 13.a4 c6 14.axb5 cxb5 15.Qd4 Nb6 16.Be3 d6*

and White has nothing, as in a Dzindzhikashvili-Karpov rapid game)

12...Nd6

And maybe White's best try is now **13.Qd3**, according to Gufeld and Stesko.

I'll make a note on the page.

Thanks for your prompt: if nothing else, I've discovered that these old lines are far from played out!

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _

```
/ "()/~    Dave Regis  &8^D*  WWW: http://www.ex.ac.uk/~dreg../chess.  
html  
|| \_||    = DrDave on BICS  
~\  /      "...what else exists in the world but  
chess?"  
_|||__SHEU: ~/sheu.html          --  
NABOKOV
```

Back to [Chess Coaching Page](#)

This document (Openings\moller.html) was last modified on 13 Aug 2005
by



[Dr. Dave](#)

Exeter Chess Club: An introduction to the Sicilian Defence



"Never go in against a Sicilian when *death* is on the line!"

-- from **The Princess Bride** (via Christine Malcom); WAV file listed at [MovieSounds](#).

I'll discuss here first some of the ideas behind the Open Sicilian. Chess magazines are full of quick White kills against the Sicilian. Why do players bother with it, then? Because the longer games where the attack founders and Black wins the endgame are too long for magazines.

Having looked at the Open Sicilian from both sides' points of view, I'll then show you some examples of how White can play for a win without having to read Nunn's "*Beating the Sicilian 3*" every night for the next two years. I do like the Sicilian Defence, for both sides, but got discouraged as Black by all the theory, particularly after I suffered at the hands of several White players with a "pet" anti-Sicilian weapon like those below!

An Introduction to the Open Sicilian

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6

Black has alternatives on move 2, but will usually play ...Nf6 on move 4 to prompt:

5. Nc3



The point of Black forcing this move now is to avoid the Maroczy Bind - see below. The characteristics of most main line Sicilian games can already be seen.

1. White has more space and better development (Black has to move the e- or g-pawn to get the Bf8 out, and may have to spend another move on ...a6)
2. Black has an extra central Pawn; White has no compensating structural advantage like a Queen's-side majority - in fact, the c-Pawn is backward on an open file. Larsen has claimed that this means the Sicilian is strategically superior for Black, and he may be right.
3. Therefore, the short-term chances favour White, but as the game goes on the ending may favour Black. Sicilian games are usually a race for White to make something out of the temporary advantages in space and mobility before Black completes development and piles up on the e-pawn or the c-file. There are some common tactical themes based around sacrifices at h7, d5 and b5; Stean talks about White arranging a "tactical accident" for Black, whereas Larsen refers to White's approach in the Open Sicilian as a "cheap trick" (!).
4. The e-Pawn is a site of contention; Black may try to attack it with ...Bb7, ...Nb8-d7-c5; White may try to advance or reinforce it. The move ...b5 by Black may threaten to dislodge the Knight defender on c3, and expose the c-Pawn.
5. The positions are very flexible and many plans and sub-plans are available for each side. The sharpest variations involve hazardous negotiations for each side, but slower positional approaches are adopted too.

After **5. Nc3** Black can play:

5...e6 the Scheveningen Variation,

5...g6, the Dragon Variation

5...a6, the Najdorf Variation

Another common move is 5...Nc6, which is usually named for White's reply:

6. Bg5, the Richter-Rauser attack

6. Bc4, the Fischer-Sozin attack

The Sicilian is a vast battleground where many areas have been mapped in detail and I cannot attempt any sort of summary of the theory in these various lines.

However, there are two general structural differences which can be used to unlock some of the ideas: **firstly**, where is Black going to put the Bf8? If Black plays ...e6, this is solid, whereas ...g6 and ...Bg7 is much more active, but more risky. These are the Paulsen/Scheveningen and Dragon structures, respectively. **Secondly**, if White can play c2-c4, this denies Black three of the key opportunities for active play: ...d6-d5, ...b7-b5, and generally chances down the c-file with a minority attack against the pawn on c2. This is the **Maroczy Bind**, which while not a losing option for Black, is a lot less fun than lines without c2-c4.

There are other structures, like when Black plays ...e7-e5, but that's too chewy for this booklet. There is a bit of material in the sections on [Knights](#) and [Planning](#).

- [White's attacking chances against the Paulsen/Scheveningen: Ljubojevic,L - Andersson,U \(Wijk Aan Zee\), 1976](#)
- [Black's chances in the Paulsen/Scheveningen: Renet - Taimanov, Montpellier 1986](#)
- [White's chances against the Dragon: Karpov - Korchnoi, Moscow 1974](#)
- [Black's chances in the Dragon: Prokopp - Deuel \(corr. 1986\)](#)
- [White's chances if allowed to play c4: The Maroczy Bind](#)
- [Black's chances with a minority attack in the endgame](#)

An introduction to beating the Sicilian

The repertoires below offer you three ways of playing against most of the semi-open defences, and also tell you what to do against some of the less common lines after 1. e4 e5 2. Nf3.

The three approaches are:

- **Fast attacking game with pieces**
- **Slower attacking game with f4**
- **King's Indian Attack with g3**

Which you choose will depend on what sort of player you are. It may also depend on what you hope to play after 1. e4 e5.

Fast attacking game with pieces

- Giuoco Piano (my main recommendation for junior players) or
- Scotch Game
- [A. Piece attacks against the common half-open defences](#)

Slower attacking game with f4

- Vienna Gambit or
- King's Gambit)
- [B5. Playing f4 vs. Sicilian \(a\) 1. e4 c5 Grand Prix attack](#)
- [B5. Playing f4 vs. Sicilian \(b\)Traditional Closed Sicilian](#)

King's Indian Attack with g3

- KIA with 1. e4 e5 2. Nf3 Nc6 3. g3 or
- in the Vienna 1. e4 e5 2. Nc3 Nc6 3. g3
- [Introduction to the King's Indian Attack](#)
- [C5. KIA vs. Sicilian](#)

Back to [Chess Coaching Page](#)



This document (sicilian_ToC.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Knight outposts

Knight outposts

When looking at openings I often ask players to perform the following exercise:



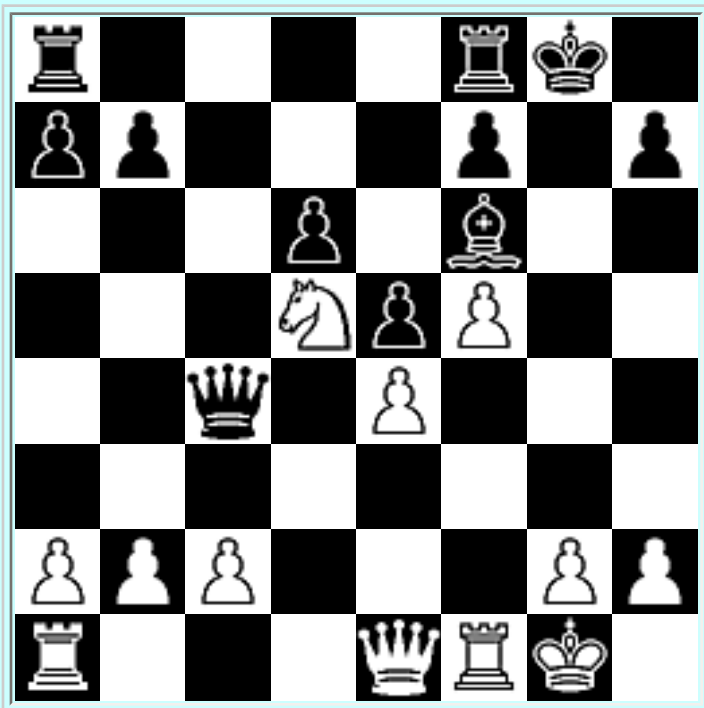
On a bare chessboard, put a knight on a1. How many squares can it move to? Just two. On b1, three. On c1, four. On c2, six. On c3, eight. From this you can see that moving from b1 to c3 in the opening makes the knight more than twice as powerful.

Now, this is part of the argument about control of the centre, and helps explain why development towards the centre is so important. But it is particularly true of knights, because their step is so small. A bishop developed in *fianchetto* on b2 or g2 can extend its reach to the other side of the board, but a knight on b2 can hardly make it to the half-way line. Knights become much stronger by being moved into the centre, but as a rule are vulnerable to being swapped off or nudged by pawns. An *outpost* is a square which a knight can occupy, which is either immune from attack (like d5 in the lower diagram) or the opponent would get into other sorts of trouble by getting rid of it (like in the Tal game overleaf). So, one of the key strategic ideas in chess is the *knight outpost*.

[Event "knight outpost?"][Site "-"][Date "1945.?.??"][Round "?"]

[White "smyslov"][Black "rudakovsky"][Result "1-0"]

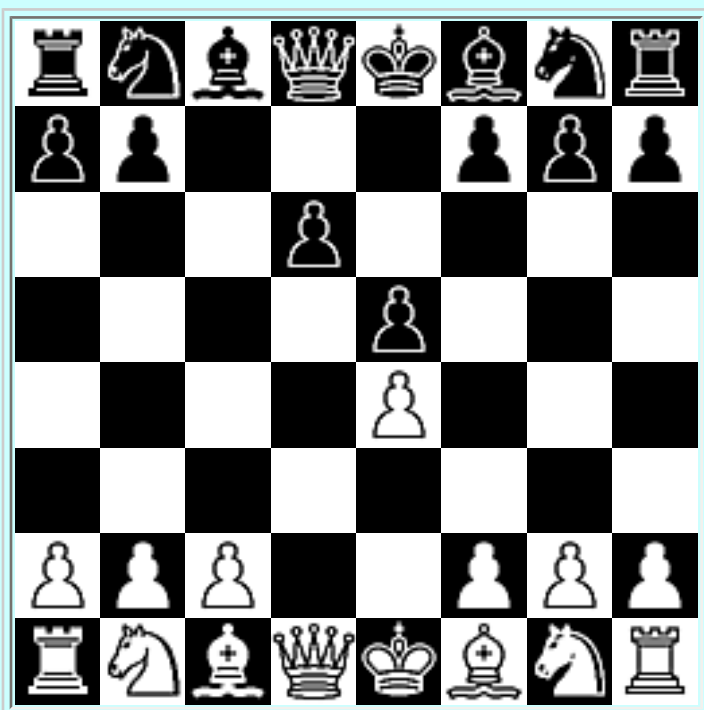
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 6.Be2 Be7 7.O-O O-O 8.Be3 Nc6 9.f4 Qc7 10.Qe1 Nxd4 11.Bxd4 e5 12.Be3 Be6 13.f5 Bc4? [13... *Bd7 was essential*] 14.Bxc4 Qxc4 15.Bg5 {!} 15...Rfe8 16.Bxf6 Bxf6 17.Nd5 {!} **DIAGRAM**



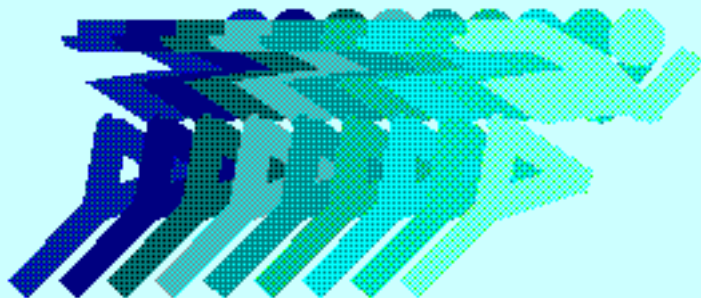
17...Bd8 (17...Qxc2 18.Rf2 Qc6 19.Rc1 Qd7 20.Nc7) **18.c3 b5 19.b3 Qc5+ 20.Kh1 Rc8 21.Rf3!** Black's pieces are passive; White has enough of a bind to effect a King's side attack.

21...Kh8 22.f6 gxf6 23.Qh4 Rg8 24.Nxf6 Rg7 25.Rg3 Bxf6 26.Qxf6 Rcg8 27.Rd1 d5 28.Rxg7 {!} 1-0 (28.Rxg7 Rxg7 29.Rxd5 Qf8 30.Rd8)

David Norwood describes an exercise given to players in the old USSR where they were given the position in the diagram



and asked:



remove pairs of pieces of equal value to White's advantage.

The solution they were looking for was to remove all the Qs, Rs, and everything else apart from the Kings, one White knight and the Black B on f8. Then White's knight could go to d5, dominating the board, while Black's poor bishop couldn't ever swap it off. It would be a pretty miserable bishop anyhow, which is our next idea - the *bad bishop*. But this exercise also starts to show you how to plan a game of chess based on the pawn structure: this 'remove pairs of pieces' exercise is what you can try and do by exchanging pieces, and this is pretty well what Smyslov does in the illustrative game.

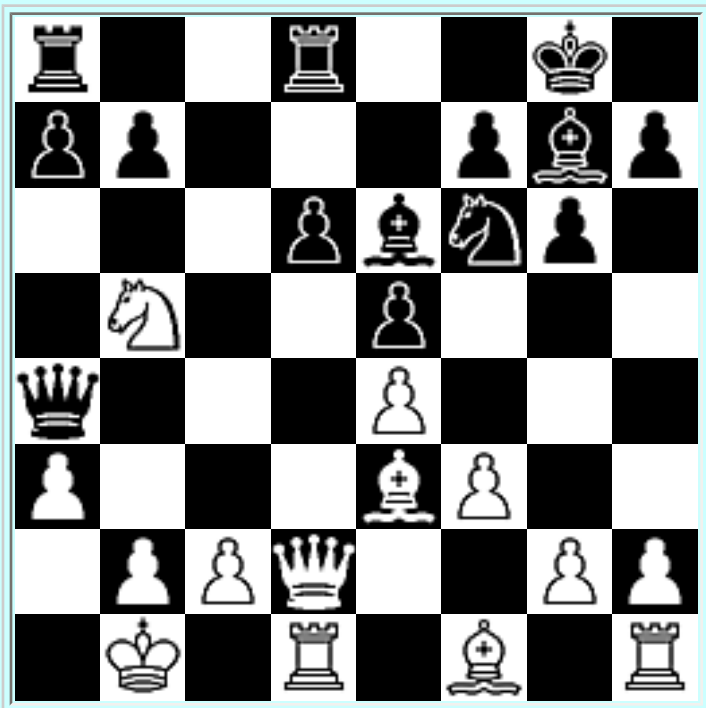
More knight outposts.

Here's three more, in increasing difficulty. The Boleslavsky game works on the same strategical principles as the Smyslov one but is more tense in terms of tactics. The Botvinnik game shows an outpost being created rather than given to you, and the Tal game shows a common Ruy Lopez theme of outpost with overprotection.

Fighting tactically with an outpost.

{boleslavsky-lisitsyn, moscow 1953}

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. O-O-O Nxd4 10. Bxd4 Qa5 11. Kb1 e5 12. Be3 Be6 13. a3 Rfd8 14. Nb5 Qa4 {taking the d6 pawn loses a piece, but White has a great pawn sacrifice of his own}



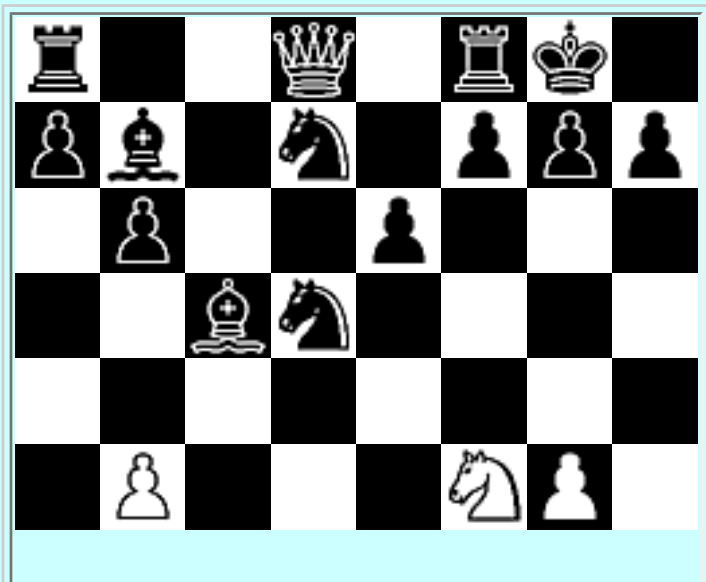
15. c4! Bxc4 (else White has a bind) 16. Nc3 Qb3 17. Bxc4 Qxc4 18. Bg5 Qe6 19. Bxf6 Qxf6 20. Nd5 Qh4 21. Qe2 Bf8 22. Qf1! Rac8 23. g3 Qg5 24. h4! Qh6 {not ...Qxg3, Rd2!} 25. g4 g5 26. hxg5 Qxg5 27. Rh5! Qg6 28. g5! h6 29. Rxh6! Qxg5 30. Rh5! and Black resigns: 30... Qg6 31. Qh1 Qe6 32. Rh8+ Kg7 33. Qh7#

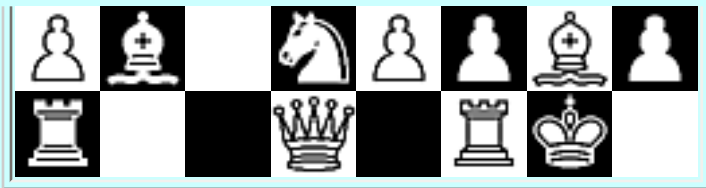
Building an outpost.

[Event "?"] [Site "amsterdam"] [Date "1965.??.?"] [Round "?"]

[White "botvinnik, m."] [Black "donner, jh"] [Result "1-0"]

1.c4 Nf6 2.Nf3 e6 3.g3 d5 4.Bg2 Be7 5.O-O O-O 6.b3 b6 7.Bb2 Bb7 8.cxd5 Nxd5 9.d4 c5 10.dxc5 Bxc5

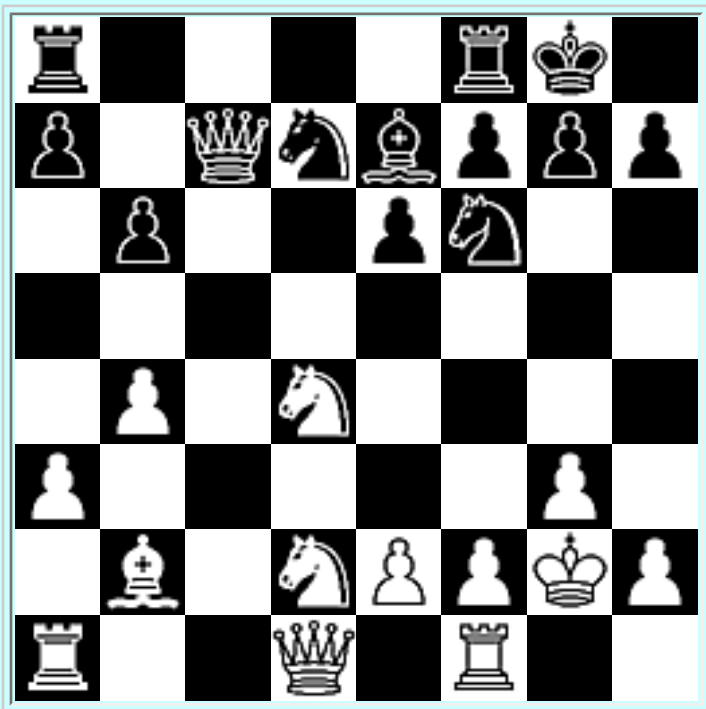




11.Nbd2 Nd7 12.a3 N5f6 13.b4 Be7

Pretty level-looking? But Botvinnik has a keen and clear mind, and has spotted an outpost opportunity.

14.Nd4 Bxg2 15.Kxg2 Qc7



Perhaps now you can start to see it too. The exchange has made Black's white squares on the Q-side a little weak, and if White can use his extra space to get in b5, suddenly the N has a dream home built on c6.

16.Qb3 Rfc8 17.Rfc1 Qb7+ 18.Qf3 Nd5 19.e4 N5f6 20.b5 a6 21.Nc6

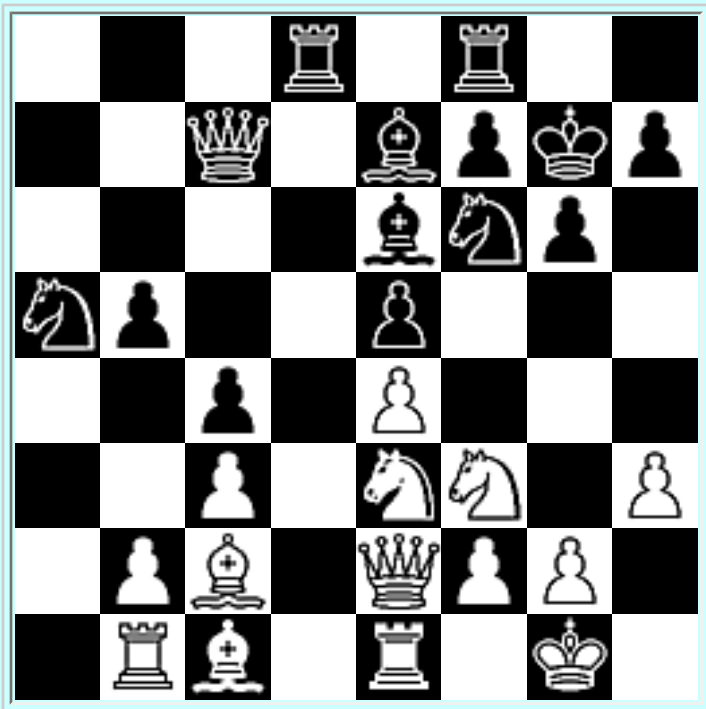
Bingo! The rest is an effective exercise in realising this advantage. White will trade a pair of rooks - so Black can't use his two rooks to fight back along a file, but leaving White a rook to be a nuisance with. Black's one rook just can't dodge well enough to stop this...

21...Bf8 22.a4 axb5 23.axb5 Rxa1 24.Rxa1 Ra8 25.Rd1 Ne8 26.Nc4 Nc5 27.e5 Rc8 28.Ra1 Rc7 29.Ra7 Qxa7 30.Nxa7 Rxa7 31.Nxb6 1-0

Outpost with overprotection of supporting pawn (tal-bronstein)

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 d6 8.c3 O-O 9.h3 Na5 10.Bc2 c5 11.d4 Nc6 12.Nbd2 Qb6 13.dxc5 dxc5 14.Nf1 Be6 15.Ne3 Rad8

16.Qe2 g6 17.Ng5 c4 {!} (making an outpost out of d3) 18.a4 Kg7 19.axb5 axb5
20.Rb1 Na5 21.Nf3 Qc7



22.Nd5 {!} 22...Bxd5 23.exd5

Unleashing the force built up behind the e-pawn.

23...Rfe8 24.Qxe5 Qxe5 25.Nxe5 Nxd5 26.Ra1 Nb3 27.Bxb3 cxb3 28.Bh6+ {!}
28...Kg8 {?!} 29.Nc6 Rc8 30.Rad1 Rxc6 31.Rxd5 f6 32.Rxb5 g5 33.Rxb3 Kf7 34.
Rb7 Re6 35.Rxe6 Kxe6 36.h4 Rg8 37.f4 Bc5+ 38.Kf1 gxh4 39.Rb5 Rc8 40.f5+ Kd6
41.b4 h3 42.Rxc5 h2 43.Bf4+ 1-0

Back to [Chess Coaching Page](#)



This document (knights.html) was last modified on 24 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Twentieth-Century planning

Twentieth-Century planning

Some time ago, we looked at this one:

[Event "rooks on ranks and files"][Site "-", Leipzig][Date "1894.??.?"][Round "?"]

[White "Tarrasch"][Black "von Scheve"][Result "1-0"]

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 6.e3 Nbd7 7.h3 Ne4

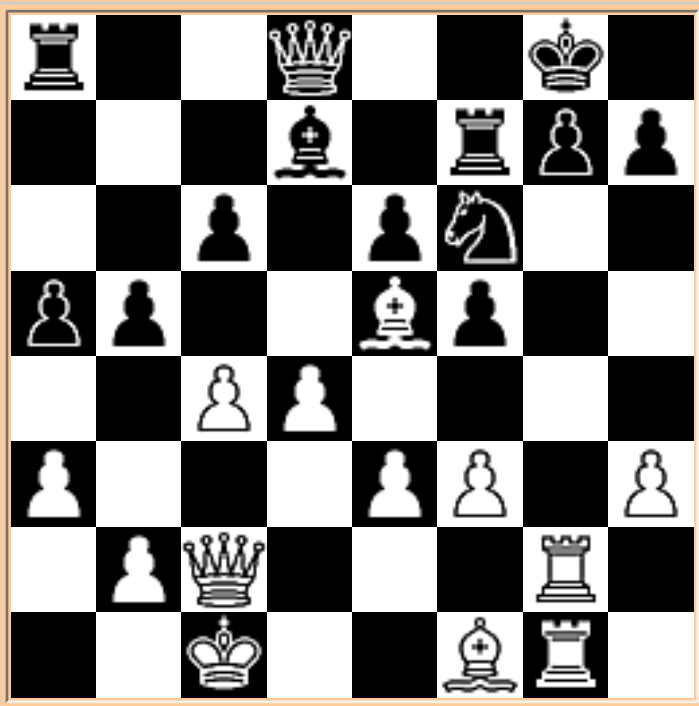
Tarrasch: *"The decisive error. After the exchange of Knights, Black's capturing Pawn becomes weak, and needs protection by ...f5. It is then attacked by f3, forcing Black to exchange and open up the Knight file for White. Thereupon there ensues a combined attack of White's Queen, both Rooks and the Queen Bishop against the Knight Pawn (the keystone of the Castled position) an attack which is irresistible."*

He adds modestly: *"I know of no game in all the chess literature in which it is possible to conceive of so detailed a plan, leading almost to mate, and in which the remaining 20 moves lead up to a catastrophe."*



8.Nxe4 dxe4 9.Nd2 Bb4 10.a3 Bxd2+ 11.Qxd2 O-O 12.Qc2 f5 13.Bd6 Re8 14.O-O-O Nf6 15.Be5 Bd7
16.f3 exf3 17.gxf3 b5 18.Rg1 Rf8 19.Rd2 Rf7 20.Rdg2 a5

The prediction fulfilled.



21.Qf2 Ne8 22.Rg5 Qe7 23.Qh4 Nf6 24.Qh6 Ra7 25.Bd6 Qxd6 26.Rxg7+ Kf8 27.Rxh7+ Ke7 28.Rxf7+
Kxf7 29.Rg7+ Kf8 30.Qxf6+ 1-0

This is an unusually clear example. But do you have to go through all this planning stuff? You do if you want to get better results. Of course, you have been planning for ages - all that stuff about K-side pawn storms, Knight outposts and Bad bishops was all basic planning. But you do need to do it.

Unplanned chess

[Event "?"][Site "Zurich"][Date "1953.??.?"][Round "?"]

[White "Petrosjan"][Black "Euwe"][Result "1-0"]

1. Nf3 Nf6 2. g3 d5 3. Bg2 Bf5 4. d3 e6 5. Nbd2 h6 6. O-O Bc5 7. Qe1 O-O 8. e4
BRONSTEIN comments:

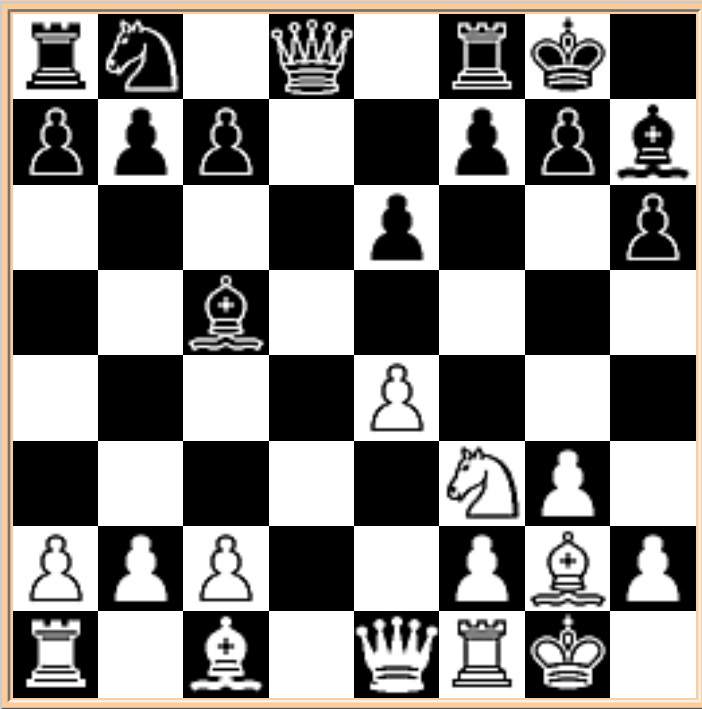
'Black's last few moves seem rather inconsequential to me. By move ten Black should not only have formed a plan, but should be sticking to it as well.'



KOTOV adds: '...the pawn exchange was illogical. He should have retreated the bishop to h7, maintaining the tension in the centre. If, however, he had decided to exchange pawns in this way which was a possible line, he should have followed it up by getting rid of his bishop by exchanging it for the White N at e4.'

The B got stuck on h7, and the other pieces couldn't get going. Eventually White's better pieces supported a general advance which won a pawn and the game.

8...dxe4 9. Nxe4 Nxe4 10. dxe4 Bh7 11. b4 Be7 DIAGRAM



We now have a classic 'offside piece' position.

12. Bb2 Na6 13. a3 c6 14. Rd1 Qc8 15. c4 Nc7 16. Qc3 Bf6 17. Ne5 Rd8 18. Bf3 Ne8 19. Rxd8 Qxd8 20. Rd1 Qc7 21. c5 a5 22. Bg2 axb4 23. axb4 Rd8 24. Rxd8 Qxd8 25. Qc2 Nc7 26. Bf1 Nb5 27. f4 Kf8 28. Kf2 Bxe5 29. Bxe5 f6 30. Bb2 Ke7 31. Bc4 31...Bg6 32. Ke3 Bf7 33. g4 Qc7 34. e5 Qd8 35. exf6+ gxf6 36. h4 Nc7 37. Qc3 Nd5+ 38. Bxd5 Qxd5 39. Qxf6+ Ke8 40. Qh8+ Kd7 41. Qg7 Ke8 42. Bf6 Qb3+ 43. Bc3 Qd1 44. Qh8+ Kd7 45. Qb8 Qc1+ 46. Bd2 Qg1+ 47. Kd3 Qf1+ 48. Kc2 Qa6 49. h5 Qa2+ 50. Kd3 Qb1+ 51. Ke2 Qe4+ 52. Kf2 Qd4+ 53. Be3 Qxb4 54. Qf8 Qb2+ 55. Kg3 Qf6 56. Qd6+ Kc8 57. Bd4 Qd8 58. Qxd8+ Kxd8 59. Bg7 Kc7 60. Bxh6 b6 61. cxb6+ Kxb6 62. Kh4 1-0



[For this and other games below from the Zurich 1953 tournament, Kotov and I are relying on Bronstein's great book.]

Here is another example of a good plan, played against a player who didn't have much of a plan:

[Event "?"] [Site "ussr ch'p SF"] [Date "1939.??.?"] [Round "?"]

[White "Sokolsky"] [Black "Botvinnik"] [Result "0-1"]

**1.c4 Nf6 2.Nc3 d5 3.d4 g6 4.Nf3 Bg7 5.e3 O-O 6.Be2 e6 7.O-O b6 8.cxd5
exd5 9.b3 Bb7 10.Bb2 Nbd7 11.Qc2**



"It gradually becomes clear that White has no plan and merely concerns himself with developing his pieces. You might have been able to play that fifty years ago, but nowadays, when every master makes a plan after the first six to eight moves of the game, there is no better way of getting into a cramped and passive position than thinking of development alone." - BOTVINNIK

11...a6 12.Rac1 Rc8 13.Rfd1 Qe7 14.Qb1 Rfd8 15.Bf1 c5 16.dxc5

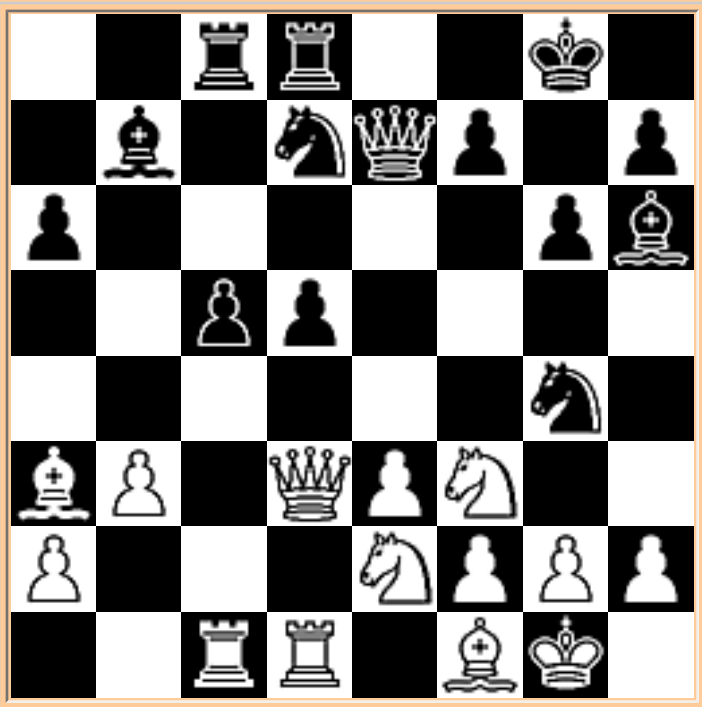
"Yet another positional error. It is not possible to exploit the hanging pawns at c5 and d5 with a large number of minor pieces on the board by attacking them from the back line! Meanwhile White parts with his last strong point in the centre - the strong point at d4. This brings Black's Bb7 to life, and the tempo of the game speeds up" - BOTVINNIK

Black exploits his extra space with a vigorous attack on the K-side. He cleverly realises he needs the Bg7 to pressurise e3, so fearlessly gives up the long diagonal a1-h8 to White.

16...bxc5 17.Ne2 Bh6 18.Ba3 Ng4 DIAGRAM

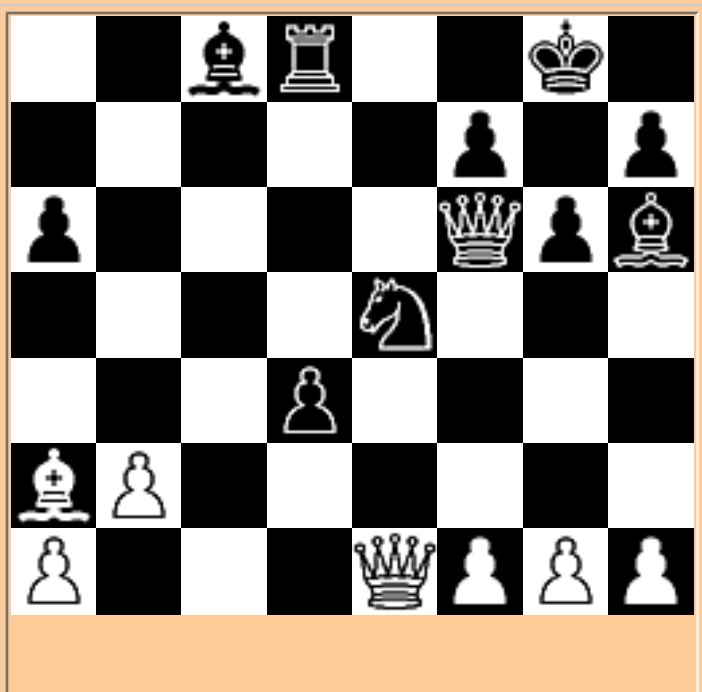
White's natural moves have let him drift into a passive position.

19.Qd3 (19.Nc3 Bxe3) 19...Nde5 20.Nxe5 Qxe5 21.Ng3 Qf6 22.Nh1 d4 23. Qe2 Ne5 24.exd4 cxd4 25.Rxc8 Bxc8 26.Re1 d3



White's position has continued to slide while Black has been getting more menacing... Time for the final push:

26... d3 27.Qd1 Bg4 28.Qa1 d2 29.Rxe5 d1=Q 30.Re8+ Rxe8 31.Qxf6 Be2
 And Black won easily ...0-1



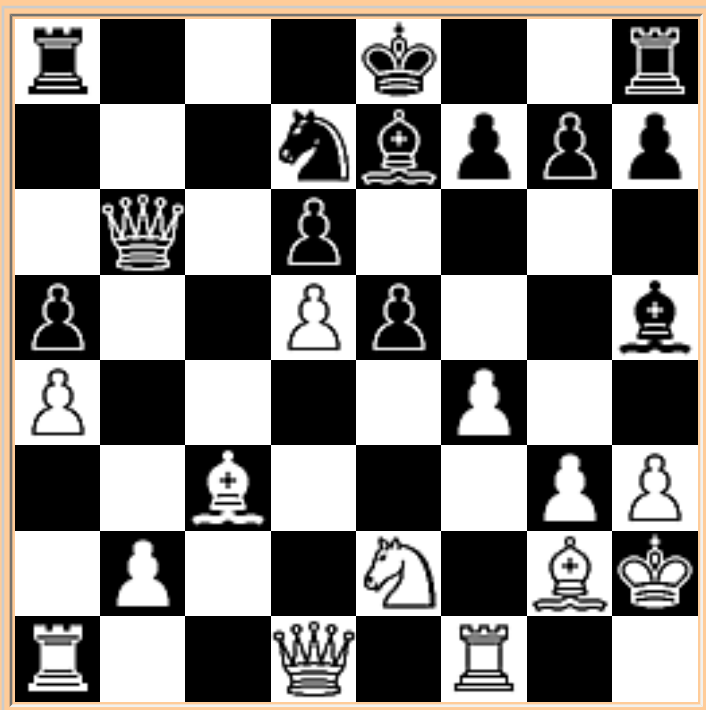


One more example - losing a better game by playing without a plan.

[Event "?"][Site "Zurich IZT"][Date "1953.??.?"][Round "?"]

[White "Gligoric, S."][Black "Kotov, A."][Result "0-1"]

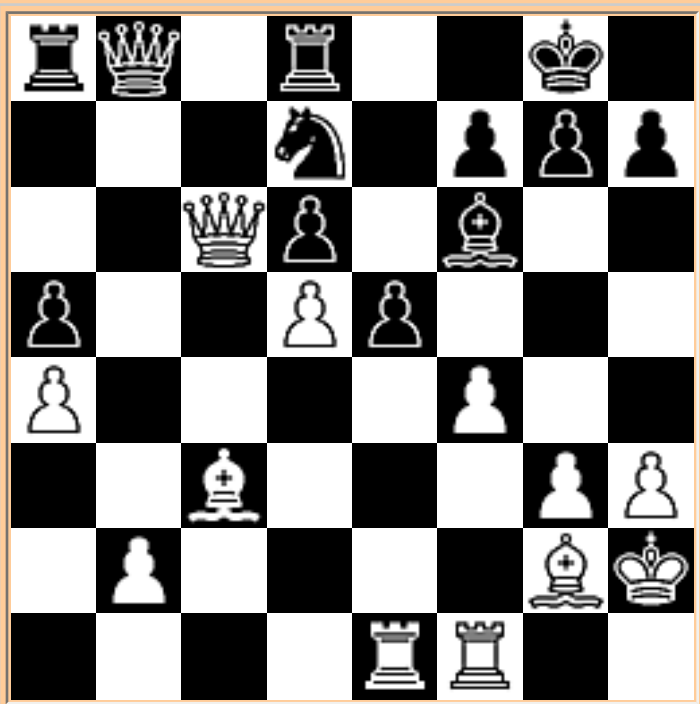
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.g3 e5 7.Nde2 Be6 8.Bg2 b5 9.O-O Nbd7 10.a4 b4 11.Nd5 Nxd5 12.exd5 Bg4 13.Bd2 a5 14.c3 bxc3 15.Bxc3 Qb6 16.h3 Bh5 17.Kh2 Be7 18.f4 DIAGRAM



"White has a plus. Sometimes 'natural' moves suffice, but against able and determined defence the attack may need to be pursued along a tightrope of only moves. 18 g4! first then f4 would have been more incisive, if more risky."
BRONSTEIN

18...Bxe2 19.Qxe2 Bf6 20.Qc4 O-O 21.Qc6 Rfd8 22.Rae1 Qb8 DIAGRAM

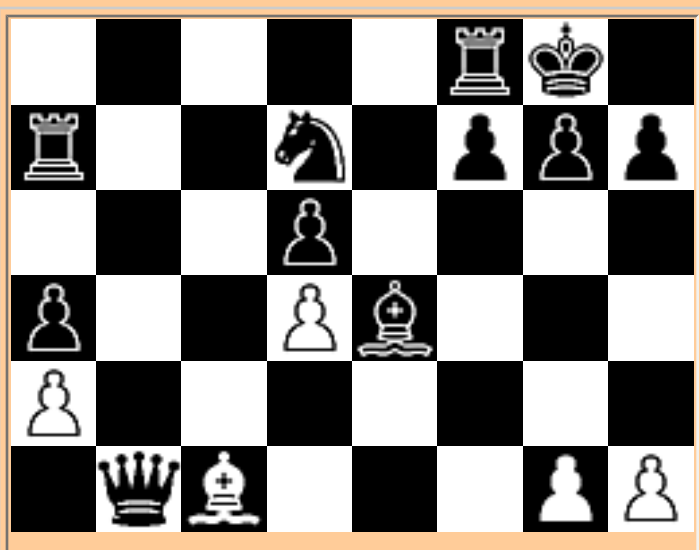
"Backing up for a running jump... the initiative has passed to Black." **BRONSTEIN**

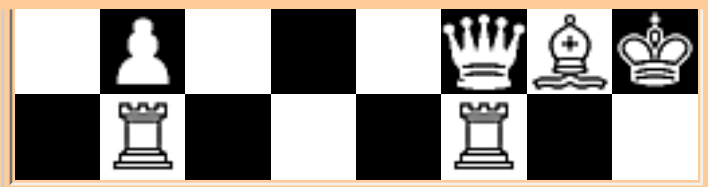


23.Rb1 Ra7 24.Qc4 Rc8 25.Qe4 Qb3 (threats ...Rc4 and ...exf4/...Bxc3) 26.fxe5 Bxe5 27.Qf5 Rf8 28. Qf2 DIAGRAM

"It is because of such one-move threats that all of White's advantage has evaporated." BRONSTEIN

28...Raa8 29.Qf5 Qxa4 30.Rf4 Bxf4 31.gxf4 g6 32.Qg5 Rae8 33.Rg1 Re2 34.Kh1 Qc2 35.Qg4 Nc5 36.Qh4 Ne4 37.Bd4 Nf2+ 38.Kh2 Ne4 39.f5 Qd3 40.fxg6 fxg6 41. Bb6 0-1 (41...Nd2)





Kotov has been much exercised by this notion of planning, and in his books gives lots of examples of planless play being punished. You can often see glorious examples of well-planned play - like in the old master games of Tarrasch and Steinitz, where a plan conceived early in the game was carried out to perfection and gradually overwhelmed the opponent. Tarrasch and Steinitz also showed how to form a plan - where to find weak points, and how to attack at the weakest point. I'll discuss this in more detail below, but first another word from Kotov and Bronstein on planning in general. Kotov describes reading over a game of Romanovsky's against Vilner, which made a powerful impression on the young Kotov - here, a plan, which Romanovsky stuck to over 5 hours, eventually resulted in victory. ROMANOVSKY commented on his own game:

" 'The last and main conclusion to be drawn and the main one is as follows. In every game we ought to have a single basic plan, and by carrying out this plan we ought to get a prolonged initiative. The initiative so gained will tend to increase until it reaches the stage where it is sufficient to force a win.' ...

"My own reaction" says KOTOV, "was immense admiration. Everything foreseen and planned from the first move to the last... I tried to start playing in a planned fashion... but I got precisely nowhere! I would envisage a long siege of my opponent's pawn at a6 but was distracted by threats on the f-file... My games still consisted of isolated episodes which I feverishly tried to knit together into a harmonious whole...

"It was only much later ... that the question of a single plan became clear to me... In the Vilner game it was a struggle between unequal sides. When, however, you meet a strong inventive opponent and he counters every one of your intentions not only by defensive but also by counter-attacking measures, then it is far from simple to carry out a single plan...

"... I finally concluded: 'A single plan is the sum total of strategic operations which follow each other in turn and which each carry out an independent idea that arises logically from the demands of a given position'. ...

*The definition given above is supported by the following quotation from Bronstein: 'Due to Tarrasch * an idea grew up that is still prevalent nowadays, the idea that there are the so-called logical games in which one side carries out a logical plan from beginning to end rather like a theorem in geometry. I do not think that there are such games between opponents of the same strength and the annotator who*

gives that impressions is often the winner of the game who makes out that what happened is what he wanted to happen' "

Znosko-Borovsky says much the same thing in his **How Not To Play Chess** lecture. So, in the examples I gave above (and more below), read and believe when I say you need a plan, but remember that real chess is likely to be more messy and less smooth. Unless you are playing an opponent who hasn't got a clue you will have to keep chopping and changing plans to cope with the changing situation on the board. That's life...

Modern chess planning

This century has not produced any great new theorists like Steinitz or Nimzovitch, rather an approach to chess which takes no theory for granted. Novel play in the opening has become increasingly sophisticated, and players will defend the most dreadful-looking pawn structures if they get some sort of activity for it. Chess has become more concrete, more dynamic, and more difficult. Let's have a look at a couple of examples:



This position, arising after **1 e4, c6; 2 d4, d5; 3 Nc3, dxe4; 4 Nxe4, Nf6; 5 Nxf6, exf6** (now we more often play 5...gxf6); **6 Bc4, Bd6; 7 Qe2, Be7; 8 Nf3, O-O; 9 O-O**, was well-known to players and theorists of the 19th century. Lasker, for example, comments:

"White's plan consists in realising his pawn superiority on the Queen's side while remaining passive on the King's side. Black, on the other had will atttempt to force

his opponent to advance one of his pawns on the King's wing, in order to start play against White's King's side with his pawns."

Lasker has in mind moves for White such as c4 and d5 to create a passed pawn, and for Black ...Bg4, ...Bd6, ...f5 and ...Qh5. In fact play went **9 ...Bd6; 10 Re1, Bg4; 11 Qe4! Bh5; 12 Nh4, Nd7; 13 Qf5**. Steinitz and Lasker would undoubtedly have criticised White's crude and 'unjustified' attack. What's going on? Ragozin, a strong and experienced Soviet master, must have been aware of Lasker's views, and of the theories of Steinitz, so why is he playing on the 'wrong' side? He has made in fact a much more dynamic and concrete assessment of the position which notes, not just the Q-side majority, but also: the awkwardly placed bishops, missing Nf6, the compromised f-pawns and White's development and control of space. Given time, Black could no doubt disentangle his pieces. Ragozin gives him no time at all.

13...Nb6; 14 Qxh5, Nxc4; 15 Bh6!! Qd7 (can you find the win after 15... gxf6?); **16 b3, Nb6; 17 Nf5, Kh8; 18 Re4, Bxh2+ 19 Kh1** and Black resigned.

This is the real contribution of the 20th century to chess theory, in which SOVIET players have been dominant. Players look beyond the geometry of pawn formations and have moved to a more flexible and more dynamic style of play. There are no new general principles, because modern players do not believe in general principles. Players like BRONSTEIN and BOLES LAVSKY turned established ideas on their heads in the 1950s, championing Black's dynamic chances in the King's Indian and Sicilian.

There is another good example of modern planning from Bronstein's superb book on the 1953 Candidates tournament **The Chess Struggle in Practice**.



In this line of the King's Indian, an opening he and Boleslavsky more or less re-invented, White has a significant space advantage, and Black has a 'backward' d-pawn on an open file, although he has covered the outpost on d5. Black has some good pieces: the Bg7 and Nc5 are well-placed, and the Bc8 and Re8 also have some potential.

Bronstein comments:

"I think now is the time to acquaint the reader with the mysteries of the Black d-pawn in the King's Indian. Even though it is situated on an open file and therefore always exposed to attack, it is not a very easy nut to crack. The simplest method for White is apparently to retreat the Knight from d4, but d4 is precisely where the Knight needs to be: its jobs are to supervise b5, c6, e6, and f5 and to buffer the influence of the Bg7. Only after White has taken steps against possible Black attacks (...a3, ...Be6, ...f5) can his Knight leave the centre, but during that time Black can regroup to cause worries elsewhere.

"So the weakness of the d-pawn proves to be imaginary. Contemporary methods of play in the opening recognise the illusory weakness of such pawns. But it was exactly this 'eternal' weakness of the Pd6 that led to the King's Indian being regarded as dubious.

The most dramatic recent example of this is Evgeny Sveshnikov's cherished variation of the Sicilian, sometimes known as the Pelikan: **1 e4, c5; 2 Nf3, Nc6; 3 d4, cxd4; 4 Nxe4, Nf6; 5 Nc3, e5; 6 Nb5, d6; 7 Bg5, a6; 8 Bxf6, gxf6; 9 Na3, f5!?** Black will use the extra central pawns and piece activity to stop White getting a proper hold on the weaknesses on ...d6 and ...f6/...h6.

Zinn-Sveshnikov, Decin 1974: 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6 DIAGRAM



Black has an obvious hole on d5; White sets out, in textbook fashion, to occupy it. 7. Bg5 a6 8. Na3 b5 9. Bxf6 gxf6 10. Nd5 Mission accomplished! DIAGRAM



But at what cost? The outpost stands unsupported by any other White pieces, and the Na3 is at present a

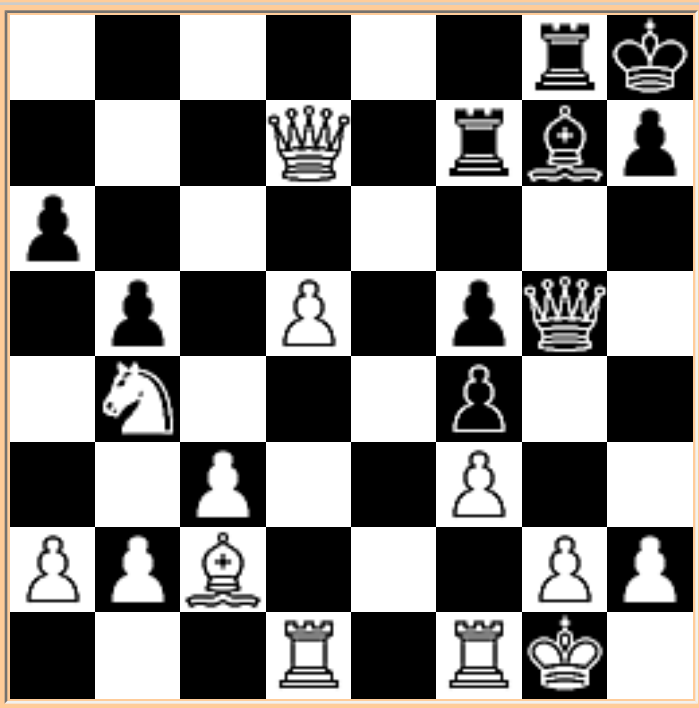
bit lost. Black's pawns are very muddled but control a lot of key squares (c4,d4 and f4). The muddling also gives Black the open g-file.

Let's see how things unfold

10... f5 11. Bd3 Be6 12. Qh5 Bg7 13. O-O f4 14. c3 O-O 15. Nc2 f5 DIAGRAM



The muddled pawns dominate the centre and the King's side, while White's pieces are still looking for a decent plan. Black now attacks down the open g-file. **16. Ncb4 Nxb4 17. Nxb4 d5 18. exd5 Bd7 19. Bc2 Be8 20. Qe2 Kh8 21. Rad1 Qh4 22. f3 Rf6 23. Qe1 Qg5 24. Qxe5 Bd7 25. Qe7 Rg8 26. Qxd7 Rf7** 0-1 DIAGRAM



Games like this may make the classically-trained chessplayer despair, but they have added a richness and excitement to our understanding of the game.

" Their point of view can be summarized as follows: what had for generations been accepted as a weakness, such as a hole or an isolated pawn, was not weak unless or until the opponent began to attack it; a much smaller hostile weakness which could be attacked first was in fact a greater weakness. Thus the dynamic approach brought about a radical adjustment in the views on weakness and strenght. It was no longer possible to measure one's weakness against those of one's opponent by the old method, but it was necessary to assess also the potentialities and speeds of the relative attacks. This called for a new degree of acute positional judgement, and in this was the Russian school has specially trained itself."

-- **Dynamic Chess** by R.N. Coles; I am grateful to Ariel Quinatana for supplying this quote.

Bibliography:

Kotov: *Think like a Grandmaster*

Plan like a Grandmaster

Bronstein: *The Chess Struggle in Practice*

Botvinnik: *100 Selected Games*

Euwe and Kramer: *The Middle Game, Volumes I and II*

Back to [Chess Coaching Page](#)



This document (planning.html) was last modified on 15 June 1998 by

[Dr. Dave](#)

Exeter Chess Club: White's attacking chances against the Paulsen/Scheveningen

White's attacking chances against the Paulsen/Scheveningen: Ljubojevic,L - Andersson,U (Wijk Aan Zee), 1976

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 Qc7 6. Be2 a6 7. O-O Nf6 8. Be3 Be7 9. f4 d6 10. Qe1 O-O 11. Qg3 Bd7 12. e5 dxe5 13. fxe5 Nxe5 14. Bf4 Bd6 15. Rad1 Qb8 16. Rd3 Ne8 17. Ne4 Bc7 18. Rc3 Nc6 19. Bxc7 Nxd4 20. Bd3 Qa7 21. Nc5 Bb5 22. Be5 Nc6



White's initial lead in development and control of the centre has got better and better.

23. Bxh7+ Kxh7 24. Rf4 f6 25. Rh4+ Kg8 26. Qh3 Nd8 27. Bd4 b6 28. Nxe6 Nxe6 29. Qxe6+ Qf7 30. Qe4 g5 31. Rh6 Ra7 32. Rch3 Qg7 33. Rg6 Rff7 34. c4 1-0

Back to [Chess Coaching Page](#)



This document (sic2.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

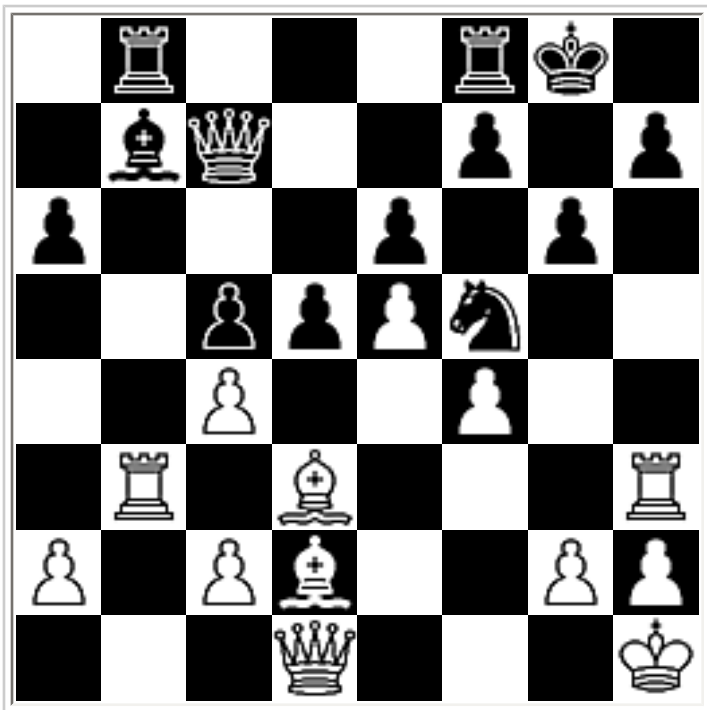
Exeter Chess Club: Black's chances in the Paulsen/Scheveningen

Black's chances in the Paulsen/Scheveningen: Renet - Taimanov, Montpellier 1986

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. Be2 Qc7 7. O-O Nf6 8. Kh1 Bb4 9. Nxc6 bxc6 10. f4 O-O

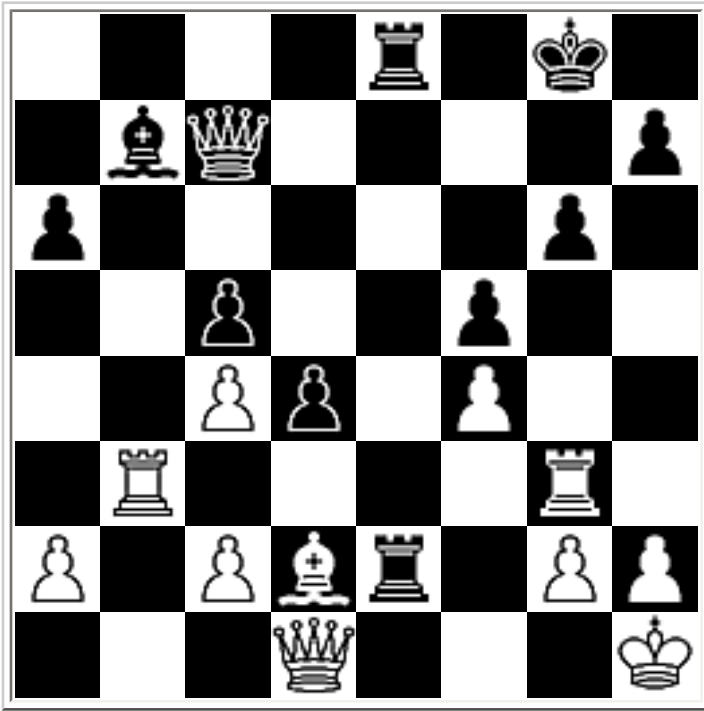
[10... Bxc3 11. bxc3 Nxe4 12. Qd4 Nf6 13. Ba3]

11. e5 Bxc3 12. bxc3 Nd5 13. Rf3 [13. Bf3] 13... c5 14. c4 Ne7 15. Rb1 Nf5 16. Bd3 Bb7 17. Rh3 g6 18. Bd2 Rab8 19. Rb3 d5



Always this blow in the Scheveningen. White is tempted by a King's-side attack, but this soon comes to an end because the bad Bd2 cannot help.

20. Bxf5 ? 20... exf5 21. Rbg3 f6 22. exf6 [22. Qh5 Qg7] 22... d4 23. Rb3 Rxf6 24. Qb1 Re6 25. Rhg3 Re2 26. Qd1 Rbe8



the difference in the power of the two bishops is enormous, and White will never be able to play a light-squared bishop to f3 to exchange off the Bb7

27. h3 Qc6 28. Rbf3 Qe6 29. Rb3 Bc6 30. Kh2 Qxc4 0-1

Back to [Chess Coaching Page](#)



This document (sic3.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

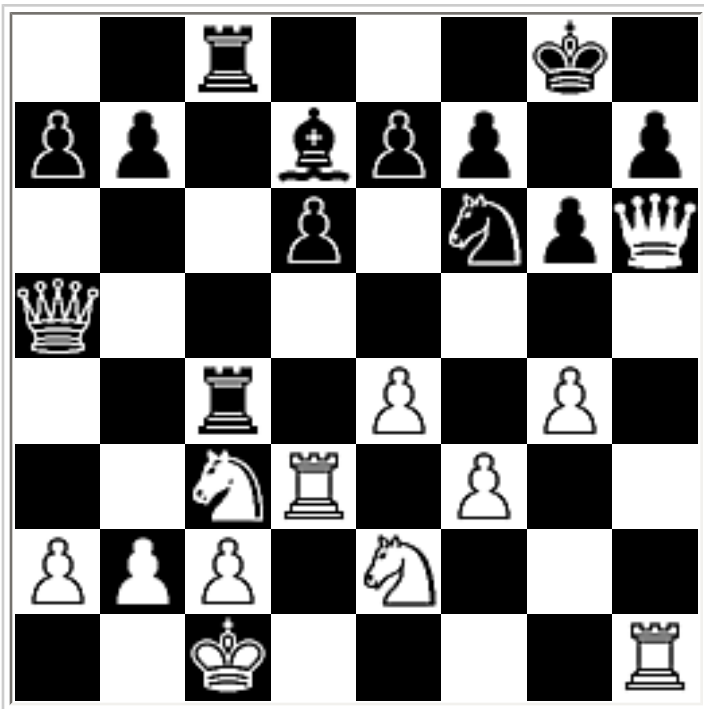
Exeter Chess Club: White's chances in the Dragon

White's chances in the Dragon : Karpov - Korchnoi, Moscow 1974

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Qd2 O-O

White intends to hold the centre and attack the King. There is a recipe for these attacks: play Bh6xg7, h2-h5xg6, Qh6 and Qxh7 mate! Black has got about ten moves to arrange an upset in...

9. Bc4 Bd7 10. h4 Rc8 11. Bb3 Ne5 12. O-O-O Nc4 13. Bxc4 Rxc4 14. h5 Nxh5 15. g4 Nf6 16. Nde2 Qa5 17. Bh6 Bxh6 18. Qxh6 Rfc8 19. Rd3



The first new move of the game! All this was known to theory.

19... R4c5 20. g5 Rxc5 21. Rd5 Rxd5 22. Nxd5 Re8 23. Nef4 Bc6 24. e5 Bxd5 25. exf6 exf6 26. Qxh7 + Kf8 27. Qh8+ 1-0

Karpov's team later claimed they had worked out the whole game beforehand in analysis!

Back to [Chess Coaching Page](#)



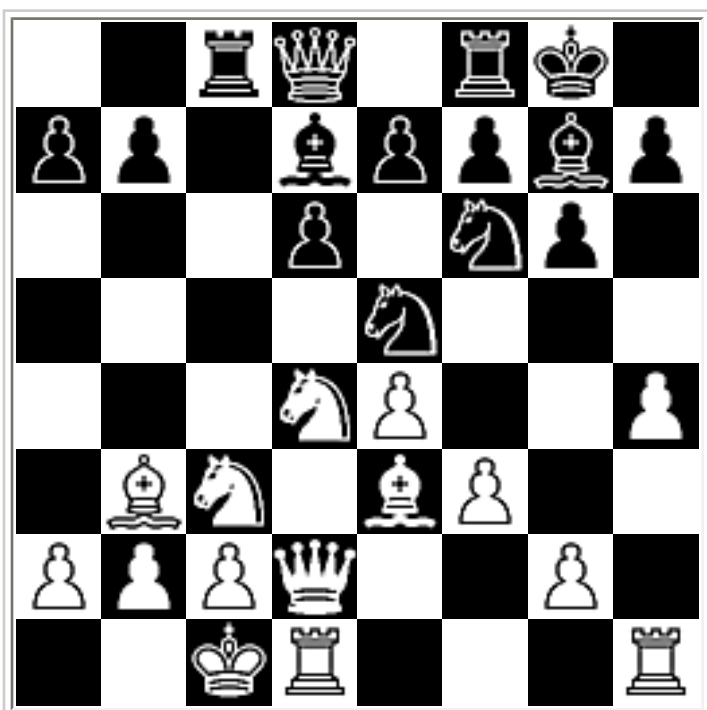
This document (sic4.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Black's chances in the Dragon

Black's chances in the Dragon: Prokopp - Deuel (corr. 1986)

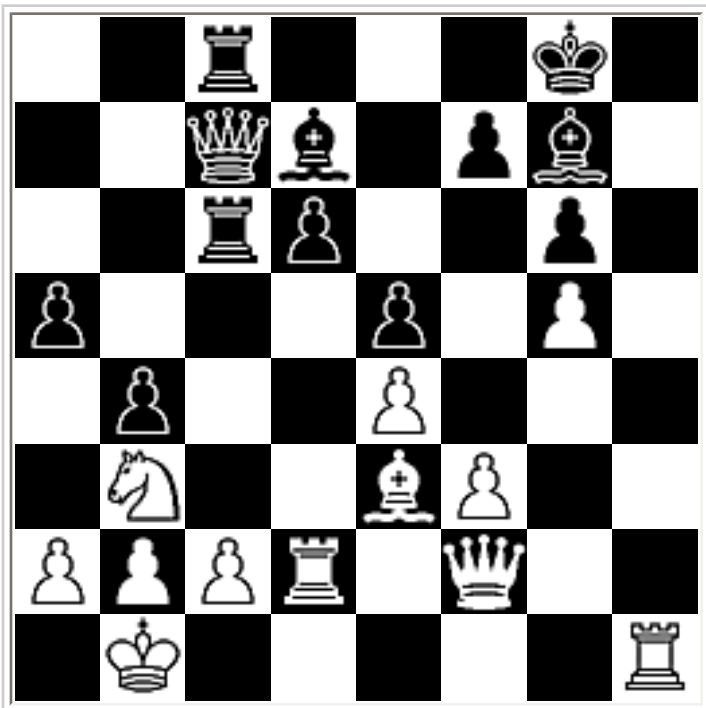
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Qd2 O-O 9. Bc4 Bd7 10. h4 Rc8 11. Bb3 Ne5 12. O-O-O



a typical Dragon line

12... Nc4 picks up a bishop

13. Bxc4 Rxc4 14. g4 b5 15. h5 b4 16. Nd5 e6 17. Nxf6+ [17. Nxb4] 17... Qxf6 18. hxg6 hxg6 19. Qh2 Rfc8 20. Rd2 e5 21. g5 Qd8 22. Nb3 [22. Nf5] 22... Qc7 23. Kb1 a5 24. Qf2 Rc6

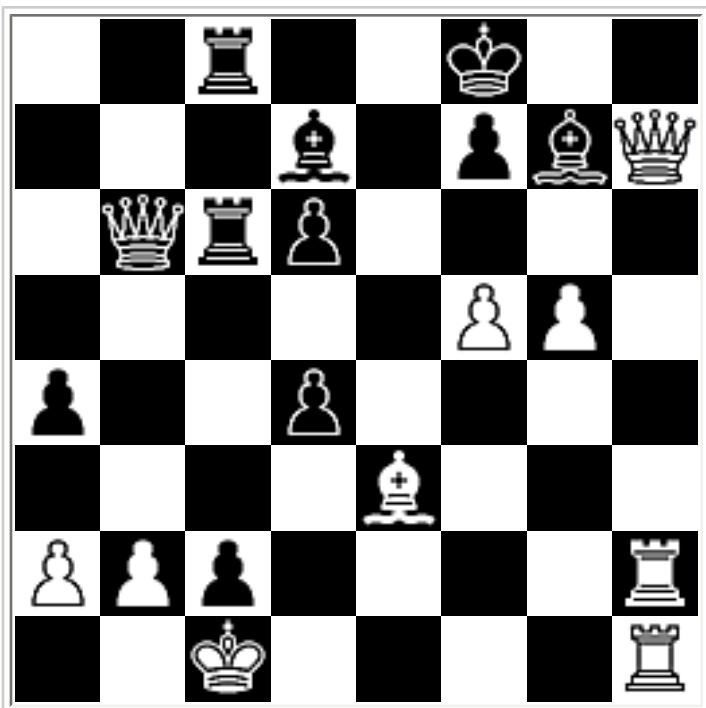


you can see the potential of the half-open c-file when White castles Q-side

25. f4 ?

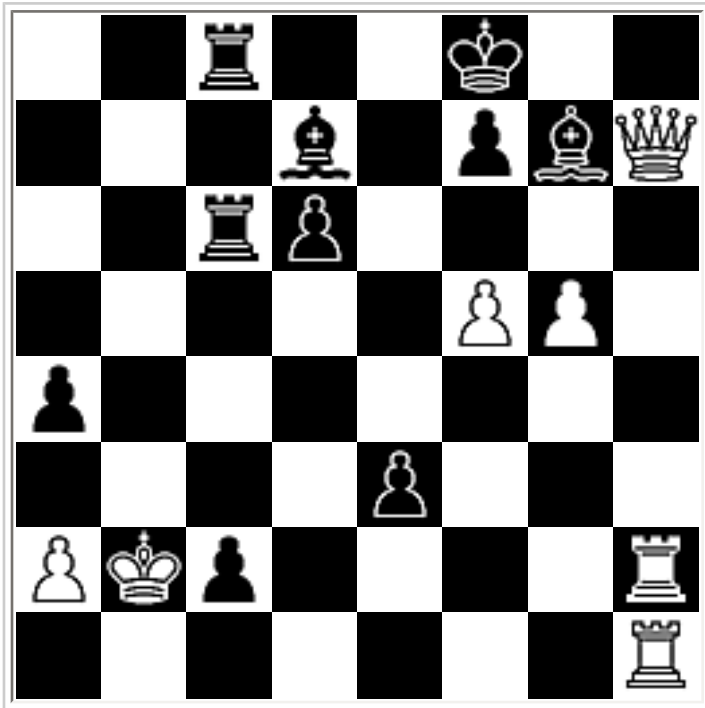
allows opening of long diagonal

25... a4 26. Nd4 b3 27. f5 exd4 28. Qh4 bxc2+ 29. Kc1 Qb6 30. Qh7+ Kf8 31. Rdh2 gxf5 32. exf5



32... Qxb2+ 33. Kxb2 dxe3+ 0-1

Let's look at the finish again:



34. Kc1

[34. Qxg7+ Kxg7 35. Rh7+ Kf8 is lost]

34... Bb2+ 35. Kxb2 Rb8+ 36. Ka1 c1=Q+ 37. Rxc1 Rxc1# 0-1

Back to [Chess Coaching Page](#)



This document (sic5.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

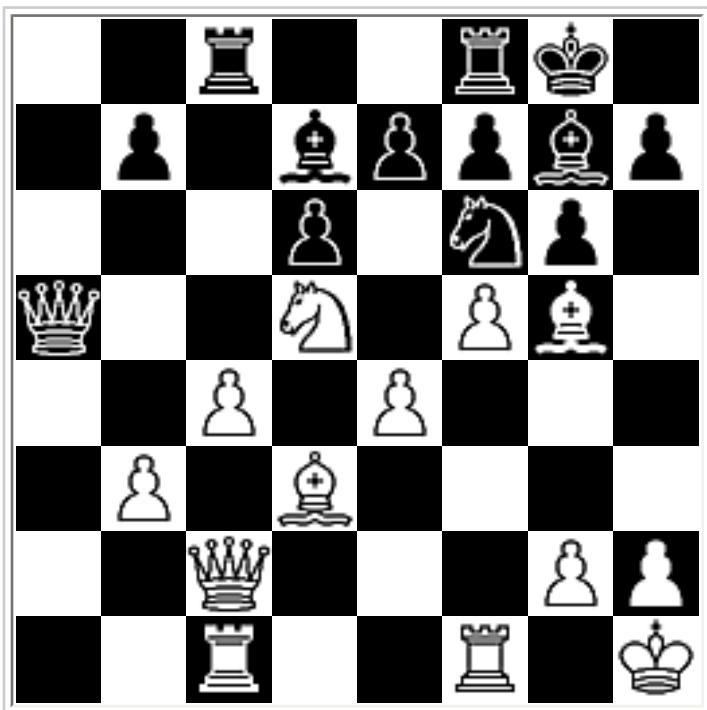
Exeter Chess Club: The Maroczy Bind

White's chances if allowed to play c4 (The Maroczy Bind): Portisch-Reshevsky, Petropolis izt 195

1. c4 c5 2. Nf3 g6 3. e4 Nc6 4. d4 cxd4 5. Nxd4 Nf6 6. Nc3

We have arrived at a Sicilian by transposition from the English; White has played Nc3 behind the c-pawn. White has more space, which he will try to maintain by preventing Black from playing freeing moves like ...b5. Then, when Black is passive and White is fully developed, he will move to the attack.

6...Nxd4 7. Qxd4 d6 8. Bg5 Bg7 9. Qd2 O-O 10. Bd3 a5 11. O-O a4 12. Rac1 Be6 13. Qc2 Nd7 14. f4 Rc8 15. b3 axb3 16. axb3 Nf6 17. Kh1 Qa5 18. f5 Bd7 19. Nd5



White invites the exchange of Knights, which would only serve to open lines of attack for the Bishops and Rooks.

19...Qd8 20.Qf2 Bc6 21.Qh4 Bxd5 22.exd5 Re8 23.Rf3 Nd7 24.Rcf1 Bf6 25.Rh3 Nf8 26.fxg6 fxg6 27. Bxg6 hxg6 28.Rxf6 1-0

Back to [Chess Coaching Page](#)



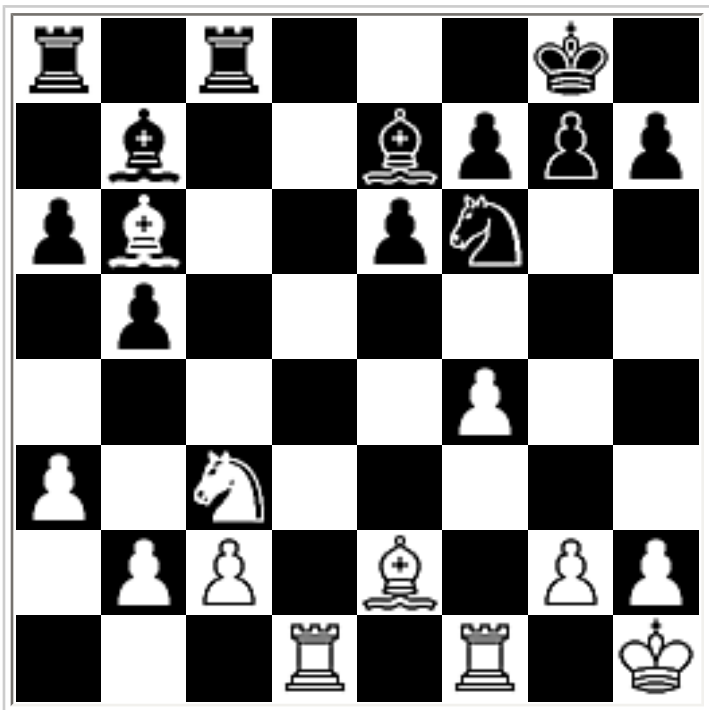
This document (sic6.txt.html) was last modified on Feb 7 1996 by

[Dr. Dave](#)

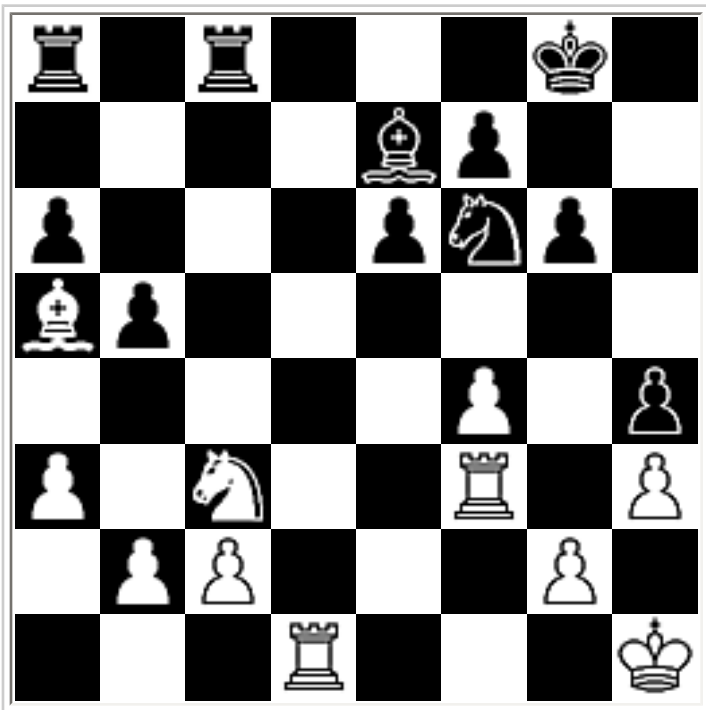
Exeter Chess Club: Black's minority attack

vogt - andersson (STEAN) [B84] minority attack in the Sicilian, 1996

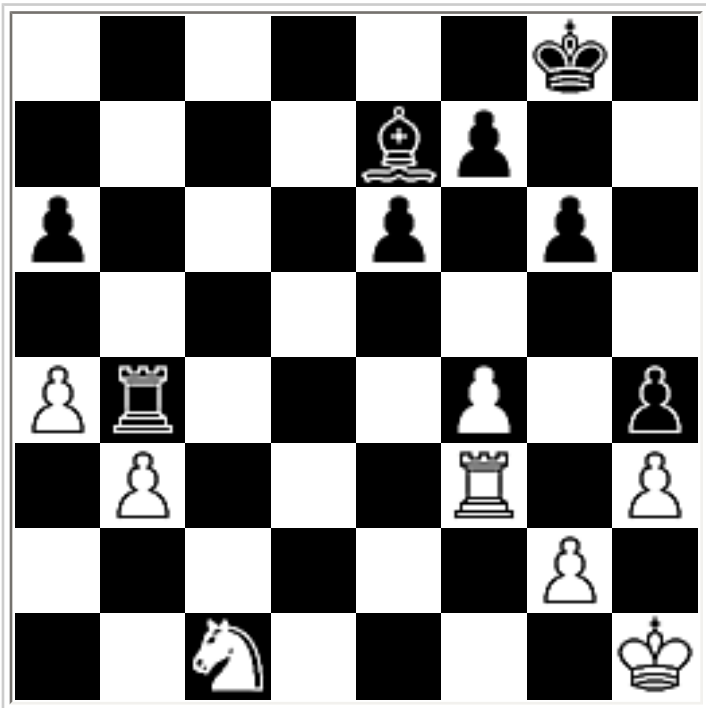
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 This is nearly always Black's fourth move in the Sicilian, to force the N on b1 in front of the c-pawn. Left alone, White may play c2-c4, stopping counterplay with d7-d5 or b7-b5, and removing danger on the c-file. 5. Nc3 e6 6. Be2 a6 7. f4 Qc7 8. O-O Be7 9. Kh1 Nc6 10. Be3 Nxd4 11. Qxd4 O-O 12. Rad1 b5 Already making use of the minority. The move b7-b5 is sometimes a way of threatening the e-pawn, but more often keeps the c-pawn backward on an open file. 13. e5 !? 13... dxe5 14. Qxe5 Qb8 ! 15. Qxb8 Rxb8 16. Ba7 Ra8 17. Bb6 Bb7 18. a3 Rfc8



! Chess magazines are full of quick White kills against the Sicilian. Why do players bother with it, then? Because the longer games where the attack founders and Black wins the endgame are too long for magazines. Watch... 19. Ba5 g6 20. h3 ? 20... h5 21. Bf3 Bxf3 22. Rxf3 h4



Now White has a weakness on g2 as well as c2. 23. Rd2 Rc4 24. b3 Rc6 25. a4 b4 26. Ne2 Rac8 27. c4 bxc3 28. Rxc3 The weakness has been replaced by one on b3. 28... Nd5 29. Rxc6 Rxc6 30. Rb2 Bf6 31. Ra2 Rc8 32. Bd2 [32. b4 Rb8] 32... Rb8 33. Nc1 Nb4 34. Bxb4 Rxb4 35. Rf2 The risks of the h2-h3 move is now clear. 35... Be7 36. Rf3



36... Bd6 37. Ne2 Re4 38. Rd3 [38. Rf2 Bc5] 38... Bc5 39. Rc3 Bf2 40. Rc2 Kg7 41. Ng1 Rxf4 ...0-1 vogt-andersson 1978

Back to [Chess Coaching Page](#)



This document (sic1.html) was last modified on 15 Sep 96 by

[Dr. Dave](#)

A. Piece attacks against the common half-open defences

[...]

In each of these lines White has a straightforward plan of campaign:

- **rapid development**
- **keep Black passive**
- **keep lines open if you can**
- **keep an eye out for lightning raids**

Exeter Chess Club: Piece attacks vs. Sicilian

- [A5.1. Ideas with Be2](#)
 - [A5.2. Ideas with Bb5](#)
 - [Rossolimo Variation with 2... Nc6](#)
 - [Rossolimo Variation with 2...d6](#)
 - [Example games A5](#)
 - [A5.1. Examples with Be2](#)
 - [Basman-Stean,Hastings 1974](#)
 - [A5.2. Examples with Bb5](#)
 - [Georgiev,Kr - Feher,G \[B30\], Cappelle](#)
 - [Smirin,I - Nun,Ji \[B30\], Polanica](#)
 - [Bogumil - Sarosi \[B30\], Budapest](#)
-

A5. Piece attacks vs. Sicilian: lines with piece play

A5.1. Ideas with Be2



It would be wrong to say there is much theory on these lines.

The basic idea is to develop the King's side pieces quickly, and play c3 and d4 (very much the same plan as the normal 1. e4 e5 openings).

1. e4 c5 2. Nf3

Now Black has a basic choice between 2...d6, 2...Nc6 and 2...e6. Alternatives are less strong, e.g. 2...a6 3. c4 or 2...Nf6 3. e5. These should not be scorned - GMs have played each line - but are less good for Black than normal lines.

2...d6

*[after 2... e6 White can play an interesting gambit, borrowed from a variation of the English Opening:
3. Be2 Nc6 4. b4 Nxb4*

[4... cxb4 5. d4]

5. c3 Nc6 6. d4;

(compare the line 1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5)]

3. Be2 Nf6

[3... e6 4. c3 Nc6 5. d4 Nf6 6. Nbd2]

4. c3 Nc6 5. d4 cxd4 6. cxd4 Qa5+ 7. Nc3 Nxe4 8. d5



...with interesting gambit play in each line.

A5.2. Ideas with Bb5

Rossolimo Variation with 2... Nc6

3. Bb5



Now the most common line is

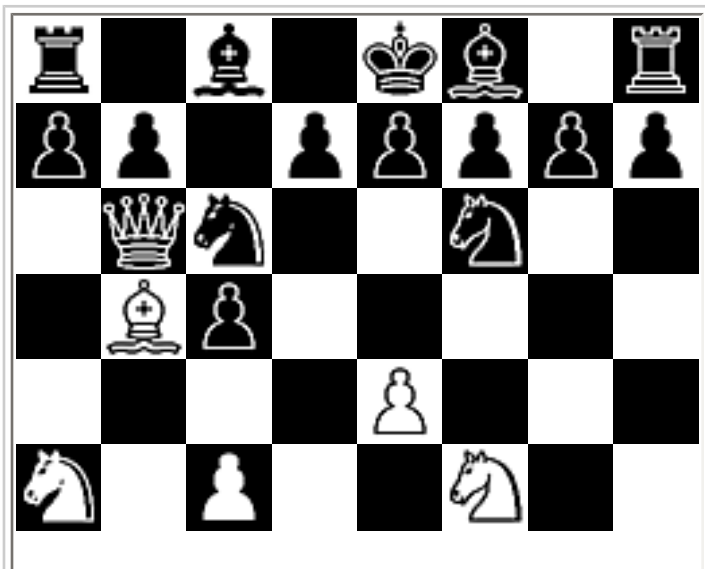
3...g6

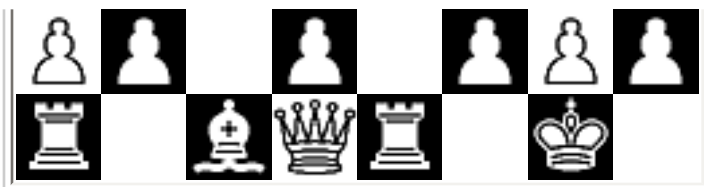
Alternatives:

[3... Nf6 e.g. 4. e5 Nd5 5. Nc3 Nc7 6. a4 Nxb5 7. axb5]

[3... e6 e.g. 4. O-O Nge7 5. c3 d5 6. exd5]

4. O-O Bg7 5. c3 Qb6 6. Na3 Nf6 7. Re1



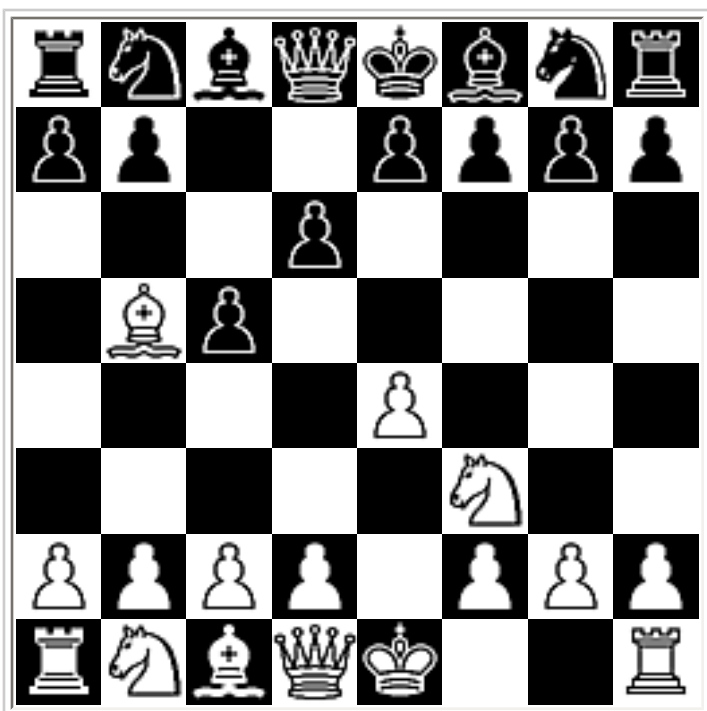


[or 7. e5 Nd5 8. Bc4 Nc7 9. d4]

...when White has good play.

Rossolimo Variation with 2...d6

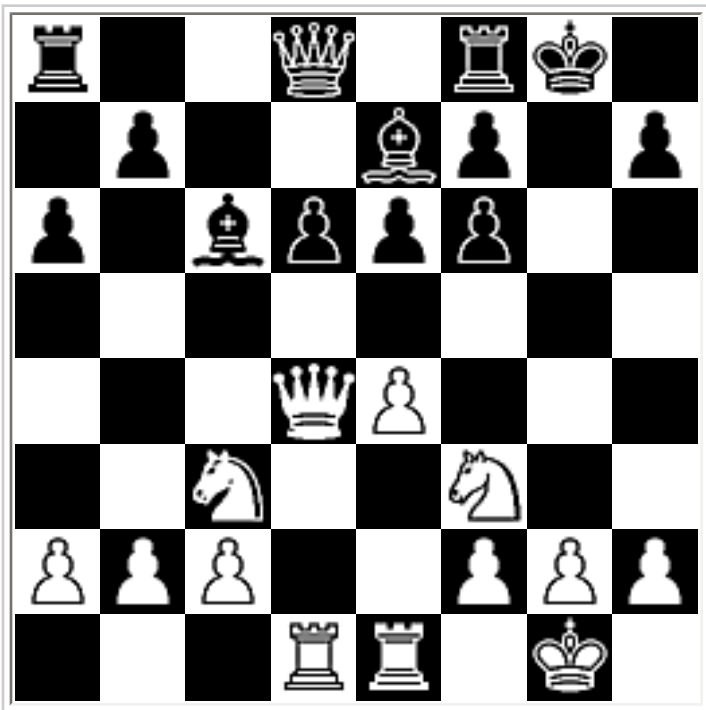
3. Bb5+



This is a complex line. After 3...Bd7 White will often play 4. Bxd7+ and 5.c4, placing the pawns on light squares to complement the dark-squared bishop.

One example in another line:

3... Nd7 4. d4 cxd4 5. Qxd4 Ngf6 6. Bg5 e6 7. Nc3 Be7 8. O-O a6 9. Bxd7+ Bxd7 10. Rad1 Bc6 11. Rfe1 O-O 12. Bxf6 gxf6



Again, White has good piece play, although the bishops may be dangerous

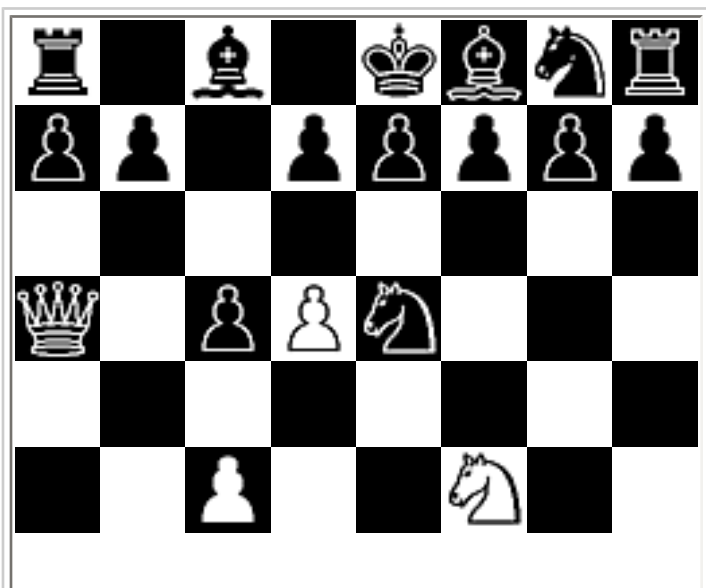
Example games A5

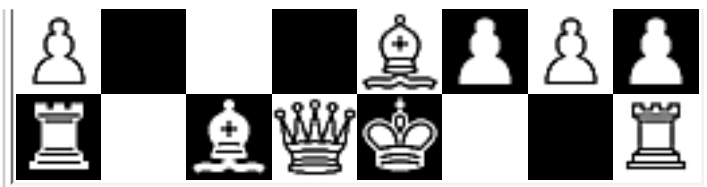
A5.1. Examples with Be2

Basman-Stein, Hastings 1974

This is a famous game in this line.

1. e4 c5 2. Nf3 d6 3. Be2 Nf6 4. c3 Nc6 5. d4 cxd4 6. cxd4 Nxe4 7. d5 Qa5+ 8. Nc3 Nxc3 9. bxc3





9...Ne5

[9... Nd8 may be better]

10. Nxe5 Qxc3+ 11. Bd2 Qxe5 12. O-O Qxd5

[The main alternative is 12... a6]

Nikolenko-Obukhov 1991

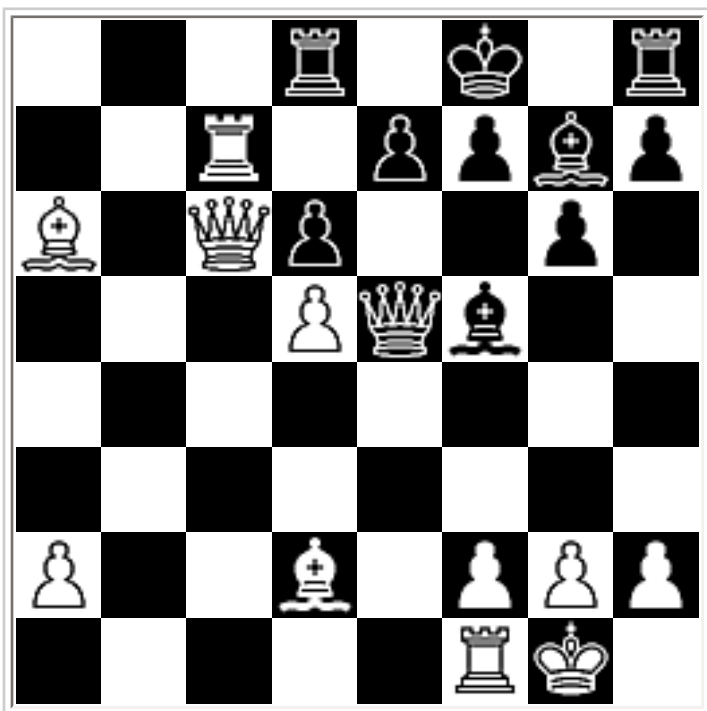
13. Rb1 g6 14. Rxb7 Bg7

[14... Bxb7 15. Qa4+ Kd8 16. Ba5+ Kc8 17. Qe8#]

15. Qa4+ Kf8 16. Rc7 Bf5

[16... Qxe2 17. Qc6 Bb7 18. Qxb7 Re8 19. Rc8 Qb5 20. Rxe8+ Qxe8 21. Rc1]

17. Qc6 Rd8 18. Bxa6



idea Re1 - Gallagher]

The game as it goes is a rout.

13. Rb1 e6 14. Bb5+ Bd7 15. Bxd7+ Kxd7 16. Qa4+ Kd8 17. Rb5 Qc6 18. Rc1 Qa6 19. Ra5 Qd3 20. Be3 d5 21. Rxa7 Rxa7 22. Qxa7 Ba3 23. Qb8+ Ke7 24. Bg5+ f6 25. Qxb7+ Kd6 26. Qc7#

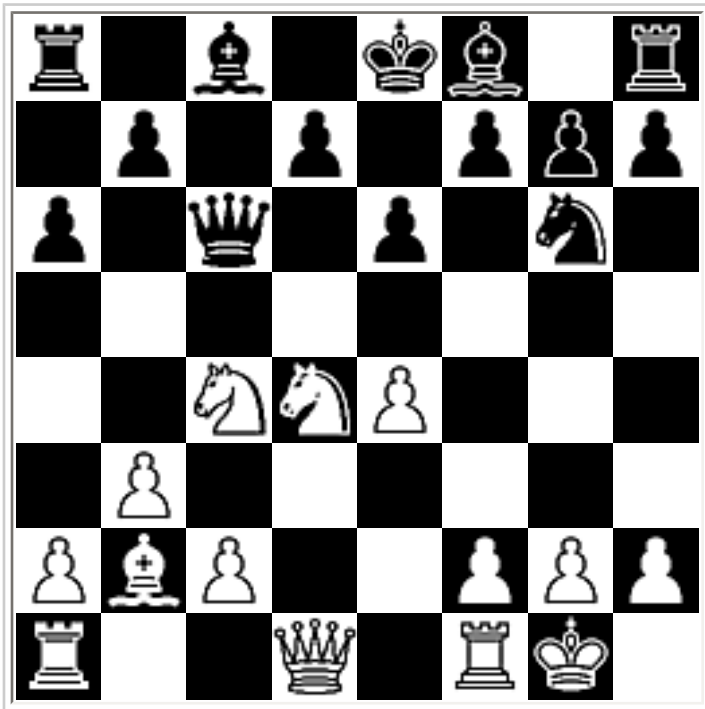
A5.2. Examples with Bb5

Georgiev,Kr - Feher,G [B30], Cappelle

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Qb6 6. Na3 Ng6 7. Bb2 a6 8. Nc4 Qc7 9. Bxc6 Qxc6

White is miles ahead in development, so breaks with d4.

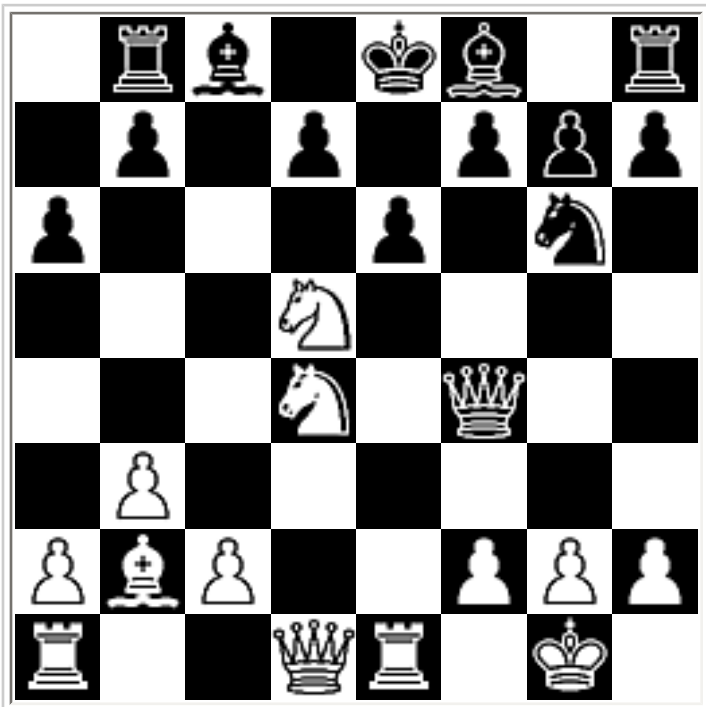
10. d4 cxd4 11. Nxd4



Black now grabs a hot pawn while behind in development.

(Kids! Don't try this at home!)

11... Qxe4 12. Re1 Qf4 13. Nb6 Rb8 14. Nd5

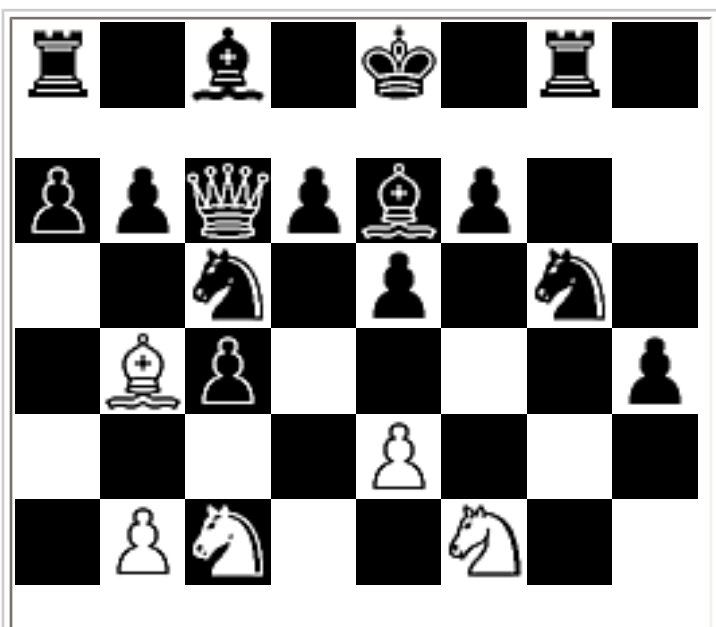


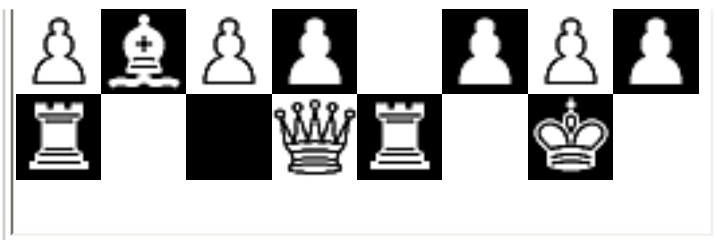
Almost inevitable

14... f6 1-0

Smirin,I - Nun, Ji [B30], Polanica

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Ng6 6. Bb2 Be7 7. Bxg7 Rg8 8. Bb2 h5 9. Nc3 Qc7 10. Re1

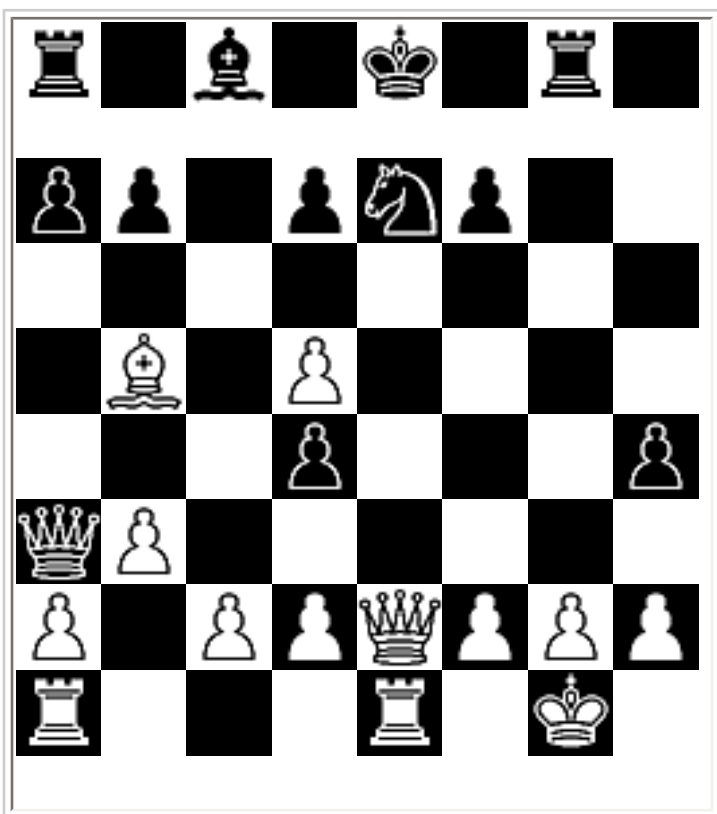




10... h4 11. Nd5

A very typical Sicilian sacrifice.

11...exd5 12. exd5 Nd4 13. Nxd4 cxd4 14. Ba3 Qa5 15. Bxe7 Nxe7 16. Qe2 Qa3

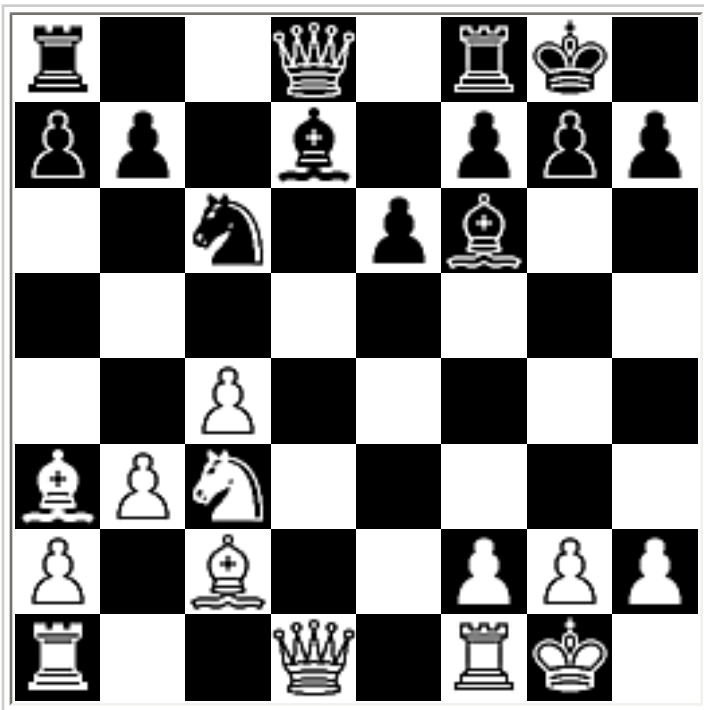


White threatens Qe5 and d6, winning the knight. Black keeps the Knight, but loses the King.

17. Qe5 Kf8 18. d6 Ng6 19. Qf6 Qa5 20. Bc4 Rg7 21. Re7 1-0

Bogumil - Sarosi [B30], Budapest

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. c3 d5 6. exd5 Qxd5 7. d4 cxd4 8. c4 Qd8 9. Nxd4 Bd7 10. Nf3 Nf5 11. Nc3 Be7 12. Ba4 O-O 13. Bc2 Nh4 14. Nxe4 Bxe4 15. b3 Bf6 16. Ba3

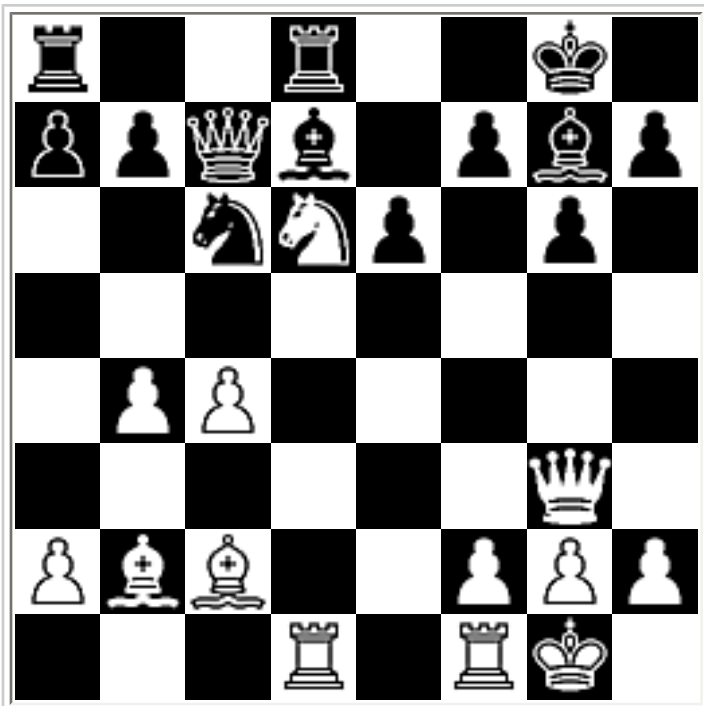


A neat move making use of the extra space and mobility.

16... Re8

[If 16...Bxc3, 17. Qd3!]

17. Qd3 g6 18. Rad1 Ne5 19. Qg3 Qa5 20. Ne4 Bg7 21. b4 Qc7 22. Nd6 Red8 23. Bb2 Nc6



White is obviously winning. He finds a neat unmasking (Nf5)

24. Bxg7 1-0

Back to [Chess Coaching Page](#)



This document (sic7.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

B. Slow attacks with f4 against the common half-open defences

The move f4 is often a strong idea against the Sicilian and Pirc, and to some extent the French; less good against other lines. The ideas are similar:

- **develop rapidly**
- **use the extra space given by the extra central pawn**
- **use the f4 pawn to break open lines against the King**

Example games B5a

- [Hodgson - Ady, Streatham Vs Ymca, London, 1981\[B23\]](#)
- [Hebden - Large, British Ch'p, 1982\[B21\]](#)
- [Plaskett - Howell, British Ch'p, 1983\[B21\]](#)
- [Ekebjærg, Ove - Danner, Georg, cr Nielsen-mem, 1987](#)
- [Hodgson - Nunn, Aaronson Open, 1978\[B23\]](#)

B5. Playing f4 vs. Sicilian (a) 1. e4 c5 Grand Prix attack

This is another system where the White side is easy to understand, and where Black has struggled to find a clear equaliser. 2. f4 can lead to the slow Sicilian with g3 and Bg2, but several English players have adopted the more aggressive system with Bc4. We will look at both systems.

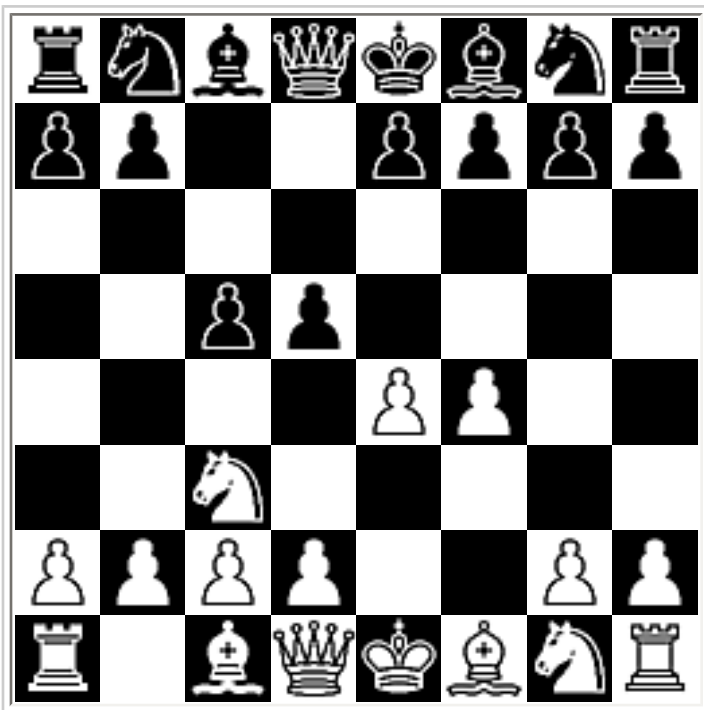
A second idea is to play Bb5xNc6 and then play a slow Dutch-style attack with Qe1 and Qh4.

1. e4 c5 2. f4 g6



There are alternatives:

[2... d5 can be met by 3. Nc3 (EG)



[The point of 2...d5 is the wicked gambit line 3. exd5 Nf6 4. c4 e6 5. dxe6 Bxe6 devised by Mikhail Tal]

]

[2... e6 3. Nc3 d5



[3... Nc6 4. Nf3 Nge7 5. Bb5 d5 6. Qe2 d4 7. Nd1]

4. Nf3]

3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4

[The other idea in this line is 5. Bb5 to exchange off the Nc6, and then play a standard Dutch-style attack with Qe1 and Qh4 (EG)]

Black can playd6 (EG) but more often goes:

5... e6



6. f5

This is the sharpest line, although White does not have to gambit

[e.g. 6. O-O Nge7]

Now the complications that follow...

6... exf5 7. d3 Nge7 8. O-O O-O? (EG)

or

6... gxf5 7. d3

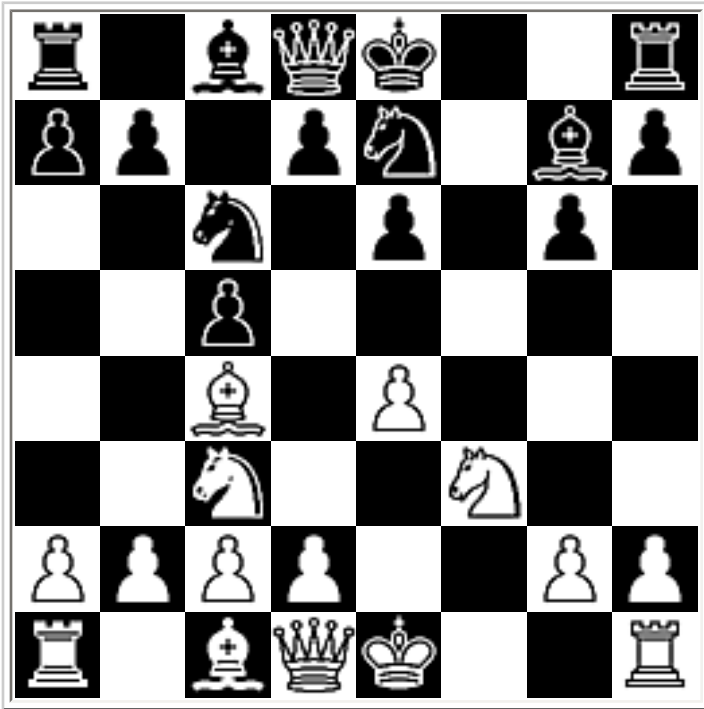
...must be known in a little detail to be played safely. There is also plenty of scope for original analysis - for example, what should happen after

6... d5

The gambit is probably best declined with

6... Nge7 7. fxe6 dxe6

[7... fxe6 may be better]



when Black's King is in danger but the central pawn mass is dangerous and may trap the White Q-side pieces]

There are also many lines with f4 in the open Sicilian i.e.. 1. e4 c5 2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. f4.

Example games B5a

First, a straightforward quick attack down the King's side

Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 e6 6. f5 exf5 7. d3 Nge7 8. O-O O-O?



This natural-looking move is probably a decisive mistake. Black has no effective counter to White's simple mating attack.

9. Qe1 Nd4 10. Qh4 Nxf3+ 11. Rxf3 fxe4 12. Rh3 h6 13. Bg5 Re8 14. Rf1 d5 15. Nxd5 hxg5 16. Nf6+ Black resigns

[16. Nf6+ Kf8

[or 16... Bxf6 17. Qh7+ Kf8 18. Qxf7#]

17. Nh7+ Kg8 18. Bxf7+ Kh8 19. Nxg5+ Bh6 20. Qxh6#]

1-0

Next, a slower attack with the Bb5 idea

Hebden - Large, British Ch'p, 1982[B21]

1. e4 c5 2. f4 Nc6 3. Nf3 g6 4. Bb5 Bg7 5. Bxc6 dxc6 6. d3 Nf6 7. Nc3 O-O 8. O-O b6



White has an obvious plan. And the player with a plan will always beat the player without one.

9. Qe1 Ne8 10. Qh4 Nd6 11. f5 gxf5 12. e5 Ne8 13. Bh6 f6 14. Kh1 Bxh6 15. Qxh6 Ng7 16. Rae1 Be6 17. Ne2 c4 18. Nf4 cxd3 19. cxd3 Bxa2



Black might as well snatch a pawn, he has achieved nothing to counter White's simple attack.

20. e6 Qc8 21. Re3 Nxe6 22. Nxe6 Bxe6 23. Rxe6 Rf7

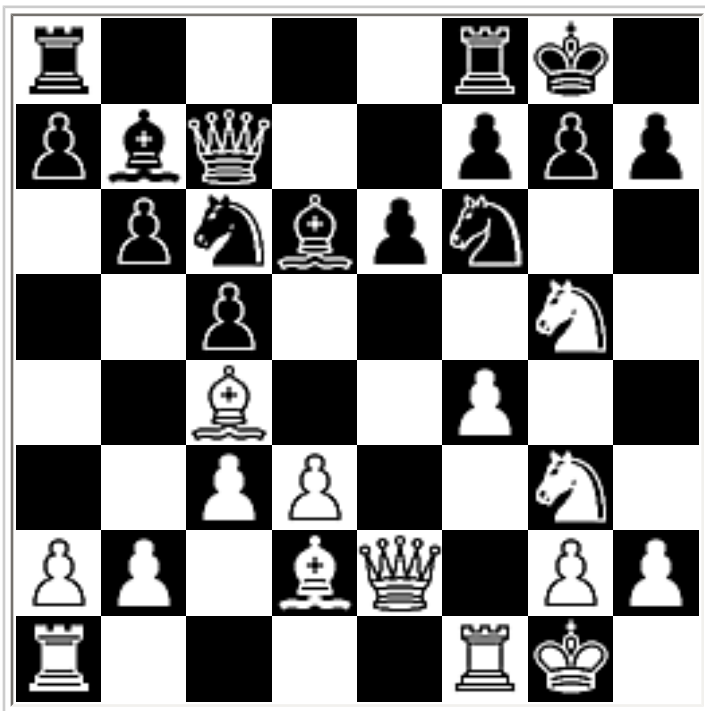
[23... Qxe6 24. Ng5 Qf7 25. Nxf7 Rxf7]

24. Rfe1 1-0

And what if Black throws a spanner in the works with 2...d5?

Plaskett - Howell, British Ch'p, 1983[B21]

1. e4 c5 2. f4 d5 3. Nc3 dxe4 4. Nxe4 e6 5. Nf3 Be7 6. Bc4 Nf6 7. Qe2 Nc6
8. c3 O-O 9. O-O b6 10. d3 Bb7 11. Ng3 Bd6 12. Bd2 Qc7 13. Ng5

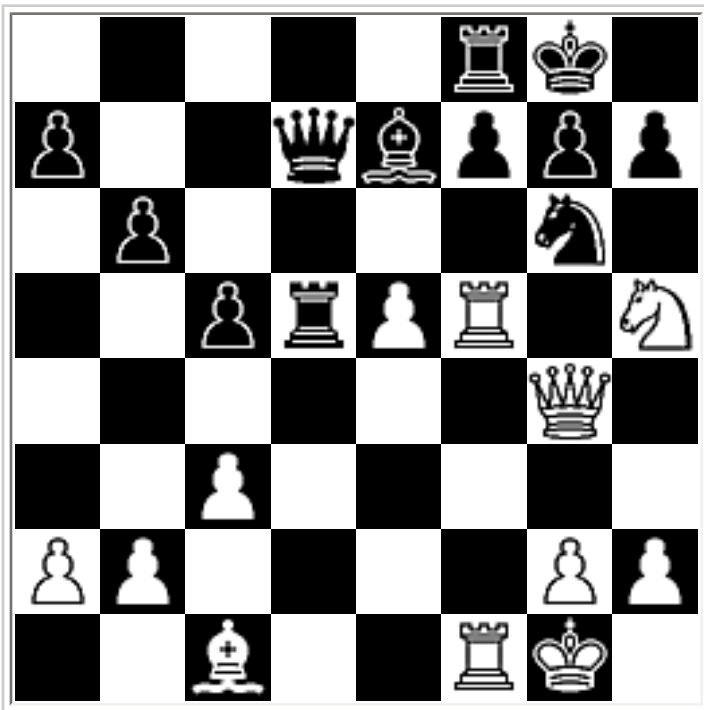


Black's pieces are nicely placed but going nowhere. White, as usual, knows where he is going!

13... Ne7 14. N5e4

forcing an exchange he had earlier avoided

14... Nxe4 15. dxe4 Ng6 16. Nh5 Kh8 17. Rae1 Rad8 18. Bc1 Rd7 19. e5
Be7 20. f5 exf5 21. Rxf5 Bd5 22. Bxd5 Rxd5 23. Qg4 Qd7 24. Ref1 Kg8



25. Nxg7 Kxg7 26. Qh5 Kg8 27. Bh6 Qe6 28. Bxf8 Nxf8 29. c4

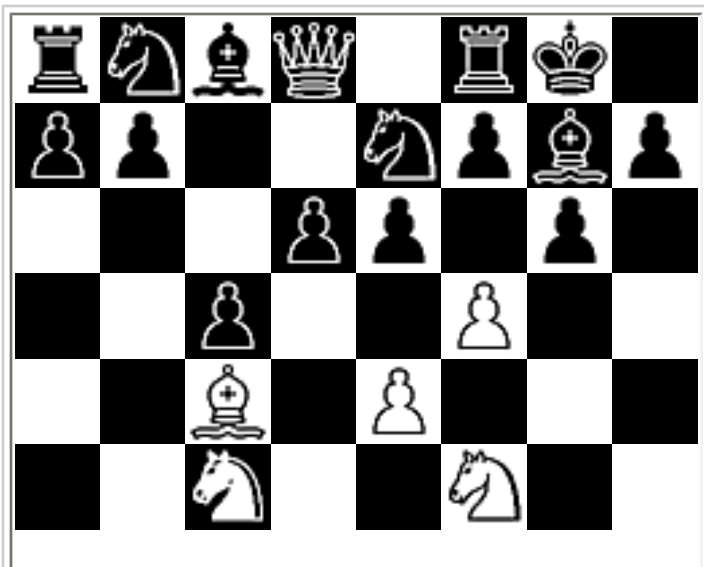
[29. Rxf7 Rxe5]

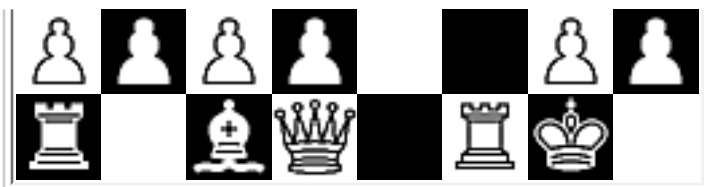
29... Rd4 30. Rxf7 Qg6 31. Qf3 Ne6 32. Rxe7 Rf4 33. Rxe6 1-0

Ekebjaerg,Ove - Danner,Georg, cr Nielsen-mem, 1987

[B23/07]

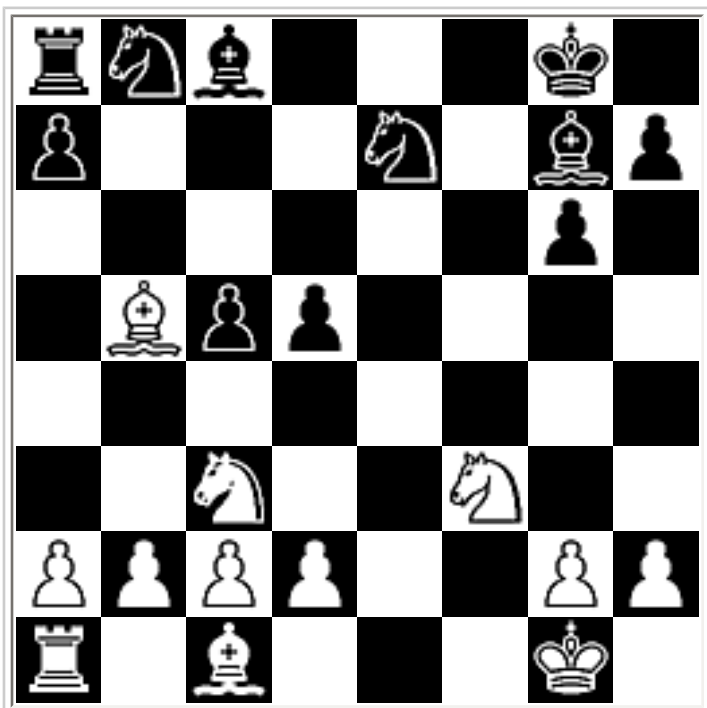
1. Nc3 c5 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. Bc4 e6 6. f5 Ne7 7. O-O O-O





A typical sort of position in this line, although an odd move order (no ...Nc6)

8. fxe6 fxe6 9. Ng5 d5 10. Rxf8+ Qxf8 11. exd5 b5 12. Bxb5 exd5 13. Qf3 Qxf3 14. Nxf3

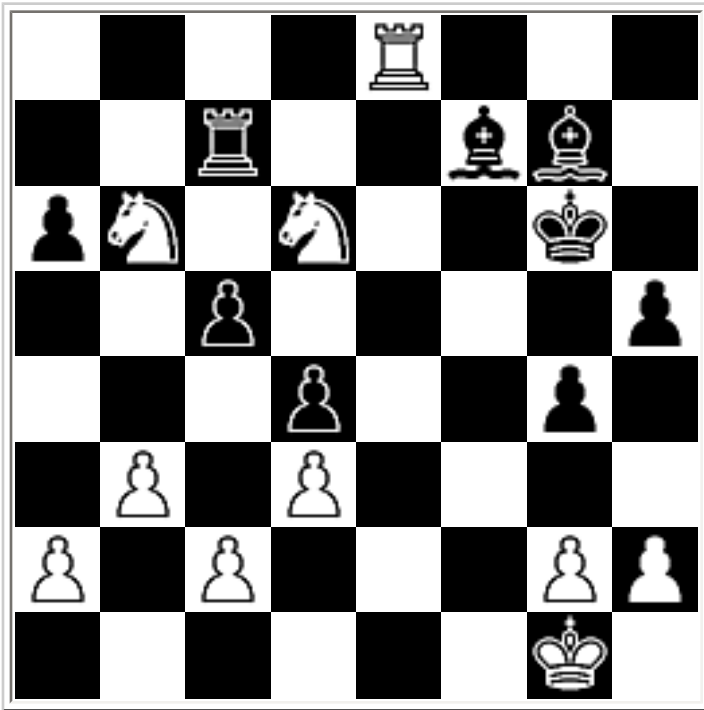


White is simply a pawn up and needs only consolidate to win the ending.

14... Ba6 15. Ba4 Bb7 16. d3 Nbc6 17. Bg5 h6 18. Bxe7 Nxe7 19. Re1 Nf5 20. Bd7 Nd4 21. Be6+ Nxe6 22. Rxe6

White has given up both bishops, which would make me anxious, but he seems to know what he is doing.

22... g5 23. Na4 Rc8 24. Ne5 Rc7 25. Re8+ Kh7 26. Nc3 a6 27. Nd1 d4 28. b3 h5 29. Nb2 g4 30. Nbc4 Kh6 31. Nd6 Bd5 32. Nec4 Kg6 33. Nb6 Bf7

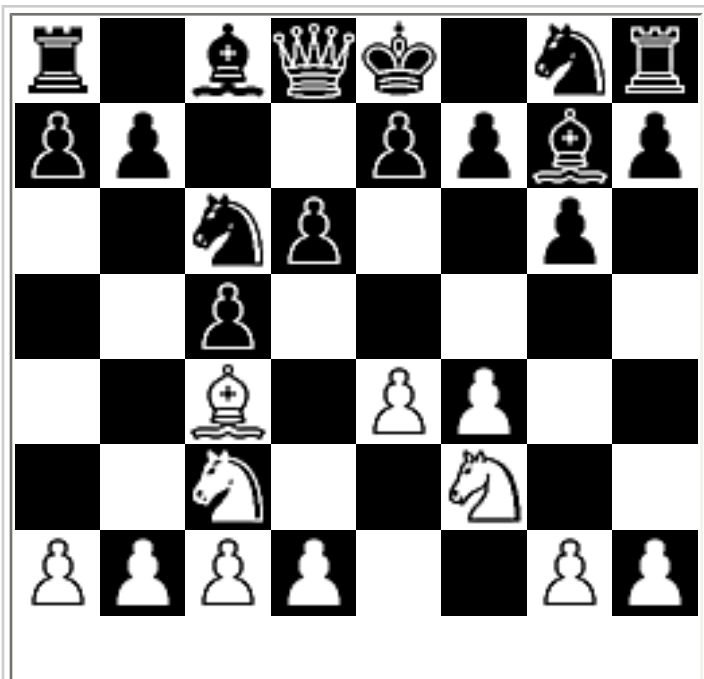


34. Nxf7 1-0

Without the light-squared bishop Black is in trouble, but it might have been worth struggling on over the board (this was postal).

Hodgson - Nunn, Aaronson Open, 1978[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 d6





[5... e6 and now 6. f5, 6.e5, 6.O-O, 6. d3, and 6.a3 have been tried. Since Grandmaster Nunn lost this dashing game to the young Hodgson, hardly anyone has tried this line!]

6. O-O Nf6 7. d3 O-O 8. f5 gxf5 9. Qe1 fxe4 10. dxe4 Bg4 11. Qh4 Bxf3

[11... Bh5 idea ...Bg6]

12. Rxf3 Ne5 13. Rh3 Ng6

[13... Nxc4 14. Nd5 Re8 15. Nxf6+

15. Bh6 Bxh6 16. Qxh6 Ne5 17. Rf1]

15... exf6 16. Qxh7+ Kf8 17. Rg3 Bh8]

14. Qg3 Qd7 15. Nd5 Nxd5 16. Bxd5 e6 17. Bb3 d5 18. Qf3 c4 19. Ba4 Qxa4 20. Qh5 Rfd8 21. Qxh7+ Kf8 22. Bh6 Bxh6 23. Rxh6 Rd7

[23... c3 =+ Nunn]

24. Rf1 Ke8 25. Qg8+ Nf8 26. Rxe6+ Kd8 27. Qxf8+ Kc7 28. Qc5+ Kd8 29. Rh6 1-0

Back to [Chess Coaching Page](#)



This document (sic8.txt.html) was last modified on 25 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Openings\B_e4_ToC.html

1. [I.Introduction](#)
 1. [I.A.](#)
- II.Analysis
2. [III.Less usual tries for White](#)
 1. [III.A.The Vienna Opening, 2. Nc3](#)
 1. [III.A.1.Vienna Gambit, 3. f4](#)
 2. [III.A.2.Vienna Game with 3. g3](#)
 3. [III.A.3.Vienna Game with 3. Bc4](#)
 2. [III.B.Bishop's opening, 2. Bc4](#)
 3. [III.C.The King's Gambit, 2. f4](#)
 1. [III.C.1.King's Bishop's Gambit, 3. Bc4](#)
 2. [III.C.2.King's Knight's Gambit, 3. Nf3](#)
 4. [III.D.Centre Game & Danish Gambit, 2. d4](#)
 1. [III.D.1.Centre Game, 3. Qxd4](#)
 2. [III.D.2.Danish Gambit, 3. c3](#)
3. [IV.White plays 2. Nf3](#)
 1. [IV.A... Nc6](#)
 2. [IV.B.Ruy Lopez, 3. Bb5](#)
 1. [IV.B.1.The Exchange variation 4. Bxc6](#)
 1. [IV.B.1.a\)Old main line 5. d4](#)
 2. [IV.B.1.b\) Barendregt line 5. O-O](#)
 2. [IV.B.2.Lopez Four Knights' Variation, 5. Nc3](#)
 3. [IV.B.3. The Andersson-Steinitz line, 5. d3](#)
 4. [IV.B.4.Open Morphy Variation with 5... Nxe4](#)
 5. [IV.B.5.Cordel Defence 3...Bc5](#)
 6. [IV.B.6.An alternative to the Open Morphy: Archangel Variation with 5...b5](#)
 1. [IV.B.6.a\)Archangel with 7. d4](#)
 2. [IV.B.6.b\)Archangel with 7. c3](#)
 3. [IV.B.6.c\)Main line Archangel with 7. Re1](#)
 3. [IV.C.3. d4 Scotch Game and gambits](#)
 1. [IV.C.1.Scotch Game with 5. Be3](#)
 2. [IV.C.2. Scotch Game with 5. Nb3](#)

3. [IV.C.3.Scotch And Goring Gambits](#)
4. [IV.D.3. Bc4](#)
5. [IV.E.Two Knight's Defence, 3... Nf6](#)
 1. [IV.E.1.The Max Lange Attack 4. d4](#)
 1. [IV.E.1.a\)Max Lange with 5... Nxe4](#)
 1. [IV.E.1.a\)\(1\)Sacrificial 7. Nc3](#)
 2. [IV.E.1.a\)\(2\)Tricky 7. Bxd5](#)
 2. [IV.E.1.b\)Max Lange with 5... Bc5](#)
 2. [IV.E.2.Main line Two Knights' with 4. Ng5](#)
 3. [IV.E.3.Closed variation with 4. d3](#)
 4. [IV.E.4.Two Knights' with 4. Nc3](#)
4. [V.Example Games](#)
 1. [V.A.Max Lange Attack](#)
 1. [V.A.1.Euwe - Reti \(Amsterdam\) 1920](#)
 2. [V.A.2.Estrin - Riskin \(Moscow\) 1963](#)
 2. [V.B.Main Line Two Knights' Defence](#)
 1. [V.B.1.Bibikov - Neishtadt \(USSR\) 1946](#)
 2. [V.B.2.Hoffer-Unknown, 1913](#)
 3. [V.C.Wilkes-Barre Variation](#)
 1. [V.C.1.Neikirch - Halir \(Corr\) 1969](#)
 2. [V.C.2.Estrin-Zaitsev, 1969](#)
 3. [V.C.3.Estrin-Weiss,1972](#)
 4. [V.C.4.Kunz-Hentzgen, Corr.1973](#)
 5. [V.C.5.Wirtz - Fahnenschmidt \(Marburg\) 1955](#)

Exeter Chess Club:

Playing Black in e - pawn games

An Exeter Junior Chess Club booklet

Edition 2.9, April, 95

Bibliography:

Kasparov/Keene, *Batsford Chess Openings*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Walker, *Chess Openings for Juniors*

Various magazines and other books

I. Introduction

The two general opening rules are:

Rule 1: Develop as fast and as actively as you can

Rule 2: Get a stake in the centre, and try to stop your opponent

What does this mean in the e-pawn openings?

Plan A for White:

try and build a big centre with c3,d4 etc.

try and destroy Black's hold in the centre with f4 or d4

You can see that the move d4 may do both: after ...exd4, cxd4 Black's centre pawn has disappeared and White has the perfect pawn centre. This is the worst

case for Black Plan A for Black:

Rule 1: develop as fast as you can

Rule 2: try to hang on to your own stake in the centre, or at least make sure you destroy White's as well.

Both sides may be able to maintain the e-pawn centre with pawns on e4/e5, or these may disappear and both sides have a central d-pawn (d4/d5). Lastly, all four central pawns may vanish. In each case Black should have equal play.

if White doesn't do much, grab as much of the centre as you can

Again, the move ...d5 often forms part of Black's plans. If Black can play this in safety, you will usually have equalised at least.

| e-pawn centre
centre | d-pawn centre | vanished |
|---|---|--|
| With or without the d-pawns files open the natural break is are likely, and f4/...f5, and either side one side can sieze can hope to plant a Knight centre by force, or has on f4/f5. bishops, play is drawish. | The open e-file usually means exchanges of the heavy pieces, as neither side can afford to abandon control of the file. The right square to plonk a Knight is e4/ | With both exchanges unless the the two |
| e5 | | |

So, let's have a look at some variations.

I.A.

II. Analysis

1. e4 e5 2. Nf3

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K b + r

```

The commonest and probably the best move here, but there are alternatives. We divide this booklet into:

White plays 2. Nf3

Less usual tries for White

III. Less usual tries for White

III.A. The Vienna Opening, 2. Nc3

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - + p + - +
+ - N - + - + -
p P p P - P p P
R - B q K b N r

```

This old move is not bad: it threatens nothing but holds up Black's ...d5, and leaves open the possibility of 3. f4. How should Black reply?

2... Nf6

This is Rule 1: develop as fast and as actively as you can

White has several choices here: 3. f4, 3. Bc4 and 3. g3 are common

III.A.1. Vienna Gambit, 3. f4

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - + p P - +
+ - N - + - + -
p P p P - + p P
R - B q K b N r

```

3... d5

And this is Rule 2: keep hold of your share of the centre, or hit back with ...d5. [The move 3...d6 looks half-right, but blocks in the Bf8 and gives up on playing ...d5. 3...d5 is all right.]

Now you should get an equal game, although, as always, you must be careful.

4. fxe5

[4. exd5 exf4 5. d4 Bd6 6. Qe2+ Kf8! Inkirov-Pinter, 1982. BCO2 give this as a slight edge to Black]

4... Nxe4

```

t S l D j L - T
X x X - + x X x
- + - + - + - +
+ - + x P - + -
- + - + s + - +
+ - N - + - + -
p P p P - + p P
R - B q K b N r

```

5. d3

[Natural development by 5. Nf3 Be7 6. d4 O-O 7. Bd3 f5 8. exf6 Bxf6 9. O-O Nc6 10. Ne2 Bf5 11. c3 Qd7 12. Bf4 Rae8 leads to a level d-pawn type of centre]

```

- + - + t T j +
X x X d + - X x
- + s + - L - +
+ - + x + l + -
- + - P s B - +
+ - P b + n + -
p P - + n + p P
R - + q + r K -

```

Now after 5. d3 Black can simplify carefully and gain equality:

5... Nxc3 6. bxc3 d4

6...Be7 is more solid-looking, perhaps

7. Nf3 Nc6 8. cxd4 Nxd4

[Instead 8... Bb4+ 9. Bd2 Bxd2+ 10. Qxd2 Nxd4 11. c3 Nxf3+ 12. gxf3 Qh4+ 13. Qf2 Qxf2+ 14. Kxf2 f6 is level:

```

t + l + j + - T
X x X - + - X x
- + - + - X - +
+ - + - P - + -
- + - + - + - +
+ - P p + p + -
p + - + - K - P
R - + - + b + r

```

]

9. c3 Nxf3+ 10. Qxf3 c6 11. d4 Qh4+ 12. g3 Qg4 13. Bg2 Qxf3 14. Bxf3 Be6

with a level endgame; not much chance for Black to win in this line I'm afraid.

III.A.2. Vienna Game with 3. g3

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - + p + - +
+ - N - + - P -
p P p P - P - P
R - B q K b N r

```

This line was fashionable amongst masters a few years ago. White isn't doing much, so just follow rules one and two: first develop:

3... Bc5 4. Bg2 O-O 5. d3 Re8

Then hit back with ...d5.

6. Nge2 c6 7. O-O d5 8. exd5 Nxd5 9. Kh1 Bg4 =

```

t S - D t + j +
X x + - + x X x
- + x + - + - +
+ - L s X - + -
- + - + - + l +
+ - N p + - P -
p P p + n P b P
R - B q + r + k

```

with a level game, as in Portisch-Toran 1961.

III.A.3. Vienna Game with 3. Bc4

```

t S l D j L - T
X x X x + x X x
- + - + - S - +

```


+ - + - X - + -
- + b + p + - +
+ - N - + - + -
p P p P - P p P
R - B q K - N r

If White plays this I recommend you reply

3... Nc6

[There is an exciting line 3... Nxe4 4. Qh5 Nd6 5. Bb3

t S l D j L - T
X x X x + x X x
- + - S - + - +
+ - + - X - + q
- + - + - + - +
+ b N - + - + -
p P p P - P p P
R - B - K - N r

when Black can survive with ... Be7, but I don't think you should let White get into this line]

4. d3 Bb4 5. Nf3 d6 6. O-O Bxc3 7. bxc3 Na5

[Fritz reckons you should play 7... h6]

8. Bb3 Nxb3 9. cxb3

t + l D j + - T
X x X - + x X x
- + - X - S - +
+ - + - X - + -
- + - + p + - +
+ p P p + n + -
p + - + - P p P
R - B q + r K -

When play is level.

III.B. Bishop's opening, 2. Bc4

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + b + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K - N r

```

This became fashionable as a way of avoiding the Petroff. The right move is:

2... Nf6

Now White's most common move is:

3. d3

[The line 3. d4 exd4 4. Nf3 is the dangerous Urusoff Gambit 4...Nxe4 when 5. Qxd4 Nf6 6. Bg5 Be7 7. Nc3 c6 8. O-O-O d5 9. Rhe1 Be6 leads to a strong attacking game for White

```

t S - D j + - T
X x + - L x X x
- + x + l S - +
+ - + x + - B -
- + b Q - + - +
+ - N - + n + -
p P p + - P p P
+ - K r R - + -

```

Simply 4... Nc6 5. O-O transposes to the Two Knights' lines below]

3... Nc6 4. Nf3

This transposes to a quiet line of the Italian (*Giuoco Piano/Two Knights*) group of openings

[4. f4 is the only attempt to be original, but is a poor version of the King's Gambit where White has been committed to d2-d3. One line might go:

4...exf4 5. e5 d5 6. exf6 dxc4 7. fxg7 Bxg7 8. Bxf4 cxd3 9. cxd3 Qe7+ 10. Ne2 Bxb2, when White is in all sorts of trouble]

4... Be7 5. O-O O-O 6. Bb3

Having developed quickly, you are now ready for:

6...d5 7. exd5 Nxd5 8. Re1 Bg4 9. h3

```

t + - D - T j +
X x X - L x X x
- + s + - + - +
+ - + s X - + -
- + - + - + l +
+ b + p + n + p
p P p + - P p +
R n B q R - K -

```

Now, the book line goes:

9... Bh5 10. g4 Bg6 11. Nxe5 Nxe5 12. Rxe5,

when BCO2 gives:

12...Nb6! =

```

t + - D - T j +

```

```

X x X - L x X x
- S - + - + l +
+ - + - R - + -
- + - + - + p +
+ b + p + - + p
p P p + - P - +
R n B q + - K -

```

Dolmatov-Chekhov, 1981.

This is a move Gary Lane ignores in his popular book.

But Lane does suggest the magnificent mess starting:

9... Bxf3

e.g.

10. Qxf3 Nd4 11. Qxd5

Qxd5 12. Bxd5 Nxc2

If you prefer this sort of game, this is a nice try.

III.C. The King's Gambit, 2. f4

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - + p P - +
+ - + - + - + -
p P p P - + p P
R n B q K b N r

```

Emanuel Lasker, world champion after Steinitz, said that gambit pawns should always be taken if you haven't broken any opening rules. He adds, you take them, not to hang on to them, but to make your opponent waste time and energy getting the pawn back. Meanwhile, you can develop and prepare to hit back.

This is good advice, but just as in the Vienna Gambit, we will also look quickly at a line with ...d5.

2... d5 3. exd5

Now you can try the relatively unanalysed 3...c6

3...c6

```

t S l D j L s T
X x + - + x X x
- + x + - + - +
+ - + p X - + -
- + - + - P - +
+ - + - + - + -
p P p P - + p P
R n B q K b N r

```

The Nimzovitch counter-gambit; 3...e4 is the old Falkbeer counter-gambit. Either way you get a good gambit line of your own against the King's Gambit. But Lasker would undoubtedly play:

2... exf4

Now White has two main ways of continuing:

(a) King's Bishop's Gambit, 3. Bc4

(b) King's Knight's Gambit, 3. Nf3

III.C.1. King's Bishop's Gambit, 3. Bc4

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + b + p X - +
+ - + - + - + -

```

```

p P p P - + p P
R n B q K - N r

```

Black can play simply

3... Nf6 (Rule 1)

4. Nc3 c6 (Rule 2)

with good chances.

III.C.2. King's Knight's Gambit, 3. Nf3

I have always liked

3... Be7

```

t S l D j + s T
X x X x L x X x
- + - + - + - +
+ - + - + - + -
- + - + p X - +
+ - + - + n + -
p P p P - + p P
R n B q K b + r

```

This Cunningham Variation reinforces the ancient weakness on the e1-h4 diagonal, and covers the e-file.

4. Bc4

Now 4...Bh4+ is a fair try, but it's easier to go

4...Nf6 5. e5

Alternatives include

[5. Nc3 c6]

[5. O-O d5]

but these should cause you no trouble. After 5. e5

5... Ng4 6. O-O d6

Black has an equal game.

III.D. Centre Game and; Danish Gambit, 2. d4

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - P p + - +
+ - + - + - + -
p P p + - P p P
R n B q K b N r

```

Don't mess around, just play

2... exd4

Now White has a choice:

(a) Centre Game, 3. Qxd4

(b) Danish Gambit, 3. c3

or White can try to transpose into the Scotch with 3. Nf3.

III.D.1. Centre Game, 3. Qxd4

```

t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + - Q p + - +
+ - + - + - + -
p P p + - P p P

```

R n B - K b N r

This exposes the Q to attack, when it is hard to find a good retreat.

3... Nc6 4. Qe3 Nf6 5. Nc3 Be7

[or 5... Bb4 6. Bd2 O-O 7. O-O-O Re8 8. Bc4 d6 9. f3 Na5 10. Bb3 Be6 = +

```

t + - D t + j +
X x X - + x X x
- + - X l S - +
S - + - + - + -
- L - + p + - +
+ b N - Q p + -
p P p B - + p P
+ - K r + - N r
    
```

with slight advantage to Black, according to BCO2]

6. Bd2 d5 7. exd5 Nxd5 8. Nxd5 Qxd5

```

t + l + j + - T
X x X - L x X x
- + s + - + - +
+ - + d + - + -
- + - + - + - +
+ - + - Q - + -
p P p B - P p P
R - + - K b N r
    
```

Black is ahead in development, which makes the opposite-side castling difficult to play for White. The game is equal.

III.D.2. Danish Gambit, 3. c3


```
t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + - X p + - +
+ - P - + - + -
p P - + - P p P
R n B q K b N r
```

3... dxc3 (Lasker!)

[Although 3... Qe7 is an interesting way of declining]

Now 4. Nxc3 is a sort of 'half-Danish', and is likely to transpose to the Goring Gambit, dealt with under the Scotch Game section below. The Danish proper is:

4. Bc4 cxb2 5. Bxb2

```
t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + b + p + - +
+ - + - + - + -
p B - + - P p P
R n + q K - N r
```

When White has a genuinely dangerous lead in development. Correct technique here is to return some of the material to get your own development back on track.

5... d5 6. Bxd5 Bb4+

[or 6... Nf6 7. Bxf7+ Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2]

```
t S l + - + - T
X x X - + j X x
- + - + - S - +
+ - + - + - + -
```

```

- + - + p + - +
+ - + - + - + -
p B - N - P p P
R - + - K - N r

```

is a level ending with rival majorities, and is as good try to win as any for Black.]

7. Nc3 Nf6

```

t S l D j + - T
X x X - + x X x
- + - + - S - +
+ - + b + - + -
- L - + p + - +
+ - N - + - + -
p B - + - P p P
R - + q K - N r

```

when Black has good chances of an advantage - either securing the two bishops in an open position, or developing quickly and then keeping the pawn. If you find yourself as Black thinking about odd or cramped moves just to try and hang on to the pawn, my advice is: let it go.

IV. White plays 2. Nf3

The best reply, is, of course:

IV.A. .. Nc6

White has a few different tries here, the main ones being

```

t + l D j L s T
X x X x + x X x
- + s + - + - +
+ - + - X - + -
- + - + p + - +
+ - + - + n + -

```

```

p P p P - P p P
R n B q K b + r

```

3. Bb5, the Ruy Lopez

3. d4, the Scotch Game

3. Bc4, the Italian game which can lead to the Giuoco Piano. Here I recommend the Two Knights' Defence.

IV.B. Ruy Lopez, 3. Bb5

```

t + l D j L s T
X x X x + x X x
- + s + - + - +
+ b + - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

```

This is the most important move at master level. The 'Spanish torture' (Ruy Lopez was a Spanish priest) is the main winning weapon for White and has held centre stage for hundreds of years. At junior level, though, there are a few ways to play it, depending on how much you trust your opponent to play lines you like. John Walker recommends the exciting Open Morphy Defence with 5...Nxe4, but White can veer off into some really dull lines on moves 4 and 5, and if anything your two moves tempt White to play a dull line. The Open Morphy is very well known and hard to play for both sides, so I'll throw in one more alternative: the Archangel Variation. See what you think for yourself.

My own recommendation is the old Cordel Defence with

3... Bc5

```

t + l D j + s T
X x X x + x X x
- + s + - + - +
+ b L - X - + -
- + - + p + - +
+ - + - + n + -

```

```

p P p P - P p P
R n B q K - + r

```

Bobby Fischer played this a few times in the 'sixties, and never had any trouble reaching a level game. It avoids any trouble you may have with the Exchange Variation and Lopez Four Knights' lines below. Let's look at how you can try and get into the Open Morphy lines, and perhaps then you can will see why I started looking at the Cordel line.

To get into the Open Morphy line you play

3... a6

hoping for

4. Ba4

White has an important alternative here, which might be played just out of nerves.

IV.B.1. The Exchange variation 4. Bxc6

After

4. Bxc6 dxc6

```

t + l D j L s T
+ x X - + x X x
x + x + - + - +
+ - + - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

```

White can play either the old main line

(a) 5. d4

or the Barendregt line

(b) 5. O-O

The move 5.Nxe5 is met by 5...Qd4, regaining the pawn.

IV.B.1.a) Old main line 5. d4

White is going for the better ending with this move; the hope is that all the pieces will come off, when White can create a passed pawn on the K-side with f4-f5 and e4-e5-e6 while your Q-side majority is crippled. So Black should avoid too many exchanges and play very actively, using the two bishops and open lines.

5... exd4 6. Qxd4 Qxd4 7. Nxd4 c5 8. Nf3 Bg4

```
t + - + j L s T
+ x X - + x X x
x + - + - + - +
+ - X - + - + -
- + - + p + l +
+ - + - + n + -
p P p + - P p P
R n B - K - + r
```

with equal chances.

IV.B.1.b) Barendregt line 5. O-O

Bobby Fischer revived this in the 'seventies, and it is still being tried.

What should you do? The book line is roughly equal after

5... f6 6. d4 exd4 7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1 Bg4 10. f3 Be6 11. Bf4 c4 12. Nd4 O-O-O 13. Nc3 Bf7 14. Nf5 Rxd1+ 15. Rxd1 Ne7 16. Ne3 Ng6 17. Bg3 Bc5 18. Kf2 Rd8 =/+ =

```
- + j T - + - +
```

```

+ x X - + l X x
x + - + - X s +
+ - L - + - + -
- + x + p + - +
+ - N - N p B -
p P p + - K p P
+ - + r + - + -

```

(Vitolins-Romanishin 84) with at most a small advantage for White.

But I reckon at junior level the line

```

t + - D j L s T
+ x X - + x X x
x + x + - + - +
+ - + - X - + -
- + - + p + l +
+ - + - + n + -
p P p P - P p P
R n B q + r K -

```

5...Bg4

is worth a punt:

6. h3 h5!

Now

7. hxg4 hxg4 8. Nxe5 Qh4 9. f4 g3

```

t + - + j L s T
+ x X - + x X -
x + x + - + - +
+ - + - N - + -
- + - + p P - D
+ - + - + - X -
p P p P - + p +

```

R n B q + r K -

leads to mate.

So White should play either

7. c3

with a probable draw after

7...Qd3 8. Re1

[8. hxg4 hxg4 9. Nxe5 Bd6 10. Nxd3 Bh2+ 11. Kh1 Bg3+ 12. Kg1 Bh2+ drawn

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | - | + | j | + | s | T |
| + | x | X | - | + | x | X | - |
| x | + | x | + | - | + | - | + |
| + | - | + | - | + | - | + | - |
| - | + | - | + | p | + | x | + |
| + | - | P | n | + | - | + | - |
| p | P | - | P | - | P | p | L |
| R | n | B | q | + | r | K | - |

8... Bxf3 9. Qxf3 Qxf3 10. gxf3 O-O-O 11. Kf1 Be7 12. Ke2 Bg5 13. Na3 Ne7 14. Rg1 Bh6 15. Nc4 f6 16. h4 c5 17. d3

Or, the best line,

7. d3

White can get a small advantage here I think, but has to play lots of good moves.

7... Qf6 8. Nbd2 Ne7 9. Re1 Ng6 10. d4 Bd6 11. hxg4 hxg4 12. Nh2 Rxh2 13. Qxg4 Qh4 14. Qxh4 Rxh4 15. Nf3 Rh5 16. dxe5

[16. c3 f6 17. Be3 += bco2]

16... Nxe5 17. Nxe5 Bxe5 18. c3 g5 19. Be3 g4

```

t + - + j + - +
+ x X - + x + -
x + x + - + - +
+ - + - L - + t
- + - + p + x +
+ - P - B - + -
p P - + - P p +
R - + - R - K -
    
```

]

If White plays the main line with 4. Ba4,

we continue to steer for the Open Morphy with

4... Nf6

```

t + l D j L - T
+ x X x + x X x
x + s + - S - +
+ - + - X - + -
b + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r
    
```

hoping for

5. O-O

Sadly, White has several alternatives here, and if all your opponent knows about the Ruy Lopez ends after the third move, you may well startle White into playing one of these lines:

5. Nc3 Lopez Four Knights

5. d3 Andersson-Steinitz

There is also

[5. Qe2

which is no problem, but it does stop you playing your intended 5...Nxe4. Instead 5...Be7 6. Bxc6 dxc6 7. b3 Bd6 8. Bb2 Qe7 9. d3 =

```
t + l + j + - T
+ x X - D x X x
x + x L - S - +
+ - + - X - + -
- + - + p + - +
+ p + p + n + -
p B p + q P p P
R n + - K - + r
```

9... Bg4 10. Nbd2 O-O-O is simply level]

IV.B.2. Lopez Four Knights' Variation, 5. Nc3

```
t + l D j L - T
+ x X x + x X x
x + s + - S - +
+ - + - X - + -
b + - + p + - +
+ - N - + n + -
p P p P - P p P
R - B q K - + r
```

5. Nc3

Now ...d5 is difficult, but White has little chance of advantage.

5...b5 6. Bb3 Be7 7. d3

[7. a4 is more risky: 7...b4 8. Nd5 Nxe4

```

t + l D j + - T
+ - X x L x X x
x + s + - + - +
+ - + n X - + -
p X - + s + - +
+ b + - + n + -
- P p P - P p P
R - B q K - + r

```

when Black may have the edge.]

7... d6 8. Nd5 Na5 =

```

t + l D j + - T
+ - X - L x X x
x + - X - S - +
S x + n X - + -
- + - + p + - +
+ b + p + n + -
p P p + - P p P
R - B q K - + r

```

with equality: BCO2.

IV.B.3. The Andersson-Steinitz line, 5. d3

```

t + l D j L - T
+ x X x + x X x
x + s + - S - +
+ - + - X - + -
b + - + p + - +
+ - + p + n + -
p P p + - P p P
R n B q K - + r

```

White intend to play slowly. There's not much you can do but trot out the usual recipe: develop and play ...d5. This should lead to level play.

5. d3 d6 6. c3 Be7 7. Nbd2 O-O 8. Nf1 b5 9. Bc2

[9. Bb3 d5 10. Qe2 Be6]

9... d5 10. Qe2 Re8

```
t + l D t + j +
+ - X - L x X x
x + s + - S - +
+ x + x X - + -
- + - + p + - +
+ - P p + n + -
p P b + q P p P
R - B - K n + r
```

with equality.

After 5. O-O we can at last enter the

IV.B.4. Open Morphy Variation with 5... Nxe4

```
t + l D j L - T
+ x X x + x X x
x + s + - + - +
+ - + - X - + -
b + - + s + - +
+ - + - + n + -
p P p P - P p P
R n B q + r K -
```

The main line of the Open Morphy variation goes:

6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. c3 Bc5

```

t + - D j + - T
+ - X - + x X x
x + s + l + - +
+ x L x P - + -
- + - + s + - +
+ b P - + n + -
p P - + - P p P
R n B q + r K -

```

When Black has superb development, although may look a little loose. The Open variation has been a great favourite of fighting players like Euwe and Korchnoi.

10. Nbd2 O-O 11. Bc2

```

t + - D - T j +
+ - X - + x X x
x + s + l + - +
+ x L x P - + -
- + - + s + - +
+ - P - + n + -
p P b N - P p P
R - B q + r K -

```

Now you might even consider the Dilworth line:

11... Nxf2 12. Rxf2 f6 13. exf6 Bxf2+ 14. Kxf2 Qxf6

```

t + - + - T j +
+ - X - + - X x
x + s + l D - +
+ x + x + - + -
- + - + - + - +
+ - P - + n + -
p P b N - K p P
R - B q + - + -

```

Botvinnik has tried this, although it is clearly risky to give up a piece in such an apparently equal

position.

There are many alternatives in the Open Morphy at each point for both players, so I have only indicated some of the outlines above. Look in books like BCO2 for more information. Or, if the number of variations you see in the books frightens you, please consider the Archangel Variation

5... b5 6. Bb3 Bb7

which I discuss below.

But I have a feeling that most White junior players won't let you play these lines, and instead will veer off with the natural-looking Exchange or Four Knights' lines.

IV.B.5. Cordel Defence 3...Bc5

```

t + l D j + s T
X x X x + x X x
- + s + - + - +
+ b L - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

```

Having seen the number of ways White can shoot off into odd lines, you can see why I would like to recommend the Cordel variation. After

3...Bc5

White's best try is

4. c3

[or 4. O-O Nge7 5. c3 Bb6 6. d4 exd4 7. cxd4 d5 8. exd5 Nxd5 9. Re1+ Be6 = Evans-Fischer 1960]

Now the only lines I could find in BCO2 started

4... f5

```

t + l D j + s T
X x X x + - X x
- + s + - + - +
+ b L - X x + -
- + - + p + - +
+ - P - + n + -
p P - P - P p P
R n B q K - + r

```

...with White getting the advantage after

5. d4 fxe4 and

5. exf5 e4.

But Fischer's treatment was more simple: e.g.

4... Nge7 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Qxd2 a6 9. Ba4 d5 10. exd5 Qxd5 11. Nc3 Qe6+ 12. Kf1 Qc4+ 13. Kg1 O-O 14. d5 Na7 15. Re1

```

t + l + - T j +
S x X - S x X x
x + - + - + - +
+ - + p + - + -
b + d + - + - +
+ - N - + n + -
p P - Q - P p P
+ - + - R - K r

```

15... Nf5

[or 15... Ng6]

which was soon drawn: Tal-Fischer, 1960.

Fischer also had several games with the bolder line

4... Nf6

For example

5. d4 exd4

[5... Bb6 6. O-O O-O 7. Re1 exd4 8. cxd4 d5 9. e5 Ne4

```

t + l D - T j +
X x X - + x X x
- L s + - + - +
+ b + x P - + -
- + - P s + - +
+ - + - + n + -
p P - + - P p P
R n B q R - K -

```

drawn shortly, Unzicker-Fischer 60]

6. e5 Ne4 7. O-O

[7. cxd4 Bb4+ 8. Bd2 Nxd2 9. Nbx d2 O-O 10. O-O a6 11. Ba4 d6 = Jimenez-Fischer 60]

7... d5 8. Nxd4 O-O 9. f3 Ng5 10. Bxc6 bxc6

```

t + l D - T j +
X - X - + x X x
- + x + - + - +
+ - L x P - S -
- + - N - + - +
+ - P - + p + -
p P - + - + p P
R n B q + r K -

```

drawn Gligoric-Fischer 60.

So on this evidence, the Cordel Defence is a simple way to get your pieces out against players who you don't trust to enter the main lines.

IV.B.6. An alternative to the Open Morphy: Archangel Variation with 5...b5

5... b5 6. Bb3 Bb7

```

t + - D j L - T
+ l X x + x X x
x + s + - S - +
+ x + - X - + -
- + - + p + - +
+ b + - + n + -
p P p P - P p P
R n B q + r K -

```

Now the best line is (c) 7. Re1, but White has been tempted to go for a quick break with either

(a) 7. d4 or

(b) 7. c3 and 8. d4

IV.B.6.a) Archangel with 7. d4

7. d4

This is nothing to be scared of.

7... Nxd4 8. Nxd4 exd4 9. e5 Ne4 10. c3 dxc3 11. Qf3

This looks awkward, but Black can survive happily.

11...d5 12. exd6 Qf6 13. d7+ Kd8!

t + - J - L - T
+ l X p + x X x
x + - + - D - +
+ x + - + - + -
- + - + s + - +
+ b X - + q + -
p P - + - P p P
R n B - + r K -

14. Qxf6+ Nxf6 15. Nxc3 Kxd7 16. Bf4 =

t + - + - L - T
+ l X j + x X x
x + - + - S - +
+ x + - + - + -
- + - + - B - +
+ b N - + - + -
p P - + - P p P
R - + - + r K -

With equality, according to Vlastimil Hort.

IV.B.6.b) Archangel with 7. c3

This is more patient but not stronger.

7. c3

Black can now make a mess with

7...Nxe4 8. d4 Na5 9. Bc2 exd4 10. b4 Nc4 11. Bxe4 Bxe4 12. Re1 d5 13. Nxd4
Bd6

t + - D j + - T
 + - X - + x X x
 x + - L - + - +
 + x + x + - + -
 - P s N l + - +
 + - P - + - + -
 p + - + - P p P
 R n B q R - K -

14. f3 Qh4 15. h3 Qg3 16. Nf5 Qh2+ 17. Kf2 O-O-O 18. fxe4 dxe4 19. Qg4 Kb8
 20. Qxe4 Rhe8

- J - T t + - +
 + - X - + x X x
 x + - L - + - +
 + x + - + n + -
 - P s + q + - +
 + - P - + - + p
 p + - + - K p D
 R n B - R - + -

Black is doing fine here.

IV.B.6.c) Main line Archangel with 7. Re1

7. Re1 Bc5

White now plays his Plan A

8. c3 d6 9. d4 Bb6

t + - D j + - T
 + l X - + x X x
 x L s X - S - +
 + x + - X - + -
 - + - P p + - +

```
+ b P - + n + -
p P - + - P p P
R n B q R - K -
```

Black is solid and well-developed, as in many lines of the Lopez, but here has posted the bishops on much more active squares, pointing at the White King. Black can play very actively now, castling Queen's side and hammering down the other wing.

10. Bg5 h6 11. Bh4 Qd7 12. a4 O-O-O 13. axb5 axb5

```
- + j T - + - T
+ l X d + x X -
- L s X - S - X
+ x + - X - + -
- + - P p + - B
+ b P - + n + -
- P - + - P p P
R n + q R - K -
```

14. Bxf6

This is the strongest line:

[14. Na3 g5 15. Bg3 h5 16. dxe5

[16. h4 was essential: 16...gxh4 17. Bxh4 Rh6 18. Nxb5 Rg8 19. Qd3 exd4 20. cxd4 Nb4 and Black is still spuddling away well]

16... h4 17. exf6 hxg3 18. hxg3 g4 19. Nd4 Rh7 20. Bd5 Rdh8= +

```
- + j + - + - T
+ l X d + x + t
- L s X - P - +
+ x + b + - + -
- + - N p + x +
N - P - + - P -
- P - + - P p +
R - + q R - K -
```

with an edge for Black, according to BCO2]

14... gxf6

Now White does best to try and keep things under wraps with

15. Bd5

But Black can give White some nervous moments with:

15...Rhg8 16. Kh1 Qg4 17. Rg1 exd4 18. cxd4 f5 19. Nc3 fxe4 20. Nxe4 Qf5 21. Nc3 Nb4 22. Bxb7+ Kxb7=

```

- + - T - + t +
+ j X - + x + -
- L - X - + - X
+ x + - + d + -
- S - P - + - +
+ - N - + n + -
- P - + - P p P
R - + q + - R k
    
```

Klovans-Shirov 87: equal, accoring to BCO2

IV.C. 3. d4 Scotch Game and gambits

```

t + l D j L s T
X x X x + x X x
- + s + - + - +
+ - + - X - + -
- + - P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r
    
```

The old (1826) Scotch Game is

3... exd4 4. Nxd4

People have recently found some new ideas in lines that had been abandoned, but I think interest is waning again as these ideas become better known. The natural move is

4...Bc5

when White has two natural moves: 5. Nb3 and 5. Be3, although you must also consider 5. Nxc6 (and I have even seen 5. Nf5!?)

[If 5. Nxc6 bxc6 6. Bd3 Ne7 7. O-O d5 should hold, but more accurate 5...Qf6! 6. Qe2 bxc6 7. Nc3 Ne7=]

IV.C.1. Scotch Game with 5. Be3

```

t + l D j + s T
X x X x + x X x
- + s + - + - +
+ - L - + - + -
- + - N p + - +
+ - + - B - + -
p P p + - P p P
R n + q K b + r

```

5. Be3 Qf6 6. c3 Nge7 7. Bc4

White has tried many moves in this position, but this Icelandic line is the most current.

[One alternative being 7. g3 d5 8. Bg2 dxe4 9. Nb5

[or 9. Nd2 Bb6 10. Nxe4 Qg6 11. O-O Bg4 12. Qa4 O-O 13. Nc5 Ne5 14. Bf4 Bxc5 15. Bxe5 c6+ =

```

t + - + - T j +
X x + - S x X x
- + x + - + d +
+ - L - B - + -
q + - N - + l +
+ - P - + - P -
p P - + - P b P
R - + - + r K -

```

with only a small advantage to White, according to Gary Lane]

9... Bxe3 10. Nxc7+ Kf8 11. fxe3 Rb8 12. Nd5 Qg5 13. Nf4 Qc5 14. O-O g5 15. Nh5 Be6

```

- T - + - J - T
X x + - S x + x
- + s + l + - +
+ - D - + - X n
- + - + x + - +
+ - P - P - P -
p P - + - + b P
R n + q + r K -

```

Klovan-Romanishin 74, with complications avouring black (Lane)

After 7. Bc4 the equaliser used to be 7...Ne5 8. Be2 and 8...d6/8...Qg6 (see BCO2), but that has started to creak.

Will Black succeed in reinforcing the line? Karpov has still happily played 8...Qg6 9. O-O d6 10. f3! O-O 11. Nd2 d5!? and perhaps that is OK.

7... O-O 8. O-O Bb6 9. Nc2

[or 9. Na3 Nxd4 10. cxd4 d5 11. exd5 Rd8 12. Qh5 h6 13.

Rfe1 Bf5 14. Qf3 Rd7 15. Nb5 Rad8

```

- + - T - + j +
X x X t S x X -
- L - + - D - X
+ n + p + l + -
- + b P - + - +
+ - + - B q + -
p P - + - P p P
R - + - R - K -

```

unclear/equal, Chandler-Short 91]

[White could also try 9. Bb3 Na5 10. Bc2 Nc4 11. Bc1 d5 12. exd5 Bxd4 13. cxd4 Bf5 14. Nc3 Bxc2 15. Qxc2 Nb6 16. Qe4 Qd6 17. Bf4 Qd7 18. d6 cxd6 19. a4 Rfe8 20. Qf3 Nc6 21. Rfd1 Rad8 =/+ =

```

- + - T t + j +
X x + d + x X x
- S s X - + - +
+ - + - + - + -
p + - P - B - +
+ - N - + q + -
- P - + - P p P
R - + r + - K -

```

Polgar-Zuniga 92

9. Nc2 d6 10. Bxb6 axb6 11. f4

```

t + l + - T j +
+ x X - S x X x
- X s X - D - +
+ - + - + - + -
- + b + p P - +
+ - P - + - + -
p P n + - + p P
R n + q + r K -

```

Now

11...Be6 12. Nd2 Bxc4 13. Nxc4 Qe6

leaves White with a small space advantage. In the game Kasparov-Short (Linares 1991) Black tried

11...g5!? 12. f5 Ne5 13. Be2 Bd7 14. c4

when

14...Ba4! 15. b3 Bc6

would have been the best line.

IV.C.2. Scotch Game with 5. Nb3

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | + | s | T |
| X | x | X | x | + | x | X | x |
| - | + | s | + | - | + | - | + |
| + | - | L | - | + | - | + | - |
| - | + | - | + | p | + | - | + |
| + | n | + | - | + | - | + | - |
| p | P | p | + | - | P | p | P |
| R | n | B | q | K | b | + | r |

You must retreat with

5... Bb6

Now White usually chases the Bishop with

6. a4 a6

Gary Lane reckons this gives White good chances, but one move order he doesn't consider is

7. Nc3 Nge7 8. Bg5 f6!

Now

9. Bh4 O-O

```

t + l D - T j +
+ x X x S - X x
x L s + - X - +
+ - + - + - + -
p + - + p + - B
+ n N - + - + -
- P p + - P p P
R - + q K b + r

```

and now

10. Bc4+ Kh8 11. Qd2 d6 12. f4 Ng6 13. Bg3 Na5 =+ Rodriguez-Unzicker, 1970

or

10. Qd2 d6 11. a5 Ba7 12. O-O-O Be6 13. Nd5 Bxd5! (an improvement on an old Hort-Portisch game) 14. exd5 Ne5 15. Nd4 Bxd4 16. Qxd4 Nf5 17. Qe4 Nxe4 18. Qxe4 f5=

and according to **ChessBase**, Black has achieved a pleasant equality.

IV.C.3. Scotch And Goring Gambits

After 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 White may try

4. c3

```

t + l D j L s T
X x X x + x X x
- + s + - + - +

```

```

+ - + - + - + -
- + - X p + - +
+ - P - + n + -
p P - + - P p P
R n B q K b + r

```

[4. Bc4 leads to lines of the Italian Game, below]

Black can equalise with

4... d5

[The old recommendation 4... d3 5. Bxd3 d6

```

t + l D j L s T
X x X - + x X x
- + s X - + - +
+ - + - + - + -
- + - + p + - +
+ - P b + n + -
p P - + - P p P
R n B q K - + r

```

is OK after 6. h3 g6 7. Bg5 Nf6 8. Nbd2 Bg7 9. Nd4 O-O 10. Nxc6 bxc6 11. f4 Rb8 12. O-O Qe8 = Raaste-Westerinen, 1979, but leads to a less east time after

6. Bf4 Be7 7. h3 Nf6 8. Nbd2 Bd7 9. Qc2 += BCO2]

5. exd5 Qxd5 6. cxd4 Bg4 7. Be2 Bb4+ 8. Nc3 Bxf3 9. Bxf3 Qc4

```

t + - + j + s T
X x X - + x X x
- + s + - + - +
+ - + - + - + -
- L d P - + - +

```

+ - N - + b + -
 p P - + - P p P
 R - B q K - + r

10. Qb3

Neither [10. Bxc6+ bxc6 11. Qe2+ Qxe2+ 12. Kxe2 O-O-O 13. Be3 Ne7=]

*[Nor 10. Be3 Bxc3+ 11. bxc3 Qxc3+ 12. Kf1 Qc4+ 13. Kg1 Nge7 14. Rc1 Qxa2
 15. Ra1 Qc4 16. Rc1 (drawn here marshall-capablanca, 1926) 16... Qa2 17. Ra1
 Qc4 18. Rc1 Qb4*

t + - + j + - T
 X x X - S x X x
 - + s + - + - +
 + - + - + - + -
 - D - P - + - +
 + - + - B b + -
 - + - + - P p P
 + - R q + - K r

-+ Bryson-Flear, Edinburgh 1985, are any good for White]

10... Qxb3 11. axb3 Nge7 12. O-O a6 =

t + - + j + - T
 + x X - S x X x
 x + s + - + - +
 + - + - + - + -
 - L - P - + - +
 + p N - + b + -
 - P - + - P p P
 R - B - + r K -

with equality, Ljubojevic-Ree, 72.

Lastly, but most importantly, we must consider how you should reply to:

IV.D. 3. Bc4

You can defend the Giuoco Piano, which is OK, except you cannot rely on White to play an interesting open game. The best way to get a good game going is:

IV.E. Two Knight's Defence, 3... Nf6

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - X - + -
- + b + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

```

White has several tries here:

- (a) Max Lange Attack with 4. d4
- (b) Main line Two Knights' with 4. Ng5
- (c) Closed line with 4. d3
- (d) Variation with 4. Nc3

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - X - + -
- + b P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

```

IV.E.1. The Max Lange Attack 4. d4

After 4. d4 Black must reply:

4... exd4

The alternatives are unattractive:

[4... Nxe4 5. dxe5 Nc5 else Qd5 6. O-O Be7 7. Nc3+-

```

t + l D j + - T
X x X x L x X x
- + s + - + - +
+ - S - P - + -
- + b + - + - +
+ - N - + n + -
p P p + - P p P
R - B q + r K -

```

]

[4... Nxd4 5. Bxf7+ Kxf7 6. Nxe5+ Ke8 7. Qxd4+-]

[4... d6 5. Ng5 Nxe4

[not 5... Be6 6. d5]

6. Bxf7+ Ke7 7. Bb3 +-]

Now

5. O-O

```

t + l D j L - T
X x X x + x X x

```

```

- + s + - S - +
+ - + - + - + -
- + b X p + - +
+ - + - + n + -
p P p + - P p P
R n B q + r K -

```

[5. e5 is sometimes played, with the idea of making a rush with the King's-side pawns:

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - P - + -
- + b X - + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

```

5... d5 6. Bb5 Ne4 7. Nxd4 Bd7 8. Bxc6 bxc6 9. O-O Be7 10. f3 Nc5 11. f4 Ne4 12. f5 Bc5 13. e6 fxe6 14. fxe6 Bxe6 15. Qh5+ Kd7 16. Be3 Qe7

```

t + - + - + - T
X - X j D - X x
- + x + l + - +
+ - L x + - + q
- + - N s + - +
+ - + - B - + -
p P p + - + p P
R n + - + r K -

```

when Black is quite OK]

Black now has a choice:

(a) Max Lange with 5... Nxe4

(b) Max Lange with 5... Bc5

I include analysis of both lines in case you fancy playing this as White.

IV.E.1.a) Max Lange with 5... Nxe4

This is the most complex line, but can fizzle out quickly to a draw.

6. Re1 d5

Now White has two important attacking alternatives:

Sacrificial 7. Nc3

or

Tricky 7. Bxd5

Although, both lines are tricky *and* sacrificial!

IV.E.1.a)(1) Sacrificial 7. Nc3

7. Nc3 dxc3

[or 7... dxc4 8. Rxe4+ Be7 9. Nxd4 f5 10. Rf4 O-O 11. Nxc6 Qxd1+ 12. Nxd1 bxc6 13. Rxc4 Bd6 14. Nc3 =

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | + | - | T | j | + |
| X | - | X | - | + | - | X | x |
| - | + | x | L | - | + | - | + |
| + | - | + | - | + | x | + | - |
| - | + | r | + | - | + | - | + |
| + | - | N | - | + | - | + | - |
| p | P | p | + | - | P | p | P |
| R | - | B | - | + | - | K | - |

Botvinnik]

8. Bxd5 Be6

[8... Bf5 9. Bxe4 Bxe4 10. Rxe4+ Be7 = BCO]

9. Bxe4 Bb4 10. b3 Qxd1 11. Rxd1

```

t + - + j + - T
X x X - + x X x
- + s + l + - +
+ - + - + - + -
- L - + b + - +
+ p X - + n + -
p + p + - P p P
R - B r + - K -
    
```

11... Rd8 12. Be3 a6

Black has an extra pawn which is hard to keep and harder to make use of. The storm has blown itself out.

So let's look at the alternative

IV.E.1.a)(2) Tricky 7. Bxd5

7. Bxd5 Qxd5 8. Nc3

```

t + l + j L - T
X x X - + x X x
- + s + - + - +
+ - + d + - + -
- + - X s + - +
+ - N - + n + -
p P p + - P p P
R - B q R - K -
    
```


Another surprising Knight move. This is a terribly well-analysed position, so whoever knows most about it should win. One line goes:

8... Qa5

[8... Qh5 9. Nxe4 Be6 10. Bg5]

9. Nxe4 Be6 10. Neg5 O-O-O 11. Nxe6 fxe6 12. Rxe6 Bd6

[or 12... Qf5 13. Qe2 h6 14. Bd2 Qxc2 = Bogolyubov]

13. Qe2 Qh5 14. h3 Rde8 15. Bd2 Ne5

```
- + j + t + - T
X x X - + - X x
- + - L r + - +
+ - + - S - + d
- + - X - + - +
+ - + - + n + p
p P p B q P p +
R - + - + - K -
```

And again White's attack has blown out.

IV.E.1.b) Max Lange with 5... Bc5

5...Bc5

6. e5

Black has only one good move here:

6...d5

To see why:

[6... Ng4 7. Bf4 O-O 8. h3 Nh6 9. Bxh6 gxh6 10. c3 +-]

t + l D - T j +
 X x X x + x + x
 - + s + - + - X
 + - L - P - + -
 - + b X - + - +
 + - P - + n + p
 p P - + - P p +
 R n + q + r K -

+ -]

[6... Ne4 7. Bd5 f5 8. exf6 Nxf6 9. Bg5 +-

t + l D j + - T
 X x X x + - X x
 - + s + - S - +
 + - L b + - B -
 - + - X - + - +
 + - + - + n + -
 p P p + - P p P
 R n + q + r K -

+ -]

Now the main line of analysis goes:

7. exf6 dxc4 8. Re1+ Be6 9. Ng5 Qd5 10. Nc3 Qf5 11. Nce4 O-O-O

- + j T - + - T
 X x X - + x X x
 - + s + l P - +
 + - L - + d N -
 - + x X n + - +

+ - + - + - + -
p P p + - P p P
R - B q R - K -

This is exciting stuff! White has a strong K-side attack and control of the e-file. But Black has an extra pawn, good central hold and has sent the King off into safer territory. Black can even think about a K-side counter-attack. For example:

12. Nxe6 fxe6 13. fxg7 Rhg8 14. Bg5 Rd7 15. Nf6 Qxg5 16. Nxd7 Rxc7

and White has run out of steam...

Now, you can research this lot for yourselves, but there's a lot to it. For example, if you check this line in the Levy/Keene book, they give 12. g4!

They also say Black's 8...Be6 is "*more or less forced, since on 8...Kh8 comes 9. Bg5 cxb2 10. Bh6+ Kg8 11. Nc3! with a tremendous game for the pawn... e.g. ... 11...Bf8 12. Bxf8 Kxf8 13. Ne4 followed by 14. Qd2 with clear advantage to White.*" Whereas, if you look in BCO2, you find "8...Kh8 9. Bg5 cxb2 10. Bh6+ Kg8 11. Nc3 f8 12. Bxf8 Kxf8 13. Ne4 f5 =+" - that is, advantage to Black, and instead White can only hope for equality after 12. Nxd4 Bxh6!. So I don't know how many recent books you need, although Andrew Soltis (who seems to be going for the world record of chess books published) has written a repertoire book from White's point of view about the Moller and the Max Lange.

IV.E.2. Main line Two Knights' with 4. Ng5

The main line, which I recommend, goes:

4... d5

But there is an alternative: the Wilkes-Barre variation or Traxler Counterattack.

[4... Bc5

This is wild and exciting chess, although I have a nasty suspicion that White can just play safe with

5. Bxf7+ Ke7 6. Bb3 [or 6. Bd5] 6...Rf8 7. O-O d6 8. Nc3

```
t + l D - T - +
X x X - J - X x
- + s X - S - +
+ - L - X - N -
- + - + p + - +
+ b N - + - + -
p P p P - P p P
R - B q + r K -
```

when I don't see how Black can justify both the pawn deficit and poor King position.

But it's worth a look, and I include some examples in the games section. Even if you don't ever play the variation, you might learn from some of the tactical ideas.]

After 4. Ng5 d5, White should try

5. exd5

```
t + l D j L - T
X x X - + x X x
- + s + - S - +
+ - + p X - N -
- + b + - + - +
+ - + - + - + -
p P p P - P p P
R n B q K - + r
```

Now the best move here is probably

5... Na5

Although 5...Nb4, 5...Nd4 (Fritz variation) and 5...Nxd5 have been tried. More than one person has e-mailed me recommending the [Ulvestad](#) variation, 5...b5, and I thank Jarret Minkler for providing some helpful notes.

[5... Nxd5 can lead to the famous Fried Liver Attack

```
t + l D j L - T
X x X - + x X x
- + s + - + - +
+ - + s X - N -
- + b + - + - +
+ - + - + - + -
p P p P - P p P
R n B q K - + r
```

6. Nxf7

```
t + l D j L - T
X x X - + n X x
- + s + - + - +
+ - + s X - + -
- + b + - + - +
+ - + - + - + -
p P p P - P p P
R n B q K - + r
```

This is the famous Fried Liver Attack (or Fegatello) After 6... Kxf7 7. Qf3+ Ke6 8. Nc3 Nce7 9. d4 c6

```
t + l D - L - T
X x + - S - X x
- + x + j + - +
+ - + s X - + -
- + b P - + - +
+ - N - + q + -
p P p + - P p P
R - B - K - + r
```

We can only say the position is unclear!

But White can actually play the simple 6. d4

```

t + l D j L - T
X x X - + x X x
- + s + - + - +
+ - + s X - N -
- + b P - + - +
+ - + - + - + -
p P p + - P p P
R n B q K - + r

```

with the better game, and when Nxf7 is a real threat]

After 5...Na5, play usually goes

6. Bb5+ c6 7. dxc6 bxc6

When there are two well-known gambit lines

(a) 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 exf3 12. Nxf3 O-O

and

(b) 8. Qf3 Rb8 9. Bxc6+ Nxc6 10. Qxc6+ Nd7

```

- T l D j L - T
X - + s + x X x
- + q + - + - +
+ - + - X - N -
- + - + - + - +
+ - + - + - + -
p P p P - P p P
R n B - K - + r

```

Black has some prospects of attack for the material; I enclose a game in each line below.

IV.E.3. Closed variation with 4. d3

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - X - + -
- + b + p + - +
+ - + p + n + -
p P p + - P p P
R n B q K - + r

```

4... d5 5. exd5 Nxd5 6. O-O f6 is one time when the Rule 2 should perhaps be broken, as Re1 to follow is uncomfortable, although I don't know if Black is in any great danger.

4...Bc5 of course returns you to the Giuoco Pianissimo (spit).

And another safe line is 4... Be7.

But the alternative

4... h6

is quite OK. The idea is: in the slow Closed Morphy Variation (5...Be7) of the Ruy Lopez, Black often re-organises with ...O-O, ...Rfe8, ...Bf8, ...g6 and ...Bg7. Now with 4. d3, White has said that they plan to play it slow, so you might as well put the B on g7 straight away. 4...g6 loses to 5. Ng5, so you play 4...h6 first. The only way to take advantage of this apparent waste of time is to break open the centre with d3-d4, but this is also a loss of time (d2-d3 then d3-d4), and Black can adjust.

5. O-O

[or 5. Nc3 d6 6. a3 g6 7. h3 Bg7 8. Be3 O-O 9. Qd2 Kh7 10. g4 Nd7 11. Rg1 Nb6

```

t + l D - T - +
X x X - + x L j
- S s X - + x X

```

```

+ - + - X - + -
- + b + p + p +
P - N p B n + p
- P p Q - P - +
R - + - K - R -

```

= Spassky-Belyavsky 82 12. g5 Nxc4 13. dxc4 h5]

5... d6 6. c3 g6 7. d4 Qe7 8. Nbd2 Bg7 9. Re1 O-O 10. h3 Bd7 11. Nf1 Rae8
=

```

- + - + t T j +
X x X l D x L -
- + s X - S x X
+ - + - X - + -
- + b P p + - +
+ - P - + n + p
p P - + - P p +
R - B q R n K -

```

Nunn-Spassky 82

with equality, BCO2

IV.E.4. Two Knights' with 4. Nc3

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - X - + -
- + b + p + - +
+ - N - + n + -
p P p P - P p P
R - B q K - + r

```

4... Nxe4 5. Nxe4

[5. Bxf7+ Kxf7 6. Nxe4 d5 7. Neg5+ Kg8, when Black has the advantage in the centre]

[5. O-O

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | L | - | T |
| X | x | X | x | + | x | X | x |
| - | + | s | + | - | + | - | + |
| + | - | + | - | X | - | + | - |
| - | + | b | + | s | + | - | + |
| + | - | N | - | + | n | + | - |
| p | P | p | P | - | P | p | P |
| R | - | B | q | + | r | K | - |

Boden-Kieseritsky Gambit 5... Nxc3 6. dxc3 Be7, when you have no weaknesses but must defend solidly for a while. If you don't fancy this you can always try the plan 4...Be7, 5...O-O and 6...Na5]

5... d5 6. Bd3 dxe4 7.

Bxe4 Bd6

with equality.

V. Example Games

V.A. Max Lange Attack

V.A.1. Euwe - Reti (Amsterdam) 1920

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxd4 Nxd4 10. Qxd4 f5 11. Bg5 Qc5

t + l + j L - T
X x X - + - X x
- + - + - + - +
+ - D - + x B -
- + - Q s + - +
+ - N - + - + -
p P p + - P p P
R - + - R - K -

12. Qd8+ Kf7 13. Nxe4 fxe4 14. Rad1 Bd6 15. Qxh8 Qxg5 16. f4 Qh4 17.

Rxe4

t + l + - + - Q
X x X - + j X x
- + - L - + - +
+ - + - + - + -
- + - + r P - D
+ - + - + - + -
p P p + - + p P
+ - + r + - K -

17... Bh3 18. Qxa8 Bc5+ 19. Kh1 Bxg2+ 20. Kxg2 Qg4+

q + - + - + - +
X x X - + j X x
- + - + - + - +
+ - L - + - + -
- + - + r P d +
+ - + - + - + -
p P p + - + k P
+ - + r + - + -

21. Kf1 Qf3+ 22. Ke1 Qf2#

0-1

V.A.2. Estrin - Riskin (Moscow) 1963

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxe4 Be6 10. Bd2 Qf5 11. Bg5

```

t + - + j L - T
X x X - + x X x
- + s + l + - +
+ - + - + d B -
- + - X n + - +
+ - + - + n + -
p P p + - P p P
R - + q R - K -

```

11... h6 12. Bh4 g5 13. Nxd4 Nxd4 14. Qxd4 gxh4 15. Nf6+ Ke7 16. Nd5+

```

t + - + - L - T
X x X - J x + -
- + - + l + - X
+ - + n + d + -
- + - Q - + - X
+ - + - + - + -
p P p + - P p P
R - + - R - K -

```

1-0

V.B. Main Line Two Knights' Defence

V.B.1. Bibikov - Neishtadt (USSR) 1946

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | L | - | T |
| X | - | + | - | + | x | X | x |
| - | + | x | + | - | S | - | + |
| S | b | + | - | X | - | N | - |
| - | + | - | + | - | + | - | + |
| + | - | + | - | + | - | + | - |
| p | P | p | P | - | P | p | P |
| R | n | B | q | K | - | + | r |

8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 exf3 12. Nxf3 Qc7 13. d4 Ng4

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | + | j | + | - | T |
| X | - | D | - | + | x | X | - |
| - | + | x | L | - | + | - | X |
| S | - | + | - | + | - | + | - |
| - | + | - | P | - | + | s | + |
| + | - | + | - | + | n | + | - |
| p | P | p | + | b | + | p | P |
| R | n | B | q | K | - | + | r |

14. Nc3 Bxh2 15. Nxh2 Qg3+ 16. Kd2 Nc4+ 17. Bxc4 Qe3#

V.B.2. Hoffer-Unknown, 1913

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6

8. Qf3

Black chooses an unusual reply which goes badly wrong.

8... Qb6 9. Nc3 Be7 10. d3 h6 11. Be3 Qc7 12. Nd5 Nxd5 13. Qxf7+ Kd8

```

t + l J - + - T
X - D - L q X -
- + x + - + - X
S b + s X - N -
- + - + - + - +
+ - + p B - + -
p P p + - P p P
R - + - K - + r

```

14. Qxd5+ cxd5 15. Nf7#

V.C. Wilkes-Barre Variation

WARNING

These games contain uncut scenes of chess violence. Do not play through them late at night, or in the presence of sensitive adults.

V.C.1. Neikirch - Halir (Corr) 1969

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+ 6. Kxf2 Nxe4+

7. Kg1

```

t + l D j + - T
X x X x + n X x
- + s + - + - +
+ - + - X - + -
- + b + s + - +
+ - + - + - + -
p P p P - + p P
R n B q + - K r

```

7... Qh4 8. g3 Nxg3

t + l + j + - T
X x X x + n X x
- + s + - + - +
+ - + - X - + -
- + b + - + - D
+ - + - + - S -
p P p P - + - P
R n B q + - K r

9. Nxh8 d5 10. Bxd5 Bh3 11. c3 Nd4 12. Bf3 O-O-O 13. Nf7 Rf8

- + j + - T - +
X x X - + n X x
- + - + - + - +
+ - + - X - + -
- + - S - + - D
+ - P - + b S l
p P - P - + - P
R n B q + - K r

0-1

V.C.2. Estrin-Zaitsev, 1969

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5

5. Bxf7+ Ke7 6. Bd5

t + l D - + - T
X x X x J - X x
- + s + - S - +
+ - L b X - N -
- + - + p + - +

+ - + - + - + -
p P p P - P p P
R n B q K - + r

6... d6 7. c3 Rf8 8. d4 exd4

9. Bxc6 bxc6 10. O-O dxc3 11. Nxc3 h6

t + l D - T - +
X - X - J - X -
- + x X - S - X
+ - L - + - N -
- + - + p + - +
+ - N - + - + -
p P - + - P p P
R - B q + r K -

**12. Qe2 Bg4 13. Nf3 Nd7 14. h3 Bxf3 15. gxf3 g5 16. Be3 Ne5 17. Bxc5
dxc5 18. Kg2 Rxf3 19. Rh1 Qg8**

t + - + - + d +
X - X - J - + -
- + x + - + - X
+ - X - S - X -
- + - + p + - +
+ - N - + t + p
p P - + q P k +
R - + - + - + r

White resigned, seeing no way to stop the threats of ...Raf8 and ...g4, combined with perhaps ...c4-c3 and ...Nd3. Estrin was world correspondence champion, and has published a book on the Wilkes-Barre Variation!

V.C.3. Estrin-Weiss, 1972

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Bxf7+ Ke7 6. Bd5 Nb4 7. d4
exd4 8. O-O Nbx d5 9. exd5 Re8 10. Qd3 h6 11. Qg6 hxg5 12. Qxg7+ Kd6
13. Bxg5 Rf8 14. c4 dxc3 15. Nxc3

t + l D - T - +
X x X x + - Q -
- + - J - S - +
+ - L p + - B -
- + - + - + - +
+ - N - + - + -
p P - + - P p P
R - + - + r K -

Black resigns, for if 15... Bd4 16. Nb5+ Kxd5 17. Nxd4, and the King will die in the centre of the arena.

V.C.4. Kunz-Hentzgen, Corr.1973

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+ 6. Kf1 Qe7 7.
Nhx8 d5 8. exd5 Bg4 9. Be2 Bxe2+ 10. Qxe2 Nd4 11. Qxf2 O-O-O 12. Ke1
Ne4 13. Qf7 Qh4+ 14. Kf1

- + j T - + - N
X x X - + q X x
- + - + - + - +
+ - + p X - + -
- + - S s + - D
+ - + - + - + -
p P p P - + p P
R n B - + k + r

14... Qg4

White resigns

V.C.5. Wirtz - Fahnenschmidt (Marburg) 1955

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5

5. Nxf7 Bxf2+

6. Kxf2 Nxe4+

```

t + l D j + - T
X x X x + n X x
- + s + - + - +
+ - + - X - + -
- + b + s + - +
+ - + - + - + -
p P p P - K p P
R n B q + - + r

```

7. Ke3 Qe7 8. Kxe4 d5+ 9. Bxd5 Qh4+ 10. g4 Bxg4 11. Bxc6+

```

t + - + j + - T
X x X - + n X x
- + b + - + - +
+ - + - X - + -
- + - + k + l D
+ - + - + - + -
p P p P - + - P
R n B q + - + r

```

11... Bd7+ 12. Ke3 Qd4+ 13. Ke2 bxc6 14. Rg1 Bg4+ 15. Rxg4 Qxg4+ 16. Ke1 Qh4+ 17. Kf1 O-O 18. Qe2 Rxf7+ 19. Kg1 Raf8 20. d3 Rf2

```

- + - + - T j +
X - X - + - X x

```

- + x + - + - +
+ - + - X - + -
- + - + - + - D
+ - + p + - + -
p P p + q T - P
R n B - + - K -

White resigns

Back to [Chess Coaching Page](#)



This document (black_e4.html) was last modified on Feb 8 1996 by

[Dr. Dave](#)

Exeter Chess Club: Ulvestad Variation

From minkler@buffnet.net Sat May 4 03:51:23 1996

Subject: The Dreaded Fried Liver attack

[Impertinent editorial note: I think the Fried Liver Attack should refer to only the line **1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5 6. Nxf7**, but here my esteemed correspondent means the line with **4. Ng5** - Dr.Dave]

In my quest at becoming a better player (USCF 1360) I was constantly faced with the Fried Liver attack as black. After losing the game several times I finally got off my butt to learn the stupid thing... And, what I found was striking. First off black should have nothing to fear from Ng5. In fact he can practically laugh at it. I have enclosed some games from the local club here where me and my uncle have done extensive research on the Ulvestad Var. of the Two Knight's Defense. If you have MCO- 13 the page is 111. But, what I found its that people DON'T play these lines... And give black a perfectly healthy game.

If you would like to see the rest of Ng5_1 where my Uncle John Powell Defeated the Master his E-mail address is powell@net.bluemoon.net

I think that these lines would be very useful to you web page and chess club...

[Appreciative editorial note: I agree!]

Jarret Minkler

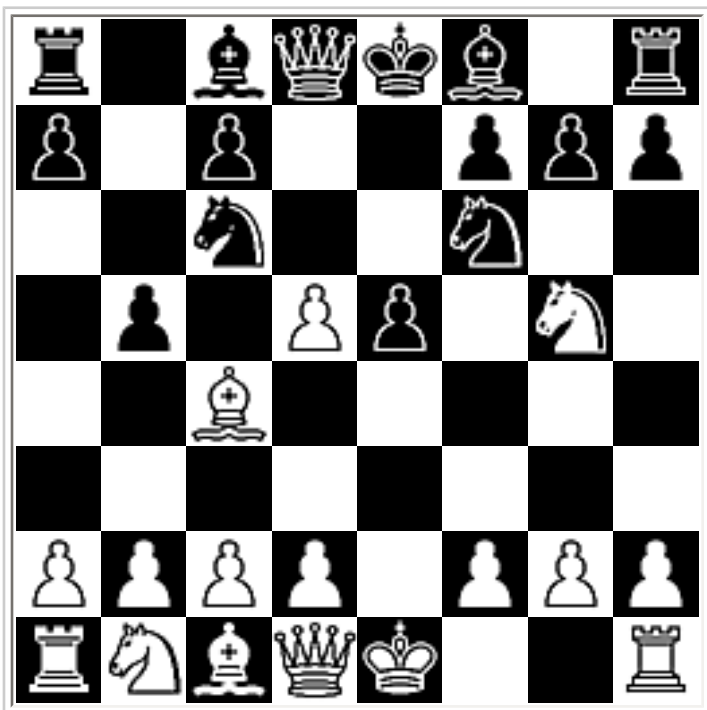
```
[Event "Ng5_1.pgn" ]
[Site "?" ]
[Date "????..??..??" ]
[Round "?" ]
[Result "?" ]
[White "WHITE" ]
[Black "BLACK" ]
```

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

```
{
,Ri_,BiQ,KiB,_iR
iP,PiP,_i_,PiP,P
,_i_,Ni_,_i_,_i_
i_,_i_,NiP,_in,_
,_i_,bi_,_i_,_i_
i_,_i_,_i_,_i_,_
,pip,pip,_ip,pip
;r,nib,q;k,_i_,r
}
```

4... d5 5. exd5 b5

{!?



}
6. Bxb5 Qxd5 7. Bf1 Bc5 8. Nc3

{This is a game my uncle played vs. a 2050 USCF my uncle is 1500+}

8... Bxf2+ 9. Ke2

{And Black goes on to win...}

*

[Event "Ng5_2.pgn"]

[Site "?"]

[Date "????.??.??"]
[Round "?"]
[Result "?"]
[White "WHITE"]
[Black "BLACK"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 b5 6. Bxb5 Qxd5 7.
Bxc6+
7... Qxc6 8. O-O Bb7
{Forking The B and g2: Several things I see here are ..Nf3, Qf3 and
f3}
9. f3 Bc5+ 10. Kh1 h6 11. Nh3 Ng4
{Just to give an example...O-O can be played also}
*

[Event "Ng5_3.pgn"]
[Site "?"]
[Date "????.??.??"]
[Round "?"]
[Result "?"]
[White "WHITE"]
[Black "BLACK"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 b5 6. Bxb5 Qxd5 7.
Bxc6+
7... Qxc6 8. O-O Bb7
{ instead of 9. f3 above }
(
9. Qf3 Qxf3 10. Nxf3 Bxf3 11. gxf3
{and Black has a good or =game}
*

[But please note that 6.Bxb5 is not the only, nor perhaps the best,
move
for White.]

Back to [Playing Black against 1. e4](#)

Back to [Chess Coaching Page](#)

This document (ulvestad.html) was last modified on 10th May 1996
by



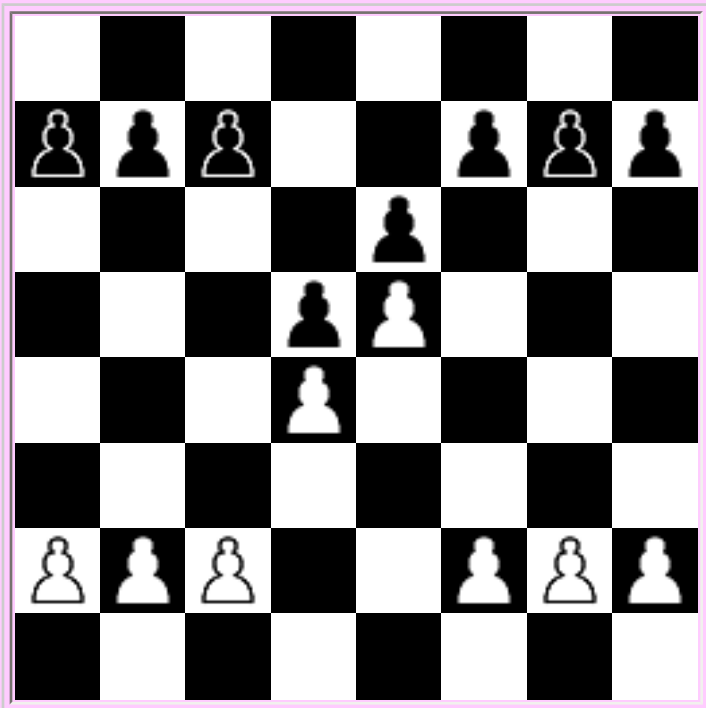
[Dr. Dave](#)

Exeter Chess Club: The ideas behind the French Defence

- [White's chances on the King's-side](#)
 - [White's chances on the K-side: Pillsbury - Lasker \(Nuremberg, 1896\)](#)
- [Black's chances on the Queen's-side](#)
 - [Black's Queen's-side attack: Neumann - Tranmer, Manchester, 1950](#)
- [The bad Black light-squared Bishop and the bad endgame for Black](#)
 - [Black's bad bishop and the bad Black endgame: Tarrasch,S - Teichmann,R \(14\) \[C14\] \(San Sebastian, 1912\)](#)
- [The good endgame for Black](#)
 - [Fischer,R - Petrosian,T \[C12\] Curacao ct, 1962](#)
- [French pawn formations](#)
 - [A : The hanging centre \(=/+\)](#)
 - [White's chances with a hanging centre: Nimzovitch - Salwe \(Carlsbad, 1911\)](#)
 - [Black's chances with the hanging centre: Van Scheltinga - Van der Tol \[C02\] , 1946](#)
 - [B : The c5 lever only \(+=\)](#)
 - [White's chances with only the ...c5 lever: Tarrasch - Noa \(Hamburg, 1885\)](#)
 - [C : The f6 lever only \(+=\)](#)
 - [Example with only the ...f6 lever: Hubner - Larsen \(2\) \[C04\] Montreal Intl, 1979](#)
 - [D : Two open files \(+/-\)](#)
 - [White's chances with two open files: Watson - Short \(Brighton, 1983\)](#)
 - [E : No pawn levers \(+-\)](#)
 - [Tarrasch - Eckart \[C05\] Nuremberg, 1889](#)
 - [F : The isolated Queen's Pawn \(+=\)](#)
 - [Tatai-Korchnoi, Beersheva 1978](#)
 - [G : The Winawer Formation \(=/+\)](#)
 - [Blacks chances in the Winawer: Tolush - Botvinnik \(Ussr Ch'p, 1945\)](#)
 - [H : The French 'Small Centre' \(=/+\)](#) (Thanks, Peter!)

Consider the French defence pawn formation in the diagram. You can sort of 'feel' that White should be attacking on the K-side, and Black on the Q-side. That's where they each have more space, and can organise their attacks better. Nimzovitch taught that these 'pawn chains' should be attacked at the base - in this case, at d4 and e6. White will aim for the pawn break f2-f4-f5; Black with ...c7-c5 and/or ...b7-b5-

b4.



So In the line after **1 e4, e5; 2 d4, d5; 3 e5** we see **3...c5**, attacking the base. The immediate reply **4.c3** by White transfers the base, and therefore the focus of the attack, to c3. Black can push past with ...c4 and go for ...b5-b4, or exchange on d4 with ...cxd4,cxd4 which brings the base one step nearer again, at cost of relieving some tension. There can follow **4...Nc6; 5 Nf3, Qb6**. now the natural **6.Bd3** leaves the d-pawn exposed (although you can play it as a gambit), and a logical sequence is: **6 Be2, cxd4; 7 cxd4, Bb4+ 8 Kf1** since **8. Bd2** risks **8...Nxd4**. Nowadays we are less rigid about these things: for example, White need not sit back on the Q-side, and instead often plays **6.a3** threatening b4, and experience has shown that this is not an idle threat. Black usually moves one more step down the chain with **6...c4**, but a playable alternative is **6...f6!?**, attacking the head and not the base. Admittedly after **7 exf6** Black's e-pawn is a bit sickly, but for the moment White is in no position to attack it.

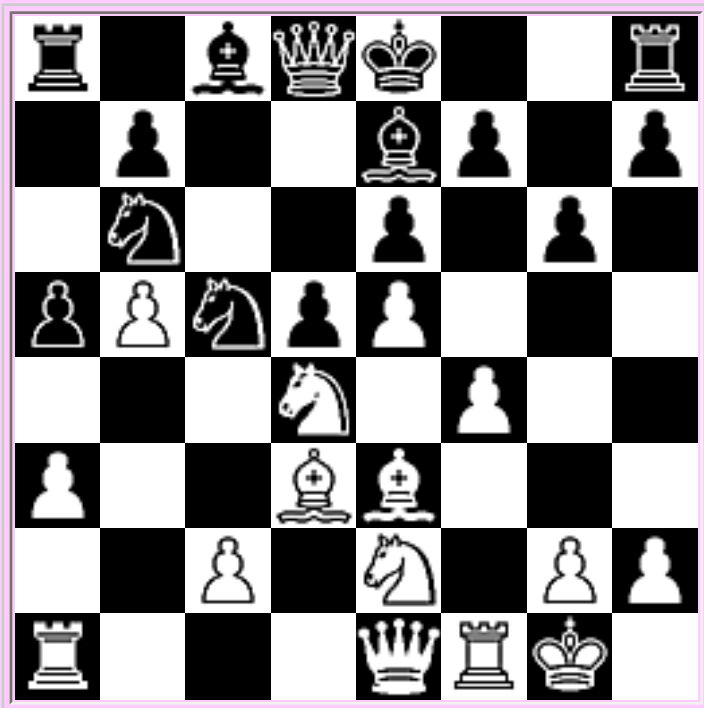
The most important feature of positions shown in the first diagram is not itself actually shown: this is the Black light-squared (Queen's) Bishop. Stuck behind the pawn on e6, it will play little role in the game for a while. This feature led Bob Wade to coin the line **1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Qb6** planning ...Bd7 and ...Bb5. Recently there has been a small fashion for **1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bd7!?** idea ...Bc6. More commonly Black will play ...b6 and ...Ba6 to secure the exchange (see Hubner-Larsen), but often as not Black just carries this piece as a slight liability on d7, waiting for its chances after ...e5 or in an endgame when it might reappear on b5.

White's chances on the King's-side

The King's-side attack is mainly seen in the middlegame. There are genuine chances here for White, particularly if there are other factors favouring the attack. For example, in the Alekhine-Chatard attack White sacrifices a pawn: **1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4!?** for an open h-file and attacking chances, or in another line Nimzovitch invented **1. e4 e6 2. d4 d5 3. e5 c5 4. Qg4!?**, giving up the d-pawn but intending to base an attack on the wedge at e5, when Black's usual Queen's-side attack has no natural outlet. There are many attractive miniatures where White's attack crashes through in these lines. However, Black players with a little knowledge of these lines can avoid the worst dangers, and so White usually plays more slowly.

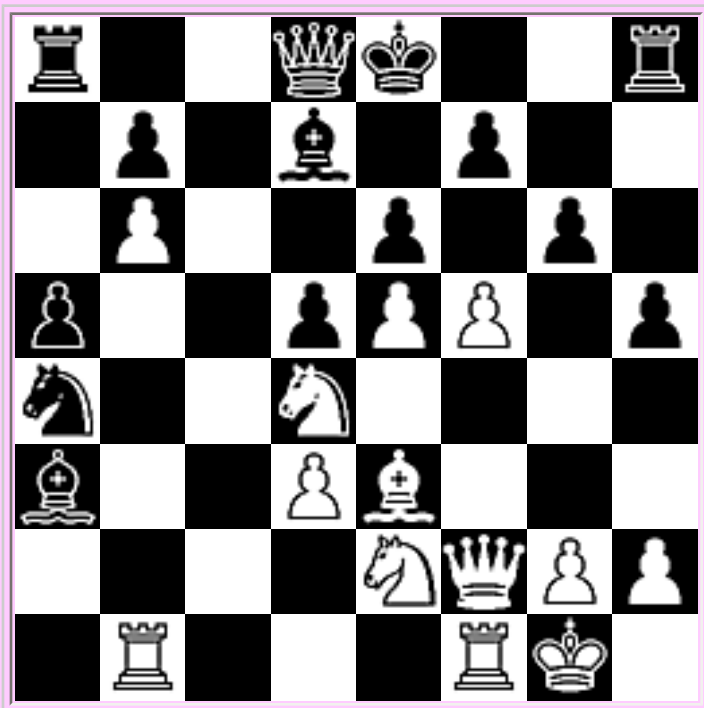
White's chances on the K-side: Pillsbury - Lasker (Nuremberg, 1896)

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. f4 c5 6. dxc5 Nc6 7. a3 Nxc5 8. b4 Nd7 9. Bd3 a5 10. b5 Ncb8 11. Nf3 Nc5 12. Be3 Nbd7 13. O-O g6 14. Ne2 Be7 15. Qe1 Nb6 16. Nfd4



Despite the weak c-pawn, White is well placed here: Black cannot quickly organise a Queen's-side attack while the White Bishops are nicely placed to influence events on both sides. The Black King cannot comfortably castle ...O-O with the holes all over the defences there.

16... Bd7 17. Qf2 Nba4 18. Rab1 h5 19. b6 Nxd3 20. cxd3 Bxa3 21. f5

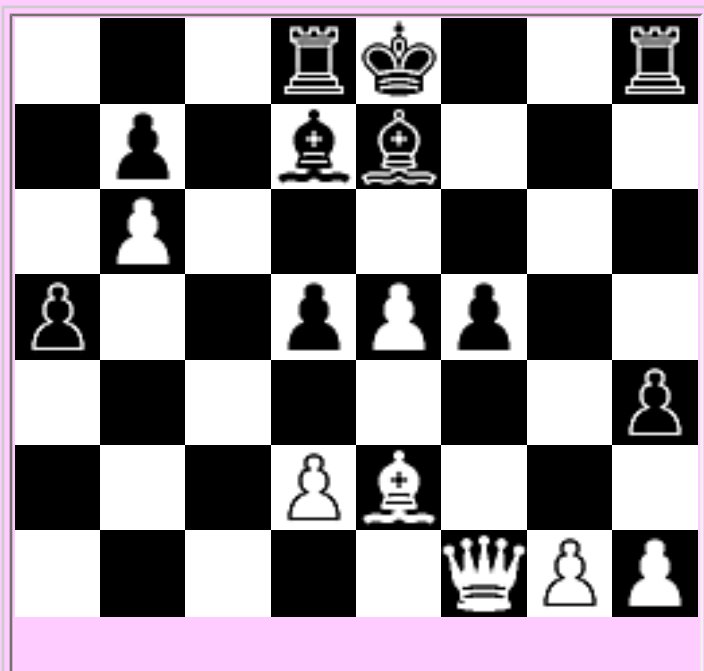


Just as Black is getting somewhere on the Queen's-side we have a classic Pillsbury breakthrough. This is a *vacating sacrifice* to allow the Ne2 to move up into firing position, hoping to catch the Black King in the centre.

21... gxf5 22. Nf4 h4 23. Ra1 Be7 24. Rxa4

A deflecting sacrifice, pulling the Bd7 away from the support of e6.

24...Bxa4 25. Nfxe6 fxe6 26. Nxe6 Bd7 27. Nxd8 Rxd8





The Queen rather than the King was caught!

The attack has thus resulted in a small material advantage (Q v. RB) which White converts with continued vigour.

28. Bc5 Rc8 29. Bxe7 Kxe7 30. Qe3 Rc6 31. Qg5+ Kf7 32. Rc1 Rxc1+ 33. Qxc1 Rc8 34. Qe1 h3 35. gxh3 Rg8+ 36. Kf2 a4 37. Qb4 Rg6 38. Kf3 1-0

Black's chances on the Queen's-side

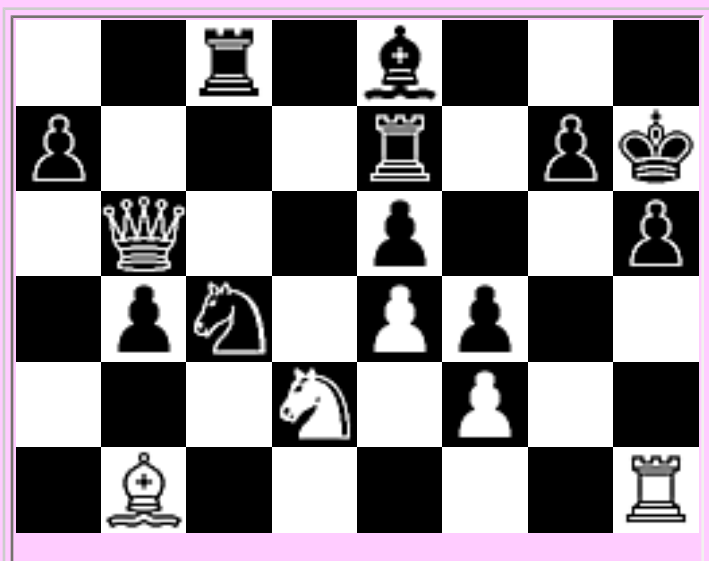
Just as White can hope for good things on the King's-side, Black has opportunities on the other side of the board.

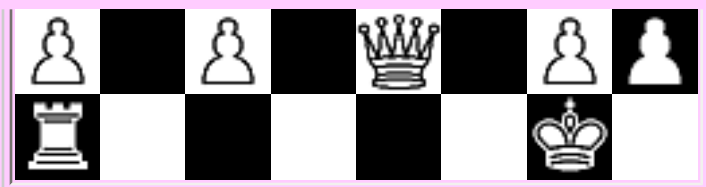
Black's Queen's-side attack: Neumann - Tranmer, Manchester, 1950

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4

The sharp MacCutcheon Variation.

5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Bd3 Nxd2 9. Qxd2 c5 10. dxc5 Qc7 11. Qe3 O-O 12. Ne2 Nd7 13. f4 Nxc5 14. O-O Bd7 15. Rf3 Rac8 16. Rh3 f5 17. Qd4 Rf7 18. c4 dxc4 19. Bxc4 Be8 20. Qe3 b5 21. Bb3 Re7 22. Nd4 Kh7 23. Qe2 Qb6



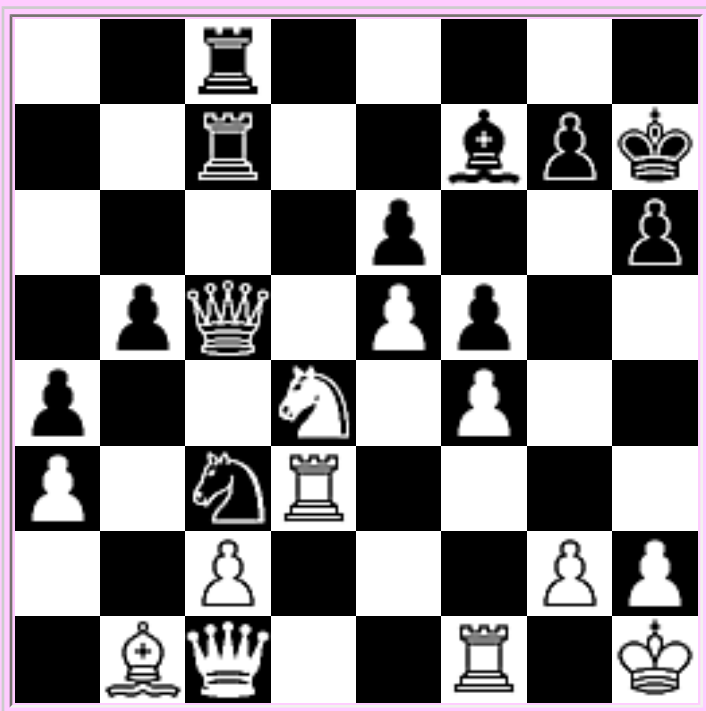


White's energetic start has not given him anything concrete. Meanwhile, Black has ample opportunities on the Queen's-side, with a sickly pawn on c2 to lean on.

24. Kh1 Ne4 25. Rd3 a5 26. a3 Bf7 27. Qe3 Qc5 28. Rf1 a4 29. Ba2 Nc3

The point immediately in front of an isolated pawn is a great outpost for a Knight. The Bishop retreats, but soon wishes it had a 0-th rank to retire further.

30. Bb1 Rec7 31. Qc1



31... b4 32. Rff3 Qa5 33. Qb2 bxa3 34. Qa1 Qb4 35. Ba2

[35. Rf1 Qb2 36. Qxb2 axb2 and ...a4-a3-a2]

35... Nxa2 36. Qxa2 Qe1+ 0-1

The bad Black light-squared Bishop and the bad endgame for

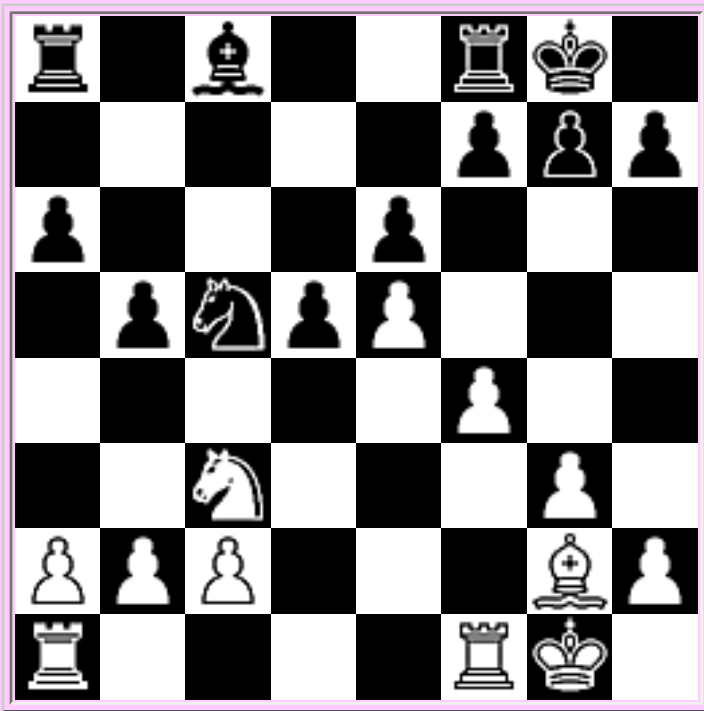
Black

Everyone (Stean, Harding, Taulbut...) quotes this game: Tarrasch gives a beautifully clear example of what can go wrong for Black with the bad light-squared Bishop in the endgame. All the other pieces come off, and Black cannot stop an invasion of the White King on the dark squares.

[Why does everybody quote this game? Laziness? Or is it that it's not so easy to do for White? Or that Black players now see it coming and avoid it?]

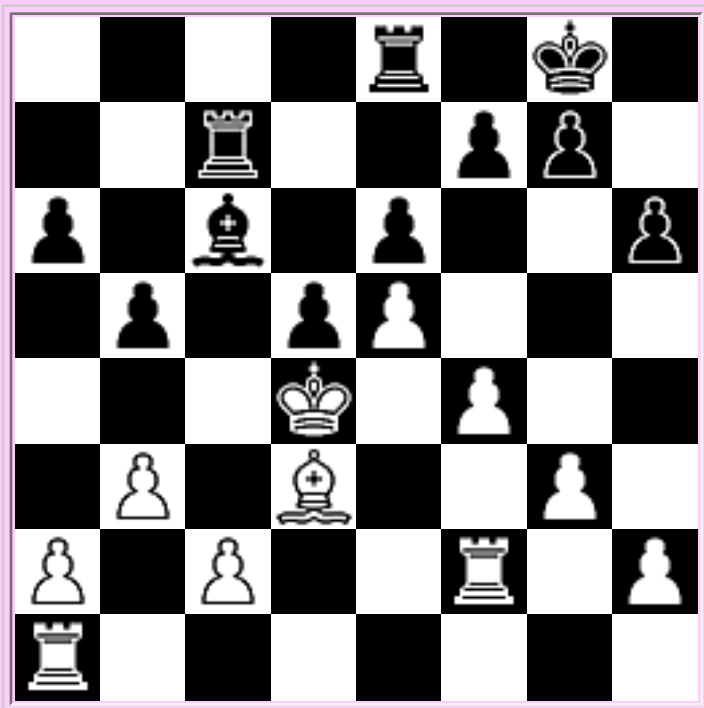
Black's bad bishop and the bad Black endgame: Tarrasch,S - Teichmann,R (14) [C14] (San Sebastian, 1912)

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. Qd2 O-O 8. f4 c5 9. Nf3 Nc6 10. g3 a6 11. Bg2 b5 12. O-O cxd4 13. Nxd4 Nxd4 14. Qxd4 Qc5 15. Qxc5 Nxc5



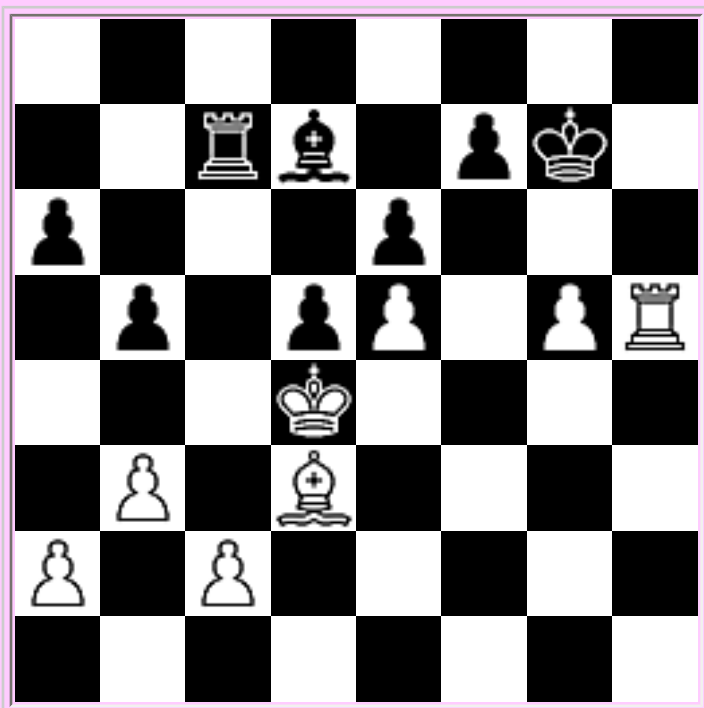
The Queens have come off leaving a bad Black Bishop. White has potential control of the d4 point and would ideally like to get rid of the Black Knight for his own Knight or Bishop, so that he can occupy d4 unchallenged.

16. Ne2 Bd7 17. Nd4 Rac8 18. Kf2 Rc7 19. Ke3 Re8 20. Rf2 Nb7 21. Bf1 Na5 22. b3 h6 23. Bd3 Nc6 24. Nxc6 Bxc6 25. Kd4



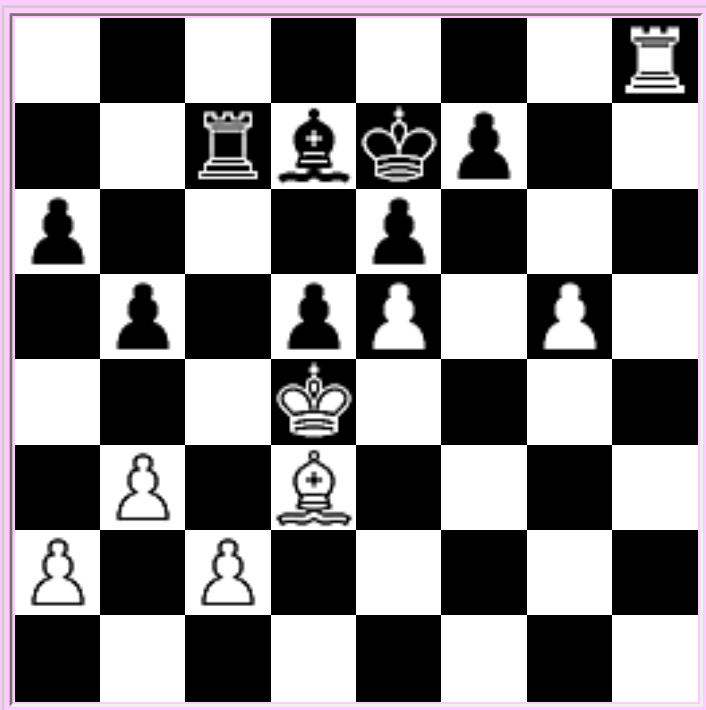
The moment the Black Knight disappears the King moves up into position.

25... Bd7 26. g4 Bc8 27. h4 g6 28. Rh1 Kg7 29. h5 Rh8 30. Rfh2 Bd7 31. g5 hxg5 32. fxg5 Rxh5 33. Rxh5 gxh5 34. Rxh5



White has used the extra space and good Bishop to make some progress on the King's-side. This progress consists of open lines, and Black cannot easily oppose Rooks on the h-file because the White King would immediately barge in through the unlocked door at c5.

34... Kf8 35. Rh8+ Ke7



White is two pieces up on the King's-side.

36. g6 fxg6 37. Bxg6 b4 38. Rh7+ Kd8 39. Bd3 Rc3 40. a3 a5 41. Rh8+ Ke7 42. Ra8 1-0

The good endgame for Black

If White's King's-side initiative dies down, which it often will with an exchange of Queens, White may be left facing a persistent Queen's-side attack from Black (after all, not trying for mate, the Q exchange need not affect its force) and perhaps over-exposed pawns.

Here is a well known example.

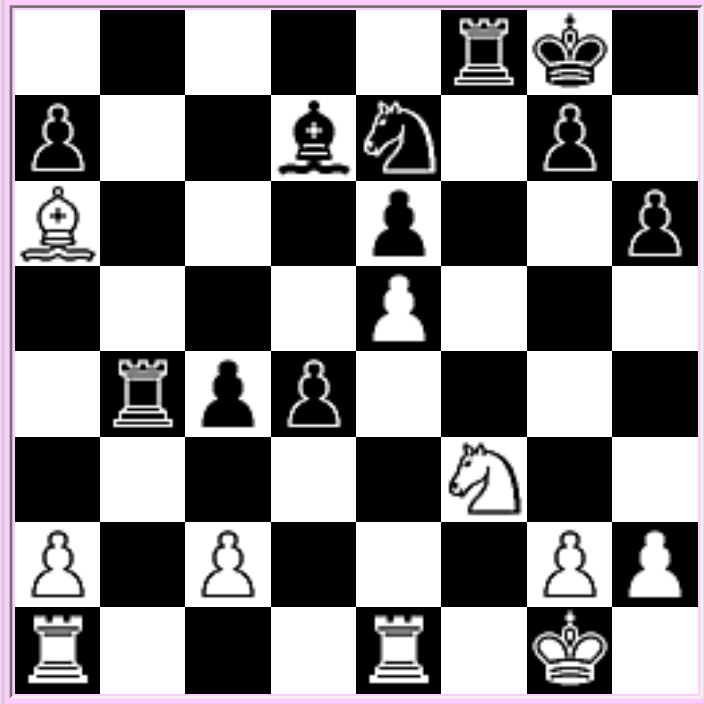
Fischer,R - Petrosian,T [C12] Curacao ct, 1962

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Bb4 5.e5 h6 6.Bd2 Bxc3 7.Bxc3 Ne4 8.Ba5 0-0 9.Bd3 Nc6 10.Bc3

White has got nothing from his Bishop excursions.

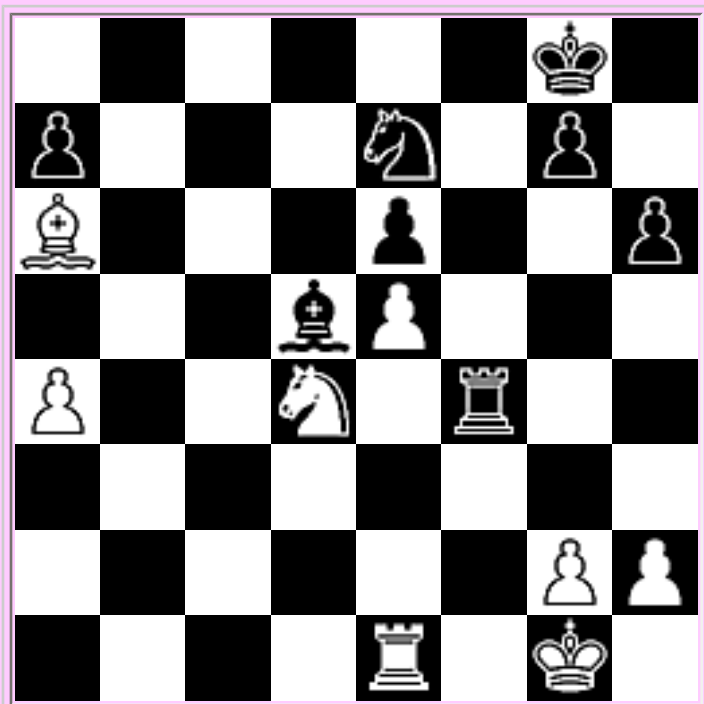
10...Nxc3 11.bxc3 f6 12.f4 fxe5 13.fxe5 Ne7 14.Nf3 c5 15.0-0 Qa5 16.Qe1 Bd7 17.c4 Qxe1 18.Rfxe1

dxc4 19.Be4 cxd4 20.Bxb7 Rab8 21.Ba6 Rb4



After the exchange of Queens there is still an initiative (and for the moment a pawn) for Black. White successfully fends off the first wave...

22.Rad1 d3 23.cxd3 cxd3 24.Rxd3 Bc6 25.Rd4 Rxd4 26.Nxd4 Bd5 27.a4 Rf4



But the defence has left White passive and uncoordinated. Black manoeuvres skilfully to weave a win.

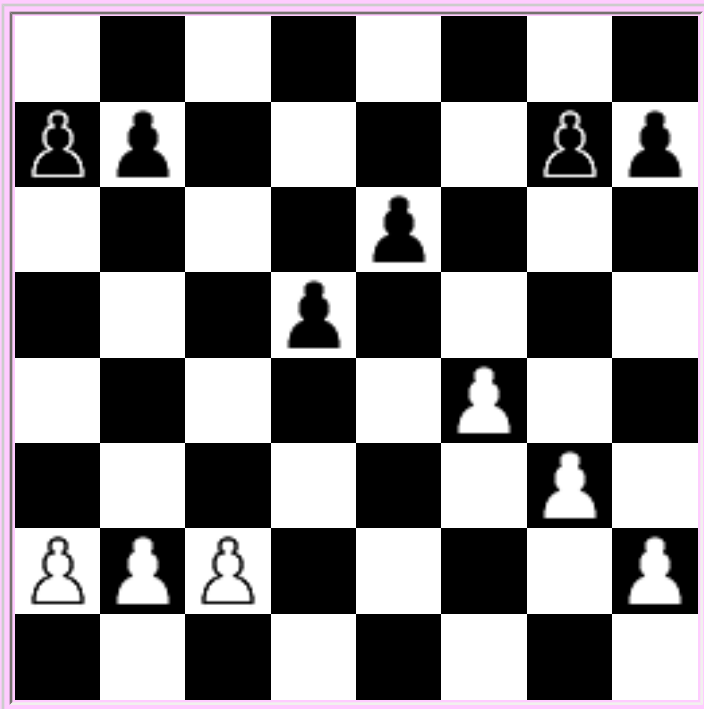
28.Rd1 Ng6 29.Bc8 Kf7 30.a5 Nxe5 31.a6 Rg4 32.Rd2 Nc4 33.Rf2+ Ke7 34.Nb5 Nd6 35.Nxd6 Kxd6 36.Bb7 Bxb7 37.axb7 Kc7 38.h3 Rg5 39.Rb2 Kb8 40.Kf2 Rd5 41.Ke3 Rd7 42.Ke4 Rxb7 43.Rf2 0-1

French pawn formations

Fine gives a helpful analysis of possible pawn formations which might arise from the French. With a sensible distribution of pieces, we might expect

A : The hanging centre (=/+ =)

FIX



This is best for Black. It is also the most common and important type of centre. The e-pawn is weak but White cannot easily attack the K-side because of the need to prevent ...e5. In most French games Black can keep White worrying about enough other things on the board to stop White making much use of theoretical advantages.

An actual example:

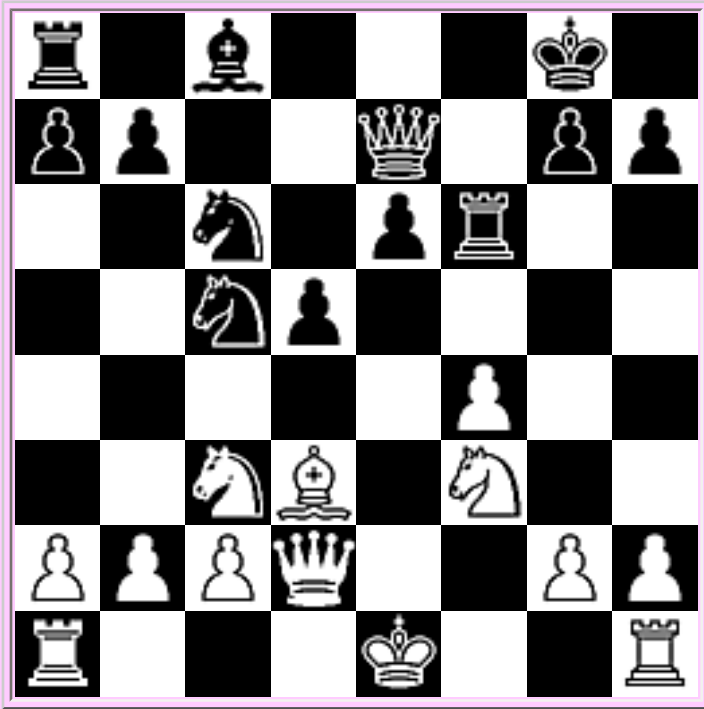
1. e4 e6 2. d4 d5

This is the classic French conjuring trick with the White pawn centre.

3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. f4 O-O

Now you see it...

8. Nf3 c5 9. Bd3 f5 10. exf6 Rxf6 11. Qd2 Nc6 12. dxc5 Nxc5



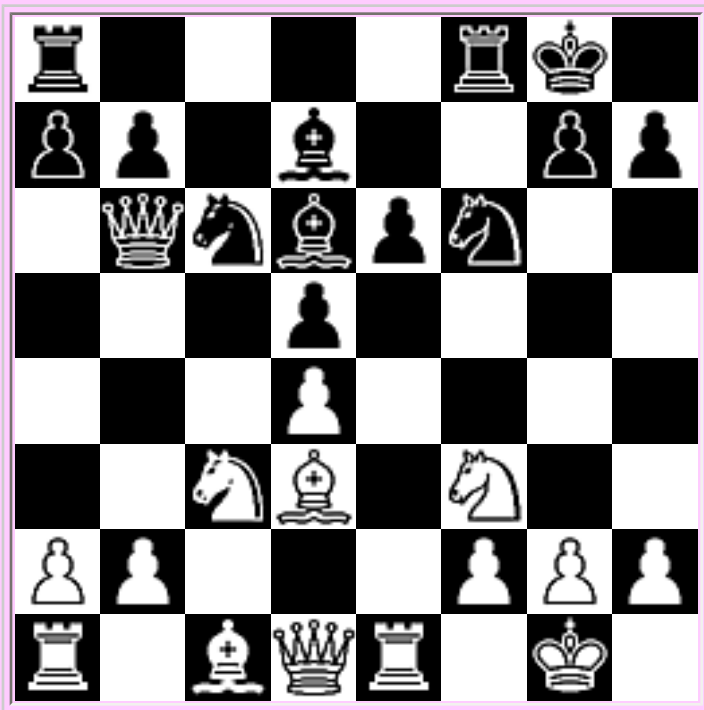
...Now you don't! Without the f-pawn White risks being rolled over. Even with the f-pawn White must still pay constant attention to Black possibilities of an ...e5 break, so much so that White may undertake little elsewhere on the board.

Another example:

3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 cxd4 8. cxd4

White can count this exchange a partial relief.

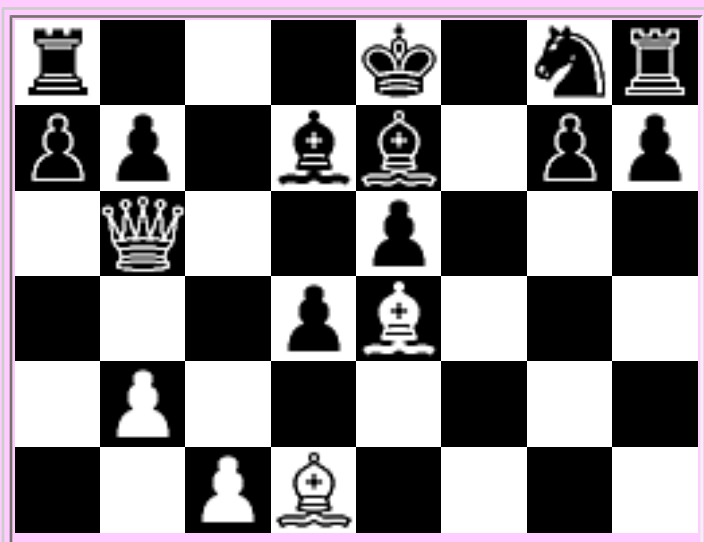
8...Qb6 9. Nf3 f6 10. exf6 Nxf6 11. O-O Bd6 12. Nc3 O-O 13. Re1 Bd7

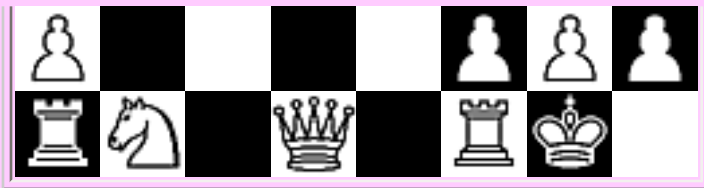


This formation is more favourable to White, but look at the pieces! White has spent so much time carefully arranging the pawns and Knights that the Black pieces have had time to come to very good squares. The proud White d-pawn is under some pressure (not lots of pressure yet because of the Bxh7+ trick), the White Queen's-side is no more developed now than at move three, and Black can eye up a few stray White pawns (b2, d4, f2). The position possibly is slightly more favourable to White, but in practical play the conversion to a full point is a long hard struggle in which Black has good chances to win, since if ...e5 does ever come the d-pawn will be passed.

White's chances with a hanging centre: Nimzovitch - Salwe (Carlsbad, 1911)

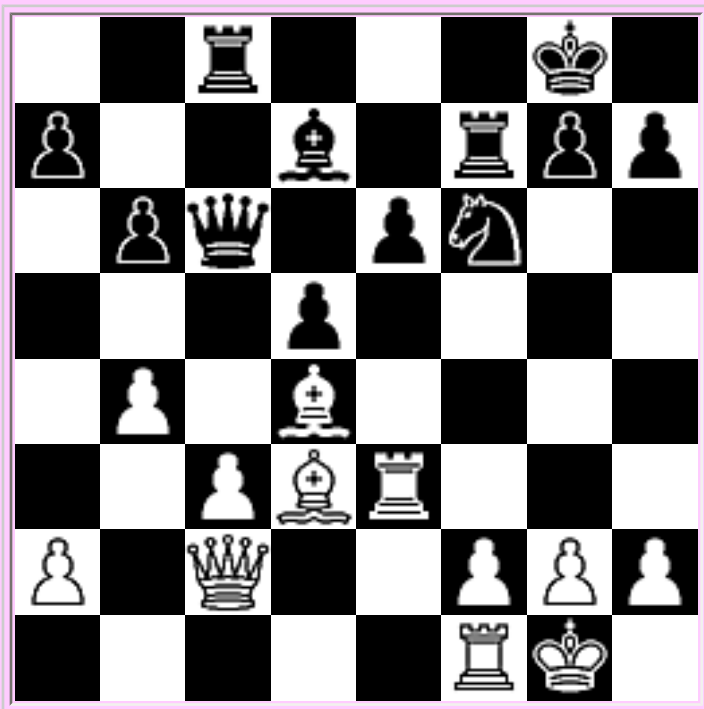
1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Bd3 Bd7 7. dxc5 Bxc5 8. O-O f6 9. b4 Be7 10. Bf4 fxe5 11. Nxe5 Nxe5 12. Bxe5





This is the hanging centre in the worst form for Black: White has a through blockade.

12... Nf6 13. Nd2 O-O 14. Nf3 Bd6 15. Qe2 Rac8 16. Bd4 Qc7 17. Ne5 Be8 18. Rae1 Bxe5 19. Bxe5 Qc6 20. Bd4 Bd7 21. Qc2 Rf7 22. Re3 b6

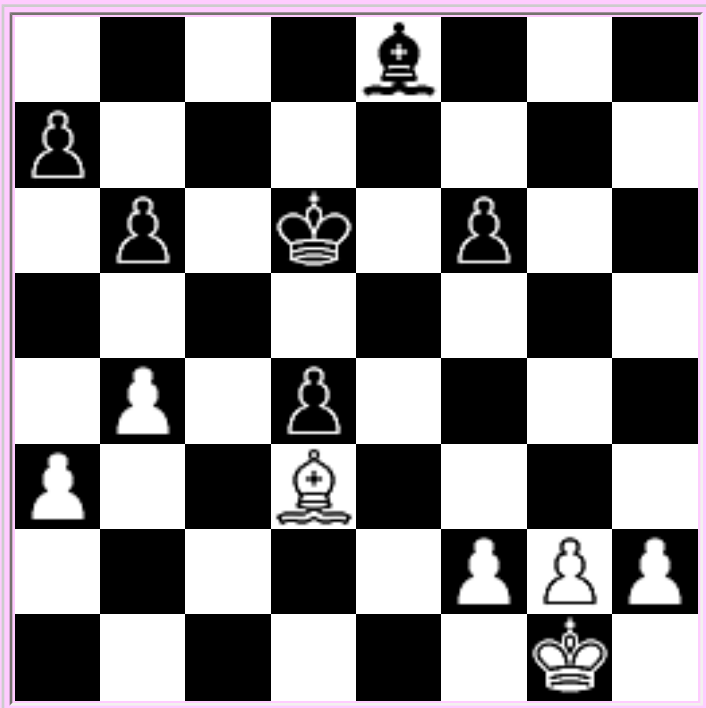


White has maintained the restraint of the pawns, and has pointed his Bishops at the Black King.

23. Rg3 Kh8 24. Bxh7

White is now a pawn up, and exchanges down to a won ending.

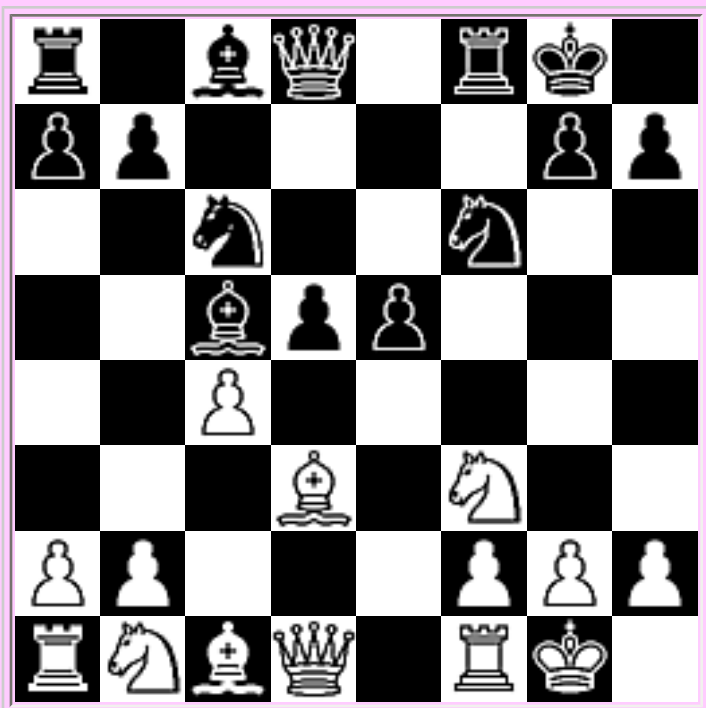
24...e5 25. Bg6 Re7 26. Re1 Qd6 27. Be3 d4 28. Bg5 Rxc3 29. Rxc3 dxc3 30. Qxc3 Kg8 31. a3 Kf8 32. Bh4 Be8 33. Bf5 Qd4 34. Qxd4 exd4 35. Rxe7 Kxe7 36. Bd3 Kd6 37. Bxf6 gxf6



38. h4 1-0

Black's chances with the hanging centre: Van Scheltinga - Van der Tol [C02] , 1946

1. e4 e6 2. d4 d5 3. e5 c5 4. dxc5 Nc6 5. Nf3 Bxc5 6. Bd3 f5 7. exf6 Nxf6 8. O-O O-O 9. c4 e5



The centre begins to roll... the central pawns are exposed, so Black needs to play sharply (i.e. vigorously)

and accurately). That's just what he does!

10. cxd5 e4! 11. dxc6 Qxd3 12. Qxd3 exd3 13. Ne5

White really needs to get a few more reserves into action.

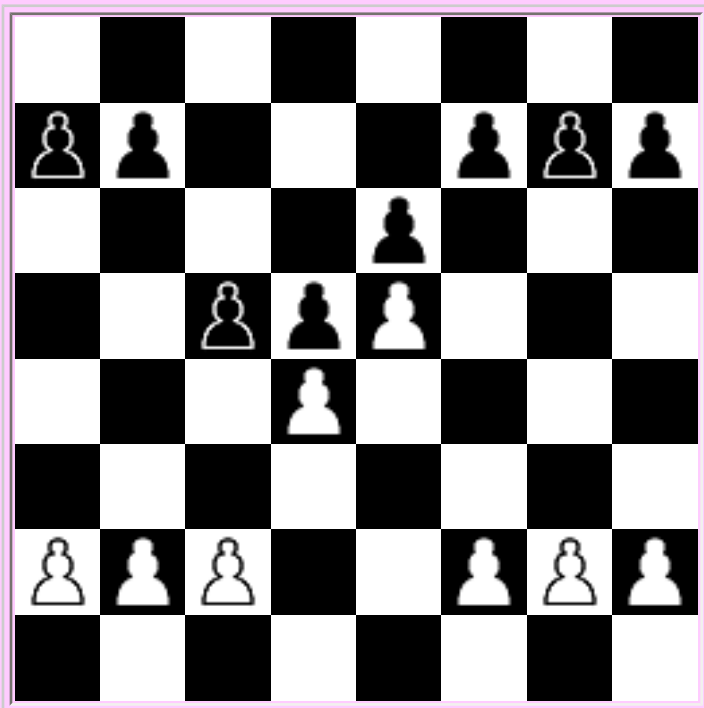
[13. Nc3 bxc6 14. Na4 Bd6 15. Be3 <=>/=+]

13... bxc6 14. Nxd3 Bd4 15. Be3

[15. Nc3 Ba6 16. Rd1 Rad8 17. Ne2 Bxd3 18. Rxd3 Bxf2+]

15... Bxe3 16. fxe3 Ba6 17. Rd1 Rad8 18. Nf2 Rxd1+ 19. Nxd1 Ne4 20. Nf2 Nxf2 0-1

B : The c5 lever only (+=)

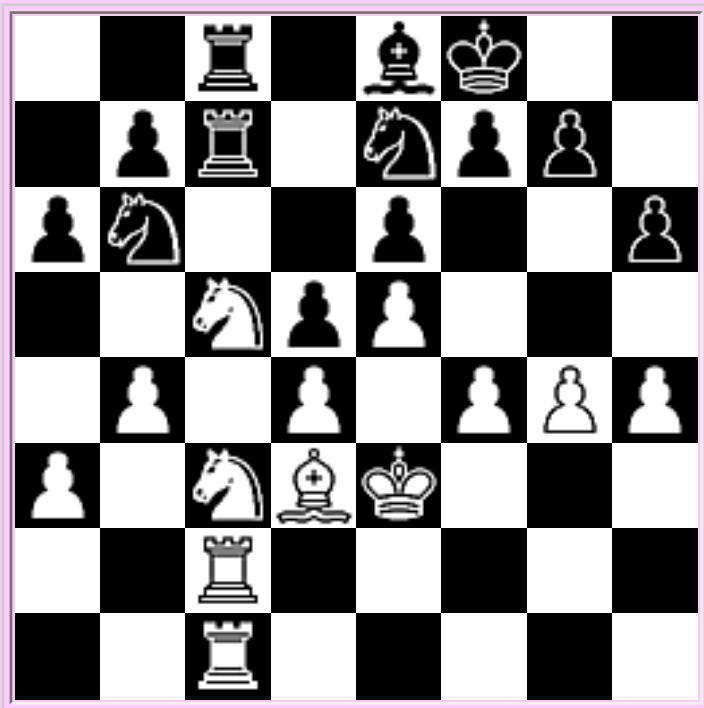


White can exchange dxc4 and aim to put a N on d4: this is better for White in the middlegame (ideas of f5) and the endgame (good N vs. bad Bc8)

White's chances with only the ...c5 lever: Tarrasch - Noa (Hamburg, 1885)

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. Nce2 c5 6. c3 Nc6 7. f4 cxd4 8. cxd4 Bb4+ 9. Bd2 Qb6 10. Nf3 O-O 11. Bxb4 Qxb4+ 12. Qd2 Nb6 13. Nc3 Rd8 14. Nb5 Bd7 15. Nd6 Rab8 16. Rc1 Qxd2+ 17. Kxd2 Nc8 18. Nb5 a6 19. Nc3 N8e7 20. Bd3 Rbc8 21. b3 Nb4 22. a3 Nbc6 23. b4 h6 24. h4 Nb8 25.

Ke3 Rc7 26. Rc2 Rdc8 27. Rhc1 Kf8 28. g4 Be8 29. Nd2 Nd7 30. Nb3 Nb6 31. Nc5

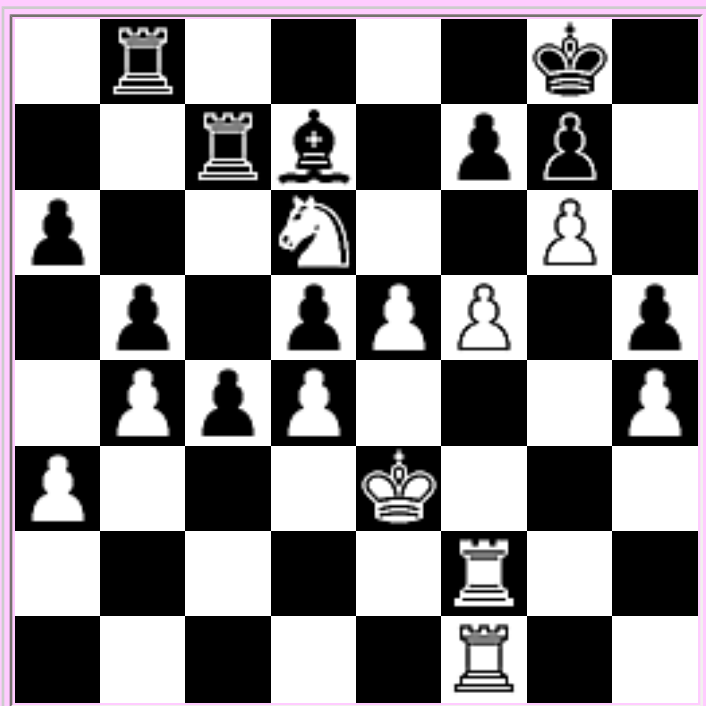


After a long first act we see the c-file being hotly contested with an additional two plus points for White: the outpost on c5 and the initiative on the King's-side. At this point Black snaps and concedes a pawn for some chances to re-arrange his defences.

31... Nc4+ 32. Bxc4 dxc4 33. N5e4 b5 34. Nd6 Rb8 35. f5 Bd7 36. Rf2 Nd5+ 37. Nxd5 exd5

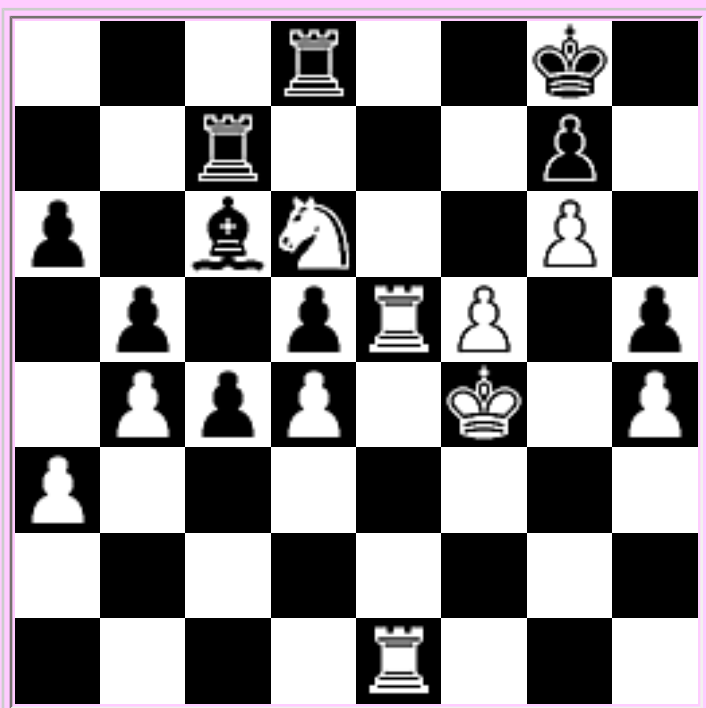
White has exchanged all but Black's least useful minor piece.

38. g5 h5 39. Rcf1 Kg8 40. g6



The exchanges have left the Queen's-side blocked while the King's-side pawns keep rolling along... This push wins an outpost on f7(!).

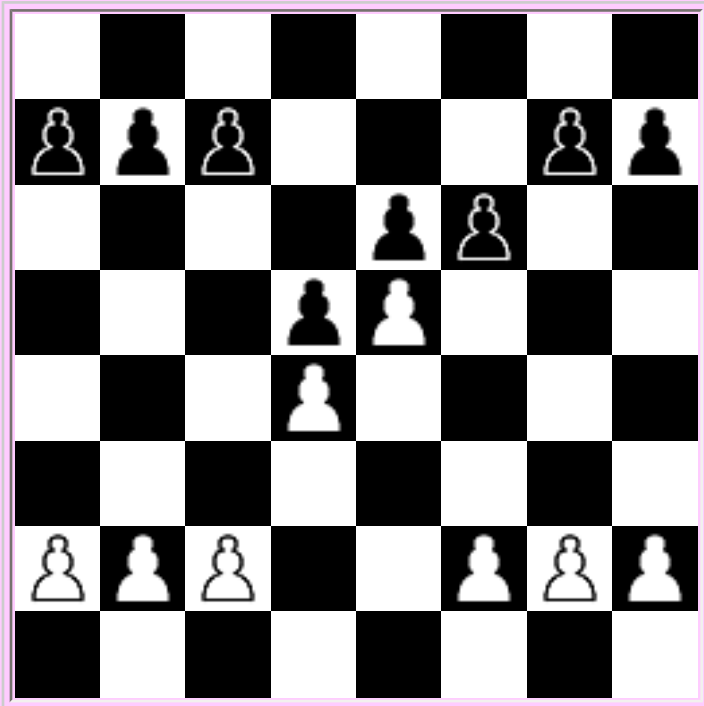
40... f6 41. Re2 Bc6 42. Rfe1 Rd8 43. Kf4 fxe5+ 44. Rxe5



White now has the e-file all to himself, and Black cannot strike down the impudent Knight because of the back rank mate. Black tries to contest the e-file...

44... Kf8 45. Nf7 Re8 46. Ng5 Rce7 47. Nh7+ 1-0

C : The f6 lever only (+=)



White can exchange $exf6$ and restrain the e-pawn: this usually signals a good middle-game for White and a better ending.

Example with only the ...f6 lever: Hubner - Larsen (2) [C04] Montreal Intl, 1979

1. d4 e6 2. e4 d5 3. Nd2 Nc6 4. Ngf3 Nf6 5. e5 Nd7 6. Nb3 a5 7. a4!? b6 8. c3 Be7 9. Bd3 Ba6 10. Bxa6 Rxa6

After the exchange of the bad light-squared Bishop, Black can look forward to reasonable chances in the middlegame.

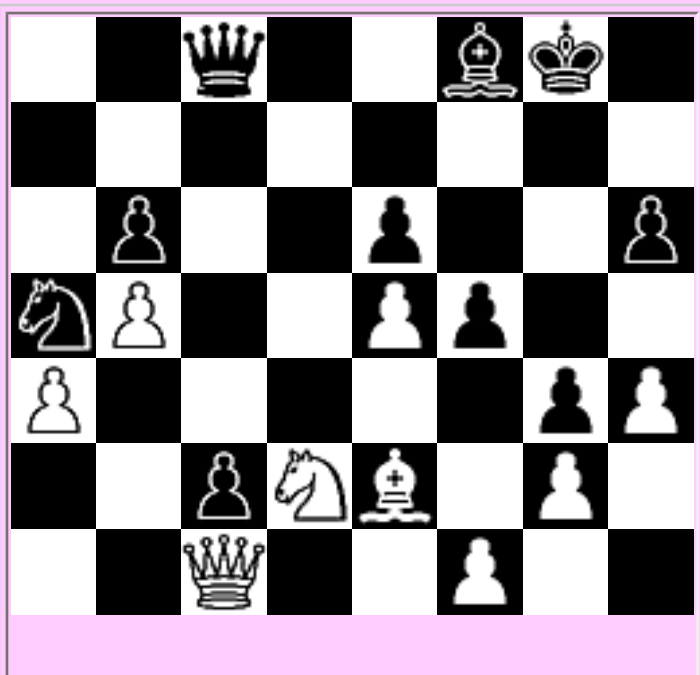
11. O-O Ra8 12. Re1 Nf8 13. Nbd2 Ng6 14. Nf1 Qd7 15. Qe2 O-O 16. Ng3 Rae8 17. Nh5 f6



18. Nf4 Nxf4 19. Bxf4 f5

(= Taulbut) After some inaccuracies by both sides, White steers home a win, but at this point chances are probably about equal.

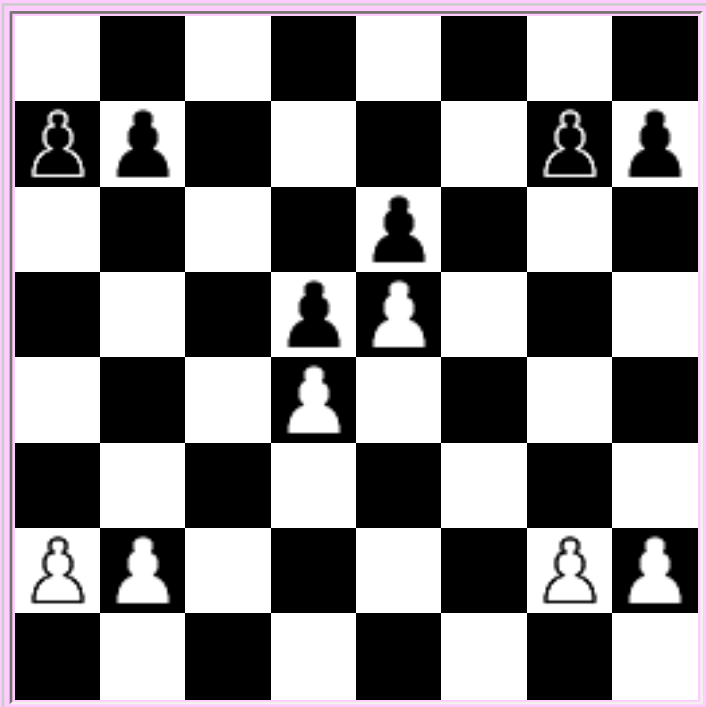
20. Reb1 Ra8 21. Qb5 Rfc8 22. Bg5 Bf8 23. Bd2 h6 24. b4 g5 ?! 25. h4 g4 26. Ne1 Qe8 27. Qd3 axb4 28. cxb4 Ra7 29. Bc3 Rca8 30. Qd1 Nd8 31. b5 c5 ?! 32. dxc5 Bxc5 33. Nd3 Nb7 34. g3 d4 ?! 35. Bd2 Bf8 36. Qb3 ?! 36... Rc8 37. Rc1 Raa8 38. Ra2 Rxc1+ 39. Bxc1 Na5 40. Qd1 Rc8 41. Rc2 Rc3 ?! 42. Rxc3 dxc3 43. Qc2 Qc8 44. Be3





44... Qc4 45. Bxb6 Nb3 46. Be3 Na1 47. Qe2 Qxa4 48. b6 Nb3 49. Qc2 Qc4 50. Qa2 Qd5 51. Nf4 Qd1+ 52. Kh2 c2 53. Qxb3 1-0

D : Two open files (+/-)



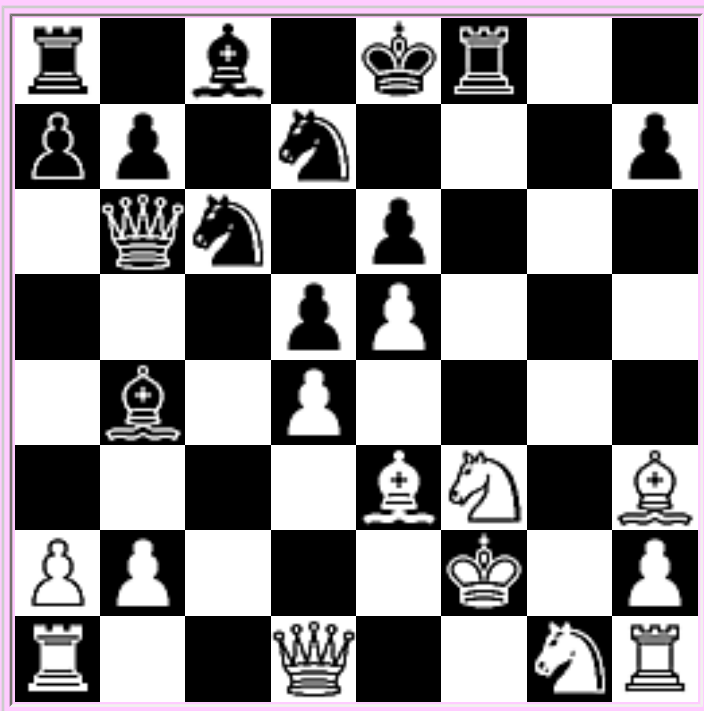
This is poor timing: both ...f6 and ...c5 have been tried but the White centre is stronger than ever, and will be unhindered by the need to defend a tense centre. A good middlegame for White but only a slightly better ending.

White's chances with two open files: Watson - Short (Brighton, 1983)

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. f4 c5 6. c3 Nc6 7. Ndf3 Qb6

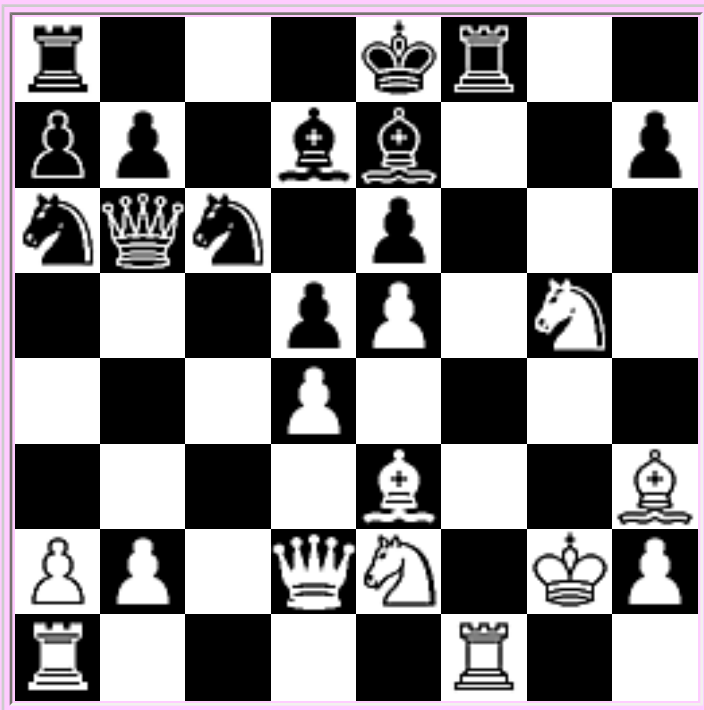


8. g3 cxd4 9. cxd4 Bb4+ 10. Kf2 g5 11. Be3 f6 12. Bh3 gxf4 13. gxf4 fxe5 14. fxe5 Rf8



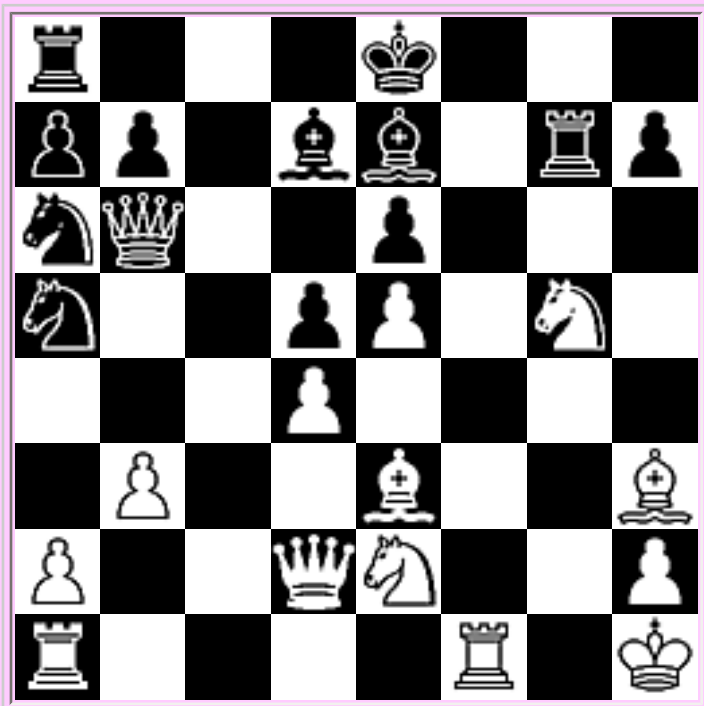
There is no pawn tension in the centre now. Both Kings are a little exposed, but what matters is getting men into the box.

15. Ne2 Be7 16. Qd2 Ndb8 17. Rhf1 Na6 18. Kg2 Bd7 19. Ng5



White's Knight parachutes in. Of course, ...Bxg5 removes the intruder but at cost of conceding the dark squares.

19... Rg8 20. Kh1 Na5 21. b3 Rg7

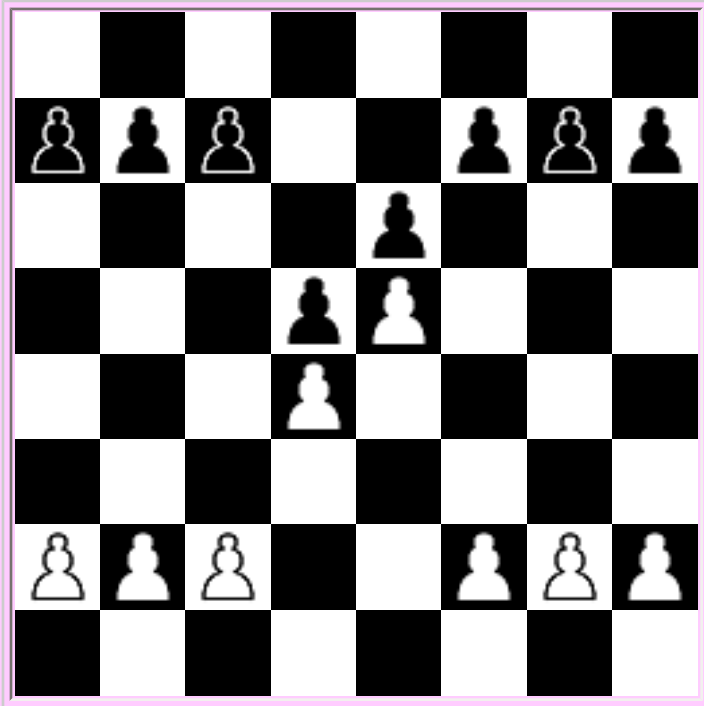


White spies loose piece on a5.

22. Bxe6 Bxe6 23. Nxe6 Qxe6 24. Qxa5 1-0

A pawn down with the King still stuck in the middle, Noshier had seen enough.

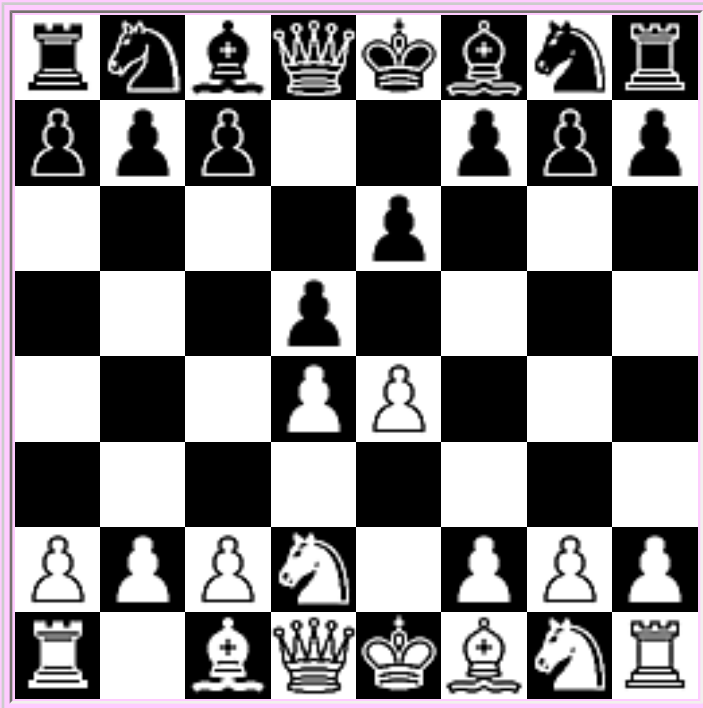
E : No pawn levers (+-)



White's game at its best: a built-in King's side attack with f4 and even g4 is unhindered by the need to defend the centre, and Black's pieces have very little room, and no counterplay to slow up White's attack. I actually couldn't find an example of this, but some of Black's problems are illustrated in the following early game in the Tarrasch Variation by its founder.

Tarrasch - Eckart [C05] Nuremberg, 1889

1. e4 e6 2. d4 d5 3. Nd2

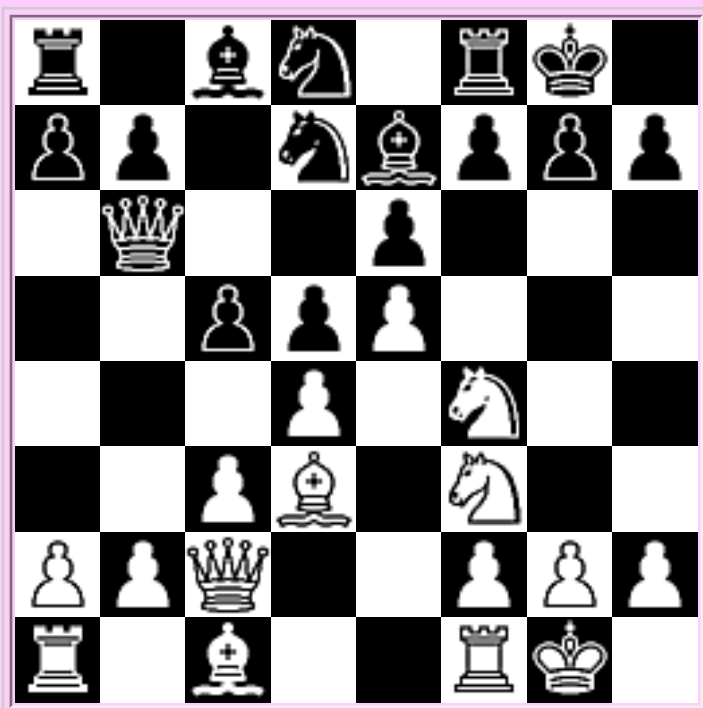


This distinctly unclassical move has been a major line ever since: it avoids the ...Bb4 pin, allows c2-c3 reinforcing the d-pawn, and has a mind to go later to f3, while the Ng1 goes via e2 to f4 or g3. 3... Nf6

4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 Qb6 8. Nf3 Be7

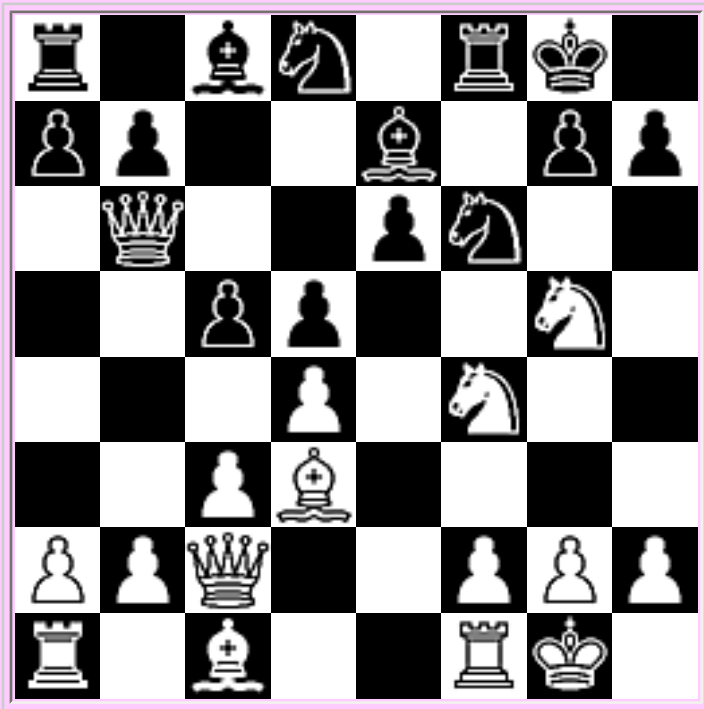
This is now recognised as too slow.

9. O-O O-O 10. Nf4 Nd8 11. Qc2



Black's king is in the firing line with little support. This is the sort of fierce initiative Black can be faced with if no counterplay is forthcoming. Now Black is obliged to move the f-pawn.

11... f5 12. exf6 Nxf6 13. Ng5

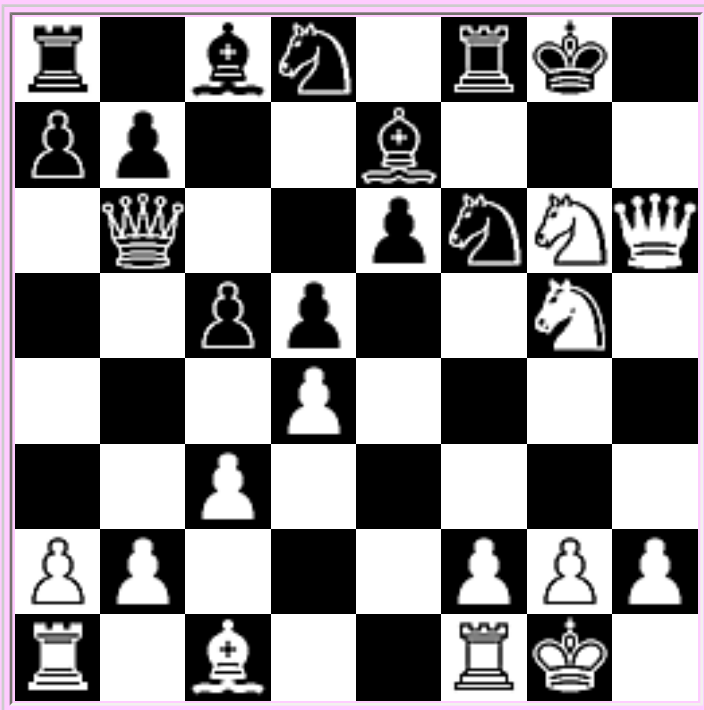


Black must make some concession on the King's-side

13... g6 14. Bxg6

In such positions, this sacrifice is a matter of technique more than imagination.

14... hxg6 15. Qxg6+ Kh8 16. Qh6+ Kg8 17. Ng6 1-0



The gang of thuggish White pieces cannot be stopped.

F : The isolated Queen's Pawn (+=)

Typically this arises through the Tarrasch Variation, as Karpov and Korchnoi battled on through their 1974 match, e.g. game 16:

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. O-O cxd4 8. Nb3 Nge7 9. bxd4 O-O 10. c3 Bg4 11. Qa4 Qd7 ...etc.

Karpov repeatedly showed that Black labours under a disadvantage in this line, and Korchnoi repeatedly showed that it was possible to draw with the IQP. The IQP is associated with possibilities for a Knight outpost on e4 and chances for a King's-side attack, as in this striking game:

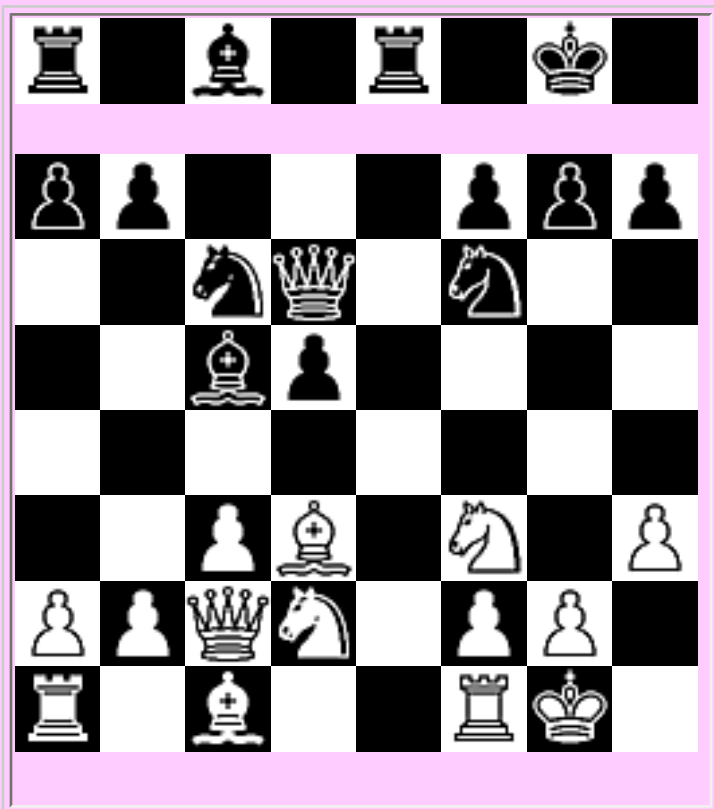
Tatai-Korchnoi, Beersheva 1978

1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 c5 5. Nf3 Nc6 6. Qe2+ Be7 7. dxc5 Nf6 8. h3 O-O DIAGRAM



Having played h3, White now castles under it.

9. O-O Bxc5 10. c3 Re8 11. Qc2 Qd6 12. Nbd2 DIAGRAM

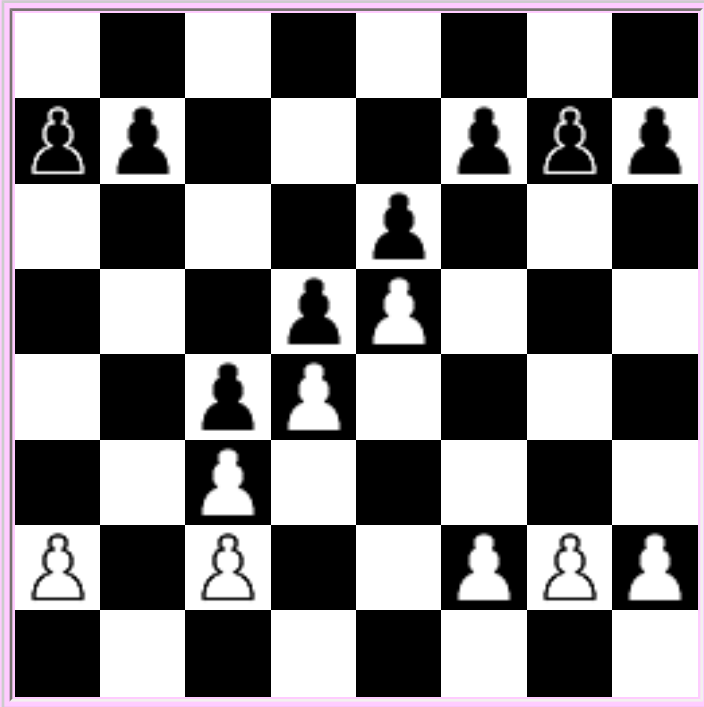


The weakness created by h3 now meets swift punishment.

12...Qg3 13. Bf5 Re2 14. Nd4 Nxd4 0-1

(resigns, because 14... Nxd4 15. cxd4 Bxd4 16. Bxc8 Rxf2 and Black will soon mate)

G : The Winawer Formation (=/+ =)



White has prospects of a King's-side attack with f4-f5, but Black's attack on the c-pawns can be certain of opportunities. The big structural disadvantage for Black is the lack of the Bf8, creating possibilities of a dark-square campaign. Black should castle Queen's-side, if at all.

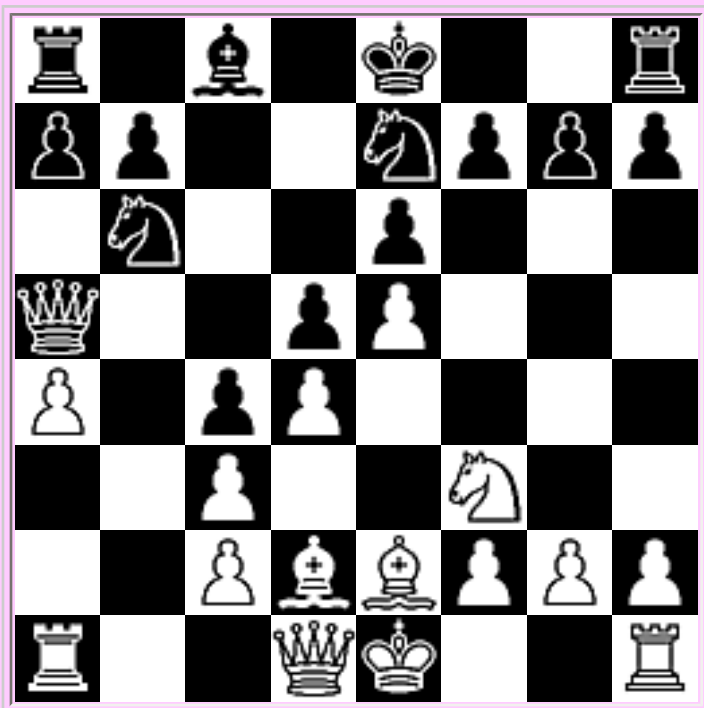
Blacks chances in the Winawer: Tolush - Botvinnik (Ussr Ch'p, 1945)

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bxc3+ 6. bxc3



The basic Winawer start. White can play Qg4 or more slowly:

6... Ne7 7. Nf3 Qa5 8. Bd2 c4 9. a4 Nd7 10. Be2 Nb6

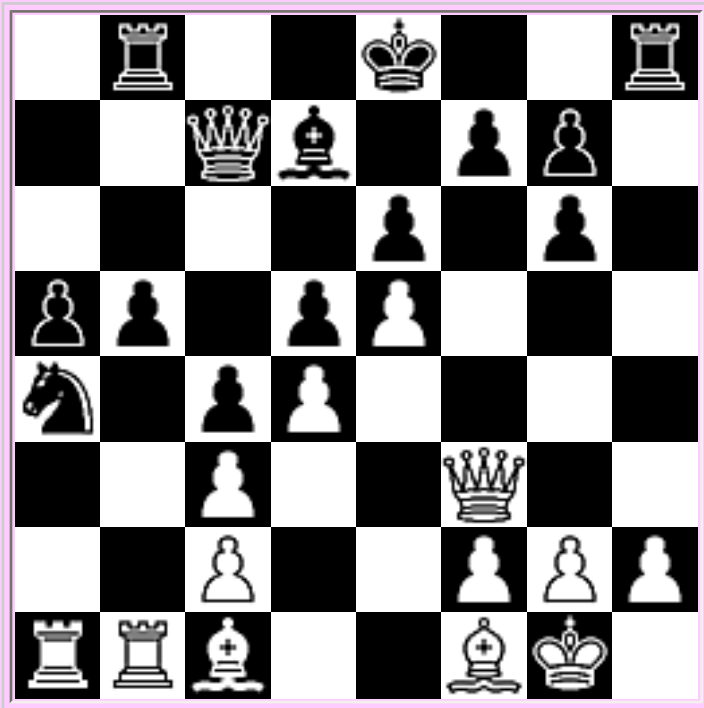


White is passive and Black has already rounded up a Queen's-side pawn.

11. O-O Nxa4 12. Nh4 Ng6 13. Nxg6 hxg6

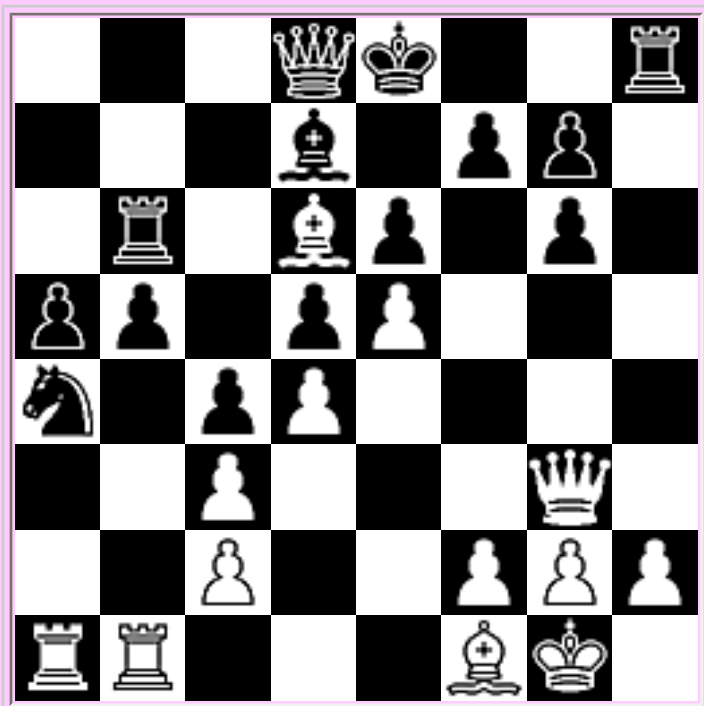
The open h-file will be important later. Black has potential initiatives on both sides.

14. Re1 Bd7 15. Bf1 b5 16. Qf3 Rb8 17. Reb1 Qc7 18. Bc1 a5



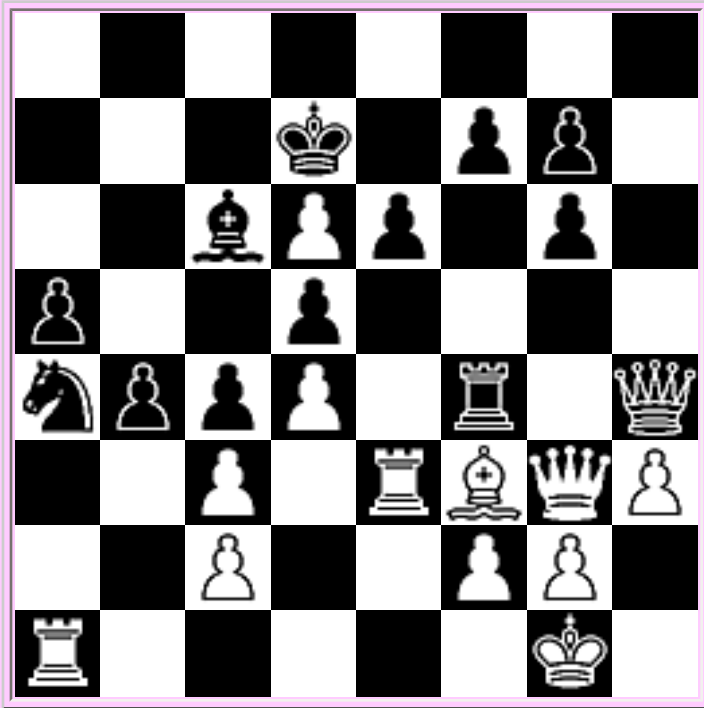
Black's Queen's-side advance rolls.

19. Ba3 Rb6 20. Qg3 Qd8 21. Bd6



This is the problem with the Winawer: you may get a Bishop stuck in your throat. Here Black sacrifices the exchange, confident he has enough going for him on the Q-side, which the Bishop was holding up!

21... Rxd6 22. exd6 Bc6 23. h3 Kd7 24. Re1 Qh4 25. Qe5 Qf6 26. Qg3 Rh4 27. Re3 Rf4 28. Be2 Qh4 29. Bf3 b4



White is hanging on grimly.

30. Qxh4 Rxh4 31. g3 Rh8 32. cxb4 axb4 33. Rb1 Rb8 34. h4 Rb7 35. Kh2 Kxd6 36. g4 Nc3 37. Ra1 Nb5 38. Rd1 Ra7 39. h5 g5 40. Kg2 Ra2 0-1

Back to [Chess Coaching Page](#)



This document (frencheg.html) was last modified on 30 Jan 1996 by

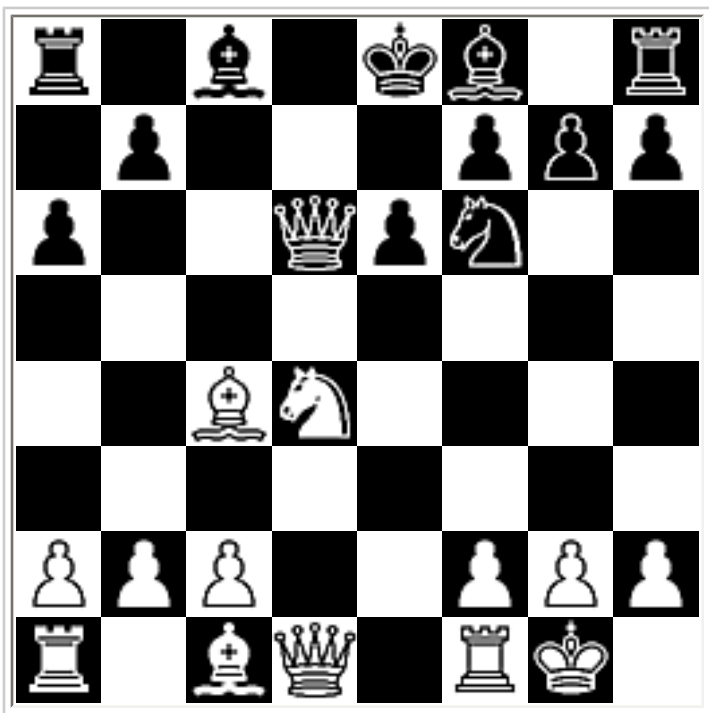
[Dr. Dave](#)

Exeter Chess Club: H: The French 'Little' Centre

Peter Lane, 11th October 1996

The prime example of this formation arises in the Tarrasch Variation, as a means of avoiding the isolated queen's pawn.

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. Ngf3 cxd4 6. Bc4 Qd6 7. O-O Nf6 8. Nb3 Nc6 9. Nbx d4 Nxd4 10. Nxd4 a6



r1b1kb1r/1p3ppp/p2qpn2/8/2BN4/8/PPP2PPP/R1BQ1RK1

Black loses time with his queen (...Qc7 will be her third move) to obtain a better pawn formation for the endgame. In fact, the position looks more like a Sicilian, with ...a6 and ...b5, ...Bb7, ...Rc8 to come. And, as in a Sicilian, White's lead in development can turn into a nasty attack.

eg: after 11. Re1 Qc7 12. Bb3 Bd6 13. Nf5! Bxh2+ 14. Kh1 Kf8 15. g3 threatening Bf4-d6, but Black does have a pawn.

If the game is less sharp, Black will hope to gain a little time off the white bishop and develop for the endgame. All is not peace and tranquillity though, and a careless White can fall badly.

e.g.: from the diagram

S. Gilmour vs. P.C. Lane (Maidenhead, 1992)

11. c3 Qc7 12. Qe2 Bd6 13. g3? e5! 14. f4? Bg4!

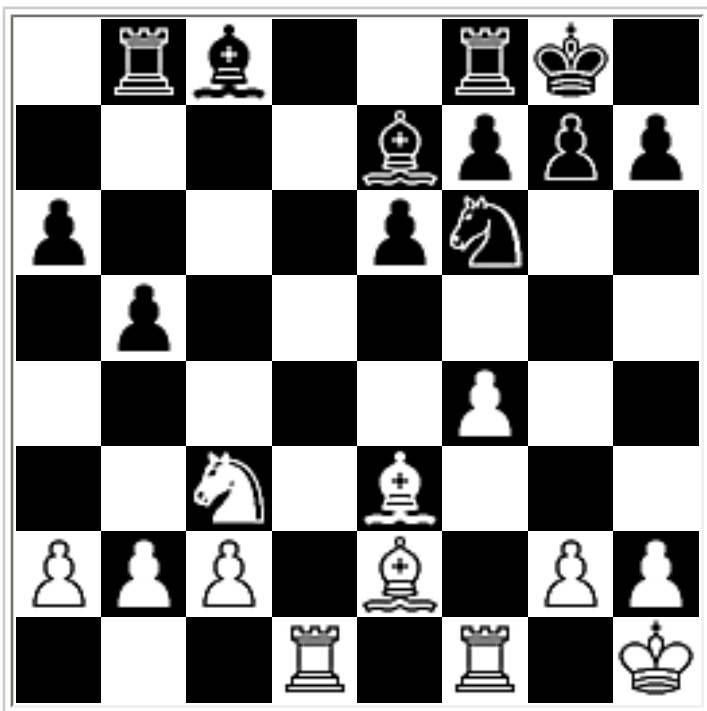
and wins a piece, as the queen is overloaded, pinning the e-pawn (so it cannot take the knight) and defending a bishop.

15. Nf3 e4 16. Bd3 O-O 17. Bxe4 Rae8 (perfect timing!)

and black won comfortably a little later. This line is interesting in proving that the e-pawn may move, if the Bishop on c8 spies a light square weakness.

Assuming that Black can survive, what sort of endgame are we looking at? The pattern is simple: The sole central pawn on e6 acts as a buffer to white attacks, and provides a support on d5 for a knight. The half open c-file and the minority attack generate a comfortable initiative on the queen side for black. We can see this in action in the game

L.Vogt vs U.Andersson (Havana, 1975)



1rb2rkRbpppp/p3pn2/1p6/5P2/2N1B3/PPP1B1PP/3R1R1K

This position derived from a Sicilian, but illustrates the theme in an easy to understand example of the

minority attack.

1. Ba7 Ra8 2. Bb6 Bb7 3. a3 Rfc8

White may own the d-file, but black's minor pieces keep the rooks out, and now the knight on c3 is pinned to the c2-pawn, and ...Bxa3 is threatened! ``*Half-open files do not need entry points. They naturally generate pressure.*'' (Stean)

4. Ba5 g6 5. h3? (weakening) 5...h5 6. Bf3 Bxf3 7. Rxf3 h4!

suddenly the aggressive f-pawn is looking lonely.

8. Rd2 Rc4 9. b3 (forced, else ...Rac8...Nh5xf4) 9...Rc6 10. a4 b4 11. Ne2 Rac8 12. c4 bxc3 13. Rxc3 Nd5 14. Rxc6 Rxc6

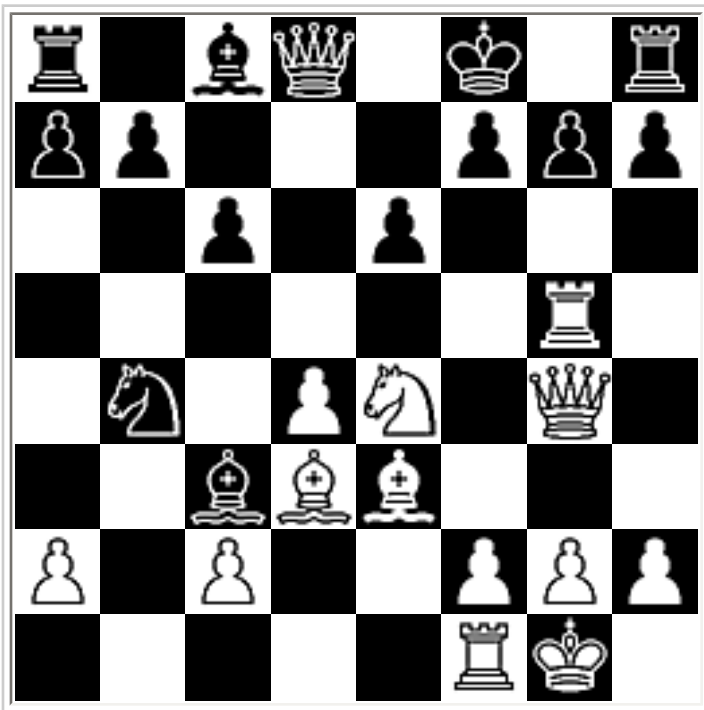
The finish of this game is given in Stean's *Simple Chess*, with further notes on the minority attack in general. Black wins by manoeuvring against the two weaknesses. My games are not so well controlled, but black has ongoing play, and can often gain the full point merely by planting a knight on d5 and pushing the pawns down the right.

These lines are used further in the Rubinstein lines, **1. e4 e6 2. d4 d5 3. Nc3 dxe4** though ...c5 can be harder to achieve. But for those wanting to shock the Exchange-players, and to prove a missing d-pawn does not imply a dull endgame, there is:

1. e4 e6 2. d4 d5 3. exd5 Qxd5 4. Nc3 Bb4 5. Nf3 Nf6 6. Bd3 Ne4 7. O-O Nxc3 8. bxc3 Bxc3

for his pawn white has a lead in development, and that queen is still exposed, the books give Kotkov vs. Bukhman, 1966 (by transposition)

9. Rb1 Nc6 10. Rb5 Qd6 11. Be3 Nb4 12. Ng5 c6 13. Ne4 Qd8 14. Qg4 Kf8 15. Rg5



r1bq1k1r/pp3ppp/2p1p3/6R1/1n1PN1QQbBB3/P1P2PPP/5RK1

which is supposedly in white's favour

but *15...f5 16. Qg3 fxe4 17. Rxc7 Qf6!* wins

or *16. Qf3 Bxd4* and the Black-side holds, so I find this unclear at worst.

This last line highlights the basic strengths of the Black position. After the queen recapture, White has to gambit a pawn in order to gain an initiative, else Black develops comfortably, and patiently waits to begin his minority attack...

Back to [Chess Coaching Page](#)



This document (smallcen.html) was last modified on 28th Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Openings \wh_odd_ToC.html

[Alternative Contents Page](#) organised by Opening

1. [Introduction](#)
2. [A. Piece attacks against the common half-open defences](#)
 1. [A1. Piece attacks vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4](#)
 1. [Ourmet,J - Cierniak,P \(1\) Paris, 1989](#)
 2. [Iskov,G - Woge Nielsen,J, it, Kobenhavn, 1989](#)
 2. [Avoiding with 4...Nb6](#)
 3. [Avoiding with 4... Nxc3](#)
 4. [Defending with 4... c6](#)
 5. [Defending with 4... e6](#)
2. [Example games A1](#)
 1. [Karaklajic,N - Marjanovic,Z \(3\) Pula, 1990 \[B02\]](#)
 2. [Lendwai - Neckar,L, Nova-Park/SW,2,21, 1989 \[B02\]](#)
 3. [Madl,I - Guadalpi,D \(1\) Val-Thorens, 1989 \[B02\]](#)
 4. [Weiss,M - Shields,P \(5\), Chicago, 1989 \[B02\]](#)
3. [A2. Piece attacks vs. Caro-Kann Defence](#)
 1. [A2.1 Solid line with 4... Nd7](#)
 2. [A2.2. Lines with 4... Nf6](#)
 1. [A2.2.1 Tartakower Variation, 5... exf6](#)
 2. [A2.2.2 Bronstein-Larsen line, 5...gxf6](#)
 3. [A2.3 Classical Variation with 4...Bf5](#)
 4. [Example games A2](#)
 1. [Kavalek-Andersson 1978](#)
 2. [De Armas,A - Jensen,C \(7\) Novi, 1990 \[B18\]](#)
 3. [Haas,C - Trachsel, Arosa, 1990 \[B18\]](#)
 4. [Rodriguez,Danie - Ruxton,K \(6\) WchJ, 1989 \[B18\]](#)
 5. [Schlindwein,R - Hugger,M \(1\) Badenweiler, 1990 \[B18\]](#)
- [A3. Piece attacks vs. French 1. e4 e6: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 \(Alekhine-Chatard Attack\)](#)

1. [A3.1. Rubinstein Variation 3...dxe4 4. Nxe4](#)
 1. [A3.1.1 Rubinstein Variation with 4...Nf6](#)
 2. [A3.1.2 Rubinstein Variation with 4...Bd7](#)
 3. [A3.1.3 Rubinstein Variation with 4...Nd7](#)
2. [A3.2. Guimard Variation 3. ... Nc6](#)
3. [A3.3. Classical Variation, 3...Nf6](#)
 1. [A3.3.1. The Burn Variation, 4... dxe4](#)
 1. [6...Bxf6 \(Variation 1\)](#)
 2. [6... gxf6 \(Variation 2\)](#)
 4. [A3.3.2. The MacCutcheon Variation, 4... Bb4](#)
 5. [A3.3.3. The Classical Variation 4... Be7 \(and Alekhine Chatard attack with 6. h4\)](#)
 1. [Zuber,M - Halmkin,P \(Exeter Vs Teignmouth, 1995\)](#)
 1. [Declining with 6... f6](#)
 2. [Declining with 6... c5](#)
 3. [Declining with 6... h6](#)
 4. [Declining with 6... a6](#)
 5. [Declining with 6... O-O](#)
 6. [The Gambit accepted: 6...Bxg5](#)
- [A3.4. The Winawer variation, 3... Bb4 and Alekhine Gambit 4. Nge2](#)
- [Example games A3](#)
 1. [A3.3.3 Examples of the Alekhine-Chatard Attack](#)
 1. [Alekhine - Fahrni, Mannheim, 1914](#)
 2. [Cid,M - Araya,R \(4\) Copa, 1989\[C13\]](#)
 3. [Djurhuus,R - Minero,S \(7\) Santiago, 1990\[C13\]](#)
 4. [Sokolov - Shemiakin, T, Simferopol, 1989\[C13\]](#)
 5. [Zeh,H - Bahry,J, Baden-Baden, 1989\[C13\]](#)
 2. [A3.4 Examples of the Alekhine Gambit in the Winawer Variation](#)
 1. [Miles - Reefschlager, Porz, 1982](#)
 2. [Conejero,J. M - Perez Torres,J \[C15\], Valencia](#)
 3. [Ristic,Nen - Sanchis, A \[C15\], Chartres](#)
 4. [Westerinen,H - Bergsson,S \[C15\], Gausdal](#)
 5. [Abdulla,M - Khechen,N \[C15\], Novi](#)
 6. [Castillo,O - Segovia,J \[C15\], WchJ](#)
 7. [De Eccher,S - Schneiders,A \[C15\], Lugano](#)
 3. [A3. Example of other French variations](#)

1. [Tarrasch - Mieses\[C30\], Berlin Match \(3\) , 1916](#)

● [A4. Piece attacks vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3](#)

1.
 1. [Hort,V - Rota \[B07\], Aachen/SW,16,18](#)

● [Example Games A4](#)

1. [A4.1. Examples with Bc4](#)

1. [Christ,R - Kljako,D \[B07\], it, Biel](#)
2. [Knippel,M - Stratmann,B \[B08\], NRW](#)

2. [A4.2. Examples with Be3](#)

1. [Adams,M - Wolff,P \[B07\], London](#)
2. [Lane,G - Saucey,M \[B07\], Royan](#)
3. [Chacon,E - Blazquez,J. L \[B07\], Alicante](#)

● [A5. Piece attacks vs. Sicilian: lines with piece play](#)

1. [A5.1. Ideas with Be2](#)
2. [A5.2. Ideas with Bb5](#)
 1. [Rossolimo Variation with 2... Nc6](#)
 2. [Rossolimo Variation with 2...d6](#)

● [Example games A5](#)

1. [A5.1. Examples with Be2](#)

1. [Basman-Stean,Hastings 1974](#)

2. [A5.2. Examples with Bb5](#)

1. [Georgiev,Kr - Feher,G \[B30\], Cappelle](#)
2. [Smirin,I - Nun, Ji \[B30\], Polanica](#)
3. [Bogumil - Sarosi \[B30\], Budapest](#)

● [B. Slow attacks with f4 against the common half-open defences](#)

1. [B1. Playing f4 vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. f4](#)

1. [Example games B1](#)

1. [Lazarevic,M - Maric,D \(6\) Pula, 1990\[B02\]](#)

- [B2. Playing f4 vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. Nc3 d5 3. f4 \(a line of the Dunst opening, 1.Nc3\)](#)

1. [Example games B2](#)

1. [Van der Vaeren - Savva, Haifa, 1989\[A00\]](#)

- [B3. Playing f4 vs. French 1. e4 e6: 1. e4 e6 2. Nc3 d5 3. f4 \(a line of the Dunst opening, 1.Nc3\)](#)

1. [Example games B3](#)

1. [Hill,S - Wright,A , ch-AUS/SW,5,18, 1989\[B21\]](#)
2. [Campora,D. H - Shirazi,A , Ch New York \(open \), 1989\[B21\]](#)

- [B4. Playing f4 vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 \(Austrian Attack\)](#)

1. [Example games B4](#)

1. [Ekebjærg,Ove \(2580\) - Van Manen,Gerben \(2580\) cr Blass-mem, 1990\[B07\]](#)
2. [Mednis-Vadasz 1978](#)
3. [Bareev - Norwood, Marseilles, 1990\[B09\]](#)

- [B5. Playing f4 vs. Sicilian \(a\) 1. e4 c5 Grand Prix attack](#)

1. [Example games B5a](#)

1. [Hodgson - Ady, Streatham Vs Ymca, London, 1981\[B23\]](#)
2. [Hebden - Large, British Ch'p, 1982\[B21\]](#)
3. [Plaskett - Howell, British Ch'p, 1983\[B21\]](#)
4. [Ekebjærg,Ove - Danner,Georg, cr Nielsen-mem, 1987](#)
5. [Hodgson - Nunn, Aaronson Open, 1978\[B23\]](#)

- [B5. Playing f4 vs. Sicilian \(b\)Traditional Closed Sicilian](#)

1. [Example games B5b](#)

1. [Spassky - Geller, Candidates, 1968](#)
2. [Psakhis - Kasparov, La Manga, 1990 \[compare B23\]](#)

3. [Smyslov - Romanishin, Moscow, 1976 \[B23\]](#)

- [C. King's Indian Attack against the common half-open defences](#)

1. [Introduction to the King's Indian Attack](#)

1. [Belavanets - Bronstein 13th USSR semi-final, 1941](#)
2. [Petrosian - Pachman, Bled, 1961](#)

- [C1. KIA vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. g3/Bg2](#)

1. [Example games C1](#)

1. [Kaulfuss,H - Diaz,Joa.C \(4\) Hessen-ch, 1989\[B02\]](#)
2. [Fischer,Robert J - Fauber,Richard Milwaukee Northwestern, 1957](#)

- [C2. KIA vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. d3 d5 3. Nd2](#)

1. [C2.1. Caro-Kann with 3... dxe4](#)
2. [C2.2. Caro-Kann with 3... Nd7](#)
3. [C2.3. Caro-Kann with 3... Nf6](#)
4. [C2.4. Caro-Kann with 3... e5](#)
5. [C2.5. Caro-Kann with 3...g6](#)

2. [Example games C2](#)

1. [Fischer - Ibrahimoglu, Siegen, 1970](#)
2. [Hennigan - Hastings, Dundee, 1993](#)

- [C3. KIA vs. French 1. e4 e6: 1. e4 e6 2. d3 d5 3. Nd2](#)

1. [C3.1 Variations with 4. g3](#)
 1. [C3.1.1 French with 4... dxe4](#)
 2. [C3.1.2 French with 4...b6](#)

2. [C3.2 Variations with 4. Ngf6](#)

1. [C3.2.1 French with 4... b6](#)
2. [C3.2.1 French with 4... Nc6](#)

- [Example games C3](#)

1. [Ciocaltea - Kozma, Sochi, 1963](#)
2. [Fischer,RJ - Geller,U, Natanya, 1968](#)

3. [Bronstein - Uhlmann, Moscow, 1971](#)
4. [Fischer - Miagmasuren, Sousse, 1967](#)
5. [Fischer - Ivkov, Santa Monica, 1967](#)

- [C4. KIA vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2](#)

1. [Example games C4](#)

1. [Short - Donner, Amsterdam, 1982 \[B07\]](#)

- [C5. KIA vs. Sicilian](#)

1. [C5.1 KIA Sicilian with 2...d6](#)

1. [C5.1.1 Sicilian with 4... g6](#)
2. [C5.1.2 Sicilian with 4... Nf6](#)

2. [C5.2 KIA Sicilian with ...e6 and ...g6](#)

- [Example games C5](#)

1. [Fischer, Robert J - Sherwin, James T, New Jersey, 1957](#)
2. [Smyslov - Botvinnik, USSR Ch, 1955](#)
3. [Yudasin-Jukic, Bern 1989](#)
4. [Dvoretsky - Vulfsson, USSR, 1986](#)
5. [Karlsson - George, Torbay, 1994\[B40\]](#)

- [D. A single repertoire for attacking the unusual semi-open defences](#)

1. [D1. Center Counter \(Scandinavian\) 1...d5](#)

1. [D1.1. Advance with 2...d4](#)

1. [Van Geet - Guyt \[A00\] Paramaribo, 1967](#)

2. [D1.2. Exchange with 2...dxe4](#)

3. [Example games D1](#)

1. [Broun, Arnold - Perrenet, Jacob cr, 1971](#)
2. [Ekebjærg, Ove - Strand, Torger cr Nielsen-mem, 1987](#)
3. [Leeners - Simon, Netherlands, 1979](#)
4. [Van Geet, Dick - Van der Zijpp, B, Haarlem, 1991](#)
5. [Suba, M - Bellon, Bucharest, 1978\[A00\]](#)
6. [Ratsch - Schwarz, DDR tt, 1969 \[A00\]](#)

7. [Schlenker,Rainer - Zimmermann,G, Heidelberg, 1985\[A00\]](#)
8. [Staples,M - Lee,G, England, 1976\[A00\]](#)
9. [Van Geet,Dick - Lee, Wijk aan Zee III, 1979\[A00\]](#)

- [D2. Gurgenidze Defence ...c6/...d5/...g6](#)

1. [Example games D2](#)

1. [Tong,Y - Webster,A \[B08\], Ch World Cadet's \(under 18 \), Singapore](#)
2. [Bousum,J - Forbis,R \[B08\], It \(open\), Chicago](#)

- [D3. Nimzovitch Defence](#)

1. [Example games D3](#)

1. [Goring - NN, Berlin, 1890\[B00\]](#)
2. [Schlenker,Rainer - Fuchs,D, Germany, 1985 \[B00\]](#)

- [D4. Other defences](#)

1. [D4\(a\) 1...b6 \(Owen's Defence\)](#)

2. [D4\(b\) St.George's Defence 1...a6,](#)

3. [D4\(c\) the Borg Defence 1. e4 g5](#)

4. [Example games D4](#)

1. [Hennigan - Accardo, Roma, 1990](#)
2. [Regis,D - Dansey,P, 1993](#)
3. [Caillet - Paul, Paris, 1989](#)

- [E. A repertoire for attacking the unusual 1...e5 defences](#)

1. [E1. Hungarian Defence](#)

2. [E2. Philidor Defence](#)

1. [E2.1 Philidor Defence with 3...Nd7](#)

1. [E2.1.1 Philidor Defence with 4...Be7](#)

2. [E2.1.2 Philidor Defence with 4...h6](#)

3. [E2.1.3 Philidor Defence with 4...Ngf6](#)

4. [E2.1.4 Philidor Defence with 4...c6](#)

2. [E2.2 Philidor Defence with 3...Nf6](#)

3. [E2.3 Philidor Defence with 3...exd4](#)

4. [E2.4 Philidor counter-gambit 3...f5](#)
3. [E3 Latvian Gambit 2... f5](#)
 1. [Example Games E](#)

Exeter Chess Club: Openings\beating.html

- [E. A repertoire for attacking the unusual 1...e5 defences](#)
 - [E1. Hungarian Defence](#)
 - [E2. Philidor Defence](#)
 - [E3 Latvian Gambit 2... f5](#)
- Alekhine's Defence
 - [A1. Piece attacks vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4](#)
 - [B1. Playing f4 vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. f4](#)
 - [C1. KIA vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. g3/Bg2](#)
- Caro-Kann
 - [A2. Piece attacks vs. Caro-Kann Defence](#)
 - [B2. Playing f4 vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. Nc3 d5 3. f4 \(a line of the Dunst opening, 1.Nc3\)](#)
 - [C2. KIA vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. d3 d5 3. Nd2](#)
- French Defence
 - [A3. Piece attacks vs. French 1. e4 e6: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 \(Alekhine-Chatard Attack\)](#)
 - [C3. KIA vs. French 1. e4 e6: 1. e4 e6 2. d3 d5 3. Nd2](#)
 - [B3. Playing f4 vs. French 1. e4 e6: 1. e4 e6 2. Nc3 d5 3. f4 \(a line of the Dunst opening, 1.Nc3\)](#)
- Pirc/Modern
 - [A4. Piece attacks vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3](#)
 - [B4. Playing f4 vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 \(Austrian Attack\)](#)
 - [C4. KIA vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2](#)
- Sicilian Defence
 - [A5. Piece attacks vs. Sicilian: lines with piece play](#)
 - [B5. Playing f4 vs. Sicilian \(a\) 1. e4 c5 Grand Prix attack](#)
 - [B5. Playing f4 vs. Sicilian \(b\) Traditional Closed Sicilian](#)
 - [C5. KIA vs. Sicilian](#)
- [D1. Center Counter \(Scandinavian\) 1...d5](#)
- [D2. Gurgendidze Defence ...c6/...d5/...g6](#)

- [D3. Nimzovitch Defence](#)
- [D4. Other defences](#)

Exeter Chess Club:

Playing White against

unusual replies to 1. e4

Black avoids 2...Nc6 or plays one of the semi-open defences

```
t S l D j L s T
X x X x X x X x
- + - + - + - +
+ - + - + - + -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b N r
```

An Exeter Junior Chess Club booklet

Edition 1.10, June, 95

Bibliography:

Dunnington, *How to play the King's Indian Attack*

Evans, *The Chess Opening for You*

Hodgson/Day, *The Grand Prix Attack*

Hort, *Alekhine's Defence* (inc. Nimzovitch Defence)

Karpov, *The Semi-Open Game in Action*

Kasparov/Keene, *Batsford Chess Openings 2*

Keene et al. *Understanding the Caro-Kann Defence*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Nunn, *The Complete Pirc*

Pachman, *Semi-Open Chess*

Schiller, *How to play the King's Indian Attack*

Solitis/Hall, *The King's Indian Attack*

Walker, *Chess Openings for Juniors*

Various magazines and other books

Introduction

The repertoires below offer you three ways of playing against most of the semi-open defences, and also tell you what to do against some of the less common lines after 1. e4 e5 2. Nf3.

The three approaches are:

Fast attacking game with pieces

Slower attacking game with f4

King's Indian Attack with g3

Which you choose will depend on what sort of player you are. It may also depend on what you hope to play after 1. e4 e5.

Fast attacking game with pieces

Giucoco Piano (my main recommendation for junior players) or

Scotch Game

Slower attacking game with f4

Vienna Gambit or

King's Gambit)

King's Indian Attack with g3

KIA with 1. e4 e5 2. Nf3 Nc6 3. g3 or

in the Vienna 1. e4 e5 2. Nc3 Nc6 3. g3

Sadly, the KIA lines have no real force and are not good lines to adopt against 1...e5. But the point is, how well does your chosen repertoire fit together? I'll go through each approach in turn, looking at a system to play against each defence.

I'll concentrate more on the example games than the theory, and more on the 'piece attack' lines than the others, because I think that's what you should be playing.

A. Piece attacks against the common half-open defences

In each of these lines White has a straightforward plan of campaign:

rapid development

keep Black passive

keep lines open if you can

keep an eye out for lightning raids

A1. Piece attacks vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4

This is not a particularly well-regarded line for White - that is, it is not considered to be a good way to

try for advantage at GM level. But it gives you game where you don't have to learn much sharp theory and you are playing the sort of game you like. It has also been responsible for some amusing miniatures:

Ourmet,J - Cierniak,P (1) Paris, 1989

1. e4 d5 2. exd5 Nf6 3. Nc3 Nxd5 4. Bc4 Nxc3 5. Qf3 e6 6. Qxc3 Nc6 7. Nf3 b6

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | L | - | T |
| X | - | X | - | + | x | X | x |
| - | X | s | + | x | + | - | + |
| + | - | + | - | + | - | + | - |
| - | + | b | + | - | + | - | + |
| + | - | Q | - | + | n | + | - |
| p | P | p | P | - | P | p | P |
| R | - | B | - | K | - | + | r |

8. Bb5 1-0

and

Iskov,G - Woge Nielsen,J, it, Kobenhavn, 1989

1. e4 Nf6 2. Nc3 d5 3. e5 d4 4. Nce2 Ne4 5. c3 c5 6. d3 1-0

You must be prepared, after 1. e4 Nf6 2. Nc3, to play the Vienna or other opening after 2...e5.

After 2...d5 3. exd5 Nxd5 4. Bc4 Black has a choice of moving the knight (4... Nb6, 4...Nxc3) or finding some way to defend it (4...c6, 4...e6):

Avoiding with 4...Nb6

White's next is easy to find.

5. Bb3 c5

[5... Nc6 6. Qf3 e6 7. Nge2 Be7 8. d3 O-O 9. Bf4 Na5 10. Qg3 Bd6 11. Ne4 Nxb3
12. axb3 Bxf4 13. Nxf4

```
t + l D - T j +
X x X - + x X x
- S - + x + - +
+ - + - + - + -
- + - + n N - +
+ p + p + - Q -
- P p + - P p P
R - + - K - + r
```

+ = Tietze-Neumann, corr; the Knights are nicely placed]

6. Qh5 e6 7. d3 Nc6 8. Bg5 +=

[This is the best move, but an example with 8. Nf3 went 8...Be7 9. Ng5 g6 10.
Qh6 Bf8 11. Qh3 Bg7 12. Nge4 Nd5 13. Bh6 e5

```
t + l D j + - T
X x + - + x L x
- + s + - + x B
+ - X s X - + -
- + - + n + - +
+ b N p + - + q
p P p + - P p P
R - + - K - + r
```

White plays a likely-looking Queen sacrifice.

14. Bxg7 Bxh3 15. Nxd5 Qa5+ 16. Kf1 O-O-O 17. Bxh8 Rxh8 18. gxh3

```
- + j + - + - T
```

```

X x + - + x + x
- + s + - + x +
D - X n X - + -
- + - + n + - +
+ b + p + - + p
p P p + - P - P
R - + - + k + r

```

Visser-Spanjaard 1948; White is better, as the Black pieces can't get going]

]

Avoiding with 4... Nxc3

White has a cunning reply to this move.

5. Qf3 e6 6. Qxc3

```

t S l D j L - T
X x X - + x X x
- + - + x + - +
+ - + - + - + -
- + b + - + - +
+ - Q - + - + -
p P p P - P p P
R - B - K - N r

```

6... Qg5 7. Nf3

[7. Kf1 +=]

7... Qxg2 8. Rg1 Qh3

```

t S l + j L - T
X x X - + x X x
- + - + x + - +
+ - + - + - + -

```

```

- + b + - + - +
+ - Q - + n + d
p P p P - P - P
R - B - K - R -

```

]

White has compensation for the sacrificed pawn.

Defending with 4... c6

Again, the Qf3 move is strong; Black is obliged to lock in the Bc8.

5. Qf3 Be6 6. Nge2 Nc7 7. Bxe6 Nxe6 8. d4

[8. d3 += is good enough]

8... Nxd4 9. Nxd4 Qxd4 10. Be3 Qb4 11. O-O-O e5 ?

[11... e6]

12. Qf5 f6 13. Ne4 Be7 14. Qe6

```

t S - + j + - T
X x + - L - X x
- + x + q X - +
+ - + - X - + -
- D - + n + - +
+ - + - B - + -
p P p + - P p P
+ - K r + - + r

```

+ - Potengowski-Kerckhoff, 1930; White has a clear advantage]

Defending with 4... e6

White places his pieces as actively as possible.

5. Qf3 Nb4 ?! 6. Bb3 N8c6 7. Nge2 Be7 8. a3 Ne5 9. Qg3 Nbc6 10. d4

```
t + l D j + - T
X x X - L x X x
- + s + x + - +
+ - + - S - + -
- + - P - + - +
P b N - + - Q -
- P p + n P p P
R - B - K - + r
```

+/- Bellon-Alburt 1978]

White is better placed.

Example games A1

Karaklajic,N - Marjanovic,Z (3) Pula, 1990 [B02]

1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 Nb6 5. Bb3 c5 6. Qh5

```
t S l D j L - T
X x + - X x X x
- S - + - + - +
+ - X - + - + q
- + - + - + - +
+ b N - + - + -
p P p P - P p P
R - B - K - N r
```

Again, White tries to get Black to play ...e6; Black resists.

6... c4 7. Bxc4 Nxc4 8. Qb5+ Nc6 9. Qxc4 Qd4 10. Qxd4 Nxd4 11. Kd1

```

t + l + j L - T
X x + - X x X x
- + - + - + - +
+ - + - + - + -
- + - S - + - +
+ - N - + - + -
p P p P - P p P
R - B k + - N r

```

White is a pawn up and just needs to survive the next few moves to reach a winning endgame.

11... Bf5 12. d3 O-O-O 13. Be3 e5 14. Nge2 Bc5 15. Re1 Nxe2 16. Kxe2 Bxe3 17. Kxe3 Rhe8 18. f3 h5 19. a4 g5 20. h3 g4 21. hxg4 hxg4 22. f4 Rd4 23. fxe5 Rxe5+ 24. Kd2 1-0

Lendwai - Neckar,L, Nova-Park/SW,2,21, 1989 [B02]

1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 e6 5. Nf3 Be7 6. O-O O-O 7. Re1 Nb6 8. Bb3 c5 9. d3 Nc6 10. a3 Nd5 11. Ne4 b6 12. Qe2 Qc7

```

t + l + - T j +
X - D - L x X x
- X s + x + - +
+ - X s + - + -
- + - + n + - +
P b + p + n + -
- P p + q P p P
R - B - R - K -

```

Neat Knights!

13. Bd2 Nf4 14. Qe3 Nd5 15. Qe2 h6 16. Ng3 Nf6 17. Bc3 Bb7 18. h4

An adventurous pawn

18...Rad8 19. Ng5 hxg5 20. hxg5 Nd5 21. g6 Nf4 22. gxf7+ Rxf7 23. Qg4

Nd4 24. Bxd4 Rxd4

```

- + - + - + j +
X l D - L t X -
- X - + x + - +
+ - X - + - + -
- + - T - S q +
P b + p + - N -
- P p + - P p +
R - + - R - K -

```

Now an enterprising sacrifice to expose the Black King. White can regain the exchange with Bb3xe6 xf7 but hopes for more.

25. Rxe6 Nxe6 26. Qxe6 Qf4 27. Nf5 c4 28. Nxe7+ Kh7 29. Qg6+ Kh8 30. Qh5+ Qh6 31. Qxf7 Rd8 32. Bxc4 1-0

Madl,I - Guadalpi,D (1) Val-Thorens, 1989 [B02]

1. e4 d5 2. exd5 Nf6 3. Nc3 Nxd5 4. Bc4 Nxc3 5. bxc3 g6 6. Qf3 e6 7. Ne2 Bg7 8. Ba3 Nc6 9. d4 Ne7 10. O-O O-O 11. Ng3 Re8 12. Rfe1 Rb8

```

- T l D t + j +
X x X - S x L x
- + - + x + x +
+ - + - + - + -
- + b P - + - +
B - P - + q N -
p + p + - P p P
R - + - R - K -

```

White has good chances for an attack.

13. Ne4 Nf5 14. Rad1 b5 15. Bd3 a5 16. Bc1 Bb7 17. Qe2 Bxe4 18. Bxe4 Qe7 19. Bxf5 gxf5 20. Rd3 b4 21. Rg3 Kh8 22. Qh5 Qf8 23. Bf4 Rb7

```

- + - + t D - J
+ t X - + x L x
- + - + x + - +
X - + - + x + q
- X - P - B - +
+ - P - + - R -
p + p + - P p P
+ - + - R - K -

```

Black undoubtedly missed White's idea when considering his last few moves.

24. Rxc7 1-0

Weiss,M - Shields,P (5), Chicago, 1989 [B02]

1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 e6 5. Qf3 Nxc3 6. Qxc3 Nc6 7. Nf3 Qd6 8. a3 Bd7 9. O-O O-O-O

```

- + j T - L - T
X x X l + x X x
- + s D x + - +
+ - + - + - + -
- + b + - + - +
P - Q - + n + -
- P p P - P p P
R - B - + r K -

```

Black skips to the Queen's-side

10. d4 Be7 11. Be3 Bf6 12. Rad1 Ne7 13. Ne5 Be8 14. Bf4 Nf5 15. Ng6 e5

```

- + j T l + - T
X x X - + x X x

```

- + - D - L n +
+ - + - X s + -
- + b P - B - +
P - Q - + - + -
- P p + - P p P
+ - + r + r K -

This central break is the right sort of idea for Black, but goes very wrong here.

16. dxe5 Qxd1 17. exf6 Bc6 18. Qe5 Rd7 19. Rxd1 Rxd1+ 20. Bf1 Nd6 21. Nxb8 Bb5 22. Qxb5 Nxb5 23. fxg7 1-0

I have spent quite a while on the Alekhine's, not because it's a very common line but

you won't find much on the Bc4 plan in the books

the White plan is exactly what you should be doing in all the recommended lines below.

A2. Piece attacks vs. Caro-Kann Defence

All the main lines in the books continue:

1. e4 c6 2. d4 d5

and now

3. Nc3 dxe4 4. Nxe4

You may find players who will try and gum the whole position up with 3...g6. tempting 4. e5. You can play 4. h3 but the resulting positions are rather dull If you don't like that idea, try instead

3. Nd2

when 3...g6 can be met by 4. c3, keeping the tension in the centre, and **3... dxe4 4. Nxe4**

gives us the starting position from the books.

A2.1 Solid line with 4... Nd7

White places his pieces actively in the hope of forcing ...e6 before the Bc8 escapes.

5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6

[7... h6 8. Nxf7 Kxf7 9. Qxe6+ Kg6 10. Bd3+ Kh5 11. Qh3#]

8. Bd3 h6

[8... Qxd4 is too dangerous:

9. N1f3

idea Ne5,Ng5xf7

9... Bb4+ 10. c3 Bxc3+ 11. Kf1 Qc5 12. bxc3 Qxc3 13. Bb2 Qa5

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | + | j | + | - | T |
| X | x | + | - | + | x | X | x |
| - | S | x | + | x | S | - | + |
| D | - | + | - | + | - | N | - |
| - | + | - | + | - | + | - | + |
| + | - | + | b | + | n | + | - |
| p | B | - | + | q | P | p | P |
| R | - | + | - | + | k | + | r |

White has great play for the pawn]

9. N5f3 c5 10. dxc5 Bxc5 11. Ne5 Nbd7 12. Ngf3 O-O 13. Bd2 Nxe5 14. Nxe5 Bd4

[14... Qd5 15. O-O-O Qxa2 16. c3]

15. O-O-O Qd5 16. f4 Qxa2 17. c3 Bc5 18. g4 Nd5 19. g5 Qa1+ 20. Bb1 g6

21. gxf6 b5 22. Qd3 Ba3 23. Qc2 Bb7 24. Rhg1 Rfc8

t + t + - + j +
X l + - + x + -
- + - + x + x P
+ x + s N - + -
- + - + - P - +
L - P - + - + -
- P q B - + - P
D b K r + - R -

Ripe for picking, I'd say.

25. Rxf6+ Kf8 26. h7 Ke7 27. Rg7 b4

[27... Rf8 28. Ng6+ Kf6 29. Nxf8 Kxg7 30. h8=Q+ Kxh8 31. Qh7#]

28. Rxf7+ Kd6 29. Rd7+ Kc5 30. Rxb7 1-0

Kirpichnikov-Lein, 1974]

A2.2. Lines with 4... Nf6

5. Nxf6+

...and Black has a choice of captures.

A2.2.1

Tartakower Variation, 5... exf6

This is a dull line for Black. The most straightforward attacking line against it is

6. c3 Bd6 7. Bd3 O-O 8. Ne2 Re8 9. Qc2 g6 10. h4

See example games.

A2.2.2 Bronstein-Larsen line, 5...gxf6

This is the more dynamic line; Black hopes to make good use of the half-open files.

6. Nf3 Bg4

[6... Bf5

is the normal-looking move, but it isn't very good here e.g.

7. Bd3 Bg6 8. O-O Qc7 9. c4 Nd7 10. d5 O-O-O 11. Be3 e5 12. Be2 Kb8

[12... c5 13. Nh4]

13. Rc1 f5 14. c5

```

- J - T - L - T
X x D s + x + x
- + x + - + l +
+ - P p X x + -
- + - + - + - +
+ - + - B n + -
p P - + b P p P
+ - R q + r K -

```

14... cxd5 15. c6 bxc6 16. Bb5]

7. Be2 Qc7 8. h3 Bh5 9. O-O Nd7

[9... e6 is better, but White should still get a good attacking game after 10. c4 Nd7 11. d5 O-O-O]

10. d5 Rd8 11. c4 Nb6 12. Be3 Bxf3

[12... cxd5 13. cxd5 Nxd5

[13... Rxd5 14. Bxb6 Rxd1 15. Bxc7]

14. Bb5+]

13. Bxb6 axb6 14. Bxf3 cxd5 15. cxd5 Bh6 16. Qa4+ Kf8 +/- Smyslov-Pachman 1964]

A2.3 Classical Variation with 4...Bf5

Now play:

5. Ng3 Bg6 6. h4 h6 7. Nh3

This is the most exciting line. The main line goes something like:

7. Nf3 Nd7 8. h5 Bh7 9. Bd3 Bxd3 10. Qxd3 Qc7 11. Bd2 e6 12. O-O-O Ngf6 13. Qe2 O-O-O 14. Ne5

```

- + j T - L - T
X x D s + x X -
- + x + x S - X
+ - + - N - + p
- + - P - + - +
+ - + - + - N -
p P p B q P p +
+ - K r + - + r

```

...when White has a small advantage which is difficult to make any use of.

7... Nf6 8. Nf4 Bh7 9. Bc4 e6 10. O-O Bd6

Now we see the point of the Nf4 move:

11. Nxe6 fxe6 12. Bxe6

```

t S - D j + - T
X x + - + - X l
- + x L b S - X
+ - + - + - + -
- + - P - + - P
+ - + - + - N -
p P p + - P p +
R - B q + r K -

```

White has good chances for attack, although if the attack fails, the missing piece will lose the game.

12... Qc7 13. Re1

[13. Nh5 may be better]

13... Nbd7 14. Bg8+ Kf8 15. Bxh7 Rxh7

and Black is holding on.

Example games A2

Kavalek-Andersson 1978

1. e4 c6 2. d4 d5 3. Nd2

Kavalek actually played 3. Nc3

3...dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6.c3 Bd6 7. Bd3 O-O 8. Ne2 Re8 9. Qc2 g6 10. h4 Nd7 11. h5 Nf8 12. Bh6 Qc7 13. O-O-O Be6

[13... b5 14. Rh4]

14. c4 Rad8 15. hxg6 fxg6 16. c5 Be7 17. Nf4 Bf7 18. Bc4

```

- + - T t S j +
X x D - L l + x
- + x + - X x B

```

```

+ - P - + - + -
- + b P - N - +
+ - + - + - + -
p P q + - P p +
+ - K r + - + r

```

The Bf7 must be exchanged.

18... Rd5

[18... Bxc4 19. Qxc4+ Kh8 20. Qf7 Bd6 21. Bg7#]

19. Rde1 Red8 20. Bxd5 cxd5 21. Re3 Rd7 22. Rhe1 g5

else Qe2 and Re8+

23. Bxf8 Bxf8 24. Rh1 h6 25. Ng6 Bxc5 26. Rc3 Bd6 27. Rxh6 Kg7 28. Nf8 Kxf8

[28... Bg8 29. Nxd7]

29. Rh8+ Ke7 30. Qe2+ Be6 31. Rh7+

```

- + - + - + - +
X x D t J - + r
- + - L l X - +
+ - + x + - X -
- + - P - + - +
+ - R - + - + -
p P - + q P p +
+ - K - + - + -

```

White, who has conducted the attack with great accuracy, finds an equally crisp finish.

1-0

[31... Kf8 32. Rxc7 Bxc7 33. Qxe6 Rxh7 34. Qc8+]

[31... Kd8 32. Qxe6 Rxh7 33. Qg8+]

De Armas,A - Jensen,C (7) Novi, 1990 [B18]

**1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h5 7. N1e2 e6
8. Nf4 Ne7 9. c3 Nd7 10. Nxg6 Nxg6 11. Nxh5 Nxh4 12. g3**

```
t + - D j L - T
X x + s + x X -
- + x + x + - +
+ - + - + - + n
- + - P - + - S
+ - P - + - P -
p P - + - P - +
R - B q K b + r
```

The open h-file looks dangerous for both sides, but Black must retreat.

12... Ng6 13. Bd3 Rh7 14. Qc2

```
t + - D j L - +
X x + s + x X t
- + x + x + s +
+ - + - + - + n
- + - P - + - +
+ - P b + - P -
p P q + - P - +
R - B - K - + r
```

Suddenly, White looks much the better.

14... f5 15. Qb3 Ne7 16. Qxe6 g6 17. Bg5 Qa5 18. O-O-O

```
t + - + j L - +
X x + s S - + t
```

- + x + q + x +
D - + - + x B n
- + - P - + - +
+ - P b + - P -
p P - + - P - +
+ - K r + - + r

White is looking very good!

18... Rxb5

[18... gxf5 19. Rde1 O-O-O 20. Re5 Qa4 21. Bxf5 Rg7

- + j T - L - +
X x + s S - T -
- + x + q + - +
+ - + - R b B x
d + - P - + - +
+ - P - + - P -
p P - + - P - +
+ - K - + - + r

19. Bxe7 Qd5 20. Qxg6+ Kxe7 21. Rxb5

t + - + - L - +
X x + s J - + -
- + x + - + q +
+ - + d + x + r
- + - P - + - +
+ - P b + - P -
p P - + - P - +
+ - K r + - + -

Enough! 1-0

Haas,C - Trachsel, Arosa, 1990 [B18]

**1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nh3 Nf6
8. Nf4 Bh7 9. c3 e6 10. Bc4 Nd5 11. Qg4**

t S - D j L - T
X x + - + x X l
- + x + x + - X
+ - + s + - + -
- + b P - N q P
+ - P - + - N -
p P - + - P p +
R - B - K - + r

Black now exchanges one his two developed pieces, bringing another White piece into play.

11... Nxf4 12. Bxf4 Qf6 13. Kf1 Nd7 14. Re1 O-O-O 15. Rh3 Bf5

- + j T - L - T
X x + s + x X -
- + x + x D - X
+ - + - + l + -
- + b P - B q P
+ - P - + - N r
p P - + - P p +
+ - + - R k + -

Winning the exchange? This was actually a cunning trap for Black to fall into.

16. Qf3 Bxh3 17. Qxc6+ 1-0

Rodriguez,Danie - Ruxton,K (6) WchJ, 1989 [B18]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6

Here White adopts a slightly different move order to the recommended line

above.

6. N1e2 e6 7. Nf4 Bd6 8. h4

```

t S - D j + s T
X x + - + x X x
- + x L x + l +
+ - + - + - + -
- + - P - N - P
+ - + - + - N -
p P p + - P p +
R - B q K b + r

```

Again, Black is prompted to exchange on f4.

8... Bxf4 9. Bxf4 h6 10. h5 Bh7 11. c3 Nf6 12. Qb3 Qe7 13. Be5 b6 14. O-O-O O-O 15. Bd3 Bxd3 16. Rxd3 Nbd7 17. Kb1 Ng4 18. Re1

```

t + - + - T j +
X - + s D x X -
- X x + x + - X
+ - + - B - + p
- + - P - + s +
+ q P r + - N -
p P - + - P p +
+ k + - R - + -

```

White simply plays to dominate the d-file after the exchange on e5.

18... Ngxe5 19. dxe5 Nc5 20. Qa3 Qg5 21. Rd4 Rfd8 22. Red1 Rd5 23. b4 Nd7 24. c4 Rxd4 25. Rxd4 Qe7 26. f4 c5 27. b5 f6 28. exf6 Nxf6 29. Rd2 e5 30. fxe5 Qxe5 31. Qd3

```

t + - + - + j +
X - + - + - X -
- X - + - S - X

```

```
+ p X - D - + p
- + p + - + - +
+ - + q + - N -
p + - R - + p +
+ k + - + - + -
```

Black's position is loose and he must be very careful...

31... Rf8 32. Re2 Qf4 33. Nf5 Re8

```
- + - + t + j +
X - + - + - X -
- X - + - S - X
+ p X - + n + p
- + p + - D - +
+ - + q + - + -
p + - + r + p +
+ k + - + - + -
```

34. Ne7+ Kf7 35. Qg6+ Kf8

```
- + - + t J - +
X - + - N - X -
- X - + - S q X
+ p X - + - + p
- + p + - D - +
+ - + - + - + -
p + - + r + p +
+ k + - + - + -
```

36. Qxe8+ Kxe8 37. Nd5+ 1-0

...More careful than that, anyway

Schlindwein,R - Hugger,M (1) Badenweiler, 1990 [B18]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. N1e2 h6 7. Nf4 Bh7 8. Bc4 e6 9. O-O Nf6 10. Re1 Nd5

```

t S - D j L - T
X x + - + x X l
- + x + x + - X
+ - + s + - + -
- + b P - N - +
+ - + - + - N -
p P p + - P p P
R - B q R - K -

```

The pin on the e-file can be exploited.

11. Bxd5 cxd5 12. Qh5 Qg5

[12... g6 13. Qxd5 Nc6]

13. Rxe6+ Kd8 14. Qxf7 Nc6 15. Re8# 1-0

A3. Piece attacks vs. French 1. e4 e6: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 (Alekhine-Chatard Attack)

Well, you won't get the Alekhine line in every game. The French starts:

1. e4 e6

Now play the natural sequence

2. d4 d5 3. Nc3

Black now has an important choice: safe or brave?

A3.1. Rubinstein Variation 3...dxe4 4. Nxe4

```

t S l D j L s T
X x X - + x X x

```

```

- + - + x + - +
+ - + - + - + -
- + - P n + - +
+ - + - + - + -
p P p + - P p P
R - B q K b N r

```

This is a solid line but Black lacks counterplay.

A3.1.1 Rubinstein Variation with 4...Nf6

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6

White can get an advantage through straightforward moves:

5. Nxf6+ gxf6

(5...Qxf6 6. Nf3 h6 7. Bd3

```

t S l + j L - T
X x X - + x X -
- + - + x D - X
+ - + - + - + -
- + - P - + - +
+ - + b + n + -
p P p + - P p P
R - B q K - + r

```

+/-)

6. Nf3 b6 7. Bb5+ c6 8. Bc4 Bb7 9. Bf4 Bd6 10. Bg3 Qc7 11. Qe2 Nd7 12. O-O O-O-O 13. Ba6

```

- + j T - + - T
X l D s + x + x

```

```

b X x L x X - +
+ - + - + - + -
- + - P - + - +
+ - + - + n B -
p P p + q P p P
R - + - + r K -

```

Liublinsky-Ufimsev 1945.

A3.1.2 Rubinstein Variation with 4...Bd7

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bd7

This *Stonewall* variation recently had some recommendations with the idea of getting a line for the Bishop with Bc6, but White shouldn't be short of play:

5. Nf3 Bc6 6. Bd3

```

t S - D j L s T
X x X - + x X x
- + l + x + - +
+ - + - + - + -
- + - P n + - +
+ - + b + n + -
p P p + - P p P
R - B q K - + r

```

6...Nf6

(6...Nd7 may be better)

7. Nxf6+ gxf6 8. Qe2

```

t S - D j L - T
X x X - + x + x
- + l + x X - +
+ - + - + - + -

```

```

- + - P - + - +
+ - + b + n + -
p P p + q P p P
R - B - K - + r

```

+/- Levy.

A3.1.3

Rubinstein Variation with 4...Nd7

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7

The main line, which, however, promises Black little. There have been

many lines explored here but as an example you could play over:

5. Nf3 Nf6 6. Nxf6+ Nxf6 7. Ne5

```

t + l D j L - T
X x X - + x X x
- + - + x S - +
+ - + - N - + -
- + - P - + - +
+ - + - + - + -
p P p + - P p P
R - B q K b + r

```

White has a small advantage with easy development. Tarrasch showed us several times how to play these positions: see EG.

A3.2. Guimard Variation 3. ... Nc6

```

t + l D j L s T
X x X - + x X x
- + s + x + - +
+ - + x + - + -

```

```

- + - P p + - +
+ - N - + - + -
p P p + - P p P
R - B q K b N r

```

In this line, Black cannot play the natural counterattck ...c5, and the other break with ...f6 is riskier. Now

4. e5

```

t + l D j L s T
X x X - + x X x
- + s + x + - +
+ - + x P - + -
- + - P - + - +
+ - N - + - + -
p P p + - P p P
R - B q K b N r

```

4...Nge7 5. Nce2 Nf5 6. Nf3 b6 7. Nf.. /em>

```

t + l D j L - T
X - X - + x X x
- X s + x + - +
+ - + x P s + -
- + - P - N - +
+ - + - + n + -
p P p + - P p P
R - B q K b + r

```

leaves Black without scope, so Black should prefer

4...f6

when, after

5. exf6 Nxf6 6. Nf6 Bd6 7. Bg5 O-O 8. Bd3 Bd7 9. Qd2 Qe8 10. O-O-O Qh5

11.Rde1 [[threesuperior]],

t + - + - T j +
X x X l + - X x
- + s L x S - +
+ - + x + - B d
- + - P - + - +
+ - N b + n + -
p P p Q - P p P
+ - K - R - + r

White has pressure along the e-file and is in any event more actively placed.

A3.3. Classical Variation, 3...Nf6

This is met by:

4. Bg5

t S l D j L - T
X x X - + x X x
- + - + x S - +
+ - + x + - B -
- + - P p + - +
+ - N - + - + -
p P p + - P p P
R - + q K b N r

The natural reply here is the balancing ...Be7 but Black has two alternatives: ...Bb4 and ...dxe4.

A3.3.1. The Burn Variation, 4... dxe4

t S l D j L - T
X x X - + x X x
- + - + x S - +
+ - + - + - B -
- + - P x + - +
+ - N - + - + -
p P p + - P p P

R - + q K b N r

This has obvious links with the Rubinstein line.

5. Nxe4 Be7 6. Bxf6

And Black has tried both recaptures:

6...Bxf6 (Variation 1)

```

t S l D j + - T
X x X - + x X x
- + - + x L - +
+ - + - + - + -
- + - P n + - +
+ - + - + - + -
p P p + - P p P
R - + q K b N r

```

Black has the two bishops and is solid; White can claim only a small advantage.

7. Nf3 Nd7 8. Qd2 O-O 9.O-O-O b6 10. d5 Ne5 11. Qf4 Ng6 12. Nxf6+ Qxf6 13. Qxf6 gxf6

```

t + l + - T j +
X - X - + x + x
- X - + x X s +
+ - + p + - + -
- + - + - + - +
+ - + - + n + -
p P p + - P p P
+ - K r + b + r

```

...when White hopes that the greater harmony of the pawns will give the advantage.

6... gxf6 (Variation 2)

t S l D j + - T
 X x X - L x + x
 - + - + x X - +
 + - + - + - + -
 - + - P n + - +
 + - + - + - + -
 p P p + - P p P
 R - + q K b N r

A more risky and more dynamic try.

After 7. Nf3 Black hopes the two bishops and open d- and g-files will give active play. White should develop properly and aim for d5, breaking open the position.

A3.3.2. The MacCutcheon Variation, 4... Bb4

t S l D j + - T
 X x X - + x X x
 - + - + x S - +
 + - + x + - B -
 - L - P p + - +
 + - N - + - + -
 p P p + - P p P
 R - + q K b N r

This line still offers Black some prospects of a counterattacking game, but is not as good as the Winawer.

5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Qg4 g6 9. Bd3 Nxd2 10. Kxd2 c5 11. Qf4 Nc6 12. Nf3

t + l D j + - T
 X x + - + x + -
 - + s + x + x X
 + - X x P - + -
 - + - P - Q - +

+ - P b + n + -
p + p K - P p P
R - + - + - + r

White has the idea of dxc5 and Nd4, with advantage.

A3.3.3. The Classical Variation 4... Be7 (and Alekhine Chatard attack with 6. h4)

t S l D j + - T
X x X - L x X x
- + - + x S - +
+ - + x + - B -
- + - P p + - +
+ - N - + - + -
p P p + - P p P
R - + q K b N r

Again White's move is easy to remember:

5. e5 Nfd7

t S l D j + - T
X x X s L x X x
- + - + x + - +
+ - + x P - B -
- + - P - + - +
+ - N - + - + -
p P p + - P p P
R - + q K b N r

6. h4

This is, at last, the Alekhine-Chatard Attack. White offers a pawn for chances of attack. Just how good this line can be is shown by the following miniature:

Zuber,M - Halmkin,P (Exeter Vs Teignmouth, 1995)

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 Bxg5 7. hxg5 Qxg5 8. Nh3 Qe7 9. Qg4 g6 10. Bd3 b6 11. Nf4 Ba6 12. Bxg6 fxg6 13. Nxe6 Nf8 14. Nxd5 Nxe6 15. Nxe7 1-0

Good, isn't it?

Black has various ways of declining the gambit, but none are very promising (analysis from BCO2 and elsewhere):

Declining with 6... f6

7. Qh5+ Kf8

[or 7... g6 8. exf6 gxh5 9. fxe7 Qxe7 10. Bxe7 Kxe7

t S l + - + - T
X x X s J - + x
- + - + x + - +
+ - + x + - + x
- + - P - + - P
+ - N - + - + -
p P p + - P p +
R - + - K b N r

Declining with 6... c5

7. Bxe7 Qxe7 8. Nb5 +=

Declining with 6... h6

7. Be3 c5 8. Qg4 g6 9. Nf3 +=

Hellers-Barayev 1986

Declining with 6... a6

7. Qg4 Bxg5 8. hxg5 c5 9. g6 f5 10. Qg3 h6 11. Nf3 O-O 12. O-O-O Nc6 13. Ne2

t + l D - T j +
+ x + s + - X -
x + s + x + p X
+ - X x P x + -
- + - P - + - +
+ - + - + n Q -
p P p + n P p +
+ - K r + b + r

+ = /unclear BCO2

Declining with 6... O-O

7. Qg4 f5 8. exf6 Nxf6 9. Qg3 c5 10. dxc5 Nbd7 11. O-O-O Nxc5 12. Bd3 b5

t + l D - T j +
X - + - L - X x
- + - + x S - +
+ x S x + - B -
- + - + - + - P
+ - N b + - Q -
p P p + - P p +
+ - K r + - N r

unclear: Kupreichik-Moskalenko 1986

The Gambit accepted: 6...Bxg5

7. hxg5 Qxg5 8. Nh3 Qe7 9. Nf4 Nc6

t S l + j + - T
X x X S D x X x

- + - + x + - +
+ - + x P - + -
- + - P - N - +
+ - N - + - + -
p P p + - P p +
R - + q K b + r

The N goes to h3 instead of f3 to allow Q to move to g4 when White has good prospects of attack.

Black has a couple of alternatives to 9...Nc6:

[9... f5 10. Qh5+ Qf7 11. Nxe6 g6 12. Nxc7+ Kd8 13. Qf3

t S l J - + - T
X x N s + d + x
- + - + - + x +
+ - + x P x + -
- + - P - + - +
+ - N - + q + -
p P p + - P p +
R - + - K b + r

+ - BCO2

13... Kxc7 14. Nxd5+ Kd8 15. Bc4]

[9... Nf8 10. Qg4 f5 11. exf6 gxf6 12. O-O-O: see example games]

[9... a6 10. Qg4 Kf8 11. Qf3 Kg8 12. Bd3 c5

[12... h6]

13. Bxh7+

t S l + - + j T
+ x + s D x X b

X + - + X + - +
+ - X x P - + -
- + - P - N - +
+ - N - + q + -
p P p + - P p +
R - + - K - + r

Keres-Wade 1954]

10. Qg4 Nxd4 11. O-O-O Nf5 12. Nfxd5

t + l + j + - T
X x X s D x X x
- + - + x + - +
+ - + n P s + -
- + - + - + q +
+ - N - + - + -
p P p + - P p +
+ - K r + b + r

With compensation, according to BCO2

A3.4. The Winawer variation, 3... Bb4 and Alekhine Gambit 4. Nge2

t S l D j + s T
X x X - + x X x
- + - + x + - +
+ - + x + - + -
- L - P p + - +
+ - N - + - + -
p P p + - P p P
R - B q K b N r

Black takes a risky decision - to attack White's Knight but with the important dark-squared bishop. White has the main try 4. e5 but also some ways of avoiding these critical lines, including the gambit lines 4. Nge2 and 4. a3, and the Winawer Exchange 4. exd5.

4. Nge2

Another Alekhine Gambit

t S l D j + s T
X x X - + x X x
- + - + x + - +
+ - + x + - + -
- L - P p + - +
+ - N - + - + -
p P p + n P p P
R - B q K b + r

Black is advised not to hang on to the pawn, but to concentrate on good development instead.

4... dxe4 5. a3 Be7 6. Nxe4 Nf6

t S l D j + - T
X x X - L x X x
- + - + x S - +
+ - + - + - + -
- + - P n + - +
P - + - + - + -
- P p + n P p P
R - B q K b + r

An open game with about equal chances has resulted.

Example games A3

A3.3.3 Examples of the Alekhine-Chatard Attack

Alekhine - Fahrni, Mannheim, 1914

This is an early game that showed us all the way.

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 Bxg5 7. hxg5 Qxg5 8. Nh3

t S l + j + - T
X x X s + x X x
- + - + x + - +
+ - + x P - D -
- + - P - + - +
+ - N - + - + n
p P p + - P p +
R - + q K b + r

The key move in the Gambit Accepted.

8... Qe7 9. Nf4 Nf8 10. Qg4 f5 11. exf6 gxf6 12. O-O-O c6 13. Re1 Kd8

[13... Na6 14. Bxa6 bxa6 15. Nfxd5 cxd5 16. Nxd5 Qf7 17. Qf4]

14. Rh6 e5 15. Qh4 Nbd7 16. Bd3 e4 17. Qg3 Qf7

t + l J - S - T
X x + s + d + x
- + x + - X - R
+ - + x + - + -
- + - P x N - +
+ - N b + - Q -
p P p + - P p +
+ - K - R - + -

18. Bxe4 dxe4 19. Nxe4 Rg8 20. Qa3!

Great idea.

20... Qg7 21. Nd6 Nb6 22. Ne8 Qf7 23. Qd6+ Qd7 24. Qxf6+

t + l J n S t +
X x + d + - + x
- S x + - Q - R
+ - + - + - + -
- + - P - N - +
+ - + - + - + -
p P p + - P p +
+ - K - R - + -

1-0

Cid,M - Araya,R (4) Copa, 1989[C13]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6

Declined

7. Qg4 Bxg5 8. hxg5 c5 9. g6 f5 10. Qf4 h6 11. Nf3 O-O 12. dxc5 Qe8 13. O-O-O

t S l + d T j +
+ x + s + - X -
x + - + x + p X
+ - P x P x + -
- + - + - Q - +
+ - N - + n + -
p P p + - P p +
+ - K r + b + r

The g-pawn is tempting...

13... Qxg6 14. Nxd5

A characteristic sac.

**14...exd5 15. Rxd5 Qg4 16. Qd2 f4 17. Rh4 Qe6 18. Bc4 Kh8 19. Rxf4 Rxf4
20. Qxf4 Qe7 21. Nh4 Qe8 22. Rd6**

t S l + d + - J
+ x + s + - X -
x + - R - + - X
+ - P - P - + -
- + b + - Q - N
+ - + - + - + -
p P p + - P p +
+ - K - + - + -

Black's useless Q-side pieces are all still in bed.

1-0

Djurhuus,R - Minero,S (7) Santiago, 1990[C13]

1. Nc3 d5 2. e4 e6 3. d4 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6

Declined

7. Qg4 Kf8 8. Qf4 c5 9. dxc5 Nc6 10. Nf3 Nxc5 11. O-O-O b5 12. Rh3

t + l D - J - T
+ - + - L x X x
x + s + x + - +
+ x S x P - B -
- + - + - Q - P
+ - N - + n + r
p P p + - P p +
+ - K r + b + -

The position is still not easy for Black

12... Bd7 13. Kb1 b4 14. Ne2 Ne4 15. Bxe7+ Qxe7 16. Ng5 Nc5 17. h5 h6 18. Nf3 Ne4 19. Qe3 a5 20. Ng3 Nc5 21. Nd4 a4 22. f4 b3 23. cxb3 Nxd4 24. Rxd4 axb3 25. a3 Rb8 26. Rb4 Rc8 27. Ne2 Ba4 28. Qd4 Bd7 29. Nc1

g6 30. hxg6 fxg6 31. Nxb3 Kg7 32. Nxc5 Rxc5 33. Rg3 Rhc8

- + t + - + - +
+ - + l D - J -
- + - + x + x X
+ - T x P - + -
- R - Q - P - +
P - + - + - R -
- P - + - + p +
+ k + - + b + -

At last the K-side attack comes!

34. f5 Rc1+ 35. Ka2 Rxf1 36. f6+ Rxf6 37. exf6+ Qxf6

And White won with the exchange and extra pawns.

**38. Qa7 Rd8 39. Rb7 Qe7 40. Rc3 Kf8 41. Qb6 Kf7 42. Qe3 Qg5 43. Qd4 h5
44. Rf3+ Kg8 45. a4 Qe7 46. Qe5 Qg7 47. Rf6 Ra8 48. b3 Re8 49. Qg5 Kh7**

- + - + t + - +
+ r + l + - D j
- + - + x R x +
+ - + x + - Q x
p + - + - + - +
+ p + - + - + -
k + - + - + p +
+ - + - + - + -

50. Rxd7 1-0

Sokolov - Shemiakin, T, Simferopol, 1989[C13]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 O-O

Declined

7. Bd3 f5 8. exf6 Nxf6 9. Nf3 c5 10. dxc5 Nc6 11. Qe2 Qa5 12. O-O-O

t + l + - T j +
X x + - L - X x
- + s + x S - +
D - P x + - B -
- + - + - + - P
+ - N b + n + -
p P p + q P p +
+ - K r + - + r

Black now becomes provocative

12... d4 13. Bxf6 gxf6 14. Nxd4 Nxd4

t + l + - T j +
X x + - L - + x
- + - + x X - +
D - P - + - + -
- + - S - + - P
+ - N b + - + -
p P p + q P p +
+ - K r + - + r

The crowd were baying for...

15. Bxh7+ Kxh7 16. Qh5+ Kg7 17. Rxd4 f5 18. Rh3 Bxc5 19. Rg3+ Kf6 20. Ne4+

t + l + - T - +
X x + - + - + -
- + - + x J - +
D - L - + x + q
- + - R n + - P

+ - + - + - R -
 p P p + - P p +
 + - K - + - + -

The lonely King wanders to his grave

20... Ke5

[20... fxe4 21. Rg6+ Kf7 22. Rh6+ Ke7 23. Rh7+ Rf7 24. Qxf7#]

21. f4+ Kxd4 22. Qd1+ Qd2+ 23. Nxd2 Kd5 24. Nb3+ Kc6 25. Nxc5 Kxc5 1-0

Zeh,H - Bahry,J, Baden-Baden, 1989[C13]

1. d4 Nf6 2. Nc3 e6 3. e4 d5 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6 7. Qg4 h5

Declined again

8. Qg3 g6 9. Nf3 c5 10. dxc5 Nc6 11. O-O-O

t + l D j + - T
 + x + s L x + -
 x + s + x + x +
 + - P x P - B x
 - + - + - + - P
 + - N - + n Q -
 p P p + - P p +
 + - K r + b + r

11... Bxg5+ 12. Nxg5 Qe7 13. f4 Nxc5 14. Be2 Bd7 15. Qf2 O-O-O

Black escapes to the Q-side

16. g3 Rdf8

- + j + - T - T
+ x + l D x + -
x + s + x + x +
+ - S x P - N x
- + - + - P - P
+ - N - + - P -
p P p + b Q - +
+ - K r + - + r

17. Rxd5 exd5 18. Nxd5

the sacrifice is not so great, after all!

18... Nd3+ 19. Bxd3 Qd8 20. Ne4 Kb8 21. Nd6 Qa5 22. Nc3 Be6 23. a3

- J - + - T - T
+ x + - + x + -
x + s N l + x +
D - + - P - + x
- + - + - P - P
P - N b + - P -
- P p + - Q - +
+ - K - + - + r

23... Nxe5

[I think this is unnecessary, but it's hard to give Black good advice e.g. 23... Rd8 24. Rd1 f6 25. Nce4 fxe5 26. Nxb7!? Kxb7 27. Nc5+ Kb8 28. Nxe6 Rd6 29. Bc4]

24. fxe5 Qxe5 25. Qb6 Bc8 26. Bxa6 1-0

Now, a few games in the other Alekhine gambit.

A3.4 Examples of the Alekhine Gambit in the Winawer Variation

Miles - Reefschlager, Porz, 1982

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7. Bb5 Nge7 8. Be3 O-O 9. Qd2 a6 10. Bxc6 Nxc6 11. O-O-O f5 12. Bg5 Qe8 13. f3 exf3 14. gxf3

t + l + d T j +
 + x X - + - X x
 x + s + x + - +
 + - + - + x B -
 - + - P - + - +
 P - N - + p + -
 - P p Q - + - P
 + - K r + - + r

14... Nd8

[14... e5 return the pawn to activate the Bc8]

15. Rhg1 c6 16. Rg3 Rf7 17. Rdg1 b5

to allow ...Ra7, but a move too late

18. Bf6

t + l S d + j +
 + - + - + t X x
 x + x + x B - +
 + x + - + x + -
 - + - P - + - +
 P - N - + p R -
 - P p Q - + - P
 + - K - + - R -

1-0 18... Rxf6

[18... Raa7 19. Qh6 Qf8 20. Be5 Kh8 21. Rh3 Qg8 22. Ne2 f4 23. Rxc7 Rxc7 24.

Nxf4

- + l S - + d J
 T - + - + - T x
 x + x + x + - Q
 + x + - B - + -
 - + - P - N - +
 P - + - + p + r
 - P p + - + - P
 + - K - + - + -

]

19. *Rxg7+ Kh8* 20. *Qg5 Rg6*

[20... *Rf8* 21. *Rxh7+*]

21. *Rxg6 hxg6* 22. *Qh6+*

1-0

Conejero,J. M - Perez Torres,J [C15], Valencia

1. *e4 e6* 2. *d4 d5* 3. *Nc3 Bb4* 4. *Nge2 dxe4* 5. *a3 Bxc3+* 6. *Nxc3 f5*

Yeuch.

7. *Bf4 Nf6* 8. *f3*

The best approach.

8...*exf3* 9. *Qxf3 O-O* 10. *O-O-O Nd5* 11. *Be5 Rf7* 12. *Bc4*

t S l D - + j +
 X x X - + t X x

- + - + x + - +
+ - + s B x + -
- + b P - + - +
P - N - + q + -
- P p + - + p P
+ - K r + - + r

12... Qg5+ 13. Kb1 Ne3 14. Bf4

1-0

Ristic,Nen - Sanchis, A [C15], Chartres

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nc6 7. Bf4 Nf6 8. Qd3 b6 9. O-O-O Bb7 10. N2c3 O-O 11. Kb1 Qd7 12. Nxf6+ Bxf6

t + - + - T j +
X l X d + x X x
- X s + x L - +
+ - + - + - + -
- + - P - B - +
P - N q + - + -
- P p + - P p P
+ k + r + b + r

13. d5

Always, this is the key break.

13...Ne5 14. Qg3 Ng6 15. Bb5 Qc8 16. Bxc7 Bxc3 17. dxe6 Bxg2

The position is opened up nicely.

18. Rhg1 Bf6 19. exf7+ Rxf7 20. Bc4 Bb7 21. Rge1 Qf5 22. Qb3 Bg5 23. Be6 Qf3 24. Rd3 Qf6 25. Rd7 Ne7 26. Be5 Qxf2 27. Bg3 Qf3 28. Bxf7+

t + - + - + j +
X l + r S b X x
- X - + - + - +
+ - + - + - L -
- + - + - + - +
P q + - + d B -
- P p + - + - P
+ k + - R - + -

1-0

Westerinen,H - Bergsson,S [C15], Gausdal

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7. Bf4 Nf6 8. Bb5

t + l D j + - T
X x X - + x X x
- + s + x S - +
+ b + - + - + -
- + - P x B - +
P - N - + - + -
- P p + - P p P
R - + q K - + r

Black now prompts a move White might make voluntarily.

8... a6 9. Bxc6+ bxc6 10. Bg5 h6 11. Bxf6 Qxf6 12. Nxe4

t + l + j + - T
+ - X - + x X -
x + x + x D - X
+ - + - + - + -
- + - P n + - +
P - + - + - + -
- P p + - P p P

R - + q K - + r

Black's pawns look awful.

12... Qh4 13. Qd3 e5 14. dxe5 Qf4 15. O-O Qxe5 16. f4 Qxb2

Careless.

17. Rfb1

t + l + j + - T
+ - X - + x X -
x + x + - + - X
+ - + - + - + -
- + - + n P - +
P - + q + - + -
- D p + - + p P
R r + - + - K -

1-0

Abdulla,M - Khechen,N [C15], Novi

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7. Bb5 Nge7 8. Bg5 f6

Ill-advised.

9. Be3 a6 10. Bxc6+ Nxc6

t + l D j + - T
+ x X - + - X x
x + s + x X - +
+ - + - + - + -
- + - P x + - +

P - N - B - + -
 - P p + - P p P
 R - + q K - + r

11. Qh5+ g6 12. Qh6 Qe7 13. Nxe4 Bd7 14. Qh4 Rf8 15. O-O-O O-O-O 16. Rhe1 Be8

- + j T l T - +
 + x X - D - + x
 x + s + x X x +
 + - + - + - + -
 - + - P n + - Q
 P - + - B - + -
 - P p + - P p P
 + - K r R - + -

Again, the position needs opening up with d5.

17. d5 Rxd5 18. Rxd5 exd5 19. Bc5

winning the exchange

19... Qf7 20. Bxf8 dxe4 21. Qxe4 Bd7 22. Bc5 Qa2

- + j + - + - +
 + x X l + - + x
 x + s + - X x +
 + - B - + - + -
 - + - + q + - +
 P - + - + - + -
 d P p + - P p P
 + - K - R - + -

a hopeful lunge

23. Bd4 Nxd4 24. Qxd4 Qa1+ 25. Kd2 Qa2 26. Re7 Bc6 27. c4 b6 28. Rxh7 Bxg2

- + j + - + - +
+ - X - + - + r
x X - + - X x +
+ - + - + - + -
- + p Q - + - +
P - + - + - + -
d P - K - P l P
+ - + - + - + -

1-0

Castillo,O - Segovia,J [C15], WchJ

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nc6 7. Qd3 Nf6 8. Nxf6+ Bxf6 9. Be3 O-O 10. O-O-O

t + l D - T j +
X x X - + x X x
- + s + x L - +
+ - + - + - + -
- + - P - + - +
P - + q B - + -
- P p + n P p P
+ - K r + b + r

Black now tries a break. Because White is not much better developed, he keeps it closed. We than have an opposite-side castling situation, where both sides must attack quickly.

10... e5 11. d5 Ne7 12. Ng3 Ng6 13. Qe4 Bg5 14. Nf5 Bxe3+ 15. fxe3 Ne7 16. g4

t + l D - T j +
X x X - S x X x

- + - + - + - +
+ - + p X n + -
- + - + q + p +
P - + - P - + -
- P p + - + - P
+ - K r + b + r

You can make this sort of move if your king is on the other side.

16... Bxf5 17. gxf5 f6 18. Rg1 Kh8 19. Rg3 Qd7 20. Bd3 Rad8 21. Rdg1 Rg8 22. Qh4 h6

- + - T - + t J
X x X d S - X -
- + - + - X - X
+ - + p X p + -
- + - + - + - Q
P - + b P - R -
- P p + - + - P
+ - K - + - R -

Black's attack hasn't even started.

23. Rxc7 Nxf5 24. Rxc8+ Rxc8 25. Qxf6+ 1-0

De Eccher,S - Schneiders,A [C15], Lugano

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nf6 7. Qd3 b6 8. Bf4 Bb7 9. Nxf6+ Bxf6 10. O-O-O

t S - D j + - T
X l X - + x X x
- X - + x L - +
+ - + - + - + -
- + - P - B - +
P - + q + - + -

- P p + n P p P
+ - K r + b + r

Black is fairly well placed, though behind in development, but now blunders.

10... Bg5 11. Qb5+ 1-0

A3. Example of other French variations

Tarrasch - Mieses[C30], Berlin Match (3) , 1916

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Bd3 Be7 7. O-O Nxe4 8. Bxe4 Nf6 9. Bd3 b6

t + l D j + - T
X - X - L x X x
- X - + x S - +
+ - + - + - + -
- + - P - + - +
+ - + b + n + -
p P p + - P p P
R - B q + r K -

Black has conceded a small space advantage and plays his last move to get the blocked Bc8 out. Tarrasch prevents even that.

10. Ne5 O-O

Else Bb5+

11. Nc6 Qd6 12. Qf3 Bd7 13. Nxe7+ Qxe7 14. Bg5 Rac8 15. Rfe1 Rfe8

Black knows enough not to move his King's-side pawn unless he is forced to. So Tarrasch forces him to!

16. Qh3

```

- + t + t + j +
X - X l D x X x
- X - + x S - +
+ - + - + - B -
- + - P - + - +
+ - + b + - + q
p P p + - P p P
R - + - R - K -

```

Threatening 17. Bxf6 and 18. Qxh7

16... Qd6 17. Bxf6 gxf6 18. Qh6 f5

In just a few moves, Tarrasch has got into the heart of the King's defences.

19. Re3 Qxd4 20. c3!

A pretty final move: Black resigns, unable to stop Rg3.

```

- + t + t + j +
X - X l + x + x
- X - + x + - Q
+ - + - + x + -
- + - D - + - +
+ - P b R - + -
p P - + - P p P
R - + - + - K -

```

A4. Piece attacks vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3

The trouble with the Pirc is that Black will just lurk behind his pawns, and your pieces won't find much to attack. I play the Pirc/Modern as Black, and am always more impressed by systems which threaten to open lines with pawn breaks than any of the piece play lines. But that's not to say they aren't all dangerous; the player with a plan will always beat the player without one.

There are two principal 'piece play' lines available:

1. e4 d6 2. d4 Nf6 3. Nf3 g6 4. Bc4 Bg7 5. Qe2

```

t S l D j + - T
X x X - X x L x
- + - X - S x +
+ - + - + - + -
- + b P p + - +
+ - + - + n + -
p P p + q P p P
R n B - K - + r

```

White concentrates on rapid development and aims at a timely e5.

The other line I have in mind is:

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 Bg7 5. Qd2

```

t S l D j + - T
X x X - X x L x
- + - X - S x +
+ - + - + - + -
- + - P p + - +
+ - N - B - + -
p P p Q - P p P
R - + - K b N r

```

Now the simple idea is to play the standard attack with O-O-O, f3, g4, h4, Nge2-g3 and h5. Let's see this in action:

Hort, V - Rota [B07], Aachen/SW, 16, 18

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 Bg7 5. Qd2 O-O 6. O-O-O

t S l D - T j +
X x X - X x L x
- + - X - S x +
+ - + - + - + -
- + - P p + - +
+ - N - B - + -
p P p Q - P p P
+ - K r + b N r

6... c6 7. Bh6 b5 8. f3 a5 9. h4 b4 10. Na4 Bd7 11. h5

t S - D - T j +
+ - + l X x L x
- + x X - S x B
X - + - + - + p
n X - P p + - +
+ - + - + p + -
p P p Q - + p +
+ - K r + b N r

11... Nxb5 12. Rxb5 Bxb6

[12... gxh5 13. Qg5 b3 14. Qxg7#]

13. Rxb6 c5 14. Rh2 1-0

This plan depends a little on Black castling King's side, although it will not have guaranteed safety on the other side, nor in the centre. See the example games.

Example Games A4

Firstly, let's look at a few games in the Bc4 lines .

A4.1. Examples with Bc4

Christ,R - Kljako,D [B07], it, Biel

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Bc4 Nf6 5. Qe2 c6 6. e5 dxe5 7. dxe5 Nd5 8. Bd2

t S l D j + - T
X x + - X x L x
- + x + - + x +
+ - + s P - + -
- + b + - + - +
+ - N - + - + -
p P p B q P p P
R - + - K - N r

Simple development is the trademark of the White system

8... Nxc3 9. Bxc3 O-O 10. f4 a5 11. a4 b6 12. Nf3 Ba6 13. Rd1 Qc7 14. O-O Bxc4 15. Qxc4 Na6

t + - + - T j +
+ - D - X x L x
s X x + - + x +
X - + - P - + -
p + q + - P - +
+ - B - + n + -
- P p + - + p P
+ - + r + r K -

White has a simple advantage in space.

16. Ng5 h6 17. Ne4 Qc8 18. Rd3 Rb8 19. Rh3 b5 20. Qe2 b4 21. Bd2 f5

- T d + - T j +
+ - + - X - L -
s + x + - + x X
X - + - P x + -
p X - + n P - +
+ - + - + - + r
- P p B q + p P
+ - + - + r K -

Black was cramped, but this bid for freedom looks very loose.

22. exf6 exf6 23. f5 g5 24. Qc4+ Kh7 25. Bxg5 fxg5 26. f6 Bh8 27. Nxg5+ Kg6

```

- T d + - T - L
+ - + - + - + -
s + x + - P j X
X - + - + - N -
p X q + - + - +
+ - + - + - + r
- P p + - + p P
+ - + - + r K -

```

Black's King is being knocked about all over the place, while the Black pieces watch glumly from the wings.

28. Rxh6+ Kxh6 29. Qh4+ Kg6 30. Qh7+ Kxg5 31. h4+ Kg4 32. Qg6+ 1-0

Knippel,M - Stratmann,B [B08], NRW

1. d4 Nf6 2. Nc3 g6 3. e4 d6 4. Bc4 Bg7 5. Nf3 O-O 6. Qe2 Nc6 7. e5

```

t + l D - T j +
X x X - X x L x
- + s X - S x +
+ - + - P - + -
- + b P - + - +
+ - N - + n + -
p P p + q P p P
R - B - K - + r

```

This is the key break in the Bc4 systems.

7... Ng4 8. h3 Nh6 9. g4 Na5 10. Bd3 b6 11. Bf4 Kh8 12. O-O-O

t + l D - T - J
X - X - X x L x
- X - X - + x S
S - + - P - + -
- + - P - B p +
+ - N b + n + p
p P p + q P - +
+ - K r + - + r

Black's next move seals the centre, but White's King's side attack can now proceed without worrying about the central tension.

12... d5 13. Qe3 Ng8 14. Rdg1 h6 15. h4 Nc4 16. Bxc4 dxc4 17. h5 Bb7 18. g5

t + - D - T s J
X l X - X x L -
- X - + - + x X
+ - + - P - P p
- + x P - B - +
+ - N - Q n + -
p P p + - P - +
+ - K - + - R r

It looks grim for the Black King.

18... Bxf3 19. Qxf3 Qxd4 20. Rd1 Qc5 21. Rd5 Qc6 22. gxh6 Nxh6 23. hxg6 Qxg6

t + - + - T - J
X - X - X x L -
- X - + - + d S
+ - + r P - + -
- + x + - B - +
+ - N - + q + -
p P p + - P - +

+ - K - + - + r

Recapturing with the pawn wasn't pretty, but this fails to:

24. Rdd1 1-0

25. Rdg1 is killing.

See also the games under the **Gurgenidze System**.

A4.2. Examples with Be3

Adams,M - Wolff,P [B07], London

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Be3 c6 5. Qd2 b5 6. h4 Nf6 7. f3 Qc7 8. Bh6 Bxh6 9. Qxh6 Be6 10. Nh3 Bxh3 11. Rxh3 Nbd7 12. O-O-O

t + - + j + - T
X - D s X x + x
- + x X - S x Q
+ x + - + - + -
- + - P p + - P
+ - N - + p + r
p P p + - + p +
+ - K r + b + -

White's K-side initiative persuades Black to castle Queen's side.

12... Nb6 13. Kb1 O-O-O 14. Qe3 e5 15. a3 d5 16. dxe5 Qxe5 17. f4 Qe7 18. e5 Nfd7

- + j T - + - T
X - + s D x + x
- S x + - + x +
+ x + x P - + -

- + - + - P - P
P - N - Q - + r
- P p + - + p +
+ k + r + b + -

White opens up the Q-side; he can skip the Rh3 across easily.

19. a4 a6

Taking on a4 will allow Ba6+.

20. a5 Na8 21. Nxd5 cxd5

s + j T - + - T
+ - + s D x + x
x + - + - + x +
P x + x P - + -
- + - + - P - P
+ - + - Q - + r
- P p + - + p +
+ k + r + b + -

The entry of the Queen is decisive.

22. Qa7 Nc7 23. Rc3 Nb8 24. g3 1-0

Lane,G - Saucey,M [B07], Royan

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 Nf6 5. Qd2 O-O 6. f3 e5 7. Nge2 c6 8. O-O-O Nbd7 9. g4 b5 10. Nb1 Nb6 11. Ng3 Be6 12. b3

t + - D - T j +
X - + - + x L x
- S x X l S x +
+ x + - X - + -

- + - P p + p +
+ p + - B p N -
p + p Q - + - P
+ n K r + b + r

Black now takes on d4, and the game starts to look rather like the Yugoslav Attack in the Sicilian Dragon.

12... exd4 13. Bxd4 d5 14. g5 Nfd7 15. Bxg7 Kxg7 16. f4 f6 17. h4 Bg4 18. Be2 Bxe2 19. Qxe2 Qe7 20. Rdg1

t + - + - T - +
X - + s D - J x
- S x + - X x +
+ x + x + - P -
- + - + p P - P
+ p + - + - N -
p + p + q + - +
+ n K - + - R r

Again, White's attack has proceeded faster than Black's.

20... f5 21. exf5 Qxe2 22. f6+ 1-0

Black will have no prospects in the endgame with White's secure pawn on f6.

Chacon,E - Blazquez,J. L [B07], Alicante

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 Nf6 5. f3 c6 6. Qd2 O-O 7. Bh6 Bxh6 8. Qxh6 Qb6 9. O-O-O Nbd7 10. h4

t + l + - T j +
X x + s X x + x
- D x X - S x Q
+ - + - + - + -
- + - P p + - P

```

+ - N - + p + -
p P p + - + p +
+ - K r + b N r

```

A typical thrust.

10... c5 11. d5

Often, if the situation in the centre is clear, the attack is easier.

11...Ne5 12. h5 Bd7 13. Be2 c4 14. Nh3

```

t + - + - T j +
X x + l X x + x
- D - X - S x Q
+ - + p S - + p
- + x + p + - +
+ - N - + p + n
p P p + b + p +
+ - K r + - + r

```

White threatens Ng5 after which hxg6 and f4 look very strong.

**14... Bxh3 15. Rxh3 g5 16. Qxg5+ Kh8 17. g4 Rg8 18. Qd2 Qa5 19. g5 Ne8
20. f4 Nd7 21. Qd4+ f6 22. Bg4 Nc5 23. Bf5 Qb6 24. Kb1 h6 25. Bg6 Nd7**

```

t + - + s + t J
X x + s X - + -
- D - X - X b X
+ - + p + - P p
- + x Q p P - +
+ - N - + - + r
p P p + - + - +
+ k + r + - + -

```

White's King's-side initiative will persist into an endgame.

26. Qxb6 Nxb6 27. gxh6 1-0

After 27... Nc7 28. h7 Rg7

[28... Rgf8 29. Bf5 Na6 30. Rg3 Nc5 31. Rdg1 Rfe8 32. Rg7 Nbd7]

29. Rg3 e5 30. h6

the endgame is hopeless for Black.

A5. Piece attacks vs. Sicilian: lines with piece play

A5.1. Ideas with Be2

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | S | l | D | j | L | s | T |
| X | x | + | x | X | x | X | x |
| - | + | - | + | - | + | - | + |
| + | - | X | - | + | - | + | - |
| - | + | - | + | p | + | - | + |
| + | - | + | - | + | n | + | - |
| p | P | p | P | b | P | p | P |
| R | n | B | q | K | - | + | r |

It would be wrong to say there is much theory on these lines.

The basic idea is to develop the King's side pieces quickly, and play c3 and d4 (very much the same plan as the normal 1. e4 e5 openings).

1. e4 e5 2. Nf3

Now Black has a basic choice between 2...d6, 2...Nc6 and 2...e6. Alternatives are less strong, e.g. 2...a6 3. c4 or 2...Nf6 3. e5. These should not be scorned - GMs have played each line - but are less good for Black than normal lines.

2...d6

[after 2... e6 White can play an interesting gambit, borrowed from a variation of the English Opening: 3. Be2 Nc6 4. b4 Nxb4

[4... cxb4 5. d4]

5. c3 Nc6 6. d4;

(compare the line 1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5)]

3. Be2 Nf6

[3... e6 4. c3 Nc6 5. d4 Nf6 6. Nbd2]

4. c3 Nc6 5. d4 cxd4 6. cxd4 Qa5+ 7. Nc3 Nxe4 8. d5

t + l + j L - T
X x + - X x X x
- + s X - + - +
D - + p + - + -
- + - + s + - +
+ - N - + n + -
p P - + b P p P
R - B q K - + r

...with interesting gambit play in each line.

A5.2.

Ideas with Bb5

Rossolimo Variation with 2... Nc6

3. Bb5

t + l D j L s T
X x + x X x X x
- + s + - + - +
+ b X - + - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

Now the most common line is

3...g6

Alternatives:

[3... Nf6 e.g. 4. e5 Nd5 5. Nc3 Nc7 6. a4 Nxb5 7. axb5]

[3... e6 e.g. 4. O-O Nge7 5. c3 d5 6. exd5]

4. O-O Bg7 5. c3 Qb6 6. Na3 Nf6 7. Re1

t + l + j L - T
X x + x X x X x
- D s + - S - +
+ b X - + - + -
- + - + p + - +
N - P - + n + -
p P - P - P p P
R - B q R - K -

[or 7. e5 Nd5 8. Bc4 Nc7 9. d4]

...when White has good play.

Rossolimo Variation with 2...d6

3. Bb5+

t S l D j L s T
X x + - X x X x
- + - X - + - +
+ b X - + - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

This is a complex line. After 3...Bd7 White will often play 4. Bxd7 + and 5.c4, placing the pawns on light squares to complement the dark-squared bishop.

One example in another line:

3... Nd7 4. d4 cxd4 5. Qxd4 Ngf6 6. Bg5 e6 7. Nc3 Be7 8. O-O a6 9. Bxd7+ Bxd7 10. Rad1 Bc6 11. Rfe1 O-O 12. Bxf6 gxf6

t + - D - T j +
+ x + - L x + x
x + l X x X - +
+ - + - + - + -
- + - Q p + - +
+ - N - + n + -
p P p + - P p P
+ - + r R - K -

Again, White has good piece play, although the bishops may be dangerous

*Example
games A5*

A5.1. Examples with Be2

Basman-Stean,Hastings 1974

This is a famous game in this line.

**1. e4 c5 2. Nf3 d6 3. Be2 Nf6 4. c3 Nc6 5. d4 cxd4 6. cxd4 Nxe4 7. d5 Qa5+
8. Nc3 Nxc3 9. bxc3**

```
t + l + j L s T
X x + x X x X x
- + - + - + - +
D - X p S - + -
- + - + - + - +
+ - P - + n + -
p + - + b P p P
R - B q K - + r
```

9...Ne5

[9... Nd8 may be better]

10. Nxe5 Qxc3+ 11. Bd2 Qxe5 12. O-O Qxd5

[The main alternative is 12... a6]

Nikolenko-Obukhov 1991

13. Rb1 g6 14. Rxb7 Bg7

[14... Bxb7 15. Qa4+ Kd8 16. Ba5+ Kc8 17. Qe8#]

15. Qa4+ Kf8 16. Rc7 Bf5

[16... Qxe2 17.Qc6 Bb7 18. Qxb7 Re8 19. Rc8 Qb5 20. Rxe8+ Qxe8 21. Rc1]

17. Qc6 Rd8 18. Bxa6

```

- + - T - J - T
+ - R - X x L x
b + q X - + x +
+ - + p D l + -
- + - + - + - +
+ - + - + - + -
p + - B - P p P
+ - + - + r K -

```

idea Re1 - Gallagher]

The game as it goes is a rout.

13. Rb1 e6 14. Bb5+ Bd7 15. Bxd7+ Kxd7 16. Qa4+ Kd8 17. Rb5 Qc6 18. Rc1 Qa6 19. Ra5 Qd3 20. Be3 d5 21. Rxa7 Rxa7 22. Qxa7 Ba3 23. Qb8+ Ke7 24. Bg5 + f6 25. Qxb7+ Kd6 26. Qc7#

A5.2.

Examples with Bb5

Georgiev,Kr - Feher,G [B30], Cappelle

**1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Qb6 6. Na3 Ng6 7. Bb2 a6
8.
Nc4 Qc7 9. Bxc6 Qxc6**

White is miles ahead in development, so breaks with d4.

10. d4 cxd4 11. Nxd4

t + l + j L - T
+ x + x + x X x
x + d + x + s +
+ - + - + - + -
- + n N p + - +
+ p + - + - + -
p B p + - P p P
R - + q + r K -

*Black now grabs a hot pawn while behind in development. (Kids!
Don't try this
at home!)*

11... Qxe4 12. Re1 Qf4 13. Nb6 Rb8 14. Nd5

- T l + j L - T
+ x + x + x X x
x + - + x + s +
+ - + n + - + -
- + - N - D - +
+ p + - + - + -
p B p + - P p P
R - + q R - K -

Almost inevitable

14... f6 1-0

Smirin,I - Nun, Ji [B30], Polanica

**1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Ng6 6. Bb2 Be7 7. Bxg7 Rg8
8. Bb2 h5 9. Nc3 Qc7 10. Re1**

t + l + j + t +
X x D x L x + -
- + s + x + s +
+ b X - + - + x
- + - + p + - +
+ p N - + n + -
p B p P - P p P
R - + q R - K -

10... h4 11. Nd5

A very typical Sicilian sacrifice.

11...exd5 12. exd5 Nd4 13. Nxd4 cxd4 14. Ba3 Qa5 15. Bxe7 Nxe7 16. Qe2 Qa3

t + l + j + t +
X x + x S x + -
- + - + - + - +
+ b + p + - + -

```

- + - X - + - X
D p + - + - + -
p + p P q P p P
R - + - R - K -

```

White threatens Qe5 and d6, winning the knight. Black keeps the Knight, but loses the King.

17. Qe5 Kf8 18. d6 Ng6 19. Qf6 Qa5 20. Bc4 Rg7 21. Re7 1-0

Bogumil - Sarosi [B30], Budapest

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. c3 d5 6. exd5 Qxd5 7. d4 cxd4 8. c4 Qd8 9. Nxd4 Bd7 10. Nf3 Nf5 11. Nc3 Be7 12. Ba4 O-O 13. Bc2 Nh4 14. Nxf4 Bxf4 15. b3 Bf6 16. Ba3

```

t + - D - T j +
X x + l + x X x
- + s + x L - +
+ - + - + - + -
- + p + - + - +
B p N - + - + -
p + b + - P p P
R - + q + r K -

```

A neat move making use of the extra space and mobility.

16... Re8

[If 16...Bxc3, 17. Qd3!]

17. Qd3 g6 18. Rad1 Ne5 19. Qg3 Qa5 20. Ne4 Bg7 21. b4 Qc7 22. Nd6 Red8 23. Bb2 Nc6

t + - T - + j +
X x D l + x L x
- + s N x + x +
+ - + - + - + -
- P p + - + - +
+ - + - + - Q -
p B b + - P p P
+ - + r + r K -

White is obviously winning. He finds a neat unmasking (Nf5)

24. Bxg7 1-0

B. Slow attacks with f4 against the common half-open defences

The move f4 is often a strong idea against the Sicilian and Pirc, and to some extent the French; less good against other lines. The ideas are similar:

develop rapidly

use the extra space given by the extra central pawn

use the f4 pawn to break open lines against the King

B1. Playing f4 vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. f4

Sadly, this line has no real force and is not a good line to adopt.

If you insist on consistency, you can try it, but otherwise I would look at a different line.

Example games B1

Lazarevic,M - Maric,D (6) Pula, 1990[B02]

1. e4 Nf6 2. d3 d5 3. e5 Nfd7 4. f4 Nb6

```

t S l D j L - T
X x X - X x X x
- S - + - + - +
+ - + x P - + -
- + - + - P - +
+ - + p + - + -
p P p + - + p P
R n B q K b N r

```

With the N on b6 it is harder to organise the obvious 'French' break with f6.

**5. c3 c5 6. Nf3 Bg4 7. Be2 e6 8. Na3 Be7 9. O-O O-O 10. Nc2 Nc6 11. Ne3
Bxf3
12. Bxf3**

t + - D - T j +
X x + - L x X x
- S s + x + - +
+ - X x P - + -
- + - + - P - +
+ - P p N b + -
p P - + - + p P
R - B q + r K -

Black has done everything right so far, but gets careless.

**12... d4 13. Ng4 dxc3 14. bxc3 c4 15. d4 Nd5 16. Bxd5 Qxd5 17. Ne3 Qb5
18.
Qe2 Rac8 19. f5 Bg5 20. f6 gxf6 21. Ng4 Ne7 22. Bxg5 fxe5 23. Nf6+**

- + t + - T j +
X x + - S x + x
- + - + x N - +
+ d + - P - X -
- + x P - + - +
+ - P - + - + -
p + - + q + p P
R - + - + r K -

White should never have been allowed to reach this easy attacking position.

**23... Kg7 24. Qh5 h6 25. Ng4 Ng8 26. Nxe6 Nxe6 27. Qxg5+ Kh7 28. Rf6
Nf5 29.
Rf1 Rg8 30. Qh5+ 1-0**

B2. Playing f4 vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1.Nc3)

I couldn't find a single example of this with f4. This is probably because it's not a very good line!

Example games B2

Van der Vaeren - Savva, Haifa, 1989[A00]

1. e4 d5 2. Nc3 dxe4 3. Nxe4 c6 4. Bc4 Nf6

This could have arisen from the Caro-Kann

5. Nxf6+ exf6 6. Ne2 Be6 7. Bxe6 fxe6 8. Nf4

```
t S - D j L - T
X x + - + - X x
- + x + x X - +
+ - + - + - + -
- + - + - N - +
+ - + - + - + -
p P p P - P p P
R - B q K - + r
```


Hitting at the weak White squares. Black now prompts an elementary combination.

8... e5 9. Qh5+ Ke7 10. Ng6+ hxg6 11. Qxh8 Kf7 12. Qh3 Qd7 13. Qb3+ Ke7 14. O-O b6 15. d3 Qd5

t S - + - L - +
X - + - J - X -
- X x + - X x +
+ - + d X - + -
- + - + - + - +
+ q + p + - + -
p P p + - P p P
R - B - + r K -

An interesting moment: I would have swapped off here to try and win on material.

16. c4 Qd6 17. Be3 c5 18. a4 Nc6 19. a5 Nb4 20. axb6 Qxb6 21. f4 exf4 22. Bxf4 Kf7 23. d4 Nd5 24. Qf3

t + - + - L - +
X - + - + j X -
- D - + - X x +
+ - X s + - + -
- + p P - B - +
+ - + - + q + -
- P - + - + p P
R - + - + r K -

Black is very wobbly here.

24... Nxf4 25. Qxa8 Ne2+ 26. Kh1 Nxd4 27. Rxa7+ Kg8 28. Qd5+ Qe6 29.

Qxe6+
Nxe6 30. Re1 1-0

**B3. Playing f4 vs. French 1. e4 e6: 1. e4 e6 2. Nc3 d5
3. f4 (a line of the Dunst opening, 1.Nc3)**

Now, I have found a few of these. With the P on e6, Black is necessarily a little more passive than the Caro lines above. I don't think White can claim much advantage (indeed, John Watson reckons that the Pf4 may be in the way of the Bc1), but it's an easy line to understand.

Example games B3

Hill,S - Wright,A , ch-AUS/SW,5,18, 1989[B21]

1. e4 c5 2. f4 e6 3. Nf3 d5 4. Nc3 dxe4 5. Nxe4 Nc6 6. Bc4

*t + l D j L s T
X x + - + x X x
- + s + x + - +
+ - X - + - + -
- + b + n P - +
+ - + - + n + -
p P p P - + p P
R - B q K - + r*

White has nicely centralised pieces.

**6... Nf6 7. Nxf6+ Qxf6 8. O-O Bd6 9. d3 Bxf4 10. Ng5 Qxg5 11. Bxf4 Qe7
12.
Qg4 O-O 13. Rae1 Kh8 14. Qg3 Rd8 15. c3 b6 16. Re3 Re8**

t + l + t + - J
X - + - D x X x
- X s + x + - +
+ - X - + - + -
- + b + - B - +
+ - P p R - Q -
p P - + - + p P
+ - + - + r K -

Every White piece is well-placed.

17. Bd5 Bb7 18. Be4 Nd8 19. Bg5 f6

t + - S t + - J
X l + - D - X x
- X - + x X - +
+ - X - + - B -
- + - + b + - +
+ - P p R - Q -
p P - + - + p P
+ - + - + r K -

White now plays a sacrifice which is easy to think of but hard to analyse!

20. Bxh7 Kxh7 21. Qh4+ Kg8 22. Bxf6 gxf6 23. Rg3+ 1-0

Campora,D. H - Shirazi,A , Ch New York (open), 1989[B21]

1. e4 c5 2. f4 e6 3. Nf3 Nc6 4. Bb5 Nge7 5. O-O a6 6. Be2 g6 7. d3 Bg7 8. c3 d5 9. Nbd2 O-O 10. Qe1 b5 11. Qf2 Qb6

t + l + - T j +
+ - + - S x L x
x D s + x + x +
+ x X x + - + -
- + - + p P - +
+ - P p + n + -
p P - N b Q p P
R - B - + r K -

A position that could have arisen from either the French or the Sicilian.

12. e5 f6 13. d4 cxd4 14. cxd4 fxe5 15. fxe5 g5 16. g4 h5 17. gxh5 g4 18. h6 Bxh6 19. Nc4 dxc4 20. Bxh6 Nf5

t + l + - T j +
+ - + - + - + -
x D s + x + - B
+ x + - P s + -
- + x P - + x +
+ - + - + n + -
p P - + b Q - P
R - + - + r K -

Rather a sign of distress; White is winning.

**21. Bxf8 Kxf8 22. Nh4 Ncxd4 23. Bxg4 Bb7 24. h3 Qc5 25. Rae1 Kg8 26. Kh2
1-0**

B4. Playing f4 vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 (Austrian Attack)

Against the Pirc, f4 is not a particularly slow line!

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 O-O

[5... c5 is probably a better way to equalise, or so the books say in 1990]

6. Bd3 Nc6 7. O-O

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | - | T | j | + |
| X | x | X | - | X | x | L | x |
| - | + | s | X | - | S | x | + |
| + | - | + | - | + | - | + | - |
| - | + | - | P | p | P | - | + |
| + | - | N | b | + | n | + | - |
| p | P | p | + | - | + | p | P |
| R | - | B | q | + | r | K | - |

The White attack is easy to understand; White will complete development and then break with e5 or f5 - or both!

Example games B4

Ekebjærg, Ove (2580) - Van Manen, Gerben (2580) cr Blass-mem, 1990[B07]

1. Nc3 Nf6 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. d4 O-O 6. Bd3 Nc6 7. O-O Bg4 8. e5 Nd7 9. Be3

```
t + - D - T j +
X x X s X x L x
- + s X - + x +
+ - + - P - + -
- + - P - P l +
+ - N b B n + -
p P p + - + p P
R - + q + r K -
```

A set-up for White which is easy to understand. I have watched relatively weak (170-grade) players carve up 200-strength players in this line.

9... dxe5 10. dxe5 f6 11. exf6 Bxf6 12. h3 Be6 13. Qe2 Bf7 14. Rad1 Qe8 15. f5

```
t + - + d T j +
X x X s X l + x
- + s + - L x +
+ - + - + p + -
- + - + - + - +
+ - N b B n + p
```

*p P p + q + p +
+ - + r + r K -*

The classic break.

15... Kh8 16. fxc6 Bxc6 17. Bxc6 hxc6 18. Nd5 Rc8 19. Bh6 Rf7

*- + t + d + - J
X x X s X t + -
- + s + - L x B
+ - + n + - + -
- + - + - + - +
+ - + - + n + p
p P p + q + p +
+ - + r + r K -*

Black is busted.

**20. Ng5 Bxc5 21. Bxc5 Nb6 22. Nxb6 cxb6 23. Qe6 Rf5 24. Rxf5 gxf5 25.
Rd7
Rd8 26. Bxe7 1-0**

Mednis-Vadasz 1978

Another typical White win in this line

**1. d4 d6 2. e4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 O-O 6. Bd3 Nc6 7. O-O Bg4 8.
e5 dxe5 9. dxe5 Nh5 10. Be3 f6 11. exf6 Bxf6 12. h3 Bxf3 13. Qxf3**

t + - D - T j +
X x X - X - + x
- + s + - L x +
+ - + - + - + s
- + - + - P - +
+ - N b B q + p
p P p + - + p +
R - + - + r K -

threat f5

13... Bd4 14. Ne2 e5 15. Nxd4 Nxd4

[15... exd4 16. Bd2 Ne5 17. Qxb7 Rb8 18. Qe4 Nxd3 19. Qxd3
Rxb2]

16. Qe4 Nxf4 17. Bc4+

t + - D - T j +
X x X - + - + x
- + - + - + x +
+ - + - X - + -
- + b S q S - +
+ - + - B - + p
p P p + - + p +
R - + - + r K -

1-0

[17... Nfe6 18. Qxe5]

Bareev - Norwood, Marseilles, 1990[B09]

Norwood, in his book **Winning with the Modern**, offers this game as a reason for Black to avoid the Austrian at all costs.

1. d4 d6 2. e4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 c5 6. e5

[Book is 6. dxc5 or 6. Bb5+]

6...Ng4

[6... Nfd7! was essential]

7. dxc5 dxc5 8. Qxd8+ Kxd8 9. h3 Nh6 10. Be3 b6 11. O-O-O+ Bd7 12. g4 Kc8 13. Ng5 f6

Yeuch

14. Rxd7 Kxd7 15. Bb5+ Kc8 16. Ne6 Bf8 17. Nd5 Nf7 18. Ndc7 Nd8 19. Rd1 Nxe6 20. Nxe6 fxe5 21. Rd8+ Kb7 22. Bd3

t S - R - L - T
X j + - X - + x
- X - + n + x +
+ - X - X - + -
- + - + - P p +
+ - + b B - + p
p P p + - + - +
+ - K - + - + -

1-0

Black never got going.

B5. Playing f4 vs. Sicilian (a) 1. e4 c5 Grand Prix attack

This is another system where the White side is easy to understand, and where Black has struggled to find a clear equaliser. 2. f4 can lead to the slow Sicilian with g3 and Bg2, but several English players have adopted the more aggressive system with Bc4. We will look at both systems.

A second idea is to play Bb5xNc6 and then play a slow Dutch-style attack with Qe1 and Qh4.

1. e4 c5 2. f4 g6

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | S | l | D | j | L | s | T |
| X | x | + | x | X | x | + | x |
| - | + | - | + | - | + | x | + |
| + | - | X | - | + | - | + | - |
| - | + | - | + | p | P | - | + |
| + | - | + | - | + | - | + | - |
| p | P | p | P | - | + | p | P |
| R | n | B | q | K | b | N | r |

There are alternatives:

[2... d5 can be met by 3. Nc3 (EG)

t S l D j L s T
X x + - X x X x
- + - + - + - +
+ - X x + - + -
- + - + p P - +
+ - N - + - + -
p P p P - + p P
R - B q K b N r

[The point of 2...d5 is the wicked gambit line 3. exd5 Nf6 4. c4 e6 5. dxe6 Bxe6 devised by Mikhail Tal]

]

[2... e6 3. Nc3 d5

t S l D j L s T
X x + - + x X x
- + - + x + - +
+ - X x + - + -
- + - + p P - +
+ - N - + - + -
p P p P - + p P
R - B q K b N r

[3... Nc6 4. Nf3 Nge7 5. Bb5 d5 6. Qe2 d4 7. Nd1]

4. Nf3]

3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4

[The other idea in this line is 5. Bb5 to exchange off the Nc6, and then play a standard Dutch-style attack with Qe1 and Qh4 (EG)]

Black can play ...d6 (EG) but more often goes:

5... e6

```
t + l D j + s T
X x + x + x L x
- + s + x + x +
+ - X - + - + -
- + b + p P - +
+ - N - + n + -
p P p P - + p P
R - B q K - + r
```

6. f5

This is the sharpest line, although White does not have to gambit

[e.g. 6. O-O Nge7]

Now the complications that follow...

6... exf5 7. d3 Nge7 8. O-O O-O? (EG)

or

6... gxf5 7. d3

...must be known in a little detail to be played safely. There is also plenty of scope for original analysis - for example, what should happen after

6... d5

The gambit is probably best declined with

6... Nge7 7. fxe6 dxe6

[7... fxe6 may be better

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | + | - | T |
| X | x | + | x | S | - | L | x |
| - | + | s | + | x | + | x | + |
| + | - | X | - | + | - | + | - |
| - | + | b | + | p | + | - | + |
| + | - | N | - | + | n | + | - |
| p | P | p | P | - | + | p | P |
| R | - | B | q | K | - | + | r |

when Black's King is in danger but the central pawn mass is dangerous and may trap the White Q-side pieces]

There are also many lines with f4 in the open Sicilian i.e.. 1. e4 c5 2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. f4.

Example
games B5a

First, a straightforward quick attack down the King's side

Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 e6 6. f5 exf5 7. d3 Nge7 8. O-O O-O?

t + l D - T j +
X x + x S x L x
- + s + - + x +
+ - X - + x + -
- + b + p + - +
+ - N p + n + -
p P p + - + p P
R - B q + r K -

This natural-looking move is probably a decisive mistake. Black has no effective counter to White's simple mating attack.

9. Qe1 Nd4 10. Qh4 Nxf3+ 11. Rxf3 fxe4 12. Rh3 h6 13. Bg5 Re8 14. Rf1 d5 15. Nxd5 hxg5 16. Nf6+ Black resigns

[16. Nf6+ Kf8

[or 16... Bxf6 17. Qh7+ Kf8 18. Qxf7#]

17. Nh7+ Kg8 18. Bxf7+ Kh8 19. Nxg5+ Bh6 20. Qxh6#]

1-0

Next, a slower attack with the Bb5 idea

Hebden - Large, British Ch'p, 1982[B21]

1. e4 c5 2. f4 Nc6 3. Nf3 g6 4. Bb5 Bg7 5. Bxc6 dxc6 6. d3 Nf6 7. Nc3 O-O 8.

O-O b6

t + l D - T j +
X - + - X x L x
- X x + - S x +
+ - X - + - + -
- + - + p P - +
+ - N p + n + -
p P p + - + p P
R - B q + r K -

White has an obvious plan. And the player with a plan will always beat the player without one.

9. Qe1 Ne8 10. Qh4 Nd6 11. f5 gxf5 12. e5 Ne8 13. Bh6 f6 14. Kh1 Bxh6 15. Qxh6 Ng7 16. Rae1 Be6 17. Ne2 c4 18. Nf4 cxd3 19. cxd3 Bxa2

t + - D - T j +
X - + - X - S x
- X x + - X - Q
+ - + - P x + -
- + - + - N - +
+ - + p + n + -
l P - + - + p P
+ - + - R r + k

Black might as well snatch a pawn, he has achieved nothing to counter White's simple attack.

20. e6 Qc8 21. Re3 Nxe6 22. Nxe6 Bxe6 23. Rxe6 Rf7

[23... Qxe6 24. Ng5 Qf7 25. Nxf7 Rxf7]

24. Rfe1 1-0

And what if Black throws a spanner in the works with 2...d5?

Plaskett - Howell, British Ch'p, 1983[B21]

1. e4 c5 2. f4 d5 3. Nc3 dxe4 4. Nxe4 e6 5. Nf3 Be7 6. Bc4 Nf6 7. Qe2 Nc6
8.
c3 O-O 9. O-O b6 10. d3 Bb7 11. Ng3 Bd6 12. Bd2 Qc7 13. Ng5

t + - + - T j +
X l D - + x X x
- X s L x S - +
+ - X - + - N -
- + b + - P - +
+ - P p + - N -
p P - B q + p P
R - + - + r K -

Black's pieces are nicely placed but going nowhere. White, as usual, knows where he is going!

13... Ne7 14. N5e4

forcing an exchange he had earlier avoided

14... Nxe4 15. dxe4 Ng6 16. Nh5 Kh8 17. Rae1 Rad8 18. Bc1 Rd7 19. e5 Be7 20.

f5 exf5 21. Rxf5 Bd5 22. Bxd5 Rxd5 23. Qg4 Qd7 24. Ref1 Kg8

- + - + - T j +
X - + d L x X x
- X - + - + s +
+ - X t P r + n
- + - + - + q +
+ - P - + - + -
p P - + - + p P
+ - B - + r K -

25. Nxg7 Kxg7 26. Qh5 Kg8 27. Bh6 Qe6 28. Bxf8 Nxf8 29. c4

[29. Rxf7 Rxe5]

29... Rd4 30. Rxf7 Qg6 31. Qf3 Ne6 32. Rxe7 Rf4 33. Rxe6 1-0

Ekebjærg,Ove - Danner,Georg, cr Nielsen-mem, 1987

[B23/07]

**1. Nc3 c5 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. Bc4 e6 6. f5 Ne7 7. O-O
O-O**

t S l D - T j +
X x + - S x L x
- + - X x + x +
+ - X - + p + -
- + b + p + - +
+ - N - + n + -
p P p P - + p P

R - B q + r K -

A typical sort of position in this line, although an odd move order (no ...Nc6)

8. fxe6 fxe6 9. Ng5 d5 10. Rxf8+ Qxf8 11. exd5 b5 12. Bxb5 exd5 13. Qf3 Qxf3 14. Nxf3

t S l + - + j +
X - + - S - L x
- + - + - + x +
+ b X x + - + -
- + - + - + - +
+ - N - + n + -
p P p P - + p P
R - B - + - K -

White is simply a pawn up and needs only consolidate to win the ending.

14... Ba6 15. Ba4 Bb7 16. d3 Nbc6 17. Bg5 h6 18. Bxe7 Nxe7 19. Re1 Nf5 20. Bd7 Nd4 21. Be6+ Nxe6 22. Rxe6

White has given up both bishops, which would make me anxious, but he seems to know what he is doing.

22... g5 23. Na4 Rc8 24. Ne5 Rc7 25. Re8+ Kh7 26. Nc3 a6 27. Nd1 d4 28. b3 h5 29. Nb2 g4 30. Nbc4 Kh6 31. Nd6 Bd5 32. Nec4 Kg6 33. Nb6 Bf7

- + - + r + - +
+ - T - + l L -
x N - N - + j +
+ - X - + - + x
- + - X - + x +
+ p + p + - + -
p + p + - + p P
+ - + - + - K -

34. Nxf7 1-0

Without the light-squared bishop Black is in trouble, but it might have been worth struggling on over the board (this was postal).

Hodgson

- Nunn, Aaronson Open, 1978[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 d6

t + l D j + s T
X x + - X x L x
- + s X - + x +
+ - X - + - + -
- + b + p P - +
+ - N - + n + -
p P p P - + p P
R - B q K - + r

[5... e6 and now 6. f5, 6.e5, 6.O-O, 6. d3, and 6.a3 have been tried. Since Grandmaster Nunn lost this dashing game to the young Hodgson, hardly anyone has tried this line!]

6. O-O Nf6 7. d3 O-O 8. f5 gxf5 9. Qe1 fxe4 10. dxe4 Bg4 11. Qh4 Bxf3

[11... Bh5 idea ...Bg6]

12. Rxf3 Ne5 13. Rh3 Ng6

[13... Nxc4 14. Nd5 Re8 15. Nxf6+

[15. Bh6 Bxh6 16. Qxh6 Ne5 17. Rf1]

15... exf6 16. Qxh7+ Kf8 17. Rg3 Bh8]

14. Qg3 Qd7 15. Nd5 Nxd5 16. Bxd5 e6 17. Bb3 d5 18. Qf3 c4 19. Ba4 Qxa4 20. Qh5 Rfd8 21. Qxh7+ Kf8 22. Bh6 Bxh6 23. Rxh6 Rd7

[23... c3 =+ Nunn]

24. Rf1 Ke8 25. Qg8+ Nf8 26. Rxe6+ Kd8 27. Qxf8+ Kc7 28. Qc5+ Kd8 29. Rh6 1-0

B5. Playing f4 vs. Sicilian (b)Traditional Closed Sicilian

This line has been adopted by three World champions at one time or another:

the young Karpov, the mature Spassky, and by Smyslov throughout his chess

career. And as we shall see, Kasparov knows about the line.

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4

t + l D j + s T
X x + - X x L x
- + s X - + x +
+ - X - + - + -
- + - + p P - +
+ - N p + - P -
p P p + - + b P
R - B q K - N r

[6. Be3 e5 7. Qd2 is another popular line; Black gets into trouble after 6...e6 7. Qd2 Nge7?! 8. Bh6 e.g. 8...O-O? 9. h4! or 8...Bxh6 9. Qxh6 Nd4 10. O-O-O]

6... e6 7. Nf3 Nge7 8. O-O O-O 9. Be3 Nd4

is the main line, although Spassky has tried 9. Bd2. After 6...e5 Spassky has experimented with more active 7. Nh3 Nge7 8. O-O Nd4 9. f5!?

Theory is not so critical in the Closed Sicilian because of the non-forcing nature of the line.

Example games B5b

Spassky - Geller, Candidates, 1968

1. e4 c5 2. Nc3 d6 3. g3 Nc6 4. Bg2 g6 5. d3 Bg7 6. f4 Nf6 7. Nf3 O-O 8. O-O

Rb8 9. h3 b5 10. a3 a5 11. Be3 b4 12. axb4 axb4 13. Ne2 Bb7 14. b3

- T - D - T j +
+ l + - X x L x
- + s X - S x +
+ - X - + - + -
- X - + p P - +
+ p + p B n P p
- + p + n + b +
R - + q + r K -

Another defensive move! Is White just going to stand and get punched apart?

14... Ra8 15. Rc1 Ra2 16. g4

- + - D - T j +
+ l + - X x L x
- + s X - S x +
+ - X - + - + -
- X - + p P p +
+ p + p B n + p
t + p + n + b +
+ - R q + r K -

At last an attacking gesture

16... Qa8 17. Qe1 Qa6 18. Qf2 Na7 19. f5

- + - + - T j +
S l + - X x L x
d + - X - S x +

+ - X - + p + -
- X - + p + p +
+ p + p B n + p
t + p + n Q b +
+ - R - + r K -

The characteristic break

19... Nb5 20. fxg6

Opening the f-file (so what? see move 23!)

20... hxg6

[20... fxg6 21. Nf4 Bc8 22. Ng5 Nc7]

21. Ng5 Na3 22. Qh4 Rc8

- + t + - + j +
+ l + - X x L -
d + - X - S x +
+ - X - + - N -
- X - + p + p Q
S p + p B - + p
t + p + n + b +
+ - R - + r K -

the Q-side is about to give, but...

23. Rxf6 exf6 24. Qh7+ Kf8 25. Nxf7 Rxc2

[25... Kxf7 26. Bh6 Rg8 27. Nf4 Rxc2 28. Rf1 Kf8 29. Nxg6+ Kf7 30.

Nf4

or Nh8+

30... Kf8 31. Nh5 Bxh6 32. Qxh6+ Ke7 33. Qh7+ Kd8 34. Nxf6

- + - J - + t +
 + l + - + - + q
 d + - X - N - +
 + - X - + - + -
 - X - + p + p +
 S p + p + - + p
 - + t + - + b +
 + - + - + r K -

is just terrible]

26. Bh6 Rxc1+ 27. Nxc1 Kxf7 28. Qxg7+ Ke8 29. g5

[29. e5 Bxg2 30. e6]

29... f5 30. Qxg6+ Kd7 31. Qf7+ Kc6 32. exf5+

- + t + - + - +
 + l + - + q + -
 d + j X - + - B
 + - X - + p P -
 - X - + - + - +
 S p + p + - + p
 - + - + - + b +
 + - N - + - K -

1-0

32... Kb6 33. Qxb7+ Qxb7 34. Bxb7 Kxb7 35. f6 1-0

Psakhis - Kasparov, La Manga, 1990 [compare B23]

Oddly, one of the best example games I have on file for the Closed Sicilian is this one, from quite a different opening

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6

t + l D j + - T
X x X - + - L x
- + s X - S x +
+ - + - X x + -
- + p + - + - +
+ - N p + n P -
p P - + p P b P
R - B q + r K -

8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8

- + t D - T j +
X x X - S - L -
- + - X l S x X
+ p + - X x + -
p + p + - + - +
B - N p + n P -
- + - + p P b P
+ r + q + r K -

Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4

- + t D - T j +
X - X - S - L -
- X - X l S - X
+ p + - + - X -
p + p P - X - +
B - N - + - P -
- + - N - P b P
+ r + q + r K -

**17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6
cxd6**

23. Rxe8 Qxe8 24. Rf1 Qh5

- + - + - T - J
X - + - + - L -
- X - X - S - X
+ p + - + s X d
p + - P - X l +
B - N q + n P -
- + - + - P b P
+ - + - + r K -

The Black pieces hover like vultures

**25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30.
Bb8
Qh3+**

- B - + - + - J
X - + - + - L -
- X - + - T - X
+ p + - N s + -
p + - P q X x +
+ - + - + - P d
- + - + - P k P
+ - + - + r + -

0-1

Smyslov - Romanishin, Moscow, 1976 [B23]

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nh3 h5

t + l D j + s T
X x + - X x L -
- + s X - + x +
+ - X - + - + x
- + - + p + - +
+ - N p + - P n
p P p + - P b P
R - B q K - + r

The sixth moves on each side are unusual.

7. f4 Bg4 8. Qd2 Nd4 9. Ng1 Qd7 10. h3 Be6 11. Nce2 h4 12. g4 f5 13. exf5 gxf5 14. g5

t + - + j + s T
X x + d X - L -

- + - X l + - +
+ - X - + x P -
- + - S - P - X
+ - + p + - + p
p P p Q n + b +
R - B - K - N r

Black can find no refuge on the King's-side, it is clear.

**14... O-O-O 15. Nxd4 cxd4 16. Ne2 Bf7 17. c3 dxc3 18. bxc3 Kb8 19. Rb1 d5
20. O-O e5 21. fxe5 Bxe5 22. d4 Bc7 23. c4 Ne7 24. c5 Rdg8 25. Qb4 Bd8
26. Rf3
Nc6 27. Qb5 Bh5 28. Rfb3**

- J - L - + t T
X x + d + - + -
- + s + - + - +
+ q P x + x P l
- + - P - + - X
+ r + - + - + p
p + - + n + b +
+ r B - + - K -

White's tripling is very threatening.

28... Rg7 29. Nf4 Bxg5 30. Nxh5 Rxh5 31. Qe2 Bxc1

- J - + - + - +
X x + d + - T -
- + s + - + - +
+ - P x + x + t
- + - P - + - X
+ r + - + - + p
p + - + q + b +

+ r L - + - K -

And the coup de grace:

**32. Rxb7+ Qxb7 33. Qe8+ Kc7 34. Rxb7+ Kxb7 35. Qxh5 Nxd4 36. Kf1
Be3 37. Qh8
Rd7 38. Qe8 1-0**

C. King's Indian Attack against the common half-open defences

Introduction to the King's Indian Attack

"Club

players and home enthusiasts often ask me to recommend an openings system for White which is safe, yet aggressive and does not require a superb memory and months of intense learning. In such cases I invariably recommend the King's Indian Attack" - KEENE

To understand the KIA it is important to understand the standard King's Indian Defence ideas, which you will play as White. Here is an early King's Indian Defence game, which alerted the chess world to a new way of handling the Black pieces.

Belavanets - Bronstein 13th USSR semi-final, 1941

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. g3 g6 6. Bg2 Bg7 7. O-O O-O 8. b3 Re8 9. e3 c6 10. Qc2 Qa5 11. a4 Nf8 12. Ba3 Bf5 13. Qb2 Rad8 14. Rfd1 e4 15.

Nd2 Ne6

- + - T t + j +
X x + - + x L x
- + x X s S x +
D - + - + l + -
p + p P x + - +
B p N - P - P -
- Q - N - P b P
R - + r + - K -

The Qa5 is not typical, but we can see several themes here:

fianchetto of the King's bishop

use of the e-pawn to gain an initiative on the K-side

over-protection of the advanced e4-pawn

move all the pieces to the K-side in a committal attack

16. b4 Qc7 17. Rdb1 Qd7 18. c5 Ng5

More over-protection

19. cxd6 Bh3 20. Bh1 Qf5 21. Ne2 Nd5 22. b5 Bg4

- + - T t + j +
X x + - + x L x

- + x P - + x +
+ p + s + d S -
p + - P x + l +
B - + - P - P -
- Q - N n P - P
R r + - + - K b

23. Kf1

Two sword-swipes with the Knights decide the game.

23...Nxe3+ 24. Ke1 Nf3+ 0-1

Now, wouldn't that all be better with an extra move? Let's see now...

Petrosian - Pachman, Bled, 1961

1. Nf3 c5 2. g3 Nc6 3. Bg2 g6 4. O-O Bg7 5. d3 e6 6. e4 Nge7 7. Re1 O-O 8. e5 d6 9. exd6 Qxd6

t + l + - T j +
X x + - S x L x
- + s D x + x +
+ - X - + - + -
- + - + - + - +
+ - + p + n P -
p P p + - P b P
R n B q R - K -

Black seems to have good chances

10. Nbd2 Qc7 11. Nb3 Nd4 12. Bf4 Qb6 13. Ne5 Nxb3

t + l + - T j +
X x + - S x L x
- D - + x + x +
+ - X - N - + -
- + - + - B - +
+ s + p + - P -
p P p + - P b P
R - + q R - K -

Now a very cute intermezzo

14. Nc4 Qb5 15. axb3 a5 16. Bd6 Bf6 17. Qf3 Kg7 18. Re4

[18. Qxf6+ Kxf6 19. Be5+ Kf5 20. Bg7 is already decisive]

18... Rd8

[18... Ng8 19. Bxf8+]

t + l T - + - +
+ x + - S x J x
- + - B x L x +
X d X - + - + -
- + n + r + - +
+ p + p + q P -
- P p + - P b P
R - + - + - K -

Now the blow that made this game famous - not so much for the first move:

19. Qxf6+ Kxf6 20. Be5+ Kg5 21.Bg7 1-0

..but this last one - quiet but deadly.

21... Nf5 22. f4+ Kg4 23. Ne5+ Kh5 24. Bf3# mates

or even easier:

21... e5 22. h4+ Kf5

[22... Kh5 23. Bf3+ Bg4 24. Bxg4#]

23. Bh3#

If you've got the idea, we can look at some concrete variations.

C1. KIA vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. g3/Bg2

Sadly, this line has no real force and is not a good line to adopt. Black can transpose into other openings but can also just go 2...e5.

Example games C1

Kaulfuss,H - Diaz,Joa.C (4) Hessen-ch, 1989[B02]

1. e4 Nf6 2. d3 d5 3. Nd2 dxe4 4. dxe4 e5 5. Ngf3 Bc5 6. Bc4 Bg4

t S - D j + - T
X x X - + x X x
- + - + - S - +
+ - L - X - + -
- + b + p + l +
+ - + - + n + -
p P p N - P p P
R - B q K - + r

Black overlooks a little combination.

7. Bxf7+ Ke7 8. Bb3 Nc6 9. c3 Qe8 10. Qe2 Qh5 11. O-O Rhf8

t + - + - T - +
X x X - J - X x
- + s + - S - +
+ - L - X - + d
- + - + p + l +
+ b P - + n + -
p P - N q P p P
R - B - + r K -

Black has some compensation for the pawn.

12. h3 Bd7 13. Bd1 Bb6 14. Nc4 h6

But White's next shatters any hopes

**15. Nfxe5 Nxe5 16. Qxh5 Nxh5 17. Nxb6 axb6 18. Bxh5 Bb5 19. Rd1 Bc4
20. f4**

1-0

Fischer, Robert J - Fauber, Richard Milwaukee Northwestern, 1957

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. d3 d6 6. e4 e5

This could have arisen from an Alekhine Defence

7. Nbd2 Nbd7 8. a4 Re8 9. Nc4 h6 10. Ne1 Nf8

```

t + l D t S j +
X x X - + x L -
- + - X - S x X
+ - + - X - + -
p + n + p + - +
+ - + p + - P -
- P p + - P b P
R - B q N r K -

```

Now the characteristic King's Indian attack starts:

11. f4 d5 12. fxe5 dxc4 13. exf6 Bxf6 14. Bxh6 Bxb2 15. Rb1 Bg7 16. Bxg7 Kxg7

```

t + l D t S - +
X x X - + x J -
- + - + - + x +
+ - + - + - + -
p + x + p + - +
+ - + p + - P -

```

- + p + - + b P
+ r + q N r K -

Of course, dxc4 is an awful move.

**17. Qf3 Qe7 18. d4 Ne6 19. Qc3 Ng5 20. Qxc4 Bh3 21. Rxb7 Bxg2 22. Nxb7 Qxe4
23. Rxc7 Qe2 24. Qxe2 Rxe2**

t + - + - + - +
X - R - + x J -
- + - + - + x +
+ - + - + - S -
p + - P - + - +
+ - + - + - P -
- + p + t + n P
+ - + - + r K -

The exchanges have left White's pieces dominant

25. h4 Nh3+ 26. Kh2 Nf2 27. Nf4 Rd2 28. Kg1 Ng4 29. Ne6+ Kh8 30. Rxf7

1-0

C2. KIA vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. d3 d5 3. Nd2

t S l D j L s T
X x + - X x X x
- + x + - + - +

+ - + x + - + -
 - + - + p + - +
 + - + p + - + -
 p P p N - P p P
 R - B q K b N r

Black has an unusual amount of choice here, because of the non-forcing nature of White's opening. Black has tried:

C2.1. Caro-Kann with 3... dxe4

4. dxe4 e5 5. Ngf3 Bc5

Now for a long while Whites have been playing

6. Bc4

[But what about 6. Nxe5 Bxf2+ 7. Kxf2 Qd4+ 8. Ke1 Qxe5 9. Nc4 Qxe4+ 10. Be2 Qe6

[10... Qxg2 11. Nd6+ Kf8 12. Rf1 Be6 13. Nxf7 Bxf7 14. Qd8#]

11. Nd6+ Ke7 12. Nxc8+ Qxc8 13. Qd4

t S d + - + s T
 X x + - J x X x
 - + x + - + - +
 + - + - + - + -
 - + - Q - + - +
 + - + - + - + -
 p P p + b + p P
 R - B - K - + r

with a great position for White +-]

After the normal 6. Bc4:

6... Nf6 7. O-O Qc7 8. a4

```
t S l + j + - T
X x D - + x X x
- + x + - S - +
+ - L - X - + -
p + b + p + - +
+ - + - + n + -
- P p N - P p P
R - B q + r K -
```

and c3 with a quiet game

C2.2.

Caro-Kann with 3... Nd7

Now logical is

4. Ngf3

[4. f4 is worth considering]

4... Qc7 5. g3 dxe4 6. dxe4 e5 7. Bg2 Bc5

[7... Ngf6 8. O-O g6 9. b3]

8. O-O Ne7

[8... Ngf6 9. Nh4 g6 10. Nb3]

**9. b3 Ng6 10. Bb2 O-O 11. a3 a5 12. Ne1 b6 13. Nd3 Ba6 14. Nf3 Bd6
15. h4**

t + - + - T j +
+ - D s + x X x
l X x L - + s +
X - + - X - + -
- + - + p + - P
P p + n + n P -
- B p + - P b +
R - + q + r K -

with initiative, Olafsson-Eliskases 1960

C2.3. Caro-Kann with 3... Nf6

Straightforward development

4. Ngf3 Bg4 5. h3 Bxf3

[5... Bh5 6. g4 Bg6 7. Ne5 Nbd7 8. Nxd7 Nxd7 9. f4 e6 10. Qe2 Qh4+
11. Qf2 Qxf2+ 12. Kxf2 Bc5+ 13. Kg3

t + - + j + - T
X x + s + x X x
- + x + x + l +
+ - L x + - + -

- + - + p P p +
+ - + p + - K p
p P p N - + - +
R - B - + b + r

when White's game is easier, Gufeld-Birbrager 1963]

6. Qxf3 e6 7. g3 Na6 8. Bg2 Be7 9. O-O O-O 10. Qe2 Nc7

t + - D - T j +
X x S - L x X x
- + x + x S - +
+ - + x + - + -
- + - + p + - +
+ - + p + - P p
p P p N q P b +
R - B - + r K -

and now

11. f4 (Evans) puts White on top.

C2.4. Caro-Kann with 3... e5

This is the most aggressive, but also the most committal. It has been viewed with suspicion since the following:

4. Ngf3 Bd6 5. g3 Ne7 6. Bg2 O-O 7. O-O f5 8. c4!

t S l D - T j +

X x + - S - X x
- + x L - + - +
+ - + x X x + -
- + p + p + - +
+ - + p + n P -
p P - N - P b P
R - B q + r K -

The Black centre suddenly looks hollow.

8... dxe4 9. dxe4 Na6 10. a3 f4 11. b4 c5 12. b5 Nc7 13. Bb2

t + l D - T j +
X x S - S - X x
- + - L - + - +
+ p X - X - + -
- + p + p X - +
P - + - + n P -
- B - N - P b P
R - + q + r K -

C2.5.
Caro-Kann with 3...g6

This has the best reputation.

4. g3 Bg7 5. Bg2 e5 6. Ngf3 Ne7 7. O-O O-O

Now White has tried all sorts of moves here, including:

[8. Re1] [8. b4] [8. a4] [8. b3] [8. Qe2]

Try the natural:

8. c3

8... Nd7 9. Qc2 h6 10. a4

*t + l D - T j +
X x + s S x L -
- + x + - + x X
+ - + x X - + -
p + - + p + - +
+ - P p + n P -
- P q N - P b P
R - B - + r K -*

With a normal slight White advantage,

10... a5 11. b3 b6 12. Ba3 Ba6 13. Rfe1 Re8 14. Rad1

Threat d4

14...c5 15. exd5 Nxd5 16. Nc4 Nxc3!?

17. Qxc3 e4 18. d4 exf3

*t + - D t + j +
+ - + s + x L -
l X - + - + x X
X - X - + - + -
p + n P - + - +
B p Q - + x P -*

- + - + - P b P
+ - + r R - K -

Evans-Donner 1971

Now Evans gives

19. Qxf3 Rxe1+ 20. Rxe1 Rb8 21. d5

- T - D - + j +
+ - + s + x L -
l X - + - + x X
X - X p + - + -
p + n + - + - +
B p + - + q P -
- + - + - P b P
+ - + - R - K -

with advantage.

Example games C2

Fischer - Ibrahimoglu, Siegen, 1970

1. e4 c6 2. d3 d5 3. Nd2 g6 4. Ngf3 Bg7 5. g3 Nf6 6. Bg2 O-O 7. O-O Bg4 8. h3 Bxf3 9. Qxf3 Nbd7 10. Qe2 dxe4 11. dxe4 Qc7 12. a4 Rad8 13. Nb3 b6 14. Be3 c5 15. a5 e5

Black often plays ...e5 in the KIA Caro-Kann line, but here the light squares are very weak

16. Nd2 Ne8 17. axb6 axb6

- + - T s T j +
+ - D s + x L x
- X - + - + x +
+ - X - X - + -
- + - + p + - +
+ - + - B - P p
- P p N q P b +
R - + - + r K -

**18. Nb1 Qb7 19. Nc3 Nc7 20. Nb5 Qc6 21. Nxc7 Qxc7 22. Qb5 Ra8 23. c3
Rxa1
24. Rxa1 Rb8 25. Ra6 Bf8 26. Bf1 Kg7 27. Qa4 Rb7 28. Bb5**

- + - + - L - +
+ t D s + x J x
r X - + - + x +
+ b X - X - + -
q + - + p + - +
+ - P - B - P p
- P - + - P - +
+ - + - + - K -

White's domination of the Q-side is complete

**28... Nb8 29. Ra8 Bd6 30. Qd1 Nc6 31. Qd2 h5 32. Bh6+ Kh7 33. Bg5 Rb8
34.
Rxb8 Nxb8 35. Bf6 Nc6 36. Qd5 Na7 37. Be8 Kg8 38. Bxf7+ Qxf7 39. Qxd6
1-0**

Hennigan - Hastings, Dundee, 1993

**1. e4 c6 2. d3 d5 3. Nd2 g6 4. Ngf3 Bg7 5. Be2 Nd7 6. O-O Qc7 7. Re1 Ngf6
8.
Bf1 Nb6 9. a4 a5 10. c3 O-O**

t + l + - T j +
+ x D - X x L x
- S x + - S x +
X - + x + - + -
p + - + p + - +
+ - P p + n + -
- P - N - P p P
R - B q R b K -

If Black omits ...e5, White can proceed with the usual attack.

**11. e5 Ng4 12. d4 h5 13. Nb3 Nh6 14. Bf4 Bg4 15. h3 Bxf3 16. Qxf3 e6 17.
g4
hxg4 18. hxg4 Qe7 19. Nc5 Nc8 20. Qh3 g5 21. Bg3 b6 22. Nd3 c5**

t + s + - T j +
+ - + - D x L -
- X - + x + - S
X - X x P - X -
p + - P - + p +
+ - P n + - B q
- P - + - P - +
R - + - R b K -

23. f4 f5 24. exf6 Qxf6 25. Ne5 Ra7 26. Bd3 cxd4 27. Qh5

- + s + - T j +
T - + - + - L -
- X - + x D - S
X - + x N - X q
p + - X - P p +
+ - P b + - B -
- P - + - + - +
R - + - R - K -

1-0

C3. KIA vs. French 1. e4 e6: 1. e4 e6 2. d3 d5 3. Nd2

The lines mostly start with

2. d3 d5

2...c5 is also good; it can transpose to French lines considered below or stray into the Sicilian section.

3. Nd2 Nf6 4. Ngf3

Now after 4...c5 we enter the 'long variation' with

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1

or

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 Bd6 6. Bg2 Nge7 7. O-O O-O

See below for examples: all the same ideas and sacrifices crop up over and over again in your own games. The attack is good fun to play for White, and many Black players have come unstuck against it.

The important theory you must know about is, what if Black tries to avoid the long variation? This can be awkward. I recommend you play 4. Ngf3, waiting for ...c5 until you play g3. Let's see why:

C3.1 Variations with 4. g3

Black, having seen you commit yourself to g3, can try and mess you up with either ...dxe4 or ...b6.

C3.1.1 French with 4... dxe4

5. dxe4 e5 6. Ngf3 Bc5 7. Bg2 Nc6

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | j | + | - | T |
| X | x | X | - | + | x | X | x |
| - | + | s | + | - | S | - | + |
| + | - | L | - | X | - | + | - |
| - | + | - | + | p | + | - | + |

+ - + - + n P -
p P p N - P b P
R - B q K - + r

8. O-O O-O 9. Qe2 a5 10. Nc4 Qe7

t + l + - T j +
+ x X - D x X x
- + s + - S - +
X - L - X - + -
- + n + p + - +
+ - + - + n P -
p P p + q P b P
R - B - + r K -

now c3 or Ne3, with only a small White advantage.

C3.1.2 French with 4...b6

5. Bg2 Bb7

[The sneaky 5... Be7 should be met by 6. e5

[not 6. Ngf3 dxe4 7. dxe4 Ba6]

6...Nfd7 7. Ngf3 c5 8. O-O Nc6 9. Re1 Qc7 10. Qe2

t + l + j + - T
X - D s L x X x
- X s + x + - +
+ - X x P - + -
- + - + - + - +
+ - + p + n P -

p P p N q P b P
R - B - R - K -

holding the Pe5]

Now

6. e5 Nfd7

and ...f6 will be awkward.

C3.2 Variations with 4. Ngf6

C3.2.1 French with 4... b6

This is now more easily met, not by

[5. g3 dxe4 6. dxe4 Bb7 7. e5

[7. Qe2 Ba6]

7... Ne4 with an easy game]

nor

5. Qe2 Be7 6. g3 c5 7. Bg2 Nc6 8. O-O O-O 9. e5 Ne8 10. Re1 f5 11. exf6

Bxf6

*t + l D s T j +
X - + - + - X x
- X s + x L - +
+ - X x + - + -
- + - + - + - +
+ - + p + n P -
p P p N q P b P
R - B - R - K -*

about equal =]

but by

5. e5 Nfd7 6. d4 c5 7. c3

with a normal-looking French

C3.2.1 French with 4... Nc6

Black plans simple development. You can play the very sensible

5. Be2

[5. g3 is also played, but is not necessarily the best square for the bishop e.g. 5... dxe4 6. dxe4 Bc5 7. Bb5 Bd7 8. O-O O-O 9. Qe2 Qe7 10. e5 Nd5 11. Ne4 Bb6 12. a3 f6]

5... dxe4 6. dxe4 Bc5 7. O-O O-O 8. c3 e5 9. b4

[9. Qc2 a5 = Radulov-Mednis1970]

9... Bb6 10. Qc2 Re8 =

Example games C3

Ciocaltea - Kozma, Sochi, 1963

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1

[8. e5 Ng4 9. Re1 f6 10. exf6 Bxf6 11. Nf1 += Evans-Bisguier 1955]

8... Qc7 9. e5 Nd7 10. Qe2 b5 11. Nf1 a5 12. h4 b4 13. Bf4 Ba6 14. Ne3 Ra7 15. h5 Rc8 16. h6 g6

- + t + - + j +
T - D s L x + x
l + s + x + x P
X - X x P - + -
- X - + - B - +
+ - + p N n P -
p P p + q P b +
R - + - R - K -

17. Nxd5

Always this same sacrifice with the Q on c7 and the B on f4

17...exd5 18. e6 Qd8 19. exf7+

- + t D - + j +
T - + s L p + x
l + s + - + x P
X - X x + - + -
- X - + - B - +
+ - + p + n P -
p P p + q P b +
R - + - R - K -

19... Kh8

[19... Kxf7 20. Qe6+ Kf8 21. Ng5 Bxg5 22. Bxd5]

20. Ne5

- + t D - + - J
T - + s L p + x
l + s + - + x P
X - X x N - + -
- X - + - B - +
+ - + p + - P -
p P p + q P b +
R - + - R - K -

Black's pieces are too far away to contrive a defence.

20... Nf6

[20... Raa8 21. Nxc6 Rxc6 22. Be5+ Nxe5 23. Qxe5+ Bf6 24. Qe8+ Qxe8
25. fxe8=Q+ Rxe8 26. Rxe8#]

21. Nxc6 Rxc6 22. Qe5 Rd6 23. Bxd5

- + - D - + - J
T - + - L p + x
l + - T - S x P
X - X b Q - + -
- X - + - B - +
+ - + p + - P -
p P p + - P - +
R - + - R - K -

23... Bb5

[23... Rxd5 24. Qxf6+ Bxf6 25. Re8+ Qxe8 26. fxe8=Q#]

24. Bg5 Bc6 25. Bxc6 Rxc6 1-0

26. Qxf6+ Rxf6 27. Bxf6+ Bxf6 28. Re8+ Qxe8 29. fxe8=Q#

Fischer,RJ - Geller,U, Natanya, 1968

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 Qc7 9. e5 Nd7 10. Qe2 b5 11. Nf1 a5 12. h4 Nd4 13. Nxd4 cxd4 14. Bf4 Ra6

- + l + - T j +
+ - D s L x X x
t + - + x + - +
X x + x P - + -

- + - X - B - P
+ - + p + - P -
p P p + q P b +
R - + - R n K -

15. Nh2

[The sacrifice is too early, I think: 15. Bxd5 Bb4 16. Reb1

[16.Rfc1? exd5; 17.e6, Rxe6; 18.Qxe6, Qxf4; 19.Qxd7, Qxc1! -+]

16... exd5 17. e6 Bd6 18. exd7 Bxd7 =]

15... Rc6 16. Rac1

- + l + - T j +
+ - D s L x X x
- + t + x + - +
X x + x P - + -
- + - X - B - P
+ - + p + - P -
p P p + q P b N
+ - R - R - K -

16... Ba6

[16... Qb6]

17. Bxd5 exd5

[17... Rc5 18. Be4 Rc8

[18...Nxe5? 19.c3!]

19. Nf3 Rxc2 20. Rxc2 Qxc2 21. Nxd4 Qxe2 22. Nxe2 Nc5]

18. e6 Qd8

[18... Bd6 19. Bxd6 Rxd6 20. exd7 Qxd7 21. Nf3 +-]

19. exd7 Re6 20. Qg4 f5 21. Qh5 Qxd7 22. Nf3 g6 23. Qh6 Bf6 24. Rxe6

- + - + - T j +
+ - + d + - + x
l + - + r L x Q
X x + x + x + -
- + - X - B - P
+ - + p + n P -
p P p + - P - +
+ - R - + - K -

1-0

Bronstein - Uhlmann, Moscow, 1971

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 b5 9. e5 Nd7 10. Nf1 a5 11. h4 b4 12. Bf4 Ba6 13. Ng5

Alternatives include 13.g4, 13.N1h2, 13.Ne3 and 13. h5

13... Qe8 14. Qg4

t + - + d T j +
+ - + s L x X x
l + s + x + - +
X - X x P - N -
- X - + - B q P
+ - + p + - P -
p P p + - P b +
R - + - R n K -

[not 14. Qh5 h6 15. Nf3 f5]

14... a4??

[14... Kh8]

15. Nxe6 1-0

Fischer - Miagmasuren, Sousse, 1967

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 b5 9. e5 Nd7 10. Nf1 a5 11. h4 b4 12. Bf4 a4

Now a fine defensive move

13. a3 bxa3 14. bxa3

t + l D - T j +

+ - + s L x X x
- + s + x + - +
+ - X x P - + -
x + - + - B - P
P - + p + n P -
- + p + - P b +
R - + q R n K -

14... Na5

[14... Ba6 or 14...Nd4]

15. Ne3 Ba6 16. Bh3 d4 17. Nf1 Nb6 18. Ng5 Nd5

[18... h6 19. Ne4 c4]

19. Bd2

t + - D - T j +
+ - + - L x X x
l + - + x + - +
S - X s P - N -
x + - X - + - P
P - + p + - P b
- + p B - P - +
R - + q R n K -

19... Bxg5

[19...c4 or 19... h6 20. Nxe6 fxe6 21. Bxe6+ Kh8 22. Bxa5 Qxa5 23. Bxd5]

20. Bxg5 Qd7 21. Qh5 Rfc8 22. Nd2 Nc3 23. Bf6!

t + t + - + j +
+ - + d + x X x
l + - + x B - +
S - X - P - + q
x + - X - + - P
P - S p + - P b
- + p N - P - +
R - + - R - K -

23... Qe8

[23... gxf6 24. exf6 Kh8 25. Nf3 Nd5 26. Ng5 Nxf6 27. Qh6 Qe7 28. Bf5 Rg8 29. Nxf7]

24. Ne4 g6 25. Qg5 Nxe4 26. Rxe4 c4 27. h5 cxd3 28. Rh4

t + t + d + j +
+ - + - + x + x
l + - + x B x +
S - + - P - Q p
x + - X - + - R
P - + x + - P b
- + p + - P - +
R - + - + - K -

28... Ra7

[28... dxc2 29. hxg6 c1=Q+ 30. Rxc1 Rxc1+ 31. Kh2 fxg6 32. Rxh7]

29. Bg2 dxc2

[29... Qf8 30. Be4 dxc2 31. hxg6 fxg6 32. Bxg6 hxg6 33. Rh8+ Kf7 34. Rh7+ Ke8 35. Rxa7]

30. Qh6 Qf8 31. Qxh7+

- + t + - D j +
T - + - + x + q
l + - + x B x +
S - + - P - + p
x + - X - + - R
P - + - + - P -
- + x + - P b +
R - + - + - K -

1-0

31... Kxh7 32. hxg6+ Kxg6 33. Be4#

Fischer - Ivkov, Santa Monica, 1967

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 Bd6 6. Bg2 Nge7 7. O-O O-O

t + l D - T j +
X x + - S x X x
- + s L x + - +
+ - X x + - + -
- + - + p + - +
+ - + p + n P -
p P p N - P b P
R - B q + r K -

Black's reaction looks logical and solid. But Fischer's reaction is so sharp and convincing that it put people off repeating it for years!

8. Nh4 b6 9. f4 dxe4 10. dxe4 Ba6 11. Re1 c4 12. c3 Na5 13. e5 Bc5+ 14. Kh1 Nd5 15. Ne4

```
t + - D - T j +
X - + - + x X x
l X - + x + - +
S - L s P - + -
- + x + n P - N
+ - P - + - P -
p P - + - + b P
R - B q R - + k
```

The familiar White:King's-side/ Black: Queen's-side split has appeared.

15... Bb7 16. Qh5 Ne7 17. g4

```
t + - D - T j +
X l + - S x X x
- X - + x + - +
S - L - P - + q
- + x + n P p N
+ - P - + - + -
p P - + - + b P
R - B - R - + k
```

Ready or not, here we come! Black decide to exchange the dangerous Ne4, but the recapture forces him to weaken the K-side.

17... Bxe4 18. Bxe4 g6 19. Qh6 Nd5 20. f5 Re8 21. fxg6 fxg6

t + - D t + j +
X - + - + - + x
- X - + x + x Q
S - L s P - + -
- + x + b + p N
+ - P - + - + -
p P - + - + - P
R - B - R - + k

The position is ripe for sacrifice.

**22. Nxg6 Qd7 23. Nf4 Rad8 24. Nh5 Kh8 25. Nf6 Nxf6 26. exf6 Rg8 27. Bf4
Rxc4
28. Rad1 Rdg8 29. f7 1-0**

**C4. KIA vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2.
d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2**

*Black has a lot of choice, as usual. In this system with 2. d4
instead of 2.
d3, White means to play in the centre and hold on to the space by
restraining
Black's pawn breaks. When everything is secure and development is
complete,
you can think about where to expand yourself.*

Example games C4

Short - Donner, Amsterdam, 1982 [B07]

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 Bg7 5. g3 O-O 6. Bg2 e5 7. O-O

[7. h3 is better]

7... exd4

[7... Nc6 is much better]

8. Nxd4 Nc6 9. Nde2

```
t + l D - T j +
X x X - + x L x
- + s X - S x +
+ - + - + - + -
- + - + p + - +
+ - N - + - P -
p P p + n P b P
R - B q + r K -
```

Avoiding exchanges

9... Re8 10. h3 Nd7 11. Kh2 Nb6 12. a4 a5 13. b3

```
t + l D t + j +
+ x X - + x L x
```

- S s X - + x +
X - + - + - + -
p + - + p + - +
+ p N - + - P p
- + p + n P b K
R - B q + r + -

Black has little counterplay, and can just wait for White to decide how and when to break. Short is a genius in these positions.

**13... Nb4 14. Be3 Nd7 15. Qd2 Nc5 16. Rad1 Qe7 17. Rfe1 Nca6 ?! 18. Nf4 Bd7
19. Nfd5 Qd8 20. Bg5 f6 21. Be3 Bc6 22. Bd4 Bd7 23. Be3 Nxd5 24. Nxd5 b6?**

t + - D t + j +
+ - X l + - L x
s X - X - X x +
X - + n + - + -
p + - + p + - +
+ p + - B - P p
- + p Q - P b K
+ - + r R - + -

Thous shalt not open lines for your opponent's fianchettoed bishop

25. e5 Rxe5 26. Nxb6 cxb6 27. Qxd6

t + - D - + j +
+ - + l + - L x
s X - Q - X x +
X - + - T - + -
p + - + - + - +
+ p + - B - P p

- + p + - P b K
+ - + r R - + -

27... Rxe3 28. Rxe3 Ra7 29. Re7 Nb8 30. Qe6+ 1-0

C5. KIA vs. Sicilian

The KIA can be played against all lines of the Sicilian, and in fact many

French variations start off in the Sicilian (e.g. 1.e4 c5 2.Nf3 e6 3.d3).

Again, we won't bother too much about variations and get straight into the games. A few you do need to know about:

C5.1 KIA Sicilian with 2...d6

3. g3 Nc6 4. Bg2

t + l D j L s T
X x + - X x X x
- + s X - + - +
+ - X - + - + -
- + - + p + - +
+ - + - + n P -
p P p P - P b P
R n B q K - + r

C5.1.1 Sicilian with 4... g6

The best way to develop the Bf8.

5. O-O Bg7 6. c3 e5 7. d3 Nge7 8. Nbd2 O-O 9. a4 h6 10. Nc4 Be6 11. Qe2 Qc7

t + - + - T j +
X x D - S x L -
- + s X l + x X
+ - X - X - + -
p + n + p + - +
+ - P p + n P -
- P - + q P b P
R - B - + r K -

Now either 12. Nfd2 or 12. Bd2 with only a small edge.

C5.1.2 Sicilian with 4... Nf6

Forces d3 and avoids c3/d4 lines.

5. d3 g6 6. O-O Bg7 7. Nbd2 O-O 8. a4

t + l D - T j +
X x + - X x L x
- + s X - S x +
+ - X - + - + -
p + - + p + - +
+ - + p + n P -
- P p N - P b P
R - B q + r K -

As in a couple of Bobby Fischer games from the early part of his career.

C5.2 KIA Sicilian with ...e6 and ...g6

If Black plays the Bf8 to e7 or d6 we have French lines. But Nc6 and Ng7 is the best set-up for Black against the Closed Sicilian, and many will play it against the KIA.

After

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7

you can play the traditional

8. Re1 (Yudasin-Jukic, 1989)

or the new and exciting line

8. exd5 (Dvoretsky - Vulfsson, 1986)

Both are given below.

You can also play g3 lines in most variations of the Open Sicilian:

1. e4 c5

2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. g3.

Example games C5

Fischer, Robert J - Sherwin, James T, New Jersey, 1957

**1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 Nf6 5. Bg2 Be7 6. O-O O-O 7. Nbd2 Rb8
8.
Re1 d6 9. c3 b6 10. d4 Qc7 11. e5 Nd5 12. exd6 Bxd6 13. Ne4 c4**

- T l + - T j +
X - D - + x X x
- X s L x + - +
+ - + s + - + -
- + x P n + - +
+ - P - + n P -
p P - + - P b P
R - B q R - K -

*Characteristically, Fischer selects the simple and clear theme of
winning the
bishop pair.*

14. Nxd6 Qxd6 15. Ng5 Nce7 16. Qc2 Ng6 17. h4 Nf6

- T l + - T j +
X - + - + x X x
- X - D x S s +
+ - + - + - N -
- + x P - + - P
+ - P - + - P -
p P q + - P b +
R - B - R - K -

"Tactics flow from a superior position" - Fischer

18. Nxf7 Nxf7 19. h5 Nh4 20. Bf4 Qd8 21. gxh4 Rb7 22. h6 Qxh4 23. hxg7 Kxg7 24. Re4 Qh5 25. Re3 f5 26. Rh3 Qe8 27. Be5+ Nf6 28. Qd2 Kf7 29. Qg5 Qe7 30. Bxf6 Qxf6

- + l + - T - +
X t + - + j + -
- X - + x D - +
+ - + - + x Q -
- + x P - + - +
+ - P - + - + r
p P - + - P b +
R - + - + - K -

31. Rh7+ Ke8 32. Qxf6 Rxh7 33. Bc6+ 1-0

Smyslov - Botvinnik, USSR Ch, 1955

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. d3 c5 6. e4 Nc6 7. Nbd2 d6 8. a4

t + l D - T j +
X x + - X x L x
- + s X - S x +
+ - X - + - + -
p + - + p + - +
+ - + p + n P -
- P p N - P b P
R - B q + r K -

A standard flexible set-up for White

8... Ne8 9. Nc4 e5 10. c3 f5

t + l D s T j +
X x + - + - L x
- + s X - + x +
+ - X - X x + -
p + n + p + - +
+ - P p + n P -
- P - + - P b P
R - B q + r K -

White has prepared a strong positional pawn sacrifice

**11. b4 cxb4 12. cxb4 fxe4 13. dxe4 Be6 14. Ne3 Nxb4 15. Rb1 a5 16. Ba3
Nc7
17. Bxb4 axb4 18. Rxb4 Bh6 19. Rb6 Bxe3 20. fxe3 Bc4**

t + - D - T j +
+ x S - + - + x
- R - X - + x +
+ - + - X - + -
p + l + p + - +
+ - + - P n P -
- + - + - + b P
+ - + q + r K -

The Black game is teetering

**21. Rxd6 Qe8 22. Re1 Rf7 23. Ng5 Re7 24. Bf1 Bxf1 25. Rxf1 Qxa4 26. Rd8
+ Re8**

27. Qf3 Qc4 28. Rd7 1-0

Yudasin-Jukic, Bern 1989

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8. Re1 b6 9. h4 h6 10. c3 a5 11. a4 Ra7

All as in Ljubojevic-Kasparov, Niksic 1983. Now best is

12. exd5 exd5 13. Nb3 d4 14. cxd4 cxd4 15. Bf4

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| - | + | l | D | j | + | - | T |
| T | - | + | - | S | x | L | - |
| - | X | s | + | - | + | x | X |
| X | - | + | - | + | - | + | - |
| p | + | - | X | - | B | - | P |
| + | n | + | p | + | n | P | - |
| - | P | - | + | - | P | b | + |
| R | - | + | q | R | - | K | - |

...with White's pieces being better placed in the more open position.

15... O-O 16. Ne5 Nxe5 17. Bxe5 Bxe5 18. Rxe5 Qd6 19. Qe2 Be6 20. Nd2 Nc6

Now a great exchange sacrifice

21. Rxe6 fxe6 22. Nc4 Qd7

- + - + - T j +
T - + d + - + -
- X s + x + x X
X - + - + - + -
p + n X - + - P
+ - + p + - P -
- P - + q P b +
R - + - + - K -

Black has no counterplay

**23. Nxb6 Qe8 24. Rc1 Ne7 25. Qxe6+ Qf7 26. Qe2 Qb3 27. Nc4 Qxa4 28.
Qe6+ Kg7
29. Qb6 Rd7 30. Ne5 Rdd8**

[30... Rf6 31. Qc5]

31. Rc7 Qe8 32. Qe6 1-0

Dvoretzky - Vulfsson, USSR, 1986

**1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8.
exd5**

Black has a choice

8... exd5

[8... Nxd5 9. Nb3 b6 10. c4 Nde7 11. d4

t + l D j + - T
X - + - S x L x
- X s + x + x +

+ - X - + - + -
- + p P - + - +
+ n + - + n P -
p P - + - P b P
R - B q + r K -

with advantage]

9. d4 cxd4

[not 9... c4 releasing the tension:

10. c3 Bf5 11. Re1 O-O 12. Nf1 Re8 13. Bf4 h6 14. h4 f6 15. Ne3 Be4 16. Bh3 Kh7 17. b4 a6 18. a4 Ng8 19. g4 g5 20. Bg3 Qd7 21. Nd2 Bg6 22. Bg2 Nge7 23. f4 gxh4 24. Bxh4

t + - + t + - +
+ x + d S - L j
x + s + - X l X
+ - + x + - + -
p P x P - P p B
+ - P - N - + -
- + - N - + b +
R - + q R - K -

with advantage]

[Nor 9... Nxd4 10. Nxd4 Bxd4 11. Nb3]

10. Nb3 Qb6 11. Bg5

[Even better was 11. Bf4!

e.g. 11...Bf5

[or 11... d3 12. c3 Bf5 13. Re1 O-O 14. Nh4 Be6 15. Qxd3

*t + - + - T j +
X x + - S x L x
- D s + l + x +
+ - + x + - + -
- + - + - B - N
+ n P q + - P -
p P - + - P b P
R - + - R - K -*

with play against the IQP]

*[or 11... O-O 12. Bd6 d3 13. c3 Rd8 14. Bc5 Qc7 15. Qxd3 Nf5 16. Rfe1 Na5
17. Qb5 Nc6 18. Rad1 Nd6 19. Qe2 Ne4 20. Be3 h6 21. c4 dxc4 22. Qxc4 Rxd1 23.
Rxd1 Qe7 24. Nh4*

*t + l + - + j +
X x + - D x L -
- + s + - + x X
+ - + - + - + -
- + q + s + - N
+ n + - B - P -
p P - + - P b P
+ - + r + - K -*

with advantage]

12. Bd6 O-O 13. Re1 Rfe8 14. Bc5 Qc7 15. Bxd4 Nxd4 16. Nfxd4

t + - + t + j +
X x D - S x L x
- + - + - + x +
+ - + x + l + -
- + - N - + - +
+ n + - + - P -
p P p + - P b P
R - + q R - K -

11... Nf5

[11... O-O 12. Nfxd4 Nf5 may have been better than what was played]

12. Re1+ Be6 13. g4 Nd6

t + - + j + - T
X x + - + x L x
- D s S l + x +
+ - + x + - B -
- + - X - + p +
+ n + - + n + -
p P p + - P b P
R - + q R - K -

14. Nfxd4!!

This gives White a prolonged initiative

14...Bxd4

[14... Nxd4 15. Be3 N6b5 16. a4]

15. Nxd4 Qxd4

[15... Nxd4 16. Bf6]

16. Bxd5 O-O 17. Bxc6 Qc5

The best defence.

[17... Qxg4+ 18. Qxg4 Bxg4 19. Bg2]

[17... Qxd1 18. Raxd1 bxc6 19. Rxd6 Bxg4 20. Rxc6]

18. Bf3 Qxg5 19. Qxd6 Rac8 20. c3 Qb5 21. Rad1 Bxa2 22. Rd2 Rfd8 23. Qxd8+ Rxd8 24. Rxd8+ Kg7 25. Rd2 h5 26. h3 Be6 27. Re4 a5 28. Red4 hxg4 29.

hxg4 Qg5 30. Kg2 b6 31. Re2 Qc5 32. Kg3 Qb5 33. Rdd2 Qg5 34. Re3 Qc5

[34... f5 35. Rd4]

Time trouble I think affects both players, and the game rolls to a halt

35. Be2 Qc6 ? 36. f3 ?

[36. f4! with good winning chances]

36... g5 37. Rd4 Qc7+ 38. Kg2 Kf6 39. Bd3 Qc5 40. Be4 Qb5 41. Rd2 Qe5 42. Ree2 Qb5 43. Bb7 Qc5 44. Rd4 b5 45. Red2

```

- + - + - + - +
+ b + - + x + -
- + - + l J - +
X x D - + - X -
- + - R - + p +
+ - P - + p + -
- P - R - + k +
+ - + - + - + -

```

idea Bd5

45... Ke5 Q

If this is all too hair-raising, you can always play more quietly at move 8.

Karlsson - George, Torbay, 1994[B40]

1. e4 c5 2. Nf3 e6 3. d3 d5 4. Nbd2 Nc6 5. g3 b6 6. Bg2 Bb7 7. O-O Bd6 8. Re1 Nge7

```

t + - D j + - T
X l + - S x X x
- X s L x + - +
+ - X x + - + -
- + - + p + - +
+ - + p + n P -
p P p N - P b P
R - B q R - K -

```

9. Ng5 O-O 10. Qh5 h6 11. Ndf3 Nd4 12. e5 Bc7 13. Nxd4 cxd4 14. Nf3 Nf5 15. g4 Ne7

t + - D - T j +
X l L - S x X -
- X - + x + - X
+ - + x P - + q
- + - X - + p +
+ - + p + n + -
p P p + - P b P
R - B - R - K -

16. Bxh6 Ng6

[16... gxh6 17. Qxh6 f6 18. exf6 Nf5 19. Qg6+ Kh8 20. Rxe6 Bc8 21. gxf5 Bxe6 22. Qg7#]

17. Bd2 Qb8 18. Ng5 Rd8 19. Bb4

t D - T - + j +
X l L - + x X -
- X - + x + s +
+ - + x P - N q
- B - X - + p +
+ - + p + - + -
p P p + - P b P
R - + - R - K -

19... Nf8 20. Qxf7+ Kh8 21. Bxf8 1-0

D. A single repertoire for attacking the unusual semi-open defences

D1. Centre Counter (Scandinavian) 1...d5

In recent years several GMs have experimented with this move, and for some it is a regular part of their repertoire. Someone once described this as a line for "Black players who want to suck all the life out of the position".

After 2. exd5 Qxd5 Black will be behind in development for a long time, but will also be very solid. I have been frustrated by trying to beat this annoying defence even with a useful space advantage.

I advise you to make an immediate deviation from theory, with

1. e4 d5 2. Nc3

```

t S l D j L s T
X x X - X x X x
- + - + - + - +
+ - + x + - + -
- + - + p + - +
+ - N - + - + -
p P p P - P p P
R - B q K b N r

```

Black has a choice: advance, exchange, or defend. In practice Black does not usually defend the pawn, and any defence will transpose to lines considered above.

There is precious little published theory on this line and a lot of scope to improvise.

D1.1. Advance with 2...d4

```
t S l D j L s T
X x X - X x X x
- + - + - + - +
+ - + - + - + -
- + - X p + - +
+ - N - + - + -
p P p P - P p P
R - B q K b N r
```

White retreats with

3. Nce2

and plans to play Bc4 with ideas of attacking on the K-side.

Black should probably continue

3...e5 4. Ng3

when there is a lot of choice.

4...g6

is logical, hoping to cramp the Ng3, but the best move here is not known. The Ng3 need not stay cramped...

Van Geet - Guyt [A00] Paramaribo, 1967

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 g6 5. Bc4 Bg7 6. d3 c5 7. Nf3 Nc6 8. c3 Nge7 9. Ng5 O-O

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | D | - | T | j | + |
| X | x | + | - | S | x | L | x |
| - | + | s | + | - | + | x | + |
| + | - | X | - | X | - | N | - |
| - | + | b | X | p | + | - | + |
| + | - | P | p | + | - | N | - |
| p | P | - | + | - | P | p | P |
| R | - | B | q | K | - | + | r |

10. Nh5 Bh8 ? 11. Qf3 Qe8 12. Nf6+ Bxf6 13. Qxf6 dxc3?

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | l | + | d | T | j | + |
| X | x | + | - | S | x | + | x |
| - | + | s | + | - | Q | x | + |
| + | - | X | - | X | - | N | - |
| - | + | b | + | p | + | - | + |
| + | - | X | p | + | - | + | - |
| p | P | - | + | - | P | p | P |
| R | - | B | - | K | - | + | r |

13...Na5 was essential

14. Nxf7 Rxf7 15. Bh6 1-0

D1.2.

Exchange with 2...dxe4

White recaptures with

3. Nxe4

*t S l D j L s T
X x X - X x X x*

*- + - + - + - +
+ - + - + - + -
- + - + n + - +
+ - + - + - + -
p P p P - P p P
R - B q K b N r*

and (guess what?) plans to play 4. Bc4 with ideas of attacking on the K-side.

Now 3...c6 and 3...e6 will transpose to lines considered above.

3...Bf5 4. Ng3 Ng6 5. Bc4 e6 can also transpose to the Caro-Kann, or if you want to be independent you can go 6. Bc4 Nd7 7. d3

The best-looking move in reply is of course

3...e5

when we follow up with

4. Bc4

after which at least three correspondence(!) games have continued

4...Be7 5. Qh5 Nh6 6. d3 1-0

More careful is

4...Nc6

[The natural 4...Nf6 is bad after 5. Ng5!]

after which

5. d3 Be7 6. Nf3

6. Ng5 is to be considered; 6...Bxg5 7. Qh5

```

t + l D j + s T
X x X - + x X x
- + s + - + - +
+ - + - X - L q
- + b + - + - +
+ - + p + - + -
p P p + - P p P
R - B - K - N r

```

with the two bishops

6...h6

6...Nf6 7. Neg5 O-O 8. Nxf7 Rxf7 9. Ng5 Nd5 10. Nxf7 Kxf7 11. Qf3
reminds us of the Fried Liver in the Two Knights' Defence

7. Bb5 Qd5 8. c4 Qe6 9.O-O Bd7 10. Re1 O-O-O 11. Nc3

- + j T - + s T
X x X l L x X -
- + s + d + - X
+ b + - X - + -
- + p + - + - +
+ - N p + n + -
p P - + - P p P
R - B q R - K -

+= Van Geet-Sandklef corr 1982

Example games D1

I have included quite a lot of games in this section because they are hard to find in the books and magazines.

We will look at a few games in what is Black's strongest idea in the advance (2...d4) line, then look at a few in the exchange (2...dxe4) lines.

Brouwn,Arnold - Perrenet,Jacob cr, 1971

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6

Else 5. Bc4 will follow. This looks like Black's best idea to me.

5. Nf3 f6 6. Be2 Nh6 7. O-O c5 8. Bb5+ Nd7 9. d3 g6 10. b3 Bg7

t + - D j + - T
X x + s + - L x
- + - + l X x S
+ b X - X - + -
- + - X p + - +
+ p + p + n N -
p + p + - P p P
R - B q + r K -

White now aims to exchange the light-squared bishop

**11. Bc4 Qe7 12. Bxe6 Qxe6 13. a4 O-O-O 14. a5 f5 15. Ng5 Qe7 16. exf5
gxf5
17. a6 b6 18. Qf3 e4 19. Nxf5 Nxf5 20. Nxe4 Rdf8 21. Bg5 Qe6 22. Nc3 Bf6**

- + j + - T - T
X - + s + - + x
p X - + d L - +
+ - X - + s B -
- + - X - + - +
+ p N p + q + -
- + p + - P p P
R - + - + r K -

**23. Qa8+ Nb8 24. Qb7+ Kd8 25. Bxf6+ Rxf6 26. Ne4 Rg6 27. Qxb8+ Qc8
28. Qxa7
Ne7 29. Rfe1 Nd5 30. Qb7 Rxc2+ 31. Kxc2 1-0**

Ekebjærg, Ove - Strand, Torger cr Nielsen-mem, 1987

**1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. cxd4 cxd4
8.
Be2 Bd6 9. O-O h5 10. d3**

t + - D j + s T
X x + s + x X -
- + - L l + - +
+ - + - X - + x
- + - X p + - +
+ - + p + n N -
p P - + b P p P
R - B q + r K -

This doesn't look to me very promising for White.

**10... h4 11. Nf5 Bxf5 12. exf5 Qb6 13. Nd2 Bc7 14. Bf3 Ne7 15. Be4 Nc5
16.
Qf3 f6 17. b3 Nxe4 18. Nxe4**

t + - + j + - T
X x L - S - X -
- D - + - X - +
+ - + - X p + -
- + - X n + - X
+ p + p + q + -
p + - + - P p P
R - B - + r K -

It is considered rude to start chanting 'weak Willie WhiteSquares' in such positions

**18... Kf7 19. Ba3 Rag8 20. Bc5 Qa6 21. Rfc1 Bb8 22. Rc2 g5 23. h3 b5 24.
Bxe7 Kxe7**

- L - + - + t T
X - + - J - + -
d + - + - X - +
+ x + - X p X -

- + - X n + - X
+ p + p + q + p
p + r + - P p +
R - + - + - K -

With the exchange of the Knight, Black's position falls apart.

25. Nxf6 Kxf6 26. Rc6+ Qxc6 27. Qxc6+ Kxf5 28. g4+ hxg3 29. fxg3 1-0

Leeners - Simon, Netherlands, 1979

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. Bb5 Bd6 8. O-O f6 9. Nh4 g6 10. d3 a6 11. Ba4 b5 12. Bb3 Nf8 13. cxd4 cxd4 14. f4

t + - D j S s T
+ - + - + - + x
x + - L l X x +
+ x + - X - + -
- + - X p P - N
+ b + p + - N -
p P - + - + p P
R - B q + r K -

With the obvious threat of f5

14... Bxb3 15. Qxb3 exf4 16. Bxf4 Bxf4 17. Rxf4 Qc7 18. Rff1 Rc8 19. Rac1 Qd7 20. Rxc8+ Qxc8 21. e5 f5

- + d + j S s T
+ - + - + - + x
x + - + - + x +
+ x + - P x + -

- + - X - + - N
+ q + p + - N -
p P - + - + p P
+ - + - + r K -

22. Nhxf5 gxf5 23. Nxf5 Kd8 24. Nd6 1-0

Van Geet,Dick - Van der Zijpp,B, Haarlem, 1991

1. Nc3 d5 2. e4 d4 3. Nce2 c5 4. Ng3 Nc6 5. Bc4 g6 6. f4

t + l D j L s T
X x + - X x + x
- + s + - + x +
+ - X - + - + -
- + b X p P - +
+ - + - + - N -
p P p P - + p P
R - B q K - N r

A familiar plan.

**6... e6 7. Nf3 Bg7 8. a4 Nge7 9. d3 O-O 10. h4 e5 11. f5 gxf5 12. Ng5 Qd6
13. exf5 Bxf5 14. Nxf5 Nxf5 15. Ne4 Qg6 16. g4**

t + - + - T j +
X x + - + x L x
- + s + - + d +
+ - X - X s + -
p + b X n + p P
+ - + p + - + -
- P p + - + - +
R - B q K - + r

1-0

16... Ne3 17. Bxe3 dxe3 18. h5 e2 19. Qxe2 Qh6 20. g5 1-0

Now a few in the exchange lines

Suba,M - Bellon, Bucharest, 1978[A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 Nf6 4. Nxf6+ gxf6 5. Bc4 Nc6 6. Qh5

```

t + l D j L - T
X x X - X x + x
- + s + - X - +
+ - + - + - + q
- + b + - + - +
+ - + - + - + -
p P p P - P p P
R - B - K - N r

```

White is trying to get Black to play ...e6, locking in the Bc8

6... Ne5 7. Bb3 Qd6 8. f4 Ng6 9. Ne2 f5 10. d4 Be6 11. g4

```

t + - + j L - T
X x X - X x + x
- + - D l + s +
+ - + - + x + q
- + - P - P p +
+ b + - + - + -

```


p P p + n + - P
R - B - K - + r

Well, the bishop is out on e6, but White now embarks on a long and unclear

attacking sequence that eventually nets him material.

**11... Bxb3 12. axb3 Qd5 13. Rf1 e6 14. c4 Qe4 15. gxf5 exf5 16. Bd2 Qc2
17.
Rc1 Qxb3 18. Qxf5 Be7 19. Qg4 Bh4+ 20. Ng3**

t + - + j + - T
X x X - + x + x
- + - + - + s +
+ - + - + - + -
- + p P - P q L
+ d + - + - N -
- P - B - + - P
+ - R - K r + -

It's hard to say whose king is more in danger!

20... Kf8 21. Rf2 Re8+ 22. Kf1 Qd3+ 23. Kg1 Qxd4 24. Bc3 Qe3

- + - + t J - T
X x X - + x + x
- + - + - + s +
+ - + - + - + -
- + p + - P q L
+ - B - D - N -
- P - + - R - P
+ - R - + - K -

25. Re1 Qxe1+ 26. Bxe1 Rxe1+ 27. Rf1 Bxg3 28. hxg3 Re3 29. f5 Ne5 30. Qd4 1-0

Ratsch - Schwarz, DDR tt, 1969 [A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 Nc6 4. Bc4 e6

This could have arisen from the French Defence.

5. Nf3 Be7 6. O-O Nf6 7. Ng3 O-O 8. d4 a6 9. c3

t + l D - T j +
+ x X - L x X x
x + s + x S - +
+ - + - + - + -
- + b P - + - +
+ - P - + n N -
p P - + - P p P
R - B q + r K -

White is simply a little better all round.

9... b5 10. Bb3 Bb7 11. Re1 Na5 12. Bc2 Nc4 13. Qd3 Bxf3 14. Qxf3 Qd5 15. Ne4 Nd6 16. Nxf6+ Bxf6 17. Qh3 g6 18. Bh6 Rfe8

t + - + t + j +
+ - X - + x + x
x + - S x L x B
+ x + d + - + -

- + - P - + - +
+ - P - + - + q
p P b + - P p P
R - + - R - K -

White's more active pieces are nagging away at the Black position

**19. Bb3 Nc4 20. Bf4 Qc6 21. Bc2 Rad8 22. Be4 Qb6 23. Qf3 e5 24. dxe5
Bxe5
25. Bg5 f6 26. Bh6 Kh8 27. Bc6 Re6 28. Rad1**

- + - T - + - J
+ - X - + - + x
x D b + t X x B
+ x + - L - + -
- + s + - + - +
+ - P - + q + -
p P - + - P p P
+ - + r R - K -

Black's back rank is in danger

28... Red6 29. Rxd6 Rxd6 30. Bxb5 1-0

Told you!

Schlenker,Rainer - Zimmermann,G, Heidelberg, 1985[A00]

1. Nc3 e6 2. Nf3 d5 3. e4 c5 4. exd5 exd5 5. d4

This could have arisen from the French Defence.

```
t S l D j L s T
X x + - + x X x
- + - + - + - +
+ - X x + - + -
- + - P - + - +
+ - N - + n + -
p P p + - P p P
R - B q K b + r
```

Black has been tempted to occupy the centre, but this move show it up as a target (6.dxc5, exposing the d-pawn, is one threat). So Black decides to seal off the centre on the ninth move.

5... Nc6 6. Bb5 a6 7. Bxc6+ bxc6 8. O-O Bd6 9. Be3 c4 10. Ne5 Qc7 11. Qh5 Be6 12. f4 g6 13. Qh4

```
t + - + j + s T
+ - D - + x + x
x + x L l + x +
+ - + x N - + -
- + x P - P - Q
+ - N - B - + -
p P p + - + p P
R - + - + r K -
```

Black's centre is more of a liability than an asset.

13... Be7 14. Qg3 f6 15. f5 fxe5 16. fxe6 Bd6 17. Rf7 Ne7 18. Qh4

t + - + j + - T
+ - D - S r + x
x + x L p + x +
+ - + x X - + -
- + x P - + - Q
+ - N - B - + -
p P p + - + p P
R - + - + - K -

18... Nf5 19. Rxc7 Nxb4 20. Rxc6 Nf5 21. Nxd5 exd4 22. Bg5 1-0

Staples, M - Lee, G, England, 1976[A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 e6 4. Bc4 Be7 5. Qg4 g6 6. Qe2 Nc6 7. Nf3

t + l D j + s T
X x X - L x + x
- + s + x + x +
+ - + - + - + -
- + b + n + - +
+ - + - + n + -
p P p P q P p P
R - B - K - + r

This could have arisen from a French Defence.

7... e5 8. Bb5 f5

t + l D j + s T
X x X - L - + x
- + s + - + x +

+ b + - X x + -
- + - + n + - +
+ - + - + n + -
p P p P q P p P
R - B - K - + r

*Black has been tempted to lash out before completing his development.
Punishment is swift.*

**9. Nxe5 fxe4 10. Qc4 Nh6 11. d3 Bd7 12. Bxc6 Bxc6 13. Nxc6 bxc6 14.
Bxh6**

t + - D j + - T
X - X - L - + x
- + x + - + x B
+ - + - + - + -
- + q + x + - +
+ - + p + - + -
p P p + - P p P
R - + - K - + r

Black is busted.

14... Qd5 15. Qxe4 Qxe4+ 16. dxe4 Bf6 17. O-O-O Rb8 18. e5 1-0

Van Geet, Dick - Lee, Wijk aan Zee III, 1979[A00]

**1. Nc3 d5 2. e4 dxe4 3. Nxe4 e6 4. Nf3 Nd7 5. Bc4 Ngf6 6. d3 Be7 7. Qe2
a6
8. O-O**

t + l D j + - T
+ x X s L x X x
x + - + x S - +
+ - + - + - + -
- + b + n + - +
+ - + p + n + -
p P p + q P p P
R - B - + r K -

White has nicely centralised development, against another French-style line.

8... b5 9. Bb3 Bb7 10. c3 O-O

White siezes on the d6 square.

11. Bf4 c5 12. Nd6 Bxf3 13. Qxf3 e5

t + - D - T j +
+ - + s L x X x
x + - N - S - +
+ x X - X - + -
- + - + - B - +
+ b P p + q + -
p P - + - P p P
R - + - + r K -

White's next move must have been a shock. If ...exf4, Re1 with advantage.

14. Nf5 c4 15. Bh6 cxb3 16. Bxg7 Ne8 17. Qg3 Bg5 18. Bh6 Kh8 19. Bxg5 f6 20. Be3 bxa2 21. Rxa2 Qc7 22. Qf3 Nd6 23. Raa1 Nxf5 24. Qxf5 Rg8 25. Qf3 a5 26.

d4

t + - + - + t J
+ - D S + - + x
- + - + - X - +
X x + - X - + -
- + - P - + - +
+ - P - B q + -
- P - + - P p P
R - + - + r K -

Black's game falls apart after this line-opening strike.

26... a4 27. dxe5 fxe5 28. Qd5 Rab8 29. Rad1 Nf6 30. Qe6 Rg6 31. Rfe1 Qb7
32. g3 Ng4 33. Qf5 Rbg8 34. Rd7 Qc8 35. Red1 a3 36. bxa3 Qxc3 37. Bg5 Qxa3 38.
Qxg4 Rxg5 39. Qh4 h5 40. Qe4 R8g7 41. Rd8+ Rg8 42. R1d7 Qa1+ 43. Kg2 R5g7
1-0

D2. Gurgenidze Defence ...c6/...d5/...g6

Black plans to gum everything up by encouraging e5, then developing around it.

I assume you don't want this to happen, and want to avoid it. You can if you are careful with move order.

1. e4 c6 2. d4 d5 3. Nd2!

1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. Bc4!

1. e4 g6 2. d4 c6 3. c4!

Example games D2

Tong, Y - Webster, A [B08], Ch World Cadet's (under 18), Singapore

1. e4 g6 2. d4 Bg7 3. Nc3 c6

Black intends ...d5.

4. Bc4 d6 5. Nf3 Nf6 6. O-O d5 7. Bd3 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nd7 10. Re1 O-O 11. c3

```

t + l D - T j +
X x + s X x L x
- + x + - + x +
+ - + - + - + -
- + - P b + - +
+ - P - + n + -
p P - + - P p P
R - B q R - K -

```

This position reminds me rather of the Colle.

**11... c5 12. Bg5 Nf6 13. Bc2 cxd4 14. Nxd4 Re8 15. Bb3 Qa5 16. Bh4 Bg4
17.
Qd3 Rad8 18. Qc4 Nd5 19. h3 Bc8**

- + l T t + j +
X x + - X x L x
- + - + - + x +
D - + s + - + -
- + q N - + - B
+ b P - + - + p
p P - + - P p +
R - + - R - K -

White continues to improve his position, and has more space.

**20. Bxe7 Rd7 21. Bh4 Rf8 22. Rad1 a6 23. Nf3 Nf6 24. Rxd7 Bxd7 25. Ng5
Bc6
26. Qd3 h6**

- + - + - T j +
+ x + - + x L -
x + l + - S x X
D - + - + - N -
- + - + - + - B
+ b P q + - + p
p P - + - P p +
+ - + - R - K -

Time for the harvest.

27. Nxf7 Bd5 28. Bxf6 Bxb3 29. Qxg6 1-0

Bousum,J - Forbis,R [B08], It (open), Chicago

1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. Bc4 d6

Again, the ...d5 idea is discouraged.

5. Nf3 Nf6 6. Bb3 O-O 7. O-O Na6 8. Qe2 Qa5 9. Bd2 Qh5 10. e5

t + l + - T j +
X x + - X x L x
s + x X - S x +
+ - + - P - + d
- + - P - + - +
+ b N - + n + -
p P p B q P p P
R - + - + r K -

10... dxe5 11. dxe5 Ng4 12. Rfe1 Nc7 13. h3 Nh6 14. Ne4 Be6

t + - + - T j +
X x S - X x L x
- + x + l + x S
+ - + - P - + d
- + - + n + - +
+ b + - + n + p
p P p B q P p +
R - + - R - K -

15. Ng3 1-0

D3. Nimzovitch Defence

```

t + l D j L s T
X x X x X x X x
- + s + - + - +
+ - + - + - + -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b N r

```

Surprising numbers of master games in the 1.e4 e5 2. Nf3 Nc6 openings actually start 1. e4 Nc6 2. Nf3 e5. Not what I recommend...

1. e4 Nc6 2. d4 d5 3. Nc3 dxe4

[3... e6 4. e5 is The Guimard Variation, a poor line of the French where Black can hit at the centre only by losing time with the Knight to play ...c5, or risk exposing the King with ...f6]

4. d5

```

t + l D j L s T
X x X - X x X x
- + s + - + - +
+ - + p + - + -
- + - + x + - +
+ - N - + - + -
p P p + - P p P
R - B q K b N r

```

4...Ne5

[4... Nb8 5. f3 exf3 6. Qxf3 Nf6 7. Bf4 a6 8. h3

```
t S l D j L - T
+ x X - X x X x
x + - + - S - +
+ - + p + - + -
- + - + - B - +
+ - N - + q + p
p P p + - + p +
R - + - K b N r
```

+ -]

5. Qd4

[5. f3 and 5. Bf4 are alternatives]

After 5. Qd4 White has a nice game.

Example games D3

Goring - NN, Berlin, 1890[B00]

1. Nc3 Nc6 2. d4 d5 3. e4 dxe4 4. d5 Ne5

After an unusual start we arrive at the usual Nimzovitch line

5. Bf4 Bg4

```
t + - D j L s T
X x X - X x X x
- + - + - + - +
+ - + p S - + -
- + - + x B l +
+ - N - + - + -
p P p + - P p P
R - + q K b N r
```

Black provokes a great combination

6. Bxe5 Bxd1 7. Bb5+ c6 8. dxc6

```
t + - D j L s T
X x + - X x X x
- + p + - + - +
+ b + - B - + -
- + - + x + - +
+ - N - + - + -
p P p + - P p P
R - + l K - N r
```

8... Bg4 9. cxb7+ Bd7 10. Bxd7+ Kxd7 11. O-O-O+ Ke6 12. Rxd8 Rxd8 13. b8=Q 1-0

Schlenker,Rainer - Fuchs,D, Germany, 1985 [B00]

1. Nc3 Nc6 2. d4 d5 3. e4 dxe4 4. d5 Ne5 5. Qd4 Ng6

t + l D j L s T
X x X - X x X x
- + - + - + s +
+ - + p + - + -
- + - Q x + - +
+ - N - + - + -
p P p + - P p P
R - B - K b N r

Again the Nimzovitch arises by transposition.

6. h4 e5 7. Qxe4 Nf6 8. Bb5+ c6 9. dxc6

t + l D j L - T
X x + - + x X x
- + p + - S s +
+ b + - X - + -
- + - + q + - P
+ - N - + - + -
p P p + - P p +
R - B - K - N r

Another Queen sacrifice!

9... Nxe4 10. c7+ Qd7 11. Bxd7+ Bxd7 12. Nxe4 Rc8 13. h5

- + t + j L - T
X x P l + x X x
- + - + - + s +

```

+ - + - X - + p
- + - + n + - +
+ - + - + - + -
p P p + - P p +
R - B - K - N r

```

Which way should the night jump?

13... Ne7 14. Nd6# 1-0

Not that way!

D4. Other defences

Rarer continuations include

D4(a) 1...b6 (Owen's Defence)

which can be met with by

2. d4 Bb7 3. Bd3

```

t S - D j L s T
X l X x X x X x
- X - + - + - +
+ - + - + - + -
- + - P p + - +
+ - + b + - + -
p P p + - P p P
R n B q K - N r

```

Black can probably develop each piece but will have trouble finding a

middle-game plan. If the centre is blocked with ...d5, then the Bb7 will suffer, and if the centre is left flexible, Black's cramped pieces may be overrun by White's pawns belting down the centre.

It was discovered that

3...f5 4. exf5 Bxg7 5. Qh5+ g6 6. fxg6 Bg7 7. gxh7+ Kf8
8. Nf3!

(8. hxg8+ is actually better for Black because White must now lose a move:
9. Qg4 Bxh1, 10. h4 Bd5! 11. h5 Be6[[opthyphen]], but 8. Ne2 may also be a strong move)

8...Nf6 9. Qg6! is probably a win for White (9...Bxh1 10. Bh6! or 9...Bxf3 10. Rg1).

So 3. Bd3 is more likely to be met with by

3...e6,

when

4. c4!

is a good reply - 4...f5 doesn't obviously lose but is still currently uncomfortable for Black.

1. e4 b6 2. d4 Bb7 3. Bd3 Nc6

may be best for Black, although White is still better.

D4(b) St. George's Defence 1...a6,

The idea of this move, popularised by Mike Basman, is that in the Owen's lines, the ...f5 sacrificial line is awful and others may lead to your Nf6 getting squashed by e5 Nd5 and c4.

So ...a6 and ...b5 hopefully gives more chances to fight back in the gambit lines, and gives an outpost on d5 if White plays e5. It all looks a bit loose to me, and some of the middle-game awkwardness of the Owen's Defence still holds.

I have always thought

1...a6

deserves to be met with a straight

2. c4 when the gambit 2...b5 3. Bxb5 Bb7 looks easily contained after 4. d3!

More natural is:

2. d4 e6

Now 3. Nc3 or 3. Bd3 lead to normal positions.

But you might fancy 3. Be3 (to slow up ...c5) 3...Bb7 4. f3 when Black is short of obvious counterplay and White may start to fancy 5. c4!. If you grab the c5 pawn, remember, the best way to treat a gambit is to be prepared to return the material to mess up your opponent's position.

1... e6 2. d4 a6 3. Bd3

```
t S l D j L s T
+ x X x + x X x
x + - + x + - +
+ - + - + - + -
- + - P p + - +
+ - + b + - + -
p P p + - P p P
R n B q K - N r
```

Basman has often played

3...b5 4. Nf3 Bb7 5. O-O c5 6. c3 Nf6 7. Re1

```
t S - D j L - T
+ l + x + x X x
x + - + x S - +
+ x X - + - + -
- + - P p + - +
+ - P b + n + -
p P - + - P p P
R n B q R - K -
```

...which he calls the Main Line. Now he has tried

7... h6

Why on earth should he do this? Well, after

7... Qb6

[7... Nc6? 8. d5 exd5 9. exd5+ Ne7 10. d6]

8. a4 cxd4 9. cxd4 Nc6 10. axb5

*t + - + j L - T
+ l + x + x X x
x D s + x S - +
+ p + - + - + -
- + - P p + - +
+ - + b + n + -
- P - + - P p P
R n B q R - K -*

10... Nb4 11. Nc3 Nxd3 12. Qxd3 axb5 13. Rxa8+ Bxa8 14. Bf4

[14. Bg5 b4]

14...Bb4 15. Bg5!

*l + - + j + - T
+ - + x + x X x
- D - + x S - +
+ x + - + - B -
- L - P p + - +
+ - N q + n + -
- P - + - P p P
+ - + - R - K -*

Black was under a lot of pressure in Nicholson-Basman 1980. Black recovered but I can't fancy Black's position]

Alternatively

[7... Be7 8. Nbd2 Nc6 9. e5 Nd5 10. dxc5 Bxc5 11. Ne4 Be7 12. a4 Qb8 13. Bg5 f6

[13... Nxe5 14. Nxe5 Qxe5 15. Nf6+]

14. exf6 gxf6 15. Bh4

*t D - + j + - T
+ l + x L - + x
x + s + x X - +
+ x + s + - + -
p + - + n + - B
+ - P b + n + -
- P - + - P p P
R - + q R - K -*

and Black is very loose, as in Lewis-Basman 1980]

In each line Bg5 was a big headache, so Basman, never deterred, tried 7...h6

8. Nbd2 Be7 9. e5 Nd5 10. dxc5 Bxc5 11. Ne4 Be7 12. a4

*t S - D j + - T
+ l + x L x X -
x + - + x + - X*

+ x + s P - + -
p + - + n + - +
+ - P b + n + -
- P - + - P p P
R - B q R - K -

Often an awkward move to meet

12... bxa4 13. Rxa4 Qc7 14. Bb1 Nb6 15. Nd6+ Bxd6 16. exd6 Qd8 17. Rg4

t S - D j + - T
+ l + x + x X -
x S - P x + - X
+ - + - + - + -
- + - + - + r +
+ - P - + n + -
- P - + - P p P
+ b B q R - K -

Hennigan-Basman 1991; White won quickly.

D4(c) the Borg Defence 1. e4 g5

t S l D j L s T
X x X x X x + x
- + - + - + - +
+ - + - + - X -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b N r

(Borg=Grob reversed) which can be met by

2. d4 h6 3. Bd3 d6

[or 3... Bg7 4. Ne2 c5 5. c3 Nc6 6. Be3

*t + l D j + s T
X x + x X x L -
- + s + - + - X
+ - X - + - X -
- + - P p + - +
+ - P b B - + -
p P - + n P p P
R n + q K - + r*

Keene

6... cxd4 7. cxd4 Qb6 8. Nbc3 Nxd4 9. Nd5!]

4. Ne2

e.g.

4...c5

Now

5. dxc5 dxc5 6. Ng3 Nc6 7. O-O Nf6 8. Re1+/-

or

5. c3 Nc6 6. O-O Nf6 7. Nd2 Qc7 8. b4

t + l + j L - T
X x D - X x + -
- + s X - S - X
+ - X - + - X -
- P - P p + - +
+ - P b + - + -
p + - N n P p P
R - B q + r K -

Nunn-Basman 1980; ...1-0

An alternative treatment is

[3. h4 g4

[3... gxh4 4. Nf3]

4. Qxg4 d5 5. Qf3 dxe4 6. Qxe4 Nf6 7. Qd3 Nc6 8. Be3 Qd5 9. Nc3

t + l + j L - T
X x X - X x + -
- + s + - S - X
+ - + d + - + -
- + - P - + - P
+ - N q B - + -
p P p + - P p +
R - + - K b N r

Example games D4

Hennigan - Accardo, Roma, 1990

1. e4 a6 2. d4 b5 3. Nf3 Bb7 4. Bd3 Nf6 5. Qe2 e6 6. a4 c5 7. dxc5 Bxc5 8. Nbd2 b4 9. e5 Ng4 10. O-O d5 11. Nb3 Ba7 12. h3 h5

```
t S - D j + - T
L l + - + x X -
x + - + x + - +
+ - + x P - + x
p X - + - + s +
+ n + b + n + p
- P p + q P p +
R - B - + r K -
```

A hasty sacrifice

13. Bg5! Qc7 14. hxg4 hxg4 15. Nfd4 g3 16. Rae1 gxf2+ 17. Rxf2 Nd7 18. Nxe6 Qb6 19. Ned4 Nc5 20. Qf3 Qc7 21. Nxc5 Bxc5 22. c3 Kf8 23. Ne6+ 1-0

A dismal game for Black.

Regis,D - Dansey,P, 1993

Please forgive this one of mine but it's the only 'belt down the centre' example I have.

1. e4 e6 2. d4 a6 3. Nf3 b5 4. Bd3 c5 5. c3 Bb7 6. O-O Nf6 7. Re1

[7. Qe2 c4]

7... Be7

[7... h6 Basman]

8. Nbd2 Nc6 9. a4 b4 10. e5 ?!

[better 10. dxc5 first, or maybe 10. Nb3 !?]

10... Nd5 11. Ne4 cxd4 12. cxd4 =+

[12. c4 Nb6 13. b3 was an interesting sacrifice that I didn't have the courage for]

12... Qb6 13. Bc4 Na5 14. b3 Rc8 15. Qd3 Qc6 16. Bg5

- + t + j + - T
+ l + x L x X x
x + d + x + - +
S - + s P - B -
p X b P n + - +
+ p + q + n + -
- + - + - P p P
R - + - R - K -

[16 ... Nxc4 probably wins a safe pawn! - 16. Bxd5 Qxd5 was the only way to hang on to it]

16... f5

[16... Nxc4 17. Bxe7 Kxe7 18. bxc4 Qxc4 19. Qd2 Qc7 20. Nd6 Rb8 21. Qg5+ with probably not enough compensation]

17. exf6 Nxf6 18. Bxf6 gxf6 19.d5

with the lines opening against the Black King, the rest is a rout.

19...Qc7 20. dxe6 Bxe4 21. exd7+ Qxd7 22. Qxe4 Nxc4 23. bxc4 Kf7 24. Rad1 Qc7 25. Qe6+ Ke8 26. Qxf6 Rf8 27. Qe6 b3 28. Ne5 1-0

[28. Ne5 Rf6 29. Qg8+ Rf8 30. Qxh7 b2 31. Qg6+]

Caillet - Paul, Paris, 1989

1. e4 e6 2. d4 b6 3. Bd3 Bb7 4. Nc3 Bb4 5. Nf3 Nf6 6. Qe2 h6

Black will regret this move...

7. O-O Bxc3 8. bxc3 d6 9. e5 Nd5 10. Bd2 Ne7 11. Rae1 d5 12. Nh4 Nd7

t + - D j + - T
X l X s S x X -
- X - + x + - X
+ - + x P - + -
- + - P - + - N

```

+ - P b + - + -
p + p B q P p P
+ - + - R r K -

```

A model position for White; the advance of the f-pawn decides because of the weakness on g6.

13. f4 c5 14. f5 c4 15. fxe6 cxd3 16. Qh5 g6 17. exf7+ 1-0

17... Kf8 18. Bxh6+ Rxh6 19. Qxh6# 1-0

Erben - Foerster, 1989

1. e4 g5 2. d4 Bg7 3. Bxg5 c5 4. Be3 cxd4 5. Bxd4 e5 6. Be3 Ne7 7. Nc3 O-O 8. Nf3 f5 9. Bc4+ Kh8 10. Ng5 Qe8 11. Nb5 Qg6 12. Nd6 Bf6 13. Ngf7+

```

t S l + - T - J
X x + x S n + x
- + - N - L d +
+ - + - X x + -
- + b + p + - +
+ - + - B - + -
p P p + - P p P
R - + q K - + r

```

1-0

E. A repertoire for attacking the unusual 1...e5 defences

I assume you will aim for the Giuoco Piano, an opening I expect you won't tire of for a year or two.

1. e4 e5 2. Nf3

This is the natural follow-up, developing the Knight to its best square and attacking the Black e-pawn. Good alternatives include 2. f4 (King's Gambit) and 2. Bc4 (Bishop's Opening), although the Vienna Opening 2. Nc3 has rather fallen from favour.

Black has all sorts of alternatives in reply to 2. Nf3, most of which needn't delay us for long. The Queen's Pawn Counter-Gambit (or Elephant Gambit) 1. e4 e5 2. Nf3 d5 can be met by 3. exd4 e4 4. Qe2 and 5. d3. The Damiano Defence 1. e4 e5 2. Nf3 f6 is refuted by 3. Nxe5! Qe7! 4. Nf3 and now both 4...Qxe4+ 5. Be2 and 4...d5 5. d3 dxe4 6. dxe4 Qxe4+ 7. Be2 leave White about to go further ahead in development with Nc3.

The most important deviations are:

Hungarian Defence with 3...Be7

Petroff's Defence 2...Nf6

This is my current recommendation for junior players against the 1. e4 player; please refer to the separate booklet.

Philidor's Defence 2...d6

This is probably the strongest of the non-standard defences, and is practiced by many strong county players.

Latvian Gambit 2...f5

It is claimed by Levy and Keene that this defence can be defeated by learning the lines that follow 3. Bc4

E1. Hungarian Defence

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7

```
t + l D j + s T
X x X x L x X x
- + s + - + - +
+ - + - X - + -
- + b + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r
```

This is a solid but passive defence with links to Philidor's Defence. It is quite in order to play

4. d4 d6

and now the books say play

5. h3,

though Spassky (an attacking player) recommends

5. Nc3

and Mednis (an endgame specialist) recommends

5. dxe5.

I think this is the easiest.

Now 5...Nxe5? 6. Nxe5 dxe5 7. Qh5!

```

t + l D j + s T
X x X - L x X x
- + - + - + - +
+ - + - X - + q
- + b + p + - +
+ - + - + - + -
p P p + - P p P
R n B - K - + r

```

!wins a pawn so the line goes

5...dxe5 6. Qxd8+ Bxd8 7. Nc3.

```

t + l L j + s T
X x X - + x X x
- + s + - + - +
+ - + - X - + -
- + b + p + - +
+ - N - + n + -
p P p + - P p P
R - B - K - + r

```

White can complete development with *Be3* and *O-O*, and should aim to keep pieces on with *a3* and/or *h3*. White can then try to open lines to exploit the space advantage and get the rooks into play.

Another line quoted by Mednis is 5. *exd5 exd5* 6. *Bd5!? Bd6* 7. *Ng5! Nh6* 8. *c3!*

E2. Philidor Defence

1. e4 e5 2. Nf3 d6

Now play

3. d4

when Black has a choice between 3...*Nd7*, 3...*Nf6* and 3...*dxe4*. 3...*f5* is occasionally played, too.

E2.1 Philidor Defence with 3...Nd7

1. e4 e5 2. Nf3 d6 3. d4 Nd7

4. Bc4

This line gives Black all sorts of headaches:

E2.1.1 Philidor Defence with 4...Be7

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 Be7

You can now win a pawn with

5. dxe5 Nxe5

(not 5...dxe5?? 6. Qd5!)

6. Nxe5 dxe5 7. Qh5!

```

t + l D j + s T
X x X s L x X x
- + - X - + - +
+ - + - X - + -
- + b P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

```

E2.1.2 Philidor Defence with 4...h6

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 h6

```

t + l D j L s T
X x X s + x X -

```

- + - X - + - X
+ - + - X - + -
- + b P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

Now

5. dxe5 Nxe5 6. Nxe5 dxe5 7.Bxf7+!

t + l D j L s T
X x X - + b X -
- + - + - + - X
+ - + - X - + -
- + - + p + - +
+ - + - + - + -
p P p + - P p P
R n B q K - + r

wins a pawn

Or

5. dxe5 dxe5 6. Bxf7+! Kxf7 7. Nxe5+ Kf6 8. Qd4

with a deadly attack.

E2.1.3 Philidor Defence with 4...Ngf6

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 Ngf6

t + l D j L - T
X x X s + x X x
- + - X - S - +
+ - + - X - + -
- + b P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

Now

5. dxe5 Nxe5

(not 5...dxe5 6. Ng5!)

6. Nxe5 dxe5 7. Bxf7+

wins a pawn:

t + l D j L - T
X x X - + b X x
- + - + - S - +
+ - + - X - + -
- + - + p + - +
+ - + - + - + -
p P p + - P p P
R n B q K - + r

7...Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2

E2.1.4 Philidor Defence with 4...c6

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6

```

t + l D j L s T
X x + s + x X x
- + x X - + - +
+ - + - X - + -
- + b P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K - + r

```

This is the only way to survive, but White can still press hard with 5. Nc3.

After 5...h6 6. a4! is the way to keep the edge. A well-known line goes:

5. Nc3 Be7 6. dxe5 dxe5 7. Ng5 Bxg5

(7...Nh6 8. Ne6! wins)

8. Qh5 g6

(or 8...Qf6 9. Bxg5 Qg6 10. Qh4 +-)

```

t + l + j + s T
X x + s + x X x
- + x + - + d +
+ - + - X - B -

```

```

- + b + p + - Q
+ - N - + - + -
p P p + - P p P
R - + - K - + r

```

Schlechter-Alekhine 1910)

9. Qxg5 Qxg5 10. Bxg5.

```

t + l + j + s T
X x + s + x + x
- + x + - + x +
+ - + - X - B -
- + b + p + - +
+ - N - + - + -
p P p + - P p P
R - + - K - + r

```

This position is much easier to play for White, and when it has been reached

White players have a huge plus score from here. White will play O-O-O and

double rooks on the d-file. There is no way for White to penetrate further

than playing Rd6 just yet, but b2-b4-b5 should either win the c6 pawn or

produce the exchange ...cxb5, Nxb5 with huge pressure.

E2.2 Philidor Defence with 3...Nf6

```

t S l D j L - T
X x X - + x X x

```

- + - X - S - +
+ - + - X - + -
- + - P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

The counterattack on the e-pawn gives Black a moment to get organised.

After

4. Nc3 Nbd7 5. Bc4 Be7

t + l D j + - T
X x X s L x X x
- + - X - S - +
+ - + - X - + -
- + b P p + - +
+ - N - + n + -
p P p + - P p P
R - B q K - + r

and now

6. dxe5

(BCO gives 6.Ng5!?),

then

6...dxe5? seems to be a mistake because of 7. Ng5 O-O 8. Bxf7+ Rxf7 9. Ne6 Qe8 10. Nc7 Qd8 11. Nxa8. Now after 11...b5 12. Nd5! should

win. Instead

6...Nxe5 7. Nxe5 dxe5 7. Qxd8+

or 7. Qe2

gives White the edge. Moves like Rd1 or O-O and f4 will keep Black sweating for some time to come.

E2.3 Philidor Defence with 3...exd4

```

t S l D j L s T
X x X - + x X x
- + - X - + - +
+ - + - + - + -
- + - X p + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

```

Generally this gives Black a long-term space problem, and White can play 4.

Nxd4, 5. Bc4, 6. O-O, 7. Re1 and so on without difficulty.

The line 4. Nxd4 g6 imitates the sharp Dragon Variation of the Sicilian but while White can still execute the standard attack on the Black King's-side (f3, Be3, Qd2, O-O-O, h4-h5, Bh6, etc.), the absence of a half-open c-file for Black makes the counterattack more difficult to get going.

Another way to play for White (as in the famous game Adams-Torre) is 4. Qxd4 Nc6 5. Bb5 Bd2 6. Bxc6 Bxc6 7. Nc3 Nf6 8. Bg5 Be7 9. O-O-O O-O 10. Rhe1

```

t + - D - T j +
X x X - L x X x
- + l X - S - +
+ - + - + - B -
- + - Q p + - +
+ - N - + n + -
p P p + - P p P
+ - K r R - + -

```

with attacking chances.

4. Nxd4 g6 5. Nc3 Bg7 6. Be3 Nf6 7. Qd2 O-O 8. O-O-O Re8

or 8...Nc6 9. f3 Nxd4 10. Bxd4 Be6 11. g4+/- BCO2

9. f3 Nc6

[now 10. g4 is given in BCO2, e.g. 10...Ne5 11. Be2 a6 12. Bh6 Bh8 13. h4 b5 13. h4 b5 14. Bg5 c5 15. Nf5! gxf5 16. gxf5 Bb7 17. Bh6 +-, Owen-Wrinn corr. 1985]

10. h4 !?

```

t + l D t + j +
X x X - + x L x
- + s X - S x +
+ - + - + - + -
- + - N p + - P
+ - N - B p + -

```


*p P p Q - + p +
+ - K r + b + r*

10... Ne5

[10... h5 should also lead to a speedy attack against the black king after, say, Bg5 and a later g4. If you aren't sure about this, play 10. g4]

11. h5 Nxf5

[11... c5

[what else?]

now 12. Nb3 intending 13.Qxd6 or 13.Nxc5]

E2.4 Philidor counter-gambit 3...f5

1. e4 e5 2. Nf3 d6 3. d4 f5

*BC02 denies all knowledge of this option. I discover Tony Kosten covered it in "**Winning with the Philidor.**" He calls it "Mestel's Variation" after JM's use of it at the European Junior Championships in the 1970s.*

Kosten gives a couple of lines like:

[4. exf5 e4 5. Ng5 Bxf5 6. Nc3 d5 7. f3 e3 8. Bxe3 h6 9. Nh3 Bxh3 10. gxh3 Be7 11. Bf2 Bf6 12. Qd2 Ne7 13. O-O-O Nbc6 "...reasonable play for the pawn" KOSTEN]

[or 4. dxe5 fxe4 5. Ng5 d5 6. e6 Nh6 7. Nc3 c6 8. Ngxe4 dxe4 9. Qh5+ g6 10.Qe5 Rg8 11. Bg5 Bg7 12. e7 Qd5 !

Murey's move, which again Kosten reckons is OK for Black.]

But Fritz dismisses the whole thing with

4. Nc3 fxe4 5. Nxe4 d5 6. Nxe5! dxe4 7. Qh5

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | S | l | D | j | L | s | T |
| X | x | X | x | + | - | X | x |
| - | + | - | + | - | + | - | + |
| + | - | + | - | N | - | + | q |
| - | + | - | P | x | + | - | + |
| + | - | + | - | + | - | + | - |
| p | P | p | + | - | P | p | P |
| R | - | B | - | K | b | + | r |

e.g. 7...g6 8. Nxg6 hxg6 9. Qxg6!?! Kd7! 10. Qf5+ Ke8 11. Qe5, getting the rook AND the pawn, with enduring discomfort for the Black King]

E3 Latvian Gambit 2... f5

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | S | l | D | j | L | s | T |
| X | x | X | x | + | - | X | x |
| - | + | - | + | - | + | - | + |

+ - + - X x + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K b + r

3. Nxe5

This is the simplest way to gain the advantage

[Keene and Levy claim a win for White after 3. Bc4 fxe4 4. Nxe5 Qg5, but there is much to study here and Black players are likely to be better rehearsed in the traps]

3... Qf6 4. d4 d6 5. Nc4 fxe4 6. Nc3

White has a simple advantage

Example Games E

Darned if I could find any recent games in any of these lines. When they occur White GMs tend to avoid any theory (in case of improvements) and just play solid, hoping the inferior moves chosen by Black will prove disadvantageous in any line.

Alekhine - Marco, Stockholm, 1912

1. e4 e5 2. Nf3 d6 3. d4 Nf6 4. Nc3 Nbd7 5. Bc4 Be7 6. O-O O-O 7. Qe2

[7. h3 is better we now think]

7... c6 8. a4

t + l D - T j +
X x + s L x X x
- + x X - S - +
+ - + - X - + -
p + b P p + - +
+ - N - + n + -
- P p + q P p P
R - B - + r K -

White is not so much concerned for promoting his own position as restricting his opponent's. This is not a totally easy thing to do, and you may see good Black players adopt the Philidor to keep the pieces on and the game closed.

8... h6 9. Bb3 Qc7 10. h3 Kh7 11. Be3 g6 12. Rad1 Kg7

t + l + - T - +
X x D s L x J -
- + x X - S x X
+ - + - X - + -
p + - P p + - +
+ b N - B n + p
- P p + q P p +
+ - + r + r K -

all that to get the Rf8 into play

13. Nh2 Ng8 14. f4 f6 15. Qg4 exd4 16. Bxd4 Nc5 17. f5 Nxb3 18. Qxg6+

Kh8

19. cxb3 Bd7 20. Qg3 Rf7 21. Ng4

t + - + - + s J
X x D l L t + -
- + x X - X - X
+ - + - + p + -
p + - B p + n +
+ p N - + - Q p
- P - + - + p +
+ - + r + r K -

With the threat of e5

21... Qd8 22. Ne2

Aiming at e6

22... Rg7 23. Nf4 Qe8 24. Qh4 Qf7 25. Rd3

Going for mate, rather than winning the pawn at h6

25... Kh7 26. Ng6

t + - + - + s +
X x + l L d T j
- + x X - X n X
+ - + - + p + -
p + - B p + n Q
+ p + r + - + p
- P - + - + p +
+ - + - + r K -

With the striking idea Rf4 and Nxh6, Nxh6; Qxh6+ Kxh6; Rh4+ Kg5 and mate follows

26... Rxg6 27. fxg6+ Qxg6 28. Bxf6 Bxg4 29. Bxe7 Re8 30.Rxd6

The White pieces close in for the kill

30... Qg7 31. Bf6 Nxf6 32. Rxf6

1-0

Index of games

Back to [Chess Coaching Page](#)

This document (wh_v_odd.html) was last modified on Feb 8 1996 by



[Dr. Dave](#)

Exeter Chess Club: Openings\pet_ToC.html

1. [Introduction](#)
 1. [a. Symmetry in chess](#)
 2. [b. The isolated Queen's pawn](#)
2. [A. The Classical Variation, 3. Nxe5](#)
 1. [3... d6](#)
 1. [1. An alternative on move 4 for White: 4. Nxf7, The Cochrane Gambit](#)
 2. [2. Main line with 4. Nf3](#)
 1. [1.1 An alternative on move 5 for White: 5. Qe2, Lasker Variation](#)
 2. [1.2 The main line with 5. d4](#)
 3. [1.2 \(a\) 6...Bd6 Marshall Gambit](#)
 4. [1.2 \(b\) 6...Be7 Main Line](#)
 1. [1.2 \(b1\) Main line with 8. c4](#)
 2. [1.2 \(b2\) Main line with 8. Re1](#)
3. [B. The Steinitz Variation, 3. d4](#)
 1. [\(a\) 3...exd4](#)
 2. [\(b\) 3...Nxe4](#)
 1. [\(b1\) 4. dxe5](#)
 2. [\(b2\) 4. Bd3](#)
 1. [\(b2-i\) 5...Nd7](#)
 2. [\(b2-ii\) 5...Bd6](#)
4. [C. White tries to get into the Four Knight's Game, 3. Nc3](#)
5. [D. The Boden-Kieseritsky Gambit, 3. Bc4](#)
6. [Example games](#)
 1. [Lasker - Pillsbury, St. Petersburg, 1895](#)
 2. [Kupreichik - Mikhailchishin, Kujbyshev, 1986](#)

Exeter Chess Club:

The Petroff Defence for beginners

```
t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K b + r
```

An Exeter Junior Chess Club booklet

Edition 2.12, March, 95

Bibliography:

Karpov, *The Open Game in Action*

Kasparov/Keene, *Batsford Chess Openings*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Walker, *Chess Openings for Juniors*

Various magazines and other books

1.2 (b1) Main line with 8. c4 8

(b1-i) 8... Bg4 9

(b1-ii) 8... Nb4 9

(b1-iii) 8... Nf6 10

1.2 (b2) Main line with 8. Re1 11

(b2-i) 8... Bf5 11

(b2-ii) 8...Bg4 12

(1) Modestly, 9. c3 12

(2) Ambitiously, 9. c4 13

Introduction

The Petroff is a quiet success story in chess - an old and often forgotten variation which can give Black a safe way of working for equal chances in an open game, while avoiding White's favourite lines. This booklet tries to give an overview of the Petroff from both sides. It has a reputation for being "dull and a draw", but can offer exciting attacking possibilities for either side. There are a couple of general themes I'd like to deal with immediately: symmetry, and the isolated Queen's pawn.

a. Symmetry in chess

Symmetry usually means equality, and likelihood of a draw - no good if you are trying to win. The symmetrical Petroff has reputation for drawishness, but that is not really justified. Look at the Illustrative Games if you still think the Petroff is dull! And what is drawn at Grandmaster level can still have a lot of meat left in it for amateur players (like the Colle system).

```

t S l D j L s T
X x X - + x X x
- + - + - + - +
+ - + x + - + -
- + - P - + - +
+ - + - + - + -
p P p + - P p P
R n B q K b N r

```

For example, after 1. e4 e6 2. d4 d5 3. exd5 exd5 (the Exchange Variation of the French Defence), we

have a symmetrical pawn formation with the likelihood of exchanges of the major pieces down the e-file. In fact, Black wins lots of games in this line, perhaps because it is a line chosen by weak White players seeking a draw against strong Black players. (Perhaps the best way to play for a draw is to go for a win!)

```

t S l D j L - T
X x X - + x X x
- + - + - + - +
+ - + x + - + -
- + - P s + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

```

This line of the Petroff (1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5) has perhaps the worst reputation for drawishness, but let's have a look. Black has an aggressive Knight on e4 - it even looks as if Black is a move ahead. White is not necessarily trying to draw in this variation, and it is White to move. White will try to undermine the Ne4 with moves like Bd3, Re1 and c4; Black can try to castle Queen's-side and belt down the other wing. All this can make for exciting and tense struggles in an open game, which might be a lot better than suffering White's favourite line of the Ruy Lopez.

b. The isolated Queen's pawn

Several lines of the Petroff can lead to an isolated Queen's pawn (IQP) position, if White plays to undermine the Black Knight on e4 with c4, and Black later plays ...dxc4. White will have the last remaining central pawn on d4, a situation which is known from many other openings. For example:

The isolated Queen's pawn in the Semi-Tarrasch Defence to the Queen's Gambit

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

```

t S l D j L - T
X x X - + x X x
- + - + x S - +
+ - + x + - + -
- + p P - + - +
+ - N - + n + -

```

```

p P - + p P p P
R - B q K b + r

```

4... c5 5. cxd5 Nxd5 6. e3 Nc6 7. Bd3 Be7 8. O-O O-O 9. a3 cxd4 10.

exd4 Bf6

```

t + l D - T j +
X x + - + x X x
- + s + x L - +
+ - + s + - + -
- + - P - + - +
P - N b + n + -
- P - + - P p P
R - B q + r K -

```

The isolated Queen's pawn in the Caro-Kann Defence, Panov-Botvinnik Attack

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

```

t S l D j L s T
X x + - X x X x
- + - + - + - +
+ - + x + - + -
- + p P - + - +
+ - + - + - + -
p P - + - P p P
R n B q K b N r

```

4... Nf6 5. Nc3 e6 6. Nf3 Be7 7. cxd5 Nxd5 8. Bd3 Nc6 9. O-O O-O 10. a3

Bf6

Exactly the same!

```

t + l D - T j +
X x + - + x X x
- + s + x L - +
+ - + s + - + -
- + - P - + - +
P - N b + n + -
- P - + - P p P
R - B q + r K -

```

And in the Petroff:

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7 7. O-O Nc6 8. c4 Nf6 9. Nc3 dxc4 10. Bxc4 O-O

```

t + l D - T j +
X x X - L x X x
- + s + - S - +
+ - + - + - + -
- + b P - + - +
+ - N - + n + -
p P - + - P p P
R - B q + r K -

```

So the IQP is important to know about, although in the Petroff Black doesn't have the Bc8 stuck behind the e6 pawn. White's ideas will still be the same: develop quickly, use the extra space to dodge about, avoid exchanges (to keep Black cramped), play Ne5, look for a chance to start a King's-side attack using the light-squared bishop, maybe throw in Rf1-e1-e3-h3.

So, let's have a look at some variations.

A. The Classical Variation, 3. Nxe5

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - N - + -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b + r

```

Black must now play 3...d6. Why not 3... Nxe4? White answers 4. Qe2!

```

t S l D j L - T
X x X x + x X x
- + - + - + - +
+ - + - N - + -
- + - + S + - +
+ - + - + - + -
p P p P q P p P
R n B - K b + r
    
```

Now 4... Qe7...

[Not 4... Nf6?? 5. Nc6+!

Variation

```

t S l D j L - T
X x X x + x X x
- + n + - S - +
+ - + - + - + -
- + - + - + - +
+ - + - + - + -
p P p P q P p P
R n B - K b + r
    
```

winning the Q]

...and now 5. Qxe4 d6 6. f4 dxe5 7. fxe5 wins a pawn.

So, from the first diagram in the column:

3... d6

```

t S l D j L - T
X x X - + x X x
    
```

```

- + - X - S - +
+ - + - N - + -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b + r

```

Now, White almost always plays the main line with 4. Nf3, but there are two alternatives: 4. Nxf7, the Cochrane Gambit, and 4. Nc4. I have never seen this last move played, and I don't think it is dangerous, but it does deny Black the natural ...Bg4 pin. BCO recommends 4. Nc4 Nxe4 5. d4 d5 6. Ne3 Qf6 and 7...Be6 with an early ...O-O-O in mind.

So that leaves us with the Cochrane Gambit to examine before we go down the main line.

1. An alternative on move 4 for White: 4. Nxf7, The Cochrane Gambit

```

t S l D j L - T
X x X - + n X x
- + - X - S - +
+ - + - + - + -
- + - + p + - +
+ - + - + - + -
p P p P - P p P
R n B q K b + r

```

Looks crazy? Looks promising? Your chess personality may make you feel confident as White or Black in this position, but either way, you must know about it.

4... Kxf7 5. d4

Black has tried:

[5... Nxe4? 6. Qh5+ g6 7. Qd5+ Be6 8. Qxe4]

[5... d5?! 6. e5 Ne8 7. Bd3 g6 8. h4]

So Black should prefer the safer:

5...g6 6. Nc3

t S l D - L - T
X x X - + j + x
- + - X - S x +
+ - + - + - + -
- + - P p + - +
+ - N - + - + -
p P p + - P p P
R - B q K b + r

Now BCO recommends the odd-looking:

6... Qe8

Other tries seem inadequate, e.g.

6... Bg7 7. Bc4+ Be6 8. Bxe6+ Kxe6 9. f4 Kf7 10. e5 Ne8

[or 10... Re8 11. O-O Nc6 12. exf6 Qxf6 13. Nb5 Re7 14. c3 o'neill-solomon 1985]

11. Qf3 c6 12. Ne4+-

t S - D s + - T
X x + - + j L x
- + x X - + x +
+ - + - P - + -
- + - P n P - +
+ - + - + q + -
p P p + - + p P
R - B - K - + r

... with better chances for White (Makropoulos-Toth 1981).

2. Main line with 4. Nf3

Black should take the chance to recover the pawn with

4... Nxe4.

White has a choice now, between 5.Qe2, the Lasker Variation, leading to an early endgame, or 5. d4, the main line.

1.1 An alternative on move 5 for White: 5. Qe2, Lasker Variation

```
t S l D j L - T
X x X - + x X x
- + - X - + - +
+ - + - + - + -
- + - + s + - +
+ - + - + n + -
p P p P q P p P
R n B - K b + r
```

This pin is not dangerous here with the White Knight on f3, just awkward for the moment.

5... Qe7 6. d3 Nf6 7. Bg5 Nbd7 8. Nc3 Qxe2+ 9. Bxe2 Be7=

```
t + l + j + - T
X x X s L x X x
- + - X - S - +
+ - + - + - B -
- + - + - + - +
+ - N p + n + -
p P p + b P p P
R - + - K - + r
```

White cannot claim any advantage in this endgame, although Black still needs to get fully developed. This variation is why the Petroff is no good when you have to win as Black against a player who knows this line.

1.2 The main line with 5. d4

```
t S l D j L - T
```



```

X x X - + x X x
- + - X - + - +
+ - + - + - + -
- + - P s + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

```

Now Black can get an equal stake in the centre with:

5... d5

And White brings the Bf1 to its best square, so the King can castle.

6. Bd3

```

t S l D j L - T
X x X - + x X x
- + - + - + - +
+ - + x + - + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q K - + r

```

Like White, Black should plan to get the K off the open e-file as soon as possible, and Black has a choice of two squares for the Bf8:

(a) 6...Bd6, a move of Frank Marshall - which looks good but is perhaps trying a bit too hard - or the safe (b) 6...Be7, sealing the e-file.

More recent theory has centred around developing the Queen's-side first with 6...Nc6 and maybe ...Bg4, but let's just look at the development of the King's Bishop.

1.2 (a) 6...Bd6 Marshall Gambit

```

t S l D j + - T
X x X - + x X x
- + - L - + - +
+ - + x + - + -

```

```

- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q K - + r

```

Let us follow the play after the natural moves:

7. O-O O-O 8. c4 Bg4!?

This is Marshall's idea.

9. cxd5 f5 10. Re1?

One natural move too many.

```

t S - D - T j +
X x X - + - X x
- + - L - + - +
+ - + p + x + -
- + - P s + l +
+ - + b + n + -
p P - + - P p P
R n B q R - K -

```

10... Bxh2+ 11. Kxh2 Nxf2 12. Qc2 Nxd3 13. Qxd3 Bxf3

winning, because if Qxf3, then ...Qh4+ will pick up the rook on e1. Instead of falling for this trap White should play:

10. Nc3 Nd7 11. h3 Bh5 12. Nxe4 fxe4 13. Bxe4 Nf6 14. Bf5 +-

```

t + - D - T j +
X x X - + - X x
- + - L - S - +
+ - + p + b + l
- + - P - + - +
+ - + - + n + p

```

```

p P - + - P p +
R - B q + r K -

```

...with advantage, as in the game CHO'D Alexander- HV Mallison from 1938. [H.V. Mallison was champion of Exeter many times before the Second World War]

So the rather boring truth about this line seems to be that back on move eight Black should play instead

8... c6

when theory knows of

9. Nc3 Nxc3 10. bxc3 Bg4 11. cxd5 cxd5 12. Rb1 Nd7 13. h3 +=

```

t + - D - T j +
X x + s + x X x
- + - L - + - +
+ - + x + - + -
- + - P - + l +
+ - P b + n + p
p + - + - P p +
+ r B q + r K -

```

Now, this position is solid but offers so few active possibilities for Black that we should prefer as Black 6...Be7.

1.2 (b) 6...Be7 Main Line

```

t S l D j + - T
X x X - L x X x
- + - + - + - +
+ - + x + - + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q K - + r

```

And now play often goes:

7. O-O Nc6

...when White has a choice:

```

t + l D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + - + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q + r K -

```

Hit at the centre with 8.c4 (b1), or develop with 8.Re1 (b2). (White can also play 8.Re1 and 9.c4, but this allows 8...Bg4.)

1.2 (b1) Main line with 8. c4

```

t + l D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + - + -
- + p P s + - +
+ - + b + n + -
p P - + - P p P
R n B q + r K -

```

What are the alternatives here? Black does not have time for (b1-i) 8...Bg4. The position of the knight is now so wobbly that Black should move it - both

(b1-ii) 8...Nb4, and

(b1-iii) 8...Nf6 have been tried.

(b1-i) 8... Bg4

```

t + - D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + - + -
- + p P s + l +
+ - + b + n + -
p P - + - P p P
R n B q + r K -

```

Like I said, Black really doesn't have time for this.

9. cxd5 Qxd5 10. Nc3 Nxc3 11. bxc3 Bxf3 12. Qxf3 Qxf3 13. gxf3

```

t + - + j + - T
X x X - L x X x
- + s + - + - +
+ - + - + - + -
- + - P - + - +
+ - P b + p + -
p + - + - P - P
R - B - + r K -

```

The two bishops and strong centre give White the advantage in this

ending; White has natural ideas of Rb1 and Re1/Be3 which are difficult to meet.

(b1-ii) 8... Nb4

```

t + l D j + - T
X x X - L x X x
- + - + - + - +
+ - + x + - + -
- S p P s + - +
+ - + b + n + -

```

```

p P - + - P p P
R n B q + r K -

```

Now White usually preserves the bishop with:

9. Be2

[less promising seems 9. *cx*d5 *N*xd3 10. *Q*xd3 *Q*xd5 11. *Re*1 *B*f5 12. *Ne*5 *g*6=
Belyavsky-Smyslov 1986]

After 9.Be2 Black has tried

- (1) 9...Be6
- (2) 9...O-O
- (3) 9...dxc4

(1) 9... Be6

A line quoted by Karpov.

10. c5 Nc6 11. Qa4 a5 12. Ne5 +=

```

t + - D j + - T
+ x X - L x X x
- + s + l + - +
X - P x N - + -
q + - P s + - +
+ - + - + - + -
p P - + b P p P
R n B - + r K -

```

With an advantage for White.

(2) 9... O-O

10. Nc3 Be6

```

t + - D - T j +
X x X - L x X x
- + - + l + - +
+ - + x + - + -
- S p P s + - +
+ - N - + n + -
p P - + b P p P
R - B q + r K -

```

The Grandmasters are still having a think about this one. It's as difficult for White to get an advantage as it is for Black to equalise!

BCO quotes games with 11. Be3, 11. a3, and 11. Nxe4!?. Having just seen the Karpov line above, you might even fancy 11. c5!?

(3) 9... dxc4

This surrender of the centre doesn't seem to work out too well for Black.

10. Bxc4 O-O 11. Nc3 Nd6

12. Bb3+ =

```

t + l D - T j +
X x X - L x X x
- + - S - + - +
+ - + - + - + -
- S - P - + - +
+ b N - + n + -
p P - + - P p P
R - B q + r K -

```

...as in a couple of games from 1985, seems to leave White with a plus in this IQP position. White will plan to complete development, and then play Ne5 with hopes of an attack.

(b1-iii) 8... Nf6

```

t + l D j + - T
X x X - L x X x
- + s + - S - +
+ - + x + - + -
- + p P - + - +
+ - + b + n + -
p P - + - P p P
R n B q + r K -

```

This is a safe and simple move. Play may continue:

9. Nc3 O-O 10. h3 dxc4

11. Bxc4 Na5 12. Bd3 Be6

13. Re1 Nc6 +=

```

t + - D - T j +
X x X - L x X x
- + s + l S - +
+ - + - + - + -
- + - P - + - +
+ - N b + n + p
p P - + - P p +
R - B q R - K -

```

White is held to have a slight advantage in this well-explored position due to the extra central space, although in the ending the d-pawn may become exposed.

1.2 (b2) Main line with 8. Re1

```

t + l D j + - T
X x X - L x X x

```



```

- + s + - + - +
+ - + x + - + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q R - K -

```

White may be able to preserve a small advantage here. Black has a choice of squares for the last minor piece:

(b2-i) 8...Bf5

(b2-ii) 8...Bg4.

(b2-i) 8... Bf5

```

t + - D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + l + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q R - K -

```

Karpov has shown that this is inaccurate.

9. c4 Nb4 10. Bf1

[not 10...dxc4 11. Nc3 +- with clear advantage: Karpov-Portisch]

10... O-O 11. a3 Nc6 12. cxd5 Qxd5 13. Nc3 Nxc3 14. bxc3 Bg6+=

```

t + - + - T j +
X x X - L x X x
- + s + - + l +
+ - + d + - + -

```

```

- + - P - + - +
P - P - + n + -
- + - + - P p P
R - B q R b K -

```

...with a small advantage for White: Karpov-Portisch 1982. Karpov is rather behind in development at the moment but he is threatening to unravel with c4, dominating the centre.

(b2-ii) 8...Bg4

```

t + - D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + - + -
- + - P s + l +
+ - + b + n + -
p P p + - P p P
R n B q R - K -

```

This very well-known position has a reputation for drawishness (which is not really true at amateur level). White can play modestly (1) 9. c3, or ambitiously (2) 9. c4.

(1) Modestly, 9. c3

```

t + - D j + - T
X x X - L x X x
- + s + - + - +
+ - + x + - + -
- + - P s + l +
+ - P b + n + -
p P - + - P p P
R n B q R - K -

```

This rather modest move can lead to an interesting gambit which Black should not be afraid to play

9 ... f5 10. Qb3 O-O 11. Nbd2

(See Lasker-Pillsbury below for 11.Bf4.)

11...Kh8 12. Qxb7 Rf6 13. Qb3 Rg6=

```

t + - D - + - J
X - X - L - X x
- + s + - + t +
+ - + x + x + -
- + - P s + l +
+ q P b + n + -
p P - N - P p P
R - B - R - K -
    
```

(2) Ambitiously, 9. c4

Black's knight is again too wobbly in the centre.

9... Nf6 10. cxd5

```

t + - D j + - T
X x X - L x X x
- + s + - S - +
+ - + p + - + -
- + - P - + l +
+ - + b + n + -
p P - + - P p P
R n B q R - K -
    
```

10... Bxf3

[10... Nxd5 is also known: 11. Nc3 O-O 12. h3 Be6 13. a3 Nxc3 14. bxc3 Bf6 15. Bf4 g6 16. Be4 Na5 17. Ne5 c6 18. Qf3+=

Variation

```

t + - D - T j +
X x + - + x + x
- + x + l L x +
S - + - N - + -
- + - P b B - +
P - P - + q + p
- + - + - P p +
R - + - R - K -

```

After this long sequence, White has a small advantage which will be long-lasting: Tseshkovsky-Barua 1986]

11. Qxf3 Qxd5 12. Qh3 Qxd4 13. Nc3 Rd8 14. Bf5 h5 15. Qg3 Kf8 16. Be3 Qb4 17. a3 Qa5 18. Qf3 g6 19. Bc2 h4

```

- + - T - J - T
X x X - L x + -
- + s + - S x +
D - + - + - + -
- + - + - + - X
P - N - B q + -
- P b + - P p P
R - + - R - K -

```

Another long variation, rather a messy one this time, which BCO assesses as unclear. I prefer White here: Velimirovic-Kurajica 1984]

B. The Steinitz Variation, 3. d4

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - P p + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

```

This is the main alternative to 3. Nxe4 and in the late 70s was thought to give White good chances of

advantage. That was because everybody then played (a) 3..exd4. More recently Black has been equalising with (b) 3...Nxe4.

[3...d6 transposes to another opening, Philidor's Defence]

(a) 3...exd4

```
t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - + - + -
- + - X p + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r
```

Now White must try

4. e5 Ne4 5. Qxd4 +=

It has been thought for a long while that White has the edge here.

5... d5 6. exd6 Nxd6 7. Nc3 Nc6 8. Qf4 g6

[or 8... Bf5 when BCO gives 9. Bb5 Qe7+ 10. Be3 Nxb5 11. Nxb5 Qb4+ 12. Qxb4 Bxb4+ 13. c3 Bd6 14. Nxd6+ cxd6 15. O-O-O O-O-O 16. Nd4 Be6 17. b3 a6 18. Ne2+=

Variation

```
- + j T - + - T
+ x + - + x X x
x + s X l + - +
+ - + - + - + -
- + - + - + - +
+ p P - B - + -
p + - + n P p P
+ - K r + - + r
```

when Black's weak d-pawn gives White the better endgame (Gurgenidze-Beim, 1982)]

Natural moves to follow are:

9. Bd3 Bg7 10. O-O O-O+ =

```

t + l D - T j +
X x X - + x L x
- + s S - + x +
+ - + - + - + -
- + - + - Q - +
+ - N b + n + -
p P p + - P p P
R - B - + r K -

```

All the central pawns have disappeared, but White is a little better placed (Short-Murei 1982-3)

(b) 3...Nxe4

```

t S l D j L - T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - P s + - +
+ - + - + n + -
p P p + - P p P
R n B q K b + r

```

Now White usually tries 4. Bd3, but we ought to have a quick look at 4.dxe5 before accepting this as best.

(b1) 4. dxe5

The game may now go:

4...d5 5. Nbd2 Nxd2 6. Bxd2 Be7 7. Bf4 c5 8. c3 Nc6 9. Bd3 Be6=

```

t + - D j + - T
X x + - L x X x
- + s + l + - +
+ - X x P - + -
- + - + - B - +
+ - P b + n + -
p P - + - P p P
R - + q K - + r

```

This position is about equal (Short-Seirawan 1986).

(b2) 4. Bd3

```

t S l D j L - T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - P s + - +
+ - + b + n + -
p P p + - P p P
R n B q K - + r

```

This is probably the best move here as on move 6 of the Classical Variation.

4... d5 5. Nxe5

This variation is both like, and unlike, the Classical. Black's main tries are (b2-i) 5...Nd7 and (b2-ii) 5...Bd6, although 5...Be7 and even other moves have been played.

(b2-i) 5...Nd7

```

t + l D j L - T
X x X s + x X x
- + - + - + - +

```

```

+ - + x N - + -
- + - P s + - +
+ - + b + - + -
p P p + - P p P
R n B q K - + r

```

White has tried all sorts of moves here:

(1) The cheeky 6. Nxf7

(2) The safe 6. Nxd7

(3) The logical 6. Qe2

I'll just give one quick example of each.

(1) Cheeky

6. Nxf7 Kxf7 7. Qh5+ Ke7 8. Qxd5 Ndf6 9. Qb3 Be6 10. Qxb7 Bd5 11. Qa6 Kf7

```

t + - D - L - T
X - X - + j X x
q + - + - S - +
+ - + l + - + -
- + - P s + - +
+ - + b + - + -
p P p + - P p P
R n B - K - + r

```

Nenashev-Baikov 1985: "unclear" says BCO!

(2) Safe

6. Nxd7 Bxd7 7. O-O Qh4 8. c4 O-O-O 9. c5 g5 10. Nc3 Bg7 11. Ne2 f5 12. f3 Rhf8 13. a4 Rde8.


```

- + j + t T - +
X x X l + - L x
- + - + - + - +
+ - P x + x X -
p + - P s + - D
+ - + b + p + -
- P - + n + p P
R - B q + r K -

```

Again, "unclear" says BCO (Sveshnikov-Makarichev, 1987). It does show how Black can play for a win if required.

(3) Logical

6. Qe2 Nxe5 7. Bxe4 dxe4 8. Qxe4 Be6 9. Qxe5 Qd7 10. O-O O-O-O 11. Be3 Bb4 12. Nc3 f6 13. Qg3 Bxc3 14. bxc3 h5 15. h4 g5 16. f3 Rdg8-+

```

- + j + - + t T
X x X d + - + -
- + - + l X - +
+ - + - + - X x
- + - P - + - P
+ - P - B p Q -
p + p + - + p +
R - + - + r K -

```

Not at all unclear: Black won in the famous upset of Karpov-Larsen, 1980

(b2-ii) 5...Bd6

```

t S l D j + - T
X x X - + x X x
- + - L - + - +
+ - + x N - + -
- + - P s + - +
+ - + b + - + -

```

```

p P p + - P p P
R n B q K - + r

```

The balance looks a little tense, but Black seems to be able to hold.

6. O-O O-O 7. c4 Bxe5 8. dxe5 Nc6

```

t + l D - T j +
X x X - + x X x
- + s + - + - +
+ - + x P - + -
- + p + s + - +
+ - + b + - + -
p P - + - P p P
R n B q + r K -

```

This position offers equal chances.

C. White tries to get into the Four Knight's Game, 3. Nc3

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - + p + - +
+ - N - + n + -
p P p P - P p P
R - B q K b + r

```

Now, after 3... Nc6 we get into those genuinely dull, drawish variations of the Four Knights Game. I don't care if Short and Nunn have played it, it's a poor line for juniors (in my opinion). It tends to be stodgy and blocked, you probably won't enjoy it and it doesn't give you the sort of training in open games that you need.

Thankfully Janowski[*] found that Black can play

3... Bb4

```

t S l D j + - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- L - + p + - +
+ - N - + n + -
p P p P - P p P
R - B q K b + r

```

BCO now gives

4. Nxe5 O-O 5. Be2 Re8 6. Nd3 Bxc3 7. dxc3 Nxe4 =

```

t S l D t + j +
X x X x + x X x
- + - + - + - +
+ - + - + - + -
- + - + s + - +
+ - P n + - + -
p P p + b P p P
R - B q K - + r

```

...with equal chances in a more open game. White's two bishops don't frighten me.

D. The Boden-Kieseritsky Gambit, 3. Bc4

Now Black can steer for the equally promising lines of the Two Knights Defence with 3...Nc6, but to look at that properly will take another booklet.

Two Knight's Defence

```

t + l D j L - T
X x X x + x X x
- + s + - S - +
+ - + - X - + -

```

```

- + b + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K - + r

```

Black has no real reason to avoid:

3...Nxe4

White can try other moves, but the usual try is

4. Nc3 Nxc3 5. dxc3 Be7

```

t S l D j + - T
X x X x L x X x
- + - + - + - +
+ - + - X - + -
- + b + - + - +
+ - P - + n + -
p P p + - P p P
R - B q K - + r

```

Black has no weaknesses, and White will find it difficult to get through. Black will want to get the two bishops working, but must be careful to keep lines *closed* until development is complete. White has tried various plans in this position but they are all pretty unconvincing.

Example games

Lasker - Pillsbury, St. Petersburg, 1895

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7 7. O-O Nc6
8. Re1 Bg4 9. c3 f5 10. Qb3 O-O 11. Bf4

```

t + - D - T j +
X x X - L - X x
- + s + - + - +
+ - + x + x + -

```

```
- + - P s B l +
+ q P b + n + -
p P - + - P p P
R n + - R - K -
```

White allows the King's-side to be weakened.

**11... Bxf3 12. gxf3 Ng5 13. Kg2 Qd7 14. Qc2 Ne6 15. Bc1 Bd6 16. Nd2
Rae8 17. Nf1**

```
- + - + t T j +
X x X d + - X x
- + s L s + - +
+ - + x + x + -
- + - P - + - +
+ - P b + p + -
p P q + - P k P
R - B - R n + -
```

Black's pieces are much better placed than White's. If White was hoping to tempt Black into an unsound attack, he has only tempted Pillsbury into a sound one.

17... Nexd4 18. Qd1 Rxe1 19. Qxe1

```
- + - + - T j +
X x X d + - X x
- + s L - + - +
+ - + x + x + -
- + - S - + - +
+ - P b + p + -
p P - + - P k P
R - B - Q n + -
```

Black now starts a king hunt, sacrificing a piece for a couple of pawns.

**19... Nxf3 20. Kxf3 f4 21. Qd1 Ne5+ 22. Ke2 Qg4+ 23. Kd2 Qxd1+ 24.
Kxd1 Nxd3**

```

- + - + - T j +
X x X - + - X x
- + - L - + - +
+ - + x + - + -
- + - + - X - +
+ - P s + - + -
p P - + - P - P
R - B k + n + -

```

Black has recovered his piece, and still has his pawns. White is lost.

**25. Ke2 Ne5 26. f3 Re8 27. b3 Ng4+ 28. Kd2 Ne3 29. Bb2 Ng2 30. h3 Bc5
31. Nh2 Bf2 32. c4 dxc4 33. bxc4 h5 0-1**

```

- + - + t + j +
X x X - + - X -
- + - + - + - +
+ - + - + - + x
- + p + - X - +
+ - + - + p + p
p B - K - L s N
R - + - + - + -

```

If anything, White's position has gone from bad to worse.

Kupreichik - Mikhailchishin, Kujbyshev, 1986

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. c4!? Nc6 6. d4?!

[Mikhailchishin gives 6. Be2 d5 7. Nc3 Be6]

6... d5 7. Nc3 Bb4 8. Qc2 Qe7 9. Be3 Bf5

Black has the advantage: White cannot easily complete development and his poor Queen is embarrassed.

t + - + j + - T
X x X - D x X x
- + s + - + - +
+ - + x + l + -
- L p P s + - +
+ - N - B n + -
p P q + - P p P
R - + - K b + r

10. Qc1

[10. Bd3?! dxc4 11. Bxc4 Ng3-+]

10... Nxc3 11. bxc3 Ba3 12. Qd2 Nb4!!

t + - + j + - T
X x X - D x X x
- + - + - + - +
+ - + x + l + -
- S p P - + - +
L - P - B n + -
p + - Q - P p P
R - + - K b + r

White is busted. He tries to hang on with Ke2 but it doesn't take much longer with the K stuck in the middle.

13. Ke2 Nc2 14. Rd1 dxc4 15. Ne5 O-O 16. f3 b5 17. g4 Nxe3 18. Qxe3 Bd7 19. Kf2 Rae8 20. Qd2 Bc8 21. Re1 Qh4+ 22. Kg2 f6 0-1

Janowsky - Marshall, 1912

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Bd6

6...Be7 is honestly better

7. c4 O-O 8. cxd5

Castling was a lot better here

8... Bb4+ 9. Kf1 Qxd5 10.

Qc2 Re8 11. Nc3 Nxc3 12. bxc3

```

t S l + t + j +
X x X - + x X x
- + - + - + - +
+ - + d + - + -
- L - P - + - +
+ - P b + n + -
p + q + - P p P
R - B - + k + r

```

12... Qxf3!! 13. cxb4

[13. gxf3 Bh3+ 14. Kg1 Re1+ 15. Bf1 Rxf1#]

13... Nc6 14. Bb2 Nxb4 15. Bxh7+ Kh8 16. gxf3 Bh3+ 17. Kg1 Nxc2 18. Bxc2 Re2 19.

Rc1 Rae8 20. Bc3

```

- + - + t + - J
X x X - + x X -
- + - + - + - +
+ - + - + - + -
- + - P - + - +
+ - B - + p + l
p + b + t P - P
+ - R - + - K r

```

20... R8e3

[brilliant, but 20... Rxc2 21. Rxc2 Re6 was easier]

21. Bb4

[21. fxe3 Rg2+ 22. Kf1 Rxc2+ 23. Ke1 Rxc1+ 24. Kd2 Rxh1]

21... Rxf3 22. Bd1 Rf6 0-1

Dolmatov - Makarichev, Palma, 1989

1. e4 e5 2. Nf3 Nf6 3. d4 Nxe4 4. Bd3 d5 5. Nxe5 Nd7 6. Nxd7 Bxd7 7. O-O Qh4 8. c4 O-O-O 9. c5 g5 10. f3!? Nf6 11. Be3 Rg8 12. Nc3 g4

Black plays with great energy and has a fierce attack.

```

- + j T - L t +
X x X l + x + x
- + - + - S - +
+ - P x + - + -
- + - P - + x D
+ - N b B p + -
p P - + - + p P
R - + q + r K -

```

13. Qe1

[13. Bf2 is better]

13... g3 14. hxg3 Rxc3

```

- + j T - L - +
X x X l + x + x
- + - + - S - +
+ - P x + - + -
- + - P - + - D
+ - N b B p T -
p P - + - + p +
R - + - Q r K -

```

15. Qd2

[not 15. Bf2, as 15...Rxc2+ 16. Kxc2 Qh3+ 17. Kg1 Bd6 18. cxd6 Rg8+ wins]

15... Bxc5 16. dxc5 Rdg8 17. Rad1 d4 18. c6 dxe3 19. cxd7+ Kd8 0-1

```

- + - J - + t +
X x X p + x + x
- + - + - S - +
+ - + - + - + -
- + - + - + - D
+ - N b X p T -
p P - Q - + p +
+ - + r + r K -

```

Black has various threats - ...Rh3, ...Rxc2, ...Qf2+ and so on - which cannot all be met.

"Dull and a draw", eh?

[*] the other originator of this defence, besides Petroff

Back to [Chess Coaching Page](#)



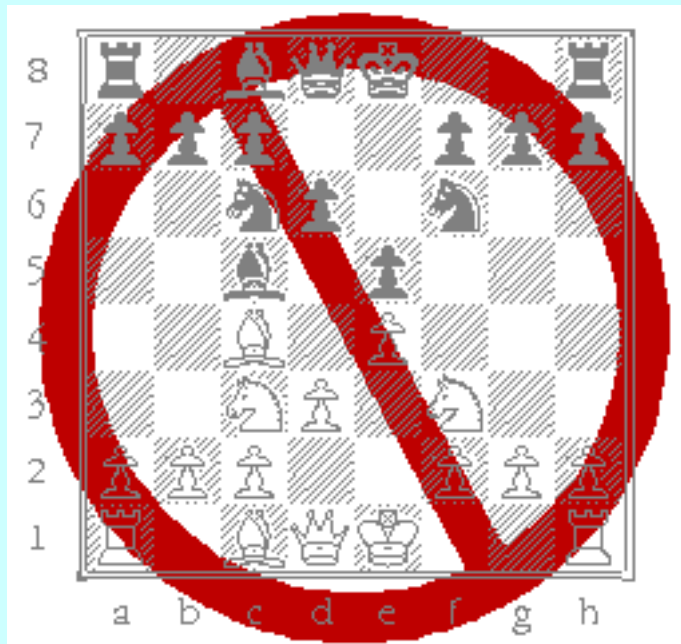
This document (petroff.html) was last modified on Feb 8 1996 by

[Dr. Dave](#)

Exeter Chess Club: No more Giuoco Pianissimo (Old Stodge)

This club is a GP-free zone

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



Support the campaign for d2-d4

by playing 4. c3, 4. b4 or 3. d4!

The position above is the Giuoco Pianissimo.

"*Giuoco Pianissimo*" is an old Italian phrase meaning "very quiet game"; if you can't remember that you might prefer if we just call this line "[Old Stodge](#)"...

It's probably one of the most common ways for games to start, and I think it's one of the worst. What's the problem?



"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player.

"A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game."

- RICHARD RETI, Masters of the Chessboard

Beginners (and others) should play open games:

- **open games are more lively and more fun** because of all the tactics
- **open games are easier to get ideas in** because of all the tactics
- **open games are better for learning about the game** because of all the tactics

Open games, with open lines, require the exchange (or sacrifice) of Pawns. White can play for d2-d4 (the easiest and best break) in a variety of ways and this is generally the best plan in the King Pawn openings.

Whatever is happening in Old Stodge, it is most unlikely that lines are going to be opened very soon. Both sides clamp down on the opponent's Queen's Pawn, preventing the opening of the game. The whole position gets bogged down in sticky toffee and both players are often bored and confused by the positions that come about.

It's enough to put you off chess! The position is blocked, the sides are equal and it's hard to get things going. It can take a long time to beat worse players because things are so solid. Also, it may be that almost every game you play ends up something like this, and perhaps you would like some variety.

In fact, probably the best plan in the standard Old Stodge position is to aim for d3-d4 after a sequence like:

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5! h6! 7. Bxf6! Qxf6 8. Nd5 Qd8 9. c3! [see the document on [The Italian game](#)] So, if you are going to play d3-d4 eventually, why not go for a more open game from the start? This document is about, is describing how to try and get an open game, with Pawn exchanges, with either colour.

Securing an open game as White

Play the main line Giuoco Piano

After **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5** play **4. c2-c3** and open up the game or take over the centre with **5. d2-d4**. This is an easy way to get an open game with White.

[More? See the document on [The Italian Game](#)]

Play the Evans' Gambit

After **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5** play **4. b2-b4**. After **4...Bxb4** you can open up the game AND take over the centre with **5. c2-c3** and a later d2-d4. You pay for getting both at once with a Pawn.

[More? See the document on [The Italian Game](#)]

Play the Scotch Game

After **1.e4 e5 2.Nf3 Nc6** play simply **3. d2-d4**. After **3...exd4** you can play a nice open game with **4. Nxd4**, or you can play one or two interesting gambits with **4. Bc4** [Scotch Gambit] or **4. c2-c3** [Goring Gambit]. This is perhaps the easiest way to get an open game as White.

[More? See the document on [Playing Black against 1.e2-e4](#)]

Securing an open game as Black

... is more difficult.

Play the Two Knights' Defence

After **1. e4 e5 2. Nf3 Nc6 3. Bc4** play **3...Nf6**. White cannot head for the GP by **4. Nc3** because of **4...Nxe4!**, although **4. d3** is pretty dull (**4. d3 d5!?** is the right attitude but maybe the wrong move)

Some Black players are frightened to play the Two Knights' because of **4.**

Ng5 but Black can get an open game by sacrificing material in one of three ways: ,

- play the main line with **4...d5 5. exd5 Na5!...**
- or the Ulvestad Variation with **4...d5 5. exd5 b5!...**
- or even the wild Traxler (or Wilkes-Barre) Variation **4...Bc5!?**.

[More? See the document on [Playing Black against 1.e2-e4](#)]

Play the Petroff Defence

After **1. e4 e5 2. Nf3** play **2...Nf6!**. The main lines with **3. Nxe5 d6! 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7** and **3. d4 d5!** are both much more open than the Old Stodge.

There is a slight problem if White is frightened into **3. Nc3** because of course we are half-way towards Old Stodge again. Black won't mind if after the obvious **3...Nc6** White opens the game with **4. d4**. We have already seen that **4. Bc4** fails to the trick **4...Nxe4!**, so the only other try is **4. Bb5**, which of course makes it difficult for Black to play ...d5 because of the e-Pawn, and theory suggests that the lively **4...Bc5?!** is not very good for the same reason. One safe move for Black is **4...Bb4**, but to me that looks like another version of Old Stodge, so you might like to try **4...Nd4!?**. According to theory there is no way for White to punish Black for this unusual move, and it may be a way of mixing things up a little. If all this seems a bit much the simple **3.Nc3 Bb4!?** is probably OK.

[More? See the document on [Petroff's Defence](#)]

Play the Centre Counter [Scandinavian] Defence

After **1. e4** play **1...d5!**. This used to be described as "sucking all the life out of the position", and it's absolutely true that I can't bear playing games with **2. exd5 Qxd5** - White can gain a move by kicking the Queen about with **3. Nc3 Qa5** but Black tends to play a solid set-up with ...c6 and ...e6, which can be tough to break down.

But recently Black players have had a few new ideas in the line with **1. e4 d5 2. exd5 Nf6!**

One idea is to play the "Icelandic Gambit" with **1. e4 d5 2. exd5 Nf6! 3.**

c4 e6! The idea is that if White grabs a Pawn with **4. dxe6 Bxe6**, White will have a difficult game because of the backward d-Pawn (*5. Nf3 c5!*), unless White plays **5. d4 Bb4+ e.g. 6. Bd2 Qe7 7. Bxb4 Qxb4+ 8. Qd2 Nc6 9. Nc3 O-O-O**, when Black has raced to nearly complete development, while White has yet to get anywhere near castling. [This is pretty fashionable at club level at the moment.]

Another idea, if White is not so greedy, is to play the Jadoul Variation with **1. e4 d5 2. exd5 Nf6! 3. d4 Bg4!** which can be another gambit with **4. f3 Bf5 5. c4 e6** or a better version of the 2...Qxd5 line after **4. Nf3 Qxd5 5. Nc3 Qf5** (or *5. Be2 Nc6 6. c4 Qd7*) because the Black Queen doesn't get in the way of developing the light-squared Bishop.

If your opponent is really determined to be stodgy, *1. e4 d5 2. exd5 Nf6! 3. d4 Bg4! 4. Be2 Bxe2 5. Qxe2 Qxd5 6. Nf3* is quiet enough, although you may be able to castle Queen's-side, and then throw your King's-side Pawns up to open lines against their King.

White can avoid these lines with **1. e4 d5 2. exd5 Nf6! 3. Bb5+**, or after **1. e4 d5 2. exd5 Nf6! 3. c4 e6** playing **4. d4**, but in both cases we have a more open game than Old Stodge.

[More? There are lots of new books recommending the Scandinavian these days, including the patchy Keene/Levy **An Opening Repertoire for the Attacking Player**, and the more sound John Emms' [The Scandinavian](#)]

Back to [Chess Coaching Page](#)



This document (nomoregp.html) was last modified on 11 Mar 98 by

[Dr. Dave](#)

Exeter Chess Club: Openings\Ital_ToC.html

1. [Introduction](#)
 1. [The trouble with the Giuoco Piano \(is the Giuoco Pianissimo\)](#)
2. [Basic ideas in the Italian Game](#)
 1. [All the basic ideas: White,R - Al Marif,S \[C51 Evans' Gambit\] \(London LB\), 1990](#)
3. [Ideas mainly for White](#)
 1. [Develop rapidly and take over the centre](#)
 1. [The raid with central pawns: Boleslavsky - Scitov \[C54 Giuoco Piano\] \(Moscow\) 1933](#)
 2. [The raid with central pawns: Morphy,Paul - Laroche,H \[Evans' Gambit, C52\] Paris, 1859](#)
 3. [The raid with central pawns: Morphy,Paul\(bl_sim\) - Cunningham \[Giuoco Piano, C54\] London, 1859](#)
 4. [Central advantage: Bastian,Herbert - Eng,Holger \(10\) \[Giuoco Piano, C54\] Bad Neuenahr ch-DE, 1984](#)
 2. [Catch the Black King in the middle](#)
 1. [The King caught in the middle \(and Central advantage\): Morphy - Hampton, H \[Evans' Gambit, C52\] \(London\) 1858](#)
 2. [King caught in the middle: Fischer - Fine RH \[Evans' Gambit, C52\] \(New York\) 1963](#)
 3. [King caught in the middle: Anderssen,Adolf - Dufresne,J \[Evans' Gambit, C52\] Berlin 'Evergreen', 1852](#)
 4. [King caught in the middle: Romero Holmes,Alfonse - Estremera Panos,Serg \[Giuoco Piano, C54\] Leon, 1989](#)
 3. [The King's-side attack.](#)
 1. [King's-side attack: Morphy,Paul - Amateur \[Giuoco Piano, C51\] London, 1858](#)
 2. [Littlewood - Paish \(Blindfold\)1993](#)
 3. [King's-side attack: Euwe,Max - O'Hanlon,John \[Giuoco Piano, C54\] Hastings, 1919](#)
 4. [The Fried Liver raid: Morphy,Paul\(bl_sim\) - Forde,A \[Evans' Gambit, C52\] New Orleans, 1858](#)
 4. [The Queen's-side attack.](#)

1. [Move to the Queen's-side: Szecsi - Szarka \[Giuoco Piano, C54\] cr, 1987](#)

4. [Ideas for Black](#)

1. [Hit back with ...d5](#)

1. [Black hits back with ...d5: Marache,N - Morphy,Paul \[Evans' Gambit, C52\] New York, 1857](#)
2. [Black hits back with ...d5: Treiber,Timo - Kurz,Ralf \(07\) \[Giuoco Piano, C54\] Baden Baden, 1990](#)

2. [Catch the White King in the middle](#)

1. [Black catches the King in the middle: Noa,Josef - Kopylov \[Evans' Gambit, C52\] Leningrad, 1937](#)

3. [Counterattack on the White King's-side](#)

1. [Black's King's-side counterattack: Mongredien,A - Morphy,Paul \(07\) \[Evans' Gambit, C52\] Paris m, 1859](#)
2. [Black's King's-side counterattack: Saint Amant - Morphy,Paul \[Giuoco Piano, C54\] Paris, 1858](#)

4. [Black's chances in the endgame](#)

1. [Black's endgame chances: Hammond,G - Morphy,Paul \[Giuoco Piano, C54\] New York, 1857](#)

5. [Some traps in the Italian Game](#)

1. [A poor line for White in the Closed Variation of the Giuoco Piano](#)
2. [Another trap in the Closed Variation of the Giuoco Piano](#)
3. [Trap in the Main Line of the Giuoco Piano with 6. O-O](#)
4. [Trap in the Main Line of the Giuoco Piano with 6. O-O](#)
5. [Trap in the Main Line of the Giuoco Piano with 6. O-O](#)
6. [Trap in the Main Line of the Giuoco Piano with 6. cxd4](#)
7. [Trap in the Moller Attack](#)
8. [Bernstein's Trap in the Moller Attack](#)

5. [Some Variations in the Italian Game](#)

1. [A. Main line Giuoco Piano 4. c3](#)

1. [Risky main line 7. Nc3](#)
 1. [Black avoids the Moller](#)
 1. [Bernstein's line: greedy 9...Bxc3](#)
 2. [Bernstein: the safer 9... d5](#)
 2. [Moller attack](#)
2. [Safe main line 7. Bd2](#)
3. [The closed variation 4...Bb6](#)

2. [Evans' Gambit 4. b4](#)

1. [Evans' Gambit Declined \(4...Bb6\)](#)
2. [Evans' Gambit Accepted \(4...Bxb4\)](#)
 1. [Evans' Gambit with 5... Bc5](#)
 2. [Evans' Gambit with 5..Be7](#)
3. [Kasparov, Gary-Anand, Viswanathan, Riga 1993](#)
 1. [Evans' Gambit with 5... Ba5](#)
 1. [Lasker's Defence with 7... Qe7](#)
 2. [Lasker's Defence with 7... Nxd4](#)
 3. [Lasker's Defence with 7... Qd7](#)
6. [Appendix 1. Why is it called "Italian"?](#)
7. [Appendix 2. Oh, if you must... some ideas for playing the Giuoco Pianissimo](#)
 1. [Regis \(Exeter\) - Orpwood \(Salford\), 1987.](#)
 2. [A trap in the Giuoco Pianissimo](#)
 3. [Another trap in the Giuoco Pianissimo](#)
 4. [One more trap in the Giuoco Pianissimo](#)

The Closed Queen's-Pawn Openings at junior level

Part I - for starters

How many people play 1.d2-d4 (stodgily)

How you should play 1.d2-d4 (open)

How you can play 1. d2-d4 (expertly)

How to avoid the Queen's Pawn game if you think your opponent plays stodgily.

Part II- The theory of playing against 1.d2-d4

II-A: Systems with c2-c4

The Queen's Gambit

Swiss Defence

QGD with 5.Bf4

Exchange variation

Semi-Slav Systems

Catalan Opening

II-B: Systems without c2-c4

Colle System

London System

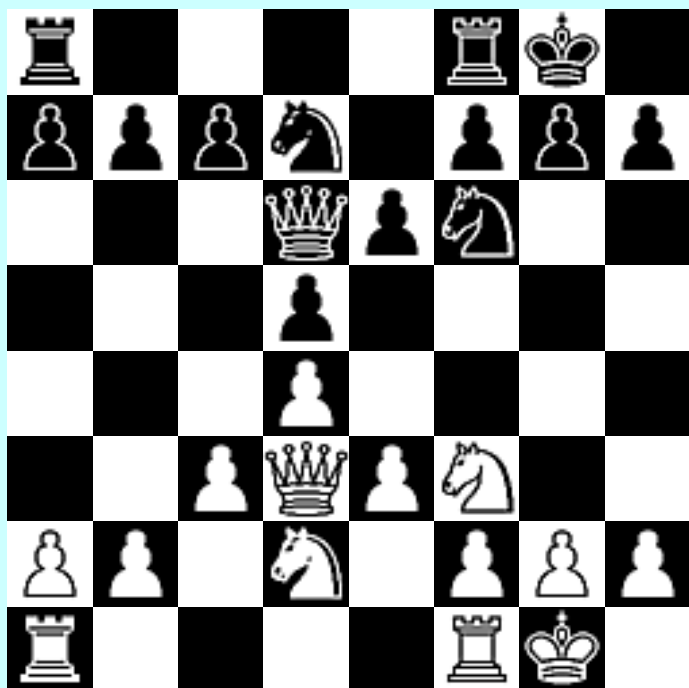
Veresov System

Stonewall Attack

Blackmar-Diemer Gambit

Most of them I think would find this rather too slow and dull, everything gets bogged down, and often neither side can come up with any ideas of how to win and would have to rely on their opponent overlooking something to win. If you are much better than a beginner, and you like this style of playing, then you can have a go for either side, but my advice is: stick to **1. e2-e4!**

How should you play the London system as White or Black? Black often develops their Bishops on f5 and d6. Because White is going to take a few moves to achieve Bf1-d3, Black may play ...Bc8-f5 first, and the light-squared Bishops come off. Also, Black will often challenge the Bc1-f4 with ...Bf8-d6, and the dark-squared Bishops also come off. We then have a slow game with Knights and Queens.



The first thing to do if you get into this sort of position (whether you are White or Black) is to **open up a file for your Rooks** . As Black, you may not be able to achieve ...e7-e5 very quickly, but it is likely that you can play ...c7-c5. So one good rule for playing Black in these openings is for you to play ...c7-c5 at some point. This means that your Queen's Knight should not be placed straightaway at c6 in front of the c-Pawn, but instead go to c6 only after ...c7-c5. Another idea is to play ...Nb8-d7, which actually supports the ...c7-c5 break.

How you should play 1.d2-d4 (open)

The reason that games with **1.d2-d4** are called "closed" is because the positions are often slow with few open lines. After **1. e2-e4 e7-e5** , all the major openings

set out to achieve the advance $d2-d4$ for White. We can play it straight away (**2. $d2-d4$** , the *Centre Game*) or after **2. $Ng1-f3$ $Nb8-c6$ 3. $d2-d4$** (the *Scotch Game*). Perhaps the best way is to prepare the advance with $c2-c3$ as in the *Giuoco Piano* **1. $e2-e4$ $e7-e5$ 2. $Ng1-f3$ $Nb8-c6$ 3. $Bf1-c4$ $Bc8-c5$ 4. $c2-c3$ $Ng8-f6$ 5. $d2-d4$) or *Ruy Lopez* **1. $e2-e4$ $e7-e5$ 2. $Ng1-f3$ $Nb8-c6$ 3. $Bf1-b5$ $a7-a6$ 4. $Bb5-a4$ $Ng8-f6$ 5. $O-O$ $Bf8-e7$ 6. $Rf1-e1$ $b7-b5$ 7. $Ba4-b3$ $O-O$ 8. $c2-c3$ $d7-d6$ 9. $h2-h3$ $Nb8-d7$ 10. $d2-d4$ White could also play $d2-d4$ on moves 5 or 9).****

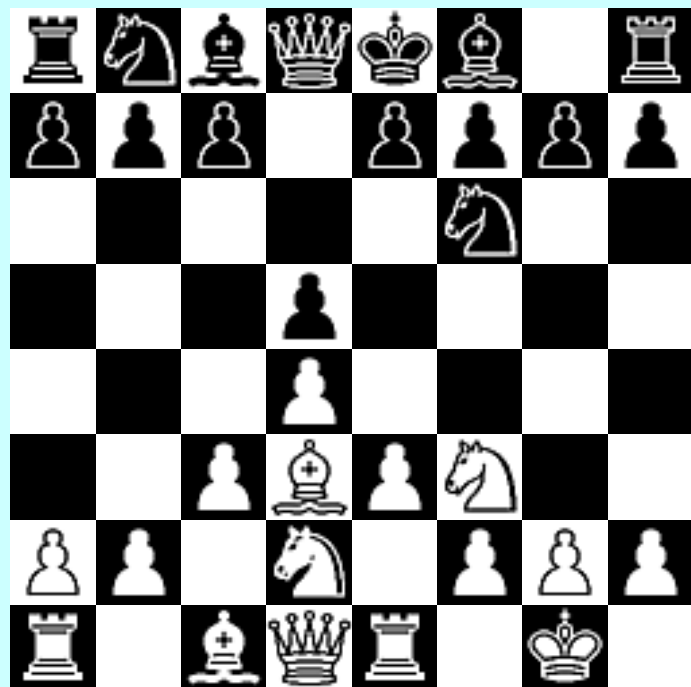
But after **1. $d2-d4$** it's not obvious how to achieve $e2-e4$. Obviously White can just play $2.c2-c4$, which is the famous Queen's Gambit. But there is another system, named after the Belgian master Colle, which specifically aims at $e2-e4$ and also leads to a nice open game. If juniors do want to play **1. $d2-d4$** I always tell them about this system.

The idea is:

1. $d2-d4$ 2. $Ng1-f3$ 3. $e2-e3!$

This does block in the $Bc1$ but doesn't mean to leave it that way. Continue:

4. $Bf1-d3$ 5. $Nb1-d2$ 6. $O-O$ 7. $Rf1-e1$ (of course, Black usually moves too!)



8. $e2-e4!$

Now White has good development and will get open lines for the pieces. Like this:

Colle - Buerger [D05] Hastings - (0.158), 1928

1.d4 Nf6 2.Nf3 d5 3.e3 e6 4.Bd3 Be7 5.Nbd2 O-O 6.O-O Nbd7 7.e4 dxe4 8. Nxe4 Nxe4 9.Bxe4 Nf6 10.Bd3 c5 11.dxc5 Bxc5 12.Bg5 Be7 13.Qe2 Qc7 14. Rad1 Rd8 15.Ne5 Bd7 16.Bxh7+ Kxh7 17.Bxf6 Bxf6 18.Qh5+ Kg8 19.Qxf7 + Kh7 20.Rd3 1-0

If you like the look of this, I have some *notes on this system* tucked away somewhere.

How you can play 1. d2-d4 (expertly)

The main Queen's-Pawn openings usually are based around playing c2-c4 rather than e2-e4. In the Queen's Gambit after **1.d2-d4 d7-d5** White puts pressure on the Black centre with **2.c2-c4** and later can play a Rook to the c-file, which is likely to be opened.

When you know a bit more about how to play with each piece, the *Queen's Gambit* is a fine opening to play, but by the time you know enough to play the Queen's Gambit well, your opponent's may start avoiding **1. d2-d4 d7-d5** by playing one of the *Indian Defences* **1. d2-d4 Ng8-f6** . Now there's an idea: you mean, I don't have to go through all this London system stuff? Right! You can play the Black side of the London system or the Colle to win if you fancy it, but you might prefer to have something a little spicier. Not an Indian Defence, but the *Dutch Defence*

How to avoid the Queen's Pawn game if you think your opponent plays stodgily.

The *Dutch Defence* is one of the oldest and most aggressive defences to the Queen's Pawn opening. It goes:

1. d2-d4 f7-f5

Now White has several ways of continuing. If White knows a bit of theory they may know that one of the best ways to play for White is to play a set-up with:

1. d2-d4 2. c2-c4 3. Ng1-f3 4. g2-g3 5. Bf1-g2 6. O-O

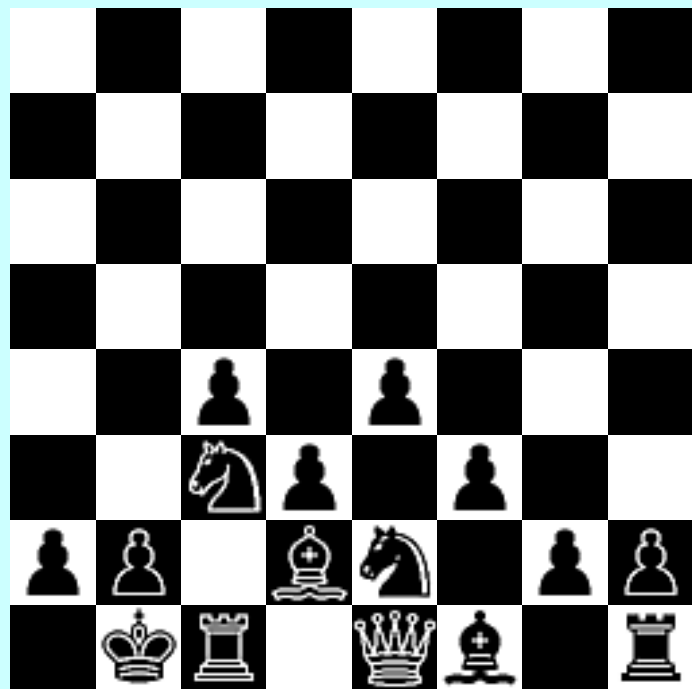
After this Black has three systems:

Leningrad system: 1...f7-f5 2...Ng8-f6 3...g7-g6 4...Bf8-g7 5...O-O 6...d7-d6

Classical system: 1...f7-f5 2...Ng8-f6 3...e7-e6 4...Bf8-e7 5...O-O 6...d7-d6

Stonewall system: 1...f7-f5 2...Ng8-f6 3...e7-e6 4...Bf8-e7 5...O-O 6...d7-d5

In each system Black gets a flexible development with chances of a King's-side attack. If you fancy this idea, I have tucked away *some notes on the Stonewall system*



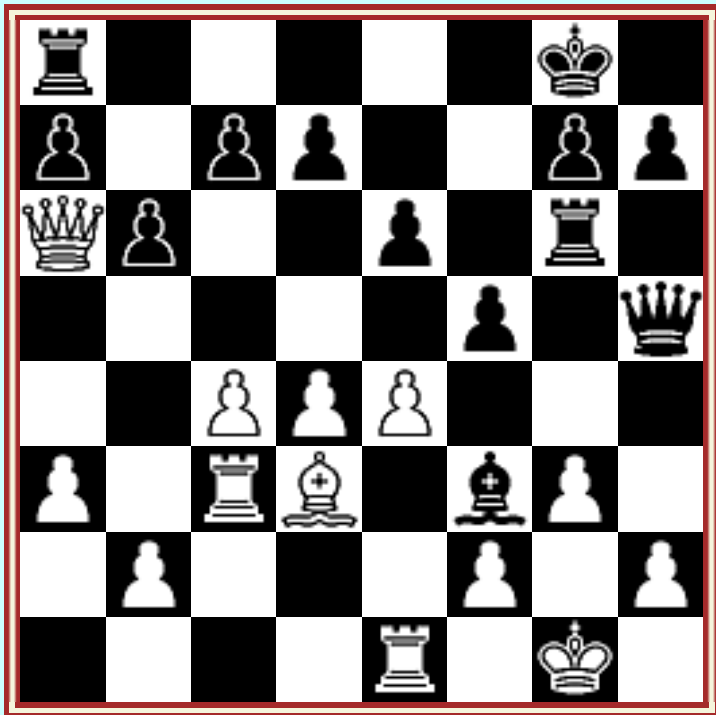
The Stonewall formation is aggressive but as you can tell from its name, it is also quite solid. White cannot hope to make a quick raid on Black's position, while the f5 pawn is a beach-head for your King's-side attack. Ideas for Black include:

- play ...Qe8 and ...Qh4
- play ...Kh8, ...Rg8 and ...g5
- play ...Ne4 and ...Ndf6
- re-organise your bishops with ...Be7-d6 or ...Bd7-e8-h4

Of course, you can combine these ideas. Here's a couple of example games from an early Dutch fan, Mikhail Botvinnik, who later became World Champion.

Abramovic,G - Botvinnik,M [A85] Soviet Union, 1924

1.d4 f5 2.Nf3 Nf6 3.c4 e6 4.Nc3 b6 5.Bg5 Be7 6.e3 Bb7 7.Bd3 0-0 8.0-0 Ne4 9.Bxe7 Qxe7 10.Rc1 Na6 11.a3 Rf6 12.Qa4 Nxc3 13.Rxc3 Bxf3 14.Qxa6 Rg6 15.g3 Qg5 16.Re1 Qh5 17.e4



17...Qxh2+ 0-1

18.Kxh2 Rh6+ 19.Kg1 Rh1#

Steiner Herman - Botvinnik M [A95/12] Ch Europe (juniors), Groningen (Netherl, 1946

1.d4 e6 2.c4 f5 3.g3 Nf6 4.Bg2 Bb4+ 5.Bd2 Be7 6.Nc3 0-0 7.Qc2 d5 8.Nf3 c6 9.0-0 Qe8 10.Bf4 Qh5 11.Rae1 Nbd7 12.Nd2 g5 13.Bc7 Ne8 14.Be5 Nxe5 15.dxe5 f4 16.gxf4 gxf4 17.Nf3 Kh8 18.Kh1 Ng7 19.Qc1 Bd7 20.a3 Rf7 21.b4 Rg8 22.Rg1 Nf5 23.Nd1 Rfg7 24.Qxf4 Rg4 25.Qd2 Nh4 26.Ne3 Nxf3 27.exf3 Rh4 28.Nf1 Bg5 0-1

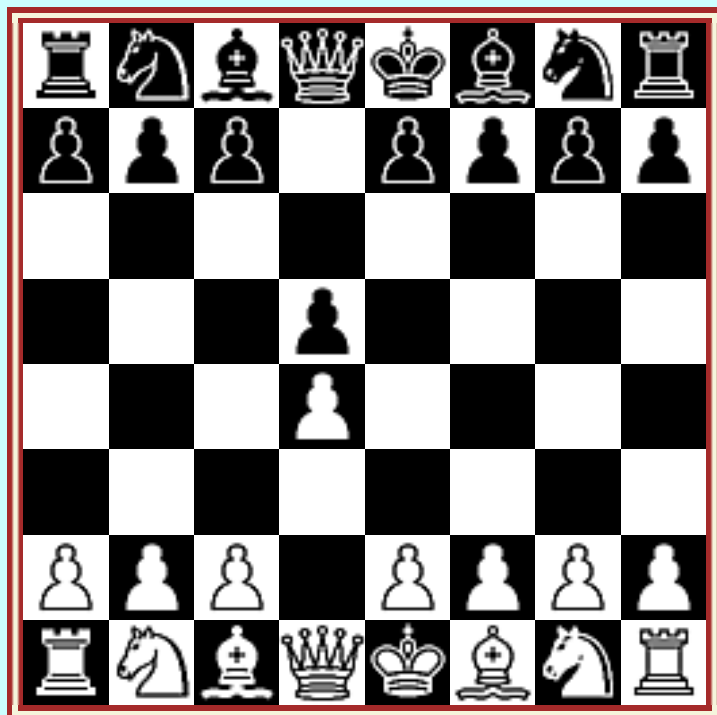
If you are interested in these lines, or the various gambits...

e.g. *Karayannis-Bellin 1993* : **1. d4 e6 2. c4 f5 3. e4**



....then I have some notes on the ways *White can avoid the Dutch main lines*

Part II- The theory of playing against 1.d2-d4

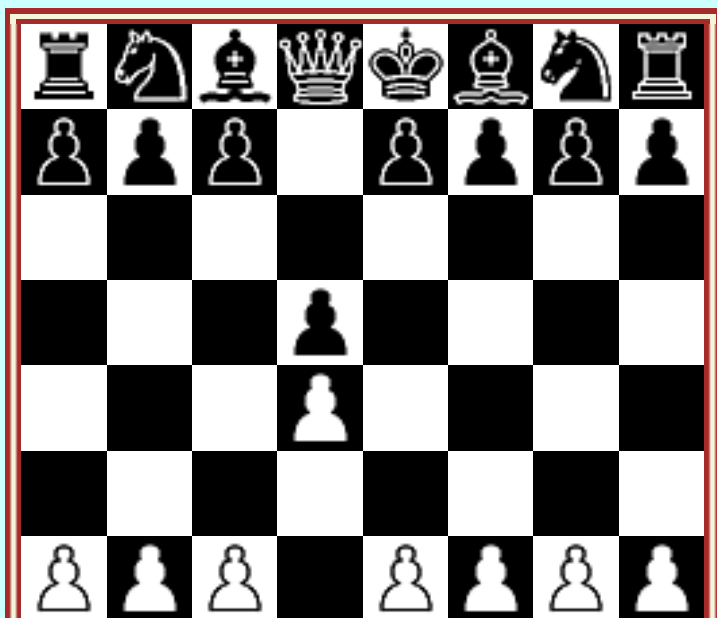


II-A: Systems with c2-c4

Just as in the 1.e2-e4 openings, it is possible for White to play mainly with pieces in the opening, hoping to save time by not moving any more Pawns. But just as in the 1.e2-e4 openings like *Old Stodge*, it is hard to stop Black getting easy equality without hitting at the Black centre with Pawns, giving them something to worry about.



After 1.e2-e4 e7-e5, White cannot be prevented from playing d2-d4, which White can do straightaway (in the Scotch Game) or after c2-c3 (Giuoco Piano and Ruy Lopez).





But in the 1.d2-d4 d7-d5 openings, it looks like e2-e4 and c2-c4 just lose a Pawn. So juniors and even adult club players often like to play it slow and safe and simple, just getting their pieces out, keeping the centre closed and hoping to arrange a King's-side attack.

White hopes that because the centre is likely to remain closed, Black will find it hard to disturb the White build-up. Black must either swap off the attacking pieces, and/or upset the White centre.

White can always play e2-e4 as a gambit (The *Blackmar-Diemer Gambit*). Also, the c4 point is easy to guard with the Bc1, and so White can play 2.c2-c4, the *Queen's Gambit*, believing that Black will find it hard to get away with snatching the c-Pawn. We will look at all of these systems for White, with and without c2-c4.

All of these openings are dangerous if you don't know what your opponent is trying to do. But only the Queen's Gambit is really strong enough for Grandmasters.

The Queen's Gambit

1. d4 d5 2. c4



The idea behind the opening

I keep saying that it is difficult to put real pressure on your opponent's game without using a Pawn to hit at your opponent's central Pawns. In the Queen's Gambit, White does this straight away.

In gambit openings, White hopes that Black will waste time taking and trying to hold on to the Pawn. In the Queen's Gambit, this is a better idea than usual, since Black cannot hold on to the Pawn at all!

2...dxc4 3. e3 b5 4. a4 c6 5. axb5 cxb5 6.Qf3! +-

Black can try other moves to hang on to the Pawn, but they are all more trouble than the Pawn is worth! So, Black should not try to hang on to the Pawn, but aim to hit back in the centre:

3. e3 e5! or 3.e3 c5!

Now, White need not scramble to get back the Pawn but should try to hold on in the centre. A common sequence is:

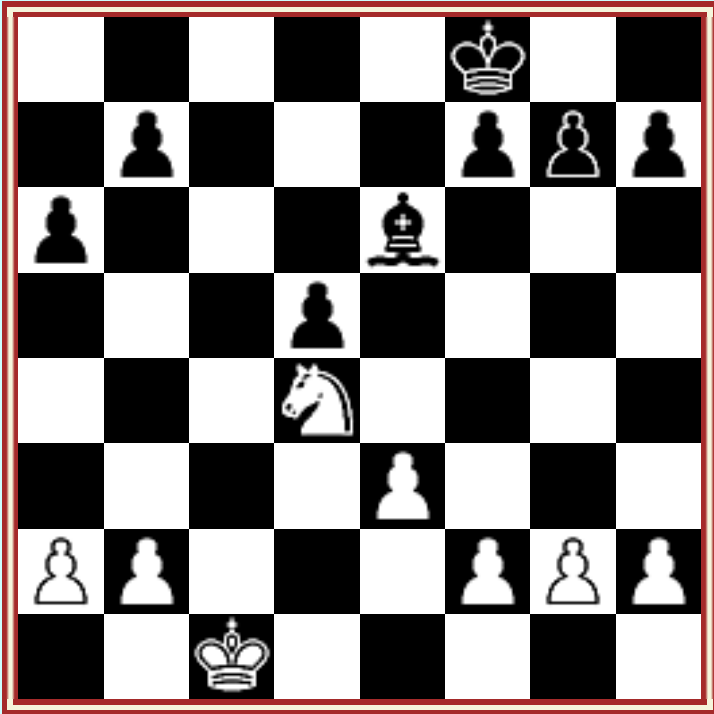
3. Nf3 Nf6 4. e3 c5 5. Bxc4 e6 6. O-O



How to play against this opening

If you fancy the "accept then hit back" approach, then this Queen's Gambit Accepted line is easy to learn:

- You should exchange on d4 to give White an isolated d-Pawn.
- You should play ...Nbd7-b6-d5 to stop the d-Pawn advancing.
- You should put pressure on the d-Pawn, to tie White's pieces down to defence.
- You should aim for exchanging pieces, especially the light-squared Bishop, leaving White in a poor endgame, like this one



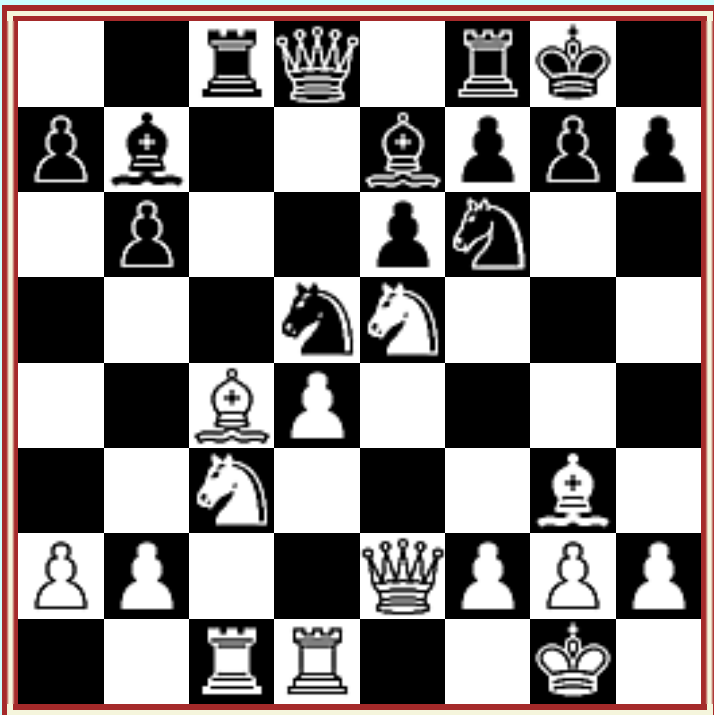
With colours reversed, this is the classic 'bad Bishop' endgame with an isolated Queen's-Pawn, from a famous Flohr-Capablanca game. Black just managed to hold on, but had a struggle! White can try little tricks on either side of the board, or try to slide the King in on the unprotected dark squares, but Black can only sit and suffer. So, playing Black against the Queen's Gambit, this is what you can hope to get to.

Example game

Salwe,G - Rubinstein,A [D26] Lodz, 1907

1.d4 d5 2.c4 e6 3.Nc3 dxc4 4.Nf3 Nf6 5.e3 c5 6.Bxc4 Nc6 7.O-O cxd4 8. exd4 Be7 9.Bf4 O-O 10.Qd2 b6 11.Rfd1 Nb4 12.Qe2 Bb7 13.Ne5 Nbd5 14.

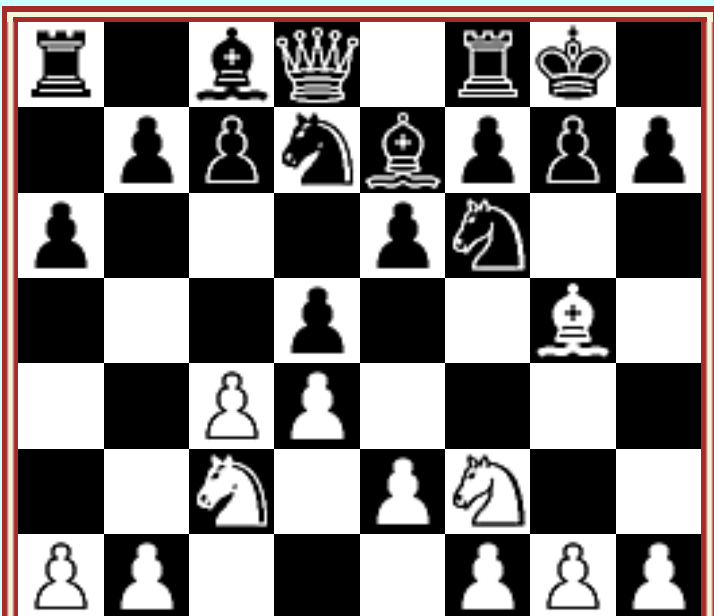
Bg3 Rc8 15.Rac1...



Now Rubinstein changed the Pawn structure with 15...Nxc3, and went on to win with pressure against the c- and d-Pawns and using the Bishop on the long diagonal.

Swiss Defence

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 a6





The idea behind the opening

The Swiss Defence is a way of declining the Queen's Gambit. Black develops quietly to start with, but is just ready to uncoil. If White plays the automatic

8.Bd3,

Black hits back with

8...dxc4! 9. Bxc4 b5! 10. Bd3 c5!

In another famous Capablanca game, Black (Alekhine) had an easy time after reaching this position:



I won't give the whole game because it is rather long.

How to play this opening

White may see this Queen's-side counter-punch coming. There are two tries for White:

8. *cx*d5 (The Carlsbad variation - see below) or:

8. c5

After 8. c5 Black should stop the c-Pawn

8...c6

then hit back:

9.b4

9...a5! 10.a3 axb4 11.axb4 b6 12.Bd3 bxc5 13.bxc5 e5 14.Nxe5

(14.*dxe5 Ne8=*;

14.*Bxf6 Bxf6 15.dxe5 Nxe5 16.Nxe5 Bxe5 17.Bxh7+ Kxh7 18.Qh5+ Kg8 19.Qxe5 Ba6! with compensation*)

14...Nxe5 15.dxe5 Nd7 16.Bxe7 Qxe7 17.Qc2 Qh4 18.0-0 Nxe5 19.Be2 Ba6 20.Bxa6 Rxa6 21.Ra1 Qc4=

9.Bd3: *see example game*

Example game

Blodstein,B - Ziatdinov,R (2455) [D63] UZB-ch (9), 1993

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.Nf3 0-0 6.e3 Nbd7 7.Rc1 a6 8.c5 c6 9.Bd3 e5!





10.Nxe5

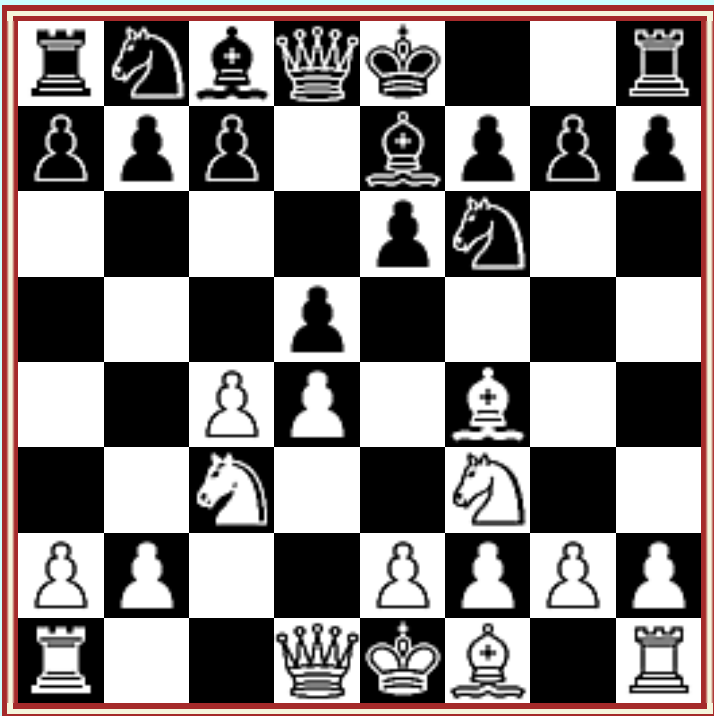
[10.dxe5 Ne8 11.Bf4;

10.Bxf6 Bxf6 11.dxe5 Be7!]

10...Nxe5 11.dxe5 Nd7 12.Bf4 Bxc5 13.h4 Re8 14.Bb1 Bf8 15.Qc2 g6 16.
h5 Nxe5 17.hxg6 hxg6 18.Qd1 Bg7 19.Kf1 Qf6 20.Ne2 Bf5 21.Ng3 Bxb1 22.
Rxb1 Rad8 23.Qd4 Nc4 0-1

QGD with 5.Bf4

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Be7 5. Bf4



The idea behind the opening

This is a proper Grandmaster opening and so you will not be able to bash out moves without thinking and expect to get an equal game (as if you ever can!)

How to play against this opening

The usual ideas of developing sensibly then hitting back in the centre are the right recipe here.

4.Nf3 Be7 5.Bf4 0-0 6.e3 (we've developed sensibly, so...) 6...c5 7.dxc5 Bxc5 8.Qc2 Nc6 9.Rd1 Qa5 10.a3 Be7 11.Nd2 e5 12.Bg5 d4 13.Nb3 Qd8 =

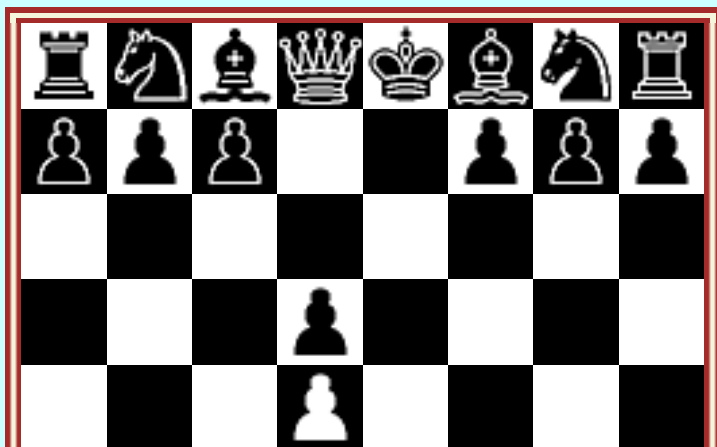
Example game

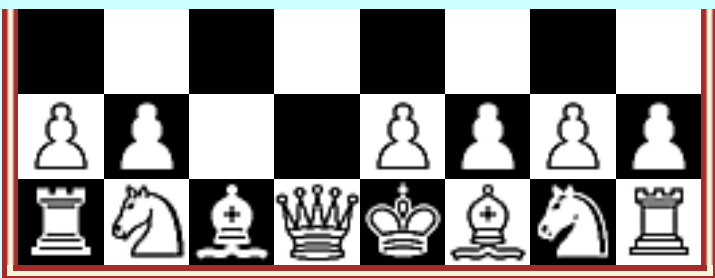
Jussupow,A (2635) - Kortschnoj,V (2630) [D37] Tilburg, 1987

1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Nc3 Be7 5.Bf4 0-0 6.e3 c5 7.dxc5 Bxc5 8.Qc2 Nc6 9.Rd1 Qa5 10.a3 Be7 11.Nd2 e5 12.Bg5 d4 13.Nb3 Qd8 14.Be2 a5 15.Na4 Ng4 16.Bxe7 Qxe7 17.exd4 Qh4 18.Bxg4 Bxg4 19.Rd2 exd4 20.0-0 Rad8 21.Nac5 d3 22.Qc3 Be2 23.Re1 a4 24.Nxa4 Rfe8 25.h3 Ne5 26.Rdx2 dxe2 27.Nc1 b5 28.Nb6 Rd1 29.Nxe2 Nf3+ 30.gxf3 Rxe2 0-1

Exchange variation

1. d4 d5 2. c4 e6 3. cxd5





This is the classic Exchange, but there is a variation that comes out of the Swiss Defence.

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 a6 8. cxd5 exd5



This variation, from the Swiss Defence, is known as the Carlsbad Variation.

The idea behind the opening

White simplifies the centre, hoping to make use of slightly more active pieces and the open c-file. In the main Exchange Variation, White often plays Rab1 and pushes the b-Pawn, but in the Carlsbad Variation, this would waste time.

How to play against this opening

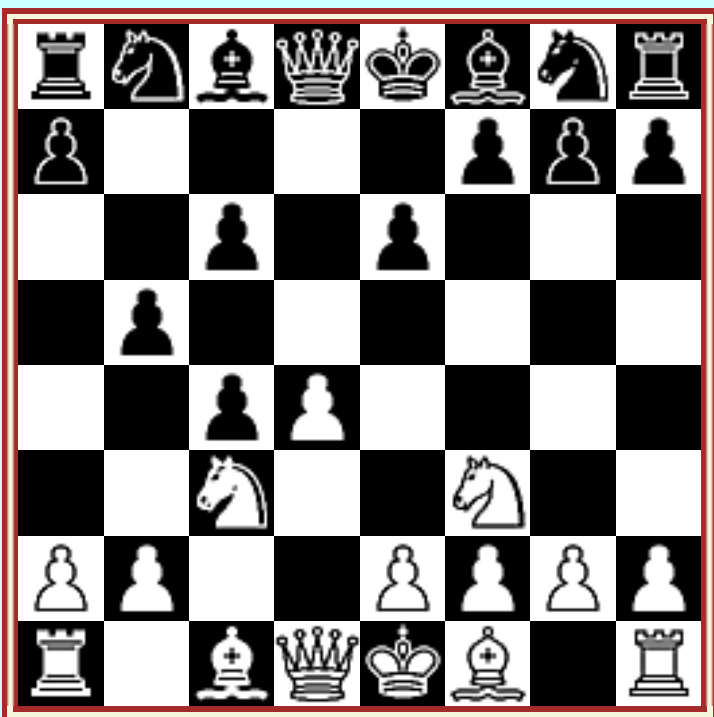
In the main line Exchange, Black can play a quick ...Bf5; in the Carlsbad, Black is more likely to head for a normal King's-side counterattack.

Black doesn't get left with an isolated d-Pawn

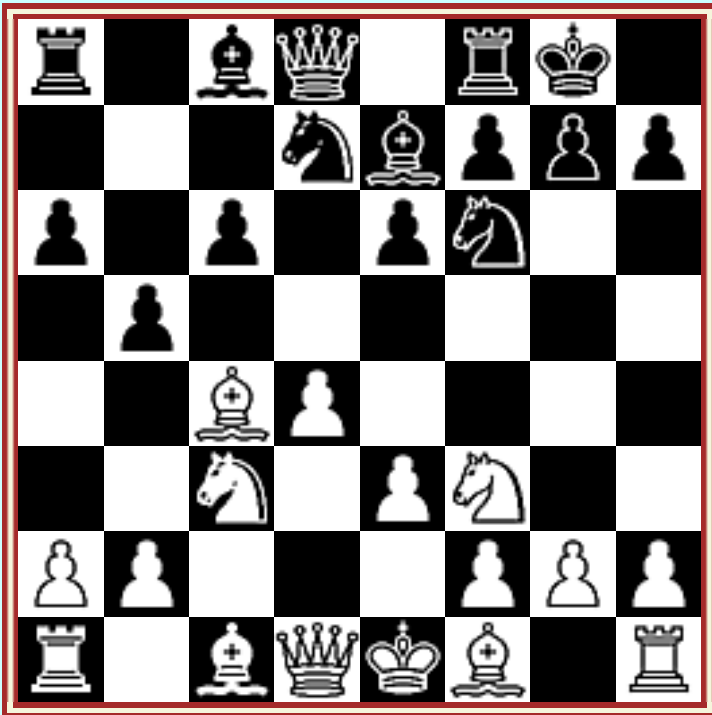


Black ready for ...e7-e5!

- Black has already played ...c6 which can support ...b5. This gives two ideas:
 1. Quickly play ...dxc4 and ..b7-b5, to try and hang on to the c-Pawn.
 2. Wait until White has moved the Bf1 somewhere, then make it waste a move or two by ...dxc4, Bcx4, ...b7-b5! Black can then play ...c7-c5 and ...Bc8-b7, giving the Bishop a nice long diagonal.



Grabbing the c-Pawn - risky!



Hitting the Bishop after ...dxc4: follow up with Bb7 and c7-c5

How to play this opening

I can't promise that players of d2-d4 will rattle out the same moves game after game like e4 Nf3 Bc4 d3...

There are several lines where the Semi-Slav is seen:

1.d4 d5 2.c4 c6 3.Nf3 e6 or

1.d4 d5 2.c4 e6 3.Nf3 c6

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 dxc4

1.d4 d5 2.c4 e6 3.Nc3 c6 4.e4 Bb4

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 Nf6 5.e3 Nbd7 6.Bd3 Bd6

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 Nf6 5.e3 Nbd7 6.Bd3 dxc4

and if you play the Dutch:

1.d4 d5 2.c4 e6 3.Nc3 c6 4.e3 f5!? [4.Nf3 f5?! is less good because of 5.Bf4,

seizing control of e5]

Example games:

Here's a "grab the c-Pawn" game, although you can see the risks Black takes in the centre:

Collas,D (2280) - Flear,G (2495) [D31] Paris (3), 1992

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 dxc4 5.a4 Bb4 6.e3 b5 7.Bd2 a5 8.axb5 Bxc3 9.Bxc3 cxb5 10.b3 Bb7 11.bxc4 b4 12.Bb2 Nf6 13.Bd3 Nbd7 14.Qc2 Qc7 15.0-0 0-0 16.Rfc1 Rfc8 17.e4 e5 18.c5 exd4 19.Bxd4 Qc6 20.Nh4 g6 21.f3 a4 22.Qd2 b3 23.e5 Nh5 24.Be4 Qb5 25.e6 Bxe4 26.exd7 Qxd7 27.fxe4 a3 28.Qf2 Nf4 29.Rd1 Qg4 30.Kh1 b2 31.Rab1 a2 32.Qxb2 axb1Q 33.Rxb1 Qxh4 34.g3 Qd8 35.gxf4 Rcb8 0-1

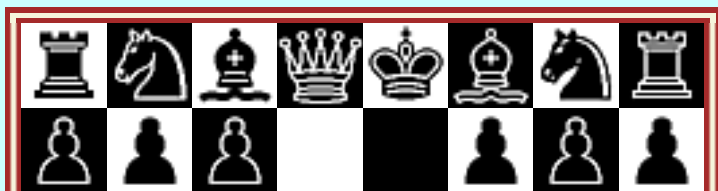
And the other ideas can be seen in this shortie:

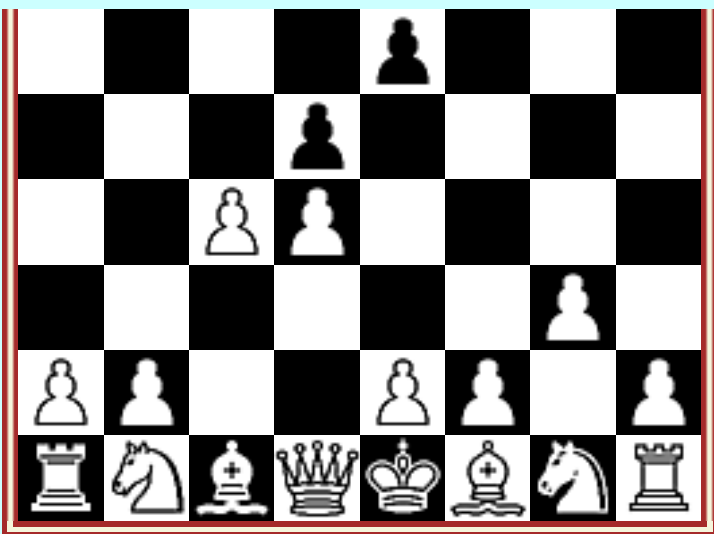
Samisch,F - Capablanca,J [D46] Moskva (18), 1925

1.Nf3 Nf6 2.d4 e6 3.c4 d5 4.Nc3 c6 5.e3 Nbd7 6.Bd3 a6 7.0-0 dxc4 8.Bxc4 b5 9.Bd3 c5 10.Qe2 Bb7 11.Rd1 Qc7 12.e4 cxd4 13.Nxd4 Bc5 14.Nb3 Bd6 15.h3 b4 16.Nb1 Ne5 17.Bf4 0-0 18.Bxe5 Bxe5 19.N1d2 Bxb2 20.Rab1 Bc3 21.Nc4 a5 22.e5 Nd7 23.Bxh7+ Kxh7 24.Qd3+ Kg8 25.Qxd7 Qxc4 26.Qxb7 a4 27.Nd2 Qxa2 28.Nf3 Qe2 0-1

Catalan Opening

1. d4 d5 2. c4 e6 3. g3





The idea behind the opening

This is a slow, rather tricky system to play against. White hopes to keep Black under pressure and uncoil slowly.

How to play against this opening

If you like the "grab the c-Pawn" strategy in the Semi-Slav, it looks even better here with White having moved the Bishop off the f1-a6 diagonal.

Example game

Gostisa,L (2410) - Burmakin,V (2530) [D31] Bled op, 1994

1.d4 d5 2.c4 e6 3.Nc3 c6 4.Nf3 dxc4 5.g3 b5 6.Bg2 Bb7 7.a4 a6 8.O-O Nd7 9.e4 Ngf6 10.Qe2 Be7 11.Rd1 O-O 12.Bf4 Re8 13.Ne1 Qb6 14.g4 Nf8 15.g5 N6d7 16.Qg4 Ng6 17.Be3 c5 18.d5 Nde5 19.Qg3 b4 20.a5 Qc7 21.Na4 exd5 22.exd5 Bd6 23.Nb6 Nd3 24.Nxa8 Bxa8 0-1

II-B: Systems without c2-c4

These systems usually emphasise piece play rather than pressure on the centre with Pawns. White has a standard attacking plan which can walk straight through you if you aren't careful. I'll show you one game to worry you, then lots more to show you what to do about these systems.

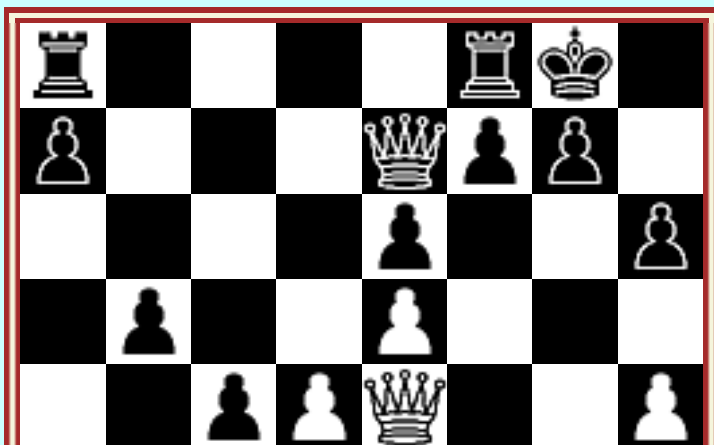
Burgess Graham - Johannesson Larus (8) [A46] It, 1995

1. d4 e6 2. Nf3 Nf6 3. Bg5 Be7 4. Nbd2 d5 5. e3 O-O 6. Bd3 b6 7. Ne5 c5 8. c3 Qc7 9. f4 Bb7 10. Qf3 h6 11. h4 Nc6 12. Rh3



'Normal' moves from Black have allowed White to set up a favourable 'Stonewall' formation with the dark-squared Bishop outside the Pawn chain. With the centre closed, White shuffles pieces over to the King's-side and mugs the King.

12... Nxe5 13. fxe5 Ne4 14. Nxe4 dxe4 15. Bxe4 Bxe4 16. Qxe4 Qd8 17. Bxe7 Qxe7 18. O-O-O c4 19. Rf1 b5



Now, White does know that the Bc1 must be got out, but will do so later on.

White wants to play the difficult e2-e4, so sets about it in two stages - first, developing pieces around the e4 point, with Bd3, Nbd2, and Re1 or Qe2, and only then breaking with e3-e4, hoping that the White pieces will ambush Black.

How to play against this opening

It is not hard to guess that after e2-e3 White wants to play Bd3. So

3...Bf5

is a nice awkward move, when

4. Bd3 e6!

Is another nice awkward move (Alekhine).

The only way to be awkward back is

4. c4 e6 5. Qb3

but Black can cope with this - White's Bishops are not well-placed to attack. Here

5...Qb6

looks OK, or keep Queens on with

5...Qc8

Example game

Mellen,S - Jarosz,S [D12] Lansing,MI Jan mini, 1990

1.Nf3 d5 2.d4 Nf6 3.e3 Bf5 4.c4 e6 5.Nc3 c6 6.Qb3 Qc8 7.Bd2 Nbd7 8.Rc1 Qb8 9.Be2 Bd6 10.0-0 h6 11.h3 0-0 12.cxd5 exd5 13.Na4 Re8 14.Bb4 Bc7 15.Nc5 Nxc5 16.dxc5 Ne4 17.Nd4 Bd7 18.Bd3 Qc8 19.Qc2 Bxh3 20.Bxe4 Rxe4 21.gxh3 Qxh3 22.f3 Re5 23.f4 Rxe3 24.Rf2 Bxf4 25.Nf5 Re4 26.Bd2 Qxf5 27.Bxf4 Qg4+ 0-1

London System

1. d4 d5 2. Nf3 Nf6 3. Bf4



The idea behind the opening

White is developing smoothly and has some control over the dark squares in the centre. White can play on either side of the board, if allowed. So this is quite a sound, flexible system, and needs some care to play against.

How to play against this opening

As I described above, Black should develop sensibly and look to open lines for Rooks.

Example game

Gross,R - Hoenig,A [D02] NRW-I, 1990

1.d4 d5 2.Nf3 Nf6 3.Bf4 Bf5 4.c3 e6 5.e3 Bd6 6.Bg3 0-0 7.Bd3 Bxd3 8.

Qxd3 c5 9.Nbd2 Nc6 10.O-O a5 11.a4 Ra6 12.Rad1 Bxg3 13.hxg3 cxd4 14. exd4 Rb6 15.b3 h6 16.Rfe1 Qc7 17.Rc1 Rc8 18.Rc2 Nb4 19.cxb4 Qxc2 20. Qxc2 Rxc2 21.bxa5 Rb4 22.Kf1 Nd7 23.Ke2 Rxb3 0-1

Veresov System

1. d4 d5 2. Nc3 Nf6 3.Bg5



The idea behind the opening

White has a number of new ideas in this line: perhaps White can mess up Black's Pawns with Bxf6, or use the pressure against the Knight to play f3 and e4.

How to play against this opening

If you don't want White to mess up your Pawns, then you must play

3...Nbd7!

which may be the best move. But I think Bxf6 is not much to worry about, and that you should get your Bc8 out if you can:

3...Bf5!

4.Bxf6 gxf6

recapture towards the centre if you can

5.e3 c6 6.Bd3 Bxd3 7.Qxd3 e6 8.e4 Nd7 9.Nf3 dxe4 10.Nxe4 f5 =



With Pawns on White squares and a Bishop on dark squares, Black is ready to uncoil.

BCO2 also gives:

4. f3 Nbd7 5. Nxd5 Nxd5 6. e4h6 7. Bh4 N7b6 8. exf5 Ne3! 9. Qd2 Nxf1
10. Kxf1 =/+

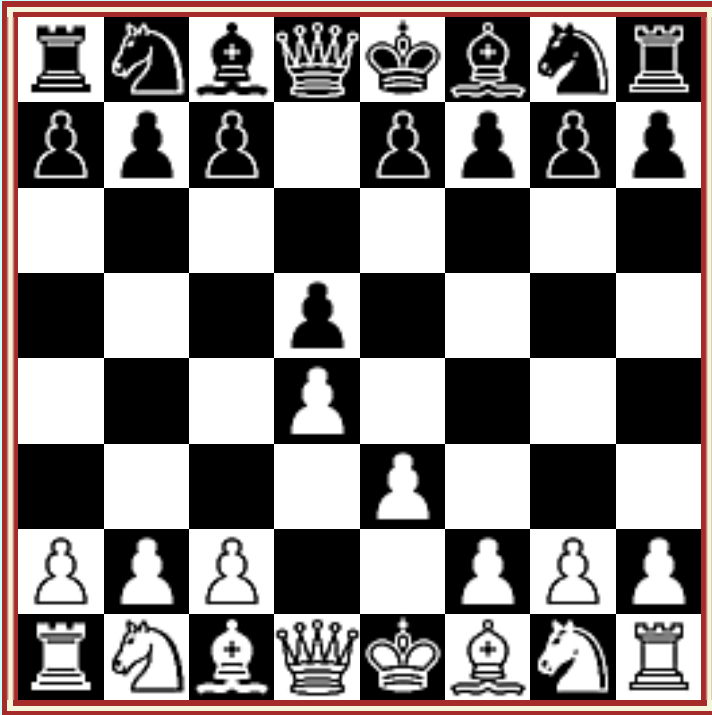
Example game

Link,U - Birke,M [D01] Wuert-chT, 1994

1.d4 Nf6 2.Nc3 d5 3.Bg5 Bf5 4.Bxf6 gxf6 5.e3 e6 6.Bd3 Bxd3 7.Qxd3 c6 8.
Nge2 Nd7 9.e4 dxe4 10.Qxe4 f5 11.Qf3 Nf6 12.O-O-O Qc7 13.h3 h5 14.Kb1
O-O-O 15.g4 hxg4 16.hxg4 Rxh1 17.Rxh1 Nxc4 18.Ne4 Bg7 19.Rh7 Bxd4
20.Ng5 Bf6 21.Nxf7 Rd7 22.Nf4 Rxf7 23.Nxe6 Qe5 0-1

Stonewall Attack

1. d4 d5 2. e3 with f2-f4



The idea behind the opening

White hopes to strangle the centre with f4 then kick in the King's-side with Bf1-d3xh7+. It can work - if Black assumes there is no danger! It's also not a bad idea for Black, because White is usually less defensive.

How to play against this opening

If you think about it, White is trying to attack without the Bc1, and that means attacking without the Ra1! Because White has been so obvious, Black can easily organise a defence. But you must organise one - just developing without thinking will let White carry out the plan. Don't be in a hurry to castle into an attack!

One nice idea is

2...Nf6 3. Bd3 Nc6!

Now:

4. f4 Nb4! 5. Be2 Bf5!

4. c3 e5!

If this is not your style, another nice idea is 3...g6, which stops the Bxh7 trick, or play 3...Bg4 with the idea of ...e6 and ...Bf5! or 3...g6 with the idea of ...Bf5.

Oskum - Euwe Scheveningen, 1920

1.d4 d5 2.e3 Nf6 3.Bd3 c5 4.c3 Nc6 5.f4 Bg4 6.Nf3 e6 7.Nbd2 Bd6 8.g3 Rc8 9.O-O Nd7 10.Qe1 O-O 11.e4 cxd4 12.Nxd4 Qb6 13.Qf2 e5 14.exd5 Ne7 15.fxe5 Nxe5 16.Be4 f5 17.Ne6 fxe4 18.Qxb6 Rxf1+ 19.Kxf1 axb6 20.Nxe4 Bb8 21.Nf4 Rd8 22.Be3 Nc4 23.Bd4 Bxf4 24.gxf4 Nxd5 25.b3 Nce3+ 26.Kf2 Nc2 27.Rg1 Nxd4 28.cxd4 Bf5 29.Kf3 Bxe4+ 30.Kxe4 Nc3+ 31.Kd3 Nb5 32.Kc4 Nxd4 33.Rd1 b5+ 0-1

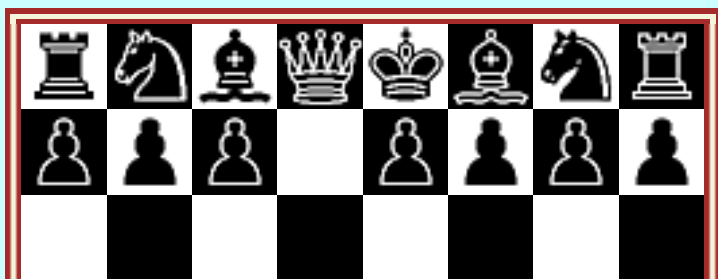
Example game

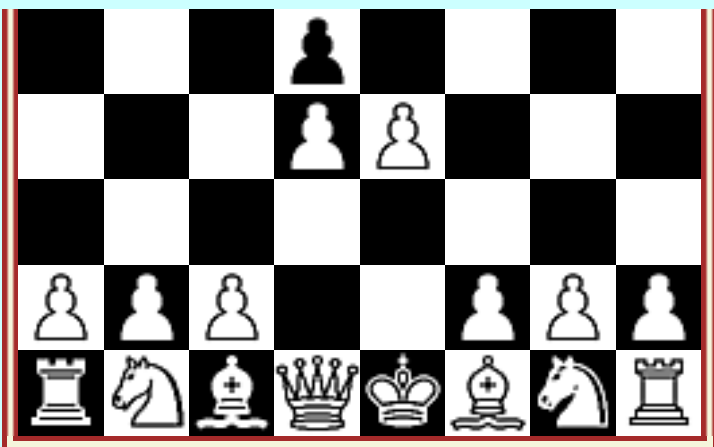
Provaznik,M - Klimus,V [D00] Moravia op ch, 1994

1.d4 d5 2.e3 Nf6 3.Bd3 c5 4.c3 c4 5.Bc2 Nc6 6.f4 Bg4 7.Nf3 Qd7 8.O-O e6 9.Nbd2 Be7 10.h3 Bh5 11.Qe1 Bg6 12.Bxg6 hxg6 13.Ne5 Qc7 14.Ndf3 Ne4 15.Bd2 Rh6 16.b3 Na5 17.b4 Nc6 18.Ng4 Rh7 19.Nge5 Bf6 20.Qb1 Bxe5 21.fxe5 Ne7 22.Qb2 Nf5 23.Rfe1 Nfg3 24.Reb1 g5 25.Nh2 f5 26.Be1 g4 27.Bxg3 Nxg3 28.hxg4 fxg4 29.Nxg4 Qf7 30.Nh2 Qh5 0-1

Blackmar-Diemer Gambit

1. d4 d5 2. e4





The idea behind the opening

White hopes that Black will take this Pawn and the f-Pawn, giving White extra time and open lines for an attack.

This can work very well:

Sawyer T - Overman A [D00] corr USCF Golden Knights SF, 1990

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 g6 6.Bc4 Bg7 7.O-O O-O 8.Qe1 Nbd7 9.Qh4 e6 10.Bg5 Qe8 11.Rae1 c6 12.Ne5 Nd5 13.Ne4 Nxe5 14.dxe5 Kh8 15.Bxd5 1-0

How to play against this opening

This opening works so well because most club players are rubbish at defence. So, to play against it, you either need to become better at defence then accept the gambit, or decline it and hope you haven't let White get away with anything else.

If you play the French Defence as Black, there can be no arguing with 2...e6 , transposing into your main defence to 1.e4. Or, you can decline it with moves like 4...Bf5 or 4...e3 , or accept it with **4...exf3 5. Nxf3**

I have a feeling the best way is to take it, but don't castle into an attack, first have a hack at the White centre.

Example game

Drueke,V - Regis,D [D00] Section P01 BDG Email Tourney (1), 01.07.1997

**1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bg5 Be7 7.Bd3 c5 8.
dxc5 Qa5 9.0-0 Qxc5+ 10.Kh1 Nbd7 11.Qe1 a6**

We know have a little dance where Black tries to swap off Queens, and White tries to trap the Black Queen. All this costs White another Pawn.

12.Qh4 Qb4 13.Nd4 Qxb2 14.Nce2 Ne5 15.a4 Qb6

White thinks the time is right to blast a way through to the Black King, but...

16.Rxf6 gxf6 0-1

...17. Bxf6 Qd8!

None of my own work: I read it all in a book.

Back to [Chess Coaching Page](#)

This document (Openings\juniord4.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Beginners' Games

Not mine, but all very good. DOS/Windows 3.1 and above.

1. [Clueless](#) a very good idea, a computer programme everyone can beat (FREEWARE)
2. Alex Bartashnikov's simple games to get used to chess thinking (SHAREWARE)
 - o [Alter Way](#)
 - o [Blindfold](#)
 - o [Chess Captures](#)
 - o [Chess Miner](#)
 - o [Last move](#)
 - o [Chess mazes](#)

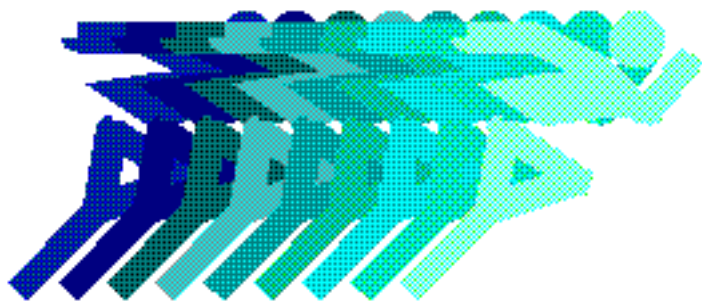
Back to [Chess Coaching Page](#)



This document (begin.html) was last modified on 20 Feb 2004 by

[Dr. Dave](#)

Exeter Chess Club: Mini Chess Games for Beginning Chess Players



See also some great [active chess games for](#)

[juniors](#) from Sverre.



How should we first learn the game of chess?

Nimzovitch had some interesting things to say about learning chess: rather than learn about all the pieces, do one at a time, and learn its strategical properties:

e.g. The Rook. Moves of the Rook. Control of ranks and files. Doubling on the file. The seventh rank...

and so on - chess rather than mere moves.

Similarly, it has been said that one of the best things about the old Soviet approach is that they used to teach the game backwards: that is,

*first learn to mate with two Queens (and King) against bare King
then mate with one Queen
then mate with one Rook
then two Bishops [[Mate with Two Bishops](#)]
then learn how to win with King and Pawn against King
then King and two Pawns against King and Pawn, etc.*

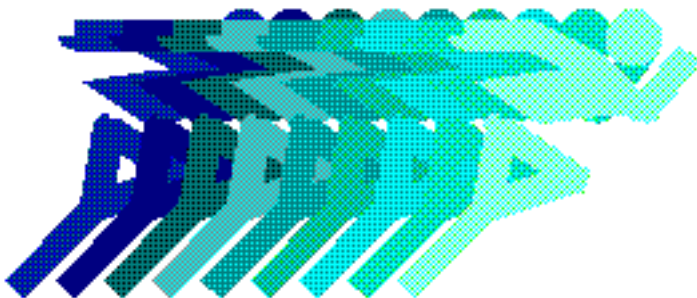
I don't even know if it's true, but it sounds good: get the basics right at the start.

Anyway, however you learned, here are some exercises to practice. You will find others marked in boxes elsewhere in these pages.



Games for One

- There are very many self-test books and programmes available for tactical play. For Beginners I like Tony Gillam's books **Simple Chess Tactics** and **Simple Checkmates**; after which you can try Chernev and Reinfeld's **Winning Chess**. For club players I know of nothing better than Livshitz' series called **Test Your Chess IQ** - there are volumes for ELO 1600, 2000 and 2200+. On-line there are tactical tests at [Chess Archives](#) for beginners and more advanced players, and there is a demo version of the **Art of Chess Tactics** programme available (look for ctdemo.arj).
- For strategy and endgames the best resources are IMHO the games and notes of the masters. See also **Winning Endgames** by Tony Kosten, **Pandolfini's compete endgame course** and the **Little Chessercises** in Pandolfini's book **Chessercises** .
- Play a computer. If you have a PC computer like an IBM type, Mac or Amiga there should be a version of GNU chess available free via ftp from the [Internet Chess Library](#) ([Chess Space: Programs Index](#)). To start with, make a programme move fast and/or on low level, and it will probably make enough blunders for a beginner to survive.



Games for Two

- Mating Race: Player 1 takes White K+Q against Player 2 Black K only, in starting positions. Black moves first: how many White moves does it take for player 1 to mate? Start again, remove White Q and put Black Q on board, White moves first. How many Black moves?
- Mating Race 2: Same as above with K+R against K.
- Mating Race 3: Same as above with K+B+B against K. [[Mate with Two Bishops](#)]
- Pawn Race: Same as above with K+e-pawn (on e2) against K. Try with White to move first (should be a win!) and with Black (should be a draw!).
Variations: try with f-pawn, g-pawn, h-pawn... try with 2 pawns vs. one, 2 vs. 2 symmetrical, 2(bc) vs. 2(cd).
- Pawn power: play with just your King and pawns each.
Variations:
(1) White plays with only abc pawns, Black with only fgh;
(2) White plays with only abcdefg pawns, Black with only bcdefgh;
(3) play with Ruy Lopez Exchange Variation pawn structure i.e. White pawns on a2,b2,c2,e4,f2,g2,h2, Black pawns on a6,b7,c7,c6,f7,g7,h7. Swap sides in each game.
...etc!
- "*Play the pawn game recommended by GM Lev Alburt and Roman Pelts in their COMPREHENSIVE CHESS COURSE. Set up all pawns in their normal starting positions, with NO OTHER PIECES on the board. Play continues normally, all pawn moves (including en passant) as in a regular game.*

You win the game if: a) You capture all of your opponent's pawns; b) you get any pawn to a queening square; c) your opponent has no legal moves, but you still have a legal move.

The game is drawn if: a) you agree to a draw; b) neither side has a legal move (all pawns are blockaded). This is more challenging than it first appears, and I have had a number of reports from parents of a 5 or 6 year old beating them at the pawn game. ;)" -- Duif

[This is very much like an 8x8 version of the old 3x3 computer game of [hexapawn](#), which you can [play on different sized boards](#)]

- Rook Ending: play with Ke1+Rf1+Pf2 against Ke8+Rf8. **Variations:** try different pawns a-h, two pawns, two pawns vs. one...
- Cut-down chess games: Play with K+8p each and...
 - just the rooks
 - just the bishops
 - just the knights
 - just the queens

- o just the minor pieces (knights and bishops)
- o just the major pieces (queen and rooks)



Exercises

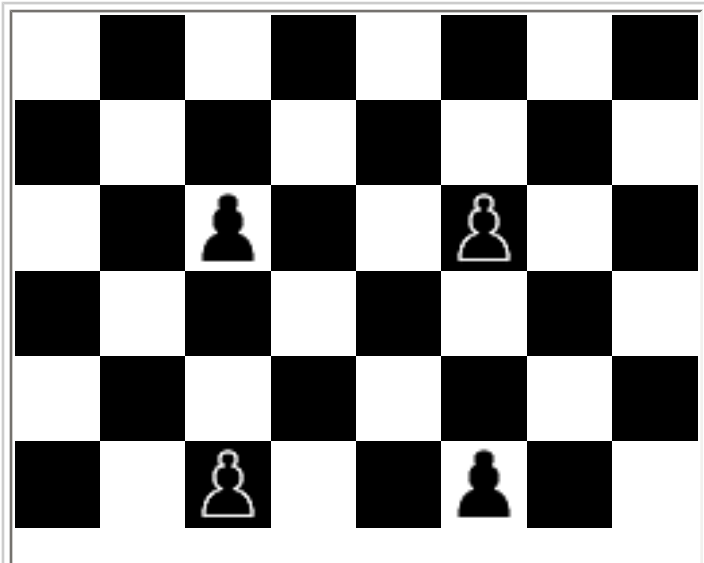
There are also a few chess exercises that are worth checking out:

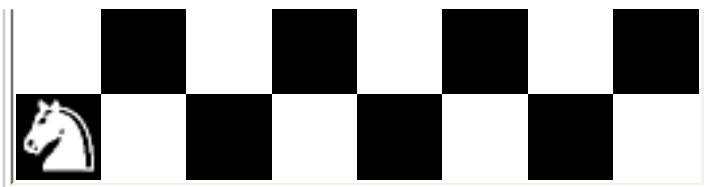
the well-known **knight's tour** (visit each square on a board ONCE with a knight: there's a [Solution](#) here and a [Windows programme](#) to practice with!) and the [eight queens puzzle](#) (place eight queens on a chessboard so no queen attacks another).

The Number of Knight's Tours Equals 13,267,364,410,532, so you should be able to find one, eh? ([Counting with Binary Decision Diagrams. Abstract: Comments on: Martin Loebbing and Ingo Wegener, The Number P.S.](#)).

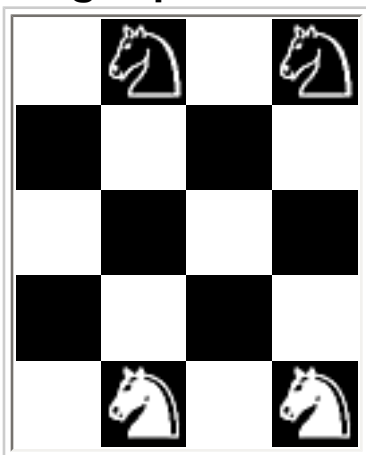
There's a couple of evil ones I have come across for Knight and Bishop:

Knight puzzle: Visit in turn the squares a1-h1, h2-a2, a3-h3 WITHOUT ever moving to a square occupied or attacked by a Black Pawn. Not too difficult, but can you beat 5 minutes against the clock?



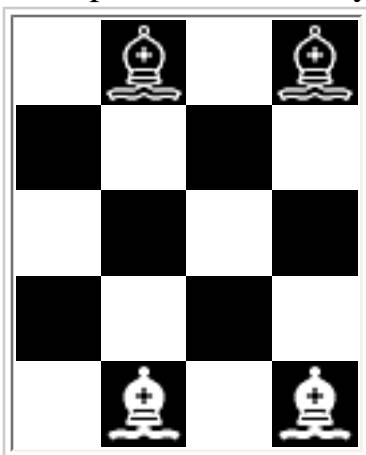


Knight puzzle: Exchange the positions of the White and Black Knights.



[SOLUTION](#) from Alexander Doskey

Bishop puzzle: Exchange the positions of the White and Black Bishops WITHOUT ever allowing a Bishop to be attacked by an enemy Bishop. You may make more than one move for each side at a turn.



[SOLUTION](#) from Alexander Doskey

Does anybody know any puzzles for Rooks or Kings?

Back to [Chess Coaching Page](#)



This document (minichess.html) was last modified on 8th March 1996 by

[Dr. Dave](#)

Exeter Chess Club: Trawled from the 'Net

From Sverre.Johnsen@dnv.com Fri Nov 21 12:27:48 1997

Anyway these activities are very popular in Norway. When organizing summer camps or larger team competitions we always try to find some time for social/ physical activities like "relay-chess", "basket chess" or "chat-team" competitions. A brief explanation:

RELAY-CHESS

This is a competition between two teams. It is basically an ordinary game of chess where the teams have to run a bit to do their moves. They can each have from 2 to app.12 players. It is not necessary for the teams to have the same number of players.

Both teams are lined up some distance from the board. (10-50 m depending on how long time they are given) They each get e.g. 10 minutes on the chess clock. The first player on team A (white) runs to the board, makes his first move and presses the clock button. When he has started team B's clock, the first player on team B runs to the board, makes his move starts the clock. When he has pressed the button the second player on team A may start running, but only if the first player on the team has found his place at the end of the queue.

As in an ordinary game of chess you can either win on time or by mating. The longer running distance and the shorter time limits the more important it is to run quickly. And the fewer players on each team, the more exhausting it will be. The blunder rate often increases considerably because of the time pressure and because the teams will rarely have a consistent idea behind their moves.

Be sure that the rules are made clear before the game starts: Is it allowed to shout advices to the player to move? What happens if there is an illegal move? Do you have to stop your own clock to claim a win on time?

BASKET CHESS

This too is a typical outdoor activity but between single players. The idea is that if you captures a piece you have to throw it into a

basket before you can press your clock. If you misses you will have to run some penalty rounds. If you misses with a pawn it will be just one round, if you misses with a knight or a bishop it will be three, a rook will be five and a queen will be ten (or nine if you prefer). You can vary the running and throwing distances depending on how "physical" you want the game to be.

Usually this kind of chess is also very entertaining for the spectators. In some time pressure situations you may see players sacrificing their queen on g7 in the hope that their opponent will miss the throwing and have to run the ten penalty rounds.

CHAT TEAMS

This really is multiple consultation games. Contrary to the outdoor activities this may be very instructive in addition to being noisy and entertaining. The basic model is four players on each team but the match being played over five board. The teams are free to communicate and to allocate their players as they want to.

Most usual is to give the strongest player two boards to start with and the others one each. When a game is finished the players move over to other to give advise or take over games from weaker teammates. But I have also seen teams letting their strongest player play simultaneously on all boards just leaving to his teammates to do obvious recaptures and press the clocks.

If you want to give the match a twist you may set different time limits on the different boards or you may let one of the games (perhaps played on an outdoor set) be played for two points (one point for a draw).

I often set one additional rule: After three warnings from the arbiter for shouting or non-constructive criticism a point may be deducted from the team's score.

Sverre Johnsen

Back to [Chess Coaching Page](#)

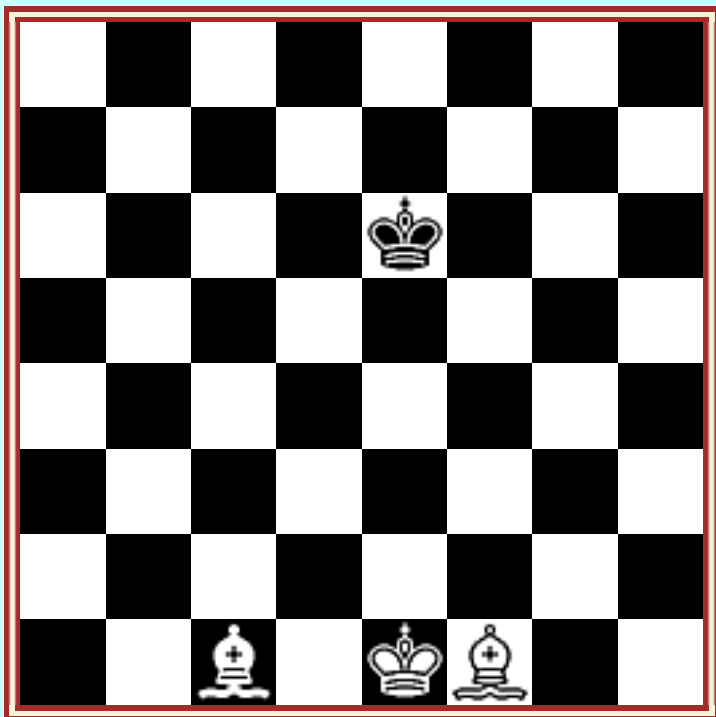


This document (.html) was last modified on by

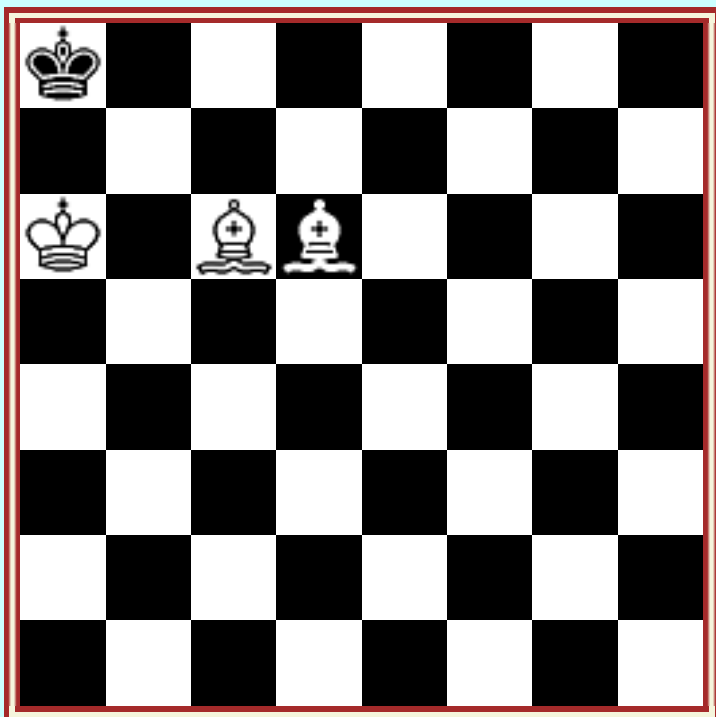
[Dr. Dave](#)

Exeter Chess Club: Mate with two Bishops

Mate is possible with two Bishops against a bare King.



It is only possible to achieve this in the corner.



This sheet shows you how to get from A to B!

Sometimes when I tell people they need to do this for the BCF I am asked - how often do you ever

have to do this?

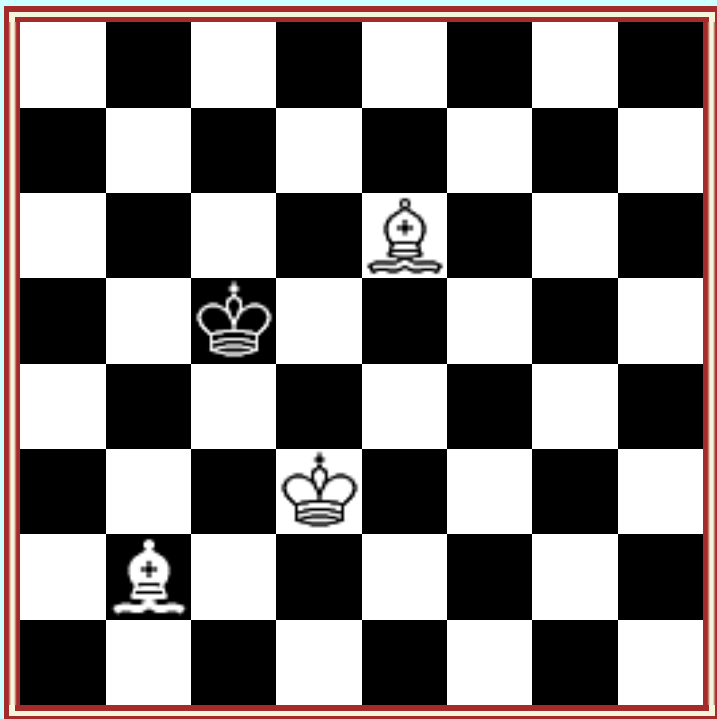
Well, it doesn't happen that often but the point of learning it isn't just so you can do it quickly in a match.

By practising this in you learn several things:

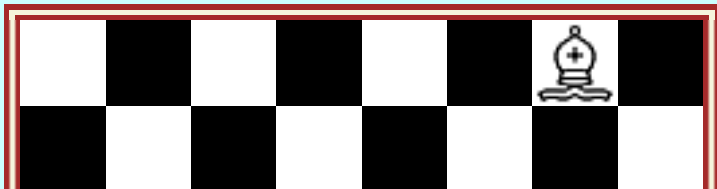
- using your King to attack in the endgame
- how the two Bishops can work well together
- how to cut off squares from your opponents King.

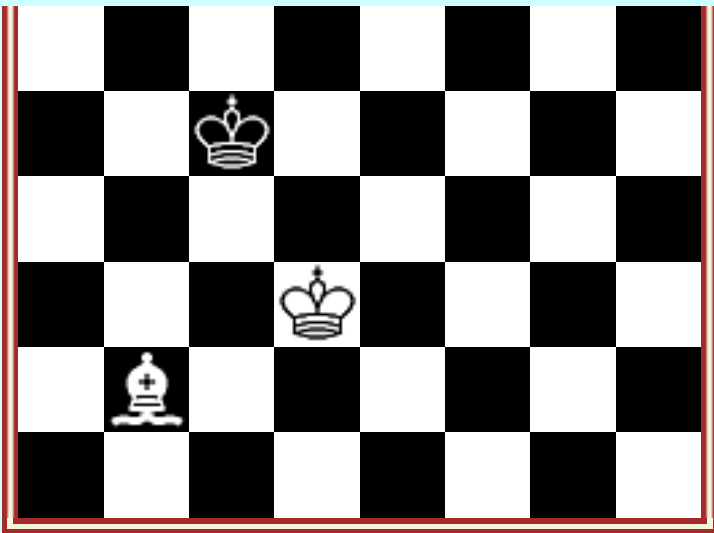
These are always useful to you. So let's try from the first diagram:

24.Ke2 The first priority is always to get your King up and working. **24...Kd5 25.Kd3 Ke5 26.Bh3 Kd5 27.Bb2 Kc5 28.Be6**

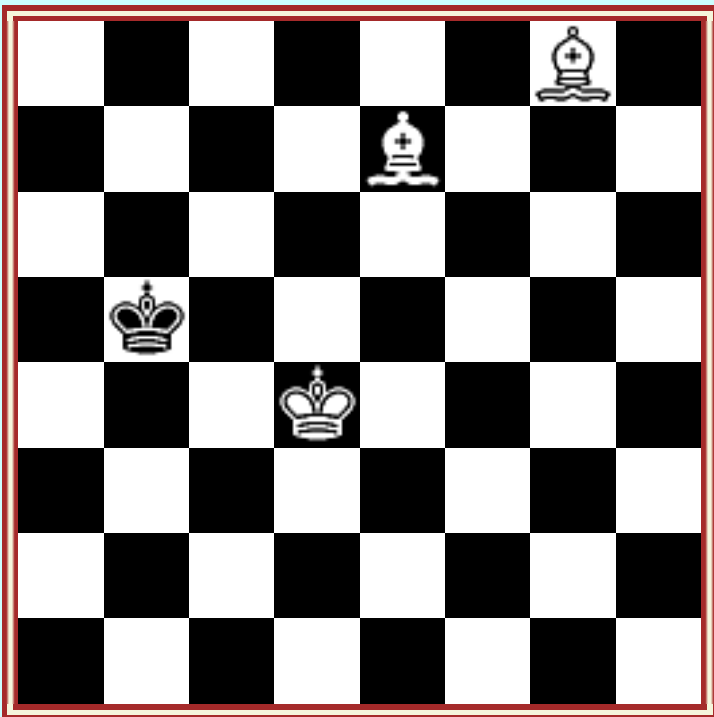


The two Bishops have shut the Black King in half of the board. **28...Kd6** Gaining time by attacking a Bishop. **29.Bg8 Kc5**

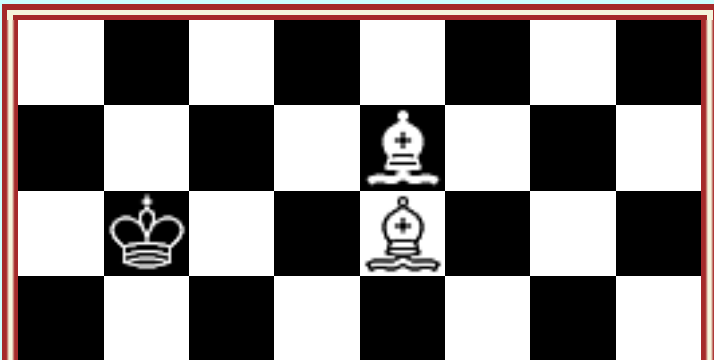


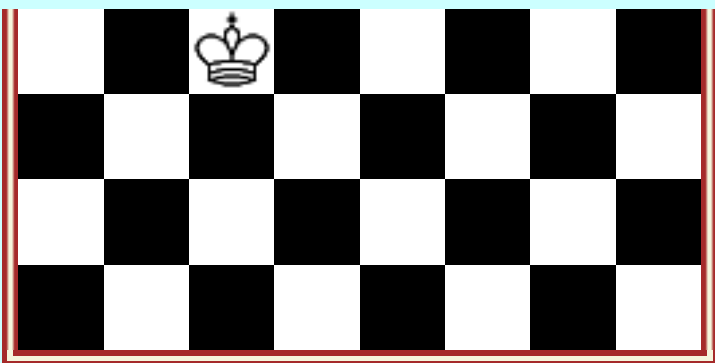


30.Ke4 [30.Ba3+ is also good here: usually if you give a check you let the Black King out, but here the White King stops it getting to d4.] **30...Kb4 31.Kd4 Kb5 32.Ba3 Ka4 33.Be7 Kb5**

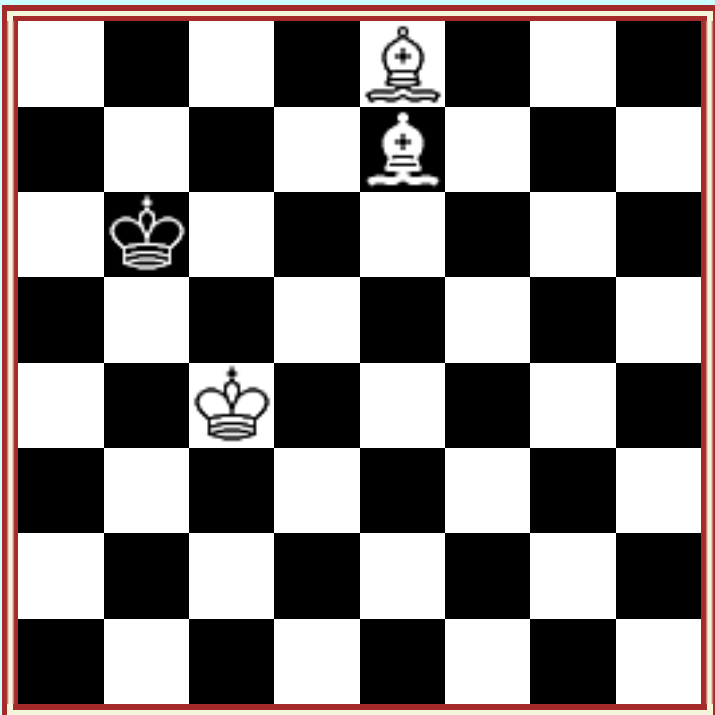


34.Be6 White waits with a Bishop move so that the Black King must give way to the White King. **34...Kc6 35.Kc4 Kb6**

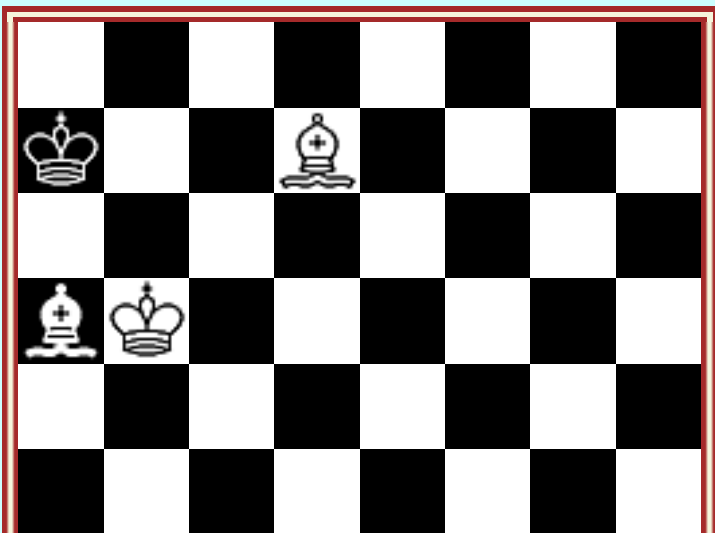


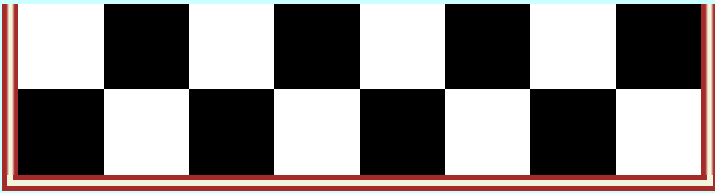


36.Bd7 The fence made by the two Bishops is moved another step towards the corner. The Black King tries to gain time by chasing the Bishops, but that doesn't last long. **36...Kc7 37.Be8 Kb6**

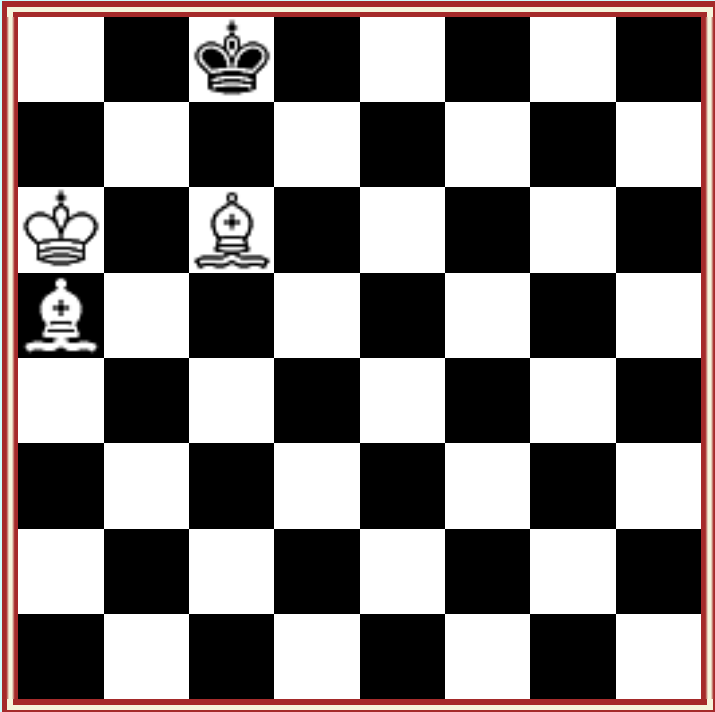


38.Bd8+ Another step. **38...Kb7 39.Kb5** The King can at last advance again. **39...Kc8 40.Ba5 Kb7 41.Bd7 Ka7**

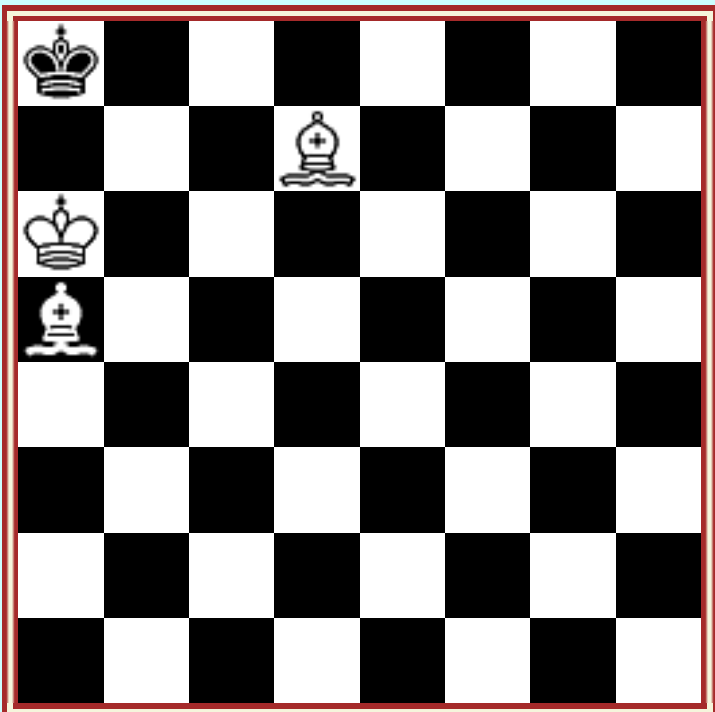




One more trick to get force the Black King back. **42.Bc6 Kb8 43.Ka6 Kc8**



Nearly there. Another waiting move: **44.Be8 Kb8 45.Bd7** And the King can't retreat. **45...Ka8**



Now, this is important. The King is now in the corner and our King is cutting off lots of important squares. So we can arrange mate, being careful neither to allow the Black King to escape nor allow

stalemate. **46.Bb4**

[46.Bc7 ...is stalemate! So we must move the dark-squared Bishop to this diagonal with check.]

46...Kb8 47.Bd6+ Ka8 48.Bc6#

Success!

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Knight's Tour P.S.

Gunno Toernberg tells me he has been working on a computer approach to the problem: you can see his endeavours at: <http://w1.859.telia.com/~u85905224/knight/eknight.htm> where you can have ago on his Java board.

Comments on: Martin Loebbing and Ingo Wegener, The Number of Knight's Tours Equals 33,439,123,484,294 --- Counting with Binary Decision Diagrams

Comment by the authors, May 15, 1996:

The number of knight's tours given in the paper is incorrect, since the correct number must be divisible by 4. The method and the running time are correct. We will re-run the computations, which involves the use of many computers, and announce the results here when they are available.

Comment from Brendan McKay, Feb 18, 1997:

I have recomputed the number of knight's tours using another method, and obtained the answer 13,267,364,410,532. A description is available in PostScript. [Technical Report TR-CS-97-03, Department of Computer Science, Australian National University (1997).]

Back to [Chess Coaching Page](#)



This document (tour2.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Solutions to exercises (Alexander Doskey)

Bishops Puzzle:

I hope you will forgive my algebraic notation, but I found it easier to read (since we know every move is a bishop).

White bishops start at b1 and d1,
Black bishops start at b5 and d5.

01. b1-c2
02. d5-a2
03. b5-c4
04. c2-a4
05. a2-b1
06. c4-d3
07. a4-b3
08. b3-d5
09. d3-b5 (board is symmetrical)
10. b1-d3
11. d1-b3
12. b3-a2
13. d3-c2
14. b5-a4
15. a2-c4
16. c2-b1
17. a4-d1
18. c4-b5

This was not the first solution that I found, but I liked it because it was symmetrical. Once you get to step 9 you are basically undoing all the steps you have done.

Alexander Doskey

Knights Puzzle:

1. Nd2 Nb4
2. Nc4 Nc2
3. Na5 Na1
4. Nb2 Nc3
5. Nd3 Na2
6. Nc5 Nc1
7. Nc4 Na2
8. Na3 Nc3
9. Nd3 Nd1
10. Nb5 Nb3
11. Nb4 Nd2
12. Nd5 Nb1

Alexander Doskey solves a harder version with four Knights each!

White Knights start in a1 through d1,
Black Knights start in a5 through d5.

01. b1-d2
02. d1-b2
03. d5-c3
04. a1-c2
05. c2-b4
06. b5-d4
07. c3-b5
08. b4-d5
09. d2-b1
10. c1-a2
11. a2-b4
12. c5-b3
13. b3-c1
14. b2-a4
15. a4-c5
16. a5-c4
17. c4-b2
18. b2-d1
19. b1-d2
20. d2-c4
21. c4-a5
22. b5-a3

23. a3-b1
24. b1-d2
25. d1-b2
26. d5-c3
27. b4-d5
28. d4-c2
29. c2-a1
30. c3-b5
31. d2-b1
32. b2-d1

Solving the knights puzzle wasn't too difficult, but it did take me a few tries.

What was time consuming (extensive enumeration) was trying to find the shortest solution (something that looked elegant, not like just trial and error).

Alexander Doskey

Is this any shorter?

Back to [Chess Coaching Page](#)

This document (doskey.html) was last modified on 15th April 98
by



[Dr. Dave](#)

A Disaster in the Stonewall.

Alsop,A - Blundell,J [D00] East Devon Minor (Exeter) (4), 05.03.2000

1.d4 d5 2.e3 Nf6 3.Bd3 Nc6 4.f4 e6 5.Nf3 Bd6 6.Nbd2 0-0 7.0-0 Re8 8.Ne5 Bd7 9.g4 Nb4 10.Be2 b6 11.c3 Nc6 12.g5 Ne4 13.Rf3 Nxd2 14.Bxd2 a5 15.Rh3 Nxe5 16.dxe5 Be7 17.Bd3 g6 18.Qg4 f5 19.exf6 e5 20.f5 gxf5 21.Bxf5 Bxf5 22.Qxf5 Qc8 23.Qxh7+ Kf8 24.Qg7# 1-0

What went wrong here? Play over this game twice, once fairly quickly to see how it went, and then again slowly to see what went on in more detail, and think of other ideas.

Lessons from this game:

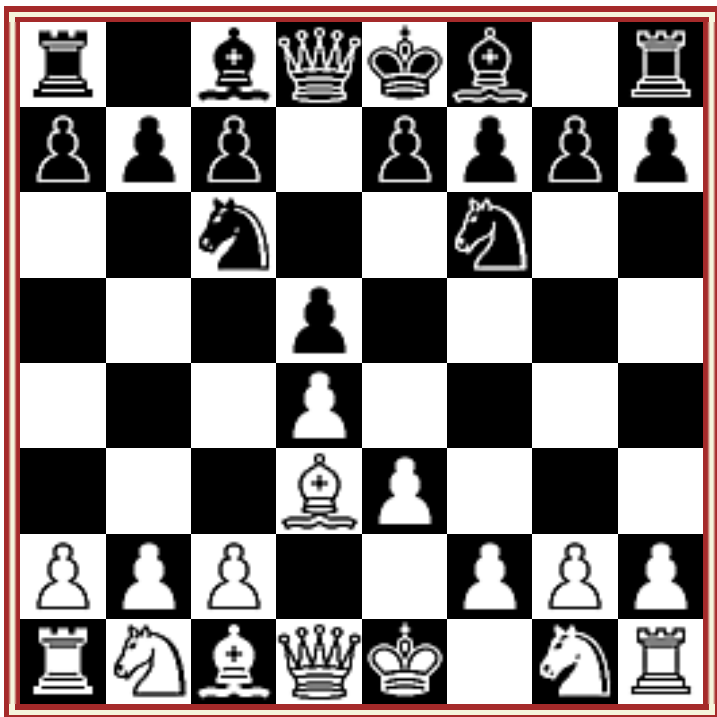
1. **Play with a plan** . If you understand the ideas behind your chosen openings you have a big advantage over your opponent and can often win games very quickly. In this game White played with one idea - to lock up the centre then attack the King's-side - and carried it out. Black went from move to move without making any huge mistakes, but this is not enough.
2. **If you think your opponent will stop your plan, play it straight away!** Black did have one chance to play ...c5, but in trying to make it better, lost the chance.
3. **Open a file for your Rooks** . Rooks are worth half a Queen each, and if you don't get them working, it's like being a Queen behind! When you plan where to put your pieces in the opening, you must also think about your Rooks. In this game Black suffered from not getting the c-file open for his Rooks. This started to go wrong at move 3!
4. **Don't castle into an attack** . In this game White was 'pointing' towards the King's-side. If Black had blocked this attack - or not castled King's-side - White's pieces might have been on silly squares.
5. **Swap off your opponent's good pieces, keep your own** . Black swapped his good Ne4 for a duff White piece on d2, but he did have the good idea of exchanging the Nc6 for the Bd3. Without the Bd3 White would be pretty planless.

None of these criticisms are made because Black is a poor player, it's just very hard to play positions where you don't know what to do. It takes a lot of experience before you can plan what to do in positions you haven't seen before, but it is possible to pinch ideas from other people. So, try to play positions you understand, try to understand the positions you play.

Detailed notes:

Alsop,A - Blundell,J [D00] East Devon Minor (Exeter) (4), 05.03.2000

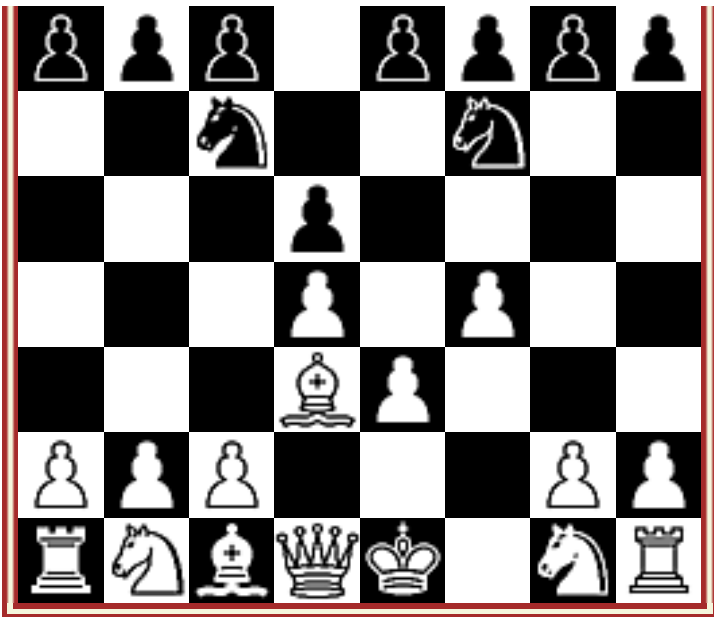
1.d4 d5 2.e3 Nf6 3.Bd3 Nc6



Already I worry about how your Rooks are going to get out! You need to get in ...c7-c5 or ...e7-e5, and after this move I can't see you getting either of these in. This move is actually part of a reasonable plan, but I don't think you played it as part of a plan, I think you just played it!

4.f4





4...e6

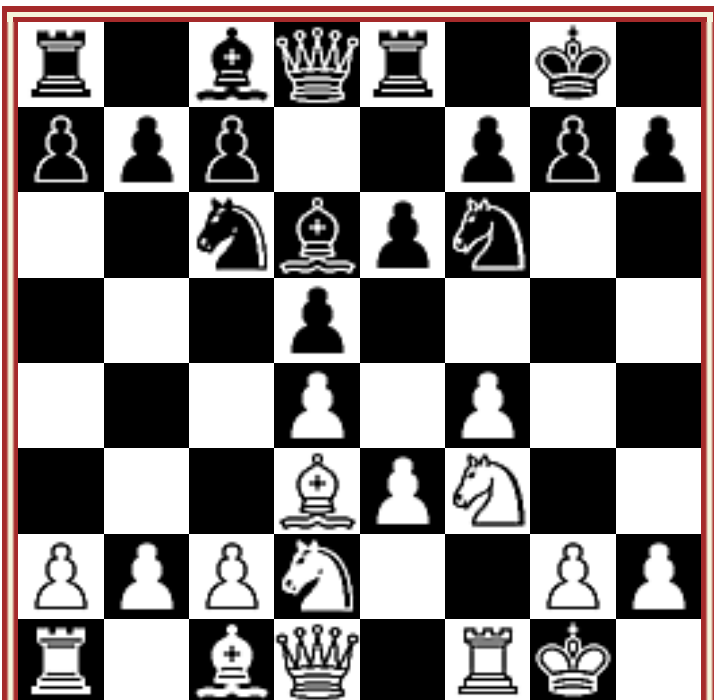
Blocking in the poor Bc8.

[4...Nb4 5.Be2 Bf5 6.Na3 c5 7.c3 Nc6 8.dxc5 e5]

5.Nf3 Bd6 6.Nbd2 0-0

Into White's clockwork attack, I'm afraid.

7.0-0 Re8



The Rook has no future here.

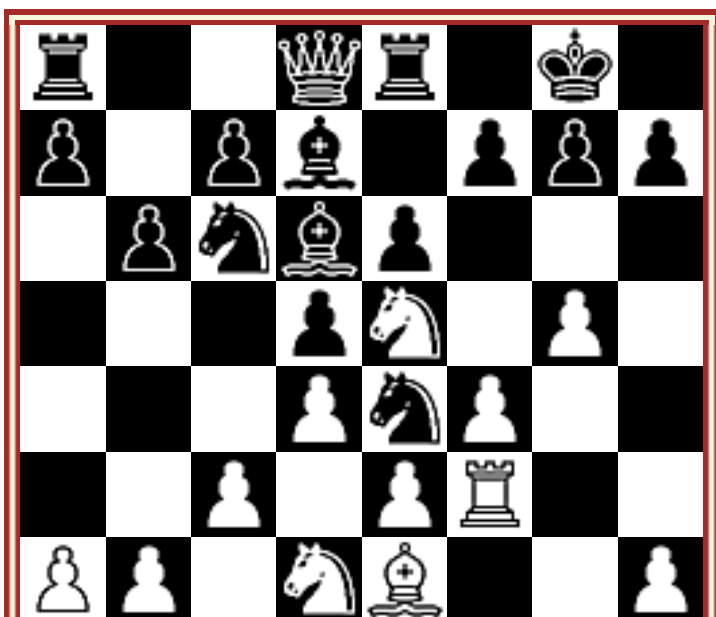
8.Ne5 Bd7 9.g4 Nb4 10.Be2



10...b6

[10...c5 immediately!]

11.c3 Nc6 12.g5 Ne4 13.Rf3

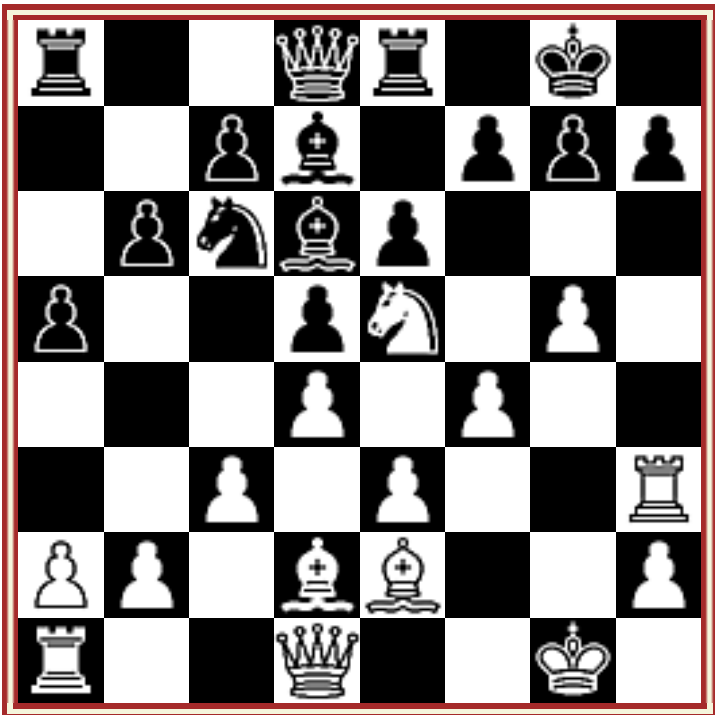




13...Nxd2

That was your best piece!

14.Bxd2 a5 15.Rh3

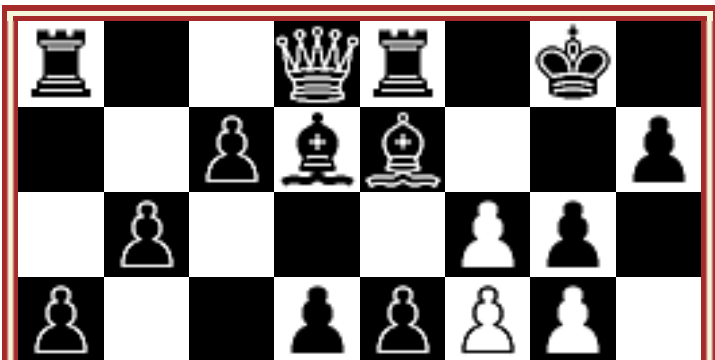


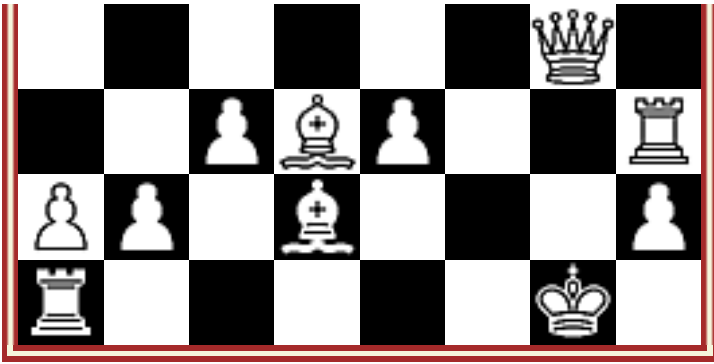
Ready or not, here we come.

15...Nxe5

[15...f6 planning ...e6-e5 might have been worth a try]

16.dxe5 Be7 17.Bd3 g6 18.Qg4 f5 19.exf6 e5 20.f5 gxf5





[20...e4; 20...Qc8]

21.Bxf5 Bxf5 22.Qxf5 Qc8 23.Qxh7+ Kf8 24.Qg7# 1-0

Back to [Chess Coaching Page](#)

This document (Praxis\disaster.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

West Of England & South Wales Team Tournament

Chepstow, S. Wales Saturday 31st January 2004

Devon Under 14 Team Results

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

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

Dave Regis, 6th February 2004

Openings

This is what you played:

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

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

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

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

This year I would say exactly the same!

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

The most common openings were:

Old Stodge [Giuoco Pianissimo] (7 games)

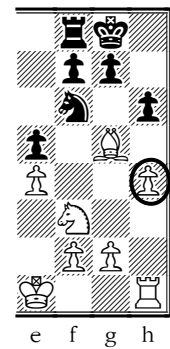
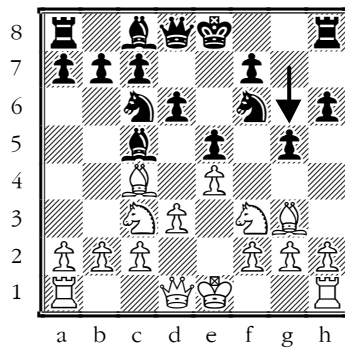
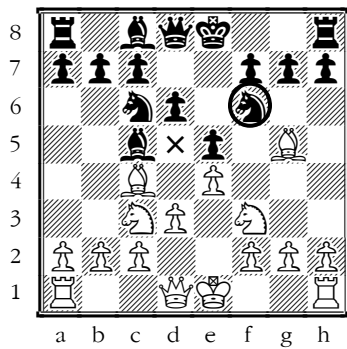
If you are still winning with this wretched opening, it's despite it not because of it. It's horrid, blocked and stodgy and difficult, and I don't think I saw it played properly once by anybody.

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

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

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

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



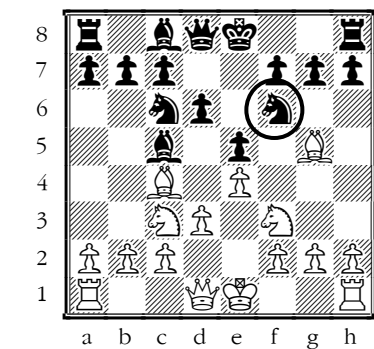
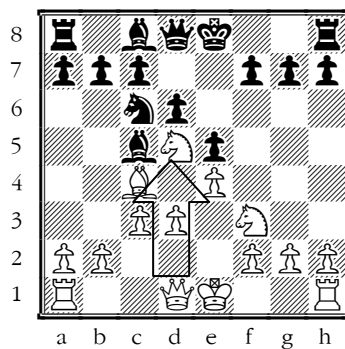
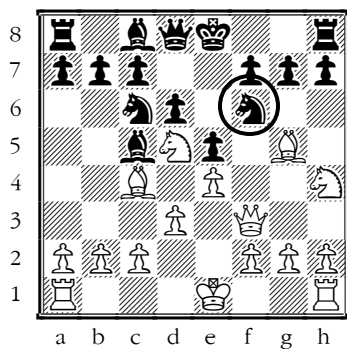
If your King's Knight gets pinned (Bg5), your opponent threatens to make it hurt after Nd5...

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

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

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

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

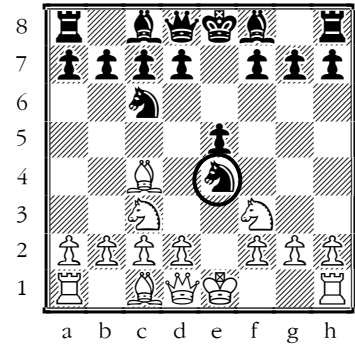
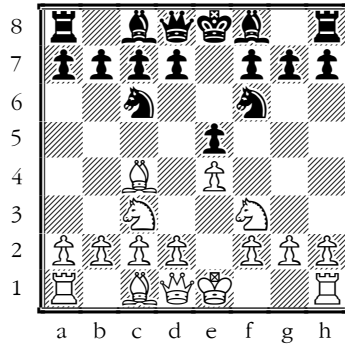
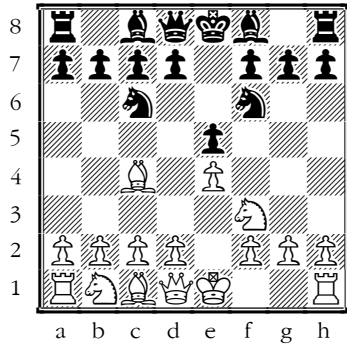


1. Pin the King's Knight and put pressure on it, and the squares around it.

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

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

Two points mainly for Black

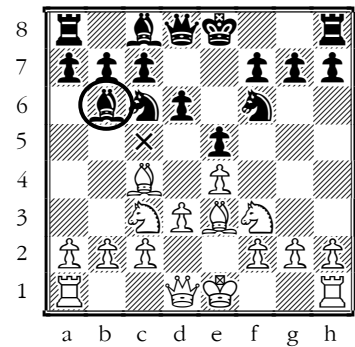
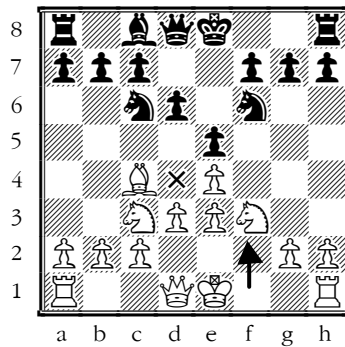
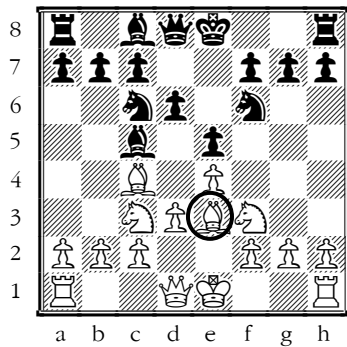


❶ With the Two Knights' move order, Black can stop White playing Old Stodge in the usual way

If White replies 4. Nc3...

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

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



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

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

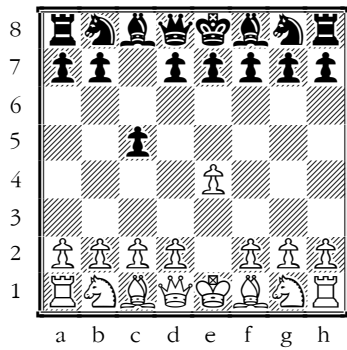
Just drop the Bishop back to b6, and all remains safe.

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

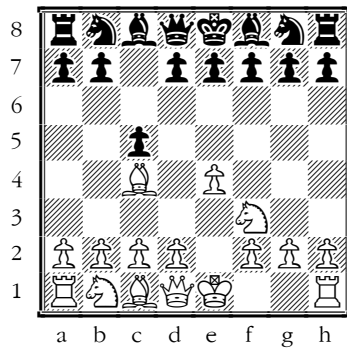
(for more details see: <http://www.ex.ac.uk/sheu/DR/Openings/nomoregp.html>)

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

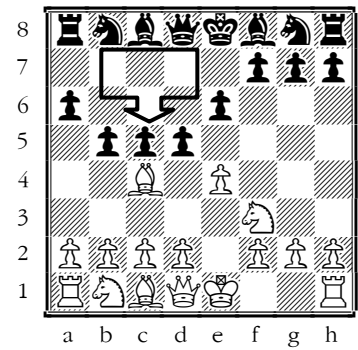
Sicilian Defence (4)



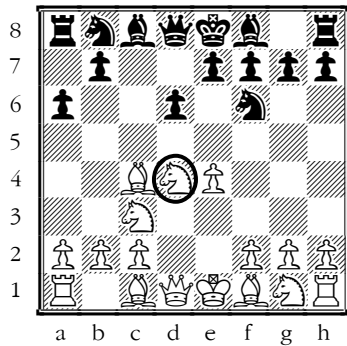
1. Only our opponents played this, so I guess you want to know how to play this for White.



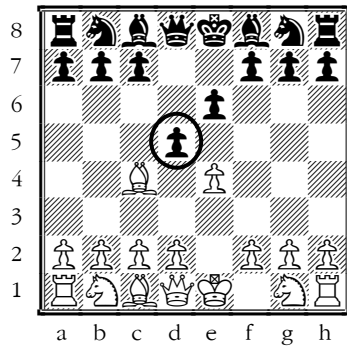
2. DON'T play normal Old Stodge moves against unusual openings without thinking about it first



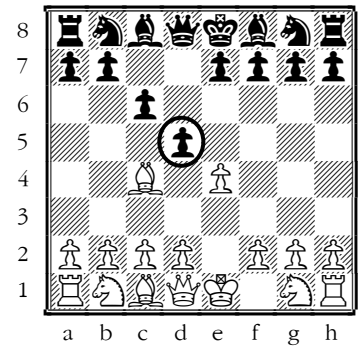
3. You can get your Bishop chased, blocked or even caught by the Black Pawns



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



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



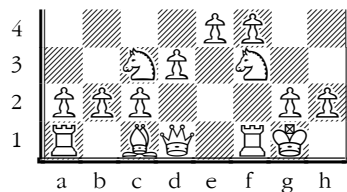
6. And the Bishop doesn't belong on c4 against the Caro-Kann Defence for the same reasons

So what do you play?

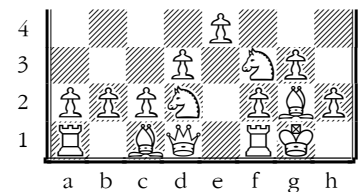
There are three basic attacking formations for White against the half-open defences like the French and Sicilian.



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



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



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

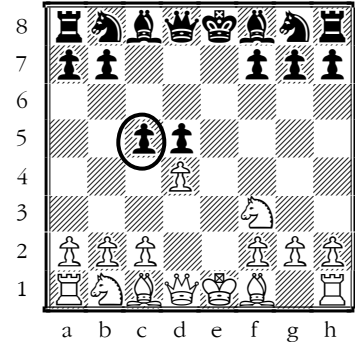
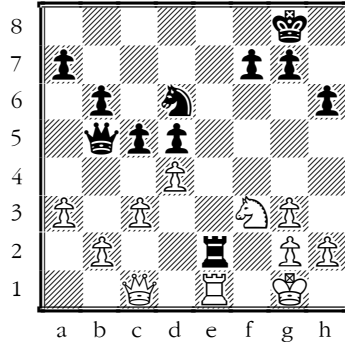
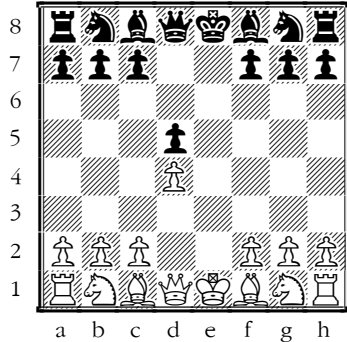
Decide on one of these plans and learn enough about it to play it.

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

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

French Defence (4)

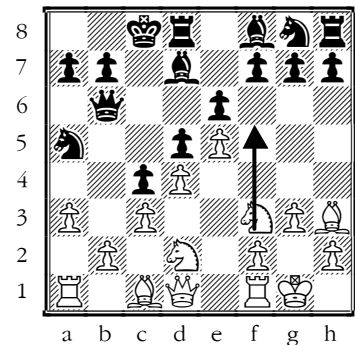
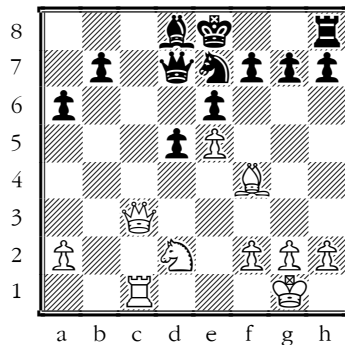
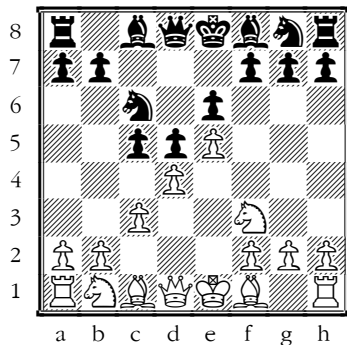
Devon players played this defence as White and Black: I think it's quite a good choice for juniors, but you do need to have grit and patience if you are going to win with it as Black.



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

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

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



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

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

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

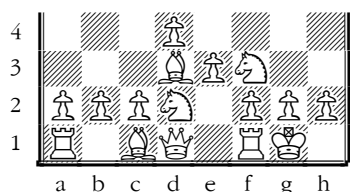
(for more details see: http://www.ex.ac.uk/sheu/DR/Openings/french_d.html)

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

¹ Isolated Queen's Pawn

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

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



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



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



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

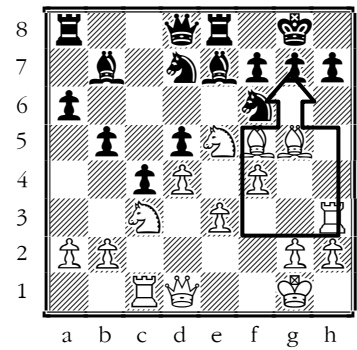
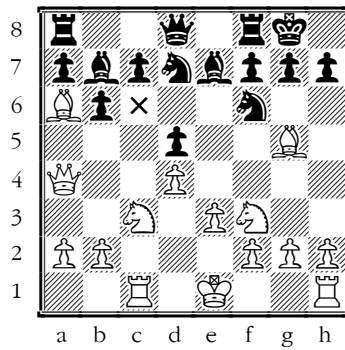
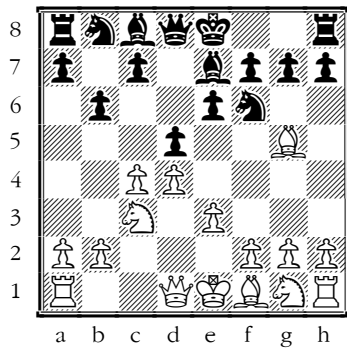
There are some "clockwork attacks" in these openings. I talk about this at several times below. A 'clockwork attack' is where you learn a fairly set series of moves that lead to a winning attack. It's a bit like the "Four Move Mate" that we all learn as beginners (Scholar's Mate), which are fairly easy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

See the Stonewall below.

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

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

Queen's Gambit (3)



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

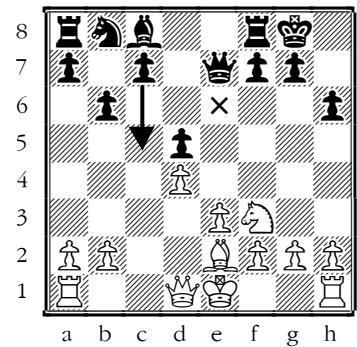
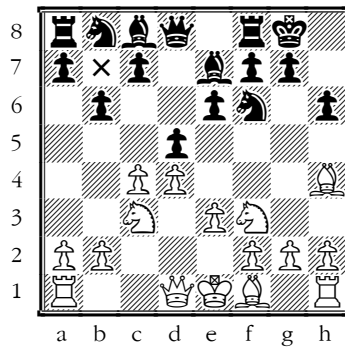
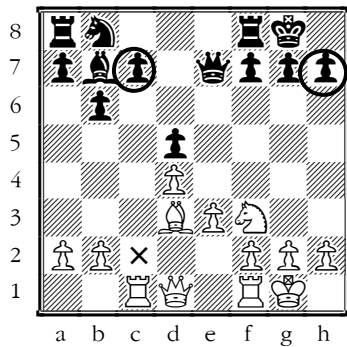
Either White dances all over the weak light squares on the Queen's-side...

Marshall - Kline 1913

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

Pillsbury, H - Wolf, H 1903

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



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

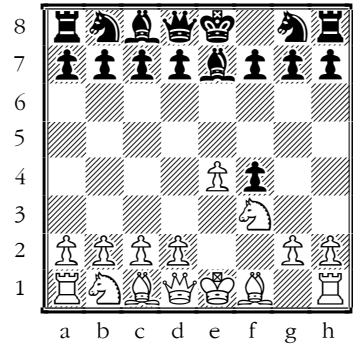
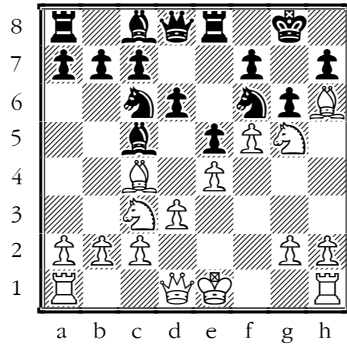
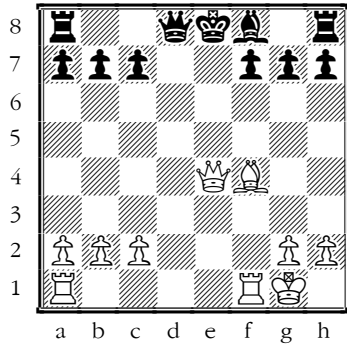
Then if White swaps off in the centre, hoping to make the fianchetto pointless...

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

Bertok - Fischer [D59] 1962

Fischer-Spassky [D59] 1972

King's Gambit (3)



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

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

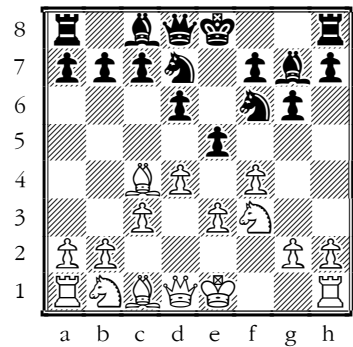
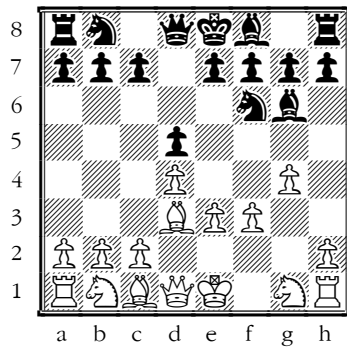
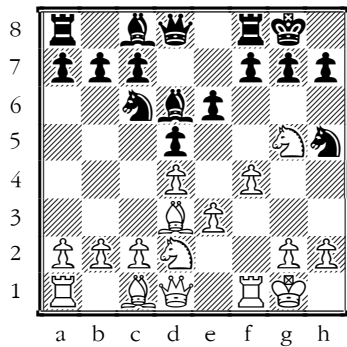
What should Black do? I quite like the Cunningham Variation, there are several traps for White to fall into.

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

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

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

Stonewall Attack (2)



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

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

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

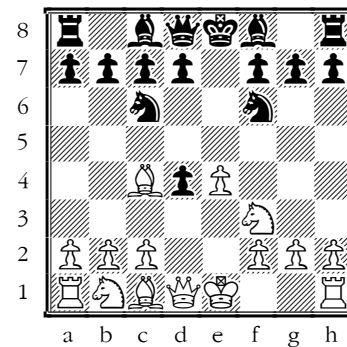
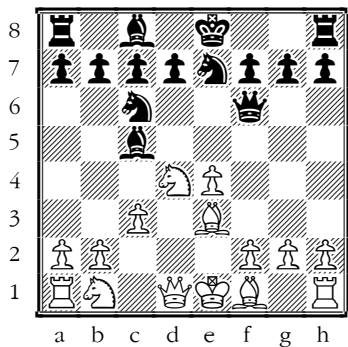
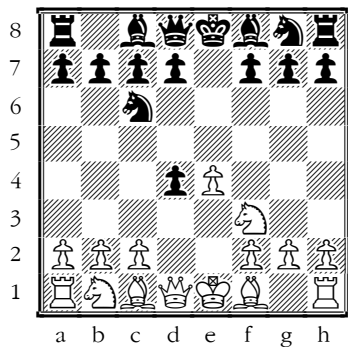
(for White see: <http://www.ex.ac.uk/sheu/DR/Opening/custers.html>)

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

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

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

Scotch Game and gambit (2)



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

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

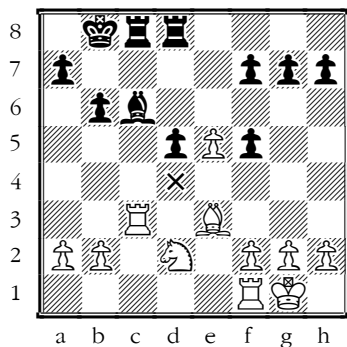
As White, the Gambit line demands a bit of accuracy: here, castling gets you into the main line of the Two Knights' Defence with d4 (Ben R2)

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

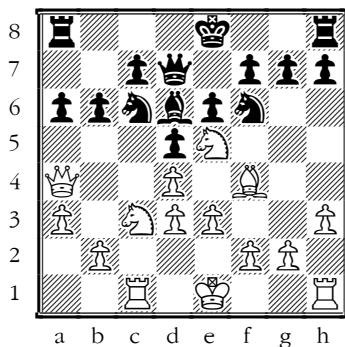
(for Black see: http://www.ex.ac.uk/sheu/DR/Opening/black_e4.htm)

Middlegame points

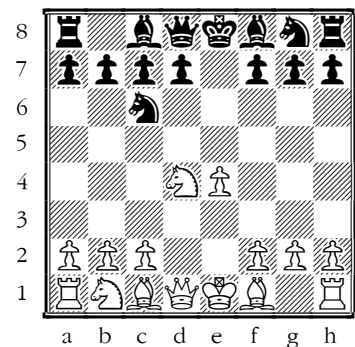
1. Generally I think people were far too ready to swap off. Every exchange makes either your position better or your opponent's position better, so one of you at least should be hesitating!
2. There were many examples of White playing a clockwork attack with a closed centre. When the centre is closed,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



Missing Pawn forks



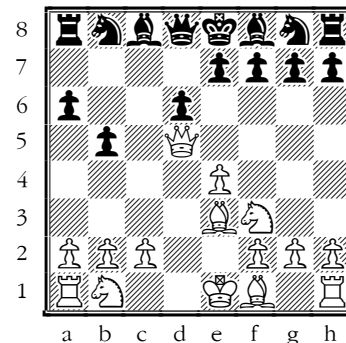
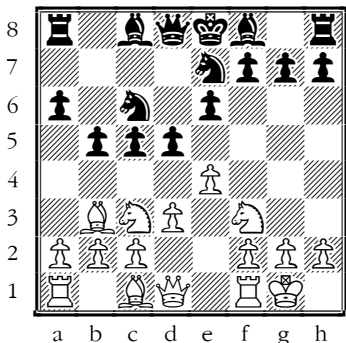
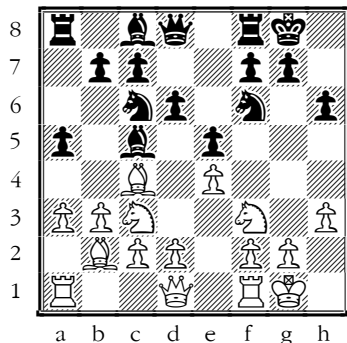
Forcing your opponent to play a good move (...Nxe5)



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

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

8. A bit about Pawns.



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

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

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

Be careful out there.

Korchnoi - Szabo [A22], 1963

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

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

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

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

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

Thessaloniki olw (10), 1984

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

DIAGRAM

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

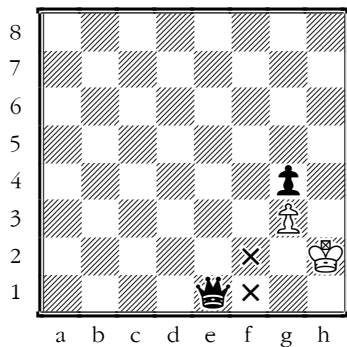
Endgame points

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

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

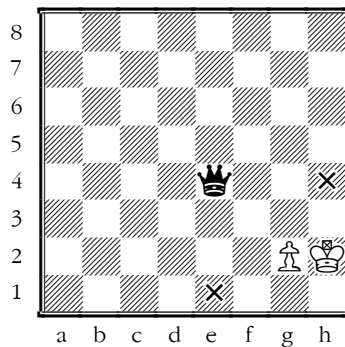
Swapping off pieces when you are losing is just helping your opponent.

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



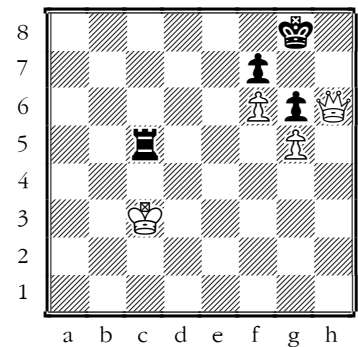
Perpetual check #2

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



Perpetual check #1

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



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

The Games

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

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

1. Callum

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

(10) Glamorgan,C - Devon [C01]

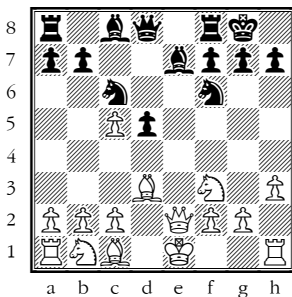
[These little codes are ECO codes, the *Encyclopedia of Chess Openings* index]

U14 callum Chepstow (1.1), 31.01.2004

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

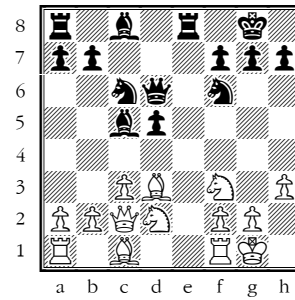
1.e4 e6 2.Nf3

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



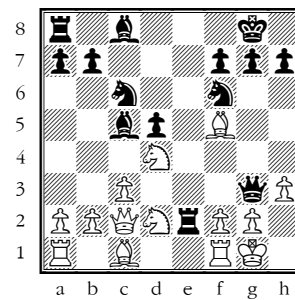
VARIATION

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



VARIATION

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



VARIATION

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

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

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

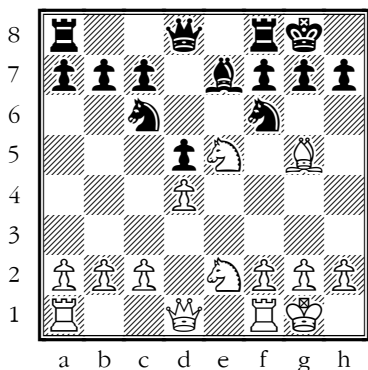
5.Bg5 Bg4

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

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

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

9.Ne5 Bxe2 10.Nxe2



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

[10...Re8]

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

Well, that's pretty dead.

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

1/2-1/2

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

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

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

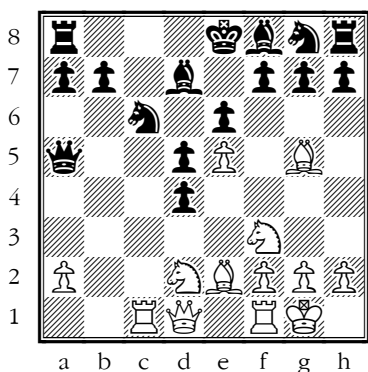
Pointless

[6.a3;

6.Be2;

6.Bd3!?)

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



Really, the opening couldn't have gone better.

11.Qb3 Qc7

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

11...Ba3 12.Rb1 b6]

12.Bb5

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

12...Be7

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

[12...Nge7]

13.Bf4 a6

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

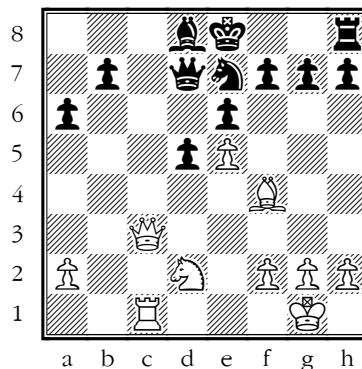
13...f5 14.exf6;

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

14.Bxc6 Bxc6 15.Nxd4 Qd7

wastes time

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



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

1/2-1/2

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

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

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

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

4.Bg5 Be7 5.e3

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

5...b6

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

6.Nf3

[6.cxd5 exd5 7.Bd3 0-0

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

8.Bxf6 Bxf6 9.Qh5 wins a Pawn]

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

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

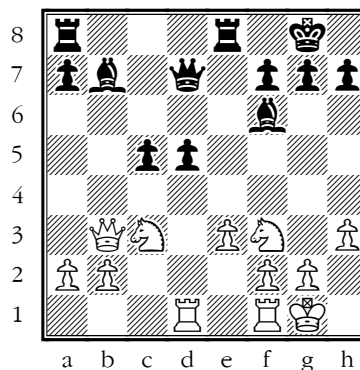
9.Bb5 0-0 10.Bxd7 Qxd7 11.Bxf6 Bxf6

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

12.0-0 Rfe8 13.h3

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

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



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

White looks vulnerable.

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

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

[...Some moves unrecorded...]

0-1

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

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

Wch28-Reykjavik (6), 1972

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

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

8.cxd5

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

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

2. Harry

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

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

You found something good to do after a peculiar opening

1.d4 e6 2.Nc3 Nf6

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

3.Bf4

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

3...Nc6 4.Nf3 Bb4

Black has defended in an unusual way;

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

5.a3 Bd6

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

I think the a3 move might be useful to White.

6.Bxd6 cxd6 7.e3

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

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

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

9...e4

Black can't count.

10.Bxe4 Nxe4 11.Nxe4 b5 12.Nxd6

Another free Pawn

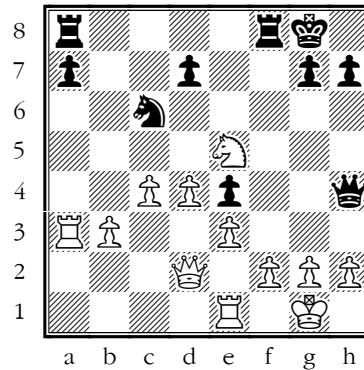
12...Ba6 13.Ne4

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

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

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

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

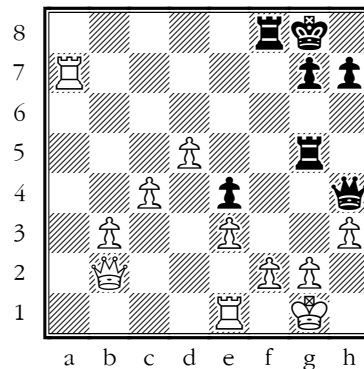


Black has some hopes because the e-Pawns shut out the White pieces from the King's-side.

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

Black shouldn't tie his pieces down to defence.

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

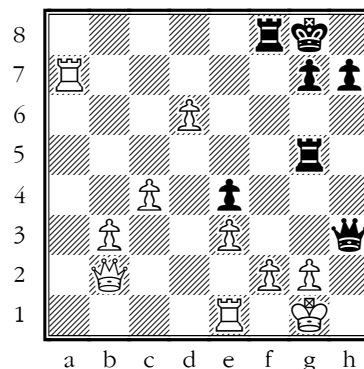


I began to get worried here, Black has created real chances and I could see no way to keep hold of the h-Pawn.

30.d6

[30.Rea1 activates the Rook.]

30...Qxh3



31.f4

[31.Rxg7+ is necessary immediately.]

31...Rg3

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

32.Qxg7+

Excellent!

32...Rxg7 33.Rxg7+ Kxg7 34.gxh3

1-0

(17) Devon - Somerset,B [D06] U14

harry Chepstow (2.2), 31.01.2004

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

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

[4.Qb3 looks more to the point]

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

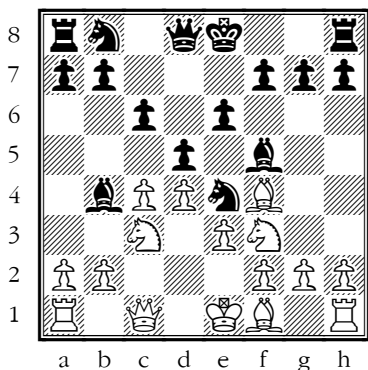
[6.Qb3]

6...Bb4 7.Qc1 unnatural

[7.Qb3;

7.Rc1 c6 8.Qb3]

7...c6



8.Be2

Complacent: did you see Black's threat?

8...Qa5

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

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

[13.Rfc1 is a little better]

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

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

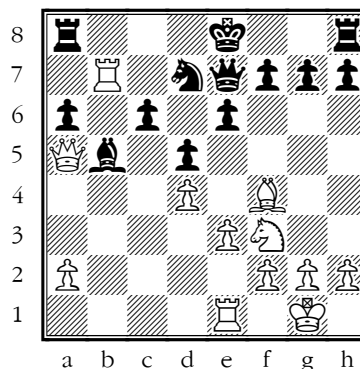
14...Qa3 15.Re1

[15.Bd6 saves the second Pawn]

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

[17...0-0 is calmer]

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



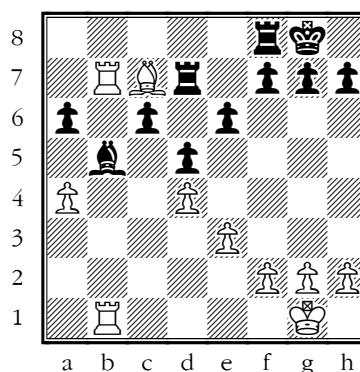
20.Ne5 even if you see a good move look for a better one

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

20...Qd8 21.Qxd8+

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

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



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

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

1/2-1/2

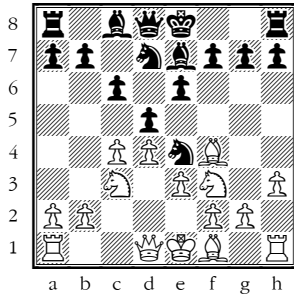
(18) Glamorgan,C - Devon [D30] U14
 harry Chepstone (3.2), 31.01.2004

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

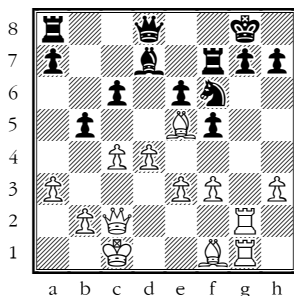
1.d4 d5 2.c4 e6 3.a3

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

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



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



VARIATION

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

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

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

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

You really don't want Pawns on light

squares.

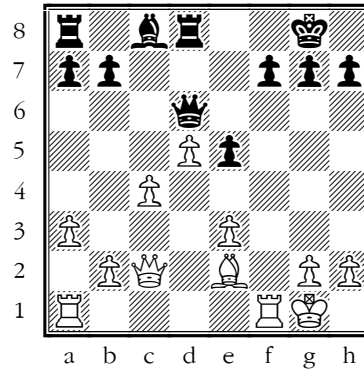
13.0-0 Rd8 14.Qc2 Qf5 15.f3 e5

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

16.fxe4 Qe6

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

17.d5 cxd5 18.exd5 Qd6



19.Bd3

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

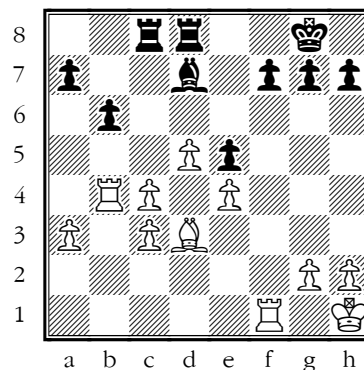
19...Qh6 20.e4

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

20...Qe3+ 21.Kh1

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

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



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

26...a5

Oops.

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

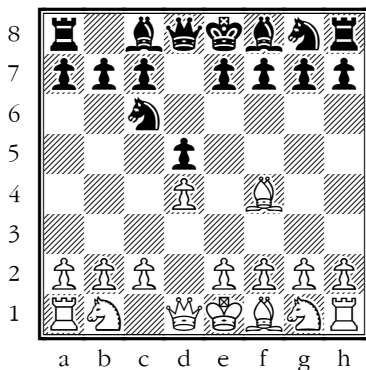
3. Michael

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

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

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

1.d4 d5 2.Bf4 Nc6



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

3.Nc3 a6

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

4.Nf3 Nf6 5.h3

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

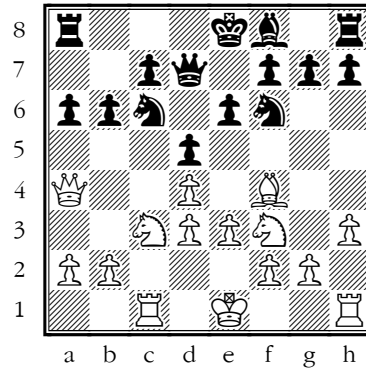
5...Bf5 6.e3 Nb4 7.Bd3 Bxd3 8.cxd3 Nc6

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

9.Qb3 b6

[9...Na5]

10.Rc1 Qd7 11.Qa4 e6



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

12.a3

[12.Nxd5

unmasks an attack from the Rc1 to the Nc6

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

12...Bd6

[12...Nb8

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

B)

C) 13.Qa5]

13.Ne5 Nxe5

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

14.dxe5 Qxa4 15.Nxa4 Bxa3 16.bxa3 Nh5 17.Bg5 h6 18.Bh4 g5 19.Bg3 Nxe5

Don't swap pieces when you are losing.

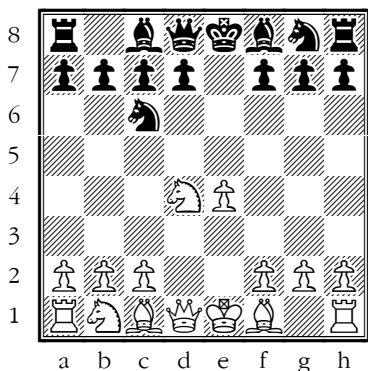
20.fxg3 b5 21.Nb2 Rc8 22.0-0 0-0 23.d4 Kg7 24.Nd3 Rfd8 25.h4 a5 26.Nc5 Ra8 27.Rf6 b4 28.Rcf1 Kg8 29.Rxf7 bxa3

1-0

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

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

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



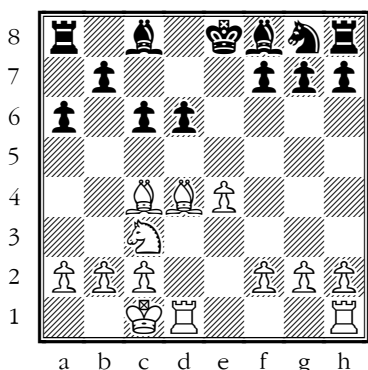
4...Nxd4

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

5.Qxd4 Qe7

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

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



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

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

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

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

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

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

[24...c4 helps a bit]

25.g5 h5 26.g6 fxg6

this is the losing move, inviting the Rooks inside

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

winning

1-0

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

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

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

...b5 is already a threat.

4.Nf3 Nc6

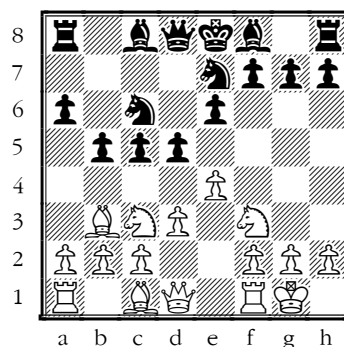
[4...b5]

5.d3

[5.d4;

5.a4]

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



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

[...Some moves unrecorded...]

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

1/2-1/2

4. David

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

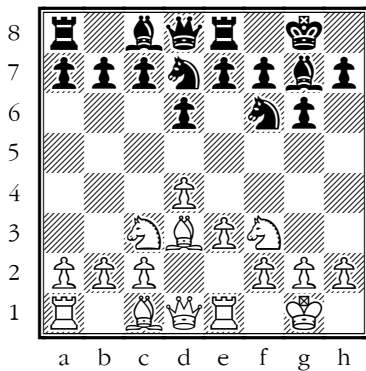
(13) Devon - Glamorgan,C [A45] U14
 david Chepstow (1.4), 31.01.2004

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

1.d4 Nf6 2.e3

Not the sharpest.

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



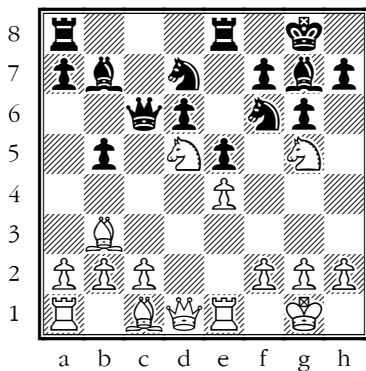
White's formation lacks a focus.

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

12.dxc6 Qxc6 13.Nd5 Bb7

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

14.Ng5



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

didn't.

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

[17.Nxd6 is more accurate]

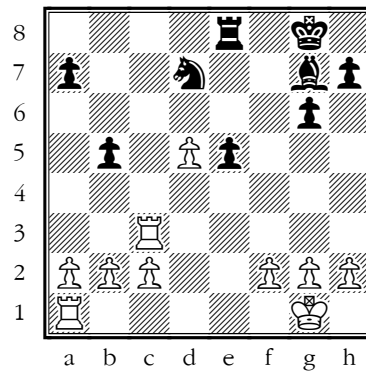
17...Nxd5 18.Nxd6

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

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

[21...Qe6]

22.Qd5+ Qxd5 23.exd5



White still has a game to win.

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

unnatural but Black has the initiative

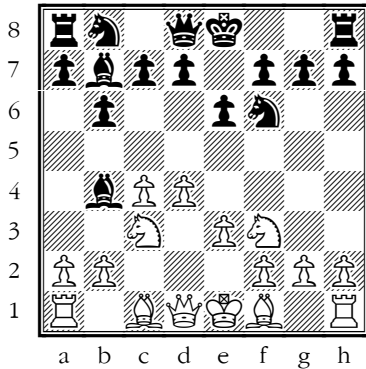
[29.Kf1 Rf8+ 30.Ke2 Rf2+ 31.Kd3 Rxb2
 32.Ke4 Nb6]

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

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

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

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



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

6.Bd2

[6.Bd3]

6...d6

Loose.

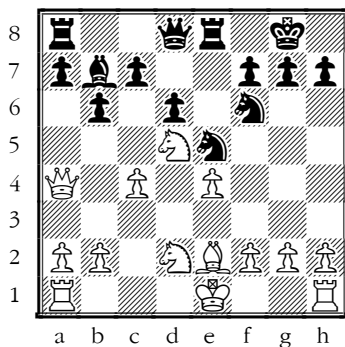
7.Qa4+ Nc6 8.d5! exd5 9.Nxd5

I see your thinking but the other way was better.

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

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

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

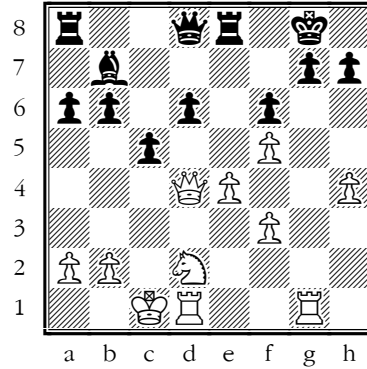


13.f4

Good attitude but didn't help...

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

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



22.Qc4+

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

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

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

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

28...Rc8 29.Ne6

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

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

enough...

[33.Rb1 Qc3+]

0-1

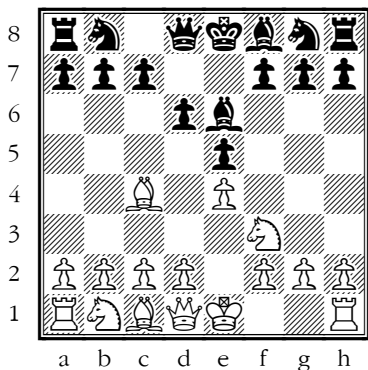
(15) Somerset,B - Devon [C41] U14
 david Chepstow (3.4), 31.01.2004

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

1.e4 e5 2.Nf3 d6

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

3.Bc4 Be6



4.Bb5+

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

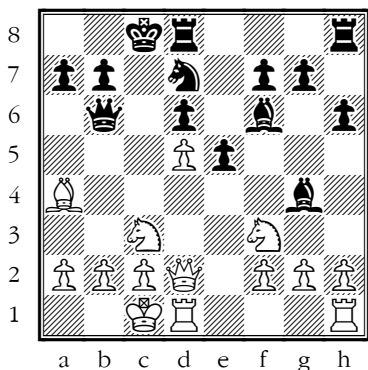
**4...c6 5.Ba4 Nf6 6.Nc3 Nbd7 7.d4 Qc7
 8.Bg5 Be7 9.Qd2 h6 10.Bh4 0-0-0**

That looks a little risky

11.0-0-0

[11.d5]

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



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

15.Nb5 a6 16.Na3 e4

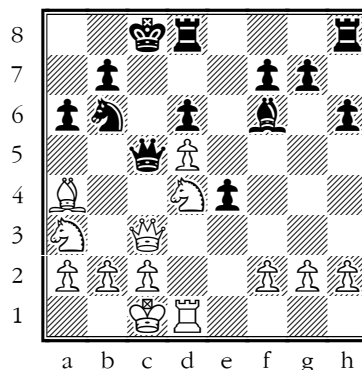
Great!

17.Nd4 Bxd1

Tempting, but there was a better move...

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

18.Qc3+ Qc5 19.Rxd1 Nb6



20.Qh3+

Just taking away a vital defender

[20.Bb3]

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

[23...Bg5 Again!]

24.Nf5

Missing something much more important

24...Bxb2+ 0-1

5. Bobby

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

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

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

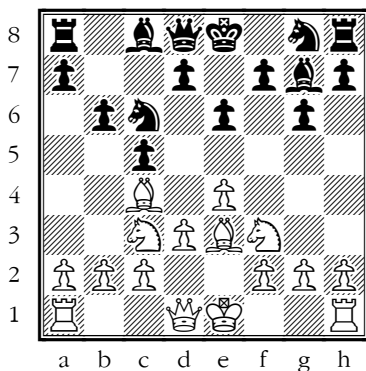
You need to decide on a way of playing against the Sicilian, and the other half-open defences.

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

[6.a4 Nge7;

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

6...b6

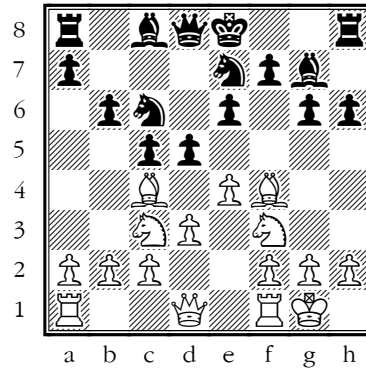


White has developed rapidly, but needs a plan. Black is winding up for ...d7-d5, so getting a Rook to e1 looks like a priority... and so the Bishop on e3 probably isn't accurate.

7.Bg5

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

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

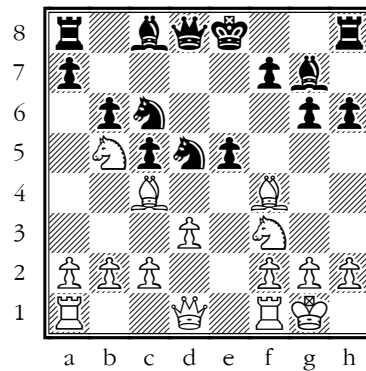


White's 'nicely developed' pieces are also targets for the Black Pawns.

10.Nb5

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

10...e5 11.exd5 Nxd5



12.Bg3?

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

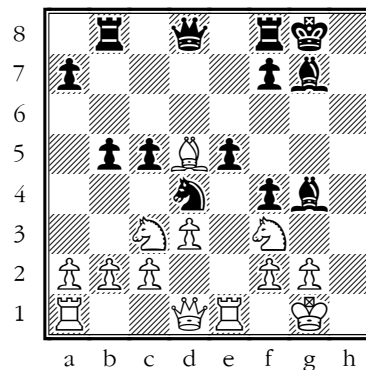
12...0-0 13.Bh4

[13.Bxd5 still wins]

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

This pin proves very troublesome.

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



White is close to losing;

Black has made good use of his Pawns.

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

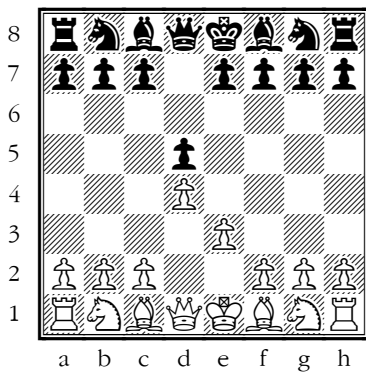
Winning: all White's minor pieces are locked out on the Queen's-side.

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

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

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

1.d4 d5 2.e3



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

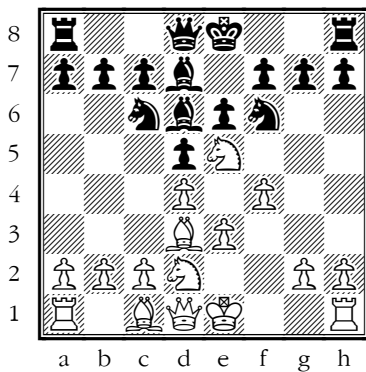
2...Nf6

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

3.Bd3 Bg4 4.f3 Bd7

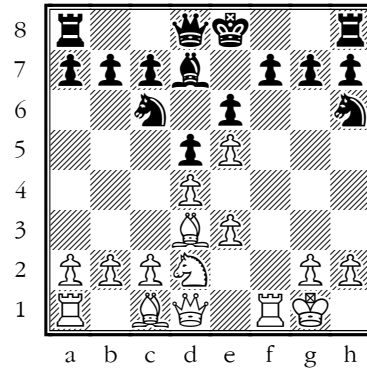
[4...Bh5 5.g4 Bg6 gets it to g6.]

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



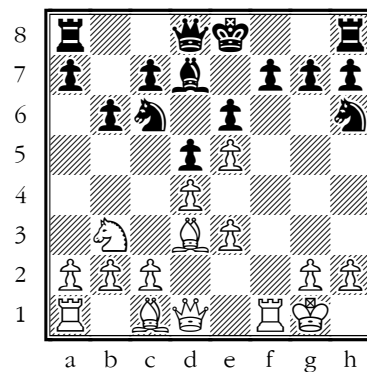
Of course Black would like to play ...Nxe5 but can't.

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



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

11.Nb3 b6



Now the Nb3 looks out of place.

12.e4 Qh4

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

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

Black looks at least equal here;

White's position makes no sense.

[...Some moves unrecorded...]

1/2-1/2

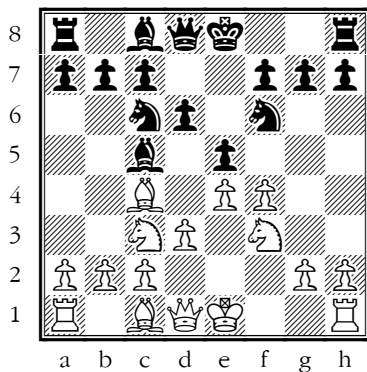
(9) Glamorgan,C - Devon [C30] U14
bobby Chepstow (3.5), 31.01.2004

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

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

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

4.Nc3 Nf6 5.f4 d6 6.Nf3



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

6...0-0

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

7.f5 g6

Making weaknesses just where White wants them.

8.Bh6 Re8 9.Ng5 Nd4

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

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

[12.Nf7+ looked useful...]

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

6. Ben

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

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

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

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

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

4.exd5 exd5 5.a3

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

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

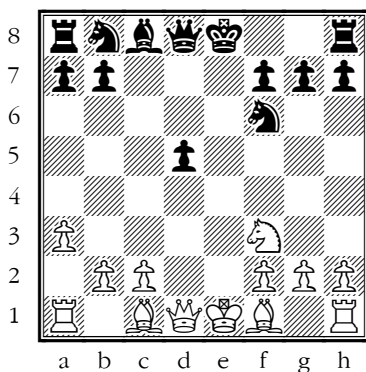
5...Bxc3 6.dxc3 Nf6 7.c4 c6

No need for another Pawn move.

[7...0-0;

7...Nc6]

8.cxd5 cxd5



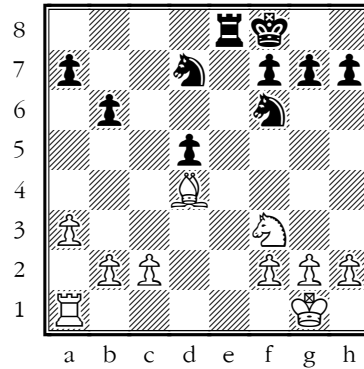
Black has an isolated Queen's Pawn and a potentially crummy Bishop. White should trade off the Black Knights and go for an endgame.

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

Black's worst piece disappears.

[12.Bd3]

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

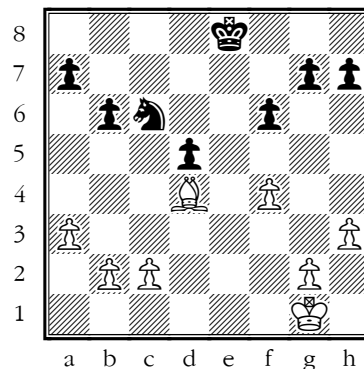


The Knight would benefit most from being here.

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

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

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



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

23.c3 Nxd4 24.cxd4

Dead equal.

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

Even more equal.

1/2-1/2

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

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

1.d4 Nf6 2.Bg5 d6

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

3.Bxf6 gxf6 4.Nf3

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

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

4...e5

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

5.e3 Bg4 6.Be2 Bg7

[6...Bh6]

7.h3 No need for that one.

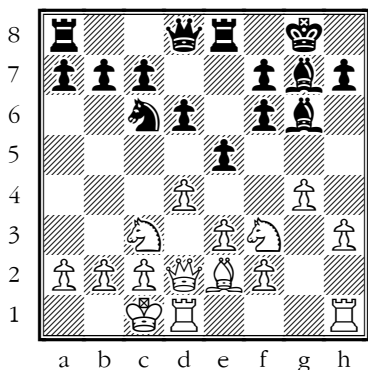
[7.Nbd2;

7.0-0]

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

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

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



12.Bd3??

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

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

[20.Kb1 looks safer.]

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

[22.Nh4 looks a little easier.]

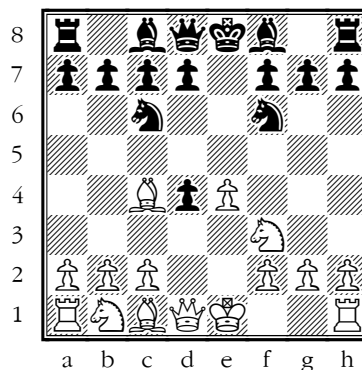
22...Qxf6 23.Ng5 Qf5

Once the Queens come off, White is doomed.

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

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

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



5.c3 Too slow.

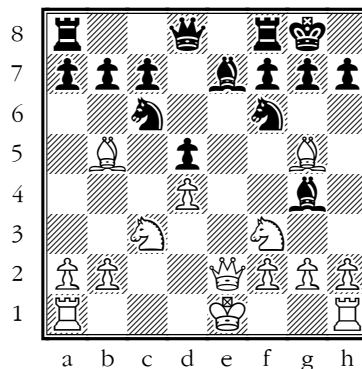
[5.0-0 Nxe4;

5.e5]

5...Nxe4 6.cxd4

[6.0-0 still looks best]

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



11.h3

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

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

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

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

7. Richard

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

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

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

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

Not a bad system for White.

4...Bd7

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

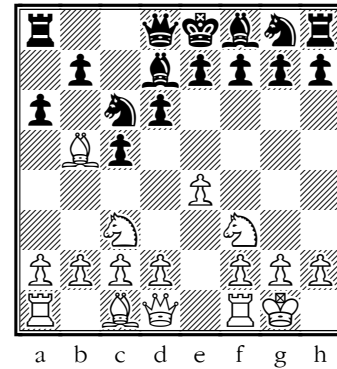
4...g6 5.d4 cxd4 6.Qxd4 Nf6 7.e5 dxe5 8.Qxd8+ Kxd8 9.Bxc6 bxc6 10.Nxe5;

4...e5]

5.0-0 A little too straightforward.

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

5...a6



6.Bc4

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

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

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

A good idea with a flaw.

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

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

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

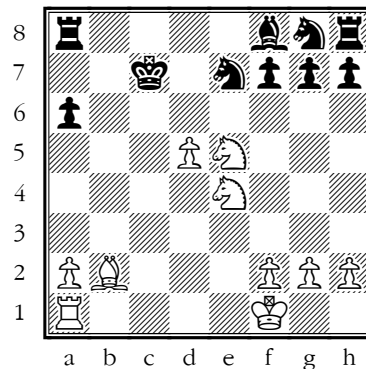
14...Bxe2 15.dxc7 Bxf1 16.Kxf1 cxb2 17.Bxb2 Kd7

[17...Nxd5]

18.Ne5+

Suddenly White is right back in it.

18...Kxc7



19.d6+ Irresistibly natural.

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

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

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

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

[...Some moves unrecorded...]

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

1/2-1/2

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

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

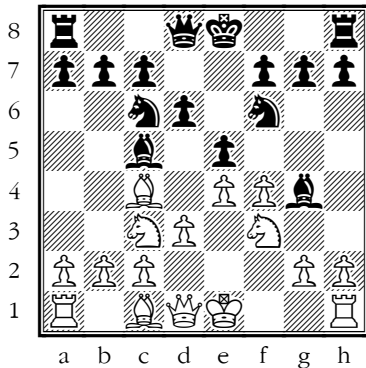
1.e4 e5 2.Bc4 Nf6 3.Nc3 Nc6

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

4.f4

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

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

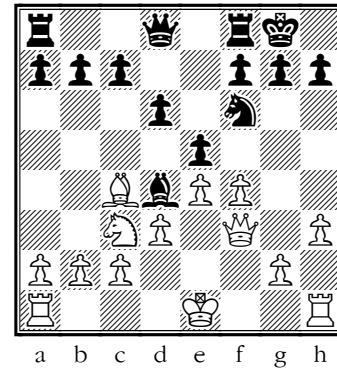


I quite like this position for White.

7.Qe2? 0-0

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

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

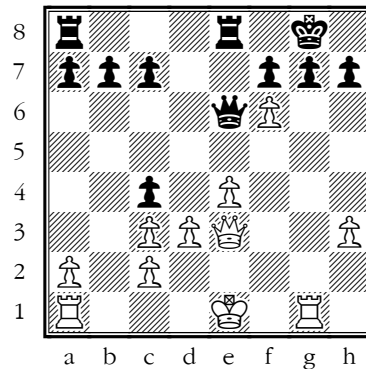


11...Qd7

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

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

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



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

19.Qh6 Qxf6 20.Qxf6 g6

Anyhow, happily ...

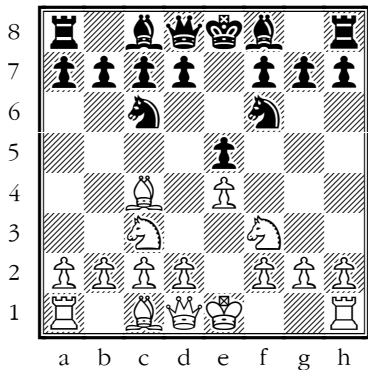
[...Some moves unrecorded...]

0-1

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

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

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



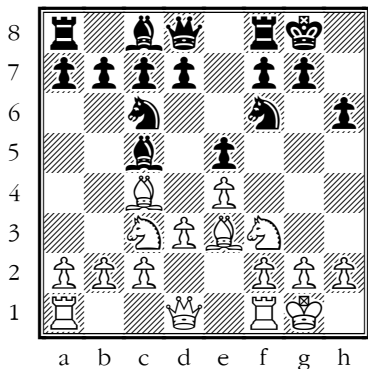
4...Bc5

[4...Nxe4 is the best response]

5.d3 h6

unnecessary but not particularly harmful

6.0-0 0-0 7.Be3



7...Bxe3

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

[7...Bb6]

8.fxe3 d6 9.h3 Qe8

A bit vague, what was your idea?

10.d4 Be6??

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

11.d5

oops

11...Bd7 12.dxc6 Bxc6

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

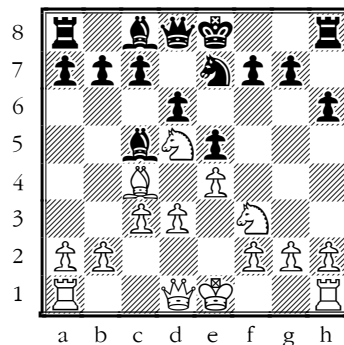
13.Nd5 Nxd5 14.Bxd5 Bxd5 15.exd5 e4 16.Nd4 Qe5 17.Qg4 Qxd5 18.Nf5 Qe5 19.Nxh6+ Kh8 20.Nf5 Qf6 21.Qh5+ Kg8 22.Nh4 Qxb2 23.Rae1 Qxa2 24.Nf5 g6 25.Qh6 gxf5 26.Rxf5

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

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

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

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



Both sides are trying to advance the d-Pawn.

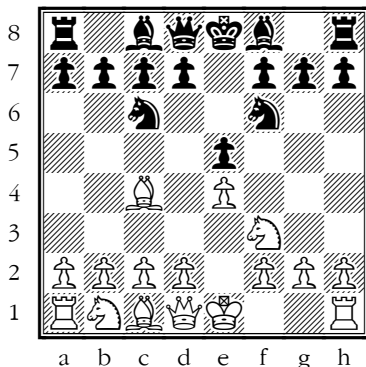
8. Sophie

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

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

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

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



4.Nc3 Bc5

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

5.d3 h6

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

6.0-0 0-0 7.Be3 b6

[7...Bb6]

8.d4

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

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

[12...Qxb2!;

12...Qd8? 13.b4]

13.Ne7+

Oops

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

[...Some moves unrecorded...]

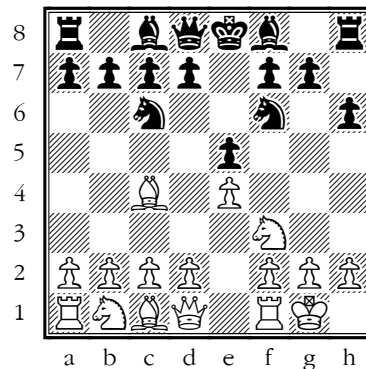
I didn't get any more than this, but I guess you have seen enough. You were playing very carefully throughout the tournament, so I was surprised you missed this... Ah well, it happens to us all occasionally.

1-0

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

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

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



5.Nc3

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

5...Bc5 6.a3

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

[6.d3]

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

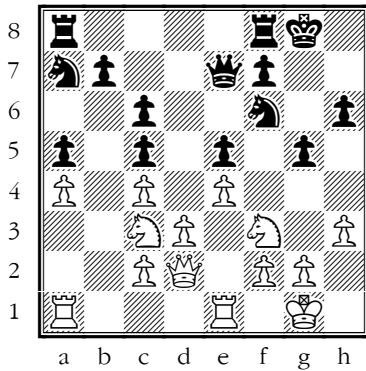
This development is not so focussed on the centre as d3/Be3

8...d6 9.h3

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

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

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



All of that bit made sense to me.

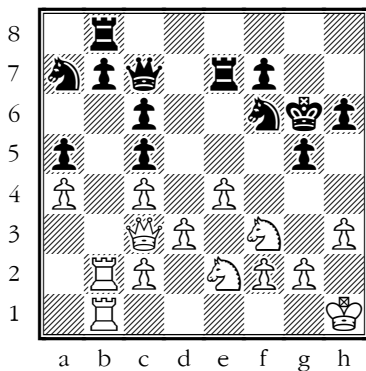
19.Rab1 Rfd8 20.Rb2 Rd7 21.Reb1 Rb8

I might have got this move order wrong.

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

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

25...Kg7 26.Kh1 Kg6



27.d4

Takes a defender away from Pe4.

[27.Ng3]

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

[30.Rf1]

30...Rbe8 31.Ne5+

Cracker!

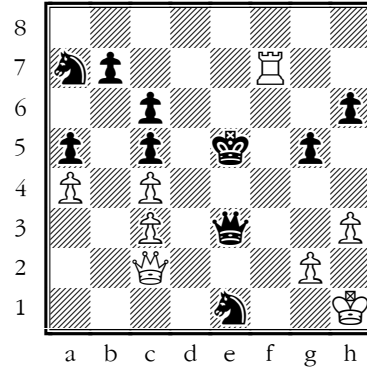
**31...R8xe5 32.dxe5 Qxe5 33.c3 Rxb2
34.Qxb2 Nd3 35.Qc2 Qf4+ 36.Kg1 Qe3+
37.Kh1**

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

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

Black is suddenly faced with lots of threats.

39...Ne1



Overlooking one of them...

40.Qd1

[40.Qf5+ Kd6 41.Rd7#]

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

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

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

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

[46.Rb1]

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

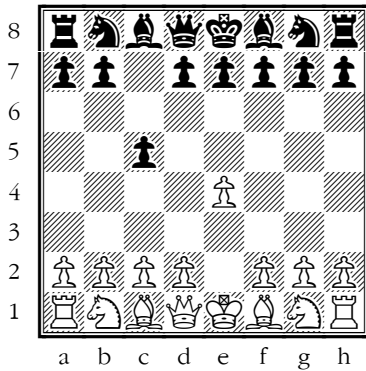
I liked that you went for mate here, some players waste time collecting extra Queens.

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

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

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

1.e4 c5



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

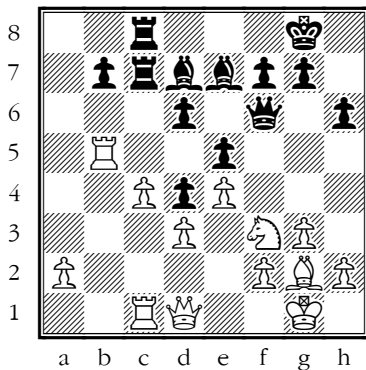
2.c4 d6 3.Nf3 e5 4.g3 Nc6 5.Bg2 Bg4
6.0-0 Nd4 7.d3 Qf6 8.Nbd2 Nxf3+
9.Nxf3

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

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

[11.Be3]

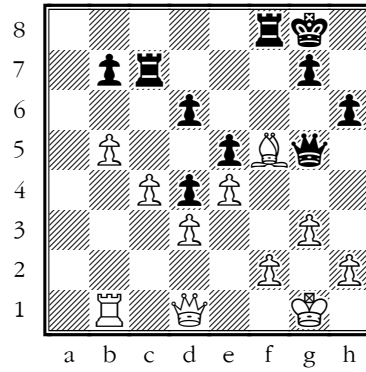
11...Nc6 12.Re1 Nd4 13.Bxd4 cxd4
14.Rc1 Rc8 15.b4 Be7 16.Rb1 0-0
17.Qe2 a6 18.Rec1 Rc7 19.Qd1 Rfc8
20.b5 axb5 21.Rxb5 Bd7



22.Rb3? Ba4

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

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



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

[30.h4 Qf6 31.Qd2]

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

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

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

[34.Bh3]

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

[36.f3 is still a game]

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

[38.Qc1 Qxe4 39.Qh6+ Kg8]

38...Qxe2 39.Rxe2 0-1

9. Karl

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

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

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

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

1-0

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

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

1.e4 e5 2.f4

I was pleased to see this opening.

2...exf4 3.Nf3 Nc6

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

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

I guess I got the move order wrong?

8.Be2 Bxf3

[8...Nxe4]

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

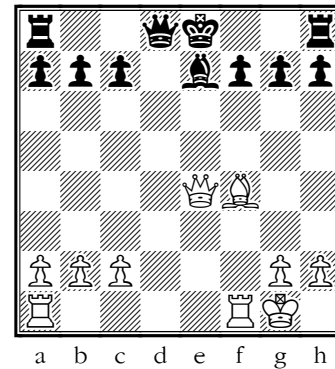
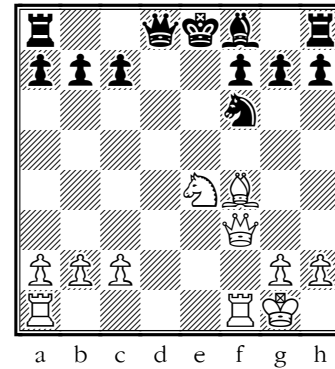
[FIRST DIAGRAM]

11...Nxe4

Each exchange has made White's position better.

12.Qxe4+ Be7

[SECOND DIAGRAM]



13.Qxb7

This is a good move, but

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

13...Bc5+ 14.Kh1 Rb8

Forces White to play a good move.

15.Qc6+ Qd7 16.Qxd7+

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

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

Pieces can move backwards too

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

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

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

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

1.e4 e5 2.Nf3 d6

[...Some moves unrecorded...]

1-0

10. Alex

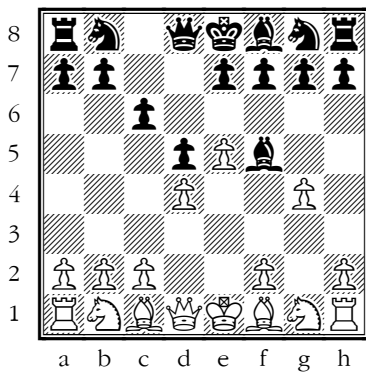
I didn't see a lot of your win, but the first-round loss showed a lot of good attitude. The second-round game, well, I keep mentioning these clockwork attacks, I guess now you know about this one you might be able to dodge next time.

Devon - Somerset,B [B12]

U14 alex Chepstow (1.10), 31.01.2004

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

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



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

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

[6.h4 is more consistent

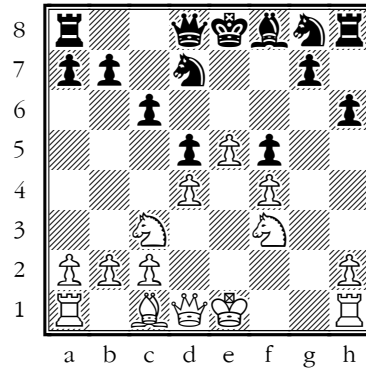
6...h6 7.h5 Bh7 8.Bd3 Bxd3 9.Qxd3

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

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

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

10...Bxf5 11.Bxf5 exf5



12.e6

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

[12.Be3 Qb6 13.Qd3 g6 14.0-0-0#;

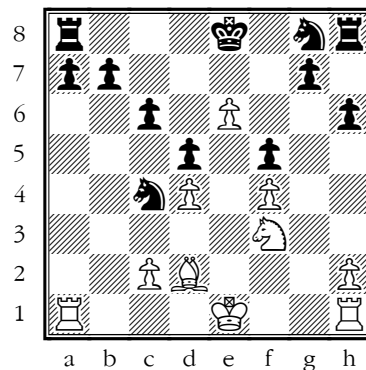
12.Rg1]

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

Vigorous but really doesn't help.

[14.Qe5]

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



21.Ne5 Don't seek exchanges.

[21.Rb1;

21.Rg1]

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

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

25...a6 26.Bb4+

Right idea, wrong timing.

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

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

38.Ra7 Rh1 39.Rf7 Rxb2

[...Some moves unrecorded...]

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

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

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

1.d4 e6

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

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

2.e3 d5 3.Bd3

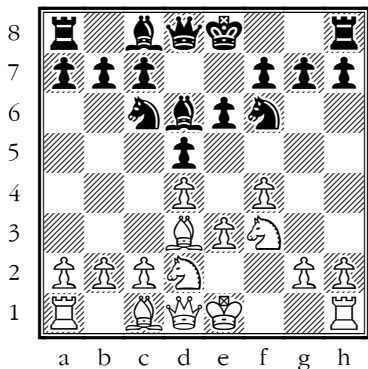
This is the disadvantage of 1...e6;
this can be anticipated by 2...Bf5.

3...Nf6 4.Nd2 Nc6

This is not normally good;

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

5.f4 Bd6 6.Ng3



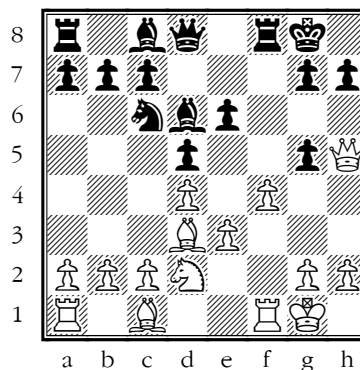
6...0-0 Castling into it...

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

7.0-0 Nh5 8.Ng5 f6

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

9.Qxh5 fxe5



10.Qxh7+

White missed mate in two here.

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

10...Kf7 11.fxe5+

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

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

Black has escaped the mate but has a lost endgame.

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

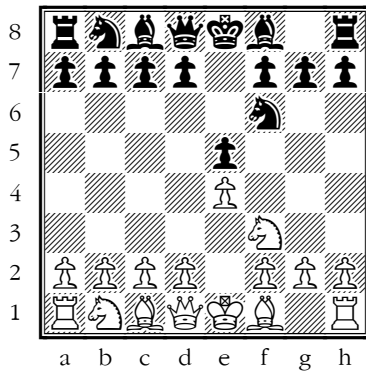
A clever idea

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

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

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

1.e4 e5 2.Nf3 Nf6



3.d3

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

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

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

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

[...Some moves unrecorded...]

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

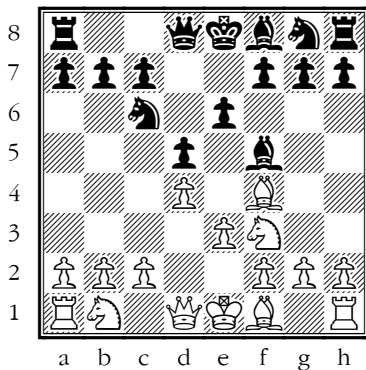
11. Joseph

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

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

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

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



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

5.Bb5

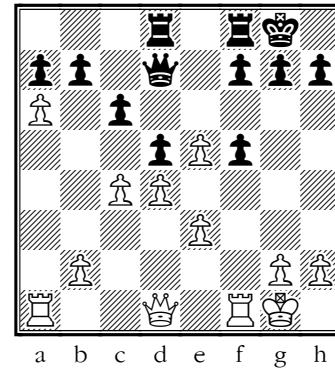
normally White tries to get this piece to d3 but there is no point here.

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

understandable, that Black Knight is very short of space.

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

18.fxe5 Qd7 19.a6



19...bxa6

[19...b6]

20.Rxa6

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

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

[...Some moves unrecorded...]

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

[See the main notes above.]

1-0

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

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

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

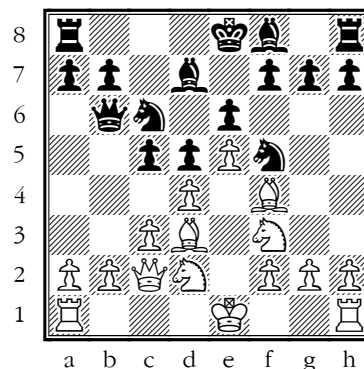
It's not the e-Pawn that needs support.

6...Qb6 7.Qc2 Nge7

[Taking the d-Pawn is perfectly safe.

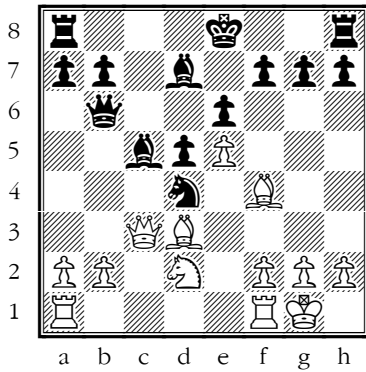
7...cxd4 8.cxd4 Nxd4 9.Nxd4 Qxd4 10.Qc7 Qb4+ 11.Nc3 Rc8]

8.Bd3 Nf5 9.Nbd2



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

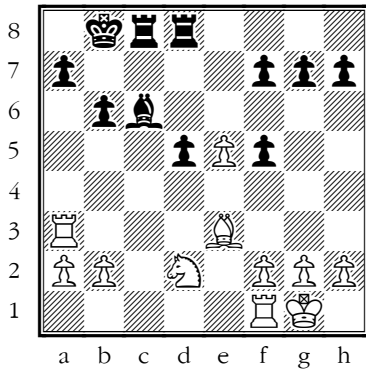
9...cxd4 10.cxd4 Ncxd4 11.Nxd4 Nxd4 12.Qc3 Bc5 13.0-0



13...0-0-0??

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

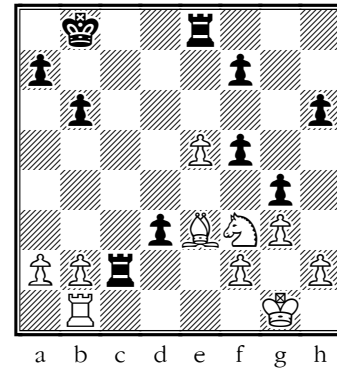
14.Rac1 Bc6 15.Qxc5 Qxc5 16.Rxc5 Kb8 17.Bg5 Rc8 18.Be3 Nf5 19.Bxf5 exf5 20.Ra5 b6 21.Ra3 Rhd8



22.Rc3?? d4 23.Rxc6

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

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



31.Nd4

[31.Ne1 rounds up the d-Pawn]

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

ouch

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

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

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

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

[4...Nxe4!]

4...Bc5

[...Some moves unrecorded...]

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

0-1

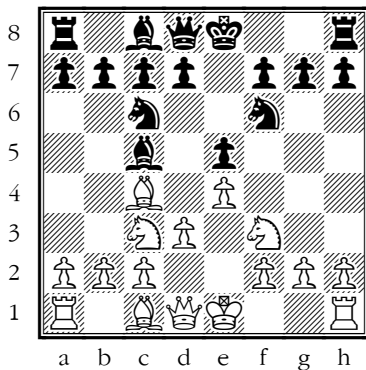
12. Ryan

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

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

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

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



Don't castle first in this line.

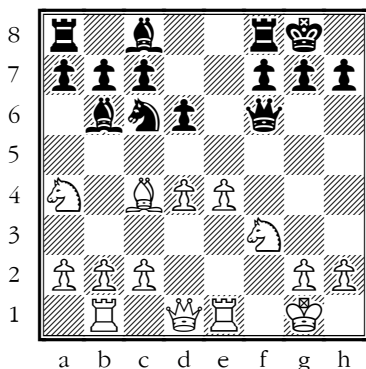
5...0-0 6.0-0 d6 7.Re1 Ng4 8.Be3 Nd4 9.Rc1 Nxe3

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

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

Too mysterious.

13...Qf6 14.Na4

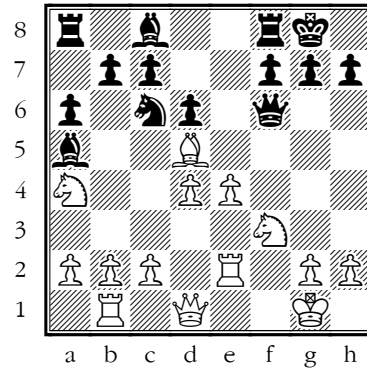


You were playing nicely slowly and carefully, but

14...Ba5

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

15.Re2 a6 16.Bd5



16...Nxd4?

Black falls apart here.

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

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

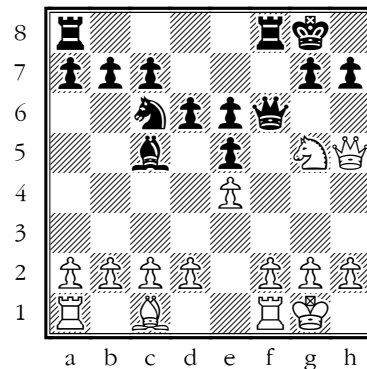
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4 Bc5

[4...Nxe4]

5.Ng5

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

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



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

10...Bxf2+

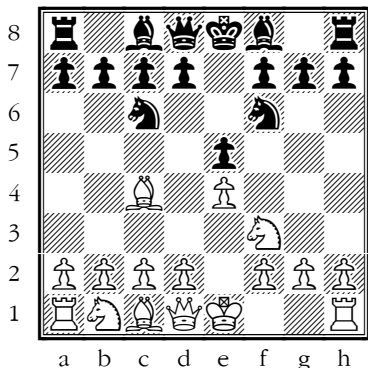
Later you were in a double-Rook endgame, and then you won... I'm sorry I didn't notice more than this.

[...Some moves unrecorded...]

0-1

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

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



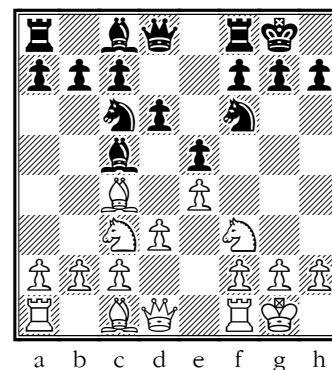
4.Nc3 Bc5

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

5.d3 0-0

Castling is too early here

6.0-0 d6



White needs a plan here

7.Qe1

[...Some moves unrecorded...]

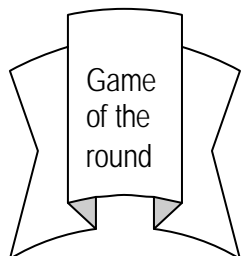
Next time I looked you were a Queen down...

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

0-1

Games of the round

One game each round that stuck in my mind:



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

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

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

Postscript

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

West Of England & South Wales Team Tournament





Stoke sub Hamdon, Saturday 29th January 2005

Introduction

- I've given each of the games a quick run-through, and made some overall comments.
- 3 games is not a lot to go on, so if you think I have got things wrong, you may know better than me.
- Do read the comments on other player's games
- If you want me to explain any more about what I've said, please feel free to ring on 01392 431 785 or e-mail me at chessnut@blueyonder.co.uk
- If you want to know what books or other materials might help you, I can suggest a few things (but I'd hate it to feel like homework!)
- I've got a bunch of stuff for young people on the Internet at <http://www.ex.ac.uk/sheu/DR/juniors.html>. If you don't have access to the Internet, or have trouble using it, then get in touch with me directly and I can print it out or recommend some other study material.
- In fact, a lot of last year's comments apply to this year's games, so I have tried to say different things this year. If you didn't see the document from 2004, you can read it at http://www.ex.ac.uk/sheu/DR/Praxis/u14_20043.pdf. Again, if you don't have access to the Internet, get in touch and I'll sort out a paper copy.

Dave Regis, 6th February 2005

Results

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

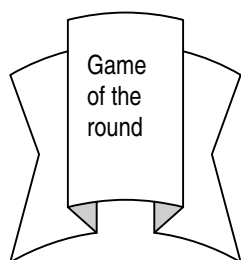
General

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

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

Games of the round

One game each round that stuck in my mind:



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

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

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

Openings

This is what you played:

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

ECO = Encyclopedia of Chess Openings

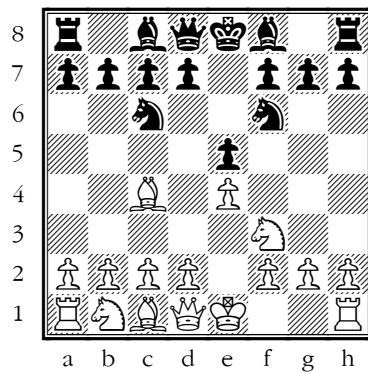
General comments on the openings:

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

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

The most common openings were:

Two Knights' Defence
(5 games)



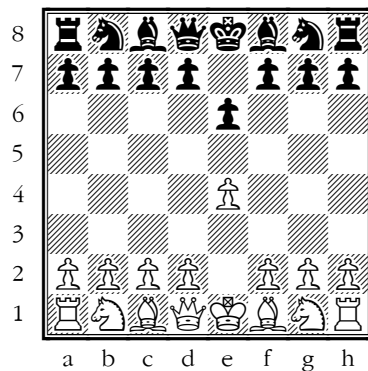
I really like people to play this line. Although I think people didn't play it ever so well, results were very good!

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

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

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

French Defence
(5 games)

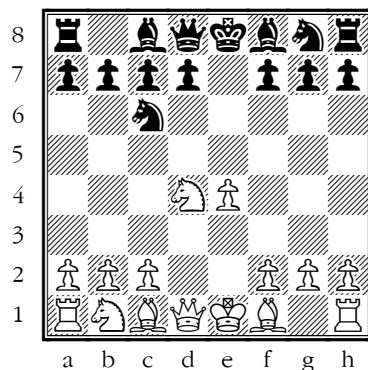


I think this is another fine line for juniors to play. Normally I say, play open games because they are easy to understand.

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

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

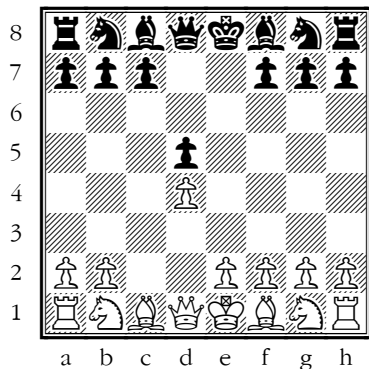
Scotch Game/
Scotch Four Knights
(4 games)



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

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

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



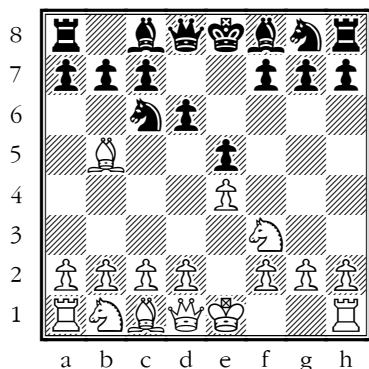
Just three games here, all from the top boards.

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

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

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

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



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

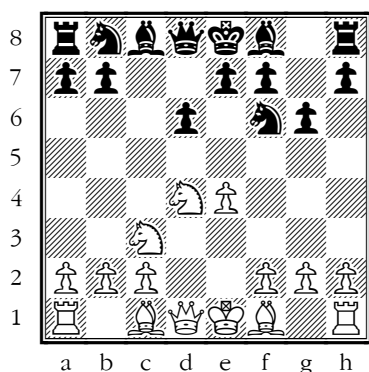
There is an evil trap to avoid:

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

and some information about the Ruy Lopez in general at:

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

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



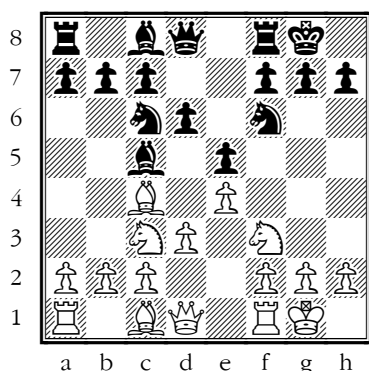
All three games in this line were contributed by Ben.

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

There's a little description of this line at

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

Old Stodge (3 games)



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

No more Old Stodge!

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

Middlegame

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

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

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

Endgames

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

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

The Games

Some comments are made with punctuation:

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

Harry Mann

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

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

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

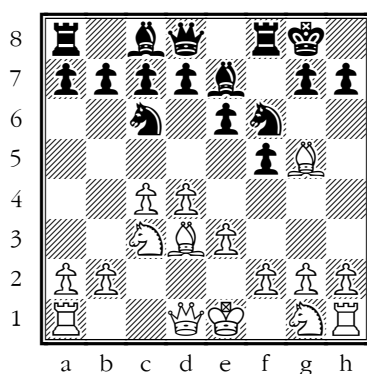
(Round 1, Board 1) [A85] [White: Harry Mann]

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

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

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

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



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

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

7. ... **a6**

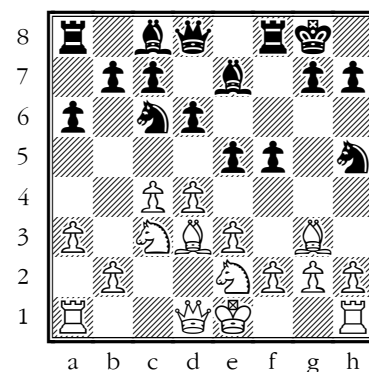
8. **Nge2**

Not sure why not Nf3.

8. ... **Nh5**

9. **Bf4 d6**

10. **Bg3 e5**



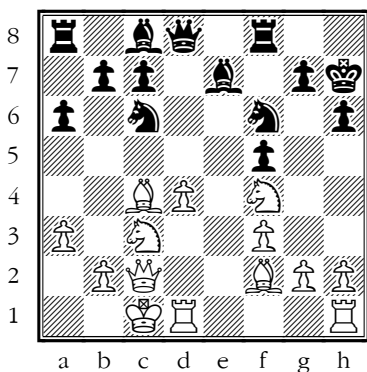
Black has equalised.

11. **f3 h6**

12. Bf2

I might have got the move order wrong around here.

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



18. Be6

[18.d5]

- 18 ... g6
- 19. Nxc6

This sacrifice is enterprising but not justified.

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

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

[. . . moves omitted. . .]

...White resigns.

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

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

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

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

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

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

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

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

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

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

[. . . moves omitted. . .]

...Black resigns.

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

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

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

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

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

See above.

- 7. Qc2?!

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

- 7 ... h6

Not accurate

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

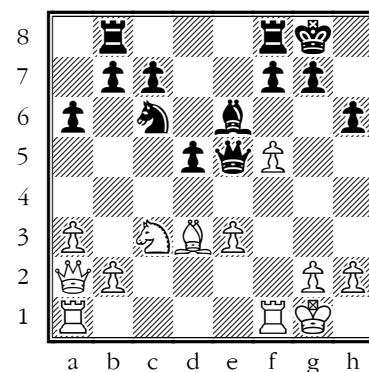
- 8 ... a6
- 9. e3 Bd6
- 10. Bxd6 Qxd6
- 11. Qb3 O-O
- 12. Bd3 Rb8
- 13. O-O Bd7
- 14. a3 Na5
- 15. Qa2 Be6
- 16. Ne5 Nc6
- 17. f4

Weakening e4 but a nice attacking idea.

- 17 ... Ng4?
- 18. f5

[18.Nxc6 Bxc6 19.Qxd5]

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



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

20. Rae1

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

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

23. Bc4 b5

Too loosening.

24. Ba2 Rb7

25. Rc1 Bd7

26. f6! Be6!?

27. e4

[27.Rfd1! and Black is falling apart]

27 ... Nd4

[... moves omitted. . .]

...Black resigns.

Callum Picken

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

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

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

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

1. d4 e6

2. c4 d5

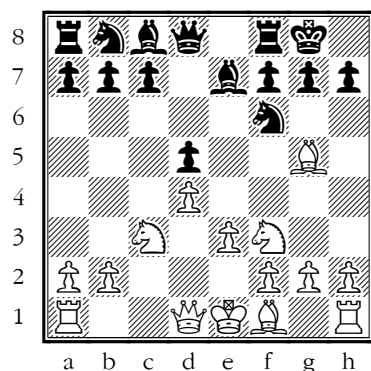
3. Nf3 Nf6

4. Bg5 Be7

5. cxd5 exd5

6. Nc3 O-O

7. e3



7 ... c5?

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

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

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

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

8. Bd3?

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

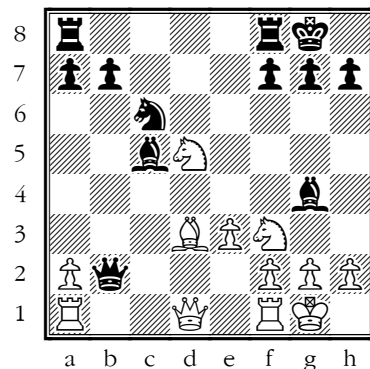
8 ... Bg4

9. O-O Nc6

10. dxc5 Bxc5

11. Bxf6 Qxf6

12. Nxd5 Qxb2



One last trick should keep White a pawn ahead:

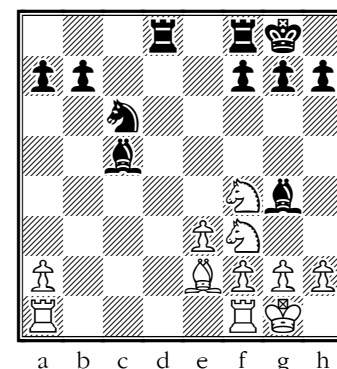
13. Nf4

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

13 ... Rad8

14. Qe2 Qxe2

15. Bxe2



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

15 ... Bf5

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

16. Rac1 Bb6

17. Nh4 Be4

18. f3?? Bxe3+

19. Kh1 Bxc1

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

20. Rxc1 Bd5

21. Nf5 Bxa2

22. h3 h6

I got the move order wrong around here I think.

23. Ba6 bxa6

24. Rxc6 Ra8

25. Nh5 g6

26. Nf6+ Kh8

27. Nh4 Bb1

28. f4 Bd3

29. Rc7 Kg7

30. Nd7 Rfd8

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

[... moves omitted. . .]

...White resigns.

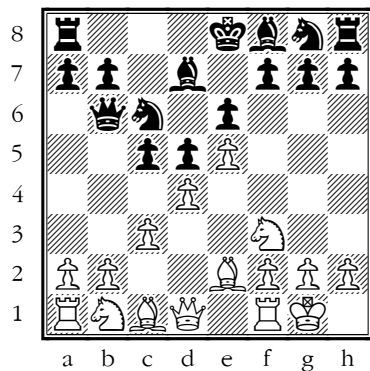
**(Round 2, Board 2) [C02]
[Black: Callum Picken]**

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

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

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

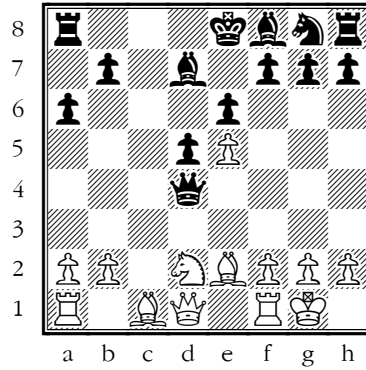
7. O-O



7 ... a6

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

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

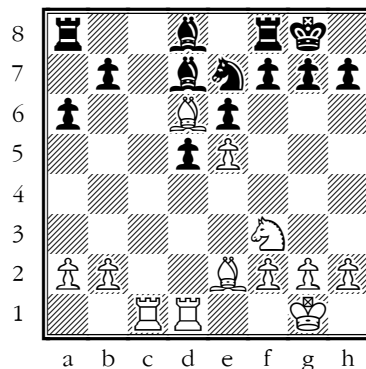


A classic junior French game: (1) White plays lots of normal looking moves but drops a pawn, but (2) White has a little lead in development to make up for it. . .

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

[15. . . Nc6]

16. Bd6 O-O?!



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

[16. . . Rc8!]

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

[21. b3]

21 ... Bb5?

Usually the right idea.

[21. . . Rxb2!]

22. Bxb5 axb5

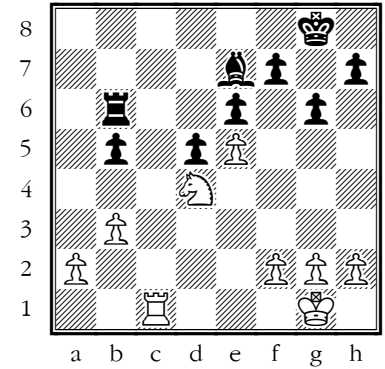
23. b3 g6

[23. . . Ra8]

24. Rc1

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

24 ... Rb6



White's Knight is a monster.

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

[29. a4]

- 29 ... Kxe7
- 30. Kf2 h5

[30. . . Kd7]

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

[... moves omitted. . .]

Draw Agreed

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

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

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

This is an evil gambit....

5. dxe6

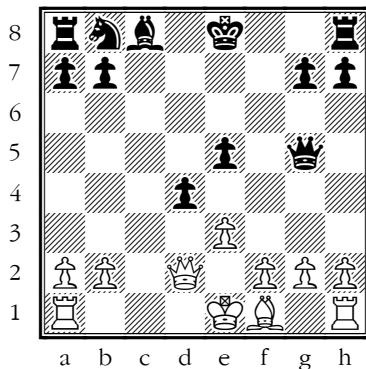
[5. Qxd4 is quite OK, if you don't mind having more

pawns and less development than your opponent.]

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

[10...e4! wins a piece]

11. Nd2 Bxd2+
 12. Qxd2 Qxg5



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

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

16. Bxc6+ bxc6
 17. exf4 Qg4
[17...Qg6]
 18. Rae1+ Kf7
 19. Re2 Rae8
 20. Ref2 Re4
 21. Kh1 Rhe8
 22. gxh3 Qxh3
 23. Qc2

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

[... moves omitted. . .]

Draw Agreed

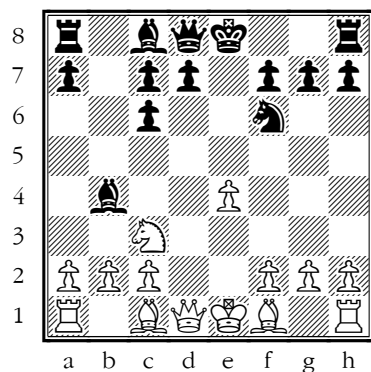
Michael Fisher

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

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

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

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



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

7. Bd2?

Too quiet.

[7.Bd3 is best]

- 7 ... Qe7
 8. Bd3

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

- 8 ... Bxc3
 9. Bxc3 Nxe4
 10. Qe2 Nxc3
 11. Qxe7+ Kxe7
 12. bxc3 Re8
 13. O-O Kf8

Unnecessary, and possibly in the wrong direction.

[13...b6]

14. h3

[14.Bxb7 g6]

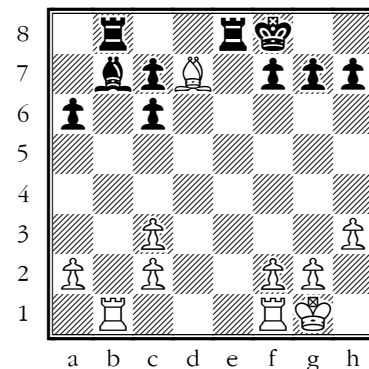
- 14 ... Rb8
 15. Rab1 Bb7

You must follow this up with ...c5.

16. Bf5 a6

[16...d6]

17. Bxd7



- 17 ... Re2??

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

18. Bxc6 Rxc2

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

19. Rxb7 Rxb7
 20. Bxb7

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

- 20 ... Rxc3
 21. Re1 Rc2

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

[29.Bd5 wins more efficiently]

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

Black is checkmated

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

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

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

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

- 5. d3

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

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

[6. . .Be7]

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

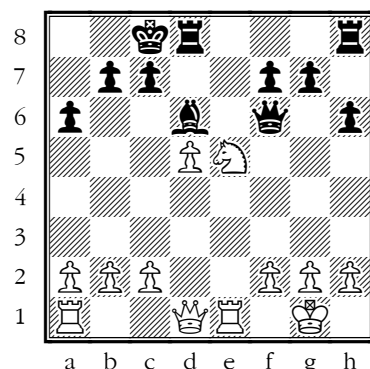
Hmm, another pawn move.

- 10. Bxc6 Bxc6
- 11. d4 Bxd5

[11. . .exd4]

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

Gives White a chance of an evil check.

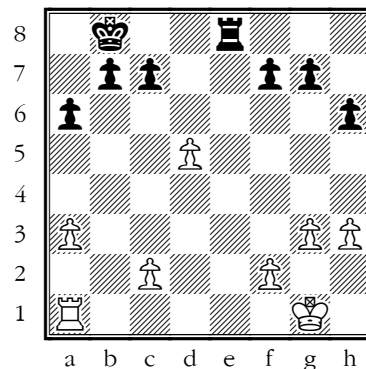


- 16. Ng4

[16.Qg4+! wins the exchange.]

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

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



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

- 26. f4 Re2

[26. . .Re3 27.Kg2 Rc3]

- 27. c4 Rc2
- 28. g4

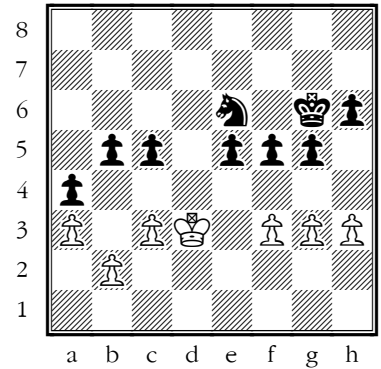
All these pawn moves create weaknesses: White should get his rook into play.

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

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

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

- 36. a3 Kg6
- 37. Kd3



- 37 ... f4

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

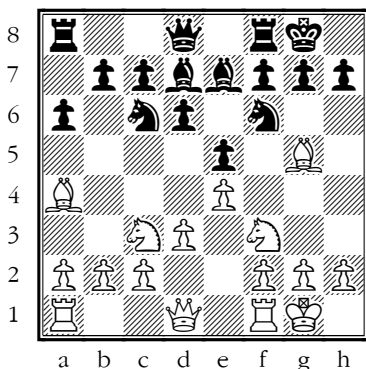
**(Round 3, Board 3) [C62]
[White: Michael Fisher]**

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

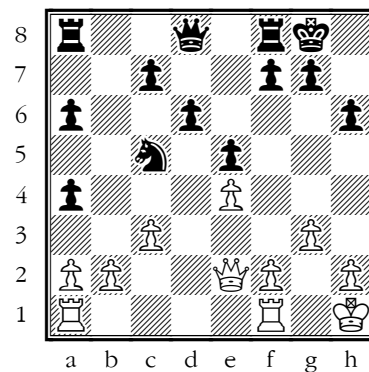
- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bb5 d6
- 4. Nc3

[4.d4]

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



- 9. Nd5? Nxd5



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

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

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

White resigns.

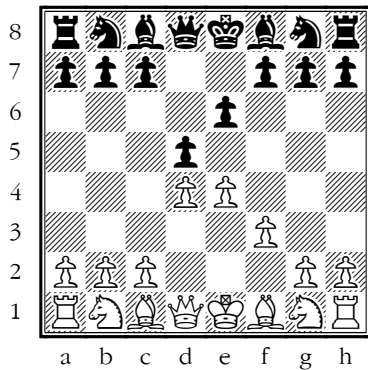
Robert Thompson

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

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

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

1. e4 e6
2. d4 d5
3. f3



A pawn sacrifice!

- 3 ... c5

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

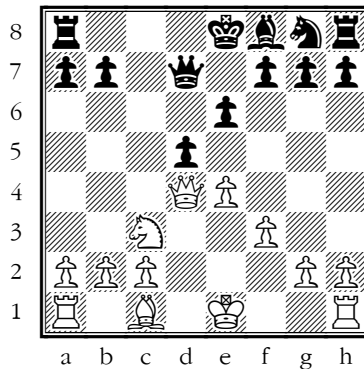
4. Bb5+ Nc6

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

5. Ne2 Bd7
6. Nbc3 cxd4

[6. . . .dxe4]

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

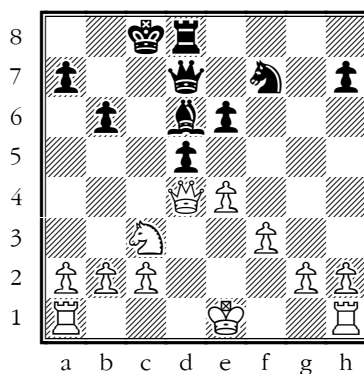


This position is equal.

- 9 ... Bd6??

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

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



Which side should White castle?

15. O-O?? Bc5

That helps!

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

. . .and Black won, as he should.

[. . . moves omitted. . .]

...White resigns.

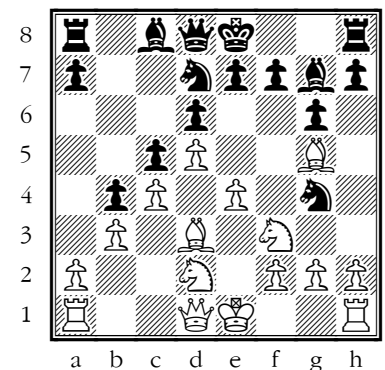
(Round 2, Board 4) [A57] [White: Robert Thompson]

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

1. d4 Nf6
2. c4 c5
3. d5

[3.Nf3]

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



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

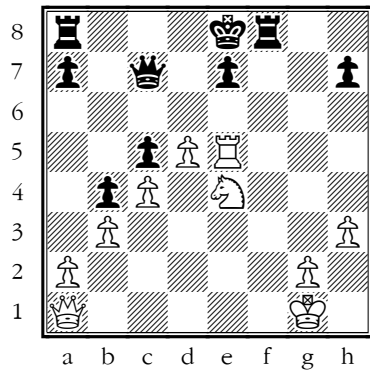
Remember, you moved that rook out of the way for a reason!

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

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

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

[LATER...]



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

- 1 d6! Qc6
 2 Nf6+!?

A very smart idea.

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

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

Good: swap pieces when you're winning.

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

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

[... moves omitted. . .]

...Black resigns.

(Round 3, Board 4) [D15]

[White: Robert Thompson]

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

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

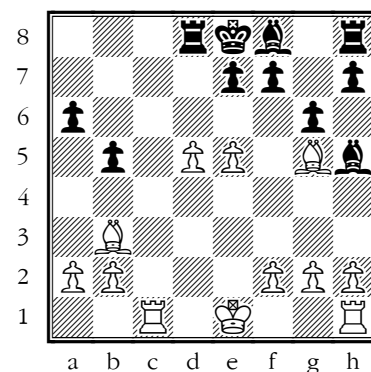
[4...e6;

4...dxc4]

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

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

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



18. O-O

[18.b3 threatens to net the Bb5]

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

[20.Rc7!]

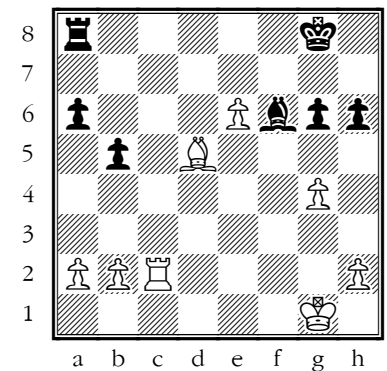
- 20 ... O-O
 21. f3 h6
 22. g4

[22.Bxe7]

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

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

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



Is this the right position?

31. Rg2

[31.Bxa8!]

- 31 ... Rd8
 32. Be4

[... moves omitted. . .]

and White won, as he should.

...Black resigns.

Ben Kingsley-Smith

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

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

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

1. e4 c5

2. Nf3

[2.Bc4]

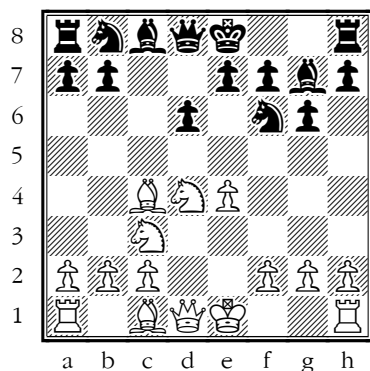
2 ... d6

3. d4 cxd4

4. Nxd4 Nf6

5. Nc3 g6

6. Bc4 Bg7



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

7. Be3 O-O

8. Qd2 Nc6

[8...Ng4]

9. O-O-O Nxd4

10. Qxd4 Ng4

11. Qd2 Nxe3

12. Qxe3 Bd7

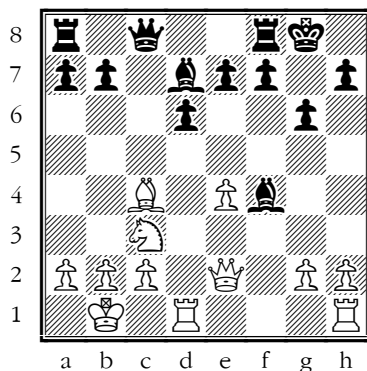
13. f4 Bh6

14. Qe2

[14.g3]

14 ... Bxf4+

15. Kb1 Qc8



16. Qf2?

A little bit too fancy.

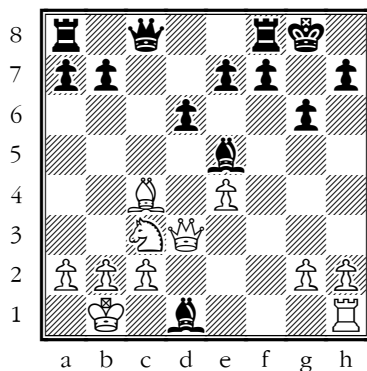
[16.Nd5 Bg5 17.b4 Bf6

18.Nxf6+ exf6 19.Rxd6±]

16 ... Be5

17. Qe2 Bg4

18. Qd3 Bxd1



19. Nd5

Allows Black to pick up yet more material.

19 ... Bxc2+

20. Kxc2 Qd7

21. Bb5 Rac8+

22. Kb1 Qd8

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

23. h4 h5

24. g4

I like your attitude here: keep attacking!

24 ... e6

25. Ne3 Qf6

26. Nc4

[26.gxb5]

26 ... a6

27. Nxe5

You don't really want to be swapping off.

27 ... Qxe5

28. Bc4 Rxc4

A curious decision.

29. Qxc4 b5

30. Qe2 d5

31. gxh5 Qxh5

32. Qxh5 gxh5

33. Rg1+ Kh7

34. exd5 exd5

35. Rg5

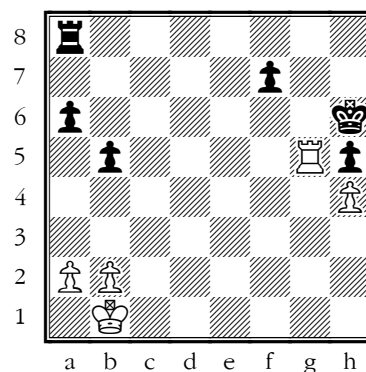
Excellent: you're nearly back in this one.

35 ... Kh6

36. Rxd5 Ra8

37. Rf5 Kg6

38. Rg5+ Kh6



39. Kc2

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

39 ... Rd8

40. Rc5 Rd4

41. b3

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

41 ... Rxh4

42. Kc3 b4+

43. Kc2 Kg6

44. Ra5 f5

45. Rxa6+ Kg5

46. a3 bxa3

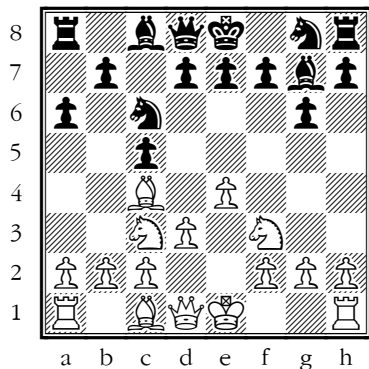
47. Rxa3 f4

48. b4 Kg4

49. b5 f3

50. Rxf3 Kxf3

51. b6 Ke4



6. Be3 b5

7. Bd5 Nf6?

8. Bxc6 dxc6

9. Bxc5

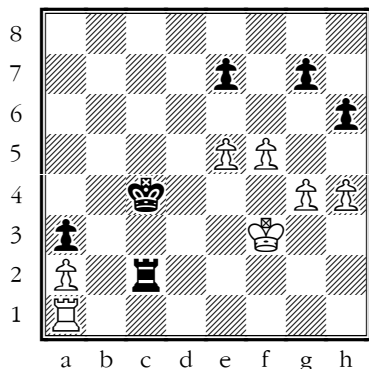
White has a pawn already.

9 ... Bd7

10. Qd2 b4

11. Na4

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



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

[... moves omitted. . .]

...Black resigns.

2. Nf3 d6

3. d4 cxd4

4. Nxd4 Nf6

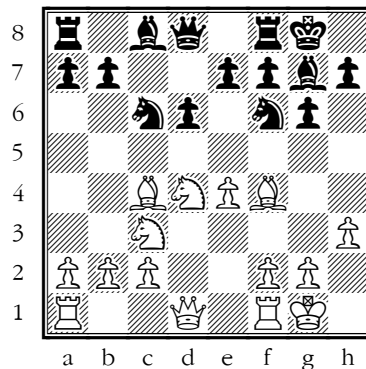
5. Nc3 g6

6. Bc4 Bg7

7. Bf4 O-O

8. O-O Nc6

9. h3?



9 ... Nxd4!

10. Qxd4 e5

Excellent: last year everyone was missing these.

11. Bxe5 dxe5

12. Qxe5 Re8

13. Rad1 Qxd1

[13...Qb6]

14. Qxe8+ Nxe8

15. Rxd1 Be6

16. Nd5 Bxb2

17. Rb1 Nd6

18. Rxb2 Nxc4

19. Rxb7 Kf8

20. Ne7 Nd6

21. Rc7 Bxa2

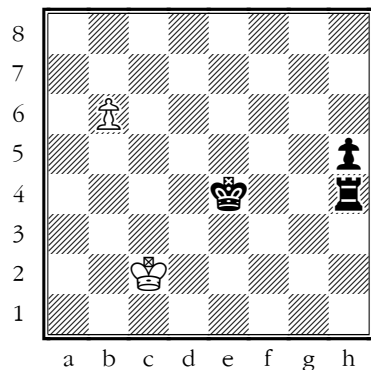
22. e5 Nb5+

23. Rb7 Re8

24. Nxc6+ hxg6

25. Rxb5 Be6

26. Rb7



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

[... moves omitted. . .]

...Black resigns.

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

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

1. e4 c5

2. Nf3 Nc6

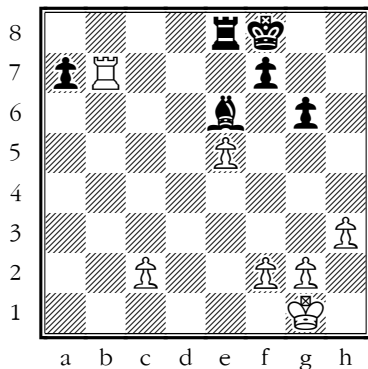
3. Nc3 g6

4. Bc4 Bg7

5. d3 a6

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

1. e4 c5



26 ... Rc8?!

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

27. Rxa7 Rxc2

28. Ra4 g5

29. Kf1 Rc5

30. Re4 Bf5

31. Re3 Ke7

32. g4 Bg6

33. Ke2 Ke6

34. f3 Rxe5

35. Rxe5+ Kxe5

[. . . moves omitted. . .]

and Black won, as he should.

...White resigns.

Rhys Williams

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

(Round 1, Board 6) [C55]

[White: Rhys Williams]

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

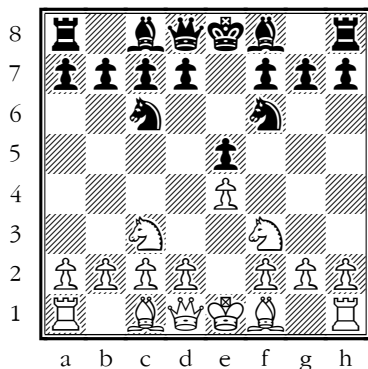
1. e4 Nf6

2. Nc3 e5

not bad but odd.

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

3. Nf3 Nc6



4. Bc4?!

[4.Bb5;

4.d4]

4 ... d6?

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

5. Ng5!

Excellent! This simple attack gives White the advantage.

5 ... Qd7

6. Bxf7+ Kd8

7. Be6 Qe7

8. Bxc8 Rxc8

9. d3 Nd4

10. O-O Qd7

11. Nd5

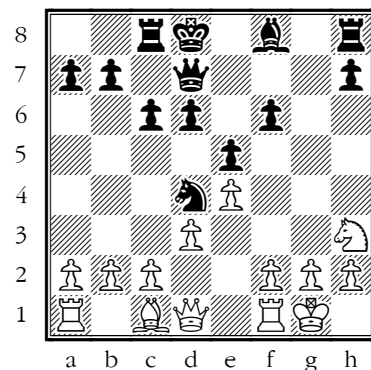
Finish your development!

[11.Be3!]

11 ... c6

12. Nxf6 gxf6

13. Nh3



White has managed to go backwards for a few moves.

13 ... Rg8

14. Kh1 d5

15. c3 Nc2

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

16. Qxc2 Qg4

17. f3 Qg6

18. f4 dxe4

19. Rd1

[19.dxe4 is OK, maybe better]

19 ... e3

20. Bxe3 exf4

21. Nxf4 Qg4

22. d4 b5

23. d5 c5

24. Ne6+ Ke7

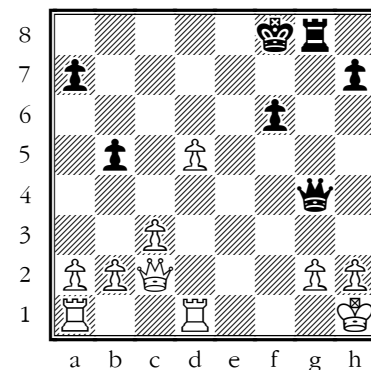
25. Bxc5+

Excellent.

25 ... Kf7

26. Bxf8 Rxf8

27. Nxf8 Kxf8



28. Rg1

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

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

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

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

31. Qe7+ Kg6

This is just a slaughter. . .

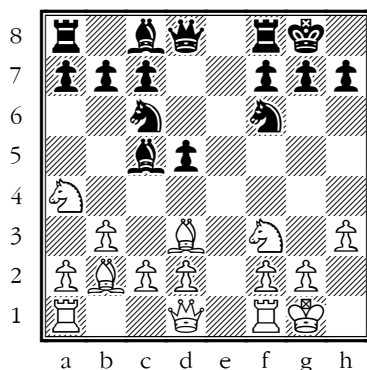
32. Qe4+ Kg5
 33. Qxf4+ Kxf4
 34. Rgf1+ Kg4
 35. Rf3 h5
 36. Rg3+ Kf4
 37. Rxc8 a5
 38. d6 a4
 39. cxb4 f5
 40. d7 h4
 41. d8Q h3
 42. Qd4#

Black is checkmated.

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

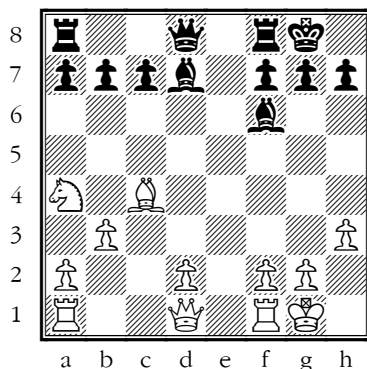
In an irregular opening, you soon won a piece. I was just admiring your mopping-up style when you threw in a Queen... and then White overlooked a back-rank mate! Exciting stuff.

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

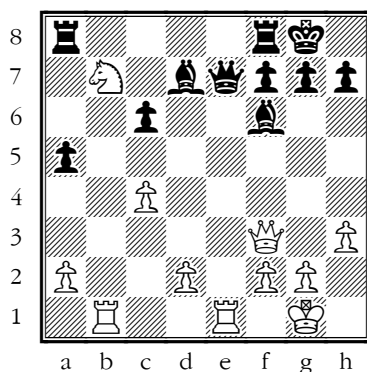


A fairly sensible opening by both sides.

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



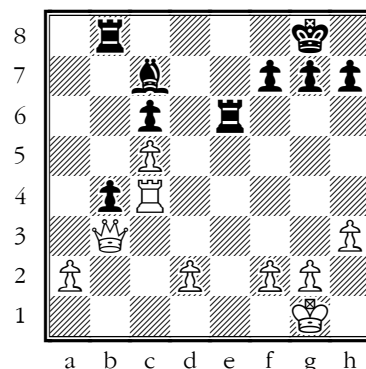
16. Rb1 b5!
 17. Nc5 bxc4
 18. Nb7 Qe7
 19. bxc4 a5
 20. Qf3 c6
 21. Rfe1



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

- 22 ... Qb4

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



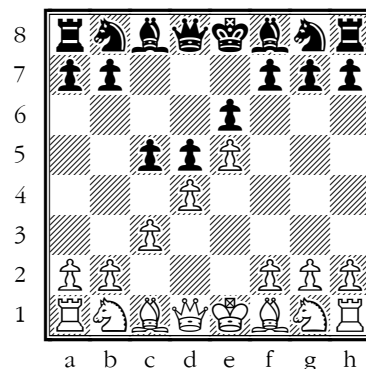
- 30 ... Re1#

White is checkmated.

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

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

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

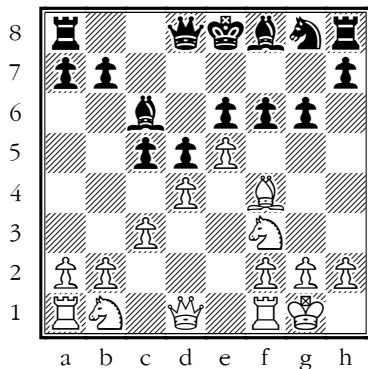


- 4 ... f6

[4. . .Nc6 is normal;

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

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



- 9 ... g5

Ooh. . . very risky without some more development.

- 10. Nxg5!?

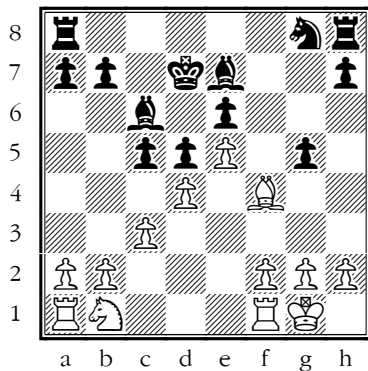
Enterprising but not enough.

- 10 ... fxg5

- 11. Qh5+ Kd7

- 12. Qf7+ Qe7

- 13. Qxe7+ Bxe7



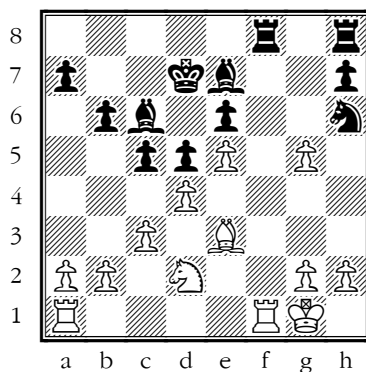
Now Black is simply winning.

- 14. Be3 b6

- 15. f4 Rf8

- 16. Nd2 Nh6

- 17. fxg5



- 17 ... Ng4!?

Risks the piece getting stuck.

[17. . . .Nf5!]

- 18. Bf4 Bb5

- 19. Rf3 Be2

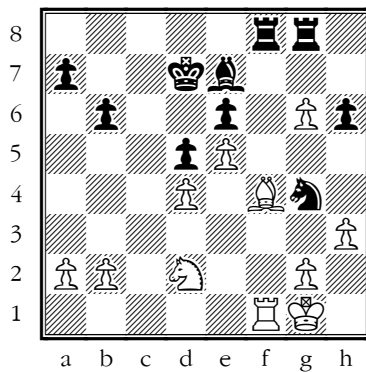
- 20. Rff1 Bxf1

- 21. Rxf1 cxd4

- 22. cxd4 h6

- 23. g6 Rhg8

- 24. h3



- 24 ... Bb4

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

- 25. Nb3 Ne3

- 26. Bxe3 Rxf1+

- 27. Kxf1 Rxc6

- 28. a3 Be7

- 29. Nd2 Bg5!

- 30. Bxc6 Rxc6

- 31. Nf3 Rf5

- 32. Kf2 Rf8

- 33. g4 b5

- 34. b3 a5

- 35. h4

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

- 35 ... Rf4

- 36. g5 hxg5

- 37. hxg5 Rg4

- 38. Kf1 Kc6

- 39. a4 bxa4

- 40. bxa4 Kd7

- 41. Kf2 Ke7

- 42. Kf1 Kf7

- 43. Kf2 Kg6

- 44. Ke3 Kf5

- 45. g6 Kxc6

- 46. Kf2 Kf5

- 47. Ke3 Rf4

- 48. Ke2 Ke4

- 49. Ng5+ Kf5

- 50. Nf3 Kg4

- 51. Nh2+ Kh3

- 52. Nf3 Kg3

White resigns.

Matthew Ash

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

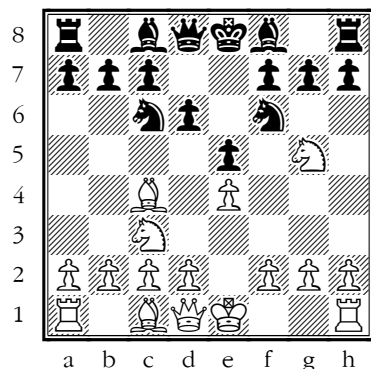
**(Round 1, Board 8) [B07]
[Black: Matthew Ash]**

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

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

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

4. Bc4 Nf6?
5. Ng5!

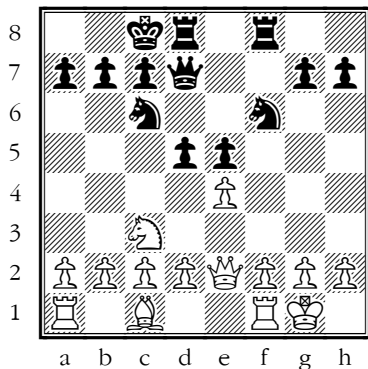


Odd coincidence! (Rhys was playing this next door)

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

[10.d3]

- 10 ... d5



Black is hitting back as fast as he can.

11. Qe3?

[11.exd5]

- 11 ... d4!

winning

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

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

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

and Black won, as he should.

[... moves omitted. . .]

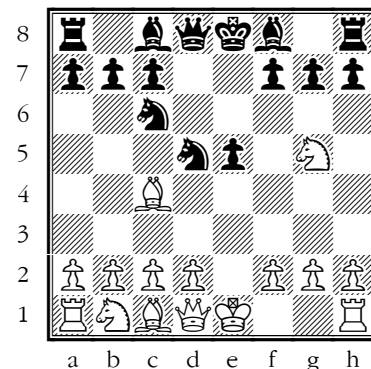
...White resigns.

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

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

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

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

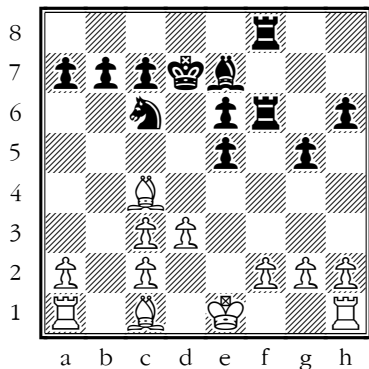


Not good; do you know why? [I'll tell you next game.]

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

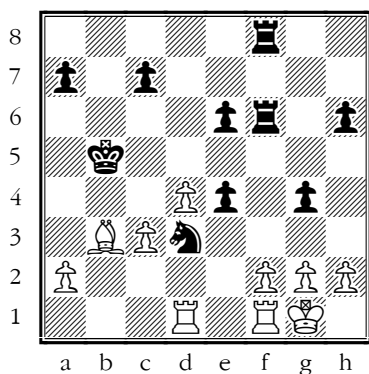
[11...Qe7 forces a decision from White.]

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



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

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

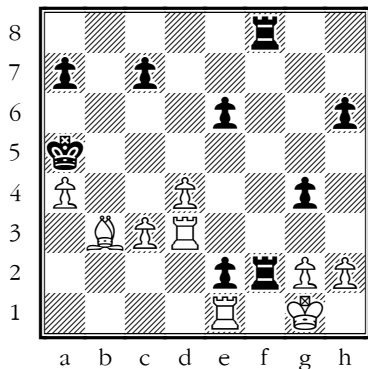


Focussed!

- 27. Rd2 e3?!

Should lose but shows good attitude!

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



31. h3?

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

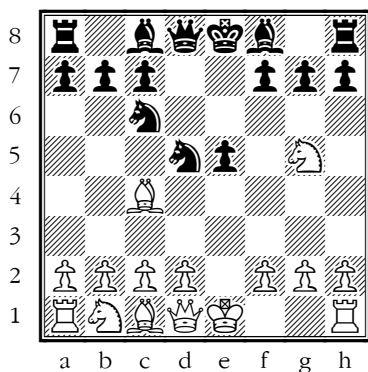
- 32 ... Rf1+
- 32. Rxf1 exf1Q+
- 33. Kh2 Qxd3
- 34. Bxe6 g3+
- 35. Kg1 Qf1#

White is checkmated.

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

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

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



Still not good.

6. Qf3!?

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

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

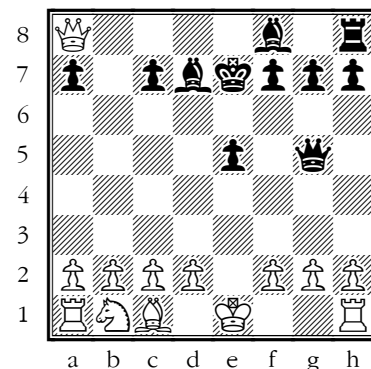
6 ... Qxg5

Had you seen this move?

7. Bxd5 Be6?

[7...Qg6 =]

- 8. Bxc6+ bxc6
- 9. Qxc6+ Bd7
- 10. Qxa8+ Ke7



- 11. d4? Qxc1+
- 12. Ke2 Qxh1
- 13. h3 Bb5+
- 14. Kd2 Qf1
- 15. Qxa7 Qe2+
- 16. Kc3 Kd7
- 17. a4 Qe1+
- 18. Kb3 Qb4+
- 19. Ka2 Qc4+
- 20. b3 Qxc2#

White is checkmated.

Ryan Chung

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

(Round 1, Board 7) [C50] [Black: Ryan Chung]

It's always sad to go behind so early in the game; although I don't have all of the moves I remember thinking you should have tried harder to keep your pieces on and not swap them.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. O-O Nf6
5. Ng5 d5

[5...0-0 is perfectly OK: White is very welcome to use up two developed pieces in grabbing your pawn and rook.]

6. exd5 Nxd5?!
7. Qh5 g6
8. Qh6

Now you have to keep the Queen out!

- 8 ... Be7?

[8...Bf8]

9. Bxd5?

[9.Qg7 wins for White.]

- 9 ... Qxd5

10. d3

[10.Qg7 still wins]

- 10 ... f6

11. Qg7

Black lost the exchange here, but in fact has cobbled together enough of a defence to make life very tricky for White!

- 11 ... Rg8

12. Nc3

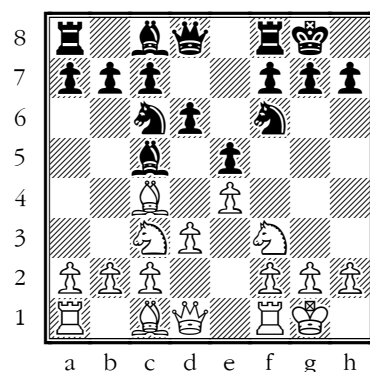
[... moves omitted. . .]

...Black resigns.

(Round 2, Board 8) [C50] [Black: Ryan Chung]

I hate this opening but what a game! You were two pieces up but had lost a lot of pawns, and later I thought Black's pawn wave was enough to win the game. But you stuck to it, refused a draw and turned it back around in your favour. A great fighting game.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. Nc3 Nf6
5. O-O d6
6. d3 O-O



[... moves omitted. . .]

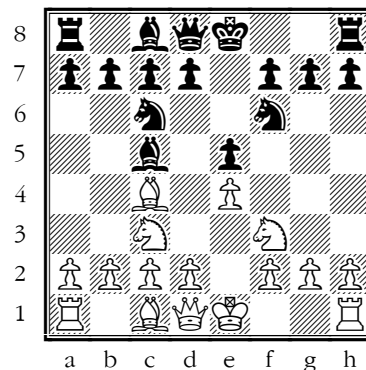
...Black resigns.

(Round 3, Board 8) [C50] [White: Ryan Chung]

With a closed centre (no pawn breaks) it's always very awkward to get your pieces back to defend your king. Once the attack got started, you were lost, but you could have stopped it happening at a couple of points.

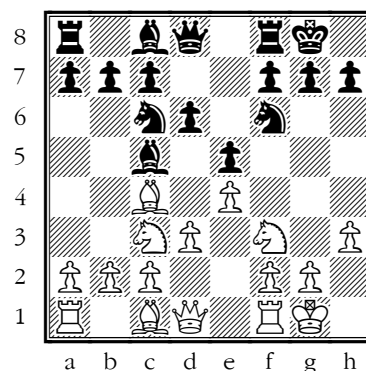
1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5

4. Nc3 Nf6



Old Stodge again. Please don't play this!

5. O-O O-O
6. d3 d6
7. h3



Old Stodge is an odd sort of system, when it can be wrong to castle too early. If such a natural move as castling is tricky, whatever sort of position is this to play?!

I like Black's attitude in this game but the moves he chooses have a few holes in them.

- 7 ... Nh5?
8. a3

[8.Nxe5! Nxe5 9.Qxb5]

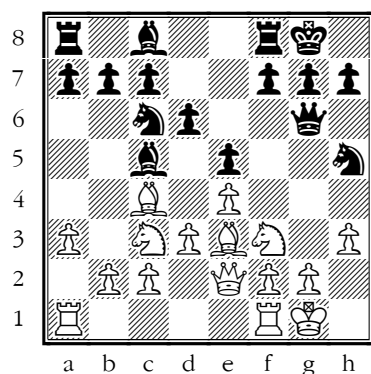
You must be able to find better ideas in the openings you play than h3 and a3.

- 8 ... Qf6?
9. Qe2

[9.Nd5! Qg6 10.Nb4!]

9 ... Qg6

10. Be3?



One natural move too many. Black has been signalling his intention to attack your king for a while!

10 ... Bxh3

11. Bg5 Ng3

[11...Nf4! is even stronger.]

12. Qe1 Nxf1

13. Qxf1 Bg4

14. b4 Bd4

[14...Bxf3]

15. Qe1 Bxf3

16. gxf3 Qxg5+

17. Kh2 Qh4+

18. Kg2 d5

19. Bxd5 Ne7

20. Rb1 Rad8

21. Bc4 Rd6

22. Nb5 Rg6+

[... moves omitted. . .]

and Black won, as he should.

...White resigns.

Karl Beasant

Again, I don't have all your moves, but you played tidily enough -- your second win looked nicely in control -- and I was pleased to see the King's Gambit make another appearance.

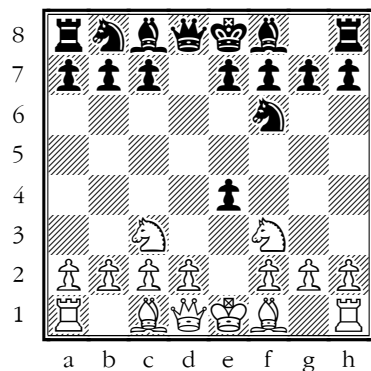
(Round 1, Board 9) [A06]
[Black: Karl Beasant]

White seemed not sure what to do but you had no doubts: a good win to start with.

1. Nf3 d5

2. Nc3 Nf6

3. e4 dxe4



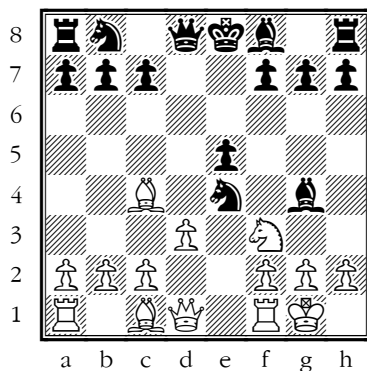
4. Nxe4 Nxe4

Good start!

5. Bc4 Bg4

6. O-O e5

7. d3



7 ... Ng5?

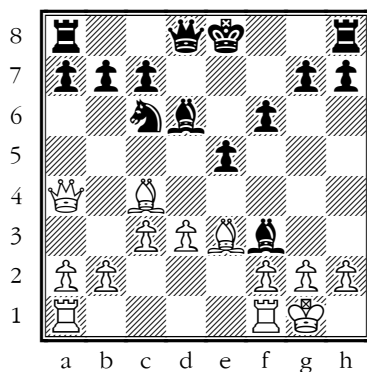
Generous in return!

8. Bxg5 f6

9. Be3 Nc6

10. c3 Bd6

11. Qa4 Bxf3



12. Bb3?

Of course, White should recapture.

12 ... Be2

13. Qc4 Rf8

14. Qe6+ Qe7

15. Qd5 Bxf1

16. Rxf1

White has managed to part with a whole rook.

16 ... g6

17. Qf3 Bc5

18. d4 Bb6

19. Qd5 Qd6

20. Qc4 Na5

21. Qa4+ Qc6

22. Qa3 Nxb3

23. Bh6 Rg8

24. dxe5 O-O-O

25. Qxb3 fxe5

26. Qf7 Qd6

27. h3 Qd7

28. Qf6 c6

29. c4 Bc7

30. f4 exf4

31. Rxf4 Bxf4

32. Bxf4 Qd4+

33. Qxd4 Rxd4

34. Be3 Rxc4

35. b3

[... moves omitted. . .]

and Black won, as he should.

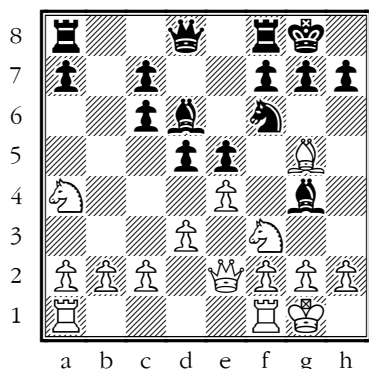
...White resigns.

**(Round 2, Board 9) [C62]
[Black: Karl Beasant]**

A nice solid opening which you followed up by a really good-looking queen's-side attack down the open b-file: a game where you picked a plan and stuck to it.

1. e4 e5
2. Nf3 Nc6
3. Bb5 d6
4. Bxc6+ bxc6
5. O-O Nf6
6. d3 Bg4
7. Nc3 d5
8. Bg5 Bc5
9. Na4 Bd6

10. Qe2 O-O



[... moves omitted. . .]

...White resigns.

**(Round 3, Board 9) [C30]
[White: Karl Beasant]**

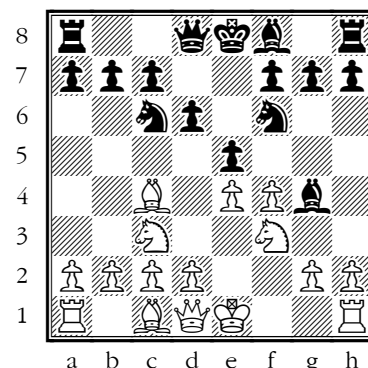
I didn't see what went wrong here; Black was more passive and stood worse for a long time, while you had all the ideas, I thought.

1. e4 e5

2. f4 d6?!

That's unkind to the Bf8.

3. Nf3 Nc6
4. Nc3 Nf6
5. Bc4 Bg4



[... moves omitted. . .]

...White resigns.

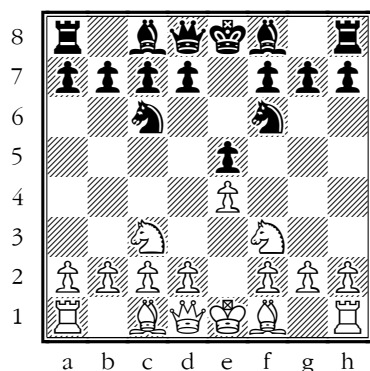
Sarah Stegink

First, you need a better fourth move as White than 4.a3. Other than that, there's not a lot wrong with your approach to chess: keep practising and you'll do well I believe.

**(Round 1, Board 10) [C47]
[Black: Sarah Stegink]**

I thought your idea to win a piece was very clever, but you need to take the game to your opponent earlier -- force them to make mistakes!

1. e4 e5
2. Nf3 Nc6
3. Nc3 Nf6



4. a3

You have to set your opponent problems, else they won't make a mistake.

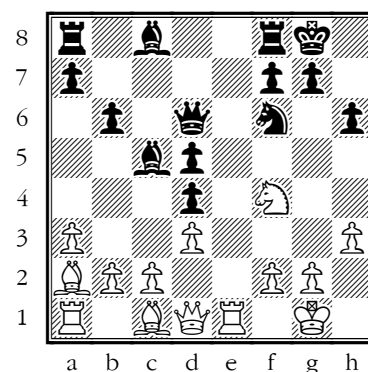
[4.Bb5 If the threat of . . .Bb4 is so bad, why not play this move yourself?

4. d4 is the Scotch and is fine;

The only sensible-looking move to avoid is 4.Bc4?! Nxe4!]

4. . . . d6
5. Bc4 h6
6. h3 Nd4
7. d3 c6
8. Nxd4 exd4
9. Ne2 d5
10. exd5 cxd5
11. Bb3 Bc5
12. O-O O-O
13. Nf4 b6
14. Re1 Qd6

15. Ba2



15. . . . Ba6?

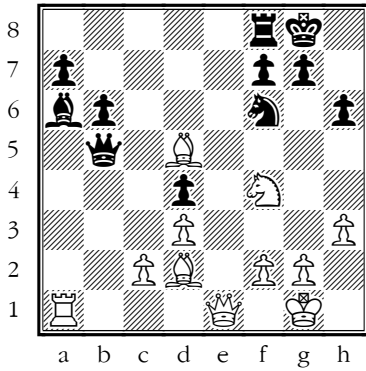
16. b4!

Excellent! Clearly I was wrong to say that Black won't make mistakes without you putting pressure on. . . but believe me, they will make a lot more if you do give them problems!

16. . . . Bxb4
17. axb4 Qxb4
18. Bxd5 Rae8

19. Bd2 Rxe1+

20. Qxe1 Qb5



21. c4

[21. Bc4 is more accurate.]

21 ... Qe8

[21. ... dxc3 en passant! Did you spot this?]

22. Qxe8 Rxe8

23. Rxa6 Nxd5

24. cxd5 Ra8

25. d6 g5

26. Nd5 Kf8

27. Bb4

I couldn't make sense of the score past this point...

[... moves omitted. . .]

...Black resigns.

(Round 2, Board 10) [C47]
[White: Sarah Stegink]

You lost a pawn but played actively and got into a good scrap. You were unlucky to lose a queen to a rook pin against your king, I think, but castling would have solved that.

1. e4 e5
2. Nf3 Nc6
3. Nc3 Nf6
4. a3 d6
5. Bc4 h6
6. Nd5 Nxe4

7. d3 Nc5

8. Be3 Na4

9. Rb1 Ne7

10. Nxe7 Bxe7

11. Bb5+ Bd7

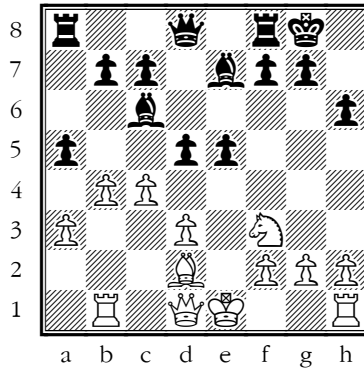
12. Bxa4 Bxa4

13. b3 Bc6

14. c4 a5

15. b4 d5

16. Bd2 O-O



I couldn't make sense of the score past this point...

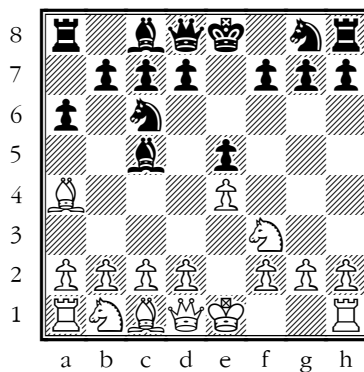
[... moves omitted. . .]

...White resigns.

(Round 3, Board 10) [C60]
[Black: Sarah Stegink]

You missed one chance but took enough of the others!

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Bc5



Black's opening is very fashionable among grandmasters, did you know?

5. Nc3 Nf6

6. Ng5 O-O

7. Qf3 h6

8. Nd5 hxg5

9. Nxf6+ Qxf6

10. Qd3 Qxf2+

11. Kd1 Qxg2

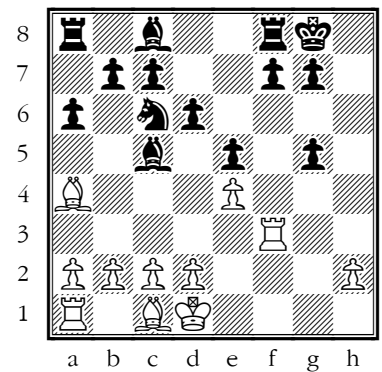
12. Rf1 Qg4+

13. Ke1 Qh4+

14. Kd1 Qh5+

15. Qf3 Qxf3+

16. Rxf3 d6



17. d3? g4?

[17. ... Bg4]

18. Rg3 Bf2

19. Rg2 Bd4

20. h3 gxh3

[... moves omitted. . .]

and Black won, as she should.

...White resigns.

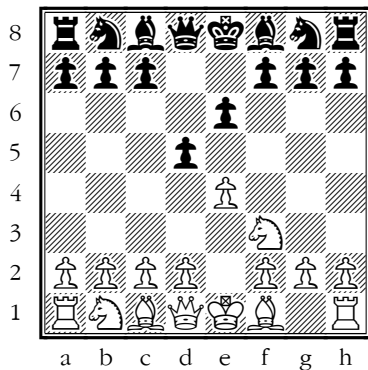
William Norton

Two short games and one that was decided quickly... Not a lot for me to say here, but you clearly know your way around the board and if you make sure your buttons are done up then you will get better results.

**(Round 1, Board 11) [C01]
[Black: William Norton]**

I thought you were unlucky here as the early part of the game you played perfectly soundly and for the most part a little better than your opponent.

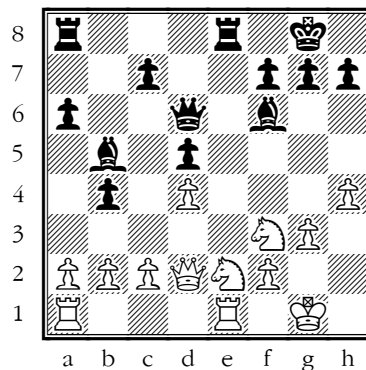
1. e4 e6
2. Nf3 d5



3. exd5 exd5

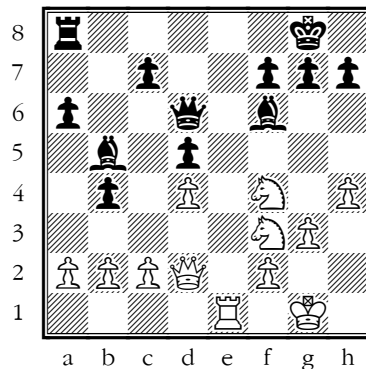
Solves Black's problem of developing the Bc8.

4. d4 Nc6
5. Bb5 Bd7
6. O-O Nf6
7. Re1+ Be7
8. Bg5 O-O
9. Bxf6 Bxf6
10. Nc3 a6
11. Bxc6 Bxc6
12. Qd3 b5
13. g3 b4
14. Ne2 Re8
15. h4 Bb5
16. Qd2 Qd6



Black is getting the better of this position.

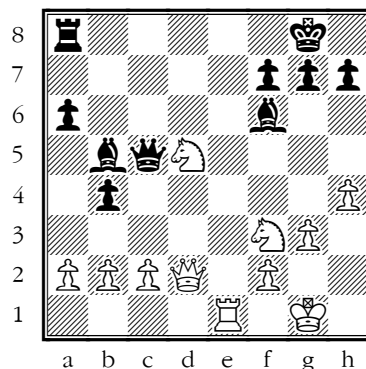
17. Nf4 Rxe1+
18. Rxe1



- 18 ... c5

This is the right sort of move to think about, but too loose right now (your d-pawn is in need of protection). Get your last piece into play insread.

19. dxc5 Qxc5
20. Nxd5



- 20 ... Rd8??
21. Nxf6+

A wicked discovery.

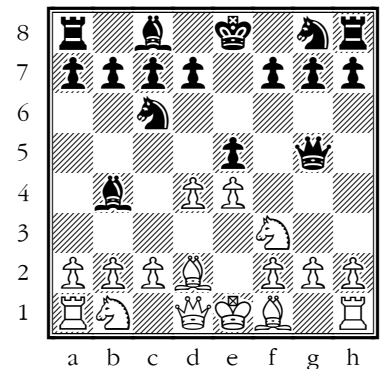
- 21 ... Kh8
22. Qxd8+ Be8
23. Qxe8+ Qf8
24. Qxf8#

Black is checkmated.

**(Round 2, Board 11) [C44]
[White: William Norton]**

It was nice to be handed a piece so early but don't forget to complete your development just as quickly as if you were equal.

1. e4 e5
2. Nf3 Nc6
3. d4 Bb4+
4. Bd2 Qg5



Good start...

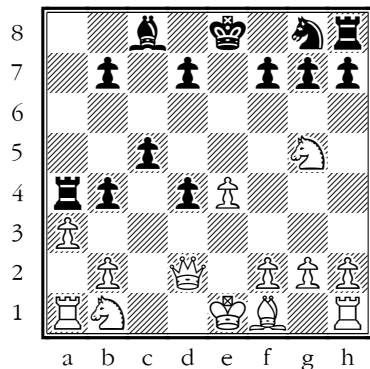
5. Nxc5 exd4
6. Bxb4 Nxb4
7. Qd2 c5
8. c3 a5
9. cxb4 axb4
10. a3 Ra4

19. Qd3

I couldn't make sense of the score past this point...

[... moves omitted. . .]

...Black resigns.



11. Qc2 b5
12. Qxc5 Ba6
13. Qxd4 Nf6
14. Qa7 O-O
15. Qb6 h6

I would have been happier to see you get all your other pieces out, than play all these Queen moves.

16. Bxb5 Bxb5
17. Qxb5 Raa8
18. O-O Rab8

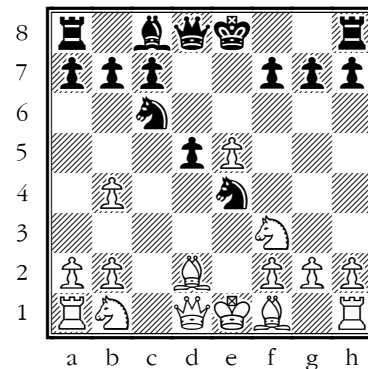
(Round 3, Board 11) [C44]
[White: William Norton]

Rather one-sided! A nice one to go home with.

1. e4 e5
2. Nf3 Nc6
3. d4 Bb4+
4. Bd2

[4.c3 supports your centre.]

- 4 ... d5
5. c3 Nf6?
6. dxe5 Nxe4
7. cxb4



Black has fallen apart amazingly quickly.

- 7 ... O-O
8. b5 Ne7
9. Bb4 Ng6
10. Bxf8 Kxf8
11. Bc4!?

Tricky!

- 11 ... dxc4
12. Qxd8#

Black is checkmated.

Sophie Nofal

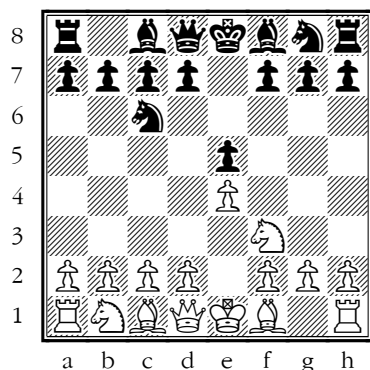
Three pretty solid efforts for an excellent 3/3. I do urge you not to fall in love with the fianchetto: it's difficult to handle and often a waste of time.

You are missing a few tactics on the radar; perhaps practice against a computer would help, and there are a bunch of good freeware programmes around if you can get hold of a PC.

(Round 1, Board 12) [C44]
[White: Sophie Nofal]

Despite mistakes in tactics and planning, you kept everything together and kept trying to win -- well done.

1. e4 e5
2. Nf3 Nc6



There are a few good moves here, but this one, while OK, is one of the trickiest to handle.

3. g3

[3.Bb5;

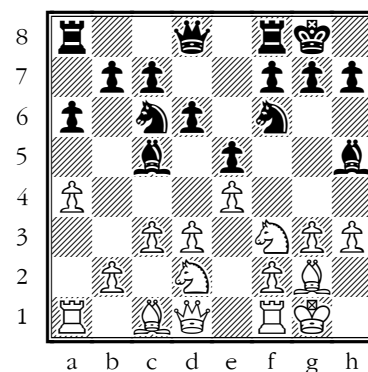
3.Bc4;

3.d4]

- 3 ... Nf6

4. Nc3

[OK. ... if you're going to play King Fianchetto systems, which are as I say tricky to handle, you must follow up correctly. 4.d3 Bc5 5.Bg2 0-0 6.0-0 d6 7.Nbd2 Bg4 8.h3 Bh5 9.a4 a6 10.c3

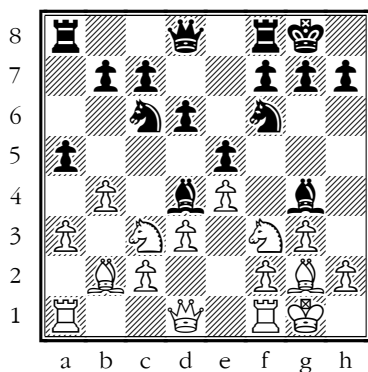


ANALYSIS DIAGRAM

This is the sort of set-up you are aiming at. White can then expand on the Queen's-side (b4) the centre (d4) or the King's-side (f4).]

- 4 ... Bc5
5. Bg2 O-O
6. O-O d6
7. d3 Bg4

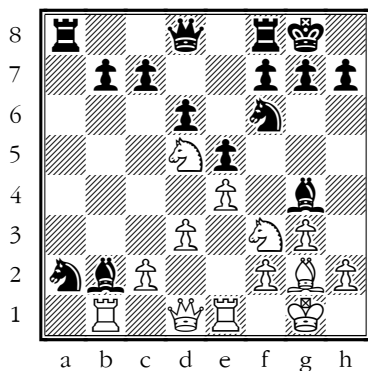
8. a3 a6
9. b4 Bd4
10. Bb2 a5



11. Rb1?

[11.b5]

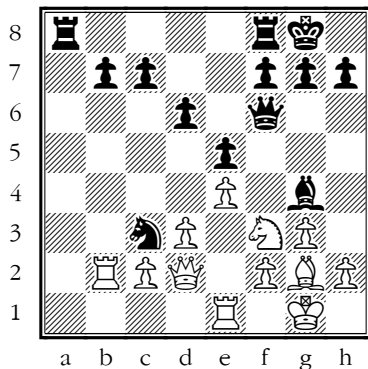
11. ... axb4
12. axb4 Nxb4
13. Re1 Na2
14. Nd5 Bxb2



15. Nxf6+?

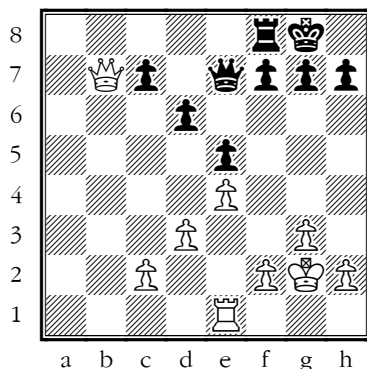
drags Black's Queen into the game

15. ... Qxf6
16. Rxb2 Nc3
17. Qd2



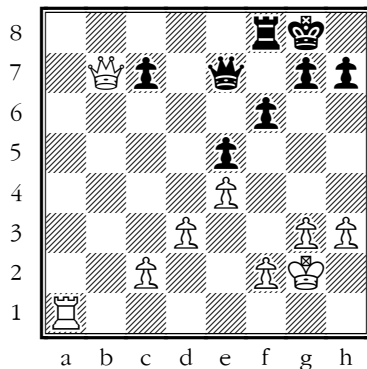
17. ... Ra2?
18. Qxc3 Rxb2
19. Qxb2 Bxf3

20. Qxb7 Bxg2
21. Kxg2 Qe7



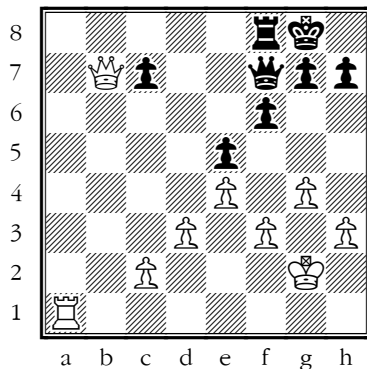
With a small plus for White, after all the chaos.

22. Ra1 d5
23. Qxd5 Qe6
24. Qb7 Qe7
25. h3 f6



I think doodling on the King's-side is wasteful at best and dangerous at worst.

26. g4
[26.Ra7 Rf7 27.Qc8+ Qf8
28.Qe6]
26. ... Qf7
27. f3

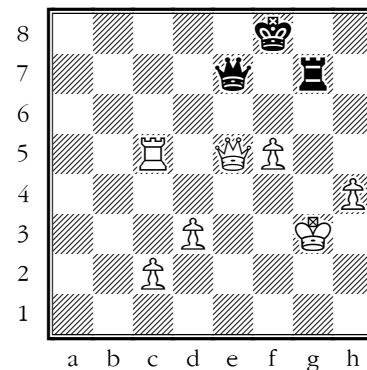


White's pawn structure is strong but full of holes. Imagine if Black got a queen to e3! Even after queens are

swapped off, the Black king can use the same squares to make trouble for you.

In the event, Black stayed pretty passive until they were lost, and then they correctly tried to open up the King's-side...

27. ... h6
28. h4 h5
29. Kg3 hxg4
30. fxg4 c5
31. Qc6 Qe7
32. Qd5+ Rf7
33. Ra5 g6
34. Rxc5 f5
35. gxf5 gxf5
36. exf5 Kf8
37. Qxe5 Rg7+



38. Kh2??

Oh dear

38. ... Kf7??

Whew!

[38. ... Qxb4#! mate]

39. Rc7! Qxc7
40. Qxc7+ Kg8
41. Qc6

[... moves omitted. . .]

...Black resigns.

(Round 2, Board 12)
[C55] [Black: Sophie Nofal]

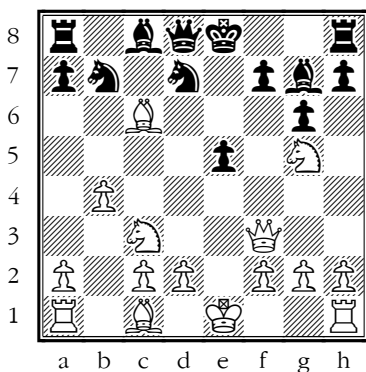
A real fighting game with lots of mistakes by both players but lots of good attitude at the board.

1. e4 e5

2. Nf3 Nc6
3. Bc4 Nf6
4. Nc3 g6?!

Not suitable in this position, as you found out straight away.

5. Ng5! d5
6. exd5 Na5!
7. Bb5+ c6
8. dxc6 bxc6
9. Ba4 Bg7
10. b4 Nb7
11. Bxc6+ Nd7
12. Qf3!?



There is a good scrap now with both sides making mistakes but both sides kept going well.

- 12 ... Qxg5
13. Bxb7 Rb8
14. Bd5 O-O
15. b5 Nc5
16. d4 Qe7?
17. dxc5 Qxc5
18. a4 e4
19. Qf4? Bxc3+
20. Kd1 Qxd5+
21. Ke2 Bg4+
22. f3 exf3+
23. gxf3 Bxf3+
24. Qxf3 Qxf3+
25. Kxf3 Bxa1
26. Ba3 Rfc8
27. Bd6 Rb6
28. Rxa1 Rxd6

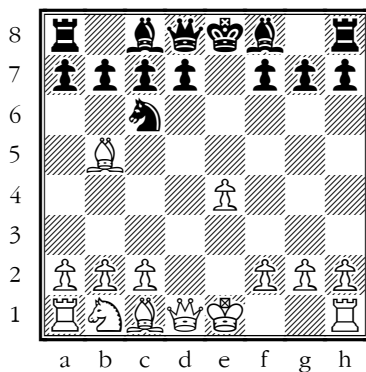
[... moves omitted. . .]

...White resigns.

(Round 3, Board 12)
[C45] [Black: Sophie Nofal]

You took a long while to get going (I think mostly because of the double fianchetto) but once your pieces were out you played well.

1. e4 e5
2. Nf3 Nc6
3. d4 exd4
4. Nxd4 Nge7
5. Nxc6 Nxc6
6. Bb5

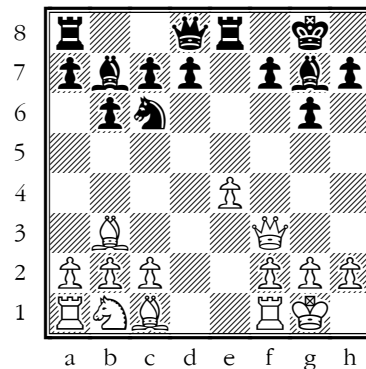


- 6 ... g6

These fianchettoes are hard to handle and in this very open position it's more important to get your pieces out as fast as you can. You can already develop your Bf8 without making any more pawn moves, so you should have done just that.

[6. . . Bc5]

7. Ba4 Bg7
8. Bb3 b6
9. O-O O-O
10. Qf3 Bb7
11. Qh3 Re8
12. Qf3



- 12 ... Rf8

[12. . . Qf6;

12. . . Qe7]

13. Rd1 Nd4
14. Rxd4? Bxd4
15. c3 Bg7
16. Be3 Qe7
17. Bd4 Bxe4
18. Qe3 d5
19. Bxd5 Rae8
20. Nd2? Bxd5
21. Qxe7 Rxe7
22. Bxg7 Kxg7
23. b3 Rfe8
24. Kf1 Be4
25. Nxe4 Rxe4
26. g3

[... moves omitted. . .]

and Black won, as she should.

...White resigns.

West Of England & South Wales Team Tournament

Tiverton, Saturday 28th January 2005

Introduction

- I've given each of the games a quick run-through, and made some overall comments.
- 3 games is not a lot to go on, so if you think I have got things wrong, you may know better than me. Also I missed a few games: if you send them in, I'll have a look and add them to the list.
- Do read the comments on other player's games.
- If you want me to explain any more about what I've said, please feel free to ring on 01392 431 785 or e-mail me at chessnut@blueyonder.co.uk
- If you want to know what books or other materials might help you, I can suggest a few things (but I'd hate it to feel like homework!)
- I've got a bunch of stuff for young people on the Internet at <http://www.exeterchessclub.org.uk/juniors.html>
If you don't have access to the Internet, or have trouble using it, then get in touch with me directly and I can print it out or recommend some other study material.

Dave Regis, February 2006

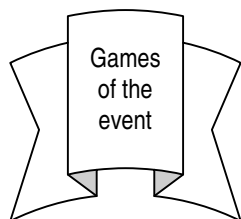
Results

| Board Number | U14 | Colour | Round 1 | Opponent | Colour | Round 2 | Opponent | Colour | Round 3 | Opponent | TOTAL |
|--------------|---------------------------|--------|---------|-----------------|--------|-----------------|----------|-----------------|-----------------|----------|-------|
| | | | | | | | | | | | |
| 1 | Harry Mann | W | 1 | B | W | ½ | B | B | 1 | C | 2½ |
| 2 | Robert Thompson | B | ½ | C | B | 1 | C | W | ½ | B | 2 |
| 3 | Callum Picken | W | ½ | C | B | 1 | B | B | 1 | B | 2½ |
| 4 | Laurens Stegink | B | 0 | B | W | ½ | C | W | 0 | C | ½ |
| 5 | William Norton | W | 0 | C | W | 0 | C | B | 1 | B | 1 |
| 6 | Samuel Richardson-Velmans | W | 0 | B | B | ½ | B | B | 1 | C | 1½ |
| 7 | Thomas Bonds | B | 1 | B | B | 1 | C | W | 1 | C | 3 |
| 8 | Timothy Seah | B | 1 | C | W | 0 | B | W | 1 | B | 2 |
| 9 | Alex Billings | B | 0 | B | B | 1 | B | W | 1 | C | 2 |
| 10 | Adam Speake | W | ½ | C | W | 0 | C | B | 1 | B | 1½ |
| 11 | Sarah Stegink | B | 1 | C | W | 1 | B | W | ½ | B | 2½ |
| 12 | Blaise Radley | W | 0 | B | B | 0 | C | B | 1 | C | 1 |
| R | Tom Hender | W | 1 | | W | 0 | | B | 1 | | 2 |
| | Round score | | 5½ | | 6½ | | | 10 | | | |
| | Out of | | 12 | | 12 | | | 12 | | | |
| | Overall score | | 5½ | | 12 | | | 22 | | | |
| | Position | | 2 | | 2 | | | 1 st | | | |
| Team scores | A Devon | | 5½ | 2 | 12 | 2 | 22 | 1 st | 1 st | | |
| | B Glamorgan | | 5 | 3 | 11½ | 3 | 15 | 3 | | | |
| | C Somerset | | 7½ | 1 st | 12½ | 1 st | 19 | 2 | | | |

A magnificent final round let us leapfrog Somerset and take first again – excellent.

Games of the round

Three games that stuck in my mind:



1 Robert's clockwork attack on the Black side of the French in Round 2, keeping going despite some anxious moments on the other side of the board. Just what the doctor ordered: know what the plans are from the openings you play.

2 Thomas' win in Round 3 was a really gritty endgame an exchange down: he kept going, took his chances and eventually forced through a passed pawn, a whole rook down! Not just good technique, but also great attitude.

3 Harry's round 3 win was another good endgame, a model of how to win with Black. Although he got a bit squashed in the opening, he kept playing sensible moves, didn't lose heart and kept waiting for his moment – which came when he took over the c-file. After that, Black was in the driving seat.

Openings

This is what you played:

| Game | Player | ECO | Name and variation | Result | Moves |
|------|---------|-----|---|--------|-------|
| 1. | Harry | D32 | Queen's Gambit Declined | White | 31 |
| 2. | | Dxx | Queen's Gambit Declined | Draw | |
| 3. | | D60 | Queen's Gambit Declined | White | 60 |
| 4. | Robert | A36 | English Symmetrical | Draw | 21 |
| 5. | | C02 | French Defence, Advance Variation | Black | 25 |
| 6. | | A45 | Trompowsky Attack | Draw | 44 |
| 7. | Callum | E13 | Nimzo-Indian Defence, Leningrad Variation | Draw | 19 |
| 8. | | C00 | French Defence, Advance Variation | Black | 24 |
| 9. | | C02 | French Defence, Advance Variation | White | 29 |
| 10. | Laurens | C02 | French Defence, Advance Variation | White | 36 |
| 11. | | C02 | French Defence, Advance Variation | Draw | 28 |
| 12. | | | | Black | |
| 13. | William | C62 | Ruy Lopez, Steinitz Variation | Black | 22 |
| 14. | | B18 | Caro-Kann Defence | Black | 32 |
| 15. | | | | White | |
| 16. | Sam | C55 | Old Stodge | Black | 32 |
| 17. | | C53 | Old Stodge | Draw | 21 |
| 18. | | C50 | Old Stodge | Black | 46 |
| 19. | Thomas | A57 | Benkö Gambit | Black | 36 |
| 20. | | B08 | Pirc Defence | White | 43 |
| 21. | | | | | |
| 22. | Timothy | C55 | Old Stodge | Black | 46 |
| 23. | | B10 | Caro-Kann Defence | Black | 33 |
| 24. | | | | | |
| 25. | Alex | | | Draw | |
| 26. | | | | White | |
| 27. | | | | | |
| 28. | Adam | C48 | Scotch Game | White | 12 |
| 29. | | | | Black | |
| 30. | | | | | |
| 31. | Sarah | C50 | Old Stodge | White | 19 |
| 32. | | | | White | |
| 33. | | C02 | French Defence, Advance Variation | Draw | 12 |
| 34. | Blaise | C23 | Italian Game | White | 4 |
| 35. | | C00 | French Defence, Advance Variation | White | 12 |
| 36. | | C50 | Old Stodge | Black | 12 |
| 37. | Tom | | | White | |
| 38. | | C50 | Italian Game | Black | 10 |
| 39. | | C26 | Italian Game | White | 26 |

ECO = Encyclopaedia of Chess Openings

General comments on the openings:

There was a LOT of time-wasting this year. Remember, the opening is a race to do three tasks as fast as you can:

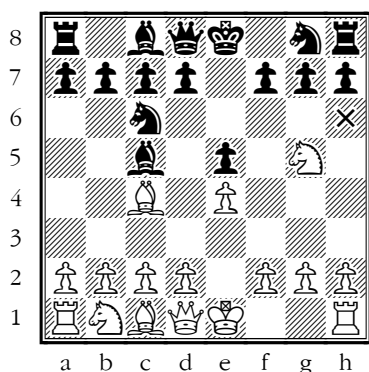
1. Get your pieces out
2. Get at least a stake in the centre (and take it over if you can)
3. Get castled

So, if your move doesn't help you do any of those three things, you must have a really good reason to play it.

There were two sorts of time-wasting:

1. Being too eager to attack with moves like Ng5.

In the opening, this spends time moving a piece that has already been developed. There aren't many positions where the attack works against good defence, and you are usually better off making a move to help you with one of the opening tasks.

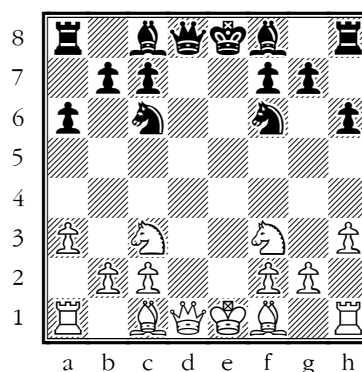


In this position, Black goes ahead in development with ...Nh6. White's attack is going nowhere.

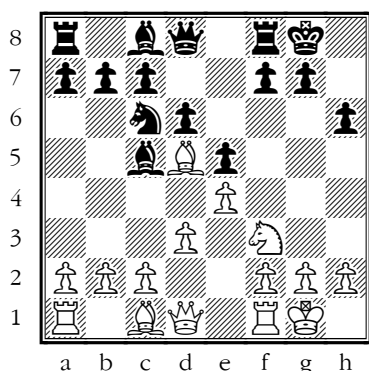
Try Ng5 and similar moves only if you can see that you have a forced win or if you have already connected your rooks and haven't anything better to do.

2. Little moves with the rook's pawns.

These can be useful if a bishop or a knight coming to the "knight four" square would be awkward, or if you want to move up your knight's pawn. But most of the time when I saw these moves played, it really meant, "I don't know what to do".



I've just explained that Ng5 is not usually a problem, and you can usually kick away a bishop after it moves to g5 – that way, you don't lose time.



Lastly, do you know what to do when the opening race is over?

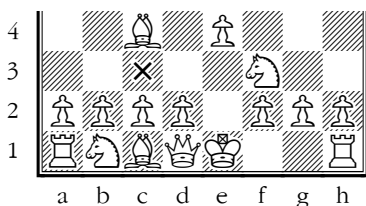
When you get to a position where both sides have most of their pieces out and have castled, do you know the most common plans, and the most common moves, that happen in those positions?

If not, find a book or a player who does!

(Here, for either side, you should complete development and then open a file for the rooks with either a move of the f-pawn or, better, the d-pawn.)

The most common openings were:

Italian Game
(King's Pawn opening with Bc4)
(5 games)

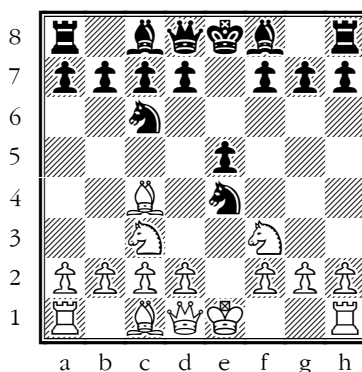
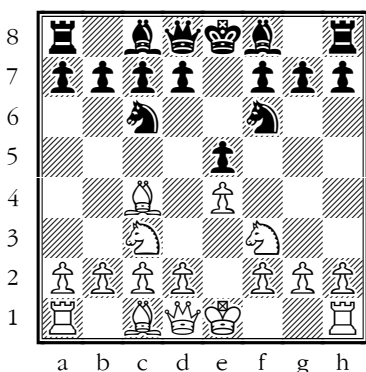


The big question for White in this opening is: what are you going to put on c3?

- If you put your PAWN there, you get a point
- If you put your KNIGHT there, you lose a point

Positions where the knights are all square tend to be very dull and difficult – even if you don't allow Black the easy equaliser with ...Nxe4

The easy equaliser

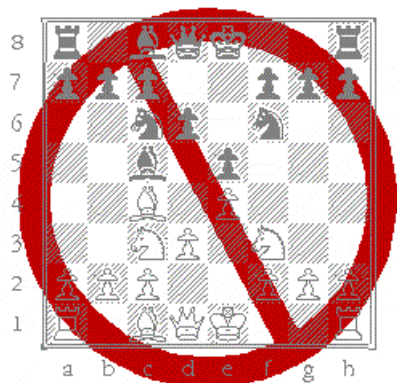


Lots and lots of games featured this type of position where Black can play ...Nxe4!

Whatever White plays now, Black gets easy development and at least equality.

Whether you play Black or White in these positions, you must know this idea.

Old Stodge

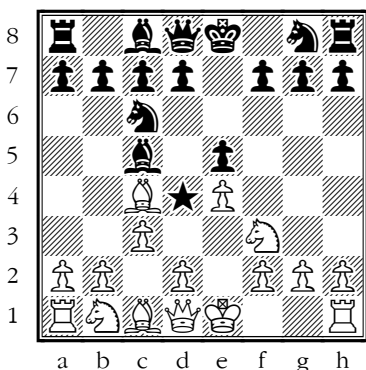


Playing the Knight to c3 often leads this position. It's officially known as the Giuoco Pianissimo but I know it as "Old Stodge".

This is actually a rotten variation to play. The position is blocked and difficult, and it is easy to get into trouble.

For example, castling king's side, which is normally so important, can lead to problems for either side in this position! No more Old Stodge!

Open Giuoco Piano



Instead, play...

4. c3

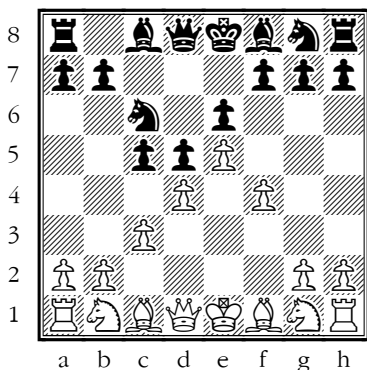
Brilliant!

The idea is to follow this with d2-d4, to take over the centre. Taking over the centre is an important threat, so Black must react quickly and with the right moves. Straight away, Black has problems to solve!

You'll win a lot more games if you play like this.

I've written a lot in previous years about Old Stodge and how to play the Italian Game for White, so you can look at that one day.

French
Defence
(5 games)



I like the French for Black: it's safe and I don't usually hear people moan "I don't know what to do now".

In every game I saw with the French, White followed up with f2-f4. This is a logical and actually quite a dangerous move. White really doesn't have time for it but, given time, White will just develop normally and squash Black completely.

So, Black must not give White any time! Every Black move from now on must be thinking about an attack. But most people chose ...Bd7. Now, ...Bd7 is good when it allows Black to threaten the d-pawn, but otherwise I'd sooner see you play something else.

John Watson gives the example line:

5...Qb6 6.Nf3 Nh6 7.b3 cxd4 8.cxd4 Bb4+ 9.Kf2 Ng4+ 10.Kg3 h5 11.h3 h4+ 12.Nxh4 Rxh4 13.Kxh4 Nf2 14.Qh5 Qxd4 +-

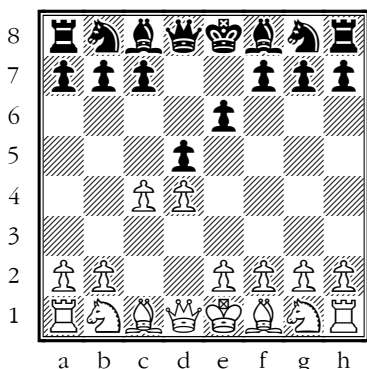
If you must play ...Bd7, here is a model game:

McConnell,J-Morphy,P [C02] New Orleans, 1850

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.f4 Qb6 6.Nf3 Bd7 7.a3 Nh6 8.b4 cxd4 9.cxd4 Rc8 10.Bb2 Nf5 11.Qd3 Bxb4+ 12.axb4 Nxb4 13.Qd2 Rc2 14.Qd1 Ne3 0-1 (White's queen is lost)

You have to play with that sort of energy in this line as Black!

Queen's
Gambit
Declined



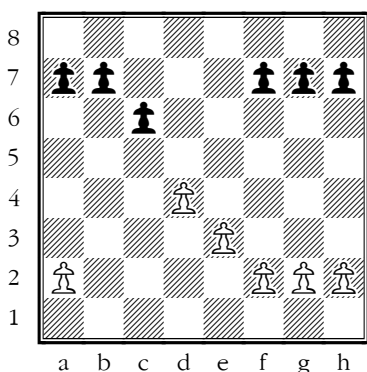
The problem we seemed to have in playing these positions was planning what to do once you had got your pieces out.

It's a bit less thud-and-blunder than the open King's-pawn games, but you should always be looking for piece activity and attacking chances.

But if you get into a position where there is no attack, and not much difference in piece activity, what do you do then?

The answer to this question might take you the rest of your chess life to answer, but it starts with looking at the pawns. You can usually read off a plan from the pawns, for example:

- If there are open lines → put your rooks on them
- If there are no open lines → open one! There is usually a pawn break that you can play somewhere.



So, White might have two good plans here:

- put rooks on b1 and c1 and attack the Black pawns
- put rooks on d1 and e1 and advance the e-pawn, perhaps after f3

Black doesn't look so good in this position because White has better control of the centre.

Middlegame

Strategy

I've made the point a couple of times that you should know what to do after the opening, and it was disappointing to watch people shift bits around without much purpose.


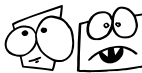

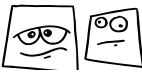


You need a better plan than "wait for my opponent to make a mistake"!

You need to do things, set the opponent problems, do something so that if your opponent does nothing you get a big advantage!



If you really can't think of anything to do, play **Anderssen's plan**:

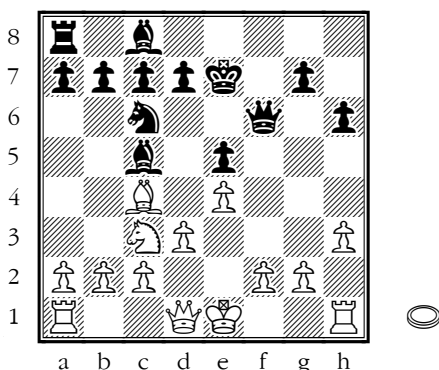
Improve the position of your worst-placed piece

Here is one scheme to help you think of a plan:

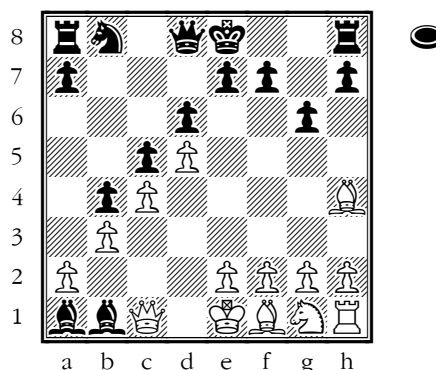
- Ready ①**  **Look** at the position (especially your opponent's threats) 
- ...Aim... ②**  **Think** about what you should be trying to do 
- Fire! ③**  **Play** a move that helps you to it 

Tactics

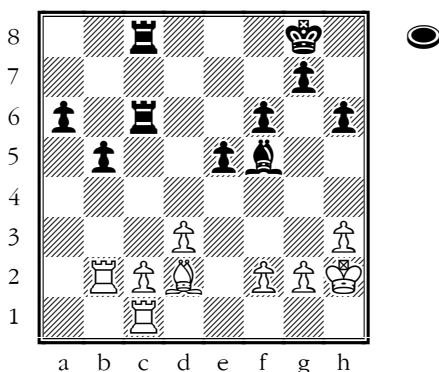
The other thing that I don't think I've mentioned before when writing up notes is: look at every check and every capture, maybe just once, even if they look daft at first. Have a look, and maybe a second look, at each of these positions (the little   signs tell you who is to move):



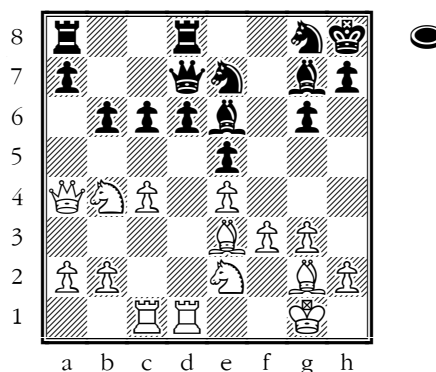
An easy one? White has only two pieces out, but one can deal a deadly blow!



It looks as though White must take one of the bishops, but Black can save both!



Black has everything well-placed... now what?



Black can strike from behind the lines

They all have a capture or a check that should have won the game – but the chances were missed!

So, before you make a move: look at **every** check and **every** capture for **both sides**. [If it's any consolation, the last one was from a game I played the week before your match...]

Endgames

By the endgame, lots of the games were decided already, or we had lost track of the moves. And the long endgames that I saw, the Devon player won! So, I'm not going to offer much advice today, but if you want some general endgame advice, there's some on the website. Harry's last-round win is worth playing over if you want to see how it's done.

The Games

Some comments are made with punctuation:

- ! Good move !? Tricky or interesting move
? Poor move ?! Dodgy or risky move

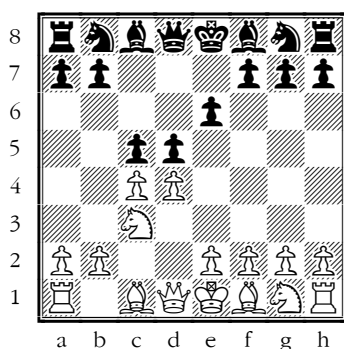
1 Harry Mann

General: Nice to see you back, and I can see you've improved all round since I saw you last year. Your first win was steady and your second was a textbook example of 'how to win with Black', which is, don't give anything away, put your pieces on good squares and wait for your moment to take over.

Let's have a think about that draw. Last year I asked you "Why do you want to play the d-pawn openings as White?", which perhaps was rude of me. But after your games with White, I was all set to ask the same question again! I think there's a level of thinking about **making plans** that would help your game; try looking at the material on planning on the Exeter website (e.g. <http://www.exeterchessclub.org.uk/pawnform.html>) or I'll send you some stuff in the post.

(1) Mann, H-Glamorgan

1 d4 d5
2 c4 e6
3 Nc3 c5



In this position, Black is likely to end up with an isolated queen's pawn. Do you know how to play these positions? Everyone should, especially people who play 1.d4!

4 e3

This slow approach is not very popular: Black wasn't really threatening to keep your c-pawn.

[4.Nf3 Nc6 5.cxd5 exd5 6.g3]

4 ... cxd4
5 exd4

Now, it's White who might end up with an isolated queen's pawn

5 ... Nc6
6 cxd5

[6.Nf3 leaves it up to Black to solve the problem of a home for his light-squared bishop.]

6 ... exd5

With symmetrical pawns, you might find it hard to make problems for your opponent.

7 Bb5

[7.Bd3 is better: Black still needs to find a home for the Bc8, and this move takes away its best diagonal.]

7 ... a6

8 Ba4

Inconsistent.

[8.Bxc6+]

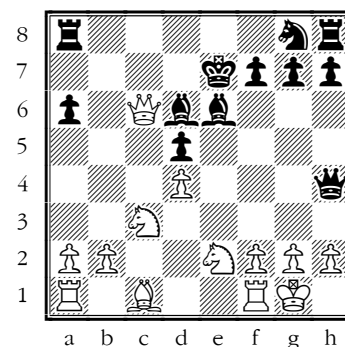
8 ... Bb4
9 Nge2 Be6
10 0-0 Qh4

[10...Nf6 is more logical and as it happens safer.]

11 Bxc6+ bxc6
12 Qa4

Very good.

12 ... Bd6
13 Qxc6+ Ke7



14 f4

This is unkind to your bishop.

[14.Ng3 is a safe defence;
14.Qb7+ is a safe attack!
e.g. 14...Bd7 15.Nxd5+]

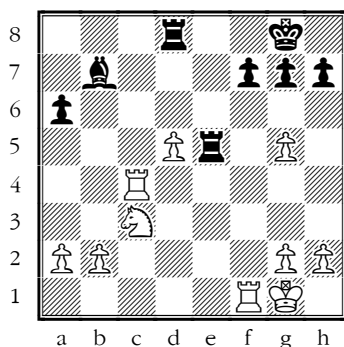
14 ... Nf6
15 Qb7+

Not quite as good now.

15 ... Bd7
16 Nxd5+ Nxd5
17 Qxd5 Rhc8
18 Nc3 Bc6
19 Qg5+ Qxg5
20 fxg5 Kf8
21 Bf4 Bxf4
22 Rxf4 Re8
23 Raf1 Re7
24 d5 Bb7

[24...Bb5 Activity is
everything!]

25 Rh4 Kg8
26 Rhf4 Rd8
27 Rc4 Re5



28 h4

[28.Rc7 Bxd5 puts the
bishop in a pin! 29.Rd1 h6
30.Rc5]

28 ... Bxd5
29 Rc5 Bxg2?

Too co-operative, although
the Bishop is lost.

30 Rxe5 Bxf1
31 Kxf1 1-0

(15) Mann,H-Glamorgan

This was a normal-looking
Queen's Gambit Declined
with Black putting a Bishop
on b7. You then got into a
position with White having
extra central pawns and

open lines on the queen's
side (where the Black pawns
were).

Then you agreed a draw,
saying there wasn't much to
do. I don't agree.

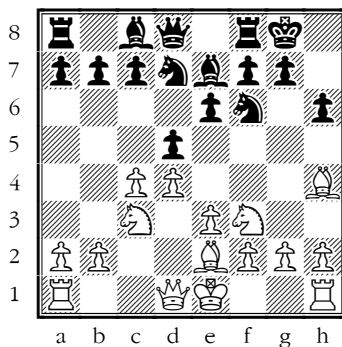
If you have extra central
pawns, you can advance
them!

If you have open lines on the
queen's-side, you can put
your rooks on them!

You should be starting to
learn how to read plans off
the arrangement of pawns
and pieces.

(27) Somerset-Mann,H

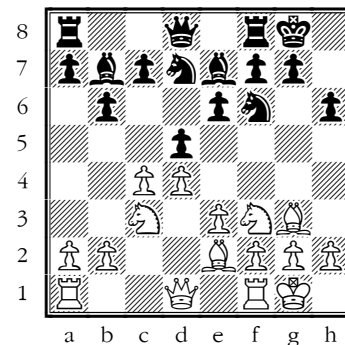
1 c4 e6
2 d4 d5
3 Nc3 Nf6
4 Bg5 Nbd7
5 e3 Be7
6 Nf3 0-0
7 Be2 h6
8 Bh4



8 ... b6

Black is mixing systems. If
you want to fianchetto, leave
the Knight on b8 to help
look after the white squares
on the queen's side.

9 0-0 Bb7
10 Bg3



10 ... a6

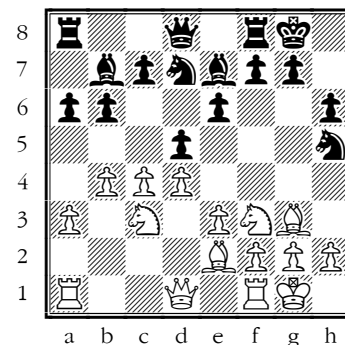
11 a3

Two little moves that usually
say, "I've run out of ideas..."

11 ... Nh5

[11...dxc4 12.Bxc4 b5
13.Bd3 c5 is an idea that
makes use of the ...a6 move
and brings your position to
life.]

12 b4



Now I'm worried about the
pawn on c7 becoming weak.

[12.cxd5 exd5 means that
Black's Bishop on b7 will
find it hard to get into the
game.]

12 ... Nxg3

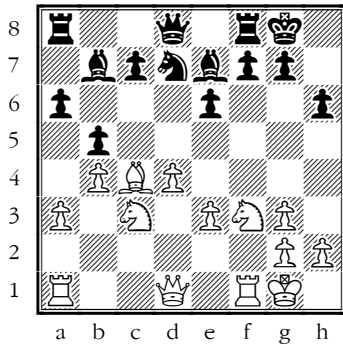
13 fxg3

"Every Russian pupil knows
that you should recapture
towards the centre." This
move splits the White pawns
up, and makes the pawn on
e3 weak.

13 ... dxc4

This does your Bishop a lot
of good.

14 Bxc4 b5



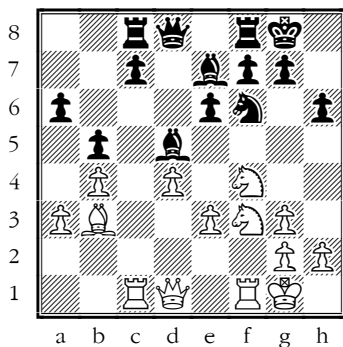
15 Bb3

[15.Bd3 looks after the tender e4 square. If White manages to play e3-e4, he will stand very well.]

15 ... Nf6
16 Rc1 Rc8
17 Ne2

Not bad, but it needs to be on a circuit to take it to c5.

17 ... Bd5
18 Nf4



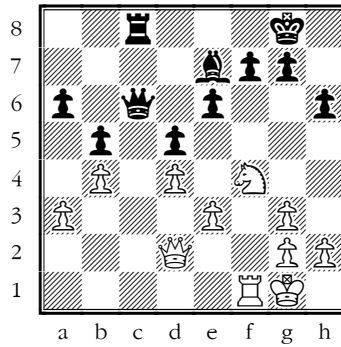
Good. Now Ne3 and Nc5, perhaps?

18 ... c6
19 Ne5 Qd6
20 Bxd5 cxd5

Black's pawns are mended now, but not White's.

21 Rc5 Nd7
22 Nxd7 Qxd7
23 Rxc8 Rxc8

24 Qd2 Qc6

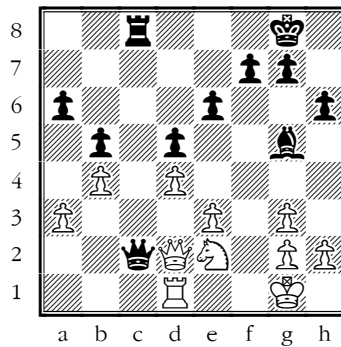


The sun is coming out for Black now he has control of the c-file. White has a useful knight on f4, but Black can swap it if not chase it away.

25 Rd1 Bg5
26 Ne2

c5 is still a good square for the Knight.

26 ... Qc2

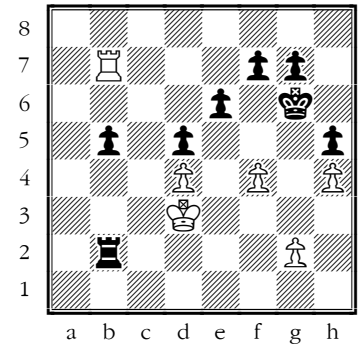


27 Qxc2 Bxe3+

An excellent *zwischenzug* (in-between move).

28 Kf1 Rxc2
29 h4 h5
30 Nf4 Bxf4
31 gxf4 Rc3
32 Ke2 Rxa3
33 Rb1 Rc3
34 Rb2 Rc4
35 Kd3 Kh7

36 Ra2 Rxb4
37 Rxa6 Rb2
38 Ra7 Kg6
39 Rb7



Black has complete control of the game.

39 ... Rxc2

[39...f6]

40 Rxb5 Rg4
41 Ke3 Rxh4
42 Kf3 Kf5
43 Rb7 Rxf4+
44 Ke3 Re4+
45 Kf3 Kf6
46 Rb4 g5
47 Kg3 h4+
48 Kh3 Kf5
49 Rb7 Re3+
50 Kh2 Kf6
51 Rb2 g4
52 Rf2+ Rf3
53 Rg2 Kf5
54 Re2 f6
55 Kg2 h3+
56 Kh2 e5
57 dxe5 fxe5
58 Rd2 d4
59 Re2 e4
60 Rd2 1-0

2 Robert Thompson

General: You play actively and set your opponent problems, which is just the ideal style. You've still got to get some kinks out of your opening repertoire, but I think it was a good performance.

The French I think you can play a bit more actively – if you attack the centre straight away, you won't let your opponent do just what he wants in the opening.

The Tromp didn't really impress – I used to play it when I was your age but I don't understand the modern style of opening up the game – I just used to keep everything solid and badger away at the weak pawns. [Do you have a book on this line? I've got a some articles on it somewhere if you're interested.]

(2) Somerset-Thompson,R

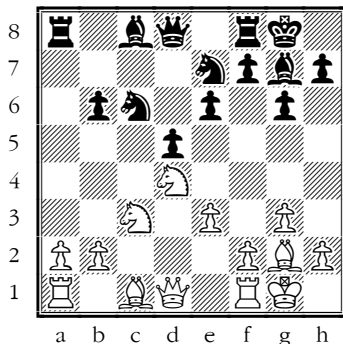
- 1 c4 c5
- 2 g3 g6
- 3 Bg2 Bg7
- 4 e3

The Drawing Variation...

- 4 ... e6

[4...e5 is less balanced, perhaps more fun!]

- 5 Ne2 Ne7
- 6 Nbc3 Nbc6
- 7 d4 cxd4
- 8 Nxd4 d5
- 9 c5 b6
- 10 cxb6 axb6
- 11 0-0 0-0



- 12 a3

A move that usually means "I have already run out of ideas". Black is already slightly better. I really don't think young people should play this opening.

- 12 ... Ba6
- 13 Re1 Nxd4

This releases the other white bishop-let it suffer!

[13...Rc8]

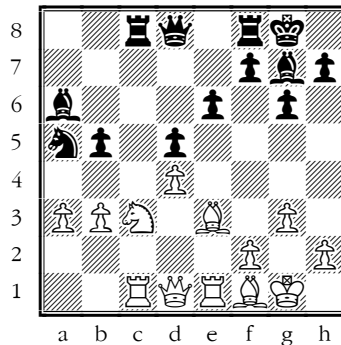
- 14 exd4 Nc6

[14...Nf5 leaves the c-file open.]

- 15 Be3 Na5

[15...Qf6 is logical, pounding the isolated queen's pawn.]

- 16 b3 Rc8
- 17 Rc1 b5
- 18 Bf1



- 18 ... Qd6

[18...Qb6]

- 19 Bxb5 Rxc3
- 20 Rxc3 Bxb5

This exchange gives Black the better chances again.

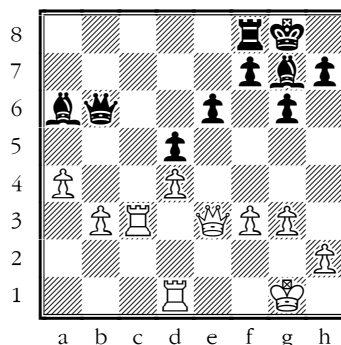
- 21 a4 Ba6
- 22 Rc5 Nb7

[22...Qb6]

- 23 Rc3 Qb6
- 24 Qd2 Nd6
- 25 f3 Nf5
- 26 Rd1 Nxe3

[26...Qb4]

- 27 Qxe3



- 27 ... Be2

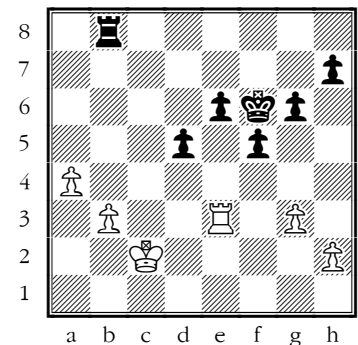
Very frisky! But getting your rook into play was simpler

[27...Rb8]

- 28 Rd2

[28.Qxe2 Bxd4+ 29.Rxd4 Qxd4+ in fact looks easier for White: the a-pawn may suddenly sprint!]

- 28 ... Bxf3
- 29 Qxf3 Bxd4+
- 30 Rxd4 Qxd4+
- 31 Qe3 Qxe3+
- 32 Rxe3 Rb8
- 33 Kf2 Kf8
- 34 Ke2 Ke7
- 35 Kd2 f5
- 36 Kc2 Kf6

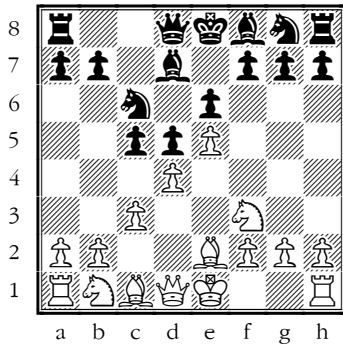


With the central pawns supported by the king, black I think is better, but these are never easy to win when the opponent has so much counterplay.

[...] ½-½

(16) Somerset-Thompson,R

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 Nf3 Bd7
- 6 Be2

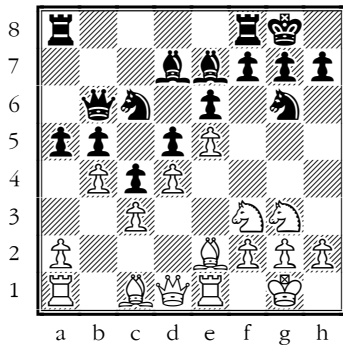


6 ... c4

Not bad, but I'd prefer to maintain the tension and the pressure against d4.

[6...f6 is John Watson's recommendation.]

- 7 0-0 Nge7
- 8 Nbd2 Ng6
- 9 b3 b5
- 10 Re1 Be7
- 11 b4 0-0
- 12 Nf1 Qb6
- 13 Ng3 a5



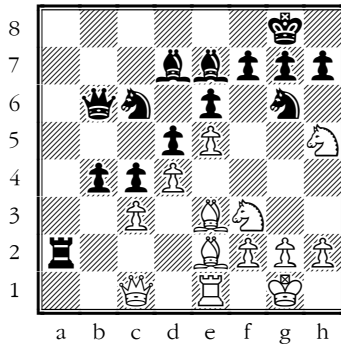
14 bxa5

Co-operative!

- 14 ... Rxa5
- 15 Nh5

White realises what he's supposed to be doing on the other side, but I thought it was all too slow.

- 15 ... Rfa8
- 16 Be3 Rxa2
- 17 Rxa2 Rxa2
- 18 Qc1 b4



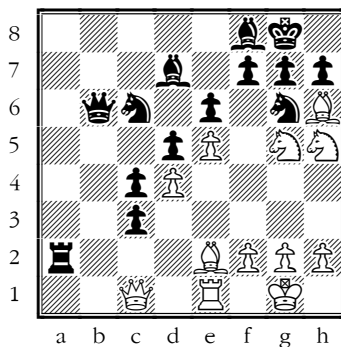
19 Bh6!

Very clever.

- 19 ... Bf8
- 20 Ng5

White has suddenly arrived! I got a bit worried here but really it's just three against three on the King's side.

20 ... bxc3



White has got to the top of the hill, and starts rolling down. As his next move is clearly losing, he should have tried Bxg7 or Nf6+

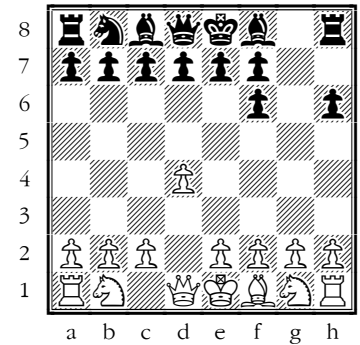
- 21 Nf4 gxf6
- 22 Ngh3 Qb2
- 23 Qe3 Ra8
- 24 Bd1 c2
- 25 Bxc2 0-1

(28) Thompson, R-Glamorgan

- 1 d4 Nf6
- 2 Bg5 h6
- [2...g6 3.Bxf6 exf6 4.e3 Bg7
- 5.Ne2 b6 6.Nf4 d5 7.h4 h5
- That's more how I think
- White should play the
- opening.
- 8.c4 dxc4 9.Bxc4 Bb7
- 10.Nc3 Bh6 11.Bxf7+ Kxf7
- 12.Qb3+ Ke8 13.Nxg6 Qd7

14.Nxh8 Qg7 15.Qe6+ Kf8
16.Nd5 Nd7 17.Ne7 1-0
Vaganian-Botterill, Hastings
1974]

3 Bxf6 gxf6

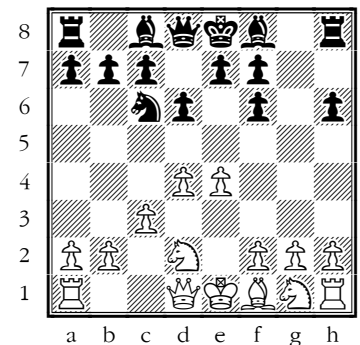


4 e4

I like the old-fashioned way of playing the Tromp – going for a grind against the weakened Black position, rather than open lines that might backfire.

[4.e3]

- 4 ... Nc6
- 5 c3 d6
- 6 Nd2



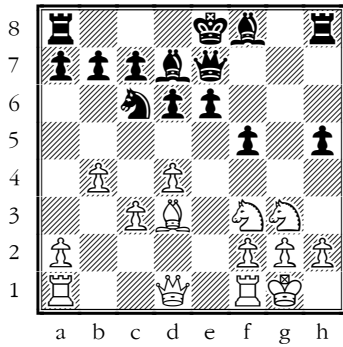
6 ... f5

Very good: Black tidies up her pawns. White would like to reply with e4-e5, shutting out the Black dark-squared Bishop, but this just loses a pawn.

- 7 Bd3 fxe4
- 8 Nxe4 Bd7
- 9 Nf3 e6
- 10 0-0 Qe7
- 11 b4

[11.h4 f5 12.Ng3 h5 13.Ne2]

- 11 ... f5
- 12 Ng3 h5



Black has a clockwork attack against White's king'-side: she already has an open file. The opening has gone badly wrong for White.

13 Ne2 h4
14 h3 Bh6

This is often a good post for Black's dark-squared Bishop in the Tromp.

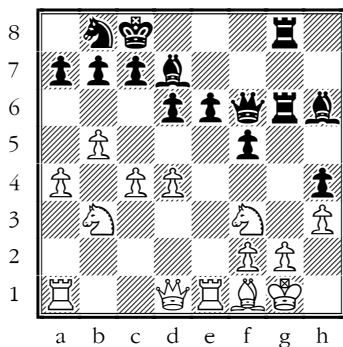
15 Re1 0-0-0
16 Nc1

[16.b5 leaves the Black Knight without a satisfactory square.]

16 ... Qf6
17 b5 Nb8

[17...Ne7 made more sense to me.]

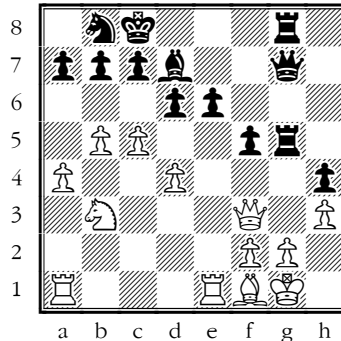
18 Nb3 Rhg8
19 a4 Rg6
20 c4 Rdg8
21 Bf1



21 ... Bg5

Black wants to play ...Qg7 without losing the h-pawn.

22 c5 Qg7
23 Nxc5 Rxc5
24 Qf3



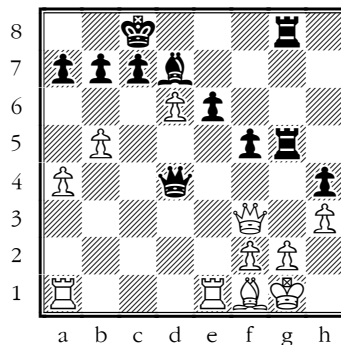
Black ought to be winning this, but needs a plan to bring the queen's-side pieces into play.

24 ... Nc6!?

Very clever, but not as good as the simple:

[24...e5 is natural and good, maybe winning for Black.]

25 cxd6 Nxd4
26 Nxd4 Qxd4



27 dxc7

Slow! This game shouldn't be decided by material...

[27.Red1 and Rac1 wins for White.]

27 ... Qg7

28 Rad1 e5
29 Bc4 Rxc2+
30 Kh1 e4

Black is firmly back in the driving seat.

31 Qf4 Rf8

[31...Qc3! wins]

32 Qxh4 Rh8
33 Qd8+ Rxd8
34 cxd8Q+ Kxd8

35 Be6 Rxf2
36 Rxd7+ Qxd7
37 Bxd7 Kxd7

38 Rd1+ Kc7
39 Kg1 e3
40 Rd3 f4

41 h4 Rc2
42 h5 e2

[42...Rc1+ 43.Kg2 e2]

43 Kf2 e1Q+
44 Kxe1

[44.Kxe1 Rh2 45.Rd4 Rh4 46.Kd2 Kb6]

[...] 1/2-1/2

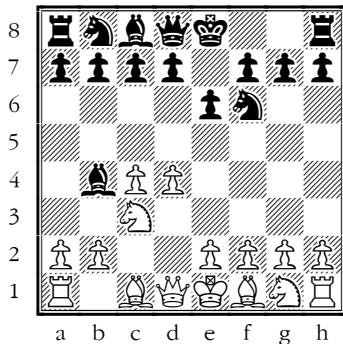
3 Callum Picken

General: You're still a good player and you do good business with your French Defence.

Your first-round game was a bit of a disappointment. If you are going to play these d-pawn openings, then you need to have a decent plan against each of the defences that you might meet. And also, if you get into a position that you haven't seen before, you could do with having a bit more idea about planning, but I've moaned about this a lot above...

(3) *Picken, C-Somerset*

- 1 d4 Nf6
- 2 c4 e6
- 3 Nc3 Bb4



4 Bg5

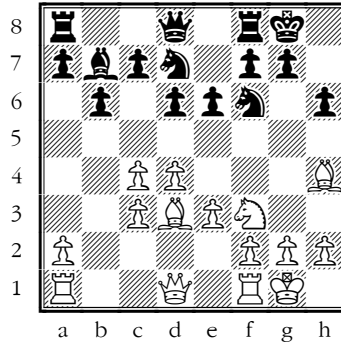
[4.a3 Bxc3+ 5.bxc3 c5 6.e3 Nc6 7.Bd3 0-0 8.Ne2 d6 9.e4 Ne8 10.0-0 b6 11.f4 Ba6 12.f5 e5 13.f6 Kh8 14.d5 Na5 15.Ng3 gxf6 16.Nf5 Bc8 17.Qh5 Bxf5 18.exf5 Rg8 19.Rf3 Rg7 20.Bh6 Rg8 21.Rh3 1-0 Bronstein-Najdorf 1950]

4 ... Bxc3+

Unnecessary

[4...h6 5.Bh4 b6 6.Qc2 Bb7 7.Nf3 Na6 8.e3 c5 9.d5 Bxc3+ 10.bxc3 Qe7 11.Bd3 Nb8 12.0-0 0-0 13.e4 e5 14.Nxe5 Qxe5 15.f4 Qc7 16.Bxf6 gxf6 17.Qf2 Re8 18.e5 f5 19.Qh4 d6 20.Qxh6 Nd7 21.Rf3 Nf8 22.Rg3+ Ng6 23.e6 Re7 24.Bxf5 Rf8 25.exf7+ Rxf7 26.Rxg6+ Rg7 27.Rxg7+ Rxg7 28.Be6+ Rf7 29.Qg6+ Kf8 30.Bxf7 Qxf7 31.Qxd6+ Kg8 32.Re1 Bc8 33.Qd8+ 1-0 David, A-Jonkman, H/Lost Boys Open 2000/The Week in Chess 302]

- 5 bxc3 b6
- 6 e3 Bb7
- 7 Nf3 h6
- 8 Bh4 0-0
- 9 Bd3 d6
- 10 0-0 Nbd7



There's not a lot in this. The one thing you can do is try and squash Black with your big centre.

11 Re1

[So, next time maybe try 11.Nd2 c5 12.e4... or try one of the plans in the games I gave above.]

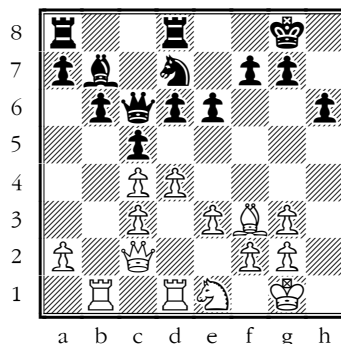
- 11 ... c5
- 12 Rb1 Qc7
- 13 Bg3 Qc6

It might be time to transfer to a standard Nimzo pawn structure:

14 Be2

[14.e4 Normally the White dark-squared bishop is safe from capture.]

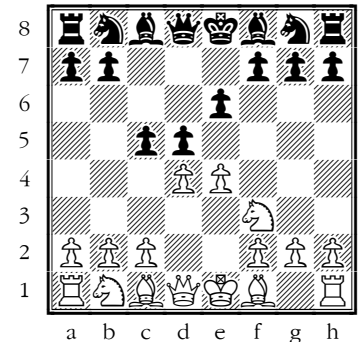
- 14 ... Ne4
- 15 Qc2 Nxc3
- 16 hxg3 Rfd8
- 17 Red1 Rac8
- 18 Ne1 Ra8
- 19 Bf3



White has nothing to show from the opening but messy pawns: if anything Black is better at the moment. You need a better plan against this defence.

(17) *Glamorgan-Picken, C*

- 1 e4 e6
- 2 d4 d5
- 3 Nf3 c5



You usually wait to play this until White has sealed the centre.

[3...Nf6 would have encouraged him to do just that.; 3...dxe4 If you can take a free central pawn, do so!]

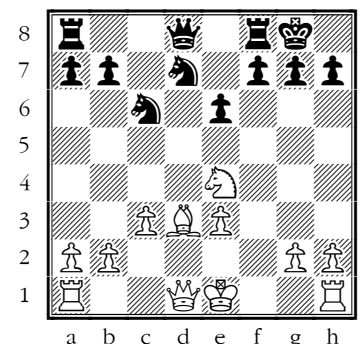
- 4 Be3 dxe4
- 5 Ne5 Nf6
- 6 c3 Bd7

[6...cxd4 looks most awkward for White.]

- 7 dxc5 Nc6
- 8 Nxd7 Nxd7
- 9 Nd2

[Now 9.b4 makes it awkward for Black on the Queen's-side.]

- 9 ... Bxc5
- 10 Nxe4 Bxe3
- 11 fxe3 0-0
- 12 Bd3



12 ... Nf6

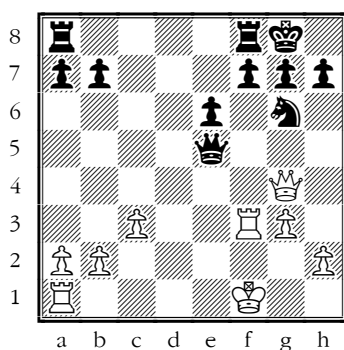
[12...Nde5 looked more active, I thought, but I hadn't

seen your idea. But would your move still be the best if he saw what you had in mind?]

13 Qe2? Nxe4
14 Bxe4 Qh4+

Very good.

15 g3 Qxe4
16 Rf1 Ne5
17 Rf4 Qd3
18 Qh5 Qxe3+
19 Kf1 Ng6
20 Rf3 Qe5
21 Qg4



21 ... h6

[21...Rad8]

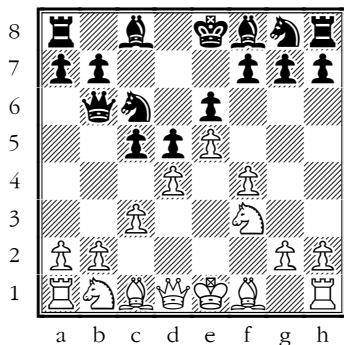
22 Re1 Qg5
23 Qd4 Qd5
24 Qe3 Ne5

Black is clearly winning but instead of fidgeting with the queen I would have liked you to get your rooks into play.

[. . .] 0-1

(29) Glamorgan-Picken, C

1 e4 e6
2 d4 d5
3 e5 c5
4 c3 Nc6
5 f4 Qb6
6 Nf3

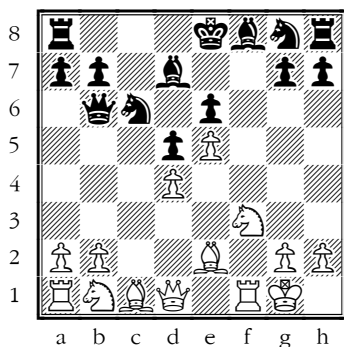


6 ... Bd7

Too slow. White has been very bold in making so many pawn moves to set up a huge centre. You must attack it as hard as you can.

[6...Nh6 is more to the point e.g. 7.b3 Nf5 8.Bb2 cxd4 9.Nxd4 Ncxd4 10.cxd4 Bb4+]

7 Be2 f6
8 0-0 fxe5
9 fxe5 cxd4
10 cxd4



10 ... Nge7

Good!

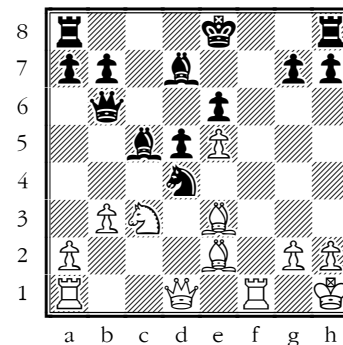
11 Kh1

Sleepy...

11 ... Nf5

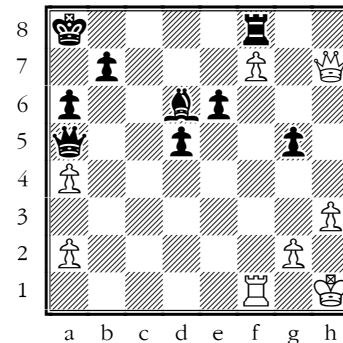
Winning a pawn.

12 b3 Nfxd4
13 Nxd4 Nxd4
14 Be3 Bc5
15 Nc3



15 ... Nxe2

16 Qxe2? Bxe3
17 Rf3 Bc5
18 Na4 Bxa4
19 bxa4 0-0-0
20 Rc1 Kb8
21 Rf7 g6
22 h3 Rdf8
23 Rf6 Rxf6
24 exf6 a6
25 f7 Rf8
26 Qe5+ Ka8
27 Qg7 Bd6
28 Rf1 Qa5
29 Qxh7 g5



White is fighting hard but Black is winning and got through all his problems.

There was a time when I thought your king was too exposed, but you kept it together well and had the 'right colour rook's pawn' for your bishop.

[. . .] 0-1

4 Laurens Stegink

General: You played a lot of good moves and had some good fighting games, so it's a real shame you didn't come away with more. The game below that you lost, you lost because you didn't see your

opponent's threats, so if I have any advice, it's to think a bit more about what you opponent's next move is going to be, not just your own!

(4) Glamorgan-Stegink, L

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 f4 Qb6
- 6 Nf3 Nge7

[6...Nh6 7.b3 cxd4 8.cxd4 Bb4+ 9.Kf2 Ng4+ 10.Kg3 h5 11.h3 h4+ 12.Nxh4 Rxh4 13.Kxh4 Nf2 14.Qh5 Qxd4]

- 7 Bd3 Bd7

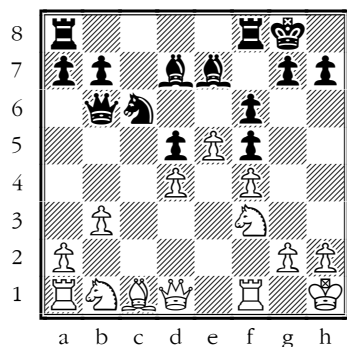
Looks a little too slow to me

[7...cxd4 8.cxd4 Nf5 is better for Black.]

- 8 Bc2 Nf5
- 9 Bxf5 exf5

That leaves White with just one rather bad bishop.

- 10 0-0 Be7
- 11 Kh1 0-0
- 12 b3 cxd4
- 13 cxd4 f6

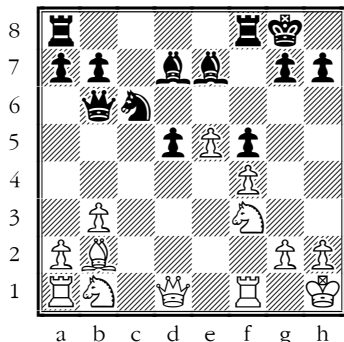


It looks as though White has managed to hold up his centre without any awkwardness. When White catches up in development, it might be awkward.

- 14 Bb2 fxe5

[14...Be6]

- 15 dxe5

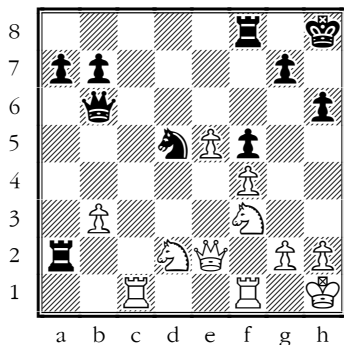


- 15 ... Rfe8?

Careless!

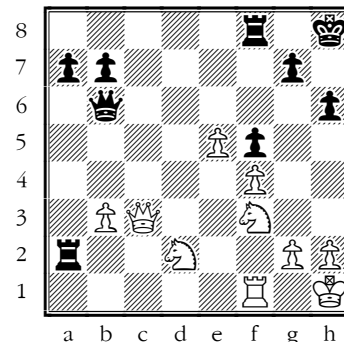
[15...Be6]

- 16 Qxd5+ Kh8
- 17 Qxd7 Rf8
- 18 Qd3 Nb4
- 19 Qe2 Rac8
- 20 Nbd2 Rc2
- 21 Ba3 Nd5
- 22 Bxe7 Nxe7
- 23 Rac1 Rxa2
- 24 Ng5 h6
- 25 Ngf3 Nd5



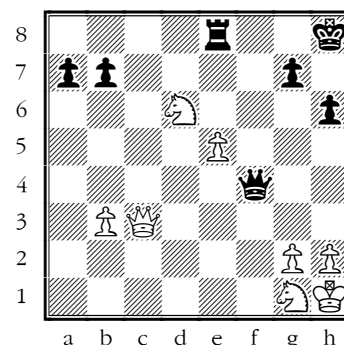
Black has done well to get so active while White looks a bit stuck, despite the extra piece.

- 26 Qc4 Ne3
- 27 Qc3 Nxf1
- 28 Rxf1



Best now to get that other rook into play and fighting.

- 28 ... Qb5
- 29 Nd4 Qa6
- 30 Re1 Re8
- 31 N2f3 Rf2
- 32 Nxf5 Rf1+
- 33 Rxf1 Qxf1+
- 34 Ng1 Qxf4
- 35 Nd6



- 35 ... Qxe5

Look at every check and every capture!

- 36 Nf7+

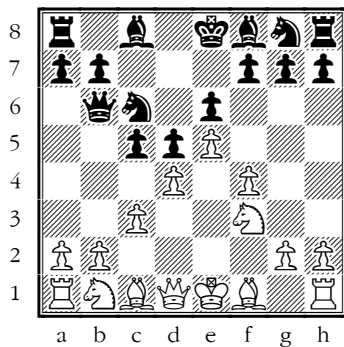
Oops

[36.Qxe5 Rxe5 37.Nf7+]

1-0

(18) Stegink, L-Somerset

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 f4 Qb6
- 6 Nf3

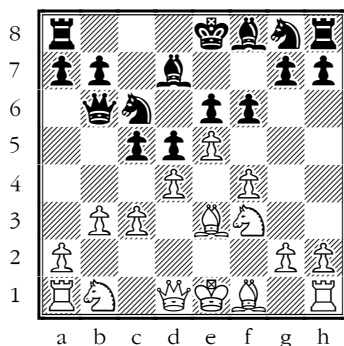


6 ... Bd7

A bit slow, given how greedy White is being with the centre.

7 b3 f6

8 Be3



8 ... Qa5

Move a new piece instead

[8...Be7; 8...Nh6]

9 Be2 cxd4

10 Nxd4

Helpful! This loses control of the centre.

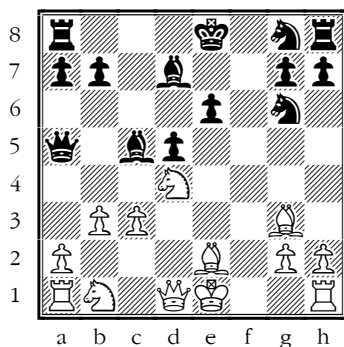
[10...cxd4]

10 ... fxe5

11 fxe5 Nxe5

12 Bf4 Ng6

13 Bg3 Bc5



14 b4

Black is lucky that this doesn't win!

14 ... Bxb4

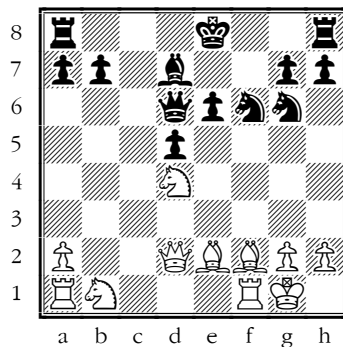
15 cxb4 Qxb4+

16 Qd2 Qc5

[16...Qxd2+ Black's pawns are worth more in an endgame.]

17 Bf2 Qd6

18 0-0 Nf6



19 Bg3

Just tempts Black to make a move he should make!

[19.Nb5]

19 ... e5

20 Nf5 Bxf5

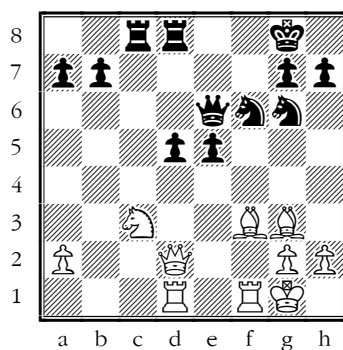
21 Rxf5 Qe6

22 Rf1 0-0

23 Nc3 Rac8

24 Rad1 Rfd8

25 Bf3

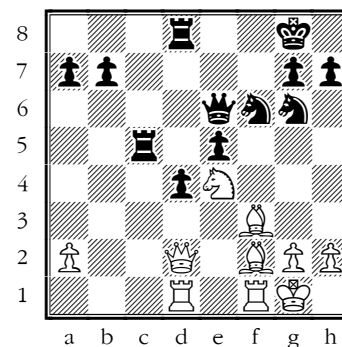


25 ... Rc5

[25...e4 26.Be2 d4 squashes White properly – Black is better here.]

26 Bf2 d4

27 Ne4



Ah, now White has blockaded the pawns, he's not too bad here, but will find it hard to win. Perhaps the best plan is to move the Rooks to the queen's side.

27 ... Rc7

28 Rfe1 Re7

½–½

Three pawns I guess are worth the same as a Bishop, but normally these positions are so unbalanced that someone is winning!

(30) *Stegink, L-Somerset*

Not sure what happened here: your King ended up on f2, which didn't look right, then Black had control of the centre and better development – which is not the idea when you're White!

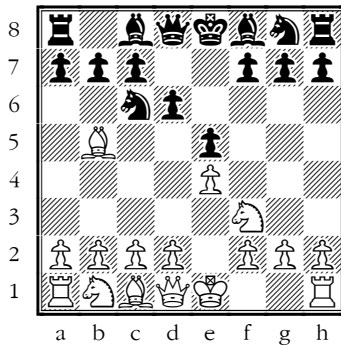
When I came back, you were a Bishop down, and I guess that was enough.

5 William Norton

General: I think you have a good idea of the game but need to be a bit more buttoned up: playing more actively and consistently. I saw some good aggression, especially in the game that I don't have the score of, but you need to keep going once you've started.

(5) Norton, W-Somerset

1 e4 e5
2 Nf3 Nc6
3 Bb5 d6



4 h3

Ooh, very slow. How does this help your game? Not the right plan in this position

[4.d4]

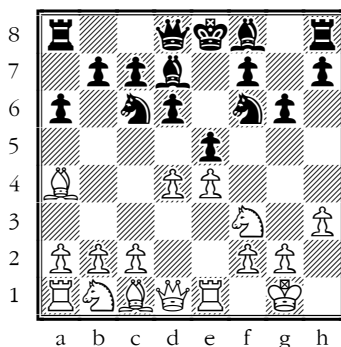
4 ... Bd7
5 0-0 Nf6
6 Re1 g6
7 d4

Now this might let Black out of the box

7 ... a6

[7...Nxd4 8.Bxd7+ Qxd7 9.Nxd4 exd4 10.Qxd4 Bg7 and White will have to play accurately to show up the weaknesses in Black's position.]

8 Ba4



8 ... Be7

[8...Bg7 is more consistent.]

9 Bh6

[9.d5 is a good squashing move, leaving Black with a rotten bishop.]

9 ... Nh5

10 d5 Na7

11 Bxd7+

[11.c4]

11 ... Qxd7

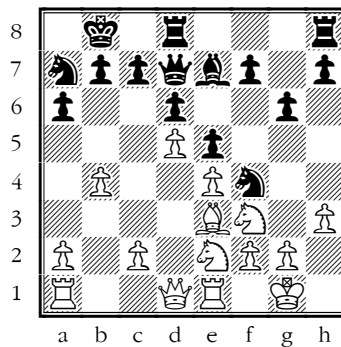
12 Nc3 0-0-0

13 Be3 Kb8

14 b4 good!

14 ... Nf4

15 Ne2



15 ... Nxh3+

16 Kh2

[16.gxh3 Qxh3 is risky but best.]

16 ... Nf4

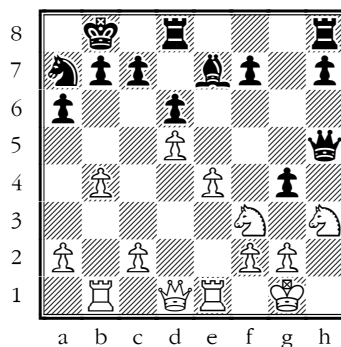
17 Bxf4 exf4

18 Nxf4 Qg4

19 Nh3 Qh5

20 Rb1 g5

21 Kg1 g4



This was as far as I saw: you lost a knight I think but could have saved it using a pin:

22 Nd4 Qe5

23 f4 0-1

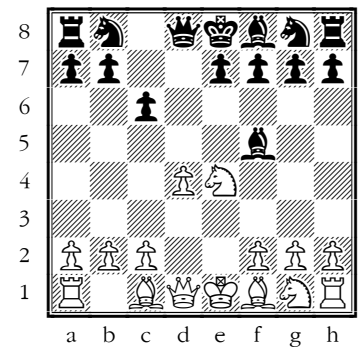
(19) Norton, W-Somerset

1 e4 c6

2 d4 d5

3 Nc3 dxe4

4 Nxe4 Bf5



5 Nc3

[5.Ng3 gains time on the bishop]

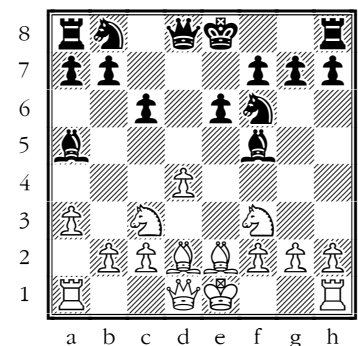
5 ... e6

6 Nf3 Bb4

7 Bd2 Nf6

8 a3 Ba5

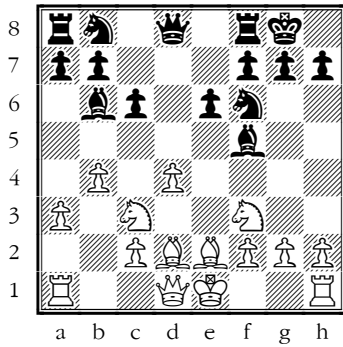
9 Be2



White has placed his bishops very quietly: one like this may be ok, but both lacks energy

9 ... 0-0

10 b4 Bb6



11 0-0

Sleepy!

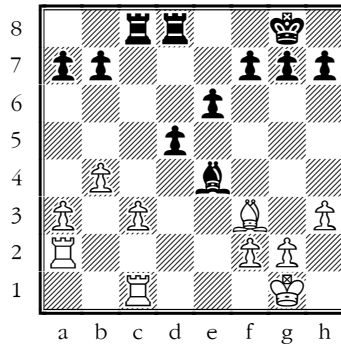
11 ... Bxd4
 12 Nxd4 Qxd4
 13 Ra2

Curious

13 ... Ne4
 14 Nb1 Rd8
 15 Bc3 Qxd1
 16 Bxd1 Nxc3

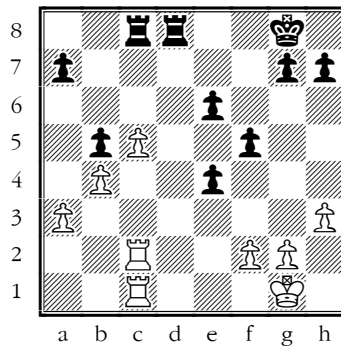
With Queens off, Black can look forward to playing an endgame with an extra pawn.

17 Nxc3 Nd7
 18 Bf3 Nf6
 19 h3 Nd5
 20 Nxd5 cxd5
 21 c3 Rac8
 22 Rc1 Be4



Mistaken I think: Black's bishop is a great piece and this swap just messes up the pawns, giving White a passed pawn. That's what Black wants!

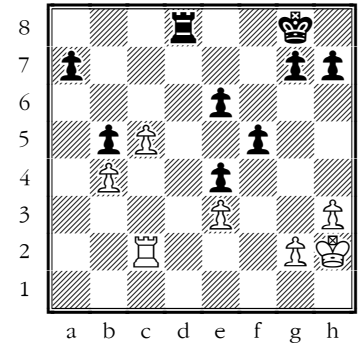
23 Bxe4 dx4
 24 Rac2 f5
 [24...b5]
 25 c4 b5
 26 c5



Now White is completely back in the game.

26 ... Rd5
 27 Ra1 Rd4
 28 Kh2 Rd3
 29 Re1? Rxa3

30 Re3 Rxe3
 31 fxe3 Rd8



We then got into an endgame where both sides had an advanced passed pawn on the Queen's side. These both disappeared, after which Black was winning all over the king's side. So, if you could have kept your counterplay on the queen's-side, perhaps that's what you should have done – but I didn't see this part of the game.

[...] 0-1

(31) Glamorgan-Norton, W

I'm sorry I don't have this one... In a French Defence you looked a bit slow to get going and got your king stuck in the middle. Later on both kings became very exposed – in fact, I was sure both sides couldn't possibly escape losing...

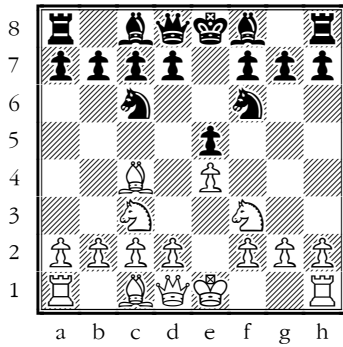
6 Sam Richardson-Velmans

General: Really I do not have a lot of advice for you – I thought you played some great chess and showed great character in your endless second round game. If the first game is the best you know how to do in the opening, then I'd have a bit of a think about the plan for your first six moves. I've written a lot in previous years about how to play the Italian Game for White, so you can look at that one day.

[4.Bb5 or 4.d4 are better]

(6) Richardson-Velmans, S-Glamorgan

1 e4 e5
 2 Nf3 Nc6
 3 Nc3 Nf6
 4 Bc4



4 ... h6

[4...Nxe4

I tell people about this trick every year! It often goes:

5.Nxe4 d5

when Black has the centre and easy development.]

5 d3 Bb4

6 Be3 0-0

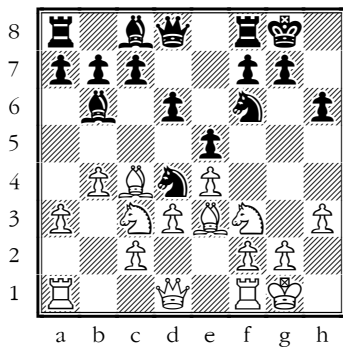
7 a3 Bc5

[7...Ba5]

8 b4 Bb6

9 0-0 d6

10 h3 Nd4



11 Ne2

Now Black can make a mess, and even wins a pawn

11 ... Nxf3+

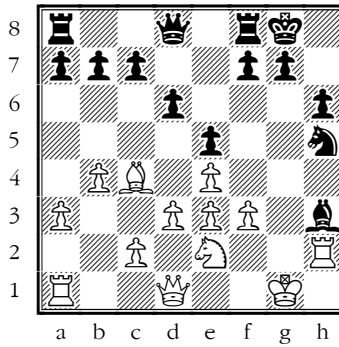
12 gxf3 Bxe3

13 fxe3 Bxh3

All good stuff from Black

14 Rf2 Nh5

15 Rh2



15 ... Qh4

[15...Qg5+ looks more

active but risks losing the

bishop. 16.Kh1 Ng3+

17.Nxg3 Qxg3 18.Qe2 Qh4

19.Rg1 h5 and Black is bound up.]

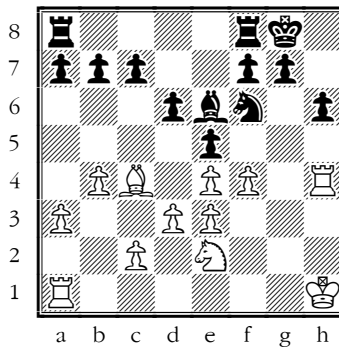
16 Qe1 Qg5+

17 Kh1 Be6

18 Qh4 Nf6

19 f4 Qxh4

20 Rxx4



20 ... Bd7

[20...Bxc4 21.dxc4 exf4 makes a mess of White's pawns.]

21 c3 a5

22 Rb1 axb4

23 cxb4 Ng4

24 fxe5 dxe5

25 Bd5 Ra7

[25...c6]

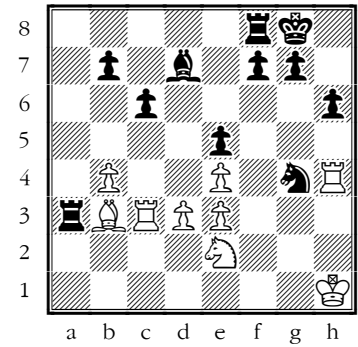
26 Rc1

White is worse but has survived the storm and is getting active

26 ... c6

27 Bb3 Rxa3

28 Rc3



An excellent trap!

28 ... Nxe3

29 Bxf7+ Rxf7

30 Rxa3 Rf1+

31 Ng1 Ng4

32 Ra8+ Kh7

Shame about the clock!

0-1

(20) Glamorgan-Richardson-Velmans,S

1 e4 e5

2 Nf3 Nc6

3 Bc4 Bc5

4 c3! a6

Ooh, too slow. Get a piece out, castle, get hold of the centre... if your move doesn't help you do any of these things, play something else!

5 d4 exd4

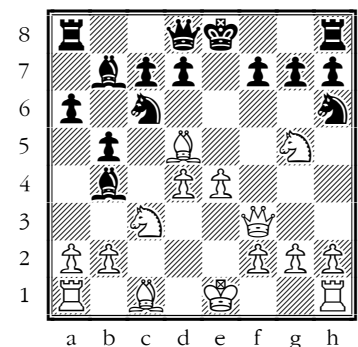
6 cxd4 Bb4+

7 Nc3 b5

8 Bd5 Bb7

9 Ng5 Nh6

10 Qf3



Energetic!

10 ... f6

"Touch the pawns in front of your king only with infinite caution." Alekhine.

[10...Nxd4; 10...0-0]

11 Qh5+ Ke7

[11...g6 12.Qxh6 fxe5

13.Bxe5 Bf8]

12 Nf7 Qe8

13 Bxe6 gxe6

14 Qxe6 Rf8

15 Ng5 fxe5

16 Qxe5+ Rf6

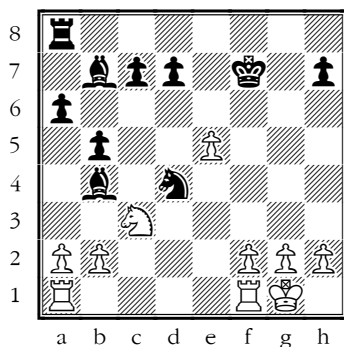
17 Qg7+ Rf7

18 Bxf7 Qxf7

19 Qxf7+ Kxf7

20 0-0 Nxd4

21 e5



Black has excellent prospects with the two bishops.

lost centre K-side f5 sac? R NB eg passive xd?

[. . .] ½-½

(32) Somerset-Richardson-Velmans, S

1 e4 e5

[1...d5 was written down?]

2 Nf3 Nc6

3 Bc4 Bc5

4 d3 Nf6

5 Ng5

Too early.

5 ... 0-0

6 0-0 h6

Bleah.

[6...d5]

7 Nf3 d6

8 h3 a6

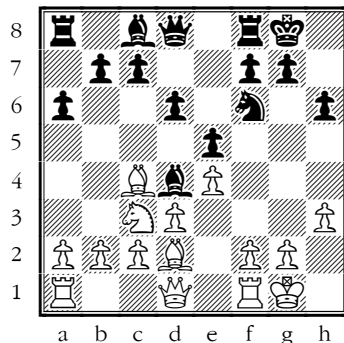
Oh, again! It grieves me to see these do-nothing moves made, it really does...

9 Nc3 Nd4

[9...Be6]

10 Nxd4 Bxd4

11 Bd2



11 ... c6

Ah, right idea!

12 Qf3 d5

Right idea but wrong timing...

13 exd5 cxd5

14 Bxd5 Nxd5

15 Qxd5 Qxd5

16 Nxd5 Bxb2

Black has equal material but worse development.

17 Rab1 Ba3

18 Rfe1 f6

19 Nb6 Rb8

20 Nc4 Bc5

21 Ba5 Be6

22 Nb6 Bxb6

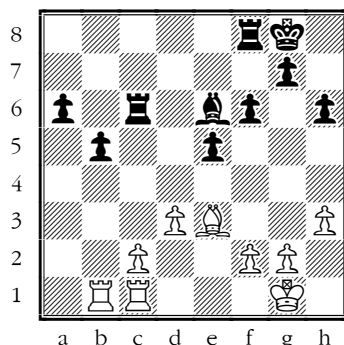
23 Bxb6 Bxa2

24 Ra1 Be6

25 Rab1 Rbc8

26 Rec1 Rc6

27 Be3 b5



People sometimes say "Ah, opposite coloured bishop endgame, going to be a draw..." but that's not true of positions which have rooks as well.

28 Bd2 Rfc8

29 Rb2 Bf5

30 Kh2 e4

[30...Bxd3! see the section on Tactics above]

31 dxe4 Bxe4

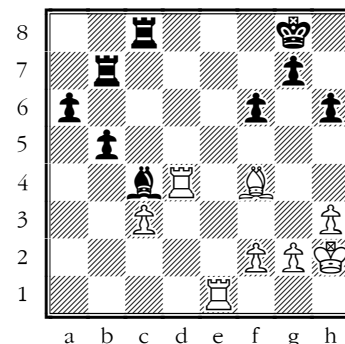
32 c3 Rb8

33 Rb4 Bd3

34 Rd4 Bc4

35 Bf4 Rb7

36 Re1 Rc8



37 Re6??

Bishops can move backwards, you know!

37 ... a5

Getting tricky for White...

38 Bxe6 Bxe6

Ah yes, you remembered!

39 Bd2 a4

40 Re4 Bf7

41 h4 a3

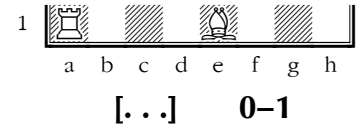
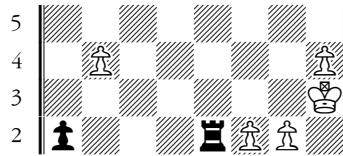
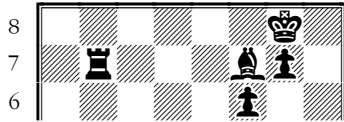
42 Re1 a2

43 Ra1 b4

44 cxb4 Rc2

45 Be1 Re2

46 Kh3



7 Thomas Bonds

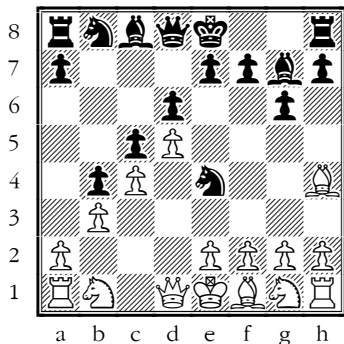
General: Because I wasn't by your board the whole time, I might have got some of the moves wrong or in the wrong place. There was one muddled time after you gained material in the first round, otherwise you played lots of very natural, aggressive games, and your third round endgame win was really excellent – just sorry I don't have the whole score!

(7) Glamorgan-Bonds, T

- 1 d4 Nf6
2 c4 c5
3 d5 b5
4 Nc3 b4
5 Nb1 d6

White is very confused...

- 6 b3 g6
7 Bg5? Ne4
8 Bh4 Bg7

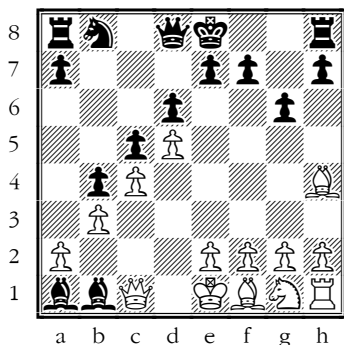


- 9 Qd3

Intelligent, but mistaken.

[9.f3]

- 9 ... Bxa1
10 Qxe4 Bf5
11 Qe3 Bxb1
12 Qc1



I was expecting you to win very quickly here but you

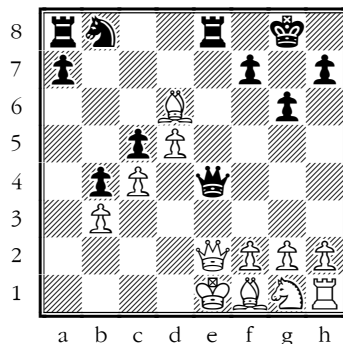
seemed to get confused about how to hang on to the bishops.

- 12 ... Bxa2
[12...Bc3+ 13.Kd1 Bxa2
14.Qc2 Qa5 and you can look forward to a quick win.]

- 13 Qxa1

... which forks Bishop and Rook!

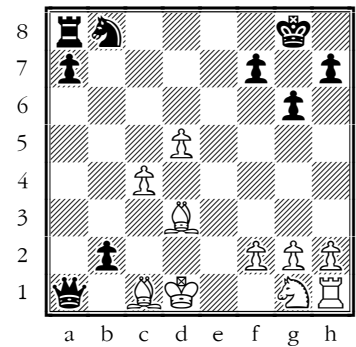
- 13 ... 0-0
14 Qxa2 Qd7
15 e4 Qg4
16 Bxe7 Re8
17 Bxd6 Qxe4+
18 Qe2



- 18 ... Qb1+

Good stuff

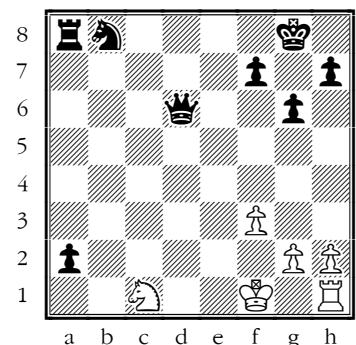
- 19 Kd2 Rxe2+
20 Bxe2 Qxb3
21 Bxc5 Qa2+
22 Kd1 b3
23 Be3 Qa1+
24 Bc1 b2
25 Bd3



- 25 ... Qxc1+

[25...bxc1Q+ leads to mate:
26.Ke2 Qe5+]

- 26 Ke2 a5
27 d6 a4
28 Be4 b1Q
29 Bxb1 Qxb1
30 c5 Qf5
31 c6 Qe4+
32 Kf1 Qxc6
33 f3 Qxd6
34 Ne2 a3
35 Nc1 a2



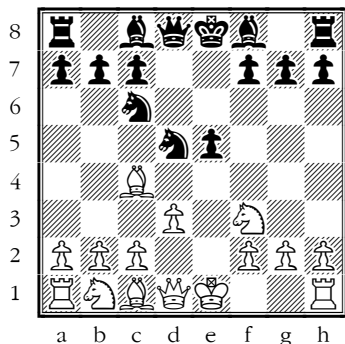
- 36 Nxa2 Rxa2

and I have got this wrong somewhere, because the King ran up the board. You missed a mate in one I noticed later but it really didn't matter...

[...] 0-1

(21) Somerset-Bonds, T

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Nf6
- 4 d3 d5
- 5 exd5 Nxd5

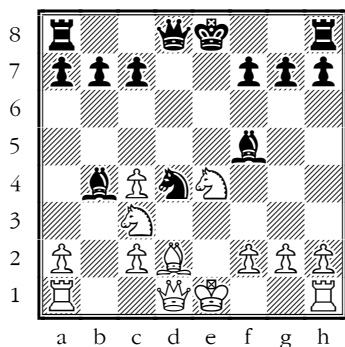


Black's attitude is good but I think this is a slightly awkward position to play.

- 6 d4

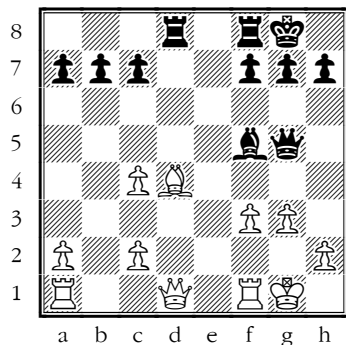
Wastes a tempo.

- 6 ... e4
- 7 Nfd2 Nxd4
- 8 Nxe4 Nb6
- 9 b3 Nxc4
- 10 bxc4 Bf5
- 11 Nbc3 Bb4
- 12 Bd2



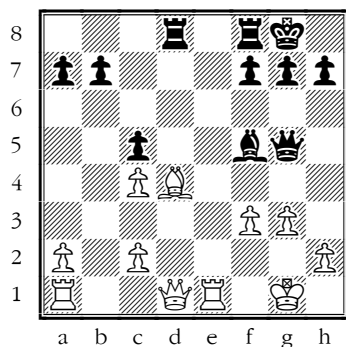
Piling on the pressure.

- 12 ... Bxc3
- 13 Bxc3 Bxe4
- 14 Bxd4 0-0
- 15 0-0 Qg5
- 16 f3 Bf5
- 17 g3 Rad8



I like the way you place your pieces so actively.

- 18 Re1 c5



- 19 Qe2

[19.Be3! saves the piece for White.]

- 19 ... cxd4
- 20 Rad1 h6

Funny little move?

- 21 Qd2 Qxd2
- 22 Rxd2 Rd7
- 23 Red1 Rfd8
- 24 g4 Be6
- 25 a3 Bxc4
- 26 Rb1 d3
- 27 cxd3 Rxd3
- 28 Rxd3 Rxd3
- 29 Rxb7 Rxa3
- 30 h4 Rxf3

[30...a5]

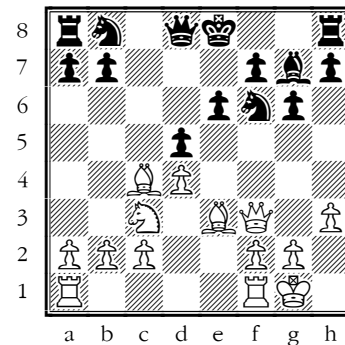
- 31 Rxa7 Rg3+
- 32 Kh2 Rxc4
- 33 Kh3 Be6
- 34 Re7 Re4+
- 35 Kg3

... and I missed the rest, but you seemed to tidy up nicely

- [...] 0-1

(33) Bonds, T-Somerset

- 1 e4 d6
- 2 d4 Nf6
- 3 Nc3 g6
- 4 Bc4 Bg7
- 5 Nf3 Bg4
- 6 Be3 e6
- 7 h3 Bxf3
- 8 Qxf3 c6
- 9 0-0 d5
- 10 exd5 cxd5



- 11 Bb5+

When your central pawns are on dark squares, your best bishop is usually the one on the light squares-so don't swap it off!

- 11 ... Nc6
- 12 Rad1 a6
- 13 Bxc6+ bxc6
- 14 Rfe1

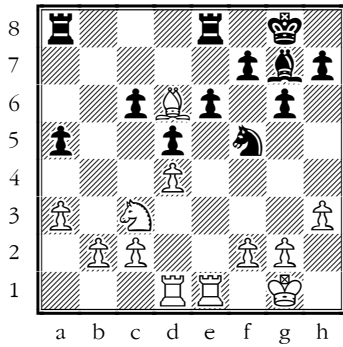
You've placed your other pieces well in the centre.

- 14 ... 0-0
- 15 Bf4 Qe7
- 16 a3 a5
- 17 Qg3

Inviting Black to fork...

[17.Be5]

- 17 ... Nh5
- 18 Bd6 Nxc3
- 19 Bxe7 Rfe8
- 20 Bd6 Nf5

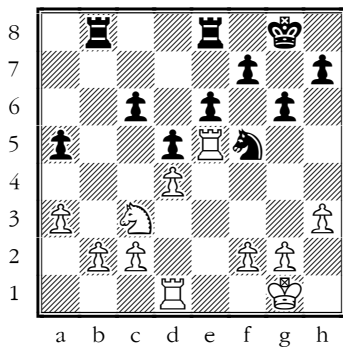


21 Be5

[21.Bc5 keeps hold of c5]

21 ... Bxe5

22 Rxe5 Rab8



Black has some weak squares.

23 Na4 Rb5

24 Rd2 Nd6

It was hard to predict that the Rook on e5 would get stuck.

25 b3 Ne4

26 Rd3 c5

Black has done well to eliminate this weakness.

27 f3 f6

28 Rxe4 dxe4

29 fxe4 cxd4

30 Rxd4 g5

31 b4 e5

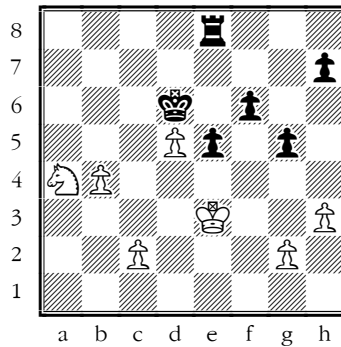
32 Rd5 Rxd5

33 exd5 axb4

34 axb4 Kf7

35 Kf2 Ke7

36 Ke3 Kd6



37 c4

Making use of the best thing in your position.

37 ... Rb8

38 b5 Rc8

39 Kd3 Kc7

40 Nc3 Kb6

41 Ne4 Ra8

42 Nxf6 Ra7

43 Ke4

Two bad mistakes were made here: you offered a draw, and Black declined! White has enough pawns to make up for the exchange, and they are combined and advanced. I think White is winning. I was sorry not to record the moves of the exciting finish, where I saw a pawn on d7 defeat a rook!

[...] 1-0

8 Timothy Seah

General: You know your way around the board and you take your chances when they come. But I think your games are little too slow – you seem to wait for game to be lost by your opponent, and you don't do enough to take the game for yourself.

(8) Somerset-Seah, T

1 e4 e5

2 Nf3 Nc6

3 Bc4 Nf6

4 Nc3 h6

Black's move is rotten on two counts: it does nothing in itself and it misses a great chance to equalise!

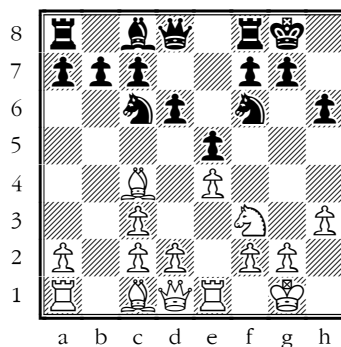
[4...Nxe4!]

5 0-0 Bb4

6 Re1 d6

7 h3 Bxc3

8 bxc3 0-0



9 d4

Black's position looks solid but is going nowhere... what's your plan here?

9 ... a6

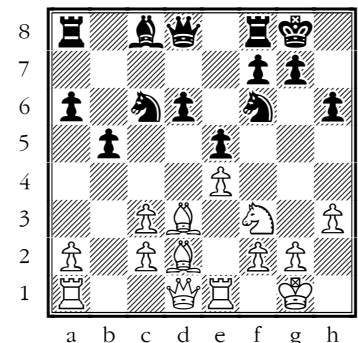
10 d5 Na5

[10...Ne7]

11 Bd3 b5

12 Bd2 c6

13 dxc6 Nxc6

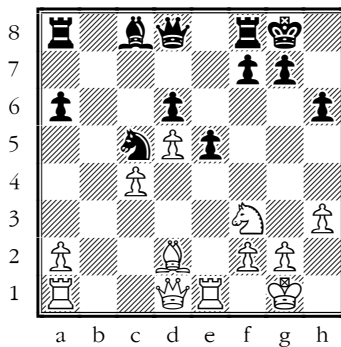


14 c4 bxc4

15 Bxc4

White has sorted out his pawns and opened up lines for his bishops, so he stands well.

15 ... Na5
 16 Bd5 Nxd5
 17 exd5 Nb7
 [17...Rb8; 17...Bd7]
 18 c4 Nc5



This is a great square for the knight but I would have liked to see you develop the bishop and rooks first.

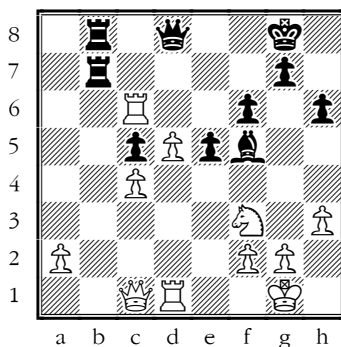
19 Bb4 f6
 20 Bxc5 dxc5
 21 Rb1

Now White is a little better: it could have been you controlling that b-file!

21 ... Ra7
 22 Qc1 Bf5
 23 Rb3 Qa5
 24 Ra3 Qc7
 25 Rd1 Rb7
 26 Rxa6 Rfb8

And now you control it: very good! But you're going to lose control of c5.

27 Rc6 Qd8

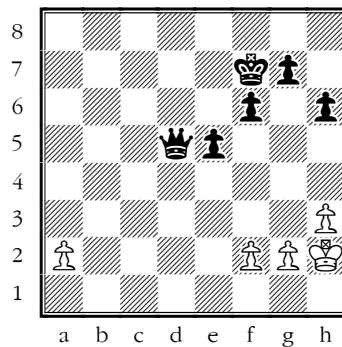


28 Rxc5

[28.Qe3 should win for White.]

28 ... Rb1!
 29 Qd2 Rxd1+

30 Qxd1 Rb1
 Excellent.
 31 Qf1 Rxf1+
 32 Kxf1 Qd6
 33 Rb5 Bd3+
 34 Kg1 Bxc4
 35 Rb2 Bxd5
 36 Nd2 Qa3
 37 Rb8+ Kf7
 38 Rd8 Qc1+
 39 Kh2 Qxd2
 40 Rxd5 Qxd5



41 h4

I got something wrong here: this move was h4-h5.

41 ... Qxa2
 42 Kg3 Qb3+
 43 Kg4 Qd1+
 44 Kh3 Qd2
 45 Kg3 Qg5+
 46 Kf3 0-1

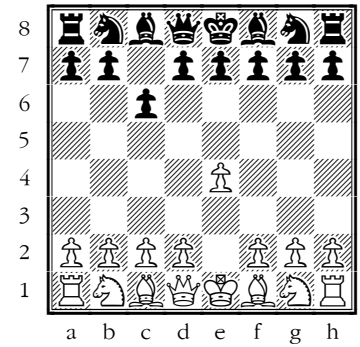
(22) Seah, T-Glamorgan

I missed most of this one. The opening you chose was Old Stodge – which I don't like – but you had a go with the king's-side pawns, which I did like.

Then you were a queen down, and after some exchanges... I guess that was enough.

(34) Seah, T-Glamorgan

1 e4 c6

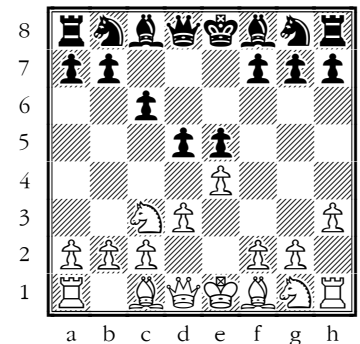


2 d3

Well, it's a move, but there are better ones that should make more sense to you!

[2.d4; 2.Nc3]

2 ... d5
 3 Nc3 e5
 4 h3



Slow again... Tim, you're playing far too cautiously with White. You need to set your opponent problems, then they will be more likely to make the mistakes you are waiting for.

4 ... Bb4
 5 Bd2 Nf6
 6 Nf3 Qd6
 7 a3 Bc5
 8 Bg5 dxe4
 9 dxe4 Bd4
 10 Nxd4 exd4
 11 Bxf6

[11.Qd2 is cute and helps development.]

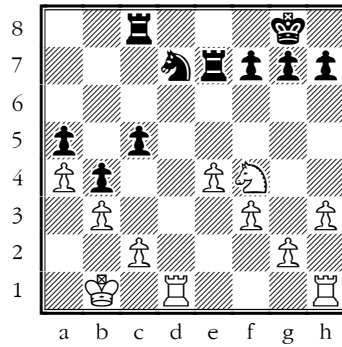
11 ... Qxf6
 12 Ne2 0-0

Careless

[12...c5]

13 Qxd4 Nd7

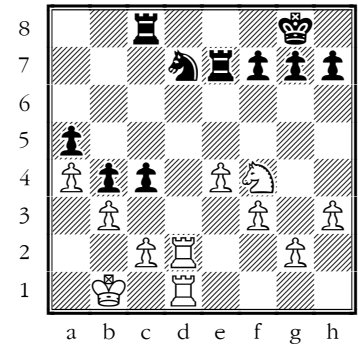
- 14 Qxf6 Nxf6
- 15 Nc3 Re8
- 16 f3 Bd7
- 17 0-0-0 b5
- 18 a4 a6
- 19 b3 b4
- 20 Na2 a5
- 21 Kb1 c5
- 22 Nc1 Be6
- 23 Bb5 Re7
- 24 Nd3 Rc8
- 25 Nf4 Bd7
- 26 Bxd7 Nxd7



27 Nd5

White is starting to get a grip on the game.

- 27 ... Re6
- 28 Nf4 Re7
- 29 Rd2 c4
- 30 Rhd1



30 ... Rc7?

- 31 Nd5 c3
- 32 Nxe7+ Kf8
- 33 Rxd7 Rc5

It's all over, although there were some more moves ...

[...] 1-0

9 Alex Billings

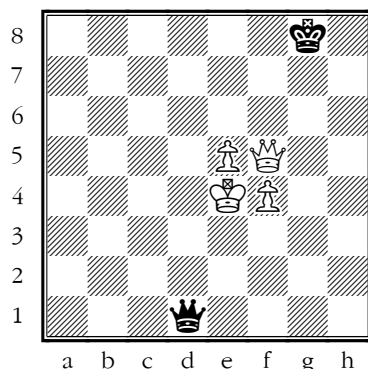
General: I was sorry to get back and realise I didn't have any of your game scores – send them in! I saw you play a whole bunch of good moves and show some real determination over the board – that was all great stuff and I'm sure you have a lot of potential as a player.

(9) Glamorgan-Billings, A

Early on you were the exchange ahead, but White had a terribly strong centralised Bishop.

There was a period where you were swapping random checks without a lot of forethought – there were lots of chances for both sides.

Then you got your Queen behind White's defences, and then you were winning. In fact, you had a chance to win the White Queen...



...but it didn't happen, although you did win a rook.

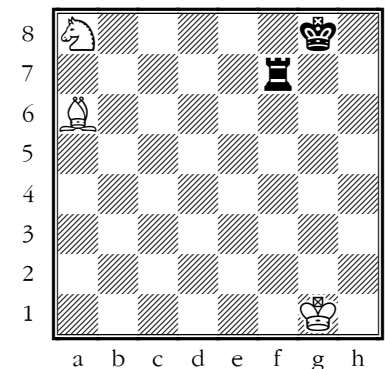
After that, White had the attack, won a rook back and then could even have won, but seemed more interested in drawing. You quite properly refused a draw while you had a think – good stuff.

[...] ½-½

(23) Glamorgan-Billings, A

A splendid messy game. White managed to land a big fork on c7, and there was a point where you could have won back a piece...

Do you remember a position with the pieces arranged like this?



You played the rook back to f8, but of course you could have played ...Ra7 hitting both pieces at once.

There was then a bit more thud-and-blunder – every time I came to the board there was a different material imbalance – so I guess both sides were both fighting hard but overlooking things as well.

(35) Billings, A-Somerset

A more sober sort of game... You soon seemed to have an extra Bishop but were rather passive and Black got a good

deal of counterplay. In fact, at one point, I was sure he

was going to force perpetual check, but no...

10 Adam Speake

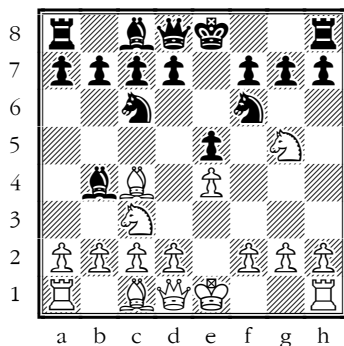
General: You know what you're supposed to be doing, it's just a matter of being a bit more careful and a bit more efficient. Don't be so ready to play Ng5 (see above) and perhaps do something to get your eye in for tactics – either books of puzzles, or playing against a computer, or just practice!

(13) Speake, A-Somerset

1 e4 e5
2 Nf3 Nc6
3 Bc4 Nf6
4 Nc3 Bb4

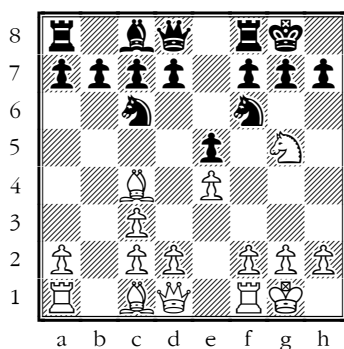
[4...Nxe4]

5 Ng5



Trying to win the game on its own... usually a waste of time.

5 ... 0-0
6 0-0 Bxc3
7 bxc3



7 ... d6

[7...Nxe4]

8 Nf3

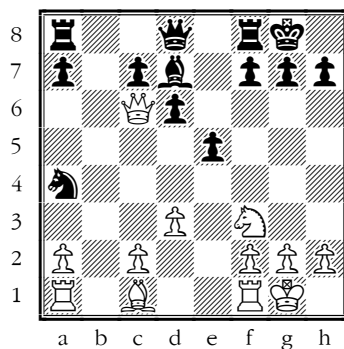
[8.Re1]

8 ... Nxe4
9 d3 Nxc3

Oops

10 Qe1 Na4
11 Bb5 Nc5

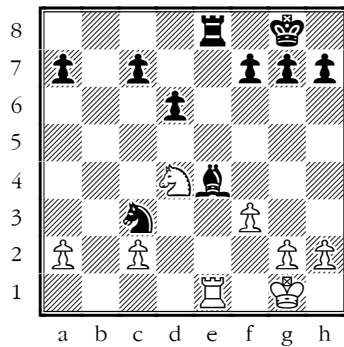
12 Bxc6 bxc6
13 Qc3 Na4
14 Qxc6 Bd7



15 Bg5

Ooh, you really need to count better!

15 ... Bxc6
16 Bxd8 Raxd8
17 Nd2 Nc3
18 Rfe1 Rfe8
19 Nc4 e4
20 dxe4 Nxe4
21 Ne3 Nc3
22 Nf5 Rxe1+
23 Rxe1 Be4
24 Nd4 Re8
25 f3



25 ... c5

[25...Bc6 is safer]

26 Nf5 d5
27 h3 g6
28 Nd6 Re6
29 Nxe4 dxe4

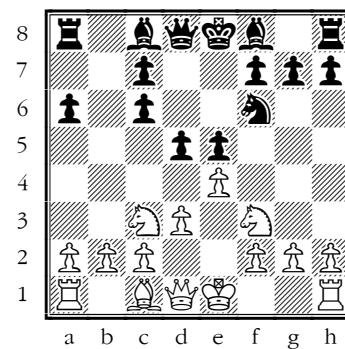
30 fxe4 Rxe4
31 Rxe4

Perhaps this was forced, or perhaps it doesn't make any difference, but the only try to hold this game was to keep your last piece.

31 ... Nxe4
32 Kf1 Nc3
33 a3 a5
34 Ke1 Nb1
35 a4 0-1

(14) Speake, A-Somerset

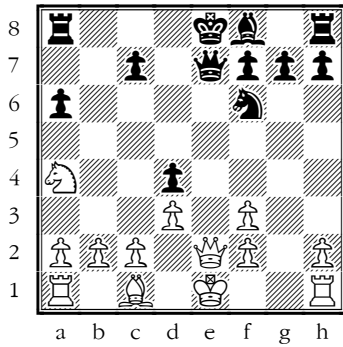
1 e4 e5
2 Nf3 Nc6
3 Nc3 Nf6
4 Bb5 a6
5 Bxc6 bxc6
6 d3 d5



7 exd5 cxd5

Tidies up Black's pawns-no need to be helpful.

8 Nxe5 Qe7
9 Qe2 d4
10 Na4 Bg4
11 Nf3 Bxf3
12 gxf3



White's extra pawn doesn't look at all important.

One of the games saw you going a knight up using a discovery, then losing a rook to become the exchange down...

Now, rooks need open lines, and your opponent didn't have any, so you held the

line pretty well... until you had an accident on the back rank.

[...] 1-0

(36) Glamorgan-Speake,A

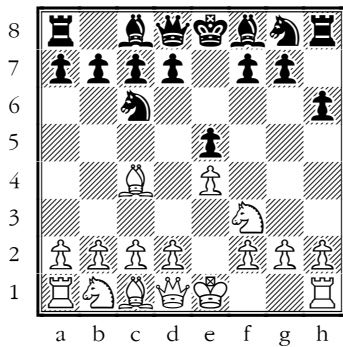
This was a steady game in which you looked more active... Then a rook and a knight were gone . . .

11 Sarah Stegink

General: Not bad, several good ideas and a nice win. I think you need a few better ideas in the opening, but as you play more you will start to dig a bit deeper throughout the game. And that will mean that you don't move your rook's pawns when you can't see what to do straight away!

(10) Somerset-Stegink,S

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 h6

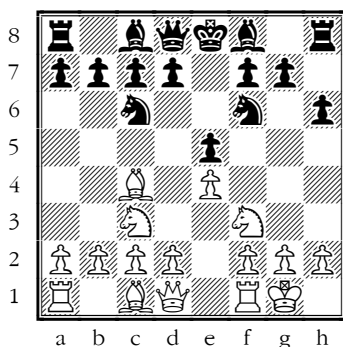


I hate to see this move: even when it's the right move, it usually still means the wrong attitude.

- 4 Nc3

[4.0-0 Nf6 5.d4 is the right attitude from White: fast development and open lines.]

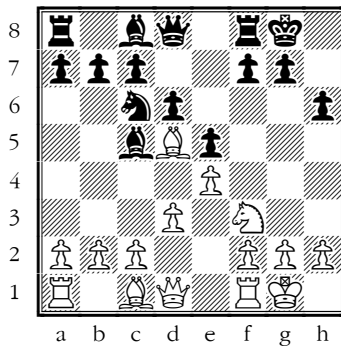
- 4 ... Nf6
- 5 0-0



- 5 ... Bc5

[5...Nxe4 is more risky now White is better developed, but I'd still have a go.]

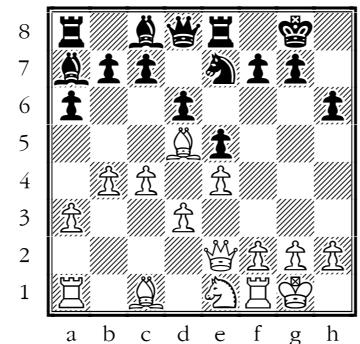
- 6 d3 0-0
- 7 Nd5 Nxd5
- 8 Bxd5 d6



- 9 a3 a6

Two moves which usually tell me the players don't know what to do next. If that's true, you're getting into the wrong sorts of positions.

- 10 b4 Ba7
- 11 c4 Re8
- 12 Qe2 Ne7
- 13 Ne1



- 13 ... Nxd5

[13...c6 The bishop has no squares and can be attacked and won.]

- 14 cxd5 Rf8
- 15 Qf3 b5
- 16 Qg3 Bd7
- 17 Bxh6 Qf6
- 18 Bg5 Qg6
- 19 Nf3

Later I saw you had won a bishop!

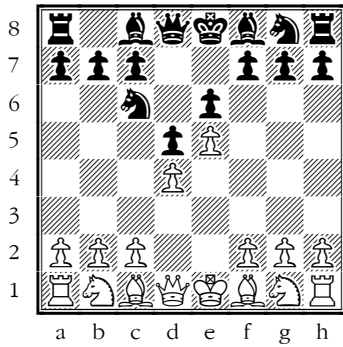
[...] 1-0

(24) Stegink,S-Glamorgan

There was a good attack on f7, and then you were a rook up... and then I saw a checkmate!

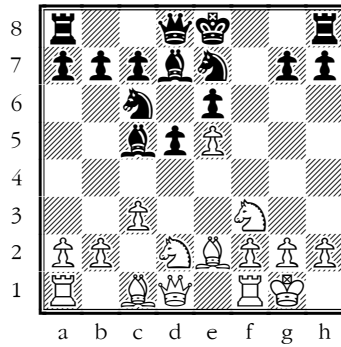
(37) Stegink,S-Glamorgan

- 1 e4 e6
- 2 d4 d5
- 3 e5 Nc6



This stops Black attacking the centre with ...c5.

- 4 Nf3 f6
 5 c3 fxе5
 6 dxe5 Bc5
 7 Be2 Bd7
 8 0-0 Nge7
 9 Nbd2



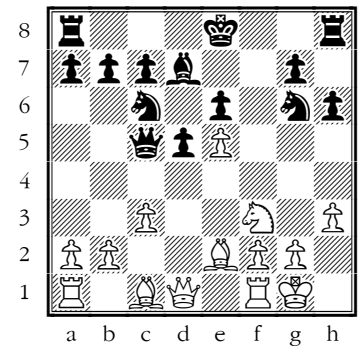
- 9 ... h6
 10 h3

I missed a move somewhere:
 Black had played ...a6.

- 10 ... Ng6
 11 Nb3 Qe7

I was worried you were losing a pawn here...

12 Nxc5 Qxc5



and this is all I had down, but

- 13 Be3 Qe7
 14 Bd4

saves the pawn. I didn't see much of the rest of the game.

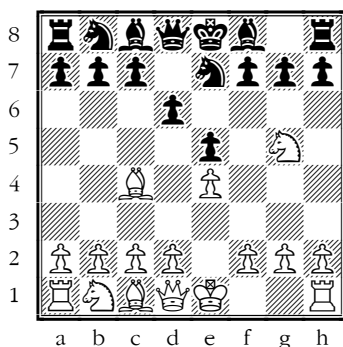
[...] ½-½

12 Blaise Radley

General: I really didn't see any problems with your game. The first few moves that I have below are OK, so I'm not sure what happened later in the games you lost. I certainly think you play Ng5 too readily – try that only if it wins or if you have already connected your rooks. If you have more moves, or more games, I'd be happy to take a look.

(11) Radley, B-Glamorgan

- 1 e4 e5
 2 Bc4 Ne7
 3 Nf3 d6
 4 Ng5



...was all I saw – an uncomfortable start for Black! [Normally, I don't think Ng5 is a good idea but here it works fine.]

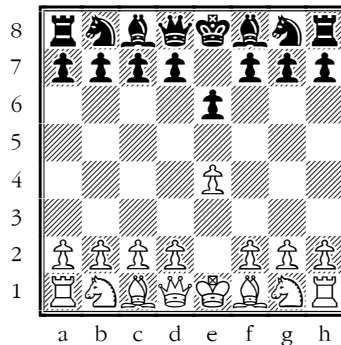
4... d5

was worth a go, perhaps.

1-0

(25) Somerset-Radley, B

- 1 e4 e6



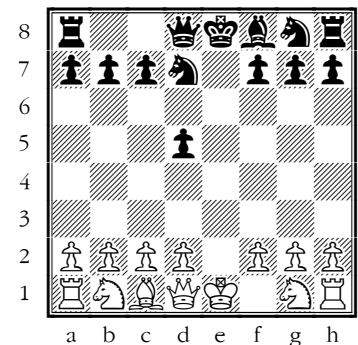
- 2 Bc4

walks into...

- 2 ... d5
 3 exd5

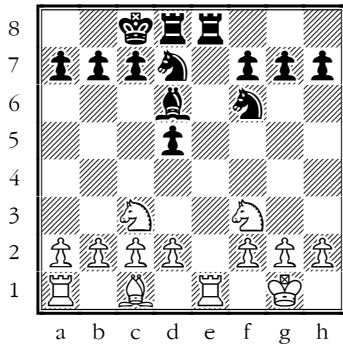
Frees Black's Bishop...

- 3 ... exd5
 4 Bb5+ Bd7
 5 Bxd7+ Nxd7



Now Black has a stake in the centre and a lead in development!

- 6 Nf3 Qe7+
 7 Qe2 Qxe2+
 8 Kxe2 0-0-0
 9 Re1 Bd6
 10 Kf1 Ng6
 11 Kg1 Rhe8
 12 Nc3

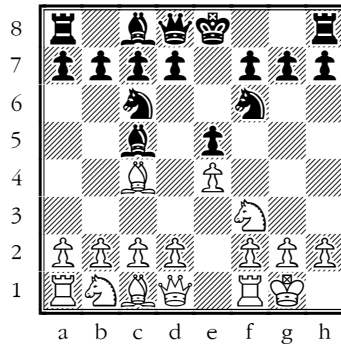


Black is doing really well here... I don't know what went wrong later.

[. . .] 1-0

(38) Somerset-Radley, B

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Bc5
- 4 0-0 Nf6

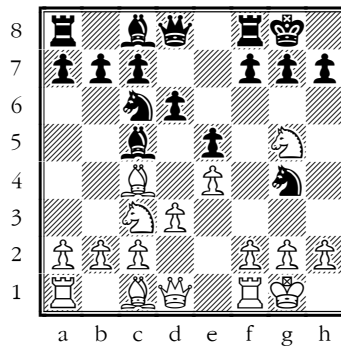


5 Ng5

Moves like this are usually a waste of time.

[5.d4 is an interesting gambit here...]

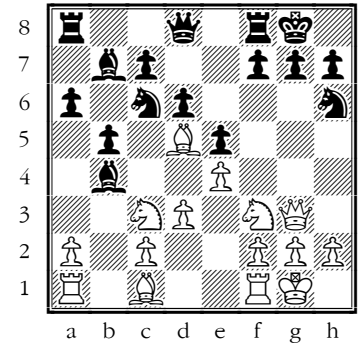
- 5 ... 0-0
- 6 Nc3 d6
- 7 d3 Ng4



a b c d e f g h

These attacks on "bishop 2" by both sides have proved pointless...

- 8 Qf3 Nh6
- 9 Qg3 a6
- 10 Nf3 b5
- 11 Bd5 Bb7
- 12 b4 Bxb4



All OK for Black so far... later I saw you were an exchange up.

[. . .] 0-1

R Tom Hender

General: one great idea: knight forks on "bishop 2". Need more of a plan than that, even in the opening. I don't really care if you can win when your opponents miss your idea – you have to play moves that are good no matter what your opponent plays!

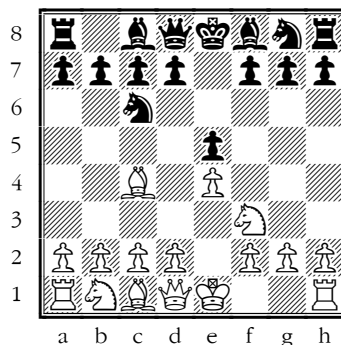
(12) Hender, T-NN

There was a big clear-out on the queen's-side, then a punch-up on the King's-side

The Black queen then vanished and the Black king got caught in a mating net

(26) Hender, T-NN

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4



3 ... Na5

Waste of a move.

4 d3

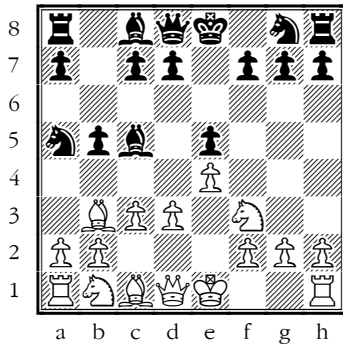
[4.Bxf7+ Kxf7 5.Nxe5+ gets two pawns and an attack for the piece... probably not worth it, but this should

have been the first idea you thought of!]

- 4 ... b5
- 5 Bb3 Bb4+

White can put a piece in the way, but putting the pawn in the way gains time to take over the centre.

- 6 c3 Bc5

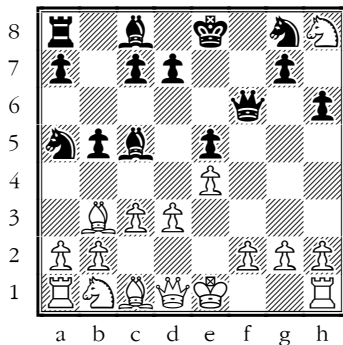


Here you have a choice of either getting ahead in development, or gaining control of the centre—instead you make another move with a developed piece, and Black could have got back into it.

7 Ng5

[7.Bg5; 7.Be3; 7.d4]

7 ... h6
8 Nxf7 Qe7
9 Nxh8 Qf6



10 Bxg8

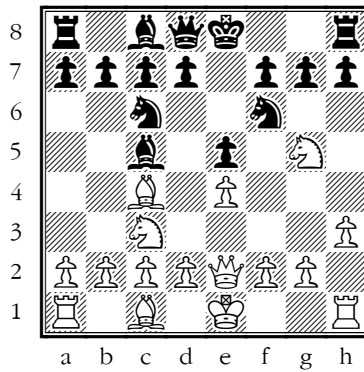
Sleepy!

10 ... Qxf2#

(39) NN-Hender, T

1 e4 e5
2 Bc4 Nf6
3 Nc3 Bc5
4 Nf3 Ng4
5 Qe2 Nc6
6 h3 Nf6

7 Ng5



Both sides are still fixed on "bishop 2". This is not enough of a plan to win a chess game with against a careful opponent!

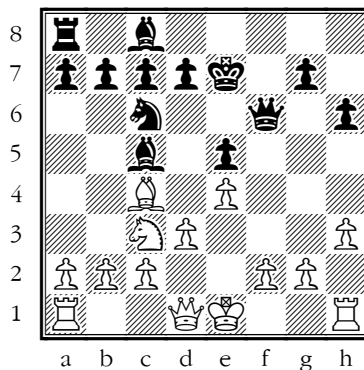
7 ... Ke7?

Black is not careful...

8 Nxf7 Qe8
9 Nxh8 Qxh8
10 Qf3 Nd4
11 Qd1 Qf8
12 d3 Nc6

Black's expedition with the knight was a waste of time, but so is retreating it. Black should be concentrating on getting the whole team on the pitch!

13 Bg5 h6
14 Bxf6+ Qxf6



15 Qg4

[15.Nd5+! This move is possible for a long time...]

15 ... d6
16 Qg3 Nb4
17 Rc1

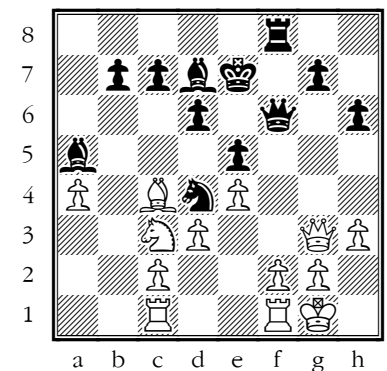
[17.0-0-0]

17 ... a6
18 a3 Nc6
19 Rd1

Not sure what it's doing there. Is White planning to play d3-d4?

[19.0-0]

19 ... Nd4
20 0-0 Bd7
21 Rc1 Rf8
22 b4 Bb6
23 a4 a5
24 bxa5 Bxa5
25 Nb5

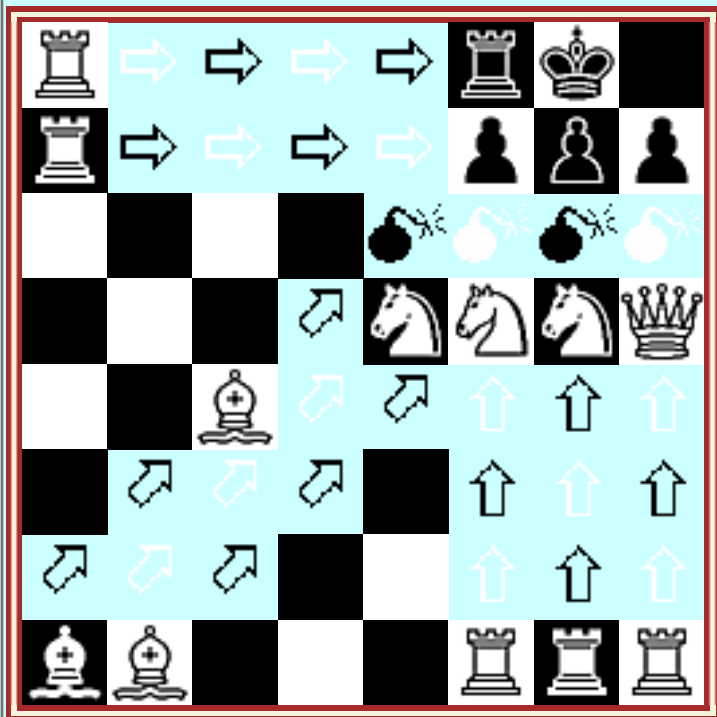


At last the knight moves, but to the wrong square... and this time Black has a deadly fork!

25 ... Ne2+
26 Kh1
 [...] **0-1**

Exeter Chess Club: Attacking the castled King

[eighth rank](#)
[seventh rank](#)



Explosions on

[f7,g7](#) and [h7](#); and

on [e6,f6,g6](#) and [h6](#)

Knights on [e5](#), [f5](#) or [g5](#)

[f-file](#)

[g-file](#)

[h-file](#)

[Italian diagonal](#)
[Long diagonal](#)
['Classic' diagonal](#)

Contents

Here's a selection of basic attacking ideas for attacking the King castled king's-side; the Queen's-side stuff at the end needs attention. These are the building blocks from which winning attacks are made; examples from actual play are given below. Unless you are playing a particularly unalert opponent, one idea alone will not be forceful enough to win: rather, each decisive idea is usually accompanied by a "supporting cast" of other features of the position.

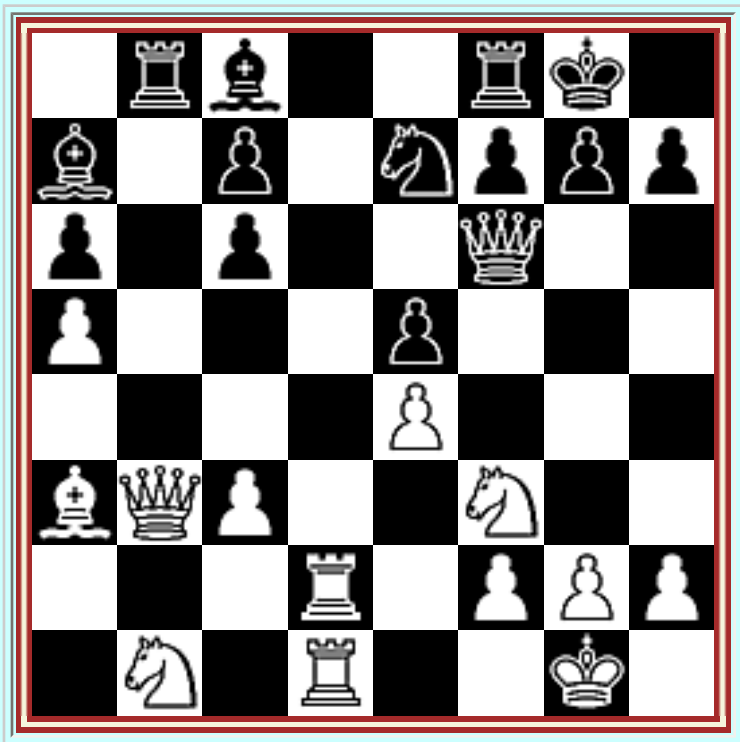
1. [Rook on eighth rank](#)
2. [Rook on seventh rank](#)
3. [Italian diagonal](#)

4. [Long diagonal](#)
 5. [Classic diagonal](#)
 6. [Open f-file](#)
 7. [Open g-file](#)
 8. [Open h-file](#)
 9. [Knight on e5](#)
 10. [Knight on f5](#)
 11. [Knight on g5](#)
 12. [Explosion on e6](#)
 13. [Explosion on f6](#)
 14. [Explosion on g6](#)
 15. [Explosion on h6](#)
 16. [Explosion on f7](#)
 17. [Explosion on g7](#)
 18. [Explosion on h7](#)
 19. [Creating weaknesses](#)
 20. [Castling Queen's-side](#)
 21. [Boden's mate](#)
-

Rook on eighth rank

Example: Nielsen - Bohm, Hans [C52] cr, 1979

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Ba5 6.d4 d6 7.Qb3 Qd7 8.
dxe5 dxe5 9.0-0 9...Bb6 10.Rd1 Qe7 11.a4 a6 12.Ba3 Qf6 13.a5 Ba7 14.
Bd5 Nge7 15.Ra2 0-0 16.Bxc6 bxc6 17.Rad2 Rb8**

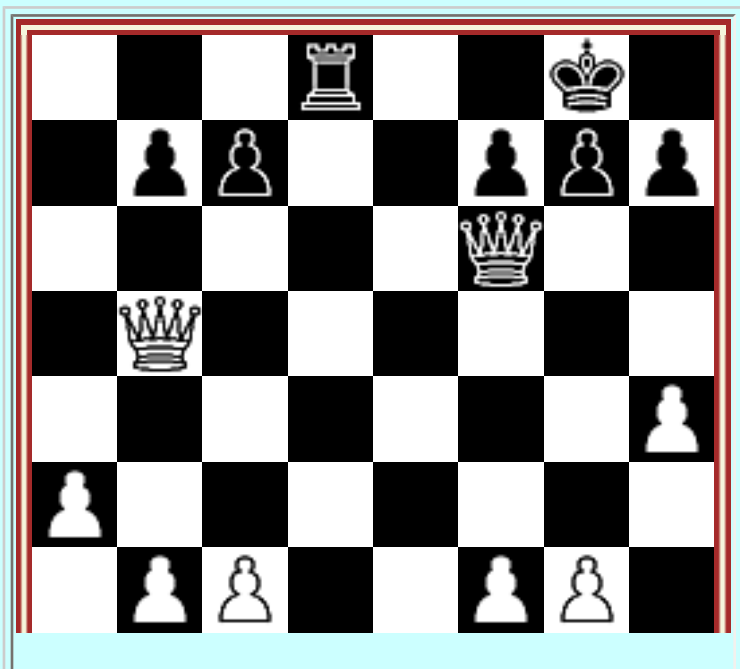


Supporting cast: Bishop on a3-f8

18.Rd8 Bg4 19.Qxb8 1-0

Perhaps its most common setting is in the late middle-game or ending:

Example: Regis-Springall, Paignton 1996





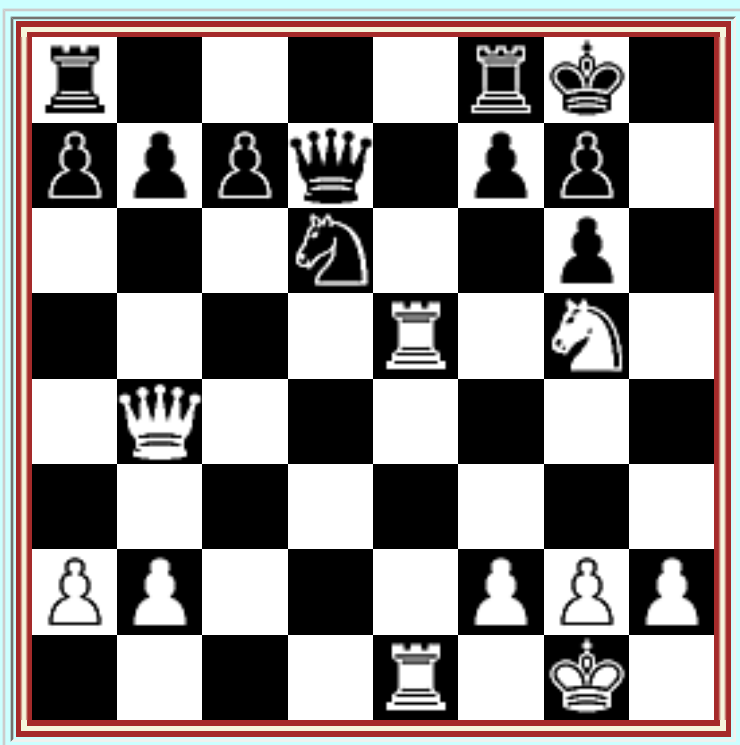
Supporting cast: Queen with access to e8

26...b6?? 27 Qe8+

Rook on seventh rank

Example: Bastian,Herbert - Eng,Holger [C54] Bad Neuenahr ch-DE (10), 1984

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Bxd2 + 8.Nbxd2 d5 9.exd5 Nxd5 10.Qb3 Nce7 11.O-O O-O 12.Rfe1 Nb6 13.Bd3 Bf5 14.Rxe7 Bxd3 15.Rae1 Bg6 16.Nh4 Nc8 17.Nxg6 hxg6 18.R7e5 Qxd4 19.Nf3 Qd7 20.Ng5 Nd6 21. Qb4



Supporting cast: Knight on g5

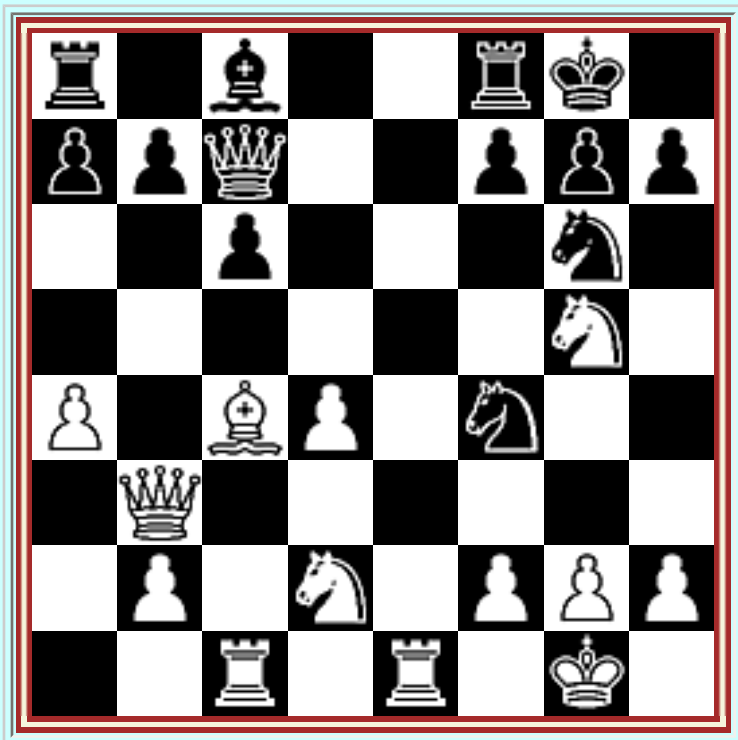
21...f6 22.Re7 Qb5 23.Rxg7+ Kxg7 24.Re7+ Rf7 [24...Kg8 25. Qh4+-] 25.Rxf7+ Nxf7 26.Ne6+ 1-0

Italian diagonal

This is surely the most basic attacking theme and is present throughout the examples below. I give two more direct examples:

Example: Schiffers - Harmonist [C55] Frankfurt, 1887

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Bxd2 + 8.Nbxd2 d5 9.exd5 Nxd5 10.Qb3 Nce7 11.O-O O-O 12.Rfe1 c6 13.a4 Qc7 14.Rac1 Nf4 [14...Qf4] 15.Ng5 Neg6

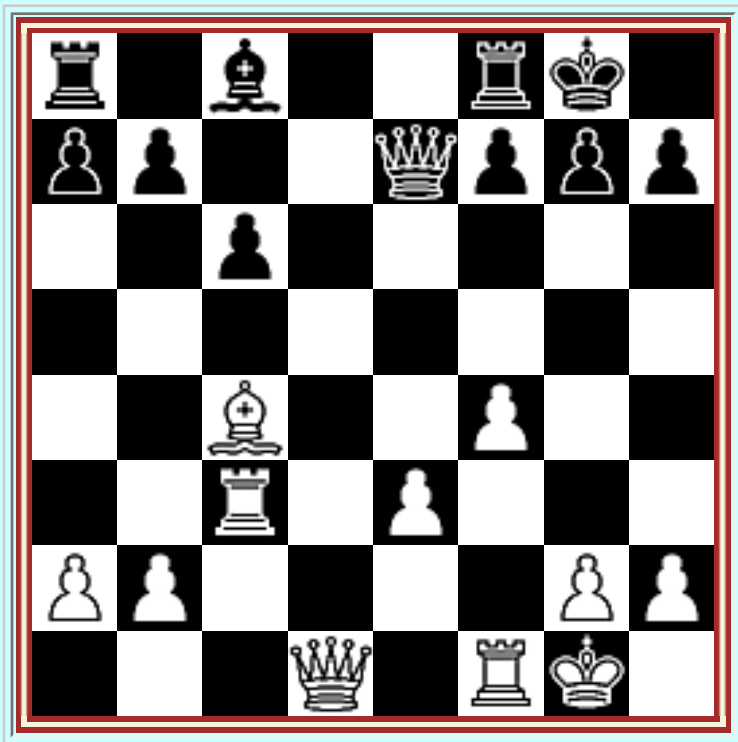


Supporting cast: Knight on g5, Rook on eighth rank(!)

16.Re8 Rxe8 17.Bxf7+ Kh8 18.Bxe8 Ne2+ 19.Kh1 Nxc1 20.Nf7+ Kg8 21.Nh6+ Kf8 22.Qg8+ Ke7 23.Bxg6 hxg6 [23...gxh6 24.Qf7+ Kd6 25.Ne4#] 24.Qxg7+ Kd8 25.Qf8+ Kd7 26.Ne4 Qd8 27.Qd6+ Ke8 28.Nf6+ 1-0

Example: euwe - thomas [D69] (EUWE), 1934

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 Nbd7 7.Rc1 c6 8.Bd3 dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.0-0 Nxc3 12.Rxc3 Black now plays the final part of Capablanca's freeing manoeuvre. 12...e5 13.dxe5 Nxe5 14.Nxe5 Qxe5 15.f4 Qe7 White has a temporary advantage in development, which is particularly clear in the positions of the Bishops. If White does not seize the moment, the advantage will vanish, and Black's last move gives White the chance he needs.



Supporting cast: Rooks on f- and c-files

16.f5 b5 17.Bb3 b4 18.f6 gxf6 19.Rxc6 Qxe3+ 20.Kh1

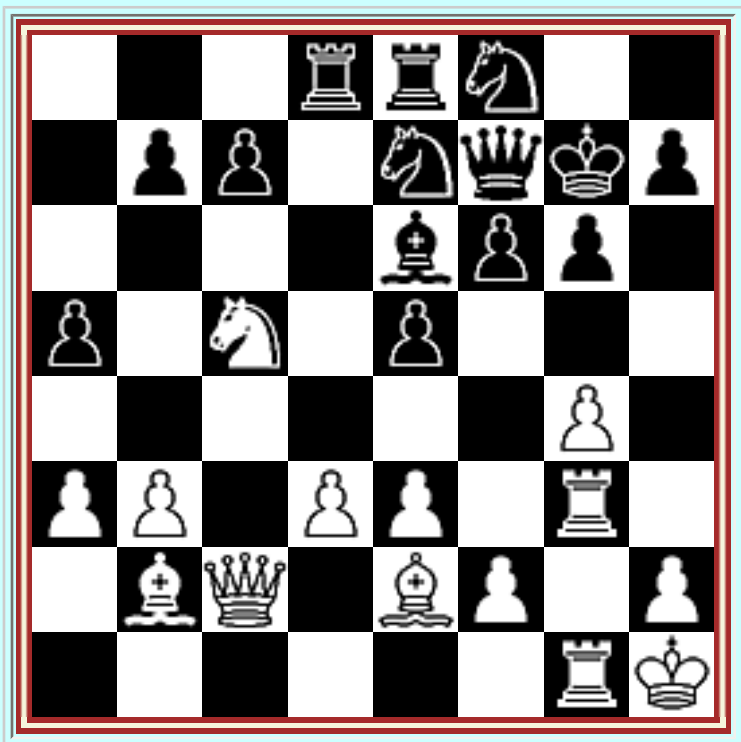
Now White can count up several advantages - good Bb3, good Rooks, exposed enemy King. Black may still organise a defence, given time. 20...Bb7 Now each Bishop looks good, but the other advantages have yet to be neutralised. [20...Be6

costs a pawn: 21.Bxe6 fxe6 22.Qg4+ Qg5 (22...Kh8 23.Rc7) 23.Qxe6+ Kh8 24.Rxf6 Rg8 (24...Rfe8 25.Qf7) 25.Rf2; 20...f5 21.Qh5] 21.Rcxf6 Qe4 22.Qd2 Kh8 [22...Rad8 23.Qg5+ Kh8 24.Rxf7] **23.Bxf7 Rac8** [23...Rad8 with good drawing chances 24.Qg5 (24.Qf2 Qe7 25.Bb3 Rxf6 26.Qxf6+ Qxf6 27.Rxf6 Bd5) 24...Rg8 25.Bxg8 Rxg8 26.Rf8 Qxg2+ =] **24.R6f2 Rcd8** [24...Qg4] **25.Qg5 25...Rd6** [25...Qd4 26.Bd5 Qg7 (26...Rxf2 27.Qxd8+ Kg7 28.Qg5+ Kf8 29.Qg8+ Ke7 30.Re1+ Kd6 31.Bxb7) 27.Rxf8+ Rxf8 28.Rxf8+ Qxf8 29.Qe5+ Qg7 30.Qe8+] **26.Bd5 1-0 26...Rxf2 27.Qg8# 1-0**

Long diagonal

Example: Fischer,Robert J - Andersson,Ulf [A01] Siegen Exhibition Game, 1970

1.b3 e5 2.Bb2 Nc6 3.c4 Nf6 4.e3 Be7 5.a3 0-0 6.Qc2 Re8 7.d3 Bf8 8.Nf3 a5 9.Be2 d5 10.cxd5 Nxd5 11.Nbd2 f6 12.0-0 Be6 13.Kh1 Qd7 14.Rg1 Rad8 15.Ne4 Qf7 16.g4 g6 17.Rg3 Bg7 18.Rag1 Nb6 19.Nc5 Bc8 20.Nh4 Nd7 21.Ne4 Nf8 22.Nf5 Be6 23.Nc5 Ne7 24.Nxg7 Kxg7



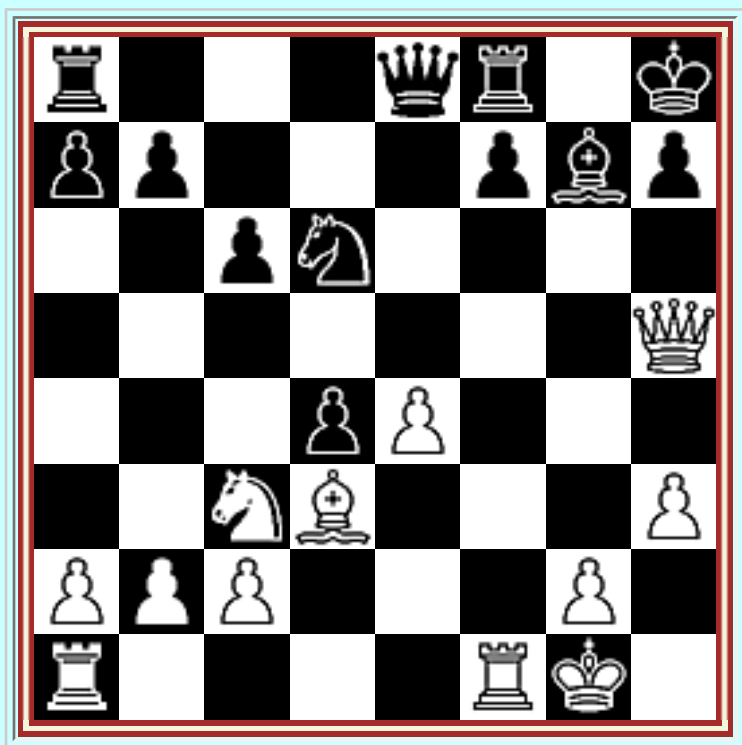
Supporting cast: Rooks on g-file

25.g5 Nf5 26.Rf3 b6 27.gxf6+ Kh8 28.Nxe6 Rxe6 29.d4 exd4 30.Bc4 d3 31.
Bxd3 Rxd3 32.Qxd3 Rd6 33.Qc4 Ne6 34.Be5 Rd8 35.h4 Nd6 36.Qg4 Nf8 37.
h5 Ne8 38.e4 Rd2 39.Rh3 Kg8 40.hxg6 Nxg6 41.f4 Kf8 42.Qg5 Nd6 43.
Bxd6+ 1-0

Classic diagonal

Example: Fischer,R - Benko,P [B09] USA-ch, 1963

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.f4 Nf6 5.Nf3 O-O 6.Bd3 Bg4 7.h3 Bxf3 8.Qxf3
Nc6 9.Be3 e5 10.dxe5 dxe5 11.f5 gxf5 12.Qxf5 Nd4 13.Qf2 Ne8 14.O-O
Nd6 15.Qg3 Kh8 16.Qg4 c6 17.Qh5 Qe8 18.Bxd4 exd4



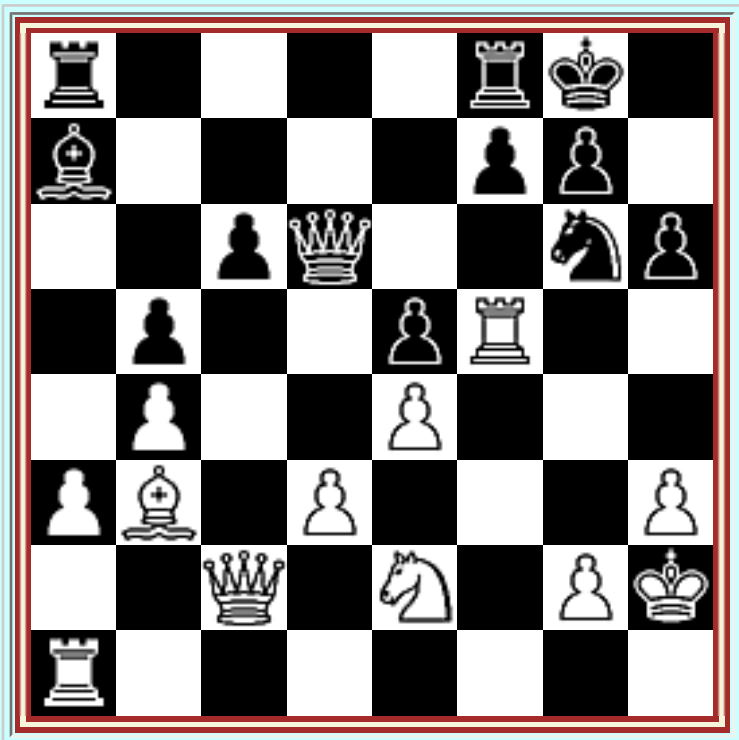
Supporting cast: Rook on f-file

19.Rf6 Kg8 20.e5 h6 21.Ne2 1-0

Open f-file

Example: Spielmann R - Tarrasch, S [C30] Karlsbad, 1923

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. c3 Bg4 5. fxe5 dxe5 6. Qa4+ Bd7 7. Qc2 Nc6
8. b4 Bd6 9. Bc4 Nf6 10. d3 Ne7 11. O-O Ng6 12. Be3 b5 13. Bb3 a5 14. a3
axb4 15. cxb4 O-O 16. Nc3 c6 17. h3 Qe7 18. Ne2 Bb8 19. Kh2 Ba7 20.
Bg5 h6 21. Bxf6 Qxf6 22. Nfd4 Qd6 23. Nf5 Bxf5 24. Rxf5



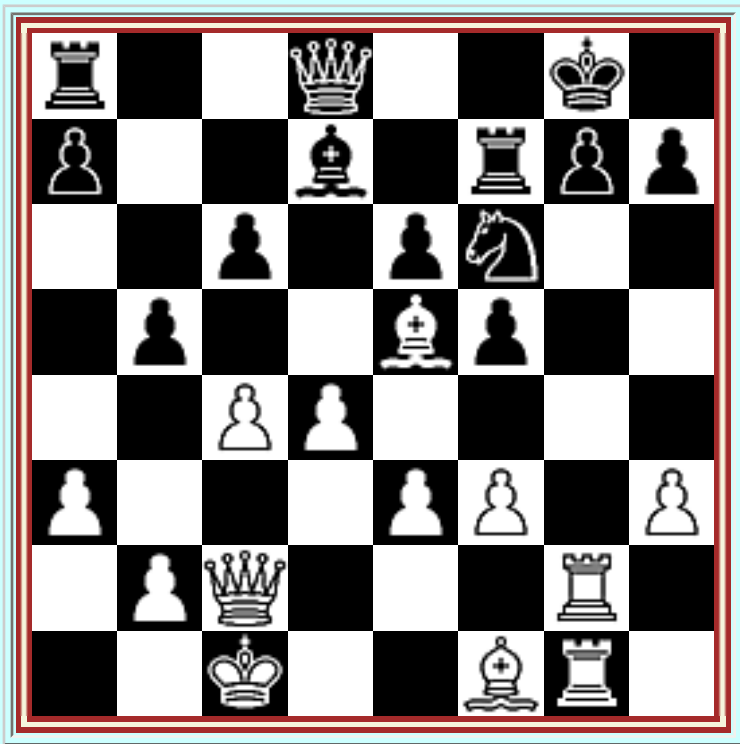
Supporting cast: Bishop on Italian diagonal

24... Nf4 25. Rf1 g6 26. R1xf4 exf4 27. e5 Qe7 28. Rf6 Kg7 29. d4 Bxd4
30. Bxf7 Bxe5 31. Qxg6+ 1-0

Open g-file

Example: Tarrasch - von Scheve, Leipzig [D37] 1894

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 6.e3 Nbd7 7.h3 Ne4 Tarrasch says: White will now pull the d-pawn to e4, attack it with f3, recapture with gxf3, attack down the g-file, and win. **8.Nxe4 dxe4 9.Nd2 Bb4 10.a3 Bxd2+ 11.Qxd2 0-0 12.Qc2 f5 13.Bd6 Re8 14.0-0-0 Nf6 15.Be5 Bd7 16.f3 exf3 17.gxf3 b5 18.Rg1 Rf8 19.Rd2 Rf7 20.Rdg2** All predictions fulfilled!



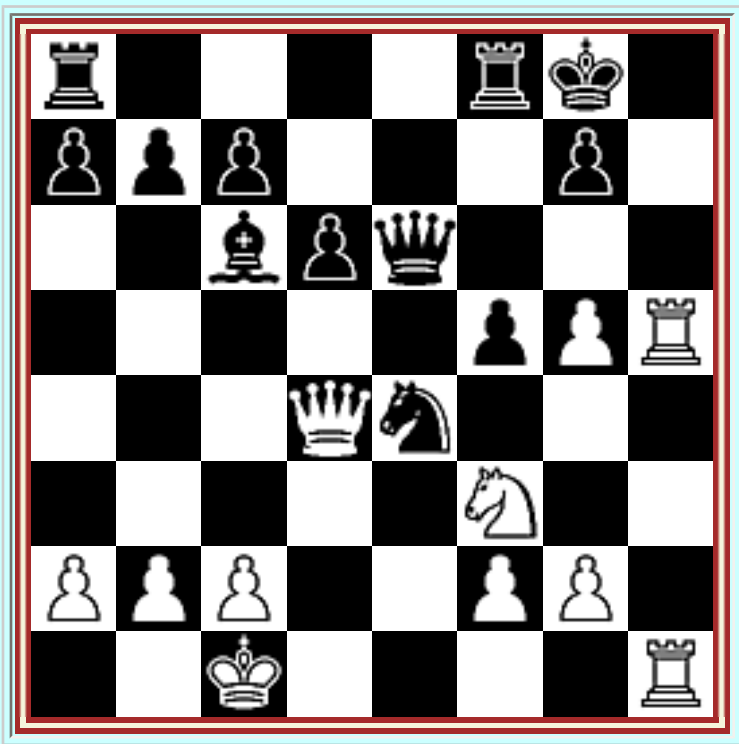
Supporting cast: Queen on h-file

20...a5 21.Qf2 Ne8 22.Rg5 Qe7 23.Qh4 Nf6 24.Qh6 Ra7 25.Bd6 Qxd6 26.Rxg7+ Kf8 27.Rxh7+ Ke7 28.Rxf7+ Kxf7 29.Rg7+ Kf8 30.Qxf6+ 1-0

Open h-file

Example: Alekhine - Van Mindeno, NLD [C62], 1938

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4 5.Qxd4 Bd7 6.Bxc6 Bxc6 7.Nc3 Nf6 8.Bg5 Be7 9.O-O-O O-O 10.h4 h6 White has an advantage in space. The following Bishop offer is well known, sacrificing a piece to open the h-file against the King. 11.Nd5 hxg5 12.Nxe7 + but that's the mark of the master: exchanging a defender of the King's-side, when the recapture hxg5 will remove the other 12...Qxe7 13.hxg5 Nxe4 14.Rh5 Qe6 15.Rdh1 Threatening mate. 15...f5



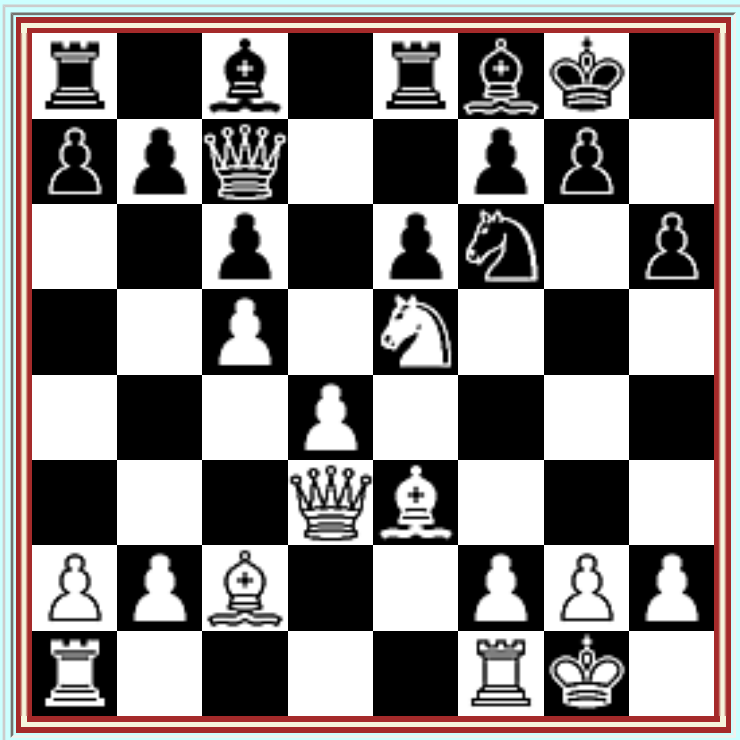
Supporting cast: Knight on e5, Pawn on g5

how does White finish? The three pieces that can hit the f7 square and threaten mate all seem stymied (g5-g6, Nf3-e5, Qd4-c4)... 16.Ne5 [16.g6 Qxg6 17.Qc4+ d5] 16...dxe5 17.g6 A marvelously energetic display.[17.g6 Qxg6 18.Qc4+] 1-0

Knight on e5

Example: Pillsbury,H - Winawer,S Budapest, 1896

1.d4 d5 2.c4 e6 3.Nc3 c6 4.e3 Nf6 5.Nf3 Nbd7 6.Bd3 Bd6 7.0-0 0-0 8.e4
dxe4 9.Nxe4 Nxe4 10.Bxe4 Nf6 11.Bc2 h6 12.Be3 Re8 13.Qd3 Qc7 14.c5
Bf8 15.Ne5



Supporting cast: Queen and Bishops on diagonals

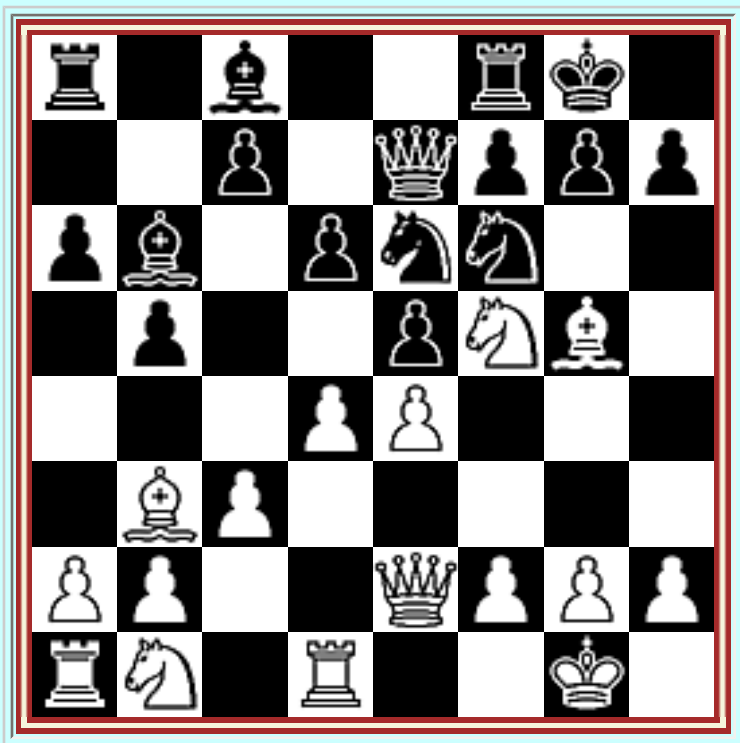
15...Bxc5 16.Bxh6 Bxd4 17.Qxd4 gxh6 18.Qf4 Nd5 19.Qxh6 f6 20.f4 Re7
21.Ng6 1-0

"The master places a Knight on e5; mate follows by itself" - TARTAKOWER

Knight on f5

Example: yates - rubinstein, budapest [C77] 1926

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.Qe2 b5 6.Bb3 Bc5 7.c3 O-O 8.O-O d6 I don't know this line, but the active ...Bc5 looks inconsistent with this solid defensive move 9. Rd1 Qe7 [9...Bg4] 10.d4 Bb6 11.Bg5 Nd8 12.Nh4 So often the f5 square is the forward post for a King's-side attack in the open games with e4/e5. 12...Ne6



Supporting cast: Bishop on Italian diagonal, Queen

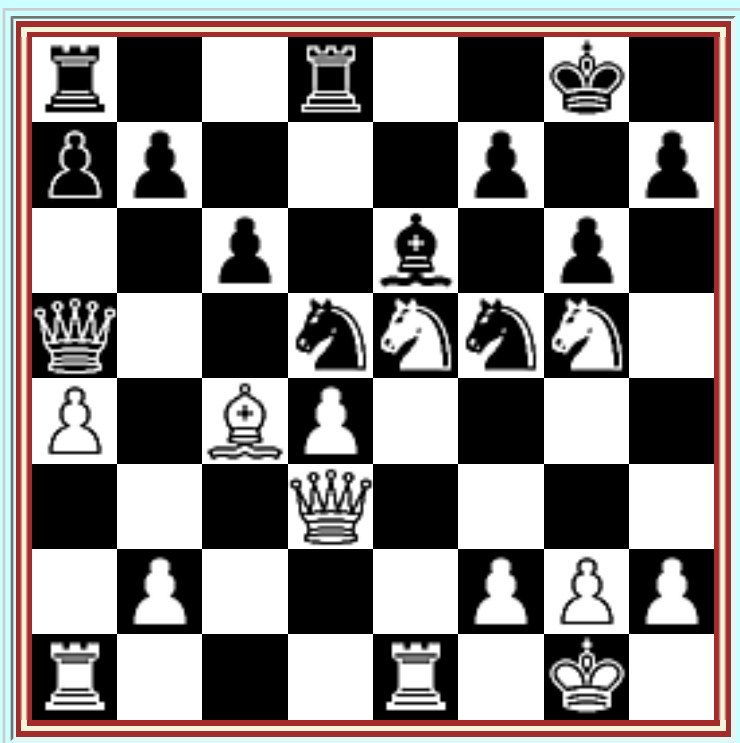
13.Nf5 Qe8 14.Bxf6 gxf6 15.Bxe6 resigns 15...fxe6 16.Qg4+ Qg6 17.Ne7+ 1-0

Knight on g5

Example: littlewood(blindfold) - paish [C54] 1993

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Bxd2 + 8.Nbxd2 d5 9.exd5 Nxd5 10.Qb3 Nce7 11.O-O O-O 12.Rfe1 c6 13.a4 Fritz

knows about several alternatives here: h6, Qb6, Qb7, Rb8, b6 and so on Littlewood's opponent found a new one, but the decentralising ...Qa5 does little towards getting Black's position sorted **13...Qa5 14. Ne4 Rd8 15.Ne5 Nf5 16.Qd3 Be6 17.Ng5 g6**



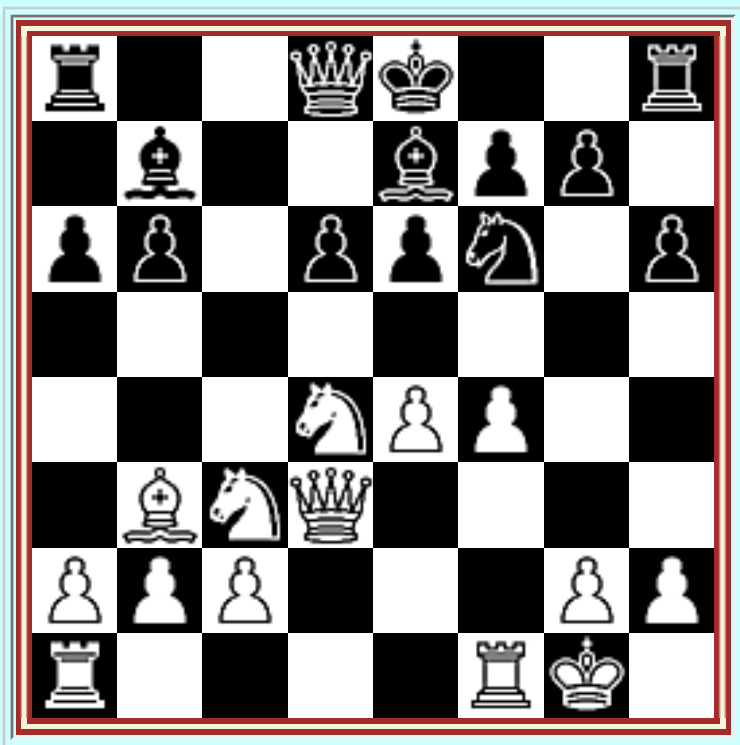
Supporting cast: Queen on h-file

18.Qh3 Nd6 19.Qxh7+ Kf8 20.Nxe6+ fxe6 21.Bxd5 and Nxc6+ 1-0

Explosion on e6

Example: (45) stean,m - browne,w [B94] sacrifice on e6 by knight in Sicilian, 1974

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 Nbd7 7.Bc4 e6 8.O-O h6 9.Bxf6 Nxf6 10.Bb3 b6 11.f4 Bb7 12.Qd3 Be7



Supporting cast: Bishop on Italian diagonal

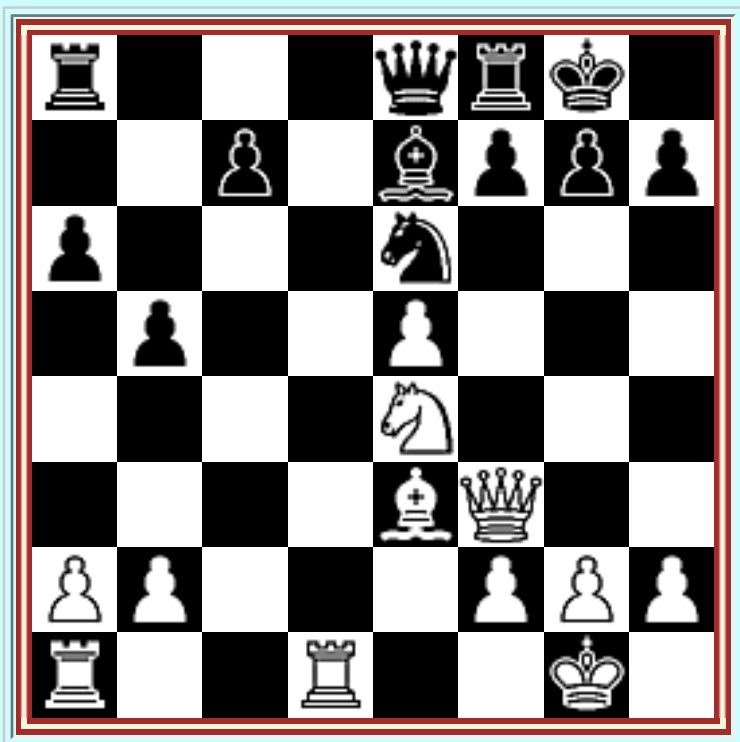
13.Nxe6 a common theme in these Paulsen/Scheveningen Sicilian positions **13...fxe6 14.Bxe6 b5 15.e5 Qb6+ 16.Kh1 dxe5 17.Qg6+ Kd8 18.Qf7 Qc5 19.fxe5 Bxg2+ 20.Kxg2 Rf8 21.Rad1+ Kc7 22.Qxg7 Rg8 23.exf6 Rxg7+ 24.fxg7 Bd6 25.Rf7+ Kc6 26.Bd5+ Kb6 27.Bxa8 Qg5+ 28.Kh1 Be5 29.b4 a5 30.Rb7+ Kc6 31.g8Q Qxg8 32.Rb8+** Stean won the brilliancy prize for this game **1-0**

Explosion on f6

Perhaps the commonest is the sacrifice **Rf1xNf6** to eliminate the key defender of h7. But there is another that should be in every player's repertoire:

Example: Karpov,An (2700) - Kortschnoj,V (14) (2695) [C80] Wch30-Merano, 1981

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.Nbd2 Nc5 10.c3 d4 11.Bxe6 Nxe6 12.cxd4 Ncxd4 13.Ne4 Be7 14.Be3 Nxf3+ 15.Qxf3 0-0 16.Rfd1 Qe8



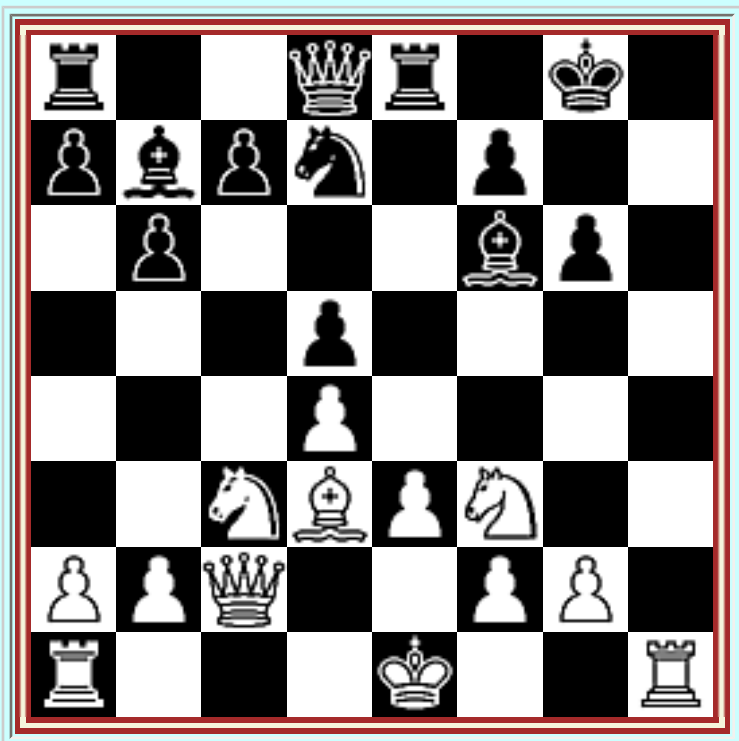
Supporting cast: Pawn on e5

17.Nf6+ Bxf6 18.exf6 Qc8 19.fxg7 Rd8 20.h4 c5 21.Rac1 Qc7 22.h5 Qe5
 23.h6 Qxb2 24.Rd7 Rxd7 25.Qxa8+ Rd8 26.Qxa6 Qe2 27.Rf1 Rd1 28.Qa8+
 Rd8 29.Qc6 b4 30.Qa4 Qd3 31.Rc1 Qd5 32.Qb3 Qe4 33.Qc2 Qxc2 34.Rxc2
 f5 35.f4 Kf7 36.g4 Rd5 37.gxf5 Rxf5 38.Rd2 Rf6 39.Rd7+ Kg8 40.f5 Rxf5
 41.Re7 Nxg7 42.Rxg7+ Kh8 43.Rc7 Kg8 44.Bxc5 Rg5+ 45.Kf2 Rg6 46.Be3
 1-0

Explosion on g6

Example: (48) marshall - burn [D55] 1900

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 b6 7.Bd3 Bb7 8.cxd5
 exd5 9.Bxf6 Bxf6 10.h4 the Bxh7 theme looms - Black adopts radical therapy 10...g6 11.
 h5 Re8 12.hxg6 hxg6 13.Qc2 Nd7



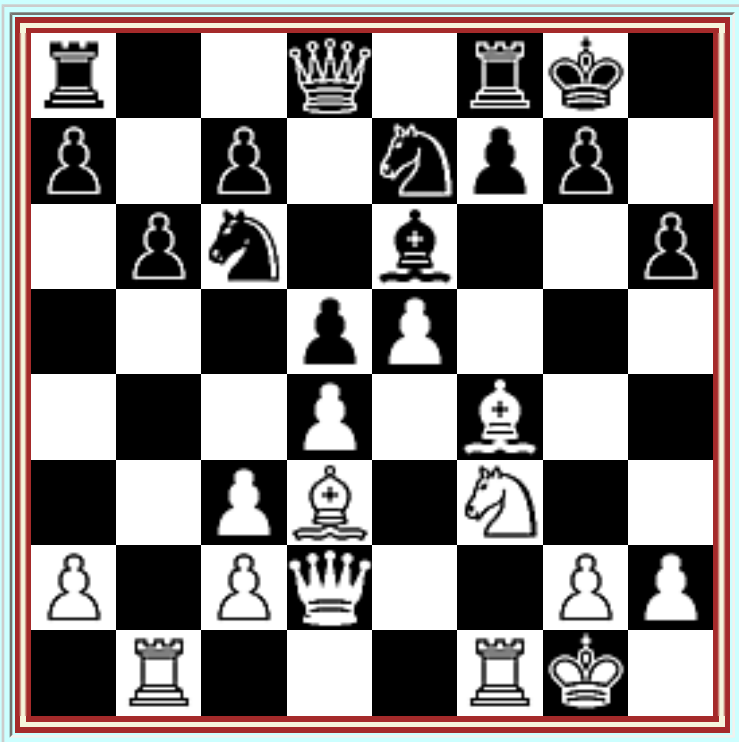
Supporting cast: Rook on h-file, Queen on classic diagonal

Marshall must have thought for SECONDS over this next one... **14.Bxg6 fxc6 15.Qxg6+ Bg7 16.Ng5 Qf6 17.Rh8+ Kxh8 18.Qh7# 1-0**

Explosion on h6

Example:(50) blackburne - blanchard (london) [C30] sacrifice on h6 by B, 1891

1.e4 e5 2.f4 Bc5 3.Nc3 Nc6 4.Nf3 exf4 ? 5.d4 Bb4 6.Bxf4 d5 7.e5 Bxc3+ 8.bxc3 Be6 9.Bd3 h6 10.0-0 Nge7 11.Rb1 a rook's first duty is to sieze the open files (or half-open ones) **11...b6 12.Qd2 0-0 optimistic**



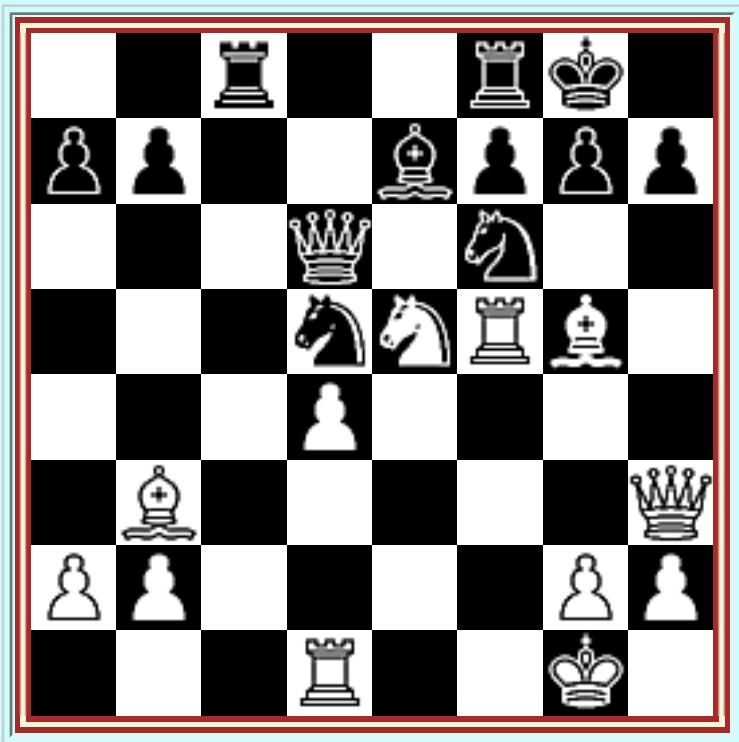
Supporting cast: Bishop on classic diagonal, Knight with access to g5

13.Bxh6 sacrifices like this don't take much thought... **13...gxh6 14.Qxh6 Ng6 15.Ng5 Re8 16.Rxf7** [16.Qh7+ or 16.Bxg6 both win] **16...Bxf7 17.Qh7+ Kf8 18.Qxf7# 1-0**

Explosion on f7

Example:(46) botvinnik - vidmar (nottingham) [D60] 1936

1.c4 e6 2.Nf3 d5 3.d4 Nf6 4.Nc3 Be7 5.Bg5 0-0 6.e3 Nbd7 7.Bd3 c5 8.0-0 cxd4 9.exd4 dxc4 10.Bxc4 Nb6 11.Bb3 Bd7 12.Qd3 Nbd5 13.Ne5 Bc6 14.Rad1 Nb4 15.Qh3 Bd5 16.Nxd5 Nbxid5 17.f4 Rc8 18.f5 exf5 19.Rxf5 Qd6



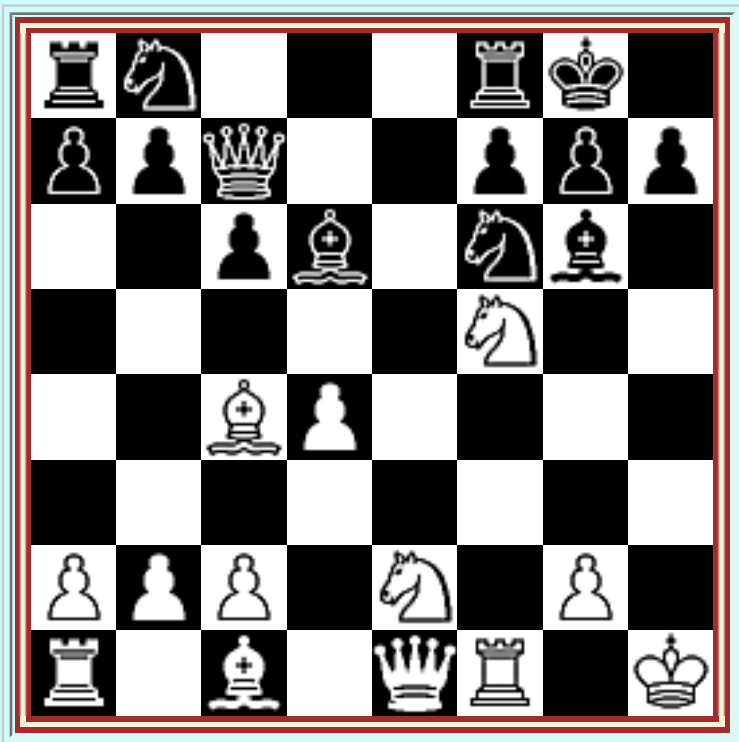
Supporting cast: Bishop on Italian diagonal, Rook on f-file

20.Nxf7 Rxf7 21.Bxf6 Bxf6 22.Rxd5 Qc6 23.Rd6 Qe8 24.Rd7 1-0

Explosion on g7

Example: (49) nn - nn (lombardy) [B18] sacrifice on g7 by N, 1994

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.Bc4 e6 7.N1e2 Nf6 8.O-O Bd6 9.f4 Qc7 [9...Nh5] 10.f5 exf5 11.Nxf5 Bxh2+ 12.Kh1 O-O [12...Bxf5] 13.Qe1 Bd6



Supporting cast: Bishop on Italian diagonal, Rook on f-file

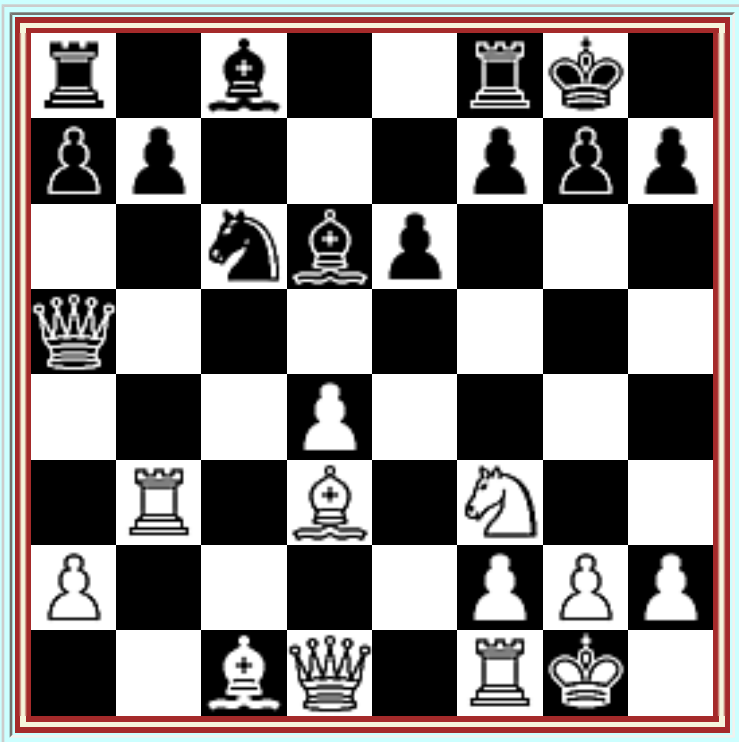
14.Nxg7 Kxg7 15.Rxf6 Nd7 [15...Kxf6 16.Qh4+ Kg7 17.Bh6+ Kg8 18.Qf6] 16.Qh4 Rfe8 17.Bh6+ Kh8 18.Raf1 Qd8 19.Bg5 Be7 20.Rxg6 1-0

20...fxg6 21.Rf7 Nf8 22.Nf4 mates in 5 I think, e.g. **22...h5 [22...Bxg5 23.Nxg6 + Kg8 24.Rxf8+ Kg7 25.Rf7+ Kxg6 26.Qxh7#] 23.Nxg6+ Kg8 24.Nxe7+ Rxe7 25.Rg7+ Kxg7 26.Bf6+ Kh7 27.Qxh5# 1-0**

Explosion on h7

Example: nn - nn [B22] sacrifice on h7 by B, 1875

1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.d4 cxd4 5.cxd4 d6 6.Nf3 Nc6 7.Nc3 Nxc3 8.bxc3 e6 9.exd6 Bxd6 10.Bd3 Qa5 11.0-0 !? 11...Qxc3 12.Rb1 0-0 ? 13.Rb3 Qa5



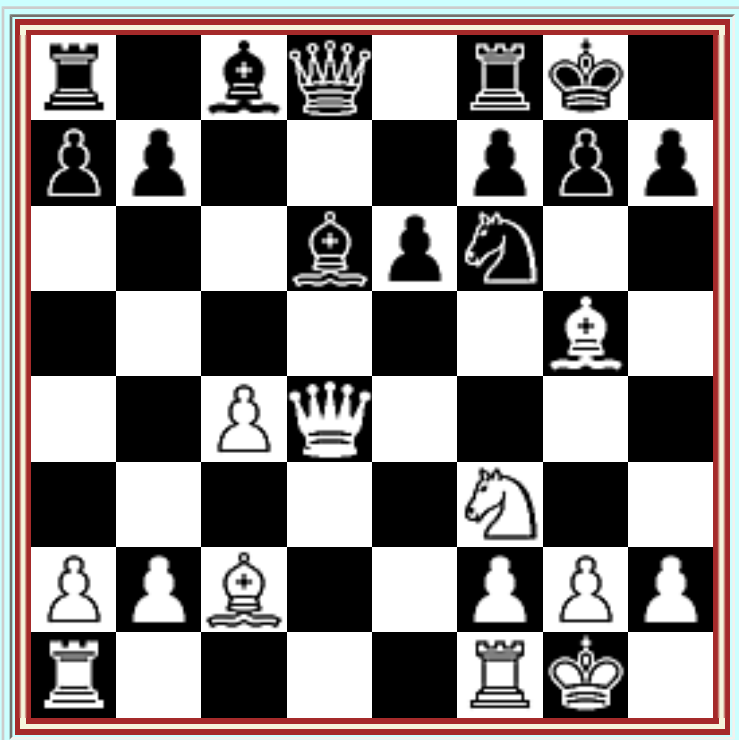
Supporting cast: Rook on h-file

(i) bN missing from f6 (ii) wN can go to g5 without losing the attack (iii) wQ can get to g4/h5 (iv) other pieces can support the attack **14.Bxh7+ Kxh7 15.Ng5+ Kg6 16.Rh3 Bd7 17.Ne4 f6 18.Nxd6 f5 19.Qh5+ Kf6 20.Bg5# 1-0**

Creating weaknesses

Example: nn [D46] sacrifice on h6 by B, 1993

1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Nf3 c6 5.e3 Nbd7 6.Bd3 Bd6 7.e4 dxe4 8. Nxe4 Nxe4 9.Bxe4 Nf6 10.Bc2 0-0 11.0-0 c5 12.Bg5 cxd4 13.Qxd4 !



13...Be7 14.Qh4 ! 14...h6 15.Bxh6 gxh6 16.Qxh6 Qa5 17.Ng5 e5 18.Bh7+ Kh8 19.Be4+ Kg8 20.Rfe1 Bg4 21.Re3 Rad8 22.Rg3 Rd4 23.Ne6 fxe6 24. Rxg4+ [24.Rxg4+ Kf7 25.Qg6#] 1-0

Castling Queen's-side

This is both more aggressive and more risky than castling King's-side. With O-O-O, the Rook is immediately placed for action in the centre, but the King is one square closer to danger. The defensive front a2-b2-c2-d2 is one square longer. The move Kc1-b1 may be necessary to secure the a-Pawn after a move or exchange of the Nc3.

Much else is similar: for every Rf1xNf6 sacrifice White makes on the King's-side there is a ...Rc8xNc3 on the Queen's-side.

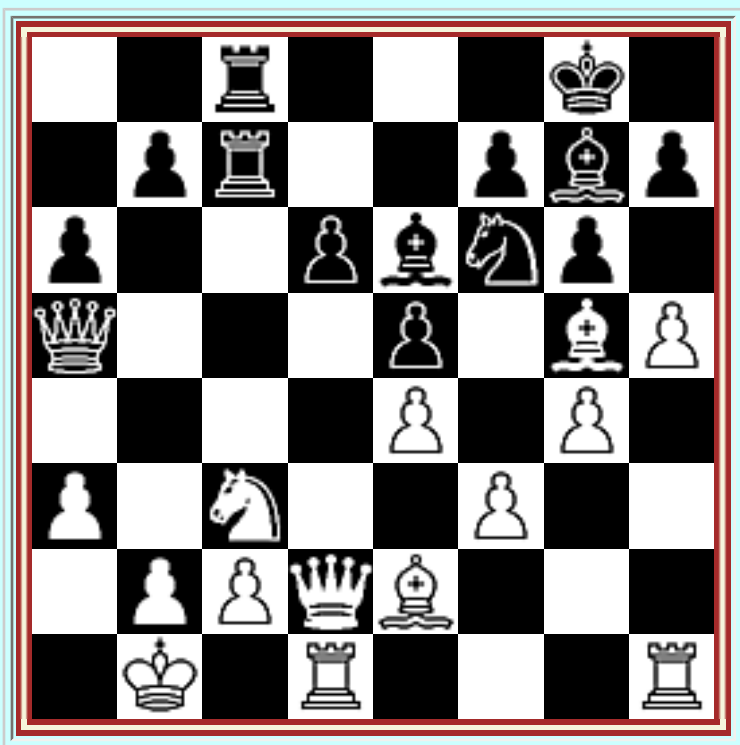
Differences are due mostly to (a) prior movements of the c-pawn - where we might expect the f-Pawn to be still on f2, the c-Pawn often is out of line; and (b) Pawn storms where there is opposite-side castling - when Pawns may more freely be used to open lines away from your own King. [You can of course use Pawn storms when both sides have castled King's-side if the centre is closed or only semi-open, as in many Sicilian positions]. These differences have the consequence that play is much sharper and (because of the slowness of Pawns) careful timing is

needed.

Below I give an example of the consequence of moving the c-Pawn (Bodens's mate) and a typical situation with mutual mating attacks with opposite-side castling.

Example: Opposite-side castling [B75] 1993

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 Nc6 8.Qd2 a6 9.0-0-0 Bd7 10.g4 Rc8 11.Be2 0-0 12.h4 Opposite-side castling and asymmetric pawns/files usually adds up to a race to mate the opponent's King. Both sides may throw pawns forward to open up lines for the attack. Black in these situations has a head start in that the c-file is already open, but can always have another file with ...b7-b5-b4 **12...Nxd4 13.Bxd4 Qa5 14.Kb1 e5 ! 15. Be3 Be6 16.a3 Rfd8 17.Bg5 Rd7 18.h5 Rdc7**



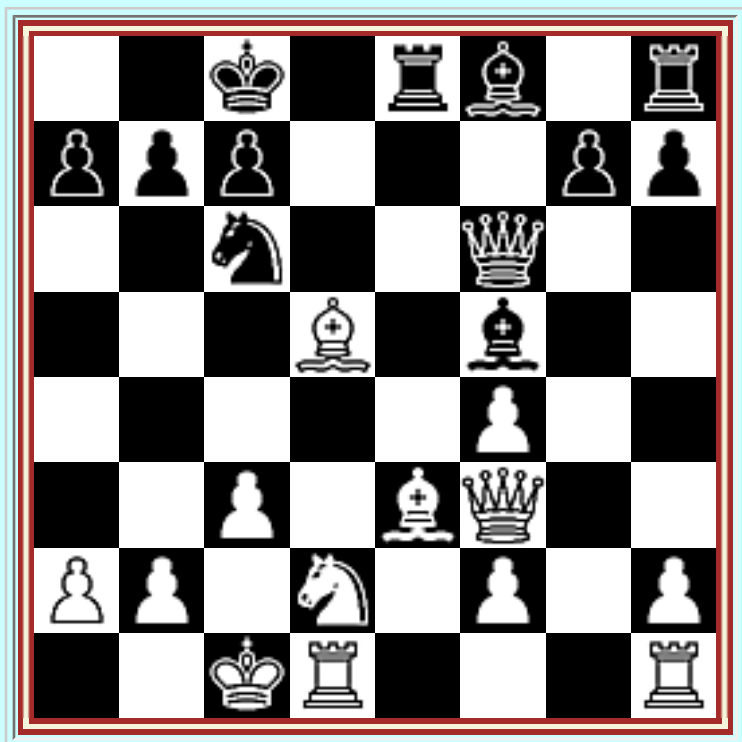
Supporting cast: Rook on h-file

19.h6 Rxc3 !? 20.hxg7 R8c6 21.Bxf6 Rb6 ! exciting stuff! 22.Bb5 !! 22...Rxb5 23.Qxd6 Rc8 24.Qf8+ Rxf8 25.gxf8Q+ Kxf8 26.Rxh7 1-0

Boden's mate by two Bishops

Example: Schulder - Boden, London, 1853

1.e4 e5 2.Nf3 d6 3.c3 f5 4.Bc4 Nf6 5.d4 fxe4 6.dxe5 exf3 7.exf6 Qxf6 8.gxf3 Nc6 9.f4 Bd7 10.Be3 O-O-O 11.Nd2 Re8 12.Qf3 Bf5 13.O-O-O d5 14.Bxd5



Supporting cast: Queen with access to c3

14...Qxc3+ 15.bxc3 Ba3# This is Boden delivering "Boden's Mate". Vukovic gives as canonical a position from MacDonnell-Boden, London 1869, a game also cited by Golombek's encyclopedia. Neither give a score, so here's an earlier complete game from Hooper and Whyld's "Chess Companion".

Back to [Chess Coaching Page](#)



This document (atakcast.html) was last modified on 16th Oct 96 by

[Dr. Dave](#)

Exeter Chess Club:

Lessons from Paul Morphy

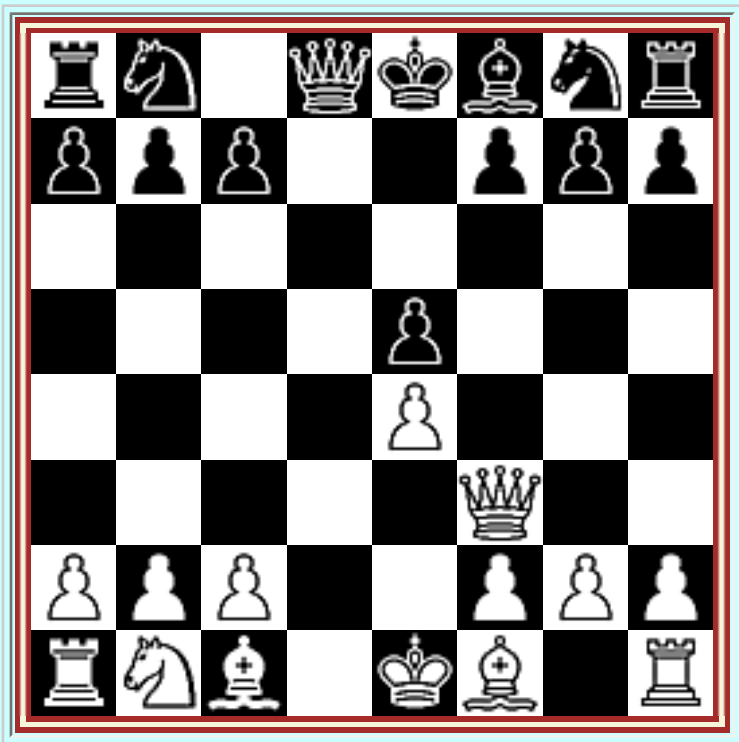
Morphy is probably the best player for the beginning player to study. Alas there are precious few games to go on, for he lived before the growth in international tournaments and was denied a match by Staunton.

Morphy more or less perfected the art of winning in open games: smooth, fast development, opening up lines for the attack, dynamic piece play throughout the game, ruthless cashing in of advantages, wonderfully imaginative combination play. Even against inferior opposition he plays with great energy and balance.

(249) morphy - duke/count [C41]

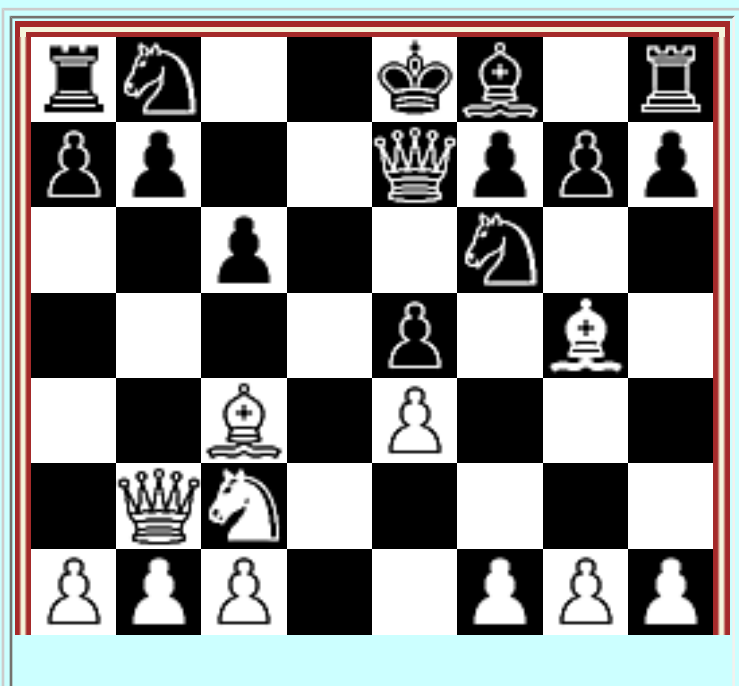
Model game 3.1: paris Model game 3.1: paris, 1858

1.e4 e5 2.Nf3 d6 3.d4 Bg4 4.dxe5 Bxf3 5.Qxf3 dxe5



Morphy had many contemporaries who could attack as well as he, but more than anyone Morphy knew how to create an attack out of the opening through accurate play. Here he already has a development advantage and the two bishops.

6.Bc4 Nf6 7.Qb3 keeping the initiative going **7...Qe7 8.Nc3 c6 9.Bg5**



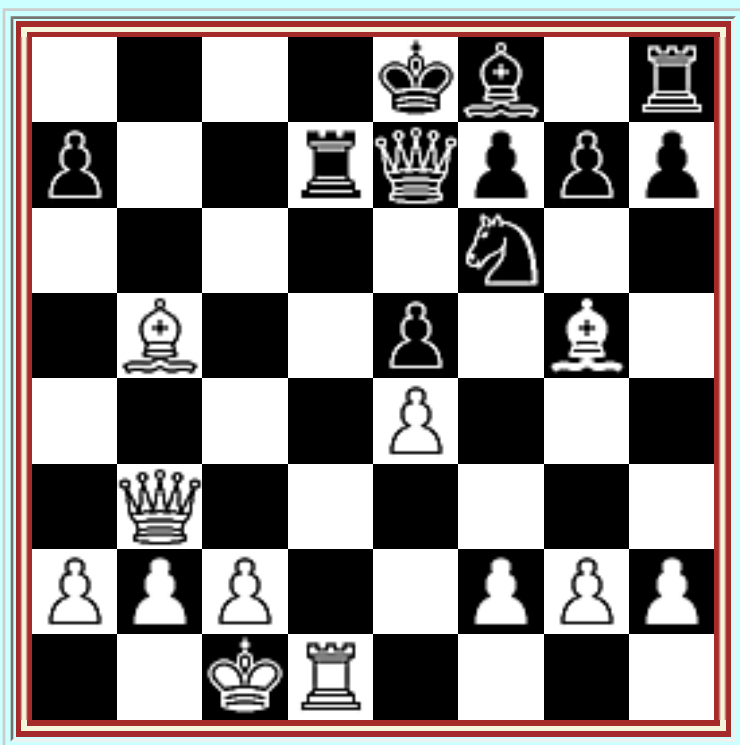


White needs only two more moves to complete his development - breathtakingly efficient work.

9...b5 just the wrong sort of move **10.Nxb5 cxb5 11.Bxb5+ Nbd7 12.O-O-O**

Black's pieces are treading on each other's toes.

12...Rd8 13.Rxd7 Rxd7 14.Rd1



a nicely-coordinated crossfire of pins

14...Qe6 15.Bxd7+ Nxd7 16.Qb8+ apparently dramatic...

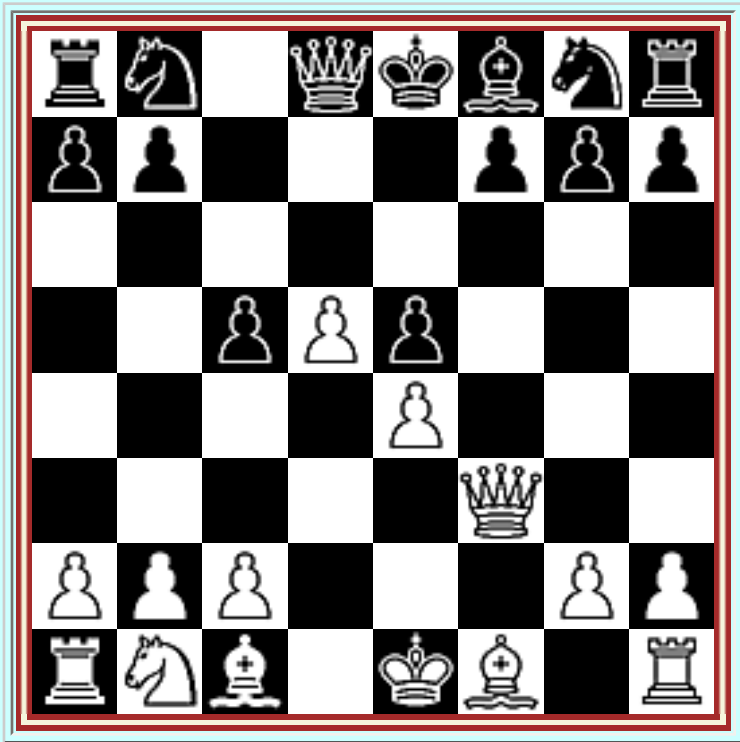
16...Nxb8 17.Rd8#

this masterpiece of economic development and slashing attack has become rightly famous; the final position is very neat **1-0**

(250) morphy - meek [A43]

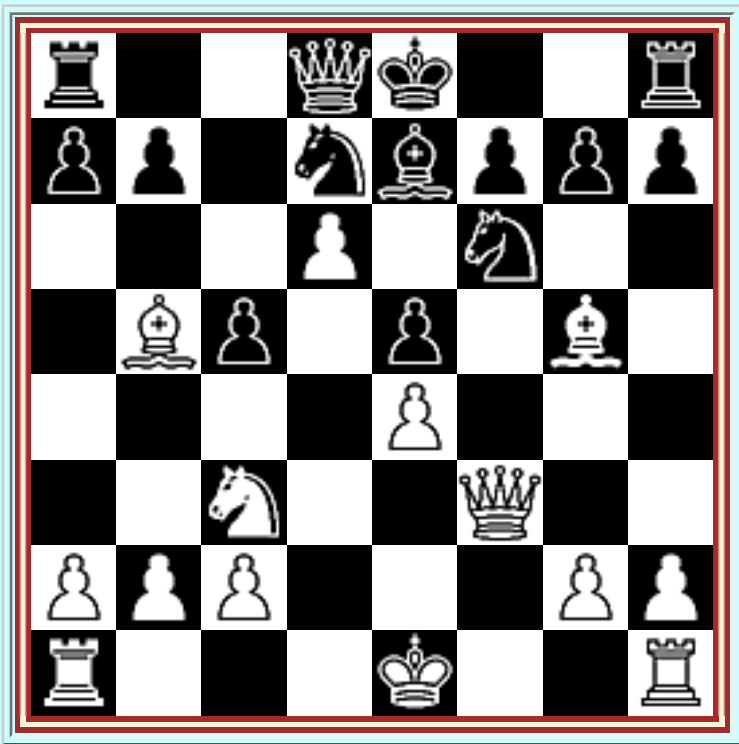
Model game 3.2: new orleans Model game 3.2: new orleans, 1857

1.e4 e6 2.d4 c5 3.d5 e5 4.f4 d6 5.Nf3 Bg4 6.fxe5 Bxf3 7.Qxf3 dxe5



White has a development advantage and a passed d-pawn, all in seven moves!

8.Bb5+ Nd7 9.Nc3 Ngf6 10.Bg5 Be7 11.d6



a decoy

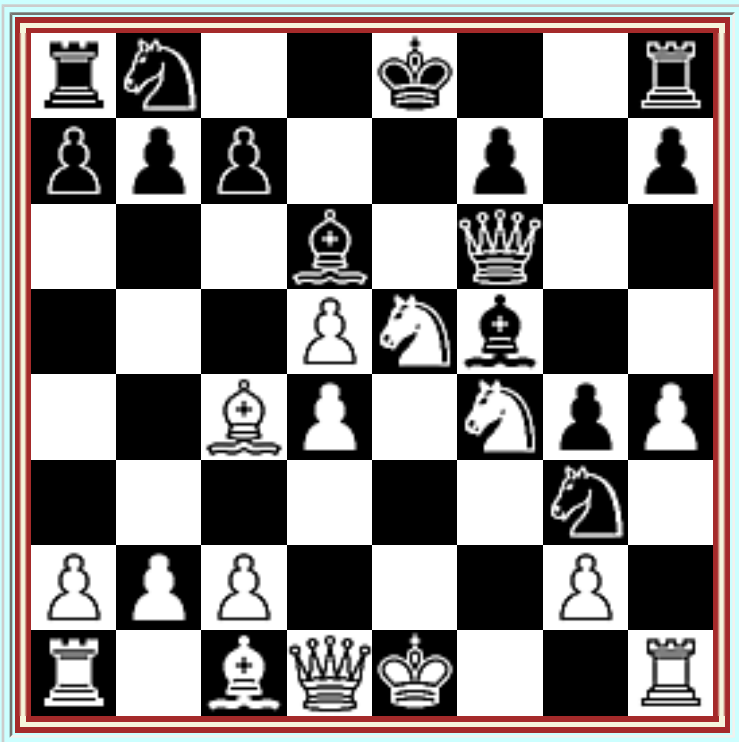
11...Bxd6 12.0-0-0 1-0

Very deft.

(251) morphy - medley [C39]

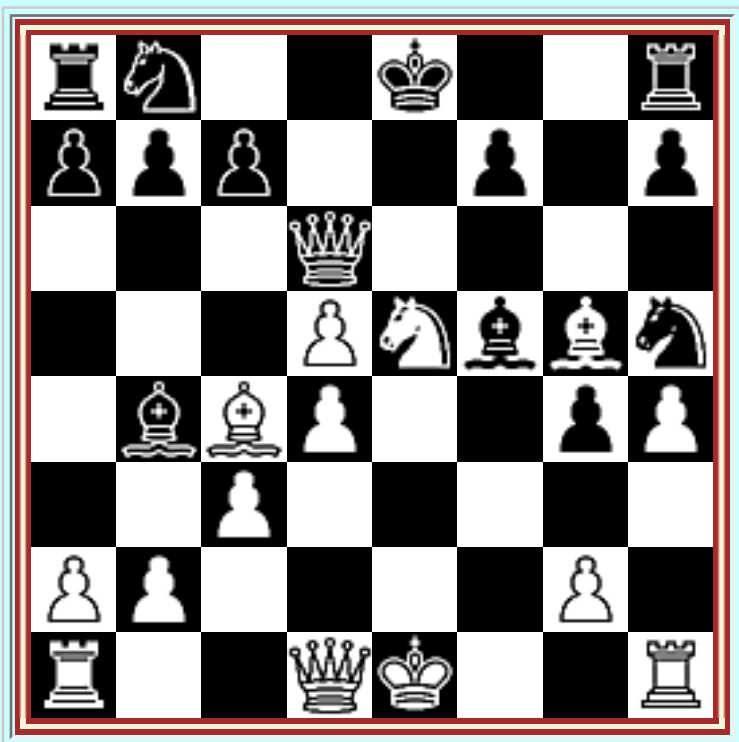
Model game 3.3: london Model game 3.3: london, 1858

1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ne5 Nf6 6.Bc4 d5 7.exd5 Bd6 8.d4 Nh5 9.Nc3 Bf5 10.Ne2 Qf6 11.Nxf4 Ng3



a confused picture, where White's central hold is perhaps more secure

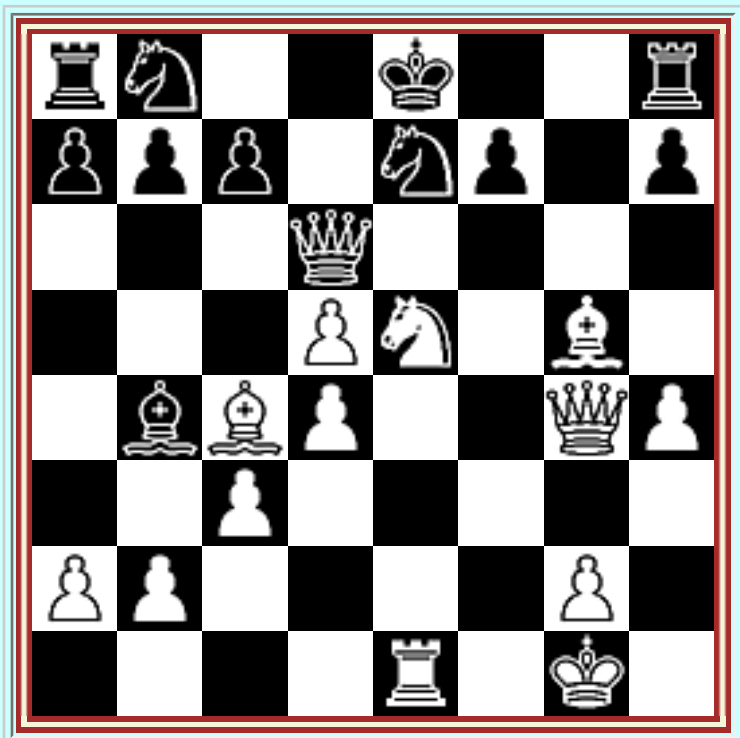
12.Nh5 Nxh5 13.Bg5 Bb4+ [13...Qg7] 14.c3 Qd6



White is offered material...

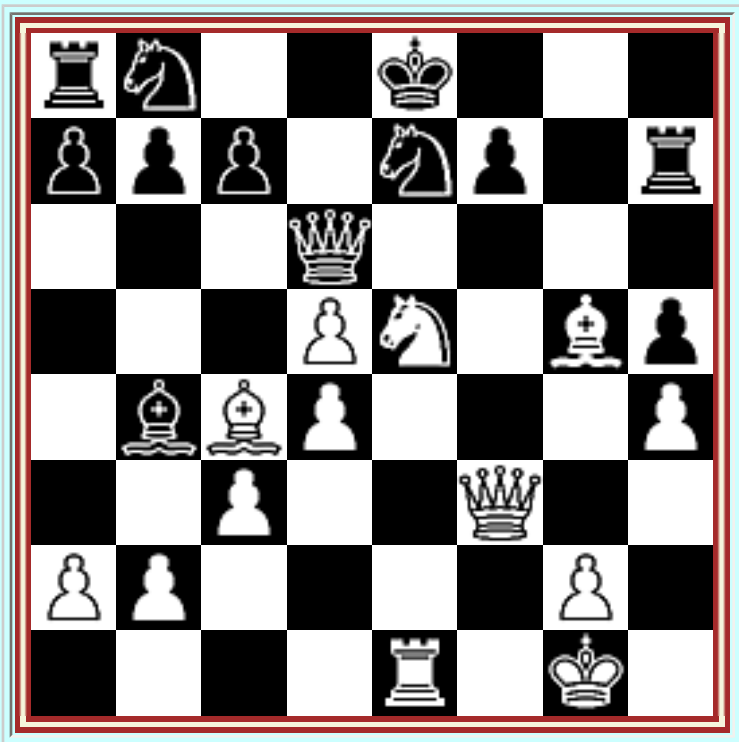
15.0-0 ...but completing development is more important

15...Ng7 16.Rxf5 Nxf5 17.Qxg4 Ne7 18.Re1



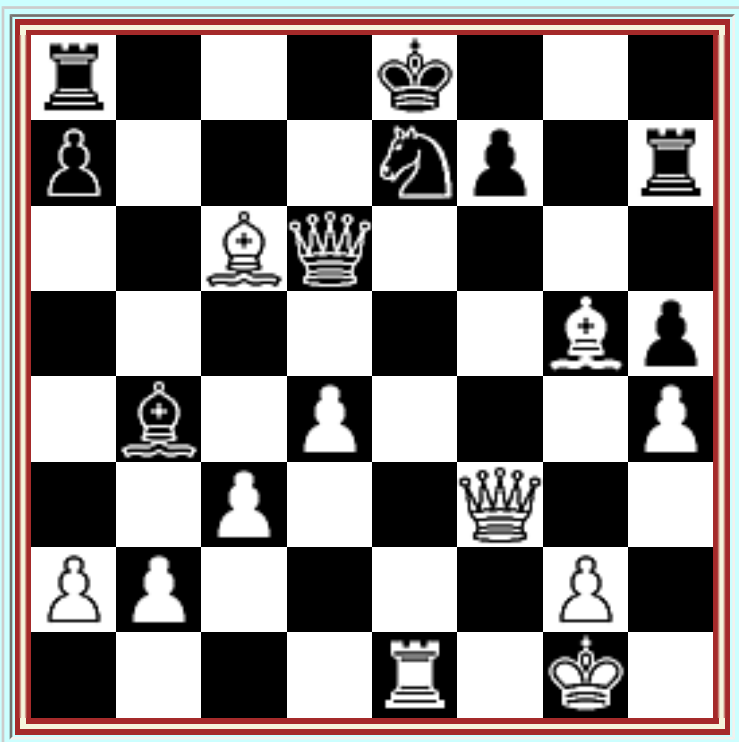
the last White piece enters the fight, and Black faces early defeat

18...h5 19.Qf3 Rh7



Well, White's pieces are well-placed, but how to push Black over the edge?

20.Bb5+ c6 21.dxc6 bxc6 22.Nxc6 Nbxc6 23.Bxc6+

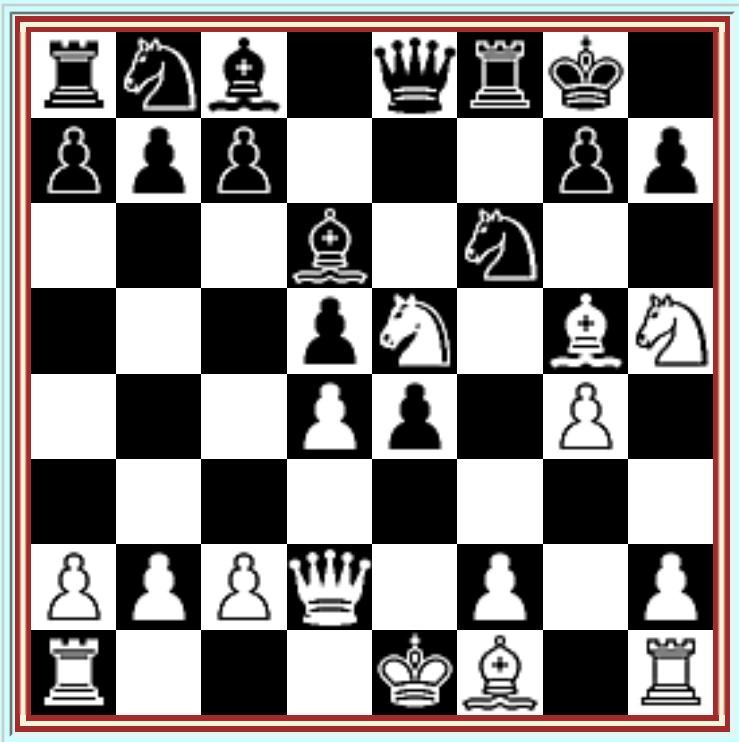


the White force is perfectly coordinated and Black is helpless to defend all his pieces **1-0**

(252) bird - morphy [C41]

Model game 3.4: london Model game 3.4: london, 1858

1.e4 e5 2.Nf3 d6 3.d4 f5 4.Nc3 fxe4 5.Nxe4 d5 6.Ng3 e4 7.Ne5 Nf6 8.Bg5 Bd6 9.Nh5 0-0 10.Qd2 Qe8 11.g4

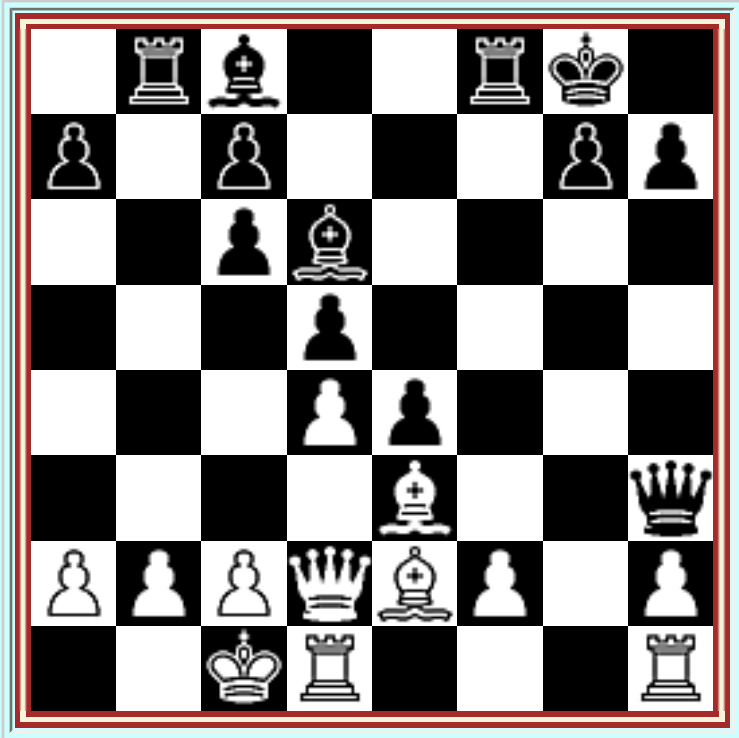


White is pushing his luck

11...Nxg4 12.Nxg4 Qxh5 13.Ne5 Nc6

Black is achieving his usual brisk development

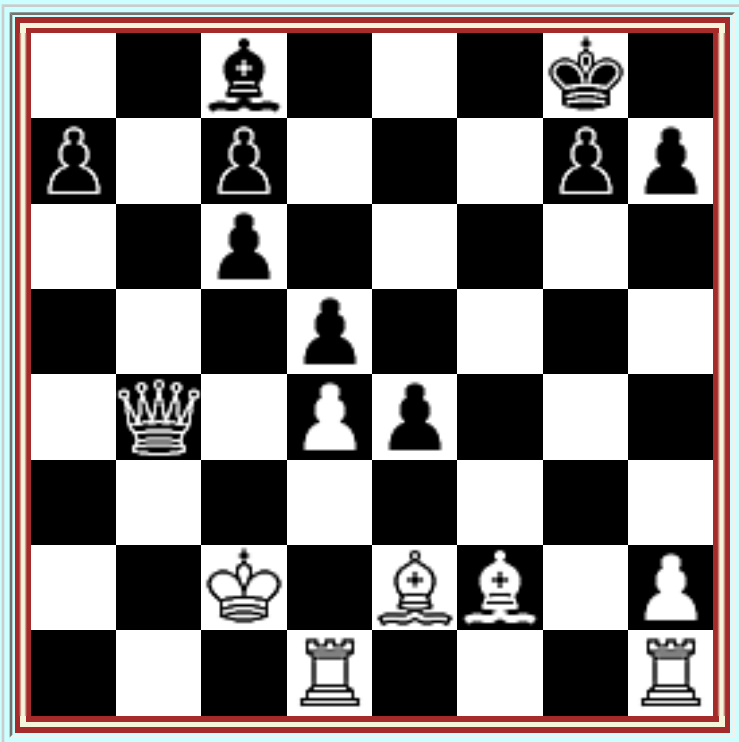
14.Be2 Qh3 15.Nxc6 bxc6 16.Be3 Rb8 17.0-0-0



not an easy decision

17...Rxf2 bold but probably too optimistic

18.Bxf2 Qa3 the point 19.c3 Qxa2 20.b4 Qa1+ 21.Kc2 Qa4+ 22.Kb2 Bxb4
23.cxb4 Rxb4+ 24.Qxb4 Qxb4+ 25.Kc2



Black has some material back, and his initiative persists

25...e3 a clearance sacrifice

26.Bxe3 Bf5+ 27.Rd3 Qc4+ 28.Kd2 Qa2+ 29.Kd1 Qb1+ White is in an insoluble muddle **0-1**

Back to [Chess Coaching Page](#)

This document (lessmorf.html) was last modified on 26 Feb 98 by



[Dr. Dave](#)

Exeter Chess Club Coaching LATEST



DANGER: chessnut still at work.



Latest changes (not including new [book reviews](#), [links](#), [quotes](#) or [stories](#))...

{class}

I just had an article printed in [The Vacuum](#). {all} Be warned: they are very, very [sorry](#).

[Another 36 Junior games](#) {C/D} 28th Feb 2006 - another triumphant tour by the Devon U14s. I wish I could take some credit, but am content to bask in the reflection.

Updated [Quick Index to handouts](#) 19 Sep 05

NEW [Full Index](#) 19 Sep 05

[Guest Book](#) and [Bulletin Board](#) 28th Aug 05 {all}

Spring Cleaning, I hope I've now fixed all the internal links, the external ones are in a right two-and-eight.. D [18 Aug 05]

Moved home, in a bit of a rush... there are doubtless many things to fix up, some of which I'll find, but if you think I've missed anything important let me know. Many thanks to **Tryfon Gavriel** of [Let's Play Chess](#) and [Barnet Chess Club](#) for offering us this home; thanks also to [Exeter University](#) for their previous ten years of support. {all} 08 Aug 2005

[36 More Junior games](#) {C/D} 11th Mar 2005

Sorry for the drop in updates, been busy producing books for [juniors](#) {D} and [adults](#) {all} 31st Oct 2004

[PDF files offsite](#) from the extremely cool Moritz Franosch {all} 26th april 2004

[How to play chess](#) {} 10th April 2004

[Taimanov's Legacy](#) {A/B} 10th April 2004

[36 Junior games](#) {C/D} 11th Feb 2004

[Programmes for Beginners](#) [Freeware/Shareware] {working towards D} 14th Feb 2004

[Lessons from Larsen](#) {A/B} 13 Jan 04

[Lessons from Petrosian](#) {A/B} 13 Jan 04

[Lessons from Tartakower](#) {A/B} 13 Jan 04

[Exeter and District Chess League](#) {ALL} 23 Dec 03

[Random chess quotes](#) {all} 10th Aug 2003

[Grob's Grobs](#) {all} 29 May 03

Updated [All my books](#) {all} 24 Apr 03

Devon's [Centenary Internet Match](#) {all} Dec 2001

I have just been sent a splendid appreciation of [David Bronstein's Book of the Zurich 1953 Candidates' Tournament](#) by Russell Gooding. {all} 25 Oct 2000

We have been pleased to receive as our guest at the club Konrad Muller, Press Officer of the prestigious [Dresden Chess Festival](#) {classy} July 2000

Note: I may have ruined [Exeter Junior Chess Club](#) by teaching the members [Kriegspiel](#) {all} 15 April

[A disaster in the Stonewall](#) {class D} 15 April

[Playing Closed d-Pawn openings at Junior level](#) {D}(15 Apr 2000 revised)

Big round-up of [Bob Jones' WMN chess column](#) {all}

Benedict Verheyen [also known as blackknightofdoom] got fed up thrashing around trying to find stuff, and so has [sorted me out with an index](#) {all}, for which I am enormously grateful.

19 Jan 2000: By popular request, you can now have these four documents with the usual diagrams.

- [Playing the Italian Game with White](#)
- [Playing White with 1.e4 against Black's other choices](#)
- [Playing Black after 1.e4](#)
- [Playing Black after 1.d4](#)

I hesitated to put these up with full diagrams before, since they are so big, but the Web has got a lot faster since then, and thanks to all the "developments" in Web software since 1993, people have got used to waiting ages for stuff to download ;-).

[What's wrong with club players?](#) {C/B} 16 Nov 99

[Exchanging to Win](#) [DRAFT] {B} 16 Nov 99

[Minor Opening Mistakes](#) {C} 16 Nov 99

[Modern Tabi'a - new starting formations](#) {A} 16 Nov 99

[No more Old Stodge!](#) {D} 16 Nov 99

[Chess and Life](#) {any} , an essay prompted by Davd Linh, 15 Nov 99

Press releases from the [Devon County Chess Association](#) {all} 12 Nov 99

Simon Waters explains [How to Beat Chess Computers](#) {B/A} : see also [an endgame example](#).

N.B. I've just been handed a giant error log by the local admins - broken links and so on. If you find a duff link or non-existent GIF, please let me know about it at [the usual address](#) - thanks!

[100-odd years of Exeter Chess Club](#) - not coaching exactly, but we hope you enjoy it!

[Blunders at East Devon](#) {all} 25 May 99

[Mate with Bishop and Knight](#) {all} by Danny Sparkes and Norbert Friedrich 25 May 99

[East Devon Congress 1999](#) Bulletin and games from Premier and Major sections: thanks to Ian George {all}

[The Red Queen's Race at the East Devon congress](#) {any}

[Gambit play](#) {C/D} 18 Mar 99

[Lessons in Philidor's Defence](#) {D} 18 mar 99

[Coaching and the British Chess Federation](#) 16 Mar 99

[The Fianchetto](#) {D} 13 Feb 99

[The Ruy Lopez: Spanish Torture?](#) {B/C} 13 Feb 99

[A Capablanca Ending](#) by Tony Dempsey {B/C} 13 Feb 99

[A Reader's Guide to a Fine Book](#) {C/D} 1 July 97

[Sorry for the long silence, folks, producing coaching notes has been squeezed out by junior chess, and pressure of work and family. - Dr. Dave]

[Capablanca: the ultimate attacking player](#) from Pete Lane {B/A} 11 Jun 98

[Steinitz' theory](#) {all} 9 Jun 98

[Update of site archive](#) [gzipped TAR file] 4 Jun 98

[Update and new CB 6.0 version](#) of the Canon and opening booklets {all} 4 Jun 98

[The Art of Analysis: UPDATE](#) {all} 28 May 98

Peter Lane has been [Preparing for combinations](#) {B/A} 26 May 98

[Strategy and Tactics](#) {D/C} 5 May 98

[A minor openings survey](#) {D/C} 30 Apr 98

[Contempt for Pawns](#) {all} 15 Apr 98

[The Isolated Queen's Pawn in the QGA](#) by Peter Lane {B}

[The Modern Defence](#) {B}

Please, [No more Old Stodge!](#) {D} 10 Mar

Experienced NW coach **Phil Adams** explains [Opposite-coloured Bishops](#) {C/B} and [Chess with Attitude](#) {all} 6 Mar

Chris Bellers celebrates [the Deadly English](#) {all} 5 Mar

Database Game hogs please note that existing local databases are listed for [Devon](#) and the [West Country](#) {all} 1 Dec 97

Don't you just [hate it](#) when this happens? [DR] 27 Sep 97



[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (latest.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Book Reviews

I have just been sent a splendid appreciation of [David Bronstein's Book of the Zurich 1953 Candidates' Tournament](#) by Russell Gooding.

There are some helpful book reviews at the [Electronic Chess Library](#) at Pittsburgh, from [Tim Harding](#), from Bertrand Weegenaar at *New in Chess*, John Elburg's reviews at [ChessMail](#) from [Kevin O'Connell's Review Index](#), from [Ignacio Marin](#) and from the [Chess Cafe](#), and the terse Jeremy [Silman's Book Reviews](#). Manus Fealy has a [Reading List](#). See also the [Chess Widower](#) site, and check out [Randy Bauer's Revealing Reviews](#).

Any of these sites may have links to other review sites which I don;'t know about yet.

My reviews below have appeared in various places, like the [Devon Chess Record](#), in [Westward Ho!](#) and in [KingPin](#); others are unpublished outside this WWW site.

- [Attack with Mikhail Tal](#) [TAL/DAMSKY]
- [Danger in Chess](#) [AVNI]
- [The Blackmar-Diemer Gambit](#) [LANE]
- [The Sorcerer's Apprentice](#) [BRONSTEIN/FURSTENBURG]
- [An Opening Repertoire for the Attacking Player](#) [GUFELD]
- [Winning with the Nimzo-Indian](#) [KEENE]
- [Modern Chess Miniatures](#) [MACDONALD]
- [The Modern Chess Self-Tutor](#) [BRONSTEIN]
- [Taimanov's Selected Games](#) [TAIMANOV]
- [Tal-Botvinnik 1960: Match for the world chess championship](#) [TAL]
- [Timman's Selected Games](#) [TIMMAN]

Back to [Chess Coaching Page](#)



This document (reviews.html) was last modified on 15 May 97 by

[Dr. Dave](#)

David Bronstein. His classic book *Zurich International Chess Tournament 1953*, and the average club player.

In 1953 David Bronstein was already a proven world class chess player. Only two years previously - following a candidate's playoff against his lifelong friend Isaac Boleslavski - he had drawn a most dramatic match for the world title.

Bronstein's result against Mikhail Botvinnik (having been a point ahead with two games to play) proved beyond doubt that the new dynamism of the younger generation of Soviet players was at least the equal of the scientific and precision methods typified by the play of the then world champion.

Throughout his career Bronstein has graced the game with many magnificent ideas and innumerable wonderful games. If you have yet to see the 1955 Gothenburg Interzonal game against the eternal Candidates runner up (Paul Keres) you have truly missed an opportunity to expand your chess horizons. That game was played near to the peak of David's creative talent. Some 20 years later aged over 50 he was still capable of producing a beautiful finale against the then world junior champion Kaplan at Hastings 1975/6 (seek this game out also *).

* Incidentally both marvellous games are given in Bronstein's hugely entertaining biography 'The Sorcerer's Apprentice'.

Notwithstanding the above though. The greatest debt owed by the chess community to this most remarkable and imaginative of competitors will probably be reserved for his incredible annotations following the 1953 double round robin Candidates tournament. Bronstein himself played and shared second play in the event tied with Keres and Reshevski behind Vassily Smyslov - who went on to challenge Botvinnik for the world title.

Though the event produced many brilliant games. It is most memorable for the revolutionary style Bronstein chose to adopt in his tournament book of the event.

David made a conscious decision to 'explain' chess to the average player. Certainly his annotations contain variations, alternatives and even much tactical depth. Most important of all though it was clear that he set out to ensure that a raft of high quality Grandmaster games became at least partly comprehensible to all standards of players. His efforts have been rightly acknowledged as equally applicable for club players right up to the GM level. Boris Spassky once commented 'The author is present in its pages'. This is clearly apparent in the warmth, generosity and wonder at the creative achievements of his peers.

This period (1950's) was a rich one in terms of chess development. The new wave of players post war had begun a revolution in the way the game was played. Indeed this style was to evolve onward and be further refined some years later by messrs M Tal, R Fischer and G Kasparov. It was however to Bronstein and his ilk that initial credit must justly be attributed.

Bronstein (along with others such as Taimanov, Boleslavski and Najdorf) was largely responsibly for a re-evaluation of various set-ups (most notable the Kings Indian, Nimzo-Indian and Sicilian) during this time. The transformation in these systems from opening to middle game had previously been underestimated.

It was during and just after this tournament that these ideas were to be shaped into the formidable systems they have become. Do not however assume that Bronstein was simply a super openings analyst. It is for his clarity of thought and creative handling of the intricacies of the next phase of the game (the middle game) that this book has become justly famed for.

Favourite Games/Annotations Taimanov-Najdorf, Keres-Reshevski and Averbakh-Kotov - sensational stand outs amongst tens of great games.

In conclusion.

The average player who reads and digests the comments in this book and in doing so learns naught would do well to give up chess and try another game say *Mah Jong - with sincere apologies to C.S Howell and his comments on the classic game Reti-Alekhine Baden Baden 1924.*

Available in English translation from Dover books at #10.95.

Russell Gooding.

Back to [Chess Coaching Page](#)



This document (Books\zurich53.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Devon Chess Record

The only magazine devoted solely to chess in Devon

Find out what's going on in Devon chess with a regular subscription

The Devon Chess Record is dedicated to bringing you: -

- Detailed results from around the county.
 - Analysis of some of the best games by Devon players.
 - Tricky problems to solve.
 - Articles both serious and humorous.
 - The latest book reviews.
 - A Who's who in the Devon senior & junior chess hierarchy.
 - News of junior chess players and junior activities.
 - Photographs of top players in Devon.
-

please print & return to R. H. Jones, 40, Phillipps Avenue, Exmouth. EX8 3HZ

Please send me copies of **Devon Chess Record** as indicated for which I enclose the appropriate payment.

| | tick | to order | cost |
|--------------|-------|----------|------|
| Winter '96/7 | No. 3 | | (£2) |
| Spring '97 | No. 4 | | (£2) |
| Summer'97 | No. 5 | | (£2) |

p & p @ 35p each

total enclosed

Name:

Address

.....

Postcode

Please make cheques payable to "R. H. Jones."

As Editor, Bob welcomes suitable copy for future magazines, but there must be a Devon connection, however tenuous.

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Devon County Chess Association Home Page



Welcome to the Web pages of the Devon County Chess Association! They have been composed by Bob Jones and Ivor Annetts, and translated into Web format by Dave Regis.

LATEST CHANGES:

- [Centenary Internet Match](#) Dec 2001
- NEW [DCCA web site](#) c/o Bob Jones, has information not found here (and vice versa).

[Devon Correspondence Chess](#) Results updated 24th July 2000
[Latest tournament reports](#); [LATEST Press release](#) ([Other columns](#))

A Bird's eye view of DCCA

DCCA was formed in 1901 to promote the interests of chess in Devon, and has been active continuously ever since then.

It has three main meetings per year; Autumn and Spring Council Meetings and an A.G.M. in June, all currently held at the Exeter Community Centre.

It organises the following activities: -

1. Team competitions in six sections, as follows: -
 1. Division I - (Bremridge Cup).
 2. Division II - (Mamhead Cup)
 3. Division III - (Schofield Cup)
 4. Division IV - (Moyle Cup)
 5. Rapidplay Division - (Newman Cup)
 6. Junior Division - (Bloodworth Shield)
2. Inter-area graded jamboree.
3. Paignton Congress each September.
4. 1st & 2nd Teams in the West of England Chess Union Championship.
5. 1st & 2nd Teams in the National Postal Chess competitions.

6. President's v Match Captain's match each September.
7. Individual County Championships at different levels.

You can find more information about the Association: [News](#) and [Officers](#) and [Clubs](#), our journal, the [Devon Chess Record](#), the [Latest Competition Results](#), [Forthcoming Congresses](#) and some results from [Paignton](#) and [Torbay](#), and up-to-date [County Results](#). We also keep an eye on [Local chess games on the World Wide Web](#).

Some [Games from Paignton 1996](#) with notes are reprinted here from the [Devon Chess Record](#)

Contents

- [Officers of the Association](#)
- [Affiliated Clubs & Secretaries:](#)
- [Other Affiliated Bodies:](#)
- [Devon Chess Record](#)
- [Latest Competition Results](#)
 - [Division I :: Bremridge Cup,](#)
 - [Division II :: Mamhead Cup,](#)
 - [Division III :: Schofield Cup,](#)
 - [Division IV :: Moyle Cup,](#)
 - [Rapidplay Division :: Newman Cup,](#)
 - [Junior Division :: Bloodworth Shield,](#)
 - [Individual Open Championship,](#)
 - [Intermediate Championship,](#)
 - [Minor Championship,](#)
 - [Postal Championship,](#)
 - [Intermediate Postal Championship](#)
 - [Devon Correspondence Chess \[NEW!\]](#)
- [Forthcoming Congresses](#)
- [DCCA. Congress :: Paignton Sept. 1996](#)
 - [Ron Bruce Premier,](#) [Challengers](#) , [Minor Section,](#) [American A,](#) [American B,](#) [American C,](#) [Morning Tournament,](#) [Grading prizes;](#)
- [Games from Paignton 1996](#)
- [31st Torbay Congress](#)
- [County Results 1996/97](#)
 - [CORNWALL v DEVON](#) , [DEVON v GLOUCESTER](#)

- o [Local chess games on the World Wide Web](#)
-



Back to [Exeter Chess Home Page](#)
[Dr. Dave](#)

Devon County Chess Association

Centenary Internet Match

To mark the 100th anniversary of the founding of the DCCA in 1901, we had an Internet chess match against our old friends from Hafnarfjardur, Iceland.

A six-board team assembled on Saturday 8th December, and despite the occasional technical hitch, a good time was had by all. A thoroughly outclassed Devon team were surprised to find themselves drawing 3-3 at the finish. You might think that if Pete Langdon had the bottle to play Bxg6 at the end, Devon might even have won, but then again, Audbergur Magnusson was kicking Dave Regis all over the board [despite giving away 300 rating points], so we had better not dwell too long on what might have been.

The Players

Hafnarfjardur:

Agust Sindri Karlsson c. 2315 [ask]
Sigurbjorn Bjornsson c. 2310 [czentovic]
Bjorn Fr. Bjornsson c. 2200 [freyr]
Thorvardur Olafsson c. 2000 [crocus]
Sverrir Orn Bjornsson c. 2000 [sverrir]
Audbergur Magnusson c. 1500. [skuggi]

Devon:

Steve Homer c. 2100
Alan Brusey c. 2000
Brian Hewson c. 2000
Pete Langdon c. 1900
Simon Waters c. 1900
Dave Regis c. 1800

All but Thorvardur Olafsson played against an Exeter team in 1995 when Agust was studying at the University.

The Games

ask (2338) - ExeHomer (2100) [B31]

Devon-Harnarfjardur ICC 60 0 Internet Chess Club (1), 08.12.2001

1.e4 c5 2.Nf3 Nc6 3.Bb5 g6 4.Bxc6 bxc6 5.0-0 Bg7 6.Re1 e5 7.c3 Ne7 8.
d4
cxd4 9.cxd4 exd4 10.Nxd4 0-0 11.Nc3 Qb6 12.Nb3 Be5 13.Be3 Qb8 14.h3 a5
15. Qd2 f5 16.f4 Bc7 17.e5 g5 18.Bc5 Bb6 19.Kh1 Bxc5 20.Nxc5 Ng6 21.
fxg5
Nxe5 22.Rad1 Ng6 23.Nxd7 Bxd7 24.Qxd7 Qxb2 25.Qxc6 Rac8 26.Qd5+ Kh8
27.Qd4+ Kg8 28.Nd5 Qxd4 29.Rxd4 Rc2 30.Nf6+ Rxf6 31.gxf6 Kf7 32.Rd6
Rxa2
33.Rb1 Nf8 34. Rb7+ Kg6 35.Rg7+ Kh6 36.Rg8 Ng6 37.f7 Kh5 38.Rgxc6
Black
resigns 1-0

ExeBrusey (2000) - Czentovic (2204) [C24]

Devon-Harnarfjardur ICC 60 0 Internet Chess Club (2), 08.12.2001

1.e4 e5 2. Bc4 Nf6 3.d3 Bc5 4.Nf3 d6 5.0-0 Nc6 6.c3 a6 7.Bb3 Ba7 8.
Nbd2
0-0 9.Re1 Ne7 10.d4 Ng6 11.Nf1 h6 12.Ng3 Re8 13.h3 Nh7 14.dxe5 Nxe5
15.Nxe5 Rxe5 16.Bf4 Re8 17.e5 g5 18.Qh5 gxf4 19.Qxf7+ Kh8 20.Nh5 Re7
21.Qg6 d5 22.Nxf4 c6 23. Qxh6 Bf5 24.g4 Rg7 25.Kh2 Qb6 26.Re2 Be4 27.
Rg1
Rag8 28.Kg3 Bf5 29.Kh2 Be4 30.c4 Qd4 31.cxd5 cxd5 32.e6 Bb8 33.Rg3 Bd3
34.Nxd3 Bxg3+ 35.fxc3 Qxd3 36. Re3 Qd2+ 37.Kg1 Rf8 38.e7 Qf2+ 39.Kh1
Qf1+ 40.Kh2 Rf2# White checkmated 0-1

freyr (2239) - ExeHewson (2000) [C00]

Devon-Harnarfjardur ICC 60 0 u Internet Chess Club (3), 08.12.2001

1. e4 e6 2.d3 d5 3.Nd2 Nf6 4.Ngf3 c5 5.g3 Nc6 6.Bg2 dxe4 7.dxe4 e5
8.0-0
Be7 9.c3 0-0 10.Qc2 h6 11.Nc4 Qc7 12.a4 Be6 13.Ne3 Rfd8 14.Nh4 Bf8 15.
h3
g5 16. Nhf5 Ne7 17.Nxe7+ Bxe7 18.c4 Rd7 19.Nd5 Bxd5 20.exd5 Ne8 21.b3
Ng7 22.Bb2 Bd6 23.Be4 Rf8 24.Bh7+ Kh8 25.Bf5 Re7 26.Rae1 f6 27.Bc3 a5
28.Re3 b6 29. Rfe1 Nxf5 30.Qxf5 Rg7 31.Kf1 Qd7 32.Qxd7 Rxd7 33.Kg2 Kg7
34.g4 Kg6 35.Rf3 Re7 36.Re4 f5 37.gxf5+ Rxf5 38.Rfe3 Kf6 39.Re2 Game
drawn by mutual agreement ==

ExeLangdon (1900) - Crocus (2100) [A05]

Devon-Harnarfjardur ICC 60 0 u Internet Chess Club (4), 08.12.2001

1.Nf3 Nf6 2.b3 b5 3.Bb2 Bb7 4.e3 a6 5.c4 b4 6.d4 e6 7.Nbd2 Be7 8. Bd3 d6
9.0-0 Nbd7 10.e4 e5 11.d5 0-0 12.Re1 Nc5 13.Nf1 Ne8 14.Ng3 g6 15. Bc2 Ng7
16.Bc1 f5 17.exf5 Nxf5 18.Ne4 Nxe4 19.Bxe4 a5 20.a3 Bf6 21.Bd2 Nd4
22.Nxd4 exd4 23.axb4 axb4 24.Rxa8 Qxa8 25.Bxb4 Be5 26.g3 Qa2 27.Re2 Qa7
28. Bd3 Qa6 29.f4 Bf6 30.Qb1 Ra8 Game drawn by mutual agreement ==

sverrir (2000) - ExeWaters (1900) [A68]

Devon-Harnarfjardur ICC 60 0 u Internet Chess Club (5), 08.12.2001

1.c4 Nf6 2.Nc3 g6 3.d4 Bg7 4.e4 d6 5.f4 0-0 6.Nf3 c5 7.d5 e6 8.Be2 exd5
9.cxd5 a6 10.a4 Re8 11.Nd2 Nbd7 12.0-0 Rb8 13.Qc2 b6 14.Nc4 Qc7 15.Bf3 b5
16.axb5 axb5 17. Ne3 c4 18.Ncd1 Nc5 19.Nf2 Qb6 20.Kh1 Nb3 21.Rb1 Nd7
22.Qd1 Ndc5 23.Nc2 Nxc1 24.Rxc1 Bxb2 25.Rb1 Bg7 26.Nb4 Bd7 27.h3 Na6
28.Nxa6 Qxa6 29.Qe2 Qa7 30.Qc2 Qc5 31.Ng4 f5 32.exf5 Bxf5 33.Qa2 Bxb1
34.Rxb1 b4 35.Qa6 b3 36.Rc1 c3 White resigns 0-1

ExeRegis (1800) - Skuggi (1661) [A22]

Devon-Harnarfjardur ICC 60 0 u Internet Chess Club (6), 08.12.2001



1.c4 e5 2.Nc3 Nf6 3.g3 Nc6 4.Bg2 Bc5 5.a3 0-0 6.e3 a6 7. Nge2 d6 8.d4 exd4
9.exd4 Bb6 10.0-0 Bg4 11.h3 Bh5 12.g4 Bg6 13.Be3 Re8 14. Qd2 Na5 15.Qd1
Nxc4 16.Bxb7 Rb8 17.Bxa6 Nxe3 18.fxe3 Rxe3 19.Qd2 Rxh3 20. Kg2 Rh4
21.g5 Ne4 22.Qe3 Rg4+ 23.Kh1 Nxc5 24.Rf4 Rxf4 25.Nxf4 Qf6 26.Rd1 h6
27.Bc4 Bf5 28.Nfd5 Qg6 29.Ne7+ Kh7 30.Nxc6 Bxc6 31.Bd3 Bxd3 32.Qxd3+ Kg8
33.Nd5 Ba7 34.Ne7+ Kh8 35.Nc6 Rb7 36.b4 Ne6 37.Qa6 Rb6 38.Qc8+ Kh7 39.
Nxa7 c5 40.dxc5 dxc5 41.b5 Ng5 42.Qf5+ g6 43.Qxc5 Re6 44.Rf1 Re4 45.
Qf8 Rh4+ 46.Kg2 Rg4+ 47.Kh2 Rh4+ 48.Kg3 Ra4 49.Rxf7+ Nxf7 50.Qxf7+ Kh8
51.Qf8+ Kh7 52.b6 Black resigns 1-0

The Quickplay



After the main event, a quickplay round-robin tournament was held, the details of which are omitted to spare the blushes of the Devon players: needlessly to say, class will out, and Hafnarfjordur ran out winners by an outrageous margin.

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)



Index of /GuestBook

| <u>Name</u> | <u>Last modified</u> | <u>Size</u> | <u>Description</u> |
|--|----------------------|-------------|--------------------|
|  Parent Directory | | - | |
|  view.php | 09-Sep-2005 07:42 | 4.6K | |



Index of /GuestBook

| <u>Name</u> | <u>Last modified</u> | <u>Size</u> | <u>Description</u> |
|--|----------------------|-------------|--------------------|
|  Parent Directory | | - | |
|  view.php | 09-Sep-2005 07:42 | 4.6K | |



Index of /GuestBook

| Name | Last modified | Size | Description |
|---|----------------------------------|----------------------|-----------------------------|
|  | Parent Directory | - | |
|  | view.php | 09-Sep-2005 07:42 | 4.6K |





Index of /GuestBook

| <u>Name</u> | <u>Last modified</u> | <u>Size</u> | <u>Description</u> |
|--|----------------------|-------------|--------------------|
|  Parent Directory | | - | |
|  view.php | 09-Sep-2005 07:42 | 4.6K | |

Index of /GuestBook

| Name | Last modified | Size | Description |
|---|----------------------------------|----------------------|-----------------------------|
|  | Parent Directory | - | |
|  | view.php | 09-Sep-2005 07:42 | 4.6K |

Easy Forum! 2.4

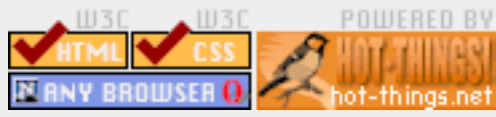
| | | Last Post | Topics | Posts |
|--|--|---|--------|-------|
|  | <u>Chess</u>
General Chess-related | 27 Aug 2005 15:53 | 1 | 1 |
|  | <u>Coaching</u>
Chess Coaching | 02 Sep 2005 12:08 | 1 | 1 |
| 07:42 | |   | 2 | 2 |

0.013 sec



-members.php is not writeable!

CHMOD **-members.php** to 777 by an FTP program.



Latest version: 2.5

Exeter Chess Club: Exeter and District Chess League

This is the website for Exeter and District Chess League.

Comments and results should be sent to the Secretary, Brian Aldwin.

Contents:

- [RESULTS](#) for 2004-05
- [RESULTS](#) for 2003-04 COMPLETE

Back to [Chess Coaching Page](#)



This document (edcl.html) was last modified on 14 Dec 2003 by

[Dr. Dave](#)

Exeter Chess Club: Exeter and District Chess League RESULTS 2004- 2005

Results to date

Division 1

-

Division 2

- Exeter Pawns 3½-½ Seaton A

Division 3

- Exeter School 2-2 Exeter Gambits
- Tiverton 3-1 Exeter Gambits

Division 4

-
-

Tables

Division 1

| | Exeter A | Exmouth A | Sidmouth A | Match points | Result |
|----------|----------|-----------|------------|--------------|--------|
| Exeter A | [X] | | 1½, 2½ | | |

| | | | | | |
|-------------------|--|-----|------|--|--|
| Exmouth A | | [X] | 1½,2 | | |
| Sidmouth A | | | [X] | | |

Division 2

| | Seaton A | Sidmouth B | Exeter Pawns | Exmouth B | Match points | Result |
|---------------------|-----------------|-------------------|---------------------|------------------|---------------------|---------------|
| Seaton A | [X] | | ½ | | | |
| Sidmouth B | | [X] | 3 | | | |
| Exeter Pawns | 3½ | | [X] | | | |
| Exmouth B | | | | [X] | 4 | |

Division 3

| | Exeter Gambits | Exeter School | Tiverton | Seaton B | Match points | Result |
|-----------------------|-----------------------|----------------------|-----------------|-----------------|---------------------|---------------|
| Exeter Gambits | [X] | 2 | 1 | | | |
| Exeter School | 2 | [X] | | | | |
| Tiverton | 3 | | [X] | | | |
| Seaton B | | | | [X] | | |

Division 4

| | Sidmouth C | Exeter School | Isca C | Match points | Result |
|----------------------|-------------------|----------------------|---------------|---------------------|---------------|
| Sidmouth C | [X] | | | | |
| Exeter School | | [X] | | | |
| Isca C | | | [X] | | |

Back to [Exeter Chess](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (edcl\res0405.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Exeter and District Chess League RESULTS 2003- 2004 COMPLETE

Results

Division 1

- Exmouth A 3½-½ Exeter Rooks
- Sidmouth A 2½-1½ Exmouth A
- Exmouth 2-2 Sidmouth
- Exeter Rooks 1½-2½ Sidmouth
- Sidmouth A 1½-2½ Exeter Rooks
- Exeter 2-2 Exmouth

Division 2

- Seaton A 2½-1½ Sidmouth B
- Exeter Pawns 2-2 Exmouth B
- Exmouth B 3½-½ Sidmouth B
- Sidmouth B 3-1 Exeter Pawns
- Exmouth B 2-2 Seaton A
- Seaton 1½-2½ Exeter Pawns

Division 3

- Exeter School 3-1 Tiverton
- Tiverton 3-1 Exeter Gambits
- Seaton B 1½-1½ Tiverton
- Seaton B ½-3½ Exeter School
- Seaton B 2-2 Exeter Gambits
- Exeter School 3½-½ Exeter Gambits

Division 4

- Sidmouth C 4-0 Exeter Juniors
- Exeter School 3-1 Exeter Juniors
- Sidmouth C 3-1 Exeter School
- Isca C 4-0 Exeter Juniors
- Isca C 2-2 Exeter School
- Isca C 2½-1½ Sidmouth C

Tables

Division 1

| | Exeter A | Exmouth A | Sidmouth A | Match points | Result |
|------------|----------|-----------|------------|--------------|--------|
| Exeter A | [X] | ½, 2 | 1½, 2½ | 3 | |
| Exmouth A | 3½, 3 | [X] | 1½, 2 | 4 | |
| Sidmouth A | 2½, 1½ | 2½, 2 | [X] | 5 | 1st |

Division 2

| | Seaton A | Sidmouth B | Exeter Pawns | Exmouth B | Match points | Result |
|--------------|----------|------------|--------------|-----------|--------------|--------|
| Seaton A | [X] | 2½ | 1½ | 2 | 3 | |
| Sidmouth B | 1½ | [X] | 3 | ½ | 2 | |
| Exeter Pawns | 1 | 2½ | [X] | 2 | 3 | |
| Exmouth B | 2 | 3½ | 2 | [X] | 4 | 1st |

Division 3

| | Exeter Gambits | Exeter School | Tiverton | Seaton B | Match points | Result |
|-----------------------|----------------|---------------|----------|----------|--------------|--------|
| Exeter Gambits | [X] | ½ | 1 | 2 | 1 | |
| Exeter School | 3½ | [X] | 3 | 3½ | 6 | 1st |
| Tiverton | 3 | 1 | [X] | 1½ | 4 | |
| Seaton B | 2 | ½ | 1½ | [X] | 1 | |

Division 4

| | Exeter Juniors | Sidmouth C | Exeter School | Isca C | Match points | Result |
|-----------------------|----------------|------------|---------------|--------|--------------|--------|
| Exeter Juniors | [X] | 0 | 1 | 0 | 0 | |
| Sidmouth C | 4 | [X] | 3 | 1½ | 4 | |
| Exeter School | 3 | 1 | [X] | 2 | 3 | |
| Isca C | 4 | 2½ | 2 | [X] | 5 | 1st |

Back to [Chess Coaching Page](#)



This document (edcl.html) was last modified on 14 Jan 2004 by

[Dr. Dave](#)

GNU CHESS Public licence, Free Software Foundation

Although the Free Software Foundation and I have nothing to do with each other, I like their attitude, which is the spirit in which I would like to offer the chess pages. Basically, do what you like with it, but don't forget it's mine!

In practical terms:

- if you quote directly, please attribute it properly.
- if you base your work partly on mine, please say so. [Just a mention in the "references" will do, and listing the URL would be nice.]
- if you got some stuff free from me, please let others know they can get it free from me too.

If you catch me not obeying these rules myself, please let me know!

A recent correspondent summed up the idea nicely:

"I must admit that I have grown rather cynical over the years. The internet has been the one shining light in a world that, for me, has grown overcast with the fallout of the "me" generation's myopia. Through the internet I have come to believe that there are people all over the world [...] that are contributing to the "[Stone Soup](#)" for purely altruistic reasons. I am delighted and amazed and thankful to all that are helping slow down the Third Law of Thermodynamics (entropy, non?). I will make efforts to contribute too."

Nicely put. It's my way of giving something back when [folk](#) have been kind to me. What goes around, comes around, if you'll pardon the corn. There are many reasons to like the internet, and [chess](#) is one of them.

[\[#\]](#) \$ + **GNU CHESS GENERAL PUBLIC LICENSE**

Copyright (C) 1986,1987 Free Software Foundation, Inc. Everyone is permitted to copy and distribute verbatim copies of this license, but changing it is not allowed.

The license agreements of most software companies keep you at the mercy of

those companies. By contrast, our general public license is intended to give everyone the right to share GNU Chess. To make sure that you get the rights we want you to have, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. Hence this license agreement.

Specifically, we want to make sure that you have the right to give away copies of GNU Chess, that you receive source code or else can get it if you want it, that you can change GNU Chess or use pieces of it in new free programs, and that you know you can do these things.

To make sure that everyone has such rights, we have to forbid you to deprive anyone else of these rights. For example, if you distribute copies of GNU Chess, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must tell them their rights.

Also, for our own protection, we must make certain that everyone finds out that there is no warranty for GNU Chess. If GNU Chess is modified by someone else and passed on, we want its recipients to know that what they have is not what we distributed, so that any problems introduced by others will not reflect on our reputation.

Therefore the Free Software Foundation, Inc. makes the following terms which say what you must do to be allowed to distribute or change GNU Chess.

COPYING POLICIES

1. You may copy and distribute verbatim copies of GNU Chess source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each file a valid copyright notice "Copyright (C) 1986,1987 Free Software Foundation, Inc.", containing the year of last change for the file in question; keep intact the notices on all files that refer to this License Agreement and to the absence of any warranty; and give any other recipients of the GNU Chess program a copy of this License Agreement along with the program.

2. You may modify your copy or copies of GNU Chess source code or any portion of it, and copy and distribute such modifications under the terms of Paragraph 1 above, provided that you also do the following:

a) cause the modified files to carry prominent notices stating who last changed such files and the date of any change; and

b) cause the whole of any work that you distribute or publish, that in whole or in

part contains or is a derivative of GNU Chess or any part thereof, to be freely distributed and licensed to all third parties on terms identical to those contained in this License Agreement (except that you may choose to grant more extensive warranty protection to third parties, at your option).

c) if the modified program serves as a text editor, cause it when started running in the simplest and usual way, to print an announcement including a valid copyright notice ("Copyright (C)", the year of authorship, and all copyright owners' names), saying that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License Agreement.

3. You may copy and distribute GNU Chess or any portion of it in compiled, executable or object code form under the terms of Paragraphs 1 and 2 above provided that you do the following:

a) cause each such copy of GNU Chess to be accompanied by the corresponding machine-readable source code; or

b) cause each such copy of GNU Chess to be accompanied by a written offer, with no time limit, to give any third party free (except for a nominal shipping charge) machine readable copy of the corresponding source code; or

c) in the case of a recipient of GNU Chess in compiled, executable or object code form (without the corresponding source code) you shall cause copies you distribute to be accompanied by a copy of the written offer of source code which you received along with the copy of GNU Chess.

4. You may not copy, sublicense, distribute or transfer GNU Chess except as expressly provided under this License Agreement. Any attempt otherwise to copy, sublicense, distribute or transfer GNU Chess is void and your rights to use GNU Chess under this License agreement shall be automatically terminated. However, parties who have received computer software programs from you with this License Agreement will not have their licenses terminated so long as such parties remain in full compliance.

Your comments and suggestions about our licensing policies and our software are welcome! Please contact the Free Software Foundation, Inc., 1000 Mass Ave, Cambridge, MA 02138, or call (617) 876-3296.

NO WARRANTY

BECAUSE GNU CHESS IS LICENSED FREE OF CHARGE, WE PROVIDE ABSOLUTELY NO WARRANTY, TO THE EXTENT PERMITTED BY APPLICABLE STATE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING, FREE SOFTWARE FOUNDATION, INC, AND/OR OTHER PARTIES PROVIDE GNU CHESS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE GNU CHESS PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW WILL FREE SOFTWARE FOUNDATION, INC., AND/OR ANY OTHER PARTY WHO MAY MODIFY AND REDISTRIBUTE GNU CHESS AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY LOST PROFITS, LOST MONIES, OR OTHER SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH PROGRAMS NOT DISTRIBUTED BY FREE SOFTWARE FOUNDATION, INC.) THE PROGRAM, EVEN IF YOU HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY OTHER PARTY.

Back to [Chess Coaching Page](#)



This document (GNU(GNU.html)) was last modified on 25th Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: Stone Soup

From the FRACTINT documentation

Appendix B Stone Soup With Pixels: The Authors

THE STONE SOUP STORY

Once upon a time, somewhere in Eastern Europe, there was a great famine. People jealously hoarded whatever food they could find, hiding it even from their friends and neighbors. One day a peddler drove his wagon into a village, sold a few of his wares, and began asking questions as if he planned to stay for the night.

[No! No! It was three Russian Soldiers! - Lee Crocker]
[Wait! I heard it was a Wandering Confessor! - Doug Quinn]
[Well *my* kids have a book that uses Russian Soldiers! - Bert]
[Look, who's writing this documentation, anyway? - Monte]
[Ah, but who gets it *last* and gets to upload it? - Bert]

"There's not a bite to eat in the whole province," he was told. "Better keep moving on."

"Oh, I have everything I need," he said. "In fact, I was thinking of making some stone soup to share with all of you." He pulled an iron cauldron from his wagon, filled it with water, and built a fire under it. Then, with great ceremony, he drew an ordinary-looking stone from a velvet bag and dropped it into the water.

By now, hearing the rumor of food, most of the villagers had come to the square or watched from their windows. As the peddler sniffed the "broth" and licked his lips in anticipation, hunger began to overcome their skepticism.

"Ahh," the peddler said to himself rather loudly, "I do like a tasty stone soup. Of course, stone soup with CABBAGE -- that's hard to beat."

Soon a villager approached hesitantly, holding a cabbage he'd retrieved from its hiding place, and added it to the pot. "Capital!" cried the peddler. "You know, I once had stone soup with cabbage and a bit of salt beef as well, and it was fit for a king."

The village butcher managed to find some salt beef...and so it went, through potatoes, onions, carrots, mushrooms, and so on, until there was indeed a delicious meal for all. The villagers offered the peddler a great deal of money for the magic stone, but he refused to sell and traveled on the next day. And from that time on, long after the famine had ended, they reminisced about the finest soup they'd ever had.

Back to [Chess Coaching Page](#)



This document (StoneSoup(StoneSoup.html)) was last modified on by

[Dr. Dave](#)

From info!dregis Wed Jan 29 13:41:21 GMT 1997

Article: 16115 of rec.games.chess.misc

Newsgroups: rec.games.chess.misc

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: HELP PLEASE: Unusual castlings

Message-ID: <E4rs46.A2p@exeter.ac.uk>

Organization: University of Exeter, UK.

Date: Wed, 29 Jan 1997 12:31:18 GMT

I'm compiling a piece about castling and found a couple of nice examples in a book by Pflieger and Treppner. They gave only positions and I wondered if anyone has a genuine whole game scores for a game where we see an example of the trap e.g.

- 1 ... Rb8xb2?
2. Qd1xd8+! Ke8xd8
3. O-O-O+! winning the Rook.

(I've seen it done, but don't have a complete score.)

I would be very grateful if someone could post or forward a score for this.

--

May your pieces harmonise with your Pawn structure and your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* Exeter Chess Coaching Page etc.:
|| _/| = DrDave on BICS <http://www.ex.ac.uk/~dregis/DR/chess.html>
~\ / "...what else exists in the world but chess?"
|| SHEU ~/sheu.html -- NABOKOV "Contribute!" -- Doug Attig

<hr>

Article 16494 of rec.games.chess.misc:

From: mattg@indirect.com (Matt Guthrie)

Newsgroups: rec.games.chess.misc

Subject: Adams wins a rook by playing 0-0-0+

Date: Wed, 5 Feb 1997 13:36:14 UNDEFINED

Organization: his hobbitole

Lines: 56

Message-ID: <mattg.270.0849275E@indirect.com>

NNTP-Posting-Host: phx-ts8-28.goodnet.com

X-Newsreader: Trumpet for Windows [Version 1.0 Rev B final beta #1]

Most Americans are probably unaware that Exeter, the home of frequent r.g.c.m contributor Dave Regis, is in Devon, the next county over from Cornwall, whence sprang GM Michael Adams. Clearly a conversation such as the following must have taken place at some West Country pub in the last few weeks:

Dave: Mikey, I'm putting together a collection of games where one player castles long and attacks a rook on b2. Do you know of any?

Michael: I can't think of any, but I'm off to Linares next week, so I'll see what I can do for you.

Dave: Much obliged, old chap. I've asked on the internet, but haven't got too much response. Have another pint?

Michael: Don't mind if I do.

As luck would have it, GM Adams did not have to wait long to fulfill his promise. In the very first round he was paired against GM Alexey Dreev, a man with a reputation of never having met a b-pawn he didn't like...

[Event "Linares 1997"]

[Site "Linares, Spain"]

[Date "1997.02.04"]

[Round "1"]

[White "Adams"]

[Black "Dreev"]

[Result "1-0"]

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. g3 g6 7. Bg2 Bg7 8. Nxc6 bxc6 9. e5 dxe5 10. Qxd8+ Kxd8 11. Bxc6 Rb8 12. Be3 Rxb2 13. O-O-O+ Kc7 14. Bb5 Rb4 15. a3 Rxb5 16. Nxb5+ Kb7 17. Nxa7 Bf5 18. Kb2 Ng4 19. Nb5 Rc8 20. Rd2 Ka6 21. a4 e4+ 22. Bd4 Bh6 23. Re2 e5 24. Ba7 Rc4 25. h3 Nf6 26. Nd6 Rxa4 27. Be3 Bf8 28. Nxf5 Rb4+ 29. Kc1 gxf5 30. c3 Ra4 31. Kb2 Kb5 32. Rd2 Be7 33. Bg5 e3 34. Bxe3 Kc4 35. Ra1 Rxa1 36. Kxa1 Nd5 37. Kb2 Bd8 38. Kc2 Ba5 39. Rd1 h5 40. Bd2 Bb6 41. Be1 f4 42. Ra1 f3 43. Ra4+ Kc5 44. c4 Nf6 45. Ba5 Nd7 46. Kd3 f5 47. Bxb6+ Kxb6 48. Ke3 e4 49. Rb4+ Kc6 50. Rb5 Nc5 51. Rb8 Nd7 52. Rh8 Ne5

53. Kd4 Nd3 54. Rxh5
{Black resigned} 1-0

So: Did Dreev simply overlook White's 13th? Or did he decide that pitching the exchange to shatter Adams' Q-side pawns was his best drawing chance?

Clearly for many months Dave Regis has been hiding from us all his major influence on the chess world. He has but to ask, and world-class GMs leap to do his bidding! Dave, can you please ask Kasparov to take up the King's Gambit? Miles to use the Birmingham again? Fischer to... nah, never mind, not even you have that much influence.

Matt Guthrie

Hark, now hear the sailors cry
Smell the sea and feel the sky
Let your soul and spirit fly into the mystic. (Thanks, Van)

Exeter Chess Club: copying_fn.html

copyright

\$ GNU Chess General Public License

+ index:0025

Exeter Chess Club: BCF-ELO chess grade conversion

- [BCF-ELO chess grade conversion](#)
- [Calculation of grades and ratings](#)
- [Different classes and titles of player](#)
- [A course of study tailored to different levels of player](#)


BCF-ELO chess grade conversion: revised

ELO = (BCF * 5) + 1250: 1 BCF point = 5 ELO points

N.B. USCF and ELO have the same form but I believe USCF ratings run a little higher than ELO: say, about 100 points on average. The data in the third to fifth columns is from Prof. Elo's book on **The Ratings of chessplayers, past and present.**, although comparability between national systems is both difficult and occasionally controversial. See [below](#) for my attempt.

The tables below are a bit of bodge numerically and in terms of HTML; they should be readable by text-only browsers like LYNX and graphical ones like Netscape; I try to avoid "enhancements" but Tables is good standard HTML.

| BCF | ELO |
|-----|------|
| 80 | 1650 |
| 90 | 1700 |
| 100 | 1750 |
| 110 | 1800 |
| 120 | 1850 |
| 130 | 1900 |
| 140 | 1950 |
| 150 | 2000 |
| 160 | 2050 |
| 170 | 2100 |

| | |
|--|---|
| 180 | 2150 |
| 190 | 2200 |
| 200 | 2250 |
| 210 | 2300 |
| 220 | 2350 |
| 230 | 2400 |
| 240 | 2450 |
| 250 | 2500 |
| 260 | 2550 |
|  | generated by
A Cool Blue Cat Perl programme |

Calculation of grades and ratings

BCF grades are pretty easy to calculate: you score for each graded game the current grade of your opponent if you draw, that grade +50 if you win, -50 if you lose (unless the grade difference is so great you might lose points for winning, in which case you assume the grades are 40 points apart and you score +10).

ELO ratings are more sophisticated, and are based on statisticians' [Normal Curve](#). Assume that the "class interval" (bottom of category A to bottom of category B) is 200 rating points. The distribution of scores of a player against someone their own strength is expected to fit the normal curve (upper [graph](#)) and the expected result against a player different to their rating by "x" class intervals follows the normal distribution function (lower [graph](#)).

Working out exact ELO scores from statistics tables (or using computers) is possible but not very practical. Fortunately the middle part of the function ± 1.5 class intervals is more or less straight and so you can pretend that it is straight for most purposes (a.k.a 'linear approximation').

So, to work out your rating performance in the ELO system, you can take the average rating of your opposition, work out your expected score, look at your actual score, and see how your rating should be adjusted. [There are some fiddles to cope with new players, but that's the gist of it.]

I was going to launch into the rest but both Arpad Elo and [Joe Brooks](#) have put it better than I could (but note that Joe's account has in mind the US context), and of course it is covered in the wonderful [FAQ](#).

[Glicko](#) Ratings as implemented on the [Free Internet Chess Servers](#) (FICS) contain the fiddles for new players built in to the formulae used, so the same formula can be used by the computer for all players. This is a superb refinement to the ELO system but not readily implemented for pencil-and-paper tournaments.

Player classes and titles

Most GMs and IMs come in the 'class' ELO 2400-2600. When Elo wrote, he regarded 2600 as 'World Championship Contenders', although now the term Super-GM is used in magazines (at least in the UK); to be a WC contender these days seems to require 2700.

The figure that Elo took as the top of "strong amateurs" was 2000 (BCF 175), although clearly many strong amateurs are better than that. The 'magic figure' in this country always seems to me to be 200 BCF (2200 ELO), as you will discover by talking to any UK player whose highest-ever grade is 199. It's the chess four-minute mile here, although you don't get called a master by reaching it.

To locate yourself in the scale of chess achievement there is a helpful guide in the [FAQ](#) to USCF classes and titles:

| title | range | number | (Percentile) |
|---------------|-------------|--------|----------------------|
| ----- | ----- | ----- | ----- |
| Senior Master | 2400 and up | 252 | 100 |
| Master | 2200 - 2399 | 855 | 99 |
| Expert | 2000 - 2199 | 2,263 | 95 |
| Class A | 1800 - 1999 | 3,579 | 88 |
| Class B | 1600 - 1799 | 4,714 | 78 |
| Class C | 1400 - 1599 | 5,183 | 66 |
| Class D | 1200 - 1399 | 5,226 | 54 |
| Class E | below 1200 | 19,872 | the rest of the pack |

This is hard to match up to the rest of the world since USCF ratings are not the same as ELO. I drew up the table below to help myself; I'd love to be told how to improve it.

| LEVEL/ | BCF grades/ | ELO/ | USCF class/ | Eastern European category / |
|-----------------------|--------------------|-----------------|---------------------|------------------------------------|
| {D} Minor/ | BCF 75-100/ | ELO 1625-1750/ | Class D or C | category 4 / |
| {C} Intermediate/ | BCF 100-125/ | ELO 1750-1875/ | Class C or B/ | category 3 / |
| {B} Major/ | BCF 125-150/ | ELO 1875-2000/ | Class B or A/ | category 2 / |
| {A} County/ | BCF 150-175/ | ELO 2000-2125/ | Class A or Expert/ | category 1 / |
| Top county players/ | BCF 175-200/ | ELO 2125-2250/ | Expert or NM/ | Candidate Master / |
| / | / | ELO 2200-2300/ | US NM or SM/ | National Master / |
| / | / | ELO 2300-2400/ | US SM (USCF 2400+)/ | National Master / |
| International Master/ | BCF 220-240/ | ELO 2360-2520/ | / | / |
| Grandmaster/ | BCF 240-250/ | ELO 2520-2600/ | / | / |
| Super-GM/ | BCF 250-270/ | ELO 2600-2700+/ | / | / |

Back to [Exeter Chess Home Page](#)



This document (bcftable.html) was last modified on 17th Sep 96 by

[Dr. Dave](#)

Chess Ratings Explained

One of the more frequently asked questions I receive concerning chess is "What is a chess rating, and how do you get one?" This file will attempt to answer that question in a clear and concise manner.

A chess rating is a guideline for measuring a player's performance in tournaments, and ranking him/her against other players. While most people will tell you it is a measure of a player's knowledge of chess or chess ability, this is not exactly true, as there are people who perform better or worse under tournament conditions, just as there are people who perform poorly on tests even though they know the material. Many other psychological factors come into play in tournaments, such as competitive spirit, that are reflected in tournament results, and therefore also in a person's rating. So chess ratings measure performance, not ability.

Having said that, chess ratings are computed on a scale of 0 to 3000, 1500 being the theoretical average, and it is supposed to be just as difficult to get a zero rating as it is to get a 3000 rating. For the mathematically inclined, that means that the theoretical model of the rating scale follows a standard bell distribution curve, with the mean rating being 1500. There are many arbitrary subdivisions of this scale, called classes, that give names to certain ranges of ratings. Here is the rating scale and its subdivision into classes as used by the United States Chess Federation (USCF), with stats from the January 1995 rating list:

| Class Name | Rating | # of active players in 100 pt. range | Percentile range for 100 pt level |
|------------|-----------|--------------------------------------|-----------------------------------|
| | 2900-2999 | 0 | 100 |
| | 2800-2899 | 0 | 100 |
| | 2700-2799 | 5 | 100 |
| Senior - | 2600-2699 | 57 | 100 |
| Master | 2500-2599 | 58 | 100 |
| | 2400-2499 | 132 | 100 |

| | | | |
|-----------|------------------|-------|----|
| | /~~~~~ 2300-2399 | 251 | 99 |
| Master - | _____ 2200-2299 | 604 | 99 |
| | /~~~~~ 2100-2199 | 976 | 97 |
| Expert - | _____ 2000-2099 | 1,287 | 95 |
| | /~~~~~ 1900-1999 | 1,640 | 92 |
| Class A - | _____ 1800-1899 | 1,939 | 88 |
| | /~~~~~ 1700-1799 | 2,251 | 83 |
| Class B - | _____ 1600-1699 | 2,463 | 78 |
| | /~~~~~ 1500-1599 | 2,623 | 72 |
| Class C - | _____ 1400-1499 | 2,560 | 66 |
| | /~~~~~ 1300-1399 | 2,538 | 60 |
| Class D - | _____ 1200-1299 | 2,688 | 54 |
| | /~~~~~ 1100-1199 | 2,848 | 47 |
| Class E - | _____ 1000-1099 | 2,874 | 41 |
| | 0900-0999 | 3,107 | 34 |
| | 0800-0899 | 3,101 | 26 |
| | 0700-0799 | 2,751 | 19 |
| | 0600-0699 | 2,232 | 12 |
| | Under 600 | 2,959 | 7 |

Total # of Active Players 41,944

Average rating of players on 1995 annual ratings list: 1271

There are also titles that can be earned, such as National Master,

International Master, and Grand Master. These are not based solely on rating, and once earned they cannot be taken away - it is a title for life, no matter what happens to your rating afterward. Also, simply achieving a particular rating does not earn you the title - there are other requirements. A National Master (NM) is recognized by his nation's chess federation as a Master, and _typically_ has a rating of 2200-2399. An International Master (IM) is recognized by FIDE as being a master of world-class caliber, and _typically_ has a rating of 2400-2599. Grand Master (GM) is the highest title that can be earned, and GM's _typically_ sport ratings of 2600+. The ones that are truly amongst the best, the contenders for the World Championship, usually have ratings near or over 2700. Becoming a contender for the World Championship is determined by qualifying first in strong tournaments, then competing in one-on-one knock-out matches against other qualifiers - like a playoffs tree). World Champions usually have a rating in the high 2700's, and only the very best of those ever exceed 2800.

There is a common misconception that ratings are absolute, but they are not. Because of the many factors involved, the difference between two players' ratings (for the vast majority under 2100) is not considered statistically significant unless the difference is 50 points or more. Also, ratings have a tendency to undergo both inflation and deflation, like the value of currency. Because of this, significant differences can creep in when looking back over long periods of time, so one has to be careful when, say, comparing masters of the distant past to those of the present, just as one has to be careful when comparing a baseball player with a .325 batting average in 1933 to one with a .325 batting average in 1993.

The rating system currently in use both nationally and around the world was invented by a man named Arpad Elo, and is called the Elo rating system. Even the World Chess Federation (Federation Internationale de Eschecs, or FIDE) uses this system to give players international ratings. Ratings in one federation are not necessarily comparable to another. For example, since the pool of players that form the United States Chess Federation (USCF), or _any_ national chess organization, includes many amateurs and is thus weaker than the pool of international players (chess professionals), you may have to subtract between 150 and 200 points from a USCF rating to get a comparable FIDE rating.

This will also apply to comparing ratings amongst different national federations. The Russians have the strongest chess-playing population, for example, and the average Russian player will be stronger than the average player from any other country. Continuing the baseball analogy, this would be like trying to compare a .325 hitter from Japan to one in the US. The stats

are kept the same, but conditions vary, such as the relative strength of the opposition and the rules the game is played under, so the exact meaning of the stats vary.

You get a chess rating by first joining your national chess federation (for those in the US that would be the USCF), and then playing in a rated tournament. The ratings of the opponents you play, combined with your results against those opponents, determines your rating. Your results from your first tournament will give you a provisional rating. After you have played in 20 or more rated games (usually spanning about five tournaments), your rating is considered an established rating, and can then reasonably be compared with other established ratings.

For those who are mathematically inclined and interested, the formula for a provisional chess rating is:

$$R_p = R_c + \frac{400(W-L)}{N}$$

where:

R_p = the player's provisional or performance rating

R_c = the average rating of the player's opponents

W = the number of wins

L = the number of losses

N = the total number of games played ($N \leq 20$ for a provisional rating)

A draw counts as half a win and half a loss.

When a provisional rating is calculated, all the players rated games to date (up to the first 20 played) are used.

The same formula is also used to calculate someone's performance rating for a particular event or tournament, to gauge how strong a player played in any one event. When this is done, only the games for that event are used in the calculations.

Notice that for one game, your performance rating is your opponent's rating plus or minus 400 points, depending on whether you won or lost. If you drew, your performance rating is your opponent's rating. These performance ratings are then averaged to determine your provisional rating.

For an example, suppose you play five games in your first rated event. Your results for this tournament are:

| | Opponent's Rating | Result | Performance rating |
|----------|-------------------|--------|--------------------|
| Round 1: | 1350 | Won | 1750 |
| Round 2: | 1700 | Lost | 1300 |
| Round 3: | 1400 | Lost | 1000 |
| Round 4: | 1600 | Drew | 1600 |
| Round 5: | 1450 | Lost | 1050 |
| | | | ---- |
| Total | | | 6700 |

6700/5 = 1340

Or using the equation:

$$R_p = 1500 + \frac{400(1.5-3.5)}{5} = 1500 + -160 = 1340$$

This would be your provisional rating (and also your performance rating for this event - they are always the same for your first tournament).

Now suppose you play three games in your second rated tournament, as follows:

| | Opponent's Rating | Result | Performance rating |
|----------|-------------------|--------|--------------------|
| Round 1: | 1400 | Won | 1800 |
| Round 2: | 1580 | Lost | 1180 |
| Round 3: | 1200 | Drew | 1200 |
| | | | ---- |
| Total | | | 4180 |

Again, there are two ways to calculate this. First, take your old rating and multiply it by 5 to give it a proper weighting for the five games you played previously. Then add in the new performances.

$$R_p = \frac{(1340 \times 5) + 4180}{8} = 10880/8 = 1360$$

Or using the formula, remembering Rc is the average of all 8 opponents'

ratings, and wins and losses are the total wins and losses of both events, we have:

$$R_p = 1460 + \frac{400(3-5)}{8} = 1460 + -100 = 1360$$

The formula for an established rating is a bit more complex. It is:

$$R_n = R_o + K(W - W_e)$$

where:

R_n = the player's new established rating

R_o = the player's old established rating

K = a constant (32 for players rated 0-2099, 24 for 2100-2399, and 16 for 2400-3000)

W = the number of wins the player had in the event

W_e = the number of wins the player was expected to have (win expectancy), which is calculated by the following formula:

$$W_e = \frac{1}{10 + \frac{dR}{400} + 1}$$

where dR (delta R) = the difference in ratings between the player and his opponent (the player's rating minus the opponent's rating).

Suppose you've got an established rating of 1500, and you play in six-round event, with the following results:

| | Opponent's Rating | Result | Difference in rating | Win Expectancy |
|----------|-------------------|--------|----------------------|----------------|
| Round 1 | 1700 | Drew | -200 | .240 |
| Round 2 | 1600 | Won | -100 | .360 |
| Round 3 | 1850 | Lost | -350 | .118 |
| Round 4 | 1900 | Drew | -400 | .091 |
| Round 5 | 1800 | Lost | -300 | .151 |
| Round 6 | 1550 | Won | -50 | .429 |
| Total We | | | ----- | 1.389 |

Your score in the event is $.5 + 1 + 0 + .5 + 0 + 1 = 3$, so $W = 3$

Plugging these values into the equation, we have:

$$R_n = 1500 + 32(3 - 1.389) = 1500 + 51.552 = 1552$$

Some other rules apply to ratings:

Ratings floors: Once a player has an established rating, a floor 100 points below his highest rating prevents his rating from falling any lower than this. In our example, if the player's highest rating were 1552, then his floor would be 1452, and his rating could not fall below this.

Unrated players' ratings are calculated first.

Once an established rating goes over 1000, it does not go below that number.

A player may become a Master only by achieving that rating in tournament competition against Masters or Experts. Similarly, a player may become a Senior Master only by achieving that rating in tournament competition against Masters and Senior Masters.

Also, there are currently 3 types of ratings in the USCF.

There is the regular "over-the-board" or OTB rating, for games played at a time control of no less than 30 minutes per player. This is the most common type of rating, and usually the one referred to when a player asks another what his rating is. There is the Quick Chess rating, for games played at time controls of less than 30 minutes per player. There is also a Correspondence Chess rating, for games played under Correspondence Chess rules.

This is because each type of chess measures different skills or the same skills in different proportions, and some players are good at one type of chess and not at others. Each type of rating uses the same formulae and the same classifications, the only difference being the rules each type of game is played under.

To join the USCF or to receive further information related to chess, write to:

US Chess Federation
186 Route 9W
New Windsor, NY 12553

or call them at: 1-800-388-KING (1-800-388-5464)

or fax them at: 1-914-561-CHES (1-914-561-2437)

Please make this file freely available. If you find this file useful, please let me know by sending me (Joe Brooks) mail either through the FidoNet CHESS echo, or at one of the following addresses:

FIDONet net-mail address - 1:2609/202

Internet e-mail address - joe.brooks@newhor.uu.holonet.net.

Other freely available chess tutorial files by me to look for are:

GUIDELN2.TXT - Guidelines to playing better chess for beginners & amateurs.

NOTATN2.TXT - A tutorial on the three common forms of chess notation - algebraic, coordinate, and descriptive.

ENPASNT2.TXT - An explanation of the chess move known as "en passant".

Chess ratings serve two purposes: (a) they tell you your relative ability, and (b) are useful means for identifying and playing opponents of roughly your same ability.

This server utilizes the Glicko rating system developed by Mark E. Glickman (with assistance and corrections by Dmitry Dakhnovsky and server implementation by Vek and Hawk). The full explanation of this system is given in the "glicko" help file.

In general, your rating will be adjusted by several factors: (a) the result of your game (win, loss, draw), (b) your opponent's rating, (c) the stability of your rating, and (d) the stability of your opponent's rating. If you want to determine how your rating might change after a match with a given player, use the "assess" command.

At present, there are separate ratings for these kinds of chess: Blitz, Bughouse, Lightning, Standard, Suicide Chess and Wild. Odds games and nonstandard games are unrated by default. Your current rating is available on your "finger" file. Ratings are given in "games", "history" and "journal" displays. Once you have an established rating (RD <80) in a given type, your highest established rating to date will also be displayed. Players with established ratings will also have their ratings listed on several ranking lists (see the "best", "hbest", "rank" and "hrank" help files).

By default, the "who" command lists logged on users in order of their blitz ratings. This way, you can identify and match players of certain ratings. Ratings can be used in (a) your "formula" for filtering out match requests from other players, (b) "availmax" and "availmin" settings in order to modify which players you will be notified about, and (c) the "kiblevel" variable in order to filter out kibitzes and whispers. The "provshow" variable can be used to display a player's rating type (such as provisional or established); read "help v_provshow" for details.

TRANSFERRING RATINGS FROM ANOTHER CHESS SERVER

It is possible to transfer your rating from another chess server to this server. Contact an admin concerning which admin should process your request since different admins are on different chess servers. In general, you will need to email your request to that admin. Please use the subject line "Request for ratings transfer" and in the body of the email tell the admin your handle(s) on both chess servers. Also be sure to "message" the admin on the other server so the admin can verify that you are the person you claim to be.

SPECIAL NOTES:

(a) In the case of adjourned games that are resumed, ratings are adjusted by the users' ratings at the time the match is concluded rather than the ratings they had when the match was started.

(b) Users who abuse the ratings system in one way or another will be penalized. Penalties may include being placed on the abuser list (see "help abuser"), being prevented from playing rated chess games, and/or being banned from the server.

See Also: abuser assess blitz best bughouse finger formula games
glicko hbest history hrnk journal kiblevel lightning message rank
standard suicide_chess v_provshow who wild

[Last modified: July 9, 1997 -- Friar]

fics% help glicko

```
+-----+
| Vek-splanation of the Glicko Ratings System |
+-----+
```

As you may have noticed, each FICS player now has a rating and an RD.

RD stands for "ratings deviation".

Why a new system

The new system with the RD improves upon the binary categorization that was used before on fics and elsewhere, where players with fewer than 20 games were labeled "provisional" and others were labeled "established". Instead of two separate ratings formulas for the two categories, there is now a single formula incorporating the two ratings and the two RD's to find the ratings changes for you and your opponent after a game.

What RD represents

The Ratings Deviation is used to measure how much a player's current rating should be trusted. A high RD indicates that the player may not be competing

frequently or that the player has not played very many games yet at the current rating level. A low RD indicates that the player's rating is fairly well established. This is described in more detail below under "RD Interpretation".

How RD Affects Ratings Changes

In general, if your RD is high, then your rating will change a lot each time you play. As it gets smaller, the ratings change per game will go down. However, your opponent's RD will have the opposite effect, to a smaller extent: if his RD is high, then your ratings change will be somewhat smaller than it would be otherwise.

A further use of RD's:

Vek asked Mark Glickman the following:

- > Given player one with rating r_1 , error s_1 ,
- > and player two with r_2 and s_2 , do you have a formula for the probability
- > that player 1's "true" rating is greater than player 2's ?

Mark said:

Yes - it's:

$$1/(1 + 10^{-(r_1-r_2)f(\sqrt{s_1^2 + s_2^2})/400})$$

where $f(s)$ is [the function applied to RD in Step 2 below].

How RD is Updated

In this system, the RD will decrease somewhat each time you play a game, because when you play more games there is a stronger basis for concluding what your rating should be. However, if you go for a long time without playing any games, your RD will increase to reflect the increased uncertainty in your rating due to the passage of time. Also, your RD will decrease more if your opponent's rating is similar to yours, and decrease less if your opponent's rating is much different.

Why Ratings Changes Aren't Balanced

In the other system, except for provisional games, the ratings changes for the two players in a game would balance each other out - if A wins 16 points, B loses 16 points. That is not the case with this system. Here is the explanation I received from Mark Glickman:

The system does not conserve rating points - and with good reason! Suppose two players both have ratings of 1700, except one has not played in awhile and the other playing constantly. In the former case, the player's rating is not a reliable measure while in the latter case the rating is a fairly reliable measure. Let's say the player with the uncertain rating defeats the player with the precisely measured rating. Then I would claim that the player with the imprecisely measured rating should have his rating increase a fair amount (because we have learned something informative from defeating a player with a precisely measured ability) and the player with the precise rating should have his rating decrease by a very small amount (because losing to a player with an imprecise rating contains little information). That's the intuitive gist of my extension to the Elo system.

On average, the system will stay roughly constant (by the law of large numbers). In other words, the above scenario in the long run should occur just as often with the imprecisely rated player losing.

Mathematical Interpretation of RD

Direct from Mark Glickman:

Each player can be characterized as having a true (but unknown) rating that may be thought of as the player's average ability. We never get to know that value, partly because we only observe a finite number of games, but also because that true rating changes over time as a player's ability changes. But we can *estimate* the unknown rating. Rather than restrict oneself to a single estimate of the true rating, we can describe our estimate as an *interval* of plausible values. The interval is wider if we are less sure about the player's unknown true rating, and the interval is narrower if we are more sure about the unknown rating. The RD quantifies the uncertainty in terms of probability:

The interval formed by Current rating +/- RD contains your true rating with probability of about 0.67.

The interval formed by Current rating +/- 2 * RD contains your true rating with probability of about 0.95.

The interval formed by Current rating +/- 3 * RD contains your true rating
Type [next] to see next page.

tics%

tics% n

with probability of about 0.997.

For those of you who know something about statistics, these are not confidence intervals, but are called "central posterior intervals" because the derivation came from a "Bayesian" analysis of the problem.

These numbers are found from the cumulative distribution function of the normal distribution with mean = current rating, and standard deviation = RD. For example, $CDF[N[1600,50], 1550] = .159$ approximately (that's shorthand Mathematica notation.)

The Formulas

Algorithm to calculate ratings change for a game against a given opponent:

Step 1. Before a game, calculate initial rating and RD for each player.

a) If no games yet, initial rating assumed to be 1720.

Otherwise, use existing rating.

(The 1720 is not printed out, however.)

b) If no RD yet, initial RD assumed to be 350 if you have no games, or 70 if your rating is carried over from ICC.

Otherwise, calculate new RD, based on the RD that was obtained after the most recent game played, and on the amount of time (t) that has passed since that game, as follows:

$$RD' = \text{Sqrt}(RD^2 + ct)$$

where c is a numerical constant chosen so that predictions made according to the ratings from this system will be approximately

optimal.

Step 2. Calculate the "attenuating factor" for use in later steps.

For normal chess, this is given by

$$f = 1/\text{Sqrt}(1 + p \text{RD}^2)$$

Here, RD is your opponent's RD, and p is the constant

$$p = \frac{3 (\ln 10)^2}{\text{Pi}^2 400^2}$$

For bughouse, we use

$$f = 1/\text{Sqrt}(1 + p (\text{RD1}^2 + \text{RD2}^2 + \text{RD3}^2))$$

where RD1, RD2 and RD3 are the RD's of the other three players involved in the game, and p is given by

$$p = \frac{3 (\ln 10)^2}{\text{Pi}^2 800^2}$$

Note that this is between 0 and 1 - if RD is very big, then f will be closer to 0.

Step 3. r1 <- your rating,

r2 <- opponent's rating,

(in bughouse, r1 is the average of your rating and your partner's rating, and r2 is the average of your opponents' ratings)

$$E <- \frac{1 - (r1-r2)*f/400}{1 + 10f}$$

<- it has f(RD) in it!

This quantity E seems to be treated kind of like a probability.

Step 4. K = q*f

$$1/(RD)^2 + q^2 * f^2 * E * (1-E)$$

where q is a mathematical constant:

$$q = (\ln 10)/400 \text{ (normal chess),}$$

$$q = (\ln 10)/800 \text{ (bughouse).}$$

NOTE: if K is less than 16, we use 16 instead.

Step 5. This is the K factor for the game, so

$$\text{Your new rating} = (\text{pregame rating}) + K * (w - E)$$

where w is 1 for a win, 0.5 for a draw, and 0 for a loss.

Step 6. Your new RD is calculated as

$$RD' = 1$$

$$\text{-----}$$
$$\text{Sqrt}(1/(RD)^2 + q^2 * f^2 * E * (1-E)).$$

The same steps are done for your opponent.

Further information

A PostScript file containing Mark Glickman's paper discussing this ratings system may be obtained via ftp. The ftp site is hustat.harvard.edu, the directory is `/pub/glickman`, and the file is called "glicko.ps". It is available at <http://hustat.harvard.edu/pub/glickman/glicko.ps>.

Credits

The Glicko Ratings System was invented by Mark Glickman, Ph.D. who is currently at Boston University.

Vek and Hawk programmed and debugged the new ratings calculations (we may still be debugging it). Helpful assistance was given by Surf, and Shane fixed a heinous bug that Vek invented.

Vek wrote this helpfile and Mark Glickman made some essential corrections and additions.

Last major update: January 24, 1996 by hersco

Exeter Chess Club: Educational Chess Books

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

"Books should be used as we use glasses: to assist the sight. But some players make use of them as though they conferred sight"

-- Jose Raul Capablanca

[P.S. I have been asked, is that quote really Capa or in fact from Lasker? Search me, I've been quoting it for years and forgotten where I saw it. Anyone?]

Contents

- [Canonical books](#): the sources for most of the the games and some of the notes
- [British Chess Federation](#) recommended books
- [Dr.Dave's recommended books](#):
 1. [Seven steps that cover the lot \(prices Summer 1993\)](#)
 2. [Good further reading](#)
 3. [Good advanced reading](#)
 4. [Otherwise Good Books with a Confidence-Sapping Error in the Very First Diagram](#)
 5. [Otherwise Good Books with a Confidence-Sapping Cover \(before you ever get to a diagram!\)](#)
 6. [All my books\(!\)](#)
 7. [BOOK REVIEWS](#)

There are also books recommended in the CHESS FAQ: the [rec.games.chess newsgroup Frequently Asked Questions](#) list (with answers).

Canonical books:

the sources for the games and some of the notes

- CHESS magazine
- BRITISH CHESS MAGAZINE

- **Alekhine - My Best Games of Chess (3 vols.) [Bell/Batsford] Descriptive (new one-volume Algebraic edition)
- Avni - Danger in Chess [Pergamon]
- Basman - Chess Traps (J) [Pergamon]
- Batsford Chess Yearbooks 1975,1976 [Batsford]
- **Botvinnik - 100 Selected Games [Dover] Descriptive
- *Bronstein - The Chess Struggle in Practice [Batsford] Descriptive
- *Chernev - Logical Chess [Faber] Descriptive
- *Chernev - The Most Instructive Games of Chess ever Played [Faber] Descriptive
- Dubois - Steinitz Best Games of Chess [Dover] Descriptive
- DuMont - 200 Modern Chess Miniatures [Bell] Descriptive
- Dvoretsky - Training for the Tournament Player [Batsford]
- *Euwe & Kramer - The Middle Game I/II [Bell/Batsford] Descriptive
- Evans - The Chess Opening for You [R.H.M.] Descriptive
- Fine - Basic Chess Endings [?Bell] Descriptive
- *Fine - The Ideas behind the Chess Openings [Batsford]
- **Fischer - My 60 Memorable Games [Faber] Descriptive [Batsford] Algebraic
- **Gligoric - The Nimzo-Indian Defence [Pergamon]
- Hartston - The Kings of Chess
- James & Hartston - The Master Game
- Keene & Edwards - The Chess Player's Bedside Book [Batsford] Descriptive
- **Keene & Kasparov - Batsford Chess Openings [Batsford]
- Korchnoi - Chess is my life [Batsford]
- Kosteev - 40 Lessons for the Club Player [Batsford]
- *Kotov - Think Like a Grandmaster [Batsford]
- Kotov - Plan Like a Grandmaster [Batsford]
- Krogius - Psychology in Chess [R.H.M.] Descriptive
- *Littlewood - Chess Coaching [Crowood]
- Lombardy - Snatched opportunities at the chessboard [] Descriptive
- Mednis & Crouch - Rate your Endgame [Pergamon]
- **Nunn & Griffiths - Secrets of Grandmaster Chess [Batsford]
- **Nunn - My Best Games of Chess [Batsford]
- Nimzovitch - Chess Praxis [Bell] Descriptive
- **Nimzovitch - My System [Batsford]
- Pflieger and Treppner - Chess: the Mechanism of Mind [Pergamon]
- Reinfeld - Improving Your Chess [Faber] Descriptive
- *Reti - Masters of the Chessboard [Dover] Descriptive
- *Reti - Modern Ideas in Chess [Dover] Descriptive
- Schoenberg - Grandmasters of Chess []
- Shatskes - English Opening [Chess Player] Descriptive
- Sokolsky - Pawns in Chess [Chess Player] Descriptive
- Soltis - The Art of Defence in Chess [] Descriptive
- **Speelman et al. - Batsford Chess Endings [Batsford]

- *Stein - Simple Chess [Faber] Descriptive
- Taimanov - Winning with the Sicilian [Batsford]
- Tartakower & DuMont - 500 Master Games of Chess [Bell/Batsford] Descriptive
- Tartakower & DuMont - 100 Master Games of Modern Chess [Bell/Batsford] Descriptive
- Tal & Damsky - Attack with Mikhail Tal [Cadogan]
- *Walker - Chess Openings for Juniors [Oxford UP] (J)
- *Walker - Test Your Chess: Piece Power [Oxford UP] (J)
- *Walker - Attacking the King [Oxford UP] (J)
- **Webb - Chess for Tigers [Pergamon]
- **Vukovic - The Art of Attack [Pergamon] Descriptive
- Znosko-Borovsky - How to Play the Opening in Chess [Dover] Descriptive

* Recommended (Chernev and Walker particularly)

** Recommended for advanced study (Webb, Nunn and Dvoretsky particularly)

... (J) Junior book

*** Other book recommendations: ***

Botvinnik: Selected Games 1967-1970 [Dover] Descriptive

Chernev & Reinfeld - Winning Chess [Faber] Descriptive

Livshitz - Test Your Chess IQ (3 vols.: BCF 160+, 180+, 200+) [Pergamon]

Silman: Re-assess your chess [?]

A LIST OF RECOMMENDED BOOKS (from the British Chess Federation)

I've not read many of these myself, but these recommendations will have been made carefully by the BCF. I'd welcome opinions of yours. All the books in the "collections of games" section are in Descriptive notation; the Fischer book is for advanced players only.

Verbatim... (DrD)

A STARTER BOOK FOR ABSOLUTE BEGINNERS

- PURNELL'S CHESS FOR CHILDREN by MJ Richardson (Pergamon)
Some editions have the title PERGAMON'S CHESS FOR CHILDREN
- The alternative is STARTING CHESS by AJ GILLAM

A CO-ORDINATED COURSE FOR BEGINNERS

- MOVE ONE by R James (Faber)
- The alternative recommendation is THE BATSFORD CHESS COURSE by MJ Basman

(Batsford), followed by THE SECOND BATSFORD CHESS COURSE by the same author

ADDITIONAL BOOKS FOR ESSENTIAL DAILY PRACTICE

- HOW TO PLAY THE OPENING LIKE A MASTER by MJ Basman
- SIMPLE CHECKMATES by AJ Gillam (Batsford), also SIMPLE CHESS TACTICS
- CHESS SKILLS pamphlets (BCF)

USEFUL BOOKS FOR THE IMPROVING PLAYER

- CHESS TRAPS FOR YOUR UNWARY OPPONENT by MJ Basman
- SPIKE'S CHESS PRIMER by DG Ellison (Crowood)
- CHESS FOR TIGERS by S Webb
- FIND THE MATE by MJ Basman

PLAYING IN SERIOUS COMPETITIONS

The young tournament player should select from the following list:-

- PLAY BETTER CHESS by LW Barden (Octopus)
- CHESSERCIZES by B Pandolfini (Octopus)
- CHESS OPENINGS FOR JUNIORS by JN Walker (OUP)
- ATTACKING THE KING by JN Walker (OUP)
- CHESS ENDINGS - ESSENTIAL KNOWLEDGE by Y Averbach (Pergamon)
- WINNING ENDGAMES by A Kosten (Crowood)
- NIGEL SHORT'S CHESS SKILLS by ND Short (Hamlyn)
- BLUNDERS AND BRILLIANCIES by I Mullen and M Moss (Pergamon)

COLLECTIONS OF GAMES

- WINNING CHESS by I Chernev and F Reinfeld (Faber) **(N.B. Not a game collection but a collection of tactical ideas from actual play - DR)**
- LOGICAL CHESS MOVE BY MOVE by I Chernev (Faber)

FOR PARENTS

- THE COMPLETE CHESS ADDICT by M Fox and R James (Faber)
- THE OXFORD COMPANION TO CHESS by Hooper & Whyld (OUP)

Dr.Dave's recommended books

A word about descriptive notation:

learn it! (actually, that's two words - but you get the point. There is a host of really cracking chess literature in English which is often too cheap to pass up [second-hand or, like the Dover editions, not in need of re-setting]. Can you really wait for Batsford to commission a "Twentieth Century Edition" of Reti's **Modern Ideas in Chess**, on sale at £12.99 when you can pick it up for a fraction of that price, brand new from Dover? Of course not. It's worth becoming bilingual.)

Pricing: as accurate as I could get June 1993. Look around for bargains - I nearly fell for a John Walker classic for £9.99 then saw it brand new for £3.95 elsewhere!

5.4.1 Seven steps that cover the lot (prices Summer 1993):

- I grew up on *Raymond Bott and Stanley Morrison: Chess for Children, More Chess for Children*, and *The Chess Apprentice*. (Descriptive, £ 0p)
Straightforward and engaging treatment for junior school ages, although rather old now and sadly only in Descriptive. For a more contemporary Algebraic treatment, John Walker's **First Steps in Chess** is good.
- *Irving Chernev and Fred Reinfeld. Winning Chess*. Faber, 1956 (Descriptive, £3.95/Algebraic, £6.99).
isbn 0 571 09231 4
Well-illustrated training programme in chess tactics.
- *John Walker. Chess: Attacking the King*. Stephens, 1989. (Algebraic, £3.99)
isbn 1 85260 220 1
The basics of attacking play, clearly explained. Good examples.
- *John Walker. Chess Openings for Juniors*. Stephens, 1989. (Algebraic, £3.99/9.99)
isbn 1 85260 219 8
The basics of opening play, clearly and entertainingly explained.
- *Irving Chernev. Logical Chess, Move by Move*. Faber, 1962 (Descriptive, £5.99)
isbn 0 571 09039 7
Light-hearted and thorough exploration of chess ideas through detailed commentary of master games. Covers material to take beginners to next level.
- *Michael Stean. Simple Chess*. Faber, 1978. (Descriptive, £3.99) isbn 0 571 11257 9
Wonderfully clear discussion of some difficult strategical themes in the middlegame. A little gem.
- *Simon Webb. Chess for Tigers*. Maxwell Macmillan, 1991 (Algebraic, £5.95)
isbn 1 85744 021 8
Practical guide to making the most of your chess style.

5.4.2 Good further reading:

"I'm still confused, but now I'm confused on a much higher level"

-- ANON.

- **Reuben Fine. The ideas behind the chess openings.** (algebraic edition) Batsford, 1989. (Algebraic, £11.99).
isbn 0 7134 5788 0
A real classic - occasionally hard work but the best single volume on the openings around. Made so much clear to me; rather dated, but because it does not concern itself with variations, not as much as you might fear.
- **Kasparov, G and Keene, R. Batsford Chess Openings 2.** Batsford 1992 (Algebraic, £19.99).
isbn 0 7134 6099 7 or **Korn, W (Ed.) Modern Chess Openings 13th edn.** (Descriptive)
Do get one of these for reference and study of your chosen lines.
- **Richard Reti. Modern Ideas in Chess and Masters of the Chess Board.** Dover, 19. (Descriptive, £)
Rich and clear exposition of the development of chess strategy and then-current opening theory, explained through a review of the masters of the day. Charmingly written in a rather old-world English - for good readers only, but some of the best advice for any player. Perhaps juniors could look at the games with an older partner.
- **Pachman, L. Modern Chess Tactics, Attack and Defence in Modern Chess Tactics, and Complete Chess Strategy.** (Descriptive) Dover.
Slightly old-fashioned style (fewer diagrams) but as clear and comprehensive a treatment of the game of chess as you could wish. His books on the openings (**Open games, Semi-Open Games, Indian Defences and The Queen's Gambit** from Chess: Sutton Coldfield) are also comprehensive for their day, but now rather dated - which means of course, that they are a good second string if you have a modern book which neglects unfashionable lines.
- **Tartakower, S and Du Mont, J 500 Master Games of Chess.** (Descriptive) Batsford. The idea of explaining openings and their characteristic middlegame ideas through complete games is nothing new - here's the grandparent of them all, a really good read, games from every opening with commentary and diagrams. Naturally dated but the basic chess sense is as good now as ever. My guess is they tried to find games that illustrated every idea in chess they could think of, because the attention to the range of strategical themes and tactical ideas is meticulous.
- **Mednis, E and Crouch, C. Rate your endgame.** Algebraic: Maxwell Macmillan, 1992.
isbn 1 85744 020 X
Nice collection of practical advice and endgames, with test-yourself sections.
- **Fine, R: Basic Chess Endings** (Descriptive) /**Speelman et al.: Batsford Chess Endings** (Algebraic)/**Keres: Practical Chess Endings** (Either). Do get one of these for reference and basic study of the key endings (K and P, K+R, K+B, K+N, K+Q).

For entertainment and browsing:

- **Chernev, I. The Chess Companion.** Faber. (Descriptive)
A charming collection of chess writing and short stories, together with classic games, problems

and oddities.

- *Hooper, D and Whyld, K. The Oxford Companion to Chess.* (Algebraic) Oxford.
A marvellously thorough reference book, but also great fun to browse in.
- *James, M and Fox, D. The Even More Complete Chess Addict.* (Algebraic) Faber.
A vigorous and cheerful collection by two real enthusiasts - some games, but at its best with a glorious set of stories and gossip.

5.4.3 Good advanced reading:

"Chess is a game of understanding and not of memory"

-- ZNOSKO-BOROVSKY.

- *Alexander Kotov. Think like a grandmaster* (isbn 0 7134 3160 1), and *Play like a grandmaster.* Batsford (Algebraic, £12.99 ea.).
Influential and comprehensive texts on every aspect of chess; there is overlap between the two volumes. Nice to see self-assessment exercises. A companion volume **Train like a grandmaster** is a potboiler - avoid.
- *Max Euwe and Hans Kramer. The Middle Game,* Vols I and II. Bell, 19. (Descriptive, £ and Descriptive, £).
A complete handbook of middle game themes and structures. A host of basic instruction for budding masters that haven't budded.
- *Aaron Nimzovitch. My system.* Bell, 1950. (Descriptive/Algebraic, £)
Now classic, a brisk re-assessment of chess strategy, although needs a pinch or two of salt. His pungent style has made this one of the most widely-quoted chess books. See also his **Chess Praxis**, a games collection with his commentary. Keene has written a good book on Nimzovitch.
- *Michail Botvinnik. Selected games 1947-70.* Batsford. (Descriptive, £).
The dominant figure of post-war chess describes his games. Botvinnik makes it all sound so simple.
- *Alexander Alekhine. My best games of chess 1923-35.* Bell, 19. (Descriptive, £)
[New (Algebraic) edition, Batsford 1996] The greatest games of the greatest player, with his own notes. Brilliant, precise, dynamic.
- *Mark Dvoretsky. Secrets of Chess Tactics and Secrets of Chess Training.* (Algebraic) Batsford.
The Soviet Union's premier trainer reveals his best methods and positions. For budding masters who fancy something chewy.



COOL TIP: It's always a good idea to borrow these before spending money on them: they will all repay study over time but all could do with balancing ideas from other authors.

5.4.4 Otherwise Good Books with a Confidence-Sapping Error in the Very First Diagram:

Gerzadowicz, S **Thinker's Chess** (Thinker's Press)

MacDonald, N **Defence in Chess** (Master Class)

5.4.5 Otherwise Good Books with a Confidence-Sapping Cover (before you ever get to a Diagram)

My current favourite is **Play Anti-Indian Systems** by Egon Varnusz, cover by **Pintail Design** for Maxwell Macmillan Chess (published in 1991). The board depicted on the cover is quite OK (position after 1. d4 Nf6 2. Nf3 e6 3. Bg5), but the design is dominated by two chess knights, one done up like a Native American Indian with a feather head-dress, and one done up like the 7th Cavalry. Of course, the WHITE Knight is the Indian, and the BLACK Knight is the 7th Cavalry...

Any more? Or similar? For example, *Otherwise OK Books with a Confidence-Sapping Error on the contents page*: No.1: **The London System** by Andrew Soltis advertises a line of the Advance French on the contents page!

This document (books.html) was last modified on 30 Apr 1996 by



[Dr. Dave](#)

Exeter Chess Club: Dr.Dave's Books

KEY

- Not worth it [reason]

= OK

+ Recommended

General

- + AVERBAKH, A Chess Dictionary (2nd Edition) (Informator)
- + BARDEN et al (Eds), British Chess (Pergamon)
- + CHERNEV, Wonders and Curiosities of Chess (Dover)
- + CHERNEV, The Bright Side of Chess (Hollis & Carter)
- + CHERNEV, The Chess Companion (Faber)
- + EDWARDS & KEENE (Eds.), The Chess Player's Bedside Book (Batsford)
- + EVANS, The Chess Beat (Pergamon)
- + FOX & JAMES, The Complete Chess Addict (Faber)
- + GOLOMBEK, The Penguin Encyclopedia of Chess (Penguin)
- + HARTSTON, How to Cheat at Chess (Cadogan)
- + HARTSTON, Soft Pawn (Cadogan)
- + HOOPER & WHYLD, The Oxford Companion to Chess

- + KNIGHT (Ed.), Chess Pieces (CHESS, Sutton Coldfield)
 - + KNIGHT & GUY (Eds.), King, Queen and Knight (Batsford)
 - = MACKETT-BEESON, Chessmen (Octopus)
 - + MATANOVIC (Ed.), Encyclopaedia of Chess Middlegames: Combinations (Batsford/Informator)
 - + MATTHEWS, British Chess (Clarke & Sherwell)
 - NORWOOD, Chess and Education (Gresham College) [poorly researched]
 - + PRITCHARD, The Encyclopedia of Chess Variants (Games & Puzzles)
 - + REINFELD (Ed.), The Treasury of Chess Lore (Dover)
 - = SPANIER, Total Chess (Dutton)
 - = STAUNTON, The Chess-Players Handbook (Bracken)
 - = STEINER, The Sporting Scene (Faber)
 - = TAYLOR, The Lewis Chessmen (British Museum)
 - + TILLER (Ed.), Chess Treasury of the Air (Penguin)
-

History & Literature

- CHESBRO, King's Gambit (NEL) [dire]
- + COCKBURN, Idle Passion: Chess and the dance of death (Weidenfeld & Nicholson)
- = HARTSTON, Kings of Chess (Pavilion)
- = KEYES, The Chess Players (The Book Club)
- + NABOKOV, The Defence (Panther)

- + SCHONBERG, Grandmasters of Chess (Fontana)
 - = TEVIS, Queen's Gambit ()
 - + WATERMAN (Ed.), The Poetry of Chess (Anvil)
-

Games Collections

- + ALEKHINE (Ed. NUNN), Alexander Alekhine's Best Games (Batsford)
- = ALEKHINE, Alekhine's Greatest Games (3. vols in one edition) (Batsford)
- + BOTVINNIK, 100 Selected Games (Dover)
- + BOTVINNIK, Selected Games 1967-70 (Pergamon)
- + BOTVINNIK, Botvinnik's Best Games 1967-1970 (Batsford)
- + BOTVINNIK, Championship Chess (Macmillan)
- = BRADY Bobby Fischer (Batsford)
- = BRONSTEIN & FURSTENBERG, The Sorcerer's Apprentice (Cadogan)
- + BRONSTEIN, The Chess Struggle in Practice (Batsford)
- + BRONSTEIN, 200 Open Games (Dover)
- + BYRNE & NEI, Both Sides of the Chessboard (Batsford)
- = BYRNE, Anatoly Karpov: the new World Chess Champion (Bantam)
- = CAFFERTY Spassk's 100 Best Games (Batsford)
- = CHERNEV, 1000 Best Short Games of Chess (Hodder & Stoughton)
- + CLARKE, Mikhail Tal (Batsford)

- + CLARKE, Petrosian's Best Games 1946-63 (Bell)
- + COLES, Dynamic Chess (Dover)
- = DEVIDE, Wilhelm Steinitz: Selected Chess Games (Dover)
- = EALES, Cambridge Chess (CHESS, Sutton Coldfield)
- = EUWE, From My Games (Bell)
- = EUWE, Meet the Masters (Dover)
- + FISCHER My 60 Memorable Games (Faber)
- + GOLOMBEK, Capablanca's 100 Best Games of Chess (Bell)
- + GOLOMBEK, Reti's Best Games of Chess (Bell)
- = HANNAK, Emanuel Lasker (Dover)
- + HOOPER & BRANDRETH, The Unknown Capablanca (Dover)
- + JAMES & BARDEN, The Master Game (BBC)
- + JAMES & HARTSTON, The Master Game, Book Two (BBC)
- = KASPAROV, GELLER, LEIN & CHEPIZNY, Kasparov v. Karpov 1990 (K-K V) (Pergamon)
- = KEENE & GOODMAN, Manoeuvres in Moscow (K-K II) (Batsford)
- = KEENE & GOODMAN, The Centenary Match (K-K III) (Batsford)
- = KEENE & GOODMAN, Seville (K-K IV) (Batsford)
- + KERES, The Road to the Top (Batsford)
- + KERES, The Quest for Perfection (Batsford)
- = KORCHNOI Chess is my life (Batsford)
- + LARSEN, Larsen's Selected Games (Bell)

- + LARSEN, Karpov vs. Korchnoi (1978, Unwin)
- = LEVY & O'CONNELL (Eds.), Korchnoi's Chess Games (Oxford University Press)
- = LEVY, How Fischer Plays Chess (Fontana)
- = MacDONALD, Defence in Chess (Master Class)
- + MacDONALD, Modern Chess Miniatures (Cadogan)
- + MARKLAND, The Best of Karpov (Oxford University Press)
- MILES & SPEELMAN, Tilburg 1978 (?) [mostly bare scores]
- + NUNN, John Nunn's Best Games (Batsford)
- = O'KELLY Tigran Petrosian: World Champion (Pergamon)
- + POLUGAEVSKY, Grandmaster Achievement (Cadogan)
- = POLUGAEVSKY, Grandmaster Performance (Pergamon)
- = REINFELD, Tarrasch's Best Games (Chatto & Windus)
- = REINFELD, British Chess Masters (Bell),
- + REINFELD, British Chess Masters (Bell)
- + SERGEANT, Morphy's Games of Chess (Dover)
- = SMYSLOV, Smyslov's Selected Games (Cadogan)
- = SMYSLOV, My Best Games of Chess 1935-57 (Dover)
- = SPEELMAN & TISDALL, Moscow Marathon (K-K I) (Unwin)
- + SPEELMAN, Jon Speelman's Best Games (Batsford),
- + SPEELMAN, Best Chess Games 1970-1980 (Allen & Unwin)

- + TAIMANOV, Taimanov's Selected Games (Cadogan)
 - TAL & HAJTUN, Selected Chess Games of Mikhail Tal (Dover) [shallow notes]
 - + TAL, Tal-Botvinnik 1960
 - + TAL, The Life and Games of Mikhail Tal,
 - + TARTAKOWER & DuMONT, 500 Master Games of Chess (Batsford)
 - = TARTAKOWER & DuMONT, 100 Master Games of Modern Chess (Dover)
 - + TARTAKOWER, My Best Games of Chess 1905-1954 (Two volumes, Dover)
 - + TIMMAN, Timman's Selected Games (Cadogan)
 - + TIMMAN, The Art of Chess Analysis (RHM)
 - WENMAN, Gems of the Chess Board (Pitman) [odd]
-

Instructional/Psychology

- = ABRAHAMS, The Chess Mind (Penguin)
- = ABRAHAMS, Test Your Chess (Pan)
- = ALEXANDER, The Penguin Book of Chess Positions (Penguin)
- = AVNI, Creative Chess (Pergamon)
- + AVNI, Danger in Chess (Cadogan)
- = BASMAN, Chess: All You Need To Know (Hodder)
- + BELLIN & PONZETTO, Test Your Positional Play (Batsford)
- = BOTT & MORRISON, Chess for Children (Collins)

- = BOTT & MORRISON, The Chess Apprentice (Collins)
- BRONSTEIN, The Modern Chess Self-Tutor (Cadogan) [self-indulgent]
- = CAPABLANCA, A Primer of Chess (Cadogan)
- + CAPABLANCA, Chess Fundamentals (Cadogan)
- + CHANDLER, How to beat your Dad at Chess (Gambit)
- = CHERNEV & HARKNESS, Invitation to Chess (Faber)
- + CHERNEV & REINFELD, Winning Chess (Faber)
- + CHERNEV, The Most Instructive Games of Chess ever played (Faber)
- + CHERNEV, Logical Chess (Faber)
- DAVIS & NORWOOD Grandmaster Meets Chess Amateur (Holt) [sketchy: content would make a decent pamphlet]
- = DVORETSKY & YUSUPOV, Training for the Tournament Player (Batsford)
- = DVORETSKY & YUSUPOV, Technique for the Tournament Player (Batsford)
- DVORETSKY & YUSUPOV, Positional Play (Batsford)
- = DVORETSKY & YUSUPOV, Opening Preparation (Batsford)
- = DVORETSKY & YUSUPOV, Attack & Defence (Batsford)
- = DVORETSKY, Secrets of Chess Training (Batsford)
- = DVORETSKY, Secrets of Chess Tactics (Batsford)
- = ESTRIN & ROMANOV (Eds.), The World Champions Teach Chess (Black)
- = EUWE & MEIDEN, Chess Master vs. Chess Amateur (Bell)
- + EUWE, Judgement & Planning in Chess (Bell)

- + GERZADOWICZ, Thinker's Chess (Thinker's Press)
- = GILLAM, Simple Checkmates (Batsford)
- = GILLAM, Simple Checkmates (Batsford)
- = HARDING, Better Chess for Average Players (Dover)
- + HARTSTON & WASON, The Psychology of Chess (Batsford)
- + KOTOV, Think like a Grandmaster (Batsford)
- = KOTOV, Play like a Grandmaster (Batsford)
- KOTOV, Train like a Grandmaster (Batsford) [potboiler]
- + KROGIUS, Psychology in Chess (RHM)
- = LITTLEWOOD, Chess Coaching (Crowood)
- + LIVSHITZ, Test Your Chess IQ: Book 1 (Pergamon)
- + LIVSHITZ, Test Your Chess IQ: Book 2 (Pergamon)
- + LIVSHITZ, Test Your Chess IQ: Book 3, Grandmaster Challenge (Cadogan)
- = MALPASS, Bluff Your Way in Chess (Ravette)
- = MEDNIS, How to be a complete tournament player (Macmillan)
- + MEDNIS, Practical Middlegame Tips (Cadogan)
- = MULLEN & MOSS, Blunders and Brilliances (Pergamon)
- NORWOOD, Advanced Chess (Usborne) [layout and language inappropriate]
- + NUNN & GRIFFITHS, Secrets of Grandmaster Play (Batsford)
- + NUNN, Secrets of Practical Chess (Batsford)

- = PFLEGER & TREPPNER, Chess: the Mechanics of the Mind (Crowood)
- = PHILLIPS, The Chess Teacher (Oxford University Press)
- = POVAH, Chess Training (Faber)
- = POVAH, Chess Training (Faber)
- + PURDY, The Search for Chess Perfection: the life, games and writing of CJS Purdy (Thinker's Press)
- + RETI, Modern Ideas in Chess (Dover)
- + RETI, Masters of the Chess Board (Dover)
- SADLER, Tips for Young Players (Everyman Chess) [layout and language inappropriate]
- + SILMAN, The Amateur's Mind (Summit)
- = SILMAN, Reassess Your Chess (Summit)
- = SOLTIS, Chess Mistakes: how to detect and avoid them (Allen & Unwin)
- + SOLTIS, The Art of Defence in Chess (McKay)
- + TISDALL, Improve Your Chess Now (Cadogan)
- + WALKER, Chess Openings for Juniors (Oxford University Press)
- + WALKER, Attacking the King (Oxford University Press)
- + WALKER, Test Your Chess: Piece Power (Oxford University Press)
- = WEBB, Chess for Tigers (Macmillan)
- + WEERAMANTRY & EUSEBI, Best Lessons of a Chess Coach (McKay)
- = ZAK, Improve Your Chess Results (Batsford)
- = ZNOSKO-BOROVSKY, How not to play Chess (Dover)

Openings

General Openings/Repertoire books

- = CHERNEV, Winning Chess Traps (Pitman)
- + FINE, The Ideas behind the Chess Openings (Bell)
- = KARPOV, The Open Game in Action (Batsford)
- = KARPOV, The Semi-Open Game in Action (Batsford)
- = KARPOV, The Closed Game in Action (Batsford)
- = KARPOV, The Semi-Closed Game in Action (Batsford)
- = KASPAROV & KEENE, Batsford Chess Openings (Batsford)
- + KASPAROV & KEENE, Batsford Chess Openings 2 (Batsford)
- + MEDNIS, Practical Opening Tips (Cadogan)
- + MEDNIS, Practical Opening Tips (Cadogan)
- + NUNN et al., Nunn's Chess Openings (Gambit)
- PACHMAN, The Opening Game in Chess (Routledge) [patchy]
- PANDOLFINI, Chess Openings: Traps and Zaps (Fireside) [thin]
- + SUETIN, Modern Chess Opening Theory (Pergamon)
- + ZNOSKO-BOROVSKY, How to play the Opening in Chess (Dover)
- = ZNOSKO-BOROVSKY, Traps on the Chess Board (Hollings)

- = BAKER, A Startling Chess Opening Repertoire (Cadogan)

- GUFELD, An Opening Repertoire for the Attacking Player (Cadogan) [see review]
- + KEENE & LEVY, An Opening Repertoire for the Attacking Player (Batsford)
- + KEENE, An Opening Repertoire for the White (Batsford)
- KEENE, The Complete Book of Gambits (Batsford) [F for effort]
- LEVY & KEENE, An Opening Repertoire for the Attacking Club Player (Batsford) [impractical]
- + MAROVIC, An Active Repertoire for Black (Batsford)
- SCHILLER, A Gambit Repertoire for Black (Cardoza) [incomplete]
- SCHILLER, Black to play Classical Defences and win (Chess Digest) [incomplete]
- = SUMMERSCALE, A Killer Chess Opening Repertoire (Cadogan)

Open Games

- + BARDEN, The Ruy Lopez (Pergamon)
- BASMAN, Elephant Gambit (Audio Chess) [shallow]
- + EMMS, Play the Open Games as Black (Gambit)
- + ESTRIN, Two Knights' Defence (CHESS, Sutton Coldfield)
- = FILIPOWICZ & KONIKOWSKI, 4...d5 in the Cordel Defence, Spanish Game (Ruy Lopez) (Chess Enterprises)
- + FORINTOS & HAAG, The Petroff Defence (Batsford)
- + GALLAGHER, Winning with the King's Gambit (Batsford)
- + GUFELD & STETSKO, The Giuoco Piano (Batsford)

- + HOOPER, A Complete Defence to 1.P-K4: A Study of Petroff's Defence (Pergamon)
- + KING & PONZETTO, Mastering the Spanish (Batsford)
- = KINLAY, Bring Back the King's Gambit! (Audio Chess)
- + KOSTEN, Winning with the Philidor (Batsford)
- + LANE, Winning with Bishop's Opening (Batsford)
- + LANE, Winning with the Scotch Opening (Batsford)
- = LEACH, Bishop's Opening (Caissa Books)
- MARTIN, The King's Gambit (GM Video) [lines cover 1 page of A4]
- + PACHMAN Open Games (Chess, Sutton Coldfield)
- = PICKETT & SWIFT, Scotch 1: Scotch Game (Chess Player)
- = PICKETT & SWIFT, Scotch 2: Scotch Gambit (Chess Player)
- = PICKETT, Centre Game and Danish Gambit (Chess Player)
- = RUNKE, Meet CARL (Centre Attack in Ruy Lopez) (?)
- SCHROEDER, Classic Chess Openings (Giuoco Piano/Evans' Gambit) [DIY standard]
- + SOLTIS *et al.*, Understanding the Open Games (except Ruy Lopez) (RHM)
- + SOLTIS, Ruy Lopez Exchange Variation (Chess Digest)
- = SOLTIS, Winning with the Ruy Lopez Exchange Variation (Chess Digest)
- + SUETIN, The Complete Spanish (Batsford)
- TAULBUT, How to play the Ruy Lopez (Batsford) [sketchy notes]
- = THOMAS, Spanish 5.d4 (Chess Player)
- + TSEITLIN & GLASKOV, The Complete Vienna (Batsford)

= WALL, 500 Italian Miniatures (Chess Enterprises)

= YUDOVITCH, Spanish without ...a6 (Batsford)

Semi-Open Games

+ AAGARD, Easy Guide to the Panov-Botvinnik Attack (Cadogan)

= ADORJAN & HORVATH Sicilian: Sveshnikov Variation (Pergamon)

= BAGIROV, Developments in the Sicilian 2. f4 (Quadrant)

+ CHANDLER, The Complete c3 Sicilian (Batsford)

= CHESS DIGEST, Sicilian: Kann/Paulsen-Taimanov (Chess Digest)

- DEMPSEY, French Winawer: Alekhine Gambit (Chess Player) [layout]

= DONALDSON & SILMAN Accelerated Dragons (Cadogan)

+ EADE, Remember the French MacCutcheon! (Chess Enterprises)

+ EMMS, The French Tarrasch (Batsford)

+ GALLAGHER, Beating the Anti-Sicilians (Batsford)

= GREFE, The Offbeat Sicilian (Chess Enterprises)

+ HARDING, The Classical French (Batsford)

= HODGSON & DAY, Grand Prix Attack against the Sicilian (Batsford)

= HORT, Alekhine's Defence (with KEENE: Nimzo/Owen's) (ACB)

= HORT, The Modern Defence (RHM)

= HORTON, The French Defence I (Chess Player)

- = JANSÁ & PRIBYL, How to play the Pirc: a new system for Black (Munster)
- + KASPAROV & NIKITIN Sicilian: ...e6 and ...d6 systems (Batsford)
- KEENE & TAULBUT, How to play the Caro-Kann Defence (Batsford) [sketchy]
- + KEENE *et al.*, Understanding the Caro-Kann Defence (RHM)
- = KEENE & TAULBUT, French Defence, Tarrasch Variation (Batsford)
- + KEENE & BOTTERILL, The Modern Defence (Batsford)
- = KEENE & BLACKSTOCK Sicilian Defence 3: Unusual Second Moves for Black (Chess Player)
- = KEENE, PLASKETT & TISDALL, The English Defence (Batsford)
- + KING, English Defence (Everyman Chess)
- = LANE, Beating the French (Batsford)
- = LANE, Winning with the Closed Sicilian (Batsford)
- LANE, Grand Prix Attack (Batsford) [too many moves, not enough words]
- + LEVY & O'CONNELL, How to play the Sicilian Defence (Batsford)
- = LEVY Sicilian: Accelerated Dragons (Batsford)
- + MacDONALD & HARLEY, Mastering the French (Batsford)
- = MAROVIC & SUSIC, King Fianchetto Defences (Batsford)
- + MORTAZAVI, Winning with the Kan (Holt/Batsford)
- NESIS, Tactics in the French (Batsford) [not really tied to French]
- NORWOOD, Winning with the Modern (Batsford) [incomplete, not really got to grips with key positions]
- + NUNN & McNAB, The Ultimate Pirc (Batsford)

- + NUNN & GALLAGHER, Beating the Sicilian 3 (Batsford)
- + NUNN, The Pirc for the Tournament Player (Batsford)
- + NUNN, The Complete Pirc (Batsford)
- = NUNN, New Ideas in the Pirc (Batsford)
- + PACHMAN, Semi-Open Games (CHESS, Sutton Coldfield)
- = PICKETT Sicilian Defence 7: Lines with P-KB4 (Chess Player)
- = PICKETT Sicilian Defence 5: Four Knights' (Chess Player)
- + PLASKETT, Sicilian Taimanov (Chess Press)
- + PRITCHETT, The Sicilian Scheveningen (Batsford)
- + RAZUVAYEV, The Anti-Sicilian 3. Bb5(+) (Batsford)
- = SILMAN Accelerated Dragons (Chess Digest)
- = SILMAN, The Dynamic Caro-Kann: the Bronstein-Larsen Variation and the original Caro system (Summit)
- = SMITH & HALL, How to play the Sicilian Defence (Chess Digest)
- = SOLTIS, Beating the Alekhine's Defence with the Exchange Variation (Chess Digest)
- = SOLTIS, Black to play and win with 1...g6 (Chess Digest)
- = SOLTIS, The English Defence (Chess Digest)
- = SOLTIS, The Defence ...P-QN3 (Chess Digest)
- = SOLTIS, Beating the Sicilian: Chamaeleon (Chess Digest)
- + SPEELMAN & MacDONALD, Modern Defence (Everyman)
- + SUETIN, The Complete French (Batsford)

- = SUETIN, French Defence (Batsford)
- + TAIMANOV, Winning with the Sicilian (Batsford)
- = TAIMANOV, Sicilian: Taimanov Variation (Batsford)
- = TAIMANOV, Sicilian: Paulsen (Batsford)
- TAULBUT, How to play the French Defence (Batsford) [sketchy]
- = WALL, Owen's Defence (Chess Enterprises)
- = WARD Developments in the Sicilian Dragon (Quadrant)
- + WATSON, Play the French (Third Edition) (Cadogan)
- = WOJTKIEWICZ & SANDLER The Vitolins Variation: Scheveningen 6. Bb5+!? (London Chess Centre)

Closed Games

- + BURGESS & PEDERSEN, The Queen's Gambit for the Attacking Player (Batsford)
- = CHESS DIGEST, Queen's Gambit Declined (Chess Digest)
- = FLEAR, The Slav for the Tournament Player (Batsford)
- = HARDING Colle, London & Blackmar-Diemer systems (Batsford)
- = HARDING, Queen's Gambit Declined: Semi-Slav (Batsford)
- HODGSON, Trends in the Torre and Trompovsky (Trends) [sketchy]
- LANE, The Blackmar-Diemer Gambit (Batsford) [see review]
- + MARKOV/SCHIPKOV, Winning with the Slav (Batsford)

- = MAROVIC, Play the Queen's Gambit (Macmillan)
- = NEISHTADT, Queen's Gambit Accepted (Chess Digest)
- + PACHMAN, Queen's Gambit (CHESS, Sutton Coldfield)
- + POLUGAEVSKY, Queen's Gambit Declined: Orthodox Defence (Batsford)
- RUSSELL, The Veresov System (Russell) [DIY standard]
- = SCHILLER, Tchigorin Defence: Queen's Gambit Declined (Chess Digest)
- = SOLTIS, The Noteboom Variation (Chess Digest)
- = SOLTIS, The London System (Chess Digest)
- + VAN DER WERF & VAN DER VORM, Play the Noteboom (Cadogan)
- = WADE & GKOUNTINIAS, Trends in the London System, Stonewall Attack and Colle (Trends)

Indian Defences

- = ADAMS, Trompovsky Opening (Chess Player)
- = ADORJAN & DORY, Winning with the Grunfeld (Batsford)
- = ARKELL, Trends in the Blumenfeld (Trends)
- + BELLIN & PONZETTO, Mastering the King's Indian Defence (Batsford)
- + BELLIN & PONZETTO, Mastering the Modern Benoni and Benko Gambit (Batsford)
- = BELLIN, Trompovsky Opening & Torre Attack (Batsford)
- + BELLIN, The Classical Dutch (Batsford)
- = BURGESS, The King's Indian for the Attacking Player (Batsford)

- EHLVEST, The Leningrad Dutch (Batsford) [comprehensive but explanations lacking]
- + GALLAGHER, Beating the Anti-King's Indians (Batsford)
- + GLIGORIC, The Nimzo-Indian Defence (Cadogan)
- + GREFE et al., Understanding the Queen's Indian Defence (RHM)
- = HARTSTON, The Benoni (Batsford)
- = JACOBS, Kasparov Nimzo-Indian 4. Nf3 (TUI)
- = KEENE & TAULBUT, How to play the Nimzo-Indian (Batsford)
- = MARTIN, Secret Weapons (Tournament Chess)
- = MARTIN, The Contemporary Anti-Dutch (Tournament Chess)
- = MINEV, King's Indian Defence: Tactics, Ideas, Exercises (ICE)
- = NUNN, The Benoni for the Tournament Player (Batsford)
- + PACHMAN, Indian Defences (CHESS, Sutton Coldfield)
- + PSAKHIS, The Complete Benoni (Batsford)
- = RAVIKUMAR, Play the Benko Gambit (Macmillan)
- SCHILLER, Fianchetto against the West Indians (Chess Enterprises) [I think he means East Indians, but in any event doesn't get to grips with recommended lines]
- = SUETIN, The Complete Grunfeld (Batsford)
- + TSEITLIN & GLASKOV, Budapest for the Tournament Player (Batsford)
- + VARNUSZ, Play Anti-Indian Systems (Macmillan)

Hypermodern Games

- + BAGIROV, English: Symmetrical (Cadogan)
- + BAGIROV, English: Classical/Indian (Cadogan)
- = BASMAN, The New St.George (Cadogan)
- = BASMAN, The Killer Grob (Pergamon)
- = BENJAMIN/SCHILLER, Unorthodox Openings (Batsford)
- = BLOODGOOD, The Tactical Grob (CHESS, Sutton Coldfield)
- + CAFFERTY/SHATSKES, English Opening (Chess Player)
- = DUNNINGTON, How to play the King's Indian Attack (Batsford)
- + EVANS, The Chess Opening for You (RHM)
- HENLEY & MADDOX, King's Indian Attack! (ChessBase University) [notes to overfamiliar games plus database dump]
- = KEENE, Flank Openings (BCM)
- + KEENE, Nimzowitsch-Larsen Attack (Batsford)
- + KOSTEN, The Dynamic English (Gambit)
- KOTRONIAS, Beating the Flank Openings (Holt) [some good systems but incomplete: you would get move ordered using this book]
- = LEVY, 1. b4 (Chess Player)
- = POVAH, How to play the English Opening (Batsford)
- = RIBLI & KALLAI, Winning with the English Opening (Batsford)
- = SCHILLER, Catalan (Chess Enterprises)
- = SCHILLER, How to play the King's Indian Attack (Chess Enterprises)

- = SMITH & HALL, King's Indian Attack (Chess Digest)
 - = SOLTIS, Winning with the English Opening (Chess Digest)
 - = SOLTIS, White Opening System with 1. P-QB4 (Chess Digest)
 - = SOLTIS, Beating the Pirc Defence with the King Fianchetto Variation (Chess Digest)
 - = VAN GEET, Van Geet's Opening: 1. Nc3 (New In Chess)
 - = WALL, 500 English Miniatures (Chess Enterprises)
 - = WALL, Grob's Attack (Chess Enterprises)
 - + WATSON, English: Franco, Slav and Flank Defences (Batsford)
 - + WATSON, English 1...P-K4 (Batsford)
 - + WATSON, Symmetrical English 1...c5 (Batsford)
 - + WATSON, English 1...N-KB3 Systems (Batsford)
 - = WEINSTEIN, The Reti (Chess Digest)
-

Middle Game

- = COZENS, Lessons in Chess Strategy (Drake)
- + CROUCH, Attacking Technique (Batsford)
- + EUWE & KRAMER, The Middle Game, I: Static Features (Bell)
- + EUWE & KRAMER, The Middle Game, II: Dynamic & Subjective Features (Bell)
- = EUWE, Strategy and Tactics in Chess (Bell)
- = KEENE, Aron Nimzowitsch (Batsford)

- KEENE, The Chess Combination from Philidor to Karpov (Pergamon) [potboiler]
- = KERES & KOTOV, The Middle Game in Chess (Penguin)
- + KMOCH, Pawn Power in Chess (Dover)
- + KONIG, Chess from Morphy to Botwinnik (Dover)
- = KORN, The Brilliant Touch (Pitman)
- = LASKER, Common Sense in Chess (Dover)
- LASKER, Manual of Chess (Dover) [historical interest]
- = LISITSYN & CAFFERTY, The Strategy of Chess (Batsford)
- + MacDONALD, Positional Sacrifices (Cadogan)
- = MORTAZAVI, The Fine Art of Swindling (Cadogan)
- + NESIS (tr. GORODI), Tactical Chess Exchanges (Batsford)
- = NIMZOVICH, Chess Praxis (Dover)
- NIMZOWITSCH, Blockade (Chess Enterprises) [historical interest]
- + NIMZOWITSCH, My System (Bell)
- + PACHMAN, Complete Chess Strategy 1 (Batsford)
- PACHMAN, Attack and Defence in Modern Chess Tactics (Routledge) [potboiler]
- = SOKOLSKY, Pawns in Action (Chess Player)
- + SPIELMANN, The Art of Sacrifice in Chess (Dover)
- = SUBA, Dynamic Chess Strategy (Pergamon)
- TAULBUT & JONES, Chess Exchanges (Pergamon) [looks like a first draft: I need more diagrams!]
- + VUKOVIC, The Art of Attack in Chess (Cadogan)

- + VUKOVIC, The Chess Sacrifice (Bell)
 - + WATSON, Secrets of Middlegame Strategy (Gambit)
 - = ZNOSKO-BOROVSKY, The Middlegame in Chess (Dover)
 - + ZNOSKO-BOROVSKY, The Art of Chess Combination (Chatto & Windus)
-

Endgames

- + AVERBAKH, Chess Endings: Essential Knowledge (Cadogan)
- + CHERNEV, Capablanca's 60 Best Chess Endings (Oxford University Press)
- = FINE, Basic Chess Endings (Tartan) & EVANS (Ed.) BCE Corrections (Louie)
- = HOOPER, Practical Chess Endgames (Routledge)
- + KOSTEN, Winning Endgames (Crowood)
- = LIVSHITS & SPEELMAN, Test Your Endgame Ability (Batsford)
- + MEDNIS & CROUCH, Rate Your Endgame (Cadogan)
- = MEDNIS, From the Opening to the Endgame (Pergamon)
- = MEDNIS, From the MiddleGame to the Endgame (Cadogan)
- = MIESES, Manual of the End Game (Bell)
- + NUNN, Tactical Chess Endgames (Batsford)
- ! ONIONS & REGIS, Ten Ways to Succeed in the Endgame (Tim Onions)
- = PANDOLFINI, Pandolfini's Endgame Course (Fireside)
- = SCRIVEN, 100 Chess Problems (UPL) *the worst chess book ever written...*

- + SHERESHEVSKY & SLUTSKY, Mastering the Endgame 1: Open Games (Cadogan)
 - + SHERESHEVSKY & SLUTSKY, Mastering the Endgame 2: Closed Games (Cadogan)
 - + SHERESHEVSKY, Endgame Strategy (Pergamon)
 - + SPEELMAN, TISDALL & WADE, Batsford Chess Endings (Batsford)
 - = SPEELMAN, Analysing the Endgame (Batsford)
 - = ZNOSKO-BOROVSKY, How to play Chess Endings (Dover)
-

Studies/Problems

- = CHERNEV, Practical Chess Endings (Dover)
 - + LEVITT & FRIEDGOOD, Secrets of Spectacular Chess (Holt)
 - + MANSFIELD, Adventures in Chess Composition (CHESS, Sutton Coldfield)
 - + NUNN, Solving in Style (GAU)
 - SCRIVEN, 100 Chess Problems for the Amateur and Master (UPL) [a contender for the worst chess book ever written: see Barry Wood's review in Chess]
 - + SMULLYAN, The Chess Mysteries of the Arabian Knights (Oxford UP)
 - + SMULLYAN, The Chess Mysteries of Sherlock Holmes (Oxford University Press)
-

Miscellaneous

- = BCF Year Book of Chess 1993 (BCF)
- = BCF Year Book of Chess 1994 (BCF)

- = BCF Year Book of Chess 1995 (BCF)
 - = BCF Year Book of Chess 1996 (Batsford)
 - = BCF Year Book of Chess 1997 (BCF)
 - = O'CONNELL, Batsford Chess Yearbook 1976 (Batsford)
 - = O'CONNELL, Batsford Chess Yearbook 1977 (Batsford)
 - + PETKOVIC, Mathematics and Chess (Dover)
 - = WHYLD Chess: the records (Guinness)
-

KEY

- Not worth it

= OK

+ Recommended

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Sign the guestbook!



Currently Viewing 1 - 1 of 1

1 - August 27, 2005 3:35 pm



Name: DrDave

Location: Exeter, UK

Comments: Welcome to the new home for Exeter Chess Club's website (thanks Tryfon!). If you want to say what you think of the site, or just say hello, do add to this GuestBook. -- cheers, D

Reply: Thanks a million as well to the freeware authors of the Guestbook and the Forum; both working on first upload without any configuration. Much though I have come to love Perl, this may be the dawning of a new earhole for me -- D

Admin: [reply](#) | [delete](#) | [edit](#)

Currently Viewing 1 - 1 of 1



Sign the guestbook!

Purple Yin Guestbook Version 1.1.2
www.PurpleYin.com
Get Yours!

Westward Ho!

The official magazine of the West of England Chess Union

Find out what's going on in West Country chess with a regular subscription

Westward Ho! is dedicated to bringing you:-

- Detailed results from Penzance to Portsmouth.
- Analysis of some of the best games played in the South West.
- Tricky problems to solve.
- Articles both serious and humorous.
- The latest book reviews.
- A Who's Who in the West Country chess hierarchy.
- Photographs of top players at recent events. etc. etc.

please print, detach & return to R. H. Jones, 40, Phillipps Avenue, Exmouth. EX8 3HZ

Please send me copies of **Westward Ho!** as indicated for which I enclose the appropriate payment.

| | tick to order | cost |
|------------------------|---------------|------|
| Winter 96/7 No. 4 (£2) | — | |
| Spring 97 No. 5 (£2) | — | |
| Summer 97 No.6 (£2) | — | |
| p&p @ 35p each | — | |
| total enclosed | — | |

| | |
|--------------|-------|
| Name: | |
| Address | |
| — | |
| Postcode | |



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

N.B. There is now an updated [WECU web page](#) c/o Bob Jones, which has information and [NEWS](#) not listed here (and vice versa).

Contents

- [About the WECU](#)
- [Forthcoming congresses](#)
- [Westward Ho!](#)
- [Order form](#)
- [Officers](#)
- [Recent Results](#)
- [Golden Games from the old Wild West](#)
- [The 1997 WECU Congress and Championship](#)
- [Programme for 1997/98](#)
- [Local chess games on the World Wide Web](#)

Other local chess pages:

- [Devon County Chess Association](#),
- [Cornwall Chess Association website](#)
- [Somerset County Chess Association](#)
- [Wiltshire County Chess Association](#)
- the excellent [Bristol & District Chess League](#),
 - (where play [Grendel Chess Club](#))
- [Bath University Chess Club](#),
- [Cornwall Junior Chess Page](#) ,
- our arch-rivals at [Isca Junior Chess Club](#),
- and [Southampton Chess Club](#).

About the WECU

The **West of England Chess Union** (WECU) was formed in June 1947 and is thus currently celebrating its 50th Year. Its primary function is to promote chess in the 7 counties of the South West, namely Cornwall, Devon, Somerset, Dorset, Hampshire, Wiltshire & Gloucestershire with the [Bristol & District Chess League](#) as affiliated members.

To this end its officers organise the following activities:-

- The annual programme of Inter-County matches.
- The annual Senior and Graded Inter-County Jamboree, held at Taunton each September.
- The West of England Championships and Congress held each Easter weekend at different seaside venues around the region.
- The WECU Junior Individual and Team Championships.
- The grading of many of the games in the above competitions.
- The publication of its magazine, **Westward Ho!**, which contains news of all the above activities. This is published as an independent venture by the Union's General Secretary, Bob Jones. It is published 3 times per year and consists of 30 x A4 pages at a cost of £2 + 35p p&p.

Surfers are invited to download, print out and complete the [subscription form](#) in order to ensure a regular supply of future editions on your breakfast table.



Back to [Devon Chess Association](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

Forthcoming Congresses

- [Frome Chess Congress Page](#)

Past congress details may be your best guide to the event for the following year.

| Congress | Dates | Venue | Contact | Tel. |
|-----------------------------|---|------------------------|---------------|--------------|
| 22nd East Devon | 28th Feb - 2nd March 1997 | Exeter | Guy Sparke | 01395-442585 |
| 50th WECU Congress | 28th - 31st March 1997 | Weston-Super-Mare | Adrian Rookes | 01305-767912 |
| Frome Congresses | See Gerry Jepps Frome Congress Page | 01749-344191 | | |
| DCCA Paignton Congress 1997 | 31st Aug - 6th Sept | Paignton | John Dunleavy | 01548 857623 |
| Torbay | 28th-30th Nov 1997 | Rivera centre, Torquay | John Dunleavy | 01548 857623 |

Other Westcountry congresses:

| Congress | Dates | Venue | Contact | Tel. |
|----------------------------|-------------------------------|-------------------------------------|-------------|---|
| 32nd Dorset Congress | Fri Oct 17 - Sun Oct 19 1997 | Fairhaven Hotel, Weymouth | A.D. Rookes | 01395 767912 |
| 10th Hanham Chess Congress | Fri 31 Oct - Sun 2nd Nov 1997 | The Grange School, Warmley, Bristol | Mr. R. West | 0117 949 2510 (before 10.00 p. m. evenings) |
| | 1997 | | | |

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Results

Results of Inter-County Competition 1996/97

Division I :: Harold Meek Competition

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | total |
|------------|--------|-------|-------|-------|-------|--------|--------|-------|
| 1 Cornwall | xx | 5 1/2 | 7 | 5 1/2 | d/f | 5 | 4 | 0 pts |
| 2 Devon | 10 1/2 | xx | 6 1/2 | 8 | 8 1/2 | 9 1/2 | 6 1/2 | 7 pts |
| 3 Dorset | 9 | 9 1/2 | xx | 10 | 6 | 9 1/2 | 5 | 8 pts |
| 4 Glos | 10 1/2 | 8 | 6 | xx | 8 | 9 | 10 1/2 | 8 pts |
| 5 Hants | w/o | 7 1/2 | 10 | 8 | xx | 10 1/2 | 12 | 9 pts |
| 6 Somerset | 11 | 6 1/2 | 6 1/2 | 7 | 5 1/2 | xx | 6 1/2 | 2 pts |
| 7 Wilts | 12 | 9 1/2 | 11 | 5 1/2 | 4 | 9 1/2 | xx | 8 pts |

Division II :: Wayling Cup Competition

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | total |
|------------|-------|--------|--------|--------|-------|-------|--------|--------|
| 1 Cornwall | xx | 1/2 | d/f | d/f | d/f | d/f | d/f | 0 pts |
| 2 Devon | 7 1/2 | xx | 11 1/2 | 14 1/2 | 5 1/2 | 12 | 15 1/2 | 10 pts |
| 3 Dorset | w/o | 4 1/2 | xx | 14 | 5 1/2 | 9 1/2 | 13 | 8 pts |
| 4 Glos | w/o | 1 1/2 | 2 | xx | 9 1/2 | 9 1/2 | 13 | 8 pts |
| 5 Hants | w/o | 10 1/2 | 10 1/2 | 6 1/2 | xx | 10 | 13 1/2 | 10 pts |
| 6 Somerset | w/o | 4 | 6 1/2 | 6 1/2 | 6 | xx | 8 | 3 pts |
| 7 Wilts | w/o | 1/2 | 3 | 3 | 2 1/2 | 8 | xx | 3 pts |

The following counties have been nominated for the Quarter-Finals:-

| | | |
|-----------------|--------------|--------------------|
| Championship: | 1. Hampshire | 2. Gloucestershire |
| Minor Counties: | 1. Wiltshire | 2. Dorset |
| Under 175: | 1. Hampshire | 2. Devon |
| Under 150: | 1. Hampshire | |

| | | |
|------------|----------|--|
| Under 125: | 1. Devon | |
| Under 100: | 1. Devon | |



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

Two Golden Games from the Wild West

As a small commemoration of WECU's 50 years existence, the Editor has retrieved two significant Wild West games from what records are to hand. The first game is from the first West of England Championship to be played under the auspices of the new Union exactly 50 years ago, and the second is from the 25th Championship.

This first game is taken from a tiny booklet which contains all 28 games played by the eight players involved in the 1947 Championship. All the games were annotated by Capt. P. D. Bolland the then Somerset Champion. The competition does not appear to have been part of a larger congress, as it is these days, nor does the booklet make mention of the actual venue. Can any reader with a long memory elaborate on these bare facts?

The Championship that year was won in a canter by Andrew Thomas of Tiverton with two Exeter players, Kitto and Mallison, among the three tying for 2nd and Ron Bruce of Plymouth a point behind.

| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | |
|---|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| 1 | A. R. Thomas | x | 1 | 1/2 | 1 | 1/2 | 1/2 | 1 | 1 | 5 1/2 |
| 2 | F. E. Kitto | 0 | x | 1/2 | 1 | 0 | 1 | 1/2 | 1 | 4 |
| 3 | H. Mallison | 1/2 | 1/2 | x | 1/2 | 1 | 0 | 1/2 | 1 | 4 |
| 4 | H. Trevenen | 0 | 0 | 1/2 | x | 1 | 1 | 1 | 1/2 | 4 |
| 5 | R. M. Bruce | 1/2 | 1 | 0 | 0 | x | 1 | 0 | 1/2 | 3 |
| 6 | C. Sullivan | 1/2 | 0 | 1 | 0 | 0 | x | 1/2 | 1 | 3 |
| 7 | R. A. Slade | 0 | 1/2 | 1/2 | 0 | 1 | 1/2 | x | 0 | 2 1/2 |
| 8 | D. V. Hooper | 0 | 0 | 0 | 1/2 | 1/2 | 0 | 1 | x | 2 |

Thomas had been picked to play for England around this time, but his Headmaster at Blundell's School would not permit him the time off, a fact that caused him much regret for the rest of his life. Thomas had a weakness for unconventional openings as exemplified here by his choice of the Evans Gambit in a competition like this where there are no easy opponents.

White: A. R. B. Thomas (Tiverton)

Black: F. E. A. Kitto (Exeter)

WECU Championship 1947

Evans Gambit

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 d6 7. Qb3 Qd7 8. dxe5 Bb6 9. Bb5 a6 10. Ba4 Nge7 11. Ba3 0-0 12. exd6 Ng6 13. 0-0

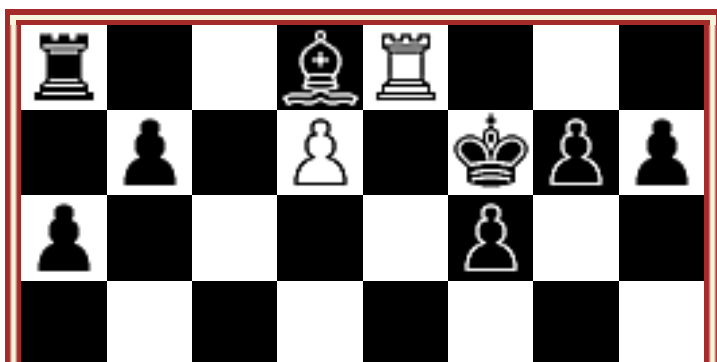


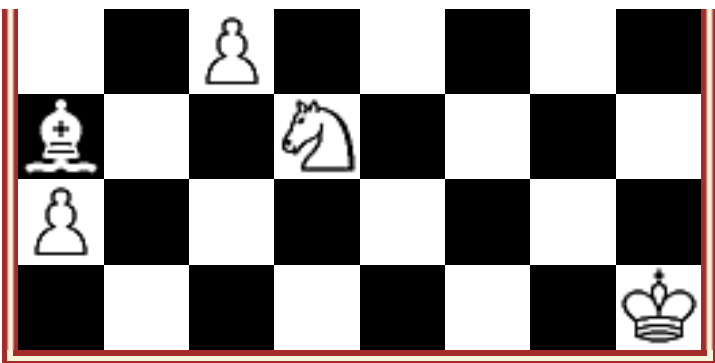
Asking for trouble and getting it. Nbd2 is the move.

13.Qg4 14. Bxc6 Nf4 15. Ne1 Nh3+ 16. Kh1 Qe2 17. Nd2 Qxd2

...bxc6 is correct, leaving White with the awkward threats of Qxd2 and Nxf2+ to meet as best he can. Now the game goes in White's favour.

18. Bd5 Nxf2+ 19. Rxf2 Qxf2 20. Nd3 Qe3 21. dxc7 Bh3 22. Qc2 Bxc7 23. Re1 Bxg2+ 24. Kxg2 Qg5 + 25. Kh1 Rfd8 26. Qg2 Qh5 27. Rf1 Rxd5 28. exd5 Bxh2 29. Qf3 Qxf3+ 30. Rxf3 Bc7 31. d6 Ba5 32. c4 f6 33. Re3 Bd8 34. Re8+ Kf7 35. d7 resigns





A thrilling game worthy of both players.

The second game comes from the West of England Championship of 1970. This time the Championship was played as a Swiss and in the last round Peter Clarke met David Le Moir and needed to win in order to guarantee at least a share of first place. A win for Le Moir would give him a chance of shared 1st place hence his choice of an uncompromising opening. Notes by Dr. J. M. Aitken, former Scottish Champion, who finished joint 2nd in this competition.

White: David Le Moir

Black: Peter Clarke

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. c3

The Goring Gambit. Le Moir might have played this in any case, as it is currently quite popular - Levy played it several times, not without some success, at Hastings - but his choice may also have been largely dictated by the score. Before the last round when this game was played scores were:- Clarke, Ellis and myself 3 1/2; Hutchings, Le Moir & G. W. Wheeler 3. The other leading pairings were Aitken-Ellis; Wheeler-Hutchings. It was clear only a win was of any use to Le Moir and he might as well lose as draw. For Clarke, too, a win was almost as essential as only this result would secure for certain at least a tie for 1st place. These considerations may help to explain the play on both sides. **4.dxc3 5. Bc4 Bc5** A more active than 4....P-Q3 played by Thomas v Merrett last year (1969 Rd 2)

6. Bxf7+ Kxf7 7. Qd5+ Kf8 8. Qxc5+ Qe7 9. Qxc3

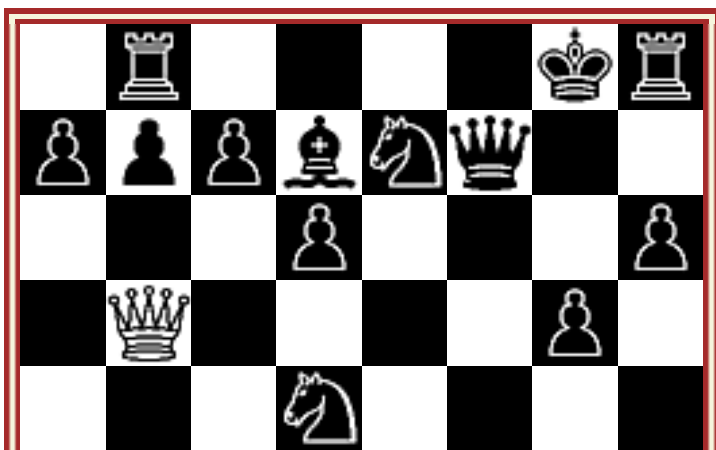


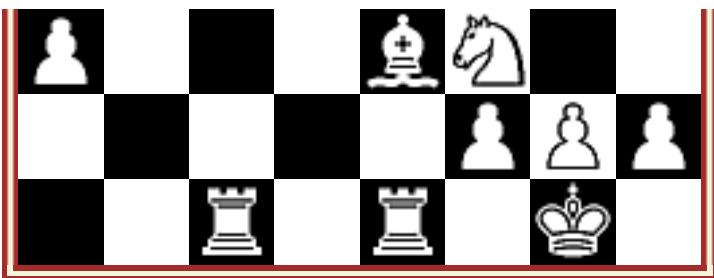
9. QxQ+ followed by 10. Nxc3 may well be objectively better - but who would win such a position, particularly v Clarke? The practical chances of a gamble are more attractive.

9.Qxe4+ 10. Be3 d6 11. Nbd2 Qb4 12. Qd3

Finally burning his boats, but 12. Qc2 Kge2 13. 0-0 Bf4 drives the queen to a defensive position. White must attack at all costs - but the attack is not quite strong enough.

12.Nge7 13. a3 Qxb2 14. 0-0 Bf5 15. Qc4 h6 16. Rfe1 Qf6 17. Nd4 Qf7 18. Qb5 Rb8 19. N2f3 Kg8 20. Nh4 Bd7 21. Rac1 g5 22. Nhf3 Nxd4

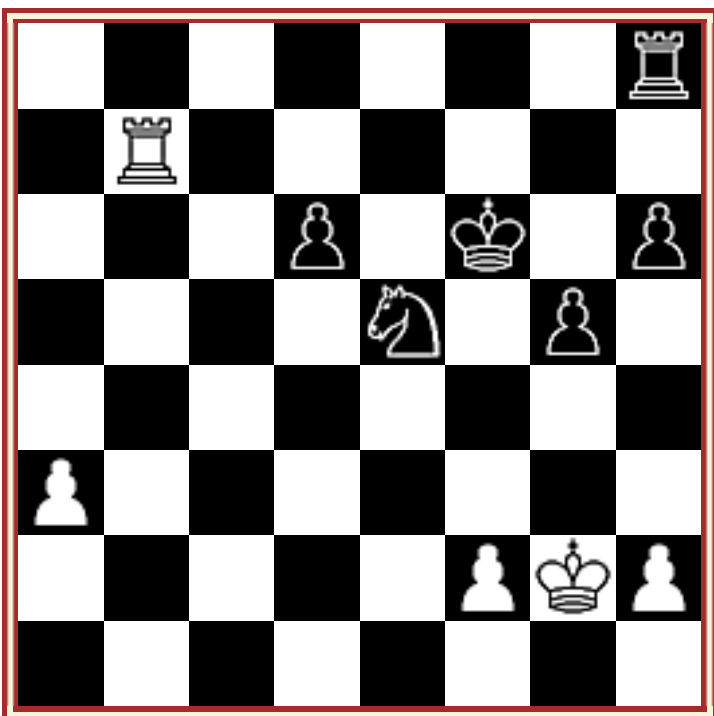




A combination that simplifies out to Black's advantage.

23. Qxd7 Nxf3+ 24. gxf3 Nc6 25. Qxf7+ Forced. 25. Q-N4 N-K4 wins. White is now reduced to a last desperate throw.

25.Kxf7 26. Bxa7 Nxa7 27. Rxc7+ Kf6 28. Ree7 Nc6 29. Rh7 Ne5 30. Rxh8 Rxh8 31. Rxb7 Nxf3+ 32. Kg2 Ne5 33. Resigns



final position.

This game secured Clarke's victory in the Championship - though he had to wait for some hours, until my game with Ellis ended in a draw, before the tie was finally ruled out.

ppNppNppnppNppNpp



[Dr. Dave](#)

50th WECU Congress

The Tropicana :: Weston-Super-Mare :: Easter Weekend 1997

At least as far as weather was concerned, there can scarcely have been a better weekend for any of the preceding forty nine congresses than this WECU Golden Anniversary. The sun shone brilliantly throughout as temperatures on the sea-front threatened to reach 20 degrees C at times - in March!

Under the glass of the Tropicana, play was pretty warm too as Gavin Wall set a hot pace in the early rounds of the Open, forcing those in his wake to play for wins wherever possible.

- [Congress 97 Round 1](#)
- [Congress 97 Round 2](#)
- [Congress 97 Round 3](#)
- [Congress 97 Round 4](#)
- [Congress 97 Round 5](#)
- [Congress 97 Round 6](#)
- [Congress 97 Round 7](#)

In the end Wall took the money, Baker the WECU trophy and Thompson the British Championship entry!

Cole, Rudd and Beaumont finished 4th= on 4 1/2

Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)



Round 1

| | | | |
|----|-------------|-----------|------------|
| 1 | Humphries | 0 - 1 | Baker |
| 2 | Wall | 1 - 0 | Lesniowski |
| 3 | Chaplin | 1/2 - 1/2 | Cole |
| 4 | Thompson | 1 - 0 | Horner |
| 5 | Lane | 1/2 - 1/2 | Beaumont |
| 6 | Rudd | 1 - 0 | Boyce |
| 7 | Buckley, ST | 0 - 1 | Haydon |
| 8 | Headlong | 1/2 - 1/2 | Borkowski |
| 9 | Hill | 1/2 - 1/2 | Sharp |
| 10 | Phillips | 1 - 0 | Taylor |
| 11 | Brierley | 0 - 1 | Dilleigh |
| 12 | George | 1 - 0 | Buckley M |
| 13 | Wright | 1/2 - 1/2 | Sage |
| 14 | Littlejohns | 1/2 | |
| 15 | Butterworth | 1 | |

The first round is when serious contenders set out their stalls early as they take on the 10 Games at this stage can be rather short and bloody, and it is certainly no time to concede a careless draw that might cost dear in the end. Of the leading contenders, Chris Baker of Keynsham and G. Wall both drew early blood, and Ian Thompson and Jack Rudd soon followed up with wins of their own, but Roland Cole and Chris Beaumont both conceded draws.

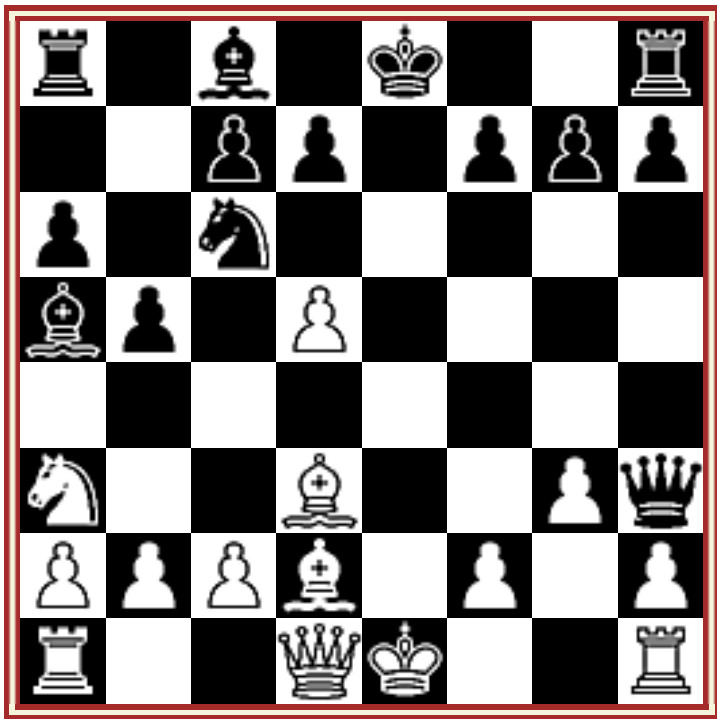
White: J. G. Humphries.

Black: C. W. Baker.

Scotch Game

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Qh4 5. Nb5 Bb4+ 6. N1c3 Ba5 7. Bd3 a6 8. Na3 b5 9. g3 Qh3 10. Bd2 Nf6

Black has threatened to fork the knights, but to press ahead would probably rebound. [10...b4 11.Nd5 bxa3 12.Bxa5 Nxa5 13.Nxc7+] **11. Nd5 Nxd5 12. exd5**

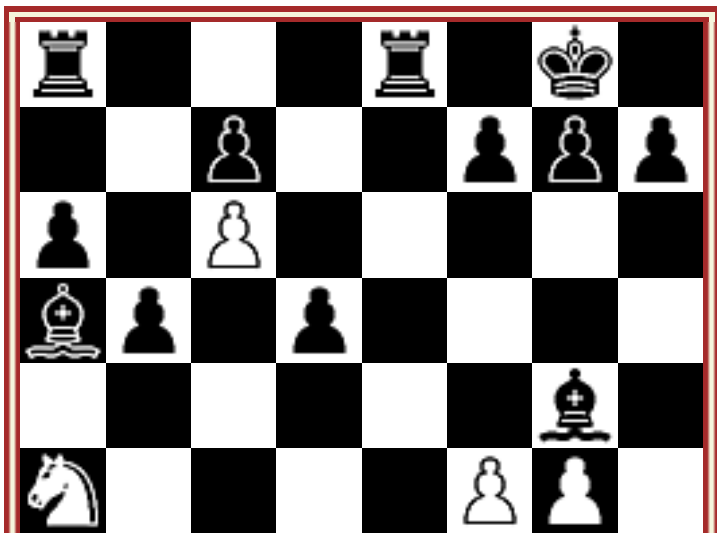


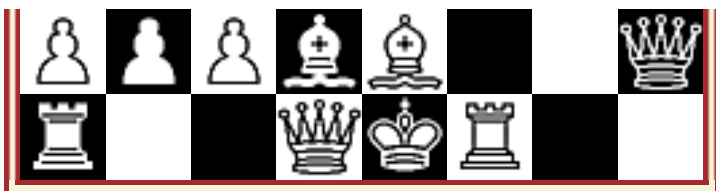
Black now offers his first piece; others follow.

12.0-0 13. dxc6 Re8+ 14. Be2 d5

A second piece is offered, but this time white declines.

15. Rf1 Bg4 16. f3 Qxh2

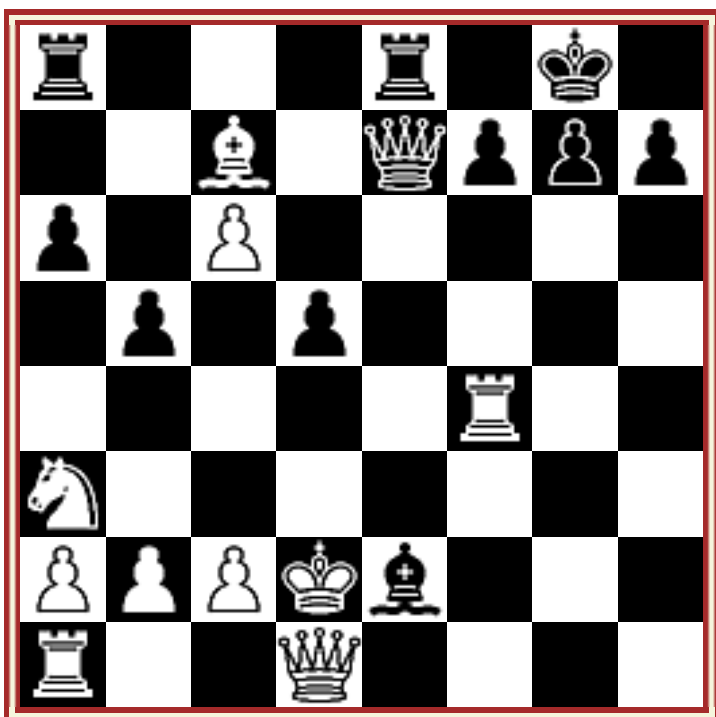




A third black piece is left to its fate, and white cannot resist longer.

17. Bxa5 Qxg3+ 18. Kd2 Qf4+

19. Ke1 Bxf3 20. Bxc7 Qh4+ 21. Kd2 Bxe2 22. Rf4 Qe7 23. Resigns



Meanwhile, Wall benefited from a blunder and

White: G. Wall

Black: Lesniowski

Sicilian - Closed

1. e4 c5

2. Nf3 e6 3. d3 Nc6 4. g3 g6 5. Bg2 Bg7 6. 0-0 Nge7 7. c3 d5 8. Qe2 0-0 9. e5 Qc7 10. Bf4 h6 11. h4 Kh7 12. Nbd2 b5 13. Rfe1 Rb8 14. Nf1 b4 15. N1h2 bxc3 16. bxc3 Qa5 17. Rac1 f5? It's difficult to see what Black was thinking about here, allowing white to take e.p. and attack 3 pieces simultaneously.

Developing the queen's bishop seems logical.

18. exf6 Rxf6 19. Bxb8 Nxb8 20. Ng4 Rf8 21. Nge5 Nbc6 22. Bh3 Nxe5 23. Nxe5 Bxe5 24. Qxe5

Black's central defences are so threadbare it is folly to go snaffling the odd rooks pawn. **24.....Qxa2 25. Re2 Qa6 26. Bxe6 Qxd3 27. Qc7 Re8 28. Rce1 Ba6 29. Bf7 Resigns**



Final position.

Black's knight suddenly has two extras attackers and its only defender routed.

Another contender, Jack Rudd, had a scare. Playing at the speed of light, as is his way, he found himself a piece down on move 20 having used just 10 minutes on his clock. However, he made good use of what compensation he had forcing his opponent into a blunder.

White: Jack Rudd (200)

Black: Jim Boyce (163)

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5 5. Bg5 c6 6. e3 Bf5 7. Nf3 Nbd7 8. Bd3 Bxd3 9. Qxd3 Be7 10. 0-0 0-0 11. Rab1 Ne4 12. Bf4 Ndf6 13. b4 a6 14. a4 Re8 15. b5 axb5 16. axb5 Ra3 Threatening to

win the knight.

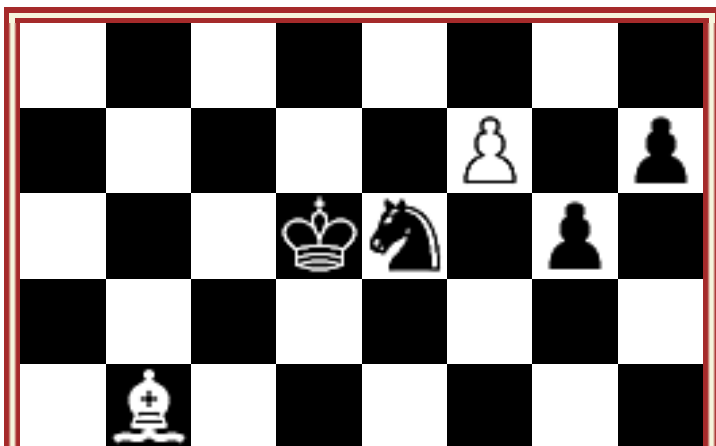
17. Rfc1 Qa5 18. bxc6 bxc6 19. Ne5 Rxc3 20. Nxc6 Rxc1+ 21. Rxc1

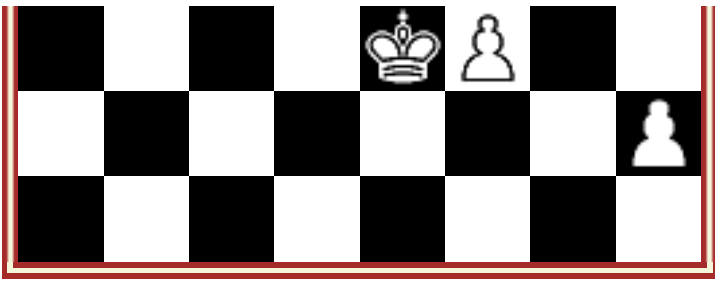


White has lost a piece, whose only compensation is taking black's backward c pawn leaving the d pawn vulnerable. Not much perhaps, but White plays on it....

21. ...Qd2 22. Qxd2 Nxd2 23. f3 Kf8 24. e4 Nc4 25. Bg3 Rc8 26. exd5 Nd6 27. Re1 Nf5 28. Nxe7 Nxe7 29. d6 Nf5 30. Be5 Rd8 31. Rb1 Nxd6 32. Rb8! Rxb8? [32...Nc8 33.Bxf6 gxf6 would have kept the piece intact.]

33. Bxd6+ Ke8 34. Bxb8 Kd7 35. Be5 Ne8 36. Kf2 Ke6 37. Ke3 Kd5 38. g4 f6 39. Bg3 g6 40. g5 Ng7 41. gxf6 Nf5+ 42. Kf4 Nxd4 43. f7 Ne6+ 44. Ke3 Kc6 45. Be1 Kc5 46. Bc3 Kd6 47. Bb4+ Resigns





Roland Cole and Chris Beaumont both drew against opponents graded 30 - 40 points below them.



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

Round 2

| | | | |
|---|-----------------|----------|----------------|
| 1 | Baker (1) | 1 - 0 | George (1) |
| 2 | Haydon (1) | 0 - 1 | Wall (1) |
| 3 | Dilleigh (1) | 1 - 0 | Thompson (1) |
| 4 | Butterworth(1) | 0 - 1 | Rudd (1) |
| 5 | Cole (1/2) | 1/2- 1/2 | Phillips (1) |
| 6 | Beaumont (1/2) | 1 - 0 | Chaplin (1/2) |

Stiffer opposition for most of the contenders and Ian Thompson had a set-back by losing to Dilleigh. Cole and Phillipps drew, but Baker and Wall set the pace by beating former champion Ian George and Haydon respectively.

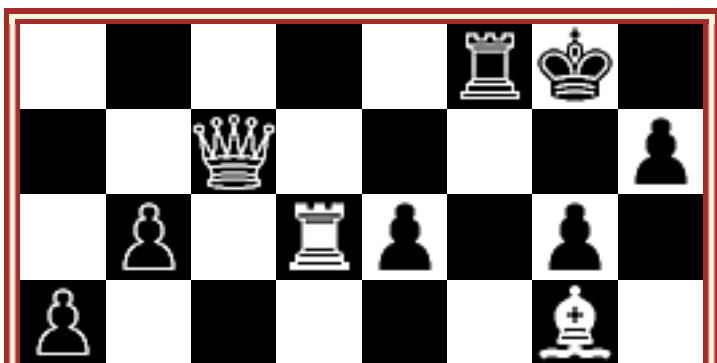
White: R. Haydon

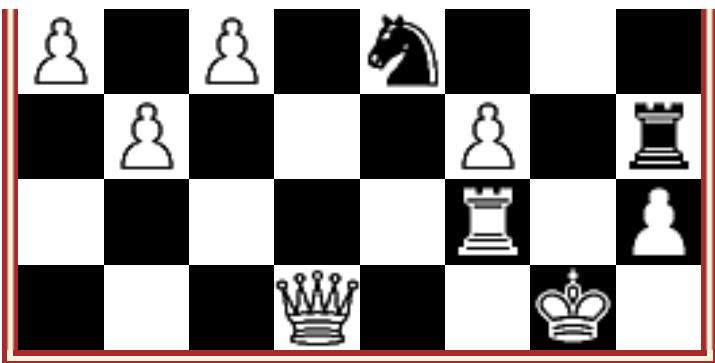
Black: G. Wall

Sicilian Defence

1. Nf3 g6 2. e4 c5 3. d4 Bg7 4. Nc3 cxd4 5. Nxd4 Nc6 6. Nb3 Nf6 7. Be2 0-0 8. 0-0 d6 9. Be3 a5 10. a4 Nb4 11. f4 Bd7 12. Bf3 Bc6 13. Nd5 Nfxd5 14. exd5 Bd7 15. c3 Na6 16. Qd2 b6 17. Nd4 Nc5 18. Qd1 Qc7 19. c4 Rae8 20. Ra2 e5 21. dxe6 fxe6 22. b3

The White queen and black square bishop are both overloaded, a fact that Black exploits to win a crucial pawn. **22...Bxd4 23. Bxd4 Rxf4 24. Rd2 Bc6 25. Be3 Bxf3 26. gxf3 Rh4 27. Rxd6 Rf8 28. Rf2 Rh3 29. Bg5 Ne4**



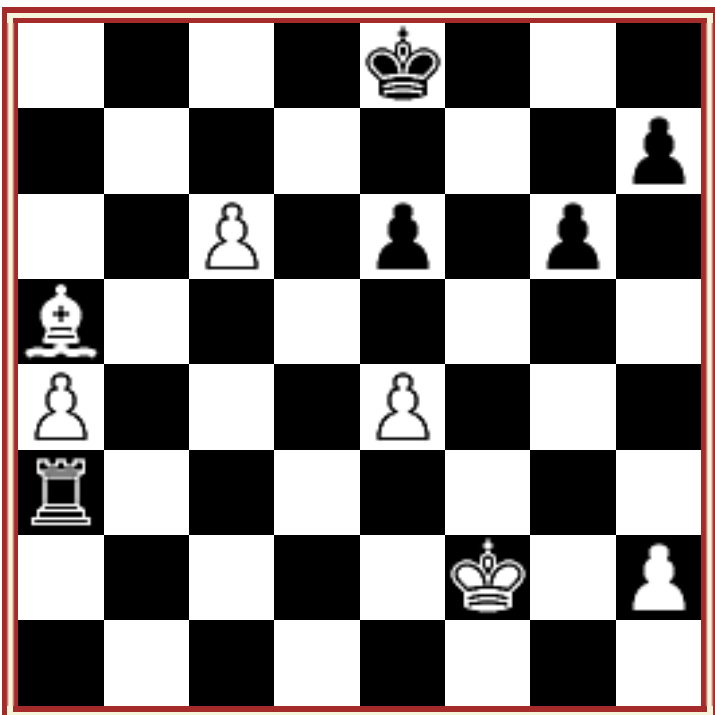


A suicidal knight, hitting most of white's forces in one blow - a sacrifice that can hardly be ignored. **30. fxe4** White had little choice. **30...Qc5** the point. The black queen hits both rooks.

31. Qf1 [31.Qd2 Rxf2 32.Rd8+ Rf8+ 33.Kg2 Rhf3 34.Rxf8+ Rxf8 this line also leaves White the exchange down.]

31...Rxf2

32. Qxf2 Qxd6 33. Bf4 Qc5 34. Bg3 Qxf2+ 35. Kxf2 Rh5 36. Bc7 Rh3 37. Bxb6 Rxb3 38. c5 Kf7 39. Bxa5 Ra3 40. c6 Ke8



The black king just covers any danger from the c pawn while the rook mops up.



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

Round 3

| | | | |
|---|-------------------|-------|------------------|
| 1 | Rudd (2) | 0 - 1 | Baker (2) |
| 2 | Wall (2) | 1 - 0 | Dilleigh (2) |
| 3 | Phillips (1 1/2) | 1 - 0 | Beaumont (1 1/2) |
| 4 | Borkowski (1 1/2) | 0 - 1 | Sharp (1 1/2) |
| 5 | Thompson (1) | 1 - 0 | Sage (1 1/2) |
| 6 | Boyce (1) | 0 - 1 | Cole (1) |

Baker and Wall now pulled ahead by beating Rudd and Dilleigh respectively and Thompson kept in touch by beating Sage. Chris Beaumont, however, fell back to a blunder that lost a piece in the following short game.

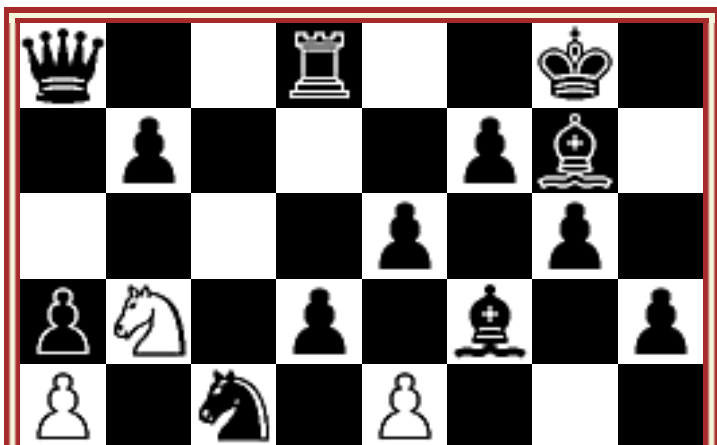
White: R. Phillips.

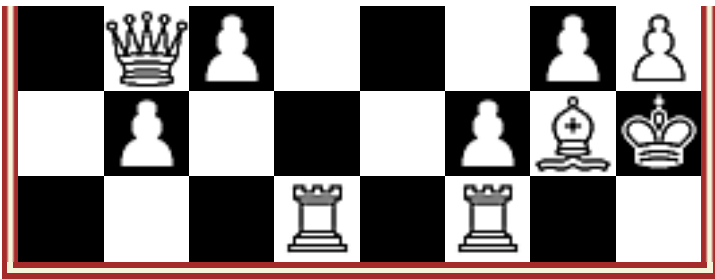
Black: C. Beaumont

1. Nf3 g6 2. g3 Bg7 3. d4 c5 4. c3 Nf6 5. Bg2 0-0 6. 0-0 d5 7. dxc5 a5 8. h3 Na6 9. Be3 Qc7 10. Bd4 Nxc5 11. Na3 Rd8 12. Nb5 Qc6 13. a4 Bf5 14. Kh2 h5 15. Be5 Qc8 16. Nc7 Ncd7 17. Bxf6 Nxf6 18. Nxa8 Qxa8 19. Qb3 Ne4 20. Rad1 e6

Leaving Black's white-square Bishop with little room to move.

21. Nd4 Nd6 22. Nb5 Nc4? 23. e4 Resigns





winning a piece



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

Round 4

| | | | |
|---|------------------|-----------|--------------|
| 1 | Baker (3) | 1/2 - 1/2 | Wall (3) |
| 2 | Sharp (2 1/2) | 0 - 1 | Phillips (2) |
| 3 | Cole (2) | 1 - 0 | George (2) |
| 4 | Haydon (2) | 1 - 0 | Thompson |
| 5 | Dilliegh (2) | 1/2 - 1/2 | Rudd (2) |
| 6 | Beaumont (1 1/2) | 1 - 0 | Headlong (2) |

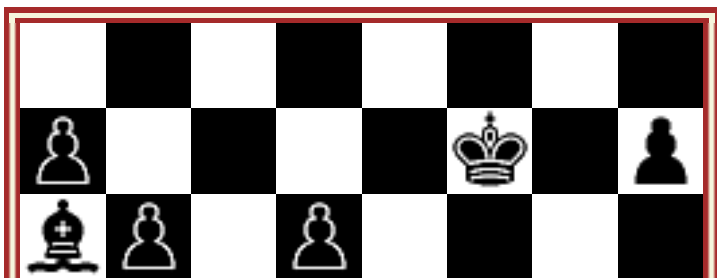
Baker was drawn against Wall and their mutual respect led to a 16 move draw, allowing Phillips to draw level on 3 1/2 after beating Sharp. Cole and Thompson, who were last year's 1st = with Gavin Wall, both won to keep in touch with the leaders. Cole's win came in the following All-Cornish affair.

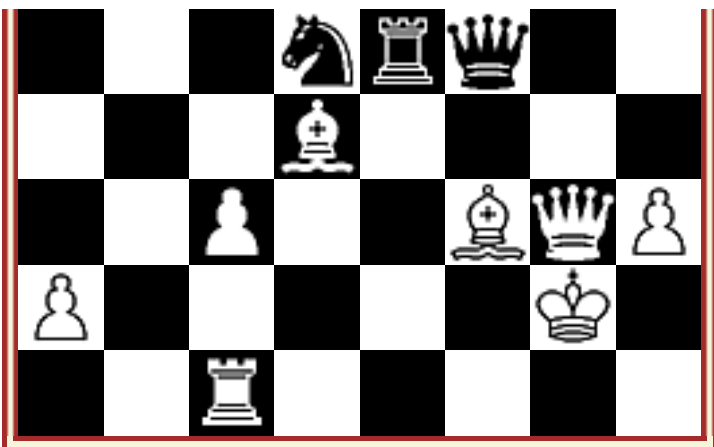
White: R. Cole (Truro)

Black: I. M. George (Camborne)

**1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. g3 Bxc3+ 5. bxc3 d6 6. Bg2 0-0 7. Nf3 Nbd7 8. 0-0 Re8 9. Nd2 e5 10. e4 c6 11. d5 cxd5 12. cxd5 Nc5 13. Qc2 b6 14. Nb3 Ba6 15. Rd1 Rc8 16. Nxc5 Rxc5 17. Be3 Rc7 18. h3 Qc8 19. Rac1 g6 20. Qd2 Nh5 21. Kh2 f5 22. exf5 gxf5 23. f4 Rg7 24. fxe5 Rxe5 25. Bf3 Rxc3
Black starts to look aggressive with the possibility to follow of f4 threatening mate, but White's pieces have the manoeuvrability not only to cope with the threats but also hit back. **26. Rg1 f4 27. Rxc3+ fxg3 + 28. Kg2 Qf5 29. Qd4 Nf6 30. Qf4 Nxd5 31. Qxc3+****

White gets the check in first, otherwise it might have been different. **31...Kf7 32. Bd4**





Suddenly the bishop pair comes into its own. If the rook moves the white queen will invade on g7.

32.Nf4+

[32...Re6 33.Qg7+ Ke8 34.Qg8+]

33. Kh2 Be2 34. Bxe5 dxe5 35. Rg1 Bxf3 36. Qxf3 Qc2+

A last desperado check before White's queen and rook chase the Black king round the board.

37. Kh1 Qxa2 38. Qb7+ Ke6

[38...Kf6 39.Qg7+ Kf5 40.Qxh7+ Kf6 41.Qh8+ Kf5 42.Qh7+ Kf6 43.Qh6+ Kf5 44.Rg5+ Ke4 45.Qh7+ Kf3]

39. Qc6+ Kf5 40. Qd7+ Ke4 41. Re1+ Kf3 42. Qg4+ Kf2 43. Qg1+ Kf3 44. Re3 mate

Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)



Round 5

| | | | |
|---|-------------------|-----------|------------------|
| 1 | Phillips (3 1/2) | 0 - 1 | Baker (3 1/2) |
| 2 | Wall (3 1/2) | 1 - 0 | Cole (3) |
| 3 | Thompson (3) | 1 - 0 | Beaumont (2 1/2) |
| 4 | Rudd (2 1/2) | 1 - 0 | Sharp (2 1/2) |
| 5 | Borkowski (1/2) | 1/2 - 1/2 | Dilliegh (2 1/2) |
| 6 | Humphries (2 1/2) | 1 - 0 | Haydon (2) |

Having hauled themselves back in touch with wins in the previous round, Phillips and Cole couldn't maintain the momentum and lost to Baker and Wall respectively, who thereby continued to force the pace. Thompson, too, kept his challenge alive by beating Beaumont.

White: G. Wall.

Black: R. Cole.

1. e4 c5

2. Nf3 d6 3. Bb5+ Bd7 4. a4 Nc6 5. d3 g6 6. 0-0 Bg7 7. Re1 Nf6 8. Nbd2 0-0 9. Nc4 Nd4 10. Bxd7 Nxd7 11. Ng5 Nb6 12. Ne3 e5 13. Nh3 Qh4 14. a5 Nd7 15. Nd5 f5 16. c3 Ne6 17. Qb3 Rf7 Black offers the b pawn..

18. Qxb7which white accepts.

18...Raf8 19. exf5 Nb8 20. Qb3

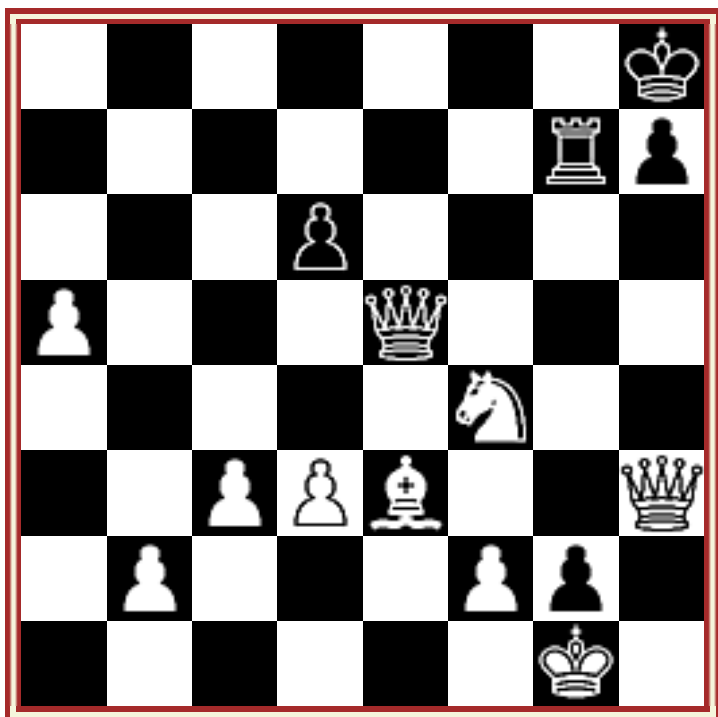
The queen naturally beats a hasty retreat to b3 from where it soon comes to wield great influence on the white square a2-g8 diagonal, whereas the knight on b8 plays no further part in the game.

20. ...gxf5 21. Ne3 Nf4 22. Nxf4 exf4 23. Nxf5 Qg4 24. Ne7+ Kh8 25. h3 Qh4 26. Nd5 f3 27. Ra4 Bd4! 28. Rxd4 White is forced to give up the exchange to avoid a king side annihilation. [28.cxd4 f3 and white's defences are burst asunder.]

28. ...cxd4 29. Re4 Qh5 30. Qc4 f3 31. Qxd4+ Rg7 32. Rg4 Rfg8 33. Nf4 Qe5 34. Be3 R3g4 35. hxg4 R3g4? [35...Nc6 36.Qa4 Rc8 holds things together for Black much better than the text.]

36. Qxa7 Nc6 [36...Qe8 37.Bd4+ Kg8 38.Qg7+]

37. Qa8+ Rg8 38. Qxc6 Rg7 39. Qc8+ Rg8 40. Qh3 Rg7



Final position.

Time control reached and Black calls it a day in view of the threat of 41.Ng6+ R3g6 42.Bd4 Kg8 43.

Bxe5 dxe5 44.Qxg2 Rxg2+ 45.Kxg2 Kf7 46.a6

White: I. D. Thompson

Black C. Beaumont.

English Opening

**1. c4 g6 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. e4 Nf6 6. Nge2 0-0 7. 0-0 d6 8. d3 a6 9. h3 Rb8 10. a4 Ne8
11. Be3 Nc7 12. d4 cxd4 13. Nxd4 Nxd4 14. Bxd4 Bxd4 15. Qxd4 b5 16. cxb5 axb5 17. a5 b4 18.
Nd5 Nxd5 19. exd5 Bb7 20. h4 Qd7 21. Kh2 Qb5 22. Rfe1 Rfe8 23. h5 Ra8 24. h6 f6 25. a6 Rxa6 26.
Rxa6 Qxa6 27. Qxb4 Kf8 28. Qd4 Rc8 29. Be4 Rc4 30. Qd3 Qb6 31. Kg1 Rb4 32. Bxg6 Rxb2**

[32...hxg6 33.Qxg6 Rxb2 34.Qg7+ Ke8 35.h7]

33. Re3 Rb1+?? In the time scramble Black seems to have had a mental block about the power of white's bishop; it may be en prise, but until it's actually taken it still exerts its power on b1.

34. Qxb1 Resigns

Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)



Round 6

| | | | |
|---|-------------------|-----------|------------------|
| 1 | Baker (4 1/2) | 1/2 - 1/2 | Thompson (4) |
| 2 | Rudd (3 1/2) | 0 - 1 | Wall (4 1/2) |
| 3 | Humphries (3 1/2) | 0 - 1 | Phillips (3 1/2) |
| 4 | Cole (3) | 1 - 0 | Borkowski (3) |
| 5 | Dilleigh (3) | 1 - 0 | Lane (3) |
| 6 | Beaumont (2 1/2) | 1 - 0 | George (3) |

The penultimate round saw joint-leader Baker meeting Thompson, and Wall, floating down a full point, playing the rather more unpredictable Rudd. Baker was right on course for a win, having won the exchange but blew his chances with an uncharacteristic oversight letting Thompson right off the hook.

White: C. W. Baker.

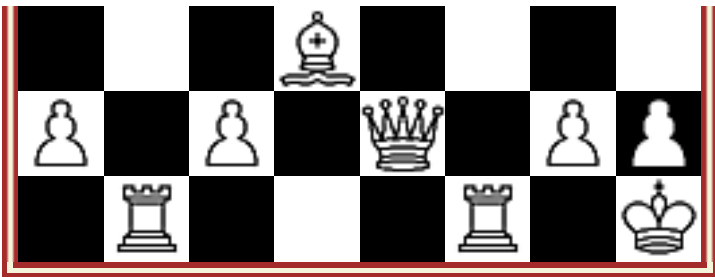
Black: I. D. Thompson

French Defence

1. e4 e6 2. Nf3 d5 3. Nc3 Nf6 4. e5 Nfd7 5. d4 c5 6. dxc5 Nc6 7. Bf4 Bxc5 8. Bd3 f6 9. exf6 Nxf6 10. 0-0 0-0 11. Ne5 Bd7 12. Qe2 Nxe5 13. Bxe5 Qb6 14. Kh1 Rae8 15. f4 Bc6 16. Rab1 Bd4 17. b4 a6 18. b5 axb5 19. Nxb5 Bxb5

The bishop pair put great pressure on the black rooks **20. Bxb5 Re7 21. Bd3**





The Black queen is overloaded trying to protect bishop and the c file. **21...Qa7** [21...Qc6 22.Bb5 Qxb5 (22...Qc5)]

22. Bd6 Rfe8 23. Bxe7 Rxe7 24. c4 Qc5 25. Rb5 Qd6 26. Qd1

setting up an easily spotted trap.

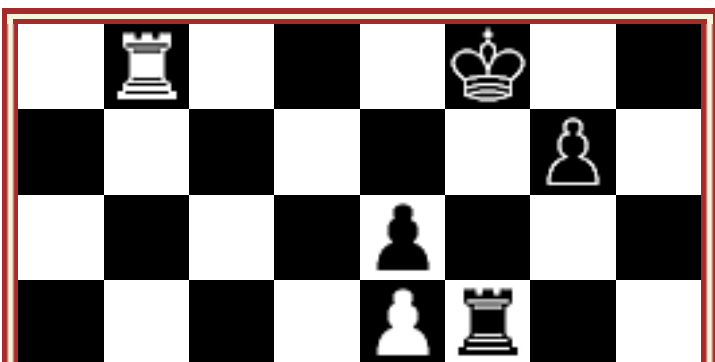
26.Bc5 27. cxd5 Nxd5 28. Bxh7+

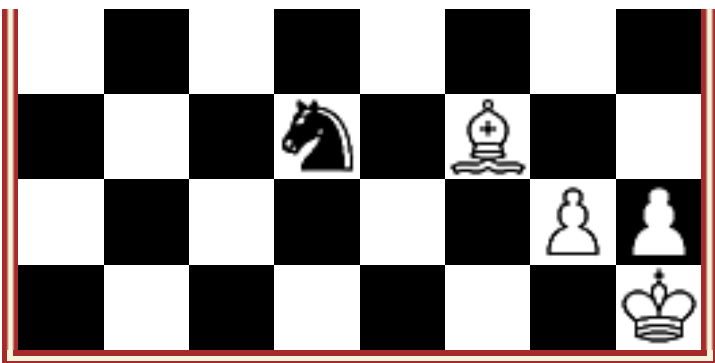
If Kxh7 29. Qc2+ winning the bishop back.

28.....Kf8 29. Be4? The threatened fork on c3 is no great threat as it allows white to exchange queens, but to include the bishop as well lets black off the hook.

29.Nc3 This oversight lets black off the hook.

30. Qxd6 Bxd6 31. Re5 Bxe5 32. fxe5+ Rf7 33. Bf3 Nxa2 34. Ra1 Nb4 35. Ra8+ Ke7 36. Rb8 Nd3 37. Rxb7+ Kf8 38. Rb5 Rf5 39. Rb8+ Kf7 40. Rb7+ Kf8 41. Rb8+





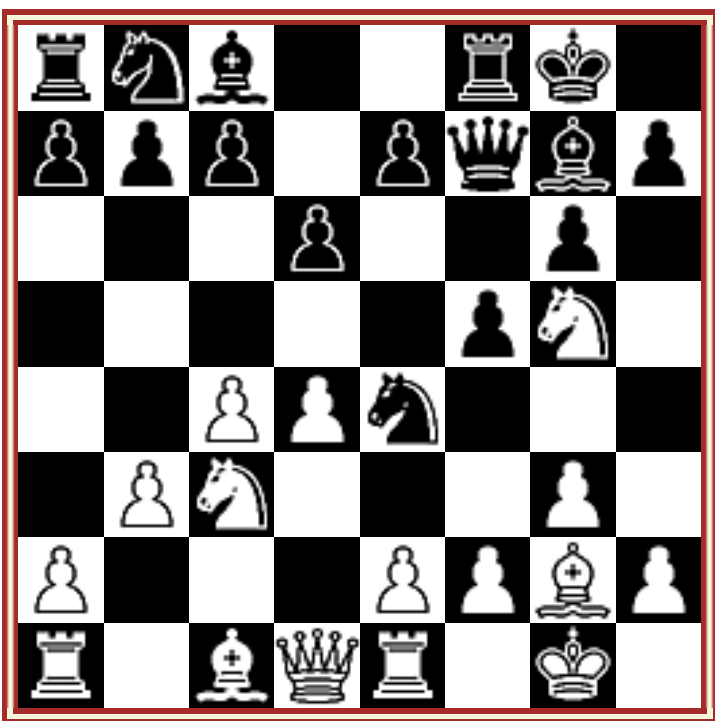
Draw by perpetual check. The king cannot escape to h7 or g6 because of the Be4 pin.

White: J. Rudd.

Black: G. Wall

Dutch Defence

1. d4 f5 2. g3 Nf6 3. Bg2 g6 4. Nf3 Bg7 5. 0-0 0-0 6. c4 d6 7. Nc3 Qe8 8. Re1 Qf7 9. b3 Ne4 10. Ng5



Clearly 10. Nxe4 isn't on, but the text loses a vital central pawn.

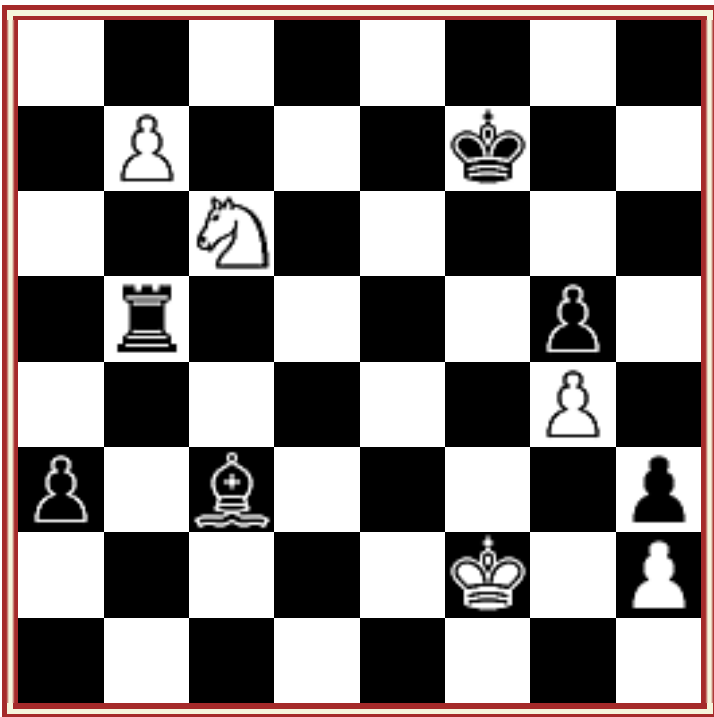
10.Nxc3 11. Qd3 Qf6 12. Qxc3 Qxd4 13. Bd5+ Kh8 14. Qxd4 Bxd4 15. Rb1 c6 16. Be6 Na6 17. e4 fxe4 18. Rxe4 Bf6 19. Bxc8 Raxc8 20. Ne6 Rf7 21. Be3 c5 22. Rd1 White intends to utilise the open lines caused by his missing central pawns.

22.Nc7 23. Nf4 a6 24. Bd2 Bd4 25. Ba5 e5 26. Bxc7 Rxc7 27. Nd5 Bxf2+ Another pawn dropped.

28. Kg2 Rcd7 29. Nb6 Rd8 30. Rxe5 and one recovered.

30.Bd4 31. Re2 Rdf8 32. Rdd2 g5 33. Nd5 b5 34. Ne7 Rf1 35. Nc6 Rg1+ 36. Kh3 Bf6 37. Rg2 Rf1 38. Rxd6 White has done well to fight back to material equality with good counterplay.

38.h5 39. g4 h4 40. Rd3 Rc8 41. cxb5 axb5 42. Na7 c4 43. Re3 Rc5 44. Rc2 c3 45. Kg2 Rd1 46. Ree2 Rd3 47. b4 Rcd5 48. Nc6 Kg7 49. a3 h3+ 50. Kf2 Kf7 51. Re3 Rd2+ 52. Re2 R5d3 53. a4 bxa4 54. b5 Rxc2 55. Rxc2 Rd5 56. b6 Rb5 57. Rxc3 Bxc3 58. b7 a3



final position



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

Final Round

| | | | |
|---|--------------------|---------|-------------------|
| 1 | Wall (5 1/2) | 1 - 0 | Phillips (4 1/2) |
| 2 | Dilleigh (4) | 0 - 1 | Baker (5) |
| 3 | Thompson (4 1/2) | 1/2 1/2 | Cole (4) |
| 4 | Beaumont (3 1/2) | 1 - 0 | Humphries (3 1/2) |
| 5 | Lesniowski (3 1/2) | 0 - 1 | Rudd (3 1/2) |
| 6 | Haydon (3) | 1 - 0 | Sharp (3 1/2) |

Wall's win against Rudd put him in the driving seat, playing white in the last round, but knowing that Baker would be seeking to make amends for his slip and trying hard to win and possibly share 1st place. A win would give Phillips himself the chance of a shared 1st place, so Wall still had everything to play for and needed a win to be sure.

White: G. Wall

Black: R. Phillips

1. d4 Nf6

2. Nf3 g6 3. c4 Bg7 4. Nc3 0-0 5. Bg5 d6 6. e3 Nbd7 7. Be2 e5 8. Qc2 Re8 9. 0-0 c6 10. Rfd1 Qc7 11. b4 h6 12. Bh4 Nh7 13. c5 dxc5 14. dxc5 Ndf8 15. Bg3 f5 16. Rd6

White comes to dominate the d file to winning effect.

16.Qf7 17. h3 f4 18. Bh2 Be6 19. Rad1 Bc4 20. Nd2 Bxe2 21. Nxe2 g5 22. a4 Ne6 23. Ne4 Re7 24. b5 Rc8 25. bxc6 Rxc6 26. N2c3 Rec7 27. Nb5 The c7 rook is stuck for a move; Re7 would seem a better alternative as the text loses the exchange. **27.....Bf8 28. Nxc7 Rxc7**

[28...Bxd6 29.Rxd6 Rxc7]

29. R6d3 Nxc5 30. Nxc5 Bxc5 31. Qb3 Nf8 32. Qxf7+ Kxf7 33. Kf1 Ke6 34. Rc1 b6 35. e4 Nd7 36. f3 Rb7 37. Bg1 Bxg1 38. Kxg1 Nc5 39. Rd5 Nxa4 40. Rc6+ Kf7

41. Rxh6

[41.Rxe5 Kg7 42.Ree6 Rf7 43.Rg6+ Kf8 44.Rc8+ Ke7 45.Rc7+ Ke8 46.Rg8+ Rf8 47.Rxf8+ Kxf8 48. Rxa7 b5 49.Kf1 Nc3 50.Ra3 b4 51]

41.Re7 42. Rh7+ Kf6 43. Rxe7 Kxe7 44. Rxe5+ Kf6 45. Rf5+ Resigns

Meanwhile, Baker needed to press on in case of any slip by Wall ahead of him

White: S. Dilleigh.

Black: C. W. Baker

Nimzo-Indian

1. d4 Nf6

2. c4 e6 3. Nc3 Bb4 4. e3 Nc6 5. Nge2 d5 6. a3 Bf8 A retreat of unusual totality - which is repeated later in the game.

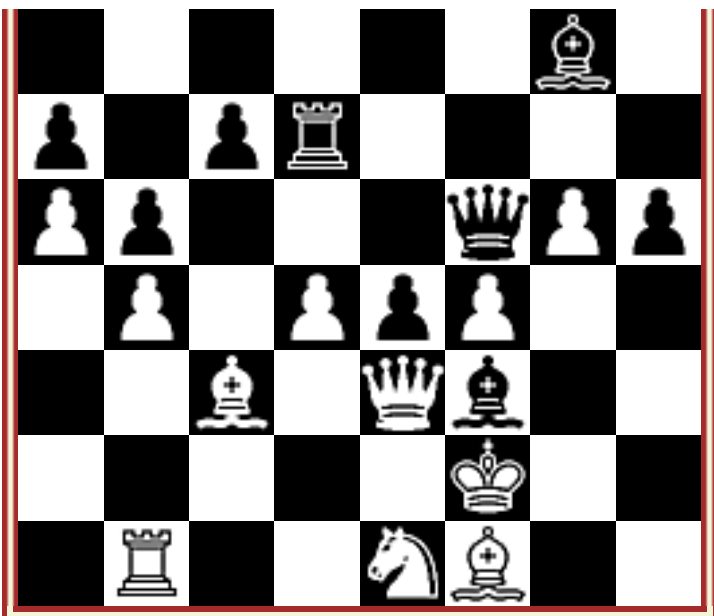
7. cxd5 exd5 8. Nf4 Ne7 9. Be2 c6 10. b4 a6 11. Bd2 Nf5 12. 0-0 Bd6 13. Nd3 0-0 14. a4 Re8 15. Rb1 Ne4 16. Nxe4 dxe4 17. Ne1 Re6

Black builds up a King-side attack, where the advanced pawn cramps white's position.

18. g3 Rh6 19. Ng2 Ne7 20. f4 Bh3

21. Rf2 The rook is hopelessly blocked on f2 and becomes trapped. **21...Nd5 22. Qb3 b5 23. a5 Qd7 24. Qd1 Nf6 25. Bc3 Re8 26. Qd2 Bf8 27. Ne1 Qd5 28. Ng2 Bg4 29. Bf1 Bf3 30. Ne1 Ng4 31. h3 Nxf2 32. Qxf2 g5 33. g4 gxf4 34. exf4 Bg7 35. Qe3 Rd8 36. Nc2 Rhd6 37. Kf2 h5 38. g5 f6 39. h4 Qf5 40. Ne1 fxg5 41. hxg5 Rf8**





Final position.

The time control is reached and white takes stock before resigning. Black's queen and h-pawn are ready to invade the king's position where the bishop is already entrenched.

Having started the final round in joint 3rd (4 1/2) Thompson settled for an early draw in the hope that this would guarantee clear 3rd place, which subsequently it did.

Thus Wall took the money, Baker the WECU trophy and Thompson the British Championship entry.

Cole, Rudd and Beaumont finished 4th= on 4 1/2



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

Programme for 1997/98

Proposed Programme for 1997/98 This programme is subject to ratification by Council in June.

| Date | | | | Bye |
|-----------------|----------------|----------------|---------------|-----------|
| 4th October 97 | Corn v Wilts | Dorset v Som | Hants v Devon | Glos |
| 25th October 97 | Glos v Corn | Hants v Dorset | Wilts v Devon | Somerset |
| 8th November 97 | Devon v Corn | Dorset v Glos | Soms v Wilts | Hampshire |
| 6th December 97 | Devon v Soms | Hants v Corn | Wilts v Glos | Dorset |
| 10th January 98 | Dorset v Wilts | Glos v Devon | Soms v Hants | Cornwall |
| 31st January 98 | Corn v Dorset | Soms v Glos | Wilts v Hants | Devon |
| 7th March 98 | Corn v Soms | Devon v Dorset | Glos v Hants | Wiltshire |



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

Games of local and national interest

- **West country games**

1. [Bristol Games Archive](#)
2. [WECU Bristol \(1st ARB Thomas\) 1947.00 \[28 games\]](#)
3. [BCF-ch Bath \(1st Penrose\) 1963](#)
4. [BCF-ch Bristol \(1st Penrose\) 1968](#)
5. [Barnstaple op \(1st Waters\) 1971.10](#)
6. [Barnstaple 1972](#)
7. [BBC TV Master Game 1975 \(Bristol\)](#)
8. [BBC TV Master Game \(Bristol\) 1976](#)
9. [BCF-ch Portsmouth \(1st Mestel\) 1976](#)
10. [BBC TV Master Game \(Bristol\) 1977](#)
11. [BCF-ch Southampton \(Speel./Chand./Mest.\) 1986](#)
12. **West of England Congress 1999** in [PGN](#) or [ChessBase 6 Archive](#) format, courtesy of Ian George

- **Devon Games**

1. [1947 WECU championships \(1st ARB Thomas\)](#)
2. [6th Paignton Premier \(1st FEA Kitto\) 1956.09](#)
3. [Clare Benedict Team Tournament, Paignton 1970](#)
4. [Barnstaple 1972.00 \[68 games\]](#)
5. [BCF-ch Torquay \(1st Miles\) 1982.08 \[308\]](#)
6. [4NCL : Paignton Premier 1997](#)
7. **East Devon Congress 1999** courtesy of Ian George, to whom many thanks are due:
 - East Devon Premier 1999 [Bulletin](#), and games in [PGN format](#) or [Zipped CBH \(CB6.0\) format](#).
 - East Devon Major 1999 [Bulletin](#), and games in [PGN format](#) or [Zipped CBH \(CB6.0\) format](#).

- **Other British Games:** see the excellent [British Chess Game Archive](#)



Back to [West of England Chess Union](#) home page, or the [Exeter Chess Home Page](#)

[Dr. Dave](#)

KingPin magazine



I discover that not everyone knows about this excellent magazine; perhaps it might be described as the [Private Eye](#) of chess, and while it shares that splendid periodical's irreverence **KingPin** also has (fairly) serious articles, [book reviews](#) and so on. Regular features include: IM Gary Lane's "Agony" Column, GM Nigel Davies - "The Voice of Reason," "Great Swindles of Our Time," "Hack Attack," and Edward Winter's "Forum."

[The highly esteemed [Steve Rix](#) is also a fan and several of the links below are direct to his site.]

"The joy of chess is nowhere celebrated to such climactic excesses as in Kingpin..."

-- IM William Hartston, The Independent

"A whole new whiteness I never got from my old chess magazine - and without boiling..."

-- Stephen Fry

1. Example articles by [Graham Burgess](#) and [Tony Kosten](#)
2. Questionnaires completed by [Jim Plaskett](#) and [Nigel Short](#)
3. Contact the Editor - [Jon Manley](#)

Kingpin Magazine: Annual subscription (3 issues) - UK: £8.00 Europe:

£10.00 USA/RoW: £12.00; Cheques made payable to Kingpin should be sent to: 27 Quebec Road, Ilford, Essex IG1 4TT, ENGLAND. Tel. (0181)554 8266



4. Links to [larger \[40k JPG\]](#) and [larger \[500k TIFF\]](#) cover versions.

Back to [Chess Coaching Page](#)



This document (kingpin.html) was last modified on 9 June 97 by

[Dr. Dave](#)

£2.95

NO.27 SUMMER 1997

KINGPIN

Nosher's gambit



Are you fun-loving
Chess Spice?

GM STUART
CONQUEST'S LOST
WEEKEND

GM JIM PLASKETT
HACKS IN PARIS

IM MICHAEL
BASMAN PUTS
INTEL IN THE DOCK

IM JONATHAN
ROWSOM ON
ENDGAME
STRATEGY

SHEWER: THE
LOW-DOWN ON
ALL YOUR
FAVOURITE CHESS
PERSONALITIES

PLUS...PLUS...PLUS

- GM EDDIE GUFELD'S QUESTIONNAIRE
- IM GARY LANE'S ABOBY COLUMN
- GM TONY KOSTEN ON ETIENNE BACROT

- GM NIGEL DAVIES' INDIAN SUMMER
- GARY LANE ON THE ELEPHANT GAMBIT
- EDWARD WINTER'S FORUM
- FM JONATHAN ROGERS ON SWINDLING
- IN-DEPTH BOOK AND CD REVIEWS

Exeter Chess Club: Book Reviews : TAL/DAMSKY

[*This review first appeared in Westward Ho!*]

Book review: Attack with Mikhail Tal (179pp+index) Cadogan Press: London.

Mikhail Tal and Iakov Damsky. [[sterling]]11.99.

Mikhail Tal needs no introduction; the wizard who emerged in the late 1950s as a force to complement the science of Botvinnik. This is Mikhail Tal's last word to the chess world, some of which was transcribed from tapes made within days of his death in 1994, and which he did not live to complete. Damsky tells us the planned title was *Everything about attack*, and rues the omission of a planned chapter on the Queen's-side attack. The nine chapters completed are listed below.

Each chapter contains a number of examples, for instance, the chapter on the eighth rank contains 16 examples from games - some rather familiar (like Levitsky-Marshall) - with four test positions and an example complete game with the same back rank theme. I have another book - *Test your Chess IQ* by Livshits - which contains 32 such examples. What extra do you get from the Tal/Damsky book?

Livshits' positions all have a concrete short-term solution (say, White to play and win in 5 moves), whereas the examples in this book are nearly all of the sort that Spielmann calls 'real' sacrifices - being genuinely unclear or at least requiring more judgement than calculation. The first example does resolve inside 7 moves, but the second only clears up only after 17 moves. This sort of thing is real chess drama, and is great fun to watch in action. Tal and Damsky also give some chatty annotation which is mostly illuminating and engaging. Lastly, the themes are strategic more than tactical - the back rank chapter is the only one with an explicitly tactical theme. But all the common sacrificial motifs are present:

| Chapter | typical sacrifices |
|---------|--|
| 1. | The Main Indicator - the King in the Centre : Ng5xf7, Ng5 or Bc4xe6 |
| 2. | Breakthrough in the centre: breaks e5 and d5 |
| 3. | The assault ratio (ie. development advantage): "launching" in e.g. Nf3-g5 Ng3-h5 |
| 4. | Invasion trajectories (ie. lines of approach): diagonals a1-h8 and b1-h7/a2-f7 |
| 5. | Lines of communication (ie. interference): obstructive sacrifice e5-e6 |
| 6. | Outposts: e.g. N on e5 |
| 7. | Eliminating defenders: Rd1xNd7 |
| 8. | At the Royal Court (ie. 7th and 8th ranks): |
| 9. | Destroying the Fortress walls: Be3xh6, Bc3xg7, Bd3xh7+ |

Let me say immediately: the book is warm and witty, and the examples are hugely enjoyable. So, if the

material and ideas listed above are unfamiliar to you, then I'd grab it. Criticisms? It's churlish to carp about such an enjoyable book, and since Tal's death, a moving one, but I'll mention one or two.

It was never going to be *everything about attack*. It is missing the concrete examples (for which see Livshits), and also the rather slow attacks with a closed centre that need not require a sacrificial outburst. It also lacks any reference to the various 'natural histories' of attack that have gone before (for example, the works of Vukovic), and so the examples may be hard to integrate in your mind. But alongside these works, AWMT has a place as a modern handbook of examples.

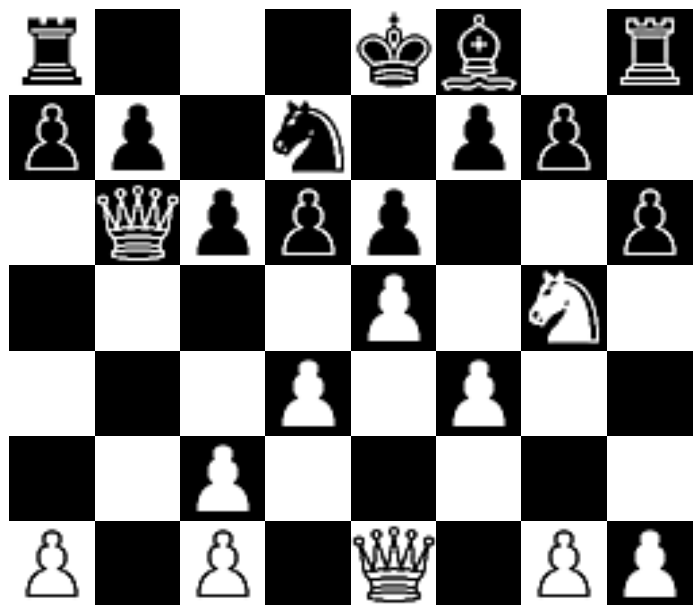
These are perhaps things that the authors would freely concede, because they never claimed more for their book. But they did say their "*aim... of suggesting: where and on which paths in the dense forest of variations are concealed those ...indicators ... that will allow you ... to switch ... to an attack*". This is an enticing prospect: to accompany these master physicians in their diagnoses. How far is this aim realised? My view is that the book fails here. I got an early impression that these *indicators* include, firstly, a lead in development, and secondly, open lines or the capacity to open them, but after this, it is all rather *post hoc*. We meet often comments like:

"it turns out that now this is possible" (p.12)

"The correct evaluation of the position is only established by the typical attacking device carried out by the ex-world champion" (p.19)

So, although the examples are rich, the explanations are not very crisp. Tal says at one point (p.8) "*we are talking here rather abstractly, rather in the spirit of Mikhail Moiseyevich*" (Botvinnik), and while this book is full of Tal's charm, it lacks Botvinnik's science.

Lastly, the test positions I often found at once too hard and too easy. Let me give you an example:





This is the first test position from the first chapter. It may take you half a second to spot the only sacrificial idea, namely Nxf7, it may take you forever to judge it properly. The game is actually from Tal-Simagin (given below), and clearly his Grandmaster opponent misjudged the sacrifice. I don't know if he missed Tal's fifteenth move, but the game was not decided until move 45.

Almost all the examples are, like this one, *successful* examples - a sacrificial opportunity arises and is discovered to be sound. Only by comparing cases where sacrifices succeed and where they fail will we start to develop the judgement, and start to identify the *indicators*, for ourselves.

The whole game shows at once the strength and weaknesses of the book: a wonderfully dramatic attack, but could the reader emulate it?

Tal - Simagin 1956: 1. e4 c6 2. d4 d6 3. Nc3 Nf6 4. f4 Qb6 5. Nf3 Bg4 6. Be2 Nbd7 7. e5 Nd5 8. O-O Nxc3 9. bxc3 e6 10. Ng5 Bxe2 11. Qxe2 h6 (DIAGRAM) 12. Nxf7 Kxf7 13. f5 dxe5 14. fxe6+ Kxe6 15. Rb1 (This cheeky move regains some material) 15... Qxb1 16. Qc4+ Kd6 17. Ba3+ Kc7 18. Rxb1 Bxa3 19. Qb3 Be7 20. Qxb7+ Kd6 21. dxe5+ Nxe5 22. Rd1+ Ke6 23. Qb3+ Kf5 24. Rf1+ Ke4 25. Re1+ Kf5 26. g4+ Kf6 27. Rf1+ (White's harassment picks up a piece. Now Black must mobilise his rooks before White picks up all the pawns; sadly, he's too late.) 27... Kg6 28. Qe6+ Kh7 29. Qxe5 Rhe8 30. Rf7 Bf8 31. Qf5+ Kg8 32. Kf2 Bc5+ 33. Kg3 Re3+ 34. Kh4 Rae8 35. Rxg7+ Kxg7 36. Qxc5 R8e6 37. Qxa7+ Kg6 38. Qa8 Kf6 39. a4 Ke5 40. a5 Kd5 41. Qd8+ Ke4 42. a6 Kf3 43. a7 Re2 44. Qd3+ R6e3 45. Qxe3+ 1-0 Superb: Tal kept the pot boiling throughout.

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : AVNI

[This review first appeared in *KingPin*]

Danger in Chess: How to avoid making blunders

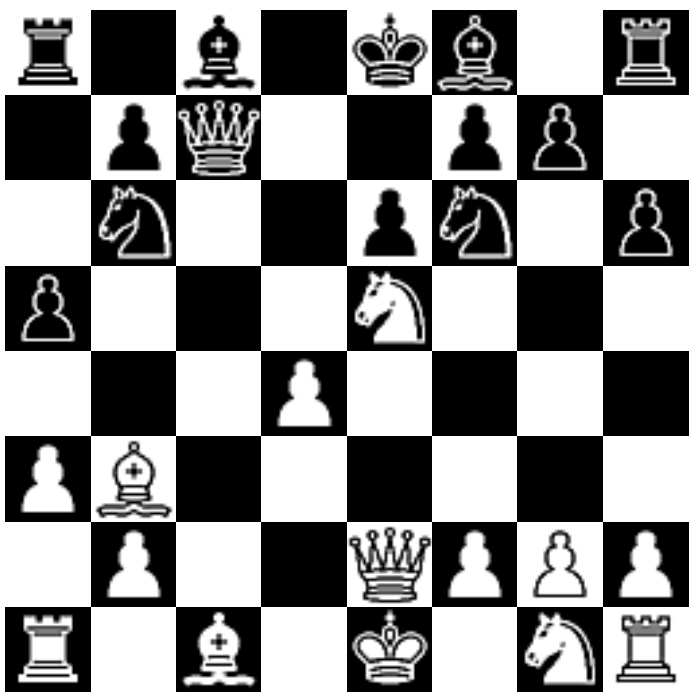
Amatzia Avni (121pp, Cadogan Chess, 1994) [[sterling]]9.99

ISBN 1-85744-057-9

This is a great little book, from an Israeli psychologist and chess-player, on a subject that must be on every chess-player's list of New Year Resolutions: *I will not overlook pieces en prise, I will not miss a mate in two...* Avni takes a brisk look around at blunders and other 'failures in the sensing of danger', that is, sins of omission as well as commission.

Forgive me if you've seen this particular sin of omission before, but it was a perfect recent illustration of Avni's themes:

Kasparov - Karpov, Linares, 1994. 1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bb3 h6 9. N5f3 a5 10. c3 c5 11. a3 Qc7 12. Ne5 cxd4 13. cxd4



Now Black played 13... a4 missing 13... Bxa3 winning a pawn. If 14. bxa3 Black wins the exchange by 14...Qc3+; and if 14. Rxa3 Black recovers the piece by 14...Qxc1+.

These two ideas are very simple, and if we are alerted to the possibility of a tactical blow here, I imagine most of us can look for and find it. But without suspecting danger, the two strongest players in the world missed it!

As well as welcoming its subject matter (not another *Solve all your opening problems forever* title from Batsogan Digest), I also welcomed its *approach*, its use of *examples* and exercises, and his *recommendations* which attempt to remedy the ills it diagnoses.

Avni has a determinedly common-sense approach to his topic and avoids psychological jargon (for example, Krogus' book talks about "*failures of selective attention*", not a form of words I found easy to get on with). He has collected together dozens of examples of chess blunder and oversights and has assigned them to three main classes according to the suspected cause of error: the opponent (e.g. *when the opponent plays incomprehensibly*), the position (e.g. *when the situation looks familiar*) and more general failures of thinking (e.g. *neglecting defence while attacking*). He also talks interestingly of *integrating* cues from different sources. This catalogue may sound like Abrahams' 'varieties of error', but Avni is much more clear and robust, less anecdotal, than Abrahams' tour.

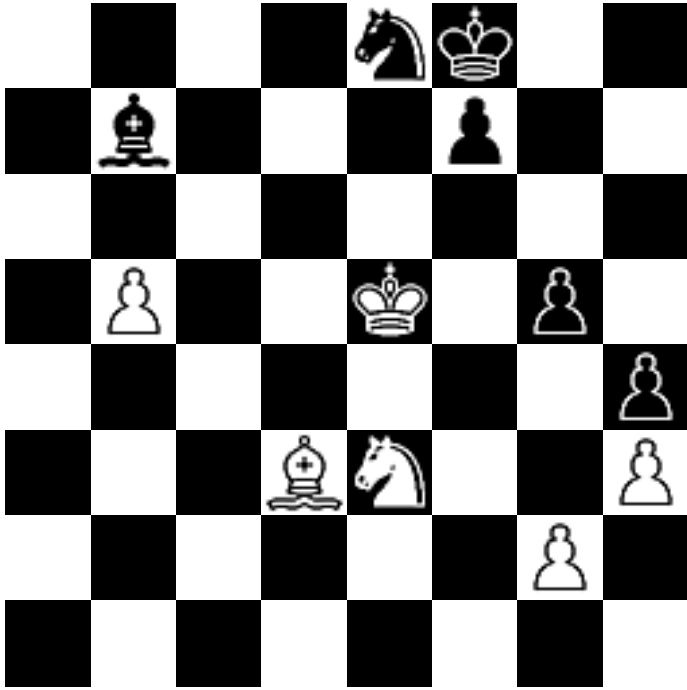
Each category of error, and each point he makes throughout, is illustrated with two or three examples from actual games, each with a diagram. This makes much of the book possible to read without a board. Moreover, Avni does not intend to allow you to read passively, but continually presses you to apply yourself to problems and exercises.

Avni has done his homework very well: he has clearly trawled the chess press for good examples but has also read widely among the various books and papers that have been published on chess psychology. The book is packed with titbits from journals and books, as well as Avni's own chatty but pointed observations. From his collation I was interested in de Groot's notion of *discrepancy*, which was new to me: de Groot wondered '*when does a chessplayer look for an improvement to his intended move?*' and concluded that it is when the result of analysis is at odds with the player's expectations - "the *discrepancy* being a *signal* that something is probably amiss" [\[1\]](#) (author's italics).

[I don't know how far this explains the K-K incident: was there no discrepancy for the players? Or, for a GM Caro-Kann player, was a3 just the sort of move that White shouldn't be allowed to get away with? Nonetheless, this idea of discrepancy has given me food for thought in looking at my games.]

The book concludes with a series of about a dozen recommendations for players and coaches which I found very helpful. It is so easy to recognise a chess disaster, so hard to prevent the next one. For example, to Avni and his colleagues we owe the discovery that strong, experienced chess players score higher for paranoia on the MMPI[\[2\]](#) than do weaker players and non-players. His recommendation: *adopt a paranoid approach* (at least at the chessboard). An example of how this might be done: rather than comfort yourself with the thought that you cannot possibly lose, think instead *how could I possibly lose this game?* Search for a possible catastrophe.

This advice is, as ever, illustrated with examples: the one which made me wince was from Nigel Short, whose paranoia must have been running particularly low against Belyavsky at Linares in 1992:



1 Nd5 f6+, 2 Ke6?? Bc8 mate...

A couple of stray thoughts:

1. His evidence for his suggestion that (amongst other habits) we should cultivate paranoia this is essentially *negative*: he gives further examples of *failures* of suspicion which led to instant losses by strong players. Perhaps, since disease is so often the route by which we can gain insight into normal functioning of the body, this is quite right, but I am dogged by the suspicion that these are actually examples of unusual and unsuccessful chess thinking, and we know little of the usual kind. I know of a few examples of normal or more successful chess thinking: I remember some old articles by Simon Webb in the *Chess* magazine of the late 1970s under the title '*How do chessplayers think?*' which tried to capture (live) some chess thinking, the fascinating (if retrospective) comments that were the appeal of the BBC *Master Game* series, and a couple of odd comments by annotators (like Fischer's "... *Trifunovich seemed too quiet all of a sudden*" [3]). Perhaps readers know more. But my judgement is that, even in chess, which seems to me an ideal arena for research, we know little about how we go about chess decisions, what makes a difference between weak and strong players, and how to improve. This, really, is what makes a book like Avni's so interesting.

2. A technique that Avni uses more than once is to give you similar positions and ask you to puzzle out which one has the catch. This is very different to the usual type of calculative exercise that I have seen (as in the *Winning Combinative Play* or *Find the Winning Continuation* columns of magazines). Knowing there is a problem which has a solution, I can sit and puzzle out the answers to most of these up to, say, *five* moves deep [4]. And yet, like many club players, my games are pocked with oversights *two* moves deep. Even some of the games I survive can be busted in short order by my modest computer.

Now, if books on tactics had half their positions with only tempting but bogus tries, or a third of positions which were promising but which had no tactical solution yet available, this would be a much sterner and more realistic test. Does any publisher wish to take this on?

I had only a couple of minor quibbles, but the conscientious reviewer feels obliged to note them:

1. There are of course many different things to consider when choosing a move, and unless you find yourself with time to spare in each game (not true for me, I'm afraid) you may have to do something else less often or more quickly if you are to become more self-critical or more chessically paranoid. At the moment I fear that after reading Avni I will only make judgements more accurately while calculating less deeply, unless I can find a way to analyse faster. Avni does not try to address this issue, but rather treats the topic of developing a sense danger as a separate add-on to whatever you do normally.

2. I did wonder if the number of pages per pound is good value. As chess publishing has become more computerised, with great benefits in speed and accuracy, I had hoped that some savings might trickle down to the purchaser. I think that chess books have been getting worse value rather than better, but perhaps this is merely my chessplayer's paranoia!

3. There were some recommendations I expected to see and didn't! They are: write your move down first and check it (which I owe to Simon Webb), and when analysing, always look one move further for at your opponent's possibilities at the 'end' of a combination (Dvoretsky).

[1] Thought and Choice in Chess, 1965.

[2] One jargon term Avni slips in without explanation: the Minnesota Multiphasic Personality Inventory.

[3] *My Sixty Memorable Games*. Faber. (p.203).

[4] I can even survive some of the examples from the section on 'Traps' in Livshits' *Test your Chess IQ: Grandmaster Challenge* (Cadogan, 1993), an otherwise excellent book, because firstly, the fact that they are in a section on "traps" turns the paranoia dial up to 11, and secondly, he offers give-away comments like "*White was hoping for 1...Bxf4, on which he had prepared a counter-blow. What was it?*".

Back to [Chess Coaching Page](#)



This document (avni_dan.html) was last modified on by

[Dr. Dave](#)

This text is an updated version of a message posted as shown in the newsgroup headers, which are unaltered. The changes are simply to add variation and page references.

DR

From info!dregis Thu Aug 15 14:53:20 BST 1996
Article: 2782 of rec.games.chess.analysis
Newsgroups: rec.games.chess.analysis
Path: info!dregis
From: dregis@exeter.ac.uk (D.Regis)
Subject: Re: OEU2200 Book Analysis of Blackmar-Diemer Gambit
Message-ID: <Dw6L5A.1Dv@exeter.ac.uk>
Organization: University of Exeter, UK.
References: <320830ba.13466786@news.crown.net> <320c1d80.3169885@news.crown.net>
Date: Thu, 15 Aug 1996 13:22:22 GMT

Blackmar-Diemer Gambit by Gary Lane (Batsford 1995)

I've just posted a follow-up to Ryan Ripley's collection of variations on the BDG, mostly by comparing his variations to those given in Gary Lane's (GL) book on the Gambit published by Batsford.

Throughout I gave only the alternative, rather than trying to suggest a preference. I found it absolutely maddening to try and decide whether any of the GL alternatives were better than the ones given in Ryan's books. Simply, it was too difficult to see what GL thinks are the best defences or attacking strategies. Instead the reader often learns only which are "fashionable" or "rare".

The book is supposed to be (back cover) the first survey by a player of international class "who can look at the opening objectively" but I really don't think that's what has happened.

I got interested in the BDG when our local gambiteer John Walker of Teignmouth beat my colleague Mark Abbott with it, a game which found its way into the national press (Guardian). I since learn from the GL book that the BDG has a venerable collection of master scalps, but the key issue is: why did the masters lose? Are the positions you get out of the BDG really so strong, or is the art of defence really so difficult to master, or did they all choose plausible-but-dubious

defences, or what? Sadly, after buying and studying the GL book for a while, I don't think I can answer that at all.

The key flaw in the book is the fact that it is bung-full of White wins. There are hundreds of games cited, nearly all 20-30 moves long, nearly all White wins. In no other opening book have I ever seen anything like this. Is the BDG a forced win? [Has GL adjusted his opening repertoire so he never has to face the BDG?] Rather than comment on this dramatic feature GL just reports them blandly as relevant experience.

What on earth am I supposed to do with these games? They are very often uncommented, apart from a closing 1-0 or +- assessment at move 26 (*1). Only rarely does GL flag a Black move with a "?" but even then he usually doesn't give any alternatives, or an assessment of the position before the error. Instead of "19...a5?" I need "19...a5? (19...Re8 =)". What I have is hardly any use at all. I wish GL had cut out at least half the games in the book, and stopped the rest at move 19 with a quantitative and verbal assessment like:

"+= White has compensation for the pawn in pressure against the light squares, but the outcome should be a draw".

"-/+ White still enjoys a lead in development, but after an eventual ...c5 the game will turn in Black's favour"

That I can use.(*2)

Obviously there is some analysis of critical positions in the book, some of which is both original and important (*3), but mostly it's in the stamp-collecting mould. The difference between a book and a database is the difference between science and stamp-collecting. The former should have analysis, theory, judgements, criticism. The latter is just a collection any monkey like me can put together with a pile of old magazines and a photocopier, requiring work but not skill.

Now, given that I read in another thread that Tim Sawyer has a 700-game "keybook" out, the stamp collection has clearly already been assembled. What we need is the master touch: masterly judgements, practical advice for both sides, promising untested alternatives (the joy of John Watson's books) and so on (**).

Instead, the GL book too often reads like a giant "Trends" pamphlet, giving you a cheerful collection of the latest news and gossip, but expecting most of the analytical notes and integration to be done by the reader.

For example, on one page (*4) he criticises 8. Qe2 as probably time-wasting

(as Qe2-f2 may follow), but gives three White wins as examples. In the main line (where White gains a tempo) he gives a critical game which turned out well for Black. And that's it! Is this eighth move position some bizarre zugzwang, so that by triangulating White wins? Of course not, but the work needed here is all left to you. If 8. Qe2 is time wasting it should have been noted as such and the three games left out. If these games have important or original attacking ideas then we should be given them, but also be told what to look for.

In another key line (*5, recommended by Euwe and Brinckmann) he gives a game with an uncommon move, 12. Ne2. He then gives the whole main game (a win for White in about 30 moves I think) without any better moves being suggested for Black. Do we assume 12. Ne2 is a forced win? No. But beyond noting it as an alternative, that I might have come across without any annotation in a database or magazine, I am hardly better off.

Part of the excuse may be that this is such untrodden ground that none of the questions I have can be answered. But if we look at the end of the book, we learn that after 1. d4 d5 2. e4 dxe4 3. Nc3 Nc6 leads to a well-known line of the Nimzovitch Defence. Now, this is a critical line of this defence and is far from untrodden, but even here we only get a 20-odd move White win or two, and the only positional assessment is at the end by which time White is clearly winning (*6).

I think the real problem with this book is that there are so few games by IM Gary Lane in it. If he had practiced the BDG for a year or two against other IMs, we would I'm sure have a run-down on attacking themes, when to adjust your usual piece placements, warning signs for duff combinations, the best Black defensive set-ups, whether Black should go for a central break with ...c5 or keep it closed, and so on.

It's not impossible that the amateurs have got it right all along, that the BDG really is an important winning attempt which gives excellent practical chances, even against an expert or master who knows how to defend. [I am reminded of the Morra Gambit, where there was some grudging acceptance of its soundness when Murray Chandler had a go with it at GM level.] But I don't feel much nearer a conclusion on this issue.

(**) Re: the master touch - My apologies to Tim if that's what he is and what he's done!

--

(*1) e.g. the very first game cited, Chapter 1, p.11: Decleir-Viaene, Belgium 1988 (1-0,23)

(*2) e.g. Ch.1, p.11: Rasmussen-Douwhaite, World Open 1988

(*3) 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 Bg4
6.h3 Bxf3 7.Qxf3 Nc6 8.Bb5 Qd6 (p.61 Sawyer-Laflamme,1989) 9.d5! Lane

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 Bg4 6.h3 Bxf3 7.Qxf3
c6 8.Be3 e6 9.Bd3 Nbd7 10.0-0 Be7 11.Rf2 0-0 12.Raf1 Qa5 13.g4 Nd5
14.Qe4 g6 15.Bh6 Nxc3 16.bxc3 Qxa2 Callaghan-Bisguier 1966 (p.68, and
cited by BCO2) 17.Bxf8 Rxf8 18.h4!/? Lane

(*4)

p.20-21: 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bg5 Be7 7.Bd3 Nbd7
8.Qe2 8...0-0 9.0-0 Re8 10.Qf2 Nf8 11.Qh4 Ng6 Diemer-Cocher, Corr 1950
(1-0,20)

cf. p.23: 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bg5 Be7 7.Bd3
Nbd7 8.0-0 0-0 9.Qe1 Re8 10.Qh4 Nf8 11.Ne5 Ng6 Diebert-Fishbein, World
Open 1986)

(*5) 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 g6 6.Bc4 Bg7 7.0-0 0-0
8.Qe1 Bg4 9.Qh4 Nc6 10.Be3 Bxf3 11.Rxf3 e5 12.Ne2 Gener-Tiemann, Corr
1988 (1-0,28) last game of Chapter 2

(*6) 1.d4 d5 2.e4 dxe4 3.Nc3 Nc6 4.d5 Ne5 5.Bf4 Ng6 6.Bg3 a6 7.Bc4 Nf6
8.Qe2+= (Rogers/BCO2) Thipsay-Aaron, Bangalore 1981 (1-0,26)

Exeter Chess Club: Book Reviews : BRONSTEIN/ FURSTENBURG

[This review first appeared in Westward Ho!]

Book review: The Sorcerer's Apprentice

by David Bronstein and Tom Furstenburg (1995) Cadogan 1995
([[sterling]]?..??) 304pp.

This compilation is subtitled

*40 Recommendations for the Novice; 40 Combinations with Explanations; 50 Games with Comments;
60 Games with Diagrams; 70 Picturesque Games*

There are also reminiscences and celebrations of Bronstein and his chess by his wife, by Smyslov (written when DB was 50), by the editors of *64* and by Boris Vainstein (at 60), and by the 'apprentice' Tom Furstenburg (at 70).

I'll skip over the recommendations for the novice, which are hard to quibble with but hard to see the use of. ("*38. Only when a position with a mating finish can clearly be seen should you pluck up courage and fearlessly sacrifice a rook or even your queen.*").

The combinations are given one on a page annotated with a diagram and commentary explaining how it arose, with occasional reflections on the art of combining by DB. Some were familiar, but most not, and all, of course, were a delight.

The meat in this multilayered sandwich is the set of 50 annotated games, 120 pages of the book. Each game has comments and variations as you might expect, but often also engaging reminiscences about the opponent, or the tournament and the encounter. For example, the eleventh of the fifty was against Tartakower, and bears a splendid tribute to the man in introduction, and a wry anecdote in reflection.

Among the reminiscences are embedded occasional reflections on chess and computers, and clocks, and Botvinnik, and the 1951 Botvinnik match, and Soviet chess politics. The politics may intrude into the chess in this book as far as the enthusiast is concerned, but it should not be forgotten how far politics intruded into Bronstein's chess. His father was imprisoned for eight years, and while he was released and

attended his son's match with Botvinnik, he attended without permission to be in Moscow, and David "*glanced regularly into the audience in order to reassure himself that his father was still there.*"

Bronstein also gives a couple of examples of his suggestion to record and reflect the time taken over each move, and muses on chess at faster limits for which he has been an advocate for some time.

The book is a celebration and however partisan some of the commentary I was given to be indulgent.

The 60 games with diagrams can be followed without too frequent recourse to a board, but I haven't yet bothered with a lot of the 70 'Picturesque' games given as bare scores. Perhaps a sentence or two of introduction might whetted my appetite - say, '*A back and forth positional struggle in the last round, decided when White errs with 43...O-O*'. Still, too late for editing now, and I came to them gorged on the earlier feasts, and this apparently dry dessert may tempt me later.

As an example, I picked this one, which I first saw in Barry Wood's *CHESS* in 1976 (along with a 19-move suckering of Smyslov). This is Bronstein the artist and wizard, and even if you don't know how he does it, it's easy to admire and enjoy.

Kaplan, J - Bronstein, D (Hastings) [C11], 1975

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Be7 6. Bxf6 gxf6 7. Nf3 Nd7

[7... b6]

8. Qd2 c5 9. d5 f5 10. dxe6 fxe4 11. exd7+ Qxd7 12. Qc3 O-O 13. Nd2 Qf5 14. O-O-O Qxf2 15. Nxe4?

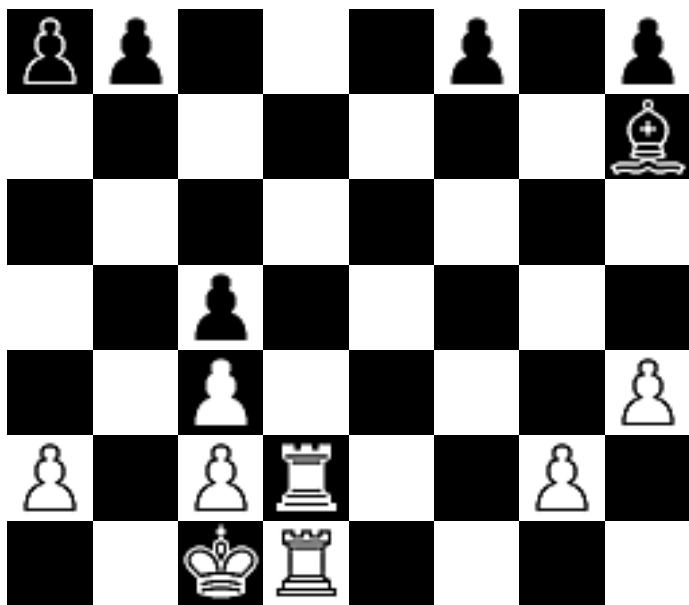
"White ties himself up regaining an unimportant Pawn" [15. Bc4]

15... Qf4+ 16. Nd2 Bg4 17. Re1 Bg5 18. Bd3 Rae8 19. Ref1 Qe3 20. h3 Be2 21. Rf5 Bh6 22. Bxe2 Qxc3

"...Kaplan had a minute (left). I think he saw what was coming but wanted it demonstrated."

23. bxc3 Rxe2 24. Rd5 Rxd2 25. Rxd2 Rd8 26. Rhd1 c4 0-1





Zugzwang!

Back to [Chess Coaching Page](#)



This document (bro_sorc.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : GUFELD

[*This review first appeared in Westward Ho!*]

An Opening Repertoire for the Attacking Player by Edward Gufeld, trans. Ken Neat. Pub. Cadogan 1996. 160pp. Index of variations and of complete games. [[sterling]][[sterling]] [[sterling]]? ISBN 1 85744 196 6

A good old-fashioned opening repertoire book, with thoroughly modern lines. I think this book would be very useful for a strongish player with an attacking bent who struggles to get the sort of position they like - you may recall Spielmann's lament that "*I can see the combinations as well as Alekhine, but I cannot get into the same positions*".

The central planks of this repertoire are the Vienna Game with White, and the Sicilian Dragon and Leningrad Dutch for Black. Against the Caro-Kann and French you are offered the respective Advance variations, and against the Pirc and Sicilian systems with f4 are chosen - the Austrian Attack and the Grand Prix Attack. These are all unquestionably attacking lines, and each has a strong GM pedigree.

The variations given are dense - for example, at one critical juncture at move 16 of the Dragon (p.116) he analyses 10 (!) continuations for White - but are clearly laid-out and it was easy to find my way around. Explanatory comments are rather few but are concise and to the point, and there are a few illustrative games. The variations seem to me to be very thorough - I couldn't rumble them with **Batsford Chess Openings 2**, which is perhaps only to be expected, but I couldn't find a hole at all quickly with my specialist openings books (e.g. **The Complete Pirc**) either.

Side-lines are mostly given proper attention: there are three pages on Owen's Defence, two on the St. George, and two on the Nimzovitch - rather more than comparable books might have bothered with.

So far, so good, but I wonder just who will find this volume useful, and how. Gufeld talks about "*mixed tournaments*" i.e. ones not composed wholly of Grandmasters(!), and suggests (p.79) that 90% of **1. e4** players reply to the Sicilian with **2. Nf3**. Maybe in GM Gufeld's world they do, but Exeter Club boasts a motley crew of Morra Gambiteers and Close Variationers, which has been enough to put some folk off the Sicilian entirely.

Moreover, a player strong enough to handle these heavyweight variations but with too few opening books to support their own opening repertoire is probably less likely a species than a player with more

books but less talent. I do wonder how the average player with an grade of, say, 125 will cope with the 17 pages of notes designed to unlock the secrets of the Dragon - for example, the standard exchange sacrifice ...Rxc3 is mentioned but not illustrated. Perhaps none of us will stick rigidly to a book's repertoire, or have the time to learn them all, but we may take up one or two of its recommended lines, and we will all find it interesting to check out our favourite lines against the ones in this book.

Although, if you do check, cracks may appear around the edges. This is probably inevitable, but does put into question the usefulness of such a book as a stand-alone solution to the problems of deciding on a repertoire. For example, after **1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. c3 Nc6 5. d4** Gufeld gives a game (p.10) Sveshnikov-Ree 1992 which continued **5...d5**. But as any Modernist knows, after **5...cxd4 6. cxd4 Qb6** we are in a position considered favourable to Black by Hort and by Botterill and Keene. Moreover, I wasn't convinced by the assumption that the repertoire avoided the Gurgenzidze variation, as recommended by Norwood and Soltis. In fact, almost every line recommended by Gufeld is dismissed in some other repertoire book, and lines he gives as favourable to, say, White, form the basis of someone else's Black repertoire. Maybe these are nitpicks, but I couldn't use this book without also having several others to check against .

The title naturally prompts comparison with Batsford's **An Opening Repertoire for the Attacking Club Player** by Keene and Levy (1976), recently completely rewritten and re-issued under the same title as the Gufeld book (1996).

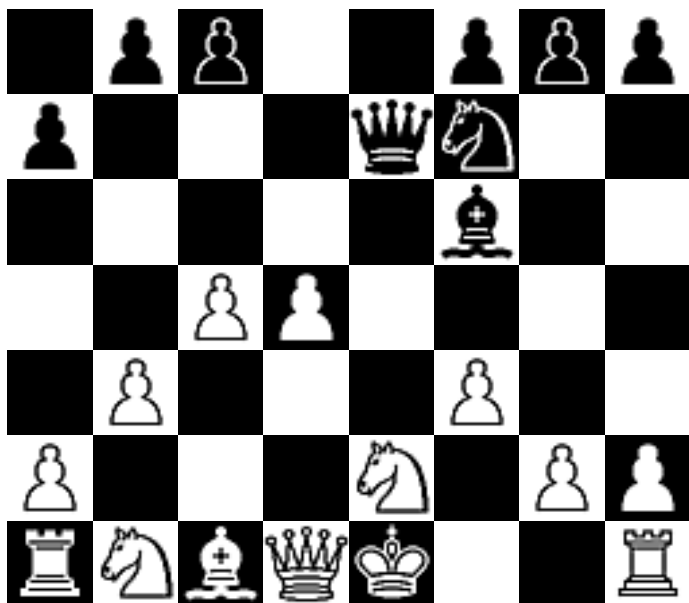
The revised Batsford title offers a similar selection of active lines, but concentrates more on relatively obscure, recently developed and fashionable lines, and illustrates them with fewer variations and more verbal descriptions and complete games. It looks suitable for weaker players with less time to absorb variations, and may be a better buy for the majority of players; on the downside, it gives only one page on the Nimzo and other odd defences, no indices, and is inclined to quote the whole games when just a few moves of an alternative line would have been adequate.

The two books cross theoretical swords at a couple of points: they both give as crucial a game **Lanka-Hauchard** which Gufeld gives as +/- after White's 10th move (p.42), and which Keene and Levy give (p.94) as offering Black good compensation for the Pawn after 10...O-O-O...

The shelf-life of both books may be short - antidotes to the new lines in the Batsford book may be found rather soon, while the more mainstream Gufeld repertoire is at a cutting edge which is constantly on the move.

Lanka Z F - Hauchard A/It open, Torcy 1991 [B01] 1.e4 d5 2.exd5 Nf6 3.d4 Bg4 4.f3 Bf5 5.Bb5+ Nbd7 6.c4 a6 7.Bxd7+ Qxd7 8.Ne2 e6 9.dxe6 Qxe6 10.b3





10...0-0-0 11.0-0 Bc5 12.Kh1 Bxd4 13.Nxd4 Qd7 14.Bb2 c5 15.b4 cxd4 16.b5 axb5? 17.Na3 bxc4 18. Nxc4 Kb8 19.Ba3 Qd5 20.Rc1 Rhe8 21.Qd2 Re6 22.Na5 Qb5 23.Bc5 Ka8 24.a4 Qa6 25.Nb3 Bd3 26. Rg1 Re2 27.Qb4 Nh5 28.Bb6 Rde8 29.Nc5 R8e5 30.Rgd1 1-0

Back to [Chess Coaching Page](#)



This document (guf_orap.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : KEENE

Book review: *Winning with the Nimzo-Indian* by Raymond Keene. Batsford. 1991, 79+xv.

I think I've bought my last book by Keene. The title that has prompted this decision is the subject of this review. It exemplified perfectly Phil Crocker's criticism of chess publishing in **Kingpin** No.22, to which Batsford, for some reason, felt the need to respond in No.23. As I remember, Phil's main gripes were:

(a) **shallowness:** books are full of glib, vague or uncommittal commentary (e.g. "*with compensation*", no need to mention if it is adequate!) - only general and strategic comments, none cashed out in terms of variations

(b) **padding:** complete games are included for no good reason at the expense of extra commentary or additional detail. I do get annoyed by large sections of games being quoted in 'double-column' format without notes viz.

1. **d4 Nf6**

2. **c4 e6**

3. **Nc3 Bb4**

This uses three lines when only one is required. If you look at older Batsford books there are many part games and games in block text, squeezing the most chess and instruction on the page. No longer.

(c) **question-begging:** books allow important questions about particular variations to be ignored, and only light notes are added to games

(d) **lack of originality/ no value added:** analysis and comments by others are quoted freely, games are cited without their significance being explained.

These were humorously put in the article, but clearly felt keenly - my guess being that PC has more than once spent the best part of [[sterling]]15 on various selections from the Batsford list. Let us look closely at Keene's book and see how it fares on these points.

The book, of course, does not claim to be complete. The author says it is a 'companion volume' to another title, **How To Play The Nimzo-Indian** that he co-authored with Shaun Taulbut in 1978, although the relationship between the two (one introductory/one advanced? one historical/one recent?) is

nowhere explained. None of the games in the earlier volume are given in this book, and there are no cross-references, nor even an index.

I'll take one chapter for particular commentary - say, the one on the closed Samisch variation. I shall try to give enough detail to be fair to the coverage offered. I shall also give my reactions. This chapter should show Keene at his best - after all, he has made a special study of it for a previous publication cited in the bibliography, **An Opening Repertoire For White** [1]. Also, it is a 'fashionable' variation (Karpov, p.71) with, I would have thought, some considerable contemporary material available.

The chapter contains half a page of general description with four complete games as its backbone, and seven additional games are mentioned in the notes. Eleven games in 11 pages is pretty light in my judgement, but quality and insight may compensate for this. Of the four games - Keene-Vella 1985, Polgar-Remlinger 1986, Johner-Capablanca 1929, and Yusupov-Karpov 1989 - the notes for two are 'based on' notes by others (Tartakower and Karpov). It may take a GM to find and reproduce the latter games, but my view is that any club player with a library and a photocopier (or a database) could do as much. So perhaps point (d), **lack of originality**, may be conceded. The half-page of description is nearly all general, and the basic variations and piece placements are not described here or later. A suspicion of **shallowness** may arise here, but let us look at the meat of the chapter - the quality of the two games which appear first and which bear Keene's own annotations.

During **Keene-Vella**, after 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Bd3 Nc6 6. a3 Bxc3 7. bxc3 Vella continued 7...d6. Keene cites here a Plaskett game which continued instead 7...e5 8. Ne2 e4!?. In fact Keene quotes the whole of Psakhis-Plaskett 1985, which thus becomes the first game in the chapter, *without a single real comment*. (The !? mark is actually Keene's, and two further moves during the game are annotated ?! and !, but no support is offered for these judgements.)

I think this is disgraceful, and exemplifies **question-begging** - point (c) above. What is the reader to make of Plaskett's line? Are there any precedents[2], and if so how does this game relate to them? Does Keene regard the line as important? ...interesting? ...frivolous? Even a 'first impression' statement from our GM author would help. Is the line risky? ...dubious? ...playable? What are the plans for either side in this variation? How do these relate to the general Nimzo-Indian themes? Why is Keene-Vella the main game with Psakhis-Plaskett as the note, instead of the other way round? How can we see the general ideas given earlier shown or modified in this game? I am no wiser for seeing this game than if I had stumbled over it in a magazine.

The Vella game is given some commentary, which I paraphrase below. **1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Bd3 Nc6 6. a3 Bxc3 7. bxc3 d6 8. Ne2 e5 9. Ng3**. "A theoretical novelty" says Keene, but the main line is not suggested. He adds that the move offers "a pawn for open lines", which is a **shallow** comment in the 'with compensation' class - point(a). **9...g6** ("to prevent Nf5...") **10. d5 Ne7 11. e4 h6** ("prophylaxis... against Bg5") **12. a4 Qc7** ("stronger is ...a5 followed by ...Kd7-c7") **13. a5 Kf8** ("? Black's king is exposed - here he should strive for ...O-O-O"). Keene wins with a nice K-side attack, and later comments that the doubled c-pawns offered a solid centre from which to launch the attack. Really

the only lesson spelt out for players of either colour is that the Black King is safer on the Q-side. Now, I could accept this as a worthwhile lesson, except that in all four main games quoted Black's King is lodged on the K-side. Why did white's K-side attack work in these two games and fail in the other two, which Black won? Just what is the reader expected to learn from this game?

I would suggest that Phil's point (c), about only light notes being given, is further exemplified here. What seem to me to be other key issues (when should White close the centre with d5? are Black's pawn moves g6/h6 OK with the King on the Q-side? was the a4-a5 manoeuvre important, given the K on f8?) are given no attention.

The rest of the game after move 13 is given with two notes and two diagrams. It is not said in these two notes whether the attack was typical or not, nor whether Black made the most of the opportunities for counterplay, nor what alternative attacking or defending plans each side had available, if any. I believe all the latter part of this game (with the two diagrams) could have been omitted with no loss of understanding, and if it is to be included could certainly be set in a more condensed form than the 'double column' style.

We are then given **Polgar-Remlinger**. After **1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3 5. bxc3 d6** we are told that in three recent games Lombardy played 5...c5, Korchnoi tried 5...b6 (which transposes into the next chapter, although the reader is not so warned) and "*also possible*", as in Polgar-Stigar, is 5...O-O. The Korchnoi game is quoted to move 10 with the assessment "*good for Black*" and all 24 moves of a game Polgar-Stigar are given, which White won. Again, not a word of advice.

There are **many questions begged** here. Why is the Polgar-Stigar game given in its entirety at all (see **padding**, (b) above) - was it particularly thematic, or is it interesting for other reasons? Is it worth playing over, and if so, why? Which of the four fifth moves is best, or do they all tend to transpose? What is the point of giving these alternatives if their importance, their different motivations and their worth is nowhere assessed? Why on earth was the transposition not spotted?

The main Polgar game ran **6. e3 e5 7. Bd3 c5 8. Ne2 b6 9. O-O Nc6 10. e4 O-O 11. d5 Na5 12. Ng3**. Now Black played **12...Ne8** which is marked ?! - another game is quoted with Ljubojevic using *12...Ba6* which still gave White "*a fine position*", so we still don't know what Black should have played. Polgar replied **13. Ra2** and Keene adds *13. f4* is "*also possible*". There are in fact over 20 legal moves 'also possible'. Black succumbed to a K-side attack, and though after move 29 it is only "*a matter of technique*" we are treated to the other 20 moves of this game in double-column format, yet no aspect of the technique is explained. Just **padding** again, I fear.

In short, all these games have been merely collected rather than annotated - there is no value added and little interpretation given.

Collecting and even organising recent (or ancient) games is easy for club players. What we can't do is sift the games, and discover what is going on in them. It's the difference between dictation and teaching,

this illumination of the collected information. This is also the hard bit, requiring scholarship and effort, and on the basis of these two games in this chapter Keene has done none of the work required. The chapter, frankly, is a mere compilation with a bit of window-dressing. The chess public, and Batsford's, are poorly served by this sort of thing. When, for about the same price, you can have Nunn's depth of insight and detailed commentary, it is hard to know why mugs like me keep shelling out for Keene's potboilers.

[1] Again, none of the games from this book are offered here, which, given the lack of cross-reference and the fact that the earlier one is out of print, is a positive disadvantage. (Indeed all the 5 books mentioned in the bibliography were Keene's, perhaps overlooking books by Taimanov and Gligoric, which are doubtless inferior or out of date...)

[2] It took me just 5 minutes to find a Spassky-Tal game quoted in three other books and an InterNet games archive.

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : MacDONALD

[This review first appeared in]

Modern Chess Miniatures by Neil MacDonald

ISBN 1 85744-166-4 Cadogan ?[[sterling]]9.99. 150pp inc. openings index

This is a most enjoyable little book. Miniatures are the most tempting of chess fare, tasty without being too rich, and MacDonald's collection includes a splendid variety. I imagine, in this database age, it's quite easy to collect and scan through umpteen miniatures, the added value coming only in the selection and commentary. Here MacDonald shines: he is keen to enthuse about what he likes and to explain what he understands. The games are arranged by themes, like play with rooks and typical mistakes. We are thus offered both entertainment and instruction, which (despite the evidence of our grades) many club players seek in a new book.

There is more: Neil MacDonald is clearly a busy and interested young man, and throughout the book shares with the reader his anxiety about things that bother him, and his views on issues that engage him. So we have MacDonald's views on game annotations as moral fables, his discovery of Rubinstein, why "!!" moves don't always win, and a disputation with Plaskett on chess as a sport.

I suppose inevitably there are flaws: the inclusion of two games from the 1890 Steinitz-Gunsberg match in a book called 'Modern', the abundance of Kings in the diagram on p.106 (not the only typo.), and the use of one too many chestnuts without checking the details. For example, the authenticity of the Gibaud-Lazard game ("Paris, 1924": **1.d4 Nf6 2.Nd2 e5 3.dxe5 Ng4 4.h3 Ne3 0-1**) is at least open to question. Also, one of Steinitz' losses to Gunsberg is called a "blunder" in the book, when, according to the account in **The Middle Game** by Euwe and Kramer, Steinitz was actually the victim of gamesmanship. Perhaps I'm doing here what MacDonald did, in relying on a secondary source I think authoritative. But other reviewers have had their own little lists of nitpicks, and it doesn't reassure the reader.

I found more difficult to accept absence of a player index and the inclusion of so many part-games (e.g. giving a diagram and only moves 22-29). The book is attractively laid-out but to have so many without an opening in a book on miniatures is a definite loss, particularly when the complete games are set out

with one move to a line, and so the space could have been made available.

The two Gunsberg match games are in a section headed "*a counterblast in favour of greed*". All four games in this section are quick White wins in gambit lines, which go some way to weigh against everything he has just said about siezing material! I actually forgave him this: I remember reading Bronstein's **200 Open Games**, in which he described the Italian Game as being "*for players with fantasy, imagination, a thirst for adventure and a love of the unknown*", then trotted out four games in the Giuoco Pianissimo, boring enough, as my grandmother would have said, to give your arse the toothache. You forgive this in Bronstein, because he is a pleasure to read, and to indulge him his views is no chore. And in the end, I decided, MacDonald's opinions are also worth it.

A game that MacDonald might include in favour of his 'counterblast' in a second edition: Ackerman-King, Bern 1992. **1.e4 c5 2.d4 cxd4 3.c3 dxc3 Greedy? 4.Nxc3 Nc6 5.Nf3 d6 6.Bc4 a6 7.0-0 Nf6 8.Qe2 Bg4! 9.Rd1 e6 10.Bf4 Qb8! 11.h3 Bxf3 12.Qxf3 Be7 13.Rac1 0-0 14.Bb3 Rc8 15.Qe3 b5 16.Bg5 Na5** White is tempted to an over-aggressive line in order to justify the Pawn sacrifice. **17.f4?! h6! 18.Bh4 Ng4! 19.hxg4 Bxh4 20.g5 hxg5 21.f5 Nxb3 22.axb3 g4 23.fxe6 fxe6 24.Qf4 Bf6! 25.Qxg4 [25.Qxd6 Qxd6 26.Rxd6 b4] 25...Re8 26.e5 Bxe5 27.Ne4 Qb6+ 28.Kh1 Qe3 29.Rc7 Qh6+ 30.Kg1 d5 0-1**

Dave Regis, 12-May-97

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : BRONSTEIN

[*This review first appeared in Westward Ho!*]

The Modern Chess Self-Tutor

David Bronstein, tr. Ken Neat

ISBN 1-85744-136-2 Cadogan, 1995

I buy chess books for instruction, for reference and for entertainment. This book I judge falls most neatly into the last category.

Readers will recognise the usual Bronstein style - unconventional, entertaining, chatty; if you enjoyed the **200 Open Games** anthology this will also suit you. However, I doubt if the author had a very clear idea about who he was writing this book for, since the topics and examples range from the trite to the magnificent.

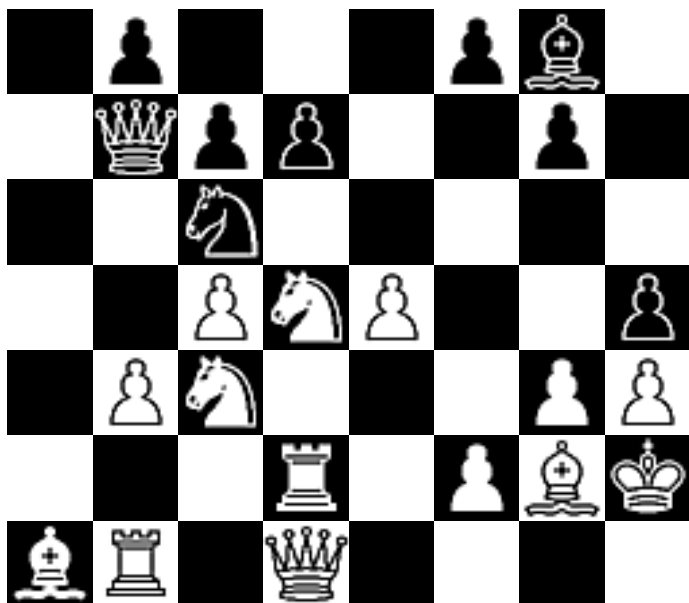
The blurb on the back says that this book "*is not a self-tutor in the conventional sense, where the basics of the opening, middlegame and endgame play are drily explained. Instead the author engages in a frank conversation with the reader...*"

It's all very interesting but can appear loose and self-indulgent. For example, Bronstein takes a page (17) to muse about why, after **1. e4 e5**, it is most common to play **2. Nf3**, without really answering his own question to my satisfaction. There are even places where Bronstein just wanders off into anecdotes about, say, buying second-hand books with Spassky in South America (p.108).

Obviously, most of the text is a bit more focussed than that - Bronstein is usually both eloquent and engaging - but although the Chapter headings are enticing (*The Strengths And Weaknesses Of The Position, Coordination Of The Pieces*, etc.) they are not given a lot of analytic bite. The many examples given are all nice, but occasionally fit the text poorly, in my view.

For example, on page 51 Bronstein offers: "*Everyone knows which piece so frightens the Black King - the White Queen's Rook, awaiting its hour in the corner.*" This is a pleasing aphorism. However, the next example given was:





1...Rxa1! 2. Rxa1 Bxd4 3. Rxd4 Nxb3 4. Rxd6 Qxf2! since 5. Qxb3 allows a choice of either 5... Qxg3/6...Qxd6 or 5...hxg3+ mating.

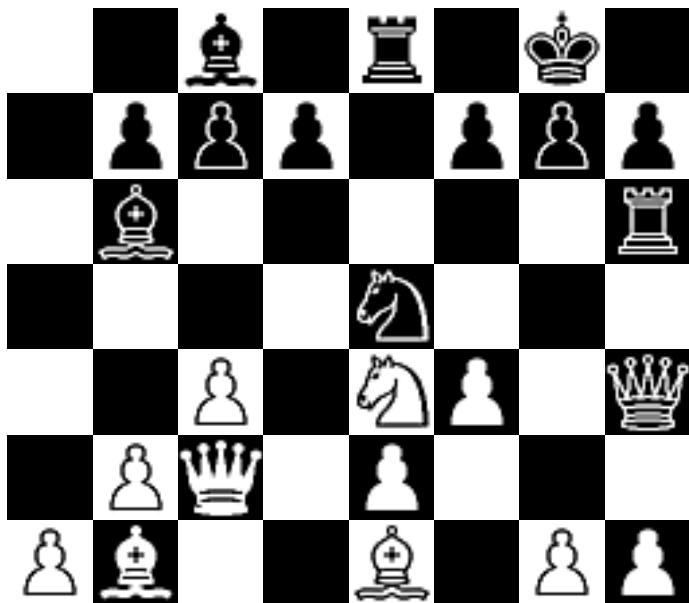
It's a fine achievement from the youthful Bronstein but does it really clarify the point about attacking with Rooks? Recently I showed this game down at the club:

Whiteley - Agnos [A52] 1994

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Nf3 Bc5 5. e3 Nc6 6. Be2 O-O 7. O-O Ncxe5 8. Nxe5 Nxe5 9. Nc3 Re8 10. b3 a5 11. Bb2 Ra6

"A hacker's paradise" - CHESS magazine

12. Ne4 Ba7 13. Qd5 Rae6 The Rook pauses to support the Knight on the half-open e-file 14. Qxa5 Bb6 15. Qc3 Qh4 16. f4 Rh6





We all knew that's where it really wanted to go.

17. h3 d5 18. Ng5 Qg3 19. c5 Bxh3 20. Nxb3 Rxb3 21. Qe1 Qh2+ 22. Kf2 Bxc5 Resigns 0-1 23. Bd4 Qxf4+ 24. exf4 Bxd4# 1-0

It's a poorer-quality game but in my view better instructional material.

In short, there is no sense that the book has been edited with sufficient vigour. You can probably get better instruction for your money from other books, whatever your standard, but if you fancy an interesting chat over some striking combinations with your favourite uncle, this is fine.

Back to [Chess Coaching Page](#)



This document (selftutr.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Book Reviews : TAIMANOV

[This review first appeared in Westward Ho!]

Book review: Taimanov's Selected Games

by Mark Taimanov (tr. Ken Neat) Cadogan 1995 ([[sterling]]??.??) viii+198pp.

Among the cream of chess literature have always been game collections: those of Alekhine, Fischer and our own John Nunn are among my (and surely others') favourites. There can be few more pleasurable experiences than reading well-annotated GM games. Mark Taimanov has recently added his contribution in this nicely produced book from Cadogan. How does it sit in the canon?

Taimanov, like many other Russian authors, enjoys verbal exposition more than the interesting variations given by Fischer, and he has not been so immodest as to exclude draws, mistakes or losses, (and in this respect scores over Alekhine), although he shows off his finest achievements with justifiable pride.

This collection stretches from a games played in 1938 (at 12 years of age) to 1993, and includes games from the arenas of the USSR Championship and the World Candidates' tournaments. Unusually for a collection of this type, the games are not arranged chronologically but by theme, as follows:

1. **Games won... at Home** (opening preparation)
2. **Strategical concepts in opposition** (KID, Sicilian, NID)
3. **Storming the Royal Fortress** (uncastled, castled, opposite castling, attack with small army, counterattack)
4. **By Technique Alone**

This thematic organisation makes the book more than usually instructive, but there is colour too. There are illuminating personal glimpses, for example in his long battle against a 17-year-old Bobby Fischer at Portoroz 1958(*), and in the account of his other Fischer near-miss in the 1971 Candidate's match, where after 2 pages of dense analysis he concludes endearingly:

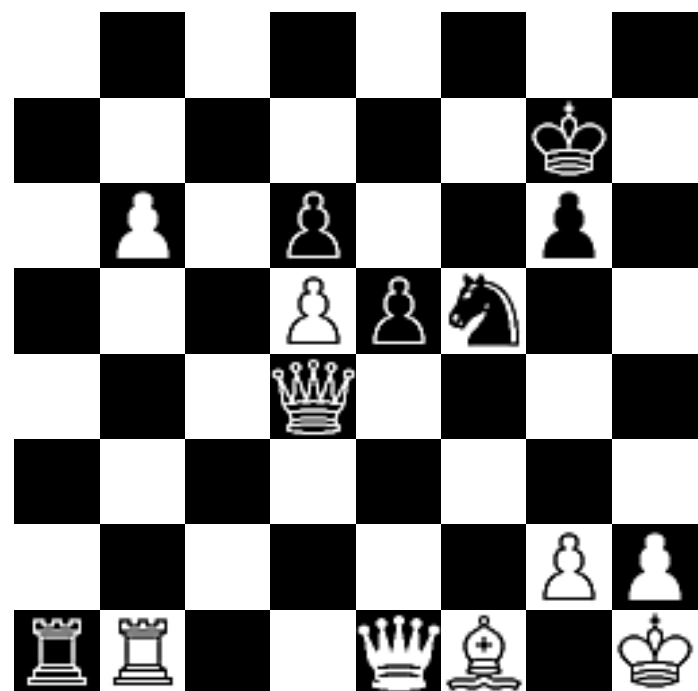
"Perhaps the position also harbours other secrets, but, to be honest, after all the endless analyses it

provokes in me feelings of anguish".

On the instructional side, there is much to be gained in the understanding of openings. As a lifelong 1. d4 player Taimanov has brought many new ideas to the Indian Defences, e.g. 9.b4 and 9.Nd2 in the Classical King's Indian, 4...Nc6 for Black in the Nimzo, 4.Bg5 for White in the Grunfeld, and of course there is his system with ...Nge7 in the Sicilian. The opening preparation is interesting for an insight into GM homework, but even better are the sections of the second chapter, which are actually little monographs on the strategy of each defence.

Among the games less dominated by opening themes there is quality, drama and depth. The quality is seen in several brilliancy and best game prizes, including his victory over Petrosian at Zurich 1953.

Here a bit of drama:



Can you find Taimanov's win as Black in this position against World Champion Karpov in 1977? Champions play so much these days that many GMs have a win against one in their lives, but this must have been quite special.

And depth? I have often read elsewhere what Taimanov says in his notes to his game with Averbach in 1949:

"In positional play the accumulation of advantages usually proceeds via their transformation".

But Taimanov gives the whole thing a nice crisp analysis, and shows the sort of subtlety needed to beat GMs. He makes this comment after the moves:

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. e2-e3 O-O 5. Bf1-d3 d7-d5 6. Ng1-f3 b7-b6 7. O-

O Bc8-b7 8. Bc1-d2 d5xc4 9. Bd3xc4 Nb8-d7 10. Qd1-e2 c7-c5 11. a2-a3 Bb4xc3 12. Bd2xc3 Nf6-e4 13. Ra1-c1, and adds:

"Thus here White is immediately prepared to part with one of his bishops in order to activate his forces along the half-open c-file. From this point of view 13. Rfc1 was a more cunning move, in order to 'frighten' the opponent with the possibility of Be1 and urge him to make the exchange, which would have allowed White to save a tempo on doubling rooks"

His play in this game reminded me of Capablanca, the finish also being similar to a famous win of Capa over Nimzovitch.

I enjoyed this book a great deal; I don't think in terms of the games or annotations it is outstanding, but I was offered entertainment and illumination throughout.

Dr.Dave

(*) This whole game with notes from this book can currently be seen on the InterNet at URL <http://orange.easynet.co.uk/worldchess/neat.htm>

Solution to Karpov-Taimanov: ...Ng3+ and if hxg3, Ra8. Beautiful!

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club:

[*This review has been submitted for publication in KingPin Magazine.*]

Tal-Botvinnik 1960: Match For The World Chess Championship

by Mikhail Tal, trans. Hanon Russell. pub. Russell Enterprises 1996

iv+214 pp.

What do you mean, you haven't read Tal's book of the first match with Botvinnik? I admit I hadn't before, although I knew it is a common choice for the top ten chess books ever written. The book itself starts with a confession:

"I must confess to the readers that my spirits, right up until the beginning of the match, were not too high" (Game 1)

Just 21 games, and many draws, but this book was every bit as good as I had heard. The joy of this book is the feeling that Tal is genuinely revealing to you his preparation for and thinking during a game, warts and all.

I have a view that if a picture is worth a thousand words, then a paragraph of explanation of a position is worth a thousand moves in analysis. Some of the merits of this book are apparent on opening a page at random: the ratio of chess moves to words is weighted strongly in favour of the latter. While Tal does not ignore analytical complexities it is not these that he has been concerned to record - it is a much more human record of hopes, fears and frustrations. Each game begins with his reflections on the match situation and choice of opening, which decades later still retains a sense of excitement. He is rather sparing with his "!" "?" and "+/-", reflecting this same stylistic bias, but the search for crucial moments and oversights seems no less self-critical and rigorous for all that.

"...I was terrified to notice that the intended defense (...) does "not quite" work in view of ... mate in one!" (Game 16)

In this era of PR and soundbites, where Kasparov's relationship to historical truth seems less than intimate, Tal's openness and self-criticism are both engaging and illuminating.

Tal's writing style is also hugely enjoyable, being breezy and conversational - there are many uses of quotation marks (as above) where he is speaking metaphorically or colloquially, and which I assume are true to the original.

The moves are recorded in long algebraic, together with the times of moves which is often revealing. This edition has a distinctive and attractive layout, and is enhanced by the inclusion of several contemporary photos.

Nitpicks: there are a few minor spelling errors which can mostly be ignored, but I was amused to see Botvinnik's choice as Black in Game 7: the Cann-Kann Defence (Offenbach-Orpheus, Paris 1900). Emanuel Sztein contributes a colourful but rather disjointed introduction which says as much about politics as Tal. One might look forward to the day when biographies of Western players include summaries of their various stances on the excesses of capitalism.

Dave Regis

P.S. If the editor fancies more reviews which lay into new books, he'd better find fewer publications like this one. Where is Ray Keene when you need him?

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club:

[*This review first appeared in Westward Ho!*]

TIMMAN'S SELECTED GAMES - CHESS THE ADVENTUROUS WAY

by Jan Timman

248pp.+index Cadogan Press, 1995

"It is not always the games with the best chess that leave behind the strongest memories (...) This selection of 80 games gives a picture of the fighting chess I have always championed."

This is simply a collection of annotated games, some of which are very well-known and many of which have been annotated elsewhere. If you have not met Timman's annotations before (as I hadn't), you may be tempted to regard this volume as warmed-up leftovers, but this is to do the author an injustice. The games are mostly from top tournaments and the World Championship cycle, and Timman is a top Grandmaster writing for a professional audience. His annotations are quite modestly put, but are deep and precise. If you have ever sat through games annotated glibly by GMs[*], you will appreciate Timman as a commentator who comments only when necessary, and at an appropriate level.

His play features crisp openings, enterprising middlegame play and endings rich in detail. The search for the crucial inaccuracy in a master game is often a challenging piece of detective work, and while I am in no position to judge how well he has done this, I enjoyed accompanying Timman on his journeys. I was particularly struck by a number of critical endgames, in particular a fascinating KBB vs. KandN ending against Speelman, and a really thorough study of the fourth game of the 1990 Karpov-Timman Candidates' Match. Timman has a point to prove here and takes the stand with great assurance - it reminded me of Fischer's *tour de force* of analysis in his annotations of the Botvinnik-Fischer endgame. The other striking feature for me was the number of games where there was a difficult material imbalance that required technical resolution - Queen against Rook and Bishop, for example.

But what Timman relishes above all these is the human struggle: there are great set-pieces, superb escapes, desperate time scrambles, enterprising pawn sacrifices and some glorious messes... like the fifth match-game Ivanchuk-Timman, 1990 - which Timman dryly introduces with "*The game annotated below does not really come within the confines of what is commonly understood to be top chess.*" As you can tell from this, Timman is also a fluent and entertaining writer of English: I also enjoyed a remark

from a Candidates' Match game where after **1. d4 f5** he offers: "*A very surprising opening for Speelman, but I must say I had expected him to do something unexpected.*"

The range of openings on show is impressive: he opens with 1. e4, 1. d4 and 1. c4, and plays as Black the French, the Sicilian, the Pirc/Modern and defends the Ruy Lopez and Petroff, while against the QP he plays as Black the Modern, King's Indian, Grunfeld, Queen's and Nimzo-Indian. He is a true modern - there is hardly a classical, merely 'equalising' defence in the book - and a real fighter. For example, the fifth game of his 1989 match against Portisch he went for victory by playing very riskily as Black - but won. His play attracted a lot of criticism at the time, and this itself roused Timman's fighting spirit - so in his annotations he takes on a 'simultaneous display' against his critics. I was also struck by the number of games where time trouble played a part. I wonder if Timman also makes note of clock times against his moves (a practice which I believe was first recommended by Bronstein), as even here he is precise, often citing (e.g.) 15 minutes for 17 moves.

Compared to Nunn's recent book, it lacks the anecdotes and personal glimpses - this reflects the origin of the annotations. He does permit himself the occasional splendid piece of prejudice or spleen - for example "*I still don't regard [the King's Indian] as a fully-fledged opening*", or "*It is hard to believe what Russian commentators sometimes try to foist on the public*". [You will recall from the paragraph above that Timman plays the King's Indian as Black!] But, like Nunn, the depth and quality of the analysis is consistently high. If you are looking for study material this is a good source.

I didn't much welcome the use of the NICbase opening classification - **RL**, **SI**, and **FR** for Ruy Lopez, Sicilian and French. This is very natural for English speakers at first look but soon lapses into an impenetrable **RL 26.2.1** and **FR 4.4.4** and lacks the universality of the ECO [A00-E99] system. It also has some obvious anomalies - for example, the opening to the game Kasparov-Timman is given as **QI 1.6** and confidently labelled **Queen's Indian** - but it began **1. d4 Nf6 2. c4 e6 3. Nf3 Bb4+** (the Bogo-Indian), and as can be seen from the diagram, on move 16 the Black b-pawn is still at home on b7. By all means Cadogan should go along with the author's framework, but could have supplemented the classification with ECO.

If I have another reproach, it is that what Timman regards as an 'appropriate level' to comment often left me struggling to follow him. This is, I suppose, the cream of chess, and in quantity may be too rich for many club players. In particular, the whole opening phase of the game is often left up to the reader as common knowledge. Common knowledge amongst GMs, may be, but I would have been glad of a few landmarks being pointed out before we headed off into the middlegame. I still was glad to read this book - when I travelled with Timman, he showed me many sights on the journey that I would never have noticed on my own.

[*] I will always remember "*prevents Nf5*" as the complete annotation to ...g6, followed by "*prevents*

Bg5" after ...h6 - any guesses as to the author?

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

How to play chess

Why play chess? [\[*\]](#)

The game of chess [\[*\]](#)

The chessboard [\[*\]](#)

The moves of the pieces [\[*\]](#)

Attacking, capturing and defending. [\[*\]](#)

Castling. [\[*\]](#)

Winning, losing and drawing. [\[*\]](#)

Chess manners [\[*\]](#)

The phases of the game [\[*\]](#)

Next steps [\[*\]](#)

Not another 'how to play chess' page, surely? Well, all the ones I looked at I didn't like, for some reason: some had no chess symbols, and some only had the moves, and... well, here's another not to like.

Why play chess?

Chess one of the oldest known games, played for more than a thousand years in India, Arab countries, Spain and Russia, and is the one with the most books written about it. If you like logical puzzles, if you like neat patterns, if you like thinking up interesting ideas, or if you just like exciting games against your friends, you might well like chess.

The game of chess

Chess is a battle game for two people, who each control an army of pieces. The armies are White and Black; White moves first, then Black, and then the players take turns.

There are six types of chess piece, including the King, each with a different move.

Here they are:

The King (K)



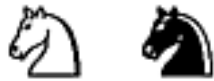
The Queen (Q)



The Bishop (B)



The Knight (N)



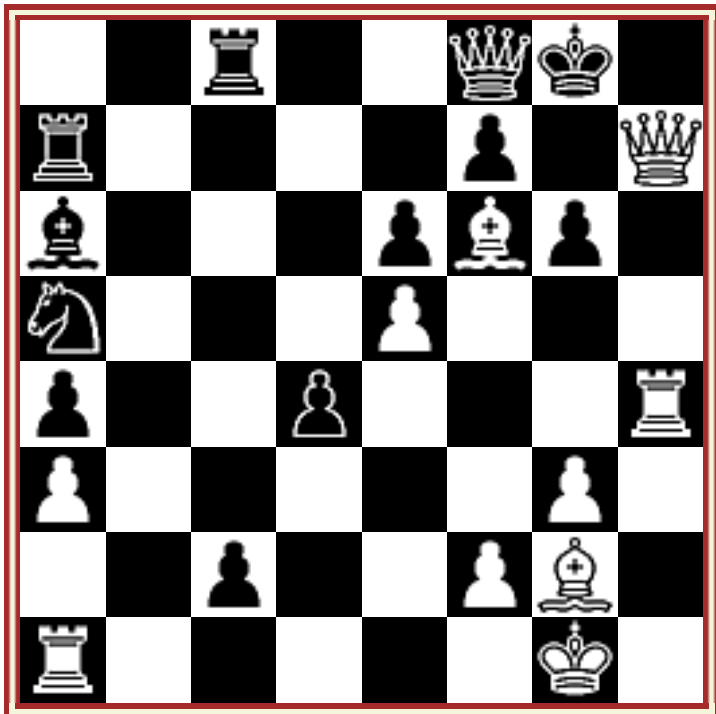
The Rook (R)



The Pawn (P)



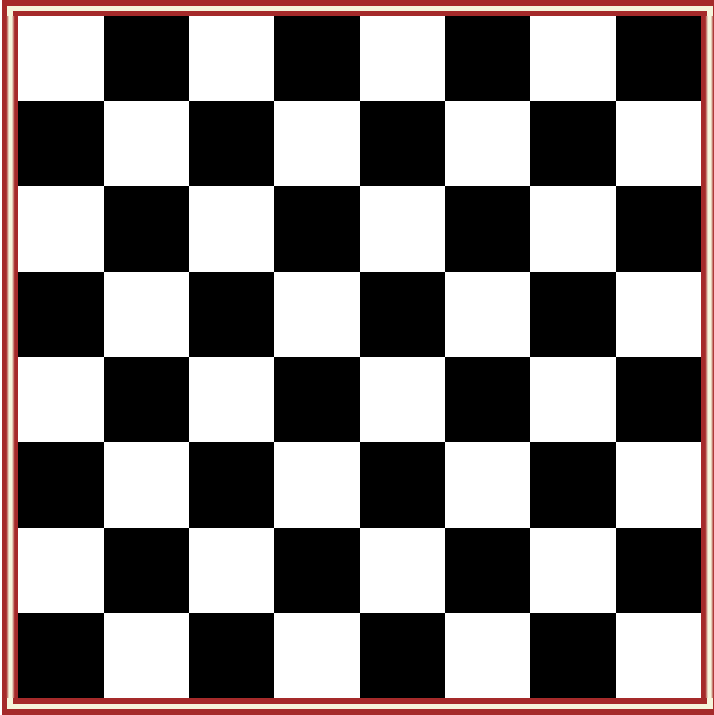
The idea of the game is to catch the opponent's King.



Here the White pieces have crashed through and caught the Black King. Can you spot him? White wins!

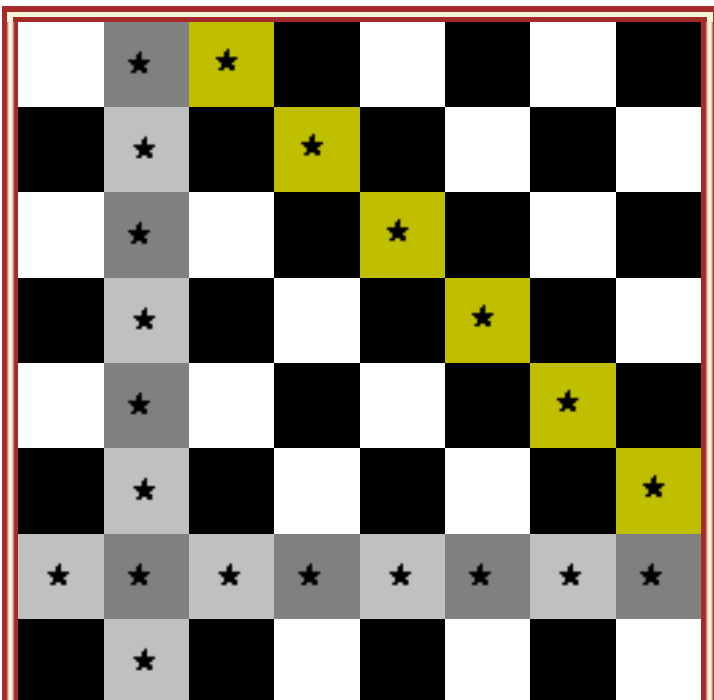
The chessboard

The chess board is an 8x8 square, made of 64 little squares, coloured dark and light. You sit at one side and your opponent the other.

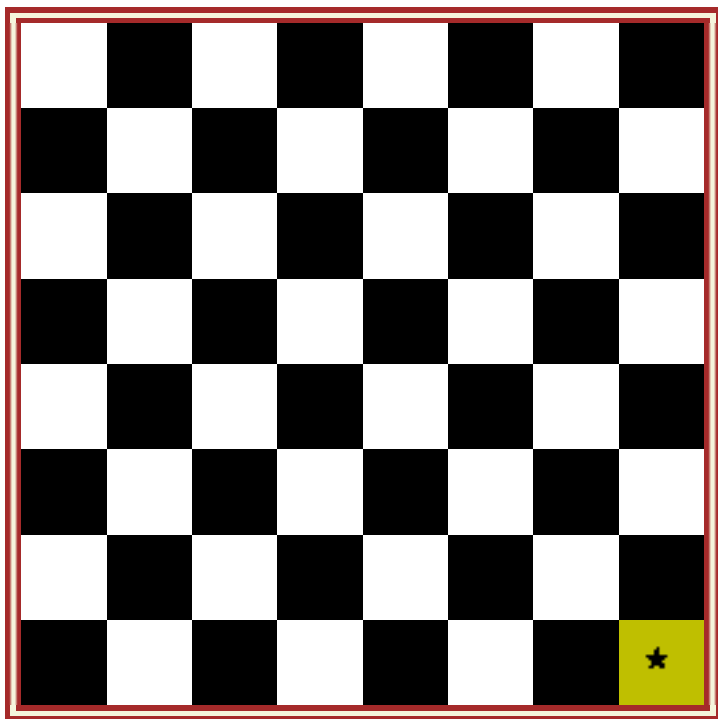


You always start with a light square on the right-hand corner nearest you.

The rows of squares are called *rank*s , and the columns, *files* . The diagonals of light and dark squares are just called *diagonals*



The squares each have a label, according to the algebraic system of letters and numbers. The squares are numbered from White's side of the board.

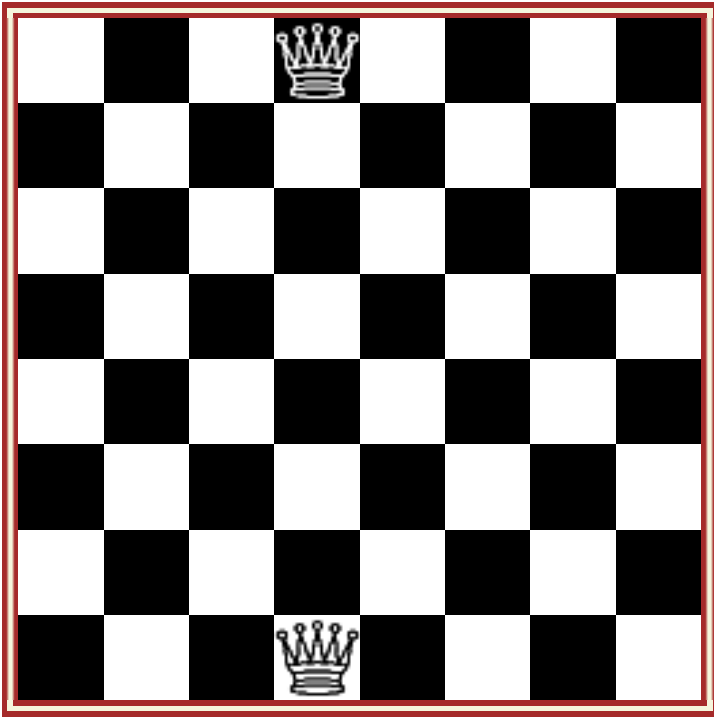


The light square bottom right is called h1.

White's left half of the board is the Queen's-side, and the right side is the King's-side. The Queen's-side is the side that the two Queens start on.

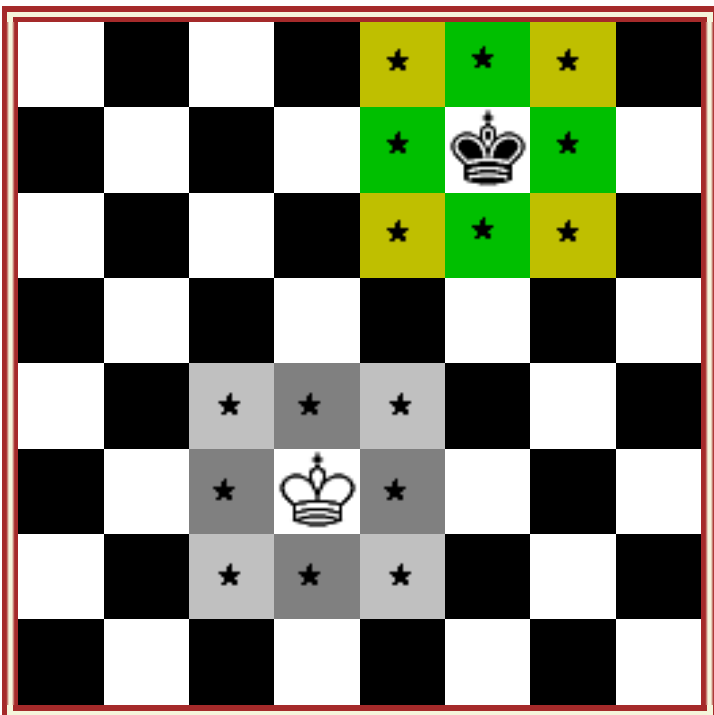


The Queens start on a square of the own colour: White Queen on a light square, Black Queen on a dark square.

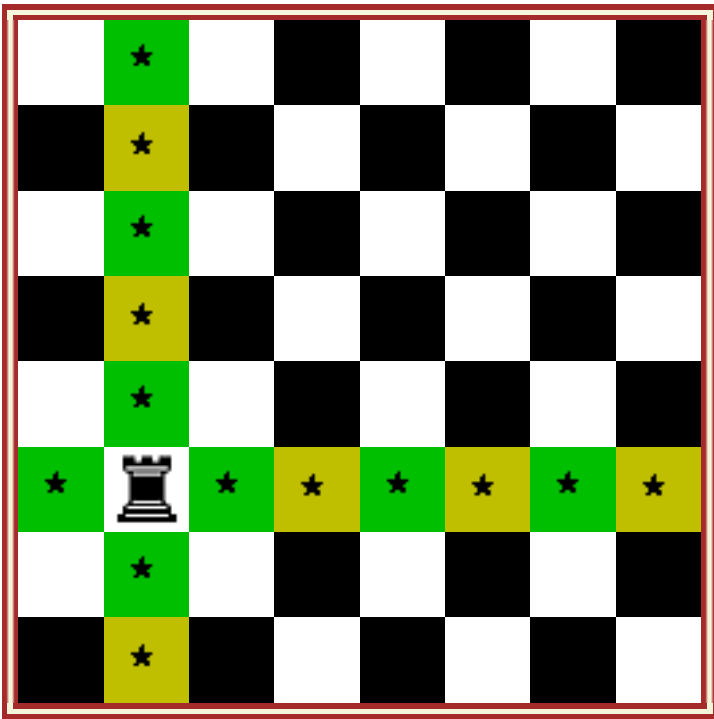


The moves of the pieces

The Kings can move just one square in any direction. Not very far - which means they can be caught!

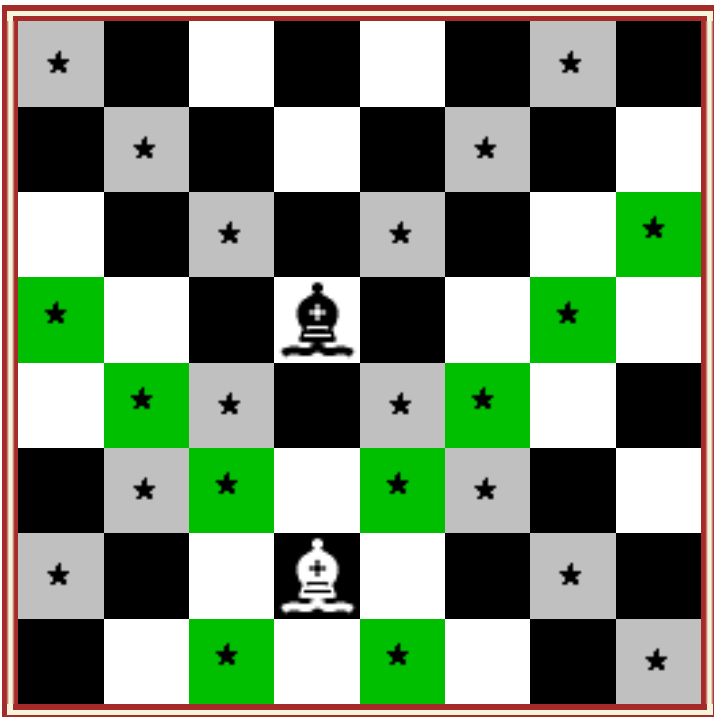


The Rooks can move as many squares as they can see, either up and down the files or along the ranks.

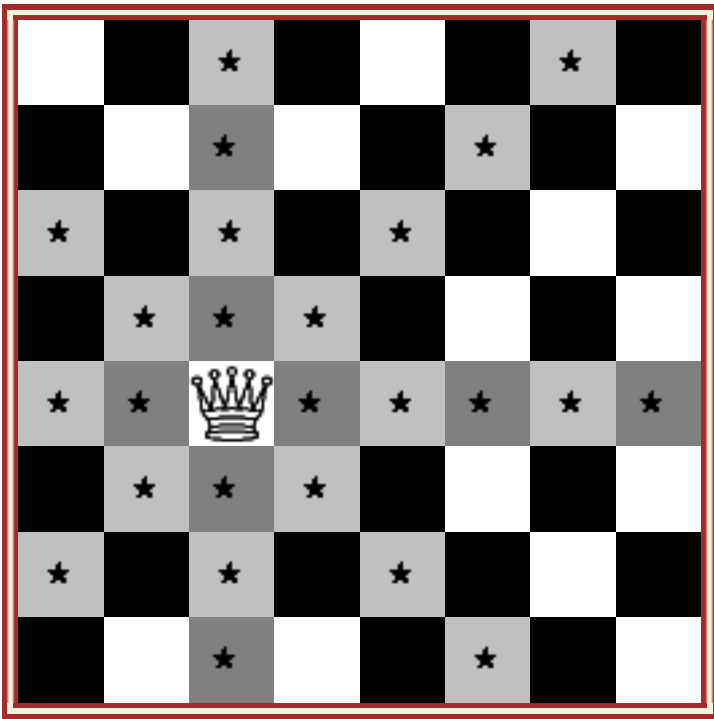


Only as far as they can see, though - Rooks cannot jump over other pieces. In fact, only one piece can jump - the Knight.

The Bishops move as far as they can see along the diagonals.

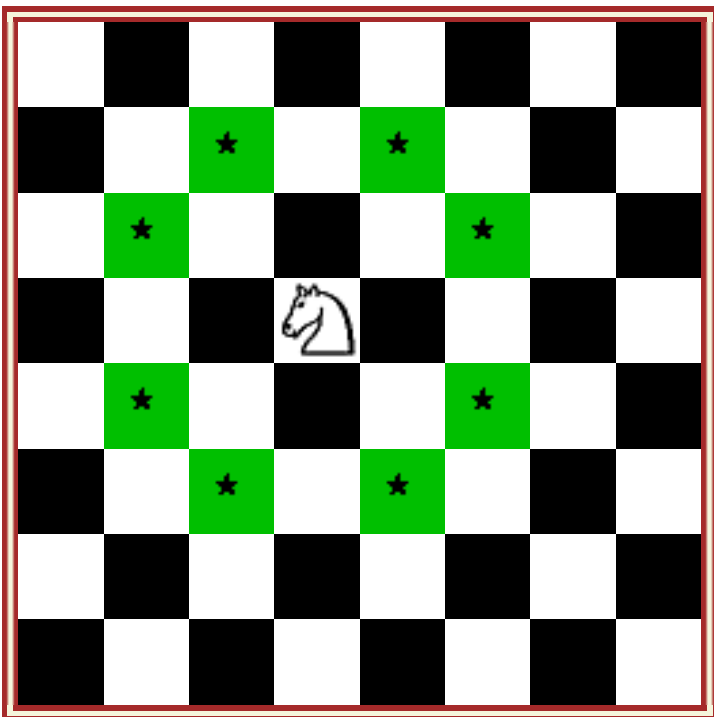


The Queen is the most powerful piece on the board. The Queen combines the moves of Rook and Bishop - as many squares as they can see in any direction.



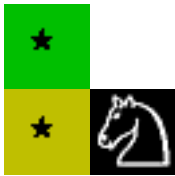
You can see easily how strong the Queen is from the diagram - it has a great reach on an open board.

The Knight has a move which is easy to understand but hard to describe in words! So let's look at it first.

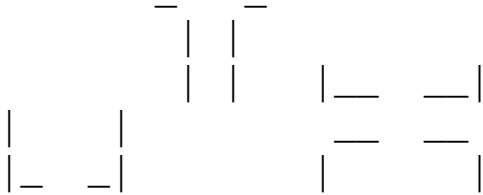


You can say it's like the shape of a letter 'L':





The L can be twisted any way round to reach the eight squares we see in the diagram.



Or it's a jump from one corner to the opposite corner of a 3x2 rectangle:



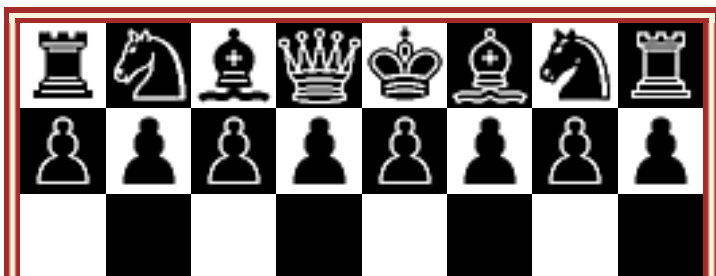
Or it's one square like a Rook and one square like a Bishop:

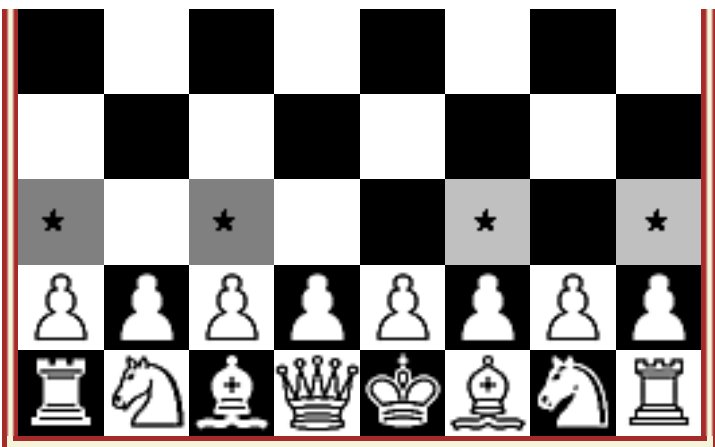


It's the same move, however you think of it! Notice that the Knight hops from dark to light squares, or light to dark, each move.

Now, one more thing: the Knight can jump, so even if it's surrounded by opponent's pieces, it can still jump out to its squares.

Lastly, there are the Pawns. Look where they are at the start of the game:

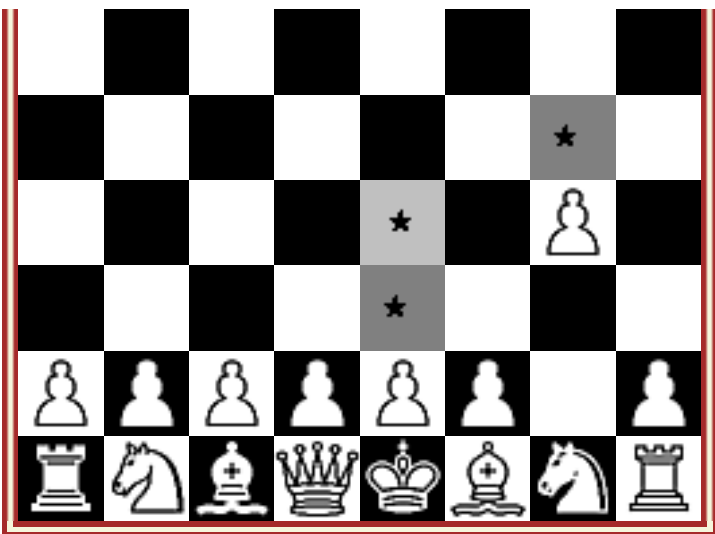




The Knights can hop over the Pawns (to the marked squares). But the Pawns will have to move out of the way to let the other pieces out.

Pawns move forwards in a straight line, one square at a time.

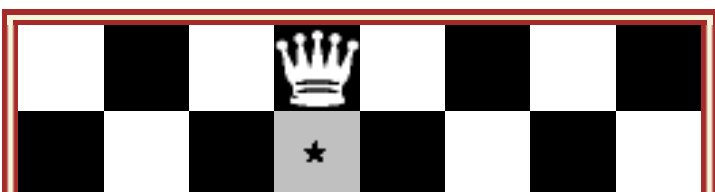
On their first move only, they can move two squares forward instead of one.

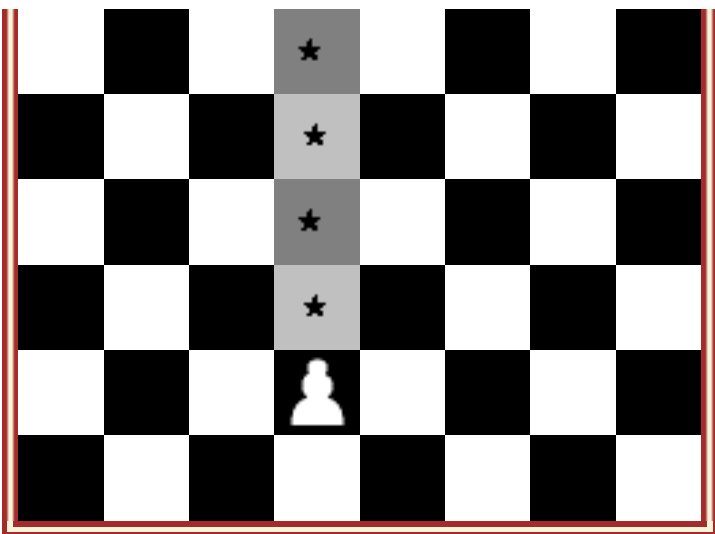


The Pawn on e2 can move to e3 or e4, but the Pawn on g4 can move only to g5.

What happens when a Pawn moves forward seven squares, and reaches the other side of the board?

As a reward, you turn it into a piece of higher value, usually a Queen. This is called *promotion*








You can have two Queens, one you started with, and another which is a promoted Pawn. In fact, I suppose you could have nine Queens! Any new Queens have the same moves and value as the old one.

The Pawns are the least powerful of all the chessmen, and we often think of the other pieces as being worth a number of Pawns:

The Queen  = 9

The Bishop  = 3

The Knight  = 3

The Rook  = 5

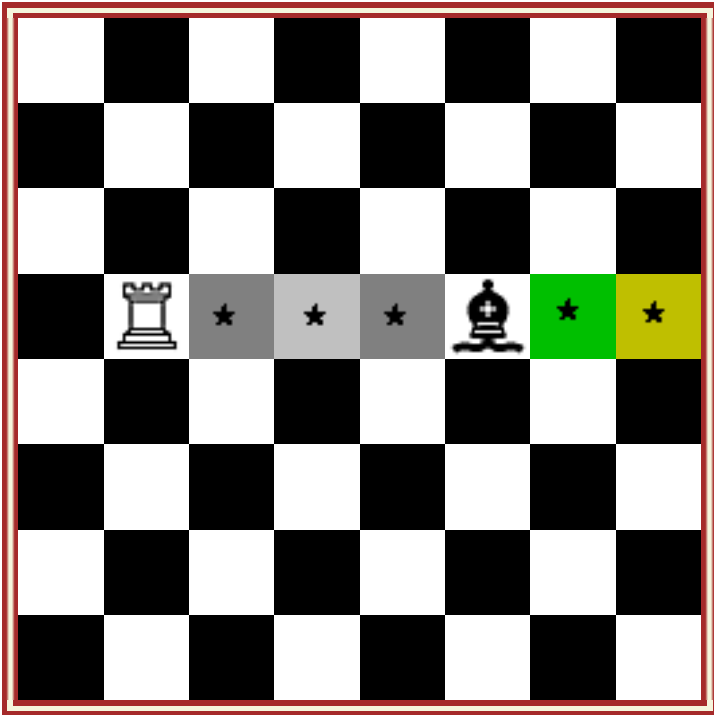
The Pawn  = 1



The King is priceless!

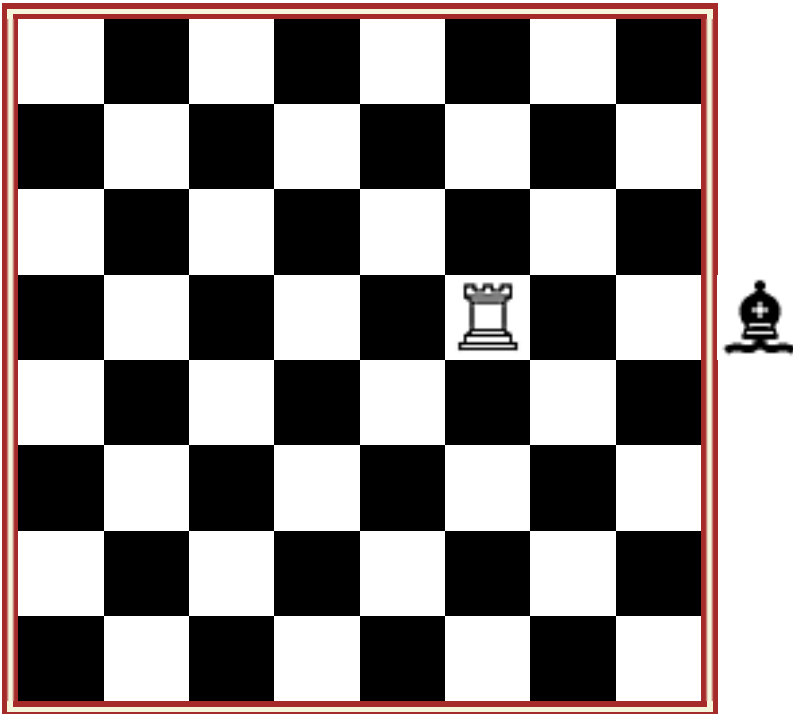
Attacking, capturing and defending.

The aim of the game is to take your opponent's King. But you will find it easier if you take off some of your opponent's pieces first!

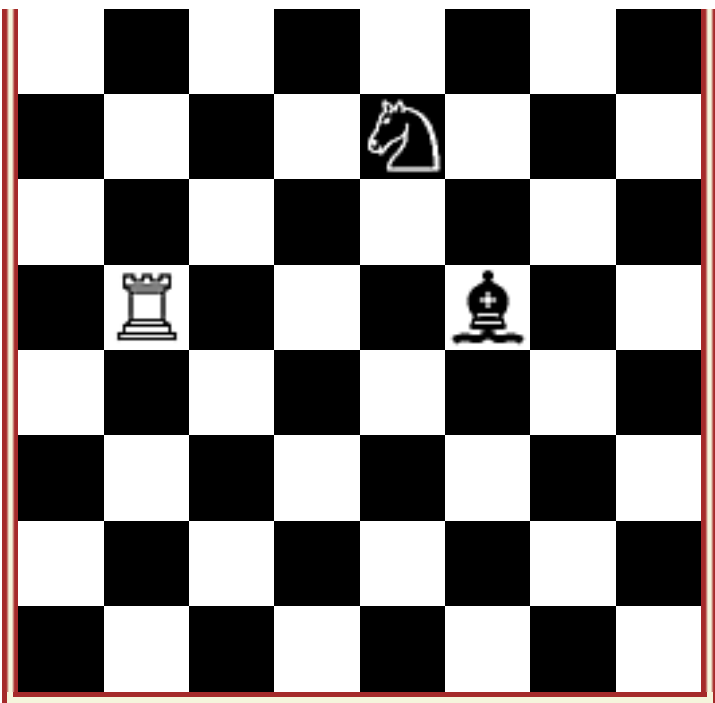
Taking a piece in chess works like this:



The White Rook can move to c5, d5 or e5 (). It cannot move to g5 or h5 (). But it can *capture* the Black Bishop on f5. The Bishop is removed from the board and the Rook stands in its place.



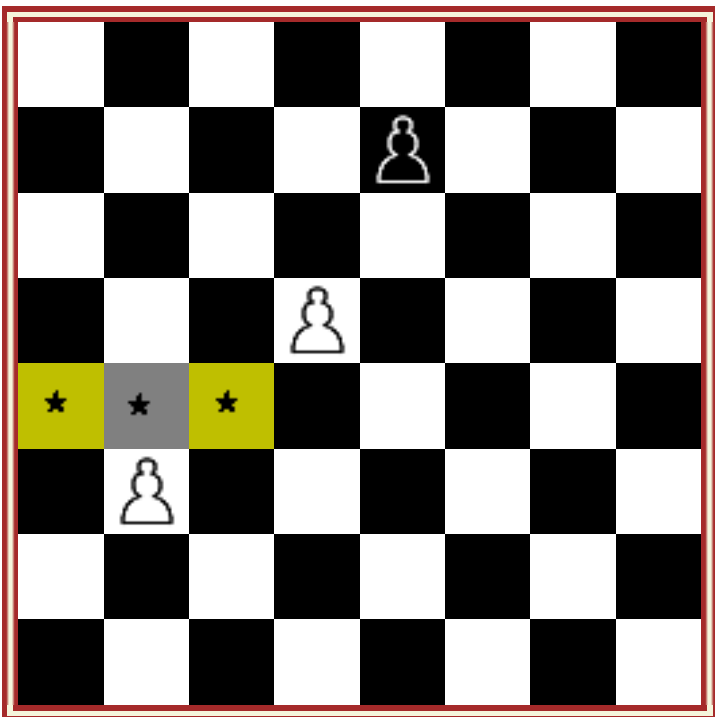
The White Rook in the next diagram can also take a Bishop on f5, but might not want to!



The Knight defends the Bishop.

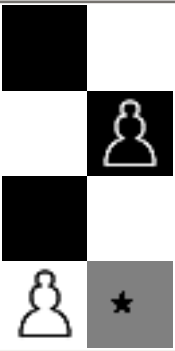

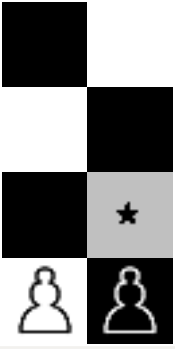

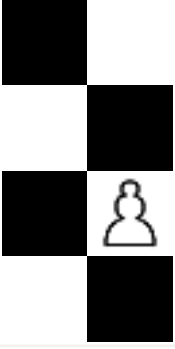
If White captured the Bishop, the Black Knight would capture the White Rook on f5. White would have swapped a Rook for a Bishop. The chess term for swapping is *exchanging*. Is it a good swap? Well, a Rook is worth 5 Pawns, and a Bishop only 3, so White would lose the equivalent of 2 Pawns.

All the pieces capture the same way that they move except Pawns. Pawns move one square forwards, but capture diagonally.



The White Pawn on b3 can move to b4 [], but it can capture on a4 or c4 [].

The fact that Pawns can move two squares on their first move might mean you miss out on a chance to take an opponent's Pawn. The White Pawn on d5 might be hoping to take the Black Pawn on e7. But if it moves to e5, then the White Pawn will miss out! To give your brave advanced Pawns a chance of taking opponent's Pawns, there is a special rule invented. If an opponent's Pawn, which has not yet moved, tries to dodge past an advanced Pawn on the fifth rank by moving two squares, the advanced Pawn is allowed to pretend that the opponent's Pawn moved just one square. Let's see this in pictures:

| | |
|--|--|
|  | <p>Black to move. The Black Pawn on e7 jumps past the White Pawn on d5 to reach e5 [].</p> |
|  | <p>If the Black Pawn had only moved one square, to e6 [], White could have taken it.</p> |
|  | <p>White says, "I'll take that in passing!"
The Black Pawn vanishes from the board.</p> |

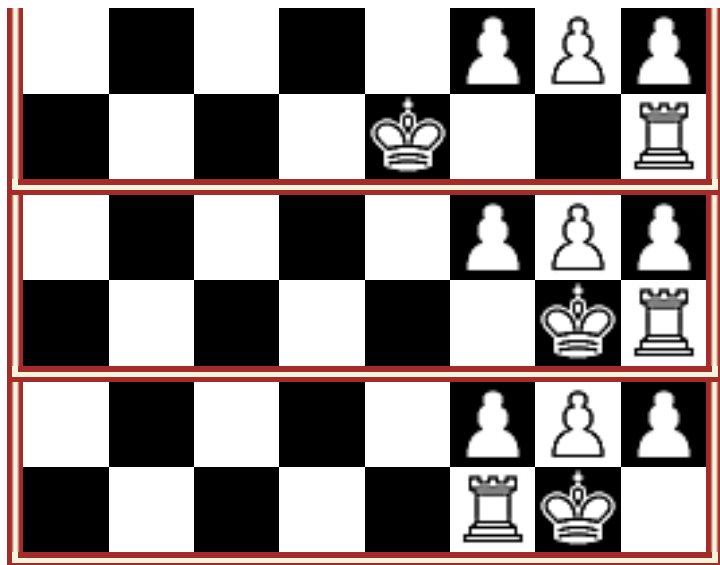
We actually use the French phrase, *en passant*

You can do this only on the move after an opponent's Pawn has by-passed one of yours by moving two squares. Leave it a move, and you lose the chance!

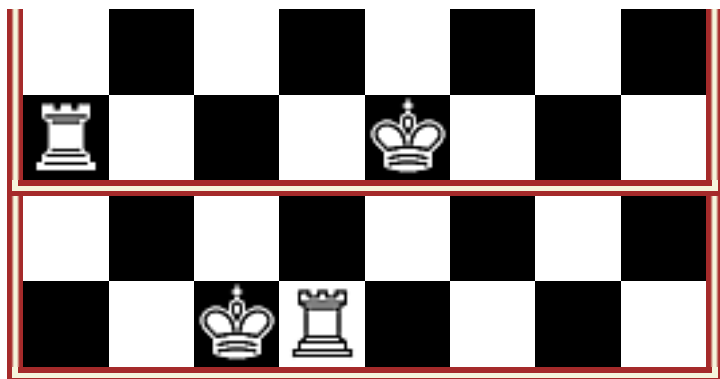
Castling.

There's one more special move to learn, called *castling*. This is well worth using in your games. The idea is to get the King into safety and get the Rook into play quickly, and speeds up the game a lot.

You move the King two squares towards the Rook, and hop the Rook over the King to land beside it. This counts as only one move.



The King is safely tucked away, and the Rook can join in the fight. Great! And you can do this on either side:

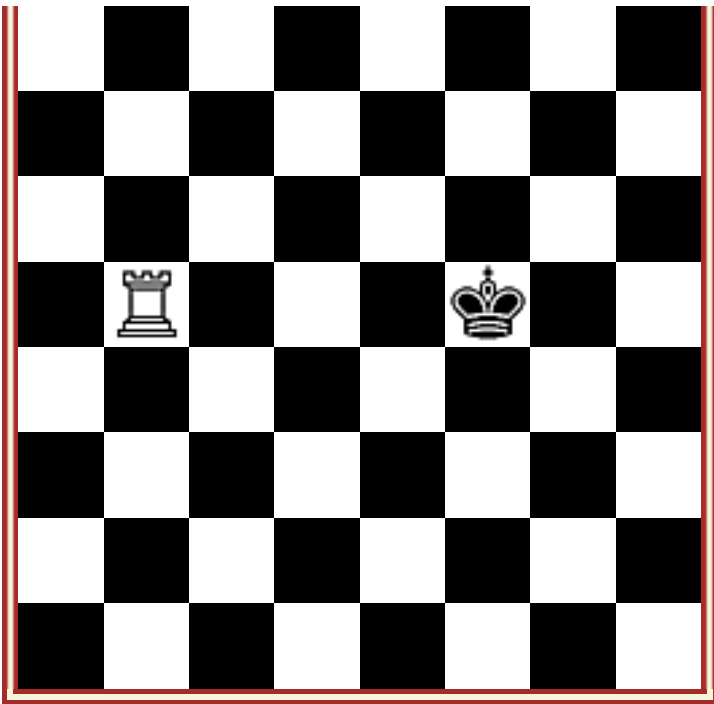


You are allowed to do this if:

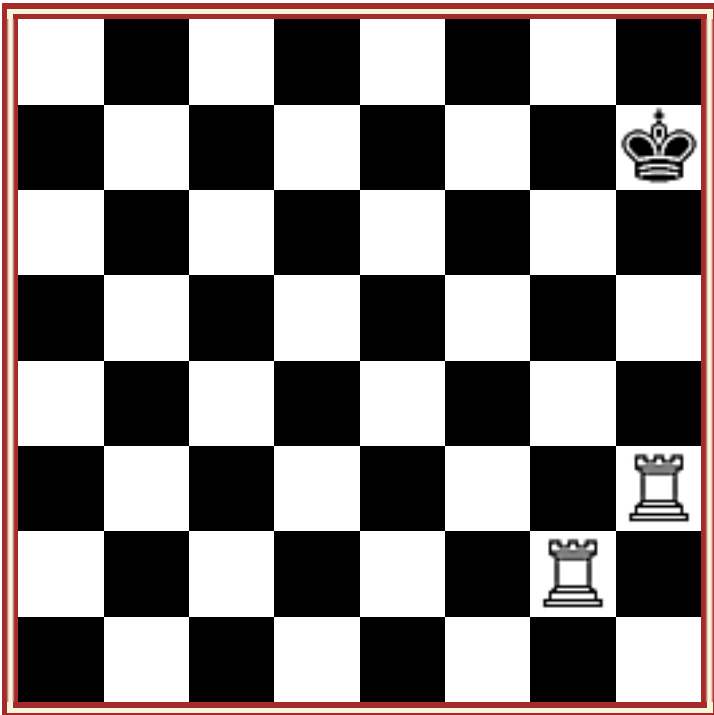
1. Neither the King nor the Rook has moved
2. The King is not in check, does not move into check, and does not hop over checked square.

Chess used to be quite a slow game, and was speeded up by new rules which allowed Pawn promotion, a two-square jump by Pawns on their first move, and castling.

Winning, losing and drawing.



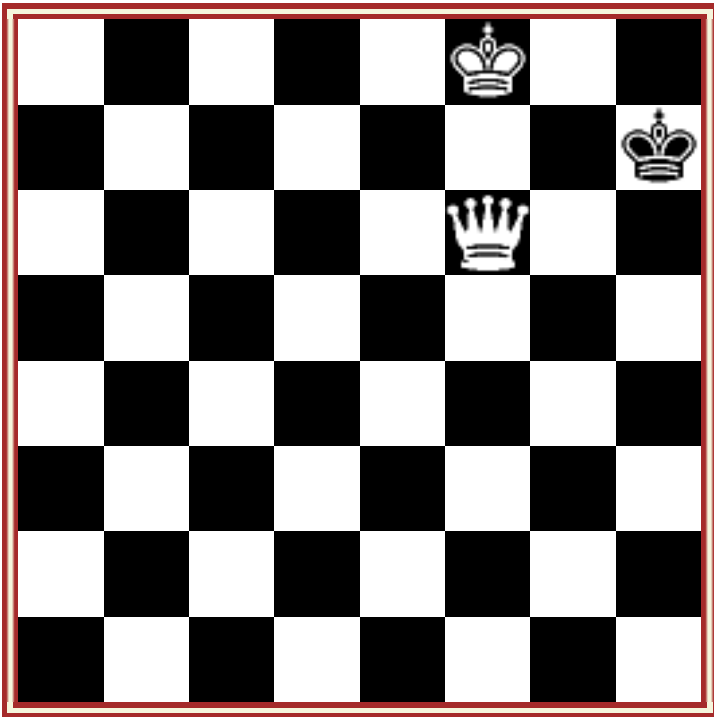
What's going on here? The Black King can be taken by the White Rook. Because the game will end if the King is taken, Black must on the next move, get out of this attack. If a piece attacks a King, the King is said to be in *check* , and you must get out of check, if you can. You must not move into check.



This poor Black King is in check and cannot get out of check. The King will be taken next move, and we say this is *checkmate* , and White wins the game. The King is never actually taken: checkmate is the end of the game.

If you attack the opponent's King directly with a piece, it is polite to say "check", just in case they

haven't noticed.



If it was White's move here, White would play the Queen into g7 and cry, "checkmate!".

And if it was Black's move... but Black has no move! Only the Black King can move, and all the squares that the King could move to are attacked. So, Black cannot move into check, although it is Black's turn. We call this *stalemate*, and it is the end of the game, and it is a draw.

You can also have a draw in chess:

1. if neither side has enough material to force checkmate, the game is drawn (bare King vs. bare King, bare K vs. K+N or K+B or K+N+N)
2. if the same position is reached in the game three times (with the same side to move, and with the same moves available), the game is drawn
3. if there are 50 moves played (50 by White and 50 by Black) without a capture being made and without a Pawn being moved, the game is drawn

Sometimes you get a position where one side is giving a whole string of checks, which the opponent cannot get out of. This is sometimes called a draw by 'perpetual check', but it is really a draw by agreement, as you know that soon you will wither have a draw by three-fold repetition or by the 5-move rule.

If you have lost lots of pieces, and you know your opponent will checkmate you in the end, you are

allowed to give up. In chess, we say *resign* . It is sometimes good manners to resign rather than waste time watching your opponent plonk through another 30 moves where you cannot do anything.

Chess manners

If you touch a piece, you *must* move it. If you move it and let go of it, the move *cannot* be taken back.

Resigning and "touch-move" are in the rules, but there are other bits of good manners that I advise you to practise.

Because of the touch-move rule, some players pick up a piece, and wave it around, still thinking where to put it. Even worse, when they put it down, they may hang on to it, having one last look around before letting go. This is dreadful, really - neither you nor your opponent will be able to see the board properly, and it can be off-putting. *Always pick up a piece only when you know where you are going to put it down, and just move it there, and let go*

Always try to put pieces in the middle of the squares . If you really want to touch a piece but don't want to move it, you should say " *I adjust* " before you touch it. Again, chessplayers use the French, " *j'adoube* "

Shake hands before you start, and after the game. *Don't talk to your opponent during the game* , except to say "check" or "checkmate" or "I resign" (or "good move"). Remain quiet and still when seated at the board.

Don't talk to other people during the game - even if it's about the weather, it might look like you are getting advice!

The phases of the game

We call the first few moves, when each player is getting their pieces off the back row and into play, the *opening* . In the opening, you should get all your pieces out quickly, and try to control the centre.

The next phase of the battle is the *middlegame* , where the pieces are out and fighting. Keep control of the centre, try and win your opponent's pieces (for nothing or for good exchanges), and try and checkmate the King by attacking it.

The last phase is the *endgame* . The endgame is when many pieces have been exchanged, and neither side can hope to force checkmate with their pieces. Instead, the players try to promote their Pawns, so that they can again start an attack on the opponent's King.

Next steps

You will get better at chess if you practise.

Practise playing against your friends , and try to play as many different players as you can - especially ones better than you. Also, you can practise playing against a computer. These days you can also play against players on the Internet.

As well as playing whole games, also

practise parts of games

. Try finishing your opponent off with 2 Queens and a King against their King. How many moves did they survive? Right, now swap, and see if you can last longer! When you both get the hang of this, try just one Queen, then two Rooks, then just one Rook.

One of the most important things is to

get your eye in

for all the captures and tricks and traps, which chessplayers call *tactics* . You will pick this up through playing, but you can improve your chess vision by

looking at books of chess puzzles

Exeter Chess Club: Taimanov's brainchild

Or, What I did in my holidays.

Contents

- [WHAT'S IN A NAME?](#)
- [WHAT'S THE BIG IDEA?](#)
- [TAIMANOV'S SYSTEM](#)
- [AVOIDING THE UNLOAD](#)
- [GOING FOR THE JUGULAR](#)
- [THE SQUEEZE](#)
- [THE ENGLISH ATTACK](#)
- [WHOSE AFRAID OF THE BIG BAD MAROCZY BIND?](#)
- [THE NON-SICILIAN SICILIAN](#)
- [SUNDRIES](#)
- [MOVE ORDERS \(1\): HOW TO GET TO MOVE FOUR](#)
- [MOVE ORDERS \(2\): JUST PASSING THROUGH?](#)

Introduction

I once read a comment in an old book that Samisch was the only master who had more than one opening system named after him (variations in the Nimzo- and King's Indian). I think that wasn't strictly true even then, but now there are many masters with opening namesakes. Pianist and Grandmaster Mark Taimanov has given to the chess world two prominent variations: in the Nimzo-Indian, the line **1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 Nc6!?** beloved of English master Michael Franklin, and in the Sicilian, the line **1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5. Nc3 a6** , usually followed by Taimanov's trademark **...Nge7**

I thought both variations very odd when I first came across them: unnatural and awkward. But of course GM Taimanov sees a little deeper behind these moves than folks like me, so I've been following in his footsteps and trying to find out a bit more about what he saw in his line of the Sicilian.

My motive to do so now was curiosity, piqued by a few prompts in the last couple of years:

1. Having a privileged trawl through some of Bob Lee's games, in which the Taimanov Sicilian featured strongly. (Bob approached 200 grade strength playing for Exeter in the 1970s, but his real forte was correspondence chess: read all about it!).
2. Buying a copy of *Nunn's Chess Openings*, and, along with a thumbs-up to several other variations which I had always thought a bit duff theoretically, like the Stonewall Dutch, one line of the Sicilian that was doing well was the Taimanov Sicilian.
3.

Looking for an answer to the Grand Prix Attack as Black in the Sicilian, I came across a try which seemed to leave White nothing better than to transpose into a line of the Taimanov. Black equalised with some exotic-looking manoeuvres in Lein - Ivanovic [B23] Lone Pine, 1980

1.e4 c5 2.Nc3 Nc6 3.f4 e6 4.Nf3 Nge7 5.d4 cxd4 6.Nxd4 Nxd4 7.Qxd4 a6 8.Qf2 b5 9.Bd3 Ng6 10.Be3 Bb7 11.Bd4 Qc7 12.O-O f6 13.Bb6 Qc6 14.Be3 Rc8 15.a4 b4 16.Ne2 Bc5 ...0-1 (72)

4. A growing dissatisfaction with the way I've been playing the Sicilian after 2. Nf3. I've played the Hyper-Accelerated Fianchetto for a lot of years (mixed in with some other stuff) but I think my interpretation of the variation has been a bit straightforward and it often leads to positions I find hard to play. So, I'd like to try something else, and I have devoted a bit of the summer break to researching the Taimanov.

Anyhow, here's some general thoughts on the Taimanov line.

What's in a name?

Taimanov himself generally refers to lines with an early ...Qc7 as the "(Improved) Paulsen" (*Sicilian Paulsen*, Batsford 1984; *Sicilian Defence Taimanov System*, Batsford 1989, and *Winning with the Sicilian*, Batsford 1991), and this has been the most important at master level. So, Plaskett's introductory book on the line for Chess Press includes mostly games with ...Qc7. The strategy which is most characteristic of the line, and of which Taimanov was most keen to claim under his name, are the lines with ...Nge7.

Black can play his moves in many different orders, and, as so often in Modern openings, slide out into other variations entirely.

It's generally agreed that the Taimanov starts with

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 or

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6

Nunn and co. include under Taimanov the lines

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 and **6...Qc7**

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 and **6...Nge7**

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nb5 d6 6. c4

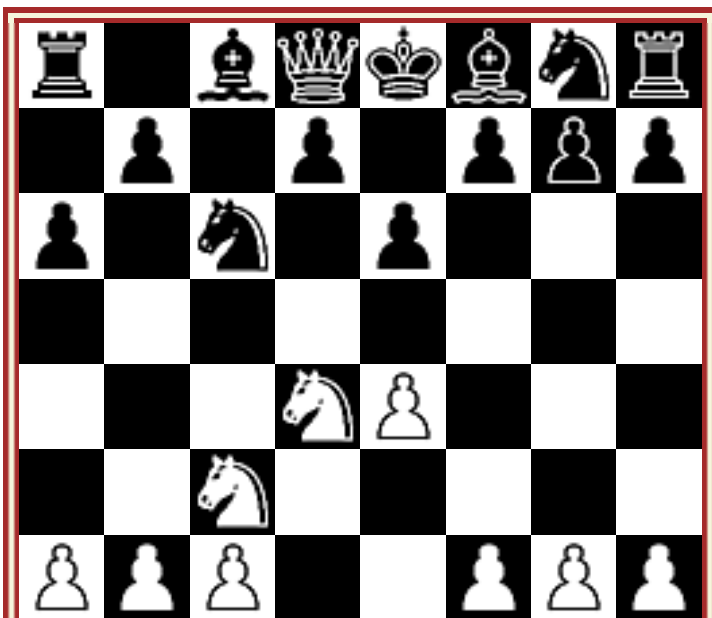
The related Kan Sicilian (without ...Nc6) is the move order:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 , followed often by **5.Nc3 Qc7**

The position reached after the first four moves of this move order is printed on a Chess Digest booklet entitled " *Sicilian: Kann/Paulsen-Taimanov*

So... the Kan is e6 and Qc7 without Nc6, Taimanov is e6/Nc6 without Qc7, and e6/Nc6/Qc7 is what Taimanov calls Improved Paulsen and almost everyone else calls Taimanov. (Nf6 and d6 at any stage will get you into a Scheveningen.)

What's the big idea?



If its possible to put this modern GM opening in a nutshell, it's that Black intends to develop the Queen's-side quickly, with moves like ...b5, ...Bb7, ... Rc8, ...Qc7 and so on. You sometimes see the complete mobilisation of the Black Queen's-side forces before a single King's-side piece is touched (Leko's favourite).



The Black d-Pawn is kept back on d7. This enables Black to make a more aggressive posting of the King's Bishop, on c5 or b4, for example, and can also allow the Black Queen on c7 more scope.

Black hopes that the hole on d6 will take too much time and effort for White to occupy with any effect. While Black is staking out some space on the Queen's-side, he does not want to make a target of the King's-side.

The King's Knight is kept away from f6 for the early moves, not encouraging Pawn prods like e4-e5 or g4-g5, and may even go to e7. From there, it may go on to g6, covering the King's-side, but the other cunning plan is for Black to 'unload' a Knight with ...Nc6xd4, and then ...Ne7-c6, gaining time to unravel. With such an exchange of pieces, Black's typical Sicilian cramp is less, and White has fewer prospects of attack.



Plaskett comments:

"This is almost exactly what Black aims for in this system: a standard Sicilian middle-game but where the reduction in material lessens the danger of White commencing a successful attack. (...) In this very standard position Black can face the future with total confidence."

This of course could have arisen from the Grand Prix line above.

(Wittmann, W - Klinger, J AUT-ch (3), 1993 (0-1, 57))

Taimanov's line has been played for decades and remains important, having been

played in its various forms by many top players, including champions Tal, Fischer and Karpov, occasionally Kasparov, and a host of others like Andersson, Benjamin, Bronstein, Christiansen, Larsen, Portisch, Ribli, Sokolov, Suetin and Timman. The old Paulsen formation has been played by just about everybody!

After what I'm calling the Paulsen/Taimanov move order:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6

White has a big choice: **6. Be2**, **6. Be3**, **6. Nxc6** , and **6. g3** are most often played, but you get **6. f4** **6. Bf4** and **6. Bc4** occasionally.

Taimanov's system

6. Be2 Nge7

According to Plaskett, Bill Hartston once wrote, *'all true Taimanov players should be aiming to be playing ...Nge7'* , although Soapy Jim in his own practice seems to prefer the Paulsen method with an early ...Qc7. In fact, most people do – the lines with ...Nge7 get only three rows in NCO, while ...Qc7 gets three pages!

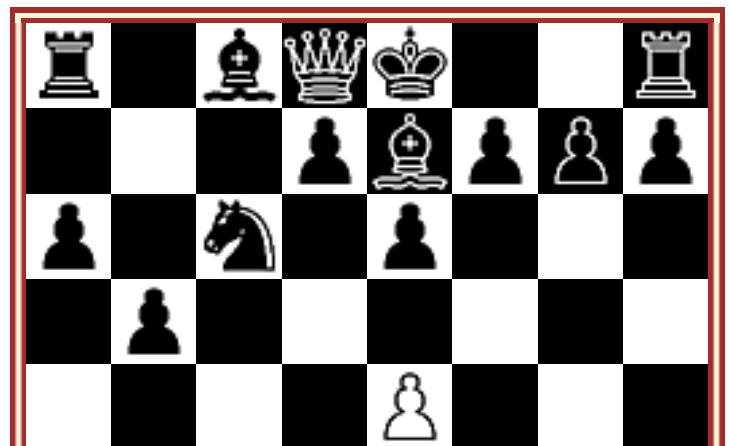
It's still a rich position, not yet exhausted. White's main tries are: Nb3, O-O, Be3, f4 and Bf4, most of which are dismissed in NCO with the assessment "=". It's only "=" if you know what you're doing, though!

Let's see the Taimanov method in action. This is a game from his 1989 book for Batsford on the system, and the notes are based on his:

Unzicker,W - Taimanov,M [B46] Wijk aan Zee, 1981

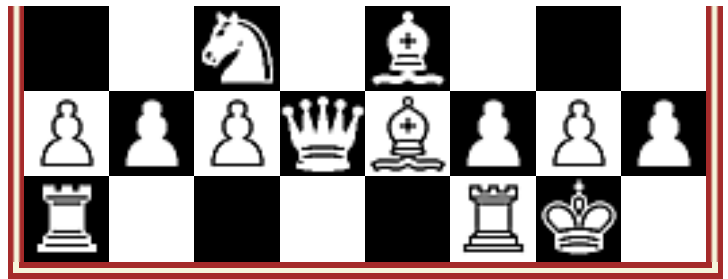
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 6.Be2 Nge7 7.Be3 Nxd4 8.Qxd4 b5 9.O-O[DIAGRAM]

9.O-O-O and 9. a4 are alternatives



9...Nc6 10.Qd2

The White Queen must sometimes find a more awkward square, if Black 'unloads' before White has moved the Bc1

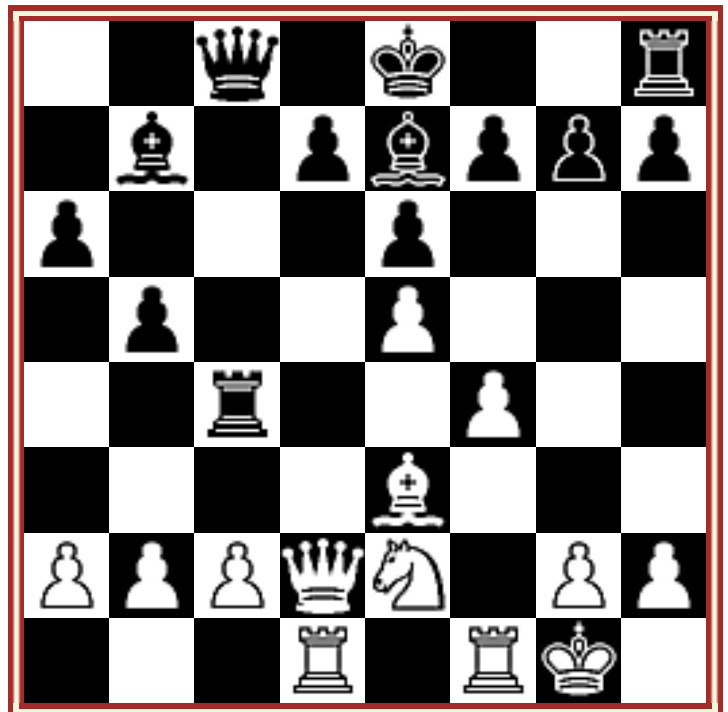


10...Be7

NCO gives here 11.Rad1 0-0 12.Bf4 f6 13.a4 bxa4 14.Nxa4 Ne5 15.Be3 Rb8 16.f4 Nf7 = Khalifman-Taimanov 1996

11.f4 Bb7 12.e5!? [12.Rad1] 12... Na5!? 13.Bd3 Rc8 14.Ne2 Nc4 15. Bxc4 Rxc4 16.Rad1 Qc8

[DIAGRAM] And still Black is not castled - in fact, castling here drops the d-Pawn. For all the pressure White has gathered against d7, Black's attack on c2 is the more important.



17.c3?! b4!

threat ...bxc3 18.Nxc3 Bb4

18.Rc1

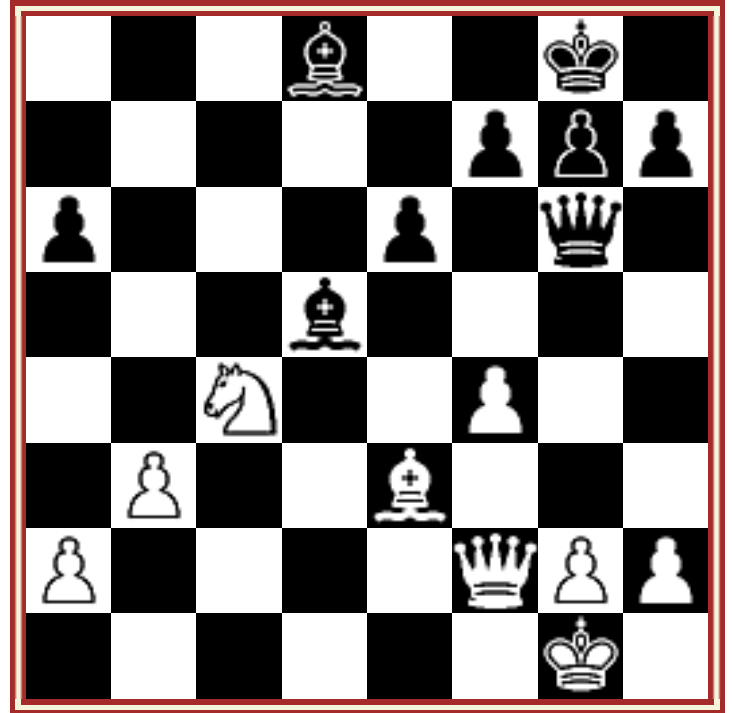
[18.cxb4 Bxb4 19.Qd3 Be4]

18...0-0 19.b3 bxc3 20.Nxc3 Rc6 21.Na4 Ba3 22.Rxc6 Qxc6 23.Nb6 d6!? 24.exd6

[24.Nc4 Bb4]

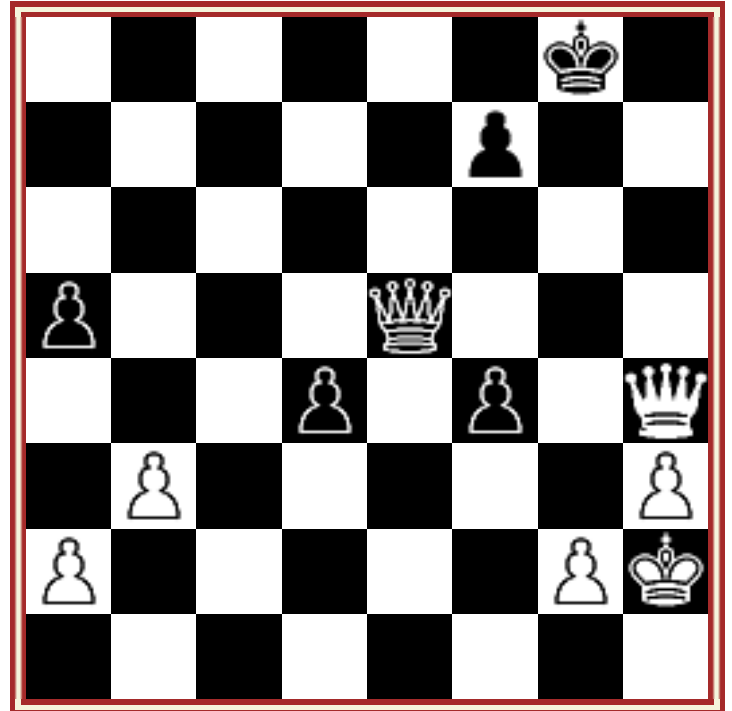
**24...Bxd6 25.Rc1 Qe4 26.Rc4 Qb1 +
27.Rc1 Qg6 28.Qc2 Be4 29.Qf2
Rd8!? 30.Rd1 Bc7 31.Rxd8+ Bxd8
32.Nc4 Bd5**

[DIAGRAM] Black's Bishops rule.



**33.Nd2 h6 34.h3 a5 35.Nf3 Bc7 36.
Nd4 Qb1+ 37.Kh2 g5!? 38.Nb5 Bxf4
+ 39.Bxf4 gxf4 40.Nc3 Qf5 41.Nxd5
exd5 42.Qd4 Qe4 43.Qf6 d4! 44.
Qxh6 Qe5! 45.Qh4**

[DIAGRAM] Black seems to have more Pawns! The thing is, more *passed* Pawns.



**45...d3 46.Qd8+ Kg7 47.Qxd3 f3+ 48.Kg1 Qe1+ 49.Kh2 f2 50.Qg3+ Kf8 51.
Qb8+ Ke7 52.Qc7+ Ke6 53.Qc4+ Ke5 0-1**

See also the game with Mnatsakian below, with similar themes. Taimanov has

shown the flexibility and resilience of this defence over decades of master play.

NCO gives the current verdict on alternative lines as:

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Be2 Nge7

7.f4 Nxd4 8.Qxd4 Nc6 9.Qf2 d6 10.Be3 b5 11.0-0 Be7 12.Rad1 Qc7 =;

7.0-0 Nxd4 8.Qxd4 Nc6 9.Qd3 Qc7 (9...Nb4? 10.Qg3! Nxc2 11.Bg5 f6 12.Bf4±) 10.Bg5 Bd6 11.Kh1 f6 12.Be3 (12.Bh4 Ne5 13.Qd2 Ng6 14.Bg3 Bxg3 15.hxg3 b5 =) 12...b5 13.f4 Be7 14.e5 0-0 =

I don't know how often you'll get to play these Classical lines: neither club nor master players currently prefer these slow Karpovian systems with 6.Be2 against the Sicilian.

Avoiding the unload

If Black has made the unnatural move ...Nge7 planning ...Ncxd4/...Nec6, can White take advantage of this? Perhaps by dodging the exchange with **7.Nb3** or **7.Nf3**. Black must not sit by and get squashed, but must keep White off-balance.

Orlov - Taimanov,M [B46] St Petersburg, 1995

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Be2 Nge7 7.Nb3 b5! 8.0-0 Ng6 9.f4 Be7 10.Be3 0-0 11.Bd3 Nb4! 12.Qh5 Nxd3 13.cxd3 f5! 14.Nd5 Bb7! 15.Nxe7+ Nxe7 16.Nc5 Bc6 17.Bd4 Qe8! 18.Qg5 Qf7

[DIAGRAM]

...0-1 (61)



NCO prefers

7...Ng6 8.0-0 Be7 9.Be3 0-0 10.f4 b5 11.Bd3 Nb4 12.Be2 =

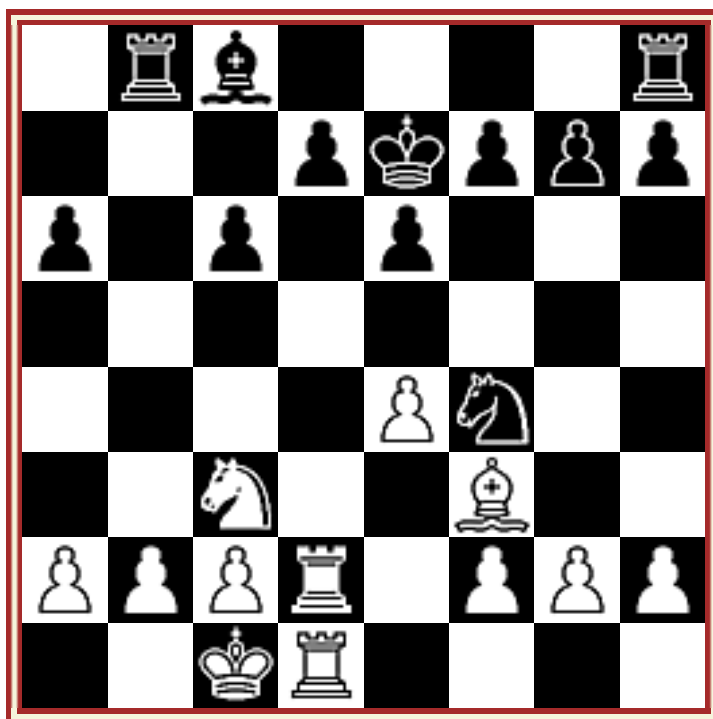
Going for the jugular

i.e. the weak spot on d6. This can be strong plan and may give a pretty prospectless game for Black (White's statistics in this line are impressive), but Taimanov doesn't usually have much trouble holding the position, e.g.

**Kupreichik,V - Taimanov,M [B46]
India, 1982**

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.
Nxd4 e6 5.Nc3 a6 6.Be2 Nge7 7.
Bf4 Ng6 8.Nxc6 bxc6 9.Bd6 Bxd6
10.Qxd6 Qe7 11.0-0-0 Qxd6 12.
Rxd6 Ke7 13.Rhd1 Nf4 14.Bf3 Rb8
(threat ...Nd5) 15.R6d2**

[DIAGRAM]



White undoubtedly has a plus here, but can he win?

15...e5

**15...Rd8 16.g3 Ng6 17.b3 d6 18.Na4 Ne5 19.Bh5 g5 20.f3 Bb7 21.c4 d5 22.Nc5
1/2-1/2 Adorjan,A - Taimanov,M [B46] Budapest, 1982; 15...g5!?**

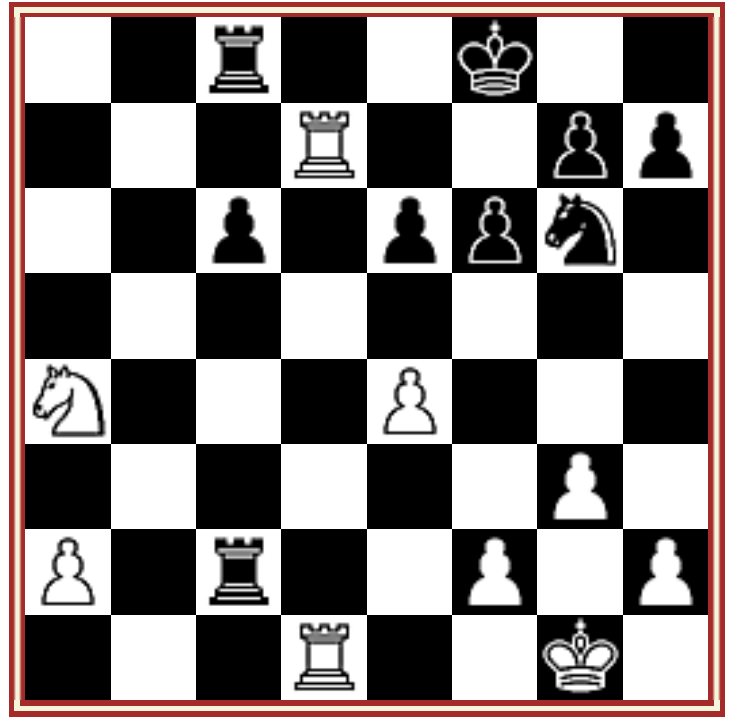
**16.g3 Ne6 17.Bg4 Nc5 18.a3 a5 19.f4 f6 20.fxe5 fxe5 21.Rf2 d6 22.Bxc8
Rhxc8 23.Rdf1 Rf8 1/2-1/2**

Plaskett notes the interesting alternative...

**Furhoff,J - Taimanov,M [B46]
Stockholm (3), 1994**

**1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4
Nc6 5.Nc3 a6 6.Be2 Nge7 7.Bf4
Ng6 8.Nxc6 bxc6 9.Bd6 f6!? 10.O-O
Bxd6 11.Qxd6 Qe7 12.Rad1 Qxd6
13.Rxd6 Ke7 14.Rfd1 Rb8 1/2-1/2**

[DIAGRAM]



...but goes on to say that he would avoid the whole line by sticking in 7...Nxd4.

The squeeze

6. g3

This is a good Grandmaster move, flexible and keeping the edge (5. g3 can be met by 5...d5!=). Taimanov gives a fine game in his Batsford books:

Mnatsakanian,E - Taimanov,M [B46] Erevan, 1986

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 6.g3 Nge7

White has a lot of choice here: Nde2, f4, Be3, Nb3 and the simple Bg2.

7.Bg2 Nxd4 8.Qxd4 Nc6 9.Qd1 Be7 10.O-O O-O 11.Be3 b5 12.f4 Bb7 13.Qe2



Despite White's undynamic start the first impression is that White is doing well (more space, better development, pressure down the d-file and prospects on the King's-side). But Black is solid and has his own chances on the Queen's-side - chances he makes full use of! Black's play is typical and exemplary:

13...Rc8 14.Qf2?! Na5!? 15.Nd1

[15.Bb6 Qxb6!? (15...Qe8!) 16.Qxb6 Bc5+]

15...Nc4 16.Bd4 f6!

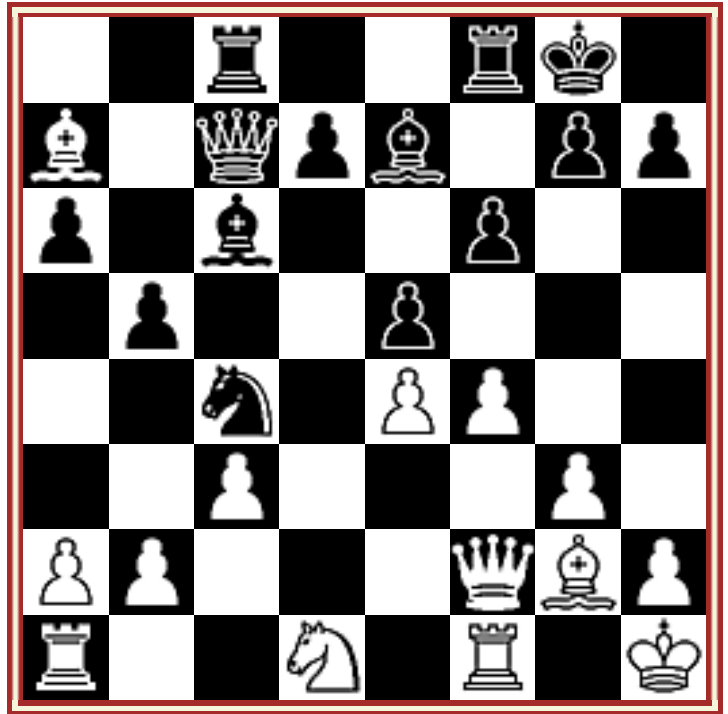
[DIAGRAM]

Black is playing a careful game, adeptly combining attack and defence.



17.c3 e5 18.Ba7 Qc7 19.Kh1 Bc6!?

[DIAGRAM]



20.Be3 Qb7!? 21.Qc2 d5!

[DIAGRAM]

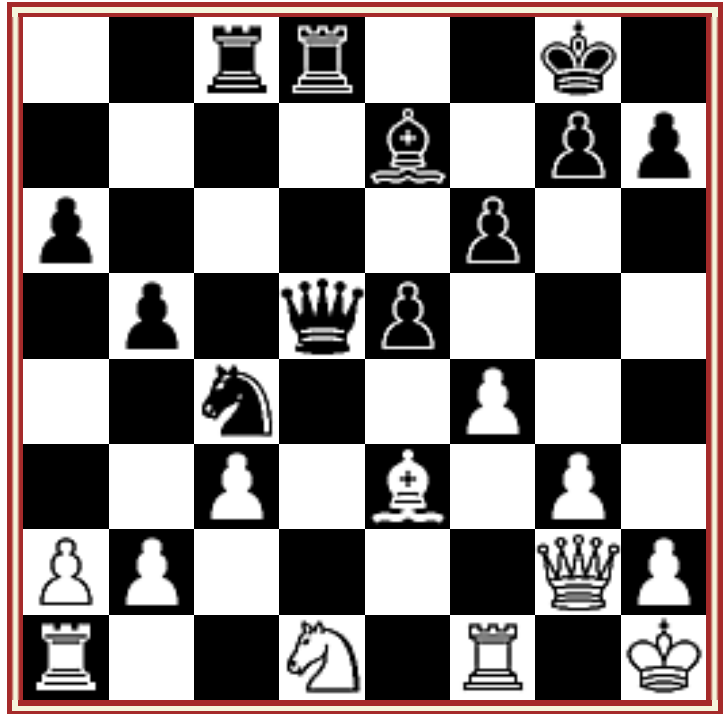
The Sicilian player's delight is a central break.



**22.exd5 Bxd5 23.Bxd5+ Qxd5+ 24.
Qg2 Rfd8**

[DIAGRAM]

Black is on top.



25.fxe5? Qxg2+ 26.Kxg2 Rxd1 0-1

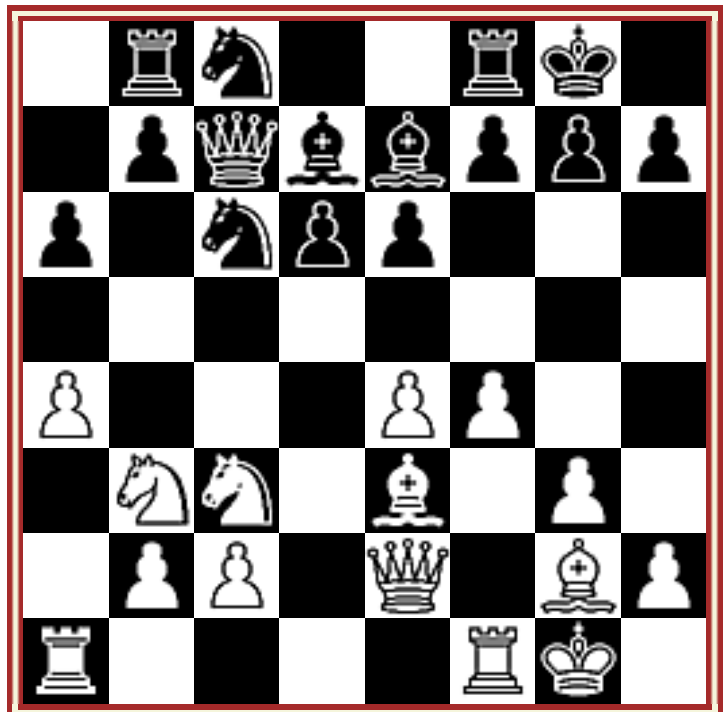
Not all your games with the Taimanov will be so smooth!

More typical is restraint with Nb3 and a4, which, if Black doesn't organise any counterplay, can be very effective:

**Topalov,V - Illescas Cordoba,M [B46]
Alcobendas (3), 1994**

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.
Nxd4 e6 5.Nc3 a6 6.g3 Nge7 7.Nb3
d6 8.a4 Bd7 9.Bg2 Nc8 10.O-O Be7
11.Qe2 O-O 12.Be3 Qc7 13.f4 Rb8?!**

[DIAGRAM] Black is already on the slide.



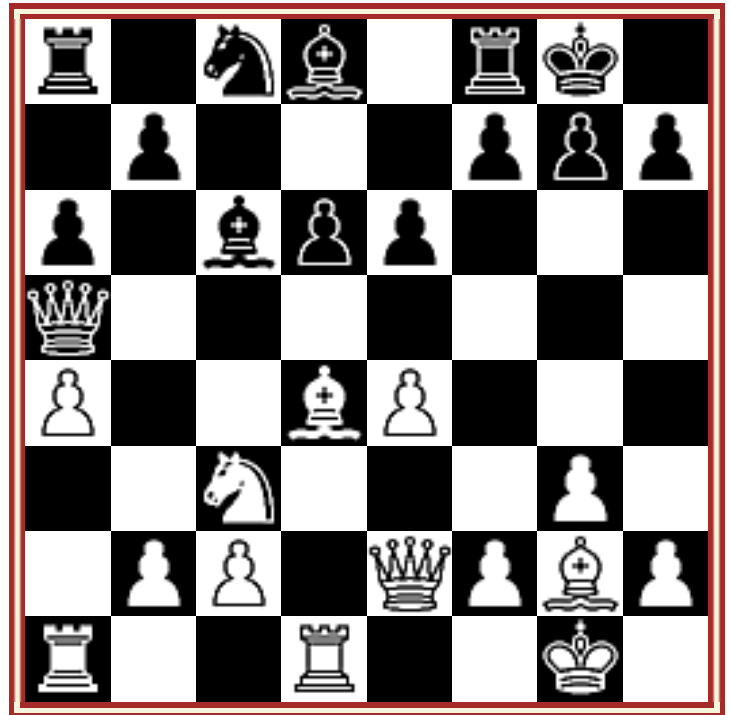
14.g4! Re8 15.g5 Nb4 16.Qf2 b5 17.axb5 axb5 18.f5 Nxc2 19.Qxc2 b4 20.g6 e5 21.Nc5 bxc3 22.Na6 Rxb2 23.Nxc7 Rxc2 24.Nxe8 Bxe8 25.f6 Rxg2+ 26.Kxg2 Bxf6 27.Ra8 Bd7 28.Rc1 1-0

Brutal. The GMs specialising in this line have often gone for Illescas' system, but 'chasing' the White Knight with ...Na5.

De Firmian,N - Zapata,A [B46] Tunis (12), 1985

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.g3 Nge7 7.Nb3! d6 (7...Na5!?) 8.Bg2 (8.a4!?) 8...Bd7 9.O-O Nc8 10.a4 Be7 11.Qe2 O-O 12.Be3 Na5 13.Nxa5 Qxa5 14.Bd4 Bd8 15.Rfd1 Bc6

[DIAGRAM] (1-0, 58)



Taimanov gives this as "equal" (1989) or "comfortable" (1991), but gives the whole game in the back of the 1989 book, making it look like an absolute crush for White, Black being unable to organise any counterplay with his awkwardly placed pieces. Whatever the real verdict here, it's still a pretty passive line for Black, and I'd like to find an idea to brighten it up a little. Perhaps Black cannot really hope to equalise with ...Nge7 and must play the Paulsen move ...Qc7.

Leko,P (2605) - Lautier,J (2635)
 [B47] Dortmund (4), 1995

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4
 Nc6 5.Nc3 Qc7 6.g3 a6 7.Bg2 Nf6
 8.O-O Bc5[DIAGRAM]

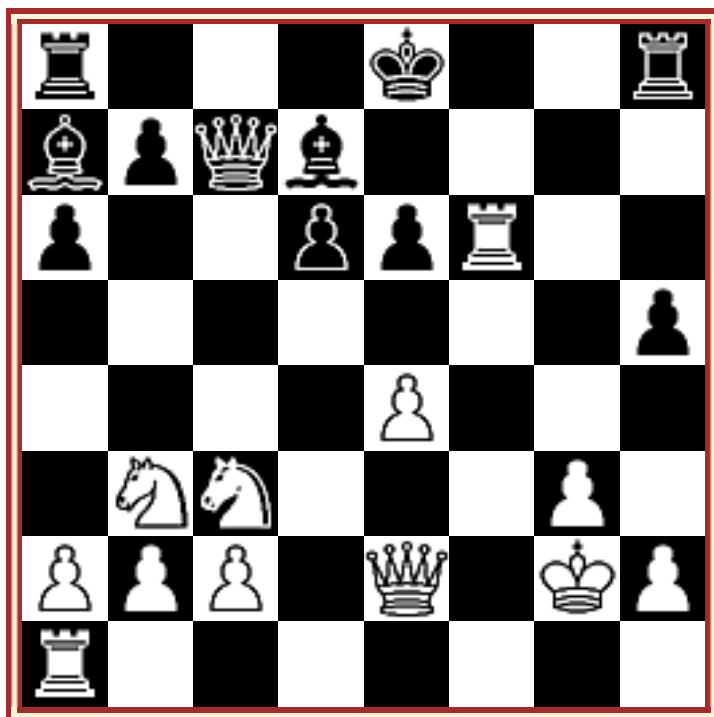
[8...Be7 9. Re1 Nxd4 10. E5!?
 (Motwani) 10...Nb4!?! (Tal); 8...Nxd4
 9. Qxd4 Bc5 is the old main line, as in
 a Fischer-Taimanov match game]



9.Nb3 Ba7 10.Bg5 Ne5 11.Qe2 d6
 12.Kh1 h6 13.Bxf6 gxf6 14.f4 Nc4
 15.f5 Ne3 16.Rf3 Nxd2 17.Kxg2
 Bd7 18.fxe6 fxe6 19.Rxf6 h5
 [DIAGRAM]

with compensation (NCO)

20.Rd1 O-O-O 21.h4 Kb8 22.Nd4
 Qc5 23.Nf3 Rhf8 24.Rxf8 Rxf8 1/2-
 1/2



After 6...Nge7, White often plays the 7.Nb3 seen above, so Plaskett has recommended 6...Nxd4 as played by Wilder, but after 7. Qxd4 Ne7 8. Bf4 Nc6 9. Qd2 White has organised his pieces better than usual. Still, it's a game.

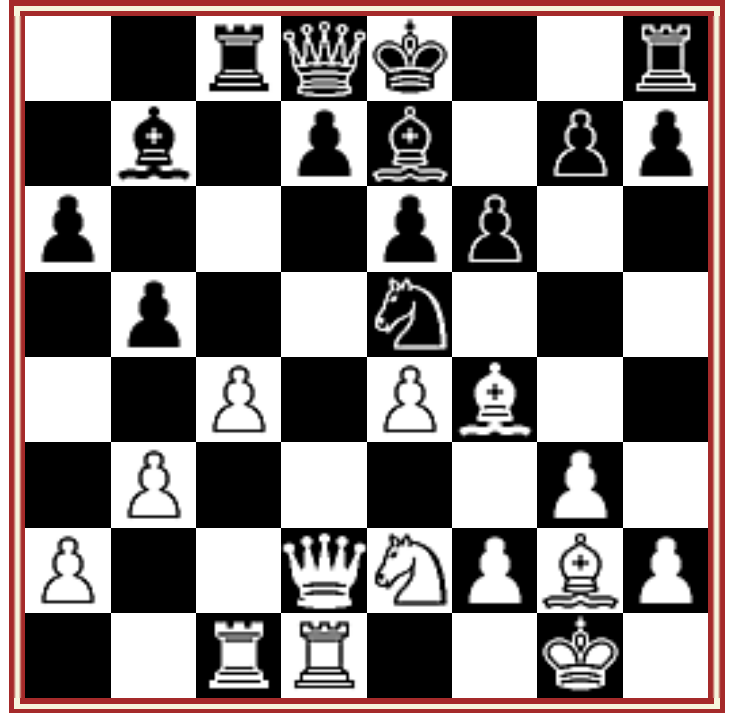
DeFirmian,N - Wilder,M [B46] Estes Park (13), 1987

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.g3 Nxd4 7.Qxd4 Ne7 8. Bf4 Nc6 9.Qd2 b5 10.Bg2 Bb7 11.O-O Na5 12.b3 Rc8 13.Ne2 Nc6 14.Rfd1 Be7 15.Rac1 f6 16.c4

[DIAGRAM]

16...Ne5

17.cxb5 Rxc1 18.Nxc1 axb5 19. Nd3 Nxd3 20.Qxd3 e5 21.Be3 Bc6 22.Bh3 Qc7 23.a4 bxa4 24.bxa4 Bxa4 25.Ra1 Qc6 26.Qd5 Rf8 27. Bxd7+ Qxd7 28.Qa8+ 1/2-1/2



The English attack

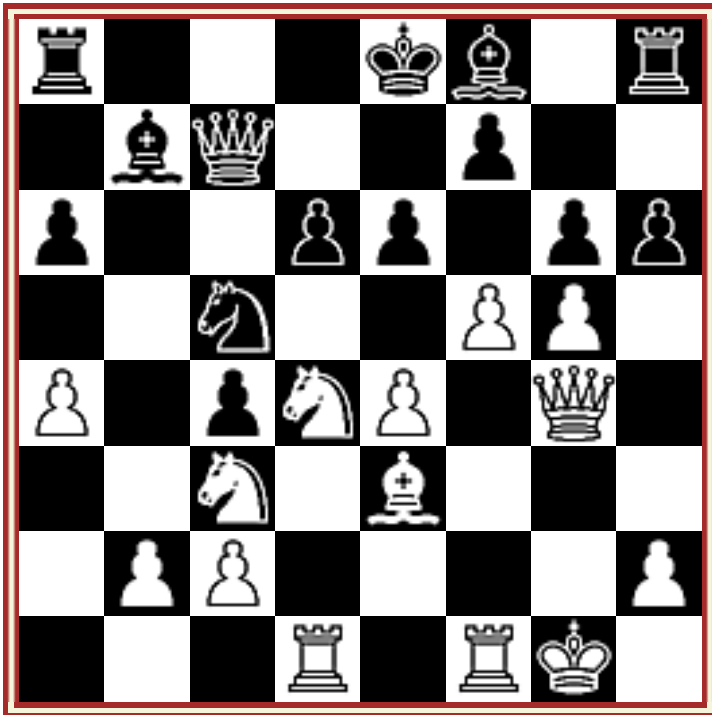
Our Government is always going on about traditional British values, which I have always thought of as class prejudice and self-loathing. In chess terms, perhaps the distinctive British value is an aptitude for deceptively simple attacking opening systems.

I can think of several recent examples of home-grown openings that have gained a wide currency – the Penrose Benoni, the DERLD, the Grand Prix Attack, the Trompovsky, the 150 Attack in the Pirc, and the English Attack in the main line Sicilians. This was pioneered by top GMs Nunn and Short, and involves playing an attack with Be3 and Qd2, usually with f3. If you know the Yugoslav Attack against the Dragon, you'll know the White moves.

This is a bit of a theoretical minefield at the moment. You can play into one of the current main lines of the Scheveningen/ Najdorf, which Kasparov is currently handling comfortably as Black:

Anand,V (2769) - Kasparov,G (2851) [B90] Chess@iceland Blitz Final Kopavogur ISL (4), 02.04.2000

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f3 e6 7.Be3 b5 8.Qd2 Nbd7 9.g4 Nb6 10.a4 Nc4 11.Bxc4 bxc4 12.O-O Bb7 13.g5 Nd7 14.f4 Nc5 15.Qg2 g6 16.Rad1 Qc7 17.Qg4 h6 18.f5



[DIAGRAM]

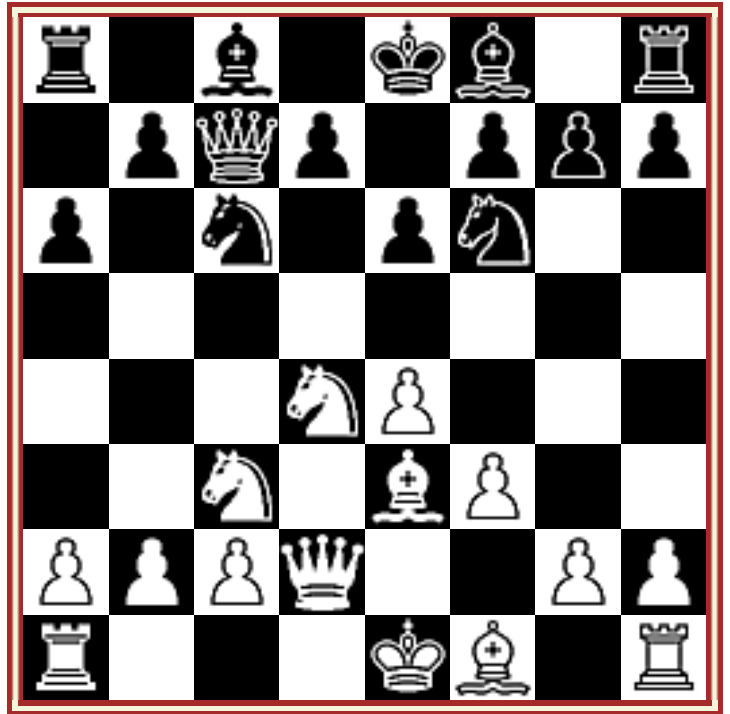
Black has held back on the King's-side, and avoided committing the King, so is well-placed to absorb this thematic break.

18...gxf5 19.exf5 e5 20.Ne6 fxe6 21.Qh5+ Kd8 22.f6 Qc6 23.Rd2 Kc7 24.g6 Rg8 25.g7 Bxg7 26.Qf7 + Qd7 27.Qxd7+ Nxd7 28.fxg7 Rxd7+ 29.Kf2 d5 0-1

But if you prefer something a little less topical? A strictly Taimanov interpretation allows plenty of extra scope for ideas. Let's see:

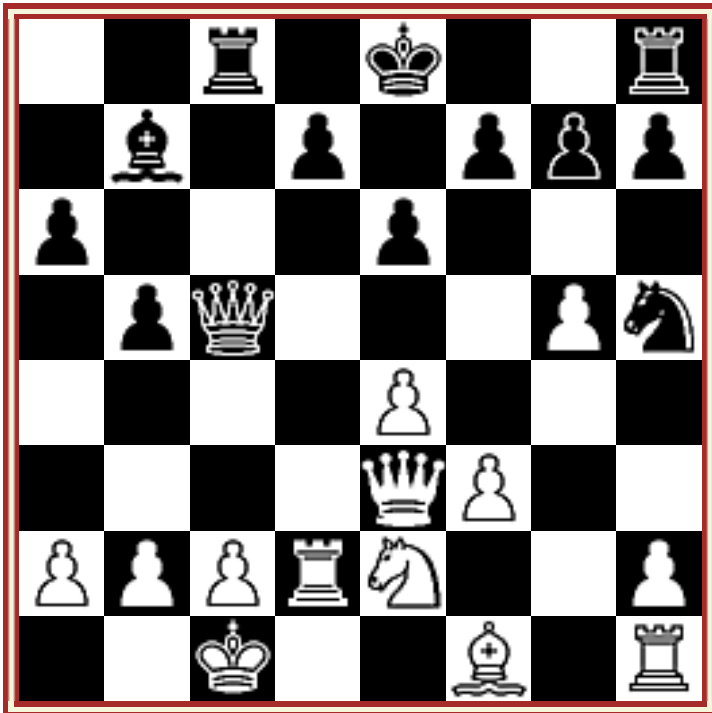
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Be3 Qc7 7.Qd2 Nf6 8.f3

[DIAGRAM] Plaskett notes *8...Ne5!?*, *8...Bb4!?*, *8...d5!?*, *8...Nxd4* and even Fernand Gobet's *7...Nxd4* as workable replies making various uses of the Taimanov move-order. A more orthodox Taimanov strategy (with an early ...b5) is also playable:



Diaz,J - Sion Castro,M [B48] Capablanca mem B (6), 1991

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 Qc7 6.Be3 a6 7.Qd2 Nf6 8.f3 b5 9.g4 Bb7 10.O-O Nxd4 11.Bxd4 Bd6 12.g5 Bf4 13.Be3 Nh5 14.Ne2 Bxe3 15.Qxe3 Rc8 16.Rd2 Qc5 17.Nd4 Qe5 18.Ne2 Qc5



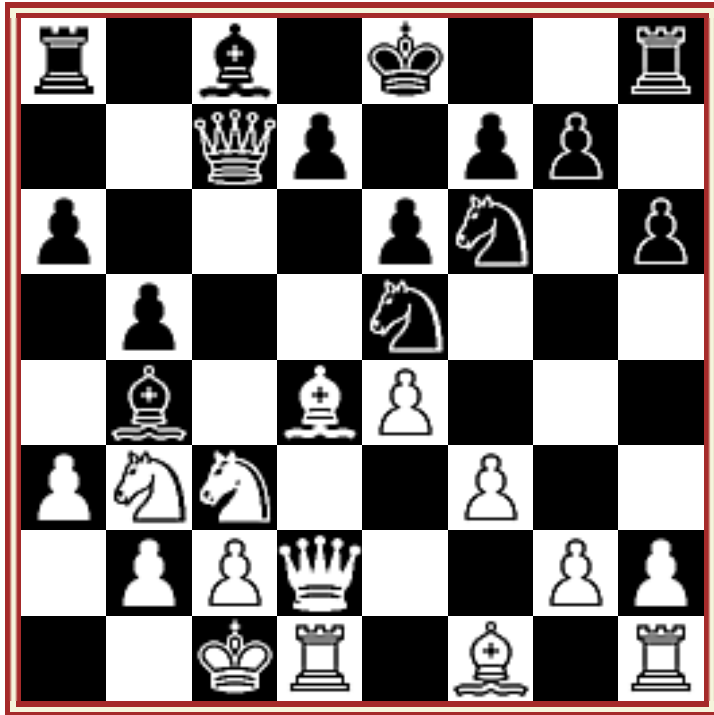
[DIAGRAM]

19.Qd3 d5 20.e5 d4 21.Nxd4 Qxe5 22.Nxe6 Qe1+ 23.Rd1 Qxe6 24.Qa3 Nf4 25.h4 Qe3+ 26.Kb1 Qc5 0-1

Theory in this line is still settling down, and while in practice most Taimanov players have played the familiar way, I might prefer the early ...Bb4 system.

Zagrebelny,S - Saltaev,M [B48] Moscow, 1995

1.e4 c5 2.Nf3 e6 3.Nc3 Nc6 4.d4 cxd4 5.Nxd4 Qc7 6.Be3 Nf6 7.f3 a6 8.Qd2 Ne5 9.O-O-O Bb4 10.Nb3 b5 11.Bd4 h6 12.a3



[DIAGRAM]

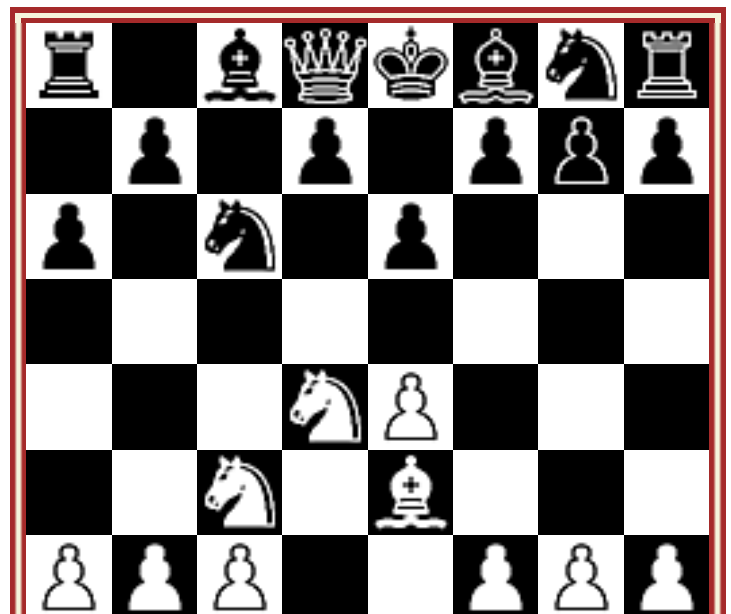
[Pribyl was successful with 12. Kb1 Nc4 against Christiansen]

12...Be7 13.Bxe5 Qxe5 14.f4 Qc7 15.e5 Ng4 16.Qe2 h5 17.Ne4 Bb7 18.h3 Nh6 19.g4 Qc4 20.Rd4 Qxe2 21.Bxe2 f5 22.exf6 gxf6 1/2-1/2

Can you play the pure Taimanov, **6. Be3 Nge7**? Of course you can, and Taimanov has, but it's nothing like so popular a try, since Black knows that the Queen will have a good retreat square after 'unloading'. He gives:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4. Nxd4 e6 5.Nc3 a6 6.Be3 Nge7

[DIAGRAM]





[6...Nxd4 7.Qxd4 Ne7 8.f4 b5 9.0-0-0 Nc6 10.Qd2 Be7 11.Qf2 Bb7 12.g4 0-0 13. Bg2 Qc8 14.Bc5 Bxc5 15.Qxc5 Na5 16.Qxc8 Polgar,S-Taimanov,M/Foxtrot, London ENG 1996/0-1 (34)]

7.Nb3 b5 8.a3

[8.f4 d6 9.Bd3 Bb7 10.Qf3 Ng6 (10...Nc8) 11.0-0 (11.0-0-0 Rc8) 11...Be7 12.a4 b4 13.Ne2 0-0 14.a5 Bf6 15.Bb6 Qb8,, Ciocaltea-Taimanov 1974;

8.Bd3]

8...Ng6 9.f4 Be7 [9...Qc7 10.Qd2 Be7 11.g3 0-0 12.h4 b4 13.axb4 Bxb4 14.Bg2 Nge7 15.0-0 d5!?!+= Shamkovich-Taimanov 1967]

10.g3 d6 11.Qd2 Rb8 12.Bg2 Qc7 13.0-0 0-0 14.Rad1 b4... 1/2-1/2 (30)

Leconte,J - Appleberry,M [B46] Paris Apsap Sept (4), 1993

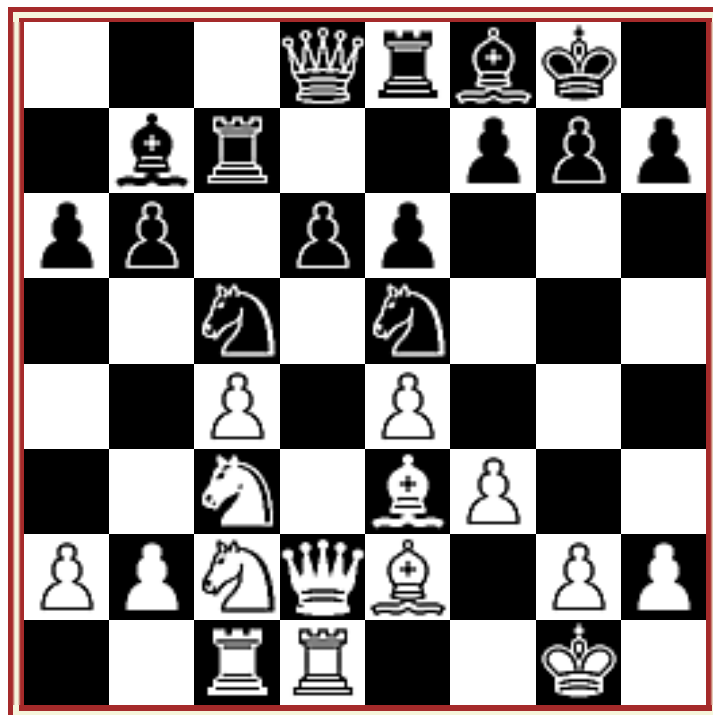
Whose afraid of the big bad Maroczy Bind?

The Maroczy bind, with White Pawns on e4 and c4, is a key test of any Sicilian line in which it can be applied. The immediate 5.c4 is a bit slow, and players in the days of Nimzovitch and Tarrasch showed that Black is well-placed to react to it with ...Nf6 and ...Bb4. But a preliminary 5.Nb5 is a significant strengthening of the strategy, forcing ...d6, stopping ...Bb4 and avoiding exchanges. It has been an occasional weapon of Karpov against a line he's played himself, and Karpov, as always, makes the line look like a smooth White win. He maintains the spatial edge, gradually pushing Black back and finally striking hard on the Queen's-side, after which Black's counterattack looks desperate.

Karpov,A - Van der Wiel,J [B44] Tilburg (7), 1983

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nb5 d6 6.c4 Nf6 7.N1c3 a6 8.Na3 Be7 9.Be2 0-0 10.0-0 b6 11.Be3 Re8 12.Rc1 Bf8 13.Qb3 Nd7 14.Rfd1 Nc5 15.Qc2 Bb7 16.Qd2 Rc8 17.Nc2 Ne5 18.f3 Rc7

[DIAGRAM]



Karpov has made a good living out of such small advantages.

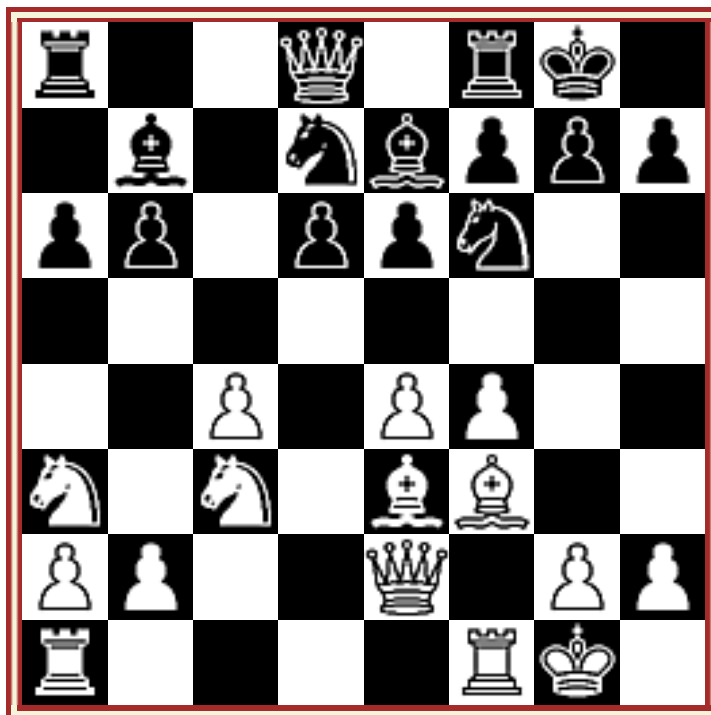
19.Bf2 Qb8 20.Nd4 Rec8 21.b3 Be7 22.Bf1 Kh8 23.Be3 Rg8 24.Bg5 Bf8 25.Nce2 h6 26.Be3 Qd8 27.Ng3 Qh4 28.Be2 g6 29.b4 Ncd7 30.Bf2 Qe7 31.f4 Nc6 32.Nf3 Nf6 33.Bxb6 Rd7 34.b5 Nb8 35.Bd3 Bg7 36.Qe2 Rc8 37.a4 Ba8 38.a5 Ne8 39.Qe3 Kh7 40.Be2 Nf6 41.h3 d5 42.cxd5 Rxc1 43.Qxc1 exd5 44.e5 Ne4 45.Nf1 Qb4 46.Qc8 Nc3 47.Rd2 Nxe2+ 48.Rxe2 d4 49.Qxb8 Bxf3 50.gxf3 d3 51.Rd2 Qxf4 52.Be3 Qxf3 53.bxa6 Rd5 54.Qb7 Bxe5 55.Rf2 Qe4 56.Rxf7+ Kg8 57.Qe7 1-0

Current thinking on the line is that it's not that good for White. The offside Knight on a3 is a significant cost and Black should be able to equalise in true Hedgehog style – White doesn't have that many obvious plans and Black should be able to keep them under control. Gallagher in *Beating the Sicilian 3* tells a sad tale; after:

Gallagher, J - Cramling, P [B44] Bern (3), 1991

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nb5 d6 6.c4 Nf6 7.N1c3 a6 8.Na3 Be7 9.Be2 b6 10.Be3 Ne5! 11.f4 Ned7 12.Bf3 Bb7 13.O-O O-O 14.Qe2

[DIAGRAM] White has a good plan here of playing his g-Pawn up from g2 to g4 and g5, squeezing the bind and getting some heat off the e-Pawn. But:

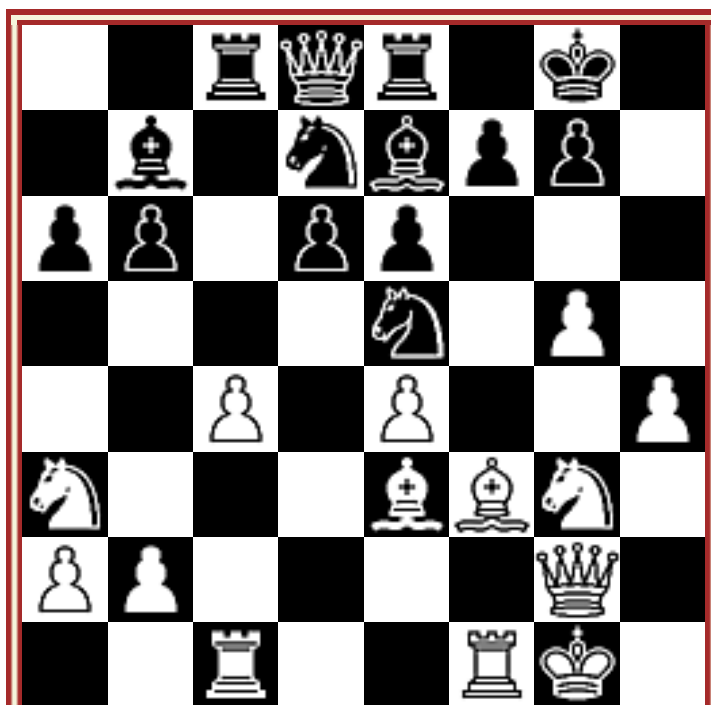


14...h6! Now g4 is met by ...Nh7! and ...g5! when White must relinquish control of e5. 15.Rfd1 Qc7 16.Rac1 Rac8 17.Bf2 Rfe8 18.Rc2 Bf8 1/2-1/2

This is the idea Nunn, Gallagher and their collaborators recommend for Black in *Nunn's Chess Openings*. Now, better players than me are still playing this line for a win as White, but White is as likely to lose the plot as Black here, typically by over-reaching on the King's-side and getting blown up in the middle:

Meladze, F - Yudin, V [B44] corr Tch10-SU, 1994

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nb5 d6 6.c4 Nf6 7.N1c3 a6 8.Na3 b6 9.Be2 Bb7 10.f4 Be7 11.O-O O-O 12.Be3 Nb8 13.Bf3 Nbd7 14.Qe2 Re8 15.g4 h6 16.Qg2 Nh7 17.Rac1 Rc8 18.Ne2 Nh8 19.g5 hxg5 20.fxg5 Ne5 21.h4 Nfd7 22.Ng3 [DIAGRAM]



All finished over there? Right, now, as far as I remember, an attack on the wing is best met by play in the centre...

22...d5! 23.exd5 Bxa3 24.bxa3 Rxc4 25.Rxc4 Nxc4 26.dxe6 Rxe6 27.Bd4 Nde5 28.Bxe5 Bxf3 29.Qxf3 Nxe5 30.Qf4 Qe7 31.Qb4 Qc7 32.Nf5 Nc4 33.Qc3 Re5 – 34.Qf3?? Nd2 0-1

Lastly, the system with Nb5 and Bf4 is still played and may suffice for a typical White edge (NCO again). A twist noted by NCO is White's attempt to lean on the d-Pawn, but Black can let it go and seems to have sufficient compensation:

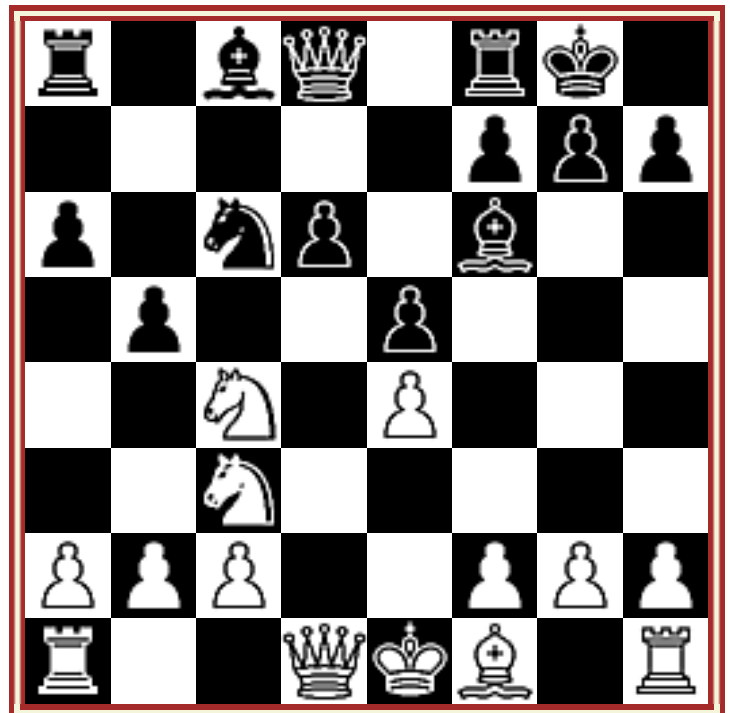
Berg,K - Eingorn,V [B44] London, 1989

1.e4 e6 2.Nf3 c5 3.d4 cxd4 4.Nxd4 Nc6 5.Nb5 d6 6.Bf4 e5 7.Be3 a6 8.N5c3 Nf6 9.Bg5 Be7 10.Bxf6 Bxf6 11.Nd2

[11.Nd5 Bg5 = NCO 12.Na3 Be6 1/2-1/2 Adorjan,A-Langeweg,K/ Amsterdam 1971]

11...0-0 12.Nc4 b5[DIAGRAM]

[12...Be7 13. a4]



13.Nxd6

[13.Qxd6 Qxd6 14.Nxd6 Be6 15.Be2 Rab8 = ~ Kasparov-Anand, Frankfurt 1998]

13...Be6 14.Nf5 Bxf5 15.Qxd8 Raxd8 16.exf5 e4 17.Nxe4 Rfe8 18.Bd3 Bxb2 with compensation NCO

19.Rb1 Bc3+ 20.Kf1 Bd4 21.g3 Ne7 22.g4 Nd5 23.Kg2 g6 24.Kf3 gxf5 25.gxf5 Nf6 26.Nxf6+ Bxf6 1/2-1/2

The non-Sicilian Sicilian

The line that Nunn and Gallagher actually recommended for White in *Beating the Sicilian 3* was a formation which neither Black nor White will find familiar from elsewhere in the Sicilian, but which French players might find to their taste.

The idea is for White to play $Nxc6$, and after $\dots bxc6$, play against Black's less flexible Pawn structure and maybe get in an attack on the King's-side. Black often plays $\dots d5$, hence the link with the French. Fischer had a couple of important games with this structure: beating Petrosian with White in 1971, a classic BvN endgame, and holding the draw against Spassky in the decisive game of the 1972 match.

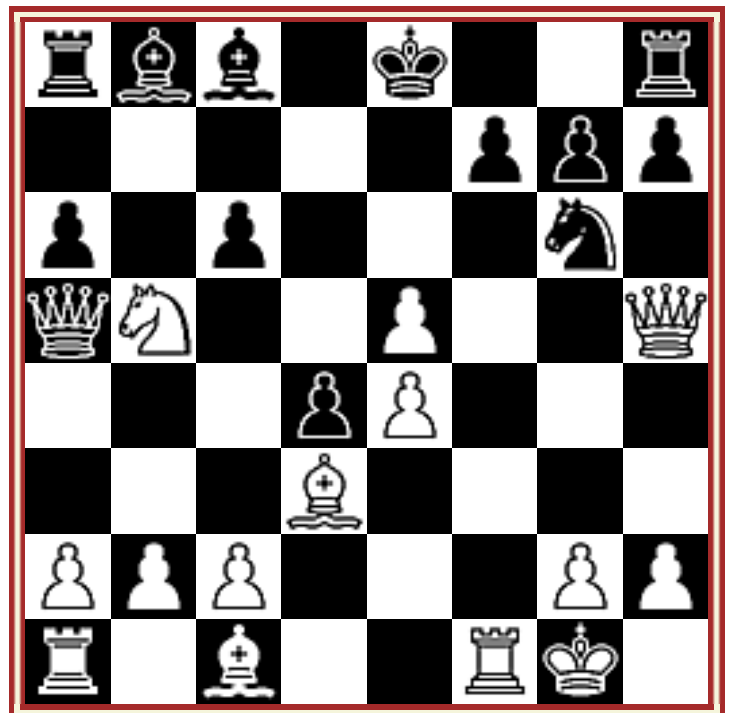
I don't see many White endgames in this line these days in this line, what you get is an abundance of hacks:

Klimov,S (2432) - Lindberg,B (2307)
[B46] IM Salongernas Stockholm
SWE (5), 09.06.1999

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Nxc6 bxc6 7.Bd3 d5 8.0-0 Bd6 9.Re1 Ne7 10.Qh5

[10.Qg4 0-0 11.e5 f5 12.Qh4 Bc5 = Siero-Lebredo, 1983; 10.e5 Bc7 11.Qg4 Ng6]

10...e5 11.f4 d4 12.fxe5 Qa5 13.Rf1 Ng6 14.Nb5 Bb8[DIAGRAM]



15.e6 axb5 16.exf7+ Kf8 17.e5

**Nxe5 18.Bh6 Qc7 19.Bxg7+ Kxg7
20.Qxh7+ 1-0**

This line is one of the reasons Black players like to play $5...Qc7$, on, so they can recapture on c6 with the Queen ($6. Ndb5!? Qb8!$ and $...a6$ is not a problem for Black). But if you want to play $6...Nge7$, you've got to play $5...a6$, and if you waste another move with a Pawn by playing $5...a6$, White might decide to play $6. Nxc6$. (Plaskett says Kamsky once jumped the gun with $5.Nxc6$, and won.)

Now, this system is undoubtedly dangerous and has a very high percentage of White wins. But the theoretical verdict from NCO is quite consoling for Black, and the evergreen Taimanov shows us the way:

**Yemelin,V - Taimanov,M [B46] St
Petersburg ch (6), 1997**

**1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4
Nc6 5.Nc3 a6 6.Nxc6 bxc6 7.Bd3
d5 8.O-O Nf6 9.Re1 (9. Qe2!?) 9...
Be7 (9...Bb7!?, 9...Rb8!?) 10.e5 Nd7
11.Qg4 g6 12.Bh6 Rb8 13.Nd1!?
Rb4 14.Qe2 Bg5 15.c3 Rb6=**

[DIAGRAM] (1/2-1/2, 80)



White is well-developed but Black has it all under control. Gambiting the b-Pawn at move 13 is only unclear: it's not obvious that White has compensation.

Overall, this is not a great line to play for a win with as Black but generally you should look forward to grinding points in the endgame as Black (in this, like so many other lines of the Sicilian).

Sundries

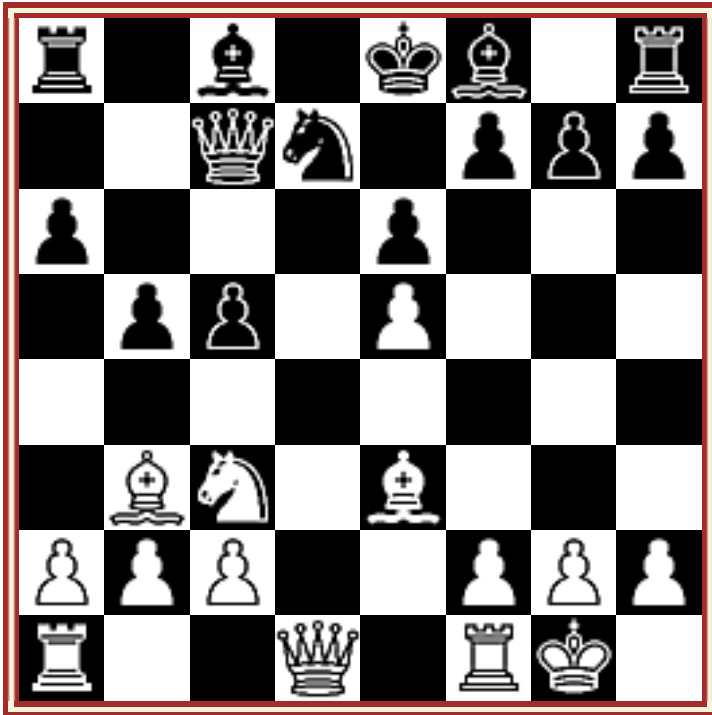
Taimanov is pretty dismissive of other systems tried against the Taimanov, but I would not be confident about refuting them if I had not seen them before: we examine **6. Bc4**, **6. Bf4**, and **6. f4**.

Petursson,M - Cramling,P [B46] Reykjavik (5), 1984

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6.Bc4 Qc7 7.Bb3

[7.0-0 Nf6 8.h3 (8.Be3 Ng4) 8...Nxd4 9.Qxd4 Bc5 10.Qd3 b5 11.Bb3 Bb7 12.Re1 d6 13.Be3 0-0 = Lutikov-Taimanov 1978]

7...Nf6 8.Be3 b5 9.Nxc6 dxc6 10.0-0 c5 11.e5 Nd7



[DIAGRAM]

White is tempted by a tactical trick, but it all falls apart.

12.Nd5 exd5 13.Qxd5 Nb6 14.Qf3 Bb7 15.Qg3 c4 16.e6 Qxg3 17.exf7 + Kd7 18.hxg3 0-1

Schneider Lars - Ake_Taimanov Mark [B46] Jurmala, 1978

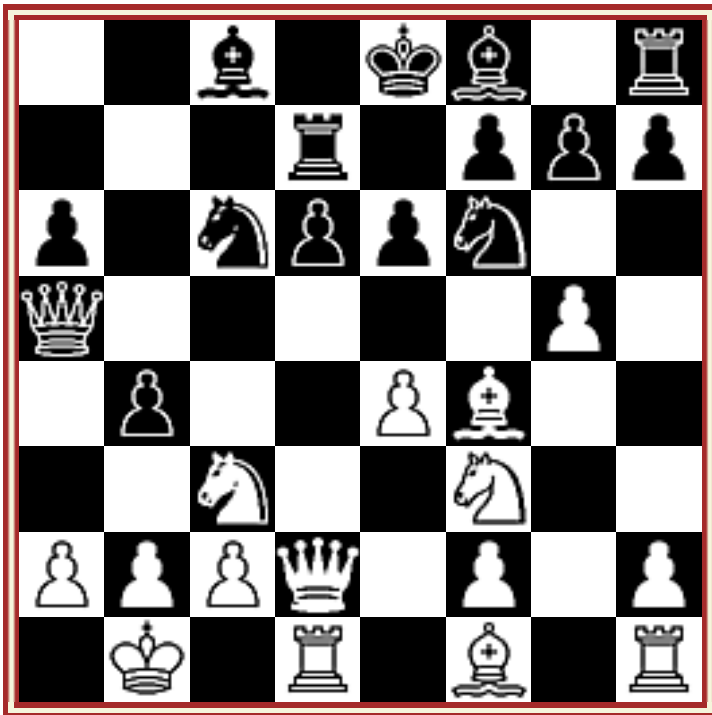
1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 a6 6. Bf4 d6 7.Nf3

[7.Nxc6 bxc6 8.Bc4 Nf6 (8...d5!? 9.exd5 cxd5 10.Qf3 Nf6 11.0-0-0 Bb7 12.Rhe1 Be7 13.Bd3 0-0 14.Qh3 Rc8 = Lukin-Osnos 1984) 9.Qe2 d5 (9...e5 10.0-0-0 Qc7 11.Bg5 Be7 12.Qd3 Be6 13.Bxf6 gxf6 14.Rhe1!? MT) 10.0-0-0 Bb7 11.Bb3 Be7 12.

exd5 cxd5 13.Ba4+ Nd7 14.Qg4f 0-0 15.Bh6 Bf6 16.Bxd7 Qxd7 17.Rd3 Rac8 18.Re1 d4 19.Red1 Qc7 0-1 Van Der Wiel John T H-Polugaevsky Lev/It, Amsterdam (Netherlands) 1984]

[7.Bg3 Be7! (e.g. 7...Nf6 8.Be2 Be7 9.Nxc6 bxc6 10.e5 Nd5 11.exd6 Bxd6 12.Ne4 Watson,W - Benjamin,J [B46] New York op (2), 1987/ 1-0 (33)) 8.Be2 e5! 9.Nb3 Nf6 10.Bh4 0-0 11.Bxf6 Bxf6 12.Bg4 Be6 13.Nd5 Nd4 14.Nxd4 Bxd5 15.exd5 exd4 16.0-0 Qa5 17.Bf3 Ivanovic,B-Romanishin,O/Lone Pine 1981/1/2-1/2 (53)]

7...b5 8.Qd2 Ra7 9.0-0-0 Rd7 10.g4 Qa5 11.Kb1 Nf6 12.g5 b4



[DIAGRAM]

White has made a heavy commitment to attack d6, but it has got nowhere: meanwhile, Black has good Queen's-side play.

13.Ne2 Nxe4 14.Qe3 d5 15.Nfd4 Nxd4 16.Nxd4 Bd6 17.Bxd6 Nxd6 18.Nxe6 fxe6 19.Qxe6+ Kd8 20.Rxd5 Qxd5 21.Qxd5 Nb5 22.Qf3 Bb7 23.Qg4 Bxh1 24.Bh3 Bc6 25.a3 bxa3 26.Qf4 Rb7 27.bxa3 Nc3+ 0-1

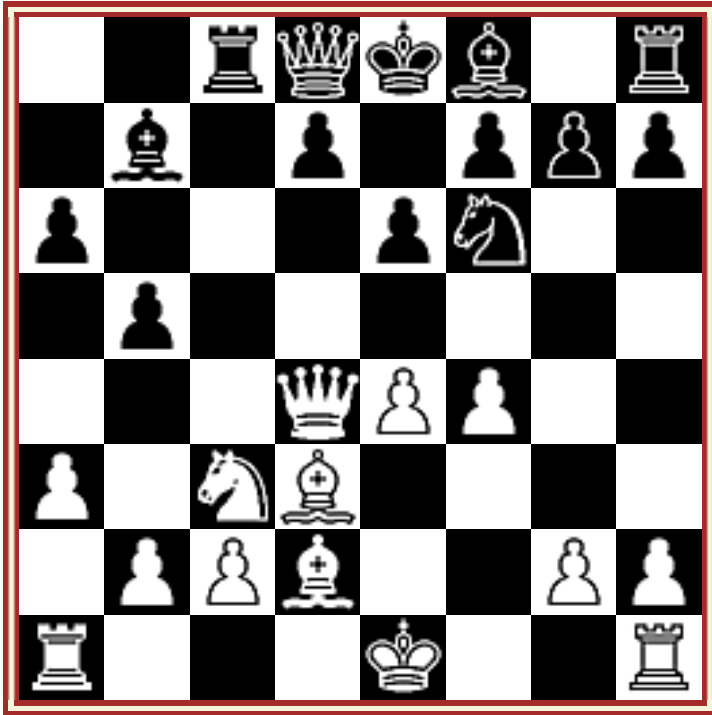
Chandler Murray - Andersson Ulf [B46] Naestved, 1985

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 6.f4

This is quite an important line, but if Andersson's approach given below is adequate, then it may become less so! Having deprived the dark-squared Bishop of its best square on f4, White can no longer plan to rearrange with Bf4 and Qd2 if Black unloads. However, there is another rearrangement, of retreating the Queen to f2, out of the way of the Bishop – which is the Wittman-Klinger example used in

the introduction. Also, this line is where we arrive from Lein-Ivanovic, having come across from the Grand Prix Attack.

6...Nxd4!? 7.Qxd4 b5 8.Bd3 Bb7 9.a3 Rc8 10.Bd2 Nf6



[DIAGRAM]

Typical Sicilian: Black looks horribly underdeveloped, but White has no obvious way through.

**11.b4 d5 12.e5 Ne4 13.Bxe4 dxe4
14.Qxd8+ Kxd8 15.0-0-0 Rc4 16.
Be3+ Kc8 17.Kb2 Be7 18.a4 1/2-
1/2**

Move orders (1): how to get to move four

After **1. e4 c5 2. Nf3 Nc6** or **1. e4 c5 2. Nf3 e6** there is no requirement for White to play **3. d4**. There are several alternatives against each move, including **3. c4** and **3. c3**; **2...e6** often prompts **3. d3** and **3.b3**. There are arguments which suggest that, say, **3. b3** is better against **2...e6** than other second moves, although Joe Gallagher in *Beating the Anti-Sicilians* once played **2...e6** hoping to tempt the reply **3. b3...!**

Bhend,E - Gallagher,J [B40] 1992



1.e4 c5 2.Nf3 e6 3.b3 b6 4.Bb2
Bb7 5.d3 d6 6.Be2 Nf6 7.O-O Be7 8.
Nbd2 Nc6 9.Re1 O-O 10.Bf1 Rc8 11.
a3 a6 12.Rb1 Re8 13.b4 cxb4 14.
axb4 d5! -/+ [DIAGRAM]

15.e5 Nd7 16.d4 Nxb4 17.c3 Nc6
18.Bd3 Na5 19.Ra1 Nf8 20.Nf1 b5
21.Re2 Nc4 22.Bc1 a5 23.N3d2 b4
24.cxb4 axb4 25.Nb3 Qb6

26.Ne3 Ba6 27.Nc2 Ra8 28.Rb1 Re8 29.f4 Na3 30.Rb2 Bxd3 31.Qxd3 Rc8
32.Be3 Rc3 33.Qd1 Nxc2 0-1

The Bb5 system against 2...Nc6 is a serious attempt to get positive play against the Sicilian, which must be treated with respect. A "Taimanov" solution might involve ...e6 and ...Nge7, as favoured by Krasenkow.

Ricardi,P (2555) - Granda Zuniga,J (2600) [B30] Buenos Aires Najdorf (9), 1996

1.e4 c5 2.Nf3 Nc6 3.Bb5 e6 4.O-O Nge7 5.c3 a6 6.Bxc6 Nxc6 7.d4 d5 8.
exd5 Qxd5 9.Be3 c4



10.b3 Be7 11.bxc4 Qxc4 12.Nbd2 Qd3 13.c4 O-O 14.Rc1 b5 15.cxb5 Qxb5 16.Nc4 Bb7 17.Nb6 Rad8 18. Rb1 Nb4 19.a3 Qxb6 20.axb4 Be4 21.Rb3 Qb7 22.Qe2 Rd5 23.Rc1 Rb5 24.Nd2 Bd5 25.Rbc3 Bd6 26. Nb3 Bxg2 27.Nc5 Qa8 28.Qg4 Bf3 29.Qh3 Bd5 30.Bd2 Rxb4 31.Qh4 Bxc5 32.Rh3 Be4 33.dxc5 Rb1 34. Rxb1 Bxb1 35.Rg3 O-1

Also, there are "Anti-Sicilian" systems, some of which can be used to switch back into the main line Sicilian. So, the "Chamaeleon" system with **1. e4 c5 2. Nc3** and **3. Nge2** can always be used to switch back with **4. d4**, and a lot of people use **2. Nc3** to put Black players off **2...d6** (after which they will play the f5 gambit from the Grand Prix Attack), while after **2...Nc6** will play **3. Nf3** and **4. d4**. I don't have very strong opinions about all this yet: Joe Gallagher was the key reference a while ago but is dating on the c3 Sicilian.

Move orders (2): just passing through?

Some folks have been using the Taimanov move-order to get to other Sicilians. Lev Polugaevsky is all over my database of Taimanov Sicilians, but always switched out early on. What's the point? Well, the most common reason is to play the Scheveningen without having to face the Keres Attack: so,

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5. Nc3 d6 risks 6. g4!?

but

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 a6 6. Be2 d6 7. O-O Nf6

avoids all that. (Or it did until Karpov got fed up with Kasparov dodging the Keres, and played **1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 d6 6.g4!?** (Wch32-KK2

Moscow (14), 1985))

Black can even use it to get to positions of a Pelikan/Sveshnikov type:

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 5.Nc3 Nf6 6.Nb5 d6 7. Bf4 e5 8. Bg5

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nb5 d6 6.Bf4 e5 7.Be3 Nf6 8. N1c3 a6 9.Na3 b5

[The latter move order loses a tempo for White over the modern main Pelikan lines, although it was quite common at one point. Taimanov had it in his 1971 match with Fischer, but that was before Sveshnikov taught us all to play a quick ... a6 and ...b5.]

So this is the Taimanov: flexible, modern, not too fiercely theoretical, looking comfortable in most lines of NCO. I fancy giving it a try this season; I'll let you know how I get on.

BIBLIOGRAPHY

TAIMANOV Sicilian Paulsen (Batsford)

TAIMANOV, Winning with the Sicilian (Batsford)

TAIMANOV, Sicilian Defence: Taimanov System (Batsford)

NUNN & GALLAGHER, Beating the Sicilian 3 (Batsford)

PLASKETT, The Sicilian Taimanov (Chess Press)

NUNN et al., Nunn's Chess Openings (Batsford)

Back to [Chess Coaching Page](#)

This document (taimanov.html) was last modified on 14 Feb 2005 by



[Dr. Dave](#)

Lessons from Larsen

The best advice you can give a young player is for them to play like Morphy and Tarrasch, and to play the openings they played. But, once your play has reached a certain standard, you need to appreciate more the complex and sometimes contradictory nature of **chess**. Then you are ready to look at **Larsen's** games.

He was clearly the one of the strongest players in the world in the 'sixties and 'seventies, and captained the Rest of the World team against the Soviet Union in 1970. And he also has a bold spirit, excellent fighting qualities, superb technique and a fresh approach to the openings. You can learn a lot from a man like that.

Larsen is also a wonderful annotator, and worth reading for his notes alone: for example, his book of the 1978 Karpov-Korchnoi match is excellent reading, and a far cry from the hurried hackwork that usually follows a championship match. His games collection is a joy from start to finish - frank, witty, thorough and the games are full of delights.

Opening

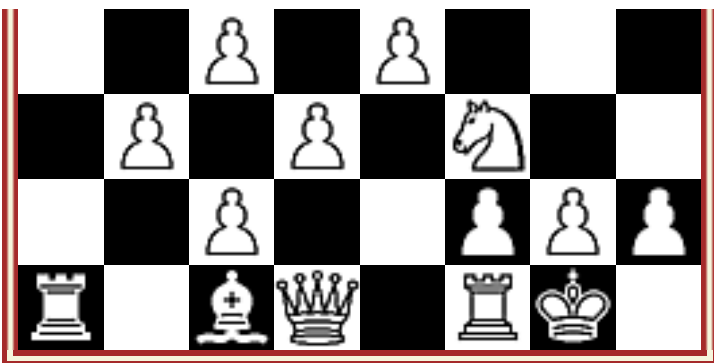
Larsen,B - Lengyel,L [C28] Amsterdam (9), 1964

1.e4 e5 2.Bc4 Nf6 3.Nc3

Not a move to play against everybody: 3...Nxe4! 4. Qh5! may be required.

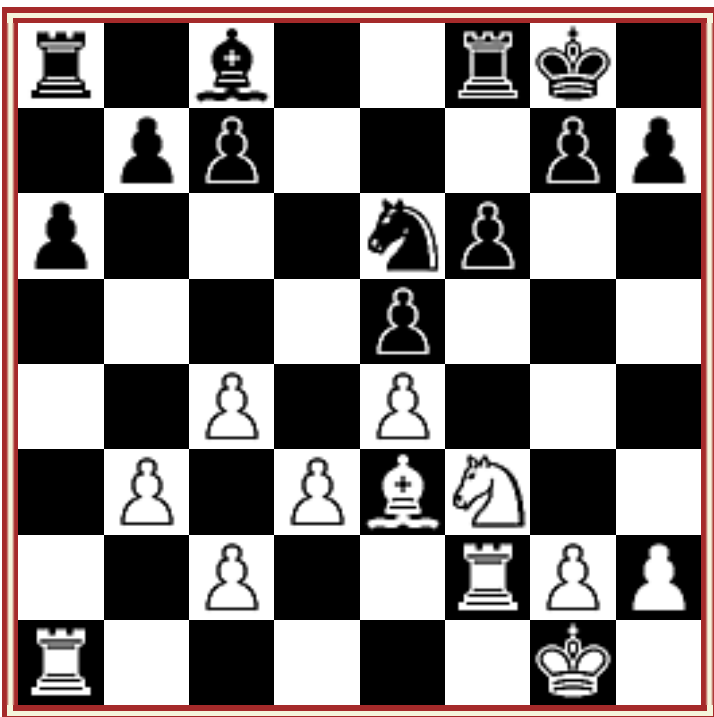
3...Nc6 4.d3 Bb4 5.Nf3 d6 6.O-O Bxc3 7.bxc3 Na5 8.Bb3 Nxb3 9.axb3 O-O 10.c4



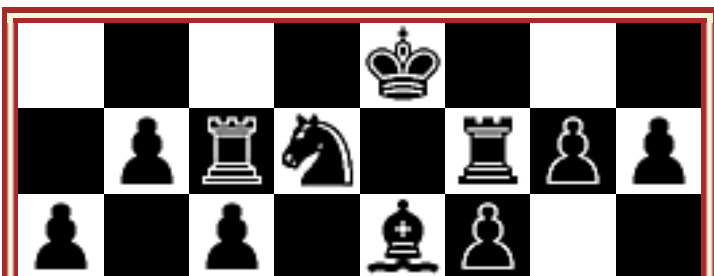


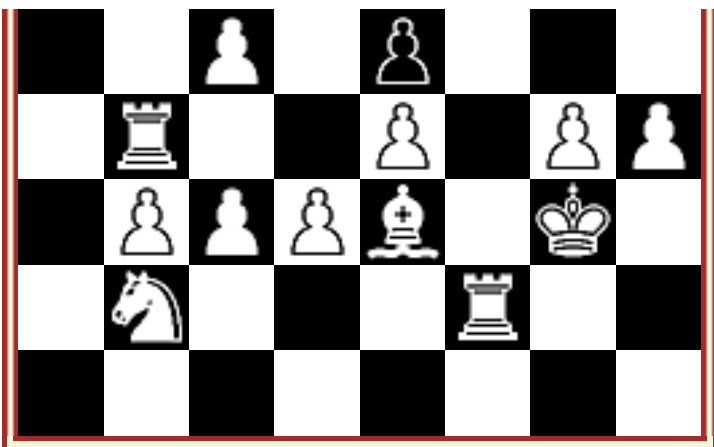
I remember Michael Stean showing this position and claiming White could play for a win with it, using the extra central Pawn. **Larsen** had played this before and got just a draw, but wanted to show it was worth a win. But it takes a steady hand...

10...Qe7 11.Nd2 Nd7 12.Qh5 Nc5 13.f4 exf4 14.Rxf4 Qe5 15.Qxe5 dxe5 16. Rf2 Ne6 17.Nf3 f6 18.Be3 a6

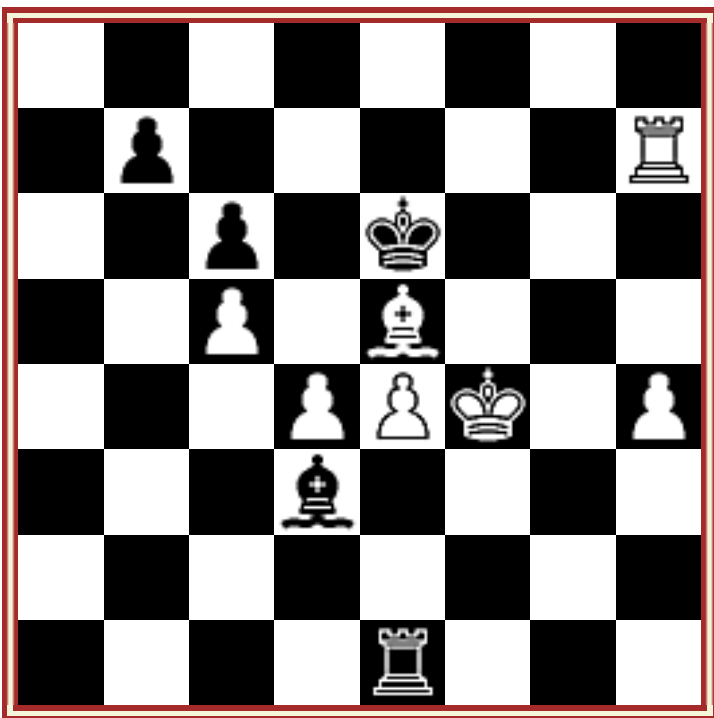


19.Nh4 Bd7 20.Nf5 Rae8 21.h3 Rf7 22.Kh2 Nf8 23.g4 Ng6 24.Ng3 Ne7 25. Raf1 Be6 26.Ne2 Nc6 27.Kg3 Nb8 28.Nc3 c6 29.c5 Nd7 30.Na4 Rd8 31.h4 Rdf8 32.Nb2 Rc8 33.Ra1 Kf8 34.Ra4 Ke8 35.Rb4 Rc7 36.c3





36...g6 37.d4 h5 38.g5 fxg5 39.Bxg5 exd4 40.Rxf7 Kxf7 41.cxd4 Nf6 42. Kf4 a5 43.Ra4 Bxb3 44.Rxa5 Ng4 45.Ra3 Be6 46.Nd3 Kg7 47.Ne5 Rc8 48. Be7 Re8 49.Bd6 Nxe5 50.Bxe5+ Kf7 51.Kg5 Bg4 52.Ra1 Re6 53.Rb1 Re7 54.Rf1+ Ke8 55.Kxg6 Kd7 56.Rf4 Be2 57.Bd6 Re6+ 58.Kg5 Bd3 59.Be5 Be2 60.Rf2 Bd3 61.Kf4 Rg6 62.Ke3 Bc4 63.Rf5 Rg1 64.Rxh5 Re1+ 65.Kf4 Bd3 66.Rh7+ Ke6



67.d5+ cxd5 68.exd5+ Kxd5 69.Rd7+ 1-0

Larsen,B - Spassky,B [A03] Amsterdam, 1964

1.f4

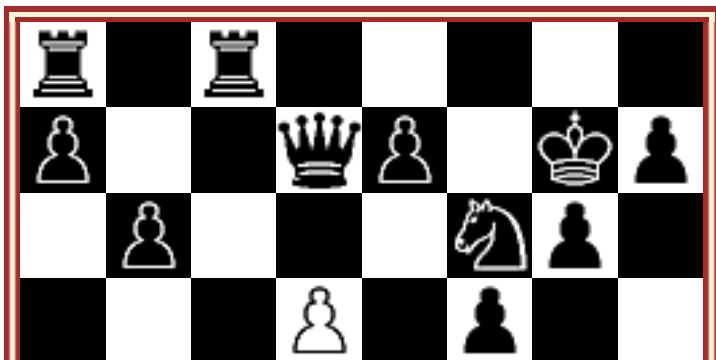
"Most masters have no high opinion (of Bird's Opening), but I chose it for the very reason that they do not play it and do not know it. I know it quite well, and have many original ideas. Now I challenge Spassky with it; let us see what ideas he has to show."

[Spassky too keeps to his own unusual repertoire including the King's Gambit, which for him is no frivolous whim, but a deeply-studied system that he knows and trusts. This is just what we all should do: stick to your openings and they will reward you over time.]

1...d5 2.Nf3 Nf6 3.e3 g6 4.b4 Bg7 5.Bb2 0-0 6.Be2 Bg4 7.0-0 c6 8.a4 Nbd7 9.Na3 Bxf3 10.Bxf3 Re8 11.d4

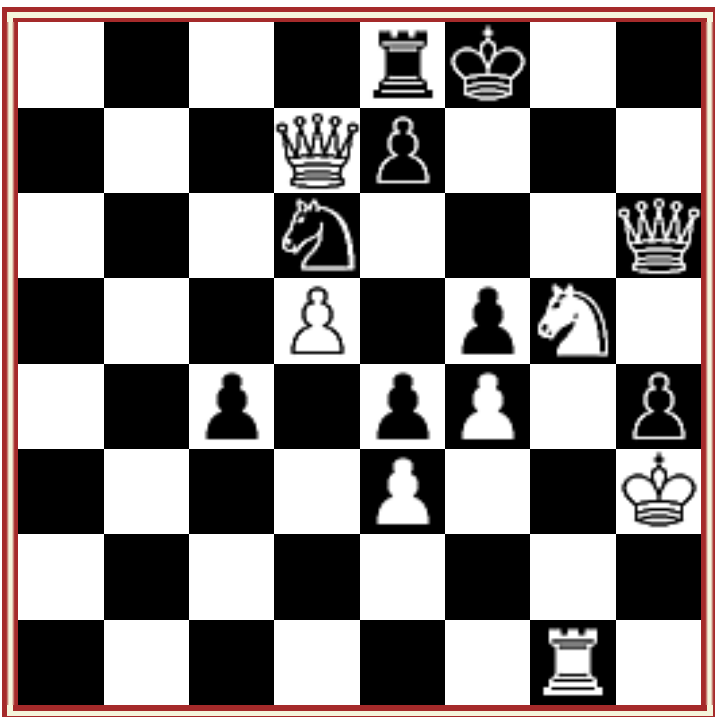


11...Ne4 12.Bxe4 dxe4 13.Nc4 Nb6 14.Na5 Nd5 15.Qe1 Qd7 16.c4 Nf6 17. b5 Qc7 18.Rb1 Ng4 19.bxc6 b6 20.Qe2 f5 21.Nb3 Qxc6 22.d5 Qxa4 23. Bxg7 Kxg7 24.Nd4 Rec8 25.h3 Nf6 26.Rfc1 Qd7 27.g4





27...Kf7 28.g5 Ne8 29.Qa2 Nd6 30.h4 Qe8 31.Ne6 Qh8 32.h5 h6 33.Rb2
 gxh5 34.Rh2 hxg5 35.Nxg5+ Ke8 36.c5 Rxc5 37.Rxc5 bxc5 38.Qa4+ Kf8
 39.Rg2 Re8 40.Qd7 Qh6 41.Qxa7 Qh8 42.Qd7 Qh6 43.Ne6+ Kf7 44.Ng5+
 Kf8 45.Kh2 h4 46.Ne6+ Kf7 47.Ng5+ Kf8 48.Kh3 c4 49.Ne6+ Kf7 50.Ng5+
 Kf8 51.Rg1



51...c3 52.Qe6 Qxe6 53.dxe6 Kg7 54.Nxe4+ Kh6 55.Nxc3 Ne4 [55...Rd8]
 56.Nxe4 fxe4 57.Kxh4 Ra8 58.f5 Ra2 59.Rg8 Rf2 60.Rf8 1-0

Flohr,S - Larsen,B [A56] Copenhagen, 1966

1.d4 Nf6 2.c4 c5 3.d5 e5

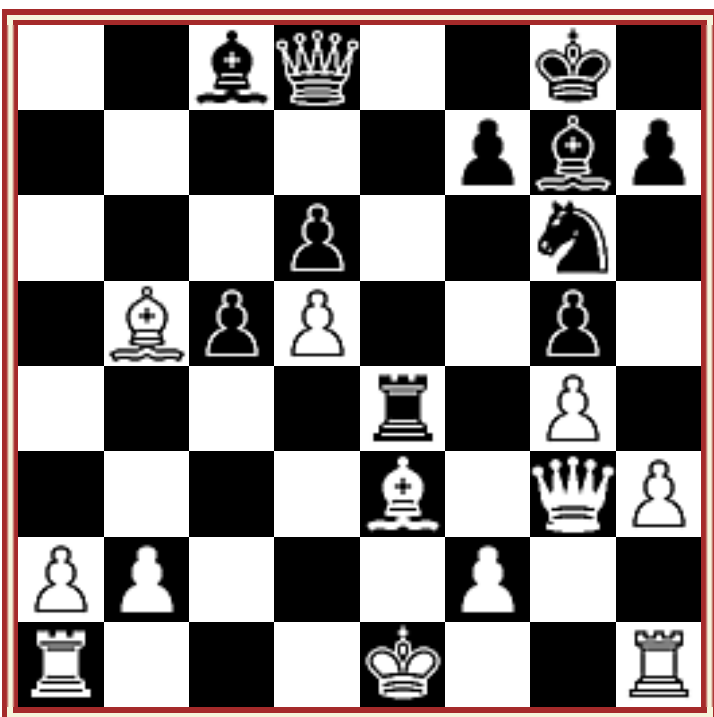


"If (Black) forgets to do something active, then he will be slowly strangled. Playing this system means that I force myself to play aggressively!"

4.Nc3 d6 5.e4 g6 6.Bd3 Bg7 7.Nge2 Nbd7 8.h3 a6

Black waits for the Bc1 to move before playing Nh5.

9.Be3 Nh5 10.Qd2 [10.g4 Nf4 11.Nxf4 exf4 12.Bxf4 Ne5] 10...0-0 11.g4 Nf4 12.Nxf4 exf4 13.Bxf4 Ne5 14.Be2 b5 15.cxb5 axb5 16.Nxb5 Ra4 17.Nc3 Rd4 18.Qe3 Re8 19.Qg3 g5 20.Be3 Ng6 21.Bb5 Rxe4 22.Nxe4 Rxe4



White gets nervous and flees the centre, but this is out of the frying pan and into the fire.

23.O-O? Rb4 24.Bd3 Be5 25.Qf3 Nh4 26.Qd1 Qf6 27.a3 Nf3+ 28.Kg2 Bxg4 29.axb4 Nh4+ 30.Kg1 Bxd1 31.Rfxd1 cxb4 32.Be4 Bxb2 33.Ra8+ Kg7 34.Rb8 Bc3 35.Rxb4 Nf3+ 36.Bxf3 Qxf3 37.Rd3 Be5 38.Rg4 h6 39.Rd2 Qxh3 40.Rg2 f6 0-1

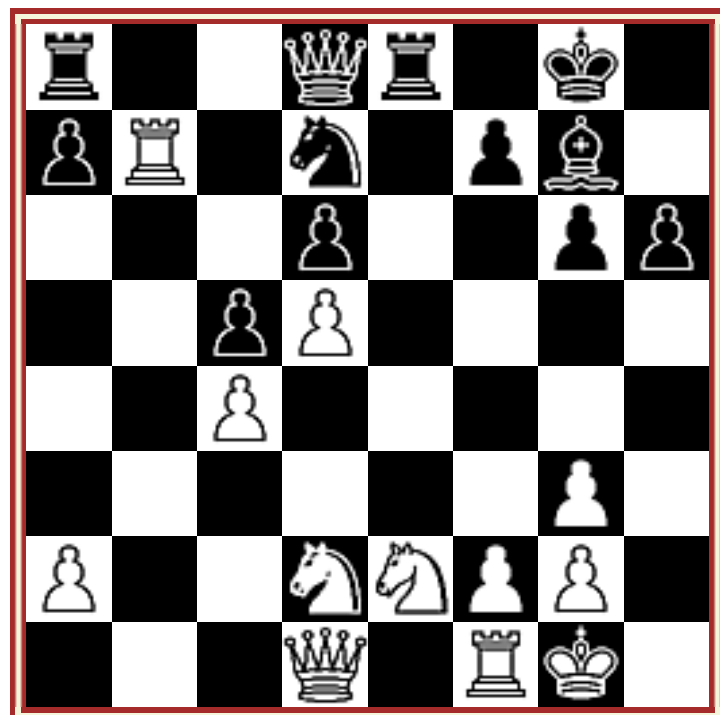
Middlegame

Bronstein,D - Larsen,B [E75] Amsterdam izt, 1964

1.d4 Nf6 2.c4 g6

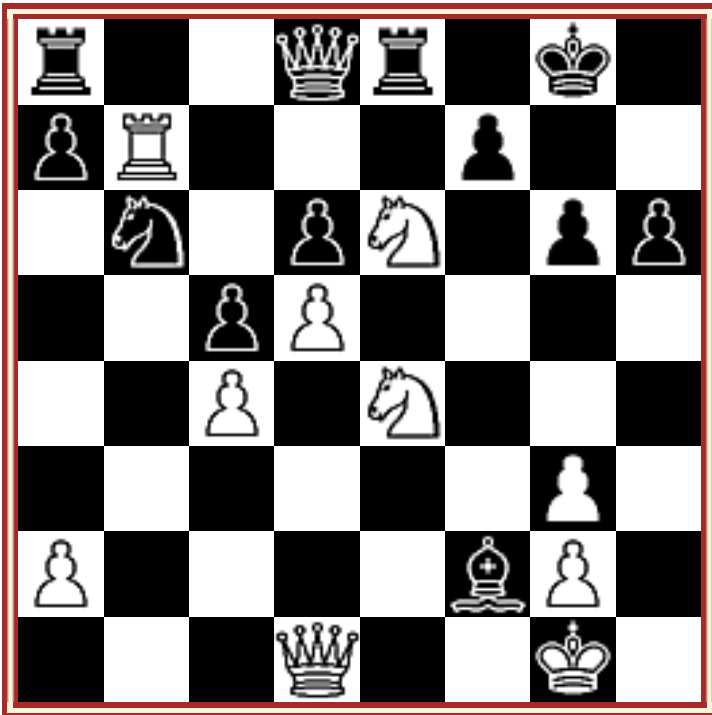
"A move full of fighting spirit and self-confidence. As a matter of fact I believe that Bronstein knows more about the King's Indian than I do but -- come out and fight!"

3.Nc3 Bg7 4.e4 d6 5.Be2 0-0 6.Bg5 c5 7.d5 e6 8.Nf3 h6 9.Bf4 exd5 10.exd5 Re8 11.Nd2 Nh5 12.Bg3 Bg4 13.0-0 Nxc3 14.hxc3 Bxe2 15.Nxe2 Bxb2 16.Rb1 Bg7 17.Rxb7 Nd7

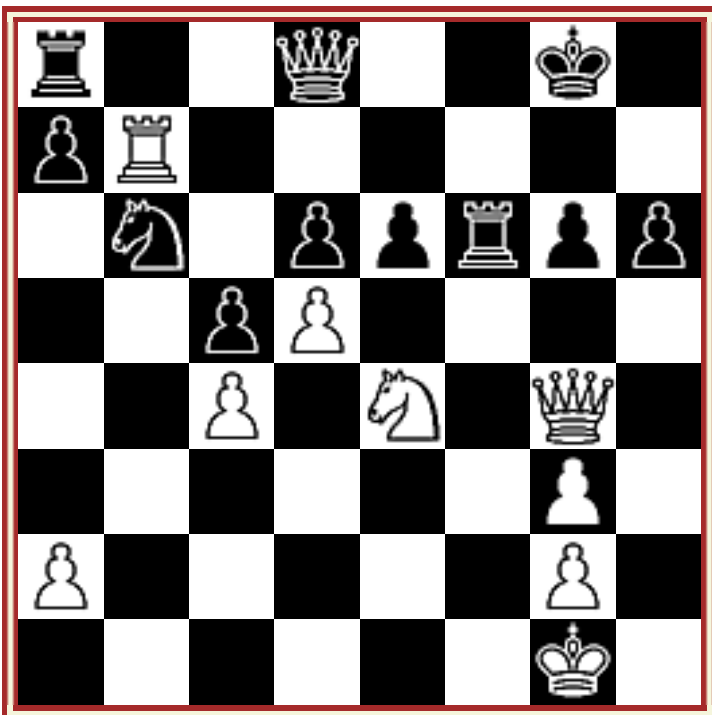


The next few moves should be showered with annotation marks, but which ones?

18.Nf4 Nb6 19.Re1 Bc3 20.Ne4 Bxe1 21.Ne6 Bxf2+



22.Kxf2 fxe6 23.Qg4 Rf8+ 24.Kg1 Rf6



25.Qh3?? [25.dxe6 Nxc4! (25...Qf8 26.e7 Rf1+ 27.Kh2 Qf5 28.Qxf5 Rxf5 29. Rxa7! Rb8=; 25...h5 draws 26.e7 Rf1+ 27.Kxf1 Ne3+ 28.Ke2 Nxg4 29.exd8Q+ Rxd8-+)] 25...Qf8 26.Ng5 Rf1+ 27.Kh2 Rf5 28.Nxe6 Rh5 29.Qxh5 gxh5 30. Nxf8 Rxf8 0-1

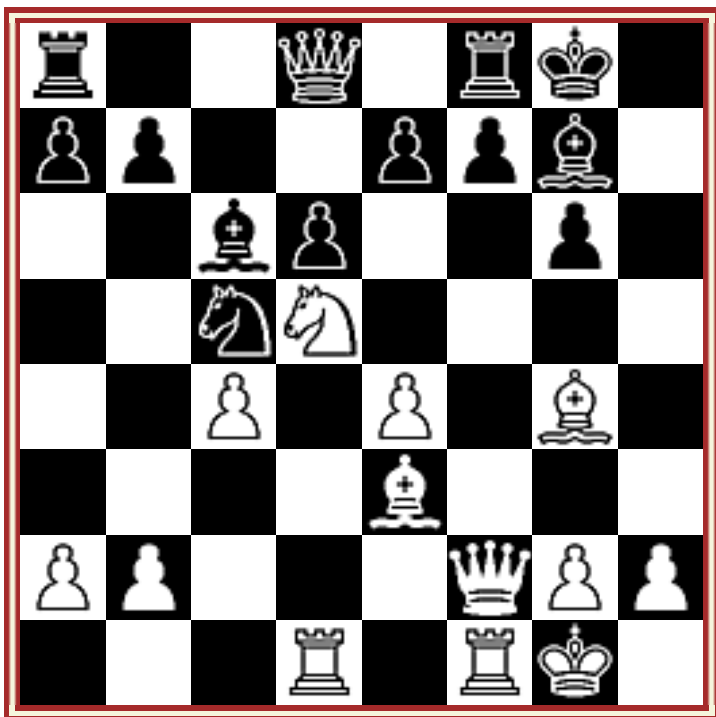
A fabulous ding-dong of a game. Donner annotated this game twice in two days, once giving 22.Kxf2? then again with 22.Kxf2! But if he knew about 25...Nxc4, maybe he would have annotated it a third time, and found a third typographical symbol. **Larsen** thought that Donner had a lot of courage to correct his first analysis so quickly; I agree.

Larsen, B - Petrosian, T [B39] Santa Monica, 1966

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 g6

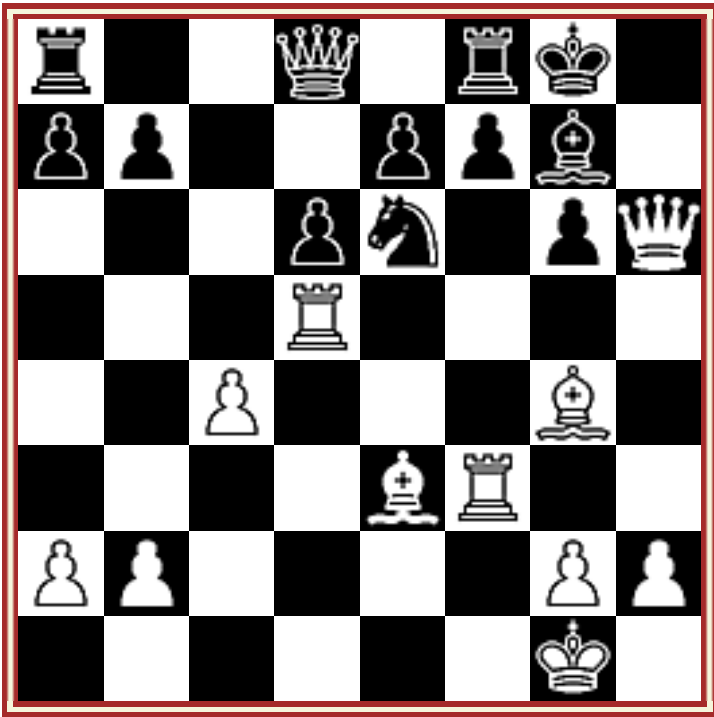
"I used to have Black in this position!"

5.Be3 Bg7 6.c4 Nf6 7.Nc3 Ng4 8.Qxg4 Nxd4 9.Qd1 Ne6 10.Qd2 d6 11.Be2 Bd7 12.O-O O-O 13.Rad1 Bc6 14.Nd5 Re8 15.f4 Nc7 16.f5 Na6 17.Bg4 Nc5 18.fxg6 hxg6 19.Qf2 Rf8



"I have several times used this position to illustrate how the right move is sometime found through elimination."

20.e5! [20.Bxc5?! dxc5 21.Nf6+ (21.Qxc5 Bxd5 22.Rxd5 Qb6 23.b4 Qxc5+ 24.bxc5 "is drawn" ; 21.Qh4 Bxd5 22.Rxd5 e6 is bad, but inspires the game continuation 21...Bxf6 22.Rxd8 Raxd8 with compensation] **20...Bxe5 21.Qh4 Bxd5 22.Rxd5 Ne6?** [22...e6 is still worth trying] **23.Rf3 Bf6?** [23...f5] **24.Qh6 Bg7**



25.Qxg6 The exclamation mark should not be attached to this move, but rather to Rf3; of course it is the current move that makes the previous one possible. **25... Nf4 [25...fxg6 26.Bxe6+ Kh7 27.Rh3+] 26.Rxf4 fxxg6 27.Be6+ Rf7 28.Rxf7 Kh8 29.Rg5 b5 30.Rg3 1-0**

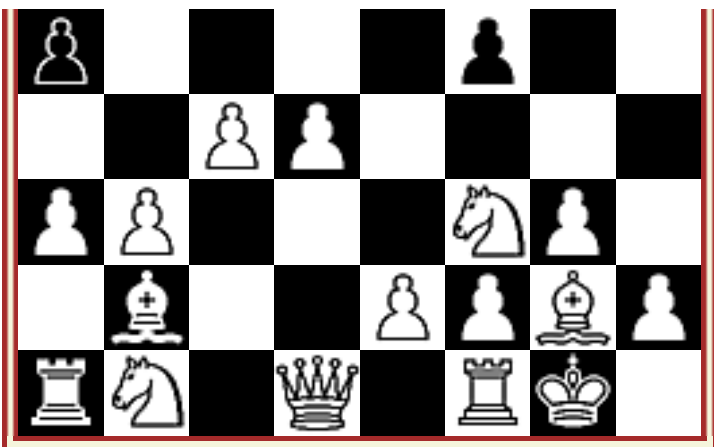
Endgame

Eliskases,E - **Larsen**,B [A96] Mar del Plata, 1958

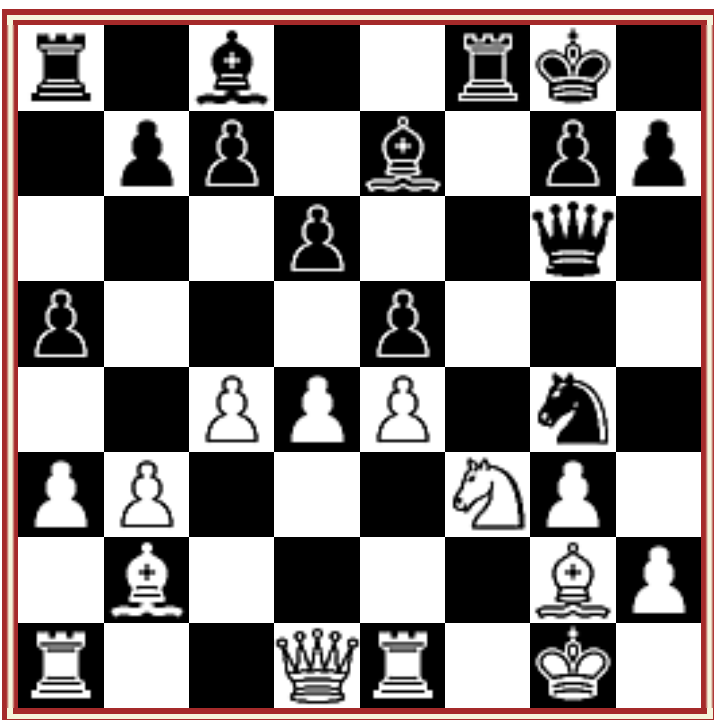
Larsen tells us that one of the most popular **chess** excuses is "a cold". Yet this game was played when he had a terrible cold, so what can he say next time? [Actually **Larsen's** comments on this game are much more lengthy and amusing, but I would be a cad to reproduce them here and spoil his punchline.]

1.d4 f5 2.Nf3 Nf6 3.g3 e6 4.Bg2 Be7 5.c4 0-0 6.0-0 d6 7.b3 Qe8 8.Bb2 a5 9.a3

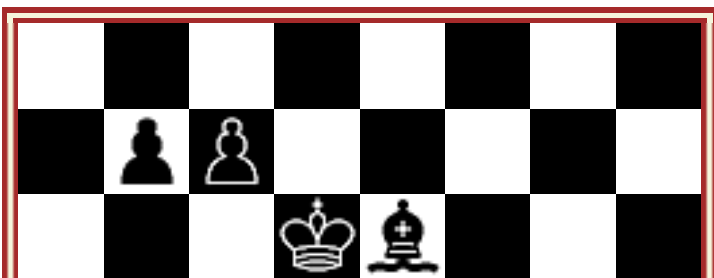


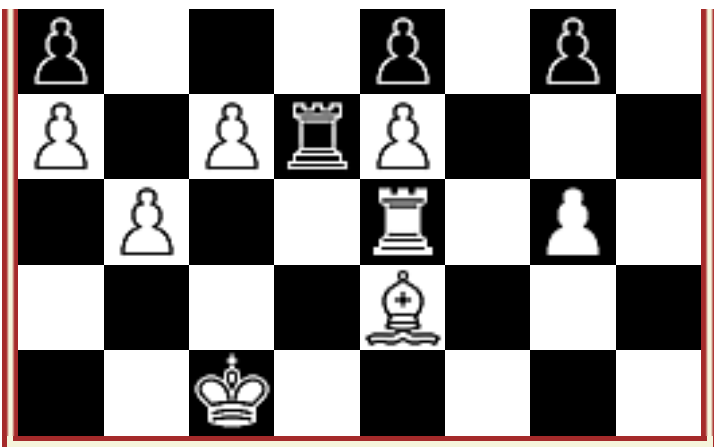


9...Nbd7 [9...Qh5] 10.Nbd2 Qh5 11.Re1 Ne4 12.e3 Ndf6 13.Nxe4 fxe4 14. Nd2 Qg6 15.f3 exf3 16.Nxf3 Ng4 17.e4 e5

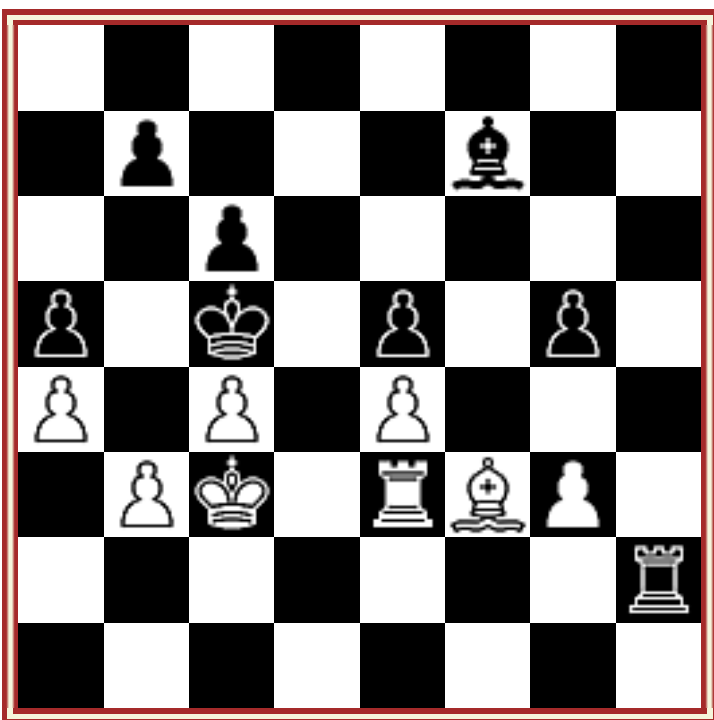


18.Bc3 Bg5 19.Nxg5 Qxg5 20.Ra2 Qh6 21.Bf3? exd4 22.Bxd4 Ne5 23.Bxe5 dxe5 24.Qd3 Be6 25.a4 Rad8 26.Qe3 Qxe3+ 27.Rxe3 Bh3 28.Ra1 Rd2 29. Rb1 h5 30.Bxh5 Rg2+ 31.Kh1 Rff2 32.Bf3 Rxh2+ 33.Kg1 g5 34.Rbe1 Rb2 35.R1e2 Rhxe2 36.Bxe2 Be6 37.Kf1 Kf8 38.Ke1 Ke7 39.Kd1 Kd6 40.Kc1 Ra2 41.Kb1 Rd2 42.Kc1 Rd4





43.Kc2 Kc5 44.Kc3 c6 45.Bf3 Rd8 46.Be2 Rh8 47.Bf3 Rh3 48.Bg2 Rh2 49.
Bf3 Bf7



50.Bg4 [50.g4 Be6] 50...Bh5 51.Bc8 Be2 52.Bxb7 Bg4 53.Rd3 Rg2 54.Bxc6
Kxc6 55.b4 axb4+ 56.Kxb4 Rb2+ 57.Kc3 Re2 58.a5 Rxe4 59.a6 Be6 60.
Kb2 Rxc4 61.Ra3 Rb4+ 62.Kc3 Rb8 63.a7 Ra8 64.Ra6+ Kd5 65.Kb4 Bd7
66.Ra1 e4 67.Kc3 Bb5 68.Kd2 Kd4 69.Ra3 g4 70.Rb3 Ba6 71.Rb4+ Bc4 72.
Ra4 e3+ 73.Kc2 e2 74.Kd2 Kc5 75.Ra1 Kb6 0-1

Back to [Chess Coaching Page](#)

This document (Praxis\lesslars.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lessons from Petrosian

The williest, boringest, most elusive, most modern of world champions, **Petrosian** remains a difficult and contradictory figure. His play combines deft tactical awareness with an acute sense of *prophylaxis*, so that opponents have the greatest difficulty in laying a finger on him. And for his own part, he often seems content holding the margin of the draw than undertaking any heroics in pursuit of a win. In the analysis room, and in blitz games, **Petrosian's** abundant tactical skills were apparent to everyone, but to the spectator of his tournament games, these were far from obvious, and he was regarded as dull and perhaps relatively weak.

You don't get to be world champion without having something going for you, and I have included one game below designed to dispel the idea that **Petrosian** cannot attack. But like Ulf Andersson, his youthful attacking phase matured into a highly sophisticated positional style, where a web of small moves can bind and hold the opposing pieces, and his tactical skills were used to anticipate and avoid the attacking ideas of his opponent. He has embraced the hypermodern style, perhaps taking to another level Nimzovitch's ideas about prophylaxis and the centre. With this style, his tactical skills are always subservient to strategy.

A club player who is trying to decide what is going on in lots of **Petrosian's** games could well do themselves a mischief. But in his most accessible games, the play contains as much tension and drama as one could hope for. And also, for my purposes, as much instruction. By all means go to masters like Morphy and Capablanca to understand simple **chess**. But I don't think you will find clearer examples of how an apparently strong Pawn front can in fact turn out to be a hollow sham than in **Petrosian's** games against Korchnoi and Spassky, Also notable were his games with campaigns based on colour-complexes; he more than once reduced a strong GM like Mecking to useless shuffling.

Opening

What can a club player learn from a man who once opened as Black: 1.e4 e6 2. d4 d5 3.Nc3 Bb4 4.e5 b6 5.Qg4 Bf8 6.Nf3 Qd7 7.Nb5 Nc6 and won? (Joppen,E - **Petrosian,T [C16] Belgrade (11), 1954: 0-1, 56?)**

(1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 b6 5.Qg4 Bf8 6.Nf3 Qd7 7.Nb5 Nc6 8.c3 a6 9. Na3 f5 10.Qg3 Bxa3 11.bxa3 Bb7 12.Ng5 0-0-0 13.h4 Nh6 14.Bd3 Kb8 15.Qf3 Nf7

16.Nh3 g6 17.Qe2 Ka7 18.Bg5 Nxf5 19.Nxf5 h6 20.Nh3 Qe7! 21.Nf4 g5 22.Nh3 [22.Ng6 Qxa3 23.Nxh8 Qxc3+ 24.Qd2 Qxa1+; 22.hxg5 hxg5 23.Rxh8 Rxh8 24.Nh3 g4 25.Ng1 Rh1 26.Kf1 Qh4-+] 22...Qxa3 23.Qd2 Qe7 24.0-0-0 Rdg8 25.Kb1 Na5 26.hxg5 hxg5 27.f4 g4 28.Ng5 Bc6 29.Qb2 Nc4 30.Qb4 Qd7 31.Bxc4 a5 32.Qb2 dxc4! 33.Qd2 Bd5 34.Rdg1 Qc6 35.Rxh8 Rxh8 36.g3 Qe8 37.Kb2 Qh5 38.Kc2 Qh2 39.Qxh2 Rxh2+ 40.Kb1 Ka6 0-1)

Petrosian is at his best in highly technical, flexible openings, which most of us should avoid like the plague, but there is one important opening where his mastery is well worth studying.

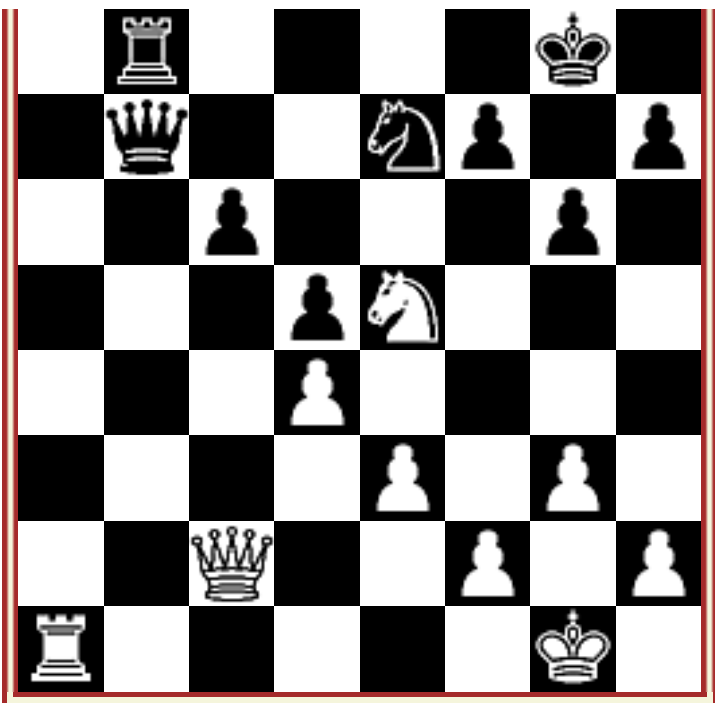
Petrosian,T - Rossetto,H [D35] Portoroz (11), 1958

1.d4 Nf6 2.Nf3 d5 3.c4 e6 4.Nc3 Be7 5.cxd5 exd5



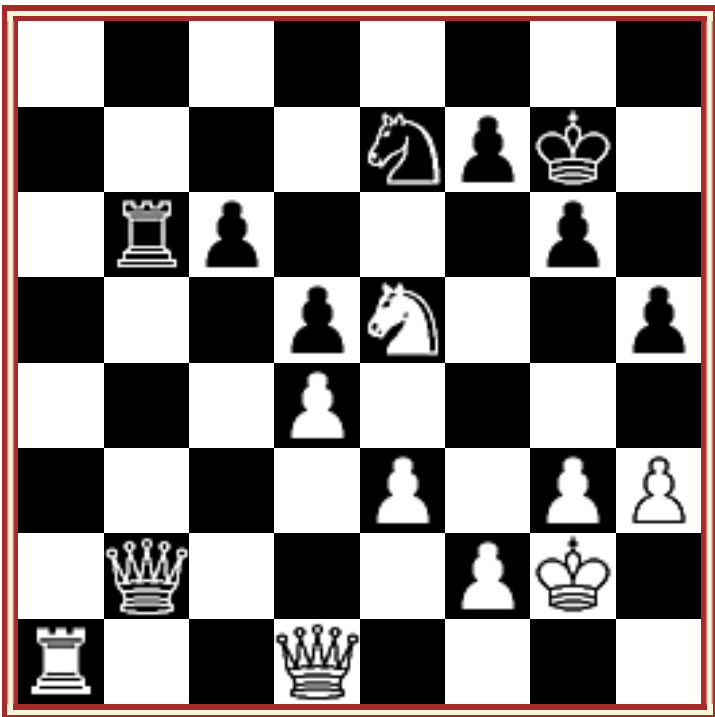
O'Kelly describes the Exchange Variation as one of **Petrosian's** main 'sources of income'. The Pawn structure suggests a minority attack for White.

6.Bf4 c6 7.Qc2 Na6 (idea Pc7-e6) 8.a3 0-0 9.e3 Nc7 10.Bd3 Ne6 11.Be5 g6 12.0-0 Ng7 13.b4 a6 14.Bxf6 Bxf6 15.a4 Bf5 16.Bxf5 Nxf5 17.b5 axb5 [17...c5!? 18.dxc5 Rc8 Gligoric, Matanovic] 18.axb5 Qd6 19.bxc6 bxc6 20.Na4 +/- Rfb8 21.Nc5 Qe7 (idea Pd6-c4) 22.Nd3 Qb7 23.Nfe5! Bxe5 24.Nxe5 Rxa1 25.Rxa1 Ne7 26.g3



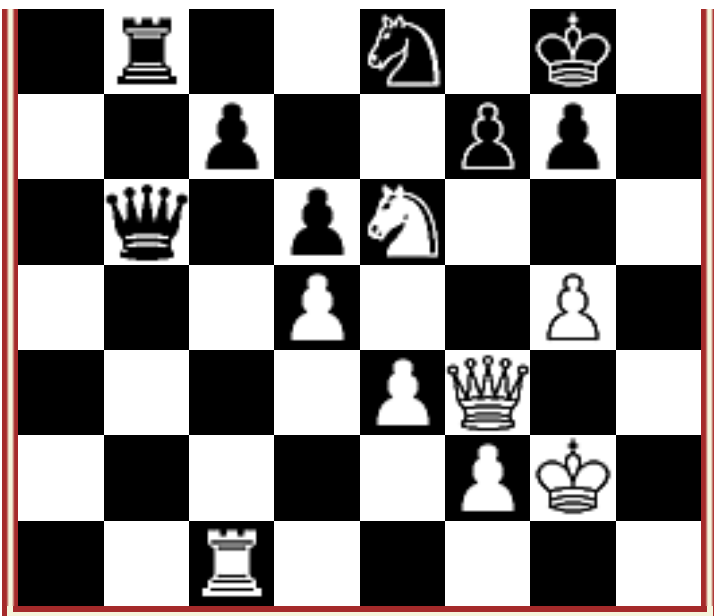
White's attack yields a weakness.

26...Qb2 [26...Qc7 Darga] **27.Qd1 h5?! 28.Rc1 Rb6 29.h3 Kg7 30.Kg2 Qa3?**
[30...Nf5! 31.Rc2 Qb3! Darga] **31.Ra1 Qb2**



32.g4! Opening a second front. **32...hxg4 33.hxg4± 33...Rb7 34.Rc1 Qb5?**
[34...f6 35.Nxc6? Rc7 Gligoric, Matanovic] **35.Qf3 f6**



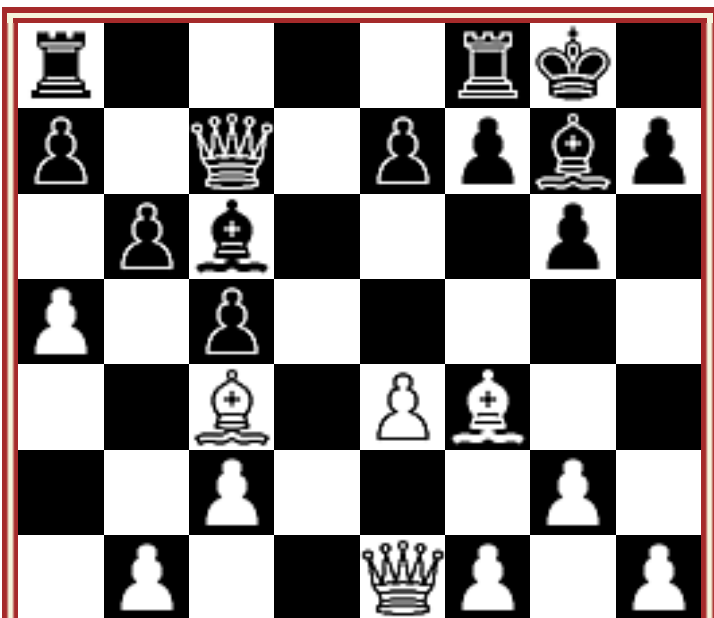


36.g5! Nf5 [36...fxe5 37.Qf6+ Kg8 38.Rh1+-; 36...f5 37.Qh3+-] **37.gxf6+ Kxf6**
38.Rxc6+ Ke7 39.Qf4 1-0

Middlegame

Petrosian, T - Mecking, H [B07] Palma, 1969

1.d4 g6 2.e4 Bg7 3.Nf3 d6 4.c3 Nf6 5.Nbd2 0-0 6.Be2 c5 7.dxc5 dxc5 8.0-0 Nc6 9. Qc2 b6 10.Nc4 Bb7 11.a4 Qc7 12.Re1 Na5 13.Bf1 Nxc4 14.Bxc4 Ng4 15.a5 Bc6 16. Qe2 Ne5 17.Nxe5 Bxe5 18.g3 Bg7 19.Bf4

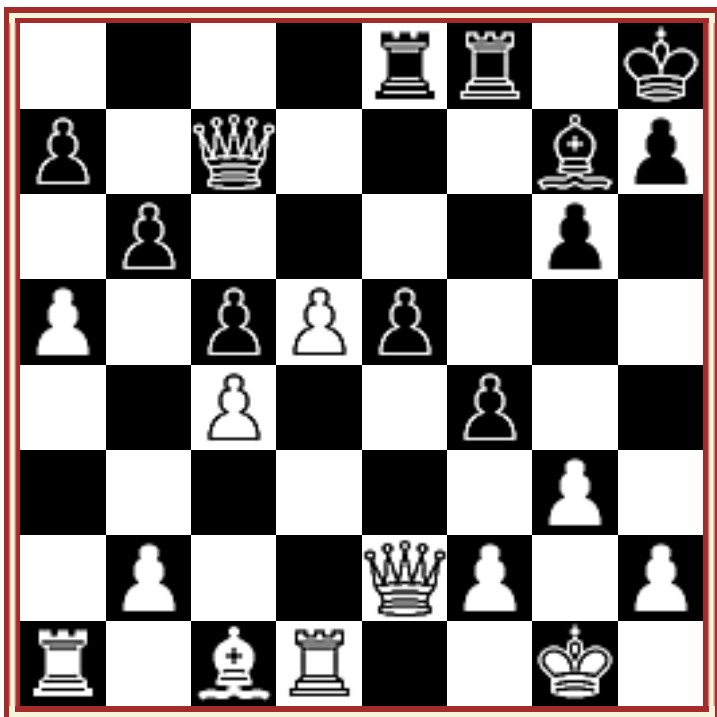




19...e5 20.Bc1

What has White achieved with his last two moves? Black has gained a move, but it is a move which does his light squares no favours. There is a second point, a psychological one: the complete retreat to c1 may lead Black to assume his opponent is not really trying to win, and can be attacked with impunity. The lunge of the e-Pawn perhaps suggests Black is losing patience, and might be tempted to further errors...

20...Kh8 21.Bd5 Bxd5 22.exd5 f5 23.c4 Rae8 24.Rd1 f4



Natural to an attacking player like Mecking, but **Petrosian** must have smiled quietly inside. White can now achieve a complete blockade of the light squares, after which the famous **Petrosian** grip never relaxes.

25.axb6 axb6 26.Qe4 Qd7 27.Re1 Qf7 28.Re2 g5 29.g4 Qd7 30.f3 Ra8 31. Rxa8 Rxa8 32.Bd2 Re8 33.Bc3 Qd6 34.Re1 h6 35.Ra1 Rf8 36.Ra7 Re8

Now it is Black who returns a piece to its original square, but not from choice, rather from lack of choice.

37.Qf5 b5 38.Rd7 Qf8 39.Qxf8+ Rxf8 40.cxb5 Rb8 41.Rxg7 1-0

Petrosian,T - Mecking,H [D03] Wijk aan Zee, 1971

I often think of **Petrosian's** style as conquering one square of the board at a time, taking perhaps 64 moves to win.

1.d4 Nf6 2.Nf3 e6 3.Bg5

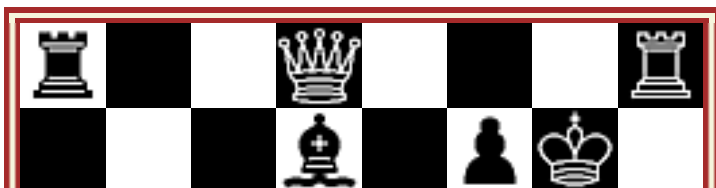
Petrosian always had a fondness for these apparently toothless Bishop moves in the opening.

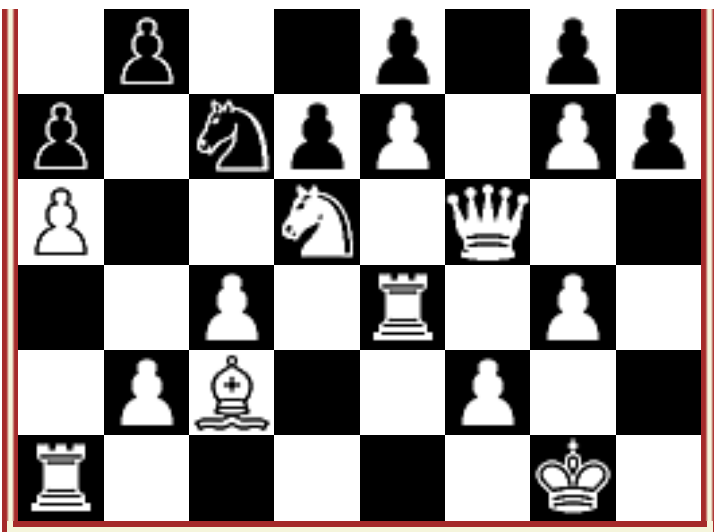
3...c5 4.e3 d5 5.c3 Nc6 6.Nbd2 cxd4 7.exd4 Be7 8.Bd3 h6 9.Bf4 Nh5 10. Be3 Nf6 11.Ne5 Nxe5 12.dxe5 Nd7 13.Bd4 Nc5 14.Bc2 a5 15.Qg4 g6



The outlines of the game are clearer: we have a blocked Pawn chain, like a French Defence, with White having the basis for a dark-square campaign.

16.0-0 Bd7 17.Rfe1 Qc7 18.a4 Na6 19.Qe2 Kf8 20.Nf3 Kg7 21.Be3 Nc5 22. Nd4 Ra6 23.Bc1 Raa8 24.g3 b6 25.h4 h5 26.Qf3 Qd8 27.Bd2 Qe8 28.Bg5 Qd8 29.Qf4 Rc8 30.Re3 Bxg5 31.hxg5 Ra8



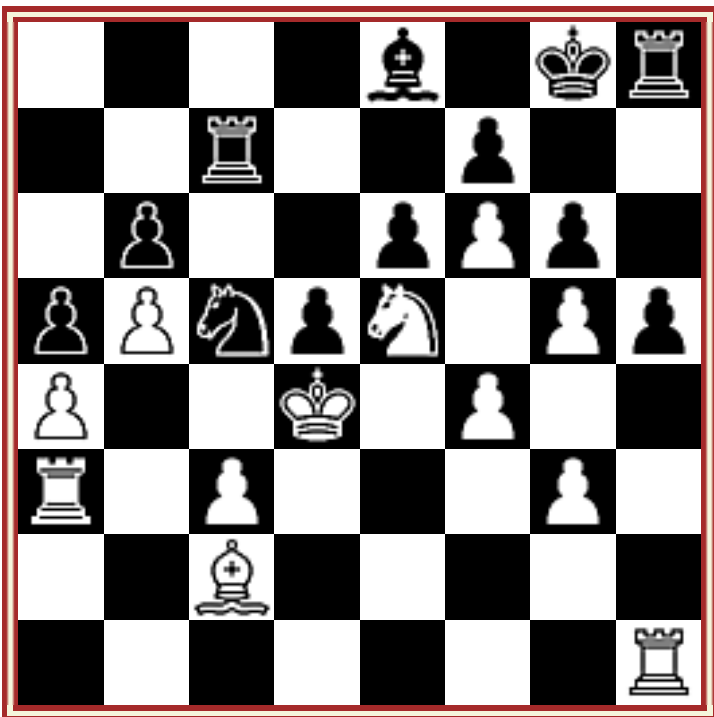


Petrosian shifts tack.

32.Qf6+ Qxf6 33.exf6+ Kh7 34.Kg2 Rae8 35.f4 Rb8 36.Ree1 Nb7 37.Rh1 Kg8 38.Nf3 Nd6 39.Ne5 Be8 40.Bd3 Rc8 41.Kf3

KUFTE, we say, King Up For The Endgame.

41...Bc6 42.Rh2 Be8 43.Ke3 Rc7 44.Kd4 Nb7 45.b4 Nd8 46.Rh4 Nb7 47. Ra2 Nd6 48.Rh1 Nb7 49.b5 Nc5 50.Bc2 Nd7 51.Ra3 Nc5



Petrosian has climbed to the top of the hill, and now charges down abruptly on his opponent's forces.

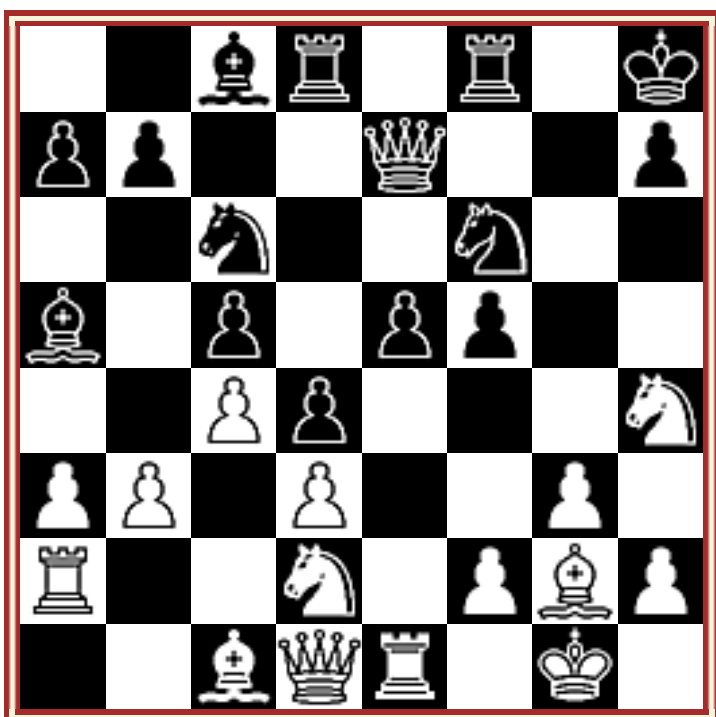
52.c4 Nd7 53.Rc3 Nxe5 54.Kxe5 dxc4 55.Be4 Rc8 56.Kd6 Rc5 57.Rhc1 h4 1-0

Petrosian - Korchnoi [A20] Moscow, 1971

1.c4 e5 2.g3 c6 3.b3 d5 4.Bb2 d4

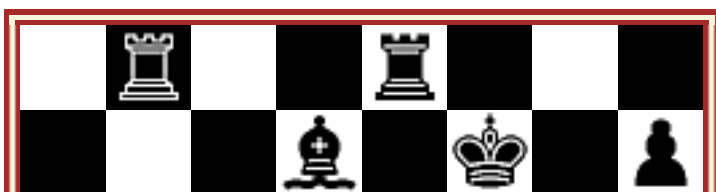
Black makes a stake in the centre.

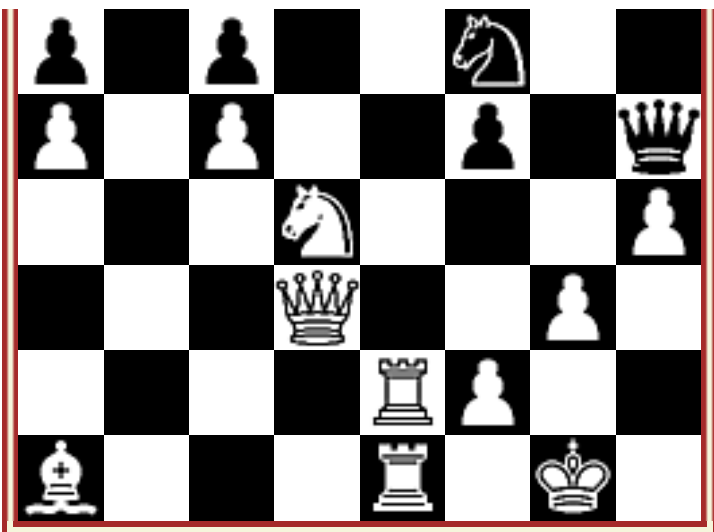
5.Nf3 Bd6 6.d3 c5 7.Bg2 Ne7 8.O-O Nec6 9.e3 O-O 10.Nbd2 Be6 11.e4 Nd7
 12.Nh4 g6 13.Bf3 Bc7 14.a3 Ba5 15.Bc1 Qe7 16.Bg4 f5 17.exf5 gxf5 18.
 Bf3 Nf6 19.Bg2 Rad8 20.Ra2 Bc8 21.Re1 Kh8



At first glance, Black has the advantage because of the extra space. **Petrosian** goes on to show that White has much opportunity for play around the shell of Black's armour, while Black is overstretched.

22.b4 cxb4 23.Nb3 Bb6 24.Bxc6 bxc6 25.axb4 a6 26.Nf3 e4 27.c5 Bc7 28.
 Nfxd4 Qf7 29.Rd2 Bd7 30.Bb2 Kg8 31.Na5 Bxa5 32.bxa5 Rb8 33.Ba1 Rfe8
 34.Rde2 Qh5 35.Qd2 Kf7 36.h4 exd3 37.Qxd3





Nothing is left of Black's centre.

37...f4 38.Nf3 Rxe2 39.Qxe2 Qxc5 40.Ne5+ Kf8 41.Nxd7+ Nxd7 1-0

Petrosian, T - Spassky, B [E66] Moscow (10), 1966

1.Nf3 Nf6 2.g3 g6 3.c4 Bg7 4.Bg2 0-0 5.0-0 Nc6 6.Nc3 d6 7.d4 a6 8.d5 Na5 9.Nd2 c5 10.Qc2 e5

[10...Rb8!?!]

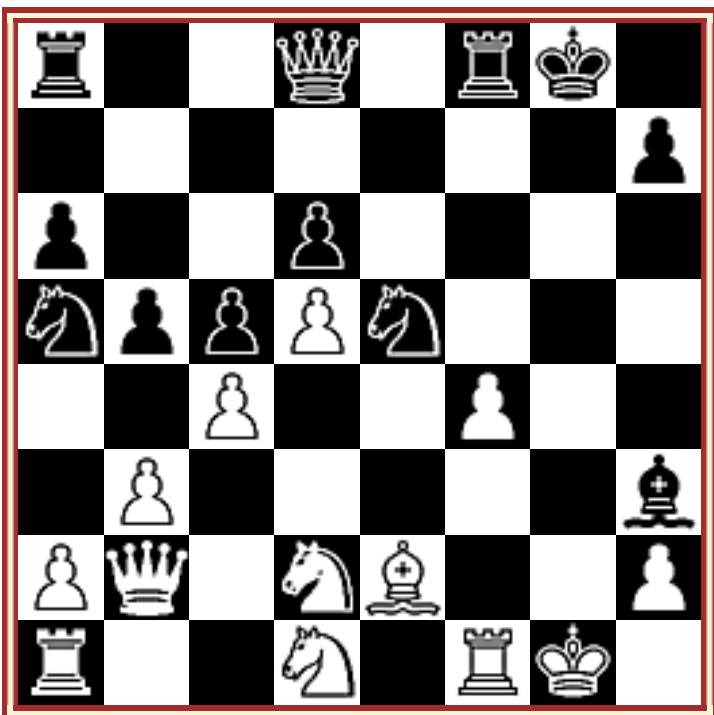
11.b3? [11.a3 b6 12.b4 Nb7 13.Rb1 «] **11...Ng4 12.e4** [12.Bb2 f5 13.Rae1!?!] **12...f5 13.exf5 gxf5 14.Nd1!?** [14.Bb2! Bd7 15.Rae1 b5 16.Nd1=+] **14...b5**





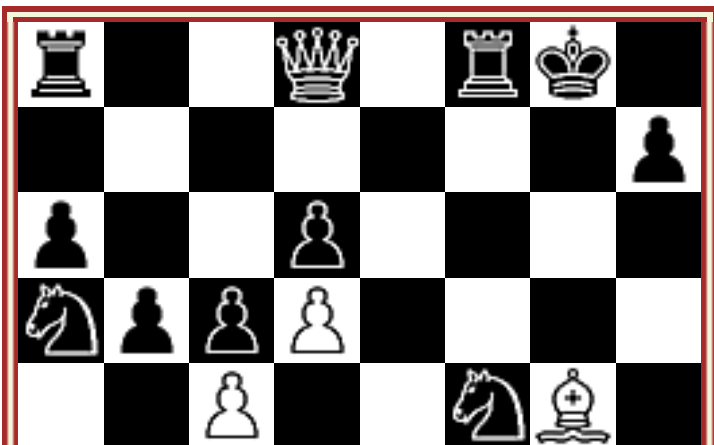
I remember someone describing Spassky, the challenger, "mounting lordly attacks on both wings", playing as a future champion should.

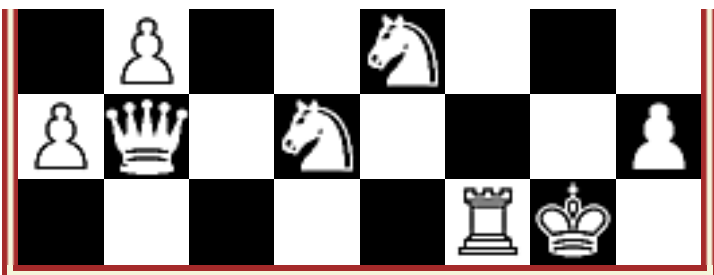
15.f3? [15.Bb2 Rb8 16.f3 Nf6 17.Bc3 Bh6 18.Re1] **15...e4!** **16.Bb2 exf3** **17.Bxf3 Bxb2** **18.Qxb2 Ne5** **19.Be2 f4!** [19...Ra7!?] **20.gxf4** [20.Rxf4 Rxf4 21.gxf4 Ng6 22.Ne4 Nxf4 23.Ndf2 Ra7] **20...Bh3?**



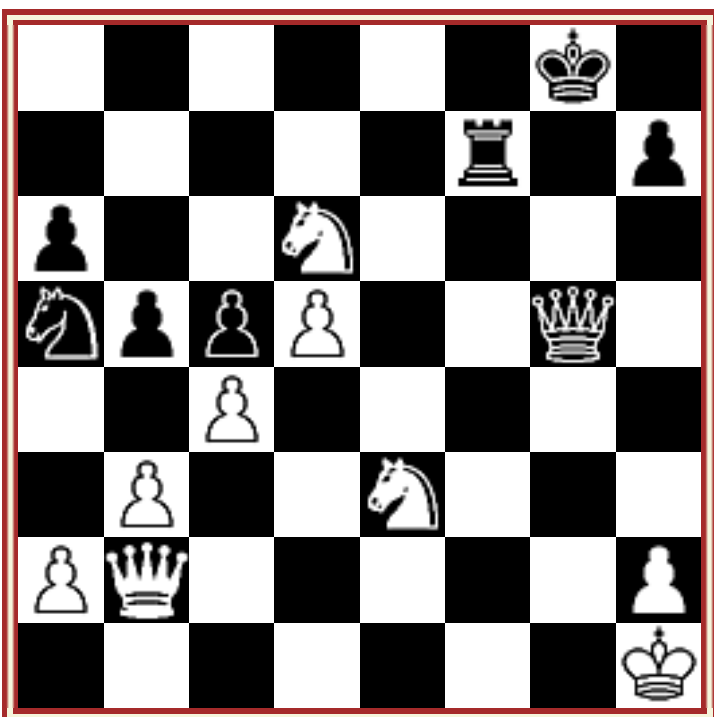
[20...Rxf4 21.Ne3 Qg5+ 22.Kh1 Rxf1+ 23.Ndxf1 Ra7÷]

21.Ne3! No **Petrosian** game is really complete without an exchange sac. **21...Bxf1** [21...Rxf4? 22.Rxf4 Qg5+ 23.Rg4! (23.Kh1 Qxf4 24.Rg1+μ) 23...Nxg4 24.Nxg4 Bxg4 25.Bxg4 Qxg4+ 26.Kh1 Qd4™ 27.Rg1+ Kh8 28.Qxd4+ cxd4 29.Rg4± -] **22.Rxf1 Ng6** ¹ [22...Nd7 23.Bg4 Qf6] **23.Bg4 Nxf4?**





[23...Rxf4? 24.Be6+ Kf8 25.Rxf4+ Nxf4 26.Qh8++-; 23...Qf6!™ 24.Be6+ Kh8 25.Qxf6+ Rxf6 26.f5 Ne5 27.Ne4!±] **24.Rxf4!** And again! But this is a position for centralised minor pieces. **24...Rxf4 25.Be6+ Rf7 26.Ne4 Qh4** [26...Raa7 27.Nf5 Qf8 28.Qf6+-] **27.Nxd6 Qg5+** [27...Qe1+ 28.Kg2 Qxe3 29.Bxf7+ Kf8 30.Qh8+ Ke7 31.Nf5+ Kxf7 32.Qg7+ and 33.♣xe3 +-] **28.Kh1 Raa7** [28...Qxe3 29.Bxf7+ Kf8 30.Qh8+ Ke7 31.Nf5+ Kxf7 32.Qg7+ and 33.♣xe3] **29.Bxf7+ Rxf7**



30.Qh8+! A splendid finish. **Petrosian** hadn't read the script, and went on to hold his title in this match. **1-0**

Petrosian,T - Botvinnik,M [A46] USSR ch (9), 1951

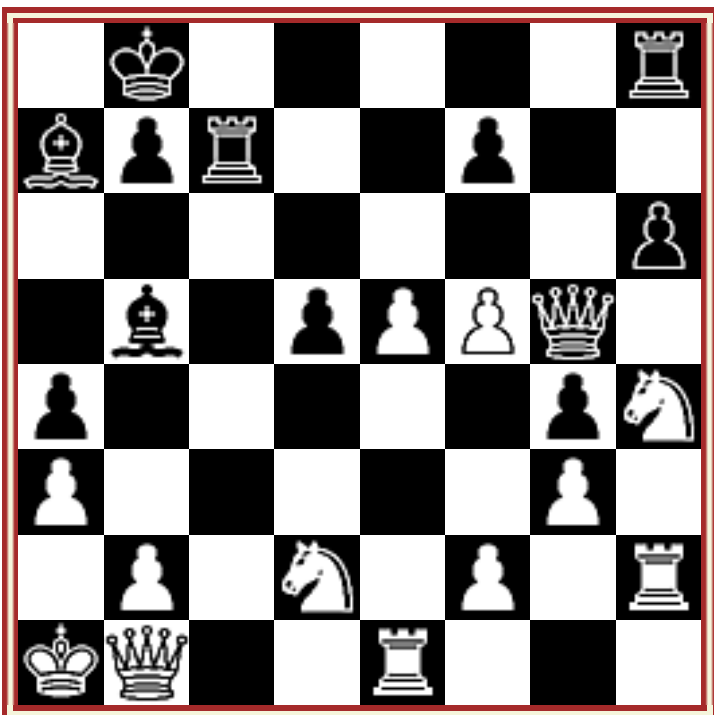
An encounter with the World Champion! Not only of historical significance, but also shows the tenacity of the young Tigran. **Petrosian** has always been a wonderful defender; here's how it's done:

1.d4 Nf6 2.Nf3 e6 3.Bg5 h6 4.Bh4 g5 5.Bg3 Ne4 6.Nbd2 Nxg3 7.hxg3 Bg7 8.c3 d6 9.e3 Nc6 [9...c5 10.dxc5 dxc5 11.Ne4 Qc7 12.Qd6 Qxd6 13.Nxd6+ Ke7 14.0-0-0=] **10.Bd3 Bd7 11.Qc2 Qe7 12.0-0-0 a5!** White really has been too

slow here. **13.e4 a4 14.a3 Na5 15.Rde1 0-0-0 16.Kb1 Kb8 17.e5 d5! 18.g4 Rc8 19.Qd1 c5 20.Bc2 Qe8 21.dxc5 Rxc5 [21...Bf8 22.Nxg5] 22.g3 Nc6! 23.Re3 [23.Bxa4 Nxe5 24.Bxd7 Nxd7] 23...Ra5 24.Rhe1 Bf8**

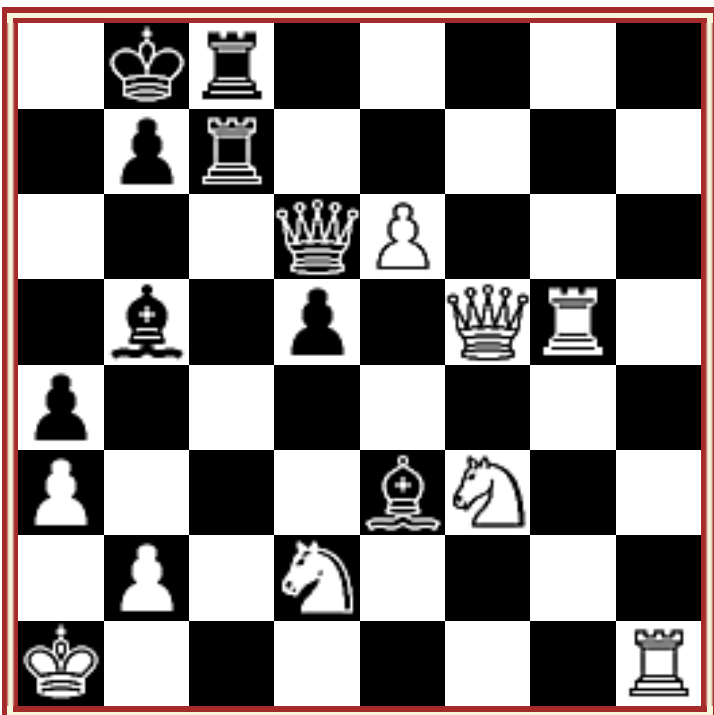


White now seeks some active play. **25.c4 Bc5 26.R3e2 Ne7 27.Ka1 Qd8 28.Rh1 [idea Nxg5] 28...Ba7 29.Qb1 Rc5 30.cxd5 exd5! 31.Bf5 Nxf5 32.gxf5 Bb5 33.Ree1 Rc7 34.Rh2 g4 35.Nh4 Qg5**



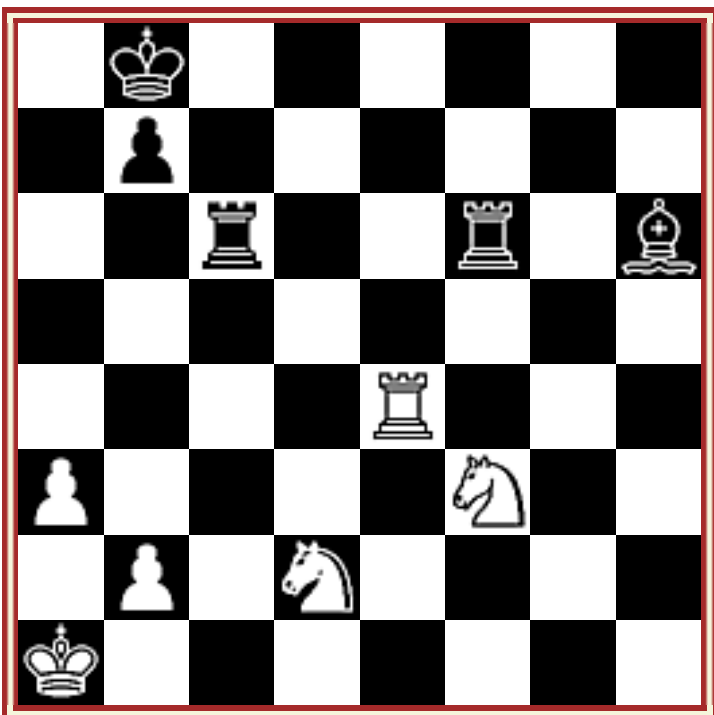
White's position is critical, so he jettisons a Pawn for counterplay. **36.f4! gxf3 37.Nhxf3 Qxg3 38.e6 fxe6 39.fxe6 Rhc8** Returning the Pawn for the attack. [39... Bf2 40.Reh1 Be3 +=] **40.Rxh6 Bf2 41.Reh1 Qg4 42.Rg6 Qf4 43.Rg5 Qd6 44.**

Qf5 Be3



White's position still looks precarious: the Bishops are firing in all directions.

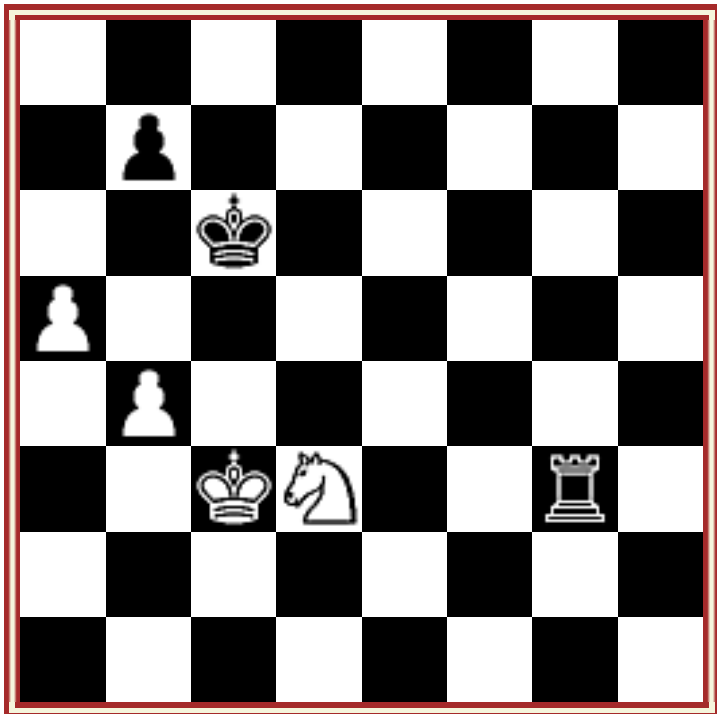
45.Qxd5! Qxd5! 46.Rxd5 Bc6 47.Rhh5 Bxd5 48.Rxd5 Re7 49.Re5 Bh6 50. Re4 Rc6 51.Rxa4 Rxe6 52.Re4 Rf6



White must still work for the draw.

53.Ka2 Kc7 54.Re7+ Kc8 55.Re2 Rc2 56.Kb1 Rcc6 57.Nd4 Rcd6 58.N2b3 Bg7 59.Ka2 Rf1 60.Nc2 Rf5 61.Rg2 Bf6 62.Nb4 Kd7 63.Rh2 Kc7 64.Nc2

Rg5 65.Nd2 Re6 66.Nb4 Bg7 67.Kb3 Re3+ 68.Ka2 Re6 69.Kb3 Re3+ 70.
Ka2 Re8 71.Kb3 Kb8 72.Nb1 Re3+ 73.Nc3 Reg3 74.Rd2 Rg2 75.Rxg2 Rxg2
76.Nd3 Rh2 77.Kc4 Rd2 78.a4 Ka7 79.Nb5+ Kb6 80.b4 Rc2+ 81.Kb3 Rg2
82.Nc3 Rg3 83.Kc4 Rg4+ 84.Kb3 Rg3 85.Kc4 Bxc3 86.a5+ Kc7 87.Kxc3 Kc6



Still no chance to relax.

88.Kc4 Rg4+ 89.Kc3 Kb5 90.Nc5 Rc4+ 91.Kd3 Rxb4 92.Nxb7 Kc6 93.a6
Kd5 94.Nd8 Rd4+ 95.Ke3 Re4+ 96.Kd3 Rf4 97.a7 Ra4 98.Nf7 Rxa7 99.Ng5
Ra3+ 100.Ke2 1/2-1/2

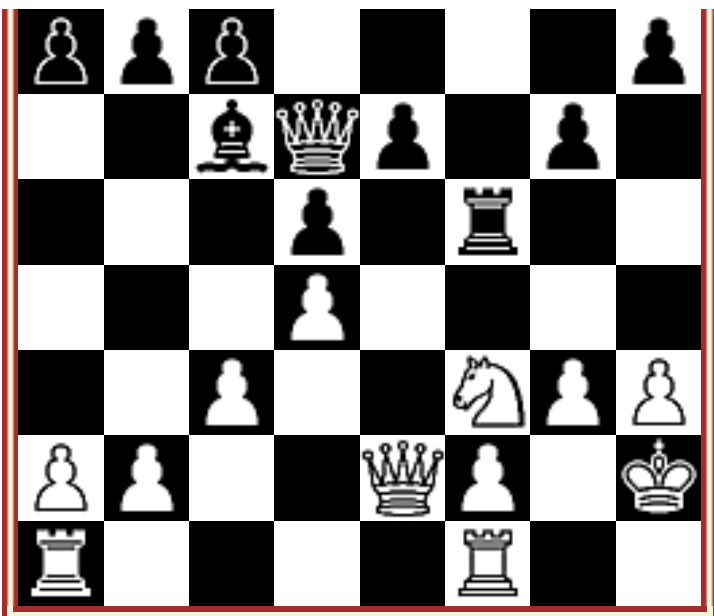
A thrilling draw.

Endgame

Petrosian,T - Chistiakov,A [A80] Riga, 1954

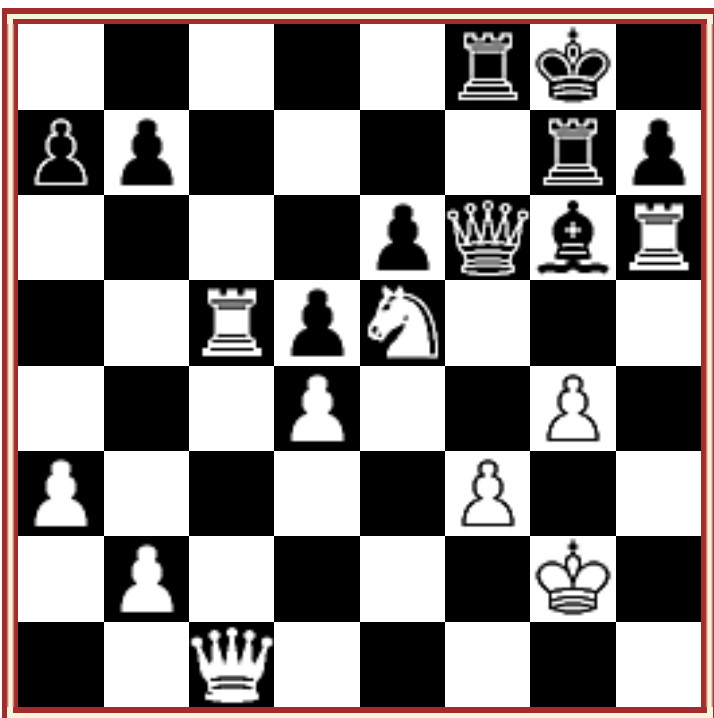
1.d4 e6 2.Nf3 f5 3.Bf4 Nf6 4.e3 Be7 5.Bd3 0-0 6.Nbd2 d6 7.c3 Nc6 8.Qc2 Qe8 9.
h3 Bd7 10.Bh2 g6 11.e4 fxe4 12.Nxe4 Nxe4 13.Bxe4 d5 14.Bd3 Bd6 15.Qe2 Qe7
16.0-0 Bxh2+ 17.Kxh2 Rf4 18.Bb5 Qd6 19.g3 Rf5 20.Bxc6 Bxc6





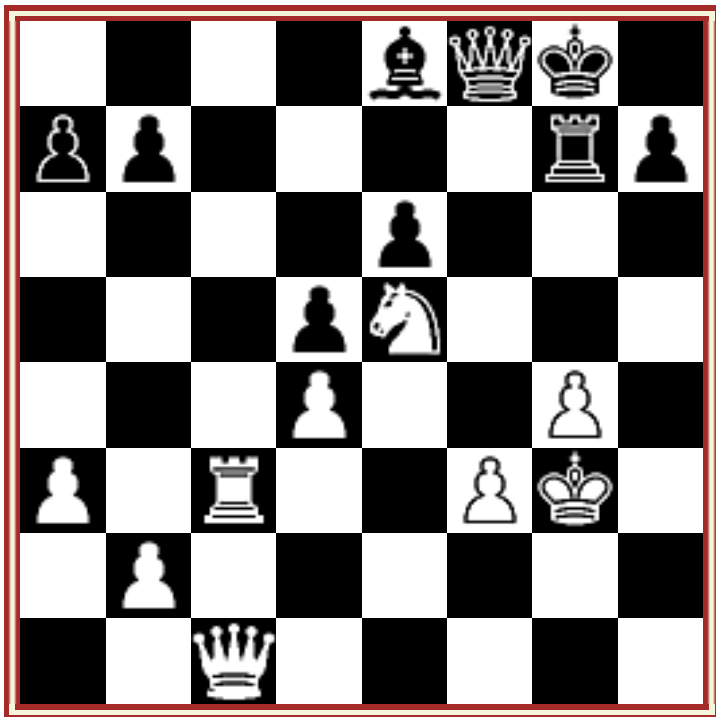
Peter Clark picks this one out as a typical **Petrosian** game, featuring a good Knight against bad Bishop. "Purposeful yet unhurried".

21.Ne5 Raf8 22.f3 Be8 23.h4 c5 24.Rfe1 cxd4 25.cxd4 Qb4 26.Qf2 g5 27. hxg5 Rxc5 28.a3 Qe7 29.Rac1 Rg7 30.Qe3 Bh5 31.Kh3 Qf6 32.g4 Be8 33. Kg3 Qd8 34.Rh1 Qb6 35.Rh2 Qd8 36.Rh6 Qd6 37.Kg2 Bg6 38.Rc5 Qb6 39. Qc3 Qd8 40.Qc1 Qf6



Very gradually, **Petrosian's** pieces have attained their ideal squares. We now have another protracted manoeuvring phase, where White tries out several arrangements of pieces until he finds one he likes. This sort of cat-and-mouse play is frustrating to watch, torture to play against, and very effective.

41.Rc8 Qe7 42.Rxf8+ Qxf8 43.Rh1 Qd8 44.Qh6 Qd6 45.Qf4 Qb6 46.Rc1 Qd8 47.Kg3 Be8 48.Qh6 Bg6 49.Rc3 Qf8 50.Qc1 Be8

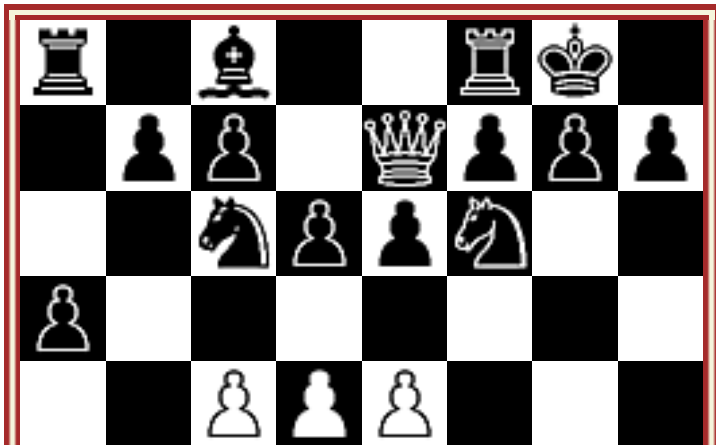


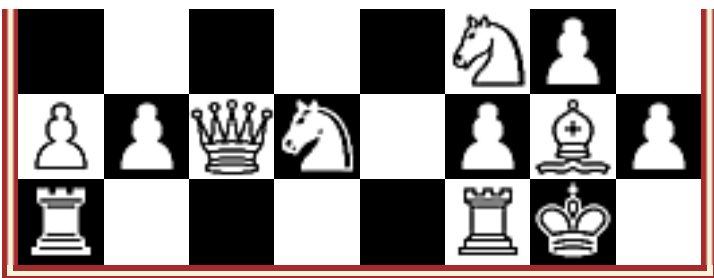
The final push begins.

51.Rc8 Re7 52.Qg5+ Kh8 53.Nd3 Qg7 54.Qh5 Qf8 55.Qe5+ Qg7 56.Qb8 Qf8 57.Qxa7 h5 58.Qb8 hxg4 59.fxg4 Kh7 60.Rc7 b5 61.Nf4 Kg8 62.Rxe7 Qxe7 63.Qe5 Kf7 64.g5 Bd7 65.g6+ 1-0

Kalantar,A - **Petrosian**,T [E11] Erevan, 1948

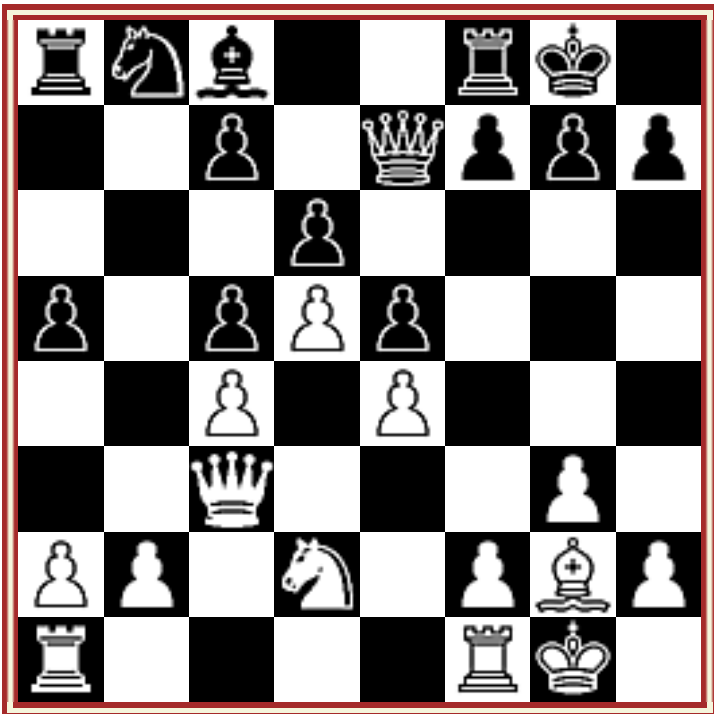
1.d4 Nf6 2.c4 e6 3.Nf3 Bb4+ 4.Bd2 Qe7 5.g3 Nc6 6.Bg2 Bxd2+ 7.Nbxd2 0-0 8.0-0 d6 9.e4 a5 10.Qc2





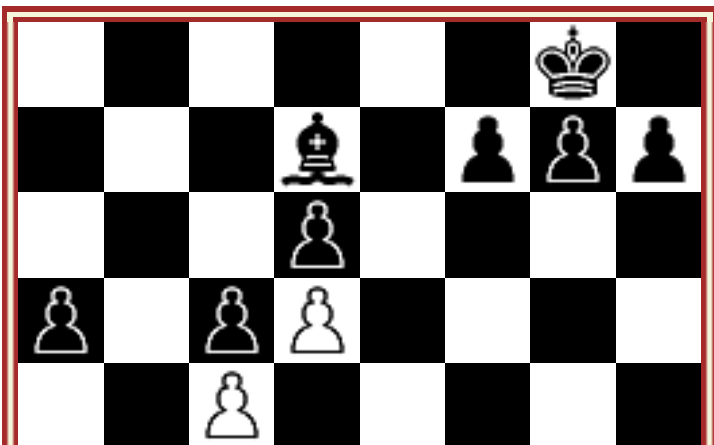
The wily **Petrosian** tempts White forward, by retreating!

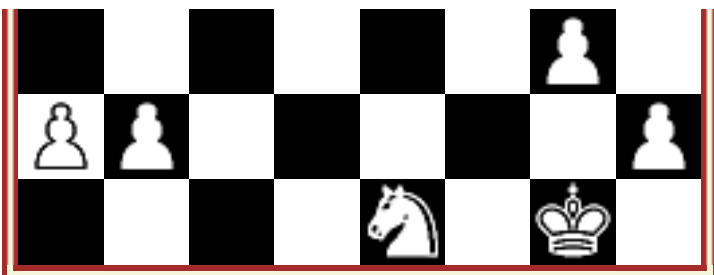
10...Nd7 11.d5 Ncb8 12.Nd4 Nc5 13.Qc3 e5 14.N4b3 b6 15.Nxc5 bxc5



White's position has gone nowhere over the last few moves, while Black has fixed the Queen's-side, and hampered the view of the Bg2. White decides on a pre-emptive strike.

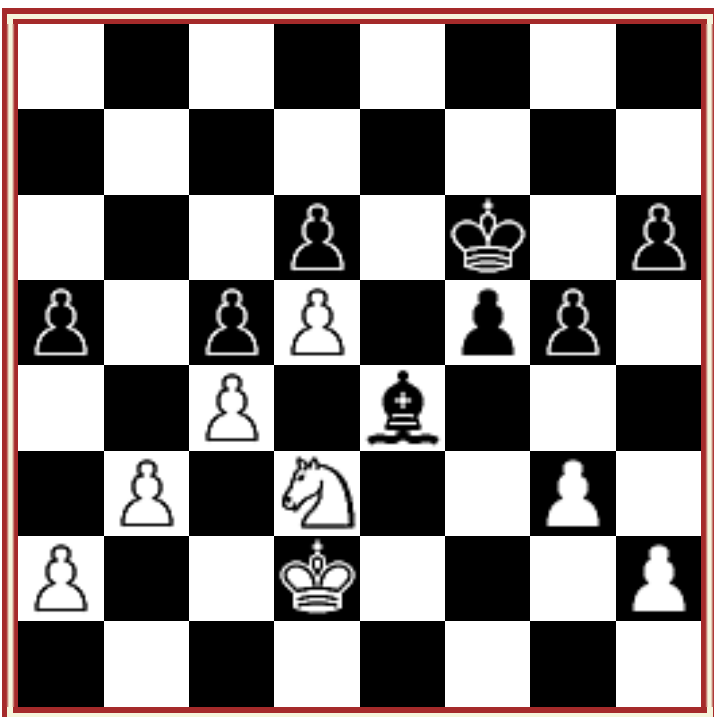
16.f4 Nd7 17.Bh3 Re8 18.Rae1 Qf6 19.Bxd7 Bxd7 20.fxe5 Qxe5 21.Qxe5 Rxe5 22.Nf3 Re7 23.e5 Rae8 24.exd6 Rxe1 25.Rxe1 Rxe1+ 26.Nxe1 cxd6





White has weathered the storm, but there is more to come. Black can count several advantages: (1) active majority, (2) entry route for the King, and (3) targets for the Bishop on the Queen's-side.

27.Kf2 f5 28.Ke3 Kf7 29.Nd3 Bc8 30.b3 g5 31.Kf3 Kf6 32.Ke3 Bd7 33.Kf3 Be8 34.Ke3 h6 35.Kf3 Bh5+ 36.Ke3 Bd1 37.Kd2 Bf3 38.Ke3 Be4 39.Kd2



Black now switches to a simple King ending. Clarke comments that Black is virtually a Pawn ahead, the a2 and b3 Pawns able to do nothing. [39.Nc1 Ke5 idea ...f4+]

39...Bxd3 40.Kxd3 Ke5 41.Ke3 f4+ 42.gxf4+ gxf4+ 43.Kf3 Kf5 44.Kf2 Ke4 45.Ke2 f3+ 46.Kf2 Kf4 47.h4 h5 48.a3 Ke4 0-1

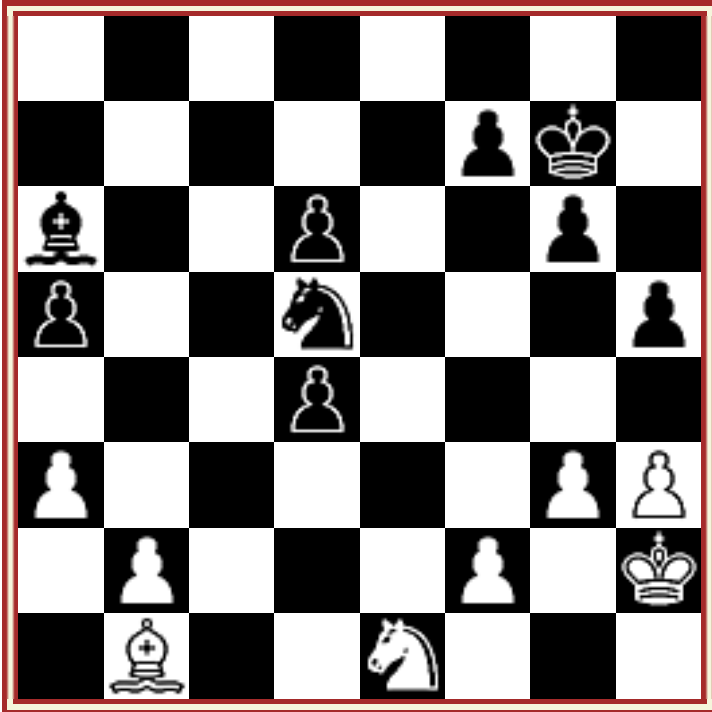
Bondarevsky,I - Petrosian,T [E71] 1951

1.d4 Nf6 2.c4 d6 3.Nc3 g6 4.e4 Bg7 5.h3 0-0 6.Be3 c5 7.d5 e6 8.Bd3 exd5 9.exd5 Na6 10.Nf3 Nc7 11.0-0 b5 12.Qd2 bxc4 13.Bxc4 Qd7 14.Bh6 Bb7 15.Bxg7 Kxg7

16.Rad1 Rfe8 17.Qf4 h6 18.Rfe1 Rxe1+ 19.Nxe1 Re8 20.Nc2 Re5 21.Ne3 Qe7 22.
a3 a5 23.Ba2 h5 24.Kh2 Ne4 25.Nxe4 Rxe4 26.Qf3 Ba6 27.g3 Qe5 28.Rd2 Ne8 29.
Bb1 Rd4 30.Rxd4 Qxd4?

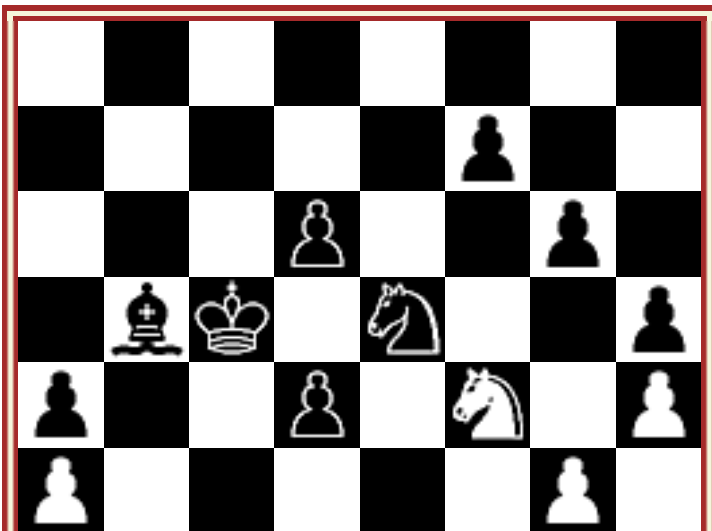
[30...cxd4! rounds up the Pd5. 31.Ng2 Nf6 32.Nf4 Bc4 Clarke]

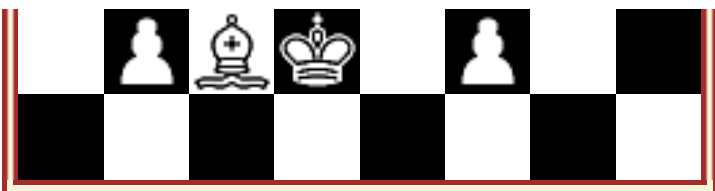
31.Qe4 Nf6 32.Qxd4 cxd4 33.Ng2 Nxd5 34.Ne1



Black has a material and 'optical' advantage (more space and mobility, even with two pairs of pieces remaining). But to turn this into a win is no simple matter.

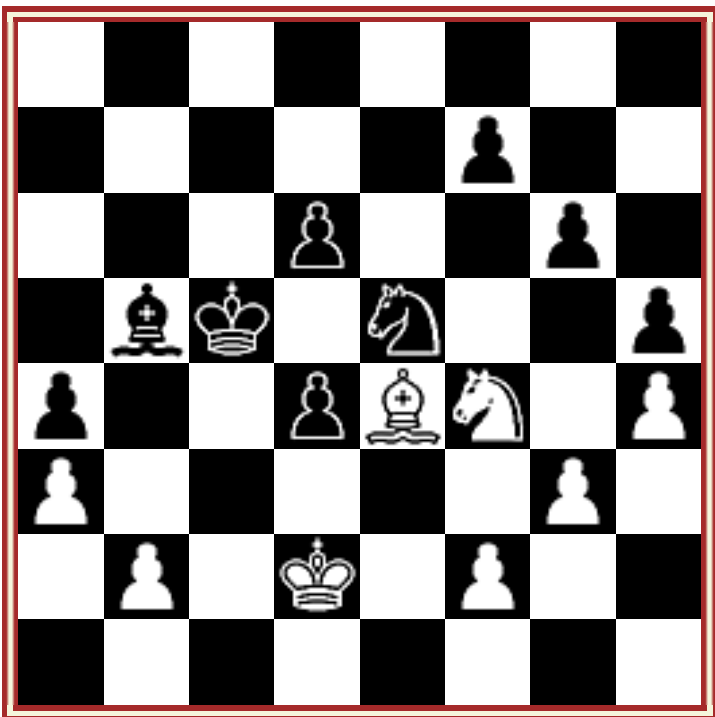
**34...Kf6 35.Kg2 Nb6 36.Bd3 Bc8 37.h4 a4 38.Kf1 Ke5 39.Ke2 Kd5 40.Kd2
Kc5 41.Bc2 Nc4+ 42.Kc1 Bd7 43.Nd3+ Kb6 44.Nf4 Bc6 45.Bb1 Ne5 46.Kd2
Bb5 47.Bc2 Kc5**





Black tries a re-grouping, although he will come back to this arrangement.

48.Be4 Bc4 49.Bc2 Kb5 50.Be4 Bb3 51.Bb1 Ng4 52.Ke1 Kb6 53.Be4 Bc4
54.Bc2 Ka5 55.Be4 Kb5 56.Bc2 Ne5 57.Kd2 Ka5 58.Be4 Kb6 59.Bb1 Bb5
60.Bc2 Kc5 61.Be4



Knowing that he can squeeze no more out of the position with other tries, **Petrosian** grasps the nettle.

61...Ng4! 62.Ke1 d3! Opening a route for the King. 63.Bxd3 Bxd3 64.Nxd3+ Kc4 65.Nc1 d5 66.Ke2 d4 67.Nd3 f6 68.Kd2 Ne5 69.Nf4 Kb3 70.Kc1 g5? [70...d3!] 71.hxg5? [71.Nxh5!] 71...fxg5 72.Nxh5 Nd3+ (time control) 73.Kb1 Nxb2 74.Nf6 Nc4 75.Ne4 g4 76.Nc5+ Kxa3 77.Kc2 Ne5 78.Na6 d3+ 79.Kc3 Ka2 80.Nc5 a3 81.Ne4 Kb1 82.Kb3 Kc1 0-1

Olafsson,F - **Petrosian**,T [C16] Bled (11), 1961

A famous game of manoeuvre won from another master of the art. In fact, although it is reproduced in full in all the collections (O'Kelly, Clarke) it seems to me **Petrosian** achieves a winning game before move 20. The later stages show

Petrosian crisply defending against White's desperate attack.

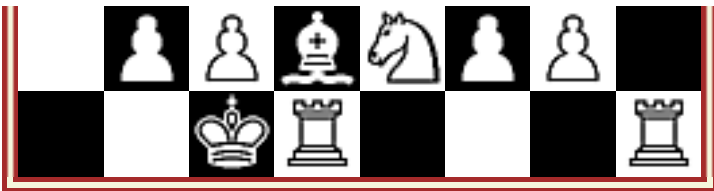
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 Qd7 5.Qg4 f5 6.Qg3 [6.exf6 Nxf6] 6...b6 7. h4 Bb7!? [7...Ba6 8.Bxa6 Nxa6 9.Nh3 0-0-0 10.Nf4 Kb7 11.a3?! (11.Bd2) 11... Bxc3+ 12.bxc3 (12.Qxc3 c5) 12...Nb8 Zatulovskaya-Javanovic/Vrnjacka Banja/1965/] 8.Bd3!? [8.Bd2 Nc6 9.Nf3 0-0-0 10.0-0-0 idea Nc3-e2-f4 += Clarke] 8...Nc6 9.Nge2 [9.Nf3 0-0-0 10.Bd2] 9...0-0-0 10.Bd2 Nh6!



One of those clogged positions that make most club players go weak at the knees.

11.a3?! A sign of losing the plot. [11.0-0-0!?!; or 11.Bxh6! gxh6 12.Qe3 idea g3, Nf4 Keres] 11...Be7! 12.Bb5 [12.Qxg7? Ng4] 12...Rdg8 [12...Kb8?! 13.Bxc6 Bxc6 14.Qxg7 Ng4 15.Bg5!; 12...a6?! 13.Bxc6 Bxc6 14.Qxg7 Ng4 15.Bg5± Clarke] 13.Qd3 Nf7 14.0-0-0 Kb8!





Clarke gives an instructive note here, explaining that before having chocks away on the King's-side, **Petrosian** improves his position as much as possible on the other side. **15.Nf4 Qc8! 16.Nce2 Ncd8!** with the initiative **17.Qb3?** Losing a pawn [17.c3 c5 18.Kb1 is still -/+ [Clarke]: White faces pressure on both wings.] **17...c6!** Driving away the Bishop, to a square that perhaps a Knight would like to occupy. **18.Bd3 c5 19.dxc5 Bxc5 -/+** [19...bxc5?! 20.c4] **20.Nh3 Nxe5 21.Bf4 Ndf7 22.Bb5** a restless Bishop... [22.Ng5 Bd6; 22.Qc3 Bd6] **22...Ka8 23.Nd4 Ng6 24.Qa4 Bxd4 25.Bd7 Qf8**



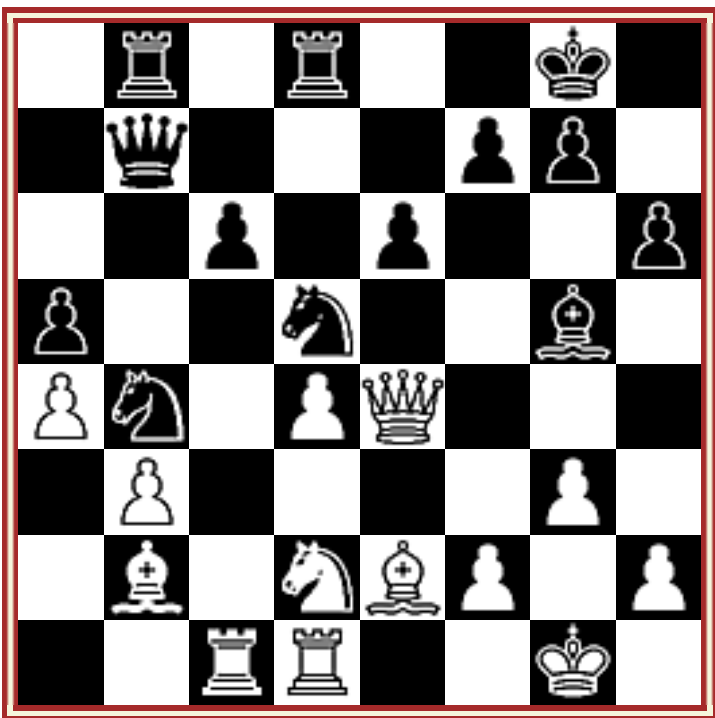
Black has had to endure some congestion, but it's all under control. **26.Rxd4** doesn't help, but what else? [26.Bxe6!? Be5! 27.Bxd5 (27.Rxd5 Bxf4+ 28.Nxf4 Nxf4 29.Qxf4 Qe7! -+) 27...Bxd5 28.Rxd5 Qb8! 29.Qc6+ (29.Rd7 Bxf4+ 30.Kb1 Rc8) 29...Qb7 30.Qxb7+ Kxb7 31.Rd7+ Kc6 32.Rxf7 Bxf4+ -+ Clarke] **26...e5!** Winning, **27.Rb4** [27.Rxd5 Nxf4!; 27.Bc6 Qc8] **27...exf4 28.Rxb6 Nfe5 29.Rxb7 Kxb7 30.h5 Qd6 31.hxg6 Qxd7 32.Qxf4 Nxg6 0-1**

Postscript

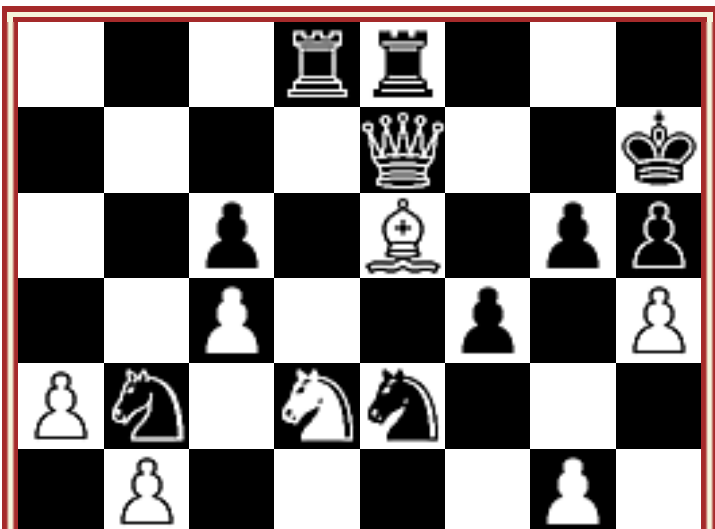
Petrosian, T - Guimard, C [D37] Goteborg (14), 1955

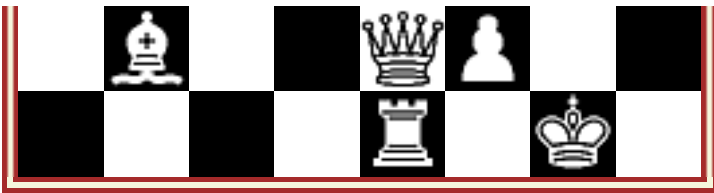
This is **Petrosian's** favourite game -- in a style different to all those we have seen so far! In a tense position, Tigran lets rip with a series of attacking thrusts which leave his opponent's King spinning from pillar to post.

1.c4 Nf6 2.Nc3 e6 3.d4 d5 4.Nf3 Be7 5.e3 O-O 6.Bd3 dxc4 7.Bxc4 c5 8.O-O a6 9.a4 Nc6 10.b3 cxd4 11.exd4 Nb4 12.Ne5 Bd7 13.Bb2 Bc6 14.Qd2 Nbd5 15.Nxc6 bxc6 16.Na2 Qb8 17.Nc1 Bb4 18.Qc2 Bd6 19.g3 Rd8 20.Qe2 Nb4 21.Rd1 Nfd5 22.Qe4 Be7 23.Ne2 Bf6 24.Kg2 a5 25.Ng1 Qb7 26.Nf3 Rab8 27.Rac1 h6 28.Kg1 Nb6 29.Be2 N6d5 30.Nd2 Bg5

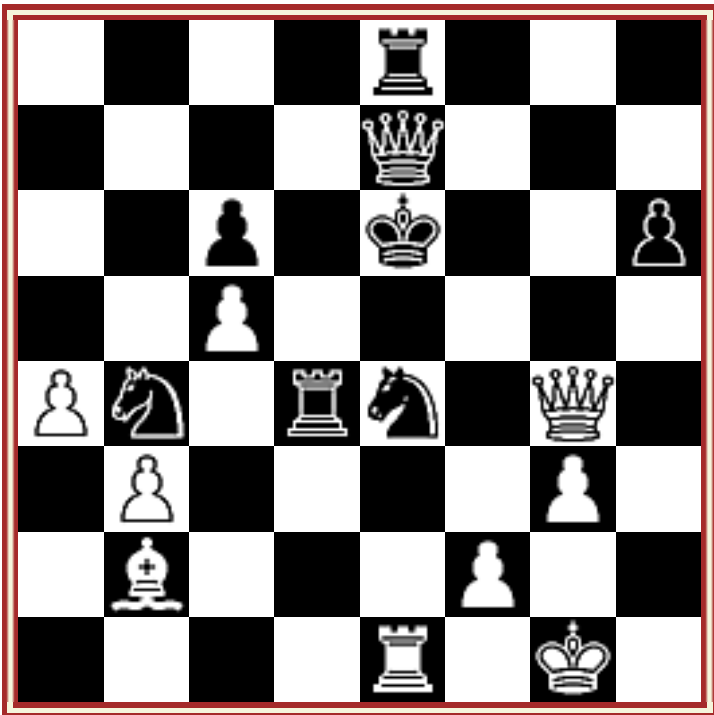


31.Rc5 Be7 32.Rxa5 Na2 33.Bd3 g6 34.Qf3 Qc7 35.Rc5 Bxc5 36.dxc5 Nab4 37.Bc4 f5 38.Re1 Qe7 39.Qe2 Re8 40.Nf3 Kh7 41.Qe5 Qc7 42.Qe2 Qe7 43.h4 Nf6 44.Bxe6 Ne4 45.Nd4 Rbd8 46.h5





46...Rxd4 47.hxg6+ Kxg6 48.Bxf5+ Kxf5 49.Qh5+ Ke6 50.Qg4+



50...Kd5 [50...Kf7 51.Bxd4; 50...Ke5 51.Rxe4+] 51.Qf5+ Qe5 52.Qd7+ Kxc5
53.Rc1+ Nc3 54.Rxc3+ Kb6 55.a5+ Kxa5 56.Qa7+ Kb5 57.Qb7+ Ka5 58.
Rc1 Rd1+ 59.Rxd1 Qxb2 60.Qa7+ Na6 [60...Kb5 61.Qa4+ Kc5 62.Qa5#] 61.
b4+ Kxb4 62.Qb6+ 1-0

Back to [Chess Coaching Page](#)



This document (Praxis\lesspet.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Lessons from Tartakower

Savielly Tartakower was the wittiest of masters, and, it was said, "too in love with **chess** to ever become world champion". According to his translator, Golombek, he would reject a simple advantageous line in the hope of creating something more worthwhile with a more complex line. This is undoubtedly an expression of Tartakower's taste: less for him could mean only less, and Capablanca's trademark efficiency and elegance had no personal appeal for SGT.

He was regarded as world champion journalist, and his best games collections from Bell (published as a single volume by Dover, superb value as long as you speak descriptively) are peppered with anecdotes, *bon mots*, and provocative observations. For example, he throws away in a footnote one of the best definitions I have seen of a game that would qualify for a beauty prize. His epigrams, or Tartakowerisms, as they were called, are a splendid source of entertainment for the armchair player.

The chessplayer's proof of existence: " Erro ergo sum " (I err, therefore I am).

"Some part of a mistake is always correct."

"The blunders are all there on the board, waiting to be made."

"An isolated Pawn spreads gloom over the whole chessboard"

*"A **chess** game is divided into three stages: the first, when you hope you have the advantage, the second when you believe you have an advantage, and the third... when you know you're going to lose!"*

"A draw can be obtained normally by repeating three moves, but also by one bad move."

"The winner of the game is the player who makes the next-to-last mistake."

The Dover book also records some of his favourite quips: he was once scolded by Capablanca: " *You have no solidity That is my saving grace* ," he replied.

In these volumes, and his famous annotated collection of games edited with duMont, he emphasises the didactic qualities of each game, pointing out which **chess** concepts the games exemplify.

But the **chess** is superb too. He was a tireless experimenter in the openings, a true hypermodern, a fearless attacker and a man regarded by Nimzovitch as one of the top endgame players in the world at the time (in the rather teasing statement "the third best endgame artist of all the living masters"). His style matured, from early heroics and later love of complexity ('a system consisting in the lack of system'), into a player who could really play any sort of position well - a hallmark of all the great masters.

Opening

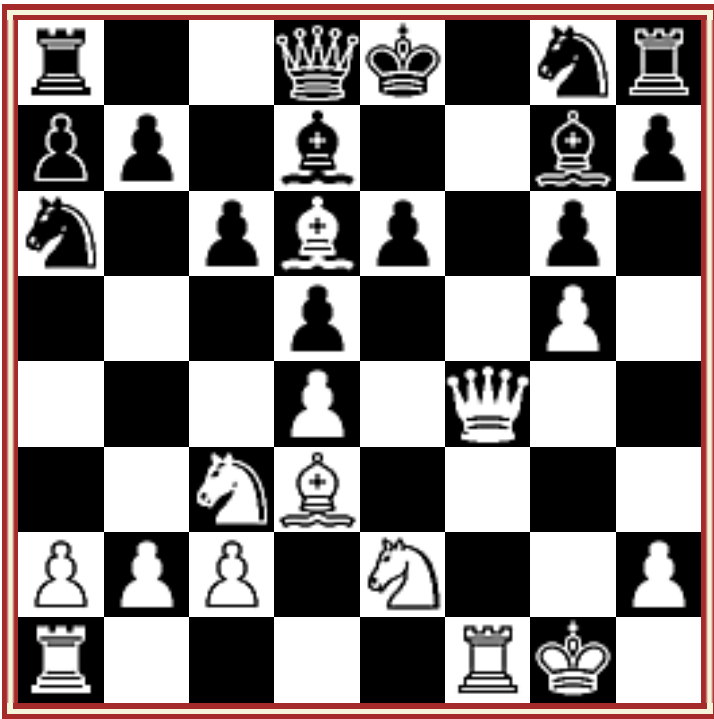
Tartakower Saviely - Miseses Jacques [A82], Baden-Baden, 1925

SGT titles this game, "The miniature blockade". Before this game had drawn five games in a row, and his opponent teased him: "Have you had sufficient preparation for obtaining your 6th draw?".

1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.g4 A hypermodern touch, considered by modern theory as over-doing things a bit. **4...d5 5.g5 Ng8 6.f3 exf3 7.Qxf3 e6 8.Bd3 g6**



After just eight moves, Black is riddled with dark-square holes. **9.Nge2 Qe7 10. Bf4 c6 11.Be5 Bg7 12.Qg3 Na6 13.O-O Bd7** A gesture towards development. **14.Bd6 Qd8 15.Qf4**

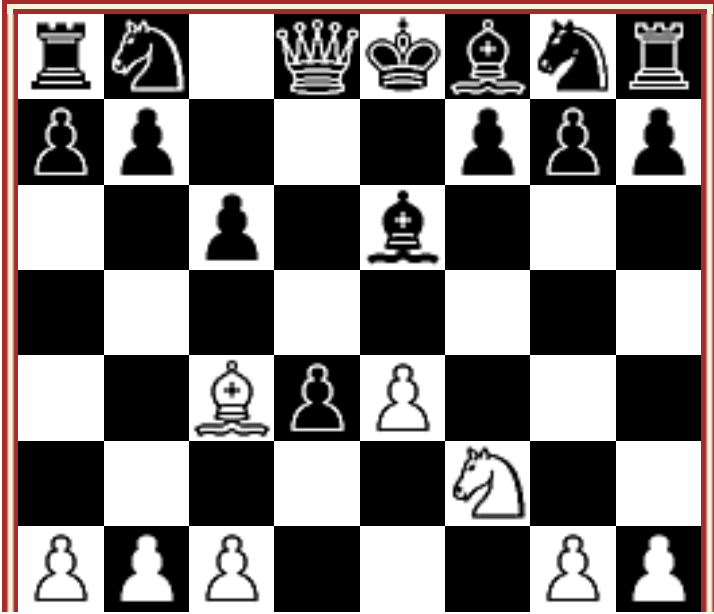


A fine example of a weak colour-complex. 1-0

Tartakower Saviely - Przepiorka Dawid [B12] Budapest (Hungary), 1929

"Blitzkrieg"

1.e4 c6 2.d4 d5 3.f3 "New and good", claimed SGT; this offshoot is enjoying a current fashion among English GMs. **3...dxe4 4.fxe4 e5 5.Nf3** "Stimulates the game to fresh activity" SGT **5...exd4 6.Bc4 Be6**



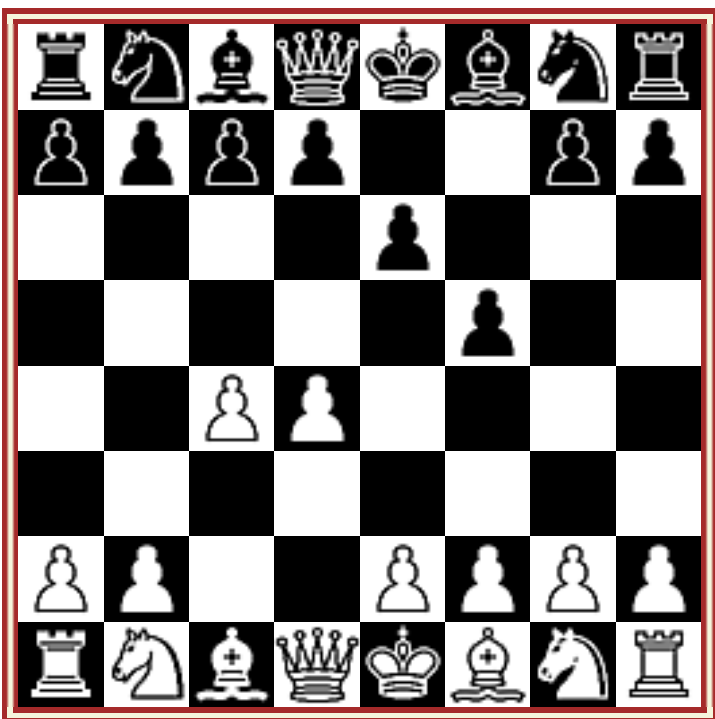


Offering an exchange, of which GM Tartakower is not too shy. **7.Bxe6 fxe6 8.O-O Be7 9.Nxd4 Qd7 10.Qh5+ Kd8 11.Be3 c5 12.Rd1!** A sacrifice! **12...cxd4 13.Rxd4 Bd6 14.e5 Nf6 15.exf6 gxf6 16.Nc3** This game, says SGT, with its varied motifs, gives him the most pleasure of all his creations. **1-0**

Middlegame

Maroczy,G - Tartakower,S Teplitz-Schonau, 1922

1.d4 e6 2.c4 f5



This is an important bit of move-order: the option of ...Bb4(+) gives Black several nice ways of avoiding the main lines of the Dutch. **3.Nc3 Nf6 4.a3 Be7 5.e3 O-O 6.Bd3 d5 7.Nf3 c6 8.O-O Ne4 9.Qc2 Bd6 10.b3 Nd7 11.Bb2 Rf6 12.Rfe1 Rh6 13.g3 Qf6 14.Bf1 g5 15.Rad1 g4 16.Nxe4 fxe4 17.Nd2**

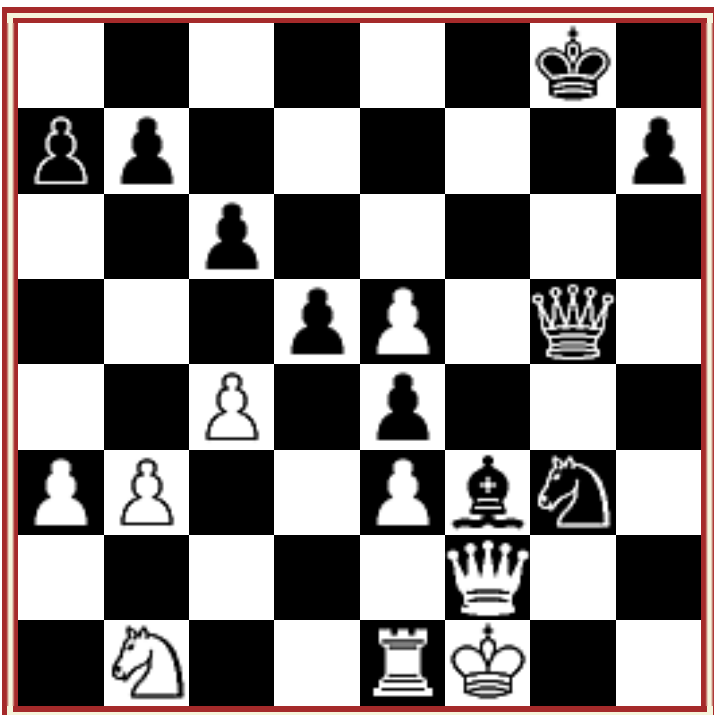




17...Rhx2

Spielmann remarked that when you see a player make a sacrifice of a Rook, you can also see the immediate concrete threats that motivated it. The only exception to this he knew was this extraordinary sacrifice of Tartakower, where tactical threats manifest themselves only later.

18.Kxh2 Qxf2+ 19.Kh1 Nf6 20.Re2 Qxg3 21.Nb1 Nh5 22.Qd2 Bd7 23.Rf2 Qh4+ 24.Kg1 Bg3 25.Bc3 Bxf2+ 26.Qxf2 g3 27.Qg2 Rf8 28.Be1 Rxf1+ 29.Kxf1 e5 30.Kg1 Bg4 31.Bxg3 Nxc3 32.Re1 Nh5 33.Qf2 Qg5 34.dxe5 Bf3+ 35.Kf1 Ng3+



If this sacrifice looks more routine now - like one of Tal's - it is a tribute to the influence this game has had on sacrificial technique. Once SGT had shown that this sort of thing can work, other players felt brave enough to have a go. But you can search the games of earlier masters of attack like Morphy and Andersson and find nothing like it. Fabulous. **0-1**

Tartakower Saviely - Tarrasch Siegbert [A52] It, Semmering , 1926

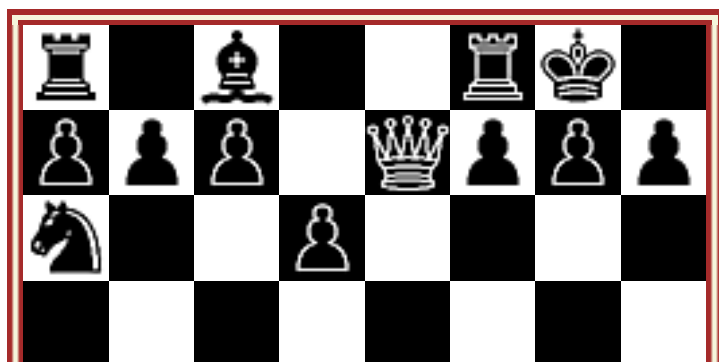
"My Best Game".

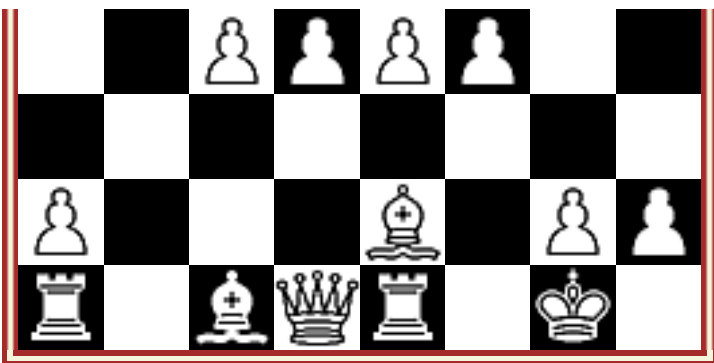
1.d4 Nf6 2.c4 e5 3.dxe5 Ng4



A curiosity: the austere Tarrasch ventures this gambit of the hypermoderns Breyer and Abonyi, while Tartakower replies in the style of... Dr.Tarrasch. Critics of Tartakower often dismissed his style as trappy, and suggested he won only games that his opponents contrived to lose; but Tartakower says of his opponent's play in this game that it is remarkably free from errors.

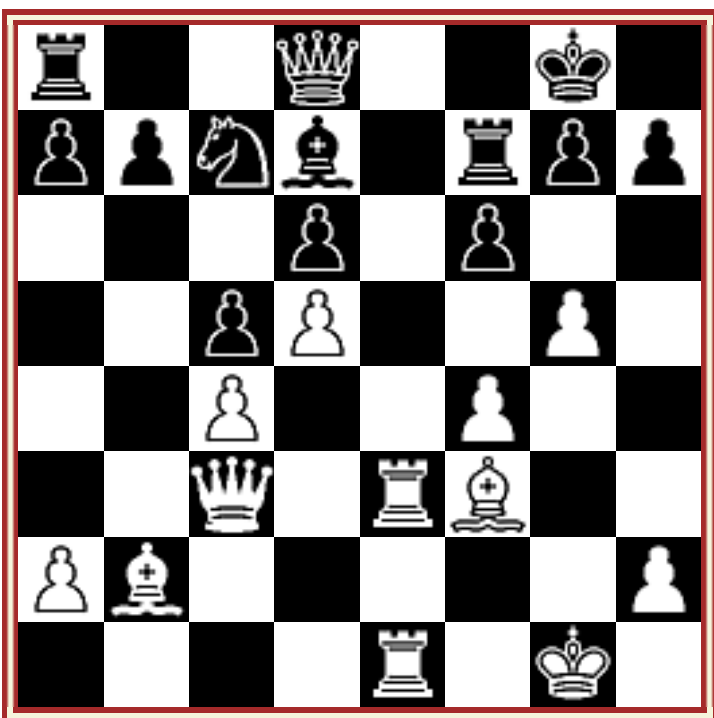
4.e4 Nxe5 5.Nc3 Bb4 6.Nf3 Bxc3+ 7.bxc3 Qe7 8.Be2 0-0 9.Nd4 d6 10.0-0 Na6 11.f4 Nc6 12.Re1 Nxd4 13.cxd4





White offers a Pawn, which there is no point in declining.

13...Qxe4 [13...Bd7 14.Bd3 Nb4 15.Bb1 Rad8 16.a3± SGT] 14.Bf3 Qg6 15.Ba3 Qf6 16.Qd2 c6 17.d5 c5 18.Bb2 Qd8 19.Qc3 f6 20.Re3 Bd7 21.Rae1 Rf7 22.g4 Nc7 23.g5



Tartakower's strategy is all straight lines and moral rectitude, lofty ideals that triumph over the material Pawn deficit.

23...Ne8 24.f5 fxe5 25.Bh5 Nf6 26.Bxf7+ Kxf7 27.Qd2 Ng8 28.Qe2 Bxf5 29.Rf3 Nh6 30.Rxf5+ Nxf5 31.Qe6+ Kf8 32.Qxf5+ Kg8 33.Qe6+ Kh8 34.Rf1 1-0

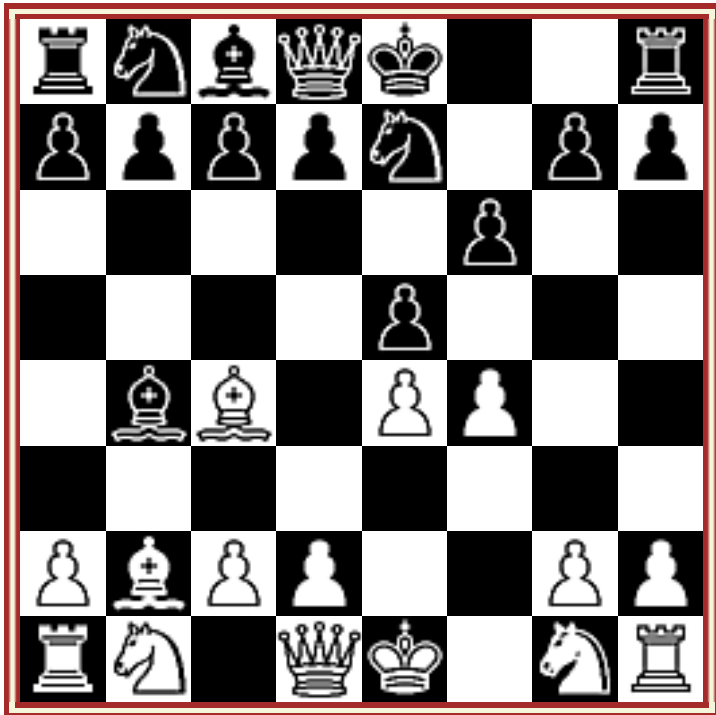
"You really have confidence in your pieces", commented Tarrasch. "Rather, my pieces have confidence in me", replied SGT.

Tartakower, S - Colle, E [A00] Bartfeld, 1926

1.b4

"The ultimate truth in **chess**?" SGT

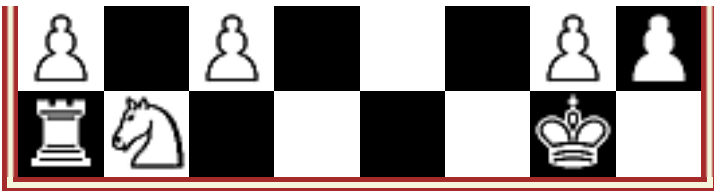
1...e5 2.Bb2 f6 3.e4 Bxb4 4.Bc4 Ne7 5.f4



A hearteningly fresh angle on this opening, although again, by modern standards, again over-doing things a bit. Why Capablanca was whingeing that **chess** openings had been played out is a mystery, though...

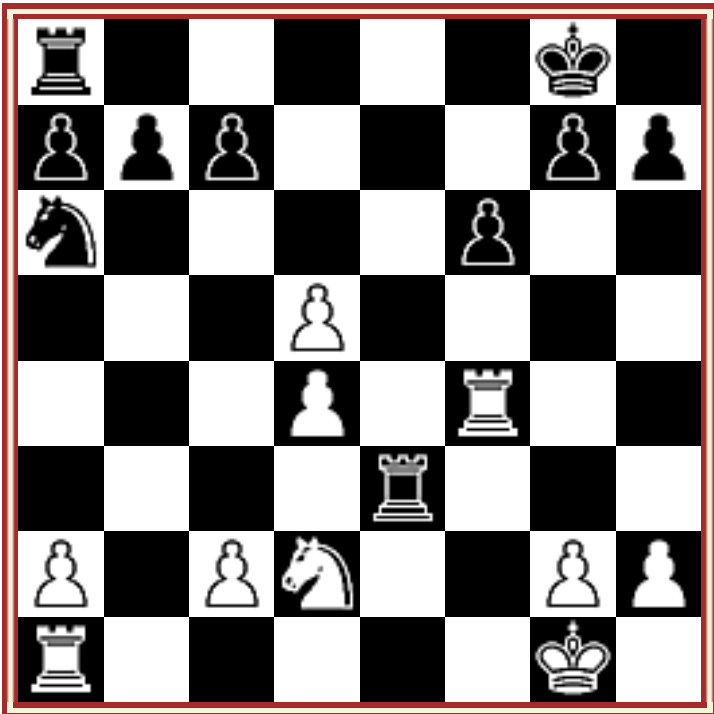
5...d5 6.exd5 exf4 7.Qf3 Bd6 8.Ne2 Ng6 9.d4 Qe7 10.Bc1 Bf5 11.Bd3 Bxd3 12.Qxd3 0-0 13.0-0 Re8 14.Nxf4 Nxf4 15.Bxf4 Bxf4 16.Rxf4



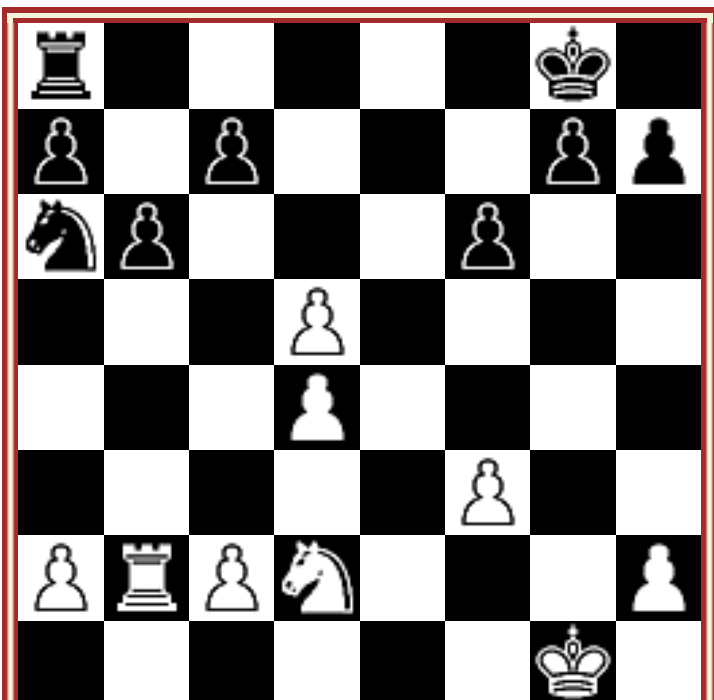


Tartakower reflects here that his opening has not been much of a success.

16...Na6 17.Nd2 Qe3+ 18.Qxe3 Rxe3

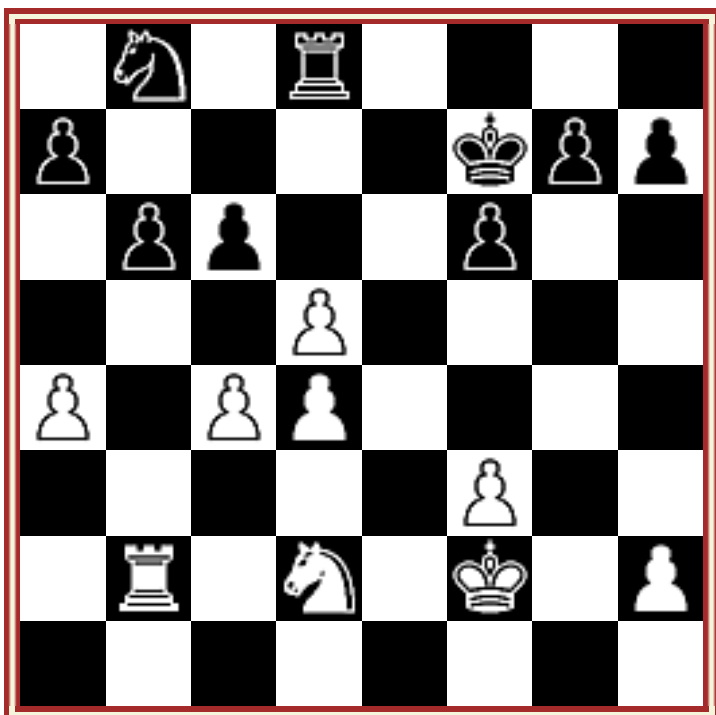


19.Rb1 Rc3 20.Rb2 b6 21.Rf3 Rxf3 22.gxf3



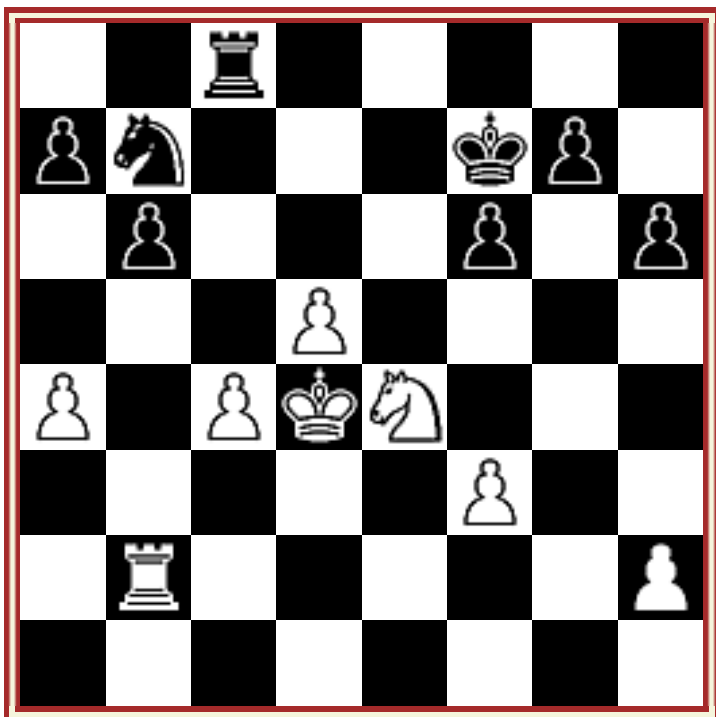
Now White is better placed to make use of his advantages. He will create a passed d-Pawn.

22...Rd8 23.c4 Nb8 24.Kf2 Kf7 25.a4 c6



A sign of distress: Black helps White with his main plan, for fear of making more concessions trying to do something to stop it.

26.dxc6 Nxc6 27.d5 Na5 28.Ke3 Nb7 29.Kd4 Rc8 30.Ne4 h6



31.a5!

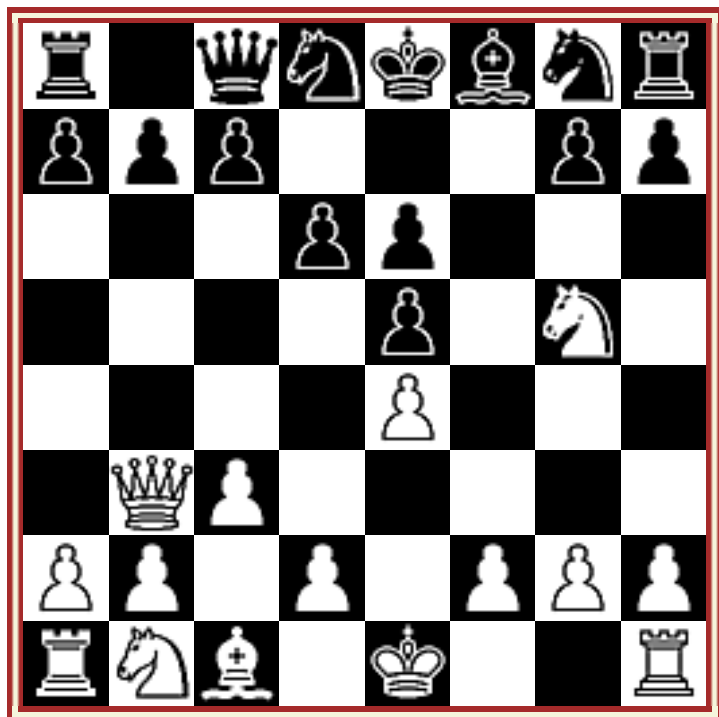
The Black knight is tied to d6.

31...f5 32.axb6 fxe4 33.bxa7 1-0

Lowcki,N - Tartakower,S [C41] Jurata, 1937

"A bizarre ending".

1.e4 e5 2.Nf3 d6 3.Bc4 Be6 4.Bxe6 fxe6 5.c3 Nc6 6.Qb3 Qc8 7.Ng5 Nd8

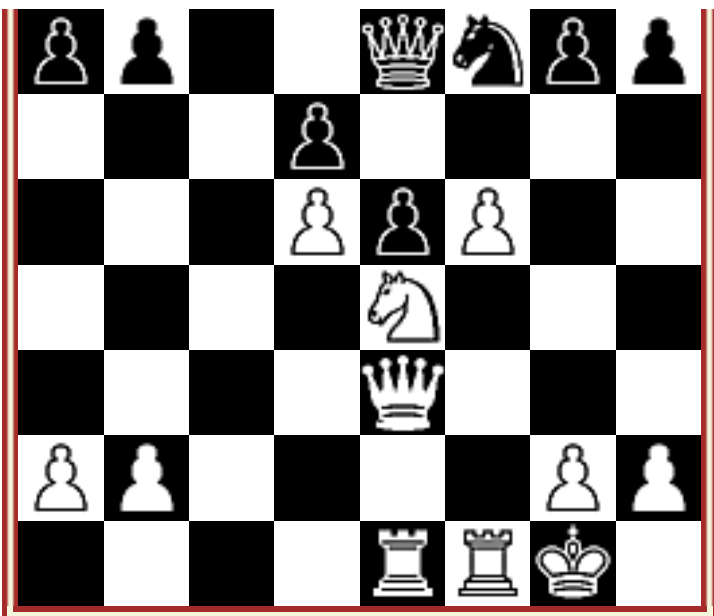


A curiously cramped system to adopt. **8.O-O [8.d4] 8...Be7 9.d4 Bxg5 10.Bxg5 Nf7 11.Bh4 c6 12.Nd2 Qd7 13.Rad1 exd4 14.cxd4 Ne7 15.f4 O-O 16.Bxe7 Qxe7 17.f5**

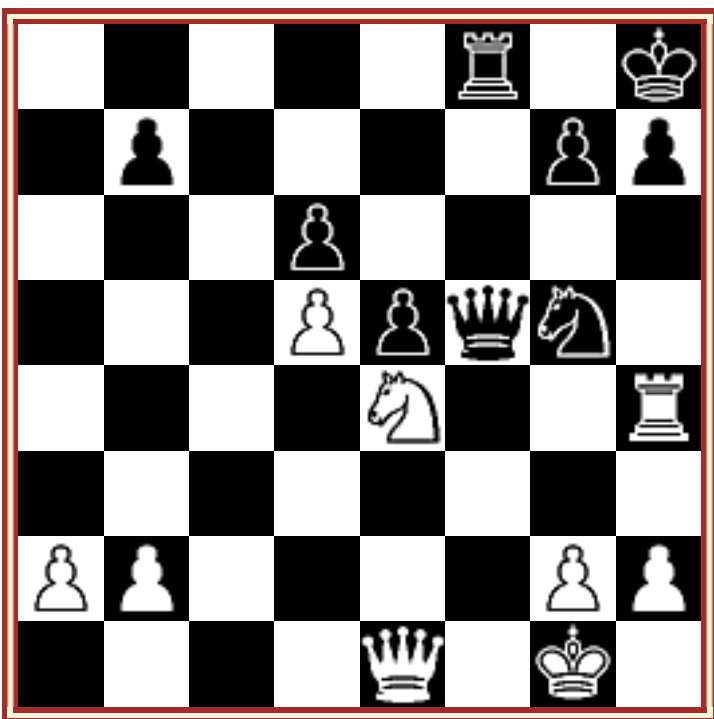
White is determined to make something stick.

17...Nd8 18.Rde1 Kh8 19.d5 cxd5 20.exd5 e5 21.Ne4 Nf7 22.Qe3





22...Qh4 Finally, counterplay is sought. 23.Rf3 Rac8 24.Rh3 Qf4 25.Qxa7 Rc1
26.Qe3 Rxe1+ 27.Qxe1 Ng5 28.Rh4 Qxf5

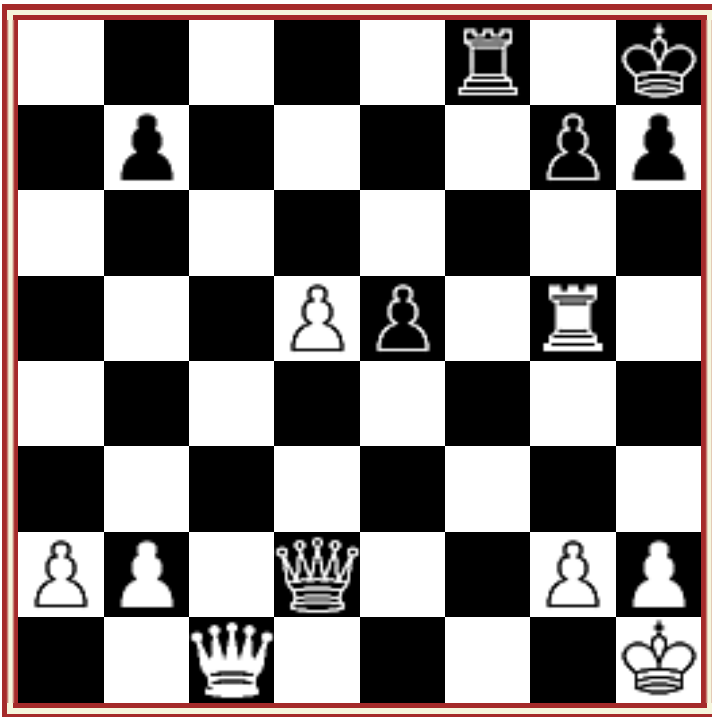


Among SGT's craftier traps: "devilish", he claims.

29.Nxd6 Qg6 30.Rg4 Qxd6 31.Rxg5

White has a Pawn, Black the initiative.

31...Qb6+ 32.Kh1 Qb5 33.Kg1 Qc5+ 34.Kh1 Qc4 35.Kg1 Qd4+ 36.Kh1 Qe4
37.Qc1 Qd3 38.Kg1 Qd4+ 39.Kh1 Qd2

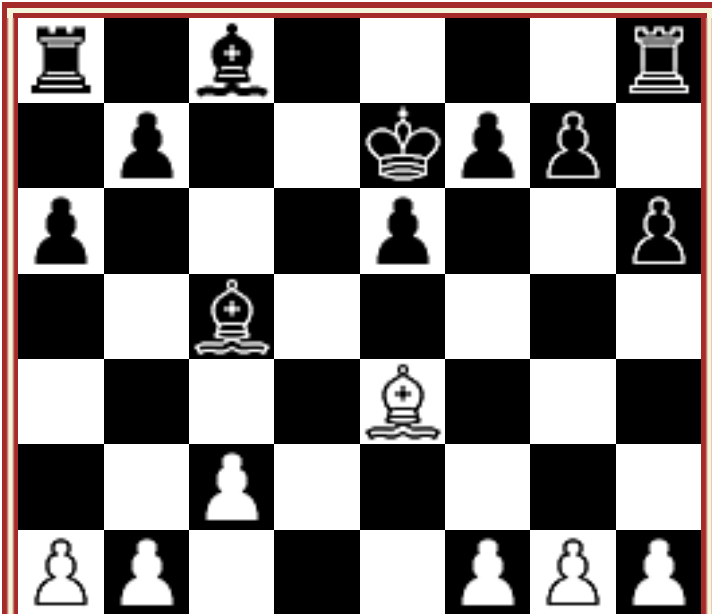


A piquant finish to exploit the back rank, reminiscent both of the composed game Adams-Torre, and the genuine brilliancy Bernstein-Capablanca. **0-1**

Endgame

Capablanca,J - Tartakower,S [B42] Vienna (2), 1914

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 a6 5.Bd3 Nf6 6.0-0 d5 7.exd5 Nxd5 8.c3 Bc5 9.Nf3 Nd7 10.Nbd2 N7f6 11.Ne4 Nxe4 12.Bxe4 Nf6 13.Qxd8+ Kxd8 14.Bc2 Ke7 15.Ng5 h6 16.Ne4 Nxe4 17.Bxe4

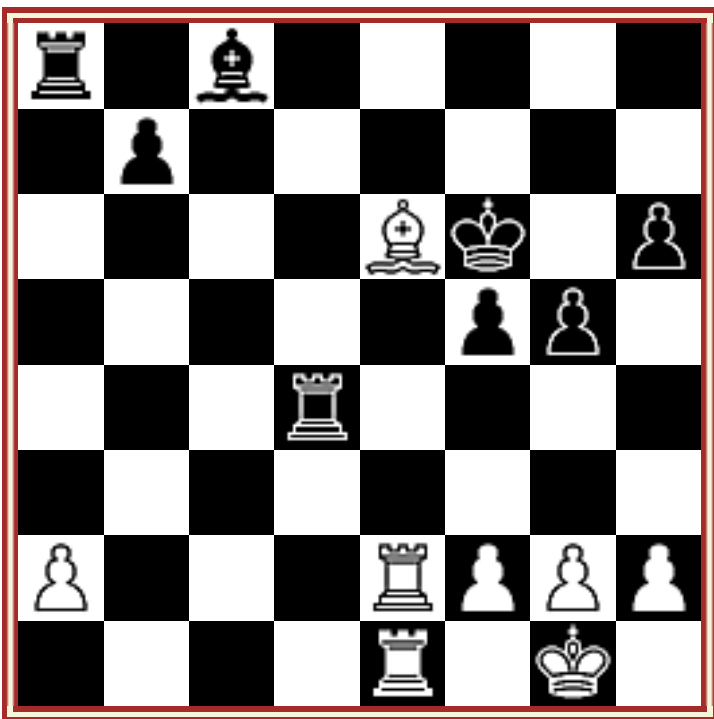




"What a really great virtuoso of the game of **chess** Senior Capablanca must have been, to have been able to inflict on his adversary - by means so simple and with such reduced material - these development troubles! A miniature type of art, but _art_ all the same."

SGT grabs some space on the King's-side, refusing the White Bishops space, and when White tries the same on the Queen's-side, he takes the chance to swap off Pawns and pieces.

17...f5 18.Bc2 g5 19.Re1 Kf6 20.b4 Bb6 21.Bb2 Rd8 22.Re2 a5 23.Rae1 axb4 24.Bb3 bxc3 25.Bxc3+ Bd4 26.Bxd4+ Rxd4 27.Bxe6



The White Rooks cannot be denied an entry to e7, but after that?

27...Rd6 28.Bb3 Bd7 29.Re7 Kg6 30.h3 Rf8 31.R1e2 h5 32.Bc2 g4 33.Kh2 Rc8 34.Bb3 Rf8 35.Bc2 Rc8 36.Bb3 Rf8 37.Bc2 1/2-1/2

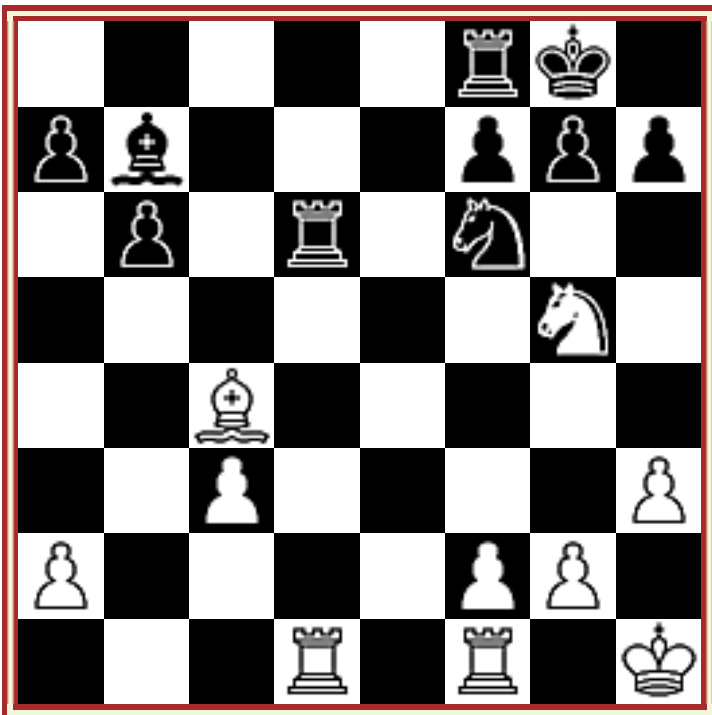
Sergeant,E - **Tartakower**,S [B02] Hastings (6), 1945

"Once demobilised and returned to civilian life, what could a chessmaster of more than fifty-eight years of age do except... continue. "

"I tried to create for myself a new style which I may term 'neo-pragmatic', trying to obtain maximum effects from the reasoned co-ordination of all the four factors in **chess**: time, space, material and force." SGT

Tartakower was proud to win this tournament, the first to be held after the war.

1.e4 Nf6 2.e5 Nd5 3.c4 Nb6 4.c5 Nd5 5.Bc4 e6 6.Nc3 Nxc3 7.bxc3 d5 8.cxd6 cxd6 9.exd6 Bxd6 10.d4 0-0 11.Nf3 Qc7 12.Qd3 Nd7 13.0-0 b6 14.Bb3 Bb7 15.h3 e5 16.Ng5 Nf6 17.dxe5 Bxe5 18.Ba3 Rad8 19.Qc4 Bh2+ 20.Kh1 Qxc4 21.Bxc4 Bd6 22.Bxd6 Rxd6 23.Rad1



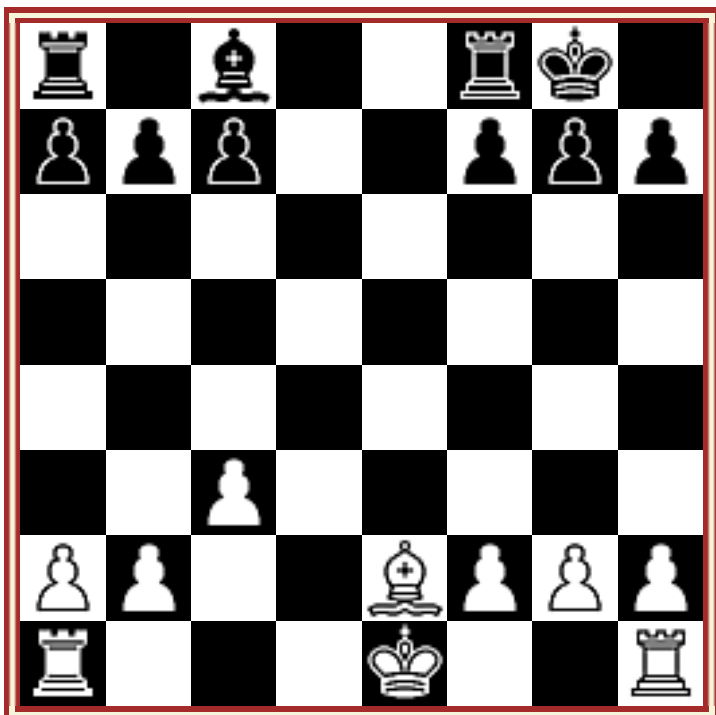
"...the endings procured for me many an additional half-point". White has weaknesses on the Queen's-side.

23...Rc6 24.Bb3 Rxc3 25.Rfe1 Rc7 26.Nxf7 Rxf7 27.Re7 Bd5 28.Bxd5 Nxd5 29.Rxf7 Rxf7 30.Rxd5 Rxf2 31.Rd8+ Rf8 32.Rd7 a5 33.Rb7 Rf6 34.Kh2 h5 35.Kg3 Kh7 36.Kh4 Kh6 37.g4 g5+ 38.Kg3 h4+ 39.Kg2 Kg6 40.a4 Re6 41.Kf2 Kf6 42.Kf3 Kg6 43.Kf2 Rc6 44.Ke3 Rc3+ 45.Kd4 Rxh3 46.Rxb6 + Kf7 47.Rb5 Rf3 48.Rxa5 Rf4+ 49.Ke5 h3 50.Ra7+ Kg6 51.Ra6+ Kg7 52.Rb6 Rxc4 53.Rb1 Rxa4 0-1

Thomas,G - **Tartakower**,S [C11] Hastings (2), 1945

1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Bg5 Be7 6.Nxf6+ Bxf6 7.Bxf6 Qxf6 8.c3

0-0 9.Bd3 Nc6 10.Nf3 e5 11.dxe5 Nxe5 12.Nxe5 Qxe5+ 13.Qe2 Qxe2+ 14.Bxe2



Another "... additional half-point" is in the offing. I can imagine this game being given up as a draw here at our club, and in loftier arenas too.

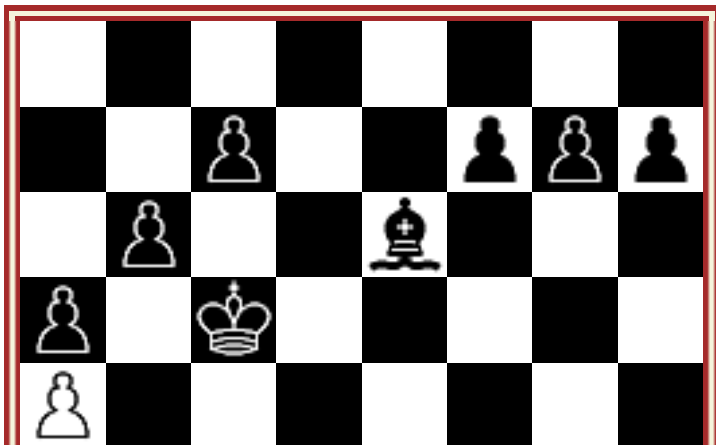
14...Be6

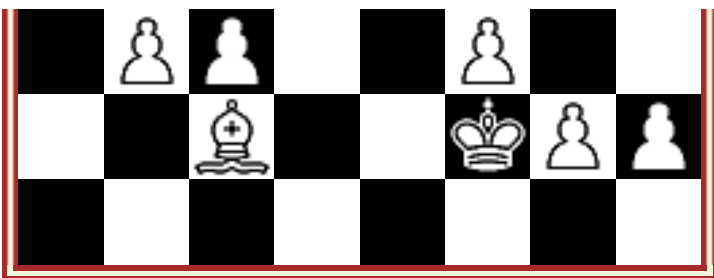
Here is the first clue: White is not yet free to develop as he wishes.

15.O-O Rfd8 16.Rfd1 Rxd1+ 17.Bxd1 Rd8 18.Bf3! Kf8 19.b3 b6 20.Rd1 Rxd1+ 21.Bxd1 Ke7 22.Bc2 a5 23.a4?

Weakening. Leave your Pawns alone! [23.Kf1; 23.Bxh7?? g6]

23...Kd6 24.f3 Kc5 25.Kf2





White still looks solid enough, but Black can break through on the Queen's-side.

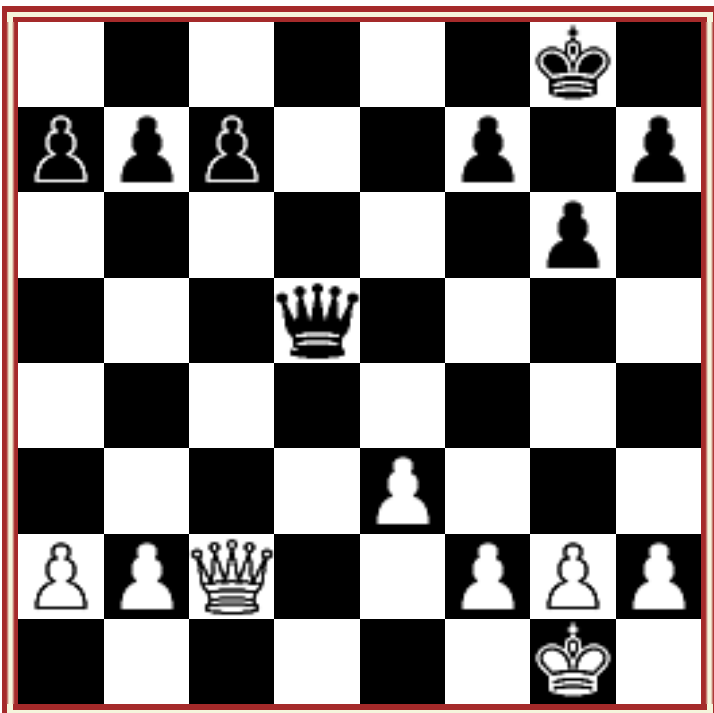
25...c6 26.Ke3 b5 27.axb5 cxb5 28.g4 Now the Ph7 is vulnerable.

28...h6 29.h4 Bd7 30.g5 hxg5 31.hxg5 a4 32.Kf4 a3 33.Bb1 b4

"Such victories, achieved by imperceptible means, show no surface brilliance, but are all the same rich in instruction". SGT **0-1**

Gruenfeld,E - Tartakower,S [D21] Semmering, 1926

1.d4 d5 2.c4 dxc4 3.Nf3 Bg4 4.Ne5 Bh5 5.Nxc4 e6 6.Qb3 Nc6 7.e3 Rb8 8.Nc3 Nf6 9.Be2 Bxe2 10.Nxe2 Bb4+ 11.Nc3 0-0 12.0-0 Nd5 13.Nxd5 Qxd5 14.Qc2 e5 15.Nxe5 Nxe5 16.dxe5 Qxe5 17.Bd2 Bxd2 18.Qxd2 Rfd8 19.Qc2 Rd5 20.Rad1 Rbd8 21.Rxd5 Rxd5 22.Rd1 g6 23.Rxd5 Qxd5



A delicate Queen ending has arisen. Black can count three advantages: the distant majority, the open file, and more active (centralised) Queen.

24.a3 c5 25.h3 b5 26.Qc3 c4 27.f4?! [27.f3! f5!] 27...Qe4! 28.Kf2

Black's manoeuvres are succeeding; White attempts a blockade.

28...a5!

The delicacy goes out of the position, and a more forceful phase supersedes.

**29.g4 [29.Qxa5 Qc2+ 30.Kf3 Qxb2-+] 29...h6 30.h4 Qh1 31.Kg3 Qg1+ 32.
Kf3 Qh2 33.g5 h5 34.Ke4 Qxh4 35.Qxa5 Qh1+ 36.Ke5 Qc6 37.Qa7 h4 38.
f5 gxf5 39.Kxf5 Qf3+ 40.Ke5 h3 41.Kd4 Qg4+ 0-1**

?

Back to [Chess Coaching Page](#)

This document (Praxis\lesstart.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

A quotation at random...

"It's always better to sacrifice your opponent's men." -- TARTAKOVER

[Quote 36 of 279 quotes.]

From [Dr.Dave's Exeter Chess Coaching Site](#)

[Again?](#)

Previous Press Releases and Weekly columns

Bob Jones' weekly column in the **Western Morning News** continues Ken Bloodworth's legacy. This must be one of the longest-running local chess columns in the country, perhaps *the* longest?

We are grateful to the [Western Morning News](#) for permission to republish these columns.

You might find a more recent update on Bob Jones' [Keverel Press](#) website.

- [Column No. 51](#)
- [Column No. 50](#)
- [Column No. 49](#)
- [Column No. 48](#)
- [Column No. 47](#)
- [Column No. 46](#)
- [Column No. 45](#)
- [Column No. 44](#)
- [Column No. 43](#)
- [Column No. 42](#)
- [Column No. 41](#)
- [Column No. 40](#)
- [Column No. 39](#)
- [Column No. 38](#)
- [Column No. 37](#)
- [Column No. 36](#)
- [Column No. 35](#)
- [Column No. 34](#)
- [Column No. 33](#)

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

To:

| | |
|------|-----------------------------------|
| For: | Fri. 31 st March. 2000 |
|------|-----------------------------------|

The draw for the Quarter-finals of the English Counties championship is as follows: -

Open: Cornwall v Leicestershire.

Under-175: Devon v Sussex.

Under-150: Devon v Leicestershire or Herts.

Under-100: Devon v Cleveland or Warwickshire.

Matches will take place on Saturday 13th May, when Devon will have 3 teams playing at the Sea Mills Community Centre in Bristol.

Devon's Junior Championships were held in Exeter last weekend, sponsored by Exeter City Council.

Under 18s. 1st Sam Wingrove (Isca Juniors & Westexe Community College).

Under 15s. 1st Barnaby Stannard (Torquay Boys' G.S.)

Girls' Under 18s: 1st Sarah Al-Turki (Isca Juniors & Torbay Community College)

Under 11s: 1st Tom Marsden (Isca Juniors & Ipplepen Primary)

Under 9s: 1st = Amber Balkwill (Isca Juniors & Countess Wear Middle School)

Richard Marsden (Isca Juniors & Ipplepen Primary)

Jake Mendrik (Exmouth Juniors & St. Peter's School).

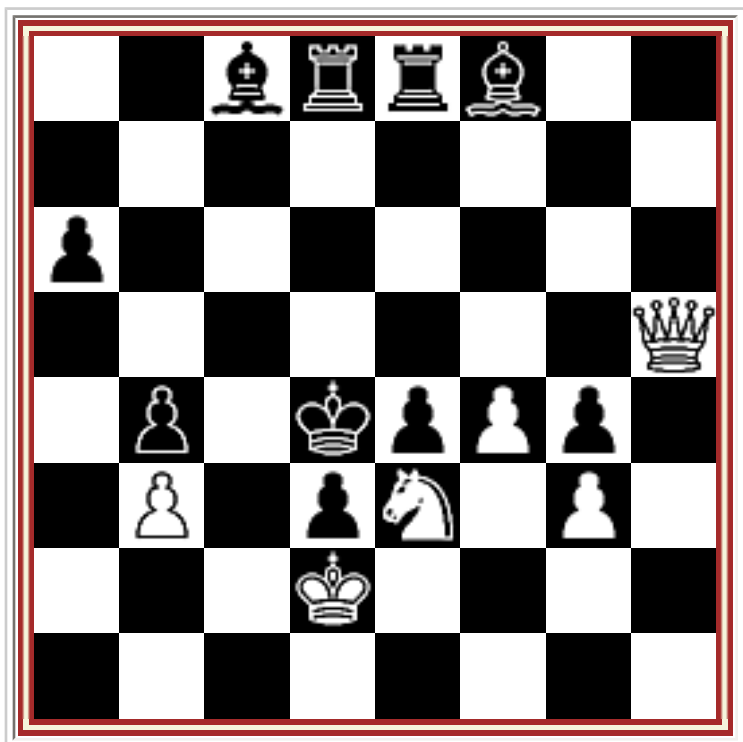
The event was organised by the Devon Junior Secretary, Dave Scott.

The Teignmouth Rapidplay takes place on 8th April at Trinity School. Contact Ray Chubb on 01626-888245 for details. Torbay-born International Master, Gary Lane,

To:

will be giving coaching sessions and a simultaneous display, the previous evening. This event is followed by the West of England Open Congress & Championships at the Royal Beacon Hotel, Exmouth, starting on Good Friday. For details, contact me on 01395-223340.

In last week's position, the Black rook on g7 was "overloaded", trying to defend two vital pawns. Therefore, White's rook can proceed to play Rxf7 with impunity, because of the threat of Qxh5+ and mate to follow. This week's problem is a Sam Loyd special from 1859. In spite of the material inequality, White can mate in 2, given the right 1st move.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-

| | |
|------|-----------------------------------|
| For: | Fri. 24 th March. 2000 |
|------|-----------------------------------|

The Evans Gambit, developed in 1827 by the doughty seaman, Capt. W. D. Evans, is a bold attempt by White to seize the initiative early at the cost of a pawn. It leads to very lively play, and 173 years later, we are no nearer a conclusion as to its basic soundness. The following example was played recently by the Scottish Junior International James Parkin in Devon's match against Hants.

White: J. Parkin. (Devon)

Black: W. Purkiss (Hants) [C52]

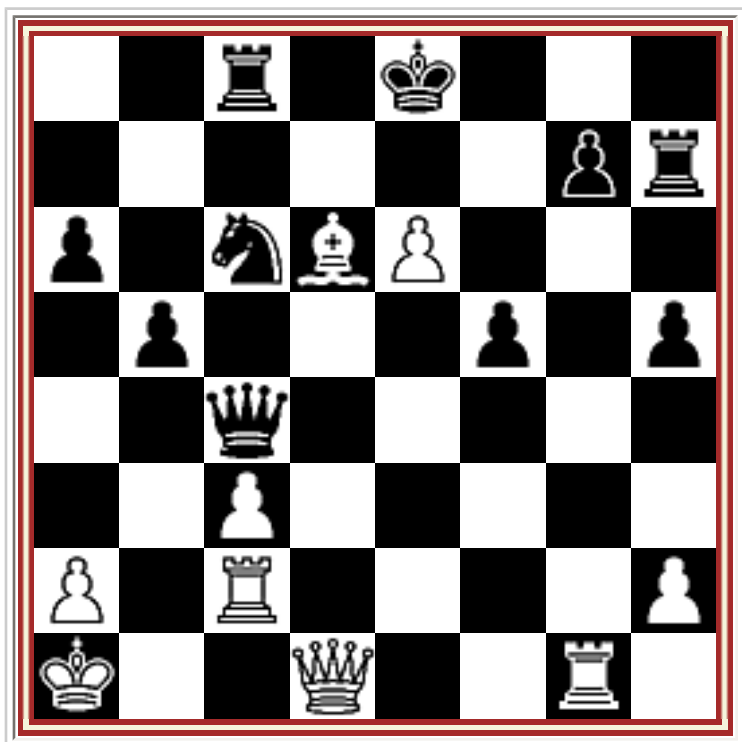
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Ba5 6.d4 d6 7.Qb3 Qd7 8.0-0 Bb6 9. Bb5 Nf6 10.d5 Nxe4 11.Qc2 Nf6 12.dxc6 bxc6 13.Bd3 h6 14.Nbd2 0-0 15.Nc4 Qe6 16.Nxb6 axb6 17.Re1 c5 18.Nd2 d5 19.c4 e4 20.Bf1 Bb7 21.cxd5 Bxd5 22. Bb2 Rfe8 23.Bc4 c6 24.Qc3 Qg4 25.Re3 Re6 26.Rae1 Rae8 27.a4 Nh5 28.Be2 The black queen is now overloaded, trying to protect the knight *and* fend off mate on g7. The knight must fall leaving Black two pieces down. **1-0**

Devon's Under-11 team, under the leadership of Team Manager Tim Onions, started their annual bid for the National Championship recently with a small tournament for West of England teams. 1st were Somerset (45 1/2 pts) 2nd Devon (36 pts) 3rd Wiltshire (28 1/2 pts) 4th Glamorgan (10 pts). This was

followed by the EPSCA Zonal Tournament at Swindon, where Wiltshire did well, winning it with 41 pts., just half a point ahead of Hants. 3rd were Somerset (36 1/2 pts); 4th Bucks (32 1/2 pts) 5th Devon (27 pts) 6th Cornwall (20 pts).

Devon's Junior Championships start tomorrow at the John Stocker School, Exeter, sponsored by Exeter City Council. Late enquiries to the organiser, Dave Scott on 01392-437968

The solution to last week's problem was 1. Qb3! This week's position is from Chigorin - Caro 1898. Black has just played Rh7 to defend his g-pawn, but White's reply forces his immediate resignation anyway. What was that winning move?



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-

| | |
|------|-----------------------------------|
| For: | Fri. 17 th March. 2000 |
|------|-----------------------------------|

It was a cracking weekend for county chess as both Devon and Cornwall won their final matches in the West of England stages of the Counties Competition. Cornwall even defaulted one board yet still managed to beat Somerset

101/2 - 51/2. Cornish winners were R. J. Grime, R. Sefton, N. Clifford, R. Woods, G. Lakeland, T. Manton, D. Lucas, A. Barkhuysen, and D. J. Cooke. This means Cornwall have won 3 of their 5 matches this season, their best performance in living memory. They now go on to meet Leicestershire in the Quarter-Finals of the National Stages.

Meanwhile, Devon were playing an unpredictable Hampshire side at Wincanton, but in the end they proved much too strong, the 1st team winning 9 - 6, with one game to be adjudicated, and the 2nd team registering an emphatic 13 - 3 scoreline. Devon's 1st Team winners were J. M. Parkin, J. F. Wheeler, P. Brooks, C. J. Bellers and D. Regis. Winners in the 2nd Team were I. S. Annetts,

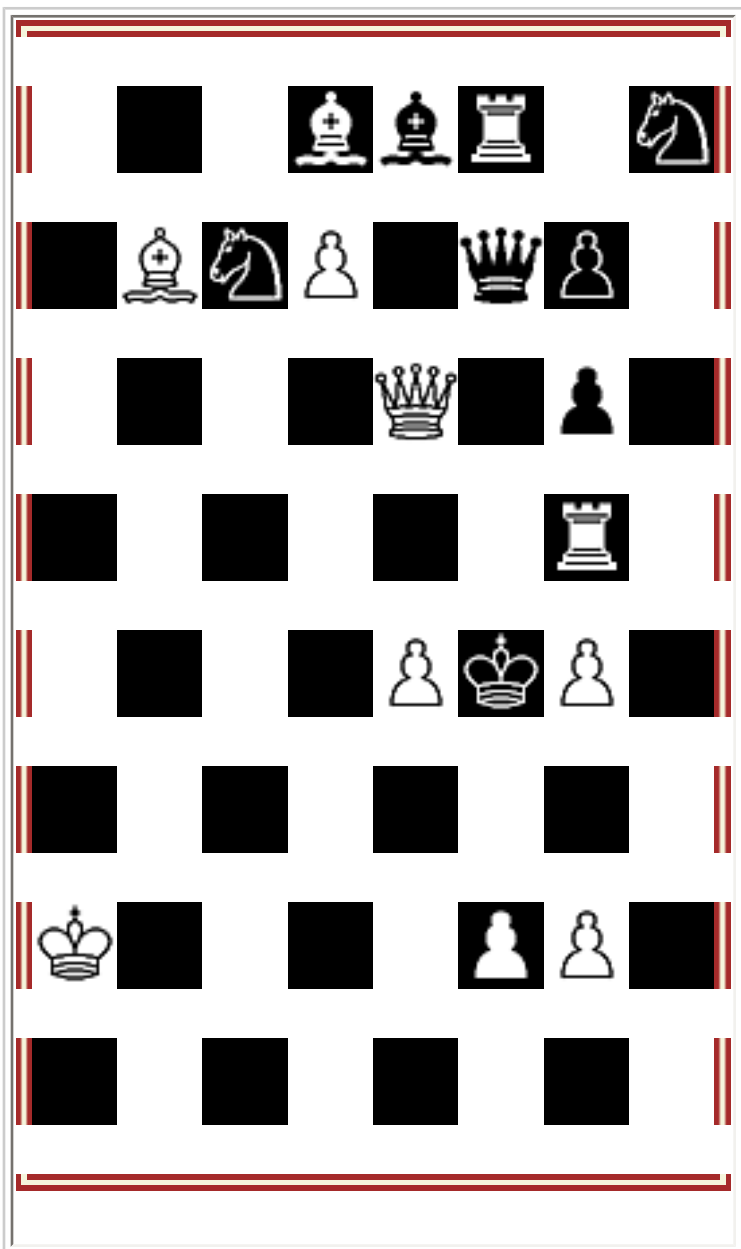
P. M. Rogers, W. J. Moffatt,

S. Pope, S. R. Boniface,

R. H. Jones, A. George, D. R. Rogers, D. J. Adams, K. Atkins, M. Stinton, W. A. Frost, & T. Stephenson. This means Devon have won all five of their matches, just as they did last season. For the Quarter-Finals they have entered 3 teams; an Under-175, an Under-150 and an Under-100 team. All 3 teams will play together at Bristol next month.

Devon's Junior Championships take place next weekend at John Stocker School, Exeter, the home of the Isca Junior Chess Club, when the Under-18, Under-15, Under-11 and Under-9 titles are all up for grabs. Brochures are out, but for more information contact the organiser Dave Scott, on 01392-437968. The event has been generously sponsored by Exeter City Council.

This week's problem is a 2-mover by the American R. E. Burger.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-



| | |
|------|-----------------|
| For: | Weekend article |
|------|-----------------|

East Devon Chess Congress complete prize list

Bob Jones.

Premier Section

1st J. M. Parkin (Exeter Uni.) 5 pts.

2nd = C. V. Murray (Heywood) 4 1/2

R. A. James (Rugby)

Grading prize: (U165)

A.

B. W. Brusey (Teignmouth)

Major Section

1st M. Armitage (Bristol) 4 1/2 pts

2nd = M. W. Sapiecha (Paignton Palace)

D. M. Norman (Guildford)

Grading prize (U-135)

R. Eadie (Street) & G. Shepherd (Church Stretton)

Intermediate Section

1st T. J. Chapman (Guildford) 4 1/2

2nd = W. J. Kelly (Weymouth)

R. Turner (Bunham)

Grading prize (U-110)

J. Farrell (Metropolitan) & R. Morris-Weston (B.T. Reading)

Minor Section

1st N. Mills (Yeovil) 5 pts

2nd I. S. Mason (Teignmouth)

3rd T. Wonnacott (Exmouth)

Grading prize (U-85)

N. Went (Upminster) & Marian Warner (Ashtead).

Team prize : (highest combined score by 4 nominated players from same club)

1st Isca Juniors.

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-

| | |
|------|----------------------------------|
| For: | Fri. 3 rd March. 2000 |
|------|----------------------------------|

Tonight sees the start of the 25th East Devon Congress at St. George's Hall in Exeter. It is a feature of the event that even in the top section, the Premier, there is an upper grade limit of 205. This eliminates the possibility of a lone, predatory Grandmaster coming in at the last minute to pick up the top prize of £200, and ensures that almost any of the top 20 players stands a chance of winning, and all the games are competitive. Last year, the event was set alight in Rd. 1 when one of the favourites lost to a relatively unknown newcomer. It was no fluke either, as Bruce Baer went on to take the 1st prize.

White: David Hodge.

Black: Bruce Baer. [B06]

Exeter Premier (1), 1999

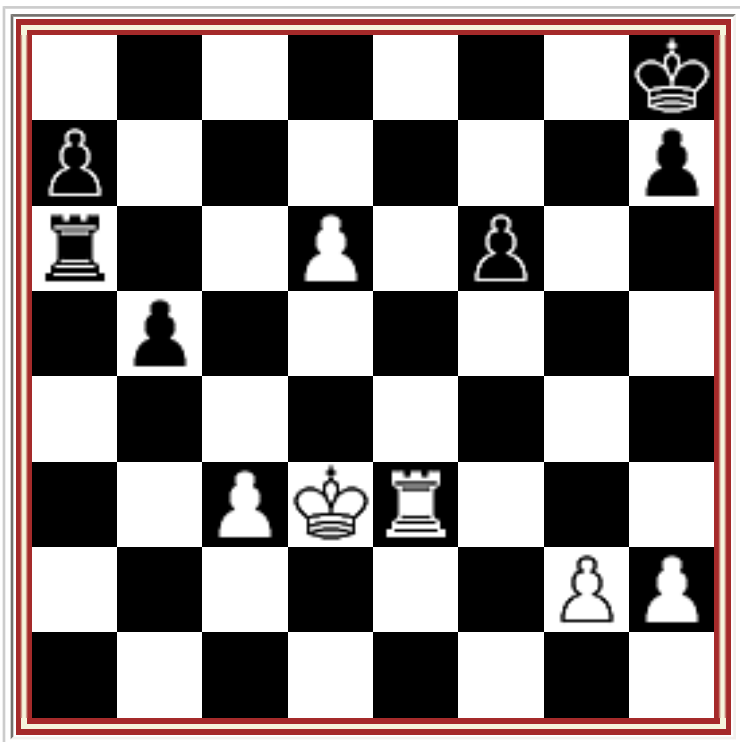
1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.Be3 c6 5.Qd2 Nd7 6.a4 Ngf6 7.Bc4 0-0 8.f3 d5 9.exd5 Nb6 10.Bb3 Nfxd5 11.Nxd5 cxd5 12.Ne2 Re8 13.0-0 a5 14.Rfd1 Bf5 15.Bf4 Rc8 16.g4 weakening the King's position. 16...Bd7 17.Qxa5 e6 18.Qd2 Nc4 19.Bxc4 dxc4 20.Nc3 Bc6 21.Ne4 Allowing White's pawns to be further weakened. 21...Bxe4 22.fxe4 c3 23.bxc3 Qh4 24.Rf1 Qxg4+ 25.Kh1 e5 26.dxe5 Bxe5 27.Qd1 Qxd1 28.Raxd1 Bxf4 29.Rxf4 Rxc3 A materially level double rook & pawn ending is

reached, the difference being that White's pawns are all isolated and easily picked off. 30.Rf2 Re7 31.Rd4 Re3 32.Rf4 Re2 33.c4 Ra2 34.c5 Rc7 35.Rd5 Rxa4 36.Kg2 Rc4 37.Rf2 Rxe4 38.Rb2 Kg7 39.Kf3 Rc4 40.Rb5 f5 41.Rb6 R4xc5 42.Rxc5 Rxc5 43.Rxb7+ Kh6 44.h4 Rc3+ 45.Kg2 Rc8 46.Rf7 Rg8 47.Kg3 Rg7 48.Rf6 Kh5 49.Ra6 Rc7 50.Ra4 Rc3+ 51.Kg2 Re3 52.Ra7 h6 53.Ra6 Re4 54.Ra5 Rxh4 Winning White's final pawn. White resigned 10 moves later.

Late entries or enquiries to Alan Maynard on 01363-773313

The solution to last week's problem was Ne6!

The great US master, Harry Pillsbury played at the very first congress ever held in Exeter - in 1902. Shortly before his visit to Exeter, he played at Monte Carlo and had the following position against Gunsberg. Materially level, so how did he force Black's resignation 3 moves later?



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 25 th Feb. 2000 |
|------|---------------------------------|

Cornish chess is certainly on a high this season, with the county team providing a stiff challenge for all their opponents in the WECU Championships. After wins against Hants and Wilts, they must fancy their chances in their last match, against Somerset at Exminster on 11th March.

The domestic activity is reflecting this bullish mood, with an increased entry in the annual CCA Championship Congress, held recently at Truro College. The Championship itself, the Emigrant Cup, was won by Andrew Greet, (St. Austell), although David Saqui had it within his grasp - he only had to win his last round game against Malcolm Pridmore to win the title on tie break, but it was not to be. The Falmouth Cup, (U-125) was won in super fashion by Christopher Reeves.

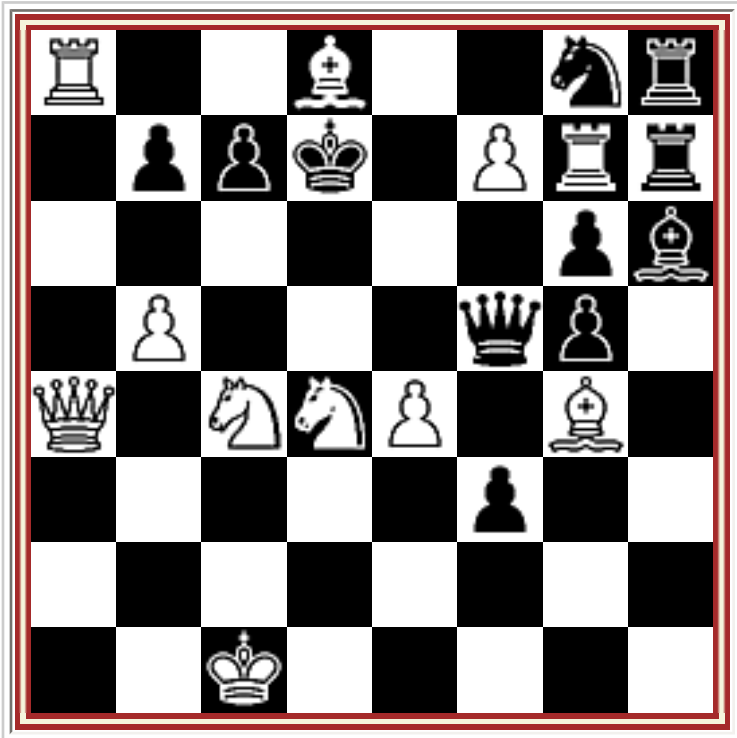
Cornwall runs 2 leagues. Div I is currently headed by Truro A (19 pts from 11 matches) ahead of Camborne A (15 pts from 11) while perhaps Penwith A (14 from 9) pose the greater threat.

Penwith B lead Div II with 16 pts from 10 matches, with Camborne B in 2nd place with 14 pts and two matches in hand.

The East Devon Congress starts next weekend. Late entries or enquiries to Alan Maynard on 01363-773313

White's sharpest continuation in last week's position was to sacrifice his rook by Rxf7, allowing the Queen to check decisively on e6.

This week's position is a traditional, though tricky, 2-mover.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 18 th Feb. 2000 |
|------|---------------------------------|

The 15th South Hams Championship resulted in a 4-way tie between Bill Ingham (Teignmouth), Chris Collins (Paignton), Bill Moffat (Plymouth) and Ivor Annetts (Tiverton), all on 3/4 pts. The Grading Prize was won by the junior Daniel Spurling.

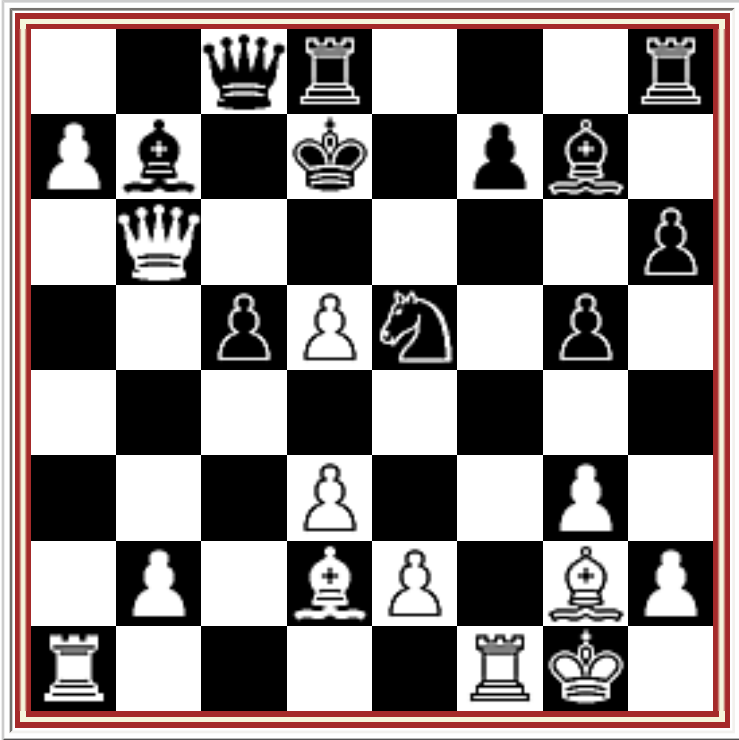
The first of Devon's local league championships was decided on Monday when Exmouth beat Isca Juniors, to win the Exeter & District League Div I with a 100% record, the first time they have done this for a number of years.

The next big event in the area is the 25th East Devon Congress to be held at St. George's Hall, Exeter, starting a fortnight today. Entry forms have been around for some time, but in case of difficulty, contact the Congress Secretary, Alan Maynard on 01363-773313.

The publishers, Gambit, have brought out 3 more titles to add to their already impressive list. They are Play The Open Games As Black by John Emms (224pp £15.99); The Botwinnik Semi-Slav by Steffan Pederson (224pp £14.99) and 101 Attacking Ideas In Chess by Joe Gallagher 128pp £12.99). In the latter, the writer devotes one page to each of his "ideas", each page having 3 diagrams on the left side and analysis on the right. The ideas don't seem to follow any logical

sequence, so a page on Tal's attacks might be followed by a page on the theme "Be Flexible" or "Sacrifices in the Sicilian". This makes it ideal for anyone wanting to pick up a book at odd moments, and yet still derive value from it.

The solution to last week's problem was 1. Qe7! This week's position is from actual play, and the challenge is to work out the 3-move combination that will destroy Black's position. Kolorov - Peev Plovdiv



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#) 

Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 11 th Feb. 2000 |
|------|---------------------------------|

Devon made few mistakes in their annual match against Cornwall at Saltash on Saturday, and won 10 - 6, to maintain their 100% record. Both teams were without certain key players, but Devon were able to

call on strong replacements, especially University students, Nick Lee and Jim Parkin. It was far from easy however, as 4 Cornishmen scored wins over much stronger opposition, and at the end, they were only two wins short of parity.

Full details (Devon names first)

- 1.
2. D. Hodge 1/2 - 1/2 J. Menadue;
- 3.
4. J. Parkin 1 - 0 D. Saqui;
- 5.
6. N. Frost 1 - 0 R. Grime.
- 7.

8. N. Lee 1/2 - 1/2 P. Williams;
9.

10. B. Hewson 0 - 1 R. Sefton;
11.

12. M. Cox 1 - 0 G. Trudeau;
13.

14. A. Brusey 1 - 0 S. Bartlett;
15.

16. J. Morrison 0 - 1 N. Clifford;
17.

18. P. Brooks 1/2 - 1/2 J. Hooker;
19.

20. P. Trussler 0 - 1 R. Woods;
21. J. Walker 1 - 0 G. Lakeland;

12. C. Bellers 1 - 0 C. Sellwood;

13. W. Ingham 0 - 1 D. Lucas;

14. M. Abbott 1 - 0 K. Brewer;

15. J. Gorodi 1 - 0 S. Lever;

16. A. Roderick 1/2 - 1/2 D. Cooke.

Jim Parkin has recently moved down to Exeter from Aberdeen, where he represented Scotland in the Glorney Cup. The quality of his play showed through in his game on Bd. 2



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-

| | |
|------|--------------------------------|
| For: | Fri. 4 th Feb. 2000 |
|------|--------------------------------|

The message of Cornwall's excellent start to the season, in beating Hampshire and Wiltshire, was clearly not lost on Chris Ambrose, the Dorset captain, who assembled a strong team for their encounter at Exeter recently. A wise precaution too, as it turned out, for Cornwall were only just headed 9 - 7. However, this was another valiant Cornish performance, considering they were outgraded by between 20 - 30 points on every board, and their next opponents next Saturday, Devon, can take nothing for granted.

Cornish winners were D. Saqui, G. Lakeland, C. Sellwood and D. Lucas, while draws were secured by Messrs Grime, Trudeau, Bartlett, Hooker, Brewer and Manton (jr.)

David Lucas certainly wasn't overawed by the prospect of playing a West of England veteran, and played with great bravura.

White: David Lucas. (121)

Black: Frank Kingdon (151)

[A65]

1.d4 e6 2.c4 c5 3.d5 exd5 4.cxd5 d6 5.e4 Nf6 6.Nc3 Be7 7.Bd3 Nbd7 8.f4 a6 9.a4 Qc7 10.Nf3 0–0 11.0–0 Re8 12.b3 Bf8 13.Ra2 g6 14.Re2 Bg7 15.Qc2 Nb6 16.Nd1 Bg4 17.h3 Bxf3 18.Rxf3 Rac8 19.a5 Nbd7 20.Bd2 Re7 21.g4 Rce8 22.Nf2 Nxd5 23.g5 Qc8 24.Qc4 Nc7 25.Bc3 Bxc3 26.Qxc3 Nb5 27.Bxb5 axb5 28.Ng4 White leaves his e-pawn, knowing it shouldn't be taken - but Black overlooks the danger. **28... Rxe4?? 29.Nh6+** and Black resigned as everything has collapsed. Play might have continued 29...Kf8 30.Qh8+ Ke7 31.Rxe4+ Kd8 [31...Ne5 32.Qxh7 Kd8 33.fxe5 dxe5 34.Nxf7+] 32.Rxe8+ Kc7 33.Rxc8#

The solution to last week's position was R1c7, leaving the Black Knight on d4 helpless, in spite of its great mobility. Richard Nash, Barnstaple, was another correct solver of the Christmas problem.

This week's position is a 2-mover by W. L. Barclay (1960)



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-

| | |
|------|---------------------------------|
| For: | Fri. 28 th Jan. 2000 |
|------|---------------------------------|

Devon's annual Inter-Area Jamboree was held on Saturday in Barnstaple. The home side, North Devon, responded by fielding a strong side that took the trophy by a clear point from the West team, based on the Plymouth Club. Faulty lines of communication in the south of the county meant that some important club games were arranged on the same day, and the East team was under par, while the South couldn't raise a side at all.

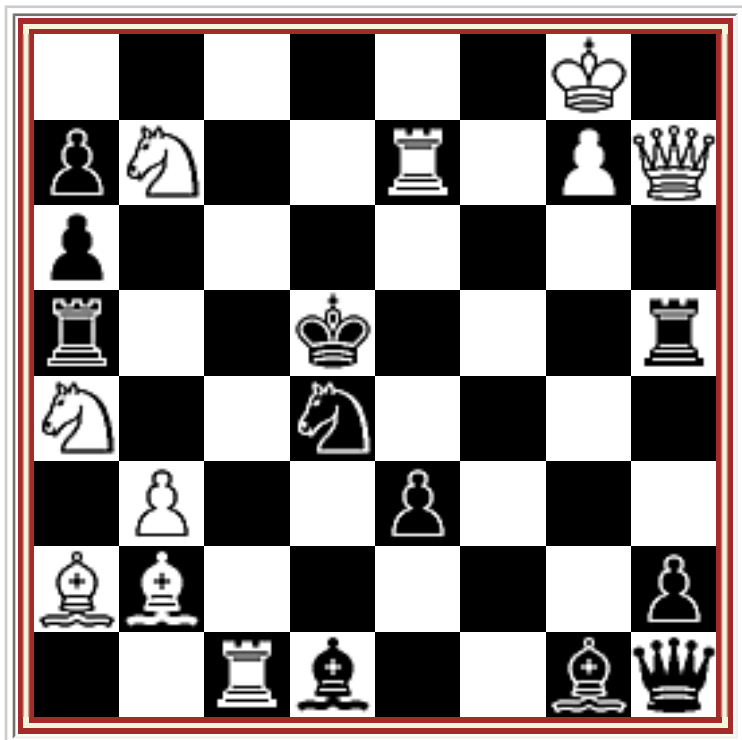
However, the club match that was played was a significant one - in the Bremridge Cup, Teignmouth bounced back from their loss to Exmouth to beat Tiverton. This breaks the 1st division wide open again, with Teignmouth and Tiverton each having won 2 of their 3 matches, while Exeter and Exmouth have both won 1 out of 3. Any of the 4 can still win Devon's top club trophy.

Sunday sees the 1st part of the South Hams Championship. Entry fee £5.50. Contact C. Peach on 01548-854485 or 856680.

In the Torbay League Div I Palace are the only club on 100% with 4 wins.

Vladimir Nabakov's creative solution to last week's problem was the device of "underpromotion". That is, White's b-pawn moves to the 8th rank, where instead of Queening, it becomes a Knight and poses slightly different threats. Very occasionally, this can arise in actual play, usually where the resulting Knight gives a check that keeps the initiative.

This week's position, by G. Heathcote, is an example of the "Knight Wheel", where the Black Knight can move to its maximum number of 8 squares to counter White threats, but the right key move will still mate on the 2nd move.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)



Exeter Chess Club:

Contents

-
-
-

| | |
|------|---------------------------------|
| For: | Fri. 21 st Jan. 2000 |
|------|---------------------------------|

The annual county match between neighbours Devon and Somerset took place at Wellington School on Saturday, resulting in clear wins for Devon in both the 1st and 2nd team matches. Over the top 11 boards, the honours were shared 6 - 5 in Devon's favour, with only a Somerset default separating the sides, but from thereon down, Devon's greater strength-in-depth told, and they ran out winners 10- 6 in the 1st team and 11 1/2 - 4 1/2 in the 2nd

First to finish was Chris Bellers, whose game illustrated both the potency of the English Opening, and the dangers of allowing pieces to become trapped in a crowded centre when enemy pawns are shuffling forward.

White: C. J. Bellers.

Black J. N. Jepps [A24]

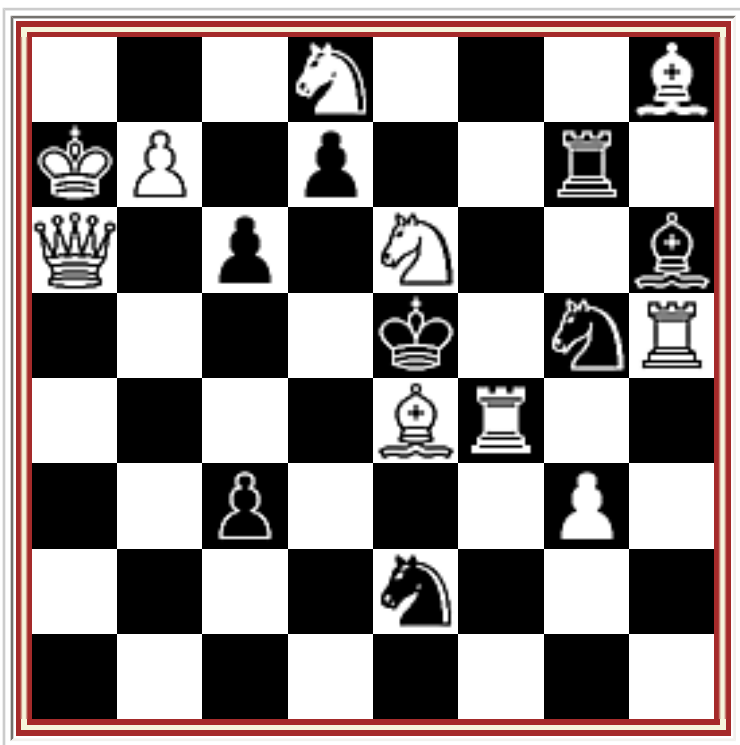
1.c4 Nf6 2.g3 g6 3.Bg2 Bg7 4.Nc3 0-0 5.e4 d6 6.Nge2 e5 7.0-0 c6 8.h3 Nbd7 9. d3 a5 10.Be3 Nc5 11.Qd2 Be6 12.f4 Qd7 Black is eyeing up the weak pawn on h3, but in doing so is leaving his bishop on e6 dangerously hemmed in. **13.fxe5 Ne8 14.Kh2 b6?** Losing the bishop. One way of countering the threat would have been 14...Rd8 and then after

15.d4 dx e the White Queen itself is vulnerable. **15.d4 Resigns** The bishop will indeed become trapped after d5 cxd cxd.

At least Somerset spoiled the unbeaten record of Michael Cox, who after 12 consecutive wins, had to concede a draw in his 13th game for his county.

Last week's "2-move" problem was even more complex than I led you to expect - it was a 3-mover! (Sorry) The key move, however, was

1. Qf7! This week's position (definitely a 2-mover) was composed by Vladimir Nabokov, author of Lolita and other celebrated novels. So be prepared for a creative solution.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 14 th Jan. 2000 |
|------|---------------------------------|

The attention of the chess world in early January is usually drawn to Hastings, the oldest established chess event in the world. First held in 1895, when the winner of a super-strong tournament was the rank outsider, the American Harry Nelson Pillsbury, Hastings has now taken place in 3 different centuries.

Running alongside the Premier Section has been the World Amateur Championship - "amateur" in this context meaning no players with a FIDE title or rating. The main local interest here was the achievement of Tiverton schoolboy, Nick Frost, in coming 1st =, level on 7/9 pts with Sven Muhlenhaus (Germany) and V. Kachatkov (Belarus). Unfortunately for Nick, the title went to the German on tie-break, while he was presented with a bronze medal and the Harry Baines Trophy for the highest score by a UK player. However, he is hoping that the world chess ruling body will award him the title of FIDE Master, in recognition of his achievement.

Nick, just 16, is a member of the Tiverton Chess Club and a pupil at Exeter School, where he is studying 4 A levels in the hope of going on to university to read Law.

Bremridge Cup Rd. 3 results:

Tiverton 3 1/2 Exeter 2 1/2

Teignmouth 1 Exmouth 5

The solution to the two Christmas problems were 1. Qf3, while the Pike/Howard composition was solved by 1. Nb5

Among those who correctly solved both problems were Ken Bloodworth, our former columnist, and John Dunleavy of Kingsbridge, who receives the book prize put up by Keveler Chess Books.

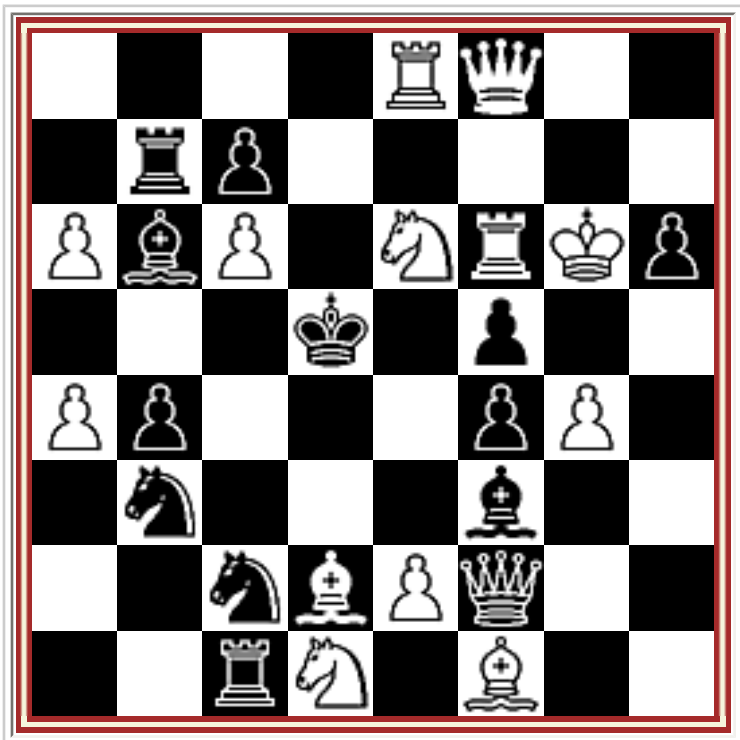
The solution to last week's problem was 1. Be4! Several readers sent in the correct solution to that as well, though this was not part of the competition. These included

R. I. Greenfield (Penzance) and

A. G. Pike (Tiverton).

This week's position is a complex

2-mover by C. Sammelius (1955)



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-



| | |
|------|--------------------------------|
| For: | Fri. 7 th Jan. 2000 |
|------|--------------------------------|

The attention of the chess world in the 1st week of January is usually drawn to Hastings, the oldest established chess event in the world. First held in 1895, when the winner of a super-strong tournament was the rank outsider, the American Harry Nelson Pillsbury, Hastings has now taken place in 3 different centuries.

Soon after his victory, Pillsbury developed strong contacts with Devon, and attended the new DCCA's first two AGMs in 1902 & 03, where he was the star attraction, giving several simultaneous displays, mostly blindfold. But more of him another time.

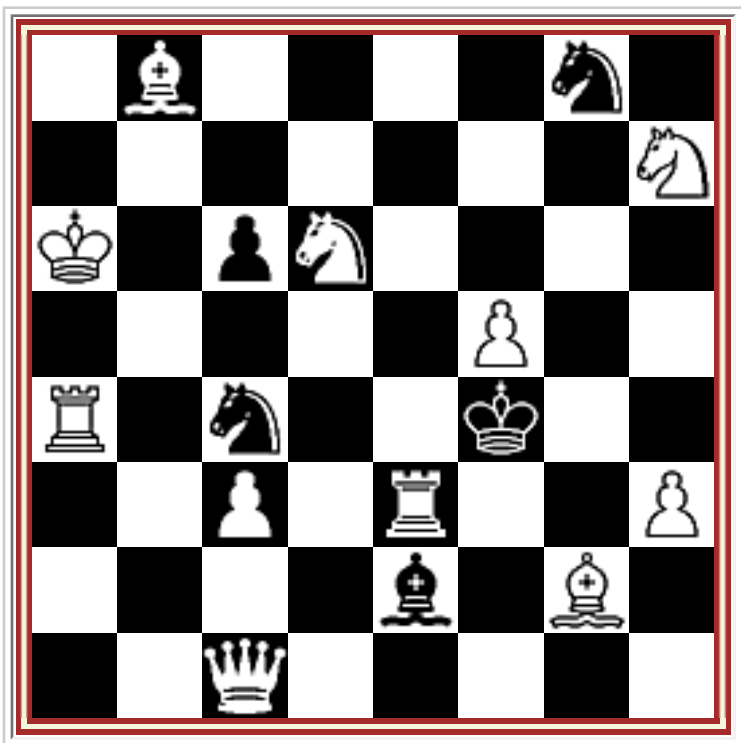
The line-up in this year's Hastings, the 75th, is not quite so exotic, but still extremely strong. The Premier, a 10 man all-play-all, consists of Dreev (Russia), Sokolov (Bosnia), Sutovsky (Israel), Bischoff, (Germany), Irina Krush (US) and the 'Anglos' Jon Speelman, John Emms, Bogdan Lalic, Murray Chandler and Luke McShane, with the school pupils Krush and McShane looking for GM norms.

Even the Challengers Section has 8 GMs vying for 1st place and an automatic place in next year's Premier. These include Plaskett, Hebden, Arkell and McDonald. So even the Challengers will be no place for the feint-hearted - competition will be fierce indeed.

The solutions to the 2 Christmas problems will be given next week. There is still time to send solutions in to the paper marked "f.a.o. Julie Chapman". Closing date Tues. 11th Jan.

Meanwhile, here is an early Mansfield position from 1917, when he was still a lad in Witheridge.

White to mate in two.



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 31 st Dec. 1999 |
|------|---------------------------------|

On this last day of the 2nd Millennium, it is difficult to know whether to look back and reflect or look forward and anticipate - this is why the two-faced Roman god Janus could do both at the same time.

100 years ago today, the good folk of Devon were busy planning the creation of a new association to foster the development of chess within the county. This came about the following year, and it is gratifying to know that the DCCA has survived the whole of the 20th century unscathed and is preparing to enter the 21st, trying to adapt to inevitable changes in life style that affect playing habits. Chess folk, by and large, both players and organisers, have embraced the computer age with open arms. The computer and its access to the internet, for example, makes world-wide chess immediately available to anyone from the comfort of their fireside laptop. Hence it's becoming increasingly difficult to get people to attend their local club, let alone drive 200 miles on a Saturday afternoon to represent their county. This is one of the issues the Devon & Cornwall Associations need to address if they are to meet the challenges the new millennium will inevitably bring.

The 20th century has seen Britain's strongest-ever player, Michael Adams, emerge from Truro School, and after honing his skills on the local westcountry congress circuit, come so close to becoming World Champion finalist. Next, we are looking for him to get the chance for another tilt at the ultimate title. And after that, who will be the westcountry's next Michael Adams? Is he or she already playing in some rural primary school team?

Exeter Chess Club:

Contents

-
-
-



| | |
|------|---------------------------------|
| For: | Fri. 24 th Dec. 1999 |
|------|---------------------------------|

Results to hand from the Devon Leagues are as follows:

Div 2 (Mamhead)

Teignmouth 2 Tiverton 2

Div 3 (Schofield)

Tiverton 2 1/2 Exeter 1 1/2

Div 4 (Moyle)

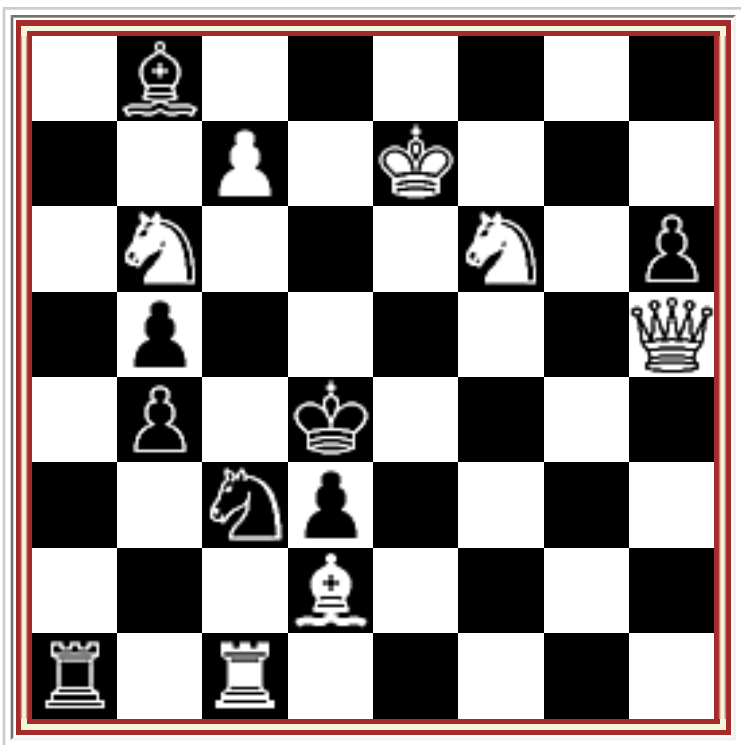
Teignmouth 1 1/2 Isca Juniors 2 1/2

Rapidplay (Newman)

Exchange 4 1/2 Tiverton 3 1/2: Exeter 2 1/2 Exchange 5 1/2.

What better to keep the brain ticking over during that lull between the strains of Christmas and the mother of all New Years, than to have a go at solving these two problems. Both involve WMN readers.

The first is taken from Stage 2 of the British Problem Solving Championship, in which reader Jon Lawrence of Paignton has just heard that he has again reached the Final, to be held at Oakham School in February. This is one of the eight that he, and others, had to solve correctly. White to move and mate in 2.



We wish him well in the Finals.

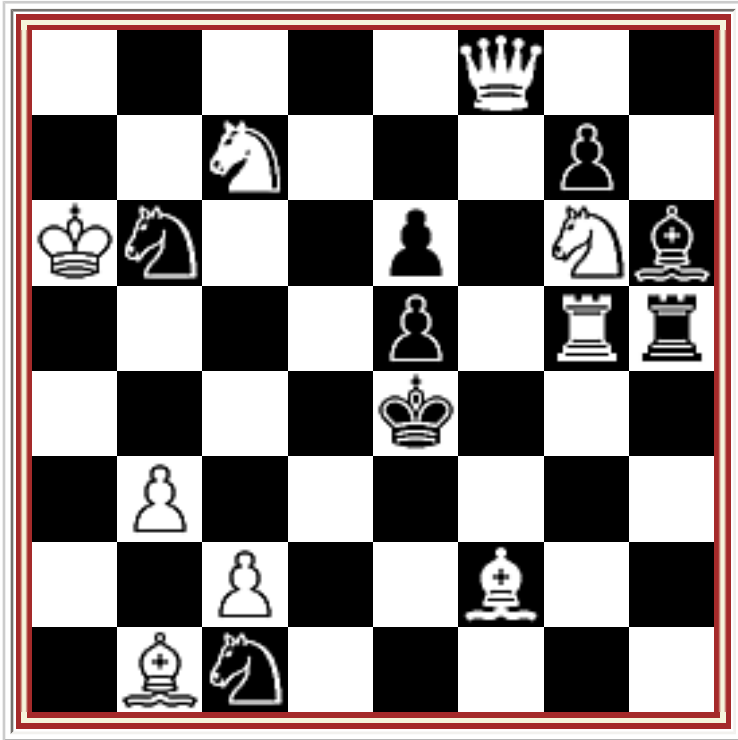
The second position is a joint composition by readers Arthur Pike of Tiverton and David Howard of Somerset, composed especially for today's column - a world first! Again, White has to mate on his 2nd move.

Anyone submitting both correct solutions will get an honourable mention, and the

1st one opened will receive an appropriate book prize donated by Keverel Chess Books.

The solution to last week's problem, much admired by Mansfield, was

1. Rd7!



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#) 

Exeter Chess Club:

Contents

-
-
-

| | |
|------|---------------------------------|
| For: | Fri. 17 th Dec. 1999 |
|------|---------------------------------|

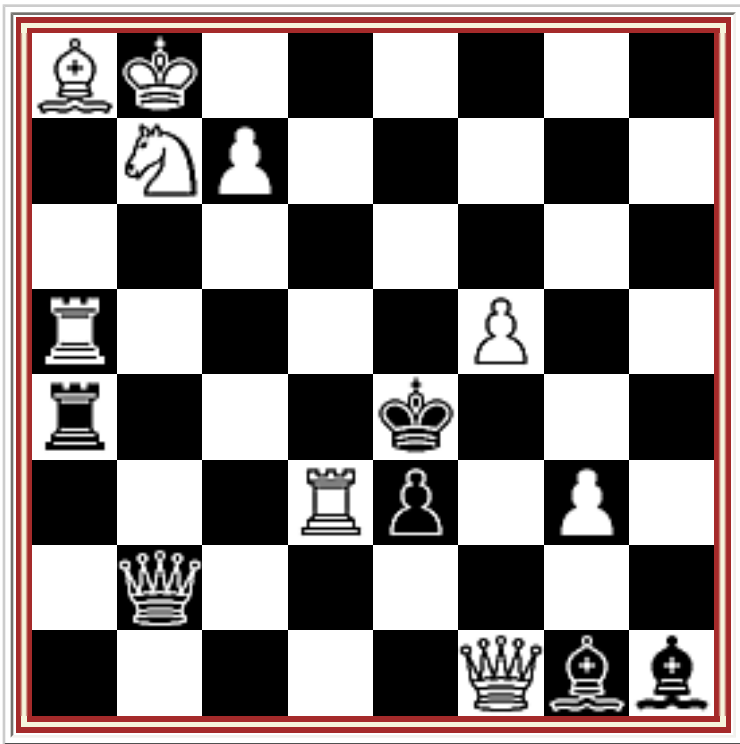
The end of the year usually generates a look-back at what good chess books have been published during the previous 12 months. The BCF decided that "Secrets of Modern Chess Strategy - Advances Since Nimzowitsch" by John Watson was their Book of the Year: (Gambit 272pp £19.99). The author looks at Nimzowitch's My System, surely one of the Chess Books of the Century, and refines and develops some of his ideas on middle game play, in the light of the 70+ years experience since its original publication.

Game collections are always popular, and the indefatigable John Nunn brought out 101 Brilliant Chess Miniatures (Gambit 176pp £13.99). A common enough theme in chess publishing, but this book has an unusual format with well-placed diagrams that permit the reader to follow the game without necessarily having to set up a board and pieces, making it easy to dip into for a few minutes at a time.

In the Devon Knockout Cup, the Rooke Memorial, Tiverton squeezed past Exmouth 5 - 3, with 6 draws and wins to S. Thorpe-Tracey and J. Reardon.

In last week's position, Qxf7 is met by 2. Qg3+ Kf6 (forced) 3. Bg5+ Ke6 4. Qb3+ and the Black Queen drops. To an optimist, 2 pieces for a Queen is not necessarily a resigning matter, but the resulting position is such that mate is almost inevitable.

This week's problem was described by Mansfield himself as "perhaps the most beautiful 2-mover", with a truly elegant solution. A. Ellerman 1925



Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)



Exeter Chess Club:

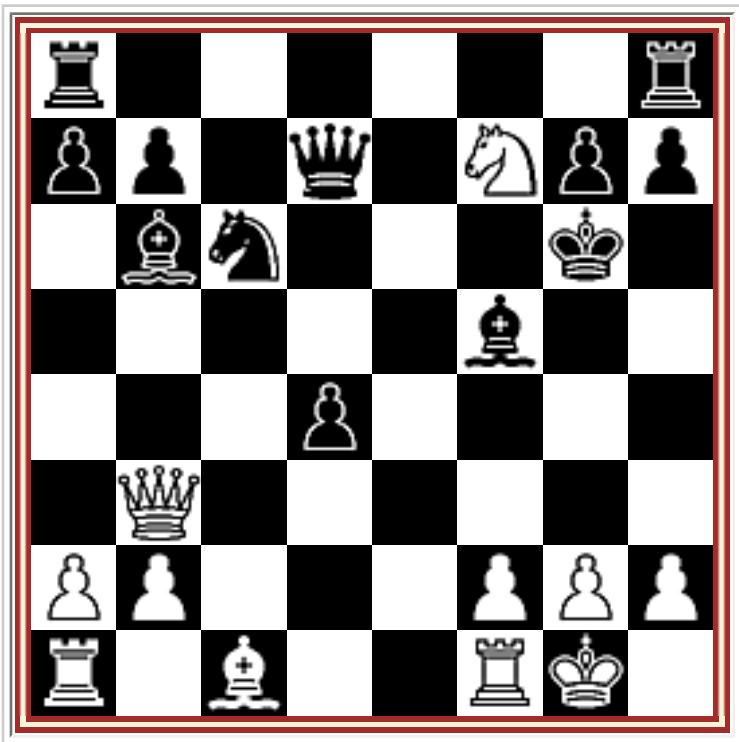
Contents

- -
 -
-

I wrote last week of the inestimable value of a good county captain, and Cornwall's Anton Barkhuysen is undoubtedly one of this increasingly rare breed. His team pulled off an unexpected win against Wiltshire in Rd 1 of the WECU Championships, perhaps giving out a warning to their next opponents, Hampshire, that Cornwall should not be taken too lightly this year. It went unheeded, however, as Hampshire turned out a team no stronger on paper than Cornwall, and defaulted the bottom two boards to boot. The Cornish need no further encouragement these days, and routed them 10 - 6, with wins from R. S. Sefton, Craig Fearn, Gary Trudeau, Richard Woods and Colin Sellwood. If any reader can recall when Cornwall last won their first two matches of the season, please let myself or Ian George know the year, as it's probably before our time.

Simon Bartlett (Bodmin) won the Kingsbridge Rapidplay tournament on Sunday.

Devon's 1st Division, the Bremridge Cup, is a 4 team, double-round affair between Tiverton, Teignmouth, Exeter and Exmouth. This is the latter's first venture into this exalted company, and it is proving difficult for them. On Saturday, they outgraded Exeter on every board, took a 1 1/2 - 1/2 lead with promising positions in three other games. For example, they had the option of going two pieces up in this position. Should Black take the proffered Knight, and what may happen if he does? Play it through - feel the pain!



White: Exeter Black: Exmouth (to play)

The moment this decision was made, fatally incorrectly, the whole match was turned on its head and Exeter won 4 - 2.

In last week's position Norwood lost to 1. d6+! Kh8 2. Ne7! whereupon he resigned.

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)



Devon County Chess Association: Press Release

Western Morning News

Fri. 26th Nov. 1999

Correspondent: Bob Jones

The local weekend congress scene is supported by a core of grass-roots regulars, whose names and faces are familiar to the organisers. Occasionally, however, an unexpected visitor appears, like an exotic migrant bird, blown off-course. This happened at the Torbay Congress, recently, when the US Master, James T. Sherwin, played in the Open. In his heyday, 40 years ago, he played all the legendary names of US chess, Bobby Fischer, Sammy Reshevsky, Larry Evans, Benko, Rossolimo and the Byrne brothers, to name but a few. Because he was active at a time when the young Fischer stole all the headlines, he is an underrated, almost forgotten figure. Yet his record of coming 3rd four times and fourth three times in the US Championships in such company, speaks for itself.

A confirmed Anglophile and recently retired to a westcountry village, after a career in international finance, he is getting back to active play, but not finding it easy. At Torquay, he found it a struggle to find winning ways, and by Round 5, facing David Saqui of Penwith, was just hoping for a respectable score.

White: David Saqui

Black: James T. Sherwin [A48]

1.d4 Nf6 2.Nf3 g6

3.Bg5 Bg7 4.e3 h6

5.Bf4 d6 6.h3 Nbd7

7.Bc4 0-0 8.c3 Qe8

9.g4 e5 10.Bg3 Ne4

11.Rg1 Nb6 12.Bb3 Bd7 13.Nbd2 Nxc3 14.Rxc3 exd4 15.cxd4 c5 16.Nc4 Nxc4

17.Bxc4 Rc8 Black starts to put on the pressure, exploiting White's King, stuck in the centre.

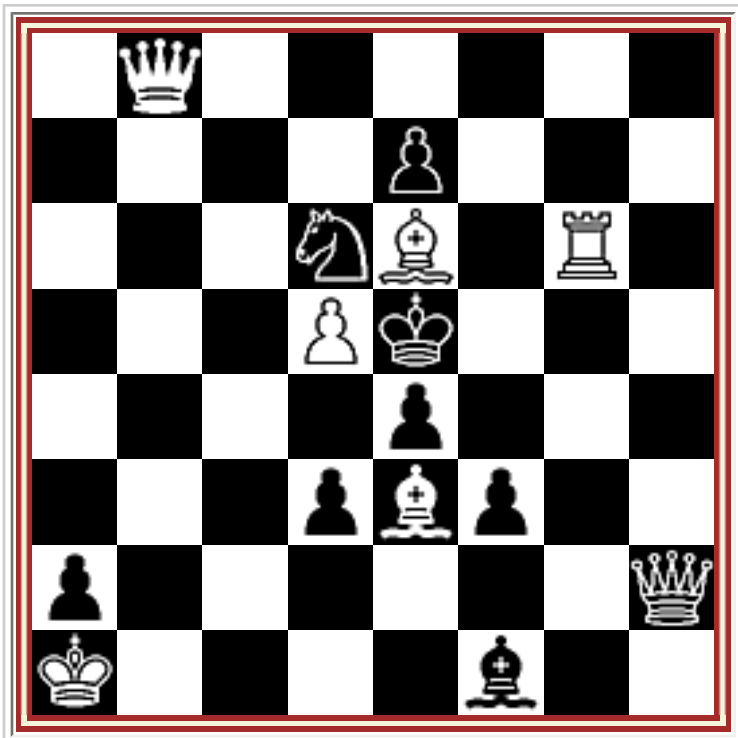
18.Rc1 cxd4

19.Nxd4 Bxd4 20.Qxd4 b5 The point of Black's exchanges on d4, winning a piece.

21.Qxd6 bxc4 22.h4 Qe4

23.h5 Bxg4 24.hxg6 Rcd8 White is forced to give up more material in view of the mating threats on h1. **25.gxf7+ Kh7 26.Rxg4 Qxg4 27.Qf6 Rd7 0-1**

Last week's solution was Qc5! This is a 2-mover by Philip Klett



Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)

Exeter Chess Club: Playing White against unusual replies to 1. e4

Black avoids 2...Nc6 or plays one of the semi-open defences



An Exeter Junior Chess Club booklet Edition 1., December, 99

Bibliography:

Dunnington, *How to play the King's Indian Attack*

Evans, *The Chess Opening for You*

Hodgson/Day, *The Grand Prix Attack*

Hort, *Alekhine's Defence* (inc. Nimzovitch Defence)

Karpov, *The Semi-Open Game in Action*

Kasparov/Keene, *Batsford Chess Openings 2*

Keene et al. *Understanding the Caro-Kann Defence*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Nunn, *The Complete Pirc*

Pachman, *Semi-Open Chess*

Schiller, *How to play the King's Indian Attack*

Solitis/Hall, *The King's Indian Attack*

Walker, *Chess Openings for Juniors*

Various magazines and other books

Introduction

A. Piece attacks against the common half-open defences

A1. Piece attacks vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4

Avoiding with 4...Nb6

Avoiding with 4... Nxc3

Defending with 4... c6

Defending with 4... e6

Example games A1

A2. Piece attacks vs. Caro-Kann Defence

A2.1 Solid line with 4... Nd7

A2.2. Lines with 4... Nf6

A2.2.1 Tartakower Variation, 5... exf6

A2.2.2 Bronstein-Larsen line, 5...gxf6

A2.3 Classical Variation with 4...Bf5

Example games A2

A3. Piece attacks vs. French 1. e4 e6: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 (Alekhine-Chatard Attack)

A3.1. Rubinstein Variation 3...dxe4 4. Nxe4

A3.1.1 Rubinstein Variation with 4...Nf6

A3.1.2 Rubinstein Variation with 4...Bd7

A3.1.3 Rubinstein Variation with 4...Nd7

A3.2. Guimard Variation 3. ... Nc6

A3. 3. Classical Variation, 3...Nf6

A3.3.1. The Burn Variation, 4... dxe4

A3.3.2. The MacCutcheon Variation, 4... Bb4

A3.3.3. The Classical Variation 4... Be7 (and Alekhine Chatard attack with 6. h4)

A3.4. The Winawer variation, 3... Bb4 and Alekhine Gambit 4. Nge2

Example games A3

A3.3.3 Examples of the Alekhine-Chatard Attack

A3.4 Examples of the Alekhine Gambit in the Winawer Variation

A3. Example of other French variations

A4. Piece attacks vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3

Example Games A4

A4.1. Examples with Bc4

A4.2. Examples with Be3

A5. Piece attacks vs. Sicilian: lines with piece play

A5.1. Ideas with Be2

A5.2. Ideas with Bb5

Example games A5

A5.1. Examples with Be2

A5.2. Examples with Bb5

B. Slow attacks with f4 against the common half-open defences

B1. Playing f4 vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. f4

Example games B1

B2. Playing f4 vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1.Nc3)

Example games B2

B3. Playing f4 vs. French 1. e4 e6: 1. e4 e6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1.Nc3)

Example games B3

B4. Playing f4 vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 (Austrian Attack)

Example games B4

B5. Playing f4 vs. Sicilian (a) 1. e4 c5 Grand Prix attack

Example games B5a

B5. Playing f4 vs. Sicilian (b)Traditional Closed Sicilian

Example games B5b

C. King's Indian Attack against the common half-open defences

Introduction to the King's Indian Attack

C1. KIA vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. g3/Bg2

Example games C1

C2. KIA vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. d3 d5 3. Nd2

C2.1. Caro-Kann with 3... dxe4

C2.2. Caro-Kann with 3... Nd7

C2.3. Caro-Kann with 3... Nf6

C2.4. Caro-Kann with 3... e5

C2.5. Caro-Kann with 3...g6

Example games C2

C3. KIA vs. French 1. e4 e6: 1. e4 e6 2. d3 d5 3. Nd2

C3.1 Variations with 4. g3

C3.2 Variations with 4. Ngf6

Example games C3

C4. KIA vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2

Example games C4

C5. KIA vs. Sicilian

C5.1 KIA Sicilian with 2...d6

C5.2 KIA Sicilian with ...e6 and ...g6

Example games C5

D. A single repertoire for attacking the unusual semi-open defences

D1. Center Counter (Scandinavian) 1...d5

D1.1. Advance with 2...d4

D1.2. Exchange with 2...dxe4

Example games D1

D2. Gurgendidze Defence ...c6/...d5/...g6

Example games D2

D3. Nimzovitch Defence

Example games D3

D4. Other defences

D4(a) 1...b6 (Owen's Defence)

D4(b) St.George's Defence 1...a6,

D4(c) the *Borg Defence* 1. e4 g5

Example games D4

E. A repertoire for attacking the unusual 1...e5 defences

E1. Hungarian Defence

E2. Philidor Defence

E2.1 Philidor Defence with 3...Nd7

E2.1.1 Philidor Defence with 4...Be7

E2.1.2 Philidor Defence with 4...h6

E2.1.3 Philidor Defence with 4...Ngf6

E2.1.4 Philidor Defence with 4...c6

E2.2 Philidor Defence with 3...Nf6

E2.3 Philidor Defence with 3...exd4

E2.4 Philidor counter-gambit 3...f5

E3 Latvian Gambit 2... f5

Example Games E

Introduction

The repertoires below offer you three ways of playing against most of the semi-open defences, and also tell you what to do against some of the less common lines after 1. e4 e5 2. Nf3.

The three approaches are:

- **Fast attacking game with pieces**
- **Slower attacking game with f4**
- **King's Indian Attack with g3**

Which you choose will depend on what sort of player you are. It may also depend on what you hope to play after 1. e4 e5.

Fast attacking game with pieces

- Giuoco Piano (my main recommendation for junior players) or
- Scotch Game

Slower attacking game with f4

- Vienna Gambit or
- King's Gambit)

King's Indian Attack with g3

- KIA with 1. e4 e5 2. Nf3 Nc6 3. g3 or
- in the Vienna 1. e4 e5 2. Nc3 Nc6 3. g3

Sadly, the KIA lines have no real force and are not good lines to adopt against 1...e5. But the point is, how well does your chosen repertoire fit together? Once I used to play the following lines, together with the King's Gambit:

Alekhine

Chase variation

1. e4 Nf6

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3

Caro-Kann

Panov-Botvinnik Attack

1. e4 c6

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4

French

Advance Variation

1. e4 e6

1. e4 e6 2. d4 d5 3. e5

Pirc/Modern

King's Indian Attack

1. e4 ...d6/...g6

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2

Sicilian

Chamaeleon Variation

1. e4 c5

1. e4 c5 2. Nc3 ... 3. Nge2

This was an awful lot to keep track of, but more importantly, it didn't really combine well. Against the Alekhine I played fast, against the Caro I played medium, against the French and Pirc I played slow; the Panov line is main-line established theory with lots to learn and keep track of, the Chamaeleon is a new and obscure line where you have to think at the board.

Now, I'm sure a better idea, and the right idea, is to play similarly against each opening. For example, if you like gambits and play the Danish Gambit against 1...e5, try and find a gambit against the lot....

Alekhine 1. e4 Nf6

1. e4 Nf6 2. Bc4 Nxe4 3. Bxf7+ Kxf7 4. Qh5+ g6 5. Qd5+

Caro-Kann 1. e4 c6

Fantasie Variation

1. e4 c6 2. d4 d5 3. f3 e5 4. Nf3 exd4 5. Bc4

French 1. e4 e6

Advance Variation, Milner Barry Gambit

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Bd3

Pirc/Modern

I don't know any gambits for White in the Pirc but against the Modern you can try... the Monkey's Bum!

1. e4 ...d6/...g6

1. e4 g6 2. Bc4 d6 3. Qf3 Nf6 4. d4 e5 5. Nh3

Sicilian 1. e4 c5

Morra Gambit: 1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 or 3. ... Nf6 4. e5 Nd5
5. Bc4 Qc7 6. Qe2

I think neither the Alekhine line nor the Monkey's Bum are really any good, but at least we're thinking along the right lines, even if this isn't the repertoire we settle on.

Here's a repertoire based on pawn advances and space advantages:

Alekhine 1. e4 Nf6

Four pawns variation 1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. f4

Caro-Kann 1. e4 c6

Advance Variation 1. e4 c6 2. d4 d5 3. e5

French 1. e4 e6

Advance Variation 1. e4 e6 2. d4 d5 3. e5

Pirc/Modern

Three Pawns Attack 1. e4 d6 2. d4 Nf6 3. c3 g6 4. f4

1. e4 ...d6/...g6

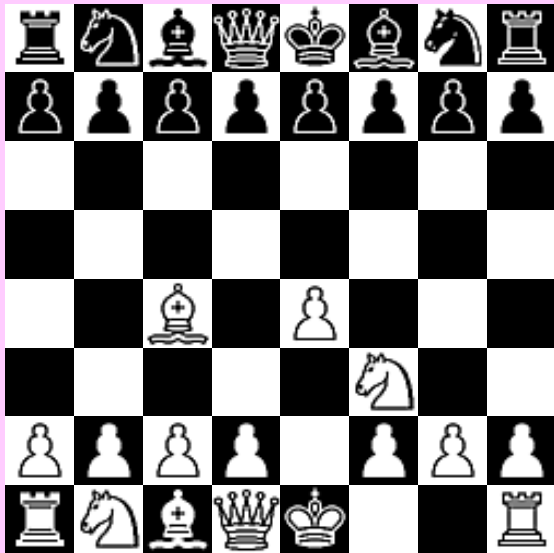
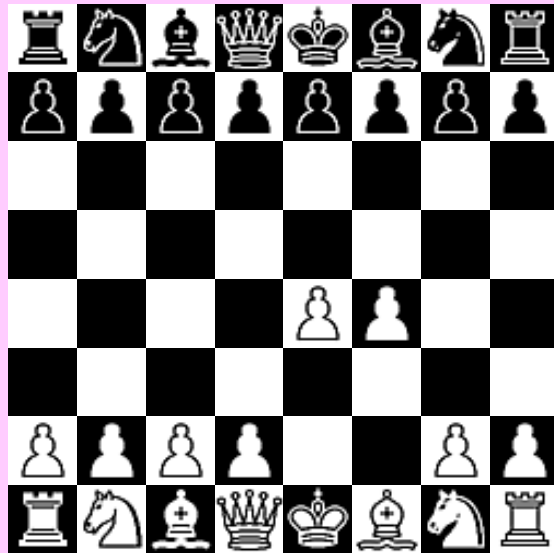
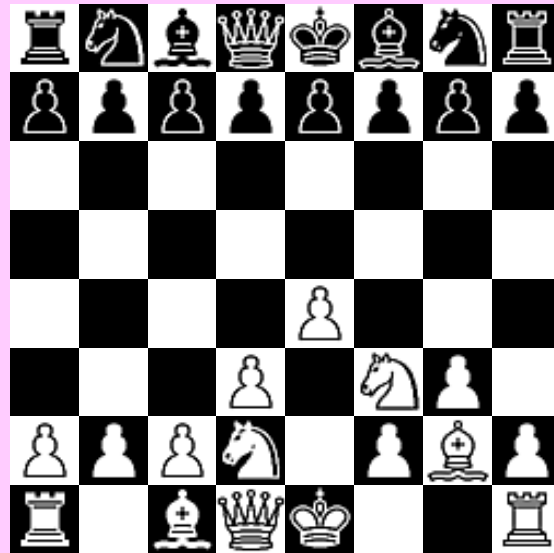
Sicilian 1. e4 c5

Big Clamp Variation 1. e4 c5 2. d3 (...) 3. f4

Now, what sort of player are you? Whether you like lively piece attacks, slow pawn advances that you can use to force open lines or more flexible systems, there is a repertoire here for you.

Let's have a look at some variations that fit together.

| | | | |
|---------|--------------|---------------------|----------------------|
| Defence | Piece attack | Slow attack with f4 | King's Indian Attack |
|---------|--------------|---------------------|----------------------|

| | | | |
|----------------------------------|---|--|--|
| |  |  |  |
| <p>Alekhine</p> <p>1. e4 Nf6</p> | <p>1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4</p> | <p>1. e4 Nf6 2. d3 and 3. f4 (sadly, this line has no real force and is not a very good line to adopt)</p> | <p>1. e4 Nf6 2. d3 and 3. g3/Bg2 (sadly, this line has no real force and is not a very good line to adopt)</p> |
| <p>Caro-Kann</p> <p>1. e4 c6</p> | <p>1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nh3 (Main line with 7. Nh3)</p> | <p>1. e4 c6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1. Nc3)</p> | <p>1. e4 c6 2. d3 d5 3. Nd2 (KIA vs. Alekhine)</p> |
| <p>French</p> <p>1. e4 e6</p> | <p>1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 (Alekhine-Chatard Attack)</p> | <p>1. e4 e6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1. Nc3)</p> | <p>1. e4 e6 2. d3 d5 3. Nd2 (KIA vs. French)</p> |

| | | | |
|--|---|--|---|
| Pirc/
Modern

1. e4 ...
d6/...g6 | 1. e4 d6 2. d4 Nf6 3.Nc3 g6 4. f4
(Austrian Attack) | 1. e4 d6 2. d4 Nf6 3.Nc3 g6 4. f4
(Austrian Attack) | 1. e4 d6 2. d4 Nf6 3.Nc3 g6 4.
Nge2 and 5. g3, 6. Bg2 (King
Fianchetto Variation) |
| Sicilian

1. e4 c5

Closed:
without
d4 | 1. e4 c5 2. Nf3 and 3.Be2 (idea 4.
c3) or 3. Bb5(+) (Rossolimo
Variation) | 1. e4 c5 2. f4 (Grand Prix Attack) or

1. e4 c5 2. Nc3 Nc6 3. g3 with 4.
Bg2, 5. d3, 6. f4 (Closed Variation) | 1. e4 c5 2. Nf3 and 3.g3 (KIA vs.
Sicilian) |

I simply haven't the courage to take on a repertoire which includes the Open Sicilian, and my experience of playing the Black side of the Sicilian is that not many White club players have either! So I'll leave those lines to you and any time you have to do your own research. I have a feeling it's something you come to study as your chess improves. Analysis and Games

I'll go through each approach in turn, looking at a system to play against each defence.

I'll concentrate more on the example games than the theory, and more on the 'piece attack' lines than the others, because I think that's what you should be playing.

A. Piece attacks against the common half-open defences

In each of these lines White has a straightforward plan of campaign:

- rapid development
- keep Black passive
- keep lines open if you can

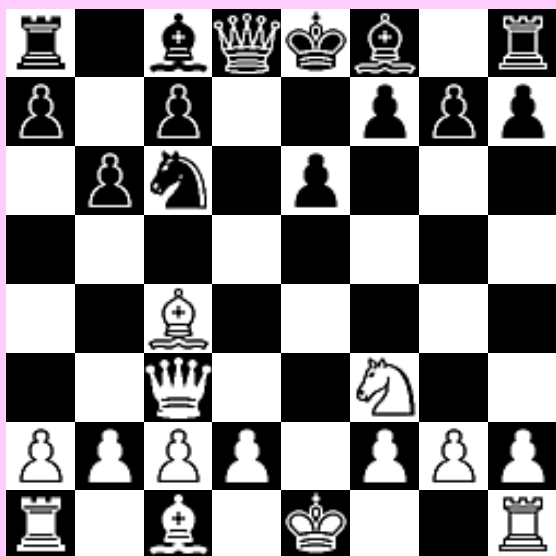
- keep an eye out for lightning raids

A1. Piece attacks vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4

This is not a particularly well-regarded line for White - that is, it is not considered to be a good way to try for advantage at GM level. But it gives you game where you don't have to learn much sharp theory and you are playing the sort of game you like. It has also been responsible for some amusing miniatures:

Ourmet,J - Cierniak,P (1) Paris, 1989

1. e4 d5 2. exd5 Nf6 3. Nc3 Nxd5 4. Bc4 Nxc3 5. Qf3 e6 6. Qxc3 Nc6 7. Nf3 b6



8. Bb5 1-0

and

Iskov,G - Woge Nielsen,J, it, Kobenhavn, 1989

1. e4 Nf6 2. Nc3 d5 3. e5 d4 4. Nce2 Ne4 5. c3 c5 6. d3 1-0

You must be prepared, after 1. e4 Nf6 2. Nc3, to play the Vienna or other opening after 2...e5.

After 2...d5 3. exd5 Nxd5 4. Bc4 Black has a choice of moving the knight (4...Nb6, 4...Nxc3) or finding some way to defend it (4...c6, 4...e6):

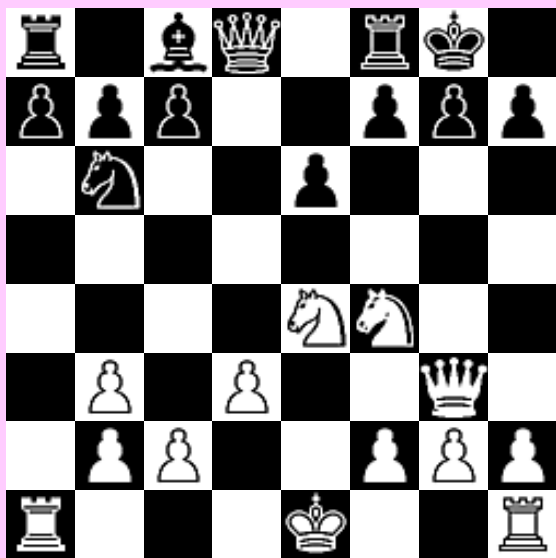


Avoiding with 4...Nb6

White's next is easy to find.

5. Bb3 c5

[5... Nc6 6. Qf3 e6 7. Nge2 Be7 8. d3 O-O 9. Bf4 Na5 10. Qg3 Bd6 11. Ne4 Nxb3 12. axb3 Bxf4 13. Nxf4

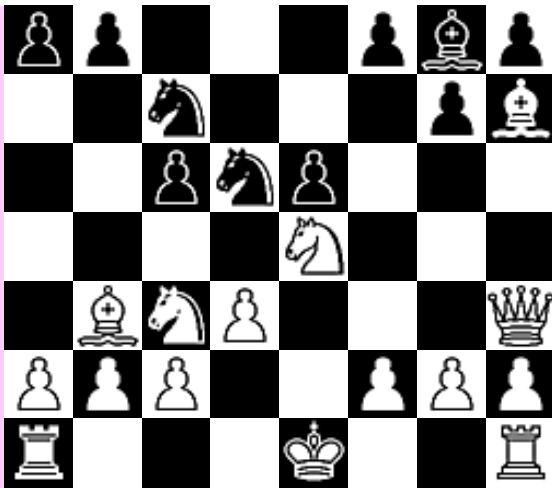


+ = Tietze-Neumann, corr; the Knights are nicely placed]

6. Qh5 e6 7. d3 Nc6 8. Bg5 +=

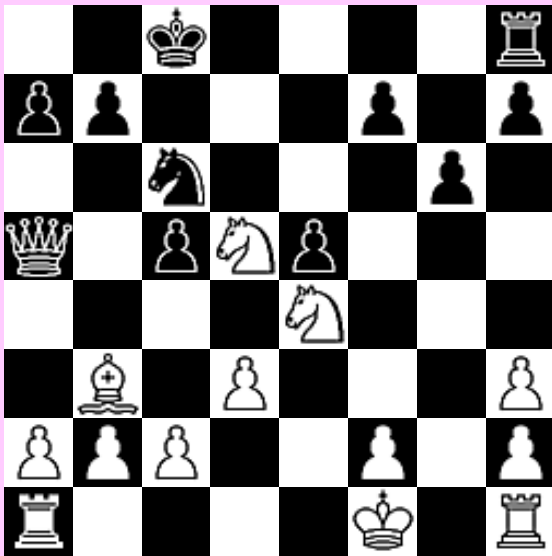
[This is the best move, but an example with 8. Nf3 went 8...Be7 9. Ng5 g6 10. Qh6 Bf8 11. Qh3 Bg7 12. Nge4 Nd5 13. Bh6 e5





White plays a likely-looking Queen sacrifice.

14. Bxg7 Bxh3 15. Nxd5 Qa5+ 16. Kf1 O-O-O 17. Bxh8 Rxh8 18. gxh3



Visser-Spanjaard 1948; White is better, as the Black pieces can't get going]

]

Avoiding with 4... Nxc3

White has a cunning reply to this move.

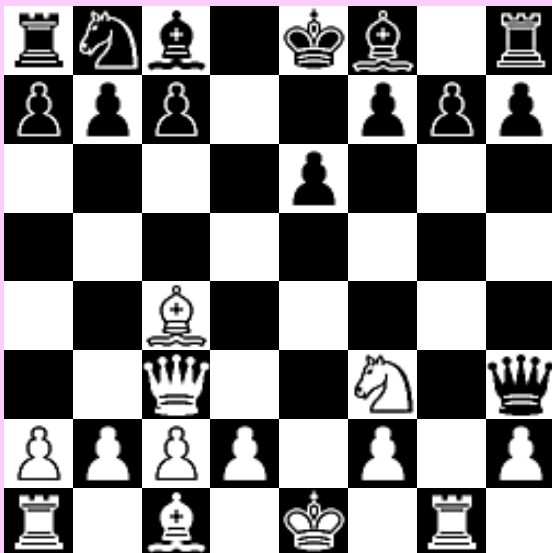
5. Qf3 e6 6. Qxc3



6... Qg5 7. Nf3

[7. Kf1 +=]

7... Qxg2 8. Rg1 Qh3



]

White has compensation for the sacrificed pawn.

Defending with 4... c6

Again, the Qf3 move is strong; Black is obliged to lock in the Bc8.

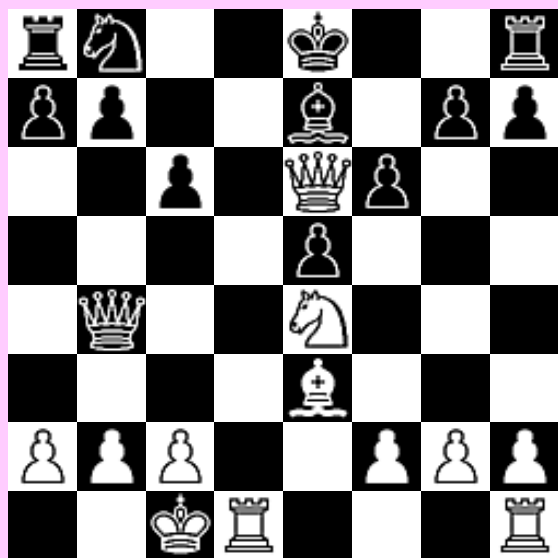
5. Qf3 Be6 6. Nge2 Nc7 7. Bxe6 Nxe6 8. d4

[8. d3 += is good enough]

8... Nxd4 9. Nxd4 Qxd4 10. Be3 Qb4 11. O-O-O e5 ?

[11... e6]

12. Qf5 f6 13. Ne4 Be7 14. Qe6



+ - Potengowski-Kerckhoff, 1930; White has a clear advantage]

Defending with 4... e6

White places his pieces as actively as possible.

5. Qf3 Nb4 ?! 6. Bb3 N8c6 7. Nge2 Be7 8. a3 Ne5 9. Qg3 Nbc6 10. d4



+/- Bellon-Alburt 1978]

White is better placed.

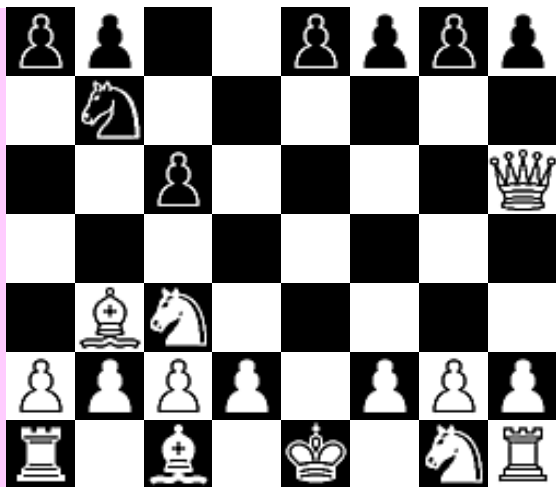
Example games A1



Karaklajic,N - Marjanovic,Z (3) Pula, 1990 [B02]

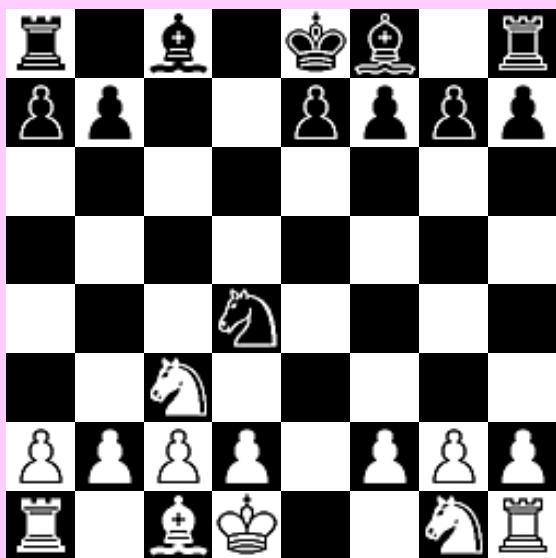
1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 Nb6 5. Bb3 c5 6. Qh5





Again, White tries to get Black to play ...e6; Black resists.

6... c4 7. Bxc4 Nxc4 8. Qb5+ Nc6 9. Qxc4 Qd4 10. Qxd4 Nxd4 11. Kd1

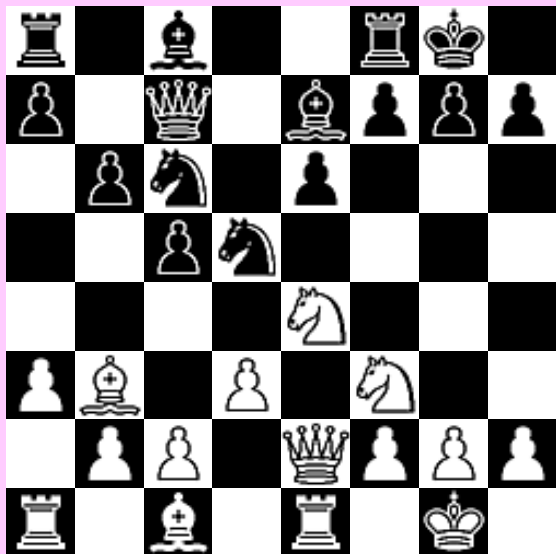


White is a pawn up and just needs to survive the next few moves to reach a winning endgame.

11... Bf5 12. d3 O-O-O 13. Be3 e5 14. Nge2 Bc5 15. Re1 Nxe2 16. Kxe2 Bxe3 17. Kxe3 Rhe8 18. f3 h5 19. a4 g5 20. h3 g4 21. hxg4 hxg4 22. f4 Rd4 23. fxe5 Rxe5+ 24. Kd2 1-0

Lendwai - Neckar,L, Nova-Park/SW,2,21, 1989 [B02]

1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 e6 5. Nf3 Be7 6. O-O O-O 7. Re1 Nb6 8. Bb3 c5 9. d3 Nc6 10. a3 Nd5 11. Ne4 b6 12. Qe2 Qc7

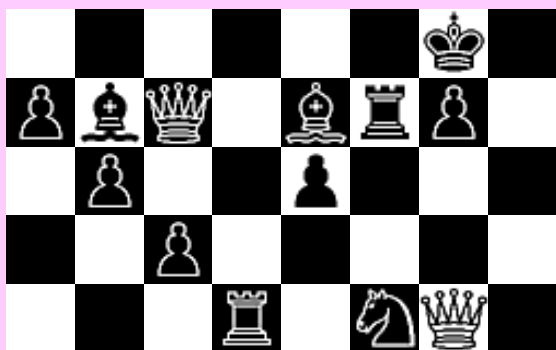


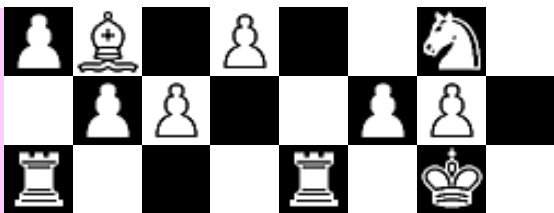
Neat Knights!

13. Bd2 Nf4 14. Qe3 Nd5 15. Qe2 h6 16. Ng3 Nf6 17. Bc3 Bb7 18. h4

An adventurous pawn

18...Rad8 19. Ng5 hxg5 20. hxg5 Nd5 21. g6 Nf4 22. gxf7+ Rxf7 23. Qg4 Nd4 24. Bxd4 Rxd4



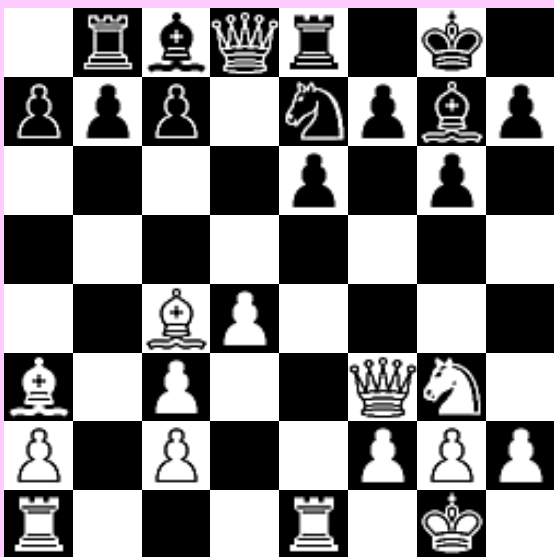


Now an enterprising sacrifice to expose the Black King. White can regain the exchange with Bb3xe6 xf7 but hopes for more.

25. Rxe6 Nxe6 26. Qxe6 Qf4 27. Nf5 c4 28. Nxe7+ Kh7 29. Qg6+ Kh8 30. Qh5+ Qh6 31. Qxf7 Rd8 32. Bxc4 1-0

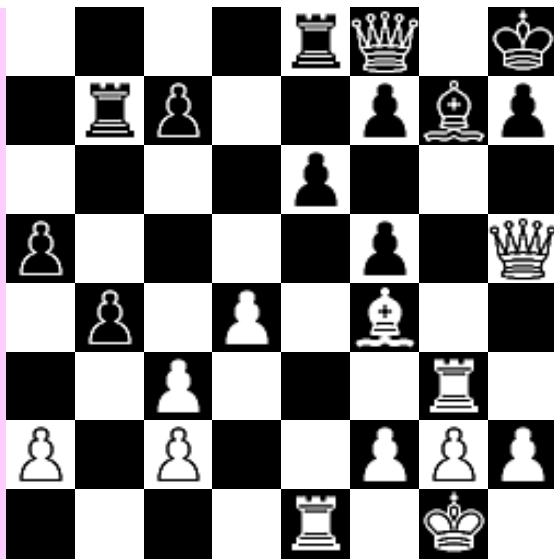
Madl,I - Guadalpi,D (1) Val-Thorens, 1989 [B02]

1. e4 d5 2. exd5 Nf6 3. Nc3 Nxd5 4. Bc4 Nxc3 5. bxc3 g6 6. Qf3 e6 7. Ne2 Bg7 8. Ba3 Nc6 9. d4 Ne7 10. O-O O-O 11. Ng3 Re8 12. Rfe1 Rb8



White has good chances for an attack.

13. Ne4 Nf5 14. Rad1 b5 15. Bd3 a5 16. Bc1 Bb7 17. Qe2 Bxe4 18. Bxe4 Qe7 19. Bxf5 gxf5 20. Rd3 b4 21. Rg3 Kh8 22. Qh5 Qf8 23. Bf4 Rb7

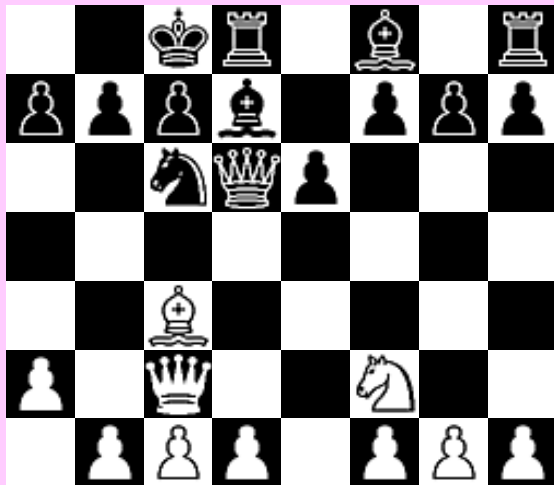


Black undoubtedly missed White's idea when considering his last few moves.

24. Rxd7 1-0

Weiss,M - Shields,P (5), Chicago, 1989 [B02]

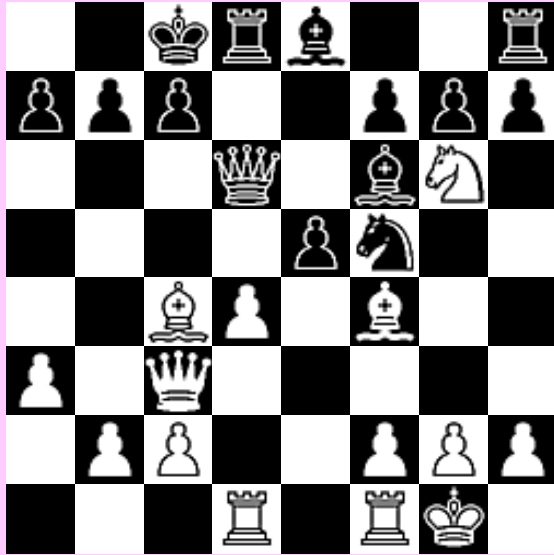
1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 e6 5. Qf3 Nxc3 6. Qxc3 Nc6 7. Nf3 Qd6 8. a3 Bd7 9. O-O O-O-O





Black skips to the Queen's-side

10. d4 Be7 11. Be3 Bf6 12. Rad1 Ne7 13. Ne5 Be8 14. Bf4 Nf5 15. Ng6 e5



This central break is the right sort of idea for Black, but goes very wrong here.

16. dxe5 Qxd1 17. exf6 Bc6 18. Qe5 Rd7 19. Rxd1 Rxd1+ 20. Bf1 Nd6 21. Nxh8 Bb5 22. Qxb5 Nxb5 23. fxg7 1-0

I have spent quite a while on the Alekhine's, not because it's a very common line but

- you won't find much on the Bc4 plan in the books

- the White plan is exactly what you should be doing in all the recommended lines below.

A2. Piece attacks vs. Caro-Kann Defence

All the main lines in the books continue:

1. e4 c6 2. d4 d5

and now

3. Nc3 dxe4 4. Nxe4

You may find players who will try and gum the whole position up with 3...g6. tempting 4. e5. You can play 4. h3 but the resulting positions are rather dull If you don't like that idea, try instead

3. Nd2

when 3...g6 can be met by 4. c3, keeping the tension in the centre, and

3...dxe4 4. Nxe4

gives us the starting position from the books.

Black has tried 3...Nf6 e.g.

Tal-Campomanes, Leipzig Olympiad 1960 [B15]

1. e4 c6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. e6 fxe6 6. Bd3 Nf6 7. Nf3 g6 8. h4 c5 9. dxc5 Nc6 10. Qe2 Bg7 11. Bd2 Qc7 12. O-O-O e5 13. Bg5 Be6 14. Nb5 Qb8 15. h5 gxh5 16. Nfd4 Bg4 17. f3 e4 18. fxxg4 Nxd4 19. Nxd4 exd3 20. Rxd3 Ne4 21. Nf5 Qe5 22. Nxxg7+ Qxxg7 23. Rxd5 Nxxg5 24. Qb5+ Kf7 25. Rf1+ Kg6 26. Qd3+ Kh6 27. Rh1 1-0

A2.1 Solid line with 4... Nd7

White places his pieces actively in the hope of forcing ...e6 before the Bc8 escapes.

5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6

[7... h6 8. Nxf7 Kxf7 9. Qxe6+ Kg6 10. Bd3+ Kh5 11. Qh3#]

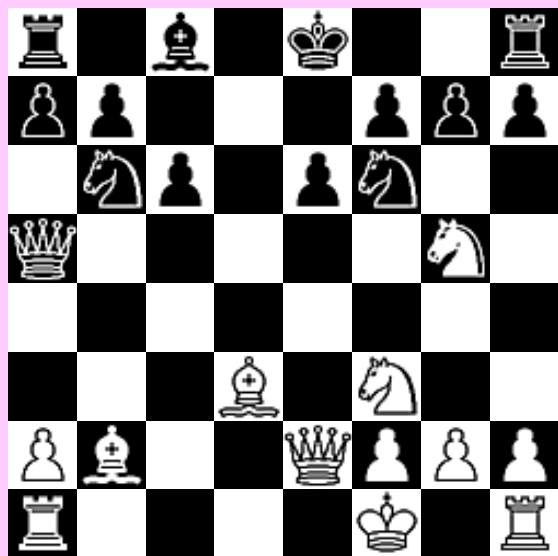
8. Bd3 h6

[8... Qxd4 is too dangerous:

9. N1f3

idea Ne5,Ng5xf7

9... Bb4+ 10. c3 Bxc3+ 11. Kf1 Qc5 12. bxc3 Qxc3 13. Bb2 Qa5

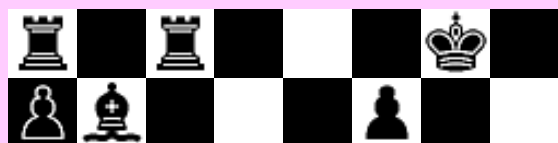


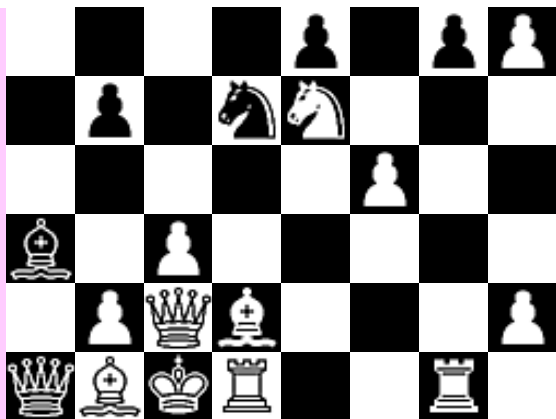
White has great play for the pawn]

9. N5f3 c5 10. dxc5 Bxc5 11. Ne5 Nbd7 12. Ng3 O-O 13. Bd2 Nxe5 14. Nxe5 Bd4

[14... Qd5 15. O-O-O Qxa2 16. c3]

15. O-O-O Qd5 16. f4 Qxa2 17. c3 Bc5 18. g4 Nd5 19. g5 Qa1+ 20. Bb1 g6 21. gxh6 b5 22. Qd3 Ba3 23. Qc2 Bb7 24. Rhg1 Rfc8





Ripe for picking, I'd say.

25. Rxc6+ Kf8 26. h7 Ke7 27. Rg7 b4

[27... Rf8 28. Ng6+ Kf6 29. Nxf8 Kxc7 30. h8=Q+ Kxh8 31. Qh7#]

28. Rxf7+ Kd6 29. Rd7+ Kc5 30. Rxb7 1-0

Kirpichnikov-Lein, 1974]

A2.2. Lines with 4... Nf6

5. Nxf6+

...and Black has a choice of captures.

A2.2.1 Tartakower Variation, 5... exf6

This is a dull line for Black. The most straightforward attacking line against it is

6. c3 Bd6 7. Bd3 O-O 8. Ne2 Re8 9. Qc2 g6 10. h4

See example games.

A2.2.2 Bronstein-Larsen line, 5...gxf6

This is the more dynamic line; Black hopes to make good use of the half-open files.

6. Nf3 Bg4

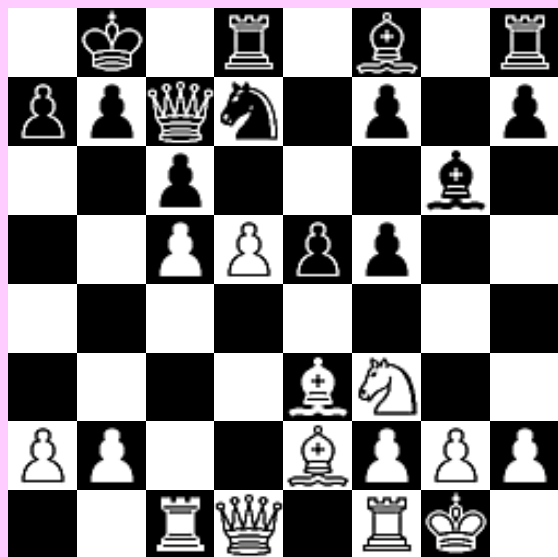
[6... Bf5

is the normal-looking move, but it isn't very good here e.g.

7. Bd3 Bg6 8. O-O Qc7 9. c4 Nd7 10. d5 O-O-O 11. Be3 e5 12. Be2 Kb8

[12... c5 13. Nh4]

13. Rc1 f5 14. c5



14... cxd5 15. c6 bxc6 16. Bb5]

7. Be2 Qc7 8. h3 Bh5 9. O-O Nd7

[9... e6 is better, but White should still get a good attacking game after 10. c4 Nd7 11. d5 O-O-O]

10. d5 Rd8 11. c4 Nb6 12. Be3 Bxf3

[12... cxd5 13. cxd5 Nxd5

[13... Rxd5 14. Bxb6 Rxd1 15. Bxc7]

14. Bb5+]

13. Bxb6 axb6 14. Bxf3 cxd5 15. cxd5 Bh6 16. Qa4+ Kf8 +/- Smyslov-Pachman 1964]

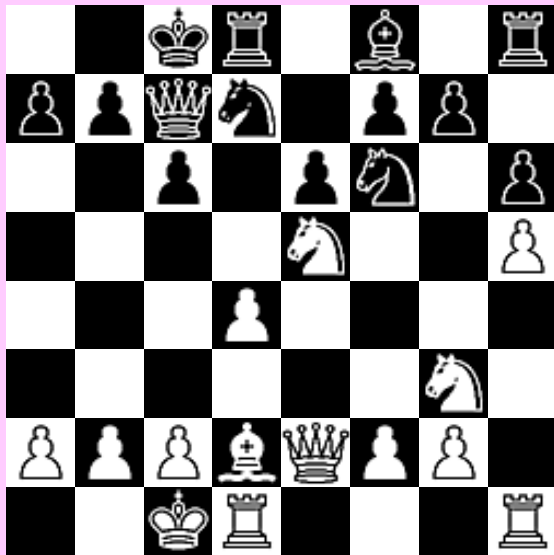
A2.3 Classical Variation with 4...Bf5

Now play:

5. Ng3 Bg6 6. h4 h6 7. Nh3

This is the most exciting line. The main line goes something like:

7. Nf3 Nd7 8. h5 Bh7 9. Bd3 Bxd3 10. Qxd3 Qc7 11. Bd2 e6 12. O-O-O Ngf6 13. Qe2 O-O-O 14. Ne5

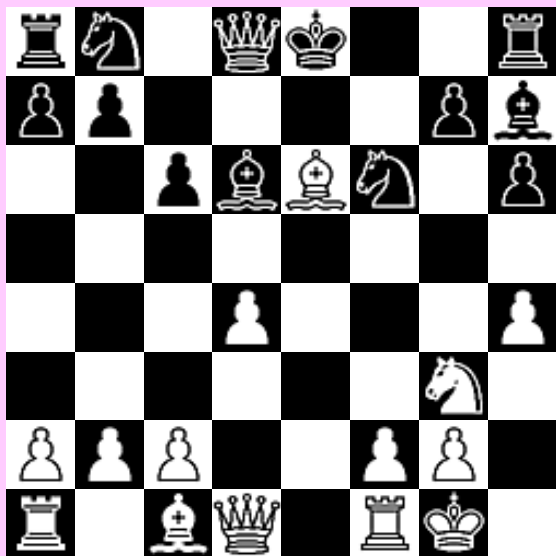


...when White has a small advantage which is difficult to make any use of.

7... Nf6 8. Nf4 Bh7 9. Bc4 e6 10. O-O Bd6

Now we see the point of the Nf4 move:

11. Nxe6 fxe6 12. Bxe6



White has good chances for attack, although if the attack fails, the missing piece will lose the game.

12... Qc7 13. Re1

[13. Nh5 may be better]

13... Nbd7 14. Bg8+ Kf8 15. Bxh7 Rxh7

and Black is holding on.

Example games A2

Kavalek-Andersson 1978

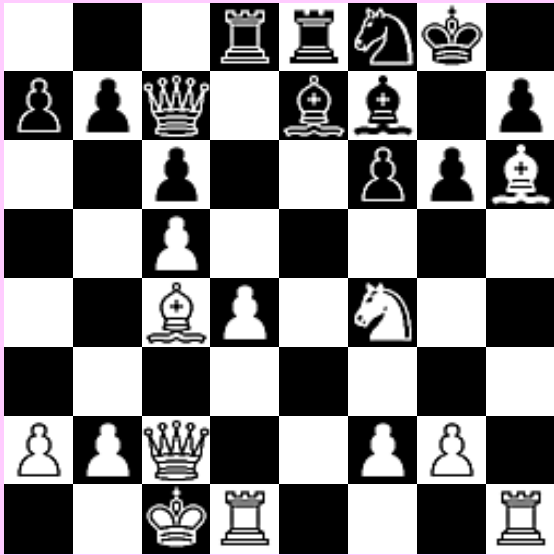
1. e4 c6 2. d4 d5 3. Nd2

Kavalek actually played 3. Nc3

3...dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6.c3 Bd6 7. Bd3 O-O 8. Ne2 Re8 9. Qc2 g6 10. h4 Nd7 11. h5 Nf8 12. Bh6 Qc7 13. O-O-O Be6

[13... b5 14. Rh4]

14. c4 Rad8 15. hxg6 fxg6 16. c5 Be7 17. Nf4 Bf7 18. Bc4



The Bf7 must be exchanged.

18... Rd5

[18... Bxc4 19. Qxc4+ Kh8 20. Qf7 Bd6 21. Bg7#]

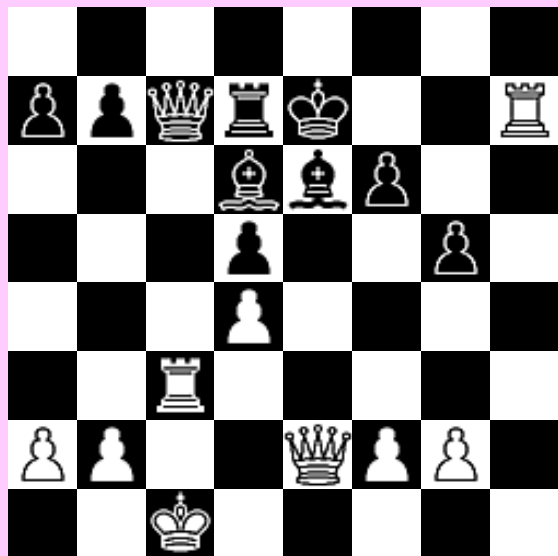
19. Rde1 Red8 20. Bxd5 cxd5 21. Re3 Rd7 22. Rhe1 g5

else Qe2 and Re8+

23. Bxf8 Bxf8 24. Rh1 h6 25. Ng6 Bxc5 26. Rc3 Bd6 27. Rxh6 Kg7 28. Nf8 Kxf8

[28... Bg8 29. Nxd7]

29. Rh8+ Ke7 30. Qe2+ Be6 31. Rh7+



White, who has conducted the attack with great accuracy, finds an equally crisp finish.

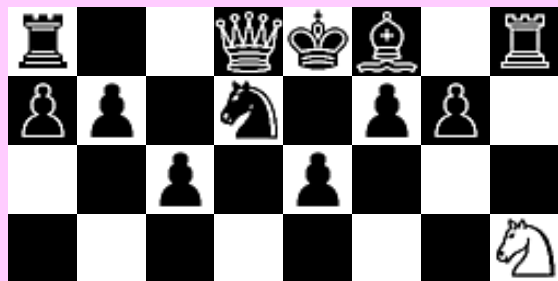
1-0

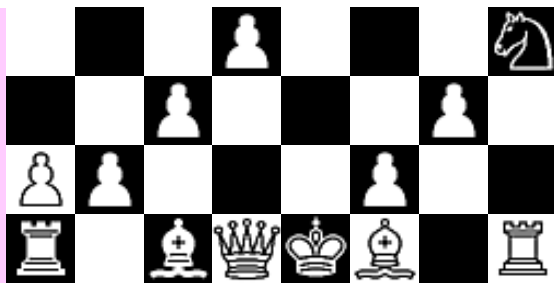
[31... Kf8 32. Rxc7 Bxc7 33. Qxe6 Rxh7 34. Qc8+]

[31... Kd8 32. Qxe6 Rxh7 33. Qg8+]

De Armas,A - Jensen,C (7) Novi, 1990 [B18]

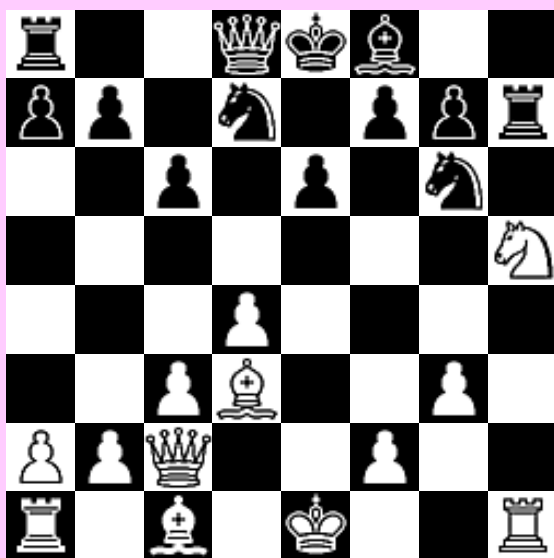
1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h5 7. N1e2 e6 8. Nf4 Ne7 9. c3 Nd7 10. Nxg6 Nxg6 11. Nxh5 Nxh4 12. g3





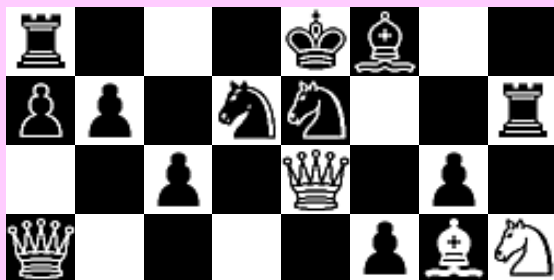
The open h-file looks dangerous for both sides, but Black must retreat.

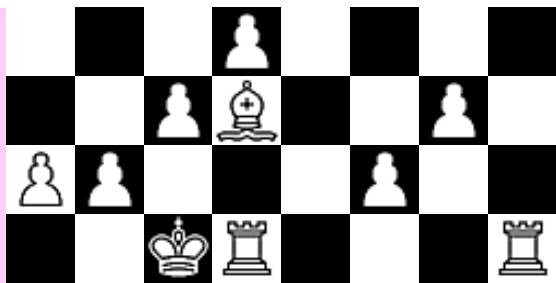
12... Ng6 13. Bd3 Rh7 14. Qc2



Suddenly, White looks much the better.

14... f5 15. Qb3 Ne7 16. Qxe6 g6 17. Bg5 Qa5 18. O-O-O

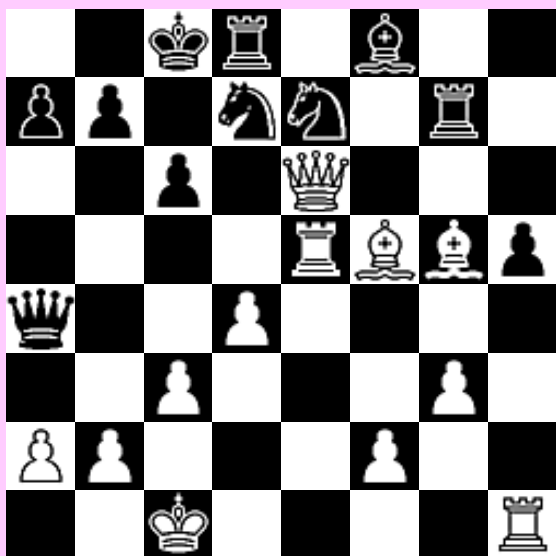




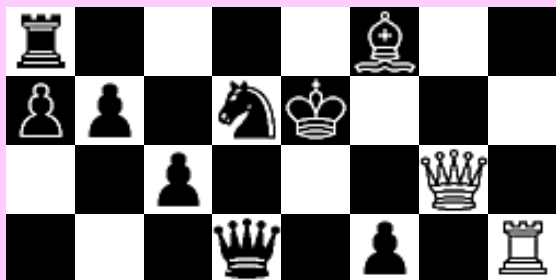
White is looking very good!

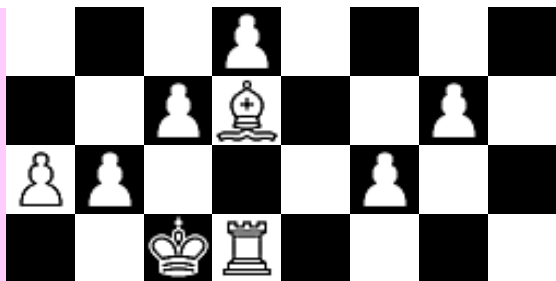
18... Rxh5

[18... gxh5 19. Rde1 O-O-O 20. Re5 Qa4 21. Bxf5 Rg7



19. Bxe7 Qd5 20. Qxg6+ Kxe7 21. Rxh5

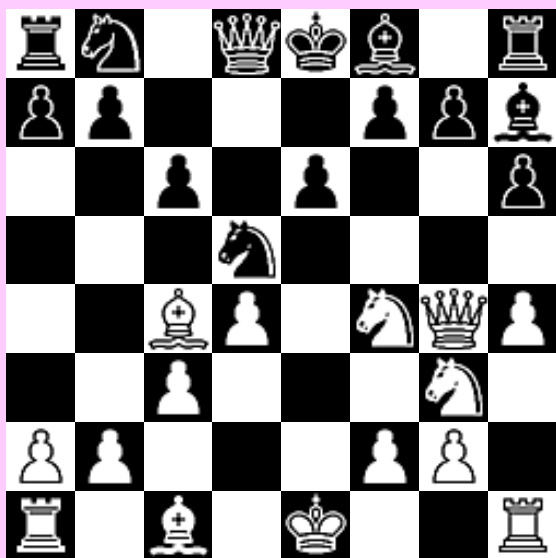




Enough! 1-0

Haas,C - Trachsel, Arosa, 1990 [B18]

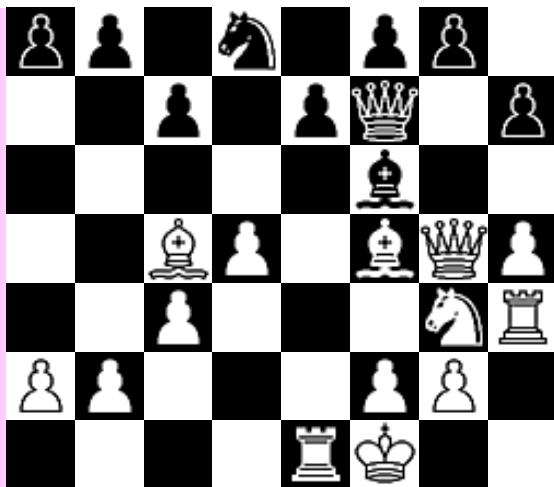
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nh3 Nf6 8. Nf4 Bh7 9. c3 e6 10. Bc4 Nd5 11. Qg4



Black now exchanges one his two developed pieces, bringing another White piece into play.

11... Nxf4 12. Bxf4 Qf6 13. Kf1 Nd7 14. Re1 O-O-O 15. Rh3 Bf5





Winning the exchange? This was actually a cunning trap for Black to fall into.

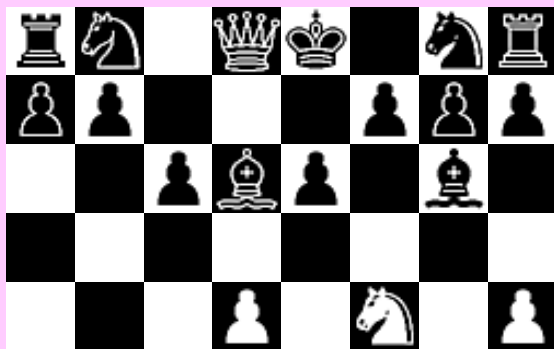
16. Qf3 Bxh3 17. Qxc6+ 1-0

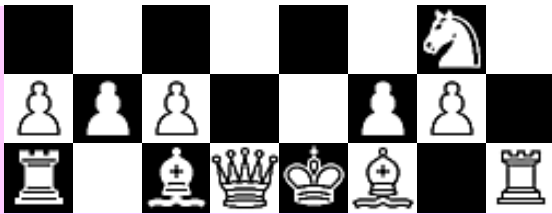
Rodriguez,Danie - Ruxton,K (6) WchJ, 1989 [B18]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6

Here White adopts a slightly different move order to the recommended line above.

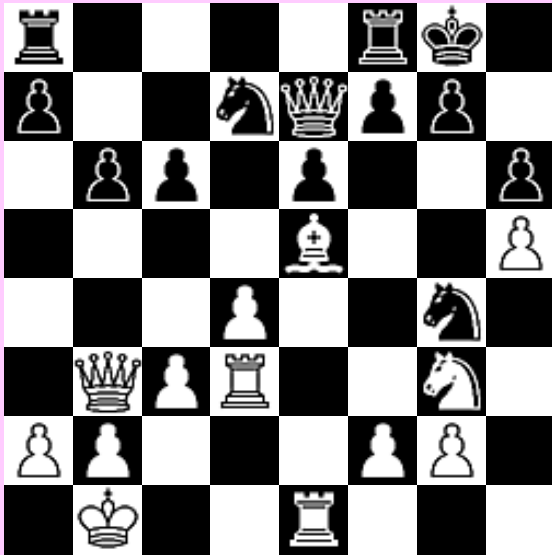
6. N1e2 e6 7. Nf4 Bd6 8. h4





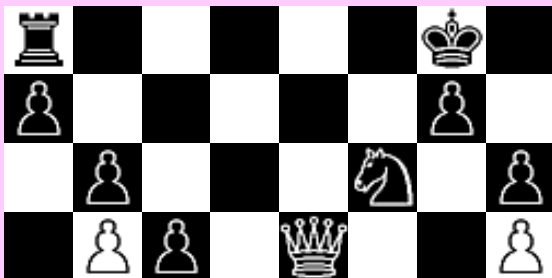
Again, Black is prompted to exchange on f4.

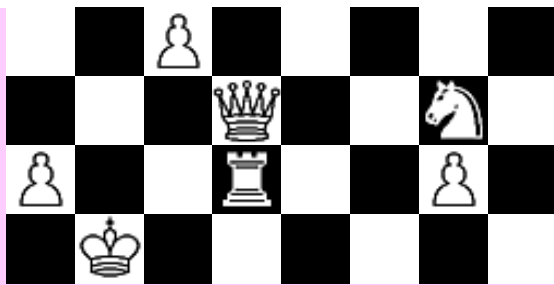
8... Bxf4 9. Bxf4 h6 10. h5 Bh7 11. c3 Nf6 12. Qb3 Qe7 13. Be5 b6 14. O-O-O O-O 15. Bd3 Bxd3 16. Rxd3 Nbd7 17. Kb1 Ng4 18. Re1



White simply plays to dominate the d-file after the exchange on e5.

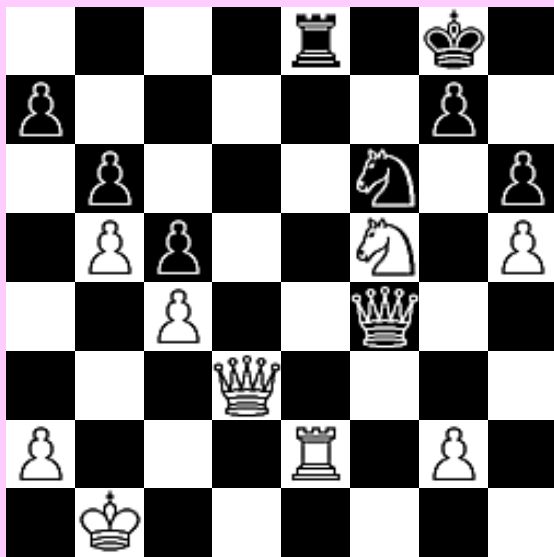
18... Ngxe5 19. dxe5 Nc5 20. Qa3 Qg5 21. Rd4 Rfd8 22. Red1 Rd5 23. b4 Nd7 24. c4 Rxd4 25. Rxd4 Qe7 26. f4 c5 27. b5 f6 28. exf6 Nxf6 29. Rd2 e5 30. fxe5 Qxe5 31. Qd3



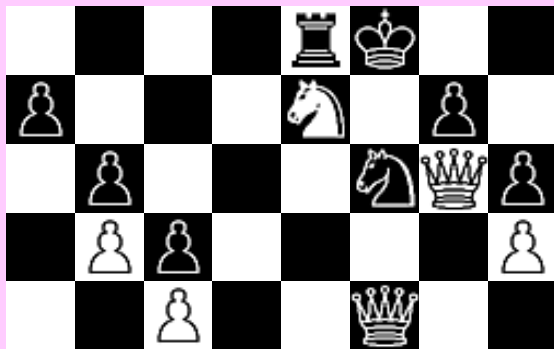


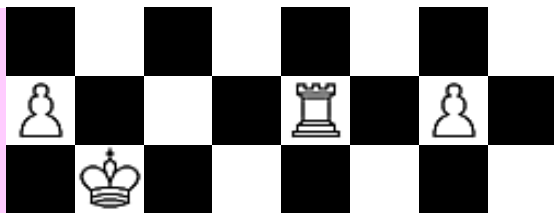
Black's position is loose and he must be very careful...

31... Rf8 32. Re2 Qf4 33. Nf5 Re8



34. Ne7+ Kf7 35. Qg6+ Kf8



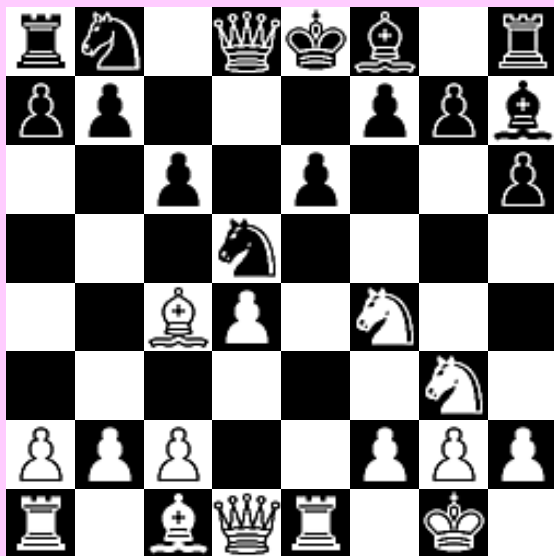


36. Qxe8+ Kxe8 37. Nd5+ 1-0

...More careful than that, anyway

Schindwein,R - Hugger,M (1) Badenweiler, 1990 [B18]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. N1e2 h6 7. Nf4 Bh7 8. Bc4 e6 9. O-O Nf6 10. Re1 Nd5



The pin on the e-file can be exploited.

11. Bxd5 cxd5 12. Qh5 Qg5

[12... g6 13. Qxd5 Nc6]

13. Rxe6+ Kd8 14. Qxf7 Nc6 15. Re8# 1-0

A3. Piece attacks vs. French 1. e4 e6: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 (Albin-Alekhine-Chatard Attack)

Well, you won't get the Alekhine line in every game. The French starts:

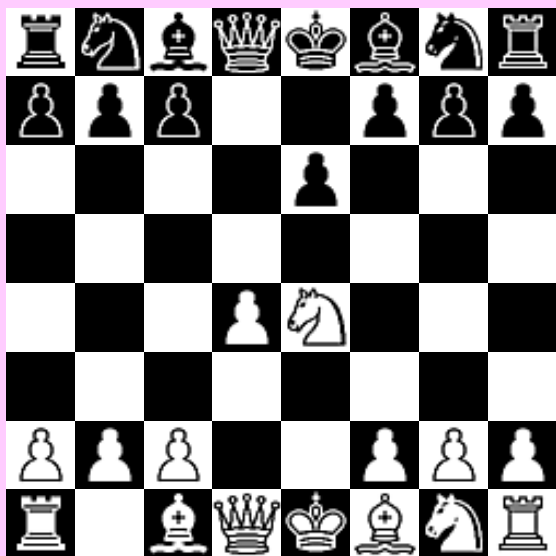
1. e4 e6

Now play the natural sequence

2. d4 d5 3. Nc3

Black now has an important choice: safe or brave?

A3.1. Rubinstein Variation 3...dxe4 4. Nxe4



This is a solid line but Black lacks counterplay.

A3.1.1 Rubinstein Variation with 4...Nf6



Liublinsky-Ufimsev 1945.

A3.1.2 Rubinstein Variation with 4...Bd7

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bd7

This

Stonewall

variation recently had some recommendations with the idea of getting a line for the Bishop with Bc6, but White shouldn't be short of play:

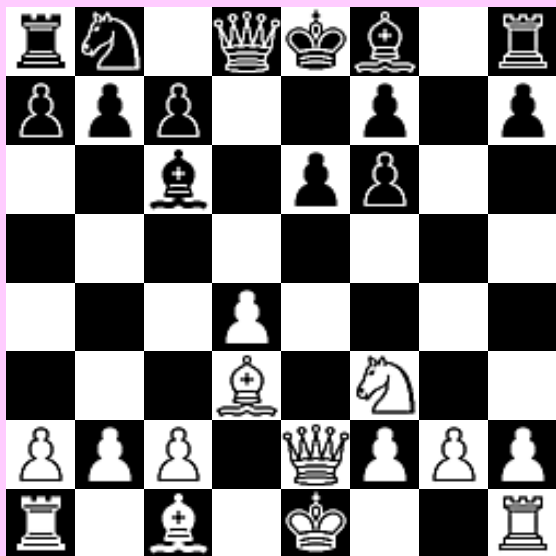
5. Nf3 Bc6 6. Bd3



6...Nf6

(6...Nd7 may be better)

7. Nxf6+ gxf6 8. Qe2



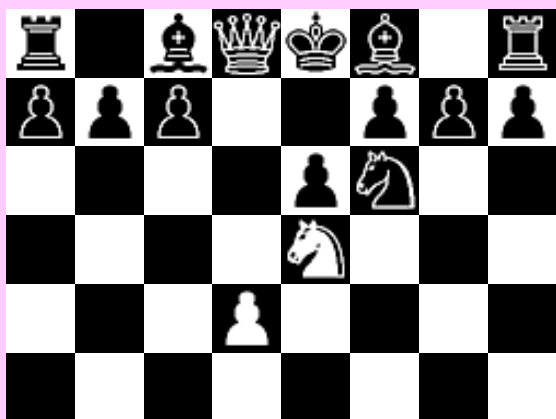
+/- Levy.

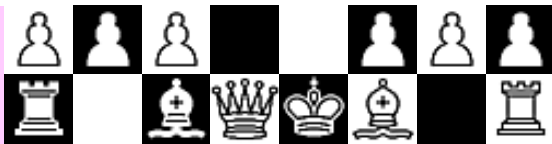
A3.1.3 Rubinstein Variation with 4...Nd7

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7

The main line, which, however, promises Black little. There have been many lines explored here but as an example you could play over:

5. Nf3 Nf6 6. Nxf6+ Nxf6 7. Ne5





White has a small advantage with easy development. Tarrasch showed us several times how to play these positions: see EG.

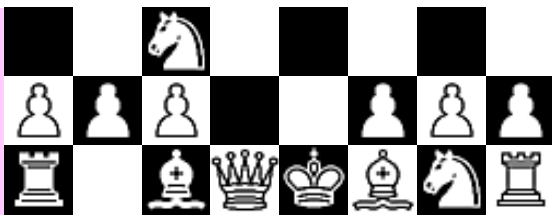
A3.2. Guimard Variation 3. ... Nc6



In this line, Black cannot play the natural counterattck ...c5, and the other break with ...f6 is riskier. Now

4. e5





4...Nge7 5. Nce2 Nf5 6. Nf3 b6 7. Nf4+/-

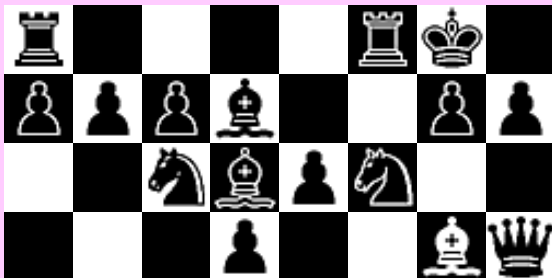


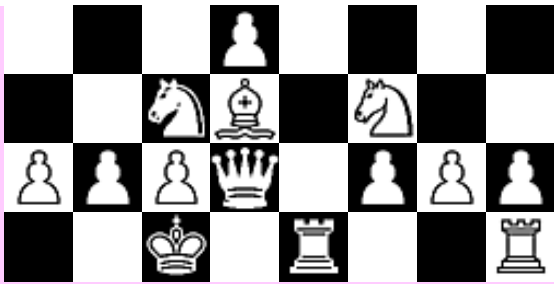
leaves Black without scope, so Black should prefer

4...f6

when, after

5. exf6 Nxf6 6. Nf6 Bd6 7. Bg5 O-O 8. Bd3 Bd7 9. Qd2 Qe8 10. O-O-O Qh5 11.Rde1





White has pressure along the e-file and is in any event more actively placed.

A3. 3. Classical Variation, 3...Nf6

This is met by:

4. Bg5



The natural reply here is the balancing ...Be7 but Black has two alternatives: ...Bb4 and ...dxe4.

A3.3.1. The Burn Variation, 4... dxe4

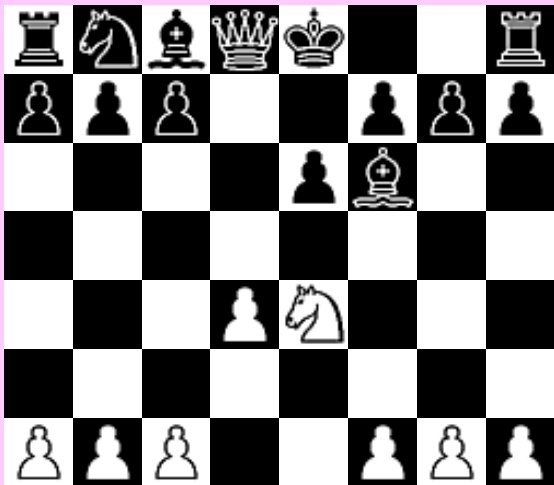


This has obvious links with the Rubinstein line.

5. Nxe4 Be7 6. Bxf6

And Black has tried both recaptures:

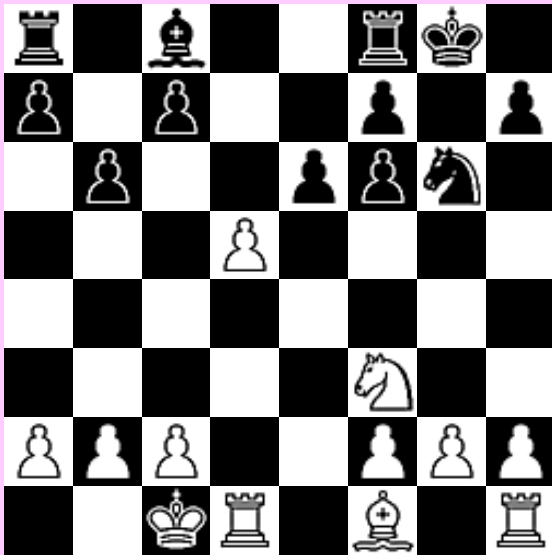
6...Bxf6 (Variation 1)





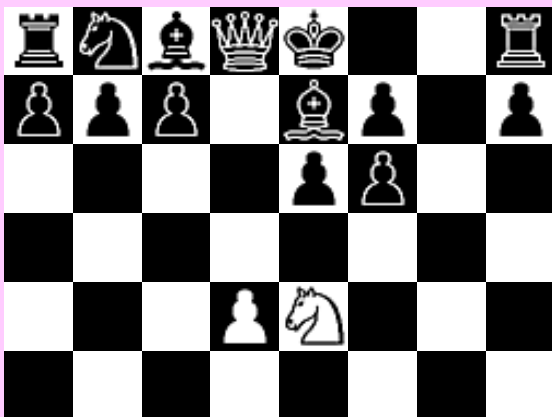
Black has the two bishops and is solid; White can claim only a small advantage.

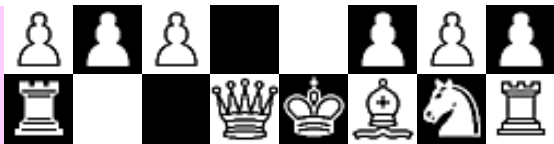
7. Nf3 Nd7 8. Qd2 O-O 9.O-O-O b6 10. d5 Ne5 11. Qf4 Ng6 12. Nxf6+ Qxf6 13. Qxf6 gxf6



...when White hopes that the greater harmony of the pawns will give the advantage.

6... gxf6 (Variation 2)





A more risky and more dynamic try.

After 7. Nf3 Black hopes the two bishops and open d- and g-files will give active play. White should develop properly and aim for d5, breaking open the position.

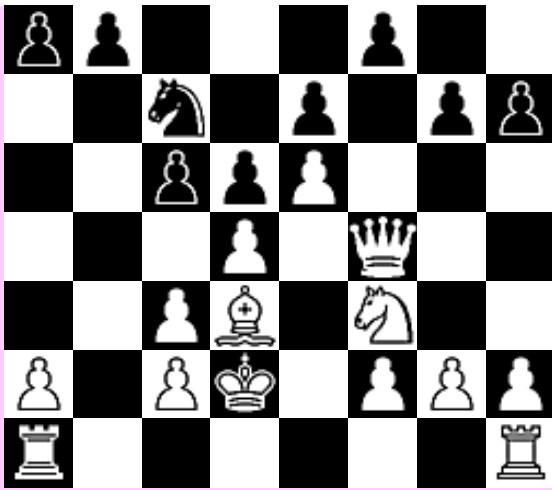
A3.3.2. The MacCutcheon Variation, 4... Bb4



This line still offers Black some prospects of a counterattacking game, but is not as good as the Winawer.

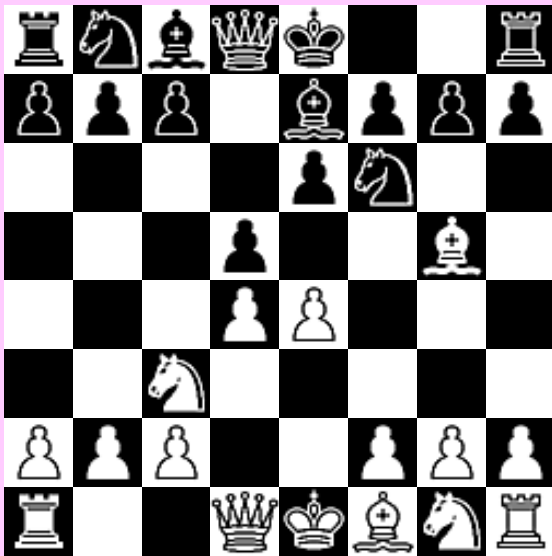
5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Qg4 g6 9. Bd3 Nxd2 10. Kxd2 c5 11. Qf4 Nc6 12. Nf3





White has the idea of dxc5 and Nd4, with advantage.

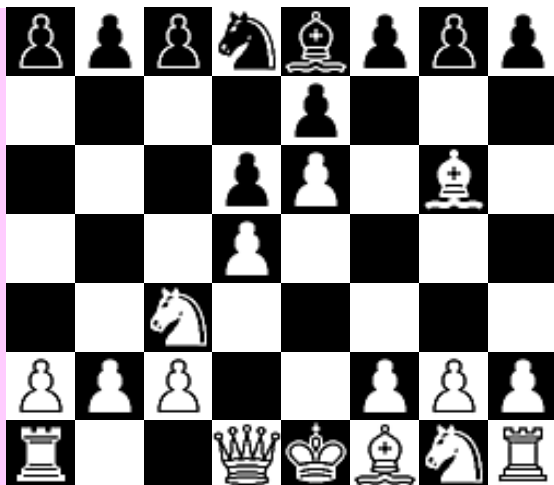
A3.3.3. The Classical Variation 4... Be7 (and Alekhine Chatard attack with 6. h4)



Again White's move is easy to remember:

5. e5 Nfd7





6. h4

This is, at last, the Alekhine-Chatard Attack. White offers a pawn for chances of attack. Just how good this line can be is shown by the following miniature:

Zuber, M - Halmkin, P (Exeter Vs Teignmouth, 1995)

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 Bxg5 7. hxg5 Qxg5 8. Nh3 Qe7 9. Qg4 g6 10. Bd3 b6 11. Nf4 Ba6 12. Bxg6 fxg6 13. Nxe6 Nf8 14. Nxd5 Nxe6 15. Nxe7 1-0

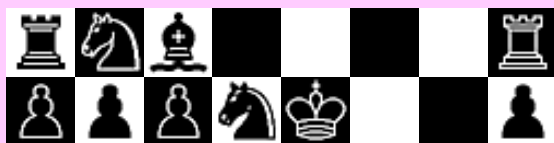
Good, isn't it?

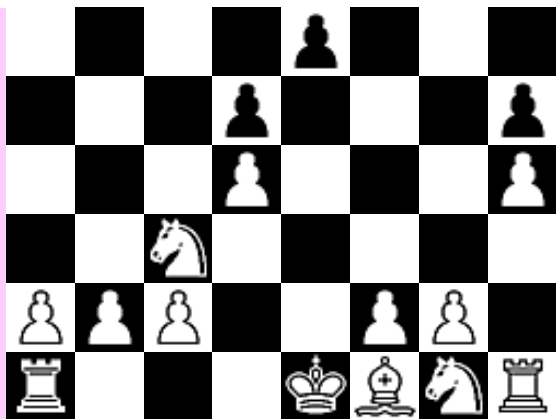
Black has various ways of declining the gambit, but none are very promising (analysis from BCO2 and elsewhere):

Declining with 6... f6

7. Qh5+ Kf8

[or 7... g6 8. exf6 gxh5 9. fxe7 Qxe7 10. Bxe7 Kxe7





Declining with 6... c5

7. Bxe7 Qxe7 8. Nb5 +=

Declining with 6... h6

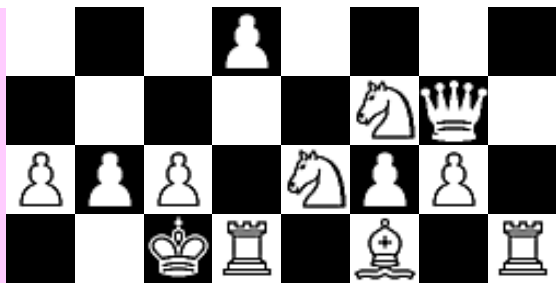
7. Be3 c5 8. Qg4 g6 9. Nf3 +=

Hellers-Barayev 1986

Declining with 6... a6

7. Qg4 Bxg5 8. hxg5 c5 9. g6 f5 10. Qg3 h6 11. Nf3 O-O 12. O-O-O Nc6 13. Ne2

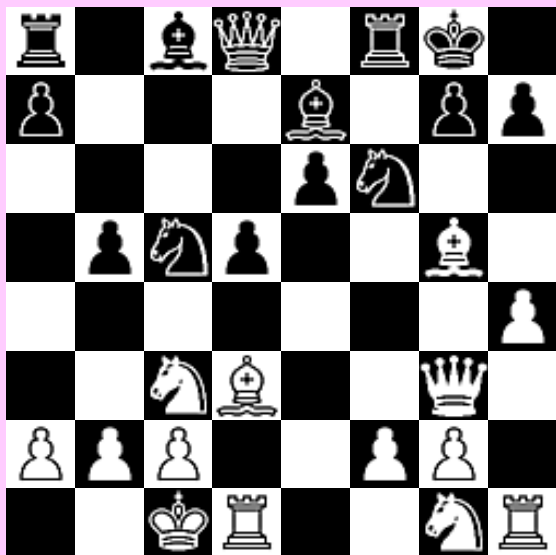




+ = / unclear BCO2

Declining with 6... O-O

7. Qg4 f5 8. exf6 Nxf6 9. Qg3 c5 10. dxc5 Nbd7 11. O-O-O Nxc5 12. Bd3 b5



unclear: Kupreichik-Moskalenko 1986

The Gambit accepted: 6...Bxg5

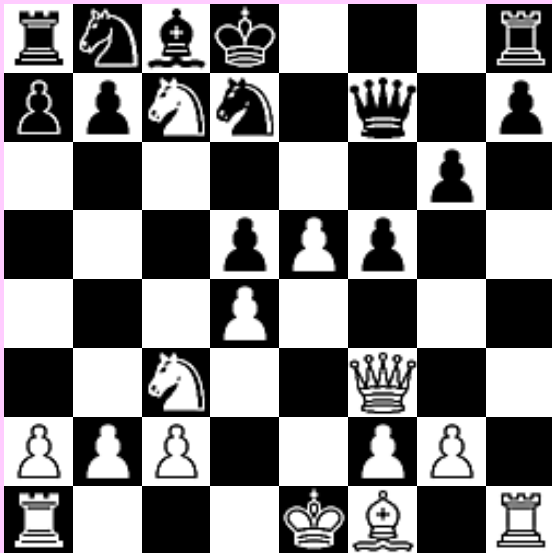
7. hxg5 Qxg5 8. Nh3 Qe7 9. Nf4 Nc6



The N goes to h3 instead of f3 to allow Q to move to g4 when White has good prospects of attack.

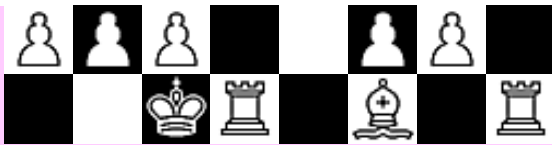
Black has a couple of alternatives to 9...Nc6:

[9... f5 10. Qh5+ Qf7 11. Nxe6 g6 12. Nxc7+ Kd8 13. Qf3



+ - BCO2

13... Kxc7 14. Nxd5+ Kd8 15. Bc4]



With compensation, according to BCO2

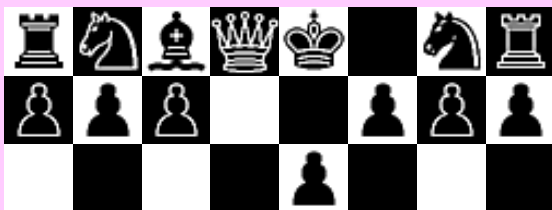
A3.4. The Winawer variation, 3... Bb4 and Alekhine Gambit 4. Nge2

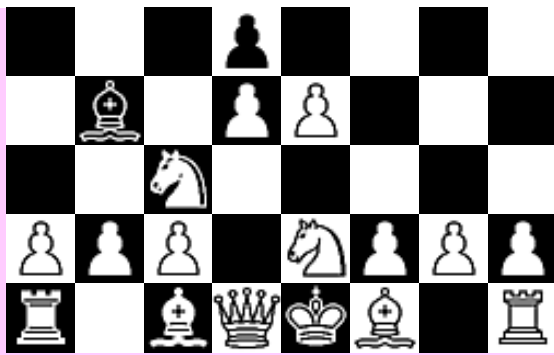


Black takes a risky decision - to attack White's Knight but with the important dark-squared bishop. White has the main try 4. e5 but also some ways of avoiding these critical lines, including the gambit lines 4. Nge2 and 4. a3, and the Winawer Exchange 4. exd5.

4. Nge2

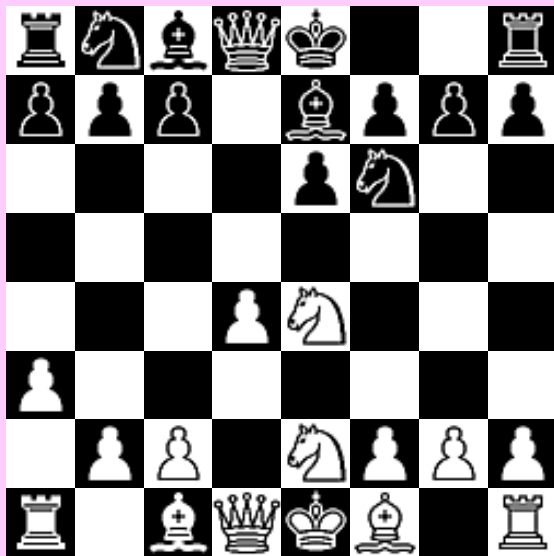
Another Alekhine Gambit





Black is advised not to hang on to the pawn, but to concentrate on good development instead.

4... dxe4 5. a3 Be7 6. Nxe4 Nf6



An open game with about equal chances has resulted.

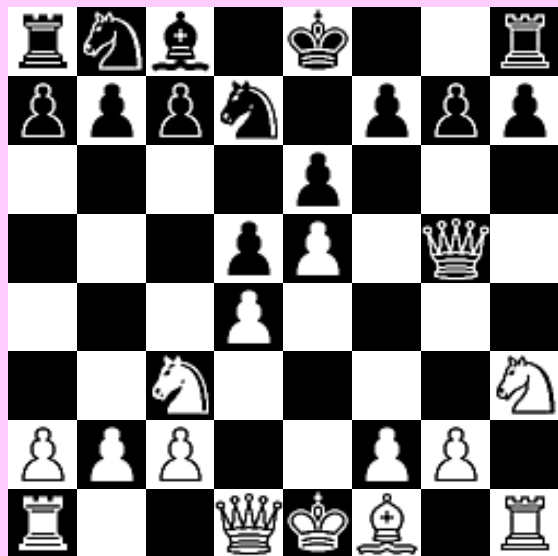
Example games A3

A3.3.3 Examples of the Alekhine-Chatard Attack

Alekhine - Fahrni, Mannheim, 1914

This is an early game that showed us all the way.

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 Bxg5 7. hxg5 Qxg5 8. Nh3



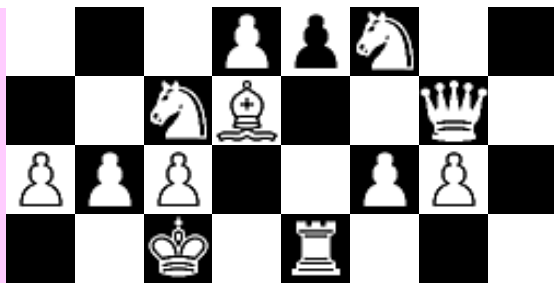
The key move in the Gambit Accepted.

8... Qe7 9. Nf4 Nf8 10. Qg4 f5 11. exf6 gxf6 12. O-O-O c6 13. Re1 Kd8

[13... Na6 14. Bxa6 bxa6 15. Nfxd5 cxd5 16. Nxd5 Qf7 17. Qf4]

14. Rh6 e5 15. Qh4 Nbd7 16. Bd3 e4 17. Qg3 Qf7

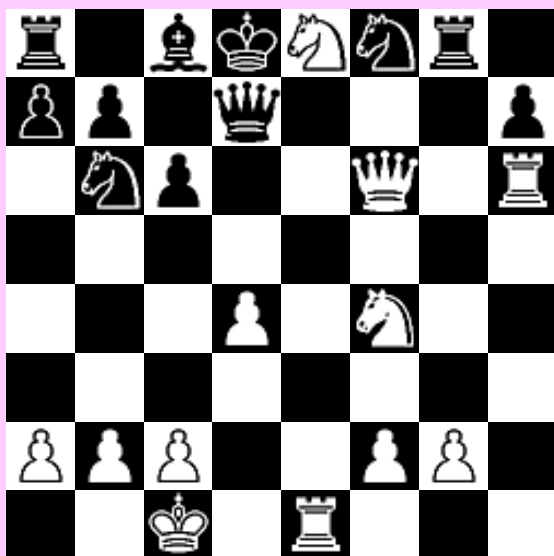




18. Bxe4 dxe4 19. Nxe4 Rg8 20. Qa3!

Great idea.

20... Qg7 21. Nd6 Nb6 22. Ne8 Qf7 23. Qd6+ Qd7 24. Qxf6+



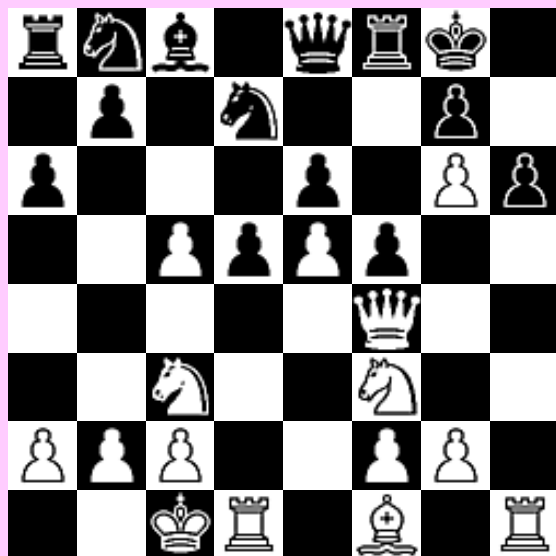
1-0

Cid,M - Araya,R (4) Copa, 1989[C13]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6

Declined

7. Qg4 Bxg5 8. hxg5 c5 9. g6 f5 10. Qf4 h6 11. Nf3 O-O 12. dxc5 Qe8 13. O-O-O

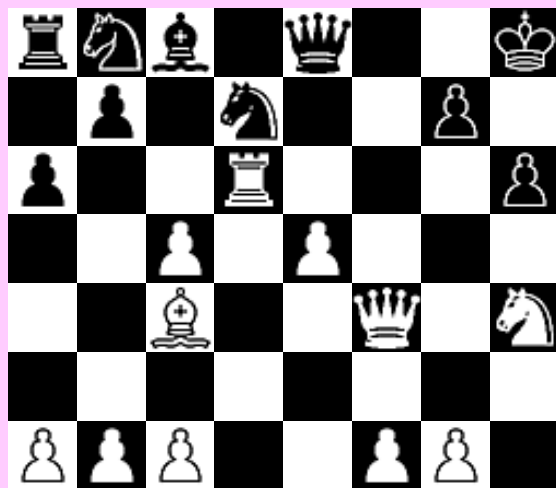


The g-pawn is tempting...

13... Qxg6 14. Nxd5

A characteristic sac.

14...exd5 15. Rxd5 Qg4 16. Qd2 f4 17. Rh4 Qe6 18. Bc4 Kh8 19. Rxf4 Rxf4 20. Qxf4 Qe7 21. Nh4 Qe8 22. Rd6





Black's useless Q-side pieces are all still in bed.

1-0

Djurhuus,R - Minero,S (7) Santiago, 1990[C13]

1. Nc3 d5 2. e4 e6 3. d4 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6

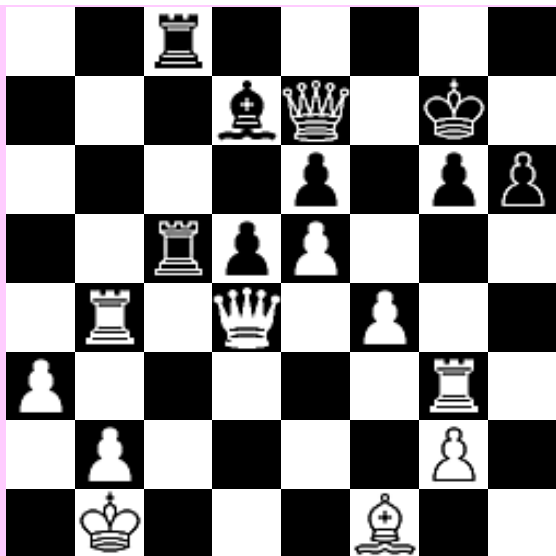
Declined

7. Qg4 Kf8 8. Qf4 c5 9. dxc5 Nc6 10. Nf3 Nxc5 11. O-O-O b5 12. Rh3



The position is still not easy for Black

12... Bd7 13. Kb1 b4 14. Ne2 Ne4 15. Bxe7+ Qxe7 16. Ng5 Nc5 17. h5 h6 18. Nf3 Ne4 19. Qe3 a5 20. Ng3 Nc5 21. Nd4 a4 22. f4 b3 23. cxb3 Nxd4 24. Rxd4 axb3 25. a3 Rb8 26. Rb4 Rc8 27. Ne2 Ba4 28. Qd4 Bd7 29. Nc1 g6 30. hxg6 fxg6 31. Nxb3 Kg7 32. Nxc5 Rxc5 33. Rg3 Rhc8

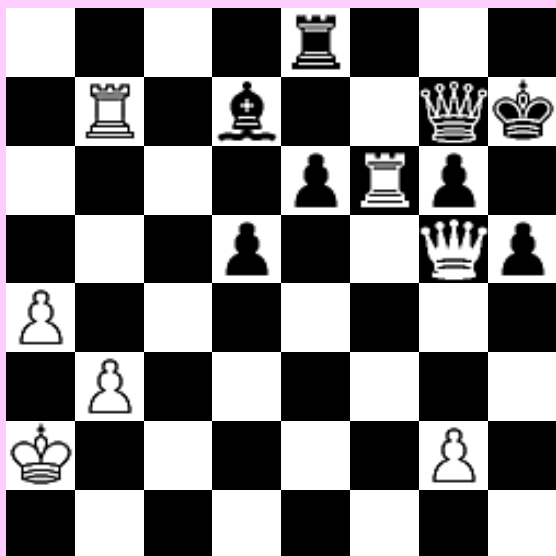


At last the K-side attack comes!

34. f5 Rc1+ 35. Ka2 Rxf1 36. f6+ Rxf6 37. exf6+ Qxf6

And White won with the exchange and extra pawns.

38. Qa7 Rd8 39. Rb7 Qe7 40. Rc3 Kf8 41. Qb6 Kf7 42. Qe3 Qg5 43. Qd4 h5 44. Rf3+ Kg8 45. a4 Qe7 46. Qe5 Qg7 47. Rf6 Ra8 48. b3 Re8 49. Qg5 Kh7



50. Rxd7 1-0

Sokolov - Shemiakin, T, Simferopol, 1989[C13]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4 O-O

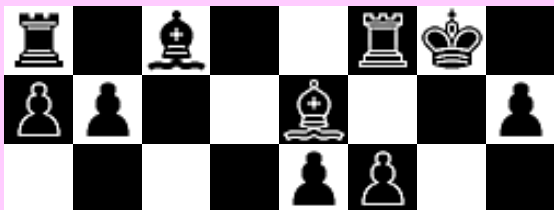
Declined

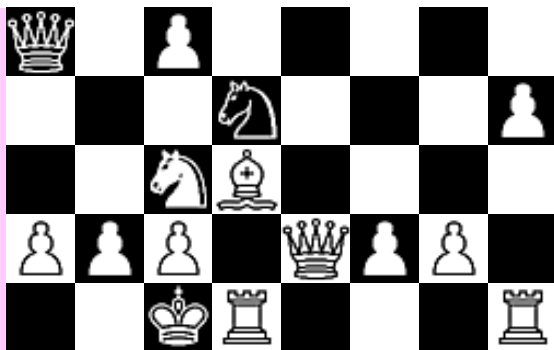
7. Bd3 f5 8. exf6 Nxf6 9. Nf3 c5 10. dxc5 Nc6 11. Qe2 Qa5 12. O-O-O



Black now becomes provocative

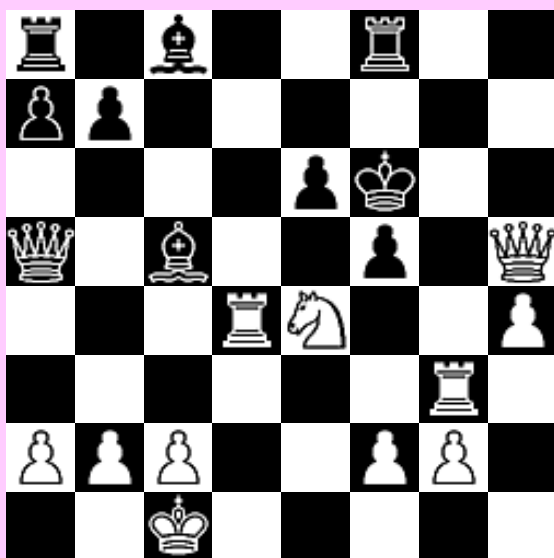
12... d4 13. Bxf6 gxf6 14. Nxd4 Nxd4





The crowd were baying for...

15. Bxh7+ Kxh7 16. Qh5+ Kg7 17. Rxd4 f5 18. Rh3 Bxc5 19. Rg3+ Kf6 20. Ne4+



The lonely King wanders to his grave

20... Ke5

[20... fxe4 21. Rg6+ Kf7 22. Rh6+ Ke7 23. Rh7+ Rf7 24. Qxf7#]

21. f4+ Kxd4 22. Qd1+ Qd2+ 23. Nxd2 Kd5 24. Nb3+ Kc6 25. Nxc5 Kxc5 1-0

Zeh,H - Bahry,J, Baden-Baden, 1989[C13]

1. d4 Nf6 2. Nc3 e6 3. e4 d5 4. Bg5 Be7 5. e5 Nfd7 6. h4 a6 7. Qg4 h5

Declined again

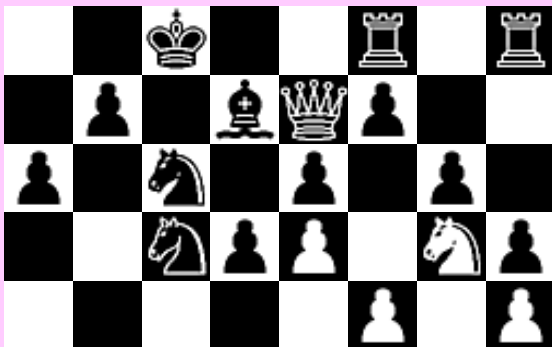
8. Qg3 g6 9. Nf3 c5 10. dxc5 Nc6 11. O-O-O

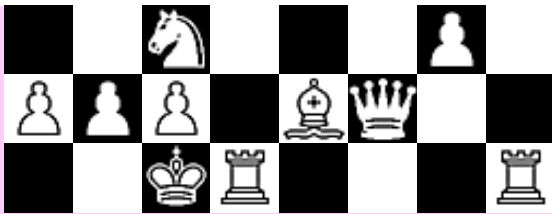


11... Bxg5+ 12. Nxg5 Qe7 13. f4 Nxc5 14. Be2 Bd7 15. Qf2 O-O-O

Black escapes to the Q-side

16. g3 Rdf8

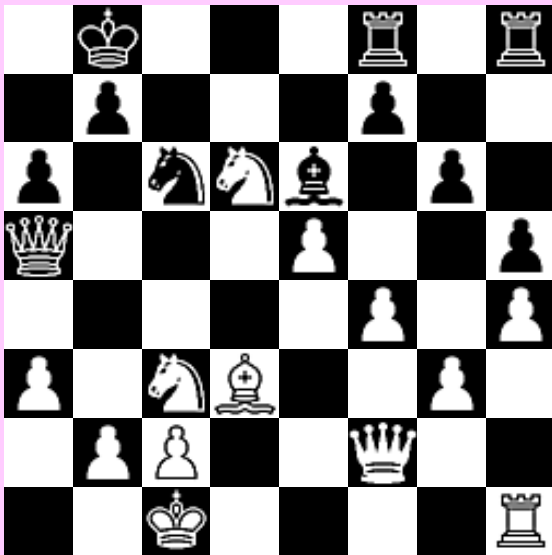




17. Rxd5 exd5 18. Nxd5

the sacrifice is not so great, after all!

18... Nd3+ 19. Bxd3 Qd8 20. Ne4 Kb8 21. Nd6 Qa5 22. Nc3 Be6 23. a3



23... Nxe5

[I think this is unnecessary, but it's hard to give Black good advice e.g. 23... Rd8 24. Rd1 f6 25. Nce4 fxe5 26. Nxb7!? Kxb7 27. Nc5+ Kb8 28. Nxe6 Rd6 29. Bc4]

24. fxe5 Qxe5 25. Qb6 Bc8 26. Bxa6 1-0

Now, a few games in the other Alekhine gambit.

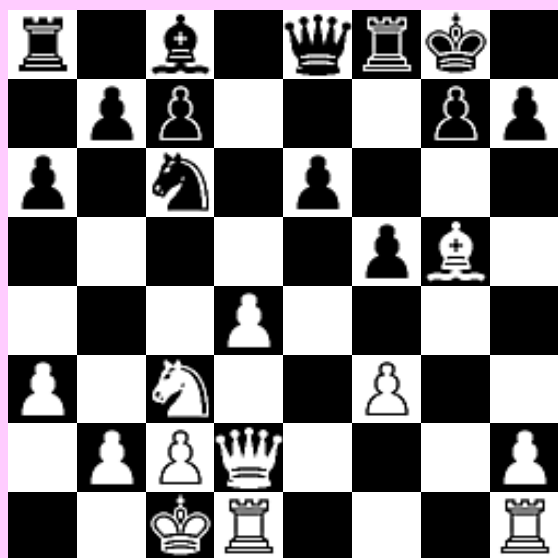
A3.4 Examples of the Alekhine Gambit in the Winawer Variation

Miles - Reefschlager, Porz, 1982

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7.

Bb5 Nge7 8. Be3 O-O 9. Qd2 a6 10. Bxc6 Nxc6 11. O-O-O f5 12. Bg5 Qe8

13. f3 exf3 14. gxf3



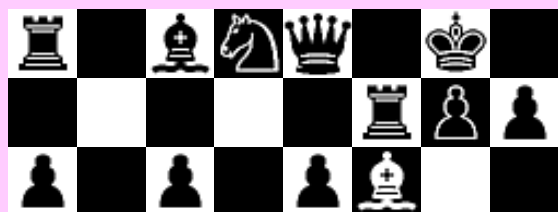
14... Nd8

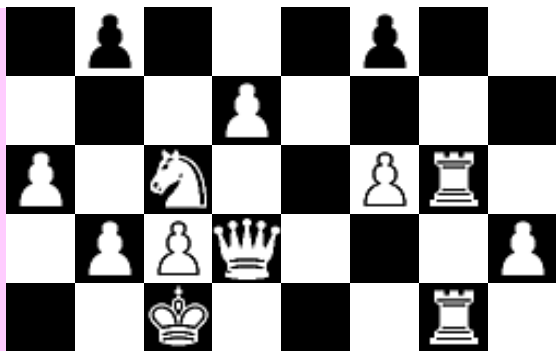
[14... e5 return the pawn to activate the Bc8]

15. Rhg1 c6 16. Rg3 Rf7 17. Rdg1 b5

to allow ...Ra7, but a move too late

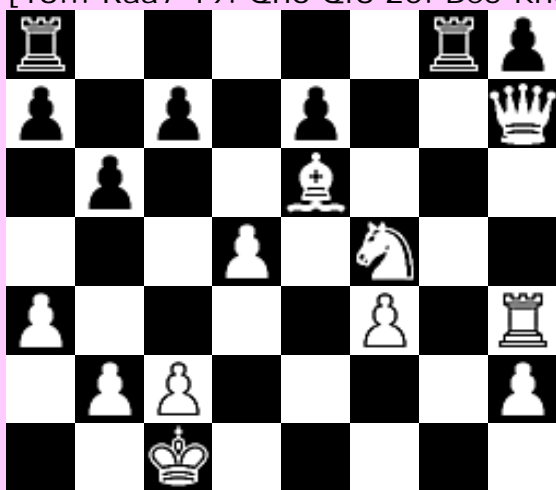
18. Bf6





1-0 18... Rxf6

[18... Raa7 19. Qh6 Qf8 20. Be5 Kh8 21. Rh3 Qg8 22. Ne2 f4 23. Rxc7 Rxc7 24. Nxf4



]

19. Rxc7+ Kh8 20. Qg5 Rg6

[20... Rf8 21. Rxh7+]

21. Rxc6 hxc6 22. Qh6+

1-0

Conejero,J. M - Perez Torres,J [C15], Valencia

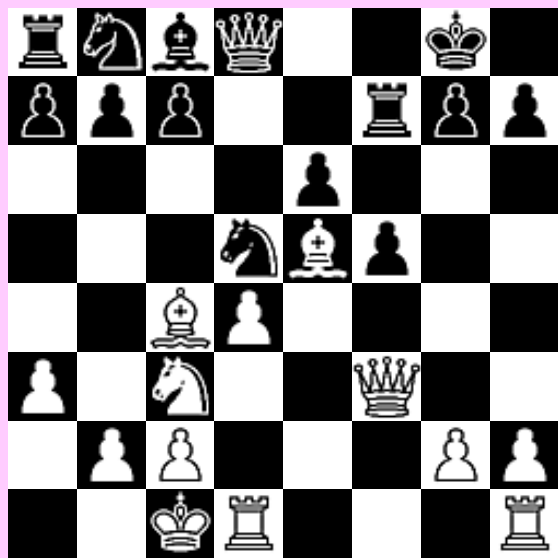
1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 f5

Yeuch.

7. Bf4 Nf6 8. f3

The best approach.

8...exf3 9. Qxf3 O-O 10. O-O-O Nd5 11. Be5 Rf7 12. Bc4



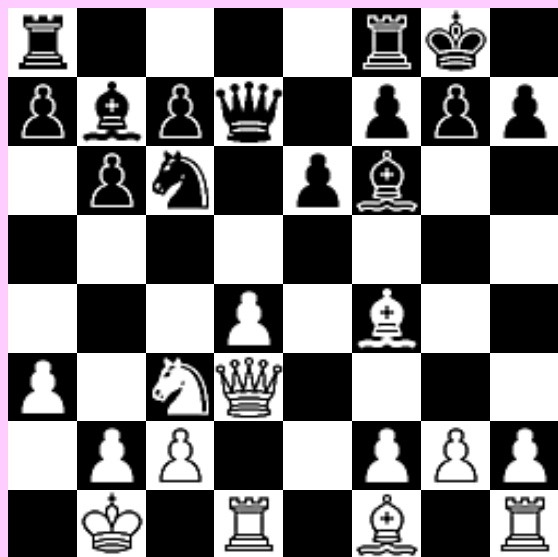
12... Qg5+ 13. Kb1 Ne3 14. Bf4

1-0

Ristic,Nen - Sanchis, A [C15], Chartres

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nc6 7. Bf4 Nf6 8. Qd3 b6 9. O-O-O Bb7 10. N2c3 O-O

11. Kb1 Qd7 12. Nxf6+ Bxf6



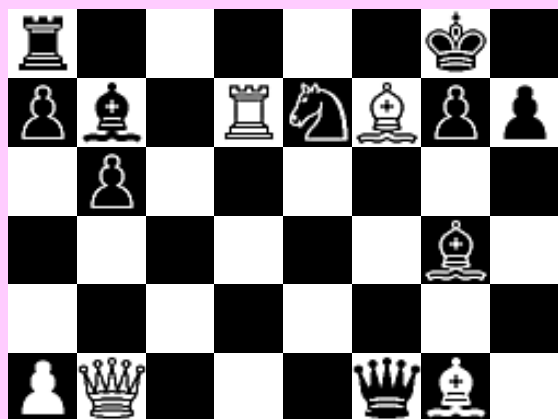
13. d5

Always, this is the key break.

13...Ne5 14. Qg3 Ng6 15. Bb5 Qc8 16. Bxc7 Bxc3 17. dxe6 Bxg2

The position is opened up nicely.

18. Rhg1 Bf6 19. exf7+ Rxf7 20. Bc4 Bb7 21. Rge1 Qf5 22. Qb3 Bg5 23. Be6 Qf3 24. Rd3 Qf6 25. Rd7 Ne7 26. Be5 Qxf2 27. Bg3 Qf3 28. Bxf7+





1-0

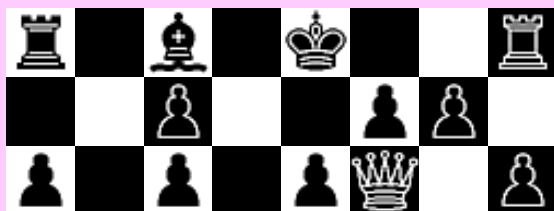
Westerinen,H - Bergsson,S [C15], Gausdal

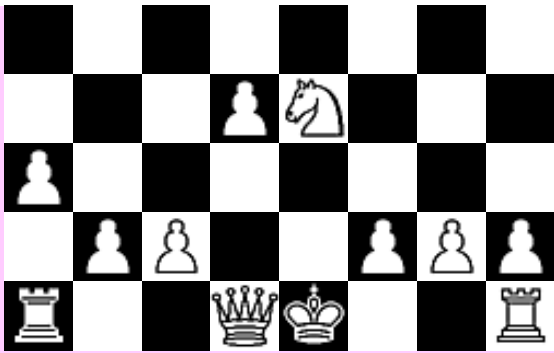
1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7. Bf4 Nf6 8. Bb5



Black now prompts a move White might make voluntarily.

8... a6 9. Bxc6+ bxc6 10. Bg5 h6 11. Bxf6 Qxf6 12. Nxe4



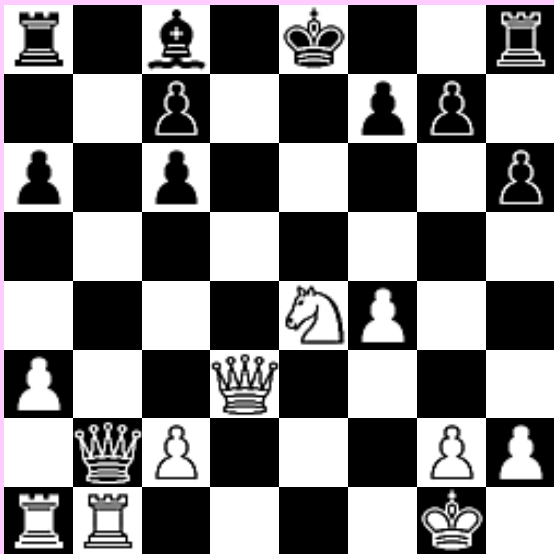


Black's pawns look awful.

12... Qh4 13. Qd3 e5 14. dxe5 Qf4 15. O-O Qxe5 16. f4 Qxb2

Careless.

17. Rfb1



1-0

Abdulla,M - Khechen,N [C15], Novi

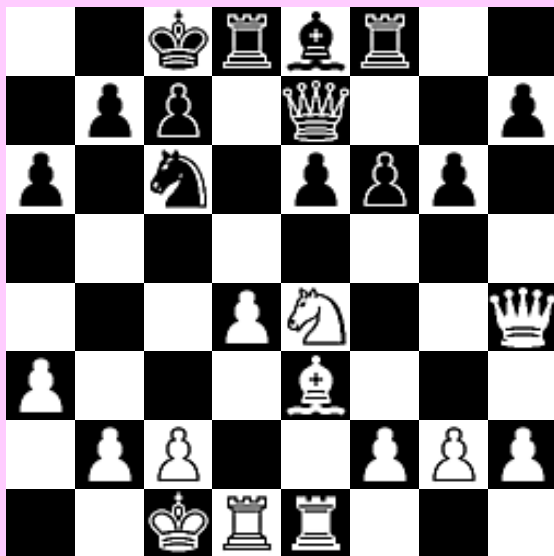
1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 Nc6 7. Bb5 Nge7 8. Bg5 f6

Ill-advised.

9. Be3 a6 10. Bxc6+ Nxc6



11. Qh5+ g6 12. Qh6 Qe7 13. Nxe4 Bd7 14. Qh4 Rf8 15. O-O-O O-O-O 16. Rhe1 Be8

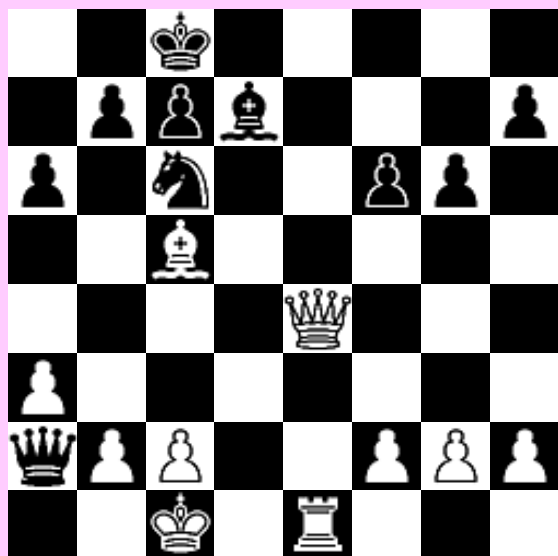


Again, the position needs opening up with d5.

17. d5 Rxd5 18. Rxd5 exd5 19. Bc5

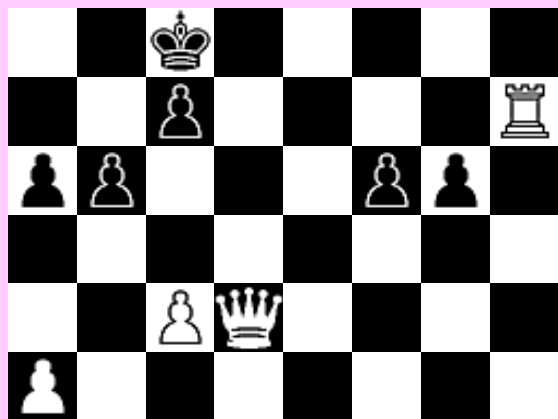
winning the exchange

19... Qf7 20. Bxf8 dxe4 21. Qxe4 Bd7 22. Bc5 Qa2



a hopeful lunge

23. Bd4 Nxd4 24. Qxd4 Qa1+ 25. Kd2 Qa2 26. Re7 Bc6 27. c4 b6 28. Rxh7 Bxg2



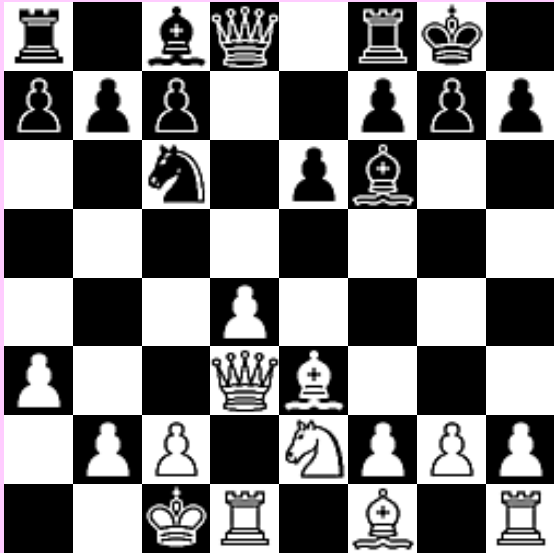


1-0



Castillo,O - Segovia,J [C15], WchJ

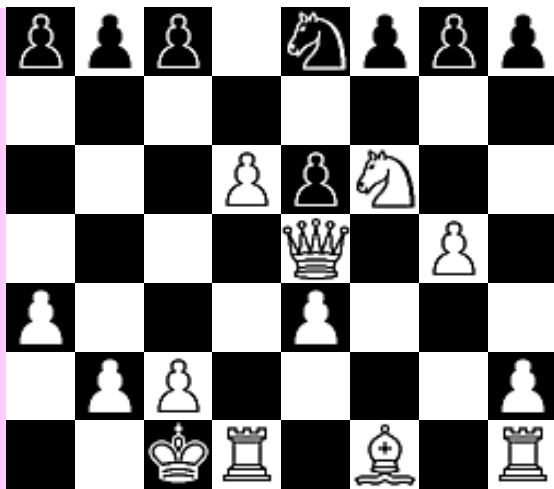
1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nc6 7. Qd3 Nf6 8. Nxf6+ Bxf6 9. Be3 O-O 10. O-O-O



Black now tries a break. Because White is not much better developed, he keeps it closed. We then have an opposite-side castling situation, where both sides must attack quickly.

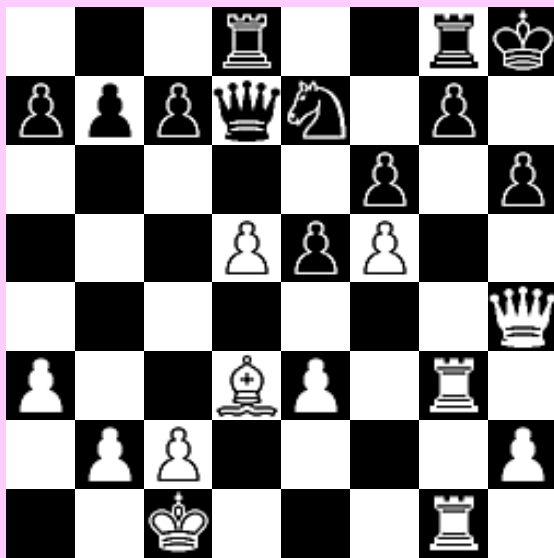
10... e5 11. d5 Ne7 12. Ng3 Ng6 13. Qe4 Bg5 14. Nf5 Bxe3+ 15. fxe3 Ne7 16. g4





You can make this sort of move if your king is on the other side.

16... Bxf5 17. gxf5 f6 18. Rg1 Kh8 19. Rg3 Qd7 20. Bd3 Rad8 21. Rdg1 Rg8 22. Qh4 h6

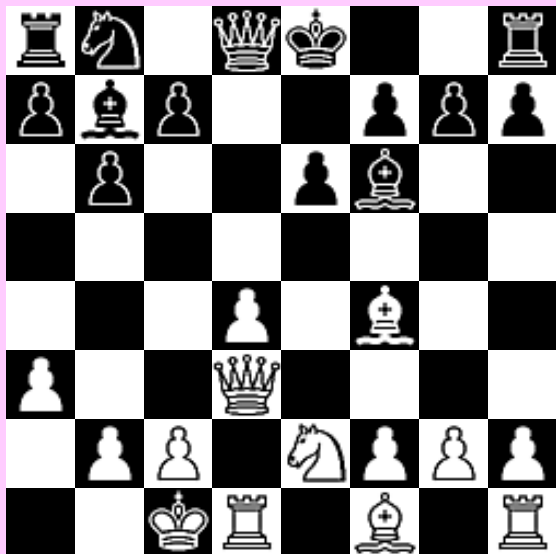


Black's attack hasn't even started.

23. Rxg7 Nxf5 24. Rxg8+ Rxg8 25. Qxf6+ 1-0

De Eccher,S - Schneiders,A [C15], Lugano

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Be7 6. Nxe4 Nf6 7. Qd3 b6 8. Bf4 Bb7 9. Nxf6+ Bxf6 10. O-O-O



Black is fairly well placed, though behind in development, but now blunders.

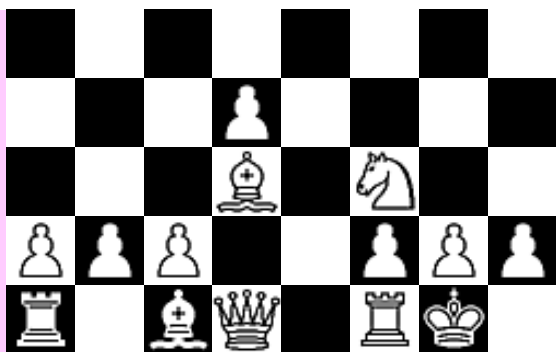
10... Bg5 11. Qb5+ 1-0

A3. Example of other French variations

Tarrasch - Mieses[C30], Berlin Match (3) , 1916

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Bd3 Be7 7. O-O Nxe4 8. Bxe4 Nf6 9. Bd3 b6





Black has conceded a small space advantage and plays his last move to get the blocked Bc8 out. Tarrasch prevents even that.

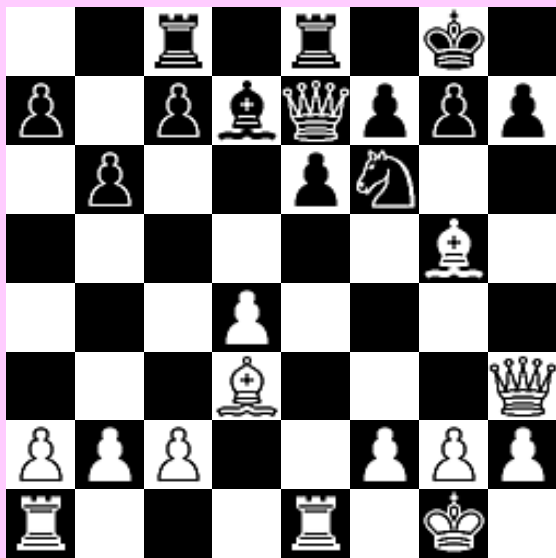
10. Ne5 O-O

Else Bb5+

11. Nc6 Qd6 12. Qf3 Bd7 13. Nxe7+ Qxe7 14. Bg5 Rac8 15. Rfe1 Rfe8

Black knows enough not to move his King's-side pawn unless he is forced to. So Tarrasch forces him to!

16. Qh3



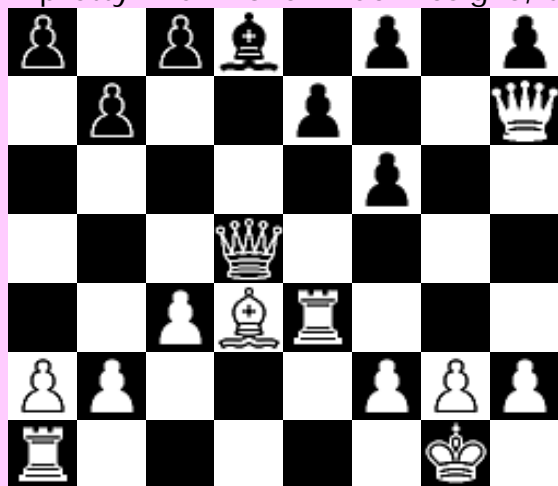
Threatening 17. Bxf6 and 18. Qxh7

16... Qd6 17. Bxf6 gxf6 18. Qh6 f5

In just a few moves, Tarrasch has got into the heart of the King's defences.

19. Re3 Qxd4 20. c3!

A pretty final move: Black resigns, unable to stop Rg3.



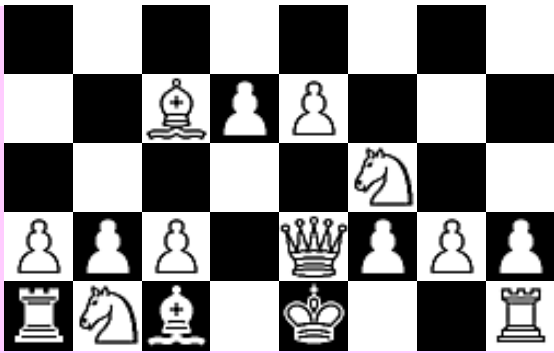
A4. Piece attacks vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3

The trouble with the Pirc is that Black will just lurk behind his pawns, and your pieces won't find much to attack. I play the Pirc/Modern as Black, and am always more impressed by systems which threaten to open lines with pawn breaks than any of the piece play lines. But that's not to say they aren't all dangerous; the player with a plan will always beat the player without one.

There are two principal 'piece play' lines available:

1. e4 d6 2. d4 Nf6 3. Nf3 g6 4. Bc4 Bg7 5. Qe2





White concentrates on rapid development and aims at a timely e5.

The other line I have in mind is:

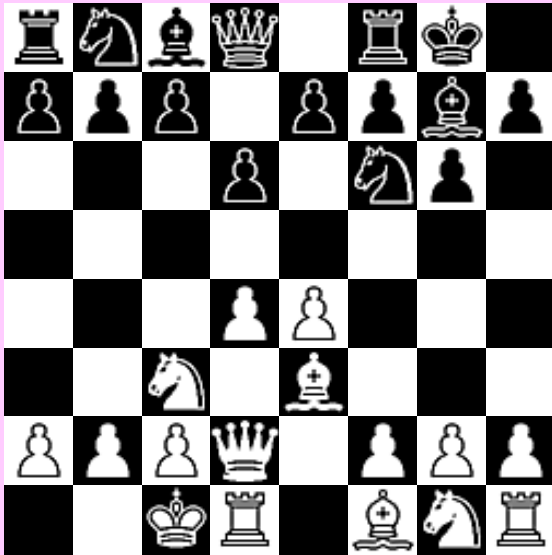
1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 Bg7 5. Qd2



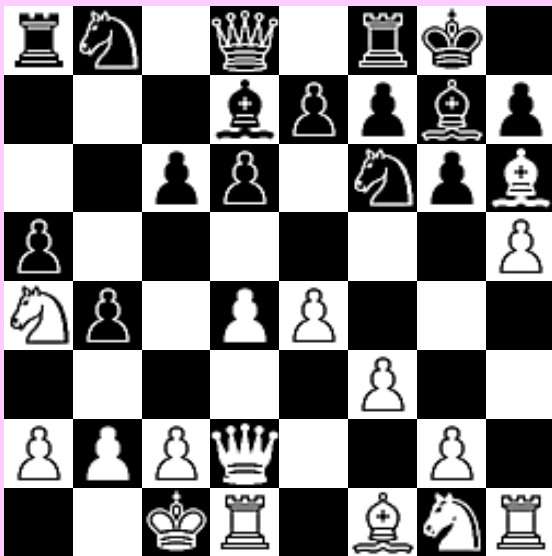
Now the simple idea is to play the standard attack with O-O-O, f3, g4, h4, Nge2-g3 and h5. Let's see this in action:

Hort, V - Rota [B07], Aachen/SW, 16, 18

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 Bg7 5. Qd2 O-O 6. O-O-O



6... c6 7. Bh6 b5 8. f3 a5 9. h4 b4 10. Na4 Bd7 11. h5



11... Nxh5 12. Rxh5 Bxh6

[12... gxh5 13. Qg5 b3 14. Qxg7#]

13. Rxh6 c5 14. Rh2 1-0

This plan depends a little on Black castling King's side, although it will not have guaranteed safety on the other side, nor in the centre. See the example games.

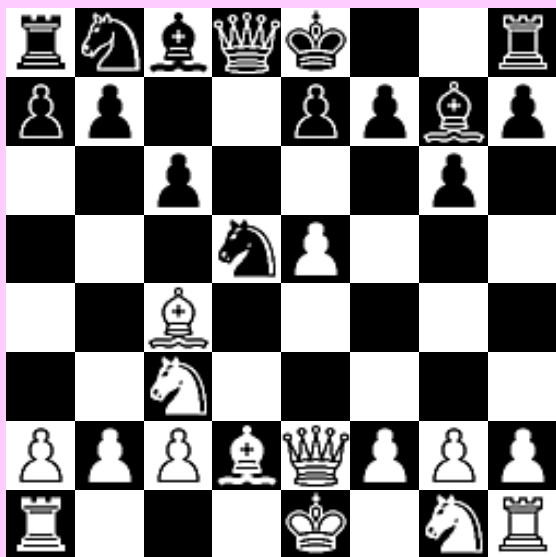
Example Games A4

Firstly, let's look at a few games in the Bc4 lines .

A4.1. Examples with Bc4

Christ,R - Kljako,D [B07], it, Biel

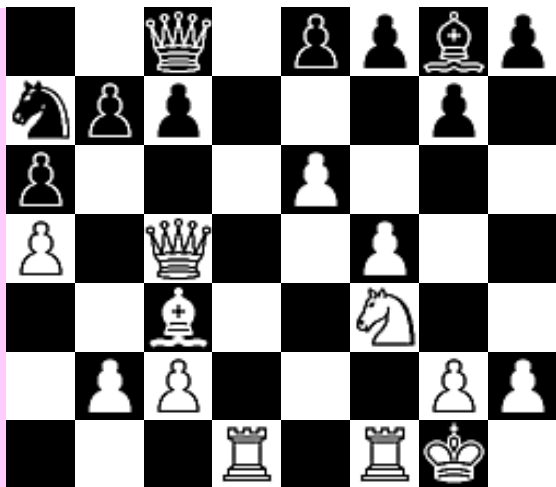
1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Bc4 Nf6 5. Qe2 c6 6. e5 dxe5 7. dxe5 Nd5 8. Bd2



Simple development is the trademark of the White system

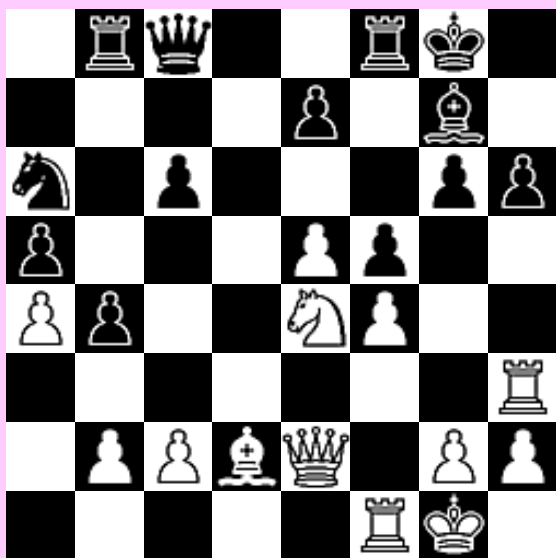
8... Nxc3 9. Bxc3 O-O 10. f4 a5 11. a4 b6 12. Nf3 Ba6 13. Rd1 Qc7 14. O-O Bxc4 15. Qxc4 Na6





White has a simple advantage in space.

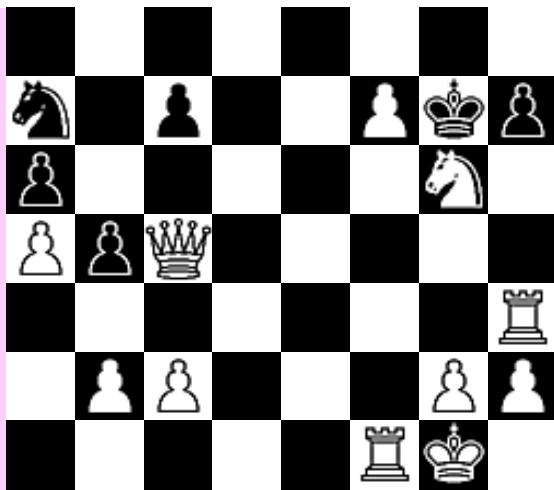
16. Ng5 h6 17. Ne4 Qc8 18. Rd3 Rb8 19. Rh3 b5 20. Qe2 b4 21. Bd2 f5



Black was cramped, but this bid for freedom looks very loose.

22. exf6 exf6 23. f5 g5 24. Qc4+ Kh7 25. Bxg5 fxg5 26. f6 Bh8 27. Nxc5+ Kg6





Black's King is being knocked about all over the place, while the Black pieces watch glumly from the wings.

28. Rxh6+ Kxh6 29. Qh4+ Kg6 30. Qh7+ Kxg5 31. h4+ Kg4 32. Qg6+ 1-0

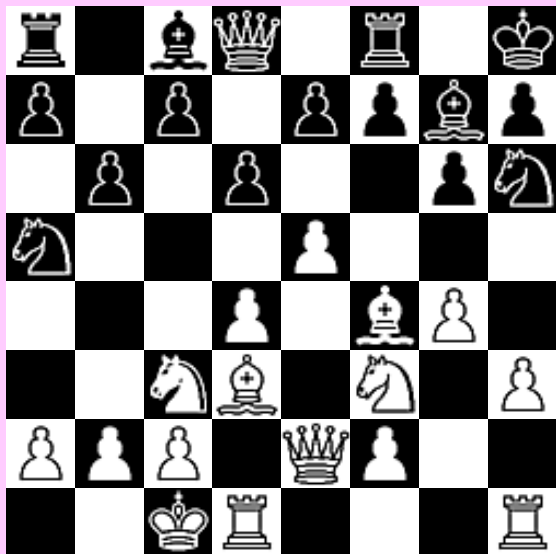
Knippel,M - Stratmann,B [B08], NRW

1. d4 Nf6 2. Nc3 g6 3. e4 d6 4. Bc4 Bg7 5. Nf3 O-O 6. Qe2 Nc6 7. e5



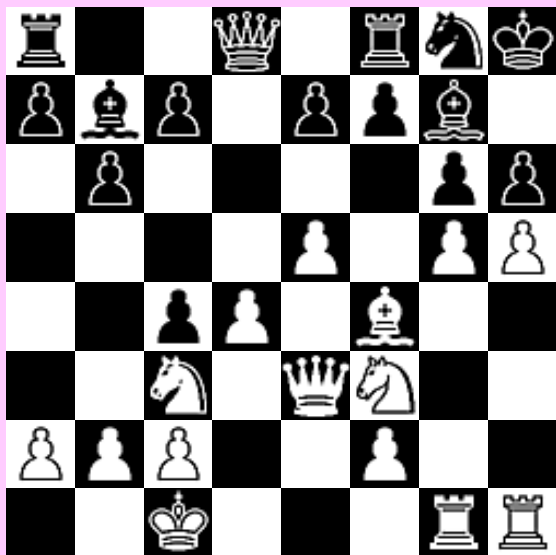
This is the key break in the Bc4 systems.

7... Ng4 8. h3 Nh6 9. g4 Na5 10. Bd3 b6 11. Bf4 Kh8 12. O-O-O



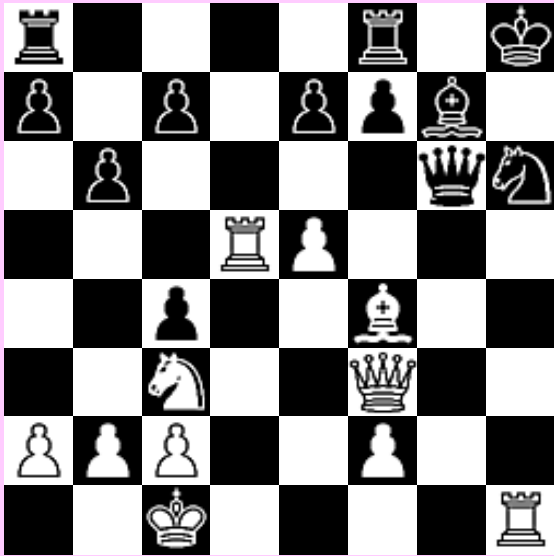
Black's next move seals the centre, but White's King's side attack can now proceed without worrying about the central tension.

12... d5 13. Qe3 Ng8 14. Rdg1 h6 15. h4 Nc4 16. Bxc4 dxc4 17. h5 Bb7 18. g5



It looks grim for the Black King.

18... Bxf3 19. Qxf3 Qxd4 20. Rd1 Qc5 21. Rd5 Qc6 22. gxh6 Nxh6 23. hxg6 Qxg6



Recapturing with the pawn wasn't pretty, but this fails to:

24. Rdd1 1-0

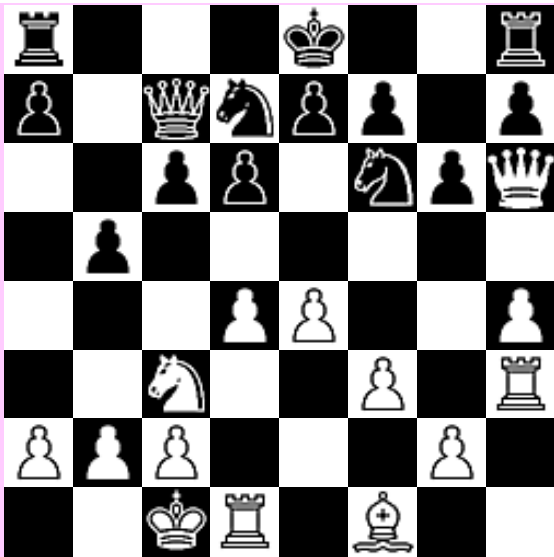
25. Rdg1 is killing.

See also the games under the *Gurgenidze System*

A4.2. Examples with Be3

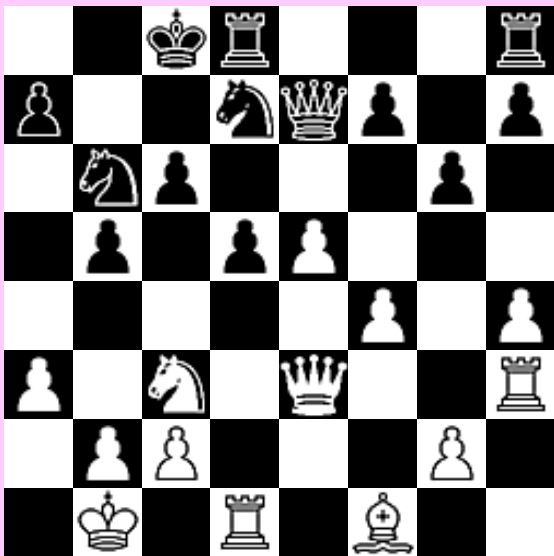
Adams, M - Wolff, P [B07], London

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Be3 c6 5. Qd2 b5 6. h4 Nf6 7. f3 Qc7 8. Bh6 Bxh6 9. Qxh6 Be6 10. Nh3 Bxh3 11. Rxh3 Nbd7 12. O-O-O



White's K-side initiative persuades Black to castle Queen's side.

12... Nb6 13. Kb1 O-O-O 14. Qe3 e5 15. a3 d5 16. dxe5 Qxe5 17. f4 Qe7 18. e5 Nfd7

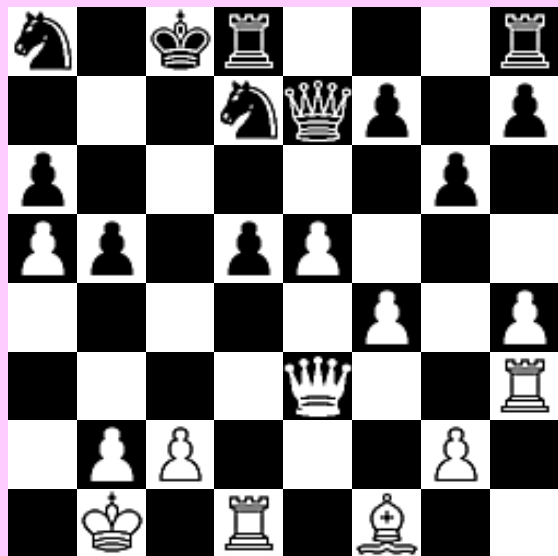


White opens up the Q-side; he can skip the Rh3 across easily.

19. a4 a6

Taking on a4 will allow Ba6+.

20. a5 Na8 21. Nxd5 cxd5

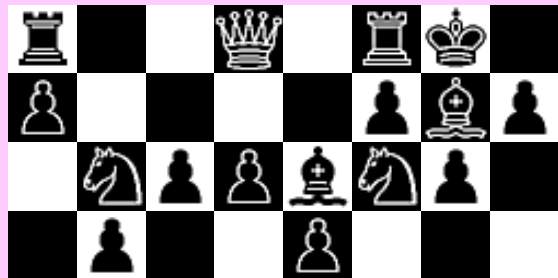


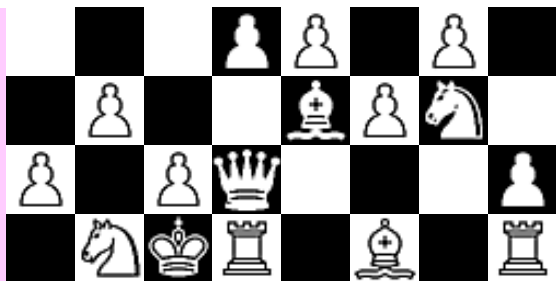
The entry of the Queen is decisive.

22. Qa7 Nc7 23. Rc3 Nb8 24. g3 1-0

Lane,G - Saucey,M [B07], Royan

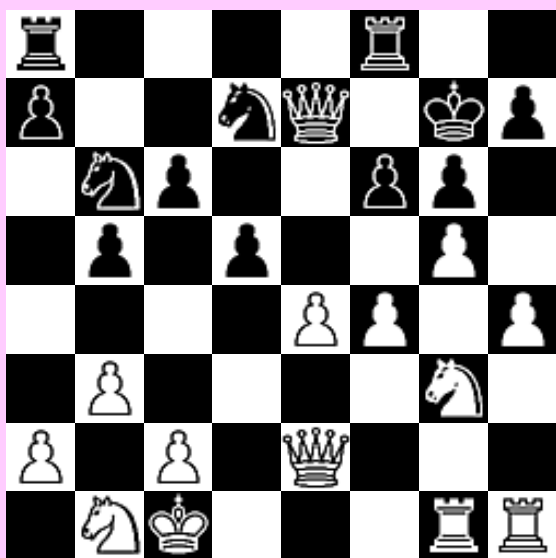
1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 Nf6 5. Qd2 O-O 6. f3 e5 7. Nge2 c6 8. O-O-O Nbd7 9. g4 b5 10. Nb1 Nb6 11. Ng3 Be6 12. b3





Black now takes on d4, and the game starts to look rather like the Yugoslav Attack in the Sicilian Dragon.

12... exd4 13. Bxd4 d5 14. g5 Nfd7 15. Bxg7 Kxg7 16. f4 f6 17. h4 Bg4 18. Be2 Bxe2 19. Qxe2 Qe7 20. Rdg1



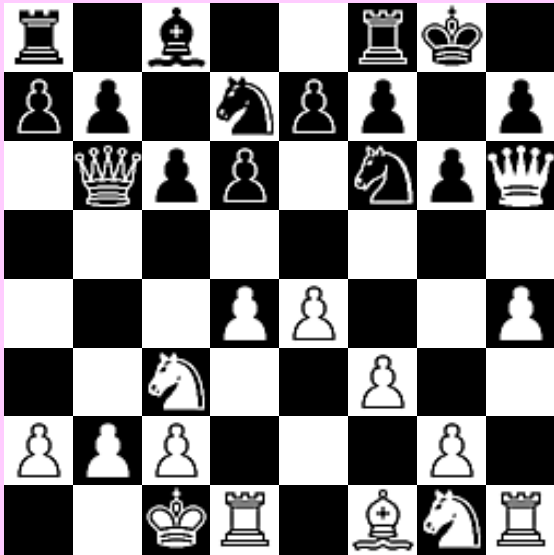
Again, White's attack has proceeded faster than Black's.

20... f5 21. exf5 Qxe2 22. f6+ 1-0

Black will have no prospects in the endgame with White's secure pawn on f6.

Chacon,E - Blazquez,J. L [B07], Alicante

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 Nf6 5. f3 c6 6. Qd2 O-O 7. Bh6 Bxh6 8. Qxh6 Qb6 9. O-O-O Nbd7 10. h4

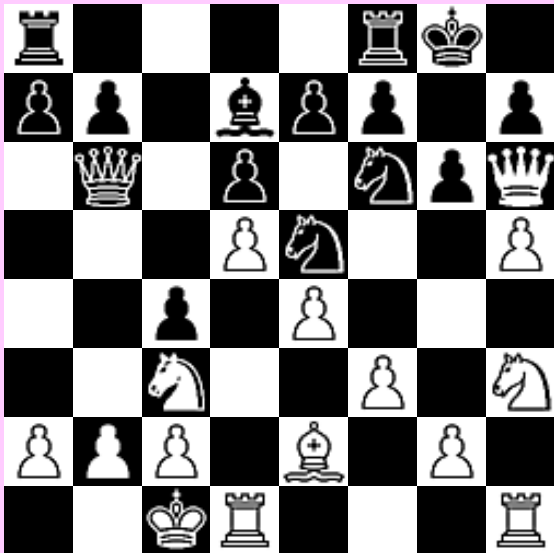


A typical thrust.

10... c5 11. d5

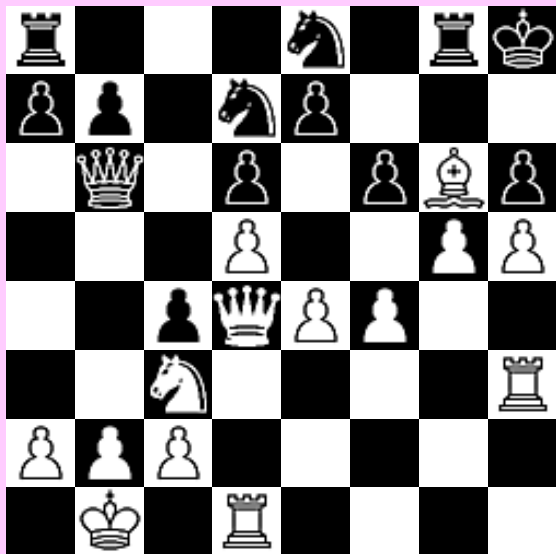
Often, if the situation in the centre is clear, the attack is easier.

11...Ne5 12. h5 Bd7 13. Be2 c4 14. Nh3



White threatens Ng5 after which hxg6 and f4 look very strong.

14... Bxh3 15. Rxh3 g5 16. Qxg5+ Kh8 17. g4 Rg8 18. Qd2 Qa5 19. g5 Ne8 20. f4 Nd7 21. Qd4+ f6 22. Bg4 Nc5 23. Bf5 Qb6 24. Kb1 h6 25. Bg6 Nd7



White's King's-side initiative will persist into an endgame.

26. Qxb6 Nxb6 27. gxh6 1-0

After 27... Nc7 28. h7 Rg7

[28... Rgf8 29. Bf5 Na6 30. Rg3 Nc5 31. Rdg1 Rfe8 32. Rg7 Nbd7]

29. Rg3 e5 30. h6

the endgame is hopeless for Black.

A5. Piece attacks vs. Sicilian: lines with piece play

A5.1. Ideas with Be2



It would be wrong to say there is much theory on these lines.

The basic idea is to develop the King's side pieces quickly, and play c3 and d4 (very much the same plan as the normal 1. e4 e5 openings).

1. e4 e5 2. Nf3

Now Black has a basic choice between 2...d6, 2...Nc6 and 2...e6. Alternatives are less strong, e.g. 2...a6 3. c4 or 2...Nf6 3. e5. These should not be scorned - GMs have played each line - but are less good for Black than normal lines.

2...d6

[after 2... e6 White can play an interesting gambit, borrowed from a variation of the English Opening: 3. Be2 Nc6 4. b4 Nxb4

[4... cxb4 5. d4]

5. c3 Nc6 6. d4;

(compare the line 1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5)]

3. Be2 Nf6

[3... e6 4. c3 Nc6 5. d4 Nf6 6. Nbd2]

4. c3 Nc6 5. d4 cxd4 6. cxd4 Qa5+ 7. Nc3 Nxe4 8. d5

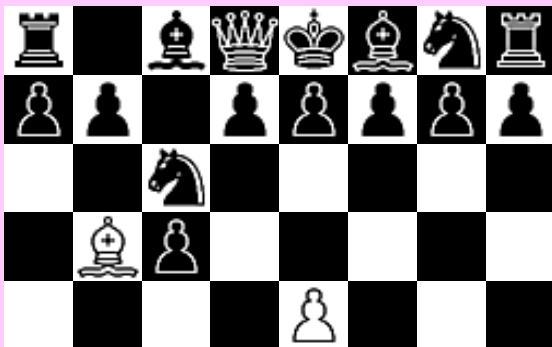


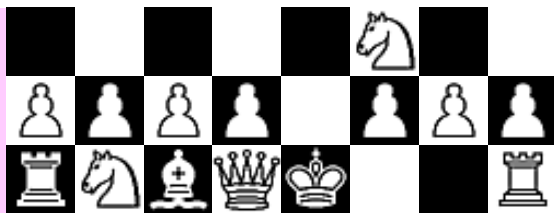
...with interesting gambit play in each line.

A5.2. Ideas with Bb5

Rossolimo Variation with 2... Nc6

3. Bb5





Now the most common line is

3...g6

Alternatives:

[3... Nf6 e.g. 4. e5 Nd5 5. Nc3 Nc7 6. a4 Nxb5 7. axb5]

[3... e6 e.g. 4. O-O Nge7 5. c3 d5 6. exd5]

4. O-O Bg7 5. c3 Qb6 6. Na3 Nf6 7. Re1



[or 7. e5 Nd5 8. Bc4 Nc7 9. d4]

...when White has good play.

Rossolimo Variation with 2...d6

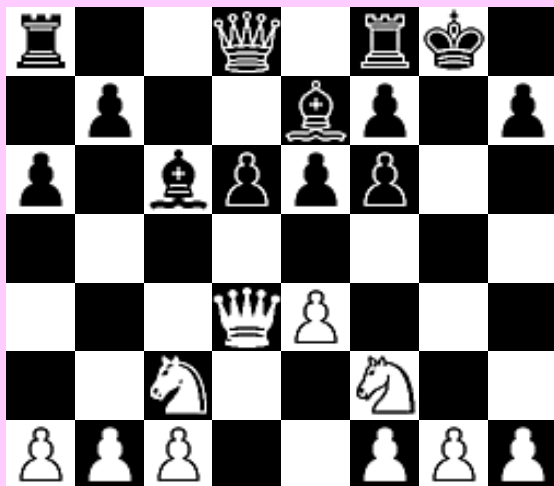
3. Bb5+



This is a complex line. After 3...Bd7 White will often play 4. Bxd7+ and 5.c4, placing the pawns on light squares to complement the dark-squared bishop.

One example in another line:

3... Nd7 4. d4 cxd4 5. Qxd4 Ngf6 6. Bg5 e6 7. Nc3 Be7 8. O-O a6 9. Bxd7+ Bxd7 10. Rad1 Bc6 11. Rfe1 O-O 12. Bxf6 gxf6





Again, White has good piece play, although the bishops may be dangerous

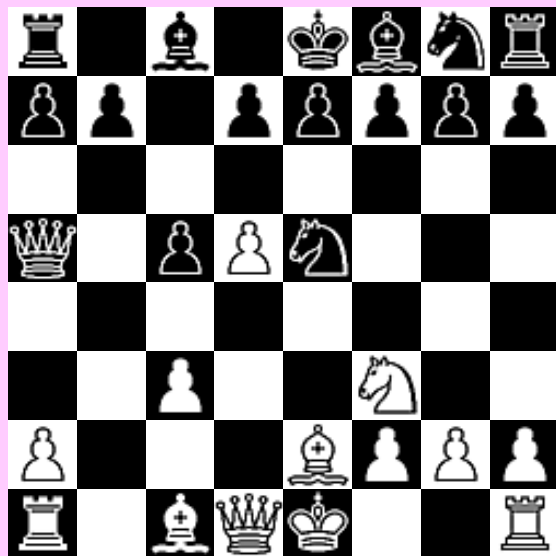
Example games A5

A5.1. Examples with Be2

Basman-Stean, Hastings 1974

This is a famous game in this line.

1. e4 c5 2. Nf3 d6 3. Be2 Nf6 4. c3 Nc6 5. d4 cxd4 6. cxd4 Nxe4 7. d5 Qa5+ 8. Nc3 Nxc3 9. bxc3



9...Ne5

[9... Nd8 may be better]

10. Nxe5 Qxc3+ 11. Bd2 Qxe5 12. O-O Qxd5

[The main alternative is 12... a6

Nikolenko-Obukhov 1991

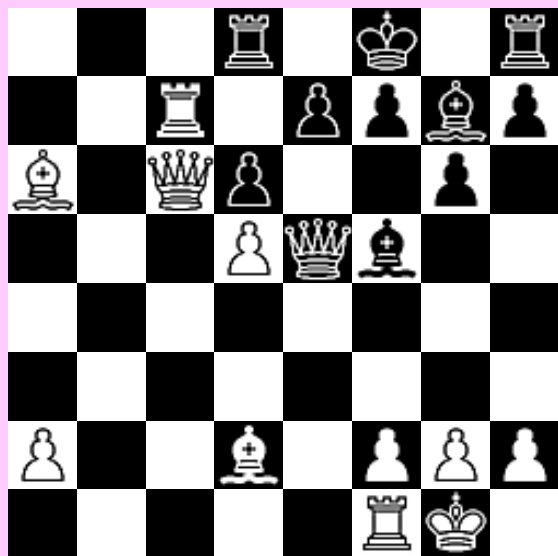
13. Rb1 g6 14. Rxb7 Bg7

[14... Bxb7 15. Qa4+ Kd8 16. Ba5+ Kc8 17. Qe8#]

15. Qa4+ Kf8 16. Rc7 Bf5

[16... Qxe2 17. Qc6 Bb7 18. Qxb7 Re8 19. Rc8 Qb5 20. Rxe8+ Qxe8 21. Rc1]

17. Qc6 Rd8 18. Bxa6



idea Re1 - Gallagher]

The game as it goes is a rout.

13. Rb1 e6 14. Bb5+ Bd7 15. Bxd7+ Kxd7 16. Qa4+ Kd8 17. Rb5 Qc6 18. Rc1 Qa6 19. Ra5 Qd3 20. Be3 d5 21. Rxa7 Rxa7 22. Qxa7 Ba3 23. Qb8+ Ke7 24. Bg5+ f6 25. Qxb7+ Kd6 26. Qc7#

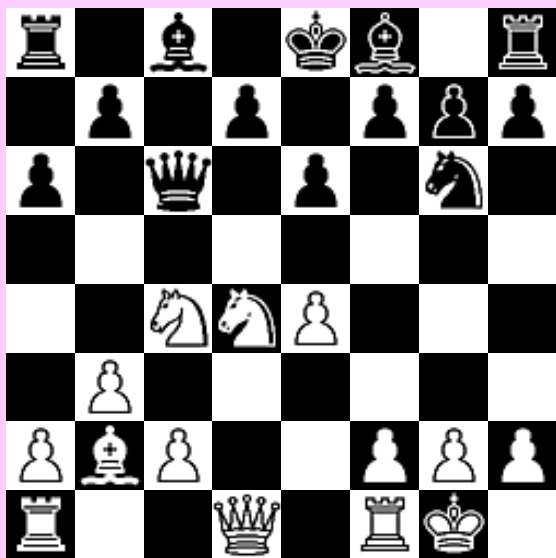
A5.2. Examples with Bb5

Georgiev,Kr - Feher,G [B30], Cappelle

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Qb6 6. Na3 Ng6 7. Bb2 a6 8. Nc4 Qc7 9. Bxc6 Qxc6

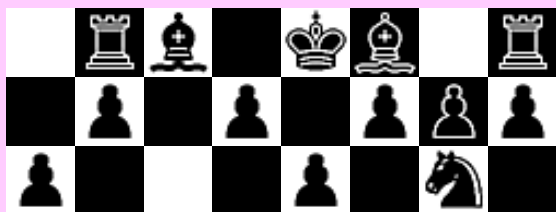
White is miles ahead in development, so breaks with d4.

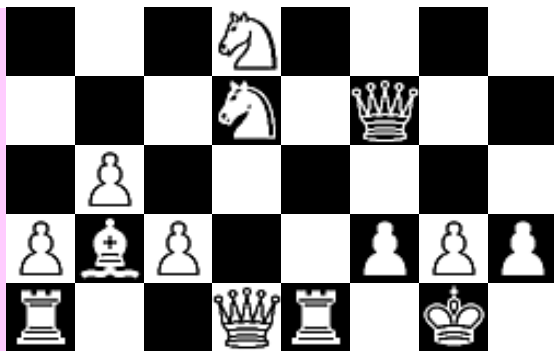
10. d4 cxd4 11. Nxd4



Black now grabs a hot pawn while behind in development. (Kids! Don't try this at home!)

11... Qxe4 12. Re1 Qf4 13. Nb6 Rb8 14. Nd5





Almost inevitable

14... f6 1-0

Smirin,I - Nun, Ji [B30], Polanica

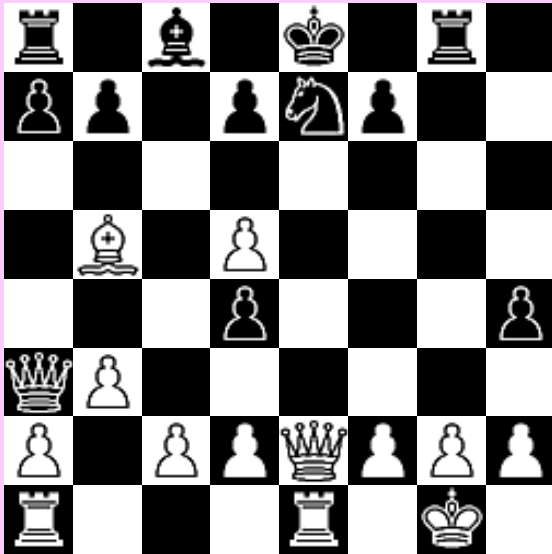
1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. b3 Ng6 6. Bb2 Be7 7. Bxg7 Rg8 8. Bb2 h5 9. Nc3 Qc7 10. Re1



10... h4 11. Nd5

A very typical Sicilian sacrifice.

11...exd5 12. exd5 Nd4 13. Nxd4 cxd4 14. Ba3 Qa5 15. Bxe7 Nxe7 16. Qe2 Qa3

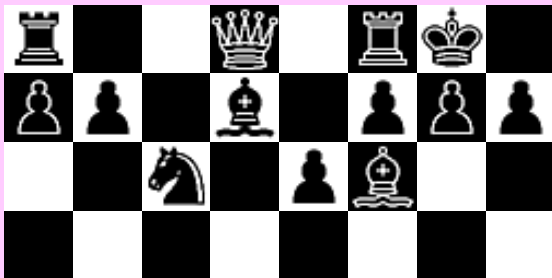


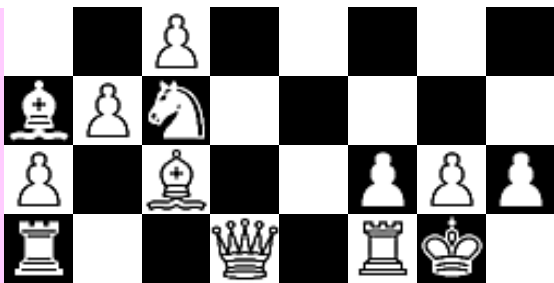
White threatens Qe5 and d6, winning the knight. Black keeps the Knight, but loses the King.

17. Qe5 Kf8 18. d6 Ng6 19. Qf6 Qa5 20. Bc4 Rg7 21. Re7 1-0

Bogumil - Sarosi [B30], Budapest

1. e4 c5 2. Nf3 Nc6 3. Bb5 e6 4. O-O Nge7 5. c3 d5 6. exd5 Qxd5 7. d4 cxd4 8. c4 Qd8 9. Nxd4 Bd7 10. Nf3 Nf5 11. Nc3 Be7 12. Ba4 O-O 13. Bc2 Nh4 14. Nxh4 Bxh4 15. b3 Bf6 16. Ba3



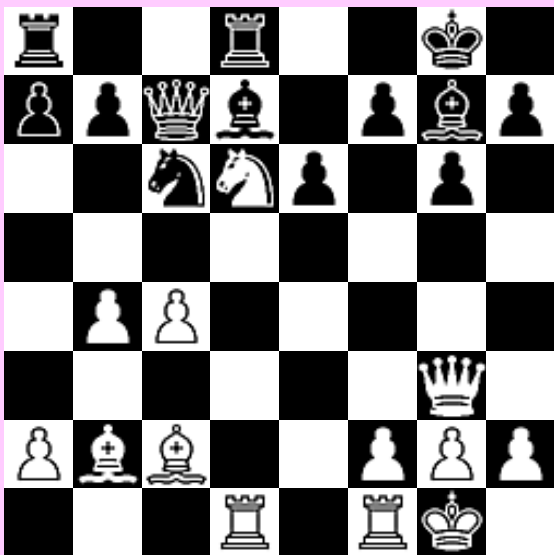


A neat move making use of the extra space and mobility.

16... Re8

[If 16...Bxc3, 17. Qd3!]

17. Qd3 g6 18. Rad1 Ne5 19. Qg3 Qa5 20. Ne4 Bg7 21. b4 Qc7 22. Nd6 Red8 23. Bb2 Nc6



White is obviously winning. He finds a neat unmasking (Nf5)

24. Bxg7 1-0

B. Slow attacks with f4 against the common half-open defences

The move f4 is often a strong idea against the Sicilian and Pirc, and to some extent the French; less good against other lines. The ideas are similar:

- develop rapidly
- use the extra space given by the extra central pawn
- use the f4 pawn to break open lines against the King

B1. Playing f4 vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. f4

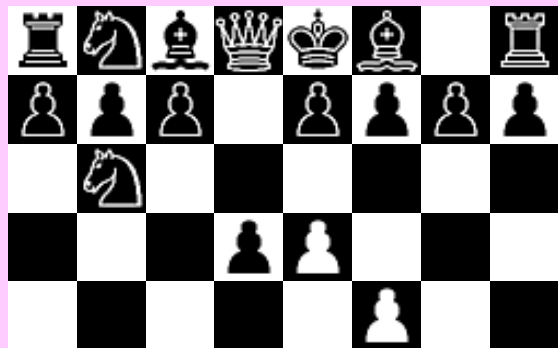
Sadly, this line has no real force and is not a good line to adopt.

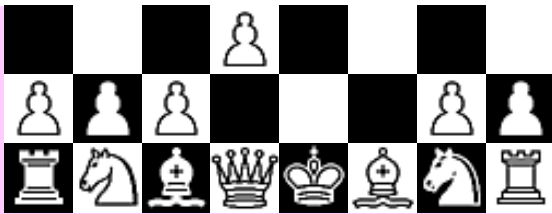
If you insist on consistency, you can try it, but otherwise I would look at a different line.

Example games B1

Lazarevic,M - Maric,D (6) Pula, 1990[B02]

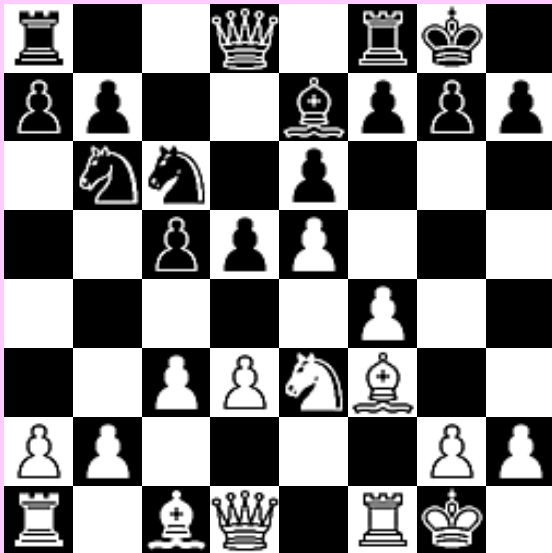
1. e4 Nf6 2. d3 d5 3. e5 Nfd7 4. f4 Nb6





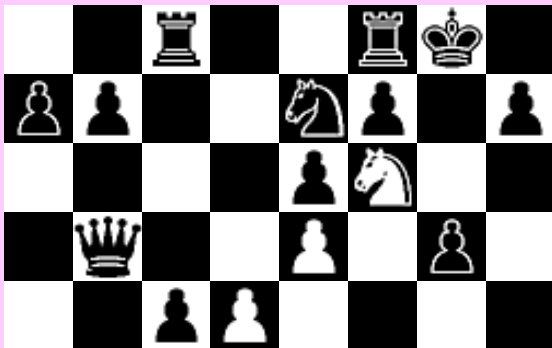
With the N on b6 it is harder to organise the obvious 'French' break with f6.

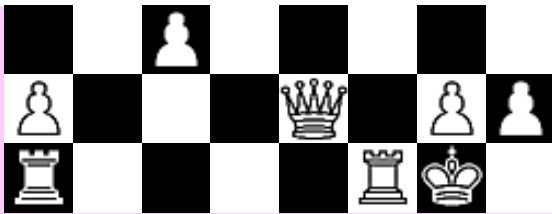
5. c3 c5 6. Nf3 Bg4 7. Be2 e6 8. Na3 Be7 9. O-O O-O 10. Nc2 Nc6 11. Ne3 Bxf3 12. Bxf3



Black has done everything right so far, but gets careless.

12... d4 13. Ng4 dxc3 14. bxc3 c4 15. d4 Nd5 16. Bxd5 Qxd5 17. Ne3 Qb5 18. Qe2 Rac8 19. f5 Bg5 20. f6 gxf6 21. Ng4 Ne7 22. Bxg5 fxg5 23. Nf6+





White should never have been allowed to reach this easy attacking position.

23... Kg7 24. Qh5 h6 25. Ng4 Ng8 26. Nxh6 Nxh6 27. Qxg5+ Kh7 28. Rf6 Nf5 29. Rf1 Rg8 30. Qh5+ 1-0

B2. Playing f4 vs. Caro-Kann 1. e4 c6: 1. e4 c6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1.Nc3)

I couldn't find a single example of this with f4. This is probably because it's not a very good line!

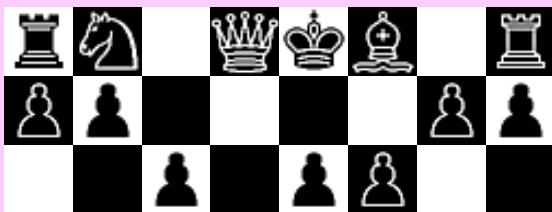
Example games B2

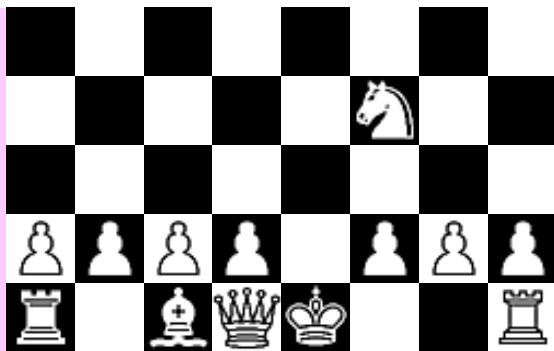
Van der Vaeren - Savva, Haifa, 1989[A00]

1. e4 d5 2. Nc3 dxe4 3. Nxe4 c6 4. Bc4 Nf6

This could have arisen from the Caro-Kann

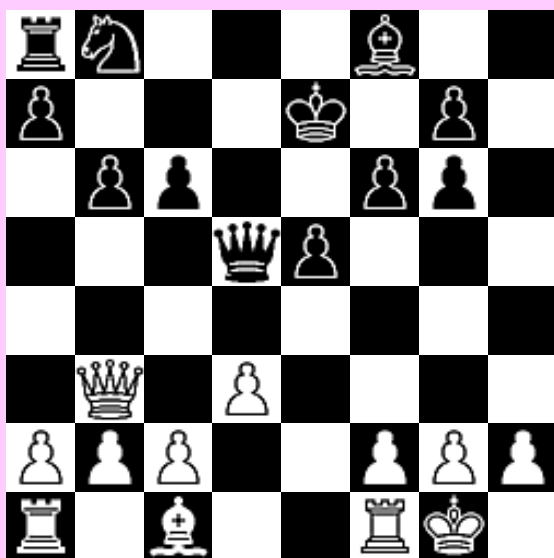
5. Nxf6+ exf6 6. Ne2 Be6 7. Bxe6 fxe6 8. Nf4





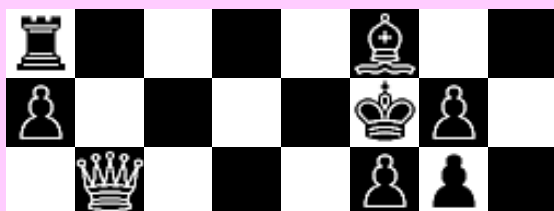
Hitting at the weak White squares. Black now prompts an elementary combination.

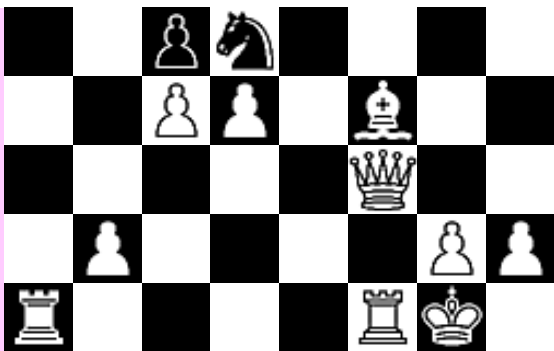
8... e5 9. Qh5+ Ke7 10. Ng6+ hxg6 11. Qxh8 Kf7 12. Qh3 Qd7 13. Qb3+ Ke7 14. O-O b6 15. d3 Qd5



An interesting moment: I would have swapped off here to try and win on material.

16. c4 Qd6 17. Be3 c5 18. a4 Nc6 19. a5 Nb4 20. axb6 Qxb6 21. f4 exf4 22. Bxf4 Kf7 23. d4 Nd5 24. Qf3





Black is very wobbly here.

24... Nxf4 25. Qxa8 Ne2+ 26. Kh1 Nxd4 27. Rxa7+ Kg8 28. Qd5+ Qe6 29. Qxe6+ Nxe6 30. Re1 1-0

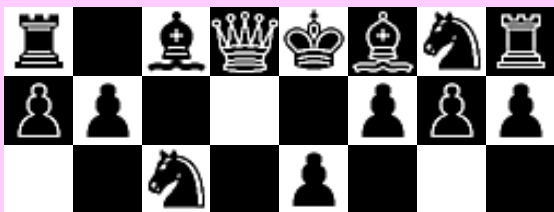
B3. Playing f4 vs. French 1. e4 e6: 1. e4 e6 2. Nc3 d5 3. f4 (a line of the Dunst opening, 1.Nc3)

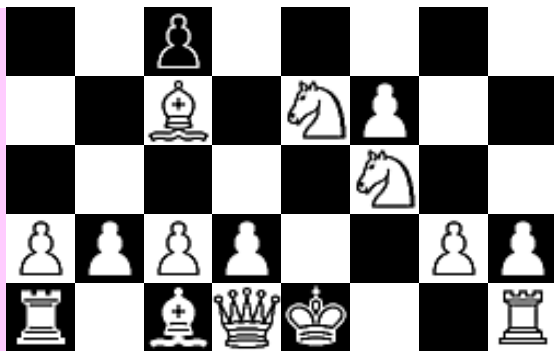
Now, I have found a few of these. With the P on e6, Black is necessarily a little more passive than the Caro lines above. I don't think White can claim much advantage (indeed, John Watson reckons that the Pf4 may be in the way of the Bc1), but it's an easy line to understand.

Example games B3

Hill,S - Wright,A , ch-AUS/SW,5,18, 1989[B21]

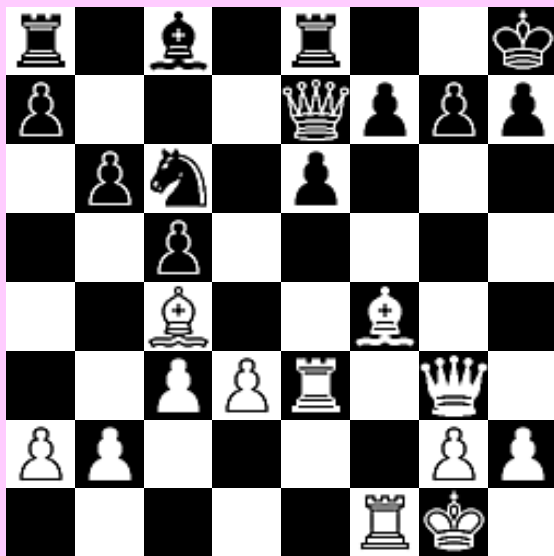
1. e4 c5 2. f4 e6 3. Nf3 d5 4. Nc3 dxe4 5. Nxe4 Nc6 6. Bc4





White has nicely centralised pieces.

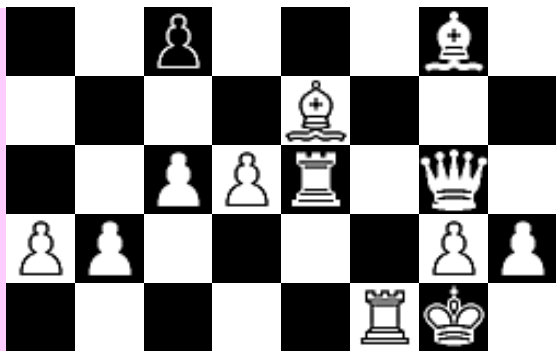
6... Nf6 7. Nxf6+ Qxf6 8. O-O Bd6 9. d3 Bxf4 10. Ng5 Qxg5 11. Bxf4 Qe7 12. Qg4 O-O 13. Rae1 Kh8 14. Qg3 Rd8 15. c3 b6 16. Re3 Re8



Every White piece is well-placed.

17. Bd5 Bb7 18. Be4 Nd8 19. Bg5 f6



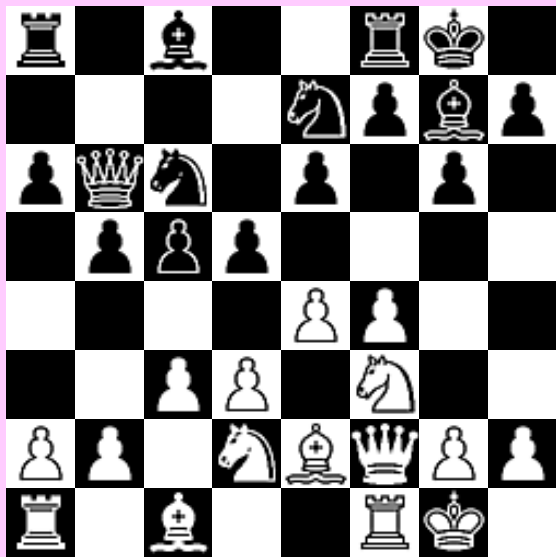


White now plays a sacrifice which is easy to think of but hard to analyse!

20. Bxh7 Kxh7 21. Qh4+ Kg8 22. Bxf6 gxf6 23. Rg3+ 1-0

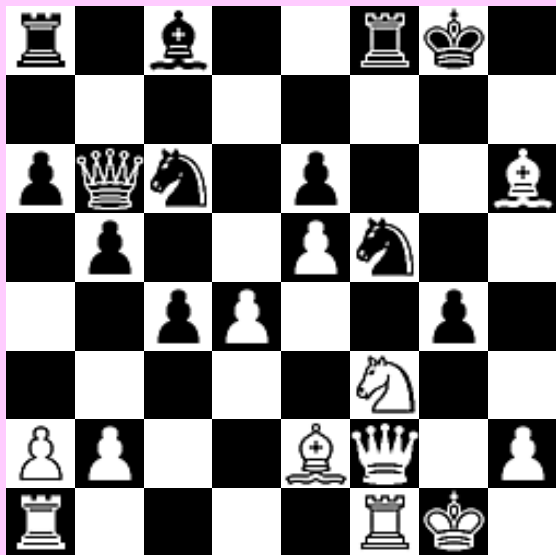
Campora, D. H - Shirazi, A , Ch New York (open), 1989[B21]

1. e4 c5 2. f4 e6 3. Nf3 Nc6 4. Bb5 Nge7 5. O-O a6 6. Be2 g6 7. d3 Bg7 8. c3 d5 9. Nbd2 O-O 10. Qe1 b5 11. Qf2 Qb6



A position that could have arisen from either the French or the Sicilian.

12. e5 f6 13. d4 cxd4 14. cxd4 fxe5 15. fxe5 g5 16. g4 h5 17. gxh5 g4 18. h6 Bxh6 19. Nc4 dxc4 20. Bxh6 Nf5



Rather a sign of distress; White is winning.

21. Bxf8 Kxf8 22. Nh4 Ncxd4 23. Bxg4 Bb7 24. h3 Qc5 25. Rae1 Kg8 26. Kh2 1-0

B4. Playing f4 vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 (Austrian Attack)

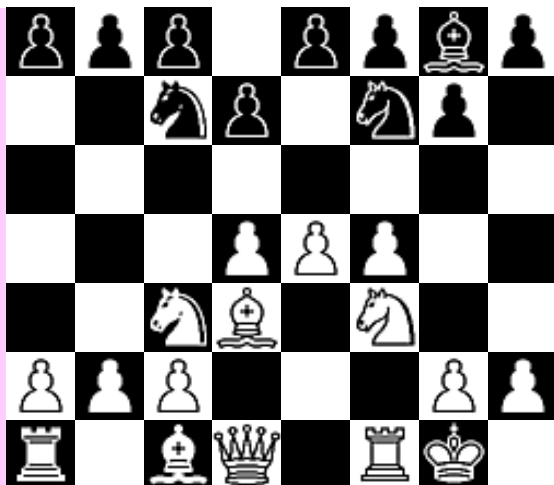
Against the Pirc, f4 is not a particularly slow line!

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 O-O

[5... c5 is probably a better way to equalise, or so the books say in 1990]

6. Bd3 Nc6 7. O-O





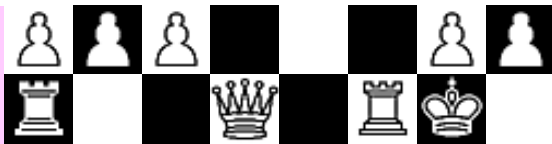
The White attack is easy to understand; White will complete development and then break with e5 or f5 - or both!

Example games B4

Ekebjærg, Ove (2580) - Van Manen, Gerben (2580) cr Blass-mem, 1990[B07]

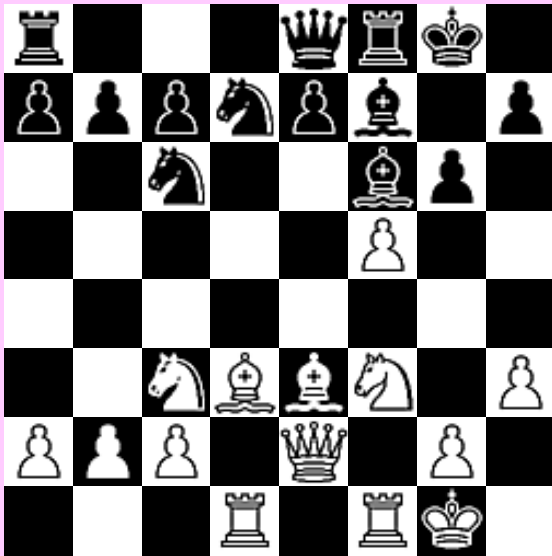
1. Nc3 Nf6 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. d4 O-O 6. Bd3 Nc6 7. O-O Bg4 8. e5 Nd7 9. Be3





A set-up for White which is easy to understand. I have watched relatively weak (170-grade) players carve up 200-strength players in this line.

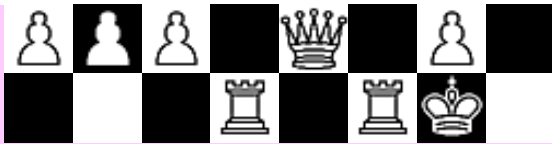
9... dxe5 10. dxe5 f6 11. exf6 Bxf6 12. h3 Be6 13. Qe2 Bf7 14. Rad1 Qe8 15. f5



The classic break.

15... Kh8 16. fxe6 Bxe6 17. Bxe6 hxe6 18. Nd5 Rc8 19. Bh6 Rf7





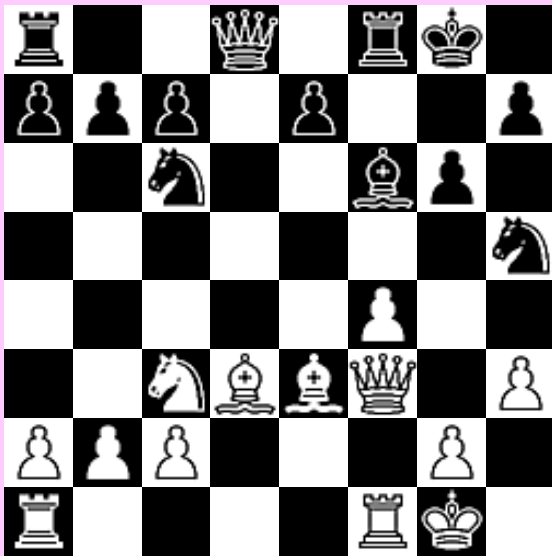
Black is busted.

20. Ng5 Bxg5 21. Bxg5 Nb6 22. Nxb6 cxb6 23. Qe6 Rf5 24. Rxf5 gxf5 25. Rd7 Rd8 26. Bxe7 1-0

Mednis-Vadasz 1978

Another typical White win in this line

1. d4 d6 2. e4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 O-O 6. Bd3 Nc6 7. O-O Bg4 8. e5 dxe5 9. dxe5 Nh5 10. Be3 f6 11. exf6 Bxf6 12. h3 Bxf3 13. Qxf3

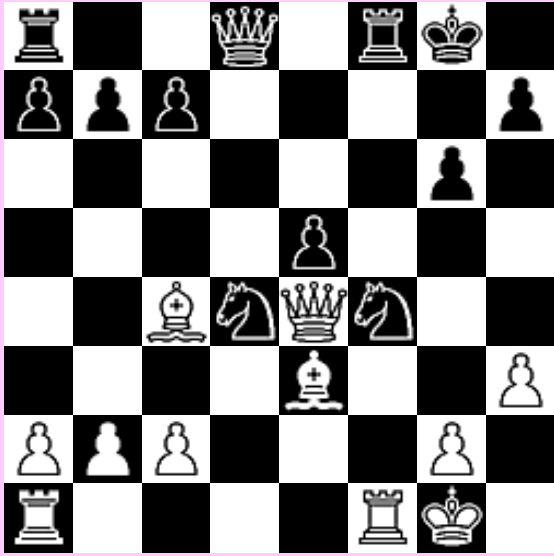


threat f5

13... Bd4 14. Ne2 e5 15. Nxd4 Nxd4

[15... exd4 16. Bd2 Ne5 17. Qxb7 Rb8 18. Qe4 Nxd3 19. Qxd3 Rxb2]

16. Qe4 Nxf4 17. Bc4+



1-0

[17... Nfe6 18. Qxe5]

Bareev - Norwood, Marseilles, 1990[B09]

Norwood, in his book ***Winning with the Modern*** , offers this game as a reason for Black to avoid the Austrian at all costs.

1. d4 d6 2. e4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 c5 6. e5

[Book is 6. dxc5 or 6. Bb5+]

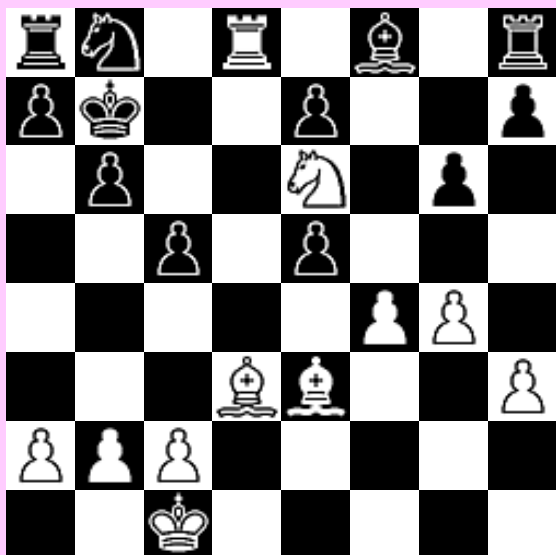
6...Ng4

[6... Nfd7! was essential]

7. dxc5 dxc5 8. Qxd8+ Kxd8 9. h3 Nh6 10. Be3 b6 11. O-O-O+ Bd7 12. g4 Kc8 13. Ng5 f6

Yeuch

14. Rxd7 Kxd7 15. Bb5+ Kc8 16. Ne6 Bf8 17. Nd5 Nf7 18. Ndc7 Nd8 19. Rd1 Nxe6 20. Nxe6 fxe5 21. Rd8+ Kb7 22. Bd3



1-0

Black never got going.

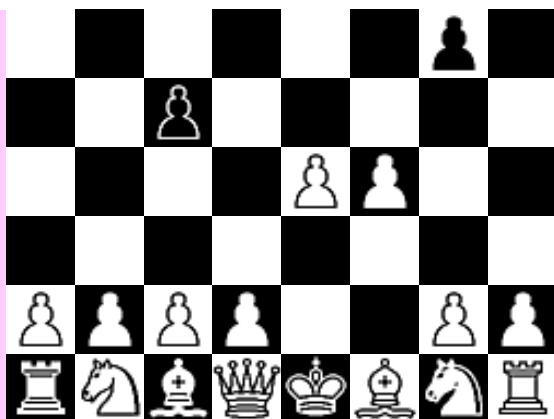
B5. Playing f4 vs. Sicilian (a) 1. e4 c5 Grand Prix attack

This is another system where the White side is easy to understand, and where Black has struggled to find a clear equaliser. 2. f4 can lead to the slow Sicilian with g3 and Bg2, but several English players have adopted the more aggressive system with Bc4. We will look at both systems.

A second idea is to play Bb5xNc6 and then play a slow Dutch-style attack with Qe1 and Qh4.

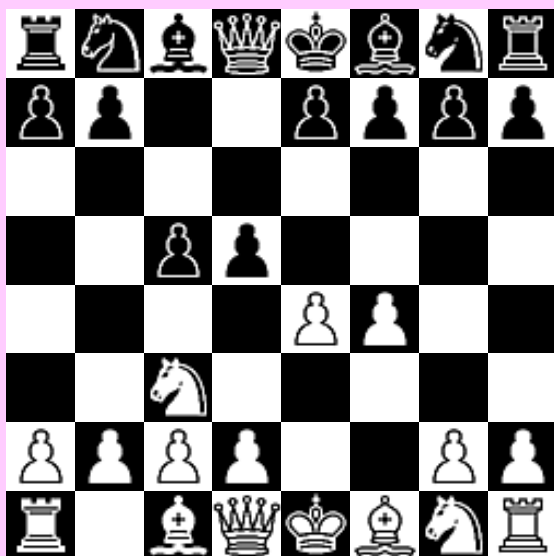
1. e4 c5 2. f4 g6





There are alternatives:

[2... d5 can be met by 3. Nc3 (EG)

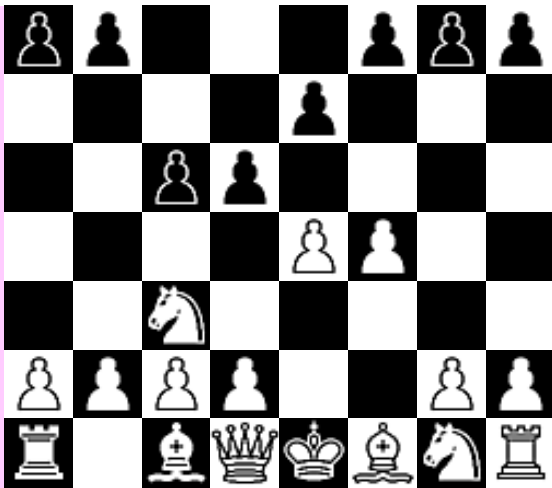


[The point of 2...d5 is the wicked gambit line 3. exd5 Nf6 4. c4 e6 5. dxe6 Bxe6 devised by Mikhail Tal]

]

[2... e6 3. Nc3 d5





[3... Nc6 4. Nf3 Nge7 5. Bb5 d5 6. Qe2 d4 7. Nd1]

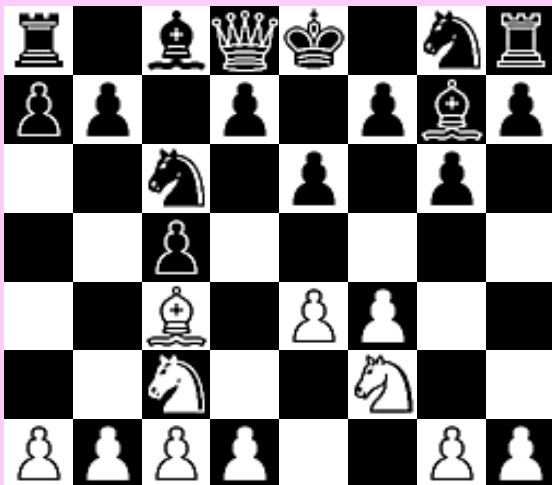
4. Nf3]

3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4

[The other idea in this line is 5. Bb5 to exchange off the Nc6, and then play a standard Dutch-style attack with Qe1 and Qh4 (EG)]

Black can play ...d6 (EG) but more often goes:

5... e6





6. f5

This is the sharpest line, although White does not have to gambit

[e.g. 6. O-O Nge7]

Now the complications that follow...

6... exf5 7. d3 Nge7 8. O-O O-O? (EG)

or

6... gxf5 7. d3

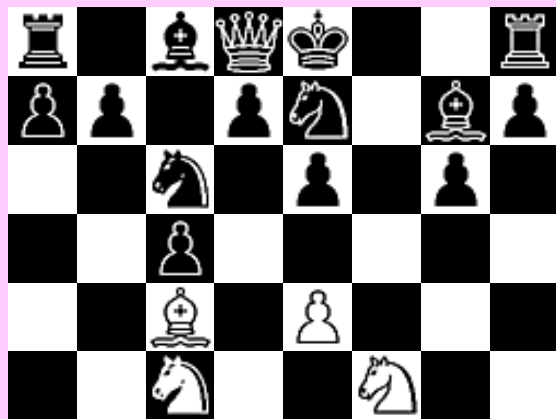
...must be known in a little detail to be played safely. There is also plenty of scope for original analysis - for example, what should happen after

6... d5

The gambit is probably best declined with

6... Nge7 7. fxe6 dxe6

[7... fxe6 may be better





when Black's King is in danger but the central pawn mass is dangerous and may trap the White Q-side pieces]

There are also many lines with f4 in the open Sicilian i.e.. 1. e4 c5 2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. f4.

Example games B5a

First, a straightforward quick attack down the King's side



Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 e6 6. f5 exf5 7. d3 Nge7 8. O-O O-O?



This natural-looking move is probably a decisive mistake. Black has no effective counter to White's simple mating attack.

9. Qe1 Nd4 10. Qh4 Nxf3+ 11. Rxf3 fxe4 12. Rh3 h6 13. Bg5 Re8 14. Rf1 d5 15. Nxd5 hxg5 16. Nf6+ Black resigns

[16. Nf6+ Kf8

[or 16... Bxf6 17. Qh7+ Kf8 18. Qxf7#]

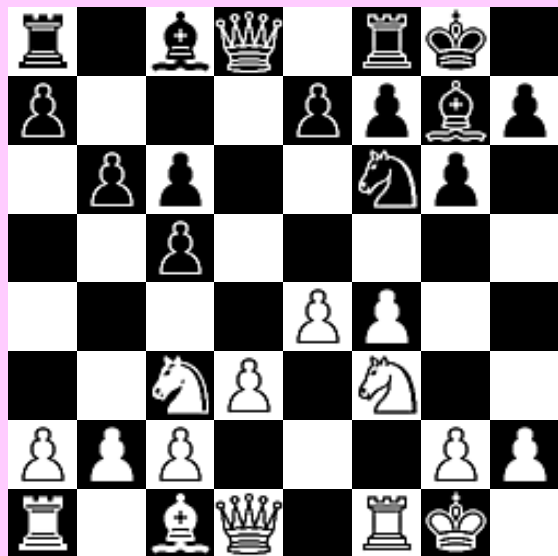
17. Nh7+ Kg8 18. Bxf7+ Kh8 19. Nxg5+ Bh6 20. Qxh6#]

1-0

Next, a slower attack with the Bb5 idea

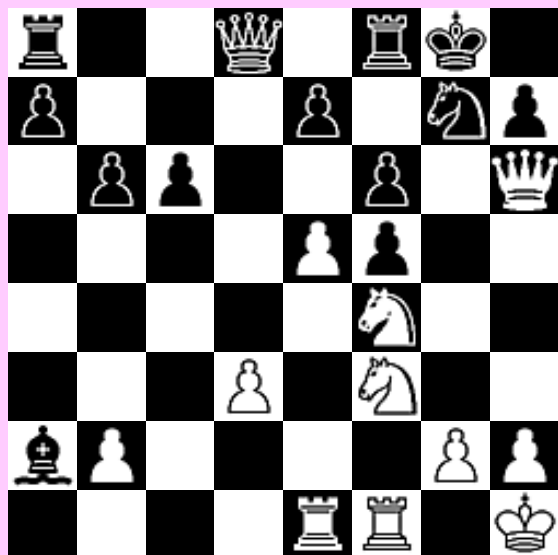
Hebden - Large, British Ch'p, 1982[B21]

1. e4 c5 2. f4 Nc6 3. Nf3 g6 4. Bb5 Bg7 5. Bxc6 dxc6 6. d3 Nf6 7. Nc3 O-O 8. O-O b6



White has an obvious plan. And the player with a plan will always beat the player without one.

9. Qe1 Ne8 10. Qh4 Nd6 11. f5 gxf5 12. e5 Ne8 13. Bh6 f6 14. Kh1 Bxh6 15. Qxh6 Ng7 16. Rae1 Be6 17. Ne2 c4 18. Nf4 cxd3 19. cxd3 Bxa2



Black might as well snatch a pawn, he has achieved nothing to counter White's simple attack.

20. e6 Qc8 21. Re3 Nxe6 22. Nxe6 Bxe6 23. Rxe6 Rf7

[23... Qxe6 24. Ng5 Qf7 25. Nxf7 Rxf7]

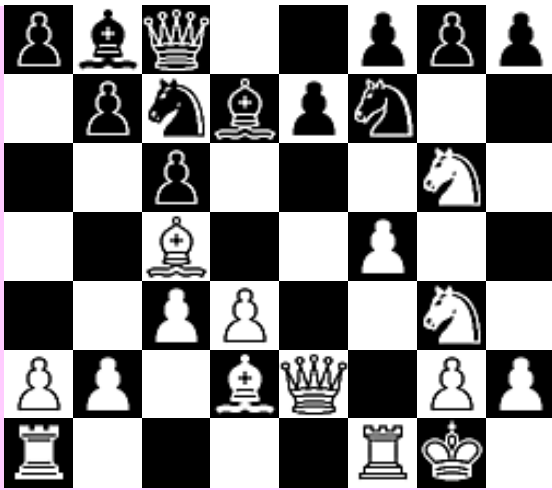
24. Rfe1 1-0

And what if Black throws a spanner in the works with 2...d5?

Plaskett - Howell, British Ch'p, 1983[B21]

1. e4 c5 2. f4 d5 3. Nc3 dxe4 4. Nxe4 e6 5. Nf3 Be7 6. Bc4 Nf6 7. Qe2 Nc6 8. c3 O-O 9. O-O b6 10. d3 Bb7 11. Ng3 Bd6 12. Bd2 Qc7 13. Ng5



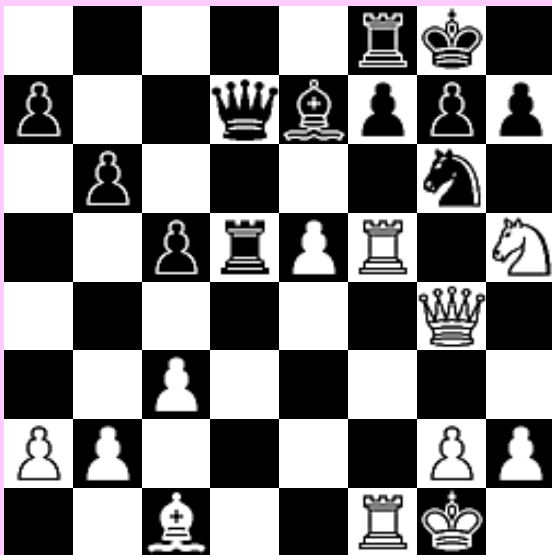


Black's pieces are nicely placed but going nowhere. White, as usual, knows where he is going!

13... Ne7 14. N5e4

forcing an exchange he had earlier avoided

14... Nxe4 15. dxe4 Ng6 16. Nh5 Kh8 17. Rae1 Rad8 18. Bc1 Rd7 19. e5 Be7 20. f5 exf5 21. Rxf5 Bd5 22. Bxd5 Rxd5 23. Qg4 Qd7 24. Ref1 Kg8



25. Nxg7 Kxg7 26. Qh5 Kg8 27. Bh6 Qe6 28. Bxf8 Nxf8 29. c4

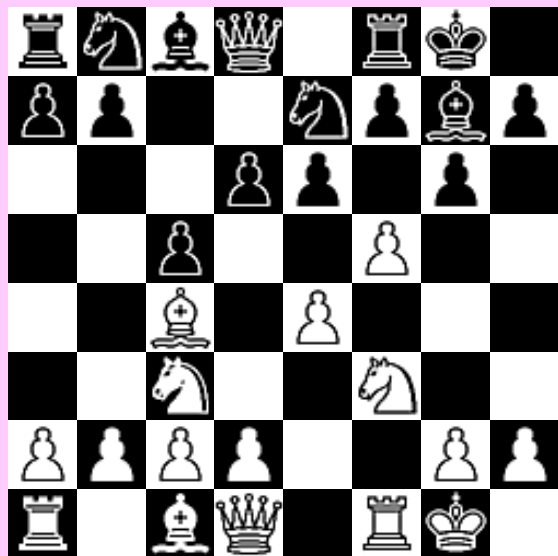
[29. Rxf7 Rxe5]

29... Rd4 30. Rxf7 Qg6 31. Qf3 Ne6 32. Rxe7 Rf4 33. Rxe6 1-0

Ekebjaerg,Ove - Danner,Georg, cr Nielsen-mem, 1987

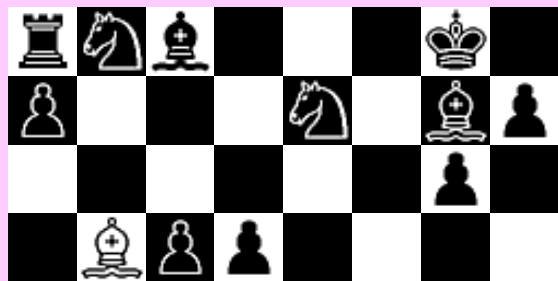
[B23/07]

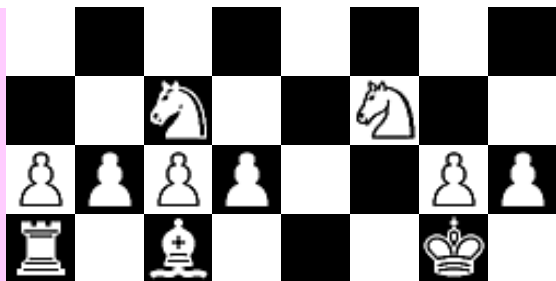
1. Nc3 c5 2. e4 d6 3. f4 g6 4. Nf3 Bg7 5. Bc4 e6 6. f5 Ne7 7. O-O O-O



A typical sort of position in this line, although an odd move order (no ...Nc6)

8. fxe6 fxe6 9. Ng5 d5 10. Rxf8+ Qxf8 11. exd5 b5 12. Bxb5 exd5 13. Qf3 Qxf3 14. Nxf3



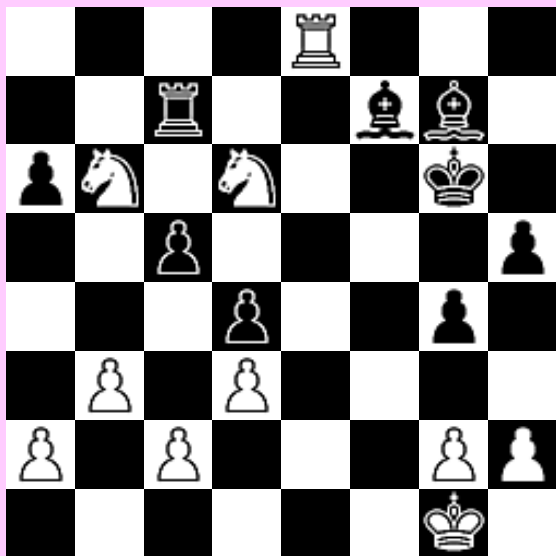


White is simply a pawn up and needs only consolidate to win the ending.

14... Ba6 15. Ba4 Bb7 16. d3 Nbc6 17. Bg5 h6 18. Bxe7 Nxe7 19. Re1 Nf5 20. Bd7 Nd4 21. Be6+ Nxe6 22. Rxe6

White has given up both bishops, which would make me anxious, but he seems to know what he is doing.

22... g5 23. Na4 Rc8 24. Ne5 Rc7 25. Re8+ Kh7 26. Nc3 a6 27. Nd1 d4 28. b3 h5 29. Nb2 g4 30. Nbc4 Kh6 31. Nd6 Bd5 32. Nec4 Kg6 33. Nb6 Bf7



34. Nxf7 1-0

Without the light-squared bishop Black is in trouble, but it might have been worth struggling on over the board (this was postal).

Hodgson - Nunn, Aaronson Open, 1978[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 d6



[5... e6 and now 6. f5, 6.e5, 6.O-O, 6. d3, and 6.a3 have been tried. Since Grandmaster Nunn lost this dashing game to the young Hodgson, hardly anyone has tried this line!]

6. O-O Nf6 7. d3 O-O 8. f5 gxf5 9. Qe1 fxe4 10. dxe4 Bg4 11. Qh4 Bxf3

[11... Bh5 idea ...Bg6]

12. Rxf3 Ne5 13. Rh3 Ng6

[13... Nxc4 14. Nd5 Re8 15. Nxf6+

[15. Bh6 Bxh6 16. Qxh6 Ne5 17. Rf1]

15... exf6 16. Qxh7+ Kf8 17. Rg3 Bh8]

14. Qg3 Qd7 15. Nd5 Nxd5 16. Bxd5 e6 17. Bb3 d5 18. Qf3 c4 19. Ba4 Qxa4 20. Qh5 Rfd8 21. Qxh7+ Kf8 22. Bh6 Bxh6 23. Rxh6 Rd7

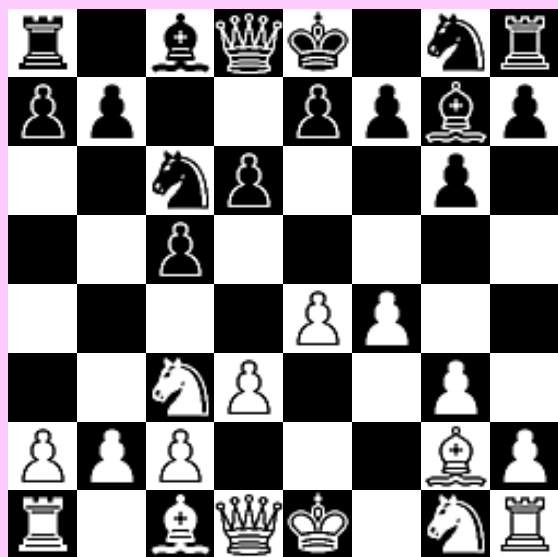
[23... c3 =+ Nunn]

24. Rf1 Ke8 25. Qg8+ Nf8 26. Rxe6+ Kd8 27. Qxf8+ Kc7 28. Qc5+ Kd8 29. Rh6 1-0

B5. Playing f4 vs. Sicilian (b)Traditional Closed Sicilian

This line has been adopted by three World champions at one time or another: the young Karpov, the mature Spassky, and by Smyslov throughout his chess career. And as we shall see, Kasparov knows about the line.

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4



[6. Be3 e5 7. Qd2 is another popular line; Black gets into trouble after 6...e6 7. Qd2 Nge7?! 8. Bh6 e.g. 8...O-O? 9. h4! or 8...Bxh6 9. Qxh6 Nd4 10. O-O-O]

6... e6 7. Nf3 Nge7 8. O-O O-O 9. Be3 Nd4

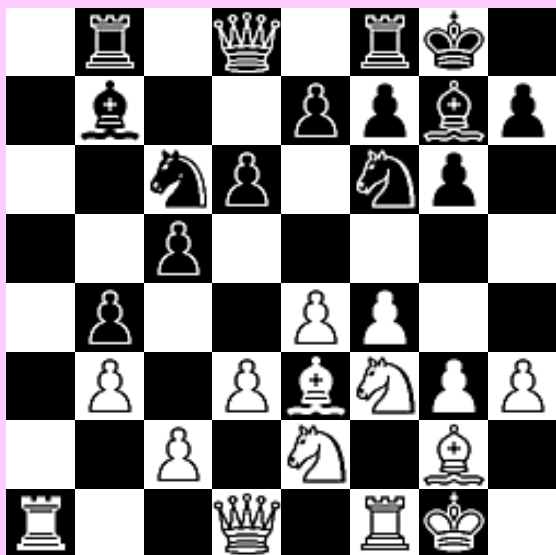
is the main line, although Spassky has tried 9. Bd2. After 6...e5 Spassky has experimented with more active 7. Nh3 Nge7 8. O-O Nd4 9. f5!?

Theory is not so critical in the Closed Sicilian because of the non-forcing nature of the line.

Example games B5b

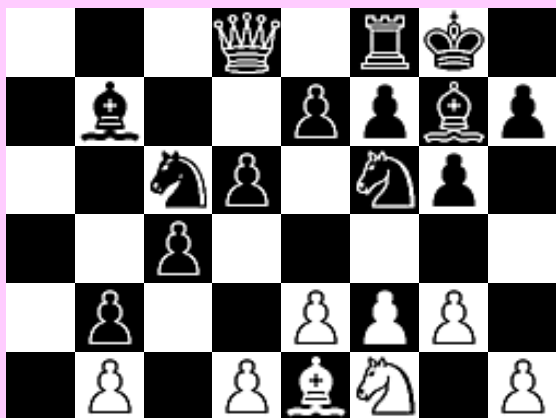
Spassky - Geller, Candidates, 1968

1. e4 c5 2. Nc3 d6 3. g3 Nc6 4. Bg2 g6 5. d3 Bg7 6. f4 Nf6 7. Nf3 O-O 8. O-O Rb8 9. h3 b5 10. a3 a5 11. Be3 b4 12. axb4 axb4 13. Ne2 Bb7 14. b3



Another defensive move! Is White just going to stand and get punched apart?

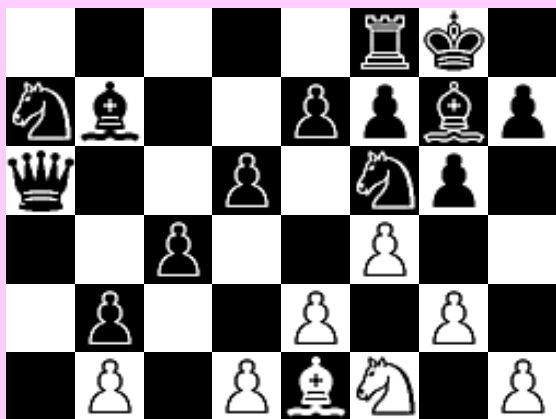
14... Ra8 15. Rc1 Ra2 16. g4





At last an attacking gesture

16... Qa8 17. Qe1 Qa6 18. Qf2 Na7 19. f5



The characteristic break

19... Nb5 20. fxg6

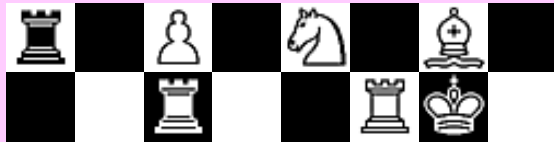
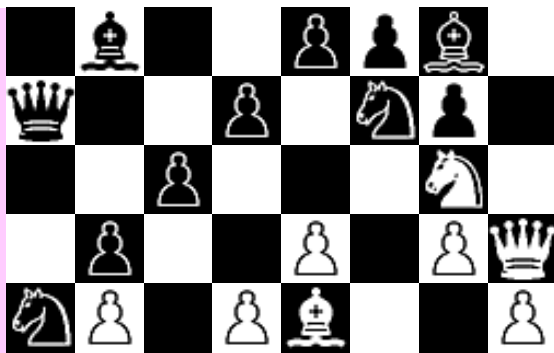
Opening the f-file (so what? see move 23!)

20... hxg6

[20... fxg6 21. Nf4 Bc8 22. Ng5 Nc7]

21. Ng5 Na3 22. Qh4 Rc8





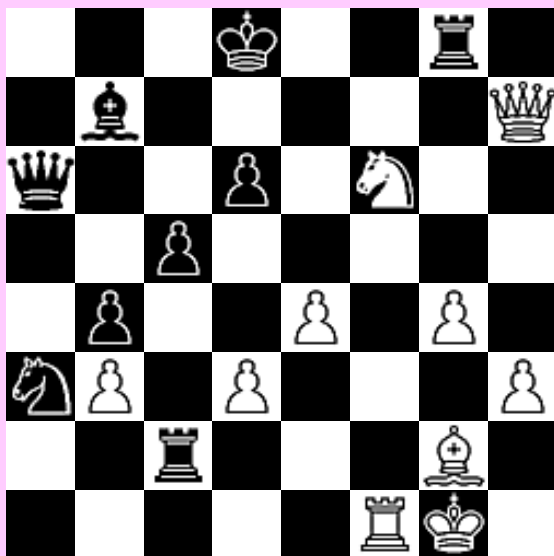
the Q-side is about to give, but...

23. Rxf6 exf6 24. Qh7+ Kf8 25. Nxf7 Rxc2

[25... Kxf7 26. Bh6 Rg8 27. Nf4 Rxc2 28. Rf1 Kf8 29. Nxc6+ Kf7 30. Nf4

or Nh8+

30... Kf8 31. Nh5 Bxh6 32. Qxh6+ Ke7 33. Qh7+ Kd8 34. Nxf6

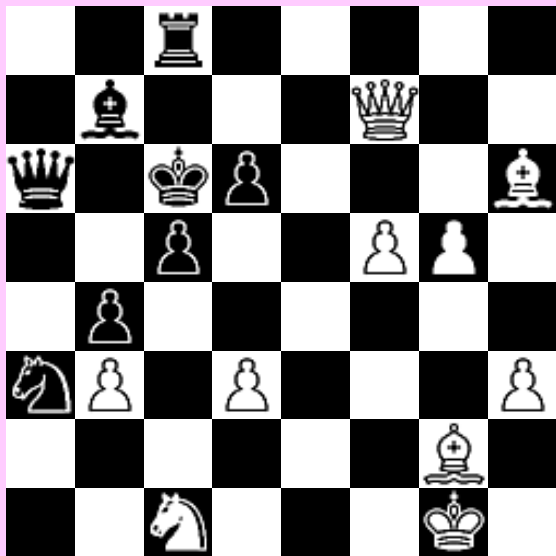


is just terrible]

26. Bh6 Rxc1+ 27. Nxc1 Kxf7 28. Qxg7+ Ke8 29. g5

[29. e5 Bxg2 30. e6]

29... f5 30. Qxg6+ Kd7 31. Qf7+ Kc6 32. exf5+



1-0

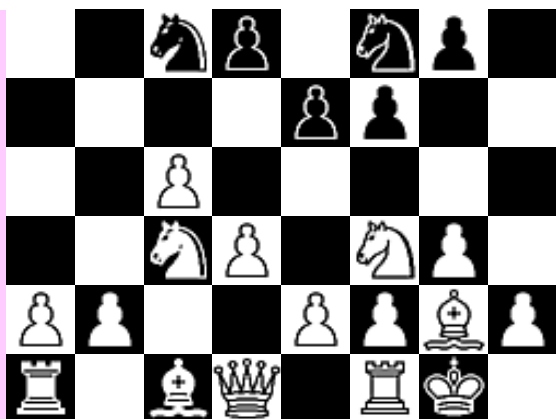
32... Kb6 33. Qxb7+ Qxb7 34. Bxb7 Kxb7 35. f6 1-0

Psakhis - Kasparov, La Manga, 1990 [compare B23]

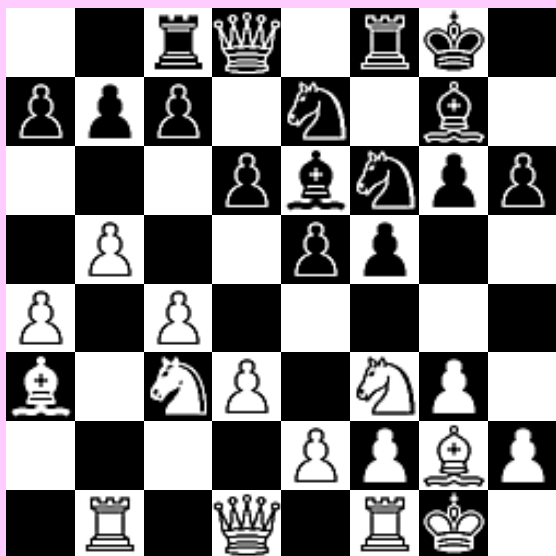
Oddly, one of the best example games I have on file for the Closed Sicilian is this one, from quite a different opening

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6





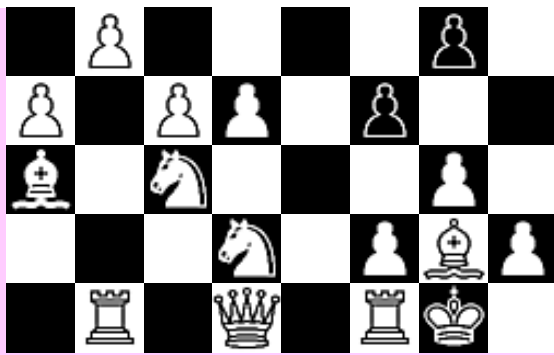
8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8



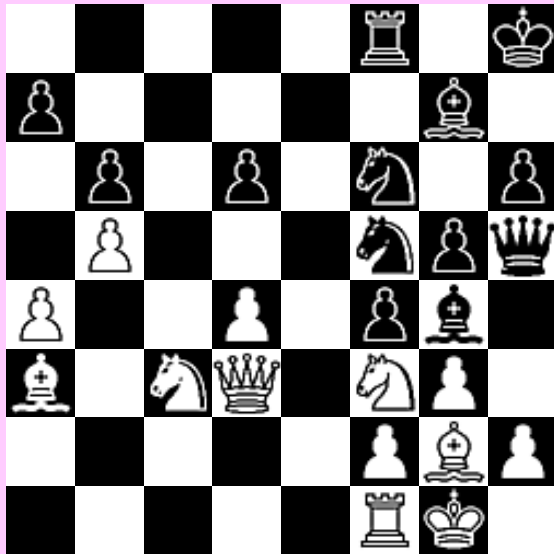
Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4



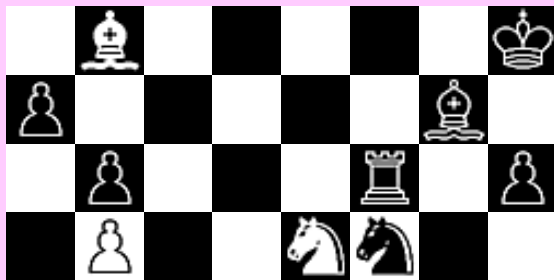


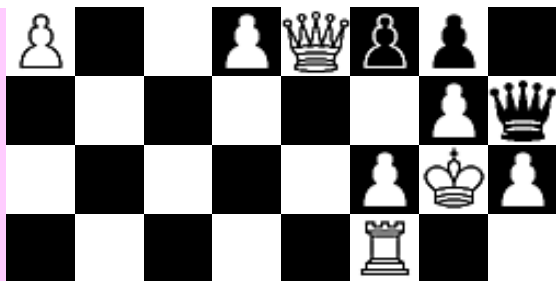
17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5



The Black pieces hover like vultures

25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8 Qh3+

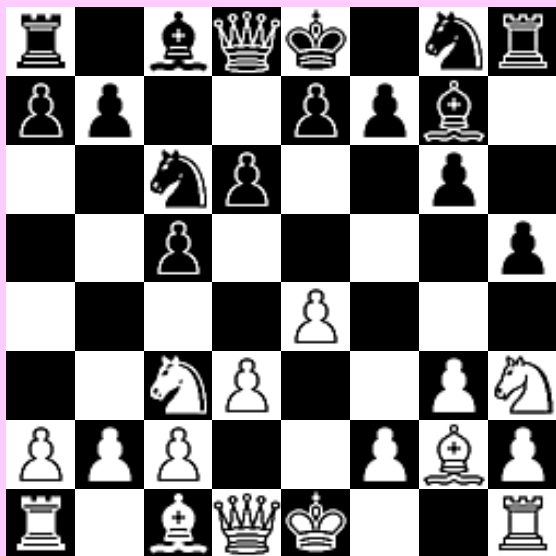




0-1

Smyslov - Romanishin, Moscow, 1976 [B23]

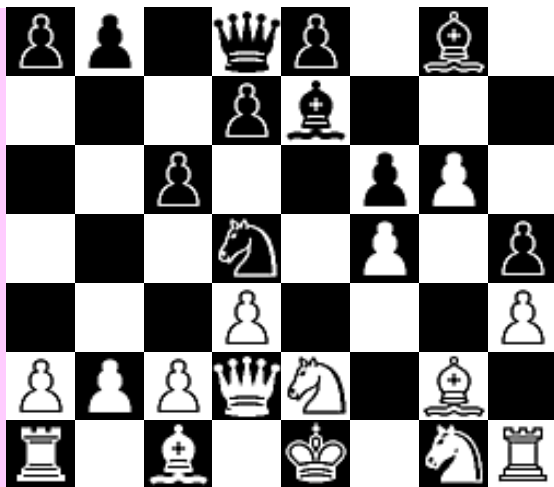
1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nh3 h5



The sixth moves on each side are unusual.

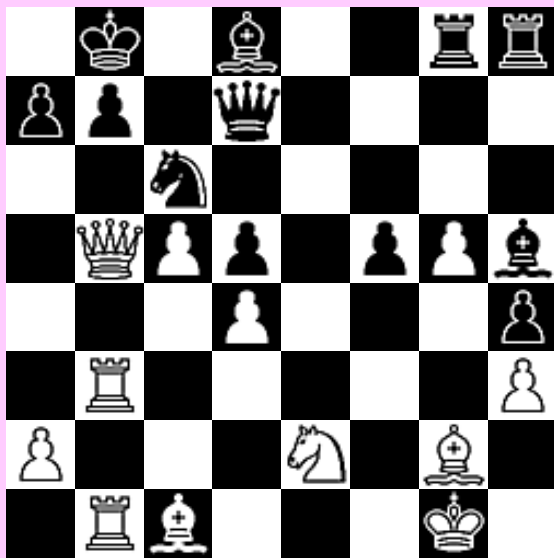
7. f4 Bg4 8. Qd2 Nd4 9. Ng1 Qd7 10. h3 Be6 11. Nce2 h4 12. g4 f5 13. exf5 gxf5 14. g5





Black can find no refuge on the King's-side, it is clear.

14... O-O-O 15. Nxd4 cxd4 16. Ne2 Bf7 17. c3 dxc3 18. bxc3 Kb8 19. Rb1 d5 20. O-O e5 21. fxe5 Bxe5 22. d4 Bc7 23. c4 Ne7 24. c5 Rdg8 25. Qb4 Bd8 26. Rf3 Nc6 27. Qb5 Bh5 28. Rfb3



White's tripling is very threatening.

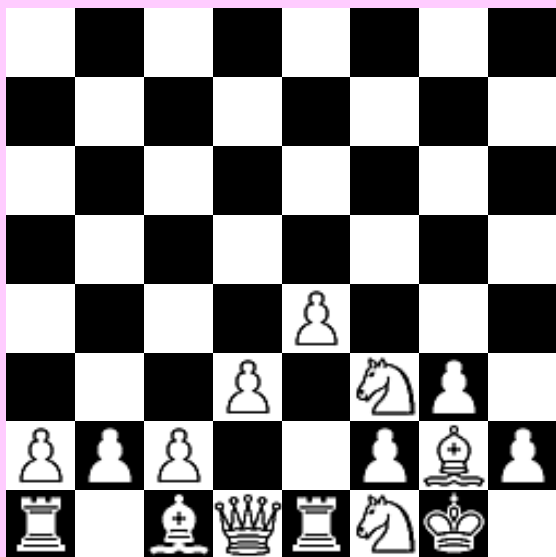
28... Rg7 29. Nf4 Bxg5 30. Nxh5 Rxh5 31. Qe2 Bxc1



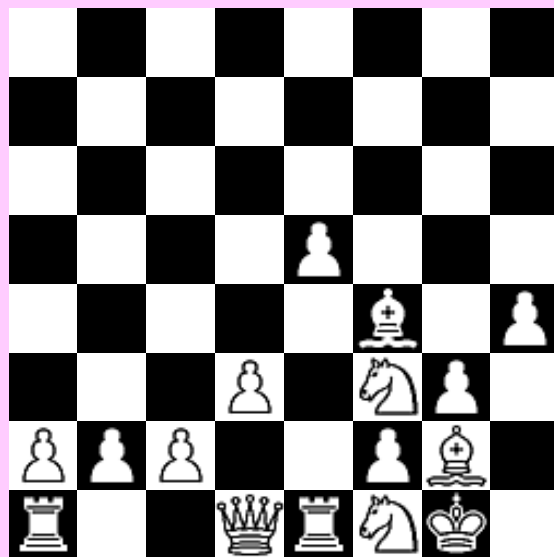


"Club players and home enthusiasts often ask me to recommend an openings system for White which is safe, yet aggressive and does not require a superb memory and months of intense learning. In such cases I invariably recommend the King's Indian Attack" - Keene

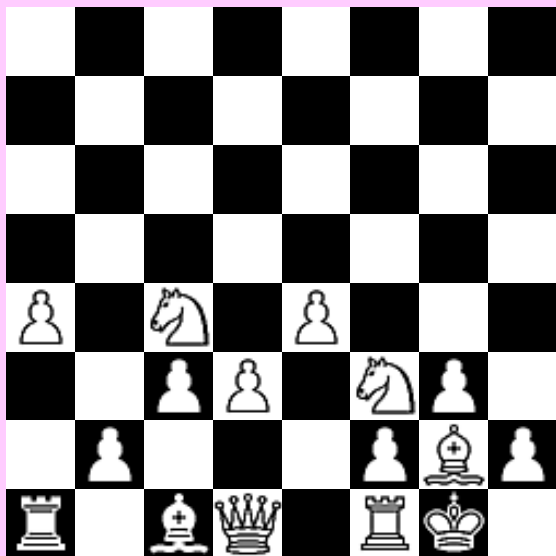
The joy of the KIA is flexibility:



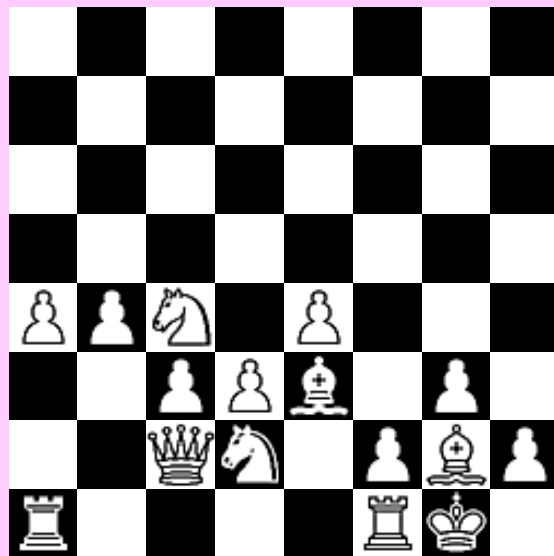
Looking to expand on the King's-side



Example follow-up



Looking to expand on Queen's-side or in the centre

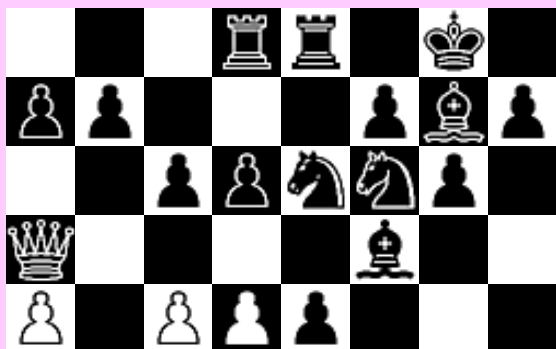


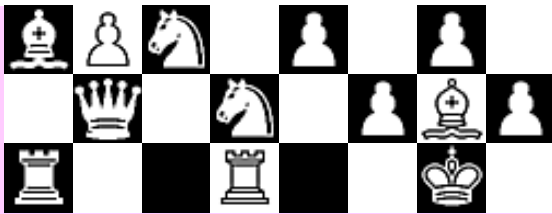
Example follow-up

To understand the KIA it is important to understand the standard King's Indian Defence ideas, which you will play as White. Here is an early King's Indian Defence game, which alerted the chess world to a new way of handling the Black pieces.

Belavanets - Bronstein 13th USSR semi-final, 1941

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. g3 g6 6. Bg2 Bg7 7. O-O O-O 8. b3 Re8 9. e3 c6 10. Qc2 Qa5 11. a4 Nf8 12. Ba3 Bf5 13. Qb2 Rad8 14. Rfd1 e4 15. Nd2 Ne6





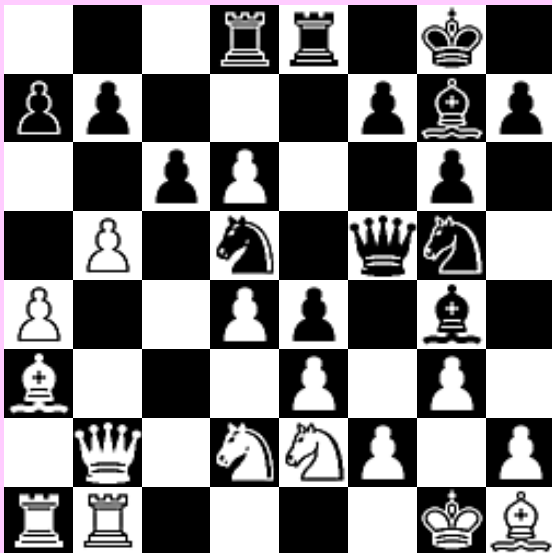
The Qa5 is not typical, but we can see several themes here:

- fianchetto of the King's bishop
- use of the e-pawn to gain an initiative on the K-side
- over-protection of the advanced e4-pawn
- move all the pieces to the K-side in a committal attack

16. b4 Qc7 17. Rdb1 Qd7 18. c5 Ng5

More over-protection

19. cxd6 Bh3 20. Bh1 Qf5 21. Ne2 Nd5 22. b5 Bg4



23. Kf1

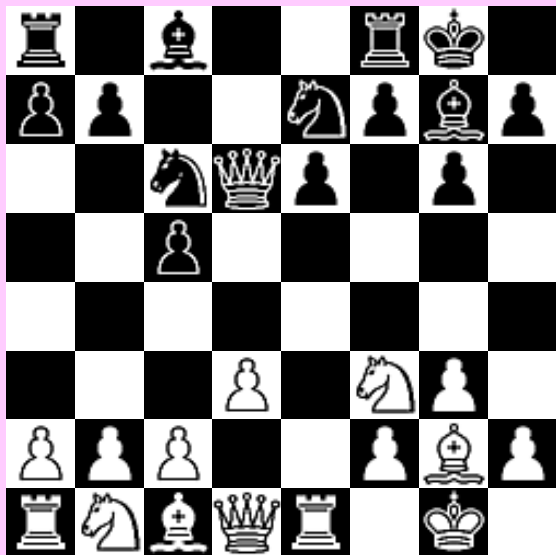
Two sword-swipes with the Knights decide the game.

23...Nxe3+ 24. Ke1 Nf3+ 0-1

Now, wouldn't that all be better with an extra move? Let's see now...

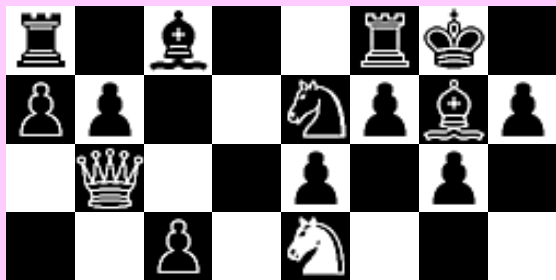
Petrosian - Pachman, Bled, 1961

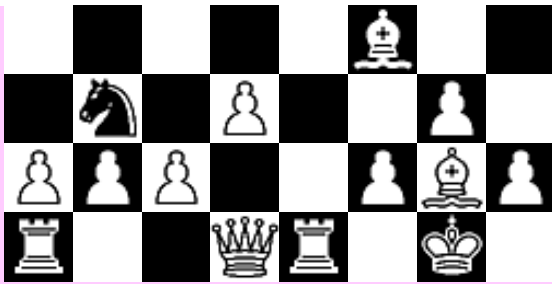
1. Nf3 c5 2. g3 Nc6 3. Bg2 g6 4. O-O Bg7 5. d3 e6 6. e4 Nge7 7. Re1 O-O 8. e5 d6 9. exd6 Qxd6



Black seems to have good chances

10. Nbd2 Qc7 11. Nb3 Nd4 12. Bf4 Qb6 13. Ne5 Nxb3





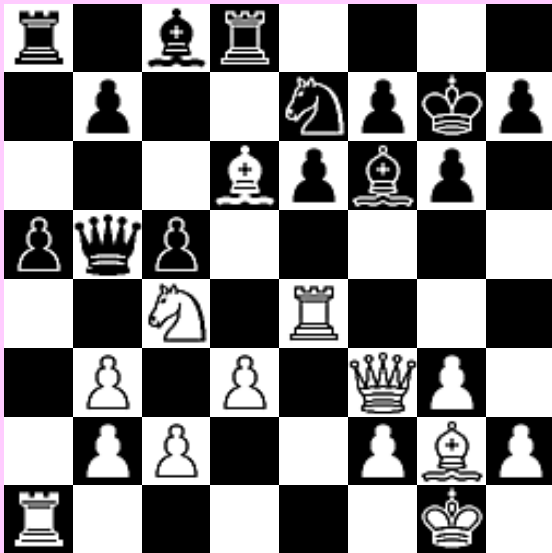
Now a very cute intermezzo

14. Nc4 Qb5 15. axb3 a5 16. Bd6 Bf6 17. Qf3 Kg7 18. Re4

[18. Qxf6+ Kxf6 19. Be5+ Kf5 20. Bg7 is already decisive]

18... Rd8

[18... Ng8 19. Bxf8+]



Now the blow that made this game famous - not so much for the first move:

19. Qxf6+ Kxf6 20. Be5+ Kg5 21. Bg7 1-0

..but this last one - quiet but deadly.

21... Nf5 22. f4+ Kg4 23. Ne5+ Kh5 24. Bf3# mates

or even easier:

21... e5 22. h4+ Kf5

[22... Kh5 23. Bf3+ Bg4 24. Bxg4#] || 3. Bh3 ||

If you've got the idea, we can look at some concrete variations.

C1. KIA vs. Alekhine 1. e4 Nf6: 1. e4 Nf6 2. d3 and 3. g3/Bg2

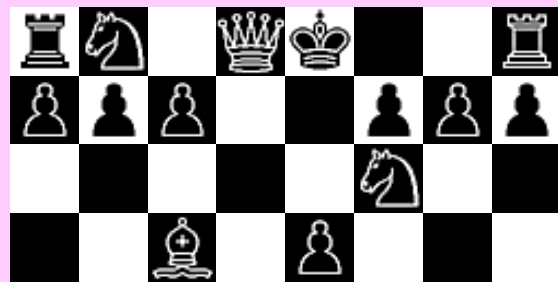
Sadly, this line has no real force and is not a good line to adopt. Black can transpose into other openings but can also just go 2... e5.

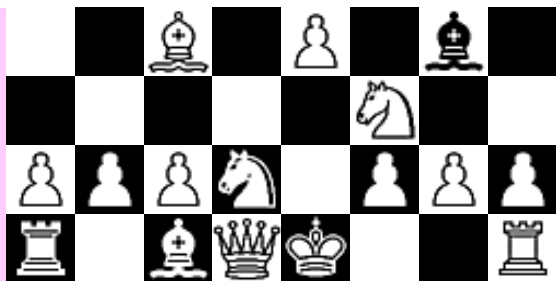
Example games C1



Kaufuss,H - Diaz,Joa.C (4) Hessen-ch, 1989[B02]

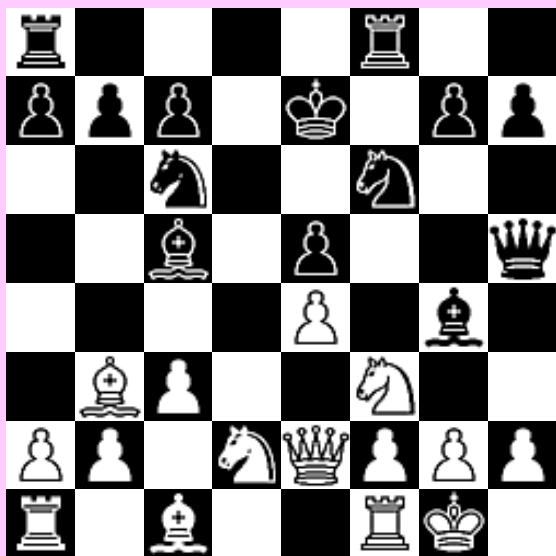
1. e4 Nf6 2. d3 d5 3. Nd2 dxe4 4. dxe4 e5 5. Ngf3 Bc5 6. Bc4 Bg4





Black overlooks a little combination.

7. Bxf7+ Ke7 8. Bb3 Nc6 9. c3 Qe8 10. Qe2 Qh5 11. O-O Rhf8



Black has some compensation for the pawn.

12. h3 Bd7 13. Bd1 Bb6 14. Nc4 h6

But White's next shatters any hopes

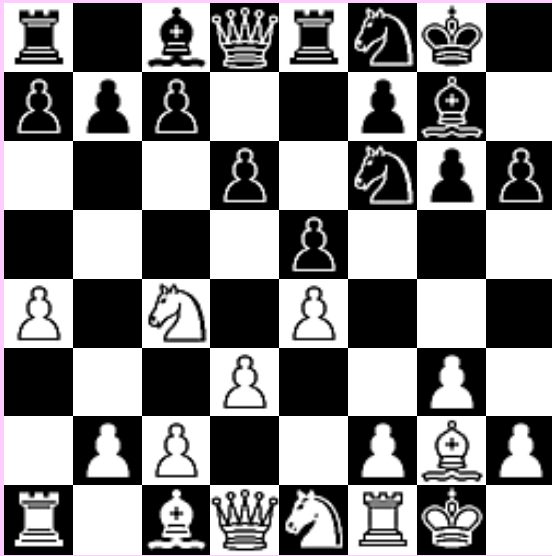
15. Nfxe5 Nxe5 16. Qxh5 Nxh5 17. Nxb6 axb6 18. Bxh5 Bb5 19. Rd1 Bc4 20. f4 1-0

Fischer, Robert J - Fauber, Richard Milwaukee Northwestern, 1957

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. d3 d6 6. e4 e5

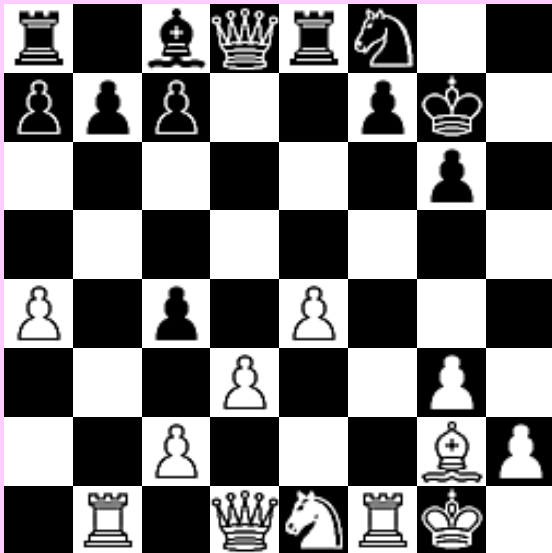
This could have arisen from an Alekhine Defence

7. Nbd2 Nbd7 8. a4 Re8 9. Nc4 h6 10. Ne1 Nf8



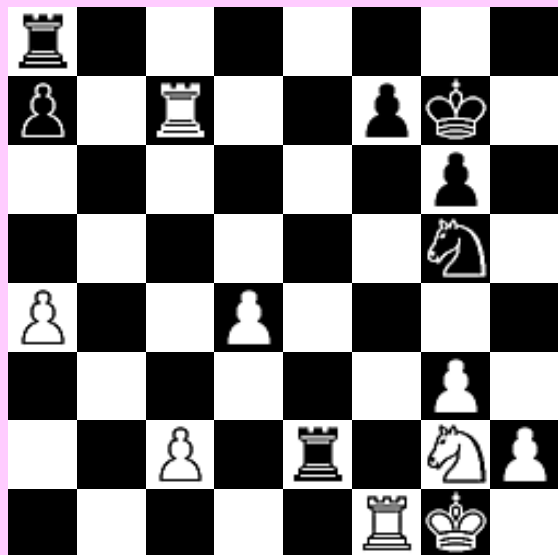
Now the characteristic King's Indian attack starts:

11. f4 d5 12. fxe5 dxc4 13. exf6 Bxf6 14. Bxh6 Bxb2 15. Rb1 Bg7 16. Bxg7 Kxg7



Of course, dxc4 is an awful move.

17. Qf3 Qe7 18. d4 Ne6 19. Qc3 Ng5 20. Qxc4 Bh3 21. Rxb7 Bxg2 22. Nxb7 Qxe4 23. Rxc7 Qe2 24. Qxe2 Rxe2

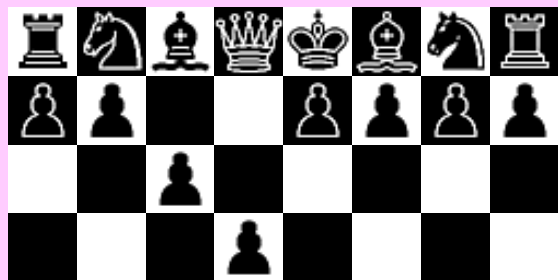


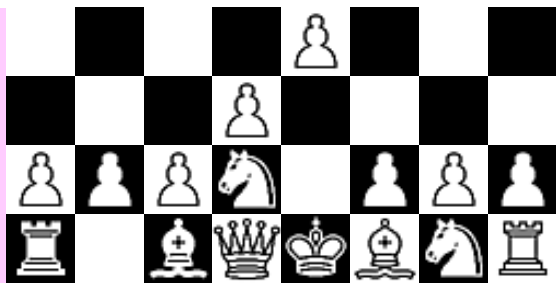
The exchanges have left White's pieces dominant

25. h4 Nh3+ 26. Kh2 Nf2 27. Nf4 Rd2 28. Kg1 Ng4 29. Ne6+ Kh8 30. Rxf7

1-0

C2. KIA vs. Caro-Kann 1. e4 c6 2. d3 d5 3. Nd2





Black has an unusual amount of choice here, because of the non-forcing nature of White's opening. Black has tried:

C2.1. Caro-Kann with 3... dxe4

4. dxe4 e5 5. Ngf3 Bc5

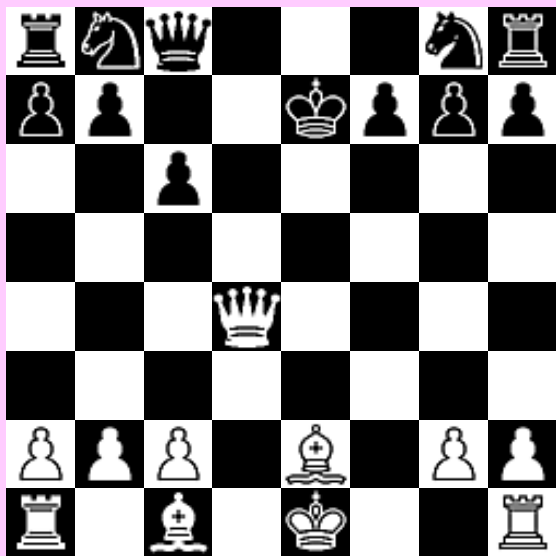
Now for a long while Whites have been playing

6. Bc4

[But what about 6. Nxe5 Bxf2+ 7. Kxf2 Qd4+ 8. Ke1 Qxe5 9. Nc4 Qxe4+ 10. Be2 Qe6

[10... Qxg2 11. Nd6+ Kf8 12. Rf1 Be6 13. Nxf7 Bxf7 14. Qd8#]

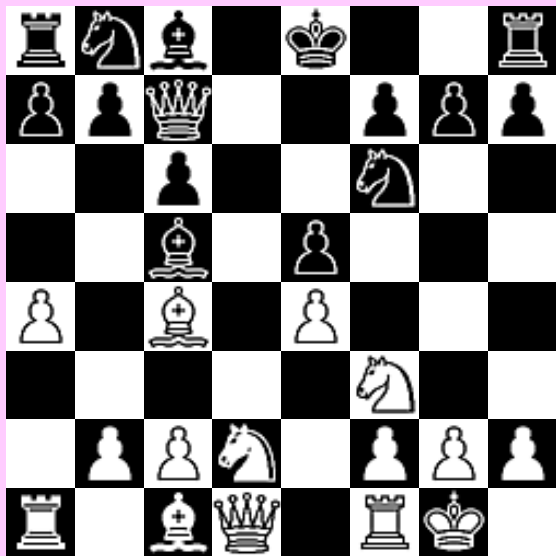
11. Nd6+ Ke7 12. Nxc8+ Qxc8 13. Qd4



with a great position for White +-]

After the normal 6. Bc4:

6... Nf6 7. O-O Qc7 8. a4



and c3 with a quiet game

C2.2. Caro-Kann with 3... Nd7

Now logical is

4. Ngf3

[4. f4 is worth considering]

4... Qc7 5. g3 dxe4 6. dxe4 e5 7. Bg2 Bc5

[7... Ngf6 8. O-O g6 9. b3]

8. O-O Ne7

[8... Ngf6 9. Nh4 g6 10. Nb3]

9. b3 Ng6 10. Bb2 O-O 11. a3 a5 12. Ne1 b6 13. Nd3 Ba6 14. Nf3 Bd6 15. h4



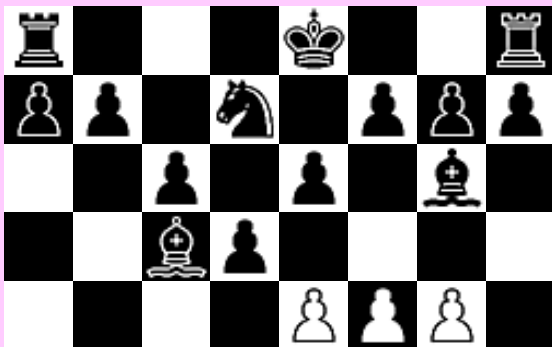
with initiative, Olafsson-Eliskases 1960

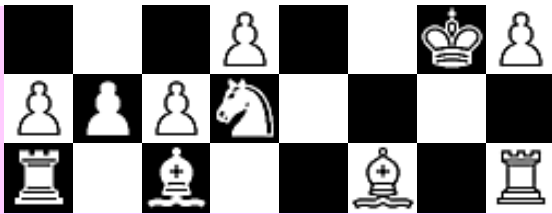
C2.3. Caro-Kann with 3... Nf6

Straightforward development

4. Ngf3 Bg4 5. h3 Bxf3

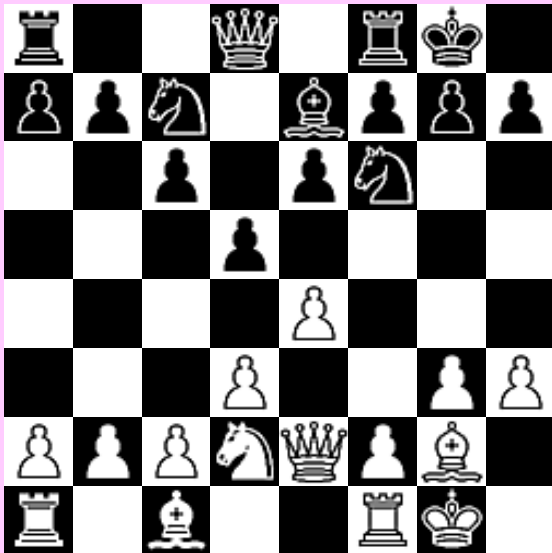
[5... Bh5 6. g4 Bg6 7. Ne5 Nbd7 8. Nxd7 Nxd7 9. f4 e6 10. Qe2 Qh4+ 11. Qf2 Qxf2+ 12. Kxf2 Bc5+ 13. Kg3





when White's game is easier, Gufeld-Birbrager 1963]

6. Qxf3 e6 7. g3 Na6 8. Bg2 Be7 9. O-O O-O 10. Qe2 Nc7



and now

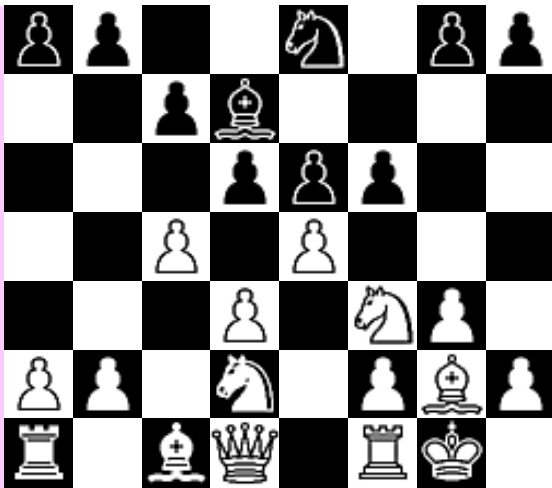
11. f4 (Evans) puts White on top.

C2.4. Caro-Kann with 3... e5

This is the most aggressive, but also the most committal. It has been viewed with suspicion since the following:

4. Ngf3 Bd6 5. g3 Ne7 6. Bg2 O-O 7. O-O f5 8. c4!





The Black centre suddenly looks hollow.

8... dxe4 9. dxe4 Na6 10. a3 f4 11. b4 c5 12. b5 Nc7 13. Bb2



C2.5. Caro-Kann with 3...g6

This has the best reputation.

4. g3 Bg7 5. Bg2 e5 6. Ngf3 Ne7 7. O-O O-O

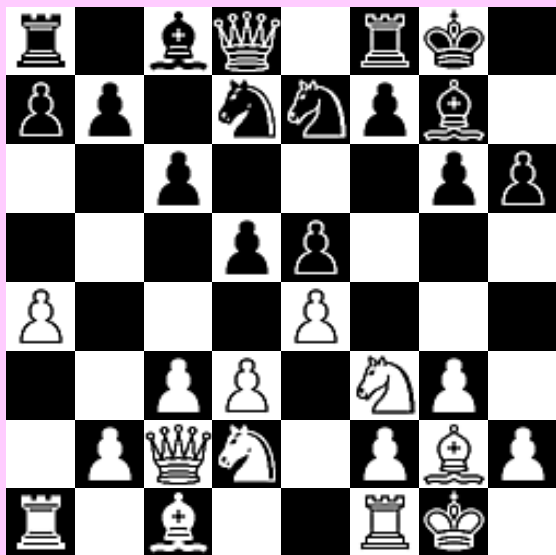
Now White has tried all sorts of moves here, including:

[8. Re1] [8. b4] [8. a4] [8. b3] [8. Qe2]

Try the natural:

8. c3

8... Nd7 9. Qc2 h6 10. a4



With a normal slight White advantage,

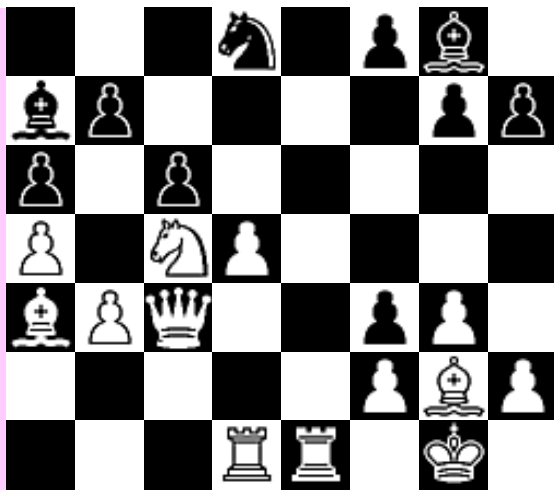
10... a5 11. b3 b6 12. Ba3 Ba6 13. Rfe1 Re8 14. Rad1

Threat d4

14...c5 15. exd5 Nxd5 16. Nc4 Nxc3!?

17. Qxc3 e4 18. d4 exf3

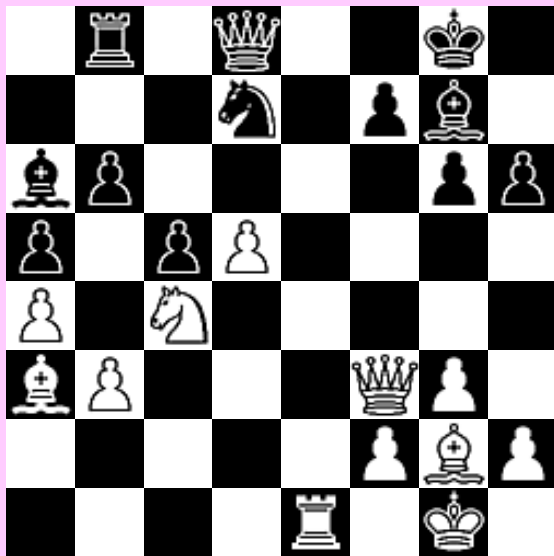




Evans-Donner 1971

Now Evans gives

19. Qxf3 Rxe1+ 20. Rxe1 Rb8 21. d5



with advantage.



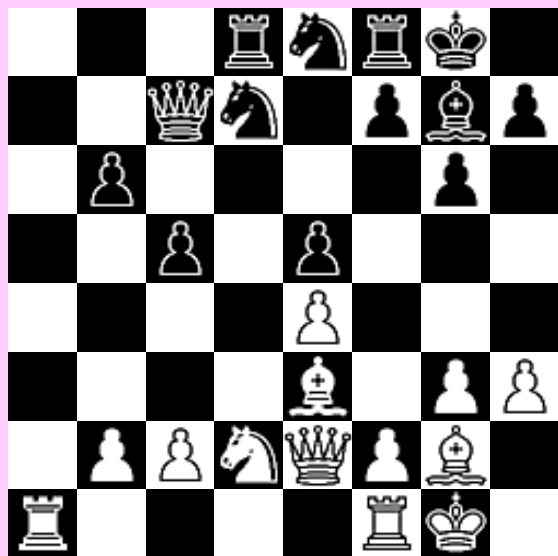
Example games C2

Fischer - Ibrahimoglu, Siegen, 1970

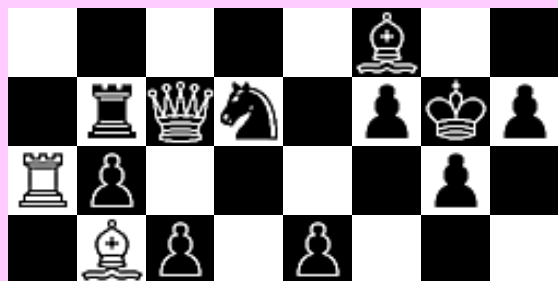
1. e4 c6 2. d3 d5 3. Nd2 g6 4. Ngf3 Bg7 5. g3 Nf6 6. Bg2 O-O 7. O-O Bg4 8. h3 Bxf3 9. Qxf3 Nbd7 10. Qe2 dxe4 11. dxe4 Qc7 12. a4 Rad8 13. Nb3 b6 14. Be3 c5 15. a5 e5

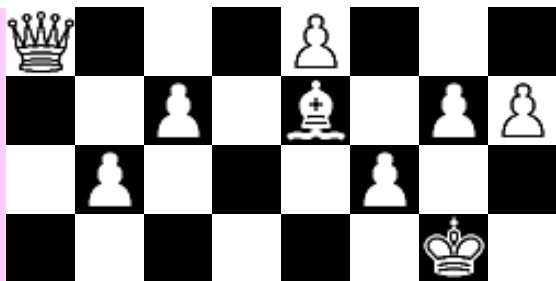
Black often plays ...e5 in the KIA Caro-Kann line, but here the light squares are very weak

16. Nd2 Ne8 17. axb6 axb6



18. Nb1 Qb7 19. Nc3 Nc7 20. Nb5 Qc6 21. Nxc7 Qxc7 22. Qb5 Ra8 23. c3 Rxa1 24. Rxa1 Rb8 25. Ra6 Bf8 26. Bf1 Kg7 27. Qa4 Rb7 28. Bb5



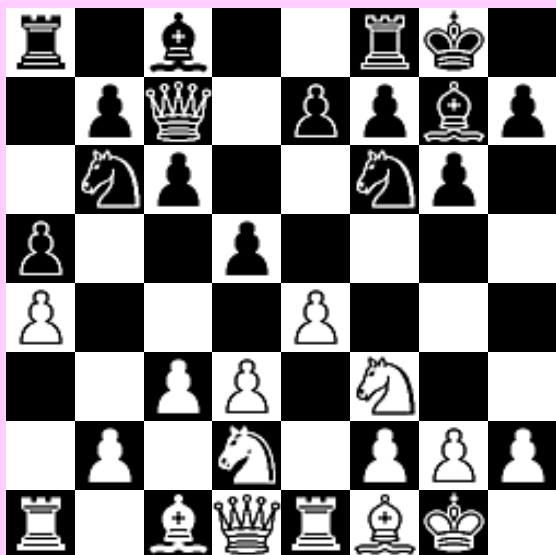


White's domination of the Q-side is complete

28... Nb8 29. Ra8 Bd6 30. Qd1 Nc6 31. Qd2 h5 32. Bh6+ Kh7 33. Bg5 Rb8 34. Rxb8 Nxb8 35. Bf6 Nc6 36. Qd5 Na7 37. Be8 Kg8 38. Bxf7+ Qxf7 39. Qxd6 1-0

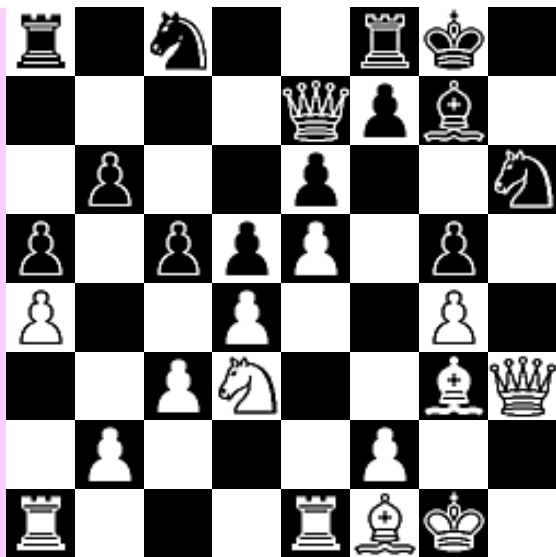
Hennigan - Hastings, Dundee, 1993

1. e4 c6 2. d3 d5 3. Nd2 g6 4. Ngf3 Bg7 5. Be2 Nd7 6. O-O Qc7 7. Re1 Ngf6 8. Bf1 Nb6 9. a4 a5 10. c3 O-O

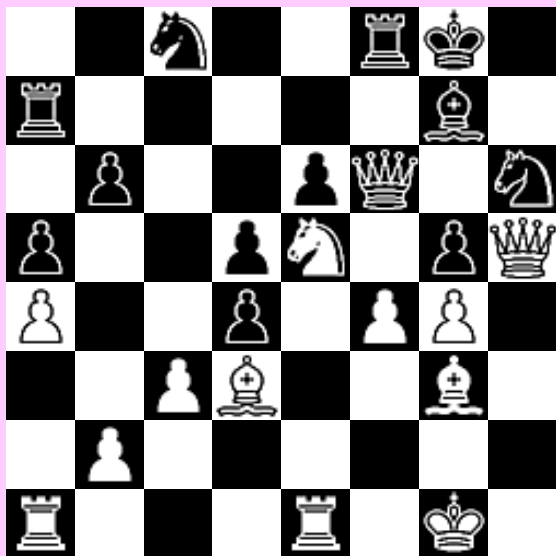


If Black omits ...e5, White can proceed with the usual attack.

11. e5 Ng4 12. d4 h5 13. Nb3 Nh6 14. Bf4 Bg4 15. h3 Bxf3 16. Qxf3 e6 17. g4 hxg4 18. hxg4 Qe7 19. Nc5 Nc8 20. Qh3 g5 21. Bg3 b6 22. Nd3 c5



23. f4 f5 24. exf6 Qxf6 25. Ne5 Ra7 26. Bd3 cxd4 27. Qh5



1-0

C3. KIA vs. French 1. e4 e6: 1. e4 e6 2. d3 d5 3. Nd2

The lines mostly start with

2. d3 d5

2...c5 is also good; it can transpose to French lines considered below or stray into the Sicilian section.

3. Nd2 Nf6 4. Ngf3

Now after 4...c5 we enter the 'long variation' with

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1

or

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 Bd6 6. Bg2 Nge7 7. O-O O-O

See below for examples: all the same ideas and sacrifices crop up over and over again in your own games. The attack is good fun to play for White, and many Black players have come unstuck against it.

The important theory you must know about is, what if Black tries to avoid the long variation? This can be awkward. I recommend you play 4. Ngf3, waiting for ...c5 until you play g3. Let's see why:

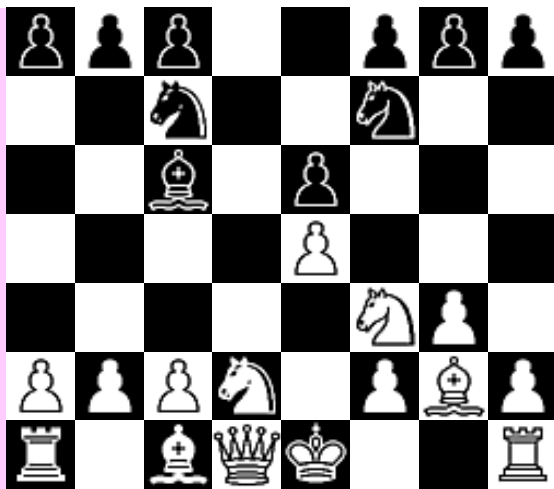
C3.1 Variations with 4. g3

Black, having seen you commit yourself to g3, can try and mess you up with either ...dxe4 or ...b6.

C3.1.1 French with 4... dxe4

5. dxe4 e5 6. Ngf3 Bc5 7. Bg2 Nc6





8. O-O O-O 9. Qe2 a5 10. Nc4 Qe7



now c3 or Ne3, with only a small White advantage.

C3.1.2 French with 4...b6

5. Bg2 Bb7

[The sneaky 5... Be7 should be met by 6. e5

[7. Qe2 Ba6]

7... Ne4 with an easy game]

nor

5. Qe2 Be7 6. g3 c5 7. Bg2 Nc6 8. O-O O-O 9. e5 Ne8 10. Re1 f5 11. exf6 Bxf6



about equal =]

but by

5. e5 Nfd7 6. d4 c5 7. c3

with a normal-looking French

C3.2.1 French with 4... Nc6

Black plans simple development. You can play the very sensible

5. Be2

[5. g3 is also played, but is not necessarily the best square for the bishop e.g. 5... dxe4 6. dxe4 Bc5 7. Bb5 Bd7 8. O-O O-O 9. Qe2 Qe7 10. e5 Nd5 11. Ne4 Bb6 12. a3 f6]

5... dxe4 6. dxe4 Bc5 7. O-O O-O 8. c3 e5 9. b4

[9. Qc2 a5 = Radulov-Mednis1970]

9... Bb6 10. Qc2 Re8 =

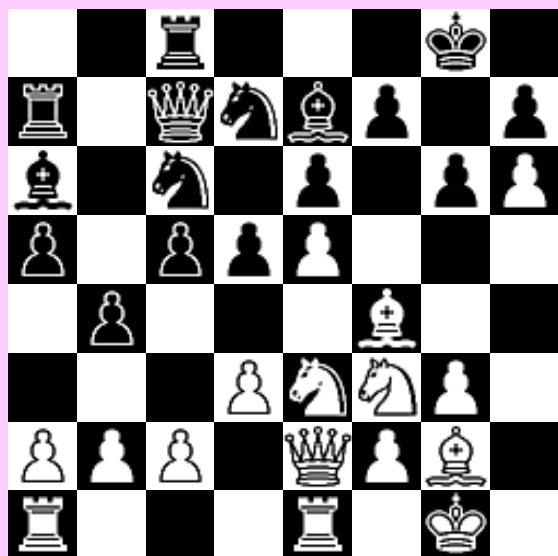
Example games C3

Ciocaltea - Kozma, Sochi, 1963

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1

[8. e5 Ng4 9. Re1 f6 10. exf6 Bxf6 11. Nf1 += Evans-Bisguier 1955]

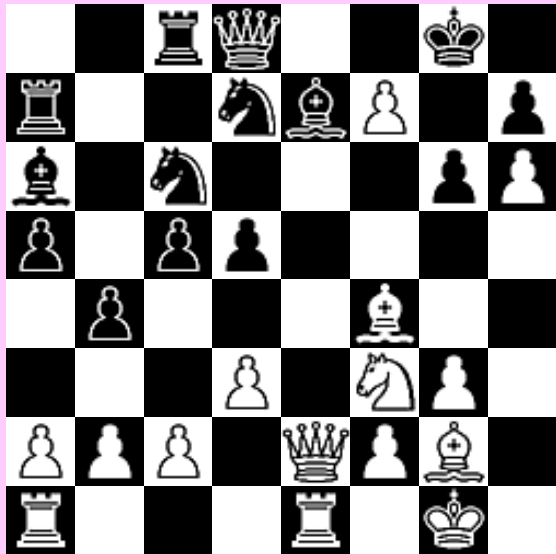
8... Qc7 9. e5 Nd7 10. Qe2 b5 11. Nf1 a5 12. h4 b4 13. Bf4 Ba6 14. Ne3 Ra7 15. h5 Rc8 16. h6 g6



17. Nxd5

Always this same sacrifice with the Q on c7 and the B on f4

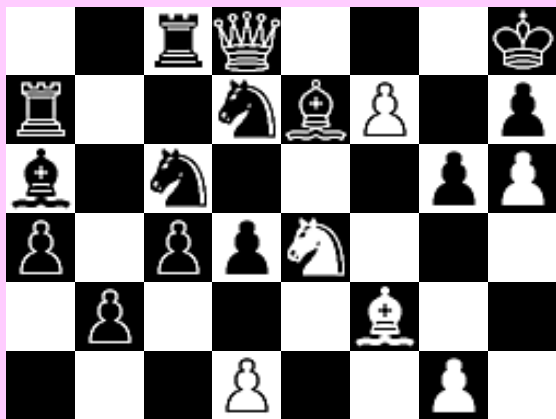
17...exd5 18. e6 Qd8 19. exf7+

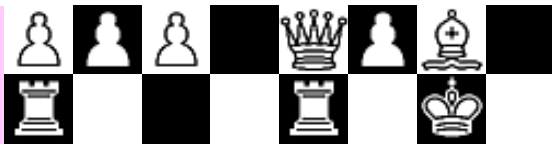


19... Kh8

[19... Kxf7 20. Qe6+ Kf8 21. Ng5 Bxg5 22. Bxd5]

20. Ne5



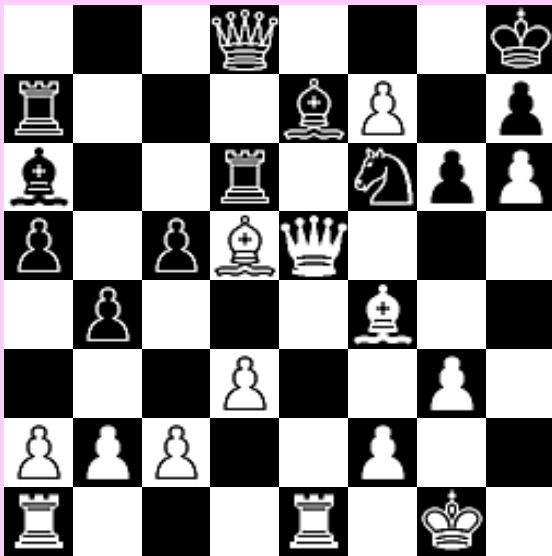


Black's pieces are too far away to contrive a defence.

20... Nf6

[20... Raa8 21. Nxc6 Rxc6 22. Be5+ Nxe5 23. Qxe5+ Bf6 24. Qe8+ Qxe8 25. fxe8=Q+ Rxe8 26. Rxe8#]

21. Nxc6 Rxc6 22. Qe5 Rd6 23. Bxd5



23... Bb5

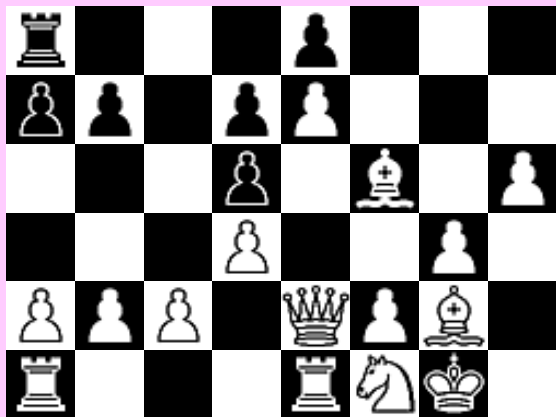
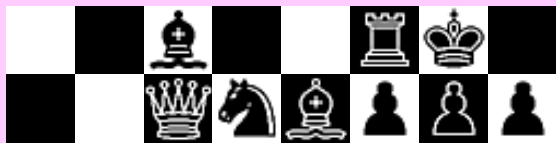
[23... Rxd5 24. Qxf6+ Bxf6 25. Re8+ Qxe8 26. fxe8=Q#]

24. Bg5 Bc6 25. Bxc6 Rxc6 1-0

26. Qxf6+ Rxf6 27. Bxf6+ Bxf6 28. Re8+ Qxe8 29. fxe8=Q#

Fischer,RJ - Geller,U, Natanya, 1968

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 Qc7 9. e5 Nd7 10. Qe2 b5 11. Nf1 a5
12. h4 Nd4 13. Nxd4 cxd4 14. Bf4 Ra6



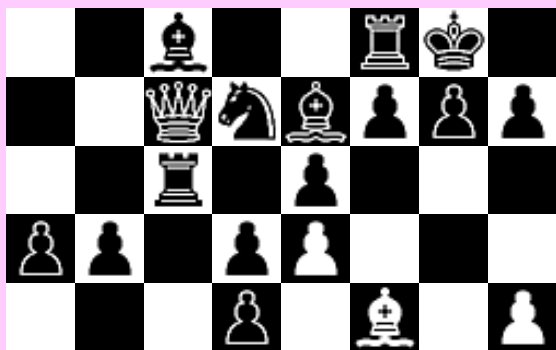
15. Nh2

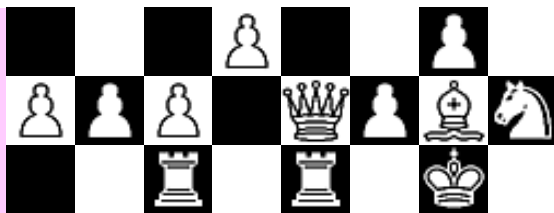
[The sacrifice is too early, I think: 15. Bxd5 Bb4 16. Reb1

[16.Rfc1? exd5; 17.e6, Rxe6; 18.Qxe6, Qxf4; 19.Qxd7, Qxc1! -+]

16... exd5 17. e6 Bd6 18. exd7 Bxd7 =]

15... Rc6 16. Rac1





16... Ba6

[16... Qb6]

17. Bxd5 exd5

[17... Rc5 18. Be4 Rc8

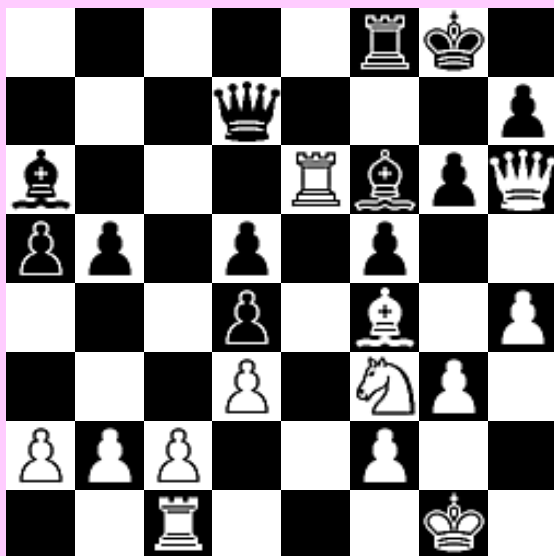
[18...Nxe5? 19.c3!]

19. Nf3 Rxc2 20. Rxc2 Qxc2 21. Nxd4 Qxe2 22. Nxe2 Nc5]

18. e6 Qd8

[18... Bd6 19. Bxd6 Rxd6 20. exd7 Qxd7 21. Nf3 +-]

19. exd7 Re6 20. Qg4 f5 21. Qh5 Qxd7 22. Nf3 g6 23. Qh6 Bf6 24. Rxe6



Fix

1-0

Bronstein - Uhlmann, Moscow, 1971

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 b5 9. e5 Nd7 10. Nf1 a5 11. h4 b4 12. Bf4 Ba6 13. Ng5

Alternatives include 13.g4, 13.N1h2, 13.Ne3 and 13. h5

13... Qe8 14. Qg4



[not 14. Qh5 h6 15. Nf3 f5]

14... a4??

[14... Kh8]

15. Nxe6 1-0

Fischer - Miagmasuren, Sousse, 1967

1. e4 e6 2. d3 d5 3. Nd2 c5 4. Ngf3 Nc6 5. g3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Re1 b5 9. e5 Nd7 10. Nf1 a5 11. h4 b4 12. Bf4 a4

Now a fine defensive move

13. a3 bxa3 14. bxa3



14... Na5

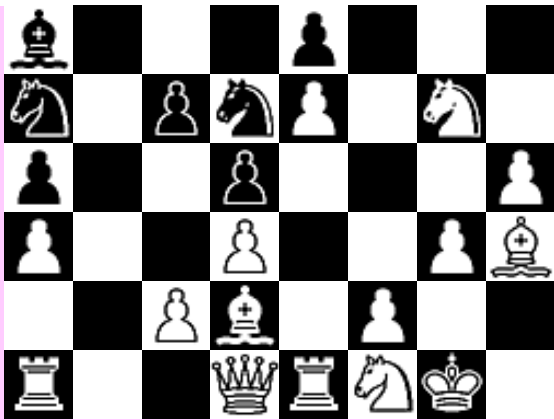
[14... Ba6 or 14...Nd4]

15. Ne3 Ba6 16. Bh3 d4 17. Nf1 Nb6 18. Ng5 Nd5

[18... h6 19. Ne4 c4]

19. Bd2





19... Bxg5

[19...c4 or 19... h6 20. Nxe6 fxe6 21. Bxe6+ Kh8 22. Bxa5 Qxa5 23. Bxd5]

20. Bxg5 Qd7 21. Qh5 Rfc8 22. Nd2 Nc3 23. Bf6!



23... Qe8

[23... gxf6 24. exf6 Kh8 25. Nf3 Nd5 26. Ng5 Nxf6 27. Qh6 Qe7 28. Bf5 Rg8 29. Nxh7]

24. Ne4 g6 25. Qg5 Nxe4 26. Rxe4 c4 27. h5 cxd3 28. Rh4



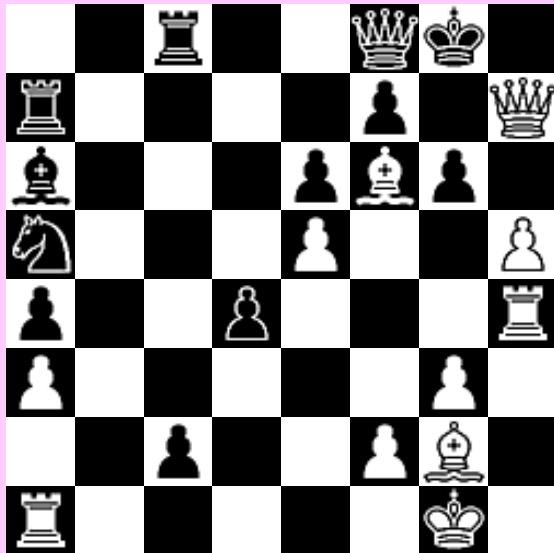
28... Ra7

[28... dxc2 29. hxg6 c1=Q+ 30. Rxc1 Rxc1+ 31. Kh2 fxg6 32. Rxh7]

29. Bg2 dxc2

[29... Qf8 30. Be4 dxc2 31. hxg6 fxg6 32. Bxg6 hxg6 33. Rh8+ Kf7 34. Rh7+ Ke8 35. Rxa7]

30. Qh6 Qf8 31. Qxh7+



1-0

31... Kxh7 32. hxg6+ Kxg6 33. Be4#

Fischer - Ivkov, Santa Monica, 1967

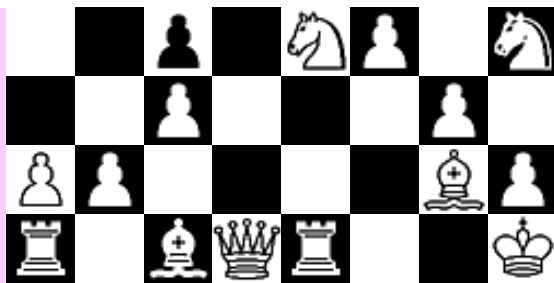
1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 Bd6 6. Bg2 Nge7 7. O-O O-O



Black's reaction looks logical and solid. But Fischer's reaction is so sharp and convincing that it put people off repeating it for years!

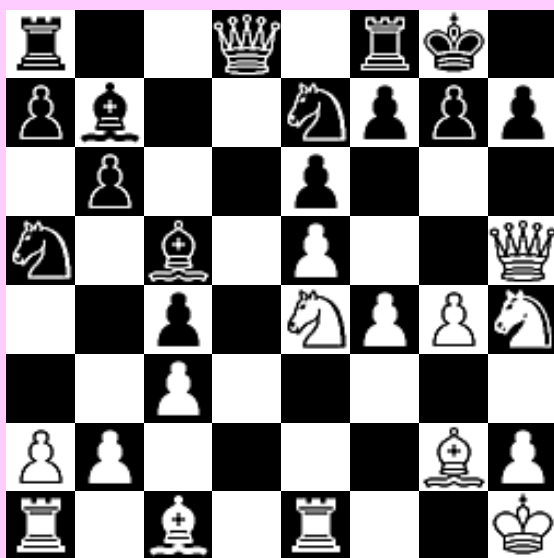
8. Nh4 b6 9. f4 dxe4 10. dxe4 Ba6 11. Re1 c4 12. c3 Na5 13. e5 Bc5+ 14. Kh1 Nd5 15. Ne4





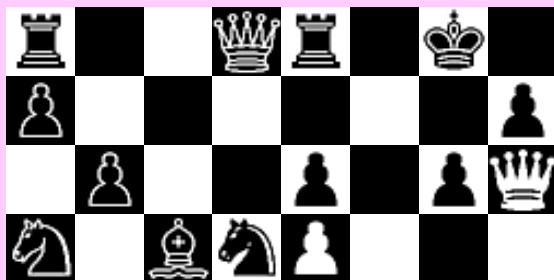
The familiar White: King's-side/ Black: Queen's-side split has appeared.

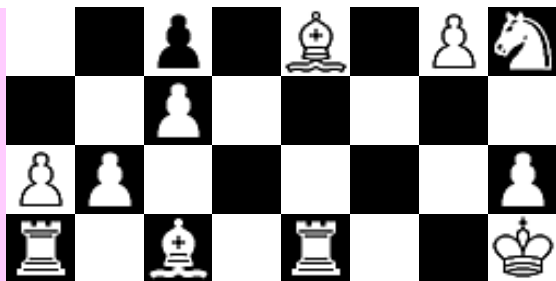
15... Bb7 16. Qh5 Ne7 17. g4



Ready or not, here we come! Black decide to exchange the dangerous Ne4, but the recapture forces him to weaken the K-side.

17... Bxe4 18. Bxe4 g6 19. Qh6 Nd5 20. f5 Re8 21. fxg6 fxg6





The position is ripe for sacrifice.

22. Nxg6 Qd7 23. Nf4 Rad8 24. Nh5 Kh8 25. Nf6 Nxf6 26. exf6 Rg8 27. Bf4 Rxf4 28. Rad1 Rdg8 29. f7 1-0

C4. KIA vs. Pirc/Modern 1. e4 ...d6/...g6: 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2

Black has a lot of choice, as usual. In this system with 2. d4 instead of 2. d3, White means to play in the centre and hold on to the space by restraining Black's pawn breaks. When everything is secure and development is complete, you can think about where to expand yourself.

Example games C4

Short - Donner, Amsterdam, 1982 [B07]

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 Bg7 5. g3 O-O 6. Bg2 e5 7. O-O

[7. h3 is better]

7... exd4

[7... Nc6 is much better]

8. Nxd4 Nc6 9. Nde2



Avoiding exchanges

9... Re8 10. h3 Nd7 11. Kh2 Nb6 12. a4 a5 13. b3



Black has little counterplay, and can just wait for White to decide how and when to break. Short is a genius in these positions.

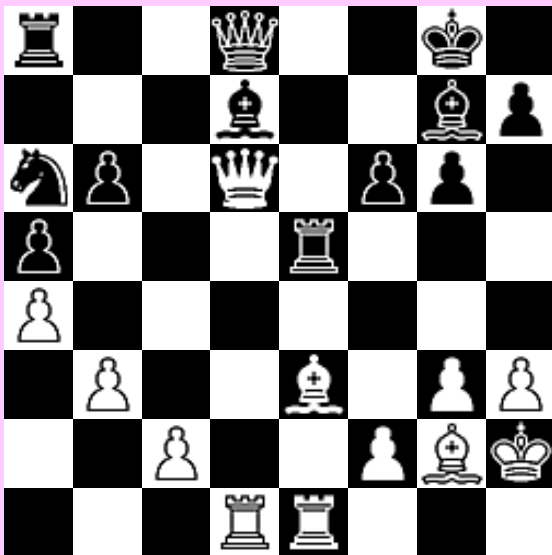
13... Nb4 14. Be3 Nd7 15. Qd2 Nc5 16. Rad1 Qe7 17. Rfe1 Nca6 ?! 18. Nf4 Bd7 19. Nfd5 Qd8 20. Bg5 f6 21. Be3 Bc6

22. Bd4 Bd7 23. Be3 Nxd5 24. Nxd5 b6?



Thous shalt not open lines for your opponent's fianchettoed bishop

25. e5 Rxe5 26. Nxb6 cxb6 27. Qxd6



27... Rxe3 28. Rxe3 Ra7 29. Re7 Nb8 30. Qe6+ 1-0

C5. KIA vs. Sicilian

The KIA can be played against all lines of the Sicilian, and in fact many French variations start off in the Sicilian (e.g. 1.e4 c5 2. Nf3 e6 3.d3).

Again, we won't bother too much about variations and get straight into the games. A few you do need to know about:

C5.1 KIA Sicilian with 2...d6

3. g3 Nc6 4. Bg2

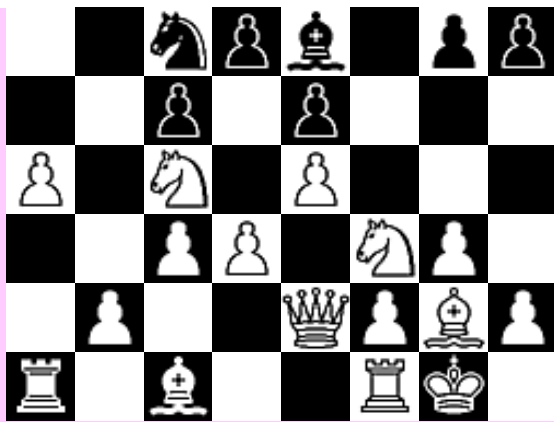


C5.1.1 Sicilian with 4... g6

The best way to develop the Bf8.

5. O-O Bg7 6. c3 e5 7. d3 Nge7 8. Nbd2 O-O 9. a4 h6 10. Nc4 Be6 11. Qe2 Qc7



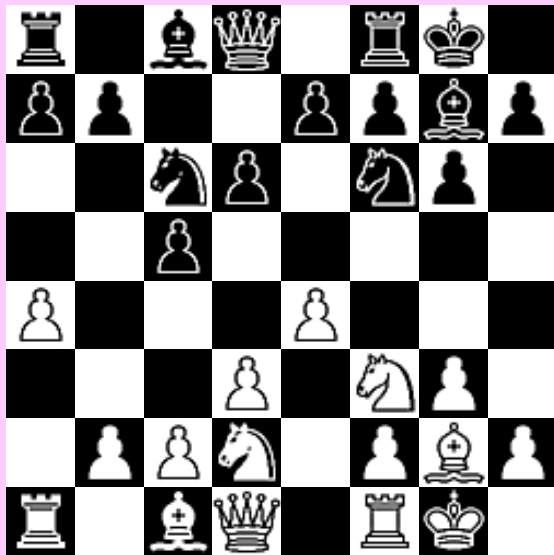


Now either 12. Nfd2 or 12. Bd2 with only a small edge.

C5.1.2 Sicilian with 4... Nf6

Forces d3 and avoids c3/d4 lines.

5. d3 g6 6. O-O Bg7 7. Nbd2 O-O 8. a4



As in a couple of Bobby Fischer games from the early part of his career.

C5.2 KIA Sicilian with ...e6 and ...g6

If Black plays the Bf8 to e7 or d6 we have French lines. But Nc6 and Ng7 is the best set-up for Black against the Closed Sicilian, and many will play it against the KIA.

After

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7

you can play the traditional

8. Re1 (Yudasin-Jukic, 1989)

or the new and exciting line

8. exd5 (Dvoretsky - Vulfsson, 1986)

Both are given below.

You can also play g3 lines in most variations of the Open Sicilian: 1. e4 c5 2. Nf3 (...) 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 (...) 6. g3.

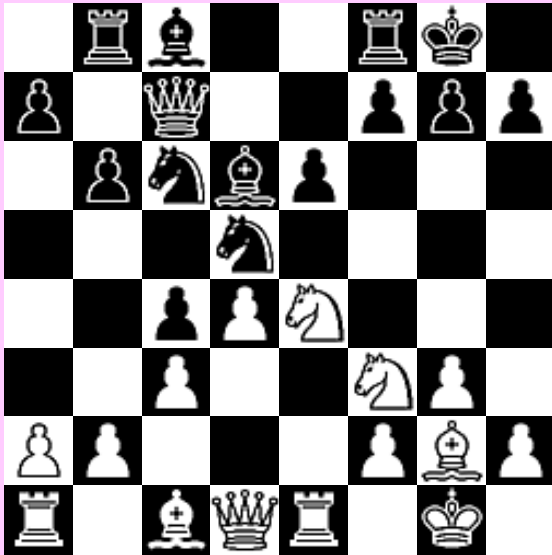


Example games C5



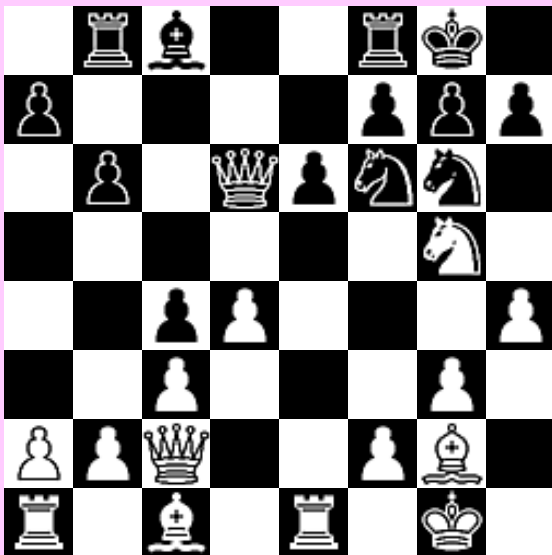
Fischer, Robert J - Sherwin, James T, New Jersey, 1957

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 Nf6 5. Bg2 Be7 6. O-O O-O 7. Nbd2 Rb8 8. Re1 d6 9. c3 b6 10. d4 Qc7 11. e5 Nd5 12. exd6 Bxd6 13. Ne4 c4



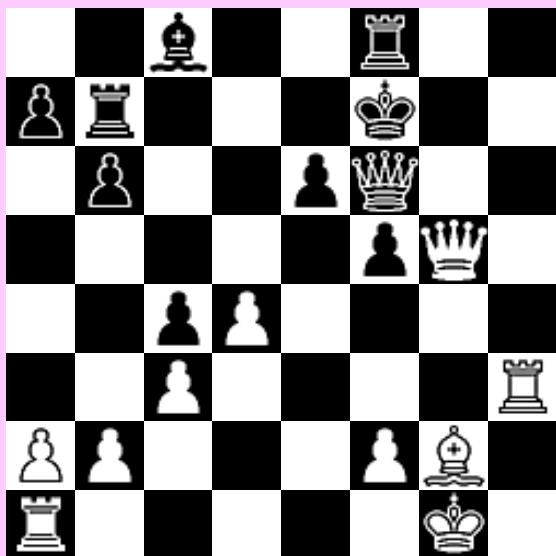
Characteristically, Fischer selects the simple and clear theme of winning the bishop pair.

14. Nxd6 Qxd6 15. Ng5 Nce7 16. Qc2 Ng6 17. h4 Nf6



"Tactics flow from a superior position" - Fischer

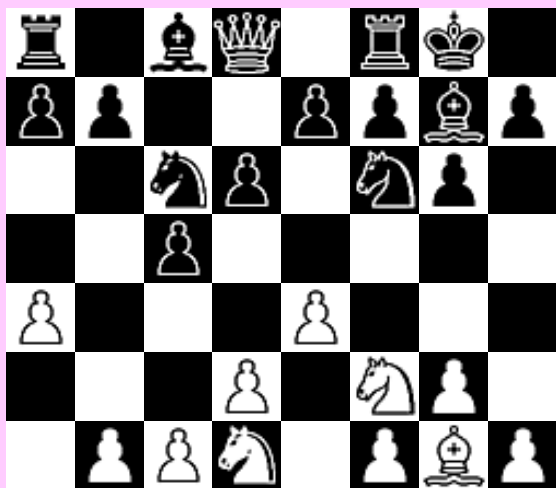
18. Nxh7 Nxh7 19. h5 Nh4 20. Bf4 Qd8 21. gxh4 Rb7 22. h6 Qxh4 23. hxg7 Kxg7 24. Re4 Qh5 25. Re3 f5 26. Rh3 Qe8 27. Be5+ Nf6 28. Qd2 Kf7 29. Qg5 Qe7 30. Bxf6 Qxf6



31. Rh7+ Ke8 32. Qxf6 Rxh7 33. Bc6+ 1-0

Smyslov - Botvinnik, USSR Ch, 1955

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. d3 c5 6. e4 Nc6 7. Nbd2 d6 8. a4





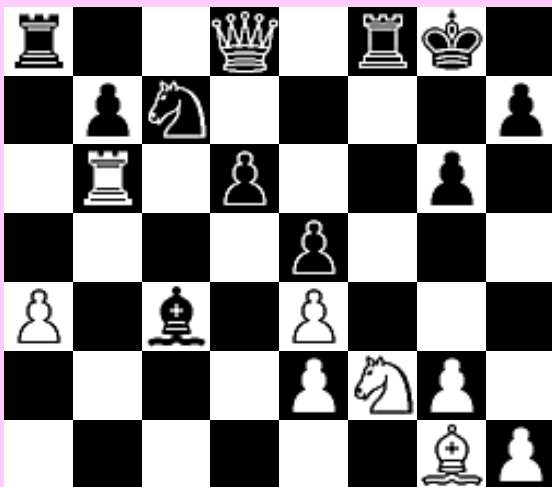
A standard flexible set-up for White

8... Ne8 9. Nc4 e5 10. c3 f5



White has prepared a strong positional pawn sacrifice

11. b4 cxb4 12. cxb4 fxe4 13. dxe4 Be6 14. Ne3 Nxb4 15. Rb1 a5 16. Ba3 Nc7 17. Bxb4 axb4 18. Rxb4 Bh6 19. Rb6 Bxe3 20. fxe3 Bc4





The Black game is teetering

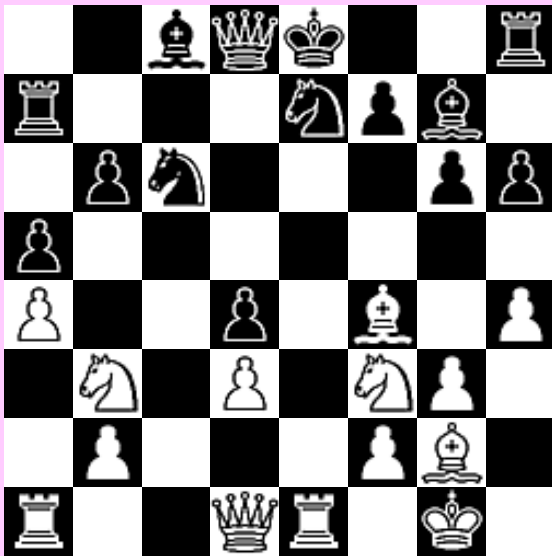
21. Rxd6 Qe8 22. Re1 Rf7 23. Ng5 Re7 24. Bf1 Bxf1 25. Rxf1 Qxa4 26. Rd8+ Re8 27. Qf3 Qc4 28. Rd7 1-0

Yudasin-Jukic, Bern 1989

1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8. Re1 b6 9. h4 h6 10. c3 a5 11. a4 Ra7

All as in Ljubojevic-Kasparov, Niksic 1983. Now best is

12. exd5 exd5 13. Nb3 d4 14. cxd4 cxd4 15. Bf4

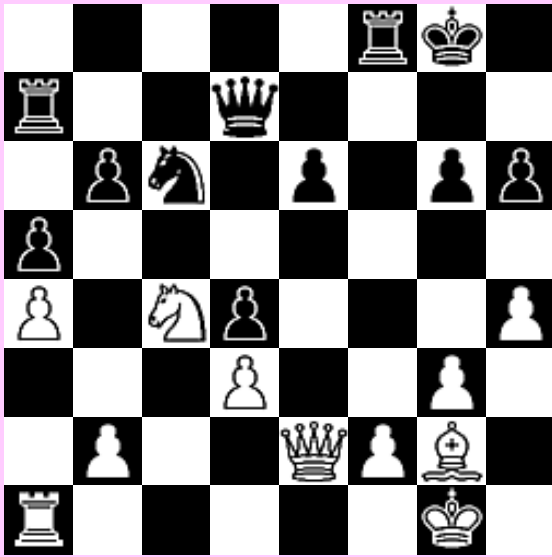


...with White's pieces being better placed in the more open position.

15... O-O 16. Ne5 Nxe5 17. Bxe5 Bxe5 18. Rxe5 Qd6 19. Qe2 Be6 20. Nd2 Nc6

Now a great exchange sacrifice

21. Rxe6 fxe6 22. Nc4 Qd7



Black has no counterplay

23. Nxb6 Qe8 24. Rc1 Ne7 25. Qxe6+ Qf7 26. Qe2 Qb3 27. Nc4 Qxa4 28. Qe6+ Kg7 29. Qb6 Rd7 30. Ne5 Rdd8

[30... Rf6 31. Qc5]

31. Rc7 Qe8 32. Qe6 1-0

Dvoretsky - Vulfsson, USSR, 1986

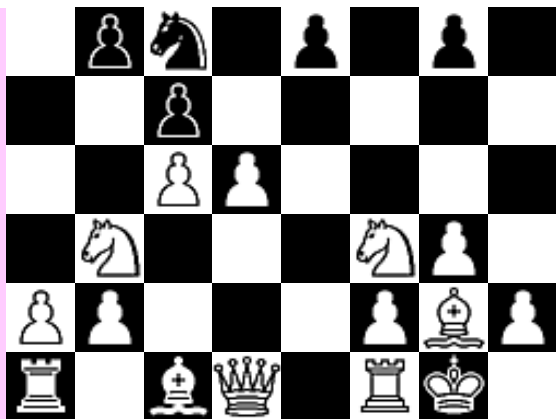
1. e4 c5 2. Nf3 e6 3. d3 Nc6 4. g3 d5 5. Nbd2 g6 6. Bg2 Bg7 7. O-O Nge7 8. exd5

Black has a choice

8... exd5

[8... Nxd5 9. Nb3 b6 10. c4 Nde7 11. d4



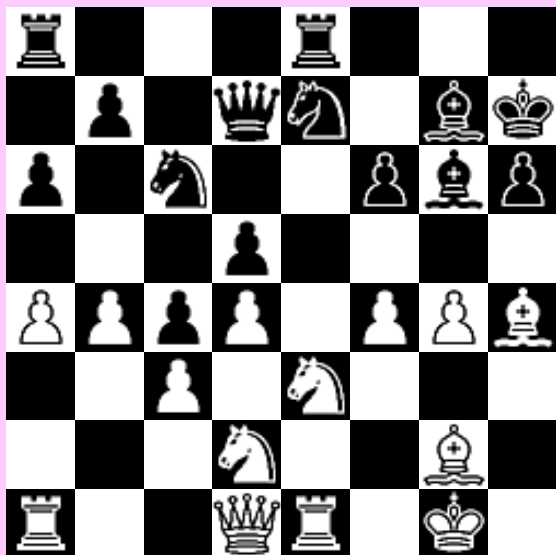


with advantage]

9. d4 cxd4

[not 9... c4 releasing the tension:

10. c3 Bf5 11. Re1 O-O 12. Nf1 Re8 13. Bf4 h6 14. h4 f6 15. Ne3 Be4 16. Bh3 Kh7 17. b4 a6 18. a4 Ng8 19. g4 g5 20. Bg3 Qd7 21. Nd2 Bg6 22. Bg2 Nge7 23. f4 gxh4 24. Bxh4



with advantage]

[Nor 9... Nxd4 10. Nxd4 Bxd4 11. Nb3]

10. Nb3 Qb6 11. Bg5

[Even better was 11. Bf4!]

e.g. 11...Bf5

[or 11... d3 12. c3 Bf5 13. Re1 O-O 14. Nh4 Be6 15. Qxd3



with play against the IQP]

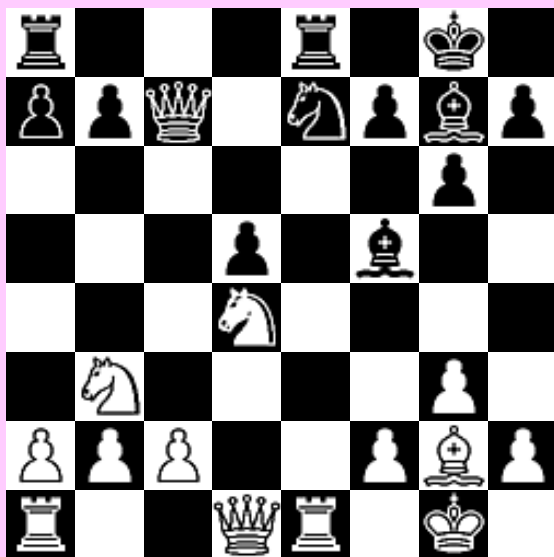
[or 11... O-O 12. Bd6 d3 13. c3 Rd8 14. Bc5 Qc7 15. Qxd3 Nf5 16. Rfe1 Na5 17. Qb5 Nc6 18. Rad1 Nd6 19. Qe2 Ne4 20. Be3 h6 21. c4 dxc4 22. Qxc4 Rxd1 23. Rxd1 Qe7 24. Nh4





with advantage]

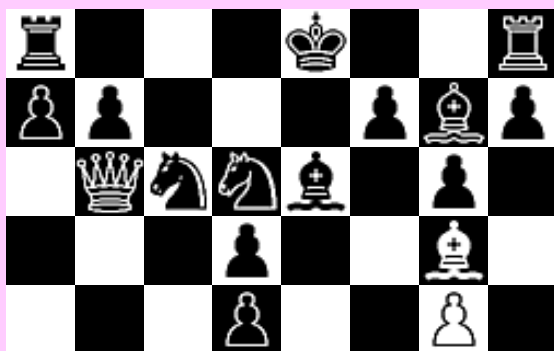
12. Bd6 O-O 13. Re1 Rfe8 14. Bc5 Qc7 15. Bxd4 Nxd4 16. Nfxd4

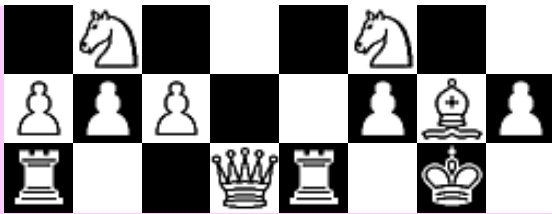


11... Nf5

[11... O-O 12. Nfxd4 Nf5 may have been better than what was played]

12. Re1+ Be6 13. g4 Nd6





14. Nfxd4!!

This gives White a prolonged initiative

14...Bxd4

[14... Nxd4 15. Be3 N6b5 16. a4]

15. Nxd4 Qxd4

[15... Nxd4 16. Bf6]

16. Bxd5 O-O 17. Bxc6 Qc5

The best defence.

[17... Qxg4+ 18. Qxg4 Bxg4 19. Bg2]

[17... Qxd1 18. Raxd1 bxc6 19. Rxd6 Bxg4 20. Rxc6]

18. Bf3 Qxg5 19. Qxd6 Rac8 20. c3 Qb5 21. Rad1 Bxa2 22. Rd2 Rfd8 23. Qxd8+ Rxd8 24. Rxd8+ Kg7 25. Rd2 h5 26. h3 Be6 27. Re4 a5 28. Red4 hxg4 29. hxg4 Qg5 30. Kg2 b6 31. Re2 Qc5 32. Kg3 Qb5 33. Rdd2 Qg5 34. Re3 Qc5

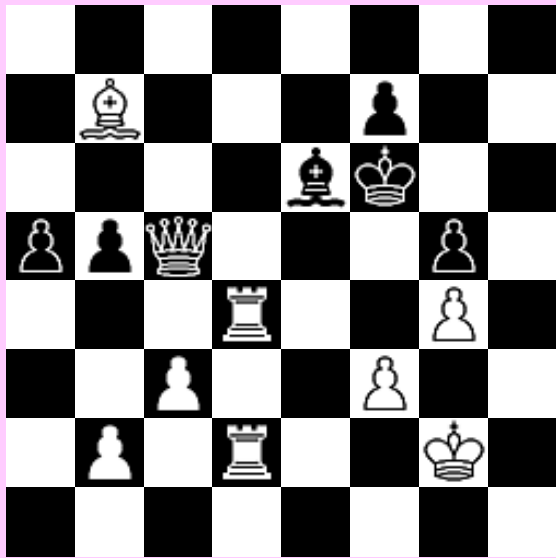
[34... f5 35. Rd4]

Time trouble I think affects both players, and the game rolls to a halt

35. Be2 Qc6 ? 36. f3 ?

[36. f4! with good winning chances]

36... g5 37. Rd4 Qc7+ 38. Kg2 Kf6 39. Bd3 Qc5 40. Be4 Qb5 41. Rd2 Qe5 42. Ree2 Qb5 43. Bb7 Qc5 44. Rd4 b5 45. Red2



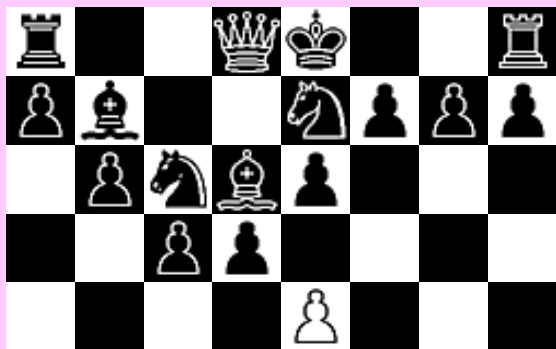
idea Bd5

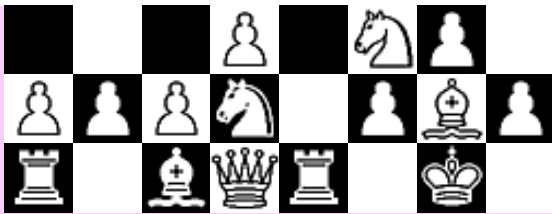
45... Ke5 1/2

If this is all too hair-raising, you can always play more quietly at move 8.

Karlsson - George, Torbay, 1994[B40]

1. e4 c5 2. Nf3 e6 3. d3 d5 4. Nbd2 Nc6 5. g3 b6 6. Bg2 Bb7 7. O-O Bd6 8. Re1 Nge7





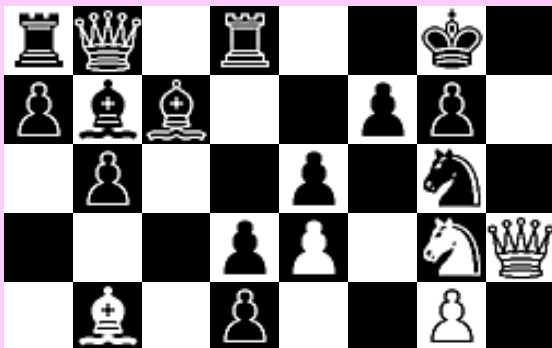
9. Ng5 O-O 10. Qh5 h6 11. Ndf3 Nd4 12. e5 Bc7 13. Nxd4 cxd4 14. Nf3 Nf5 15. g4 Ne7

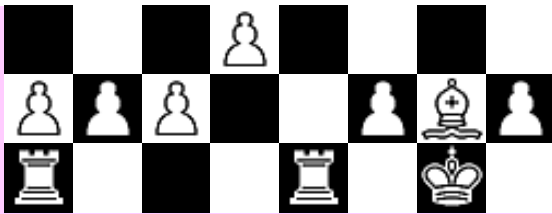


16. Bxh6 Ng6

[16... gxh6 17. Qxh6 f6 18. exf6 Nf5 19. Qg6+ Kh8 20. Rxe6 Bc8 21. gxf5 Bxe6 22. Qg7#]

17. Bd2 Qb8 18. Ng5 Rd8 19. Bb4





19... Nf8 20. Qxf7+ Kh8 21. Bxf8 1-0

D. A single repertoire for attacking the unusual semi-open defences

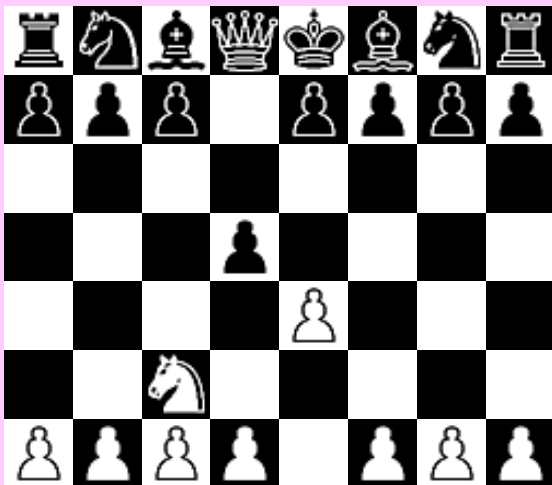
D1. Center Counter (Scandinavian) 1...d5

In recent years several GMs have experimented with this move, and for some it is a regular part of their repertoire. Someone once described this as a line for "Black players who want to suck all the life out of the position".

After 2. exd5 Qxd5 Black will be behind in development for a long time, but will also be very solid. I have been frustrated by trying to beat this annoying defence even with a useful space advantage.

I advise you to make an immediate deviation from theory, with

1. e4 d5 2. Nc3

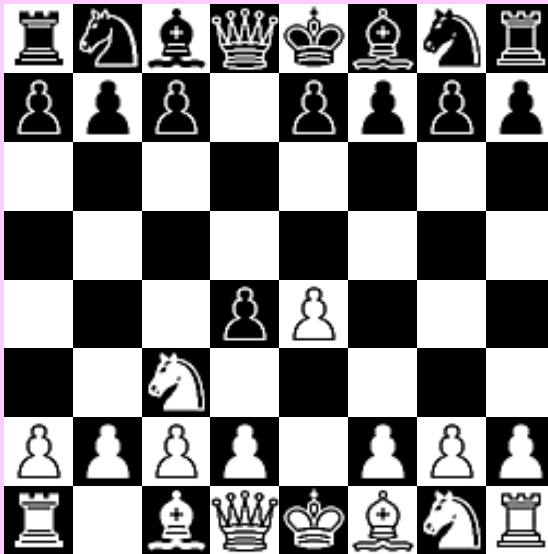




Black has a choice: advance, exchange, or defend. In practice Black does not usually defend the pawn, and any defence will transpose to lines considered above.

There is precious little published theory on this line and a lot of scope to improvise.

D1.1. Advance with 2...d4



White retreats with

3. Nce2

and plans to play Bc4 with ideas of attacking on the K-side.

Black should probably continue

3...e5 4. Ng3

when there is a lot of choice.

4...g6

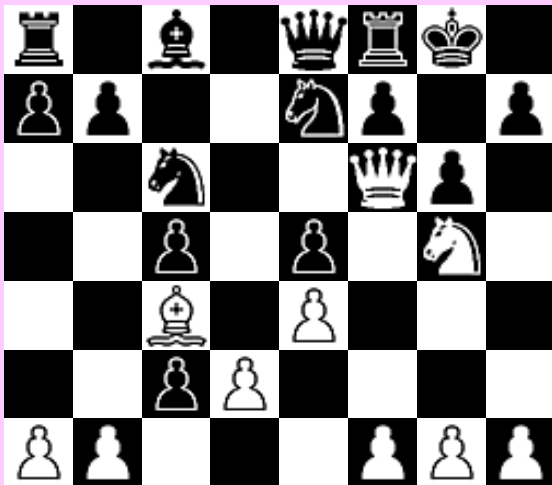
is logical, hoping to cramp the Ng3, but the best move here is not known. The Ng3 need not stay cramped...

Van Geet - Guyt [A00] Paramaribo, 1967

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 g6 5. Bc4 Bg7 6. d3 c5 7. Nf3 Nc6 8. c3 Nge7 9. Ng5 O-O



10. Nh5 Bh8 ? 11. Qf3 Qe8 12. Nf6+ Bxf6 13. Qxf6 dxc3?





13...Na5 was essential

14. Nxf7 Rxf7 15. Bh6 1-0

D1.2. Exchange with 2...dxe4

White recaptures with

3. Nxe4



and (guess what?) plans to play 4. Bc4 with ideas of attacking on the K-side.

Now 3...c6 and 3...e6 will transpose to lines considered above.

3...Bf5 4. Ng3 Ng6 5. Bc4 e6 can also transpose to the Caro-Kann, or if you want to be independent you can go 6. Bc4 Nd7 7. d3

The best-looking move in reply is of course

3...e5

when we follow up with

4. Bc4

after which at least three correspondence(!) games have continued

4...Be7 5. Qh5 Nh6 6. d3 1-0

More careful is

4...Nc6

[The natural 4...Nf6 is bad after 5. Ng5!]

after which

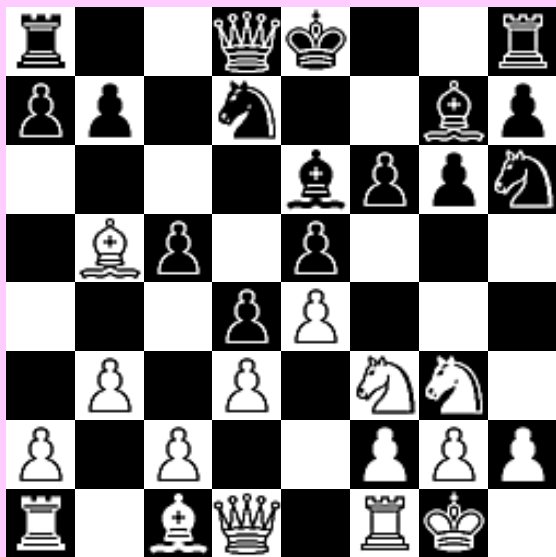
5. d3 Be7 6. Nf3

6. Ng5 is to be considered; 6...Bxg5 7. Qh5



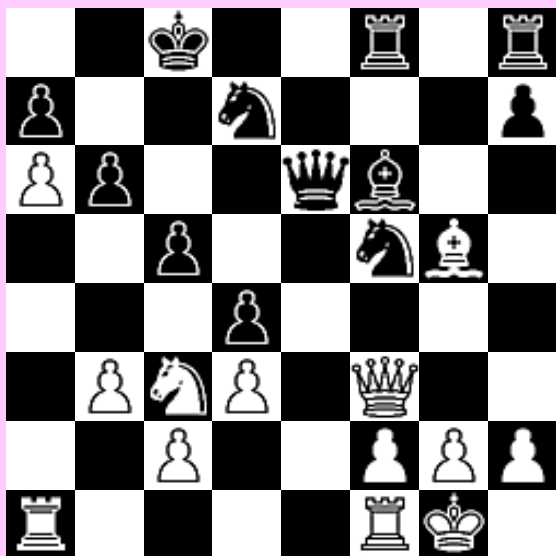
with the two bishops

6...h6



White now aims to exchange the light-squared bishop

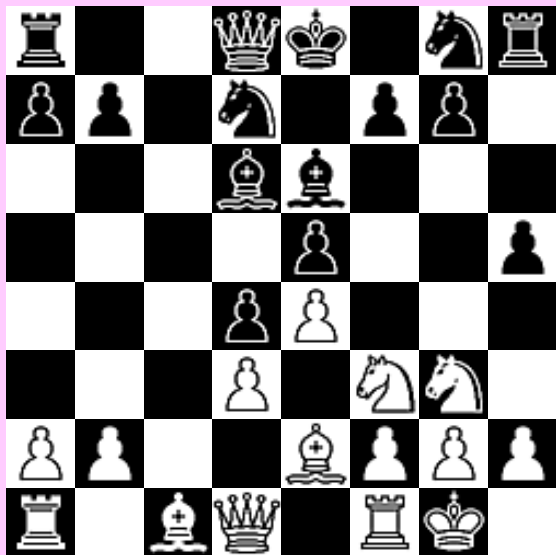
11. Bc4 Qe7 12. Bxe6 Qxe6 13. a4 O-O-O 14. a5 f5 15. Ng5 Qe7 16. exf5 gxf5 17. a6 b6 18. Qf3 e4 19. Nxf5 Nxf5 20. Nxe4 Rdf8 21. Bg5 Qe6 22. Nc3 Bf6



23. Qa8+ Nb8 24. Qb7+ Kd8 25. Bxf6+ Rxf6 26. Ne4 Rg6 27. Qxb8+ Qc8 28. Qxa7 Ne7 29. Rfe1 Nd5 30. Qb7 Rxc2+ 31. Kxc2 1-0

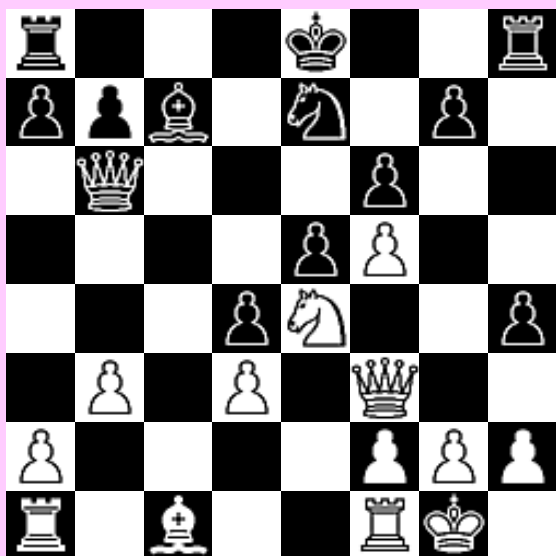
Ekebjærg, Ove - Strand, Torger cr Nielsen-mem, 1987

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. cxd4 cxd4 8. Be2 Bd6 9. O-O h5 10. d3



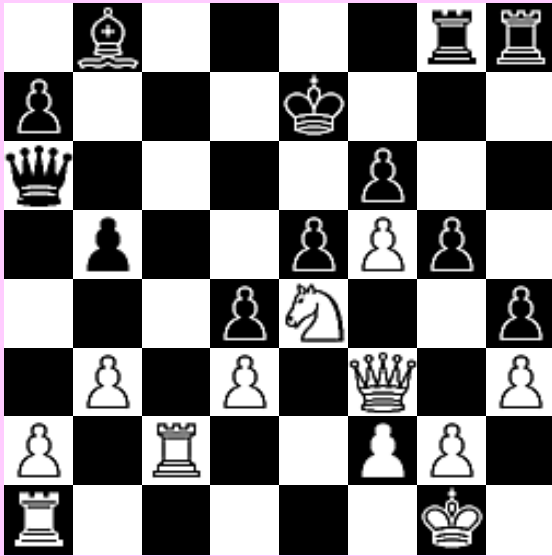
This doesn't look to me very promising for White.

10... h4 11. Nf5 Bxf5 12. exf5 Qb6 13. Nd2 Bc7 14. Bf3 Ne7 15. Be4 Nc5 16. Qf3 f6 17. b3 Nxe4 18. Nxe4



It is considered rude to start chanting '*weak Willie WhiteSquares*' in such positions

18... Kf7 19. Ba3 Rag8 20. Bc5 Qa6 21. Rfc1 Bb8 22. Rc2 g5 23. h3 b5 24. Bxe7 Kxe7

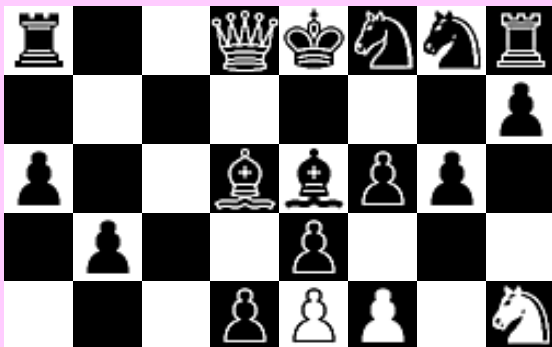


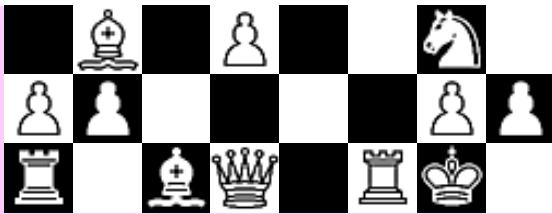
With the exchange of the Knight, Black's position falls apart.

25. Nxf6 Kxf6 26. Rc6+ Qxc6 27. Qxc6+ Kxf5 28. g4+ hxg3 29. fxg3 1-0

Leeners - Simon, Netherlands, 1979

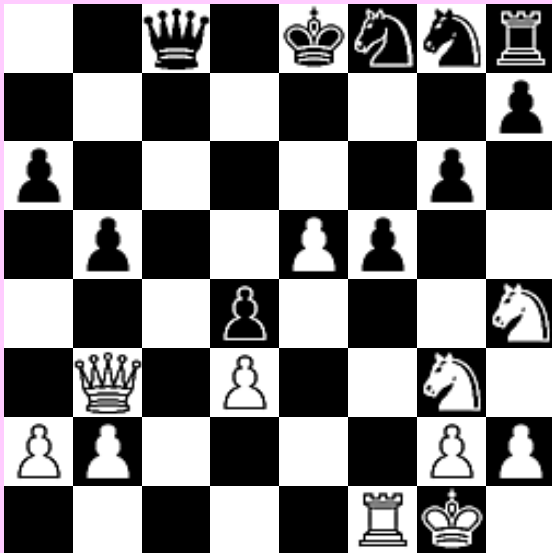
1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. Bb5 Bd6 8. O-O f6 9. Nh4 g6 10. d3 a6 11. Ba4 b5 12. Bb3 Nf8 13. cxd4 cxd4 14. f4





With the obvious threat of f5

14... Bxb3 15. Qxb3 exf4 16. Bxf4 Bxf4 17. Rxf4 Qc7 18. Rff1 Rc8 19. Rac1 Qd7 20. Rxc8+ Qxc8 21. e5 f5

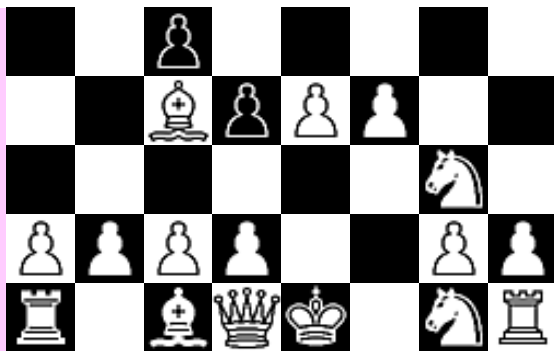


22. Nhx f5 gxf5 23. Nxf5 Kd8 24. Nd6 1-0

Van Geet, Dick - Van der Zijpp, B, Haarlem, 1991

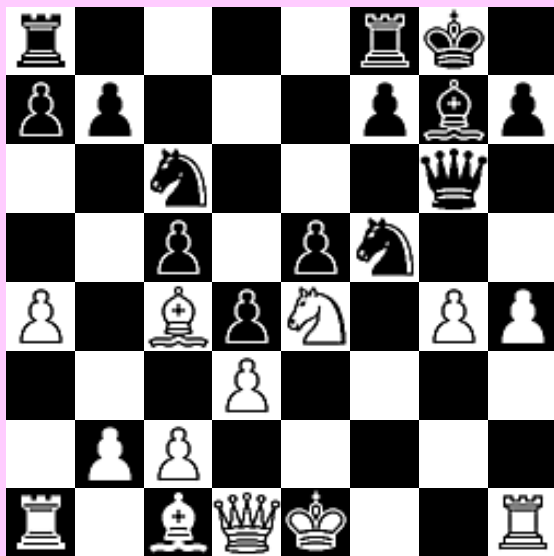
1. Nc3 d5 2. e4 d4 3. Nce2 c5 4. Ng3 Nc6 5. Bc4 g6 6. f4





A familiar plan.

6... e6 7. Nf3 Bg7 8. a4 Nge7 9. d3 O-O 10. h4 e5 11. f5 gxf5 12. Ng5 Qd6 13. exf5 Bxf5 14. Nxf5 Nxf5 15. Ne4 Qg6 16. g4



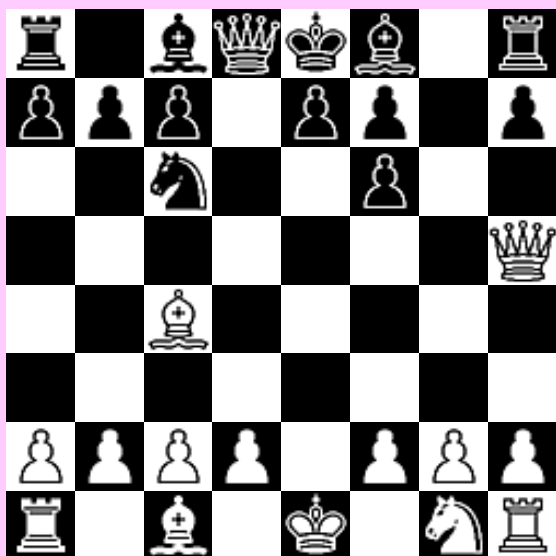
1-0

16... Ne3 17. Bxe3 dxe3 18. h5 e2 19. Qxe2 Qh6 20. g5 1-0

Now a few in the exchange lines

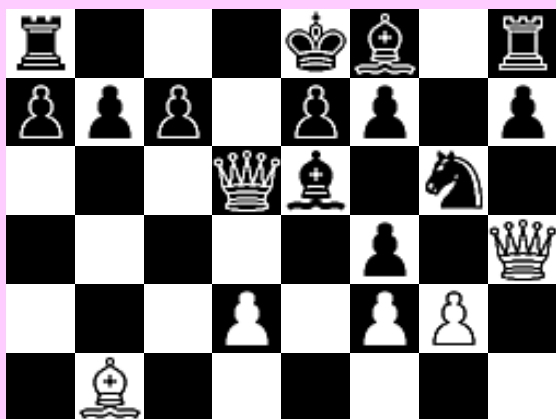
Suba,M - Bellon, Bucharest, 1978[A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 Nf6 4. Nxf6+ gxf6 5. Bc4 Nc6 6. Qh5



White is trying to get Black to play ...e6, locking in the Bc8

6... Ne5 7. Bb3 Qd6 8. f4 Ng6 9. Ne2 f5 10. d4 Be6 11. g4





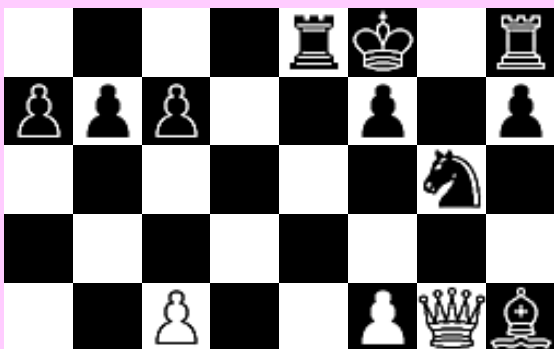
Well, the bishop is out on e6, but White now embarks on a long and unclear attacking sequence that eventually nets him material.

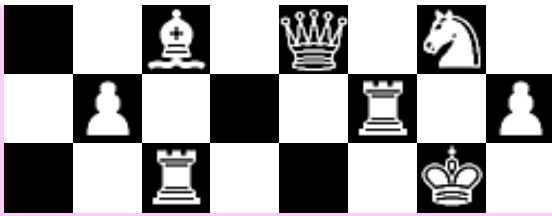
11... Bxb3 12. axb3 Qd5 13. Rf1 e6 14. c4 Qe4 15. gxf5 exf5 16. Bd2 Qc2 17. Rc1 Qxb3 18. Qxf5 Be7 19. Qg4 Bh4+ 20. Ng3



It's hard to say whose king is more in danger!

20... Kf8 21. Rf2 Re8+ 22. Kf1 Qd3+ 23. Kg1 Qxd4 24. Bc3 Qe3





25. Re1 Qxe1+ 26. Bxe1 Rxe1+ 27. Rf1 Bxg3 28. hxg3 Re3 29. f5 Ne5 30. Qd4 1-0

Ratsch - Schwarz, DDR tt, 1969 [A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 Nc6 4. Bc4 e6

This could have arisen from the French Defence.

5. Nf3 Be7 6. O-O Nf6 7. Ng3 O-O 8. d4 a6 9. c3



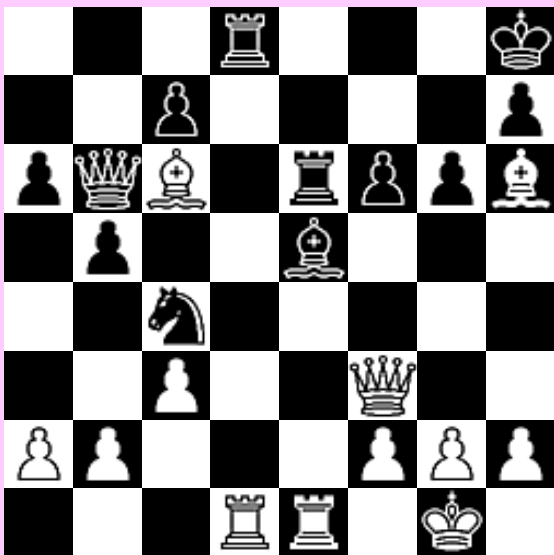
White is simply a little better all round.

9... b5 10. Bb3 Bb7 11. Re1 Na5 12. Bc2 Nc4 13. Qd3 Bxf3 14. Qxf3 Qd5 15. Ne4 Nd6 16. Nxf6+ Bxf6 17. Qh3 g6 18. Bh6 Rfe8



White's more active pieces are nagging away at the Black position

19. Bb3 Nc4 20. Bf4 Qc6 21. Bc2 Rad8 22. Be4 Qb6 23. Qf3 e5 24. dxe5 Bxe5 25. Bg5 f6 26. Bh6 Kh8 27. Bc6 Re6 28. Rad1



Black's back rank is in danger

28... Red6 29. Rxd6 Rxd6 30. Bxb5 1-0

Told you!

Schlenker,Rainer - Zimmermann,G, Heidelberg, 1985[A00]

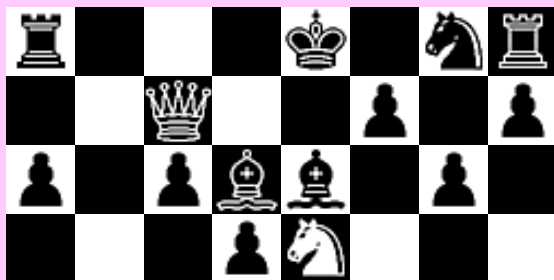
1. Nc3 e6 2. Nf3 d5 3. e4 c5 4. exd5 exd5 5. d4

This could have arisen from the French Defence.



Black has been tempted to occupy the centre, but this move show it up as a target (6.dxc5, exposing the d-pawn, is one threat). So Black decides to seal off the centre on the ninth move.

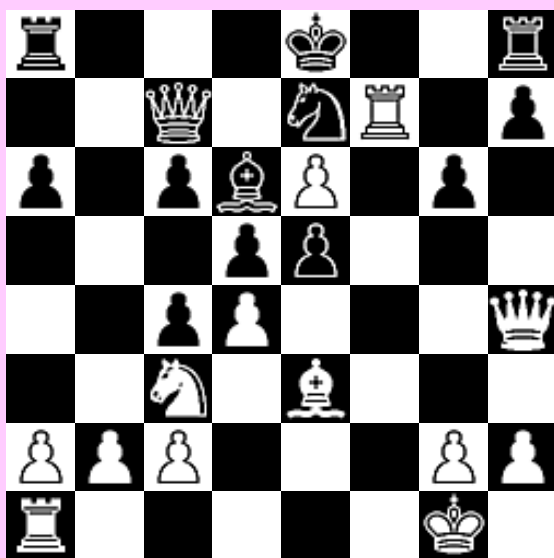
5... Nc6 6. Bb5 a6 7. Bxc6+ bxc6 8. O-O Bd6 9. Be3 c4 10. Ne5 Qc7 11. Qh5 Be6 12. f4 g6 13. Qh4





Black's centre is more of a liability than an asset.

13... Be7 14. Qg3 f6 15. f5 fxe5 16. fxe6 Bd6 17. Rf7 Ne7 18. Qh4

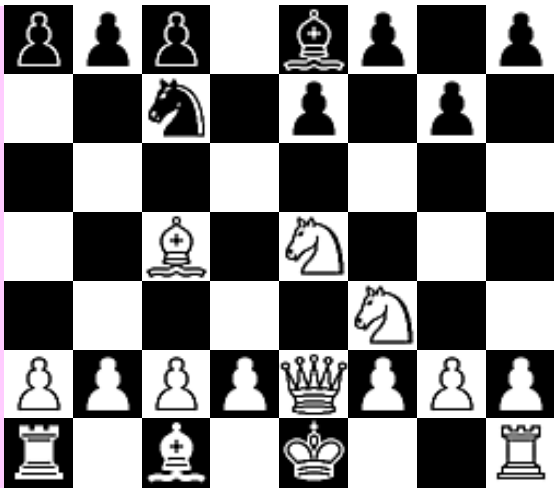


18... Nf5 19. Rxc7 Nxe4 20. Rxc6 Nf5 21. Nxd5 exd4 22. Bg5 1-0

Staples, M - Lee, G, England, 1976[A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 e6 4. Bc4 Be7 5. Qg4 g6 6. Qe2 Nc6 7. Nf3





This could have arisen from a French Defence.

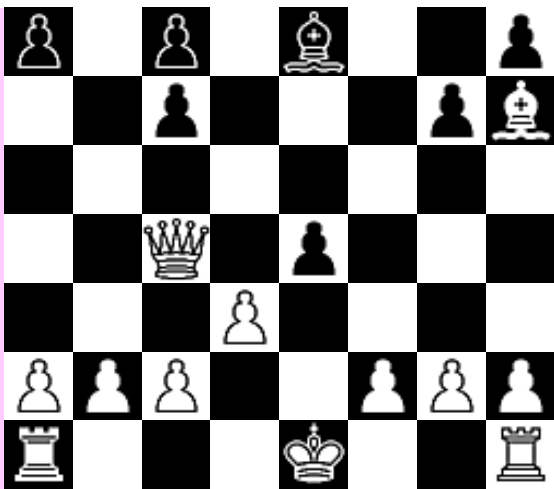
7... e5 8. Bb5 f5



Black has been tempted to lash out before completing his development. Punishment is swift.

9. Nxe5 fxe4 10. Qc4 Nh6 11. d3 Bd7 12. Bxc6 Bxc6 13. Nxc6 bxc6 14. Bxh6





Black is busted.

14... Qd5 15. Qxe4 Qxe4+ 16. dxe4 Bf6 17. O-O-O Rb8 18. e5 1-0

Van Geet, Dick - Lee, Wijk aan Zee III, 1979[A00]

1. Nc3 d5 2. e4 dxe4 3. Nxe4 e6 4. Nf3 Nd7 5. Bc4 Ngf6 6. d3 Be7 7. Qe2 a6 8. O-O

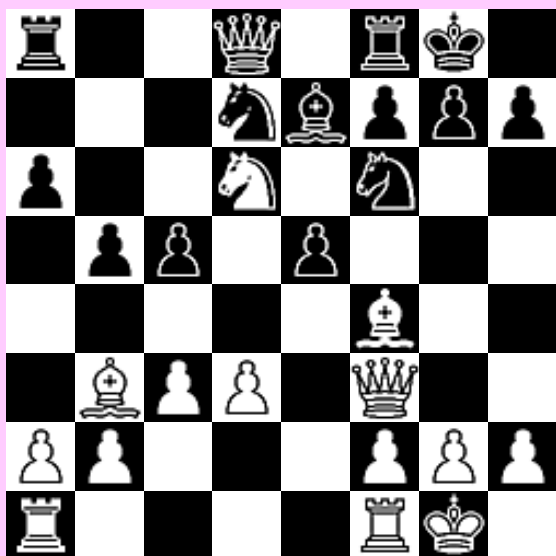


White has nicely centralised development, against another French-style line.

8... b5 9. Bb3 Bb7 10. c3 O-O

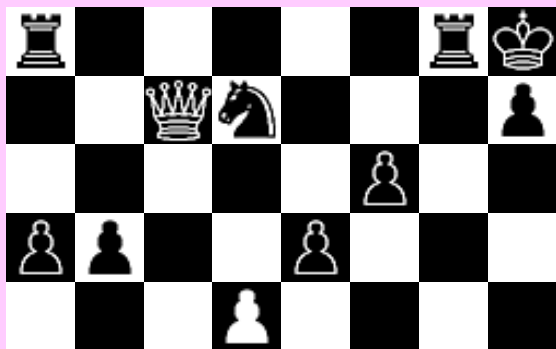
White siezes on the d6 square.

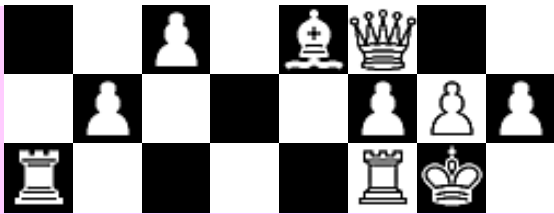
11. Bf4 c5 12. Nd6 Bxf3 13. Qxf3 e5



White's next move must have been a shock. If ...exf4, Re1 with advantage.

14. Nf5 c4 15. Bh6 cxb3 16. Bxg7 Ne8 17. Qg3 Bg5 18. Bh6 Kh8 19. Bxg5 f6 20. Be3 bxa2 21. Rxa2 Qc7 22. Qf3 Nd6 23. Raa1 Nxf5 24. Qxf5 Rg8 25. Qf3 a5 26. d4





Black's game falls apart after this line-opening strike.

26... a4 27. dxe5 fxe5 28. Qd5 Rab8 29. Rad1 Nf6 30. Qe6 Rg6 31. Rfe1 Qb7 32. g3 Ng4 33. Qf5 Rbg8 34. Rd7 Qc8 35. Red1 a3 36. bxa3 Qxc3 37. Bg5 Qxa3 38. Qxg4 Rxg5 39. Qh4 h5 40. Qe4 R8g7 41. Rd8+ Rg8 42. R1d7 Qa1+ 43. Kg2 R5g7 1-0

D2. Gurgenidze Defence ...c6/...d5/...g6

Black plans to gum everything up by encouraging e5, then developing around it.

I assume you don't want this to happen, and want to avoid it. You can if you are careful with move order.

1. e4 c6 2. d4 d5 3. Nd2!

1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. Bc4!

1. e4 g6 2. d4 c6 3. c4!

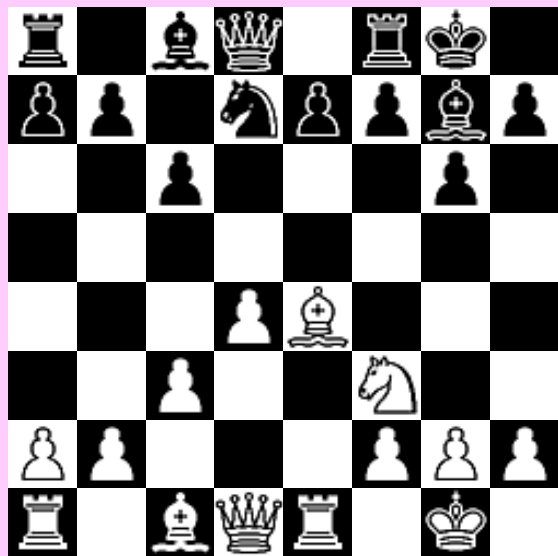
Example games D2

Tong, Y - Webster, A [B08], Ch World Cadet's (under 18), Singapore

1. e4 g6 2. d4 Bg7 3. Nc3 c6

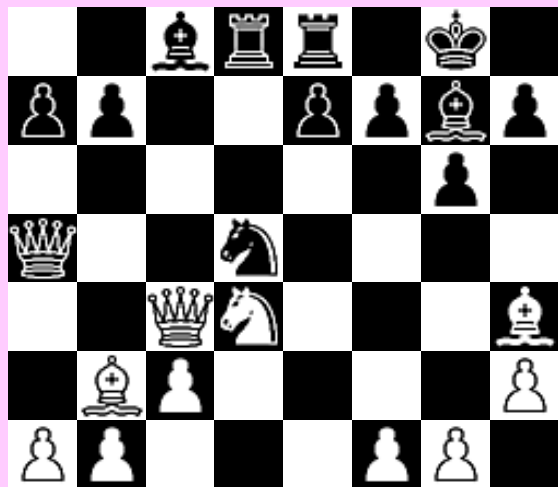
Black intends ...d5.

4. Bc4 d6 5. Nf3 Nf6 6. O-O d5 7. Bd3 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nd7 10. Re1 O-O 11. c3



This position reminds me rather of the Colle.

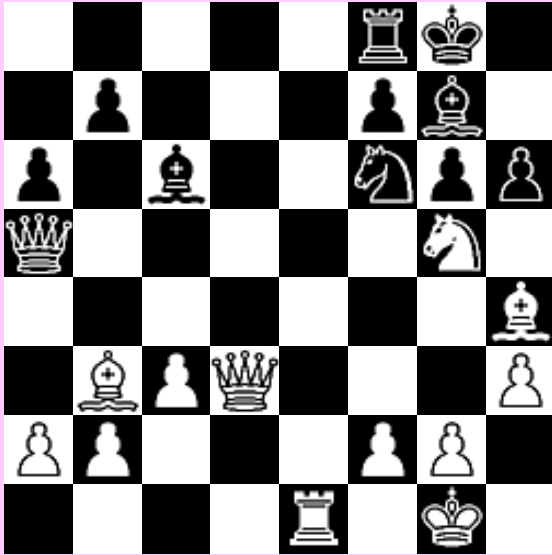
11... c5 12. Bg5 Nf6 13. Bc2 cxd4 14. Nxd4 Re8 15. Bb3 Qa5 16. Bh4 Bg4 17. Qd3 Rad8 18. Qc4 Nd5 19. h3 Bc8





White continues to improve his position, and has more space.

20. Bxe7 Rd7 21. Bh4 Rf8 22. Rad1 a6 23. Nf3 Nf6 24. Rxd7 Bxd7 25. Ng5 Bc6 26. Qd3 h6



Time for the harvest.

27. Nxf7 Bd5 28. Bxf6 Bxb3 29. Qxg6 1-0

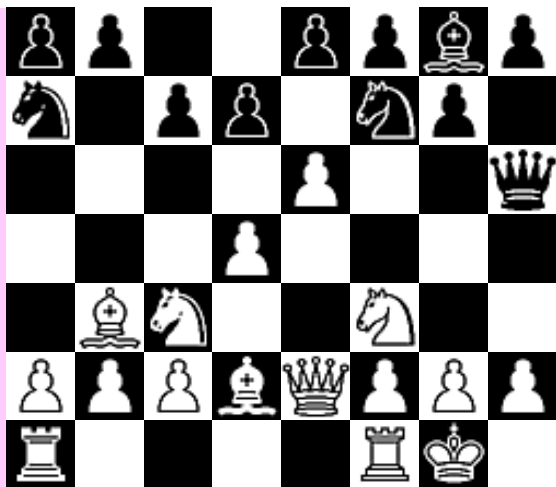
Bousum,J - Forbis,R [B08], It (open), Chicago

1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. Bc4 d6

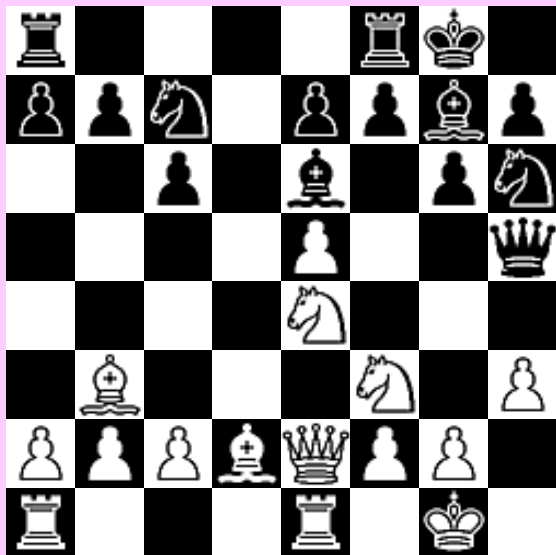
Again, the ...d5 idea is discouraged.

5. Nf3 Nf6 6. Bb3 O-O 7. O-O Na6 8. Qe2 Qa5 9. Bd2 Qh5 10. e5





10... dxe5 11. dxe5 Ng4 12. Rfe1 Nc7 13. h3 Nh6 14. Ne4 Be6



15. Ng3 1-0

D3. Nimzovitch Defence



Surprising numbers of master games in the 1.e4 e5 2. Nf3 Nc6 openings actually start 1. e4 Nc6 2. Nf3 e5. Not what I recommend...

1. e4 Nc6 2. d4 d5 3. Nc3 dxe4

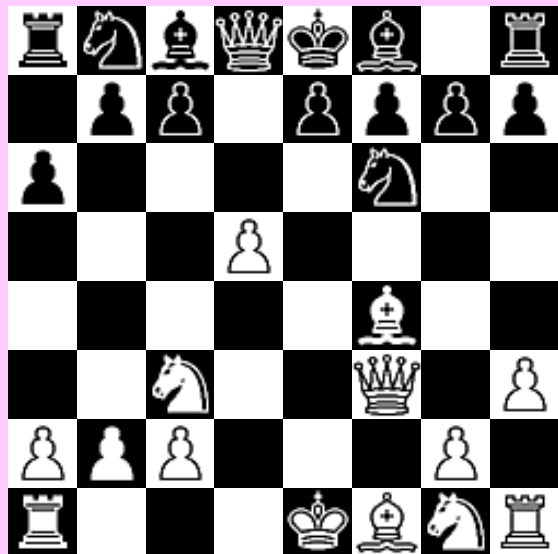
[3... e6 4. e5 is The Guimard Variation, a poor line of the French where Black can hit at the centre only by losing time with the Knight to play ...c5, or risk exposing the King with ...f6]

4. d5



4...Ne5

[4... Nb8 5. f3 exf3 6. Qxf3 Nf6 7. Bf4 a6 8. h3



+ -]

5. Qd4

[5. f3 and 5. Bf4 are alternatives]

After 5. Qd4 White has a nice game.

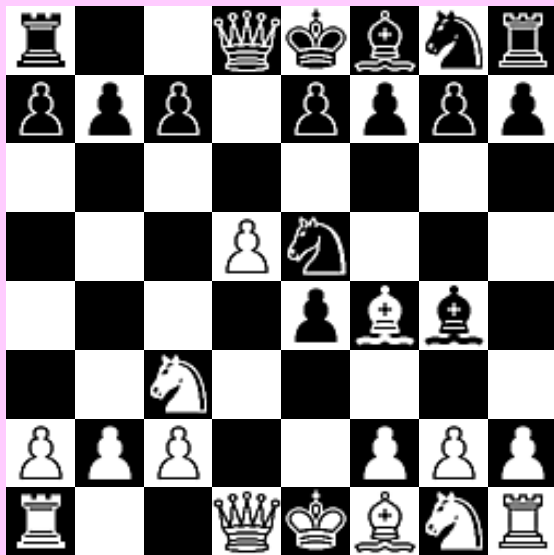
Example games D3

Goring - NN, Berlin, 1890[B00]

1. Nc3 Nc6 2. d4 d5 3. e4 dxe4 4. d5 Ne5

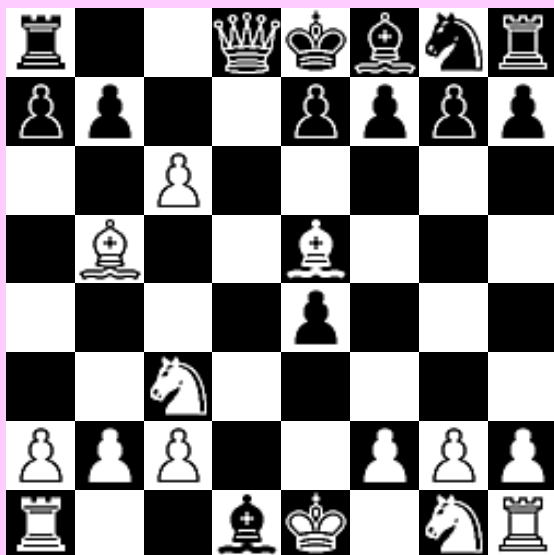
After an unusual start we arrive at the usual Nimzovitch line

5. Bf4 Bg4



Black provokes a great combination

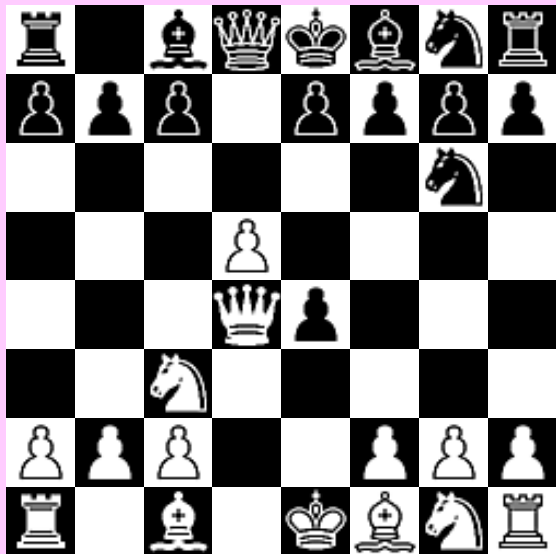
6. Bxe5 Bxd1 7. Bb5+ c6 8. dxc6



8... Bg4 9. cxb7+ Bd7 10. Bxd7+ Kxd7 11. O-O-O+ Ke6 12. Rxd8 Rxd8 13. b8=Q 1-0

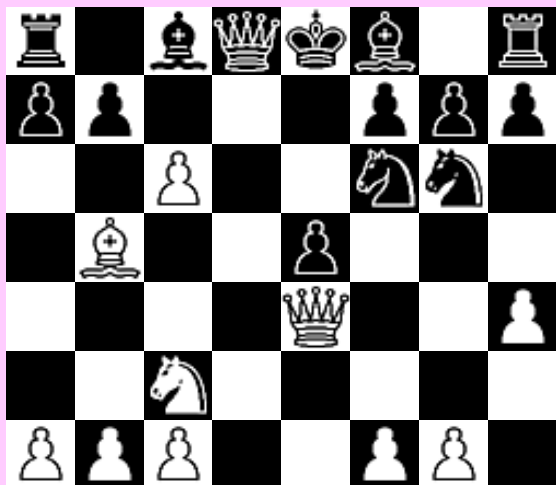
Schlenker, Rainer - Fuchs, D, Germany, 1985 [B00]

1. Nc3 Nc6 2. d4 d5 3. e4 dxe4 4. d5 Ne5 5. Qd4 Ng6



Again the Nimzovitch arises by transposition.

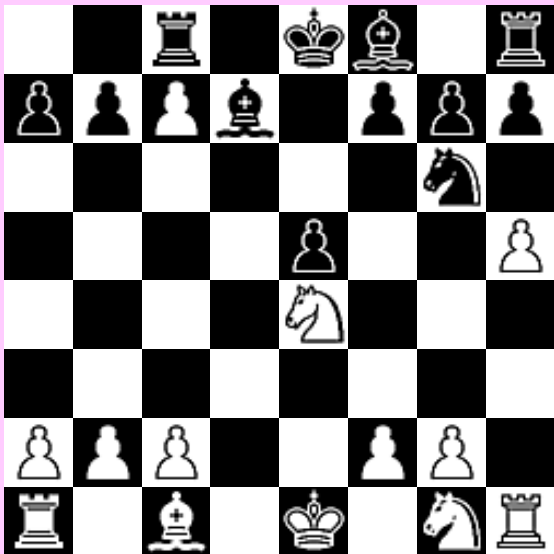
6. h4 e5 7. Qxe4 Nf6 8. Bb5+ c6 9. dxc6





Another Queen sacrifice!

9... Nxe4 10. c7+ Qd7 11. Bxd7+ Bxd7 12. Nxe4 Rc8 13. h5



Which way should the knight jump?

13... Ne7 14. Nd6# 1-0

Not that way!



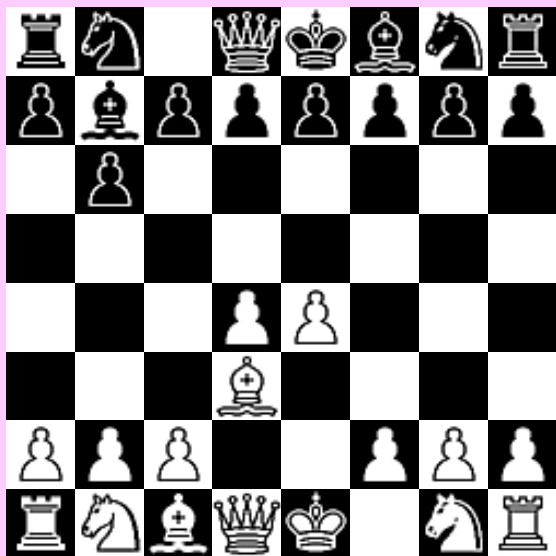
D4. Other defences

Rarer continuations include

D4(a) 1...b6 (*Owen's Defence*

which can be met with by

2. d4 Bb7 3. Bd3



Black can probably develop each piece but will have trouble finding a middle-game plan. If the centre is blocked with ...d5, then the Bb7 will suffer, and if the centre is left flexible, Black's cramped pieces may be overrun by White's pawns belting down the centre.

It was discovered that

3...

f5

4. exf5 Bxg7 5. Qh5+ g6 6. fxg6 Bg7 7. gxh7+ Kf8 8. Nf3!

(8. hxg8+ is actually better for Black because White must now lose a move: 9. Qg4 Bxh1, 10. h4 Bd5! 11. h5 Be6-, but 8. Ne2 may also be a strong move)

8...Nf6 9. Qg6! is probably a win for White (9...Bxh1 10. Bh6! or 9...Bxf3 10. Rg1).

So 3. Bd3 is more likely to be met with by

3...e6,

when

4. c4!

is a good reply - 4...f5 doesn't obviously lose but is still currently uncomfortable for Black.

1. e4 b6 2. d4 Bb7 3. Bd3

Nc6

may be best for Black, although White is still better (

D4(b) St.George's Defence 1...a6,

The idea of this move, popularised by Mike Basman, is that in the Owen's lines, the ...f5 sacrificial line is awful and others may lead to your Nf6 getting squashed by e5 Nd5 and c4.

So ...a6 and ...b5 hopefully gives more chances to fight back in the gambit lines, and gives an outpost on d5 if White plays e5. It all looks a bit loose to me, and some of the middle-game awkwardness of the Owen's Defence still holds.

I have always thought

1...a6

deserves to be met with a straight

2. c4 when the gambit 2...b5 3. Bxb5 Bb7 looks easily contained after 4. d3!

More natural is:

2. d4 e6

Now 3. Nc3 or 3. Bd3 lead to normal positions.

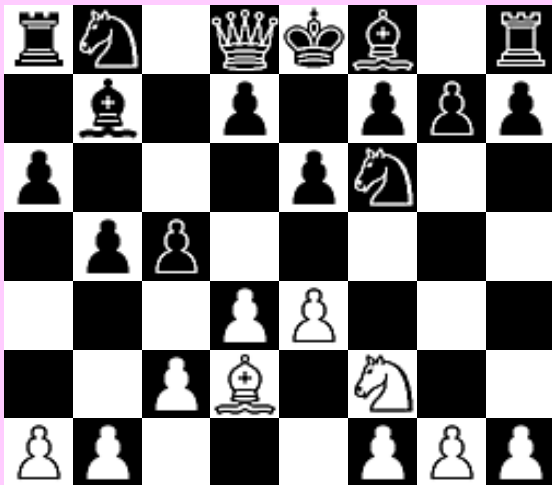
But you might fancy 3. Be3 (to slow up ...c5) 3...Bb7 4. f3 when Black is short of obvious counterplay and White may start to fancy 5. c4!. If you grab the c5 pawn, remember, the best way to treat a gambit is to be prepared to return the material to mess up your opponent's position.

1... e6 2. d4 a6 3. Bd3



Basman has often played

3...b5 4. Nf3 Bb7 5. O-O c5 6. c3 Nf6 7. Re1





...which he calls the Main Line. Now he has tried

7... h6

Why on earth should he do this? Well, after

7... Qb6

[7... Nc6? 8. d5 exd5 9. exd5+ Ne7 10. d6]

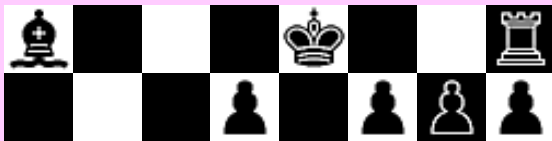
8. a4 cxd4 9. cxd4 Nc6 10. axb5

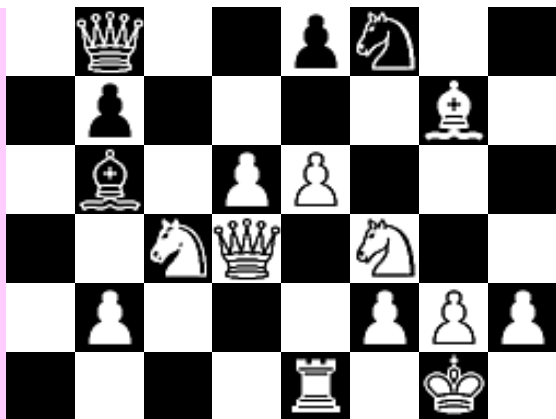


10... Nb4 11. Nc3 Nxd3 12. Qxd3 axb5 13. Rxa8+ Bxa8 14. Bf4

[14. Bg5 b4]

14...Bb4 15. Bg5!





Black was under a lot of pressure in Nicholson-Basman 1980. Black recovered but I can't fancy Black's position]

Alternatively

[7... Be7 8. Nbd2 Nc6 9. e5 Nd5 10. dxc5 Bxc5 11. Ne4 Be7 12. a4 Qb8 13. Bg5 f6

[13... Nxe5 14. Nxe5 Qxe5 15. Nf6+]

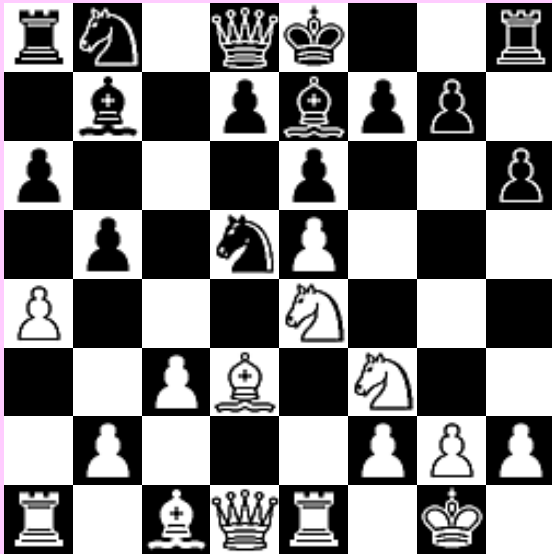
14. exf6 gxf6 15. Bh4



and Black is very loose, as in Lewis-Basman 1980]

In each line Bg5 was a big headache, so Basman, never deterred, tried 7...h6

8. Nbd2 Be7 9. e5 Nd5 10. dxc5 Bxc5 11. Ne4 Be7 12. a4



Often an awkward move to meet

12... bxa4 13. Rxa4 Qc7 14. Bb1 Nb6 15. Nd6+ Bxd6 16. exd6 Qd8 17. Rg4



Hennigan-Basman 1991; White won quickly.

D4(c) the *Borg Defence* 1. e4 g5



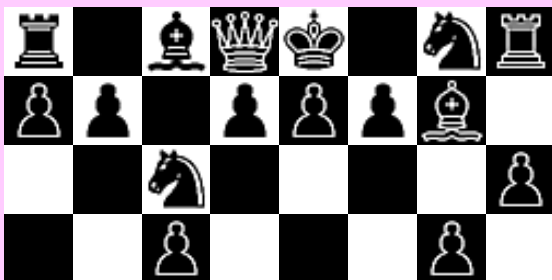
(Borg=Grob reversed) which can be met by

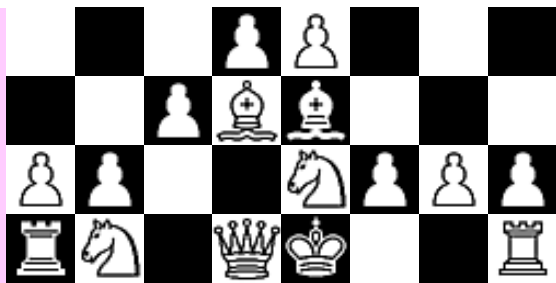
2. d4 h6 3.

Bd3

d6

[or 3... Bg7 4. Ne2 c5 5. c3 Nc6 6. Be3





Keene

6... cxd4 7. cxd4 Qb6 8. Nbc3 Nxd4 9. Nd5!]

4. Ne2

e.g.

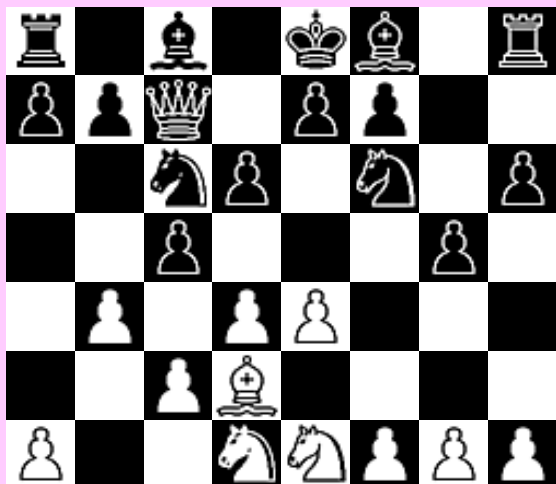
4...c5

Now

5. dxc5 dxc5 6. Ng3 Nc6 7. O-O Nf6 8. Re1 +/-

or

5. c3 Nc6 6. O-O Nf6 7. Nd2 Qc7 8. b4





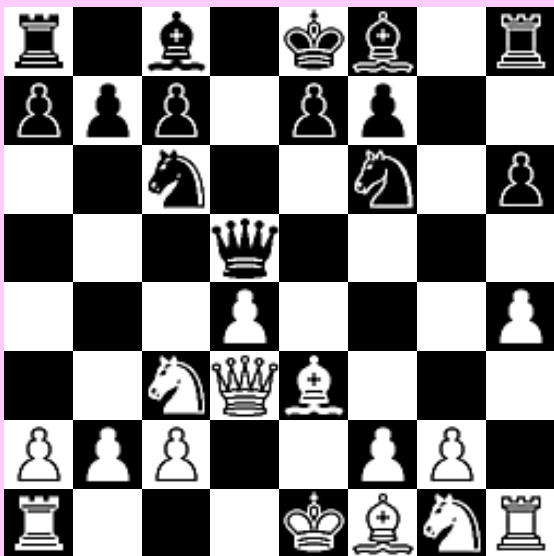
Nunn-Basman 1980; ...1-0

An alternative treatment is

[3. h4 g4

[3... gxh4 4. Nf3]

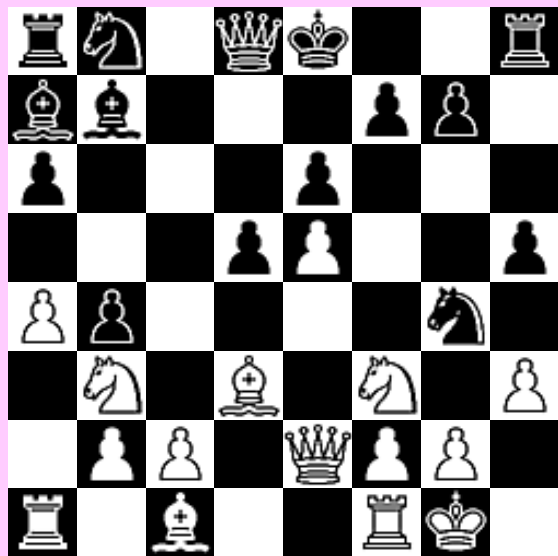
4. Qxg4 d5 5. Qf3 dxe4 6. Qxe4 Nf6 7. Qd3 Nc6 8. Be3 Qd5 9. Nc3



Example games D4

|He   iga  Acca  do,  oma, 199

1. e4 a6 2. d4 b5 3. Nf3 Bb7 4. Bd3 Nf6 5. Qe2 e6 6. a4 c5 7. dxc5 Bxc5 8. Nbd2 b4 9. e5 Ng4 10. O-O d5 11. Nb3 Ba7 12. h3 h5



A hasty sacrifice

13. Bg5! Qc7 14. hxg4 hxg4 15. Nfd4 g3 16. Rae1 gxf2+ 17. Rxf2 Nd7 18. Nxe6 Qb6 19. Ned4 Nc5 20. Qf3 Qc7 21. Nxc5 Bxc5 22. c3 Kf8 23. Ne6+ 1-0

A dismal game for Black.



Regis, D - Dansey, P, 1993

Please forgive this one of mine but it's the only 'belt down the centre' example I have.

1. e4 e6 2. d4 a6 3. Nf3 b5 4. Bd3 c5 5. c3 Bb7 6. O-O Nf6 7. Re1

[7. Qe2 c4]

7... Be7

[7... h6 Basman]

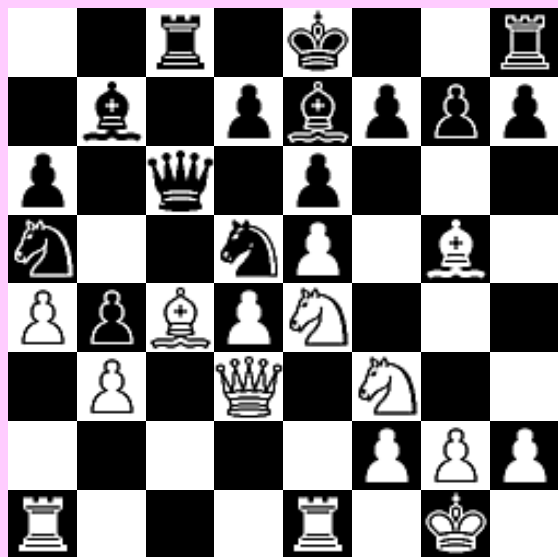
8. Nbd2 Nc6 9. a4 b4 10. e5 ?!

[better 10. dxc5 first, or maybe 10. Nb3 !?]

10... Nd5 11. Ne4 cxd4 12. cxd4 =+

[12. c4 Nb6 13. b3 was an interesting sacrifice that I didn't have the courage for]

12... Qb6 13. Bc4 Na5 14. b3 Rc8 15. Qd3 Qc6 16. Bg5



[16 ... Nxc4 probably wins a safe pawn! - 16. Bxd5 Qxd5 was the only way to hang on to it]

16... f5

[16... Nxc4 17. Bxe7 Kxe7 18. bxc4 Qxc4 19. Qd2 Qc7 20. Nd6 Rb8 21. Qg5+ with probably not enough compensation]

17. exf6 Nxf6 18. Bxf6 gxf6 19.d5

with the lines opening against the Black King, the rest is a rout.

19...Qc7 20. dxe6 Bxe4 21. exd7+ Qxd7 22. Qxe4 Nxc4 23. bxc4 Kf7 24. Rad1 Qc7 25. Qe6+ Ke8 26. Qxf6 Rf8 27. Qe6 b3 28. Ne5 1-0

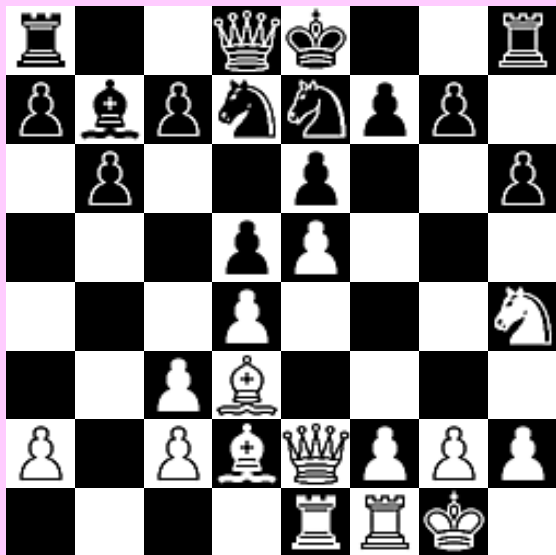
[28. Ne5 Rf6 29. Qg8+ Rf8 30. Qxh7 b2 31. Qg6+]

Caillet - Paul, Paris, 1989

1. e4 e6 2. d4 b6 3. Bd3 Bb7 4. Nc3 Bb4 5. Nf3 Nf6 6. Qe2 h6

Black will regret this move...

7. O-O Bxc3 8. bxc3 d6 9. e5 Nd5 10. Bd2 Ne7 11. Rae1 d5 12. Nh4 Nd7



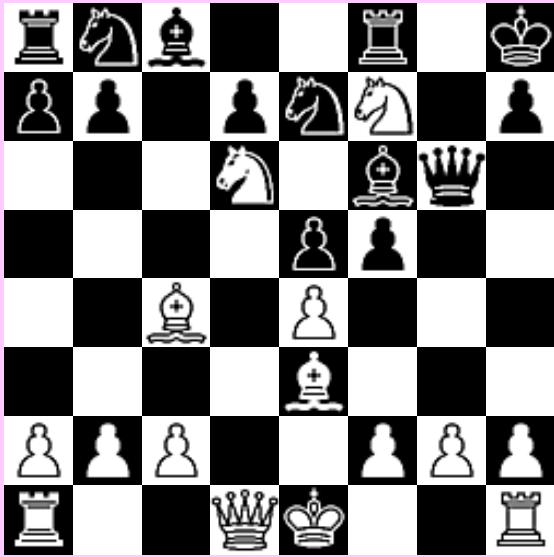
A model position for White; the advance of the f-pawn decides because of the weakness on g6.

13. f4 c5 14. f5 c4 15. fxe6 cxd3 16. Qh5 g6 17. exf7+ 1-0

17... Kf8 18. Bxh6+ Rxh6 19. Qxh6# 1-0

Erben - Foerster, 1989

1. e4 g5 2. d4 Bg7 3. Bxg5 c5 4. Be3 cxd4 5. Bxd4 e5 6. Be3 Ne7 7. Nc3 O-O 8. Nf3 f5 9. Bc4+ Kh8 10. Ng5 Qe8 11. Nb5 Qg6 12. Nd6 Bf6 13. Ngf7+



1-0

E. A repertoire for attacking the unusual 1...e5 defences

I assume you will aim for the

Giuoco Piano

, an opening I expect you won't tire of for a year or two.

1. e4 e5 2. Nf3

This is the natural follow-up, developing the Knight to its best square and attacking the Black e-pawn. Good alternatives include 2. f4 (

King's Gambit

) and 2. Bc4 (

Bishop's Opening

), although the

Vienna Opening

2. Nc3 has rather fallen from favour.

Black has all sorts of alternatives in reply to 2. Nf3, most of which needn't delay us for long. The

Queen's Pawn Counter-Gambit

(or

Elephant Gambit

) 1. e4 e5 2. Nf3

d5

can be met by 3. exd4 e4 4. Qe2 and 5. d3. The

Damiano Defence

1. e4 e5 2. Nf3

f6

is refuted by 3. Nxe5! Qe7! 4. Nf3 and now both 4...

Qxe4

+ 5. Be2 and 4...

d5

5. d3 dxe4 6. dxe4 Qxe4+ 7. Be2 leave White about to go further ahead in development with Nc3.

The most important deviations are:

Hungarian Defence with 3...Be7

Petroff's Defence 2...Nf6

This is my current recommendation for junior players against the 1. e4 player; please refer to the separate booklet.

Philidor's Defence 2...d6

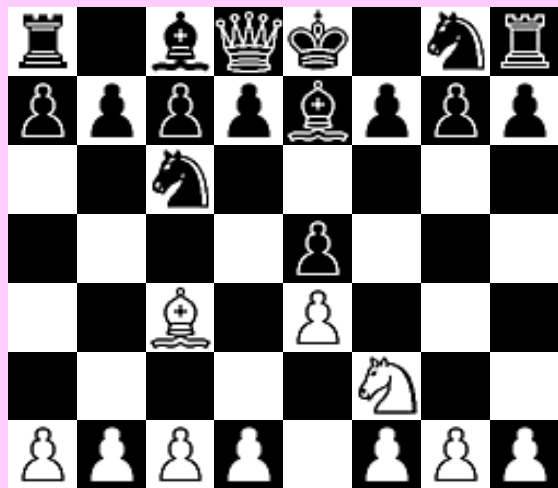
This is probably the strongest of the non-standard defences, and is practiced by many strong county players.

Latvian Gambit 2...f5

It is claimed by Levy and Keene that this defence can be defeated by learning the lines that follow 3. Bc4

E1. Hungarian Defence

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7





This is a solid but passive defence with links to

Philidor's Defence

. It is quite in order to play

4. d4 d6

and now the books say play

5. h3,

though Spassky (an attacking player) recommends

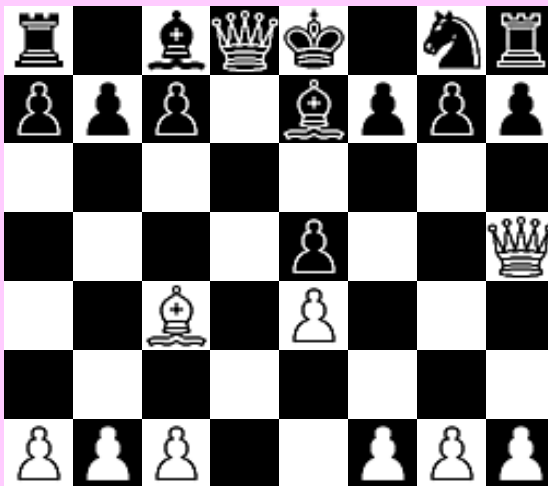
5. Nc3

and Mednis (an endgame specialist) recommends

5. dxe5.

I think this is the easiest.

Now 5...Nxe5? 6. Nxe5 dxe5 7. Qh5!





!wins a pawn so the line goes

5...dxe5 6. Qxd8+ Bxd8 7. Nc3.



White can complete development with Be3 and O-O, and should aim to keep pieces on with a3 and/or h3. White can then try to open lines to exploit the space advantage and get the rooks into play.

Another line quoted by Mednis is 5. exd5 exd5 6. Bd5!? Bd6 7. Ng5! Nh6 8. c3!

E2. Philidor Defence

1. e4 e5 2. Nf3 d6

Now play

3. d4

when Black has a choice between 3...Nd7, 3...Nf6 and 3...dxe4. 3...f5 is occasionally played, too.

E2.1 Philidor Defence with 3...Nd7

1. e4 e5 2. Nf3 d6 3. d4 Nd7

4. Bc4

This line gives Black all sorts of headaches:

E2.1.1 Philidor Defence with 4...Be7

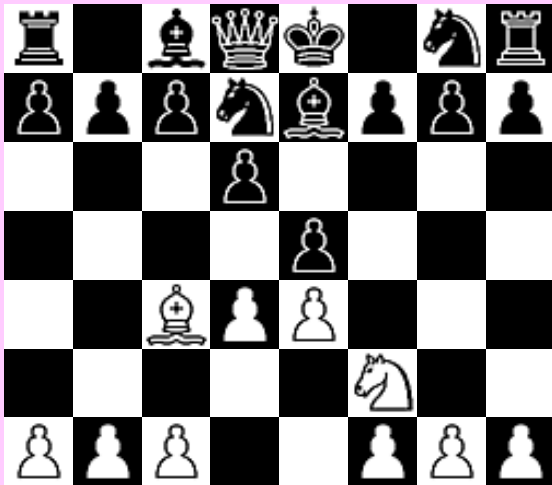
1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 Be7

You can now win a pawn with

5. dxe5 Nxe5

(not 5...dxe5?? 6. Qd5!)

6. Nxe5 dxe5 7. Qh5!





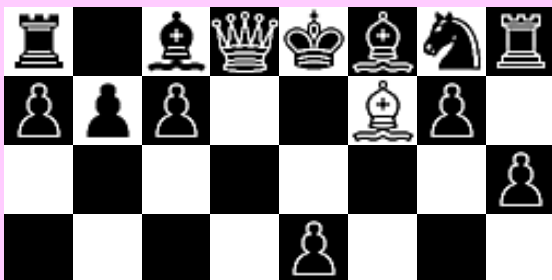
E2.1.2 Philidor Defence with 4...h6

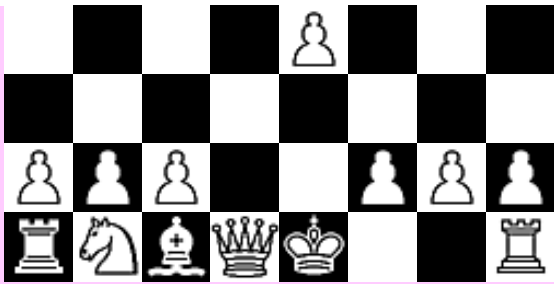
1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 h6



Now

5. dxe5 Nxe5 6. Nxe5 dxe5 7. Bxf7+!





wins a pawn

Or

5. dxe5 dxe5 6. Bxf7+! Kxf7 7. Nxe5+ Kf6 8. Qd4

with a deadly attack.

E2.1.3 Philidor Defence with 4...Ngf6

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 Ngf6



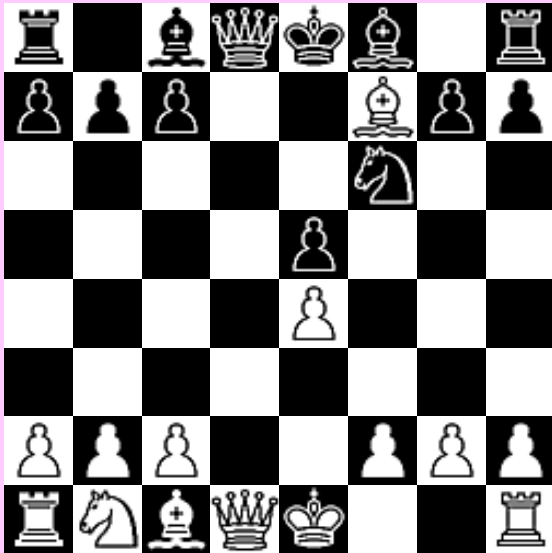
Now

5. dxe5 Nxe5

(not 5...dxe5 6. Ng5!)

6. Nxe5 dxe5 7. Bxf7+

wins a pawn:

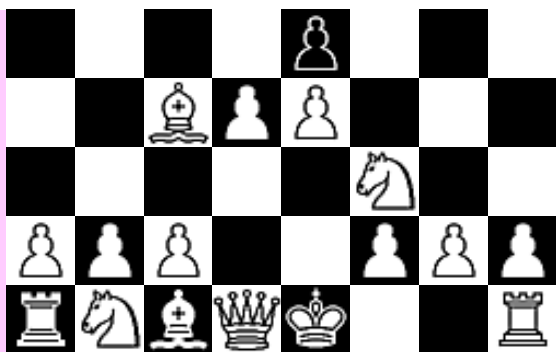


7...Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2

E2.1.4 Philidor Defence with 4...c6

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6





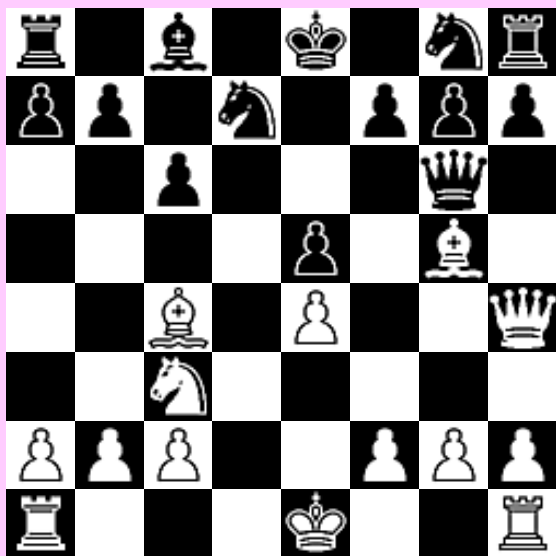
This is the only way to survive, but White can still press hard with 5. Nc3. After 5...h6 6. a4! is the way to keep the edge. A well-known line goes:

5. Nc3 Be7 6. dxe5 dxe5 7. Ng5 Bxg5

(7...Nh6 8. Ne6! wins)

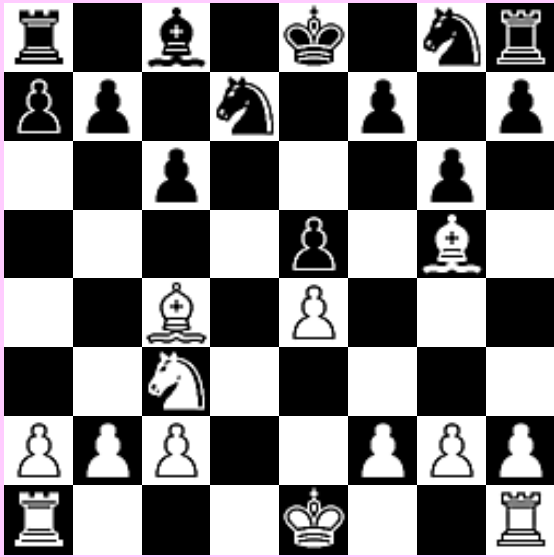
8. Qh5 g6

(or 8...Qf6 9. Bxg5 Qg6 10. Qh4 +-)



Schlechter-Alekhine 1910)

9. Qxg5 Qxg5 10. Bxg5.



This position is much easier to play for White, and when it has been reached White players have a huge plus score from here. White will play O-O-O and double rooks on the d-file. There is no way for White to penetrate further than playing Rd6 just yet, but b2-b4-b5 should either win the c6 pawn or produce the exchange ...cxb5, Nxb5 with huge pressure.

E2.2 Philidor Defence with 3...Nf6



The counterattack on the e-pawn gives Black a moment to get organised.

After

4. Nc3 Nbd7 5. Bc4 Be7



and now

6.

dxe5

(BCO gives 6.Ng5!?),

then

6...

dxe5

? seems to be a mistake because of 7. Ng5 O-O 8. Bxf7+ Rxf7 9. Ne6 Qe8 10. Nc7 Qd8 11. Nxa8. Now after 11...b5 12. Nd5! should win. Instead

6...

Nxe5

7. Nxe5 dxe5 7. Qxd8+

or 7. Qe2

gives White the edge. Moves like Rd1 or O-O and f4 will keep Black sweating for some time to come.

E2.3 Philidor Defence with 3...exd4

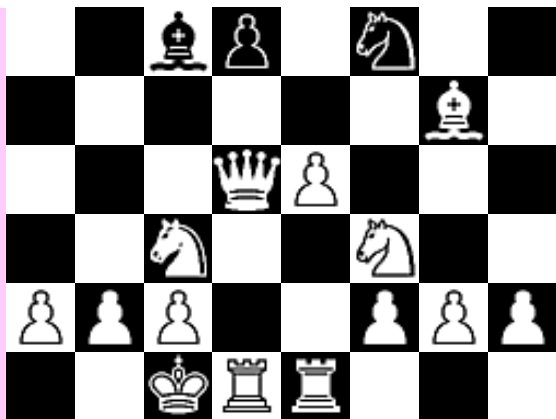


Generally this gives Black a long-term space problem, and White can play 4. Nxd4, 5. Bc4, 6. O-O, 7. Re1 and so on without difficulty.

The line 4. Nxd4 g6 imitates the sharp Dragon Variation of the Sicilian but while White can still execute the standard attack on the Black King's-side (f3, Be3, Qd2, O-O-O, h4-h5, Bh6, etc.), the absence of a half-open c-file for Black makes the counterattack more difficult to get going.

Another way to play for White (as in the famous game Adams-Torre) is 4. Qxd4 Nc6 5. Bb5 Bd2 6. Bxc6 Bxc6 7. Nc3 Nf6 8. Bg5 Be7 9. O-O-O O-O 10. Rhe1





with attacking chances.

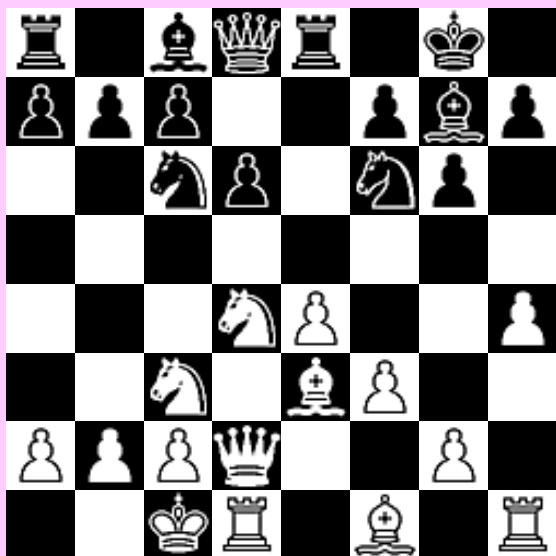
4. Nxd4 g6 5. Nc3 Bg7 6. Be3 Nf6 7. Qd2 O-O 8. O-O-O Re8

or 8...Nc6 9. f3 Nxd4 10. Bxd4 Be6 11. g4 +/- BCO2

9. f3 Nc6

[now 10. g4 is given in BCO2, e.g. 10...Ne5 11. Be2 a6 12. Bh6 Bh8 13. h4 b5 13. h4 b5 14. Bg5 c5 15. Nf5! gxf5 16. gxf5 Bb7 17. Bh6 +/-, Owen-Wrinn corr. 1985]

10. h4 !?



10... Ne5

[10... h5 should also lead to a speedy attack against the black king after, say, Bg5 and a later g4. If you aren't sure about this, play 10. g4]

11. h5 Nxh5

[11... c5

[what else?]

now 12. Nb3 intending 13.Qxd6 or 13.Nxc5]

E2.4 Philidor counter-gambit 3...f5

1. e4 e5 2. Nf3 d6 3. d4 f5

BCO2 denies all knowledge of this option. I discover Tony Kosten covered it in " **Winning with the Philidor** ." He calls it " *Mestel's Variation* " after JM's use of it at the European Junior Championships in the 1970s.

Kosten gives a couple of lines like:

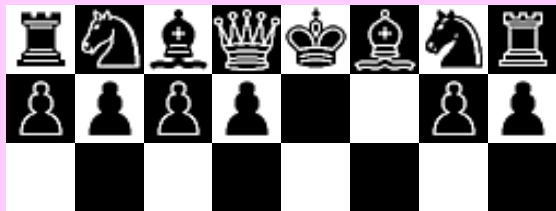
[4. exf5 e4 5. Ng5 Bxf5 6. Nc3 d5 7. f3 e3 8. Bxe3 h6 9. Nh3 Bxh3 10. gxh3 Be7 11. Bf2 Bf6 12. Qd2 Ne7 13. O-O-O Nbc6 "... reasonable play for the pawn" KOSTEN]

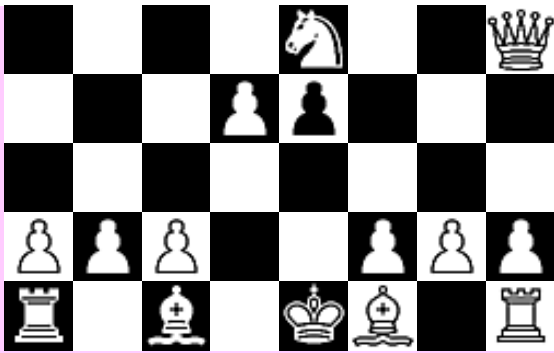
[or 4. dxe5 fxe4 5. Ng5 d5 6. e6 Nh6 7. Nc3 c6 8. Ngxe4 dxe4 9. Qh5+ g6 10.Qe5 Rg8 11. Bg5 Bg7 12. e7 Qd5 !

Murey's move, which again Kosten reckons is OK for Black.]

But Fritz dismisses the whole thing with

4. Nc3 fxe4 5. Nxe4 d5 6. Nxe5! dxe4 7. Qh5





e.g. 7...g6 8. Nxc6 hxg6 9. Qxc6!? Kd7! 10. Qf5+ Ke8 11. Qe5, getting the rook AND the pawn, with enduring discomfort for the Black King]

E3 Latvian Gambit 2... f5



3. Nxe5

This is the simplest way to gain the advantage

[Keene and Levy claim a win for White after 3. Bc4 fxe4 4. Nxe5 Qg5, but there is much to study here and Black players are

likely to be better rehearsed in the traps]

3... Qf6 4. d4 d6 5. Nc4 fxe4 6. Nc3

White has a simple advantage

Example Games E

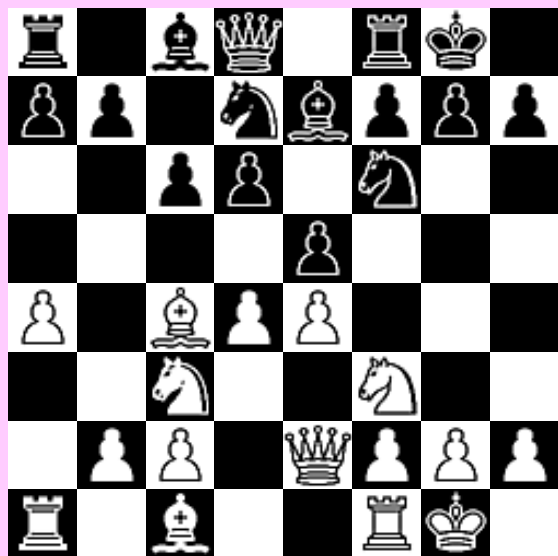
Darned if I could find any recent games in any of these lines. When they occur White GMs tend to avoid any theory (in case of improvements) and just play solid, hoping the inferior moves chosen by Black will prove disadvantageous in any line.

Alekhine - Marco, Stockholm, 1912

1. e4 e5 2. Nf3 d6 3. d4 Nf6 4. Nc3 Nbd7 5. Bc4 Be7 6. O-O O-O 7. Qe2

[7. h3 is better we now think]

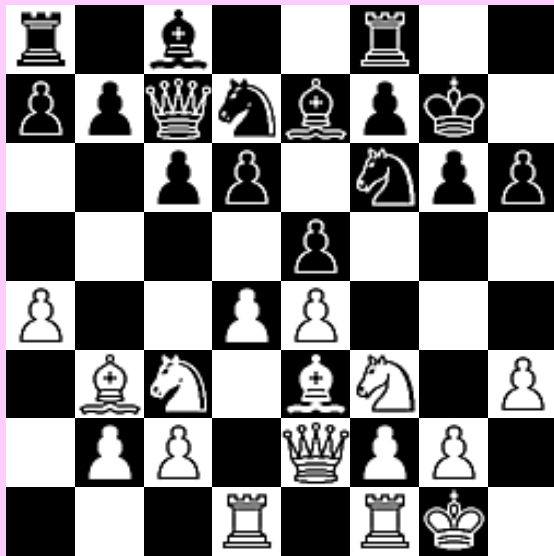
7... c6 8. a4



White is not so much concerned for promoting his own position as restricting his opponent's. This is not a totally easy thing to

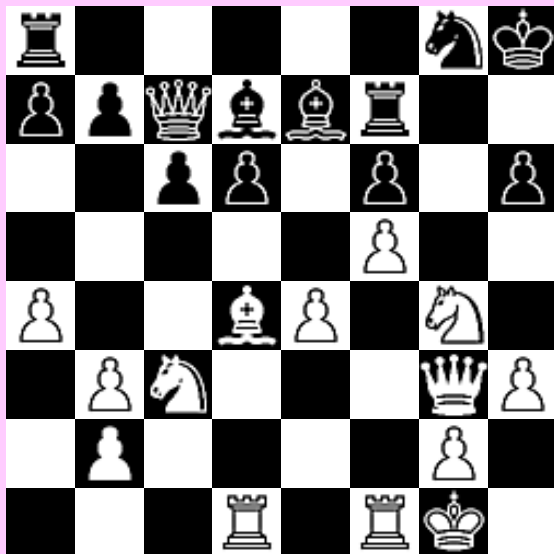
do, and you may see good Black players adopt the Philidor to keep the pieces on and the game closed.

8... h6 9. Bb3 Qc7 10. h3 Kh7 11. Be3 g6 12. Rad1 Kg7



all that to get the Rf8 into play

13. Nh2 Ng8 14. f4 f6 15. Qg4 exd4 16. Bxd4 Nc5 17. f5 Nxb3 18. Qxg6+ Kh8 19. cxb3 Bd7 20. Qg3 Rf7 21. Ng4



With the threat of e5

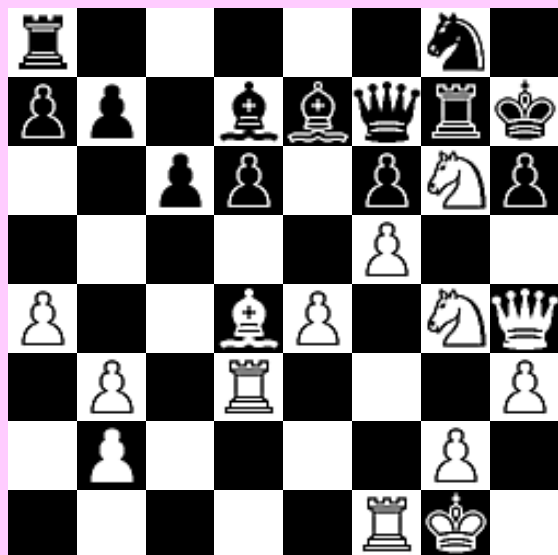
21... Qd8 22. Ne2

Aiming at e6

22... Rg7 23. Nf4 Qe8 24. Qh4 Qf7 25. Rd3

Going for mate, rather than winning the pawn at h6

25... Kh7 26. Ng6



With the striking idea Rf4 and Nxh6, Nxh6; Qxh6+ Kxh6; Rh4+ Kg5 and mate follows

26... Rxc6 27. fxc6+ Qxc6 28. Bxf6 Bxc6 29. Bxe7 Re8 30.Rxd6

The White pieces close in for the kill

30... Qg7 31. Bf6 Nxf6 32. Rxf6

1-0

Index of games

Ourmet,J - Cierniak,P (1) Paris, 1989

Iskov,G - Woge Nielsen,J, it, Kobenhavn, 1989

Karaklajic,N - Marjanovic,Z (3) Pula, 1990 [B02]

Lendwai - Neckar,L, Nova-Park/SW,2,21, 1989 [B02]

Madl,I - Guadalpi,D (1) Val-Thorens, 1989 [B02]

Weiss,M - Shields,P (5), Chicago, 1989 [B02]

Kavalek-Andersson 1978

De Armas,A - Jensen,C (7) Novi, 1990 [B18]

Haas,C - Trachsel, Arosa, 1990 [B18]

Rodriguez,Danie - Ruxton,K (6) WchJ, 1989 [B18]

Schlindwein,R - Hugger,M (1) Badenweiler, 1990 [B18]

Zuber,M - Halmkin,P (Exeter Vs Teignmouth, 1995)

Alekhine - Fahrni, Mannheim, 1914

Cid,M - Araya,R (4) Copa, 1989[C13]

Djurhuus,R - Minero,S (7) Santiago, 1990[C13]

Sokolov - Shemiakin, T, Simferopol, 1989[C13]

Zeh,H - Bahry,J, Baden-Baden, 1989[C13]

Miles - Reefschlager, Porz, 1982

Conejero,J. M - Perez Torres,J [C15], Valencia

Ristic,Nen - Sanchis, A [C15], Chartres

Westerinen,H - Bergsson,S [C15], Gausdal

Abdulla,M - Khechen,N [C15], Novi

Castillo,O - Segovia,J [C15], WchJ

De Eccher,S - Schneiders,A [C15], Lugano

Tarrasch - Mieses[C30], Berlin Match (3) , 1916

Hort,V - Rota [B07], Aachen/SW,16,18

Christ,R - Kljako,D [B07], it, Biel

Knippel,M - Stratmann,B [B08], NRW

Adams,M - Wolff,P [B07], London

Lane,G - Saucey,M [B07], Royan

Chacon,E - Blazquez,J. L [B07], Alicante

Basman-Stean,Hastings 1974

Georgiev,Kr - Feher,G [B30], Cappelle

Smirin,I - Nun, Ji [B30], Polanica

Bogumil - Sarosi [B30], Budapest

Lazarevic,M - Maric,D (6) Pula, 1990[B02]

Van der Vaeren - Savva, Haifa, 1989[A00]

Hill,S - Wright,A , ch-AUS/SW,5,18, 1989[B21]

Campora,D. H - Shirazi,A , Ch New York (open), 1989[B21]

Ekebjerg,Ove (2580) - Van Manen,Gerben (2580) cr Blass-mem, 1990[B07]

Mednis-Vadasz 1978

Bareev - Norwood, Marseilles, 1990[B09]

Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23]

Hebden - Large, British Ch'p, 1982[B21]

Plaskett - Howell, British Ch'p, 1983[B21]

Ekebjerg,Ove - Danner,Georg, cr Nielsen-mem, 1987

Hodgson - Nunn, Aaronson Open, 1978[B23]

Spassky - Geller, Candidates, 1968

Psakhis - Kasparov, La Manga, 1990 [compare B23]

Smyslov - Romanishin, Moscow, 1976 [B23]

Belavanets - Bronstein 13th USSR semi-final, 1941

Petrosian - Pachman, Bled, 1961

Kaufuss,H - Diaz,Joa.C (4) Hessen-ch, 1989[B02]

Fischer,Robert J - Fauber,Richard Milwaukee Northwestern, 1957

Fischer - Ibrahimoglu, Siegen, 1970

Hennigan - Hastings, Dundee, 1993

Ciocaltea - Kozma, Sochi, 1963

Fischer,RJ - Geller,U, Natanya, 1968

Bronstein - Uhlmann, Moscow, 1971

Fischer - Miagmasuren, Sousse, 1967

Fischer - Ivkov, Santa Monica, 1967

Short - Donner, Amsterdam, 1982 [B07]

Fischer,Robert J - Sherwin,James T, New Jersey, 1957

Smyslov - Botvinnik, USSR Ch, 1955

Yudasin-Jukic, Bern 1989

Dvoretsky - Vulfsson, USSR, 1986

Karlsson - George, Torbay, 1994[B40]

Van Geet - Guyt [A00] Paramaribo, 1967

Brouwn,Arnold - Perrenet,Jacob cr, 1971

Ekebjærg,Ove - Strand,Torger cr Nielsen-mem, 1987

Leeners - Simon, Netherlands, 1979

Van Geet,Dick - Van der Zijpp,B, Haarlem, 1991

Suba,M - Bellon, Bucharest, 1978[A00]

Ratsch - Schwarz, DDR tt, 1969 [A00]

Schlenker,Rainer - Zimmermann,G, Heidelberg, 1985[A00]

Staples,M - Lee,G, England, 1976[A00]

Van Geet,Dick - Lee, Wijk aan Zee III, 1979[A00]

Tong,Y - Webster,A [B08], Ch World Cadet's (under 18), Singapore

Bousum,J - Forbis,R [B08], It (open), Chicago

Goring - NN, Berlin, 1890[B00]

Schlenker,Rainer - Fuchs,D, Germany, 1985 [B00]

Hennigan - Accardo, Roma, 1990

Regis,D - Dansey,P, 1993

Caillet - Paul, Paris, 1989

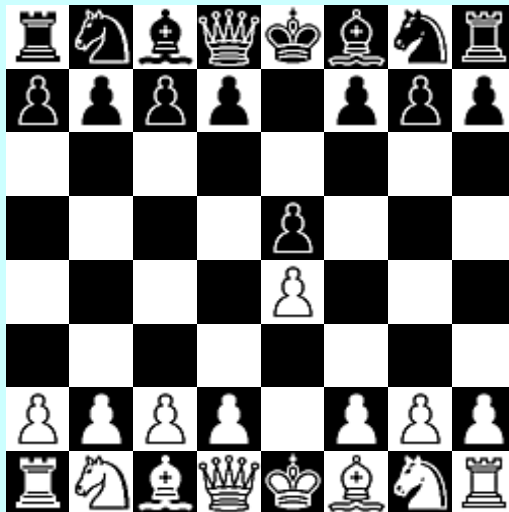
Alekhine - Marco, Stockholm, 1912

Back to [Chess Coaching Page](#)

This document (wh_v_odd.html) was last modified on 18:16 08/12/99 by

[Dr. Dave](#) 

Exeter Chess Club: Playing Black in e - pawn games



An Exeter Junior Chess Club booklet

Edition 2., December, 99

Bibliography:

Kasparov/Keene, *Batsford Chess Openings*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Walker, *Chess Openings for Juniors*

Various magazines and other books

I. Introduction

I.A.

II. Analysis

III. Less usual tries for White

III.A. The Vienna Opening, 2. Nc3

III.A.1. Vienna Gambit, 3. f4

III.A.2. Vienna Game with 3. g3

III.A.3. Vienna Game with 3. Bc4

III.B. Bishop's opening, 2. Bc4

III.C. The King's Gambit, 2. f4

III.C.1. King's Bishop's Gambit, 3. Bc4

III.C.2. King's Knight's Gambit, 3. Nf3

III.D. Centre Game & Danish Gambit, 2. d4

III.D.1. Centre Game, 3. Qxd4

III.D.2. Danish Gambit, 3. c3

IV. **White plays 2. Nf3**

IV.A. .. Nc6

IV.B. Ruy Lopez, 3. Bb5

IV.B.1. The Exchange variation 4. Bxc6

IV.B.1.a) Old main line 5. d4

IV.B.1.b) Barendregt line 5. O-O

IV.B.2. Lopez Four Knights' Variation, 5. Nc3

IV.B.3. The Andersson-Steinitz line, 5. d3

IV.B.4. Open Morphy Variation with 5... Nxe4

IV.B.5. Cordel Defence 3...Bc5

IV.B.6. An alternative to the Open Morphy: Archangel Variation with 5...b5

IV.B.6.a) Archangel with 7. d4

IV.B.6.b) Archangel with 7. c3

IV.B.6.c) Main line Archangel with 7. Re1

IV.C. 3. d4 Scotch Game and gambits

IV.C.1. Scotch Game with 5. Be3

IV.C.2. Scotch Game with 5. Nb3

IV.C.3. Scotch And Goring Gambits

IV.D. 3. Bc4

IV.E. Two Knight's Defence, 3... Nf6

IV.E.1. The Max Lange Attack 4. d4

IV.E.1.a) Max Lange with 5... Nxe4

IV.E.1.a)(1) Sacrificial 7. Nc3

IV.E.1.a)(2) Tricky 7. Bxd5

IV.E.1.b) Max Lange with 5... Bc5

IV.E.2. Main line Two Knights' with 4. Ng5

IV.E.3. Closed variation with 4. d3

IV.E.4. Two Knights' with 4. Nc3

V. Example Games

V.A. Max Lange Attack

V.A.1. Euwe - Reti (Amsterdam) 1920

V.A.2. Estrin - Riskin (Moscow) 1963

V.B. Main Line Two Knights' Defence

V.B.1. Bibikov - Neishtadt (USSR) 1946

V.B.2. Hoffer-Unknown, 1913

V.C. Wilkes-Barre Variation

V.C.1. Neikirch - Halir (Corr) 1969

V.C.2. Estrin-Zaitsev, 1969

V.C.3. Estrin-Weiss, 1972

V.C.4. Kunz-Hentzgen, Corr. 1973

V.C.5. Wirtz - Fahnenschmidt (Marburg) 1955

V.C.6. Neikirch-Halir 1969

I. Introduction

The two general opening rules are:

Rule 1: Develop as fast and as actively as you can

Rule 2: Get a stake in the centre, and try to stop your opponent

What does this mean in the e-pawn openings?

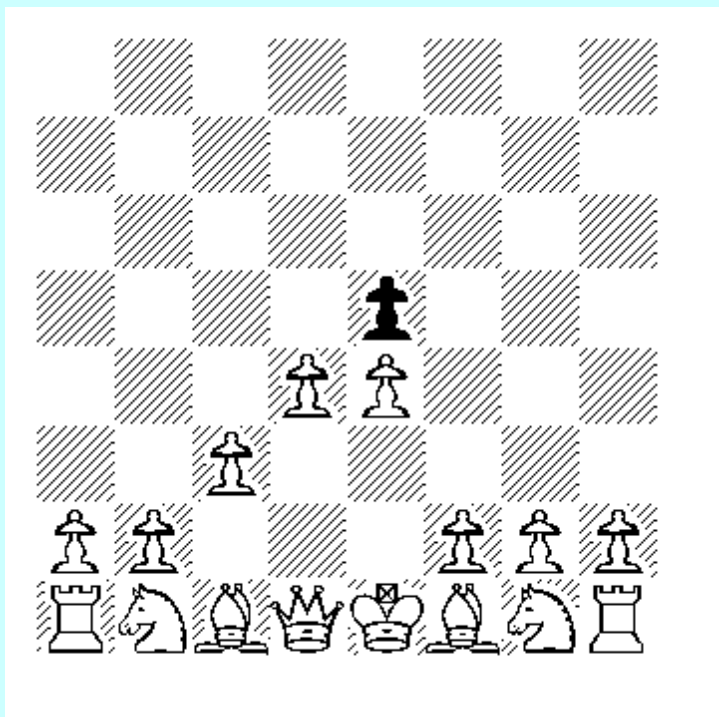
Plan A for White:

try and build a big centre with c3,d4 etc.

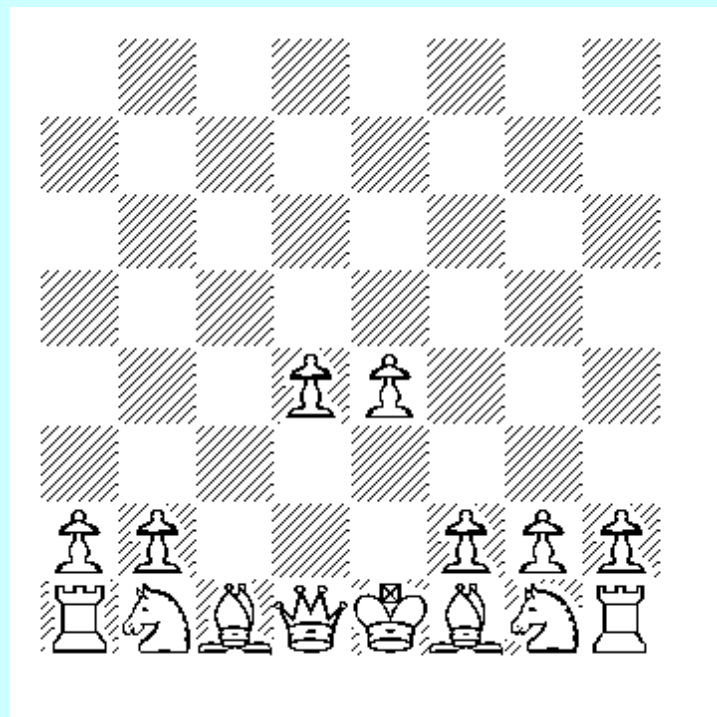
try and destroy Black's hold in the centre with f4 or d4

You can see that the move d4 may do both: after ...exd4, cxd4 Black's centre pawn has disappeared and White has the perfect pawn centre. This is the worst case for Black

White's pawn centre plan



White's perfect centre



Plan A for Black:

Rule 1: develop as fast as you can

Rule 2: try to hang on to your own stake in the centre, or at least make sure you destroy White's as well.

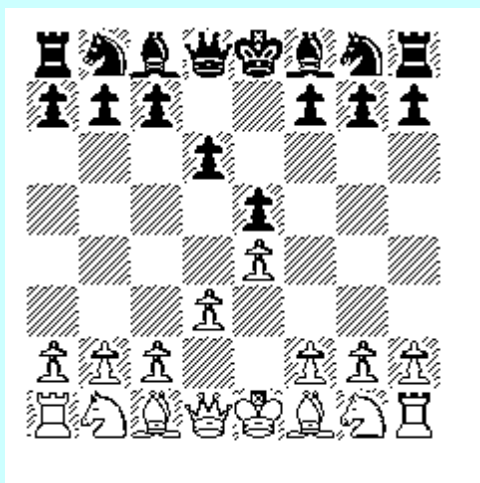
Both sides may be able to maintain the e-pawn centre with pawns on e4/e5, or these may disappear and both sides have a central d-pawn (d4/d5). Lastly, all four central pawns may vanish. In each case Black should have equal play.

if White doesn't do much, grab as much of the centre as you can

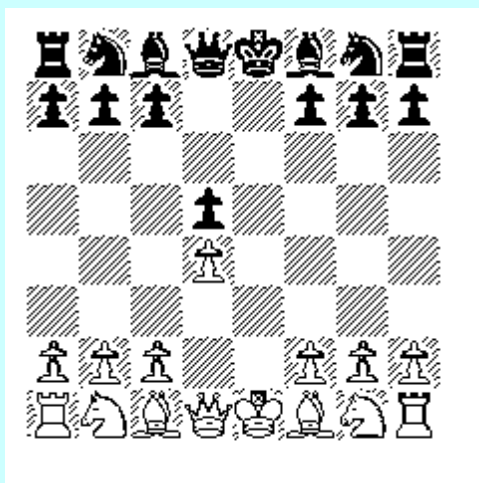
Again, the move ...d5 often forms part of Black's plans. If Black can play this in safety, you will usually have

equalised at least.

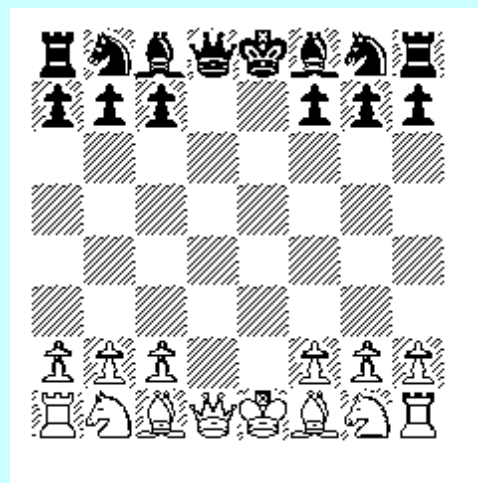
e-pawn centre



d-pawn centre



vanished centre



With or without the d-pawns the natural break is f4/...f5, and either side can hope to plant a Knight on f4/f5.

The open e-file usually means exchanges of the heavy pieces, as neither side can afford to abandon control of the file. The right square to plonk a Knight is e4/e5

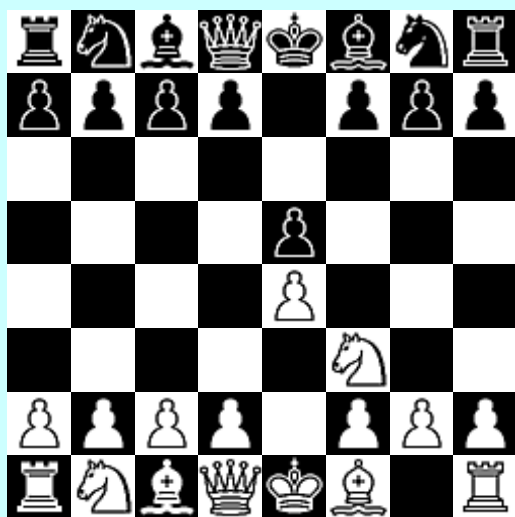
With both files open exchanges are likely, and unless one side can seize the centre by force, or has the two bishops, play is drawish.

So, let's have a look at some variations.

I.A.

II. Analysis

1. e4 e5 2. Nf3



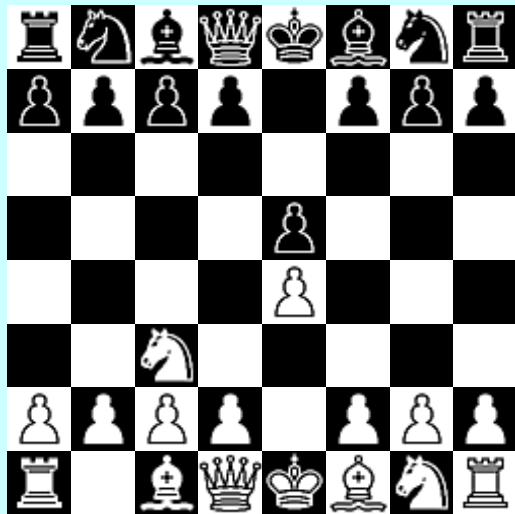
The commonest and probably the best move here, but there are alternatives. We divide this booklet into:

White plays 2. Nf3

Less usual tries for White

III. Less usual tries for White

III.A. *The Vienna Opening, 2. Nc3*



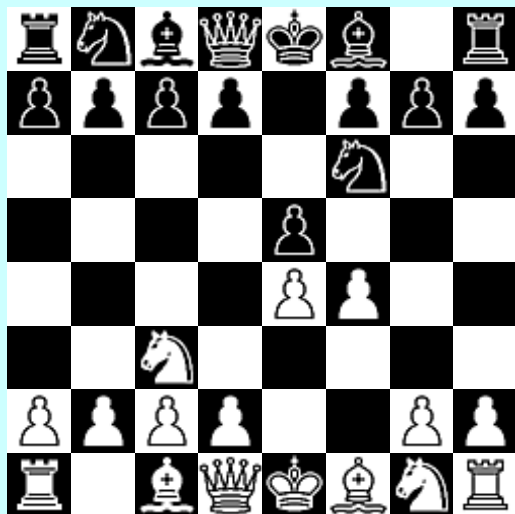
This old move is not bad: it threatens nothing but holds up Black's ...d5, and leaves open the possibility of 3. f4. How should Black reply?

2... Nf6

This is Rule 1: develop as fast and as actively as you can

White has several choices here: 3. f4, 3. Bc4 and 3. g3 are common

III.A.1. **Vienna Gambit, 3. f4**



3... d5

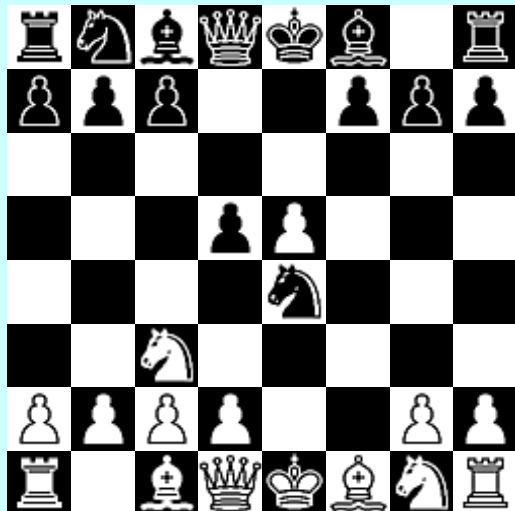
And this is Rule 2: keep hold of your share of the centre, or hit back with ...d5. [The move 3...d6 looks half-right, but blocks in the Bf8 and gives up on playing ...d5. 3...d5 is all right.]

Now you should get an equal game, although, as always, you must be careful.

4. fxe5

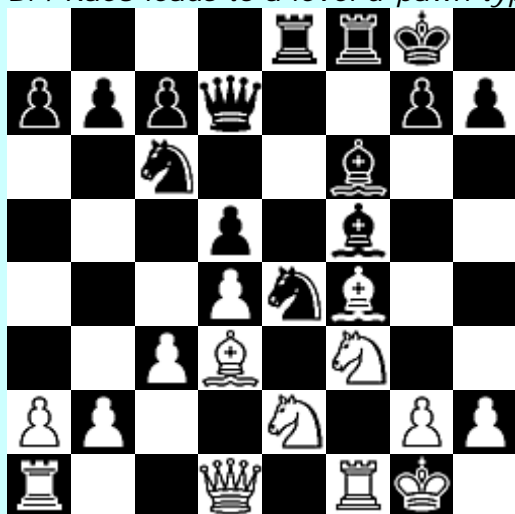
[4. exd5 exf4 5. d4 Bd6 6. Qe2+ Kf8! Inkirov-Pinter, 1982. BCO2 give this as a slight edge to Black]

4... Nxe4



5. d3

[Natural development by 5. Nf3 Be7 6. d4 O-O 7. Bd3 f5 8. exf6 Bxf6 9. O-O Nc6 10. Ne2 Bf5 11. c3 Qd7 12. Bf4 Rae8 leads to a level d-pawn type of centre



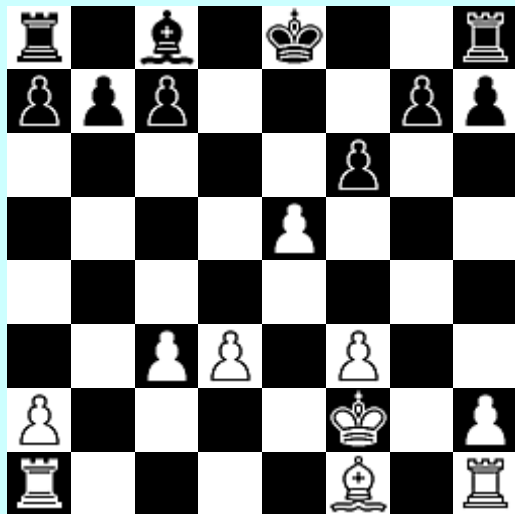
Now after 5. d3 Black can simplify carefully and gain equality:

5... Nxc3 6. bxc3 d4

6...Be7 is more solid-looking, perhaps

7. Nf3 Nc6 8. cxd4 Nxd4

[Instead 8... Bb4+ 9. Bd2 Bxd2+ 10. Qxd2 Nxd4 11. c3 Nxf3+ 12. gxf3 Qh4+ 13. Qf2 Qxf2+ 14. Kxf2 f6 is level:



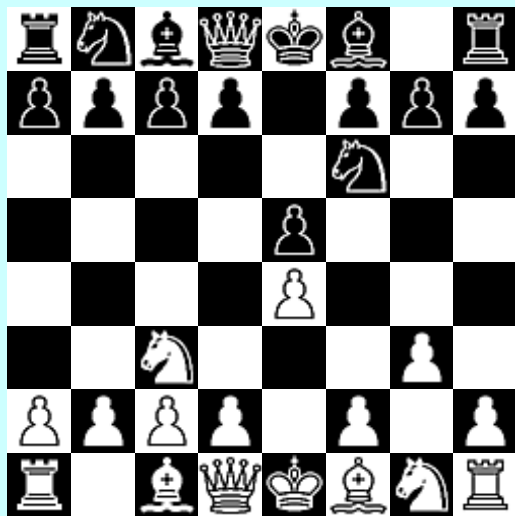
]

9. c3 Nxf3+ 10. Qxf3 c6 11. d4 Qh4+ 12. g3 Qg4 13. Bg2 Qxf3 14. Bxf3 Be6

with a level endgame; not much chance for Black to win in this line I'm afraid.

III.A.2.

Vienna Game with 3. g3



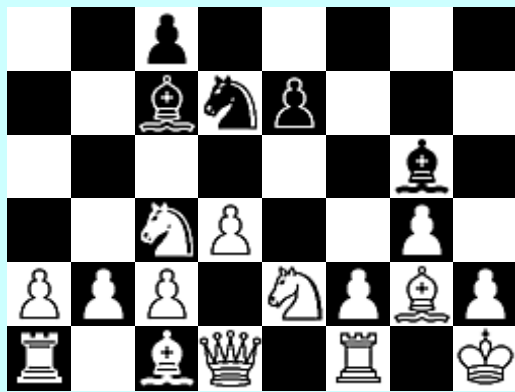
This line was fashionable amongst masters a few years ago. White isn't doing much, so just follow rules one and two: first develop:

3... Bc5 4. Bg2 O-O 5. d3 Re8

Then hit back with ...d5.

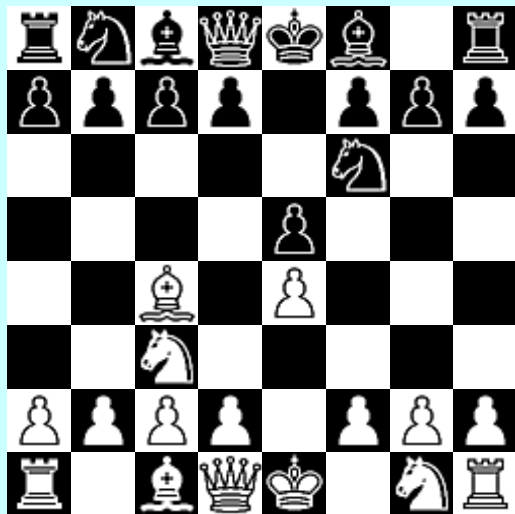
6. Nge2 c6 7. O-O d5 8. exd5 Nxd5 9. Kh1 Bg4 =





with a level game, as in Portisch-Toran 1961.

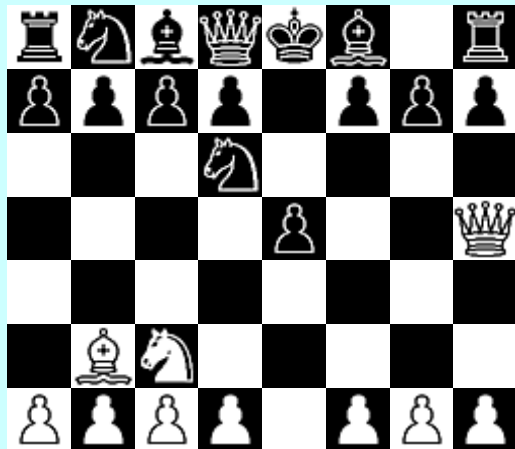
III.A.3. Vienna Game with 3. Bc4



If White plays this I recommend you reply

3... Nc6

[There is an exciting line 3... Nxe4 4. Qh5 Nd6 5. Bb3



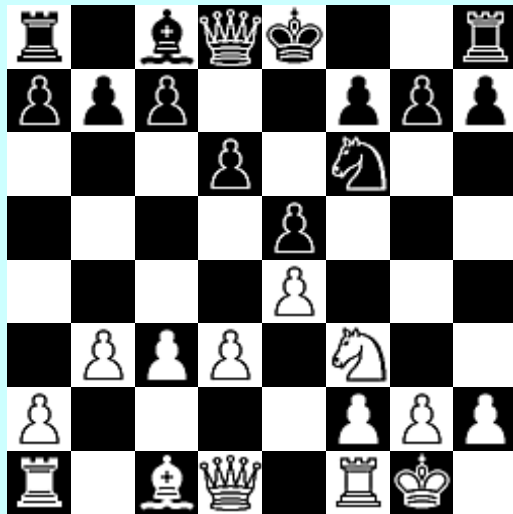


when Black can survive with ... Be7, but I don't think you should let White get into this line]

4. d3 Bb4 5. Nf3 d6 6. O-O Bxc3 7. bxc3 Na5

[Fritz reckons you should play 7... h6]

8. Bb3 Nxb3 9. cxb3



When play is level.

III.B. *Bishop's opening, 2. Bc4*



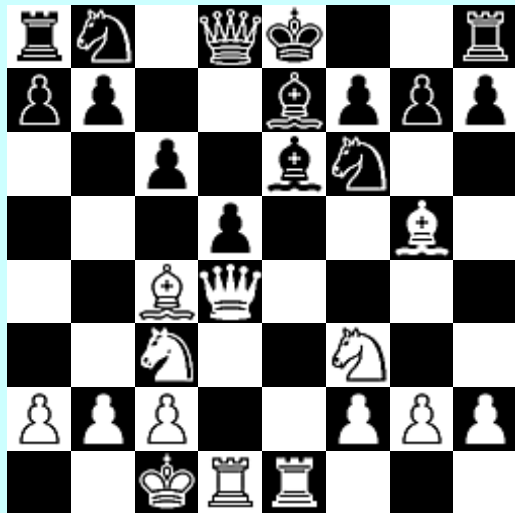
This became fashionable as a way of avoiding the Petroff. The right move is:

2... Nf6

Now White's most common move is:

3. d3

[The line 3. d4 exd4 4. Nf3 is the dangerous Urusoff Gambit 4...Nxe4 when 5. Qxd4 Nf6 6. Bg5 Be7 7. Nc3 c6 8. O-O-O d5 9. Rhe1 Be6 leads to a strong attacking game for White



Simply 4... Nc6 5. O-O transposes to the Two Knights' lines below]

3... Nc6 4. Nf3

This transposes to a quiet line of the Italian (*Giuoco Piano/Two Knights'*) group of openings

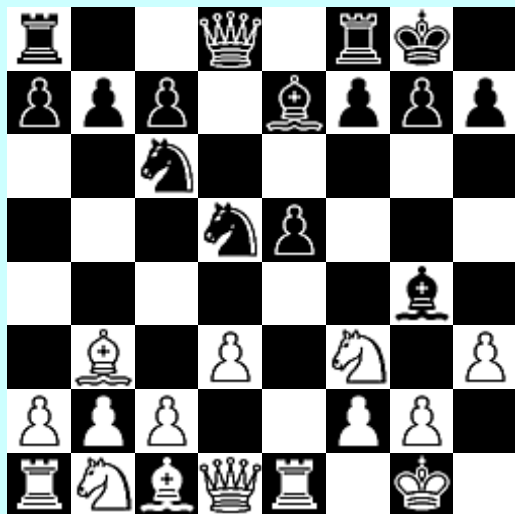
[4. f4 is the only attempt to be original, but is a poor version of the King's Gambit where White has been committed to d2-d3. One line might go:

4...exf4 5. e5 d5 6. exf6 dxc4 7. fxg7 Bxg7 8. Bxf4 cxd3 9. cxd3 Qe7+ 10. Ne2 Bxb2, when White is in all sorts of trouble]

4... Be7 5. O-O O-O 6. Bb3

Having developed quickly, you are now ready for:

6...d5 7. exd5 Nxd5 8. Re1 Bg4 9. h3

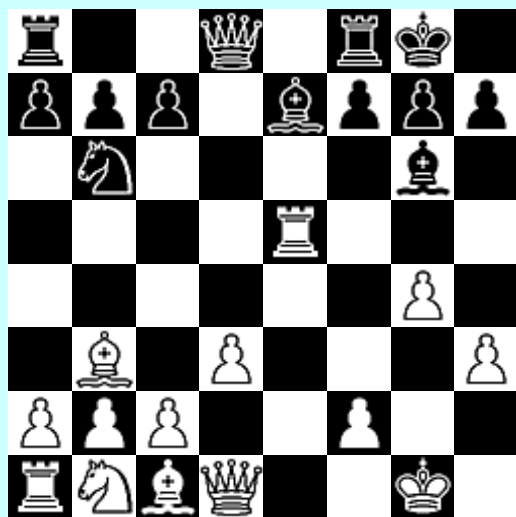


Now, the book line goes:

9... Bh5 10. g4 Bg6 11. Nxe5 Nxe5 12. Rxe5,

when BCO2 gives:

12...Nb6!=



Dolmatov-Chekhov, 1981.

This is a move Gary Lane ignores in his popular book.

But Lane does suggest the magnificent mess starting:

9... Bxf3

e.g.

10. Qxf3 Nd4 11. Qxd5

Qxd5 12. Bxd5 Nxc2

If you prefer this sort of game, this is a nice try.

III.C. *The King's Gambit, 2. f4*



Emanuel Lasker, world champion after Steinitz, said that gambit pawns should always be taken if you haven't

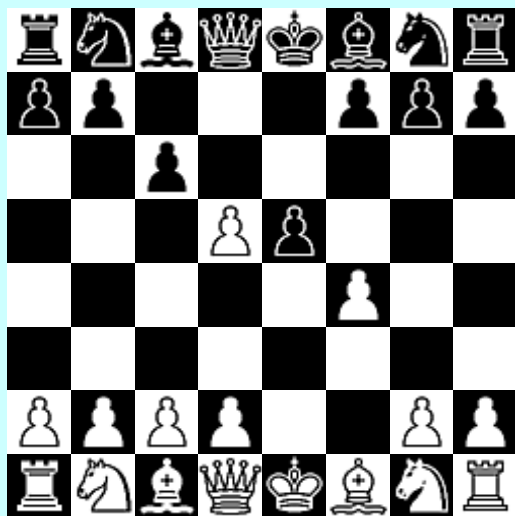
broken any opening rules. He adds, you take them, not to hang on to them, but to make your opponent waste time and energy getting the pawn back. Meanwhile, you can develop and prepare to hit back.

This is good advice, but just as in the Vienna Gambit, we will also look quickly at a line with ...d5.

2... d5 3. exd5

Now you can try the relatively unanalysed 3...c6

3...c6



The Nimzovitch counter-gambit; 3...e4 is the old Falkbeer counter-gambit. Either way you get a good gambit line of your own against the King's Gambit. But Lasker would undoubtedly play:

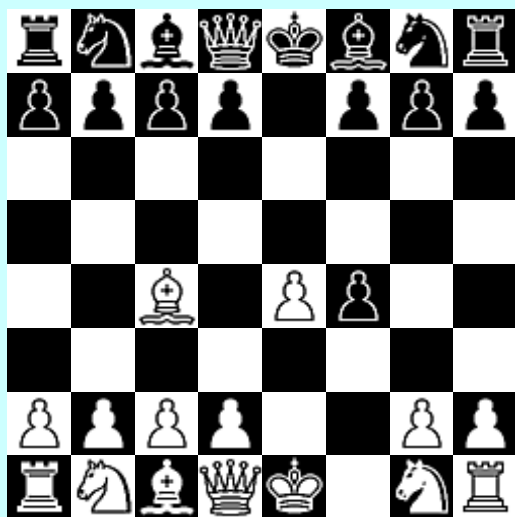
2... exf4

Now White has two main ways of continuing:

(a) King's Bishop's Gambit, 3. Bc4

(b) King's Knight's Gambit, 3. Nf3

III.C.1. King's Bishop's Gambit, 3. Bc4



Black can play simply

3... Nf6 (Rule 1)

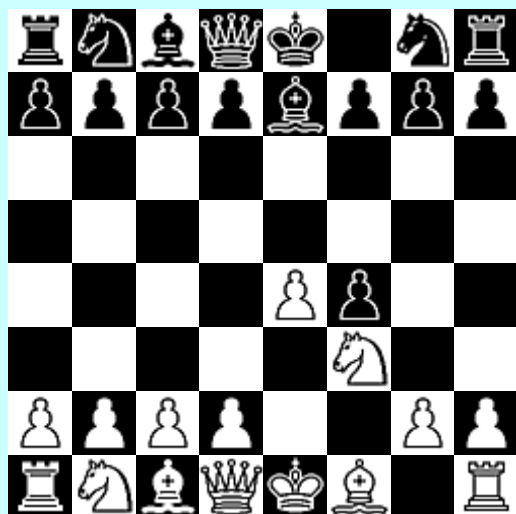
4. Nc3 c6 (Rule 2)

with good chances.

III.C.2. King's Knight's Gambit, 3. Nf3

I have always liked

3... Be7



This Cunningham Variation reinforces the ancient weakness on the e1-h4 diagonal, and covers the e-file.

4. Bc4

Now 4...Bh4+ is a fair try, but it's easier to go

4...Nf6 5. e5

Alternatives include

[5. Nc3 c6]

[5. O-O d5]

but these should cause you no trouble. After 5. e5

5... Ng4 6. O-O d6

Black has an equal game.

III.D. Centre Game & Danish Gambit, 2. d4



Don't mess around, just play

2... exd4

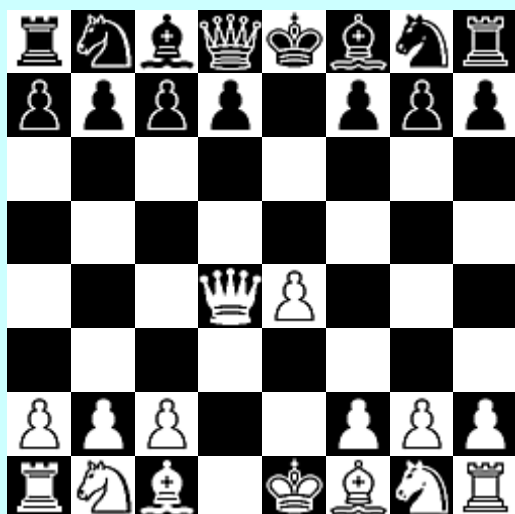
Now White has a choice:

(a) Centre Game, 3. Qxd4

(b) Danish Gambit, 3. c3

or White can try to transpose into the Scotch with 3. Nf3.

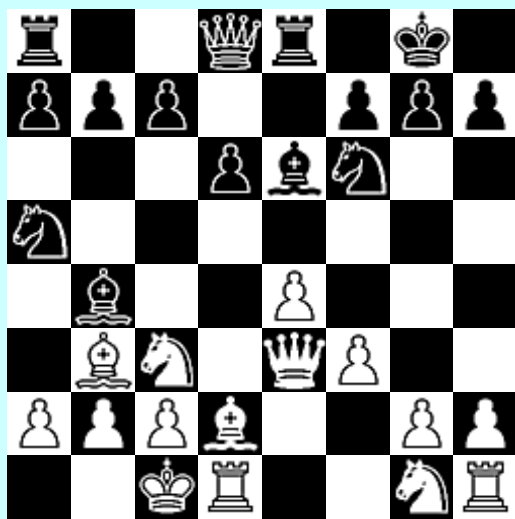
III.D.1. Centre Game, 3. Qxd4



This exposes the Q to attack, when it is hard to find a good retreat.

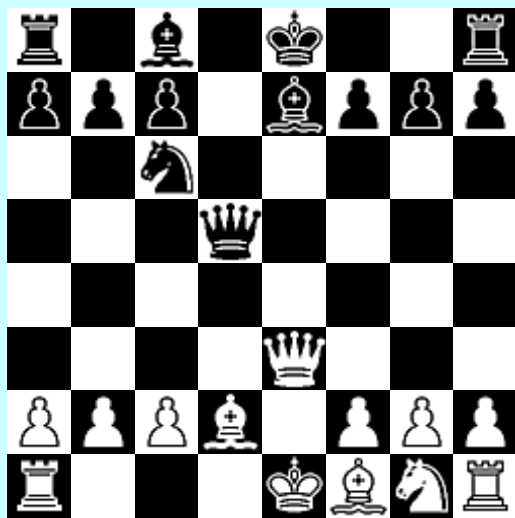
3... Nc6 4. Qe3 Nf6 5. Nc3 Be7

[or 5... Bb4 6. Bd2 O-O 7. O-O-O Re8 8. Bc4 d6 9. f3 Na5 10. Bb3 Be6 =+]



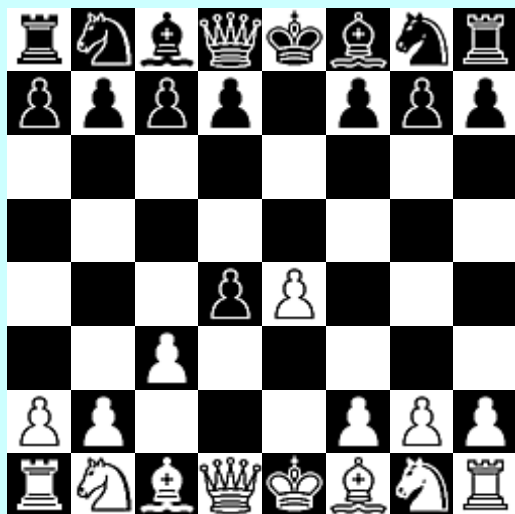
with slight advantage to Black, according to BCO2]

6. Bd2 d5 7. exd5 Nxd5 8. Nxd5 Qxd5



Black is ahead in development, which makes the opposite-side castling difficult to play for White. The game is equal.

III.D.2. Danish Gambit, 3. c3

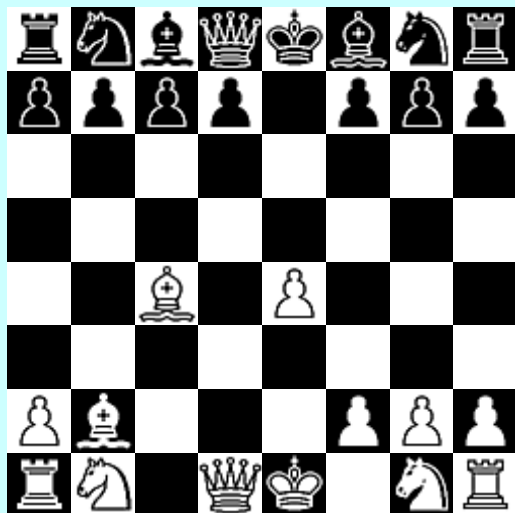


3... dxc3 (Lasker!)

[Although 3... Qe7 is an interesting way of declining]

Now 4. Nxc3 is a sort of 'half-Danish', and is likely to transpose to the Goring Gambit, dealt with under the Scotch Game section below. The Danish proper is:

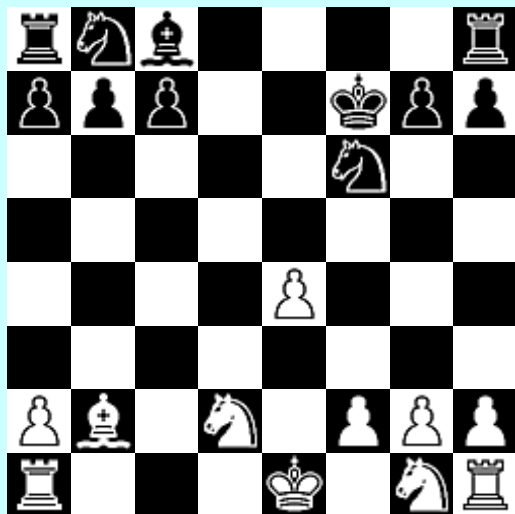
4. Bc4 cxb2 5. Bxb2



When White has a genuinely dangerous lead in development. Correct technique here is to return some of the material to get your own development back on track.

5... d5 6. Bxd5 Bb4+

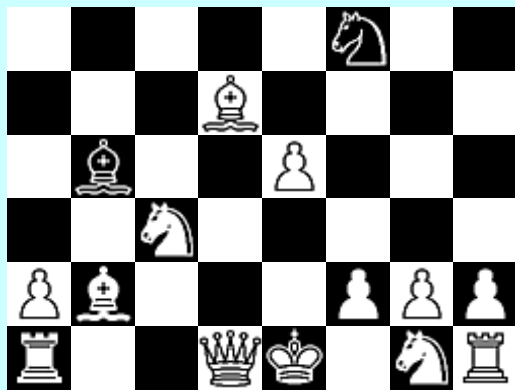
[or 6... Nf6 7. Bxf7+ Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2



is a level ending with rival majorities, and is as good try to win as any for Black.]

7. Nc3 Nf6





when Black has good chances of an advantage - either securing the two bishops in an open position, or developing quickly and then keeping the pawn. If you find yourself as Black thinking about odd or cramped moves just to try and hang on to the pawn, my advice is: let it go.

IV. White plays 2. Nf3

The best reply, is, of course:

IV.A. .. Nc6

White has a few different tries here, the main ones being

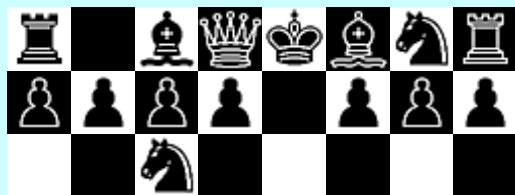


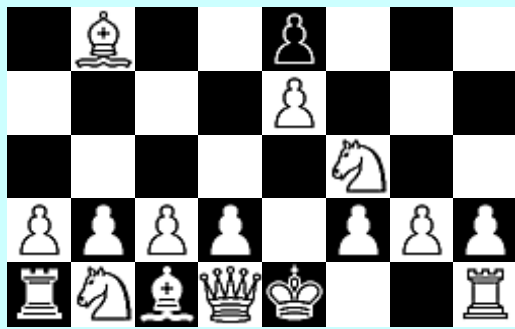
3. Bb5, the Ruy Lopez

3. d4, the Scotch Game

3. Bc4, the Italian game which can lead to the Giuoco Piano. Here I recommend the Two Knights' Defence.

IV.B. Ruy Lopez, 3. Bb5

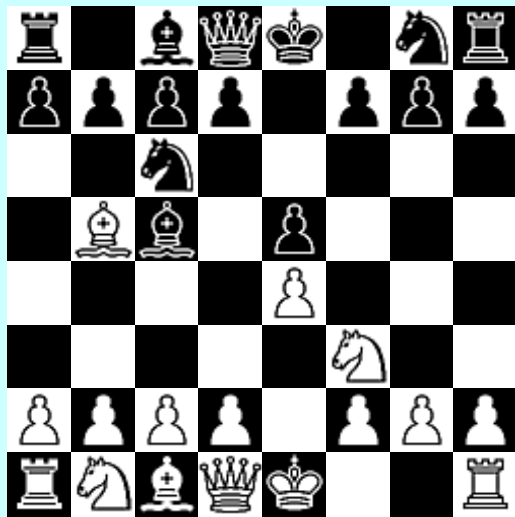




This is the most important move at master level. The 'Spanish torture' (Ruy Lopez was a Spanish priest) is the main winning weapon for White and has held centre stage for hundreds of years. At junior level, though, there are a few ways to play it, depending on how much you trust your opponent to play lines you like. John Walker recommends the exciting Open Morphy Defence with 5...Nxe4, but White can veer off into some really dull lines on moves 4 and 5, and if anything your two moves tempt White to play a dull line. The Open Morphy is very well known and hard to play for both sides, so I'll throw in one more alternative: the Archangel Variation. See what you think for yourself.

My own recommendation is the old Cordel Defence with

3... Bc5



Bobby Fischer played this a few times in the 'sixties, and never had any trouble reaching a level game. It avoids any trouble you may have with the Exchange Variation and Lopez Four Knights' lines below. Let's look at how you can try and get into the Open Morphy lines, and perhaps then you can will see why I started looking at the Cordel line.

To get into the Open Morphy line you play

3... a6

hoping for

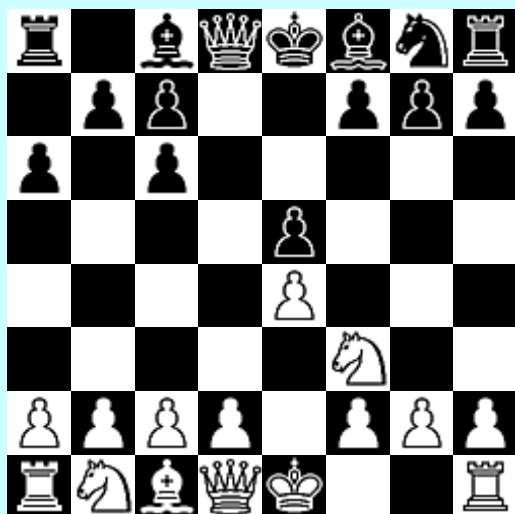
4. Ba4

White has an important alternative here, which might be played just out of nerves.

IV.B.1. The Exchange variation 4. Bxc6

After

4. Bxc6 dxc6



White can play either the old main line

(a) 5. d4

or the Barendregt line

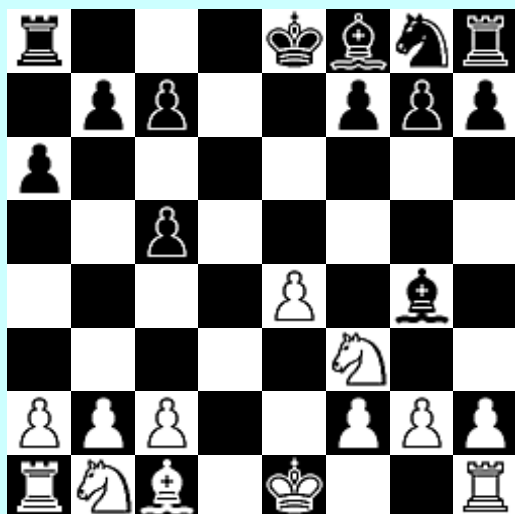
(b) 5. O-O

The move 5.Nxe5 is met by 5...Qd4, regaining the pawn.

IV.B.1.a) Old main line 5. d4

White is going for the better ending with this move; the hope is that all the pieces will come off, when White can create a passed pawn on the K-side with f4-f5 and e4-e5-e6 while your Q-side majority is crippled. So Black should avoid too many exchanges and play very actively, using the two bishops and open lines.

5... exd4 6. Qxd4 Qxd4 7. Nxd4 c5 8. Nf3 Bg4



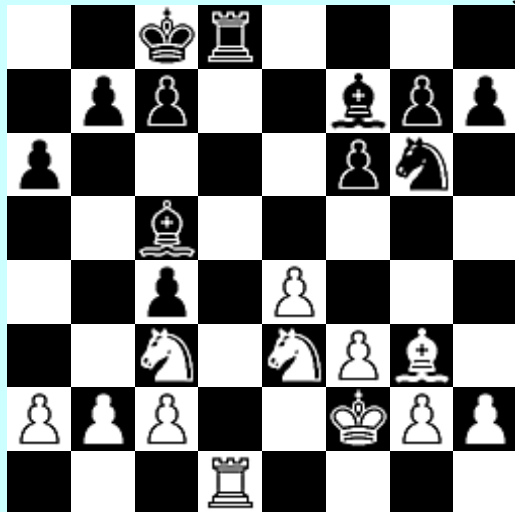
with equal chances.

IV.B.1.b) Barendregt line 5. O-O

Bobby Fischer revived this in the 'seventies, and it is still being tried.

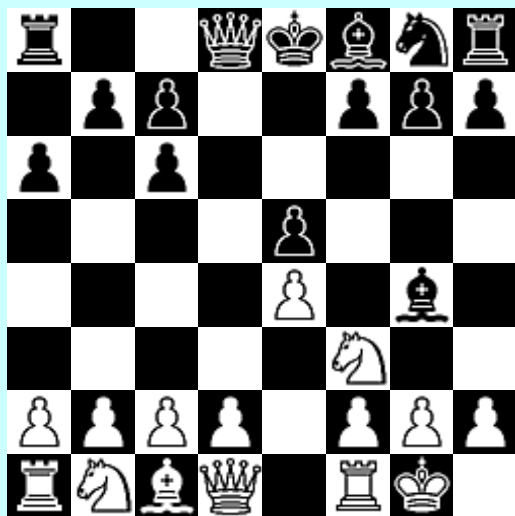
What should you do? The book line is roughly equal after

5... f6 6. d4 exd4 7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1 Bg4 10. f3 Be6 11. Bf4 c4 12. Nd4 O-O-O 13. Nc3 Bf7 14. Nf5 Rxd1+ 15. Rxd1 Ne7 16. Ne3 Ng6 17. Bg3 Bc5 18. Kf2 Rd8 =/+ =



(Vitolins-Romanishin 84) with at most a small advantage for White.

But I reckon at junior level the line



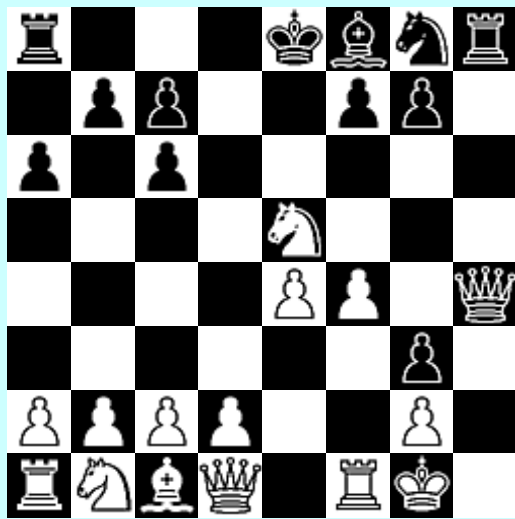
5...Bg4

is worth a punt:

6. h3 h5!

Now

7. hxg4 hxg4 8. Nxe5 Qh4 9. f4 g3



leads to mate.

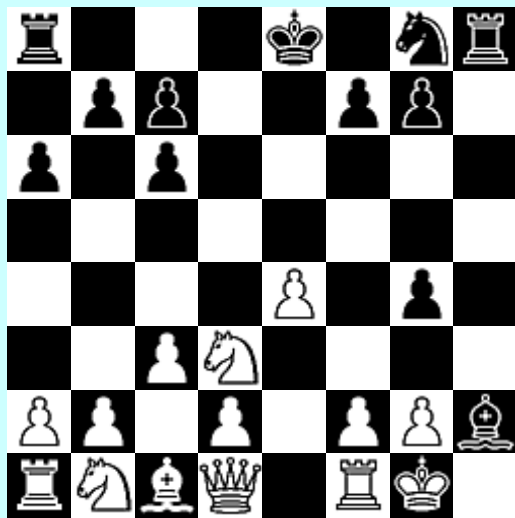
So White should play either

7. c3

with a probable draw after

7...Qd3 8. Re1

[8. hxg4 hxg4 9. Nxe5 Bd6 10. Nxd3 Bh2+ 11. Kh1 Bg3+ 12. Kg1 Bh2+ drawn



8... Bxf3 9. Qxf3 Qxf3 10. gxf3 O-O-O 11. Kf1 Be7 12. Ke2 Bg5 13. Na3 Ne7 14. Rg1 Bh6 15. Nc4 f6 16. h4 c5 17. d3

Or, the best line,

7. d3

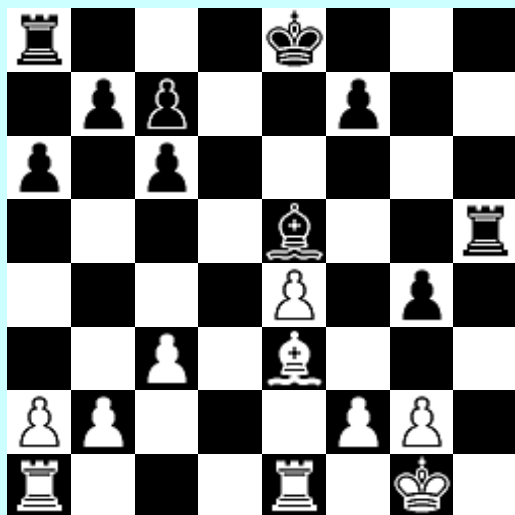
White can get a small advantage here I think, but has to play lots of good moves.

7... Qf6 8. Nbd2 Ne7 9. Re1 Ng6 10. d4 Bd6 11. hxg4 hxg4 12. Nh2 Rxh2 13. Qxg4 Qh4 14. Qxh4

Rxh4 15. Nf3 Rh5 16. dxe5

[16. c3 f6 17. Be3 += bco2]

16... Nxe5 17. Nxe5 Bxe5 18. c3 g5 19. Be3 g4



]

If White plays the main line with 4. Ba4,

we continue to steer for the Open Morphy with

4... Nf6



hoping for

5. O-O

Sadly, White has several alternatives here, and if all your opponent knows about the Ruy Lopez ends after the third move, you may well startle White into playing one of these lines:

5. Nc3 Lopez Four Knights

5. d3 Andersson-Steinitz

There is also

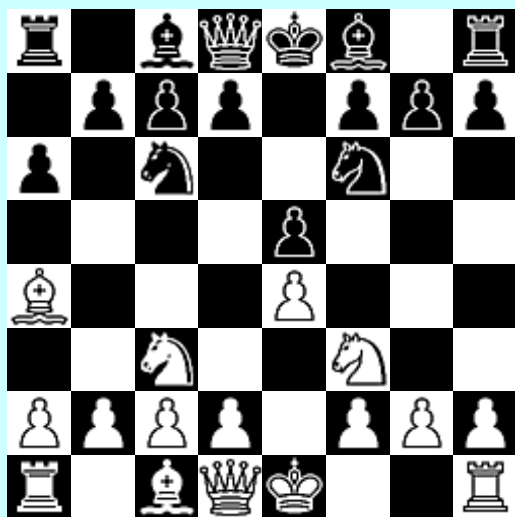
[5. Qe2

which is no problem, but it does stop you playing your intended 5...Nxe4. Instead 5...Be7 6. Bxc6 dxc6 7. b3 Bd6 8. Bb2 Qe7 9. d3 =



9... Bg4 10. Nbd2 O-O-O is simply level]

IV.B.2. Lopez Four Knights' Variation, 5. Nc3



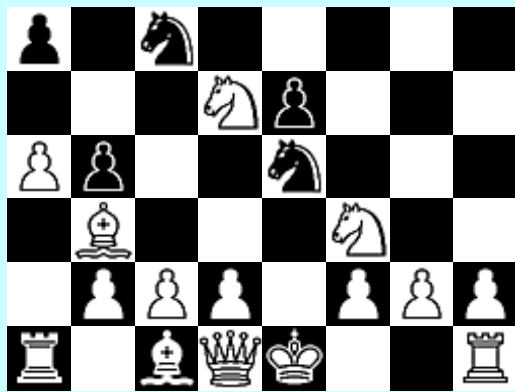
5. Nc3

Now ...d5 is difficult, but White has little chance of advantage.

5...b5 6. Bb3 Be7 7. d3

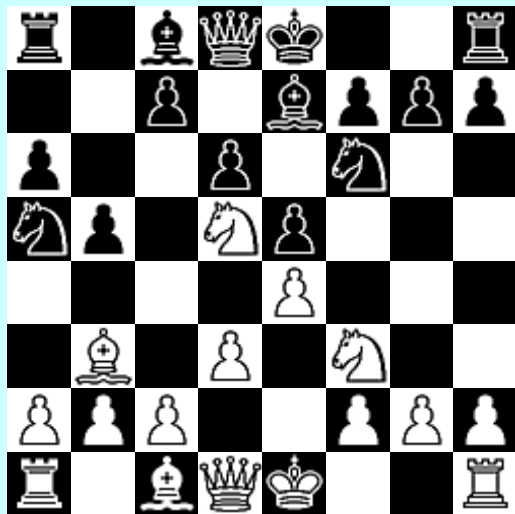
[7. a4 is more risky: 7...b4 8. Nd5 Nxe4





when Black may have the edge.]

7... d6 8. Nd5 Na5 =



with equality: BCO2.

IV.B.3. The Andersson-Steinitz line, 5. d3

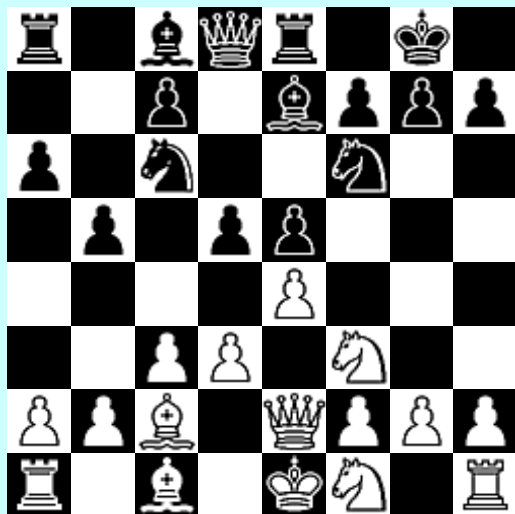


White intend to play slowly. There's not much you can do but trot out the usual recipe: develop and play ...d5. This should lead to level play.

5. d3 d6 6. c3 Be7 7. Nbd2 O-O 8. Nf1 b5 9. Bc2

[9. Bb3 d5 10. Qe2 Be6]

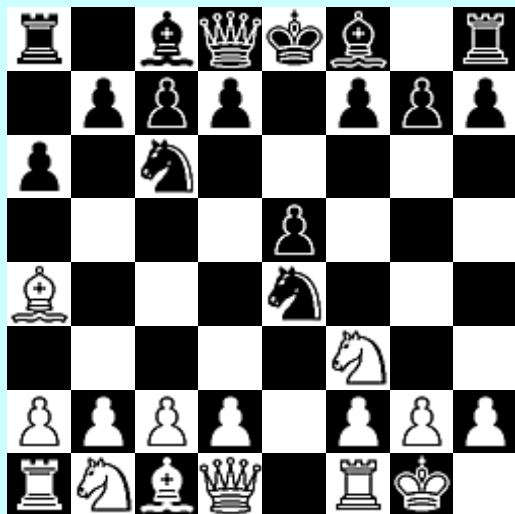
9... d5 10. Qe2 Re8



with equality.

After 5. O-O we can at last enter the

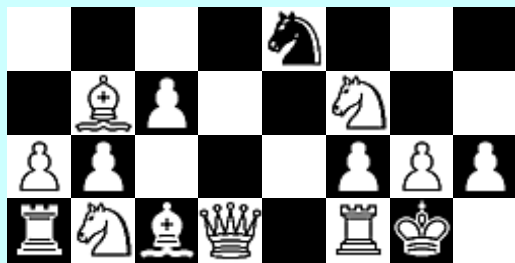
IV.B.4. Open Morphy Variation with 5... Nxe4



The main line of the Open Morphy variation goes:

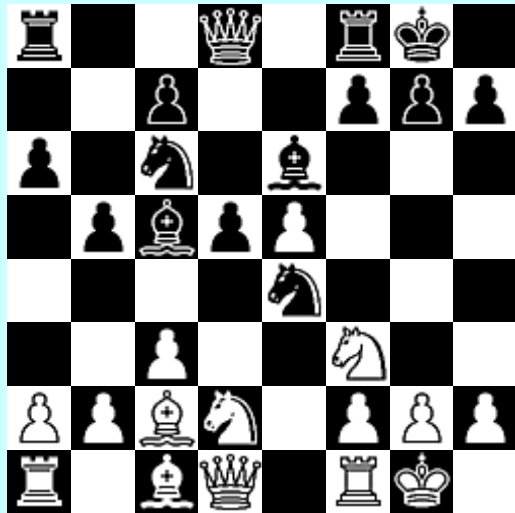
6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. c3 Bc5





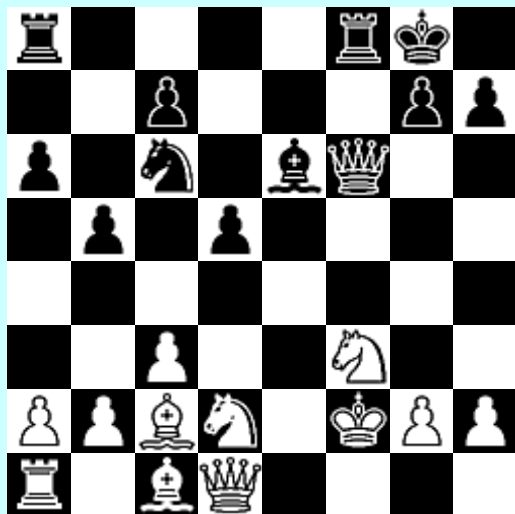
When Black has superb development, although may look a little loose. The Open variation has been a great favourite of fighting players like Euwe and Korchnoi.

10. Nbd2 O-O 11. Bc2



Now you might even consider the Dilworth line:

11... Nxf2 12. Rxf2 f6 13. exf6 Bxf2+ 14. Kxf2 Qxf6



Botvinnik has tried this, although it is clearly risky to give up a piece in such an apparently equal position.

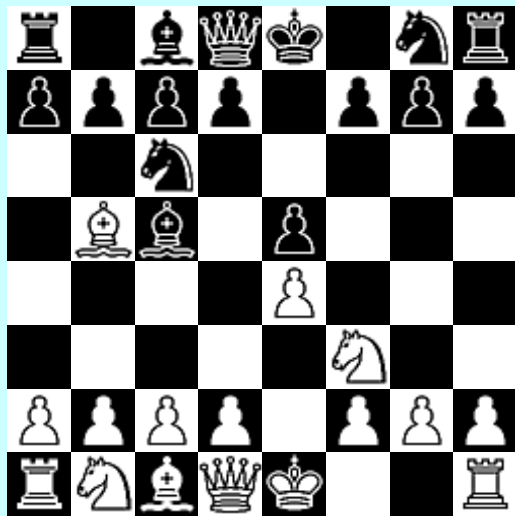
There are many alternatives in the Open Morphy at each point for both players, so I have only indicated some of the outlines above. Look in books like BCO2 for more information. Or, if the number of variations you see in the books frightens you, please consider the Archangel Variation

5... b5 6. Bb3 Bb7

which I discuss below.

But I have a feeling that most White junior players won't let you play these lines, and instead will veer off with the natural-looking Exchange or Four Knights' lines.

IV.B.5. Cordel Defence 3...Bc5



Having seen the number of ways White can shoot off into odd lines, you can see why I would like to recommend the Cordel variation. After

3...Bc5

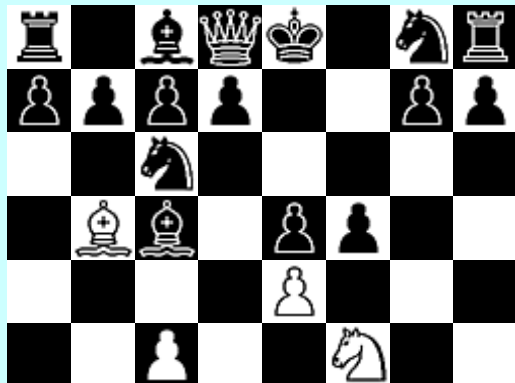
White's best try is

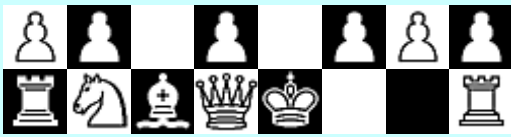
4. c3

[or 4. O-O Nge7 5. c3 Bb6 6. d4 exd4 7. cxd4 d5 8. exd5 Nxd5 9. Re1+ Be6 = Evans-Fischer 1960]

Now the only lines I could find in BCO2 started

4... f5





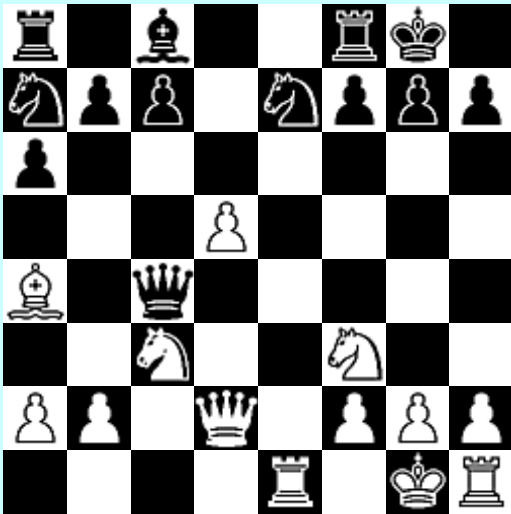
...with White getting the advantage after

5. d4 fxe4 and

5. exf5 e4.

But Fischer's treatment was more simple: e.g.

4... Nge7 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Qxd2 a6 9. Ba4 d5 10. exd5 Qxd5 11. Nc3 Qe6+ 12. Kf1 Qc4+ 13. Kg1 O-O 14. d5 Na7 15. Re1



15... Nf5

[or 15... Ng6]

which was soon drawn: Tal-Fischer, 1960.

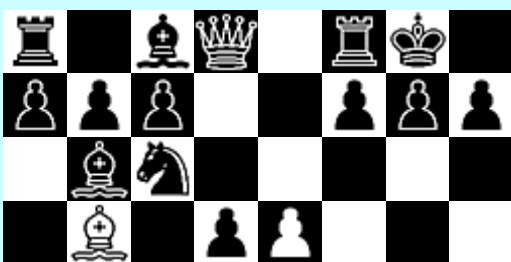
Fischer also had several games with the bolder line

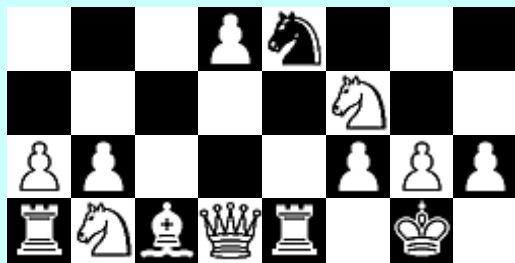
4... Nf6

For example

5. d4 exd4

[5... Bb6 6. O-O O-O 7. Re1 exd4 8. cxd4 d5 9. e5 Ne4



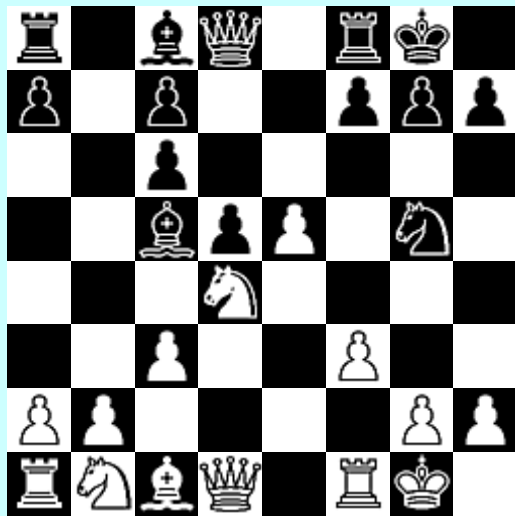


drawn shortly, Unzicker-Fischer 60]

6. e5 Ne4 7. O-O

[7. cxd4 Bb4+ 8. Bd2 Nxd2 9. Nbx d2 O-O 10. O-O a6 11. Ba4 d6 = Jimenez-Fischer 60]

7... d5 8. Nxd4 O-O 9. f3 Ng5 10. Bxc6 bxc6

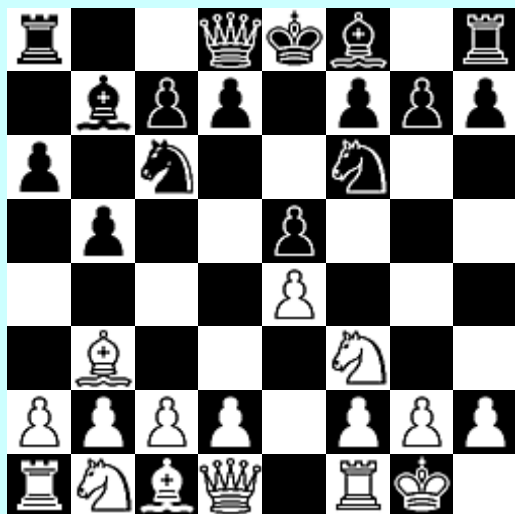


drawn Gligoric-Fischer 60.

So on this evidence, the Cordel Defence is a simple way to get your pieces out against players who you don't trust to enter the main lines.

IV.B.6. An alternative to the Open Morphy: Archangel Variation with 5...b5

5... b5 6. Bb3 Bb7



Now the best line is (c) 7. Re1, but White has been tempted to go for a quick break with either

(a) 7. d4 or

(b) 7. c3 and 8. d4

IV.B.6.a) Archangel with 7. d4

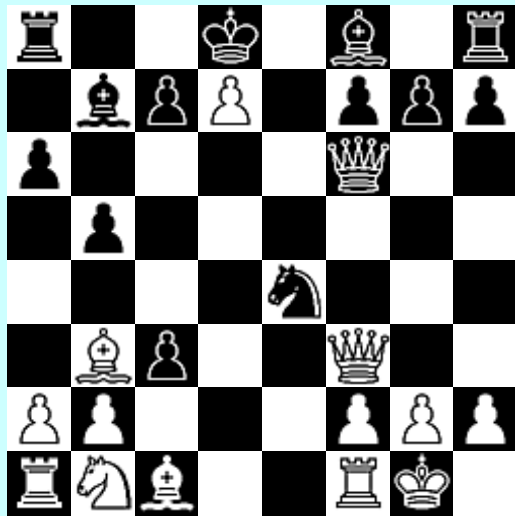
7. d4

This is nothing to be scared of.

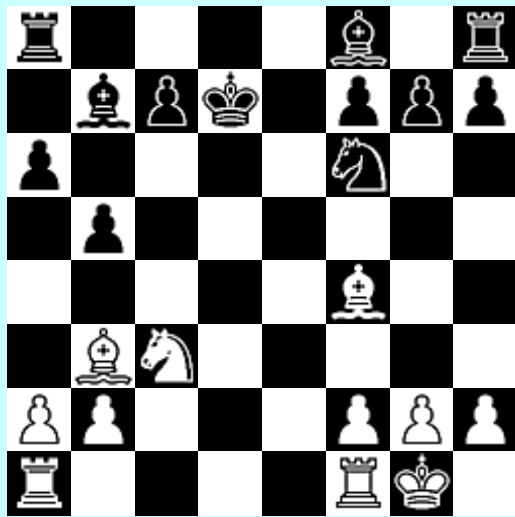
7... Nxd4 8. Nxd4 exd4 9. e5 Ne4 10. c3 dxc3 11. Qf3

This looks awkward, but Black can survive happily.

11...d5 12. exd6 Qf6 13. d7+ Kd8!



14. Qxf6+ Nxf6 15. Nxc3 Kxd7 16. Bf4 =



With equality, according to Vlastimil Hort.

IV.B.6.b) Archangel with 7. c3

This is more patient but not stronger.

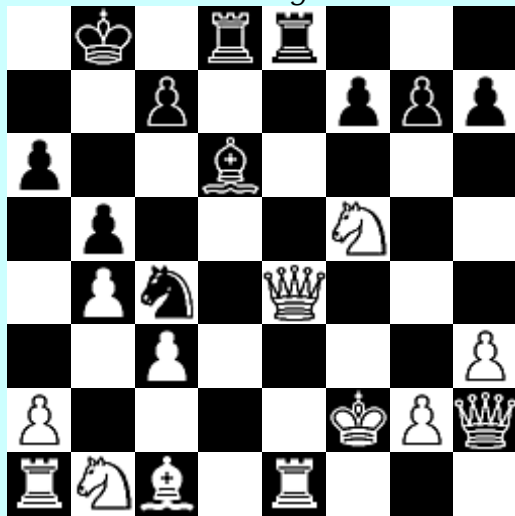
7. c3

Black can now make a mess with

7...Nxe4 8. d4 Na5 9. Bc2 exd4 10. b4 Nc4 11. Bxe4 Bxe4 12. Re1 d5 13. Nxd4 Bd6



14. f3 Qh4 15. h3 Qg3 16. Nf5 Qh2+ 17. Kf2 O-O-O 18. fxe4 dxe4 19. Qg4 Kb8 20. Qxe4 Rhe8



Black is doing fine here.

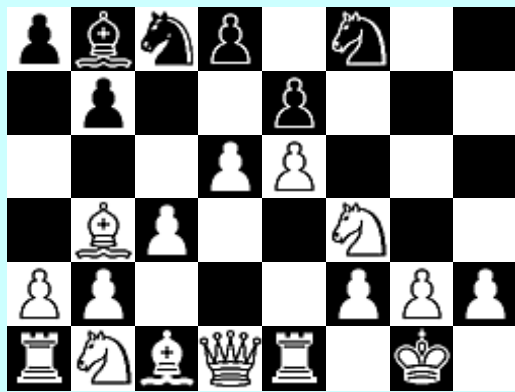
IV.B.6.c) Main line Archangel with 7. Re1

7. Re1 Bc5

White now plays his Plan A

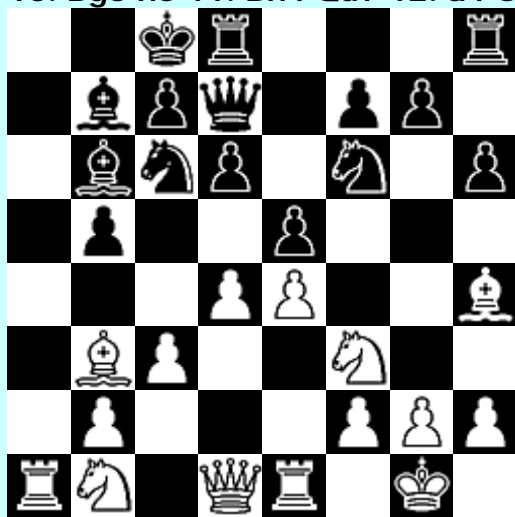
8. c3 d6 9. d4 Bb6





Black is solid and well-developed, as in many lines of the Lopez, but here has posted the bishops on much more active squares, pointing at the White King. Black can play very actively now, castling Queen's side and hammering down the other wing.

10. Bg5 h6 11. Bh4 Qd7 12. a4 O-O-O 13. axb5 axb5



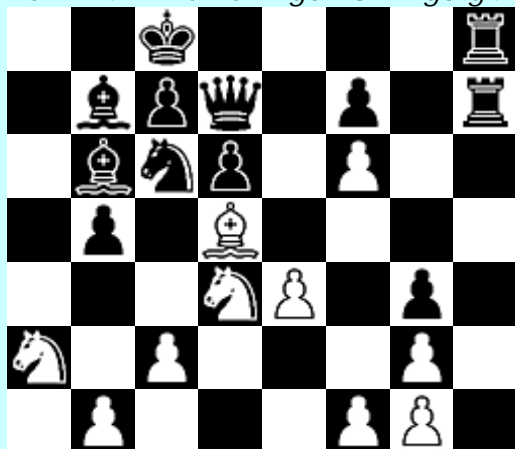
14. Bxf6

This is the strongest line:

[14. Na3 g5 15. Bg3 h5 16. dxe5

[16. h4 was essential: 16...gxh4 17. Bxh4 Rh6 18. Nxb5 Rg8 19. Qd3 exd4 20. cxd4 Nb4 and Black is still spuddling away well]

16... h4 17. exf6 hxg3 18. hxg3 g4 19. Nd4 Rh7 20. Bd5 Rdh8=+





with an edge for Black, according to BCO2]

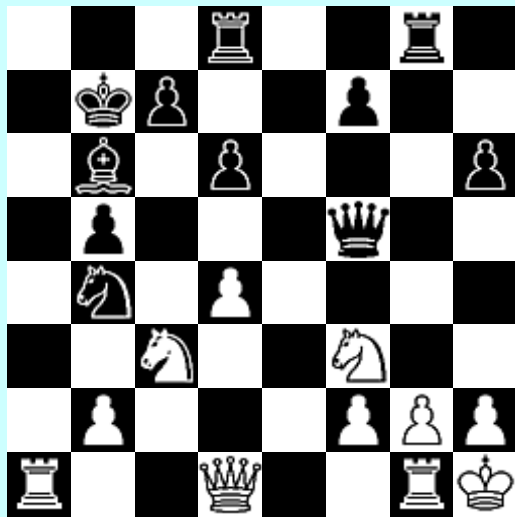
14... gxf6

Now White does best to try and keep things under wraps with

15. Bd5

But Black can give White some nervous moments with:

15...Rhg8 16. Kh1 Qg4 17. Rg1 exd4 18. cxd4 f5 19. Nc3 fxe4 20. Nxe4 Qf5 21. Nc3 Nb4 22. Bxb7+ Kxb7=



Klovans-Shirov 87: equal, accoring to BCO2

IV.C. 3. *d4 Scotch Game and gambits*



The old (1826) Scotch Game is

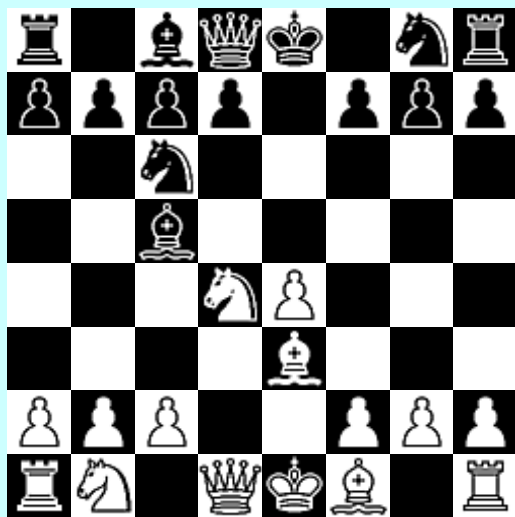
3... exd4 4. Nxd4

People have recently found some new ideas in lines that had been abandoned, but I think interest is waning again as these ideas become better known. The natural move is

4...Bc5

when White has two natural moves: 5. Nb3 and 5. Be3, although you must also consider 5. Nxc6 (and I have even seen 5. Nf5!?)

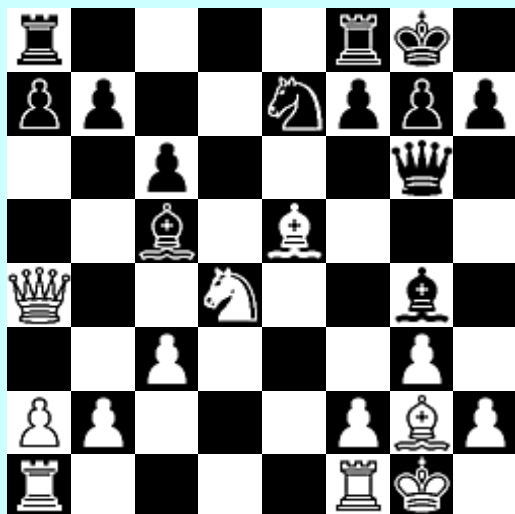
[If 5. Nxc6 bxc6 6. Bd3 Ne7 7. O-O d5 should hold, but more accurate 5...Qf6! 6. Qe2 bxc6 7. Nc3 Ne7=]

IV.C.1. Scotch Game with 5. Be3**5. Be3 Qf6 6. c3 Nge7 7. Bc4**

White has tried many moves in this position, but this Icelandic line is the most current.

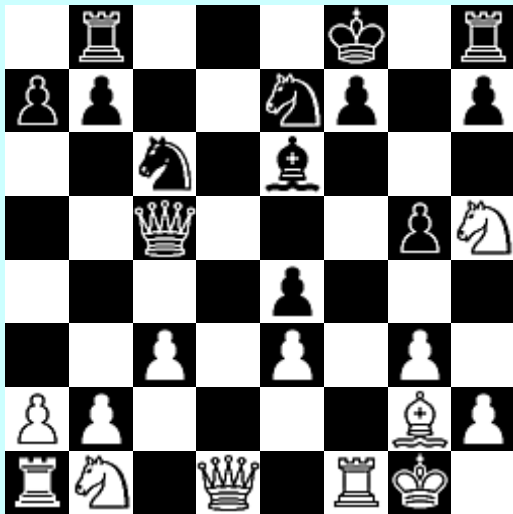
[One alternative being 7. g3 d5 8. Bg2 dxe4 9. Nb5

[or 9. Nd2 Bb6 10. Nxe4 Qg6 11. O-O Bg4 12. Qa4 O-O 13. Nc5 Ne5 14. Bf4 Bxc5 15. Bxe5 c6+=



with only a small advantage to White, according to Gary Lane]

9... Bxe3 10. Nxc7+ Kf8 11. fxe3 Rb8 12. Nd5 Qg5 13. Nf4 Qc5 14. O-O g5 15. Nh5 Be6



Klovan-Romanishin 74, with complications avouring black (Lane)

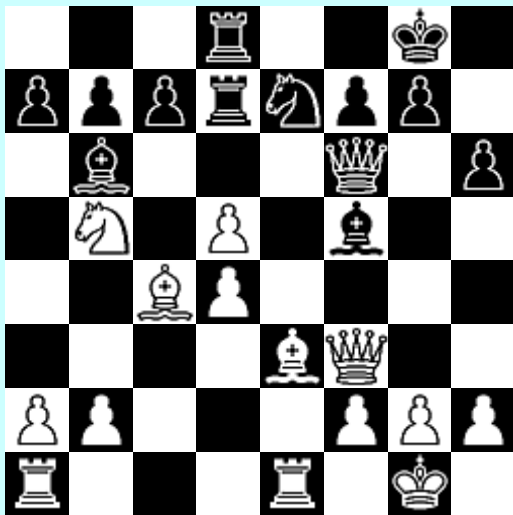
After 7. Bc4 the equaliser used to be 7...Ne5 8. Be2 and 8...d6/8...Qg6 (see BCO2), but that has started to creak.

Will Black succeed in reinforcing the line? Karpov has still happily played 8...Qg6 9. O-O d6 10. f3! O-O 11. Nd2 d5!? and perhaps that is OK.

7... O-O 8. O-O Bb6 9. Nc2

[or 9. Na3 Nxd4 10. cxd4 d5 11. exd5 Rd8 12. Qh5 h6 13.

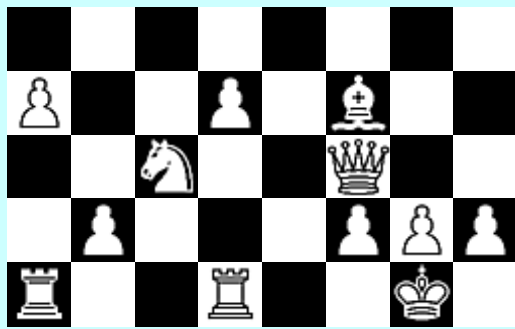
Rfe1 Bf5 14. Qf3 Rd7 15. Nb5 Rad8



unclear/equal, Chandler-Short 91]

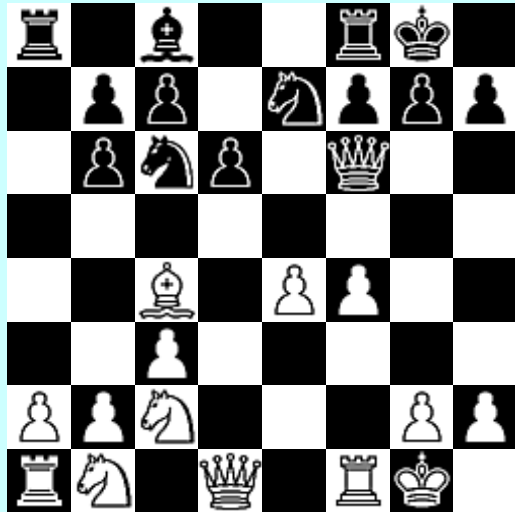
[White could also try 9. Bb3 Na5 10. Bc2 Nc4 11. Bc1 d5 12. exd5 Bxd4 13. cxd4 Bf5 14. Nc3 Bxc2 15. Qxc2 Nb6 16. Qe4 Qd6 17. Bf4 Qd7 18. d6 cxd6 19. a4 Rfe8 20. Qf3 Nc6 21. Rfd1 Rad8 =/+ =





Polgar-Zuniga 92

9. Nc2 d6 10. Bxb6 axb6 11. f4



Now

11...Be6 12. Nd2 Bxc4 13. Nxc4 Qe6

leaves White with a small space advantage. In the game Kasparov-Short (Linares 1991) Black tried

11...g5!? 12. f5 Ne5 13. Be2 Bd7 14. c4

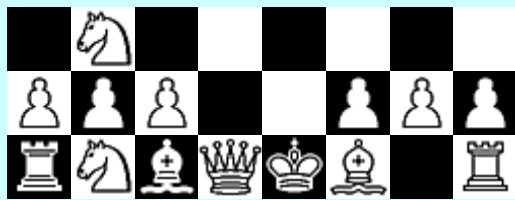
when

14...Ba4! 15. b3 Bc6

would have been the best line.

IV.C.2. Scotch Game with 5. Nb3





You must retreat with

5... Bb6

Now White usually chases the Bishop with

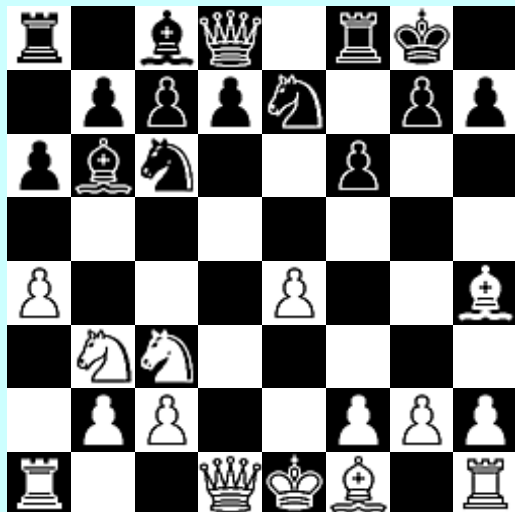
6. a4 a6

Gary Lane reckons this gives White good chances, but one move order he doesn't consider is

7. Nc3 Nge7 8. Bg5 f6!

Now

9. Bh4 O-O



and now

10. Bc4+ Kh8 11. Qd2 d6 12. f4 Ng6 13. Bg3 Na5 =+ Rodriguez-Unzicker, 1970

or

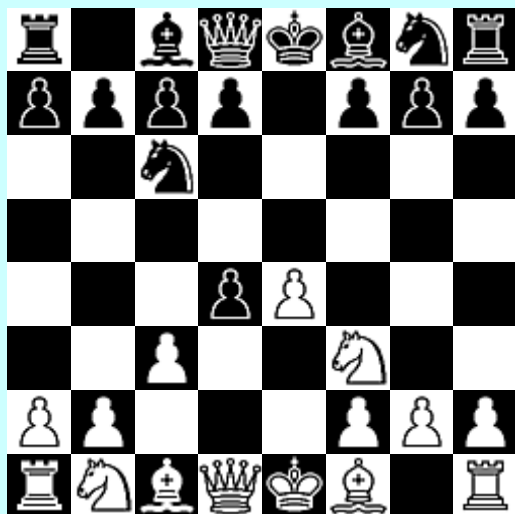
10. Qd2 d6 11. a5 Ba7 12. O-O-O Be6 13. Nd5 Bxd5! (an improvement on an old Hort-Portisch game) 14. exd5 Ne5 15. Nd4 Bxd4 16. Qxd4 Nf5 17. Qe4 Nxh4 18. Qxh4 f5=

and according to **ChessBase** , Black has achieved a pleasant equality.

IV.C.3. Scotch And Goring Gambits

After 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 White may try

4. c3



[4. Bc4 leads to lines of the Italian Game, below]

Black can equalise with

4... d5

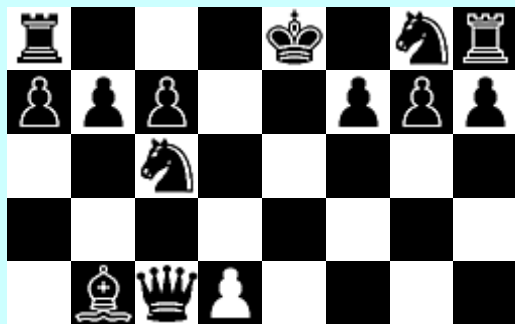
[The old recommendation 4... d3 5. Bxd3 d6

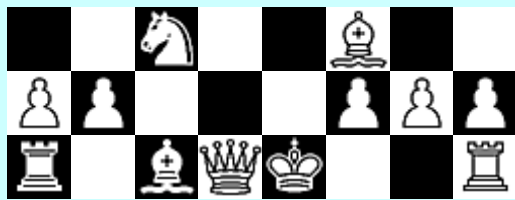


is OK after 6. h3 g6 7. Bg5 Nf6 8. Nbd2 Bg7 9. Nd4 O-O 10. Nxc6 bxc6 11. f4 Rb8 12. O-O Qe8 = Raaste-Westerinen, 1979, but leads to a less east time after

6. Bf4 Be7 7. h3 Nf6 8. Nbd2 Bd7 9. Qc2 += BCO2]

5. exd5 Qxd5 6. cxd4 Bg4 7. Be2 Bb4+ 8. Nc3 Bxf3 9. Bxf3 Qc4

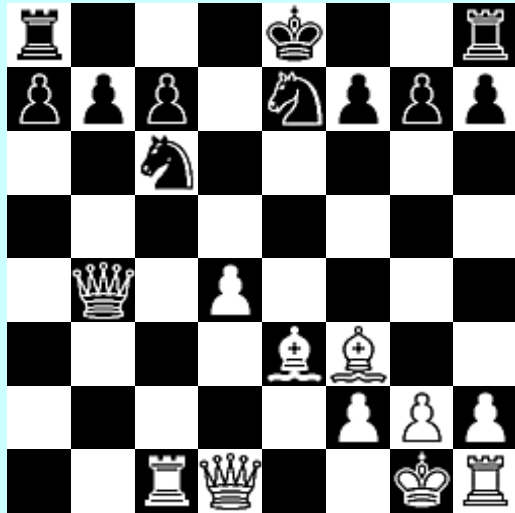




10. Qb3

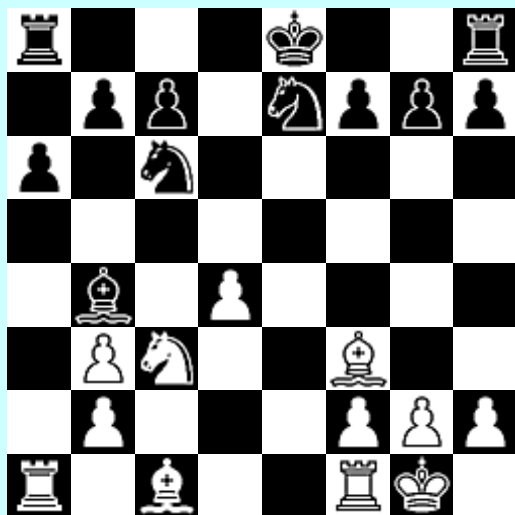
Neither [10. Bxc6+ bxc6 11. Qe2+ Qxe2+ 12. Kxe2 O-O-O 13. Be3 Ne7=]

[Nor 10. Be3 Bxc3+ 11. bxc3 Qxc3+ 12. Kf1 Qc4+ 13. Kg1 Nge7 14. Rc1 Qxa2 15. Ra1 Qc4 16. Rc1 (drawn here marshall-capablanca, 1926) 16... Qa2 17. Ra1 Qc4 18. Rc1 Qb4



-+ Bryson-Flear, Edinburgh 1985, are any good for White]

10... Qxb3 11. axb3 Nge7 12. O-O a6 =



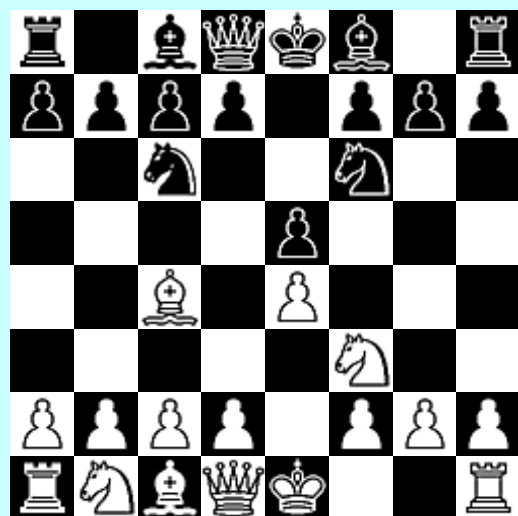
with equality, Ljubojevic-Ree, 72.

Lastly, but most importantly, we must consider how you should reply to:

IV.D. 3. Bc4

You can defend the Giuoco Piano, which is OK, except you cannot rely on White to play an interesting open game. The best way to get a good game going is:

IV.E. *Two Knight's Defence, 3... Nf6*



White has several tries here:

- (a) Max Lange Attack with 4. d4
- (b) Main line Two Knights' with 4. Ng5
- (c) Closed line with 4. d3
- (d) Variation with 4. Nc3



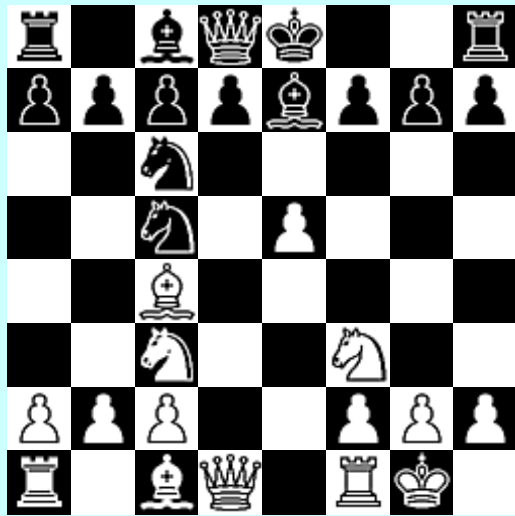
IV.E.1. **The Max Lange Attack 4. d4**

After 4. d4 Black must reply:

4... exd4

The alternatives are unattractive:

[4... Nxe4 5. dxe5 Nc5 else Qd5 6. O-O Be7 7. Nc3+-



]

[4... Nxd4 5. Bxf7+ Kxf7 6. Nxe5+ Ke8 7. Qxd4+-]

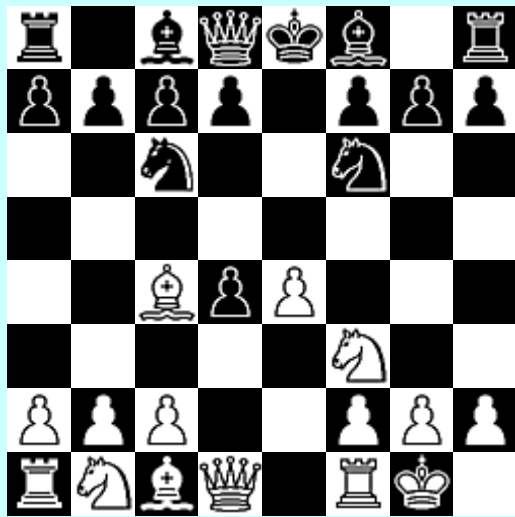
[4... d6 5. Ng5 Nxe4

[not 5... Be6 6. d5]

6. Bxf7+ Ke7 7. Bb3 +-]

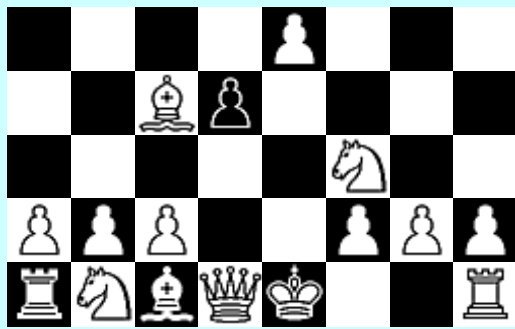
Now

5. O-O

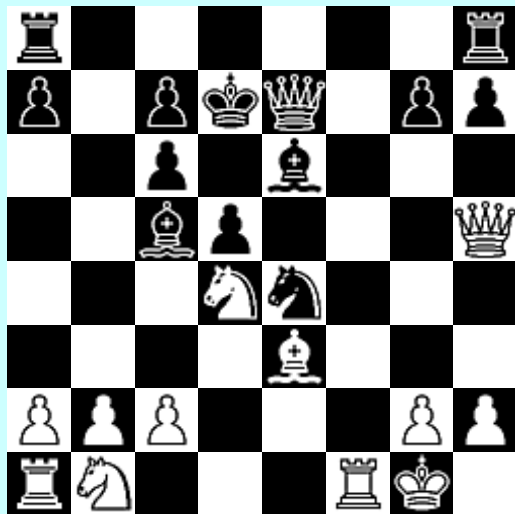


[5. e5 is no worry





5... d5 6. Bb5 Ne4 7. Nxd4 Bd7 8. Bxc6 bxc6 9. O-O Be7 10. f3 Nc5 11. f4 Ne4 12. f5 Bc5 13. e6 fxe6 14. fxe6 Bxe6 15. Qh5+ Kd7 16. Be3 Qe7



when Black is quite OK]

Black now has a choice:

- (a) Max Lange with 5... Nxe4
- (b) Max Lange with 5... Bc5

I include analysis of both lines in case you fancy playing this as White.

IV.E.1.a) Max Lange with 5... Nxe4

This is the most complex line.

6. Re1 d5

Now White has two important attacking alternatives:

Sacrificial 7. Nc3

or

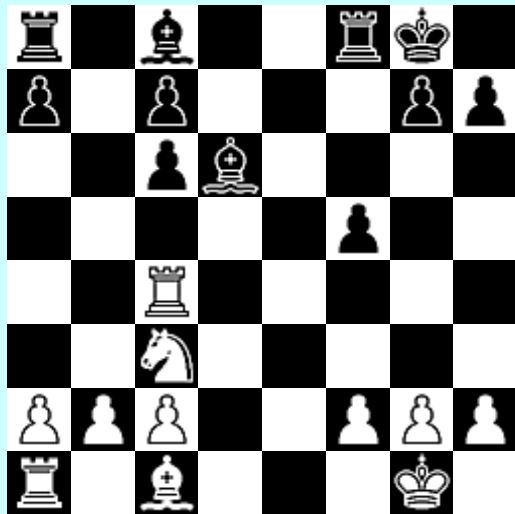
Tricky 7. Bxd5

Although, both lines are tricky *and* sacrificial!

IV.E.1.a)(1) *Sacrificial 7. Nc3*

7. Nc3 dxc3

[or 7... dxc4 8. Rxe4+ Be7 9. Nxd4 f5 10. Rf4 O-O 11. Nxc6 Qxd1+ 12. Nxd1 bxc6 13. Rxc4 Bd6 14. Nc3 =

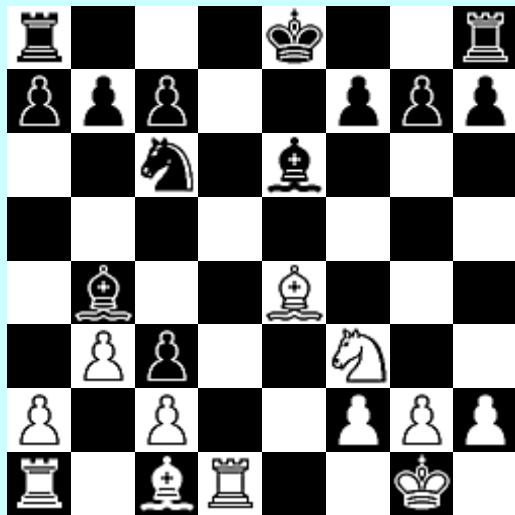


Botvinnik]

8. Bxd5 Be6

[8... Bf5 9. Bxe4 Bxe4 10. Rxe4+ Be7 = BCO]

9. Bxe4 Bb4 10. b3 Qxd1 11. Rxd1



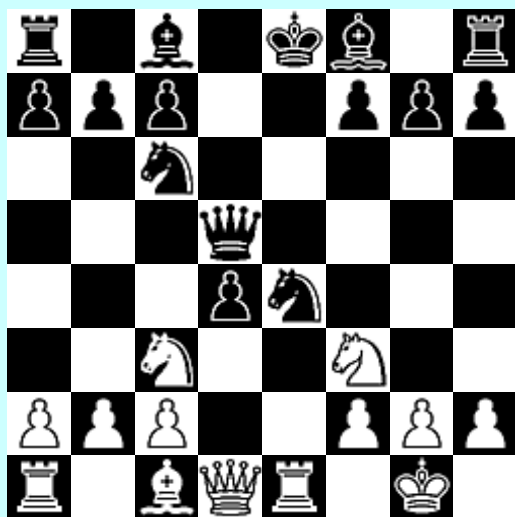
11... Rd8 12. Be3 a6

Black has an extra pawn which is hard to keep and harder to make use of. The storm has blown itself out.

So let's look at the alternative

IV.E.1.a)(2) *Tricky* 7. Bxd5

7. Bxd5 Qxd5 8. Nc3



Another surprising Knight move. This is a terribly well-analysed position, so whoever knows most about it should win. One line goes:

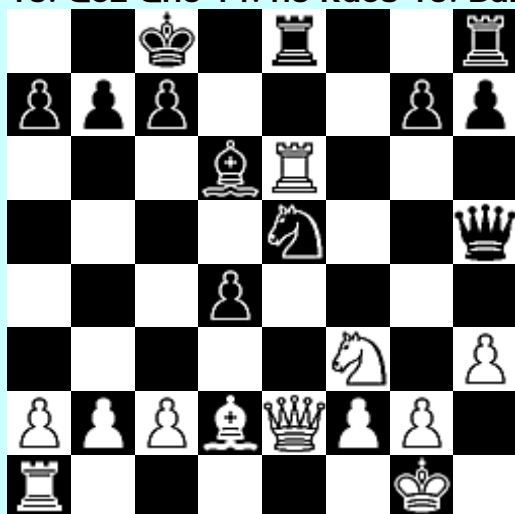
8... Qa5

[8... Qh5 9. Nxe4 Be6 10. Bg5]

9. Nxe4 Be6 10. Neg5 O-O-O 11. Nxe6 fxe6 12. Rxe6 Bd6

[or 12... Qf5 13. Qe2 h6 14. Bd2 Qxc2 = Bogolyubov]

13. Qe2 Qh5 14. h3 Rde8 15. Bd2 Ne5



And again White's attack has blown out.

IV.E.1.b) Max Lange with 5... Bc5

5...Bc5

6. e5

Black has only one good move here:

6...d5

To see why:

[6... Ng4 7. Bf4 O-O 8. h3 Nh6 9. Bxh6 gxh6 10. c3 +-]



+-]

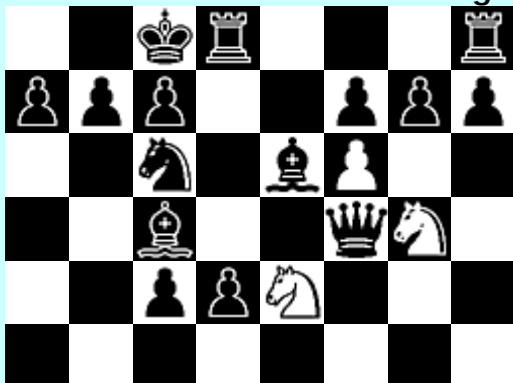
[6... Ne4 7. Bd5 f5 8. exf6 Nxf6 9. Bg5 +-]

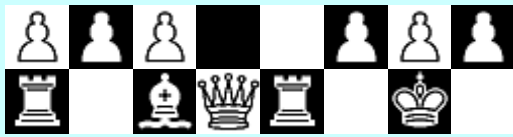


+-]

Now the main line of analysis goes:

7. exf6 dxc4 8. Re1+ Be6 9. Ng5 Qd5 10. Nc3 Qf5 11. Nce4 O-O-O





This is exciting stuff! White has a strong K-side attack and control of the e-file. But Black has an extra pawn, good central hold and has sent the King off into safer territory. Black can even think about a K-side counter-attack. For example:

12. Nxe6 fxe6 13. fxe6 Rhg8 14. Bg5 Rd7 15. Nf6 Qxg5 16. Nxd7 Rxe7

and White has run out of steam...

Now, you can research this lot for yourselves, but there's a lot to it. For example, if you check this line in the Levy/Keene book, they give 12. g4!

They also say Black's 8...Be6 is " *more or less forced, since on 8...Kh8 comes 9. Bg5 cxb2 10. Bh6+ Kg8 11. Nc3! with a tremendous game for the pawn... e.g. ... 11...Bf8 12. Bxf8 Kxf8 13. Ne4 followed by 14. Qd2 with clear advantage to White.*" Whereas, if you look in BCO2, you find " *8...Kh8 9. Bg5 cxb2 10. Bh6+ Kg8 11. Nc3 f8 12. Bxf8 Kxf8 13. Ne4 f5 =+ "* - that is, advantage to Black, and instead White can only hope for equality after 12. Nxd4 Bxh6!. So I don't know how many recent books you need, although Andrew Soltis (who seems to be going for the world record of chess books published) has written a repertoire book from White's point of view about the Moller and the Max Lange.

IV.E.2. Main line Two Knights' with 4. Ng5

The main line, which I recommend, goes:

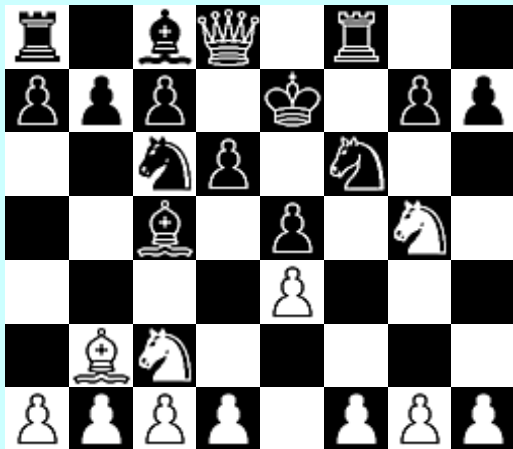
4... d5

But there is an alternative: the Wilkes-Barre variation or Traxler Counterattack.

[4... Bc5

This is wild and exciting chess, although I have a nasty suspicion that White can just play safe with

5. Bxf7+ Ke7 6. Bb3 Rf8 7. O-O d6 8. Nc3



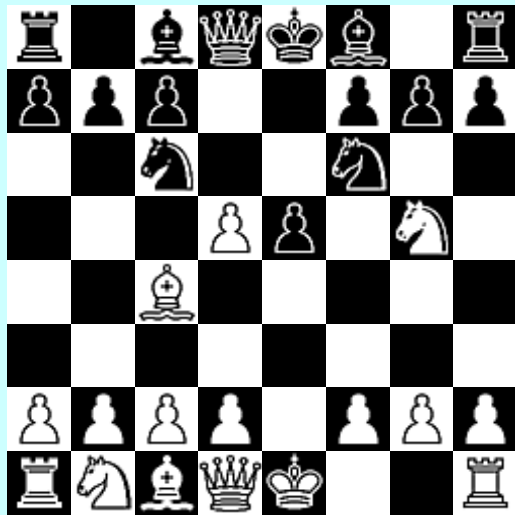


when I don't see how Black can justify both the pawn deficit and poor King position.

But it's worth a look, and I include some examples in the games section. Even if you don't ever play the variation, you might learn from some of the tactical ideas.]

After 4. Ng5 d5, White should try

5. exd5

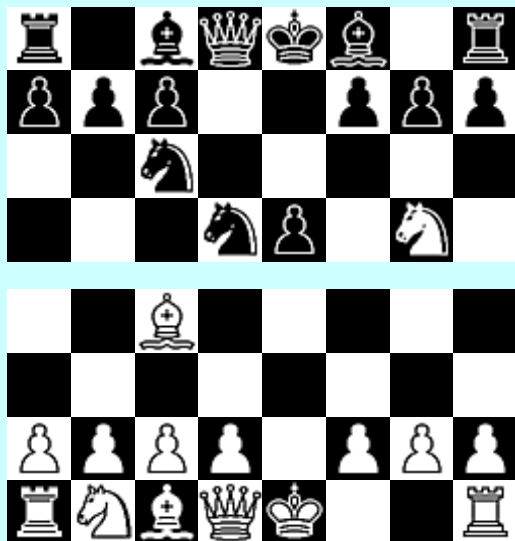


Now the only right move here is

5... Na5

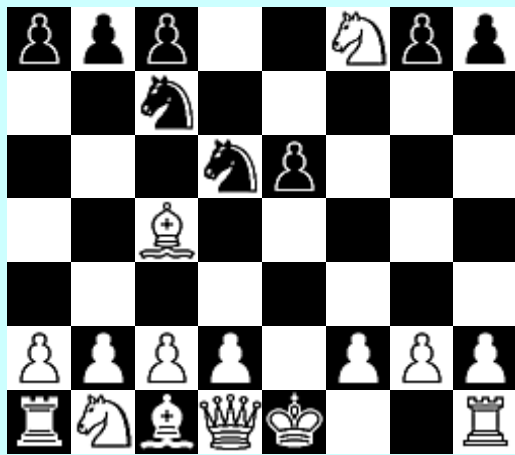
Although 5...Nb4, 5...Nd4 and 5...Nxd5 have been tried.

[5... Nxd5 can lead to the famous Fried Liver Attack

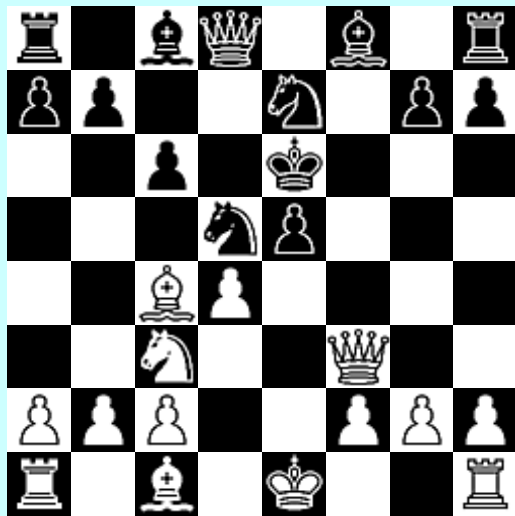


6. Nxf7



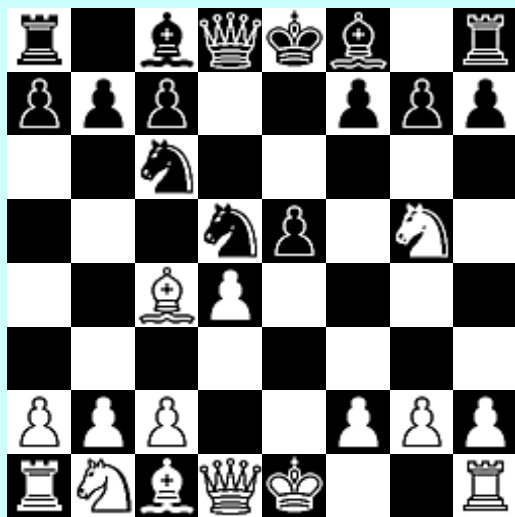


This is the famous Fried Liver Attack (or Fegatello) After 6... Kxf7 7. Qf3+ Ke6 8. Nc3 Nce7 9. d4 c6



We can only say the position is unclear!

But White can actually play the simple 6. d4



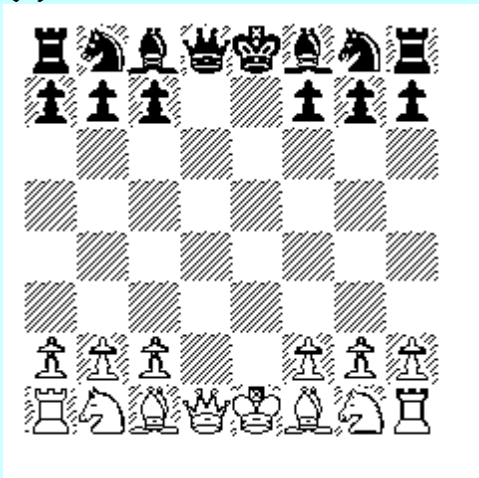
with the better game, and when Nxf7 is a real threat]

After 5...Na5, play usually goes

6. Bb5+ c6 7. dxc6 bxc6

When there are two well-known gambit lines

(a) 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 exf3 12. Nxf3 O-O



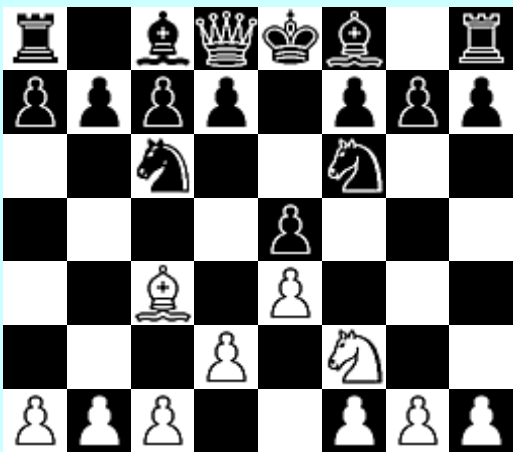
and

(b) 8. Qf3 Rb8 9. Bxc6+ Nxc6 10. Qxc6+ Nd7



I enclose a game in each line below.

IV.E.3. Closed variation with 4. d3





4... d5 5. exd5 Nxd5 6. O-O f6 is one time when the Rule 2 should perhaps be broken, as Re1 to follow is uncomfortable, although I don't know if Black is in any great danger.

4...Bc5 of course returns you to the Giuoco Pianissimo (spit).

And another safe line is 4... Be7.

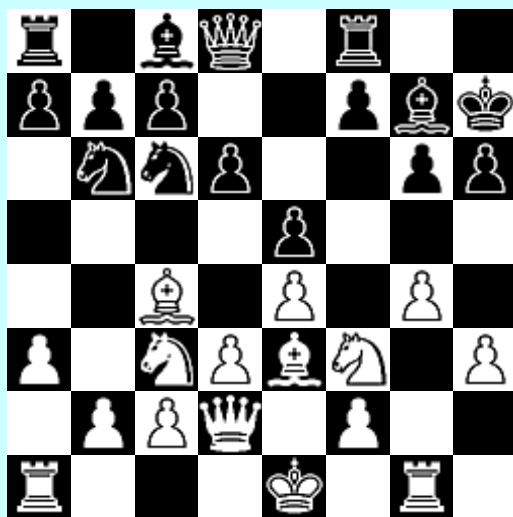
But the alternative

4... h6

is quite OK. The idea is: in the slow Closed Morphy Variation (5...Be7) of the Ruy Lopez, Black often re-organises with ...O-O, ...Rfe8, ...Bf8, ...g6 and ...Bg7. Now with 4. d3, White has said that they plan to play it slow, so you might as well put the B on g7 straight away. 4...g6 loses to 5. Ng5, so you play 4...h6 first. The only way to take advantage of this apparent waste of time is to break open the centre with d3-d4, but this is also a loss of time (d2-d3 then d3-d4), and Black can adjust.

5. O-O

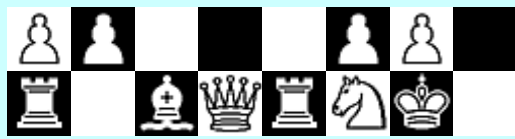
[or 5. Nc3 d6 6. a3 g6 7. h3 Bg7 8. Be3 O-O 9. Qd2 Kh7 10. g4 Nd7 11. Rg1 Nb6



= Spassky-Belyavsky 82 12. g5 Nxc4 13. dxc4 h5]

5... d6 6. c3 g6 7. d4 Qe7 8. Nbd2 Bg7 9. Re1 O-O 10. h3 Bd7 11. Nf1 Rae8 =

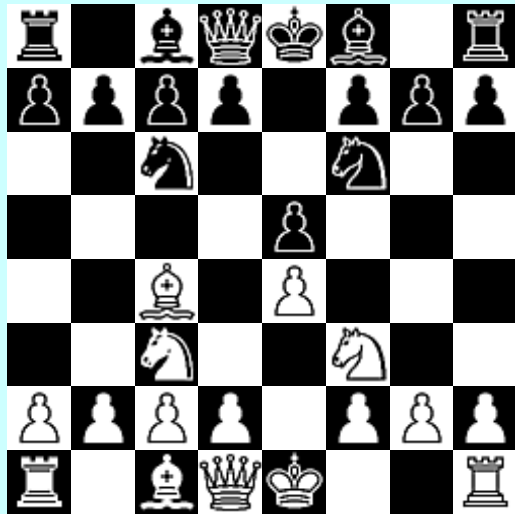




Nunn-Spassky 82

with equality, BCO2

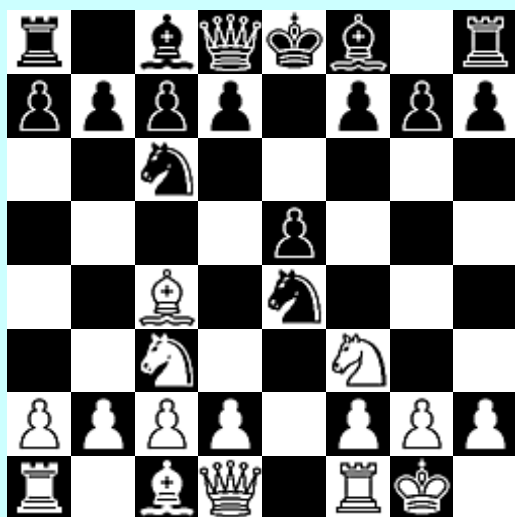
IV.E.4. Two Knights' with 4. Nc3



4... Nxe4 5. Nxe4

[5. Bxf7+ Kxf7 6. Nxe4 d5 7. Neg5+ Kg8, when Black has the advantage in the centre]

[5. O-O



Boden-Kieseritsky Gambit 5... Nxc3 6. dxc3 Be7, when you have no weaknesses but must defend solidly for a while. If you don't fancy this you can always try the plan 4...Be7, 5...O-O and 6...Na5]

5... d5 6. Bd3 dxe4 7.

Bxe4 Bd6

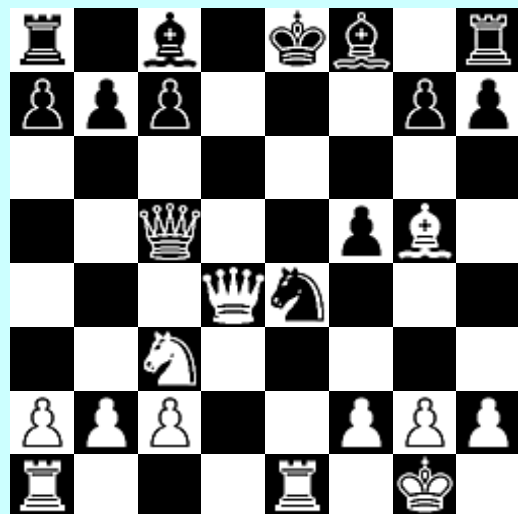
with equality.

V. Example Games

V.A. *Max Lange Attack*

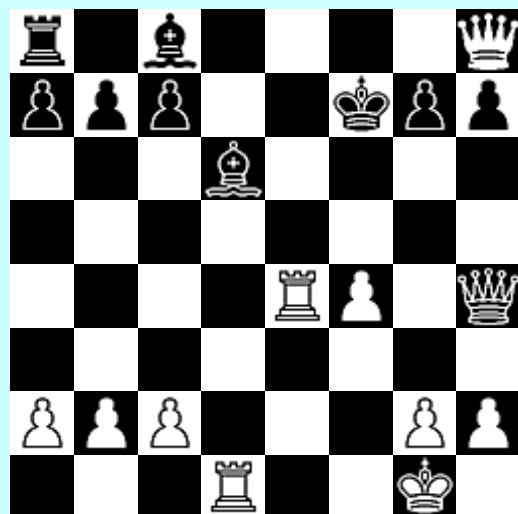
V.A.1. **Euwe - Reti (Amsterdam) 1920**

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxd4 Nxd4 10. Qxd4 f5 11. Bg5 Qc5

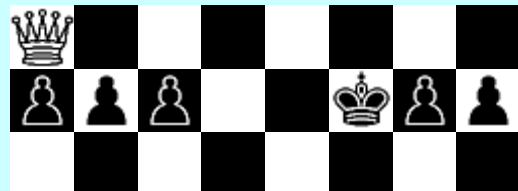


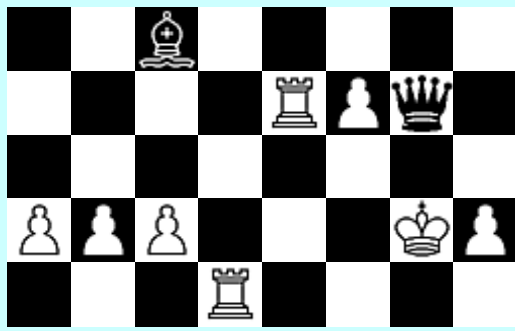
12. Qd8+ Kf7 13. Nxe4 fxe4 14. Rad1 Bd6 15. Qxh8 Qxg5 16. f4 Qh4 17.

Rxe4



17... Bh3 18. Qxa8 Bc5+ 19. Kh1 Bxg2+ 20. Kxg2 Qg4+



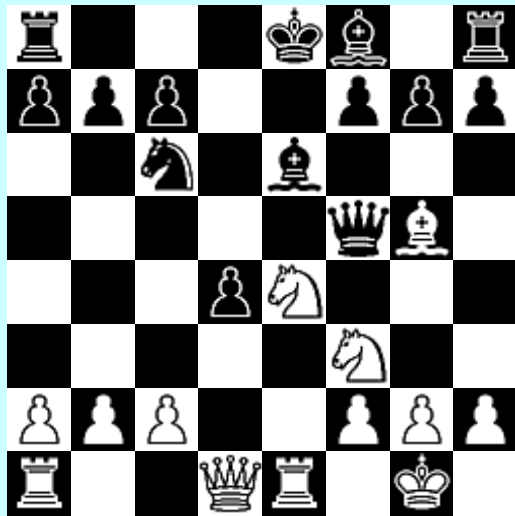


21. Kf1 Qf3+ 22. Ke1 Qf2#

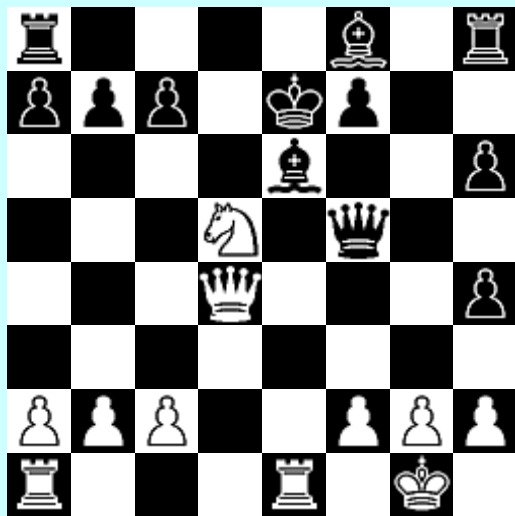
0-1

V.A.2. Estrin - Riskin (Moscow) 1963

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxe4 Be6 10. Bd2 Qf5 11. Bg5



11... h6 12. Bh4 g5 13. Nxd4 Nxd4 14. Qxd4 gxh4 15. Nf6+ Ke7 16. Nd5+

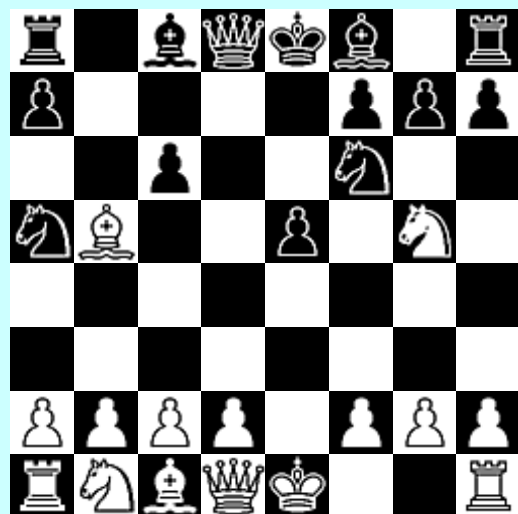


1-0

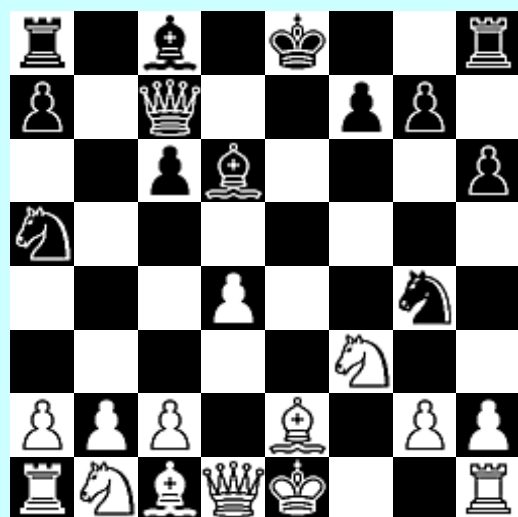
V.B. *Main Line Two Knights' Defence*

V.B.1. **Bibikov - Neishtadt (USSR) 1946**

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6



8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 exf3 12. Nxf3 Qc7 13. d4 Ng4



4. c3 Bxh2 15. xh2 g3 16. d2 c4 17. Bxc4 e3

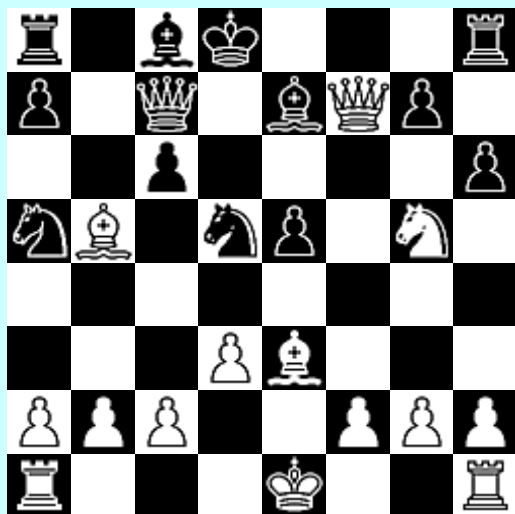
V.B.2. **Hoffer-Unknown, 1913**

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6

8. Qf3

Black chooses an unusual reply which goes badly wrong.

8... Qb6 9. Nc3 Be7 10. d3 h6 11. Be3 Qc7 12. Nd5 Nxd5 13. Qxf7+ Kd8



14. Qxd5+ cxd5 15. Nf7#

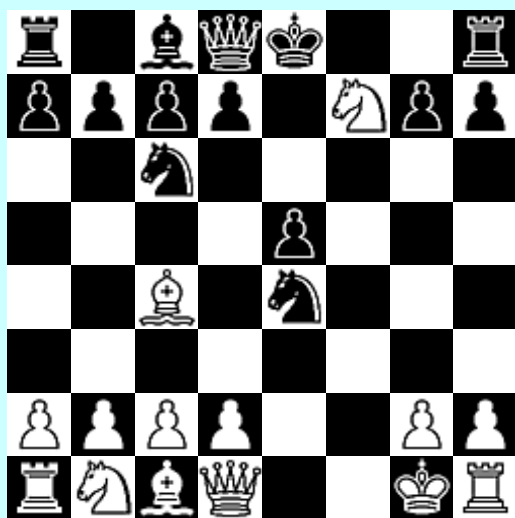
V.C. **Wilkes-Barre Variation** N WARNING N

These games contain uncut scenes of chess violence. Do not play through them late at night, or in the presence of sensitive adults.

V.C.1. **Neikirch - Halir (Corr) 1969**

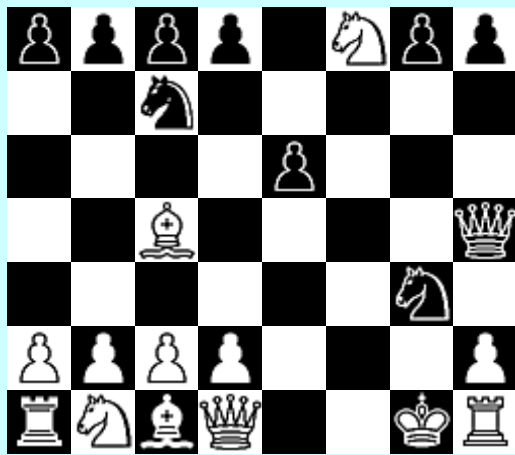
1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+ 6. Kxf2 Nxe4+

7. Kg1

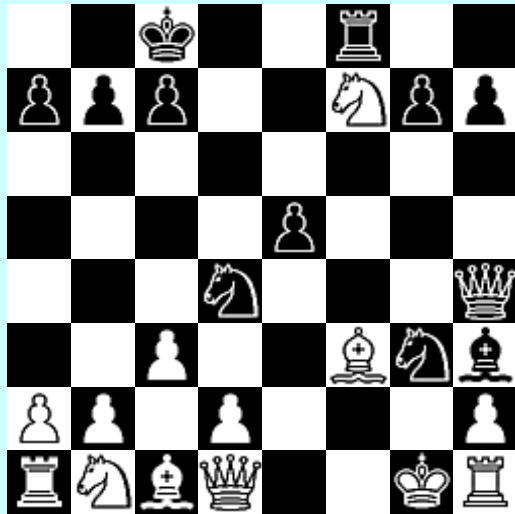


7... Qh4 8. g3 Nxe3





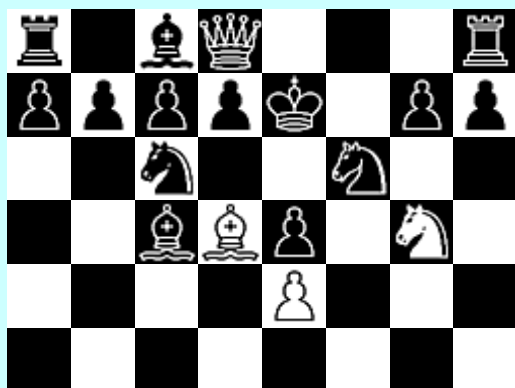
9. Nxh8 d5 10. Bxd5 Bh3 11. c3 Nd4 12. Bf3 O-O-O 13. Nf7 Rf8

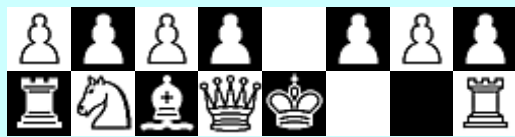


0-1

V.C.2. Estrin-Zaitsev, 1969

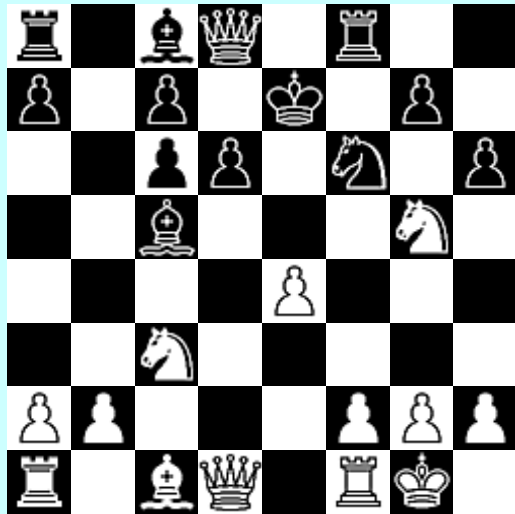
1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5
5. Bxf7+ Ke7 6. Bd5



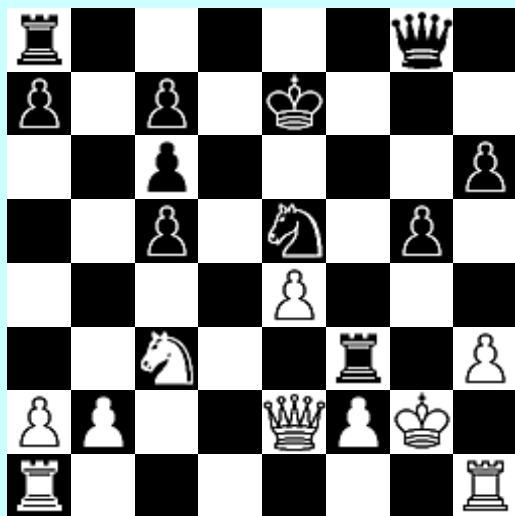


6... d6 7. c3 Rf8 8. d4 exd4

9. Bxc6 bxc6 10. O-O dxc3 11. Nxc3 h6



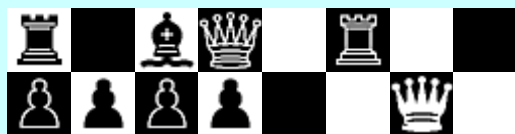
12. Qe2 Bg4 13. Nf3 Nd7 14. h3 Bxf3 15. gxh3 g5 16. Be3 Ne5 17. Bxc5 dxc5 18. Kg2 Rxf3 19. Rh1 Qg8

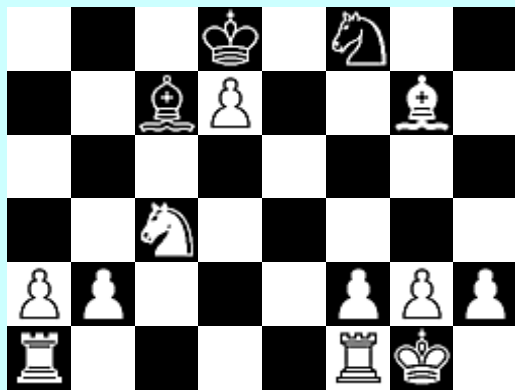


White resigned, seeing no way to stop the threats of ...Raf8 and ...g4, combined with perhaps ...c4-c3 and ...Nd3. Estrin was world correspondence champion, and has published a book on the Wilkes-Barre Variation!

V.C.3. Estrin-Weiss,1972

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Bxf7+ Ke7 6. Bd5 Nb4 7. d4 exd4 8. O-O Nbxh5 9. exd5 Re8 10. Qd3 h6 11. Qg6 hxg5 12. Qxg7+ Kd6 13. Bxg5 Rf8 14. c4 dxc3 15. Nxc3

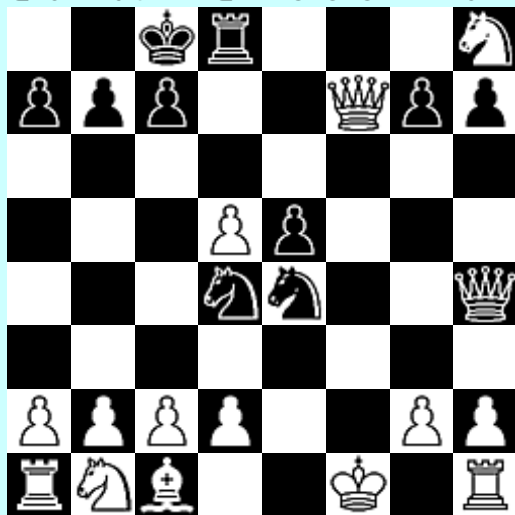




Black resigns, for if 15... Bd4 16. Nb5+ Kxd5 17. Nxd4, and the King will die in the centre of the arena.

V.C.4. Kunz-Hentzgen, Corr.1973

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+ 6. Kf1 Oe7 7. Nxh8 d5 8. exd5 Bg4 9. Be2 Bxe2+ 10. Qxe2 Nd4 11. Qxf2 O-O-O 12. Ke1 Ne4 13. Qf7 Qh4+ 14. Kf1



14... Qg4

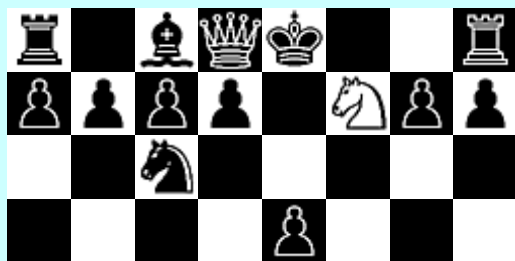
White resigns

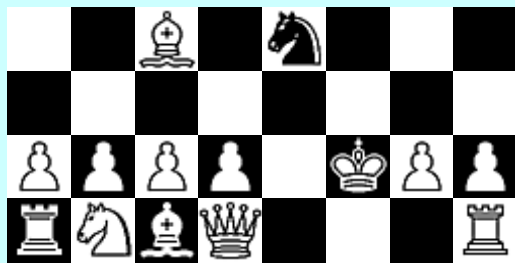
V.C.5. Wirtz - Fahnenschmidt (Marburg) 1955

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5

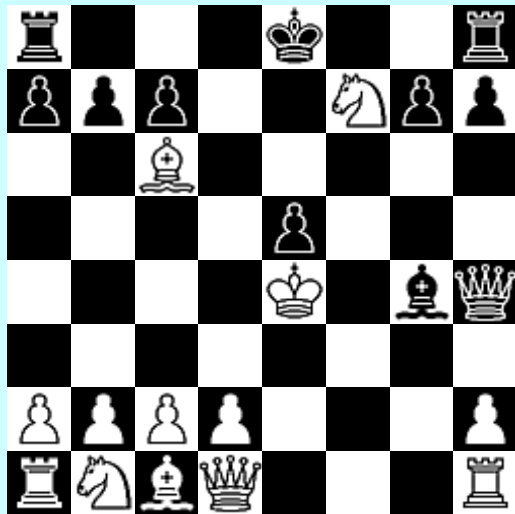
5. Nxf7 Bxf2+

6. Kxf2 Nxe4+

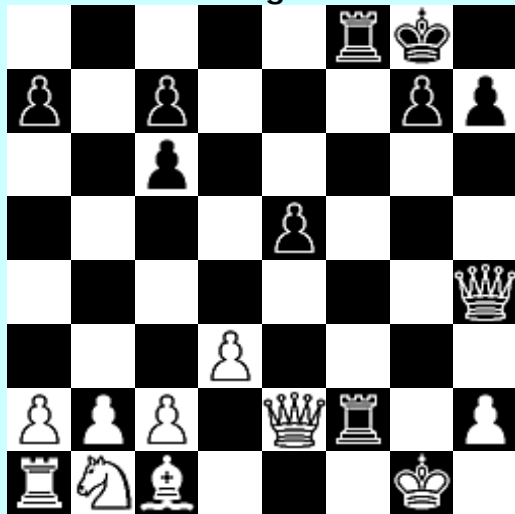




7. Ke3 Qe7 8. Kxe4 d5+ 9. Bxd5 Qh4+ 10. g4 Bxg4 11. Bxc6+



11... Bd7+ 12. Ke3 Qd4+ 13. Ke2 bxc6 14. Rg1 Bg4+ 15. Rxg4 Qxg4+ 16. Ke1 Qh4+ 17. Kf1 O-O 18. Qe2 Rxf7+ 19. Kg1 Raf8 20. d3 Rf2

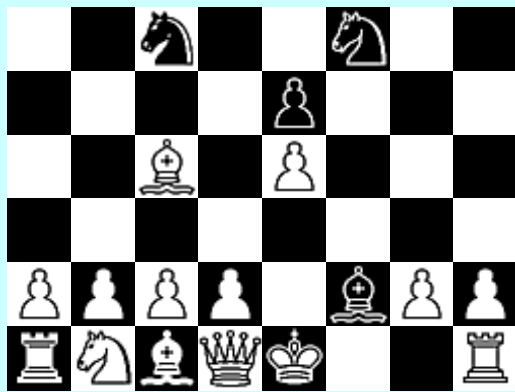


White resigns

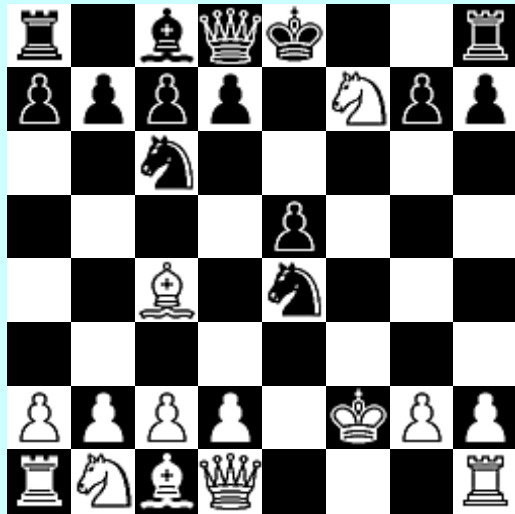
V.C.6. Neikirch-Halir 1969

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 Bc5 5. Nxf7 Bxf2+



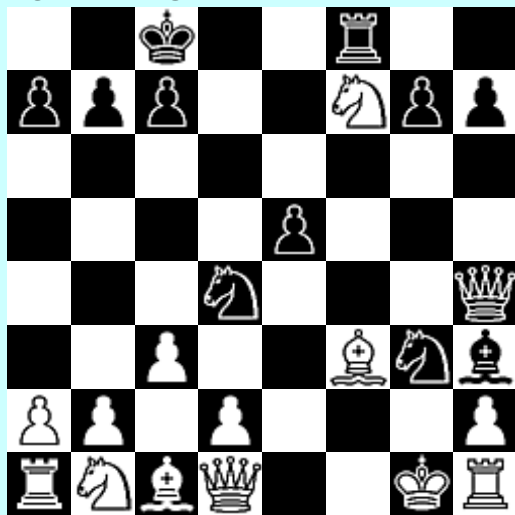


6. Kxf2 Nxe4+



7. Kg1 Qh4 8. g3 Nxe3 9. Nxe4 d5 10. Bxd5 Bh3 11. c3 Nd4 12. Bf3 O-O-O

13. Nf7 Rf8



White resigns

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

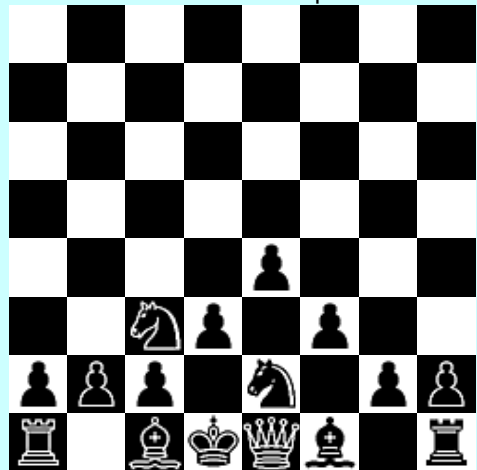
[Dr. Dave](#)



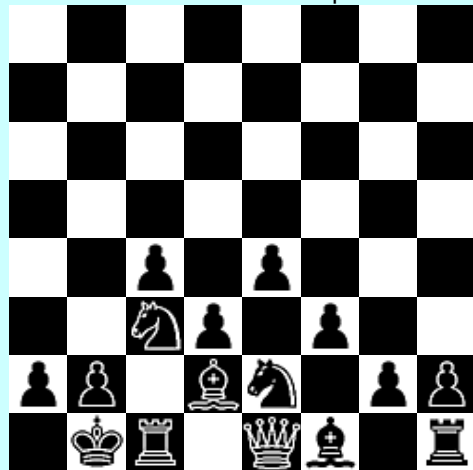
Exeter Chess Club: *\\n Openings\\black_d4.htmPlaying Black against Queen's-side Openings

White plays 1. d4 or plays one of the flank openings, and you reply with either a solid or an aggressive system

Black's basic solid set-up



Black's basic active set-up



An Exeter Junior Chess Club booklet Edition 1., December, 99

Bibliography:

Norwood, *Trends in the King's Indian Attack*

Evans, *The Chess Opening for You*

Kasparov/Keene, *Batsford Chess Openings 2*

Walker, *Chess Openings for Juniors*

Varnusz, *Play Anti-Indian Systems*

Wall, *500 English Miniatures*

Soltis, *The London System*

Botvinnik, *100 Selected Games*

Schiller, *The Cambridge Springs Defence*

Polugaevsky, *Queen's Gambit Declined: Orthodox Defence*

Various magazines and other books [Contents](#)

Introduction

Playing solidly against the Queen's-side and flank openings

Playing aggressively against the Queen's-side and flank openings [_](#)

A. Queen's pawn openings

A1 Playing solidly against 1. d4

A(a) The Stonewall System

A(b) London System

A1.1 The Cambridge Springs Defence against the Queen's Gambit

A1.1a Cambridge Springs with 7. Nd2

A1.1b Cambridge Springs with 7. Bxf6

A1.1c Cambridge Springs with 7. Bd3

A1.1d Main line Cambridge with 7. cxd5

A1.1d(b) Back to the main line with 8. Qd2 [_](#)

A1.1d-1 Main line with 8... N7b6

d-1(1) Main line with 8...N7b6 9. Bd3

d-1(2) Main line with 8...N7b6 9. Nxd5

d-1(3) Main line with 8...N7b6 9. a3

d-1(4) Main line with 8...N7b6 9. Rc1

A1.1d-2 Main line with 8... Bb4

A1.1e White avoids the Cambridge Springs

A1.1e-1 White avoids the Cambridge Springs after 5. Nf3

A1.1e-2 White avoids the Cambridge Springs after 5. e3

A1.1e-3 White avoids the whole QGD by playing the Catalan _

Example Cambridge Springs games

Example games where White avoids the Cambridge Springs

A1.2 The Semi-Slav

A1.2(a) The Meran System

A1.2(b) The Anti-Meran Gambit

Semi-slav theory

A1.2a Main-line Semi-Slav with 5. Bg5

A1.2b Main-line Semi-Slav with 5. e3

A1.2b-1 Semi-Slav with 6...Bd6

A1.2b-2 Semi-Slav with 6...Bb4 _

A1.2c White avoids Nc3

A1.2c-1 White deviates with 4. Qc2

A1.2c-2 White deviates with 4/5. Nbd2

A1.2d Main line Abrahams variation [D31]

A1.2d-1 Abrahams' Variation with 5. e4

A1.2d-2 Abrahams' Variation with 5. e3

A1.2d-3 Main line Abrahams' Variation with 5. a4

Example games in the Semi-Slav:

Deviations by White:

Example of Romih Variation: _

Example of Tchigorin Variation:

Abrahams' Variation

O-1

A1.3 The Exchange Variation

A1.3a The minority attack with b4 and b5

A1.3b Central break with f3 and e4

Example Games in the Exchange Variation

Black plays solidly

Black wins with a King's-side attack:

White wants to play in the centre: _

White castles Queen's-side:

A2 Playing actively against 1. D4

The Stonewall Attack

A2.1 The Dutch Defence, Stonewall Variation

A2.2 White avoids the Stonewall

A2.2a Modern System with Bg5xf6

A2.2b Staunton Gambit with e4

A2.2c Korchnoi Gambit with g4

A2.2d Others

Examples of White avoiding the Dutch _

B. English opening

B1 Playing solidly against 1. c4

B2 Playing actively against 1. c4

Theory of the Anglo-Dutch

Example games in the Anglo-Dutch

System with 2...d6

System with 2...Nc6

Reversed Closed Sicilian

C Reti Opening and King's Indian Attack

C1 Playing solidly against 1. Nf3 _

C2 Playing actively against 1. Nf3

D Sokolsky opening (Polish)

D1 Playing solidly against 1. b4

D2 Playing actively against 1. b4

E Nimzo-Larsen Opening

E1 Playing solidly against 1. b3

E2 Playing actively against 1. b3

F Various other openings

F1. Benko's Opening, 1.g3

F2. Bird's opening, 1. f4 _

F3. The Dunst, 1. Nc3

Example game in the Dunst:

F4. Grob's opening, 1. g4

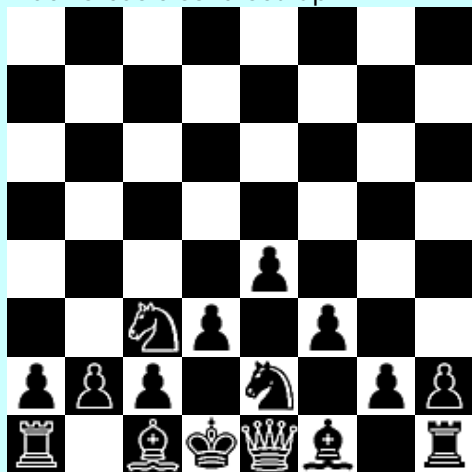
Also ran: 1. e3, 1. a3, 1. a4, 1. h4, 1. f3

Introduction

The repertoires below offer you solid and aggressive ways of playing against most of the Queen's side openings, and also tells you what to do against some of the less common lines where only one line need be learned.

Playing solidly against the Queen's-side and flank openings

Black's basic solid set-up



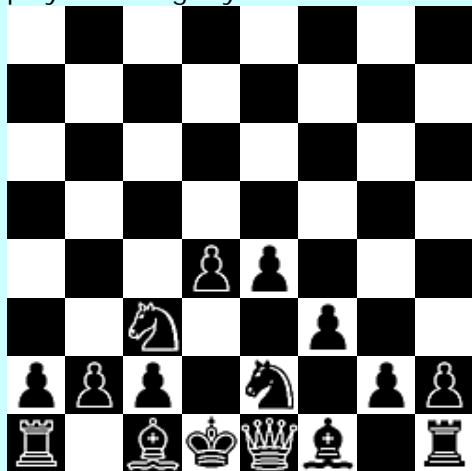
When I say solid, I mean, solid and going forward, not solid and standing still.

So, you must plan where your counterplay is coming from:

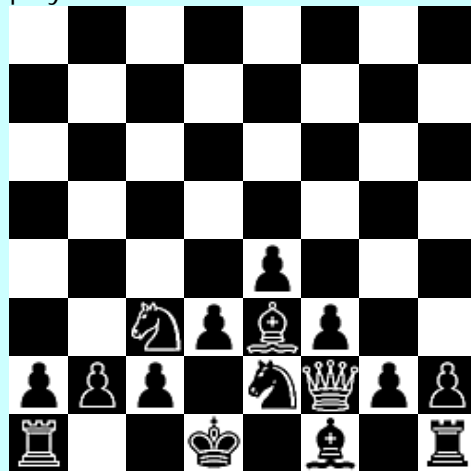
- play ...e5 to get your Bc8 out and working
- play ...Bd6 and ...Qc7
- play ...Bb4 and ...Qa5
- play ...dxc4 and ...b5

Of course you can combine these plans.

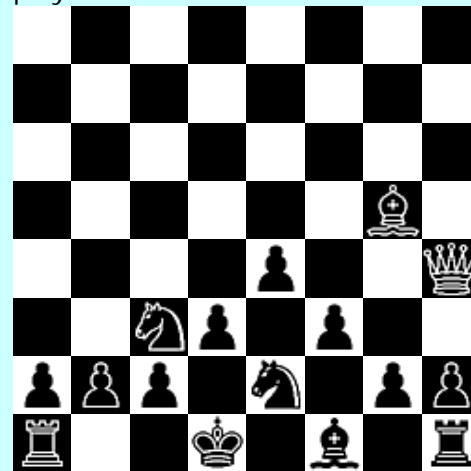
play ...e5 to get your Bc8 out



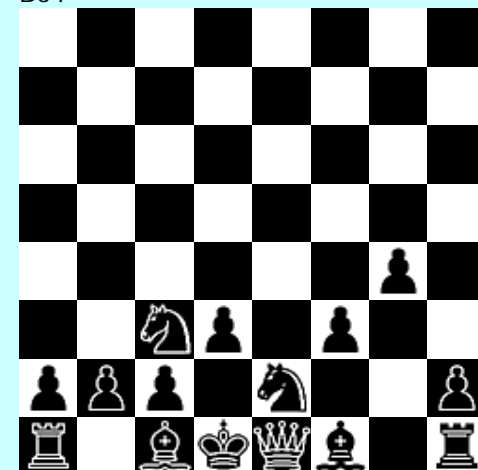
play ...Bd6 and ...Qc7



play ...Bb4 and ...Qa5

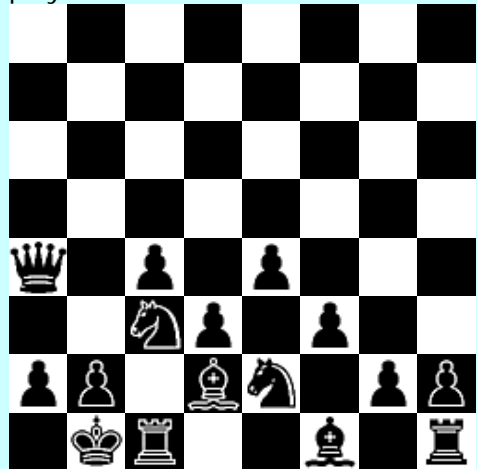


...dxc4 & ...b5: keep the P/ hit a Bc4

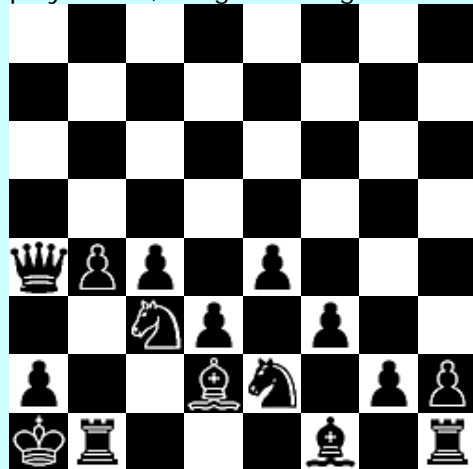


Playing aggressively against the Queen's-side and flank openings

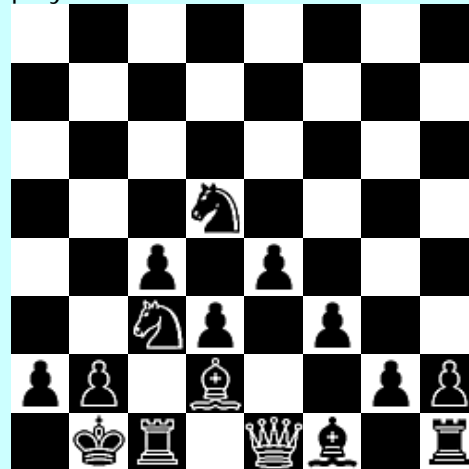
play ...Qe8 and ...Qh4



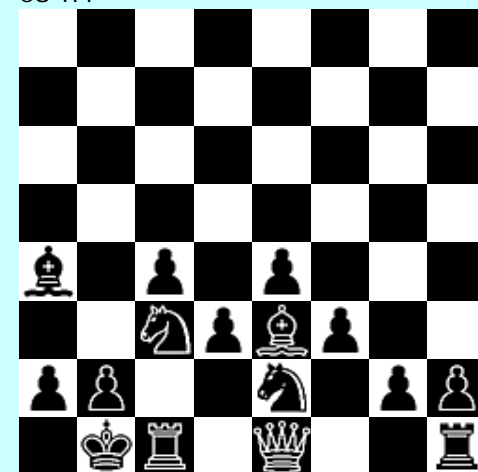
play ...Kh8, ...Rg8 and ...g5



play ...Ne4 and ...Ndf6



re-organise bishops ...Bd6 / ...Bd7-e8-h4



Under the **Section A, Queen Pawn Openings** you can see both these lines at work. You can see straight away that it may be possible to head towards one then choose the other.

I'll also show you how to play against some of the more off-beat approaches to playing White in sections B-F. Analysis and Games

I'll go through each approach in turn, looking at a system to play against each White opening.

A. Queen's pawn openings

As your chess improves you will meet more and more players who prefer the slower Queen's-side openings, which although slow, are dangerous because they are also trying to take over the centre, and it is harder to stop this than after 1. e4. The reason for this is worth thinking about:

In the e4 openings, you can often easily play ...d5, but in the 1. d4 openings, ...e5 takes a lot longer to arrange. You may prefer to give up on the idea for a while, and concentrate on active development.

There are several systems below which combine solidity and winning chances in varying proportions:

The Cambridge Springs Defence to the Queen's Gambit Declined

The Semi-Slav Defence: the Tchigorin, Romih and Abrahams variations

The Stonewall Dutch

A1 Playing solidly against 1. d4

I assume that White will follow 1...d5 with 2. c4. Sometimes White will play 2. Nf3 and later 3. c4, but basically White usually needs the c2-c4 move to put Black's centre under pressure, or Black will be able to use the c7 and e7 pawns to hit out at the d4 pawn. There are a few White systems that don't involve c2-c4:

*

The Stonewall System

1. d4 2. e3 3. Bd3 and 4. f4

*

The London System

1. d4 2. Nf3 3. Bf4

*

The Colle System

: 1. d4 2. Nf3 3. e3 4. Bd3 (*see the booklet devoted to this opening*

A(a) The Stonewall System

(Notes from Fine, 1943)

1. d4 d5 2. e3 Nf6 3. Bd3

[3. f4 is sometimes played to avoid the 3...Nc6 line. Black can always play ...Bf5]

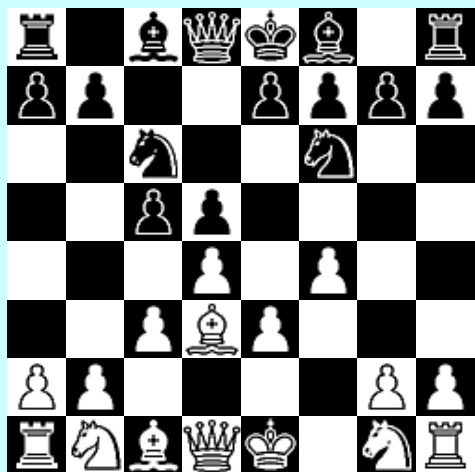
3... c5

[Another good system is 3... Nc6 4. f4

[4. c3 e5]

4... Nb4 5. Nf3 Nxd3+ 6. cxd3 g6 7. Nc3 Bg7 8. O-O O-O=]

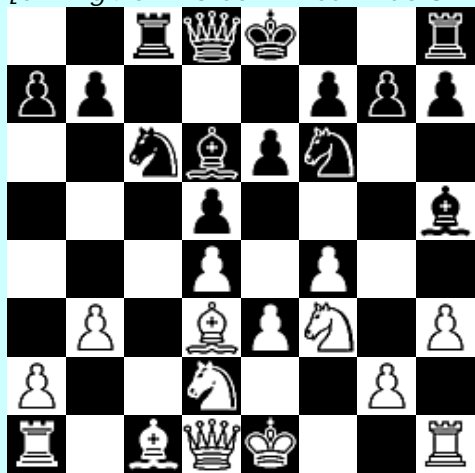
4. c3 Nc6 5. f4



5... e6

blocks the Bc8; probably not best.

[5... Bg4 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8



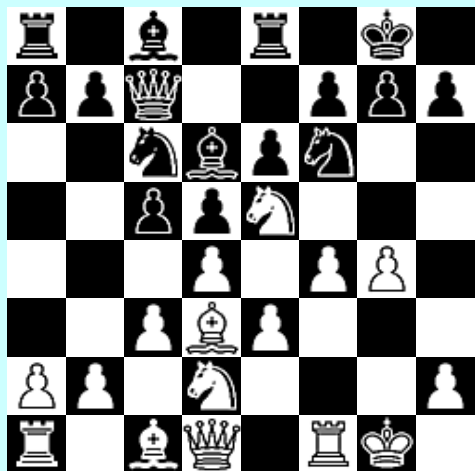
Black is comfortable]

The dangers in this line can be seen in this line, given by Fine:

6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7

Ne5 needs some response; Black could also try to occupy e4

9. Nd2 Re8 10. g4



with a crushing attack

A(b) London System

This can be a dangerous system: e.g.

Pribyl - Penrose (Nice) 1974

1. d4 d5 2. Nf3 Nf6 3. Bf4 c5 4. c3 e6 5. e3 Be7 6. Nbd2 O-O 7. Bd3 b6 8. Ne5

[8. O-O Bb7 9. a4

[9. Ne5]]

8... Bb7 9. Qf3 Nc6 10. Qh3 g6 11. Bh6 Re8 12. f4 Nd7

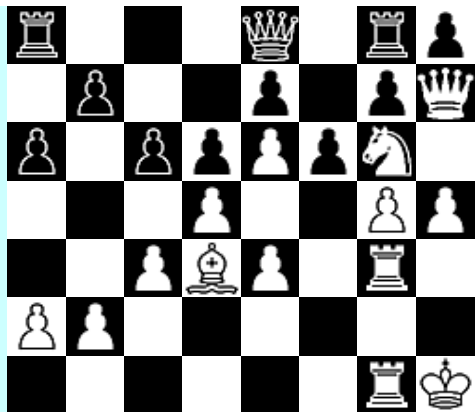
[12... Nxe5 13. fxe5 Ne4 14. Bxe4 dxe4 15. O-O with a strong attack: White can contemplate Rxf7!]

13. O-O f5 14. Ndf3 Ncxe5 15. fxe5 Bf8 16. Ng5 Bxh6 17. Qxh6 Nf8

[17... Qe7 18. g4 Qg7 19. Qxg7+ Kxg7 20. Bb5 Rad8 21. gxf5 gxf5 22. Nh3 with an endgame plus]

18. Rf3 Re7 19. g4 Rg7 20. Raf1 Qd7 21. Kh1 Oe7 22. h4 Bc8 23. Rg3 a5 24. Rfg1 Ra7



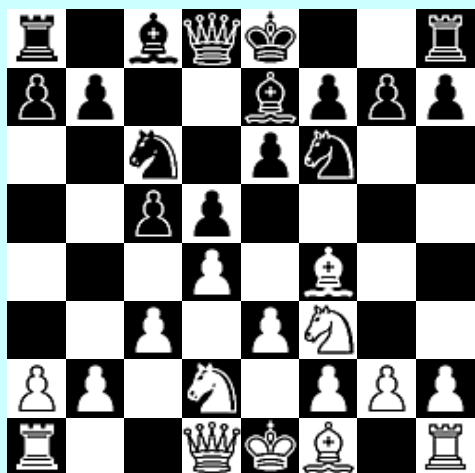


Black fiddles while the King's side burns... White won an endgame in about 40 moves.

Let's try again from the top:

1. d4 d5 2. Nf3 Nf6 3. Bf4 c5 4. c3 e6 5. e3 Be7 6. Nbd2

Now 6... Nc6

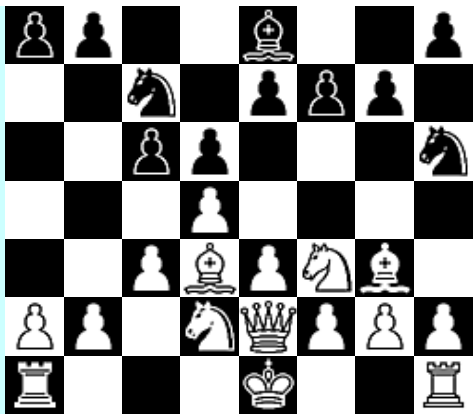


Black should be prepared to snap off a Knight coming to e5, and can also think about ...Nh5 to exchange the Bishop.

7. h3

[or 7. Bd3 Nh5 8. Be5 f6 9. Bg3 g6 10. Qe2 O-O





Esilon-Cramling, 1984. BCO confidently gives this as an edge to Black. The Black pawns look odd but cover a lot of key squares. If White castles King's-side Black will play ...Nxc3; if O-O-O Black should not open a file but ...a6.]

7... O-O 8. Bd3 b6 9. O-O Bb7 10. Ne5 Nxe5 11. Bxe5 c4 12. Bc2 b5 13. a3 Nd7



= Remon-Agzamov 1984

The only other system which may cause concern is the Colle System; early development of the Bc8 to f5 or g4 is the antidote (see booklet).

White has other non-standard plans eg...

[3. g3 c5 4. Bg2 e6 5. O-O Nc6 6. c3 Qb6 7. e3 Bd6



= *Ardiansyah-Farago 1983.*]

...but these should not cause you sleepless nights. The strongest move is c2-c4, so let us look at these variations.

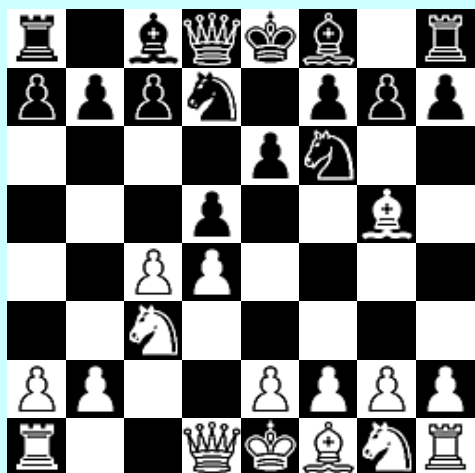
A1.1 The Cambridge Springs Defence against the Queen's Gambit

The Queen's Gambit is a strong and solid approach for White.

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5

The main line is 4...Be7 but the line I recommend starts:

4... Nbd7



Can White win a pawn here?

[5. cxd5 exd5 6. Nxd5 Nxd5 7. Bxd8

[7. Bd2 N7f6]

7... Bb4+ 8. Qd2 Bxd2+ 9. Kxd2 Kxd8 and Black has an extra piece!]

No, so White usually continues:

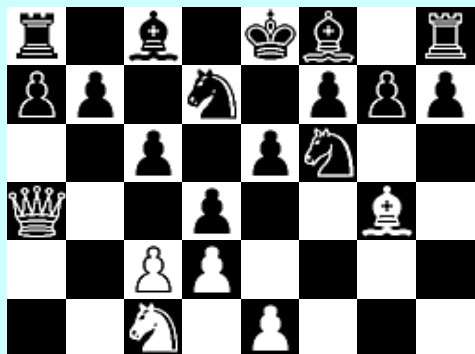
5. e3 c6 6. Nf3 Qa5



This is the Cambridge Springs Defence, a counter-attacking line where Black aims to put the White Queen's-side under pressure. White has ways of heading off to other variations on moves 4,5 and 6 and we will look at those later. First, let us look at an example game:

Marshall, F - Tarrasch, S, Nuremberg, 1895

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Qc2 Qa5



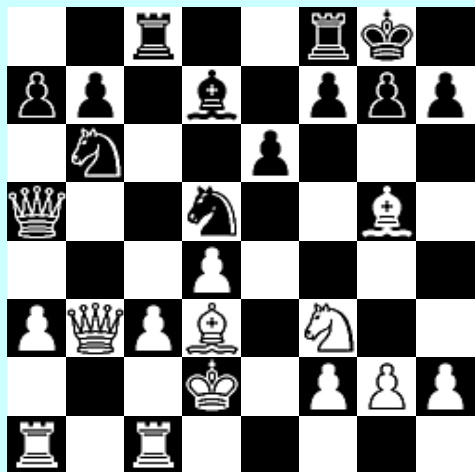


7. cxd5 Nxd5 8. Nf3 ? 8... Bb4 9. Kd2



Black's attack on c3 has given White a real headache.

9... c5 10. a3 Bxc3+ 11. bxc3 cxd4 12. exd4 N7b6 13. Bd3 Bd7 14. Rhc1 Rc8 15. Qb3 O-O

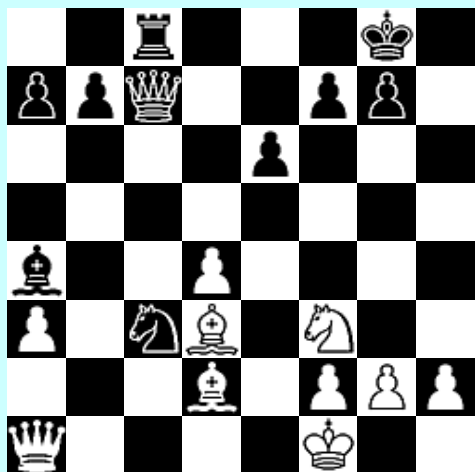


16. Ke2

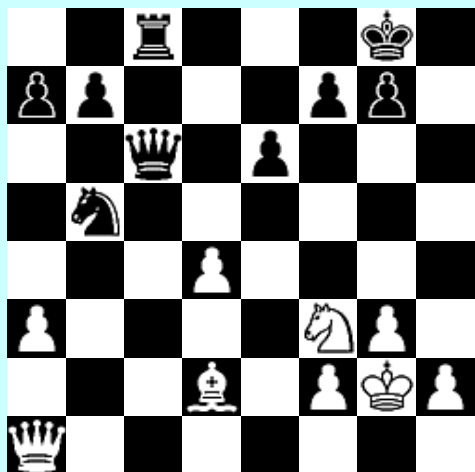
[16. Rc2 Ba4]

16... Rxc3 17. Rxc3 Qxc3 18. Qb1 h6 19. Bd2 Qc7 20. Kf1 Nc4 21. Bc1 Ba4 22. Qa2 Rc8 23. Qe2 Nc3 24. Qe1 Na5 25. Bxh6 Nb3 26. Bd2

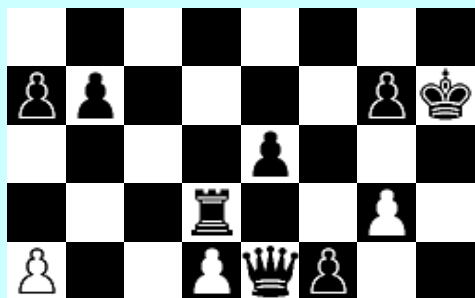
Nxa1 27. Qxa1

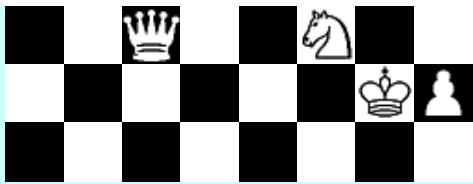


27... Bb5 28. Bxb5 Nxb5 29. g3 Qc6 30. Kg2



30... Rd8 31. Be3 Qe4 32. Qb2 Rd5 33. a4 Nd6 34. Bf4 Nf5 35. Be3 Nxe3+ 36. fxe3 Qxe3 37. g4 f5 38. g5 Qe4 39. Qc3 f4 40. Qc8+ Kh7 41. Qc3





41... e5 42. h4 Rxd4 43. g6+ Kh6 44. Kh2 Qe2+ 0-1

Quite a long haul, but not difficult to understand. I predict you will win a few games like this to White players who do not really see the attack coming. All the theory below is designed to give you enough ideas to see you through games where your opponents do know what they are doing.

From the main line position:

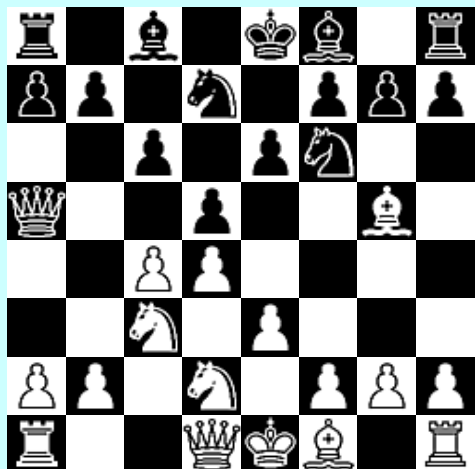


White has several different moves here, but the same ideas are present in each line: White hopes to safeguard the bishop on g5 and/or to minimise the attack on c3. We will look at:

- a. 7. Nd2, stopping ...Ne4
- b. 7. Bxf6, removing the target
- c. 7. Bd3 - a poor move (...dxc4!)
- d. 7. cxd5 - stopping ...dxc4

The first and last of these are the most important and most common amongst masters.

A1.1a Cambridge Springs with 7. Nd2

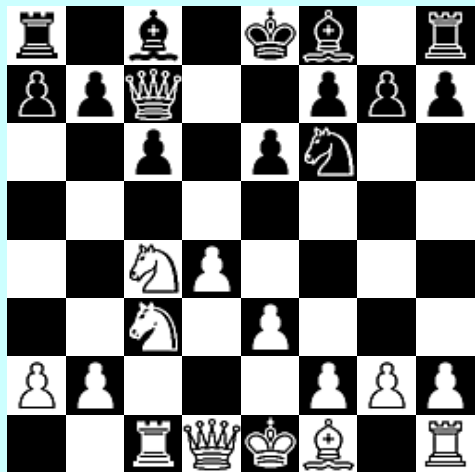


Black has got two ways to try and equalise here I recommend 7. Nd2 Bb4 but Black has also tried

7.Nd2 dxc4

e.g.

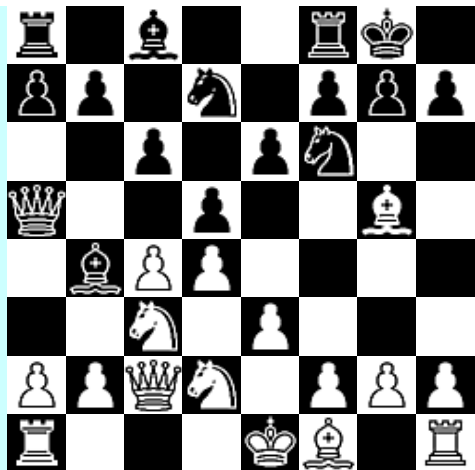
8. Bxf6 Nxf6 9. Nxc4 Qc7 10. Rc1



which may be about equal but I don't fancy it as well. Let's try instead

7. Nd2 Bb4

8. Qc2 O-O



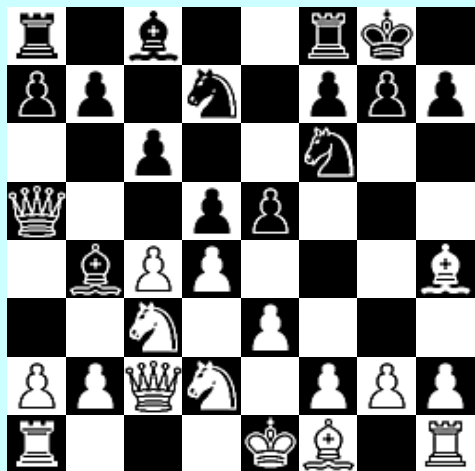
[8... e5 also equalises according to Polugaevsky]

9. Be2

White has also tried:

[9. a3 Ne4]

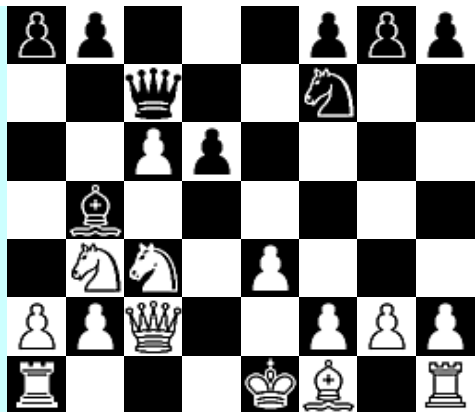
[9. Bh4 e5]



always this blow! But Black can also try

[9... c5 10. Nb3 Qa4 11. Bxf6 Nxf6 12. dxc5 Qc6 13. cxd5 exd5=]





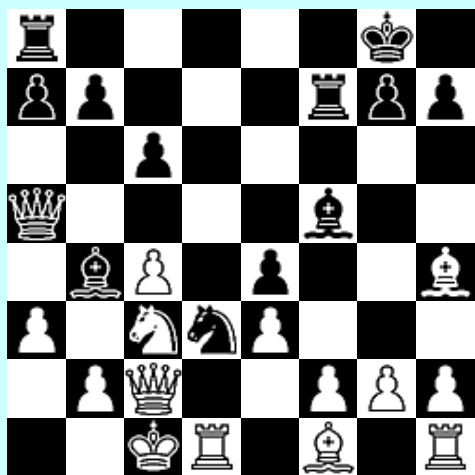
10. *dxe5*

[10. *Nb3 Qc7 11. Be2 [or 11. Bg3 Ne4] 11... dxc4 12. Bxc4 exd4 13. Nxd4 Ne5 = Straat-Spielmann, Scheveningen 1923]*

10... *Ne4 11. Ndx e4 dxe4 12. e6 Ne5 13. exf7+*

[13. *e7 Re8 14. O-O-O Ng6 15. Rd8 Bf5]*

13... *Rxf7 14. O-O-O Bf5 15. a3 Nd3+*

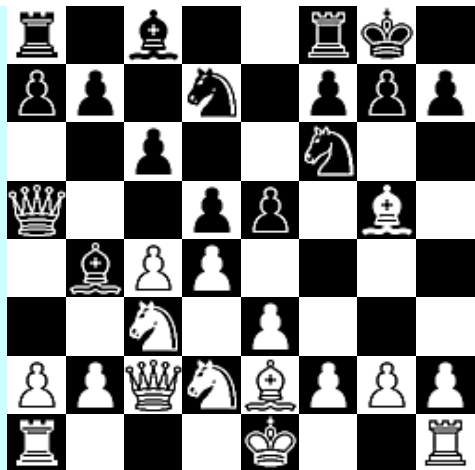


16. *Bxd3*

[16. *Kb1 Bxc3 17. Qxc3 Qxc3 18. bxc3 Re8 with good compensation for the piece]*

16... *exd3 17. Qd2 c5 18. axb4 ? 18... cxb4 19. Nb1 Rc8 20. b3 b5 with a strong attack for the piece]*

9... *e5*



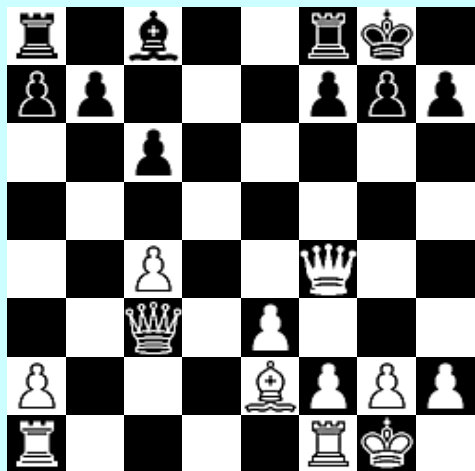
10. O-O

Again White has tried other moves:

[10. dxe5 Ne4 11. Ndx e4 dxe4 12. O-O Bxc3 13. bxc3 Nxe5

[13... f6 14. Bh4 Qxe5 =]

14. Qxe4 Ng6 15. Bf4 Nxf4 16. Qxf4 Qxc3



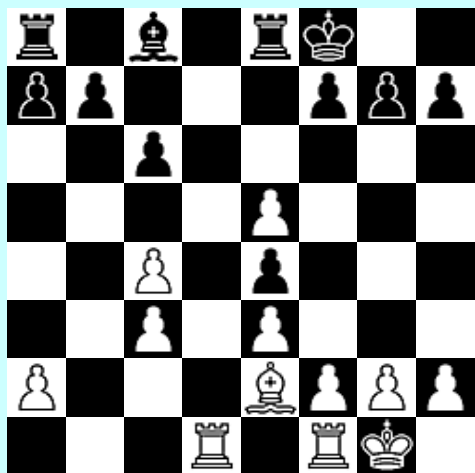
is OK for Black]

[10. Bxf6 Nxf6 11. dxe5 Ne4 12. Ndx e4

[12. cxd5! Nxc3 13. bxc3 Bxc3 14. Rc1 Bxe5 15. dxc6 Rd8 16. Bd3 bxc6 17. O-O Ba6 18. Nc4 Bxc4 19. Bxc4 += bukc-nikolac, yugoslavia 1976]

12... dxe4 13. O-O Bxc3 14. Qxc3 Qxc3

15. bxc3 Re8 16. Rad1 Kf8



]

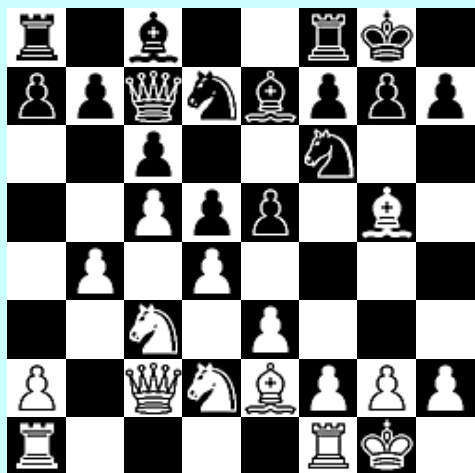
10... Bd6

[10... exd4 11. Nb3 Qc7 12. Nxd4 dxc4 13. Bxc4 Ne5 14. Be2 Neg4 15. Bf4 Qe7 16. h3 Ne5 17. Rad1 Ng6 18. Bg3 Rd8 = Spraggett-Saed, Taxco 1985]

11. Nb3

[11. cxd5 exd4 12. dxc6 dxc3 13. cxd7 cxd2 14. dxc8=Q Raxc8]

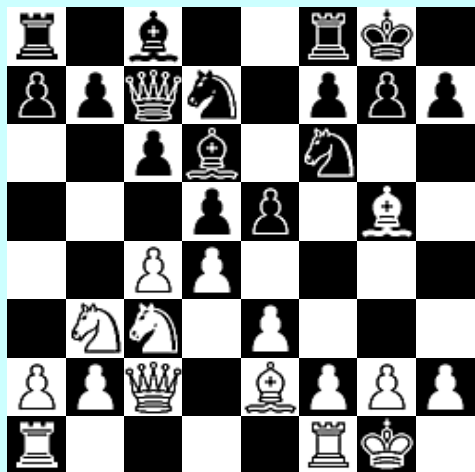
[11. c5 Be7 12. b4 Qc7



with chances for both sides; White has more space but while Black maintains the tension in the centre it will not be easy for either side

(...e4, though, would be a mistake) 13. b5]

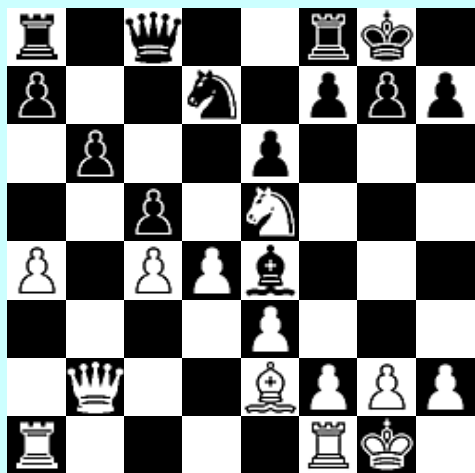
11... Qc7 =



A1.1b Cambridge Springs with 7. Bxf6

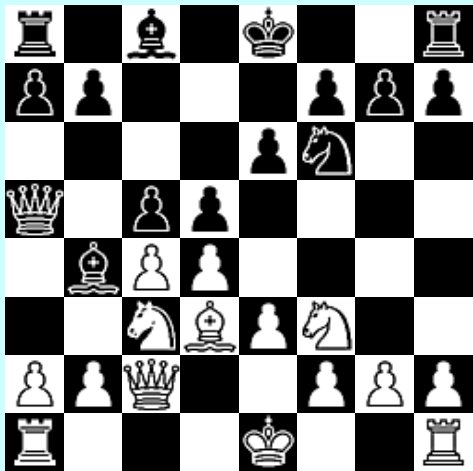
7...Nxf6 8. Bd3 Bb4 9. Qc2

[There is an old line 9. Qb3 dxc4 10. Bxc4 O-O 11. O-O Bxc3 12. bxc3 b6 13. Ne5 Bb7 14. Be2 c5 15. Nc4 Qa6 16. Qb2 Bd5 17. Ne5 Qc8 18. a4 Nd7 19. c4 Be4



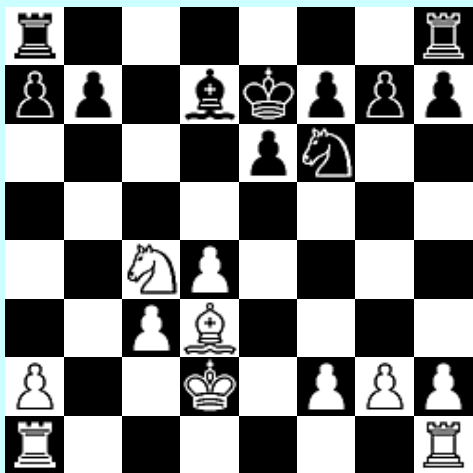
= Capablanca, Lasker, Ed. NY 1924]

9... c5



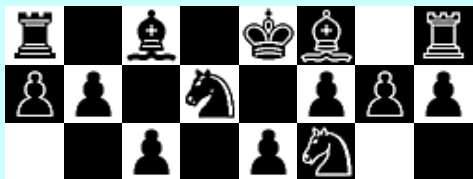
Black has a simple equalising plan: exchange centre pawns, castle, then develop your Bc8.

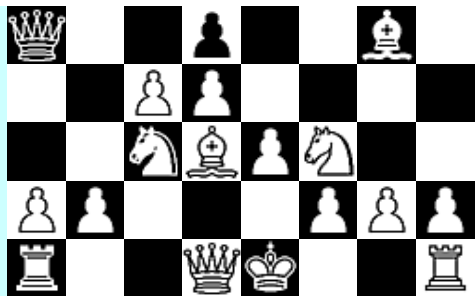
10. Nd2 [or 10. O-O] 10... cxd4 11. exd4 Bxc3 12. Qxc3 Qxc3 13. bxc3 dxc4 14. Nxc4 Ke7 15. Kd2 Bd7



= Knoch-Vajda, Kecsemet 1927

A1.1c Cambridge Springs with 7. Bd3





This is a feeble move, although it looks natural.

7... Ne4 8. Nd2

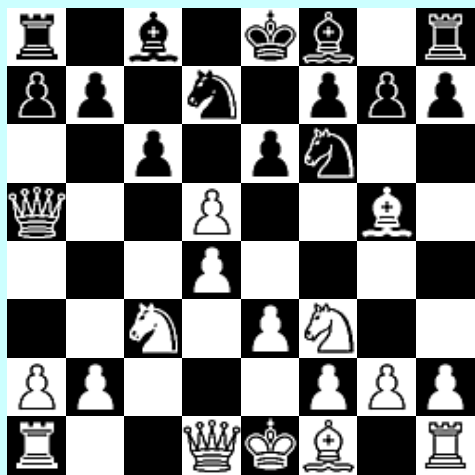
[8. Bf4 Nxc3 9. bxc3 Qxc3+ 10. Kf1 dxc4]

[8. Bxe4 dxe4 9. Ne5 Bb4]

8... Nxd2 9. Qxd2 dxc4

And Black has won a piece.

A1.1d Main line Cambridge with 7. cxd5



7...Nxd5

Now White usually plays Qd2 but first we will need to examine an alternative in 8. Qb3.

A1.1d(a) White deviates from main line: 8. Qb3

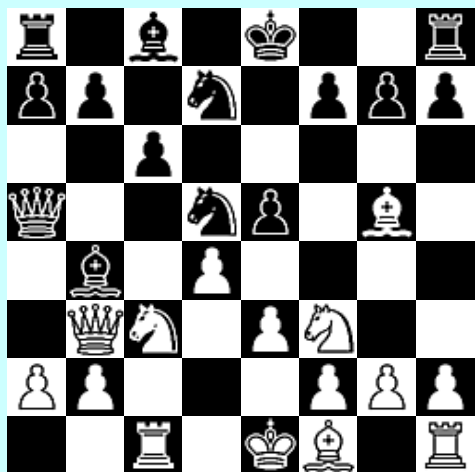
8. Qb3 Bb4

Others can be confidently tried:

[8... h6 9. Bh4 Bb4 10. Rc1 c5 11. a3 Bxc3+ 12. bxc3 cxd4 13. exd4 O-O = Euwe-Capablanca 1931]

[8... Bd6 9. e4 Nxc3 10. bxc3 e5 11. Bd2 O-O 12. Bd3 Qc7 = Peev-Atanasov, Varna 1974]

9. Rc1 e5



!? Tartakower

10. Bc4 !

Best. Alternatives include:

(a) [10. dxe5 Nc5 11. Qc2 Na4

[11... Qxa2]

]

(b) [10. Nxe5 Nxe5 11. dxe5 Be6 12. a3 Nxc3 13. Qxb4

[13. axb4 Qxe5 14. Bf4 Bxb3 15. Bxe5 Na2]

13... Qxb4 14. axb4 Na2 15. Rd1 Nxb4]

(c) [10. Bd3 h6 11. Bh4 exd4 12. exd4 Nf4]

...with Black comfortable in each case.

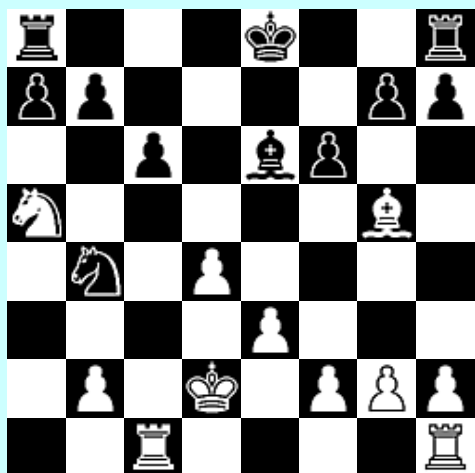
10... N7b6

[10... exd4 is more solid 11. Bxd5 Bxc3+ 12. bxc3 cxd5 13. exd4 O-O 14. O-O Nb6 =]

11. Bxd5 Nxd5 12. Nxe5 Be6 13. Nc4

[13. a3 Nxc3]

13... Nxc3 14. Nxa5 Nxa2+ 15. Qxb4 Nxb4 16. Kd2 f6



=/= + As in a consultation game Euwe & Weenink - Alekhine & Van Den Bosch, Amsterdam 1931

A1.1d(b) Back to the main line with 8. Qd2

8. Qd2

Black now has the sharp

8... N7b6

and the solid

8...Bb4

A1.1d-1 Main line with 8... N7b6

Now White has a choice:

- (1) 9. Bd3
- (2) 9. Nxd5
- (3) 9. a3
- (4) 9. Rc1

Only the last of these is dangerous.

d-1(1) Main line with 8...N7b6 9. Bd3



9. Bd3 (?)

This move anticipates transposing to the Rc1 system after

9... Nxc3

but Black can dodge with

9... Na4 !

with no problems after

10. Nxd5

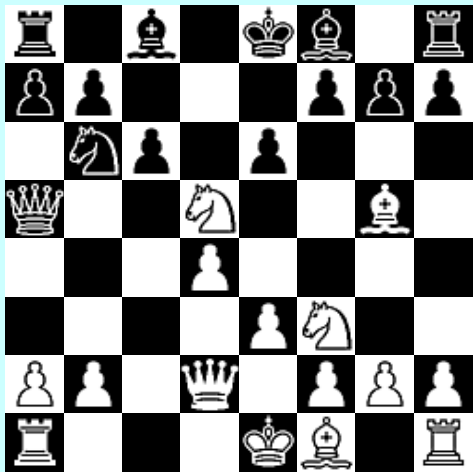
[or 10. Nxa4 Bb4]

[or 10. O-O Nxb2 11. Qxb2 Qxc3 -+]

10... Qxd2+ 11. Kxd2 exd5 drawn: Adorjan-Ivkov 1980

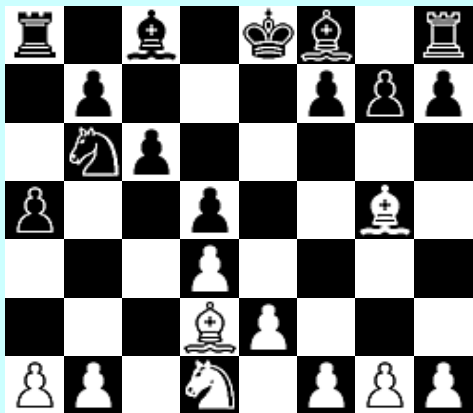
This is worth knowing about, because it is not in all the books.

d-1(2) Main line with 8...N7b6 9. Nxd5



An attempt to avoid any theoretical novelties, but abandoning any pretence at keeping the White advantage.

9... Qxd2+ 10. Nxd2 exd5 11. Bd3 a5





= Karpov-Kasparov 1984/85 #47

d-1(3) Main line with 8...N7b6 9. a3



9... Nxc3

the pawn grab with ...Bb4 is rather risky

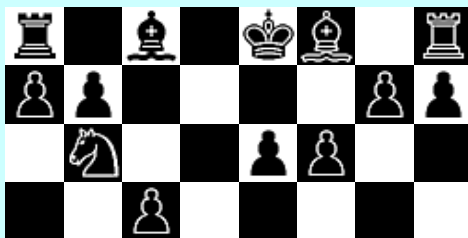
10. Qxc3

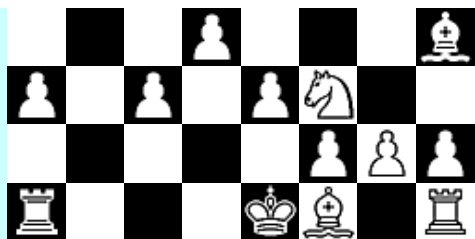
[10. bxc3 Nd5 11. e4

[11. c4 Bb4]

11... Qxc3]

10... Qxc3+ 11. bxc3 f6 12. Bh4 c5





= Euwe

d-1(4) Main line with 8...N7b6 9. Rc1



9... Nxc3 10. bxc3 Nd5 11. Bc4

[11. Bd3 Nxc3 12. O-O Bb4 13. a3 Qxa3 transposes above]

11... Nxc3

[11... Ba3 12. Rb1 Nxc3 13. Rb3 b5 14. Bd3 b4 Black can win a pawn but the Ba3 is dead for a long while]

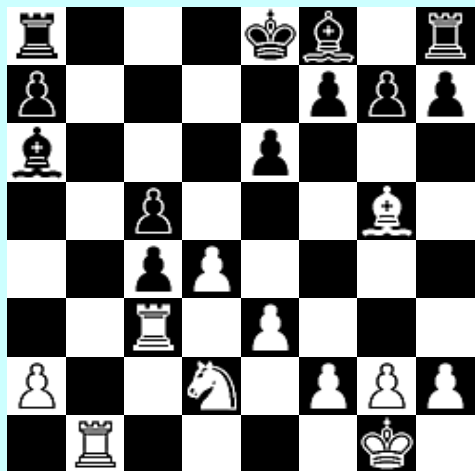
12. O-O b5

[12... Bb4 is risky 13. a3]

13. d5

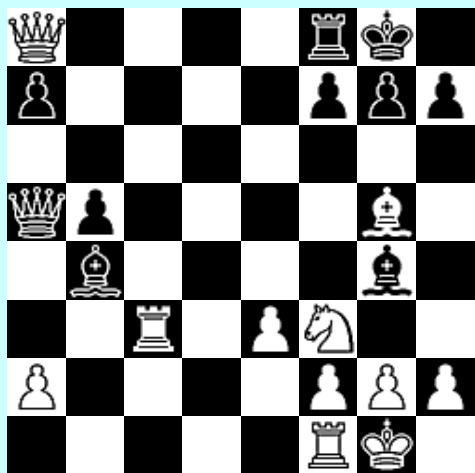
This is the only threatening continuation

[13. Qxc3 Qxc3 14. Rxc3 bxc4 15. Rb1 Ba6 16. Nd2 c5]



with better chances for Black]

13... exd5 14. Bxd5 cxd5 15. Rxc3 Bb4 16. Qxd5 O-O 17. Qxa8 Bg4

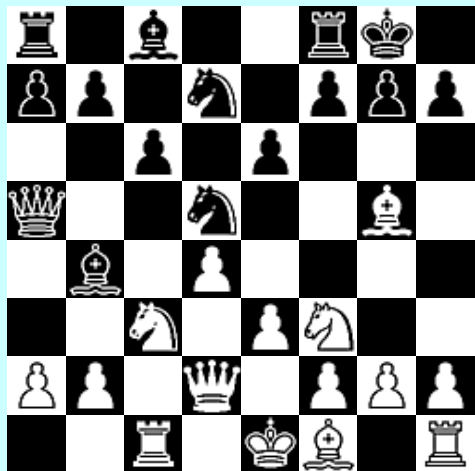


Black's chances are no worse

A1.1d-2 Main line with 8... Bb4

this more straightforward move leads to quieter play

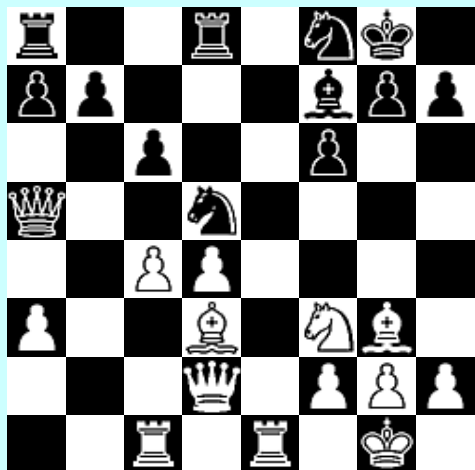
9. Rc1 O-O



10. e4

[10. Bd3 e5 11. dxe5

[11. O-O exd4 12. exd4 f6 13. Bh4 Rd8 14. a3 Bxc3 15. bxc3 Nf8 16. Bg3 Be6 17. Rfe1 Bf7 18. c4

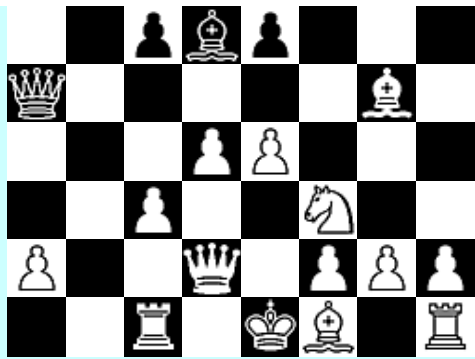


with a pull for White: Kasparov-Smyslov, 1984]

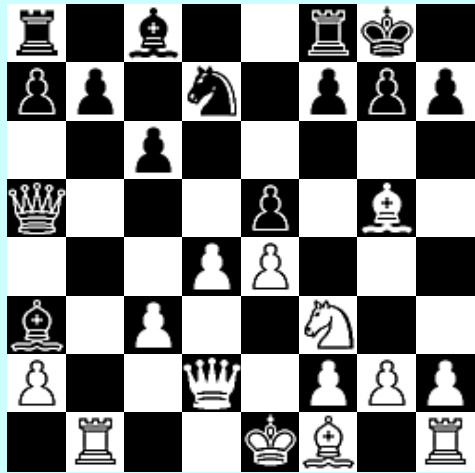
11... Nxc3 12. bxc3 Ba3 13. Rd1 Nxe5]

10... Nxc3 11. bxc3 Bd6





[11... Ba3 12. Rb1 e5



Walker 13. Bd3 Re8

[13... exd4 14. cxd4 Qxd2+ 15. Nxd2 Nb6 16. O-O Be6 17. Nb3 += Polu]

14. O-O b6 15. Qe2 Bb7 16. Rfd1 += Euwe]

This is all the theory you will ever need if White allows the Cambridge Springs. Play over each line, not to learn the moves by heart but to see all the different ideas. Once you know the ideas the moves will come naturally to you - perhaps better moves than are given in the notes!

A1.1e White avoids the Cambridge Springs

A1.1e-1 White avoids the Cambridge Springs after 5. Nf3

5... c6

White has tried

A. 6. Qc2

B. 6. Qb3

c. 6. e4

e-1(1) 6. Qc2

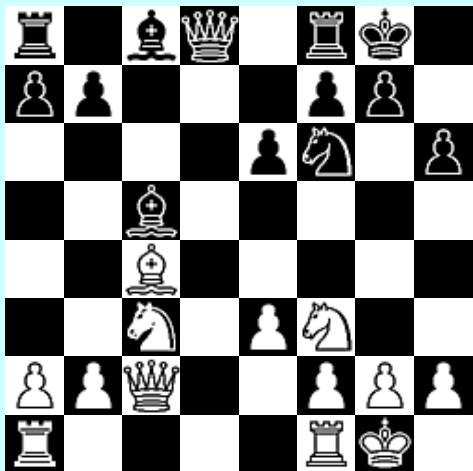
Now the usual attack can be easily met by

[6... Qa5 7. cxd5 Nxd5 8. e4 Nxc3 9. Bd2]

An active try is:

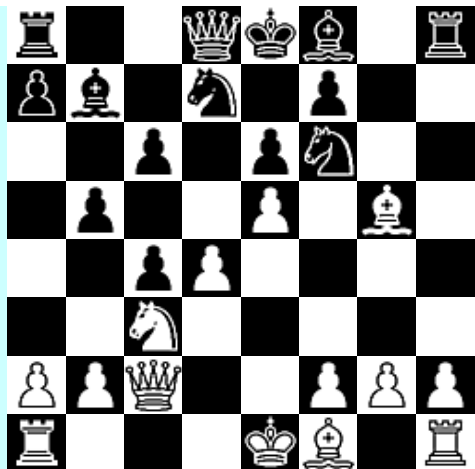
6... dxc4

[6... h6 is safer 7. Bxf6 Nxf6 8. e3 Be7 9. Bd3 O-O 10. O-O c5 11. dxc5 dxc4 12. Bxc4 Bxc5]



~ = Kotov-Panov 1938]

7. e4 b5 8. e5 h6 9. Bh4 g5 10. Nxg5 hxg5 11. Bxg5 Bb7



Compared to the normal Anti-Meran system (see below), White has played the inferior move Qc2 not g3. Black will get a good game with ...Qb6 and ...O-O-O. See the section on the Semi-Slav below.

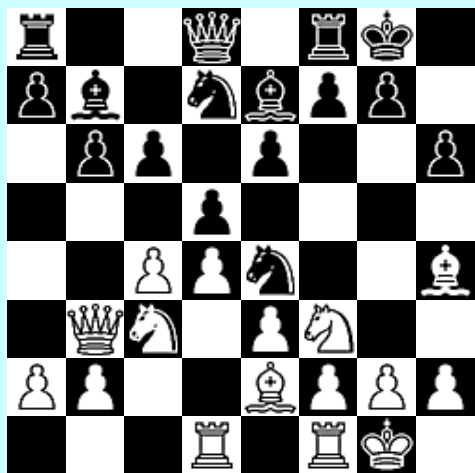
e-1(2) 6. Qb3

Clearly the usual attack is not possible.

6...Be7 7. e3 O-O 8. Be2 b6 9. O-O Bb7 10. Rad1 h6 11. Bh4

Samikhovsky-Kasparian 1931. Now

11... Ne4



with good play for Black

e-1(3) 6. e4

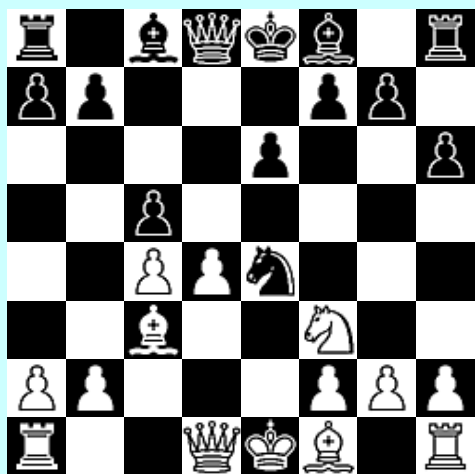
Black cannot allow this pawn to remain.

6...dxe4 7. Nxe4 h6 8. Nxf6+

[8. Bh4 g5 9. Nxf6+ Nxf6 10. Bg3 Bb4+ with advantage: not

11. Nd2 ? 11... Ne4]

8... Nxf6 9. Bd2 c5 10. Bc3 Ne4



= **Subarev-Ryumin 1931**

A1.1e-2 White avoids the Cambridge Springs after 5. e3

5. e3

Again you play

5... c6

Now:

(1) A. 6. Bd3

(2) B. 6. a3

(3) C. 6. Qc2

6. Nf3 would transpose to normal lines.

e-2(1) 6. Bd3

6...Qa5

is still OK here but see note after move 7

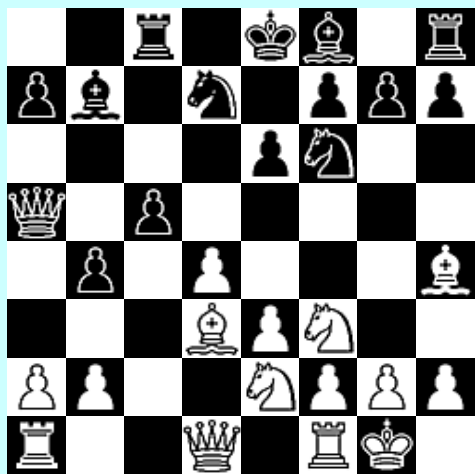
7. Bh4 dxc4

[not 7... Bb4 8. Nge2 +=]

8. Bxc4 b5 9. Bd3

[9. Bb3 would be met the same way]

9... b4 10. Nce2 c5 11. Nf3 Bb7 12. O-O Rc8



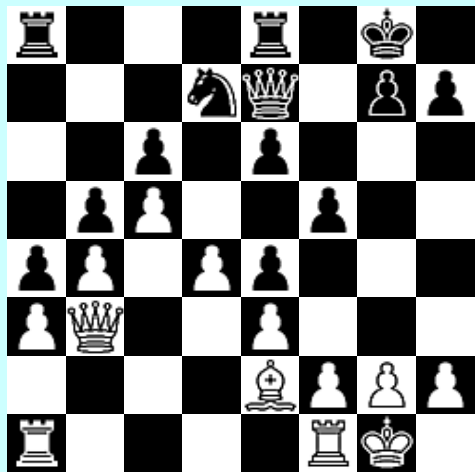
= Ornstein-Sveshnikov 1977]

e-2(2) 6. a3

Plain enough!

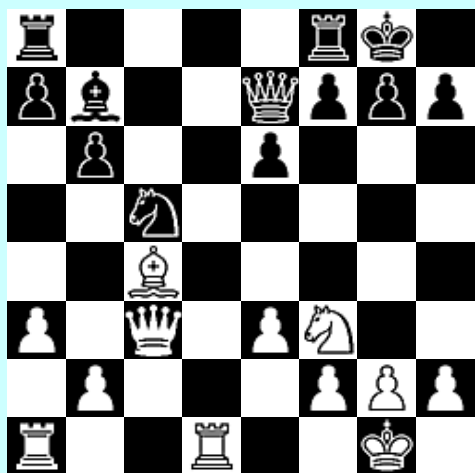
6...Be7 7. Nf3 Ne4 8. Bxe7 Qxe7 9. Qc2

[or 9. Nxe4 dxe4 10. Nd2 f5 11. c5 O-O 12. Nc4 b6 13. b4 Ba6 14. Be2 Bxc4 15. Bxc4 a5 16. Qb3 Rfe8 17. O-O b5 18. Be2 a4



>/< Euwe-Bogolyubov 1941]

9... Nxc3 10. Qxc3 O-O 11. Be2 dxc4 12. Bxc4 b6 13. O-O Bb7 14. Rfd1 c5 15. dxc5 Nxc5

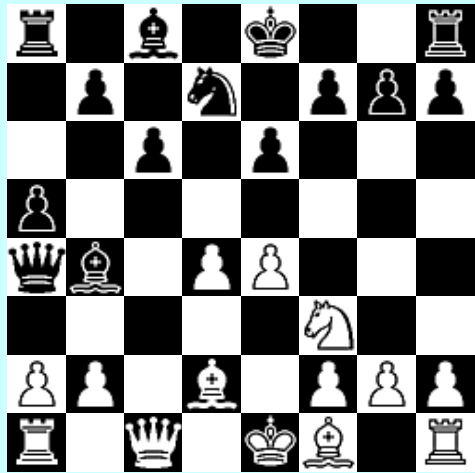


= Pirc-Rabar 1946]

e-2(3) 6. Qc2

An important idea as played at the highest level, but Black can equalise.

6...Qa5 7. cxd5 Nxd5 8. e4 Nxc3 9. Bd2 Qa4 ! 10. Qxc3 a5 11. Nf3 Bb4 12. Qc1

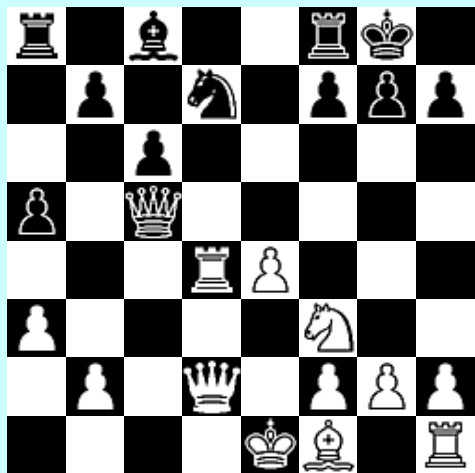


~ = Capablanca-Alekhine 1927

12... O-O

[12... Bxd2+ 13. Qxd2 Qb4 14. Bd3 Qxd2+ 15. Kxd2 Ke7 Neishtadt]

13. a3 Bxd2+ 14. Qxd2 e5 15. Rc1 exd4 16. Rc4 Qb5 17. Rxd4 Qc5



now not 18. Rxd7 Bxd7 19. Qxd7 Qc1+ 20. Qd1 Qxb2]

A1.1e-3 White avoids the whole QGD by playing the Catalan

The what? The Catalan is an opening which involves c2-c4 but not e2-e3. White holds back the e-pawn and instead plays the light-squared Bishop out to the long diagonal on g2. So how can White capture the c-pawn if Black takes it? Quite!

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!?

"Boy, did I underestimate this one!"

SCHILLER, Play the Catalan

This is a sneaky way of grabbing a pawn. White can play 5. Qa4+, but otherwise play is like the Abrahams' Variation game Seirawan-Korchnoi on page . Both Korchnoi and Karpov have tried this line, which is probably not totally sound but White will have to walk a tightrope to find the way to advantage.

If you don't fancy this line then uncoiling slowly with usual Slav-style moves will probably equalise. The game is too unforcing to give much detailed analysis.

I'll show you a game by Korchnoi and one by Karpov, and look at the latest theory.

6. a4

[The Karpov game went instead 6. Ne5 and White never broke up the Queen's-side pawn mass]

6... c6

The Korchnoi game went 7. O-O

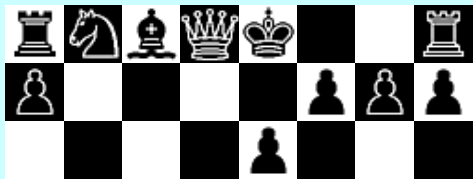
The latest theory goes:

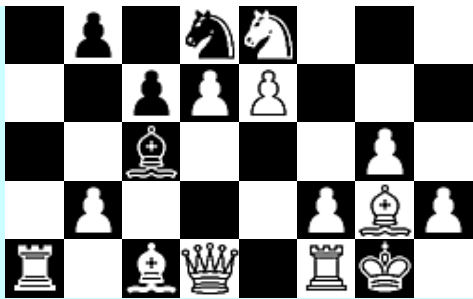
7. Ne5 Nd5 8. O-O

[Schiller recommends 8. axb5 cxb5 9. Nc3 Bb4

[or 9... Bb7]

10. O-O Bxc3 11. e4





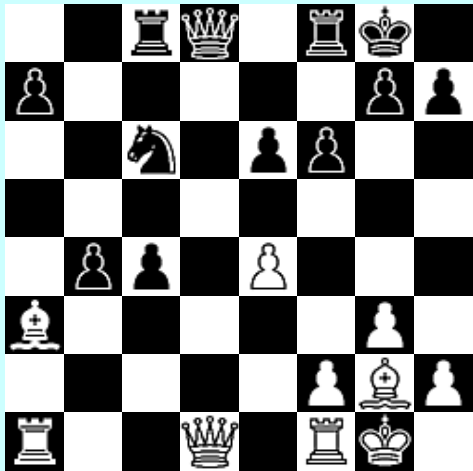
which is splendidly messy

11... Bxb2 12. exd5

[12. Bxb2 Ne7 13. d5 O-O 14. Ba3 f6 15. d6 Nec6 16. Nxc6 Nxc6 17. d7 b4

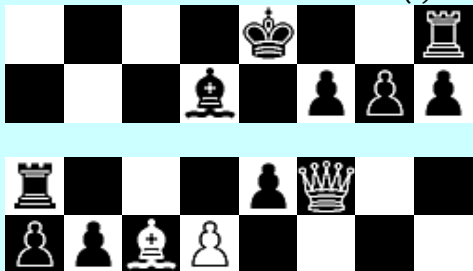
[Not 17... Bxd7 18. Bxf8 Kxf8 19. e5 +/-]

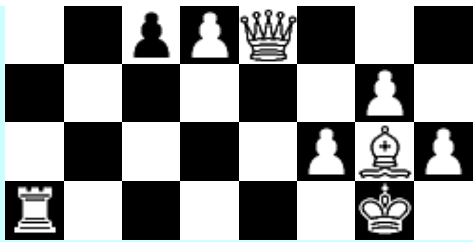
18. dxc8=Q Rxc8



"unclear" OLL/NARVA]

12... Bxa1 13. Ba3 a5 unclear (!) BCO2 14. Qg4 Qf6 15. Rxa1 Ra6 16. Bc5 Nd7 17. Nxd7 Bxd7 18. Qe4





CHERNIN awaits tests...]

After 7. Ne5 Nd5 8. O-O:

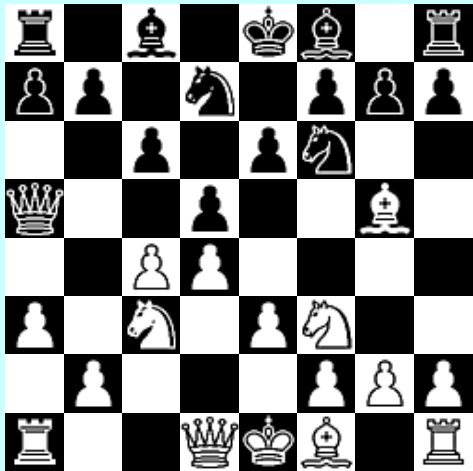
8... Bb7 9. b3 cxb3 10. axb5 cxb5 11. Qxb3 a6 12. e4 Nf6 13. d5 Bc5 !

but still += BCO2

Example Cambridge Springs games

Ottaviani,W - Liying,P (Novi-14) [D52] Cambridge Springs: loose Bg5, 1990

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. Nf3 c6 6. e3 Qa5 7. a3

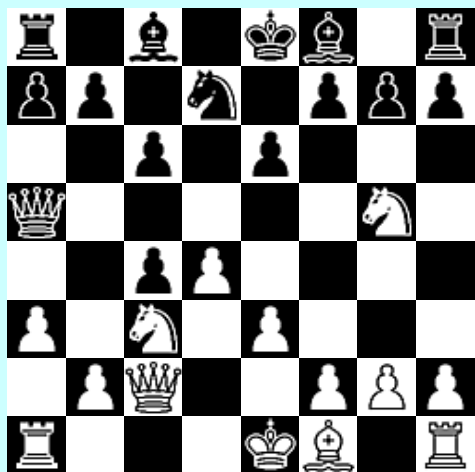


7... Ne4 8. Qc2

[8. Qa4]

[8. b4 Bxb4 9. axb4 Qxb4 10. Rc1 Nxc3]

8... Nxc3 9. Nxc3 dxc4

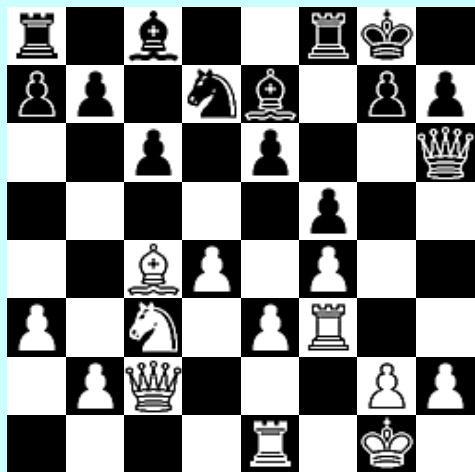


10. Bxc4 ??

[10. Nxh7 Bb4 11. Bxc4 g6]

[10. Nge4 b5 11. Be2]

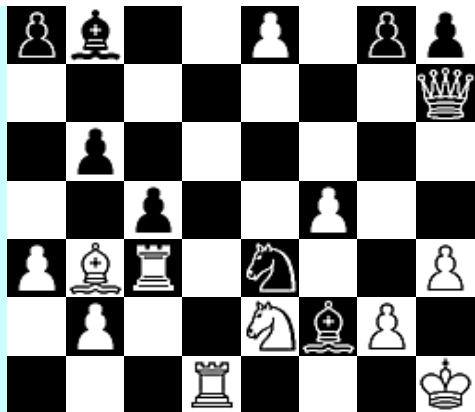
10... Qxg5 11. O-O Be7 12. Rae1 O-O 13. f4 Qh6 14. Rf3 f5



[14... Rd8 15. Rh3 Qg6 16. Bd3 f5 17. e4 Bf6]

15. e4 b5 16. Bb3 Kh8 17. exf5 Bf6 18. fxe6 Bxd4+ 19. Kh1 Nf6 20. Ne2 Ng4 21. h3 Bf2 22. Rd1 c5 23. e7 Re8 24. Qd2 c4 25. Qd8 Bb7 26. Rc3 Ne3

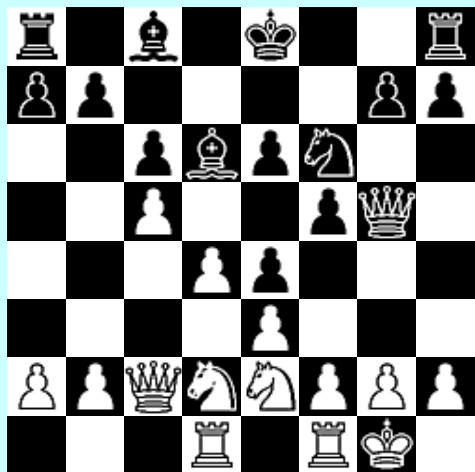




27. Qb6 Qxh3# 0-1

Buthali,D - Figueroa,C (Novi-14) [D52] cambridge springs: loose Bg5, 1990

1. Nf3 Nf6 2. d4 d5 3. c4 e6 4. Bg5 Nbd7 5. e3 c6 6. Nc3 Bb4 7. Bd3 Qa5 8. Qc2 Ne4 9. Bxe4 dxe4 10. Nd2 Qxg5 11. O-O f5 12. Ne2 Bd6 13. Rad1 Nf6 14. c5

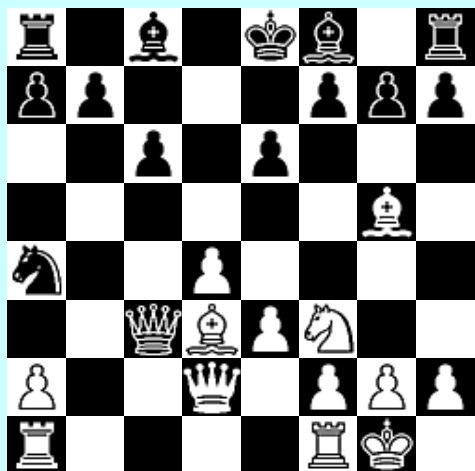


Things go from bad to worse!

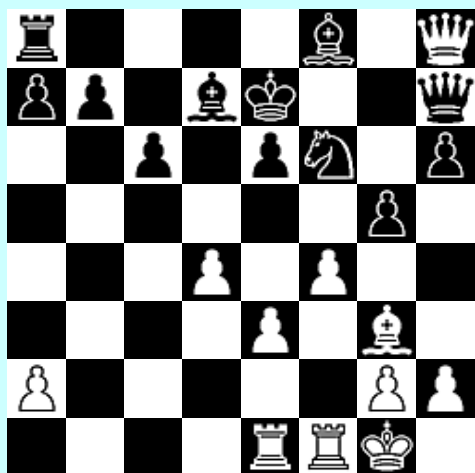
14... Bxh2+ 15. Kxh2 Qh4+ 16. Kg1 Ng4 17. Rfe1 Qxf2+ 18. Kh1 Nxe3 0-1

Borovikov, V - Shabanov, Y (Podolsk) [D52] Cambridge Springs: Black grabs material, 1990

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. Bg5 Nbd7 6. e3 Qa5 7. cxd5 Nxd5 8. Qd2 N7b6 9. Bd3 Nxc3 10. bxc3 Na4 11. O-O Qxc3

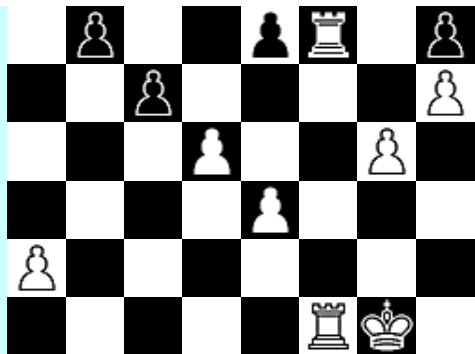


12. Qe2 Qb2 13. Bc2 h6 14. Bh4 Nc3 15. Qd3 Nd5 16. Ne5 g5 17. Nxf7 Kxf7 18. Qg6+ Ke7 19. Bg3 Rg8 20. Qxg8 Qxc2 21. Rae1 Bd7 22. f4 Nf6 23. Qh8 Qh7



24. Qxh7+ Nxh7 25. fxf5 Nxf5 26. h4 Nf7 27. Rb1 b6 28. Be1 Rc8 29. Bb4+ Ke8 30. Bxf8 Kxf8 31. Rf6 Ke7 32. Rbf1 Be8 33. h5 c5 34. g4

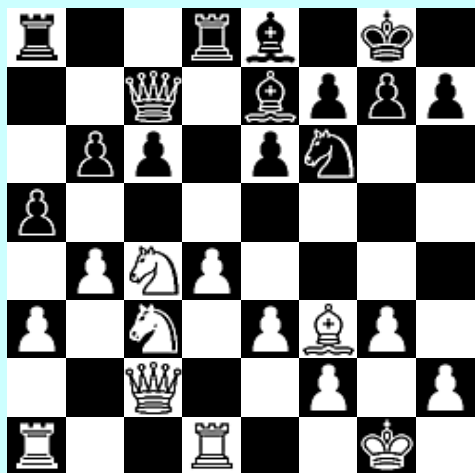




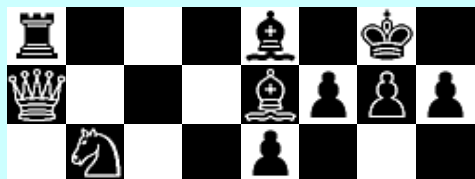
34... c4 35. Rg6 c3 36. Kf2 Bc6 37. Ke1 Bb5 38. Rh1 Bd3 39. Kd1 Rc4 40. a3 Ra4 0-1

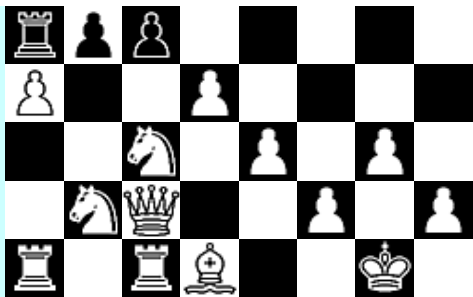
Duemer,K - Meyer,Frh (2.BLSW) [D52] cambridge springs: Q-side attack, 1989

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 c6 5. e3 Nbd7 6. Nf3 Qa5 7. Nd2 Bb4 8. Qc2 dxc4 9. Bxf6 Nxf6 10. Nxc4 Qc7 11. a3 Be7 12. Be2 O-O 13. O-O Bd7 14. b4 Rfd8 15. g3 Be8 16. Rfd1 b6 17. Bf3 a5

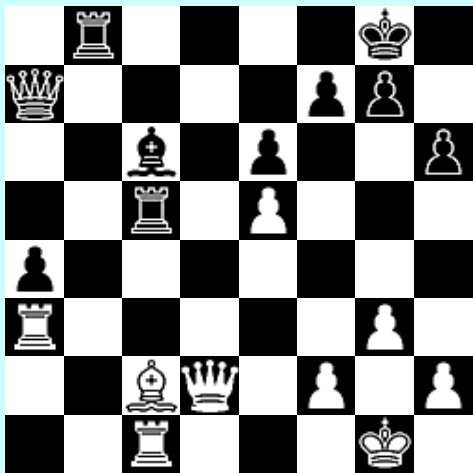


18. bxa5 b5 19. Nb2 Rxa5 20. a4 Qa7 21. Rdc1 Nd5 22. Bd1 Ra8 23. Ne4 Nb6 24. Nc3 c5

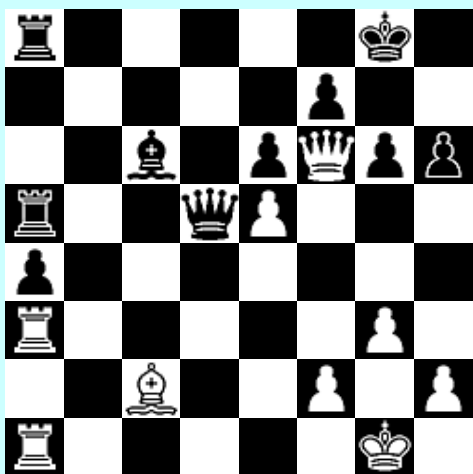




25. dxc5 Nxa4 26. Ncxa4 bxa4 27. Nd3 Rc8 28. Ra3 Bd7 29. e4 Bc6 30. e5 Rb8 31. Qd2 h6 32. Bc2 Bxc5 33. Nxc5 Rxc5



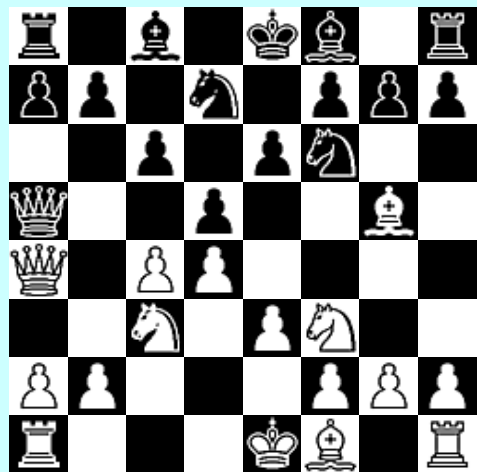
34. Qd3 g6 35. Rca1 Ra8 36. Qd2 Kg7 37. Qd1 Ra5 38. Qd2 Qd7 39. Qf4 Qd5 40. Qf6+ Kg8



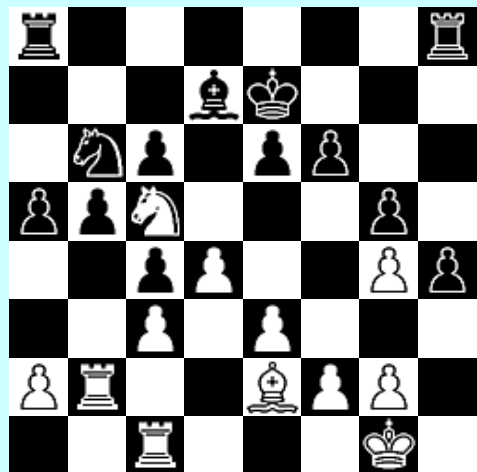
41. f3 Qc5+ 0-1

El Mezweghi,H - Mubarak,A (Novi-12) [D52] cambridge springs: Queen's-side majority in EG, 1990

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3 Qa5 7. Qa4

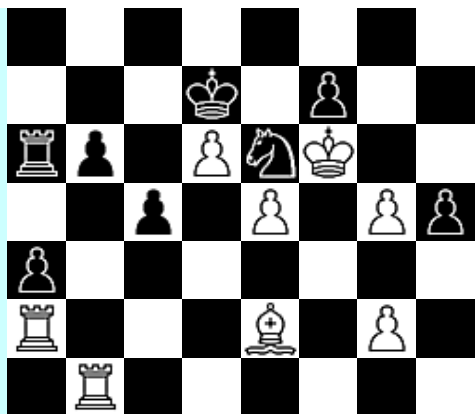


7... Qxa4 8. Nxa4 dxc4 9. Nc3 b5 10. Be2 Bb4 11. O-O Bxc3 12. bxc3 Ne4 13. Rfc1 Nb6 14. Rc2 Nd5 15. Rac1 f6 16. Bh4 g5 17. Bg3 h5 18. Nd2 Nxg3 19. hxg3 Ke7 20. Rb2 Bd7 21. Ne4 h4 22. g4 Nb6 23. Nc5 a5



24. a4 Rhb8 25. axb5 cxb5 26. Nxd7 Nxd7 27. Rcb1 a4 28. Rb4 a3 29. Ra1 Ra5 30. Kf1 Nb6 31. e4 Rba8 32. Ke1 e5 33. Kd2 Nd7 34. Ra2 exd4 35. cxd4 Nb8 36. Rb1 Nc6 37. Ke3 Rb8 38. f3 Rd8 39. d5 Ne5 40. f4 gxf4+ 41. Kxf4 Kd6 42. Kf5 Rb8

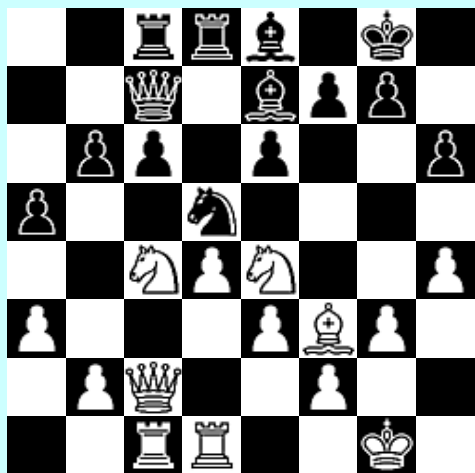




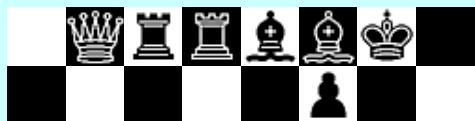
43. Rba1 b4 44. Bd1 Ra7 45. Kf4 Rba8 46. Rb1 Rb7 47. Rba1 Rba7 48. Rb1 Nd3+ 49. Kf5 Nb2 50. Be2 c3 51. Kxf6 c2 52. e5+ Kxd5 53. Rc1 Rf8+ 54. Kg5 b3 55. Raa1 Nc4 56. e6 b2 0-1

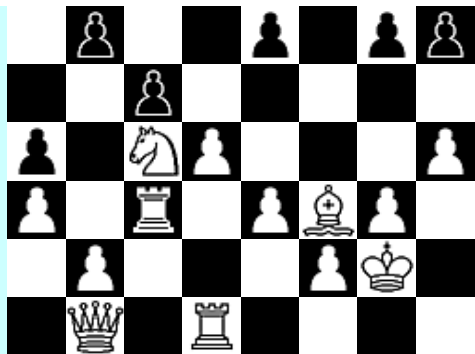
Michaelsen,N - Hort,V (FRG-ch) [D52] cambridge springs: break on Q-side, 1989

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Nc3 Nbd7 5. Bg5 c6 6. e3 Qa5 7. Nd2 dxc4 8. Bxf6 Nxf6 9. Nxc4 Qc7 10. Rc1 Nd5 11. a3 Be7 12. Be2 a5 13. O-O O-O 14. Bf3 Rd8 15. Qc2 Bd7 16. Ne4 Be8 17. Rfd1 b6 18. g3 Rac8 19. h4 h6

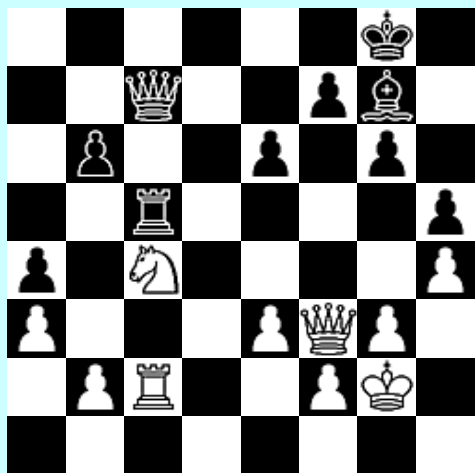


20. Kg2 Bf8 21. Qb1 a4 22. Qc2 Qb8 23. Qb1 g6 24. Nc3 Nxc3 25. Rxc3 c5





26. dxc5 Rxc5 27. Rxd8 Qxd8 28. Qe4 Bc6 29. Qg4 h5 30. Qf4 Bxf3+ 31. Qxf3 Bg7 32. Rc2 Qc7



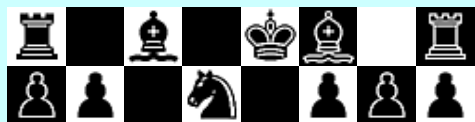
33. Qf4

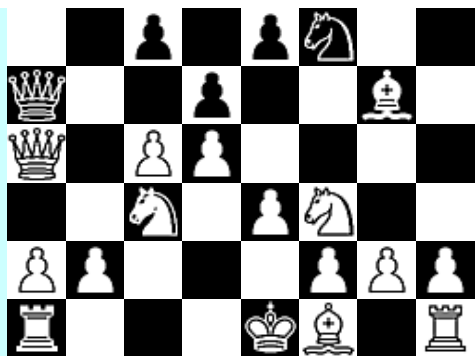
[33. Qa8+ Kh7 34. Qxa4 b5 35. Qa6 Rxc4]

33... b5 0-1

Perez,A - Perera,M [D52] cambridge springs: chances with NN, 1989

1. c4 e6 2. Nc3 d5 3. d4 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3 Qa5 7. Qa4

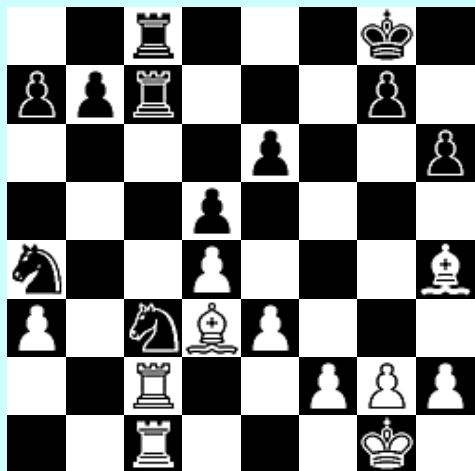




7... Qxa4 8. Nxa4 Bb4+ 9. Nc3 Ne4 10. Rc1 Nb6 11. a3 Bxc3+ 12. bxc3 Na4 13. cxd5 exd5 14. c4 Be6 15. Bh4 O-O 16. Bd3 Nec3 17. Ng5 h6 18. Nxe6 fxe6 19. cxd5 cxd5

an interesting BB vs. NN ending has arisen

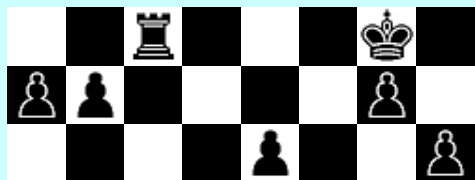
20. O-O Rac8 21. Rc2 Rc7 22. Rfc1 Rfc8

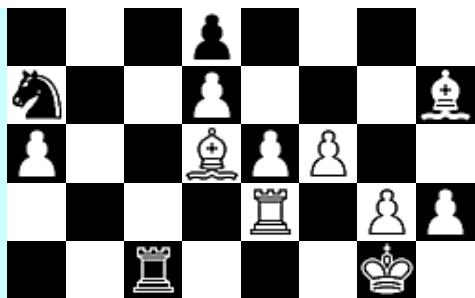


23. f3

[23. Kf1]

23... Ne2+ 24. Rxe2 Rxc1+





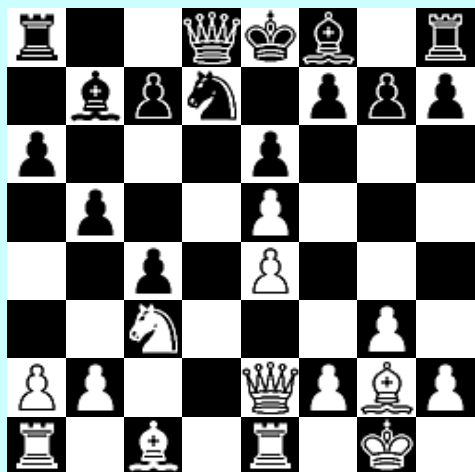
25. Kf2 R8c3 26. Bb5 Nb6 27. Be7 a6 28. Be8 Nc4 29. Bd7 Kf7 30. Bb4 R3c2 31. e4 a5 32. Be1 Rxe2+ 33. Kxe2 b6 34. exd5 exd5 35. Bf2 Ra1 36. a4 Nb2 37. Bc6 Ke6 38. Bg3 Nxa4 39. Be5 g6 40. Be8 Nb2 41. Bxg6 Nc4 42. Bg7 Ra2+ 43. Kf1 Ne3+ 44. Ke1 Nxc2+ 45. Kd1 Ne3+ 0-1

Example games where White avoids the Cambridge Springs

The only examples I have are from the Catalan.

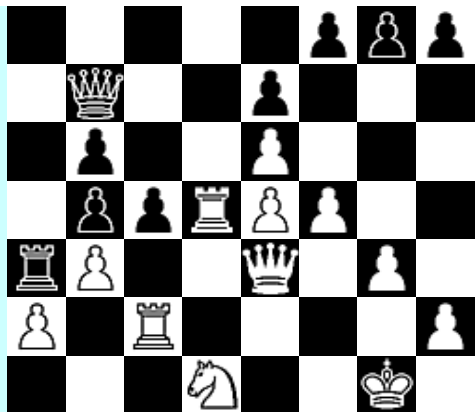
Lengyel-Karpov, Moscow 1972

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!? 6. Ne5 Nd5 7. O-O Bb7 8. e4 Nf6 9. Re1 Nbd7 10. Qe2 a6 11. Nc3 Nxe5 12. dxe5 Nd7

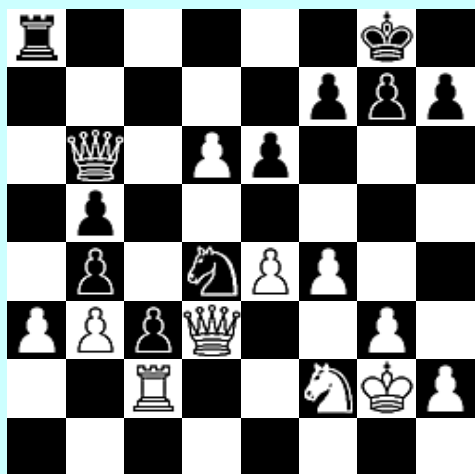


13. Rd1 Qc8 14. f4 Bc5+ 15. Be3 O-O 16. Rd2 Bxe3+ 17. Qxe3 c5 18. Rad1 Bc6 ! (N moves are met by f4-f5) 19. Rd6 Re8 20. R1d2 ?! 20... Qc7 21. Nd1 b4 !? 22. Bf1 Bb5 23. Bxc4 Nb6 24. Bxb5 axb5 25. b3 Nc8 26. Rd7 Qb6 27. Rc2 c4 28. Rd4 Ra3





29. Nf2 Ne7 30. Qd2 c3 31. Qd3 Nc6 32. Rd6 Raa8 33. Kg2 Red8 34. a3 Rxd6 35. exd6 Nd4



36. axb4 Nxc2 37. Qxc2 Qd4 38. Kf3

[38. e5 may have been more worrying]

38... e5 39. Nd3 exf4 40. gxf4 f6 41. e5 0-1

Tukmakov-Korchnoi Leningrad 1973

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4 5. Nf3 b5!? 6. a4 c6 7. O-O Bb7 8. Ne5 a6

[8... Qc8]

9. b3

[9. axb5 axb5 10. Rxa8 Bxa8 11. Nc3 Nd5 12. e4 Nxc3 13. bxc3 Bd6 =+]

9... cxb3 10. Bb2 Qb6 11. Qxb3 Nbd7 12. Nxd7

[12. Nc3 b4]

[12. Nd2 Nxe5 13. dxe5 Nd7 14. Ne4 ? 14... Nc5 15. Qe3 Nxa4 -+]

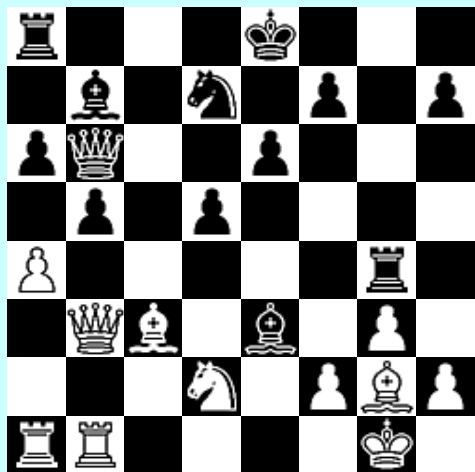
12... Nxd7 13. Nd2 Be7 14. d5 (!) 14... cxd5 15. Bxg7 Rg8 16. Bc3

[16. Bh6 (!) 16... Bf6 17. Rab1 Rg6 18. Be3 d4 19. Nc4 bxc4 20. Qxb6 Nxb6 21. Bxb7]

16... Rg4

[16... b4 17. a5 Qb5 18. Bb2 Nc5 =+]

17. Rfb1 Bc5 18. e3 Bxe3!!



19. fxe3 Qxe3+ 20. Kh1 Rc8

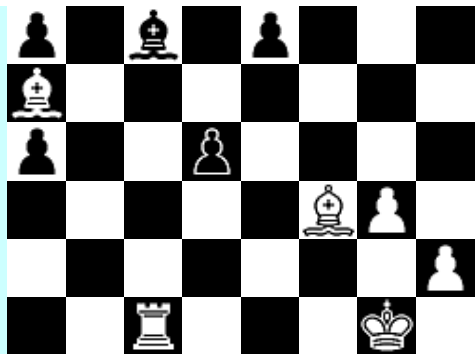
[simpler is 20... Nc5]

21. Ba5

[not 21. Rc1 Nc5]

21... Qxb3 22. Nxb3 Rxa4 23. Rxa4 bxa4 24. Nd2 Bc6 25. Rc1 Ne5 26. Kg1 Kd7 27. Nf3 Nxf3+ 28. Bxf3 d4





29. Bh5 f5 30. g4 fxg4 ?!

[30... Rg8]

31. Rd1

[31. Rc4 ?!]

31... Bd5 32. Rxd4 Rc1+ 33. Kf2 a3 34. Bxg4 a2 35. Bc3

[35. Rxd5+ Kc6]

35... Rc2+ 36. Ke1 Rxc3 37. Rxd5+ Ke7 38. Rd1 Rb3 0-1

A1.2 The Semi-Slav

Why not a whole one? The ordinary line Slav goes

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4

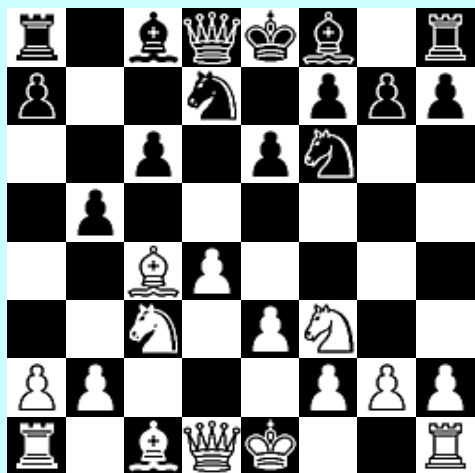
and Black has tried the quiet 5...Na6, the active 5...Bg4 and the main line 5...Bf5. This last is a well known and popular line and is worth a look.

I have gone for the Semi-Slav because it seems easier to play into from other openings: if 1. c4 c6 2. e4 you have to play either a Caro-Kann with 2...d5 or a funny Indian system with 2...e5. But after 1. c4 e6 2. e4 d5 White has transposed into a lousy version of the French.

The Semi-Slav has two very popular main lines, (a) the Meran System and (b) the Anti-Meran Gambit. I'll show you an example of each but they are very fashionable systems with an awful lot of sharp theory to learn.

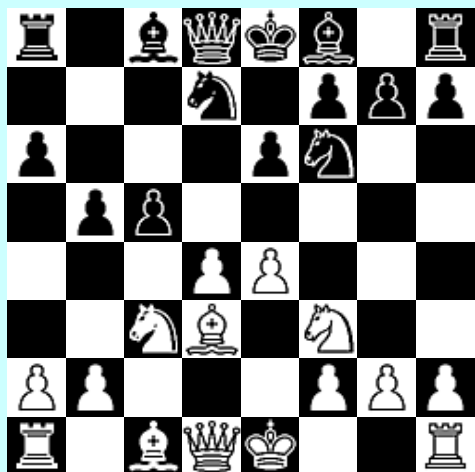
A1.2(a) The Meran System

6... dxc4 7. Bxc4 b5



The Meran system is characterised by this move.

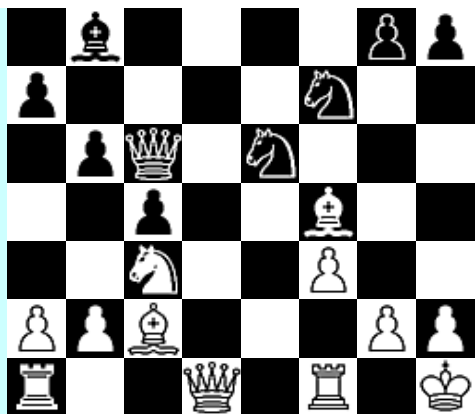
8. Bd3 a6 9. e4 c5



10. e5

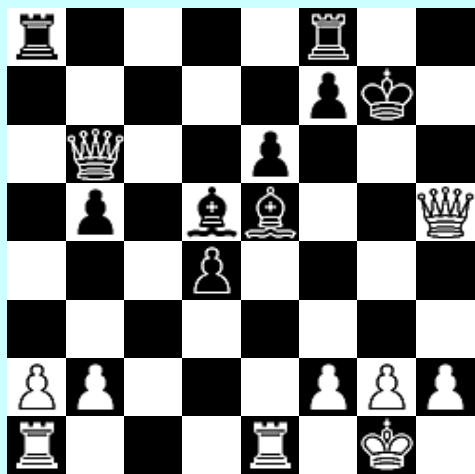
[The alternative is Reynolds' Variation 10. d5 c4 11. dxe6 fxe6 12. Bc2 Qc7 13. O-O Bc5 14. e5 Nxe5 15. Bf4 Bd6 16. Ng5 Bb7 17. Nxe6 Qc6 18. f3 Bc5+ 19. Nxc5 Qxc5+ 20. Kh1 O-O





a sharp position with good chances for Black]

10... cxd4 11. Nxb5 axb5 12. exf6 Qb6 13. fxg7 Bxg7 14. O-O Bb7 15. Bf4 O-O 16. Re1 Bd5 17. Ne5 Nxe5 18. Bxe5 Bxe5 19. Bxh7+ Kxh7 20. Qh5+ Kg7



and White recovers the piece with advantage.

A1.2(b) The Anti-Meran Gambit

1. d4 d5 2. c4 e6 3. Nc3 c6 4. Nf3 Nf6 5. Bg5 h6

This avoids the Gambit.

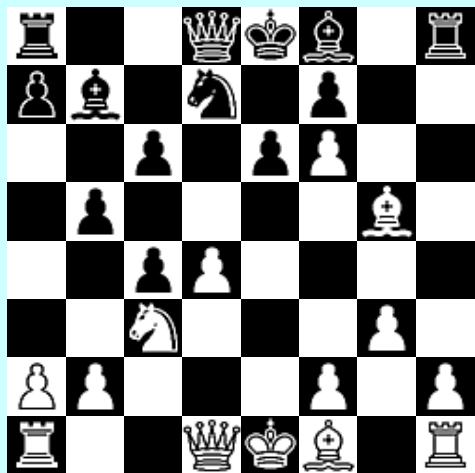
[The main line goes 5... dxc4 6. e4 b5 7. e5 h6 8. Bh4 g5 9. Nxc4 hxc4 10. Bxc4 Nbd7

White has a choice:

(a) 11. g3 Qa5 12. exf6 b4 13. Ne4 Ba6

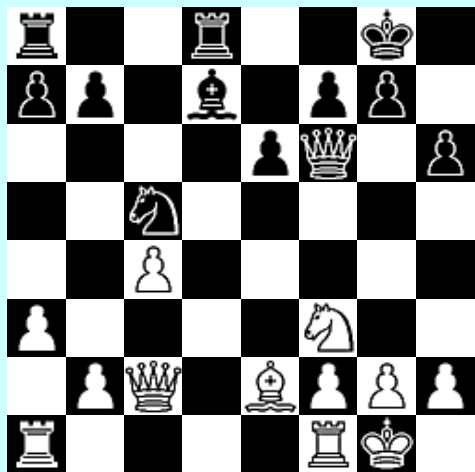
and in this chaotic position White has favoured 14. Be3

or (b) 11. exf6 Bb7 12. g3



6. Bh4

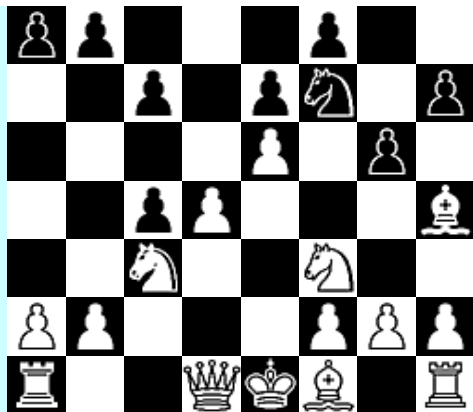
[6. Bxf6 is the right move: the game might go 6...Qxf6 7. e4 dxe4 8. Nxe4 Bb4+ 9. Ned2 c5 10. a3 Bxd2+ 11. Qxd2 O-O 12. dxc5 Rd8 13. Qc2 Na6 14. Be2 Nxc5 15. O-O Bd7



which looks about equal but White's game is better for the moment: the Bd7 is not well-placed yet and the Queen's-side majority might roll]

6... dxc4 7. e4 g5 8. e5





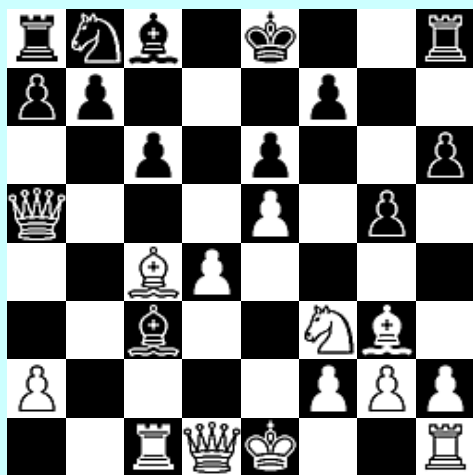
[8. Bg3 b5]

We have now transposed into the main line of the Gambit.

8... Nd5

But this is new. This is Alatortsev's Variation, an even messier alternative to the main line of the Gambit.

9. Bg3 Bb4 10. Rc1 Qa5 11. Bxc4 Nxc3 12. bxc3 Bxc3+



13. Kf1 Bb4 14. h4 g4 15. Nh2 h5 16. f3 Nd7 17. fxg4 Nb6 18. gxh5 Nxc4 19. Rxc4 b6 20. Kf2 Ba6 21. Rxc6 Rd8 22. Ng4 Bc3 23. Rxc3 Qxc3 24. Qa4+ Kf8 25. Qxa6 Rg8 26. Bf4 Rxc4 27. Be3 Qc2+ 28. Qe2 Rxc2+ 0-1

These are great fun, and are superb counter-attacking systems for people with time to study, but the amount of theory really is too much to try as your first defence to 1.d4. I recommend some slower lines of the Semi-Slav, which are not so dynamic, but quite safe and should give you a good game.

Semi-slav theory

1. d4 d5 2. c4 e6 3. Nc3 Nf6

3...c6 keeps open the option of the Stonewall Dutch e.g. 3...c6 4. e3 f5, but in this section I'll also show you Abraham's Variation 3...c6 4. Nf3 dxc4

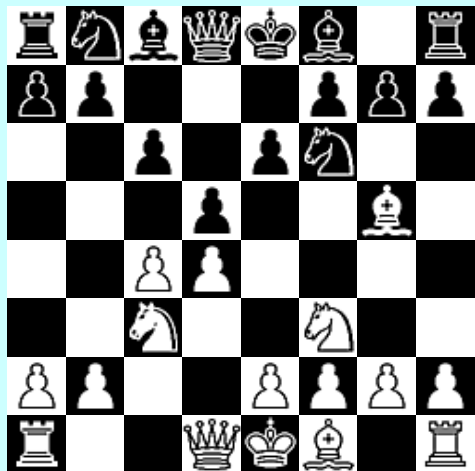
4. Nf3 c6



Most of your games will end up in this position. White can play the opening moves in a different order, e.g. 1. c4 2. Nf3 3. Nc3 4. d4

A1.2a Main-line Semi-Slav with 5. Bg5

5. Bg5



5... Nbd7

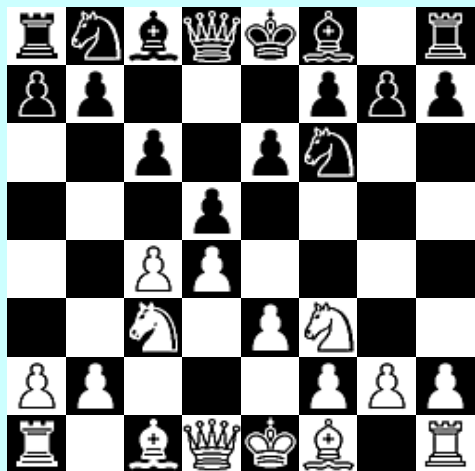
is an attempt to steer into the Cambridge Springs. After

6. e3 Qa5

we have got there.

A1.2b Main-line Semi-Slav with 5. e3

5. e3



As Black you should play

5... Nbd7

Now White usually continues:

6. Bd3

This is of course not forced and you may meet 6. Qc2 or 6. Be2. See Example games for 6. Qc2.

After 6. Bd3 Black has a choice between:

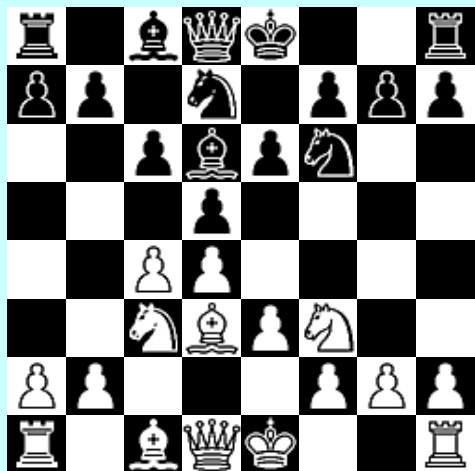
6...dxc4, The Meran System that we saw in action above, or

b-1 6... Bd6, the Tchigorin Variation, or

b-2 6...Bb4, the Romih Variation.

I'll show you these last two.

A1.2b-1 Semi-Slav with 6...Bd6

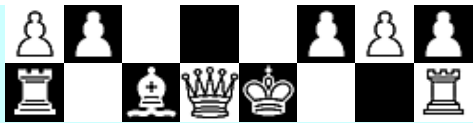


White now has a choice:

- (1) 7. e4, which is sharp
- (2) 7. c5, which is not dangerous
- (3) 7. O-O, probably best

b-1(1) Semi-Slav with 6...Bd6 7. e4



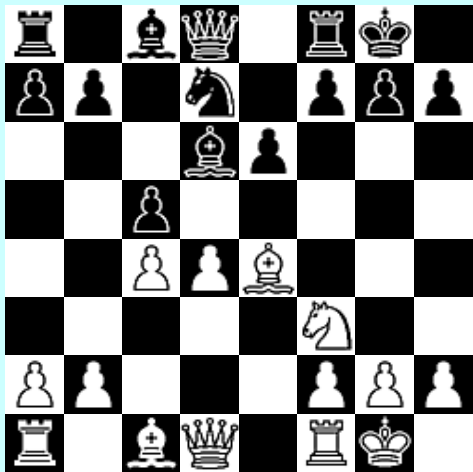


Still a critical line

7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 O-O !

(Harding's "!")

10. O-O c5



[Black players have often tried 10... h6 e.g. 11. Bc2 e5 12. Re1 exd4 13. Qxd4 Bc5 14. Qc3

[or 14. Qf4]

14... Re8

[or 14... a5]

11. Bc2 Qc7 12. Qd3

White also has a choice:

[12. Re1]

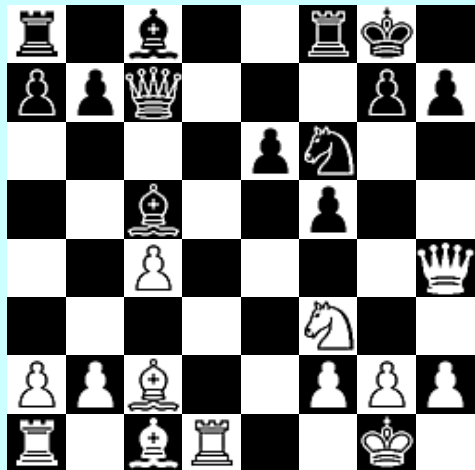
[or 12. h3 cxd4 13. Qxd4 e5

[or 13... Ne5]]

[or 12. b3]

12... f5 ! 13. b4

[or 13. Rd1 cxd4 14. Qxd4 Bc5 15. Qh4 Nf6



Grinfeld-Bogolyubow 1926: with a fair game for black]

13... b6 14. dxc5 bxc5 15. Rd1 Be7 16. b5 Bf6 17. Rb1 Ne5 18. Qe2 = Portisch

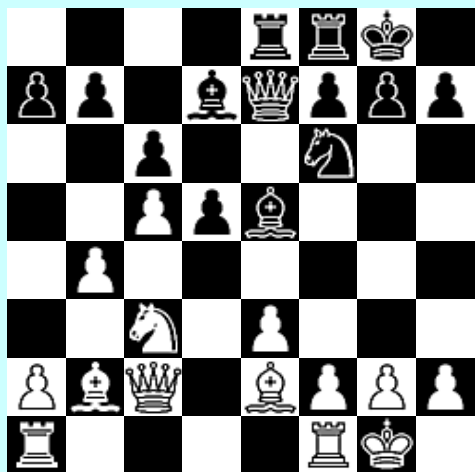
b-1(2) Semi-Slav with 6...Bd6 7. c5

7. c5



An opportunity? But it takes all the pressure off d5 and Black can soon get ine5

7...Bc7 8. b4 e5 9. dxe5 Nxe5 10. Nxe5 Bxe5 11. Bb2 Qe7 12. Be2 O-O 13. Qc2 Bd7 14. O-O Rae8



Burn-Teichmann Hastings 1895

For the conclusion, see Example Games.

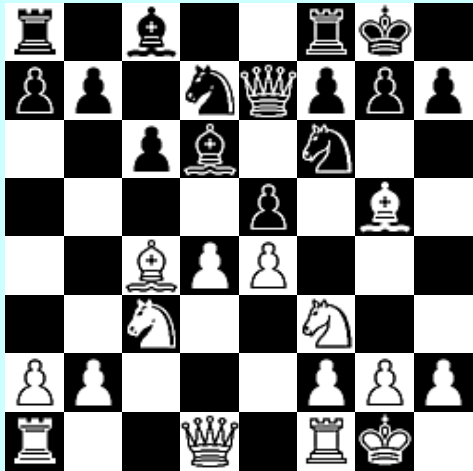
b-1(3) Semi-Slav with 6...Bd6 7. O-O

7. O-O



Probably the best preparation for e4.

7... O-O 8. e4 dxc4 9. Bxc4 e5 10. Bg5 Qe7



11. Re1

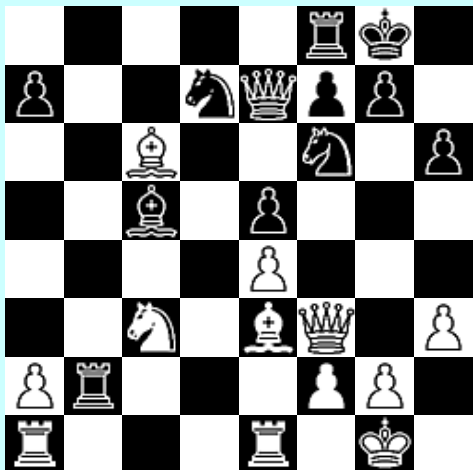
[11. d5 Rd8 ! (Euwe) and ...h6, ...Nd7-f8-g6]

11... Nb6

[11... Rd8]

12. Bb3 Bg4 13. h3 Bxf3 14. Qxf3 Nbd7 15. d5 h6 16. Be3 cxd5 17. Bxd5 += ECO

17... Bc5 18. Bxb7 Rab8 19. Bc6 Rxb2



White is more comfortable but Black is still in the game

Gligoric-Pachman, Sarajevo 1961

A1.2b-2 Semi-Slav with 6...Bb4

7. O-O

This natural move may lose the initiative.

[7. a3 ! is best, according to Harding

7... Ba5

[7... Bxc3+ += concedes the two Bishops for no compensation]

8. O-O O-O 9. Qc2!

[9. Bd2 Bc7 10. Qc2 dxc4=]

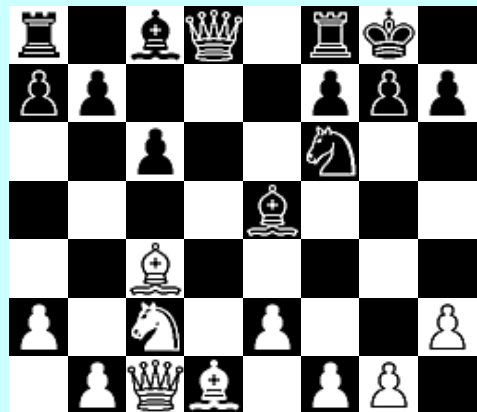
9... dxc4

[9... Bc7 10. Bd2 dxc4 is an alternative, with a view to an early ...e5: it may transpose below]

10. Bxc4 Bc7 11. Bd2 e5

[or 11... Qe7 +=]

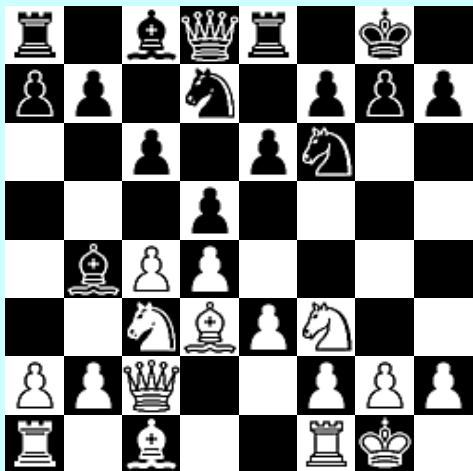
12. dxe5 Nxe5 13. Nxe5 Bxe5 14. h3





White is more comfortably placed: Forintos-Kolarov Havana 1966]

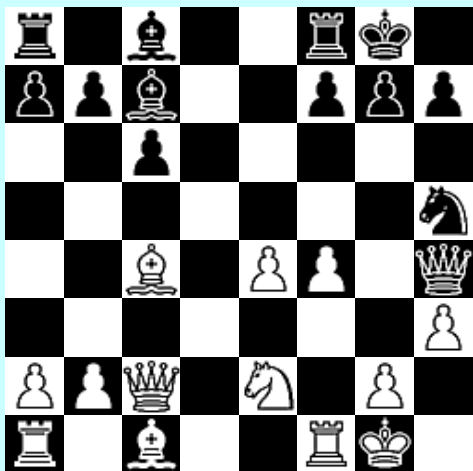
7... O-O 8. Qc2 Re8



[or 8... Bd6]

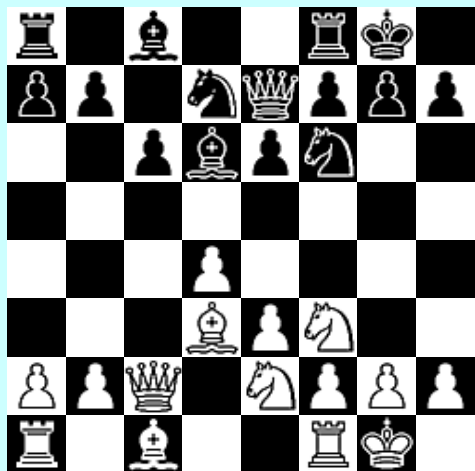
[8... dxc4 ! Harding 9. Bxc4 Bd6 10. Bd3

[10. e4 e5 11. dxe5 Nxe5 12. Nxe5 Bxe5 13. h3 Nh5 14. Ne2 Qh4 15. f4 Bc7



"unclear", Doroshkevic-Antoshin 1969]

10... Qe7 11. Ne2



= Tolush-Alatortsev 1947]

A1.2c White avoids Nc3

1. d4 d5 2. c4 c6 3. Nf3

[If White plays 3. Nc3 straight away just go 3...e6

[but White must be prepared to face 3... e5 !?]]

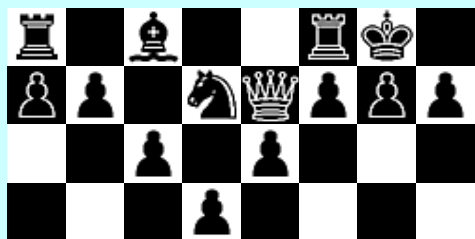
3... e6

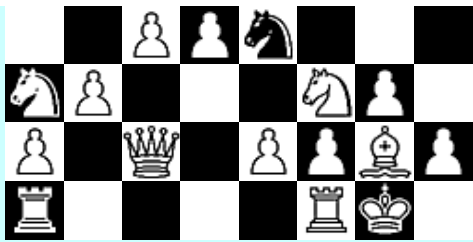
A1.2c-1 White deviates with 4. Qc2

4...Nf6 5. Bg5

The outline of the Cambridge Springs can already be seen

[5. g3 Ne4 6. Bg2 Bd6 7. O-O O-O 8. b3 Nd7 9. Ba3 Bxa3 10. Nxa3 Qe7





Ilvitsky-Botvinnik 1952]

5... Nbd7 6. Nc3

See above

A1.2c-2 White deviates with 4/5. Nbd2

4. e3

[My computer always plays 4...Bd6 here, thinking perhaps that White can't organise e2-e4 as well as if Nc3 had been played. If White is so determined to play slowly I wonder if 4... f5 is worth a punt: White should certainly not chase the Bishop with 5. c5 Bc7 when ...e5 is bound to come quickly]

4... Nf6 5. Nbd2

The best strategy against these Nbd2 systems is to take advantage of the lack of pressure on d5 by playing ...c5(!). This of course loses a tempo, but it hopes to show that White has misplaced the Knight on d2 and will not be able to defend the d4 point so easily.

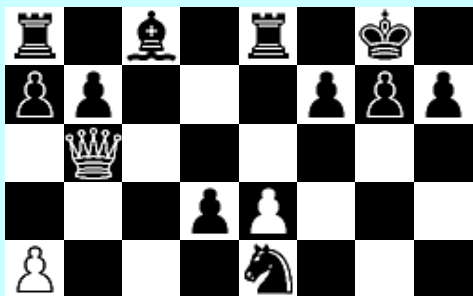
[White often continues 5. Bd3 Nbd7 6. Nbd2

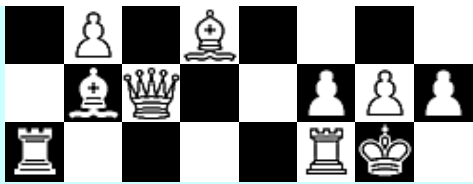
[White can also play 6. O-O when one possible strategy is 6...Ne4 7. Nc3 f5 - see the Stonewall below]

6... c5! Our key move

7. b3

[or 7. O-O Be7 8. cxd5 exd5 9. b3 cxd4 10. exd4 O-O 11. Bb2 Re8 12. Ne5 Bb4 13. a3 Bxd2 14. Qxd2 Ne4 15. Qc2 Qb6 16. a4 Nxe5 17. dxe5





Alekhine-Soultanbieff 1933

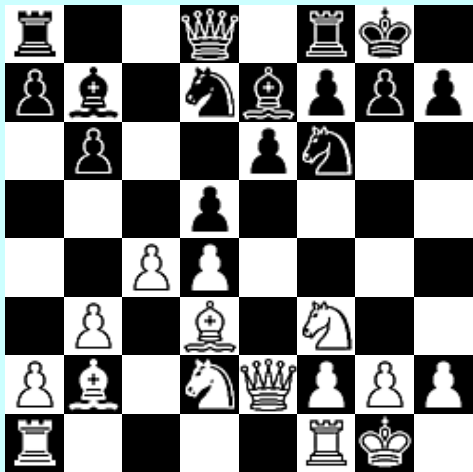
Now 17... Bd7! 18. Bxe4

[Not 18. a5 Qb4 (no Ra4)]

18... dxe4 = Alekhine:

the opposite-coloured Bishops reduce the excitement of the extra pawn which at the moment blocks the line of the Bishop on b2]

7... cxd4 8. exd4 b6 9. O-O Bb7 10. Qe2 Be7 11. Bb2 O-O



= Harding]

5... c5!

Here we go again

6. Be2

[6. Bd3 Nc6!?!]

6... Nc6 7. O-O cxd4 8. exd4 Be7 9. a3 O-O 10. c5 Ne4 11. Qc2 Bf6



"unclear" Keres-Nei Tallinn 1973]

A1.2d Main line Abrahams variation [D31]

One more Semi-Slav option you should know about:

1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4



This odd move order looks a bit like a Meran, but Black means to create more trouble with those Queen's-side pawns. It's less well-known, not perhaps as sound, but easy to learn.

Let's look at a quick game from Erik Teichmann:

Arkell-Teichmann 1985

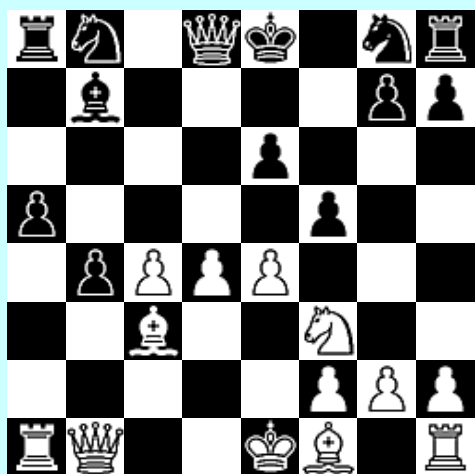
1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. a4 Bb4 6. e4

Natural but as we shall see, possibly over-optimistic.

6... b5 7. Bd2 a5 8. axb5 Bxc3 9. Bxc3?! cxb5 10. b3 Bb7 11. d5

In another game White tried

[11. bxc4 b4 12. Qb1 f5

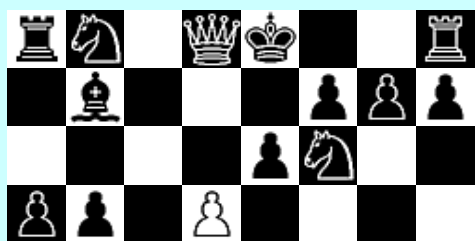


Lupano-Korylov 1954 which continued:

|| 3. Bd3 ♘f6 14. ♘g5 ♙e7 15. ♖xa5 ♖xa5 16. Bxb4 ♖a1 ||

with a complicated game in which Black has the better chances]

11... Nf6





We will examine

d-1 5. e4

d-2 5. e3

d-3 5. a4

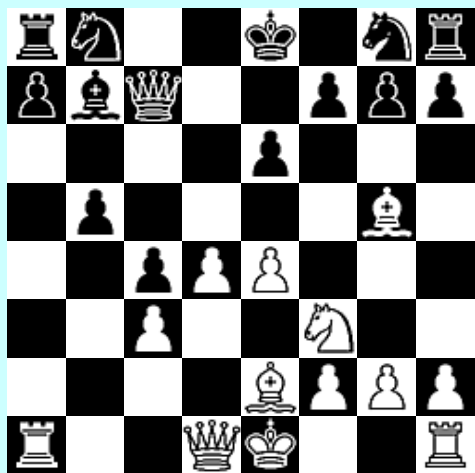
Other moves are possible, for example:

5. g3 (see Catalan),

5. Ne5!? (see Djuurhuus-Volzhin in d-3 below) or

5. Bg5 upon which Black can try

[5. Bg5 Qc7 6. a4 Bb4 7. e4 b5 8. Be2 Bb7 9. axb5 Bxc3+ 10. bxc3 cxb5



Black is not worse]

A1.2d-1 Abrahams' Variation with 5. e4

This is a critical line.

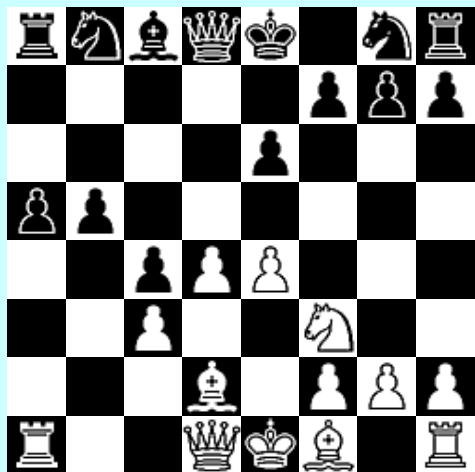
5. e4 b5

[6. e5!?

6. a4 Bb4 7. Bd2 a5 8. axb5 Bxc3 9. bxc3!

Better than Arkell's Bishop move.

9...cxb5



White must make something of the central mass or the Queen's-side pawn will win for Black.

10. Rb1 Bd7 11. Qc2 Nf6 12. e5 Nd5 13. Ng5

This old analysis shows Black to be at least equal here

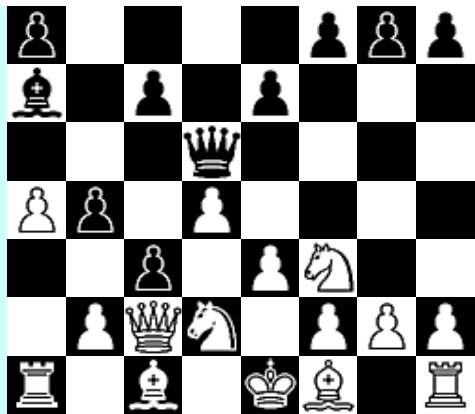
A1.2d-2 Abrahams' Variation with 5. e3

5. e3 b5 6. a4

This move-order may avoid the ...Bb4 manoeuvre but invites other trouble

6...b4 7. Ne4 Ba6 8. Qc2 Qd5 9. Ned2 c3

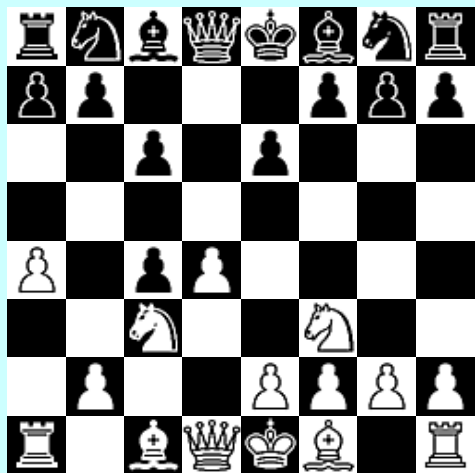




10. bxc3 bxc3 11. Qxc3 Bxf1 12. Nxf1 a5 13. Ba3 Bxa3 14. Qxa3 Na6 15. Ng3 Nb4 16. Rc1

with good chances for Black in an unclear position.

A1.2d-3 Main line Abrahams' Variation with 5. a4



This is the main line.

5. a4 Bb4

White usually plays here 6. e3 but can also try:

[6. g3 a5 7. Ne5 Nf6 8. Bg2 Nd5 9. Bd2 Nb6 10. e3 N8d7



Seirawan -Korchnoi 1981 with better chances to Black]

or

[6. Bd2 a5 7. Qb1 Nd7! 8. e4 Nb6! 9. Be2 f5!



Piket, again with better chances to Black]

After 5. a4 Bb4:

6. e3 b5 7. Bd2

[7. Ne5 Qb6 8. Qg4 Kf8 9. g3 Nf6 10. Qf3 Bb7 -+ Speelman-Flear 1986]

7... Bxc3 8. Bxc3

8... a5!

The key move. You can also play

7...a5

when

8. axb5 Bxc3! 9. Bxc3

leads to the same position.

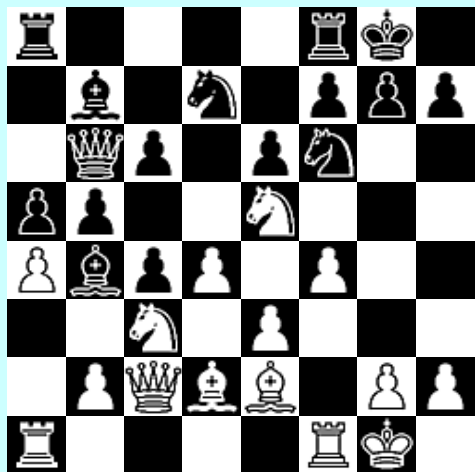
Novel play arises in this line on

[9. bxc3!? cxb5 10. Qb1 Ba6 11. Be2 Nc6 12. O-O Nf6 13. e4 Boleslavsky-Randvjir 1955

Now 13... O-O ,...Qc7,...Rfb8 intending ...b5-b4 is about equal]

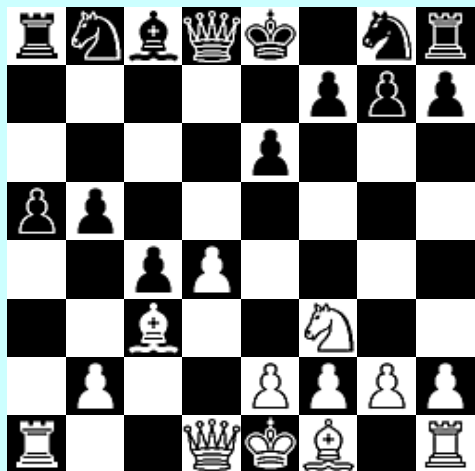
or earlier after 7...a5:

[8. Qc2 Nf6 9. Ne5 O-O 10. Be2 Bb7 11. O-O Qb6 12. f4 Nbd7



Djurhuus-Volzhin 1992: Black returned the pawn with ...b4, and played ...c5]

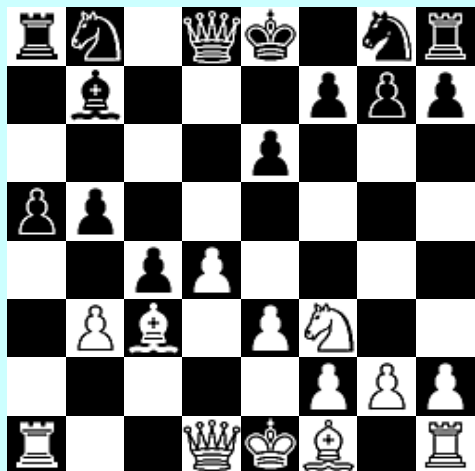
9. axb5 cxb5



10. b3

[10. d5 should be met by 10...Nf6 11. dxe6 Qxd1+ 12. Kxd1 Ne4 -+ as in Donner-Pliester]

10... Bb7



Now 11. d5!? Nf6 12. bxc4 b4! 13. Bxf6 Qxf6

(As in Gavrikov-Keraser 1982)

14. Qa4+ Nd7 15. Nd4 Unclear! See example games

Instead after the better

11. **bxc4 b4**

White now has two tries:

(a) 12. *Bd2*

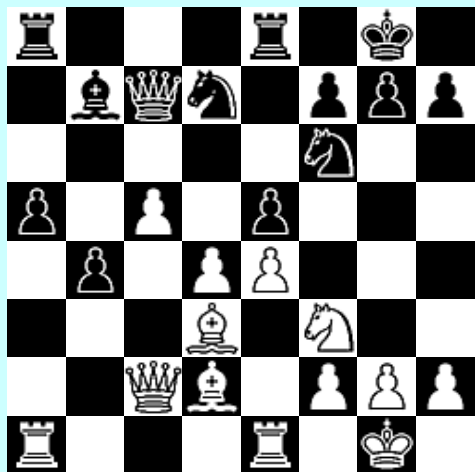
(b) 12. *Bb2*

(a) 12. *Bd2 Nf6* 13. *Bd3 Nbd7* 14. *O-O O-O* 15. *Qc2 Qc7* 16. *e4 e5*

in this important position experience has shown Black to have fully equal practical chances after:

(a-i) 17. *Nxe5 Nxe5* 18. *dxe5 Ng4*

(a-ii) 17. *Rfe1 Rfe8* 18. *c5*



and here Black has done all right with

[18... *exd4* Neverov-Kramnik 1991]

or [18... *Ba6* Flear]

or [18... *h6* Soltis]

(a-iii) 17. *d5 Nc5*

(b) 12. *Bb2 Nf6* 13. *Bd3 Be4*

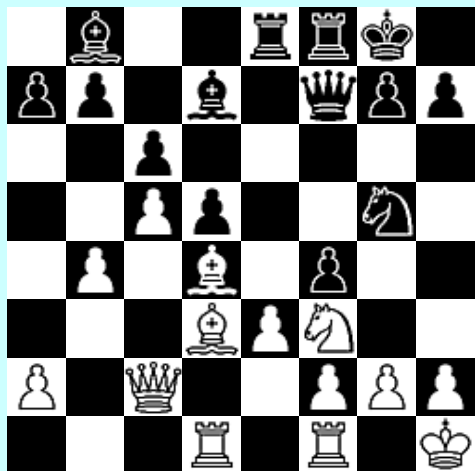
[13... Nbd7 14. Qc2 O-O 15. O-O += Saeed-Pliester 1982]

14. Qc2 ? 14... Bxd3 15. Qxd3 a4 Polugaevsky]

Example games in the Semi-Slav:

Burn - Teichmann (Hastings) [D46] 1895

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Bd6 6. Bd3 Nbd7 7. c5 Bc7 8. b4 e5 9. dxe5 Nxe5 10. Nxe5 Bxe5 11. Bb2 Qe7 12. Be2 O-O 13. Qc2 Bd7 14. O-O Rae8 15. Rad1 Bb8 16. Nb1 Ne4 17. Nd2 f5 18. Bd4 Ng5 19. Bd3 f4 20. Kh1 Qf7 21. Nf3



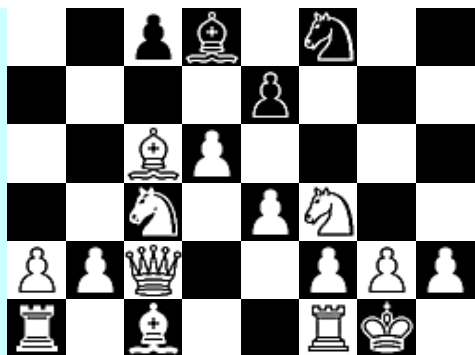
21... Nxf3 22. gxf3 Qh5 23. Rg1 Rf7 24. Qe2 Be5 25. Bc2 Rf6 26. Bxe5 Qxh2+ 27. Kxh2 Rh6+ 28. Kg2 Bh3+ 29. Kh1 Bf1# 0-1

Deviations by White:

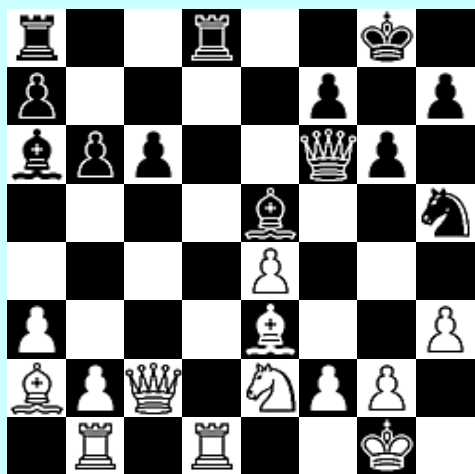
Miralles,G - Granda Zuniga,J [D45] 1989

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Qc2 Bd6 7. Be2 O-O 8. O-O dxc4 9. Bxc4 e5





10. h3 Qe7 11. a3 g6 12. Ba2 b6 13. dxe5 Nxe5 14. Nxe5 Bxe5 15. e4 Nh5 16. Ne2 Ba6 17. Rd1 Rfd8 18. Be3 Qf6 19. Rab1



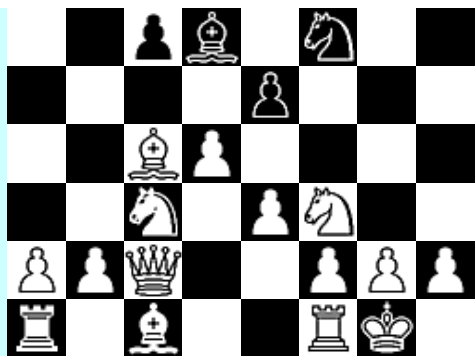
19... g5 20. g3 Qf3 21. Nd4 Bxd4 22. Bxd4 Be2 23. Qc1 Nf4 24. gxf4 Qxh3 25. f5 Qg4+ 26. Kh2 Bf3 27. Bxf7+ Kf8 28. Bc5+ Kxf7 29. Qc4+ Rd5 0-1

Rohde,M - Shabalov,A (8)

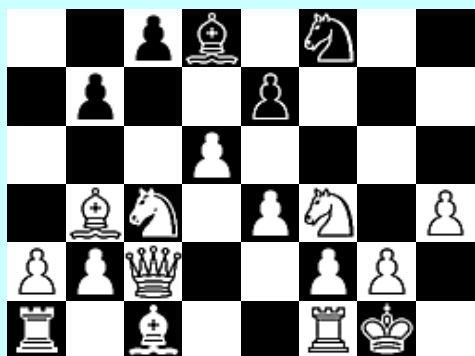
[D45] Philadelphia, 1990

1. Nf3 d5 2. c4 c6 3. e3 Nf6 4. Nc3 e6 5. d4 Nbd7 6. Qc2 Bd6 7. Bd3 O-O 8. O-O dxc4 9. Bxc4 e5

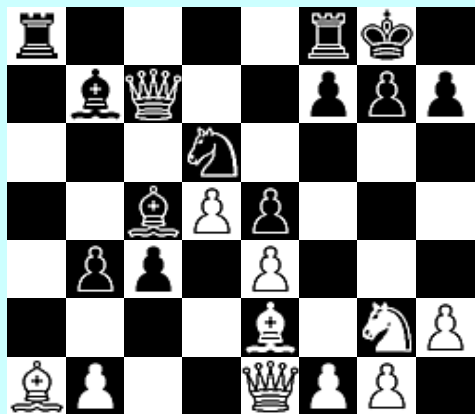




10. Bb3 Qc7 11. h3 b5

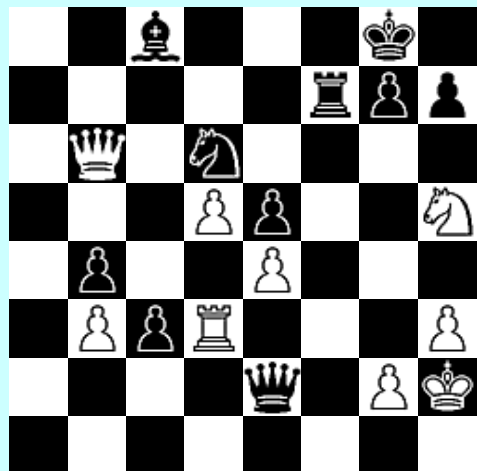


12. Ng5 Bb7 13. Rd1 Rad8 14. a4 a6 15. Nce4 Nxe4 16. Nxe4 Be7 17. axb5 axb5 18. d5 Nb6 19. Ra7 Nc8 20. Ra1 c5 21. Ng3 c4 22. e4 Bc5 23. Ba2 Nd6 24. Qe2 Ra8 25. Be3 b4

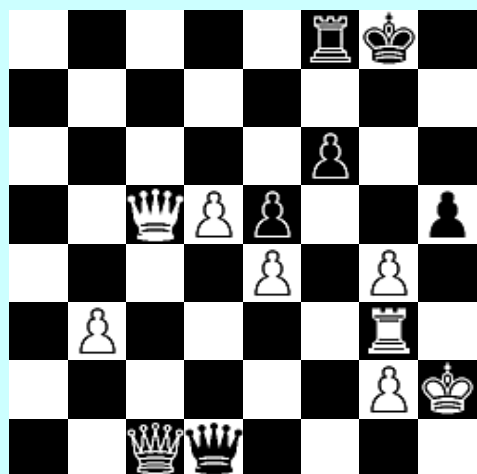




26. b3 c3 27. Rac1 Ra3 28. Bxc5 Qxc5 29. Nh5 Bc8 30. Rd3 Qb5 31. Rc2 f6 32. f4 Rf7 33. fxe5 fxe5 34. Qe3 Qa6 35. Kh2 Rxa2 36. Rxa2 Qxa2 37. Qb6 Qe2



38. Qd8+ Rf8 39. Nf6+ gxf6 40. Rg3+ Bg4 41. Qxd6 h5 42. Qxb4 c2 43. Qc5 Qd1 44. hxg4 c1=Q

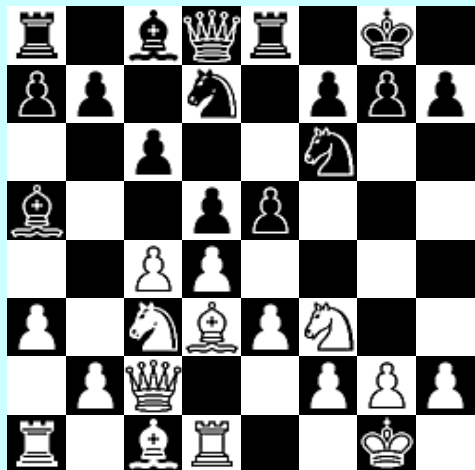


45. gxh5+ Qg5 46. Rxg5+ fxg5 47. d6 Qxh5+ 48. Kg1 Qd1+ 49. Kh2 Rd8 50. Qc4+ Kf8 51. Qe6 Qxd6 52. Qf5+ Ke7 53. Qh7+ Ke8 54. Qg8 + Kd7 55. Qf7+ Kc6 56. Qc4+ Kb6 57. b4 Qh6+ 0-1

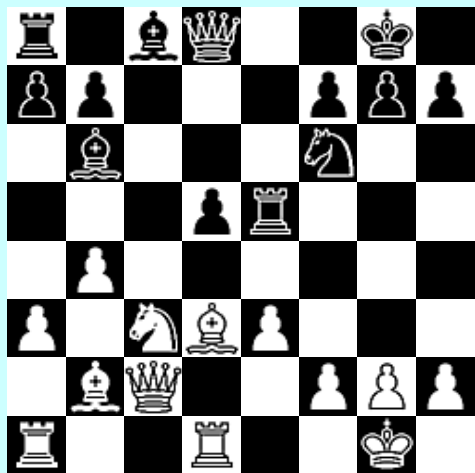
Example of Romih Variation:

Hegeler, F - Wockenfuss, K [D46] 2BLN, 1989

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Nf3 Nbd7 6. Bd3 Bb4 7. a3 Ba5 8. O-O O-O 9. Qc2 Re8 10. Rd1 e5

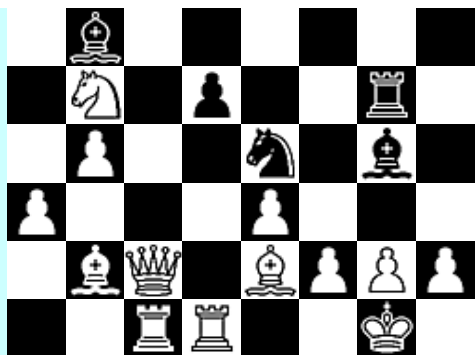


11. dxe5 Nxe5 12. Nxe5 Rxe5 13. cxd5 cxd5 14. b4 Bb6 15. Bb2

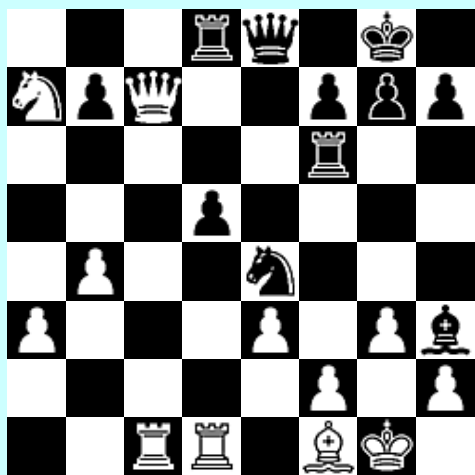


15... Bg4 16. Be2 Rc8 17. Qd2 Qd7 18. Rac1 Rd8 19. Nb5 Ne4 20. Qc2 Rg5





21. Bd4 Bh3 22. g3 Rg6 23. Bxb6 Rxb6 24. Qc7 Qe8 25. Nxa7 Rf6 26. Bf1

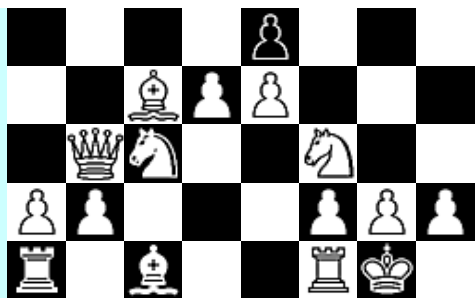


26... Nxf2 27. Re1 Ra8 28. Qxb7 h5 29. Rc7 Rxa7 30. Qxa7 Qe4 0-1

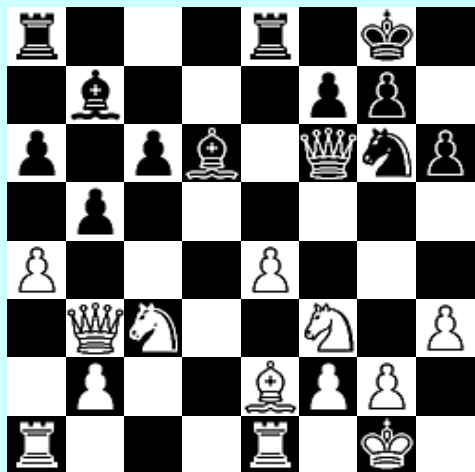
Kraai,J - Donaldson,J (2) [D46] American, 1989

1. d4 Nf6 2. Nf3 e6 3. c4 d5 4. Nc3 c6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8. Qb3 Bd6 9. e4 dxc4 10. Bxc4 e5

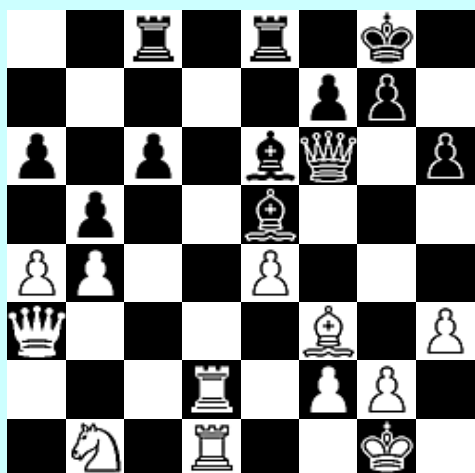




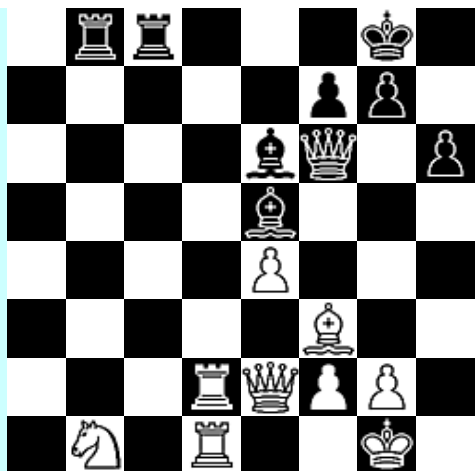
11. h3 b5 12. Be2 a6 13. a4 Bb7 14. dxe5 Nxe5 15. Re1 Re8 16. Bg5 h6 17. Bh4 Ng6 18. Bxf6 Qxf6



19. Rad1 Ne5 20. Nb1 Nxf3+ 21. Bxf3 Be5 22. Re2 Bc8 23. Red2 Be6 24. Qa3 Rac8 25. b4



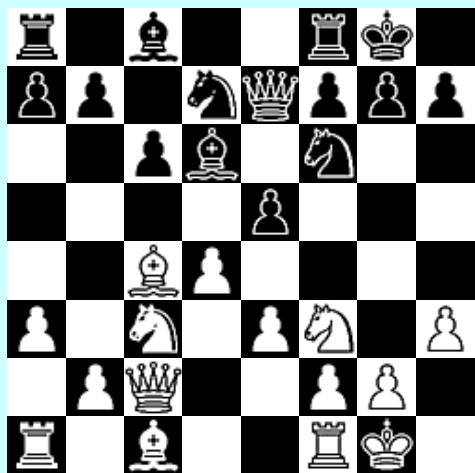
25... bxa4 26. Qxa4 Bxh3 27. Qxa6 Be6 28. b5 cxb5 29. Qxb5 Rb8 30. Qe2 Rec8 0-1



[30... Rec8 31. Na3 Rb3]

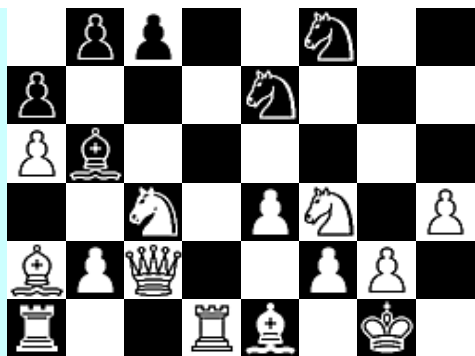
Karpov - Tal [D46] Moscow, 1973

1. Nf3 d5 2. c4 c6 3. d4 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8. a3 Bd6 9. Qc2 dxc4 10. Bxc4 Qe7 11. h3 e5



12. Ba2 a5 13. a4 Bb4 14. Rd1 b6 15. dxe5 Nxe5 16. Nd4 Bd7 17. Bd2 Rad8 18. Be1 Ng6 19. Nf3 Ne5 20. Nd4 Ng6 21. Nf3 Ne5



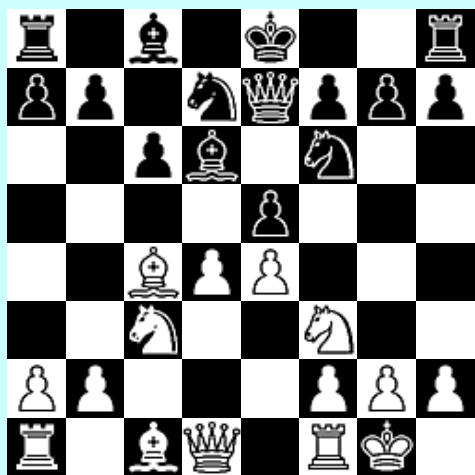


1/2-1/2

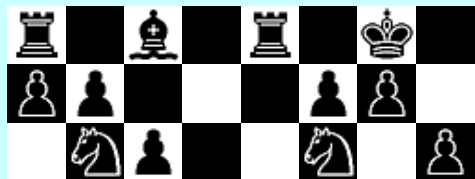
Example of Tchigorin Variation:

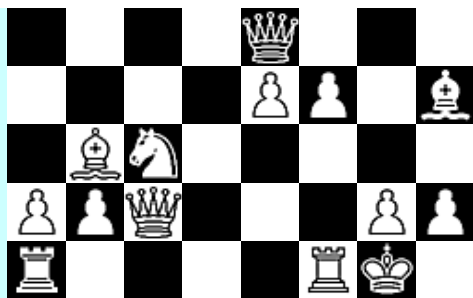
Plachetka, T - Drtina, M (5) [D46] Trnava, 1989

1. d4 d5 2. c4 e6 3. Nc3 c6 4. e3 Nf6 5. Nf3 Nbd7 6. Bd3 Bd6 7. O-O dxc4 8. Bxc4 Qe7 9. e4 e5

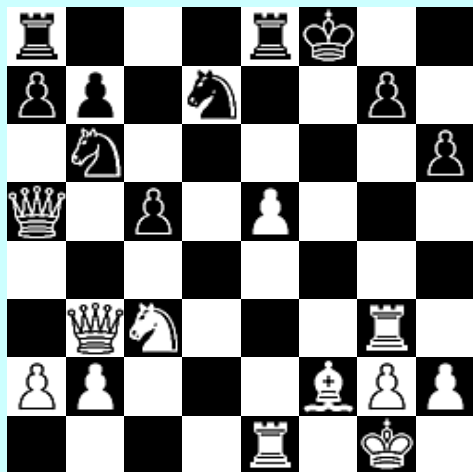


10. Bg5 Nb6 11. dxe5 Bxe5 12. Bb3 O-O 13. Qc2 h6 14. Bh4 Re8 15. Nxe5 Qxe5 16. f4

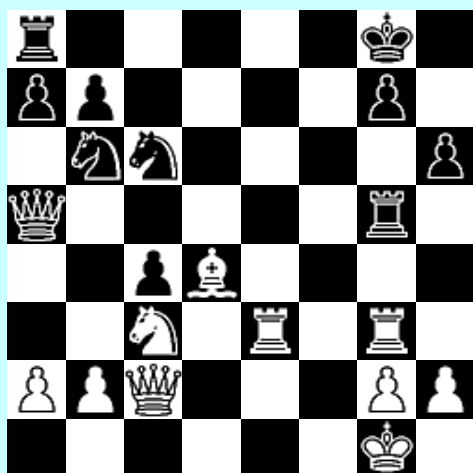




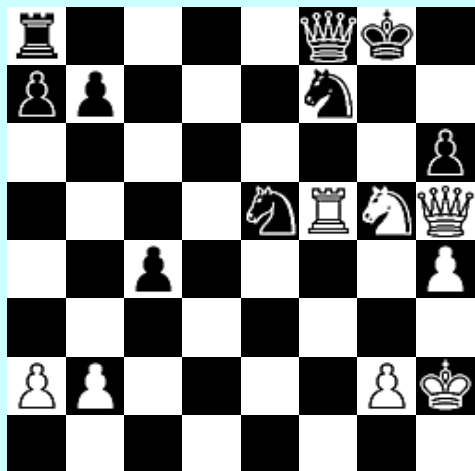
16... Qc5+ 17. Bf2 Qh5 18. Rae1 Be6 19. Bd4 Bxb3 20. Qxb3 Nfd7 21. Rf3 Kf8 22. Rh3 Qa5 23. Rg3 f6 24. e5 c5 25. Bf2 fxe5 26. fxe5



26... c4 27. Qc2 Rxe5 28. Rf1 Kg8 29. Bd4 Rg5 30. Rff3 Ne5 31. Re3 Nc6



32. Bxg7 Kxg7 33. h4 Rxg3 34. Rxg3+ Kh8 35. Qg6 Qc5+ 36. Kh2 Qf8 37. Ne4 Ne5 38. Qh5 Qf4 39. Ng5 Qf6 40. Ne4 Qf4 41. Ng5 Qf8 42. Ne4 Nbd7 43. Rg5 Nf7 44. Rf5 Nde5 45. Ng5 Kg8



46. Nxf7 Nxf7 47. Qg6+ Qg7 48. Qe6 Rf8 49. Rf6 Kh8 50. Kh1 b5 51. Qe7 Rg8 52. Rf2 Ne5 53. Qe6 Nd3 0-1

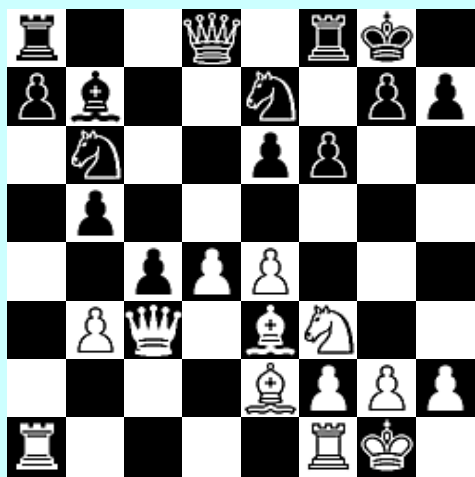
Abrahams' Variation

Curtis-Teichmann 1985

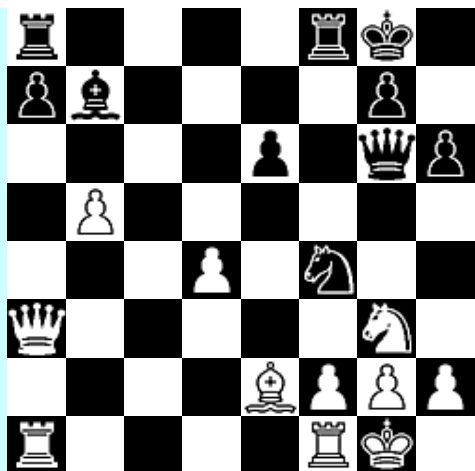
1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. e4 b5 6. Bg5

[6. a4]

6...f6 7. Be3 Bb4 8. Be2 Ne7 9. O-O O-O 10. Qc2 Nd7 11. a4 Nb6 12. axb5 Bxc3 13. Qxc3 cxb5 14. b3 Bb7



15. Nd2 f5 16. Bg5 h6 17. Bxe7 Qxe7 18. bxc4 fxe4 19. cxb5 Nd5 20. Qa3 Qf6 21. Nxe4 Qg6 22. Ng3 Nf4

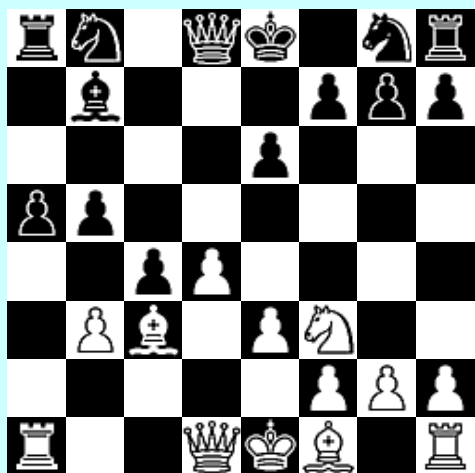


23. f3 h5 24. Qe7 Rf7 25. Qh4 Qh6 0-1

[26. Rfe1 g5]

Serebrjanik-Maximenko 1991

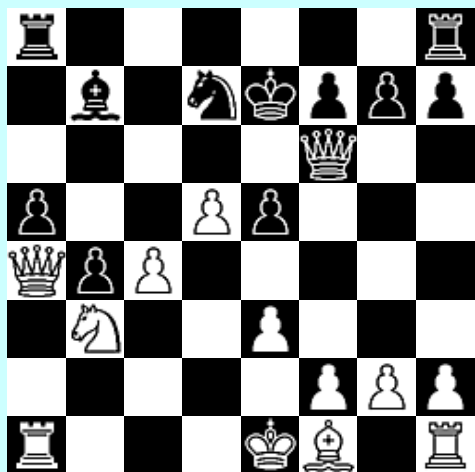
1. d4 d5 2. c4 e6 3. Nf3 c6 4. Nc3 dxc4 5. a4 Bb4 6. e3 b5 7. Bd2 [7...a5] 7... Bxc3 8. Bxc3 a5! 9. axb5 cxb5 10. b3 Bb7



11. d5!? Nf6 12. bxc4 b4! 13. Bxf6 Qxf6 14. Qa4+ Nd7 15. Nd4

This is the point we left off above

15... e5 16. Nb3 Ke7

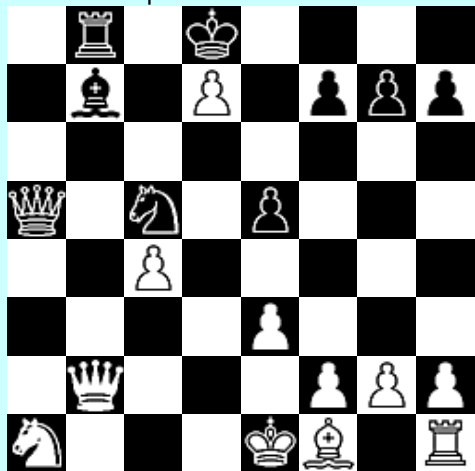


17. Qb5

[17. Rd1] or [17. Be2]

17... Ba6 18. Qxa5 Rhb8 19. d6+ Ke8 ! 20. Qd5 Bb7 21. Qd2 Rxa1+ 22. Nxa1 Nc5 ! 23. d7+ Kd8 ! 24. Qxb4 Qd6 25. Qd2 Qa6 26. Qb2 [26. Nc2 Be4 -+] 26... Qa5+

The White pawn on d7 shelters the Black King, While the useless White pieces can only sit around and watch their own King get mated.



0-1

A1.3 The Exchange Variation

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5

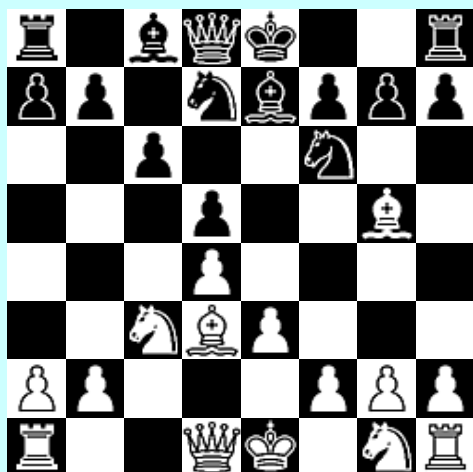
White's approach in this line has many advantages: the position is simplified, White has a permanent structural advantage and a clear plan to follow, and Black's counterplay is limited. White can now adopt two plans:

A1.3a The minority attack with b4 and b5

White plans to play b4-b5xc6 when your c-pawn will be backward on an open file. If nothing else happens, this can be enough to lose the game.

- King's-side action using the semi-open e-file and particularly the outpost at e4. (see several games below)
- Temporary delay and permanent simplification with ...a5, forcing White to adopt a3 and b4 or make other concessions (Smagin and Ekstroem games)
- The creation of a passed a-pawn with ...a6, when b5 is met by ...c6xb5 (white axb5) and ...a5 (I have no example of this plan).
- Meet b5 with ...c5
- Prevent b5 by playing ...b5 and using the strong c4 point (see the Van der Sterren game below)

5. Bg5 Be7 6. e3 c6 7. Bd3 Nbd7

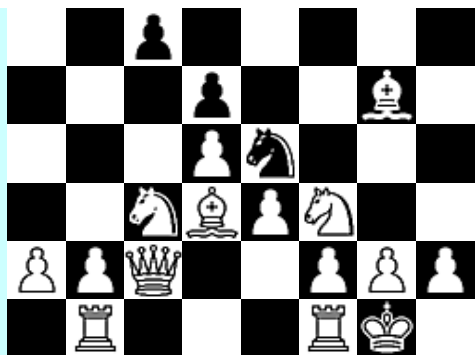


8. Qc2

[8. Nf3 loses the initiative straightaway: 8...Ne4 9. Bxe7 Qxe7=]

8... O-O 9. Nf3 Re8 10. O-O Nf8 11. Rab1 Ne4





12. Bxe7 Qxe7 13. Ne5 Bf5 14. Nxe4 Bxe4 15. Bxe4 dxe4 16. b4

[16. Qxe4 f6]

A1.3b Central break with f3 and e4

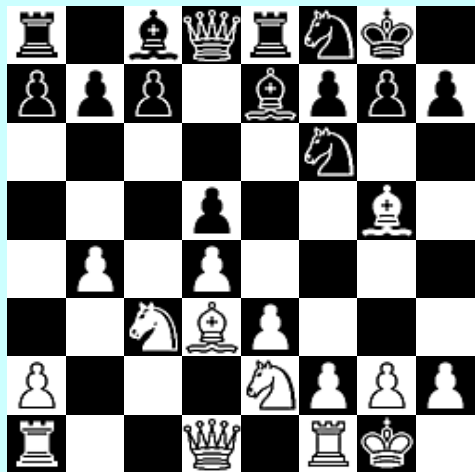
White's other plan is less popular but more dynamic. The King's Knight come to e2, and then f2-f3 will prepare e2-e4. Black's best plan is to hit back. We may see a bit more of this plan since the following advertisement for it:

Kasparov - Short (10) [D35] WCh, 1994

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Bd3 Nbd7 8. Nge2 Re8 9. O-O Nf8

Normal is 9...c6

10. b4!



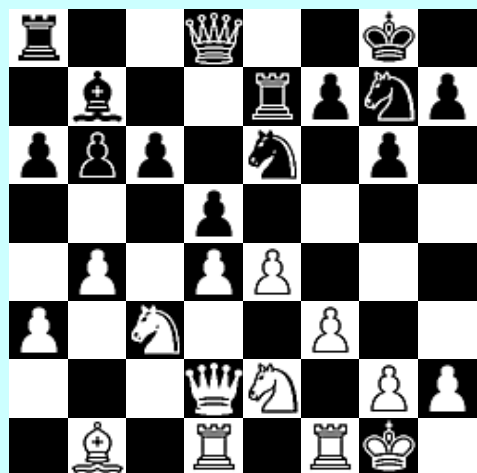
10... a6

[10... Bxb4? leads to trouble after 11. Bxf6]

11. a3 c6 12. Qc2 g6 13. f3 Ne6 14. Bh4 Nh5 15. Bxe7 Rxe7

[15... Qxe7!?!]

16. Qd2 b6? 17. Rad1 Bb7 18. Bb1 Nhg7 19. e4



White has his cake and is eating it too: he has succeeded in playing both b2-b4 and e2-e4, and Black has no counterplay. Black soon collapsed.

Below you can see some ways of fighting against this idea, particularly if White risks castling Queen's-side.

Example Games in the Exchange Variation

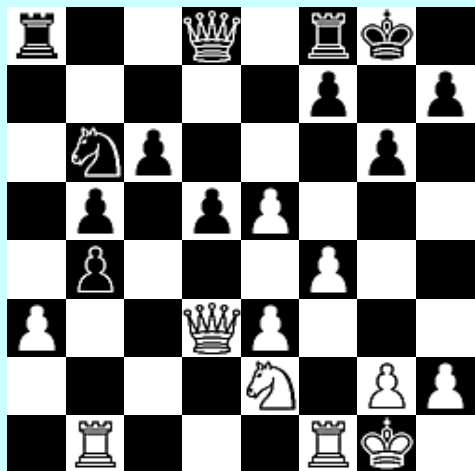
Black plays solidly

Steinbacher, M - van der Sterren, P (5) [D36] Ostend, 1989

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 c6 5. cxd5 exd5 6. Bg5 Be7 7. Qc2 g6 8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 Nbd7 11. O-O O-O 12. Bxf6 Nxf6 13. Rab1 Bd6 14. b4 b5

Black defends his Queen's-side solidly. White tries a Knight advance.

15. Ne5 Bxe5 16. dxe5 Nd7 17. f4 a5 18. a3 Nb6 19. Ne2 axb4



20. axb4 Nc4 21. Nd4 Qb6 22. Ra1 Ra4 23. Rxa4 bxa4 24. Ra1 Ra8 25. Nc2 a3 26. Ra2 Ra7 27. Qd4 Qxd4 28. exd4 f6 29. exf6 Kf7 30. Kf2 Kxf6

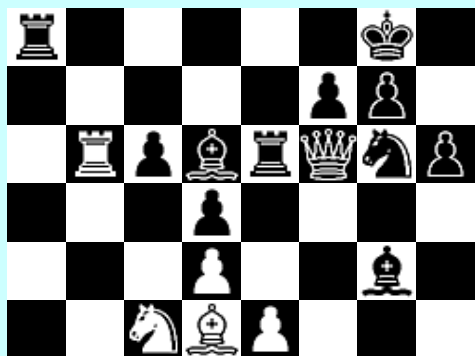
Black now wins methodically.

31. Ne3 Nxe3 32. Kxe3 Kf5 33. Kf3 h5 34. h3 h4 35. Ke3 Ra4 36. Kd3 Kxf4 37. Kc3 Ke3 38. Kb3 Ra8 39. Kc3 Ra7 0-1

Black wins with a King's-side attack:

??-?? [D34]

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. Qc2 O-O 7. e3 Re8 8. Bd3 Nbd7 9. Nf3 Nf8 10. O-O c6 11. Rab1 Ng6 12. b4 a6 13. a4 Bd6 14. b5 axb5 15. axb5 h6 16. Bxf6 Qxf6 17. bxc6 bxc6 18. Rb6 Bg4 19. Nd2 Re6





This neat move is useful for attack and defence: if Rxc6, then Bxh2+ wins the exchange. GM Nigel Davies in an article praises this type of rook manoeuvre for Black: the Rook can move to (say) the g-file and cause problems for the White King. As it happens White soon digs a pit into which he or she falls!

20. Na4 Nh4 21. g3 Nf3+ 22. Nxf3 Qxf3 23. Re1 Bh3 24. Bf1 Bf5 25. e4 Rxe4 26. Qxc6 Rxe1 27. Qxa8+ Kh7 28. Nc3 Bh3 0-1

Davidovic,A - Smagin,S (4) [D36] It-open, Dortmund, 1989

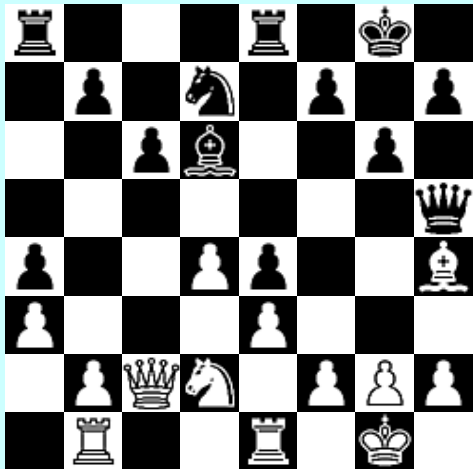
1. Nf3 d5 2. d4 Nf6 3. c4 e6 4. Nc3 c6 5. cxd5 exd5 6. Qc2 Be7 7. Bg5 g6

This plan is unusual.

8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 Nbd7 11. O-O O-O 12. Rab1 a5 13. a3 Re8 14. Rfc1 a4 15. Qc2 Qa5 16. Re1 Bd6 17. Bh4 Ne4

This plan is very familiar!

18. Nxe4 dxe4 19. Nd2 Qh5

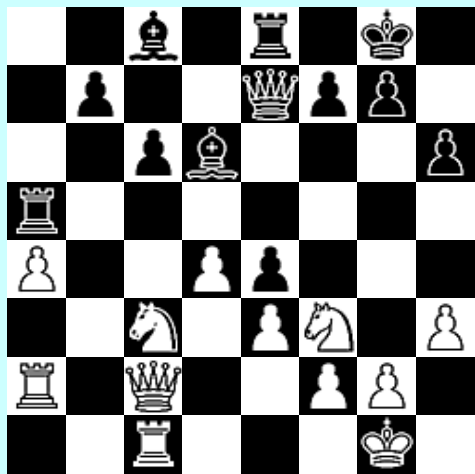


Black is well-placed for a quick King's-side attack; White's intended Queen's-side initiative is nowhere to be seen.

20. Bg3 Bxg3 21. hxg3 Nf6 22. b3 Ra5 23. bxa4 Ng4 24. Nf1 Rf5 25. Rxb7 c5 26. Re2 Qh6 27. Qb3 Re6 28. f3 Rh5 29. fxg4 Rh1+ 30. Kf2 Rxf1+ 0-1

Von Gleich,A - Ekstroem,R (1) [D36] Lugano, 1989

1. d4 d5 2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. cxd5 exd5 6. Bg5 c6 7. Qc2 h6 8. Bxf6 Bxf6 9. e3 O-O 10. Bd3 Re8 11. h3 Nd7 12. O-O Be7 13. a3 Bd6 14. b4 Nf6 15. Rfc1 Qe7 16. Ra2 a5 17. bxa5 Rxa5 18. a4 Ne4 19. Bxe4 dxe4

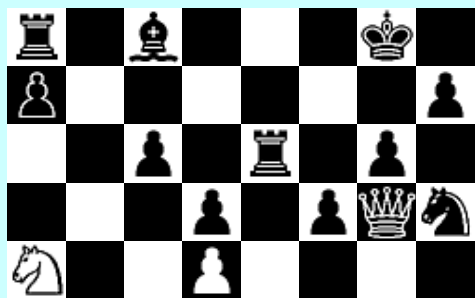


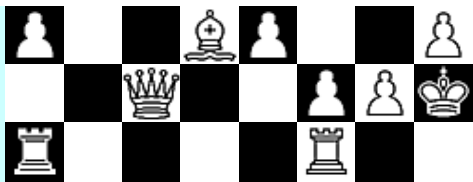
The familiar ...Ne4 move leads to a quick King's-side kill.

20. Nd2 Be6 21. Raa1 Bxh3 22. Qxe4 Qd7 23. Qh4 Rg5 24. g3 Bg4 25. Qh1 Bxg3 26. Nce4 Rh5 27. Qg2 Bh2+ 28. Kf1 Kh8 29. Ke1 Bc7 0-1

Yermolinsky - Shipman,W (3) [D36] MCC, 1989

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 c6 5. Bg5 Nbd7 6. cxd5 exd5 7. e3 Be7 8. Qc2 O-O 9. Bd3 Re8 10. O-O Nf8 11. h3 Nh5 12. Bxe7 Qxe7 13. a3 g6 14. b4 Ne6 15. b5 Ng5 16. Nxc6 Qxc6 17. Kh2 f5 18. bxc6 bxc6 19. Na4 Re6





White has created a weak pawn on c6 but Black doesn't care too much!

20. Nc5 Rf6 21. Be2 f4 22. Bxh5 Qxh5 23. f3 fxe3 24. Qd3 Bxh3 25. gxf3 Re8 26. Nd7 Rf4 27. Rae1 Re7 28. Qa6 Qf5 29. Ne5 Rxe5 30. dxe5 Rh4 0-1

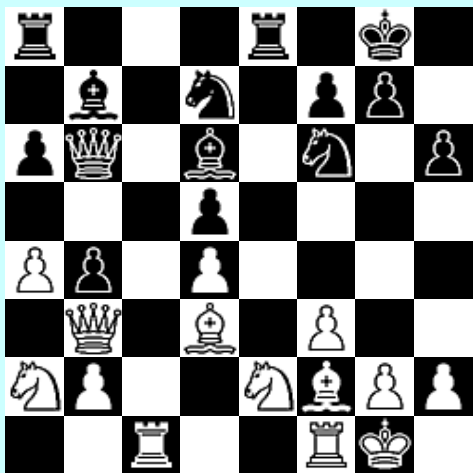
White wants to play in the centre:

Deze,A - Tadic,K (1) [D35] Novi, 1989

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Bd3 c6 8. Qc2 h6 9. Bh4 Re8 10. Nge2 Nbd7 11. f3 c5

A change of emphasis: White wants to advance in the centre with e2-e4, so Black immediately hits at the d-pawn with ...c7-c5.

12. O-O b6 13. Rad1 Bb7 14. Bf2 cxd4 15. exd4 a6 16. Qb3 b5 17. a4 b4 18. Na2 Qb6 19. Rc1 Bd6



White's plan has come to nothing.

20. Qd1 Nf8 21. Bg3 Ne6 22. Bxd6 Qxd6 23. Qd2 a5 24. Bb5 Re7 25. Ng3 Qb6 26. Nf5 Rc7 27. Rfe1 Kf8 28. Rxc7 Qxc7 29. Nc1 Bc6 30. Bxc6 Qxc6 31. Nd3 Re8 32. b3 Qc3 33. Qxc3 bxc3 34. Rc1 Rc8 35. Nd6 Rc6 36. Nb5 c2 37. Ne5 Nf4 0-1

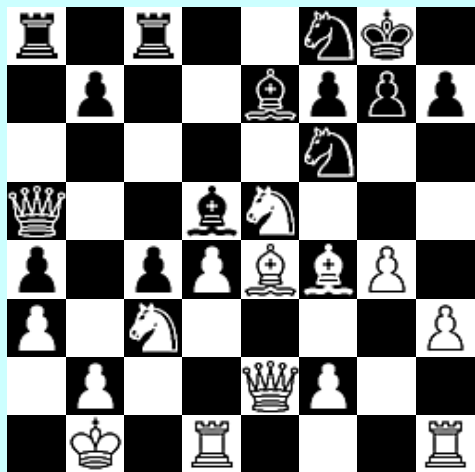
White castles Queen's-side:

Paduch,A - Ghafour,Y (8) [D35] A.Kotov memorial, Singapore, 1990

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Nbd7 5. cxd5 exd5 6. Bf4 Be7 7. e3 c6 8. h3 O-O 9. Bd3 Re8 10. Qc2 a5 11. g4 Nf8 12. O-O-O a4

Black was all ready to meet White's King on the Queen's-side.

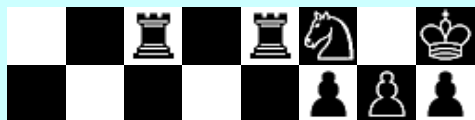
13. a3 Qa5 14. Ne5 Be6 15. Bf5 c5 16. Kb1 Rec8 17. Qe2 c4 18. e4 dxe4 19. Bxe4 Bd5

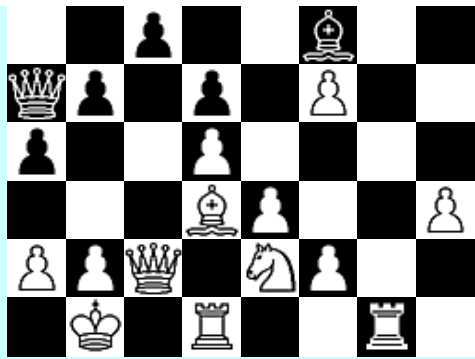


20. Bxd5 Nxd5 21. Bd2 Bxa3 22. Nxc4 Nxc3+ 23. Bxc3 Qb5 24. d5 Qxc4 25. Qe5 f6 26. Qf5 Bd6 27. f4 Qxf4 28. Qd3 a3 29. Rhg1 axb2 30. Bxb2 Qa4 0-1

Tisdall,J - Inkirov,V (5) [D36] Gausdal, 1990

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. Qc2 c6 7. e3 Nbd7 8. Bd3 O-O 9. Nge2 Re8 10. h3 Nf8 11. g4 b5 12. O-O-O a5 13. Ng3 a4 14. Kb1 Qa5 15. Nce2 Bd7 16. Nf5 Bxf5 17. gxf5 Rac8 18. Rhg1 Kh8 19. Bxf6 Bxf6





An exciting opposite-side castling position has arisen.

20. Nf4 Nd7 21. Rc1 a3 22. b3 c5 23. Nxd5 c4 24. Nxf6 Nxf6 25. bxc4 bxc4 26. Bxc4 Ne4 27. Ka1 Nd2 28. f6 Rxc4 O-1

A2 Playing actively against 1. D4

The Stonewall Attack

I will follow some lines from Fine in his 1943 book *The Ideas behind the Chess Openings*. You will soon see the connection with this section.

Start: 1. d4 d5 2. e3 Nf6 3. Bd3

[3. f4 is sometimes played to avoid the 3...Nc6 line]

3... c5

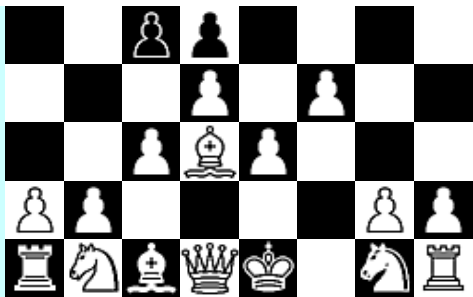
[More to the point is 3... Nc6 4. f4 [

or 4. c3 e5

] 4... Nb4 5. Nf3 Nxd3+ 6. cxd3 g6 7. Nc3 Bg7 8. O-O O-O]

4. c3 Nc6 5. f4





Now play might go:

5... e6 (which doesn't look quite right, as it blocks the Bc8)

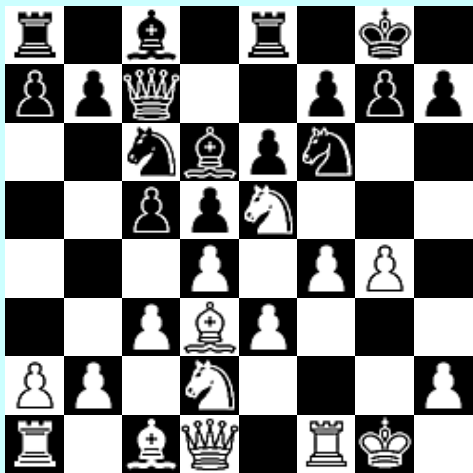
6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7

White's threatening Ne5 needed some response; Black could also try to occupy e4

9. Nd2 Re8 10. g4 (DIAGRAM)

with a crushing attack.

This is the ideal Stonewall position.



Let's go back to the first diagram.

Instead, we might try for Black 5... Bg4,

and play then might go 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8 (DIAGRAM)

Black is comfortable



Because Black can see what White is up to, Black can arrange the development to counter it. White's opening plan is not camouflaged enough to stop Black from seeing what is going on and opposing it, and the opening moves are not flexible enough to try any other plan. This is why you don't see the Stonewall very often among stronger players.

One place where the Stonewall formation will not go away is *Black* playing it in the Dutch Defence. Why is this more common?

- White, starting first, is usually trying to get an advantage and won't play just to equalise with moves like Bf4, Bxd6, Ne5 and f4.
- Instead, White will often adopt an attacking formation on the Queen's side to start with and so there is a tendency for each side to attack on opposite sides.
- White often plays g3 and Bg2, creating a slow game with a slightly weakened King's side. Black can hope to get the ...f4 break in at some point.

This may help explain why you see the Stonewall is a better idea played a move behind in the Dutch Defence than played straight away as White. Perhaps the real reason is that World Champion Mikhail Botvinnik kept playing and winning with it for decades. Take a look at these games:

A2.1 The Dutch Defence, Stonewall Variation

Rabinovitch - Botvinnik (Ussr Ch'p, 1927)

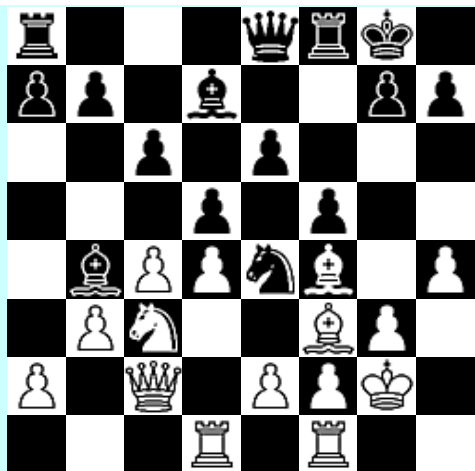
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 O-O 6. Nf3 d5 7. O-O c6 8. Qc2 Qe8 9. Bf4 Qh5 10. Rad1 Nbd7 11. b3 Ne4 12. Ne5 Ng5

[12... Bf6 is better, says MB]

13. h4

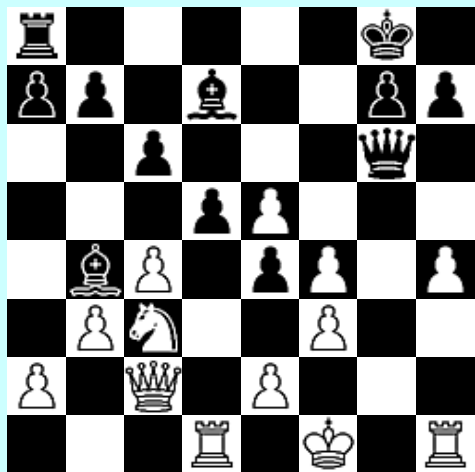
[13. f3 Nh3+ 14. Bxh3 Qxh3 15. e4 += MB]

13... Ne4 14. Bf3 Qe8 15. Nxd7 Bxd7 16. Kg2 Bb4



White seems to have defended more than got on with his own plans. He now makes a mistake:

17. Bxe4 ? 17... fxe4 18. Rh1 Qh5 19. f3 Qg6 20. Kf1 e5 21. dxe5 Rxf4 22. gxf4



Black has some clear achievements: the open g-file, the two bishops, the upset White King.

22... Qg3

threats ...Bc5/...e3

23. Nxe4 dxe4 24. Rxd7 Bc5 25. e3 Qxf3+ 26. Qf2 Qxh1+ 27. Ke2 Qh3 28. f5 Qg4+ 29. Kd2 Rf8 30. e6 Qxf5 31. Qxf5 Rxf5 32. Rxb7 Rf2+ 33. Ke1 Rf6 34. b4 Bxe3 0-1

Another decisive King's side attack:

Steiner - Botvinnik, Groningen, 1946

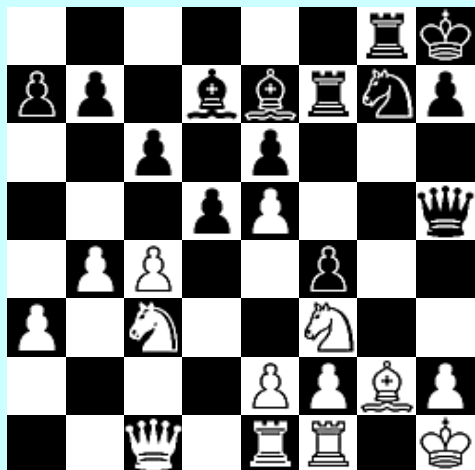
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Bb4+ 5. Bd2 Be7 6. Nf3 d5 7. Nc3 c6 8. O-O O-O 9. Bf4 Qe8 10. Qc2 Qh5 11. Rae1 Nbd7 12. Nd2

Aiming at e4, but too slowly. Another plan is to attack c6 with the b-pawn.

12... g5 13. Bc7 Ne8 14. Be5 Nxe5 15. dxe5 f4

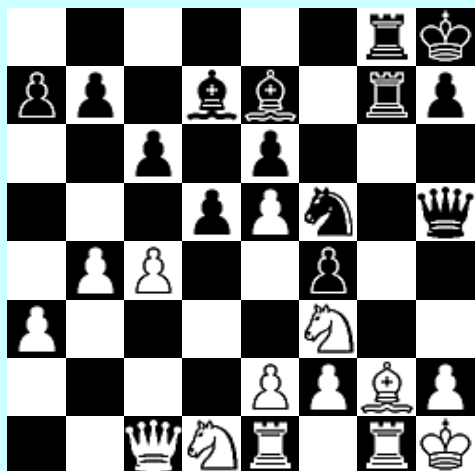
Black's plans are well-advanced; e4 will now be answered by ..f3

16. gxf4 gxf4 17. Nf3 Kh8 18. Kh1 Ng7 19. Qc1 Bd7 20. a3 Rf7 21. b4 Rg8



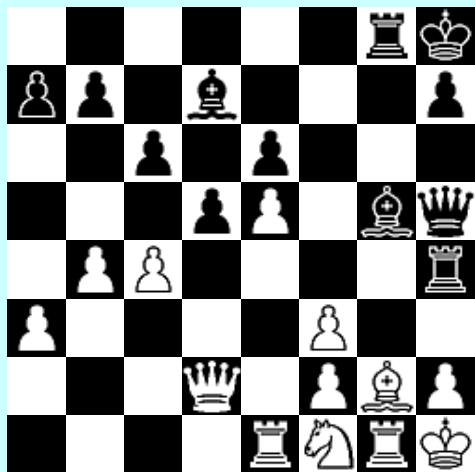
Making use of the open g-file

22. Rg1 Nf5 23. Nd1 Rfg7



Black has a winning position

24. Qxf4 Rg4 25. Qd2 Nh4 26. Ne3 Nxf3 27. exf3 Rh4 28. Nf1 Bg5 0-1



if the Q moves, ...Bf4 forces mate.

Here's an important game against a powerful rival.

Flohr - Botvinnik (10) Match, 1933

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 d5 6. Nf3 c6 7. O-O O-O 8. b3

[8. Bf4 is better, says Botvinnik, or 8. Qc2 Qe8 9. Bg5 with Bxf6]

8... Qe8 9. Bb2 Nbd7 10. Qd3

[10. Ng5 Bd6 11. f4 Botvinnik]

10... Qh5 11. cxd5

[11. Bc1 Botvinnik]

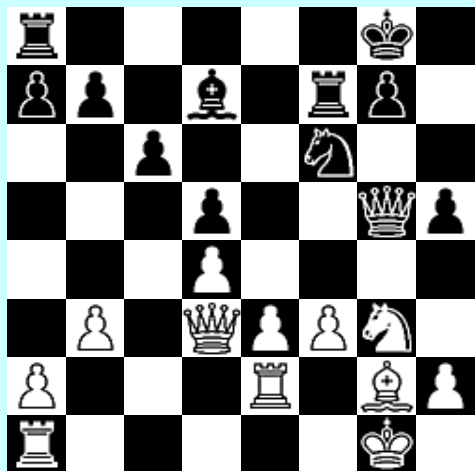
11... exd5 12. Nd2

[12. Ne1 and f4]

12... Ne4 13. f3

[13. f4 is now met by 13... Nxd2 14. Qxd2 Nf6 when White cannot really hope to get the N to e5]

13... Nxc3 14. Bxc3 f4 ! 15. Rfe1 Bd6 16. Nf1 Rf7 17. e3 fxg3 18. Nxg3 Qh4 19.Nf1 Nf6 20. Re2 Bd7 21. Be1 Qg5 22. Bg3 Bxg3 23. Nxg3 h5!



the final phase

24. f4 Qg4 25. Rf2 h4 26. Bf3

[26. h3 Qe6 27. Nf1 Ne4 is still -+]

26... hxg3 27. Bxg4 gxf2+ 28. Kg2 Nxg4 29. h3 Nf6 30. Kxf2 Ne4+ 0-1

And lastly, a more complicated game from an early tournament:

Yudovitch - Botvinnik, 1934

1. c4 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 d5 6. O-O O-O 7. Nc3 c6 8. Qc2 Qe8 9. Bf4

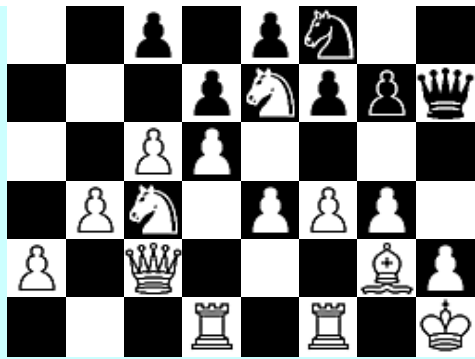
[9. Bg5 Chekhover]

9... Qh5 10. b3 Nbd7 11. Rad1 Kh8 12. Kh1

a loss of tempo, and perhaps not even a better square

12... Rg8 13. e3 g5 14. Bc7 Ne8 15. Be5+ Nxe5 16. Nxe5 Nf6 17. f3



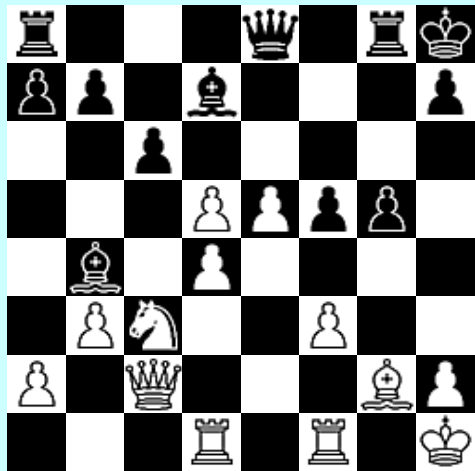


the right plan for White

17... Bd6 18. e4 Nd7 19. g4

[19. Nxd7 Bxg3]

19... Qe8 20. Nxd7 Bxd7 21. e5 Bb4 22. gxf5 exf5 23. cxd5



23... Bxc3 24. dxc6 risky 24... Bxc6 25. Qxc3 Qe6 26. Qd2 Bd5 27. Rc1 Rg7 28. Rc2 f4 29. Qc1 Rag8 30. h3 h5 31. Kg1 g4 32. hxg4 hxg4 33. Kf2 Rh7 34. Rh1 g3+ 35. Ke1 Rxh1+ 36. Bxh1 Qh6 37. Bg2

the last move before the time-check

37... Bc6

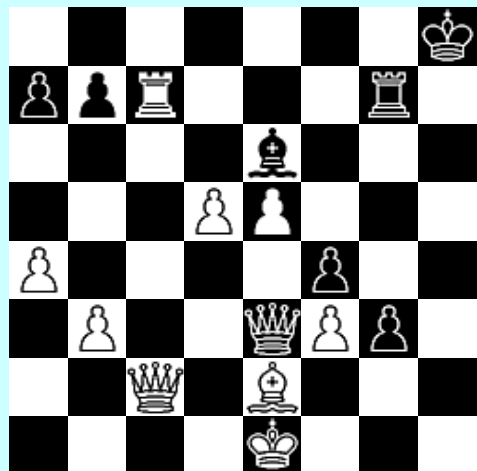
[37... Be6]

38. a4 Bd7

going for complications instead

[38... Bd5]

39. d5 Bf5 40. Rc7 Qh2 41. Qb2 Qg1+ 42. Bf1 Qe3+ 43. Be2 Be6 44. Qc2 Rg7



45. dxe6

[45. Rc8+ Bg8 46. Qf5 and Rxc8+, getting perpetual]

45... Qf2+ 46. Kd2 Qd4+

controlling d8

47. Ke1 Rxc7 0-1

Since Nigel Short has ventured the Stonewall on occasion interest in the opening has grown again.

Martin - Troger [A94] 1995

1. Nf3 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. O-O O-O 6. c4 d5 7. b3 c6 8. Ba3 Bd7 9. Bxe7 Qxe7





Black has played it the old-fashioned way: more interest recently has been in the idea of parking the Queen's Bishop on b7. White has responded with another traditional recipe - exchange off Black's good bishop and milk the dark squares.

10. Nc3 (?)

Martin was unhappy about this natural move afterwards. Either

[10. Nbd2 Be8 11. Ne5 Nbd7 12. Ndf3 Bh5]

or

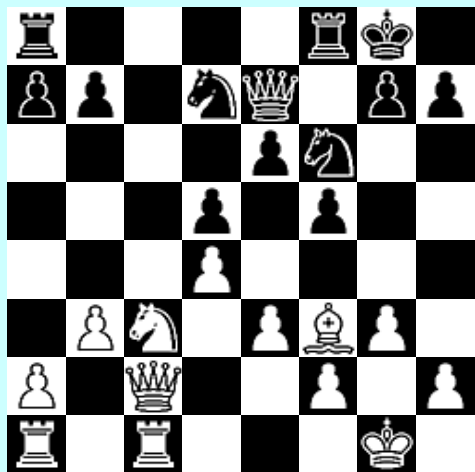
[10. Qc1 Be8 11. Qa3 Qxa3 12. Nxa3 Nbd7]

could have been tried, but Black is by no means losing either game.

10... Be8 11. Qc2 Nbd7 12. cxd5 cxd5!

[Not 12... exd5 13. Qxf5 Ne4 14. Nxd5 cxd5 15. Qxd5+ Bf7 16. Qxb7]

13. e3 Bh5 14. Rfc1 Bxf3 15. Bxf3



= + Martin

15... Rac8 16. Qb2 Nb6

[16... Nb8]

17. a4 g5 18. a5 Nbd7 19. a6 b6 20. Be2 Nb8

Right idea but too late: White is now better.

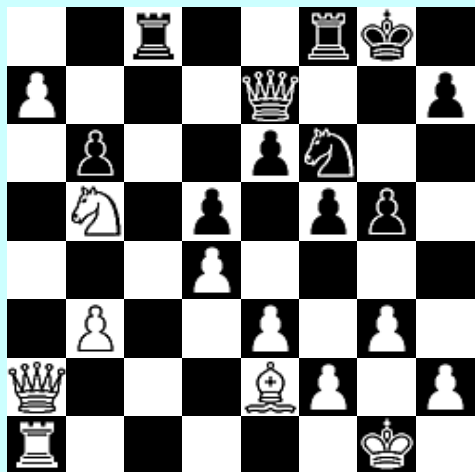
21. Nb5 Nc6 22. Rc2 Nd7

[22... Nb4 23. Rxc8 Rxc8 24. Qa3]

23. Rxc6

else ...Nd7-b8 and Black is ready to attack the King

23... Rxc6 24. Nxa7 Rc7 25. Nb5 Rcc8 26. a7 Nf6 27. Qa2



27... Kg7 28. Qa6 Qd8 29. Qb7+ Kg6 30. Ra6 Ra8 31. Nc7 Qe7 32. Qxb6 Qd8 33. Nxa8 Qxa8 34. Qxe6 Rf7 35. Bd3 1-0

A2.2 White avoids the Stonewall

There is no Exchange Variation against the Dutch but there are some annoying ways for White to avoid the Stonewall. You can avoid all these by playing first ...d5, ...e6, ...c6 and ...f5, but you must then face the Exchange QGD.

1. d4 f5

A2.2a Modern System with Bg5xf6

2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 Be6 6. Bd3 g6

This is currently very popular. I offer you a selection of games in the examples section.

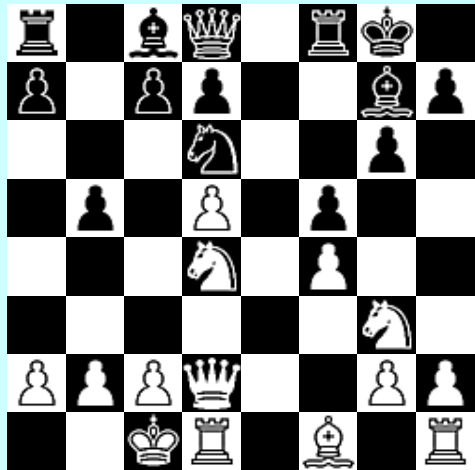
A2.2b Staunton Gambit with e4

2. e4 fxe4 3. Nc3 Nf6

Now White can play:

(a) 4. Bg5 Nc6 5. d5 Ne5 6. Qd4 Nf7 7. Bh4

[7. Bxf6 exf6 8. Nxe4 f5 9. Ng3 g6 10. O-O-O Bh6+ 11. f4 O-O 12. Nf3 Bg7 13. Qd2 b5 14. Nd4 Nd6



= BCO2]

7... g5 8. Bg3 Bg7 9. O-O-O

[9. Nxe4 O-O]

9... c6 =+ BCO2

(b) 4. f3

4... Nc6

[4... d5 5. fxe4 dxe4 6. Bg5 Bf5 7. Bc4 e6

[7... Nbd7 8. Nge2 Nb6 9. Bb3 Qd7 = BCO2]

8. Nge2 Bb4 9. O-O c6 =]

5. fxe4 e5 6. dxe5 Nxe5 7. Nf3 d6 8. Bf4 Ng6]]

A2.2c Korchnoi Gambit with g4

Korchnoi has offered a number of gambits with g2-g4, making use of the target on f5.

See the example game Menadue-Pert.

A2.2d Others

These shouldn't be any problem

BCO2 gives:

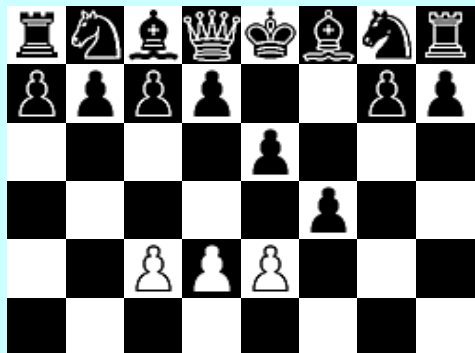
2. Qd3 d5 3. Bf4 e6 4. Qg3 Na6 5. e3 c6 = +

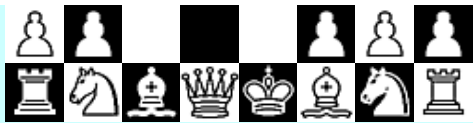
Ivkov

Examples of White avoiding the Dutch

Karayannis-Bellin 1993

1. d4 e6 2. c4 f5 3. e4





This almost forgotten gambit is not much worse than the others which surface sporadically. Even though dubious, all such gambits require precise defence from Black. -- BELLIN

3... fxe4 4. Nc3 Nf6 5. g4 h6 6. h4 d5 7. Nh3 Nc6 8. Nf4 e5 9. Ng6

[9. dxe5 Nxe5 x f3]

[9. Nfxd5 exd4 10. Nxf6+ Qxf6 11. Nd5 Bb4+ is also fine]

9... Bxg4 10. Qa4

White insists on being shown, but 10. Be2 was better

10... exd4 11. Nxb8

[11. Nxd5 Nxd5 12. cxd5 Bb4+ 13. Bd2 Bxd2+ 14. Kxd2 Qxd5 and the White King will not survive ...e3+]

11... dxc3 12. bxc3 d4 13. Rb1

[13. Ng6 dxc3 14. Ne5 Bb4 15. Nxc6 Qd2+ 16. Bxd2 cxd2#]

[13. Bh3 Bxh3 14. Rxh3 Qd7 15. Rg3 Bd6 is very good for Black]

13... dxc3 14. Rxb7

[14. Bh3 Qd3]

[14. Ng6 Qd7 and White is all but paralysed]

14... Qd7 15. f3

[15. Rb5 Bb4 16. Rxb4 Nxb4 17. Qxd7+ Kxd7]

[15. Bh3 Bxh3 16. Rxh3 Bb4 17. Rxb4 Nxb4 18. Qxb4 Qxh3 19. Ba3 O-O-O]

15... exf3 16. Be3 Bc5 17. Rxc7 Qd2+ 18. Bxd2 f2#

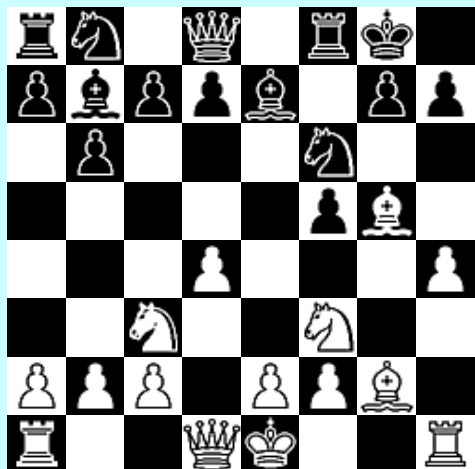
A triumph for the spear-carriers

Menadue - Pert 1995

1. d4 e6 2. Nf3 f5 3. h3 Nf6 4. g4 b6

Normally White would try to blot this out by d5 but there is no Pc4

5. gxf5 exf5 6. Bg2 Bb7 7. Bg5 Be7 8. Nc3 O-O 9. h4



White is wasting too much time on attacking-looking moves but has no real plan.

[9. d5!?]

9... Qe8 10. Qd3 Nc6 11. O-O-O

[11. Qxf5 Nb4 12. O-O-O Ne4 -+]

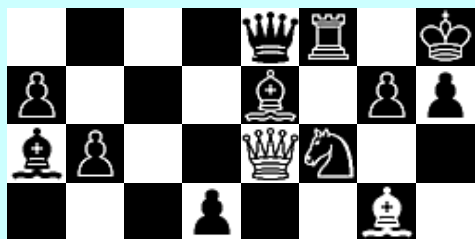
11... Nb4 12. Qc4+ d5 13. Qxc7 ?

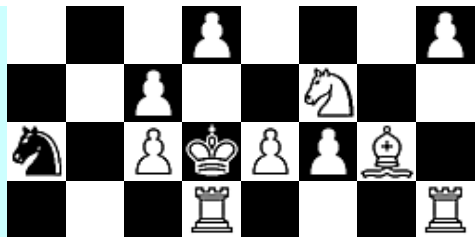
opens a file against the King

13... Ba6 14. Qe5 Rc8 15. Qxf5 ?

[15. a3]

15... Rxc3 16. Qe6+ Kh8 17. bxc3 Nxa2+ 18. Kd2





[18. Kb2 Nxc3!]

18... Bb4!

a beautiful bit of opportunism

19. Bh3

[19. Qxe8 Bxc3+ 20. Ke3 Ng4#]

19... Bxc3+ 20. Ke3 Nb4 21. Qxe8

[21. Rc1 Qb5 22. Rhe1 Bxe1 23. Rxe1

[23. Nxe1 Qxe2+ 24. Kf4 Nh5#]

23... Nxc2+ 24. Kd2 Ne4+ 25. Kxc2 Rxf3 26. exf3 Qd3+ 27. Kc1 Qc3+ 28. Kb1

[28. Kd1 Nxf2#]

28... Bd3+ 29. Ka2 Qa5+ 30. Kb2

[30. Kb3 is better but only delays the inevitable 30... Bc4+ 31. Kb2 Qb4+ 32. Kc1 Qa3+ 33. Kd1 Bb3+ 34. Ke2 Qa2+ 35. Kd3 Qc2+ 36. Ke3 Qd2#]

30... Qb4+ 31. Ka2 Nc3+ 32. Ka1 Qa3#]

21... Ng4+ 22. Bxg4 Nxc2# 1-0

Langeweg,K - Perez Garcia,H [A80] Wijk-B, 1986

1. d4 f5 2. Nf3 Nf6 3. g3 g6 4. Bg2 Bg7 5. O-O O-O 6. b3 c5 7. e3 cxd4 8. exd4 d5 9. Ne5 Nc6 10. Re1 Ne4 11. f3 Nxe5 12. fxe4 Nf3+ 0-1

Sparreboom,W - Bellin,R [A80] Guernsey op, 1988

1. d4 f5 2. Nf3 e6 3. Ne5 d6 4. Nd3 Nc6 5. e3 Nf6 6. Nd2 e5 7. Nb3 Be7 8. d5 Nxd5 9. Nxe5 dxe5 0-1

Barczyczyn - Vasiukov,E [A80] Bled op, 1989

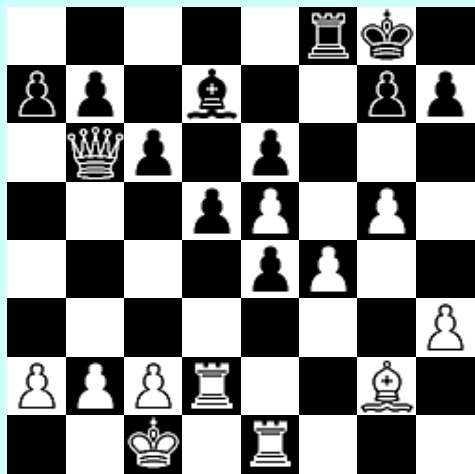
1. d4 f5 2. Nc3 d5 3. Nf3 Nf6 4. Bf4 c6

The London System vs. the Dutch

5. h3 e6 6. e3 Be7 7. Be2 O-O 8. Ne5 Nbd7 9. g4 Nxe5 10. dxe5 Ne4 11. Nxe4 fxe4 12. Qd2 Bh4 13. O-O-O Bxf2 14. g5 Qb6 15. Bf1 Rxf4 16. exf4 Be3

oops

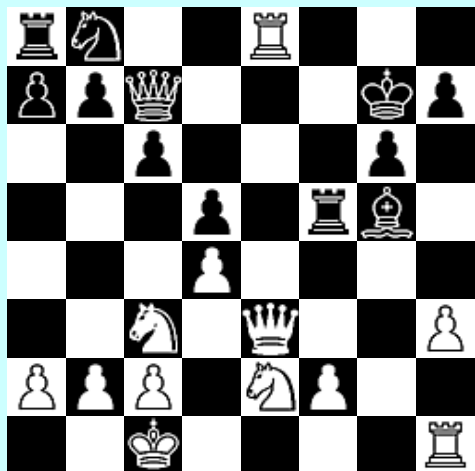
17. Bg2 Bd7 18. Rhe1 Bxd2+ 19. Rxd2 Rf8



20. Bxe4 Rxf4 21. Bd3 0-1

Ligterink,G (2470) - Van Heste,J (2290) [A80] NLD-ch, 1987

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 c6 6. Bd3 Bd6 7. Qf3 g6 8. h3 Qe7 9. g4 f4 10. O-O-O fxe3 11. Re1 O-O 12. Rxe3 Qc7 13. Nge2 f5 14. gxf5 Bxf5 15. Bxf5 Rxf5 16. Re8+ Kf7 17. Qe3 Be7 18. Rh8 Kg7 19. Re8 Bg5



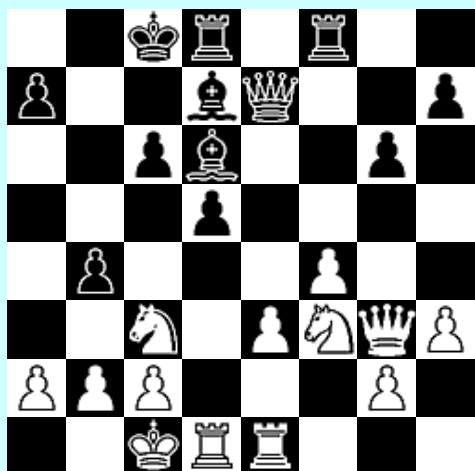
20. f4 Rxf4 21. Kb1 Rf1+ 22. Rxf1 Bxe3 23. Rxe3 Na6 24. Nf4 Kh6 25. Nd3 Qd6 26. Ne5 Rf8 27. Nf7+ Kg7 28. Ref3 Qe7 29. Ne5 Rxf3 30. Rxf3 Qh4 31. Ne2 Qe4 32. Rf7+ Kg8 33. Rf2 Nb4 34. Nc1 Qxd4 35. Re2 Qd1 36. a3 Na2 37. Kxa2 Qxc1 38. Nd3 Qg5 39. Nc5 Qh4 40. b3 b6 0-1

Maksimovic,S (2345) - Akhmilovskaya,E (2420) [A80] Sochi, 1987

1. d4 f5 2. Nc3 Nf6 3. Bg5 d5 4. Bxf6 exf6 5. e3 c6 6. Bd3 g6 7. Qf3 Bb4 8. Nge2 Nd7 9. h3 Ne5

A characteristic tactic.

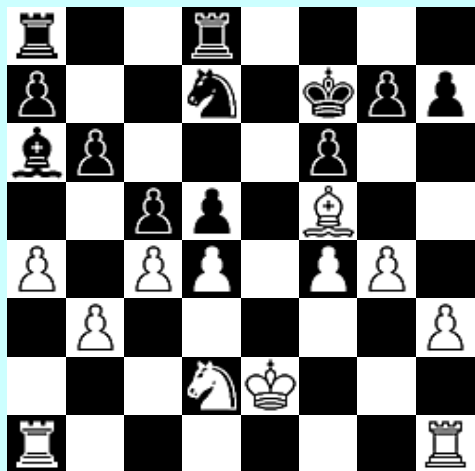
10. dxe5 fxe5 11. O-O-O e4 12. Bxe4 fxe4 13. Nxe4 Rf8 14. Qg3 Qe7 15. N4c3 Bd6 16. f4 Bd7 17. Rhe1 O-O-O 18. Nd4 b5 19. Nf3 b4



20. Nb1 Rde8 21. Nbd2 Qf6 22. Qf2 Bc5 23. Nb3 Bb6 24. Qd2 Re4 25. Ne5 Re8 26. Qd3 Rxe3 27. Qa6+ Kc7 28. Rxe3 Qxf4 29. Kb1 Qxe3 30. Nxd7 Kxd7 31. Qb7+ Kd6 32. Qxh7 Qe4 33. g4 Re7 34. Qg8 Kc7 35. Qf8 Kb7 36. h4 a5 37. a4 bxa3 38. bxa3 a4 39. Nd2 Qe2 40. Rf1 Bc5 0-1

Cazzaniga,W - Speck,H [A80] Mendrisio op, 1988

1. d4 f5 2. g4 d5 3. Bg5 Nf6 4. h3 c6 5. Bxf6 exf6 6. e3 Qb6 7. b3 Bd6 8. Bd3 f4 9. exf4 Bxf4 10. Ne2 Qc7 11. Nxf4 Qxf4 12. Qd2 Qf3 13. Qe2+ Qxe2+ 14. Kxe2 b6 15. Nd2 Kf7 16. f4 Ba6 17. c4 Nd7 18. a4 c5 19. Bf5 Rhd8



20. Bxh7 cxd4 21. Kf2 dxc4 22. Be4 Rac8 23. Bd5+ Kf8 24. bxc4 Nc5 25. g5 Re8 26. gxf6 Nd3+ 27. Kg3 Re3+ 28. Kh4 Nxf4 29. fxg7+ Kxg7 30. Rhg1+ Kh6 31. Bf3 Rf8 32. Rg4 Bc8 33. Kg3 Bxg4 34. hxg4 Rd3 35. Rh1+ Kg7 36. Rh2 Ng6 37. Re2 Rf7 0-1

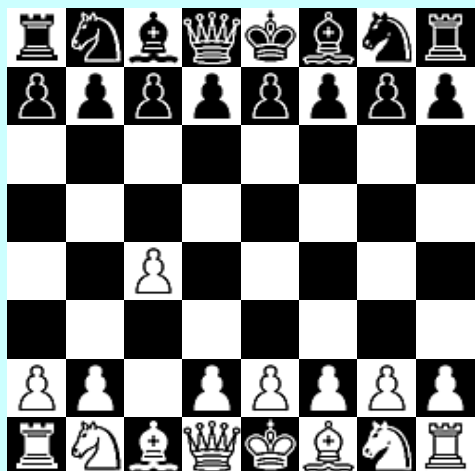
B. English opening

This subtle system is out to stop you playing ...d5, and then taking over the centre or Queen's-side later.

B1 Playing solidly against 1. c4

The ...e6 system is a nice counter to the English; ...c6 is OK as a system as long as White does not transpose into something unfamiliar to you.

1. c4



1... e6

[1... c6

Now

(a) 2. Nf3 is OK

2... d5 3. b3 Nf6 4. Bb2 Bg4

[or 4... Bf5]

BUT

(b) 2. e4 d5 3. exd5 cxd5 4. d4 Nf6 5. Nc3 e6 6. Nf3 Bb4 is a Caro-Kann or Nimzo-Indian line which is OK for Black but is outside the scope of the repertoire I recommend]

2. Nf3 d5 3. b3 c6 4. g3 Nf6

An alternative system is:

Kurajica [A13] Agincourt Defence (French-English), 1995

1. c4 e6 2. Nf3 d5 3. g3 c6

offering to transpose into standard QP lines

4. b3



insisting on independent lines

[4. d4]

[4. Bg2 dxc4 5. Qc2 b5 6. a4 Bb7 -/+ Carls-Nimzovitch 1925]

[4. Qc2 Nf6 5. Bg2 a5 6. O-O Na6 7. a3 Be7 8. d4

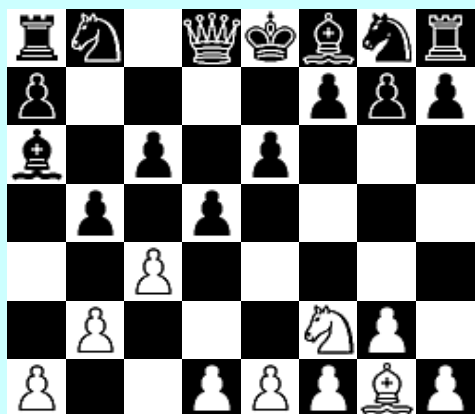
[8. b3]

8... O-O 9. Nbd2 b6 Naranja-Larsen 1973]

4... b5

Black intends to bite the c-pawn until it screams in pain " Benjamin/Schiller

5. Bg2 Ba6

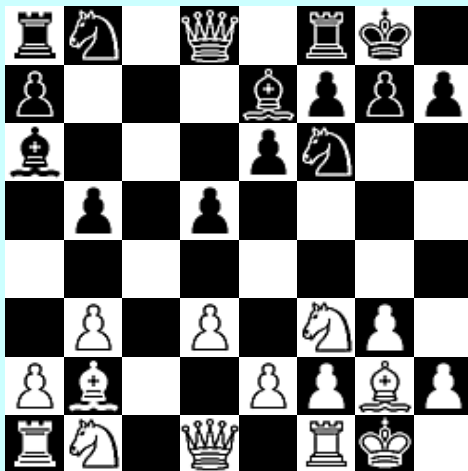




6. cxd5

[6. d3 Qb6 != Kurajica]

6... cxd5 7. O-O Nf6 8. Bb2 Be7 9. d3 O-O



10. e4

White could also try:

[10. Nbd2 Nc6 11. a3

[11. Rc1 Qb6 =+ Masic-Kurajica 1972]

11... b4 12. axb4 Nxb4 13. Ne5 Qb6 = Romanishin-Kurajica 1977]

[10. Ne5!?! is a suggestion of Watson]

10... dxe4 11. dxe4 b4 =+ Hartoch-Kurajica 1974 =

B2 Playing actively against 1. c4

Your Dutch-style system is a fine counter to the English. The first time I ever tried it I beat a 140-grade player in about 30 moves.

Theory of the Anglo-Dutch

1. c4 e5 2. Nc3

This is the Sicilian Reversed line of the English Opening, sometimes called the King's English. Black can play two lines with a Dutch feel, playing on the second move either 2...d6 or 2...Nc6. The first risks being met by 3. d4 (if that is a risk), the second may not be quite the right square for the Knight. If you play the Closed Sicilian as White, this must be the best choice for you.

Example lines go:

After 2... d6:

(a) 3. d4 as in Hubner-Kasparov m1 1979

(b) 3. Nf3 f5

[or 3... Bg4 idea 4. g3 Bxf3 5. exf3 Nc6]

4. g3 Nf6 5. Bg2 Nc6 6. O-O Be7

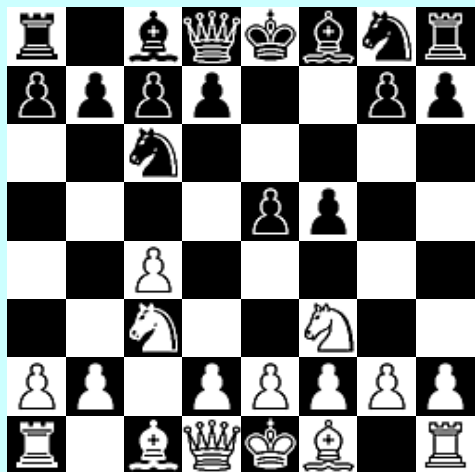
[or 6... g6]

(c) 3. g3 f5

[or 3... Be6 4. Bg2 c6]

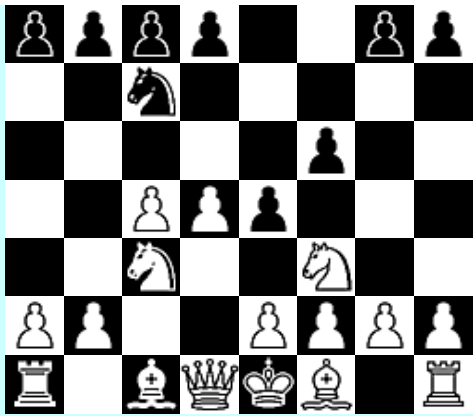
After 2...Nc6:

3. Nf3 f5



4. d4 e4

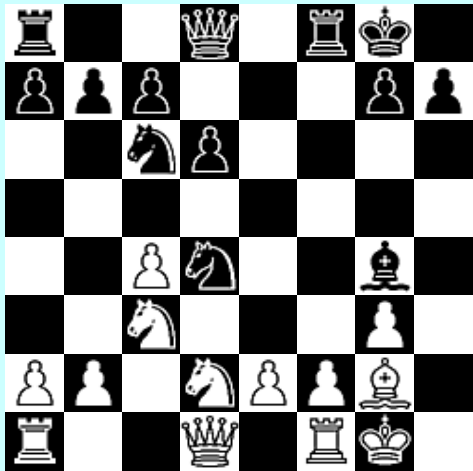




Now White has a number of moves:

(a) 5. Bg5

e.g. 5... Be7 6. Bxe7 Ngxe7 7. Nd2 Nxd4 8. Ndx e4 Nec6 9. Nd2 O-O 10. g3 d6 11. Bg2 f4 12. O-O fxg3 13. hxg3 Bg4



(b) 5. Ng5 h6

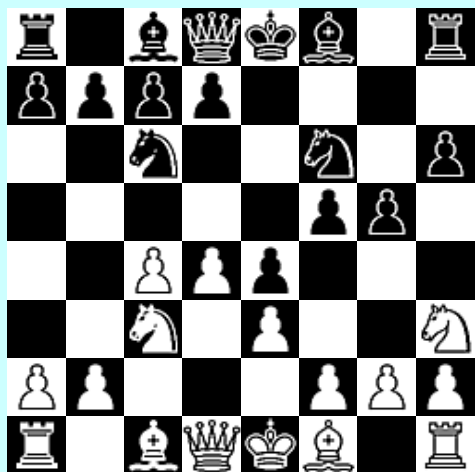
[or 5... Be7 6. Nh3]

[or 5... Nf6 6. e3 and now

6... h6

[6...g6]

7. Nh3 g5



after 5...h6 White can retreat with

6. Nh3

[6...g5!??]

or spuddle with

6. Nd5

(c) 5. Nd2

as in Miles-Chaves

Instead of the immediate 3...f5 Black can play more slowly e.g.

3... g6 4. Bg2 Bg7 5. e3 d6 6. Nge2

and now Black has tried:

6...f5

6...h5

Play in these hypermodern openings is more flexible and less forcing, so both sides have a lot of choice about their early move orders. I've tried to give

an example of each line cited in the games below.

Example games in the Anglo-Dutch

System with 2...d6

Hubner - Kasparov (1, Hamburg) [A21] 1985

1. c4 e5 2. Nc3 d6 3. d4

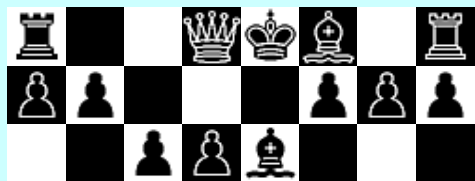
Most folk used to think this was good for White... until this game!

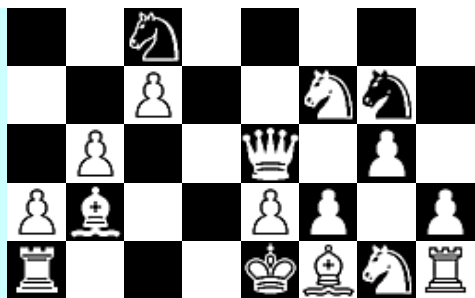
3...exd4 4. Qxd4 Nf6 5. g3 Nc6 6. Qd2 Be6 7. Nd5 Ne5



Creating trouble on c4

8. b3 Ne4 9. Qe3 Nc5 10. Bb2 c6 11. Nf4 Ng4





The pesky Knights keep hopping around, not letting Black settle.

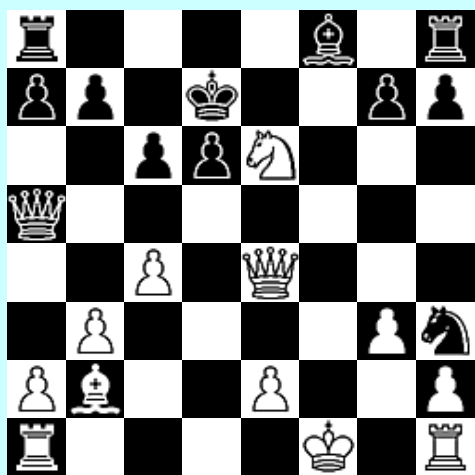
12. Qd4 Ne4

Very alert

13. Bh3

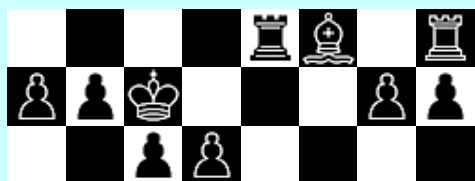
[13. Nxe6 fxe6 14. Qxe4 Qa5+ 15. Kd1 Nxf2+]

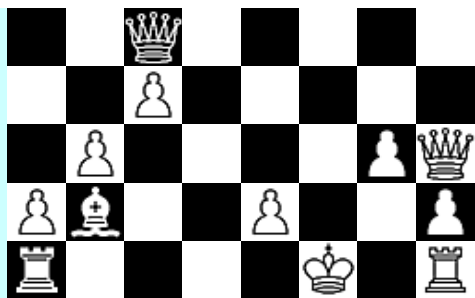
13... Qa5+ 14. Kf1 Ngxf2 15. Bxe6 fxe6 16. Nxe6 Kd7 17. Nh3 Nxh3 18. Qxe4



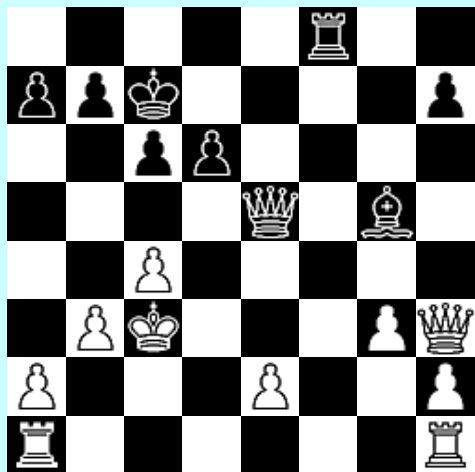
Black's initiative persists.

18... Re8 19. Nc5+ Qxc5 20. Qg4+ Kc7 21. Qxh3





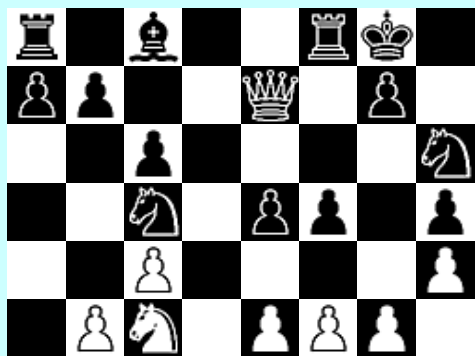
21... Be7 22. Bxg7 Rhf8+ 23. Bxf8 Rxf8+ 24. Ke1 Qf2+ 25. Kd1 Qd4+ 26. Kc2 Qe4+ 27. Kd2 Bg5+ 28. Kc3 Qe5+

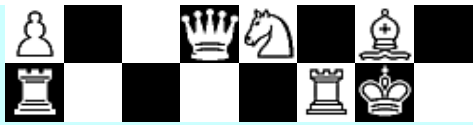


0-1

Gonzalez-Rossolimo 1952.

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. e3 Be7 6. Nge2 c6 7. d4 O-O 8. b3 Nbd7 9. O-O h5 10. h4 Ng4 11. f3 Nh6 12. Ba3 Qe8 13. dxe5 dxe5 14. Bxe7 Qxe7 15. Qd2 Nc5





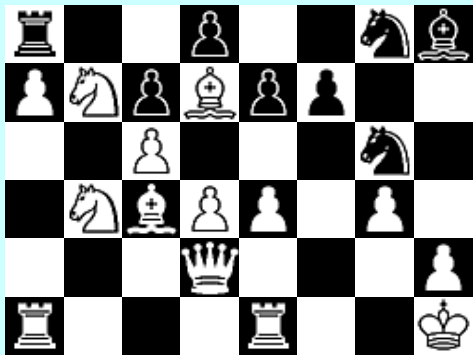
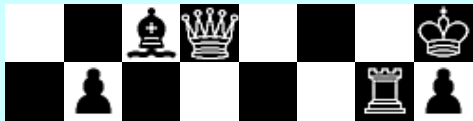
Black has more space.]

Korchnoi-German 1962.

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. b4 c6 6. b5 c5 !

Now White can't open a file on the Q-side.

7. Bb2 Nbd7 8. d3 g6 9. a4 a5 10. bxa6 Rxa6 11. Nf3 Bg7 12. Nd2 O-O 13. Nb5 Rf7 14. Bc3 Nf8 15. e3 Ne6 16. O-O g5 17. Qe2 Re7 18. Rfe1 g4 19. f4 gxf3 20. Nxf3 Nf8 21. Nd2 Ng6 22. Nb3 Bh6 23. a5 Ng4 24. Bd5+ Kh8 25. Qd2 Rg7 26. Kh1



Black has his open lines and could create more with

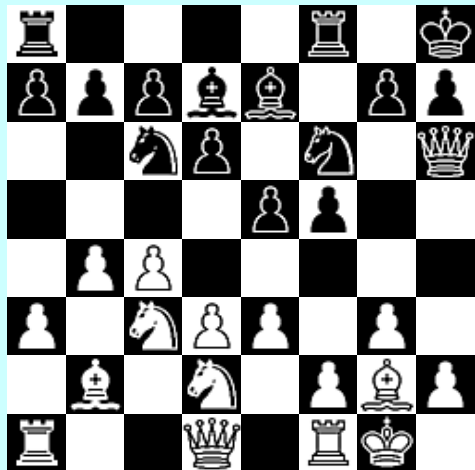
26... f4 27. exf4 Nxf4

Zlotnikov-Minasian 1993

1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3 Be7 6. Nf3 O-O 7. O-O Kh8 8. b4

[After 8. Bd2 the ever-inventive Speelman did once try ...Na6 but 8...Qe8 is still Black's best]

8... Qe8 9. Bb2 Qh5 10. e3 Nc6 11. a3 Bd7 12. Nd2 Qh6



Black is well-placed to build up on the K-side.

...0-1

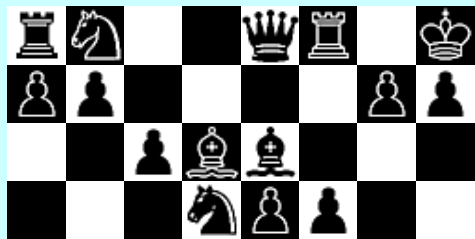
Hallerod-Hearst 1960

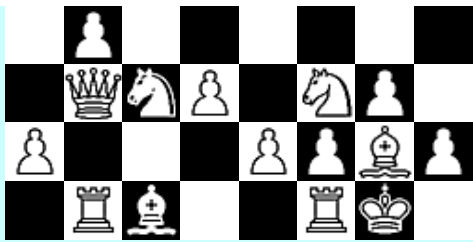
1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3 Be7

5... g6 is a Closed Sicilian position: see below

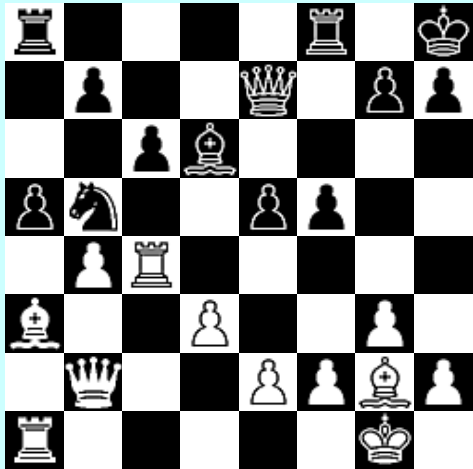
6. Nf3 O-O 7. O-O Qe8

8. c5 c6 9. cxd6 Bxd6 10. b4 Kh8 11. Rb1 Nd5 12. Qb3 Be6





= 13. Ng5 Nxc3 14. Qxc3 Bxa2 15. Ra1 Bg8 16. Bb2 Qe7 17. Nf3 Nd7 18. Ba3 a6 19. Nd2 Nb6 20. Rfb1 Nd5 21. Qb2 Nc7 22. Nc4 Nb5 23. Rc1 Bxc4 24. Rxc4 a5

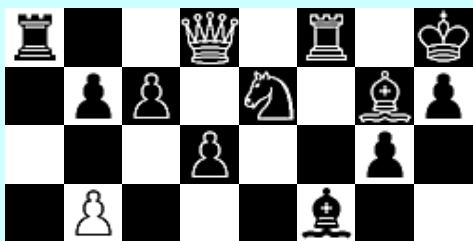


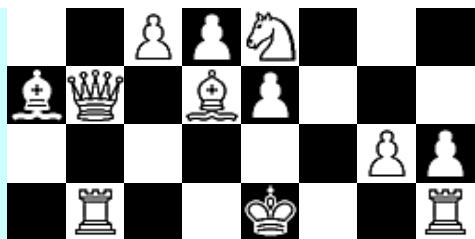
0-1 : a Queen's-side decision!

System with 2...Nc6

Miles-Chaves 1977

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Nd2 Nf6 6. e3 g6 7. Be2 Bg7 8. Rb1 a5 9. a3 O-O 10. b4 axb4 11. axb4 Ne7 12. Qb3 d6 13. b5 Kh8 14. Ba3 f4 15. Ncxe4 fxe3 16. fxe3 Nxe4 17. Nxe4 Bf5 18. Bd3





18... Nd5 19. O-O

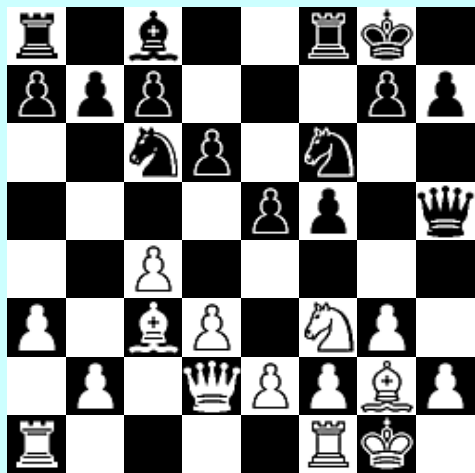
[19. cxd5 Bxe4 20. Bxe4 Qh4+ 21. Kd1 Qxe4 22. Rb2]

19... Nxe3 20. Rf3 Qh4 21. g3 Qg4 22. Rxe3 Rxa3 23. Qxa3 Qh3 24. Kh1 Bxe4+ 0-1

White resigned here but 25. Rxe4 Rf2 26. Re8+ Bf8 27. Rxf8+ Rxf8 28. Qa2 looked worth trying first!

Bruno-Kurajica 1985

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d3 Nf6 5. Bg2 Bb4 6. Bd2 O-O 7. Nf3 d6 8. a3 Bxc3 9. Bxc3 Qe8 10. O-O Qh5 11. Qd2



11... f4 12. gxf4 h6 13. fxe5 dxe5 14. d4 Bh3 15. dxe5 Rad8 16. Qf4

[16. Qc2 Bxg2 17. Kxg2 Ng4 18. Rfd1 Rxf3 19. exf3

[19. Rxd8+ Nxd8 20. Kxf3 Qh3+ 21. Ke4 Nxf2+ 22. Kd5 Qe6+ 23. Kd4 Nc6+ 24. Ke3]

19... Qxh2+ 20. Kf1 Ne3+]

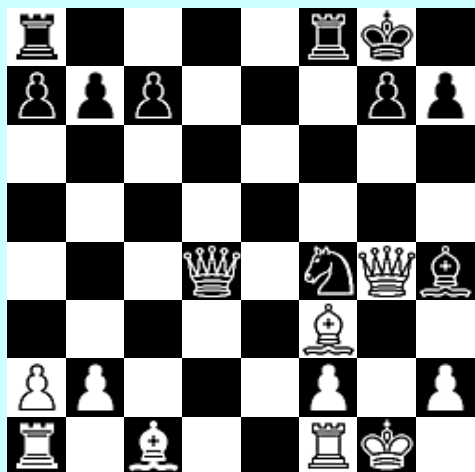
16... Bxg2 17. Kxg2 Nd5 18. Qc1 Nf4+ 0-1

Darga-Herter 1968

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Ng5

Black now plays more quietly:

5...Be7 6. Nh3 Bf6 7. e3 d6 8. Nf4 Nge7 9. g4 Ng6 10. Nfd5 Bh4 11. Bg2 O-O 12. O-O Nce7 13. gxf5 Bxf5 14. Nf4 Nxf4 15. exf4 d5 16. cxd5 Nxd5 17. Nxe4 Bxe4 18. Bxe4 Nxf4 19. Qg4 Qxd4 20. Bf3

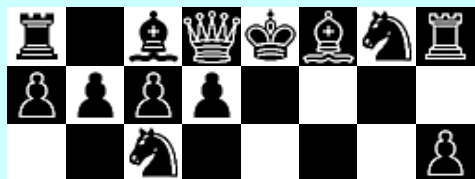


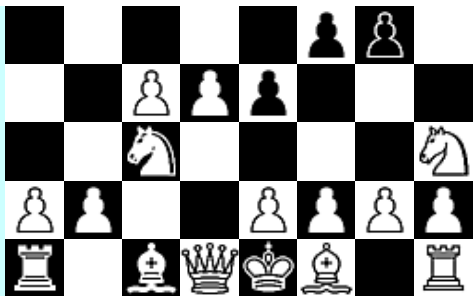
20... h5 0-1

21. Qxh4 Ne2+]]

Seirawan-Browne 1979

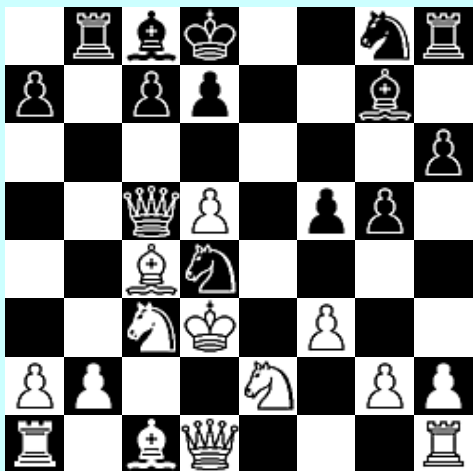
1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Ng5 h6 6. Nh3 g5





This is a noisier line!

7. f3 exf3 8. exf3 Bg7 9. d5 Qe7+ 10. Kd2 Nd4 11. Bd3 Kd8 12. Ng1 b5 13. Nge2 bxc4 14. Bxc4 Qc5 15. Kd3 Rb8



16. Be3 ?

16... Qxc4+ 17. Kxc4 Ba6+ 18. Nb5 Nxb5 0-1

[19. Qa4 Na3+ 20. Kc5 d6+ 21. Kc6 Ne7#]

[19. Nd4 Nxd4+ 20. Kc3 Ne2+ 21. Kd2 Rxb2+ 22. Ke1 Bc3+ 23. Kf1

[23. Bd2 Nf4 24. Rg1 Nd3+ 25. Ke2 Rxd2+ 26. Qxd2 Bxd2 27. Kxd2]

23... Nf4+ 24. Kg1 Rxd2#]

Reversed Closed Sicilian

Grunberg-Kasparov simul. 1987

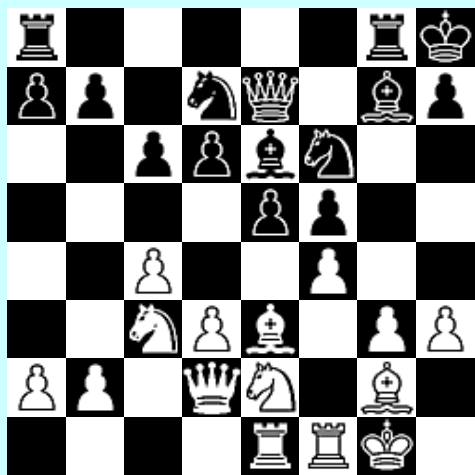
1. c4 e5 2. Nc3 d6 3. g3 f5 4. Bg2 Nf6 5. d3

We have seen all this above. Now

5... g6

is a Closed Sicilian position

6. e4 Bg7 7. Nge2 O-O 8. O-O c6 9. h3 Be6 10. exf5 gxf5 11. Be3 Qe7 12. Qd2 Kh8 13. Rae1 Nbd7 14. f4 Rg8



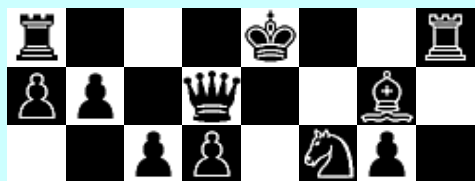
Black's position is fine.

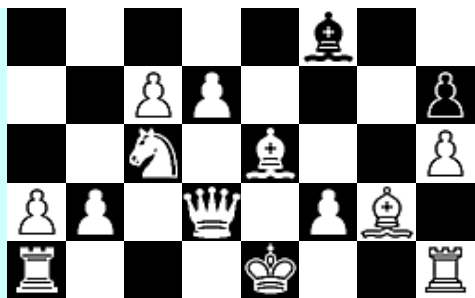
15. Kh2 Qf7 16. Bf3 Rae8 17. b4 e4 18. dxe4 fxe4 19. Bxe4 Bxh3 20. Kxh3 Nxe4 21. Qd3 Bxc3 22. Qxc3+ Nxc3 0-1

Hodgson-Short 1986

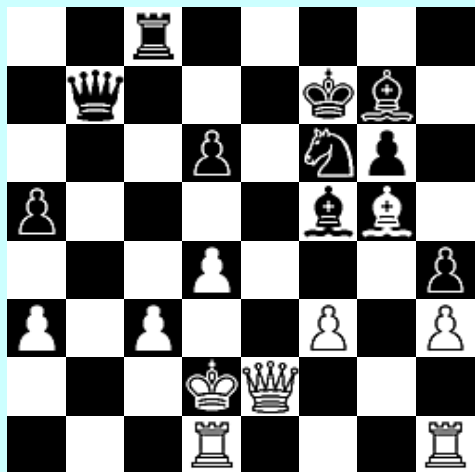
1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2

6... h5 7. h3 h4 8. g4 f5 9. gxf5 Bxf5 10. d4 exd4 11. Nxd4 Nxd4 12. exd4 c6 13. Be3 Nf6 14. Qd2 Qd7





15. O-O-O Kf7 16. Bg5 b5 17. cxb5 cxb5 18. Bxa8 Rxa8 19. Qe2 Rc8 20. a3 a5 21. f3 b4 22. Kd2 bxc3+ 23. bxc3 Qb7



0-1

Pierson-Calverley 1983

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2

6... h5 7. d4 e4 8. a3 Nf6 9. O-O O-O 10. b4 Ne7 11. Bb2 g5 12. d5 Ng6 13. Na4 Qe7 14. Rc1 f4 15. Bxf6 Rxf6 16. Nd4 Ne5 17. Bxe4 Bh3 18. Re1 fxg3 19. fxg3 Raf8 20. Qc2 Qf7 21. Qb1 Rf2 22. Ne6 Rg2+ 0-1

23. Kh1

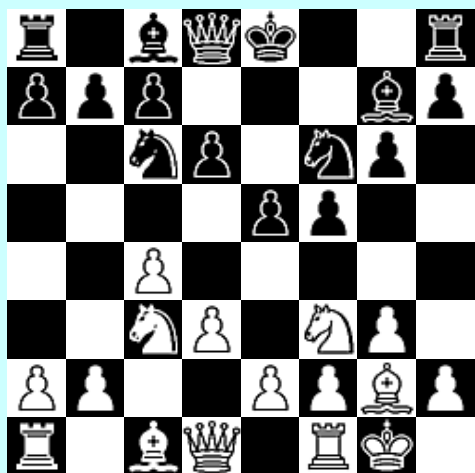
[23. Bxg2 Qf2+ 24. Kh1 Qxg2#]

23... Qf2 24. Bxh7+]

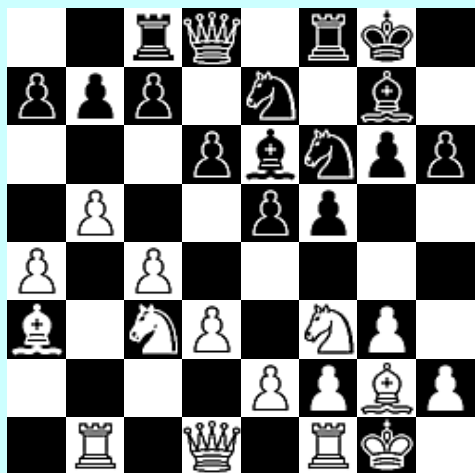


One of the best example games I have on file for the Reversed Closed Sicilian is this one

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6

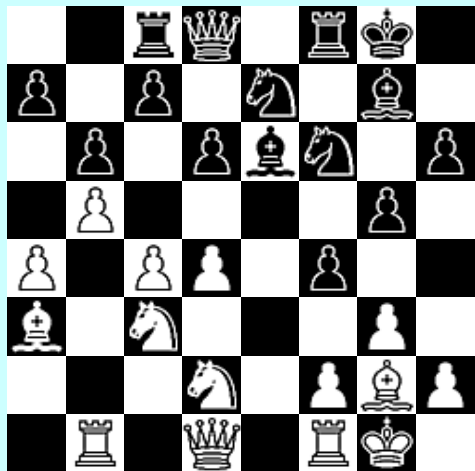


8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8

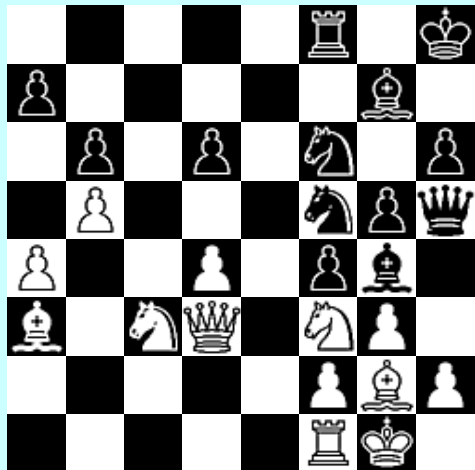


Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4

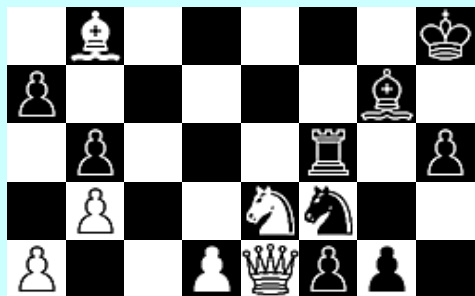


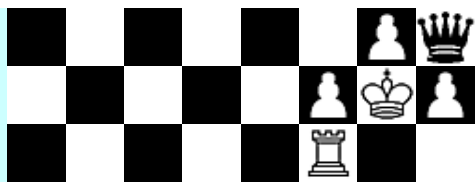
17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5



The Black pieces hover like vultures

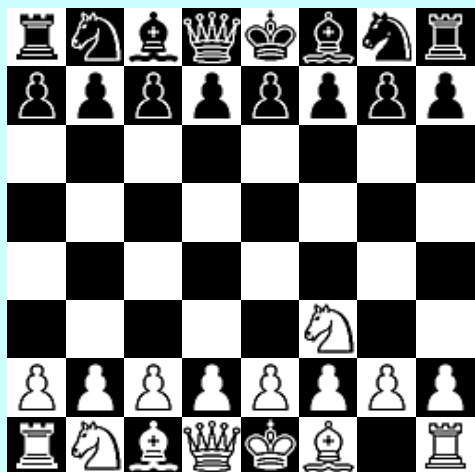
25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8 Qh3+





0-1

C Reti Opening and King's Indian Attack



Again, White doesn't want to rush into the centre without preparation, and plays Nf3 first to stop you playing ...e5.

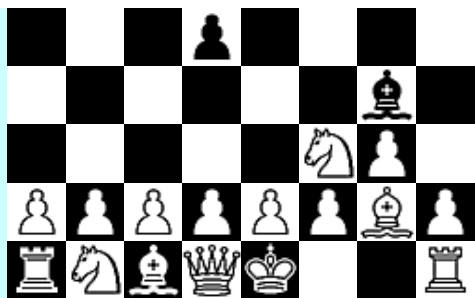
C1 Playing solidly against 1. Nf3

David Norwood, who is a specialist in the King's Indian Attack, reckons that Black equalises easily in this line which:

"...offers excellent chances of equality. Black's plan is extremely logical - to limit the scope of the fianchetto bishop with ...d5 & ...c6, then develops the B to g4 where it can either exchange or retreat. I predict it will remain difficult for KIA players to prove any advantage in this system.

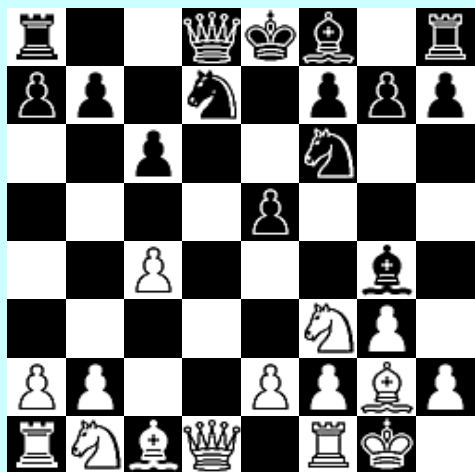
1. Nf3 d5 2. g3 c6 3. Bg2 Bg4



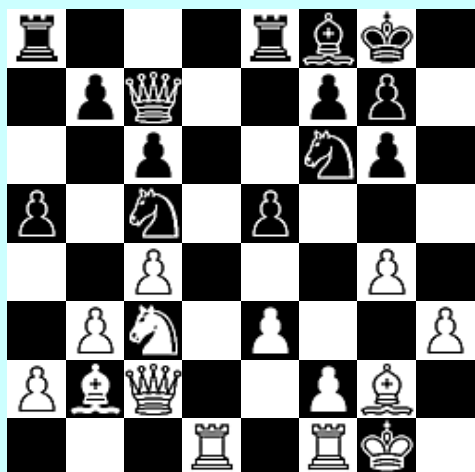


4. O-O

[4. d3 Nd7 5. O-O Ngf6 6. c4 dxc4 7. dxc4 e5



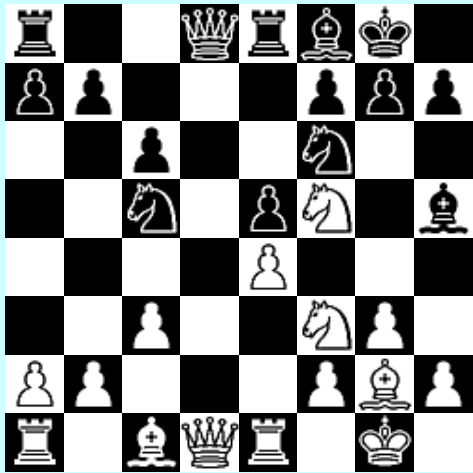
8. Nc3 Be7 9. b3 O-O 10. Bb2 Re8 11. Qc2 Bf8 12. h3 Bh5 13. Nh4 Nc5 14. Rad1 Qc7 15. g4 Bg6 16. Nxf6 hxg6 17. e3 a5



Todorovic-Rodriguez, Salamanca 1990 ...Drawn (47)]

4... Nd7 5. d3 Ngf6 6. Qe1

[6. Nbd2 e5 7. e4 Bd6 8. Re1 O-O 9. Nf1 Bh5 10. Ne3 Re8 11. Nf5 Bf8 12. c3 dxe4 13. dxe4 Nc5



14. Qxd8 Raxd8 Fahrner-Luther, Graz 1991 ...0-1]

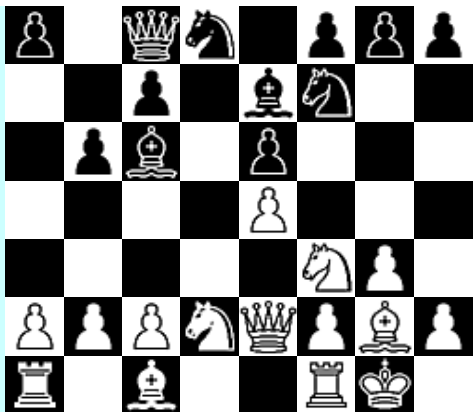
6... e5



7. e4 dxe4 8. dxe4 Bc5 9. b4

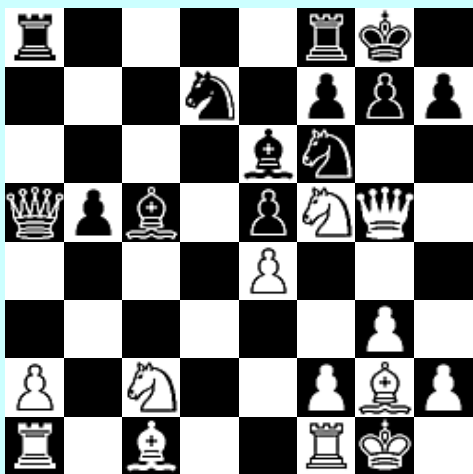
[9. Nbd2 Qc7 10. Nc4 Be6 11. Qe2 b5 12. Ncd2





Dizdarevic-Huss, Swiss 1990 12... O-O = Norwood]

9... Bd6 10. Na3 Qe7 11. c3 b5 12. Nc2 a5 13. bxa5 O-O 14. c4 Be6 15. cxb5 cxb5 16. Nh4 Bc5 17. Nf5 Qd8 18. Qd2 Qxa5 19. Qg5



|D ♖aw ♘: Vaga ♘ia ♘ Do ♖fma ♘, Moscow 199||

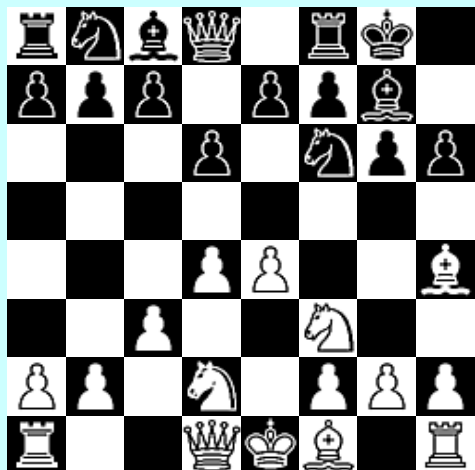
You may be interested in this excellent game, which features our system with colours reversed.

Smyslov,V (2565) - Nunn,J (2565) [A48] (Tilburg 34/91), 1982

1. d4 Nf6 2. Nf3 g6 3. Bg5 Bg7 4. Nbd2 O-O

[4... c5 5. Bxf6 Bxf6 6. Ne4 Bxd4 7. Nxd4 cxd4 8. Qxd4 O-O 9. c4 Nc6 10. Qd2 d6 11. Nc3 += Smyslov-Ernst, London 1988]

5. e4 d6 6. c3 h6 7. Bh4



Does driving the bishop back have any effect in this formation? Yes - it does further weaken the kingside fortress.

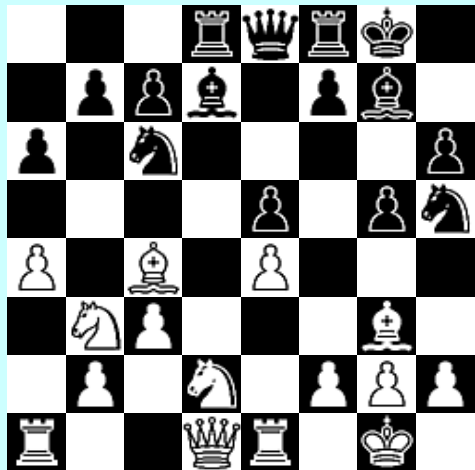
7...c6 8. Bb5 Bd7 9. O-O a6 10. Bc4 e5 11. dxe5 dxe5 12. Re1

Overprotection of e4 frees up the minor pieces for more useful tasks.






12... Qe8

[12... b5 13. Bf1 followed by an eventual a2-a4 would put strong pressure on the queenside.]

13. a4 Nh5 14. Nb3 g5 15. Bg3 Rd8 16. Nfd2



White's pieces have been quickly transferred to the queenside. Black's pieces, especially the offside knight, cannot get there so quickly.

6...  xg3 17.  h8 18.  e2  e7 19.  f1

The exchange of the Black knight for the Bg3 has created new opportunities on the kingside. Smyslov is the master of harmonic play - his pieces are often ready to switch to new targets quickly.

19... Qf6 20. Nc5 Bc8 21. Ne3 Ne7 22. a5 Qg6

Black has chosen to sue the Bc8 to defend the queenside, but the heavy guns are all on the kingside, and White controls a bit more of the center. But before foraging on the queenside, Smyslov squashes the counterplay.

23. g4! b6?!

Black is paralyzed on the kingside, unable to transfer the knight to f4 due to the placement of the queen at g6. But this sacrifice of a queenside pawn leads to disaster. There is nothing more rueful than a lost pawn formation. Black could resign without remorse

24. Nf5! Nxf5

[24... bxc5 25. Nxe7 Qd6 26. Nxc8 Rxc8 27. Bxa6+/-]

25. gxf5 Qc6 26. Nxa6 Bxa6 27. Bxa6 bxa5 28. Rxa5

Now White has an extra pawn and better bishop. The rest is easy for a player of Smyslov's caliber.

28... Ra8 29. Rea1 Rfd8 30. Bc4 Rxa5 31. Rxa5 Kg8 32. Ra6 Qd7 33. Bd5 Qe7 34. Qh5 Rd6 35. Rxd6 cxd6 36. b4 1-0

Resigns; a tale of two bishops...

C2 Playing actively against 1. Nf3

There is a slight problem here:

1. Nf3 f5

can be met by the awkward gambit

2. d3 Nf6 3. e4 fxe4 4. Ng5

So you may prefer to play into your line with

1. Nf3 d5 2. c4 c6 3. g3 e6.

The other way to play into the Dutch allows some transpositions:

1. Nf3 e6

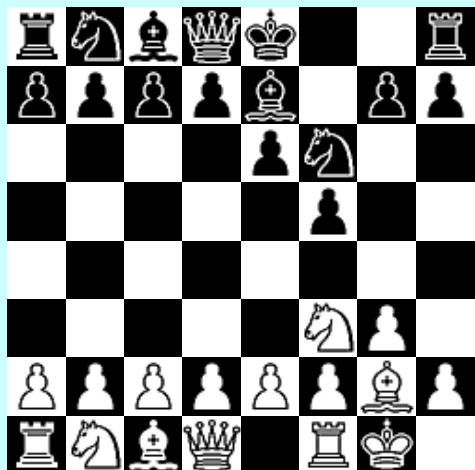
2. g3

[2. e4 d5 is a French Defence which is OK for Black]

[2... c5 is a Sicilian: White can play the King's Indian Attack with 3. d3 or play it open with 3. d4 e.g. 3...cxd4 4. Nxd4 Nf6 5. Nc3 Nc6 6. a3 Be7 7. Be2 O-O 8. O-O d5 9. exd5 Nxd5]

[2. b3 Be7]

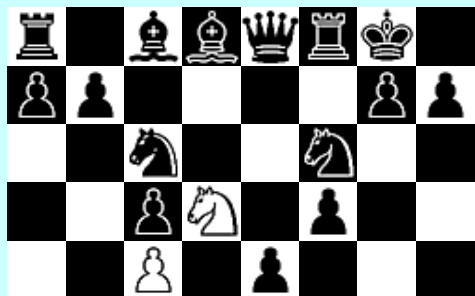
2... f5 3. Bg2 Nf6 4. O-O Be7

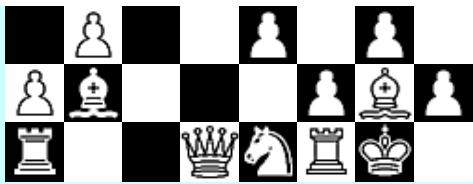


Both sides are quietly getting on with their own systems. The trouble with meeting White's flexible setup with the Dutch is that Black may be denied the outpost on e4 and White can even try to blow up the pawn structure by playing e2-e4.

5. d3

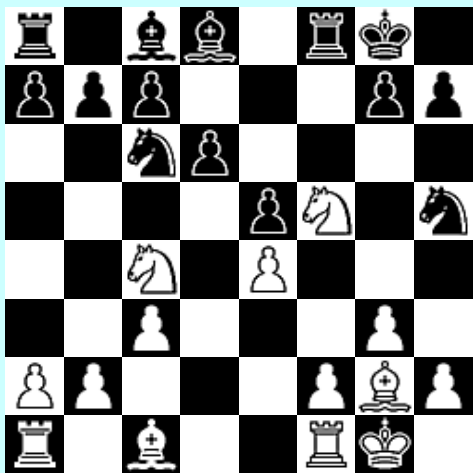
[5. b3 c5 6. Bb2 O-O 7. c4 Nc6 8. Nc3 e5 9. e3 d6 10. d4 e4 11. Ne1 Qe8 12. Nd5 Bd8 13. dxc5 dxc5]





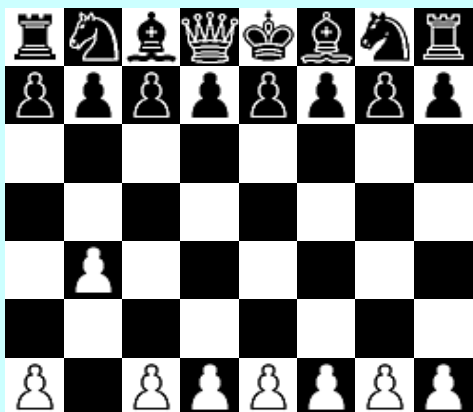
This is better for White]

5... O-O 6. Nbd2 d6 7. e4 fxe4 8. dxe4 e5 9. c3 Qe8 10. Nh4 Nc6 11. Nc4 Qh5 12. Qxh5 Nxf5 13. Nf5 Bd8



With about equal chances.

D Sokolsky opening (Polish)





This is an oddly effective line; White stops active play with ...c5 and prepares to bring the Bb2 onto the long diagonal.

D1 Playing solidly against 1. b4

I think the most solid system is

1. b4 e5 2. Bb2 Bxb4 3. Bxe5 Nf6

when I know of no way for White to secure the advantage.

White can try

1. b4 e5 2. a3

but this is fairly harmless:

2...d5 3. Bb2 f6

should be fine for Black

D2 Playing actively against 1. b4

Of course you can play

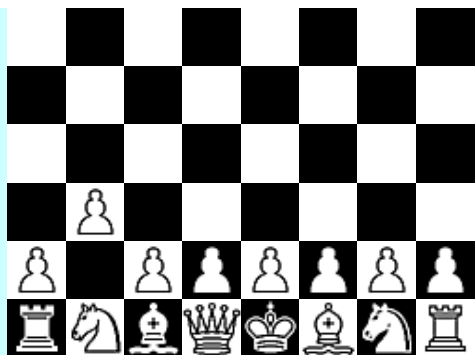
1. b4 f5

but the theory on this line is hardly explored.

White may play d3 at some point which may rob you of some of your best ideas.

E Nimzo-Larsen Opening





This is a flexible line, aiming at first to post the Bc1 on b2, pointing at the e5 point and beyond at the Black King's-side.

The Bb2 needs watching but you should be OK in this opening.

E1 Playing solidly against 1. b3

1. b3 d5 2. Bb2 Nf6

is fine for Black

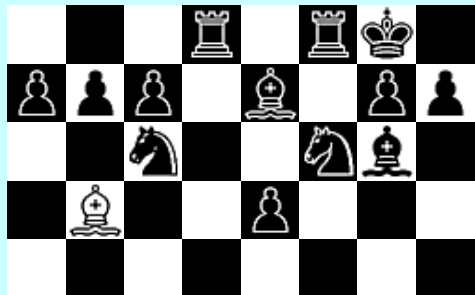
E2 Playing actively against 1. b3

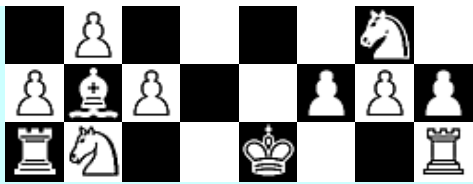
Go for it...

1. b3 f5

...and Black should not be without play.

1. b3 f5 2. Bb2 Nf6 3. d3 d6 4. e4 e5 5. exf5 Bxf5 6. Ne2 Nc6 7. d4 Be7 8. Ng3 Bg6 9. dxe5 dxe5 10. Qxd8+ Rxd8 11. Bb5 O-O





Black has active play and won in 23 moves! -- KEENE]

F Various other openings

This obviously can transpose to other openings, and it is probably best to try to do just that.

F1. Benko's Opening, 1.g3



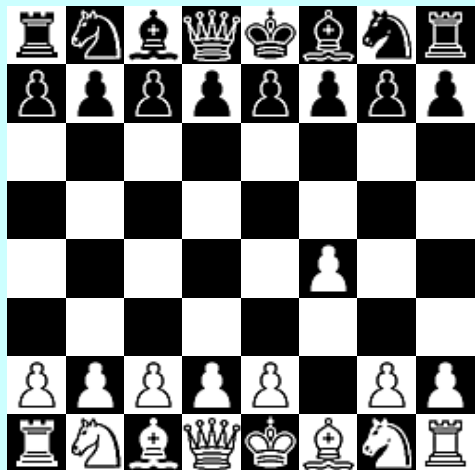
1...d5

and

1...f5

both look playable. White may well transpose into lines considered above.

F2. Bird's opening, 1. f4



The obvious snag is, you can't play the Dutch against this:

1. f4 f5 2. e4

is awkward.

But why not play the most awkward lines for White: the From Gambit.

1. f4 e5

Now

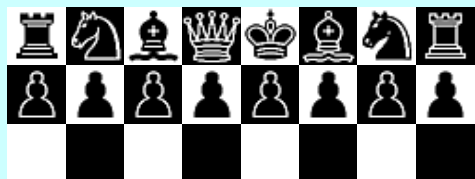
2. fxe4 d6 3. exd6 Bxd6

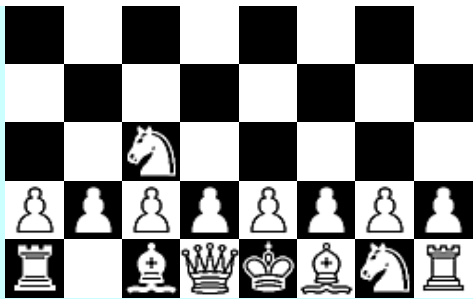
gives you a development lead and free play for your pieces. Instead:

2. e4

transposes into the King's Gambit, which I think most Bird players will do. See the booklet on *Playing Black in e4 openings*

F3. The Dunst, 1. Nc3





A while ago I wouldn't have bothered with this odd-looking opening, but it has become a bit of a secret weapon among those in the know. What to play against it depends on what else you play; it's probably the best of the unusual lines.

1...f5 walks into 2. e4.

1...c5 offers a Sicilian, and after 1...d5 2. e4 you can with 2...d5 offer a Caro-Kann or with 2...e6, a French. Perhaps 2...dxe4 3. Nxe4 and ...c6 may appeal.

1...d5 2. e4 d4 3. Nce2

is a well-known sequence, after which

3...e5 4. Ng3 Be6

Else 5. Bc4 will follow. This looks like Black's best idea to me.

Example game in the Dunst:

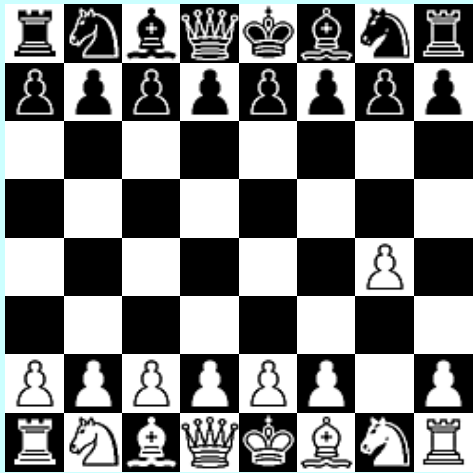
Ekebjærg, Ove - Strand, Torger cr Nielsen-mem, 1987

1. Nc3 d5 2. e4 d4 3. Nce2 e5 4. Ng3 Be6 5. Nf3 Nd7 6. c3 c5 7. cxd4 cxd4 8. Be2 Bd6 9. O-O h5 10. d3



This doesn't look to me very promising for White, although White did win.

F4. Grob's opening, 1. g4



The idea of this odd-looking move is...

1. g4 d5 2. Bg2 Bxg4 3. c4!

...when the pin on the b7 point may be embarrassing.

The two best-known players of this line, Henri Grob and Claude Bloodgood, agree that one of the most awkward lines for White is

1. g4 e5

with the idea 2. Bg2 h5! when the pawn cannot advance to g5.

Grob himself played this against 1. g4. So Bloodgood reckons White's best try is

2. d3

To be honest, many Grob players have no idea that this is a known line, all they know about is the ...Bxg4 variation. So they may be out-tricked in their own opening!

Some sample lines in this rare opening:

Ott - Grob, Corr

1. g4 e5 2. Bg2 h5 3. gxh5 Rxh5 4. e3 Rh8 5. c4 f5 6. Qc2 g6 7. Nc3 c6 8. Nge2 Nf6 9. d4 d6 =

Hug - Grob, Corr

1. g4 e5 2. Bg2 h5 3. gxh5 Rxh5 4. e3 Nf6 5. c4 c6 6. Nc3 d5 7. cxd5 Rg5 8. Bf3 cxd5 9. Qa4+ Nc6 10. d3 Rg6 11. e4 d4 12. Nd5 Be6 13. Qb5 Qd7 14. Bd2 Bxd5 15. exd5 Nb4 16. Qxd7+ Kxd7 17. Bxb4 Bxb4+ 18. Kd1 Kd6 = [or 18... Bd6]

Grob - Aebi (corr) & Analysis

1. g4 e5 2. d3! d5 3. Bg2

[3. g5 Be7 4. h4 h6 =+]

3... Bxg4 4. c4

Now this gambit is not as good for White as in the lines without d3 and ...e5.

4...Bb4+ 5. Nd2 c6 6. cxd5 Ne7

[6... cxd5 7. Qb3 Nc6 8. Bxd5 Qe7 9. h3 Bh5 dr]

7. dxc6 Nbxc6 8. a3 =

Grob - Stingelin+ Analysis, 1993

1. g4 e5 2. d3! d5 3. Bg2 c6 4. h3 Ne7 5. Nf3 Ng6 6. Nc3 f5 =/+

[6... h6 was the game: 7. e4 !]

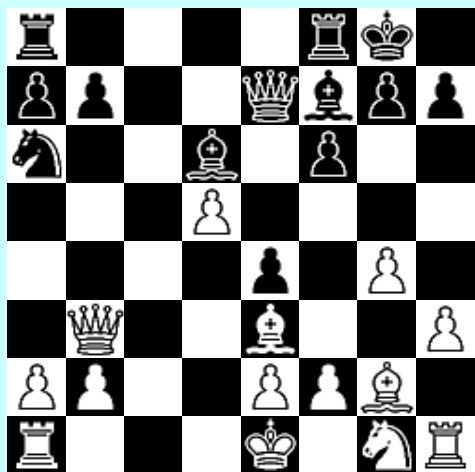
If this sly system doesn't appeal you might fancy the emerging main line approach:

Basman - Keene, Benedictine, 1981

1. g4 d5 2. h3 e5 3. Bg2 c6 4. d4 e4 5. c4 Bd6 6. Nc3 Ne7 7. g5

Basman has also tried:

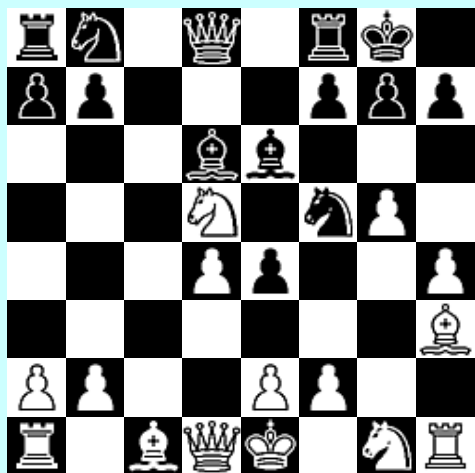
[7. Qb3 O-O 8. Bg5 f6 9. cxd5 cxd5 10. Nxd5 Be6 11. Nxe7+ Qxe7 12. d5 Bf7 13. Be3 Na6



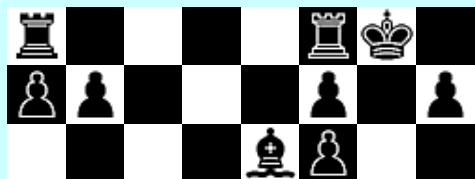
-+ Keene]

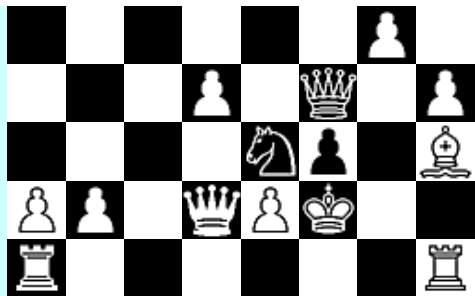
[7. Bg5 f6 8. Bd2 unclear, (Basman - Kudrin, Benedictine, 1981)]

7... Be6 8. h4 Nf5 9. Bh3 O-O 10. cxd5 cxd5 11. Nxd5



11... Ng3 12. Nf6+ gxf6 13. fxf3 Bxf3+ 14. Kf1 Nc6 15. Be3 Nb4 16. Kg2 Nd5 17. Kxf3 Nxe3 18. Qd2 Qd6+ 19. Kf2 Qf4+ 20. Nf3 exf3





O-1

21. Qxe3 Qxh4+ 22. Kxf3 Bd5+

Also ran: 1. e3, 1. a3, 1. a4, 1. h4, 1. f3

I can't imagine these giving you any trouble: You can certainly play your usual Colle or Dutch, and various 1. e4 lines can be played with colours reversed.

1. e3 Van T'Kruy's Opening hopes for a reversed French. 1...d5 is OK for Black.

1. a3 has some idea of playing b2-b4; just 1...d5 and 2...c6 in reply is a good start for playing fast or slow. You can also blow up the Queen's-side with ...a5 if White does play b4.

1. a4 might tempt you to 1...e5 if that's what you usually play.

1. h4 e5 must be all right too.

1. f3 is a bit of a joker; 1...d5 or 1...e5 should give you an easy game.

Index of Games

Pribyl - Penrose (Nice) 1974 [\[*\]](#)

Marshall,F - Tarrasch,S, Nuremberg, 1895 [\[*\]](#)

Ottaviani,W - Liying,P (Novi-14) [D52] Cambridge Springs: loose Bg5, 1990 [\[*\]](#)

Buthali,D - Figueroa,C (Novi-14) [D52] cambridge springs: loose Bg5, 1990 [\[*\]](#)

Borovikov,V - Shabanov,Y (Podolsk) [D52] Cambridge Springs: Black grabs material, 1990 [\[*\]](#)

Duemer,K - Meyer,Frh (2.BLSW) [D52] cambridge springs: Q-side attack, 1989

[\[*\]](#)

El Mezweghi,H - Mubarak,A (Novi-12) [D52] cambridge springs: Queen's-side majority in EG, 1990 [\[*\]](#)

Michaelsen,N - Hort,V (FRG-ch) [D52] cambridge springs: break on Q-side, 1989 [\[*\]](#)

Perez,A - Perera,M [D52] cambridge springs: chances with NN, 1989 [\[*\]](#)

Lengyel-Karpov, Moscow 1972 [\[*\]](#)

Tukmakov-Korchnoi Leningrad 1973 [\[*\]](#)

Arkell-Teichmann 1985 [\[*\]](#)

Burn - Teichmann (Hastings) [D46] 1895 [\[*\]](#)

Miralles,G - Granda Zuniga,J [D45] 1989 [\[*\]](#)

Rohde,M - Shabalov,A (8) [\[*\]](#)

[D45] Philadelphia, 1990

[\[*\]](#)

Hegeler,F - Wockenfuss,K [D46] 2BLN, 1989 [\[*\]](#)

Kraai,J - Donaldson,J (2) [D46] American, 1989 [\[*\]](#)

Karpov - Tal [D46] Moscow, 1973 [\[*\]](#)

Plachetka,T - Drtina,M (5) [D46] Trnava, 1989 [\[*\]](#)

Curtis-Teichmann 1985 [\[*\]](#)

Serebrjanik-Maximenko 1991 [\[*\]](#)

Kasparov - Short (10) [D35] WCh, 1994 [\[*\]](#)

Steinbacher,M - van der Sterren,P (5) [D36] Ostend, 1989 [\[*\]](#)

??-?? [D34] [\[*\]](#)

Davidovic,A - Smagin,S (4) [D36] It-open, Dortmund, 1989

[\[*\]](#)

Von Gleich,A - Ekstroem,R (1) [D36] Lugano, 1989 [\[*\]](#)

Yermolinsky - Shipman,W (3) [D36] MCC, 1989 [\[*\]](#)

Deze,A - Tadic,K (1) [D35] Novi, 1989 [\[*\]](#)

Paduch,A - Ghafour,Y (8) [D35] A.Kotov memorial, Singapore, 1990 [\[*\]](#)

Tisdall,J - Inkirov,V (5) [D36] Gausdal, 1990 [\[*\]](#)

Rabinovitch - Botvinnik (Ussr Ch'p, 1927) [\[*\]](#)

Steiner - Botvinnik, Groningen, 1946 [\[*\]](#)

Flohr - Botvinnik (10) Match, 1933 [\[*\]](#)

Yudovitch - Botvinnik, 1934 [\[*\]](#)

Martin - Troger [A94] 1995
[\[*\]](#)

Karayannis-Bellin 1993 [\[*\]](#)

Menadue - Pert 1995 [\[*\]](#)

Langeweg,K - Perez Garcia,H [A80] Wijk-B, 1986 [\[*\]](#)

Sparreboom,W - Bellin,R [A80] Guernsey op, 1988 [\[*\]](#)

Barczyzyn - Vasiukov,E [A80] Bled op, 1989 [\[*\]](#)

Ligterink,G (2470) - Van Heste,J (2290) [A80] NLD-ch, 1987 [\[*\]](#)

Maksimovic,S (2345) - Akhmilovskaya,E (2420) [A80] Sochi, 1987 [\[*\]](#)

Cazzaniga,W - Speck,H [A80] Mendrisio op, 1988 [\[*\]](#)

Kurajica [A13] Agincourt Defence (French-English), 1995 [\[*\]](#)

Hubner - Kasparov (1, Hamburg) [A21] 1985
[\[*\]](#)

Gonzalez-Rossolimo 1952. [\[*\]](#)

Korchnoi-German 1962. [\[*\]](#)

Zlotnikov-Minasian 1993 [\[*\]](#)

Hallerod-Hearst 1960 [\[*\]](#)

Miles-Chaves 1977 [\[*\]](#)

Bruno-Kurajica 1985 [\[*\]](#)

Darga-Herter 1968 [\[*\]](#)

Seirawan-Browne 1979 [\[*\]](#)

Grunberg-Kasparov simul.1987 [\[*\]](#)

Hodgson-Short 1986

[\[*\]](#)

Pierson-Calverley 1983 [\[*\]](#)

Psakhis - Kasparov, 1990 [\[*\]](#)

Smyslov,V (2565) - Nunn,J (2565) [A48] (Tilburg 34/91), 1982 [\[*\]](#)

Ekebjærg,Ove - Strand,Torger cr Nielsen-mem, 1987 [\[*\]](#)

Ott - Grob, Corr [\[*\]](#)

Hug - Grob, Corr [\[*\]](#)

Grob - Aebi (corr) & Analysis [\[*\]](#)

Grob - Stingelin+ Analysis, 1993 [\[*\]](#)

Basman - Keene, Benedictine, 1981 [\[*\]](#)

Back to [Chess Coaching Page\[*\]](#)

This document (black_d4.html) was last modified on 18:21 08/12/99 by

[Dr. Dave](#)



Exeter Chess Club: What's wrong with club players? A club player's M.O.T.

Overprotection and prophylaxis are all very well, Dave, but what about ordinary players, what do they need? I believe that we don't really know a lot about the chess thinking of ordinary players. There are some things that have been done on amateur games over the years (by de Groot, Euwe/Meiden, Webb, Heisman, Silman, Rubin/Emms and Davies) and there are a set of common beliefs about amateur play, but I think that amateurs are a lot more complex than is often suggested.

Amateurs are more diverse than is given credit for - they often have marked strengths and weaknesses, but these weakness and stylistic preferences may be very different between players. I was interested to look at this book which focuses on one particular amateur chess player, and offers some Grandmaster comments upon a game. [Steve Davis Plays Chess (Norwood/Davis), also published as Grandmaster meets Chess Amateur]

Norwood,D (2500) - Davis,S (1605) [C90], 1994

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.0-0

I am not happy with my Pawn structure

5...Bg4

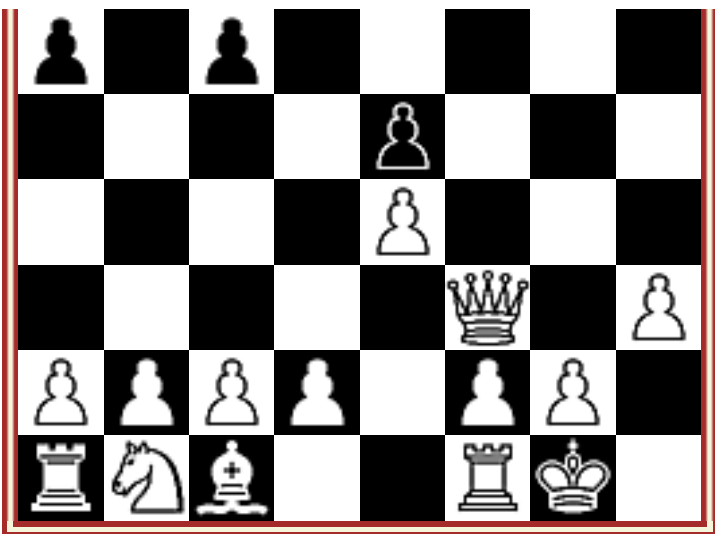
counterattack

6.h3 Bxf3?

I thought it wasn't a good idea to get the Queen out at an early stage ". (but here it can't be harassed)

7.Qxf3





DN: " *Where do your pieces belong?*

SD: " *Nf6, Bd6/c5, Qe7, O-O-O*

DN: " *Can't find anything to fault there*

7...Nf6 8.d3 Nd7

SD thought about:

[8...Be7 idea 9.Bg5 but... (9.Qg3! hence the chosen move) 9...Nd7!;

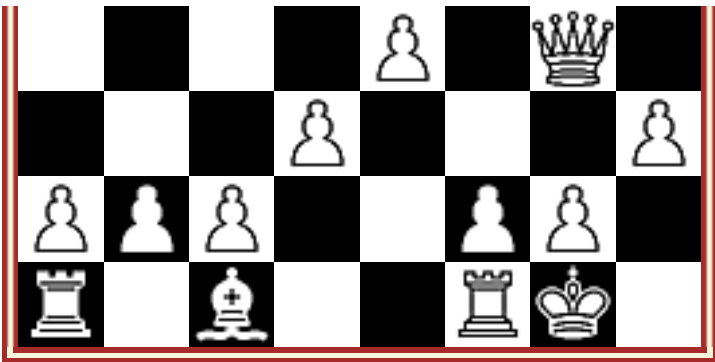
8...h6 " *to stop the pin* "]

9.Nd2 Bd6 10.Nc4 O-O 11.Ne3 Qf6 12.Qg4

[12.Qg3 was analysed: 12...Qg6 13.Qxg6 hxg6]

12...Nc5 13.Nf5 Qg6





14.Be3

[14.Qxg6 analysed: 14...fxg6? x e5]

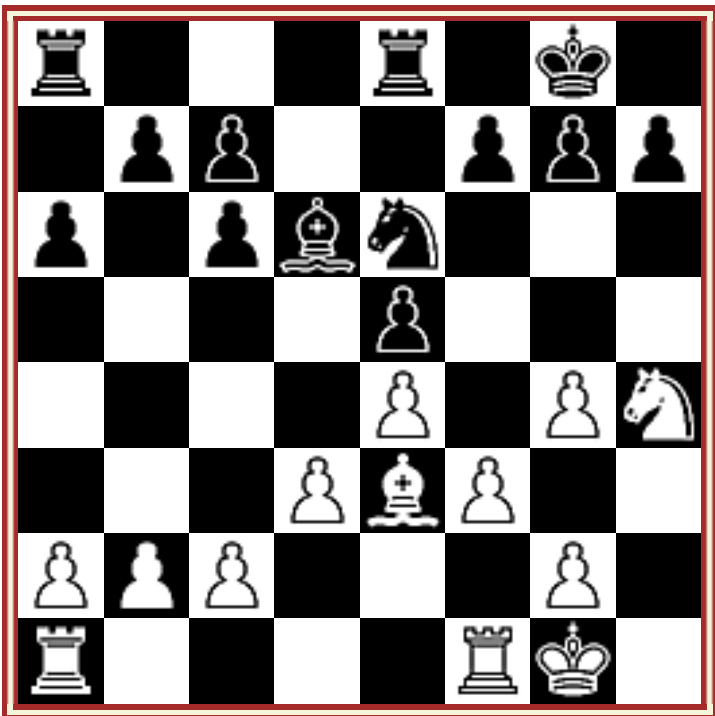
14...Rfe8 15.Nh4 Qxg4

[15...Qe6 overlooked]

16.hxg4

No Pawn breaks " DN

16...Ne6 17.f3



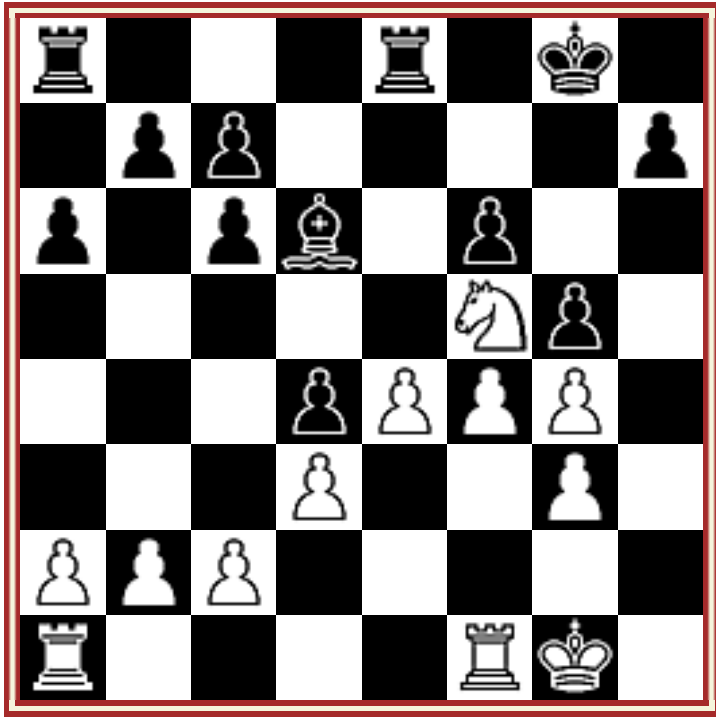
Maybe I should swap Bishops?

(Yes! see his own comment at move 8)

17...Nd4 18.Bxd4 exd4 19.f4

Oh hell

19...f6 20.g3 g5?



21.Nf5

and he can check me on h6

21...c5 22.Kg2

He's going to double Rooks, I'll get the King out of the way

22...Kf7 23.fxg5 Re6?

[23...fxg5 24.Nxd6+]

24.gxf6 Rxf6 25.g5

From bad to worse

25...Rxf5

[cutting losses]

26.Rxf5+ Kg6 27.Rf6+ Kg7 28.Raf1 Be5 29.R6f5 Re8 30.Kh3 Re6 31.Rf7+ Kg6 32.Kg4 b6 33.Rd7 h6 34.gxh6 Kxh6 35.Rh1+ Kg6 36.Rdh7 Bd6? 37. R1h6# 1-0

This was the first time I had played Steve. During the course of the game I made several observations about his chess ability:

Reasonable grasp of strategy - understood the importance of the centre and the need to have active pieces

Positional understanding less adequate - did not appreciate the full importance of Pawns and Pawn structure.

Planning patchy - good at short-term planning, but found it difficult to formulate a long-term plan.

Calculates well but prone to tactical errors - poor sense of danger.

Little opening knowledge - did not know the general strategy behind one of the main line openings.

Good at assessing positions - main weakness here was a tendency to be over-pessimistic.

...These are among the most typical failings of the club/occasional chess player who wants to improve their game

-- NORWOOD in NORWOOD/DAVIS, ***Steve Davis plays Chess (a.k.a. Grandmaster Meets Chess Amateur)***

Now, assuming that at least some of these might apply to at least some of us, let us review these comments one by one, and suggest some therapy.

I've recommended some books. This is the easy bit. There are lots of good books which will give you the ideas you need, rather fewer that will allow you to check your understanding and help you incorporate the ideas into your own play.

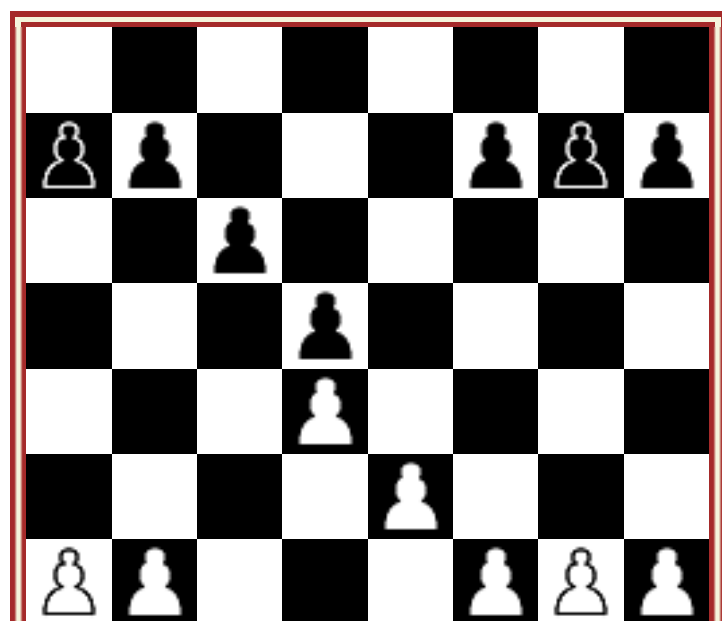
The best ways to improve in all respects are to study games, your own and others', and check out your conclusions. We don't do a lot of this in group coaching sessions, but that's what you should be doing.

Get hold of collected annotated games, or get some recommended to you. Pick games which illustrate the theme you are working on, pick openings which feature the theme, and pick games by players who are noted for their facility with your theme. Play through the games three times: once quickly to get a feel for the game and its phases/turning points, once slowly, making your own notes, and once comparing your notes to the annotator's. Games by the old masters like Tarrasch, Lasker and Capablanca, are all pretty useful, perhaps also some by the moderns like Alekhine, Botvinnik, Fischer and Nunn, but these are more complex. The older guys are useful for all points of study below, in my view - you can look to Lasker for his endgames, his tactical alertness, his preferred classical openings, and his swindles and general fighting spirit.

Reasonable grasp of strategy - understood the importance of the centre and the need to have active pieces

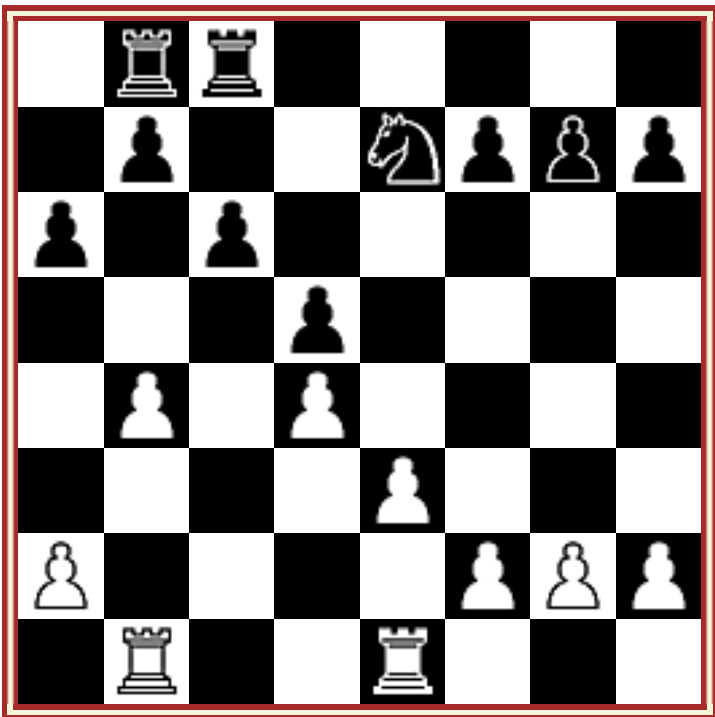
Comment (DR): I wonder if DN would say that after playing more games with SD. My scan through the openings in the Minor section at WECU suggest to me that at least some club players don't have a good understanding of the centre, in particular how to defend when your opponent has closed the centre (as in this game). Moreover, when asked to come up with some plans in a minority attack position (A), participants at a session recently came up with some rather passive plans (B) rather than more active ones (C).

(A)

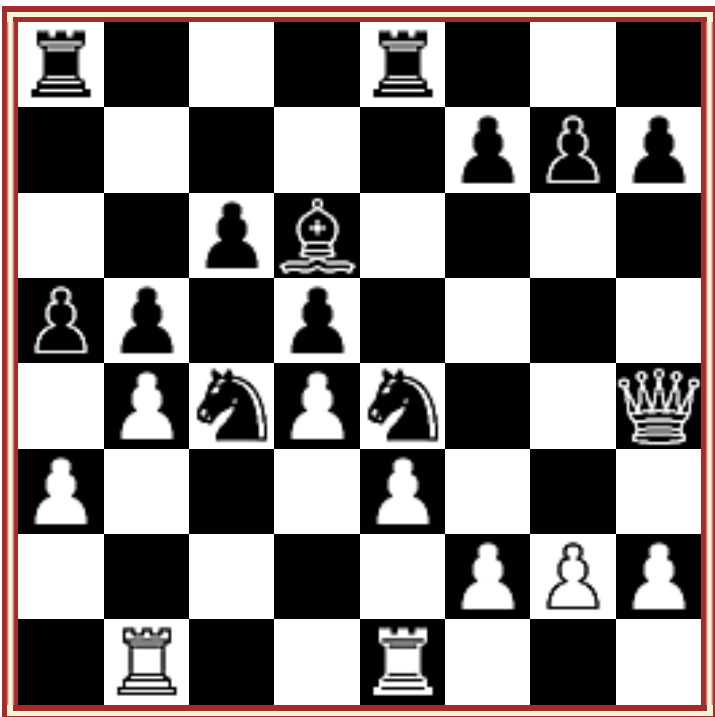




(B)



(C)



What you can do to get better : We can play and study openings where the

centre and activity are important (say, like the Scotch Game), we can study games by other players in our chosen openings (Lautier and Kasparov have been important in the recent theory of the Scotch, and earlier Penrose played the Gambit line), and study players whose style is marked by central control and/or piece activity (Tarrasch, Capa, Lasker, Alekhine, Tal).

Good further reading : Logical Chess (Chernev), The Middle Game (Vol. II, Euwe/Kramer).

Little opening knowledge - did not know the general strategy behind one of the main line openings.

Comment (DR): You would have thought with all those openings books out there, we'd be better than this, but we aren't.

What you can do to get better : DN's next step was to advise SD to play the Modern Defence, which I think is wholly mistaken. It is important to become an expert in your openings systems, but there is too much to the Modern to get a hold of for Minor players. What else, then? Pick something more straightforward, less flexible, more classical, more clearly characterised. You must also learn to combat the common 'no-theory' systems like the Stonewall.

This is potentially a huge topic, but Tony D's repertoire might run: Scotch, French or Petroff as Black, QGD Swiss as Black, with against the half-open defences: Tarrasch French, Panov Caro-Kann, Alapin Sicilian (three systems with overlapping Pawn structures), Exchange Alekhine, Be3 Pirc. I (DR) recommend: Italian Game (Giuoco Piano and related openings) as White, with against the half-open defences either the King's Indian Attack and/or a selection from Classical French, Classical Caro-Kann, Bb5 Sicilian, Exchange Alekhine, Be3 Pirc. As Black, as well as approving Tony's ideas, I would also look at the Semi-Slav or Stonewall Dutch.

The real point is to find a repertoire which suits you, which you believe in, and which has some consistency of style about it.

Good further reading : The Ideas Behind The Chess Openings (Fine), Chess Openings for Juniors (Walker), The Chessplayer's Battle Manual (Davies)

Calculates well but prone to tactical errors - poor sense of danger.

Comment (DR): This apparent contradiction is commonly found. We see tactics once they start happening, but can blunder terribly if the danger light is off

What you can do to get better : Tactics really is something you can get your eye in for. Euwe says: study, learn and revise all the basic ideas, then rehearse examples (in your mind or at the board). I came up with the mnemonic: **J**ust **M**ight **F**ind a **N**eat **P**owerful **T**actic for **J**umps **M**ates **F**orks **N**ets **P**ins and **T**ies. What we also need is a book of tactics with a realistic proportion of false leads and positions with no tactical solutions. No such book exists, but there are lots of straightforward tactics books. On developing a sense of danger: I've just done two sessions and looked at 111 games on this recently, so a quick run through the positions given there might give you a better sense of when the trap detector should be turned up a level.

Also, Steve didn't recognise real and apparent dangers - he was afraid of a measly check by a lone Knight, but didn't appreciate the concessions he was making on the king's-side.

Good further reading : Winning Chess (Chernev/Reinfeld), Test Your Chess IQ (Livshitz), Danger in Chess (Avni), Chess for Tigers (Webb). Games by Tarrasch, Lasker.

Good at assessing positions - main weakness here was a tendency to be over-pessimistic.

Comment (DR): Again, I wonder whether DN would still say this after playing many games with minor players. Club players seem to me to have a fine capacity for missing the positional point just as much as the tactical point. It's not that we are thinking about nothing, we are making some sense and noticing some features of the position, but we are often missing much more important features.

What you can do to get better : We need to review and refresh our stock of ideas, and check them out. I came up with the mnemonic **To Know What Plan to Follow Look Carefully**, for **T**actics, **K**ing safety, **W**eak squares & weak Pawns, **P**iece position, **F**orcing moves (initiative, breakthroughs), **L**ine control, **C**entre and space. Many books review the positional elements, but in terms of books for self-assessment we have a market of about one. So, we are back studying master games. On pessimism: this is again mostly attitude, but you might work on it by finding more resources in your old games, perhaps by playing over master games whose players might have shown a more forward-going attitude in similar positions.

Good further reading : The Most Instructive Games of Chess Ever Played (Chernev), The Strategy of Chess (Cafferty), My System (Nimzovitch), Think/Plan Like A Grandmaster (Kotov), How to Reassess Your Chess (Silman), Test Your

Positional Play (Bellin/Ponzetto). Games by Capa and Botvinnik.

Positional understanding less adequate - did not appreciate the full importance of Pawns and Pawn structure.

Comment (DR): I think Pawns and Pawn Structures are the easiest thing in chess to learn about (what's hard is linking the understanding to piece play).

What you can do to get better : Choose openings for study and play which have characteristic Pawn formations: Scotch Four Knights, French Defence, Caro-Kann Panov, Ruy Lopez Exchange all have these features. (I'll do a session on it if you like.)

Good further reading : The Middle Game Vol. 1 (Euwe & Kramer), Pawn Structures (Baburin), Test Your Positional Play (Bellin/Ponzetto). Games by Capa, Botvinnik.

Planning patchy - good at short-term planning, but found it difficult to formulate a long-term plan.

Comment (DR): Not all positions require long-term planning - watch for priorities. There are some positions which have marked long-term features which can be easily understood. In this game Black had a long-term headache on the Queen's-side and with the dark-squared Bishop, which he sort of recognised but did nothing positive about. When I showed this game without identifying the combatants a disdainful howl went up when White provoked the exchange of Queens - "White's just playing for a draw". No - this was part of White's winning plan! Exchanges are like other moves, they make a difference. In this case, White would like to get to an endgame, so the exchange improves White's chances.

What you can do to get better : Play and study some games with 'long-term' features - things like weak Pawns or Bad Bishops, in openings like the French Tarrasch, QGD or Exchange Ruy - and see how these features are reflected or superceded in the following play. Planning comes down to: Ready, Aim, Fire!
Ready - Notice and assess the positional elements (see below), **Aim** - form a realistic plan based on an appraisal of the chances for each side, then **Fire!** - pick the moves which best meet your needs.

Good further reading : Think/Plan Like A Grandmaster (Kotov), The Chess Struggle in Practice (Bronstein - some of the best bits are quoted by Kotov), How to Reassess Your Chess (Silman). Botvinnik games again.

Also:

The endgame

Comment (DR): It didn't arise in the Davis game, but club players are widely regarded as being poor at endgames, and everything I've observed at the club reinforces this!

What you can do to get better : (1) know your onions - get to grips with the theory of basic endings and general endgame principles, (2) study the play and writings of endgame specialists like Capa, Smyslov, Mednis, Karpov, (3) play "endgame openings" with an early exchange of Queens - Ruy Lopez Exchange, and French Tarrasch for example.

Good further reading : Winning Endgames (Kosten), Capablanca's 60 Best Chess Endings (Chernev), Rate Your Endgame (Mednis/Crouch).

Panic and Collapse

Comment (DR): You notice in the game SD panicked when he was attacked and lashed out with the horrible **20...g5** , instead of looking for defensive improvements like centralising Rooks or finding Queen's-side counterplay, and later he allowed mate in one. By the time it came to cutting his losses it was already over. Quite often in club chess games are won by the more determined as often as by the stronger player.

What you can do to get better : Again, the blunders sessions hold some clues - so often I was writing "from the frying pan into the fire", and "panic" or "bluff". This is a change of attitude as much as theory. Try looking at the games of the great swindlers - Marshall, Lasker, Webb - and the great defensive players - Steinitz, Petrosian, Karpov - and the counter-punchers like Korchnoi.

Good further reading : Chess for Tigers (Webb), The Chess Amateur (Silman).

Inconsistency: know all the words, but there is no consistency or rigour.

Comment (DR): It takes a bit of time to spot this, but listen out for it. DN didn't particularly emphasise this in his notes, but SD was in two minds about whether to get shot of his dark-squared Bishop. Undoubtedly he should have done - he did talk about it more than once, but never got around to it. I think this lack of clarity is more characteristic of club players than lack of knowledge. Chess positions are complex and often pretty balanced, so it is often possible to talk for a long time

about a chess game without saying anything wrong, but without really getting to grips with it.

What you can do to get better : This goes back to the first point about studying games and checking out your conclusions, and the study of guys like Botvinnik who have a well-marked analytical prowess.

Good further reading : How to Reassess Your Chess (Silman), The Amateur's Mind (Silman) Test Your Positional Play (Bellin/Ponzetto).

OK, get that lot sorted out and then get back to me!

Books with amateur games

DAVIES The Chessplayers Battle Manual

EUWE/MEIDEN Chess Master vs. Chess Amateur

HEISMAN The Improving Annotator

RUBIN/EMMS Chess for the Rank and File

SILMAN The Amateur's Mind

WEBB Chess for Tigers

Useful books for club players

Don't buy the lot - just one from each category (opening/strategy/endgames) - start with the ones marked * first, then **

AVNI Danger in Chess

BABURIN Pawn Structures

BELLIN/PONZETTO. Test Your Positional Play

BRONSTEIN The Chess Struggle in Practice (some of the best bits are quoted by KOTOV),

CAFFERTY, The Strategy of Chess

*CHERNEV Capablanca's 60 Best Chess Endings

**CHERNEV, The Most Instructive Games of Chess Ever Played

*CHERNEV, Logical Chess

*CHERNEV/REINFELD, Winning Chess

DAVIES The Chessplayer's Battle Manual

**EUWE & KRAMER, The Middle Game Vols. I/II

FINE, The Ideas Behind The Chess Openings

**KOSTEN, Winning Endgames

KOTOV, Think/Plan Like A Grandmaster

**LIVSHITZ, Test Your Chess IQ, Vol I

MEDNIS/CROUCH. Rate Your Endgame

NIMZOVITCH, My System

**PACHMAN Modern Chess Strategy

**SILMAN. How to Reassess Your Chess

*WALKER Chess Openings for Juniors

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



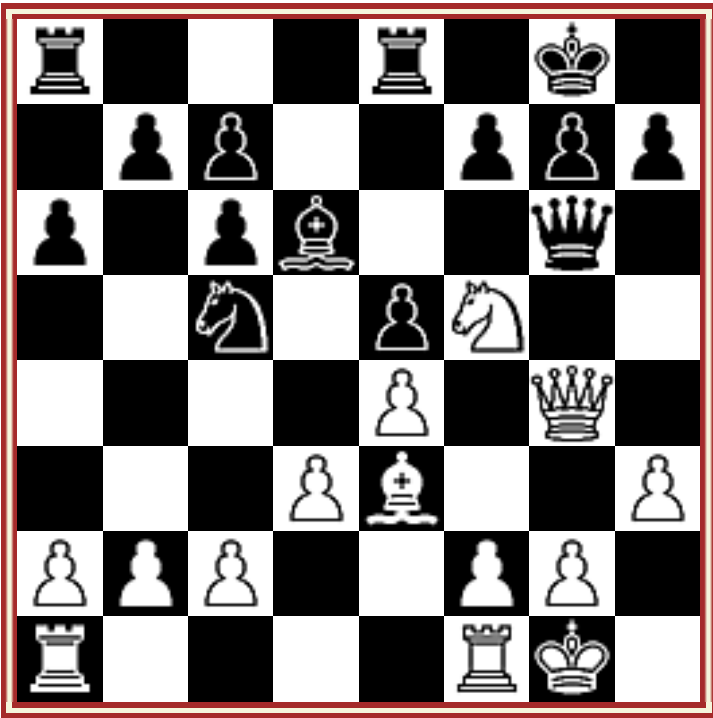
[Dr. Dave](#)

Table of Contents

- [Exchanging to win](#)
 - [If you are ahead in material, exchange pieces \(but not Pawns\)](#)
 - [If you are behind in material, exchange Pawns \(but not pieces\)](#)
 - [Right](#)
 - [Wrong](#)
 - [Avoid the exchange of your most active pieces \(especially if you are defending\)](#)
 - [Wrong](#)
 - [If you have more space, are attacking the King, or have Pawn weaknesses, avoid exchanges \(especially of Queens\).](#)
 - [Right](#)
 - [Wrong](#)
 - [If you have less space, are defending the King, or have better Pawn structure, seek exchanges \(especially of Queens\).](#)
 - [Right](#)
 - [Wrong](#)
 - [If you have the advantage of the two Bishops, avoid the exchange of your opponent's remaining Bishop for one of your Bishops.](#)
 - [Right](#)
 - [Wrong](#)
 - [If you have two Rooks and your opponent only one, seek the exchange of your opponent's remaining Rook for one of your Rooks.](#)
 - [Right](#)
 - [Wrong](#)
 - [Avoid being left with a permanently poor piece, like a Bad Bishop](#)
 - [Right](#)
 - [Wrong](#)
 - [Last but not least, look at the effect of the exchange on the position. Have you improved the opponent's Pawn structure? Have you brought into play an opposing piece?](#)
 - [Right](#)
 - [Wrong](#)

Exchanging to win

I was struck recently when discussing this position with the coaching group:



White's next move, **15. Nh4**, was regarded with scorn by some - "*he's just playing for a draw*". On the contrary, provoking the exchange of Queens looked like a reasonable winning attempt to me! In fact, Black did swap with **15...Qxg4** without much thought about alternatives, when **15...Qe6** might have been worth a look.

Some players seek exchanges and some avoid them; I get the impression that juniors exchange without much hesitation.

Exchanges are just moves, says Stephen Gerzadowicz. They have good and bad effects, and are better for one side or another. Weight these up, then decide whether to exchange or not. Fortunately, there are some general guidelines to help us.

Rules for exchanging

- If you are ahead in material, exchange pieces (but not Pawns)
- If you are behind in material, exchange Pawns (but not pieces)
- Avoid the exchange of your most active piece (especially if you are defending)
- If you have more space, are attacking the King, or have Pawn weaknesses, avoid exchanges (especially of Queens).
- If you have less space, are defending the King, or have better Pawn

structure, seek exchanges (especially of Queens).

- If you have the advantage of the two Bishops, avoid the exchange of your opponent's remaining Bishop for one of your Bishops.
- If you have two Rooks and your opponent only one, seek the exchange of your opponent's remaining Rook for one of your Rooks.
- Avoid being left with a permanently poor piece, like a Bad Bishop
- Last but not least, look at the effect of the exchange on the position. Have you improved the opponent's Pawn structure? Have you brought into play an opposing piece?

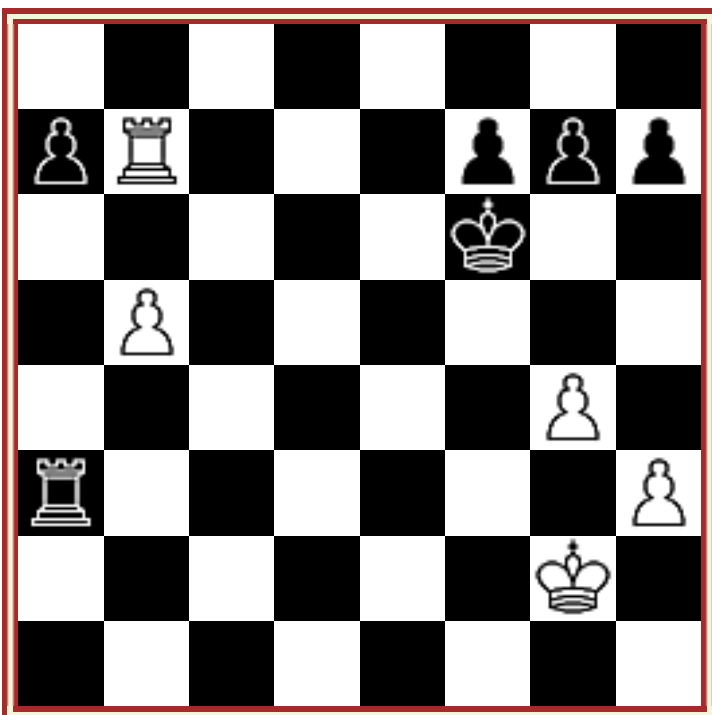
Having looked at all these ideas, we can perhaps understand the position given more clearly. The Black Bishop is poor but not yet Bad; Black has the worse Pawn structure, and the Queen is one of his most active pieces. The exchange draws the h-Pawn in to become a g-Pawn, so White can play g3 and f4 without fearing that ... exf4 will split his Pawns. Also, White is GM David Norwood, who might have thought that a technical endgame might expose his amateur opponent's deficiencies.

Okay, let's look at these guidelines in examples.

If you are ahead in material, exchange pieces (but not Pawns)

If you are behind in material, exchange Pawns (but not pieces)

Right

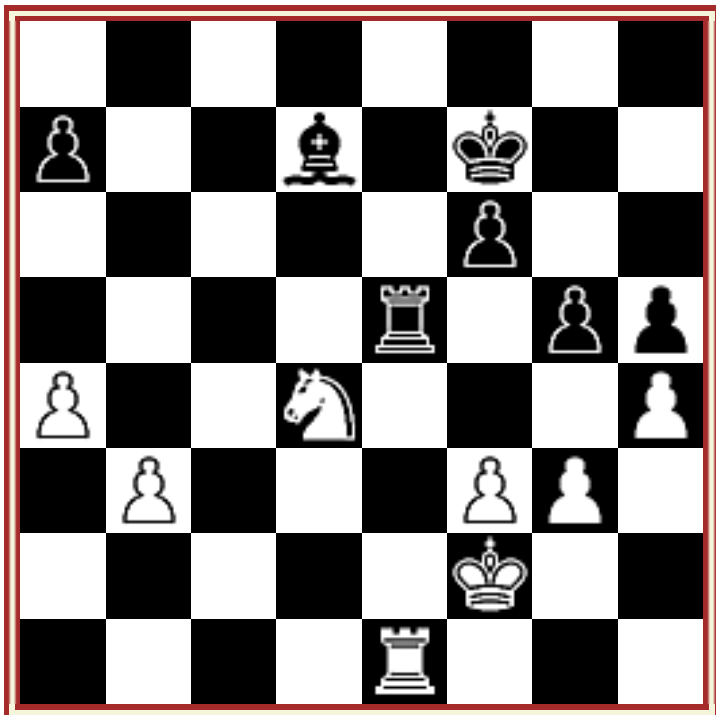


Regis,D - Walker,J [C33] Exeter vs. Teignmouth, 1994

34.b6 ! 34...axb6 35.Rxb6+ Kg5 36.Rb5+ Kg6 37.Rc5 h6 38.Rb5 f6 39.Rc5 Re3 40.Rc7 Re5 41.Kg3 h5 42.Rc3 hxg4 ? 43.hxg4 Kg5 44.Ra3 g6 45.Rb3 Re4 46.Rb5+ f5 ? [46...Re5 47.Rb4] 47.gxf5 gxf5 48.Rb8 Re3+ 49.Kf2 Ra3 50.Rb4 f4 51.Rb8 1/2../strong>

the basic draw: Philidor's position White has been steering for this since move 33!

Wrong



Hecht,H - Spassky B V [B31] Dortmund, 1973

Black should retain the Rook by 50...Rc5.

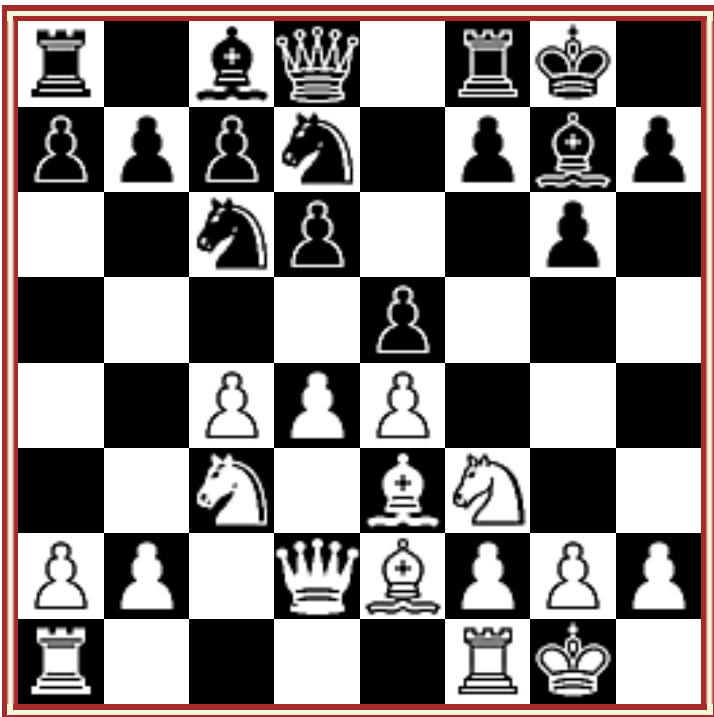
50...Rxe1 51.Kxe1 Ke7 52.Kd2 Kd6 53.Kd3 Ke5 54.a5 a6 55.b4 Kd5 56.Kc3 gxh4 57.gxh4 Ke5 58.Kc4 Kd6 59.b5 axb5+ 60.Nxb5+ Ke5 61.Kc5 Bc8 62. Kb6 Bstrong 63.a6 Bg2 64.f4+ Kxf4 65.Nd6 f5 66.Nb7 Kg3 67.a7 f4 68. a8Q f3 69.Qb8+ 1-0

Avoid the exchange of your most active pieces (especially if you are defending)

Wrong

van Scheltinga - de Groot [E94] errors: eagerness to exchange, 1936

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3 0-0 6.Be2 e5 7.0-0 Nfd7 8.Be3 Nc6 9.Qd2



9...exd4 10.Nxd4 Nxd4 11.Bxd4 Bxd4 12.Qxd4 Qf6 13.Qd2

The exchanges have left White dominating the board.

13...Qe5 14.f4 Qc5+ 15.Kh1 Nf6 16.b4 Qxb4 17.Qd4 Kg7 18.Nd5 Qc5 19. Qxf6+ 1-0

I couldn't find another example of this from the point of view of exchanges, but if you think about retreating as having the same effect:

Nimzowitsch,A - Capablanca,J [C62] St Petersburg (1), 1914

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 d6 5.d4 Bd7 6.Bxc6 Bxc6 7.Qd3 exd4 8. Nxd4 g6 9.Nxc6 bxc6 10.Qa6 Qd7 11.Qb7 Rc8 12.Qxa7 Bg7 13.0-0 0-0 14. Qa6



White has grabbed a Pawn on the Queen's-side. It is striking how quickly White's game deteriorates:

14...Rfe8 15.Qd3 Qe6 16.f3 Nd7 17.Bd2 Ne5 18.Qe2 Nc4 19.Rab1 Ra8 20. a4 Nxd2 21.Qxd2 Qc4 22.Rfd1 Reb8 23.Qe3 Rb4 24.Qg5 Bd4+ 25.Kh1 Rab8 26.Rxd4 Qxd4 27.Rd1 Qc4 28.h4 Rxb2 29.Qd2 Qc5 30.Re1 Qh5 31. Ra1 Qxh4+ 32.Kg1 Qh5 33.a5 Ra8 34.a6 Qc5+ 35.Kh1 Qc4 36.a7 Qc5 37. e5 Qxe5 38.Ra4 Qh5+ 39.Kg1 Qc5+ 40.Kh2 d5 41.Rh4 Rxa7 0-1

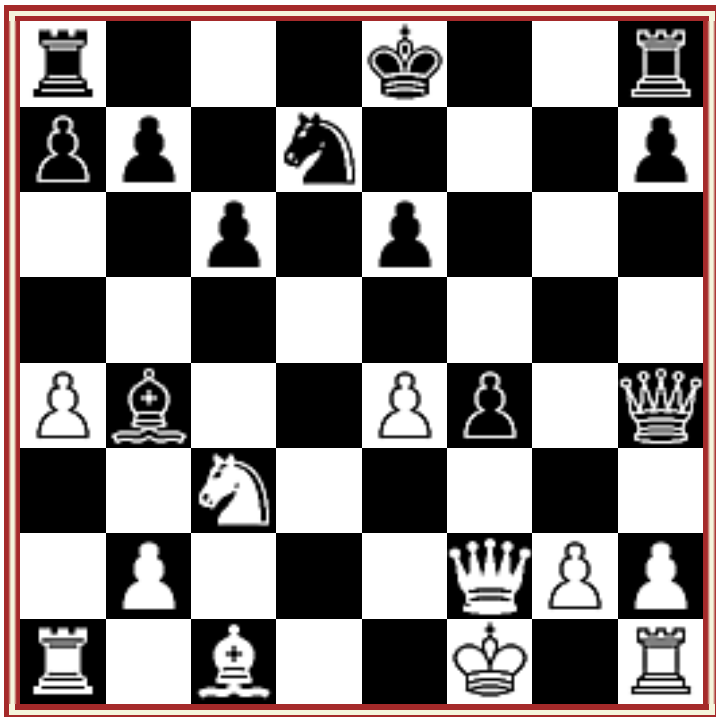
Znosko-Borovsky says, " *A player who is at disadvantage in time should keep up any available threat*". That is, the Queen was better on a6, restricting the freedom of action of Black's pieces.

If you have more space, are attacking the King, or have Pawn weaknesses, avoid exchanges (especially of Queens).

Right

Timman,J - Petrosian,T, Las Palmas izt (2), 1982

1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.Nc3 c6 5.a4 Bg4 6.Ne5 Bh5 7.f3 Nfd7 8.
Nxc4 e5 9.Nxe5 Nxe5 10.dxe5 Nd7 11.f4 Bb4 12.Qc2 Qe7 13.e4 g5 14.Be2
gxf4 15.e6 Qh4+ 16.Kf1 Bxe2+ 17.Qxe2 fxe6 18.Qf2



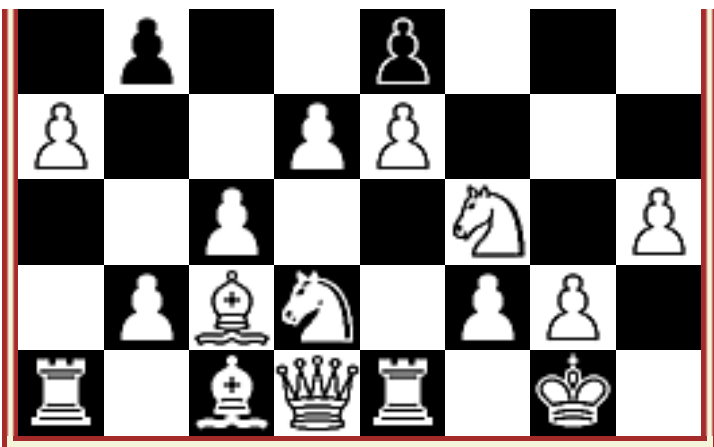
18...Qe7 19.e5?! Nxe5 20.Bxf4 Rf8 21.Rd1 Bc5 0-1

White's elaborate Bishop manoeuvres in the main line Ruy Lopez are at least in part designed to keep Black burdened with a full complement of minor pieces.

Kasparov,G (2800) - Karpov,A (2730) [C92](W (20), 1990

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0
9.strong Bb7 10.d4 Re8 11.Nbd2 Bf8 12.a4 h6 13.Bc2 1-0





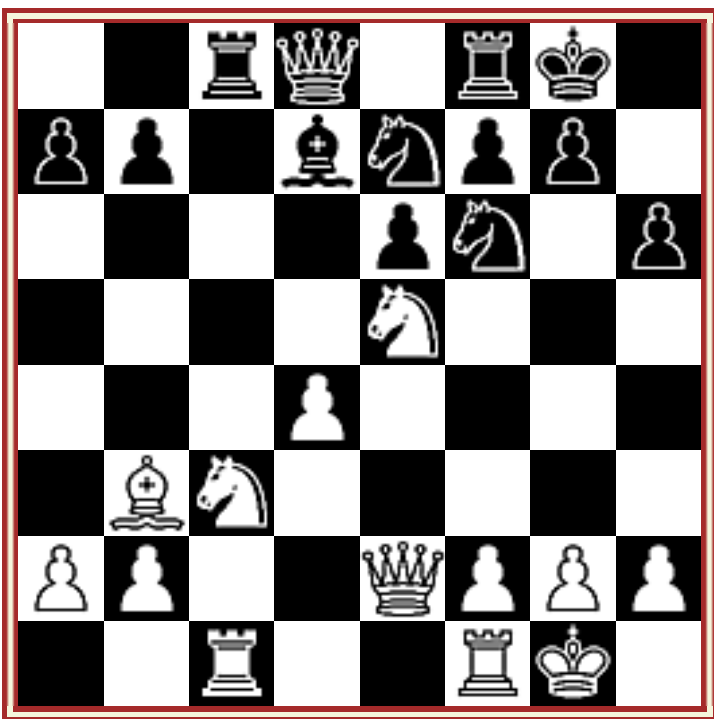
This was crowned by a famous attack.

14.cxd4 Nb4 15.Bb1 c5 16.d5 Nd7 17.Ra3 f5 18.Rae3 Nf6 19.Nh2 Kh8 20.
b3 bxa4 21.bxa4 c4 22.Bb2 fxe4 23.Nxe4 Nfxd5 24.Rg3 Re6 25.Ng4 Qe8
26.Nxh6 c3 27.Nf5 cxb2 28.Qg4 Bc8 29.Qh4+ Rh6 30.Nxh6 gxh6 31.Kh2
Qe5 32.Ng5 Qf6 33.Re8 Bf5 34.Qxh6+

*[34.Nf7+ Matt/Mate in 6! 34...Qxf7 35.Qxh6+ Bh7 36.Rxa8 Ne7 37.Rxf8+
Ng8 38.Rgxg8+ Qxg8 39.Qxh7#]*

34...Qxh6 35.Nf7+ Kh7 36.Bxf5+ Qg6 37.Bxg6+ Kg7 38.Rxa8 Be7 39.Rb8
a5 40.Be4+ Kxf7 41.Bxd5+ 1-0

Wrong



Kortchnoi,V (2695) - Karpov,A (2700) [D31], 1981 [Wcstrong0-Merano (9)]

16. Ne4?

Undoubtedly a mistake, freeing Black's game. As we can see from the sequel, though, White was trying to win, not merely play the best moves.

16...Nxe4 17.Qxe4 Bc6 18.Nxc6 Rxc6 19.Rc3?!

[19.Rxc6 Nxc6 20.d5 exchanges the IQP leaving nothing much left to play for.]

Black won the endgame.

If you have less space, are defending the King, or have better Pawn structure, seek exchanges (especially of Queens).

Right

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 Nbd7 7.Rc1 c6 8.Bd3



Capablanca's freeing manoeuvre took most of the sting out of the QGD:

8...dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.0-0 Nxc3 12.Rxc3 e5 13.dxe5 Nxe5 14.Nxe5 Qxe5 =

You will see Capa play like this in many games.

Wrong

Littlewood,P - Mestel,J [E61] Hastings (9), 1981

1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 0-0 5.e4 c6 6.e5 Ne8 7.Bf4 d6 8.strong Nd7 9.exd6 Nxd6 10.Be2 Re8 11.Qd2 Nf5 12.Rd1 c5 13.Nb5 Nf8



The simple 14. dxc5 wins a Pawn and seeks exchanges. Instead White wins an exchange, but allows counterplay.

14.Nc7 Nxd4 15.Nxe8 Qxe8 16.Ne5 f6 17.Nd3 b6 18.0-0 Bb7 19.Be3 e5 20. Rfe1 Rd8 21.Bxd4 Rxd4 22.Bf1 Ne6 23.f3 h5 24.b4 cxb4 25.Qxb4 Bf8 26. Qc3 Qd7 27.Kh1 Kh7 28.Qc2 Bc6 29.Qb1 Ba4 30.Rd2 Bh6 31.Rb2 Bf8 32. Nf2 Ba3 33.Ne4 Kg7 34.Rf2 Bc6 35.Nc3 Bc5 36.Nb5 Rh4 37.Rd1 Nd4 38. Nxd4 Rxd4 39.Re1 Rh4 40.Rd1 Rd4 41.Re1 h4 42.Rb2 Qd6 43.Rb3 e4 44. fxe4 Qe5 45.Rbe3 Bd6 46.g3 Rxe4 47.Qxe4 Bxe4+ 48.Rxe4 Qxg3 49.R4e2

Bb4 50.Rd1 Qf3+ 51.Kh2 Bd6+ 52.Kg1 Bc5+ 53.Kh2 Qg3+ 54.Kh1 Qg1# 0-1

If you have the advantage of the two Bishops, avoid the exchange of your opponent's remaining Bishop for one of your Bishops.

Right

Wrong

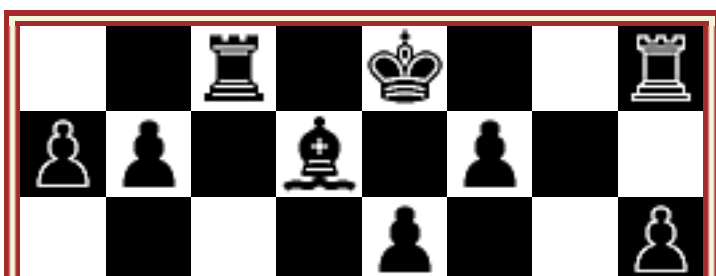
If you have two Rooks and your opponent only one, seek the exchange of your opponent's remaining Rook for one of your Rooks.

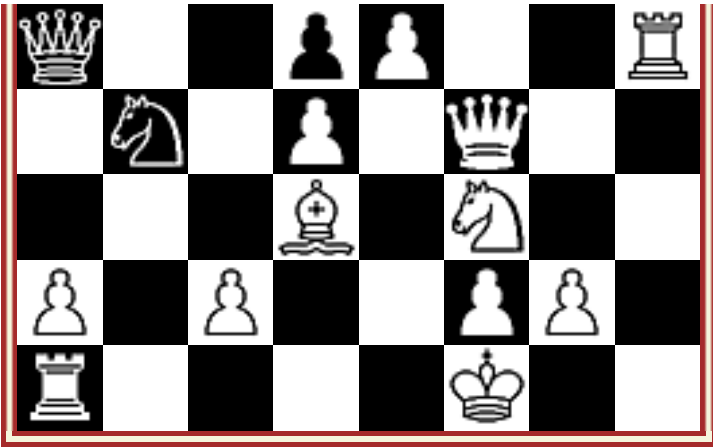
Right

Wrong

Avoid being left with a permanently poor piece, like a Bad Bishop

Right



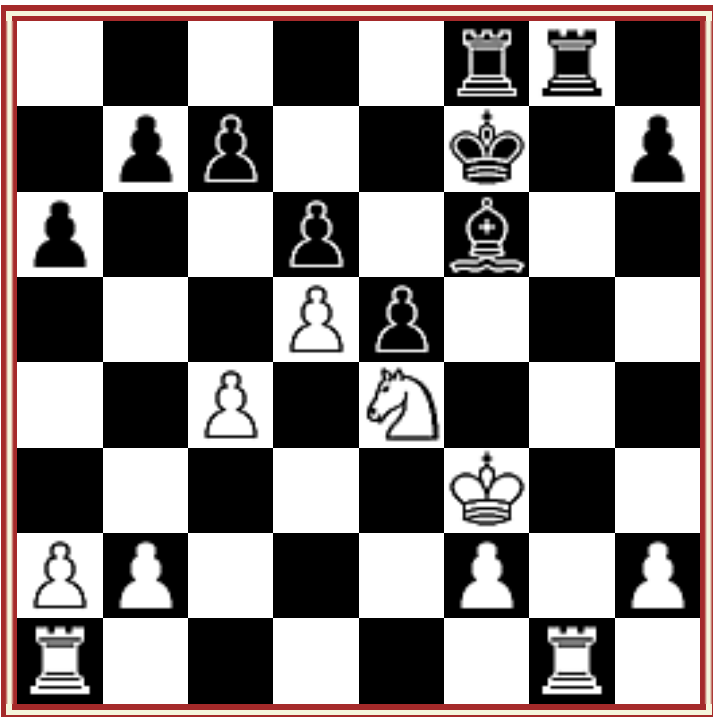


Bryson, D - Williams, C [C12] BCCC, 1984 [TDH]

18...Bb5

The classic French manoeuvre to offload the bad Bishop.

Wrong



Booth, C (1800) - Regis, D (1825) [A42] Exeter vs. Harrogate, National Major Plate Final, 1996

Black has been left with classic KID bad Bishop.

22.b4 b6 23.a4 a5 [23...Bh4 24.a5] 24.Rxg8 Kxg8 25.bxa5 bxa5 26.Rb1 h5 27.Ke3 Bh4 28.Rb5 Rf4 29.Rxa5 Bxf2+ 30.Nxf2 Rxc4 31.Ne4 h4 32.Nd2 Rc3+ 33.Ke4 Kf7 34.Ra7 Kf6 35.a5 c6 [35...] 36.dxc6 Ke6 37.Rd7 Rxc6 38.Rd8 Rc3 39.Re8+ Kf7 40.Rh8 Ra3 [40...] 41.Nc4 Ra4 42.Kd5 Ra1 43.Rxh4 Rd1+ 44.Kc6 e4 45.Nxd6+ 1-0

Last but not least, look at the effect of the exchange on the position. Have you improved the opponent's Pawn structure? Have you brought into play an opposing piece?

Right

Forintos,G - Gligoric,S [E77] Ljubljana, 1969

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 0-0 6.Be2 c5 7.d5 e6 8.Nf3 exd5 9.exd5



9...Nh5 (Spassky) 10.0-0 Bxc3 11.bxc3 f5 12.Ng5 Ng7

A wonderful transformation, despite the loss of the Bg7 which is so often the salvation of Black's game. White's Pawns are blockaded across the board, and Black's weak e6 square is comfortably under observation.

13.Bf3 Nd7 14.Re1 Nf6 15.Rb1 Re8 16.Rxe8+ Qxe8 17.Rb2 Bd7 18.Rxb7 Rb8 19.Rxb8 Qxb8 20.Qc2 h6 21.Nstrong Qe8 22.Bd2 Ba4 23.Qc1 Ng4 24.Nf2 Nxf2 25.Kxf2 Qe7 26.Kg1 Ne8 27.Qb1 1/2../strong>

Wrong

How often do we see in club play, ...Bg4, ... Bxf3, then Qxf3 or Nxf3 when the net effect is that Black has lost the Bishop pair and brought out a White piece. Here's a more complex example:

Peters, J - Andersson,U [B15] defence: mending weaknesses, 1978

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ exf6 6.Bc4



White's Queen's-side majority is a big engage plus, so White was startled by...

6...Qe7+ 7.Qe2 Be6

Black will only enter an endgame on certain conditions!

8.Bxe6

[8.Bb3 is the only testing continuation]

8...Qxe6 9.Bf4 Na6

The threat of ...Nb4 eventually prompts the exchange on e6

10.0-0-0 0-0-0 11.Qxe6+ fxe6

White has drifted into a dull position.

12.h4 c5 13.Be3 cxd4 14.Bxd4 Bc5 15.Ne2 e5 16.Bxc5 Nxc5

Black has no problems and even won.

Further Reading

TAULBUT & JONES, Chess Exchanges (Pergamon)

MEDNIS From the Middlegame to the Endgame (Cadogan)

EUWE & KRAMER The Middle Game, Vol. II - Chapters on Liquidation (Bell).

Capablanca was the great artist of exchanges, in defence and attack.

Back to [Chess Coaching Page](#)

This document (xchngwin.html) was last modified on by

[Dr. Dave](#)



Exeter Chess Club: Minor opening mistakes

Here's another trawl of typical mistakes, this time from the first 20 moves of each game of the WECU Minor Championship at Exmouth in Easter 1999.

The games are appended with notes mostly from DR: "out of book" is Fritz' comment, and Fritz has also blunderchecked the games. Let's first have a look at which openings were played:

The most common openings were: (1) Hypermodern, (2) Indian, (3) Sicilian, (4) French, (5) Open games, and (6) Stonewall/Colle. I think, for Minor players, these are (1) dubious, (2) difficult, (3) tricky, (4) good, (5) good and (6) dubious. Which is to say, over half the openings played probably aren't very suitable. I'll have more to say about this!

1. *Not following basic opening advice:*

King in the middle 10 86 97 103 — Incomplete development 55 70 71 — Time-wasting 24 43 58 103 — Pawn moves 8 46 49 53 60 67 72 84 85 86 96 — Neglect centre 60

It is notable that the single most common fault is in making too many duff Pawn moves. Develop your pieces! (These problems are not unique to Minor players: Tony remarked that the young Nigel Short used to blow away 170-strength opposition by an approach heavily reliant on fast development.)

2. *Planning poor, muddled or absent:*

Inconsistent or muddled 16 19 22 23 31 37 59 62 64 84 — Routine moves 4 11 12 18 47 68 69 — Planless 17 33 35 45 55 101 102 — Passive 39 65 79 89 90 93 97

This is also a serious problem for Minor players - either planless or routine moves. This may be because the openings are not the best choices.

3. *Blocked in:*

Bishops 21 34 41 93 — Rooks 9 25 28 32 49 51 82

Some of this is in the opening choices, again,

4. *No counterplay:*

in closed position 50 85 96 — shifting attack with Pawn chains 27 102 96

I think this is both important and easy to cure. See below for specific comments on the Colle and Stonewall. I think these two openings are not greatly to be recommended for White, but when they result in easy victories because Black doesn't have a clue, they will continue to be played!

5. Others:

Looseness 15 91 — Subtleties 16 78 — Out of book 5 42 47 48 56 — Notice what your opponent has just done 6 49 54 — Creating Holes 32 38 44 79 104 — Unjustified exchange 20 — Exposed Queen 52 73 — Exposed Bishop 71 99

See below for specific comments.

There are many types of mistake listed. I have given examples of all of them, and highlighted the most important.

The whole 20 moves of each game are given: worth playing over are games 12, 32, 42, 55, 64, 90, 96 and 104.

Apologies to all players to whom I have been ungenerous, but the point was to find mistakes!

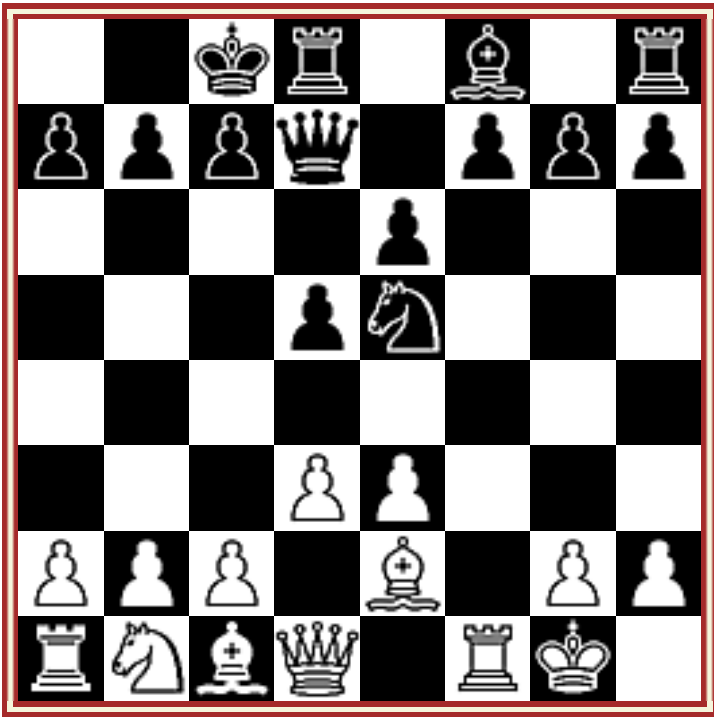
1. Not following basic opening advice:

King in the middle 10 86 97 103



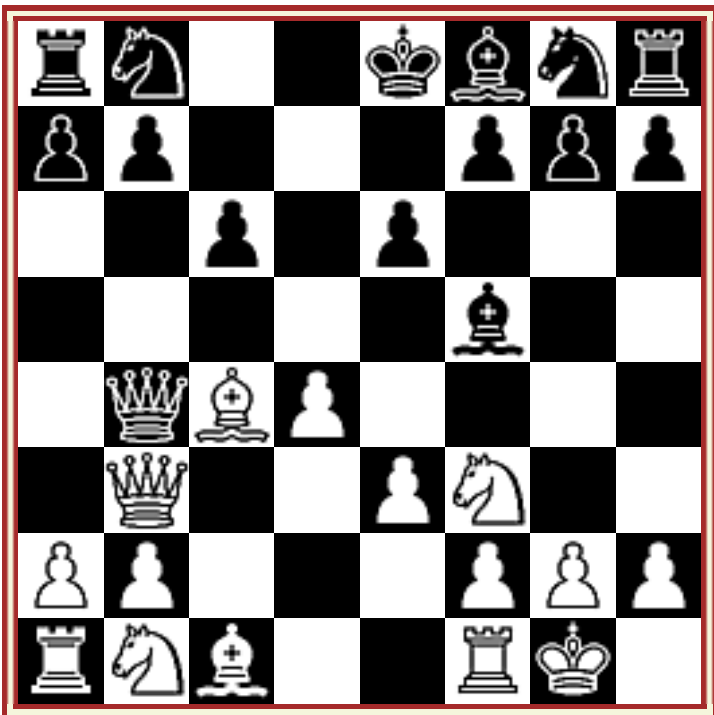
White plays 11.d5!

Incomplete development 55 70 71



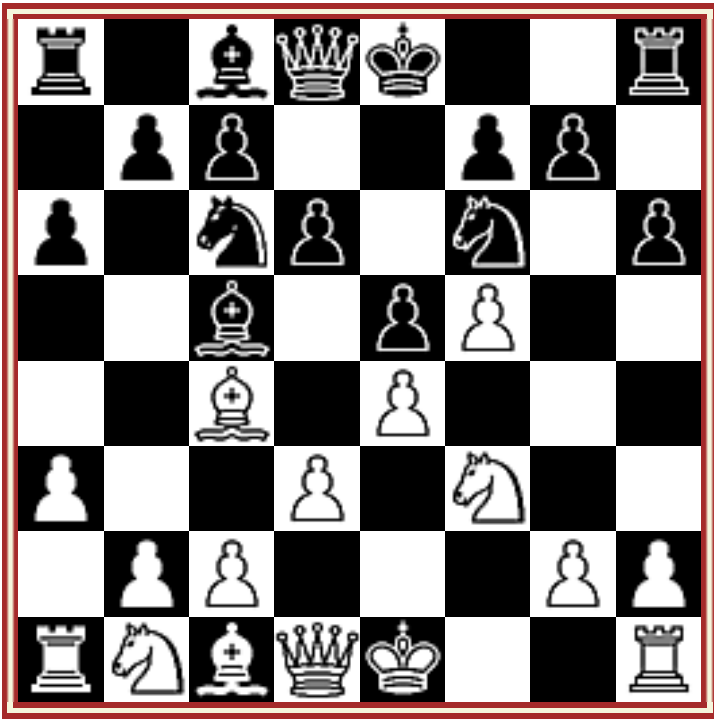
Black has got one hope here, being a piece down - that White will distract himself and not do what he should do - complete development, seize key squares, and swap off Black's remaining pieces.

Time-wasting 24 43 58 103



White played 8.Qxb4, making an exchange Black was clearly seeking. Just develop, 8.Nc3

Pawn moves 8 46 49 53 60 67 72 84 85 86 96



8.h3 here would complete the set! The most common sort of unprovoked Pawn move was:



White's next move, 4.c3, is unnecessary. Compare with this approach:

Pillsbury - Amateur, Toronto, 1899 1. d4 d5 2. Nf3 e6 3. e3 Nf6 4. Bd3 Nbd7 5. O-O b6 6. Nbd2 Bd6 7.e4

Colle played 4.c3 only in reply to ...c5, or to stop ...Nb4.

Neglect centre 60

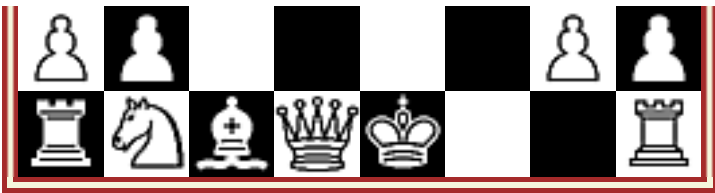


7...a6 is a bit off the main arena.

2. Planning poor, muddled or absent:

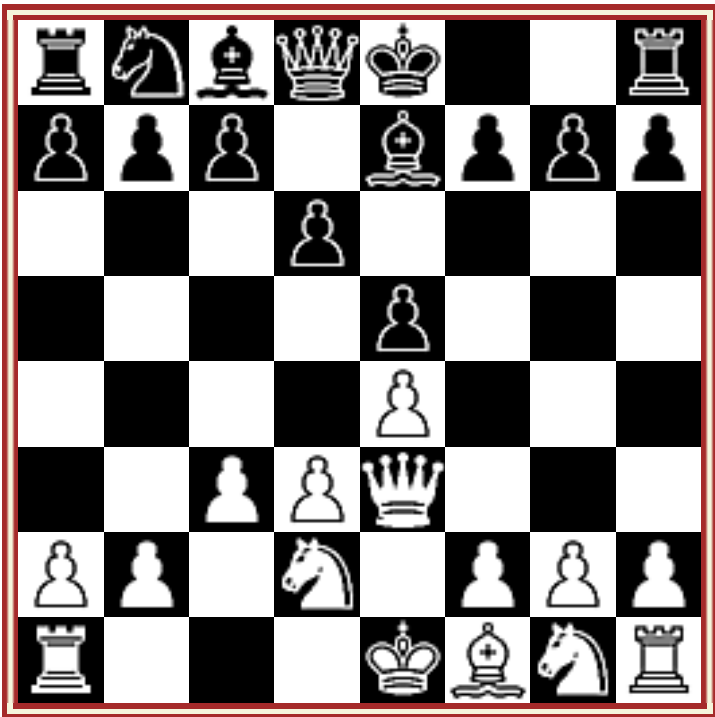
Inconsistent or muddled 16 19 22 23 31 37 59 62 64 84





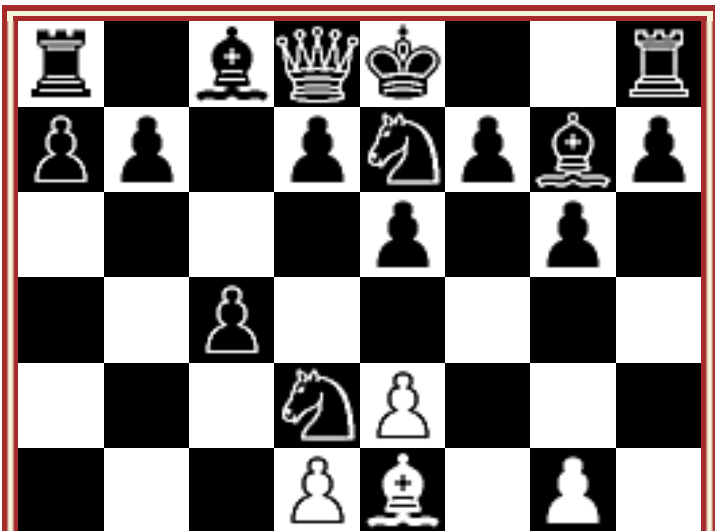
7.Nxd4 was played instead of 7.cxd4. What was c3 played for if not to recapture on d4?

Routine moves 4 11 12 18 47 68 69



White has risked nothing but gained nothing.

Planless 17 33 35 45 55 101 102





Black plays 8...b6, when ...b5 is where I would expect to find counterplay

Passive 39 65 79 89 90 93 97

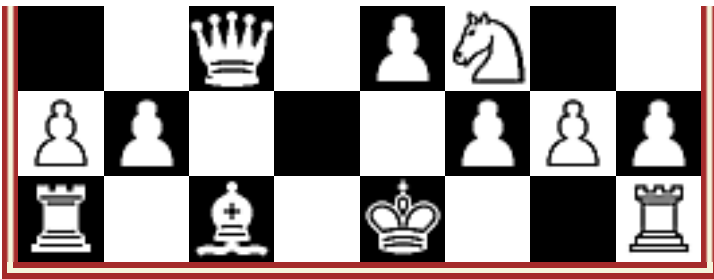


Neither side is doing much active. We did see a lot of e2-e3 in the QP openings.

3. Blocked in:

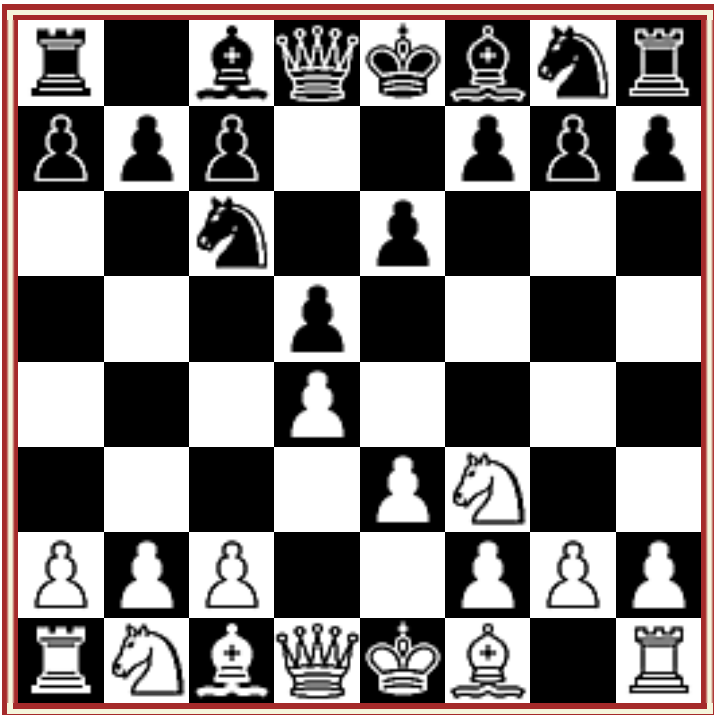
Bishops 21 34 41 93





White would have quite a nice position if only he could get his c1 Bishop into play.

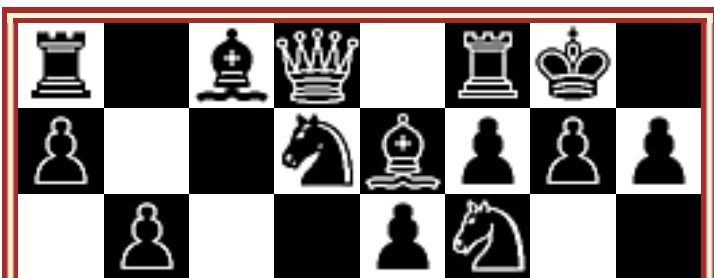
Rooks 9 25 28 32 49 51 82

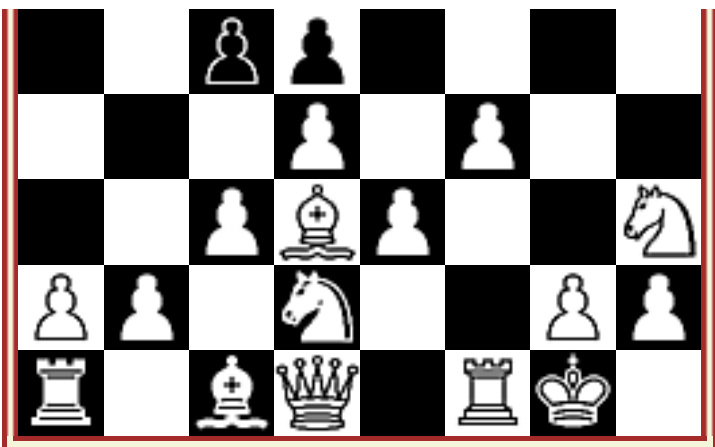


Woah. Black has not asked himself the question, how am I going to develop my Rooks? Black must play ...c5 or ...e5 at some point, and having played ...Nc6, ...Bg4 is now desirable.

4. No counterplay:

in closed position 12 50 85 96





Black is also playing routinely, but with no sense of a plan. White is following a plan, and Black allows him to execute it.

Fine gives the contrasting lines after 1. d4 d5 2. e3 Nf6 3. Bd3 c5 4. c3 Nc6 5. f4

Now play might go:

5... e6 (which doesn't look quite right, as it blocks the Bc8) 6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7 White's threatening Ne5 needed some response; Black could also try to occupy e4 9. Nd2 Re8 10. g4 with a crushing attack.

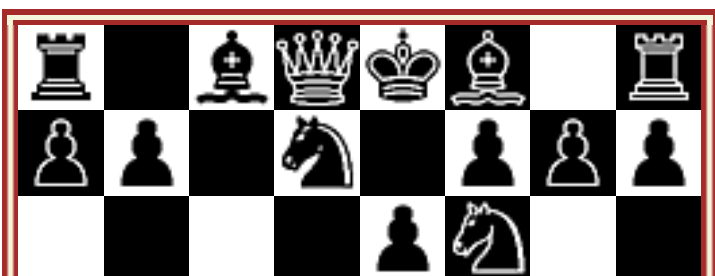
This is the ideal Stonewall position.

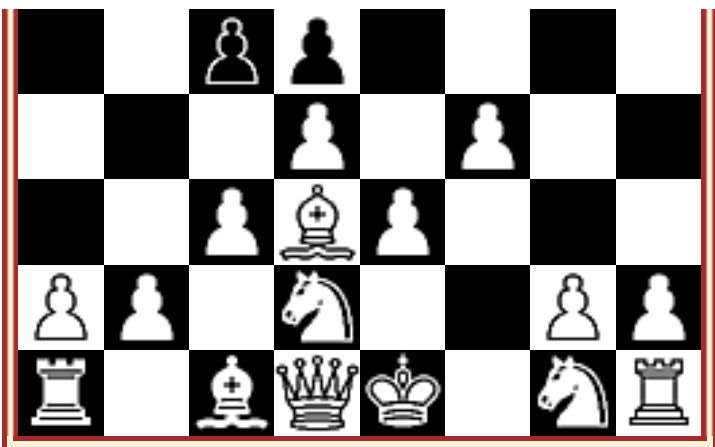
Instead, we might try for Black 5... Bg4,

and play then might go 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8 when Black is comfortable

Because Black can see what White is up to, Black can arrange the development to counter it. White's opening plan is not camouflaged enough to stop Black from seeing what is going on and opposing it, and the opening moves are not flexible enough to try any other plan. This is why you don't see the Stonewall very often among stronger players.

shifting attack with Pawn chains 27 102 96

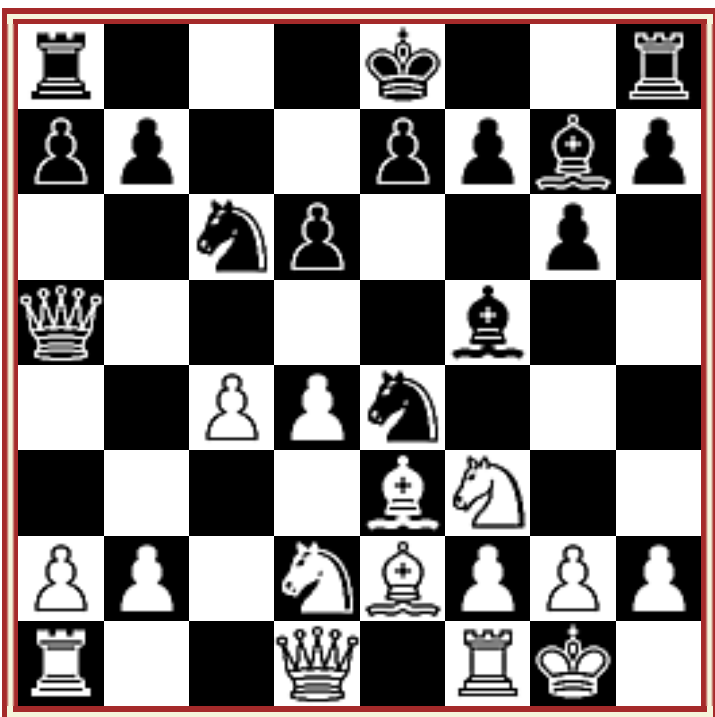




6...c4 is a typical mistake, relieving the pressure.

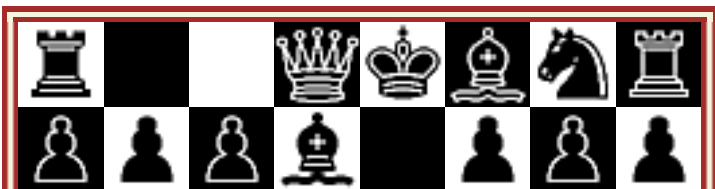
5. Others:

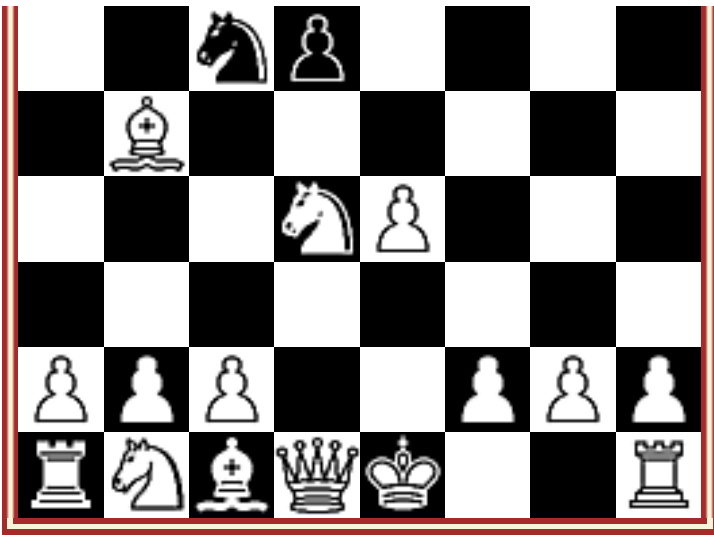
Looseness 15 91



Black is playing actively but is getting overstretched. 11.g4! should have been played

Subtleties 16 78





In this RL Steinitz, 6. Bxc6 bxc6 is theory. But after 6. Nxc6, Bxc6 exchanges off another pair of pieces, useful if you have no centre and therefore no space.

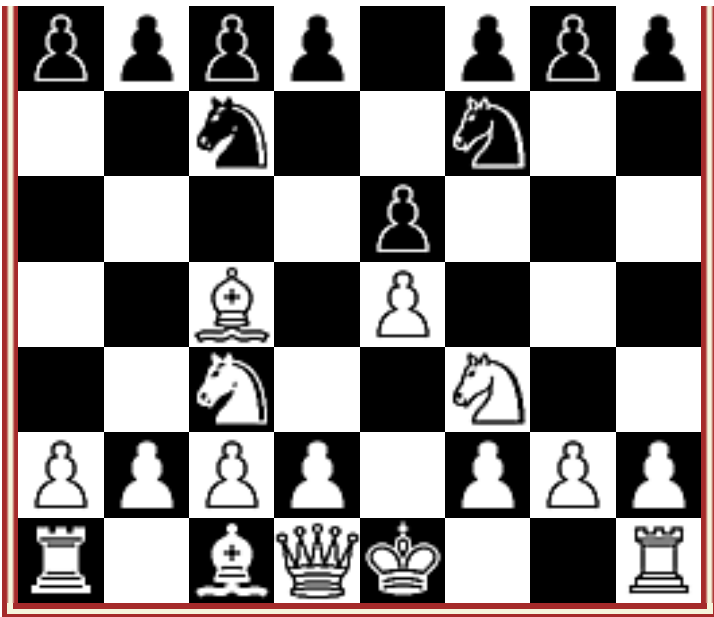
Out of book 5 42 47 48 56



In this standard French position, neither 7.Bc2 nor its reply, 7...g6, are really to the point.

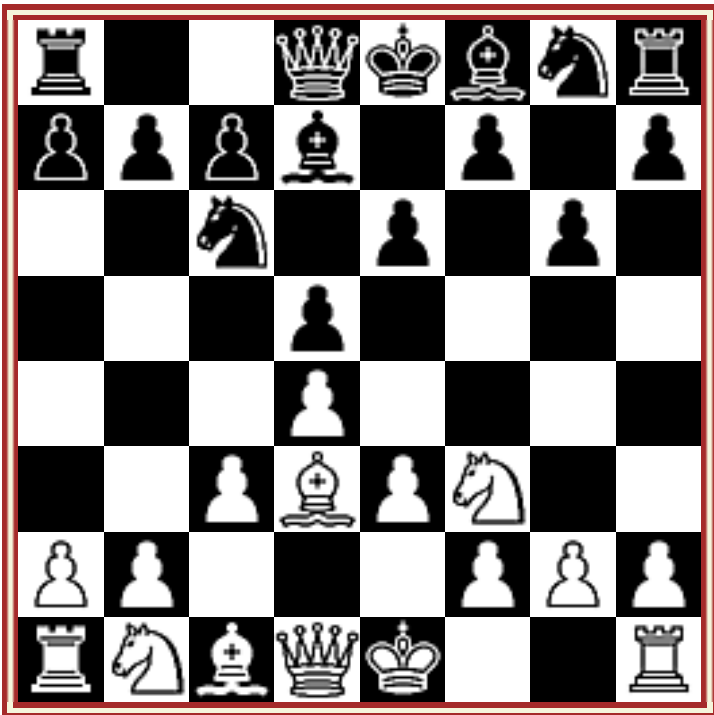
Notice what your opponent has just done 6 49 54





4...Nxe4 must not be allowed by White, and must be played by Black if possible.

Creating Holes 32 38 44 79 104



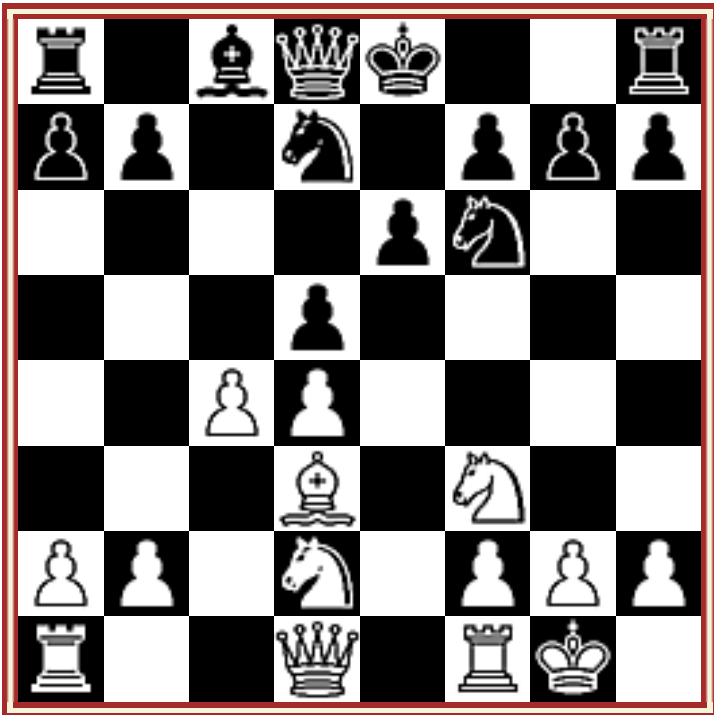
Black has already lost the plot, and now creates some dark-square weaknesses with 4...g6(?). This is why you should stay away from closed games, folks.

Unjustified exchange 20



15.Bxb6 is pretty random.

Exposed Queen 52 73



After 9...Qc7 10.Rc1! Black admitted his mistake with 10...Qd8.

Exposed Bishop 71 99



out of book: this Bishop proves more of a problem than anything - it should support the b4-b5 advance, but this never happens (planless, then, also)

(1) Burt D. F. - Stephens J. K. F. [A06]

WECU Minor (1), 1999

1.Nf3 d5 2.b3 Nc6 3.Bb2 Bf5 4.d3 f6 5.Nbd2 e5 6.e4 dxe4 7.dxe4 Bg6 8.a3 Bd6 9.Bc4 Nge7 10.Qe2 Qd7 11.Nh4 0-0-0 12.Nxg6 Nxg6 13.g3 a6 14.0-0-0 Rhf8 15.Bd5 Nge7 16.Nc4 Nxd5 17.Rxd5 Qe6 18.Nxd6+ Rxd6 19.Rhd1 Rfd8 20.Rxd6 Rxd6 ...1/2-1/2

(2) Chamberlain D. - Clarke J. W. [B14]

WECU Minor (1), 1999

1.d4 d5 2.c4 e6 3.Nc3 c5 4.e3 cxd4 5.exd4 Nf6 6.Bg5 Be7 7.Nf3 h6 out of book 8.Bh4 Nc6 9.Bd3 a6 10.0-0 0-0 11.Re1 Nb4 12.Bb1 [-0.53 Fritz 5.00: 12.cxd5 g5 13.Bg3 Nxd3 14.Qxd3 Nxd5 15.Rac1] 12... dxc4 13.Ne5 b5 14.a3 Nbd5 15.Qc2 Nxc3 16.bxc3 g5 17.Ng4 Ne4 [5.19 Fritz 5.00: 17...Re8 18.Nxf6+ Bxf6 19.Qh7+ Kf8 20.Qxh6+ Bg7 21.Qxg5] 18.Qxe4 f5 19.Qxa8 fxg4 20.Qe4 Rf7...1-0

(3) Waters R. G. - Turner R. D. [D04]

WECU Minor (1), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.Be2 e6 5.0-0 h6 6.Ne5 Nbd7 7.f4 Nxe5 8.fxe5 Ne4 9.Nd2 Be7 10.Nxe4 Bxe4 11.Bd2 0-0 12.Bf3 Bxf3 13.Rxf3 c5 14.Qe2 c4 15.e4 dxe4 16.Qxe4 Qd7 17.Qg4 f5 18.exf6 Rxf6 19.Rxf6 Bxf6 20.c3 g5 ...0-1

(4) Ariss J. - Gardiner C. J. [B30]

WECU Minor (1), 1999

1.e4 c5 2.Nc3 Nc6 3.Bc4 e6 out of book, but a perfectly reasonable treatment **4.Nf3 Be7** I might have been more inclined to play for ...b5 or ...d5 rather than merely developing **5.0-0 d6 6.a3 Nf6 7.d3 a6 8.h3** Often a sign that a player has lost the plot; this makes sense if White wants to play Bc1-e3. **8...b5 9.Ba2 Bb7 10.Re1 0-0 11.Bf4 b4 12.axb4 cxb4 13.Ne2 Nd7** Where's he off to? **14.Qd2 a5 15.Bb3 e5 16.Bg5 Bxg5 17.Nxg5 h6 18.Nf3 Ne7 19.Ng3 Nc5 20.Bc4 Ba6 ...1-0**

(5) Foster P. - Wingrove S. [C58]

WECU Minor (1), 1999

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Na5 6.Bb5+ c6 7.dxc6 Nxc6 out of book; not rubbish, but loses the initiative [7...bxc6 8.Be2 (8.Qf3) 8...h6 9.Nf3 e4 10.Ne5 Bd6] **8.Qf3 Bd7** [2.03 Fritz 5.00: 8...Qc7 9.Nc3 Bc5 10.Nge4 Nxe4 11.Nxe4 Bd4] **9.Qb3** [1.16 Fritz 5.00: 9.Bc4 Bb4 10.Bxf7+ Ke7 11.Qb3 Rc8 12.Ne6] **9...Qe7 10.Bc4 Nd5** [2.44 Fritz 5.00: 10...Nd8 11.0-0 Rc8 12.Nc3] **11.Bxd5 Qxg5 12.Bxf7+ Ke7** [12...Kd8 is unattractive but may get counterplay] **13.Bd5** [1.28 Fritz 5.00: 13.0-0 Rc8 14.Na3 Nd4 15.Qxb7 Kd8 16.Qxa7 Bxa3 17.Qxa3 Rxc2] **13...Nd4 14.Qxb7** [-0.38 Fritz 5.00: 14.Qa3+ Kf6 15.Qd3 Bf5 16.Be4 Qxg2 17.Bxg2 Bxd3 18.Na3 Bxa3] **14...Rc8** [2.28 Fritz 5.00: 14...Nxc2+ 15.Kd1 Rc8 16.Qxc8 Bxc8 17.Kxc2 Qf5+ 18.d3 Ba6 19.Nc3] **15.Na3 Ke8** [3.28 Fritz 5.00: 15...Rxc2 16.Qxa7 Ke8 17.Rb1 Bxa3 18.Qxa3 Rf8 19.Qe3 Qxe3+ 20.dxe3] **16.c3 Bxa3 17.cxd4 Be7 18.0-0 Rf8** [3.13 Fritz 5.00: 18...exd4 19.Re1 Kd8 20.d3 Qf5 21.Bd2 Bd6 22.Rac1 Bc7 23.Be4] **19.d3 Qf5 20.Be4 Qf6 ...1/2-1/2**

(6) Freke R. B. - Holmes P. [D02]

WECU Minor (1), 1999

1.d4 d5 2.Nf3 Bf5 3.e3 c6 4.b3 [4.c4 is the only way I can see to create trouble] **4...e6 5.Bd3 Bxd3 6. Qxd3 Nf6 7.Nbd2 Be7 8.0-0 Nbd7 9.e4 dxe4 10.Nxe4 Nxe4 11.Qxe4 Nf6 12.Qe2**

I think this sort of position is the reason Minor players ought to steer clear of 1.d4 unless they have a definite plan of campaign. **12...0-0 13.Bg5 h6 14.Bh4 Nd7 15.Bxe7 Qxe7 16.Rad1 Rfe8 17.Rd3 c5 18. c3 cxd4 19.cxd4 Rad8** [19...Rac8] **20.Re3 ...0-1**

(7) Willis A. R. - Webber S. J. [A00]

WECU Minor (1), 1999

unintelligible ...1-0

(8) Aldwin B. - Coates A. E. [A03]

WECU Minor (1), 1999

1.f4 d5 2.Nf3 g6 3.e3 Bg7 4.Be2 c6 5.0-0 Nf6 6.d3 0-0 7.c3 Too many Pawn moves [7.Qe1; 7.Nc3] **7... Nbd7 8.Nbd2 Qb6 9.d4 Ne8** Giving White unnecessary leeway. [9...c5; 9...Re8] **10.e4 dxe4 11.Nxe4 Nef6 12.Bd3 Nxe4 13.Bxe4 Nf6 14.Bc2 Bg4 15.Qd3 Bxf3** Not the best exchange. [15...Bf5] **16.Rxf3 e6 17.h3 Rad8 18.Be3 Nd5 19.b4** If White did not mind the exchange, then h3 may have been unnecessary. **19...Nxe3 20.Rxe3 Qc7...0-1**

(9) Collier M. J. - Cuggy M. J. [D07]

WECU Minor (1), 1999

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Nc6 Questionable. How is Black planning to make use of his Rooks? **5. e3 Bd6** out of book **6.Be2 dxc4 7.Bxc4 a6 8.Bd2 b5 9.Be2 Bb7 10.Rc1 0-0 11.0-0 Ne7** That Knight was indeed misplaced for Black's opening scheme. **12.Ne1 Nf5 13.Bf3 c6 14.Ne4?** [-1.00 Fritz 5.00: 14.Nd3 Qc7 15.h3 Rad8 16.Ne4 Nxe4 17.Bxe4] **14...Nh4?** [0.59 Fritz 5.00: 14...Bxh2+ 15.Kxh2 Nxe4 16.Qc2]

15.Nxf6+ gxf6 Odd-looking. Had Black seen the follow-up? [1.44 Fritz 5.00: 15...Qxf6 16.Bxc6 Bxc6 17.Rxc6 Rfd8 18.Qh5 Nf5] **16.Bxc6 Bxh2+** Clever! **17.Kh1** [0.50 Fritz 5.00: 17.Kxh2 Qd6+ 18.Kh3 Bxc6 19.Qc2 Bb7 20.Kxh4 Qh2+ 21.Kg4 Bxg2] **17...Bxc6 18.Rxc6 Qd5** Not so clever, but I enjoyed this game - good spirit after the stodgy beginning. [1.59 Fritz 5.00: 18...Qd7 19.Rc2 Bc7 20.e4 Rfc8 21.Qh5] **19.Qg4+** [0.59 Fritz 5.00: 19.Rc5 Qxa2 20.Kxh2 Qxb2 21.Nd3 Qa3 22.Qg4+ Ng6] **19...Qg5** [2.88 Fritz 5.00: 19...Ng6 20.Qf3 Qxf3 21.Nxf3 Ne7 22.Rcc1 Bd6] **20.Qxg5+ fxg5...1-0**

(10) Young A. - Atkins K. [B02]

WECU Minor (1), 1999

1.e4 d5 2.exd5 Nf6 3.Nc3 Nxd5 4.Nxd5 Looks wrong to me. **4...Qxd5 5.d4 Nc6 6.c3** out of book **6...e5 7.Qe2** Asking for trouble! **7...Bf5 8.dxe5 0-0-0 9.Bg5** [-0.88 Fritz 5.00: 9.f4 Be7 10.Nf3 Bg4 11.Bd2 Bh4+ 12.Kd1 Rhe8 13.c4 Bxf3] **9...Nb4 10.f3** [-4.16 Fritz 5.00: 10.Rd1 Nc2+ 11.Qxc2 Bxc2 12.Rxd5 Rxd5 13.Nf3 Rd1+ 14.Ke2 Bc5] **10...Nd3+ 11.Kd2 Nf4+ 0-1 (11 moves!)**

(11) Manton P. - Whitfield J. H. [D04]

WECU Minor (1), 1999

1.d4 d5 2.Nf3 Bg4 3.e3 e6 4.Be2 Nf6 5.h3 Bh5 6.0-0 Bd6 7.b3 0-0 8.Bb2 Nbd7 9.Nbd2 c5 10.c4 White's position is merely solid. **10...cxd4 11.Nxd4 Bxe2 12.Qxe2 dxc4 13.Nxc4** White now looks better! **13...Bc7 14.Rfd1 e5** Not obvious but losing a Pawn. **15.Nf3 Qc8** The trouble is that after **Qe7/Qe8** White can pick up the Rook with **Ba3**. **16.Ncxe5 Nxe5 17.Nxe5 Qe6 18.Nf3 Rfd8 19.Rac1 Rxd1+ 20.Rxd1 ...1-0**

(12) Soper E. - Eastwick-Field S. R. [D00]

WECU Minor (1), 1999

1.d4 e6 2.e3 out of book **2...Nf6 3.Bd3 d5 4.c3** Routine. Nb1-d2 and f2-f4 were more direct. **4...Be7 5.Nd2 Nbd7 6.f4 0-0 7.Nh3 c5 8.0-0 b6** Black is also playing routinely, but with no sense of a plan. White is following a plan, and Black allows him to execute it. **9.Qf3 Bb7 10.g4 Rc8 11.Nf2 cxd4 12.exd4 a6 13.g5 Ne8 14.Qh3 g6 15.Ng4 f5 16.gxf6 Nexf6** [0.84 Fritz 5.00: 16...Bxf6 17.Nxf6+ Qxf6 18.Qh6 Nd6 19.Re1 Nf5] **17.Nh6+** [-0.16 Fritz 5.00: 17.Ne5 Qe8 18.Qxe6+ Kg7 19.Re1 Nc5 20.Qxb6 Nxd3 21.Nxd3] **17...Kg7 18.Nf3 Ng8** [0.59 Fritz 5.00: 18...Ne4 19.Bxe4 dxe4 20.Ng5 Bxg5 21.fxg5 Rxf1+ 22.

Qxf1 Qe7] 19.Nxg8 Rxd8 20.Qxe6 Winning. **20...b5 ...1-0**

(13) Chapman T. J. - Spink D. K. [B22]

WECU Minor (1), 1999

1.e4 c5 2.c3 d6 3.d4 Nc6 4.Be3 Bd7 5.Nf3 Nf6 6.Bd3 e6 7.h3 Be7 8.e5 dxe5 9.dxe5 Nd5 10.Bd2 If this is the best reply then e4-e5 was a mistake. **10...Qc7 11.Qe2 a6 12.0-0 b5 13.Re1 c4 14.Bc2 0-0 15.Qe4 g6 16.Bh6 Rfe8 17.Ng5 Bxg5 18.Bxg5 Nde7 19.Bf6 Nf5 20.g4 Ng7 ...1-0**

(14) Patching G. R. - Buckley S. B. [A56]

WECU Minor (1), 1999

1.d4 Nf6 2.c4 c5 3.e3 d5 4.Nc3 Nc6 5.Nf3 Bg4 out of book, but reasonable. **6.Be2 e6 7.0-0 cxd4 8.exd4 Qc7 9.Be3 Bd6** Black may lose both Bishops now. [0.31 Fritz 5.00: 9...Bxf3 10.Bxf3 dxc4 11.Qa4 Bd6 12.g3 Rc8 13.Bxc6+ Qxc6 14.Qxa7] **10.Nb5 Qb8 11.Nxd6+ Qxd6 12.Rc1 0-0 13.c5 Qc7 14.Qd2 Ne4 15.Qc2 Bf5 16.Bd3** [-0.91 Fritz 5.00: 16.Qb3 Rac8 17.Rce1 Na5 18.Qb4 Nc6] **16...Nb4** The biter bit. **17. Qb1 Nxd3 18.Qxd3 Ng3** cute **19.Qd2 Nxf1 20.Rxf1 Rfc8 ...0-1**

(15) Chapman T. J. - Chamberlain D. [B04]

WECU Minor (2), 1999

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Nf3 dxe5 5.Nxe5 Bf5 out of book; looks too straightforward. **6.c4 Nb4** Black will become over-stretched - there is no centre to hold his pieces aloft. **7.Qa4+ N8c6 8.Na3** Missing an opportunity. [-0.47 Fritz 5.00: 8.Nxc6 Nxc6 9.d5 Bd7 10.dxc6 Bxc6 11.Qa5 Qd6 12.Nc3 e5] **8...e6 9.Be3 Be7 10.Rd1 0-0 11.Nxc6 Nxc6 12.Bd3 Bxd3 13.Rxd3 Ne5 14.Rb3 Ng4 15.Rxb7 Nxe3 16. fxe3 Bg5** [1.06 Fritz 5.00: 16...Bxa3 17.bxa3 Qh4+ 18.Kf1 Qe4 19.Qb3 c5 20.dxc5 Rac8 21.Kf2] **17. Nc2 Qf6 18.Qc6 Qf5 19.Qa4** [-2.31 Fritz 5.00: 19.Kd2 Qf2+ 20.Kd3 e5 21.Re1 exd4 22.Re2 Qg1 23. Nxd4 Qb1+] **19...Qe4 20.Rb5 Qxg2 ...0-1**

(16) Turner R. D. - Collier M. J. [B38]

WECU Minor (2), 1999

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 g6 5.c4 Bg7 6.Be3 Nf6 7.f3 Bd7 Inconsequent. **8.Nc3 Nc6 9.Be2 a6 10.0-0 0-0 11.Rc1 Rc8 12.Qd2 Nxd4 13.Bxd4 Ne8 14.Bxg7** [14.Be3 is a subtlety of this type of position] **14...Kxg7 15.Kh1 Nf6 16.Rfd1 Qb6 17.b3 Rc7 18.Qe1 Rfc8 19.f4 Qe3 20.Qd2 Qxd2 ...1-0**

(17) Coates A. E. - Manton P. [B24]

WECU Minor (2), 1999

1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 e6 6.Be3 Nge7 7.Qd2 Chicken. [7.Bxc5 Bxc3+ 8.bxc3 Qa5 9.Be3 Qxc3+ 10.Bd2 Qc5] **7...Nd4 8.Nd1 b6** [8...b5 is where the counterplay will come from.] **9.c3 Ndc6 10.Ne2 Bb7 11.0-0 Ne5 12.h3 d5 13.f4 Nd7 14.e5 Qc7 15.d4 c4 16.Nf2** White has a reasonable attacking position but Black has cleverly avoided providing a target. **16...h5 17.Kh2 Nf5 18.Bf3 0-0-0 19.Kg2 Rh7 20.Rh1 Rdh8 ...0-1**

(18) Atkins K. - Ariss J. [C01]

WECU Minor (2), 1999

1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4 Nf6 5.Nc3 Be7 6.Nf3 0-0 7.cxd5 Nxd5 8.Bd3 Bg4 out of book **9.h3 Bh5 10.0-0 Nc6** Black is being routine. **11.Bxh7+ Kh8** [11...Kxh7 12.Ng5+ Kg6 (12...Kg8 13.Qxh5) 13. Qd3+ f5 14.Ne6] **12.Bc2 Bxf3 13.Qxf3 Nf6 14.Be3 Nxd4 15.Bxd4 Qxd4 16.Rad1 Qc5 17.Rd5 Qc6 18. Qd3 g6 19.Qd4 Kg8 20.Re5 Rfd8 21.h4 ...1-0**

(19) Holmes P. - Soper E. [B21]

WECU Minor (2), 1999

1.e4 c5 2.f4 d6 3.Bc4 Nc6 4.c3 [4.Nc3] **4...e6 5.Nf3 Qc7 6.d4 cxd4 7.Nxd4** Inconsistent. [7.cxd4 at least gets the big centre.] **7...Bd7 8.Nf3 Nf6 9.Qc2 a6 10.h3 Rc8 11.Bd3 Nb4** cute **12.Qe2 Nxd3+ 13. Qxd3 Be7 14.Be3 d5 15.e5 Ne4 16.Nbd2 Bc6 17.Qc2 b5 18.Nxe4 dxe4 19.Nd4 Bd5 20.Qd2 0-0...1-0**

(20) Buckley S. B. - Willis A. R. [B84]

WECU Minor (2), 1999

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3 e6 7.f4 Be7 8.Be2 Nbd7 out of book but reasonable **9.Qd2 b5** careless, but no great harm comes of it [1.00 Fritz 5.00: 9...Nc5 10.Bf3 e5 11.Nde2 exf4 12.Nxf4 0-0] **10.Nc6 Qc7 11.Nxe7 Kxe7 12.Bf3 Bb7 13.a3 Rac8 14.0-0 Nb6 15.Bxb6** unjustified **15...Qxb6+ 16.Kh1 Rhd8 17.Rae1 Nd7 18.f5 h6 19.Bh5 Ne5 20.Qf4 Rf8 ...0-1**

(21) Wingrove S. - Burt D. F. [A52]

WECU Minor (2), 1999

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.e4 Nxe5 5.Bf4 Nbc6 6.a3 Be7 7.Bxe5 can't be right **7...Nxe5 8.Nf3 Bf6 9.Nxe5 Bxe5 10.Nc3 Bxc3+ 11.bxc3 Qf6 12.Qd4 Qxd4 13.cxd4 d6 14.Be2 0-0 15.0-0 f5 16.f3 Bd7 17.Rab1 b6 18.Bd3 Rae8 19.h3 c5 20.d5** White's Bishop, while not bad, is going off. **20...fxe4 ...1/2-1/2**

(22) Stephens J. K. F. - Primett A. D. [C01]

WECU Minor (2), 1999

1.e4 e6 2.Nc3 d5 3.exd5 exd5 4.d4 Nf6 5.Bg5 Be6 6.g3 Random. **6...c6 7.a3 Bd6 8.Nf3 Nbd7 9.Qe2** Causes more problems for White than Black. **9...0-0 10.Bg2 h6 11.Bxf6 Nxf6 12.0-0 Re8 13.Qd2 Bf5 14.Nh4 Bh7 15.Rae1 Qd7 16.b4 b5 17.Bf3 a5 18.Rxe8+ Rxe8 19.Na2 axb4 20.axb4 Ra8 ...0-1**

(23) Mansfield A. C. - Foster P. [D05]

WECU Minor (2), 1999

1.d4 Nf6 2.Nf3 b6 3.e3 Bb7 4.Nbd2 e6 5.Bd3 c5 6.c3 d5 Inconsistent? **7.0-0** out of book **7...Nbd7 8.Qe2 Qc7 9.dxc5 bxc5 10.e4 0-0-0** Very risky. **11.Ba6 Bd6 12.Bxb7+ Qxb7** Overlooks a cheapo. [1.84 Fritz 5.00: 12...Kxb7 13.b4 c4 14.Rd1 Ne5 15.exd5 Nxd5 16.Nxe5 Bxe5] **13.e5 Nxe5 14.Nxe5 Ne4 15.Nxf7** Returns the favour. [1.03 Fritz 5.00: 15.Nxe4 Bxe5 16.f4 dxe4 17.fxe5 h6] **15...Qxf7 16.Nxe4 dxe4 17.Qxe4 Kb8 18.a4 Qh5 19.Bf4 g5** [3.78 Fritz 5.00: 19...e5 20.Bg3 h6 21.b4 cxb4] **20.Bxd6+ Rxd6 21.Qe5 Ka8...1/2-1/2**

(24) Whitfield J. H. - Spooner K. C. [D11]

WECU Minor (2), 1999

1.d4 c6 2.Nf3 d5 3.e3 Bf5 4.c4 dxc4 out of book **5.Bxc4 e6 6.Qb3 Qe7** Last square I would have chosen! But I hadn't seen Black's idea. **7.0-0 Qb4 8.Qxb4** Time-wasting. **8...Bxb4 9.Bd2 Bxd2 10.Nbxd2 Nd7 11.e4 Bg6 12.Rfe1 Ngf6 13.d5** Good - despite the endgame character of the position, Black is drifting into an attack. **13...cxd5** [1.13 Fritz 5.00: 13...e5 14.Rac1 0-0 15.Nh4 Rac8 16.Nxg6 hxg6 17.Rcd1 cxd5] **14.exd5 b5 15.Bxb5 Nxd5 16.Bc6 0-0-0 17.Bxd7+** [0.19 Fritz 5.00: 17.Rac1 Kb8 18.Bxd5 exd5 19.Nd4 Rc8 20.Nc6+ Kb7 21.Nb3 Rhe8] **17...Rxd7 18.Ne5 Rc7 19.Nxg6 hxg6 20.Rac1 ...1/2-1/2**

(25) Gardiner C. J. - Freke R. B. [D02]

WECU Minor (2), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Nc6 out of book - Black may develop a Rook problem. **4.c3 e6 5.Bd3 Bd6 6.Nbd2 0-0 7.0-0 Re8 8.e4 dxe4 9.Nxe4 e5** Black has solved his Rook problem. **10.Nxf6+** [10.Nxd6] **10...Qxf6** [2.25 Fritz 5.00: 10...gxf6 11.dxe5 Nxe5 12.Nxe5 fxe5 13.Qh5 e4 14.Bc4 Qf6 15.Re1] **11.Bg5 Qe6 12.dxe5** [-0.06 Fritz 5.00: 12.d5 Qd7 13.dxc6 Qxc6 14.Qe2 a6 15.Be4 Qb6 16.Rad1 Bg4] **12...Nxe5 13.Nd4 Qd5 14.Bf5** [14.c4 Nxc4] **14...Bxf5 15.Nxf5 Qe6 16.Nxd6 cxd6 17.b3 f6 18.Be3 b6 19.c4 Qd7 20.Qd5+ Kh8 ...1-0**

(26) Cuggy M. J. - Waters R. G. [A45]

WECU Minor (2), 1999

1.d4 Nf6 2.e3 d6 3.Bd3 e5 4.dxe5 dxe5 5.e4 Be7 6.Nf3 Bg4 Egging White to gain the two Bishops [6...Nc6] **7.Nc3 0-0 8.h3 Bxf3 9.Qxf3 Nc6 10.Be3 Bb4** Waste of time? No harm done and it does give Black something to play with. **11.0-0 Bxc3 12.bxc3 Qd6 13.a4 Nd7 14.Qg3 Nc5 15.Rfd1 Nxd3 16.Rxd3** [16.cxd3 is much better] **16...Qe6 17.Rd5 f5 18.Bc5 Rf7 19.Qd3 fxe4 20.Qxe4 b6 ...1-0**

(27) Eastwick-Field S. R. - Aldwin B. [D02]

WECU Minor (2), 1999

1.d4 d5 2.Bf4 Nf6 3.e3 e6 4.Nf3 c5 5.c3 Be7 6.Bd3 out of book, but entirely reasonable **6...c4** Wrong: releases tension in the centre. White can build for e3-e4 in comfort, or go for a King's-side attack without facing counterplay. **7.Bc2 Nc6 8.Nbd2 0-0 9.h3 Re8 10.0-0 Bf8 11.Ne5 g6 12.Qf3 Nxe5 13. Bxe5 Bg7 14.Rfe1 a5 15.e4 Rb8??** [4.84 Fritz 5.00: 15...b5 16.Bxf6 Qxf6 17.Qxf6 Bxf6 18.exd5 e5 19. d6] **16.Bxb8 Nd7 17.Bg3 e5 18.dxe5 Nxe5 19.Bxe5 Rxe5 20.exd5 Rxd5 21.Nf1 b5...1-0**

(28) Spink D. K. - Young A. [D00]

WECU Minor (2), 1999

1.d4 Nf6 2.e3 out of book **2...d5 3.Bd3 Nc6 4.c3 Bg4** [4...e5 equalises easily, and Black has to play something like this at some time] **5.f3 Bd7 6.Ne2 e5** Better! **7.0-0 Bd6 8.e4 0-0 9.Bg5 dxe4 10.fxe4 exd4 11.Nxd4 Bxh2+** [1.31 Fritz 5.00: 11...Bc5 12.Bxf6 gxf6 13.Bc4 Be6 14.Bd5 Bxd5 15.Qg4+ Kh8 16.exd5] **12.Kh1** [-1.44 Fritz 5.00: 12.Kxh2 Ng4+ 13.Qxg4 Bxg4 14.Bxd8 Raxd8 15.Nxc6 Rxd3 16. Nxa7 Rfd8] **12...Be5 13.Nf5 Bxf5 14.exf5 Qd5 15.Bxf6 Bxf6 16.Qf3 Qxf3 17.Rxf3 Ne5 18.Rh3 Nxd3 19.Rxd3 Rad8 20.Rh3** [-4.88 Fritz 5.00: 20.Rxd8 Rxd8 21.Na3 h5 22.Re1 Kf8 23.Nc4 b5 24.Na3 Rd2] **20...Rd1+...0-1**

(29) Clarke J. W. - Patching G. R. [C25]

WECU Minor (2), 1999

1.e4 e5 2.Bc4 Bc5 3.Nc3 Ne7 out of book **4.d3 0-0 5.Nf3** [5.f4] **5...d6 6.Bg5 Nd7** All looks too passive. [1.34 Fritz 5.00: 6...h6 7.Bxe7 Qxe7 8.Nd5] **7.Nd5 f6??** Hideous. [2.41 Fritz 5.00: 7...Re8 8.0-0 c6 9. Nxe7+ Rxe7 10.Bxe7 Qxe7] **8.Nxe7+** [3.31 Fritz 5.00: 8.Nxc7+ Kh8 9.Nxa8 fxe5 10.d4 exd4 11.Nxd4 Ne5] **8...Kh8 9.Nf5** [-0.13 Fritz 5.00: 9.Nxc8 fxe5 10.Nxd6 Bxd6 11.0-0 c6] **9...fxg5 10.h4 g4** [0.41 Fritz 5.00: 10...Nb6 11.hxe5 d5 12.Bb3 Bxf5 13.exf5 Rxf5] **11.Ng5 Nb6 12.Nf7+ Rxf7 13.Bxf7 Qf8 14. d4 exd4 15.Bh5 Bxf5** [0.47 Fritz 5.00: 15...g6 16.Bxg6 hxg6 17.Nxd4 Nc4 18.c3 Nxb2 19.Qe2] **16. Bxg4** [-2.81 Fritz 5.00: 16.exf5 g3 17.fxe5 Qxf5 18.Qe2 Bb4+ 19.Kd1 Nc4 20.Qxc4 Qxh5+] **16...Bxg4 17.Qxg4 d3 18.0-0-0** [-3.03 Fritz 5.00: 18.0-0 Qf6 19.cxd3 Qxb2 20.Qf4 Kg8 21.Qc1 Qd4 22.Qc2 Re8] **18...dxc2 19.Rd2 Nc4 20.Rxc2 ...1-0**

(30) Chamberlain D. - Atkins K. [A57]

WECU Minor (3), 1999

1.d4 Nf6 2.c4 c5 3.d5 b5 4.e3 out of book **4...g6 5.b3 Bg7 6.Bb2 0-0 7.Nf3 d6 8.Bd3 bxc4 9.bxc4 Nbd7 10.0-0 Rb8 11.Qc2** [-1.47 Fritz 5.00: 11.Bc3 e6 12.e4 Re8 13.Qc2 exd5 14.exd5 Nb6 15.Nbd2 Bg4] **11...Qb6** [0.03 Fritz 5.00: 11...Rxb2 12.Qxb2 Nxd5 13.Qa3 Nxe3 14.fxe3 Bxa1 15.Qxa7 Ne5 16.Nxe5] **12.Bc3 Nh5 13.Bxg7 Nxb7 14.Nbd2 Qb2 15.Qxb2 Rxb2 16.Rfb1 Rb6 17.a4 Ba6 18.Rxb6 Nxb6 19.a5** [-0.69 Fritz 5.00: 19.Ra3 Rb8 20.Rb3 h6 21.a5 Nd7 22.Rxb8+ Nxb8 23.Ne4 Nd7] **19...Nd7** [0.16 Fritz 5.00: 19...Nxd5 20.Bxg6 Nxe3 21.Bxf7+ Kxf7 22.fxe3 Rb8 23.Kf2 Rb2 24.Ng5+] **20.Rb1 Ne8...1-0**

(31) Willis A. R. - Turner R. D. [D66]

WECU Minor (3), 1999

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 e6 5.Bg5 Be7 Inconsistent with the tricky move order, but not a bad move. **6.e3 0-0 7.Rc1 Nbd7 8.Bd3 dxc4 9.Bxc4 b5 10.Bd3 a6 11.0-0 h6 12.Bh4** [-0.19 Fritz 5.00: 12.Bxf6 Nxf6 13.Ne4 Qd5 14.Qc2 Qxa2 15.Qxc6 Qd5 16.Nxf6+ Bxf6] **12...c5 13.b3** out of book **13...cxd4 14.Nxd4 Bb7 15.f3 Rc8 16.e4 Ne5 17.Bb1 Ng6 18.Bf2 Bb4 19.Nce2 Rxc1 20.Qxc1 Qc8...1/2-1/2**

(32) Manton P. - Holmes P. [D02]

WECU Minor (3), 1999

1.d4 d5 2.Nf3 Nc6 3.e3 e6 Woah. Black has not asked himself the question, how am I going to develop my Rooks? Black must play ...c5 or ...e5 at some point, and having played ...Nc6, ...Bg4 is now desirable. **4.c3 Bd7** More lost plot. ...Bd6 would at least support ...e5 **5.Bd3 g6** And now some dark-square weaknesses. This is why you should stay away from closed games, folks. **6.Nbd2 Bg7 7.e4 dxe4 8.Nxe4 Nge7 9.Bg5 0-0 10.Bf6 Bxf6 11.Nxf6+ Kg7 12.Ng4 h5 13.Ne3 Nd5 14.Qd2 Nxe3 15.Qxe3 Qf6 16.Ne5 Nxe5 17.dxe5 Qe7 18.0-0-0 Bc6 19.Be4 Bxe4 20.Qxe4 b6 21.Kd2...1/2-1/2**

(33) Primett A. D. - Coates A. E. [A11]

WECU Minor (3), 1999

1.c4 c6 2.g3 d5 3.cxd5 cxd5 4.Bg2 Nf6 5.Nf3 Bf5 6.d3 out of book **6...Nbd7 7.Qa4** Not suspicious in itself, but forms part of no plan. **7...e6 8.Nc3 Be7 9.Bf4 a6 10.0-0 b5 11.Qd1 0-0 12.Rc1 Rc8 13.Bd2 h6 14.Nd4 Bg4 15.h3 Bh5 16.Qe1 Bc5 17.Nb3 Ba7 18.e4** [-1.25 Fritz 5.00: 18.Be3 Bb8 19.a3 Bd6 20.Bd4 e5] **18...d4** [-0.28 Fritz 5.00: 18...Ne5] **19.Ne2 Rxc1 20.Nbxc1 e5...1-0**

(34) Burt D. F. - Buckley S. B. [A06]

WECU Minor (3), 1999

1.Nf3 c5 2.b3 d5 3.Bb2 Nc6 4.e3 Bg4 5.Be2 Bxf3 6.Bxf3 e5 7.d3 g6 8.0-0 Bg7 9.e4 d4 Making all the Bishops bad! **10.Nd2 Nge7 11.g3 0-0 12.Bg2 Qd7 13.f4 Qc7 14.f5 f6 15.g4 Bh6 16.Nf3 Be3+ 17.Kh1 b5 18.Bc1 Bf4 19.Bxf4 exf4 20.fxg6 hxg6 ...1-0**

(35) Webber S. J. - Gardiner C. J. [B22]

WECU Minor (3), 1999

1.e4 c5 2.c3 d5 3.f3 out of book **3...Nc6 4.Bb5 a6 5.Bxc6+ bxc6 6.d4 e6 7.Ne2** All looks a bit random - nothing bad, just incoherent. **7...dxe4 8.fxe4** But after this exchange Black's Pawns look quite loose. **8... Qh4+ 9.Ng3 Nf6 10.0-0 Ng4 11.h3 Qxg3 12.Qxg4** [-0.72 Fritz 5.00: 12.Bf4 Qh4 13.Qxg4 Qxg4 14. hxg4 cxd4 15.cxd4 c5] **12...Qxg4 13.hxg4 cxd4 14.cxd4 Be7 15.d5** Just a blunder, I guess. [-1.44 Fritz 5.00: 15.g5] **15...exd5 16.exd5 Bc5+ 17.Kh1 cxd5 18.Nc3 Be6 19.Re1 0-0-0 20.a3 h6 ...0-1**

(36) Foster P. - Clarke J. W. [C55]

WECU Minor (3), 1999

1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.c3 Nf6 5.d3 Transposing from the Hungarian to the Two Knights'. **5...d6 6.Ng5** out of book, and has to be premature in this position. **6...0-0 7.f4 h6 8.Nf3 Bg4 9.0-0 d5** Loses a temp but probably a good idea to expose d3. **10.exd5 Nxd5 11.h3 Bh5** But this is a poor move, even if it didn't make an unsound Pawn sacrifice. **12.g4 Bg6 13.f5** [0.03 Fritz 5.00: 13.fxe5 Na5 14.Bb5 a6 15.Ba4 f5 16.b4 fxg4 17.hxg4 Nc6] **13...Bh7 14.Qe2 Qd6 15.Re1 Bf6 16.Qf1 Rae8 17.Nbd2 Na5 18.Ne4 Qb6 + 19.Kh2 Nxc4 20.dxc4 Nf4** Black is spuddling well against a clockwork White attack. **...1-0**

(37) Soper E. - Chapman T. J. [D00]

WECU Minor (3), 1999

1.d4 d5 2.e3 out of book **2...Nf6 3.Bd3 Nc6 4.f4 Nb4** Widely recommended. **5.Nf3 Nxd3+ 6.cxd3** [I prefer **6.Qxd3**] **6...e6 7.Bd2 Bd7 8.Qb3 b6 9.Nc3 c5 10.0-0 Be7 11.Ne5 cxd4 12.exd4** White's d4 Pawn may become a target, but Black prefers to pursue other aims. **12...0-0 13.Qd1 Rc8 14.Qf3** It's not clear what White has achieved over on the Queen's-side. **14...Rc7 15.a3 Bc8 16.Rac1 a6 17.Na4 Rxc1 18.Rxc1 b5** [2.00 Fritz 5.00: **18...Bb7 19.Qd1 Ba8 20.Qb3 b5 21.Nc5 Qb6 22.Qc2 Rc8 23.b3**] **19.Nc6 Qe8 20.Nxe7+ Qxe7** Both Bishops are bad: White's would improve after f4-f5 ...**1-0**

(38) Collier M. J. - Wingrove S. [A56]

WECU Minor (3), 1999

1.d4 Nf6 2.c4 c5 3.dxc5 e5 out of book, and rightly so, for Black has a shocking hole on d5. **4.Nc3 Bxc5 5.e3 d6 6.g3 Be6 7.Bg2 Qd7 8.b3 Nc6 9.Nf3 h6** [I'm not sure Black can get away with **9...d5 10.cxd5 Nxd5 11.Nxe5 Nxe5 12.Nxd5 Rd8**] **10.0-0 Rd8 11.Bb2 0-0 12.Na4 Qc7 13.Qc1 Nd7 14.Rd1 a6 15.a3 Ba7 16.Nc3 Ne7 17.Qc2 Bf5 18.e4 Be6 19.Rd2 Nf6 20.Rc1 Nh7 21.c5** Unthematic! [-0.25 Fritz 5.00: **21.Nd5 Qd7 22.Nxe7+ Qxe7 23.Nh4 g6 24.Rcd1 Ng5 25.Qd3 Nh3+**] **21...dxc5...1-0**

(39) Spooner K. C. - Mansfield A. C. [A18]

WECU Minor (3), 1999

1.c4 Nf6 2.Nc3 e6 3.e4 d6 Passive if solid; Black gets the worst of it, but White finds nothing concrete later. **4.d4 Be7 5.Nf3 b6 6.Be2 Bb7 7.Qc2 c5 8.d5 exd5 9.exd5 0-0 10.Bd3 Re8 11.0-0 Nbd7 12.Bf4 Nf8 13.Ng5 g6 14.Nf3 Bc8 15.h3 Bd7 16.Rae1 a6 17.b3 b5 18.Re2 b4 19.Ne4 Nxe4 20.Bxe4 Bc8 ...1/2-1/2**

(40) Young A. - Cuggy M. J. [A04]

WECU Minor (3), 1999

1.Nf3 Nc6 2.d3 e5 3.g3 f5 out of book; Black plays the White side of a Pirc with vigour and is rewarded with some attacking chances. White does not seem to understand what to do about the Black activity. **4.Nbd2 d5 5.e4 Nf6 6.exd5 Qxd5 7.Bg2 Bc5 8.0-0 Be6 9.Ng5 Qd7 10.Nxe6 Qxe6 11.Nf3 0-0-0 12.Qe2 h6 13.Be3 Nd4** [0.91 Fritz 5.00: **13...Bxe3 14.fxe3 g6 15.Nd2 Nd5 16.Nc4 Rhe8**] **14.Bxd4 Bxd4 15.Nxd4 Rxd4 16.Rfe1 Nd7 17.Qe3 Qb6 18.c3 Rd6 19.Qxb6 Rxb6 20.Re2 g5 ...0-1**

(41) Waters R. G. - Aldwin B. [E11]

WECU Minor (3), 1999

1.d4 Nf6 2.Nf3 e6 3.c4 Bb4+ 4.Bd2 Bxd2+ 5.Nbxd2 0-0 6.e3 b6 The other plan is to go for ...e5; after ... b6 White can try to blot it out with d4-d5 **7.Bd3 Bb7 8.0-0 d6 9.e4 Nbd7** out of book **10.Qc2 e5 11.d5** Just so. But neither Bishop looks wonderful now. **11...a5 12.Nh4 Nc5** [Fritz ignored 12...Nxe4 13.Bxe4 Qxh4] **13.f4** [-1.06 Fritz 5.00: 13.Nf5 Nh5 14.Nb3 Nxb3 15.Qxb3 Nf4 16.Bc2 Qf6 17.Rfe1 Bc8] **13... Ng4 14.Nf5 g6 15.h3 gxf5 16.hxg4 fxe4** [0.47 Fritz 5.00: 16...fxg4 17.Be2 Qh4 18.fxe5 dxe5 19.Rf5 f6 20.Qc3 Bc8 21.g3] **17.Bxe4 Qh4 18.Bf5 Bc8 19.Bxc8 Raxc8 20.Qf5 f6 ...0-1**

(42) Ariss J. - Eastwick-Field S. R. [C02]

WECU Minor (3), 1999

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 Bd7 7.Qb3 out of book: White should know this key French position. **7...h5** Black does not play thematically either. [0.47 Fritz 5.00: 7...Qxb3 8.axb3 cxd4 9.cxd4 (9.0-0 dxc3 10.bxc3 Bc5 11.Rd1) 9...Nb4 10.Ke2 Nxd3 11.Kxd3 Bb5+ 12.Ke3 Nh6] **8.0-0 Nh6 9. Re1 g6 10.Be3 c4 11.Qxb6 axb6 12.Bc2 Nf5 13.Bg5 Be7 14.Bf6 Bxf6 15.exf6 Nh6 16.Ne5 Nxe5 17. dxe5 b5 18.Nd2 Bc6 19.Nf3 Nf5 20.Bxf5 gxf5 ...1/2-1/2**

(43) Whitfield J. H. - Stephens J. K. F. [D02]

WECU Minor (3), 1999

1.d4 d5 2.Nf3 Nc6 3.e3 a6 out of book: total waste of time. **4.Bd3 Bg4 5.Nbd2 f6** (wince) **6.c4 e6 7. Qb3 Nge7** [0.84 Fritz 5.00: 7...Nb4 8.Be2 c5 9.cxd5 Qxd5 10.Bc4 Qd7] **8.a3** [0.19 Fritz 5.00: 8.Qxb7 If you aren't playing this, why play Qb3? 8...Qb8 9.Qxb8+ Rxb8 10.a3 Bxf3 11.gxf3 a5 12.Rg1 g6] **8...Nf5 9.cxd5 exd5 10.h3 Bxf3 11.Nxf3 Nh6 12.Qc2 g6 13.0-0 f5 14.Bd2 Qf6 15.Qa4 Nf7 16.Bc3 Bd6 17. Bb5 Nfd8 18.Bxc6+ Nxc6 19.Qb3 Ne7 20.Qxb7 0-0 21.Qb3 Rab8 ...1/2-1/2**

(44) Freke R. B. - Patching G. R. [A46]

WECU Minor (3), 1999

1.d4 Nf6 2.Nf3 e6 3.e3 Be7 4.Bd3 b6 5.Nbd2 out of book **5...d5 6.c3 a5 7.0-0 Ba6 8.Bxa6 Nxa6 9.Re1 0-0 10.Ne5 Nb8 11.e4 dxe4 12.Nxe4 Nxe4 13.Rxe4 Bf6 14.Bf4 Bxe5 15.Bxe5 f6** wince **16.Bg3 f5**
Circumstances have changed. **17.Rxe6 f4 18.Qe2** [-0.50 Fritz 5.00: 18.Qf3 Na6 19.Bxf4 g5 20.Bxg5 Qxg5 21.Qe2 Rf7 22.Re5 Qh4] **18...fxg3 19.hxg3 Nd7 20.Re1 Rf7 ...1-0**

(45) Turner R. D. - Chamberlain D. [B02]

WECU Minor (4), 1999

1.e4 Nf6 2.e5 Nd5 3.Nc3 Nb6 [3...Nxc3] 4.f4 d6 5.d4 dxe5 6.fxe5 Bf5 7.Nf3 e6 8.Bd3 Bg6 9.Bxg6 hxg6 10.Qd3 No point. **10...Nc6 11.a3 Qd7 12.Bg5 Be7 13.Bxe7 Nxe7 14.0-0-0 0-0-0 15.Rhf1 Ned5 16.h3 Qe7 17.Nxd5 [17.Ne4] 17...Nxd5 18.Rd2 Nf4 19.Qe3 Nd5 20.Qd3 ...1/2-1/2**

(46) Holmes P. - Primett A. D. [C01]

WECU Minor (4), 1999

1.e4 e6 2.d4 d5 3.exd5 exd5 4.Bf4 [4.Bd3 may give Black a problem with the QB.] **4...Nf6 5.Nd2 Bf5 6.Ngf3 Nbd7 7.c3** White's only slack move in this opening - the rest are fine. **7...Nh5 8.Bg5 Be7 9.Qe2 f6 10.Nh4 fxg5 11.Nxf5 g6 12.Qxe7+ Qxe7+ 13.Nxe7 Kxe7** It's a shame White has no better reward for his vigour. **14.g3 Rhf8 15.Bg2 Nhf6 16.0-0 Rae8 17.Rae1+ Kd8 18.c4 Rxe1 19.Rxe1 Nb6 20.b3 g4 ...1/2-1/2**

(47) Willis A. R. - Manton P. [D58]

WECU Minor (4), 1999

1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Bg5 Be7 5.Nc3 h6 6.Bh4 0-0 7.e3 b6 8.Rc1 Not theory, I think. White plays automatically, with level play. [8.cxd5] **8...Bb7 9.Bd3 Nbd7 10.0-0 c5 11.cxd5 Nxd5 12.Bxe7 Qxe7 13.Qe2 cxd4 14.Nxd4 Nc5 15.Bb1 Rfd8 16.Qc2 Nf6 17.f3 a6 18.b4 Ncd7 19.a3 Rac8 20.Qe2 Ne5 ...1-0**

(48) Atkins K. - Burt D. F. [D00]

WECU Minor (4), 1999

1.e4 d5 2.d4 dxe4 3.Nc3 Nf6 4.f3 Bf5 5.Bc4 out of book [5.fxe4; 5.g4] **5...Nbd7 6.fxe4 Bxe4 7.Nxe4 Nxe4 8.Qh5 Nd6 9.Bb3 Nf6 10.Qe2 c6 11.Nf3 e6 12.0-0 Qd7 13.Ne5 Qe7** Yeuch. [13...Qc7] **14.Bf4 Nd5 15.Rae1 0-0-0 16.c4 Nf6 17.c5** [-1.19 Fritz 5.00: 17.Qf3 Nde8 18.Bc2 h6] **17...Nde4 18.Ba4** [-1.84 Fritz 5.00: 18.Qe3 h6 19.Bc2 Ng5 20.Qf2 Rd5] **18...Rxd4 19.Bxc6 Nxc5 20.Qb5** [-2.59 Fritz 5.00: 20.Be3 Rb4 21.Rc1 bxc6 22.Rxc5 Qxc5] **20...a6 ...1-0**

(49) Gardiner C. J. - Soper E. [D02]

WECU Minor (4), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Nc6 Eric plays the line he just faced with the Stonewall against the Colle, but here White is not committed to Bd3. **4.c3** [4.c4 looks much better, but White ploughs on ignoring his opponent.] **4...Bf5 5.Qb3 Rb8 6.a4** White has no hopes for an advantage, having ignored all the guidelines. **6...h6 7.Qd1 e6 8.Bd3 Bxd3 9.Qxd3 Bd6 10.Nbd2 Ne7 11.e4 dxe4 12.Nxe4 Nxe4 13.Qxe4 Nd5 14.0-0 Qf6 15.Re1 0-0 16.Ne5 Bxe5 17.dxe5 Qf5 18.Qxf5 exf5 19.Be3 Nxe3 20.Rxe3...1-0**

(50) Cuggy M. J. - Foster P. [D05]

WECU Minor (4), 1999

1.d4 Nf6 2.e3 b6 3.Bd3 Bb7 4.Nf3 e6 5.Nbd2 d5 Almost inconsistent, and allows White to proceed with his clockwork attack unhindered. [5...c5] **6.Ne5** out of book **6...Nbd7 7.f4 Ne4 8.Qh5 g6 9.Qf3 Nd6 10.g4 Qh4+ 11.Qg3 Qxg3+ 12.hxg3 Nxe5 13.fxe5 Nc4 14.Nf3 c5 15.Ng5 h6 16.Nf3 g5** [0.53 Fritz 5.00: 16...Rc8] **17.b3 Na5 18.Nd2 Rc8 19.c4** [-3.50 Fritz 5.00: 19.Bb5+ Nc6 20.c4 Bg7 21.Ba3 a6 22.Ba4] **19...dxc4 20.Be4 c3...0-1**

(51) Mansfield A. C. - Ariss J. [D02]

WECU Minor (4), 1999

1.d4 Nf6 2.Nf3 d5 3.e3 Nc6 out of book: not such a hot idea against the Colle. **4.c3 Bg4 5.Nbd2 e6 6.Bd3 Bd6 7.0-0 0-0 8.e4 Nd7** Allowing White too much leeway. [8...dxe4] **9.e5 Be7 10.Qc2 f5 11.exf6 Nxf6 12.Re1 Qc8 13.Ng5 Bf5 14.Bxf5 exf5 15.Ne6 Rf7 16.Nf3 Ne4 17.Nf4 Qd7 18.Nd3 Raf8** [1.84

Fritz 5.00: 18...Bf6 19.Nfe5 Nxe5 20.dxe5 Bh4 21.g3 Be7 22.f3 Nc5 23.Nxc5] **19.Nde5 Nxe5 20.Nxe5 Qe8...1/2-1/2**

(52) Clarke J. W. - Spooner K. C. [B13]

WECU Minor (4), 1999

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 e6 5.Nf3 Nf6 6.Bd3 out of book **6...Bb4+ 7.Bd2 Bxd2+ 8.Nbxd2 Nbd7 9.0-0 Qc7** Too early: the reproof follows! **10.Rc1 Qd8 11.c5 g6 12.Re1** White's position looks good, although Black is solid he is very undeveloped. **12...0-0 13.Nf1 Nh5 14.Ng3 Nxc3 15.fxc3** White has lost the plot a little. **15...Qf6 16.g4 Qg7 17.h4 f6 18.Rxe6 Nxc5 19.Rd6 Nxd3 20.Qxd3 Bxc4 21.Qf1** The remaining moves were not recorded[-1.16 Fritz 5.00: 21.Rxd5 Qf7 22.Ra5 b6 23.Ra4 Bxf3 24.Qxf3 Rac8 25.Re1 Rc2] **...1/2-1/2**

(53) Wingrove S. - Chapman T. J. [D37]

WECU Minor (4), 1999

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 0-0 6.e3 c5 7.cxd5 exd5 I feel an IQP coming on. **8.Be2 Nc6 9.0-0 Be6 10.Ne5 Rc8 11.Bf3 cxd4 12.Nxc6 bxc6 13.exd4 c5** Black immediately exchanges the backward Pawn. **14.Be5 c4 15.Qa4 Qb6 16.Qc2 Rfd8 17.Ne2 g6** I thought I would have nothing to object to in this game, but this doesn't seem to have much point. **18.Rfd1 Bf5 19.Qd2 Ne4 20.Bxe4 Bxe4 ...1-0**

(54) Coates A. E. - Freke R. B. [C55]

WECU Minor (4), 1999

1.e4 Nc6 2.Nc3 e5 3.Nf3 Nf6 4.Bc4 d6 [4...Nxe4 Must be played if allowed, I believe.] **5.h3** [0.00 Fritz 5.00: 5.Ng5 d5 6.exd5 Na5 7.Bb5+ c6 8.dxc6 bxc6 9.Qf3 Bb7] **5...Be7 6.0-0 0-0 7.d3** [7.d4] **7...Na5 8.Qe2** out of book (I'm curious! By what moves are the sides expected to arrive at this position?) [8.Bb3 looks more in tune] **8...Nxc4 9.dxc4 b6 10.Nd5 Bb7** An unpromising diagonal? **11.Re1 c6 12.Nxf6+ Bxf6 13.b3 Re8 14.Bb2 Re6 15.Qd3 a5** a bit random - Black should build up behind the d-Pawn **16.Rad1 Qe7 17.Ba3 Rd8 18.Qe3 Qc7 19.Rd3 d5 20.Nd2 d4 ...0-1**

(55) Aldwin B. - Young A. [A03]

WECU Minor (4), 1999

1.f4 Nf6 2.e3 d5 3.Nf3 Nc6 out of book **4.Be2 Bf5 5.0-0 Qd7 6.d3 0-0-0** A logical system of development by Black. **7.Ne5** This has an evil tactical point which Black misses. **7...Nxe5 8.fxe5 Ng4 9.Rxf5 e6 10.Rf1 Nxe5** Black has got one hope here, being a piece down - that White will distract himself and not do what he should do - complete development, seize key squares, and swap off Black's remaining pieces. **11.d4 Ng6 12.c4 Bd6 13.c5 Be7 14.Rxf7** This move, while not a mistake in terms of variations, betrays a faulty attitude. **14...Rdf8 15.Rxf8+ Rxf8 16.Nc3 Nh4 17.e4 Qe8** [3.03 Fritz 5.00: 17...dxe4 18.Nxe4 Nf5 19.Bc4 Rd8 20.Bg5 Nxd4 21.Bxe7 Qxe7 22.Qh5] **18.exd5 Qf7 19.Qf1** [-0.91 Fritz 5.00: 19.Be3 this move is much more to the point 19...exd5 20.Bd3 Qe6 21.Qe2 Nf5 22.Re1 Bh4 23.Bf2 Bxf2+] **19...Qg6 20.Qxf8+ Bxf8 ...0-1**

(56) Buckley, S.J. - Webber S. J. [C02]

WECU Minor (4), 1999

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 Bd7 7.Bc2 out of book - not a good move, but Black must play accurately to show why it is not good. **7...g6** [7...Nh6] **8.0-0 0-0-0** Black is developing rather than playing the French. **9.dxc5 Bxc5 10.b4 Be7 11.Be3 Qc7 12.a4** White however, now has a plan, and sets a trap. **12...Nxe5** [2.66 Fritz 5.00: 12...f6 13.exf6 Bxf6 14.b5 Na5 15.Bd4 Nc4 16.Bxf6 Nxf6 17.Qd4] **13.Nxe5 Qxe5 14.Bd4 Qg5 15.Bxh8 f6 16.Bg7 e5 17.Nd2** [2.81 Fritz 5.00: 17.Qxd5 Bxa4 18.Qa2 Bc6 19.g3 a6 20.Rd1 Kb8 21.Rxd8+ Bxd8] **17...Bh3 18.Qf3 Qxd2** [4.47 Fritz 5.00: 18...Bxg2 19.Qxg2 Qxd2 20.Bb3 Kb8 21.Rfd1 Qxc3 22.Bxd5 Qxb4 23.Rab1] **19.Qxh3+ f5 20.Bxf5+ gxf5 ...1-0**

(57) Eastwick-Field S. R. - Collier M. J. [A00]

WECU Minor (4), 1999

unintelligible ...1-0

(58) Spink D. K. - Whitfield J. H. [D00]

WECU Minor (4), 1999

1.d4 d5 2.Bf4 Nf6 3.e3 e6 4.Bd3 out of book **4...Bd6 5.Bg3 Bxg3 6.hxg3 g6 7.c3 Nc6 8.f4 Ne7 9.Nd2 Nf5 10.Bxf5** Undeveloping. [-0.31 Fritz 5.00: 10.Qf3 Nd6 11.g4 Nd7 12.g5 c5 13.0-0-0 Qa5 14.Kb1 f6] **10...exf5 11.Ngf3 Ng4 12.Nf1 Qe7 13.Ne5 Nxe5 14.dxe5 c6 15.Qd4 Be6 16.Nh2 b5 17.b4 Rc8 18.Qc5 Qxc5 19.bxc5 Ke7 20.Nf3 h6...1/2-1/2**

(59) Patching G. R. - Waters R. G. [A51]

WECU Minor (4), 1999

1.d4 Nf6 2.c4 e5 3.Nf3 out of book **3...exd4 4.Nxd4 d5 5.Nd2** [5.cxd5 Nxd5 6.Nb5 a6? 7.Qxd5] **5...Bc5 6.e3** White looks to be in a right muddle, and has nothing to show for his first move. **6...Qe7 7.N4b3 Bd7 8.Nxc5 Qxc5 9.Bd3 dxc4 10.Bc2** [10.Nxc4 is OK] **10...0-0 11.0-0 Nc6 12.Nf3 Rad8** with obvious intent - not obvious to White, sadly. **13.e4** [-1.94 Fritz 5.00: 13.Qe2 Rfe8 14.Rd1 Nb4 15.Bb1 c3 16. bxc3 Bb5 17.Qe1 Rxd1] **13...Bg4 14.Qe2 Nd4 15.Be3** [-10.91 Fritz 5.00: 15.Qe3 Bxf3 16.gxf3 Rd7 17. Bd1 Rfd8 18.f4 b6 19.Re1 a6] **15...Nxe2+ 16.Kh1 Qh5** [-14.41 Fritz 5.00: 16...Qb5 17.e5 Nd5 18.Be4 Bxf3 19.Bxf3 Nxe3 20.fxe3 Rd2 21.Rad1] **17.h3** [-#3 Fritz 5.00: 17.Ng1 Rfe8 18.Rfe1 Nxe4 19.Nxe2 Bxe2 20.Bxa7 Bd3 21.Ba4 b5] **17...Bxf3 ...0-1**

(60) Chamberlain D. - Willis A. R. [E60]

WECU Minor (5), 1999

1.d4 Nf6 2.c4 g6 3.b3 Bg7 4.Bb2 0-0 5.Nf3 d6 6.e3 Nbd7 7.Bd3 a6 Time-consuming, and largely ignores the centre. I would prefer going for ...e5. **8.Qc2 c6 9.0-0 b5 10.Nbd2 Bb7 11.Rfe1 Rc8 12.Rac1 Qc7** Missing one. **13.cxb5 axb5 14.Bxb5 Nd5 15.Bc4 Nb4 16.Qb1 d5 17.Be2 f5 18.a3 Na6 19.Ng5 Qd6 20.Rc2 f4 ...1-0**

(61) Foster P. - Turner R. D. [C54]

WECU Minor (5), 1999

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.b4 Be7 out of book **6.d3 d6** [6...d5 when White looks loose.] **7.0-0 0-0 8.a4 Bg4 9.h3 Bh5** Not sure about this - g4 may bury it. **10.Be3 a6 11.Nbd2 d5 12.exd5 Nxd5 13.Qb3 Nxe3 14.fxe3 Bg6 15.Ne4 Bxe4 16.dxe4 Bd6 17.Rad1 Qe7 18.Rd2 g6 19.Rdf2** White has been building nicely throughout this game. **19...Kg7 20.Nh2 Nd8 21.Rf5...1-0**

(62) Primett A. D. - Atkins K. [A24]

WECU Minor (5), 1999

1.c4 Nf6 2.Nc3 g6 3.g3 d6 4.Bg2 Bg7 5.Nf3 Nbd7 6.0-0 0-0 7.d3 e5 8.Rb1 Nh5 9.e4 Nb6 Where's he off to? **10.Be3 f5** The action is on the other side! **11.c5** The Knight is a target, not an asset. **11...f4 12.cxb6 fxe3 13.bxc7 exf2+ 14.Rxf2 Qxc7 15.Qb3+ [15.Nd5] 15...Qf7 16.Qxf7+ Rxf7 17.Nd5 Bh6 18.Re1 Be6 19.Nc3 a6 20.Kh1 Raf8 ...0-1**

(63) Holmes P. - Gardiner C. J. [B21]

WECU Minor (5), 1999

1.e4 c5 2.f4 d5 3.exd5 Nf6 4.Bc4 Bg4 5.Ne2 Nxd5 6.Bb5+ Bd7 7.Bxd7+ Nxd7 8.0-0 g6 9.d4 Qb6 10.c4 N5f6 11.b3 cxd4 12.Qxd4 Qxd4+ 13.Nxd4 Bg7 Black has no problems. **14.Nb5 0-0 15.Bb2 a6 16.N5a3 Nc5 17.Nd2 Rad8 18.Nf3 Nd3 19.Be5 [19.Bc3] 19...Nxe5 20.fxe5 Ne4 ...1/2-1/2**

(64) Burt D. F. - Mansfield A. C. [A05]

WECU Minor (5), 1999

1.Nf3 Nf6 2.b4 d5 3.Bb2 e6 4.a3 Nbd7 5.d4 Not terrible, but inconsistent. **5...b6 6.e3 Bb7** Black imitates White's misjudgement. **7.Nbd2 Be7 8.c4 dxc4 9.Bxc4 0-0 10.Bd3 c5 11.bxc5 bxc5 12.0-0 Rc8 13.Qe2 cxd4 14.exd4** Burying the Bishop again. **14...Nd5 15.Ne4 Nf4 16.Qd2 Nxd3 17.Qxd3 Bd5 18.Nfd2 Rc7 19.Rfc1 Rxc1+ 20.Rxc1 Qb8 ...1-0**

(65) Collier M. J. - Freke R. B. [D37]

WECU Minor (5), 1999

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.e3 Passive. **5...Nbd7 6.cxd5 exd5 7.Be2 c6 8.0-0 0-0 9.a3 Re8 10.b4 Ne4 11.Bb2 Ndf6 12.b5 a6 [12...cxb5] 13.bxa6 bxa6 14.Nxe4 Nxe4 15.Ne5 Qd6 [15...c5] 16.Rc1 Bb7 17.Qc2** White has been allowed a lot of play from a pretty unpromising position. **17...Rac8 18.**

Bg4 Rc7 19.Qe2 f6 20.Nd3 Bc8 ...1-0

(66) Spooner K. C. - Cuggy M. J. [C00]

WECU Minor (5), 1999

1.c4 e6 2.e4 d5 3.exd5 exd5 4.cxd5 Qxd5 out of book **5.Nc3** Pick a square. **5...Qc6** [5.28 Fritz 5.00: 5...
Qe6+ **6.Be2 Nf6 7.d4 Bd6 8.Nf3 c6] 6.Bb5 Qxb5 7.Nxb5 Na6 8.Nf3 Bc5 9.0-0 Ne7 10.d4 Bd7 11.Nxc7**
+ Nxc7 12.dxc5 Rd8 13.Qc2 0-0 14.Be3 Bg4 15.Nh4 h6 16.h3 Bh5 17.g4 Bg6 18.Nxg6 fxg6 19.Rad1
Ncd5 20.Qb3 ...1-0

(67) Young A. - Wingrove S. [C30]

WECU Minor (5), 1999

1.e4 e5 2.f4 Nc6 3.Bc4 Nf6 4.d3 Bc5 5.Nf3 d6 After a little fiddle we have arrived in a fairly normal
KGB position. In the KGD White would have preferred to meet an early Nc6 by Bb5, but no harm done.
6.f5 Too early. **6...h6 7.a3** Too slow. **7...a6** Pointless here: after Nc3 White may play Na4, but is that
White's plan after f4-f5? **8.Nc3 Nd4 9.Nxd4 Bxd4 10.Ne2 Ba7 11.Ng3 d5** Play on the wing met by play
in the centre. **12.exd5 Qd6** Curious. **13.Qf3 b5 14.Bb3 Bb7 15.c4 c6 16.Ne4 Nxe4 17.Qxe4 Rd8** Black
is ignoring material in favour of development - excellent. **18.cxb5 axb5 19.Qg4 Qf6 20.dxc6 Bxc6 ...0-1**

(68) Soper E. - Buckley S. B. [A45]

WECU Minor (5), 1999

1.d4 Nf6 2.e3 g6 3.c3 Harmless. **3...d5 4.Bd3 Bg7 5.Nd2 0-0 6.f4 c5 7.Ngf3 Nc6 8.0-0 Bg4 9.h3 Bh5**
10.Qe1 [10.g4 surely!] **10...c4 11.Bc2 Bxf3 12.Rxf3** [12.Nxf3] **12...b5 13.Qe2 b4 14.e4** Good. **14...e6**
15.Rf2 [15.e5] **15...Qa5 16.cxb4** Creating an opening. **16...Nxb4 17.Bb1 Nd7 18.Nf3 Rfe8 19.Bd2 Qb5**
20.Bc3 Nb6 ...0-1

(69) Stephens J. K. F. - Clarke J. W. [C20]

WECU Minor (5), 1999

1.e4 e5 2.c3 out of book **2...Nf6 3.d3 Be7 4.Be3 d6 5.Nd2 Ng4 6.Qe2 Nxe3 7.Qxe3** White has risked nothing but gained nothing. **7...f5 [7...Bg5] 8.Ngf3 f4 9.Qe2 0-0 10.Qd1 Nc6 11.d4 exd4 12.cxd4 a6 13.h3 b5 14.a3 Bf6 15.Nb3 Ne7** Sadly, this cuts off the Bishop's retreat. [1.88 Fritz 5.00: 15...Re8 Absolutely! White's uncastled King must be addressed.] **16.Bd3 [0.28 Fritz 5.00: 16.e5 Nd5 17.exf6 Re8 + 18.Be2 Qxf6 19.0-0] 16...Ng6 17.0-0 Bb7 18.Qc2 Nh4 19.Nbd2 Rc8 20.Nxh4 Bxh4 ...1/2-1/2**

(70) Chapman T. J. - Aldwin B. [C64]

WECU Minor (5), 1999

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 I like this defence, although White probably has a route to the advantage. **4.c3 Nf6 5.d4 exd4 6.cxd4** out of book **6...Bb4+ 7.Nc3 Nxe4 8.0-0 Nxc3 9.bxc3 [-1.47 Fritz 5.00: 9.Qe1 + Ne4 10.Qxe4+ Qe7 11.Qc2 0-0 12.d5 Ne5 13.Qxc7 Nxf3+] 9...Bxc3 10.Ba3** Having grabbed material, Black must keep lines closed and complete development. **10...Bb4 11.Bxb4 Nxb4 12.Re1+ Kf8 13.Qb3 Nd5** oops [3.34 Fritz 5.00: 13...Nc6 14.Re2 d6 15.d5 Na5 16.Qc3 c6 17.dxc6 bxc6 18.Bxc6] **14.Qxd5 c6 15.Qd6+ Kg8 16.Bc4 g6 17.Ne5 Qf8 18.Nxf7 Qxd6 19.Nxd6+ Kg7 20.Re7+ Kf6 ...1-0**

(71) Coates A. E. - Whitfield J. H. [D12]

WECU Minor (5), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.c4 Good - showing flexibility. **4...c6 5.Qb3 Qb6 6.Qxb6 axb6 7.Nc3 e6 8.cxd5** out of book (I'm interested to know we were still in one! But White should develop) **8...exd5 9.Nd2 Bb4 10.Be2 0-0 11.0-0 Re8 12.Nf3 Nbd7 13.Bd2 Bd6 14.g3 Bg4 15.Rfe1 Bf5 [0.00 Fritz 5.00: 15...b5 16.Bc1 b4 17.Nb1 Ra7 18.a3 Rea8 19.Kg2 bxa3 20.bxa3] 16.Nh4 Be4 17.f3 Bg6 18.Nxg6 hxg6 19.Kf2 Re7 20.Bd3 Rae8 ...1/2-1/2**

(72) Manton P. - Eastwick-Field S. R. [D05]

WECU Minor (5), 1999

1.d4 e6 2.Nf3 d5 3.e3 Nf6 4.Bd3 Be7 5.Nbd2 out of book **5...Nbd7 6.c3** You really shouldn't play this unless there is a positive reason to. **6...0-0 7.e4** Too early, I reckon. **7...dxe4 8.Nxe4 Nxe4 9.Bxe4 f5 [9... Nf6] 10.Bc2 b6 11.Qe2 Nf6 12.Bb3** Gotcha. **12...Kh8 [12...Nd5] 13.Ng5 h6 14.Nxe6 Bxe6 15.Qxe6 Qd7 16.Qxd7 Nxd7 17.Be6 Rad8 18.Bf4 Bd6 19.Bxd6 cxd6 20.0-0-0 Rf6...1-0**

(73) Ariss J. - Spink D. K. [B30]

WECU Minor (5), 1999

1.e4 c5 2.Nc3 Nc6 3.Nf3 d6 4.Bc4 e6 out of book **5.a3 Be7 6.0-0 Nf6 7.d3 a6** [7...d5] **8.h3 Qc7** Just castle, or play one of the Pawn moves b5/d5 **9.Re1 b5 10.Ba2 Bb7 11.Bf4 e5 12.Bg5 Nd7 13.Nd5 Qd8 14.Qd2 Nf6 15.Bh4** [-0.94 Fritz 5.00: 15.Be3 Nd4 16.Bxd4 cxd4 17.Nxf6+ Bxf6 18.Bd5 Bxd5 19.exd5 0-0] **15...h6** [0.31 Fritz 5.00: 15...Nxd5 16.exd5 Bxh4 17.dxc6 Bxc6 18.Qf4 Bf6 19.d4 cxd4 20.Nxd4] **16.c3** [-0.50 Fritz 5.00: 16.Bg3 Nd4 17.Nxd4 cxd4 18.Nxf6+ Bxf6 19.Bd5 Bg5 20.Qb4 Bxd5] **16...g5 17.Bg3 Nxd5 18.Bxd5** [0.19 Fritz 5.00: 18.exd5 Na7 19.d4 exd4 20.cxd4 c4 21.Qb4 Bxd5 22.Bxd6] **18...Rb8** [1.06 Fritz 5.00: 18...h5 19.d4 g4 20.dxe5 gxf3 21.Qf4 Rh7 22.exd6 Bf8] **19.Kh1 Bf6 20.Bh2 Ne7...1/2-1/2**

(74) Webber S. J. - Waters R. G. [B22]

WECU Minor (5), 1999

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.Bb5+ out of book **4...Bd7 5.Bxd7+ Nxd7** White has lost a clear tempo. **6.Nf3 Ngf6 7.d4 cxd4 8.Qxd4 Qxd4** [8...e5] **9.Nxd4 a6 10.Be3 e5 11.Nf3 Bd6 12.0-0 0-0 13.Nbd2 Ng4** Time-wasting. **14.Nc4 Nxe3 15.Nxe3 Bc5 16.Nc4 e4 17.Nfd2 Rfe8 18.Rfe1 Rad8 19.Nxe4 Ba7** [1.44 Fritz 5.00: 19...b5 20.Na5 f5 21.Ng3 f4 22.Nh5 f3 23.Nb7 Rc8 24.Nxc5] **20.Rad1 ...1/2-1/2**

(75) Foster P. - Chamberlain D. [C41]

WECU Minor (6), 1999

1.e4 Nf6 2.Nc3 d6 3.d4 Nbd7 4.Bc4 e5 5.Nf3 Be7 6.0-0 [6.dxe5 is an interesting line.] **6...0-0 7.Bg5 c6 8.Bb3** [8.a4] **8...exd4** [8...b5 grabs useful space.] **9.Qxd4 Nc5 10.Rad1** White logically builds up pressure on d6. **10...Nxb3 11.axb3 Bg4 12.Rd3 Ne8 13.Bf4 Bxf3 14.gxf3** Yeuch. [14.Rxf3] **14...Bf6 15.Qb4 Qe7 16.Bxd6 Nxd6 17.Qxd6 Qxd6 18.Rxd6 Rfd8 19.Rfd1 Rxd6 20.Rxd6 Rd8 ...0-1**

(76) Atkins K. - Manton P. [B21]

WECU Minor (6), 1999

1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 e6 6.Bc4 a6 7.0-0 Be7 8.Bf4 d6 9.Qe2 Qc7 10.Rfd1 [0.53 Fritz 5.00: 10.Rac1 b5 11.Bd3 b4 12.Nd1 Nf6] **10...Ne5 11.Bxe5 dxe5 12.Rac1 Qb8 13.Bb5+ Kf8** out of book (again, I had no idea it went this far! Is Black supposed to take the Bishop?) **14.Bd7** [-0.34 Fritz 5.00: 14.Na4 b6 15.Bc6 Ra7 16.Qe3 b5 17.Nb6 Rc7 18.Nxe5 Nf6] **14...f6** [0.88 Fritz 5.00: 14... Bxd7 15.Rxd7 Nf6 16.Rdd1 b5 17.Nb1 Bd8 18.Nc3 Bb6 19.Qd3] **15.Bxc8 Qxc8 16.Na4** [16.Nd5] **16... Qe8 17.Nb6 Rd8 18.Rxd8** [0.03 Fritz 5.00: 18.Rc7 Qb5 19.Rxd8+ Bxd8 20.Qxb5 axb5 21.Rxb7 g5 22. Nd7+ Ke8] **18...Bxd8 19.Rc8 Ke7** [1.00 Fritz 5.00: 19...Qe7 20.Qd3 Ke8 21.b4 Nh6 22.b5 a5 23.Qc3 Kf7 24.a3] **20.Qd3** [0.31 Fritz 5.00: 20.Qd2 Nh6 21.Nc4 Qd7 22.Qb4+ Ke8 23.Nd6+ Kf8 24.Nxb7+ Kf7] **20...Nh6 ...1-0**

(77) Gardiner C. J. - Willis A. R. [A48]

WECU Minor (6), 1999

1.d4 Nf6 2.Nf3 g6 3.e3 Bg7 4.Bd3 0-0 5.Nbd2 d6 6.0-0 Nbd7 7.e4 e5 8.c3 a6 9.Re1 b5 10.a4 exd4 11. Nxd4 Inconsistent. [11.cxd4] **11...bxa4 12.Qxa4** The rest of the score is unintelligible **...0-1**

(78) Turner R. D. - Holmes P. [C62]

WECU Minor (6), 1999

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4 5.Nxd4 Bd7 6.Nxc6 [6.Bxc6] **6...bxc6** [6...Bxc6 exchanges another pair of pieces, useful if you have no central space] **7.Ba4 Nf6 8.0-0 Be7 9.Nd2 0-0 10.Re1 c5 11. Bxd7 Qxd7 12.Nf3 Rad8** [12...Rab8] **13.c4 h6 14.b3 Rfe8 15.Bb2 Qc6 16.Qc2 Nh7 17.Rad1 Ng5** [17... Bf6] **18.Nxg5 Bxg5 19.f3 Rd7 20.Rd5 Rde7 ...0-1**

(79) Spooner K. C. - Burt D. F. [A34]

WECU Minor (6), 1999

1.c4 Nf6 2.Nc3 c5 3.e4 Nc6 4.f3 Bleah. **4...g6 5.d3 Bg7 6.Nge2 d6 7.Bd2 e6 8.a3 0-0 9.Ng3 b6** Slow - White has been so passive that Black might play more ambitiously than this. **10.Be2 d5 11.cxd5 exd5 12. Bg5 dxe4 13.fxe4 Qd4 14.Qd2 Na5 15.Be3 ...1/2-1/2**

(80) Buckley S. B. - Primett A. D. [C02]

WECU Minor (6), 1999

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Bd7 6.Bd3 cxd4 7.cxd4 Nb4 8.Nc3 Nxd3+ 9.Qxd3 Ne7 10.Bg5 Qb6 11.0-0 Ng6 12.a4 a6 No need for this. **13.Nd2 h6 14.Be3 Bb4 15.f4 Bxc3 16.bxc3 0-0 17.Rfb1 Qc7 18.Nb3 Ne7 19.Nc5 Bc6 20.g4 Qc8 ...1/2-1/2**

(81) Clarke J. W. - Collier M. J. [B77]

WECU Minor (6), 1999

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 g6 5.Be3 Bg7 6.Nc3 Nf6 7.f3 Bd7 8.Qd2 Nc6 9.Bc4 Rc8 10.Bb3 0-0 11.h4 Nxd4 out of book: no complaints about the opening, then! **12.Bxd4 a6 13.0-0-0 Qa5 14.h5 Rfe8 [0.78 Fritz 5.00: 14...Nxb5 15.Bxg7 (15.g4) 15...Kxg7 16.g4 Nf6 17.g5 Ne8] 15.hxg6 hxg6 16.g4 Be6 17.Bxe6 fxe6 18.g5 Nh5 19.Bxg7 Kxg7 20.Kb1 Qe5...1-0**

(82) Wingrove S. - Ariss J. [D35]

WECU Minor (6), 1999

1.d4 Nf6 2.c4 d5 3.Nc3 e6 4.Bf4 Nc6 out of book: that tempting Nc6 move is not recommended **5.e3 Bb4 6.Bd3 dxc4 7.Bxc4 0-0 8.Nge2 [8.Rc1; 8.Nf3] 8...Qe7 9.0-0 Bd6 10.Bxd6 Qxd6 11.e4** Good. **11... Qe7 12.Qc2 a6 13.a3 b5 14.Ba2 Bb7 15.f3** Not convinced about this. **15...Rad8 16.Rad1 h6 17.Bb1 Nh7 18.e5 g6 19.Qd2 [-0.16 Fritz 5.00: 19.Ne4 Ba8 20.Nc5 Nb8 21.f4 (21.Nf4) 21...Qh4 22.b3 Bd5 23. Nc3 Rfe8] 19...Kg7 20.Ne4 [-0.69 Fritz 5.00: 20.Qe3 Na5 21.Ba2 Nc4 22.Bxc4 bxc4 23.Ne4 f6 24.Nc5 Rb8] 20...Nxe5 ...1-0**

(83) Mansfield A. C. - Chapman T. J. [D02]

WECU Minor (6), 1999

1.d4 d5 2.Nf3 Nf6 3.Nbd2 c5 4.c3 Nc6 5.e3 Qc7 6.Bd3 e5 A logical system against the Colle, although Fine says it is over-ambitious. **7.e4 Be7** out of book **8.dxc5 Bxc5 9.0-0 0-0 10.Qc2 Be6 11.exd5 Bxd5**

12.Ne4 Nxe4 13.Bxe4 Bxe4 14.Qxe4 h6 Perhaps unnecessary. [14...Rad8 15.Ng5 g6 16.Qh4 f5] **15.Re1 Qb6 16.Re2 f5 17.Qd5+ Kh7 18.b4 Qa6** [1.09 Fritz 5.00: 18...e4 19.Ng5+ hxg5 20.bxc5 Qa6 21.Re1 Rad8 22.Qb3 g4 23.Qe6] **19.Qd1** [-0.13 Fritz 5.00: 19.Re1 Bb6 20.b5 Qa5 21.Qb3 e4 22.bxc6 exf3 23.cxb7 Rab8] **19...Rad8 20.Qc2 Bd6...0-1**

(84) Freke R. B. - Young A. [D04]

WECU Minor (6), 1999

1.d4 d5 2.Nf3 Bf5 3.e3 Nf6 4.Bd3 Bxd3 5.cxd3 Not great. [5.Qxd3] **5...e6 6.a3 c5** Gives White a chance to undo a possible mistake. **7.dxc5 Bxc5 8.d4 Bd6 9.Nbd2 Nc6 10.b4 0-0 11.Bb2 Rc8 12.0-0 Rc7 13.Rc1 Qe7 14.Ne5 Rfc8 15.f4 Nb8 16.Qe2 Rxc1 17.Rxc1 Rxc1+ 18.Bxc1 Qc7 19.Qd1** Black has a small plus: forward! **19...Be7** [19...Nbd7] **20.Bb2 Nbd7 ...0-1**

(85) Waters R. G. - Coates A. E. [D04]

WECU Minor (6), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.Bd3 out of book **4...Bxd3 5.Qxd3 e6 6.Ne5** [-0.09 Fritz 5.00: 6.Qb5+ The greedy computer of course grabs a Pawn. 6...Nbd7 7.Qxb7 c5 8.0-0 Bd6 9.dxc5 Bxc5] **6...Bd6 7.f4 0-0 8.0-0 Nbd7 9.Nd2 c5 10.c3 g6** No need here: Black need to get some counterplay organised. **11.Qe2 Rc8 12.g4 cxd4 13.exd4 Qc7 14.g5 Ne8 15.Ndf3 Ng7 16.Nxd7 Qxd7 17.Ne5 Qc7 18.Bd2 Nf5 19.Qg4 Kg7 20.h4 h5 ...1/2-1/2**

(86) Cuggy M. J. - Whitfield J. H. [D00]

WECU Minor (6), 1999

1.d4 d5 2.e3 out of book **2...Nf6 3.Bd3 e6 4.f4 g6 5.Nd2 Bg7 6.Ngf3 Nc6 7.c3 a6 8.Ne5 Nxe5 9.fxe5 Nh5 10.Nf3 Bh6** [1.75 Fritz 5.00: 10...f5 11.0-0 Bd7 12.b3 0-0 13.Ba3 Re8 14.c4 dxc4 15.bxc4] **11.g4 Ng7 12.h4 g5** Too many Pawn moves! Both of you! Get castled! [3.31 Fritz 5.00: 12...Nf5 13.gxf5 exf5 14.h5 Qe7 15.hxg6 hxg6 16.e4 dxe4 17.Bxh6] **13.e4** By now, White has been allowed a little coup. **13...f6 14.exf6 Qxf6 15.hxg5 Bxg5 16.Nxg5 h6 17.Qf3 Rf8 18.Qxf6 Rxf6 19.Nh7 Rf3 20.Ke2 Rg3 ...1-0**

(87) Eastwick-Field S. R. - Stephens J. K. F. [D00]

WECU Minor (6), 1999

1.d4 d5 2.Bf4 Nc6 out of book **3.e3 a6** Not convinced. **4.Nf3 Nf6 5.c3 Bg4** Better than a previous occurrence of this line. **6.Nbd2** [6.h3 solves two problems: the pin and the retreat of the Bf4] **6...Nh5 7. Bg3 Nxc3 8.hxc3 f6 9.Qc2 g6 10.Bd3 f5 11.Ng5 Bh5** [1.72 Fritz 5.00: 11...e5 12.Ne6 Qd7 13.Nxf8 Rxf8 14.f3 Bh5 15.0-0-0 0-0-0 16.dxe5] **12.Bxf5 gxf5 13.Rxh5 Qd7 14.0-0-0 h6 15.Rdh1 e6 16.Qd1 0-0-0 17.Qf3 Qe7 18.Nh3 Bg7 19.Nf4 Qf7 20.R5h2 Ne7...1-0**

(88) Spink D. K. - Soper E. [D00]

WECU Minor (6), 1999

1.d4 d5 2.Bf4 Nf6 3.e3 Bf5 out of book **4.c3 e6 5.Nf3 h6 6.h3 Be7** [6...Bd6] **7.g4 Bh7 8.Nbd2** Both sides understand the basics of this opening. **8...Ne4 9.Nxe4 Bxe4 10.Bg2 Nd7 11.Qb3 Rb8 12.Rg1** [12.0-0] **12...0-0 13.Nd2 Bxc2 14.Rxc2 b6 15.c4 dxc4 16.Nxc4 Rc8 17.h4** [-0.59 Fritz 5.00: 17.Rd1 Bg5 18.Bg3 Bf6 19.e4 a6] **17...Bxh4 18.e4 Bg5 19.Qe3 Re8 20.e5 Nf8...0-1**

(89) Patching G. R. - Webber S. J. [D10]

WECU Minor (6), 1999

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 g6 5.Nf3 Bf5 out of book **6.Bd3 Bxd3 7.Qxd3 Bg7 8.0-0 Nbd7 9.Ne5** Oops. **9...Nxe5 10.dxe5 Ng4 11.Qd4** [-1.47 Fritz 5.00: 11.f4] **11...Nxe5 12.Qf4** [12.cxd5] **12...Nxc4 13. e4 Be5 14.Qh6 e6 15.f4 Bd4+ 16.Kh1 Ne3** [-1.50 Fritz 5.00: 16...Qf6 17.exd5 cxd5 18.Nb5 Bb6 19. Qg5 Qg7 20.Rd1 h6 21.Qg3] **17.Rf3** [-3.59 Fritz 5.00: 17.Bxe3 Bxe3 18.Rad1 Qc7 19.Rd3 Bc5 20.exd5 cxd5 21.Qg7 0-0-0] **17...dxe4 18.Nxe4** [-7.06 Fritz 5.00: 18.Bxe3 exf3 19.Rd1 fxg2+ 20.Kxc2 Bxe3 21. Rxd8+ Rxd8 22.Ne4 Bd4] **18...Qd5** Natural aggression but missing a trick: White's weak back rank. [0.53 Fritz 5.00: 18...Bg7 19.Nf6+ Kf8 20.Qxc7+ Kxc7 21.Nh5+ gxh5 22.Bxe3 h4 23.f5] **19.Ng5** [-7.59 Fritz 5.00: 19.Rxe3] **19...Ng4** [-3.50 Fritz 5.00: 19...Bg7 20.Bxe3 Bxh6 21.Rf2 Qf5 22.Rd1 f6 23.Bd4 Rd8] **20.Nh3** [-11.53 Fritz 5.00: 20.Qh3 f5 21.Rf1 h6 22.Nf3 Nf2+ 23.Rxf2 Bxf2 24.Bd2 Rd8] **20... Nxc4 ...0-1**

(90) Chamberlain D. - Holmes P. [D12]

WECU Minor (7), 1999

1.d4 d5 2.c4 c6 3.e3 Unambitious. 3...Nf6 4.Nc3 Bf5 5.Nf3 e6 6.Nh4 Bg4 7.Be2 Bxe2 8.Qxe2 I've seen so many of these do-nothing solid d4 set-ups for White. Get some muscle in it for Ford's sake. **8...Be7 9.Nf3 Nbd7 10.0-0 0-0 11.b3 Bb4 12.Bd2 Bxc3 13.Bxc3 Ne4 14.Bb4 Re8 15.Nd2 Nxd2 16.Bxd2 Nf6 17.f3 e5 18.dxe5 Rxe5 19.Bc3 d4 20.Bd2 dxe3 ...1/2-1/2**

(91) Willis A. R. - Atkins K. [A31]

WECU Minor (7), 1999

1.d4 Nf6 2.c4 c5 3.Nf3 g6 4.Bg5 out of book **4...Bg7 5.e3 cxd4 6.exd4 Ne4 7.Be3 Nc6 8.Be2 Qa5+ 9.Nbd2 d6 10.0-0 Bf5** Black is playing actively but is getting over-stretched. [1.59 Fritz 5.00: 10...Nxd2 11.Bxd2 Qf5 12.d5 Nd4 13.Nxd4 Bxd4 14.Qb3] **11.Nb3** [0.38 Fritz 5.00: 11.g4 Nxd2 12.Bxd2 Qb6 13.gxf5 Nxd4 14.Nxd4 Bxd4 15.Qa4+ Kf8] **11...Qd8 12.Nh4 Bd7 13.f4 e6 14.Nf3 d5 15.Ne5 f6 16.Nf3 a5 17.cxd5 exd5 18.Rc1 0-0 19.Nc5 Re8 20.Nxb7 Qb6 ...1-0**

(92) Primett A. D. - Foster P. [A23]

WECU Minor (7), 1999

1.c4 Nf6 2.Nc3 e5 3.g3 c6 4.Bg2 g6 Inconsistent. **5.d3 Bg7 6.Nf3 d6 7.0-0 Bg4 8.h3 Bxf3 9.Bxf3 0-0 10.e4** Having acquired the two Bishops, don't bury one! **10...Nbd7 11.Be3 a6 12.b4 b5 13.Bg2 Nb6 14.c5 dxc5 15.Bxc5 Re8 16.Qc2 Bf8 17.a4 Nbd7 18.Bxf8 Kxf8 19.a5 Kg7 20.Ne2 ...1/2-1/2**

(93) Manton P. - Wingrove S. [D06]

WECU Minor (7), 1999

1.d4 d5 2.Nf3 Nf6 3.e3 Bf5 4.c4 Right. **4...e6 5.Nc3 Ne4 6.Qb3 b6 7.cxd5 Nxc3 8.Qxc3 exd5 9.Bb5+ Bd7 10.Bxd7+ Qxd7** White would have quite a nice position if only he could get his c1 Bishop into play. **11.0-0 Nc6 12.a3 Bd6 13.Bd2 0-0 14.Rfc1 Ne7 15.Rc2 Rac8 16.b4 c5 17.dxc5 bxc5 18.bxc5 Rxc5 19.Qd3 Rxc2 20.Qxc2 Rc8 ...1/2-1/2**

(94) Buckley S. B. - Gardiner C. J. [B50]

WECU Minor (7), 1999

1.e4 c5 2.Nf3 Nc6 3.b3 d6 4.Bb2 Nf6 5.Nc3 e6 6.Bb5 out of book **6...Bd7 7.0-0 Be7 8.Qe2 0-0 9.Rad1 a6 10.Bxc6 Bxc6 11.d4 cxd4 12.Nxd4 Qc7** OK so far for White but what next? Black has absorbed what little pressure White has created. **13.f4 e5 14.Nf5 Bb5 15.Nxb5 axb5 16.a3 Rfd8 17.Qxb5 Nxe4 18.Qd3 Nc5 19.Qg3 Bf6 20.fxe5...1-0**

(95) Collier M. J. - Spooner K. C. [D94]

WECU Minor (7), 1999

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.e3 Bg7 5.Nf3 0-0 6.Bd2 c6 7.cxd5 out of book [7.b4 is the consistent plan, but I don't know the book.] **7...Nxd5 8.a3 Bg4 9.Be2 e6 10.Nxd5 exd5 11.Rf1** Odd - perhaps a failed attempt at castling, Rook first? **11...Nd7 12.Bb4 Re8 13.Bd6 Re6 14.Bg3 Bxf3 15.Bxf3 Nf6** [0.06 Fritz 5.00: 15...Qb6 16.Bg4 f5 17.Be2 Rae8 18.Qc2 Bxd4 19.0-0-0 Bg7] **16.b4 Qe8 17.Qb3 Ne4 18.Bxe4 Rxe4 19.Rb1** [-1.38 Fritz 5.00: 19.Kd2 Qd7 20.Rac1 a6 21.Qc3 Rae8 22.h3 Qe6] **19...a6** [-0.59 Fritz 5.00: 19...Rxd4 20.Rc1 Qe4 21.Ke2 Re8 22.b5 Qg4+ 23.f3 Qe6 24.Rc5] **20.a4** [-1.50 Fritz 5.00: 20.Kd2 Qe7 21.Kc1 h5 22.Qd3 Re8] **...1/2-1/2**

(96) Soper E. - Turner R. D. [D00]

WECU Minor (7), 1999

1.d4 d5 2.e3 Nf6 3.Bd3 e6 4.c3 [4.f4 may save a move one day] **4...c5 5.Nd2 Nbd7 6.f4 c4** A typical mistake, relieving the pressure. **7.Bc2 Be7 8.Nh3 0-0 9.0-0 b6 10.Qf3 b5 11.g4** Eric's in gear, Black's in trouble. **11...h6 12.e4** I'd leave the centre closed. [12.g5] **12...Bb7 13.Nf2 dxe4 14.Ndxe4 Rb8 15.Qe2 Nh7 16.Ng3 Bd5 17.Bd2 g6 18.Be4 Nhf6 19.Bxd5 exd5 20.Qf3 Nb6 ...1-0**

(97) Chapman T. J. - Cuggy M. J. [B22]

WECU Minor (7), 1999

1.e4 c5 2.c3 d6 3.d4 cxd4 out of book [3...Nf6] **4.cxd4 Nf6 5.Nc3 g6 6.h3 Bg7 7.Be3 0-0 8.Nf3** The GMs have been playing like this recently, but it looks passive for Black to me. **8...b6 9.Bd3 Nc6 10.Rc1**

[10.0-0] **10...Nb4 11.Bb1 Ba6** Bingo. **12.a3 Nc6 13.Bd3 Qc8** [2.38 Fritz 5.00: 13...Bxd3 14.Qxd3 Rc8 15.d5 Na5 16.0-0 Nc4] **14.0-0** [0.69 Fritz 5.00: 14.Nd5 Bxd3 15.Qxd3 Re8 16.Nxf6+ exf6] **14...Qb7 15. Re1 Rac8 16.Qd2 Na5 17.Qd1 Bxd3 18.Qxd3 Nc4 19.Rc2 Rc7** [1.84 Fritz 5.00: 19...Nxe3 20.Rxe3 Rc7 21.Re1 Rfc8 22.Rec1 d5] **20.Nb5 ...1-0**

(98) Young A. - Clarke J. W. [C30]

WECU Minor (7), 1999

1.e4 e5 2.f4 Nf6 3.Bc4 out of book [3.Nf3; 3.fxe5] **3...d5** Right. **4.exd5 Nxd5 5.Qf3** [-0.84 Fritz 5.00: 5. Qh5 Nc6 6.fxe5 Nd4 7.Bd3 Nf4] **5...Nxf4 6.Ne2 Qh4+ 7.g3 Ng2+ 8.Qxg2 Qxc4** lucky **9.Nbc3 Bd7** [-0.59 Fritz 5.00: 9...Qc6 10.Qxc6+ Nxc6 11.d3 Bc5 12.Bg5 Be6 13.Rf1 h6 14.Bh4] **10.Qxb7 Qc6 11. Qxc6 Bxc6 12.Rf1 Be7 13.d3 h5 14.Be3 a5 15.Kd2 Na6 16.Ne4 Rd8 17.Ng5 Bxg5 18.Bxg5 f6 19.Be3 Nb4 20.a3 Nd5 ...1/2-1/2**

(99) Webber S. J. - Ariss J. [A21]

WECU Minor (7), 1999

1.c4 e5 2.Nc3 g6 3.d3 d6 4.g3 Bg7 5.Nf3 Nf6 6.Bg2 0-0 7.Be3 out of book: this Bishop proves more of a problem than anything - it should support the b4-b5 advance, but this never happens. **7...Nc6 8.Qd2 Ng4 9.Bg5 f6 10.Bh4 Nh6** [10...g5] **11.Ng5 Nd4 12.Nh3** [-1.22 Fritz 5.00: 12.0-0 c6 13.Nge4 Nhf5 14. e3] **12...Nf7** [-0.06 Fritz 5.00: 12...Bxh3 13.Bxh3 g5] **13.0-0-0 g5 14.f4 gxh4 15.fxe5 fxe5 16.gxh4 Qxh4 17.Nd5** [-5.56 Fritz 5.00: 17.Ng1 Ng5 18.Qe1 Qxe1 19.Rxe1 c6 20.h4 Nge6 21.Nf3 Nf4] **17... Bxh3 18.Bxh3 Qxh3 19.Rdg1 Kh8 20.e3 c5** [-4.28 Fritz 5.00: 20...Nf3 21.Qg2 Nxc1 22.Rxc1 Qxc1 23. Rxc1 Bh6 24.Rg3 c6 25.Nc7] **21.exd4** [-9.06 Fritz 5.00: 21.Rg3 Qd7 22.Rxc1 Kxc1 23.exd4 cxd4 24. Rg1+ Kh8 25.Qf2 Ng5] **21...Bh6 ...0-1**

(100) Stephens J. K. F. - Freke R. B. [C44]

WECU Minor (7), 1999

1.e4 Nc6 2.c3 e5 3.Nf3 Nf6 4.d3 d5 5.Nbd2 Bd6 out of book **6.b3** A bit random. **6...Bg4 7.Be2 0-0 8.0-0 d4 9.cxd4 exd4 10.Bb2 Bc5 11.h3 Be6 12.Rc1 Bb6 13.a3 Qd6 14.b4 Ne5** [0.88 Fritz 5.00: 14...a6 15. Nc4 Bxc4 16.dxc4 Qf4 17.c5 Ba7 18.e5 Nd7 19.Nxd4] **15.Nxe5 Qxe5 16.Nf3 Qf4 17.Bxd4 Bxd4 18. Nxd4 Rad8 19.Nxe6 fxe6 20.Qc2 Rd7 21.Qa4 c6 ...1-0**

(101) Whitfield F. H. - Waters R. G. [A46]

WECU Minor (7), 1999

1.d4 Nf6 2.Nf3 e6 3.e3 c5 4.Bd3 cxd4 5.exd4 Nc6 6.0-0 b6 7.c3 Bb7 8.Bg5 Be7 9.Nbd2 Rc8 10.Re1 0-0 11.Qe2 d5 Black has played this opening soundly but without a plan in mind, as we can tell because the Bb7 has just been smothered. **12.Ne5 Nxe5 13.dxe5 Ne8 14.Bxe7 Qxe7 15.Nf3 f6 16.Nd4 f5** Always the problem with ...f6! **17.Ba6 Rc7 18.Bxb7 Rxb7 19.f4 g6 20.Rf1 Ng7 ...1/2-1/2**

(102) Burt D. F. - Eastwick-Field S. R. [A05]

WECU Minor (7), 1999

1.Nf3 Nf6 2.b4 d5 3.Bb2 e6 4.a3 Be7 5.e3 Nbd7 6.c4 c6 7.c5 Often wrong. **7...b6 8.d4 bxc5 9.dxc5 a5** Picking a fight where White is strong: Black should finish developing, then perhaps go for ...e5. **10.Nbd2 0-0 11.Bd3 Ba6 12.Qe2 Bxd3 13.Qxd3 axb4 14.axb4 Rxa1+ 15.Bxa1 Qa8 16.0-0 Qb7 17.Rb1 Ra8 18.e4** Black should have the centre, not White. **18...dxe4 19.Nxe4 Nxe4 20.Qxe4 Rb8 ...1/2-1/2**

(103) Mansfield A. C. - Spink D. K. [D04]

WECU Minor (7), 1999

1.d4 d5 2.Nf3 Bf5 3.e3 Nf6 4.Bd3 out of book **4...Bg6 5.c4 dxc4 6.Bxc4** Black seems to have wasted a lot of time: White has two moves visible which Black lacks. **6...e6 7.Nc3 c6 8.0-0 Nbd7 9.Re1 Bd6 10.e4** Right plan. **10...Bc7 11.d5** Right idea again with Black uncastled, but may lead to no advantage with best play by Black. **11...0-0** [0.81 Fritz 5.00: 11...Ne5 12.Nxe5 Bxe5 13.dxe6 fxe6 14.Bxe6 Nxe4 15.Nxe4 Qxd1 16.Rxd1] **12.dxe6 Ne5 13.Nxe5 Bxe5 14.Qb3 Qe7 15.exf7+ Bxf7 16.Bxf7+ Rxf7 17.Be3 Kh8 18.Rad1 b6 19.h3 Raf8 20.Re2** [0.28 Fritz 5.00: 20.Bg5 h6 21.Be3 Re8 22.Bd4 Bxd4] **20...Qc7** [1.09 Fritz 5.00: 20...Bxc3 21.Qxc3 Nxe4 22.Qc2 Re8 23.Rde1 Qf6] **...1-0**

(104) Aldwin B. - Patching G .R. [A02]

WECU Minor (7), 1999

1.f4 e5 2.fxe5 d6 3.Nf3 Nd7 out of book: not in the maximising spirit of the From. **4.d4 c5 5.c3 b6 6.g3** (Wince.) **6...Bb7 7.Bg2 Bxf3** [1.28 Fritz 5.00: 7...dxe5 This is what White should have seen coming - and Black! 8.dxe5 Nxe5 9.0-0 Nd7 10.Bg5 Ngf6 11.Nbd2] **8.exf3** [0.34 Fritz 5.00: 8.Bxf3 Rc8 9.exd6 Bxd6 10.0-0 cxd4 11.Qxd4 Ndf6] **8...dxe5 9.Qe2 Qc7** [0.84 Fritz 5.00: 9...cxd4 10.cxd4 Qe7 11.d5 Rc8 12.Nc3 Qd6] **10.f4 f6** Unlikely to be right, even if it didn't hang the Rook! [3.81 Fritz 5.00: 10...Rd8 11.dxe5 Be7 12.Na3 Nf8 13.Bd2 Qd7 14.0-0-0 Ne6 15.Nc4] **11.Bxa8 Bd6 12.Bg2 Ne7 13.0-0 0-0 14.dxe5 fxe5 15.fxe5 Bxe5 16.Rxf8+ Nxf8 17.Bf4 Bxf4 18.gxf4 Nd5** [8.00 Fritz 5.00: 18...Nfg6 19.Qc4+ Kh8 20.Na3 Nxf4 21.Nb5 Qb8 22.Re1 Ng8 23.Qf7] **19.Bxd5+ Kh8 20.Qe4 h6 ...1-0**

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club: New starting formations (Tabi'at)

Contents

- [Introduction: Tabi'at](#)
 - [Modern Examples](#)
 - [The French Tarrasch - Pawn formations](#)
 - [The French Tarrasch - ideas and moves](#)
-

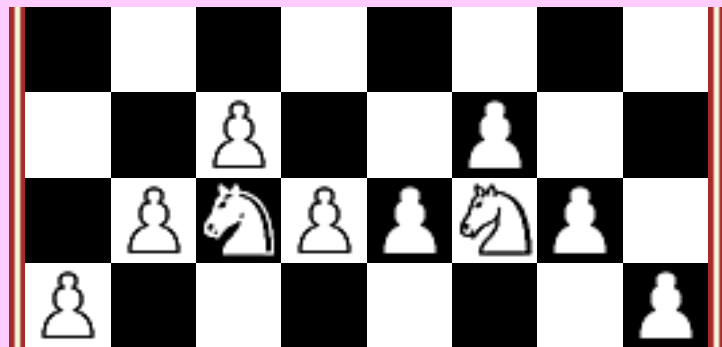
Introduction: Tabi'at

The old game of chess

Modern (Western) chess originated from the Persian game of *shatranj* , itself a derivation of the very similar Hindu game of *chaturanga* . The rules of *shatranj* (no double Pawn moves or castling, weaker Queen (*firzan*) and Bishop (*fil*)

made it a slow game with a deferred clash of forces. This encouraged the development of *tabi'a* (starting formations), a recognised arrangement of forces which could be aimed for almost regardless of the opponent's play. You will find written *tabi'a tabia* and *tabiya* , the plural is *tabi'at*.

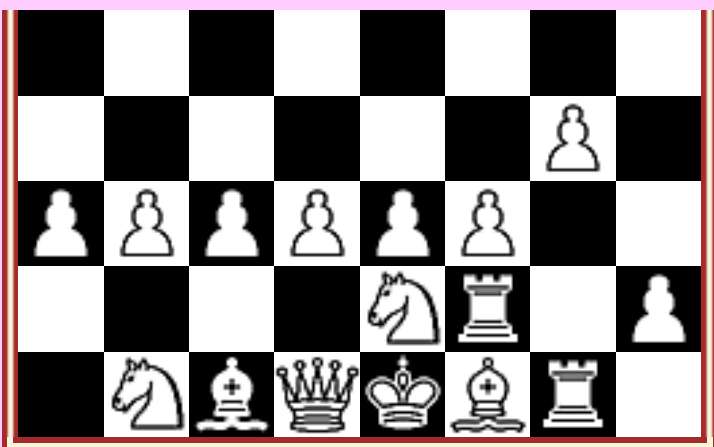
Hooper and Whyld in their excellent *Oxford Companion to Chess* give a selection of *tabi'at*.





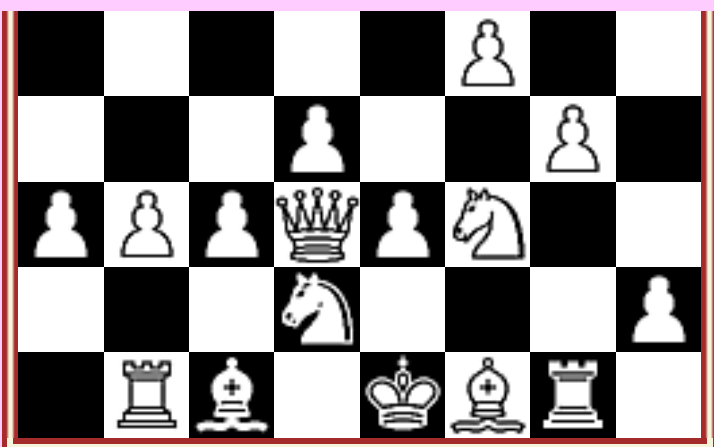
mujannah (= "flank opening")

N.B. the pieces on c1 and f1 are *fils* , the piece on d1 a *firzan*



sayyal (= "torrent")

A King's-side attacking formation.



Muwashshah (= "richly girdled")

In practice, say H&W, the opponent would never allow the completion of this strong attacking formation.

Some players have tried to interpret old *tabi'at* in modern chess, for example the *mujannah* can arise from Bird's opening. This is unnecessary, for modern chess has its own *tabi'at*. The Soviet literature is quite rich in uses of the term in modern chess.

Modern Tabi'at

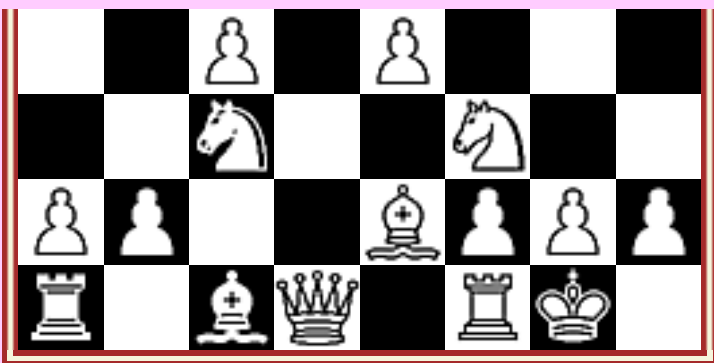
Old Stodge



I am uncomfortably aware that for some players, especially juniors, this is a *tabi'a*. I wouldn't mind so much if I thought they had the slightest idea what to do when they got this far.

King's Indian

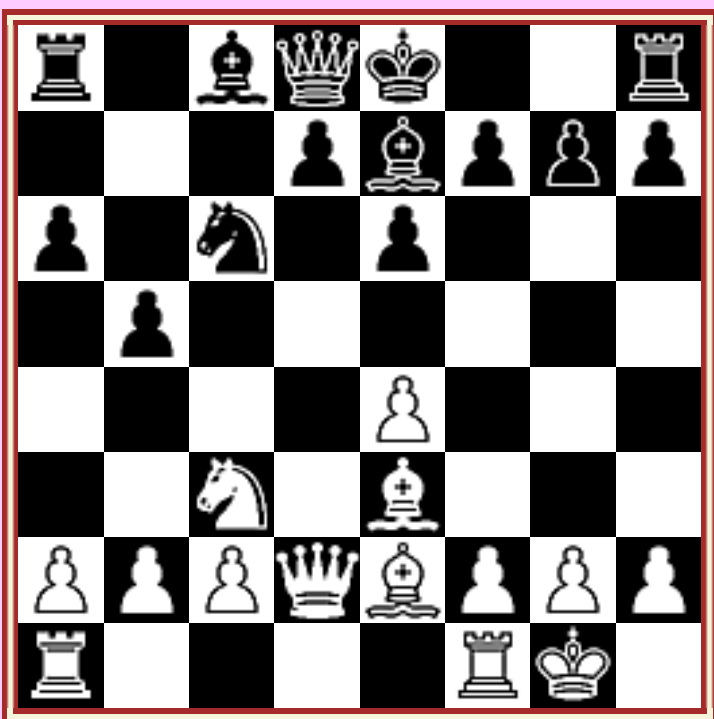




There are strong arguments for supposing this to be a modern *tabi'a* . Both sides set up their formations without any great account being taken of the moves of their opponent, and from here a great many alternative plans are available to each player.

Sicilian Taimanov

The veteran Russian GM Mark Taimanov is just one author who uses the term in his writings.



*"This is one of the typical tabias (**sic**) of the Taimanov system. As in many similar variations, this position is assessed as favourable for White.*

"White has an advantage in the centre, harmonious development, pressure along the d-file and a wide choice of plans to gain the initiative. Black is slightly restricted (at least in the centre), and he has to spend time (at least three tempi)

on development.

"Nevertheless, many practical examples show that Black's position is quite viable. What is the secret?"

"First of all, Black's position is invulnerable as yet, because his pieces control the whole defensive region, so it is difficult to approach his position (the only worrying aspect is the weakened d6 square). Besides, Black has good opportunities of his own in prospect. For instance, if he manages to arrange his pieces freely according to the scheme ...Qc7, ...Rfd8, ...Bb7, ...Rac8, then he can count on promising counterplay on the Queen's-side connected with ...Nc6-a5-c4, and, in some cases, on pressure along the a8-h1 diagonal. That is why the theoretical debate concerned with this variation has already been going on for several decades, deepening the understanding of the position for both sides, but not coming to a final conclusion.

"Obviously, White's attempts to gain the initiative can be linked either to the weak d6 square (12. Bf4), or to active play in the centre and King's-side (11.f4 or 11.Rad1, etc.)."

The book gives two games:

11.Rad1 [or 11.f4 Bb7 12.e5!? Na5!? 13.Bd3 Rc8 14.Ne2 Nc4 15.Bxc4 Rxc4 16. Rad1 Qc8 (Black is better) 17.c3 b4!? 18.Rc1 0-0 19.b3 bxc3 20.Nxc3 Rc6 21.Na4 Ba3 22.Rxc6 Qxc6 23.Nb6 d6!? 24.exd6 Bxd6 25.Rc1 Qe4 26.Rc4 Qb1+ 27.Rc1 Qg6 28.Qc2 Be4 29.Qf2 Rd8!? 30.Rd1 Bc7 31.Rxd8+ Bxd8 32.Nc4 Bd5 33.Nd2 h6 34.h3 a5 35.Nf3 Bc7 36.Nd4 Qb1+ 37.Kh2 g5!? 38.Nb5 Bxf4+ 39.Bxf4 gxf4 40. Nc3 Qf5... Unzicker,W-Taimanov,M/Wijk aan Zee 1981/0-1 (53)] **11...0-0 12.Bf4 Qa5!? 13.a3 Rd8 14.Bd6 Bb7 15.Bxe7 Nxe7 16.Qg5!? f6 17.Qc5 Nc6 18. Rd6 Rac8 19.Rfd1 Nb8 20.Qe3 Rc6 21.R6d4 Qb6 22.Qh3 Qc5 23.Nd5!! exd5 24.exd5 Rd6 25.c4! bxc4 26.Rxc4 Qa5 27.Rh4! h6 28.Rxh6! Rxd5 29. Rh8+ Kf7 30.Bc4 Ke7 31.Bxd5 Bxd5 32.Rxd8 Nc6 33.Re8+! 1-0 Sznapik,A - Donchev,D [or B46] Prague (11), 1985**

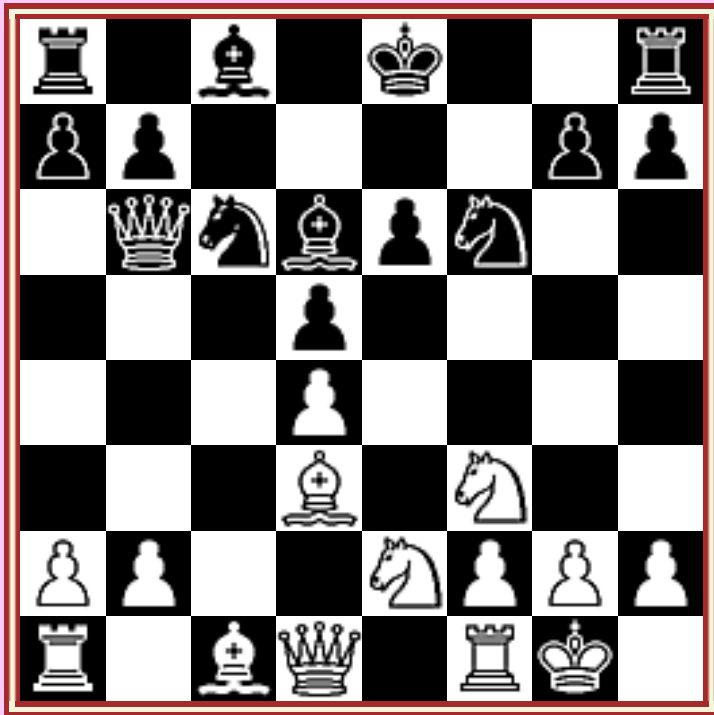
French Tarrasch

There are two parallel but over-lapping variations of the main line **3...Nf6** French Tarrasch.

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.

cx d4 f6 9. exf6 Nxf6 10. Nf3 Bd6

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 cxd4 8. cxd4 Qb6 9. Nf3 f6 10. exf6 Nxf6 11. O-O Bd6



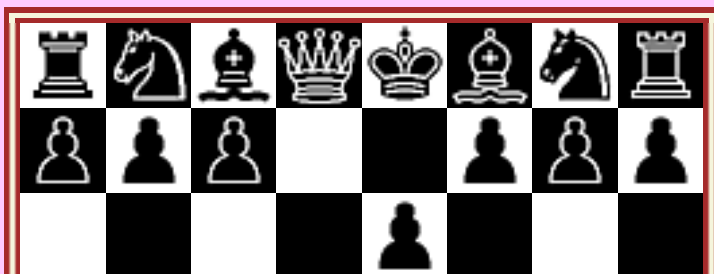
Tony D strongly recommends having this type of position in your repertoire, and being able to play it for both sides. The point is, there are some very common Pawn formations to be mastered here, and you can read a lot of the plans right off the Pawn structure. However, the Pawn structure is not fixed.

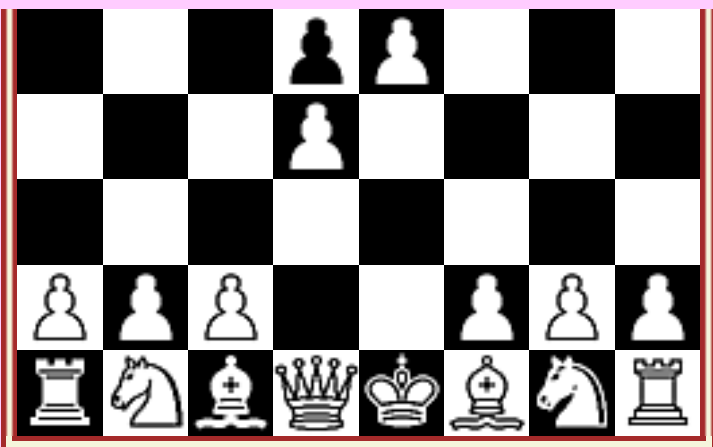
A French root and some branches

The classic French structure arises after the Pawn moves:

e4 d4 e5

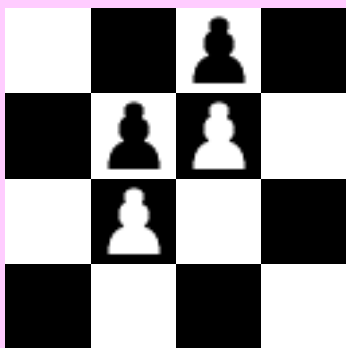
...e6 ...d5





As both sides contest the centre, this fundamental structure is altered.

The basic French centre



There are some themes here that re-appear in many variations below.

Black has a poor light-squared Bishop, at least for the moment. Black would like to exchange light-squared Bishops, White would like to exchange dark-squared Bishops.

White has more space and a potential King's-side attacking position.

Black, who has the move, will attempt to attack the chain with Pawn moves like:

...c5 ...f6 ...cxd4 ...fxe5 ...f5

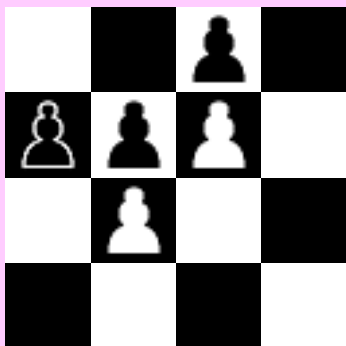
Black will continue to put pressure on d4 and can extend the scope of the attack to c3 by advancing the b-Pawn. Nimzovitch, who studied the Advance Variation, always recommended the attack on the base of the Pawn chain. Since Nimzo, and since the development of the Tarrasch variation, we see much more virtue in attacking the head. In fact, we see a lot more ...f6s in the Advance these days.

White will defend or change the centre with Pawn moves like:

c3 f4 dxc4 exf6

White must try to make the space or the attack tell without allowing Black to destroy the centre and without getting in a tangle. Black will use obvious piece moves like ...Nc6 and ...Qb6 to put pressure on the Pawn centre. The immediate Pawn attack, around which Black's development in this line revolves, is:

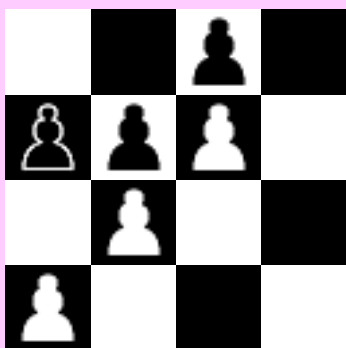
...c5



[or Black can try and do without this move in other lines of the French (Guimard).]

c3

French tension centre

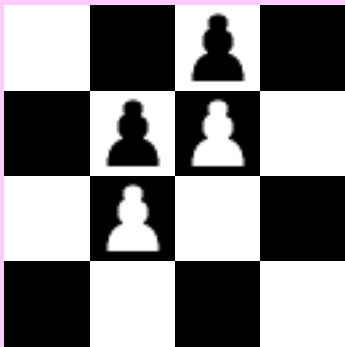


White usually tries to hold the centre initially with c2-c3.

After an exchange of Pawns:

...cxd4, cxd4

French centre with open c-file

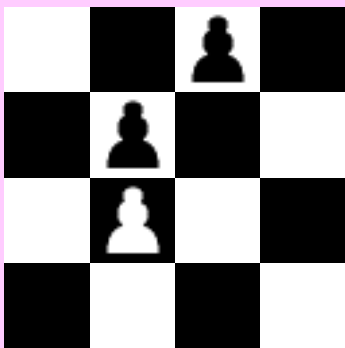


The exchange relieves a certain amount of central pressure, but brings the base of White's Pawn chain a little nearer Black's pieces.

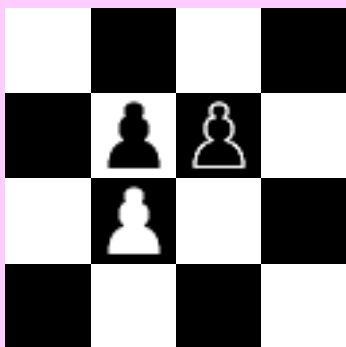
The open c-file allows a variety of new possibilities for Black, most notably use of the b4 square (...Bb4+, ...Nb4).

...f6, exf6 Nxf6

Two weaknesses



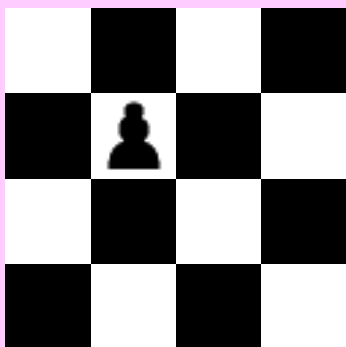
This is the key formation we will discuss in more detail below. The two Pawn weaknesses alluded to are Pe6 and Pd4; the Pe6 is weaker, being exposed on a half-open file, and White has the advantage of being able to play on e5 as well as e6. However, Black can attack d4 just as easily as White can attack e6, and can even hope to get in the dynamic ...e6-e5:



After an exchange of Pawns (White naturally does not want to allow ...e5-e4) we develop the:

IQP centre

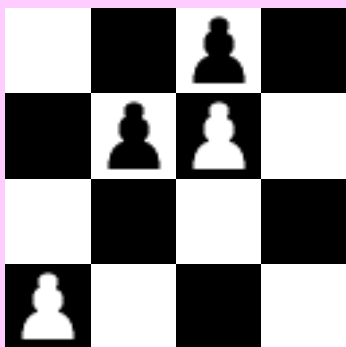
Isolated *passed* Queen Pawn.



White should behave the same as in an IQP centre, blockading the Pawn and holding Black to its defence, looking for second weaknesses; Black should look for attacking chances on the open lines, and chances to advance the passed Pawn.

***dx*c5**

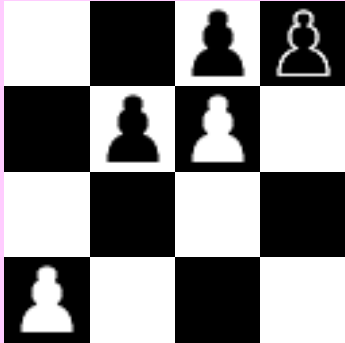
French strongpoint centre.



White gives up d4, the better to hang on to the single point e5. Also, this exchange may wrong-foot Black by requiring a recapture on c5.

Black will typically try to destroy this centre with

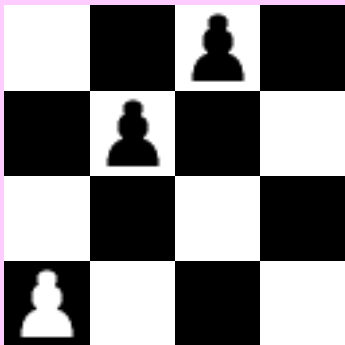
...f6



With the head of the White Pawn chain so close to hand and under such pressure, it is hard for White to defend it and we normally see an exchange.

This leads to the next central formation:

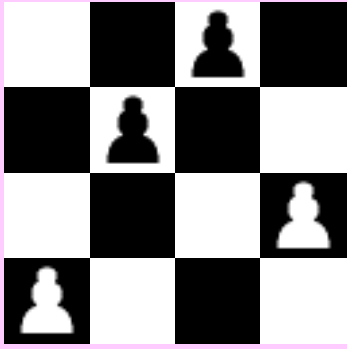
Isolated Pawn couple



This is quite a stable formation which can dominate planning in the early middle game. Black has a concrete weakness on e6 and a weak square on e5. This is why White is so happy to exchange: a lot of the cramp exerted by the previous structure still persists and White now has open lines against plain targets.

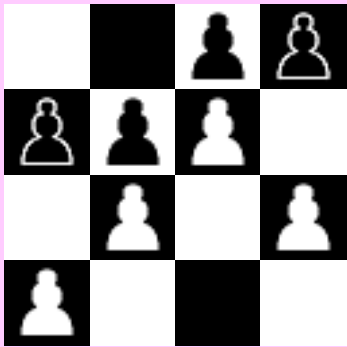
Black would ideally like to achieve ...e6-e5, dominating the centre. White, not unnaturally, would prefer to restrain this, and so moves like Re1, Ne5, Bf4 and so on are all key. White would perhaps also like to achieve f2-f4, but may need to move the Nf3 to do so.

You very often get a similar centre with f4 from the main line of the Classical Variation:



French very tense centre.

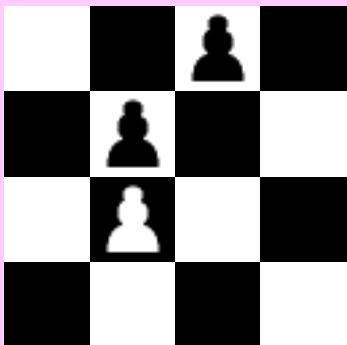
From the Tarrasch with 5.f4:



This centre could resolve into almost any other formation! In fact the tension may be enhanced by a Black ...g7-g5.

Some specifics

We'll look in detail at the "Two weaknesses" formation as seen in the ...Nf6 French Tarrasch.



The ideas and the moves

This French Tarrasch *tabi'a* is a complex formation with a nearly full complement of pieces and Pawns and a wide variety of plans available to each side. We can see in each of the games below a rich interplay of desirable strategic ideas tempered by tactical realities. It is even impossible to generalise on which wing each player will attack: Black has several King's-side attacking ideas like ...Ng4, ...Bxh2 and ...Rxf3

To look at specifics, I'll choose the less common ...Qb6 line.

This is because:

1. The more common Qc7 line is a jungle (although we can transpose)
2. The more common line Qc7 can be avoided by the murky 8.Nf4 variation, winning the exchange.
3. This less common Qb6 line has a superb how-to-play guide in John Watson's book.

MacDonald and Harley note that the Qb6 often comes back to Qc7, helping protect the King. But this is no waste of time because typically White has had to spend time coping with the attacks on b2 and d4, and may have settled for the passive Be3. They also note that Farago always plays ...Qb6 and is never in any trouble!



This is the position after Black's move 11, with White to move.

The Black Queen attacks Pawns on b2 and d4, restricting White's development. If the Bc1 moves, the b2 Pawn is hanging. If either Knight moves, the d4 Pawn isn't really hanging, because after ...Nxd4; Nxd4 Qxd4, the Bd3 can play away with check, winning the Qd4. But the Ne2 really will move one day, and the Black King may not always be on a checkable square. In fact, one common idea is for Black to play ...Kh8, threatening the d-Pawn. After castling, Black's Rook has occupied the half-open f-file, with new ideas like ...Rf8xf3 or xf2. Black's pieces are all quite active and White has yet to untangle; White is no position yet to exploit the static weakness of the Pe6 and the temporarily poor Bc8. Black has some unobvious moves like ...Nb4 (hitting d3/c2) and ...Ng4 (hitting ../e5), or manoeuvring either Knight to f5 (...Nc6-e7-f5/ ...Nf6-g4-h6-f5) to keep White from settling into a sound attacking position, and some enterprising ideas like ...Bc8-d7-e8-h5 to activate the Bishop.

What are White's choices here? Almost every legal move has been played!

- a. 12.Rb1 - idea: protect the b-Pawn and play Bf4
- b. 12.Ng3 - idea: control ../h5, block ...Bd6xh2
- c. 12.Bg5?! - ideas: gambit b-Pawn, play Bg5-h4-g3 to swap dark-squared Bishops
- d. 12.a3 - ideas: advance b-Pawn to b4, harass Nc6, occupy c5; prevent ...Nb4 (maybe organise Bc2/Qd3) (development lagging though)
- e. 12.Re1 - idea: pressure on e5/Pe6/Ke8, but weakens f2; often transposes below
- f. 12.Qd2 - idea: Qg5
- g. 12.Bf4 - ideas: exchange Bd6, gambit Pb2; there is sometimes the trick ... Bxf4; Nxf4, Nxd4!; Nxd4, e5!
- h. 12.b3 - ideas: protect b-Pawn, move Bc1 to f4 (or b2)
- i. 12.Nf4 - idea: hit e6. A critical try although Black can gambit the Pe6
- j. 12.Bd2 - idea: to c3 securing b2 and d4; slow
- k. 12.Nc3 - the flexible main line, committing White to nothing (although giving up Bf4). It adds some new ideas like Nc3-b5, or, after ...a6, Nc3-a4-b6

This actually doesn't exhaust the ideas, just the moves! One more idea is Ra1-c1xc6, undermining e5.

How might the game go after 12. Nc3?



Tseitlin, M-Beake, B/Hastings Challengers 1990/EXP 21/1-0 (57)

This key game was given in John Watson's book, although he safeguards the Black pieces to a B Becke. This continues a fine tradition of mis-attributing key games by Exeter players, after BCO gave a critical Petroff variation played by HV Mallison (against Hugh Alexander) as being essayed by Mattison, the Latvian problemist.

[We spent some time looking at the variations in Watson's book]

I find all this detail daunting, but Tony D says the detail is not so important as the ideas - there are a lot of games, but not so much theory! The idea being that Black can solve problems over the board. On the other hand, Watson says "Theory has exploded!". Perhaps the real answer is, ideas first, theory second. There are lots of ideas in "non-theoretical" openings which are not widely known, and players get by in blissful ignorance because their opponents don't know the theory either! For examples, look at the [Beating the Anti-Indians](#) document.

Your comments and experiences are welcome!

P.S. Other French centres

If White avoids e4-e5 we get other centres; while the Pawn is on e4 either White or Black can exchange, which lead to very different types of game.

Bibliography:

Hooper, David & Whyld, Ken. **Oxford Companion to Chess** (2nd edition). O.U.P.

Taimanov, Mark. **The Sicilian Taimanov System** . Batsford

Watson, John. **Play the French** (revised third edition). Cadogan.

MacDonald, Neil & Harley, Andrew. **Mastering the French** . Batsford.

Back to [Chess Coaching Page](#)

This document (tabiat.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club: Beating the Anti-Indians

Playing Black in Indian systems without c2-c4: a repertoire for the ...g6 and the ...e6 player

Daniel Hill, Dave Regis and Steve Webb ([Credits](#))

- [A. Colle System](#)

- [Black plays ...g6 against the Colle](#)
- [Colle system vs. King's Indian](#)
 - [Belavanets - Bronstein 13th USSR semi-final, 1941](#)
- [Black plays ...e6 against the Colle](#)
- [Colle with ...b6](#)
 - [Colle, Edgar - Capablanca, Jose \(18\) \[A47\] *Karlsbad, 1929](#)

- [B. London System](#)

- [Black plays ...g6 against the London System](#)
 - [Polugaevsky-Gufeld, 1979](#)
 - [Hills-Webb 1995](#)

- [Black plays ...e6 against the London System](#)

- [C. Torre Attack/Torre System vs. King Fianchetto](#)

- [Black plays ...g6 against the Bg5 system](#)

- [5. Bxf6 e.g. Spiridonov, N-Kasparov, Gary/Skara \(4\) 1980](#)
- [5. c3 Bisguier, Arthur-Fischer, Robert/New York ch-US Rd: 5 1965](#)
- [Short Nigel D-Kasparov Gary/Cup World, Reykjavik \(Iceland\) 1989](#)

- [Torre Attack \(Bg5 against ...e6\)](#)

- [Risky 4...Qb6](#)
 - [Passive 5. Qc1](#)
 - [Aggressive 5. Nbd2](#)
- [Positional 4... cxd4](#)

- [Bronstein-Ward, Maidstone 1994 /0-1](#)

- [D. Trompovsky](#)

- [Black plays ...g6 against the Trompovsky](#)
- [Black plays ...e6 against the Trompovsky](#)

- [E. Systems with g3](#)

- [Black plays ...g6 against g3](#)
 - [Arkell-Nunn/London 1992](#)

- [Black plays ...e6 against the g3 system](#)

- [F. Systems with a delayed c4](#)

- [G. Stonewall Opening](#)

- [Black plays ...g6 against the Stonewall](#)
- [Black plays ...e6 against the Stonewall](#)

- [H. The Richter-Veresov system](#)

- [Black plays ...g6 against the Veresov](#)
- [Black plays ...e6 against the Veresov](#)

A. Colle System

1. d4 Nf6 2. Nf3 and 3. e3



White will play slowly for the e2-e4 break, opening up the game.

There is a club booklet on the [Colle](#).

Black plays ...g6 against the Colle

This is well-known as a good system: the Bd3 bites on granite and e3-e4 results in a Pirc-style game satisfactory for Black.

The Colle proper is a system which follows 1. d4 d5, which is not the Indian move-order, but you may end up in the line below:

4. c3



4... g6 5. Nbd2 Nbd7 6. Bd3 Bg7 7. O-O O-O



Now Fine says White is best advised to play

8. b4=

Since

[8. e4 dxe4 9. Nxe4 cxd4 10. Nxd4 Ne5 11. Nxf6+ Bxf6 12. Be2 Bd7 is =+]

Colle system vs. King's Indian

1. d4 Nf6 2. Nf3 g6 3. e3



Now e2-e4 just loses a tempo on the Pirc, if that's in your repertoire (which it should be! White has more than one way to try and transpose...). Otherwise White can try to get into a main line as below:

Belavanets - Bronstein 13th USSR semi-final, 1941

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. g3 g6 6. Bg2 Bg7 7. O-O O-O 8. b3 Re8 9. e3 c6 10. Qc2 Qa5 11. a4 Nf8 12. Ba3 Bf5 13. Qb2 Rad8 14. Rfd1 e4 15. Nd2 Ne6



The Qa5 is not typical, but we can see several themes here:

fianchetto of the King's bishop

use of the e-pawn to gain an initiative on the K-side

over-protection of the advanced e4-pawn

move all the pieces to the K-side in a committal attack

16. b4 Qc7 17. Rdb1 Qd7 18. c5 Ng5

More over-protection

19. cxd6 Bh3 20. Bh1 Qf5 21. Ne2 Nd5 22. b5 Bg4



23. Kf1

Two sword-swipes with the Knights decide the game.

23...Nxe3+ 24. Ke1 Nf3+ 0-1

Black plays ...e6 against the Colle

3. e3



Of course 3...e6 gives Black a problem developing the Bc8. It can hold back and wait for ...e6-e5, but it is more natural to develop it either on the long diagonal or immediately (after ...d5 and before ...e6).

3... Bg4 4. Nbd2 Nbd7 5. h3 Bh5 6. c4 e6 7. Qb3 Rb8



about equal: Kovacevic-Timman 1984]

Colle with ...b6

2... b6 3. e3 Bb7

"The Queen's Indian formation against the Colle-Zukertort has a reputation for reliability; Black indeed had a good plus score in the games examined." TRENDS

4. Bd3 e6 5. O-O c5



6. Nbd2

[6. c3 is the traditional recipe]

6... Be7

is the main line but others are known:

[6... cxd4 7. exd4 Be7 8. Re1 O-O 9. a4 a6 10. Nf1 d6= Kovacevic-Hulak, 1985 (BCO)]

[6... d6 is known to theory]

[6... Nc6!? 7. b3

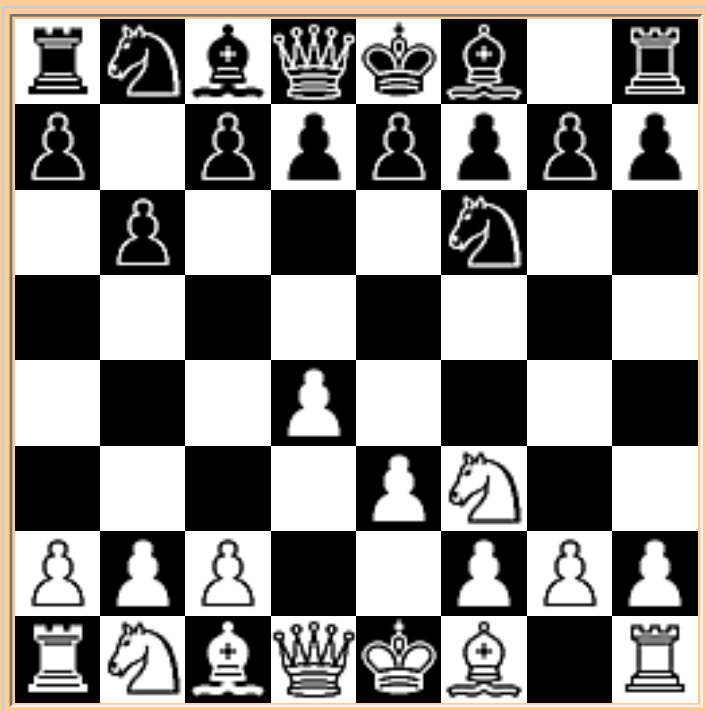
[7. a3 Be7 8. Re1 O-O 9. b3 d6 10. Bb2 Re8 11. c4 Nb8 Yusupov-Sax, 1988 (1/2-1/2, 63)]

7... cxd4 8. exd4 Nb4 9. Be2 Rc8 10. c4 d5 Yusupov-Chernin, 1987 (1/2-1/2, 18)]

Example Game:

Colle,Edgar - Capablanca,Jose (18) [A47] *Karlsbad, 1929

1. d4 Nf6 2. Nf3 b6 3. e3



3... Bb7 4. Nbd2 e6 5. Bd3 c5 6. O-O Nc6 7. c3 Be7 8. e4 cxd4 9. Nxd4 O-O 10. Qe2



10... Ne5 11. Bc2 Qc8 12. f4 Ba6 13. Qd1 Nc6 14. Rf3



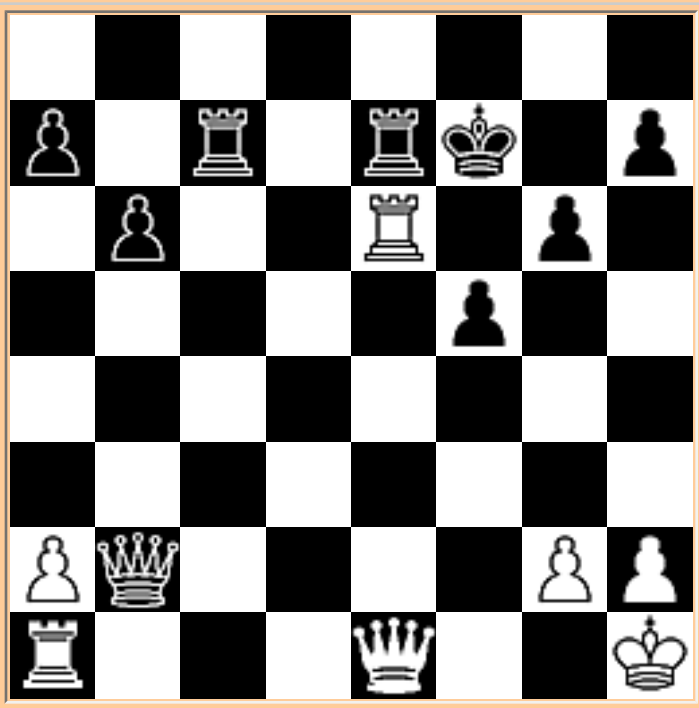
14... g6 15. N2b3 Nxd4 16. Nxd4 Bb7 17. Qe2 Bc5 18. Rh3 Qc6 19. e5 Nd5 20. Qf2



20... Bxd4 21. cxd4 Rac8 22. Bd1 f6 23. Qh4 Rf7



24. Bf3 Qc4 25. Be3 Nxe3 26. Bxb7 Nf5 27. Qe1 Rc7 28. Be4 Qxd4+ 29. Kh1 fxe5 30. Bxf5 exf5 31. fxe5 Re7 32. Re3 Qxb2 33. e6 dxe6 34. Rxe6 Kf7

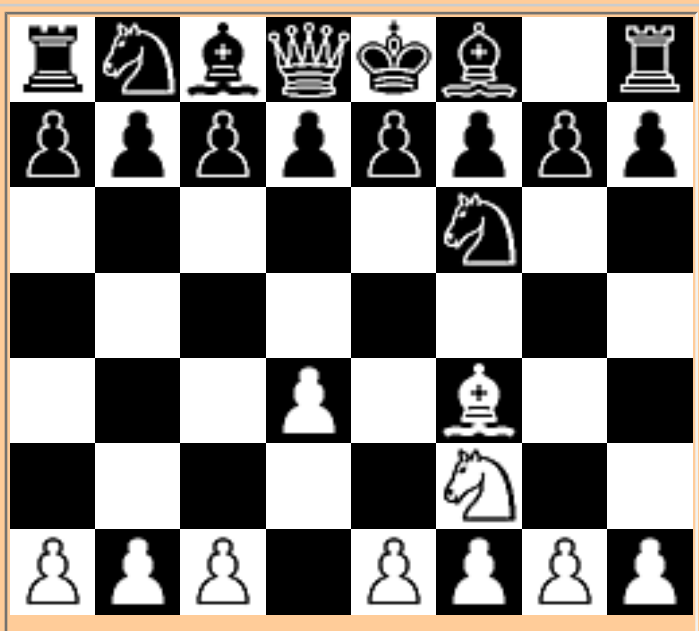


White is two pawns down with still the worse position, so:

0-1

B. London System

1. d4 Nf6 2. Nf3 and 3. Bf4





White holds the centre and develops quickly, attacking on either side as the opportunity arises.

Black plays ...g6 against the London System



The Bishop rather invites ...d6 and ...e5.

3... Bg7 4. e3 d6

[4... d5 is recommended by Varnusz, but may not sit easily in the repertoire of a KID player. Also anecdotal evidence suggests that ...d5 may suit a London player's style]

5. h3

To preserve the Bf4, but it has at the moment little scope and its position even invites ...e5. We will look at an example game:

Polugaevsky-Gufeld, 1979

5... O-O 6. Be2 c5 7. Nbd2 cxd4 8. exd4 Nc6 9. O-O Bf5 10. c3 Rc8=

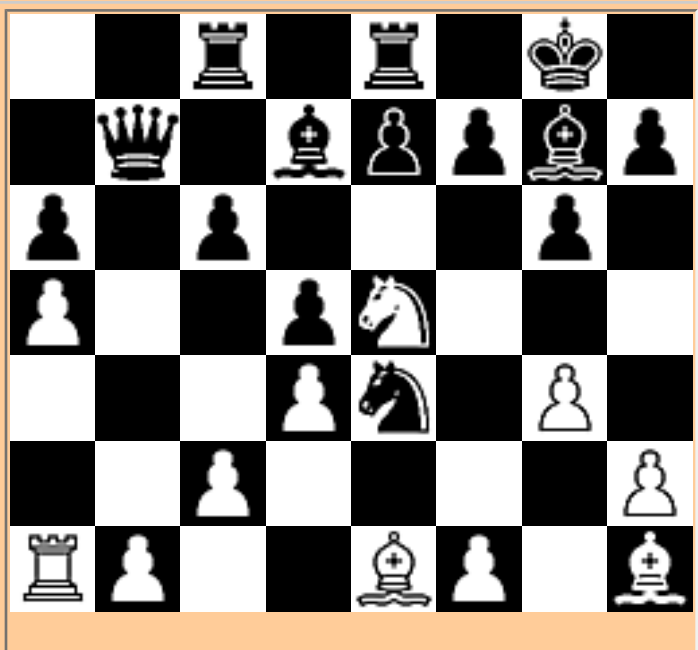


The Bf5 is awkward while it stays and awkward to remove.

11. Bh2 a6 12. a4 Re8 13. Nc4 d5 14. Nce5 Qb6 15. Ra2 Ne4 16. Nxc6?!

[16. g4!?!]

16... bxc6 17. a5 Qb7 18. g4 Bd7 19. Ne5





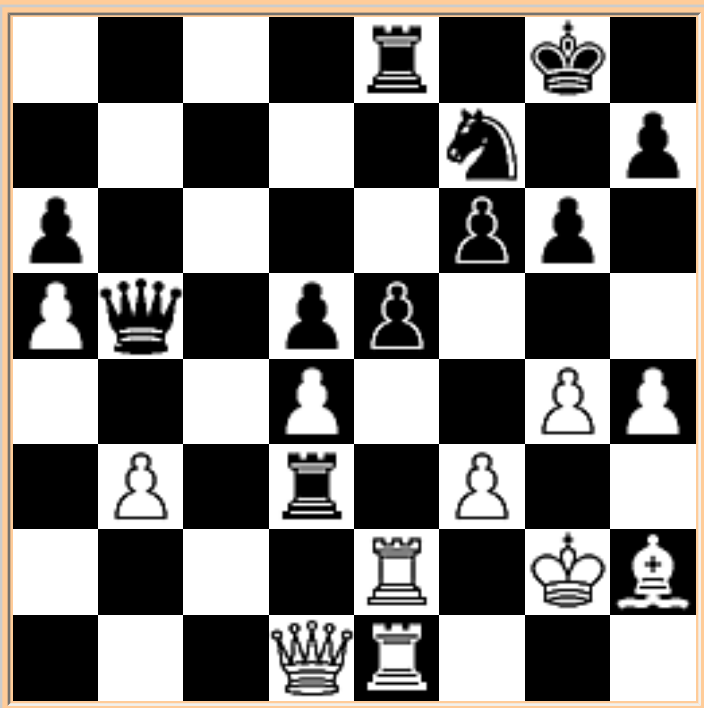
19... Bxe5

An unusual exchange!

20. Bxe5

[20. dxe5 e6 ^ ...c5]

20... f6 21. Bh2 c5 22. f3 Ng5 23. h4 Nf7 24. Re1 Bb5 25. b3 cxd4 26. cxd4 Rc3 27. Kg2 e5 28. Bxb5 Qxb5 29. Rae2 Rd3



30. Rd2 Rxd2+ 31. Qxd2 Qxb3 32. Re3 Qb5 33. g5 Nd6 34. Re1 Nc4 35. Qf2 exd4 36. Rxe8+ Qxe8 37. gxf6 Ne3+ 38. Kg1 Qb5 39. Be5 Qb1+ 40. Kh2 Qf5 41. Bg3 Qc2 42. Qxc2 Nxc2 43. Be5 Kf7 44. Kg2 d3 45. Kf2 d2 46. Ke2 Ne3



0-1

White's poor Bishop could do nothing about the Black attack, and finally dies on what should be its best square!

Hills-Webb 1995

5... Nbd7

for 5...O-O see below

6. Be2

[6. Bd3 is deterred by the Pawn on g6]

6... O-O 7. c4

[7. c3 and Nbd2 is a slower way to play the system; Black can play the Bc8 to b7 as in the game.]

[7. O-O Qe8 is recommended in the book (Varnusz), planning ...e5]

or

[7... c5 8. c3 b6 9. a4 Bb7 10. Bh2 a6! Varnusz]

7... c5

Thematic, playing to pressurise the long diagonal.

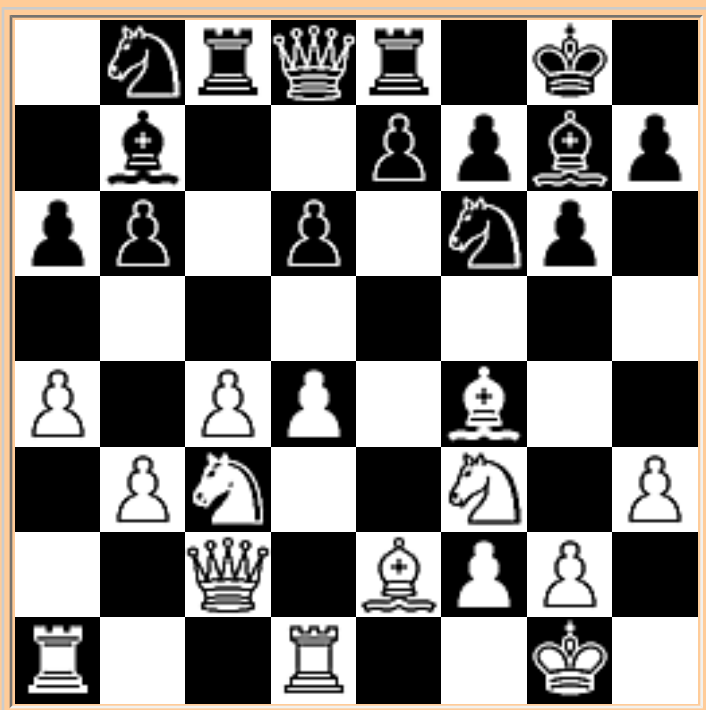
8. Nc3 cxd4 9. exd4 b6 10. O-O Bb7 11. Qc2 Rc8 12. b3

Defends the c4 Pawn but weakens the dark squares.

12... a6

∧ ...b5

13. a4 Re8 14. Rfd1 Nb8



∧ ...Nb8-c6-b4

15. d5 Nxd5

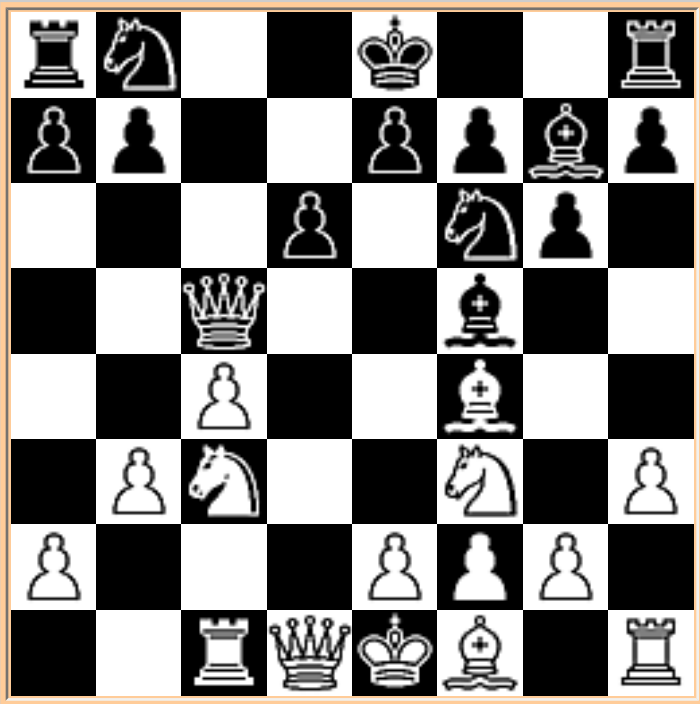
draw agreed (!)

[15... Nxd5 16. Bd2 Nb4-+]

One last one with a slightly different move order.

Short, N-Kasparov, Gary/Skelleftea (4) 1989

2... c6 3. Bf4 d6 4. h3 Qb6 5. b3 c5 6. dxc5 Qxc5 7. c4 g6 8. Nc3 Bg7 9. Rc1 Bf5



Black is fine here: both Bishops are better than White's, Black has control of e4 and can enjoy the discomfort of White's King, which is at least three moves from castling.

10. Be3 Qa5 11. Bd2 Qd8 12. Nd4 Be4 13. e3 Nc6 14. Nde2 Bd3 15. Nf4 Bxf1 16. Kxf1 O-O 17. g3 e6 18. Kg2 d5 19. cxd5 exd5 20. Qf3 d4 21. Ncd5 Nxd5 22. Qxd5 Qe7 23. Rhe1 Rad8 24. Qc5 Qd7 25. e4 Ne5 26. Red1 b6 27. Qc7



27. Qc7 Qb5 28. Qxa7 g5 29. Qa4

Sacrificing the Knight for some play

29... Qxa4 30. bxa4 gxf4 31. gxf4 Nd3 32. Rc6 Nb2 33. Rdc1 Nxa4 34. f5 Rfe8 35. f3 Ra8 36. Kh1 Nc5 37. Rg1 Kh8 38. Rc7 Rf8 39. Bf4 Rac8 40. Re7 Rce8 41. Rc7 Nd3 42. Bd6 Rg8 43. Rxf7 Be5 44. Rxc7 Rxc7 45. Rd7 Nf2# 0-1

Black plays ...e6 against the London System

3. Bf4



3...b6

[3... d5 4. e3 Bd6 5. Bg3 c5 6. c3 Ne4 7. Bxd6 Qxd6 8. Nbd2 Nxd2 9. Qxd2 Nc6 = Osmanovitch-Lputian, 1983]

4. e3 Bb7 5. Bd3

[5. c4 is Miles' variation in the Queen's Indian 5... Ne4]

5... Be7 6. h3 O-O 7. Nbd2 c5 8. c3 d5 9. O-O Qc8 10. Re1 Ba6 11. Bc2 Rd8 12. Ne5 Nc6 13. Bg5 h6 14. Bh4 Qc7 15. f4 Rac8 16. Qf3 Ne4

1/2-1/2 Gulko-Browne, 1988 (Given in *The London System* by Soltis)

C. Torre Attack/Torre System vs. King Fianchetto

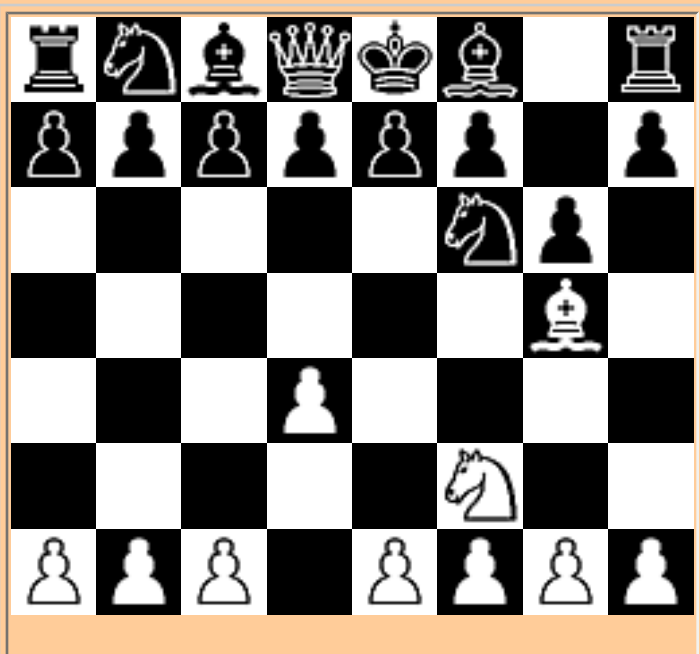
1. d4 Nf6 2. Nf3 and 3. Bg5



The founder of this system scored a famous victory over Lasker with a 'windmill' combination. It has similar ideas to the London System, and chooses perhaps a better square for the Bishop. It also tempts Black to chase the bishop.

Black plays ...g6 against the Bg5 system

3. Bg5





3... Bg7

White can try and fiddle c2-c4 or Nb1-c3 with 4. e3, but this forgoes e2-e4.

4. Nbd2 c5

White can now try

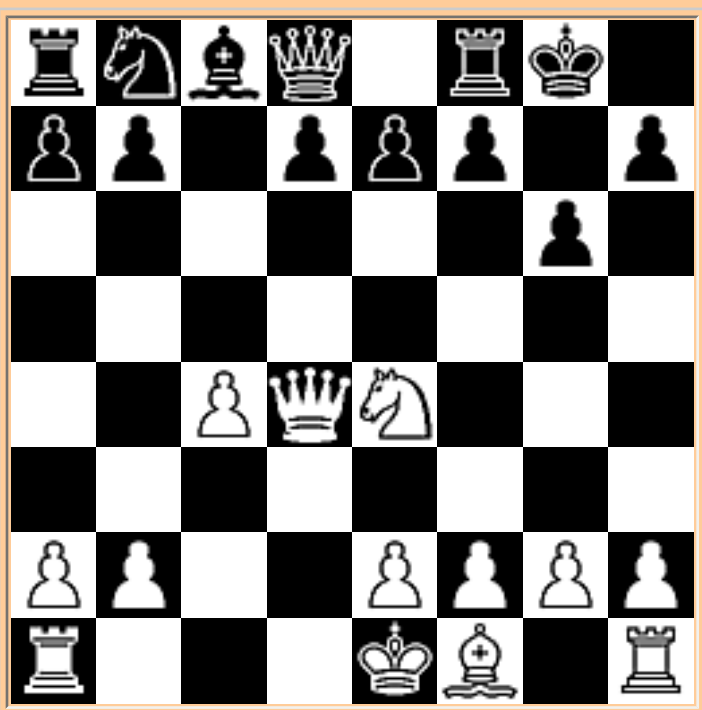
5. Bxf6 or

5. c3:

we'll look at a game with each.

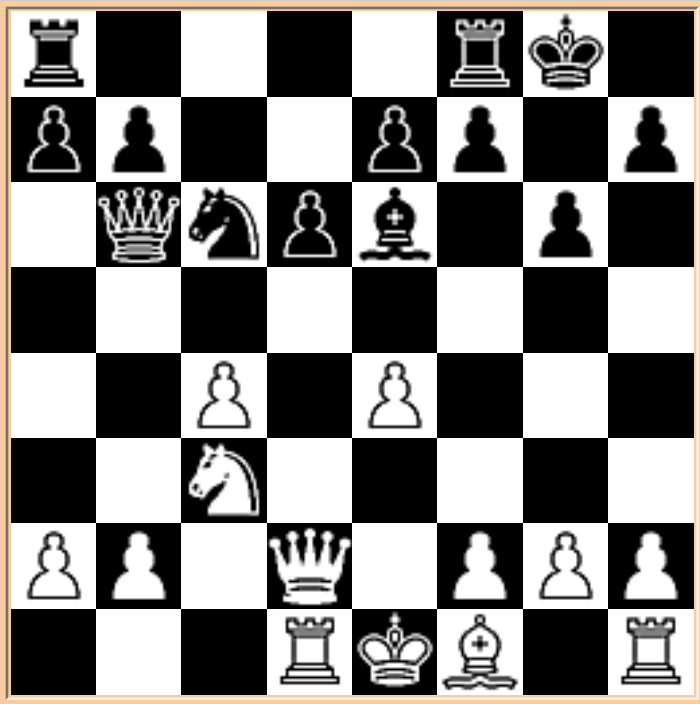
5. Bxf6 e.g. Spiridonov,N-Kasparov,Gary/Skara (4) 1980

5. Bxf6 Bxf6 6. Ne4 Bxd4! 7. Nxd4 cxd4 8. Qxd4 O-O 9. c4



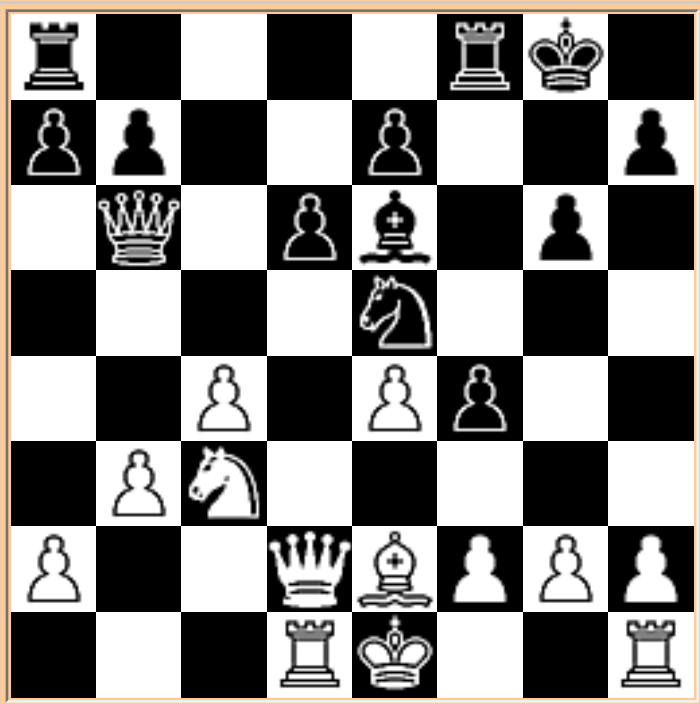
Although Black lacks the dark-squared Bishop, his position is fine.

9... Nc6 10. Qd2 d6 11. Nc3 Be6 12. e4 Qb6 13. Rd1?!



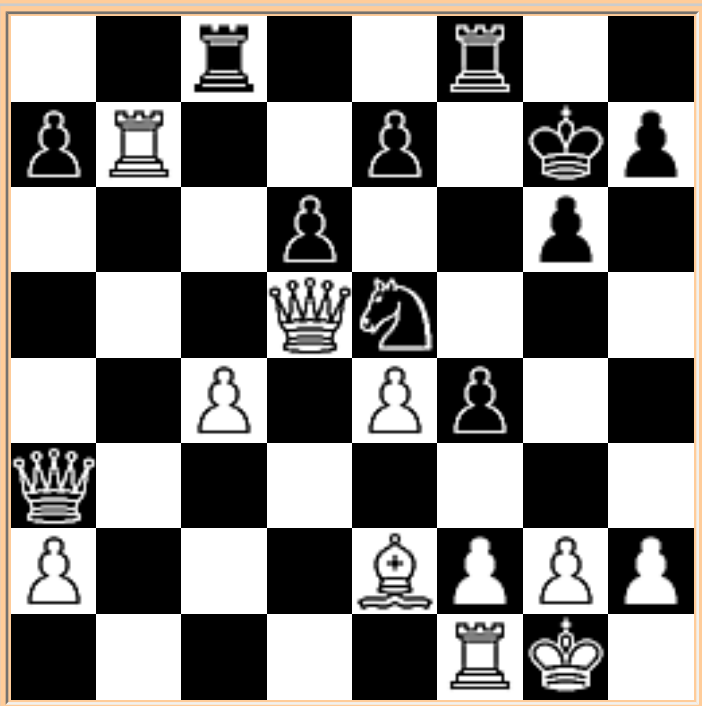
Over-ambitious: Black spies the traditional weakness on f2

13... Ne5 14. b3 f5! 15. Be2 f4!-+



Cementing the post on e5.

16. Nd5 Bxd5 17. Qxd5+ Kg7 18. O-O Rac8 19. b4 Qxb4 20. Rb1 Qa3 21. Rxb7



White seems to have developed some uncomfortable threats...

21... Kf6!!

...but they are all one-move deep, and this stops the lot!

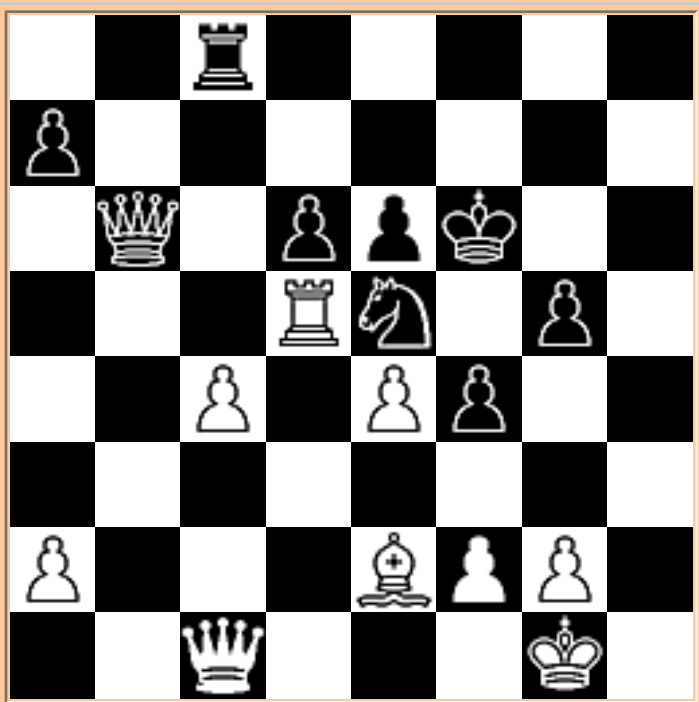
22. h4 h6

[22... Qxa2? 23. Bg4]

23. Rd1 Rb8

[23... Qxa2?? 24. Qxd6+ exd6 25. Rxd6#]

24. Rc7 Rfc8 25. Rxc8 Rxc8 26. Qb7 Qc5 27. Qb2 Qb6 28. Qc1 g5 29. Rd5 e6 30. hxg5+ hxg5



31. Rd1 Ke7 32. Qc2 Rb8 33. Qa4 g4 34. Qa3 Qc5 35. Qc3 g3 36. Rf1 gxf2+ 37. Rxf2 Rb1+ 38. Bf1 Qe3 39. Qxe3 fxe3 40. Rc2 Nxc4 0-1

5. c3 Bisguier,Arthur-Fischer,Robert/New York ch-US Rd: 5 1965

5... cxd4



This capture is best and common in these systems after Nbd2, since White cannot play Nb1-c3

6. cxd4 Nc6 7. e3 O-O 8. a3 h6 9. Bh4 d6 10. Bc4 Bf5 11. h3 Rc8 12. O-O e5 13. e4 Bd7 14. dxe5 dxe5 15. Ba2 g5

with the e-pawn fixed, the light-squared Bishop lacks access to f5 and related squares, so this is quite safe here.

16. Bg3 Qe7 17. Re1 Rcd8



Black's position is harmonious with central control; White's pieces lack scope by contrast. White would like to sink a Knight into f5 but it's going to have to be the one on f3, which is going to give Black the d4 point.

18. Nh2 Be6 19. Bxe6 Qxe6 20. Nhf1 Rd3! 21. Re3

takes e3 away from the Nf1.

21... Rd7 22. Qb3 Qe7 23. Nf3 Rfd8 24. Rae1 Nh5 25. Rc3 Qf6 26. Ne3 Nd4

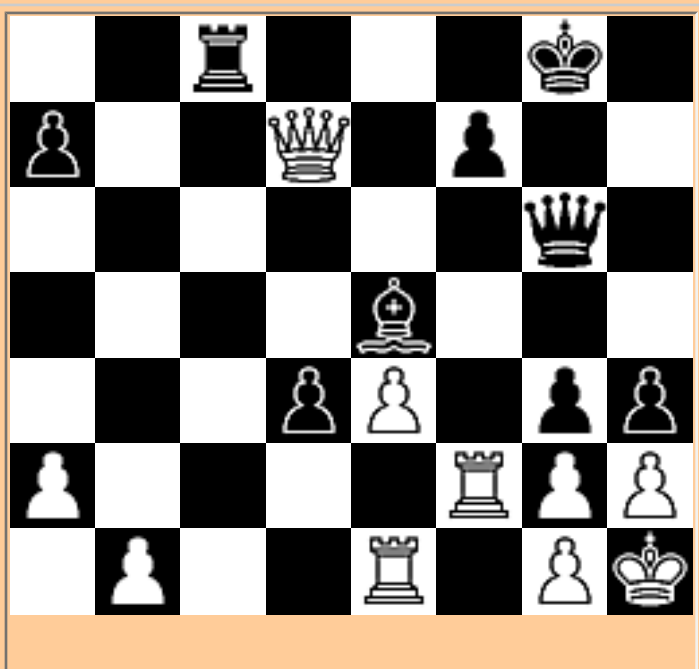


A nice example of over-protection, the Knight cannot be left, and the exchange will give Black's pieces extra scope.

27. Nxd4 exd4 28. Ng4 Qg6 29. Rd3 Nxd3

White faces an uncomfortable choice

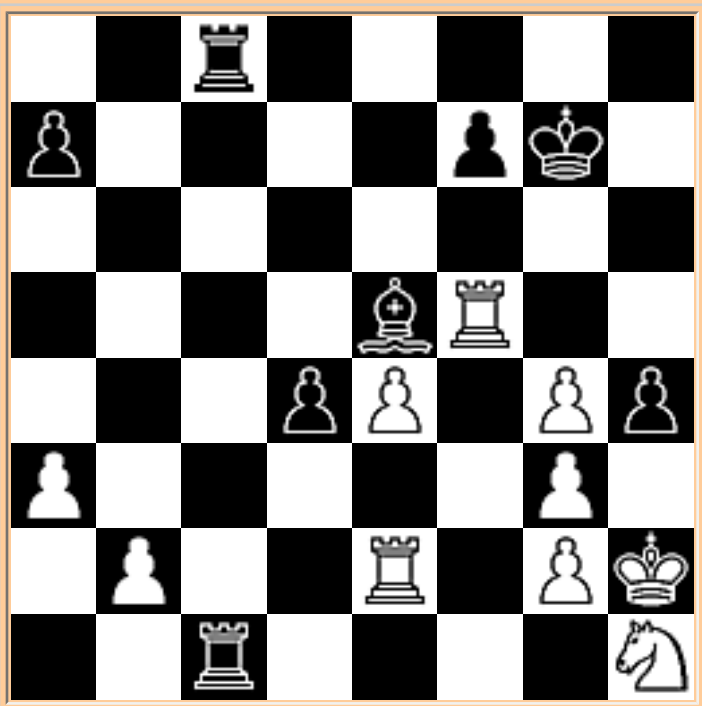
30. fxg3 Rc7 31. Nf2 Rdc8 32. Re2 Rc1+ 33. Kh2 h5 34. Qxb7 Be5 35. Qd5 R1c5 36. Qd7 h4 37. Nh1 Rc1 38. Rf3 g4





Mate is threatened

39. Qxg4 Qxg4 40. hxg4 Kg7 41. Rf5



41... Rxh1+!

0-1

Another recent game featuring ...g6 was this encounter:

Short Nigel D-Kasparov Gary/Cup World, Reykjavik (Iceland) 1989

2... c6 3. Bf4 d6 4. h3 Qb6 5. b3 c5

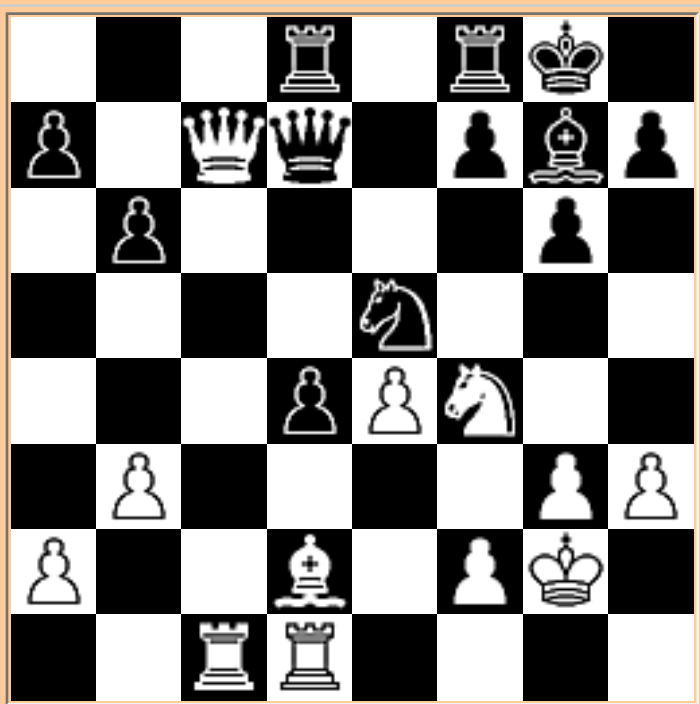
An interesting tempo-loss

6. dxc5 Qxc5 7. c4 g6 8. Nc3 Bg7 9. Rc1 Bf5



Black is fine here: his dark-squared Bishop is better than White's, has control of e4 and can enjoy the discomfort of White's King, which is at least three moves from castling.

10. Be3 Qa5 11. Bd2 Qd8 12. Nd4 Be4 13. e3 Nc6 14. Nde2 Bd3 15. Nf4 Bxf1 16. Kxf1 O-O 17. g3 e6 18. Kg2 d5 19. cxd5 exd5 20. Qf3 d4 21. Ncd5 Nxd5 22. Qxd5 Qe7 23. Rhe1 Rad8 24. Qc5 Qd7 25. e4 Ne5 26. Red1 b6 27. Qc7



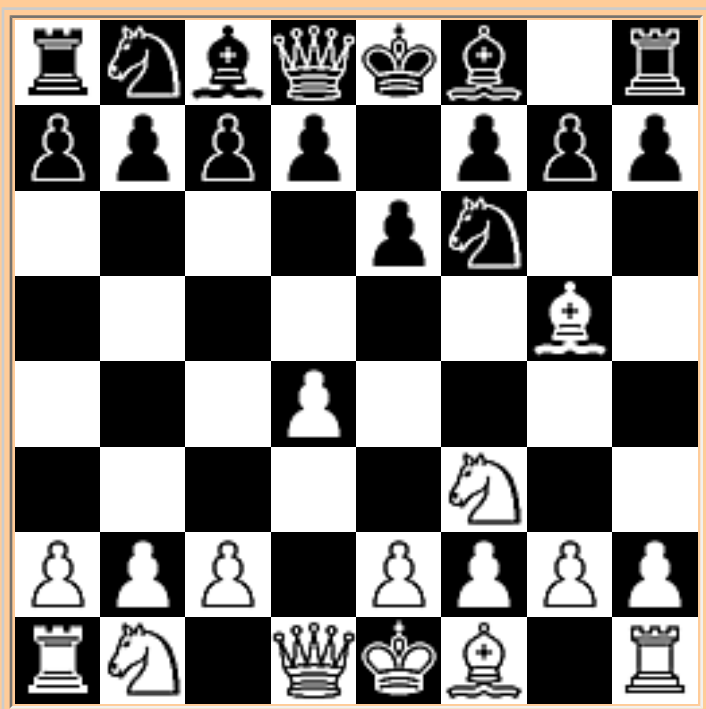
27...Qc7 Qb5 28. Qxa7 g5 29. Qa4

Sacrificing the Knight for some play

29... Qxa4 30. bxa4 gxf4 31. gxf4 Nd3 32. Rc6 Nb2 33. Rdc1 Nxa4 34. f5 Rfe8 35. f3 Ra8 36. Kh1 Nc5 37. Rg1 Kh8 38. Rc7 Rf8 39. Bf4 Rac8 40. Re7 Rce8 41. Rc7 Nd3 42. Bd6 Rg8 43. Rxf7 Be5 44. Rxc8+ Rxc8 45. Rd7 Nf2# 0-1

Torre Attack (Bg5 against ...e6)

3. Bg5



3. ... c5

...b6 systems tend to be upset by d4-d5



4. e3

There are two alternatives:

[4. e4 Wagner Gambit, a sharp line 4... cxd4 5. e5 h6 6. Bh4 g5 7. Bg3 Nh5 8. Qxd4 Nc6 9. Qe4 Bg7 Marshall-Nimzovitch, Berlin 1928. ^ ...Nxc3 and x e5]

[4. c3 4... cxd4 5. cxd4 Qb6 6. Qc2 Nc6 7. Nc3?

[7. Bxf6 gxf6 8. e3 d5 9. Nc3 Bd7 10. Be2 Be7 11. O-O O-O 12. Na4 Qc7 13. Nc5 Rfc8 14. Nxd7 Qxd7 15. Qa4 Ne5 16. Qxd7 Nxd7 17. Rfc1 Nb6=/+ "Black's Knight is more powerful" - BELLIN Larsen-Portisch, Tilburg 1980]

7... Bb4

[7... Nxd4]

8. e3 d5 9. Bd3 Bd7 10. O-O Be7

"By now you should realise that this game lacks quality" - Daniel 11. a3 h6 12. Bxf6 gxf6 13. b4 Rc8 14. Rfc1 f5 15. Qe2 O-O

and now White blundered with

16. Na4?

[16. Nd2+/= x c5]

16... Nxd4! *Stenhouse-Hill, Portsmouth 1996*]

After the main line with 4. e3, Black has two alternatives:

Risky 4...Qb6

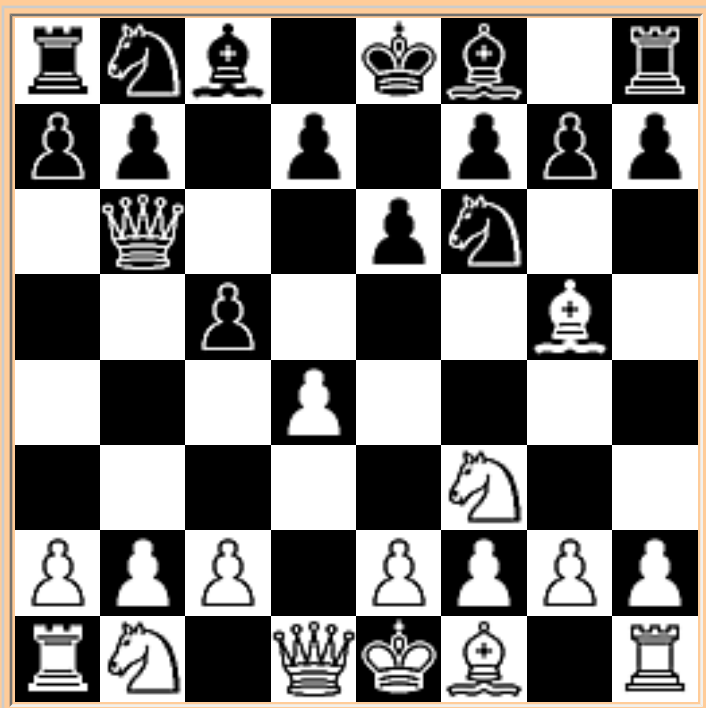
Positional 4... cxd4

One rare alternative:

4... Be7 5. Nbd2 Nc6 6. c3 cxd4 7. exd4 O-O 8. Bd3 b6 9. O-O Bb7 10. Re1 h6 11. Bxf6 Bxf6 12. Ne4 Be7 13. Bb1 d5 14. Ng3 Bc8= R Ye-J Ye, Jakarta 1994

Risky 4...Qb6

4... Qb6



"This is undoubtedly the most critical variation of the Torre Attack" - BELLIN.

White must now decide whether to sacrifice the b2 pawn,

5. Nbd2,

or to defend it with the passive-looking

5. Qc1.

Passive 5. Qc1

5. Qc1 Ne4

[5... Nc6 6. c3

[6. Bxf6 gxf6 7. c3 d5 8. Nbd2 Bd7 9. Be2 Rc8 10. O-O cxd4 11. exd4 Bh6= Holmov-Anikayev, Tbilisi 1976]

6... Ne4 7. Bf4 d5 8. Bd3 Be7 9. Nbd2 f5



and Black's position is fine: Petrosian-Cherepkov, USSR 1961.]

6. Bf4 d5 7. c3 Nd7

[7... Nc6]

8. Nbd2 Ndf6 9. h3 Bd6 10. Ne5 c4?!

(This type of move often leaves White free to ignore the centre and attack elsewhere)

11. g4 Nxd2 12. Qxd2 Ne4 13. Qc2 Bxe5 14. Bxe5

and now I played the weakening

14... f./strong>

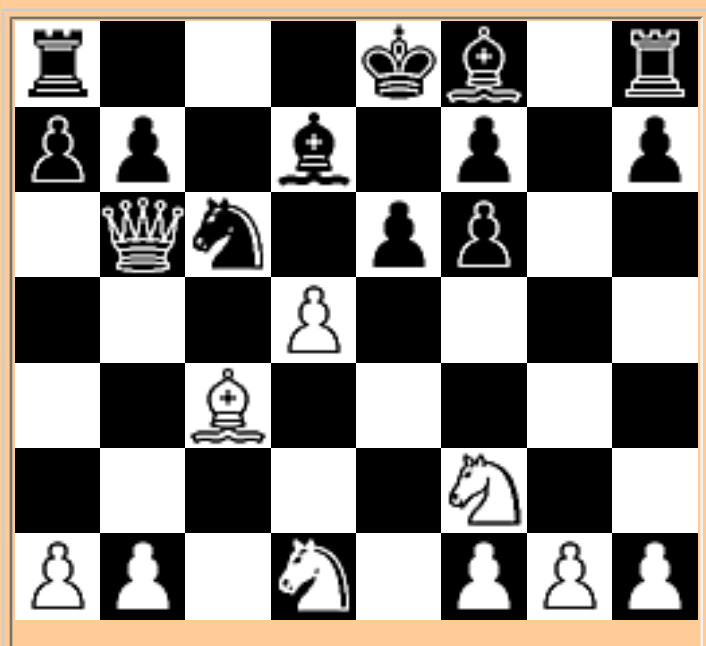
Aggressive 5. Nbd2

5. Nbd2

5... d5

*[5... Qxb2 This looks unwise. 6. Bd3 cxd4 7. exd4 Qc3 8. O-O d5 9. Re1 Be7 10. Re3 Qc7 11. Ne5=/
and with a nice position for the sacrificed pawn.]*

6. Bxf6 gxf6 7. c4 cxd4 8. exd4 dxc4 9. Bxc4 Nc6 10. O-O Bd7 11. d5





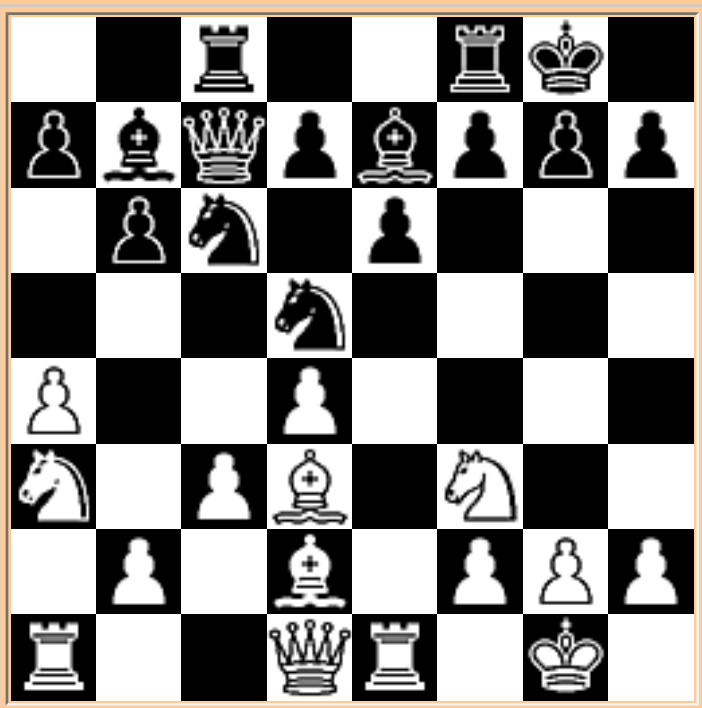
Although Black has played a safer line I would say that this position is good for White. The problem for Black after 5. Nbd2 the Knight on f6 can no longer go to e4, and therefore Black is likely to end up with doubled pawns.

Positional 4... cxd4

4... cxd4

Bronstein-Ward, Maidstone 1994 /0-1

5. exd4 Be7 6. c3 b6 7. a4 O-O 8. Na3!? Nc6 9. Bd3 Bb7 10. O-O Nd5 11. Bd2 Rc8 12. Re1 Qc7=



This position is equal, although the first thing that struck me was that White's position looks a little easier to play. Perhaps Black can leer at the Knight on a3 and work in a raid based on ...Bd6 and ...Nf4. I don't know how the game went, but Black won.

Summary

If you think that your opponent will defend the pawn with 5. Qc1 then 4...Qb6 is clearly worth a try. However, after 5. Nbd2, White is likely to achieve a better position because no time has been

wasted. This is not to say that you can't take the b-pawn, if you are looking for a sharp game. For those who prefer a more positional type of game, then 4...cxd4 is ideal.

D. Trompovsky

1. d4 Nf6 2. Bg5



An even earlier Bishop move, and now only 2...e6 and 2...Ne4 can stop White from kicking a hole in the Black pawn formation. In the 'seventies Hort and Jansa often adopted it with a positional approach, but a more brawling style has been characteristic of Hodgson's revival of the line in the 'nineties.

Black plays ...g6 against the Trompovsky

Ah, now - this booklet has got a big hole in it - you can hardly play ...g6 against the Trompovsky.

2...g6 3. Bxf6 exf6

and I think Black already has some problems getting organised.

2... c5

is the sort of move that might appeal to a KID player, particularly if you have a quick look at

3. d5?! Ne4 4. Bf4 Qa5+

A better idea for White is

3. Bxf6! e.g.

3... gxf6 4. d5 Qb6 5. Qc1



which is probably the funny sort of position that White may feel more comfortable than you, although I don't think White can claim a plus here, e.g. 5... f5

[5... d6]

6. c3

[6. e3]

[6. g3]

6... Bg7 7. e3 e6 8. Nh3

Hort says this is unclear. I believe him.

I recommend

2... Ne4

Now I think the best for White is

3. Bf4

Alternatives:

[3. Bh4 g5 4. f3 gxh4 5. fxe4 is the old theory on this line: White will struggle to hold the dark squares]

[3. h4 is Hodgson's favourite]

3... c5

[3... d5 4. f3 Nf6 5. e4 dxe4 6. Nc3 is a Blackmar-Diemer Gambit a tempo ahead for White!]

[Another idea for Black is 3... Nc6!? ^ 4. f3

[4. d5 e5!]

[4. Nf3!]

4... e5! 5. dxe5 g5! 6. Bc1 Nc5

^ ...Bg7]

After 3...c5:

4. f3 Qa5+ 5. c3 Nf6

when

6. d5

transposes above.

Black plays ...e6 against the Trompovsky

2. Bg5 e6



3. e4

[3. Nf3 is the Torre]

Now

3... h6

is the most common move, but not the only one:

[3... c5



is almost entirely untested. One known example went

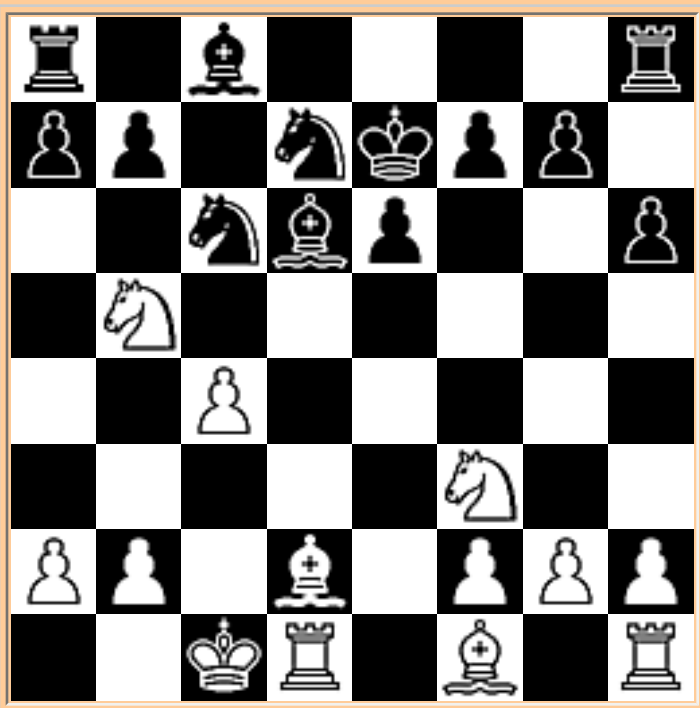
4. e5

[4. Nf3 is the Wagner Gambit]

4... h6 5. Bc1 Nd5 6. c4 Nb6 7. dxc5 Bxc5 8. Nf3 d5 9. exd6 Qxd6

[9... Bxd6!?!]

10. Qxd6 Bxd6 11. Nc3 Nc6 12. Bd2 Nd7 13. O-O-O Ke7 14. Nb5



1/2-1/2 Soffer-Yudasin, Israel 1994.

Black could have played on with

14... Bc5]

After 3...h6:

4. Bxf6 Qxf6

5. Nc3

White can try the Knight on d2:

[5. Nf3 b6 6. Bd3 Bb7 7. Nbd2 a6

[7... c5 8. e5 Qd8 9. Be4 Qc7 10. O-O Be7 11. Re1 O-O 12. dxc5 bxc5 13. Bxb7 Qxb7 14. Nc4



Levenfish-Rabinovitch, Petrosgrad 1921]

8. Qe2 d6 9. O-O-O Nd7 10. Kb1 e5

Lots of pawn moves, but he must have thought White couldn't rush the centre.

11. c3 Be7 += Korchnoi-Karpov, Hastings 1971/72]

5... Bb4 6. Nf3

*[6. Qd2 c5 7. a3 Bxc3 8. bxc3 d6 9. f4 O-O 10. Nf3 Nc6 11. Bb5 Na5 12. Bd3 b6 13. O-O Bb7
Hodgson-Yudasin, ??]*

6... d6 7. Qd2 Nd7 8. a3 Ba5 9. Bd3 O-O 10. O-O c6 11. b4 Bc7 12. Ne2 e5 =

Bezold-Bischoff, Altensteig 1994

Summary

I believe 3...c5!? is well worth a try, in order to try and transpose into the Torre. Of course, White can go for a Torre immediately with 3. Nf3, and it will be interesting to see how many White players opt for this. 3...h6 is also OK, although Karpov sank rather against Korchnoi in the game given in the *Custer's Last Stand* handout.

[\[Footnote from Frederick Prost: is 3...c5 really so easy?\]](#)

E. Systems with g3

1. d4 Nf6 2. g3



Transpositional except against the King's Indian where the double fianchetto system is known (with b2-b3).

Against the ...e6 systems it usually transposes into the Catalan, where Black may have problems whether the centre is closed (Botvinnik) or open (Keene).

Black plays ...g6 against g3

The system with g3 and b3 (without c4) is one to know about:

3. b3 Bg7 4. Bb2 d6 5. g3 O-O 6. Bg2



6... e5

Black has an important alternative here:

[6... Nbd7 7. O-O e5 8. dxe5 Ng4



9. Qd2

[9. Nc3 Pirc 9... Ngxe5!

[9... dxe5 10. Nd2+/= Pirc]

]

[9. c4 Re8 10. h3 Nh6 11. Nc3 dxe5 12. e4 c6 13. Qc2 f6 Holmov-Gufeld, about equal]

9... Ngxe5?!

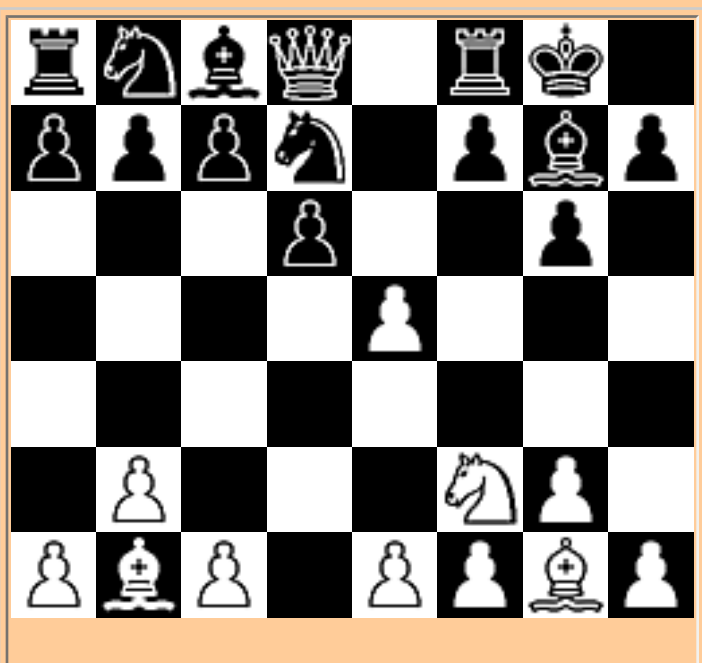
[9... Re8! 10. h3 Nh6 11. Na3 dxe5 12. Nc4 f6 which is probably OK for Black]

10. Nxe5 dxe5 11. Nc3 c6 12. Rad1..em>

[12. Ba3+/=]

]

7. dxe5 Nfd7 8. O-O





8... dxe5

[8... Nc6 9. Qd2 Miles-Ristic, 1988 9... Ndx5 Marovic]

9. e4 Nc6 10. Nbd2 b6 11. Qe2

Now Polugaevsky-Medina, 1972, continued:

11... Qe7

[11... a5 Marovic]

12. Rfd1 Nc5 13. Nf1 Ba..

1-0, 39

[13... Be6 was better, according to Marovic]

Of course, White might sidle over into the main line with g3:

Arkell-Nunn/London 1992

3. g3 Bg7 4. Bg2 O-O 5. O-O

[5. c4 d6 was the game move order]

5... d6



6. c4

[6. c3]

6... Nbd7 7. Nc3 e5 8. Qc2 Re8 9. b3 c6 10. e3 exd4 11. Nxd4 h5



Intending ...h5-h4xg3, when White will be reluctant to play f2-f4 to dislodge a Knight on e5.

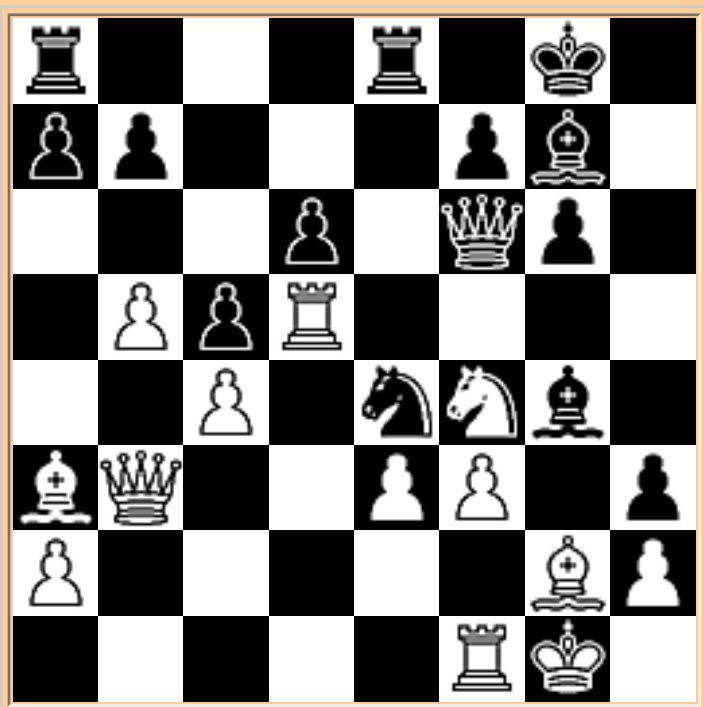
12. Ba3 Qe7 13. Rad1 Nc5 14. b4 Nce4 15. Nxe4 Nxe4 16. b5 c5

(forced, but the Ba3 needs another post now)

17. Ne2

x d5: Black needs play on the King's-side

17... Bf5 18. Qb3 h4 19. Nf4 Qe5 to prevent Bb2 20. Rd5 Qf6 21. g4 Bxg4 22. f3 h3



23. Bh1

[23. Nxh3]

[23. Bxh3]

23... Nc3 24. f3g4 Qh4 25. Rd3 Qxg4+ 26. Kf2 Bd4 27. Rxc3 Qxf4+ 28. Ke2 Qxh2+ 29. Kd1 Bxc3 30. Qxc3 Re5 31. Bb2 Rae8 32. Bd5 R8e7 33. Qd2 Qxd2+ 34. Kxd2 Rf5

[34... Rxe3 35. Bf6<-/->]

35. Rxf5 gxf5 36. Ke2 h2 37. Kf2 Re6 38. Bc1

[38. Bxe6 h1=Q]

38... Rg6 39. Bg2 Rg4 40. Bd2 Rxc4 0-1

Black plays ...e6 against the g3 system

2. g3 e6



This system with c2-c4 is well known: it is called the Neo-Catalan.

2. g3 e6



3. Nf3

3... c5

[We looked at 4. dxc4 in the Custer booklet: the only other independent line is]

4. c4 cxd4 5. Nxd4 Nc6

which is the English Opening: g3 systems have become fashionable against the Nimzo and so they are another one to slot into your repertoire

6. Bg2 and now 6... d5 is the Tarrasch Defence to the Queen's Gambit

One complex line which offers chances to both sides is

6. Nc3 Qb6!?

[6... Bb4 is safe, 6...Bc5 is uncommon]

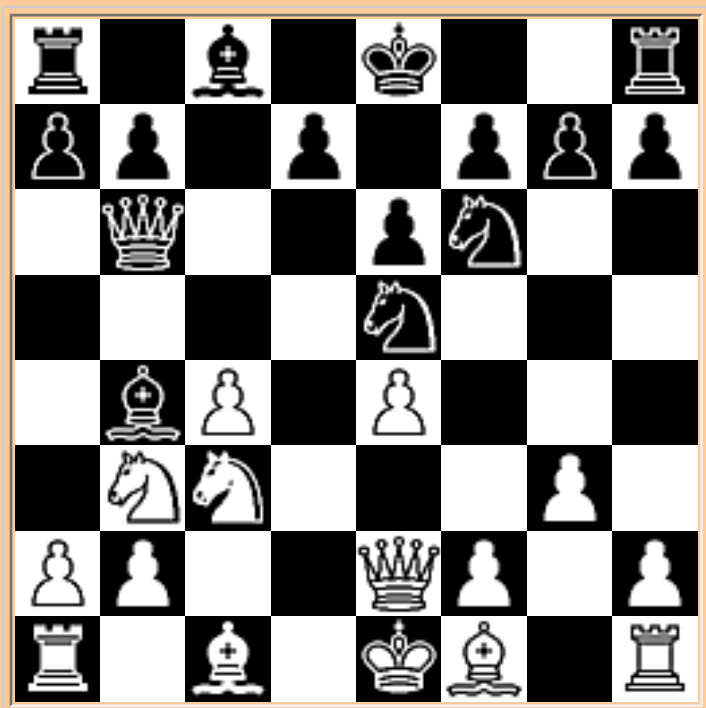
7. Nb3

[7. Nc2 d5!? is an approved gambit]

7... Ne5

[7... Bb4!? and 7...d5?! have also been tried]

8. e4 Bb4 9. Qe2



with a complex position that is given in few Nimzo books! DR has played either side with pleasure, and some lines he recalls go:

9... a5 10. f4

[10. Be3]

10... a4!? Nunn 11. fxe5 axb3 12. exf6 Rxa2

Pick the bones out of that!

F. Systems with a delayed c4

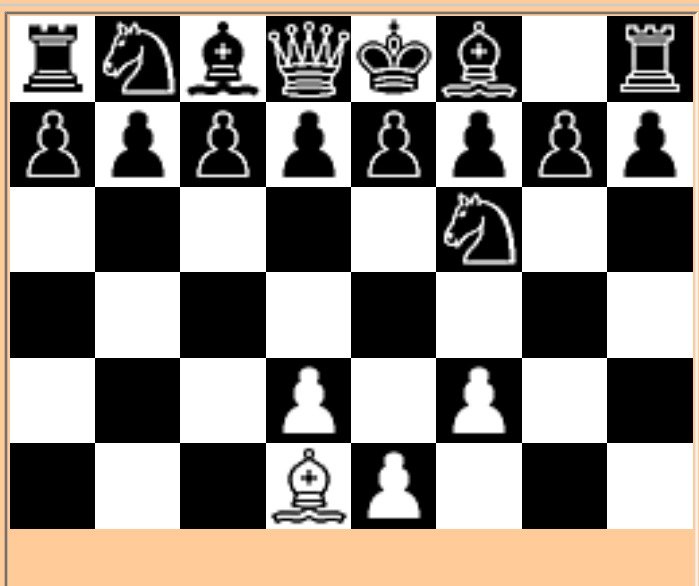


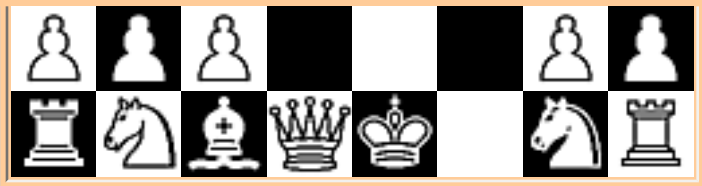
Even if White has c2-c4 lines in their repertoire, it may reduce Black's options to delay this, e.g. in the Catalan.

This is a transpositional device and your main openings books should help you here.

G. Stonewall Opening

1. d4 2. e3 3. Bd3 4. f4





White locks up the centre and rolls down the King's-side

1. d4 d5 2. e3 Nf6 3. Bd3

[3. f4 is sometimes played to avoid the 3...Nc6 line, but then Black can always play ...Bf5]

Black plays ...g6 against the Stonewall

The Stonewall is not pointless, particularly after ...d5/...e6. But an early ...g6 deadens the attack from d3, and Black can try ...d6 and ...e5 to blow up the centre, e.g.

1... g6 2. e3 Bg7 3. Bd3 d6 4. c3 Nd7 5. f4 e5 6. Nf3 Ngf6 7. fxe5 dxe5 8. dxe5 Ng4 9. e6 fxe6 10. Nd4 Nde5 11. O-O

[11. Be2 O-O 12. Bxg4 Qh4+ 13. g3 Qxg4 14. Qxg4 Nxc4=/+ ...1/2-1/2 Jordan,D-Regis,D/Devon vs. Glos 1995]

11... Rf8 12. Rxf8+ Kxf8 13. Qf1+ Kg8 14. Bc2 c5 =+

Black plays ...e6 against the Stonewall

2. e3 d5

[2... e6 immediately has no special virtues, unless you really want to play a ...b6 system]

3. Bd3 c5

[There is also the system with 3... Nc6 e.g.

4. f4

[4. c3 e5!]

4... Nb4! 5. Nf3 Nxd3+ 6. cxd3 g6 7. Nc3 Bg7 8. O-O O-O=]

4. c3 Nc6

[4... e6 5. f4]

5. f4



5... e6

blocks the Bc8 better is:

5... Bg4 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8



when Black is comfortable

H. The Richter-Veresov system

1. d4 Nf6 2. Nc3 d5 (Other moves transpose into e.g. the Pirc or French)



This is another system emphasising piece play - again with the threat of doubling the f-pawns, or reserving King's-side chances.

Against the Veresov itself:

3...Nbd7

3...Bf5 and

3...c5

are independent lines with some little theory attached.

e.g.

[3... Bf5 4. f3

[4. e3]

[4. Bxf6]

4... Nbd7 5. Nxd5 Nxd5 6. e4 h6 7. Bh4 N7b6 8. exf5 Ne3 9. Qd2 Nxf1 10. Kxf1=/+]

[2... c5 is another idea again, which might appeal to the KID/Benoni player]

Black plays ...g6 against the Veresov

2... g6



Black offers a Pirc. If White declines we probably get a Torre where the move Nc3 forgoes some of White's best ideas, like Nbd2 and moves of the c-pawn.

Black plays ...e6 against the Veresov

1. d4 Nf6 2. Nc3 e6



3. Bg5 d5

3...c5

You will find White players who head for the French here, as pure Veresov ideas like 4. e3 and 4. Nf3 look insipid. These are all playable, particularly at club level (what isn't!).

Credits:

Dan composed the repertoire for the ...e6 player.

Steve composed the repertoire for the ...g6 player

Dave typed it up, and is responsible for all mistakes that are not the responsibility of the other authors

Back to [Chess Coaching Page](#)



This document (antiindn.html) was last modified on 1st May 1996 by

[Dr. Dave](#)

Exeter Chess Club: the Colle system

Attacking in the Queen-pawn openings: the Colle system

1. [Landau - Book, Kemerli, 1937](#)
2. [Pillsbury - Amateur, Toronto, 1899](#)
3. [Colle - Stoltz, Bled, 1931](#)
4. [Colle - O'Hanlon, Nice Ol, 1930](#)
5. [Some Colle theory](#)
 1. [Black gets into a little trouble with 4...e6.](#)
 2. [Black's Queen's Knight should go to d7, supporting c5,e5 and f6](#)
 3. [Black's Queen's Knight should not go to c6 but to d7](#)
 4. [Black cannot develop fast enough to get in the ...e5 counter in one move](#)
 5. [Black can equalise by developing the Queen's Bishop](#)
 6. [Black can try to blunt the power of the Bd3 by ...g6](#)
 7. [But even if Black adopts the ...g6 idea, the game need not be easy](#)
6. [Eliskases - Rosetto, Mar del Plata, 1950](#)
7. [Pillsbury, Harry N - Winawer, S \(Budapest, 1896\)](#)

The Colle opening proper goes 1. d4 d5 and now 2. Nf3 3. e3 4. Bd3 with Nbd2, O-O, Re1 and e4 to follow. If Black hits the d-pawn with ...c5, White should reply c3 to shore up the centre. The formation c3-d4-e3 is the famous *Colle triangle*.

Although White takes two moves to achieve e4, it should lead either to an open game after ...dxe4 or, if Black avoids the exchange, the strong advance e5.

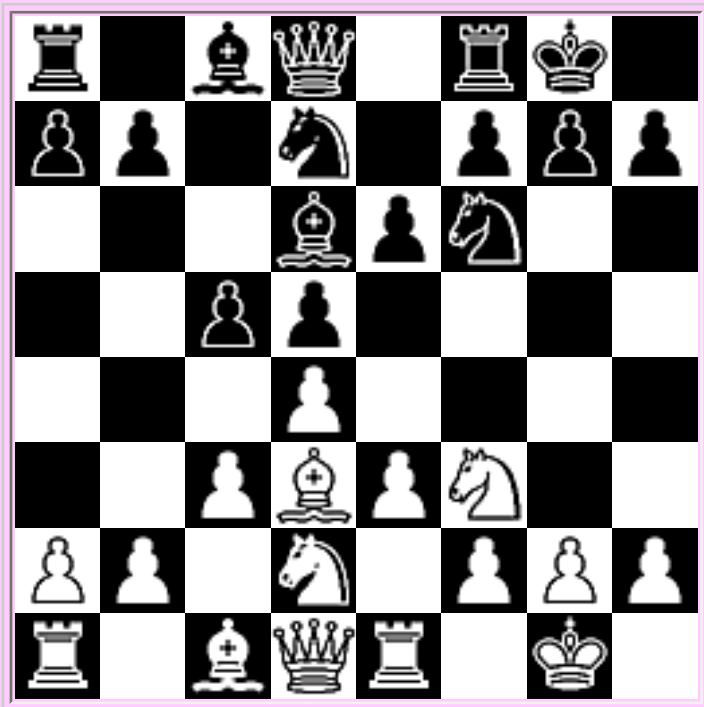
Black should keep up the pressure on d4, holding up White's e4 break and threatening to isolate the d-pawn.



Here's a game to get us started:

Landau - Book, Kemerli, 1937

1. d4 d5 2. Nf3 Nf6 3. e3 e6 4. Bd3 c5 5. c3 Nbd7 6. Nbd2 Bd6 7. O-O O-O



8. Re1 Diagram

An accurate and important move.

[8. e4 cxd4 9. cxd4 dxe4 10. Nxe4 Nxe4 11. Bxe4 Qb6 and, if anything, Black has better prospects]

8... Qc7 This is probably best:

[8... b6 is too slow]

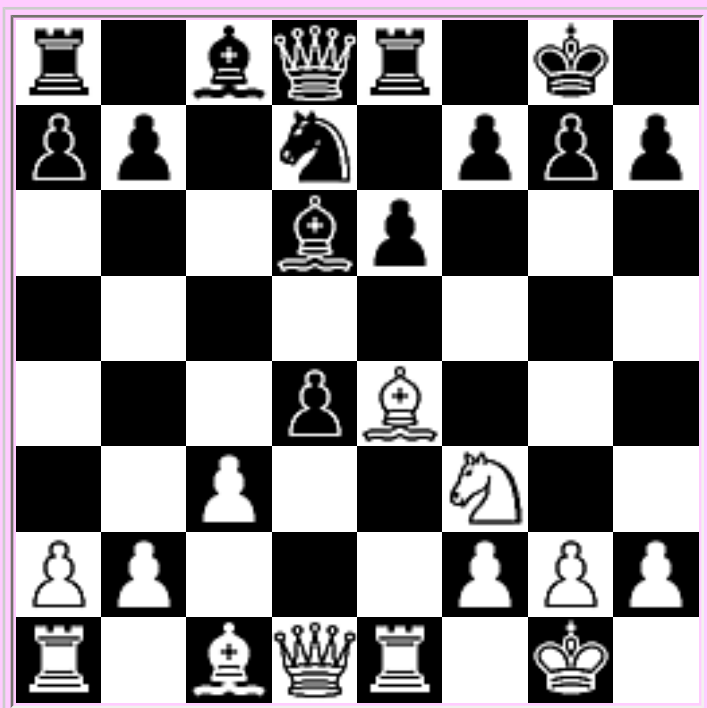
[8... e5 too early: 9. e4! +=]

[8...c4 is a mistake: 9. Bc2 and 10. e4 will now come with greater force]

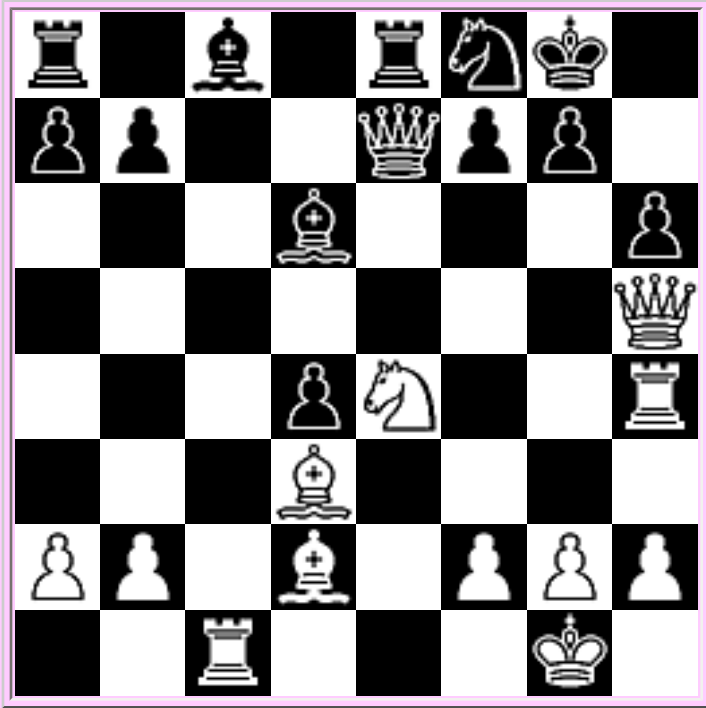
[8... Re8 9. e4 dxe4 10. Nxe4 Nxe4 11. Bxe4 cxd4? Diagram

12. Bxh7+ Kxh7 13. Ng5+ Kg6 14. h4 Rh8 15. Rxe6+ +- Fine]

Variation



9. e4 cxd4 10. cxd4 dxe4 11. Nxe4 Nxe4 12. Rxe4 Re8 13. Rh4 Nf8 14. Ng5 h6 15. Qh5 e5 16. Bd2
exd4 17. Rc1 Qe7 18. Ne4



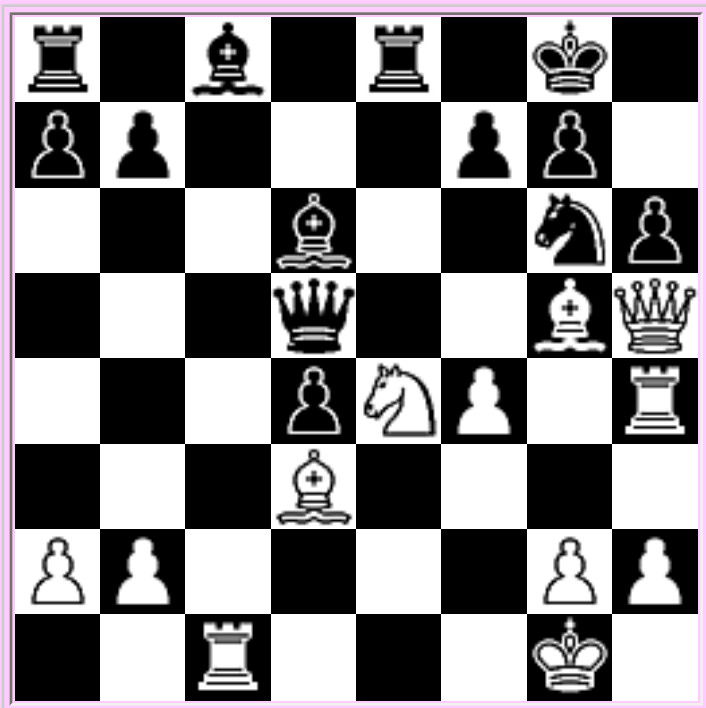
18... Ng6 (else Bxh6)

19. Bg5 Qe5

[19... hxg5 20. Qh7+ Kf8 21. Qh8+ Nxf8 22. Rxh8#]

20. f4 Qd5

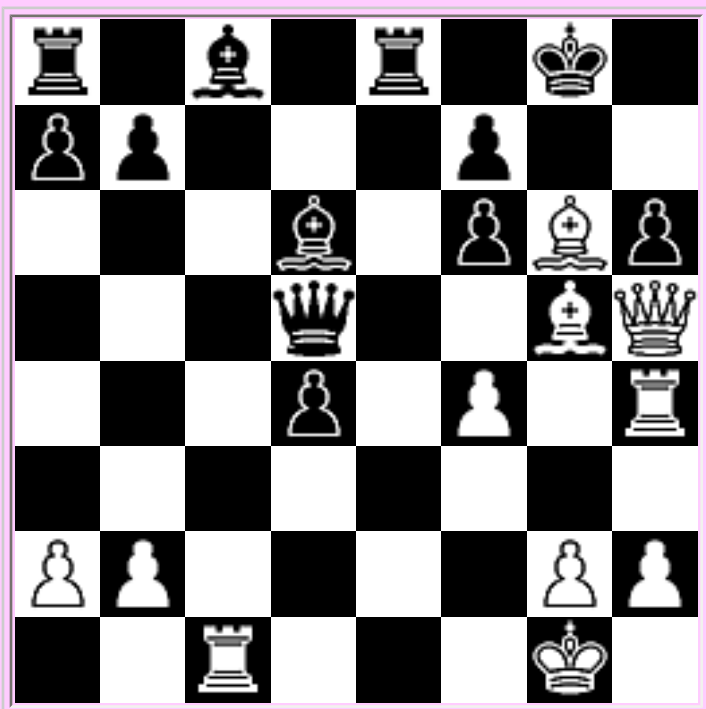
[20... Qa5 21. b4]



White now lands two good punches

21. Nf6+ gxf6 22. Bxg6

Black's pawn cover has suddenly disappeared.



22... Bf8

[22... fxg6 23. Qxg6+ Kf8 24. Qxf6+ Qf7 25. Bxh6+ Kg8 26. Qg5+ Kh8 27. Bg7+

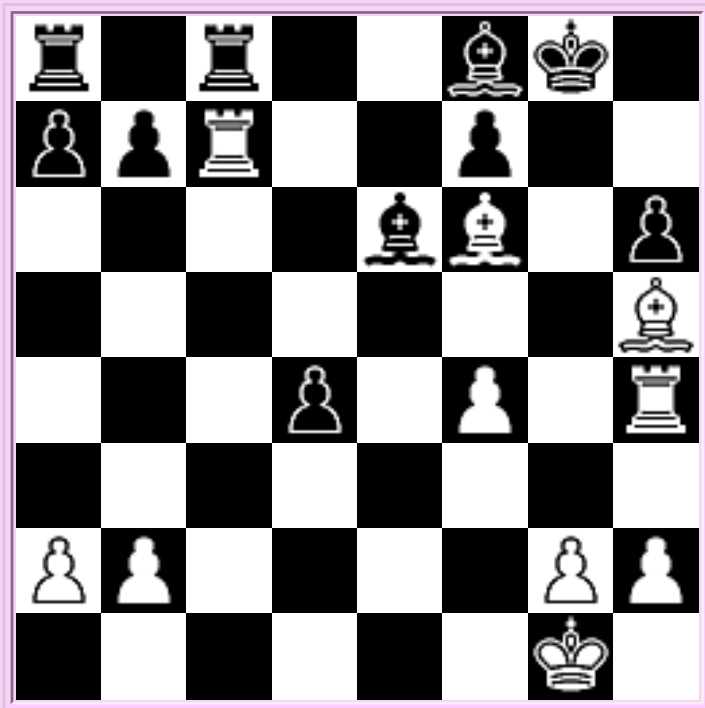
Kg8 28. Rh8#]

[22... fxg5 23. Qxh6 gxh4 24. Bh7+ Kh8 25. Be4+ Kg8 26. Bxd5]

23. Rc7 Be6 24. Bxf6 Qxh5

Ordinarily, exchanging queens is an important achievement for the defence.

25. Bxh5 Rec8



Has Black held on long enough?

26. Bxf7+ and still they come!

26... Kh7

[26... Bxf7 27. Rg4+ Kh7 28. Rxf7+ Bg7 29. Rgxg7+ Kh8 30. Rg6#]

27. Rxc8 Bxc8 28. Bxd4

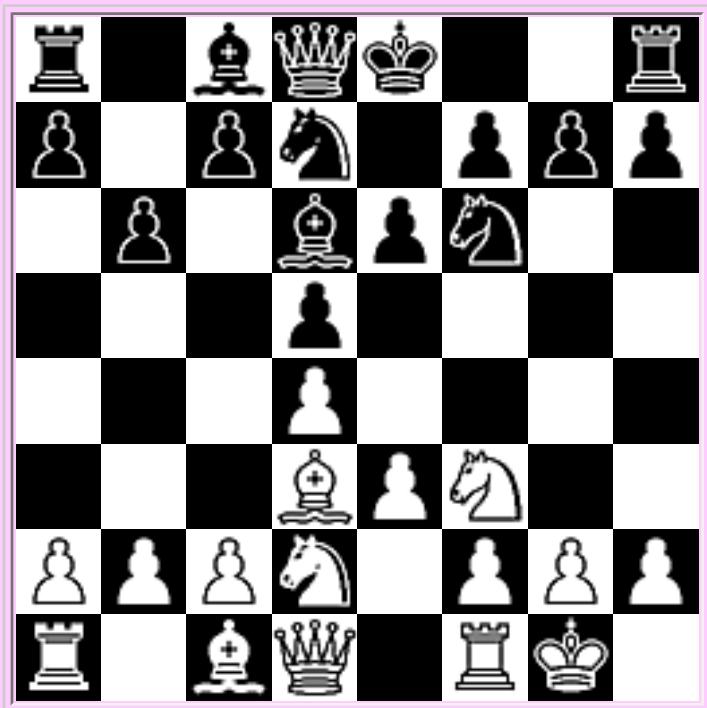
Cashing in

28... Bf5 29. Rh5 1-0

Here's another Colle game by that demon attacker, Harry Pillsbury.

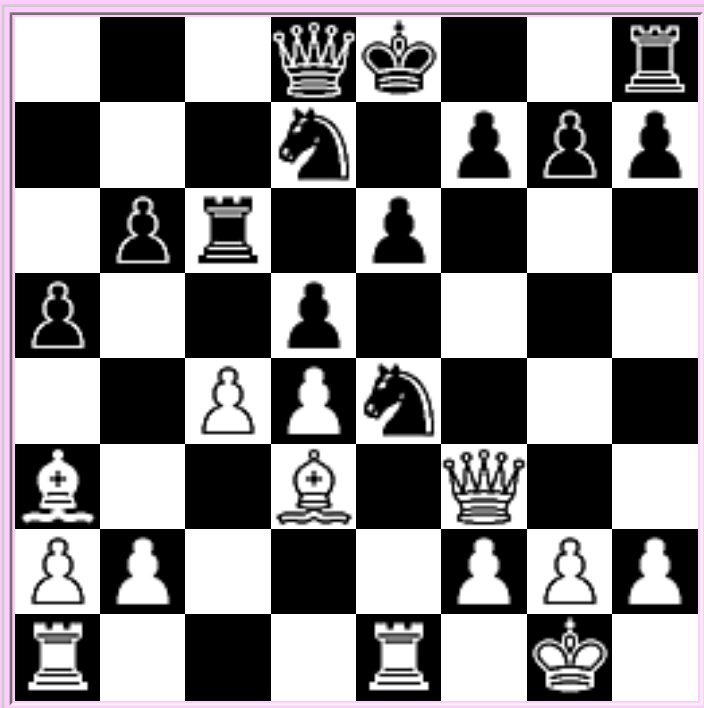
Pillsbury - Amateur, Toronto, 1899

1. d4 d5 2. Nf3 e6 3. e3 Nf6 4. Bd3 Nbd7 5. O-O b6 6. Nbd2 Bd6



The Classic Colle start.

7. e4 dxe4 8. Nxe4 Bb7 9. Nxd6+ cxd6 10. Bf4 Bxf3 11. Qxf3 d5 12. Bd6 Rc8 13. Rfe1 Rc6 14. Ba3 a5 15. c4 Ne4



The game has developed differently to Landau's, but Pillsbury still has a fine attack based on his Bishops and the poor Black K position.

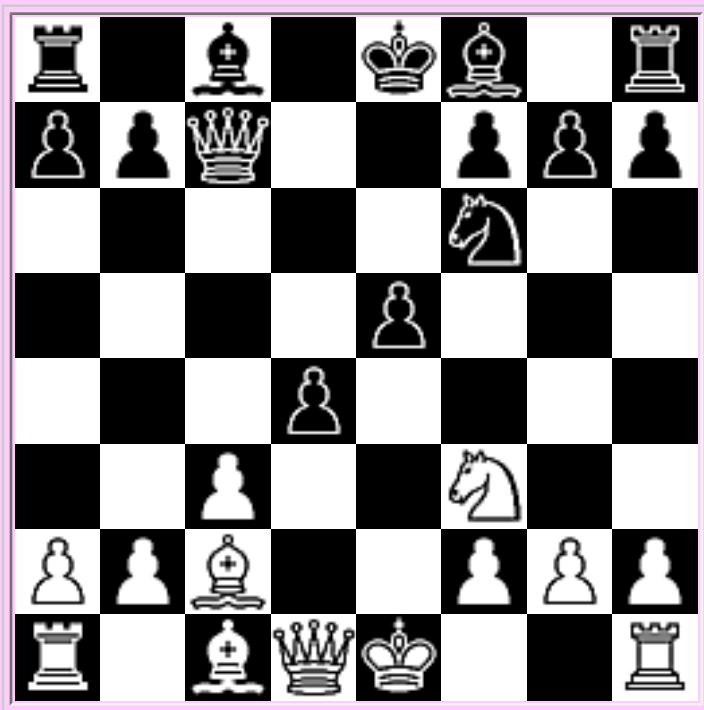
16. cxd5 Ng5 17. Qg3 Rc8 18. dxe6 Nxe6 19. Rxe6+ fxe6 20. Qg6+ hxg6 21. Bxg6+ 1-0

Here's the man himself, who perfected the modern approach to the opening.

This is well worth going through move by move.

Colle - Stoltz, Bled, 1931

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 Nbd7 5. Nbd2 Qc7 6. Bd3 e5 7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nf6 10. Bc2 cxd4



11. O-O (a pawn offer, which should not have been accepted) 11... dxc3 12. Nxe5 Bd6 13. Ba4+ Kf8

[13... Bd7 14. Nxd7 Nxd7 15. Re1+ Kf8 16. Bxd7 Qxd7 17. bxc3]

14. Bf4 Bg4 this attempt to mix it is understandable but ill-judged 15. Ng6+ Kg8

[15... hxg6 16. Bxd6+ Kg8 17. Bxc7 Bxd1 18. Raxd1]

16. Bxd6 Bxd1 17. Bxc7 Bxa4 18. Nxh8 Nd5 19. Ba5 c2 20. Bd2 Kxh8

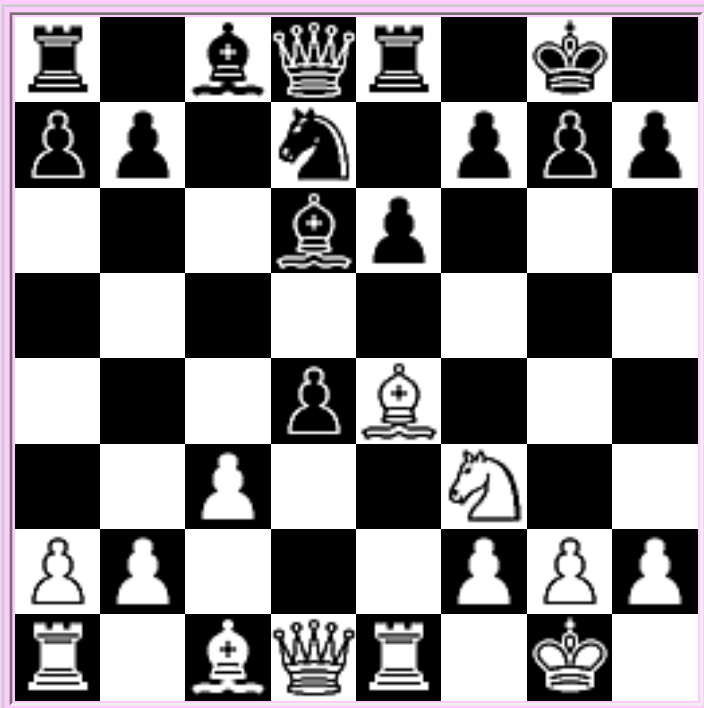
White has a small advantage, which he exploits perfectly

21. Rfe1 Kg8 22. Rac1 Rc8 23. Re4 Bd7 24. Rd4 Be6 25. b3 b5 26. Ba5 g5 27. Rd2 Rc6 28. Rcxc2 Ra6 29. b4 Rd6 30. a3 h6 31. Rc5 a6 32. Bc7 Rd7 33. Be5 Kh7 34. h3 h5 35. Bb2 Kg6 36. Rc6 1-0

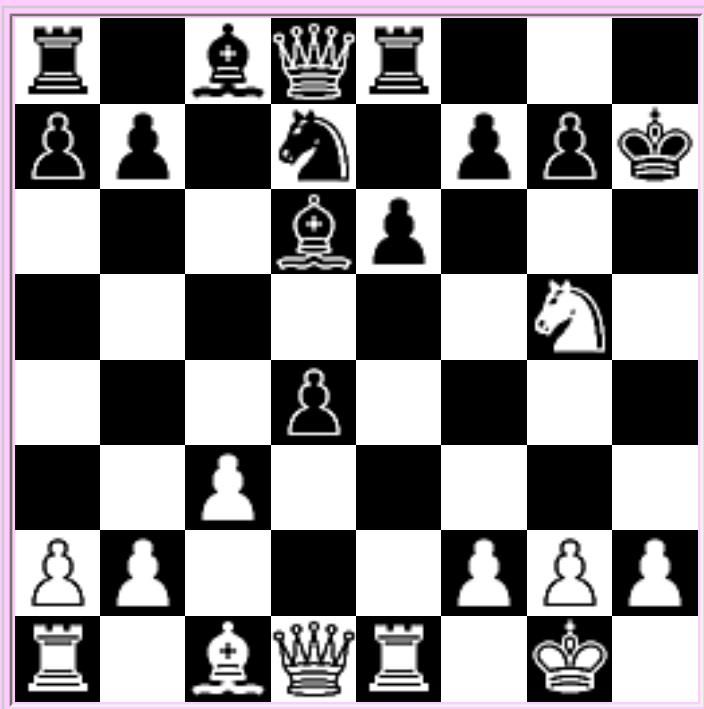
And Colle again. Take this one slowly if you play it through, there's a lot to enjoy!

Colle - O'Hanlon, Nice Ol, 1930

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 e6 5. Bd3 Bd6 6. Nbd2 Nbd7 7. O-O O-O 8. Re1 Re8 9. e4 dxe4 10. Nxe4 Nxe4 11. Bxe4 cxd4



12. Bxh7+ Kxh7 13. Ng5+

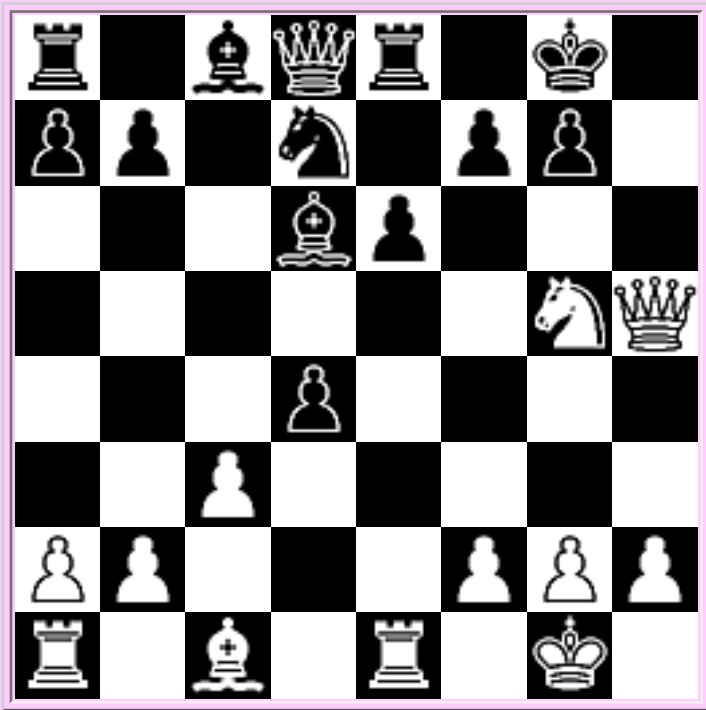


13... Kg6

[13... Kg8 This is the only real alternative. Analysis by Euwe and Kramer suggests that White's attack is worth a draw but no more. The variations and ideas are very typical of the h7 sac in the Colle and are worth playing over.]

14. Qh5 DIAGRAM

Variation



(A) 14... Ne5 15. Rxe5

[or 15. Qh7+ Kf8 16. Ne4 Ng6 17. Nxd6 Qxd6 18. h4 Ke7 19. h5 Rh8 20. Bg5+ Ke8 [20... Kf8 21. hxg6 Rxh7 22. gxh7 wins] 21. Qxg7 Rxh5 22. Qf6 Qe7 and Black is better]

15... Bxe5 16. Qxf7+ Kh8 17. Qh5+ and White has nothing better than perpetual check]

(B) [14... Qf6 15. Qh7+ Kf8 16. Ne4 Qe5 17. cxd4 Qd5 ?

[17... Qxd4 18. Qh8+ Ke7 19. Bg5+ wins]

[17... Qxh2+ 18. Qxh2 Bxh2+ 19. Kxh2 is about level]

18. Qh8+ Ke7 19. Qxg7 with strong attack]

(C) 14... Nf6 15. Qxf7+ Kh8 16. Re4 Nxe4

[16... Bxh2+ 17. Kxh2 Nxe4 18. Qh5+ Kg8 19. Qh7+ Kf8 20. Qh8+ Ke7 21. Qxg7

+ Kd6 22. Nf7+ wins the Q]

17. Qh5+ Kg8 18. Qh7+ Kf8 19. Qh8+ Ke7 20. Qxg7#]

Back to the game!

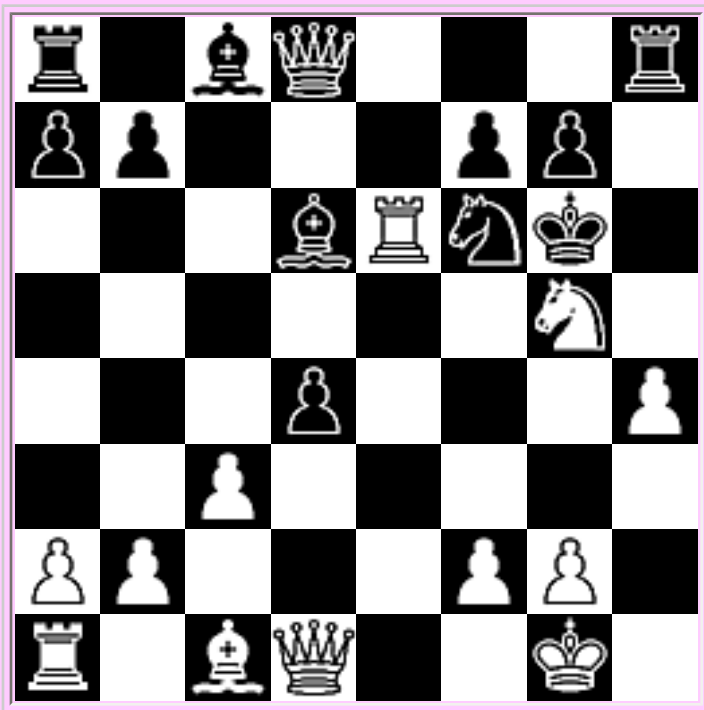
14. h4 Rh8



[14... f5 15. h5+ Kf6 16. Qxd4+ Be5 17. Qh4 g6 18. f4 +-]

15. Rxe6+ Nf6

[15... fxe6 16. Qd3+ Kf6 17. Qf3+ Kg6 18. Qf7+ Kh6 19. Nxe6+]



16. h5+ Kh6

[16... Rxh5 17. Qd3+ Kh6 18. Qh7#]

17. Rxd6 Qa5 18. Nxf7+ Kh7 19. Ng5+ Kg8 20. Qb3+ 1-0

A superb game -- although Black could have held on in theory, he was blown away.

Some Colle theory

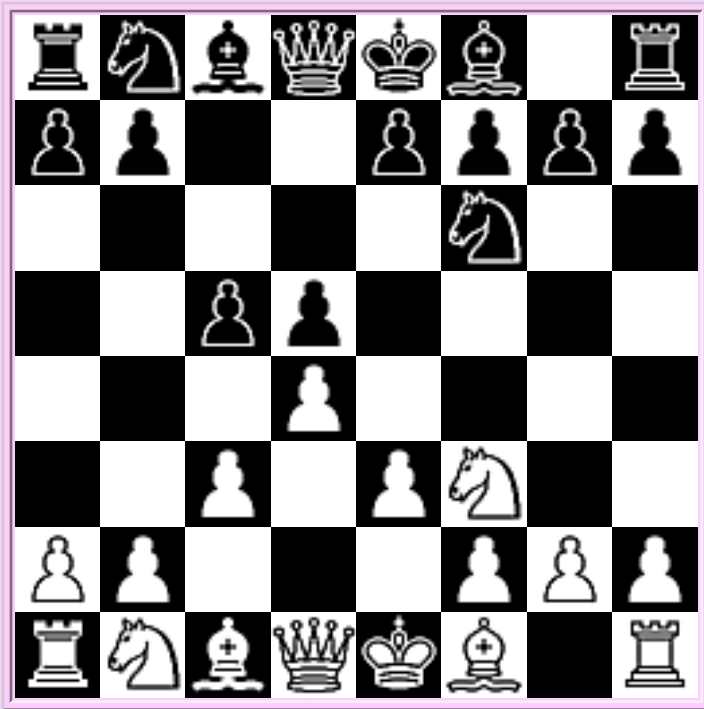
Let's start again, having got the idea of the opening, and look at some detail of move order.

Start as we have seen: 1. d4 d5 2. Nf3 Nf6 3. e3 c5

I will explain some of the ideas behind the moves in the games above.

Black gets into a little trouble with 4...e6.

4. c3



Now, we often see

4... e6

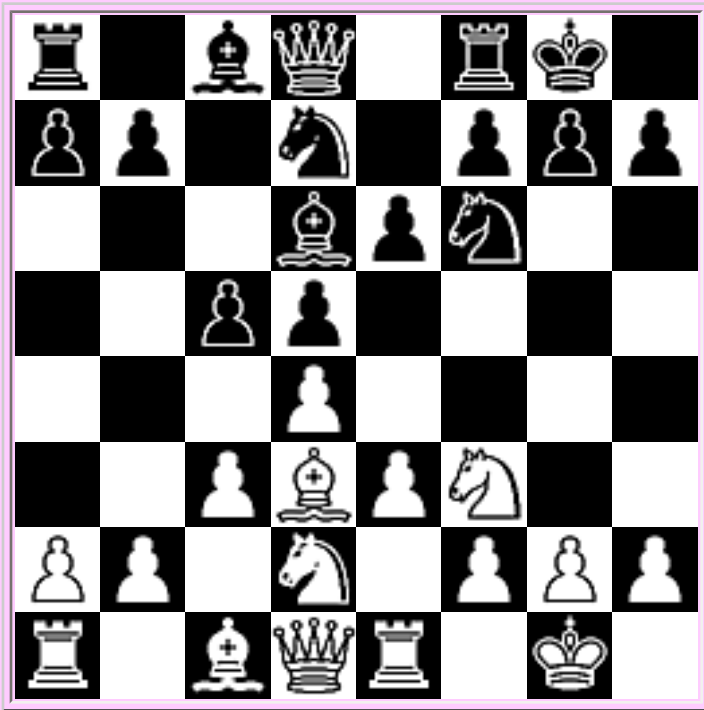
What next?

Black's Queen's Knight should go to d7, supporting c5,e5 and f6

The most logical development for both sides is probably

1. d4 d5 2. Nf3 Nf6 3. e3 e6 4. Bd3 c5 5. c3 Nbd7 6. Nbd2 Bd6 7. O-O O-O 8. Re1!

For this position, see Landau-Book (our first game above). It's probably about equal, but Black cannot relax for a moment.

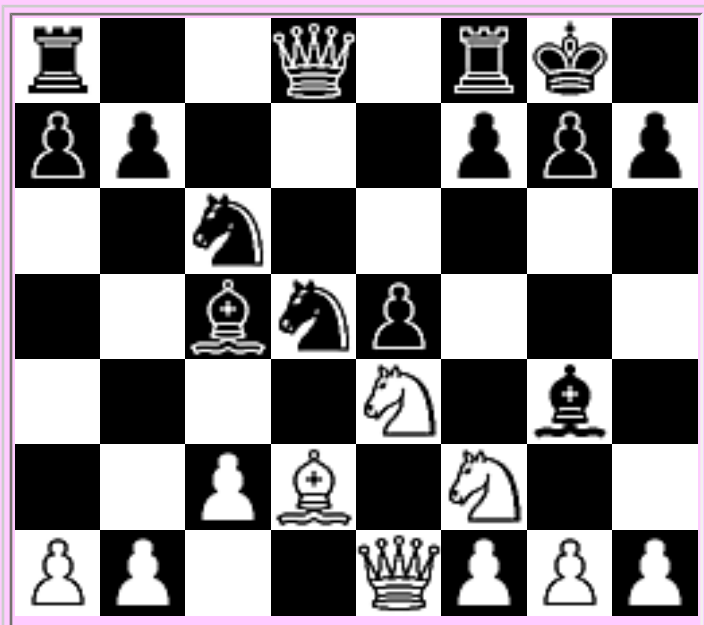


Black's Queen's Knight should not go to c6 but to d7

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 e6 5. Nbd2 Nc6

natural, but less accurate

6. Bd3 Bd6 7. O-O O-O 8. dxc5 Bxc5 9. e4 e5(!) 10. exd5 Nxd5 11. Qe2 Bg4 12. Ne4+ =

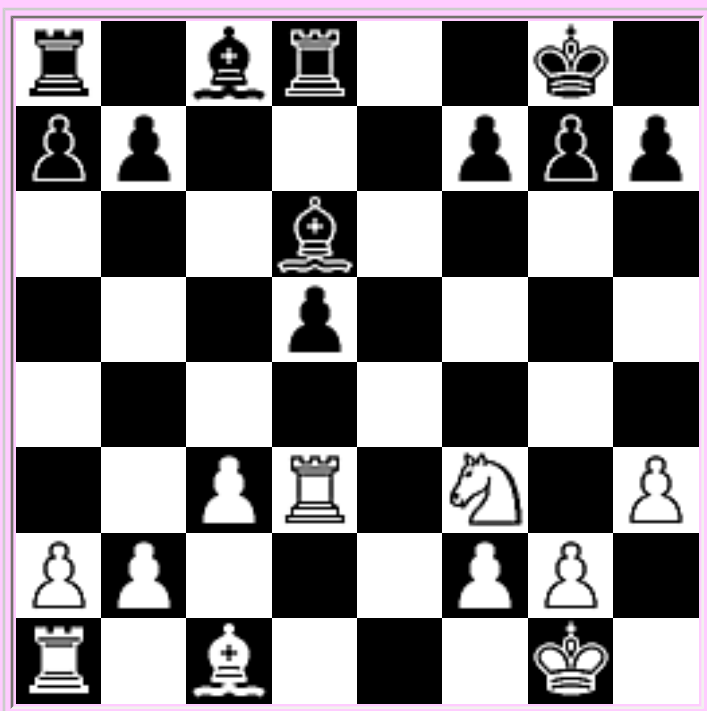




Black can just about equalise in this line:

[9... Qc7 10. Qe2 Bd6 11. Re1 Ng4 12. h3 Nge5 13. Nxe5 Nxe5 14. exd5 exd5 15. Nf3 Nxd3 16. Qxd3 Qc4 17. Rd1 Qxd3 18. Rxd3 Rd8

...and the two bishops compensate for the isolated pawn in the endgame



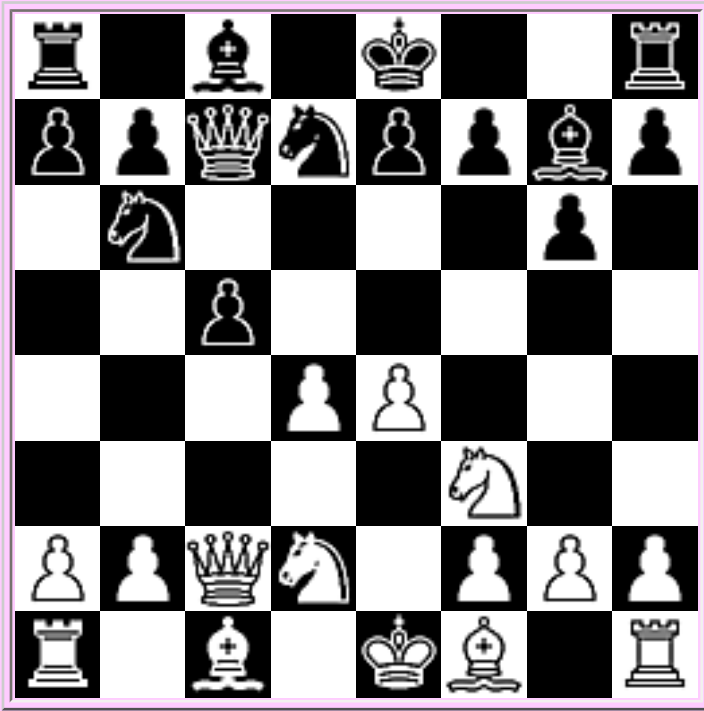
Black cannot develop fast enough to get in the ...e5 counter in one move

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3

4... Nbd7 5. Nbd2 Qc7

aiming at ...e5

6. Qa4 g6 7. c4 Bg7 8. cxd5 Nxd5 9. e4 N5b6 10. Qc2 +=]



Black can equalise by developing the Queen's Bishop

If White's Bd3 is threatening, and Black's ...e6 leads to difficulty if the Bc8 gets stuck, the natural move is ...Bf5.

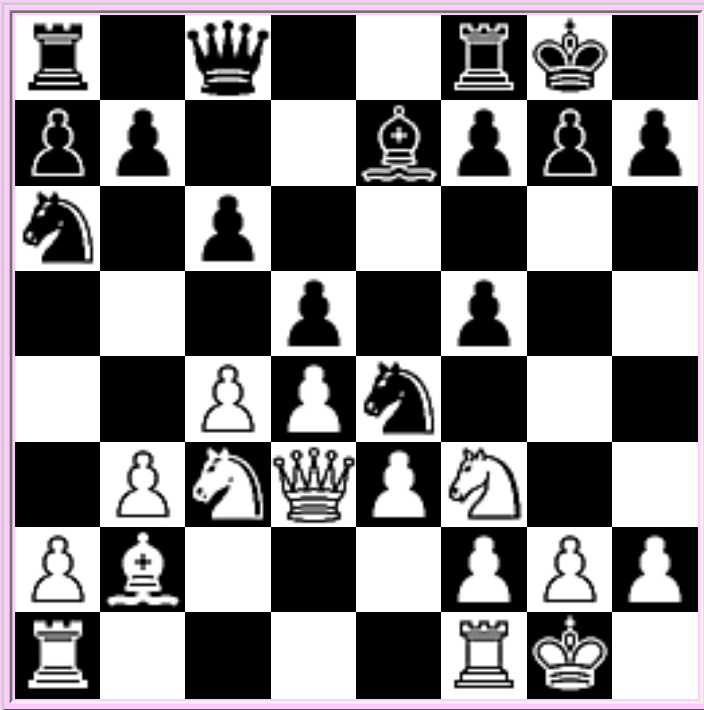
In fact, this is recommended as leading to an equal game.

1. d4 d5 2. Nf3 Nf6 3. e3

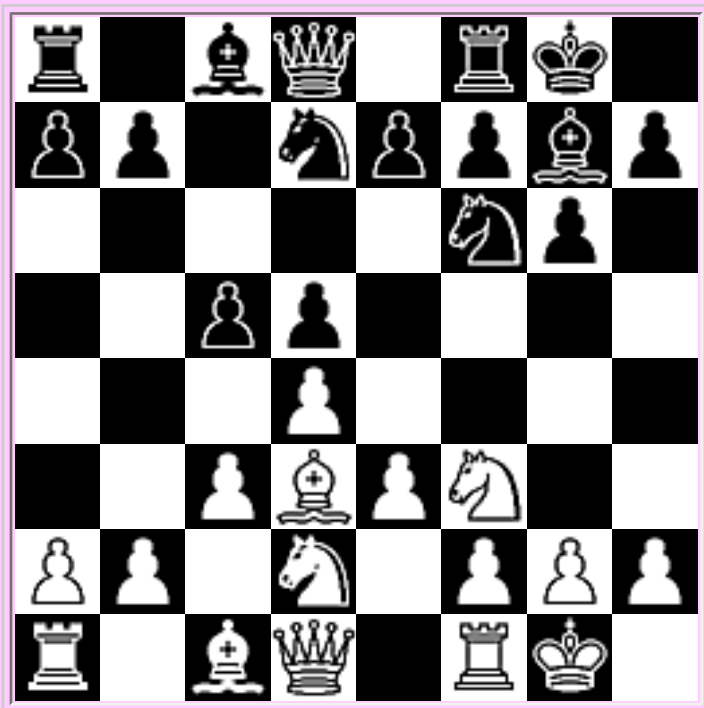
3... Bf5 e.g. 4. Bd3 e6 5. Bxf5 exf5 6. Qd3 Qc8 7. b3 Na6 8. O-O Be7 9. c4 O-O
10. Nc3 c6 11. Bb2 Ne4

Black is comfortable

Also possible is 3...Bg4 and later ...e6, also equalising.



Black can try to blunt the power of the Bd3 by ...g6



1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3

4... g6 5. Nbd2 Nbd7 6. Bd3 Bg7 7. O-O O-O DIAGRAM

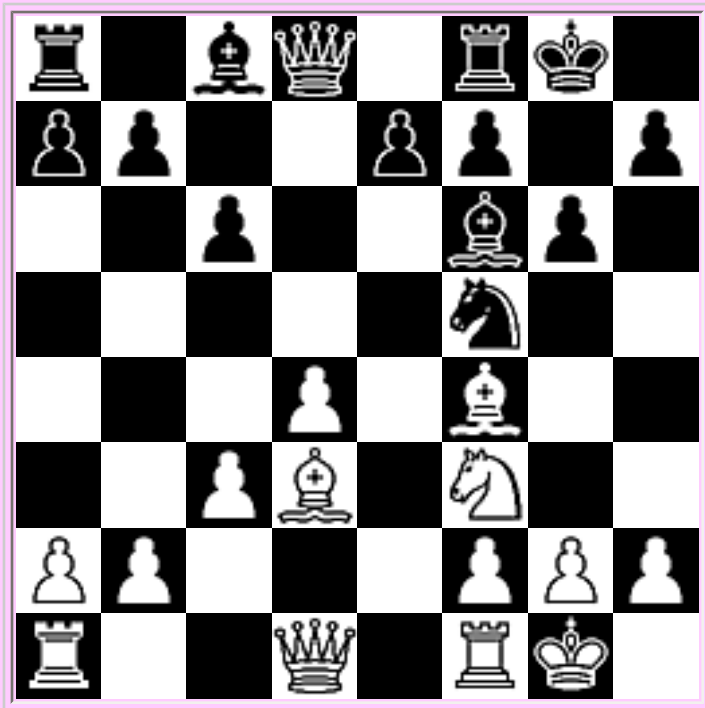
Now Fine says only 8. b4, changing plan, is good enough for White because the main plan with e4 leads to a slightly worse game:

[8. e4 dxe4 9. Nxe4 cxd4 10. Nxd4 Ne5 11. Nxf6+ Bxf6 12. Be2 Bd7 =+]

But even if Black adopts the ...g6 idea, the game need not be easy

Eliskases - Rosetto, Mar del Plata, 1950

1. Nf3 d5 2. d4 c6 3. e3 g6 4. Bd3 Bg7 5. Nbd2 Nh6 6. c3 O-O 7. O-O Nd7 8. e4 dxe4 9. Nxe4 Nf5 10. Bf4 Nf6 (?) 11. Nxf6+ Bxf6

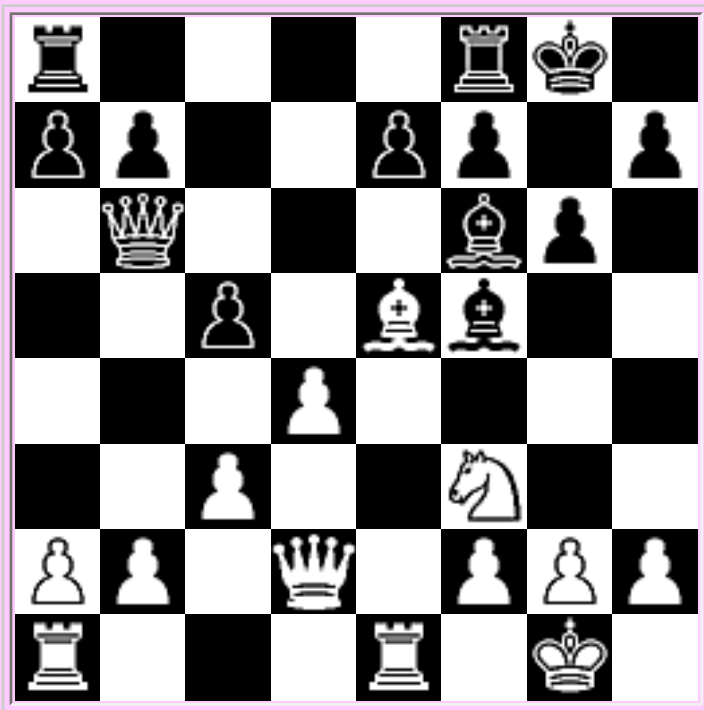


White has the advantage in the centre

12. Qd2 Qb6 13. Rfe1 c5

it would have been better to aim for the ...e5 break

14. Bxf5 Bxf5 15. Be5

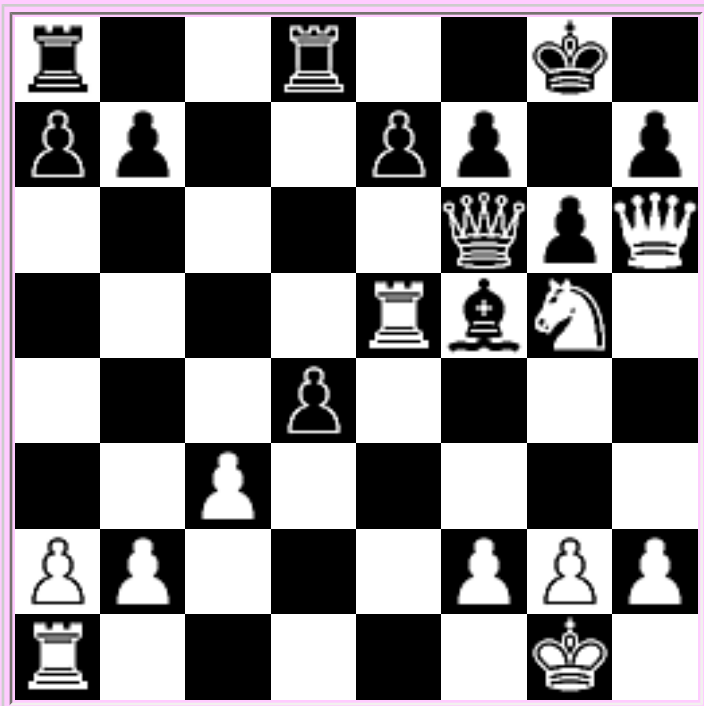


15... Rfd8 naive

[15... Bxe5 16. Rxe5 White's small force is making very nasty threats]

[15... Kg7 best]

16. Qh6 Bxe5 17. Rxe5 cxd4 18. Ng5 Qf6



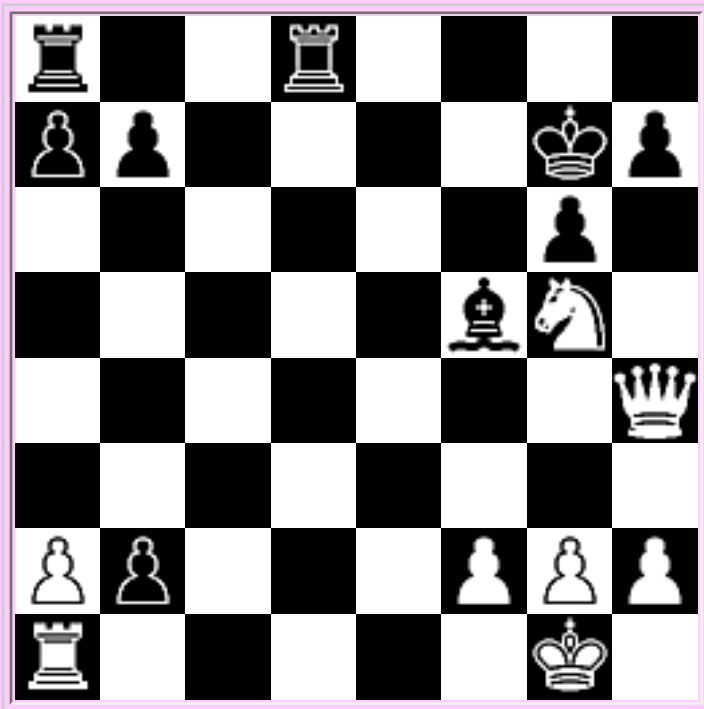
19. Rxe7 Qg7

[19... Rd7 20. Rae1]

20. Qh4

[20. Qxg7+ Kxg7 21. Rxf7+ Kg8 22. Rxb7 d3 with counterplay]

20... dxc3 21. Rxf7 cxb2 22. Rxg7+ Kxg7



23. Re1 Rd7

[23... b1=Q 24. Qxh7+ Kf6 25. Qe7#]

[23... h6 24. Re7+ Kg8 25. Qc4+ Kh8 26. Rh7#]

[23... Re8 24. Qd4+ Kg8 25. Qc4+ ! 25... Kg7 26. Qc3+ Kg8 27. Qb3+ Kh8 28. Qxb2+ winning]

24. Qb4 Re8 25. Qxb2+ Kh6 26. Nf7+ resigns 26... Kh5 27. g4+ Bxg4 28. Rxe8
1-0

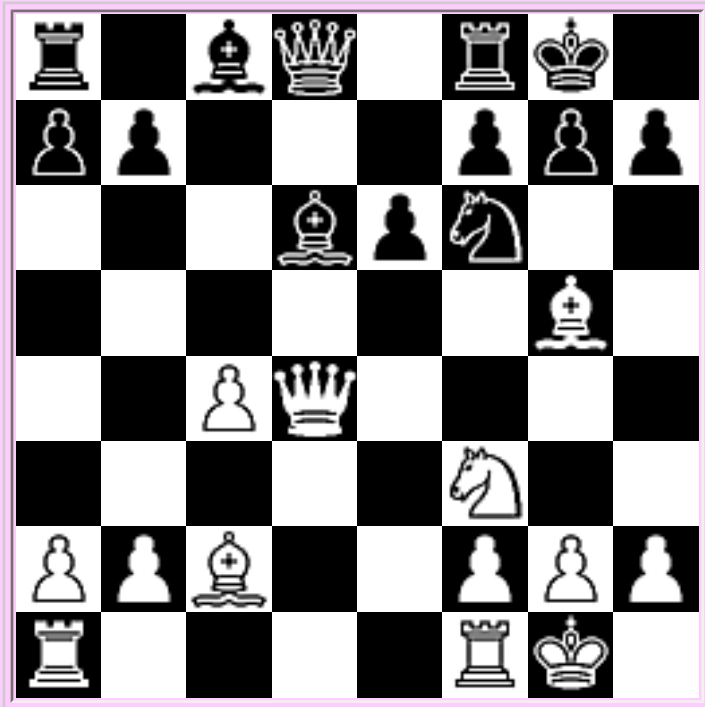
You can actually apply the style of the Colle in many d-pawn openings.

NN-NN

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c6 5. e3 Nbd7 6. Bd3 Bd6

Here we go again...

7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nf6 10. Bc2 O-O 11. O-O c5 12. Bg5 cxd4 13. Qxd4 !



13... Be7

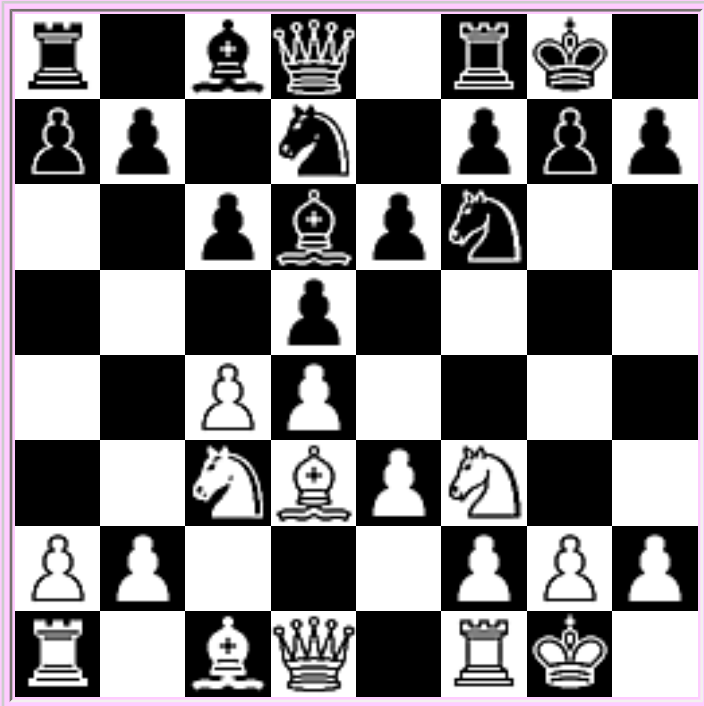
[13... Bxh2+ 14. Kxh2 Ng4+]

14. Qh4 ! 14... h6 15. Bxh6 gxh6 16. Qxh6 Qa5 17. Ng5 e5 18. Bh7+ Kh8 19. Be4+ Kg8 20. Rfe1 Bg4 21. Re3 Rad8 22. Rg3 Rd4 23. Ne6 fxe6 24. Rxg4+ 1-0
[24. Rxg4+ Kf7 25. Qg6#]

Here's Harry Pillsbury again, on the White side of the Slav.

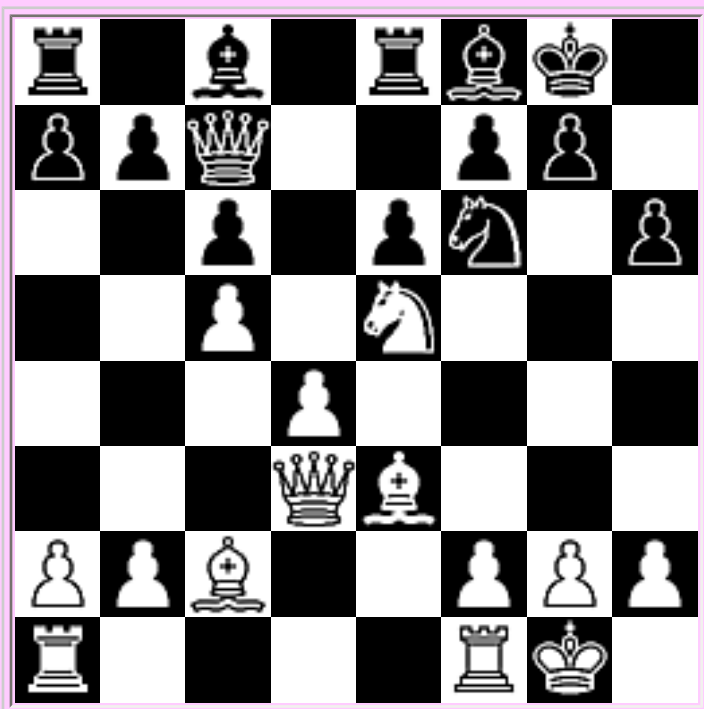
Pillsbury, Harry N - Winawer, S (Budapest, 1896)

1. d4 d5 2. c4 e6 3. Nc3 c6 4. e3 Nf6 5. Nf3 Nbd7 6. Bd3 Bd6 7. O-O O-O



Not the Colle opening, but we can see the approach at work:

8. e4 dx e4 9. Nxe4 Nxe4 10. Bxe4 Nf6 11. Bc2 h6 12. Be3 Re8 13. Qd3 Qc7 14. c5 Bf8 15. Ne5



Black starts to mix it, but White's better position suggests that only White can profit when tactics break out.

15...Bxc5 16. Bxh6 Bxd4 17. Qxd4 g6 18. Qf4 Nd5 19. Qxh6 f6 20. f4 Re7 21. Ng6 1-0

Back to [Chess Coaching Page](#)



This document (colle.html) was last modified on Feb 9 1996 by

[Dr. Dave](#)

Here is the game about the trompovsky variation.

[Event "USSR army championship"]

[Site "Minsk"]

[Date "1984"]

[White "Lputian"]

[Black "Cherechevsky"]

[Result "1/2"]

1. d4 Nf6 2. Bg5 e6 3. e4 c5 4. d5 h6 5. Bxf6 Qxf6 6. Nc3 a6 7. Nf3 e5 8.
a4 b6 9. Bd3 d6 10. Nd2 g6 11. O-O Bg7 12. Nc4 Nd7 13. Qb1 O-O 14. b4 Rb8
15. Qb2 Re8 16. Rab1 Bf8 17. bxc5 bxc5 18. Qa3 Rxb1 19. Rxb1 Qg5 20. a5 Nf6
21. Qc1 Qh4 22. Qe3 Nh5 23. Rb8 Qd8 24. Nb6 Qc7 25. Ra8 Rd8 26. Nxc8 Qb7
27. Ra6 Qb4 28 Nxd6 Rxd6 29 Rxd6 Bxd6
1/2

I did not give the last moves, from cherechevsky himself the Black position is very hard to defend almost losing around move 20. After, thanks to zeitnot he achieve to find enough counter play to drew the game. But he says that he never played again c5 being too much threaten by this game. I found this game in "Methode de perfectionnement aux echecs" from Mikhail Cherechevsky.

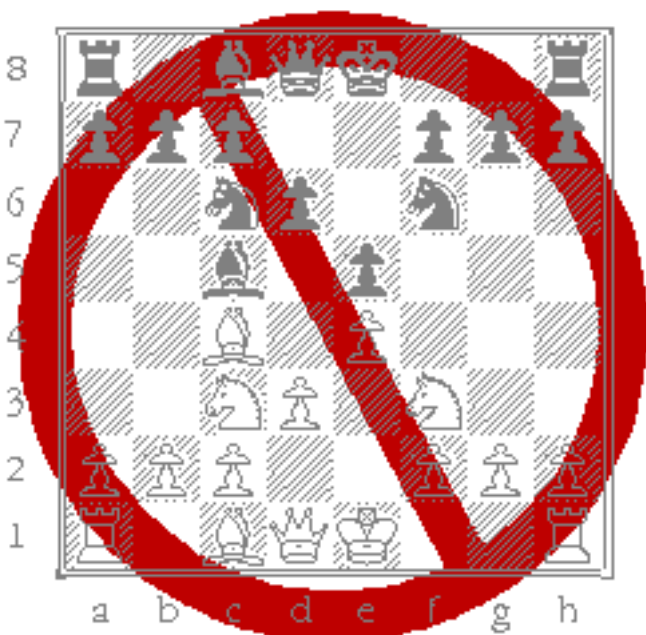
Exeter Chess Club: No more Old Stodge

Contents

- [Playing Old Stodge positions](#)
 - [Giuoco Piano](#)
 - [Old Stodge](#)
 - [Securing an open game as White](#)
 - [Play the modern main line Giuoco Piano with 4.c3](#)
 - [Play the Evans' Gambit](#)
 - [Play the Scotch Game](#)
 - [Securing an open game as Black](#)
 - [Two Knights' Defence](#)
 - [Fried Liver Attack](#)
 - [Play the Petroff Defence](#)
 - [Play the Centre Counter \[Scandinavian\] Defence](#)
 - [Summary](#)
-

This club is a GP-free zone

1.e4 e5 2.Nf3 Nc6 3.Be4 Bc5 4.Ne3 Nf6 5.d3 d6



Support the campaign for d2-d4 by playing 4. c3, 4. b4 or 3. d4!

Giuoco Pianissimo " is an old Italian phrase meaning "very quiet game"; if you can't remember that, you might prefer if we just use EM Forster's name for this line, " [Old Stodge](#) ". It's probably one of the most common ways for games to start, and I think it's one of the worst! What's the problem? It's totally the wrong sort of position for you, that's what!

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game." -- RICHARD RETI, Masters of the Chessboard

Beginners (and others) should play open games:

- **open games are more lively and more fun** because of all the tactics
- **open games are easier to get ideas in** because of all the tactics
- **open games are better for learning about the game** because of all the tactics

Open games, with open lines, require the exchange (or sacrifice) of Pawns. White can play for d2-d4 (the easiest and best break) in a variety of ways and this is generally the best plan in the King Pawn openings. Also, with open lines, you have play for the Rooks.



v./9EFJM

Whatever is happening in Old Stodge, it is most unlikely that lines are going to be opened very soon. Both sides clamp down on the opponent's Queen's Pawn, preventing the opening of the game. The position is blocked, the sides are equal and it's hard to get things going. None of the pieces get any scope, the Rooks lack open lines, the whole position gets bogged down in sticky toffee and both players are often bored and confused by the positions that come about. It can take a long time to beat worse players because things are so solid. Also, it may be that almost every game you play ends up something like this, and perhaps you would like some variety.

It's enough to put you off chess!

This document is about how to try and get an open game, with Pawn exchanges, with either colour, and a bit about what's going on in the Old Stodge in case you are tricked into it.

We'll look at Old Stodge first.

Playing Old Stodge positions

Giuoco Piano

Giuoco Piano means 'quiet game', most popular in the 1800s, and is indeed quieter than the bloodthirsty openings like the King's Gambit and other lines that were being played then.



The *Giuoco Piano* is defined by the following sequence:

1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5.

The idea is to develop naturally and quickly, attacking the important weak point on f7.

This is a fine opening for juniors to play.

But after

4. d3 Nf6 5. Nc3 d6

we have:



Old Stodge

This is a rotten variation for juniors to play! - stodgy and difficult. But just in case you get tricked into it, there are some ideas for White and Black that you should know:

- (1) The plan with Be3
- (2) The plan with O-O
- (3) The attack with Bg5/Nd5

(4) The Canal variation

(1) The plan with Be3



One idea here is to tempt Black to exchange, $6...Bxe3$. After $7.fxe3$ White has a half-open f-file and can think about moves like O-O and Nf3-h4-f5. The square f5 is still good for White, since Black will be cautious about playing $...g7-g6$.

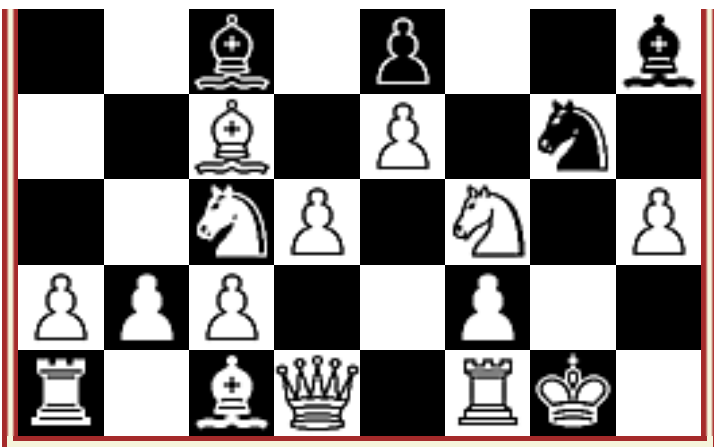
Black should not exchange but instead quietly play **6...Bb6**.

After this White can continue with **Qd2** and **0-0-0**.

(2) The plan with O-O

This is actually a risky move! If you are not careful, you will face a $...Bg4$ move from Black, when you cannot chase the Bishop in the way you would like with h3 and g4, because of the sacrifice $...Nxg4!$





This is very dangerous for White. Black threatens all sorts of things like ...Nd4 and ...Qf6 although you might be able to survive with Be3 and Kg2.

Some players have even experimented with

6. O-O Bg4, 7. h3 h5!?

Probably White can survive this too, but if a natural move like castling is so risky for White here, this can't be a good line to get into! Let's see a dramatic example of this:

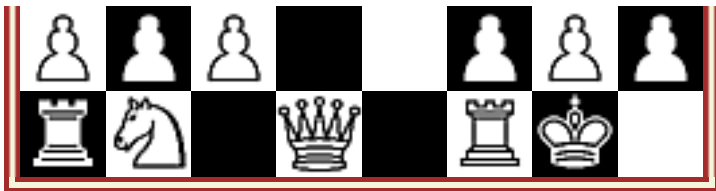
Knorre-Tchogorin, 1874

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.0-0 Nf6 5.d3 d6 6.Bg5

White has castled early and is trying the Bg5 plan. They do not mix well. Black, who has not castled, chases the Bishop with his King's-side Pawns:

6...h6 7.Bh4 g5 8.Bg3 h5 9.Nxg5 h4! 10.Nxf7 hxg3!





Black ignores White's attack on the Queen because he can see a way to get to the King!

11.Nxd8 Bg4 12.Qd2 Nd4 13.Nc3 Nf3+ 14.gxf3 Bxf3 15.hxg3 Rh1# 0-1

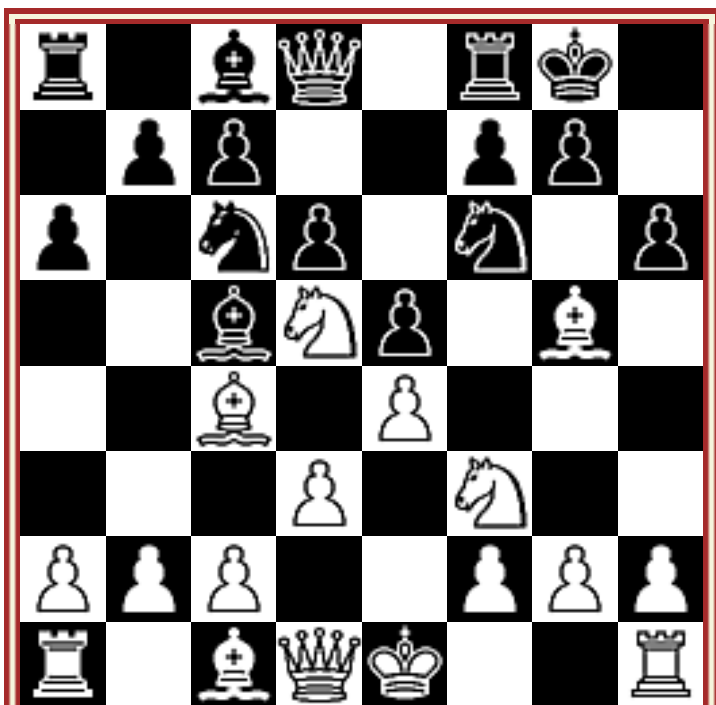
But perhaps this line gives us a clue to the best plan for White at move six:

(3) The attack with Bg5/Nd5

[Of course, Black can play the same plan with ...Bg4/...Nd4]

Play might go:

6. Bg5 O-O 7. Bd5 h6



v.,/9EFJM

Black is in trouble here. After:

8. Nxf6+ gxf6

Black's King position has been opened up.

9. Bh6

Now White has big threats, like Nh4-f5, Qg4/h5.

So, after 6.Bg5, Black should play **6...h6** straight away.

White might retreat **with 7. Bh4** but then Black can break the pin forever with **7...g5**.

Forever? Well, again, not if White is brave and plays

8. Nxg5!? hxg5 9. Bxg5.

This would be even stronger if Black had already castled, because White would have an attack against the Black King.

Usually White does not play like this if Black hasn't castled, because Black can survive the threats. So, if Black hasn't castled, after

6. Bg5 h6

White should probably play

7. Bxf6

Instead, after **6. Bg5** Black can remove White's proud Bishop on c4 with

6...Na5

or block the Bishop attack with

6..Be6.

(4) The Canal variation

In fact, probably the best plan in the standard Old Stodge position is to aim for d3-d4 after a sequence like:

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5! h6! 7. Bxf6! Qxf6 8. Nd5 Qd8 9. c3! So, if you are going to play d3-d4 eventually, why not go for a more open game from the start?

Old Stodge is a difficult and unpleasant variation for both sides, where the Rooks are hard to develop

and natural moves sometimes turn out badly. In fact, it's nothing like as safe for either side as you might have thought! You should aim to play a much more open game where it's easier to understand what is going on.

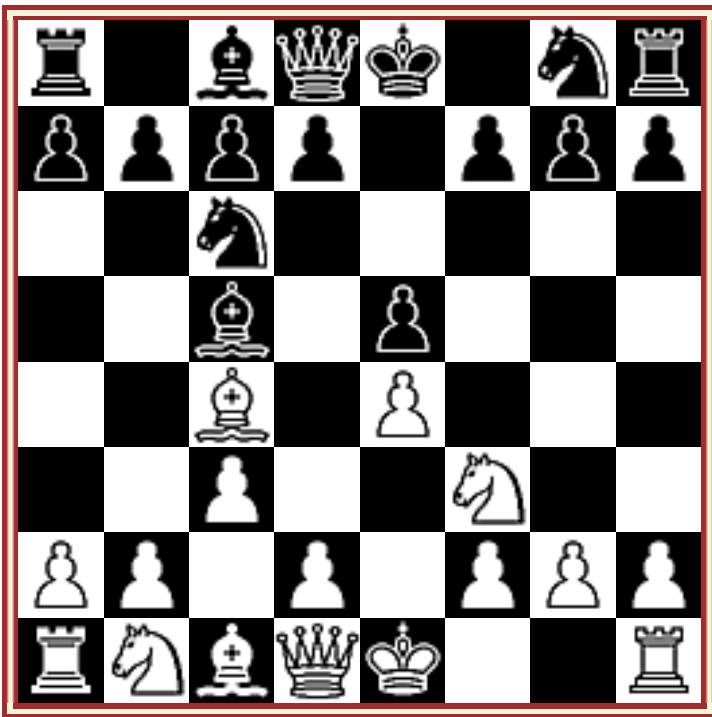
Securing an open game as White

Play the modern main line Giuoco Piano with 4.c3

After **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5** play **4. c2-c3**

This is an easy way to get an open game with White.

This move has the immediate threat to take over the centre with **5. d2-d4** . Black must react quickly and with the right moves - or else get into big trouble early on here.



4. c3 Nf6

must be right.

5. d4 exd4 6. cxd4

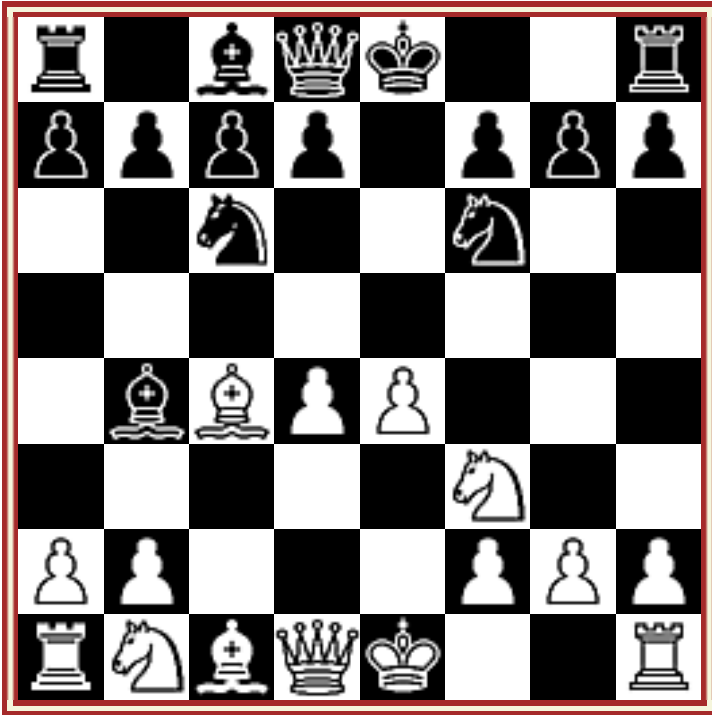
Now if Black retreats:

6...Bb6 7. d5

and Black is being forced back.

Black should go forward:

6...Bb4+



Now

7. Bd2 Bxd2+ 8. Nbx d2 d5!

Is about equal, and

7. Nc3!?

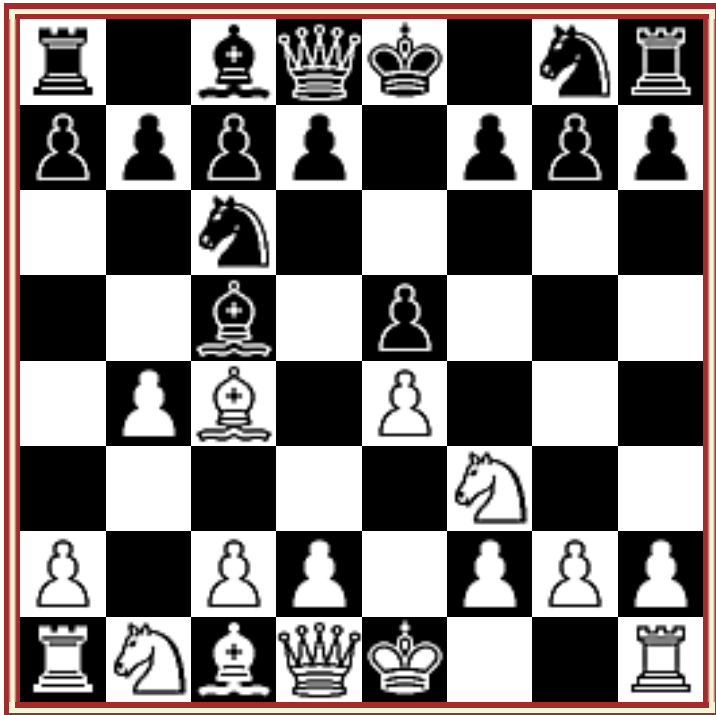
is a risky gambit for White after

7...Nxe4! 8. d5! Bxc3+!

The modern Giuoco Piano sets Black problems from the first moves. You are bound to get an open game and perhaps chances to win quickly. All the variations of the Modern Giuoco Piano are open and exciting, and you should never get bored!

Play the Evans' Gambit

After **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5** play **4. b2-b4**



After **4...Bxb4** you can open up the game AND take over the centre with **5. c2-c3** and a later d2-d4. You pay for getting both at once with a Pawn.

Is this good value? Kasparov thinks so!

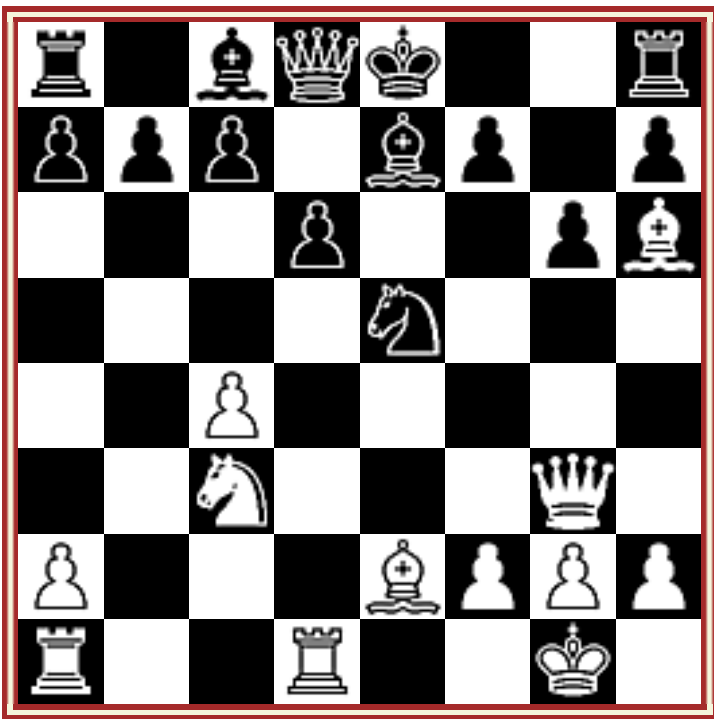
Kasparov,G - Anand,V [C51] Tal Memorial Tournament, Riga (4), 1995

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Be7 6.d4 Na5 7.Be2 exd4 8.Qxd4 Nf6 9.e5 Nc6 10.Qh4 Nd5 11.Qg3 g6 12.0-0 Nb6 13.c4 d6 14.Rd1 Nd7 15.Bh6

Black grabs a second Pawn.

15...Ncxe5 16.Nxe5 Nxe5 17.Nc3

(develop before attacking with a move like Bg7)



17...f6 18.c5 Nf7 19.cxd6 cxd6 20.Qe3 Nxe6 21.Qxe6 Bf8 22.Qe3+ Kf7 23.Nd5 Be6 24.Nf4 Qe7 25. Re1

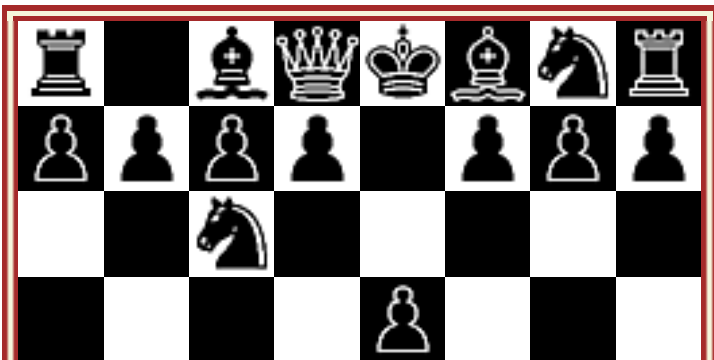
an amazing destruction of the current world No.3 and his PCA championship challenger

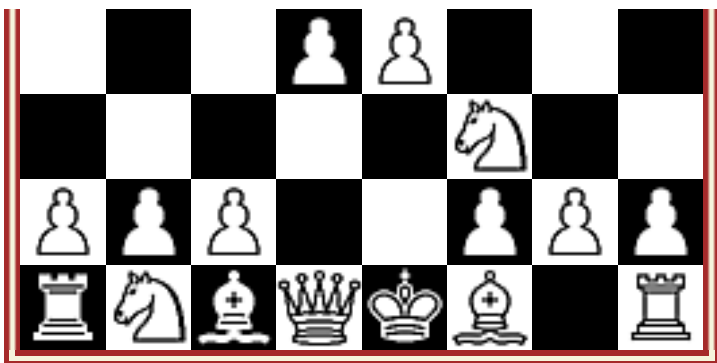
[25.Re1 Qd7 (25...Re8 26.Nxe6 Qxe6 27.Qxe6+ Rxe6 28.Bc4; 25...Bh6 26.Bc4) 26.Bb5 Qxb5 27.Qxe6+ Kg7 28.Nd5 Qb2 29.Rab1] 1-0

Evans' Gambit is a sharp attacking line where White gives up a Pawn for a strong attack. The Pawn is important only in the endgame, and Black might not survive that long!

Play the Scotch Game

After 1.e4 e5 2.Nf3 Nc6 play simply 3. d2-d4





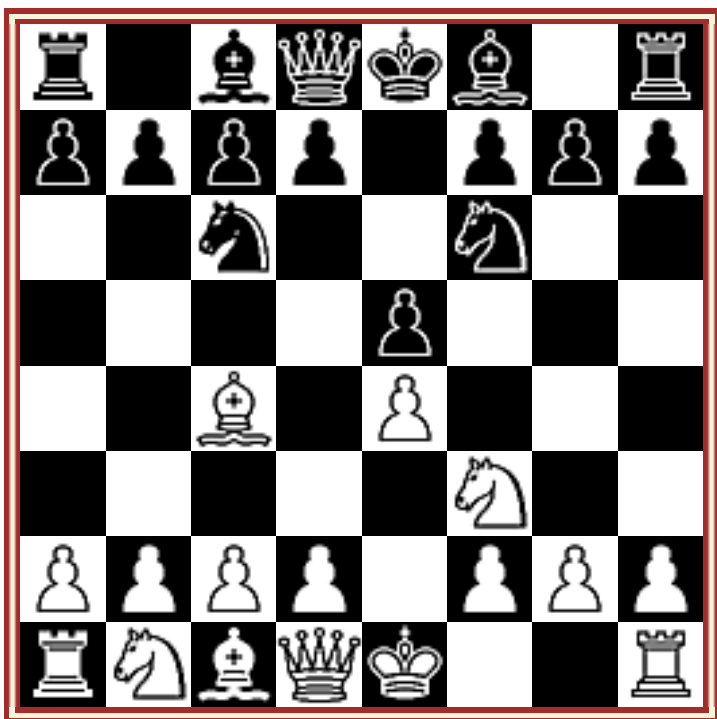
After **3...exd4** (forced) you can play a nice open game with **4. Nxd4** , or you can play one or two interesting gambits with **4. Bc4** [Scotch Gambit] or **4. c2-c3** [Goring Gambit].

The Scotch Game opens up the play straight away, and there are some exciting gambits as well as straightforward developing lines for White.

Securing an open game as Black

... is more difficult.

Two Knights' Defence



1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6

This is another nice way for Black to avoid White's intentions.

White may be surprised into playing

4. Nc3?

After

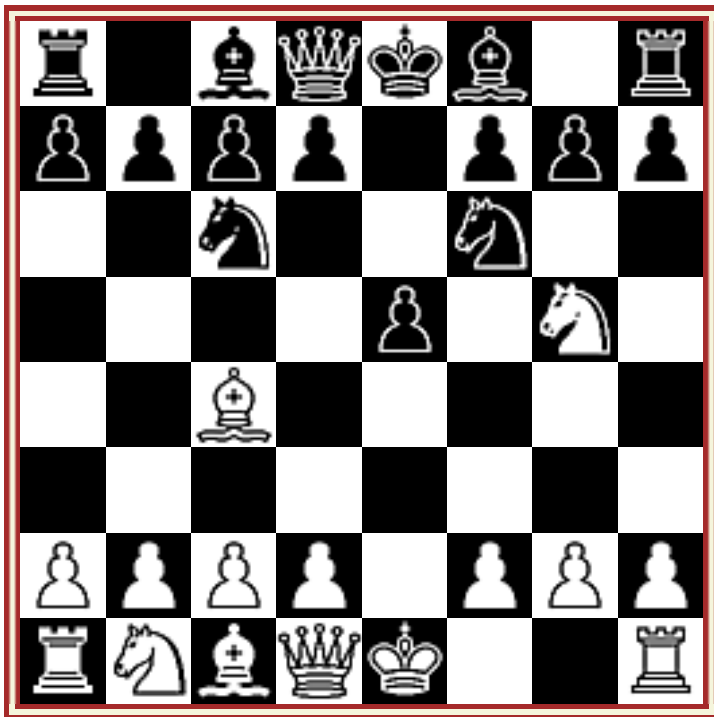
4...Nxe4! 5. Nxe4 d5!

Black gets the piece back and is assured of an open game and easy development. You must play this sort of trick if you get a chance.

4. d3 is pretty dull (4. d3 d5!? is the right attitude but maybe the wrong move)

The main line involves a gambit:

4. Ng5



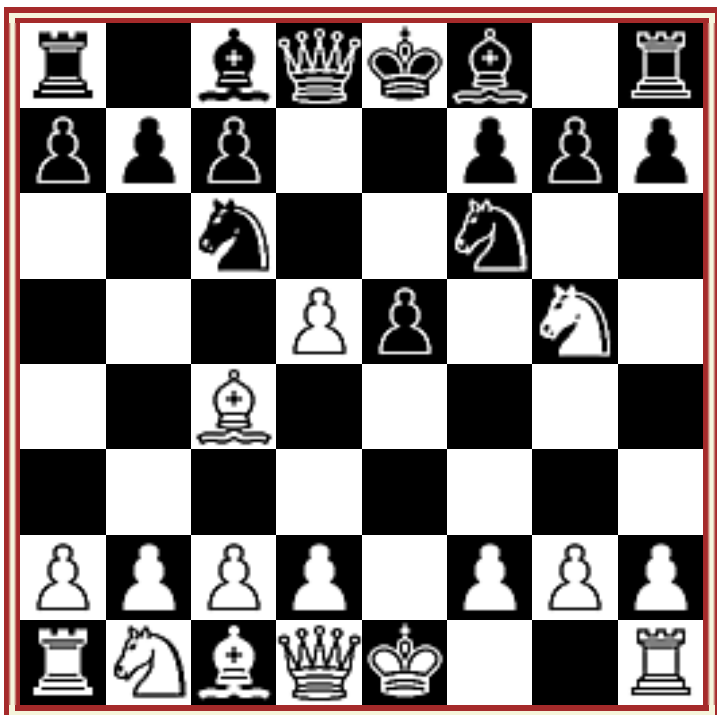
White moves a piece twice, which is usually a waste of time, but White has some reason here.

Some players are scared to play the Two Knight's Defence because of this Ng5 move. It's not that strong, but it is tricky.

4...d5

Not forced: the risky 4...Bc5 is also played.

5. exd5



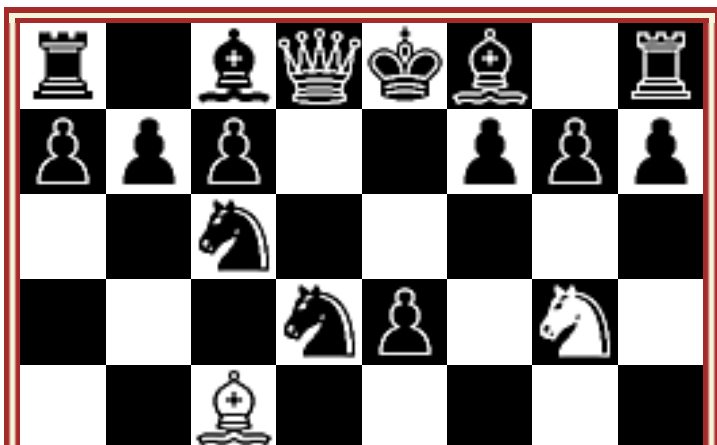
Now Black has four choices:

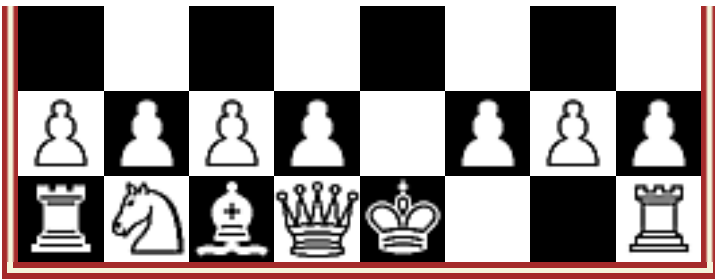
5...Nxd5?

5...Na5!

5...Nd4!?

5...b5!?





After:

5...Nxd5?

White can play the

Fried Liver Attack

6. Nxf7

This can be shocking if you haven't seen it before!

Lots of people know the name, but may not know exactly which variation it refers to. Even if you know the moves, you may not know that Black shouldn't allow it - and, if allowed, White shouldn't play it!

What's the idea?

6...Kxf7

White forks King and Knight with

7. Qf3+ Ke6 8. Nc3 Nce7

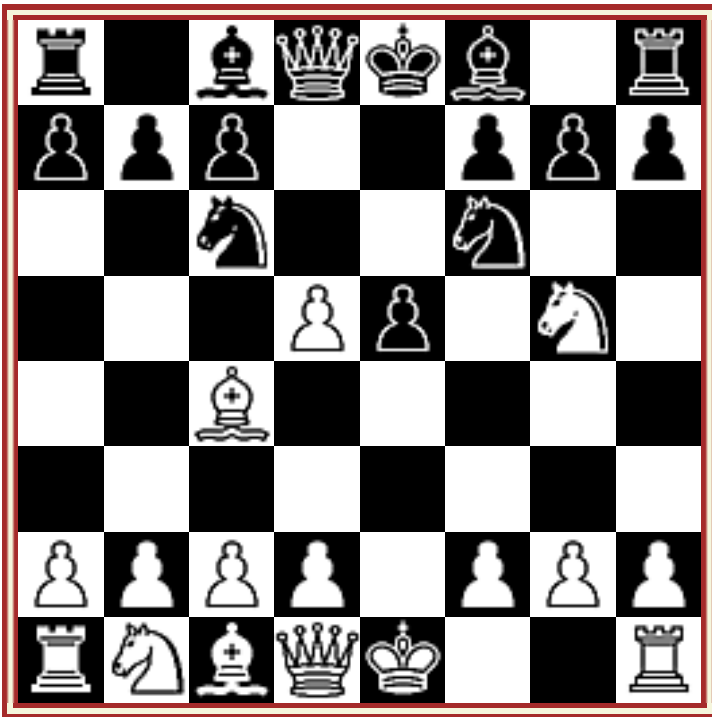
with an attack.

Why shouldn't White play it, though? Well, if Black can get this far, we might see ...c6, ...Kd7-c7 and Black will have a safe King and an extra piece!

So, why should Black not allow it? White has a better choice at move 6:

6. d4! (Lasker) threatening Nxf7 and opening up the game. White is better here.

So, at move 5, Black is forced to sacrifice.



5...Na5!

is the main line of the Two Knights' Defence:

6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 0-0 12. 0-0 Qc7

Black's development is worth a pawn, but the Knight on a5 is not well placed for a King's-side attack at the moment.

Instead:

5...Nd4!? and

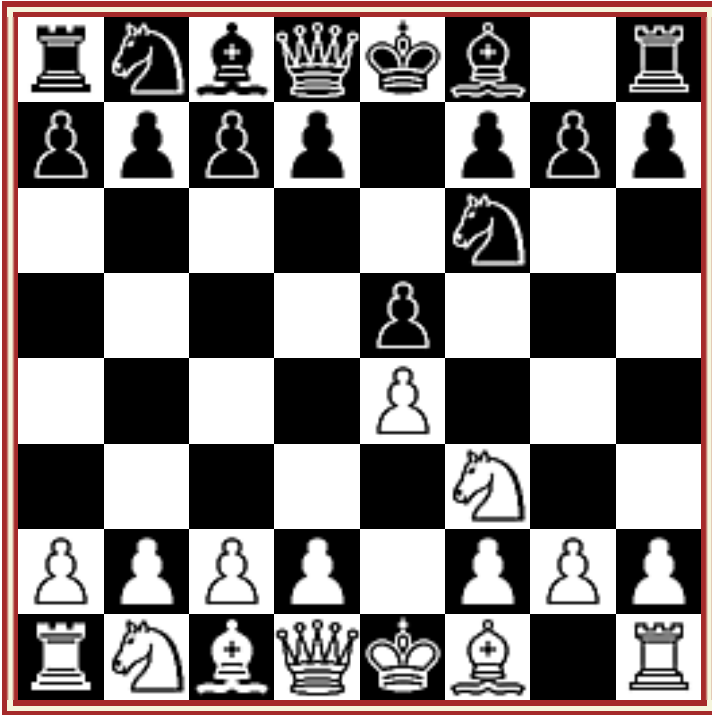
5...b5!?

are less well-known moves which are just as good for juniors, I think. In fact, these lines all mean that White has to defend, so if you are ever faced with the Two Knight's Defence, I recommend that you play **4.d4!**

The Two Knight's Defence is a fine variation for Black. After 4.Ng5 White starts an attack, but soon it is Black who is doing the attacking! You should only play 4.Ng5 if you are the sort of player who likes to try to hang on to a Pawn hoping to survive an attack. If you like doing the attacking, you should hope your opponent plays 4.Ng5 against you!

Play the Petroff Defence

After 1. e4 e5 2. Nf3 play 2...Nf6!

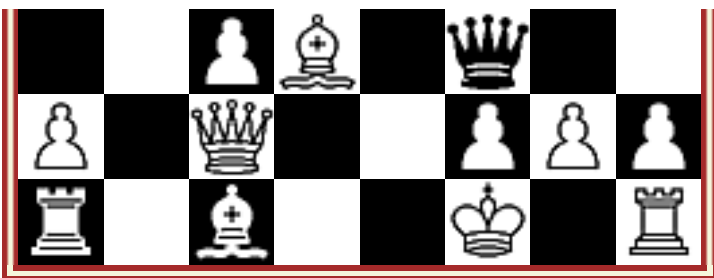


The main lines with 3. Nxe5 d6! 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7 and 3. d4 d5! are both much more open than the Old Stodge. Some people think the Petroff is a bit stodgy, but the fearsome Frank Marshall used to play the Petroff to win:

Janowski - Marshall 1912

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Bd6 7.c4 0-0 8.cxd5 Bb4+ 9.Kf1 Qxd5 10.Qc2 Re8 11.Nc3 Nxc3 12.bxc3 Qxf3





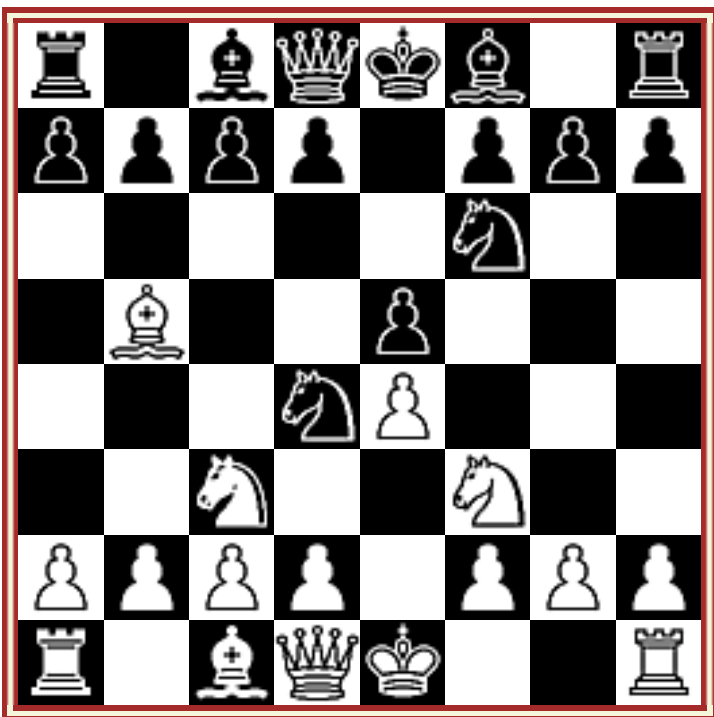
13.cxb4

[13.gxf3 Bh3+ 14.Kg1 Re1+ 15.Bf1 Rxf1#;

13.Bxh7+ Kh8= 14.cxb4 g6 (14...Bh3; 14...Nc6)]

13...Nc6 14.Bb2 Nxb4 15.Bxh7+ Kh8 16.gxf3 Bh3+ 17.Kg1 Nxc2 18.Bxc2 Re2 19.Rc1 Rae8 20.Bc3 R8e3 21.Bb4 Rxf3 22.Bd1 Rf6 0-1

There is a slight problem if White is frightened into **3. Nc3** because of course we are half-way towards Old Stodge again. Black won't mind if after the obvious **3...Nc6** White opens the game with **4. d4** . We have already seen that **4. Bc4** fails to the trick **4...Nxe4!** , so the only other try is **4. Bb5** , which of course makes it difficult for Black to play ...d5 because of the e-Pawn, and theory suggests that the lively **4...Bc5?!** is not very good for the same reason. One safe move for Black is **4...Bb4** , but to me that looks like another version of Old Stodge, so you might like to try **4...Nd4!?**



According to theory there is no way for White to punish Black for this unusual move, and it may be a way of mixing things up a little.

5. Ba4 Bc5! 6. Nxe4 O-O!



Greedy White may be punished here.

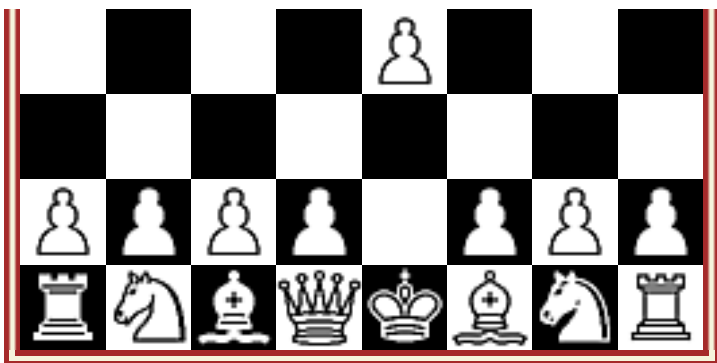
If all this seems a bit much the simple **3.Nc3 Bb4!?** is probably OK.

Petroff's Defence gets White thinking right away and the main lines are nice and open. Some people say the Petroff can be dull, but sometimes it is not as dull as White might hope!

Play the Centre Counter [Scandinavian] Defence

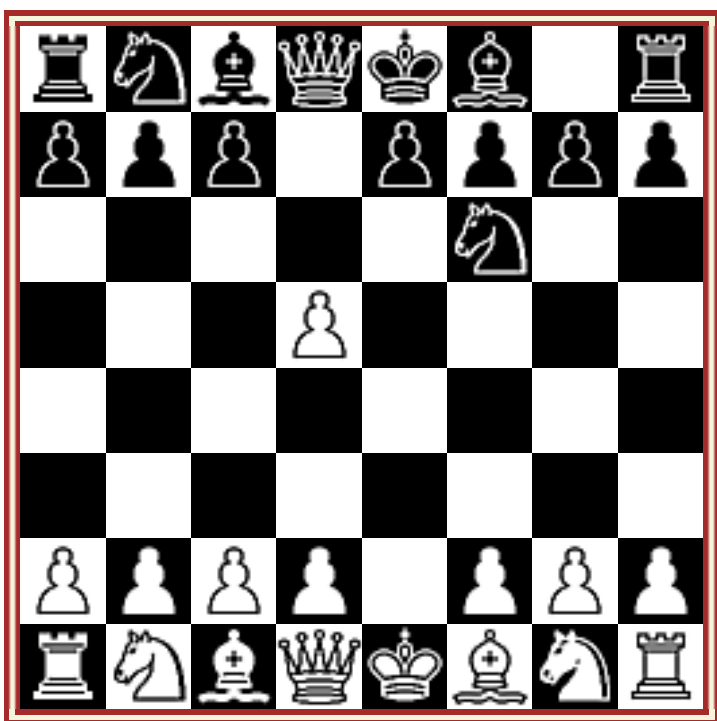
After **1. e4** play **1...d5!**



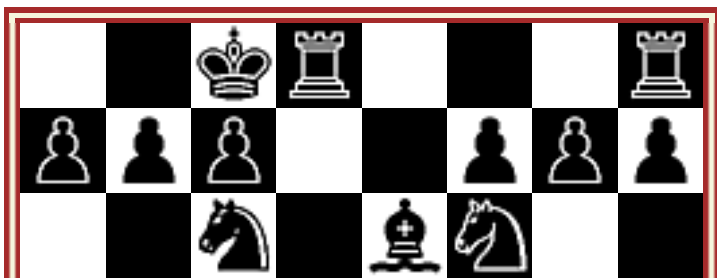


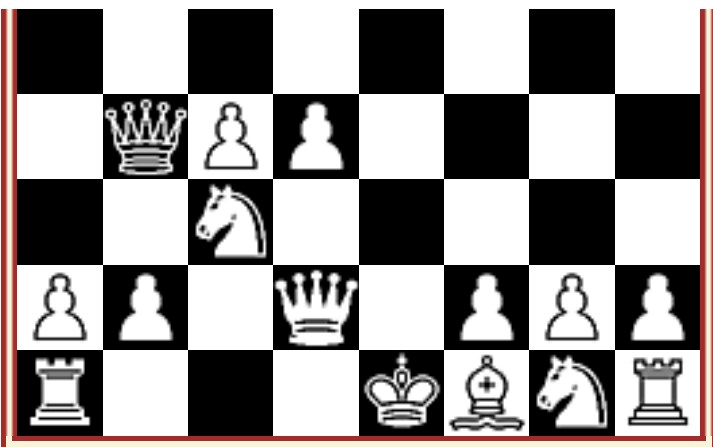
This used to be described as "sucking all the life out of the position", and it's absolutely true that I can't bear playing games with 2. *exd5 Qxd5* - White can gain a move by kicking the Queen about with 3. *Nc3 Qa5* but Black tends to play a solid set-up with ...c6 and ...e6, which can be tough to break down.

But recently Black players have had a few new ideas in the line with **1. e4 d5 2. exd5 Nf6!**



One idea is to play the "Icelandic Gambit" with **1. e4 d5 2. exd5 Nf6! 3. c4 e6!** The idea is that if White grabs a Pawn with **4. dxe6 Bxe6**, White will have a difficult game because of the backward d-Pawn (**5. Nf3 c5!**), unless White plays **5. d4 Bb4+ e.g. 6. Bd2 Qe7 7. Bxb4 Qxb4+ 8. Qd2 Nc6 9. Nc3 O-O-O**





when Black has raced to nearly complete development, while White has yet to get anywhere near it. [This is pretty fashionable at club level at the moment.]

Another idea, if White is not so greedy, is to play the Jadoul Variation with **1. e4 d5 2. exd5 Nf6! 3. d4 Bg4!** which can be another gambit with **4. f3 Bf5 5. c4 e6** or a better version of the 2...Qxd5 line after **4. Nf3 Qxd5 5. Nc3 Qf5** (or **5. Be2 Nc6 6. c4 Qd7**) because the Black Queen doesn't get in the way of developing the light-squared Bishop.



If your opponent is really determined to be stodgy, **1. e4 d5 2. exd5 Nf6! 3. d4 Bg4! 4. Be2 Bxe2 5. Qxe2 Qxd5 6. Nf3** is quiet enough, although you may be able to castle Queen's-side, and then throw your King's-side Pawns up to open lines against their King.

White can avoid these lines with **1. e4 d5 2. exd5 Nf6! 3. Bb5+**, or after **1. e4 d5 2. exd5 Nf6! 3. c4 e6** playing **4. d4**, but in both cases we have a more open game than Old Stodge.

The Scandinavian Defence forces the game open immediately. This is a trendy line at the moment, but if you like it why not give it a try? Again, there are quiet lines and gambit lines to choose from, but they are all more open and more natural than Old Stodge.

Summary

This document is about how to try and get an open game, with Pawn exchanges, with either colour, and a bit about what's going on in the Old Stodge in case you are tricked into it.

Old Stodge is a difficult and unpleasant variation for both sides, where the Rooks are hard to develop and natural moves sometimes turn out badly. In fact, it's nothing like as safe for either side as you might have thought! You should aim to play a much more open game where it's easier to understand what is going on.

The modern Giuoco Piano sets Black problems from the first moves. You are bound to get an open game and perhaps chances to win quickly. All the variations of the Modern Giuoco Piano are open and exciting, and you should never get bored!

Evans' Gambit is a sharp attacking line where White gives up a Pawn for a strong attack. The Pawn is important only in the endgame, and Black might not survive that long!

The Scotch Game opens up the play straight away, and there are some exciting gambits as well as straightforward developing lines for White.

The Two Knight's Defence is a fine variation for Black. After 4.Ng5 White starts an attack, but soon it is Black who is doing the attacking! You should only play 4.Ng5 if you are the sort of player who likes to try to hang on to a Pawn hoping to survive an attack. If you like doing the attacking, you should hope your opponent plays 4.Ng5 against you!

Petroff's Defence gets White thinking right away and the main lines are nice and open. Some people say the Petroff can be dull, but sometimes it is not as dull as White might hope!

The Scandinavian Defence forces the game open immediately. This is a trendy line at the moment, but if you like it why not give it a try? Again, there are quiet lines and gambit lines to choose from, but they are all more open and more natural than Old Stodge.

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Chess and life: an essay prompted by David Linh

=====

[See also the quote bank, especially chess and life.]

Chess has appealed to philosophers over the decades. It was a favourite analogy of Ludwig Wittgenstein, and has also been used by Ryle and others. Given the depth and colourful symbolism of the game, it is probably not surprising that people have used and abused the name and image of chess in pursuit of various claims.

David Linh tells me that the philosopher Schopenhauer claimed, "Chess is like life,"

and Spanish playwright Arrabal replied, "Chess is not LIKE life... Chess IS life. Like the theatre."

[I am reminded of Niels Bohr's teasing observation that "The opposite of a great truth is also a great truth", although it is also possible to observe "It is possible to prove anything through selective quotation".]

It seems to me that Schopenhauer and Arrabal emphasise different sides of the same coin: the formal game of chess, which may lend itself to analogy, and its practical play by real people, where we would speak of chess as an arena in which many strands of life's rich tapestry can be seen.

Let us review some of the major outposts of chess philosophy.

Chess is life (common sense version)

Chess is not an entirely separate part of life. However special the game, it is played by large numbers of ordinary and not-so-ordinary people, and so the events and experiences of play at chess are probably similar to other areas of life which involve competition, struggle, analysis, confusion, error, success, failure, laziness or other aspects of human endeavour. If I understand him right, this is Arrabal's point.

Chess may even provide unusually clear examples of these various aspects of life, because chess is an arena in which the tasks are entirely mental, where complete information is available to both players, and their moves can be recorded accurately. In this sense, chess may even illuminate aspects of life.

EM Forster's amusing essay dwells on this feature of chess: because all moves are up to you, you soon find out your own limitations, and maybe not just your chess limitations.

See also below: Chess illuminates life (strong version)

Chess is life (strong version)

There is an element of obsessiveness in many top players, and many of them (Alekhine, Fischer, Karpov, Korchnoi) have stated in various ways the equation: "chess is life". This need not detain the student for long: a passionate claim without any evidence or argument can never support more than a statement of faith, but if too insistent may betray a doubt about the real value of the game.

Chess is like life (moral educational version)

Chess has a rich symbolism which the imaginative may develop, and it has often been turned to the purpose of authors of improving essays. Chess moralities of this sort were abundant in the medieval era, but one feels that people are by and large reading into chess the values they already possess. There's a nice ironic verse by Breton on the quotes page. These days I expect that capitalists see in chess a parable of competitive entrepreneurship, communists may see chess as a model of co-operative activity.

Benjamin Franklin once wrote an essay on the morals of chess; he said that chess is especially suitable for teaching a person the benefits of various virtues, like foresight, circumspection, caution and resilience (appended).

More recently, various educational claims have been made for chess, which of course can provide an arena to experience and learn about

various aspects of competitive mental endeavour, social behaviour and so on.

Chess is like life (high-minded version)

A slightly stronger claim is to say that chess is not just another part of life, but is a particularly worthy, rewarding or exemplary part. All chess players know its rewards, and its best players are more enthusiastic for them - like Tarrasch's famous quote:

"Chess is a form of intellectual productiveness, and intellectual productiveness is one of the greatest joys of human existence."

-- Siegbert Tarrasch.

Reti saw chess as an arena in which the principal cultural and intellectual trends and conflicts of the day were reflected ('Americanism in Chess').

Lasker once famously described Steinitz' theory as a sublime intellectual achievement, a theory applicable even for a game greater than chess. Lasker himself took this further [or at least more explicitly] than Steinitz, developing a philosophy of chess which became a philosophy of life, and who saw chess as a test of his philosophy of life as a struggle.

Life is like chess (=Chess illuminates life) (strong version)

Because chess presents complex but unambiguous problems, psychological researchers have been very interested in chess. Chess is a key field for research in psychology, although chessplayers have not yet felt the benefit of many insights. See my essay on psychology and chess. Psychoanalysts may claim that chess reveals more than any player would guess...

Life is chess

Lastly, and more simply than Lasker's view of chess as an arena for

philosophical research, we may learn from chess in another way.
Look at chess, and you may find there truths about life.

This is chess as analogous to life, and I guess is what was exercising Schopenhauer, although what a gloomy old sod like Schopenhauer saw in such an exciting and life-affirming game like chess I don't know.

The usefulness of chess as an analogy has been apparent to many writers. Huxley described Science as a chess game, and in the most famous of all chess analogies, Omar Khayyam describes not just Science, but life as a game.

A less dignified collection is being amassed by James and Fox, of the use of chess as a metaphor by sports commentators, under the heading IAGOCOT (It's A Game Of Chess Out There). The only one I remember is the unlikely description of snooker as "chess with balls".

Appendix: sources

=====

"O life, what art thou? Life seldom answers this question. But her silence is of little consequence, for schoolmasters and other men of good will are well-qualified to answer for her. She is, they inform us, a game. Which game? (...)

"Let us therefore turn to games of skill, and in the first place to Chess." (...)

"Oh, what have I been doing? The usual thing. My character has come out. If I go down to the depths of the sea it is there, if I seek the heart of the hills it is there also. Chess, which severely eliminates accident, is a forcing house where the fruits of character can ripen more fully than in life. In Life we can always blame the unknowable for our failures, wave the hand to some horizon, shake the fist at some star. But surely when we make the same mistakes in the Evans, Old Stodge, the choice of a tie, a row in the office and a love affair, the same defect must be to blame -- character; for which, the men of goodwill hasten to remind us, we are entirely and eternally responsible."

-- E.M.FORSTER, *Abinger Harvest*, a collection of essays.

The game of Chess is not merely an idle amusement. Several very valuable qualities of the mind, useful in the course of human life, are to be acquired or strengthened by it, so as to become habits, ready on all occasions.

1. Foresight, which looks a little into futurity, and considers the consequences that may attend an action; for it is continually occurring to the player, 'If I move this piece, what will be the advantages or disadvantages of my new situation? What use can my adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?

2. Circumspection, which surveys the whole chessboard, or scene of action; the relations of the several pieces and situations, the dangers they are respectively exposed to, the several possibilities of their aiding each other, the probabilities that the adversary may make this or that move, and attack this or the other piece, and what different means can be used to avoid his stroke, or turn its consequences against him.

3. Caution, not to make our moves too hastily. This habit is best acquired, by observing strictly the laws of the game; such as, If you touch a piece, you must move it somewhere; if you set it down, you must let it stand. And it is therefore best that these rules should be observed, as the game becomes thereby more the image of human life, and particularly of war . . .

And lastly, we learn by Chess the habit of not being discouraged by present appearances in the state of our affairs, the habit of hoping for a favourable change, and that of persevering in the search of resources. The game is so full of events, there is such a variety of turns in it, the fortune of it is so subject to sudden vicissitudes, and one so frequently, after long contemplation, discovers the means of extricating one's self from a supposed insurmountable difficulty, that one is encouraged to continue the contest to the last, in hopes of victory from our own skill, or at least of getting a stalemate from the negligence of our adversary...

If your adversary is long in playing, you ought not to hurry him, or express any uneasiness at his delay. You should not sing, nor whistle, nor look at your watch, not take up a book to read, nor make a tapping

with your feet on the floor, or with your fingers on the table, nor do anything that may disturb his attention. For all these things displease; and they do not show your skill in playing, but your craftiness or your rudeness.

You ought not to endeavour to amuse and deceive your adversary, by pretending to have made bad moves, and saying that you have now lost the game, in order to make him secure and careless, and inattentive to your schemes: for this is fraud and deceit, not skill in the game.

You must not, when you have gained a victory, use any triumphing or insulting expression, nor show too much pleasure; but endeavour to console your adversary, and make him less dissatisfied with himself, by every kind of civil expression that may be used with truth, such as 'you understand the game better than I, but you are a little inattentive;' or, 'you play too fast;' or, 'you had the best of the game, but something happened to divert your thoughts, and that turned it in my favour.'

If you are a spectator while others play, observe the most perfect silence. For, if you give advice, you offend both parties, him against whom you give it, because it may cause the loss of his game, him in whose favour you give it, because, though it be good, and he follows it, he loses the pleasure he might have had, if you had permitted him to think until it had occurred to himself. Even after a move or moves, you must not, by replacing the pieces, show how they might have been placed better; for that displeases, and may occasion disputes and doubts about their true situation. All talking to the players lessens or diverts their attention, and is therefore unpleasing.

Lastly, if the game is not to be played rigorously, according to the rules above mentioned, then moderate your desire of victory over your adversary, and be pleased with one over yourself. Snatch not eagerly at every advantage offered by his unskilfulness or inattention; but point out to him kindly, that by such a move he places or leaves a piece in danger and unsupported; that by another he will put his king in a perilous situation, etc. By this generous civility (so opposite to the unfairness above forbidden) you may, indeed, happen to lose the game to your opponent; but you will win what is better, his esteem, his respect, and his affection, together with the silent approbation and goodwill of impartial spectators."

-- Benjamin Franklin, ON THE MORALS OF CHESS

Americanism in Chess

"Today we see in chess the fight of aspiring Americanism against the old European intellectual life: a struggle between the technique of Capablanca, a virtuoso in whose play one can find nothing tangible to object to, and between great European masters, all of them artists, who have the qualities as well as the faults of artists in the treatment of the subject they devote themselves to: they experimentalise and in striving after what is deep down. they overlook what is near to hand.

"...If Americanism is victorious in chess, it will also be so in life. For the idea of chess and the development of the chess mind we have a picture of the intellectual struggle of mankind."

-- Reti, Masters of the Chessboard

"What is true of Chess must hold by analogy for other game. and games being, at least in intent, modelled on Life - simplified to be sure, but still resembling it in essential - there must be some analogy between them. Every activity, then, directed by rules and having a meaning and purpose, such as, for instance, a dispute between persons taking different sides of a question and applying logical rules in an argument, every such activity, without exception, has to follow the very same fundamental principle which Steinitz discovered as governing the game of chess. And if this principle can simplify our search for combinations, though their number be millions, it must have the power also of guiding our search for suitable and efficient action.

"This fundamental and universal principle may be briefly expressed as follows: The basis of a masterly plan is always a valuation."

-- Lasker, Manual of Chess. [Fourth book: Position Play: The Theory of Steinitz. See also the sections: Steinitz Advances his Theory beyond the Needs of Practical Chess and thus Enters the Domain of Science and Philosophy, and An Enquiry into the Logical Origin and the Domain of Application of Steinitz' Theory.]

"The chess-board is the world,
the pieces are the phenomena of the Universe,
the rules of the game are what we call the laws of Nature,
The player on the other side is hidden from us."
-- Thomas HUXLEY (1825-1895).

XLVIX.

"'Tis all a Chequer-board of Nights and Days
Where Destiny with Men for Pieces plays:
Hither and thither moves, and mates, and slays,
And one by one back in the Closet lays. "

[The Rubaiyat of Omar Khayyam, Rendered into English Verse by
Edward Fitzgerald, First Edition]

[In fact, the specific mention of chess is not Khayyam's but his
translator's. The original Arabic quatrain insists that it is meant as
no metaphor or parable, but as really the case.]

Ronald Tagra also collects chess quotes
(<http://www.geocities.com/Colosseum/4278/quotes.html>)

100-odd Years of Exeter Chess Club

*50-odd games from 100-odd years of Exeter Chess Club,
with notes, souvenirs and stories
compiled and annotated by its current members*

*Edited by David Regis and
other members of Exeter Chess Club.*

Revised Third Edition

(c) Exeter Chess Club 1998,1999 N.B. [*GIF*] = Huge GIF alert

Contents

- [**Introduction: a sad waste of brains?**](#)
- [**Editor's Notes**](#)
- [**Chess in Exeter before the club**](#)
- [Game Exeter Literary Society - Cambridge Junior University Chess Club Correspondence Game, 1871](#)
- [**From the club history books**](#)
- [Game Hockin,CS - Gundry,WH, Exeter Chess Club tourney, 1903](#)
- [**Exeter Chess Club before the First World War**](#)
- [Game Mears,W – Bailey-Toms,G, Exeter vs. Torquay, Semi-final of Bremridge Cup 1904](#)
- [Game Palmer,E - Taylor,TW, Exeter vs. Plymouth, Devon County Cup, 1906](#)
- [Game Taylor,T - Dunstan,Dr.R, Plymouth vs. Exeter Bremridge Cup Final, Plymouth, 1922](#)
- [**How to compose a chess problem**](#)
- [**HV Mallison\[*GIF*\]**](#)
- [Game Bruce,RM - Mallison,HV, Winter Wood Championship, 1923](#)
- [**From the club history books \[*GIF*\]**](#)
- [Game Thomas, Sir Geo. - Stretton,H, Simultaneous Display, Barnfield Hall, 25 Jan 1923](#)
- [Game Mallison,HV - Hornbrook,RW, Devon Championship final, 1933](#)
- [Game Mallison,HV - Wood,BH, BCF Congress, Major Open Reserves, 1934](#)
- [Game Mallison,HV - Bruce,RM, Winter Wood Trophy Final \(replay\), 1938](#)

- [Game Mallison,HV - Menchik-Stevenson,V, Plymouth International, 1938](#)
- [Game Mallison,HV - Alekhine, Dr. A, Plymouth International, Sept 8th, 1938](#)
- **[From the chess columns](#)**
- **[Characters of the 1950s\[*GIF*\]](#)**
- [Game Thomas,ARB- Kitto,FEA,WECU Championship 1947](#)
- [Game Tartakower,S - Thomas,ARB, Southsea, 1951](#)
- [Game Clapp,BW - Bonner,DP, Devon vs. Somerset, 1955](#)
- [Game Courtney,H - Kitto,FEA Paignton 1, 1956](#)
- **[St.Luke's Chess Club](#)**
- **[Denis Gray writes...](#)**
- [Game Gray, DJP - Mutkin, HG, Cambridge vs. Oxford, 1962](#)
- [Game Gray,DJP - Thomas,ARB, Devon Championship, 1962](#)
- **[Gray,DJP - Thomas,ARB, Devon Championship, 1962](#)**
- **[Game Napier,IR - Kitto,FEA, Devon vs Cornwall, 1965](#)**
- **[Game Gray,DJP - Brocklesby,SH, Devon vs Somerset, 1965](#)**

- **David Richards writes...**
- **[Game Richards,DJ - Thomas,ARB, Devon Championships, 1964](#)**
- **[Game Richards,DJ - Gray,DJP, 1965](#)**
- **[Game Hall,RVM - Reuben,S \[B20\] Exeter vs. Islington, NCC, 12??](#)**
- **[Game Clapp,BW - Hall,RVM, Exeter vs. Exeter University, Exeter & District, 1966](#)**
- **[Game Czerniawski,E - Jones,RH, Bremridge Cup, 1966 \[**GIF**\]](#)**
- **[Game Winterburn,AGH - Jones,RH, Bremridge Cup, 1970](#)**
- **[Looking towards the 1970s](#)**
- [Game Karlsson,Å - Regis,D, Douglas Phillips Quickplay, 1995](#)
- [Game Lee,RA - O'Connell,KJ, Exeter Club Ch'p, 1970](#)
- [Game O'Connell,KJ - Grabinger, Bagneux \(Paris\), 1970](#)
- [Game Lee,RA - Holmes,D, BCCC 1969-70](#)
- [Game Lee,RA - Owen,R British Championship Qualifier, 1969](#)
- [Game Lee,RA - Hitchcock,R, Exeter Club Championship, 1971](#)
- [Game Vasil,P - Lee,RA, West Wales Open, 1971](#)
- [Game Richards,DJ - Lee,RA Exeter Club Championship, 1973](#)
- [Game Hitchcock,R - Byers,T, Devon vs. Gloucestershire, 1975](#)
- [Game Boniface,S - Potter,A \[B06\] Woodbury vs. Exeter, 1975??](#)
- **[Tales from a Devon club](#)**
- [Game Bellers,CJV - Clapp,BW, Exeter Club Championship, 1976](#)
- [Game Bellers,CJV - Hick,DA, East Devon Congress, 1977](#)

- [Game Basman,MJ - Bellers,CJV, East Devon Open, 1982](#)
- [Game Hitchcock,RJ - Blewett,P Woolacombe, 10.10.1980](#)
- **[Ode to a chess match](#)**
- **[Steve Owen writes...](#)**
- [Game Owen,SM - Archer-Lock,C, Exeter B-Plymouth B, Mamhead Cup, 1981](#)
- [Game Menadue,J - Littlejohns,D East Devon Premier , 1981](#)

- **Alastair Cargill writes...**

- [Game Willis,R. - Cargill,A, Club Championship, 1983](#)
- **[Brian Hewson writes:](#)**
- **[Brian's Endgame Adventures](#)**
- **[\[Black Queen\]\[*GIF*\]](#)**
- [Game Richards,DJ - Lee,RA, 1983](#)
- [Game Hill,D - Lingham,RH, Exeter Chess Club Ch'p Playoff, 1991](#)
- [Game Beake,B - Zeidler,S, Devon vs. Wilts., 1993](#)

- **THE EXE FILES...**

- [Game Karlsson,ÅS - George,IM, Torbay Open \(1\), 1994](#)
- [Game Burton,R - Hewson,BWR, Devon vs. Dorset, 1991](#)
- [Game Nash,R - Webb,S, Barnstable vs. Exeter, 1995](#)
- [Game Cameron,P - Towers,RC, Coddon vs. Exeter, National Club Championships, Major Plate Final, 1995](#)
- [Game Willis,R - Williams,L, Dartington Congress, 1995](#)
- [Game Regis,D - Jones,RH, Exeter Exchange vs. Exmouth, Newman Rapidplay League 1995 including PUZZLE CORNER](#)
- [Game Spiegel,J - Blackmore,M, East Devon Major \(5\), 1996](#)
- [Game Blackmore,M - Pittman, East Devon Major, 1996](#)
- [Game Alexandrowicz,S - Hill,D, National Club Championships, Intermediate Cup Final, 1996](#)
- [Game Saqui,D - Hill,D, Spectrum Premier \(5\), Torquay, 1996](#)
- **[Just another year in the club championship](#)**
- [Game Lane,PCR - Heath,C, Exeter Club Championship \(1\), 1993](#)
- [Game Lane,PCR - Einarssen,EK, Exeter vs. Hafnarfjörður, Friendly club match 1995](#)
- [Game Brusey,A - Lane,PCR, Teignmouth vs Exeter, 1996](#)
- [Game Hewson,BWR \(Tiverton\) - Lane,PCR, 1996](#)
- [Game Hill,D - Lane,PCR, Exeter Club Championship \(6\), 1997](#)

- [Game Homer, S - Pickering, A Exeter Club Championship, 1997](#)
- [Game Popavac, M - Jones, RH, Exeter 'A' v Exmouth, Schofield Cup, 1997](#)
- [Game Hall, RVM - Humpreys, D](#)
- [Game Earle, S - Havill, E, Exeter School vs. Exeter Juniors, 1997](#)
- [Postscript: The cultural politics of chess](#)

Exeter Chess Club

We currently meet on Tuesdays at:
Exeter Community Centre
St. David's Hill
Exeter
Devon

Exeter Chess Club on the World-Wide Web:

<http://www.exeter.ac.uk/~dregis/DR/ECC/ecc.html>

Technical Notes:



An HTML version of a Word for Windows Book.

Typeset by Dave Regis, Cool Blue Cat Marketing.

Games were entered using a variety of software including Fritz 3, the ChessBase 1.0 Demo., and Don Fong's SLICS/CHESSBD. The database of games was exported to text format using Andy Duplain's wonderful CBASCII programme, and edited using Word for Windows.

The chess fonts used were from Steve Smith's Alpine font suites (Hastings and Linares).

Back to [Chess Coaching Page](#)

This document (100years\100idx.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_71.htm

@@ Introduction: a "sad waste of brains"?

Exeter Chess Club is now better than one hundred years old. That's four times my age. Likely as not, this institution is already older than I will ever live to be. This is an easy thing to shrug off, perhaps, but it astonishes me.

The existence of this club (and others like it), hangs on the barest thread of goodwill. It relies entirely on people to come in off the street and administrate and hustle and cajole and organise and generally sort things out, free of charge (and generally costing them a fortune in telephone calls), just so that they and others will have somewhere to go to play chess.

And this has been enough to sustain this club — a meeting ground for a group of individuals with widely differing playing strengths, styles, politics, backgrounds and haircuts — for a century.

What is it then about chess? Why has this, and so much else, been accomplished on behalf of this board game, this jumped-up draughts, this miniature war, this pastime described by Sir Walter Scott as "a sad waste of brains" (but then, what did he know, he couldn't even make it to the North Pole)?

Well, there's undoubtedly a simple and logical answer to that. But I don't know what it is. And neither does anyone else.

If you have no particular feeling for chess, then I suppose there is no reason for you to understand, or care, what we players get out of the game. For me, chess is mysterious and exhilarating and cruel and joyous, and I love it. I'm not particularly good, but one of the great things about a chess club is that it doesn't really matter. There's always someone around your level. I'm not qualified or inclined to go into the details of u7npronounceable openings or strategical niceties, I just love to play and that's all you need.

Exeter Chess Club has provided an arena for me to indulge this strange passion, and will continue to do so, and for this I am profoundly grateful. One hundred years, already? Here's to the next century!

Back to [Chess Coaching Page](#)

This document (100years\100y_71.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_72.htm

@@ Editor's notes:

The writing of a formal history of the club is already well advanced in the hands of Richard Hitchcock and Alan Maynard, so this is more of an informal history. Our hundredth anniversary coincides with a moment in computing history when it is relatively easy for lay people to produce their own literature, so Bill Gates has a lot to answer for. I intend this book as a celebration of our club, its champions and its grassroots, its games and stories, as seen through the eyes of its "ordinary" members, who are all in their own ways as vivid and interesting to me as any yarns about the World Champions. Who cannot identify with the joy of a humble member who becomes giantkiller for a day, or recall with a smile the day the car carrying the Exeter team, travelling to play away against Teignmouth, passed the Teignmouth team car coming towards Exeter...

I have taken some liberties with the older material, converting to algebraic and making some minor stylistic changes to keep the book as a whole consistent. More abrupt editorial interruptions are marked by my initials (DR).

Many thanks are due to everyone that contributed a game or notes; thanks also to Chris Bellers, Mark Blackmore, Dan Hill, Peter Lane, Bob Lee, Alan Maynard and Tom Stephenson for editing and proofreading; and thanks to Bob Jones, Dave Beckwith and Alan Maynard for searching the local archives. I would particularly like to thank all those folk who have never been members of the club but who generously contributed and who helped in numerous ways: Ken Bloodworth, Rowena Bruce, Mike Conroy, Brian Denman, Stephen Jackson (who is writing a biography of Sir George Thomas), "jcl", Nick Pope, Chris Ravilious, John Saunders (custodian of "BritBase"), Trefor Thynne, Philip Trussler and Ken Whyld.

— *Dave Regis*

Back to [Chess Coaching Page](#)

This document (100years\100y_72.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_73.htm

@@ Chess in Exeter before the Club

From *Westward Ho!* , journal of the **West of England Chess Union**:

Christopher Payne, the furniture expert of the **Antiques Roadshow** recently wrote an article in the **Daily Telegraph** on the subject of antique chess sets, and of interest to Devonians is the fact that one of the world's first recorded chess set & boards was held in Exeter in the late 1200s, owned, appropriately enough, by the Bishop... He writes:

I doubt that modern champions would describe chess as a game of chance, but that is how it was rated in medieval times. Dice and backgammon were the other two main games before the introduction of cards in the 15th century. One of the earliest records of a chessboard with men is in the inventory of Bishop Thomas Britten of Exeter, who died in 1307. "

[contributed by Bob Jones]

e-mail from jcl:

The April 1903 issue of BCM on annual page 149 discusses the chess career of a Mr. H.L. Bowles. It seems to indicate that he was a member of an Exeter Chess Club sometime between his arrival in Exeter in 1878 and his departure in 1881. It seems quite possible that this Exeter Chess Club existed even prior to Bowles' arrival to Exeter in 1878. The Exeter Chess Club in those days met at the Literary Society's Rooms in Bedford Circus and its other players included Messrs. Fox, Newman, Sheppard, Surrige, and Lambert.

Apparently Mr. Bowles' wife, Mrs. Rhoda A. Bowles, also made contributions on behalf of the game of chess. She wrote about chess in "Womanhood" magazine and interviewed the likes of Pillsbury in 1902.

Also, I did see a June 1898 BCM annual page 247 reference to the Exeter Chess Club being only 3 years old, which of course confirms this stated 1895 date of establishment. Perhaps an earlier Exeter Chess Club folded and a "newer" one (re)formed in 1895? Regardless, Exeter obviously has a long and distinguished place in chess history.

— Regards, JL

Back to [Chess Coaching Page](#)

This document (100years\100y_73.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_74.htm

@@Game Exeter Literary Society - Cambridge Junior University Chess Club Correspondence Game, 1871

In the old style

Exeter Chess Club was founded in 1895 under the wing of Exeter Literary Society. Little record of chess in Exeter before 1900 exists in the club but we did come across the following game, disinterred by Nick Pope who has spent some considerable time and effort locating and translating to electronic media games from the 1800s.

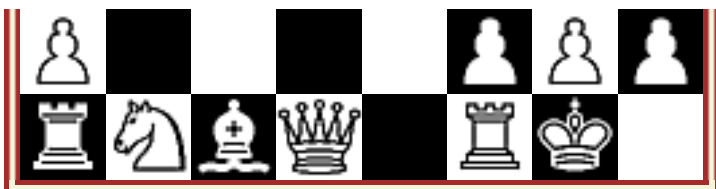
Here we have the attentions of the then World Champion, Wilhelm Steinitz, as annotator, seen in his important column in **The Field** . Although the Exeter side lost this game, it has a real whiff of the old style, featuring that most enduring of nineteenth-century inventions, the gambit of Captain Evans — DR

(Dates: From 27 Feb-27 Nov 1871)

Evans' Gambit

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. d4 exd4 7. O-O d6 8. cxd4 Bb6





[*Steinitz does not remark on White's next move, which some modern eyes might regard as over-eager. Morphy often preferred development by 9. Nc3 — DR*]

9. d5 Nce7 10. e5



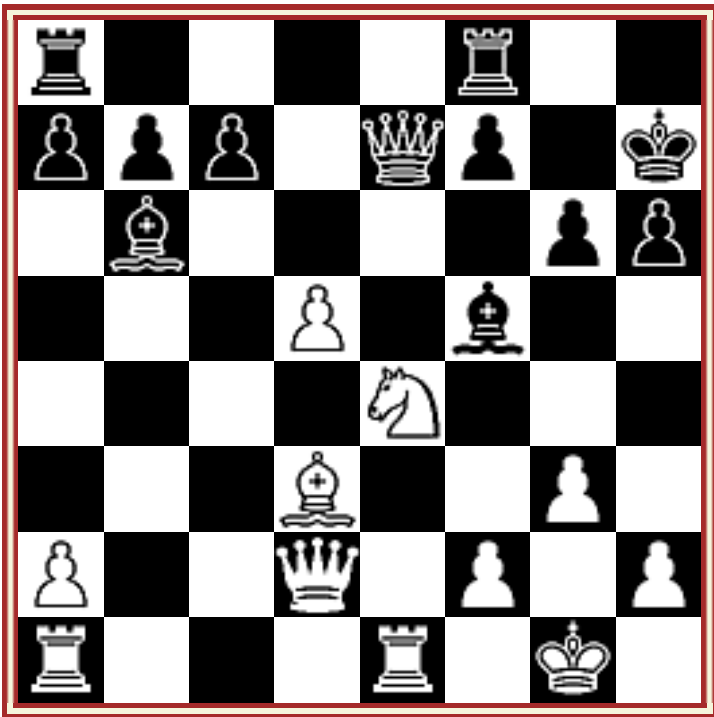
10...Nh6

This defence was first tried by Steinitz against Neumann, at the Paris Congress of 1867, in a game which ended in a draw. In the Baden Congress, it was successfully adopted by Winawer against Anderssen, but it has never been sufficiently analysed to enable us to pronounce a decided opinion on its merits.

11. Nc3 O-O 12. Ne4

Anderssen, in the game referred to, played here 12. Bxh6, followed by 13. Qd2 and 14. Rae1.

12...dxe5 13. Bxh6 gxh6 14. Nxe5 Ng6 15. Nxg6 hxg6 16. Qd2 Qh4 17. Rfe1 Bf5 18. g3 Qe7 19. Bd3 Kh7



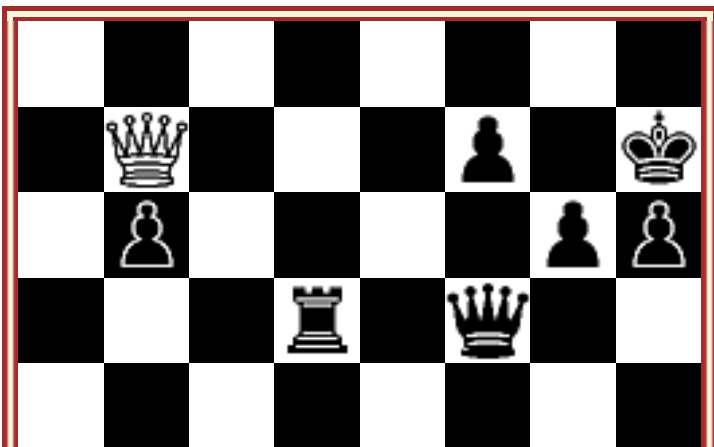
20. Nc3

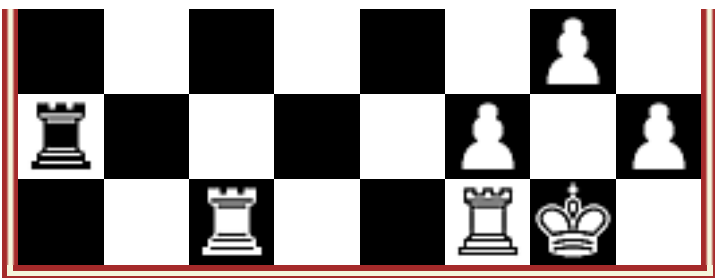
20. Qc3 would have forced Black to take the Knight, in which case White must have come out with a fine attack, and with all the chances of drawing the game at least, on account of the hostile Bishops remaining of opposite colours.

20...Qf6 21. Bxf5 Qxf5 22. Na4

An injudicious move, made probably with the object of preventing Bishop to a5. 22. Rab1 would have answered that purpose better. At all events, White could have but little chance left after exchanging pieces.

22...Rfd8 23. Nxb6 axb6 24. Qc3 Qd7 25. Rac1 Rxa2 26. Qxc7 Qf5 27. Rf1 Rxd5 28. Qxb7





28...Rb2 0-1.

"Black's King is in perfect security, and his Rooks are well posted. White could not hope to counterbalance his inferiority in Pawns by an attack, and his game must have been lost slowly but surely, as Black would double the Rooks next move on the seventh file, harassing the opponent's position still more."

*[Notes by Wilhelm Steinitz from **The Field** , London, 29th November 1873.*

*Notes transcribed by Nick Pope, Historian of Michigan Chess Association, posted to the **rec.games.chess.analysis** newsgroup in 1997, and reproduced here with his permission.]*

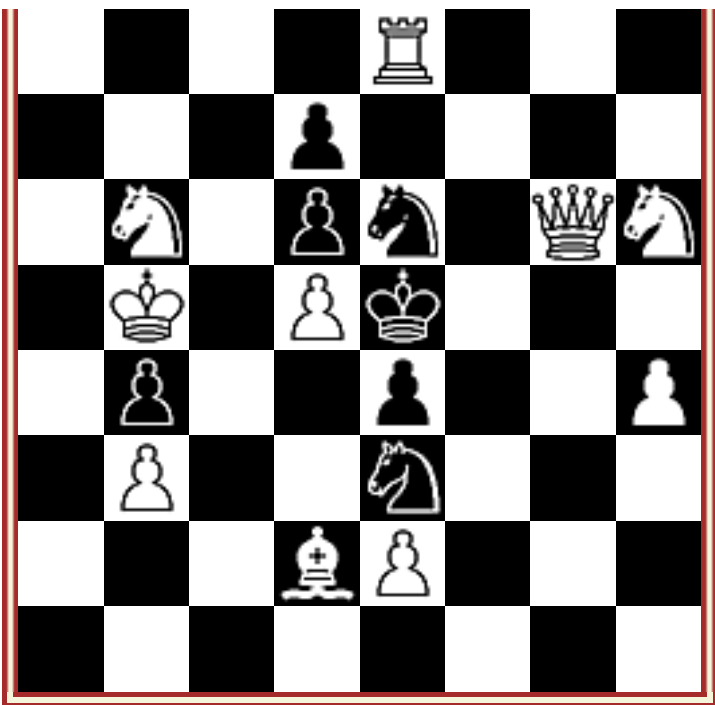
An Exeter Problemist: J Paul Taylor

*J Paul Taylor's death was recorded by the **British Chess Magazine** in 1923. They explained that, while problem standards had since moved on, JPT had been at the forefront of developing the technique of the two-move problem in the late nineteenth century, and enjoyed a deserved reputation on the international stage.*

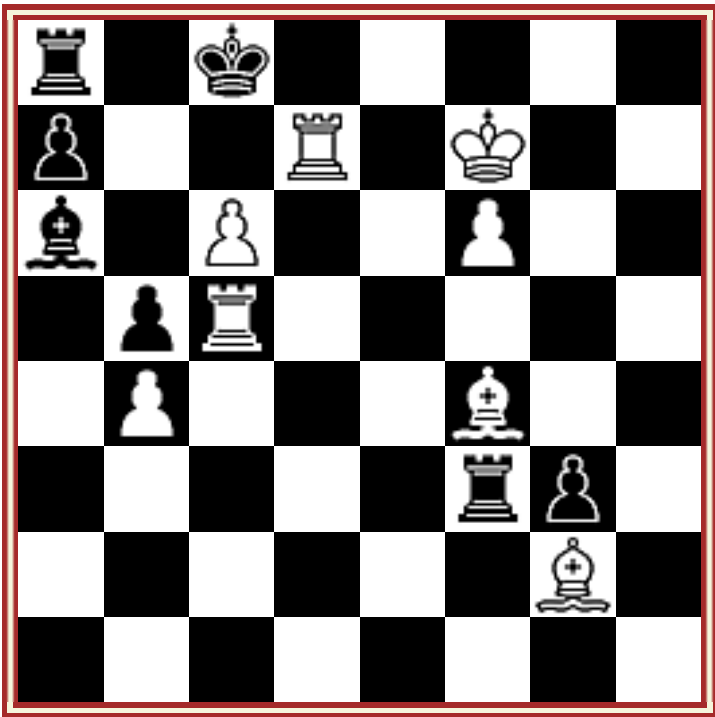
*The Club holds a notebook of Taylor's problem; not just a manuscript but a leather-bound custom-made book of diagrams, blocked on the spine as **J Paul Taylor - Problems** . The positions are hand-inked and their prizes duly noted.*

*He published two volumes in his life: in 1878 **Chess Chips** , a miscellany of games, essays and problems by himself and others, and in 1880 a collection of his own problems, **Elementary Chess Problems** . BCM reproduced three problems from these books. — DR*

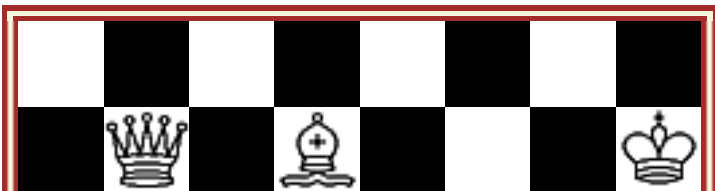
(JPT-A) Mate in two: J. Paul Taylor, 1878 [BCM June 1923]

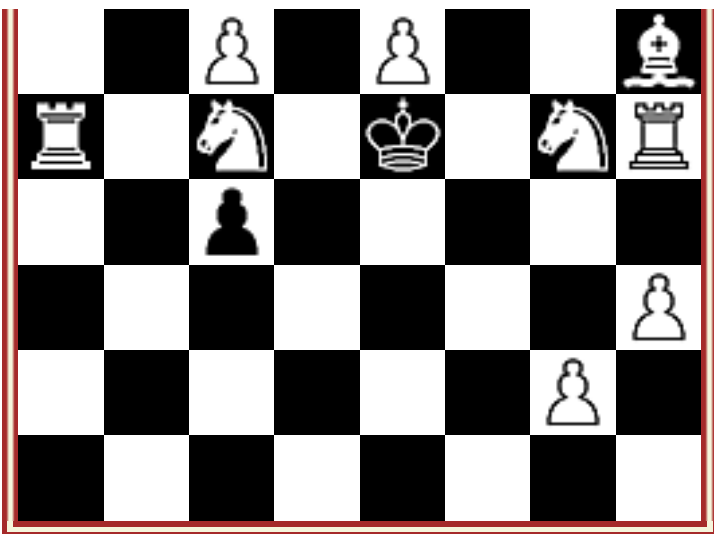


(JPT-B) Mate in two: J. Paul Taylor, 1880 [BCM June 1923]



(JPT-C) Mate in two: J. Paul Taylor, 1880 [BCM June 1923]





Solutions as printed in the BCM:

JPT-A: 1.Qg1 (This was a novelty at the time of first publication. It was awarded first prize in the British Chess Problem Association in 1878. J. Dobrusky afterwards showed that the construction was not all it should be.)

JPT-B: 1. c7 (A pretty piece of play as the Pawn promotion is unexpected and interesting.)

JPT-C: 1.Qb4 (This is one of the earliest of the six-flight-square two-movers. Here there are five mates. No doubt this position inspired composers to work in six mates.)

We are grateful to Stephen Jackson for calling our attention to the BCM item, from which the comments above are taken, and for finding the correction of the second problem in the September issue. He comments of this composition, "one more proof that chess in an art".

Back to [Chess Coaching Page](#)

This document (100years\100y_74.htm) was last modified on 13 Aug

2005 by 

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_75.htm

@@ From *Exeter Chess Club: 1895-1961* by Richard Hitchcock:

On the opening page of the Club's first minute book it is recorded, under the heading " *Chess Club* ", that " *a meeting was held at Gisson's Hotel on Saturday, October 26th, 1895. (...) At this meeting, it was decided to ask the Literary Society, then established at Barnfield House, whether and on what terms the Society would set apart a room for the Club* ". A week later, " *at Mr. Widgery's studio* ", it was decided to accept a tentative offer by the Society and to go ahead.

On 16th November, 1895, at Barnfield House, in what was already described as the Club room, a meeting of seven formed the Club. It was to be called Exeter Chess Club; (officers) were to be elected annually in October; members were to meet " *for practice and matches* " on three evenings a week, and the annual subscription was to be five shillings (half a crown for members of the Literary Society). The first President of the Club was C.J. Lambert. (...)

At the annual meeting of 1896 it was stated that the Club had 21 members, of whom 12 were members of the Literary Society. Matches had been played and won against the Exeter Working Men's Society and the YMCA. (...) Of the Club income of £3.15s.0d, £2.10s.6d had been paid for five sets of chessmen and three boards, " *an expensive but necessary outlay* ", and two more boards were required.

RJH

"This is the earliest reference to the Exeter Club I've found — Peachey's *Everybody's Guide to Chess and Draughts* (1896) refers to Exeter as having even at that date ' *an excellent chess club* "

— *Chris Ravillious*

Match: Exeter v Plymouth.

This match, the first played between these clubs, was contested on May 18th at the Literary Society's Rooms, Exeter. The meeting evoked considerable interest, and as the Plymouth Club has been established some years, and the Exeter Club is practically in its infancy, having seen three seasons only, the visitors were expected to prove the victors. These anticipations were not fulfilled, as after an exciting encounter Exeter won by 5 to 2

.— BCM June 1898

[...from IM Mike Conroy of Burnley, Lancs. via Phil Trussler & Bob Jones – thanks to all!]

Back to [Chess Coaching Page](#)

This document (100years\100y_75.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_76.htm

@Game Hockin,CS - Gundry,WH, Exeter Chess Club tourney, 1903

King's-side Attack

We are delighted to have in our archives a set of press cuttings from 1903-1908, which was compiled by WH Gundry, sometime Secretary and Treasurer of the Club, problem composer and columnist. The scrapbook also includes WHG's handwritten notes on what has become known as Nimzovitch's Defence (**1. P-K4 N-QB3** and some of his correspondence games. The latter are annotated only by dispensation of "!"s and "?"s, but leave you in no doubt about his views (e.g. " **1. P-K4 P-K4?** " — Gundry being an advocate of the Centre Counter or Scandinavian Defence).

*Gundry died at Burnham, Somerset on July 31st, 1914, which regretful occurrence is recorded in the **British Chess Magazine** for that year (p.324).*

Among all the cuttings only one features one of his own games, an affair where both sides become committed to play on the King's-side. -- DR

Bogo-Indian Defence *

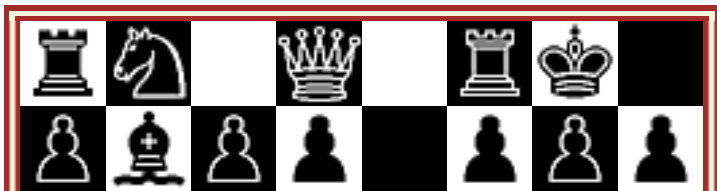
1. d4 e6

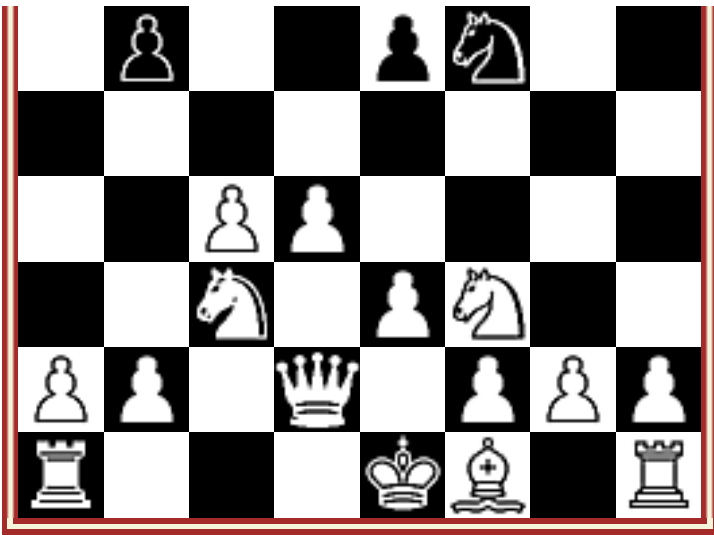
To avoid the stereotyped form of the Queen's Gambit.

2. c4 b6

It is of importance to develop the Bishop.

3. Bf4 Bb4+ 4. Bd2 Bxd2+ 5. Qxd2 Bb7 6. Nc3 Nf6 7. e3 O-O 8. Nf3





8...Bxf3

Causing White to have a doubled Pawn, but also opening up a file for Rook to attack Black King.

9. gxf3 Nc6 10. a3

Perhaps it would have been better for White to begin at once to work up an attack on the Black King.

10...Ne7 11. e4 d6 12. Bd3 Nc6 13. Ne2 e5

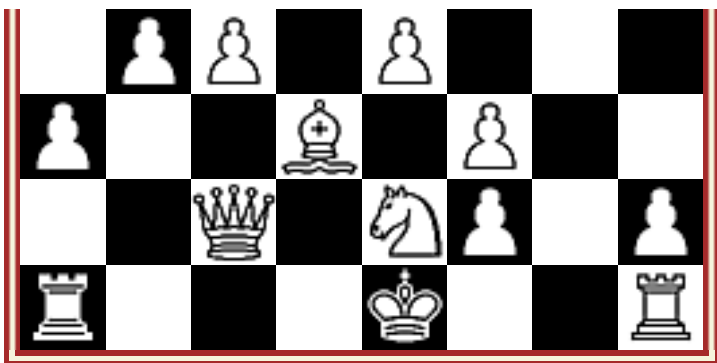
The White King Pawn being thus blocked the Bishop is shut off.

14. d5 Na5

The Knight is rather shut off here, though the move has the effect of drawing off the White Queen from the threatened attack on the King's side.

15. Qc2 Nd7 16. b4 Nb7





17. f4

Disastrous.

17...exf4 18. e5

[18. Nxf4 Qf6 winning a piece.]

18...dxe5 19. Bxh7+ Kh8 20. O-O-O

[20. Qf5 followed by Qh3 seems preferable.]

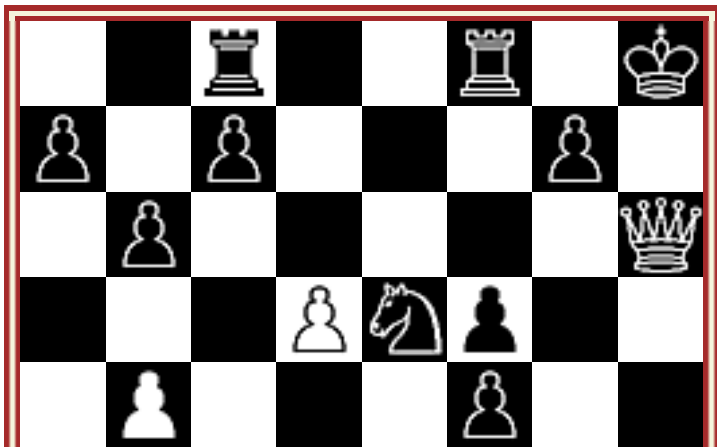
20...Qf6 21. Be4 Nd6 22. Rdg1 Qh6 23. Kb2

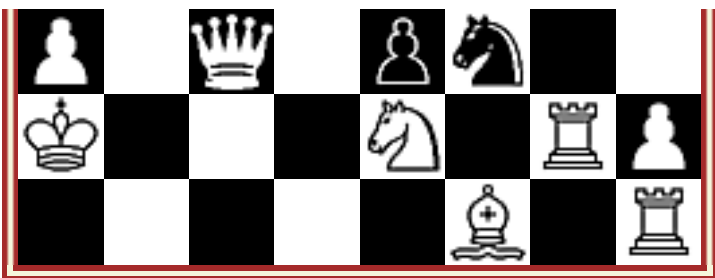
[23. Kb1 is perhaps better, in view of the advance of the Black Knight.]

23...f5 24. Bg2 e4 25. f3 e3 26. Kb3

[26. Bf1 might be played.]

26...Ne5 27. Qc3 Ndxc4 28. Bf1 Nd2+ 29. Ka2 Ndx3 30. Rg2 Rac8





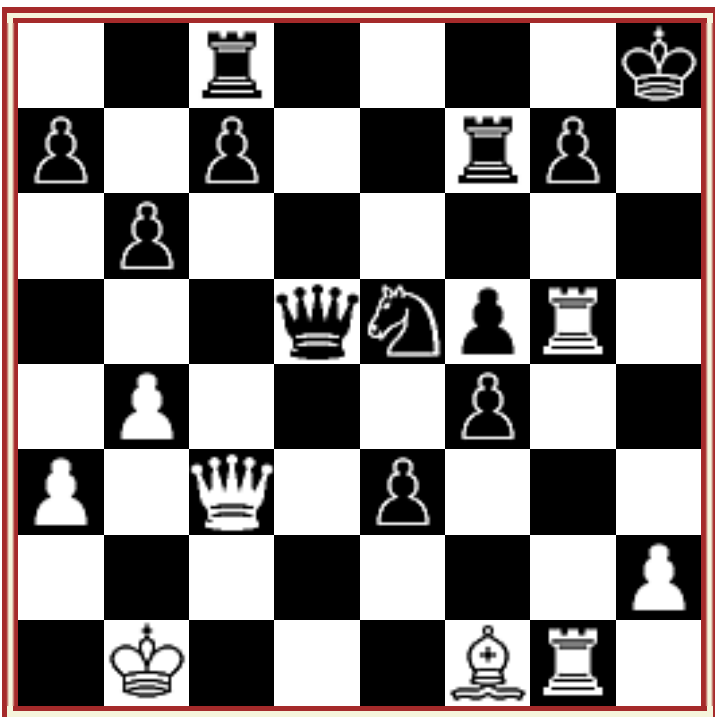
31. Ng1

Very good, though it sets the Black Queen free.

31...Nxg1

Better leave White to do the exchanging, as now the two Rooks get into line.

32. Rhxg1 Qd6 33. Kb1 Rf7 34. Rg5 Qxd5



**35. Qe1 Qb3+ 36. Ka1 Qxa3+ 37. Kb1 Qb3+ 38. Ka1 Nf3 39. Rh5+ Kg8
40. Qc1**

Intending to bring the Bishop to c4.

**40...Qa4+ 41. Kb1 Qxb4+ 42. Ka1 Nxg1 43. Bc4 e2 44. Bxf7+ Kxf7
45. Rxf5+ Kg8 46. Re5**

Obviously a slip.

46...Qd4+ 0-1

[Notes based on those by WH Gundry, Devon and Exeter Gazette, 27 October 1903.]

Back to [Chess Coaching Page](#)

This document (100years\100y_76.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_77.htm

@@ Exeter Chess Club before the first war

At a certain club the rules as to silence in some of the rooms is perhaps carried to extremes. The other evening a new member hazarded a game of chess with one of the old stagers. After playing for twenty minutes without a word being spoken, he said, "Check!" At this the old stager left the table, exclaiming, "I can't play chess with a man who will talk!" The new member resigned.

(Unsources cutting in Club scrapbook, c.1905)

During the late days of September there is always a great awakening of chess life in the county of Devonshire...

British Chess Magazine, Vol.XXVI (1906), p.455

DEVON COUNTY CUP: FINAL Exeter vs. Plymouth

Plymouth and Exeter Chess Clubs met at Teignmouth yesterday in the Final for the Devon County Cup. Last year the same two teams had to meet in the deciding match for the trophy. Plymouth winning handsomely. Exeter won the toss and took the move at the odd boards, the openings being: 1: Giuoco Piano; 2: Queen's Gambit Declined, 3: Giuoco Piano, 4: Vienna, 5: Sicilian, 6: French Defence. Exeter did badly from the start. Nicole mistook his KP for a QP, and made a fatal blunder, Col. Bennett scoring first win for Plymouth. Bremridge was the next to lose. Rickeard got the better of Thompson in a hard game, and at this point Plymouth had won all three of the games finished, and had only to obtain another half to secure the match. Palmer and Taylor were engaged in a stiff fight, but the former having a Rook up seemed to have an assured victory *

At boards 5 and 6 very even games were in progress, and the issue was doubtful. As the time for ceasing hostilities approached, however, the prospects of the Exonians improved. Presently Palmer forced a win, while Bleby gave up his two R's for his opponent's Q and Kt. Gundry, too, was pressing Howard, and although White's advantage was not so obvious, yet he undoubtedly had the best of the argument. Presently Bleby carried out a successful coup, and scored a win for the citizens. Howard was now threatened with the loss of a piece, and although he struggled gamely his antagonist was not to be denied, and the fight continued well in favour of Gundry. The hour for ceasing play arriving, Messrs. Taylor and Palmer proceeded to adjudicate on the position. Exeter – a piece to the good, however – had an obviously won game, and the point was accordingly conceded to Exeter. This brought the scores three all, and another match will accordingly have to be played in order to decide which club shall hold the cup.

Scores:

Plymouth Exeter

T.W. Taylor 0 E. Palmer 1

C.F.Cooper 1 Rev. H. Bremridge 0

W.W. Rickeard 1 G.F. Thompson 0

Col. R.D. Bennett 1 R.S. Nicole 0

W. Howard 0 W.H. Gundry 1

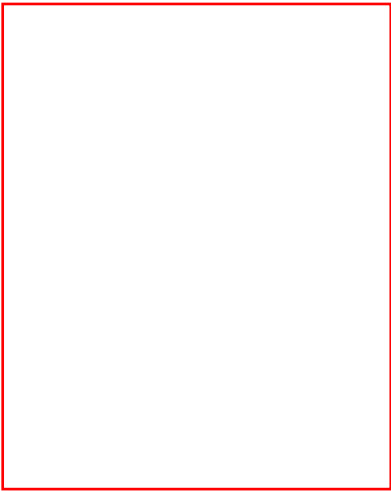
H.G. Phillips 0 Rev. H. Bleby 1

3 3

Western Morning News , 24th May 1906

The members of the Exeter Club met in annual meeting on September 20th. Mr. Cecil E. Parry was elected president, and Mr. W.H. Gundry re-elected hon. Secretary and treasurer. Mr. A.L. Noake won the handicap tourney. The finances show a surplus of about £2.

British Chess Magazine , Vol.31 (1911)



William (?Wyndham) H. Gundry [1861-1914] picture from the *British Chess Magazine* , 1903

"Mr. Gundry, the chess editor of an Exeter paper, entitled the *Western Times* , which started its chess column April 1902, is well-known as both a solver and publisher of problems. He has published nearly 500 chess problems; and gained solving prizes in *Leeds Mercury* (weekly supplement) and *Western Morning News* . He gained first prize in the "topsy turvy" competition held by the *Reading Observer* , 1901. He is also a strong player, having gained first prize in the Exeter C.C. Tourney. He is a most able and obliging secretary, and one who may be trusted to give impetus to the progress of the noble game."

— BCM 1903

"We regret to announce the death of Mr. W.H. Gundry, hon. Secretary of the Exeter Chess club, who died at Burnham (Somerset) on July 31st . Mr. Gundry, who was a bachelor, and of a very reserved disposition, broke down in health last February."

— BCM Sept 1914

Back to [Chess Coaching Page](#)



This document (100years\100y_77.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_78.htm

Game Mears,W – Bailey-Toms,G, Exeter vs. Torquay, Semi-final of Bremridge Cup 1904

A brilliancy

"The following brilliant game was played on board 2. Notes by the winner. ... Mr. Mears is Champion of Torquay Club." — Western Daily Mercury

[The match was lost by Exeter 21/2-31/2 — DR]

French Defence, Exchange Variation

1. e4 e6 2. d4 d5 3. exd5 exd5 4. Nf3 Nf6 5. Bd3 Bd6 6. O-O O-O 7. Nc3

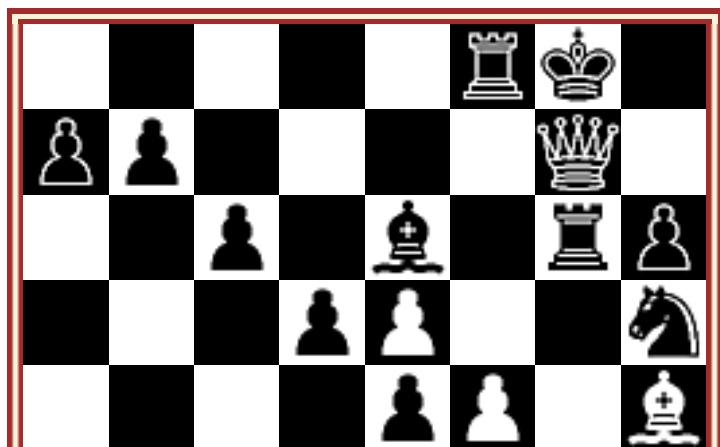
This is not a good place for the Knight, which should be developed via d2; 7. c3 is best.

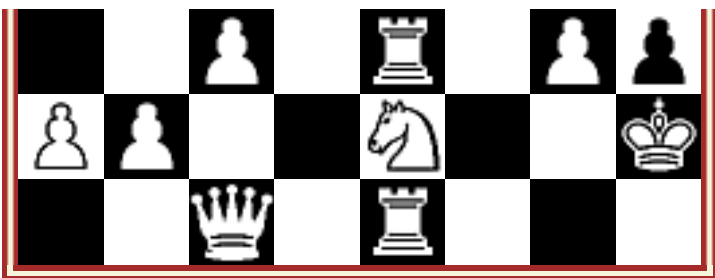
7... c6 8. Ne2 Bg4 9. Ng3 Qc7 10. c3 Nbd7 11. h3 Be6 12. Ne2

The Knight has to go back again, losing a move.

12... Rae8 13. Qc2 h6 14. Be3 Ne4 15. Nd2 f5 16. f4 Ndf6 17. Nf3 Nh5 18. Ne5 Rf6 19. Rf3 Ref8 20. Re1 g6 21. Bf2

21... g5! 22. Qc1 g4 23. Re3 Bxe5 24. dxe5 Rg6 25. Bh4 Qg7 26. Bxe4 fxe4 27. g3 gxh3 28. Kh2





28... Nxf4! 29. Nxf4

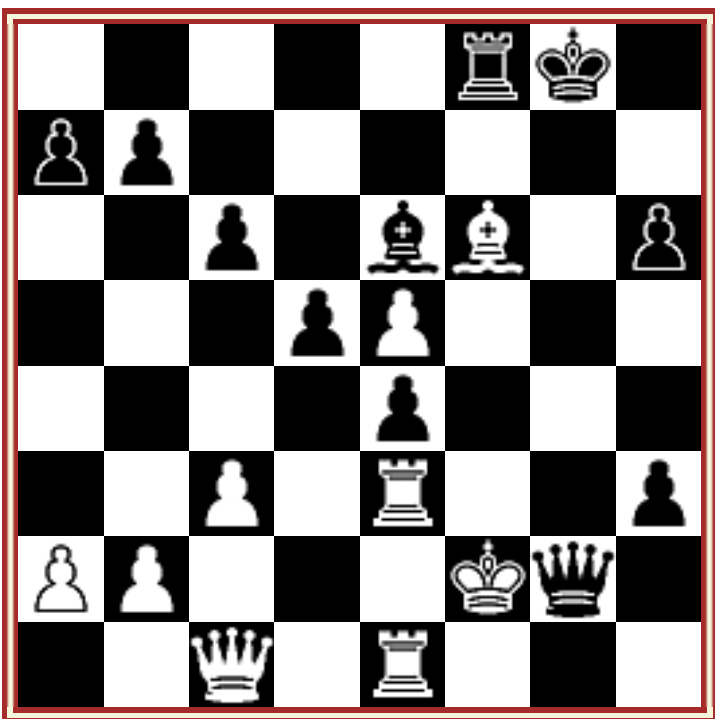
[29. gxf4 Rg2+]

29... Rxf4 30. gxf4

[30. Bf6 is best, but that, too, loses as follows 30... Rf2+ 31. Kg1

[But 31. Kh1! Rxg3? 32. Bxg7 Rgg2 33. Rg3 saves — DR]

31... Rxg3+ 32. Kxf2 Rg2+ 33. Kf1 Rf2+ 34. Kxf2 Qg2#



a problem-like ending]

30... Rg2+ 31. Kh1 Rh2+ 32. Kxh2 Qg2#

[Notes by G. Bailey-Toms from Western Daily Mercury, 16th May 1904]

Back to [Chess Coaching Page](#)

This document (100years\100y_78.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_79.htm

@@Game Palmer,E - Taylor,TW, Exeter vs. Plymouth, Devon County Cup, 1906

Two forks

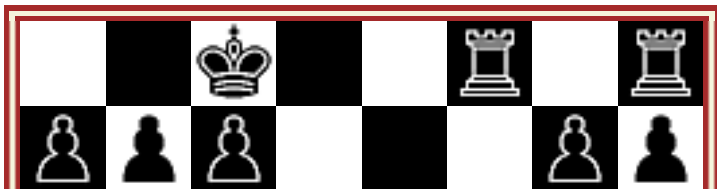
The sporting significance of this unbalanced game is reported in the newspaper account of the match, reproduced above — DR

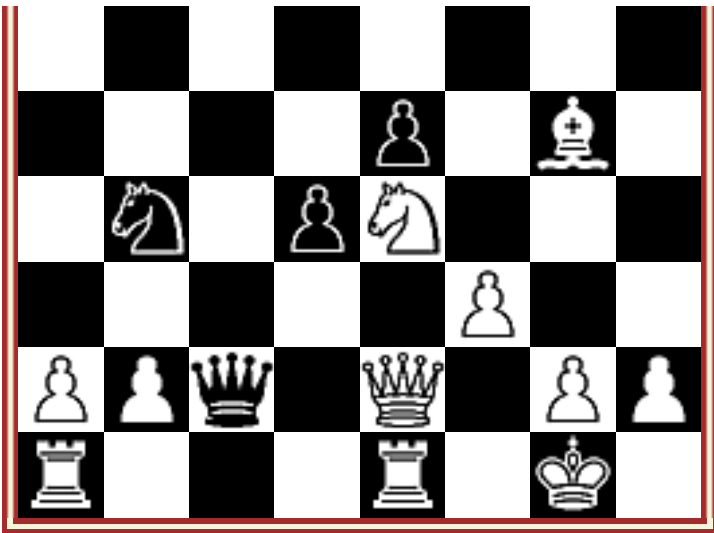
Max Lange Attack

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O Nf6 5. d4 exd4 6. e5 d5 7. exf6 dxc4 8. Re1 + Be6 9. Ng5



9... Qxf6? 10. Nxe6 fxe6 11. Qh5+ Kd7 12. Qxc5 e5 13. Qxc4 Raf8 14. f3 Kc8 15. Nd2 Qg6 16. Qe2 Qxc2 17. Ne4 Nb4 18. Bg5





18... h6? 19. Be7 Qxe2 20. Rxe2 Nd3 21. Bxf8 Rxf8 22. Rd1 Nf4 23. Rc2 Rd8 24. Rc5 Nd5 25. Nf2 c6 26. Re1 Re8 27. Nd3 Kd7 28. Rxe5 Rxe5 29. Nxe5+ Kd6 30. Nd3 and wins 1-0

[Score from Western Morning News, 24th May 1906]

Back to [Chess Coaching Page](#)

This document (100years\100y_79.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_80.htm

@@Game Taylor,T - Dunstan,Dr.R, Plymouth vs. Exeter Bremridge Cup Final, Plymouth, 1922

A modern defence

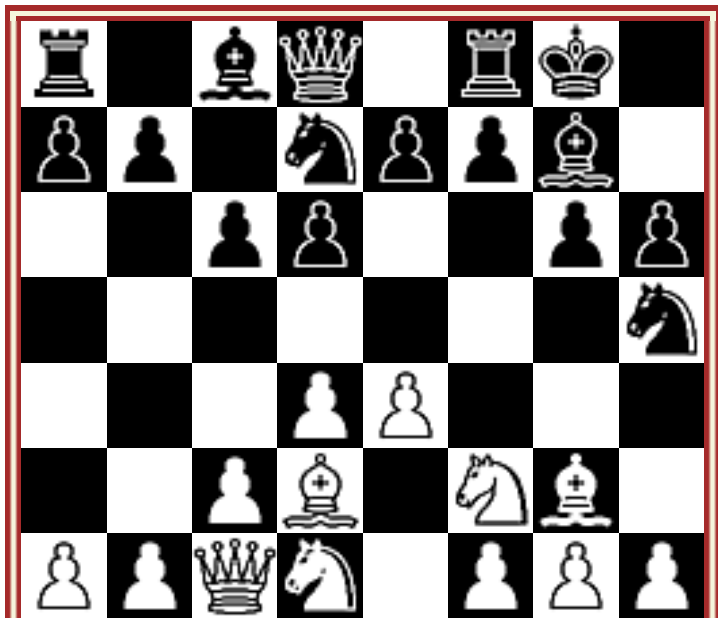
Dr. R. Dunstan was medical officer of troops in Paignton and during his time in the South-West played for Paignton and Exeter. He made it to the final of the Devon Championship in 1917 and 1918, and won the title in 1921 and 1922 — then aged over 70! He also led Exeter to victory in the Bremridge Cup that year, winning the game below on top board.

On that high note he retired to Brighton, playing chess for the Christ Church Club, on one occasion against Geza Maroczy who had been asked to stand in for a Hastings team.

[We are indebted to Chris Ravillious and Brian Denman of Brighton for all this information. — DR]

Pirc Defence

1.d4 g6 2.Nf3 Bg7 3.e4 d6 4.Bf4 Nf6 5.Nbd2 0-0 6.c3 h6 7.Bd3 c6 8.Qc2 Nh5 9.Bg3 Nd7



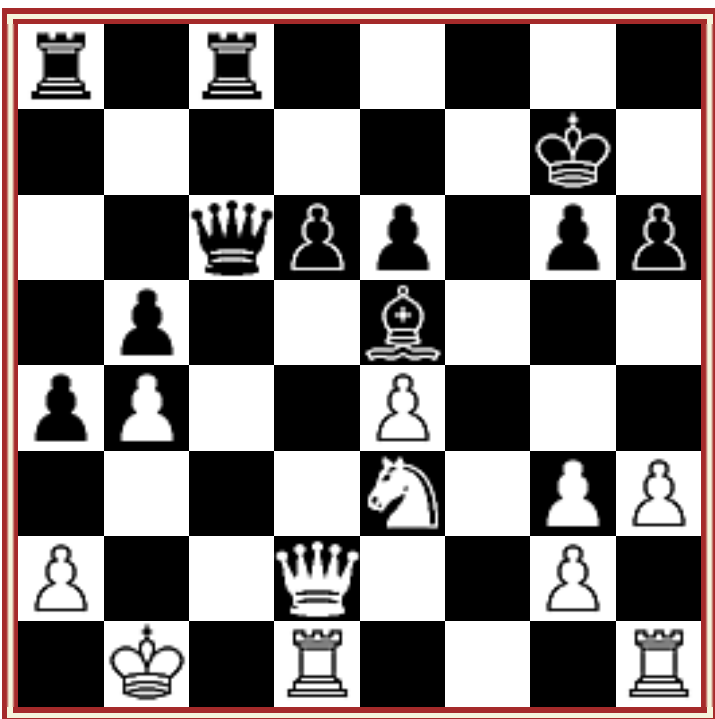


Quite a modern-looking opening: it wasn't until after the second War that the defence of Vasja Pirc became widely practised. White now has a choice of where to park his King, but the possibility of ...N_xg3 will make it difficult for White fully to open a file if he castles long.

10.0-0-0 a5 11.h3 N_xg3 12.f_xg3 e5 13.Nf1 b5 14.b3 Qb6 15.Be2 c5 16.d_xe5 N_xe5

Black keeps open the long diagonal.

17.Qd2 Rd8 18.N_xe5 B_xe5 19.Bf3 a4 20.b4 c_xb4 21.c_xb4 Be6 22.Kb1 R_dc8 23.Bg4 Kg7 24.B_xe6 f_xe6 25.Ne3 Qc6



An ideal position for practitioners of the Pirc Defence: White's King's-side efforts have been crippled while Black's grasp of the centre and Queen's-side is merciless.

26.Ng4 Q_xe4+ 27.Qd3 Q_xb4+ 0-1

[Notes by DR; score from the Sussex Daily News of 7 June 1922]

Back to [Chess Coaching Page](#)

This document (100years\100y_80.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_81.htm

@@



EXETER CHESS CLUB.

Affiliated to the Devon Chess Association.

BARNFIELD HOUSE, EXETER.

Open Daily from 9.30 a.m.
to 10 p.m. (except Sundays
and Bank Holidays).

TOURNEYS & MATCHES THROUGHOUT THE SEASON.

For Particulars apply to

Hon. Secretary, Barnfield House.

The advert opposite was unearthed by Devon Archivist Dave Beckwith, and appeared in the "Exeter Illustrated Official Guide to the City Of Exeter 1913" published by the Official Information Bureau for the City Council.

*Bob Jones cites the **Year Book of Chess 1913** which confirms the details; that is, the club was open 12 hours a day, 6 days a week!*

How to Compose a Problem by Mr. W.H. Gundry

Chess players who occasionally glance at problems have an idea that it is very easy to "knock off" a position fit for print. But should they ever attempt to compose one themselves they will find that innumerable difficulties and pitfalls will beset them. All the various defects such as "duals", "triples" redundancy of pieces, and the like, have still to be battled with, even when the composer has got his problem radically sound. In fact, it is not too much to say that years of patient endeavour are required before a man can make a good problem. Even long experience does not make it certain that a composer can, within a given time, produce an artistic work. As with poetry, so it is with chess composition. Sometimes the author can create rapidly and successfully; sometimes, on the other hand, he labours slowly and with difficulty. The pieces seem "possessed"; they appear to have a perverse faculty for thwarting the composer's best intentions.

So much for the inevitable toil which awaits anyone who tries to make problems. We now turn to the more interesting question, How to begin. What is the first step? The answer is simple enough. You must have an idea to work upon. By "idea" we mean a position exemplifying some neat point in chess play. For example, we are often struck by some position in a game, where, perhaps, mate is given by a piece itself en prise to one of the hostile forces. Something, however, prevents the mating pieces from being captured. In such a position as this we have the germ, the idea of the problem. Or it may be that the germ does not lie in the final position, but rather in the second move (especially if the problem is a three-mover). It may have occurred to us that a difficult problem could be made by devising an artful second move, and by allowing the key move to be comparatively commonplace. For instance, it would add to the difficulty of solving a problem if the second (White) move, instead of being, as usual, an attacking one, gave the Black King more liberty than it had before. Here then is another "germ". We construct a

position such that White's second move allows the Black King to get to some square which he could not previously reach.

It may be as well to point out that these ideas are seldom, if ever, original. How could they be? Check from a piece en prise, check by promoting a Pawn to a Knight, check by sacrificing a Queen — all these moves occur again and again. They are common property. Any composer can, without fear of being charged with plagiarism, use them as a basis for his work. In problem tournaments it has long been recognised that real originality must not be expected. The prize goes to him who most cleverly represents or reproduces some neat idea.

Farnham, Haslemere and Hindmead Herald, 1st October 1904

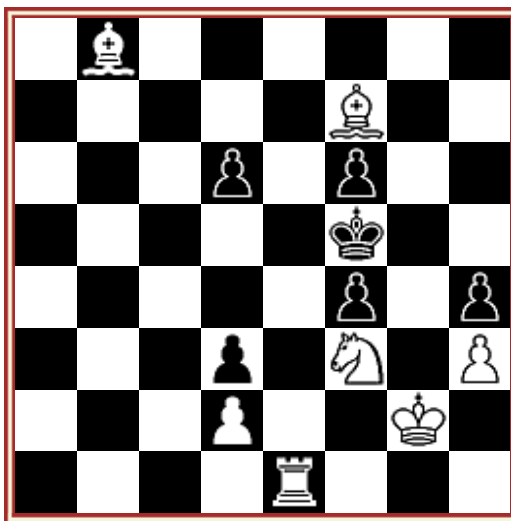
Problem from Devon & Exeter Gazette

Dec 1st 1903

by W.H. Gundry

(From Gazette Solving Competition 1903)

Solution: p.



Problem Tourney No. 1, specially composed for the "Gazette" by Mrs. W.G. Baird:—

"Do not see my fair rose whither. "

"Richard II., v. 1.

"For nothing this wide universe I call,

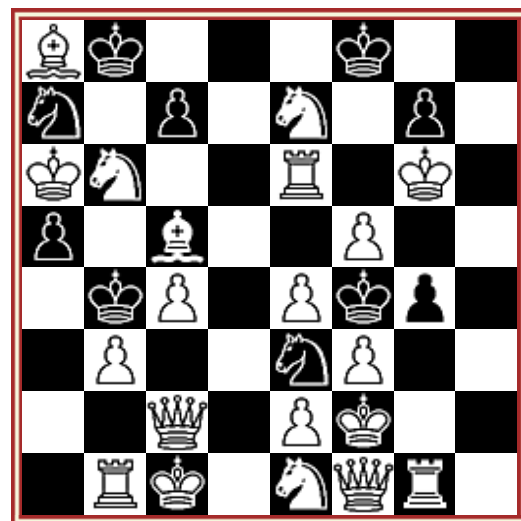
Save thou, my rose: in it thou art my all. "

Sonnets 109, 13.

R — O — S — E

In each problem White is to play and mate in two moves in its own division.

King's Rook *Devon and Exeter Gazette*



Solutions p.

Tuesday 2 October 1906

The Royal Game of chess has many ardent supporters in the city. Financially, the Exeter Chess Club is in a very flourishing condition, and the membership is numerically very good. The annual meeting of the Club was held the other day at the Barnfield Hall, and officers were elected for the ensuing year. An excellent programme is in the course of preparation under the direction of Mr. W.H. Gundry, the hon. treasurer and secretary, and there is every prospect of a successful season .

Devon and Exeter Gazette , 29 Sept 1903.

Below will be found the players in the third Devon vs. Kent correspondence match (...) I am asked to call attention of Devonians to the necessity of not only using their best powder, but to keep it dry; this is necessary, for last year's match was lost by Devon, seemingly through the carelessness of four players, each of whom lost his game by sending an impossible move. This style is very much to be deprecated when the honour of the county is at stake. In the words of a schoolmaster I say, "Please see that it does not happen again. "

Queen's Knight" *Western Morning News* , 29 October 1903.



Mr.

Thomas Winter Wood died aged 87 in 1905; he was the father of Mrs. W.G. Baird, and the brothers Carslake and E.J. Winter Wood.

The Devon 'champion of club champions' Cup was donated by Thomas Winter Wood; the cup for the individual championship of Devon was donated by his son E.J. Winter Wood

Thomas Winter Wood Picture and biographical details from *British Chess Magazine* , June 1905, p.230.

The Exeter and Plymouth Clubs also met for the third time in the Devon County Cup competition. After a keenly-contested match, in which the play was far more even than the scores indicate, the Exonians scored a decisive victory. Scores:

Exeter Plymouth

Rev H. Bremridge 1 P. Motley 0

H. J. Stretton 1 N. A. Prettyjohn 0

G. F. Thompson 1/2 W. Howard 1/2

W. H. Gundry 1 Colonel Bennett 0

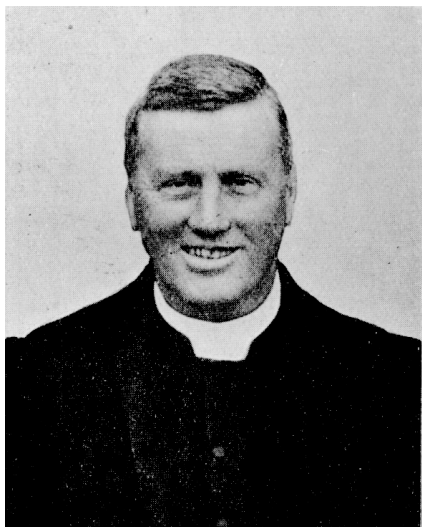
Rev. H. M. Bleby 1 Rev. J. J. Smith 0

A. L. Noake 1 E. B. Clarke 0

51/2 1/2

The Rev. H. Bremridge entertained the members to tea, which was supplied by Murch, Goff and Co. , of the Cathedral Yard.

Devon and Exeter Gazette, Monday 1 October 1906



Rev. H.

Bremridge Picture and biographical details from *British Chess Magazine* , August 1913, p.320.

Rev. Henry Bremridge was the founder and first hon. Secretary of the Devon County Chess Association. He died in 1913 aged 58.

Bremridge was born in Morchard Bishop, Devonshire. The BCM records that although he was a member of Oxford University Chess Club he did not take up the game seriously until 1896.

The Cup we play for in the first division of the Devon leagues bears the name of Rev. Bremridge.

From a reliable source, I hear that Mr. Blackburne expresses the opinion that taking "en passant" is doomed as a chess move. He believes that when the British Chess Federation has time to see to it, this particular move will be removed from the orthodox ones.

Western Morning News, 12th October 1904

Solutions to problems:

Gundry **1.Rf1 d5** [1...Ke4 2.Be6 f5 (2...d5 3.Re1#) 3.Re1#] **2.Nd4+ Ke4** [2...Kg5 3.Bxf4#] **3.Rxf4#**

Baird **R** : Bb7; **O** : Ng8; **S** : Qa2; **E** : Qg2

Back to [Chess Coaching Page](#)



This document (100years\100y_81.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_82.htm

HV Mallison

The dominant figure in Exeter chess between the wars was H.V. (Harold Vincent) Mallison, who bequeathed a generous sum and a lifetime's notes on chess to the club on his death in 1980.

Among Mallison's notes are his victory in the Cambridge University Chess Club Championship for 1919-20, winning his section ahead of J.H. Barnes and L.S. Penrose (which pair he notes "agreed to a draw without playing more than the first move") and defeating N.H. Smith in the final. These games, like all the rest in the archive, are hand-written onto plain paper with copious footnotes, and the pages for each season are sewn into signatures. He played in the Varsity match against Oxford in 1920, an account of which is to be found in the April British Chess Magazine,.

*The next set of notes are of his victory in the Exeter Club Championship for 1921-22, whence he went on to win the Thomas Winter Wood Trophy (a knockout championship of the club champions of Devon; the E.J. Winter Wood Cup is contested for the individual championship of Devon). This was the first time an Exeter player had won the trophy. His victory in the next year's club championship was again followed by victory in the Winter Wood trophy, beating Ron Bruce in the final. Mallison became captain (1927) and then secretary of the Devonshire County team; in July 1931 the **British Chess Magazine** noted that " Devonshire have an efficient and hard-working secretary in H.V. Mallison, a first-class top-board player in R.W. Bruce, a sturdy veteran in T. Taylor, and a loyal and enthusiastic team" (Thanks to Stephen Jackson for these cuttings.)*

He and Ron played many games in the top division of the Devon league (the Bremridge Cup). Other rivals (and colleagues in Devon matches) included Pitt-Fox of Paignton and Goodman of Plymouth. It seems Mallison first secured the individual championship of Devon in 1933, a year in which he played a match against D. Egginton of Teignmouth, giving his opponent a 3-point start towards a decisive score of six points, which he won 6-5.

We also have from the late nineteen-thirties some games of Mrs. G.L. Mallison, but whether she played at all after that we don't know.

There is not a complete record for the club championship in subsequent years, but Mallison won in every year for which we have his notes (1927, 1931-1939, 1941 and 1946 and 1947). He took the Devon championship in 1946 too, beating Ron Bruce in the second replay of the final; in 1947 he withdrew from the Winter Wood competition because of ill-health, and the second-placed player, Frank Kitto, went on to win it. One of the last Exeter games we have of Mallison's is yet another encounter in the Bremridge in 1957 with Ron Bruce.

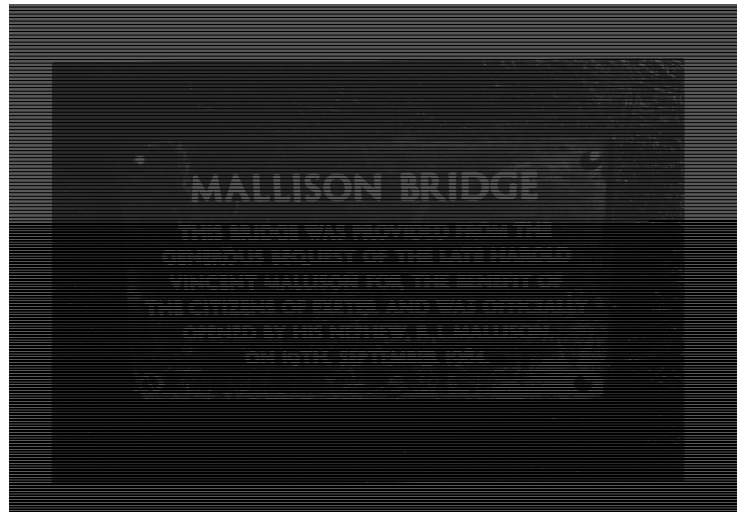
Apart from the Devon games there are a few tournament records, and among the scores are games with many leading players of the day, including J.M. Aitken, Bowen, Gerald Abrahams, Hugh Alexander, Harry Golombek, Vera Menchik-Stephenson, Stuart Milner-Barry, Arthur Reynolds, E.G. Sergeant, George Thomas, T.H. Tylor, and whipper-snappers like Frank Parr and Barry Wood. He won the BCF Major Open Reserves Championship on three occasions. Perhaps Mallison's most widely-known game comes from the British Championship of 1938, though sadly because his loss to Alexander in a gambit line of the Petroff is still considered definitive. He also played in the Plymouth International Tournament in the same year (where he played Alekhine, and beat Vera Menchik on time).

We might repeat that all the scores of these hundreds of games also bear Mallison's footnotes; a similar quantity of games by contemporary players and masters of the nineteenth century have also been copied out, again with notes (which as far as we can tell are also largely Mallison's own, but certainly some were transcribed from magazines).

As if to complete the circle, the last games we have of H.V. Mallison are also playing at a University club, this time for the staff of Exeter University in 1963 against the students in one of the irregular manifestations of the University club.



Mallison Bridge, behind the Antiques Centre at Exeter's Quay. The smart building with white window surrounds is the Custom House.



HV Mallison was generous not just to the chess world.

Back to [Chess Coaching Page](#)



This document (100years\100y_82.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_83.htm

@Game Bruce, RM - Mallison, HV, Winter Wood Championship, 1923

Young Turks

The Thomas Winter Wood trophy is a knockout championship of the club champions of Devon, and in 1923 the final was contested between two players who had yet to make their considerable reputations in the West country. This was the first time an Exeter player had won the trophy. — DR

London System

1. Nf3 Nf6 2. d4 d5 3. Bf4 c5 4. e3 Nc6 5. c3 e6 6. Bd3 Be7 7. h3

To provide a retreat for the QB in case Black played ...Nh5

7...O-O 8. Nbd2 h6



With the intention of playing ...Bd6; and preventing White from replying Bg5

9. O-O Bd6 10. Bxd6 Qxd6 11. dxc5 Qxc5 12. Nb3

After this Black gets the advantage in the centre.

[12. e4 would have kept the game even.]

12...Qe7 13. Rc1 e5

threatening ...e4

14. Bb1 Be6

Preventing c3-c4.

15.Nfd2 Rad8

This prevents c3-c4 and e3-e4, but Rfd8 might have saved a move.

16.Qc2 Rc8 17.f4

[17.e4 d4; 17.a3 was a useful precautionary move]

17...e4



18.c4?

A mistake, which loses at least a Pawn.

[18.Nd4 could have been played; or 18.a3 Black, however, would get a good game in the latter case, by 18...Nh5 followed by ...Qh4.]

18...Nb4

[18...dxc4 is also playable, for if 19.Nxe4 (19.Nxc4 Nb4) 19...Nxe4 20.Qxe4 f5]

19.Qc3?!

[19.Qd1 dxc4 and ...Nd3, but still this was White's best chance]

19...dxc4 20.a3?

This loses a piece.

[20.Nd4? Nbd5 21.Qa3 Qxa3 22.bxa3 Nxe3;

20.Na5? b6 21.Naxc4 Nbd5 wins the Knight;

20.Na1 Black can secure much the better game with a Pawn ahead after any of 20...Nbd5 (20...Nd3; 20...b5)]

20...Nbd5 21.Qe5 cxb3 22.Nxe4 Nxe4 23.Qxe4

threatening f4-f5

23...Nf6

[23...f5 and ...Qf6 was simpler.]

24.Qe5 Rfe8 25.Rfd1 Rxc1 26.Rxc1 Bd7 27.Rc7

[27.Qxe7 Rxe7 28.Kf2 Bc6]

27...Qxe5 28.fxe5 Rxe5 29.Rxb7 Rxe3 30.Kf2 Re8 31.Rxb3

[31.Rxa7 Bb5 idea ...Re7+]

31...Bc6 32.Rb4 Ne4+ 33.Kg1

Either this or BxNe4 is forced; any other move loses the Bishop.

33...g6

Guarding against a possible mate on the back rank.

34.Rd4 Nc3

Forcing an exchange, but

[34...Ng3 was simpler 35.Kf2 Nh1+ 36.Kf1 Bb5+ 37.Bd3 Ng3+]

35.Rc4

[35.bxc3 Re1+]

35...Re1+ 36.Kh2

[36.Kf2 Rxb1]

36...Nxb1 37.Rxc6 Re2 38.Rc8+ Kg7 39.Rb8 Re7

The idea was to get the Knight out by ...Rd7, ...Nd2

40.Rd8

[40.Rc8 was better]

40...Re2

[40...Rb7!]

41.Rb8 Nd2 42.Rc8

To prevent ...Nc4, but [42.b4 was better]

42...Nb3

[42...Nf1+ and ...Ne3 was also possible.]

**43.Kg1 Rxb2 44.Rb8 Rb1+ 45.Kf2 Nd2 46.Rd8 Nc4 47.Rd7 a5 48.Rd5 Rb2
+ 49.Ke1**

[49.Kg1? Rxc2+ 50.Kxc2 Ne3+; or 49.Kg3?]

49...Rxc2 50.a4 Ra2 0-1

[Notes by H. V. Mallison]

Exeter between the wars

Back to [Chess Coaching Page](#)

This document (100years\100y_83.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_84.htm

@@[From **Exeter Chess Club: 1895-1961** by Richard Hitchcock]

"In 1923 the membership was 41. The Club " *received the great honour and pleasure of a visit from Sir G.A. Thomas, the British Chess Champion. In a display of 19 simultaneous games he won 13, drew 3, and lost 3. It is with great satisfaction that the Committee can report that Sir George expressed the hope of renewing acquaintance with members of the club on the occasion of his next visit to Exeter.*

"In 1938 the club moved to 35 Southernhay East. In 1939 the Club spent 18/— on an outside notice, " *Exeter Chess Club. Open Daily. Club night Wednesday* ". In 1940, at the request of the police, "Exeter" was deleted, but in spite of this precaution the building caught fire in the blitz of 4th May, 1942. Its upper parts were wrecked and much of the rest badly shaken. (...)

"The first formal Championship of the Club was awarded to W.H. Gundry in 1908 (although a handicap tournament was established in 1907). The County Association had been asked to supply a championship medal on the understanding that it would be " *suitably engraved at the expense of the Club* " but it does not appear that Mr. Gundry got more than the promised Guinea. As regards the tournaments, in 1901 " *your Committee are of opinion that unless these contests are decided more quickly they are almost useless. (...) If a similar competition is held this season it is to be hoped each competitor will make every effort to complete his games* ." This pious hope has often been repeated."

[RJH]

From the minute book:

"AN Other sends his apologies: unable to attend because of the blackout. "

Back to [Chess Coaching Page](#)

This document (100years\100y_84.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_85.htm

@@Game Thomas, Sir Geo. - Stretton,H, Simultaneous Display, Barnfield Hall, 25 Jan 1923

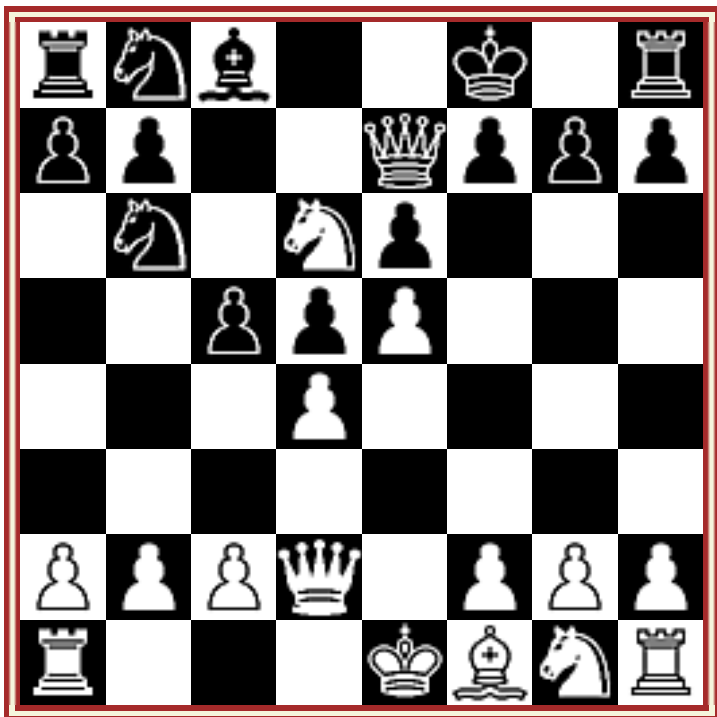
A red-letter day

"Quite a red-letter day in the history of Exeter Chess Club was the visit of Sir Geo. Thomas, Bart., to play simultaneously against the members of the club. Nineteen boards were engaged, and playing rapidly Sir George had finished nineteen games in just three hours." [Score: +13 =3 -3.]

"Seeing that Mr. Stretton [the Exeter Captain and Board 1] was a piece behind early in the game, his ultimate triumph was all the more meritorious." — Devon and Exeter Gazette, 1 Feb 1923.

French Defence, Classical

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.Qd2 c5 8.Nb5 Nb6 9.Nd6+ Kf8



10.dxc5 N8d7

[10...N6d7 11.Nxc8]

11.cxb6 Nxe5 12.Nxc8 Rxc8 13.bxa7 Nc6 14.Bd3 Nxa7 15.Ne2 Nc6 16.0-0
Ne5 17.c3 h5 18.Nd4 g6 19.Rae1 Qf6 20.Re3 Ng4 21.Rf3 Qe5 22.Qf4 Qxf4
23.Rxf4 e5 24.Rxg4 hxg4 25.Ne2 f5 26.f3 e4 27.Bc2 gxf3 28.gxf3 Rh4 29.
fxe4 dxe4 30.Rf4 Rxf4 31.Nxf4 Kf7 32.Kf2 Rd8 33.Ke3 Kf6 34.a4 Rh8 35.
b4 Rxh2 36.Bb3 g5 37.Nd5+ Ke5 38.Nb6 f4#

Back to [Chess Coaching Page](#)

This document (100years\100y_85.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_86.htm

@@Game Mallison,HV - Hornbrook,RW, Devon Championship final, 1933

Similar, but different

In this decisive game in the replay of the final of the Devon Championship, Mallison plays a little transposition to which his opponent does not react properly. Hornbrook plays a move which is recommended in one line after play has already led to another, and suffers a brutal punishment. Mallison of course had fine technique and played many long games, but even against his toughest opponents his game collection shows a number of racy miniatures. — DR

King's Gambit Declined (in effect)

1. e4 e5 2. Bc4 Nf6 3. Nc3 Bc5 4. d3 d6 5. f4 Nc6 6. Nf3

This move turns the opening into the King's Gambit Declined.

[6. f5 would have constituted a variation in the Vienna Game.]

6...Nd4

This, which is the correct move after 6. f5, is not good here. Better is [6...Bg4 or] [6...Be6]

7. fxe5 Nxf3+

Against Milner-Barry, Sir George Thomas here played the better move:

[7...Ng4 8. Nxd4 [8. exd6 Nf2] 8...Bxd4 9. e6 Qh4+ 10. g3 Bf2+ 11. Ke2 Qh5 12. h3 Ne3+ 13. g4 Qc5 14. exf7+ Kf8 and now could have retained the advantage with 15. Na4]

8. Qxf3 dxe5 9. Bg5

[9. Qg3 leads to the variation played after 9...Qe7 10. Bg5 [10. Qxg7? Rg8]]

9...c6

[9...Be7 10. Qg3 Qd6 [10...Nh5 11. Qxe5 f6 12. Qb5+ c6 13. Qb3 fxg5 14. Bf7+] 11. Nb5 Qb4+ [11...Qc5 12. Be3] 12. Bd2 Qxb2 13. Bc3 Qxc2 14. Bb3 and wins the Queen]

10. Qg3 Qe7

Black's Queen and Bishop must now interfere with each other to defend the King's Pawn and prevent unpinning of the Knight.

[10...Bd6 or] [10...Qd6 11. Rf1]

[10...Qd4 11. Rf1 Be7 12. Be3 & Qxe4]

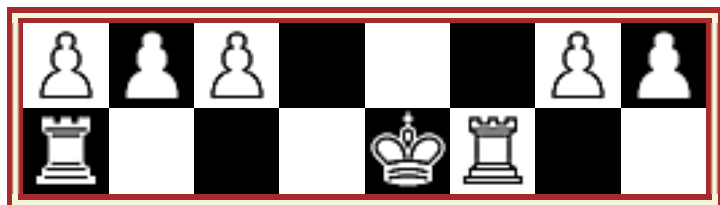
11. Rf1 Kf8

It would have been rather better to give up the Pawn at once in order to castle Queen's-side. The text move was to prevent White's Qg7 after Bxf6.

[11...Be6 12. Qxe5 Bxc4 13. Qxe7+ Bxe7 14. dxc4 O-O-O with some drawing chances.]

[11...Bd7 12. Bxf6 [12. Qh4] 12...gxf6 13. Qg7 O-O-O 14. Qxf6]

12. Qh4 Qd8



13. Bxf6

[13. Rxf6 was a quicker win, winning a piece.]

13...gxf6 14. Rxf6 Be7 15. Rxf7+

[15. Qh5 leads to the same position after 15...Ke8 [15...Be6 16. Bxe6] 16. Rxf7]

15...Ke8 16. Qh5 Bh4+

[16...Kd7 17. Qf5+ Kc7

[17...Ke8 18. Qxe5 Rg8 [18...Rf8 19. Rxf8+ Kxf8 20. Qh8#] 19. Rxe7+ winning a piece]

18. Qxe5+ Kd7 19. Be6+ Ke8 20. Qxh8+ wins]

17. g3 Qg5 18. Rf8+

[18. Rf8+ Ke7 [18...Kxf8 19. Qf7#] 19. Qxg5+ Bxg5 20. Rxh8 remaining a Rook ahead.]

1-0

[Notes by HV Mallison]

Back to [Chess Coaching Page](#)

This document (100years\100y_86.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_87.htm

@@Game Mallison,HV - Wood,BH, BCF Congress, Major Open Reserves, 1934

Excommunicated

I cut my chess teeth on Barry Wood's magazine CHESS and it is a poor return for the enjoyment his magazine afforded me to offer this game where he is given short shrift by HVM. Here Mallison plays a sideline in which Wood improvises rather too freely, which only serves to offer scope for Mallison's raking Bishops. — DR

French Defence, Winawer Variation

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. Bd2 a6

[5...Ne7][5...Nc6]

6. a3 cxd4

[6...Bxc3]

7. axb4 dxc3 8. Bxc3 Nh6 9. Nf3 O-O 10. Bd3 f5

"rather risky"

[10...Nd7 was better, but not 10...Nc6 11. b5]

11. exf6 gxf6 12. Qd2 Nf7

[12...Kg7 13. Qg5+]

[12...Nf5 13. Bxf5 exf5 14. O-O-O]

[12...Ng4 13. h3]

[12...e5 13. Qxh6 e4 14. Ng5 Qe7 15. Nxe4 dxe4 16. Bc4+]

13. Qf4 Nd6

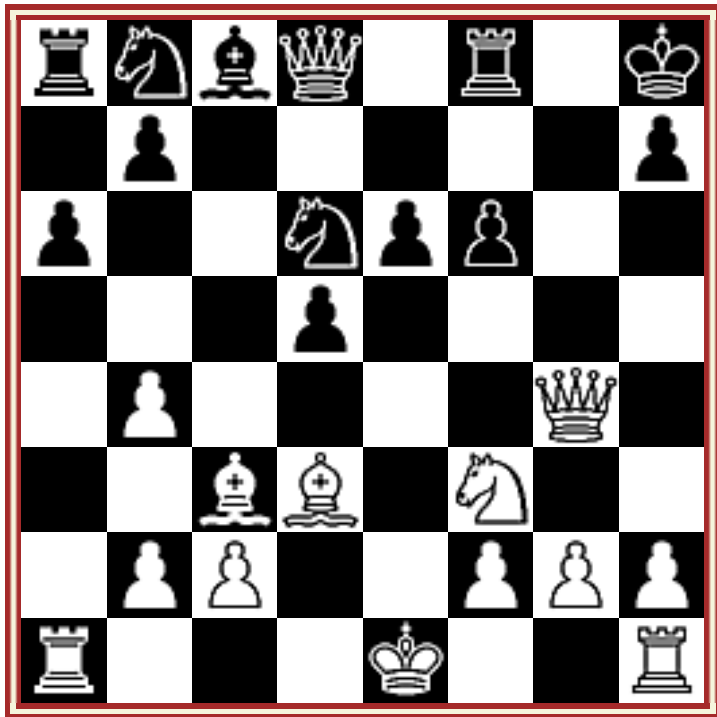
[13...e5 14. Qg3+ Kh8 15. Qh4 h6

[15...e4 16. Bxf6+]

[15...f5 16. Qxd8 Rxd8 17. Nxe5 Re8 18. O-O Nxe5 19. Rfe1 Nbc6 20. f4 d4
21. Bd2]

16. Qh5 e4 17. Qg6]

14. Qg4+ Kh8



Overlooking the threat, but if

[14...Kf7 15. Bxh7 e5 16. Qh5+ Ke7 17. Nh4 wins]

**15. Bxh7 Kxh7 16. Ng5+ Kg6 17. Nxe6+ Kf7 18. Nxd8+ Rxd8 19. Qh5+
Ke6 20. O-O-O 1-0**

[Notes by HV Mallison]

Back to [Chess Coaching Page](#)

This document (100years\100y_87.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_88.htm

@@Game Mallison,HV - Bruce,RM, Winter Wood Trophy Final (replay), 1938

Decisive

Another Devon final, another replay, and another crunching miniature provides the decisive game. White's breezy development blows a hole in Black's set-up. — DR

Centre Counter (Scandinavian)

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 Nf6 5. Nf3 c6 6. Ne5 Nbd7 7. Nc4 Qc7 8. Qf3 g6

[8...e5? 9. dxe5 Nxe5 10. Qe2]

[8...Nb6! 9. Ne5! [9. Bf4 Qd8 10. Rd1? Bg4] 9...Nbd5? 10. Nxd5 cxd5 11. Bb5+ Bd7 12. Bxd7+ Nxd7 13. Qxd5]

9. Bf4 Qd8 10. O-O-O Nb6 11. Ne5 Nbd5?



[11...Bg7 12. g4 O-O 13. h4]

12. Nxd5 Nxd5

[12...Qxd5 (best) 13. Bc4 Qxf3 14. Bxf7+ Kd8 15. Nxf3 e6 16. Ng5 Ke7 17. Bxe6 Bxe6 18. Rhe1]

[12...cxd5 13. Bb5+ Bd7 14. Bxd7+ Nxd7 15. Nxf7]

13. Nxf7 Qa5 14. Bc4

Keeping the attack.

[14. Nxh8 Qxa2 15. Qa3]

14...Rg8 15. Rhe1 Bd7?

[15...e6 16. Ng5+-]

16. Nd6+

[16. Nd6+ Kd8 17. Nxb7+]

1-0

[Notes by HV Mallison]

Back to [Chess Coaching Page](#)

This document (100years\100y_88.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_89.htm

@@Game Mallison,HV - Menchik-Stevenson,V, Plymouth International, 1938

Reversal of fortune

In 1938 an international tournament was staged in Plymouth, featuring top British players like Geo. Thomas, local experts like Ron Bruce, and the reigning men's and women's World Champions. Mallison's result was nothing to write home about but he did secure this game against the finest woman player of her generation, Vera Menchik-Stevenson. — DR

French Defence, Advance Variation

1. e4 e6 2. d4 d5 3. e5 c5 4. Nf3 Qb6 5. Bd3 Bd7

[5...cxd4]

6. dxc5 Bxc5 7. Qe2 a6 8. O-O Bb5 9. Nc3 Bxd3 10. Qxd3 Qb4 11. a3 Qg4 12. Be3 Bxe3 13. Qxe3 Nd7 14. Nd4 Ne7 15. h3 Qg6 16. f4 Nf5 17. Nxf5 Qxf5 18. g4



18...Qg6

[18...Qxc2 19. f5]

19. f5 Qh6 20. g5 Qh4 21. fxe6

Black suggested as much stronger

[21. Rf4 Qxg5+ 22. Kh2]

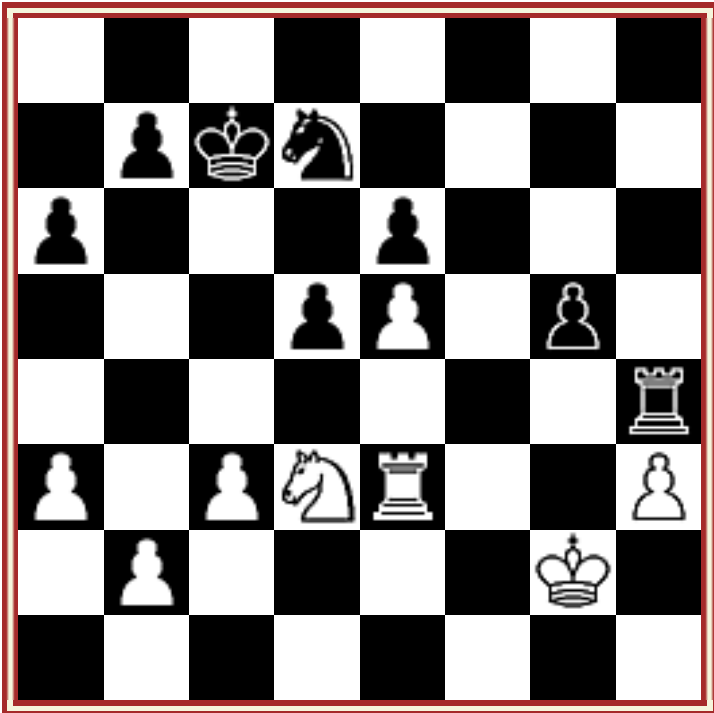
21...fxe6 22. Rad1 h6 23. g6 Qg5+ 24. Qxg5 hxg5 25. Rf7 O-O-O 26. Rxc7 Rhg8

[26...Rxc3-/+]

27. Rxc8 Rxc8 28. Re1 Rxc6 29. Kg2 Rh6 30. Nd1

The Knight gets into play just in time to stop ...Re4

30...Rh4 31. Nf2 Rf4 32. Re3 Kc7 33. Nd3 Rc4 34. c3 Rh4



Black here accepted a draw which White had offered some moves earlier, but it was found that the time limit had been exceeded, and therefore the game must be lost. White has now some advantage.

1-0

[Notes by HV Mallison]

Back to [Chess Coaching Page](#)

This document (100years\100y_89.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_90.htm

@Game Mallison,HV - Alekhine, Dr. A, Plymouth International, Sept 8th, 1938

An encounter on Mount Olympus

It is given to many players to contest against a World Champion in a simultaneous display; it is a privilege to face one on equal terms over the board. Ron Bruce claimed after this tournament that he was the only player ever to have played two tournament games against reigning world champions on the same day, with equal success! Ron lasted just 12 moves with Black against Alekhine, but HVM has White... -- DR

Ruy Lopez, Modern Steinitz Defence

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 Nf6 6. d4 Bd7 7. O-O Be7 8. Re1 O-O 9. Nbd2 Be8

The Kecskemet Variation, first introduced by Dr. Alekhine at that tourney.

10. Nf1 Nd7 11. Ne3 Nb6

[11...f6 was the move previously played 12. Bb3+ Bf7 13. Bxf7+]

12. Bb3 Kh8 13. Nd5 Bd7 14. Nxe7

[14. h3 here, or on the next move, was better to restrain Black's Queen's Bishop]

14...Qxe7





15. Be3

[15. Ng5! Black indicated after the game this was awkward to meet, threatening Qh5 [15...f6? 16. Nxf7] but 15...g6 provides an adequate defence]

15...Bg4 16. h3 Bh5 17. d5

[17. Qe2] [17. Rc1]

17...Nb8 18. g4 Bg6 19. Bg5

to provoke ...f6, but this proved a valuable defensive move for Black

[19. Nd2 would have been better, followed by Rc1 or Bxb6 and Nc4-e3-f5.]

19...f6 20. Bd2 Bf7 21. Kh2

a loss of time

[21. Qe2 idea Nh4]

21...N8d7 22. Qe2 c6 23. c4

[23. dxc6 bxc6 24. Bxf7 Qxf7 threatening ...d5]

23...a5 24. Bc2 Rfc8 25. Bc3 cxd5 26. cxd5 Nc5 27. Rg1

The danger is on the Queen's-side

[27. Nd2]

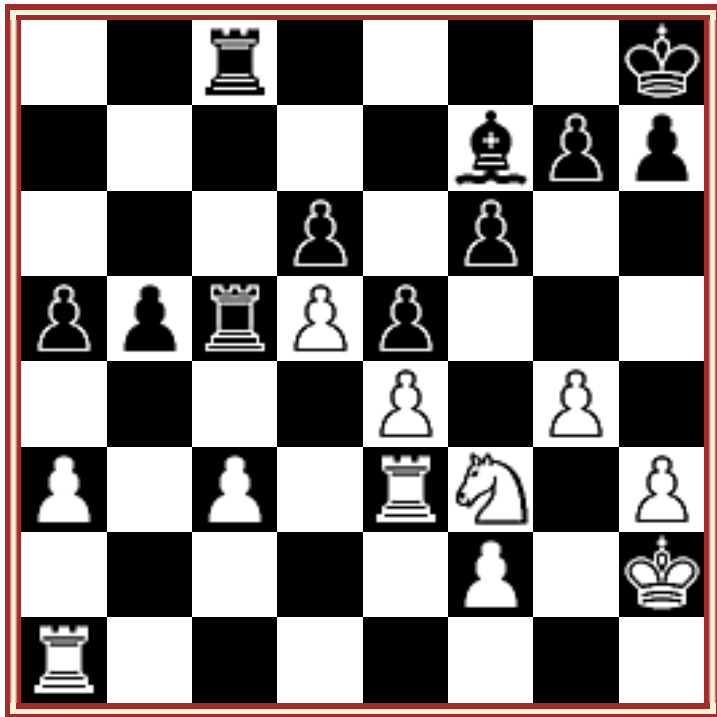
[27. Qb5 Be8 28. Qxb6 Ra6 winning the Queen, was pointed out by Black]

[27. Rac1]

27...Nba4 28. Bxa4 Nxa4 29. Qe3 b5 30. a3 Nxc3 31. bxc3 Qa7 32. Rge1 Qc5 33. Qxc5

[33. Rac1 Qxe3 and White loses a Pawn on e4 or c3]

33...Rxc5 34. Re3 Rac8



35. a4

This move, which White had counted on to save the Queen's-side Pawns, proves insufficient.

35...g6

[35...bxa4 36. Rxa4 Be8 37. Ra3]

36. axb5

[36. Nh4 preventing ...f5 would have given better chances]

36...Rxb5 37. Ng1 f5 38. f3 f4 39. Re2

[39. Rd3? Rb2+ 40. Kh1 Rc2 41. Rxa5? Rb8 wins]

39...Rxc3 40. Rea2

Hoping for

[40...Rcc5 when the position would be blocked]

40... a4 41. Kg2

[41. Rxa4? Rb2+ 42. Kh1 Rcc2 wins]

41...Be8 42. Ne2 Re3 43. Rc1 a3 44. Rc8

[44. Rcc2 Rbb3 45. Ng1 Bb5 and ...Bc4]

44...Rb2 45. Rxe8+ Kg7 46. Rxb2 axb2 47. Nc3 Rxc3 48. Rb8 Rc2+

[48...Rc2+ 49. Kf1 Rc1+]

0-1

[Notes by HV Mallison]

Back to [Chess Coaching Page](#)

This document (100years\100y_90.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_91.htm

@@ More from the chess columns

The Exeter Chess Club annual meeting is to be held on Saturday evening next at 7.0 p.m. at the club headquarters and I understand a very favourable report will be presented. Any chess player who is not already a member of the club will be well advised to seek membership, and it is readily agreed that the Club offers facilities second to none in the Kingdom for all classes of chess players.

Devon and Exeter Gazette, Thursday 2nd October 1924

Mr H.V. Mallison, President of the Exeter Chess Club, paid a visit to the Teignmouth Chess Club last Saturday. He had a large and appreciative audience for his lecture on the Ruy Lopez opening in which he demonstrated the fine attack and the difficulty Black has in meeting it. He analysed the various defences, particularly the Steinitz, the Steinitz Deferred, the Berlin and the counterattack by P-KKt4.

The members were keenly interested, as the Ruy Lopez is this year's tourney opening. No-one in the district is better qualified than Mr. Mallison to impart such instruction, and the thoroughness of his analysis is proved by the exactitude of his practical examples.

After tea Mr. Mallison gave a simultaneous exhibition, giving all eight opponents the odds of a "Knight". He won every game! The next Saturday Teignmouth receive Torquay in connection with the Moyle Cup.

Devon and Exeter Daily Gazette, Thursday 28th January 1932.

Exeter Chess Club Championship

The Club room bears two fine painted wooden boards bearing the names of the club champions since 1949. The first board also proclaims:

Prior to the institution of this record, the Championship was held for many years

by Mr. H.V. Mallison, a friend and benefactor of the Club.

This list extends the record to the start of the Championship.

1908-09: W. H. Gundry

1909-10: A. L. Noake

1910-11: A. L. Noake

1911-12: W. H. Gundry

1912-13: W. H. Gundry

1913-14: C. E. Parry

1914-15: C. E. Parry

1915-16: C. E. Parry

1916-17: H. J. Stretton

1917-18: E. L. Pattinson

1918-19: C. E. Parry

1919-20: R. Cook

1920-21: H. J. Stretton

1921-22: H. V. Mallison

1922-23: H. V. Mallison

1923-24: H. J. Stretton

1924-25: H. J. Stretton

1925-26: A. J. Roberts

1926-27*: H. V. Mallison

1927-28: A. M. Pearson

1928-29: é A. J. Roberts

ë A. H. Hart

1929-30: A. H. Hart

1930-31: H. V. Mallison

1932-33*: H. V. Mallison

1934-35*: H. V. Mallison

1935-36*: H. V. Mallison

1937-38*: H. V. Mallison

1945-46*: H. V. Mallison

1946-47*: H. V. Mallison

1947-48: R. B. Copleston

1948-49: R. B. Copleston

1949-50: R. Barrenger

1950-51: R. B. Copleston

1951-52: D. J. P. Gray

1952-53: D. P. Bonner

1953-54: D. P. Bonner

1954-55: F. E. A. Kitto

1955-56: E. Czerniawski

1956-57: F. E. A. Kitto

1957-58: L. C. A. Lewis

1958-59: A. G. H. Winterburn

1959-60: A. G. H. Winterburn

1960-61: D. J. Richards

1961-62: D. J. Richards

1962-63: B. W. Clapp

1963-64: D. J. P. Gray

1964-65: D. J. Richards

1965-66: D. J. Richards

1966-67: D. J. Richards

1967-68: B. W. Clapp

1968-69: B. W. Clapp

1969-70: R. A. Lee

1970-71: B. W. Clapp

1971-72: R. A. Lee

1972-73: R. A. Lee

1973-74: R. A. Lee

1974-75: D. F. L. Richardson

1975-76: R. A. Lee

1976-77: R. A. Lee

1977-78: R. A. Lee

1978-79: B. W. R. Hewson

1979-80: R. A. Lee

1980-81: B. W. R. Hewson

1981-82: C. Rigby

1982-83: J. F. Menadue

1983-84: J. F. Menadue

1984-85: C. Heath

1985-86: C. Heath

1986-87: C. Heath

1987-88: C. Heath

1988-89: A. Pickering

1989-90: B. W. R. Hewson

1990-91: R. H. Lingham

1991-92: R. H. Lingham

1992-93: B. D. Beake

1993-94: K. B. Hills

1994-95: A. S. Karlsson

1995-96: D. Hill

1996-97: A. Pickering

1997-98: A. Pickering

* An asterisk indicates in that year the Exeter Champion went on to win the Thomas Winter Wood Trophy for the Devon 'Champion of Champions'.

Back to [Chess Coaching Page](#)

This document (100years\100y_91.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_92.htm

Characters of the 1950s — a memoir by Brian Clapp

F E A Kitto

Frank Kitto was the leading player in the club in the 1950s. He was a stocky figure with a ruddy complexion and dark curly hair — everybody's idea of a typical Cornishman. He didn't feel the cold and rarely wore socks and never an overcoat. He had, it was said, been a bomber pilot in the war, and in peacetime he was a psychologist. He lived in a ruinous Georgian country house in Kennford; there were holes in the floorboards and an unkempt tramp squatted in the hall the only time I was there. Kitto took in and looked after disturbed children until questions were asked in Parliament about conditions there. He had done nothing wrong but shortly afterwards went back to his native Cornwall, and died not many years later.

As a chessplayer he was both a godsend and a nightmare to team captains. He had a casual attitude to time and would hitch a lift to matches, often arriving half an hour late, and having to play at a faster rate than ordinary mortals. He usually had to borrow a pencil to record his moves and never preserved his games, which is a pity. In 1948 he tied for first place with Euwe at Plymouth. I remember a drastic win he had against Dr JM Aitken of Cheltenham in a National Club match. He often played the Vienna Gambit and on this occasion demolished Aitken in a very few moves. On another occasion he was playing CHO'D Alexander, also of Cheltenham, in a Bishop's Opening. Kitto as Black got an overwhelming position but lost. His explanation was simple — Alexander was the better player.

ARB Thomas

Andrew Thomas for many years taught mathematics at Blundell's School and after retiring continued to live in Tiverton until his death at the age of eighty in 1985. Beneath a calm and humorous exterior lay a fierce determination and a deep love of chess. Indeed in 1973 he published a book called just that — ***Chess for the love of it***. It contains some of his best games, including wins against Penrose, Najdorf, and Unzicker, and a draw against Euwe.

He hated routine play and was always ready with way-out moves in the opening. I doubt if he modelled his play on any particular school or master, but 'The English Tartakower' sums him up as well as anything. He belonged to Tiverton and Exeter chess clubs and only played for Exeter in the National Club Championship on board two after Kitto. They made a formidable spearhead to the team, and we did rather well in the tournament in the 'fifties, sometimes getting beyond the regional rounds into the open competition, usually played by telephone at an agonisingly slow pace. Neither side could understand how it took so long to transmit the moves, and both harboured the unworthy thought that the other side was cheating.

HV Mallison

Harold Mallison fought and was badly wounded in the first World War, and spent the whole of his

subsequent career as a University lecturer in mathematics in Exeter. He was by far and away the strongest player in the club between the wars, and repeatedly won the club championship. He was for many years before the Second War the County team captain.

By the 1950s he was almost blind and only played in the National Club matches and for Devon. For Exeter he was board three after Kitto and Thomas, and he also played on a high board for the county.

RB Copleston

Copleston was distantly related to the distinguished Jesuit philosopher FC Copleston. He had lived abroad in Argentina, and was an apple grower in Sidmouth. Like Kitto, he was an unusually courteous opponent. He drove his car with great verve, travelling in weekly from his house in Offwell, beyond Honiton, when well into his 'seventies. He could swallow scalding hot cups of tea, but was much more careful in the less dangerous activity of chess. He was knowledgeable about the openings and well informed on all aspects of the game.

AGH Winterburn

Archie Winterburn was a character, a Yorkshireman with a degree in geography. In the Second World War he served in the Navy as an oceanographer. In the 1950s and after, he taught geography at a private school in Exeter. He reminded me of Eeyore, the donkey in the Winnie the Pooh stories; like Eeyore, he always had a half-humorous grievance. Unlike Copleston, he knew nothing about the openings, and it was hair-raising to watch him negotiate the dangers of the early stages of a game. He would play only the Sicilian to 1. e4 and achieved much success against the unprepared. If he survived those perils his natural talents, which were considerable, gave him good chances of winning. Before he came to the West Country, he had belonged to Wood Green Chess Club, in North London, where the rules seem to have been rather peculiar. He was fond of relying on the authority of this strong and well-known club, and tried to impose its ideas on Exeter. For example, Wood Green didn't allow newcomers to enter the club championship during their first year of membership. If, improbably, Botvinnik had defected and applied to join Wood Green, he would not have become champion until his second year! Winterburn did his best to make Exeter conform to the Wood Green model. He devised the most complex handicap tournament known to man, the rules of which only he understood.

LCA Lewis

Another Yorkshireman, a keen gardener, and a kindly manager of the Exeter Social Security Office at a time when managers were less suspicious of claimants than they are in these cheeseparing days. When he was 16, in the early 'thirties, he had played in a simultaneous display against Alekhine. At one time a whole Rook up, he refused a draw, as any spirited youngster would. But when Alekhine gave him his full attention, having disposed of his other opponents, Les came to grief. He was still kicking himself 25 years later. He kept up the time-honoured tradition which laid down that strong players won the Exeter Championship in their first season. As I remember, Winterburn, for all his principles, did the same.

Brian Clapp



Standing, left to right **H.V. Trevenen** (Cornwall), **A. Wilson-Osbourne** (a founding father of WECU), **R.A. Slade** (Devon), **Rowena Bruce** and **Ron Bruce** (Plymouth), **H.V. Mallison** (Exeter), **C. Sullivan** (Bristol), **C. Welch** (another founder of the WECU) and **Frank Kitto** (Exeter).

Seated, left to right **A.R.B. Thomas** (Tiverton and Exeter), **Mr. Keen** (the proprietor of the café which was the tournament venue), and **David Hooper** (Somerset).

Photograph : Ken Whyld. This photograph was recently offered by Ken to the **British Chess Magazine** on the sad occasion of David Hooper's death. Many thanks to Ken for permission to publish here, to Ken Bloodworth for identifying those present, and to Bob Jones for providing it in this format.

Back to [Chess Coaching Page](#)



This document (100years\100y_92.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_93.htm

@Game Thomas,ARB- Kitto,FEA,WECU Championship 1947

Tough at the top

This game is from the second West of England Chess Union Championship, played under the auspices of the new Union over 50 years ago. The notes are taken from a tiny booklet which contains all 28 games played by the eight players involved in the 1947 Championship. Thomas won with 5 1/2 points, ahead of Kitto and Mallison on 4. All the games were annotated by Capt. P.D. Bolland, the then Somerset Champion.

Thomas had been picked to play for England around this time, but his Headmaster at Blundell's School would not permit him the time off, a fact that caused him much regret for the rest of his life. Thomas had a weakness for unconventional openings, as exemplified here by his choice of the Evans Gambit in a competition like this where there are no easy opponents.

— Bob Jones, WECU Secretary, in **Westward Ho!**

Evans Gambit

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 d6 7. Qb3 Qd7 8. dxe5 Bb6 9. Bb5 a6 10. Ba4 Nge7 11. Ba3 0-0 12. exd6 Ng6 13. 0-0 XIIIIIIIIY 9r+l+-trk+0 9+pzpq+pzpp0 9pvlnzP-+n+0 9+—+—+—+ -0 9L+—+P+—+0 9vLQzP-+N+-0 9P+—+ -zPPzP0 9tRN+—+RmK-0 xiiiiiiiy

Asking for trouble and getting it. Nbd2 is the move.

13...Qg4 14. Bxc6 Nf4 15. Ne1 Nh3+ 16. Kh1 Qe2 17. Nd2 Qxd2

...bxc6 is correct, leaving White with the awkward threats of Qxd2 and Nxf2+ to meet as best he can. Now the game goes in White's favour.

18. Bd5 Nxf2 19. Rxf2 Qxf2 20. Nd3 Qe3 21. dxc7 Bh3 22. Qc2 Bxc7 23. Re1 Bxg2+ 24. Kxg2 Qg5+ 25. Kh1 Rfd8 26. Qg2 Qh5 27. Rf1 Rxd5 28. exd5 Bxh2 29. Qf3 Qxf3+ 30. Rxf3 Bc7 31. d6 Ba5 32. c4 f6 33. Re3

Bd8 34. Re8+ Kf7 35. d7 resigns **1-0** XIIIIIIIIY 9r+-vIR+--+0 9+p+P+kzpp0 9p
+--+ -zp- +0 9+--+--+--+0 9-+P+--+--+0 9vL-+N+--+--+0 9P+--+--+--+0 9+--+
+--+--+KO xiiiiiiiyy

A thrilling game worthy of both players.

[Notes by PD Bolland]

Back to [Chess Coaching Page](#)

This document (100years\100y_93.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_94.htm

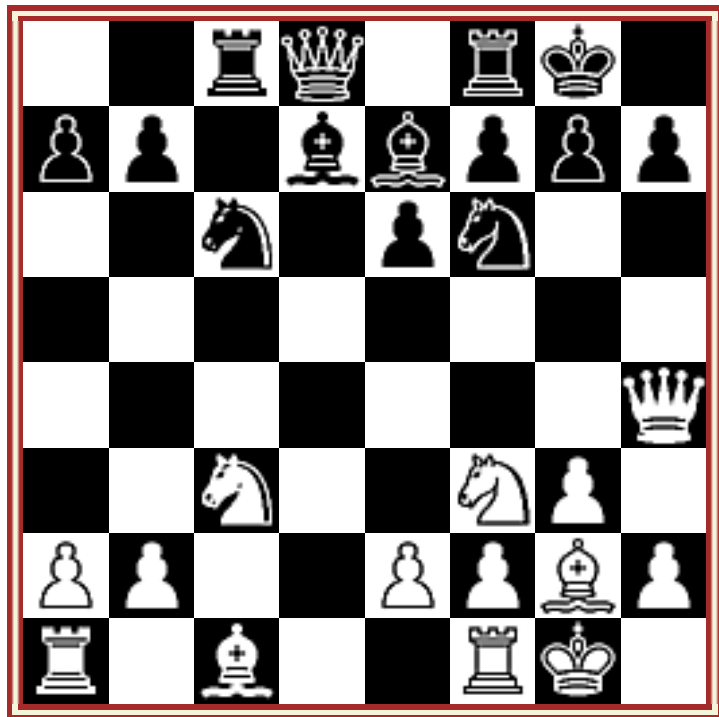
@Game Tartakower,S - Thomas,ARB, Southsea, 1951

A master touch

Tartakower gave two games of Thomas' in **100 master games of modern chess**, and in the second he was the victim. Club players always dream of beating grandmasters, but in Andrew Thomas we see a player who could do it. — DR

Catalan

1. Nf3 d5 2. g3 Nf6 3. Bg2 e6 4. O-O c5 5. d4 Nc6 6. c4 dxc4 7. Qa4 Bd7 8. dxc5 Bxc5 9. Qxc4 Be7 10. Nc3 Rc8 11. Qh4!? O-O



12. e4? [12. Rd1 is better.] **12...e5!** **13. Bh3?**

[13. Rd1 or 13. Bg5 was necessary. White is in trouble.]

13...Nd4! [13...Ng4 14. Ng5 h6 15. Bxg4 hxg5 16. Qh3] **14. Nxe5**

[14. Nxd4 exd4 15. Ne2 Bxh3 16. Qxh3 Nxe4 with an important Pawn as booty, but this move costs the Queen]

14...Ng4 15. Bxg4 Bxh4 16. Nxd7 f5 17. Nxf8 fxg4 18. Be3

[18. gxh4 Qxh4 19. Bf4 Rxc3 20. Bg3 Rxg3+ 21. fxg3 Ne2+ 22. Kf2 Qxh2+]

18...Nf3+ 19. Kh1 Qxf8 20. gxh4 Qd6 0-1

*Black has taken advantage of his opportunity in a masterly manner . " — says Tartakower in **100 Master Games of Modern Chess** , a comment " typically generous " , according to ARBT. The finesse required to catch the master's Queen is by any standards a fine one.*

Back to [Chess Coaching Page](#)

This document (100years\100y_94.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_95.htm

@@Game Clapp,BW - Bonner,DP, Devon vs. Somerset, 1955

The Bishop Pair

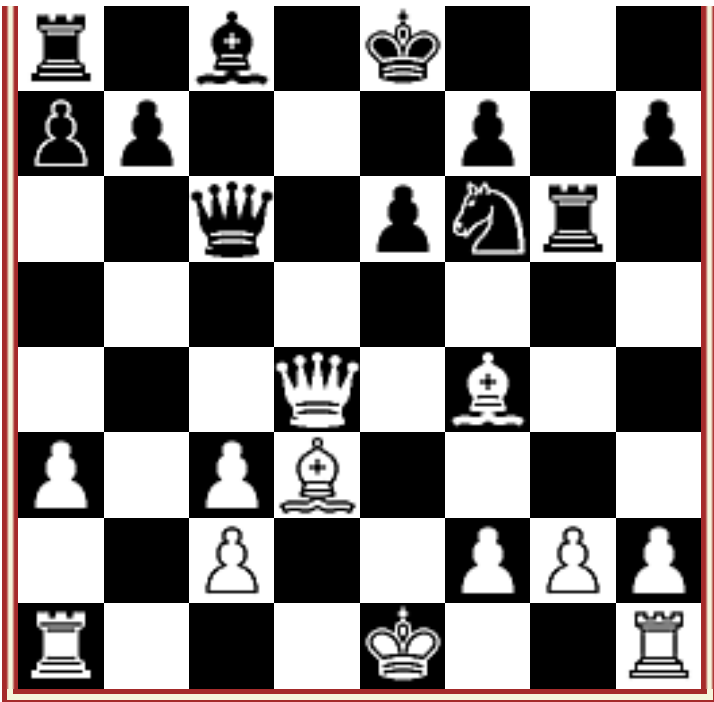
In a wild game on an open board two Bishops can be irresistible. Here, White's 10th move looks anti-positional, but clears the way for the Bishops. The move had recently been played in another variation of the Winawer by Smyslov or the like. It took my opponent, a former Exeter champion, by surprise, and was probably the turning point of the game. — BWC

French Winawer, 4. a3

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 dxe4 6. Qg4 Nf6 7. Qxg7 Rg8 8. Qh6 c5 9. Bg5 Nbd7



10. dxc5 Rg6 11. Qh4 Qa5 12. Ne2 Nd5 13. Bd2 Qxc5 14. Qxe4 N7f6 15. Qd4 Qc7 16. Nf4 Nxf4 17. Bxf4 Qc6 18. Bd3




18...Nd5 19. Bxg6 Nxf4 20. Bxf7+ Kf8 [20...Kxf7 21. Qxf4+ Ke8 22. Qg3 holds everything] 21. Qxf4 Qxc3+ 22. Ke2 Qxc2+ 23. Kf1 Qd3+ 24. Kg1 e5 25. Bc4+ exf4 26. Bxd3 1-0

[Notes by Brian Clapp]

Back to [Chess Coaching Page](#)

This document (100years\100y_95.htm) was last modified on 13 Aug

2005 by 

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_96.htm

@@Game Courtney,H - Kitto,FEA Paignton 1, 1956

Decisive

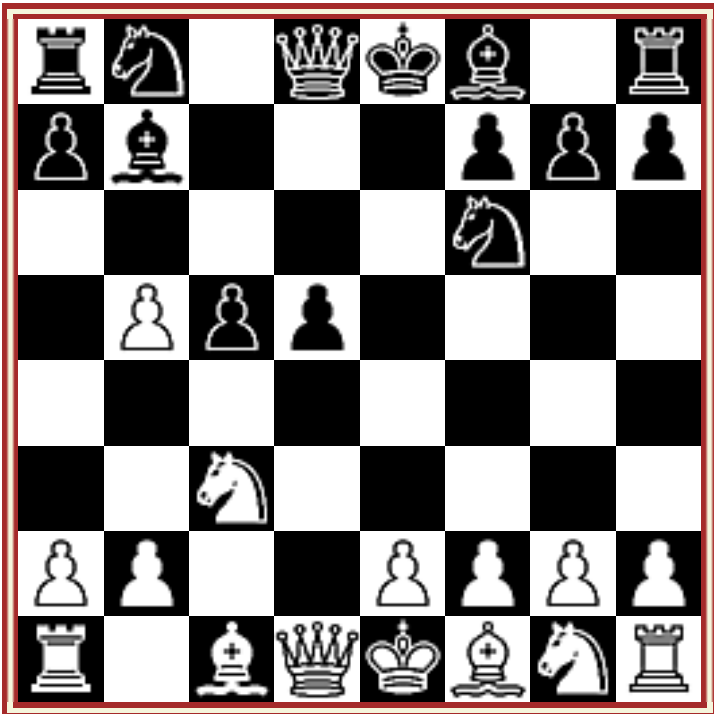
Frank Kitto took clear first at Paignton in 1956 ahead of a distinguished field. Here is the decisive game against the second-placed player, Hugh Courtney, played in fact in the first round. It was a no-holds-barred game where your commentator is hesitant to offer much apart from the occasional "!". — DR

| 1 | Kitto FEA | | 1 | 1 | 1/2 | 1 | 1/2 | 0 | 1 | 5.0/7 |
|---|--------------|-----|---|-----|-----|-----|-----|-----|-----|-------|
| 2 | Courtney H | 0 | | 0 | 1 | 1 | 1 | 1 | 1/2 | 4.5/7 |
| 3 | Tylor TH | 0 | 1 | | 1/2 | 1/2 | 1 | 1/2 | 1/2 | 4.0/7 |
| 4 | Thomas ARB | 1/2 | 0 | 1/2 | | 0 | 1 | 1 | 1/2 | 3.5/7 |
| 5 | Copping P | 0 | 0 | 1/2 | 1 | | 0 | 1/2 | 1 | 3.0/7 |
| 6 | Heidenfeld W | 1/2 | 0 | 0 | 0 | 1 | | 1/2 | 1 | 3.0/7 |

| | | | | | | | | | | |
|---|-----------|---|-----|-----|-----|-----|-----|---|---|-------|
| 7 | Moore BJ | 1 | 0 | 1/2 | 0 | 1/2 | 1/2 | | 0 | 2.5/7 |
| 8 | Newman RH | 0 | 1/2 | 1/2 | 1/2 | 0 | 0 | 1 | | 2.5/7 |

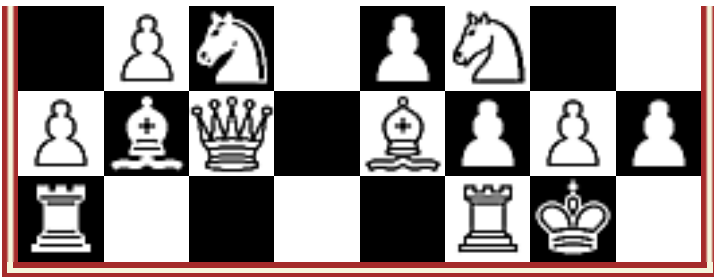
Blumenfeld Gambit (more or less)

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 e6 5.Nc3 exd5 6.Nxd5 Bb7 7.Nc3 d5



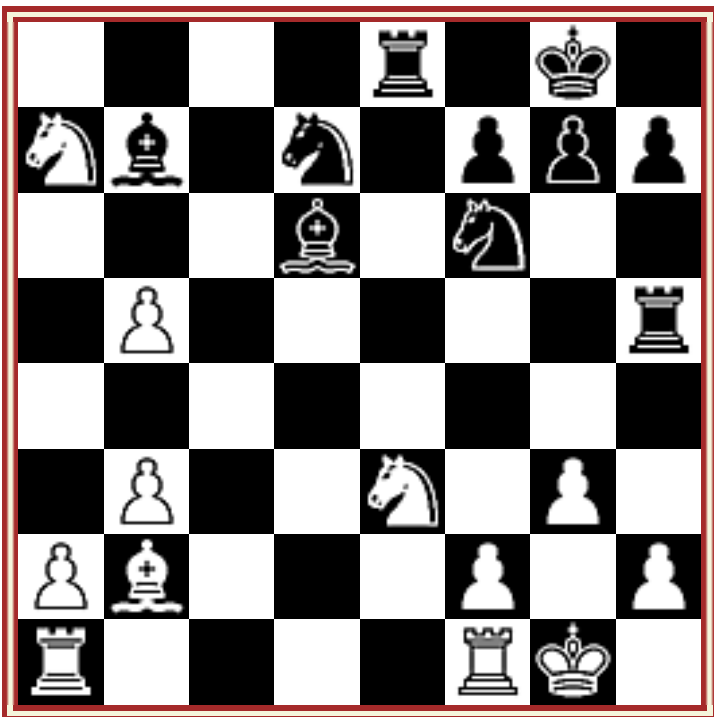
8.e3 Bd6 9.Nf3 0-0 10.b3 Nbd7 11.Bb2 Re8 12.Be2 Qe7 13.0-0 Rad8 14. Qc2 d4!





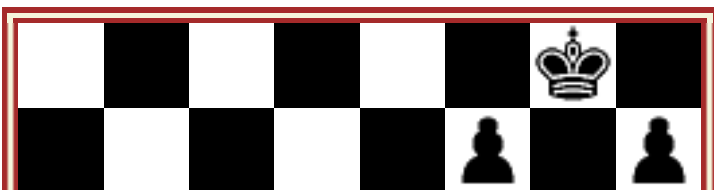
Black's lightning development and centralised major pieces make this a natural move, but you still feel it needs a "!".

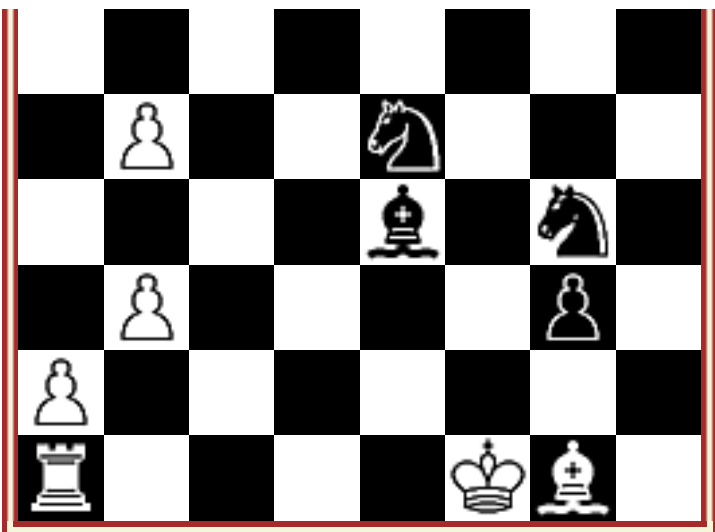
15.exd4 cxd4 16.Nd1 Qxe2 17.Qxe2 Rxe2 18.Nxd4 Ree8 19.Nc6 Rc8 20. Nxa7 Rc5 21.Ne3 Rh5 22.g3



White has three unopposed Queen's-side Pawns for the piece, but Kitto is not about to let the game settle into an endgame duel. Kitto is missing only his Queen and continues in enterprising middlegame style:

22...Rxe3! 23.fxe3 Bc5 24.Bd4 Bxa7 25.Bxa7 Ng4 26.Rf4 Rxh2 27.e4 Nde5 28.Kf1 g5 29.Bg1 gxf4 30.Bxh2 Bxe4 31.Bg1 fxf3





The endgame character of this position is more pronounced, but it's still the King's-side that is decisive.

**32.b6 h5 33.Re1 Nh2+ 34.Ke2 Nhf3 35.Rd1 Nxg1+ 36.Rxg1 h4 37.Ke3 f5
38.Kf4 Ng6+ 39.Ke3 g2 40.Kf2 Nf4 41.a4 Nh3+ 0-1**

[Bashful notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_96.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_97.htm

@@ St. Luke's Chess Club: a new Exeter club and a new World record

In former times, St. Luke's College (now incorporated into Exeter University) was an independent, men-only, teacher-training college with a reputation for having the finest student rugby team in the country.

I arrived there in September 1960, never having played either rugby or a competitive game of chess. I discovered that friends of mine who had played rugby at county level couldn't get into any of the college's twelve(?) teams, which, added to my total ignorance of the game and low pain threshold, suggested little point in my pursuing that particular outlet for aggression. The college chess club was more promising, although I had only ever played friendly games with my father and a school friend during the previous couple of years.

At the first meeting the chess club appeared to have just five members, comprising myself, three other freshers and a sole second-year student, Philip Walker of Weston Super Mare. Philip, however, was steeped in chess and all its finer points. His father, I later discovered, was Ernie Walker, who was Secretary of the WECU Easter Congress for many years. At the time I had no yardstick to estimate Philip's true chess ability (as opposed to his obvious and abundant enthusiasm), as the present grading system did not exist. He was, in fact, shortly to become West of England Champion aged 20 (1962) ahead of A.R.B. Thomas, Dr. Aitken, Mardle, the Wheeler brothers *et al.*. Thus his ability and enthusiasm made him a formidable force and he was determined to whip this unlikely rabble into a team capable of participating in the Exeter & District League.

The other members of the club were Stewart Walker, from Astwood Bank in Warwickshire, who had played junior chess to county level, and John Simpson, who lived in Exeter. He had been to Exeter School and had invaluable local knowledge. The fifth member was Roger Betts, whose main allegiance was to the football team but would play for us if pushed.

We launched into the league matches, playing now-extinct teams like St. Loye's, led by their Principal, Frank Tregellas, who was unable to sit at the board, and Rex Willis. The Civil Service team met at the Black Horse in Heavitree and included Ray Shepherd and Eric Soper. The University had a strong team, while Exeter was led by Messers Clapp and Richards, both University lecturers.

Under Philip Walker's leadership, we were drilled in the finest points of match play; never to agree any result without his knowledge, when to offer or accept draws and so on, and somehow or other we won the 1st Division and Philip won the Exeter & District Individual Championship.

The following season, with Philip gone and no new members to replace him it looked impossible to retain the trophy. However, we dragooned a fifth unwilling player from the new first years, and not only did we win it again but did so for a third time in 1963. To this day, I have no idea how we managed this with only two experienced players, one novice and two pressed men. I could believe I dreamt it if the name St. Luke's wasn't engraved on the Div I cup for those three consecutive years.

Equally strange was the story of what happened in the early spring of 1961. At the beginning of March, knowledgeable second-years started to move among us, talking about the approaching Rag Week. Coming from a grimy pit village in the Midlands, this phenomenon was quite beyond my experience, but it seemed that during this particular week any whacky idea was legitimate by virtue of it being fund-raising for charity. At this particular moment in the history of education, it should be remembered that most of the second-year students were the last to have done National Service, had been all round the world and seemed very worldly-wise to we first-years who had mostly come straight from the sixth form. Simply, they were men, we were still boys. For example, at a Rag Week brainstorming session, one of these ex-National Service students volunteered, as a Rag stunt, to parachute into the middle of St. James' Park during an Exeter City match. It was given serious consideration by the Rag Committee but eventually rejected because of the danger, in the event of a crosswind, of the parachutist landing on the adjacent Exeter — Waterloo line!

Keen to keep our end up in the light of this level of thinking, we came up with the idea of playing chess in the High Street. The original idea was that Stewart Walker and I would set up a table, two chairs and a set and board somewhere on the pavement and just start playing, with a collecting tin to tempt, or, more likely, deter spectators. As the Monday morning approached, the weather was bitter, Stewart caught a cold, literally and metaphorically and cried off. Thinking on the hoof, our group of mates decided that I would be the sole player challenging all-comers, and they agreed to form a rota of friends to stay around so that I would have a guaranteed opponent at all times allowing continuity to be unbroken. We got a blackboard and easel from somewhere so that the score could be displayed, and an eye-catching poster was made.

That Monday morning we carted all the equipment down into the city centre. In view of the cold and the possibility of rain, we set up the table under the Burlington Arcade where it meets the High Street, and play commenced. Shoppers would cast a quizzical glance in our direction before hurrying on by with an expression of either amusement or, more likely, disdain. In those days, bus transport was used far more than today, and all buses passing through the city stopped right alongside where I was playing, frequently packed with passengers, upstairs and down, most of whom would spend a few minutes gazing incredulously at the street entertainment before them. All this helped to get the event noticed on that first day.

A couple of times Rag Committee officials stopped by to see how it was going, and were pleased with several features of the activity; it demanded nothing of them, was right before the public gaze and was ongoing. I can't recall exactly at what stage it was decided that the event should carry on beyond the one day, but as evening approached, there seemed no reason why it should stop necessarily, as long as I was prepared to carry on and the rota of friendly opponents was maintained. So continue we did. Evening turned to even chillier night but we kept at it.

Next morning, even the earliest commuters in the morning rush hour may have been surprised to see us still there. Busloads of workers and hordes of shoppers must have had a feeling of *déjà vu* as they tried to work out in their minds whether we had made a very early start or might possibly, just possibly, have been there all night. Rag Committee members were now delighted with the continuity and urged us to keep it going as long as possible. Friends brought food along and occasionally I allowed myself an occasional visit to the public toilets next to Dingles, when it was my opponent's move, of course.

Tuesday went much as Monday, with the difference that by now, members of the public were beginning to take notice to the extent that more people would actually take up our challenge to take on all-comers and would come up for a game. Tuesday night was unforgettable as more people would stop by for a game and now, starved of sleep for a second consecutive night, staying awake at the board was becoming a serious problem. Several times in the early hours, I felt my head drooping forwards and almost slumping off the chair onto the pavement. But somehow I came through that and got ready for a third day.

Commuters and early shoppers had now become used to seeing me there and looks of withering scorn were being replaced in the main by knowing amusement. The public were now in on the joke. The Rag Committee, delighted at the way this unlikely event had taken off, now concerned themselves as to how it should end. Should I be offered dubious stimulants in an attempt to press on further into the

week or should I quit now while ahead? Eventually it was decided that it should end at 3 p. m. on the Wednesday afternoon when the maximum number of people were still about. They organised an open-top Morris Minor to carry me, standing on the back seat, the length of the High Street, waving to the crowds like some returning hero. Alongside me on the back seat was the blackboard proclaiming 52 hours of non-stop playing.

Back at college I collapsed on my bed and slept for 18 hours. It was not until several days later, taking stock of what had happened and wondering whether we had inadvertently set some kind of record that a friend suggested we contact Ross and Norris McWhirter, the twins who were then establishing the Guinness Book of Records as an institution. I wrote and told them what we had done. They replied saying there was no such thing as a Marathon Chess Record, but they would be delighted to accept this as the first. It appeared in the next edition, the 10th, dated November 1962.

This was the history of the St. Luke's College Chess Club, its achievements matched only by its brevity. And thus it was that the inaugural World Marathon Chess Record was set in the middle of Exeter High Street. The record has of course been broken many times since, but I wouldn't be surprised if they had all been done indoors. Now I think about it, I possibly could still be the World

Outdoor

Marathon Chess Champion! I could be tempted to write to the Guinness Book of Records. . . but then again, perhaps not.

— *R.H. Jones.*

Back to [Chess Coaching Page](#)

This document (100years\100y_97.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_98.htm

@@

Denis Gray writes:

I have little time for chess these days, life being pretty hectic at the moment — I have just been elected President of the Royal College of General Practitioners. I appreciate your interest, as I have been retired from active chess for so long.

I was a home-grown Exeter player, having played here long before settling here to work (I currently live in the house I was born in). I won the Devon Junior Championship four times, and the West of England Junior Championship three times. I also had a good run at the British Boys Championship (Under 18) in 1954, being joint lead going into the last round, but lost and came fourth behind K.D. Sales.

I first secured the Championship of the Exeter Club while still a pupil at Exeter School.

My most important result was an invitation under-21 played at Hastings in 1955 or 1956. I was unbeaten and finished third or fourth.

In later years I was pleased to recover the Exeter Club Championship in 1964. At about the same time I remember being in a quadruple(!) tie for the Senior West of England Championship, but on the application of a tie-break system had to concede the claim of one of the others.

[Denis was Knighted in the 1998 New Year Honours. — DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_98.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_99.htm

@Game Gray, DJP - Mutkin, HG, Cambridge vs. Oxford, 1962

Chess Notes

Exeter player leads Cambridge team in University Match.

DJP Gray, of Exeter School and St John's College Cambridge, has become one of the celebrated few who have had the honour of playing at board one in the annual Varsity match. This year's drawn contest was his third appearance and he made his total score 21/2 points with the following lively draw against the rival President, H.G. Mutkin, of Wadham, who played an unusual type of Sicilian Defence... — J.E. Jones

Sicilian Defence, Lowenthal Variation

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e5 5. Nb5 a6

The Lowenthal Variation, still a good "secret weapon" despite — or perhaps because of — the rise of the Kalashnikov line with 5...d6.

6. Nd6+ Bxd6 7. Qxd6 Qf6

8. Qd1

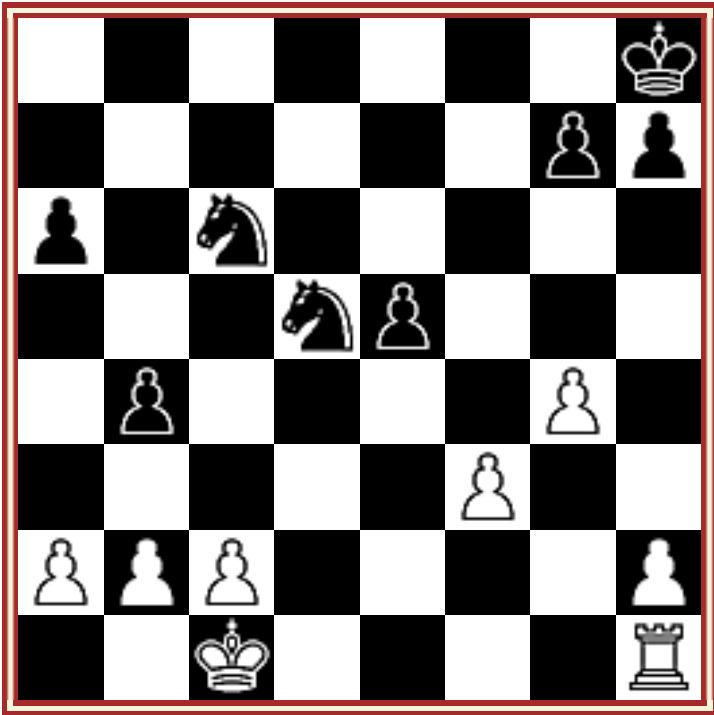
This undeveloping retreat looks odd, but there is no obvious way to keep it in play with advantage.

8... Qg6 9. f3 Nge7 10. Nc3 O-O 11. Be3 d6 12. Qd2 f5 13. Bc4+ Kh8 14. O-O-O b5 15. exf5 Bxf5 16. Bd5

White has occupied the d5 square in textbook style but Black has some promising ideas on the wings. However, this apparently staid move also hides a threat to the d-Pawn. Black may have missed the threat or decided to let it go in favour of the

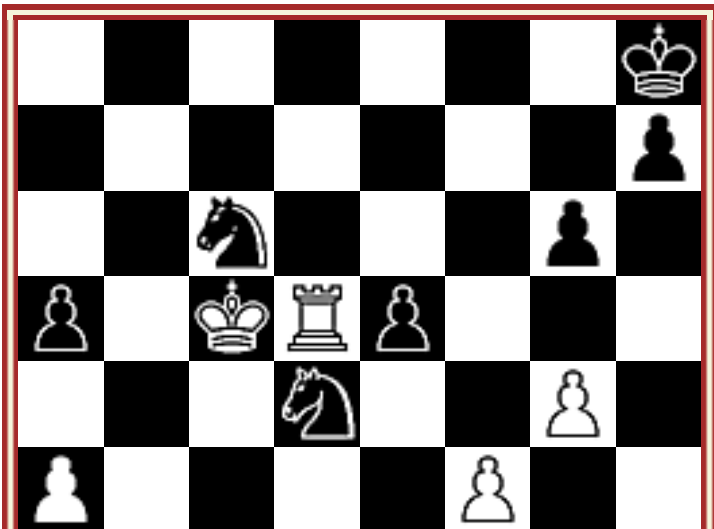
complications which now ensue.

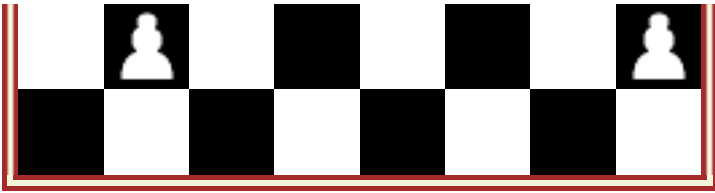
**16... Rac8 17. g4 Bd7 18. Be4 Qf7 19. Qxd6 Be6 20. Bb6 b4 21. Nd5 Rfd8
22. Bxd8 Rxd8 23. Qc5 Bxd5 24. Bxd5 Rxd5 25. Rxd5 Qxd5 26. Qxd5 Nxd5**



Whew! After all the fireworks an unbalanced endgame has arisen with rough material equality. White must have felt encouraged by the fact that the minor pieces he was facing were a pair of Knights.

**27. Rd1 Nd4 28. Rd3 g6 29. c3 Ne2+ 30. Kc2 Nef4 31. Rd2 a5 32. cxb4
Nxb4+ 33. Kb3 Ne6 34. Ka4 Nc6 35. a3 Nc5+ 36. Kb5 Nb3 37. Rd5 Nbd4+
38. Kc5**





The Knights have got organised and have patched up a defence, and although White can now think about getting a Queen's-side passed Pawn Black can consider sacrificing one Knight for it and eating King's-side Pawns with the other.

1/2-1/2

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_99.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_100.htm

@@Game Gray,DJP - Thomas,ARB, Devon Championship, 1962

Minor piece mugging

As well as the Exeter Championship in 1962, Andrew Thomas took the Devon Championship on 12 occasions and the West of England title 8 times. Here is an example of his enterprising style. — DR

Vienna Game

1. e4 e5 2. Nc3 Nf6 3. g3 d5 4. exd5 Bc5

This gambit was Thomas' own discovery, analogous to the Scotch; in fact he was anticipated by Pollock in the last century.

5. Bg2 c6 6. dxc6 Nxc6 7. d3 Bg4 8. Nf3 e4



9. Nxe4 Nxe4 10. dxe4 Qxd1+ 11. Kxd1 O-O-O+ 12. Ke1 Nb4 13. Ke2 Nxc2 14. Rb1 Nd4+ 15. Ke3 Nxf3+ 16. Kf4 f5 17. Bxf3 g5+ 0-1

Back to [Chess Coaching Page](#)

This document (100years\100y_100.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_101.htm

@@Game Napier,IR - Kitto,FEA, Devon vs Cornwall, 1965

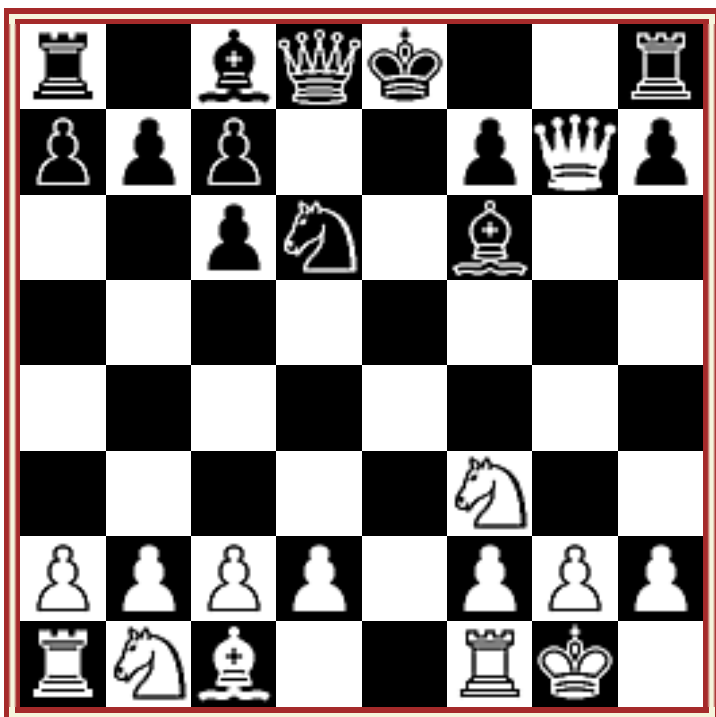
Gambit style

Chess Notes

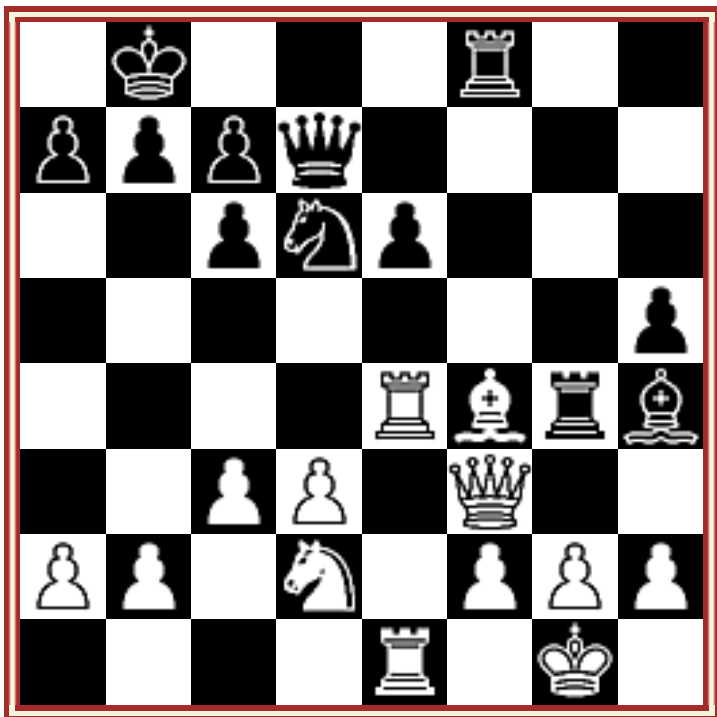
COUNTY MATCH WAS MARRED BY GALE.

The return match ... began with bad news for the Cornish players. Four of their team were stranded on the far side of the river, the Torpoint ferry having ceased operating at 2 p.m. In the top board game, I.R. Napier tried an unusual fifth move and F.E.A. Kitto replied in gambit style, sacrificing a Pawn for an open file against the enemy King. However for a long time, his attack seemed hardly sufficient, but the quick time limit did not allow his opponent to find the best defence, and the Devon player achieved the following neat finish. — J.E. Jones

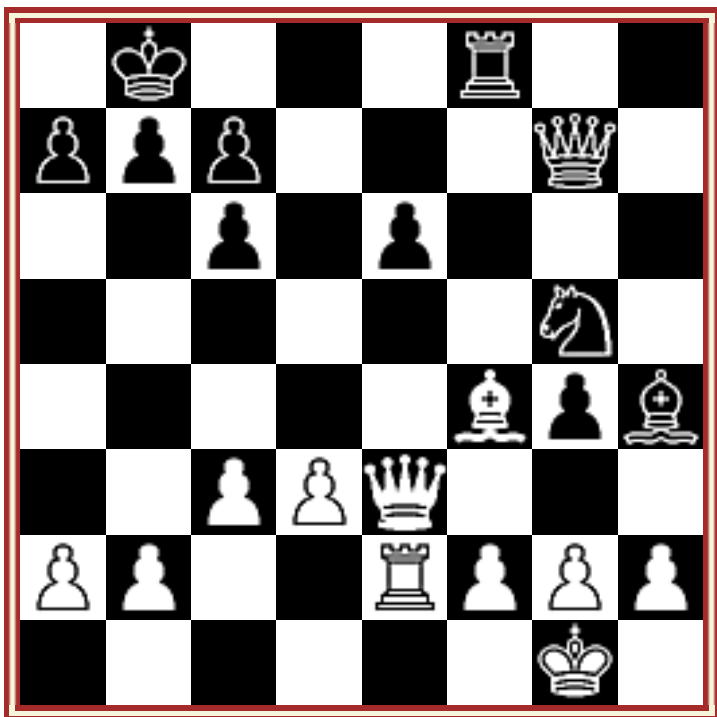
1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. Qe2 Nd6 6. Bxc6 dxc6 7. Qxe5+ Be7 8. Qxg7 Bf6



9. Re1+ Be6 10. Qg3 Qd7 11. Ng5 O-O-O 12. Nxe6 fxe6 13. d3 Rdf8 14. c3 Nf5 15. Qh3 Rhg8 16. Re4 Bh4 17. Bf4 Kb8 18. Nd2 h5 19. Rae1 Rg4 20. Qf3 Nd6



21. Nc4 Nxe4 22. Ne5 Qg7 23. Nxc4 Ng5! 24. Qe3 hxg4 25. Re2



25...Rxf4!! 26. Qxf4 Nh3+! 0-1

and White resigns, in view of the continuation: [26...Nh3+ 27. gxh3 gxh3+ 28. Kf1

Qg2+ 29. Ke1 Qg1+ 30. Kd2 Bg5 winning the Queen]

[Notes by JE Jones]

Back to [Chess Coaching Page](#)

This document (100years\100y_101.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_102.htm

@@Game Gray,DJP - Brocklesby,SH, Devon vs Somerset, 1965

The Devonian Attack

CHESS NOTES

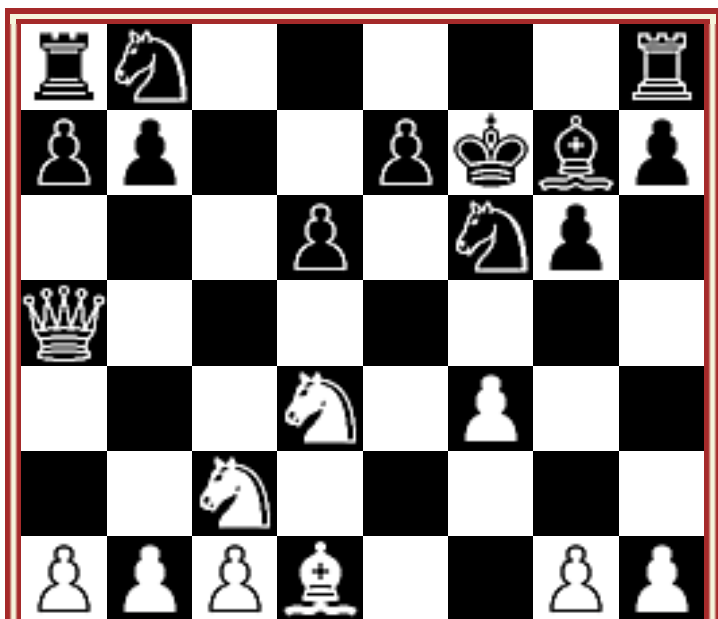
Dr. D.J.P. Gray, who has cultivated a strong attacking style, and is especially dangerous with the White pieces, was one from whom a win was expected. How quickly he pressed his opponent, with threat following threat, the following game illustrates. So preoccupied with attack was the Devon player, that it was not until the endgame was reached that time was found to castle. — J.E. Jones

Pirc Defence, Austrian Attack

1. e4 g6 2. d4 d6 3. Nc3 Nf6 4. f4 Bg7 5. Nf3 c5 6. Bb5+ Bd7 7. e5 Ng4 8. e6 Bxb5 9. exf7+ Kf8

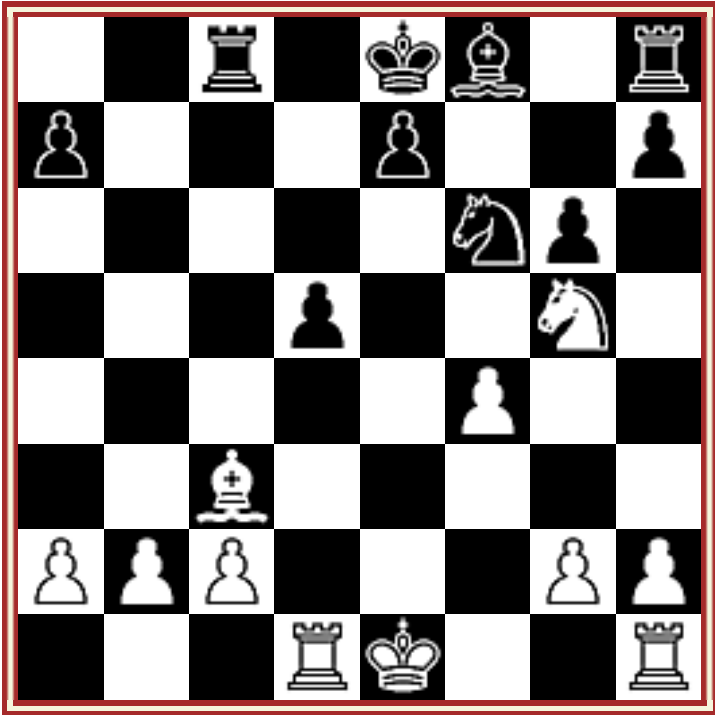
This line is still theoretically crucial.

10. Nxb5 Qa5+ 11. Nc3 cxd4 12. Nxd4 Nf6 13. Bd2 Kxf7



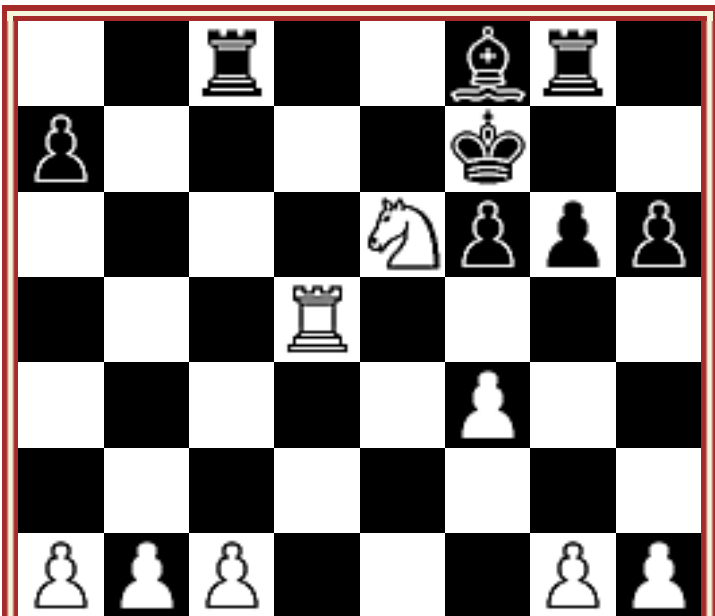


14. Ne4 Qd5 15. Ng5+ Kg8 16. Qe2 Nc6 17. Nxc6 bxc6 18. Rd1 Bf8
19. Bc3 Qf5 20. Qc4+ d5 21. Qxc6 Rc8 22. Qe6+ Qxe6+ 23. Nxe6 Kf7
24. Ng5+ Ke8



And, at last...

25. O-O h6 26. Ne6 Kf7 27. Rfe1 Rg8 28. Bxf6 exf6 29. Rxd5





29...Rxc2? 30. Rd7+ Be7 31. Nd4 1-0

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_102.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_104.htm

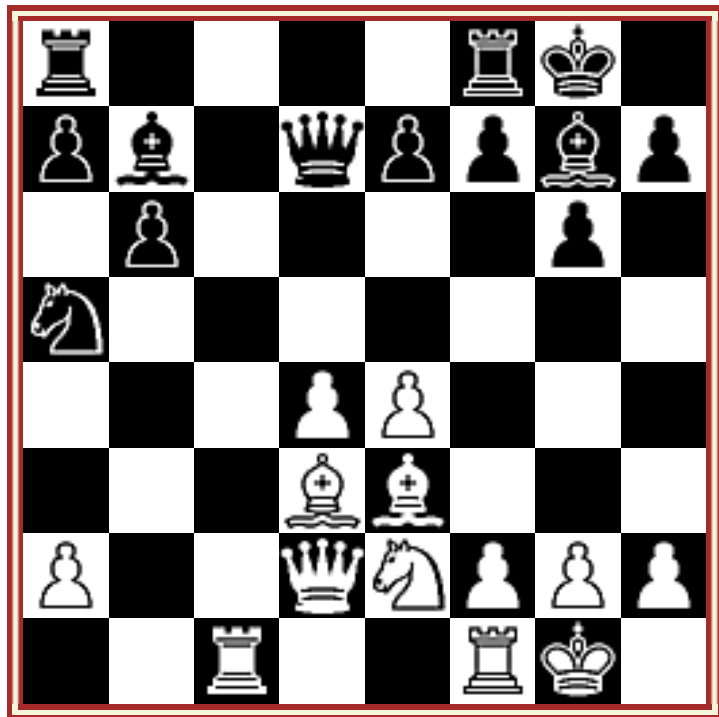
@@Game Richards,DJ - Thomas,ARB, Devon Championships, 1964

Unfinished symphony

In sixteen games against ARB I managed only two wins. The one I give below was particularly pleasing since it brought me the Devon County championship for 1964. — DJR

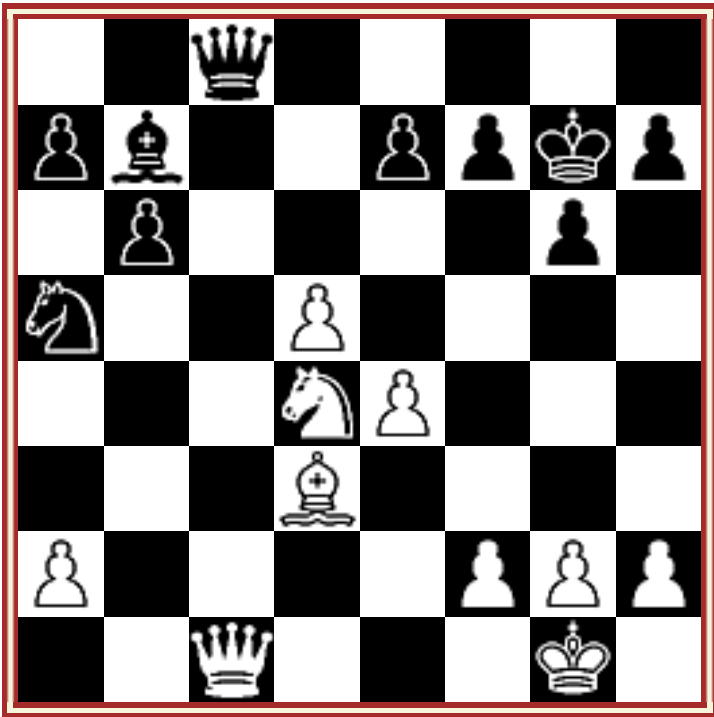
Grunfeld Defence, Exchange Variation

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 c5 7. Bc4 Bg7 8. Ne2 Nc6 9. Be3 cxd4 10. cxd4 O-O 11. O-O Na5 12. Bd3 b6 13. Qd2 Bb7 14. Rac1 Qd7



So far standard manoeuvres for this variation, in which White tries to attack in the centre and on the King's-side, while Black relies on his Queen's-side majority for an endgame advantage.

15. Bh6 Rfc8 16. Bxg7 Kxg7 17. d5 Rxc1 18. Rxc1 Rc8 19. Nd4 Rxc1+

20. Qxc1 Qc8

21. Qg5 White's attack shouldn't succeed against the best defence, but this looked the most promising way to play for a win.

21...Qc3 Black's threat, apart from attacking both Knight and Bishop, is of course Qe1+ (or Qa1+) followed by ...Ba6

22. Nf5+

Expecting 22... Kg8 . While I was wondering what to play after this obvious reply, Black blundered.

22...Kh8?? 23. Qh6 1-0

A sudden collapse — but what would have been best for White after ...Kg8? I still don't know. Perhaps a computer could give the answer!

[Notes by David Richards]

[David Regis adds: Fritz offers variations after 22...Kg8:

[23. Bf1! f6 [23...Qc7 24. f4 f6 25. Qg4 Kf7+/=] 24. Nxe7+ Kf7 25. Qh6 Kxe7 26. Qxh7+ Kd6 27. Qxg6+/=]

[23. Nh6+?! Kf8 24. Qf4 f5 25. Bf1 Qd4=/+]

[23. Qg3?! Kf8 24. Qb8+ Bc8 25. Nd4 Qe1+ 26. Bf1=/+]

[23. Nxe7+ Kf8 24. Bf1 f6= is similar to lines above]

Back to [Chess Coaching Page](#)

This document (100years\100y_104.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_105.htm

@Game Richards,DJ - Gray,DJP, 1965

A novelty

Throughout the 'sixties Denis Gray and I enjoyed a very invigorating mixture of co-operation and competition, spending hours both discussing all manner of chess matters and playing numerous games. The following is one of my favourite wins against Denis — who I'd first met at Southern Counties Boys' Championship in 1948! (an event won by Peter Clarke). — DJR

King's Indian, Petrosian Variation

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7

I'd had many battles against Denis' King's Indian and was always looking for fresh twists in the opening. In this game it comes on move 11.

4. e4 d6 5. Be2 O-O 6. Nf3 e5 7. d5 Nbd7 8. Bg5 h6 9. Bh4 g5 10. Bg3 Nh5 11. h4! Nxc3 12. fxc3 g4 13. Nd2 h5 14. O-O



White has gained an open f-file and hopes to occupy e4 with a Knight if Black makes his usual break with ...f5. He can also push up on the Queen's-side.

14...Nc5? This doesn't look right. The Knight soon finds itself on its original square.

[Peter Lane suggests 14...Bh6, as in Keres-Matanovic, 1963]

15. b4 Na6 16. a3 f5 17. exf5 Bxf5 18. Nde4 Bh6 19. Bd3 Nb8 20. Qc2 Nd7 21. Ng5 Bxg5 22. Bxf5 Be3+ 23. Kh1 Bf4



White stands well, but has Black nothing better than this somewhat desperate ploy? But Denis hated defending!

24. Bxd7 Qxd7 25. Qg6+ Qg7 26. Qxg7+ Kxg7 27. gxf4 exf4 28. Ne4 It was nice to play the second Knight to that key square! **28...Kg6 29. Ng5 Rf5 30. Ne6 f3 31. gxf3 gxf3 32. Rg1+ Kf6 33. Raf1 c5 34. bxc5 dxc5 35. Rg5 1-0**

[Notes by David Richards]

Richard Hall writes:

I was at Exeter University, reading law, from 1964-1967, The University team was

very strong, with myself, B.D. Dabulawicus, M.B. Sage and D.E.Brown all in the same year.

I believe I joined the Exeter City Club for only one year, 1966-67. This was predominantly so that we could enter a strong Exeter team in the National Club Championship. Brian Dabulawicus, Martyn Sage and myself joined together; A.R. B. Thomas was also a member. That year I also won the Devon Championship, beating D.J. Richards in the final, having beaten Andrew Thomas in an earlier round.

Exeter had a very good run in that year, as follows:

1st Round bye

2nd Round 6-0 vs. Barnstaple

3rd Round 3-3 vs. Torbay (won on board count)

4th Round 3 1/2 — 2 1/2 vs. Islington and North London

1/4 Final 3-3 vs. Cambridge Univ. (won on board count)

1/2 Final 1-5 vs. Bradford

Bradford went on to win the final against Manchester.

I effectively gave up over-the-board chess in the 1970s and took up postal chess. I am currently the British Correspondence Champion, a correspondence IM elect, playing in a world Championship semi-final and playing on Board 3 for England in the correspondence chess Olympiad.

Back to [Chess Coaching Page](#)

This document (100years\100y_105.htm) was last modified on 13 Aug



2005 by

Dr. Dave

Exeter Chess Club: 100years\100y_106.htm

@@Game Hall,RVM - Reuben,S [B20] Exeter vs. Islington, NCC, 12

th Feb 1967

Wild West gunfight

This game is from Exeter's terrific run in the National Club Championship in 1966-67. The fourth round match saw us winning by the narrowest of margins against a strong Islington and London team. — RVMH

Sicilian Wing Gambit

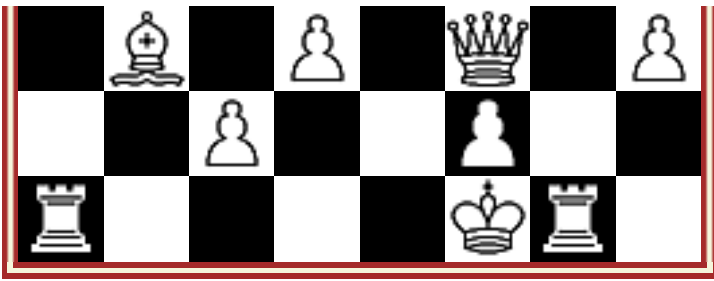
1.e4 c5 2.b4

The wild openings I used to play in my youth!

[DR notes that Richard now steers for the calmer waters of the Danish Gambit – see page !]

2...cxb4 3.Bc4 e6 4.a3 d5 5.exd5 exd5 6.Bb3 Nf6 7.Nf3 Qe7+ 8.Kf1 Bg4 9. d3 Nbd7 10.Bb2 Qe6 11.h3 Bxf3 12.Qxf3 Bd6 13.axb4 Bxb4 14.Nc3 Bxc3 15.Bxc3 0-0 16.g4 h6 17.Rg1 Qc6 18.Bd4





White has the two Bishops and is looking to open lines with g4-g5.

18...g5?


[18...Nc5 is much safer]

19.h4 Nh7 20.Bxd5 Qxc2 21.Be4 f5 22.Bd5+ 1-0

[Notes by Richard Hall]

Back to [Chess Coaching Page](#)

This document (100years\100y_106.htm) was last modified on 13 Aug

2005 by 

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_107.htm

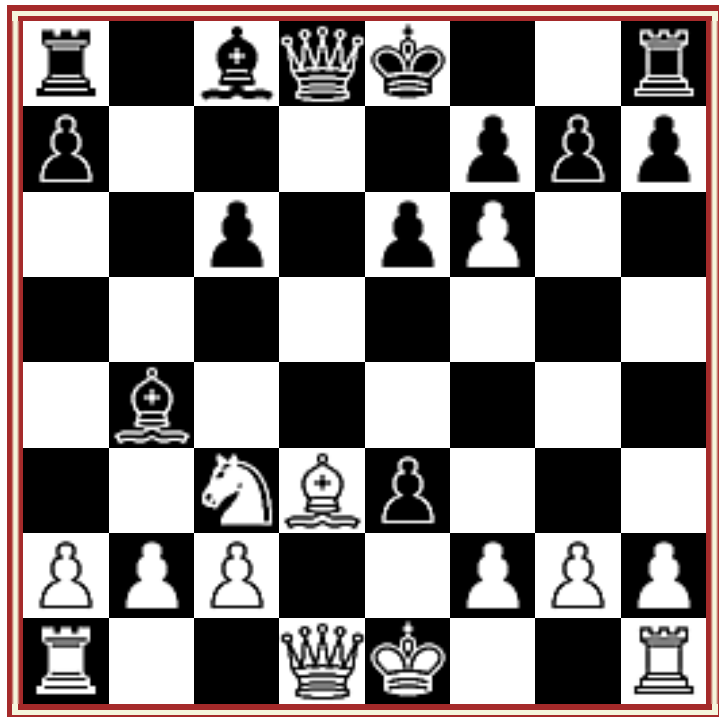
@@Game Clapp,BW - Hall,RVM, Exeter vs. Exeter University, Exeter & District, 1966

Dominatrix

Richard Hall is and was a much stronger player than me and won easily when we had met before. This probably explains why he played carelessly here until it was much too late. From my point of view the game is remarkable for the almost non-stop activity of the White Queen from move 11 on. — BWC

Sicilian Four Knights'

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6 5. Nc3 Nf6 6. Be3 Bb4 7. Bd3 d5 8. Nxc6 bxc6 9. e5 d4 10. exf6 dxe3



11. Qf3 Bxc3+ 12. bxc3 exf2+ 13. Qxf2 Qxf6 14. Qc5 Rb8 15. Rd1 Qe7?
16. Qe5 Rb2 17. Qxg7 Qf8?? 18. Qf6 Bd7 19. Be4 Rb6 20. Qd4 Qh6
21. Qxd7+ Kf8 22. Qd6+ Kg8 [22...Kg7 is no better] 23. Qg3+ 1-0

[Notes by Brian Clapp]

Back to [Chess Coaching Page](#)

This document (100years\100y_107.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_108.htm

@Game Czerniawski,E - Jones,RH, Bremridge Cup, 1966

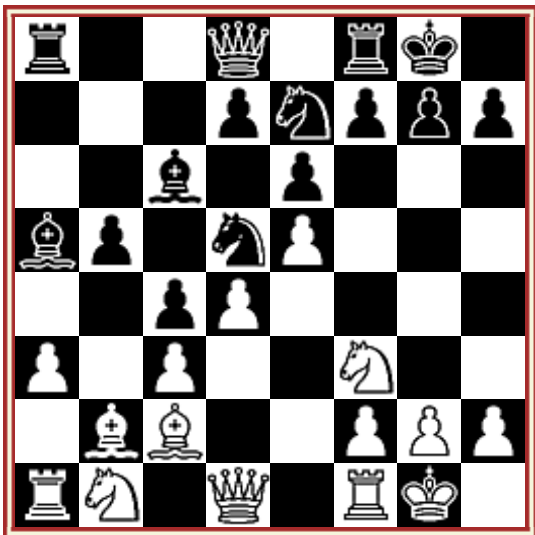


[Untitled. Ink silhouette. Eddie Czerniawski, 1959.]

Polished off

Eddie Czerniawski left two records of his involvement in the club in the fifties: a fine ink silhouette and his name on the champions board. That was all most people knew of him until he returned in 1992 to entertain us with his cheerful and enterprising style. — DR

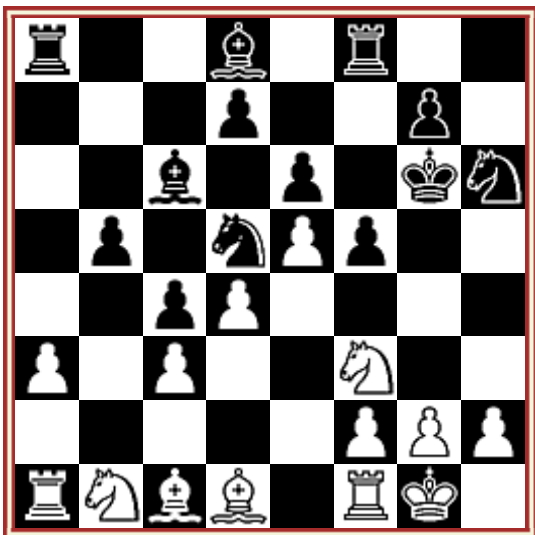
1.b4 e6 2.b5 a6 3.e4 Bc5 4.Nf3 c6 5.bxa6 Nxa6 6.d4 Bb4+ 7.c3 Ba5 8.Bd2 b5 9.a3 Bb7 10.Be2 Ne7 11.O-O c5 12.e5 Bc6 13.Bd3 c4 14.Bc2 Nc7 15.Bc1 Ncd5 16.Bb2 O-O



17.Bxh7+ Kh8

[17...Kxh7 18.Ng5+ Kg8 19.Qh5 Re8 20.Qh7+ Kf8 21.Qh8+ Ng8 22.Nh7+ Ke7 23.Qxg7 d6 — much too risky for my liking.]

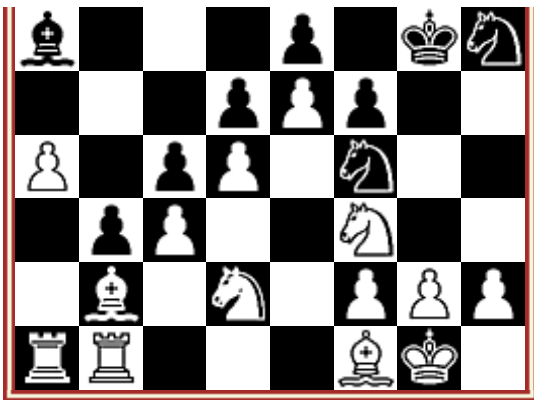
18.Bc2 f6 19.Nh4 Qe8 20.Qg4 f5 21.Qg5 Bd8 22.Bc1 Kh7 23.Bd1 Ng8 24.Qg3 Nh6 25.Nf3 Qg6 26.Qxg6+ Kxg6



Having fended off this attack, the action switches to the other wing.

27.Bc2 b4 28.Bb2 b3 29.Bd1 Be7 30.Nbd2 Bb5 31.a4 Ba6 32.Be2 Rac8 33.Rfb1 Nf4 34.Bf1 d5





35.Nxb3 cxb3 36.Bxa6 Rc6 37.Bb5 Rb6 38.Ba3 Bxa3 39.Rxa3 Rc8 40.Raxb3 Ng4 41.h3 Nh6 42.a5 Rbb8 43.a6 Rxb5 44.Rxb5 Ne2+ 45.Kf1 Nxc3 46.Rb8 1-0

[Notes by Bob Jones]

Eddie also relishes the memory of this game, played when Frank Kitto was champion of Devon:

Czerniawski,E — Kitto,F [C55] Exeter Club Championship,1960

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Nxe4 5.Nxe4 d5 6.Bb5 dxe4 7.Bxc6+ bxc6 8.Ng1 Bd6 9.Qh5 0-0 10.Nh3 Bxh3 11.gxh3 Qd7 12.Rg1 f5 13.d3 exd3 14.Bh6 Rf7 15.0-0-0 dxc2 16.Kxc2

White has been determined to attack from the outset, but it looks insufficient. **16...Qe6 17.Qg5 Be7 18.Qg3 Qxh6 19.Qxe5 Bd6 20.Qc3 Re8 21.Qxc6 Re2+ 22.Kd3 Rfe7 23.Qa8+ Re8 24.Qd5+ Kh8 25.Rge1**

According to Eddie's note on his scoresheet, Frank was in fearful time trouble for the latter part of this game. **25...R2e3+ 26.fxe3 Qxh3 27.Kc4 Re4+ 28.Kb5 Re5 29.Qxe5 1-0**

Back to [Chess Coaching Page](#)



This document (100years\100y_108.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_109.htm

@@Game Winterburn,AGH - Jones,RH, Bremridge Cup, 1970

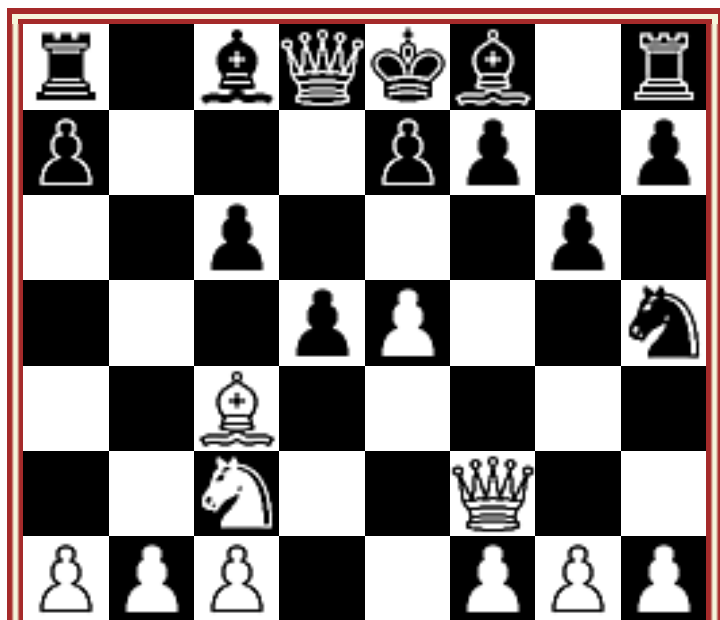
The Sicilian Landslide

The only game I took from Winterburn did not start auspiciously, when I faced a sharp position with my King exposed, Winterburn having sacrificed a piece for the attack. At about this point that Mrs. Winterburn came into the room and whispering urgently into her husband's ear, explained that she'd just set fire to their car on the sea-front by dropping a cigarette end in the upholstery, and it was now a burnt-out wreck. This did little for my opponent's concentration on the matter in hand, and he just lost heart and shortly resigned. Although I felt sorry for my opponent's plight, I was glad to win our third encounter after two severe maulings.

Here is Archie in better form. When the Sicilian Defence goes wrong, you get the impression of never having been in the game; that was my experience here! — RHJ

Sicilian Dragon

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 d6 5.Bc4 Nf6 6.Nc3 g6 7.Nxc6 bxc6 8.e5 Nh5 9.Qf3 d5





10.Nxd5 e6

[10...cxd5 11.Bxd5]

**11.Nf6+ Nxf6 12.Qxf6 Qxf6 13.exf6 Rb8 14.O-O Bd6 15.Be3 Rb4 16.Bb3
Be5 17.c3 Rb7 18.Bd4 Bxd4 19.cxd4 Rb4 20.Rfc1 Rxd4 21.Rxc6 O-O 22.
Rac1 Bb7 23.Rc7 Rb4 24.Rd1 h5 25.Rdd7 Bc8 26.Rxf7 Resigns. 1-0 [26...
Rxf7 27.Rxc8+ Kh7]**

[Notes by Bob Jones]

Back to [Chess Coaching Page](#)

This document (100years\100y_109.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_110.htm

@@ Looking towards the 'seventies.

When I came to Exeter in the Autumn of 1966, I was immediately recruited by David Richards to play in a County Match at Taunton. This was my initiation into Devon chess, and I recall the quizzical look of Ron Bruce, the long-time Captain of the Devon team, and the gentle welcoming smile of his wife Rowena. Although I played intermittently for Devon for the succeeding fifteen or twenty years, Exeter Chess Club dominated my chess-playing activities for two decades. I have retained my membership, believing myself to be the longest continuous member, although my appearances have, of late, been limited to the annual Douglas Phillips Quickplay Tournament.

The Club met in the smoke-filled Upper Reading Room of the Devon and Exeter Institution. The membership consisted of individuals with their own memorable character traits, and Brian's pen-portraits of Copleston and Winterburn are instantly recognisable to me as they were still members when I joined.

As well as these players, Dr. R.G. Chaturvedi was also a regular attender, and a difficult opponent. Although his grade may not have got beyond the 140s, he was a regular in Exeter's first team, and always reliable. Mr. Holder was also 'ever-present' but was keener at draughts than chess! He may not have won any but a very small number of games throughout the entire time that he was a member.

Perhaps the most singular member of the members I recall was Miss Jane Passmore. Her sister Katie, reputedly a stronger player, had also been a member of the Club but that was before my time. Miss Passmore would walk from her home in St. Leonard's, was never without her floral hat which she wore indoors and out, and she was partial to Queen sacrifices. In her later years, she did not trouble experienced players, but she could be relied upon to catch out an unwary opponent.

An early memory of those days is the simultaneous display given by Lajos Portisch, then at the height of his considerable powers, and ranked seventh in the world at the time, I recall. He was an amiable and easy guest with a passion for football which seemed to match that for chess. I remember playing my favourite Reti against him, and gratefully accepting his offer of a draw at move 26 when neither a piece nor Pawn had yet left the board. This gesture was typical of his generous nature displayed throughout his visit.

The most awe-inspiring display given at the Club however, was the return visit of former student R.V.M. Hall who took on all-comers and disposed of them all with sparkling combinations that marked his style. *[Richard, once reminded of the event, suggested that this was 1973.]* Kevin O'Connell also played at the club, as a student; as did Simon Brown, who, when he arrived already had the highest grade in the county — 209, I believe.

For me, Exeter Chess Club is inextricably linked with the Upper Reading Room of the Devon and Exeter Institution. When it left these premises, via Cowick Street to St. David's Hill and palpably better times, it left part of its soul behind. Nostalgia remains for that era when games were played with Victorian chess-pieces and clocks, some of which may have been eighty years old, on mahogany tables that were probably there when Staunton was up to his tricks dodging Paul Morphy in London.

Unfortunately, my records of games from this earlier period are not to hand and I have to move to the nineteen-seventies for an annotated game.

— *Richard Hitchcock*

Douglas Phillips Quickplay Tournament.

1982 Brian Hewson

1983 Jeremy Menadue

1984 Brian Hewson

1985 Richard Lingham

1986 Chris Heath

1987 C Heath/J Hayward/B Hewson

1988 Chris Heath

1989 Chris Health/Kevin Watts

1990 S Carr

1991 Richard Lingham

1992 Richard Lingham

1993 Brian Hewson

1994 Ken Hills

1995 David Regis

1996 Steve Webb

1997 Michiel van Wissen

1998 Eric Lang

1999 Alan George/David Regis

Quickplay in this context means a 10-second 'buzzer' tournament; once practised widely, we come across buzzer tournaments more rarely these days. Foreign visitors in particular seem less likely to have played it before, although this has not hindered their success.

Douglas was a ex-Navy man, among whose accomplishments was a hair-curling repertoire of alternative lyrics to well-known tunes.

He became a market gardener, and secretary of the chess club. In his memory, his widow instituted a Cup for this form of chess which he so enjoyed.

The Cup is contested annually under the able stewardship of Richard Hitchcock.

Back to [Chess Coaching Page](#)



This document (100years\100y_110.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_111.htm

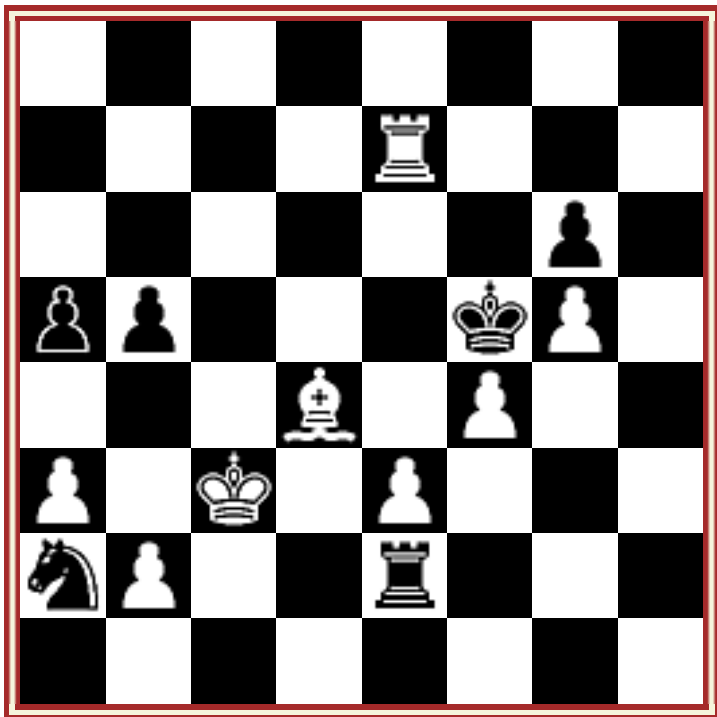
@@Game Karlsson,Å - Regis,D, Douglas Phillips Quickplay, 1995

Move in haste, repent at leisure

"Buzzer" quickplay is, in my view, undoubtedly the time control which produces the poorest quality chess, which of course adds to its charm. Naturally, because of the speed of the game, few scores exist, but thanks to the prodigious chess brain of Ågust Karlsson one such has been preserved. The final perpetual check is cute, but I hope you enjoy the rest of it more than we did! — DR

English/Modern

1.Nf3 g6 2.c4 Bg7 3.g3 c5 4.d4 cxd4 5.Nxd4 d5 6.e3 dxc4 7.Bxc4 Nf6 8.0-0 0-0 9.Nb5 Qb6 10.N1c3 a6 11.Qd4 Qxd4 12.Nxd4 Bh3 13.Re1 Nbd7 14.Nd5 Rac8? 15.Nxe7+ Kh8 16.Nxc8 Rxc8 17.Bxf7 Ne5 18.Be6? Bxe6 19.Nxe6 Nf3+ 20.Kf1 Nxe1 21.Kxe1 Ne4 22.Nxg7 Kxg7 23.f3 Ng5 24.Ke2 Rc2+ 25.Kd1 Rxh2 26.f4 Nf3 27.g4 Rg2 28.g5 Rg1+ 29.Kc2 Ne1+ 30.Kb3 Rg2 31.Kc3 Rc2+ 32.Kb3 Re2 33.Bd2 Nd3 34.Bc3+ Kf7 35.Bd4 Ke6 36.Rh1 Kf5 37.Rxh7 b5 38.Re7 a5 39.a3 Nc1+ 40.Kc3 Na2+ 41.Kd3 Nc1+ 42.Kc3 Na2+ 1/2-1/2



Back to [Chess Coaching Page](#)

This document (100years\100y_111.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_112.htm

@Game Lee,RA - O'Connell,KJ, Exeter Club Ch'p, 1970

From the ridiculous...

We played late in March; the game was deliberately left until then as it was clear it would be the deciding game of the tournament. Unfortunately it turned out to be the shortest game I have ever lost! — KO'C

Dutch Defence, Stonewall system

1.d4 f5 2.g3 Nf6 3.Bg2 e6 4.Nf3 Be7 5.0-0 0-0 6.c4 c6 7.Qc2 d5 8.Nbd2 Ne4 9. Ne5 Nd7 10.Ndf3



10...Nd6? 11.cxd5? Nxe5?? 12.dxe5 1-0

Of course, 11...exd5 might have changed the result of the championship... Two days later, I was in Paris...

Back to [Chess Coaching Page](#)

This document (100years\100y_112.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_113.htm

@@Game O'Connell,KJ - Grabinger, Bagneux (Paris), 1970

...To the sublime

This game was widely published in France at the time; I can remember

Le Figaro

and

Europe Echecs

. It is the only time I have ever been surrounded by almost all the other players in a tournament — both during the game and the post-mortem! — KO'C

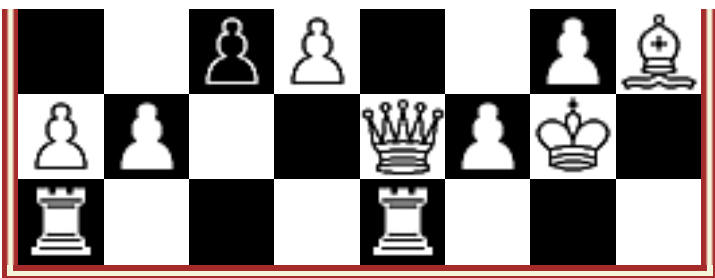
French Defence, King's Indian Attack

1.e4 e6 2.d3 d5 3.Nd2 c5 4.Ngf3 Nc6 5.g3 Nf6 6.Bg2 Be7 7.0-0 0-0 8.e5 Nd7 9. Re1 Qc7 10.Qe2 Nb4 11.Nf1 b6 12.c3 Nc6 13.Bf4 Bb7 14.h4 Rac8 15.N1h2 b5 16. Bh3 b4 17.Ng5 Bxg5 18.hxg5 Ba6 19.Ng4 Qa5 20.Kg2 bxc3 21.Nf6+ Nxf6

[21...gxf6 22.gxf6 Kh8 23.Bf5 exf5 24.Rh1+-]

22.gxf6 g6





23.Bd2!

Not, strictly speaking necessary to win but who could resist such a move having seen it. It is interesting that Fritz, for instance does not find the move, even allowed an hour.

23...Kh8 24.Qe3 Rg8 25.Qh6 Qd8 26.Rh1 1-0

[26.Rh1 Qf8 27.Qxh7+ Kxh7 28.Bg4+]

My opponent eventually finished second with 8/11 behind IM Hecht (later GM) on 10/11; I shared sixth place with several players who went on variously to get IM titles and/or win the French Championship.

[Notes by Kevin O'Connell]

Back to [Chess Coaching Page](#)

This document (100years\100y_113.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_114.htm

@Game Lee,RA - Holmes,D, BCCC 1969-70

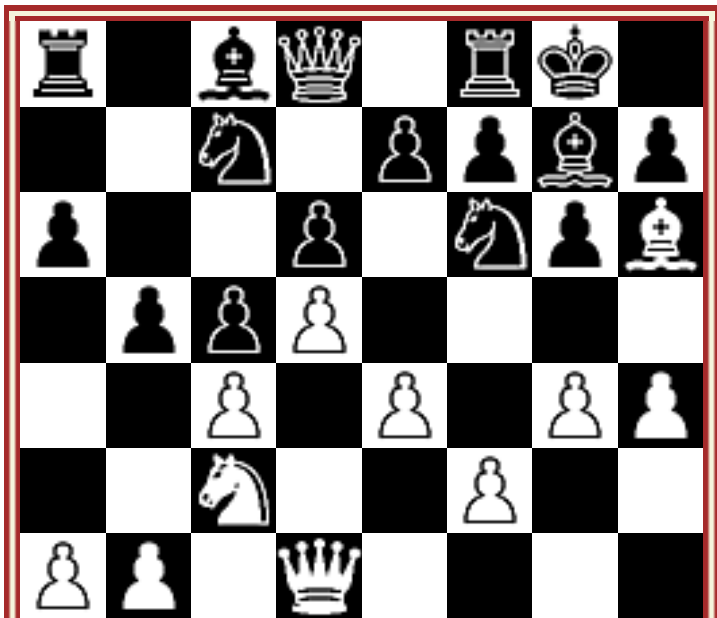
Looking ahead

In the latter part of the 'sixties I had qualified to play in the British Championship Candidates' section. In correspondence chess this takes some time, as it is first necessary to qualify via a postal chess club — in my case the BCCA. Having reached the British Championship Reserves section, you need a podium finish to qualify for the Candidates section. There are six of these and only the winners go forward into the Final, which is a group of eleven players, the bottom six each year being relegated.

When I played this particular game I was living in Devon, but my opponent was an old foe with whom I had crossed swords in the Yorkshire league. For this reason the crash through the centre was doubly satisfying! — RAL

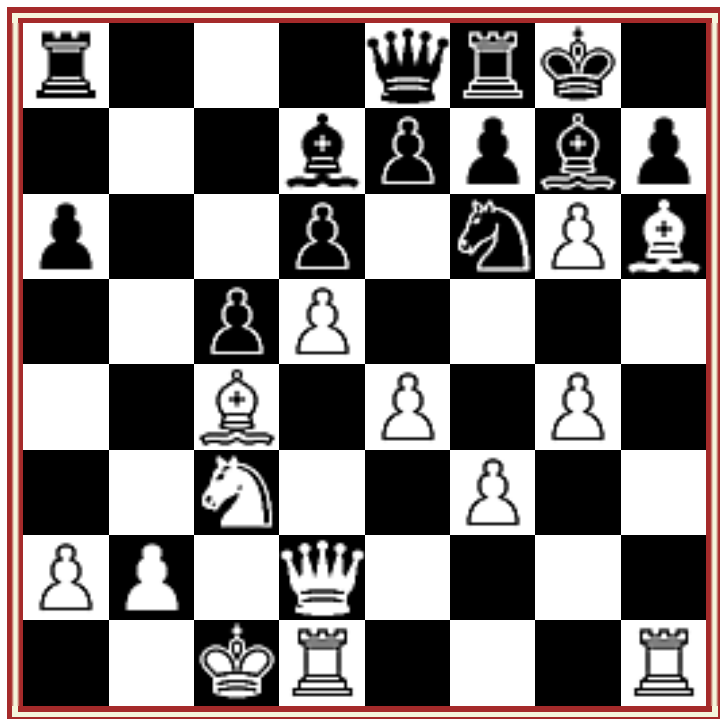
King's Indian Defence, Sämisch Variation

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 b6 7. Qd2 c5 8. d5 Na6 9. O-O-O Preparing the S ä misch bayonet attack. **9...Nc7 10. Bh6 a6 11. g4 b5 12. h4**





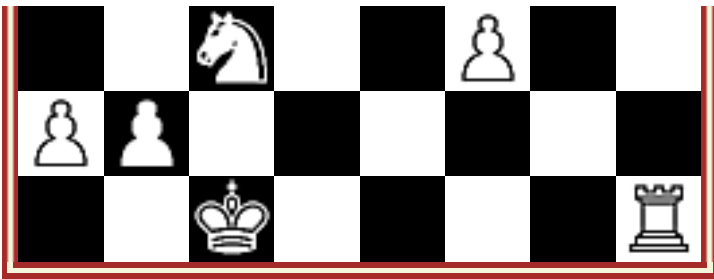
Both sides press their own attacks. **12...bxc4 13. Bxc4 Nb5 14. Nge2 Nxc3 15. Nxc3 Bd7 16. h5 Qe8 17. hxg6**



The QB has been at h6 for some time already. In the Sämisch Attack this exchange of Pawns and then Bishops is a release of tension which must be played only when the time is right. I now intended the break in the centre, but for this to work it was necessary to "see" moves 23 and 24 from here.

17...fxg6 18. Bxg7 Kxg7 19. Qh6+ Kh8 20. e5! dxe5 21. d6! exd6 22. Rxd6 Qe7





23. Rxf6! Rxf6

[23...Qxf6 24. Qxh7#]

24. Nd5 Qg7 25. Nxf6 1-0

I played at the Candidates' level three times, finishing 4th, 3rd and 3rd again.

[Notes by Bob Lee]

Back to [Chess Coaching Page](#)

This document (100years\100y_114.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_115.htm

@@Game Lee,RA - Owen,R British Championship Qualifier, 1969

For the want of a Bishop

This game is from the Cornwall, Devon, Dorset and Gloucester Section which I went on to win. Dr. Denis Gray, the former Exeter Club Champion, was second. As two went on to the next stage, he and I entered the Zone H Final, from which I qualified for the British Championship Final itself. — RAL

Slav/Grunfeld

1. d4 Nf6 2. c4 c6 3. Nc3 d5 4. Nf3 g6 5. cxd5

If Black completes the fianchetto the Bishop will now "bite on granite".

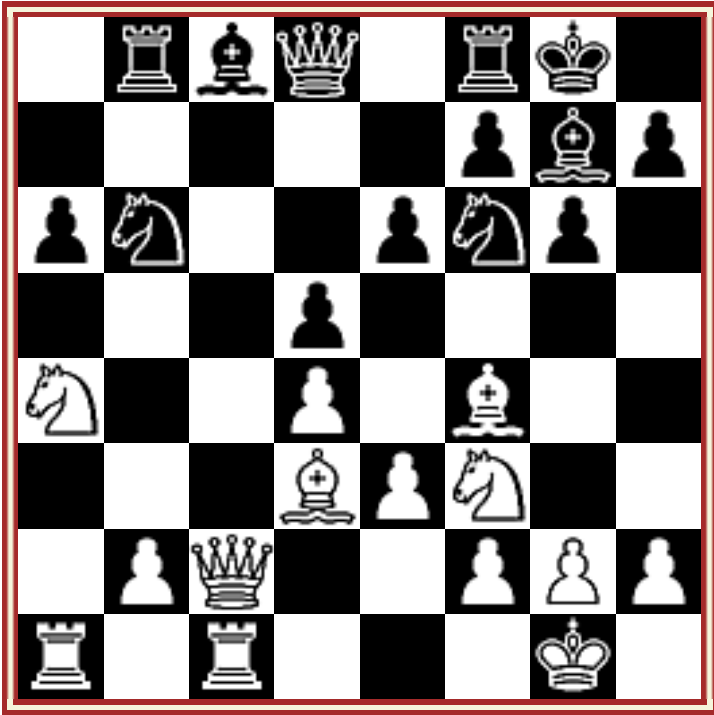
5...cxd5 6. Qb3 e6 7. Bg5 Bg7 8. e3 a6 9. Bd3 O-O 10. O-O Nbd7 11. Rfc1



11...b5

Black tries to develop the QB, but provides only a target to attack.

12. a4 bxa4 13. Nxa4 Rb8 14. Qc2 Nb6 15. Bf4



Black must have wished his dark-squared Bishop was on the other side of the board.

15...Ra8

[15...Rb7 16. Bc7]

16. Bc7 Qe7 17. Nxb6 Ra7 18. Bb8 Rb7 19. Nxc8 Qd7 20. Ne5 Qd8 21. Bd6 Re8 22. Bxa6 Rd7 23. Nxd7 Nxd7 24. Bb5 Bf6 25. Ra7 1-0

[Notes by Bob Lee]

Back to [Chess Coaching Page](#)

This document (100years\100y_115.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_116.htm

@Game Lee,RA - Hitchcock,R, Exeter Club Championship, 1971

Switching the attack

This was the final win which clinched the Club Championship of 1971-72. I needed the full point to finish clear of MJ Gilhespie. — RAL

Queen's Gambit Declined, Exchange Variation

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. cxd5

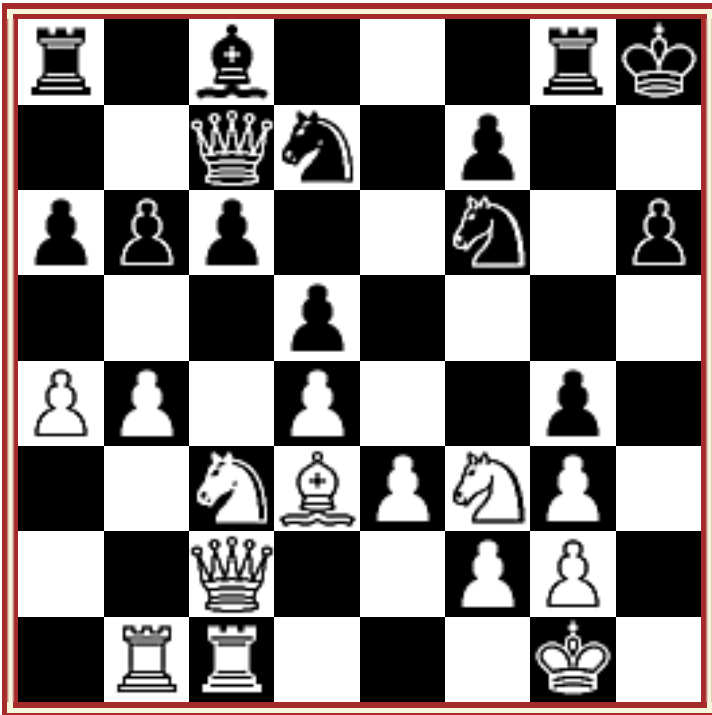
Black's last move prepares the Cambridge Springs, but White enters a version of the Exchange Variation where Black has blocked his QB.

5...exd5 6. e3 c6 7. Bd3 Qc7 8. Qc2 Bd6 9. Nf3 O-O 10. O-O a6 11. Rab1 h6 12. Bh4 Kh8 13. b4



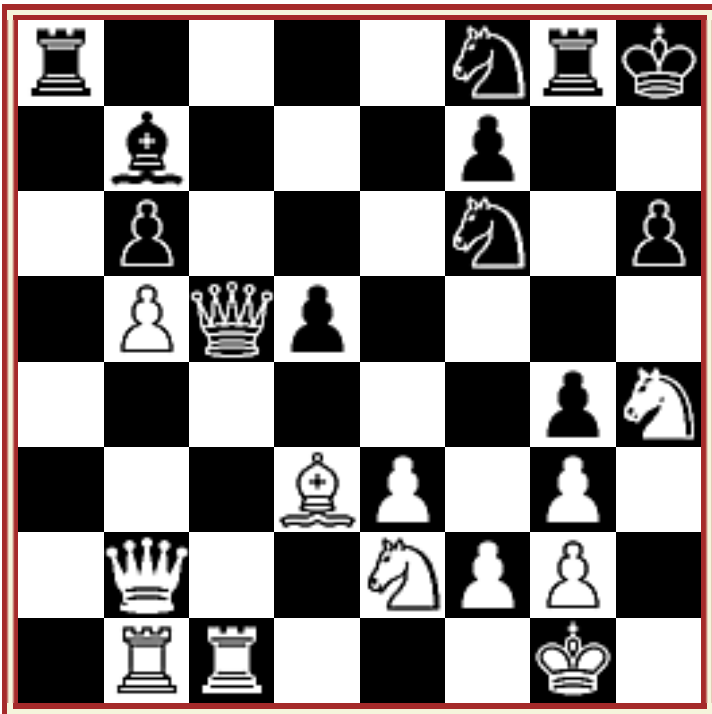
Embarking on the Minority Attack, which is typical of this line.

13...Rg8 14. a4 b6 15. Rfc1 g5 16. Bg3 Bxg3 17. hxg3 g4



Black attacks on the King's-side before White can get going on the Queen's-side. However, White can swing over and use openings there also.

18. Nh4 Nf8 19. Ne2 Bb7 20. b5 axb5 21. axb5 c5 22. dxc5 Qxc5 23. Qb2



Winning a Pawn by QxQ is no longer enough.

23...Qd6 24. Nf5 Qe6 25. Nf4

The N on f6 can not be defended and mate follows. **1-0**

[Notes by Bob Lee]

Back to [Chess Coaching Page](#)

This document (100years\100y_116.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_117.htm

@Game Vasil,P - Lee,RA, West Wales Open, 1971

Digging in

In January 1971 I stayed at Swansea in the same "digs" as Italian Sergei Mariotti, who was already an International Master and soon qualified as a Grandmaster.

Sergei had travelled from London where he had just given a simultaneous blindfold exhibition against 10 opponents.

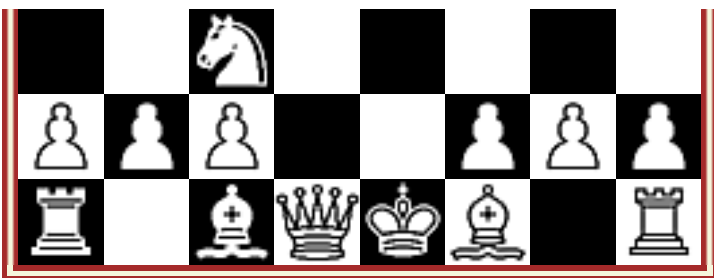
One evening in the bar, Sergei played another competitor from the Midlands and myself simultaneously and blindfold. In one game he took White and spoke in English Descriptive notation(!), and in the other, Black and Algebraic; whilst we all stared distantly into our pints. He swept us both away effortlessly.

We met in the third round. I had White and resisted bitterly until the end of the session. I believed I had a draw but adjudicator Peter Clarke awarded the game to Mariotti. I won all my other games (although I had Black in 4 of the 5) and finished clear second, half a point ahead of Mariotti and George Botterill, who won the British Championship about that time. This was my last round game. — RAL

Sicilian Defence, Taimanov Variation

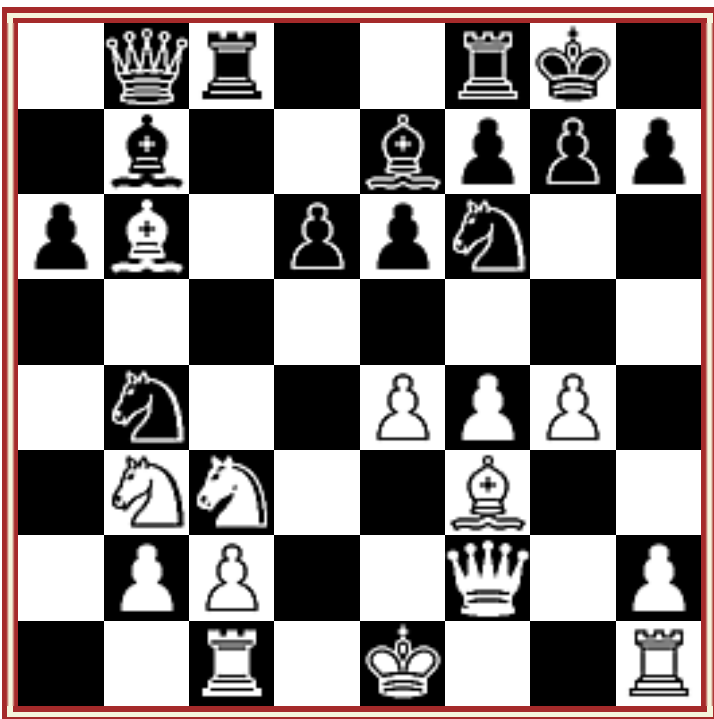
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6 5. Nc3 Qc7





The Taimanov Variation

6. Be2 a6 7. a3 b5 8. Be3 Bb7 9. Nb3 d6 10. f4 Nf6 11. Bf3 Be7 12. Qe2 Rc8 13. Qf2 O-O 14. g4 b4 15. Bb6 Qb8 16. axb4 Nxb4 17. Rc1



17...Rxc3! 18. bxc3 Na2 19. Be3

White offers back the exchange rather than risk the minor piece play.

19...Nxc1 20. Bxc1 Bxe4 21. Qg2 Bxf3 22. Qxf3 Qa8 23. Kf2 Nxc4+ 0-1

Sergei only had money for a single rail ticket from London to Swansea. He assumed he would win the money to return. Equal third was not enough!

[Notes by Bob Lee]

Back to [Chess Coaching Page](#)

This document (100years\100y_117.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_118.htm

@@Game Richards,DJ - Lee,RA Exeter Club Championship, 1973

David's Queen and Knight sacrifice

With one game to play in the 1972-73 Exeter Club Championship, I had scored 8 points out of 9, but Dr David Richards had 8 1/2, and I had the Black pieces in the deciding game. — RAL

Benoni

1. d4 Nf6 2. c4 c5 3. e3

As I expected, David seemed to be playing cautiously, keeping the draw in hand.

3...g6 4. Nf3 Bg7 5. Nc3 b6

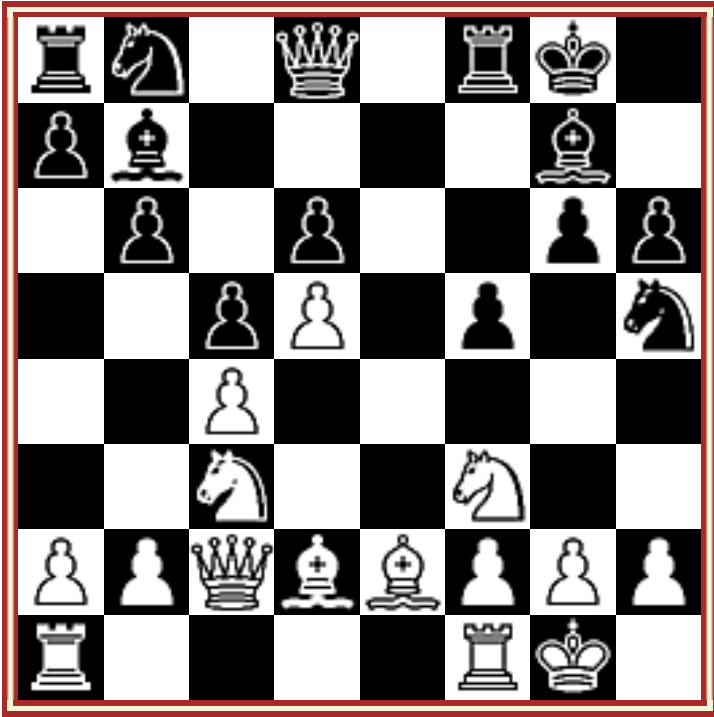


The double fianchetto as Black was one of Emanuel Lasker's deliberately inferior ploys to tempt the opponent to attack.

6. Be2 Bb7 7. d5 O-O 8. O-O e6 9. e4 exd5 10. exd5

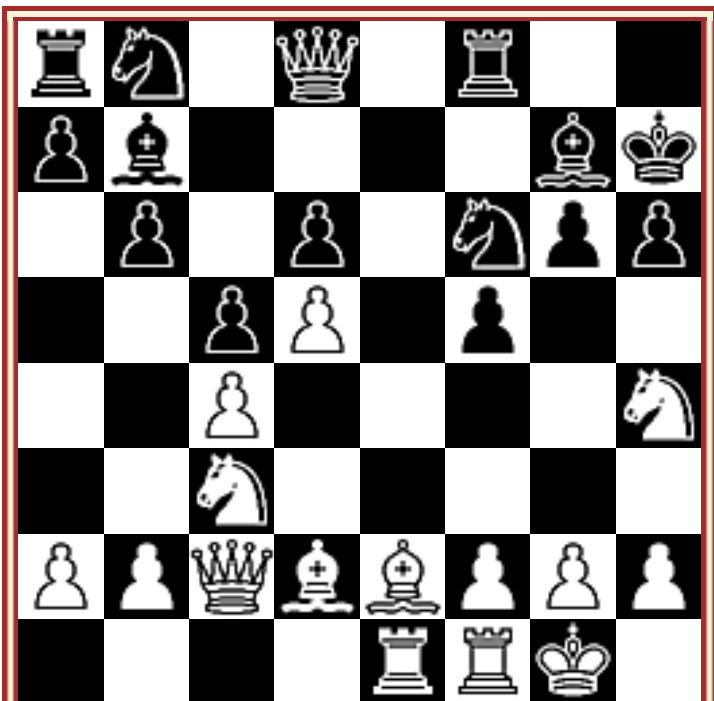
I had hoped for cxd5, giving a dynamic imbalance.

10...d6 11. Bf4 h6 12. Qc2 Nh5 13. Bd2 f5



Playing actively and consciously weakening g6. I've met sacrifices here before!

14. Rae1 Nf6 15. Nh4 Kh7



16. N_xg6

Fine! at least we aren't going to draw now.

16...K_xg6 17. Q_xf5+!!

This, however, was a bombshell!

17...K_xf5 18. B_d3+ N_e4

Giving back material to make room for the King.

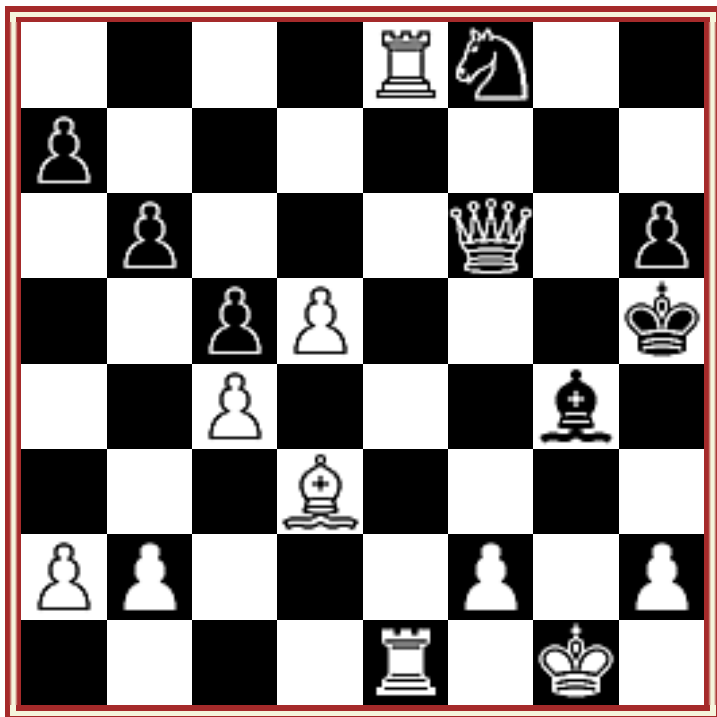
19. N_xe4 B_c8

The light-squared Bishop is desperately needed.

20. N_xd6+ K_f6 21. B_c3+ K_g5 22. N_e4+ K_g6 23. N_d6+ K_h5 24. B_xg7 Q_xd6 25. B_xf8 Q_f6

[25...Q_xf8 26. R_e5+]

26. R_e8 B_d7 27. g4+ B_xg4 28. R_fe1 N_d7 29. R_xa8 N_xf8 30. R_ae8



30...Nd7

At the cost of the exchange, the remaining pieces are utilised.

31. Be2 Qf4 32. b3 Nf6 33. Re3 Ne4 34. Rf1 Bxe2 35. Rxe2 Qg4+ 0-1

[Notes by Bob Lee]

Back to [Chess Coaching Page](#)

This document (100years\100y_118.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_119.htm

@@Game Hitchcock,R - Byers,T, Devon vs. Gloucestershire, 1975

Club chess

"One of the most enterprising games in the match" — Ken Bloodworth, **Western Morning News** , 5 March 1975

1.b4 d5 2.Bb2 Nf6 3.b5

One used to play like this then. Sokolsky was not unknown, but my friend and colleague Steve Owen was much more successful exponent of it.

3...c6 4.a4 cxb5 5.axb5 e6 6.e3 Nbd7 7.Nf3 Be7 8.Bd4 Bc5 9.Bb2 0-0 10. Nc3 Nb6 11.Na4 Nxa4 12.Rxa4 a5 13.Qa1



Somewhere, Reti smiled.

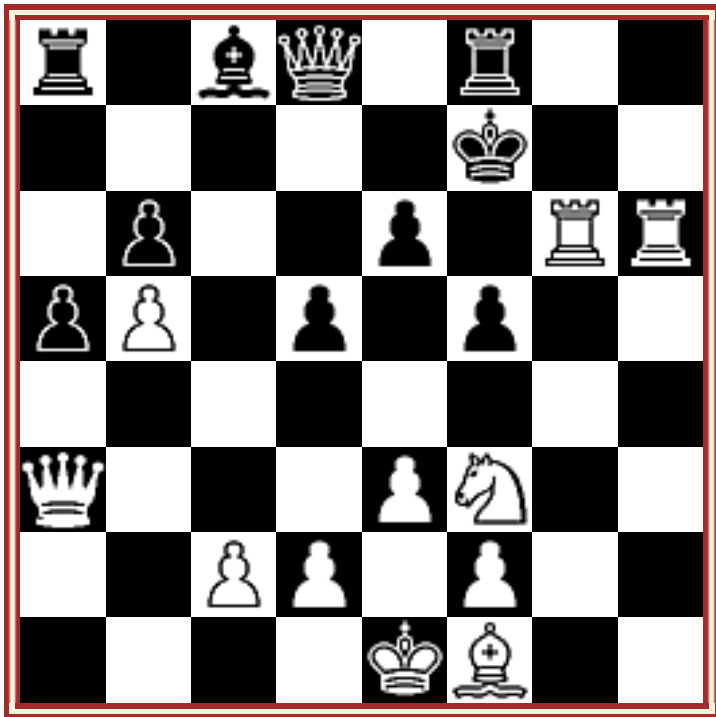
13...Be7 14.g4 g6 15.h4

The unusual deployment of White's pieces must have misled Black... Failing to notice the lateral action of White's Queen's Rook, he loses one of his two developed pieces, and soon feels obliged to exchange the other for White's dark-squared Bishop.

15...Nxg4?

[15...Ne8]

**16.Rxg4 f5 17.Rgg1 Bf6 18.h5 Bxb2 19.Qxb2 Qf6 20.Qa3 b6 21.hxg6 hxg6
22.Rh6 Kf7 23.Rgxg6 Qd8**



24.Rf6+ Kg7 25.Rhg6+ 1-0

In the event, the extra piece played remained back in barracks throughout!

[Notes by DR/Richard Hitchcock]

Back to [Chess Coaching Page](#)

This document (100years\100y_119.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_120.htm

@@Game Boniface,S - Potter,A [B06] Woodbury vs. Exeter, 1975

En route

In the 1970's the Wanstead and Woodford Club used to up sets and travel down to Paignton for the annual DCCA Congress. On the way they would stop off at clubs and play a match. I believe Exeter were the hosts on several occasions. — SRB

[When soliciting games for this book, I didn't

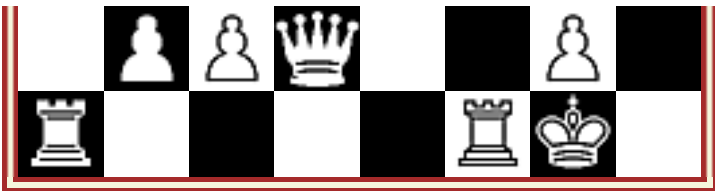
particularly

seek defeats of Exeter players, but when an affable West Country organiser accompanied the enclosed game with a stack of splendid stories, I felt more indulgent. But my apologies are offered to Mr. Potter. — DR]

Sicilian, Grand Prix Attack

1.e4 g6 2.f4 Bg7 3.Nf3 d6 4.Bc4 Nf6 5.Nc3 0-0 6.d3 c5 7.h3 Nc6 8.Be3 a6 9.a3 b5 10.Ba2 Bd7 11.0-0 Rb8 12.Qd2 b4 13.axb4 Nxb4 14.Bc4 Qc7 15.f5 gxf5





Perhaps this is asking for trouble. Black had no weaknesses so would probably do better to sit tight on the king's side and plan to hit back in the centre.

16.Bh6 Bxh6

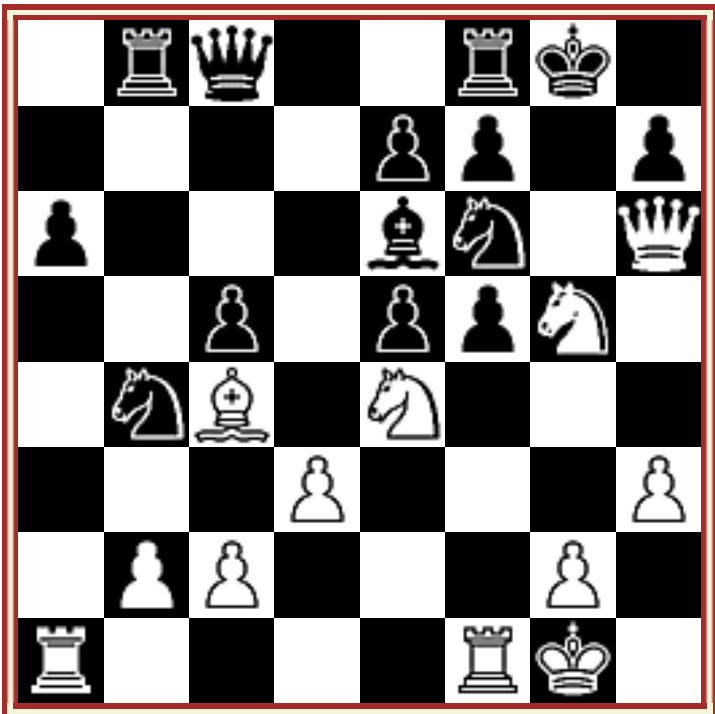
Black seems determined to attract the White pieces into his king's position.

17.Qxh6 Qc8 18.Ng5 Be6 19.e5

At last White does something for himself, clearing e4.

19...dxe5 20.Nce4

Not really a sacrifice as it clearly can't be taken.



20...Re8 21.Nxf6+ exf6 22.Nxh7 1-0

...and being unable to stop 23. Nxf6 Black resigned.

[Notes by Steve Boniface]

Back to [Chess Coaching Page](#)

This document (100years\100y_120.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_121.htm

@@ Tales from a Devon Club

Big Mike

One of the definitely larger-than-life characters at Exeter Chess Club in the 1970's was Mike Boag. Not a very strong player, he loved the game, especially blitz play at which he was much better. He was certainly one of the most enthusiastic players I have met, and could be quite boisterous at times.

He owned a small boarding house in the city, and as this kept him at home most of the day, he would invite players round to his house to play quick chess most days during the week; he never seemed to tire of it.

Eventually his keenness led him to stand for Match Captain for the Exeter Club. Although not that strong, he had the novel idea of being 'team supremo', organising each division's players so that there would be no confusion as to which player turned out for which team. A captain for the night would be appointed to look after the administrative details.

As far as I know this worked very well until the notorious occasion when Teignmouth were the opposition. For some reason, both team captains got it into their heads that they were playing away for the night. Cars duly left Teignmouth and Exeter at around 7 p.m., presumably passed each other somewhere around Exminster, and arrived at the rival venue just before 7.30. After waiting a few minutes two pennies dropped almost simultaneously, and without phoning the other club both teams ran back to their cars and hurtled back to base, probably crossing at Exminster rather faster than before.

Now almost 8pm, a whole pile of copper coins fell, at least one call was made, and the horrible truth emerged. I believe the match was played at a much later date, presumably with one or more replacement team captains. One cannot imagine Mike being very amused.

Shortly afterwards Mike and family moved to Torquay, bought a small cafe, and converted it into a chess haven. He would hire sets out and serve sensible food. He used to take on all-corners at five-minute games, and got so proficient against

the locals that he offered a slap-up meal to anyone who could beat him.

Unfortunately a group of evil-minded Exeter players (probably those who suffered after the wrong-venue incident) decided to set Mike up. They arranged for the then Teignmouth champion (who Mike did not know) to call in for a cup of tea, and let himself be persuaded into a rapidplay game. Mike was duly taken to the cleaners, left Torquay, and was last heard of running a barge down the Grand Union Canal for tourists.

If you're still out there, Mike, I hope your latest scheme is working

The Eighth Man

One of the tragedies of life is when someone with everything apparently going for them is struck down in the prime of life. Such a man was Peter Rooke, a modest player, but who was elected Competitions Secretary for Devon and set about reorganising the various events in the county. His death at an early age prompted demands for a memorial, and this was done in the shape of a Cup to bear his name, to be competed for annually by all teams in Devon.

The rules of the competition were designed by a committee, and they came up with an ingenious formula of an eight-person team with a total maximum grading of 1000. The intention was to make the contest more even between the stronger clubs (like Exeter, who had several players over 150) and lesser teams who might not have any over 140.

The problem at Exeter was that most of the keen players (who later semi-deserted to form a breakaway team in the local league) were too strong to allow all of them to play at one time in this particular event. In fact, the 'Secret Seven' virtually broke the one-thousand limit alone. There seemed no way to keep the happy bunch together until late one night

"Caine!"

This cry came from one of the more devious elements. He had remembered that on most club nights, a civil-servant-type individual sat in the corner waiting desperately for someone to play. He was a pleasant enough fellow, but was so pitifully weak that he had never been known to draw, let alone win, a single game. Consequently he had never been picked for any representative match of any kind. However, here was a stroke of genius. With the Seven's grading points at the perilous level of 985, Caine's meagre 12 left them under the limit, all quite legal and — er — above board.

And so it was that Mr. Caine (I'm not sure anybody even bothered to ask his first name) was invited to play in the Peter Rooke Memorial Cup for Exeter. The initial shock must have been great, though it's not clear whether he ever realised he was being used almost literally as a pawn.

Mr. Caine no longer appears in the grading list (his name has been changed to protect him in this shameful episode) but he was duly driven all around Devon in order to fight for club and city. It is not known whether he actually broke his duck; I just hope that one day he realises that without him those notches on the Cup would never have been made.

[The Peter Rooke Cup is still fought for annually — DR]

The Ring of Bells

Have you ever wondered why Brian Hewson lives at Cheriton Fitzpaine? Is it his love of the countryside, or an old family tradition? Neither of these. Brian is trying to find the lost chess club of middle Devon...

In the 1970's, the Exeter and District League was dominated by Exeter University. They produced a string of good student players, and only Exeter itself seemed capable of denting their record. (Exmouth in their half-centenary year beat both the University AND Exeter, but that is a story for another day!) However, the format of the league (5 boards) and the ridiculous time limit (30 moves in 75 minutes then probably adjudication) meant that as a serious competition it left something to be desired.

Hence in the late 70's the more adventurous members of Exeter were looking for a more enjoyable way to spend an evening than churning out 30 moves in the Literary Society Library then trying to get to the pub before 10.30. At this time taverns outside the city had much longer opening hours, some official, some not. Let it be made plain that no member of the Exeter Club ever connived in drinking at illegal hours (sorry, that should read `was convicted!').

It was discovered that there was a very friendly hostelry in Cheriton whose landlord was a jolly Australian who had a healthy contempt for illiberal English Licensing Laws (it's even worse over there). One of the Exeter team was seeing a local girl, and as well as playing darts in the Bells, there seemed ample room for some chess boards. One by one, the keen members of Exeter were persuaded to pay a visit, until enough players attended regularly to form a team.

The Exeter and District League Committee accepted their entry, but insisted that, in spite of their strength, they should work their way through Division Two first. The relevant cup was won somewhat at a canter, at which point the Committee rather ambiguously berated the embarrassed team for being too strong!

This proved somewhat hollow when they failed to win the First Division in their second season, mainly by being somewhat cavalier in their play. Nevertheless, they won the League in due course, though by now they had changed names through 'The Abominable Snowmen' to 'The Wandering Minstrels'.

Sadly, by 1980, the team had started to break up, as marriage, divorce, job moves, and redundancy took its toll on this merry band of pirates. But the mysterious names are still on the cup.

— *Steve Boniface*

Back to [Chess Coaching Page](#)

This document (100years\100y_121.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_122.htm

@@Game Bellers,CJV - Clapp,BW, Exeter Club Championship, 1976

Well-matched opponents

This game shows the spirit of generosity within the Exeter club; Brian Clapp was an Exeter stalwart for many years. — CJVB

English Opening

1. Nf3 Nf6 2. c4 g6 3. Nc3 Bg7 4. g3 O-O 5. Bg2 d6 6. O-O e5 7. d3 Nc6 8. Rb1 Ne8 9. Ne1 f5 10. f4 Be6 11. Nf3 Bf6 12. e4 Ng7 13. Nd5 Bxd5 14. cxd5 Ne7 15. Qb3



15...Qb8?? 16. fxe5 dxe5 17. d6+

oops

17...Kh8 18. dxe7 Bxe7 19. Ng5 Qe8 20. exf5 gxf5 21. Bd5 c6?

Not content with blundering a piece for a Pawn, Black now gives up the exchange.

22. Nf7+ Rxf7 23. Bxf7 Qd7

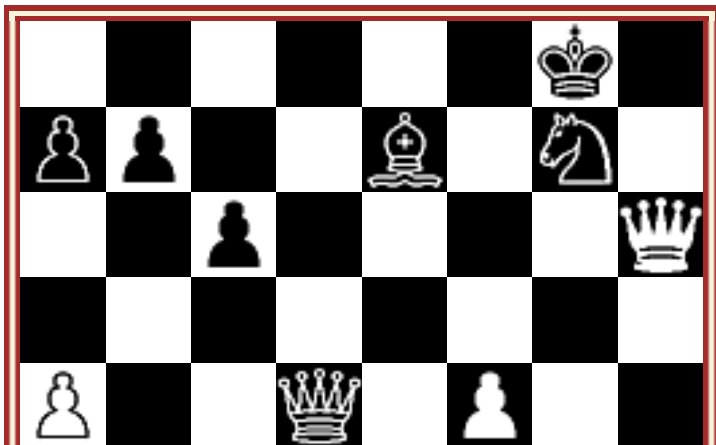


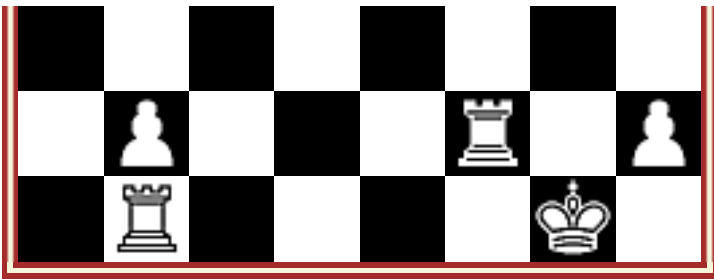
The position is, of course, totally won. Black can, however, rustle up some threats.

24. Be3 Rf8 25. a4 (not sure what the point of this was) **25...f4 26. Bf2 Qh3 27. d4 e4! 28. gxf4 e3 29. Bxe3**

White is happy to give some material back, though it is hard to see Black winning after Bg3.

29...Rxf7 30. Qxf7 Qxe3+ 31. Rf2 h6 32. Qg6 Qxd4 33. Qxh6+ Kg8





White is still ahead, and now sees a quick way to win: **34. Qxg7+??** Forgetting, of course, that Black can recapture, not with the Queen, but with the King!

34...Kxg7 Black was so embarrassed, he offered a draw, and a shattered White was grateful to accept. **1/2-1/2**

In my notes to the game I wrote:

"A totally ridiculous game, where White was given an extremely generous draw by an honourable opponent. One occasion where a whole Rook was not enough!"

[Notes by Chris Bellers]

Back to [Chess Coaching Page](#)

This document (100years\100y_122.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_123.htm

@@Game Bellers,CJV - Hick,DA, East Devon Congress, 1977

A good opening

The start to what turned out to be my best tournament with wins against players graded 174, 166 and 191, and draws with a 205 and, in the last round with Black, a 224 (Welsh IM S J Hutchings) — CJVB

English, Botvinnik system

1. Nf3 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 O-O 5. O-O d6 6. Nc3 Nbd7 7. d3 a5 8. Rb1 e5 9. e4

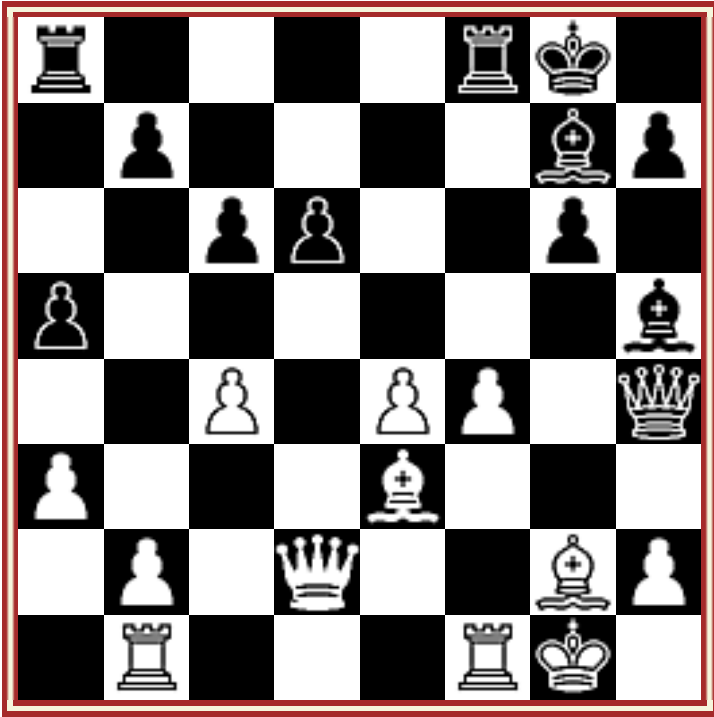


The Bellers speciality at the time. It involves a series of pirouettes with Knights to bore Black into submission.

9... Nc5 10. a3 Nh5!? 11. Ne1 c6 12. Be3 Ne6 13. Nc2

here they go — in a later game, the Knights went f3,e1,f3,d2,c4 and c3,e2,f4

13... Nd4 14. Ne2 Nxc2 15. Qxc2 f5 16. f4 exf4 17. gxf4 fxe4 18. dxe4 Bg4
19. Ng3 Qh4 20. Nxh5 Bxh5 21. Qd2



21... g5!?

going for the throat

22. Qxd6 Rad8 23. Qe7 Rd3 24. Bf2 Qxf4 25. Bc5!

Black obviously missed this

25... Qb8?!

a better chance may have been 25...Rf3 26.Bxf3 Bxf3 27.Qe6+ Rf7 28.Rbd1 Bf6
29.Rxf3 Qxf3 30.Rf1 because 30...Bd4+ turns the tables

26. Qxg5 Rxf1+ 27. Rxf1 Bg6 28. Qe7 b6 29. Bf2 Bxb2 30. Bh3 Kh8 31.
Bc5!?

again!

31... Rd8 32. Bd6! 32... Bd4+ 33. Kg2 Bxe4+ 34. Qxe4?

With mutual time trouble, White plays safe.

[34.Kg3 Rg8+ 35.Kf4! and there are no more checks, but 34...Qxd6+! wins]

34... Rg8+??

desperate to give a check, but losing instantly

35. Bg3 Be5 36. Rf3 Qd8 37. Qxe5+ Rg7 1-0

White won on time.

[Notes by Chris Bellers]

Back to [Chess Coaching Page](#)

This document (100years\100y_123.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_124.htm

@Game Basman,MJ - Bellers,CJV, East Devon Open, 1982

The eleventh hour

This last-round game provided excellent entertainment for the many onlookers!

Sicilian Defence, Hyper-accelerated Fianchetto Variation

1. e4 c5 2. Nf3 g6 3. c3 Bg7 4. d4 cxd4 5. cxd4 d5 6. e5 Bg4 7. Be2 Bxf3 8. Bxf3 e6 9. h4

[Some sort of aggression is necessary, otherwise Black will set up a very solid defence. — PHC]

9...h5 10. Bg5 Qb6 11. Nc3



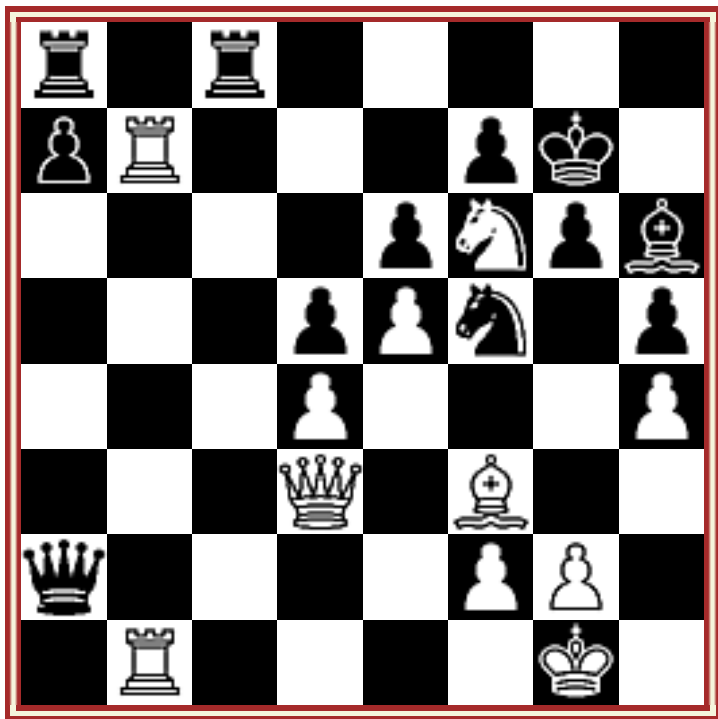
11...Nc6

[11...Qxb2 12. O-O Qxc3 13. Rc1 would give White too many possibilities. — PHC]

12. O-O Nge7

[Probably Black could have risked taking the QP. — PHC]

13. Bxe7 Nxe7 14. Na4 Qd8 15. Nc5 O-O 16. Nxb7 Qb6 17. Nc5 Qxb2
18. Rb1 Qxa2 19. Qd3 Bh6 20. Nd7 Rfc8 21. Nf6+ Kg7 22. Rb7 Nf5 23. Rfb1



23...Qc4

[Better was 23...Rc1+ reducing White's attacking force. — PHC]

24. Rxf7+!? Kxf7 25. Rb7+ Ne7 26. Rxe7+!?

[26. Qxg6+ Kxg6 27. Bxh5+ Kf5 28. Bg4+ led to a pretty draw, but Basman had higher hopes. — PHC]

26...Kxe7

I was in time trouble from move 27; the time control was at move 42.

27. Qxg6 Qc1+ 28. Kh2 Rf8 29. Nxd5+! exd5 30. Qd6+ Kf7 31. Qf6+ Kg8
32. Bxd5+ Kh7 33. Be4+ Kg8 34. Bd5+

[The game continuation was incorrectly recorded as 34. Qg6+ Bg7 35. Qh7+ Kf7]

36. Bd5+ Ke8 37. Qg6+ Kd8 38. Qd6+ Ke8? [38...Kc8!] 39. Bc6+ Kf7 [39...Qxc6
40. Qxc6+ Kf7 41. f4+-] 40. Qc7+ Ke6 41. Qd7# in the Sunday Times
magazine.]

**34...Kh7 35. Be4+ Kg8 36. Qg6+ Bg7 37. Qh7+ Kf7 38. Bd5+ Ke8 39. Qg6
+ Kd8 40. Qd6+ Ke8? 41. Bc6+ Kf7 42. Bd5+? Ke8 43. Qg6+**

Time control reached; Basman had a long think here and eventually he forced a repetition of position, which I thought was a prelude to a draw offer. Despite having a lot more time to think, I repeated the same mistake — I learned a lot about psychology from this game!

43...Kd8 44. Qd6+ Ke8? 45. Bc6+ Kf7 46. Qc7+ Ke6? 47. Qd7# 1-0

[Notes by Chris Bellers and Peter Clarke]

Back to [Chess Coaching Page](#)

This document (100years\100y_124.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_125.htm

@@Game Hitchcock,RJ - Blewett,P Woolacombe, 10.10.1980

The spear-carriers

This game from the Golden Coast tournament (limited to players under 155) has a cheerful blend of sound with unsound ideas. This mixture characterises club chess in general, but it can pay surprising dividends. It also demonstrates both players' determination to press on with their own attacks, irrespective of what is happening elsewhere on the board. — RJH

King's Indian Attack

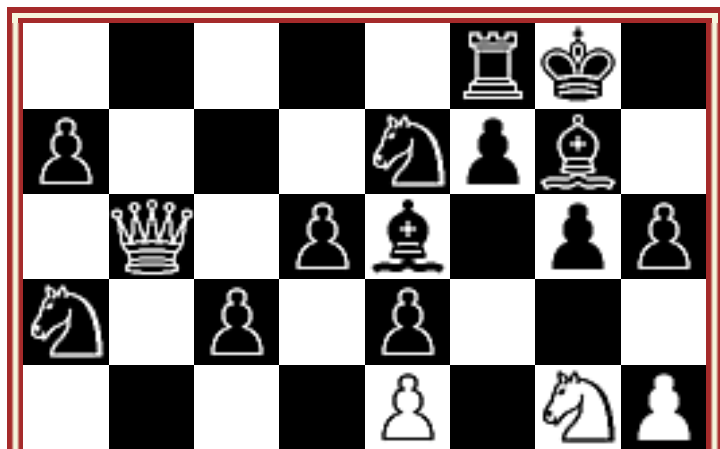
1.e4 c5 2.Nf3 d6 3.g3 g6 4.Bg2 Bg7 5.O–O Nc6 6.d3 e5

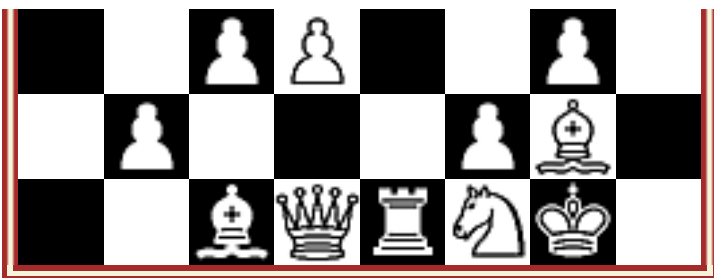
A fashionable move, leading to a formation much favoured by Mrs. Bruce, but it seems suspect here.

7.a4 Nge7 8.Nbd2 O–O 9.c3 Rb8 10.Re1 b5

Hardly the definitive breakthrough for Black. White is not interested, and signals his intentions elsewhere by his twelfth move:

11.axb5 Rxb5 12.h4 h6 13.Nf1 Be6 14.Ne3 Qb8 15.Nh2 Ra5 16.Rxa5 Nxa5 17.Nef1 Qb6 18.Ng4





Tempting Black into the following weakening move.

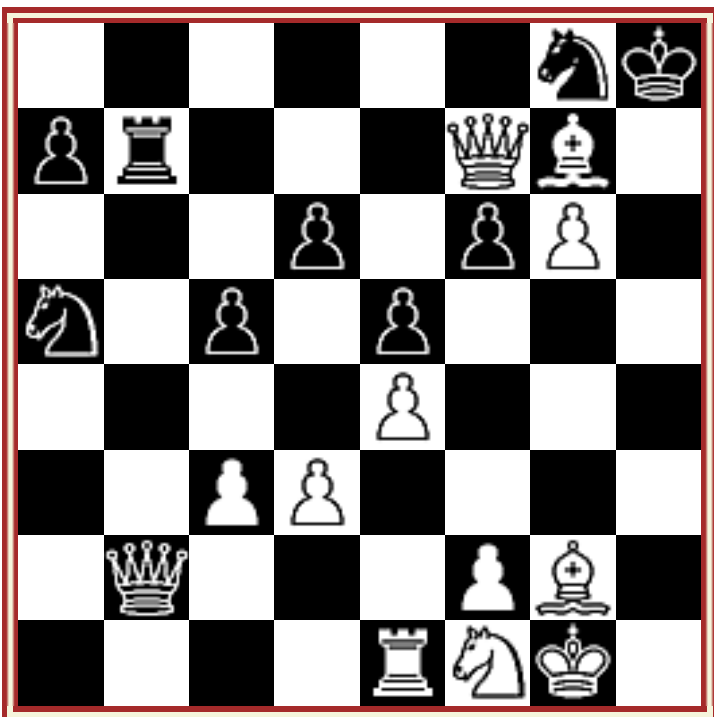
18...h5 19.Ngh2 Rb8 20.g4 hxg4 21.Nxg4 Kh7 22.Bg5 Bxg4 23.Qxg4 f6

Rather a desperate last-ditch defence, enabling the b2 Pawn to be defended again and weakening g6 into the bargain.

24.Bc1 Nac6 25.Be3 Qa6 26.Qd7 Rb7 27.Qg4 Qa2 28.h5

Launching the final assault, irrespective of the Queen's-side side-show.

28...Qxb2 29.hxg6+ Kg8 30.Qe6+ Kh8 31.Qf7 Na5 32.Bh6 Ng8 33.Bxg7#



[Notes by Richard Hitchcock]

Back to [Chess Coaching Page](#)

This document (100years\100y_125.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_126.htm

@@ A press release

And yea, for there came a day

When the men of Exeter heard the trumpets sound

As Plymouth came forth to do battle in the Schofield Cup

And the Exeter captain, who was called Roberts, said unto his men:

"We're in it up to our necks here, lads, for Plymouth are undefeated so far, and they hath already spanked our B team, and lo! for they outgradeth us on every board, save one. "

And the men of Exeter were sore afraid, but their hearts were as oak, and they rode forth to do battle

And hark! for there commenced a bit of a turn up

And the men of Exeter —

who were called Kennedy, and Kennedy begat Blackmore, and Blackmore begat Rosseinsky, and Rosseinsky begat Roberts

But only in a chess sense, obviously —

Vanquished their foes on every board, save one

And even that was a draw

And Plymouth were chastened, for they knew that they had been wazzocked

And the men of Exeter stood proud yet meek, for they lived to fight another day.

Mark Blackmore

Back to [Chess Coaching Page](#)

This document (100years\100y_126.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_127.htm

@@

Steve Owen writes:

I joined Exeter Chess Club at the age of thirteen and remained a member until 1990, when I became a district councillor and found that I had not sufficient time for other interests. I can remember at 14 watching Denis Gray demolish a strong opponent in a dozen moves or so during a National Club Match played by telephone, when I acted as 'runner'. My own best years were from 1973, when I returned from university, until about 1985. During that time, I used to play board six (bottom board) for the Bremridge team and top board for the Mamhead.

I had quite good results for the Bremridge, as my opponents were often older players, perhaps past their best.

Top board in the Mamhead competition was often more difficult, as I faced young whizz-kids playing twenty or thirty points above their grading. Typically contrasting games were played in the Exeter-Plymouth matches of 1981...

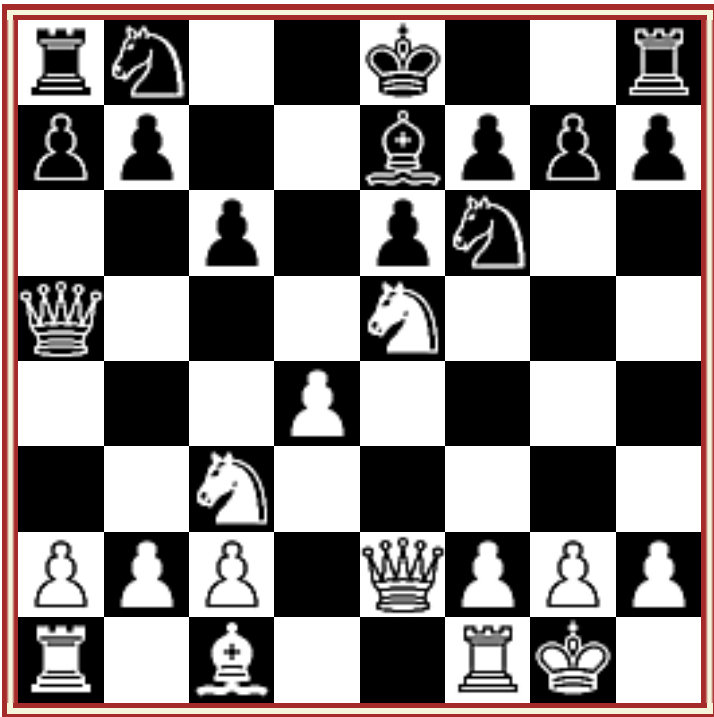
Game Owen,SM - Bruce,R, Exeter-Plymouth (Bremridge), 1981

Early knockout

I especially enjoyed playing Rowena Bruce, who had actually been World Girls' Champion in the 'twenties, and British Ladies' Champion several times thereafter. So I can claim to have beaten a world champion! She was much stronger than I positionally, but sometimes crumbled against aggression. — SMO

Centre Counter (Scandinavian)

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 Nf6 5. Nf3 Bg4 6. Be2 e6 7. Ne5 Bxe2
8. Qxe2 c6 9. O-O Be7



10. f4 O-O 11. f5 Qb6 12. Rf4 Nd5 13. Nxd5 cxd5 14. c3 Qd6 15. f6 Bxf6
16. Rxf6 gxf6 17. Qg4+ 1-0

[Notes by Steve Owen]

Back to [Chess Coaching Page](#)

This document (100years\100y_127.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_128.htm

@@Game Owen,SM - Archer-Lock,C, Exeter B-Plymouth B, Mamhead Cup, 1981

A timely manoeuvre

The two top boards were Plymouth college sixth-formers, both already tipped as future top county players. The match was played in a social club, and so confident were these two youngsters of winning, that as the match started, they were reluctant to finish a game of pool they were playing in the next room. As I sat alone at my table, pondering my first move, I thought that if the pool game went on for a while, an unusual opening might run my opponent into time trouble. — SMO

Grob's Opening

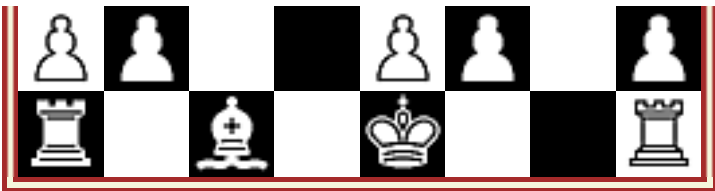
1. g4 d5 2. Bg2 e5

[2...Bxg4 3. c4 c6 4. cxd5 cxd5 5. Qb3 is tricky for Black]

[2...c6 is best, forcing White to waste a tempo on h2-h3. Black should then manoeuvre his Knight to g6 to exploit White's weaknesses on f4 and h4.]

3. c4 c6 4. cxd5 cxd5 5. Qb3 Nf6 6. g5 Ne4 7. d3 Nxd5 8. Nc3 Bd6 9. Bxd5 Ne6 10. Nf3



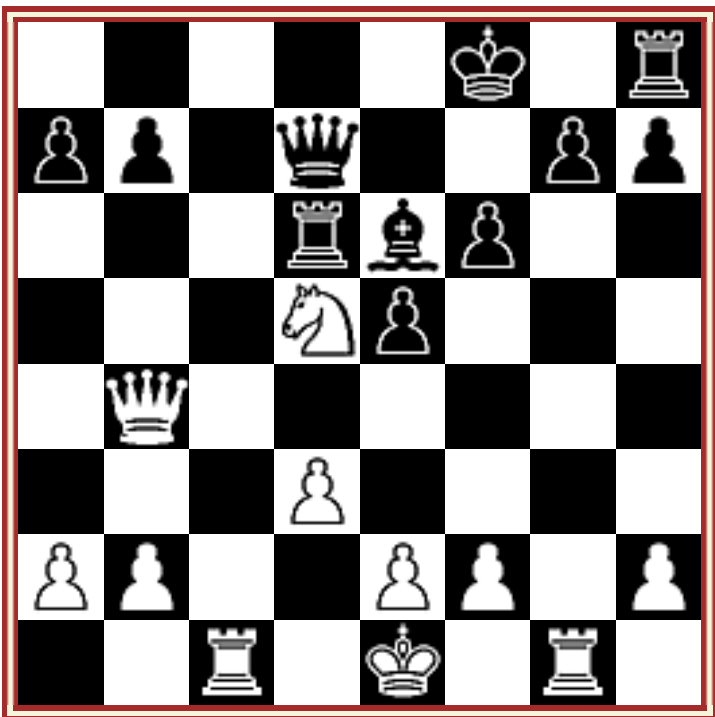


...with a lead in development and opportunities down the c- and g-files. Black was already running into time-trouble, so my intent was to make the game as complicated as possible to keep him thinking.

10...Nc6 11. Rg1 Nb4 12. Be3 Qe7 13. Ng5 Nxg5 14. Bxg5 f6 15. Be3 Nxd5 16. Nxd5 Qf7 17. Rc1 Be6 18. Qb5+ Kf8

[18...Bd7 19. Qa5 and White will eventually penetrate to c7.]

19. Bc5 Rd8 20. Bxd6+ Rxd6 21. Qb4 Qd7



22. Rc7 Qd8 23. Rgxg7 Rg8 24. Rge7

[24. Rgd7 is even fancier!]

24...a5 25. Qh4 Rg6 26. Qxh7 Bxd5 27. Rf7+

Black had only seconds left on his clock with 15 moves left to play, so...

Black resigns (1-0)

[Notes by Steve Owen]

Back to [Chess Coaching Page](#)

This document (100years\100y_128.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_129.htm

@Game Menadue,J - Littlejohns,D East Devon Premier , 1981

White to play and win

I was a member of the club in the early 'eighties, winning the club championship twice. Once was on merit, but the other was purely because the tournament leader, Steffan Flesch, had to return to Germany before the final rounds.

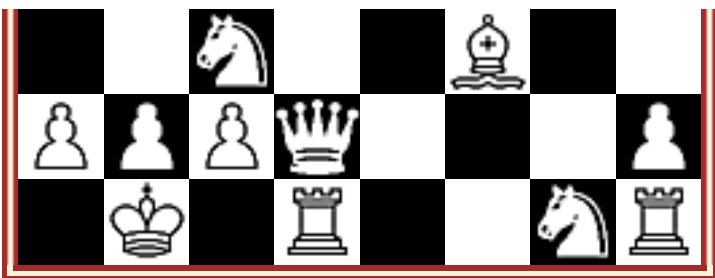
I can remember playing in the traditional champions' simultaneous display at the start of the next season, beating most of the first team but overpressing against veteran Rex Willis and also losing to a very young Andrew Pickering, miscounting in a Queen ending just before his mum came to pick him up.

I've enjoyed playing in many of the East Devon congresses held in Exeter over the years; this is the game with the smartest finish. — JM

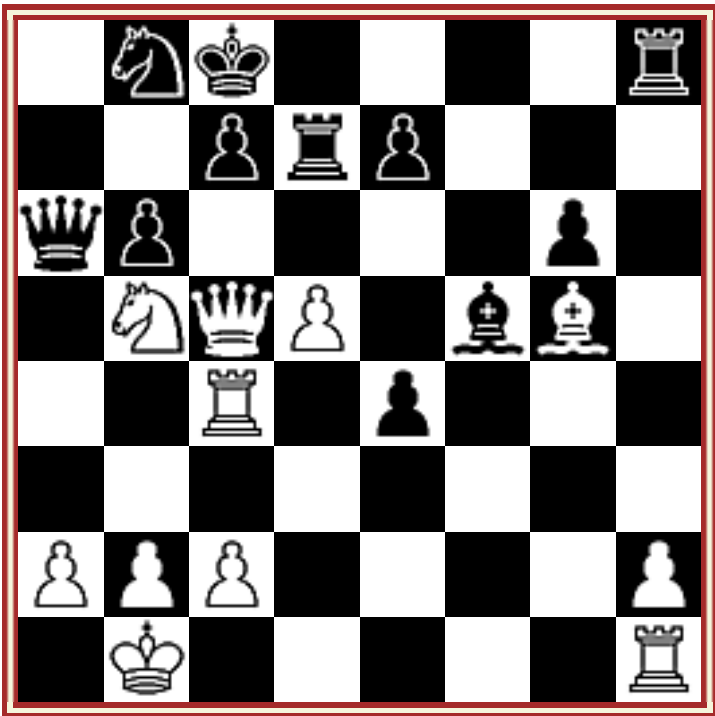
Dutch Defence, Staunton Gambit

1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.g4 h6 5.f3 d5 [5...exf3 6.Bd3] 6.g5 hxg5 7.Bxg5 Bf5 8.Qd2 Qd7 9.0-0-0 Nc6 10.Bg2 0-0-0 11.Kb1 exf3 12.Bxf3





12...Ne4? 13.Bxe4 dxe4 14.d5 Ne5 15.Qd4 Nc6 16.Qa4 Nb8 17.Qxa7 g6 18. Nge2 Bg7 19.Nd4 Bxd4 20.Rxd4 Qd6 21.Nb5 Qa6 22.Qc5 Rd7 23.Rc4 b6?




24.Qxc7+ Rxc7 25.Rxc7+ Kd8 26.Bxe7+ Ke8 27.Nd6# 1-0

[Notes by Jeremy Menadue]

Back to [Chess Coaching Page](#)

This document (100years\100y_129.htm) was last modified on 13 Aug

2005 by 

Dr. Dave

Exeter Chess Club: 100years\100y_131.htm

@@Game Willis,R. - Cargill,A, Club Championship, 1983

Cut and thrust

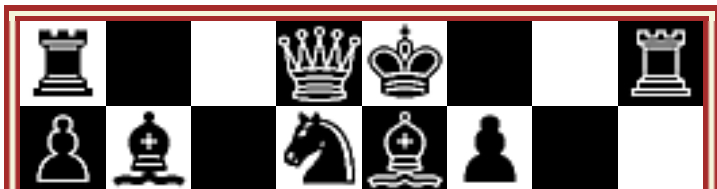
Here's a game played in the club championship in 1983 — I think I was graded 95J and Rex was 99 at the time — not a bad game I think with a fair bit of cut and thrust! — AC

King's Indian Defence

1. d4 Nf6 2. c4 e6 3. a3 b6 4. Nc3 Bb7 5. Nf3 d5 6. Bg5 Be7 7. e3 h6 8. Bh4 Nbd7 9. Rc1 c5 10. Qc2



- 10...cxd4 11. Nxd4 dxc4 12. Bxc4 g5 13. Bg3 Bxg2 oops? 14. Rg1 Bb7





White has lost a Pawn. Is he downhearted?

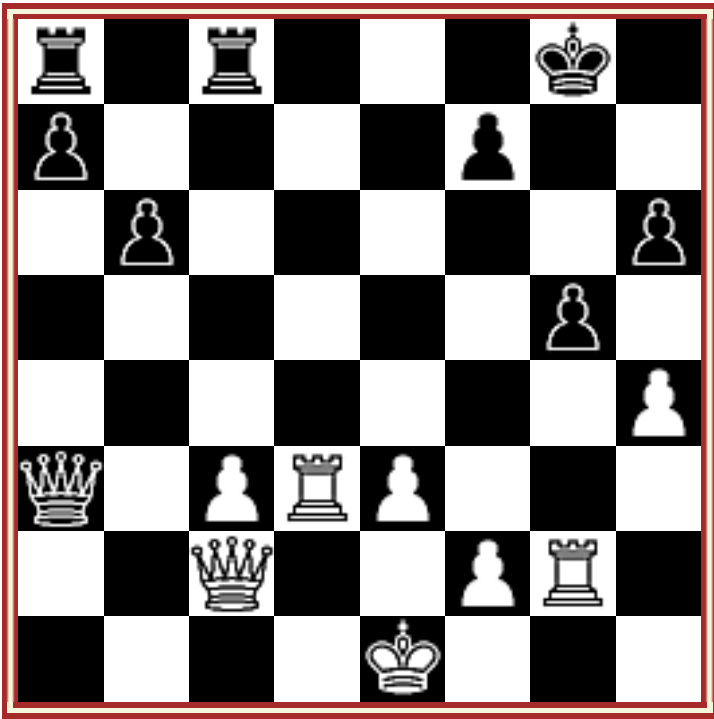
15. Bxe6! Nc5

[15...fxe6 16. Nxe6 Qc8 17. Qg6#]

16. Bf5 Bd6 17. Rd1 Qe7 18. Bxd6 Qxd6 19. Rg3 Qe7 20. Ndb5 O-O 21. h4 Nfe4 22. Nxe4 Bxe4 23. Bxe4 Nxe4 24. Rg2 Rfc8

Black's Queen's Rook slumbers for the whole game.

25. Nc3 Nxc3 26. bxc3 Qxa3 27. Rd3



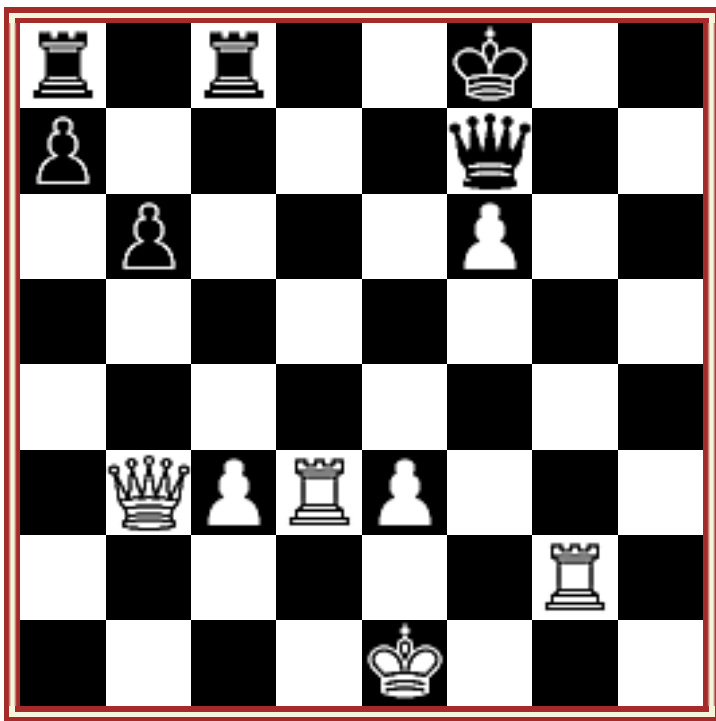
27...Qc5 [27...Qa1+ 28. Ke2 just decoys the Queen] **28. hxg5 hxg5 29. f4 f6**
30. Qb3+ Kf8 31. fxg5 Qe7

[31...fxg5? 32. Rf2+ Kg7

[32...Ke7 33. Qf7#] or [32...Ke8 33. Qf7#]

33. Qf7+ Kh8 34. Rh2#]

32. gxf6 Qf7



33. Qb4+ Rc5 34. Qf4 Rac8 35. Qd6+ Ke8 36. Rg8+ 1-0

[Notes by David Regis]

Back to [Chess Coaching Page](#)

This document (100years\100y_131.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_132.htm

@@Brian Hewson writes:

Before moving to the West country in 1978, I started playing seriously in 1966 and was in the School team in 1967 aged 14. Soon I was captain of both the School team and also Folkestone Chess Club; my first published grade was 176.

There was tremendous team spirit in the Kent county team; most of us had to travel a fair distance (in some cases over 100 miles) and often took over train carriages on the way. We won the English Counties Championship in 1975 and again in 1976, playing both finals against Lancashire.

The best moment in Devon for me was winning the National Club Major Plate and receiving the award with my arm in a sling.

I've enjoyed regular tussles over the years with George Wheeler of Plymouth, Alan Brusey of Teignmouth and my regular rival for the Exeter Championship, Richard Lingham. I've also enjoyed the company of the various foreign visitors we have had who have strengthened the team; Stefan Flesch from Germany, Mike van Wissen of the Netherlands, Dr. Emilio Pérez of Costa Rica — and from Iceland over the years we have received Jon Gunnar Ottoson, Hakon Halldor Oskarsson and Águst Karlsson. Hair-raising tales of the exploits of these giant Vikings live on in the Club's oral archives!

A couple of incidents stick in my mind:

In one round of the National Club, Chris Heath had a won position at the close of play against an illustrious opponent ; let us call him the Expert. The Expert was absolutely fuming about the game and paced the room grumbling; Chris enquired gently if he was going to resign. Instead, he started to write the position down. Chris, having received no answer, then asked if he wanted to send the game for adjudication. The Expert then started ranting about how badly Chris had played the opening, whereupon Chris replied, "I'm sorry, I'll try and do better next time"(!). Eventually he did resign.

Not the worst manners I've ever witnessed: I can remember vividly Ashford winning the Kent championship in 1977, outgraded by 30 points on every board

by Lewisham in the final. David Powell beat the Australian IM Max Fuller on top board; after the game a "colleague" of Fuller's decided he must have taken a bribe and floored him with a right hook!

Game Hewson,BWR - Flear,G (IM) Ward-Higgs CC, 1982

A scalp

White's centralised minor pieces wreak havoc among the disorganised Black Pawns. Brian's opponent is now a strong GM; at the time he was "only" a strong IM! — DR

Pirc Defence, "150 Attack"

1. d4 Nf6 2. Nc3 g6 3. e4 d6 4. Be2 Bg7 5. Be3 O-O 6. Qd2 c6 7. Nf3

Now highly fashionable.

7...b5 [*7...Ng4 now or on move 8*]

8. a3 Bb7 9. Bh6 Na6 10. Bxg7 Kxg7



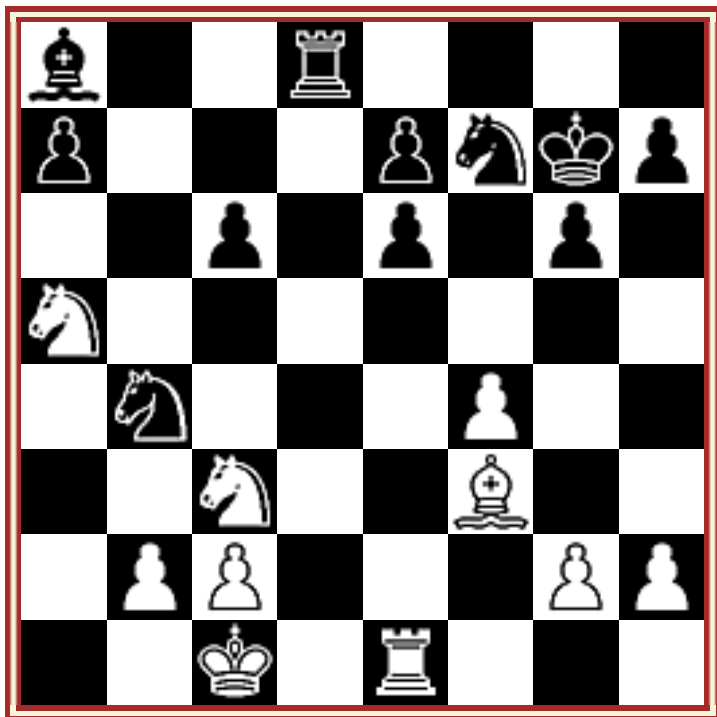
11. e5 dxe5 12. dxe5 Qxd2+ 13. Nxd2 Nd7 14. e6!

The start of Black's problems. His whole position becomes disjointed and the Pawn structure weak. White's minor pieces are strong from here.

14...fxe6 15. Nb3 Rad8 16. O-O-O! Ne5

[16...Rxf2 17. Bf3]

17. Rxd8 Rxd8 18. Na5 Ba8 19. f4 Nf7 20. Bf3 b4 21. axb4 Nxb4 22. Re1

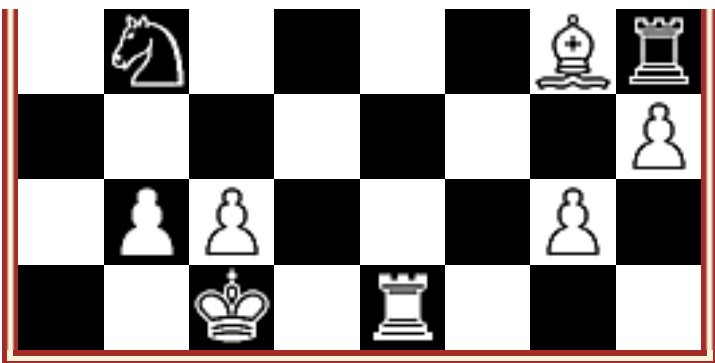


22...e5 23. Nc4!

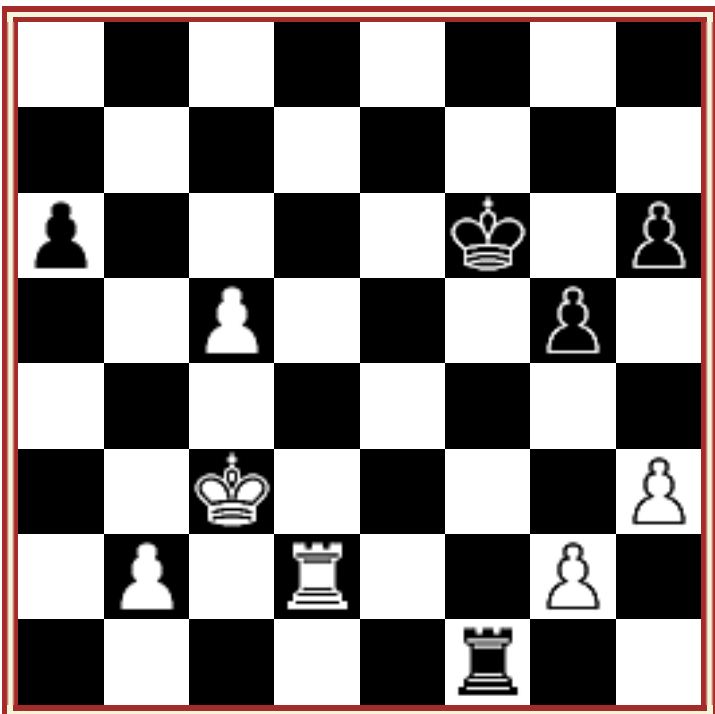
There is no rush either to capture or exchange Pawns, here or at move 26.

23...Rd4 24. Nxe5 Rxf4 25. Nd7 e5 26. Ne4! Rh4 27. h3 Bb7 28. Bg4 Bc8 29. Nec5 g5





30. Ne6+ Kh8 31. Nxe5 Bxe6 32. Bxe6 Nxe5 33. Rxe5 Rh6 34. Bc4 Rg6
35. c3 Nd5 36. Bxd5 cxd5 37. Rxd5 a6 38. c4 h6 39. Kc2 Rf6 40. Kc3 Kg7
41. c5 Rf1 42. Rd2 Kf6



...and later resigns: White will win the a6 Pawn.

1-0

[Notes by Brian Hewson]

Back to [Chess Coaching Page](#)

This document (100years\100y_132.htm) was last modified on 13 Aug



2005 by

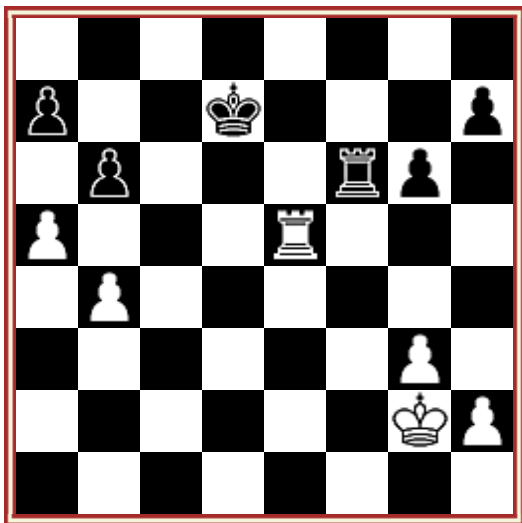
[Dr. Dave](#)

Exeter Chess Club: 100years\100y_133.htm

Brian's Endgame Adventures

Like many strong players Brian's prowess is often most apparent in the endgame, and his ability both to calculate and to evaluate chances in technical positions is excellent. However, his style is far from dry, preferring direct piece play, which, when combined with a predilection for time trouble and a talent for escapism previously emulated only by Harry Houdini, means that Brian's endgames often draw a crowd. — DR

Boyce, JR - Hewson, BWR, Gloucestershire vs. Devon, 1987



With the time control approaching at move 42 I used up nearly all my remaining time calculating the resulting ending.

33...Rf5 34. Rxf5?? gxf5 35. Kf3 Kc6 36. Kf4 Kb5 37. axb6 axb6 38. Kxf5

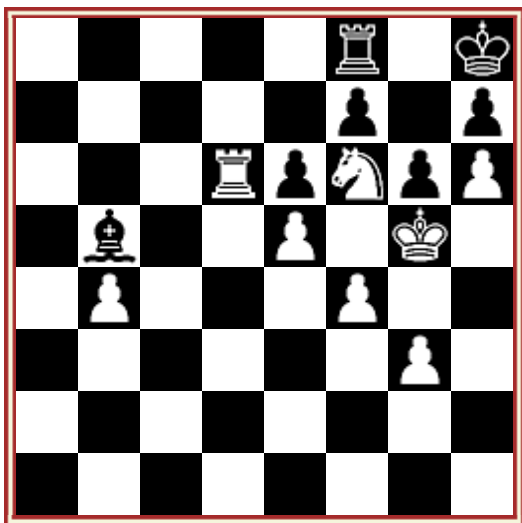
The point is that when the b-Pawn Queens it will be check.

38...Kxb4 39. g4 Kc4 40. g5 b5 41. h4 b4 42. h5 b3 43. g6 hxg6+ 44. Kxg6

White keeps the h-Pawn hoping for a draw if it can reach the seventh.

44...b2 45. h6 b1=Q+ 46. Kg7 Qg1+ 47. Kh8 Qd4+ 48. Kg8 Qd5+ 49. Kh8 Qf7 50. h7 Qf8# 0-1

Hewson, BWR - Barker, E, Devon vs. Dorset, 1993

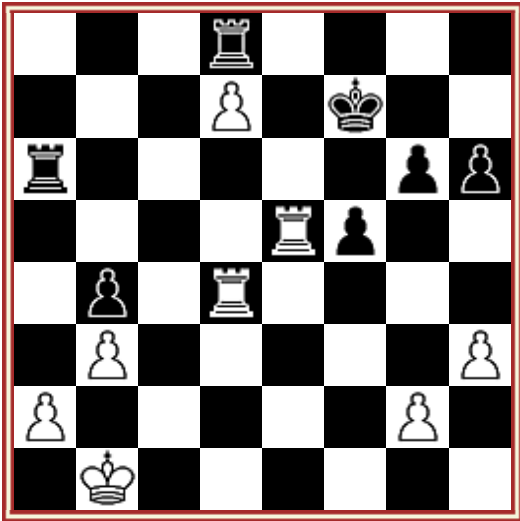


White has just played 38. Kg5: what result?

White's King manoeuvre was aimed at avoiding a situation where Black having lost or exchanged the Bishop, Black would have a series of sacrificial checks with the Rook, threatening stalemate if the Rook were captured. However, here White's flag fell! — but Black immediately showed great sporting spirit by offering a draw, being in virtual zugzwang.

1/2-1/2!

Hewson, BWR - Webb, RM (203), Devon vs. Hants., 1990



[A fine win against a strong opponent – DR]

**40...Ra7 41. Rxb4 Raxd7 42. Re2 Rd1+? [42...Rd2]
43. Kc2 Ra1 44. Kb2 Rg1 45. Rb6!**

does everything: escorts Pawns, cuts off the Black King, attacks Black Pawns, frees the White King and enables mating threats in tandem with the other Rook!

**45...f4 46. Rc2! Rd7 47. a4 Ra7 48. a5! Re1 [48...Rxa5
49. Rc7+ Kf8 50. Rb8#] 49. b4 h5 50. a6 Ree7 51. h4
Rad7 52. Rbc6 Rd4 53. R6c4 1-0**

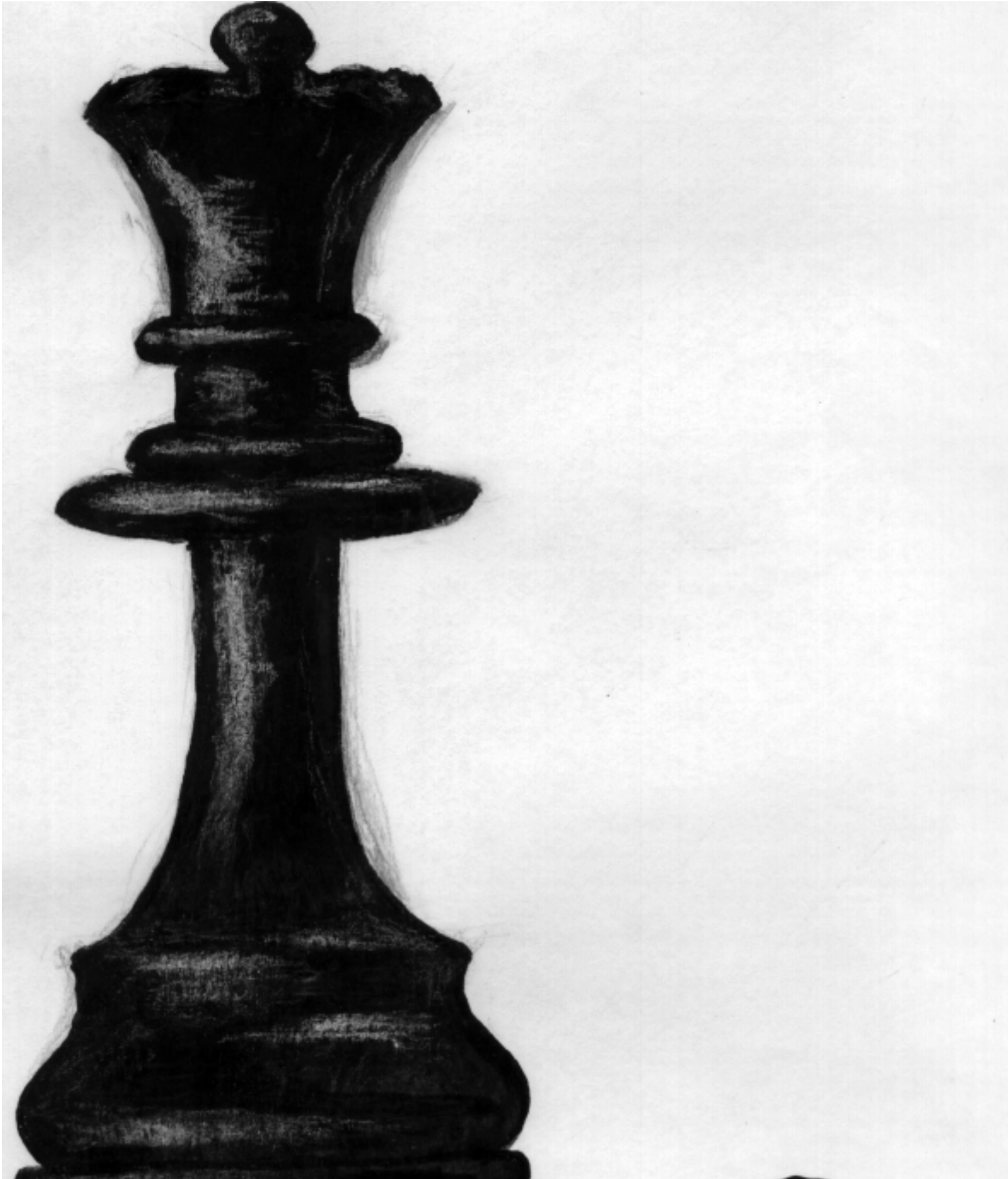
Back to [Chess Coaching Page](#)

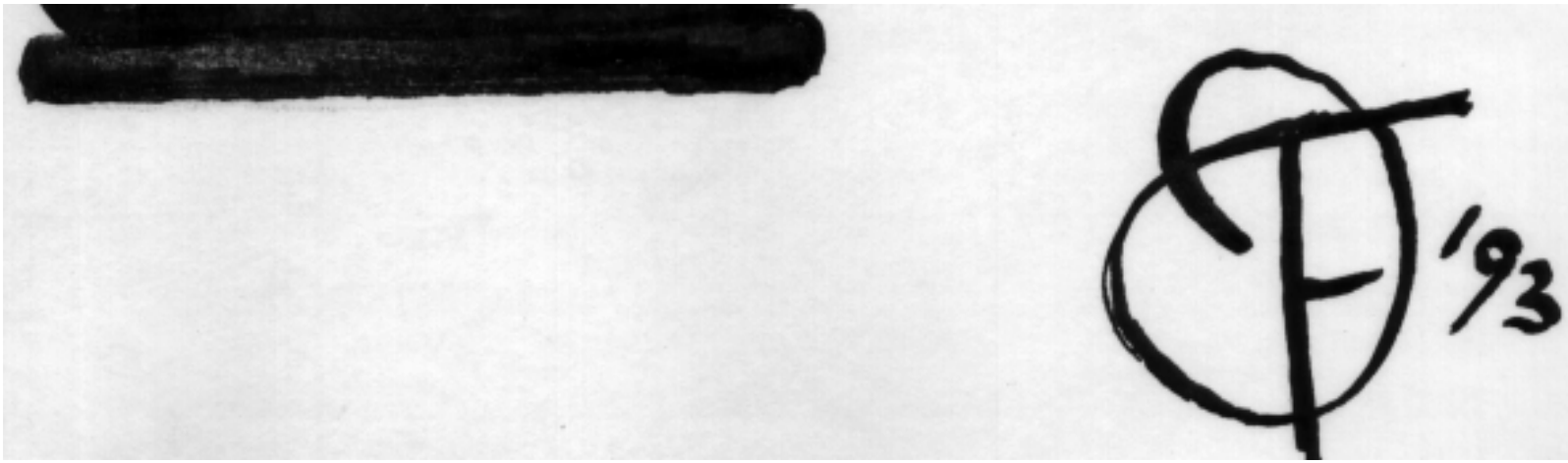


This document (100years\100y_133.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_134.htm





Untitled (Black Queen). Chalk/charcoal, Tom Forbes, 1993

[Back to Chess Coaching Page](#)



This document (100years\100y_134.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_135.htm

@Game Richards,DJ - Lee,RA, 1983

Fire and flood

Bob Lee and I played a series of tough games during the late 'seventies and early 'eighties. I even enjoyed some of my losses to him! The following encounter is typically energetic, although I suspect White's early attacking scheme was fundamentally unsound. — DJR

Modern Benoni, Mikenas Variation

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7 8. Nf3 O-O



A fighting variation for both sides!

9. Bd3 Na6 10. O-O Nb4 11. Bb1 Re8 12. a3 Na6 13. e5 dxe5 14. fxe5 Ng4 15. e6

If Black finds the best defence, this must be over-ambitious, but there will be

fireworks!

15...fxe6 16. Ng5 Bd4+

Black plays to win the exchange. I think 16...exd5 was safer — though less exciting.

17. Kh1 Nf2+ 18. Rxf2 Bxf2 19. Nce4 Bd4 20. d6

Played to constrict Black as far as possible. White's position is promising, but has he compensation for being the exchange and Pawn down? With his next move Black tries to free his Bc8, but it allows the White pieces to flood into Black's position astonishingly quickly.

20...e5 21. Ba2+ Kg7 22. Nf7 Qh4 23. Bh6+ Kg8 24. Qf3 Be6 25. Nf6+ Kxf7 26. Nxe8+ Kxe8 27. Bxe6 Qf2 28. Qxb7 1-0

[Notes by David Richards]

Back to [Chess Coaching Page](#)

This document (100years\100y_135.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_136.htm

@Game Hill,D - Lingham,RH, Exeter Chess Club Ch'p Playoff, 1991

Open warfare

I first joined Exeter Chess Club in 1977 — it felt like defecting, as for the previous three years I'd been playing for Exeter University and the Exeter Club were our main rivals in the Bremridge Cup. During the early 'eighties, club nights clashed with my other interests — my duties as ragtime pianist at the Crown and Sceptre. It was always a struggle for me to play my club championship games but I nearly always made it, even though I wouldn't be surprised if I held the record for being runner-up the most times. Eventually, my turn came and I won the club championship at the 14th attempt!

In 1991, I tied for first place with Daniel Hill and we had to contest a two-game playoff. Here is the first game, in which some slightly risky play effectively clinched the championship for me since the second game was a far less eventful draw. — RHL

Two Knights' Defence

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 d5

[4... Be7 first is more solid, but I was determined to play as open a game as possible.]

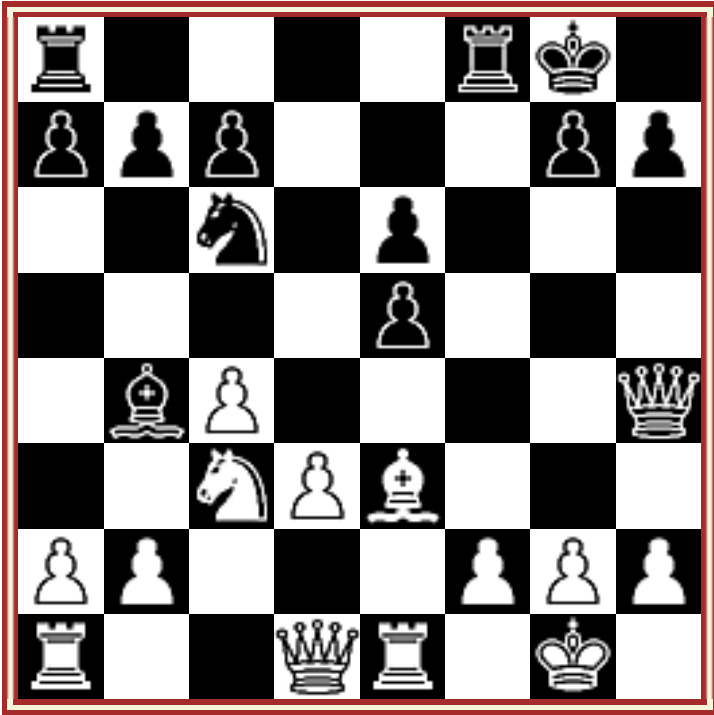
5. exd5 Nxd5 6. O-O Be6!?

A move suggested by Purdy (according to Harding/Botterill "The Italian Game"). I thought I'd try it out because I've always quite fancied Joanna Lumley, and anything she suggests is OK by me. Her partner in the Avengers was Gambit, wasn't he? There you are, then!

7. Re1 Bd6 8. Ng5 O-O 9. Bxd5?

This seems dubious, White can still force the doubling of Black's e-Pawns after the next move, but it's not worth the weakening of White's own d4 square.

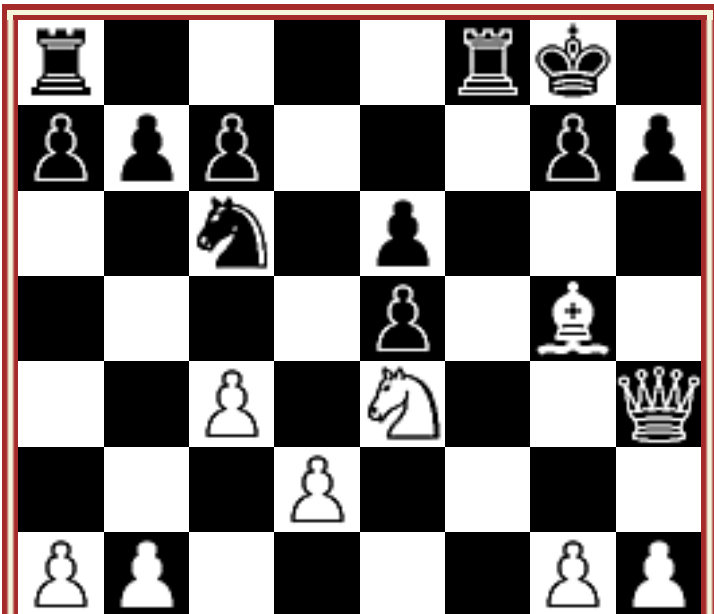
9... Bxd5 10. c4 Be6 11. Nxe6 fxe6 12. Be3 Bb4 13. Nc3 Qh4



14. Ne4

Superficially it appears that Black cannot take the Rook on e1 because of the threat to the Queen, but Daniel had overlooked Black's 16th move which forces a draw at least.

14... Bxe1 15. Bg5 Bxf2+ 16. Kh1 Be1! 17. Kg1!





The only move! I could now have forced a draw by repetition after ...Bf2+, so I also had an opportunity to spend some time analysing my next move with the luxury of having the draw to fall back on.

17... Rf1+!

Going for the win. Black will get three Pawns and attacking chances for the piece, and anyway White might take the Bishop with the wrong piece.

18. Kxf1 Qxh2 19. Qxe1

The wrong piece!

[19. Kxe1 must be played, when Black answers with 19... Nd4 White probably has to go in for 20. Kd2 Qxg2+ 21. Kc3 when the game is very much alive.

Unfortunately the game choice loses instantly.]

19... Rf8+ 20. Nf2

Of course not

[20. Ke2 Qxg2+ 21. Ke3 [21. Kd1 Rf1] 21... Rf3# but the only way to stave off mate is something like]

[20. Bf6 gxf6 21. Qf2 Qh1+ 22. Qg1 Qxg1+ 23. Kxg1 when Black emerges with Pawns enough for the ending.]

20... Nd4 0-1

Mate by ...Qh1 is unavoidable.

In 1995 I decided to take an extended break from chess to concentrate on my musical activities. Who knows, I might yet make a comeback!

[Notes by Richard Lingham]

Back to [Chess Coaching Page](#)

This document (100years\100y_136.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_137.htm

@Game Beake,B - Zeidler,S, Devon vs. Wilts., 1993

Co-ordination

In his book "Chess Coaching" John Littlewood describes piece co-ordination as one of the hallmarks of master play, and I always was struck by that aspect of Ben's game. We were privileged to have in Exeter for a number of years the services of this young man whose pieces, like Petrosian's, seemed always to be strung by invisible threads, threads which could trip and bind the strongest opponents. Here is Ben in action against a Welsh International. — DR

Van Geet's (Dunst) Opening

1. Nc3

Ben's speciality.

1...d5 2. e4 dxe4 3. Nxe4 e5 4. Bc4 Nc6

The ancient threats to f7 are beginning to stir once more. A number of games of Van Geet played by correspondence(!) have gone

4...Be7 5. Qh5 Nh6 6. d3 1-0

5. d3 Be7 6. Nf3 h6 7. Bb5 Qd5 8. c4 Qe6 9. O-O Bd7 10. d4 exd4 11. Re1 O-O-O 12. Nc5

12...Bxc5

[Black must make some sort of concession, e.g. 12...Qf6 13. Nxd7 Rxd7 14. Bxc6 Qxc6? 15. Ne5, but even this bold try does not prevent the shattering of the Queen's-side]

13. Rxe6 Bxe6 14. Bxc6 bxc6 15. Qa4 Kb7 16. Ne5 Bd7 17. b4 Bd6

18. Nxd7 Rxd7 19. c5 Be5 20. b5 Rd5 21. Qa6+ 1-0

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_137.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_139.htm

@Game Karlsson,ÅS - George,IM, Torbay Open (1), 1994

Visited by Vikings

It may not be generally known that Iceland boasts more strong players per head of population than any other nation on earth. We certainly felt some of its force when Ågust Karlsson, currently President of the Icelandic Chess Federation, visited Exeter as a postgraduate law student in 1993-94. While here he contributed not only to the strength of the club but also was generous in giving of his time to our weekly coaching sessions, and arranged for a six-player team to make a flying friendly visit. We have since played a team consultation match against Ågust and his colleagues over the internet, courtesy of the facilities of the British Internet Chess Server and of Exeter University.

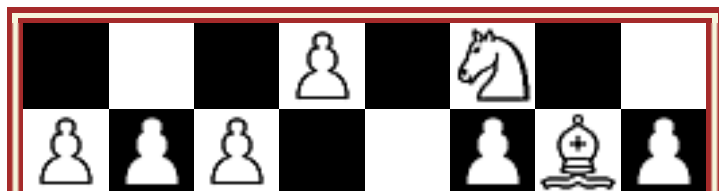
Here is Ågust powering his way to third place behind Nunn and Summerscale in the strong Torbay congress of 1994 — DR

King's Indian Attack

1. e4 c5 2. Nf3 e6 3. d3 d5 4. Nbd2 Nc6 5. g3 b6 6. Bg2 Bb7 7. O-O Bd6 8. Re1 Nge7

Ågust was explaining to me during the tournament his affection for the King's Indian Attack. " *Very easy. You know Fischer's games with this variation? Always the same moves, always the same sacrifices. Very easy*

9. Ng5 O-O 10. Qh5 h6 11. Ndf3 Nd4 12. e5 Bc7 13. Nxd4 cxd4 14. Nf3 Nf5 15. g4 Ne7





**16. Bxh6 Ng6 17. Bd2 Qb8 18. Ng5 Rd8 19. Bb4 Nf8 20. Qxf7+ Kh8
21. Bxf8 1-0**

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_139.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_140.htm

@@Game Burton,R - Hewson,BWR, Devon vs. Dorset, 1991

A new approach

I believe I invented this system, with which I had success in three or four county games while this system was in fashion. Now 4. c4 is the most common move. — BWRH

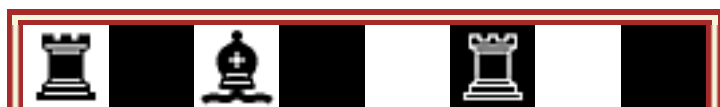
Caro-Kann, Exchange Variation

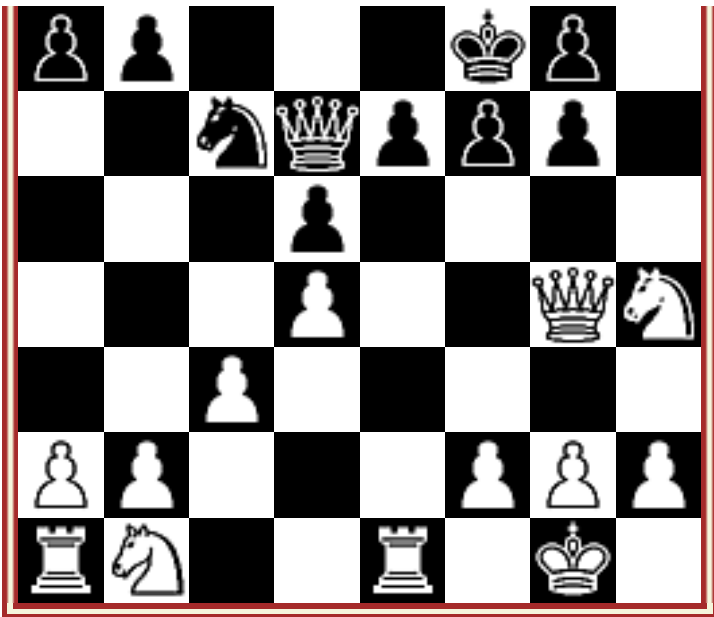
1. e4 c6 2. d4 d5 3. exd5 cxd5 4. Bd3 Nc6 5. c3 e6 6. Bf4 Bd6 7. Bxd6 Qxd6 8. Nf3 Nge7 9. O-O f6



The Hewson patent.

10. Re1 O-O 11. Qe2 Ng6 12. Bxg6 hxg6 13. Nh4? Kf7 14. Qg4?



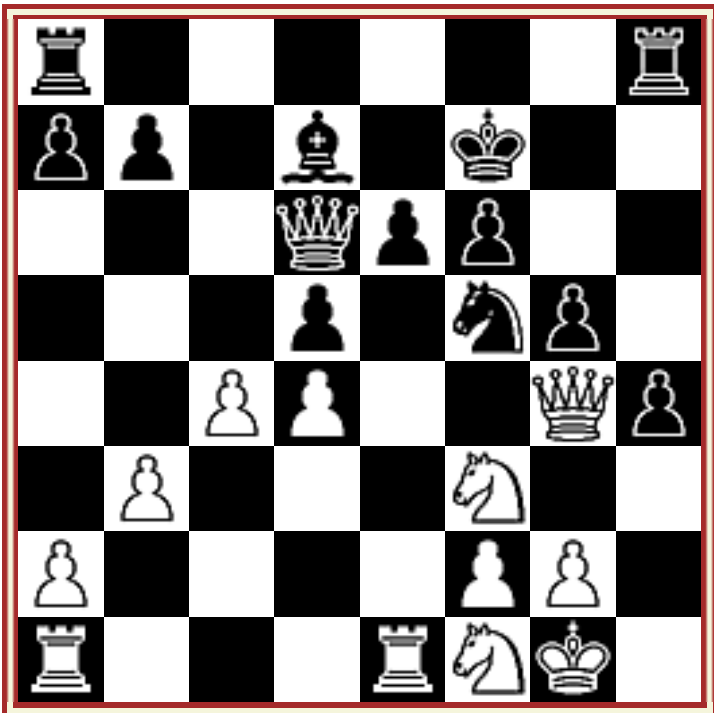


Premature attack by White. Normally Black aims for ...e5 but now with the King's-side commitments a change of plan is both possible and desirable.

14...Ne7 15. Qg3 Qb6 16. b3 g5 17. Nf3 Rh8 18. h4?

Overlooking...

18...Nf5 19. Qg4 gxh4 20. Nbd2 Bd7 21. c4 Qd6 22. Nf1 g5



23. c5?!

Too passive, relieving tension.

**23...Qf4! 24. N1h2?! [24. N3h2 is better.] 24...Rag8 25. Rad1 Ke7 26. b4 a6
27. a3 Be8 28. Kf1 Bh5 29. Qxf4 gxf4 30. a4 Ng3+! 31. fxg3 hxg3 32. Ng4!**

Keeps White in the game.

**32...Bxg4 33. Rd3 Bxf3 34. Rxf3 Rh1+ 35. Ke2 Rxe1+ 36. Kxe1 e5 37. b5
axb5 38. axb5 Ra8 39. Rb3 e4 40. Rb2 f3 0-1**

[Notes by Brian Hewson]

Back to [Chess Coaching Page](#)

This document (100years\100y_140.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_141.htm

@Game Nash,R - Webb,S, Barnstable vs. Exeter, 1995

Caught?

Club players do spend a lot of time worrying about being caught in the opening, although it seems to me more common are the same old opening mistakes in the same old openings. However, it certainly can happen. Here Steve Webb ably rolls with the punch and comes back to take over the centre with his active Knights. A good example of club chess! — DR

Caro-Kann, Two Knight's Variation

1. e4 c6 2. Nc3

[2. d4 d5 3. Nc3 dxe4 4. Nxe4 is the main line approach; now 4...Bf5 5. Ng3 Bg6 6. h4 h6 7. h5 Bh7 8. Nf3 Nf6 9. Bd3 Bxd3 10. Qxd3 with good chances for equality]

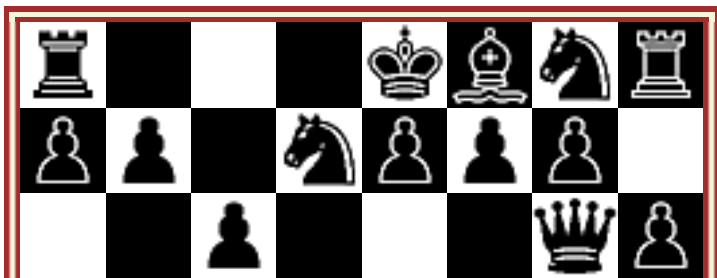
2...d5 3. Nf3 dxe4 4. Nxe4 Bf5?! [4...Bg4] 5. Ng3 Bg6 6. h4 h6 7. Ne5 Qd6!

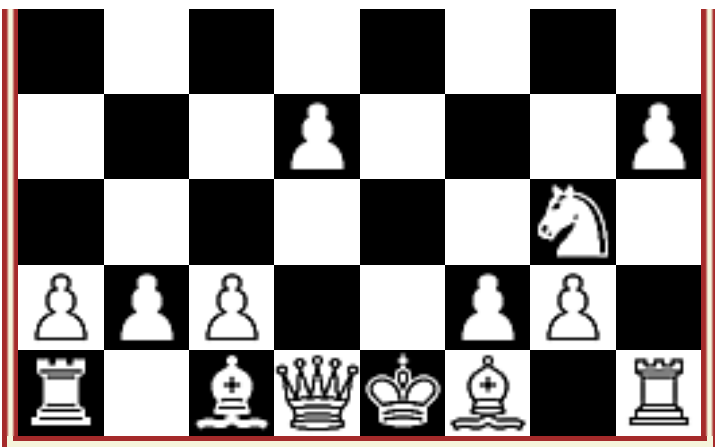
[7...Bh7? 8. Qh5 g6 9. Qf3 Nf6

[9...Qd5 10. Qxd5 cxd5 11. Bb5+ Kd8 12. Nxf7+]

10. Qb3 Qd5 11. Qxb7 Qxe5+ [11...c5 12. Bb5+ Nbd7 13. Qxd5] 12. Be2 1-0, Lasker-Muller, Zurich 1934]

8. d4 Nd7 9. Nxc6 [9. Bc4 Qb4+ Webb 10. Bd2] 9...Qxc6





White has been successful with his coup and now holds the two Bishops. In order to take advantage of this, White must play actively, deny the Knights central posts, and try to open up lines for the Bishops. In the game none of this happens.

10. Bd3 Qd6

Hoping to gain a tempo by attacking the d-Pawn " — SW — but risking loss of a tempo because of another Queen move! — DR

11. c3

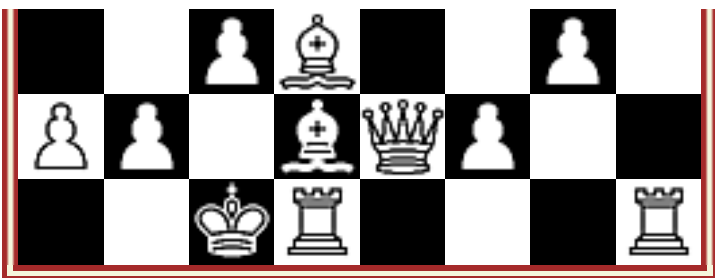
[11. Be3 idea c2-c4]

11...Ngf6 12. Qe2 e6 13. Nf5

pretty but pointless

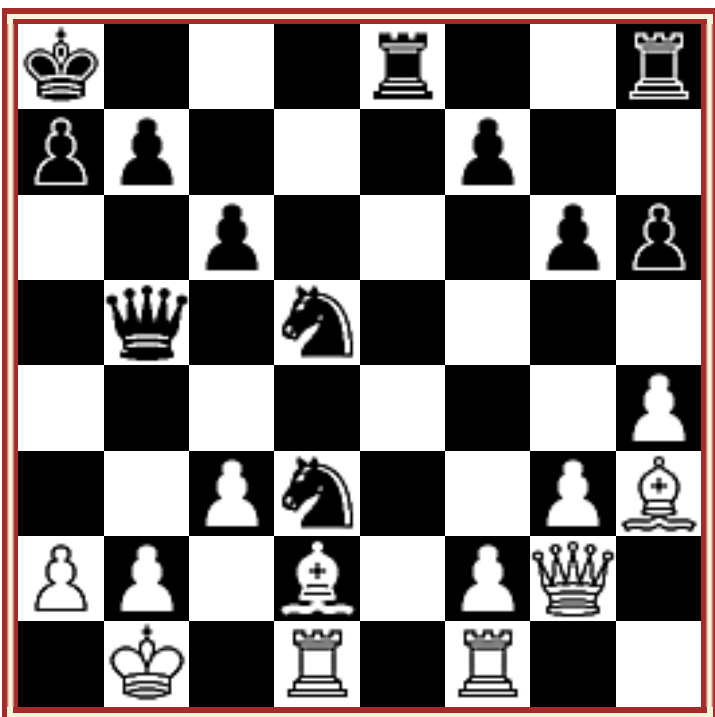
13...Qc7 14. Bd2 Nd5 15. g3 O-O-O 16. Ne3 Bd6?! 17. Nc4! Rde8 18. Nxd6 + Qxd6 19. O-O-O





White has the two Bishops but they are poorly placed. Black undogmatically opens lines to make use of his better pieces.

19...e5! 20. dxe5 Nxe5 21. Bf5+ Kb8 22. Kb1 Qc5 23. Qe4 g6! 24. Bh3 Ka8
25. Qg2 Nd3 26. Rhf1 Qb5



27. Kc2 Nxb2 28. Rb1 Qd3+ 29. Kc1 [29. Kxb2 Qxd2+] 29...Nc4 30. Rd1
Nxd2 [30...Nxc3] 31. Rb2 Nxc3 0-1

[Notes by Steve Webb and Dave Regis]

Back to [Chess Coaching Page](#)

This document (100years\100y_141.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_142.htm

@@Game Cameron,P - Towers,RC, Coddon vs. Exeter, National Club Championships, Major Plate Final, 1995

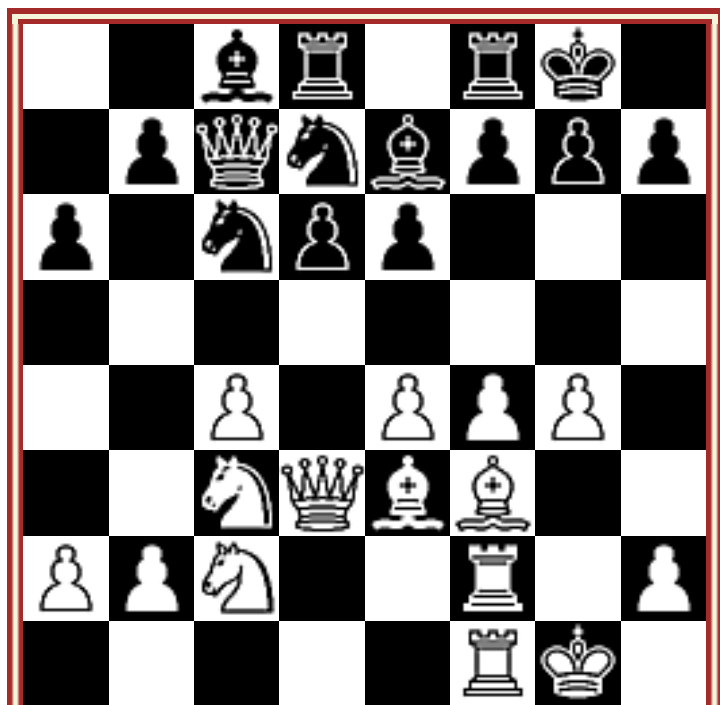
The Decider

Having been knocked out of the Cup as usual by Teignmouth, Exeter made it to the five-board final of the Major Plate in good style, due to some vigorous work on the top boards by Brian Hewson and Peter Lane. But at the Birmingham final Brian soon drew, and so did Pete on board two, and Dave on board three, and Chris on board four...Of course if Richard drew on five, we would all have to sit down again and play a half-hour game!

So how was Richard doing? His colleagues were used to seeing him in dire time trouble, but there seemed to be other problems on the board... — DR

Sicilian Defence (in effect)

1. d4 Nf6 2. Nf3 e6 3. c4 c5 4. Nc3 Be7 5. e4 cxd4 6. Nxd4 d6 7. Be2 a6 8. O-O Nc6 9. Be3 O-O 10. f4 Bd7 11. Rf2 Qc8 12. Nc2 Qc7 13. Qd3 Rad8 14. Raf1 Bc8 15. Bf3 Nd7 16. g4



Richard doesn't usually play the Sicilian but undoubtedly recognised the position as kin to the Maroczy Bind, a formation where Black often struggles for counterplay.

16...Nc5 17. Qe2 Bf6 18. e5

With hindsight, this attempt to force the issue looks too early, and possibly breaks with the wrong Pawn. But at the time I'm sure it was not easy to look at the massed White King's-side pieces without some anxiety.

18...Be7 19. b4 Nd7

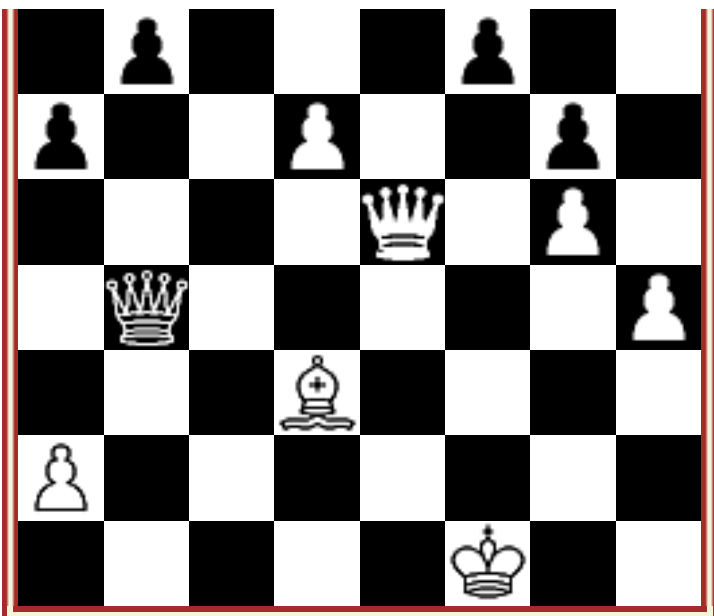


**20. exd6 Bxd6 21. c5 Be7 22. Ne4 Nf6 23. Nxf6+ Bxf6 24. Be4 Nd4
25. Nxd4 Bxd4 26. g5 g6 27. h4 e5 28. f5 Bd7 29. fxg6 hxg6 30. Rf6 Bb5**

White may have overlooked this win of the exchange; the attack certainly is running out of steam.

**31. Qf3 Bxf1 32. Kxf1 Bxe3 33. Qxe3 Qd7 34. Rd6 Qb5+ 35. Bd3 Qxb4
36. Qxe5 Rxd6 37. cxd6**





The continuing run of exchanges has left Black with a winning game, if only he doesn't let the d-Pawn through, doesn't allow a sacrifice for a perpetual check on g6 and can make the time control...

37...Qd2 38. Bc4 Qd1+??

[38...Qc1+!]

39. Kf2 Qd2+ 40. Kg3 b5 41. Bd5 Qd3+ 42. Kg4 Qd1+ 43. Kg3 Qg1+ 44. Kf3 Qf1+ 45. Kg4 Rd8 46. Qe7 Qf5+ 47. Kg3 Rd7 [47...Rc8 48. Bc6] 48. Qe8+ Kg7 49. Bf3 Qe6 50. Qc8 Qxd6+ [50...Rxd6 51. Qc5] 51. Kf2 [51. Kg4 Qe6+ 52. Kg3 Qe1+ 53. Kh3 Rd4] 51...Qh2+ 52. Ke3 Qd2+ 53. Ke4 Re7+ [53...Qd4#] 0-1

We all needed a pint after that one!

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_142.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_143.htm

@Game Willis,R - Williams,L, Dartington Congress, 1995

The Brilliancy Prize

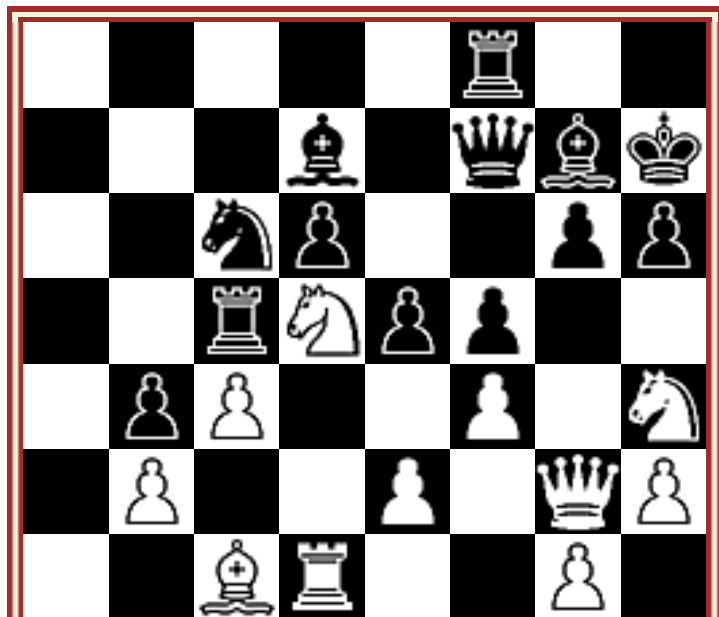
In 1993 MacGregor Buchanan instituted a brilliancy prize to commemorate the birth of his daughter Alexandra. The first winner of the Alexandra Buchanan Brilliancy Prize was Rex Willis, the longest-serving current member of the Club. — DR

King's Indian Defence

1. d4 Nf6 2. c4 g6 3. Nf3 Bg7 4. Bg5 O-O 5. Nc3 d6 6. e3 Nc6 7. Bd3

After a solid opening by White, Black tries to make progress on the King's and then the Queen's side.

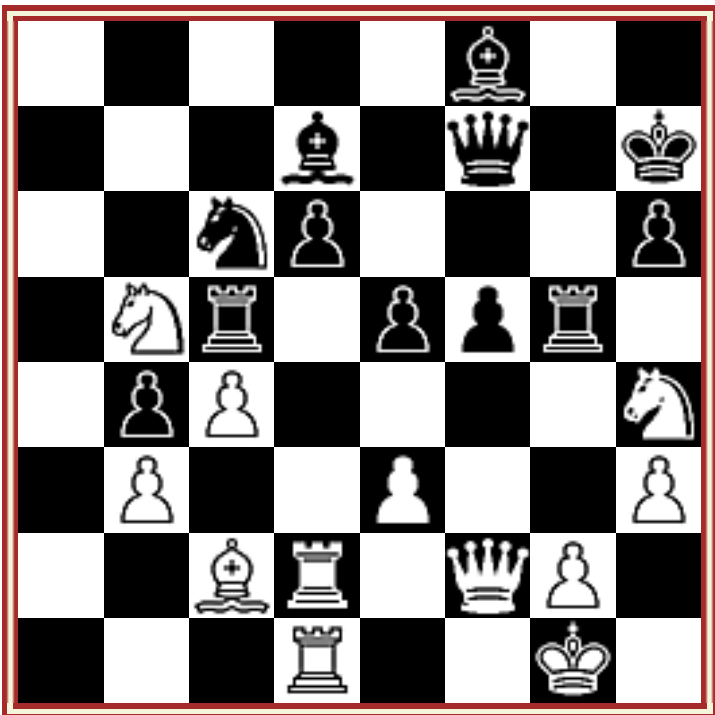
7...Bg4 8. h3 Bd7 9. O-O h6 10. Bxf6 Bxf6 11. Qc2 Bg7 12. a3 f5 13. Nh4 Qe8 14. Nd5 Rc8 15. f4 a5 16. Qf2 e6 17. Nc3 e5 18. Qg3 Kh7 19. d5 Ne7 20. Bc2 b5 21. b3 c6 22. Rad1 b4 23. axb4 axb4 24. Na4 cxd5 25. Nb6 Rc5 26. Nxd5 Nc6 27. Rd2 Qf7 28. Rfd1





The position is rather unclear, but Whites' pressure on the d-file is substantial.

28...Rg8 29. Nc7 Bf8 30. Nb5 g5 31. fxg5 Rxc5 32. Qf2

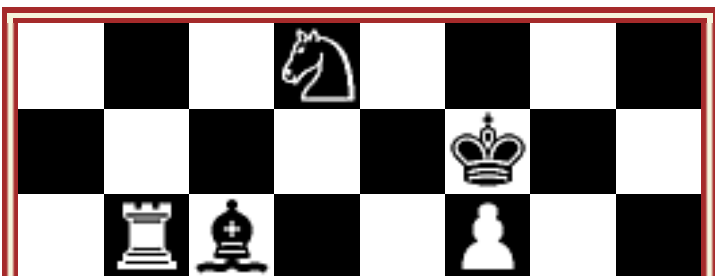


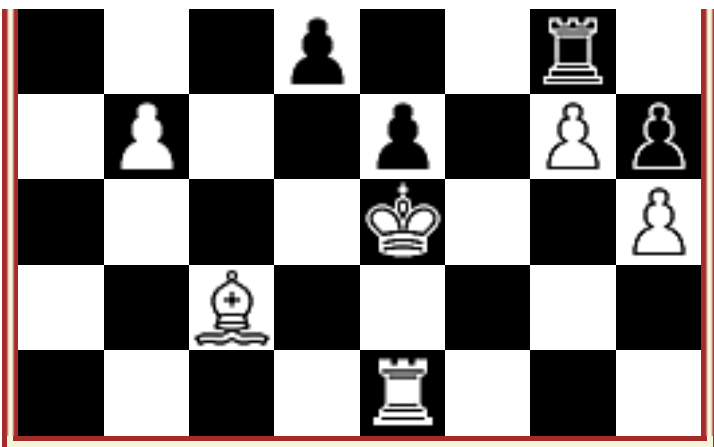
Black sacrifices the exchange to mix things up a bit; he gets a fine pair of central passed Pawns and has hopes on the King's side.

32...Rxb5 33. cxb5 Nb8 34. e4 Bxb5 35. Qb6 Qe8 36. exf5 e4 37. f6 Nd7 38. Qa7 Bc6 39. Rf1 Qf7 40. Qc7 Ne5 41. Qxf7+ Nxf7

With Queens off it's harder for Black to show that he has sufficient play.

42. Nf3 Ra5 43. Nd4 Bb7 44. Ne6 Kg8 45. Rd4 Re5 46. Nxf8 Kxf8 47. Rxb4 Nd8 48. Re1 d5 49. Rb6 Kf7 50. g4 Bc6 51. b4 h5 52. Kf2 h4 53. Ke3 Rg5





White has shored things up enough to start the counter-attack.

54. Ra1 Be8 55. Ra7+ Kf8 56. Ra8 d4+ 57. Kxd4 e3 58. Kxe3 Re5+ and resigns

...Not much of a game? What you have to know is that Rex's grade is BCF 113 and his opponent's is BCF 204)! Rex's characteristic huge grin was even wider than usual after this one...

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_143.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_144.htm

A miniature

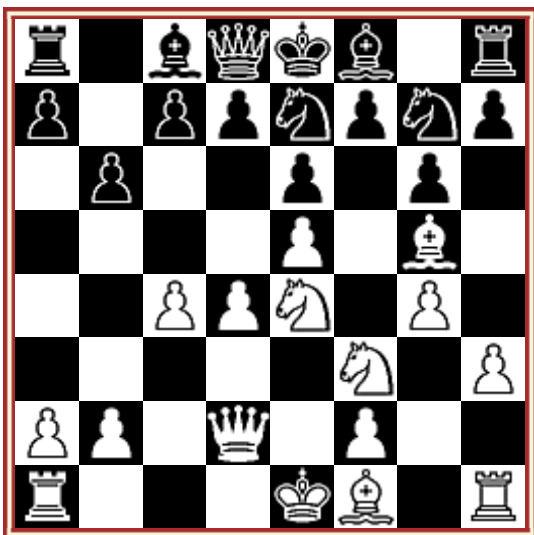
This game, played at a time control of 30 minutes each, I have shown to every club member I have been able to corner, and now it's your turn. Bob, who defeated me comprehensively in my first game after joining the Exeter club, tries a provocative opening at the fast time limit, but gets driven back by Pawns, and is mated by Knights. — DR

English Opening, Flohr-Mikenas Variation

1. c4 Nf6 2. Nc3 e6 3. e4 Nc6?!

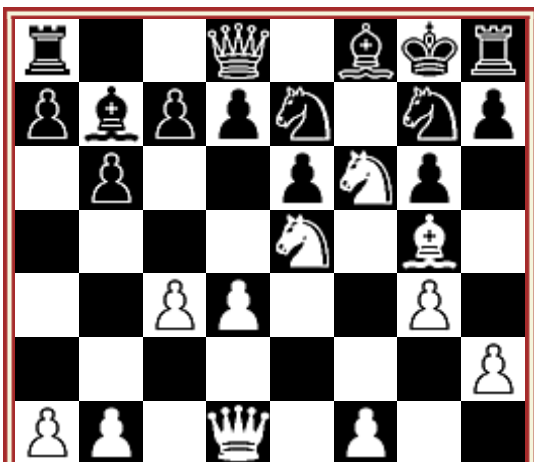
[Regis,D - Lane,PC played in the same league that year went 3...Bb4? 4. e5 Bxc3 5. dxc3 Ng8 6. Qg4 Ne7 7. Qxg7 Rg8 8. Qxh7 Nbc6 9. Nf3 d5 10. Bg5 Bd7 11. O-O-O dxc4 12. Bxc4 Na5? 13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0]

4. Nf3 b6 5. e5 Ng4 6. d4 g6 7. h3 Nh6 8. Bg5 Ne7 9. Qd2 Nh5 10. g4 Ng7 11. Ne4



11...f5 12. exf6 Bb7 13. f7+ Kxf7 14. Ne5+ 1-0

After 14. Ne5+ Kg8 15. Nf6 is mate





[variation]

[Notes by DR]

Puzzle page: Find the continuation for Dave Regis

Dave co-ordinates the weekly coaching sessions held at the club, where through mutual support and discussion we hope to lift our chess by our collective bootstraps. The notes to the sessions are published on the Internet where they have attracted favourable comment from around the world.

To give yourself some pointers as to how to improve, we wondered if readers would like to take on this set of three puzzles, taken from the files of our chief coach.



Puzzle 1

Jackson (Plymouth) — Regis (Exeter), 1993

Black seems further ahead with the Queen's-side attack than White is on the other side.

What would you play as Black here?

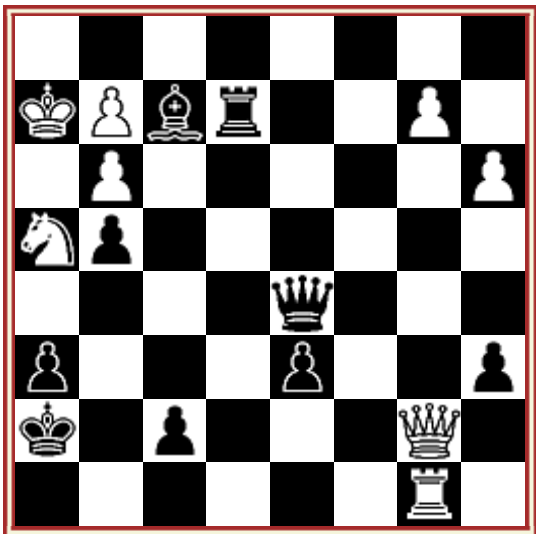


Puzzle 2

Regis (Exeter) — Walton (Teignmouth), 1996

White to play has levered open the Black King's-side by a piece sacrifice.

Can you find a decisive line for White here?



Puzzle 3

Bellers — Regis, Exeter Club Championship, 1996

While White's major pieces are at play on the Queen's-side, Black has an opportunity to make mischief on the other side of the board. But watch out, the Queen's *en prise*

Solutions:

Puzzle 1 : Black could have played here the stock mate **1...Qxa2+ 2. Kxa2 Ra6+ 3. Kb1 Ra8#** . Instead he played **1...b4** and eventually drew... poor captain Brian Hewson nearly yelped in dismay.

Puzzle 2 : White missed exploiting a pin with **1. Qh5+ Kg8 2. Qg4+** , and instead recovered the piece with **1. Qh5+ Kg8 2. Bxe6+** . I think everyone on the neighbouring boards had spotted the first line, but sadly the attack petered out... and Black even won.

Puzzle 3 : Black was distracted by the hanging Queen and actually sacrificed the Bishop on g3, which maybe should have won but Black went astray and lost... much to White's relief who was gloomily analysing the decisive **1...Re3** threatening mate in two.

Of course, **Puzzle 4** is: why does Dave bother?

[Back to Chess Coaching Page](#)



This document (100years\100y_144.htm) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_145.htm

@@Game Spiegel,J - Blackmore,M, East Devon Major (5), 1996

Opening the f-file

Mark has a vigorous and enjoyable style both with the pen and with the f-Pawn. We have used a press release or two from Mark elsewhere; here is the last-round game which brought him overall first place in our local Major tournament. — DR

Hungarian Defence

1. e4 e5 2. Bc4 Nc6 3. Nf3 Be7

[3...Nd4 Blackburne's Shilling Gambit was tempting, but with £150 at stake I felt it wasn't really the game.]

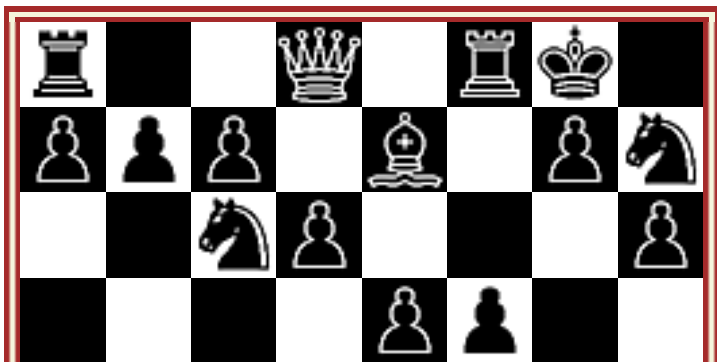
4. d3

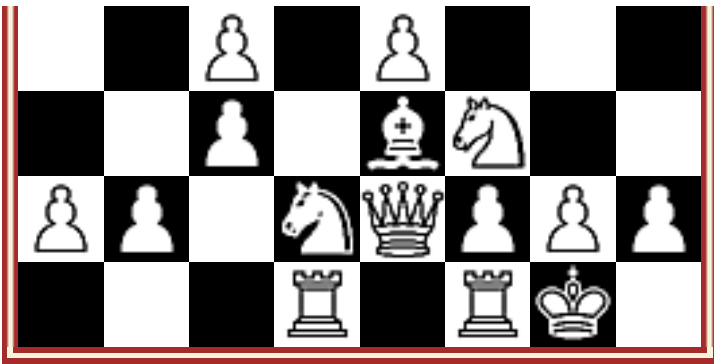
[4. d4]

4...Nf6 5. Be3 O-O 6. c3 d6 7. Nbd2 Be6 8. O-O h6 9. Qe2 Bxc4 10. dxc4

Some people would say that this move is an intelligent attempt to induce strategic weaknesses in my position. I, however, would say that this move is a pile of pants.

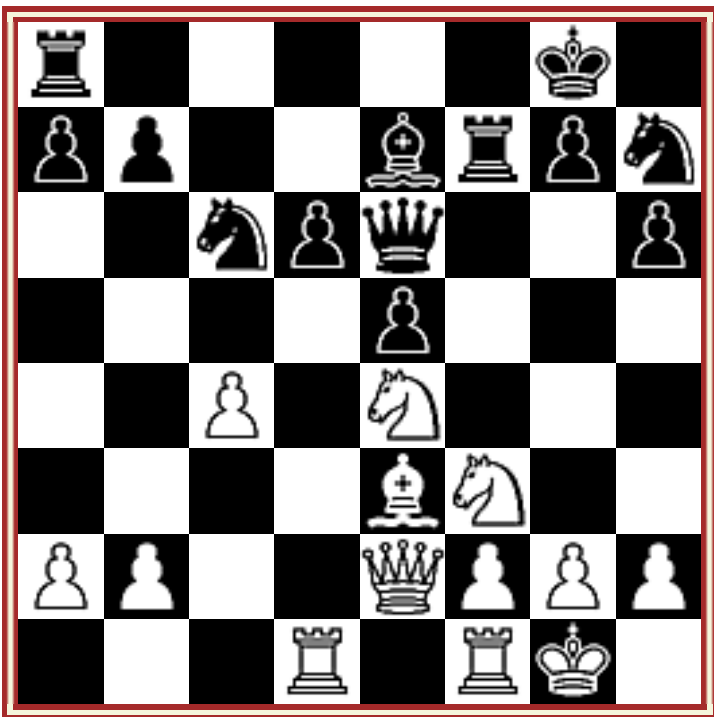
10...Nh7 11. Rad1 f5





Hey, I never claimed to be subtle.

12. exf5 Rxf5 13. Ne4 Qc8 14. c5 Qe6 15. cxd6 cxd6 16. c4 Rf7



So I can play ...Nf6 without stranding my Rook.

17. Ne1

[Impertinent note from typesetter: White starts to drift. He should pick a plan and go for it hard. This is what Black did, and is why Black won.]

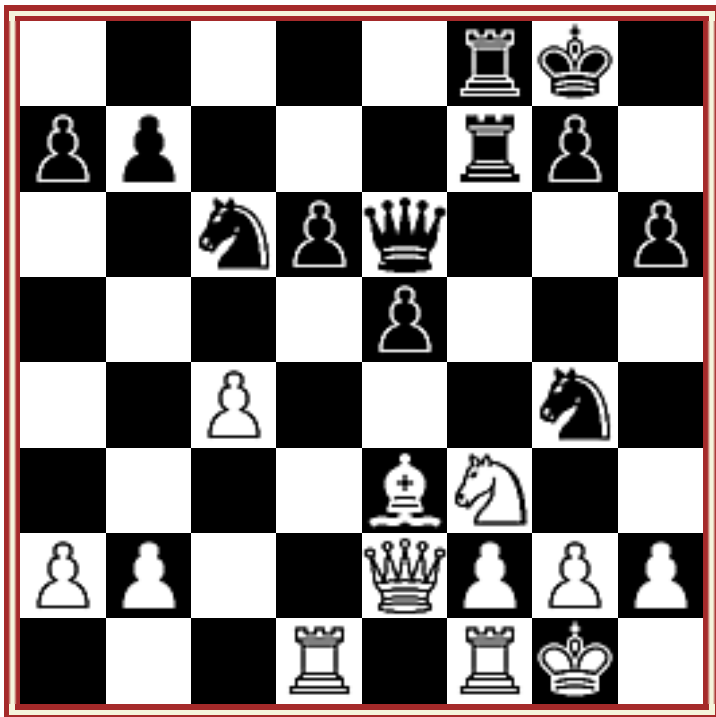
17...Nf6 18. Nc3 Raf8 19. Nd5 Ng4

Viking Chess!

20. Nxe7+ Rxe7

[20...Nxe7]

21. Nf3 Ref7

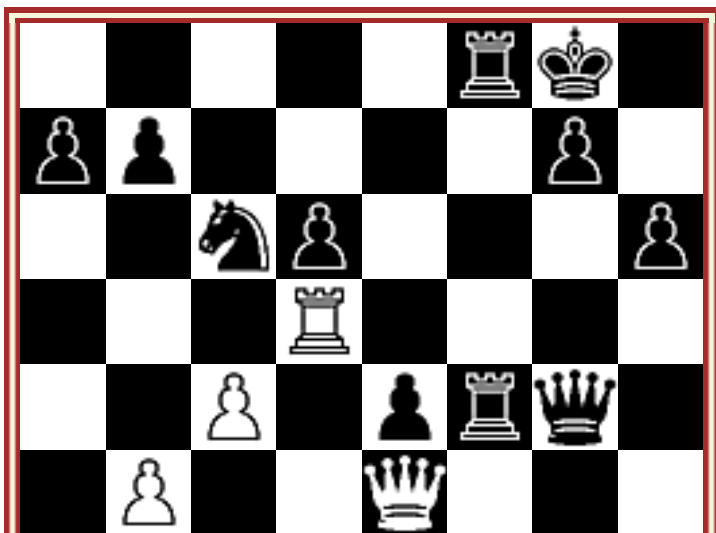


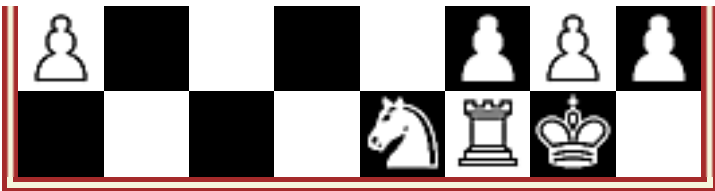
It's hard not to laugh at my transparency, but at the same time route one seems to be fairly effective. Spiegel, certainly, looked anxious at this point.

22. b3 Nxe3 23. Qxe3 Rf4

He offered me a draw at this move. I politely declined.

24. Rd5 Qg4 25. Ne1 e4





The final insult. White's whole plan has been based around winning my d-Pawn, and I don't even have the decency to defend it.

26. Qg3?

[Still, 26. Rxd6 is probably the best move! — DR]

26...Qe2! 27. Qc3 Rxf2 0-1

And that was that.

[Notes by Mark Blackmore]

Back to [Chess Coaching Page](#)

This document (100years\100y_145.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_146.htm

@Game Blackmore,M - Pittman, East Devon Major, 1996

Urgent measures

From the same tournament, Mark shows some of the fighting spirit that has seen him leap up the grading list these last three years. — DR

French Defence, Advance Variation

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Bd3 Bd7 7. Bc2 h6

To prevent Ng5 after ...O-O-O.

8. O-O O-O-O 9. a3 g5 10. b4?

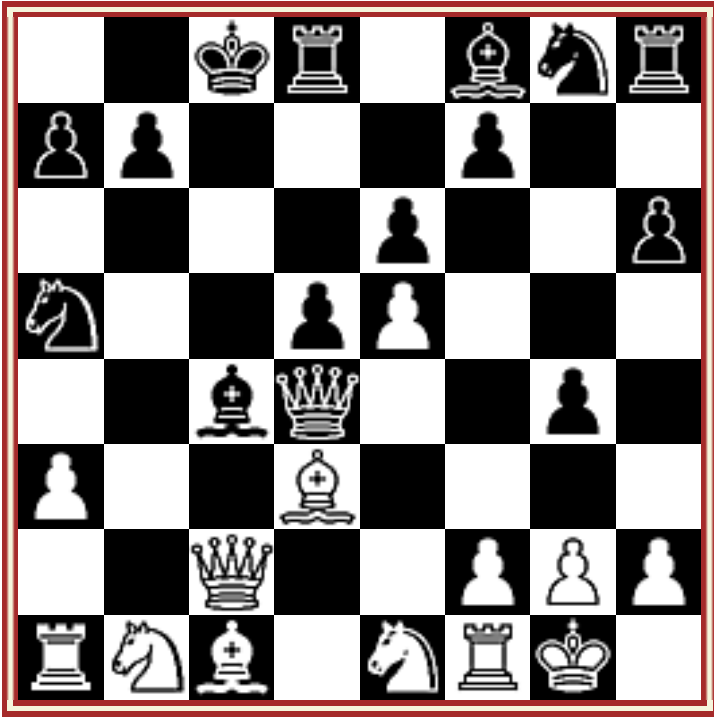


Oops. I spent ages working out why Pittman couldn't play ...Nxd4 after ...g4, Ne1, completely forgetting that he could play ...Qxd4 instead and my Rook is hanging. Desperate measures are now required.

10...cxd4 11. cxd4 g4 12. b5

[12. Ne1 Nxd4? [12...Qxd4!] 13. Be3]

12...Na5 13. Ne1 Bxb5 14. Bd3 Qxd4 15. Qc2+ Bc4



Letting me off the hook.

[15...Nc4 stops Bb2]

**16. Bb2 Qc5 17. Nd2 Kb8 18. Rc1 Rc8 19. Bxc4 Nxc4 20. Nd3 Qc7
21. Qa4?!**

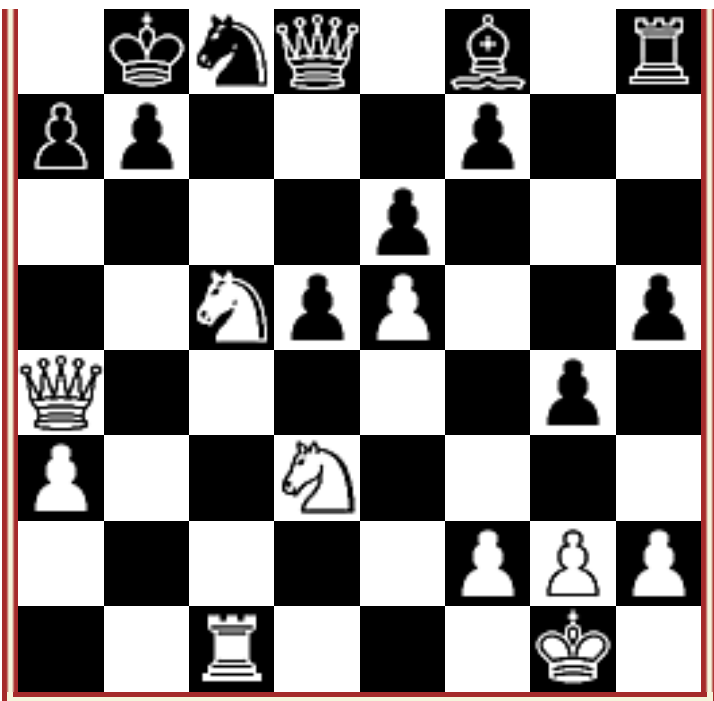
21...Nxb2

[21...Nxd2 may have been better]

22. Nxb2 Qd8 23. Nd3 Rxc1 24. Rxc1 h5

Even with two extra Pawns, Black now looks distinctly unhealthy. Still, the choice was fairly stark: win it now, or get stuffed in the endgame.

25. Nb3 Ne7 26. Nbc5 Nc8



I could hardly sit still at this point. Cheapo ahoy!

27. Nd7+ Ka8 28. Rxc8+ Qxc8 29. Nb6+ Kb8 30. Nxc8 Kxc8 31. Qe8+ 1-0

More luck than judgement, admittedly.

[...but there were some grown-up decisions taken to throw the game out of a particular 'natural' continuation — DR]

[Notes by Mark Blackmore & DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_146.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_147.htm

@@Game Alexandrowicz,S - Hill,D, National Club Championships, Intermediate Cup Final, 1996

The Margin of the Draw

A nail-biting finish to our Intermediate National Club final. We had a great time travelling to away matches and on the way back drinking toasts to our victories. The night before the final was played we all went out to celebrate Devon's victory in the County U150 competition, which we had all played in. And just before the start of the Final game, Ian Taggart changed into his lucky chess socks... — DH

English/Catalan

1.c4 e6 2.g3 d5 3.d4 Nf6 4.Nf3 c5 5.e3 Nc6 6.Nc3 Be7 7.Bg2 0–0

[7...cxd4 8.exd4 0–0 9.0–0 b6=]

8.b3 Re8

[8...b6 is probably better.]

9.0–0 Bf8!? 10.Bb2 b6 11.cxd5 exd5 12.Re1 Bg4 13.h3 Bf5 14.Nh4 Be4 15.f3 Bg6 16.Nxg6 hxg6 17.Qd2 Rc8 18.Rad1 Na5?!

[18...Bd6]

19.dxc5 Bxc5 20.Na4 Bd6 21.f4 b5 22.Bc3 bxa4 23.Bxa5 Qd7 24.Bxd5 Nxd5 25.Qxd5 Qxh3 26.Kf2

[26.Qxd6 Qxg3+ — Draw by repetition.]

26...Bc5 27.Rd2 Bb6

Playing safe. Although I was tempted by Bxe3.

[27...Bxe3+ 28.Rxe3 Rxe3 29.Kxe3 Qxg3+ 30.Ke2 (30.Qf3? Re8+–+) 30...Rc1 31.

Rd3 (31.Rd1 Qg4+ 32.Ke1 Qg1+ 33.Ke2 Qg4+ 34.Ke1=) 31...Qh2+ 32.Ke3 Qg1+ 33.Ke4 Qg2+=]

28.Bxb6 axb6 29.Rh1 Qe6 30.Qxe6 Rxe6

At this stage the match was very much alive. Richard Towers had won, but Mark Abbott had lost. Iain Taggart's position looked dodgy, but Steve Webb was a Pawn up in his game.

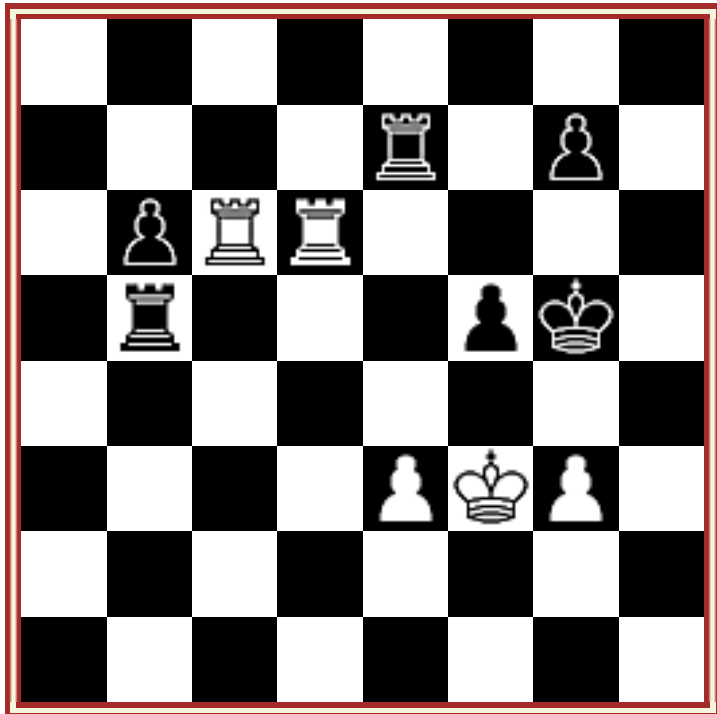
31.Kf3 axb3 32.axb3 f6 33.Rd3 Rce8 34.Rc1 R8e7

At about this stage Iain Taggart lost, despite the socks. We were 2–1 down, but Steve Webb had the better position in his game. I offered a draw, knowing that on board count Rose Forgrove would lose if Steve won his game. My opponent probably also realised this, and so decided to play on.

35.Rc8+ Kf7 36.Rb8 f5 37.b4 g5 38.fxg5 Kg6 39.b5 Kxg5 40.Rc8?

[40.Rb3 must be played in order to avoid losing material.]

40...Re5 41.Rc6 Rxb5 42.Rdd6



My King looks vulnerable and I could see Richard and Mark grimacing at my position — but I felt I knew what I was doing...(well, kind of..)

42...Rb3 43.Rg6+ Kh5 44.Kf4

The best move..

44...Rb4+ 45.Kxf5 Rf7+ 46.Ke5 Re7+ 47.Rce6?!

White must endeavour to keep both Rooks on the board.

[47.Kd5 Rg4 48.Rxg4 Kxg4 49.Rxb6 Kxg3 50.Re6 Rxe6 51.Kxe6 Kf3 52.Kf5 leads to a draw.]

47...Rxe6+ 48.Rxe6 g5 49.Kf5 Rb5+ 50.Re5 Rxe5+ 51.Kxe5

Now it's won for Black, but there is still some playing to do...

51...Kg6! 52.g4 b5 53.Kd5 Kf6 54.e4 b4 55.Kd6 b3 56.e5+ Kf7 57.Kd7 b2 58.e6+ Kf6 59.e7 b1Q 60.e8N+

[60.e8Q Qb5+ 61.Kd8 Qxe8+ 62.Kxe8 Ke5 63.Ke7 Kf4 64.Kd6 Kxg4 65.Ke5 Kf3]

60...Ke5 61.Ke7 Qb7+ 62.Kf8 Kf4 63.Nf6 Qc6 64.Kg7 Qxf6+

[Notes by Dan Hill]

BCF Team Championships, 1996: Intermediate final

| | | |
|-----------------|-------------|------------------------|
| Exeter | vs. | Rose Forgrove, Leeds |
| D Hill (142) | 1-0 | S Aleksandrowicz (149) |
| I Taggart (145) | 0-1 | AG Williamson (147) |
| S Webb (146) | 1/2-
1/2 | M Round (145) |

| | | |
|----------------|-----|-------------------|
| R Towers (143) | 1-0 | IM Thackray (137) |
| M Abbott (139) | 0-1 | T Wheldon (129) |

Exeter won on board count, and Ian never wore his socks again.

Back to [Chess Coaching Page](#)

This document (100years\100y_147.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_148.htm

@@Game Saqui,D - Hill,D, Spectrum Premier (5), Torquay, 1996

The Last Round

This game clinched the Spectrum Premier tournament at Torquay. Although I entered the Major, I had been brought into the Premier to make a six-player all-play-all. But in the last round, I found myself in the sole lead with 3/4... — DH

Pirc Defence, Byrne Variation

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Bg5 c6 5.f4 Bg7 6.Qd2

[6.e5 Nd5 Even-Stevens]

6...0-0 7.Be2 Re8

[7...b5]

8.0-0-0 Qa5 9.Kb1 e5 10.fxe5 dxe5 11.d5 Nbd7

The tension in the centre has been relieved somewhat. I was happy with my position.

12.Nh3 Qb4 13.a3?!

Not really necessary.

13...Qb6 14.Rhf1 cxd5 15.exd5 e4

Making room for my Knight on e5.

16.Be3 Qd8 17.Bg5 Qb6 18.d6?!

Needing a win White decides to play on.

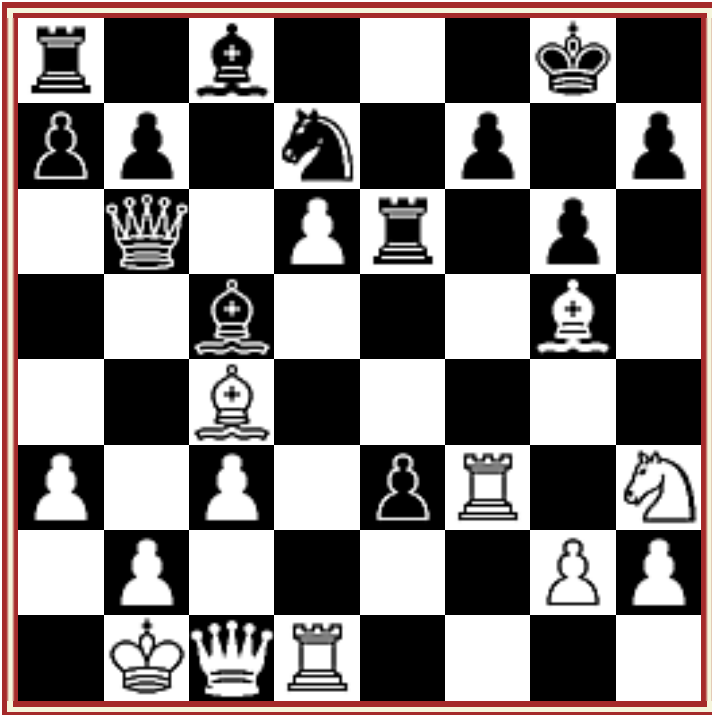
18...e3 19.Qc1 Ne4 20.Nxe4 Rxe4 21.Rf3

[21.Be7 was worth a try.]

21...Bd4 22.c3?!

further weakening his Pawns.

22...Bc5 23.Bd3 Re6 24.Bc4



24...Ne5!?

This 'felt' the right move.

**25.Bxe6 Bxe6 26.Rxe3 Bxe3 27.Bxe3 Qb3 28.Qd2 Qa2+ 29.Kc1 Bb3 30.
Qe2 Nc4 31.Qxc4 Qa1+ 0-1**

[Notes by Dan Hill]

Back to [Chess Coaching Page](#)

This document (100years\100y_148.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_149.htm

@@

Just Another Year: The Exeter Chess Club Championship, 1996-1997

— *The self-effacing Mark Blackmore, in the **Express & Echo** , Summer 1997,*
with a nod to the events of the same season's football league.

"This year's club championship was an exceptionally tense, clenched affair with that remained in the balance right to the final round.

There were eight or nine players with a good chance of taking the title, so it was all to play for as they got under starter's orders and stepped into the ring for the kick-off.

Round ONE

Defending Champion Daniel Hill makes a shaky start, narrowly defeating dark horse Steve Homer, who misses a mate in four. Wins also for Chris Bellers and Peter Tart, while Dave Regis cruises home against Jim Rosseinsky. If Exeter's club championship was the Premiership, Dave would be Arsenal, all solid strategy and defensive know-how.

TABLE: Bellers 1; Hill 1; Tart 1; Regis 1

Round TWO

First win for Peter Lane, who hands out a sound thrashing to Mark Blackmore. Peter Lane is Liverpool, better than anybody on this day, but prone to something approaching disinterest. Meanwhile, Chris Bellers, Daniel Hill and Peter Tart, while Dave Regis slips up on Steve Homer. There is a second draw for Andrew Pickering who is yet to get into gear.

TABLE: Bellers 2; Hill 2; Tart 2; Lane 1 1/2.

Round THREE

Andrew Pickering puts his first win on the board, beating Miro Popavac with minimal effort. Two clashes of titans: Dave Regis survives Peter Tart's attack to put himself back into it, while Chris Bellers drops a tight endgame to bookies' favourite Daniel Hill. Chris is like Chelsea, erratic and unpredictable, playing a game with which the English are unfamiliar.

TABLE: Hill 3; Regis 2; Tart 2; Pickering 2; Lane 2; Bellers 2.

Round FOUR

The Dave Regis recovery continues with a good win over Peter Lane. Chris Bellers falls into a slump, while Peter Tart, who is Newcastle, potentially lethal in attack but needing a big defender, hands out a sound thrashing to Mark Blackmore. Daniel Hill and Andrew Pickering draw quickly in a Caro-Kann, not really testing each other and disappointing the crowd.

TABLE: Hill 3 1/2; Tart 3; Regis 3; Pickering 2 1/2.

Round FIVE

Sadly for Daniel Hill, his season now turns into that of Blackburn Rovers, slump following championship. His loss to Peter Tart in a Max Lange is the sensation of the round. Andrew Pickering creeps stealthily on with another win, while Chris Bellers and Peter Lane soldier on manfully. Dave Regis slips and is Bellers' victim after making progress as Black.

TABLE: Tart 4; Hill 3 1/2; Pickering 3 1/2; Lane 3, Bellers 3; Regis 3.

Round SIX

Dave Regis' defeat of Bob Lee comes just a fraction too late to matter. Too late also for Chris Bellers, who hands out a sound thrashing to Mark Blackmore. Once again, if this championship was the Premiership, Mark would be Exeter City. Peter Lane plays a lovely attacking game against Daniel Hill, who misses his chance to tie for the title. In the deciding game, Peter Tart needs only a draw to win the competition, but it proves one hurdle too many against Andrew Pickering. Andy, then, is Manchester United, edging away with it at the end of the season.

FINAL TABLE: Pickering 4 1/2; Bellers 4; Lane 4; Regis 4; Tart 4; Hill 3 1/2.

Andy's best game was possibly his Round 5 slugfest with Steve Homer: see below ."

Back to [Chess Coaching Page](#)

This document (100years\100y_149.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_150.htm

@Game Lane,PCR - Heath,C, Exeter Club Championship (1), 1993

Research

I arrived in Exeter as a post-graduate student to do research towards a PhD. This was my first game in the club, and that against a one-time club champion. Luckily, I had seen Chris play the Modern Benoni in a county match, and so looked up the sharpest variation... — PCRL

Modern Benoni, Taimanov Variation

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5+ Nfd7 9. a4 O-O 10. Nf3 Na6 11. O-O Nc7

[11...Nb4 also 12. Re1 a6 13. Bf1 with Be3-f2 and e5 is also good for White.]

12. Be2 b6

of course, 12... a6 13. a5 blocks the Q-side.

Now White needs a plan for forcing e5, perhaps Be3-f2 as in the line above. Instead, I play a move more relevant in a different position!

13. f5?! Ne5 14. Nxe5

[14. Bg5 is not possible, and so White has to struggle against e5.]

14...Bxe5 15. Bf4 Qe7 16. Qe1 Bd7 17. Qg3 Rfe8 18. h4 a6

Black can afford to wait.

19. Bg4

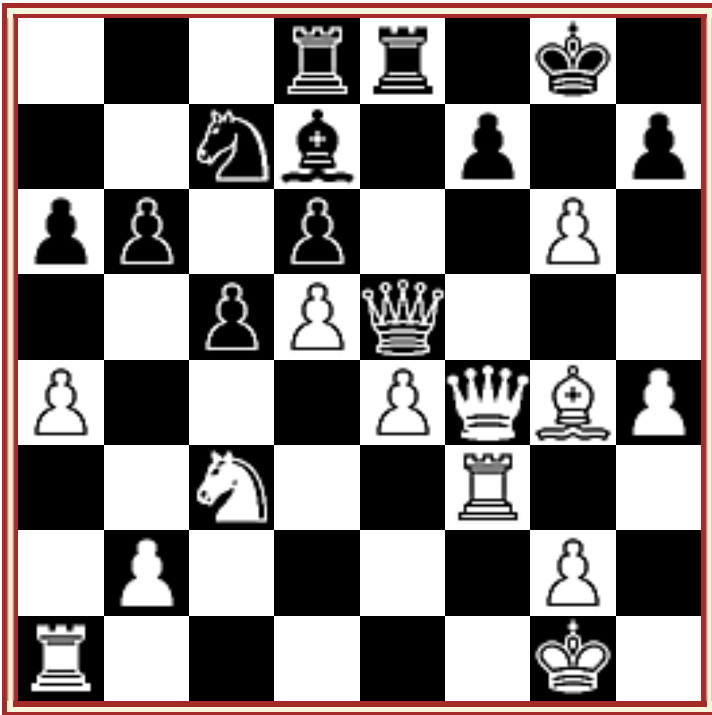
I try to swap the light-square Bishops

[19. h5? 19...Bxf4 20. Rxf4 g5 and ...f6, and White is losing]

19...Rad8 20. Rf3 Bxf4

White was planning Qf2-Raf1 and an attack down the f-file, hence Black must exchange some pieces.

21. Qxf4 Qe5 22. fxg6

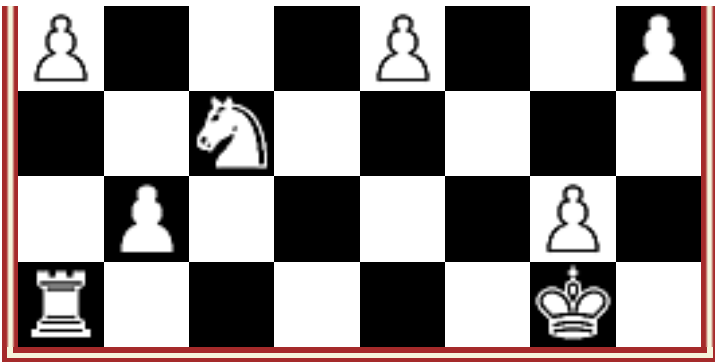


22...Qxf4?

better is [22...fxg6 23. Qf7+ Kh8 24. Bxd7 and Black regains his piece by 24...Re7 25. Qf6+ Qxf6 26. Rxf6 Rexd7 with a good endgame. Play might continue: 27. e5 dxe5 28. Rxb6 a5 when White's Pawns are weaker]

23. gxh7+ Kxh7 24. Rxf4 Bxg4 25. Rxg4 Rg8 26. Rxg8 Rxg8





White has managed to gain a won endgame from Black's blunder. Black can play on the weak e-Pawn, and try for Q-side counterplay, but with few hopes of success against a careful White.

**27. Rf1 Kg6 28. h5+ Kg7 29. Rf4 Rh8 30. g4 Ne8 31. Nd1 f6 32. Kg2 b5
33. axb5 axb5 34. Nc3 Nc7 35. Kg3 b4 36. Nd1 Nb5 37. Ne3 Nd4 38. Rf2
Re8 39. Kf4 Rc8 40. Nc4 Nb5 41. Rf1 Ra8 42. Rh1 Ra7 43. h6+ Kg6 44. h7
Rxh7 45. Rxh7 Kxh7 46. Kf5 Kg7 47. Ke6 Kg6 48. Kd7! 1-0**

[48. Nxd6?? Nxd6 49. Kxd6 c4 and Black wins!]

[Notes by Peter Lane]

Back to [Chess Coaching Page](#)

This document (100years\100y_150.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_151.htm

@Game Lane,PCR - Einarssen,EK, Exeter vs. Hafnarfjörður, Friendly club match 1995

A direct attack

My Modern Benoni preparations came into use again 18 months later, when we played a match against a visiting side from Iceland. — PCRL

Modern Benoni, Taimanov Variation

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5+ Nfd7 9. a4 O-O 10. Nf3 Re8

Not a good move. To capture the Pawn, Black would give up his Bg7 and seriously weaken his K-side, and so the Nd7 is needlessly pinned.

[Better is 10...Na6]

11. O-O Na6 12. f5!



without Ne5, Black will end up cramped. White's attack looks good.

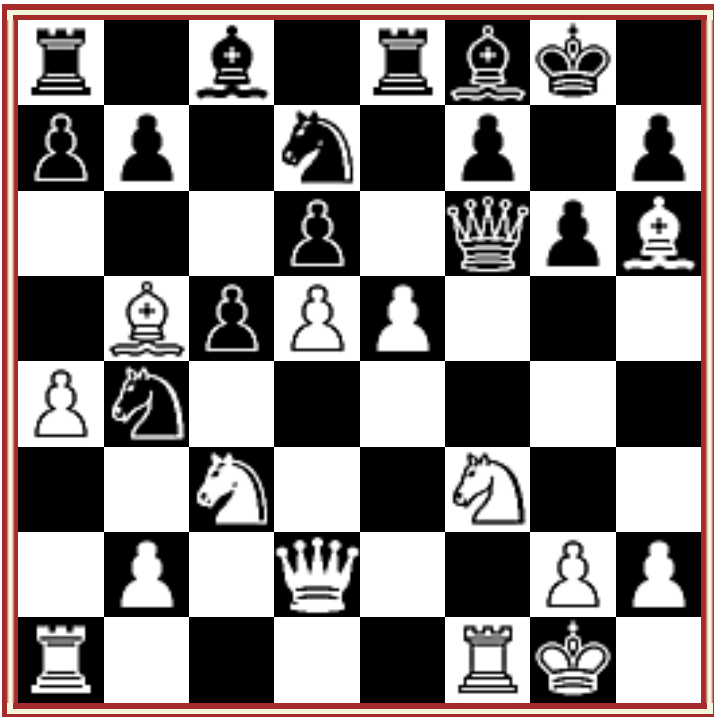
12...Nb4 13. Bg5 Qc7

[13...f6 14. Bf4 a6 15. Bc4 Ne5 16. Nxe5 fxe5 17. Bg3! leaves White a promising game: the Bg7 is blocked in, the King's-side Pawns look loose, and ...b5 is not playable.]

14. f6 Bf8 15. Qd2 Qd8 16. Bh6 Qxf6

[16...Bxh6 17. Qxh6 Qxf6 18. Ng5 Qg7 19. Qxg7+ Kxg7 20. Rxf7+ Kh6 21. h4 and White threatens to win a piece on d7 and mate on h7.]

17. e5



17...Rxe5

[17...Bxh6 18. Qxh6 Qg7 19. Qxg7+ Kxg7 20. Ng5 also wins comfortably]

[17...dxe5 18. Ne4 Qb6 19. Bxf8 Rxf8 20. Bxd7 Bxd7 21. Nxe5 with Qh6 and Nf6 +]

18. Nxe5 Bxh6 19. Rxf6 Bxd2 20. Nxd7 a6 21. Nb6 1-0

[Notes by Peter Lane]

Back to [Chess Coaching Page](#)

This document (100years\100y_151.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_152.htm

@@Game Brusey,A - Lane,PCR, Teignmouth vs Exeter, 1996

French poetry

Although Exeter are **of course** the stronger side, we have had the embarrassing experience of being routed convincingly by Teignmouth in successive years in the first round of the National Club Championship (Major section), and can only point glumly to our better record in the Devon League.

Alan Brusey has led the irrepressible first team of Teignmouth Chess Club for several years. — DR

French Defence, Advance Variation

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Bd7 6. a3 c4 7. Nbd2 f6 8. Be2 fxe5 9. Nxe5 Nxe5 10. dxe5 Qc7 11. f4



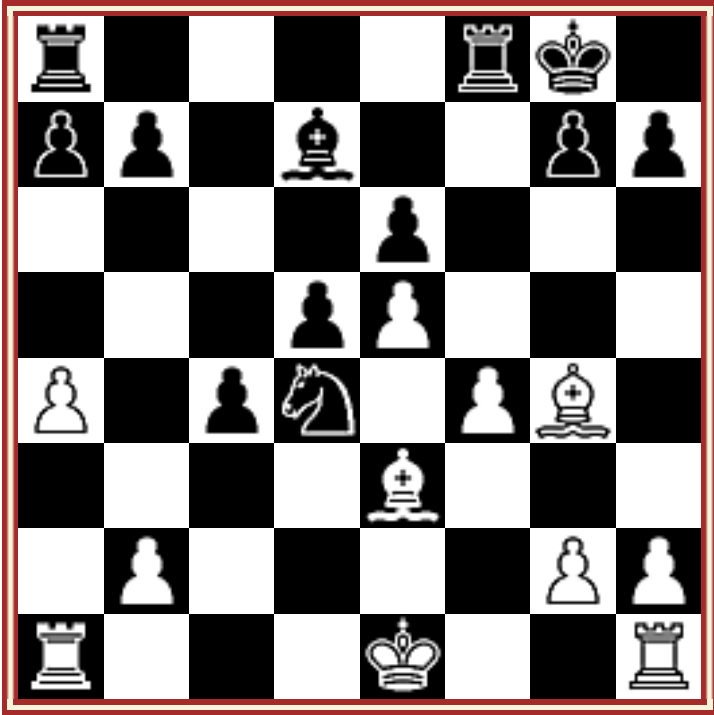
White has mishandled the opening. White tends to exchange on f6 and c5 in this line, but if he allows Black to exchange on e5, it is better to retain the

Knights. White is playing for a space advantage, and wants Black's pieces to tread on each other's toes. The last move is poor, opening up the dark squares.

11...Bc5 12. Nf3 Ne7 13. Nd4 Qb6 14. Bg4 O-O 15. a4

White is totally tied up, and is virtually reduced to King moves if he wants to maintain his Pawns!

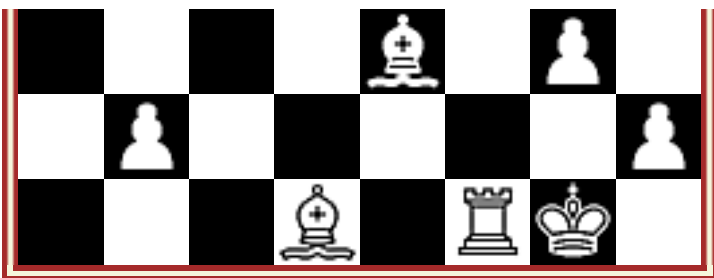
15...Bxd4 16. Qxd4 Qxd4 17. cxd4 Nc6 18. Be3 Nxd4



19. Bd1 The opening has led to an endgame with a Pawn plus for Black.

19...Nc6 20. O-O b6 21. Bf3 Nb4 22. Bd1 Nd3 23. Ra2 Rf7 24. g3 Raf8 25. a5 bxa5 26. Rxa5 Nxe5 27. Rxa7 Nc6





28. Rc7

The position has clarified, and White has a weak b-Pawn to add to his woes. Black's plan is simple, to advance the d-Pawn. It is notable that the Knight's mobility makes it the equal of at least one of the Bishops!

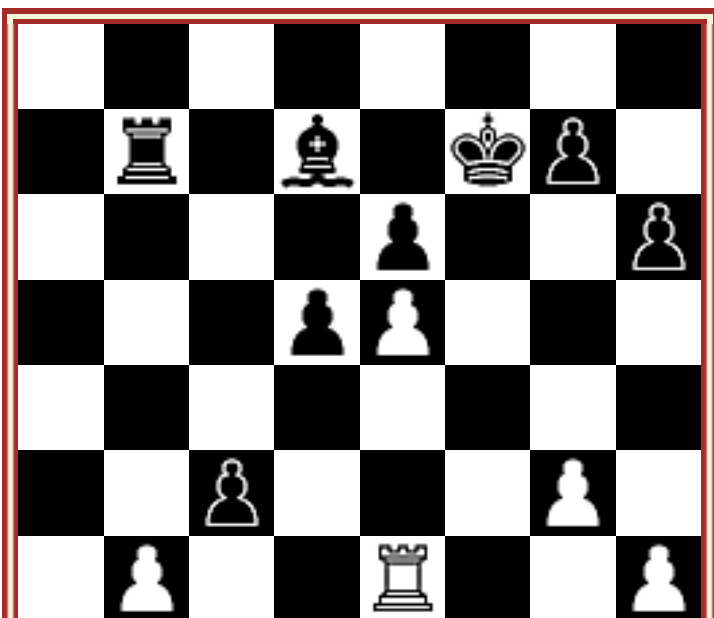
28...Rc8 29. Rxc8+ Bxc8 30. Ba4 Nb4 31. Bd4 Rb7 32. Re1 Nd3 33. Re2 Kf7 34. Bc6

A small mistake: 34. Bc2 would indirectly attack the Pawn on h7, and defend the Pawn on b2, e. g. 34...Nxb2 35. Bxb2 Rxb2 36. Bg6+

34...Rc7 35. Ba4 h6 36. Bb6 Rb7 37. Bd4

Around here, my opponent offered a draw. White has managed the best with his Bishops, but Black's preparations are now finished, and by withdrawing his Knight to c6, he will threaten the advance of the d- Pawn.

37...Bd7 38. Bc2 Nb4 39. Bb1 Nc6 40. Be5 Nxe5 41. fxe5 c3





A little tragic, but White's position was untenable. Black might further prepare the advance of his Pawns with Kf7-e7 and Be8-g6.

**42. Rf2+ Ke7 43. Bg6 Rxb2 44. Rxb2 cxb2 45. Kf2 Be8 46. Bc2 Ba4
47. Bb1 Kd7 48. Ke3 Kc6 49. Kd4 Kb5 50. Kc3 Kc5 51. Kxb2 Kd4 52. Bg6**

Every French-player's dream: the e6 and d5 Pawns with the light square Bishop carry the day!

**52...Kxe5 53. Kc3 Bd1 54. Kd3 Bg4 55. Bf7 Bf5+ 56. Kd2 Kd4 57. h4 e5
58. Bh5 e4 59. g4 e3+ 60. Ke1 Bd3 61. g5 Kc3 62. gxh6 gxh6 63. Be8 d4
64. h5 Bc4 65. Bc6 d3 66. Bf3 d2+ 0-1**

[Notes by Peter Lane]

Back to [Chess Coaching Page](#)

This document (100years\100y_152.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_153.htm

@Game Hewson,BWR (Tiverton) - Lane,PCR, 1996

Endgame battle

Brian was our esteemed President and Captain of the first team from the early 1980s until 1996, when he retired to take up membership of Tiverton Club (which was nearer his home). And so it came to pass that Peter found himself facing his former captain with the Black pieces... — DR

French Defence, Rubinstein Variation

1. d4 e6 2. e4 d5 3. Nc3 dxe4 4. Nxe4 Qd5 An on-the-spot decision to avoid any preparation of my opponent! **5. Nc3 Bb4 6. Qg4**

Black has some problems here. After the game I decided that Black could get a good position by

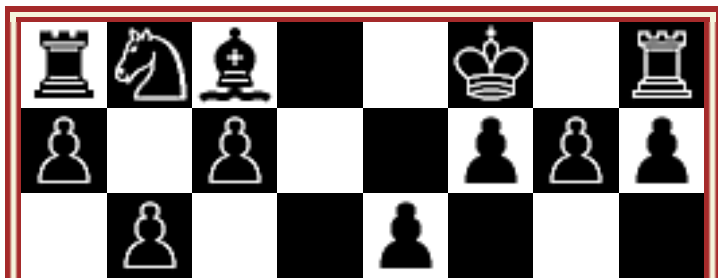
[6...Ne7 7. Qxg7 Rg8 8. Qe5 [8. Qxh7? Rxg2!] 8...Nc6 9. Qxd5 Nxd5 10. Bd2 Nxd4 11. O-O-O Nxc3]

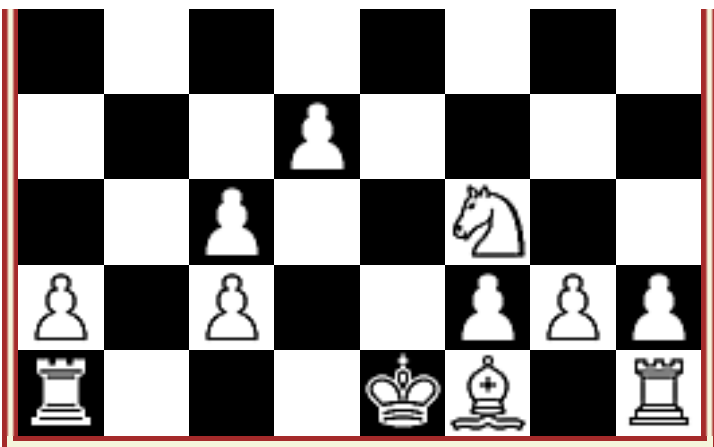
But at the time I decided Black must play:

6...Kf8 7. Nf3

[7. Bd2 would force 7...Bxc3 8. Bxc3 and a superior position for White.]

7...Nf6 8. Qf4 Qe4+ 9. Qxe4 Nxe4 10. Bd2 Nxc3 11. Bxc3 Bxc3+ 12. bxc3 b6





13. Ne5 Nd7

Black has prospects of attacking the d4-c3-c2 cluster, for example, after ...c5: dxc5 leaves doubled Pawns, but if ...cxd4:cxd4 Black can use his Rooks on the c-file, jumping over to a2 as appropriate. White's attempt to gain play against f7 leaves e5 as a further weakness.

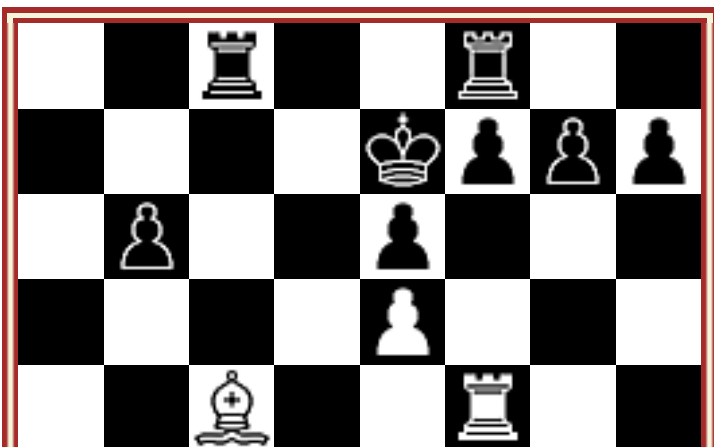
14. f4 Nxe5 15. fxe5 Ke7

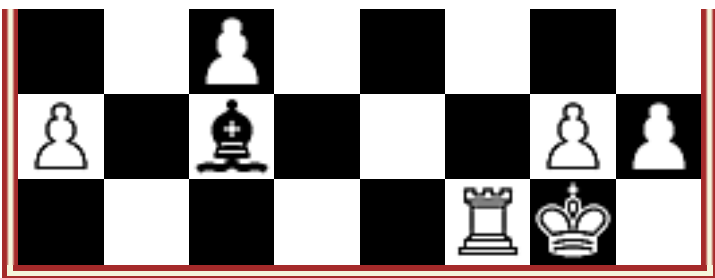
[15...Bb7 restraining White's Bishop was possible, but I wanted the option of Ba6 if White should play c4.]

16. Bc4 Bb7 17. O-O c5 18. Rf2 Be4 19. Raf1 Rhf8

Black begins his counterplay. ...Bg6 was not playable, due to g4-h4- h5 making it a target. The Bishop's role is an aggressive one. Black's threat is ...Rac8...cxd4 and if Bb3/b5 the Bishop is lost or locked out of the game, hence White's next.

20. dxc5 Rac8 21. Rf4 Bxc2 22. cxb6 axb6





23. Rc1

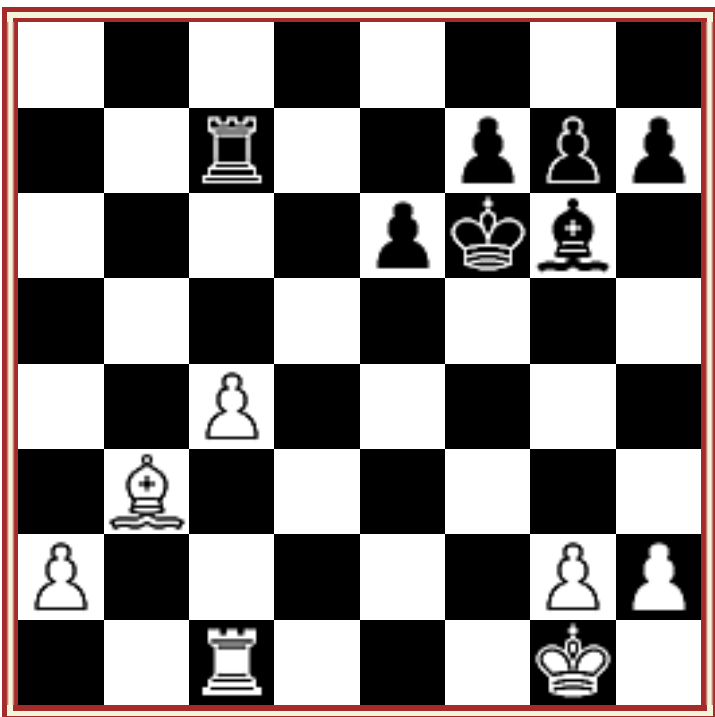
[23. R1f2 Bg6 24. Rb2 Rc5 25. Rxb6 Rxe5 26. Rb7+ Kd6 is similar to the game, though White looks more active. Black's Pawns are safe, and his King active, which makes the a- and c-Pawns vulnerable.]

23...Bg6 24. Bf1 Rc5 25. Rb4 Rxe5

Probably a mistake, 25:...Rb8 was strong, if:

26. c4 [26. Rb5 Rxb5 27. Bxb5 Rd8 and ...Rd2 harasses the Pawns] 26...Rxe5 27. c5 Rc8 28. Rxb6 Rexc5 29. Rxc5 Rxc5 and ...Rc5-c1-a1 is winning for Black.

26. Rxb6 Ra8 27. Rb7+ Kf6 28. Bc4 Rc5 29. Bb3 Rac8 30. c4 R8c7 31. Rxc7 Rxc7



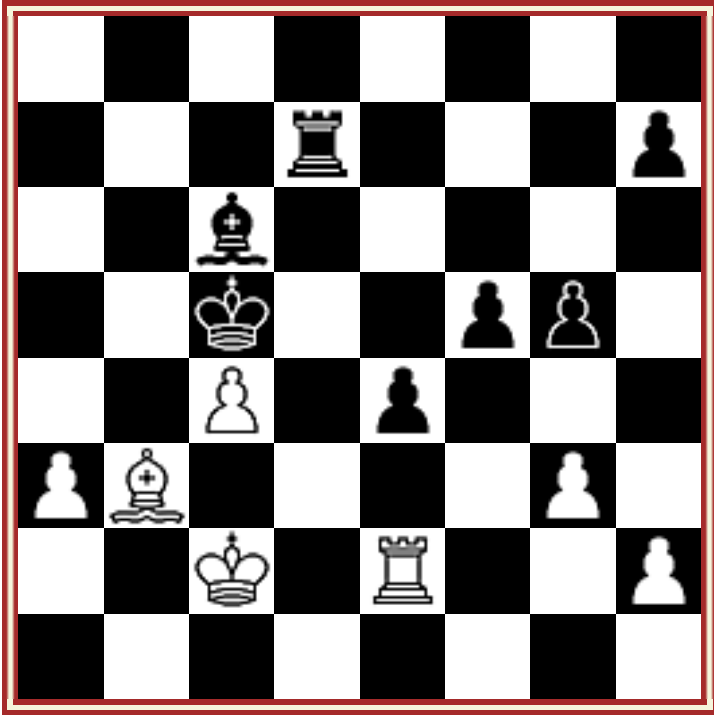
32. Re1 Ke7

White should now play his Rook to d1, and centralise his King. Instead he allows the enemy King into his Queen-side, which is fatal.

33. Kf2 Kd6 34. Rd1+ Kc5 35. Ke3 f6 36. Rd8 e5 37. Rd5+ Kb4 38. Kd2 Be8 39. Kc2 Bc6 40. Rd2 Be4+

Fortunately missing: 40...Bb5 "winning a Pawn": 41. a3+ Kxa3 42. Kc3 and 'mate!

41. Kb2 Bc6 42. g3 e4 43. Rf2 Rd7 44. a3+ Kc5 45. Re2 f5 46. Kc2 g5



47. Rf2 Rf7

Black is now clearly winning, but there was no easy way for White to stop the Pawns.

48. Kc3 f4 49. gxf4 gxf4 50. Bc2 e3 51. Re2 Bf3 52. Re1 Bh5 53. Bd3 Re7 54. Rb1 e2 55. Kd2 f3 56. Ke1 Kd4 57. c5 Ke3 58. Bxe2 f2+ 59. Kf1 Bxe2+ 60. Kg2 Rg7+ 61. Kh3 f1=Q+ 62. Rxf1 Bxf1+ 63. Kh4 Kf4 64. c6 Rc7 1-0

[Notes by Peter Lane]

Back to [Chess Coaching Page](#)

This document (100years\100y_153.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_154.htm

@Game Hill,D - Lane,PCR, Exeter Club Championship (6), 1997

Theme and variations

This was my best game of the season. It was a thematic game for the Black side in the Tarrasch system. White's premature Queen-side play was met by direct central action (16...e5!) leading to a King's-side demolition. The attack builds out of the co-ordination of Black's pieces, using the open f-file and new-found freedom of his (bad) Bishop (Bh3-g4), hounding the defenceless White King. — PCRL

French Defence, Tarrasch Variation with 3...Nf6

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 Qb6 8. Nf3 cxd4 9. cxd4 f6 10. exf6 Nxf6 11. O-O Bd6 12. Nc3 O-O



13. a3

Played after a long think. White decides to move away from established lines. (I was slightly surprised Dan hadn't prepared something here. He said he didn't want

to play the main line, 13.Bg5, which I had encountered the month before.)

13... Bd7 14. b4?!

Too early! This kind of Queen-side play is only possible after White has secured the centre, e.g.

[14. Be3 Be8 15. Ng5 Ne7 16. Kh1 Bc7 17. b4 Nf5]

14... Kh8 15. Na4 Qc7 16. Bb2

[16. Be3 e5 is still strong for Black. If]

[16. b5 Ne7 17. Bb2 Ne4 18. Rc1 Qa5 and White has many weaknesses.]

16... e5!

Black always gains at least equality with this move.

17. dxe5 Nxe5 18. Nxe5 Bxe5 19. Bxe5 Qxe5 20. Nc5?

The decisive mistake. Strange to say, but

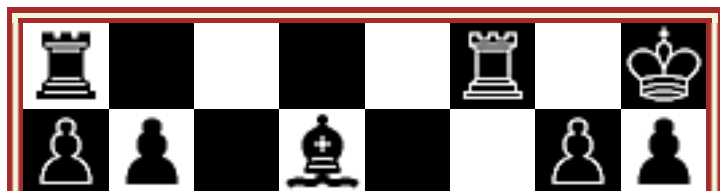
[20. Ra2 covering f2 was perhaps best. when 20... Ng4 21. g3 Qh5 22. h4 the Nf3 and Bb2 22... Qf7 with Ne5-f3 etc is promising]

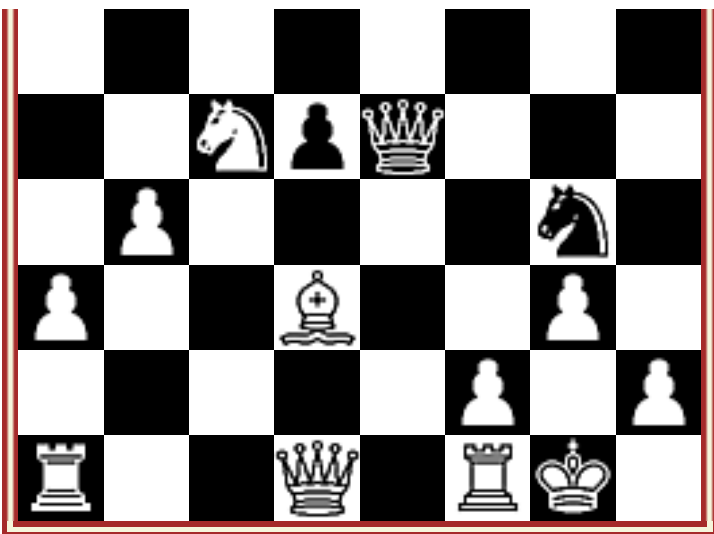
Looking at the position, we see that Black has won the fight for the e5 square, and exchanged off White's best pieces. The remaining White pieces are uncoordinated, and, in particular, his King looks naked.

20... Ng4

After 45 minutes thought! I felt White should be punished for abandoning the centre and King's-side, and indeed Black's attack now seems to win from here.

21. g3





21... Nxf2! 22. Rxf2

White could have tried:

[22. Nxd7 Qd4 23. Rxf2 Rxf2 24. Kh1 Qe3! as far as I saw: if 25. Nc5 [

25. Bc2 Qh6 26. h4 Qe6 27. Kg1 Qe3

] [

25. Bb1 Re8

] 25... b6 26. Nb3 [

26. Qh5 Qf3

+] 26... Raf8 27. Rc1 [

27. Bf1 Rxf1

+ with a won ending] 27... Rxh2+! 28. Kxh2 Rf2+ 29. Kh3 Qh6+ 30. Kg4 Qe6+ 31. Kh4 Rh2+ 32. Kg5 h6+ 'mate. . . By deflecting the White Knight, Black has time to construct a mating attack involving a further sacrifice. Note that none of White's pieces can help stave off the remaining Black Queen and Rook.]

22... Rxf2 23. Kxf2

[23. Nxd7 Qe3 24. Kh1 Rd2! which I also saw]

23... Bh3!

This 'quiet' move cost most of my 45 minutes. The Bishop covers the holes in the King's-side, and threatens two big checks. Neither alternative promises much:

[23... Qb2+ 24. Qe2 Qxa1 25. Nxd7]

[23... Rf8+ 24. Kg2]

24. Be2

[24. Kg1 then 24... Rf8 anyway]

[24. Ra2, to cover the second rank, is toughest. The trick again is for Black to upset the White Knight, and threaten both 'mate and to pick up material. In this line, though, immediate checkmate can be prevented by White:

e.g. 24... Rf8+ 25. Kg1 Qe3+ 26. Kh1 b6

[27. Na4 , then 32. ... Qd1+xa4] or if

[27. Nb7 Qe7 28. Ba6 Qe4+ 29. Kg1 Qe3+ 30. Kh1 Rf2 31. Rxf2 Qxf2 32. Qxd5

[32. Bf1 Bg4]

32... Qe1+ 33. Bf1 Qxf1#] This leaves:

27. Nb3!? I thought this might be a save, but 27... Rf2 28. Rxf2 Qxf2 29. Be4! Bg4! 30. Qg1 Bf3+ 31. Bxf3 Qxf3+ 32. Qg2 Qxb3 and Black wins the ending!]

24... Rf8+ 25. Kg1

Also losing are:

[25. Ke1 Qe3 and]

[25. Bf3 Bg4 (I calculated these and as far as 26. ... Qf2 before playing 20. ... Ng4.)]

25... Qe3+ 26. Kh1 Rf2 27. Qxd5 Qxe2 28. Rg1 Bg4! 0-1

[Notes by Peter Lane]

Back to [Chess Coaching Page](#)

This document (100years\100y_154.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_155.htm

@@Game Homer,S - Pickering,A Exeter Club Championship, 1997

On the edge of victory

"In the deciding game, Peter Tart needs only a draw to win the competition, but it proves one hurdle too many against Andrew Pickering. Andy, then, is Manchester United, edging away with it at the end of the season.

"Andy's best game was possibly his Round 5 slugfest with Steve Homer." — MB

Caro-Kann, Advance Variation

1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nc3 e6 5.g4!?

A signal of intent, certainly, but perhaps a little over-zealous.

5...Bg6 6.Nge2 Ne7 7.h4 h6 8.Be3 Nd7 9.h5 Bh7 10.f4 c5

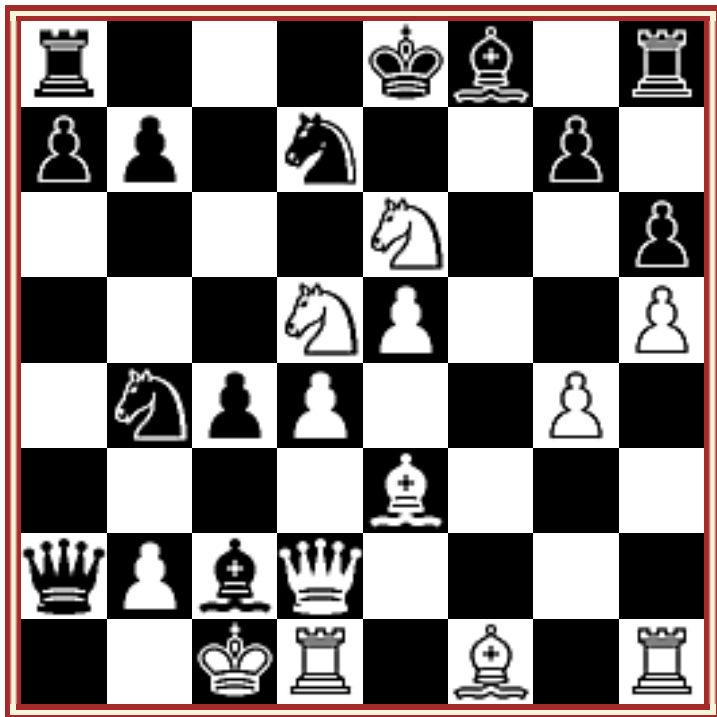


An attacking race, then, with neither side looking to have a good place to castle.

11.Qd2 Nc6 12.O–O–O c4 13.f5 Qa5 14.fxe6 fxe6 15.Nf4 Nb4

Now it hit the fan. Last chance to bottle it.

16.Nxe6 Bxc2 17.Nxd5 Qxa2



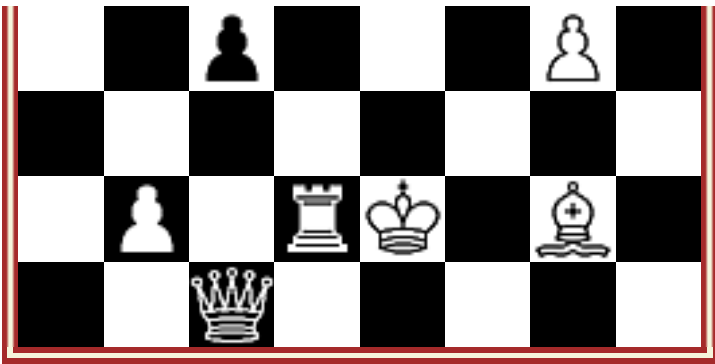
They did not chicken out! But Black's threats are more immediate.

18.Ndc7+ Kf7 19.Qf2+ Kg8 20.Bg2 Qb1+ 21.Kd2 Bxd1 22.Rxd1 Qd3+ 23. Ke1 Nc2+

White now has to give up his Queen.

24.Qxc2 Qxc2 25.Nf4 Bb4+ 26.Bd2 Bxd2+ 27.Rxd2 Qc1+ 28.Ke2 Nb6 29. e6 g5 30.hxg6 Kg7 31.d5 Raf8 32.Nh5+ Kxg6 33.e7





This looks dangerous, but Black now calmly deals with the problem, cool as the Fonz.

33...Rf2+ 34.Kxf2 Qxd2+ 35.Kg3 Qe3+ 36.Bf3 Qxe7 0-1

[Notes by Mark Blackmore]

Back to [Chess Coaching Page](#)

This document (100years\100y_155.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_156.htm

@Game Popavac,M - Jones,RH, Exeter 'A' v Exmouth, Schofield Cup, 1997

A Distracted Queen

It should be remembered that a chess game is the result of the combined effort of two players, and Black is equally the author of the game. Miro looked the more pleased, though! — TES

Sicilian, Sozin variation.

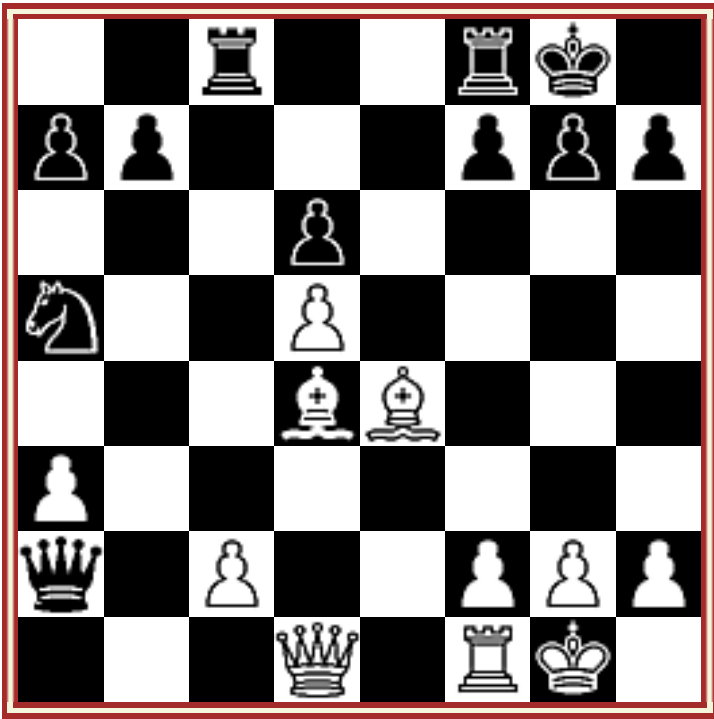
1.e4 c5

The Sicilian move, the defence offering the most chances to Black.

2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Qc7 6.Bd3 Nc6 7.Be3 e5 8.Nde2 Be6 9.Ng3 Be7 10.O–O Rc8 11.a3 Na5 12.Nh5 O–O 13.Nxf6+ Bxf6 14.Nd5 Bxd5 15.exd5 e4 16.Bxe4 Bxb2 17.Rb1 Qc3



18.Rxb2! Qxb2 19.Bd4 Qa2



That was the easy bit.

20.Bf6! Rfe8

[20...Rce8 is better]

21.Qg4 g6 22.Qf4

Black resigns

22...Re6 23.dxe6 Qxe6 24.Bd5 1-0

[Notes by Tom Stephenson]

Back to [Chess Coaching Page](#)

This document (100years\100y_156.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_157.htm

@Game Hall,RVM - Humpreys,D British Correspondence Chess Championship. 1995-97

A Gambit Variation

"Richard Hall, a 51 year old solicitor specialising in licensing law, has won the British CC Championship. Richard receives a prize of £200, the title of British CC Champion until the next championship is decided, and the British Master title for life." — Reg Gillman, **British Chess Magazine**

[Richard has since been made a judge and an International Master. — DR]

Danish Gambit

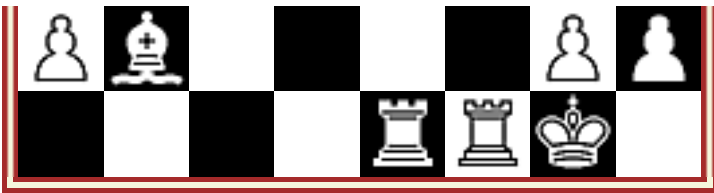
1.e4 Nc6 2.d4 e5 3.Nf3 exd4 4.c3 dxc3 5.Bc4 cxb2 6.Bxb2 d6 7.Nc3 Be7 8.Qb3 Nh6 9.Nd5 f6 10.Nf4

Much stronger than:

[10.0–0 Na5 Csom-Barczay, Hungary 1967]

10...Bf8 11.0–0 Ne5 12.Nd4 Nxc4 13.Qxc4 c6 14.Rae1 Nf7 15.Nfe6 Ne5 16.Qb3 Bxe6 17.Nxe6 Qd7 18.f4 Ng6





19.e5

This, coupled with White's next, completely breaks up Black's defensive set-up.

**19...fxe5 20.Ba3 Be7 21.Nxg7+ Kd8 22.fxe5 d5 23.e6 Qc7 24.Bxe7+ Nxe7
25.Qa3 b5 26.Rf7 b4 27.Qf3 Qd6 28.Qf6 Qc5+ 29.Kh1 h6 30.Qf4 1-0**

[Notes by Richard Hall, BCM 117 (8), pp.438-439]

Back to [Chess Coaching Page](#)

This document (100years\100y_157.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: 100years\100y_158.htm

@Game Earle,S - Havill,E, Exeter School vs. Exeter Juniors, 1997

The Next Generation

Part of the more recent activities of the club has been the re-establishment of a junior wing. The juniors have yet to win anything, but we like to think that they have inherited some of the friendly spirit of the parent club.

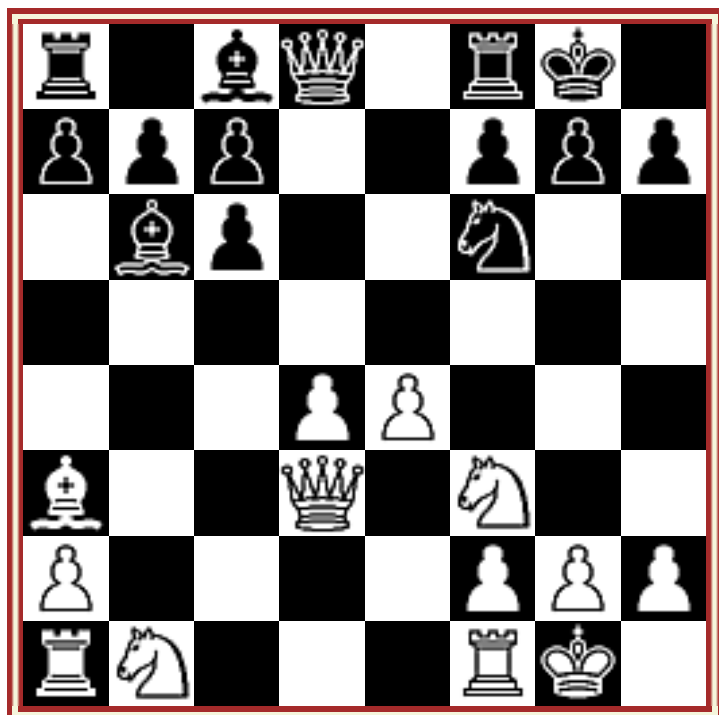
Here is Esme Havill on the **qui vive** ; Esme often has to be physically restrained from sacrificing on f7, but there is no doubt that she has realised that the aim of the game of chess is to mate the opposing King. — DR

Ruy Lopez, Cordel Defence

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. O-O Nf6 5. Bxc6 dxc6

[5...bxc6 6. Nxe5 O-O]

6. b4 Bxb4 7. c3 Bc5 8. d4 exd4 9. cxd4 Bb6 10. Qd3 O-O 11. Ba3



11...c5

[11...Re8 might be preferred, leaving the c-6 Pawn restraining d4-d5; the text move while striking at the centre may be met by 11...c5 12. D5 when the Bishop is stuck behind the Pawn]

12. Nc3 Be6 13. Rfe1 c4

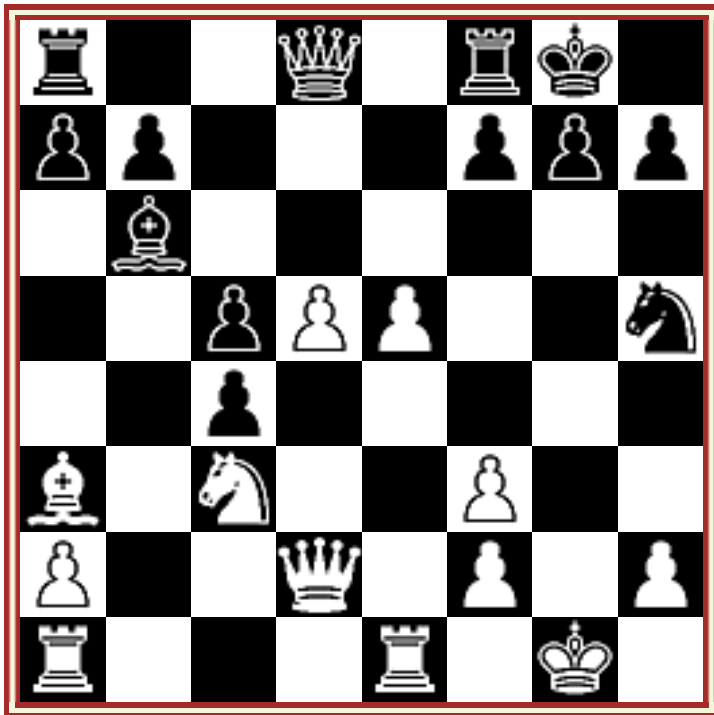
[now 13...Re8 is better met by 14. d5 c6 15. d6]

14. Qd2 c5

This just gets the Bishop stuck again.

[14...Re8]

15. d5 Bg4 16. e5 Bxf3 17. gxf3 Nh5



18. e6

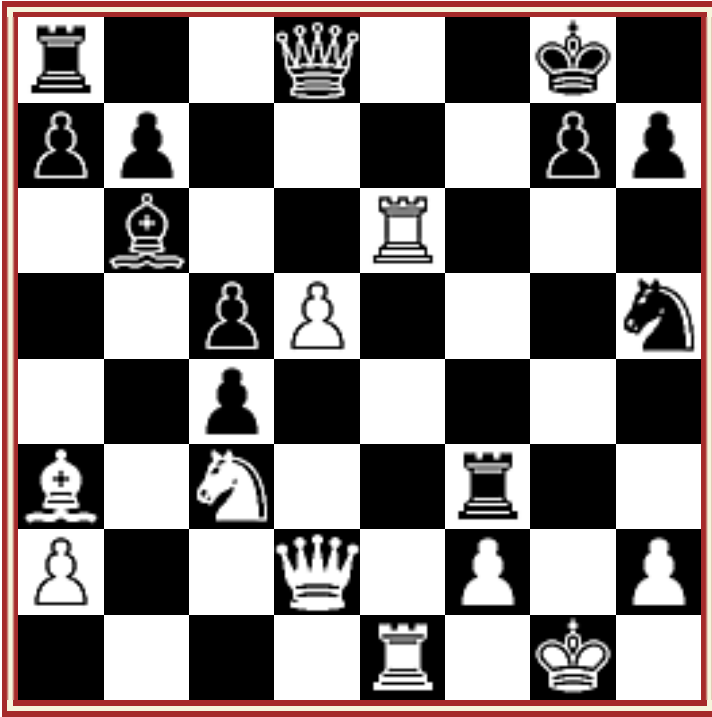
The right idea but too early; youthful enthusiasm is hard to suppress.

[18. Rad1]

18...fxe6 19. Rxe6 Rxf3

Suddenly Black has some counterplay on the King's-side.

20. Rae1

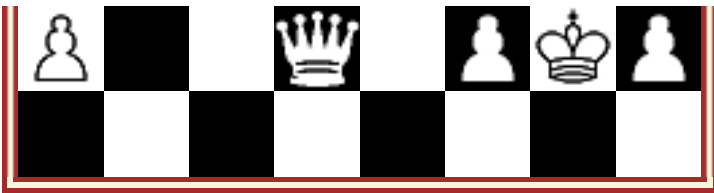


20...Qd7

[20...Qh4 21. Ne4 [21. Qe2 Qg4+ 22. Kh1 Nf4] 21...Nf4]

21. Kg2 Qf7 22. R1e3

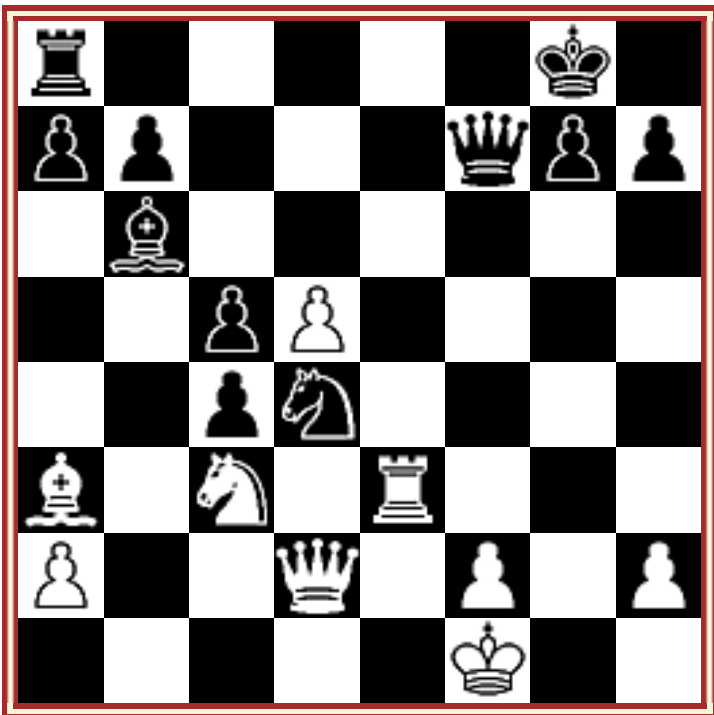




22...Nf4+!

[22...Rf8 23. Re2 Qf5]

23. Kxf3 Nxe6+ 24. Ke2 Nd4+ 25. Kf1



25...Qh5

[The perennial juniors' failing is to neglect to bring up the reserves, so I would have preferred to see 25...Rf8. Another idea is 25...Qf5 threatening the fork 26...Nc2 27. Re2 Nxa3]

26. d6 Nf3 27. Qe2?? Qh3#

0-1

[Notes by DR]

Back to [Chess Coaching Page](#)

This document (100years\100y_158.htm) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: 100years\100y_159.htm

@@

Postscript: The cultural politics of chess

Chess has an unfortunate social stigma that follows it around like a bad smell, under which we acolytes suffer. Oh, how we suffer! One of my friends leads a furtive double life, telling no-one of his secret chess activities. Another declares his chess proudly to anyone who will listen, daring them to object.

Defending chess as a hobby can be awkward. Claiming that we are just ordinary people, not sad single Woody-Allen lookalikes, has a desperately defensive air about it (" *No, wait, I like football and girls too!* "). And the actual game is nothing short of intellectual masturbation. As far as I am concerned anyone buying a book on opening theory should have it given to them in a brown paper bag, no two ways about it.

Chess is undoubtedly groovy, proof being that Casanova was a player , and he wouldn't have been half as successful with women if he hadn't learned the importance of getting your pieces out early. If you don't happen to think chess is groovy (and many may not), I'm no chess Imperialist — your Poland is under no threat from my Bishop.

The mistake is to assume that chess is a game played with 32 pieces and a board. If only it were that simple. There is your opponent, a complex person in his or her own right, members of other clubs, who are even more complex, and matches and tournaments and congresses and books and rivalries and comradeships and a great big *et cetera* . It's a huge interesting cultural world, is chess, the natural history of which would give David Attenborough enough material for a whole new series. For instance:

Retaining Perspective

It can hurt to lose a game. As you sit there, your opponent slowly crushing you despite your every effort, disappointment can turn to despair, to dislike, to hatred, to psychosis. You can be annihilated, mind, body and soul. All that you are, your self-esteem, your moral code, your intellect and finally your will to live can

crumble beneath the assault. Or you can shrug, shake hands, say "well played" and get on with your life. Up to you.

The Post Mortem:

Many players specialise in this. Many's the time I've swaggered into the congress room set aside for this sort of thing with a defeated opponent (obviously, I win constantly), only for said opponent to demonstrate conclusively how unbelievably jammy I was. How they missed fourteen wins in the first six moves alone, and how I managed to make a decent move on occasion only through a combination of blind luck and Faustian chicanery.

The Over-The-Shoulder Comment

You know who you are. These people pass by your Post Mortem, glance fleetingly at the board, and then say something like "Why didn't you do this? That wins the Queen", or "Oh, you missed a mate in five there". Aargh! Even if these suggestions are right, you are implying that in the past few seconds you have seen more deeply into the game than I have, despite sweating over it for four rotten hours, and unless your name begins with K and ends in V that is not the case! Now sod off before I brain you with your own shoes!

I have been known to overreact on these occasions.

New Laddism in Chess

Chess, which began in the drawing rooms of polite society, is now practised by all sorts, and while it is common for congresses to be non-smoking, the non-drinking chess congress is unheard-of. The drunken game of chess has a long, upstanding barely-standing history, as anyone who has seen Michael Adams prepare for a game knows. However, the demon drink has been responsible for some lesser performances. The Grandmaster, who noisily demanded late entry to a local congress on Friday night, only to lose the next morning round after some serious drinking and then withdraw, shall remain a nameless Bastard. Sadly this ungentlemanly conduct is not uncommon.

I know of one otherwise blameless member of the chess community who, having warmed up in the bar, staggered into the third round, wrote on his scoresheet "Me versus some prat", and then kept a record in the margin of how many beers he had downed. He lost at move thirty-eight, or pint seven. Shame on him. But at least it could be said that he Retained Perspective.

Back to [Chess Coaching Page](#)

This document (100years\100y_159.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

[painstakingly recreated by Dave Regis]

News, Views and Gossip

This section of Chess Scene is intended to provide a forum for news about Chess Clubs around the world, amateur events and the progress of us merely mortal chess players towards immortal heights!

[...]

Gene Thompson's Search For Great Chess, Part V

[...]

"In Part V of his series Gene Thompson explores an interesting hypothesis on why amateurs 'Force The Issue'. It's one of his best articles which certainly rings true with me. Is there a moral? Well, perhaps it is: play for a positional advantage and the tactics will look after themselves. "

[Alex Bellinger](#).

Hello from sunny Seattle!

Things are going well here; the Sonics are cleaning up in the NBA playoffs, the Mariners have slipped a little, but are still doing great, and my chess is coming along slowly but surely! Yeah, it's a little cocky placing my talent along side their's, but what the heck, it's my article! :-)

Today's topic is ... "Forcing The Issue."

I am involved with an e-mail chess match with a gentleman who wrote me in response to these articles. Among the many things we have discussed (long chained monomers, Polymer chemistry, and chess sets), the most disheartening issue was our failure to play as well as we feel we should.

In his case, one of his regular opponents can beat him despite having not studied chess at all. This opponent is an intelligent individual, but so is my friend (he's the Polymer Chemist, not me!). My friend is studying the correct chess literature: Nimzovitch, Evan's and the like. But, he still finds it difficult to hold his own! What could be his problem?!?

My case is similar. I've been studying good(?) books: Yasser Seirawan's series, and Mike Basman's openings book. But, I find it difficult, actually impossible, to beat programs I once did. What is going on

here?

Well, a couple of nights ago, it came to me. I had just been beaten by CM3000 again, and was I in a nasty mood. My wife asked if it was doing any good whining about the loss. No, but I wanted to anyway. When I calmed down, I thought about how I played the game. I didn't. Once I got past the opening, I just started moving pieces more or less randomly! I was looking for a position that contained a tactical solution, but not really doing anything to create one. The computer wasn't forcing the issue, just beating me with my own moves. Hmmm.

Here is my hypothesis: My friend and I are both afflicted with the same problem, FTI - Forcing The Issue. We have spent so much effort learning tactics from setup positions, that once we are in a real game, we try to apply our lessons to positions that don't warrant it. Subconsciously, we believe that every position has some stunning combination in it that will allow us to win. When we look for it, if it's not there (most often the case), we try to force one, causing a lost game.

When I was in college, I loved to rockclimb. The school was perfect for it. All the buildings were of rough-cut stone, so I could practice anytime I wanted (well, almost). I got so used to blowing through a few technical moves and finishing a "route," that when I got on real rock I was totally lost. The basics just weren't a part of my climbing. I could always (according to MY memory) cruise through the crux (the hardest, most technical part of the climb) but would usually blow it navigating the main route. I think I'm seeing a connection here.

Studying tactics in setup positions is a VERY necessary part of learning chess, but, knowing when to apply tactical knowledge is, at this point in my education, to me even more important. My friend's opponent instinctively makes "better" moves because my friend is making weaker moves, and so am I. Given a setup position, he would most likely find the solution much faster than his opponent. In a general position, we would both likely find a combination that wasn't there.

So, after all of this babble, what is the solution? Play more chess, learn to read a position for tactical possibilities, and let them happen (hopefully to your opponent). Easier said than done, n'est-ce pas?

Have a good one & GO SONICS!!!!

Gene

gthompson@pin-corp.com

Back to [Chess Coaching Page](#)

This document (cs116.htm) was last modified on 21 Jan 97 by

[Dr. Dave](#)

Exeter Chess Club: Blunders at East Devon

Contents

- [Introduction](#)
- [Tactical errors](#)
- [Thinking errors](#)
- [Appendix: on working with a computer](#)

Introduction

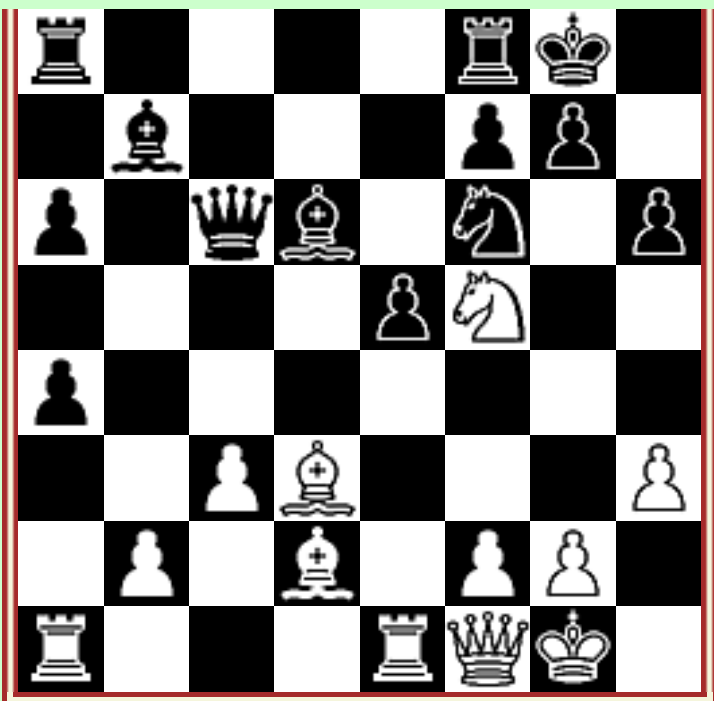
This long collection is the result of computer-searching a database of games from the East Devon Congress this year (1999). I had 222 games to analyse, courtesy of Ian George who had the thankless task of bashing them all in: 111 from the Major section (U155), and 111 from the Premier (U205). Of these, exactly half were identified by Fritz 5 as having tactical blunders (see Appendix for notes on how this was done). The 111 blunders comprised 65 from the Major and 44 from the Premier.

If you would like to repeat the exercise for yourself, you can download the games from the Premier (CBH or PGN) and Major (CBH or PGN) and compare your computer's efforts to the results of my analysis (CBH or PGN).

Having had the games marked by Fritz, I then went through the games to decide which were real blunders and which were Fritz getting its wires crossed (see appendix). The resulting list of blunders I then inspected and tried to identify (a) what tactical device was at work, and (b) if there were typical errors of thinking going on. Here's an example:

(43) Boomsma B. H. - Knight S. [C07]

Major (Round 4) **1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 Qxd5 5.Ngf3 cxd4 6.Bc4 Qd6 7.O-O Nc6 8.Re1 Nf6 9.Nb3 a6 10.Nbxd4 Nxd4 11.Nxd4 Qc7 12.Qe2 Bd6 13.h3 "Out of Book," says Fritz. 13...0-0 14.Bd3 h6 15.c3 b5 16.Bd2 Bb7 17.a4 e5 18.Nf5 Qc6 19.Qf1 bxa4**



20.Nxd6

Misses a trick.

[-0.28 Fritz 5.00: 20.Rxe5 Rad8 [not 20...Bxe5, 21. Ne7+] 21.Re7 Kh8 22.Nxd6 Qxd6 23.Re3]

Fritz assesses White's position at the end of the analysis variation as +??. When you dump the database out for printing, it unhelpfully strips all these assessments off, but they can be seen in the CBH database.

Psychologically, this is a missed opportunity. It is also a threat missed by Black, so both players made a mistake. Tactically, it's a decoy/overload combination, and two moves deep. I'm sure that Black overlooked the possibility of Rxe5, and missed it because it was a second effect of moving the White Queen from e2 to f1, defending against the mate on g2. My guess is that Brian also overlooked the possibility, rather than saw it and thought it a bad idea. Of course, I actually don't know enough about any of these games to be able to tell things like this for sure. Either player may have seen all this and more, although this begs the question why they didn't react to what they saw.

Three features dogged my research: these difficulties in *post hoc* interpretation, compounded by lack of context, and possible transcription errors. On context: some of the games I witnessed and was able to tell that one or other player was in time trouble, when some of the decisions taken might make a bit more sense. Or a player may have grabbed a draw against a higher-graded opponent. Also, I

assume that the scores are accurate. Ian did mighty battle with idiosyncratic handwriting and moves scribbled in time pressure, but there are a couple of games where I can only assume some other move was played than the one recorded. (I once found a score sheet which started: **1. e4 e5 2. Nc6 Nc6 3. Nf6 Nf6** - a player new to algebraic, I concluded.)

What I have done below is a preliminary description of the blunders - a natural history, if you like, trying to classify and count my way through the range of horrors on view. The richness of chess - even this sort of chess - really requires deeper consideration than I have been able to give it so far, so please forgive this as work in progress.

Tactical themes

Some tactics can be readily ascribed to more than one type, e.g. as above, overloading a piece defending against a fork. In these cases, I filed them under the earlier theme in the sequence.

The tactical themes found were as follows:

Left hanging:

Forks, double attacks:

Pins:

Overloading (decoys, ties):

Undermining (ties):

Unmasking (discovered attacks, jumps):

Nets (no retreat):

Mating patterns:

Queening combinations:

I suspect that these relative frequencies do not reflect their occurrence in normal play, that is, I think you are more likely to miss a fork or pin than to miss a piece hanging.

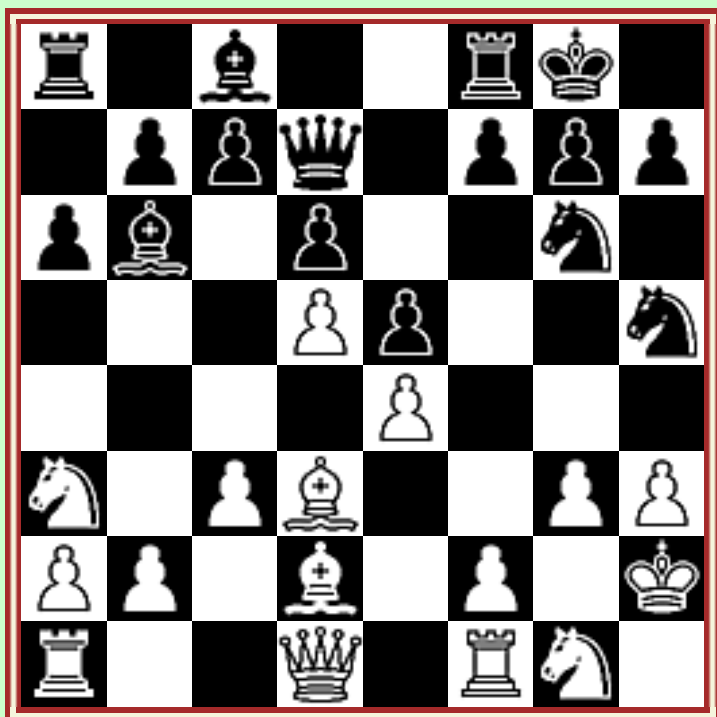
Let's see some examples, simple and more complex.

Left hanging:

(56) Dobber P. - Duckham J. [B00]

East Devon Major 1999 (5)

14.Nf3-g1



With two points: one to secure the h-Pawn...

14...Qe7 15.Qxh5

...the other of which Black missed. **1-0**

Forks, double attacks:

(6) Jukes S. - Belinfante N. [A20]

East Devon Major 1999 (1)

1. c4 e5 2.g3 Nc6 3.Bg2 Bc5 4.a3 "Out of Book," says Fritz. 4...a5 5.Nc3 Nf6 6.d3 0-0



7.Bg5 White sets himself up for a basic tactic (Knight fork 7...h6 Black didn't notice!

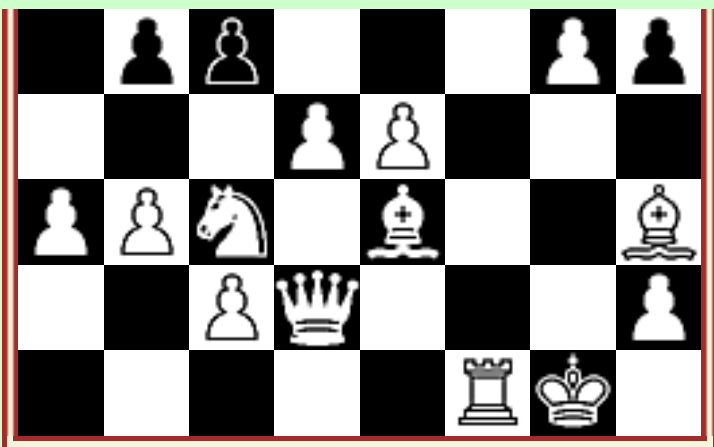
Pins:

(2) Durrant P. E. O. - Halmkin P. E. [B07]

East Devon Major 1999 (1)

21.Bh3





Black is in difficulty here but his next move makes things worse, adding a pin to the threatened discovery. In fact, White's Knight is currently pinned to the B3!

21...Nd7

[2.50 21...b4]

22.Nxg7

[1.66 22.Qf2]

22...Kxg7 23.Qf2 Qe8 24.Be6 Ndf8 25.Qf7+ Kh8

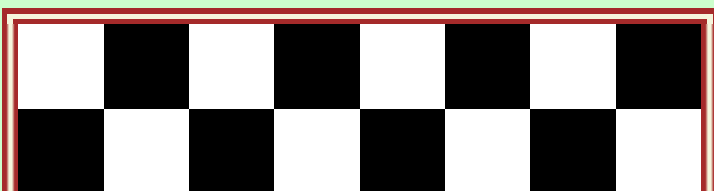
Suicide, as Black realises.

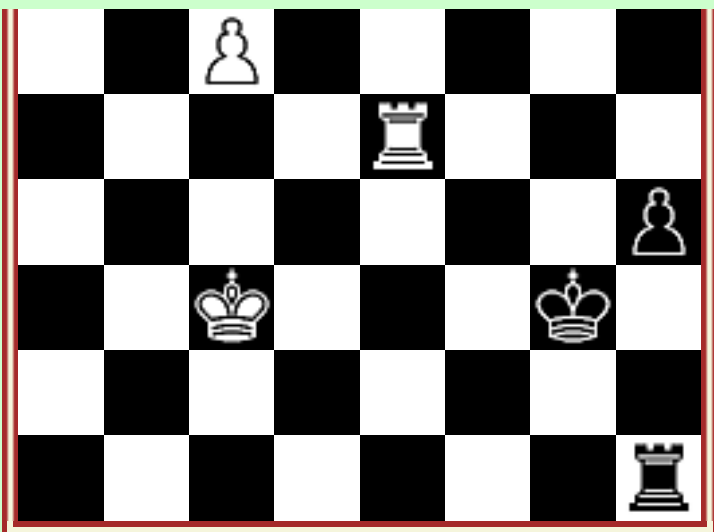
1-0

Skewer

(45) Halmkin P. E. - Wood J. Z. [C00]

East Devon Major 1999 (4)





Impeccable so far, says Fritz. Both sides overlook a standard skewer tactic. **48. Rg5+**

[-0.56 : 48.Kd2 Rf1 49.c7 Rf8 50.Ke3 Rf3+ 51.Ke4]

48...Kf3 49.c7

[-1.28 : 49.Kd2 Ra1 50.c7 Ra8 51.Rc5 Rc8]

49...Re1

[0.81 : 49...Rc1+ 50.Kd3 Rxc7 51.Rf5+ Kg4 52.Re5 Rf7 53.Ke4]

Overloading (decoys, ties):

See above, and also:

(54) Allen R. N. - Woodruff A. [C11]

East Devon Major 1999 (5)

1. e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 cxd4 8.Nxd4 Nxd4 9.Bxd4 Be7 "Out of Book," says F5.. 10.Bd3 Nc5 11.Be2 Qa5 12.O-O O-O 13.f5



13...exf5

[2.31 : 13...Bg5 14.a3]

14.b4! Qxb4

Black goes down the main line

[3.47 : 14...Qd8 15.bxc5 Be6 16.Rb1 Qc7 17.Nb5]

15.Nxd5 Qa5 16.Nxe7+

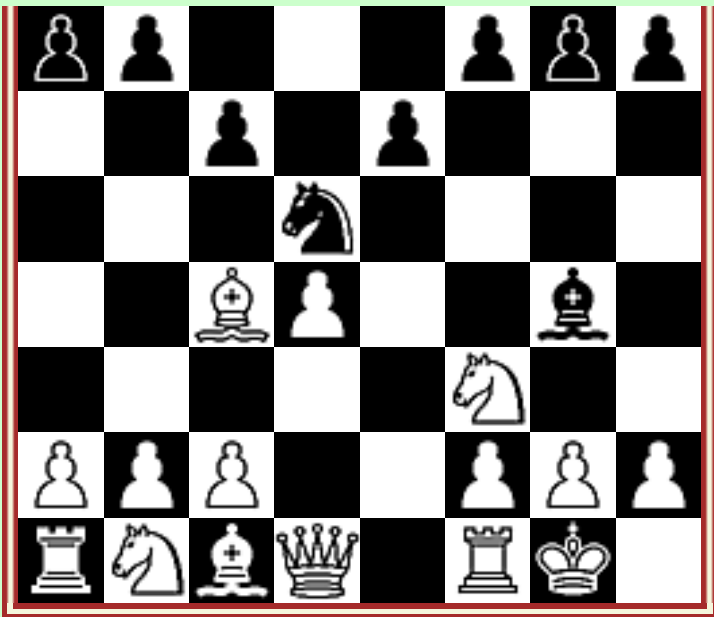
Undermining (ties):

(31) Grist P. - Sparkes D. A. [B01]

East Devon Major 1999 (3)

1. e4 d5 2.exd5 Nf6 3.Nf3 Nxd5 4.Bc4 "Out of Book," says Fritz. 4...c6 5.O-O Bg4 6.d4 e6





White makes an unguarded move - or rather, an apparently guarded one.

7.Bg5

[-2.78 : 7.Nbd2]

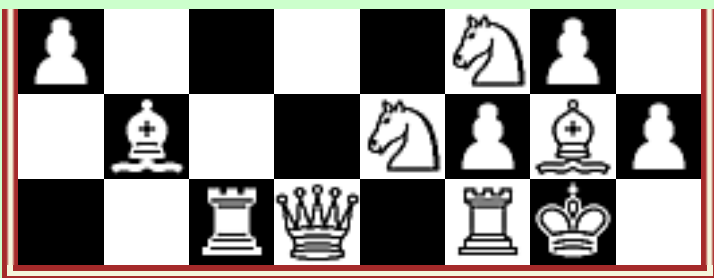
7...Bxf3 8.Qxf3 Qxg5

Unmasking (discovered attacks, jumps):

(47) Jones R. H. - Grist P. [A01]

East Devon Major 1999 (4)





18.Nc3 Overlooking a series of masked attacks.

[-0.88 : 18.Qd3]

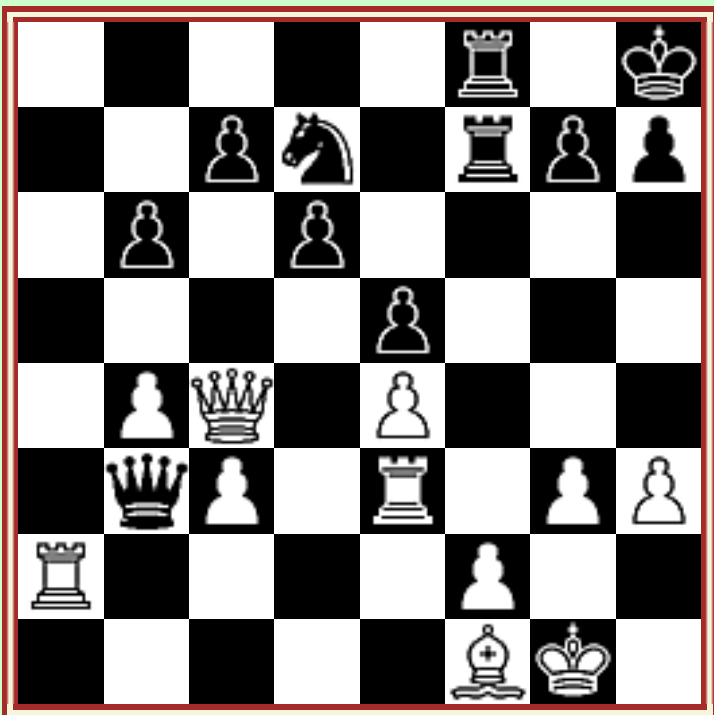
18...Nxd4 19.Na4

[19.Nxd4 Bxg2 20.Kxg2 Qxb2]

Nets (no retreat):

(93) Baer B. L. - Spink B. M. [A04]

East Devon Premier 1999 (4)



32...Qb1 This is the real blunder: can Black guarantee to get the Queen out? **33. Kg2 Nf6 34.Bd3 Qc1 35.Rc2 Qd1 36.Ree2 Nh5 37.Rcd2 Qa1 38.Ra2 Qc1**

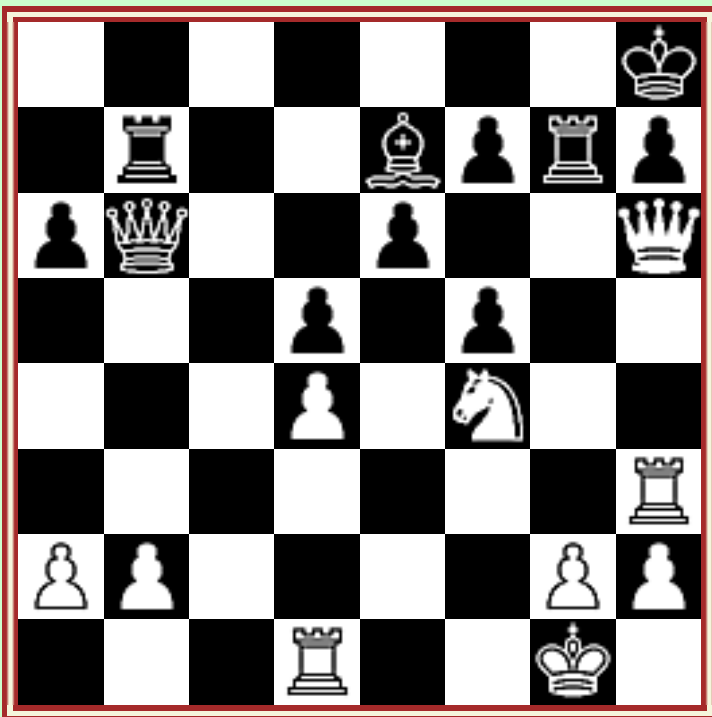
[6.63 : 38...d5 39.Qxd5 Nf4+ 40.gxf4 Qxc3 41.Rec2]

39.Qxf7 1-0

Mating patterns:

(71) Aston P. A. - Saqui D. A. J. [D00]

East Devon Premier 1999 (2)



White has at last worked up an attack. **30.Nh5** Allows Black an opportunity to chase away the Queen.

[-2.16 : 30.Rc3 Qd8 31.Nd3 Bg5]

30...Bf8 allows mate in three!

[#3 : 30...Rg6 31.Qe3 Qxb2 32.Nf4 Rg7 33.a3]

31.Nf6 Not only missing the mate, but walks into a defensive tactic.

[-5.13 : 31.Nxg7 surely the most natural move on the board! 31...Qxd4+ 32.Rxd4

Bxg7 33.Qxh7#]

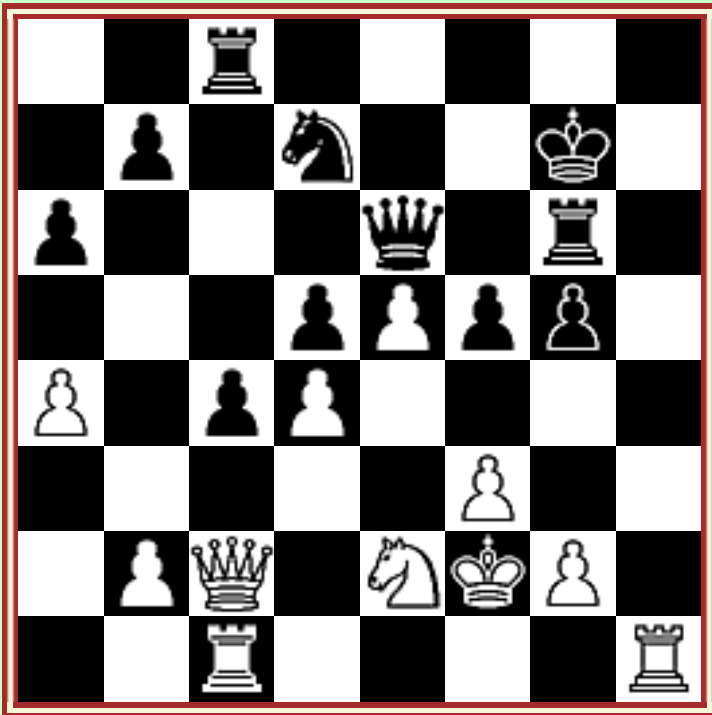
31...Rxg2+ 32.Kxg2 Bxh6 33.Rxh6 Kg7 34.Rxh7+ Kxf6 35.h4 Qxb2+ 36.Kf3 Rb4 0-1

King safety more generally was a very common theme, sometimes in more complex situations than that. Here's one I may get into trouble for:

(101) Abbott M. - Page M. C. [D35]

East Devon Premier 1999 (5)

30.Rh1



Good move! Fritz scents mate coming up. **30...Rh6**

[1.91 : 30...b5 31.axb5 axb5 32.Rh3 b4 33.Ng3 f4 34.Nf5+ Kf8 35.Rh8+]

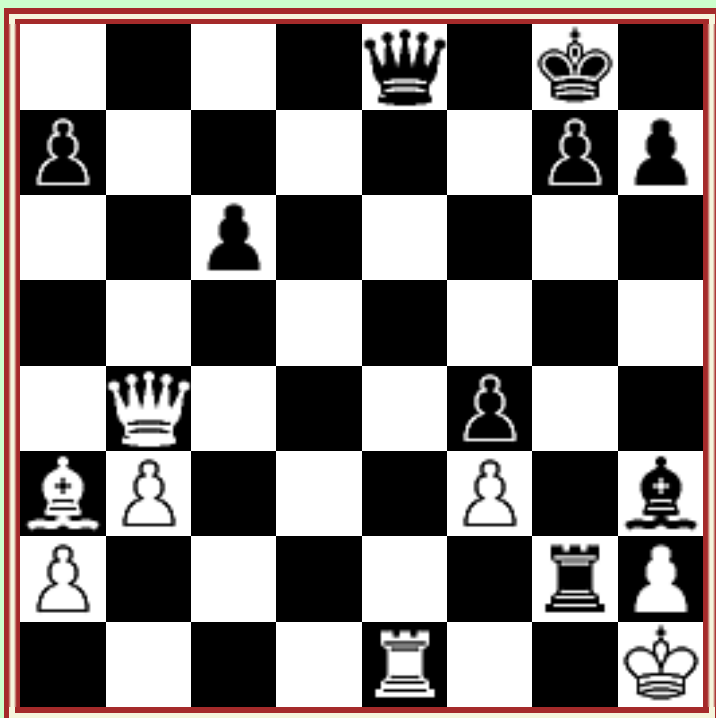
31.Ng3

[1.22 : 31.Rxh6 Kxh6 32.g4 is the way to pursue it: 32...Rf8 (32...Rh8 gives in meekly 33.gxf5 Qe8 34.Rh1+ Kg7 35.f6+) 33.Ng3 Qb6 34.Kg2 Qxd4 35.e6 fxg4 36.Rh1+ Kg7 37.Rh7+ Kg8 38.Qg6+ Qg7 39.Qxg7#]

The beginners' favourite of back rank mates made a single appearance in the register of blunders:

(76) Page M. C. - Jepps G. N. [A31]

East Devon Premier 1999 (2)



27...Re2

[4.59 : 27...Qd8 28.Qc4+ Kh8 29.Qe4 Qg8 30.Qxf4 Rxa2]

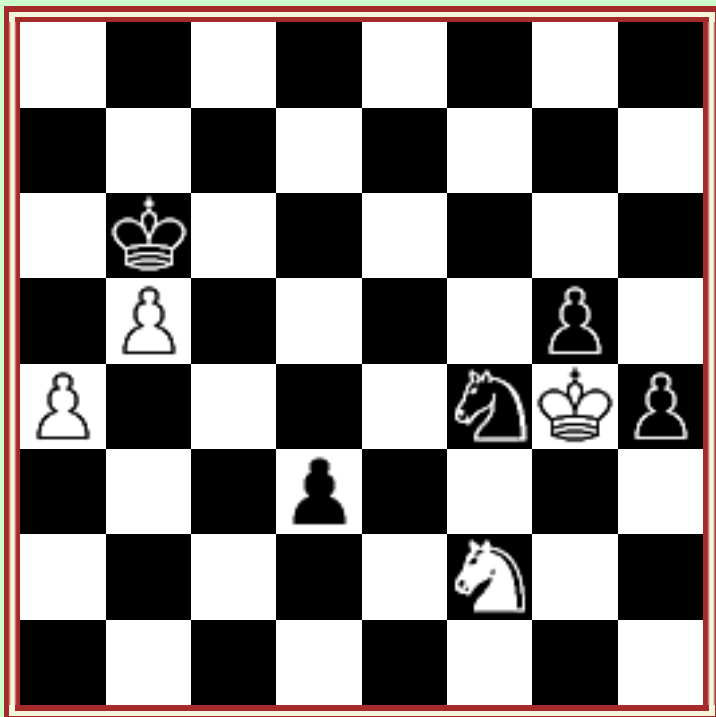
28.Qc4+

[-0.34 : 28.Rxe2 We're assuming the score is accurate, I suppose, but this looks a little better! 28...Qd8 29.Qc4+ Kh8 30.Re1 Qb8 31.Qxc6]

Queening combinations:

(102) Evans I. D. - Dunn A. M. [C41]

East Devon Premier 1999 (5)



And a final double blunder (time pressure notwithstanding):

60.Kxg5

[-4.56 : 60.Nd1 Ng6 61.Nf2 d2 62.Kf3 Nf4 63.Ke3]

60...Ne6+

[0.00 : 60...Nh3+ and White's poor Knight does the splits. 61.Nxh3 d2 62.Nf2 h3 63.Kf5 h2 64.Ke5 h1Q 65.Nxh1]

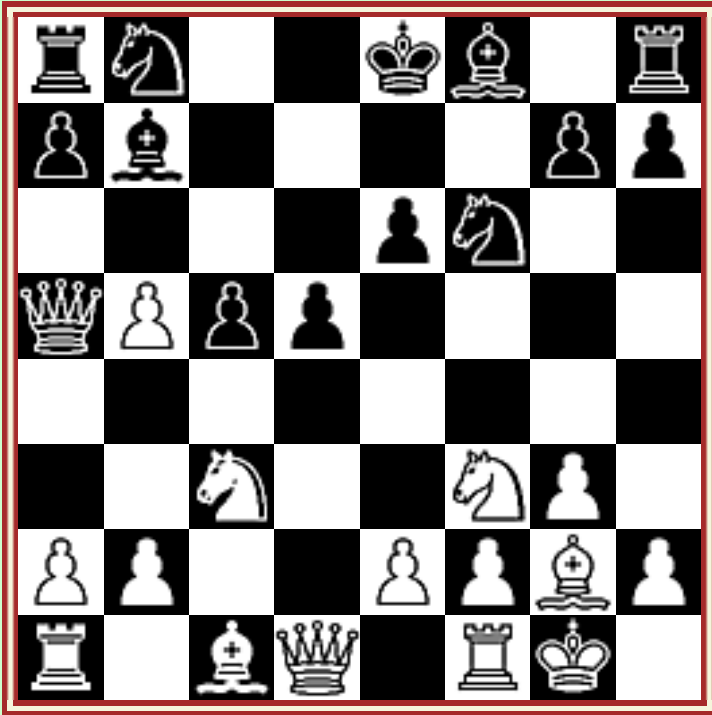
1/2-1/2

Intermezzo

(80) Dilleigh S. P. - Frost N. A. [E15]

East Devon Premier 1999 (3)

1. d4 e6 2.Nf3 b6 3.g3 Bb7 4.Bg2 Nf6 5.c4 c5 6.d5 b5 "Out of Book," says F5.. 7.dxe6 fxe6 8.cxb5 Qa5+ 9.Nc3 d5 10.O-O



10...d4 Not picked up by Fritz as an error. 11.Nxd4 Bxg2 12.Nb3

The intermezzo

12...Qc7 13.Kxg2

With another Pawn.

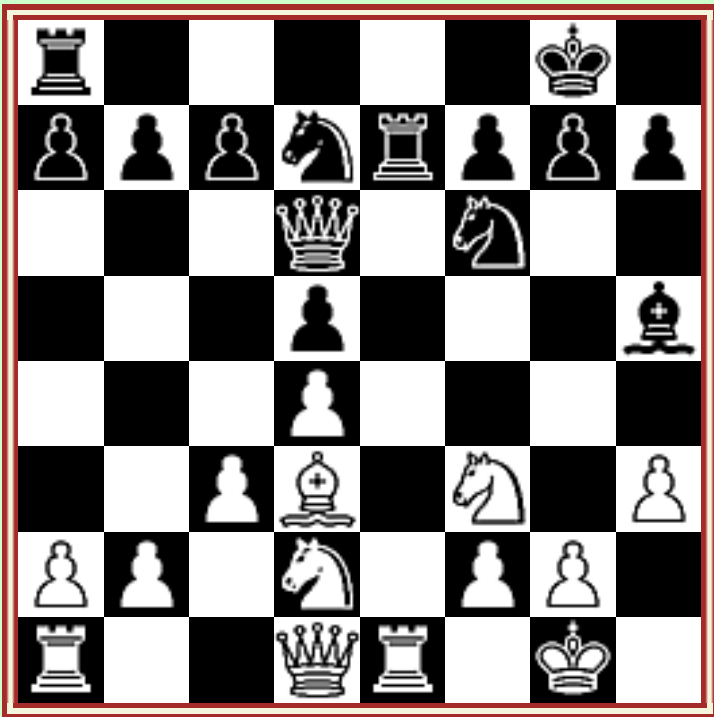
Attack and defence

Here, a failure to count:

(18) Herbert S. - Smith E. J. [C01]

East Devon Major 1999 (2)

1. e4 e6 2.d4 d5 3.exd5 exd5 4.Bf4 Nf6 5.Nf3 Bd6 "Out of Book," says F5.. 6. Bxd6 Qxd6 7.c3 O-O 8.Be2 Re8 9.O-O Bg4 10.Nbd2 Nbd7 11.h3 Bh5 12.Re1 Re7 13.Bd3



Black spurns an opportunity to get the advantage and instead gives up a Pawn.
13...Ne4

[0.88 : 13...Rxe1+ 14.Qxe1 Re8 15.Qf1 Qb6 16.Rb1 Qc6]

14.Nxe4 dxe4 15.Rxe4

Thinking errors

Missed threats

One-movers

Two-movers

Three-movers

Missed opportunities (i.e. missed threat, opportunity not taken)

One-movers:

Two-movers:

Three-movers:

Oversight/natural moves in normal positions

Failure of nerve/Bluffed

Failure of analysis

Bad moves in bad positions (the frying pan problem)

Slack moves in good positions (incisiveness)

Errors of judgement not analysis (Positional errors)

Time trouble

Missed threats

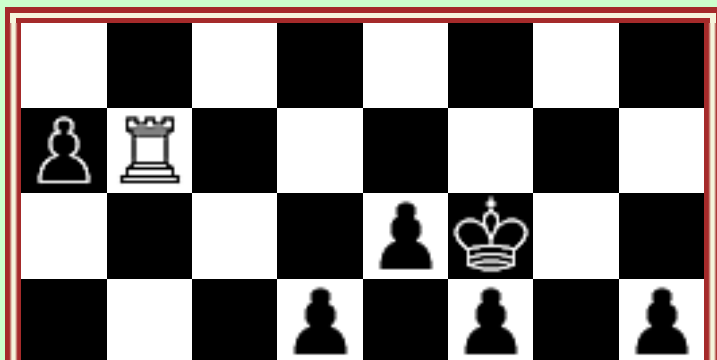
When our mind is on higher things, we can be laid low. Here's a few missed mates:

One-movers

Candidates for blunder of the tournament must include any one-move oversights. We had more than piece left hanging and more than one mate in one.

(53) Whelan G. - Rogers D. R. [D01]

East Devon Major 1999 (4)





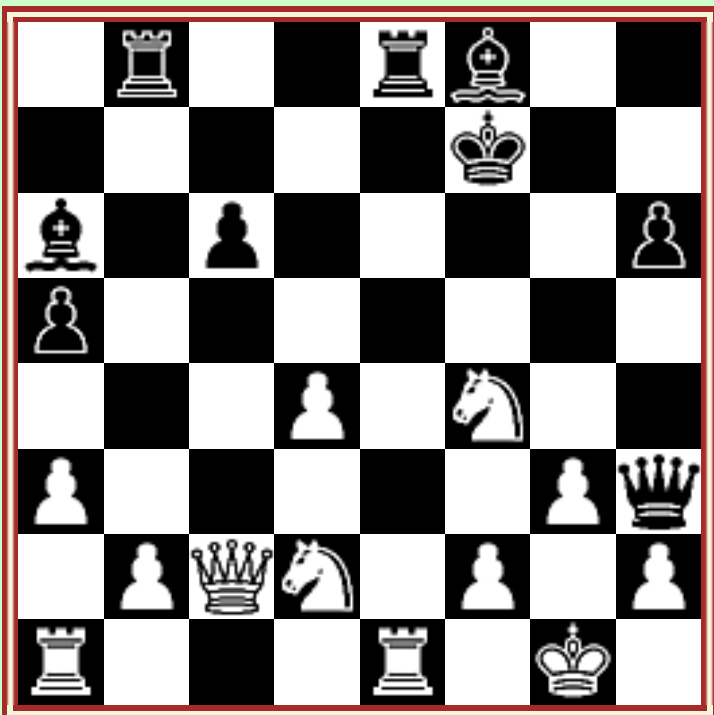
50.Nf1 Suicide.

[-#1 : 50.Kf1 a5 51.Rb8 h4 52.Rf8+ Ke7 53.Rg8]

50...Re2# 0-1

(52) Steer G. - Neilsen J. H. [A45]

East Devon Major 1999 (4)



25... Qd7

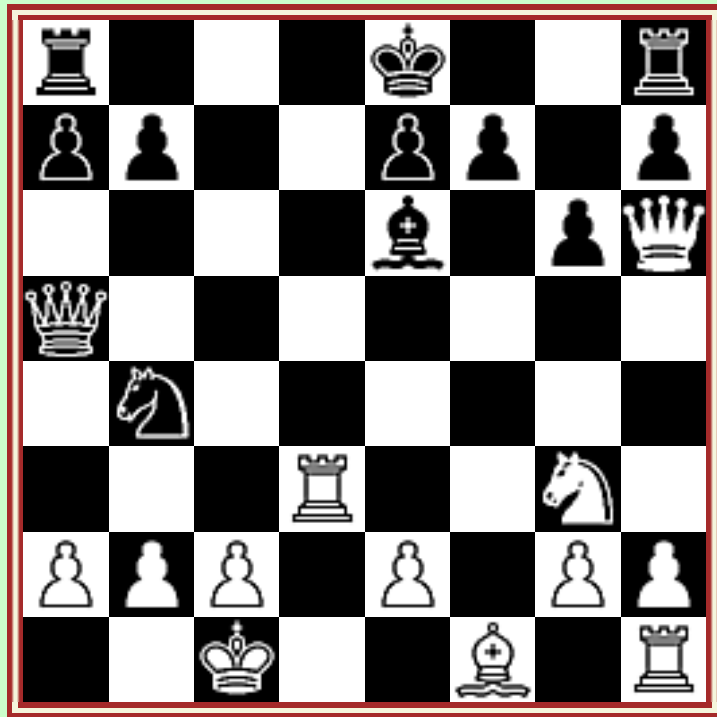
[#1 : 25...Rxe1+ 26.Rxe1 Qg4 27.h3 Qg5 28.Nf3 Qf6]

26.Qg6# 1-0 Oops.**Two-movers**

In my youth such things were referred to as *cheapos* - a point gained through minimum effort. It's hard to describe these as two moves deep, more like two moves shallow!

(66) Dunn A. M. - Aston P. A. [A00]

East Devon Premier 1999 (1)



16.a3 Not best.

[-#3 : 16.e4 Nxd3+ 17.Bxd3 Bxa2 18.Rd1 Qe5 19.h4 Rd8 20.Qg5 Qxg5+]

16...Nxd3+ 17.exd3

[17.Kd1 Qe1#]

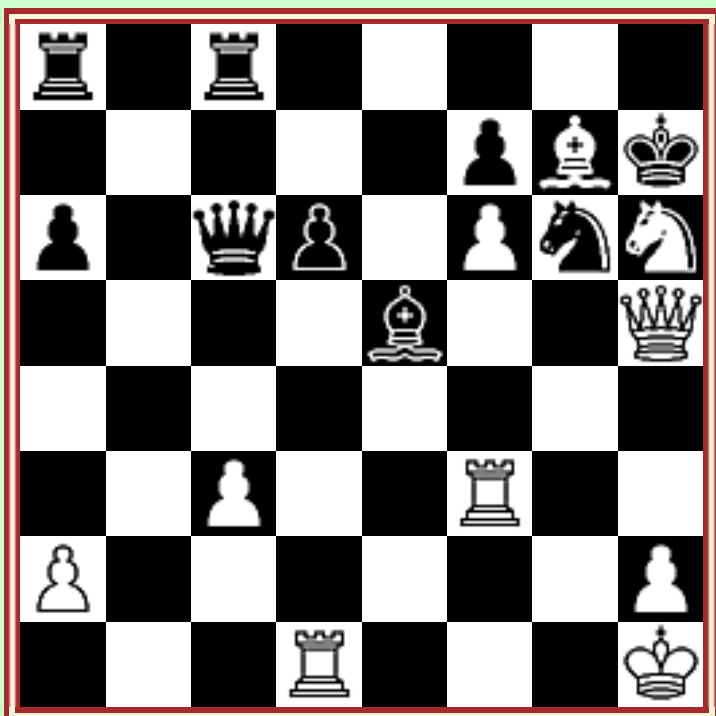
17...Qe1# 0-1

Three-movers

(98) Regis D. - Piper S. J. [B47]

East Devon Premier 1999 (4)

32.Rf3



Black is under the cosh, but loses instantly:

32...Qe4

[#3 : 32...Nf4 33.Qf5+ Ng6 34.Nxf7 Bf4 35.Qh5+ Kg8 36.Rg1 Rab8 37.Nh6+]

33.Nf5+ (threat Ne7+) 1-0

What produces these errors?

One obvious theme is a move of the opponent with two points, one of which you miss.

Another is mood: a player ahead on material or with a strong attack may overlook opportunities for the defending side. Or a player who is being attacked may panic and find it difficult to focus on simple threats of the opponent, or become gloomy

and stop looking.

Missed opportunities (i.e. missed threat, opportunity not taken)

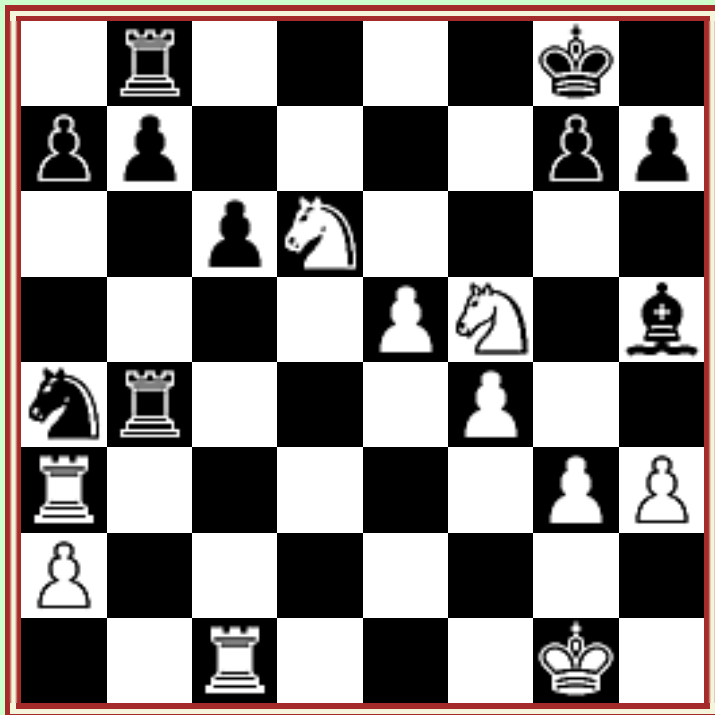
White overlooks a tactic made possible by Black overlooking the threat - so every missed opportunity may also represent an error of the opponent, allowing you to carry out a threat that could have been prevented.

We can find examples of every depth, as above:

One-movers:

(11) Webley M. A. - Spiller P. [C21]

East Devon Major 1999 (1)



A curious double oversight follows. **29...Bf3** That Bishop is en prise!

30.Kf2

White misses it!

Most people's idea of a one-mover is more like this:

(29) Foulds A. - McFarlane P. [A69] East Devon Major 1999 (3)



18...f6 ? 19.Rab1 ?

[-3.31 : 19.Qd5 forward!]

Two-movers:

(5) Ingham W. - Pinder R. [A07]

East Devon Major 1999 (1)





12.b4 Fritz reckons this a blunder

[-0.91 : 12.Qe2]

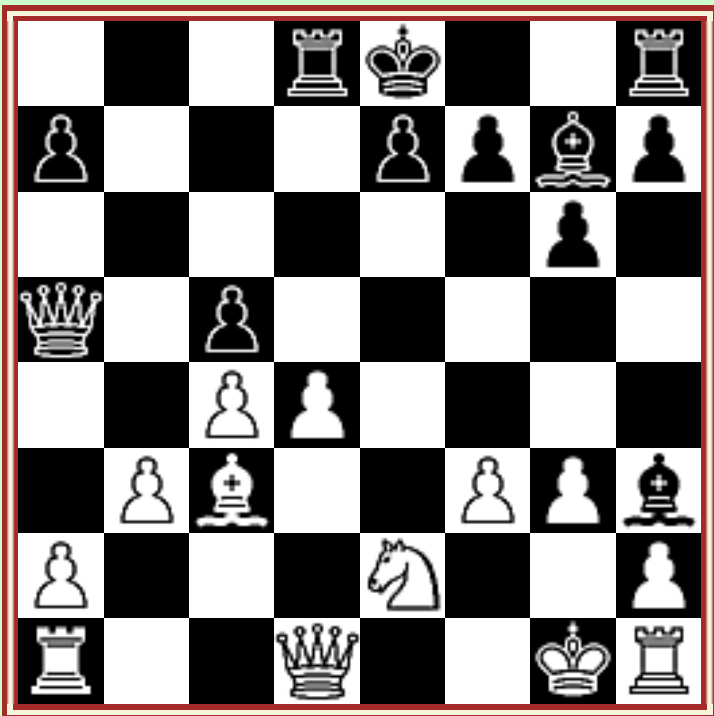
12...Nc6 with double attack on b4 and e5 **13.a3 cxb4**

Three-movers:

(35) Rogers D. R. - Price C. R. [A15]

East Devon Major 1999 (3)

17.Bc3



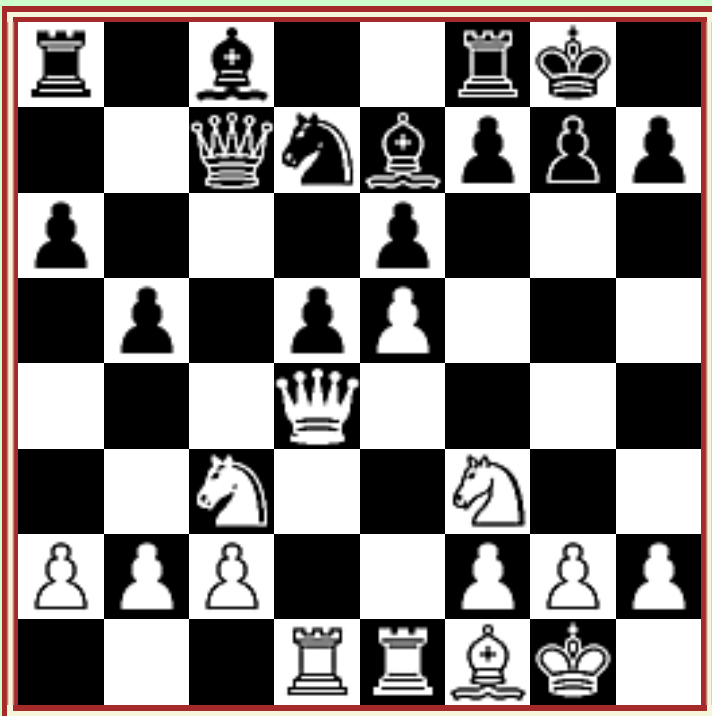
Both sides get in a muddle here: Black need not shed a piece, and has a clever alternative. **17...Bxd4+**

[2.88 : 17...Qxc3 neat, eh? 18.Nxc3 Bxd4+ 19.Qxd4 cxd4 20.Nd5]

18.Qxd4 of course

This is sort of a three-mover:

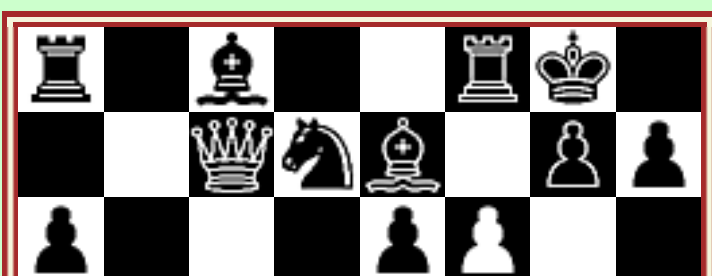
(14) Belinfante N. - Wood J. Z. [C11] East Devon Major 1999 (2)

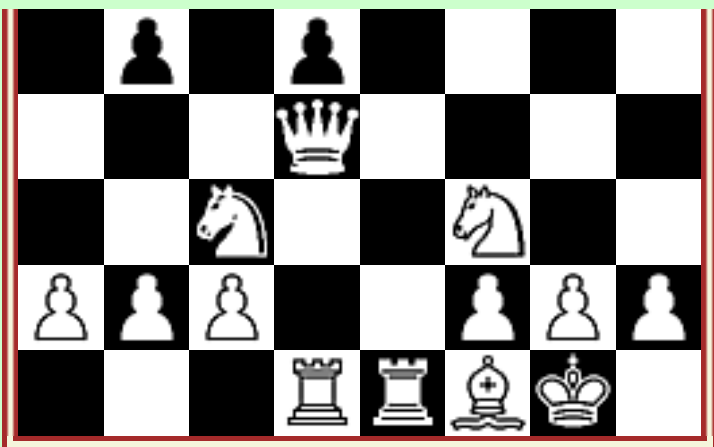


Black now plays a series of moves which make a poor position fatal. **14...f6**

[1.94 : 14...b4 15.Nb1 Qxc2 16.Bd3 Qc7 17.Nbd2]

15.exf6





Natural, but risking letting an opportunity slip.

[0.06 : 15.Nxd5 exd5 16.Qxd5+ Kh8 17.exf6 Bxf6 18.Qxa8 Bxb2]

15...Bxf6 ? Overlooking White's idea

[1.03 : 15...Nxf6 16.Bd3 Bd6 17.Ne5 Nd7 18.Nxd5 Bxe5 19.Nxc7 Bxd4 20.Nxa8]

16.Nxd5 back on track **16...exd5** ? Unnecessary! White must have some idea in mind, and there's no need here to fall for it.

[2.81 : 16...Qxc2 17.Nxf6+ Nxf6 18.Bd3 Qc7 19.Qe5 Nd5 20.Qxc7 Nxc7]

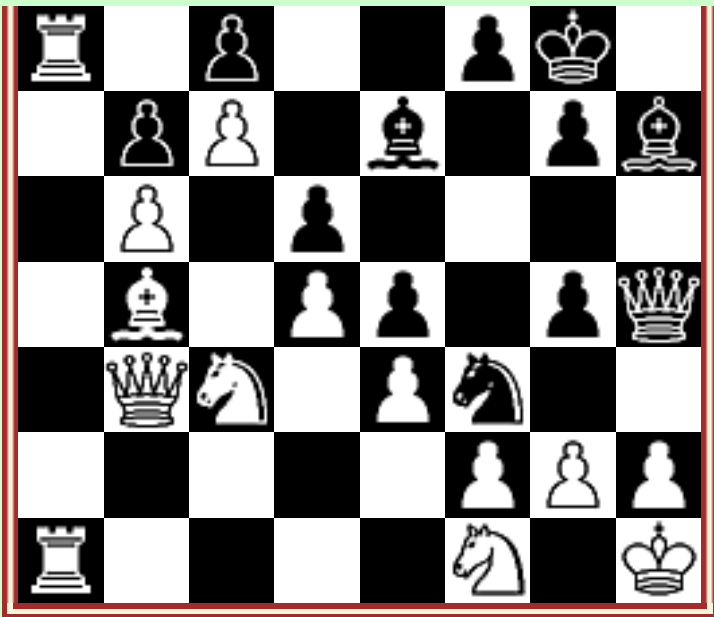
17.Qxd5+ Kh8 18.Qxa8

That opportunity was only taken because it was re-presented.

After this, I suspect we are at the limit of what many players can analyse accurately without mistakes. Given a favourable wind, we might follow a given sequence some ten moves deep, but not reliably identifying or analysing all the alternative branches. Still, see if you can do better than the tournament winner here:

(89) Saqui D. A. J. - Baer B. L. [E61] East Devon Premier 1999 (3)





27.g3 This weakening move sets Black up for a stock mate.

[-#5 : 27.R7a2 Bg5 28.h3 Qxh3+ 29.gxh3 Rxh3+ 30.Kg2 Nh4+ 31.Kg1 Nf3+]

27...Qh3 Sufficient but the game could have been decided simply:

[-7.66 : 27...Qxh2+ 28.Nxh2 Bxe3 29.Bf8+ Rcx f8 30.Kg2 Rxh2+ 31.Kf1 Rxf2#]

28.Ne2

[-#4 : 28.Qxd5 Bxd5 29.Rxc7 Bc4 30.Rxf7+ Kxf7 31.Nxe4 Bxf1]

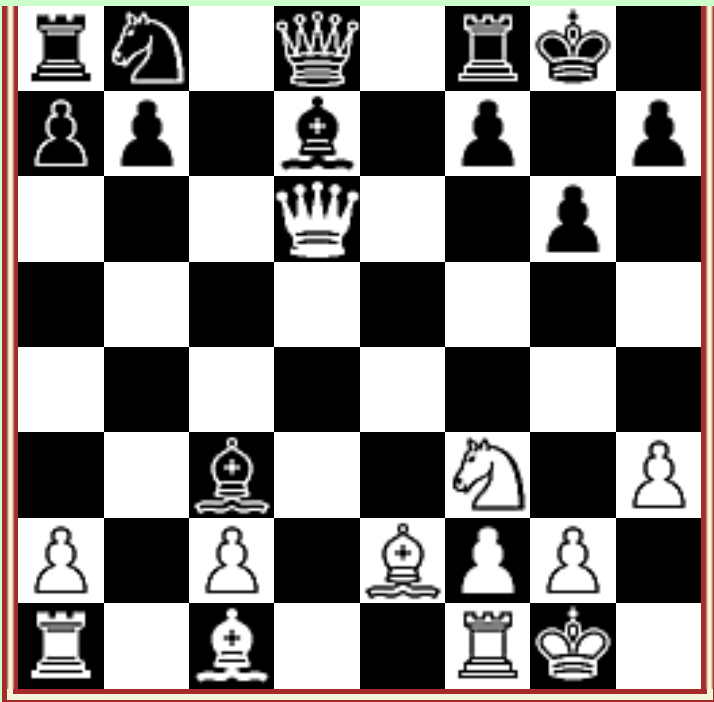
28...Bxe3 29.Ng1 Qxh2+ 0-1

Oversight/natural moves in normal positions

We can see the fatal attraction of 'normal' moves in the games Dobber-Nielsen and particularly Belinfante-Wood. Here's another:

(21) Laurain F. - Whelan G. [B07]

East Devon Major 1999 (2)



13.Ba3

[-1.00 : 13.Rb1 Re8 14.Be3 Bc6 15.Rfd1 Qxd6 16.Rxd6]

13...Re8 Now White has chased the Rook to e8, he has pieces *en prise* on both e2 and a1!

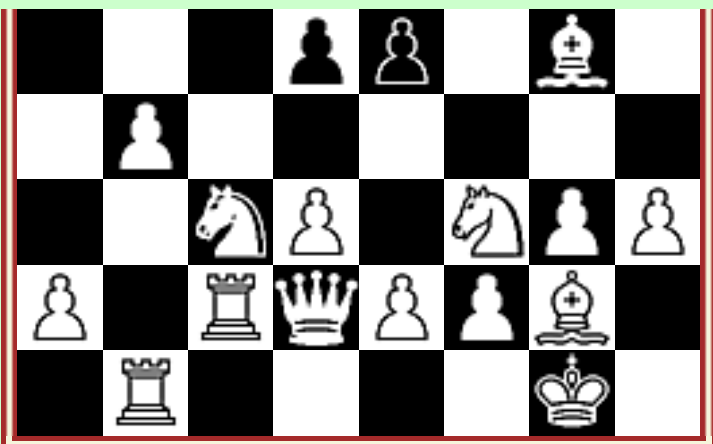
Failure of nerve/Bluffed

(32) Jukes S. - Scott R. [A24]

East Devon Major 1999 (3)

1. c4 e5 2.Nc3 Nf6 3.g3 g6 4.Bg2 Bg7 5.b4 "Out of Book," says Fritz. 5...c6 6. Rb1 0-0 7.d3 d5 8.Bg5 Be6 9.cxd5 cxd5 10.Qd2 Re8 11.Nf3 Qd6 12.0-0 a6 13.Rfc1 Nbd7 14.Rc2 Nb6 15.h3 Rec8





16.Nxe5 enterprising but flawed?

[-1.81 : 16.Rbc1 d4 17.Bxf6 dxc3 18.Qg5 Bxf6 19.Qxf6]

16...d4 Black is bluffed!

[0.25 : 16...Qxe5 **A**) 17.Bf4 must have been White's idea: 17...Qh5 18.Bf3 (18.g4 Nxf4 19.hxf4 Bxf4 20.e3 Bf3 21.Bxf3 Qxf3) 18...Qxh3 19.Bg2 Qh5 20.Bf3 Bg4;

Hard to see to the end, but there's no concrete line to follow up.

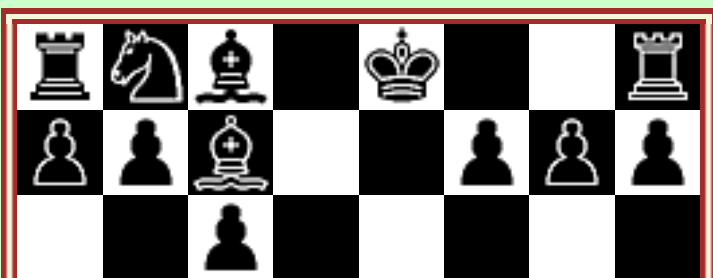
[**B**) 17.Qe3 17...Nfd7 18.Qxe5 Nxe5 19.Rbc1 d4]

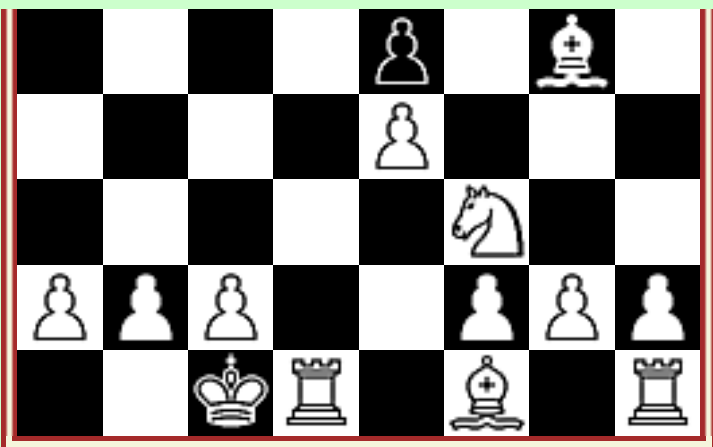
Failure of analysis

These are among the most interesting blunders, requiring a certain level of chess competence to achieve. Sometimes the failures are simple - like failing to count - and others are more involved.

(46) Herbert S. - Dobber P. [B07]

East Devon Major 1999 (4)





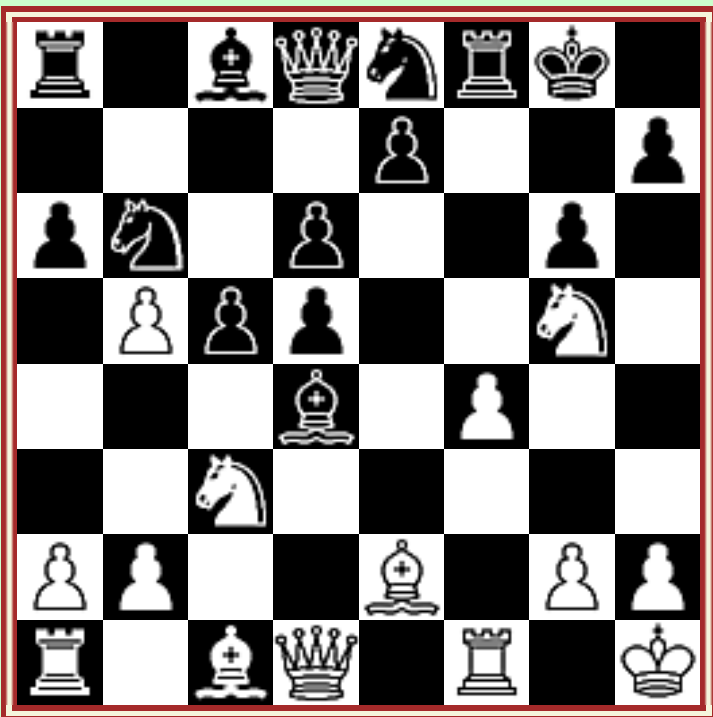
12.Nxe5 An attractive but flawed idea.

[-0.72 : 12.Bc4 b5 13.Be2 Nd7 14.Bh4 Nc5 15.Nxe5 Bb7 16.Bg3 Nxe4]

12...f6

Oops.

(3) Foulds A. - England M. C. [E76] East Devon Major 1999 (1)



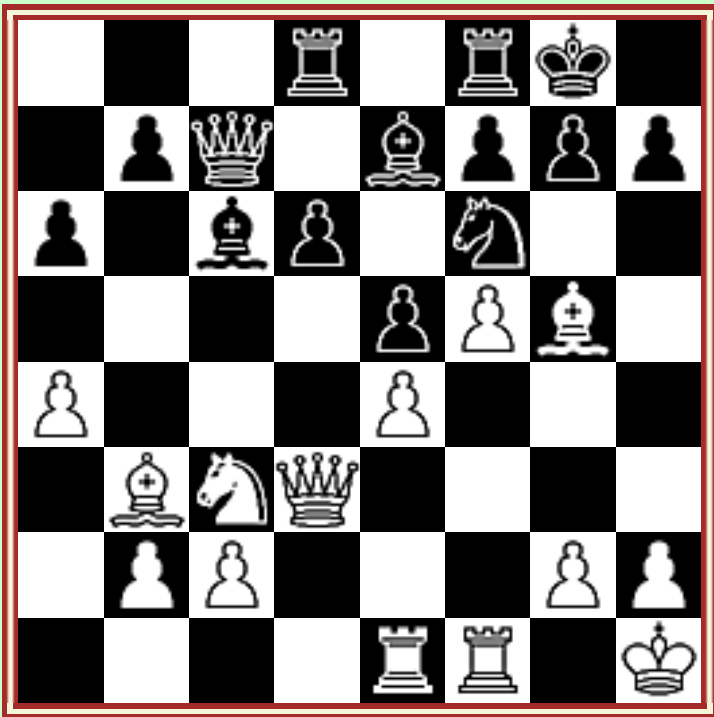
White's next is a bright idea laid low by a miscalculation. **15.Nxd5**

[-3.09 : 15.Nf3 Bxc3 16.bxc3 Nc7 17.bxa6 Bxa6 18.Bxa6 Rxa6 19.a4]

15...Nxd5 16.Bc4 Nef6 17.Qf3 e6 18.Re1 Re8

(72) Bolt G. - Talbot A. R. [B86] East Devon Premier 1999 (2)

1. e4 c5 2.Nf3 d6 3.Bc4 Nf6 4.Nc3 e6 5.d4 cxd4 6.Nxd4 a6 7.a4 Be7 8.Bb3
 "Out of Book," says Fritz. 8...0-0 9.0-0 Nc6 10.f4 Qc7 11.Kh1 Bd7 12.f5 Nxd4
 13.Qxd4 e5 14.Qd3 Bc6 15.Bg5 Rad8 16.Rae1



A thematic break, but is it sound? **16...d5 17.Qg3** Bluffed!

[-0.47 : 17.Bxd5 h6 18.Be3 Ng4 19.Bd2 Bc5;

17.exd5 Nxd5 18.Bxe7 Nxe7 19.Qe2 also wins a Pawn;

17.Nxd5 is the most obvious line to analyse, and it is not bad for Black: 17...Nxd5
 18.exd5 Bxg5 19.Qg3 Bxd5 20.Qxg5]

I put this one under 'analysis' rather than the similar example above which was 'bluffed'; this one is a short line which I guess White failed to analyse, the one above was a long line which I'm sure Black looked at but feared ending badly.

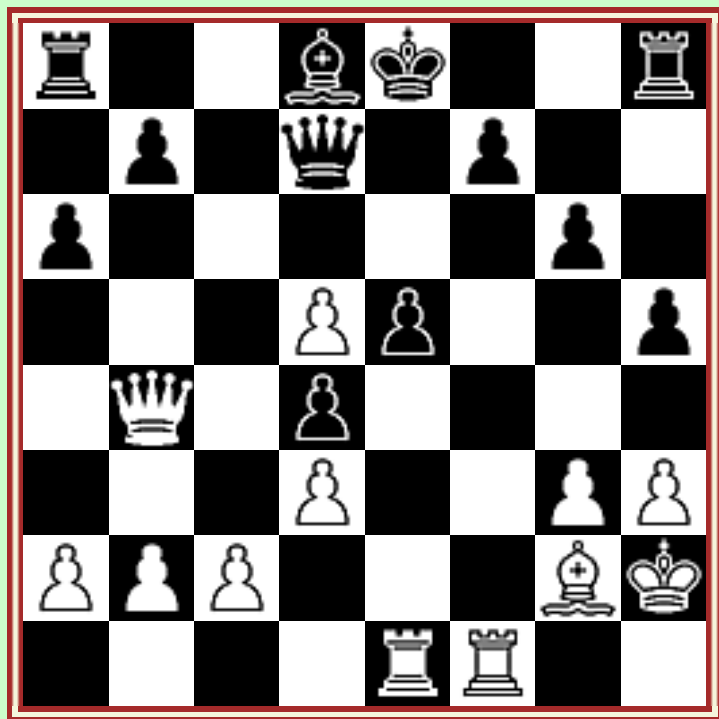
Bad moves in bad positions (the frying pan problem)

The phrase 'bad moves in bad positions' is from Hugh Alexander. Partly this is statistical: when you stand worse, fewer of your moves will not lead to trouble. One can have sympathy. But it is also psychological: panic, depression or a general lowering of expectations can all cause decision-making and chosen moves to become poorer. I saw loads of these...

(9) Spiegel J. A. - Laurain F. [B26]

East Devon Major 1999 (1)

20.Rae1

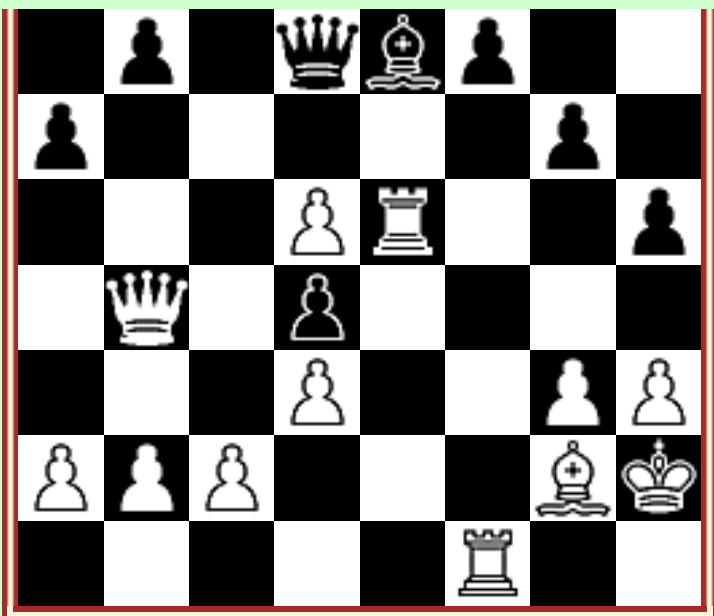


20...Be7 Making a bad situation worse.

[2.09 : 20...Bc7 21.Rf6 h4 22.d6 hxg3+ 23.Kxg3 Bd8 24.Rxe5+ Kf8 25.Rf4]

21.Rxe5

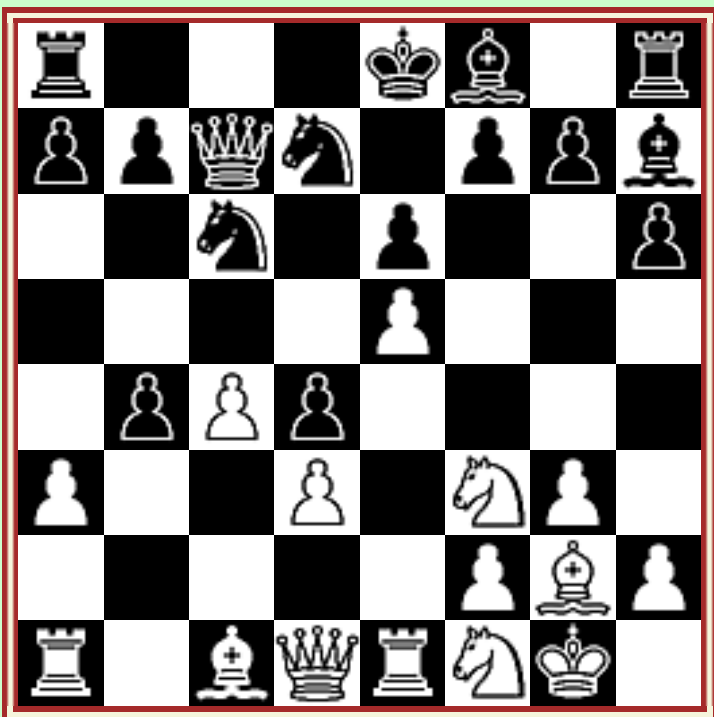




21...f6 Not cutting his losses.

(5) Ingham W. - Pinder R. [A07] East Devon Major 1999 (1)

13...cxb4



14.Qb3 makes the worst of a bad job

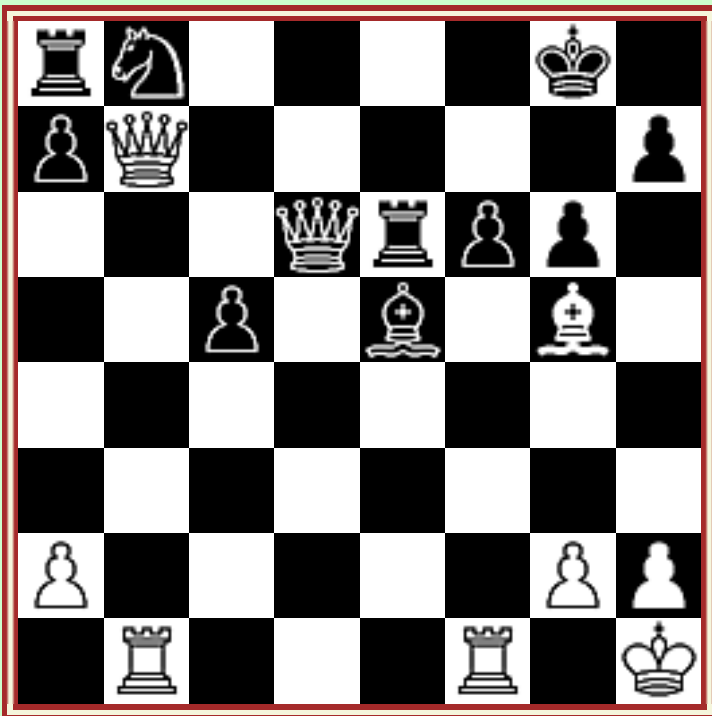
[-2.56 : 14.Bb2]

Slack moves in good positions (incisiveness)

This was almost as common as the 'bad to worse' pattern: not really being in top gear when looking at a favourable position. There are many factors at play here: nerves, complacency, laziness and more.

(29) Foulds A. - McFarlane P. [A69]

East Devon Major 1999 (3)



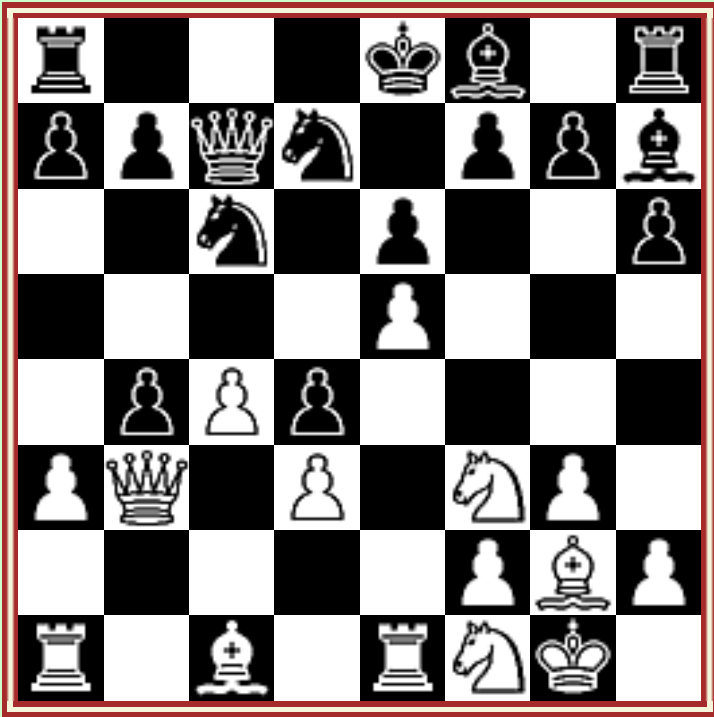
When you see a good move, stop and think again... **22.Qxa8**

[-2.00 : 22.Bh6 ...There might be a better one! This move gets the Bishop off the hook with tempo 22...Re7 23.Qxa8 Bxh2 24.Rbd1 Qe5]

(5) Ingham W. - Pinder R. [A07] East Devon Major 1999 (1)

14.Qb3 makes the worst of a bad job

[-2.56 : 14.Bb2]



14...bxa3 Black does not exploit his advantage in the best way.

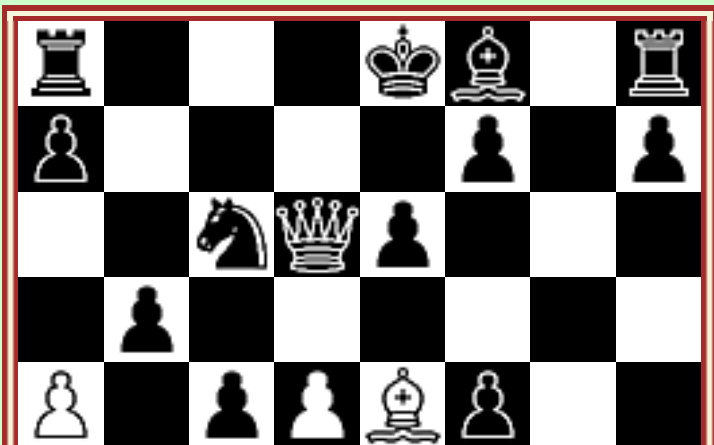
[-1.19 : 14...Nc5 15.Qa2 Nxd3 16.Rd1 Nxc1 17.Raxc1 bxa3 18.Nxd4 Nxe5]

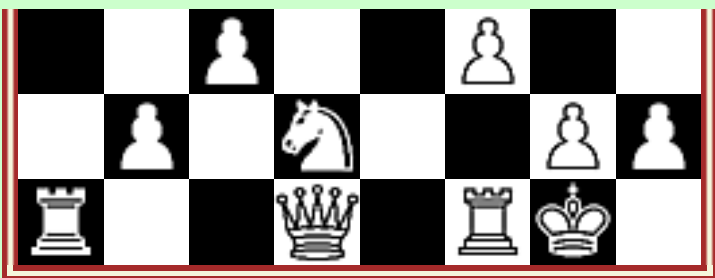
(One game with three characteristic blunders!)

(64) Stanners M. J. - Price M. C. [D00]

East Devon Major 1999 (5)

16.a4





16...0-0-0 Into the fire.

[2.44 : 16...f5 17.axb5 fxe4 18.Nxe4 Qc7 19.bxc6]

17.axb5 Nxd4 18.Rxa7

[0.59 : 18.Nxc4 is rather better 18...Nxf3+ 19.Qxf3 Qc5+ 20.Kh1 Qxc4 21.Qxf4 Qc5 22.Qxf7]

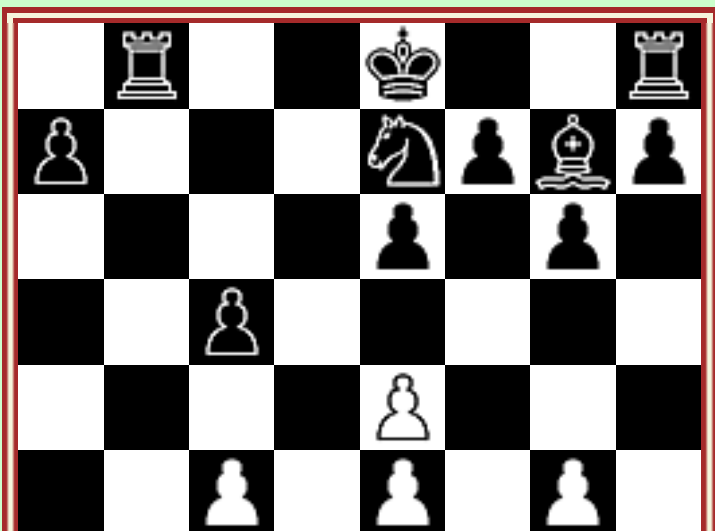
Errors of judgement not analysis (Positional errors)

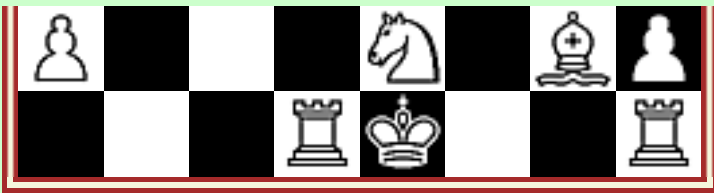
Fritz can occasionally identify a move as a blunder, as far as I can tell on positional grounds. Sometimes I agree with it!

Here's an example of what I mean:

(38) Spiegel J. A. - Kennedy P. J. [B26]

East Devon Major 1999 (3)





20.0-0 allows Black to seize the seventh

[-1.09 : 20.Rd2 Nc6 21.0-0 Ke7 22.Rfd1 Rhd8]

20...Rb2 21.Rfe1 Rxa2

More typical are positional errors Fritz ignores:

(1) Dobber P. - Nielsen J. H. [B01]

East Devon Major 1999 (1)

1. e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4 c6 5.Nf3 Bf5 6.Be2 e6 7.0-0 Nf6 8. Re1 "Out of Book," says Fritz. 8...Nbd7 9.h3 Be7 10.Bf1 0-0 11.Nh4



Black mistakenly allows White to secure the two Bishops and a Queen's-side majority. **11...Rfe8 12.Nxf5 exf5**

Time trouble

Time control here was at move 40, so any game which degenerates around move 35 or even earlier could be due to clock pressure. Time trouble doesn't provide a complete explanation for out-and-out blunders, but it does produce them. We saw one I guess in Evans-Dunn.

Conclusions and recommendations

Well, what do you think?

Appendix: on working with a computer

I haven't done this sort of thing before and wondered if those attempting a similar exercise might find the following notes helpful.

Method

I analysed all the games using the 'blundercheck' feature of Fritz 5. I used the default settings of time 10, (seconds I think) and a criterion of 60 (a difference of more than half a Pawn [100]). Left to run overnight, Fritz identifies better lines and flags each game containing a blunder with a black spot, which it describes as a "medal". These settings seem to result in a depth of about depth of 10-ply (5 whole moves by White and Black).

I assume these defaults are generally OK, but I don't know if anyone has found a better combination of settings.

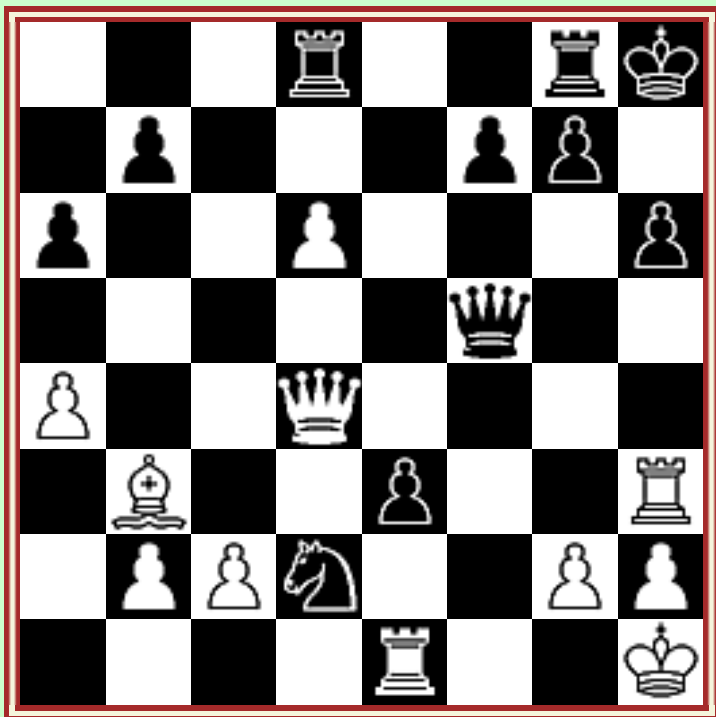
Horizon effect

Fritz takes the instruction to look for only ten seconds very seriously. That is, Fritz is capable of assessing a position after Black's fifth move as favourable to Black, even if White's sixth move delivers checkmate!

Proof: in this position...

(72) Bolt G. - Talbot A. R. [B86]

East Devon Premier 1999 (2)

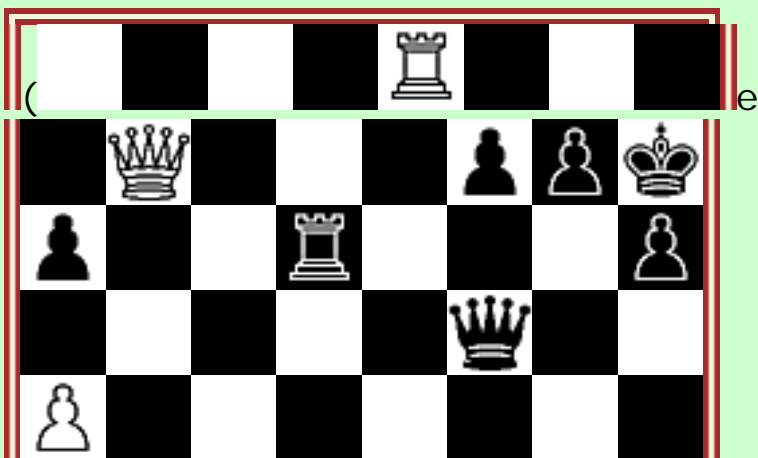


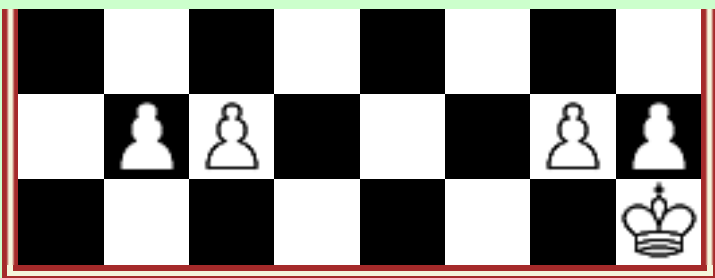
...Black came up with a creative way to lose a piece, which Fritz assessed at +3.22 for White:

32...Qxh3 33.gxh3 Nf3 34.Qxe3 Nxe1 35.Qxe1

Fritz preferred the move:

32...Rge8 when it analysed: 33.Rhxe3 Rxe3 34.Qxe3 Nxb3 35.Qxb3 Rxd6 36.Re8 + Kh7 37.Qxb7, after which 10 ply it assessed the position as only 0.81 to White - how would you assess it?





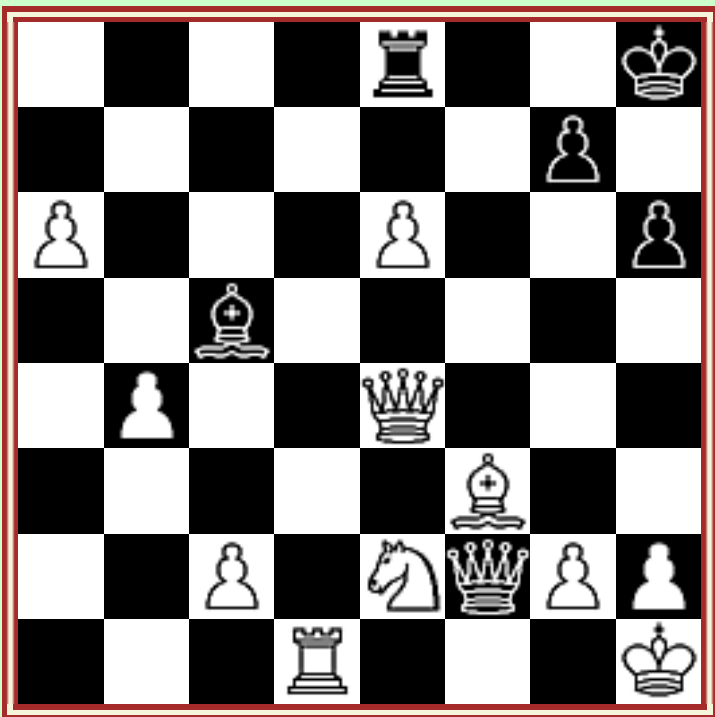
When victory is in sight

Perhaps because of this, often the majority of Fritz' comments occur only towards the end of the game, when the result has been all but decided.

(25) Scott R. - Bloom P. [B46]

East Devon Major 1999 (2)

White has just played 47. b4 to reach this position:



The previous 46 moves by White and Black escaped calumny, but now Fritz got all interested:

47...Bb6

[17.81 Fritz 5.00: 47...Qe3 48.bxc5 Qxc5 49.Qg6 Qf8 50.a7 Qg8 51.Qf7 Rf8 52.Qxf8 +13.63]

48.c4

[10.78 Fritz 5.00: 48.Qg6 threat Be4 is better 48...Rxe6 49.Qxe6 Qe3 50.Qc8+ Kh7 51.Qf5+ Kg8 52.a7 Qe8 +19.41]

48...Bd8

[24.91 Fritz 5.00: 48...Qe3 49.c5 Qxe4 50.Bxe4 Bc7 51.a7 Be5 52.a8Q Rxa8 53.Bxa8 +12.22]

49.Qd4

[11.34 Fritz 5.00: 49.Qg6 idea Be4 is better 49...Qxf3 50.Qxe8+ Kh7 51.gxf3 Bb6 52.Qc6 Bd4 53.e7 Bf6 +27.88]

49...Qh4 50.Qxh4 Bxh4 51.a7 1-0

So, a "blunder" in Fritz' terms (a better move was available with an outcome a Pawn's worth different), but in practical terms, who cares? Incisiveness in critical positions is important, but this finale was hardly critical. Some of the 111 games with blunders were like this one. Meanwhile the phase of the game where Black failed to castle, got in a horrid pin and shed all his Queen's-side Pawns and a piece, is passed over in silence.

Materialism

Fritz, like many computers, likes the bird in the hand more than many players. Undoubtedly, if it did not have an opening book it would not accept for a moment any gambit, especially long-range ones like the Benko.

(82) Hodge D. - Hammond T. J. [A35]

East Devon Premier 1999 (3)

1. e4 c5 2.c3 g6 3.d4 cxd4 4.cxd4 d5 5.exd5 Nf6 6.Nf3



6...Bg7

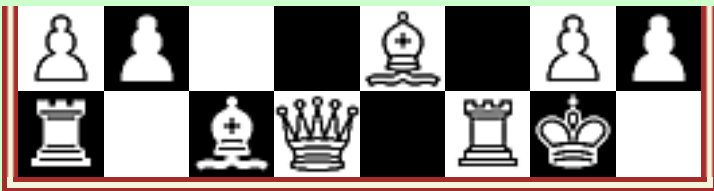
Typically Fritz does not like to be without material, and prefers 6...Nxd5.

(3) Foulds A. - England M. C. [E76]

East Devon Major 1999 (1)

1. d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 O-O 6.Nf3 c5 7.d5 Nbd7 "Out of Book," says Fritz. 8.Be2 a6 9.O-O b5





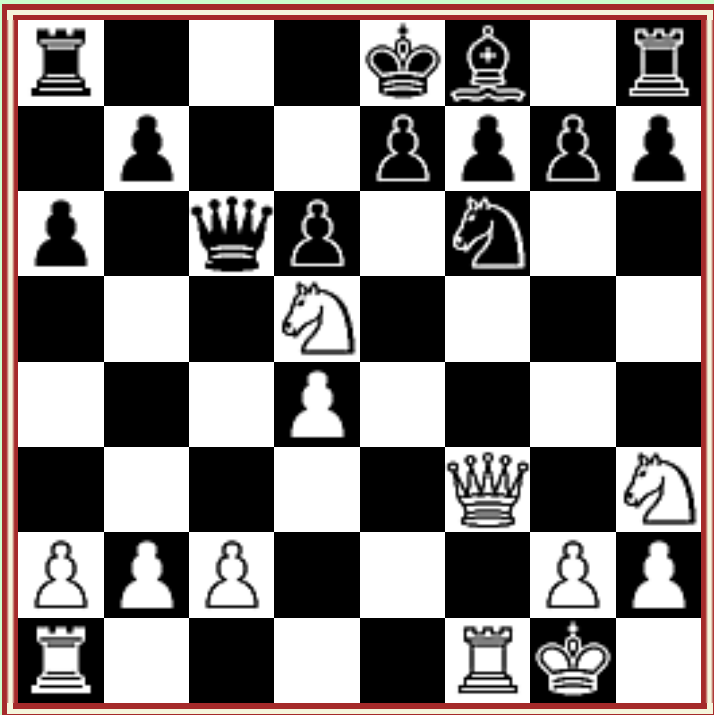
Fritz doesn't like giving up Pawns, but this Benko-style idea looks perfectly legitimate.

[0.94 : 9...b6 10.Qc2 Bb7 11.Be3 Qc7 12.f5 gxf5 13.exf5]

Also, very practical attempts to open or muddle the position are nearly always criticised. [We need to understand the 'nearly'; it may be in these positions the compensation is obvious even to a stupid computer.]

(71) Aston P. A. - Saqui D. A. J. [D00] East Devon Premier 1999 (2)

1. d4 Nf6 2.Nc3 d5 3.e4 dxe4 4.f3 Bf5 5.fxe4 "Out of Book," says Fritz. 5... Nxe4 6.Qf3 Nd6 7.Bf4 Qc8 8.Bxd6 cxd6 9.Bb5+ Bd7 10.Nh3 a6 11.Bxd7+ Nxd7 12.Nd5 Qc6 13.O-O Nf6



14.c4 This perfectly reasonable attempt to pursue an initiative is queried by Fritz.

[-1.44 : 14.Nhf4 Rc8 15.c3 e6 16.Nxf6+ gxf6 17.d5]

A positive side of Fritz' materialism is a healthy scepticism about sacrifices; if it can't see a mate, it fancies the material.

(10) Stanners M. J. - Sellwood C. [D00]

East Devon Major 1999 (1)

1. d4 Nf6 2.e3 "Out of Book," says Fritz. 2...e6 3.Bd3 c5 4.f4 Nc6 5.c3 d5 6. Nd2 Qc7 7.Qf3 cxd4 8.exd4 Bd6 9.Nh3 O-O 10.O-O b6 11.Ng5 h6



12.h4

Computers can take the fun out of playing sacrifices. Fritz is unimpressed by White's intentions to deliver mate and fancies grabbing the material.

[-1.78 Fritz 5.00: 12.Nh3 -0.31]

12...Bb7

Bluffed!

[-0.41 Fritz 5.00: 12...hxg5 13.fxg5 (13.hxg5 Nh7 14.Qh5 g6 15.Qh6) 13...Nd7

14.Qh5 g6 15.Qf3 -1.53]

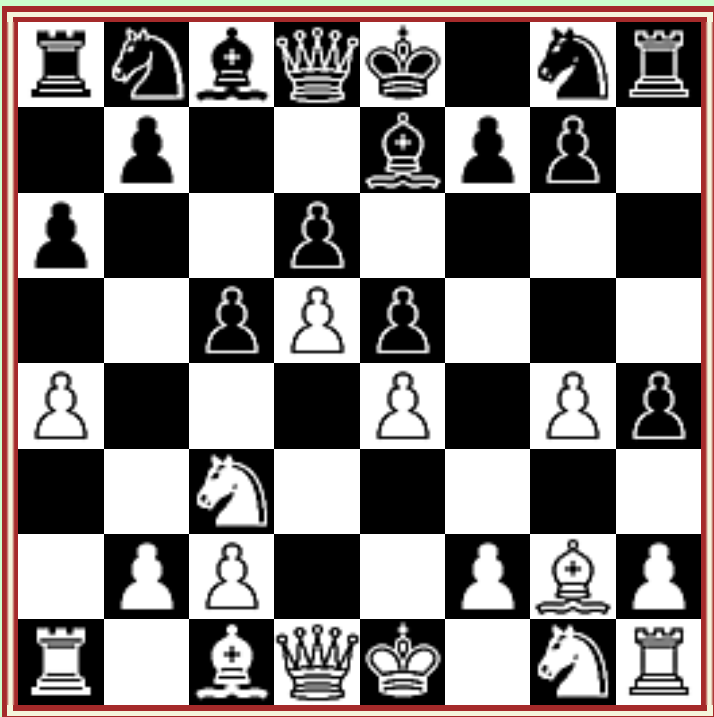
Positional sacrifices

Fritz, like many computers, cannot appreciate positional sacrifices. These are not easy for club players to contrive except in certain familiar situations but when they were offered Fritz poured scorn on nearly all of them.

(86) Pinkerton A. - Aston P. A. [A44]

East Devon Premier 1999 (3)

1. **d4 c5 2.d5 e5 3.g3** "Out of Book," says Fritz. **3...d6 4.Bg2 Be7 5.Nc3 a6 6. a4 h5 7.e4 h4 8.g4**



8...h3

[0.75 Fritz 5.00: 8...Bg5 -0.13]

As usual, positional Pawn sacrifices are not to Fritz' taste.

Again, the 'nearly all' is interesting: sometimes it must have recognised some of the compensation and did not jump on the move as an error.

(81) Hewson B. W. R. - Jaszkiwskyj P. [D53]

East Devon Premier 1999 (3)

1. c4 e6 2.Nc3 Nf6 3.d4 d5 4.Bg5 Be7 5.e3 O-O 6.Bxf6 "Out of Book," says Fritz. 6...Bxf6 7.cxd5 exd5 8.Bd3 c6 9.h4 Re8 10.Nge2 Bg4 11.Qc2 g6



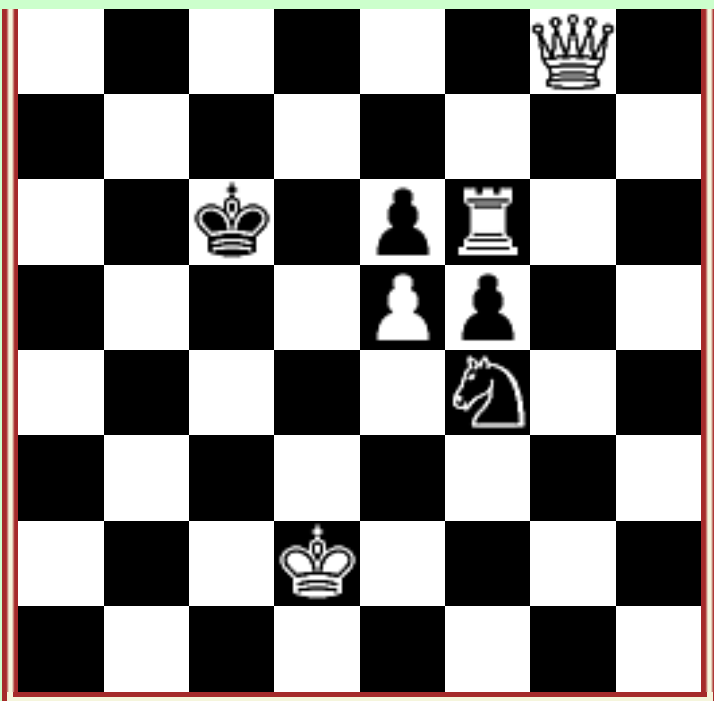
12.h5 One Pawn sacrifice that even Fritz doesn't query!

Simplifying sacrifices

There is a particular class of move that Fritz always labels a blunder and with which calumny I cannot agree: the simplifying move or combination. This may reduce your attacking force, or even give up some of your material advantage, but still be an excellent idea.

(7) Price M. C. - Sparkes D. A. [C14]

East Devon Major 1999 (1)



62.Rxe6+ Just the sort of clarifying sacrifice a human likes and computers hate. In fact, both the Knight and King are perilously short of squares and can each be profitably harassed.

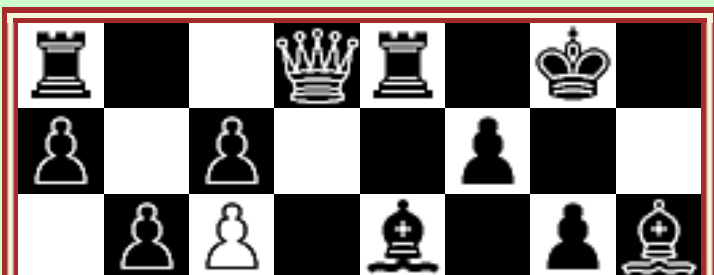
[#7 Fritz 5.00: 62.Qg3 Ng2 (62...Nd5 63.Rxe6+ Kc5 64.Qg1+) 63.Qxg2+ Kc5 64.Kc3 f4 65.Rxe6 f3 66.Qxf3]

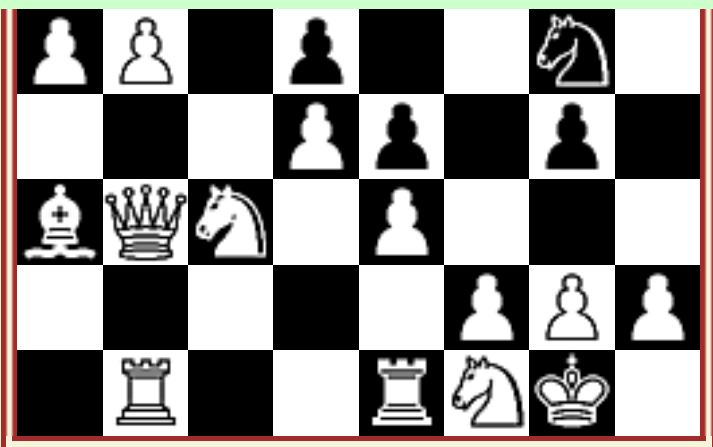
Positional blunders by computers

We are used to positional mistakes being overlooked by computers, but we can also see positional errors being positively suggested by Fritz. Here's one:

(89) Saqui D. A. J. - Baer B. L. [E61]

East Devon Premier 1999 (3)





A standard reversed KIA position (Pe3 not Pe4) where Black will want to deliver mate soon.

21.Kh1

[-0.16 Fritz prefers 21.a6 which removes any shred of White counterplay!]

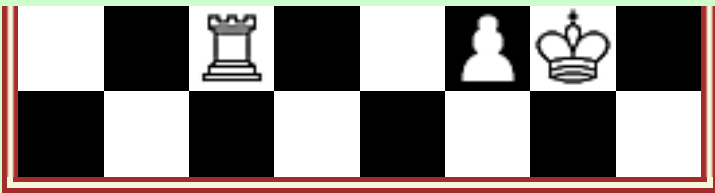
Crossed wires

There are occasions when I cannot fathom what is going on in Fritz' twisted little silicon mind.

(27) Woodruff A. - Jukes S. [E12]

East Devon Major 1999 (2)





29...Rdb7

I don't understand Fritz' querying this move, even though I see no very compelling reason for it.

[-0.88 Fritz 5.00: 29...Rd8 30.h5 Ke8 31.Kf1 Rd7 32.Ke2 a4 33.Rd2 Rdb7 34.Rd4]

Blunders at East Devon

Tactical themes

Left hanging:

Forks, double attacks:

Pins:

Overloading (decoys, ties):

Undermining (ties):

Unmasking (discovered attacks, jumps):

Nets (no retreat):

Mating patterns:

Queening combinations:

Thinking errors

Missed threats

One-movers

Two-movers

Three-movers

Missed opportunities (i.e. missed threat, opportunity not taken)

One-movers:

Two-movers:

Three-movers:

Oversight/natural moves in normal positions

Failure of nerve/Bluffed

Failure of analysis

Bad moves in bad positions (the frying pan problem)

Slack moves in good positions (incisiveness)

Errors of judgement not analysis (Positional errors)

Time trouble

Conclusions and recommendations

Appendix: on working with a computer

Method

Horizon effect

When victory is in sight

Materialism

Positional sacrifices

Simplifying sacrifices

Positional blunders by computers

Crossed wires

Back to [Chess Coaching Page](#)

This document (blunder2.htm) was last modified on by



[Dr. Dave](#)

Exeter Chess Club: Blunders at East Devon: a natural history

Blunders at East Devon: a natural history

The errors found by Fritz5 from the Premier and Major games at East Devon can be classified by tactical theme and perhaps also by psychological theme - what type of thinking was at fault?

I'm not ever so confident about the classification scheme - I have a feeling that it could be sharpened up a lot. In research, you would get a couple of other people to come up with their own classifications and then compare notes, and perhaps some of the vaguer categories like 'attack and defence' could be divided up into 'weakening moves', 'failure to use reserve pieces', and so on.

Here's the final tally. [Once you start counting, you can get away from mere 'natural history' towards a science of blunders.] There were 111 games with blunders, but some games had more than one important blunder. Please also remember that for every game with a blunder, there was a game free from blunder, and that even in the most flawed game more moves were sound than unsound.

| Errors by tactical theme | Errors by psychological theme |
|--------------------------|-------------------------------|
| Geometry = 55 | Blindness = 92 |
| King safety = 49 | Emotional errors = 42 |
| Phases = 30 | Thinking errors = 22 |
| Analysis = 11 | Material errors = 19 |
| Attack and defence = 11 | Attack and defence = 11 |
| Blindness = 9 | Phases = 1 |
| Strategy = 3 | |

Tactical themes.

Most common are the group of simple tactical themes, and tactics involving the King. I was surprised by the latter, since I thought most players were very careful of their Kings. Perhaps it has to do with the various ways in which a game can be compromised by a wobbly King, and the often sharper finishes which were missed by players who were already winning. Have a look at the examples under this heading (index below) and see what you think.

The simple geometrical motifs are readily absorbed, but we must make sure we know all the common ones. I was astonished a while ago to find that Dave Beckwith, comfortably 130 strength plus (1500+ ELO) without ever seeming to practice, had never seen the smothered mate known as Philidor's legacy, using Queen and Knight against a castled King.

The next most common group, 'phases', is dominated by endgame errors. However dismal computers are at endgames, and they are pretty ropy, we are worse.

Analytical errors - like move order - accounted for a few blunders, but hardly more often than real act of blindness, like leaving material hanging! Hopefully, awareness of both sorts of blunder can feed back to your habits of thought: try ideas in different orders to see if they work better, or check to see that your pieces really are still protected at the end of a sequence of moves.

Psychological themes

The most common types of blunder seem to have nothing interesting psychological about them - they are simply oversights, and all one need do to avoid them is look twice. However, because we are obviously thinking about something when it is our turn to move, why aren't we thinking about more important stuff? Presumably, we think what we are thinking about we regard as important, but while distracted by important higher-order things, we can overlook the basics.

There's really not a lot of research around on how ordinary chess players actually spend their time at the board when its their move, so your own notes and recollections are probably the best guide to your own errors - are you looking only for your own opportunities, or are you too worried about your weak a-Pawn to look for imminent threats?

The next big block are what I have rudely, but probably not inaccurately, called emotional errors. Neither hope nor despair are friends to the chessplayer. Remaining calm and effective throughout each move of a long game is a tough challenge, but is a goal to be sought. Perhaps you can at least 'turn down the volume' on any nerves while it's your turn to move - you have work to do which is not helped by feeling gloomy about the game.

What morals - or immorals - do you draw from these figures?

Classification of tactical themes

| Category | Theme | All | Games |
|---------------|----------------------|-----|---|
| Blindness = 9 | Hanging pieces/Pawns | 9 | 11 39 41 42 42 48 56 93 111 |
| Geometry | Pin | 13 | 2 3 4 9 24 33 40 51 52 77 83 104 |
| 55 | Fork | 16 | 5 6 14 27 38 33 43 44 46 49 54 69 79 97 110 |

| | | | |
|--------------------|---------------------------|----|---|
| | Skewer | 1 | 45 |
| | Double Attack | 5 | 7 21 35 63 102 |
| | Overload/decoy | 9 | 43 54 75 90 95 96 102 105 110 |
| | Unmasking | 5 | 20 47 55 105 108 |
| | No retreat | 3 | 22 32 93 |
| | Mixed themes | 3 | 62 87 107 |
| Main aim | King safety/mating attack | 47 | 10 12 15 16 19 20 21 22 23 24 25 29 29
30 33 34 46 53 61 62 64 68 69 71 73 74
74 81 82 88 89 89 91 95 98 101 104 108
110 110 111 |
| 49 | Back rank | 1 | 76 |
| | F7 | 1 | 6 |
| Analysis | Analysis | 2 | 18 72 |
| 11 | Intermezzo | 2 | 51 80 |
| | Horizon effect | 2 | 2 |
| | Undermining | 5 | 26 31 78 84 86 |
| Attack and defence | Line-opening | 2 | 17 110 |
| 11 | Clearance | 1 | 60 |
| | Sacrifices | 6 | 60 66 86 94 99 106 |

| | | | |
|----------|------------------|----|--|
| | Defence | 1 | 76 |
| | Weakening moves | 1 | 100 |
| Strategy | Bind | 1 | 37 |
| 3 | Plan | 1 | 38 |
| | Seventh rank | 1 | 38 |
| Phases | Opening themes | 10 | 13 58 59 75 82 84 85 88 92 92 |
| 30 | Endgame/queening | 20 | 1 7 8 18 25 36 40 55 58 58 65 73 79 84
97 102 104 108 |

Classification of psychological errors

| Category | Theme | All | Games |
|-----------------|---------------|-----|---|
| Blindness | Opportunity | 27 | 4 6 11 14 15 17 26 29 33 39 40 42 43 45
69 72 76 78 84 87 88 92 93 99 106 110 111 |
| 92 | Threat | 34 | 6 7 18 28 29 31 35 38 47 48 50 51 54 56
63 71 73 73 74 79 80 83 90 92 93 97 97 98
104 104 105 108 109 109 110 111 |
| | Incisiveness | 29 | 1 5 10 18 19 19 33 40 49 53 59 60 62 68
69 73 75 76 77 77 79 82 85 86 87 89 98 100 |
| | Finishing off | 2 | 25 30 |
| Thinking errors | Analysis | 9 | 3 18 32 35 46 51 72 74 93 |

| | | | |
|--------------------|---|----|---|
| 22 | Routine moves | 6 | 1 5 21 29 62 95 |
| | Move order | 3 | 61 62 102 |
| | Horizon | 3 | 8 |
| | Wrong rook | 1 | 86 |
| Material errors | Material | 8 | 8 12 13 41 43 71 88 86 |
| 19 | Positional sac. | 7 | 3 19 58 59 80 81 104 |
| | Planning | 1 | 91 |
| | Positional blunder /
pointless moves | 3 | 37 37 38 |
| Emotional errors | Nerves/Bluff | 4 | 4 32 72 82 |
| 42 | Bad to worse | 25 | 2 5 7 9 9 21 33 43 44 52 57 61 63 64 64 67
68 81 84 84 85 94 95 96 100 |
| | Rush of blood | 6 | 10 16 17 60 67 70 |
| | Panic | 4 | 24 73 89 107 |
| | Playing for a loss | 1 | 69 |
| | Pushing luck | 1 | 34 |
| | Rushed it | 1 | 27 |
| Attack and defence | Attack and defence | 8 | 58 66 71 89 95 96 110 111 |

| | | | |
|------------|------------------|---|--|
| 11 | Necessary attack | 2 | 21 110 |
| | Time trouble | 1 | 73 |
| Phases = 1 | Endgame | 1 | 55 |

Back to [Chess Coaching Page](#)

This document (blucount.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_11.htm

11) Webley M. A. - Spiller P. [C21]

Major (1) 1.e4 e5 2.d4 exd4 3.c3 dxc3 "Out of Book," says Fritz. 4.Bc4

[-1.47 Fritz 5.00: 4.Nxc3 Nf6 5.Nf3 Bb4 6.Bg5 Nc6]

4...cxb2 5.Bxb2 d5

[-0.94 Fritz 5.00: 5...Qg5 6.Qf3 Bb4+ 7.Nc3 Nf6 8.Nh3]

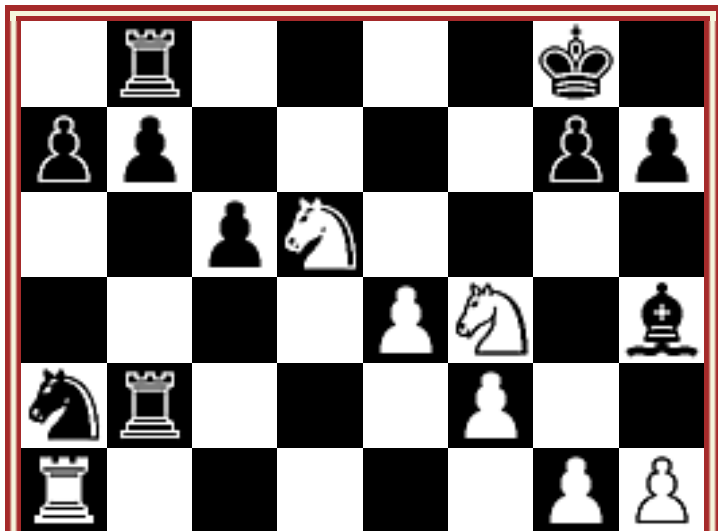
6.Bxd5 Nf6

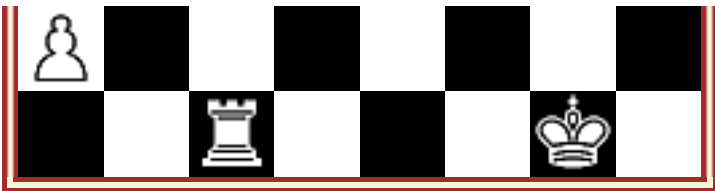
[0.16 Fritz 5.00: 6...Bb4+]

7.Bxf7+ Kxf7 8.Qxd8 Bb4+ 9.Qd2 Bxd2+ 10.Nxd2 Re8 11.Ngf3 Nc6 12.O-O Bg4 13.e5 Nd5 14.Ng5+ Kg8 15.f4 Ncb4 16.g3 Ne3 17.Rfc1 Nd3 18.Rc3 Nxb2 19.Rxe3 Na4 20.Rc1 c6 21.Nge4 Rad8 22.Ra3 Rd4 23.Nd6 Rb8 24.N2c4 Bd1 25.Nf5 Re4 26.Nce3

[0.50 Fritz 5.00: 26.Ncd6 Re1+ 27.Kf2 Re2+ 28.Kf1 Rd2 29.Ke1 Rxd6]

26...Bh5 27.Nd6 Rd4 28.Nef5 Rb4 29.h3





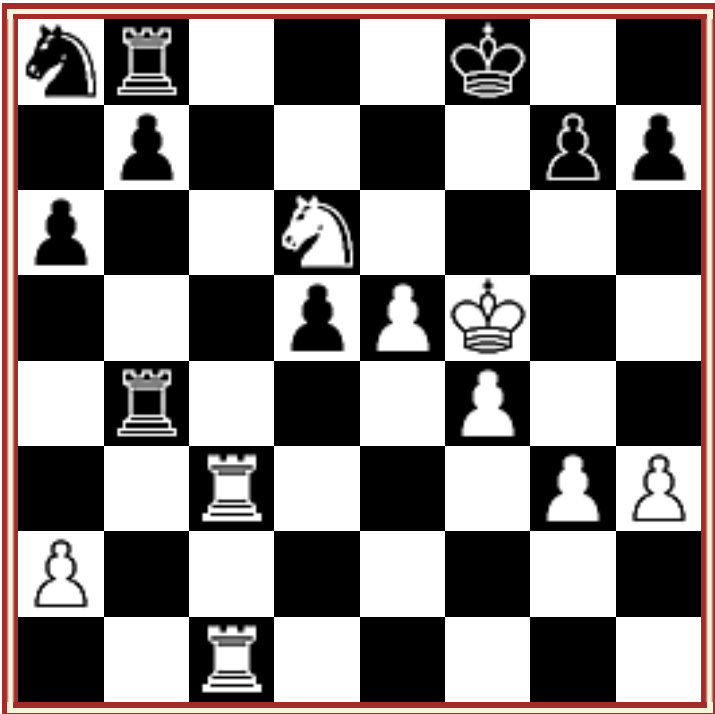
A curious double oversight follows. **29...Bf3** That Bishop is en prise!

[3.47 Fritz 5.00: 29...a6 30.e6 g6 31.Rb3]

30.Kf2

[0.78 Fritz 5.00: 30.Rxf3 Nb6 31.Ra3 g6 32.Ne3 a6]

30...Bd5 31.Ne7+ Kf8 32.Nxd5 cxd5 33.Kf3 a6 34.Kg4 Nb6 35.Kf5 Na8 36. Rac3



36...Rb6

[3.53 Fritz 5.00: 36...Ke7 37.Nc8+ Kd8 38.Rd3 g6+ 39.Kf6 Nc7 40.Nd6]

37.Ke6

[2.22 Fritz 5.00: 37.Rc8+ Rxc8 38.Rxc8+ Ke7 39.Rxa8 g6+ 40.Kg5 Rb2 41.Re8+ Kd7]

37...Rc6 38.Kxd5 Nc7+ 39.Ke4 Rxc3 40.Rxc3 Ne6

[2.97 Fritz 5.00: 40...Ne8 41.Nxe8 Rxe8 42.f5 b5 43.e6 Rd8 44.Rd3 Rc8 45.Rd7]

41.Kd5 Ke7 42.f5 Ng5 43.h4 Nh3 44.Rc7+ Kf8 45.Rf7+

[2.69 Fritz 5.00: 45.e6 Kg8 46.e7 b5 47.e8Q+ Rxe8 48.Nxe8 Nf2]

45...Kg8 46.Rxb7

[2.47 Fritz 5.00: 46.Rd7 Nf2 47.f6 gxf6 48.e6 Nd3 49.e7 Nb4+ 50.Ke6 Nc6]

46...Rxb7 47.Nxb7 Kf7 48.Kd6 Nf2 49.Nc5 a5 50.Kd7 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_11.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_39.htm

39) Webley M. A. - Sellwood C. [B50]

Major (3) 1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.d3 e6 5.Be2 Be7 6.O-O O-O 7.Be3 "Out of Book," says Fritz. 7...Nc6 8.Nbd2 e5 9.h3 d5 10.Bg5 Be6 11.Bxf6 Bxf6 12.exd5 Bxd5 13.Ne4 Be7 14.c4 Be6 15.Qd2 h6 16.Rad1 Qd7 17.Kh2 Rad8 18.Qc1 f5 19.Nc3 Bd6 20.Ng1 Bb8 21.g3



Some curious decisions: a clerical error? **21...g6**

[0.47 Fritz 5.00: 21...Nd4 22.Bf3 Rfe8 23.Bd5 Bd6 24.Bxe6+ Rxe6;

21...g5]

22.a3

[-0.88 Fritz 5.00: 22.Qxh6 Rf6 23.Qg5 Kg7 24.Nf3 Bc7]

22...Nd4

[0.34 Fritz 5.00: 22...f4 23.Ne4 b6 24.Rfe1 Nd4 25.b4]

23.f4

[-2.00 Fritz 5.00: 23.Qxh6 Rf6 24.Qg5 Kg7 25.Nf3 Bc7 26.Nxd4 Qxd4]

23...exf4 24.gxf4 g5 apparently not? **25.Nd5 Bxd5 26.cxd5 Bxf4+ 27.Rxf4 gxf4 28.Qxf4 Qd6 29.Qxd6 Rxd6 30.Bf1 f4 31.Re1 Rxd5 32.Re7 Rf7 33.Re8 + Kg7 34.Bg2 f3 0-1**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_39.htm) was last modified on 13 Aug



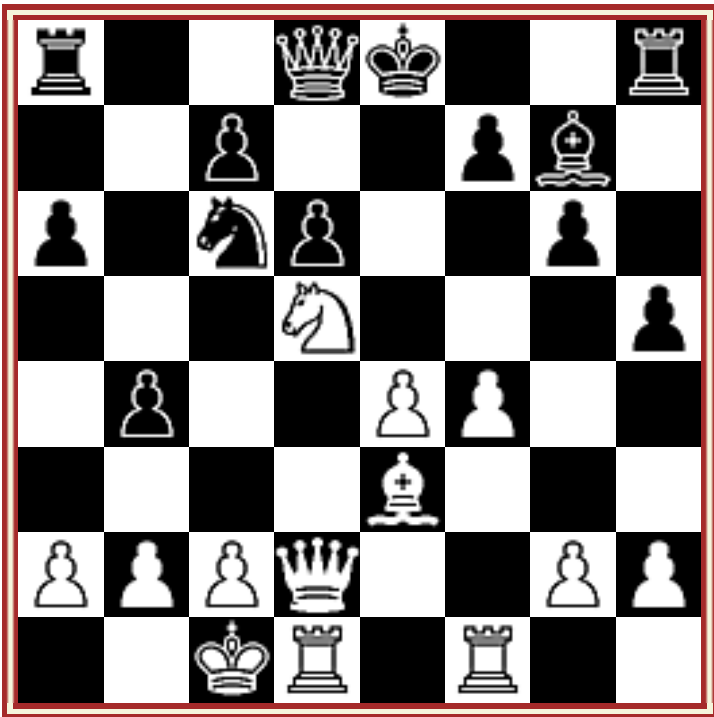
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_41.htm

41) Allen R. N. - Sandercock E. B. [B06]

Major (4) 1.e4 d6 2.d4 g6 3.Nc3 Bg7 4.f4 e5 "Out of Book," says Fritz. 5.Nf3 exd4 6.Nxd4 Ne7 7.Be3 Nbc6 8.Bc4 h5 9.Qd2 Bd7 10.O-O-O a6 11.Rhf1 b5 12.Nxc6 Bxc6 13.Bd5 b4 14.Bxc6+ Nxc6 15.Nd5



Fritz is interested in b4 Pawn: White may be right to decline. **15...Na5**

[2.00 Fritz 5.00: 15...Rb8 16.h3 Rg8 17.Qd3 Rb5 18.Rfe1 Ra5 19.Qc4 Qd7]

16.b3

[0.94 Fritz 5.00: 16.Qxb4 c5 17.Qa4+ Kf8 18.b3 Rb8 19.Bd2 Nb7 20.Qxa6 Qh4]

16...c5 17.f5 f6

[2.50 Fritz 5.00: 17...gxf5 18.Rxf5 Nc6 19.Bg5 Qb8 20.Nf6+ Bxf6 21.Bxf6 Rg8 22.Qxd6]

18.fxg6 Nc6 19.Qf2 0-0

[5.31 Fritz 5.00: 19...Rf8 20.Qf5 Qc8 21.Qf4 Ra7 22.Qxd6 Rd7 23.Qxc5 Qb7]

20.Qf5 Re8 21.Qxh5 Rxe4

[16.56 Fritz 5.00: 21...Kf8]

22.Qh7+

[2.34 Fritz 5.00: 22.Nxf6+ Kf8 23.Nxe4+ Ke8 24.Qd5 Ne5 25.Qe6+ Qe7 26.Nxd6
+ Kd8]

22...Kf8 23.Rxf6+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_41.htm) was last modified on 13 Aug



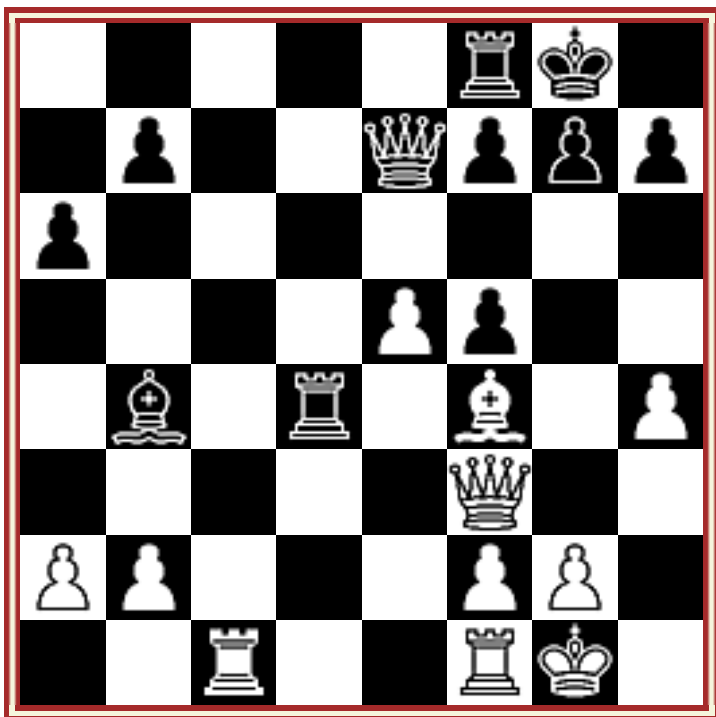
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_42.htm

42) Belinfante N. - Bloom P. [B40]

Major (4) 1.e4 c5 2.Nf3 Nc6 3.c3 e6 4.d4 cxd4 5.cxd4 Bb4+ "Out of Book," says Fritz. 6.Nc3 Nge7 7.Bd3 0-0 8.0-0 a6 9.h4 Qc7 10.e5 Nf5 11.Bxf5 exf5 12.Qd3 d6 13.Bf4 dxe5 14.Nxe5 Nxe5 15.dxe5 Be6 16.Nd5 Bxd5 17.Qxd5 Rad8 18.Qf3 Rd4 19.Rac1 Qe7



A double oversight ensues: **20.Qb3**

[-2.91 Fritz 5.00: 20.Be3]

20...Bd2

[-0.34 Fritz 5.00: 20...Rxf4]

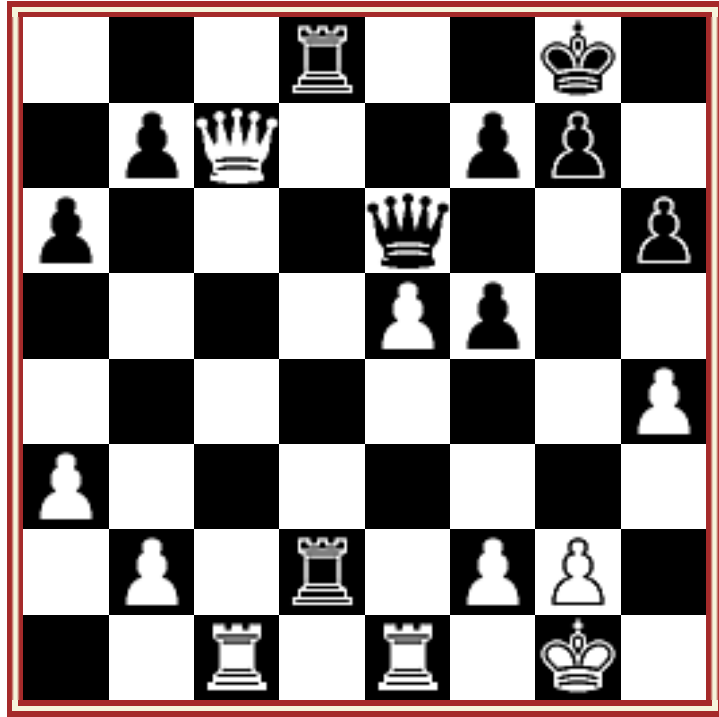
21.Bxd2 Rxd2 22.Qc3

[-0.91 Fritz 5.00: 22.Rfd1 Rxd1+ 23.Rxd1 Qxe5 24.Qxb7 Rb8 25.Qxa6 Rxb2]

22...Rfd8 23.a3

[-1.66 Fritz 5.00: 23.Rc2 R2d3 24.Qc4 R3d4 25.Qc7 Qxh4]

23...h6 24.Rfe1 Qe6 25.Qc7



And a simple oversight: **25...Rxb2**

[3.97 Fritz 5.00: 25...R2d7]

26.Qxd8+ Kh7 27.h5 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_42.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_48.htm

48) Price C. R. - Wahab A. A. [B50]

Major (4) 1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.Be2 Nc6 5.d4 cxd4 6.Nxd4 "Out of Book," says Fritz. 6...e6 7.Bf3 Ne5 8.Bg5 Be7 9.Nd2 Nd3+ 10.Kf1 Ne5 11. Be2 Nxe4 12.Nxe4

[0.00 Fritz 5.00: 12.Bb5+ Bd7 13.Nxe4 Bxg5 14.Nxd6+ Kf8 15.Qe2 Bxb5 16. N4xb5 Qf6]

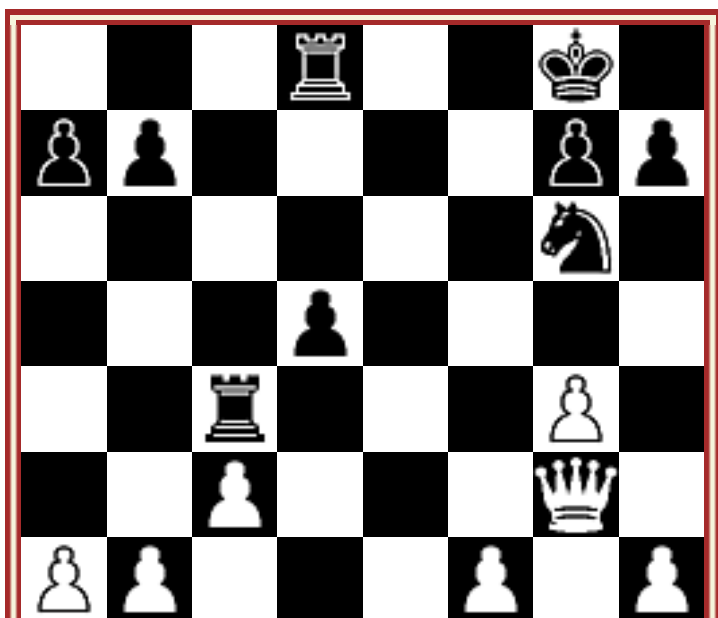
12...Bxg5 13.Bb5+ Bd7

[0.72 Fritz 5.00: 13...Kf8 14.Nxg5 Qxg5 15.Qa4 Qe7 16.Rd1 Qc7 17.Qb4 Kg8 18. f4]

14.Nxd6+ Ke7 15.Bxd7 Qxd7 16.Ne4 Bh6 17.g4 Bf4 18.Qe2 Rhd8 19.Rd1 Kf8 20.Nc5 Qe7 21.Qe4 Qxc5 22.Qxf4 Qd5 23.Rg1 Ng6 24.Qc7 Rac8

[2.66 Fritz 5.00: 24...Kg8 25.Rd2 Rac8 26.Qg3 Qc4+ 27.Ke1 e5 28.Nb3 Rxd2 29. Nxd2]

25.Nxe6+ fxe6 26.Rxd5 exd5 27.Qg3 Rc4 28.Kg2 Kg8 29.Kh1





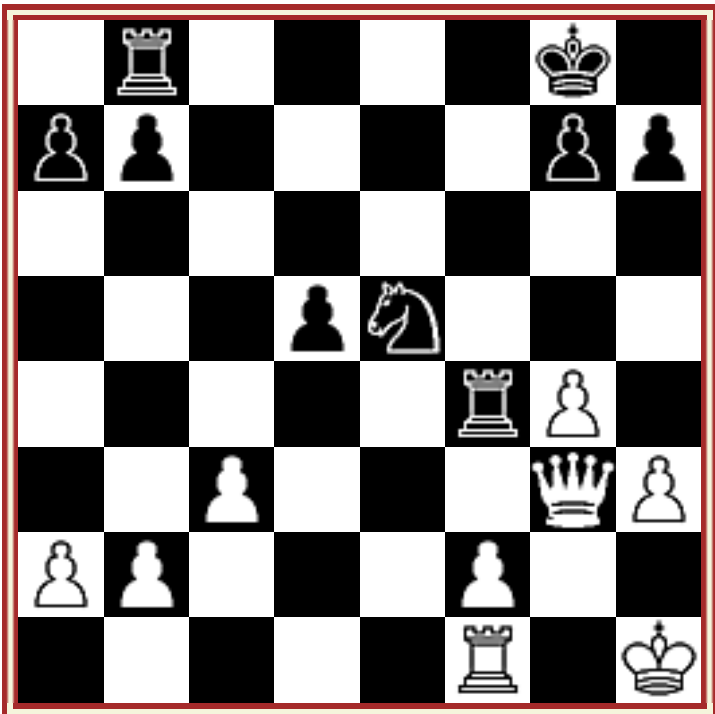
29...Rb8 Oversight or clerical error?

[8.81 Fritz 5.00: 29...Rf4 30.Re1 Rdf8 31.Kg1 d4 32.cxd4 Rxd4 33.Qb3+ Rf7 34.Re8+]

30.Rf1

[2.28 Fritz 5.00: 30.Qxb8+]

30...Rf4 31.h3 Ne5



Ditto.

[8.25 Fritz 5.00: 31...Re8 32.f3 Re2 33.Rf2 Re3 34.h4 Rf8 35.Qd6 Nf4 36.h5]

32.Qe3

[3.19 Fritz 5.00: 32.Qxf4]

32...Re4 33.Qd2 Rd8 34.f4

[1.56 Fritz 5.00: 34.Rd1 Rd7 35.Qc2 Kf8 36.Kg2 Ke7]

34...Nc4 35.Qf2 Rde8 Now Black is coordinated, the win for White is much harder. **36.Qc5 Kh8 37.Rg1**

[1.69 Fritz 5.00: 37.Qxa7 b6 38.Rf2 R4e7 39.Qa4 Kg8]

37...Re3 38.b3 Nd2 39.Qxd5 Nf3 40.Rf1 Nh4 41.Kh2 h6

[3.72 Fritz 5.00: 41...Rxc3 42.Rf2 Rc7 43.Rd2 Rce7 44.a3]

42.Qf7 Rd8 43.Rf2 Rdd3 44.g5

[-0.63 Fritz 5.00: 44.Qxb7 Rxh3+ 45.Kg1 Rd1+ 46.Rf1 Nf3+ 47.Kf2 Rh2+ 48.Kxf3 Rxf1+]

44...Rxh3+ 45.Kg1 Rd1+ 46.Rf1 Rg3+ 47.Kh2 Rg2+ 48.Kh3 Rxf1 49.Qe8+ Kh7 50.Qe4+ Kh8 51.Qe8+ Kh7 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_48.htm) was last modified on 13 Aug



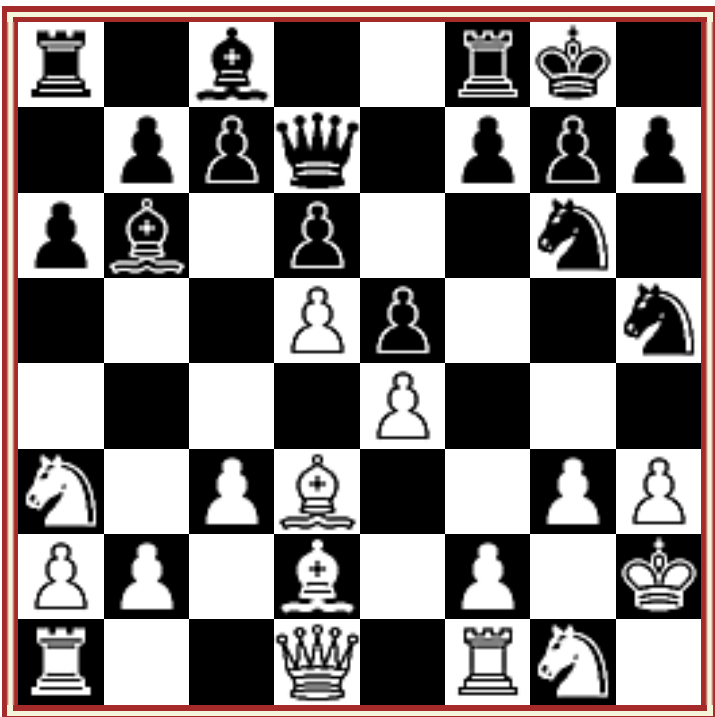
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_56.htm

56) Dobber P. - Duckham J. [B00]

Major (5) 1.e4 Nc6 2.d4 e5 3.d5 Nce7 4.Nf3 Ng6 5.Be3 "Out of Book," says Fritz. 5...Nf6 6.Bd3 Bb4+ 7.c3 Ba5 8.h3 O-O 9.O-O d6 10.Na3 Bb6 11.Bd2 a6 12.Kh2 Nh5 13.g3 Qd7 14.Ng1



With two points: **14...Qe7**

[3.22 Fritz 5.00: 14...Nf6 15.Bg5 Ne8 16.Nc4 Bc5 17.Qh5]

15.Qxh5 one of which Black missed. **1-0**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_56.htm) was last modified on 13 Aug



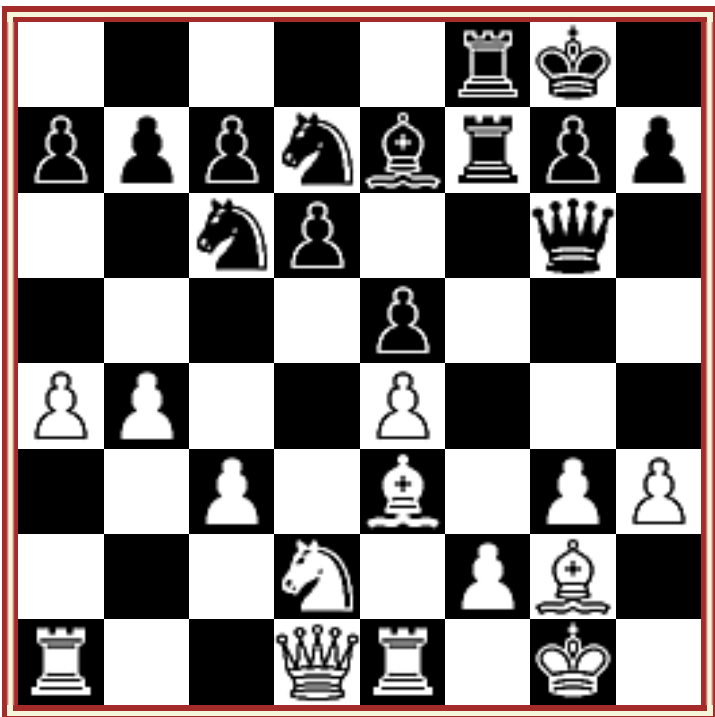
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_93.htm

93) Baer B. L. - Spink B. M. [A04]

Exeter Premier (4) 1.Nf3 f5 2.g3 Nf6 3.Bg2 d6 4.d3 "Out of Book," says Fritz.
 4...e5 5.0-0 Be7 6.c3 0-0 7.Nbd2 Nc6 8.b4 Qe8 9.a4 Qh5 10.e4 fxe4 11.
 dxex4 Bg4 12.Re1 Rf7 13.h3 Bxf3 14.Nxf3 Nd7 15.Be3 Raf8 16.Nd2 Qg6

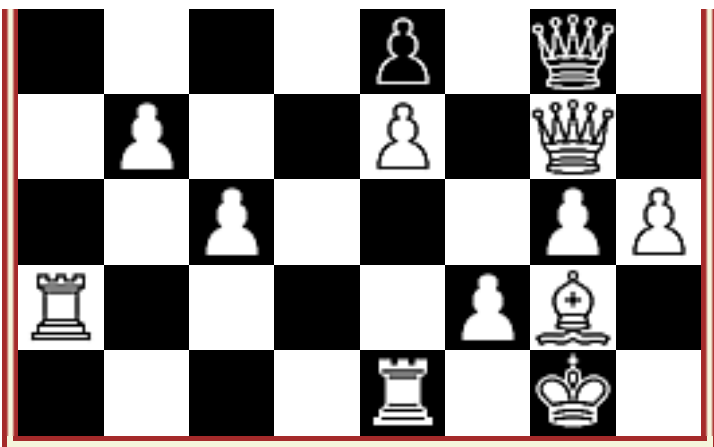


17.a5 Missing a chance to nibble the a-Pawn.

[-0.47 Fritz 5.00: 17.b5 Nd8 18.Bxa7 Bg5 (18...b6 19.a5) 19.a5 Ne6]

17...Bg5 18.Bxg5 Qxg5 19.Nf3 Qh5 20.Re3 Nd8 21.Ra2 Kh8 22.Qd3 Ne6
 23.Qd5 Ng5 24.Nxg5 Qxg5 25.Re1 b6 26.axb6 axb6 27.Qe6 Re7 28.Qg4

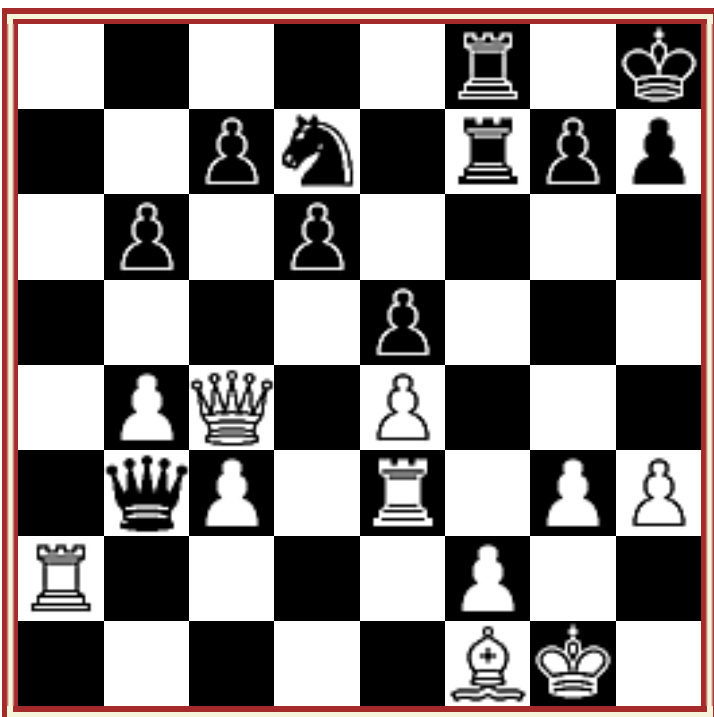




28...Qf6

[0.53 Fritz 5.00: 28...Qxg4 29.hxg4 Ref7 30.Rea1 b5 31.Bh1 Nf6]

29.Re3 Qf7 30.Qe2 Qb3 31.Bf1 Ref7 32.Qc4



32...Qb1 This is the real blunder: can Black guarantee to get the Queen out? **33. Kg2 Nf6 34.Bd3 Qc1 35.Rc2 Qd1 36.Ree2 Nh5 37.Rcd2 Qa1 38.Ra2 Qc1**

[6.63 Fritz 5.00: 38...d5 39.Qxd5 Nf4+ 40.gxf4 Qxc3 41.Rec2]

39.Qxf7 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_93.htm) was last modified on 13 Aug



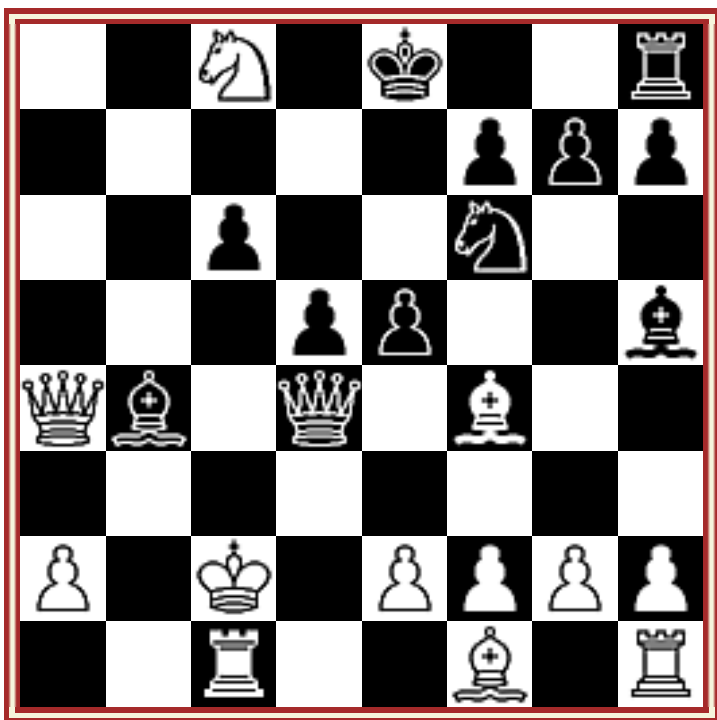
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_111.htm

111) Wheeler J. F. - Brusey A. W. [D13]

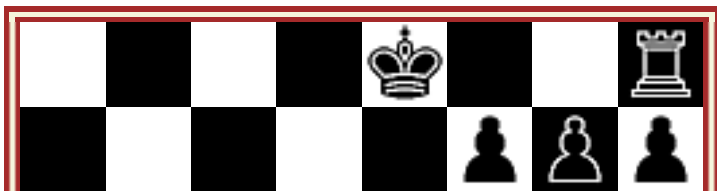
Exeter Premier (5) 1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.Nf3 Nf6 5.Nc3 Nc6 6.Bf4 Bg4 7.Ne5 Bh5 "Out of Book," says Fritz. 8.Qa4 Qb6 9.Nb5 Rc8 10.Nxc6 bxc6 11.Nxa7 Qxb2 12.Rc1 e5 13.Nxc8 Bb4+ 14.Kd1 Qxd4+ 15.Kc2

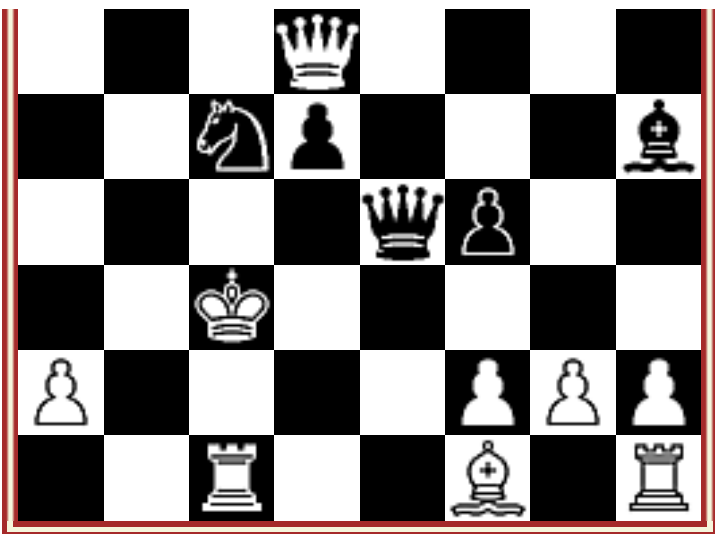


15...exf4

[1.13 Fritz 5.00: 15...Qc3+ 16.Kb1 (16.Kd1 Qd3+ may have been what Black missed 16...Bg6+ 17.Rc2 Qxc2+ 18.Qxc2 Bxc2+ 19.Kxc2 exf4)]

16.Qxc6+ Nd7 17.Nd6+ Bxd6 18.Qxd6 Nc5 19.e4 Qxe4+ 20.Kc3





It's never going to be a draw, is it? **20...d4+**

[3.34 Fritz 5.00: 20...Qc4+ 21.Bxc4 Ne4+ 22.Kc2 Nxd6 23.Rhe1+]

21.Kc4

[0.09 Fritz 5.00: 21.Kb4 Be2 22.Bxe2 Qxe2 23.Qc6+ Kf8 24.Qxc5+ Qe7 25.Qxe7 + Kxe7]

21...d3+

[3.16 Fritz 5.00: 21...Ne6 22.Qb8+ Ke7 23.Qxh8 Qc6+ 24.Kb3 Qxc1 25.Qxh7 Qc3 + 26.Ka4]

22.Kxc5 1-0

Back to [Chess Coaching Page](#)

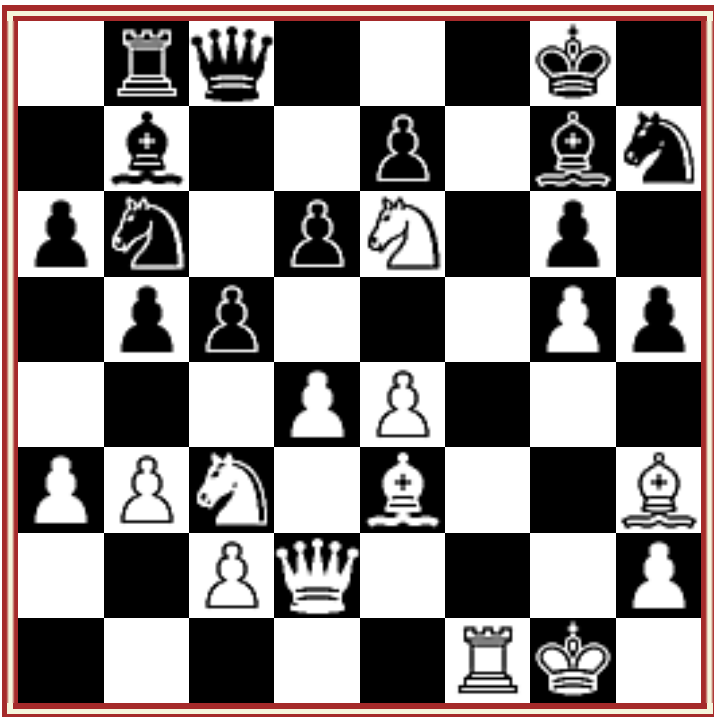
This document (blun_111.html) was last modified on by



Exeter Chess Club: Blunders\blun_2.htm

2) Durrant P. E. O. - Halmkin P. E. [B07]

Major (1) 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f3 c6 5.Be3 Nbd7 6.Nge2 b5 7.a3 "Out of Book," says Fritz. 7...Qa5 8.g4 Bg7 9.Bg2 Rb8 10.Qd2 h5 11.g5 Nh7 12.O-O Qc7 13.f4 Nb6 14.b3 O-O 15.Rad1 a6 16.f5 Bb7 17.fxg6 fxg6 18.Nf4 c5 19.Ne6 Rxf1+ 20.Rxf1 Qc8 21.Bh3



Black is in difficulty here but his next move makes things worse, adding a pin to the threatened discovery. In fact, White's Knight is currently pinned to the Bh3!
21...Nd7

[2.50 Fritz 5.00: 21...b4 22.axb4 cxb4 23.Na2 Bxe4 24.Qf2 Qe8 25.Nxb4 Bb7 26.Nxg7]

22.Nxg7

[1.66 Fritz 5.00: 22.Qf2 Qe8 23.Nc7 Qf8 24.Bxd7 Qxf2+ 25.Rxf2 cxd4 26.Be6+ Kh8]

22...Kxg7 23.Qf2 Qe8 24.Be6 Ndf8 25.Qf7+ Kh8 Suicide.

[#1 Fritz 5.00: 25...Qxf7 26.Rxf7+ Kh8 27.Rxe7 Nxe6 28.Rxe6 b4 29.axb4 cxb4 30.Nd5;

25...Kh8 26.Qg8#]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_2.htm) was last modified on 13 Aug 2005



[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_3.htm

3) Foulds A. - England M. C. [E76]

Major (1) 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 0-0 6.Nf3 c5 7.d5 Nbd7
"Out of Book," says Fritz. 8.Be2 a6 9.0-0 b5



Fritz doesn't like giving up Pawns, but this Benko-style idea looks perfectly legitimate.

[0.94 Fritz 5.00: 9...b6 10.Qc2 Bb7 11.Be3 Qc7 12.f5 gxf5 13.exf5]

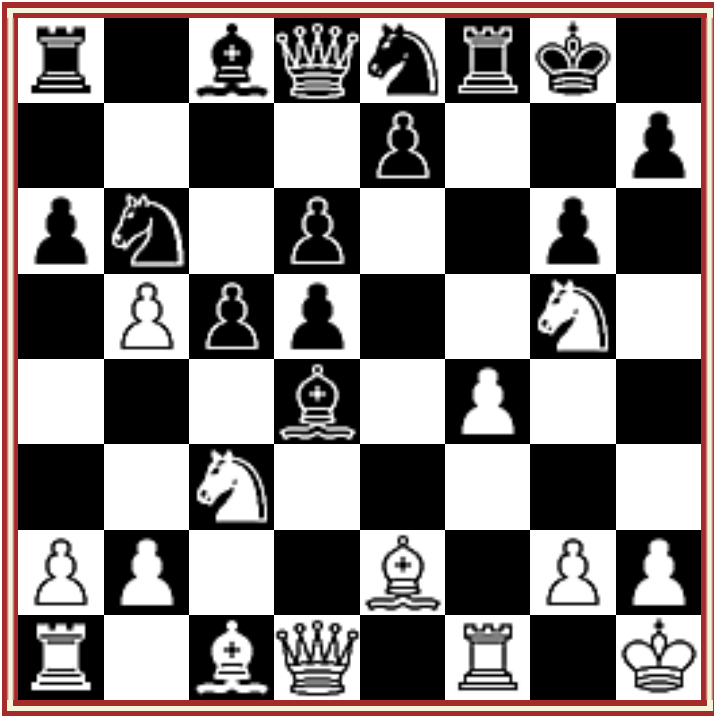
10.e5

[0.16 Fritz 5.00: 10.cxb5 Qb6 11.e5 Ng4 12.Na4 Qc7]

10...Ne8 11.e6 fxe6 12.Ng5

[-0.91 Fritz 5.00: 12.cxb5]

12...Nb6 13.cxb5 Bd4+ 14.Kh1 exd5



White's next is a miscalculation. **15.Nxd5**

[-3.09 Fritz 5.00: 15.Nf3 Bxc3 16.bxc3 Nc7 17.bxa6 Bxa6 18.Bxa6 Rxa6 19.a4]

15...Nxd5 16.Bc4 Nef6 17.Qf3 e6 18.Re1 Re8 19.bxa6 Qa5 20.Be3

[-3.66 Fritz 5.00: 20.Re2 Bxa6 21.Bxa6 Qxa6 22.Nxe6 Qc4 23.a3 Rxa3 24.Qxa3 Qxe2]

20...Bxb2 21.Rad1 Bxa6 22.Bd2 Qa3 23.Qxa3 Bxa3 24.Bxa6 Rxa6 25.Rxe6 Bb4 26.Bxb4 Nxb4

[-1.34 Fritz 5.00: 26...Rxe6 27.Nxe6 cxb4 28.Ra1 b3 29.a4 b2 30.Rb1]

0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_3.htm) was last modified on 13 Aug 2005



[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_4.htm

4) Hibbitt A. - Duckham J. [B00]

Major (1) 1.e4 Nc6 2.g3 "Out of Book," says Fritz. 2...d5 3.Nc3 Nf6 4.Bg2 dxe4 5.Nxe4 Nxe4 6.Bxe4 g6 7.c3 e5 8.Ne2 Bh3 9.Ng1 Be6 10.d3 Bg7 11.f4 exf4 12.Bxf4 0-0 13.Qd2



Black should seize the e-file. **13...Bd5**

[0.66 Fritz 5.00: 13...Re8 14.Ne2 (14.0-0-0 Bxa2) 14...Bg4 15.h3 f5 16.hxg4 fxe4 17.dxe4 Qxd2+]

14.0-0-0

[-0.78 Fritz 5.00: 14.Nf3 Re8]

14...Bxe4 The a-Pawn could have been taken with impunity - it contributes to Black's attack on that wing, and so is no waste of time.

[0.13 Fritz 5.00: 14...Bxa2 15.Bh6 Na5 16.Qf4 Nb3+ 17.Kc2 Bxh6 18.Qxh6]

15.dxe4 Qxd2+ 16.Rxd2 Ne5 17.Rd5 Rfe8 18.Bxe5 Rxe5 19.Rxe5 Bxe5 20.
Nf3 Bd6 21.e5 Bc5 22.Rd1 Re8 23.Rd7 Re7 24.Rxe7 Bxe7 25.Kc2 Kf8 26.
Kd3 Ke8 27.g4 h6 28.b4 Kd7 29.a4 a6 30.Kc4 c6 31.h4 b5+ 32.axb5 axb5
+ 33.Kd4 Kc7 34.h5 g5 35.Ke4 Bf8 36.Nd4 Kd7 37.Kf5 Bg7 38.Nb3 Ke7 39.
Nc5 Bh8 40.Ne4 Bg7 41.Nd6 Bh8 42.c4 bxc4 43.Nxc4 Bg7 44.Na5 Kd7 45.
Nb3 Ke7 46.Nc5 Bh8 47.e6 Bc3 48.exf7 Kxf7 49.Nd7 Bxb4 50.Ne5+ Kg7
51.Nxc6 Bc3 52.Ke6 Bb2 53.Ne7 Bc3 54.Nf5+ Kh7 55.Kf7 Bb2 56.Nd6 Bc3
57.Ne4 Bb2 58.Nf6+ Kh8 59.Nd7 Kh7 60.Nf8+ Kh8 61.Kg6 Bc1 62.Kxh6
Bb2

[2.31 Fritz 5.00: 62...Kg8 63.Ne6 Kf7 64.Ng7 Be3 65.Nf5]

63.Ne6 Bc1 64.Nxg5 Kg8 65.Kg6 Kh8 66.Nf7+

[2.47 Fritz 5.00: 66.h6 Bxg5 67.Kxg5 Kh7 68.Kf6 Kg8 69.h7+ Kxh7]

66...Kg8 67.h6 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_4.htm) was last modified on 13 Aug 2005

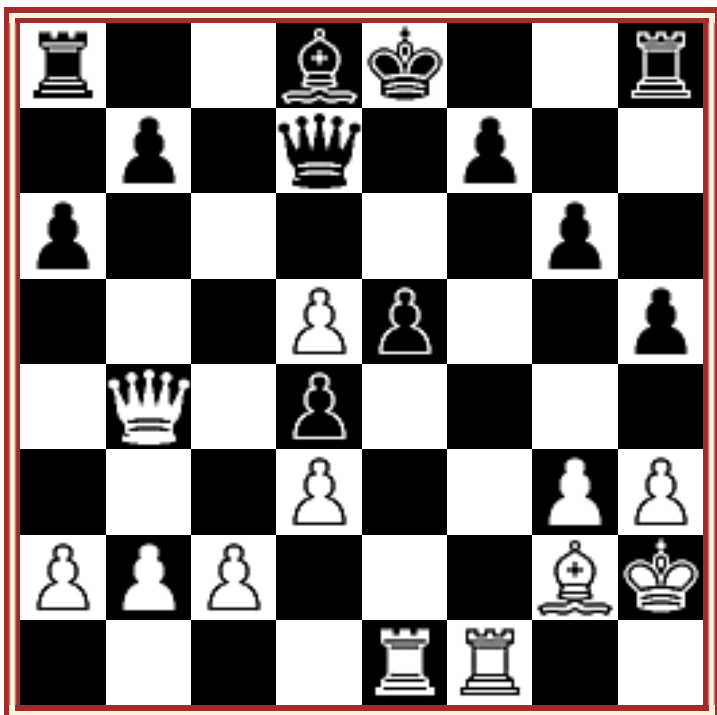


[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_9.htm

9) Spiegel J. A. - Laurain F. [B26]

Major (1) 1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.Be3 Nf6 7.h3 Bd7 "Out of Book," says Fritz. 8.Qd2 a6 9.Nge2 e5 10.0-0 Qc8 11.Kh2 h5 12.Bg5 Nd4 13.Bxf6 Bxf6 14.Nxd4 cxd4 15.Nd5 Bd8 16.f4 Be6 17.fxe5 Bxd5 18.exd5 dxe5 19.Qb4 Qd7 20.Rae1

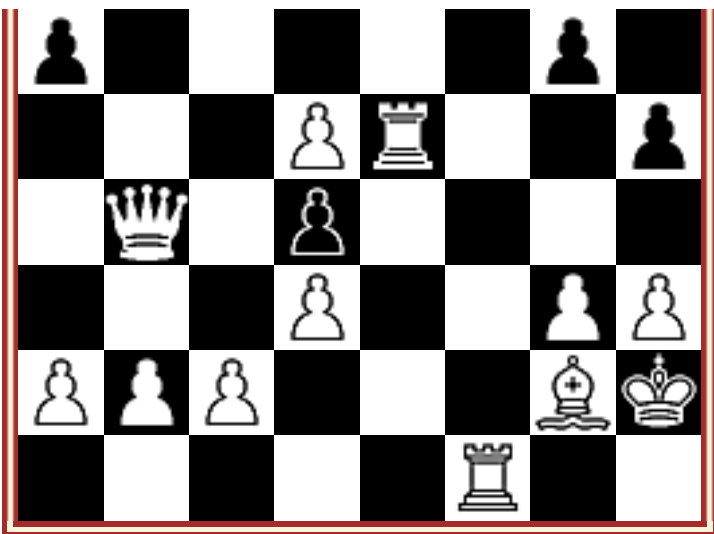


20...Be7 Making a bad situation worse.

[2.09 Fritz 5.00: 20...Bc7 21.Rf6 h4 22.d6 hxg3+ 23.Kxg3 Bd8 24.Rxe5+ Kf8 25.Rf4]

21.Rxe5





21...f6 Not cutting his losses.

[5.28 Fritz 5.00: 21...Kf8 22.Qxd4 Rh7 23.Re2 h4 24.g4 Rd8 25.Kh1 Re8]

22.Rxe7+ Qxe7 23.Re1 Qxe1 24.Qxe1+ Kf7 25.Qe6+ Kg7 26.Qe7+ Kh6 27.Qxf6 Rhf8 28.Qxd4 Rae8 29.Be4 Rc8 30.Qe3+ g5

[17.13 Fritz 5.00: 30...Kg7 31.c4 Rf6 32.d6 Rd8 33.c5 Rd7 34.d4 a5 35.Kg2]

31.Qb6+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_9.htm) was last modified on 13 Aug 2005

by 

[Dr. Dave](#)

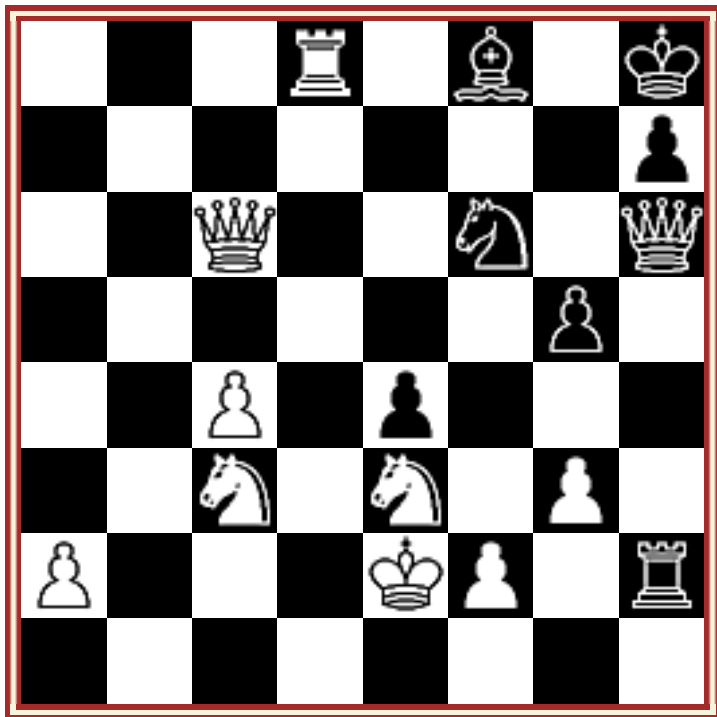
Exeter Chess Club: Blunders\blun_24.htm

24) Rogers D. R. - Freeman D. G. [E68]

Major (2) 1.c4 Nf6 2.g3 g6 3.Bg2 Bg7 4.d4 0-0 5.Nc3 d6 6.Nf3 c6 7.0-0 Nbd7 8.e4 e5 9.d5 Nc5 10.Qe2 "Out of Book," says Fritz. 10...a5 11.h3 Ne8 12.Be3 f5 13.Bxc5 dxc5 14.dxc6 bxc6 15.exf5 Rxf5 16.Nh4 Rh5 17.Bxc6 Bxh3 18.Rfd1 Qc8 19.Bxa8 Qxa8 20.Qe4 Qb8 21.Qd5+ Kf8 22.Qxc5+ Kg8 23.Qd5+ Kf8 24.Qf3+ Nf6 25.Rab1

[0.91 Fritz 5.00: 25.Nd5]

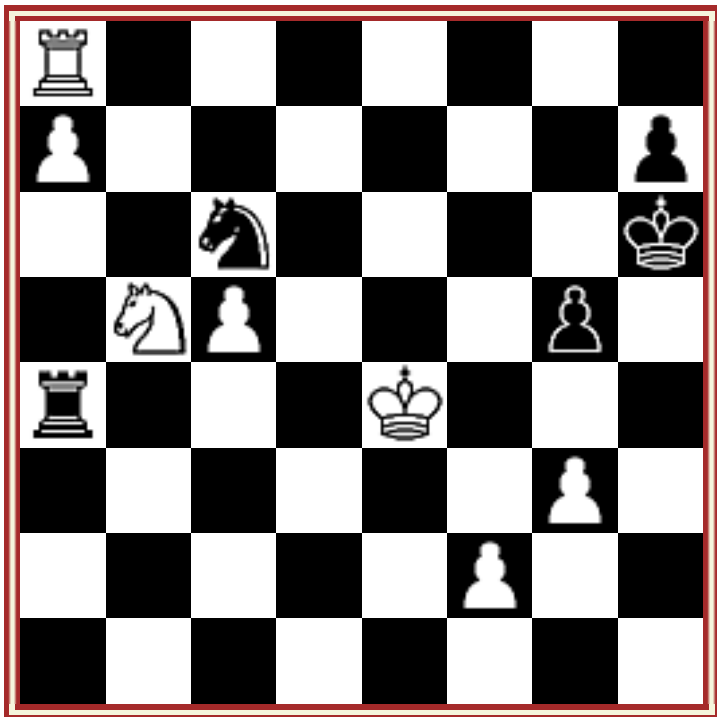
25...Bg4 26.Qc6 g5 27.Ng2 Bxd1 28.Rxd1 Qxb2 29.Qc5+ Kf7 30.Qxa5 Qc2 31.Ne3 Qg6 32.Qa7+ Kg8 33.Rd8+ Bf8 34.Qe7 Qh6 35.Qe6+ Kh8 36.Qc6 e4 37.Kf1 Rh1+ 38.Ke2 Rh2



White is panicked by Black's attack, and overlooks the win of a piece. **39.Ng4**

[1.41 Fritz 5.00: 39.Qc8 Kg8 40.Qe6+ Kh8 41.Qf7 Qh5+ 42.Qxh5 Rxh5 43.Rxf8+ Kg7]

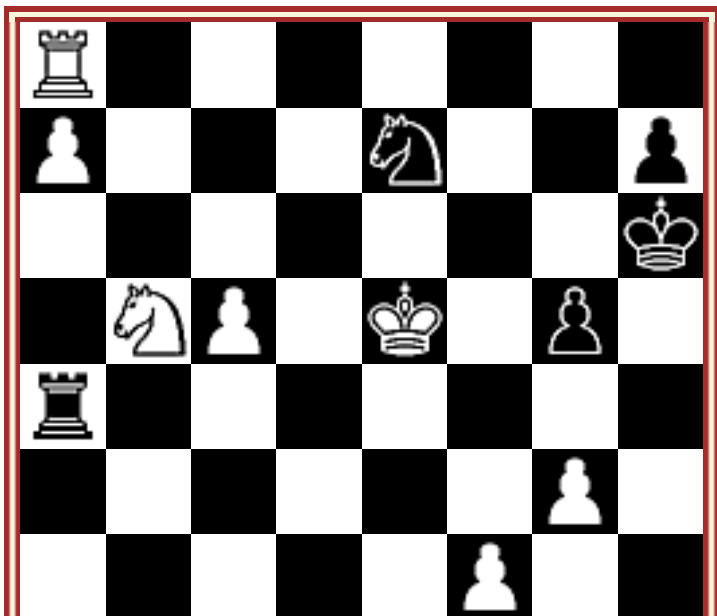
39...Nxb4 40.Qxh6 Rxh6 41.Rxf8+ Kg7 42.Ra8 Re6 43.a4 Kg6 44.a5 Ne5
45.a6 Kh6 46.c5 Nc6 47.Ke3 Nb4 48.a7 Ra6 49.Kxe4 Nc6 50.Nb5 Ra4+



Fritz' comments on this ending are perhaps coloured by the curious result. **51.Kd5 Ne7+**

[6.56 Fritz 5.00: 51...Ra6 52.Nc7 Rxa7 53.Kxc6 Rxa8 54.Nxa8 Kg6 55.g4 Kf7 56. Kd6]

52.Kd6 Nf5+ 53.Ke5 Ne7





54.Kd6

[0.00 Fritz 5.00: 54.Nd4 Kg7 55.Ke6 Rxd4 56.Kxe7 Ra4 57.c6 Re4+ 58.Kd6 Rd4+]

**54...Nf5+ 55.Kc7 Ne7 56.Rd8 Rxa7+ 57.Nxa7 Kh5 58.Rd7 Ng6 59.f3 h6 60.
Kb6 Ne5 61.Rd5 Nc4+ 62.Kb5 Na3+ 63.Kb6**

[0.00 Fritz 5.00: 63.Kb4 Nc2+ 64.Kc4 Ne3+ 65.Kd4 Nc2+ 66.Ke4 Nb4 67.Rd6
Na2]

63...Nc4+ 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_24.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_33.htm

33) Nielsen J. H. - Allen R. N. [C55]

Major (3) **1.Nc3 e5 2.Nf3 Nc6 3.e4 Nf6 4.Bc4 Nxe4** If I had a penny for every time I've seen this... **5.Bxf7+ "Out of Book,"** says Fritz. **5...Kxf7 6.Nxe4 d5 7.Ng3 e4 8.Ng1 Bc5**

[-1.22 Fritz 5.00: 8...Kg8 Fritz prefers to hide the King - probably wisely! See the next note.]

9.d3 Qf6 10.Qh5+ Kf8



11.Be3

[-1.56 Fritz 5.00: 11.Nxe4 picks up a Pawn 11...Bb4+ 12.Nd2 Nd4 13.Qd1 Qg6 14.Kf1]

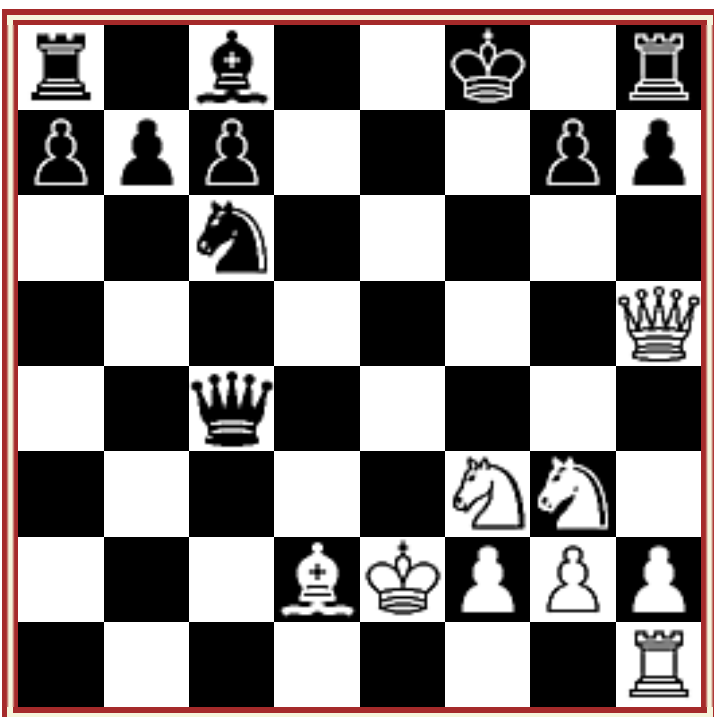
11...Bb4+ 12.c3 Bxc3+



Unquestionably, White should cut his losses here instead of making the natural recapture. **13.bxc3**

[-4.41 Fritz 5.00: 13.Kf1 is bad, but not resignable. 13...Bxb2 14.Bc5+ Ne7 15. Qxd5 Bxa1 16.Qd8+ Kf7 17.Qxh8 exd3]

13...Qxc3+ 14.Kd1 Qxa1+ 15.Bc1 Qxa2 16.dxe4 Qb3+ 17.Ke1 Qc3+ 18. Bd2 Qa1+ 19.Ke2 Nd4+ 20.Kd3 dxe4+ 21.Kxe4 Nc6 22.Nf3 Qa4+ 23.Ke3 Qb3+ 24.Ke2 Qc4+



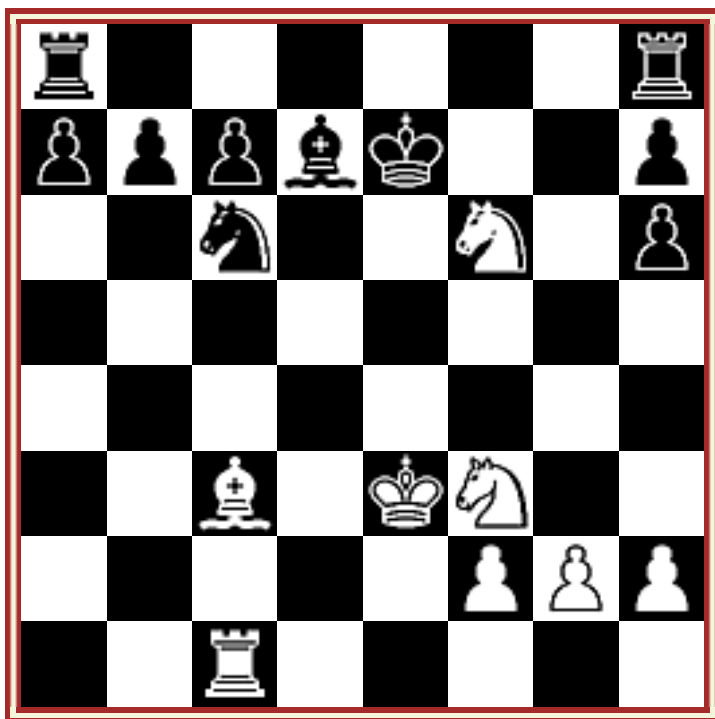
Black has the exchange and Pawns, but both Kings are exposed. White's is more exposed than Black's, so if Black can get moving, White will be in a lot of trouble. **25.Ke3** Adds to White's problems.

[-7.50 Fritz 5.00: 25.Ke1 Bg4 26.Qg5 Re8+ 27.Be3 Qc3+ 28.Kf1 Qd3+ 29.Ke1 Bxf3]

25...Bd7 Too cautious.

[-3.69 Fritz 5.00: 25...Bg4 mates or wins the Queen. 26.Qxg4 (26.Qg5 Re8+ mates 26...Qxg4 27.Bc3 Re8+ 28.Kd2 Qf4+ 29.Kc2]

26.Rc1 Qe6+ 27.Ne4 Qh6+ 28.Qxh6 gxh6 29.Nf6 Ke7 30.Bc3



Fritz does not query Black's next, but it's asking for trouble. **30...Bf5**

[30...Rhf8]

31.Nd5+ Kd6 32.Bxh8 Rxh8 33.Rd1 Bg6

[-1.34 Fritz 5.00: 33...Re8+ 34.Kf4 Bc2 35.Nf6+ Bxd1 36.Nxe8+ Kd7 37.Nf6+]

34.Nf4+ Ke7 35.Nh4

[-2.03 Fritz 5.00: 35.Nd5+ Kd7 36.Nb4+ Kc8]

35...Ne5

[-1.28 Fritz 5.00: 35...Re8 36.Kd2 Rd8+ 37.Ke1 Rxd1+ 38.Kxd1 Be4 39.Kc1]

36.Nd5+ Kd7 37.h3 c6 38.Nc3+ Kc7 39.f4

[-2.53 Fritz 5.00: 39.Ra1]

39...Nc4+ 40.Kf2 b5 At last the Pawns have their say. **41.f5 Bf7 42.Nf3 Re8 43.g4 a5 44.g5**

[-4.13 Fritz 5.00: 44.Re1 Rxe1 45.Kxe1 b4 46.Na4 Kd6 47.Ke2 Kd5 48.Kd3 c5]

44...Bh5 45.Rd3 Bxf3 46.Rxf3 hxg5 47.f6 Rf8 48.f7

[-4.63 Fritz 5.00: 48.Ne4 h6 49.Ke2 Kd7 50.Rf2 Ke6 51.Kd3 Kd5 52.Nc3+ Ke5]

48...Ne5 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_33.htm) was last modified on 13 Aug

2005 by

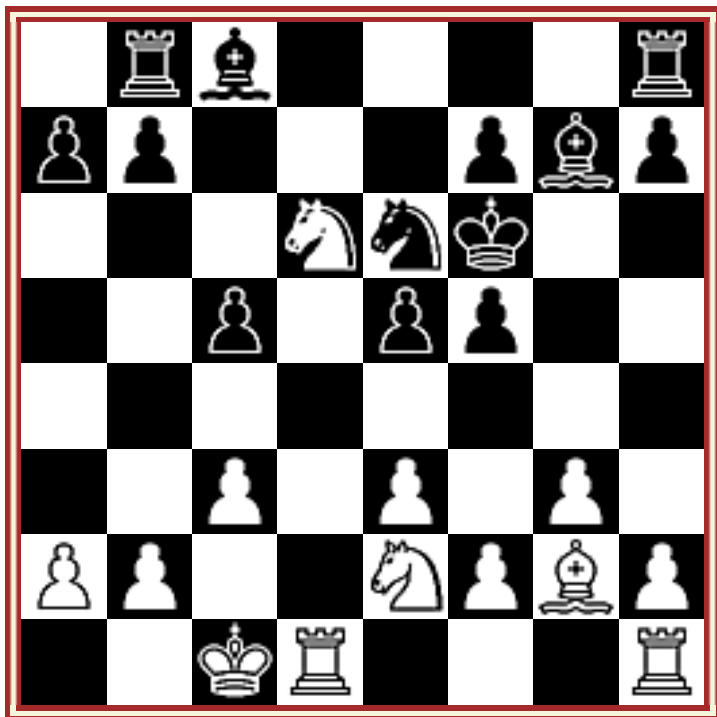


[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_40.htm

40) Wood J. Z. - Laurain F. [A45]

Major (3) 1.d4 Nf6 2.Bg5 d6 3.Bxf6 gxf6 4.g3 "Out of Book," says Fritz. 4... Bg7 5.Bg2 c5 6.c3 f5 7.e3 Nc6 8.Ne2 e5 9.dxc5 dxc5 10.Qxd8+ Nxd8 11. Na3 Ne6 12.Nc4 Ke7 13.0-0-0 Rb8 14.Nd6 Kf6



15.Bh3 Lacking in vigour.

[0.47 Fritz 5.00: 15.f4 Attacking e5 and b7 15...exf4 16.exf4 b6 17.Rd5 Nc7 18. Rd2 Rd8 19.Rhd1 with a better position 19...Ne6]

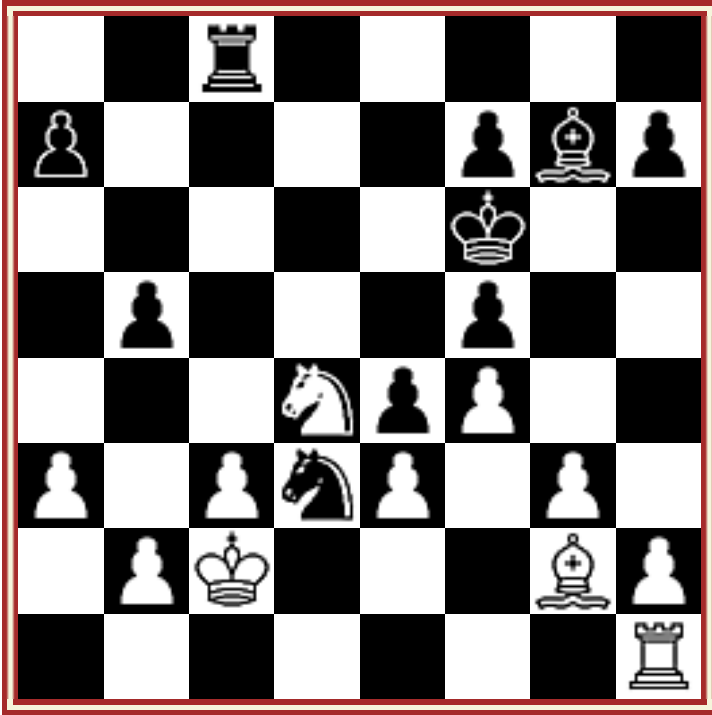
15...Ng5 16.Bg2 Ne6 17.f4 e4 18.Rd5 Nc7 19.Rxc5 Na6 20.Rxc8 Rhxc8 21. Nxc8 Rxc8 22.Nd4 Nb4

[1.91 Fritz 5.00: 22...Rd8 23.Rd1 Nc5 24.Bf1 a6 25.Kc2 b5 26.Bh3 Rd5 27.Kd2]

23.a3

[1.03 Fritz 5.00: 23.Nxf5 Nd3+ 24.Kc2 Bf8 25.Nd4 Nf2 26.Re1 Re8 27.Re2 Ng4]

23...Nd3+ 24.Kc2 b5



[2.50 Fritz 5.00: 24...Nf2 25.Rf1 Ng4 26.Kd2 Nxf2 27.Rh1 Nf3+ 28.Nxf3 exf3 29.Bxf3]

25.Bf1 Missing:

[1.25 Fritz 5.00: 25.Nxf5]

25...Nf2 26.Rg1 Ng4 27.Kd2 a6

[1.47 Fritz 5.00: 27...Nxf2 28.Be2 (28.Bxb5) 28...Rd8 29.Rh1 Nf3+ 30.Kc2 Nxd4 + 31.cxd4 a6 32.Rxf2]

28.Rg2 Bf8 29.h3 Nh6 30.g4 f5 31.hxg4 Ke7

[2.69 Fritz 5.00: 31...Kg6 32.Be2 Rd8 33.Bd1 f6 34.Bc2 Re8 35.b4 f5 36.gxf5+]

32.g5 Ng8 33.Rh2 h6 34.Nf5+ Ke6 35.Nxf6 Rd8+ 36.Kc2 Bc5 37.Nxg8 Rxf8 38.Rh3 Rg6 39.Rg3 f6 40.Bh3+ Kd5 41.Bf5 Rg7 42.g6 a5 43.Rh3 b4 44.axb4 axb4 45.Rh7 Bf8 46.Rxg7

[2.28 Fritz 5.00: 46.Rh1 Bc5 47.Rd1+ Kc4 48.b3+ Kb5 49.Rd7 Rg8 50.Rb7+ Kc6]

**46...Bxg7 47.cxb4 Kc4 48.Bxe4 Kxb4 49.Bd5 Kc5 50.Bf3 Kb4 51.e4 Kc4 52.
b3+ Kb4 53.Kd3 Kxb3 54.Kd4 f5+ 55.Kd5 fxe4 56.Bxe4 Kc3 57.Ke6**

[12.00 Fritz 5.00: 57.f5 Kd2 58.Ke6 Ke3 59.f6 Bh6 60.g7 Kxe4 61.g8Q Kf4]

57...Kd4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_40.htm) was last modified on 13 Aug



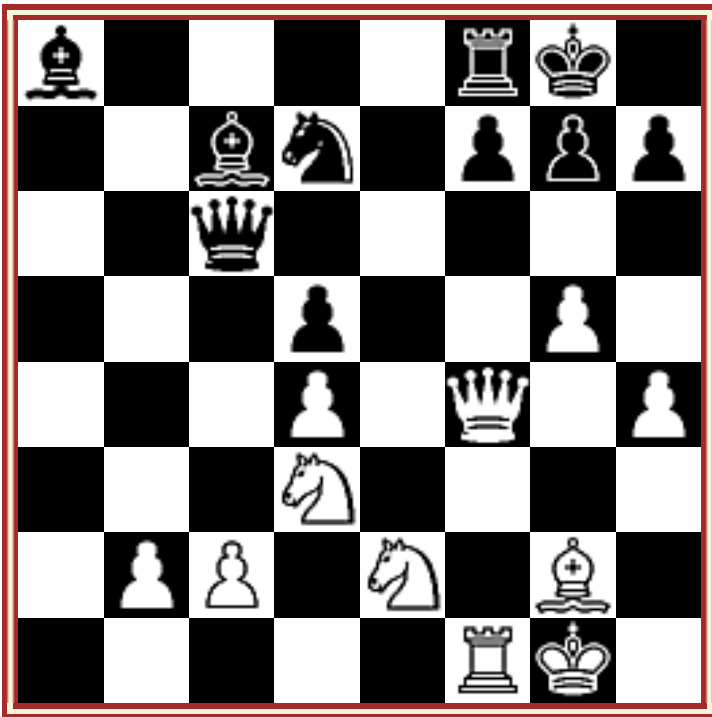
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_51.htm

51) Spiller P. - Stanners M. J. [A00]

Major (4) 1.e4 d6 2.g3 e5 3.Bg2 Nf6 4.Nc3 Be7 "Out of Book," says Fritz. 5. Nge2 O-O 6.O-O c6 7.d3 Nbd7 8.h3 b5 9.a3 a5 10.Be3 Qc7 11.f4 Bb7 12.g4 exf4 13.Nxf4 b4 14.Nce2 d5 15.exd5 cxd5 16.g5 Qe5 17.Qd2 Ne8 18.d4 Qd6 19.Nd3 Nc7 20.Bf4 Qb6 21.axb4 axb4 22.Bxc7 Qxc7 23.Nxb4 Qd6 24. Nd3 Bd8 25.Rxa8 Bxa8 26.h4 Bc7 27.Qf4 Qc6



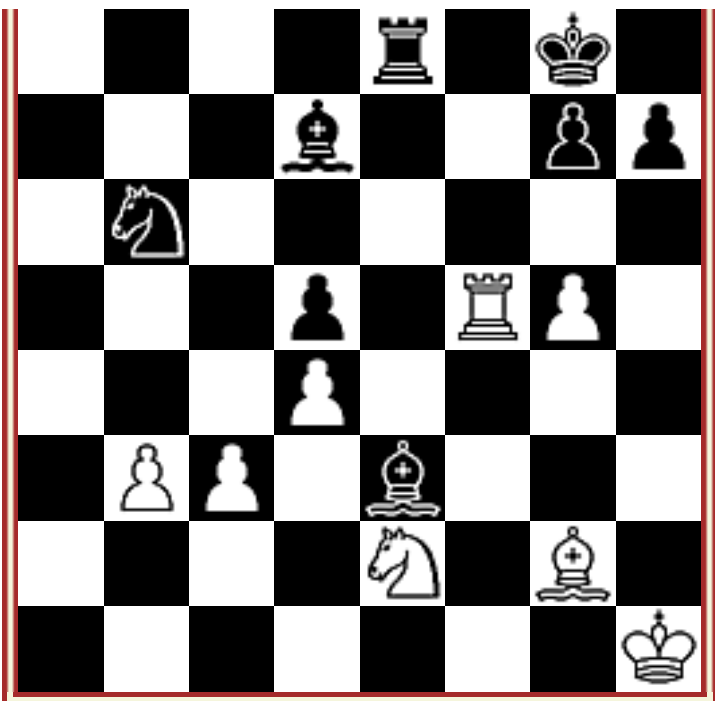
28.Nb4 loses a piece: not hard to see coming.

[-1.81 Fritz 5.00: 28.Qe3 Nb6 29.b3 Re8 30.Qf3 Re7 31.c3 f6 32.Nc5 fxg5]

28...Bxf4 29.Nxc6 Be3+ 30.Kh1 Bxc6 31.Rf3

[-2.31 Fritz 5.00: 31.c4 Rb8 32.Nc3 Bxd4 33.Rd1 Bxc3 34.bxc3 Rb3 35.cxd5 Bb5]

31...Re8 32.c3 f6 33.Rf5 fxg5 34.hxg5 Nb6 35.b3 Bd7



36.Bxd5+

[-4.16 Fritz 5.00: 36.Re5 Rxe5 37.dxe5 Kf7 38.Nd4 Bxg5 39.Nf3 Bf4 40.Kg1 g5]

36...Nxd5 penny drops 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_51.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_52.htm

52) Steer G. - Neilsen J. H. [A45]

Major (4) 1.d4 Nf6 2.Bg5 h6 3.Bxf6 "Out of Book," says Fritz. 3...exf6 4.e3 b6 5.Ne2 Ba6 6.Nd2 d5 7.g3 Bb7 8.Bg2 Bd6 9.O-O Nd7 10.c4 f5 11.cxd5 Nf6 12.Qb3 O-O 13.Rfe1 a5 14.a3

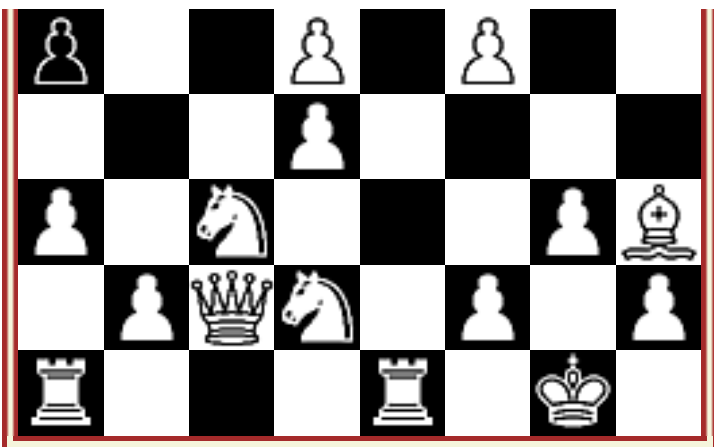


14...b5 A slightly random move.

[1.81 Fritz 5.00: 14...a4 15.Qc4 Re8 16.Nc3 Qd7 17.Rac1]

15.Qxb5 Ba6 16.Qb3 Re8 17.Nc3 Rb8 18.Qc2 Qd7 19.Bh3 g6 20.e4 Bf8 21. exf5





21...Nxd5

[3.22 Fritz 5.00: 21...g5 at least shelters the Queen. 22.Bg2 Bb7 23.Nb3 Nxd5 24.Nxa5]

22.fxg6 Qxh3 23.gxf7+ Kxf7 24.Nxd5 c6 25.Nf4 Qd7 Suicide.

[#1 Fritz 5.00: 25...Rxe1+ 26.Rxe1 Qg4 27.h3 Qg5 28.Nf3 Qf6]

26.Qg6# 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_52.htm) was last modified on 13 Aug



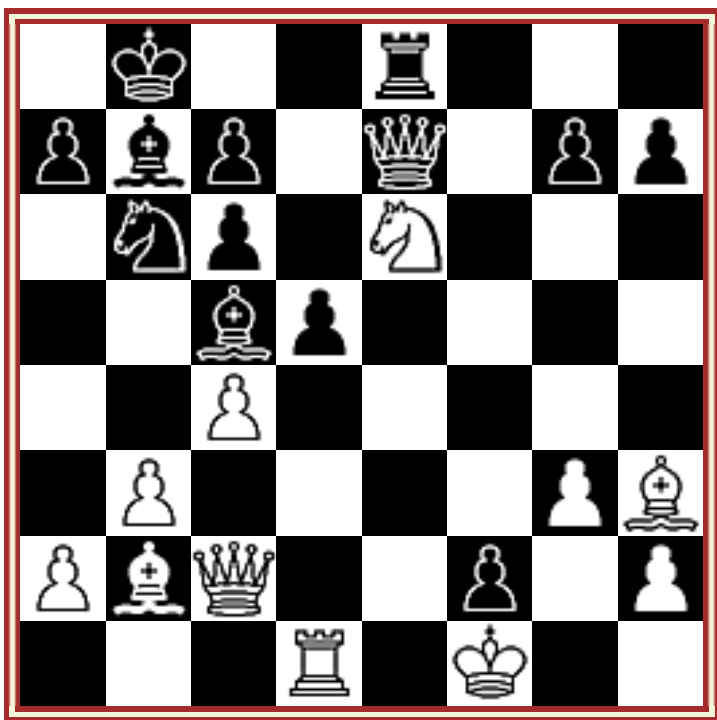
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_77.htm

77) Ponter I. - Phillips A. [C45]

Exeter Premier (2) 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nxc6 bxc6 6.e5 Qe7 7.Qe2 Nd5 8.c4 Ba6 9.b3 0-0-0 10.g3 Re8 11.Bb2 Nb6 "Out of Book," says Fritz. 12.Bg2 f6 13.0-0 fxe5 14.Re1 Qf7 15.Nd2 Bc5 16.Rad1 d5 17.Nf3 Rhf8 18.Qd2 e4 19.Nd4 Bb7 20.Re2 Qe7 21.Bh3+ Kb8 22.Ne6 Rxf2 23.Rxf2 e3 24.Qc2 exf2+ 25.Kf1

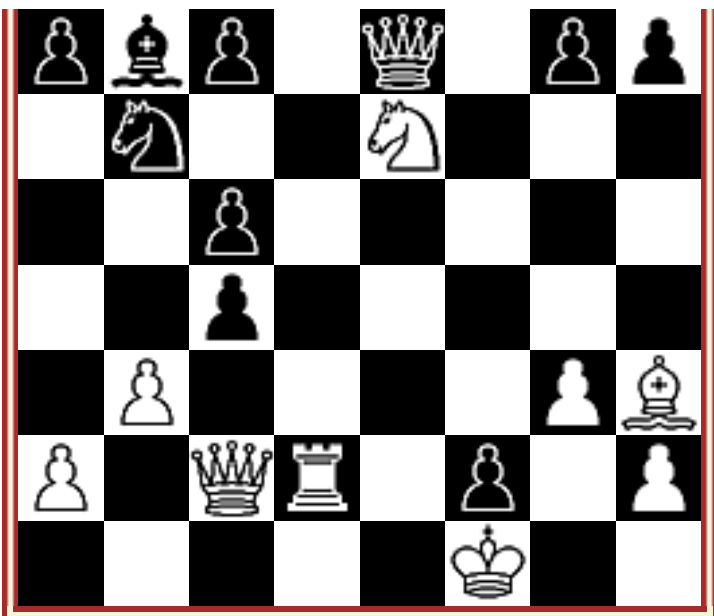


25...dxc4

[-3.63 Fritz 5.00: 25...Bc8 Fritz reckions this is immediatly decisive 26.cxd5 Nxd5 27.Rxd5 cxd5 (27...Bxe6 is better, on reflection, winning the house 28.Qxc5 Qxc5 29.Nxc5 Bxh3+ 30.Kxf2 is only an exchange.)

26.Bd4 Bxd4 27.Rxd4 c5 28.Rd2





28...Nd5

[-2.25 Fritz 5.00: 28...Qf6 29.Rxf2 Qa1+ 30.Ke2 Qe5+ 31.Kf1 Bc8 32.Re2 Qf6+ 33.Rf2]

29.Re2 c3 30.Bg2

[-3.81 Fritz 5.00: 30.Kxf2 Bc8 31.Qd3 Qf7+ 32.Kg1 c2 33.Qxc2 Bxe6 34.Qxc5 Qd7]

30...Qd6 31.Qf5 c2 32.Qxc2 Rxe6 33.Rxe6 Qxe6 34.Bxd5

[-#2 Fritz 5.00: 34.Qxf2 Ne3+ 35.Kg1 Nxc2 36.Qf8+ Qc8 37.Qe7 g6 38.h4 Qh8]

34...Qxd5 Not best!

[34...Qe1+ 35.Kg2 f1Q#]

35.Qxf2 Qh1+ 36.Ke2 Ba6+ 37.Kd2 Qd5+ 38.Kc1 Qg5+ 39.Kd1 Qf6 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_77.htm) was last modified on 13 Aug



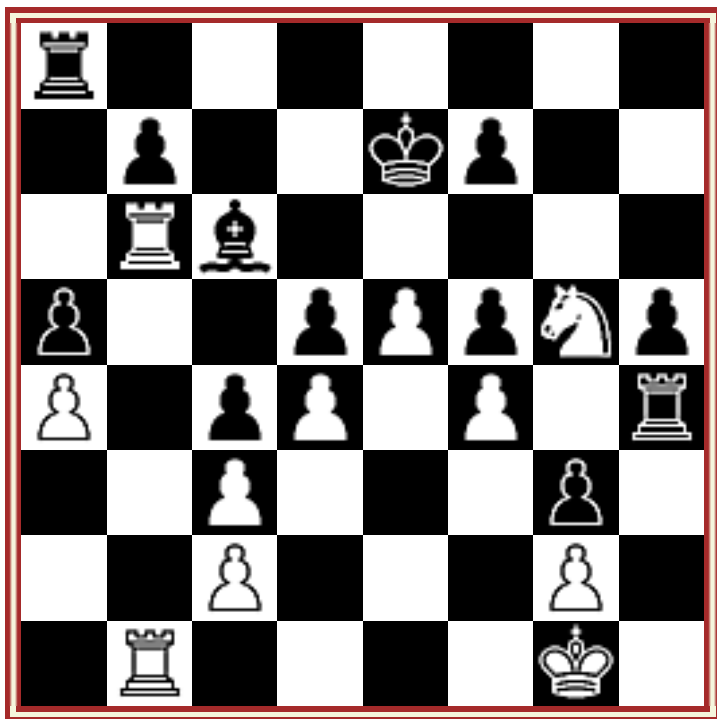
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_83.htm

83) Homer S. - Manning P. [C19]

Exeter Premier (3) 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3 Bxc3+ 6.bxc3 Ne7 7.Nf3 Nbc6 8.Bd3 Qb6 "Out of Book," says Fritz. 9.O-O Bd7 10.Be3 c4 11. Be2 Nf5 12.Qd2 Nxe3 13.Qxe3 Qd8 14.Ng5 h6 15.Nh3 Ne7 16.f4 Nf5 17. Qd2 Rg8 18.Bg4 g5 19.Bxf5 exf5 20.Kh1 g4 21.Ng1 h5 22.Rfb1 Bc6 23. Rb2 Qe7 24.a4 a5 25.Rb6 Qd7 26.Qe1 Rg6 27.Qh4 Qd8 28.Qxd8+ Kxd8 29. h4 g3 30.Nf3 Rg4 31.Ng5 Rxh4+ 32.Kg1 Ke7 33.Rab1



33...Rb8 Overlooking an elementary tactic.

[3.13 Fritz 5.00: 33...Ra7 34.Nh3 Bxa4 35.Rxb7+ Rxb7 36.Rxb7+ Bd7 37.Kf1 a4 38.Ra7]

34.Rxc6 bxc6 35.Rxb8 Rxf4 36.Rb7+ Ke8 37.Nxf7 Rf2 38.Nd6+ Kd8

[#3 Fritz 5.00: 38...Kf8 39.e6 Re2 40.e7+ Rxe7 41.Rb8+ Kg7 42.Nxf5+ Kf6 43. Nxe7]

39.e6 Re2 40.Rd7# 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_83.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_104.htm

104) Lee N. S. - Baer B. L. [C25]

Exeter Premier (5) 1.e4 g6 2.Nc3 Bg7 3.g3 d6 4.Bg2 e5 5.d3 h5 "Out of Book," says Fritz. 6.h3 Be6 7.Nf3 Ne7 8.O-O Nbc6 9.Ng5 Bd7 10.f4 f6 11.Nf3 h4 12.g4



12...Bxg4

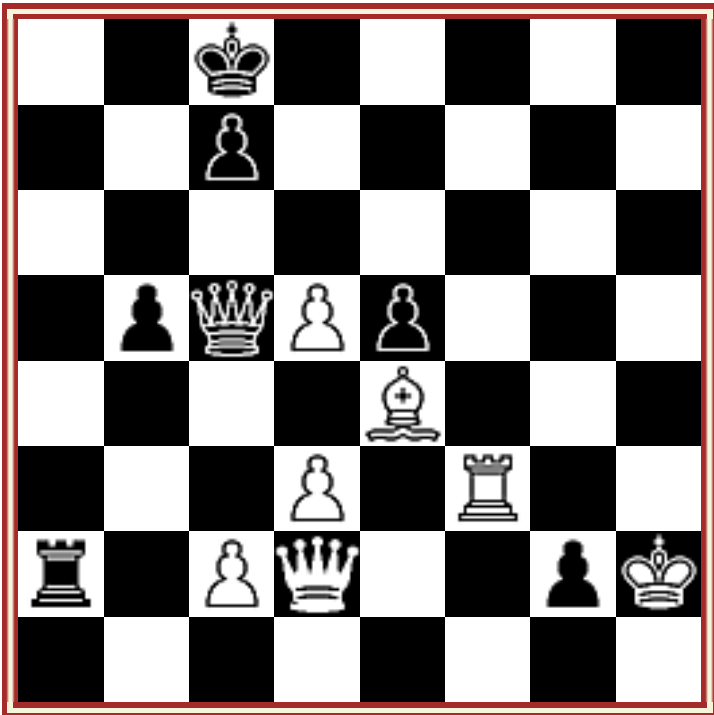
[1.53 Fritz 5.00: 12...f5 Fritz has never seen a positional sacrifice that it liked!]

13.hxg4 h3 14.Bh1 Qd7 15.f5 0-0-0

[0.09 Fritz 5.00: 15...Bh6 16.Bxh6 Rxh6 17.Qd2 Rh8 18.Kh2 0-0-0 19.fxg6 Nxc6]

16.Kh2 gxf5 17.gxf5 d5 18.Qe2 Qd6 19.Qf2 Bh6 20.Bxh6 Rxh6 21.Nb5 Qb4 22.Nxa7+ Nxa7 23.Qxa7 Nxf5 24.Nxe5 fxe5 25.Rxf5 Qxb2 26.Raf1 Ra6 27.Qf2 Rxa2 28.exd5 Qc3 29.Rc1 Qa3 30.Qd2 Qd6 31.Be4 Rg8 32.

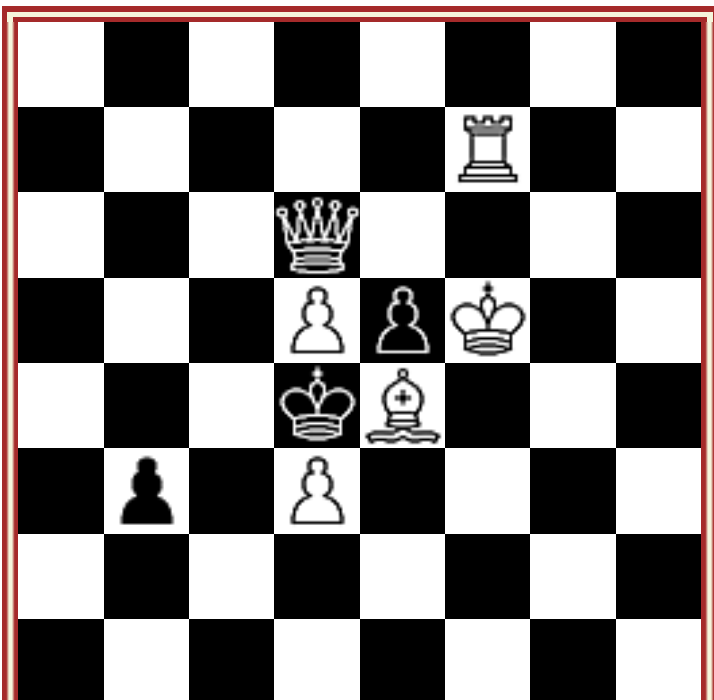
Rcf1 Qc5 33.R1f2 b5 34.R5f3 Rg2+ 35.Rxg2 hxg2



36.Qxg2

[-1.22 Fritz 5.00: 36.Rf2 g1Q+ 37.Kxg1 Qd4 38.Qe2 Kb8]

36...Rxc2 37.Rf8+ Kd7 38.Rg8 Rxc2+ 39.Rxc2 Qe7 40.Rg6 Qh4+ 41.Kg2 Qf4 42.Rg7+ Kd6 43.Rg6+ Kc5 44.Rc6+ Kd4 45.Rxc7 Ke3 46.Rh7 Qg5+ 47.Kh3 Qf6 48.Kg4 b4 49.Rb7 Qd6 50.Kf5 Kd4 51.Rf7 b3



52.Rf6

[-4.34 Fritz 5.00: 52.Rb7 Kc3 53.Rh7 b2 54.Rh1 Qf8+ 55.Kxe5 Qb8+ 56.d6 b1Q]

52...Qd7+ 53.Kg6 Qe8+ 54.Kf5

[-10.50 Fritz 5.00: 54.Kg7 Qb8 55.Rf8 Qc7+]

54...Qh5+

[-1.66 Fritz 5.00: 54...b2 55.Rb6 Qh5+ 56.Kf6 Qh6+ 57.Bg6 Qf8+ 58.Ke6 Qc8+ 59.Kd6]

55.Ke6 b2 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_104.htm) was last modified on 13 Aug



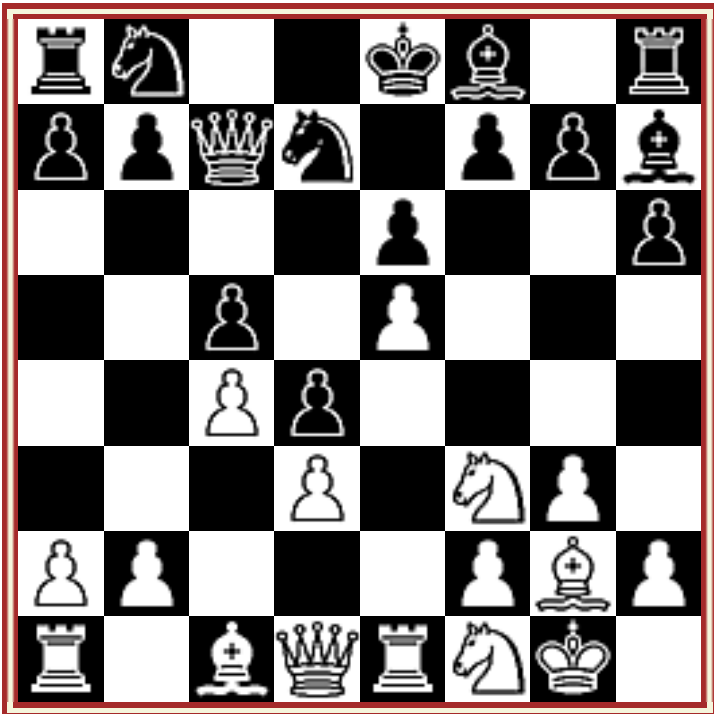
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_5.htm

5) Ingham W. - Pinder R. [A07]

Major (1) 1.Nf3 d5 2.g3 Nf6 3.Bg2 c6 4.O-O Bf5 5.d3 h6 6.Nbd2 e6 7.Re1
 "Out of Book," says Fritz. 7...Bh7 8.e4 Qc7 9.e5 Nfd7 10.Nf1 c5 11.c4 d4



12.b4 Fritz reckons this a blunder

[-0.91 Fritz 5.00: 12.Qe2]

12...Nc6 with double attack on b4 and e5 **13.a3 cxb4 14.Qb3** makes the worst of a bad job

[-2.56 Fritz 5.00: 14.Bb2]

14...bxa3 Black does not exploit his advantage in the best way.

[-1.19 Fritz 5.00: 14...Nc5 15.Qa2 Nxd3 16.Rd1 Nxc1 17.Raxc1 bxa3 18.Nxd4 Nxe5]

15.Bxa3 Bxa3 16.Rxa3 0-0 17.Qb2 Ndx5 18.Nxe5 Nxe5 19.Qxd4 Nc6

[-1.06 Fritz 5.00: 19...Nxd3 20.Rd1 Rfd8 21.Qe3 Qxc4 22.Bxb7]

**20.Qc5 Rfd8 21.d4 Rxd4 22.Bxc6 Rd6 23.Rxa7 Rxa7 24.Qxa7 Rxc6 25.Rd1
Be4 26.Qa8+ Kh7 27.Qe8 Rxc4 28.Rd7 Qe5 29.Qxf7 Rc1 30.Rd8 Qb5**

[0.22 Fritz 5.00: 30...Bc6]

31.Qg8+ Kg6 32.Qf7+

[-15.44 Fritz 5.00: 32.Qxe6+ Kh5 33.Qh3+ Kg6 34.Qg4+ Kf7]

32...Kxf7 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_5.htm) was last modified on 13 Aug 2005

by 

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_6.htm

6) Jukes S. - Belinfante N. [A20]

Major (1) 1.c4 e5 2.g3 Nc6 3.Bg2 Bc5 4.a3 "Out of Book," says Fritz. 4...a5 5.Nc3 Nf6 6.d3 O-O

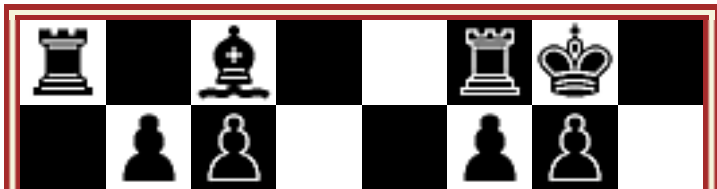


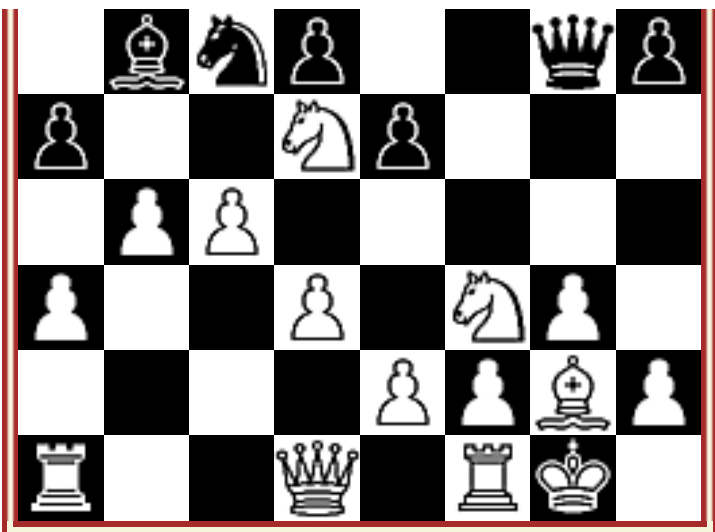
7.Bg5 White sets himself up for a basic tactic (Knight fork [-0.94 Fritz 5.00: 7.Nf3 d6 8.O-O Bg4 9.Bg5 Re8])

7...h6 Black didn't notice!

[0.03 Fritz 5.00: 7...Bxf2+ 8.Kf1 Bd4 9.e3 Bxc3 10.bxc3 d5 11.cxd5 Nxd5]

8.Bxf6 Qxf6 9.Nf3 d6 10.O-O Qg6 11.Nd5 Bb6 12.b4





with a threat that Black overlooks. **12...f5**

[2.16 Fritz 5.00: 12...axb4 13.axb4 Be6 14.Nxb6 cxb6 15.b5 Ne7 16.Qd2 Nf5 17.e3]

13.b5 Nd4 still missing the point!

[6.31 Fritz 5.00: 13...Qe8 14.c5 dxc5 15.bxc6 bxc6]

14.Ne7+ Kh7 15.Nxg6 Kxg6 16.e3 Nxf3+ 17.Qxf3 Kh7 18.Rad1 f4 19.d4 exd4 20.exf4 Be6 21.Qe4+ Bf5 22.Qxb7 Rab8 23.Qd5 Rbe8 24.Rfe1 Rxe1+ 25.Rxe1 d3 26.Be4 Bxe4 27.Rxe4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_6.htm) was last modified on 13 Aug 2005



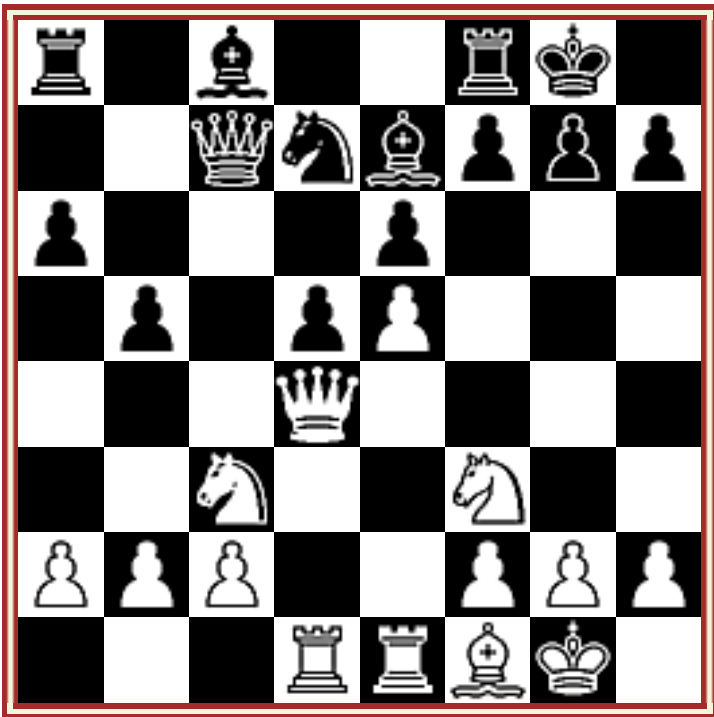
by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_14.htm

14) Belinfante N. - Wood J. Z. [C11]

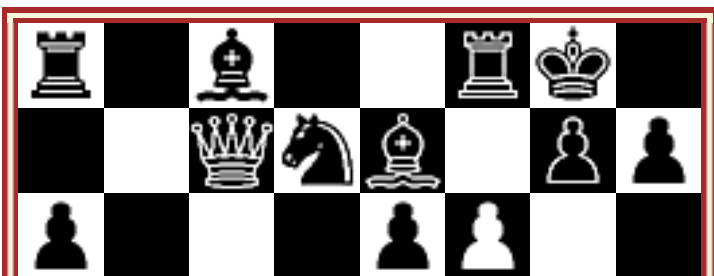
Major (2) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.Nf3 c5 6.Be3 "Out of Book," says Fritz. 6...Nc6 7.Bb5 Be7 8.O-O O-O 9.Re1 a6 10.Bf1 b5 11.Qd2 Qc7 12.Rad1 cxd4 13.Bxd4 Nxd4 14.Qxd4

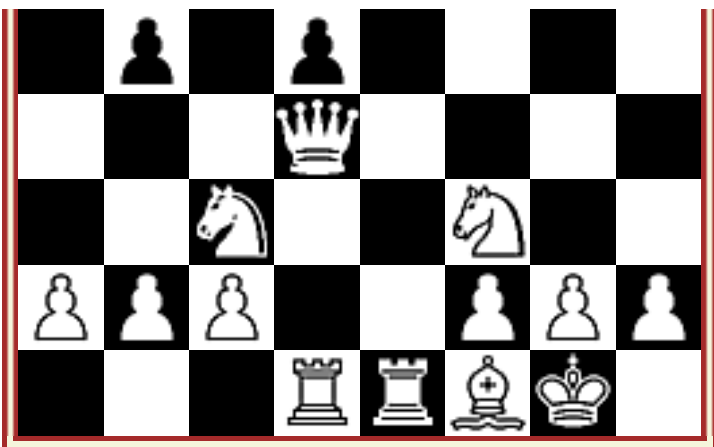


Black now plays a series of moves which make a poor position fatal. **14...f6**

[1.94 Fritz 5.00: 14...b4 15.Nb1 Qxc2 16.Bd3 Qc7 17.Nbd2]

15.exf6





Natural, but risking letting an opportunity slip.

[0.06 Fritz 5.00: 15.Nxd5 exd5 16.Qxd5+ Kh8 17.exf6 Bxf6 18.Qxa8 Bxb2]

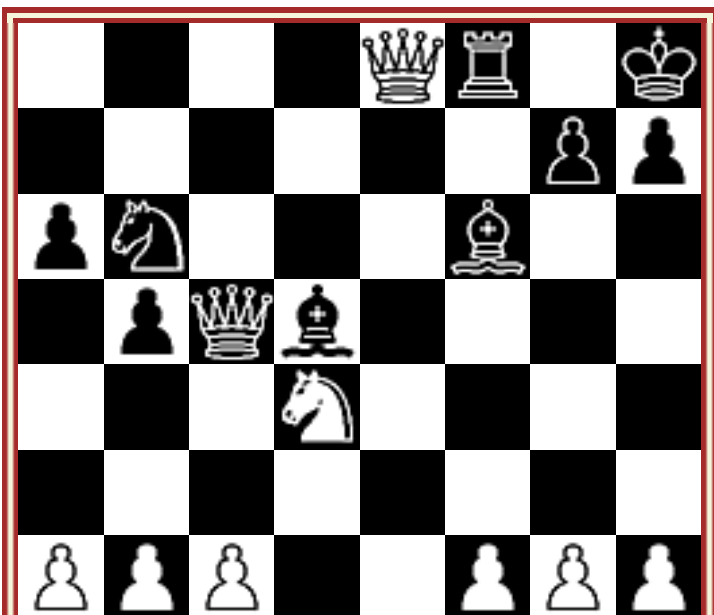
15...Bxf6 ? Overlooking White's idea

[1.03 Fritz 5.00: 15...Nxf6 16.Bd3 Bd6 17.Ne5 Nd7 18.Nxd5 Bxe5 19.Nxc7 Bxd4 20.Nxa8]

16.Nxd5 back on track **16...exd5** ? Unnecessary! White must have some idea in mind, and there's no need here to fall for it.

[2.81 Fritz 5.00: 16...Qxc2 17.Nxf6+ Nxf6 18.Bd3 Qc7 19.Qe5 Nd5 20.Qxc7 Nxc7]

17.Qxd5+ Kh8 18.Qxa8 Nb6 19.Qe4 Bb7 20.Qe8 Qc5 21.Nd4 Bd5





22.Ne6

[1.91 Fritz 5.00: 22.Qe3 Bxa2 23.b4 Qc7 24.Ne6 Bxe6 25.Qxe6]

22...Bxe6

[2.91 Fritz 5.00: 22...Qxf2+ 23.Kxf2 Bh4+ 24.Kg1 Rxe8 25.g3 Rxe6 26.Rxe6 Bxe6 27.gxh4]

23.Rxe6 h6

[3.53 Fritz 5.00: 23...Bh4 24.Re2 Bxf2+ 25.Kh1 g6 26.Qe5+ Qxe5 27.Rxe5]

24.Qg6 Bxb2 25.Re8 Qxf2+ 26.Kh1 Nd7 27.Bd3 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_14.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_27.htm

27) Woodruff A. - Jukes S. [E12]

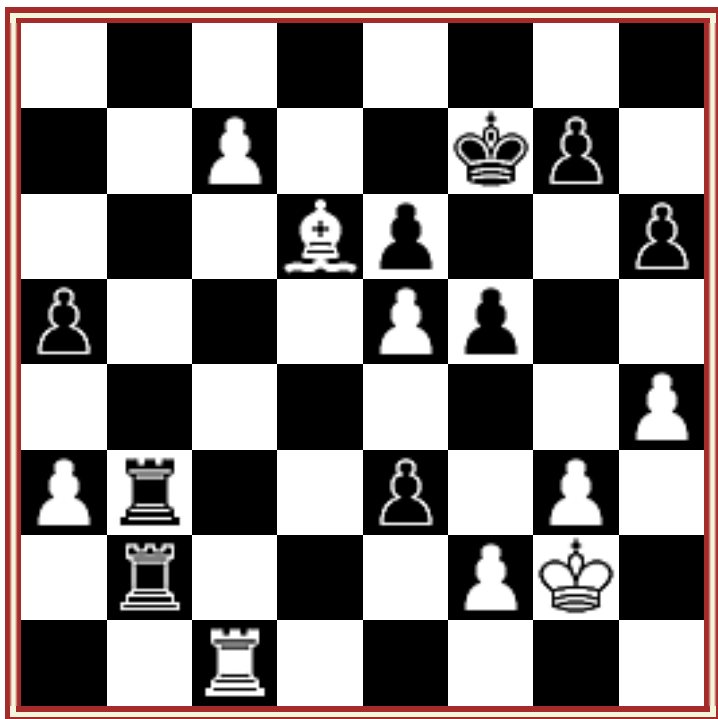
Major (2) 1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 a5 "Out of Book," says Fritz. 5.Nc3 Bb7 6.e3 Ne4 7.Nxe4 Bxe4 8.Bd3 d5 9.Bxe4 dxe4 10.Ne5 Bd6 11.Qa4+ Nd7 12.O-O Bxe5 13.dxe5 O-O

[0.50 Fritz 5.00: 13...Qg5 14.Qc6 Rd8 15.Qxc7 Nxe5 16.b3]

14.Rd1 Nc5 15.Rxd8 Nxa4 16.Rd4 Nc5 17.Rb1 Nb3 18.Bd2 Nxd4 19.exd4 f5 20.g3 Rfd8 21.Be3 Rd7 22.b3 h6 23.h4 Rad8 24.Kg2 Kf7 25.Rc1 Rb8 26.Rc2 c5 27.dxc5 bxc5 28.Bxc5 Rxb3 29.Bd6 Rdb7 I don't understand Fritz' querying this move.

[-0.88 Fritz 5.00: 29...Rd8 30.h5 Ke8 31.Kf1 Rd7 32.Ke2 a4 33.Rd2 Rdb7 34.Rd4]

30.c5 Rb2 31.c6 R7b3 32.Rc1 e3 33.c7



White is clearly threatening to promote, but it's Black's move! **33...exf2**

[1.44 Fritz 5.00: 33...Rxf2+ 34.Kh3 Rbb2 35.Rh1 Rfc2 36.g4 f4 37.g5 h5 38.a4]

34.c8Q Rushed it!

[0.00 Fritz 5.00: 34.Bc5 secures against the perpetual 34...f4 35.Bxf2 Rxc3+ 36.Kh1 Rxf2 37.c8Q Rxa3]

34...f1Q+

[34...f1Q+ 35.Kxf1 Rf3+ 36.Ke1 Re3+ with perpetual!]

1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_27.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_38.htm

38) Spiegel J. A. - Kennedy P. J. [B26]

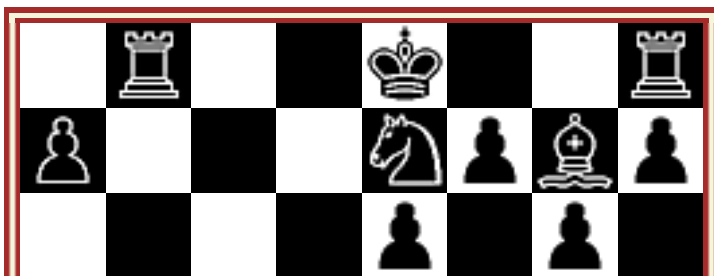
Major (3) 1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.Be3 Rb8 7.Qd2 b5 8.Nge2 e6 "Out of Book," says Fritz. 9.Nd1 b4 10.c3 bxc3 11.bxc3 Qa5 12.Nb2 Ba6 13.Nc4 Bxc4 14.dxc4

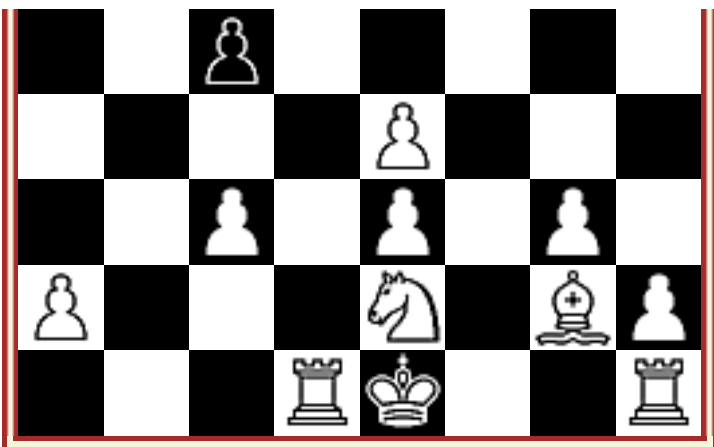


14...Qc7 does nothing for Black's game

[-0.06 Fritz 5.00: 14...Ne5 wins a Pawn 15.Bf4 Nxc4 16.Qd3 Nb2 17.Qxd6 Bxc3+]

15.Rd1 Ne5 16.Qxd6 Qxd6 17.Rxd6 Nxc4 18.Rd1 Nxe3 19.fxe3 Ne7

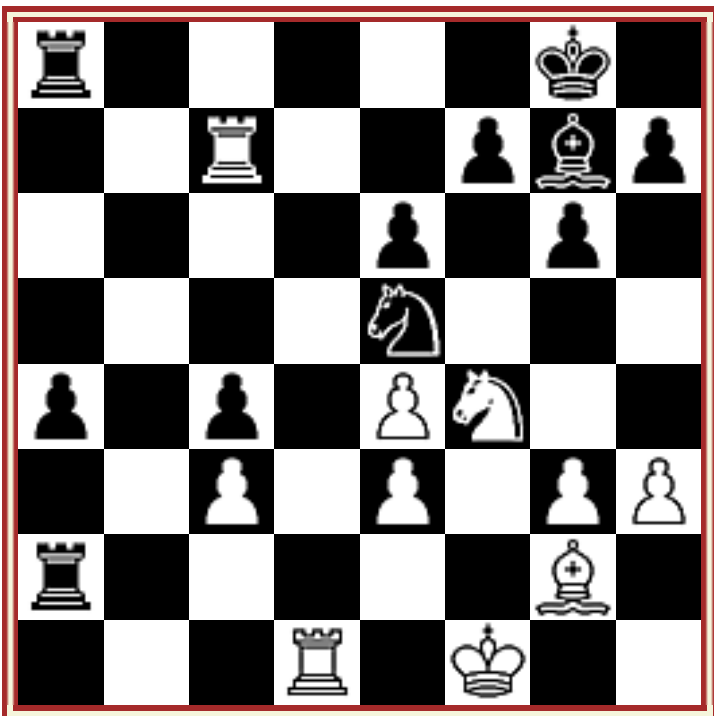




20.0-0 allows Blqack to sieze the seventh

[-1.09 Fritz 5.00: 20.Rd2 Nc6 21.0-0 Ke7 22.Rfd1 Rhd8]

20...Rb2 21.Rfe1 Rxa2 22.Rb1 0-0 23.Rb7 Nc6 24.Rc7 Ne5 25.Nf4 c4 26. Rd1 a5 27.h3 Ra8 28.Kf1 a4



Fritz gets all interested now that Black is winning. **29.Ne2**

[-4.34 Fritz 5.00: 29.Rb7 a3 30.Rbb1 Rb2 31.Ne2 Rb3 32.Ra1]

29...a3 30.Nf4

[-7.34 Fritz 5.00: 30.Nc1]

30...Rc2

[-4.69 Fritz 5.00: 30...Rb2]

31.Ne2 a2 32.Ra1 Rb2 33.Nc1

[-9.56 Fritz 5.00: 33.Kf2 Bf6 34.Bf3 Bg5 35.Kg2 Bxe3 36.h4 Rb1 37.Rc8+ Rxc8]

33...Rb1 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_38.htm) was last modified on 13 Aug



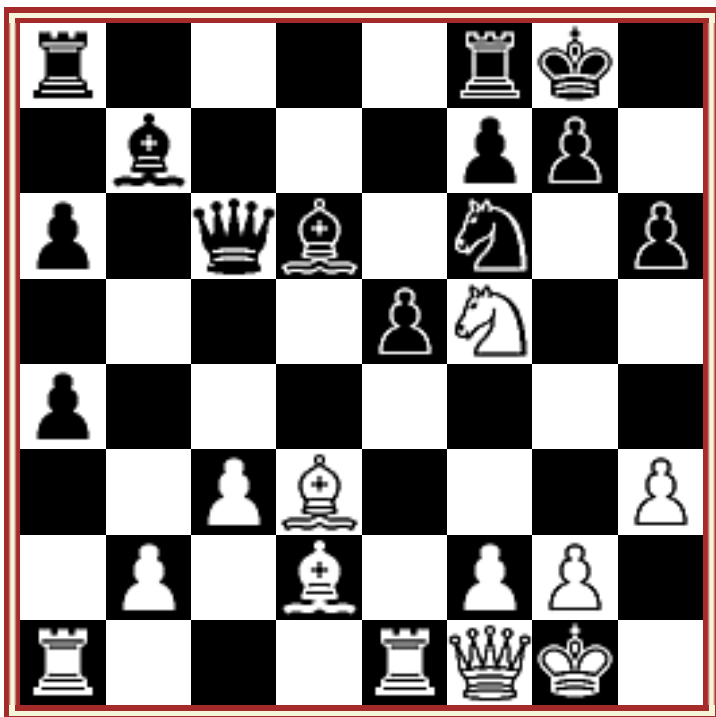
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_43.htm

43) Boomsma B. H. - Knight S. [C07]

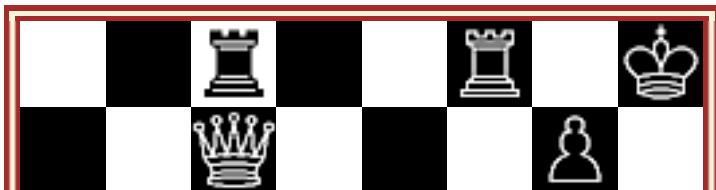
Major (4) 1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 Qxd5 5.Ngf3 cxd4 6.Bc4 Qd6
7.0-0 Nc6 8.Re1 Nf6 9.Nb3 a6 10.Nbxd4 Nxd4 11.Nxd4 Qc7 12.Qe2 Bd6
13.h3 "Out of Book," says Fritz. 13...0-0 14.Bd3 h6 15.c3 b5 16.Bd2 Bb7 17.
a4 e5 18.Nf5 Qc6 19.Qf1 bxa4

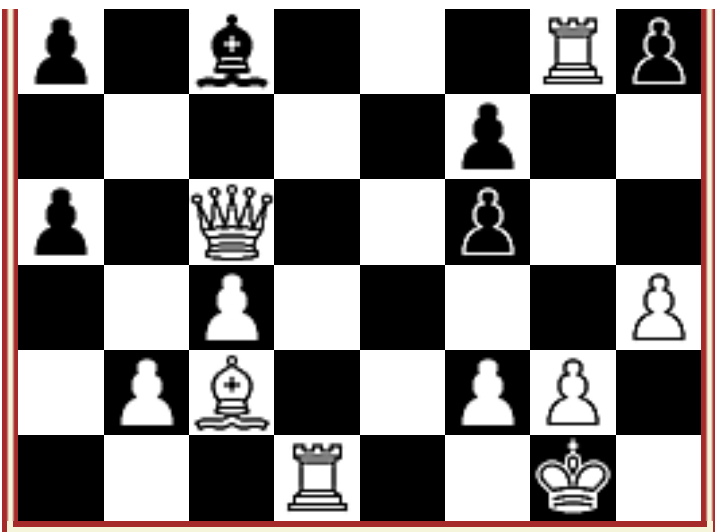


20.Nxd6 Misses a trick.

[-0.28 Fritz 5.00: 20.Rxe5 Rad8 21.Re7 Kh8 22.Nxd6 Qxd6 23.Re3]

20...Qxd6 21.Rad1 Qc7 22.Re3 Nd5 23.Rg3 Nf4 24.Bc2 Bc6 25.Bxf4 exf4
26.Qd3 Cool 26...f5 27.Qc4+ Kh8 28.Rg6 Rac8





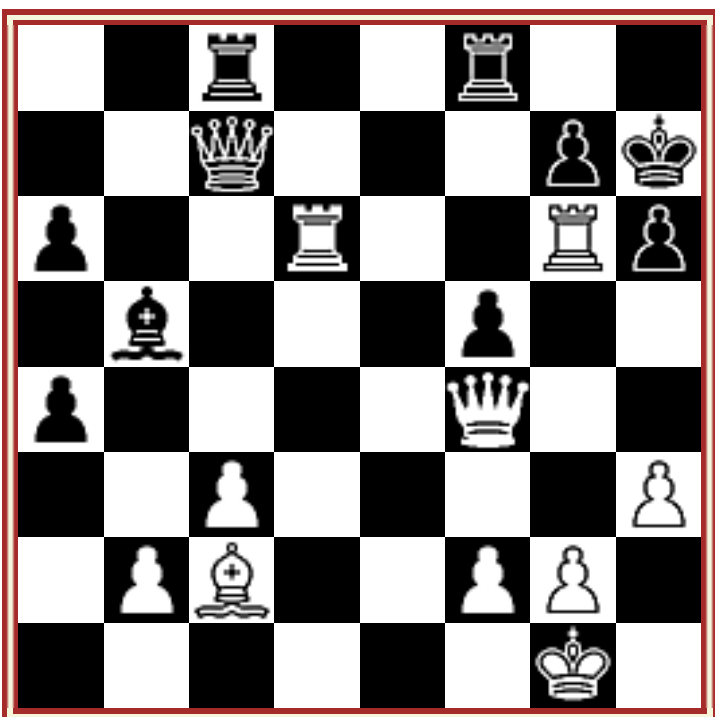
29.Rdd6 Fritz disapproves, but White must have thought there were bigger fish to fry, and the a-Pawn cannot run away.

[0.16 Fritz 5.00: 29.Bxa4]

29...Bb5

[1.16 Fritz 5.00: 29...Be8 30.Qxc7 Rxc7 31.Rd8 Bxg6 32.Rxf8+ Kh7 33.Bxa4 f3 34.gxf3]

30.Qd4 Kh7 31.Qxf4



White's position is good... **31...Rf6** ...but this is asking for trouble.

[7.13 Fritz 5.00: 31...Be8 32.Rge6 (32.Bxf5 Bxg6 33.Bxg6+ Kh8) 32...Kg8 33.Qe5 Qc5 34.Qxc5 Rxc5 35.Rxa6 Bf7 36.Re7]

32.Rgxf6 gxf6 33.Bxf5+

[7.97 Fritz 5.00: 33.Qxf5+ Kg8 34.Rxf6 Re8 35.Qd5+ Kg7 36.Rg6+ Kf8 37.Rg8+ Ke7]

33...Kg7 34.Bxc8 Qxc8

[#6 Fritz 5.00: 34...Qe7 35.Be6 h5 36.Qg3+ Kh6 37.Bf5 Be8 38.Re6 Qd8 39.Qe3 +]

35.Qxf6+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_43.htm) was last modified on 13 Aug



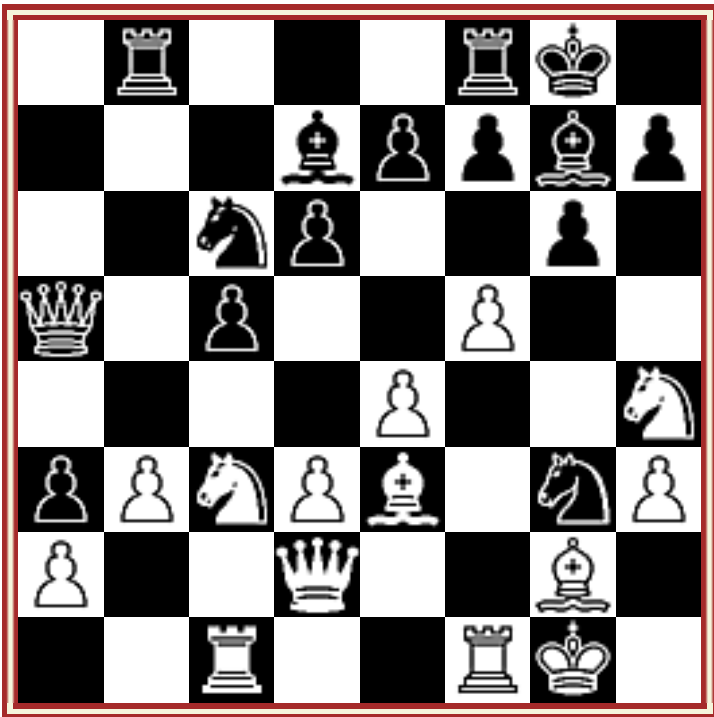
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_44.htm

44) England M. C. - Bartlett S. [B26]

Major (4) 1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 Nf6 6.Be3 d6 7.f4 "Out of Book," says Fritz. 7...Bd7 8.Nf3 0-0 9.0-0 Rb8 10.h3 b5 11.Ne2 a5 12.Qd2 a4 13.Nh4 Qa5 14.c3 b4 15.f5 a3 16.b3 bxc3 17.Nxc3 Nh5 18.Rac1 Nxg3



White is in difficulties. **19.Rf3**

[-2.59 Fritz 5.00: 19.Rf2 Bf6 20.Bg5 Bd4 21.Be3 Bxe3 22.Qxe3]

19...Bxc3 20.Rxc3 Qxc3 winning the exchange **21.Rxg3 Qxd2 22.Bxd2 Nd4 23.Kh2 Nxb3 24.Bc3**

[-5.19 Fritz 5.00: 24.Bg5 Rfe8 25.Nf3 Na1 26.Bc1 Nc2 27.Bh1 Bb5 28.fxg6 hxg6]

24...Nd4 25.fxg6 hxg6 26.Nf5 Bxf5 27.exf5 Nxf5 28.Rg4 Rb2 29.Kh1 Nd4 30.Bd5 e6 31.Bb3 Nxb3 32.axb3 Rxb3 33.Bf6 a2 34.Rh4

[-8.34 Fritz 5.00: 34.Ra4 Rxd3 35.Rxa2 c4 36.Kg2 c3 37.Kf2 Rxh3 38.Ra7 Rb8]

34...a1Q+ 35.Bxa1 Rb1+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_44.htm) was last modified on 13 Aug



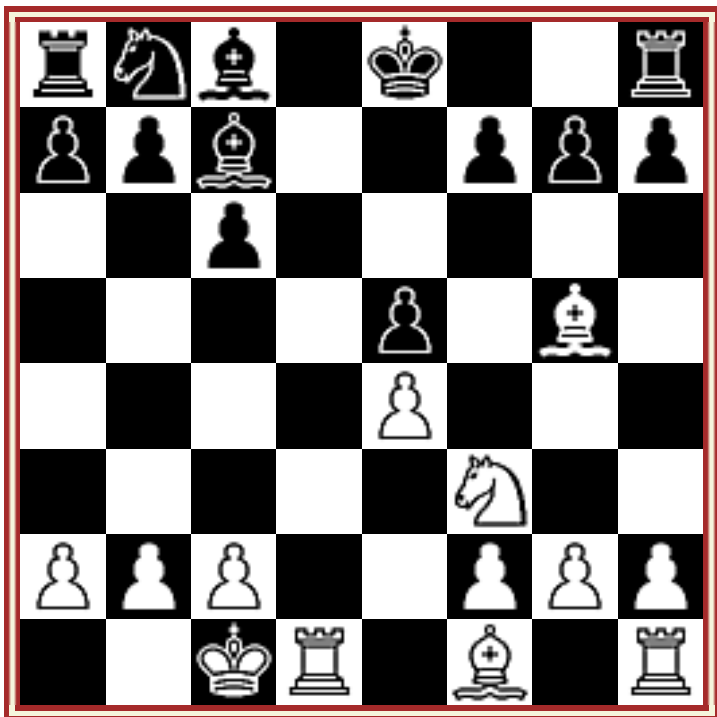
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_46.htm

46) Herbert S. - Dobber P. [B07]

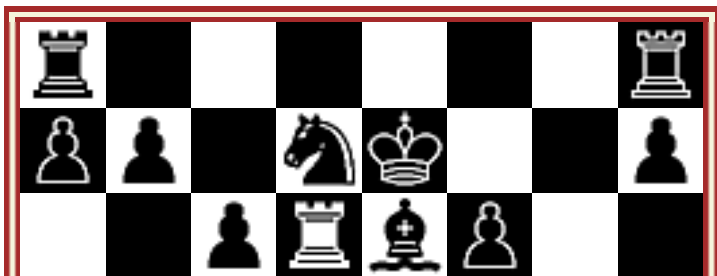
Major (4) 1.e4 d6 2.d4 Nf6 3.Nc3 c6 4.Nf3 Qa5 5.Bd2 "Out of Book," says Fritz. 5...e5 6.Nd5 Qd8 7.Nxf6+ Qxf6 8.dxe5 dxe5 9.Bg5 Qd6 10.Qxd6 Bxd6 11.O-O-O Bc7

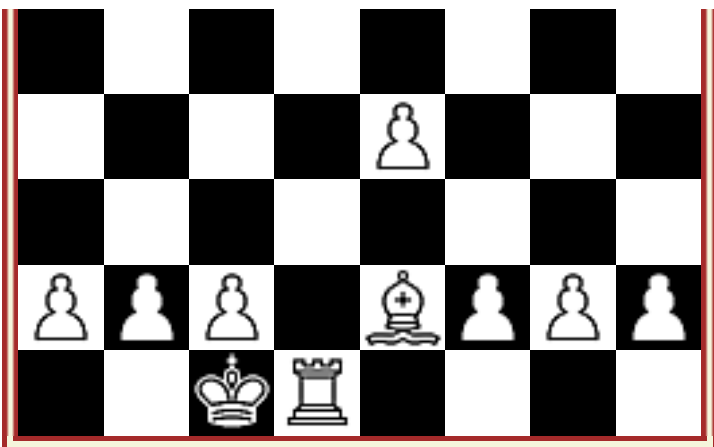


12.Nxe5 An attractive but flawed idea.

[-0.72 Fritz 5.00: 12.Bc4 b5 13.Be2 Nd7 14.Bh4 Nc5 15.Nxe5 Bb7 16.Bg3 Nxe4]

12...f6 13.Bxf6 gxf6 14.Nc4 Be6 15.Be2 Nd7 16.Nd6+ Bxd6 17.Rxd6 Ke7 18.Rhd1

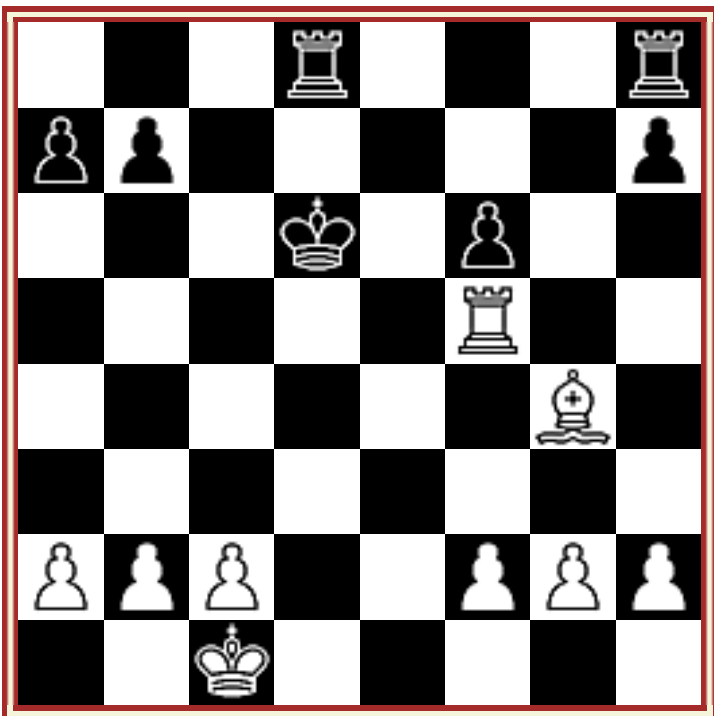




18...Bd5 This is a sacrifice of two pieces for a Rook, not a win of the exchange.

[0.63 Fritz 5.00: 18...Rad8 19.a3 Nc5 20.Rxd8 Rxd8 21.Rxd8 Kxd8 22.f3 h6 23.b4]

19.Rxd7+ Kxd7 20.exd5 cxd5 21.Rxd5+ Ke7 22.Bg4 Rad8 23.Rc5 Kd6 24. Rf5

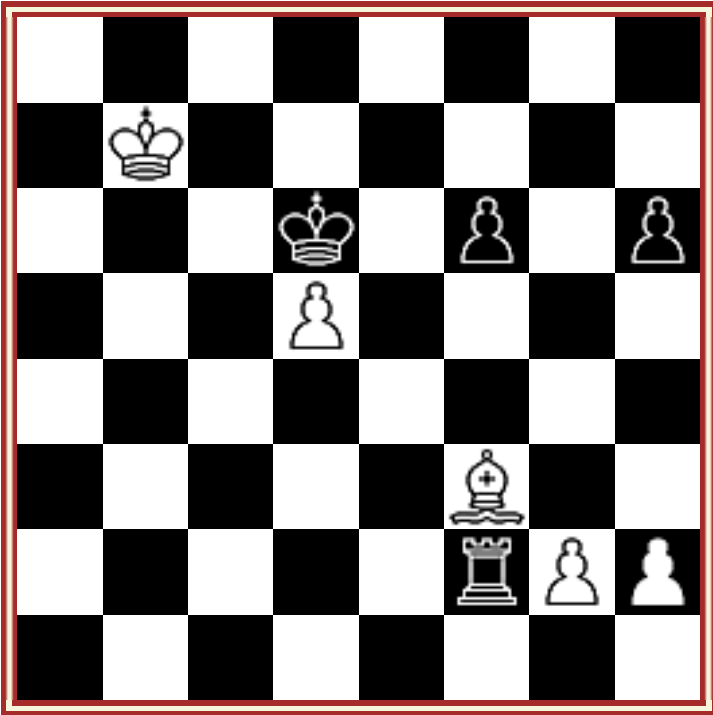


Black displays some poor technique here! **24...Rdf8**

[24...Rhf8 25.Rh5 Rf7]

25.Bf3 b6 26.Rd5+ Ke6 27.c4 Rd8 28.Bg4+ Ke7 29.Rh5 h6 30.Rd5 Can't be right. **30...Rxd5 31.cxd5 Rg8 32.Bf3 Rg5 33.Kd2 Re5 34.a3 a5 35.b4 axb4 36.axb4 Kd6 37.Kd3 Re1 38.Kc4 Rb1 39.Kb5 Rb2 40.Kxb6 Rxb4+ 41.Ka5**

Rb2 42.Ka6 Rxf2 43.Kb7



43...Rxf3 Somewhere between brilliant and hasty. **44.gxf3 Kxd5 45.Kc7 f5 46. Kd7 f4 47.Ke7 h5**

[0.44 Fritz 5.00: 47...Kd4 wins simply]

48.Kf7 Kd4 49.Kg6 Ke3 50.Kxh5 Kxf3 51.Kg5 Ke3 52.h4 f3 53.h5 f2 54.h6 f1Q 55.h7 Qa1 56.Kh6

[-#3 Fritz 5.00: 56.Kg6 Ke4 57.Kf7 Kf5 58.Kg8 Qg1+ 59.Kh8 Qd4+]

56...Qh8

[-8.94 Fritz 5.00: 56...Qf6+ 57.Kh5 Kf4 58.h8Q Qg5#]

57.Kg6 Kf4 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_46.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_49.htm

49) Price M. C. - Stenhouse I. A. [B17]

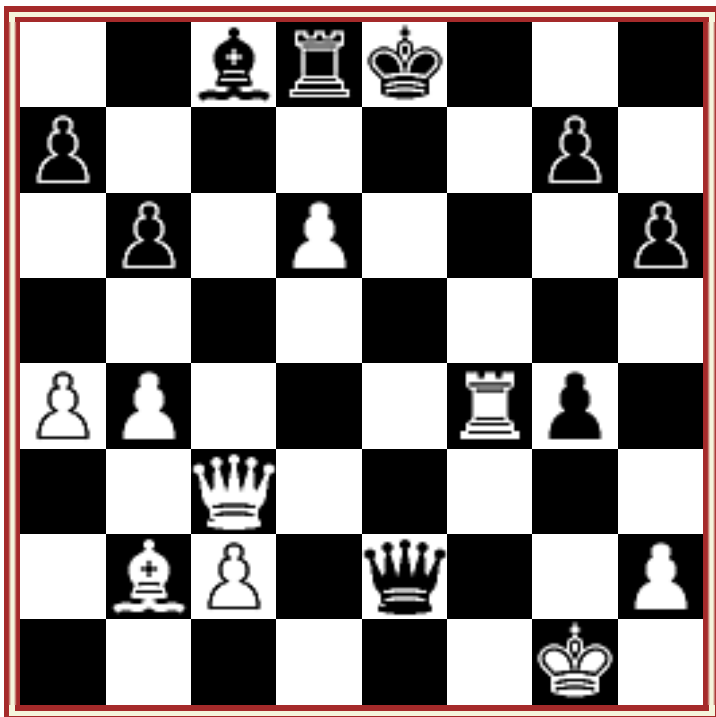
Major (4) 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Bc4 e6 6.Qe2 Be7 7.Nf3 Ngf6 8.Neg5 Nd5 9.0-0 h6 10.Ne4 N7f6 "Out of Book," says Fritz. 11.Re1 b6 12.Ne5 Qc7 13.Nxc6

[-1.09 Fritz 5.00: 13.Nxf6+ first is logical, but Fritz' assessment of the game continuation is faulty 13...Bxf6 14.Nxc6 0-0 15.Ne5 Bb7 16.c3]

13...Nxe4 14.Nxe7 Kxe7 15.Bxd5 exd5 16.f3 f5 17.fxe4 dxe4 18.Rf1 Be6 19.b3 Qc3 20.Ba3+ Kf7 21.Qxe4 Rad8 22.Rad1 Rhe8 23.d5 Bc8 24.Qd3 Qa5 25.b4 Qa4 26.Qc3 Kg8 27.Bb2 Re7 28.d6 Rf7 29.g4 Qb5 30.a4 Qe2 31.Rd4 fxg4

[2.31 Fritz 5.00: 31...Bb7 32.Rf2 Qe5 33.Rxf5 Rxf5 34.gxf5 Qxf5]

32.Rxf7 Kxf7 33.Rf4+ Ke8



There is an immediate tactic here, although White wins in any event. **34.Rf2**

[0.38 Fritz 5.00: 34.Qc6+ Bd7 35.Re4+ Kf8 36.Bxg7+ Kxg7 37.Qc3+ Kh7 38.
Rxe2 Bxa4]

34...Qd1+ 35.Rf1 Qxd6 36.Qxg7 Qe7

[4.88 Fritz 5.00: 36...Be6 37.Be5 Qe7 38.Qxe7+ Kxe7 39.Bf6+ Ke8 40.Bxd8 Kxd8
is no salvation]

37.Qg6+ Kd7 38.Rf7 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_49.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_54.htm

54) Allen R. N. - Woodruff A. [C11]

Major (5) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 cxd4 8.Nxd4 Nxd4 9.Bxd4 Be7 "Out of Book," says Fritz. 10.Bd3 Nc5 11.Be2 Qa5 12.O-O O-O 13.f5



13...exf5

[2.31 Fritz 5.00: 13...Bg5 14.a3]

14.b4! Qxb4

[3.47 Fritz 5.00: 14...Qd8 15.bxc5 Be6 16.Rb1 Qc7 17.Nb5]

15.Nxd5 Qa5 16.Nxe7+ Kh8 17.Nxf5 Bxf5 18.Rxf5 Rad8 19.c3 Ne6 20.Bc4 Nxd4 21.cxd4 Qc3 22.Rc1 Qe3+ 23.Kh1 Rxd4 24.Qf1 Rfd8 25.Rxf7 Qxc1 26.Qxc1 Rxc4 Doesn't help, but Black must have realised that his intended move was flawed.

[8.97 Fritz 5.00: 26...Rd1+ 27.Qxd1 Rxd1+ 28.Bf1 Kg8 29.e6 Rd2]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_54.htm) was last modified on 13 Aug



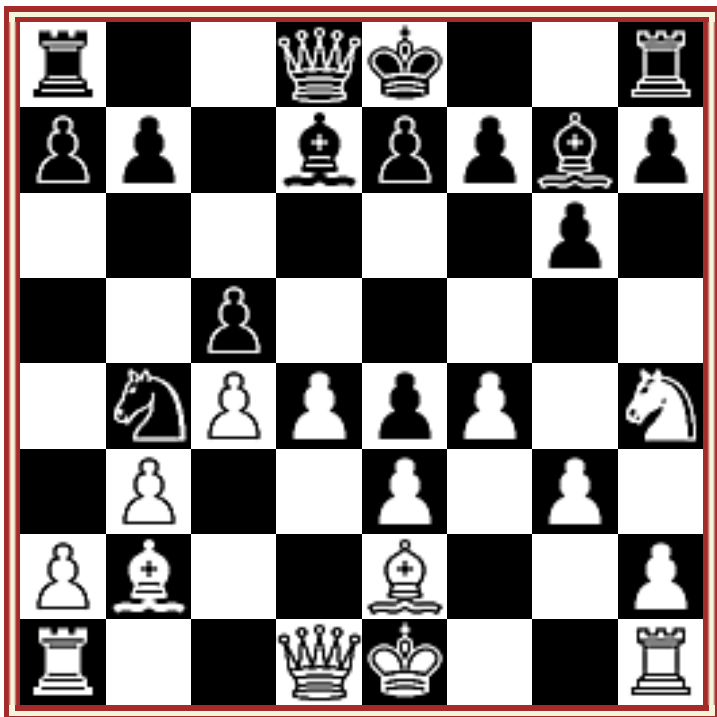
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_69.htm

69) Saqui D. A. J. - Manning P. [A48]

Exeter Premier (1) 1.d4 Nf6 2.Nf3 g6 3.e3 Bg7 4.Be2 d5 5.Nbd2 Nc6 "Out of Book," says Fritz. 6.b3 Bf5 7.Nh4 Bd7 8.f4 Ne4 9.Nxe4 dxe4 10.g3 Nb4 11. c4 c5 12.Bb2

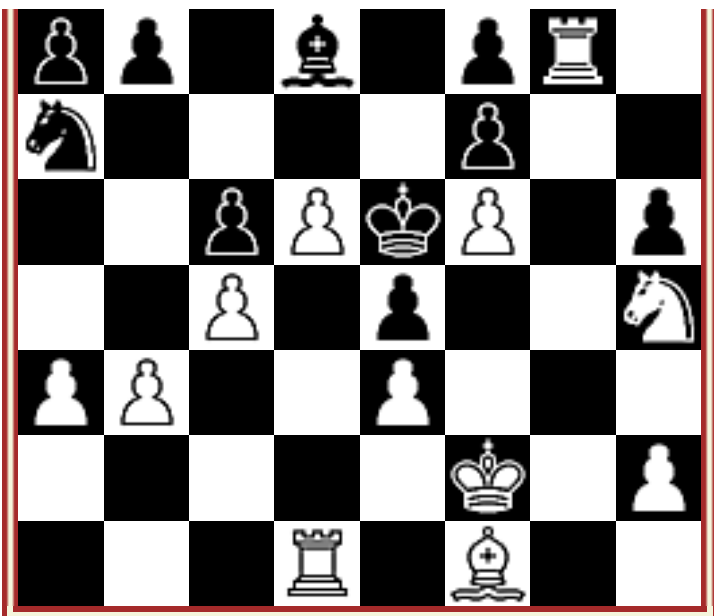


12...Bh3

[-0.03 Fritz 5.00: Fritz prefers 12...Bg4 13.0-0 (13.Bxg4 Nd3+ 14.Kf1 Nxb2 15. Qc2 Nd3 with White disorganised, but he may be able to unravel. 13...Bxe2 14. Qxe2 cxd4 15.a3 Nd3 16.Rad1 e5 17.fxe5]

13.Qd2 Qd6 14.a3 Na6 15.d5 Bxb2 16.Qxb2 Qf6 17.Qxf6 exf6 18.Kf2 Ke7 19.g4 h5 20.gxh5 gxh5 21.Rhg1 Bd7 22.Rad1 Kd6 23.Rg7 Raf8 24.f5 Ke5 25.Bf1





25...Nb8

[3.94 Fritz 5.00: 25...Kd6 26.Bg2 Rhg8 27.Rxg8 Rxd8 28.Bxe4 Rg4 29.Bf3 Rg5 30.Be4]

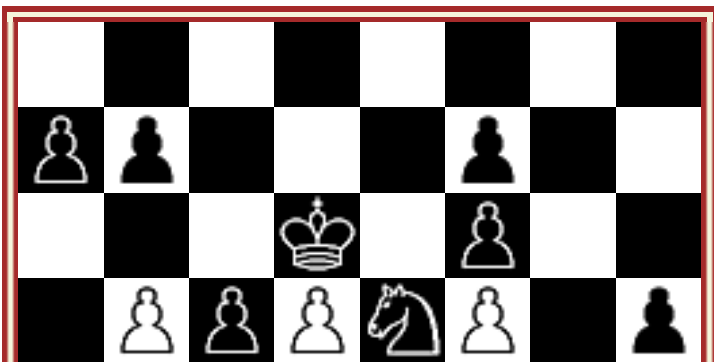
26.b4

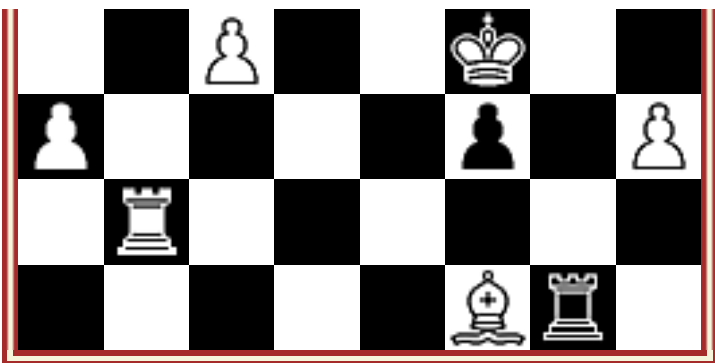
[1.28 Fritz 5.00: 26.d6 with mating threats is stronger 26...Bc6 27.Bh3 Rh6 (27...Nd7 28.Ng6+ fxd6 29.Re7#) 28.Ng6+ Rxd6 29.fxd6 f5 30.gxf7 Ke6]

26...Ba4 27.Rd2 Kd6 28.Be2 Nd7 29.b5

[0.00 Fritz 5.00: 29.Kg3 Ne5 30.bxc5+ Kxc5 31.Kf4 Re8 32.Rb2 b6 33.Rd2 Nxc4 34.Bxc4 Kxc4 35.Rd4+ Kb3 36.Rxf7]

29...Ne5 30.Rb2 Bd1 31.Bf1 Ng4+ 32.Ke1 Nxe3 33.Kf2 Ng4+ 34.Ke1 Bf3 35.h3 Ne5 36.Nxf3 exf3 37.Kf2 Rfg8 38.Rg3 Rxd3 39.Kxg3 Rg8+ 40.Kf4 Rg1





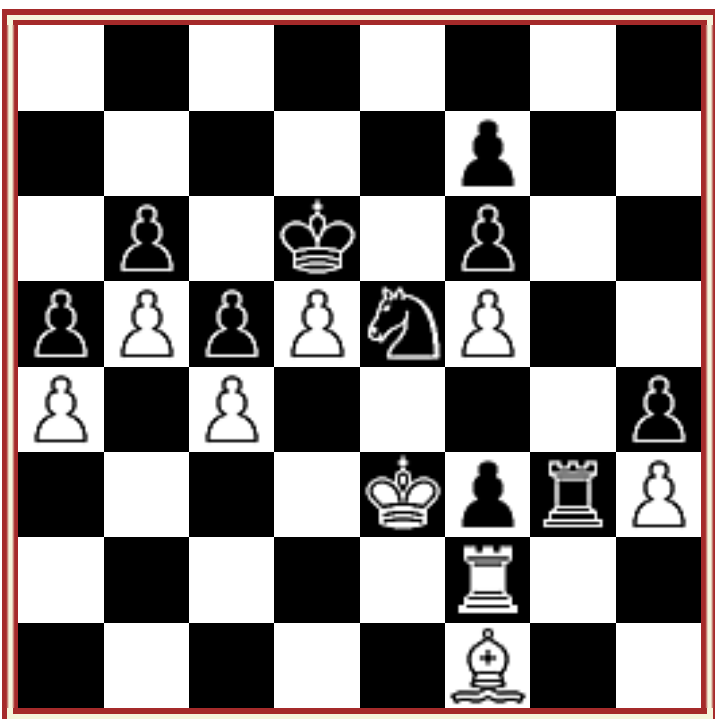
Black is right out of his bind. **41.Rf2 Rg8**

[0.00 Fritz 5.00: 41...Kc7 42.a4 b6 43.Ke4 Kd6 44.Ke3 h4 45.Ke4]

42.a4

[-0.97 Fritz 5.00: 42.Rb2]

42...b6 43.Ra2 a5 44.Rf2 h4 45.Ke3 Rg5 46.Kf4 Rg3 47.Ke3



Drawn. **47...Nd7** A winning try, but in White's interests.

[0.09 Fritz 5.00: 47...Rg7 48.Ke4 Rg1 49.Ke3 Rg3 50.Kf4 Kd7 51.Rd2 Rg1 52.Rf2]

48.Kf4

[-0.97 Fritz 5.00: 48.Rxf3 Rg5 49.Rf4 Rg3+ 50.Rf3]

48...Nf8

[0.09 Fritz 5.00: 48...Rg1 49.Ke4 Ne5 50.Kf4]

**49.Rxf3 Rxf3+ 50.Kxf3 Ke5 51.Kg4 Ke4 52.Kxh4 Kxf5 53.Kg3 Ke4 54.h4 f5
55.h5 Ke5 56.h6 Kf6 57.Bh3 Kg6**

[2.44 Fritz 5.00: 57...Ke5 58.Kf3 f4 59.Bc8 Nh7 60.d6 Kxd6 61.Bf5 Nf6 62.h7]

58.d6 Kxh6 59.Bxf5 Kg5 60.d7 Nxd7 61.Bxd7 f5 62.Kf3 f4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_69.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_79.htm

79) Blackmore M. - Page M. C. [C56]

Exeter Premier (3) 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6 5.O-O Nxe4 6.Re1 d5 7.Bxd5 Qxd5 8.Nc3 Qa5 9.Nxe4 Be6 10.Neg5 0-0-0 11.Nxe6 fxe6 12.Rxe6 Bd6 13.Qe2 Qh5 14.g3 "Out of Book," says Fritz. 14...Rde8 15.Kg2 h6 16.Bd2 Qf7 17.Re1 Kd7 18.Re4 Rxe4 19.Qxe4 Rf8 20.Re2 Qf5



21.Nxd4 Wrong move order!

[-2.56 Fritz 5.00: 21.Qxf5+ Rxf5 22.Re4 Rc5 23.Nxd4 Nxd4 24.Rxd4 Rxc2]

21...Nxd4 22.Qxd4 Qf3+ Oops. **23.Kg1 Qxe2 24.Qxg7+ Qe7** There is no advantage in retreating the Queen.

[-2.38 Fritz 5.00: 24...Kc8 25.Bf4 Qxc2 26.Qxh6 Qb1+ 27.Kg2 Qxb2 28.Qe6+ Kb8]

25.Qxh6 Bc5 26.Be3 Bxe3 27.fxe3 Qf6 28.Qf4 Qxf4 29.exf4 Ke6 30.Kf2 Kf5

[30...Rh8 31.h4 (31.Kg2 Rd8) 31...Kf5 blockades 32.Kf3 Rg8 33.a4 a5 34.c4 c5 35.b3 b6 36.h5 Rg7 37.h6 Rg8 38.h7 (38.Kf2 Kg4) 38...Rh8 39.g4+ Kg6]

31.Kf3 Re8 32.g4+ Kf6 33.h4 Re1 34.h5 Rc1 35.Ke4 Rxc2 36.g5+ Kg7 37.f5 Rxb2 38.Ke5 Re2+ 39.Kf4 c5 40.f6+ Kf7 41.Kf5 Rf2+ 42.Ke5 Rg2
Doesn't stop the threat!

[42...Rh2 43.g6+ Kf8 44.Ke6 Rxh5 45.g7+ Kg8]

43.g6+ Kf8 44.Kf5 Rf2+ 45.Kg5 c4 46.h6 White's counterplay has been allowed to hget totally out of hand! **46...Rg2+**

[0.00 Fritz 5.00: 46...Kg8 47.f7+ Kf8 48.h7 Kg7 49.Kh4 c3 50.Kg3]

47.Kf5 Kg8 48.f7+ Kf8 49.Kf6 Rf2+ 50.Ke6 Re2+ 51.Kf6 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_79.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_97.htm

97) Ponter I. - Rapkins D. G. E. [B01]

Exeter Premier (4) 1.e4 d5 2.exd5 Nf6 3.Bb5+ Bd7 4.Bc4 Bf5 "Out of Book," says Fritz. 5.Nc3 Nbd7

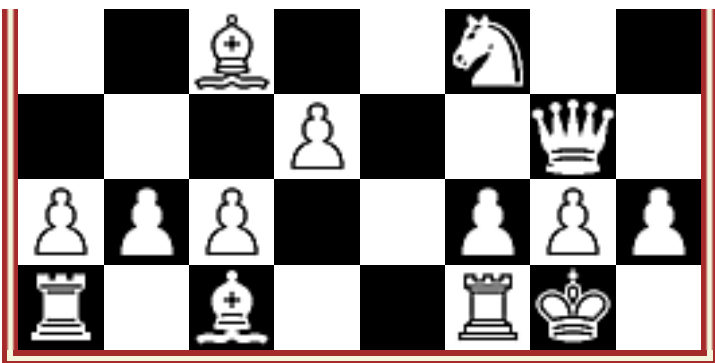


Probably no breakthrough, but Fritz' alternative looks rather vague. 6.Qf3

[0.22 Fritz 5.00: 6.Nf3 Nb6 7.Bb5+ Bd7 8.Bxd7+ Qxd7 9.Ne5 Qd6]

6...Bg4 7.Qg3 Nb6 8.d3 Bc8 9.Nge2 Nbx d5 10.Nxd5 Nxd5 11.0-0 g6 12.Nf4





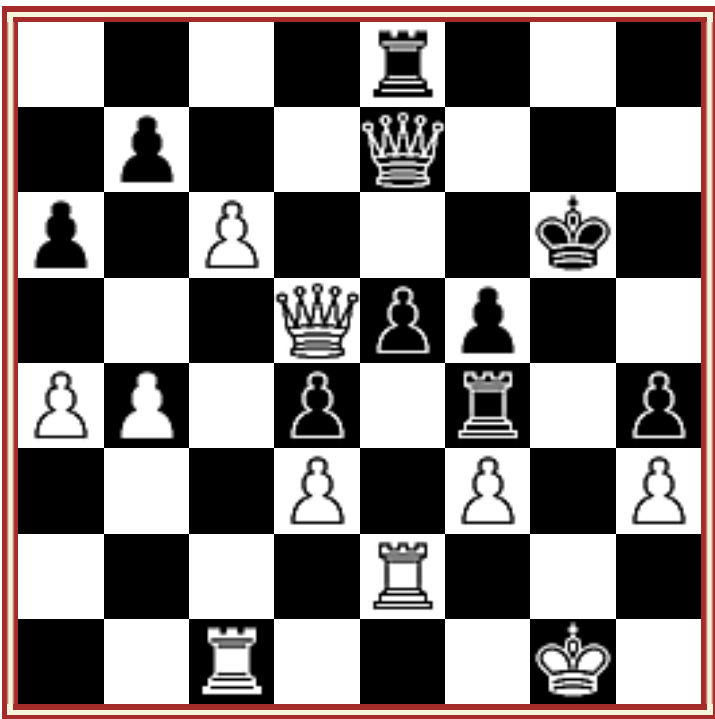
12...c6 Loses a Pawn, making use White's Queen on g3.

[1.03 Fritz 5.00: 12...Nb6 13.Bb3 Bg7 14.Re1 Bf5 15.a3]

13.Nxd5 cxd5 14.Qe5 f6 15.Bb5+

[0.28 Fritz 5.00: 15.Qxd5 Qxd5 16.Bxd5 e5 17.f4 Bc5+ 18.Kh1 Bd6 19.fxe5 Bxe5]

15...Kf7 16.Qg3 Bd7 17.Bxd7 Qxd7 18.Re1 Rc8 19.c3 e6 20.Be3 Bc5 21. Bxc5 Rxc5 22.Re2 d4 23.c4 Rg5 24.Qf4 Rf5 25.Qd2 h5 26.Rae1 e5 27.b4 g5 28.Qc2 h4 29.h3 Rf4 30.f3 Re8 31.Qb3 Kg6 32.c5 a6 33.a4 Qe7 34.Rc1 f5 35.c6 g4 36.Qd5 gxf3 37.gxf3



Black is lots of trouble, even if Fritz can't see it yet. **37...Kh5**

[2.97 Fritz 5.00: 37...Rd8 38.Qxe5 Qxe5 39.Rxe5 Rxf3 40.cxb7 Rxd3 41.Rc6+

Kg5 42.Kh2]

38.c7 Qf8

[4.63 Fritz 5.00: 38...Rc8 39.Qxb7 Qe8 40.Rg2 a5 41.Qa6 Rxf3 42.Qf6 Rg3 43.Qxf5+]

39.c8Q Rxc8 40.Rxc8 Qxc8 41.Qf7+ Kh6 42.Rg2 Qc1+ 43.Kh2 Rg4 44.Qf6 + 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_97.htm) was last modified on 13 Aug



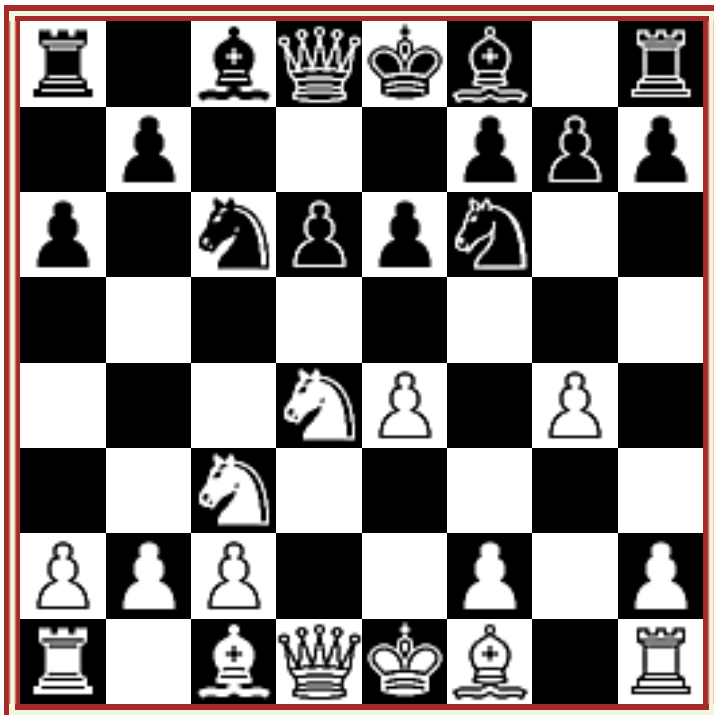
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_110.htm

110) Wareing J. P. - Bolt G. [B45]

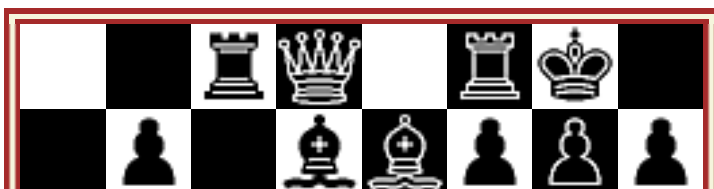
Exeter Premier (5) 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Ndb5 d6 7.g4 "Out of Book," says Fritz. 7...a6 8.Nd4

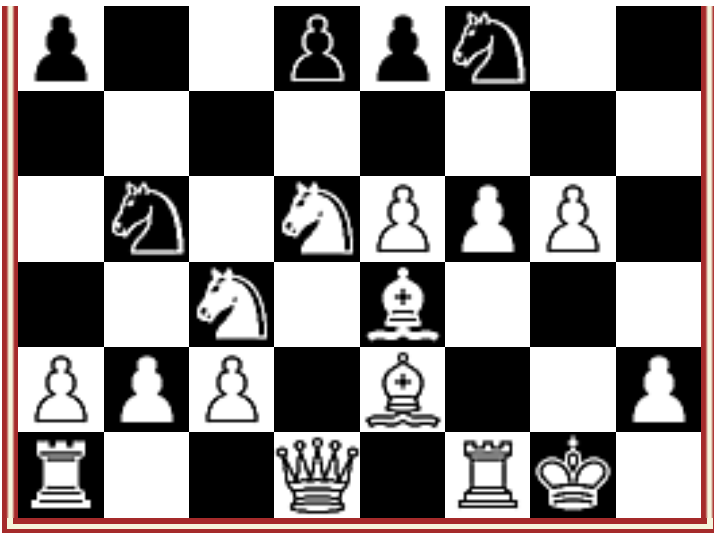


Black misses a chance to exploit the Pg4, but White pays a higher price later! **8... Be7**

[0.19 Fritz 5.00: 8...Nxc4 9.Be2 Qh4 10.Bxc4 Nxd4 11.Be3]

9.Be2 0-0 10.0-0 Bd7 11.Be3 Rc8 12.f4 Nb4

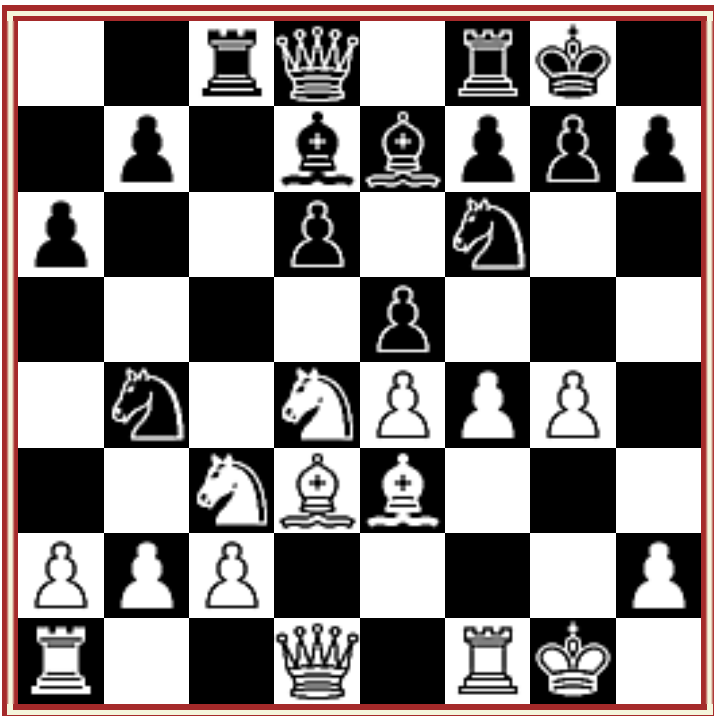




13.Bd3

[-0.50 Fritz 5.00: 13.g5 Ne8 14.a3 Nc6 15.Bc4 Qc7]

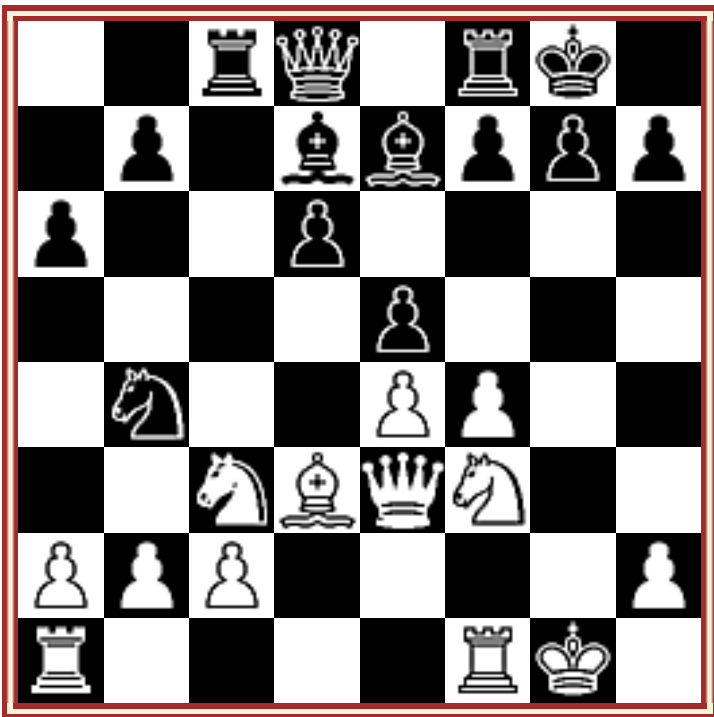
13...e5



14.Nf3 I guess this is a sacrifice to open up lines against the King. (But whose King?)

[-1.53 Fritz 5.00: 14.Nf5 Bxf5 15.gxf5 exf4 16.Rxf4 d5 17.e5 Nxd3 18.Qxd3]

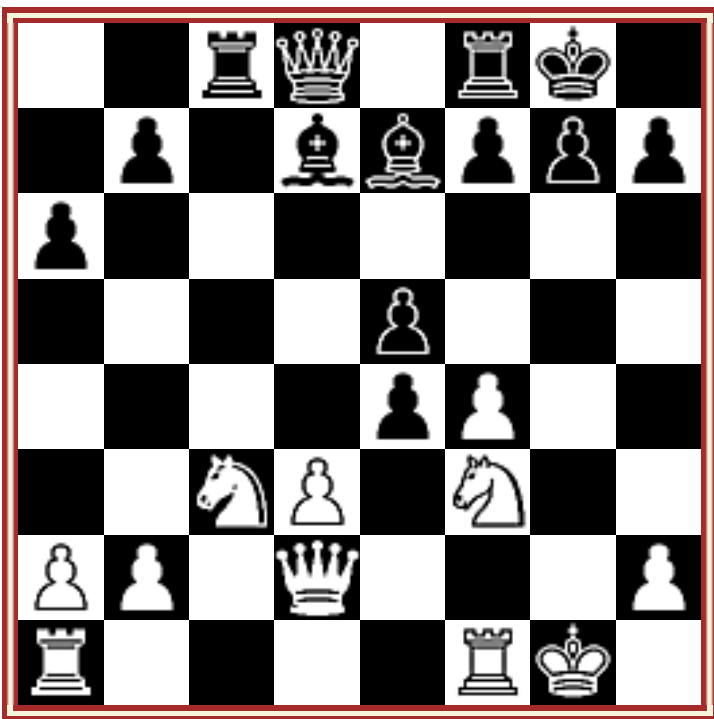
14...Nxf3 15.Qd2 Nxe3 16.Qxe3



16...d5 This decision to open up the game is totally correct, as far as I can see.

[-3.44 Fritz 5.00: 16...f5 17.exf5 exf4 18.Qxf4 Nxd3 19.cxd3 Bxf5 20.d4]

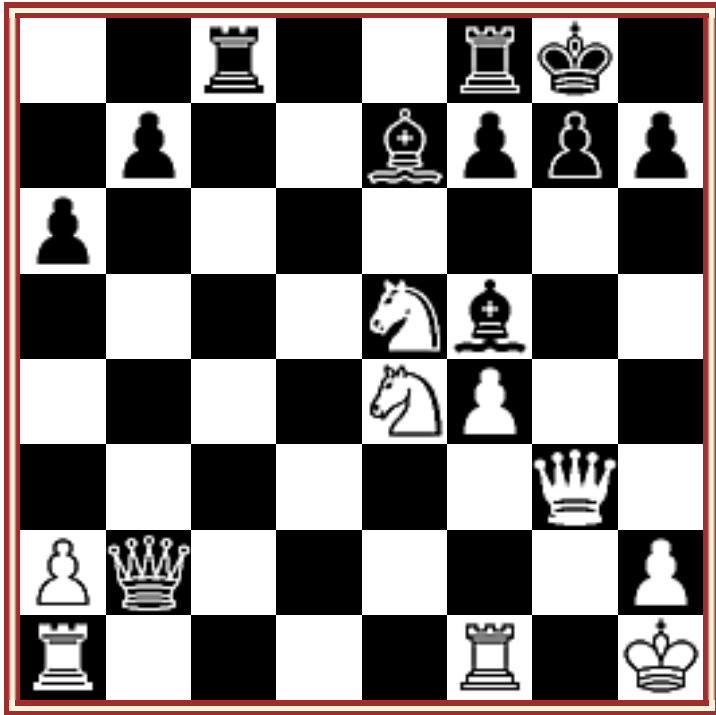
17.Qd2 Nxd3 18.cxd3 dxe4



19.Nxe5

[-2.75 Fritz 5.00: 19.Nxe4 exf4 20.d4 keeps more central control against the power of the two Bishops. 20...Bh3 21.Rfe1 Bg4 22.Ne5 f5 23.Nf2 Bc5]

19...exd3 20.Qxd3 Be6 21.Qg3 Qb6+ 22.Kh1 Qxb2 23.Ne4 Bf5



White is losing horribly, but can try to minimise the damage. **24.Rab1**

[-11.19 Fritz 5.00: 24.Rae1 Qc2 25.Qf3 f6 26.Ng3 fxe5 27.Rxe5 Bh3 28.Rxe7 Bxf1]

24...Qa3

[-3.25 Fritz 5.00: 24...Bxe4+ is a rather straightforward improvement: 25.Nf3 Bxb1 26.Qe1 Bd3 27.Rg1 Rfe8 28.Qe5 Qxe5 29.fxe5]

25.Rxb7 Oops.

[-12.22 Fritz 5.00: 25.Nf6+ Kh8 26.Qxa3 Bxa3 27.Nfd7 f6 28.Nxf8 fxe5 29.Nd7 Bxd7]

25...Bxe4+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_110.htm) was last modified on 13 Aug



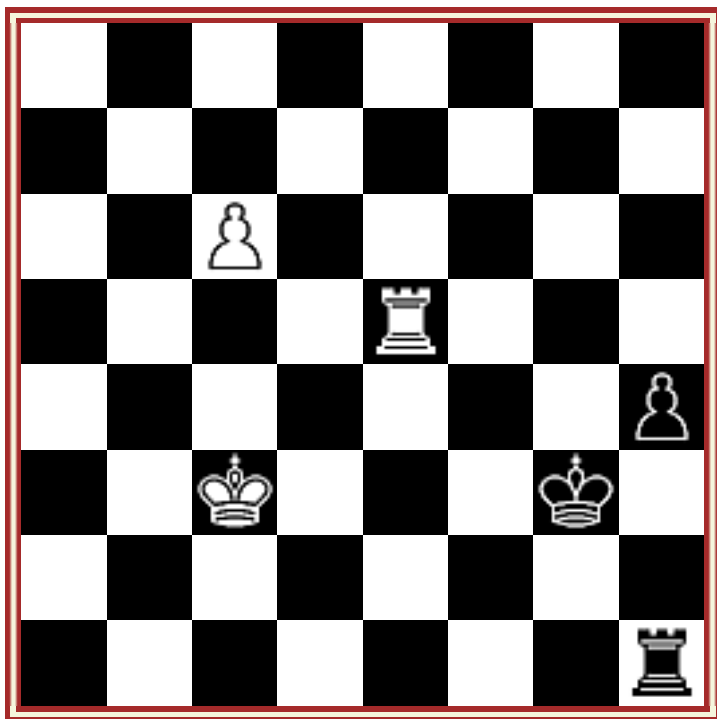
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_45.htm

45) Halmkin P. E. - Wood J. Z. [C00]

Major (4) 1.e4 e6 2.d4 d5 3.Be3 Nf6 "Out of Book," says Fritz. 4.e5 Nfd7 5.f4 c5 6.c3 Nc6 7.Nf3 Be7 8.Be2 cxd4 9.Nxd4 Nxd4 10.Bxd4 0-0 11.Nd2 a6 12.a4 Nc5 13.b4 Ne4 14.Nxe4 dxe4 15.Qc2 Bd7 16.Rd1 Rc8 17.b5 Qa5 18.0-0 axb5 19.axb5 Bxb5 20.Bxb5 Qxb5 21.Qxe4 Qc6 22.Qxc6 bxc6 23.Be3 Rfd8 24.Bb6 Rd5 25.c4 Bc5+ 26.Bxc5 Rxc5 27.Rd4 f6 28.Re1 Re8 29.Re3 Kf7 30.Kf2 Ke7 31.Ke2 Ra8 32.exf6+ gxf6 33.Rh3 h5 34.Rg3 Rf8 35.Rg7+ Rf7 36.Rxf7+ Kxf7 37.Kd3 Kg6 38.g3 Kf5 39.Rd6 e5 40.fxe5 fxe5 41.Rh6 Kg4 42.Kc3 Ra5 43.Rxc6 Ra2 44.Rc5 Rxh2 45.Rxe5 Kxg3 46.c5 h4 47.c6 Rh1



Impeccable so far, says Fritz. Both sides overlook a standard skewer tactic. **48. Rg5+**

[-0.56 Fritz 5.00: 48.Kd2 Rf1 49.c7 Rf8 50.Ke3 Rf3+ 51.Ke4]

48...Kf3 49.c7

[-1.28 Fritz 5.00: 49.Kd2 Ra1 50.c7 Ra8 51.Rc5 Rc8]

49...Re1

[0.81 Fritz 5.00: 49...Rc1+ 50.Kd3 Rxc7 51.Rf5+ Kg4 52.Re5 Rf7 53.Ke4]

50.Kd4 Fritz' analysis is distorted by its myopia. 50...Rc1

[3.56 Fritz 5.00: 50...Re4+ 51.Kd5 Re8 52.Kd6 Kf4 53.Rc5 Rc8 54.Rc4+ Kg3]

51.Rg7

[0.03 Fritz 5.00: 51.Rc5 Rd1+ 52.Kc4 Rc1+ 53.Kd5 Rd1+ 54.Kc6 Rd6+ 55.Kxd6]

51...h3 52.Kd5 h2 53.Rh7 Kg2 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_45.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_7.htm

7) Price M. C. - Sparkes D. A. [C14]

Major (1) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.f4 a6 8.Nf3 c5 9.Qd2 Nc6 10.a3 "Out of Book," says Fritz. 10...0-0



11.g4 Overlooking the check on h4.

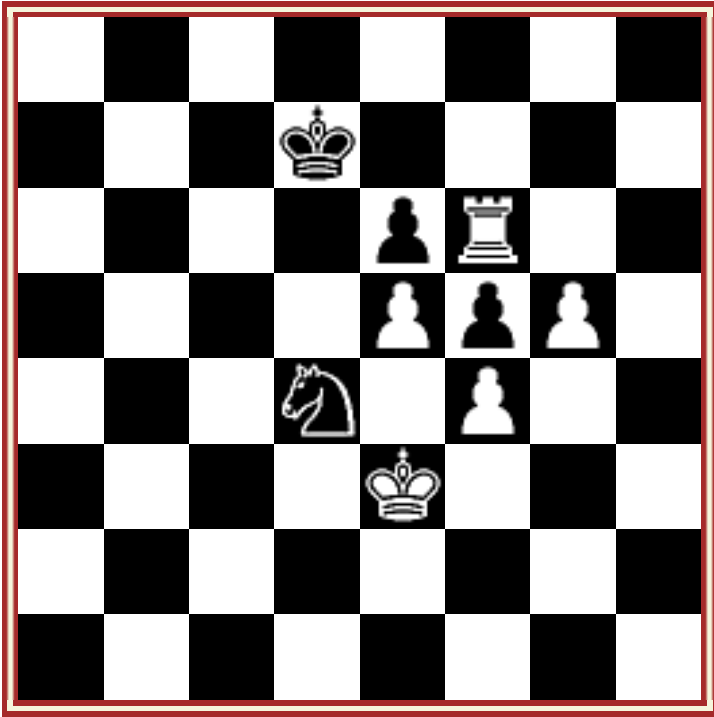
[-0.72 Fritz 5.00: 11.0-0-0 f6 12.exf6 Qxf6 13.g3 cxd4 14.Nxd4 Nxd4 15.Qxd4]

11...cxd4 12.Ne2

[12.Nxd4 Qh4+]

12...Nc5 13.Nexd4 Ne4 14.Qe3 Nxd4 15.Qxd4 Qc5 16.0-0-0 b6 17.Qxc5 bxc5 18.Rg1 c4 19.Rg2 f5 20.g5 g6 21.Nd4 Rf7 22.Be2 c3 23.b3 Rc7 24.h4 Bd7 25.Rh1 Kf7 26.Rh3 Bb5 27.Bxb5 axb5 28.Nxb5 Rb7 29.Nxc3 Rxa3 30.Kb2 Rba7 31.Rgh2 d4 32.Na4 R3xa4 33.bxa4 Rxa4 34.Ra3 Rxa3 35.Kxa3 Nc3 36.Kb3 Nd5 37.Rf2 d3 38.cxd3 Ke7 39.Rf3 Kd7 40.d4 Kc7 41.Kc4 Kc6 42.Rf2 Kb6 43.Kd3 Kc6 44.Ke2 Kb6 45.Kf3 Kc6 46.Rc2+ Kb7 47.h5 Ne7 48.

**hxg6 hxg6 49.Rh2 Kc7 50.Rh7 Kd7 51.Rf7 Ke8 52.Rf6 Kd7 53.Kg3 Nc6 54.
Rxg6 Nxd4 55.Rf6 Ne2+ 56.Kf3 Nd4+ 57.Ke3**



57...Nc2+ Black is in lots of trouble, but this Knight is headed the wrong way.

[9.56 Fritz 5.00: 57...Nc6 58.g6 Ne7 59.g7 Ng8 60.Rf7+ Ke8 61.Rf8+ Ke7 62.Kd3]

58.Kd2 Nb4 59.g6 Nd5 60.g7 Nxf4 61.g8Q Kc6 62.Rxe6+ Just the sort of clarifying sacrifice a human likes and computers hate. In fact, both the Knight and King are perilously short of squares and can each be profitably harassed.

[#7 Fritz 5.00: 62.Qg3 Ng2 (62...Nd5 63.Rxe6+ Kc5 64.Qg1+) 63.Qxg2+ Kc5 64.Kc3 f4 65.Rxe6 f3 66.Qxf3]

**62...Nxe6 63.Qxe6+ Kc7 64.Qd6+ Kb7 65.e6 f4 66.e7 f3 67.e8Q f2 68.
Qeb8# 1-0**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_7.htm) was last modified on 13 Aug 2005



[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_21.htm

21) Laurain F. - Whelan G. [B07]

Major (2) 1.e4 d6 2.Nc3 Nf6 3.Nf3 Bg4 4.Be2 "Out of Book," says Fritz. 4...g6 5.h3 Bd7 6.d4 c5 7.e5 cxd4 8.exf6 dxc3 9.fxe7 Bxe7 10.O-O Bf6 11.bxc3 O-O 12.Qxd6 Bxc3



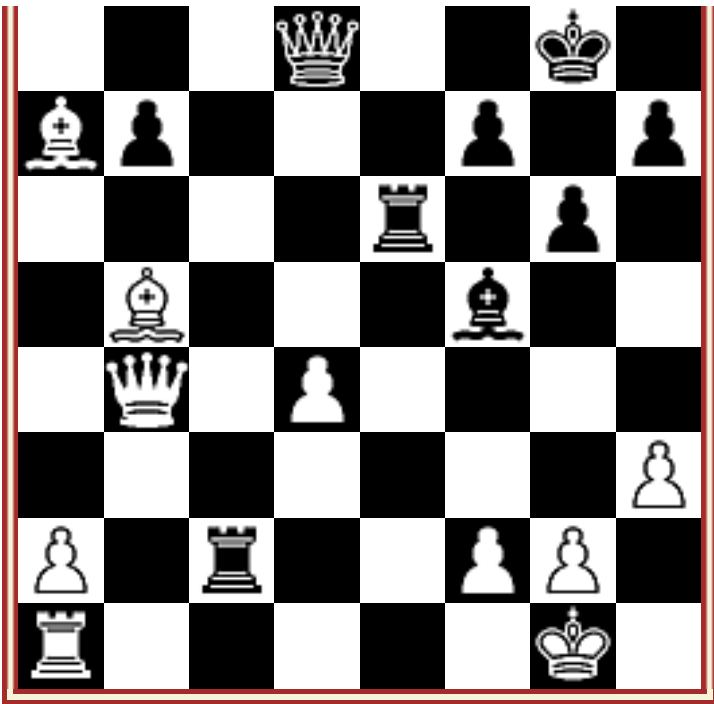
13.Ba3

[-1.00 Fritz 5.00: 13.Rb1 Re8 14.Be3 Bc6 15.Rfd1 Qxd6 16.Rxd6]

13...**Re8** Now White has chased the Rook to e8, he has pieces en prise on both e2 and a1! 14.Qd3

[14.Rab1]

14...**Bxa1** 15.Rxa1 Qb6 16.Nd4 Nc6 17.c3 Nxd4 18.cxd4 Bf5 19.Qd2 Rac8 20.Bc5 Qd8 21.Bb5 Re6 22.Bxa7 Rc2 23.Qb4



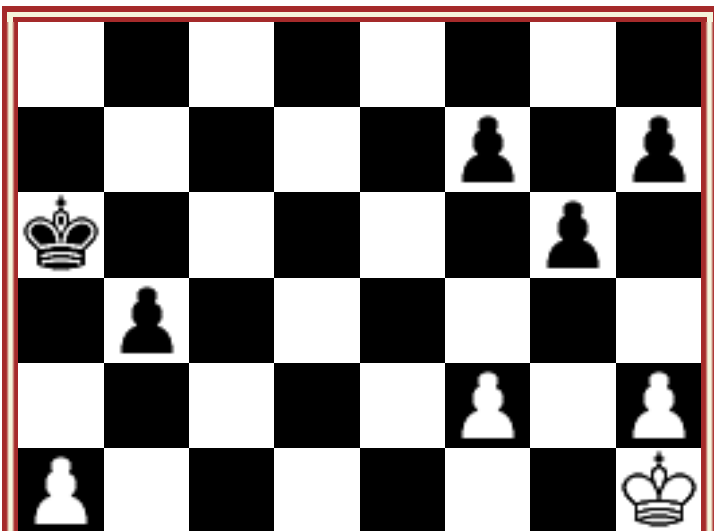
Now Black should attack with vigour. **23...b6**

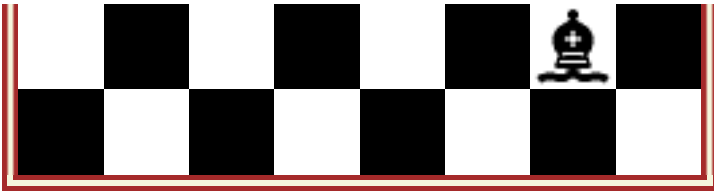
[-0.78 Fritz 5.00: 23...Qh4 24.g3 Qxh3 25.Bf1 Qg4 26.Qxb7]

24.d5 Re7

[-0.94 Fritz 5.00: 24...Qxd5 25.Bb8 Be4 26.Qa4 Qg5 27.Bg3]

**25.Ba4 Rxa7 26.Bxc2 Bxc2 27.Qd2 Be4 28.Rd1 Qd6 29.f3 Bf5 30.Rc1 Rc7
31.Rxc7 Qxc7 32.d6 Qc5+ 33.Kh2 Bd7 34.f4 Kf8 35.Kg3 Ke8 36.Qe2+ Be6
37.Qe5 Kd7 38.h4 Qa3+ 39.Kh2 Qxd6 40.Qb5+ Kc7 41.Qa4 Kb7 42.a3 Bd7
43.Qc4 Qe6 44.Qc3 Bc6 45.Qg3 Qe2 46.Kh3 Ka6 47.Kh2 b5 48.Kh3 Qxg2+
49.Qxg2 Bxg2+**





A bizarre piece of computer commentary follows. **50.Kxg2**

[-8.38 Fritz 5.00: 50.Kg3 Ka5 51.f5 gxf5 52.Kf4 Be4 53.Kg5 Ka4]

50...Ka5 51.Kf3 Ka4 52.Ke4 Kxa3 53.Kd3 b4 54.Kc2 Ka2 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_21.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_35.htm

35) Rogers D. R. - Price C. R. [A15]

Major (3) 1.c4 Nf6 2.g3 g6 3.Bg2 c6 4.d4 Bg7 5.Nc3 "Out of Book," says Fritz.
5...d5 6.b3 Ne4 7.Nxe4 dxe4 8.e3 c5 9.Bb2 Nc6 10.Ne2 Bg4 11.Bxe4 cxd4
12.f3 Qa5+ 13.Kf1 Bh3+ 14.Kg1 Rd8 15.Bxc6+ bxc6 16.exd4 c5 17.Bc3



Both sides get in a muddle here: Black need not shed a piece, and has a clever alternative. **17...Bxd4+**

[2.88 Fritz 5.00: 17...Qxc3 neat, eh? 18.Nxc3 Bxd4+ 19.Qxd4 cxd4 20.Nd5]

18.Qxd4 of course **18...cxd4 19.Bxa5** 5.59 Fritz 5.00: **19...Rd7**

[19...Bd7 I wonder if this was a clerical error: ...Rd7 must have been played, surely? 20.Nf4 3.00 Fritz 5.00: 20.Bxd8 Kxd8 21.Nxd4 e5 22.Ne2 f6) 20...Bf5 4.50 Fritz 5.00: 20...Rc8 21.Re1 g5 22.Nd5 Be6 23.Nc7+ Kd7 24.Nxe6 fxe6) 21.Rd1 g5 6.06 Fritz 5.00: 21...Rd6 22.Nd5 e5 23.Bc7 Re6 24.Kf2) 22.Nd3 3.34 Fritz 5.00: 22.Bxd8 gxf4 23.Rxd4 e5 24.Rd5 Be6) 22...0-0 4.94 Fritz 5.00: 22...Rd7 23.Kf2 h5 24.h4 Rg8 25.hxg5) 23.Kf2 f6 24.g4 Bg6 25.Nc5 3.41 Fritz 5.00: 25.Bxd8 Rxd8

26.h4 Kf7 27.hxg5 fxg5 28.Ne5+ Kg7) 25...Rd6 26.Bc7 Rc6 27.Nd7 Rc8 28.Ba5
1.06 Fritz 5.00: 28.Bb8 Be8 29.Rxd4 Bxd7 30.Rxd7 Rxb8 31.Rxa7) 28...Rd6 29.
Nc5 0.00 Fritz 5.00: 29.Nb8 e5 30.h4 Rxb8 31.Bc7 Rbd8 32.Bxd8 Rxd8 33.hxg5
fxg5) 29...e5 2.81 Fritz 5.00: 29...Rf8) 30.Na4 Ra6 31.Bb4 Be8 32.a3 Bxa4 33.
bxa4 Rxa4 34.Rc1 a5 35.Bd6 Raxc4 36.Rxc4 Rxc4 37.Rb1 Rc2+ 38.Kg3 Rc6 39.
Be7 Kf7 40.Rb7 Ke6 41.Bd8 a4 42.Rb6 Rxb6 43.Bxb6 Kd5 44.Bd8 Kc4 2.03 Fritz
5.00: 44...Ke6 45.Kf2 h6 46.Bb6 f5 47.Bc5 Kf6 48.Ke2 Kg6 49.Kd3) 45.Kf2 Kb3
46.Be7 1.06 Fritz 5.00: 46.Bxf6 Kxa3 47.Bxe5 Kb3 48.Bxd4 a3 49.Ke3 Kc4 50.Ba1
a2) 46...Kc2 47.Bb4 Kd3 48.Be7 0.00 Fritz 5.00: 48.Ba5 h6 49.Bb4 e4 50.fxe4
Kxe4 51.Bf8 f5 52.gxf5 Kxf5) 48...Kc2]

20.Nf4

[20.Kf2 e5 21.Rad1 d3 22.Nc3]

20...Bf5 21.Rd1 g5 22.Nd3 0-0 23.Kf2 f6 24.g4 Bg6 25.Nc5 Rd6 26.Bc7
Rc6 27.Nd7 Rc8 28.Ba5 Rd6 29.Nc5 e5 30.Na4 Ra6 31.Bb4 Be8 32.a3
Bxa4 33.bxa4 Rxa4 34.Rc1 a5 35.Bd6 Raxc4 36.Rxc4 Rxc4 37.Rb1 Rc2+
38.Kg3 Rc6 39.Be7 Kf7 40.Rb7 Ke6 41.Bd8 a4 42.Rb6 Rxb6 43.Bxb6 Kd5
44.Bd8 Kc4 45.Kf2 Kb3 46.Be7 Kc2 47.Bb4 Kd3 48.Be7 Kc2 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_35.htm) was last modified on 13 Aug



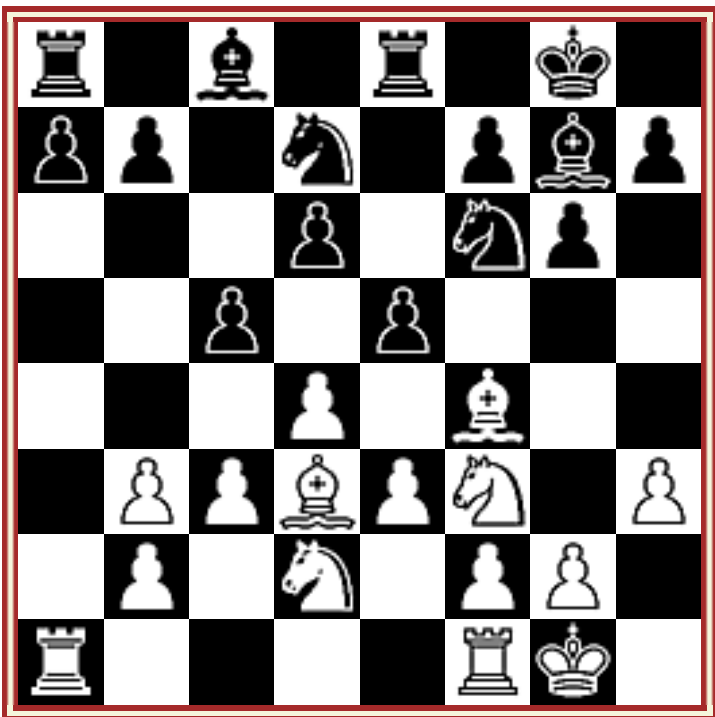
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_63.htm

63) Smith E. J. - Whelan G. [A48]

Major (5) 1.d4 d6 2.Nf3 Nf6 3.h3 g6 4.Bf4 Bg7 5.e3 c5 6.c3 Qb6 "Out of Book," says Fritz. 7.Qb3 Qxb3 8.axb3 Nbd7 9.Bd3 0-0 10.0-0 Re8 11.Nbd2 e5



12.Ne4

[-3.16 Fritz 5.00: 12.Bg5 e4 13.Bxf6 Nxf6 14.Bb5 exf3 15.Bxe8 Nxe8 16.Nxf3]

12...Nxe4

[For some unknown reason Fritz fails to recommend 12...exf4 13.Nxd6 with at best two Pawns for the piece and a difficult game.]

13.dxe5 dxe5 14.Ng5 Getting in more of a muddle.

[-4.47 Fritz 5.00: 14.Bh2 f5 15.Rfd1 a6 16.Ra4 Nb6]

14...Nd2 15.Rfd1 Nxb3 16.Ra3 exf4 17.exf4

[17.Rxb3 fxe3 18.fxe3 Bh6]

**17...h6 18.Ne4 c4 19.Nd6 Bf8 20.Nxe8 Bxa3 21.Bxc4 Bxb2 22.Bxb3 Nc5
23.Nc7 Rb8 24.Rd8+ Kh7 25.Ne8 Bxc3 26.Bxf7 Ba5 27.f5 gxf5 28.Rd6 Ne4
29.Rd5 Bb6 30.Bh5 Be6 0-1**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_63.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_102.htm

102) Evans I. D. - Dunn A. M. [C41]

Exeter Premier (5) 1.e4 e5 2.Nf3 d6 3.d4 f5 4.exf5 "Out of Book," says Fritz.
4...e4 5.Qe2 Bxf5 6.Nc3 Nf6 7.Nh4



7...Qd7

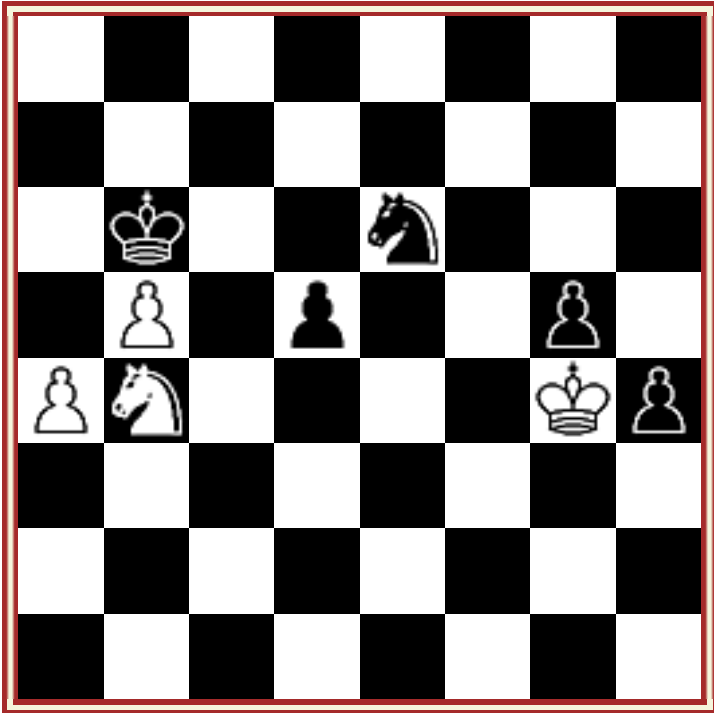
[2.69 Fritz 5.00: 7...Be6 8.Nxe4 Nxe4 9.Qxe4 Qe7 10.Bg5 d5 11.Qe5 Qf7 12.Nf3]

8.Nxf5 Right idea, wrong move order.

[0.53 Fritz 5.00: 8.Qb5 Nc6 9.Nxf5 a6 10.Qb3 Ra7 11.d5 Qxf5 12.dxc6 bxc6]

8...Qxf5 9.Qb5+ Qxb5 10.Nxb5 Kd8 11.Be3 c6 12.Nc3 d5 13.O-O-O Bd6 14.
Be2 Nbd7 15.h3 Kc7 16.Rhf1 Rhf8 17.f3 exf3 18.Bxf3 Rae8 19.Rde1 Rxe3
20.Rxe3 Bf4 21.Nd1 Re8 22.Rfe1 Nb6 23.Kb1 Bxe3 24.Rxe3 Nc4 25.Rxe8
Nxe8 26.Kc1 Nf6 27.Nf2 Nd6 28.Kd2 Kd7 29.Kd3 Ke6 30.b3 Kf5 31.Ke3

Kg5 32.Ng4 Nf5+ 33.Kd3 Nh5 34.c3 Nf4+ 35.Kd2 Nh4 36.Ke3 Nfxg2+ 37. Bxg2 Nxb2+ 38.Kf3 Nh4+ 39.Kg3 Ng6 40.Ne3 h5 41.c4 h4+ 42.Kf3 Nf4 43. cxd5 cxd5 44.b4 b5 45.Nd1 Nxb3 46.Nc3 Kf5 47.Nxb5 Ng5+ 48.Kg2 Ke4 49.Nxa7 Kxd4 50.Nc6+ Kc4 51.a4 Ne6 52.b5 Kc5 53.Kh3 g5 54.Kg4 Kb6 55.Nb4



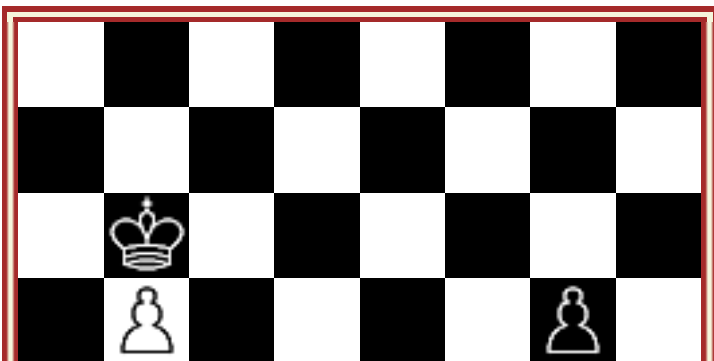
55...d4

[-1.00 Fritz 5.00: 55...Nf4 56.Nc6 h3 57.Kg3 g4 58.Ne5 Nh5+ 59.Kh2 Nf6 60.Kg3]

56.Nd3 Nc5 57.Nf2 Ne6

[0.00 Fritz 5.00: 57...d3 58.Kxg5 Ne4+ 59.Nxe4 h3 60.Nf2 h2 61.a5+ Kxa5 62.b6]

58.Nd3 Nf4 59.Nf2 d3





And a final double blunder (time pressure notwithstanding): **60.Kxg5**

[-4.56 Fritz 5.00: 60.Nd1 Ng6 61.Nf2 d2 62.Kf3 Nf4 63.Ke3]

60...Ne6+

[0.00 Fritz 5.00: 60...Nh3+ and White's poor Knight does the splits. 61.Nxh3 d2 62.Nf2 h3 63.Kf5 h2 64.Ke5 h1Q 65.Nxh1]

1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_102.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_75.htm

75) Manning P. - Murray C. V. [A26]

Exeter Premier (2) 1.c4 Nf6 2.Nc3 g6 3.g3 Bg7 4.Bg2 O-O 5.e4 d6 6.Nge2 e5 7.d3 Nc6 8.O-O Bg4 9.f3 Be6 10.Bg5 "Out of Book," says Fritz. 10...h6 11.Be3 Qd7 12.Qd2 Kh7 13.Nd5 Ne8 14.f4 f5 15.Nec3 Nd4 16.Rab1 c6 17.Nb4 Nf6 18.Bxd4 exd4 19.Ne2 a5 20.Nc2 c5



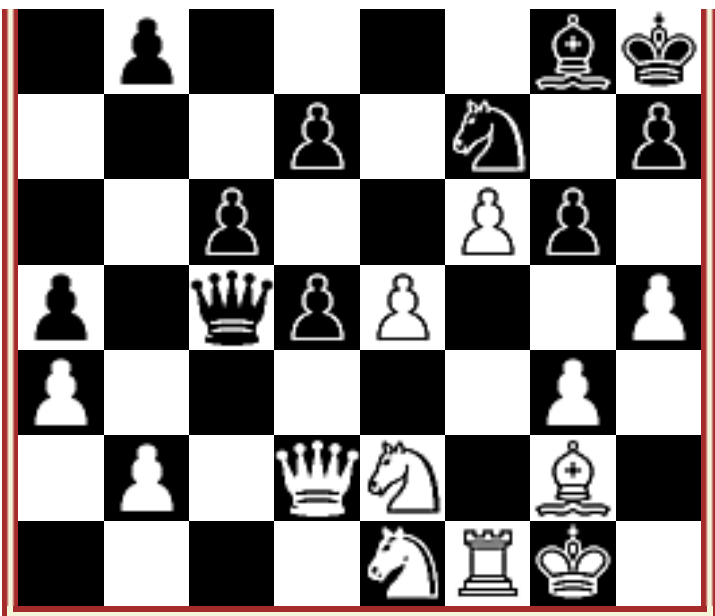
21.a3

[-1.22 Fritz 5.00: 21.e5 is Fritz' preference for losing a Pawn 21...Ne8 22.Rbe1 dxe5 23.fxe5 Bxe5 24.Nf4 Bxf4 25.Qxf4;

21.b3 looks better to me! 21...fxe4 22.dxe4]

21...fxe4 22.dxe4 Bxc4 23.Ne1 a4 24.Rc1 Qb5 25.Rxc4 Qxc4 26.f5 g5 27. h4





27...d3

[-1.66 Fritz 5.00: 27...Rae8 28.hxg5 hxg5 29.Nc1 g4 30.Rf4 b5]

28.Nc3

[-2.66 Fritz 5.00: 28.Qxd3 Qxd3 29.Nxd3 gxh4 30.gxh4 Rae8 31.Nc3 Rg8]

28...Ng4

[-1.31 Fritz 5.00: 28...Qd4+ 29.Kh2 Ng4+ 30.Kh1 Qe3 31.Nf3 gxh4 32.gxh4 Bxc3 33.bxc3]

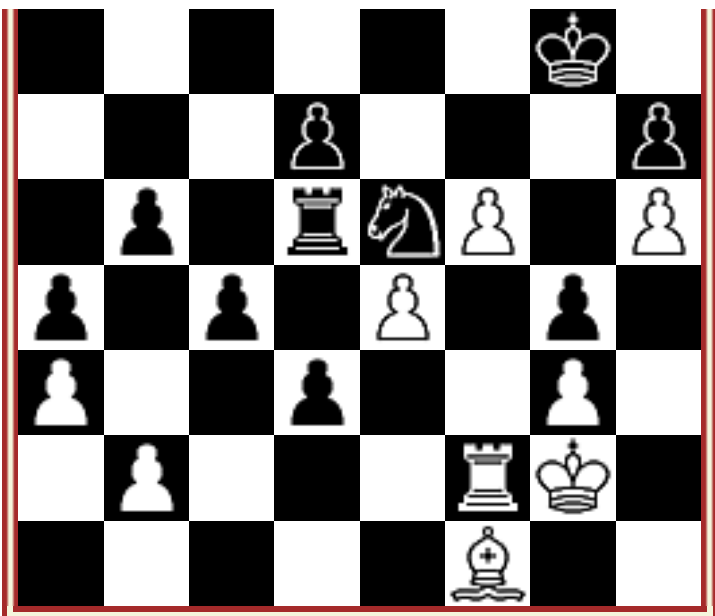
29.Nf3

[-2.78 Fritz 5.00: 29.hxg5 hxg5 30.Qxg5 Qd4+ 31.Kh1 Nf2+ 32.Kh2 Rh8 33.Nf3 Kg8+;

29.Qxd3]

29...Bd4+ 30.Nxd4 Qxd4+ 31.Kh1 Qe3 32.Qxe3 Nxe3 33.Rf3 Ng4 34.Bh3 Ne5 35.Rf2 g4 36.Bf1 c4 37.Nd5 b5 38.Kg2 Rac8 39.h5 Rc5 40.Nc3 Kg7 41. Nd5 Rxd5





42.exd5

[-4.00 Fritz 5.00: 42.f6+ Rxf6 43.exd5 Nf3 44.Kh1 Kf7]

42...Kf6 43.Rf4 Rb8 44.Kf2 b4 45.axb4

[-4.53 Fritz 5.00: 45.Ke3]

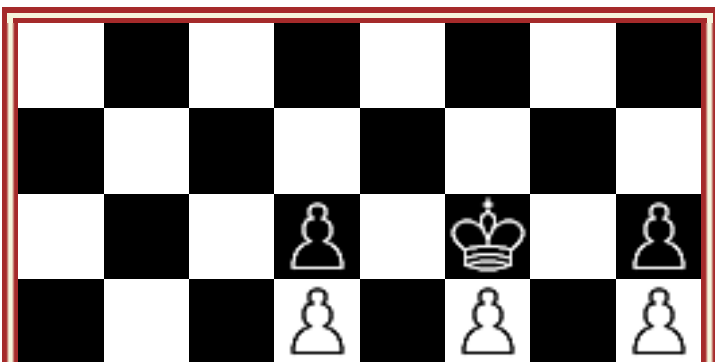
45...Rxb4 46.Ke3 Rxb2 47.Bxd3 cxd3 48.Rxa4 Re2+ 49.Kf4 d2 50.Rd4 Nf3

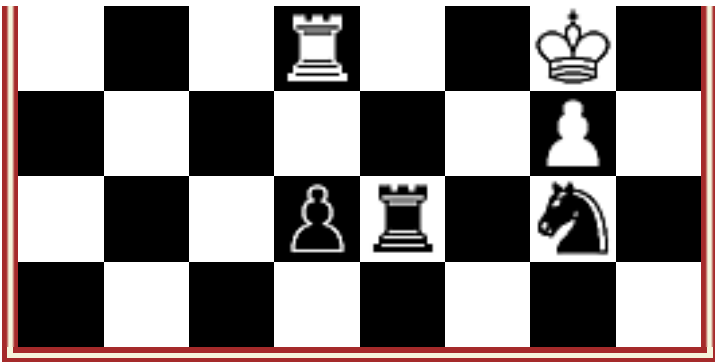
[-#7 Fritz 5.00: 50...Nf7 51.Rxd2 Rxd2 52.Kxg4 Rxd5 53.Kh4 Rd4+ 54.g4 Ne5 55.Kh3]

51.Rd3 Ne1

[-10.53 Fritz 5.00: 51...Ng5 52.Re3 d1Q 53.Re6+ Rxe6 54.dxe6 Qf3#]

52.Rd4 Ng2+ 53.Kxg4





I can't work up a lot of interest in some of Fritz' improvements, but here Black really did miss one! **53...Ne3+**

[-3.41 Fritz 5.00: 53...Re4+ 54.Rxe4 d1Q+ 55.Kh3 Kxf5 is absolutely decisive! 56.Kxg2 Kxe4 57.g4 Qxg4+ 58.Kf2]


54.Kf3 d1Q

[-2.19 Fritz 5.00: 54...Nxf5 55.Kxe2 Nxd4+ 56.Kxd2 Kg5 57.Ke3 Kxh5 58.Kf4 Ne2 + 59.Kf3]

55.Rxd1 Nxd1 56.Kxe2 Nc3+ 57.Kd3 Nxd5 58.Ke4 Ne7 59.g4 Kg5 60.Kf3 d5 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_75.htm) was last modified on 13 Aug

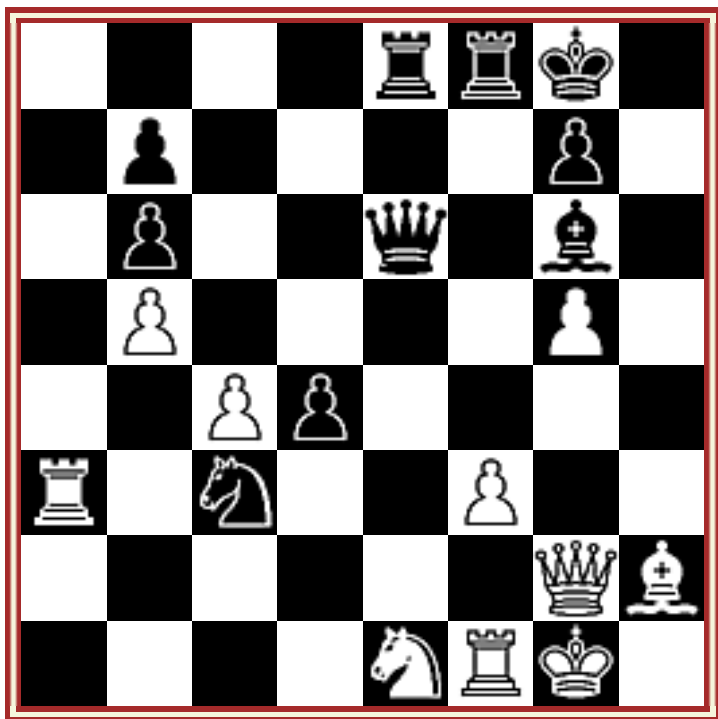
2005 by 

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_90.htm

90) Wareing J. P. - James R. A. [C65]

Exeter Premier (3) 1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.O-O Bc5 5.d3 d6 6.h3 O-O
7.c3 Bd7 "Out of Book," says Fritz. 8.Bg5 Bb6 9.a4 a5 10.Na3 Qe7 11.Nc4 h6
12.Nxb6 cxb6 13.Be3 Qd8 14.Qb3 Be6 15.Qc2 Na7 16.Qd2 Nxb5 17.axb5
Nd7 18.c4 Nc5 19.Ra3 f5 20.exf5 Bxf5 21.Ne1 d5 22.f3 d4 23.Bf2 Qd6 24.
Bg3 Rae8 25.Bh2 h5 26.g4 Bg6 27.b4 axb4 28.Qxb4 hxg4 29.hxg4 Qf6 30.
Qd2 e4 31.dxe4 Nxe4 32.Qg2 Nc3 33.g5 Qe6



34.f4 White hasn't seen it coming!

[-3.91 Fritz 5.00: 34.Ra1 Qxc4 35.Qg4 Qc5 36.Ng2 d3+ 37.Kh1 d2 38.Nf4 Bf5]

34...Qxe1

[-5.66 Fritz 5.00: 34...Qe3+ 35.Kh1 Qxe1 36.Ra7 (36.Rxe1 Rxe1+ 37.Bg1 Be4 38.
Kh2 Bxg2 39.Kxg2 a Rook down 36...Qh4 37.f5 Rxf5 38.Rxf5 Bxf5 39.Ra1)]

35.Qxb7

[-9.22 Fritz 5.00: 35.Rxe1 Rxe1+ 36.Kf2 Re2+ 37.Kg1 Rxd2+ 38.Kxd2 a piece
down 38...Be4+ 39.Kf2 Rc8]

35...Qe3+ 36.Rf2 Qc1+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_90.htm) was last modified on 13 Aug



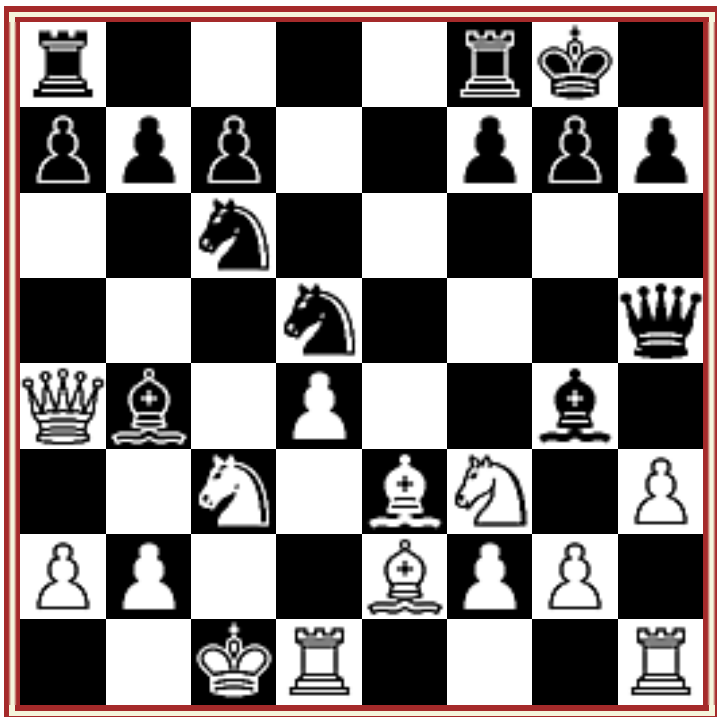
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_95.htm

95) Hammond T. J. - Blackmore M. [C01]

Exeter Premier (4) 1.e4 d5 2.exd5 Nf6 3.c4 e6 4.d4 exd5 5.Nc3 Bb4 6.cxd5 "Out of Book," says Fritz. 6...Qxd5 7.Qa4+ Nc6 8.Nf3 0-0 9.Be3 Bg4 10.Be2 Qh5 11.0-0-0 Nd5 12.h3

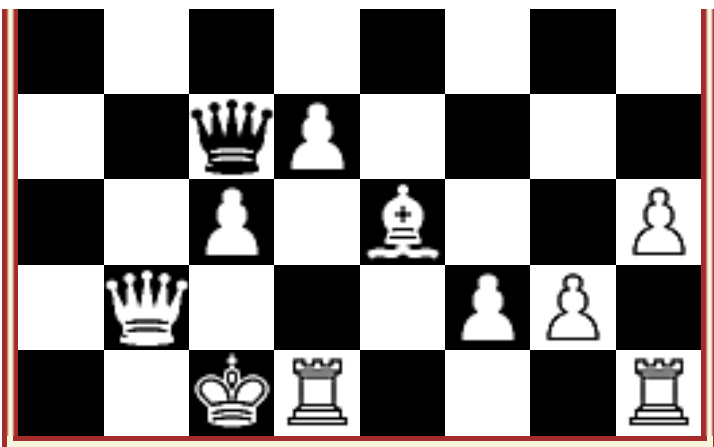


12...Bxf3 This natural capture loses a piece!

[1.72 Fritz 5.00: 12...Be6 13.g4 Nxc3 14.bxc3 Qa5 15.Qxa5 Bxa5 16.c4]

13.Bxf3 Nxc3 14.bxc3 Qa5 15.Bxc6 bxc6 16.Qxb4 Qxa2 17.Qb2 Qc4

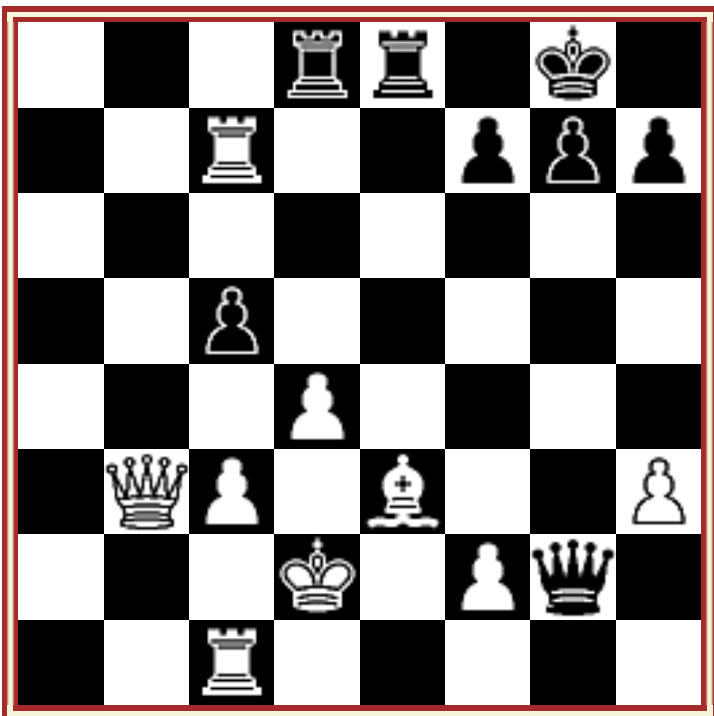




18.Kd2

[2.09 Fritz 5.00: 18.Rhe1]

18...Rab8 19.Qc2 c5 20.Rb1 Rbd8 21.Qb3 Qa6 22.Rhc1 Rfe8 23.Ra1 Qg6 24.Rxa7 Qxg2 25.Rxc7



25...Rxe3 Never say die.

[5.63 Fritz 5.00: 25...Qf3 26.Rxc5 Qxh3 27.Rc7 Qf3 28.Qb7 Qf6 29.Re1 Rb8 30.Qd5]

26.Qxf7+ Kh8 27.Kxe3 Qg5+ 28.Qf4 Re8+ 29.Kf3 Qd5+ 30.Kg3 cxd4 31.cxd4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_95.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_96.htm

96) James R. A. - Lee N. S. [B51]

Exeter Premier (4) 1.e4 c5 2.Nf3 d6 3.Bb5+ Nd7 4.O-O a6 5.Bxd7+ Bxd7 6.Nc3 "Out of Book," says Fritz. 6...g6 7.e5 Bc6 8.d3 Bg7 9.Re1 e6 10.Bf4 Bxf3 11.Qxf3 d5 12.Rab1 Qc7 13.Rbd1 Ne7 14.Bg5 Nf5 15.Bf6 Bxf6 16.exf6 O-O 17.Rd2 g5 18.Qe2 h5 19.Qe5 Rh6 20.Na4 Qa5 21.Nc3 d4 22.Nb1



22...Rg8

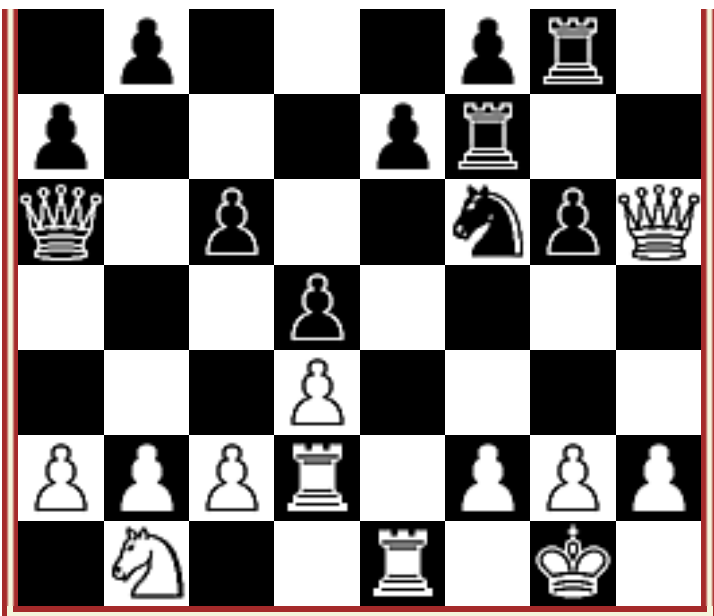
[0.34 Fritz 5.00: 22...Rd5 23.Qe2 Rxf6]

23.Qe2

[-0.75 Fritz 5.00: 23.c3 dxc3 24.Nxc3 Rd8 25.Rc1 Rd4 26.Ne4]

23...Rxf6 24.Qxh5 Rg7





Neither side agrees with Fritz' choices for a bit. This often happens if one side (Black here) has a looming King's-side attack. **25.Rde2**

[-0.88 Fritz 5.00: 25.Qh8+ Qd8 26.Qxd8+ Kxd8 27.c3 Rh6 28.g4 Nd6 29.cxd4 cxd4]

25...Qc7

[-0.03 Fritz 5.00: 25...Rh6 26.Qg4 Rh4 27.Qf3 g4 28.Qe4 Qxa2]

26.Qf3

[-1.47 Fritz 5.00: 26.Qh8+ Kd7 27.Re5 Rh6 28.Qf8 Rgh7 29.h3 Qd6 30.Qxd6+ Kxd6]

26...Rh6

[-0.81 Fritz 5.00: 26...g4 27.Qe4 Rh6 28.g3 Rgh7 29.f4 gxf3 30.Qxf3 Rh3 31.Qe4]

27.h3 Gives Black a lever.

[-3.22 Fritz 5.00: 27.Re5 g4 28.Qf4 Rgh7 29.c3 Rxh2 30.Qxh2 Rxh2 31.Kxh2 f6]

27...Rg8

[-0.88 Fritz 5.00: 27...g4 is sharper, threatening mate on h2 28.Qxf5 gxh3 29.Rxe6 Rxg2+ 30.Kf1 Rxe6 31.Rxe6 fxe6 32.Qxh3]

28.Re5 g4 29.Qf4

[-2.69 Fritz 5.00: 29.hxg4 Ne3 This tactic could also occur later. 30.R1xe3 dxe3 31.Rh5 exf2+ 32.Qxf2 Rgh8 33.Qxc5 Qxc5+]

29...gxh3 30.Rxf5 Suicide.

[-15.53 Fritz 5.00: 30.g3 Rh4 31.Qf3 Ne3 32.Re4 Rh6 33.Rf4 h2+ 34.Kh1 Qa5]

30...Qxf4 31.Rxf4 hxg2 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_96.htm) was last modified on 13 Aug



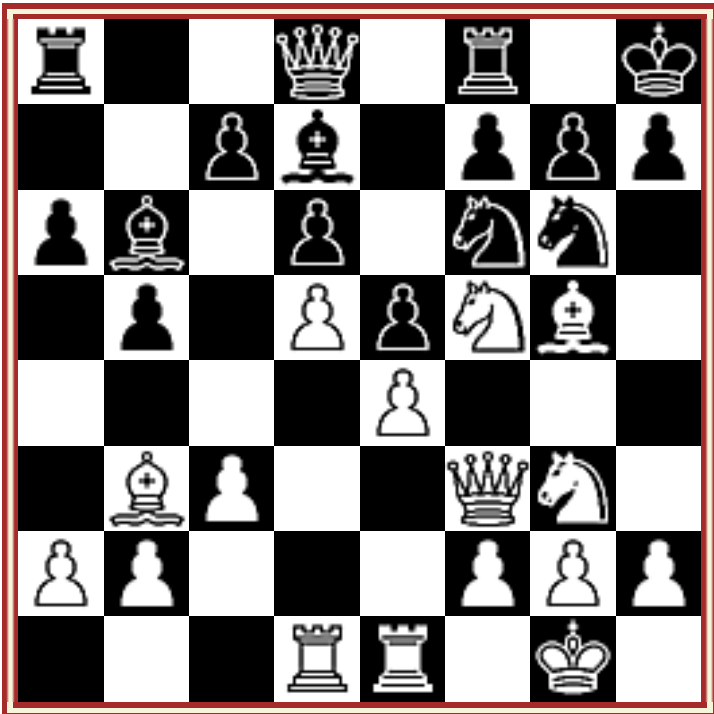
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_105.htm

105) Littlejohns D. P. - Ponter I. [C78]

Exeter Premier (5) 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O b5 6.Bb3 Bb7 7.Re1 Bc5 8.c3 d6 9.d3 O-O 10.Bg5 Qe7 "Out of Book," says Fritz. 11. Nbd2 Nd8 12.Nh4 Ne6 13.Nf5 Qd8 14.Bh4 Nf4 15.Qf3 Bc8 16.d4 Bb6 17. Rad1 Ng6 18.Bg5 Be6 19.d5 Bd7 20.Nf1 Kh8 21.N1g3



21...Ne7

[1.78 Fritz 5.00: 21...Bxf5 22.Nxf5 a5 23.Bc2 a4 24.Bd3 Rb8 25.Ng3 Bc5 26.Bxf6]

22.Nxg7 Ng4 23.Bf6 Allows Black to escape...

[0.53 Fritz 5.00: 23.Bxe7]

23...Nxf6 24.Qxf6 Kg8 ...if he sees it!

[8.66 Fritz 5.00: 24...Nxd5 25.Qxd8 (25.Qh6 Qf6;

25.Qf3 Nxc3) 25...Raxd8 26.Bxd5 Kxg7 27.Nf5+ Kf6 28.Ne3 Rg8 29.Bb7]

25.N7h5 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_105.htm) was last modified on 13 Aug



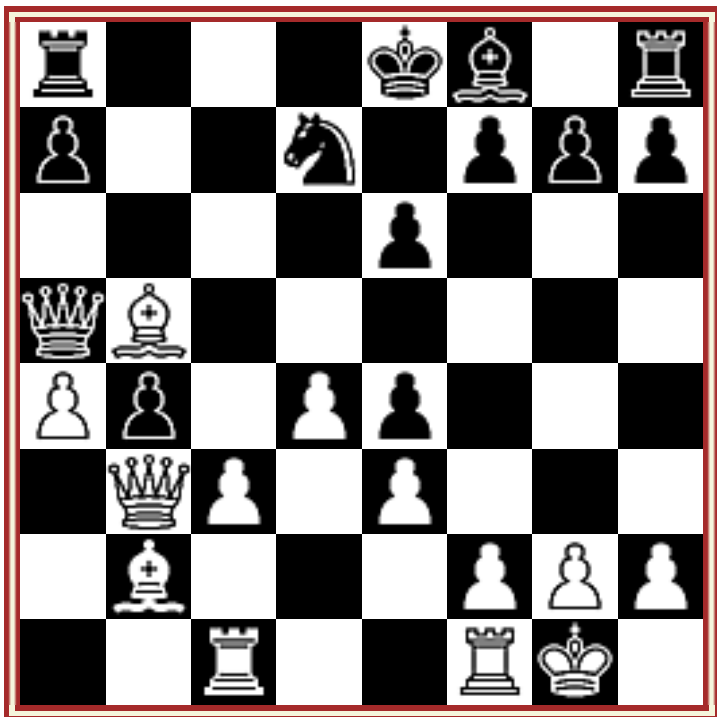
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_20.htm

20) Knight S. - Price M. C. [D04]

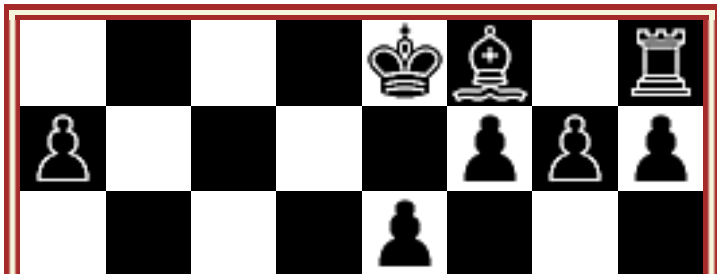
Major (2) 1.d4 d5 2.Nf3 c5 3.e3 Nf6 4.Nbd2 c4 "Out of Book," says Fritz. 5.b3 b5 6.c3 Bf5 7.a4 Qa5 8.Bb2 Ne4 9.Nxe4 Bxe4 10.Nd2 b4 11.Rc1 cxb3 12. Qxb3 e6 13.Nxe4 dxe4 14.Bb5+ Nd7 15.0-0

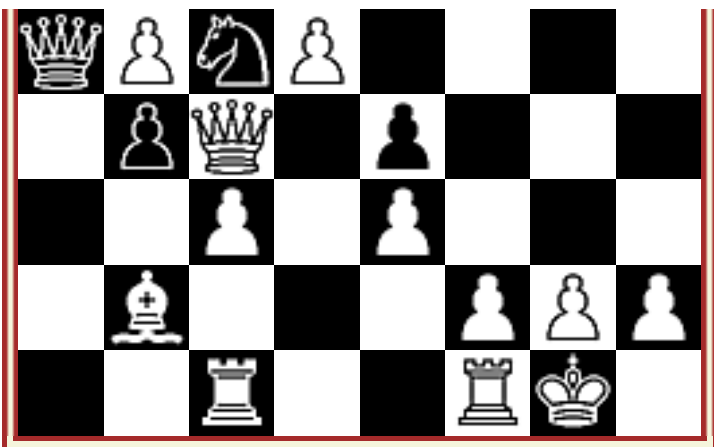


Black is busted here, mostly because of his exposed King. **15...Rb8**

[2.09 Fritz 5.00: 15...a6 16.Bxd7+ Kxd7 17.f3 exf3 18.Rxf3 Ke8 19.e4 Rb8 20. cxb4]

16.d5 Rxb5 17.axb5 Nc5 18.Qc4

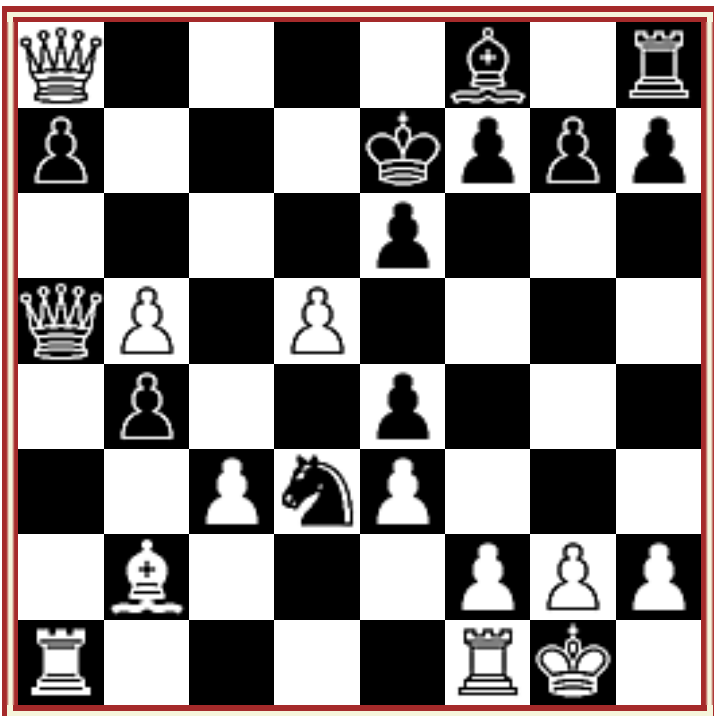




18...Nd3 Making a bad situation worse!

[8.38 Fritz 5.00: 18...b3 is not pretty but may be survived. 19.dxe6 fxe6 20.Ra1 Qc7 21.Ba3 b2 22.Ra2 Qe5 23.Bxb2]

19.Qc6+ Kd8 20.Qa8+ Ke7 21.Ra1



21...Qxb5 oops - puts the Queen in the line of fire.

[7.31 Fritz 5.00: 21...Qb6 22.dxe6 Nxb2 23.Rxa7+ Kf6 24.Rxf7+ Kxe6 25.Qe8+ Kd5 26.Rd7+]

22.Rxa7+ Kf6 23.c4+ Nxb2 24.cxb5 Nd3 25.d6 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_20.htm) was last modified on 13 Aug



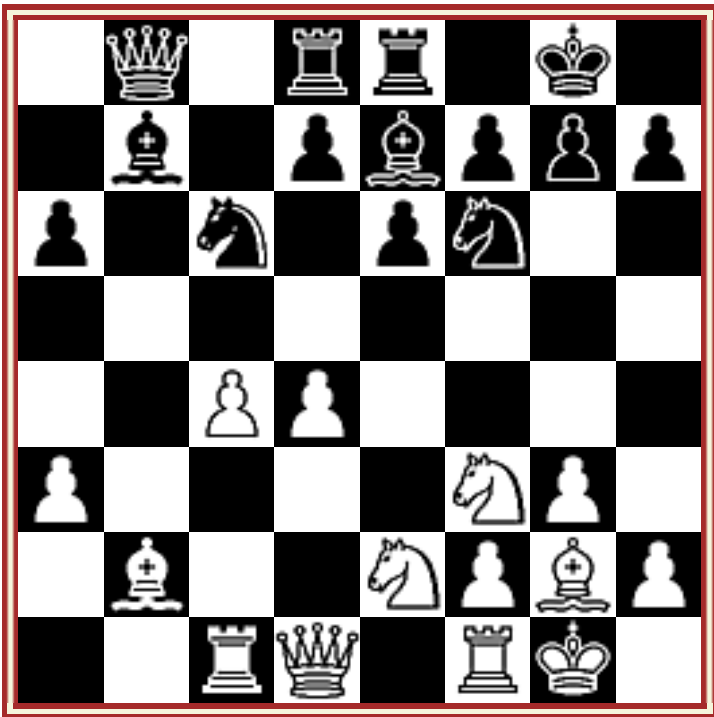
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_47.htm

47) Jones R. H. - Grist P. [A01]

Major (4) 1.b3 c5 2.Bb2 e6 3.g3 "Out of Book," says Fritz. 3...Nf6 4.Bg2 Be7 5.e3 Qc7 6.Ne2 0-0 7.d3 Nc6 8.Nd2 a6 9.c3 b5 10.Nf3 Bb7 11.0-0 Rad8 12.d4 Rfe8 13.c4 bxc4 14.bxc4 cxd4 15.exd4 Nb4 16.a3 Nc6 17.Rc1 Qb8



18.Nc3 Overlooking a series of masked attacks.

[-0.88 Fritz 5.00: 18.Qd3]

18...Nxd4 19.Na4

[19.Nxd4 Bxg2 20.Kxg2 Qxb2]

19...Nxf3+ 20.Bxf3 Bxf3 21.Qxf3 d5 22.Rb1 Qc7 23.cxd5 Rxd5 24.Rfc1 Qd6 25.Rd1 Rd8 26.Rxd5 Qxd5 27.Qe2 Qe4 28.Qxe4 Nxe4 29.Re1 Nd2 30.Re3 Nc4 31.Rb3 Nxb2 32.Nxb2 f5 33.Nc4 Kf7 34.Kg2 Rd4 35.Ne5+ Kf6 36.Nc6 Ra4 37.Nxe7 Kxe7 38.f4 a5 39.Kf2 Rc4 40.Ke3 a4 41.Rd3 e5 42.fxe5 Re4+ 43.Kf3 Rxe5 44.Kf4 Kf6 45.Rd4 g5+ 46.Kf3 Ra5 47.Rd6+ Ke5 48.

**Rd3 Rb5 49.Ke2 Rb2+ 50.Ke3 f4+ 51.gxf4+ gxf4+ 52.Kf3 Rb3 53.Ke2
Rxd3 54.Kxd3 Kf5**

[-5.59 Fritz 5.00: 54...Kd5 55.h4 h5 56.Ke2]

55.h3 h6 56.h4

[-6.66 Fritz 5.00: 56.Ke2 Ke4]

56...h5

[-3.94 Fritz 5.00: 56...Kg4 57.Ke2 Kg3 58.h5 Kg2 59.Kd3]

57.Ke2 Ke4 58.Kf2 f3 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_47.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_55.htm

55) Bloom P. - Spiller P. [C62]

Major (5) 1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4 5.Nxd4 Bd7 6.O-O g6 7.Nxc6 Bxc6 "Out of Book," says Fritz. 8.Bc4 Bg7 9.c3 Ne7 10.Qe1 O-O 11.Bg5 h6 12.Bh4 g5 13.Bg3 Ng6 14.Nd2 Ne5 15.Bb3 a5 16.a4 Qd7 17.Qb1 Rae8 18.f4 gxf4 19.Rxf4 Ng6 20.Rf2 Qg4 21.Bd1 Qg5 22.Qc2 Qe3 23.Bf3 Qb6 24.Nc4 Qc5 25.Qd3 Re7 26.Kh1 Rfe8 27.Raf1 Bxa4 28.e5 Nxe5 29.Nxe5 Bxe5

[1.16 Fritz 5.00: 29...dxe5 30.Qd5 (30.Bd5 e4) 30...Qxd5 31.Bxd5 Rf8 32.Ra1 (32.Bxb7 Bb5 33.Re1 c6 34.c4 Rxb7 35.cxb5 Rxb5) 32...c6 33.Bh4 Rc7 34.Rxa4]

30.Bd5 and Black is in deep, deep trouble. **30...Kh8**

[8.06 Fritz 5.00: 30...Qxf2 31.Rxf2 Bg7 32.Bxf7+ is cute (32.Rf1) 32...Rxf7 33.Rxf7 Kxf7 34.Qc4+ Kf8 35.Qxa4]

31.Rxf7 Rxf7

[17.06 Fritz 5.00: 31...Bg7 32.Qg6 Rg8 33.Be5 Rxe5 34.Rxg7 Qg1+ 35.Rxg1 Rxg7 36.Qxh6+]

32.Rxf7 Bg7 33.Qg6

[33.Qg6 Rg8 34.Rxg7 Rxg7 35.Qxh6+ Rh7 36.Qf8#]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_55.htm) was last modified on 13 Aug



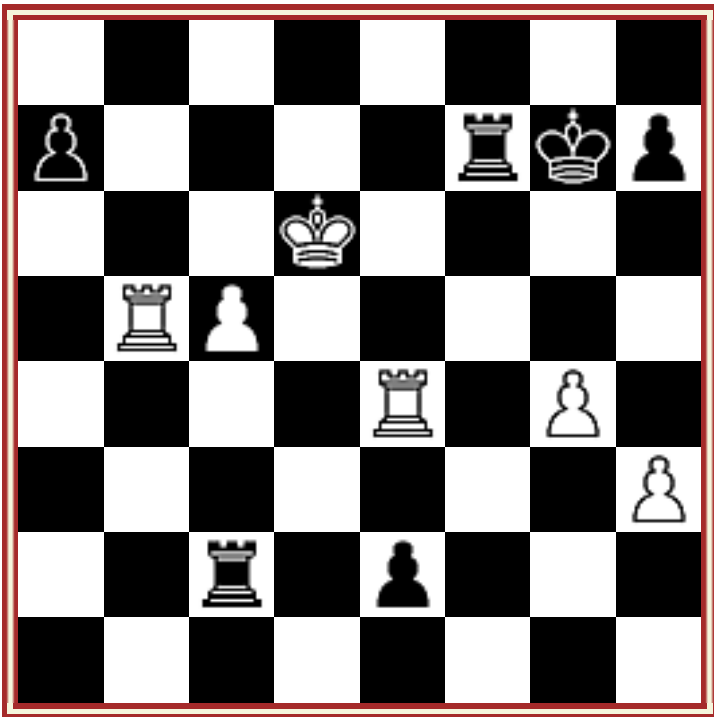
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_108.htm

108) Saqui D. A. J. - Helbig P. D. [A48]

Exeter Premier (5) 1.d4 Nf6 2.Nf3 g6 3.e3 Bg7 4.Be2 "Out of Book," says Fritz.
 4...0-0 5.0-0 d6 6.c4 Nc6 7.Nc3 e5 8.b3 exd4 9.exd4 Bg4 10.h3 Bxf3 11.
 Bxf3 Nd7 12.Be3 f5 13.Bd5+ Kh8 14.f4 Re8 15.Bf2 Nf6 16.Bf3 Ne4 17.
 Bxe4 fxe4 18.Be3 Ne7 19.g4 d5 20.Qd2 c5 21.Rad1 Nc6 22.Ne2 cxd4 23.
 Nxd4 dxc4 24.Nxc6 bxc6 25.bxc4 Qe7 26.Qd6 Rac8 27.Qxe7 Rxe7 28.Rd6
 Kg8 29.Rfd1 Kf7 30.Kg2 Ke8 31.Kg3 g5 32.Kf2 gxf4 33.Bxf4 Be5 34.Bxe5
 Rxe5 35.Ke3 Ra5 36.Rh6 Rc7 37.Rb1 Kf8 38.Rb2 Re7 39.Rxc6 Ra3+ 40.
 Rb3 Rxa2 41.Rf6+ Kg7 42.Rf4 Rh2 43.Kd4 Re2 44.c5 Rd7+ 45.Ke5 Rc2 46.
 Ke6 Rc7 47.Rb5 e3 48.Kd6 e2 49.Re4 Rf7



50.Rb1 Oops.

[-2.91 Fritz 5.00: 50.Rb3 Rd2+ 51.Kc6 Rf6+ 52.Kb5 a6+ 53.Kc4 Rf4 54.Rbe3 Rxe4
 +]

50...Rd2+ 51.Kc6 Rd1 52.Rb7 e1Q 53.Rxe1 Rxe1 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_108.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_22.htm

22) Pinder R. - Webley M. A. [C26]

Major (2) 1.e4 e5 2.Nc3 Nf6 3.Bc4 Bc5 4.f4 d6 5.d3 Bxg1 "Out of Book," says Fritz. 6.Rxg1 Ng4 7.g3 O-O 8.f5 Nf6 9.g4 c6 10.g5 Qb6 11.Rg3 Ne8 12.Qh5 d5 13.Rh3 Qg1+ 14.Kd2 Qg2+ 15.Ne2



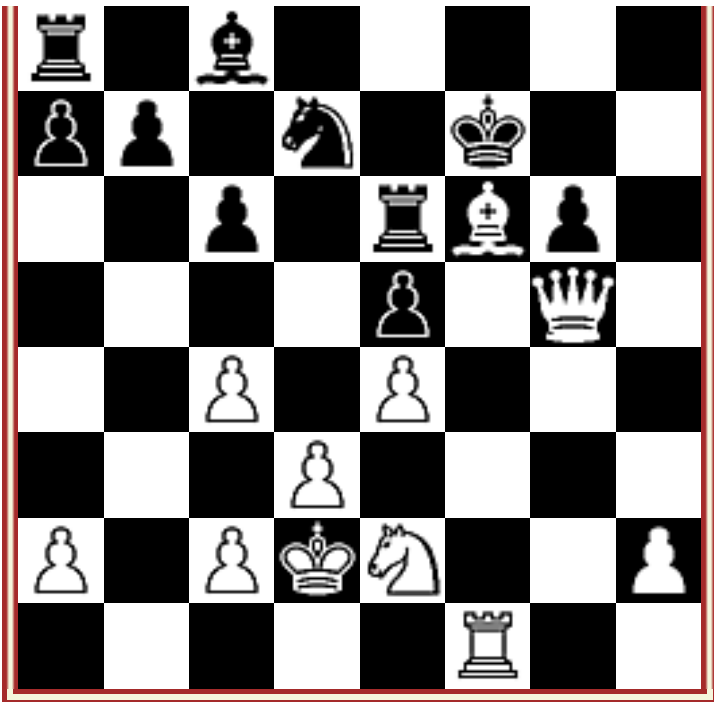
15...Qxh3 Panicky

[1.97 Fritz 5.00: 15...h6 16.Rg3 Qf2 17.exd5 (17.gxh6) 17...Qxf5 18.c3]

16.Qxh3 dxc4 17.b3 f6

[2.44 Fritz 5.00: 17...cxd3 18.Qxd3 Nd7 19.Ba3 c5 20.Nc3 Nc7 21.Nd5 Nxd5 22.Qxd5]

18.bxc4 g6 19.Qg3 Nd7 20.fxg6 hxg6 21.Ba3 Rf7 22.gxf6 Rxf6 23.Be7 Re6 24.Qg5 Kf7 25.Rf1+ Nef6 26.Bxf6



Another short-sighted piece of computer criticism. **26...Nxf6**

[6.22 Fritz 5.00: 26...Rxf6 27.Rxf6+ Nxf6 28.Qxe5 Nh5 29.Qc7+ Kg8 30.Qd8+ Kh7 31.Qe7+]

27.Ng3 Bd7 28.d4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_22.htm) was last modified on 13 Aug



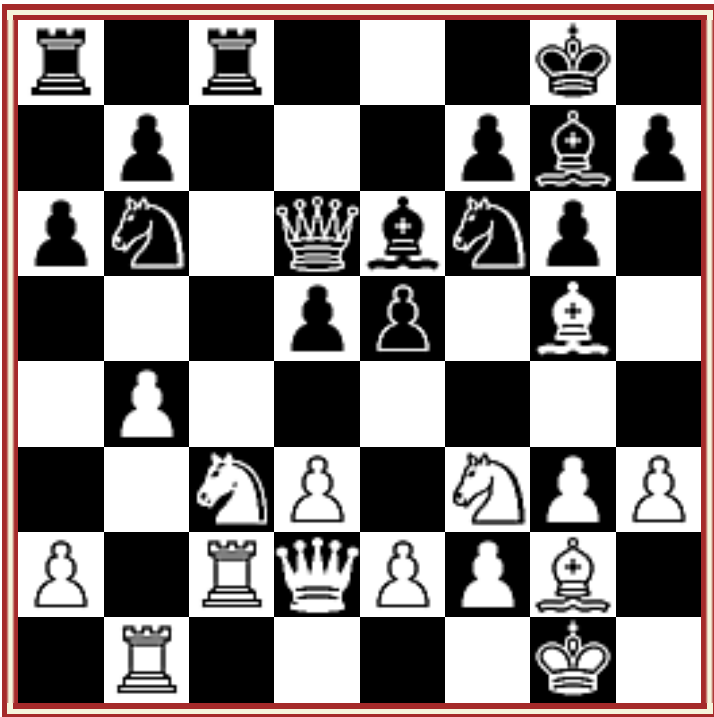
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_32.htm

32) Jukes S. - Scott R. [A24]

Major (3) 1.c4 e5 2.Nc3 Nf6 3.g3 g6 4.Bg2 Bg7 5.b4 "Out of Book," says Fritz.
5...c6 6.Rb1 0-0 7.d3 d5 8.Bg5 Be6 9.cxd5 cxd5 10.Qd2 Re8 11.Nf3 Qd6
12.0-0 a6 13.Rfc1 Nbd7 14.Rc2 Nb6 15.h3 Rec8



16.Nxe5 enterprising but flawed?

[-1.81 Fritz 5.00: 16.Rbc1 d4 17.Bxf6 dxc3 18.Qg5 Bxf6 19.Qxf6]

16...d4 Black is bluffed!

[0.25 Fritz 5.00: 16...Qxe5 **A**) 17.Bf4 must have been White's idea: 17...Qh5 18. Bf3 (18.g4 Nxg4 19.hxg4 Bxg4 20.e3 Bf3 21.Bxf3 Qxf3) 18...Qxh3 19.Bg2 Qh5 20. Bf3 Bg4;

B) 17.Qe3 17...Nfd7 18.Qxe5 Nxe5 19.Rbc1 d4]

17.Bxf6 Bxf6 18.Ne4

[-0.84 Fritz 5.00: 18.Ng4 Bxg4 19.Ne4 Qe7 20.Nxf6+ Qxf6 21.hxg4]

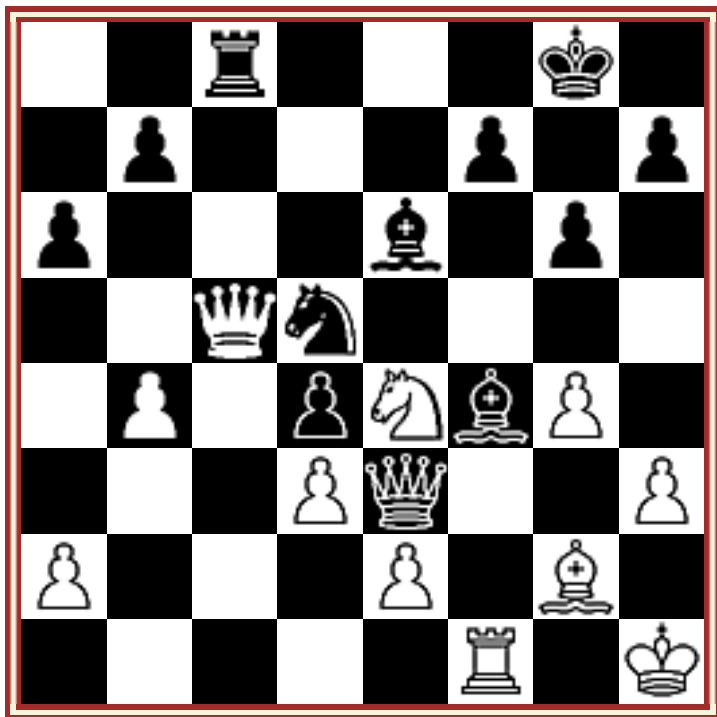
18...Qxe5 19.f4 Rxc2 20.Qxc2 Qf5 21.g4 From bad to worse.

[-2.47 Fritz 5.00: 21.Nxf6+ Qxf6 22.Bxb7 Rb8 23.Bxa6 Ra8 24.Bc4 Bxh3]

21...Qxf4 22.Rf1

[-3.50 Fritz 5.00: 22.Nxf6+ Qxf6 23.Bxb7 Rd8 24.Bxa6 Qf4 25.Bb7 Nd5 26.Bxd5 Bxd5]

22...Qe3+ 23.Kh1 Bd8 24.Qc5 Rc8 25.Qe5 Nd5 26.Qd6 Bc7 27.Qc5 Bf4



White has a little defensive combination here which Fritz fancied but I don't find helpful: **28.Qa5**

[-6.44 Fritz 5.00: 28.Qxd5 Bxd5 29.Nf6+ Kh8 30.Nxd5 Qxe2 31.Nxf4 Qd2 32.a3 Rc1 winning: Fritz is being short-sighted.]

28...Qxe2 29.Nc5

[-9.47 Fritz 5.00: 29.Rg1 Be3 30.Bf1 Qe1 31.g5 Bxg1 32.Kxg1 Bxh3 33.Qxd5 Qxf1 +]

29...Ne3 30.Rg1 Nxc2

[-#5 Fritz 5.00: 30...Bxc4]

0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_32.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_62.htm

62) Rogers D. R. - Sellwood C. [A15]

Major (5) 1.c4 e6 2.g3 Nf6 3.Bg2 d5 4.cxd5 Nxd5 5.Nc3 Nb6 "Out of Book," says Fritz. 6.Nf3 c6 7.O-O N8d7 8.a3 a5 9.e4 a4 10.d4 Nf6 11.Qc2 h6 12.Rd1 Be7 13.h3 O-O 14.Be3 Nc4



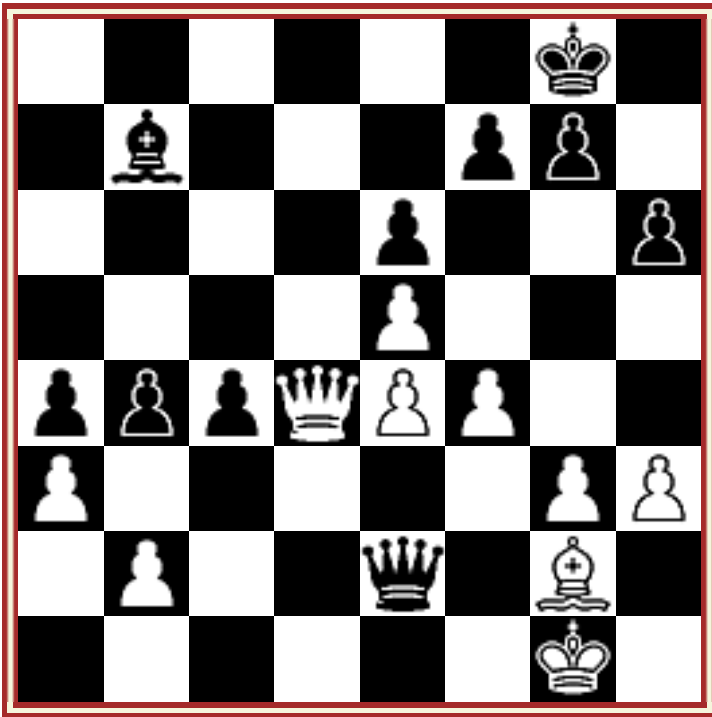
15.Bc1

[0.00 Fritz 5.00: 15.Bf4 b5 (15...g5 was presumably what White wanted to avoid: 16.Ne5 is the most forward-looking reply. 16.Ne5 Nxe5 17.Bxe5 Nd7 18.Bf4]

15...b5 Fritz doesn't like this much.

[0.63 Fritz 5.00: 15...Nb6]

16.Ne5 Nxe5 17.dxe5 Nd7 18.Be3 Bb7 19.Kh2 Rc8 20.Qe2 Qc7 21.f4 Rfd8 22.Qf2 Ba6 23.Rd2 Qb7 24.Rad1 c5 25.Kh1 c4 26.Na2 Qc7 27.Nb4 Bb7 28.Nc2 Nc5 29.Rxd8+ Rxd8 30.Rxd8+ Qxd8 31.Bxc5 Bxc5 32.Qxc5 Qd1+ 33.Kh2 Qxc2 34.Qd4 Qe2 35.Kg1 b4



36.Bf1

[-0.28 Fritz 5.00: 36.axb4 Qe1+ 37.Kh2 Qxb4 38.Bh1 Qb3 39.Qd8+ Kh7]

36...Qe1 37.Qxc4

[-1.78 Fritz 5.00: 37.axb4 Qxg3+ 38.Bg2 Qe1+ 39.Kh2 Qxb4 40.Bh1 Qb3 41.Qd8+ Kh7]

37...Qe3+

[-0.53 Fritz 5.00: 37...bxa3 38.bxa3 Bxe4 39.Qe2 Qxg3+ 40.Bg2 Bxg2 41.Qxg2 Qxa3]

38.Kh2 Qf2+

[0.50 Fritz 5.00: 38...bxa3 39.bxa3 Qxa3 40.Qb5 Bxe4 41.Qe8+ Kh7 42.Qxf7 Qf3]

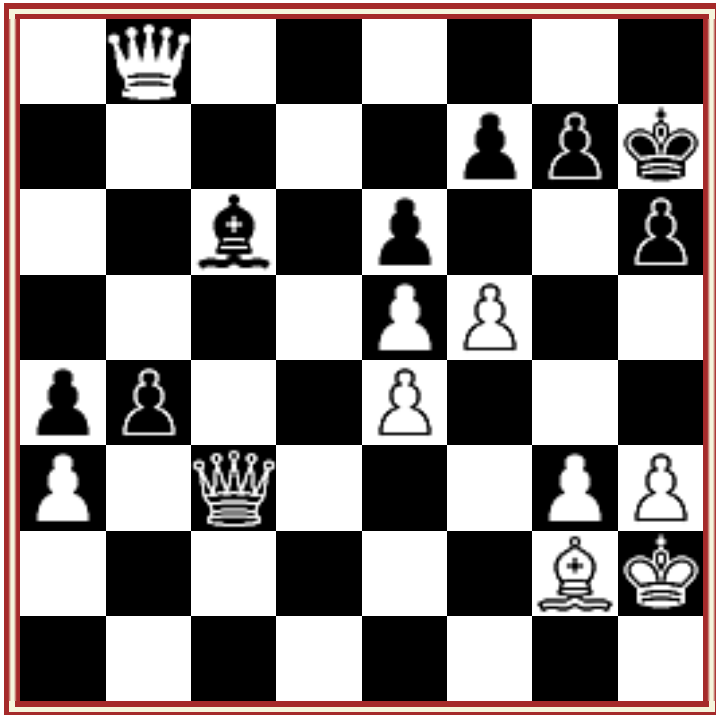
39.Bg2 Qxb2 40.f5 Qc3

[-0.41 Fritz 5.00: 40...bxa3]

41.Qb5 Bc6

[-0.06 Fritz 5.00: 41...Qc6 42.Qxb4 exf5 43.Kg1 fxe4 44.Kf2]

42.Qb8+ Kh7



43.Qf8 Right idea, wrong move order. Had White not seen Black's threat, or did he consider it inevitable?

[-1.09 Fritz 5.00: 43.f6 gxf6 44.Qf8 Qxa3]

43...exf5 44.exf5

[-9.41 Fritz 5.00: 44.axb4 Bxe4 (44...Qc2 45.Qc8) 45.Bxe4 fxe4 46.Qxf7 Qxe5 47.Qf8]

44...Qd2 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_62.htm) was last modified on 13 Aug

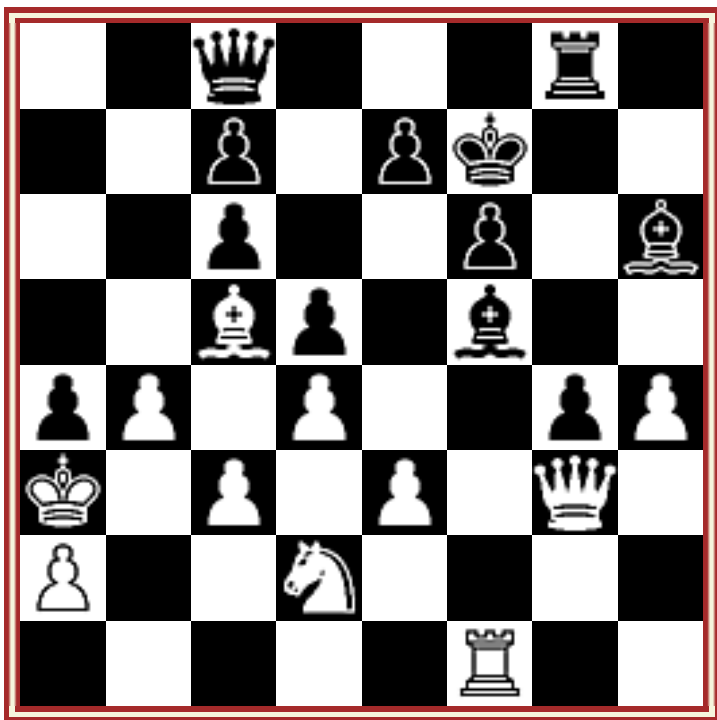
2005 by 

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_87.htm

87) Pridmore M. D. - Brusey A. W. [D02]

Exeter Premier (3) 1.Nf3 d5 2.d4 Nc6 3.e3 Nf6 "Out of Book," says Fritz. 4. Nbd2 Bg4 5.h3 Bh5 6.Bb5 a6 7.Bxc6+ bxc6 8.g4 Bg6 9.Ne5 Qd6 10.b3 Nd7 11.f4 f6 12.Nxd7 Qxd7 13.f5 Bf7 14.Ba3 g6 15.Qf3 gxf5 16.gxf5 Rg8 17.h4 a5 18.Rf1 a4 19.Bc5 h5 20.b4 Rg4 21.Qf2 Bh6 22.O-O-O Bg8 23.Rg1 Bh7 24.Rxg4 hxg4 25.Rf1 Kf7 26.Kb2 Rg8 27.Qg3 Bxf5 28.c3 Qc8 29.Ka3

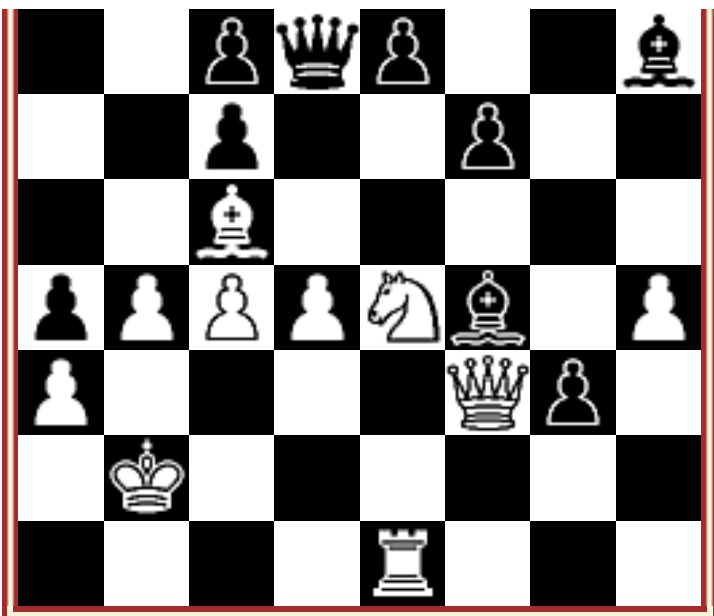


I haven't followed any of the earlier moves, and Fritz' alternative lines don't help!
29...Bh7

[-1.88 Fritz 5.00: 29...Qe6 30.Qxc7 Bd3 31.Re1 g3 32.Kxa4 Bxe3 Asked a second time, Fritz acknowledges that this line is not so clearly better for Black 33.Bxe7]

30.Kb2 Ke8 31.Re1 Kd8 32.a3 Qf5 33.e4 dxe4 34.Nxe4 Bf4 35.Qd3 Qd7 36. c4 g3 37.Qf3

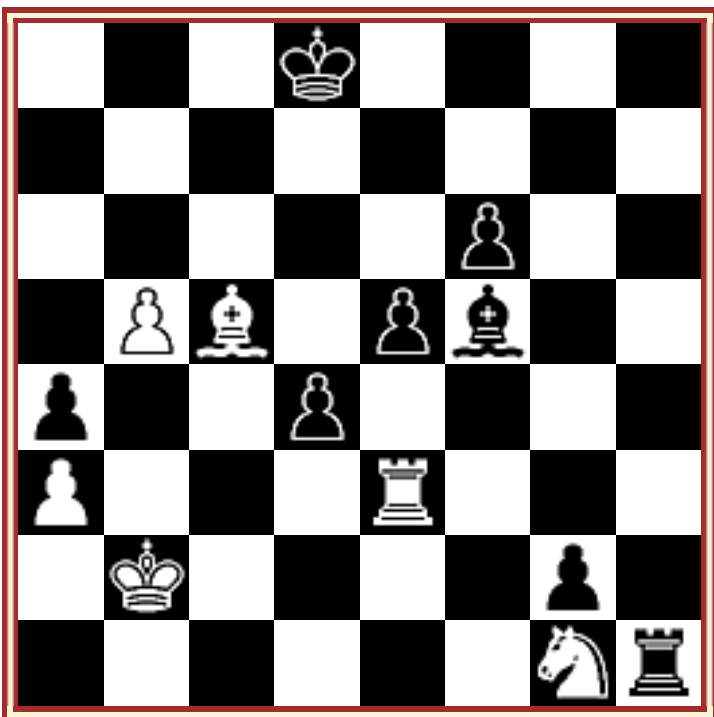




Fritz' line is not superior. 37...g2

[-1.50 Fritz 5.00: 37...Bxe4 38.Qxf4 Rg4 39.Qh6 g2 40.Qf8+ Qe8]

38.d5 Be5+ 39.Ka2 cxd5 40.Nd2 c6 41.Rg1 Qf5 42.Qxf5 Bxf5 43.cxd5
cxd5 44.Nf3 Bf4 45.Re1 e5 46.Ng1 d4 47.Rd1 Be3 48.Kb2 Rh8 49.b5 Rxh4
50.Re1 Rh1 51.Rxe3



51...dxe3 Actually, Black can have the Knight and then the Rook.

[-4.81 Fritz 5.00: 51...Rxc3 52.Rg3 Rb1+ 53.Ka2 g1Q 54.Rxc3 Rxc3 55.b6 Be4

56.Kb2]

**52.Bxe3 Kc7 53.Kc3 Kb7 54.Kb4 Bc2 55.Kc5 f5 56.Kd5 f4 57.Bc5 e4 58.
Ke5 f3 59.Kf4 Rh5 60.Bb4**

[-#7 Fritz 5.00: 60.Bd4]

60...f2 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_87.htm) was last modified on 13 Aug



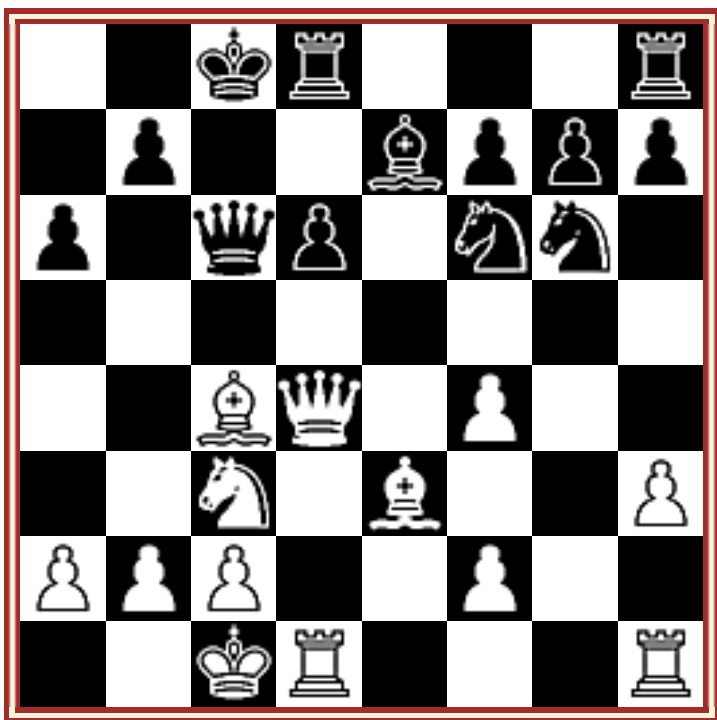
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_107.htm

107) Piper S. J. - Bartlett J. [B00]

Exeter Premier (5) 1.e4 Nc6 2.Nf3 d6 3.Nc3 Nf6 4.d4 Bg4 5.Be3 e6 6.Be2 Be7 7.h3 Bxf3 "Out of Book," says Fritz. 8.gxf3 Qd7 9.Qd2 0-0-0 10.d5 exd5 11.exd5 Ne5 12.f4 Ng6 13.Qd4 c5 14.dxc6 Qxc6 15.0-0-0 a6 16.Bc4

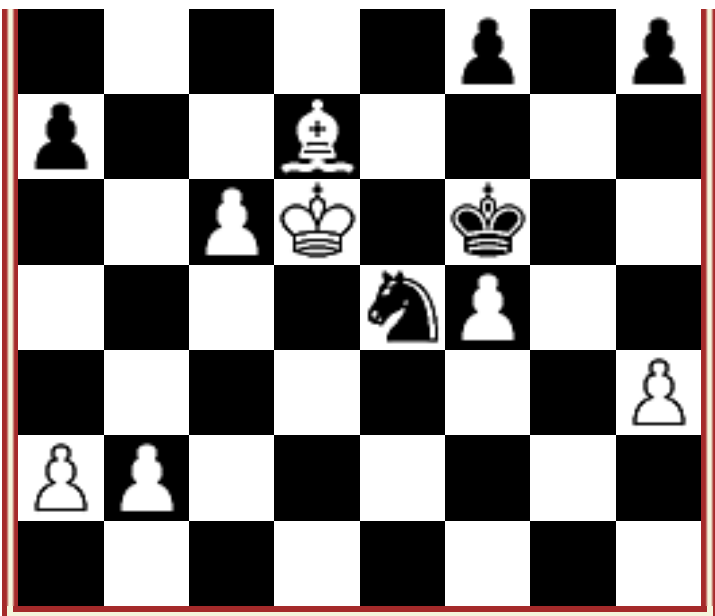


16...d5

[1.81 Fritz 5.00: 16...Rhf8 17.Rhg1 Qc5 18.Nd5 Nxd5 19.Bxd5 Qxd4 20.Bxd4 Nxf4 21.Bxg7]

17.Nxd5 Nxd5 18.Bxd5 Bf6 19.Bxc6 Bxd4 20.Bxd4 bxc6 21.Bxg7 Rxd1+ 22.Rxd1 Rd8 23.Be5 Rxd1+ 24.Kxd1 Kd7 25.Kd2 Ke6 26.Ke3 Kf5 27.Bd6 Nh4 28.c4 Ng2+ 29.Kd4 Ne1 30.Kc5 Nd3+ 31.Kxc6 Nxf2 32.Kd5 Ne4 33.c5





33...Nxc5

[5.53 Fritz 5.00: 33...Nf6+ 34.Kc6 Ne4 35.Kb6 h5 36.Kxa6 h4 37.b4 Nf2 38.a4]

34.Kxc5 Ke4 35.b4 Kf3 36.a4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_107.htm) was last modified on 13 Aug

2005 by



[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_10.htm

10) Stanners M. J. - Sellwood C. [D00]

Major (1) 1.d4 Nf6 2.e3 "Out of Book," says Fritz. 2...e6 3.Bd3 c5 4.f4 Nc6 5.c3 d5 6.Nd2 Qc7 7.Qf3 cxd4 8.exd4 Bd6 9.Nh3 0-0 10.O-O b6 11.Ng5 h6



Computers can take the fun out of playing sacrifices. Fritz is unimpressed by White's intentions to deliver mate and fancies grabbing the material. **12.h4**

[-1.78 Fritz 5.00: 12.Nh3 a5 13.Re1 Ba6 14.Bxa6 Rxa6 15.Qg3]

12...Bb7

[-0.41 Fritz 5.00: 12...hxcg5 13.fxg5 (13.hxcg5 Nh7 14.Qh5 g6 15.Qh6) 13...Nd7 14.Qh5 g6 15.Qf3]

13.g4

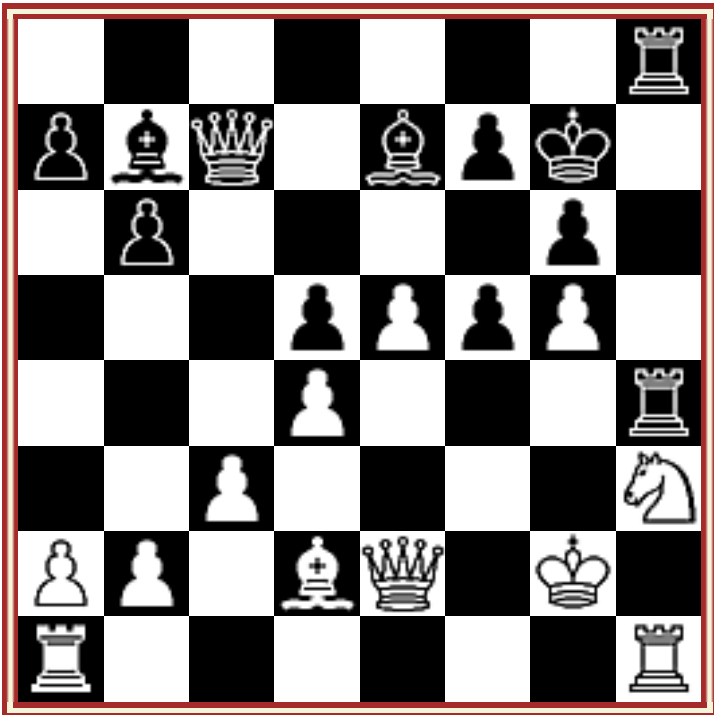
[-1.81 Fritz 5.00: 13.Nh3 a6 14.Re1 Rfc8 15.a3 b5]

13...Ne7

[-0.28 Fritz 5.00: 13...hxg5 14.fxg5 Nd7 15.h5 Bh2+ 16.Kh1 Bd6]

14.Nh3 Nd7 15.g5 hxg5 16.hxg5 g6 17.Qg4 Kg7 18.Nf3 Rh8 19.Ne5 Rh7 20.Kg2 R8h8 21.Rh1 Nf5 22.Bd2 Rh4 23.Qe2 Be7 24.Bxf5 Nxe5 25.fxe5

[-0.81 Fritz 5.00: 25.Be1 R4h5 26.Bxe6 fxe6 27.Qxe5+ Qxe5 28.dxe5]

25...exf5

Fritz does not like to give up material, although White is surely well-motivated in seeking exchanges. However, the g5 Pawn is also important for defence, and once it disappears, the King's-side is toast. **26.Nf4**

[-1.28 Fritz 5.00: 26.Qf3 Rg4+ 27.Kf2 Re4 28.Kg2 Rh4]

26...Bxg5 27.Rxh4 Rxh4 28.Kf3

[-0.63 Fritz 5.00: 28.Qf3 Rg4+ 29.Kh1 Qb8 30.Be3 Qh8+ 31.Nh3 Rh4]

28...Qe7 29.Rg1 Bh6 30.e6 Bxf4 31.Bxf4 Qxe6 32.Be5+

[-1.72 Fritz 5.00: 32.Qxe6 fxe6 33.Be5+ Kh7 34.Rg5 a6 35.Kg2 Ba8]

**32...f6 33.Bb8 Qe4+ 34.Kf2 a6 35.Qd2 f4 36.Rg2 g5 37.Bc7 b5 38.Bd6 Kf7
39.Bc7**

[-6.22 Fritz 5.00: 39.Qe2]

39...Rh3 40.Bd6

[-#8 Fritz 5.00: 40.Kg1 Qb1+ 41.Kf2 Rd3 42.Qe2 f3 43.Qxf3 Qxb2+ 44.Kg1 Qc1+]

40...Qf3+

[-3.03 Fritz 5.00: 40...Rf3+ 41.Kg1 Qb1+ 42.Kh2 Bc8 43.Rg3 Rf1 44.Qg2 fxg3+
45.Bxg3]

41.Kg1 Qe3+ 42.Qf2

[-7.81 Fritz 5.00: 42.Qxe3 Rxe3 43.Rh2 Kg7 44.Rg2 Re1+ 45.Kh2 f3 46.Rf2 g4]

42...Qc1+ 43.Qf1

[43.Qf1 Rh1+]

0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_10.htm) was last modified on 13 Aug



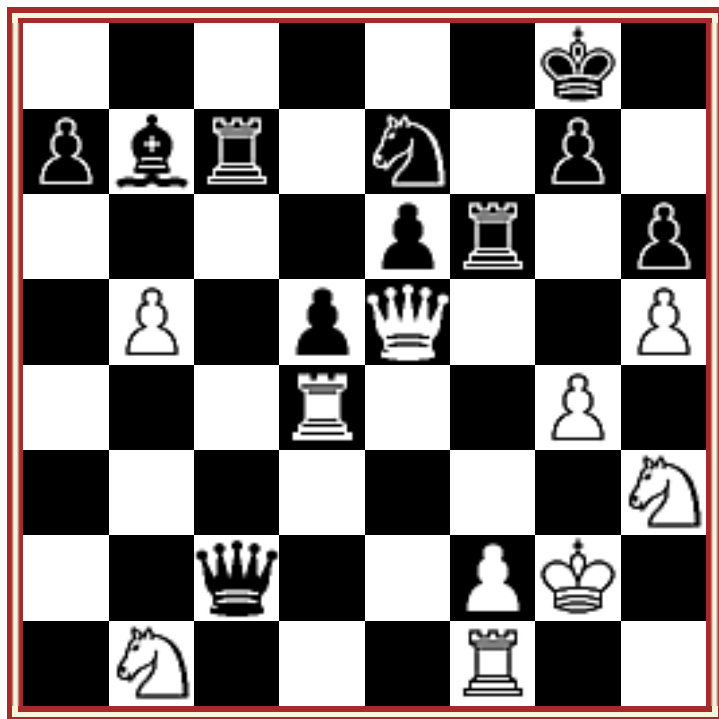
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_12.htm

12) Whelan G. - Knight S. [C02]

Major (1) 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Bb5 "Out of Book," says Fritz. 5... cxd4 6.Bxc6+ bxc6 7.cxd4 c5 8.Be3 Qb6 9.Qd2 cxd4 10.Bxd4 Bc5 11.Bxc5 Qxc5 12.b4 Qc4 13.Nf3 Qe4+ 14.Kf1 Ba6+ 15.Kg1 Rc8 16.Na3 Ne7 17.b5 Qa4 18.Qd3 Bb7 19.h4 Nf5 20.Rd1 O-O 21.h5 Rfd8 22.Nb1 Qxa2 23.g4 Ne7 24.Ng5 Qc2 25.Qf3 Rf8 26.Kg2 Rc7 27.Rd4 h6 28.Nh3 f6 29.Qe3 fxe5 30. Qxe5 Rf6 31.Rf1



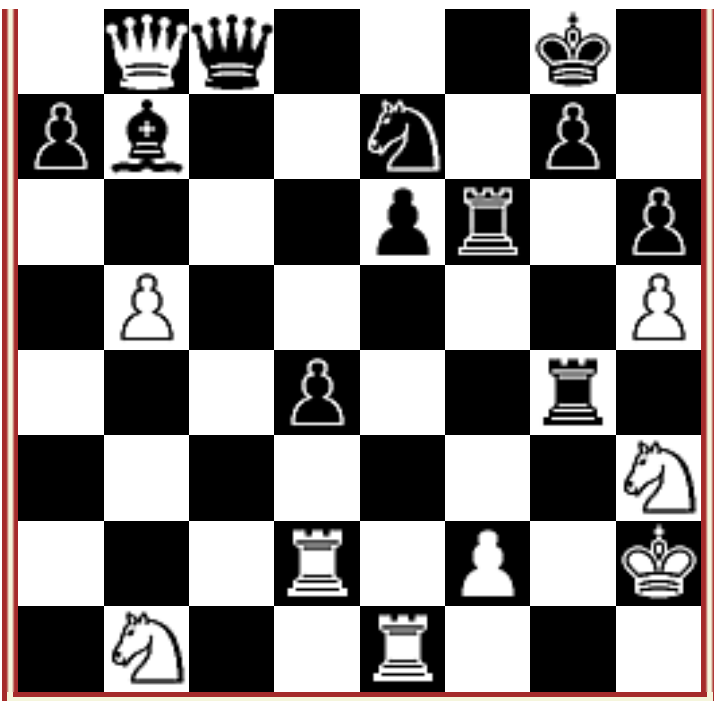
The materialistic Fritz wants to grab the b-Pawn. **31...Rc4**

[0.53 Fritz 5.00: 31...Rc5 32.Nf4 Rf7 33.Nxe6 Rxb5 34.Nd2]

32.Rd2

[-2.34 Fritz 5.00: 32.Na3 Qb3 33.Nxc4 dxc4+ 34.Kh2 Qf3 35.Qb8+ Rf8 36.Qxa7]

32...Rxc4+ 33.Kh2 Qc4 34.Re1 d4 35.Qb8+ Qc8



36.Qxa7 Greedy: now White should get mated.

[-#6 Fritz 5.00: 36.Qxc8+ Nxc8 37.f4 Rf5 38.Rxe6 Rxb5 39.Re8+ Kh7 40.Re1 Rxh5]

36...Rg2+

[-1.38 Fritz 5.00: 36...Qc7+ mates 37.f4 Rxf4 38.Re5 Rf1 39.Qxb7 Qxe5+ 40.Nf4 Qxf4+ 41.Kh3]

37.Kh1 Rgxf2+

[-#7 Fritz 5.00: 37...Qc7 38.Qb8+ Qxb8 39.f4 Rxd2+ 40.Kg1 Rg2+ 41.Kh1 Re2+ 42.Kg1]

38.Kg1 R2f3

[-7.91 Fritz 5.00: 38...Qc7 39.Qa8+ Bxa8 40.Rxf2 Qg3+ 41.Kf1 Qxh3+ 42.Ke2 Rxf2+ 43.Kd1]

39.Kh2

[-#5 Fritz 5.00: 39.Rg2 Rxh3 40.Nd2 e5 41.Qa2+ Bd5 42.Nc4 Qxc4 43.Qxc4 Bxc4]

39...e5

[-10.66 Fritz 5.00: 39...Qc7+ 40.Nf4 Qxf4+ 41.Kg1 Qg3+ 42.Rg2 Rf1+ 43.Rxf1 Qxg2#]

40.Ng1

[-#6 Fritz 5.00: 40.Qa2+ Bd5 41.Ng1 Qg4 42.Qxd5+ Nxd5 43.Nxf3 Rxf3 44.Kh1 Qh4+]

40...R3f5

[-11.47 Fritz 5.00: 40...Rf2+ 41.Kg3 R6f3+ 42.Nxf3 Rxf3+ 43.Kh2 Qh3+ 44.Kg1 Rg3+ 45.Kf2]

41.Qa3

[-#6 Fritz 5.00: 41.Qa2+ Bd5 42.Nh3 Rxh5 43.Qa3 Rf3 44.Qxf3 Bxf3 45.b6 Qxh3+]

41...Rxh5+

[-22.19 Fritz 5.00: 41...Rf2+]

42.Nh3 Rf3 43.Qxe7 Qxh3+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_12.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

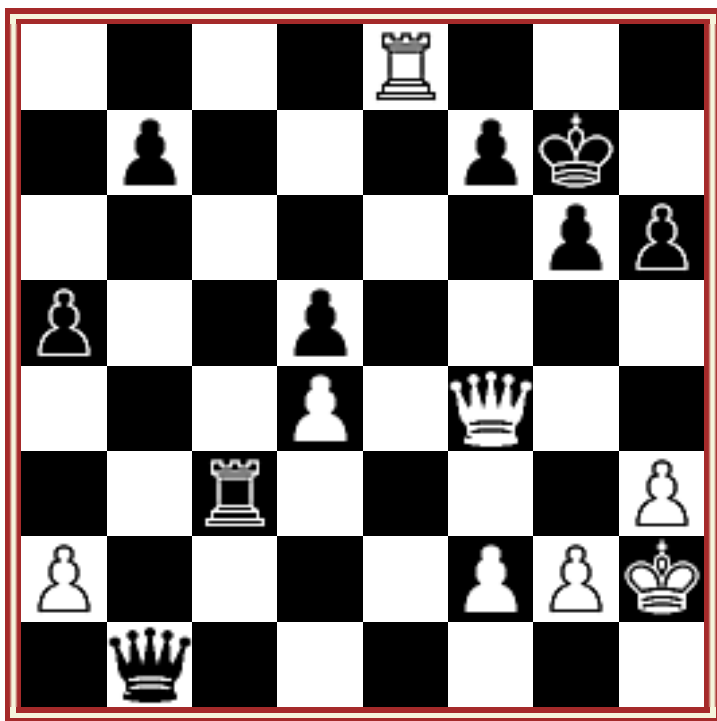
Exeter Chess Club: Blunders\blun_15.htm

15) Duckham J. - Ingham W. [B13]

Major (2) 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 Nf6 6.Bf4 Bg4 7.Qb3 Qc8 8.Nd2 e6 9.Ngf3 Be7 10.Ne5 Nxe5 11.Bxe5 0-0 12.Qc2 h6 "Out of Book," says Fritz. 13.h3 Bf5 14.0-0 Bxd3 15.Qxd3 Qc6 16.Rfe1 Nd7 17.Nf3 Bd6 18.Re2 Nxe5 19.Nxe5 Bxe5 20.Rxe5 Rac8 21.Rae1 Qb6 22.Qb1 a5 23.R1e3 Rc4 24.Rg3 Rfc8 25.Qd1

[-0.97 Fritz 5.00: 25.Qa1 a4 26.Rh5 Kh7 27.Re5 a3 28.bxa3 Ra4 29.Rf3 f6]

25...Qxb2 26.Qg4 g6 27.Rxe6 Qb1+ 28.Kh2 Rxc3 29.Rxc3 Rxc3 30.Re8+ Kg7 31.Qf4



31...Qb6

[4.09 Fritz 5.00: 31...Qf5 threatens either an exchange of Queens... 32.Qd6 Rxh3 + 33.gxh3 Qxf2+ 34.Kh1 Qf1+ 35.Kh2 Qf2+ ...or a draw by perpetual check!]

32.Qb8 ?? Missing an opportunity!

[-1.06 Fritz 5.00: 32.Qe5+ Qf6 33.Rg8+ Kxg8 34.Qxf6 Rc2 35.Qd8+ Kg7 36.Qxa5 Rxf2]

32...Qb1 ?? Missing a threat!

[#2 Fritz 5.00: 32...Qxd4 33.Rh8 Rc2 34.Qf8+ Kf6 35.Qd6+ Kg5 36.Qg3+ Kf5 37. Rxh6]

33.Rg8+ Kf6 34.Qd6+ Kf5 35.Qe5# 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_15.htm) was last modified on 13 Aug



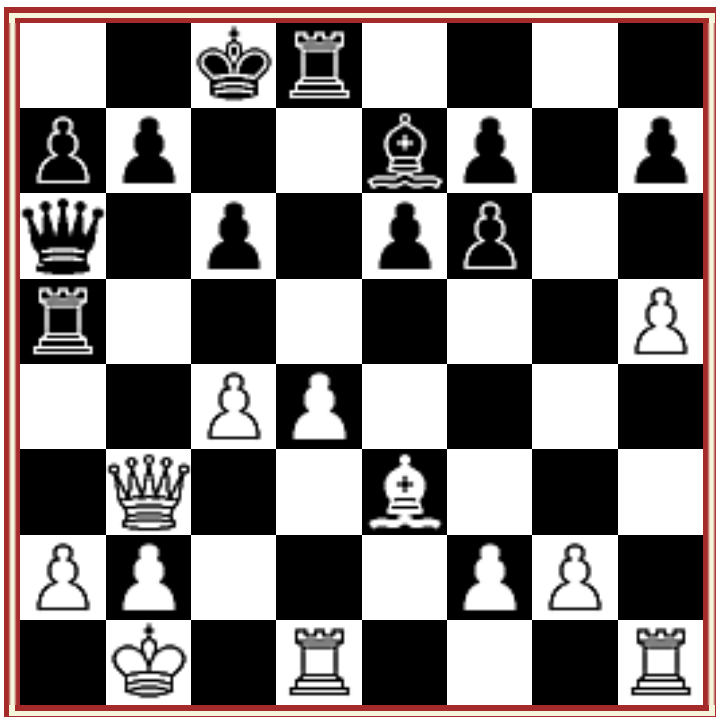
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_16.htm

16) England M. C. - Fursman L. J. [B16]

Major (2) 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ gxf6 6.Be3 Bf5 "Out of Book," says Fritz. 7.Bd3 Bg6 8.Ne2 e6 9.Qd2 Nd7 10.O-O-O Qc7 11.h4 O-O-O 12.h5 Bxd3 13.Qxd3 Qa5 14.Qb3 Nb6 15.Nf4 Nd5 16.Nxd5 Rxd5 17.Bd2 Qa6 18.Be3 Be7 19.c4 Ra5 20.Kb1 Rd8



21.d5 A thematic line-opening sacrifice of which Fritz is scornful. At least White should have tried doubling Rooks behind the Pawn before lashing out.

[-0.88 Fritz 5.00: 21.Rd2 Ra4 22.Rc1 Rb4 23.Qc2 f5]

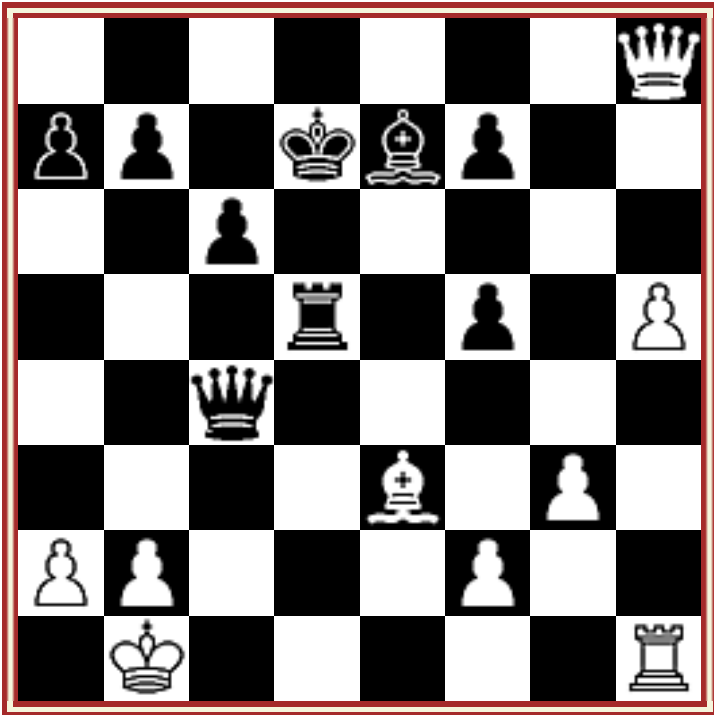
21...exd5 22.cxd5 Rb5 23.Qc2 Rxd5 24.Rxd5 Rxd5 25.Qxh7 Qc4 26.g3

[0.22 Fritz 5.00: 26.Rc1 Qb4 27.Qxf7 Rb5 28.Rc2 Qe1+ 29.Bc1 Rg5 30.f4 Rg3]

26...f5 27.Qh8+

[0.00 Fritz 5.00: 27.Rc1 Qe4+ 28.Ka1 Qe6 29.h6 Ra5 30.Qg8+ Kc7 31.Bf4+ Kb6]

27...Kd7



28.Qc3

[-5.72 Fritz 5.00: 28.Rc1 Qe4+ 29.Ka1 Ra5 30.Qd4+ Kc8 31.h6 Qe6]

28...Qe4+ 29.Kc1

[-#4 Fritz 5.00: 29.Qc2 Qxh1+ 30.Bc1 Qxh5 31.Qb3 Kc8 32.Qc3 Bc5 33.f4 Bf2]

29...Qxh1+ 30.Kc2 Qd1# 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_16.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_19.htm

19) Jones R. H. - Stanners M. J. [A01]

Major (2) 1.b3 d6 2.Bb2 e5 3.g3 f5 4.Bg2 Nf6 5.e3 "Out of Book," says Fritz.
5...c5 6.Ne2 Nc6 7.d3 g6 8.Nd2 Bg7 9.O-O O-O 10.c3 Be6 11.d4 Bd5 12.f3
Be6 13.c4 Bd7 14.d5 Ne7 15.Nc3 a6 16.a4 Qc8 17.e4 f4 18.gxf4



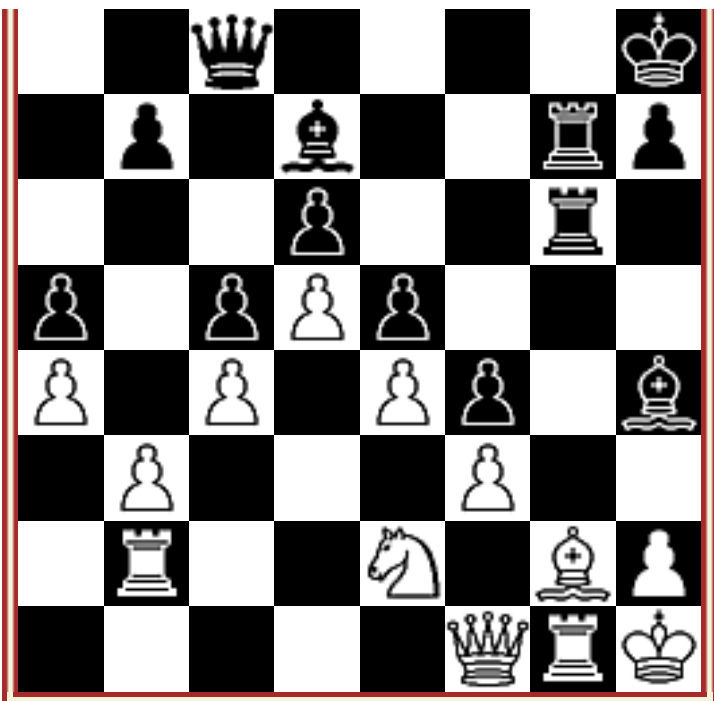
Black prefers a thematic Pawn sacrifice here of the sort computers hate. **18...Nh5**

[0.47 Fritz 5.00: 18...exf4 19.Qe1 g5 20.a5 Re8 21.Qf2]

19.Ne2 White prefers not to test Black's judgement!

[-0.66 Fritz 5.00: 19.fxe5 Bxe5 20.Qc2]

**19...Nxf4 20.Nxf4 Rxf4 21.Qe1 Bf6 22.Bc1 Bh4 23.Qe2 g5 24.Nb1 Rf7 25.
Be3 Ng6 26.Nd2 Nf4 27.Bxf4 gxf4 28.Kh1 Rg7 29.Rg1 Kh8 30.Qf1 Qg8 31.
Rb1 a5 32.Rb2 Rf8 33.Nb1 Rf6 34.Nc3 Rfg6 35.Ne2 Qc8**



Fritz reckons Black missed several better finishes, but it's hard to be very critical.

36.Nc3 Fritz also reckons White missed more stubborn defences. Ditto.

[-2.59 Fritz 5.00: 36.Qa1 Qe8 37.Bf1 Bf2 38.Rg2 Rxc2 39.Bxc2 Be3 40.Qd1 Qg6]

36...Rh6

[-1.69 Fritz 5.00: 36...Bg3 37.Qd3 (37.hxg3 Rh6+ 38.Bh3 Bxh3 39.Qe2 Bf1+) 37...Bxh2 38.Rd1 Bg3 39.Rbd2 Qd8 40.Kg1 Qh4 41.Bh1]

37.Ne2

[-3.66 Fritz 5.00: 37.Qd3]

37...Bg3 38.h3

[-#5 Fritz 5.00: 38.Nxg3]

38...Bxh3 39.Nxg3 fxg3 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_19.htm) was last modified on 13 Aug



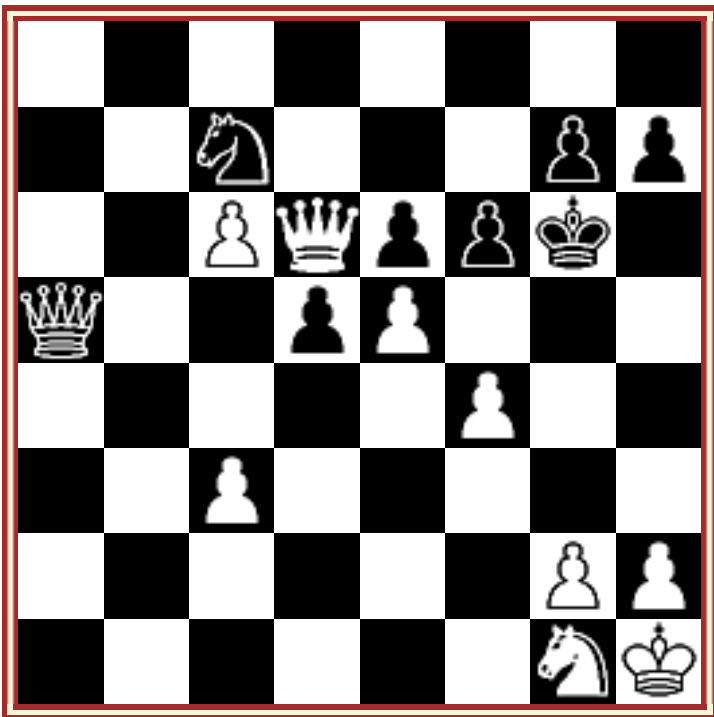
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_23.htm

23) Price C. R. - Nicolson J. R. [B29]

Major (2) 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 e6 5.Bc4 "Out of Book," says Fritz. 5...Nb6 6.Be2 d5 7.d4 cxd4 8.Nxd4 Nc6 9.Nxc6 bxc6 10.O-O Be7 11.f4 O-O 12.Be3 f6 13.Qd2 a5 14.Kh1 Ba6 15.b3 Bxe2 16.Nxe2 c5 17.c3 a4 18.Ng1 axb3 19.axb3 Rxa1 20.Rxa1 Qc7 21.Nf3 Ra8 22.Rxa8+ Nxa8 23.Qa2 Qb7 24.Qa5 Qc6 25.b4 Nc7 26.bxc5 Kf7 27.Qb6 Qd7 28.c6 Qc8 29.Bc5 Bxc5 30.Qxc5 Qa6 31.Qd6 Qa1+ 32.Ng1 Qa5 33.Qd7+ Kg6 34.Qd6



[0.00 Fritz 5.00: 34.h3 fxe5 35.fxe5 h6 36.Nf3 h5 37.Kh2]

34...Kf5 Brave! Queens and Knights cooperate well in mating attacks.

[1.16 Fritz 5.00: 34...Kf7]

35.exf6 gxf6 36.h3 h5 37.Ne2 h4 38.Nd4+ Kg6 39.Nxe6

[1.44 Fritz 5.00: 39.Qd8 Qxc3 40.f5+ exf5 41.Qg8+ Kh5 42.g4+ hxg3 43.Qh7+ Kg5 44.h4+ Kg4 45.Qxf5+ Kxh4 46.Nf3+ Qxf3+ 47.Qxf3]

39...Nxe6 40.Qxe6 Qxc3 41.f5+ Kg7 42.Qd6 d4

[7.81 Fritz 5.00: 42...Kh6 if Black gets his King out of the way he can threaten perpetual and hold the White Queen to the h2-b8 diagonal. 43.Qf4+ Kg7 44.c7 Qc6 45.g4 hxg3 46.Kg2 d4+ 47.Kxg3]

43.c7 d3 44.Qe7+ Kg8 45.Qe8+ covering e1 and c8 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_23.htm) was last modified on 13 Aug



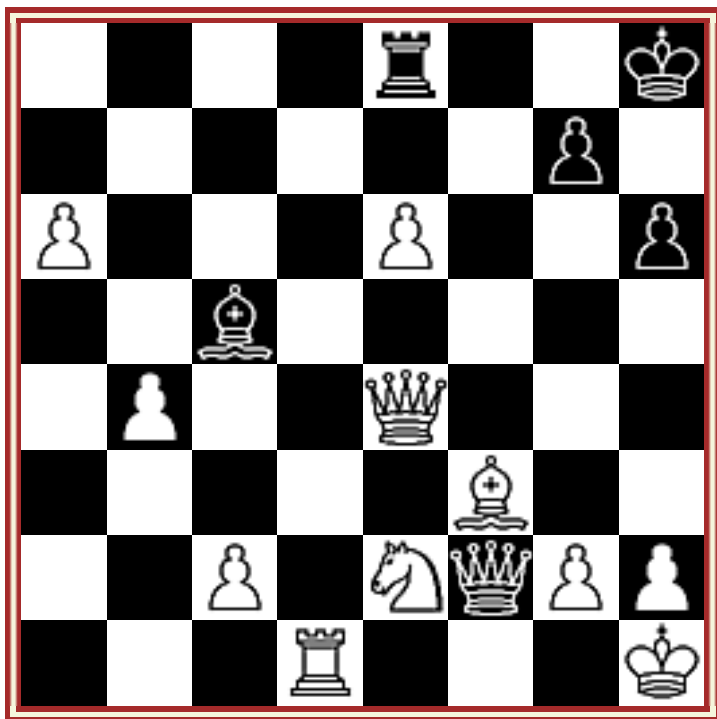
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_25.htm

25) Scott R. - Bloom P. [B46]

Major (2) 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 a6 5.Nc3 e6 6.Be2 Nge7 7.O-O Nxd4 8.Qxd4 Nc6 9.Qd1 "Out of Book," says Fritz. 9...Be7 10.Be3 b5 11.f4 Bb7 12.Bf3 d6 13.Qd2 Qc7 14.Rfd1 Na5 15.Ne2 Nc4 16.Qc3 Bf6 17.Bd4 e5 18.fxe5 dxe5 19.Bf2 Qe7 20.b3 Nd6 21.Bc5 Rd8 22.Qb4 a5 23.Qa3 b4 24.Qxa5 Qe6 25.Qxb4 Be7 26.Bxd6 Bxd6 27.Qxb7 Bc5+ 28.Kh1 O-O 29.Rd5 Bf2 30.Rad1 Rde8 31.Qd7 Qh6 32.a4 Re6 33.Rd6 Qf6 34.a5 Qh4 35.Rxe6 fxe6 36.Qxe6+ Kh8 37.Qg4 Qh6 38.Qf5 Kg8 39.Qxe5 Qh4 40.Qe6+ Kh8 41.a6 h6 42.e5 Qg5 43.Qd6 Re8 44.e6 Bc5 45.Qd5 Qe3 46.Qe4 Qf2 47.b4



Fritz only gets interested in this game when it is already decided. White has a combination of threats to Queen or to mate and they cannot all be stopped. **47... Bb6**

[17.81 Fritz 5.00: 47...Qe3 48.bxc5 Qxc5 49.Qg6 Qf8 50.a7 Qg8 51.Qf7 Rf8 52.Qxf8]

48.c4

[10.78 Fritz 5.00: 48.Qg6 threat Be4 is better 48...Rxe6 49.Qxe6 Qe3 50.Qc8+ Kh7 51.Qf5+ Kg8 52.a7 Qe8]

48...Bd8

[24.91 Fritz 5.00: 48...Qe3 49.c5 Qxe4 50.Bxe4 Bc7 51.a7 Be5 52.a8Q Rxa8 53. Bxa8]

49.Qd4

[11.34 Fritz 5.00: 49.Qg6 idea Be4 is better 49...Qxf3 50.Qxe8+ Kh7 51.gxf3 Bb6 52.Qc6 Bd4 53.e7 Bf6]

49...Qh4 50.Qxh4 Bxh4 51.a7 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_25.htm) was last modified on 13 Aug



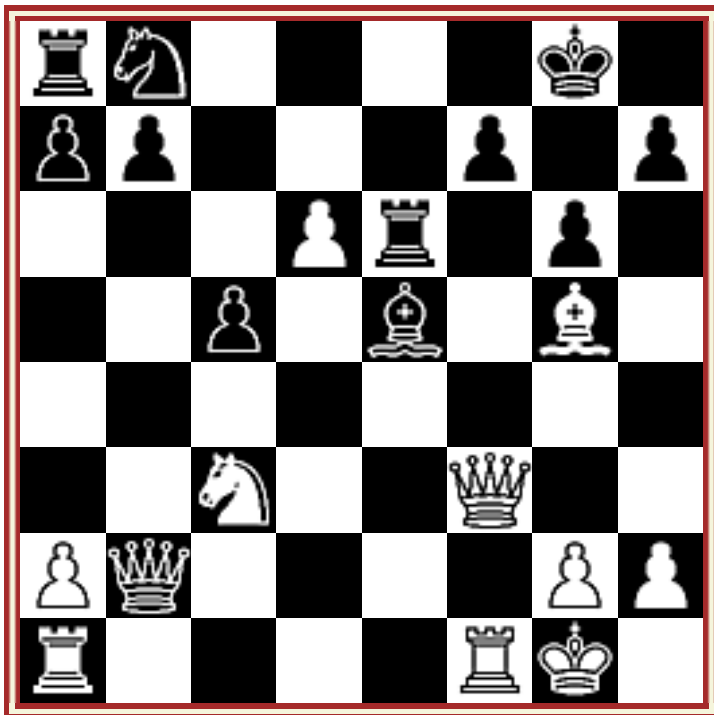
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_29.htm

29) Foulds A. - McFarlane P. [A69]

Major (3) 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 0-0 6.Nf3 c5 7.d5 e6 8. Be2 exd5 9.cxd5 Re8 10.e5 dxe5 11.fxe5 Nfd7 12.Bg5 Qb6 13.0-0 Nxe5 14. Nxe5 Bxe5 15.Bc4 Qxb2 16.d6 Be6 "Out of Book," says Fritz. 17.Bxe6 Rxe6 18.Qf3



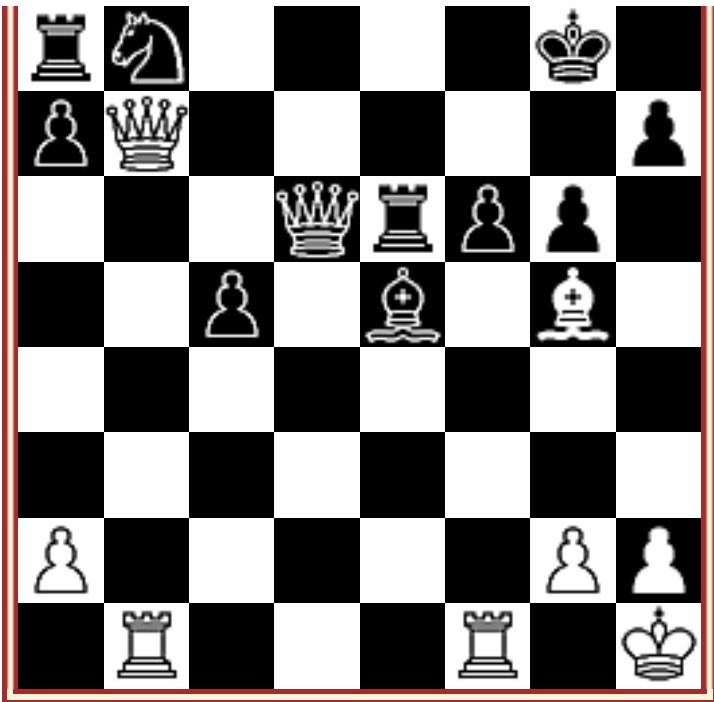
Fritz queries Black's next, because it puts the f-Pawn en prise to the Queen on e6 (what Queen on e6?). **18...f6**

[-2.28 Fritz 5.00: 18...f5 19.Qd5 Bd4+ 20.Kh1 Bxc3 21.Qxe6+ Kh8 22.Rad1]

19.Rab1

[-3.31 Fritz 5.00: 19.Qd5 forward! 19...Bd4+ 20.Kh1 Qxc3 21.Qxe6+ Kg7 22.Rac1 Qb2 23.Qe7+ Kh8]

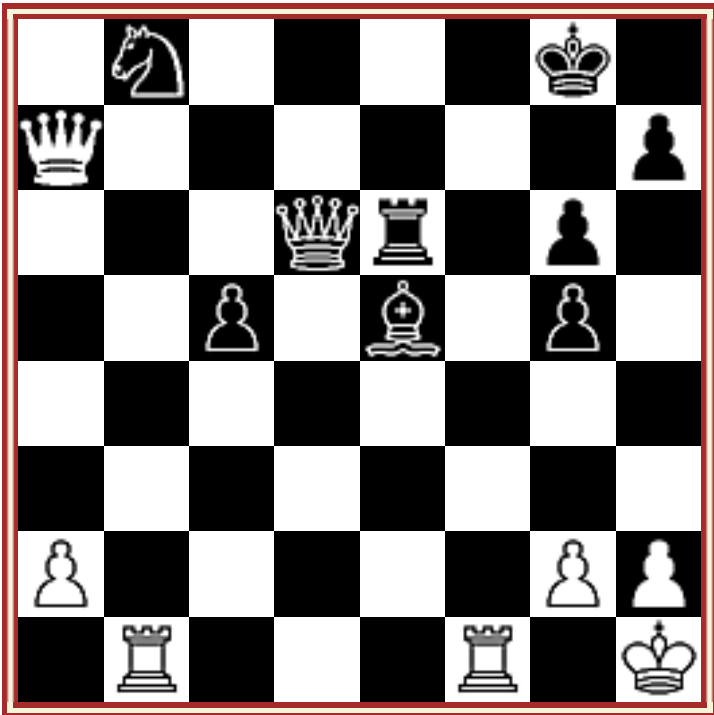
19...Qxc3 20.Qxb7 Qd4+ 21.Kh1 Qxd6



When you see a good move, stop and think again... **22.Qxa8**

[-2.00 Fritz 5.00: 22.Bh6 ...There might be a better one! This move gets the Bishop off the hook with tempo 22...Re7 23.Qxa8 Bxh2 24.Rbd1 Qe5]

22...fxg5 23.Qxa7



23...Re7 A type of blunder less common than you might think - turning a win into a loss. (Mostly, blunders come in poor positions.)

[0.91 Fritz 5.00: 23...Nd7 24.Rfd1 Bd4 25.Rb7 Nf6 26.Rdb1]

24.Rxb8+ Kg7 25.Rb7 Bf6 26.Rxe7+ Bxe7 27.Qb7 c4 28.Re1 Kf7 29.Qf3+

[0.94 Fritz 5.00: 29.Qc8 Qd5 30.Qh8 Bd6 31.Qxh7+ Kf6 32.a4]

29...Kg7 30.Qc3+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_29.htm) was last modified on 13 Aug



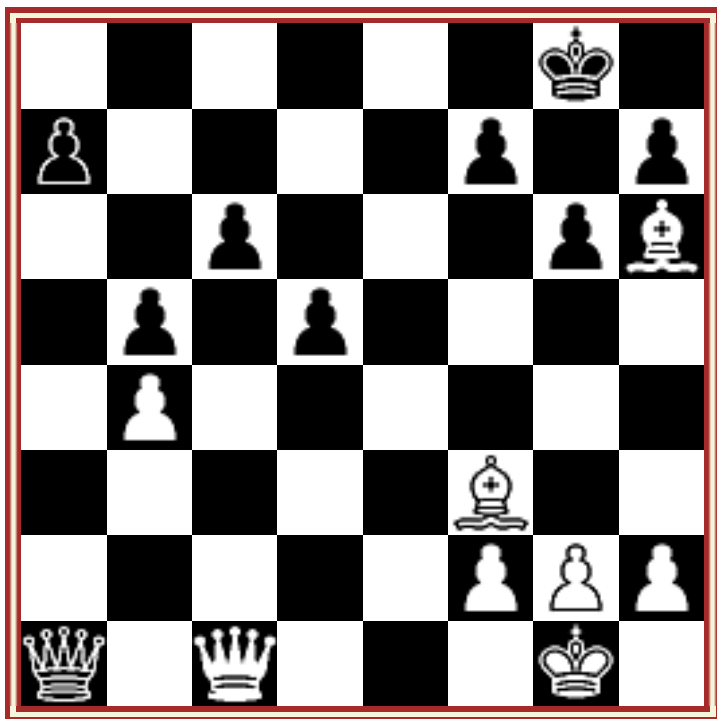
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_30.htm

30) Freeman D. G. - Belinfante N. [B03]

Major (3) 1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Be2 Bf5 "Out of Book," says Fritz. 5.c3 g6 6.Nf3 Bg7 7.Qb3 Nb6 8.0-0 0-0 9.a4 Be6 10.Qd1 Nc6 11.a5 Nd5 12.c4 dxe5 13.cxd5 Bxd5 14.dxe5 Nxe5 15.Nc3 e6 16.Nxd5 exd5 17.Bf4 Nxf3+ 18.Bxf3 c6 19.Qd2 Qf6 20.a6 b6 21.Rab1 Rfe8 22.b4 b5 23.Rfd1 Re6 24.Be3 Qe7 25.Bc5 Qd7 26.Re1 Rae8 27.Rxe6 Rxe6 28.Re1 Rxe1+ 29.Qxe1 Bf8 30.Qe3 Qc8 31.Bxf8 Qxa6 32.Bh6 Qa1+ 33.Qc1



Fritz suddenly gets interested, thinking it can find a better finish. **33...Qd4**

[#4 Fritz 5.00: 33...Qxc1+ 34.Bxc1 a6 35.Be3 f6 36.Bd4 Kf7 37.Kf1 Ke6 38.Ke2]

34.Qxc6

[5.75 Fritz 5.00: 34.Qe1 Qe4 35.Bxe4 dxe4 36.Qxe4 a5 37.Qe8#]

34...Qa1+ 35.Qc1 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_30.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_34.htm

34) Owen S. M. - Steer G. [C14]

Major (3) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.Qg4 "Out of Book," says Fritz. 7...f5 8.Qg3 a6 9.Nf3 c5 10.Be2 Nc6 11.O-O-O cxd4 12.Nxd4 Ndx5 13.Rhe1



13...Nxd4 Black is asking for trouble.

[0.47 Fritz 5.00: 13...O-O 14.f4 Nxd4 15.Rxd4 Nc6 16.Rd3 d4]

14.Bh5+ Kf8 15.Rxd4 and Black is in all sorts of trouble. **15...Qf6 16.Qxe5 Qg5 + 17.Kb1 Qxh5 18.Nxd5 Ra7** Fritz gets all interested again.

[#7 Fritz 5.00: 18...h6 19.Nb6 Kg8 20.Nxa8 Kh7 21.Nb6 Rf8 22.Nxc8 Rxc8 23.Qxe6]

19.Nf4

[6.47 Fritz 5.00: 19.Qd6+ Kf7 20.Qe7+ Kg6 21.Rxe6+ Bxe6 22.Qxe6+ Kg5 23.f4

+ mates]

19...Qg5

[9.66 Fritz 5.00: 19...Qe8 20.Rd6 Kg8 21.Nxe6 Bxe6 22.Rxe6 Qd7 23.Re8+ Kf7 24.Re7+]

20.Qc7 Qe7 21.Rd8+

[7.16 Fritz 5.00: 21.Qxc8+ Kf7 22.Qxh8 Qe8 23.Qxh7 Qe7 24.Nxe6 Qxe6]

21...Kf7 22.Qxe7+ Kxe7 23.Rxh8 Bd7 24.Rxh7 Kf6 25.Nh5+ Kg6 26.Rxg7+ Kxh5 27.Rxd7 Ra8 28.Rxb7 Rd8 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_34.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_53.htm

53) Whelan G. - Rogers D. R. [D01]

Major (4) 1.d4 Nf6 2.Nc3 d5 3.Bg5 Nbd7 4.Qd2 "Out of Book," says Fritz. 4... c6 5.0-0-0 b5 6.Nb1 Ne4 7.Qe3 Qa5 8.a3 b4 9.f3 Nxc5 10.Qxc5 bxa3 11. Nxa3 Rb8



12.Rd3 Exposes the King. Fritz is dying for Black to play ...Qb4, but he resists.

[-3.97 Fritz 5.00: 12.Qd2 Qb6 13.Qc3 e5 14.e3 Bb4 15.Qb3 0-0 16.Ne2 exd4]

12...Ba6

[-1.63 Fritz 5.00: 12...Qe1+ 13.Rd1 Qb4 14.b3 Qxa3+ 15.Kb1 a5 16.Qc1 Qxc1+ 17.Kxc1]

13.Rc3

[-4.56 Fritz 5.00: 13.Qd2 Qc7 14.Re3 e5 15.f4 Qb6 16.Rb3 Qxd4 17.Rxb8+ Nxb8]

13...Qa4

[-1.81 Fritz 5.00: 13...Qb4 14.Nb5 Bxb5 15.Qe3 e5 16.f4 Ba6 17.b3 Qxd4 18.Qxd4]

14.Qe3

[-3.09 Fritz 5.00: 14.Qg3 e6 15.Nh3 Qxd4 16.e3 Qf6 17.Nb1 Bb7 18.Bd3 e5]

14...e6

[-1.81 Fritz 5.00: 14...Qb4 15.Kd1 Qxb2 16.Rb3 Rxb3 17.Qxb3 Qxd4+ 18.Kc1 Qf2 19.Nh3]

15.Nh3

[-4.25 Fritz 5.00: 15.Rb3 Bb4 16.Qf4 c5 17.Nh3 Bc4 18.Ng5 f6 19.Nxe6 Bxb3]

15...Be7

[-1.66 Fritz 5.00: 15...Qb4 16.Kd1 Qxb2 17.Nf4]

16.Nf2

[-3.50 Fritz 5.00: 16.Qf2 c5 17.e3 c4 18.Qg3 Qb4 19.Qxg7 Bf6 20.Qh6 Qxb2+]

16...Bf6 17.Rb3 Rxb3

[-2.75 Fritz 5.00: 17...Bxd4 18.Qg5 Bxf2 19.Qxg7 Bd4 20.Rxb8+ Nxb8]

18.cxb3 Qxd4 19.Qxd4 Bxd4 20.Nd1 Be5 21.g3 Ke7 22.e3 Bxf1 23.Rxf1 Rb8 24.e4 Rxb3 25.f4 Bd6 26.Kc2 Rb7 27.e5 Bxa3 28.bxa3 c5 29.Nc3 f6 30.exf6+ gxf6 31.Re1 Kd6 32.Rd1 f5 33.Re1 Nf6 34.Na4 Ne4 35.Re3 h5 36.Re1 c4 37.Nb2 Rb3 38.Rd1 Ke7 39.Ra1 Rc3+ 40.Kd1 Rf3 41.Ke1 Rf2 42.Nd1 Rxh2 43.Rb1 Rh1+ 44.Ke2 Nxg3+ 45.Kf3 Ne4 46.Rb7+ Kf6 47.Ne3 Rh3+ 48.Ke2 Rh2+ 49.Ke1 Nc3 50.Nf1 Suicide.

[-#1 Fritz 5.00: 50.Kf1 a5 51.Rb8 h4 52.Rf8+ Ke7 53.Rg8]

50...Re2# 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_53.htm) was last modified on 13 Aug



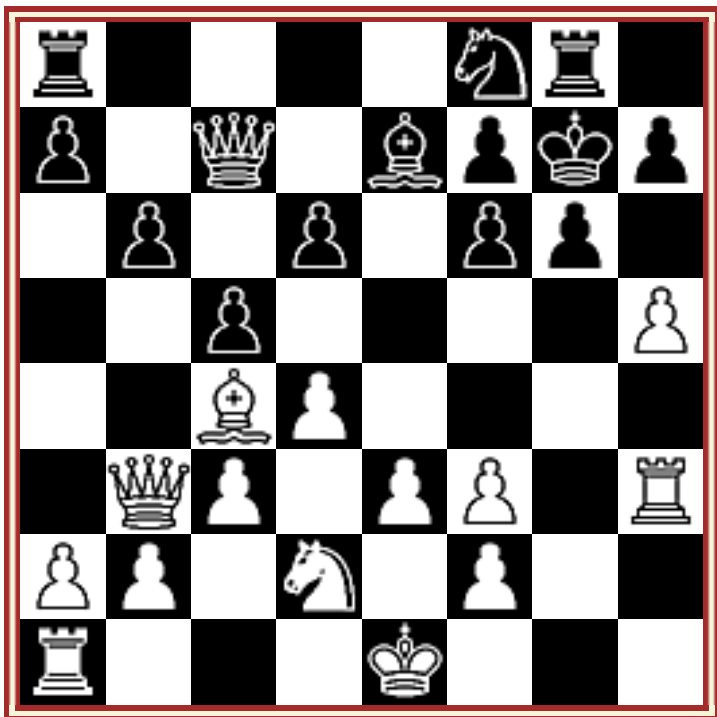
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_61.htm

61) Knight S. - Durrant P. E. O. [A46]

Major (5) 1.d4 Nf6 2.Nf3 d6 3.Bg5 Nbd7 4.Nbd2 c5 "Out of Book," says Fritz.
5.c3 b6 6.Qa4 Qc7 7.Bxf6 exf6 8.e3 Be7 9.Bd3 0-0 10.Qc2 g6 11.h4 Bb7
12.h5 Kg7 13.Rh3 Bxf3 14.gxf3 Rg8 15.Bc4 Nf8 16.Qb3



16...Bd8

[2.66 Fritz 5.00: 16...Qd7 17.Bxf7 (17.Rh2 Ne6 is still better for White, but not so incisive. 17...Qxh3 18.Bxg8 Qh1+ 19.Nf1 Qxf3 20.Qf7+ Kh8 21.hxg6 hxg6)]

17.h6+

[1.06 Fritz 5.00: 17.Bxf7 is the same idea but a better move order 17...c4 18.Qxc4 Qxc4 19.Bxc4 with two Pawns and the exchange coming up. Still, the text produced a pleasing result!]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_61.htm) was last modified on 13 Aug



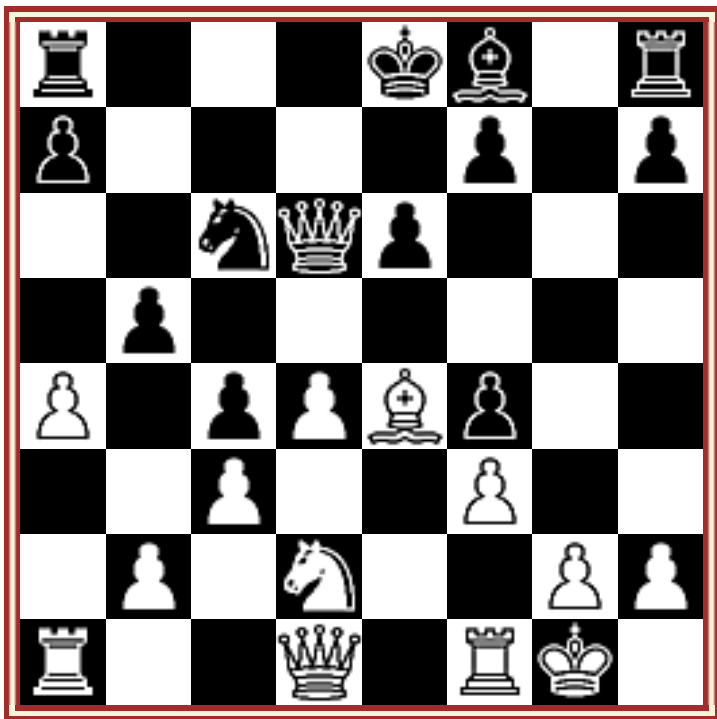
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_64.htm

64) Stanners M. J. - Price M. C. [D00]

Major (5) 1.d4 d5 2.e3 "Out of Book," says Fritz. 2...Nf6 3.Bd3 c5 4.c3 c4 5. Bc2 Bg4 6.f3 Bh5 7.Ne2 Nc6 8.Nf4 e6 9.0-0 g5 10.Nxh5 Nxh5 11.e4 Nf4 12. Bxf4 gxf4 13.exd5 Qxd5 14.Be4 Qd6 15.Nd2 b5 16.a4



16...0-0-0 Into the fire.

[2.44 Fritz 5.00: 16...f5 17.axb5 fxe4 18.Nxe4 Qc7 19.bxc6]

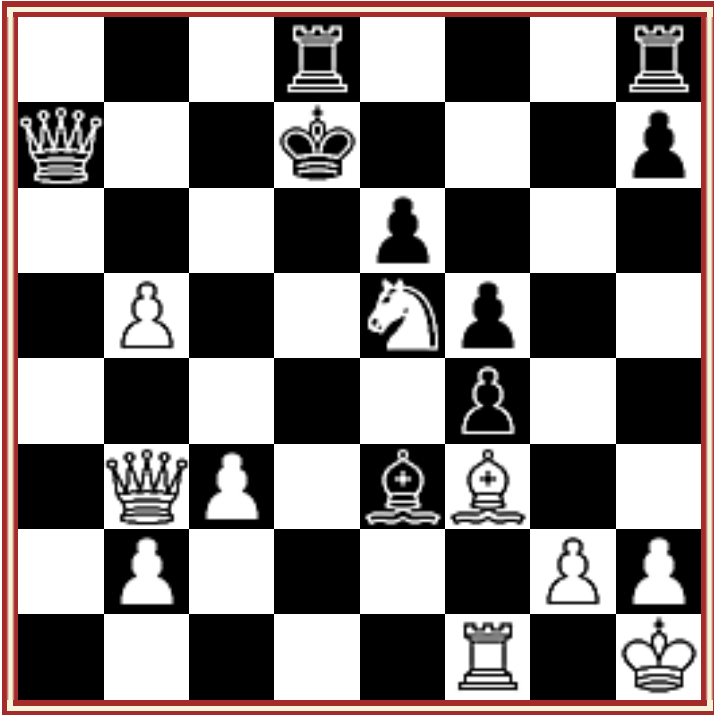
17.axb5 Nxd4 18.Rxa7

[0.59 Fritz 5.00: 18.Nxc4 is rather better 18...Nxf3+ 19.Qxf3 Qc5+ 20.Kh1 Qxc4 21.Qxf4 Qc5 22.Qxf7]

18...Nxf3+ 19.Bxf3

[0.16 Fritz 5.00: 19.Qxf3 Qb6+ 20.Kh1 Qxa7 21.Nxc4 Qc7 22.Bc6 Qb8 23.b6 Bc5]

19...Qb6+ 20.Kh1 Qxa7 21.Qe2 Bc5 22.Nxc4 Be3 23.Qc2 f5 24.Qb3 Kd7 25.
Ne5+



It's hard to give Black advice here, but Fritz prefers ...Kd6. **25...Ke8**

[5.78 Fritz 5.00: 25...Kd6 26.Nc6 Qc5 27.Rd1+ Kc7 28.Rxd8 Rxd8 29.Nxd8 Kxd8
30.Qxe6]

26.Qxe6+ Kf8

[#6 Fritz 5.00: 26...Qe7 27.Qxf5 Rd6 28.Rd1 Qe6 29.Qh5+ Ke7 30.Rxd6 Kxd6 31.
Nf7+]

27.Qf6+ Kg8 28.Qxd8+ Kg7 29.Qg5+ Kf8 30.Qf6+ Kg8 31.Bd5+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_64.htm) was last modified on 13 Aug



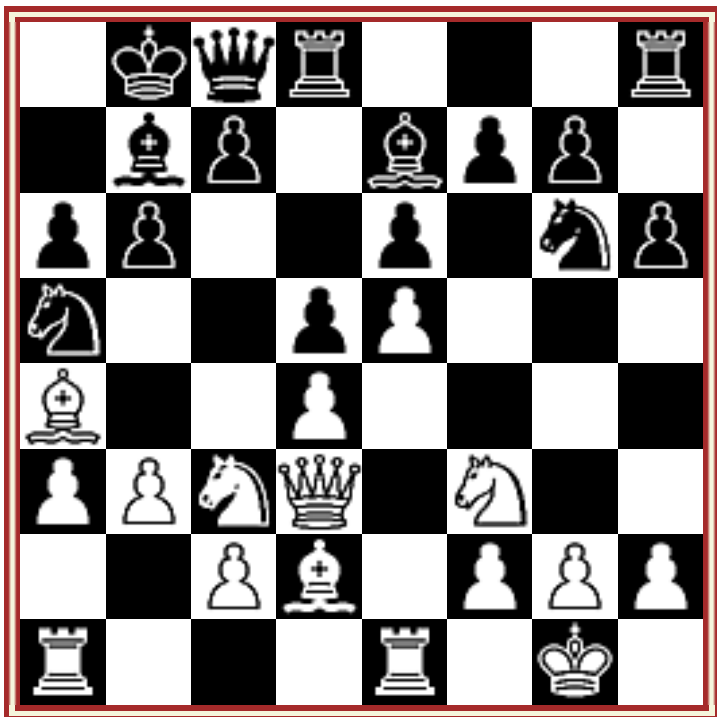
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_68.htm

68) Lee N. S. - Thomas G. [C10]

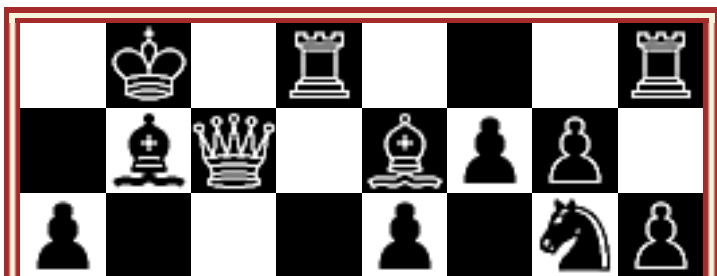
Exeter Premier (1) 1.e4 Nc6 2.Nc3 e6 3.d4 d5 4.e5 Nge7 5.Bg5 "Out of Book," says Fritz. 5...b6 6.Nf3 Bb7 7.Be2 Qd7 8.0-0 h6 9.Bc1 0-0-0 10.Re1 Ng6 11. Bb5 a6 12.Ba4 Kb8 13.a3 Qc8 14.Qd3 Na5 15.b3 Be7 16.Bd2

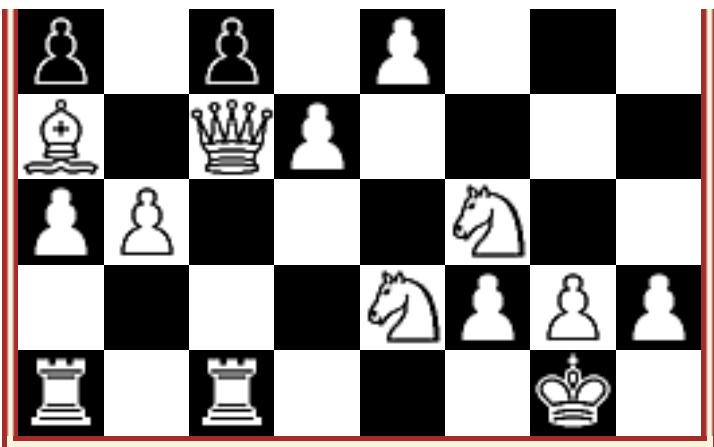


16...c6 Fritz reckons White's spatial plus worth a whole Pawn here.

[1.00 Fritz 5.00: 16...Nc6]

17.Ne2 Qc7 18.Bxa5 bxa5 19.c4 c5 20.Rec1 dxc4 21.Qxc4

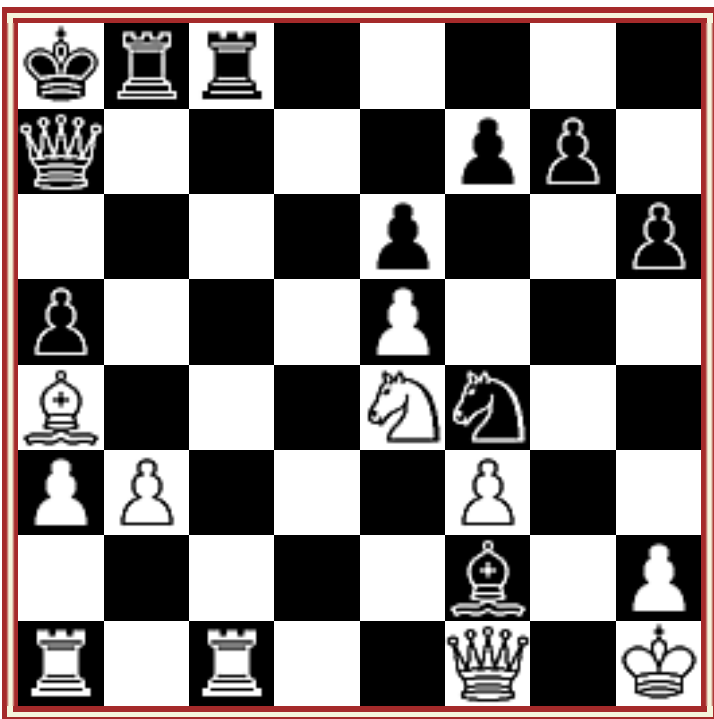




21...Bd5 Giving up material for no very good reason.

[1.41 Fritz 5.00: 21...Bxf3 22.gxf3 Qb7 23.dxc5 Nxe5 24.Qf4 Qc7 25.Rc3 Bg5 26. Qg3]

22.Qxa6 Qa7 23.Qb5+ Ka8 24.dxc5 Rb8 25.Qd3 Bxc5 26.Nc3 Bxf2+ 27. Kh1 Nf4 28.Qf1 Bxf3 29.gxf3 Rhc8 30.Ne4



If I know anything about Nick, he'd be blitzing by now. **30...Bc5**

[5.25 Fritz 5.00: 30...Bd4]

31.b4 And hence missing opportunities.

[2.44 Fritz 5.00: 31.Nxc5 Rxc5 32.Rxc5 Qxc5 33.Qa6+ Qa7 34.Bc6+ Rb7 35.Bxb7 + Kb8]

31...Bd4 32.Nd6 Bxa1 Worse than retaining the Bishop.

[5.84 Fritz 5.00: 32...Bc3 33.Nxc8 Rxc8 34.Rab1 f6 35.Qb5 fxe5 36.Qxa5 g6 37. Qxa7+]

33.Nxc8 Rxc8 34.Rxc8+ Kb7 35.Qc4 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_68.htm) was last modified on 13 Aug



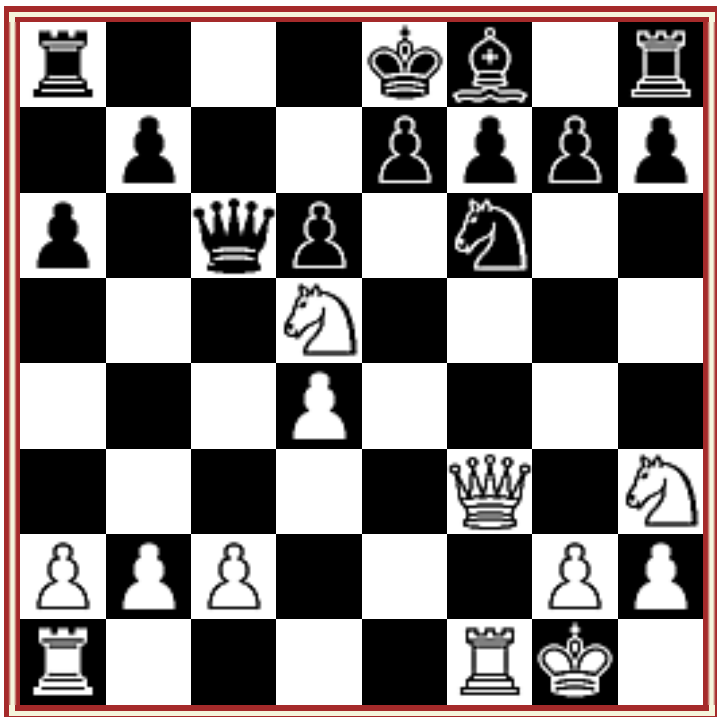
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_71.htm

71) Aston P. A. - Saqui D. A. J. [D00]

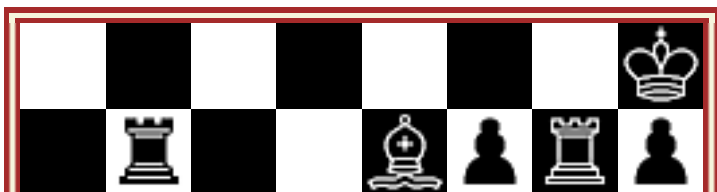
Exeter Premier (2) 1.d4 Nf6 2.Nc3 d5 3.e4 dxe4 4.f3 Bf5 5.fxe4 "Out of Book," says Fritz. 5...Nxe4 6.Qf3 Nd6 7.Bf4 Qc8 8.Bxd6 cxd6 9.Bb5+ Bd7 10. Nh3 a6 11.Bxd7+ Nxd7 12.Nd5 Qc6 13.0-0 Nf6

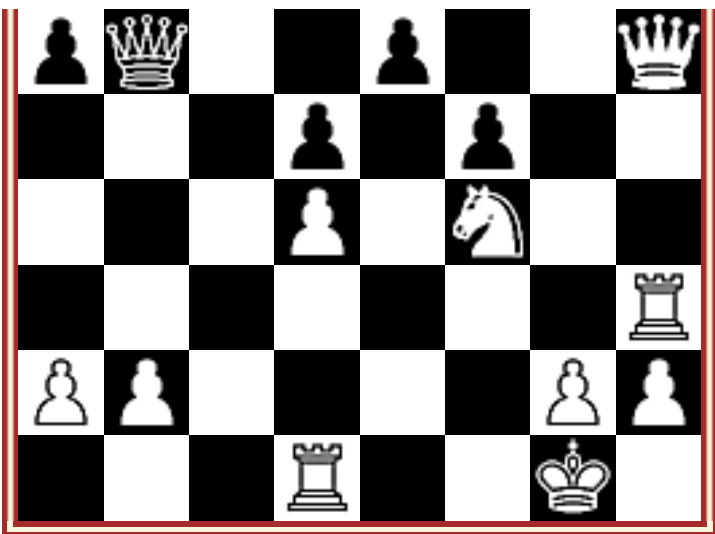


14.c4 This perfectly reasonable attempt to pursue an initiative is queried by Fritz.

[-1.44 Fritz 5.00: 14.Nhf4 Rc8 15.c3 e6 16.Nxf6+ gxf6 17.d5]

14...Qxc4 15.Nxf6+ gxf6 16.Qxb7 Qc8 17.Qe4 Rb8 18.Nf4 f5 19.Qd3 e6 20. Rac1 Qb7 21.Rce1 Be7 22.Re2 Qb5 23.Qf3 d5 24.Rfe1 Rb7 25.Qh5 0-0 26. Qh6 Qb6 27.Rd1 Kh8 28.Re3 Rg8 29.Rh3 Rg7





White has at last worked up an attack. **30.Nh5** Allows Black an opportunity to chase away the Queen.

[-2.16 Fritz 5.00: 30.Rc3 Qd8 31.Nd3 Bg5]

30...Bf8 allows mate in three!

[#3 Fritz 5.00: 30...Rg6 31.Qe3 Qxb2 32.Nf4 Rg7 33.a3]

31.Nf6 Not only missing the mate, but walks into a defensive tactic.

[-5.13 Fritz 5.00: 31.Nxg7 surely the most natural move on the board! 31...Qxd4 + 32.Rxd4 Bxg7 33.Qxh7#]

31...Rxg2+ 32.Kxg2 Bxh6 33.Rxh6 Kg7 34.Rxh7+ Kxf6 35.h4 Qxb2+ 36.Kf3 Rb4 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_71.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_73.htm

73) Hammond T. J. - Wareing J. P. [B24]

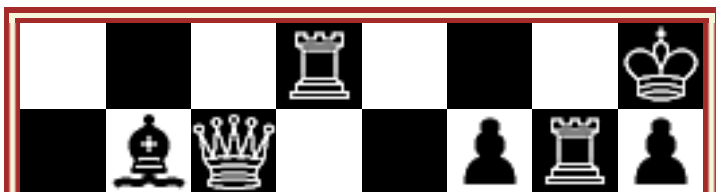
Exeter Premier (2) 1.e4 c5 2.Nc3 e6 3.g3 Nc6 4.Bg2 Nf6 5.Nge2 Be7 6.O-O d6 7.d3 a6 8.f4 "Out of Book," says Fritz. 8...Qc7 9.h3 Bd7 10.Be3 d5 11.Bf2 dxe4 12.Nxe4 b6 13.Qd2 Rd8 14.Rae1 O-O 15.g4 Bc8 16.Qc1 Bb7 17.N2g3 Nd5 18.f5 Nf4 19.f6 gxf6 20.Nh5 Nxh5 21.gxh5

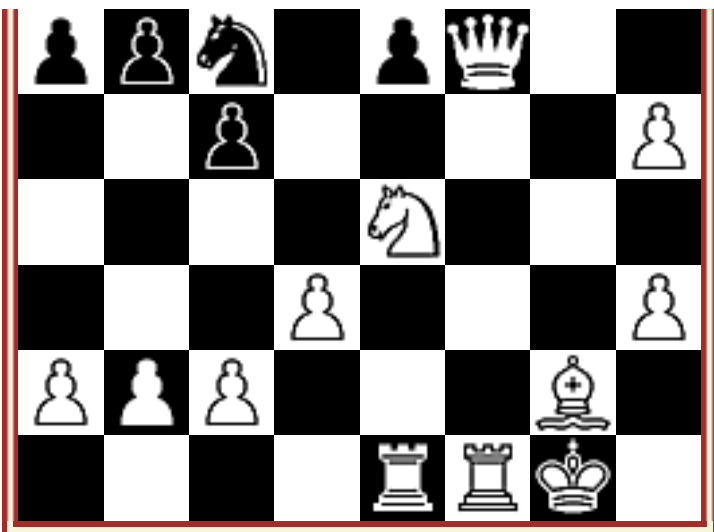


21...Kh8 I don't think Fritz really believes this is a blunder, but the threatened invasion of the Queen to h6 must be reacted to now.

[-0.22 Fritz 5.00: 21...f5 22.Bg3 Ne5 23.Qf4 fxe4 24.Qxe5 Qxe5 25.Bxe5 f5]

22.Qh6 Rg8 23.Bh4 Rg7 24.Bxf6 Bxf6 25.Qxf6

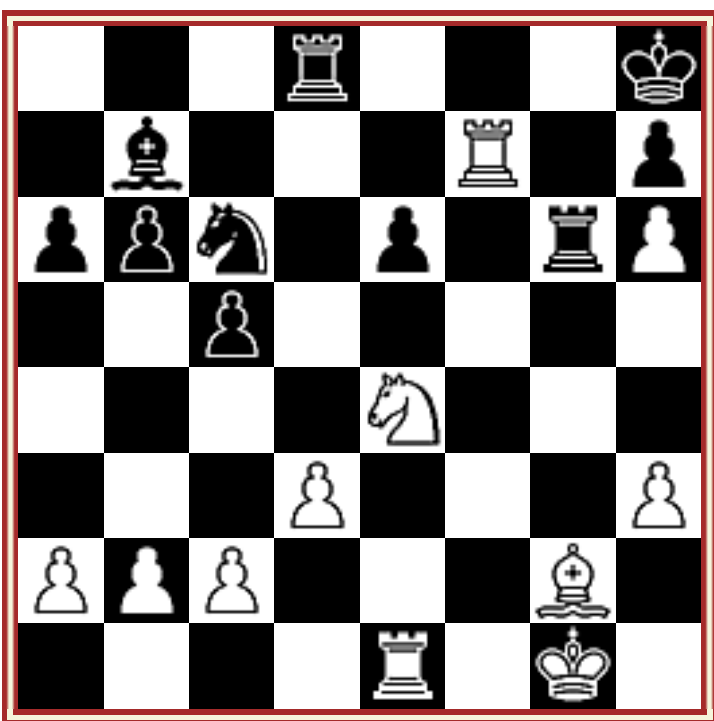




25...Qe5

[0.78 Fritz 5.00: 25...Kg8 26.a3 e5 27.Rf5 Qd7 28.b3]

26.h6 Qxf6 27.Rxf6 Rg6 28.Rxf7

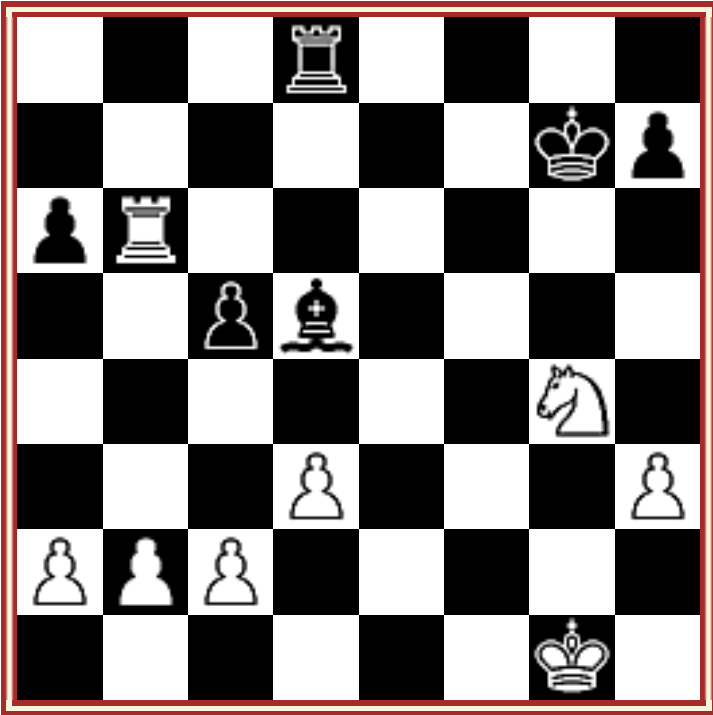


28...Ba8

[1.53 Fritz 5.00: 28...Ne5 29.Rf6 (29.Rf2) 29...Nxd3 30.Rxg6 Nxe1 31.Rxe6 Nxc2 32.Rxb6]

29.Nf6 Rxh6 30.Ng4 Rg6 31.Be4 Rg7 32.Rxg7 Kxg7 33.Bxc6 Bxc6 34.Rxe6

Bd5 35.Rxb6



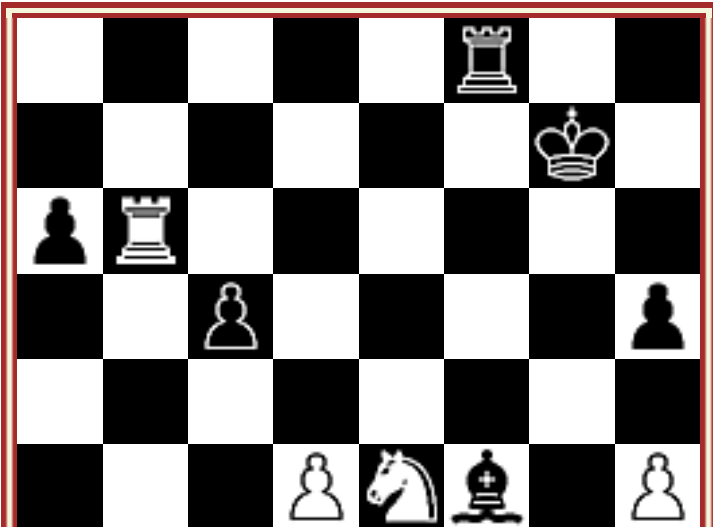
35...Re8

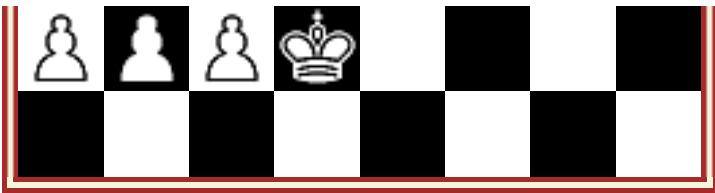
[2.84 Fritz 5.00: 35...a5 36.Rb5 a4 37.Rxc5 Bxa2 38.Re5]

36.Kf2

[1.63 Fritz 5.00: 36.Nf6 Re5 37.Nxd5 Rxd5 38.Rxa6 Rg5+ 39.Kf2 Kf8 40.Rf6+ Ke7]

36...Rf8+ 37.Ke2 h5 38.Ne3 Bf3+ 39.Kd2





39...h4 Black needs counterplay, not material!

[3.09 Fritz 5.00: 39...Rf6 40.Nc4 Bd5 41.Rxf6 Kxf6 42.Ke3 Kf5]

40.Rxa6 Bh5 41.Ra5 Rf2+ 42.Kc3 Rf3 43.Rxc5 Bg6 44.Ng4 Rxh3 45.a4 Rg3 46.Rc4 h3 47.Nf2

[47.a5 DR 47...Bf5 48.Nf2 h2 49.a6 Rg1 50.Ra4 Bd7 51.a7 Bc6 52.Rh4 Rg2 53.Ne4]

47...h2 48.Rh4 Rg2 49.Ng4 Panicky

[0.47 Fritz 5.00: 49.Nh1 Bf5 50.a5 Bc8 51.b4 Kf6 52.Rh8 Bd7 53.Kd4 (53.a6) 53...Rxc2]

49...Rxc2 50.Rxc2 Rxa4 51.Rf2 Bf7 52.b3 Ra8 53.d4 Kf8 54.Re2 Bh5 55.Re5 Bg6 56.Kb2 Re8

[2.91 Fritz 5.00: 56...Kg7 57.c4 Kf6 58.Kc3 Ra1 59.Kb4 Ra8]

57.Rxe8+ Kxe8 58.c4 Kd7 59.Kc3 Kc7 60.b4 Be8 61.b5 Kb6 62.Kb4 Time trouble? Well worth playing on! **1/2-1/2**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_73.htm) was last modified on 13 Aug



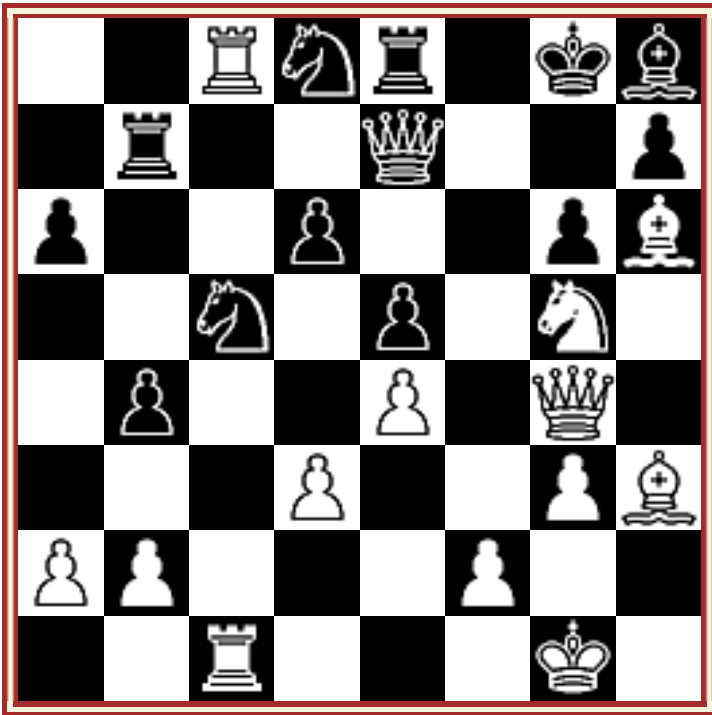
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_74.htm

74) James R. A. - Piper S. J. [B40]

Exeter Premier (2) 1.e4 c5 2.Nf3 e6 3.Nc3 a6 4.g3 Nc6 5.Bg2 g6 6.O-O "Out of Book," says Fritz. 6...Bg7 7.Re1 d6 8.d3 Nge7 9.Be3 O-O 10.Qd2 Re8 11. Bh6 Bh8 12.Nd1 Rb8 13.c3 b5 14.Ne3 b4 15.Ng4 e5 16.Qg5 Bxg4 17.Qxg4 Nc8 18.h4 Nb6 19.Bh3 Rb7 20.h5 Qe7 21.hxg6 fxg6 22.Ng5 Nd8 23.cxb4 cxb4 24.Rac1 Na4 25.Rc8 Nc5 26.Rc1

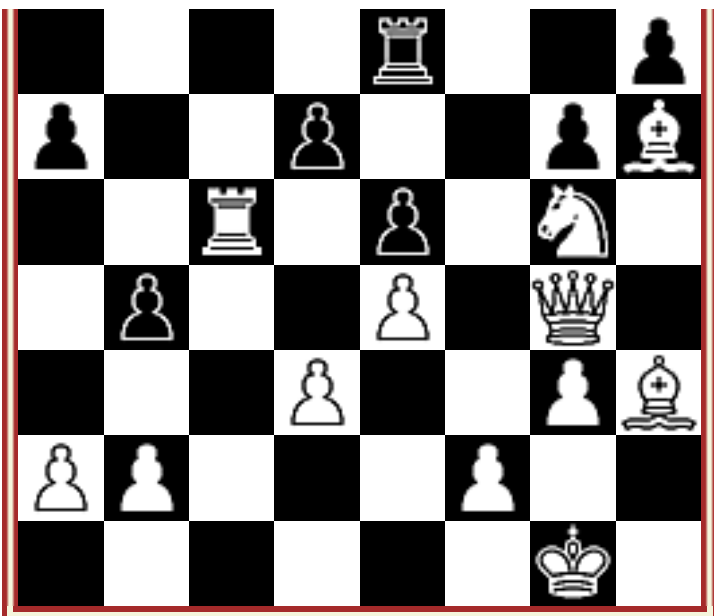


26...Rc7 Allowing a fine double exchange sac which cannot be accepted because of mate on e6.

[3.25 Fritz 5.00: 26...Bf6 27.Nf3 Nxd3 28.R1c2 Nf7 29.Rxe8+ Qxe8 30.Qc8 Qxc8 31.Rxc8+]

27.Rxd8 Qxd8 28.Rxc5 Rce7

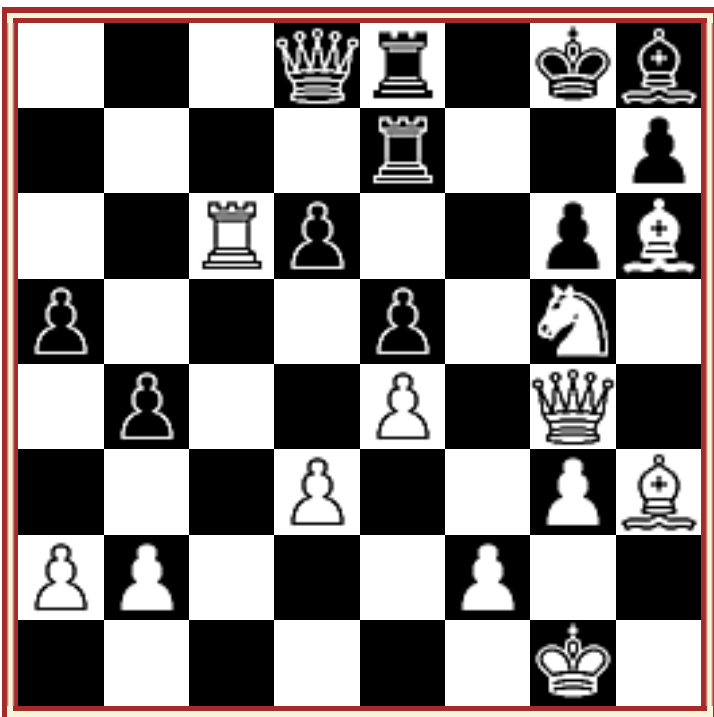




This next bit illustrates the advantages of computers in forcing, tactical positions.
29.Rc6

[2.81 Fritz 5.00: 29.Qd1 This diagonal switch continues White's winning theme.
29...Bg7 30.Qb3+ Kh8 31.Nf7+ Rxf7 32.Qxf7 Bxh6 33.Rc7 Qxc7]

29...a5



30.Nf3 Again missing a cleaner win

[1.97 Fritz 5.00: 30.Nxh7 Kxh7 31.Qh4 is easy, then 31...Kg8 32.Rc8 Qxc8 33.

Bxc8 Rh7 34.Bg4]

30...Bf6 31.Nh4 Rc7

[4.09 Fritz 5.00: 31...Bg7 32.Nxg6 hxg6 33.Qxg6 Rf8 34.Bf5 Rxf5 35.exf5 Rf7 36.Rxd6]

32.Rxc7 Qxc7 33.Nxg6 More deflating than decisive.

[33.Nxg6 Bg7 34.Bxg7 Qxg7 35.Nh4]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_74.htm) was last modified on 13 Aug



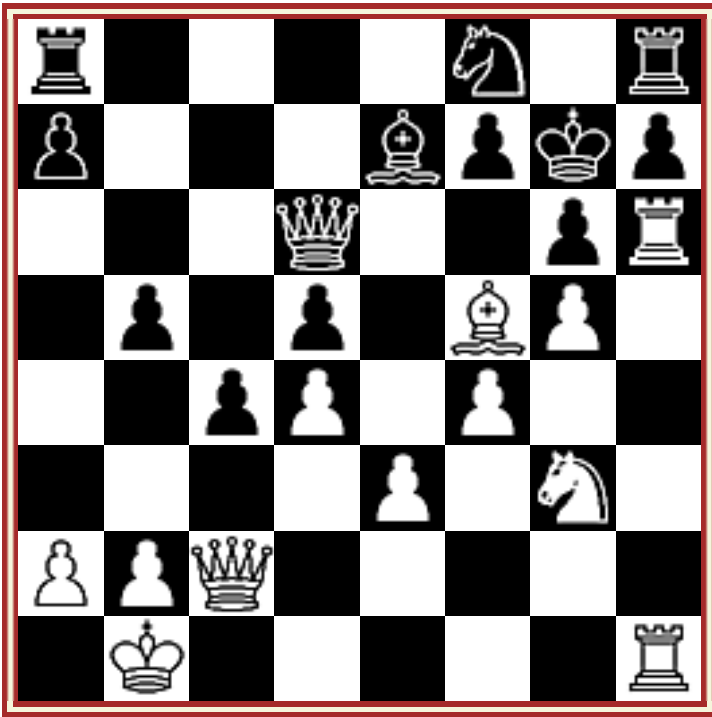
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_81.htm

81) Hewson B. W. R. - Jaszkiwskyj P. [D53]

Exeter Premier (3) 1.c4 e6 2.Nc3 Nf6 3.d4 d5 4.Bg5 Be7 5.e3 O-O 6.Bxf6
 "Out of Book," says Fritz. 6...Bxf6 7.cxd5 exd5 8.Bd3 c6 9.h4 Re8 10.Nge2
Bg4 11.Qc2 g6 12.h5 One Pawn sacrifice that even Fritz doesn't query! 12...
Bxh5 13.O-O-O Bxe2 14.Nxe2 Qd6 15.Rh3 Kg7 16.Rdh1 Rh8 17.f4 Nd7 18.
g4 c5 19.g5 Be7 20.Kb1 c4 21.Bf5 b5 22.Ng3 Nf8 23.Rh6



23...Bxg5 Desperation!

[2.19 Fritz 5.00: 23...Qc7 24.Qg2 Rd8 25.Bc2 c3 26.Bb3 cxb2 27.Bxd5 Qc3 28. Qf3]

24.Bxg6 Qc6 How does that help?

[9.66 Fritz 5.00: 24...hxg6 25.Rxh8 Be7 26.Qg2 Qe6 27.f5 Qxe3 28.fxg6 Qd3+ 29. Ka1]

25.Nf5+

[25.Nf5+ Kg8 (25...Kf6 26.fxg5+) 26.Bxf7+ Kxf7 27.Rxc6]

1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_81.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_82.htm

82) Hodge D. - Hammond T. J. [A35]

Exeter Premier (3) 1.e4 c5 2.c3 g6 3.d4 cxd4 4.cxd4 d5 5.exd5 Nf6 6.Nf3



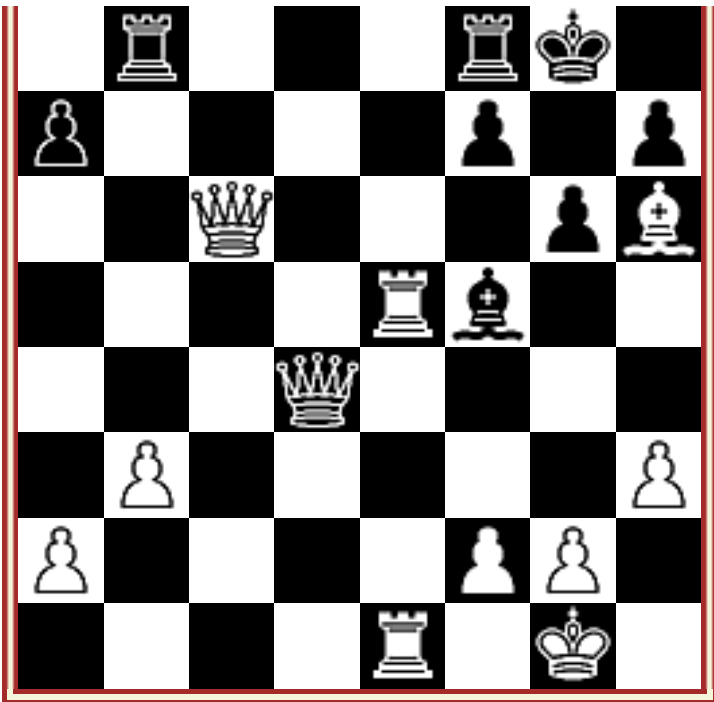
Typically Fritz does not like to be without material. **6...Bg7**

[0.78 Fritz 5.00: 6...Nxd5 7.Nc3 Bg7 8.Bc4 Nxc3 9.bxc3 Bg4]

7.Nc3 0-0 8.Be2

[-0.06 Fritz 5.00: 8.Qb3 This is a well-known idea from the Panov. 8...Nbd7 9.Bg5 h6 10.Bxf6 Nxf6 11.Rc1]

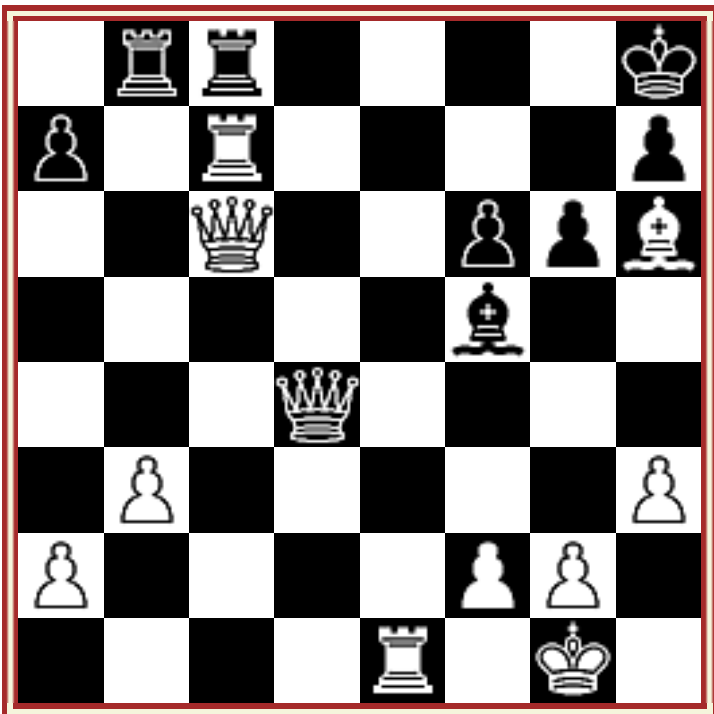
8...Nxd5 9.0-0 Nc6 10.Be3 "Out of Book," says Fritz. **10...e6 11.Rc1 Qd7 12. Bb5 Nxc3 13.Rxc3 Qd5 14.Bxc6 bxc6 15.Qa4 Qb5 16.Qc2 Rb8 17.b3 Qh5 18.Rc5 e5 19.Nxe5 Bxe5 20.Rxe5 Qg4 21.h3 Qd7 22.Bh6 Qxd4 23.Rfe1 Bf5 24.Qxc6**



Black is busted. **24...f6**

[5.72 Fritz 5.00: 24...Be6 25.R5e4 Qf6 26.Bxf8 Rxf8]

25.Re7 Rfc8 26.Rg7+ Kh8 27.Rc7



27...Rd8

[9.44 Fritz 5.00: 27...Rg8 28.g4 Rbd8 29.Ree7 Rd7 30.Rexd7 Bxd7 31.Rxd7 Qb6]

32.Qxb6]

28.Bg7+ Adequate.

[2.78 Fritz 5.00: 28.Ree7 Bd7 (28...Qd1+ 29.Kh2) 29.Rcxd7 Qa1+ 30.Kh2 Qe5+ 31.Rxe5 Rxd7]

28...Kg8 29.Bxf6 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_82.htm) was last modified on 13 Aug



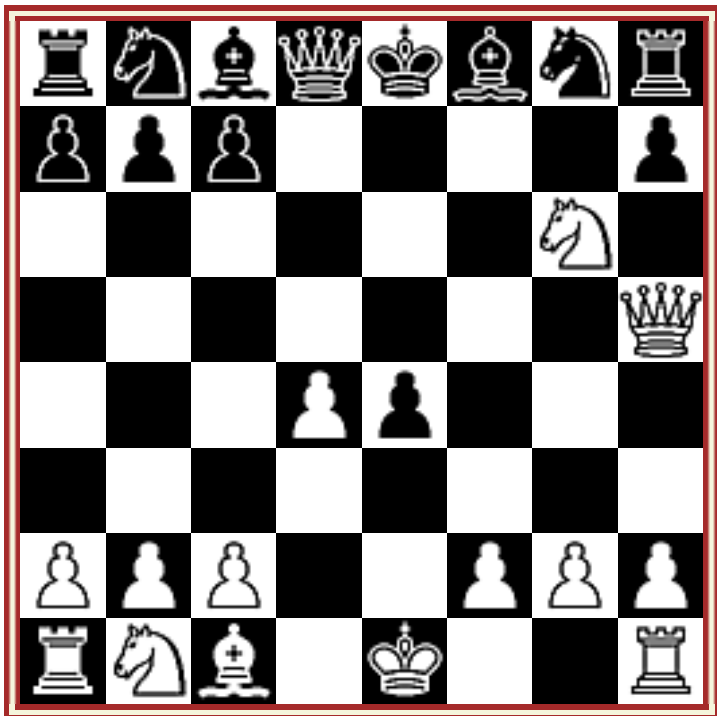
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_88.htm

88) Rapkins D. G. E. - Dunn A. M. [C41]

Exeter Premier (3) 1.e4 e5 2.Nf3 d6 3.d4 f5 4.Bd3 "Out of Book," says Fritz. 4... fxe4 5.Bxe4 d5 6.Nxe5 dxe4 7.Qh5+ g6 8.Nxg6

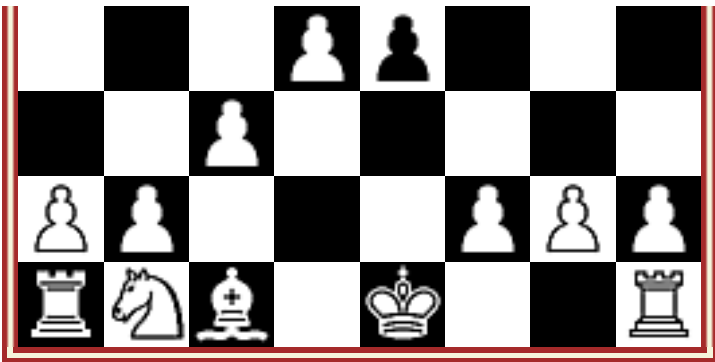


8...Nf6

[2.31 Fritz 5.00: 8...hxc6 9.Qxh8 Nf6 10.Bh6 Nbd7 11.Bxf8 Nxf8]

9.Qe5+ Be7 10.Nxh8 Nc6 11.Qb5 Be6 12.c3





12...Qd7

[4.06 Fritz 5.00: 12...Kd7 13.Qxb7 Rb8 14.Qa6 Rb6 15.Qe2 Qxh8]

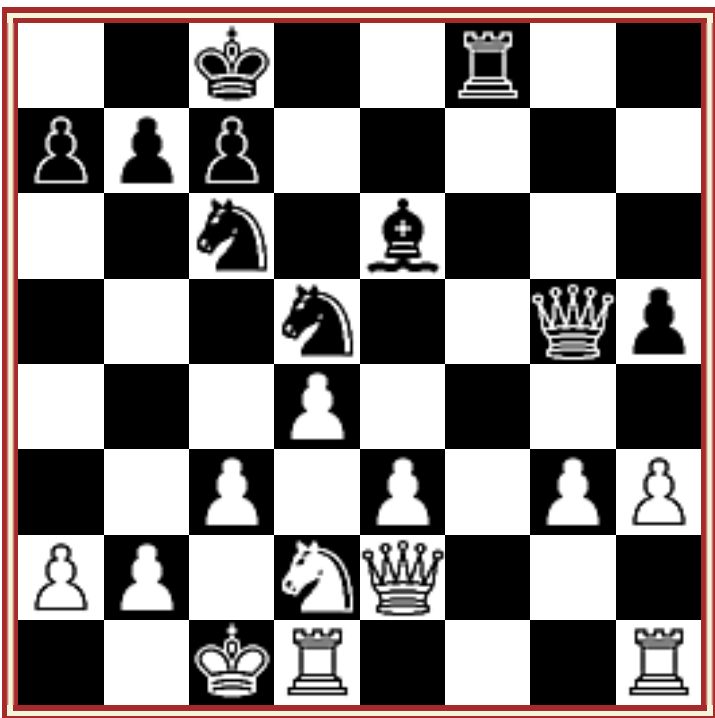
13.Be3

[0.72 Fritz 5.00: 13.Qxb7 Rb8 14.Qa6 Rb6 15.Qe2 Bd6]

13...0-0-0 14.Nd2 Rxh8 Compared with the last line, White has two more pieces developed. **15.h3 h5 16.Bg5 Nd5**

[1.47 Fritz 5.00: 16...Bd5 17.Bxf6 Bxf6 18.c4 e3 19.cxd5 exd2+ 20.Kxd2 Nxd4 21.Qxd7+]

17.Bxe7 Qxe7 18.0-0-0 Qg5 19.g3 Rf8 20.Qe2 e3 21.fxe3



I don't understand this next bit! **21...Nxc3**

[1.91 Fritz 5.00: 21...Qxg3 22.Rde1 Qh4 23.Reg1 Nb6 24.Nf3 Qe7 25.a3 Bd5 26.
Rf1]

22.bxc3 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_88.htm) was last modified on 13 Aug



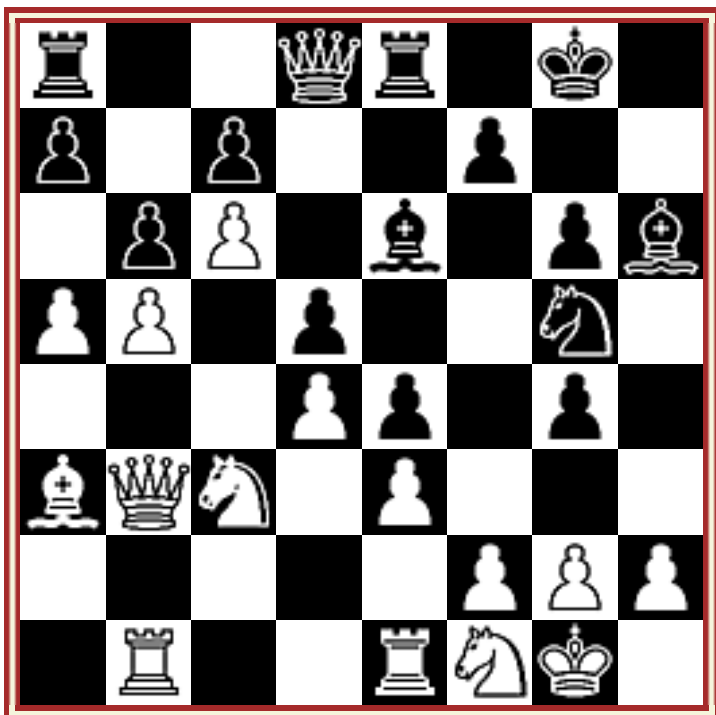
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_89.htm

89) Saqui D. A. J. - Baer B. L. [E61]

Exeter Premier (3) 1.d4 g6 2.Nf3 d6 3.e3 Bg7 4.Be2 Nf6 5.O-O O-O 6.c4 Nbd7 7.Nc3 e5 8.Rb1 "Out of Book," says Fritz. 8...Re8 9.b4 e4 10.Nd2 Nf8 11.c5 d5 12.b5 h5 13.c6 b6 14.Qb3 N8h7 15.Re1 Be6 16.a4 Bf8 17.Ba3 Bh6 18.Nf1 Ng4 19.Bxg4 hxg4 20.a5 Ng5



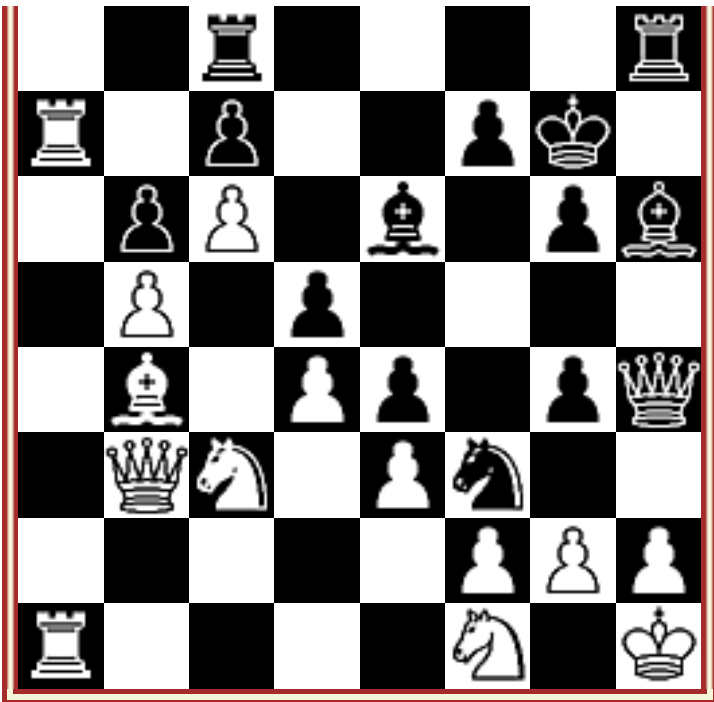
A standard reversed KIA position (Pe3 not Pe4) where Black will want to deliver mate soon. **21.Kh1**

[-0.16 Fritz 5.00: 21.a6 Removes any White counterplay! 21...Qf6 22.Ng3 Rad8 23.Qc2 Bg7]

21...Kg7 22.Ra1 Rh8 23.Bb4 Rc8 24.axb6 axb6 25.Ra7 Nf3

[0.19 Fritz 5.00: 25...Ra8]

26.Rea1 Qh4



27.g3 This weakening move sets Black up for a stock mate.

[-#5 Fritz 5.00: 27.R7a2 Bg5 28.h3 Qxh3+ 29.gxh3 Rxh3+ 30.Kg2 Nh4+ 31.Kg1 Nf3+]

27...Qh3 Sufficient but the game could have been decided simply:

[-7.66 Fritz 5.00: 27...Qxh2+ 28.Nxh2 Bxe3 29.Bf8+ Rcx f8 30.Kg2 Rxh2+ 31.Kf1 Rxf2#]

28.Ne2

[-#4 Fritz 5.00: 28.Qxd5 Bxd5 29.Rxc7 Bc4 30.Rxf7+ Kxf7 31.Nxe4 Bxf1]

28...Bxe3 29.Ng1 Qxh2+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_89.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_91.htm

91) White I. R. - Lilley G. [E92]

Exeter Premier (3) 1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 O-O 5.e4 d6 6.Be2 e5 7. d5 Na6 8.Bg5 h6 9.Bh4 Qe8 10.O-O Nh7 "Out of Book," says Fritz. 11.Ne1 f5 12.f3 g5 13.Bf2 f4 14.Nd3 h5 15.c5 Qg6 16.b4 g4 17.fxg4 hxg4 18.b5 Nb8 19.Kh1 Nf6

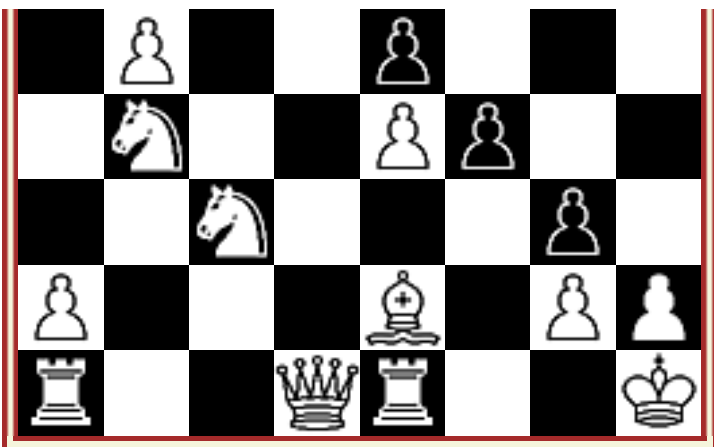


20.Re1 This is surely unobjectionable.

[-0.34 Fritz 5.00: 20.cxd6 cxd6 21.Qa4 a6]

20...Nbd7 21.c6 bxc6 22.dxc6 Nb6 23.Bxb6 axb6 24.Nb4 g3





25.Nbd5

[-1.81 Fritz 5.00: 25.h3 Qh7 26.Kg1 **A)** 26...Bxh3 looks better to me: 27.Bc4+ Kh8 28.Qc2 (28.gxh3 Qxh3 29.Qe2 f3) 28...Bg4;

B) 26...Qh4 is Fritz' analysis 27.Nbd5 Rf7 28.Rf1 Be6]

25...Qh7 26.Nxf6+

[-3.09 Fritz 5.00: 26.h3 Bxh3 27.Bh5 Bxg2+ 28.Kxg2 Nxh5 29.Qf3 Rf7 30.Rg1]

26...Bxf6

[-0.91 Fritz 5.00: 26...Rxf6 27.Bh5 Rh6 28.h3 Rxh5 29.Qd5+ Kf8 30.Rf1 Ra3 31. Rac1]

27.Bh5 Ra3

[-3.97 Fritz 5.00: 27...gxh2 28.Nd5 Bh4 29.Rf1 Bg3 30.Bg4 Qh4 31.Bxc8 Rfxc8 32. Qf3]

28.Rc1 f3 29.Qxf3 Bg5 30.Qxg3 Qxh5 31.Rf1 Rxc3 32.Rxf8+ Kxf8 33.Rf1+

[-7.06 Fritz 5.00: 33.Qxc3 Bf4 34.h3 Bxh3 35.gxh3 Qe2 36.Qc2 Qf3+ 37.Qg2 Qxg2 +]

33...Bf4 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_91.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_98.htm

98) Regis D. - Piper S. J. [B47]

Exeter Premier (4) 1.e4 c5 2.Nc3 a6 3.f4 Nc6 4.Nf3 e6 5.d4 cxd4 6.Nxd4 Qc7 7.Be2 b5 8.Bf3 Bb7 9.Be3 d6 "Out of Book," says Fritz. 10.O-O Nxd4 11.Bxd4 Ne7 12.Qd2 Nc6 13.Be3 Be7 14.Qf2 O-O 15.g4 b4 16.Ne2 Bf6 17.c3 bxc3 18.bxc3 g6 19.Rad1 Ne7 20.f5 exf5 21.exf5 Bxf3 22.Qxf3 gxf5 23.gxf5 Kh8 24.Kh1 Rg8 25.Ng3



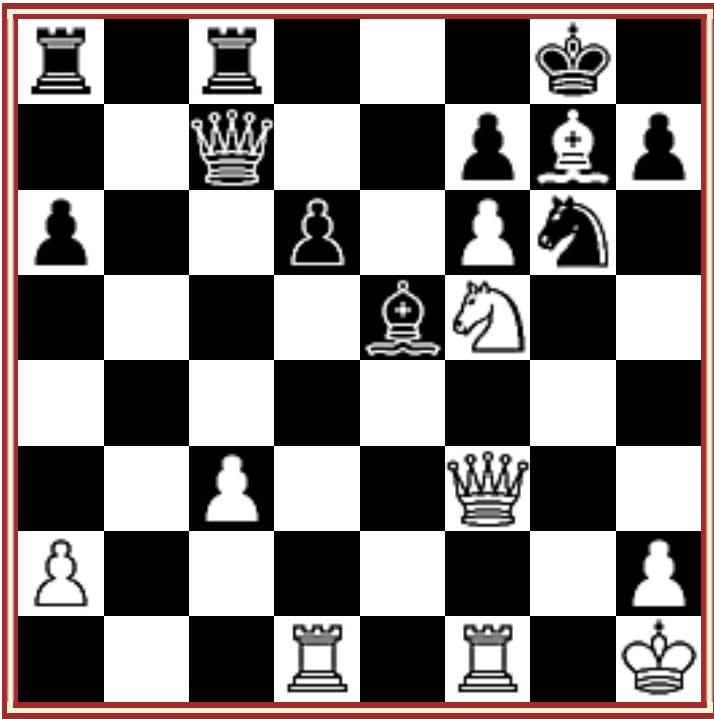
25...Be5

[0.72 Fritz 5.00: 25...Rab8 26.Ne4 Be5 27.f6 Rb2 28.Rf2 Rxf2 29.Bxf2 Ng6 30.Rg1]

26.f6 Ng6 27.Bh6 Rgc8

[1.94 Fritz 5.00: 27...Rad8 28.Bg7+ Rxc7 29.fxc7+ Bxc7 30.Qxf7 Qxc3 31.Rc1 Qe3 32.Rc7]

28.Bg7+ Kg8 29.Nf5



29...h5

[5.00 Fritz 5.00: 29...h6 30.Nxh6+ Kh7 31.Nf5 Qc6 32.Rd3 Qxf3+ 33.Rxf3 Nf4 34.Rh3+]

30.Nh6+

[0.38 Fritz 5.00: 30.Qxh5 Qb7+ 31.Rf3 Bf4 (31...Rxc3 was my anxiety but 32.Nh6 + Kh7 33.Nxf7+ Kg8 34.Nh6+ Kh7 35.Ng4+ Kg8 36.f7+ sorts it 32.Ne7+ Qxe7 33.fxe7 Kxg7 34.Re1 Re8)]

30...Kh7 31.Qxh5 Qc6+

[3.69 Fritz 5.00: 31...Qb7+ 32.Rf3 Nf4 33.Qf5+ Ng6 34.Nxf7 Qxf7 35.Rg1 Rxc3 36.Qh3+]

32.Rf3 Qe4

[#3 Fritz 5.00: 32...Nf4 33.Qf5+ Ng6 34.Nxf7 Bf4 35.Qh5+ Kg8 36.Rg1 Rab8 37.Nh6+]

33.Nf5+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_98.htm) was last modified on 13 Aug



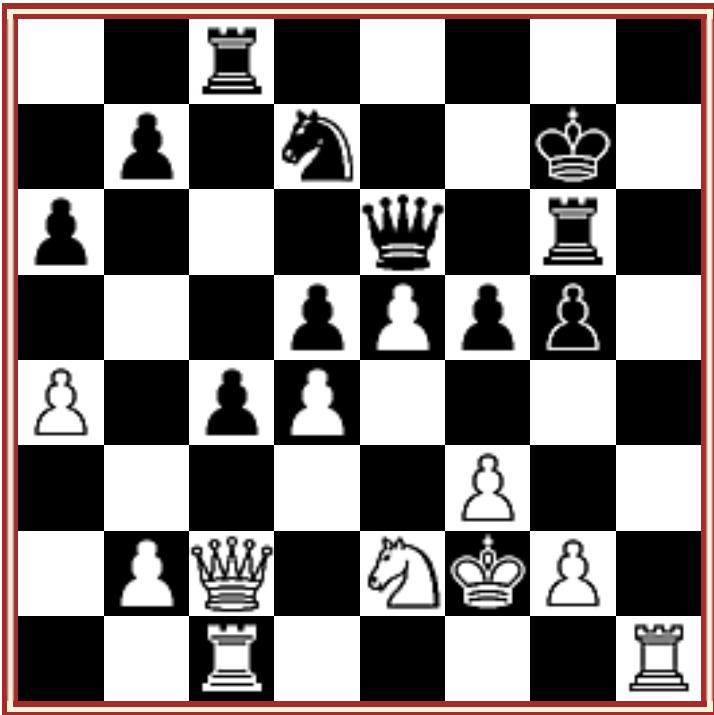
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_101.htm

101) Abbott M. - Page M. C. [D35]

Exeter Premier (5) 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 Be7 6.Qc2 O-O 7.e3 Be6 8.Bd3 h6 "Out of Book," says Fritz. 9.Bh4 Nbd7 10.f3 c5 11.Nge2 Rc8 12.O-O a6 13.a4 Qc7 14.Bf5 Bd6 15.Bg3 Rfe8 16.Bxe6 Rxe6 17.Nf4 Bxf4 18.Bxf4 Qc6 19.Qd2 Nh5 20.e4 Nxf4 21.Qxf4 Nf6 22.Rac1 c4 23.e5 Nd7 24.Qd2 f5 25.Ne2 g5 26.h4 Rg6 27.hxg5 hxg5 28.Qc2 Qe6 29.Kf2 Kg7 30.Rh1



Good move! Fritz scents mate coming up. **30...Rh6**

[1.91 Fritz 5.00: 30...b5 31.axb5 axb5 32.Rh3 b4 33.Ng3 f4 34.Nf5+ Kf8 35.Rh8+]

31.Ng3

[1.22 Fritz 5.00: 31.Rxh6 Kxh6 32.g4 is the way to pursue it: 32...Rf8 (32...Rh8 gives in meekly 33.gxf5 Qe8 34.Rh1+ Kg7 35.f6+) 33.Ng3 Qb6 34.Kg2 Qxd4 35.e6 fxg4 36.Rh1+ Kg7 37.Rh7+ Kg8 38.Qg6+ Qg7 39.Qxg7#]

31...Rf8 32.Rxh6 Kxh6 33.Rh1+ Kg6 34.Ne2 Kg7 35.a5

[35.g4 Qg6]

35...Rh8 36.Rxh8 Kxh8 37.f4 Qg6 38.Qa4

[1.19 Fritz 5.00: 38.g4 Kg8 39.Qxf5 Nf8 40.fxg5 Qe8 41.Ke3 Qc6 42.Nf4 c3]

38...Nf8 39.Qb4 Ne6 40.Qxb7 Nxf4 41.Ng3

[0.53 Fritz 5.00: 41.Nxf4 gxf4 42.Qc8+ Kg7 43.Qd7+ Kf8 44.Qd8+ Kg7 45.Qxd5 Qg3+]

41...Nd3+ 42.Kf1 f4 43.Qc8+ Kh7 44.Qb7+

[-0.88 Fritz 5.00: 44.Ne2 Kh6 45.Qb7 f3 46.gxf3 Qe6 47.Qb6 Qg6 48.e6 Qh5]

44...Kh6

[0.91 Fritz 5.00: 44...Qg7 45.Qxg7+ Kxg7 46.Nh5+ Kf7 47.Nf6 Ke6 48.Nh7 Kf5 49.Ke2]

45.Ne2 Qe4 46.Qc6+

[0.00 Fritz 5.00: 46.Qxa6+ Kh5 47.Qb7 Qe3 48.Qh7+ Kg4 49.Qh3+ Qxh3 50.gxh3 + Kxh3]

46...Kh7 47.Qd7+ Kg6 48.Qe6+ Kh7 49.Qe7+ Kh6 50.Qe6+ Qg6

[0.84 Fritz 5.00: 50...Kh7]

51.Qxd5 Nxb2 52.Qd6 Kh5

[0.69 Fritz 5.00: 52...Kh7 53.Qc7+ Kh6 54.Qb6 Nd1 55.Qb7]

53.Qxg6+

[0.06 Fritz 5.00: 53.g4+ Kh6 54.Nc3 Nd3 55.Qc7 f3 56.Qxc4 Kg7 57.e6 Qh7]

53...Kxg6 54.Nc3 Kf5 55.Ke2 g4 56.Nd5 Nd3 57.Nc7 Nxe5

[1.84 Fritz 5.00: 57...Nc1+ 58.Ke1 f3 59.gxf3 gxf3 60.e6 Nd3+ 61.Kd2 f2 62.Ke2]

58.dxe5 Kxe5

[2.47 Fritz 5.00: 58...c3 59.Nd5 Kxe5 60.Nxc3 Kd4 61.Na4 f3+ 62.gxf3 gxf3+ 63.Kxf3]

59.Nxa6 Kd4 60.Nc7

[0.88 Fritz 5.00: 60.Kf2 c3 61.Nb4 Kc5 62.Nd3+ Kb5 63.Nxf4 c2 64.Ne2 Kxa5]

60...c3

[3.38 Fritz 5.00: 60...f3+ 61.Kf2 c3 62.Nb5+ Kc5 63.Nxc3 fxf2 64.Kg1 Kc6 65.Kxf2]

1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_101.htm) was last modified on 13 Aug



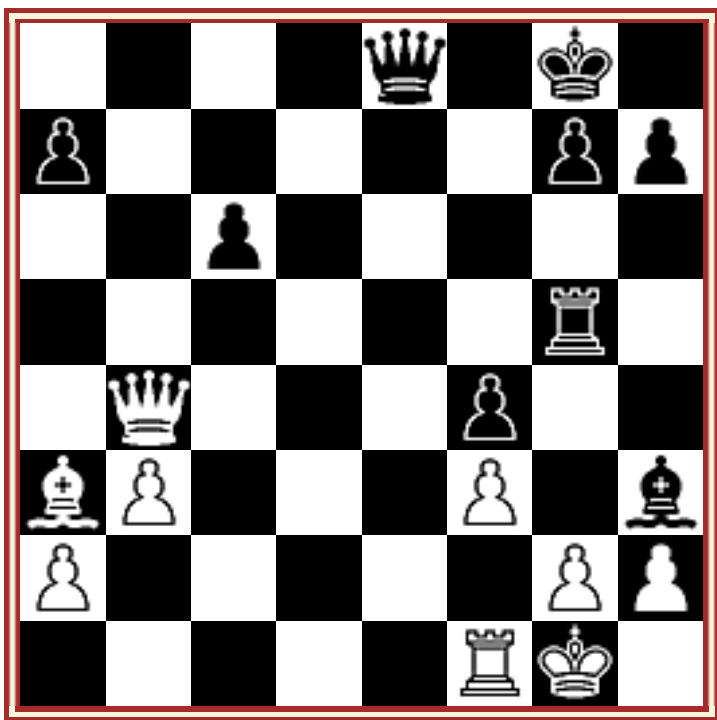
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_76.htm

76) Page M. C. - Jepps G. N. [A31]

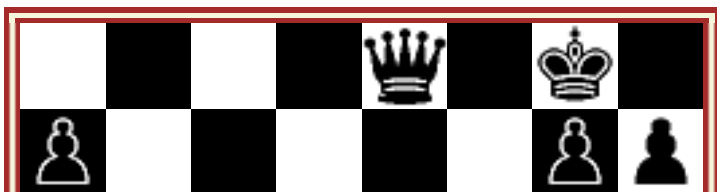
Exeter Premier (2) 1.d4 Nf6 2.c4 c5 3.Nf3 cxd4 4.Nxd4 e5 5.Nb5 d5 6.cxd5 Bc5 7.e3 0-0 8.Be2 Nxd5 "Out of Book," says Fritz. 9.0-0 Be6 10.N1c3 Nxc3 11.Nxc3 Nc6 12.b3 f5 13.Bb2 Qe7 14.Bb5 f4 15.Bxc6 bxc6 16.exf4 exf4 17. Na4 Rad8 18.Qc2 Rd5 19.Nxc5 Rxc5 20.Qe4 Qf7 21.Ba3 Rg5 22.f3 Re8 23. Rae1 Bd7 24.Qb4 Bh3 25.Rxe8+ Qxe8

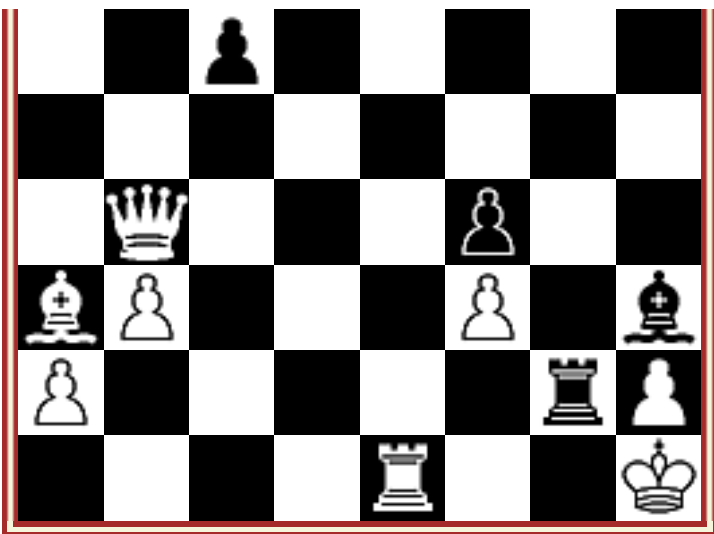


26.Re1 Rather resigned!

[-0.84 Fritz 5.00: 26.Rf2 c5 27.Qd2 Qd7 28.Qxd7 Bxd7 29.Re2]

26...Rxc3+ 27.Kh1





27...Re2

[4.59 Fritz 5.00: 27...Qd8 28.Qc4+ Kh8 29.Qe4 Qg8 30.Qxf4 Rxa2]

28.Qc4+

[-0.34 Fritz 5.00: 28.Rxe2 We're assuming the score is accurate, I suppose, but this looks a little better! 28...Qd8 29.Qc4+ Kh8 30.Re1 Qb8 31.Qxc6]

28...Re6 29.Rxe6 Bxe6 30.Qxf4 Bd5 31.Kg2 Qe2+ 32.Kg3 Qe1+ 33.Kg2 Qe2+ 34.Kg3 Qe1+ 35.Kg2 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_76.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_18.htm

18) Herbert S. - Smith E. J. [C01]

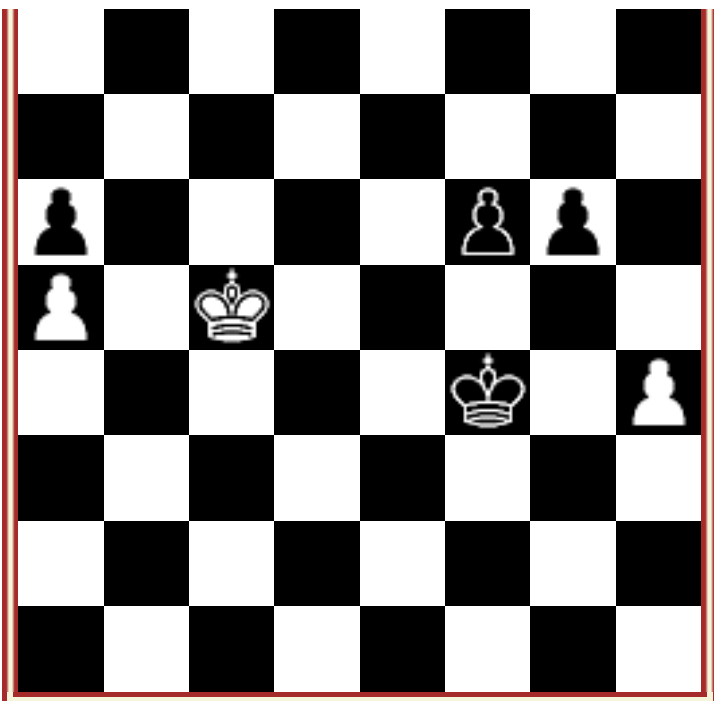
Major (2) 1.e4 e6 2.d4 d5 3.exd5 exd5 4.Bf4 Nf6 5.Nf3 Bd6 "Out of Book," says Fritz. 6.Bxd6 Qxd6 7.c3 O-O 8.Be2 Re8 9.O-O Bg4 10.Nbd2 Nbd7 11.h3 Bh5 12.Re1 Re7 13.Bd3



Black spurns an opportunity to get the advantage and instead gives up a Pawn.
13...Ne4

[0.88 Fritz 5.00: 13...Rxe1+ 14.Qxe1 Re8 15.Qf1 Qb6 16.Rb1 Qc6]

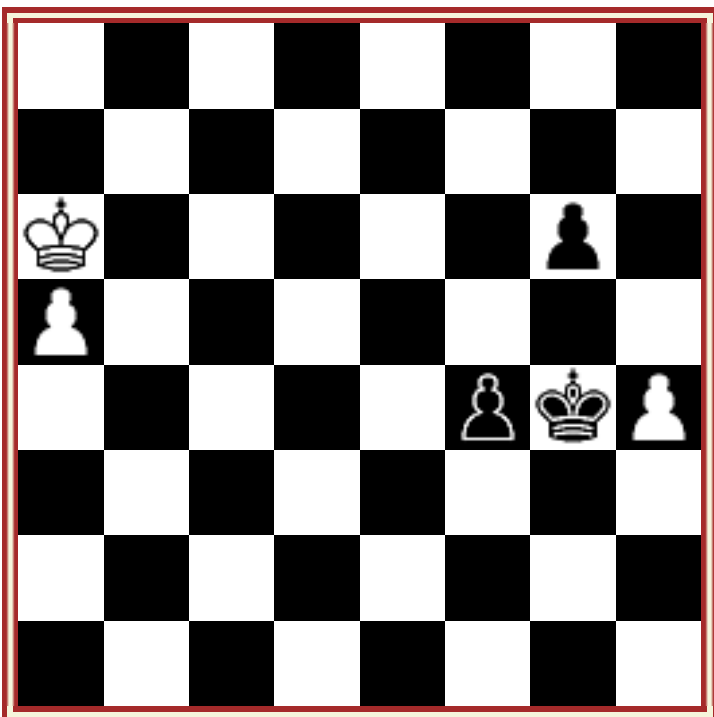
14.Nxe4 dxe4 15.Rxe4 Rae8 16.Rxe7 Qxe7 17.Bc2 Qe2 18.Qxe2 Rxe2 19.
 Bf5 Nf6 20.g4 Bg6 21.Bxg6 hxg6 22.b3 Ne4 23.Re1 Rxe1+ 24.Nxe1 Nxc3
 25.a3 Ne2+ 26.Kf1 Nxd4 27.b4 Kf8 28.Nd3 Ke7 29.f4 Kd6 30.Kf2 f6 31.h4
 Kd5 32.Kg3 b6 33.g5 Ke4 34.gxf6 gxf6 35.Nf2+ Kf5 36.Nd3 Nb5 37.a4 Nc3
 38.a5 bxa5 39.bxa5 Ne4+ 40.Kf3 c5 41.Nb2 Nd6 42.Nd1 c4 43.Nc3 a6 44.
 Ne2 Nb5 45.Ng3+ Ke6 46.Ke4 Nd6+ 47.Kd4 Nf5+ 48.Nxf5 Kxf5 49.Kxc4
 Kxf4 50.Kc5



Black could have played more incisively here. **50...Kg4**

[-1.44 Fritz 5.00: 50...g5 51.h5 Kf5 52.Kd4 g4 53.Ke3 Kg5 54.h6 Kxh6 55.Kf4 f5 winning easily]

51.Kb6 f5 52.Kxa6 f4



53.Kb5 asking for trouble, putting the King on a square where it will be checked by a new Queen on f1.

[-8.28 Fritz 5.00: 53.Kb6 f3 54.a6 f2 55.a7 f1Q 56.a8Q Qf2+ 57.Kc7 Qc5+]

53...f3 54.a6 f2 55.a7 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_18.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_72.htm

72) Bolt G. - Talbot A. R. [B86]

Exeter Premier (2) 1.e4 c5 2.Nf3 d6 3.Bc4 Nf6 4.Nc3 e6 5.d4 cxd4 6.Nxd4 a6 7.a4 Be7 8.Bb3 "Out of Book," says Fritz. 8...0-0 9.0-0 Nc6 10.f4 Qc7 11.Kh1 Bd7 12.f5 Nxd4 13.Qxd4 e5 14.Qd3 Bc6 15.Bg5 Rad8 16.Rae1



A thematic break, but is it sound? **16...d5 17.Qg3** Bluffed!

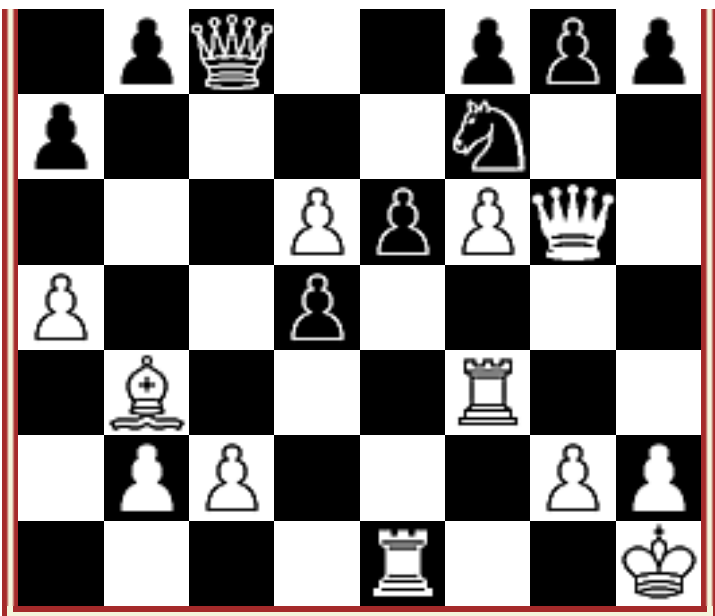
[-0.47 Fritz 5.00: 17.Bxd5 h6 18.Be3 Ng4 19.Bd2 Bc5;

17.exd5 Nxd5 18.Bxe7 Nxe7 19.Qe2 also wins a Pawn;

17.Nxd5 is the most obvious line to analyse, and it is not bad for Black: 17...Nxd5 18.exd5 Bxg5 19.Qg3 Bxd5 20.Qxg5]

17...d4 18.Nd5 Bxd5 19.exd5 Nh5 20.Qh4 Bxg5 21.Qxg5 Nf6 22.Rf3 Kh8

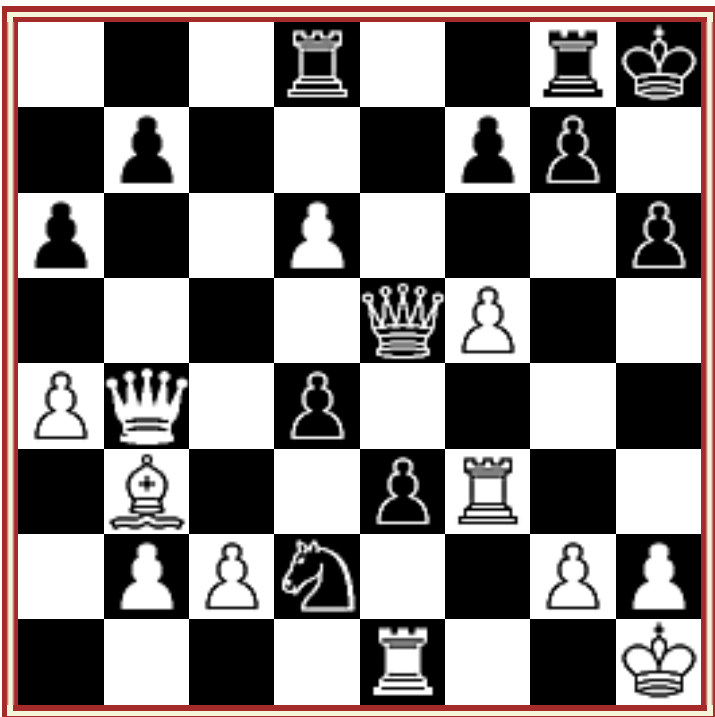




23.Qh4

[-0.84 Fritz 5.00: 23.Rg3 Rg8 24.d6 Qa5 25.Re2 Rxd6 26.Bxf7]

23...e4 24.Rh3 Rfe8 25.Rg3 Qe5 26.Qg5 Rg8 27.d6 h6 28.Qd2 e3 29.Qb4 Ne4 30.Rf3 Nd2



Fritz piddles all over this last phase. **31.Rh3 Qxf5**

[0.06 Fritz 5.00: 31...Rd7 and Fritz reckons Black is better 32.c3 Qxd6 33.Qxd6 Rxd6 34.Bxf7 Rf8]

32.Qxd4 Qxh3 A creative way to lose a piece!

[3.22 Fritz 5.00: 32...Rge8 33.Rhxe3 Rxe3 34.Qxe3 Nxb3 35.Qxb3 Rxd6 36.Re8+ Kh7 37.Qxb7 when short-sighted Fritz has allowed 37...Qf1#]

33.gxh3 Nf3 34.Qxe3 Nxe1 35.Qxe1 Rgf8

[3.75 Fritz 5.00: 35...Rxd6 36.Bxf7 Rgd8 37.Qe7 Rd1+ 38.Kg2 b6]

36.a5 f5

[3.81 Fritz 5.00: 36...Rxd6 37.Qe7 Rfd8 38.Qxf7 R6d7 39.Qg6]

37.Bd5 f4 38.Kg2 Rf5

[6.06 Fritz 5.00: 38...Rxd6 39.Bxb7 Rdf6 40.Kf3 Rd6 41.Qe5]

39.Bf3 and Black can no longer nibble the d-Pawn **39...Rc8**

[6.13 Fritz 5.00: 39...Rff8 40.Qe5 Rfe8 41.Qd5 Rf8 42.d7 g5 43.Kf2;

39...Rxd6 40.Qe8+ Kh7 41.Be4]

40.d7 Rd8 41.Bg4 Rd5

[11.91 Fritz 5.00: 41...Rf7 42.Qe8+ Rf8 43.Qe7 Rg8 44.Bf3 Rb8 45.Bd5 Rgd8 46. Bxb7]

42.Qc3

[5.88 Fritz 5.00: 42.Qe8+ is rather clearer!]

42...Rd2+

[12.00 Fritz 5.00: 42...Kh7 43.Qc7 Rf8 44.Qc8 Rg8 45.Be6 Rd2+ 46.Kf3 Rh8]

43.Kf1 h5 44.Qc8

[5.22 Fritz 5.00: 44.Qxd2 hxg4 45.Qe1 Rxd7 46.Qe8+ Kh7 47.Qxd7 g3 48.hxg3 fxg3]

44...R2xd7 45.Bxd7 Rxc8 46.Bxc8 g5 47.Bxb7 Kg7 48.Bxa6 Kf6 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_72.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_80.htm

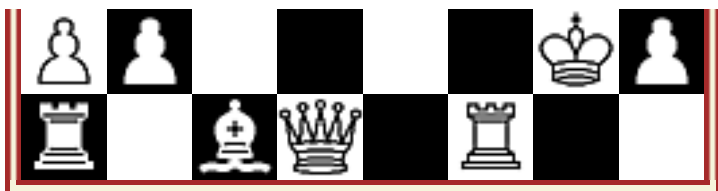
80) Dilleigh S. P. - Frost N. A. [E15]

Exeter Premier (3) 1.d4 e6 2.Nf3 b6 3.g3 Bb7 4.Bg2 Nf6 5.c4 c5 6.d5 b5 "Out of Book," says Fritz. 7.dxe6 fxe6 8.cxb5 Qa5+ 9.Nc3 d5 10.O-O



10...d4 Not picked up by Fritz as an error. 11.Nxd4 Bxg2 12.Nb3 Qc7 13.Kxg2 Bd6 14.e4 O-O 15.f4





15...e5

[4.31 Fritz 5.00: 15...Rd8 16.Qc2 Be7 17.Be3 Ng4]

16.Nd5

[2.13 Fritz 5.00: 16.b6 actually allows too much counterplay 16...axb6 (16...Qd7 17.b7 Qxb7 18.Qxd6 Nxe4 19.Qe6+ Rf7) 17.fxe5 Bxe5 18.Rxf6 Rxf6 19.Qd5+ Qf7 20.Qxa8 Rf2+]

16...Qb7 17.Nxf6+

[1.88 Fritz 5.00: 17.fxe5 Bxe5 18.Nxc5 Qf7 19.a3 Rc8 20.Qc2]

17...Rxf6 18.Qd5+ Uninterested in complications! **18...Qxd5 19.exd5 Nd7 20.f5 Nb6 21.Nd2 Rff8 22.Ne4 Rad8 23.Bg5 Rd7 24.Nxd6 Rxd6 25.Be7 Rxd5 26.Bxf8 Kxf8 27.Rad1 Rd4 28.Rxd4 exd4 29.Kf3 Ke7 30.Ke4 Na4 31.Rf2 Kd6 32.g4 h6 33.h4 Nb6 34.g5 hxg5 35.hxg5 Ke7 36.Rc2 1-0**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_80.htm) was last modified on 13 Aug



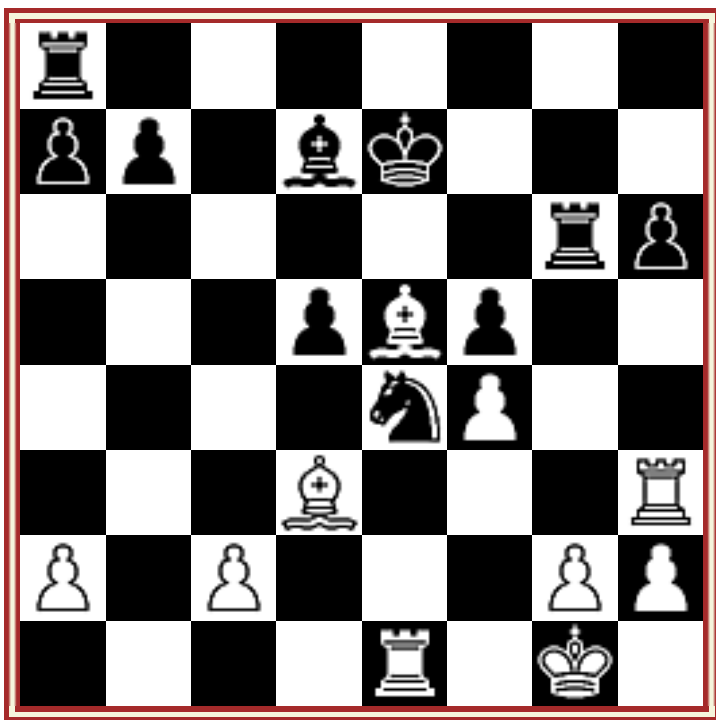
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_26.htm

26) Sellwood C. - Sandercock E. B. [B40]

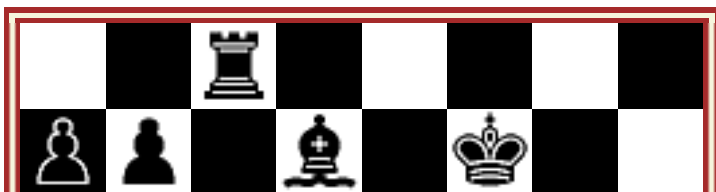
Major (2) 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Bb4 6.Bd3 Bxc3+ "Out of Book," says Fritz. 7.bxc3 d5 8.e5 Qc7 9.Nf3 Ng4 10.O-O Nxe5 11.Bf4 Nxf3+ 12.Qxf3 Qe7 13.Qg3 Nd7 14.Qxg7 Qf6 15.Qxf6 Nxf6 16.Be5 Ke7 17.f4 Rg8 18.Rab1 Ne4 19.Rbe1 f5 20.Rf3 h6 21.Rh3 Rg6 22.c4 Bd7 23.cxd5 exd5

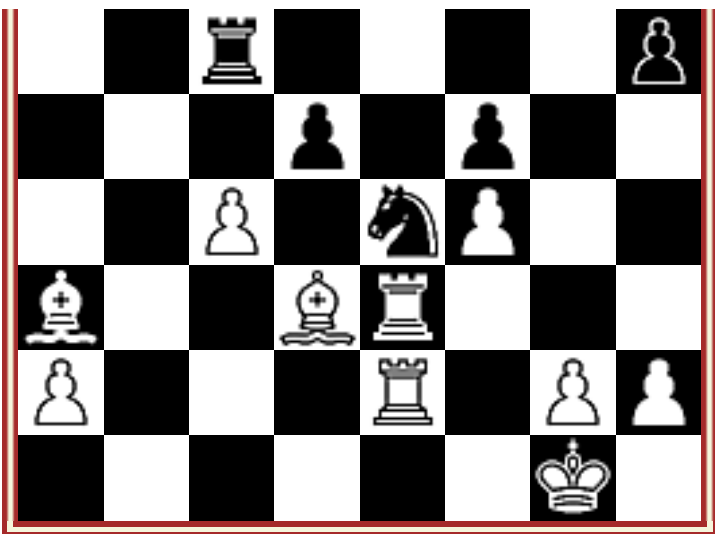


24.c4 Fritz prefers centralising the Rook.

[-0.31 Fritz 5.00: 24.Rhe3 Re8 25.a3 Re6 26.Bxe4 dxe4 27.Kf2]

24...Rag8 25.Re2 Rc8 26.Bb2 Rgc6 27.Ba3+ Kf7 28.Rhe3





28...Re6

[1.84 Fritz 5.00: 28...dxc4 29.Bxe4 fxe4 30.Rxe4 Re6 31.Rxe6 Bxe6 32.Kf2]

29.Bb4

[-0.72 Fritz 5.00: 29.cxd5 simply wins a Pawn, although if White grabs a second... 29...Ree8 30.Bxe4 fxe4 31.Rxe4 Rxe4 32.Rxe4 Re8 ...Black can hope to draw an opposite-coloured Bishop ending.]

29...d4 30.Rh3 Rg6 31.Ba3 Bc6 32.Bb2 Rd8 33.Rh5 Kf6 34.Ba3 Rd7 35.c5 Rd5 36.Bxe4 fxe4 37.Rxd5 Bxd5 38.Bb2 Kf5 39.Bxd4 Ra6 40.Kf2 Kxf4 41. Be3+ Kf5 42.Rd2 Ke5 43.h3 h5 44.Ke2 Bxa2 45.Kf2 Bd5 46.Bd4+ Ke6 47. Ke3 Ra3+ 48.Kf4 a5 49.Kg5 Rd3 50.Rxd3 exd3 51.Bc3 a4 52.Kf4 Bxg2 53. Ke3 Bxh3 54.Kxd3 Kd5 55.Bd4 Bf1+ 56.Kc3 h4 57.Bg1 h3 58.Kb4 Bb5 59. Bh2 Bc6 60.Bd6 Ke4 61.Kc3 Kf3 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_26.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_31.htm

31) Grist P. - Sparkes D. A. [B01]

Major (3) 1.e4 d5 2.exd5 Nf6 3.Nf3 Nxd5 4.Bc4 "Out of Book," says Fritz. 4... c6 5.0-0 Bg4 6.d4 e6



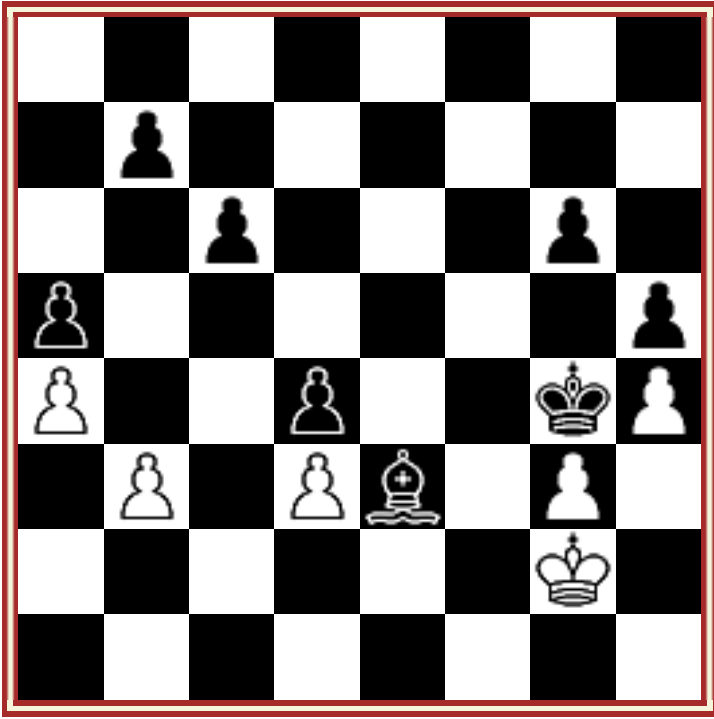
White makes an unguarded move - or rather, an apparently guarded one. **7.Bg5**

[-2.78 Fritz 5.00: 7.Nbd2 Be7 8.h3 Bf5 9.Re1 Nf4]

7...Bxf3 8.Qxf3 Qxg5 9.Re1 Bd6 10.Nc3 0-0 11.Re4

[-3.41 Fritz 5.00: 11.Ne4 Qf4 12.Nxd6 Qxd6 13.c3 Nf4 14.b4]

11...Nf6 12.Re3 Qf4 13.Qxf4 Bxf4 14.Rf3 Bc7 15.h4 Nbd7 16.Kh1 Rad8 17. Bd3 e5 18.Rg1 exd4 19.Ne4 Nxe4 20.Bxe4 Nf6 21.Bd3 h5 22.Be2 Rfe8 23. Bd1 Ba5 24.Rf5 Rd5 25.Rf4 Re1 26.Rxe1 Bxe1 27.Bf3 Bd2 28.Bxd5 Bxf4 29.Bf3 g6 30.g3 Bc1 31.b3 Nd5 32.a4 Nb4 33.Be4 f5 34.Bd3 Nxd3 35.cxd3 Kf7 36.Kg2 Ke6 37.Kf3 Ke5 38.Ke2 f4 39.Kd1 fxg3 40.fxg3 Be3 41.Ke2 Kf5 42.Kf3 a5 43.Kg2 Kg4



Fritz suddenly decides it can win more quickly. **44.Kh1**

[-#5 Fritz 5.00: 44.Kf1 Kf3 45.Ke1 Bf2+ 46.Kd1 Bxg3 47.Kd2 Bxh4 48.Kd1]

44...Kxg3 45.b4 Kxh4

[-12.91 Fritz 5.00: 45...axb4 46.a5 b3 47.a6 b2 48.axb7 b1Q#]

46.bxa5 Kg4 47.a6 bxa6 48.Kg2 Kf4 49.Kh3 g5 50.Kh2 Bd2

[-17.09 Fritz 5.00: 50...Kf3]

51.Kg2 Ke3

[-#8 Fritz 5.00: 51...g4 52.Kf2 g3+ 53.Ke2 Be3 54.a5 g2 55.Kd1 g1Q+ 56.Kc2]

52.Kf1 h4 53.Kg2 g4 54.Kg1 Kxd3 55.Kf2 h3

[-17.00 Fritz 5.00: 55...Be3+ 56.Kg2 Ke2 57.Kh2 d3 58.Kg2 d2 59.a5 d1Q 60.Kh2]

0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_31.htm) was last modified on 13 Aug



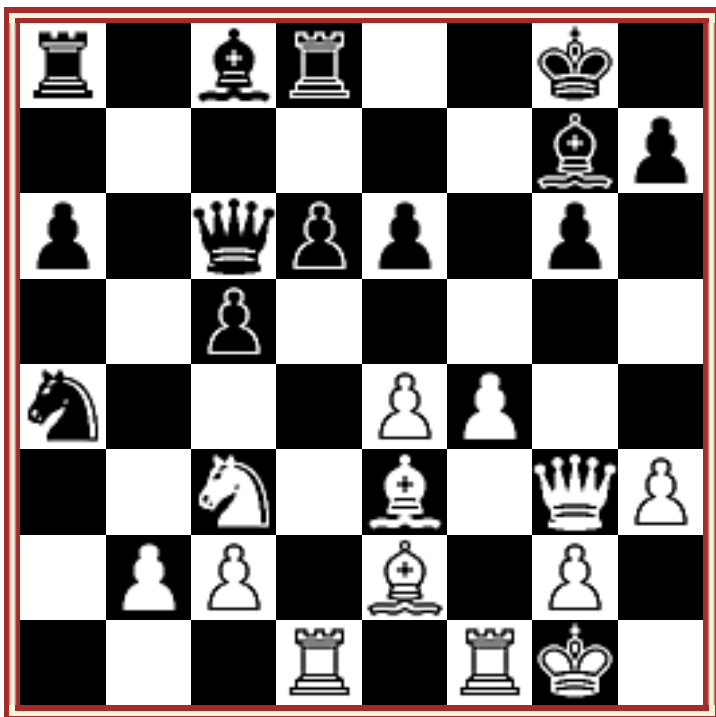
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_78.htm

78) Young C. A. - Hewson B. W. R. [B06]

Exeter Premier (2) 1.e4 g6 2.d4 c6 3.Nc3 a6 "Out of Book," says Fritz. 4.a4 Bg7 5.Nf3 d6 6.h3 Nd7 7.Be3 Qa5 8.Nd2 Ngf6 9.Nb3 Qc7 10.a5 0-0 11.Be2 c5 12.d5 b5 13.axb6 Nxb6 14.0-0 Bb7 15.f3 Rfd8 16.Qe1 e6 17.dxe6 fxe6 18.Na5 Bc8 19.Qf2 Nfd7 20.Qg3 Ne5 21.f4 Nc6 22.Nxc6 Qxc6 23.Rad1 Na4



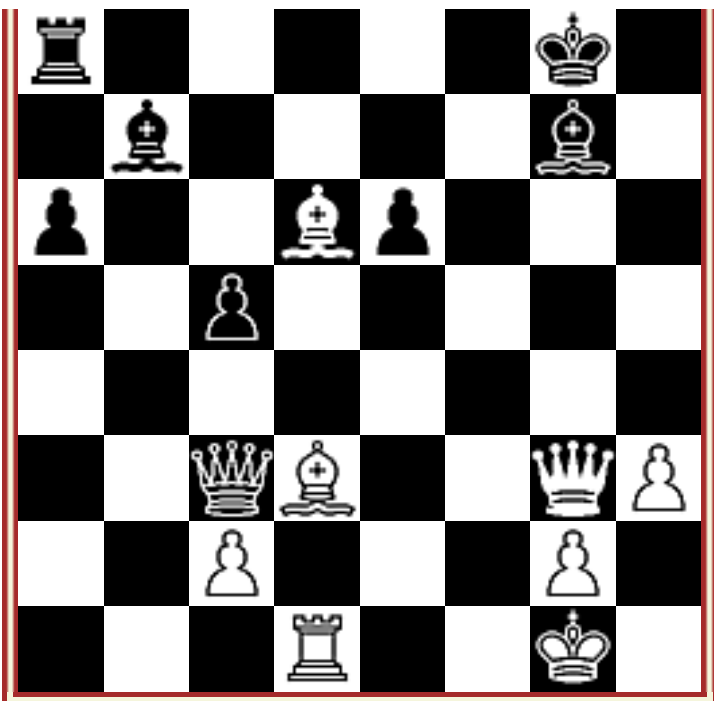
24.f5 Allows a simple tactic.

[-1.44 Fritz 5.00: 24.Nxa4 Qxa4 25.e5 Qxc2 26.Rd2 Qb3 27.exd6 Bxb2]

24...Nxc3 Wrong move!

[0.56 Fritz 5.00: 24...Nxb2 25.f6 Nxd1 26.Nxd1 Bxf6 27.Rxf6 Qxe4]

25.bxc3 Bb7 26.fxg6 hxg6 27.Qxg6 Qxe4 28.Qg3 Qe5 29.Rf4 Rf8 30.Bd3 Rxf4 31.Bxf4 Qxc3 32.Bxd6



32...Re8

[5.25 Fritz 5.00: 32...Rd8 33.Bh7+ Kxh7 34.Qh4+ Bh6 35.Qxd8 Qxc2 36.Qe7+ Bg7 37.Qh4+]

33.Re1 Missed one!

[1.59 Fritz 5.00: 33.Qg6 Qd4+ 34.Kh1 Qxd6 35.Qxe8+ Qf8 36.Qxe6+ Kh8 37.Qg6 Bxg2+]

33...e5 Oops.

[6.97 Fritz 5.00: 33...Qf6 is not pretty but not lost 34.Bxc5 e5 35.Qg4 Qh6 36.Bg6 Bc8 37.Qe4]

34.Bh7+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_78.htm) was last modified on 13 Aug

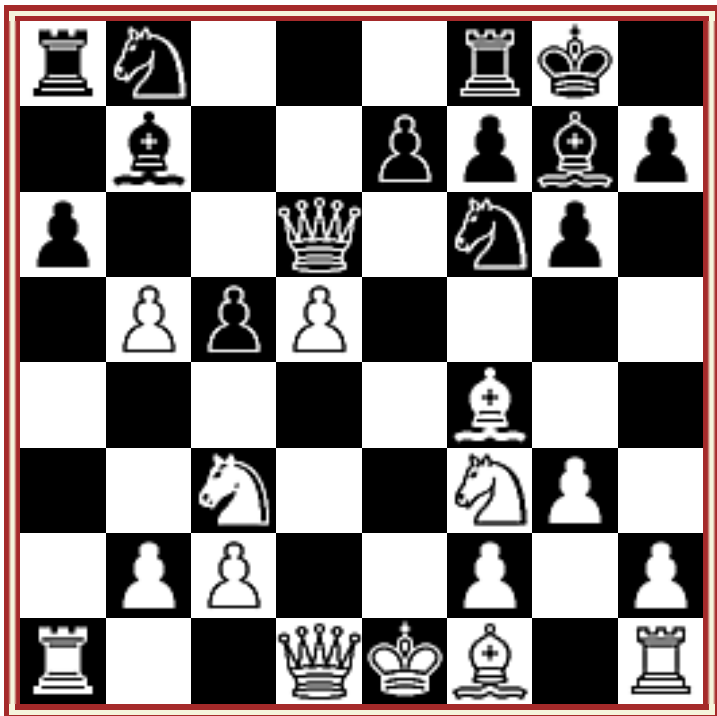
2005 by 

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_84.htm

84) Lee N. S. - Regis D. [B27]

Exeter Premier (3) 1.e4 c5 2.Nf3 g6 3.d4 Bg7 4.d5 b5 "Out of Book," says Fritz. 5.e5 a6 6.a4 d6 7.exd6 Qxd6 8.axb5 Nf6 9.Nc3 0-0 10.g3 Bb7 11.Bf4



It's hard for me to comment objectively on this game, except to note that it had more than its fair share of errors! **11...e5**

[1.78 Fritz 5.00: 11...Qb6]

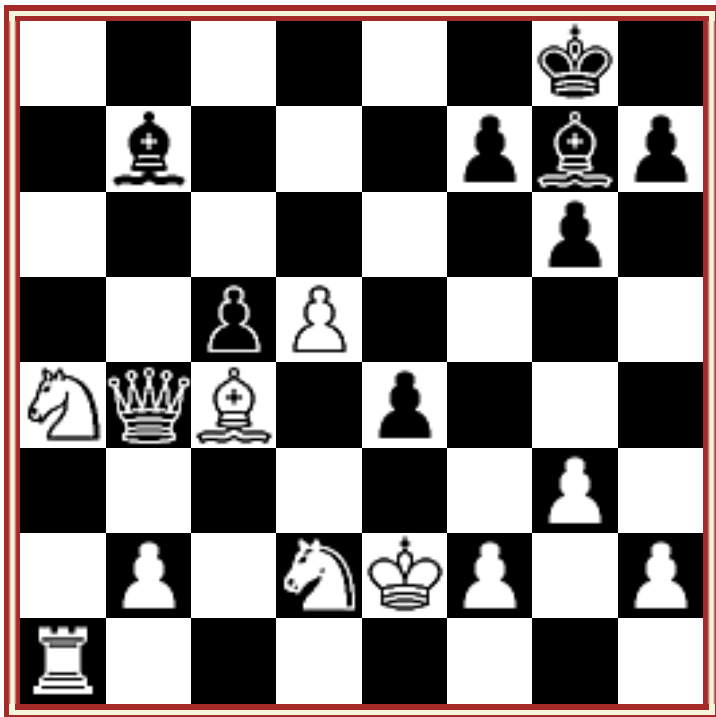
12.bxa6 Nxa6

[1.84 Fritz 5.00: 12...Bxa6 13.Bg5 Bb7 14.Rxa8 Bxa8 15.Bxf6 Bxf6]

13.Bg5

[0.25 Fritz 5.00: 13.Bxe5 Rfe8 was Black's idea, trying to make something of the development lead. 14.Qe2 Qd7 15.Qb5 Bxd5 16.Nxd5 Qxd5]

13...Nb4 14.Rxa8 Rxa8 15.Bxf6 Qxf6 16.Bc4 Ra1 17.Qxa1 Nxc2+ 18.Ke2
Nxa1 19.Rxa1 e4 20.Nd2 Qb6 21.Na4 Qb4



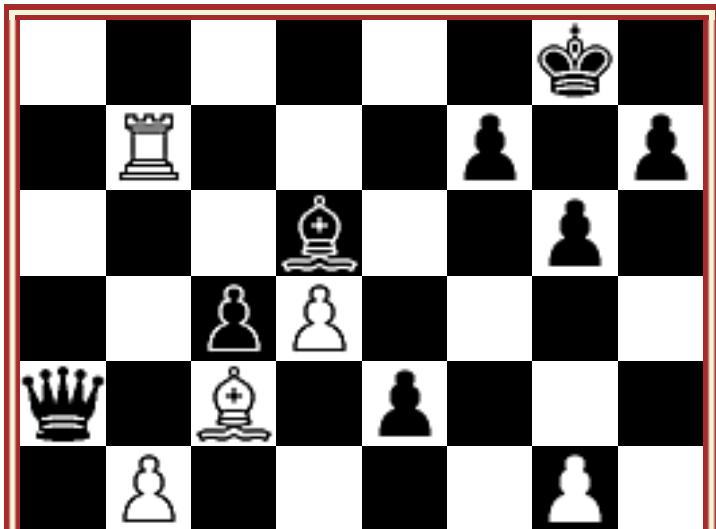
22.Ra3 White was in horrible time trouble here.

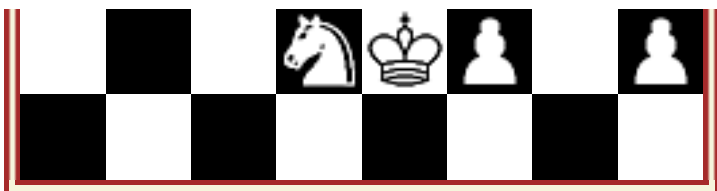
[-3.31 Fritz 5.00: 22.Nc3 Qxb2]

22...Be5 Wrong square for this piece!

[-1.03 Fritz 5.00: 22...Bh6 23.Rc3 Bxd2 24.Kxd2 Qxa4 25.d6 Kf8]

23.Rb3 Qxa4 24.Rxb7 Bd6 25.b3





25...Qa8

[0.63 Fritz 5.00: 25...Qe8 26.Ra7 h6 27.Ke3 Bb8 28.Ra8]

26.Rb6

[-0.84 Fritz 5.00: 26.Rd7 Be5 27.Re7 Bf6 28.Rc7]

26...Qd8 27.Rc6 f5 28.Ba6 Kf7 29.Nc4 Bc7

[0.72 Fritz 5.00: 29...Bf8 30.d6 Ke6 31.Rc8 Qf6 32.Re8+ Kd5 33.Bb7+ Kd4]

30.Rxc5 f4 31.d6 f3+ 32.Kd1 Bb6 33.Rd5

[-1.19 Fritz 5.00: 33.Re5 Bxf2 34.Rxe4 Bc5 35.Ne5+ Kf6 36.d7]

33...Bxf2 34.d7

[0.00 Fritz 5.00: 34.Nd2 Qa8 35.Bc4 Qa1+ 36.Kc2 Qa2+ 37.Kd1 Be3]

34...Ke6 35.Re5+ Kf6 36.Rd5

[-0.72 Fritz 5.00: 36.Bb5 e3 37.Re8 e2+ 38.Kc2 Qc7 39.d8Q+ Qxd8 40.Rxd8 e1Q]

36...e3 37.Ne5 e2+ 38.Bxe2 fxe2+ 39.Kxe2 Bb6 40.Nc6 Qa8 41.Rd6+ Kg7 42.Nd4

[-2.28 Fritz 5.00: 42.d8Q Bxd8 43.Nxd8 Qa2+ 44.Ke3 Qxb3+ 45.Rd3 Qb6+ 46.Ke4 Qb4+]

42...Qb8

[1.41 Fritz 5.00: 42...Qe4+ 43.Kd1 Kf7 44.Nc2 (44.Nc6) 44...Bd8 45.Kd2 Qg2+ 46.Kc3]

43.Rxb6 Qxb6

[3.84 Fritz 5.00: 43...Qe5+ 44.Kd3 Qd5 45.Rb7 Kf6 46.b4 g5 47.Rc7 Ke7 48.b5]

44.d8Q 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_84.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_86.htm

86) Pinkerton A. - Aston P. A. [A44]

Exeter Premier (3) 1.d4 c5 2.d5 e5 3.g3 "Out of Book," says Fritz. 3...d6 4.Bg2 Be7 5.Nc3 a6 6.a4 h5 7.e4 h4 8.g4



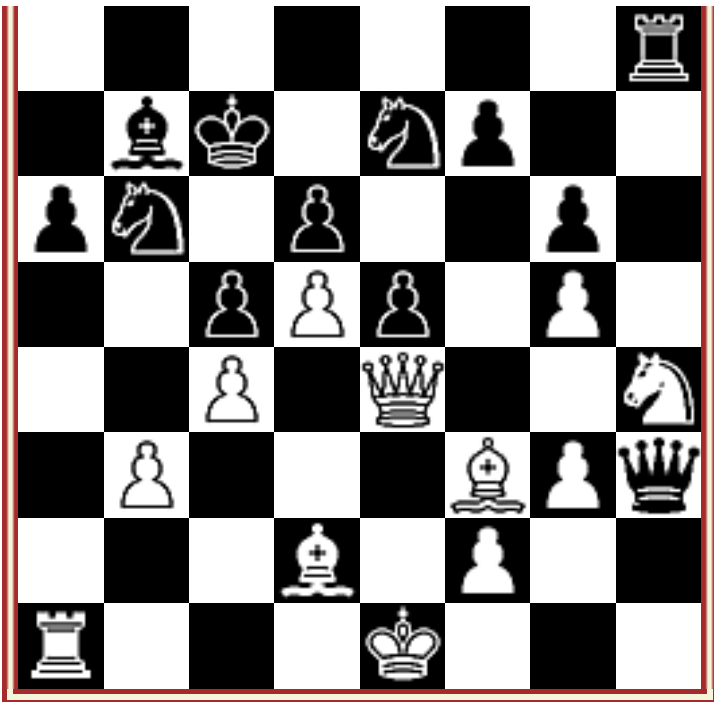
8...h3 As usual, positional Pawn sacrifices are not to Fritz' taste.

[0.75 Fritz 5.00: 8...Bg5 9.Bxg5 Qxg5 10.h3 Nf6 11.Nf3 Qf4]

9.Bxh3 Bh4 10.Nce2

[0.00 Fritz 5.00: 10.a5]

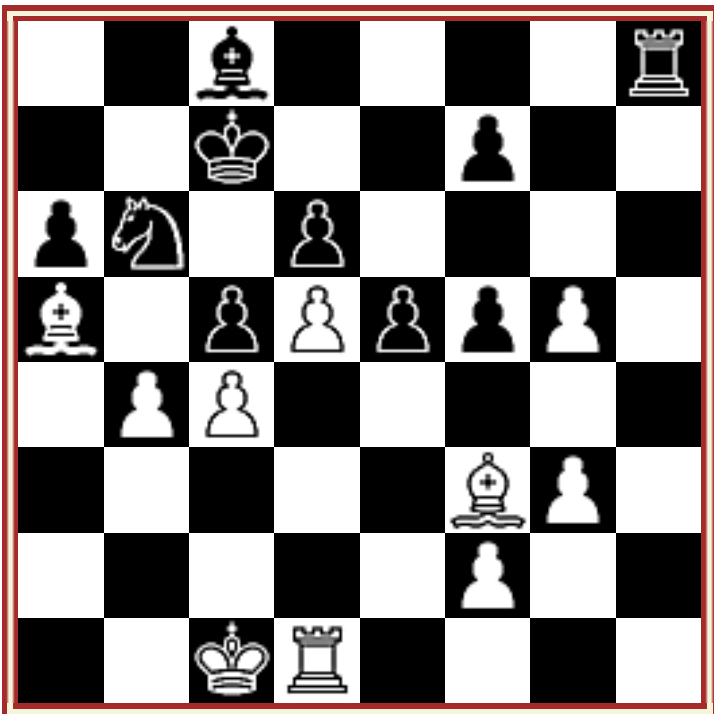
10...Nf6 Curiously, Fritz does not comment on White's counter-sacrifice of the e-Pawn. 11.Ng3 Bxg3 12.hxg3 Nxe4 13.Bg2 Rxh1 14.Bxh1 Nf6 15.g5 Ng8 16. Be4 Nd7 17.Qh5 Qe7 18.Nf3 b6 19.Qh8 Qf8 20.Nh4 Ne7 21.Qh5 Bb7 22.c4 0-0-0 23.Qd1 Kc7 24.a5 Rb8 25.axb6+ Nxb6 26.Qc2 Qc8 27.Bd2 Qg4 28. b3 g6 29.Bf3 Qh3 30.Qe4 Rh8



31.0-0-0 Fritz would sooner leave the Rook on a1.

[0.03 Fritz 5.00: 31.b4 Nd7 32.Bg2 Qh2]

31...Qd7 32.Ba5 Bc8 33.Qc2 Nf5 34.Nxf5 Qxf5 35.Qxf5 gxf5 36.b4



36...Bd7 Drops the Knight on b6.

[3.59 Fritz 5.00: 36...Kb7 37.Be2 Rh2 38.bxc5 dxc5 39.Be1]

37.bxc5 e4 38.cxb6+ Kb7 39.Rh1 Rc8 40.Be2 Bb5 41.Rh7 Bxc4 42.Rxf7+
Kb8 43.b7 Rc5 44.Bb6 Bxd5+ 45.Bxc5 Bxf7 46.Bxd6+ Kxb7 47.Kd2 a5 48.
Ke3 Kc6 49.Ba3 Kd5 50.Kf4 Bg6 51.g4 fxg4 52.Bxg4 Kc4 53.Bf5 Bf7 54.
Bxe4 Kb3 55.Be7 a4 56.Ke5 a3 57.Bxa3 Kxa3 58.f4 Kb4 59.f5 Kc5 60.Kf6
Bg8 61.Kg7 Ba2 62.f6 Kd6 63.Bg6 Ke5 64.Bf7 Bb1 65.Bb3 Kf5 66.f7 Kxg5
67.f8Q 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_86.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_17.htm

17) Halmkin P. E. - Owen S. M. [C00]

Major (2) 1.e4 e6 2.d4 d5 3.Be3 Nf6 "Out of Book," says Fritz. 4.e5 Nfd7 5.f4 b6 6.Nf3 Ba6 7.Bd3 Bxd3 8.Qxd3 c5 9.c3 Nc6 10.a3 Na5 11.Nbd2 Rc8 12.O-O Be7 13.Ng5 g6 14.Rf3 cxd4 15.cxd4 Qc7 16.b4 Nc4 17.Rc1 a5



18.f5 Fritz never likes sacrificing material, but also suggests that White's imaginative line-opening ideas are likely to rebound. In any event, it would have done no harm to remove the b-Pawn from danger first.

[-0.56 Fritz 5.00: 18.bxa5 bxa5 19.Nxc4 dxc4 20.Qc3 0-0 21.Rh3 h5]

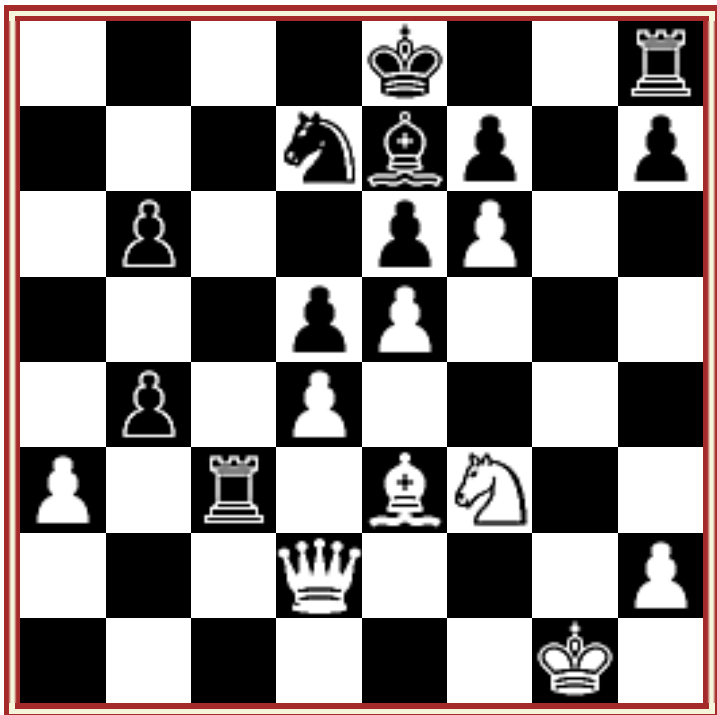
18...gxf5 19.g4

[-1.78 Fritz 5.00: 19.Nxc4 dxc4 20.Qc3 axb4 21.axb4 Qd8]

19...Nxd2 Another triumph of the romantic imagination over prosaic materialism? In fact, to secure two Rooks for the Queen is usually an advantage, a principle of which Steve was certainly aware.

[-0.94 Fritz 5.00: 19...Rg8 Fritz is not scared by the incursion of the Knight into the King's-side. 20.Nxh7 Rxg4+ 21.Rg3 Rxg3+ 22.hxg3 axb4 23.axb4 Bxb4 24.Ng5]

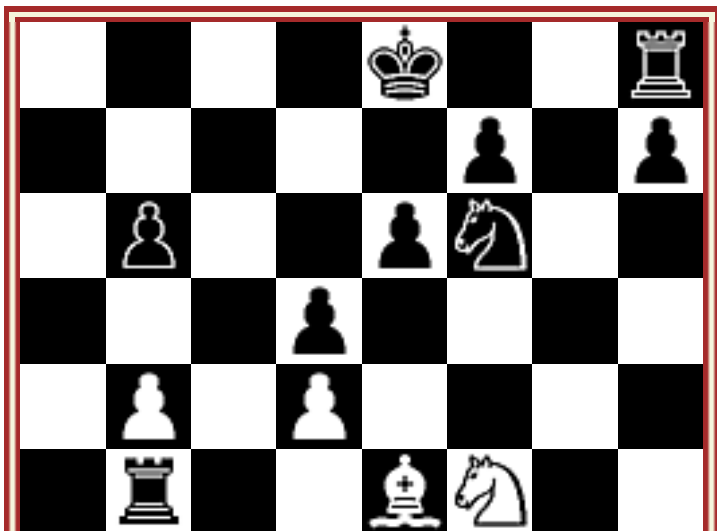
20.Rxc7 Nxf3+ 21.Nxf3 Rxc7 22.gxf5 axb4 23.f6 Rc3 24.Qd2

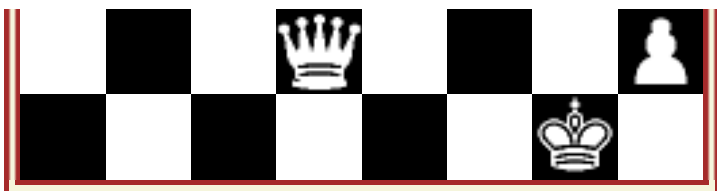


Black now throws in a piece for relief from the cramp. **24...Bxf6**

[-0.09 Fritz 5.00: 24...Rg8+ 25.Kh1 Bf8 26.axb4 Bxb4 27.Bg1 b5 28.Be3]

25.axb4 Rb3 26.exf6 Nxf6

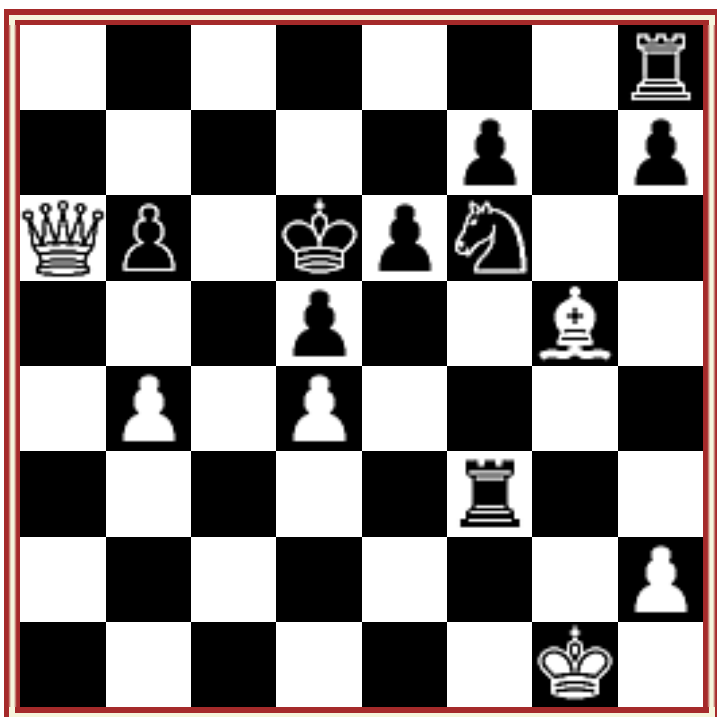




White loses back the piece! **27.Bg5**

[-1.91 Fritz 5.00: 27.Nh4 h6 28.Qe1 Rb2 29.Nf5 Rg8+ 30.Ng3]

27...Rxf3 28.Qc2 Kd7 29.Qa4+ Kd6 30.Qa6



Black needs to keep out the Queen. **30...Rb8**

[-0.84 Fritz 5.00: 30...Nd7 31.Bh4 Rg8+ 32.Bg3+ Ke7 33.b5 Rc3 34.Kf2]

31.Qa7

[-1.81 Fritz 5.00: 31.Qe2 Rg8 32.Qxf3 Rxc5+ 33.Kh1 Rg6 34.h4]

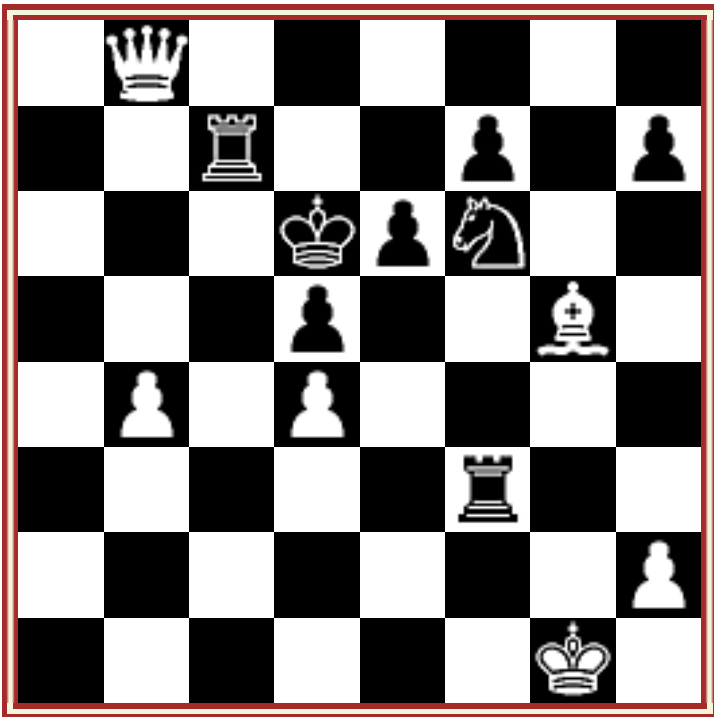
31...Rc8

[-1.13 Fritz 5.00: 31...Nd7 32.Bh4 Rc8 33.Bg3+ Ke7 34.Bc7 Rg8+ 35.Bg3]

32.Qxb6+ Rc6

[#2 Fritz 5.00: 32...Kd7 33.Qb5+ Rc6 34.Kg2 Rf5 35.Bxf6 Rxf6 36.h4 Rg6+ 37.Kf3]

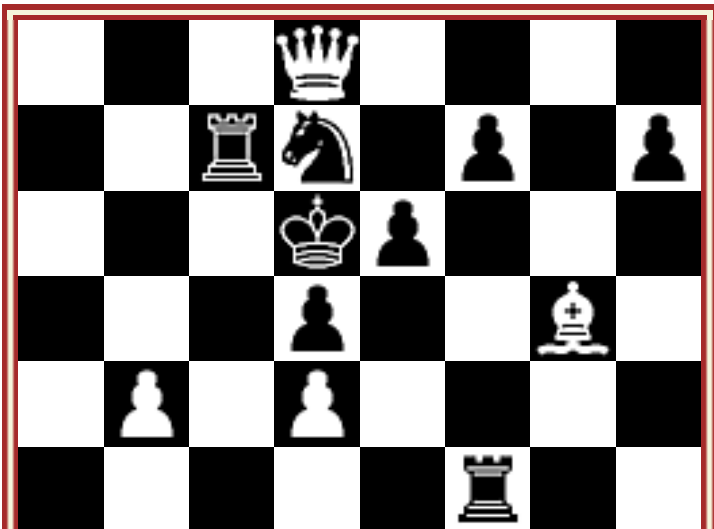
33.Qb8+ Rc7

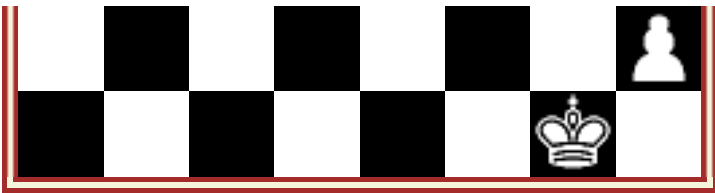


White misses a trick here. **34.Qd8+**

[-0.97 Fritz 5.00: 34.Bxf6 and the check on d8 forbids the recapture. 34...Kd7 35.Qd8+ Kc6 36.Qe8+ Kb7 37.Qb5+ Kc8]

34...Nd7





Fritz queries this move, but I think it's just being short-sighted. **35.Be7+**

[-1.31 Fritz 5.00: 35.Kg2 f6 (35...Rf5) 36.Kxf3 fxg5 37.Qxg5 Rc2]

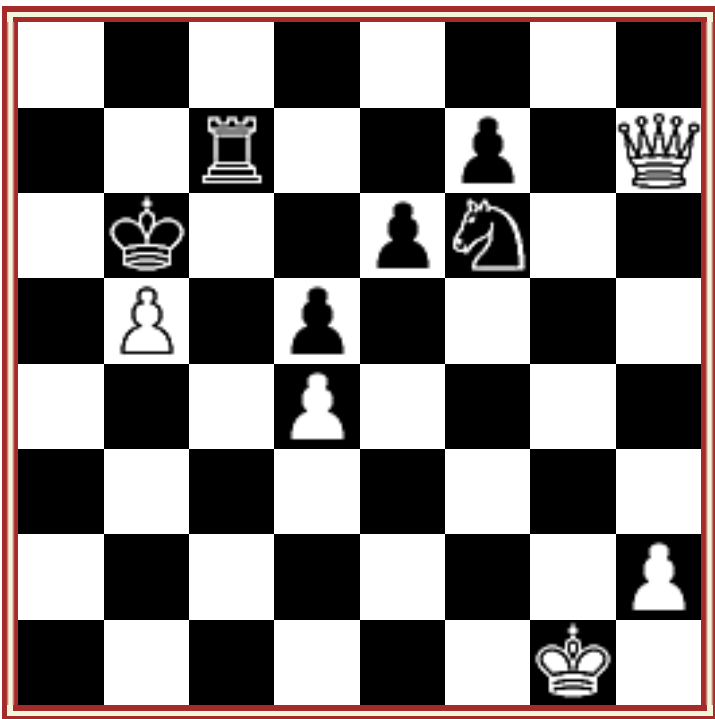
35...Kc6 36.b5+ Kb6 37.Bc5+ Kb7 38.Bd6 Rfc3

[38...Rc2 39.Qxd7+]

39.Bxc7 Rxc7 40.Qh4 Kb6

[1.59 Fritz 5.00: 40...Nf8 41.Qh6 Ng6 42.Qxh7 Kb6 43.h4]

41.Qxh7 Nf6



Fritz prefers staying on the King's-side to create more trouble. **42.Qb1**

[0.84 Fritz 5.00: 42.Qh8 Ne4 43.Qb8+ Rb7 44.Qa8 Kc7 45.Qe8 Rb6 46.Qxf7+ Kd8]

42...Ne4 43.Qb4 Rc1+ 44.Kg2 Rc2+ 45.Kh3 Rc4 46.Qe7 Rxd4 47.Qd7 Rc4

48.Kg2 Rc2+ 49.Kg1 Rc1+ 50.Kg2 Rc2+ 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_17.htm) was last modified on 13 Aug



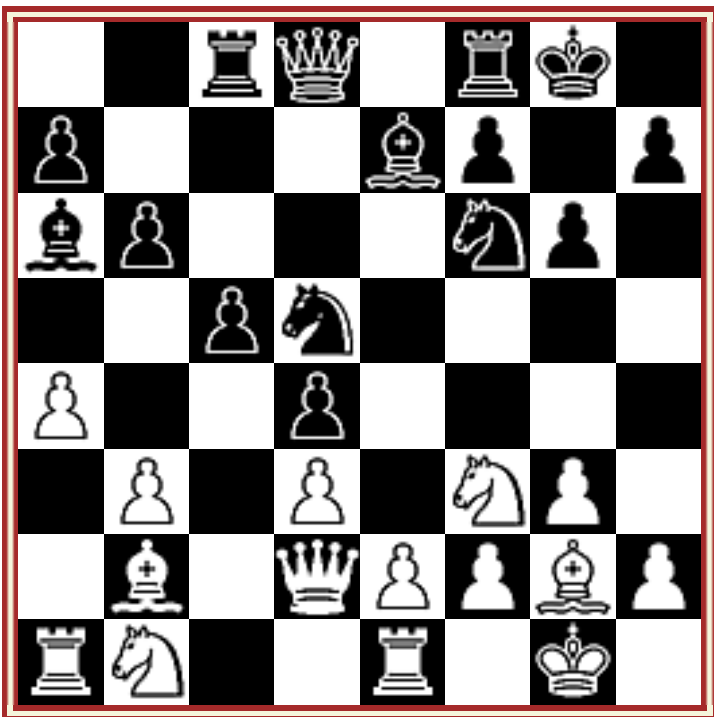
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_60.htm

60) Ingham W. - Steer G. [A14]

Major (5) 1.Nf3 d5 2.g3 Nf6 3.Bg2 e6 4.O-O Be7 5.c4 O-O 6.b3 Nbd7 7.Bb2 b6 8.cxd5 exd5 9.Nc3 c6 "Out of Book," says Fritz. 10.Qc2 Ba6 11.Nd4 Rc8 12.d3 g6 13.Rfe1 c5 14.Nf3 d4 15.Nb1 Nd5 16.Qd2 N7f6 17.a4



17...c4 No need for this.

[0.50 Fritz 5.00: 17...Re8 18.a5 b5 19.Bh3 Nd7 20.e3 dxe3 21.fxe3]

18.Bxd4

[-0.28 Fritz 5.00: 18.dxc4 is even better: 18...Ne4 (18...Bb4 was presumably what White was worried about, but he gets a lot of material for the Rook. 19.Qxd4 Bxe1 20.Nxe1 and Black is in terrible trouble. This is a much better version of the game's tactics for White. 19.Qxd4 Ndf6 20.Nbd2 Bc5]

18...Bb4 19.Qh6 Bxe1 20.Ng5

[-3.16 Fritz 5.00: 20.Nxe1 is sufficient 20...Nc7 21.Qh4 Nh5 22.bxc4 Qxh4]

20...Bxf2+ 21.Bxf2 cxd3 exposing White's last rank. **22.Bd4** Rather desperate.

[-8.56 Fritz 5.00: 22.Nd2 dxe2 23.Bd4 Re8 24.Re1 Rc2 25.Bxd5 Qxd5 26.Bxf6 Rxd2]

22...Rc1+ 23.Bf1 dxe2 24.Nd2 Rxf1+

[-5.25 Fritz 5.00: 24...Rxa1 25.Bxa1 e1Q 26.Bxf6 Nxf6 27.Ngf3 Qd1 28.Qe3 Bxf1 29.Nxf1]

25.Nxf1 exf1Q+ 26.Rxf1 Bxf1 27.Kxf1 Re8 28.Nxh7 Good idea, but too late.
28...Ne3+ 29.Bxe3 Rxe3

[-2.84 Fritz 5.00: 29...Ng4 30.Kg1 Nxh6 31.Nf6+ Qxf6 32.Bxh6 Re1+ 33.Kg2]

30.Qxe3 Kxh7 31.h4 Ng4 32.Qe4

[-4.34 Fritz 5.00: 32.Qe2 is safer 32...f5 33.Ke1 Qd4 34.Qe7+ Qg7 35.Qxg7+ Kxg7]

32...Qd1+ 33.Kg2 Qd2+ 34.Kf3 Nh2# 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_60.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_66.htm

66) Dunn A. M. - Aston P. A. [A00]

Exeter Premier (1) 1.Nc3 c5 2.Nf3 g6 "Out of Book," says Fritz. 3.d4 cxd4 4.Qxd4 Nf6 5.Bg5 Nc6 6.Qd2 Bg7 7.Bh6 Bxh6 8.Qxh6 Qb6 9.O-O-O d6



I watched a lot of this game and was unable to predict either side's moves for a long time. **10.Rxd6** An enterprising exchange sac. **10...Be6** trusted him!

[0.69 Fritz 5.00: 10...exd6 11.Qg7 Rg8 12.Qxf6 Be6 13.Ng5 Qd4 14.Nxh7 with a bind 14...Rc8]

11.Ng5 Forward-looking but restricts the Queen.

[-2.78 Fritz 5.00: 11.Rd2 Nb4 12.a3 Nbd5 13.Nxd5 Bxd5 14.e3 Bxf3 15.gxf3 Rc8]

11...Qxf2

[-0.06 Fritz 5.00: 11...exd6 Time to grab the Rook, says Fritz. 12.Qg7 Ke7 This is the point. Fritz now comes up with a cute tactical line 13.Nxe6 Rhg8 (13...Kxe6 is

adequate 14.Qxf6+ Kxf6 15.Nd5+ Kxe6 16.Nxb6 axb6 with a whole Rook.]

12.Nge4

[-1.09 Fritz 5.00: 12.Rd1 Bc4 13.Qg7 Rg8 14.Qh6 Rh8]

12...Nxe4 13.Nxe4 Qf5 14.Ng3 Not giving Black time to take the Rook. **14...Qa5 15.Rd3 Nb4 16.a3** Not best.

[-#3 Fritz 5.00: 16.e4 Nxd3+ 17.Bxd3 Bxa2 18.Rd1 Qe5 19.h4 Rd8 20.Qg5 Qxg5 +]

16...Nxd3+ 17.exd3

[17.Kd1 Qe1#]

17...Qe1# 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_66.htm) was last modified on 13 Aug



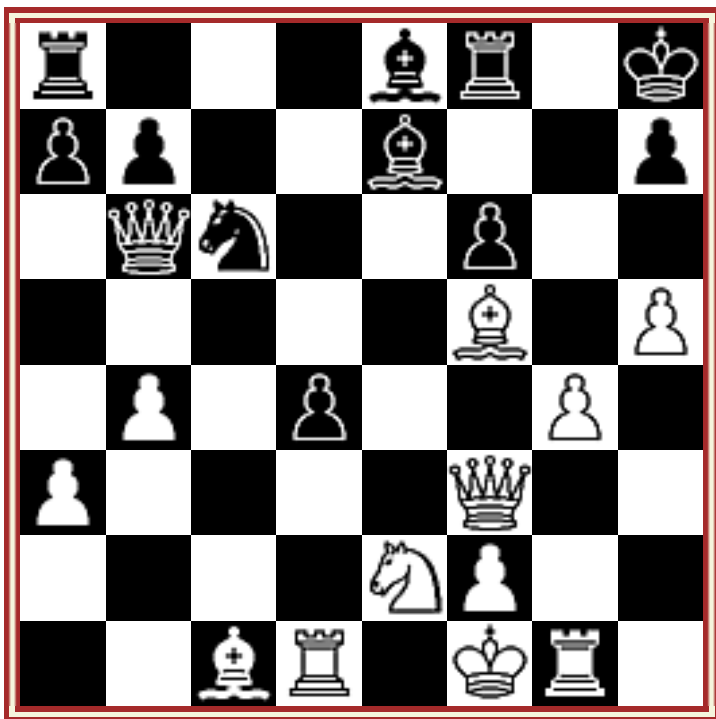
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_94.htm

94) Frost N. A. - White I. R. [C02]

Exeter Premier (4) 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Qb6 5.Nf3 Nc6 6.Be2 Nh6 7. b3 cxd4 8.cxd4 Nf5 9.Bb2 Bb4+ 10.Kf1 Bd7 "Out of Book," says Fritz. 11.g4 Nh6 12.h3 0-0 13.a3 Be7 14.b4 f6 15.exf6 gxf6 16.Nc3 Qd8 17.Bd3 Kg7 18.Rg1 Nf7 19.h4 Be8 20.Bc2 Nd6 21.h5 Kh8 22.Qe2 Qd7 23.Re1 Nc4 24. Bc1 e5 25.dxe5 N4xe5 26.Bf5 Qd8 27.Rd1 d4 28.Qe4 Nxf3 29.Qxf3 Qb6 30. Ne2



In this obscure position Fritz does not like the plans chosen by either player. **30... Ne5**

[1.44 Fritz 5.00: 30...Rd8 31.Qe4 Rf7 32.Bb2 Bc5 cheeky 33.Qd3]

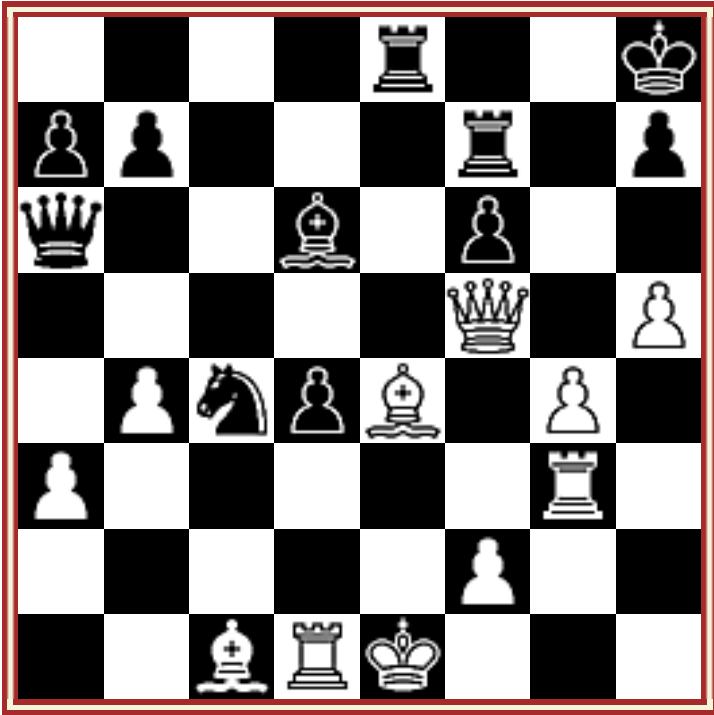
31.Qf4 Bb5 32.Ke1

[0.09 Fritz 5.00: 32.Bb2 d3 33.Nd4 Rad8]

32...Rae8

[1.19 Fritz 5.00: 32...Bd6 33.Qh6 sacrificing the exchange for attacking chances 33...Nf3+ 34.Kf1 Bxe2+ 35.Kxe2 Nxg1+ 36.Kf1 Qb5+ 37.Kxg1 Rf7 38.Bxh7 Bf8 39.Bd3+ Bxh6 40.Bxb5 Bxc1 41.Rxc1]

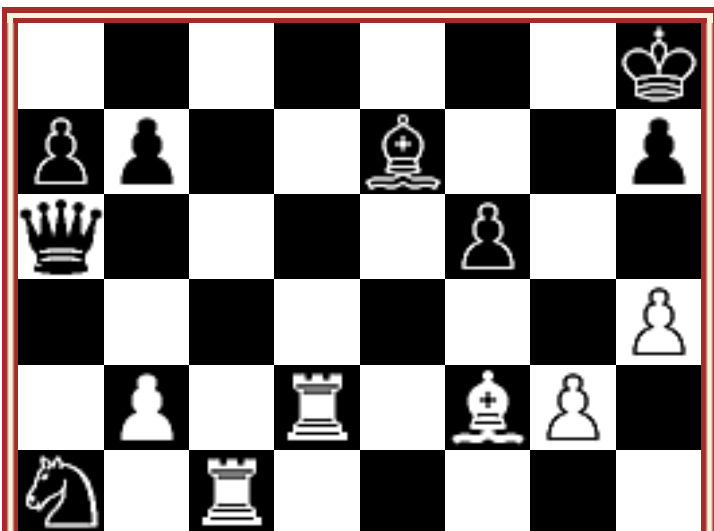
33.Be4 Bxe2 34.Kxe2 Qa6+ 35.Ke1 Bd6 36.Qf5 Rf7 37.Rg3 Nc4

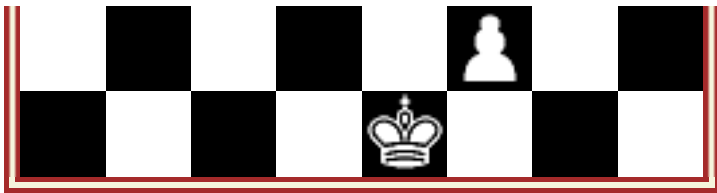


38.Bf4 It's very natural to refuse to concede the exchange.

[-1.66 Fritz 5.00: 38.Rxd4 Bxg3 39.fxg3 Rfe7 40.g5 fxg5 41.Bxg5]

38...Rxe4+ 39.Qxe4 Re7 but a Queen is worth hanging onto. **40.Qxe7 Bxe7 41.Rxd4 Nxa3 42.Rc3**





42...Nb5

[-2.03 Fritz 5.00: 42...Qe6+ 43.Kf1 Nb5 44.Re3 Qxg4 45.Rde4 Qd1+ 46.Re1]

43.Rc8+ Kg7 44.Re4 Bxb4+ 45.Rxb4 Qe6+ 46.Be3 Qxc8 47.Rxb5 Qd7 48. h6+ Kg6 49.Ra5 b6 50.Rf5 Qe6 51.Kd2 a5 52.Kd3 a4 53.Bd4 Qb3+ 54.Ke4 Qc2+ 55.Kd5 Kxh6 56.Rxf6+ Kg5 57.f4+

[-3.72 Fritz 5.00: 57.f3 b5 58.Rf5+ Kh4 59.Be5 Qc4+ 60.Kd6 Kh3 61.Rf4 Qb3]

57...Kxg4 58.Rh6

[-7.41 Fritz 5.00: 58.Rxb6 a3 59.Be5 a2 60.Rb8 Qd1+ 61.Ke6 a1Q 62.Bxa1 Qxa1]

58...a3

[-4.47 Fritz 5.00: 58...Qb3+ 59.Ke5 Qb5+ 60.Kd6 Qd3 61.Kc6 Qxd4 62.Kb5 a3 63. Kc6]

59.Ke5

[-10.66 Fritz 5.00: 59.Rxb6 a2 60.Rb4 Qd1 61.Kc5 h5 62.Bg7 a1Q 63.Bxa1]

59...Qf5+ 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_94.htm) was last modified on 13 Aug



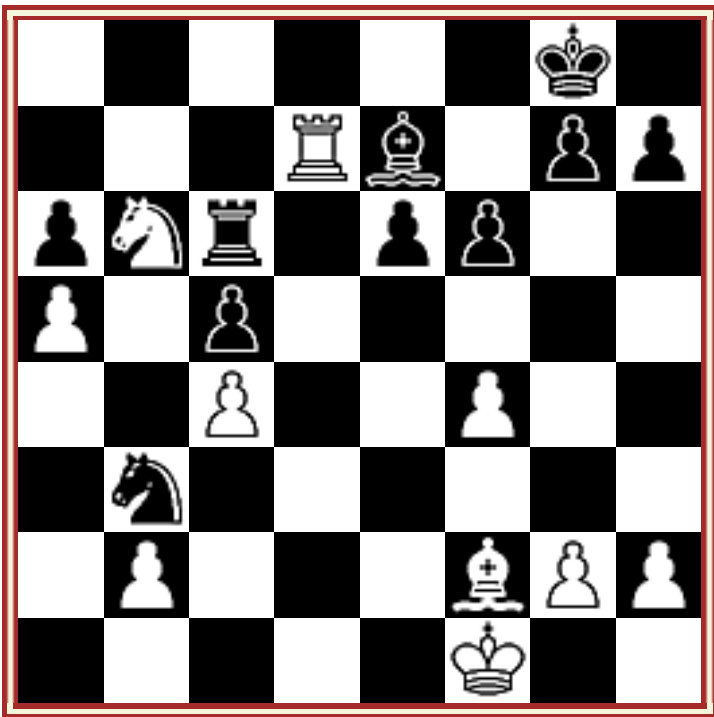
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_99.htm

99) Taylor G. P. - Wareing J. P. [B23]

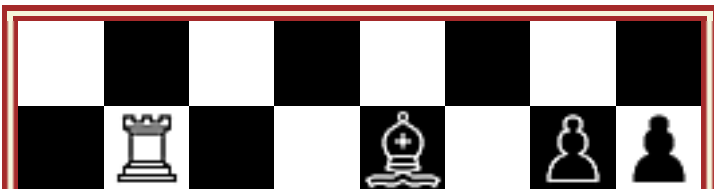
Exeter Premier (4) 1.e4 c5 2.Nc3 e6 3.f4 Nc6 4.Nf3 a6 5.a4 d6 6.Bc4 Nf6 7.O-O "Out of Book," says Fritz. 7...Nxe4 8.Nxe4 d5 9.d3 dxc4 10.dxc4 Be7 11.Qxd8+ Nxd8 12.Be3 b6 13.Rfd1 O-O 14.Nd6 Nc6 15.Ne5 Nb4 16.Rac1 f6 17.Nxc8 Raxc8 18.Nd7 Rfd8 19.Nxb6 Rxd1+ 20.Rxd1 Rc6 21.a5 Nxc2 22.Bf2 Nd4 23.Kf1 Nb3 24.Rd7

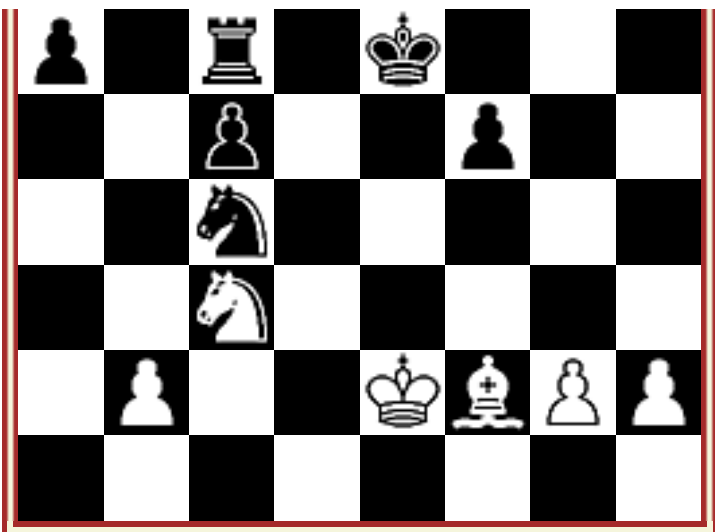


24...Kf7

[0.31 Fritz 5.00: 24...Nxa5 was safe enough 25.Be1 Nb3 26.Nc8 Rxc8 27.Rxe7]

25.Na4 Ke8 26.Ra7 Nxa5 27.Nc3 Nxc4 28.f5 Kf7 29.fxe6+ Kxe6 30.Rb7 f5 31.Ke2

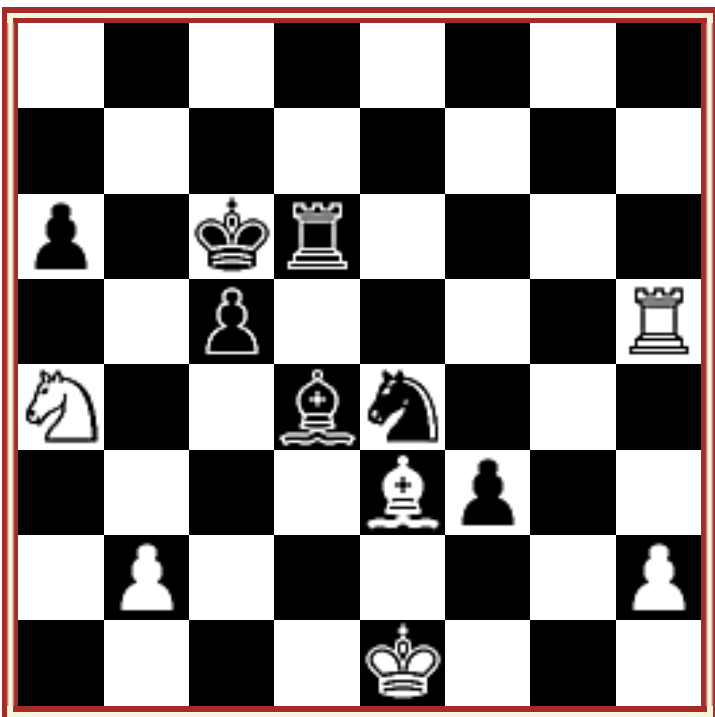




31...Bf6 is OK

[-3.31 Fritz 5.00: 31...Rd6 32.Rxe7+ Kxe7 33.Bxc5 Nxb2 34.Nd5+ Kd7 35.Bxd6 Kxd6]

32.Na4 Nd6 33.Ra7 Ne4 34.Be3 Kd5 35.Rb7 Nd6 36.Rd7 Ke6 37.Ra7 Ne4 38.Rb7 h6 39.g3 h5 40.Ra7 h4 41.gxh4 Bxh4 42.Rxg7 Bf6 43.Rh7 Kd5 44. Rb7 Be5 45.Rf7 Rf6 46.Rd7+ Kc6 47.Rh7 f4 48.Rh5 f3+ 49.Kf1 Rd6 50.Ke1 Bd4



51.Bf4

[-#2 Fritz 5.00: 51.Bxd4 Rxd4 52.Rh6+ Kb5 53.Nc3+ Nxc3 54.bxc3 Rc4 55.Kd2

Rf4]

**51...Re6 52.Kf1 Rg6 53.Rh6 Rxh6 54.Bxh6 c4 55.Bf4 Kb5 56.Nc3+ Nxc3
57.bxc3 Bxc3 58.Kf2 Bb2 59.Kxf3 c3 60.Be5**

[-4.84 Fritz 5.00: 60.h4 c2 61.h5 c1Q 62.Bxc1 Bxc1 63.Ke4 Kc4 64.Ke5 a5]

60...Kc4 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_99.htm) was last modified on 13 Aug



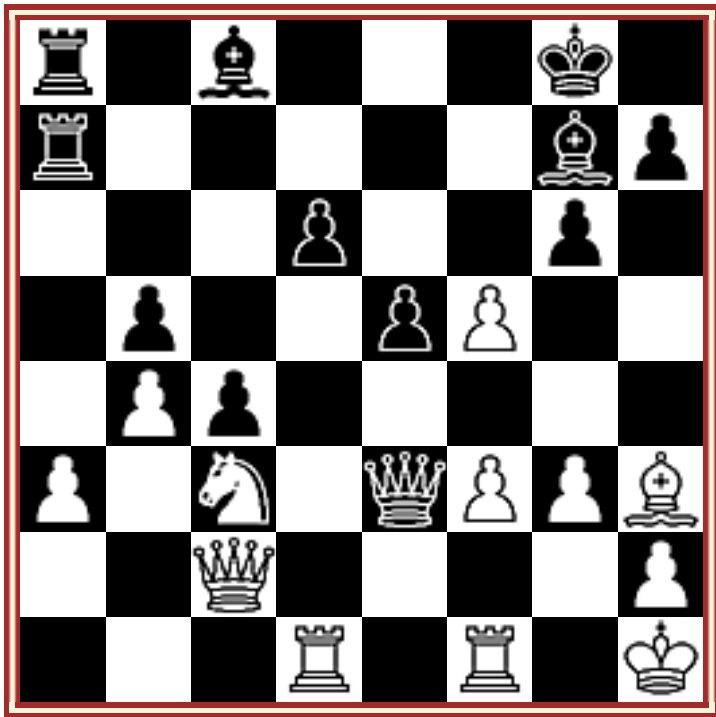
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_106.htm

106) Pinkerton A. - Homer S. [E68]

Exeter Premier (5) 1.d4 Nf6 2.Nf3 g6 3.g3 Bg7 4.Bg2 d6 5.O-O O-O 6.c4 Nbd7 7.Nc3 e5 8.e4 c6 9.d5 c5 "Out of Book," says Fritz. 10.Be3 a6 11.Ne1 Ne8 12.Nd3 b5 13.cxb5 axb5 14.a3 Ba6 15.b4 c4 16.Nc1 Nb6 17.N1e2 f5 18.f3 Nf6 19.Qd2 Rf7 20.Bg5 Qe8 21.Bh3 Bc8 22.Qc2 Rfa7 23.exf5 Nbx d5 24.Nxd5 Nxd5 25.Rad1 Qc6 26.Bc1 Qb6+ 27.Kh1 Ne3 28.Bxe3 Qxe3 29.Nc3



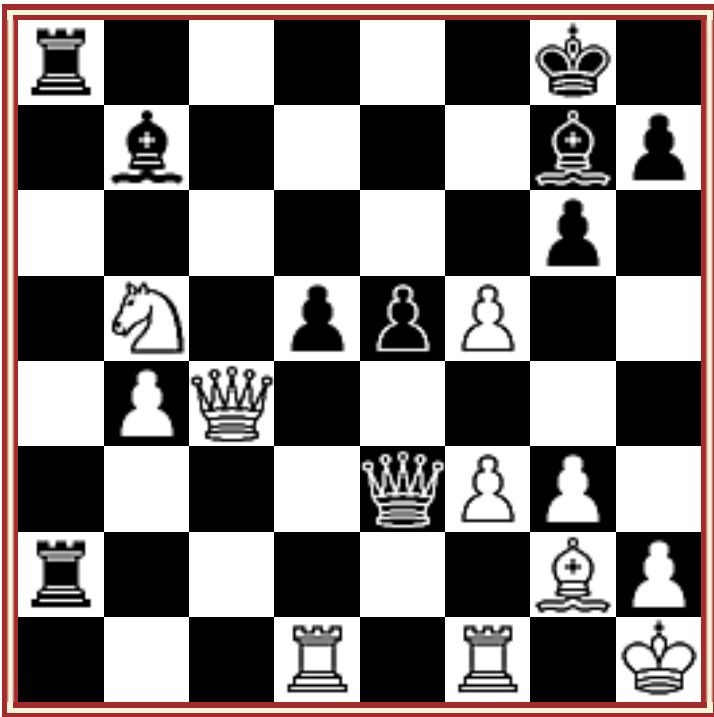
29...Bb7

[1.34 Fritz 5.00: 29...Qb6]

30.Bg2

[-0.06 Fritz 5.00: 30.Nxb5 Bxf3+ 31.Bg2 Bxd1 32.Rxd1 Qb3 33.Qxb3 cxb3]

30...Rxa3 31.Nxb5 Ra2 32.Qxc4+ d5



33.Qc7 With no forced mate, White may have been reluctant to sacrifice, but surprisingly, Fritz fancied it!

[-2.72 Fritz 5.00: 33.Rxd5 Bxd5 34.Qxd5+ Kh8 35.Nd6 Bf8 36.Nf7+ Kg7 37.fxg6 Bxb4 (37...hxc6 38.Nxe5 R8a7 39.b5)]

33...Qe2 34.Rg1 Qxb5 35.fxg6 hxc6 36.Qe7 Rc8 37.Qe6+ Kh7 38.f4 Rxc2

[-1.47 Fritz 5.00: 38...Rcc2 39.f5 d4 40.fxg6+ Kh6 41.Qh3+ Kxc6 42.Qg4+ Kf7 43.Rgf1+]

0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_106.htm) was last modified on 13 Aug



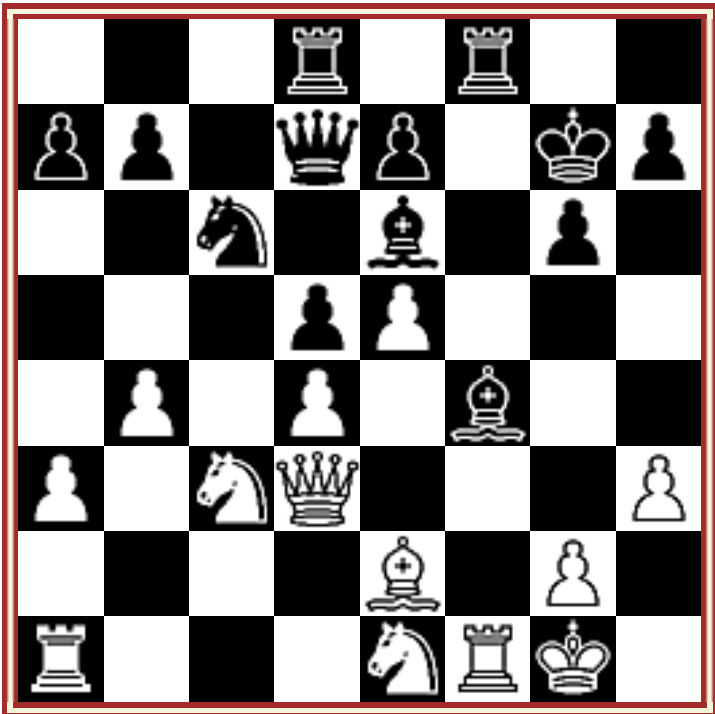
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_100.htm

100) Ward I. C. - Hodge D. [B22]

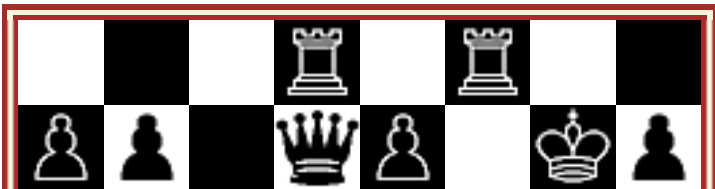
Exeter Premier (4) 1.e4 c5 2.d4 cxd4 3.c3 g6 4.cxd4 d5 5.e5 Bg7 6.Nc3 f6 "Out of Book," says Fritz. 7.f4 Nc6 8.Be3 Nh6 9.h3 O-O 10.Nf3 Be6 11.Be2 Nf5 12.Bf2 fxe5 13.fxe5 Bh6 14.a3 Ne3 15.Bxe3 Bxe3 16.Qd3 Bf4 17.O-O Qd7 18.b4 Rad8 19.Ne1 Kg7

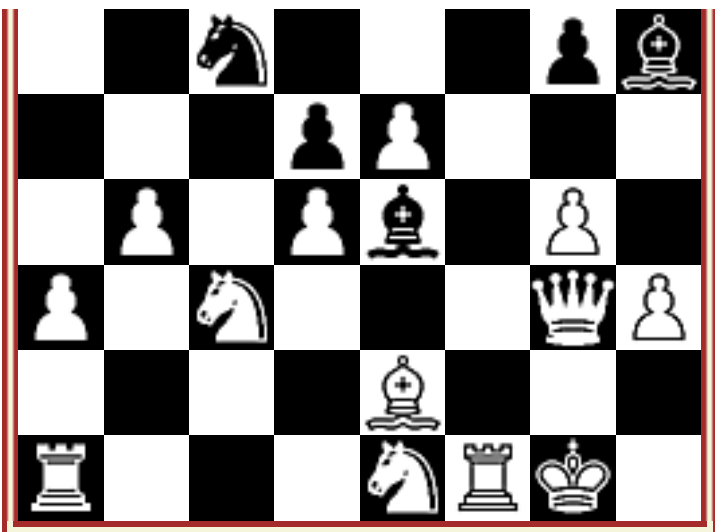


20.g3 Ugly.

[-1.38 Fritz 5.00: 20.g4 Rc8 21.b5 Nb8]

20...Bf5 21.Qf3 Bh6 22.g4 Be4 23.Qg3





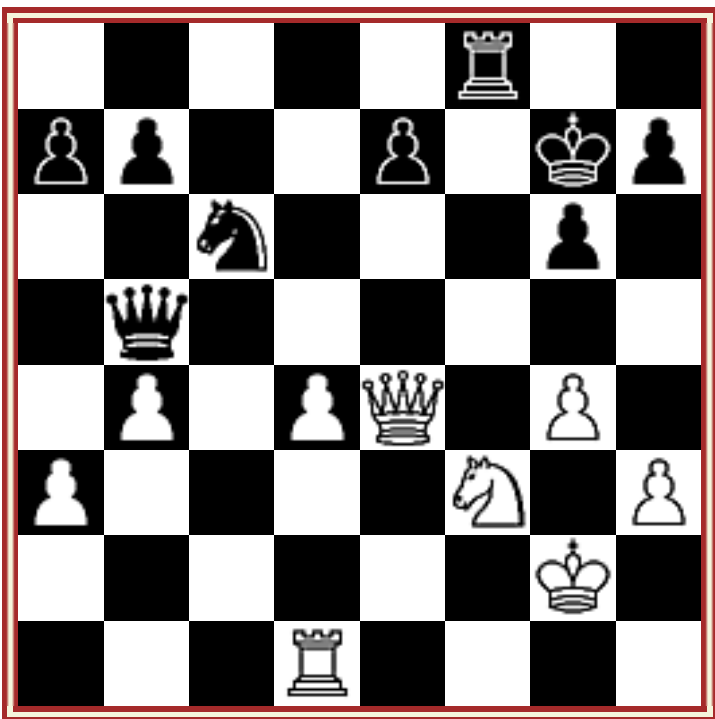
23...Bd2

[-0.34 Fritz 5.00: 23...Nxd4 is even better 24.Rxf8 Nxe2+ 25.Nxe2 Kxf8 26.Qf2+ Kg7 27.Qxa7]

24.Rd1 Rxf1+ 25.Bxf1 Bxc3 26.Qxc3 Rf8 27.Qg3 Qc7 28.Bg2 Qb6 29.Bxe4 dxe4

[-0.25 Fritz 5.00: 29...Nxd4 is a tricky but superior line 30.Kh2 Ne2 31.Qg2 dxe4 32.e6 Qc7+ 33.Kh1]

30.Qe3 Nxe5 31.Qxe4 Nc6 32.Kg2 Qb5 33.Nf3



It's all slipping away from Black. **33...Rd8**

[0.63 Fritz 5.00: 33...Qa4 34.Rd3 Qc2+ 35.Nd2 Rf4 36.Qxf4 Qxd3]

34.d5 Qa4

[2.50 Fritz 5.00: 34...Rd7 35.Ne5 Nxe5 36.Qxe5+ Kg8 37.Qe6+ Kh8 38.g5 Rd6]

35.Re1 Rf8 36.dxc6 bxc6 37.Qxe7+ Rf7 38.Qe5+ Kg8 39.Qe8+ Kg7

[5.69 Fritz 5.00: 39...Rf8 40.Qe6+ Kh8 41.Qe7 Kg8 42.Ng5 Qc2+ 43.Re2]

40.Qe4

[3.84 Fritz 5.00: 40.Nd4 Rf6 41.g5 Qc2+ 42.Nxc2 Rf7 43.Qxc6]

40...Qxa3 41.Re2 a5

[#7 Fritz 5.00: 41...Qa1 42.Ng5 Qf1+ 43.Kg3 Qg1+ 44.Kh4 Qf1 45.Nxf7 Qxf7 46.Qxc6]

42.bxa5

[4.25 Fritz 5.00: 42.Qd4+ is decisive, although White may prefer the simpler text. 42...Kg8 (42...Rf6 43.Re7+ Kg8 44.Qxf6 Qa2+) 43.Re8+ Rf8 44.Qc4+ Kg7 45.Re7+ Kh8 46.Qd4+]

42...Qxa5 43.Qe5+

[2.88 Fritz 5.00: 43.Qd4+ Kg8 44.Re8+ Rf8 45.Rxf8+ Kxf8 46.Qh8+ Ke7 47.Qxh7+ Kd8]

43...Qxe5 44.Rxe5 Rc7 45.Rc5 h5 46.g5 Kf7 47.Nd4 Rd7 48.Nxc6 Rd2+ 49.Kf3 Rd3+ 50.Ke4 Rxh3 51.Ne5+ Kg7 52.Rc7+ Kg8 53.Nxg6 Rh1 54.Kf5 h4 55.Nf4 h3

[#5 Fritz 5.00: 55...Rf1 56.g6 h3 57.Kg5 Rxf4 58.Kxf4 h2 59.Rh7 h1Q 60.Rxh1]

56.Kf6 Rf1 57.Rc8+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_100.htm) was last modified on 13 Aug



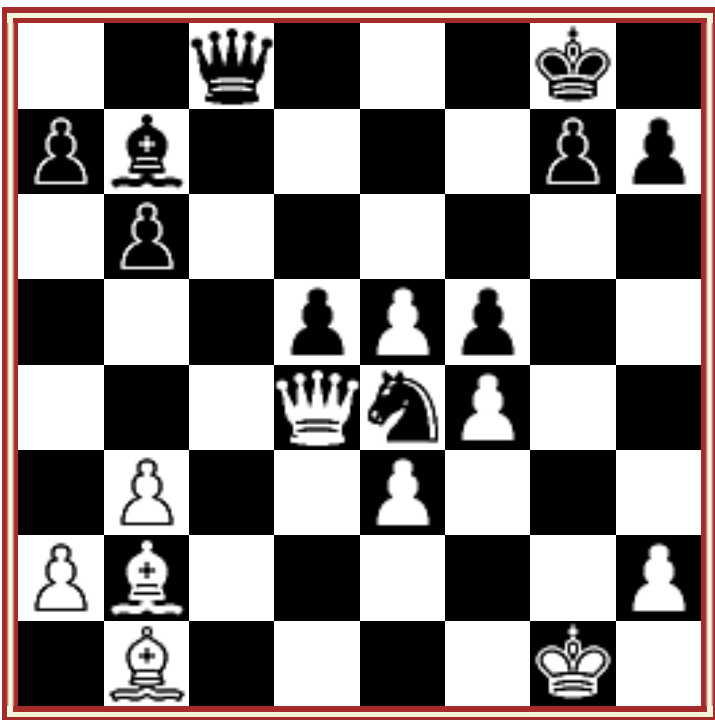
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_37.htm

37) Smith E. J. - Duckham J. [D04]

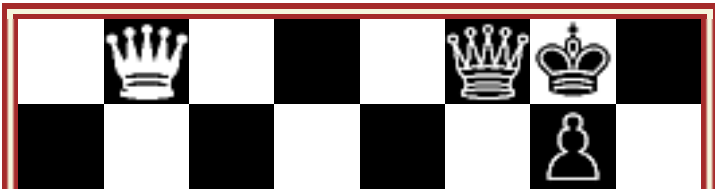
Major (3) 1.d4 d5 2.Nf3 Nf6 3.e3 c6 4.Bd3 e6 "Out of Book," says Fritz. 5. Nbd2 Be7 6.O-O Nbd7 7.b3 O-O 8.Bb2 b6 9.Ne5 Nxe5 10.dxe5 Nd7 11.c4 Bb7 12.Rc1 f6 13.cxd5 cxd5 14.f4 Nc5 15.Bb1 f5 16.Nf3 Rc8 17.Nd4 Qd7 18.Rf2 Ne4 19.Rfc2 Rxc2 20.Rxc2 Rc8 21.g4 Bc5 22.gxf5 Bxd4 23.Rxc8+ Qxc8 24.Qxd4 exf5

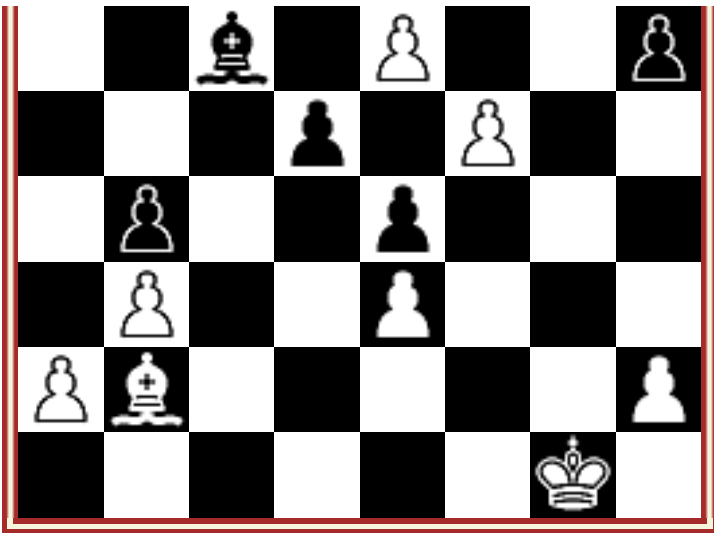


25.**Bxe4** Fritz doesn't like this exchange.

[-0.41 Fritz 5.00: 25.e6 Qf8 26.a3 Qe7 27.Bc2 Ba8]

25...fxe4 26.e6 Qf8 27.Qe5 Bc6 28.Qc7 Be8 29.Qxa7 b5 30.Qc7 h6 31.f5 b4 32.Qb8 Bc6

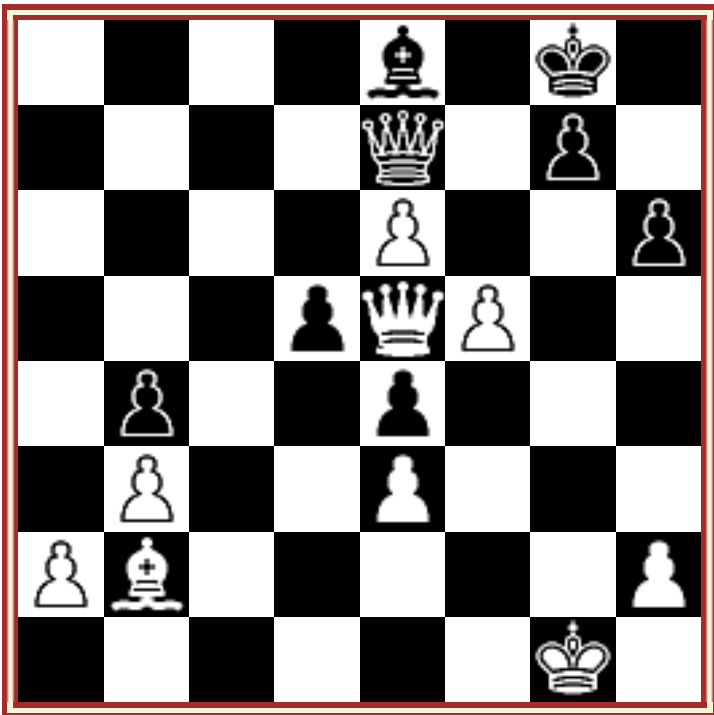




White has a bind but although Fritz prefers several different moves below, it does not demonstrate a win. **33.Qc7**

[0.00 Fritz 5.00: 33.Qg3 d4 34.Bxd4 Bd5 35.Qc7 Ba8]

33...Be8 34.Qe5 Qe7



35.f6 Releasing the bind for no reason. White should adopt an 'ideal' formation (no checks or perpetuals) and see if he can nibble a few Pawns.

[0.66 Fritz 5.00: 35.h4 Kh7 36.Kg2 Bc6 37.Qg3 Be8 38.Be5 Bh5 39.Kg1;

35.Qxd5 Qg5+ 36.Kf1 Qxe3 only draws.]

**35...gxf6 36.Qxf6 Qxf6 37.Bxf6 Kf8 38.Kf2 Bb5 39.Bd4 Ke7 40.Bc5+ Kxe6
41.Bxb4 Kf5 42.a4 Bd3 43.a5 Kg4 44.Bd6 h5 45.b4 Bb5 46.Ke1 Kf3 47.Kd2
h4 1/2-1/2**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_37.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_13.htm

13) Bartlett S. - Grist P. [B40]

Major (2) 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.e5 "Out of Book," says Fritz. 6...Ng8 7.Be2 Be7 8.O-O f6 9.f4 Nh6 10.Ne4 O-O 11.Be3



Fritz has some curious ideas here that Black should try and slow up White by threatening the e- and b-Pawns. **11...Nf5**

[1.25 Fritz 5.00: 11...fxe5 12.fxe5 Rxf1+ 13.Kxf1 (13.Qxf1) 13...Nf7 14.Bf4 Qb6 15.Rb1 Qa5 16.Nd6]

12.Nxf5 exf5 13.Nd6 fxe5 14.Bc4+ Kh8 15.Nf7+ Rxf7 16.Bxf7 exf4 17.Bxf4 Qb6+ 18.Kh1 Qxb2 19.Re1 Qf6 20.Bd5

[0.69 Fritz 5.00: 20.Bb3 idea Qd5 is quicker. 20...Nc6 21.Bd6 g6 22.Qd5 Kg7]

20...Nc6 21.Qe2 Bf8 22.Qe8 h6 23.Bf7 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_13.htm) was last modified on 13 Aug



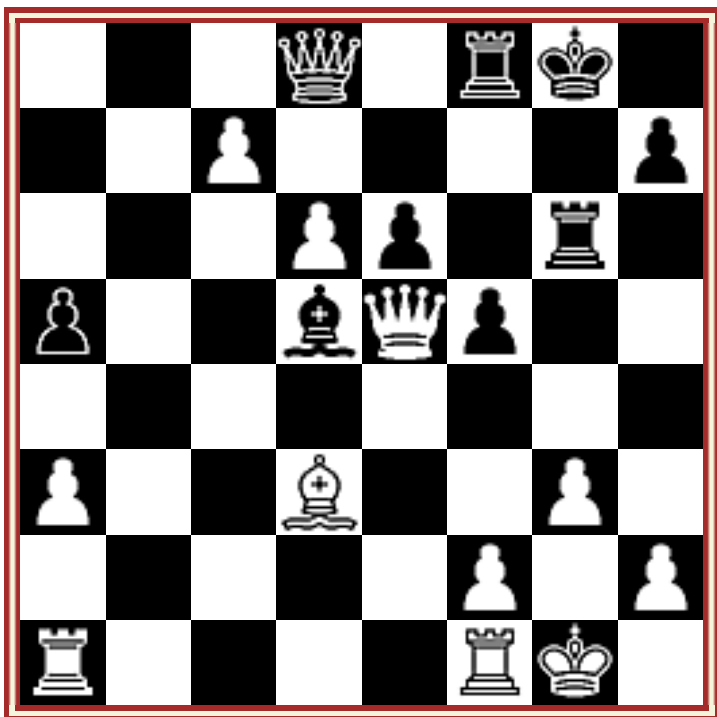
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_58.htm

58) Freeman D. G. - Nicolson J. R. [B29]

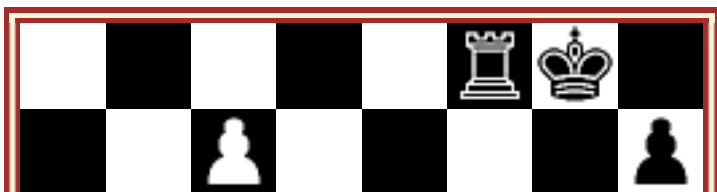
Major (5) 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 e6 5.d4 Nc6 6.dxc5 Bxc5 7.Ne4 d6 8.exd6 O-O 9.c4 Bb4+ 10.Bd2 Nf6 11.Nxf6+ gxf6 12.Bxb4 Nxb4 13.Qd2 a5 14.a3 Nc6 15.Bd3 Ne5 16.Nxe5 fxe5 17.O-O f5 18.c5 b6 19.b4 bxc5 20.bxc5 Bb7 21.Qb2 Bd5 22.Qxe5 Ra7 23.g3 Rg7 24.c6 Rg6 25.c7

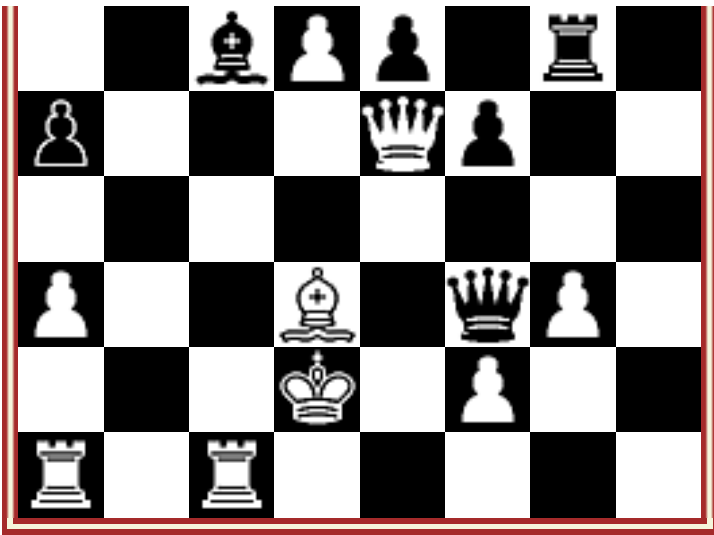


Fritz prefers to keep the Queen for blockading the e-Pawn but Black's choice looks very understandable. **25...Qh4**

[-#3 Fritz 5.00: 25...Qd7 26.Rac1 Bc6 27.Rfd1 Ba4 28.Rd2 Rc8]

26.Rfc1 Qxh2+ 27.Kf1 Qh1+ 28.Ke2 Qf3+ 29.Kd2 Bc6





White's exchange sacrifice, which decides the game, is beyond Fritz. **30.Rxc6**

[2.47 Fritz 5.00: 30.Be2 Qg2 31.Qxa5 Qxf2 32.Rxc6 Qd4+ 33.Bd3 Qxa1 34.c8Q Rxc8]

30...Qxc6 31.Rc1 Qd7 32.Bb5 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_58.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_59.htm

59) Grist P. - Eadie R. [C00]

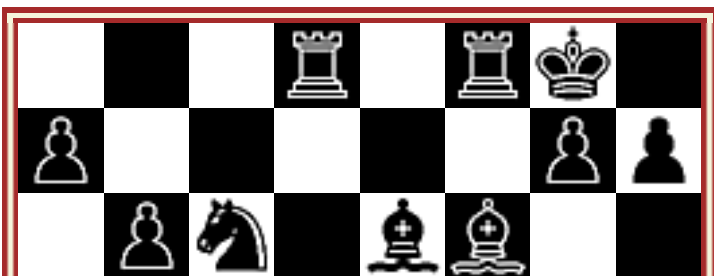
Major (5) 1.e4 e6 2.d3 d5 3.g3 "Out of Book," says Fritz. 3...dxe4

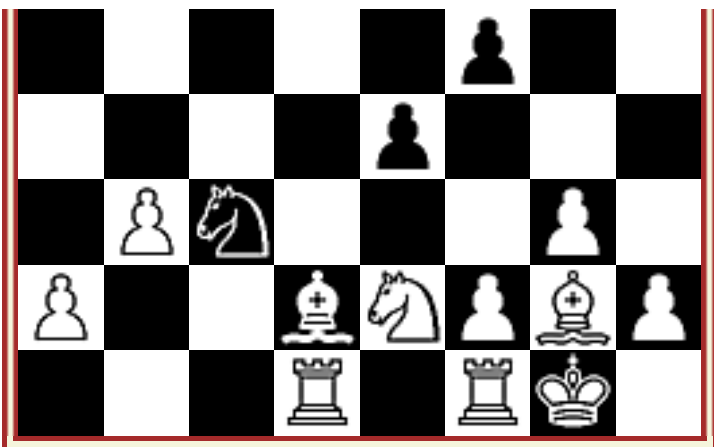


4.d4 Fritz doesn't like White's Pawn sacrifice at all.

[-0.88 Fritz 5.00: 4.dxe4 Qxd1+ 5.Kxd1 Bc5 6.Bf4 Nf6 7.Bg2 Bxf2 8.Bxc7]

4...c5 5.c3 cxd4 6.cxd4 Nc6 7.Ne2 Nf6 8.Bg2 e5 9.d5 Qxd5 10.Qxd5 Nxd5
11.Bxe4 Be6 12.Bd2 Be7 13.Nbc3 Rd8 14.O-O O-O 15.Rad1 f5 16.Bg2 e4 17.
b3 Bf6 18.Na4 b6 19.Nac3 Nxc3

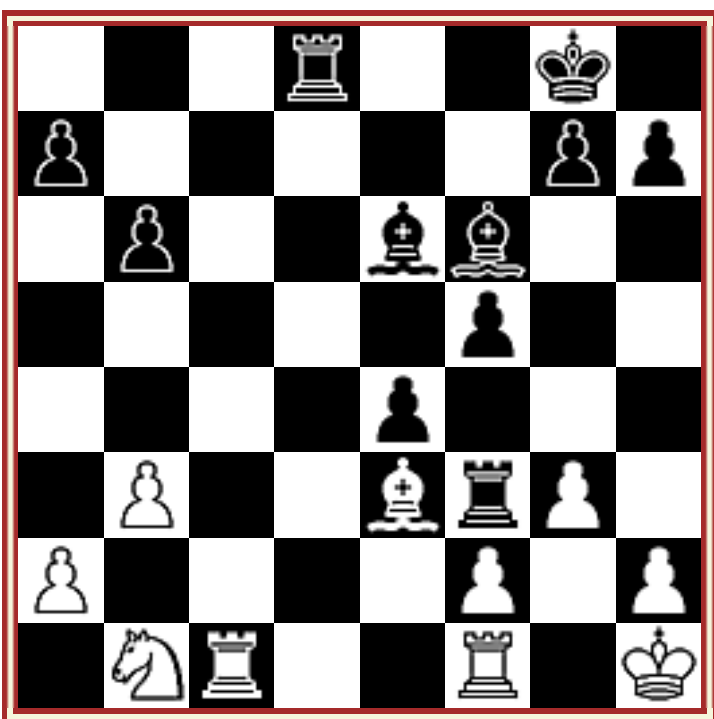




20.Nxc3 This leaves the Bishop half-pinned to the Rook.

[-2.78 Fritz 5.00: 20.Bxc3 Bxc3 21.Nxc3 Ne5 22.Nb5 a6 23.Nc7 Bc8]

20...Rd3 21.Nb1 Rfd8 22.Rc1 Nd4 23.Kh1 Nf3 24.Bxf3 Rxf3 25.Be3



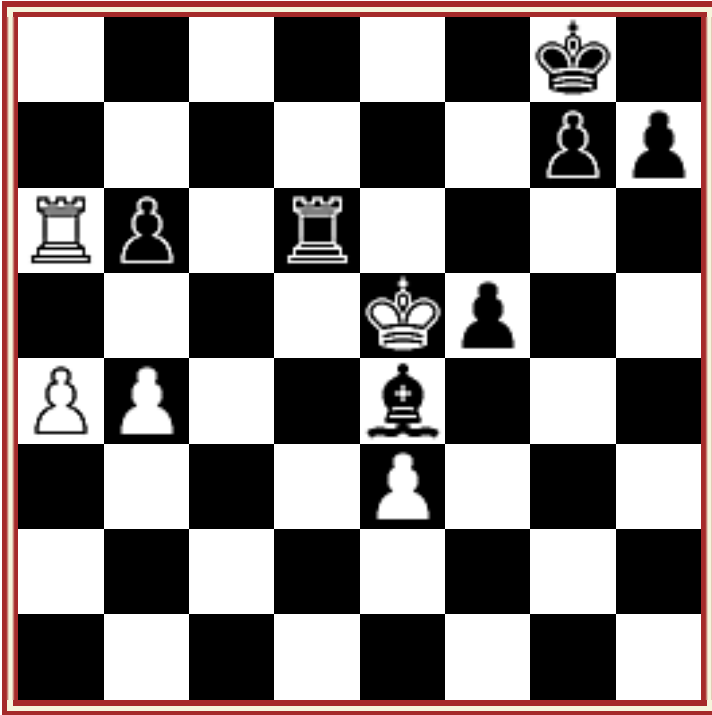
25...Bd4

[0.03 Fritz 5.00: 25...g5 This choice of Fritz looks very thematic. 26.Rc7 f4 27.gxf4 gxf4 28.Bd2 Rd7 29.Rg1+ Kf7]

26.Bxd4 Fritz prefers a more combative defensive try.

[-1.38 Fritz 5.00: 26.Rfd1 Bf6 27.Rxd8+ Bxd8 28.Nd2 f4 29.Nxf3 fxe3]

26...Rxd4 27.Rc7 e3 28.Kg2 Bd5 29.fxe3 Rxf1+ 30.Kxf1 Rd1+ 31.Ke2
Rxb1 32.Rxa7 Be4 33.Kd2 Rb2+ 34.Kc3 Rxh2 35.a4 Rh3 36.Ra6 Rxg3 37.
Kd4 Rg6 38.b4 Rd6+ 39.Ke5



I don't understand Fritz' comments on the rest of this game. **39...Rg6**

[0.00 Fritz 5.00: 39...Rf6 40.Ra7 Rf7 41.Ra6 Rb7 42.Ke6 g5 43.a5 bxa5 44.Ra8+]

40.b5

[-4.53 Fritz 5.00: 40.Kd4 This can hardly be equal, and asked a second time, Fritz agrees.]

40...h5 41.a5 Kh7 42.axb6 Bb7 43.Ra4 Rxb6 44.Kxf5 Rxb5+ 45.Kf4 g5+
46.Kg3 Re5 47.Kf2 Kg6 48.Rd4 Kf5 49.Rd7 Bd5 50.Rh7 Kg4 51.e4 Rxe4 52.
Rd7 Re5 53.Rc7 h4 54.Rc2 h3 55.Kg1 Re1+ 56.Kf2 Rh1 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_59.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_85.htm

85) Murray C. V. - Young C. A. [B30]

Exeter Premier (3) 1.e4 c5 2.Nc3 e6 3.Nf3 Nc6 4.Bb5 Qc7 5.O-O a6 6.Bxc6 bxc6 "Out of Book," says Fritz. 7.d3 d6 8.e5 Another Pawn sacrifice Fritz was content to accept. 8...dxe5 9.Qe2 Bd6 10.Ne4 f6 11.Nfd2 Nh6 12.Nc4 Nf7 13. Be3



13...O-O The front c-Pawn is doomed, restoring material equality, even if Fritz queries how to lose it;

sadly for Black, an exchange will follow.

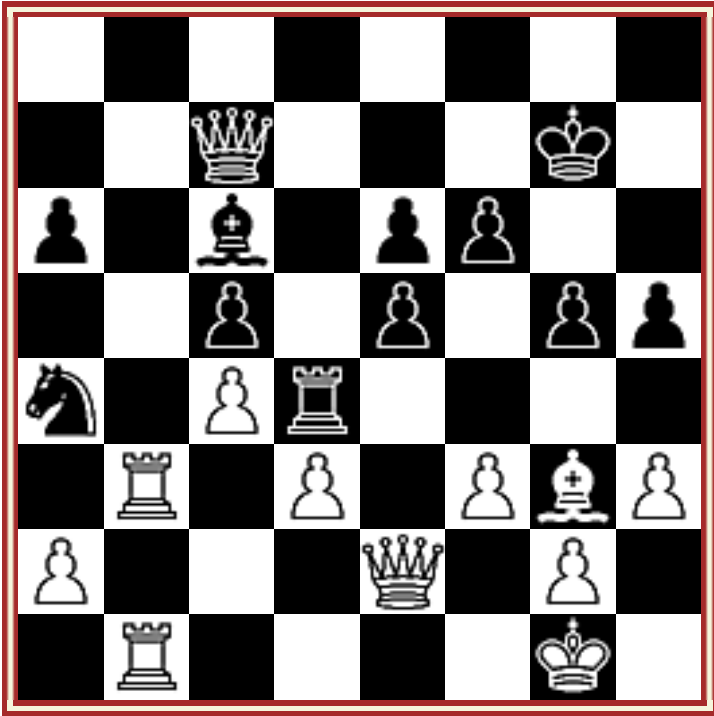
[1.50 Fritz 5.00: 13...Rb8 14.Qg4 Bf8 15.Nxc5 Bxc5 16.Bxc5 Rg8]

14.Nexd6 Fritz prefers the other way of securing the exchange.

[0.66 Fritz 5.00: 14.Ncxd6 Nxd6 15.Bxc5 Nxe4 16.Bxf8 Nd6]

14...Nxd6 15.Bxc5 Nxc4 16.Bxf8 Nxb2 17.Ba3 Na4 18.Qd2 c5 19.Rab1 Bb7

20.Rb3 Rd8 21.Qe3 Bd5 22.c4 Ba8 23.f3 Rd4 24.Rfb1 Bc6 25.Bc1 g5 26.
Bd2 Kg7 27.Qf2 Qd6 28.Qe2 Qc7 29.Be3 Rh4 30.Bf2 Rf4 31.h3 h5 32.Bg3
Rd4



Fritz can't believe White let this one slip! I wonder what the time situation was. **33.
Bf2**

[0.00 Fritz 5.00: 33.a3 h4 34.Bf2 Rd8 35.Be3 Qd6 36.Qf2 Rd7 37.Qc2 Rd8 is
hardly a decisive alternative.]

33...Rf4 34.Be3 Rh4 35.Bf2

[0.00 Fritz 5.00: 35.a3 Qd6 36.Qf1 Ba8 37.Rb8 Bc6;

35.g3 Rxh3 36.Kg2 g4]

35...Rf4 36.Bg3

[0.00 Fritz 5.00: 36.a3 Rf5 37.Be3 h4 38.Qc2 Qd7 39.Rb8 Qd6]

36...Rd4 37.Bf2

[0.00 Fritz 5.00: 37.a3 h4 38.Bf2 Rd8 39.Be3 Qd6 40.Qe1 Qc7 41.Qf2]

37...Rf4 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_85.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

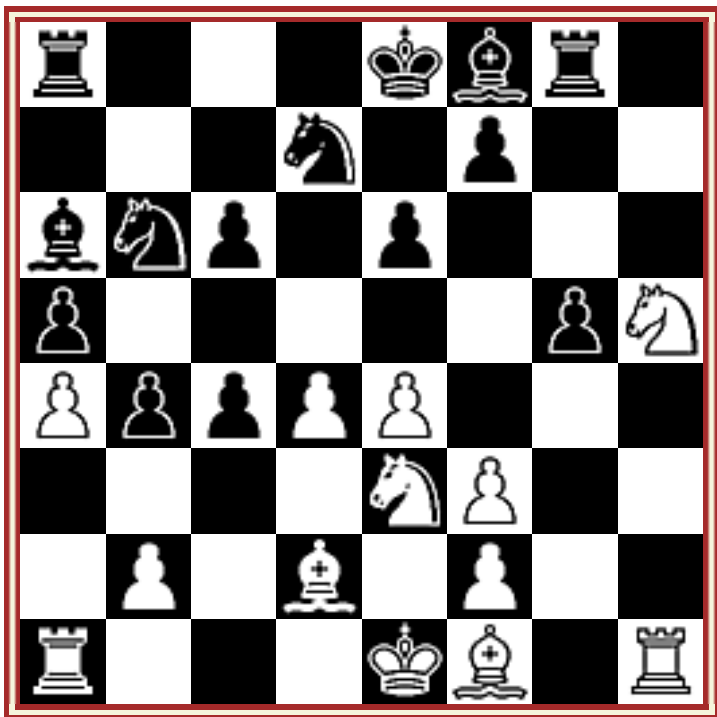
Exeter Chess Club: Blunders\blun_92.htm

92) Abbott M. - Wheeler J. F. [D10]

Exeter Premier (4) 1.d4 d5 2.c4 dxc4 3.Nc3 c6 4.e3 b5 5.Qf3 "Out of Book," says Fritz. 5...Nf6 6.h3

[6.Nxb5 Bg4]

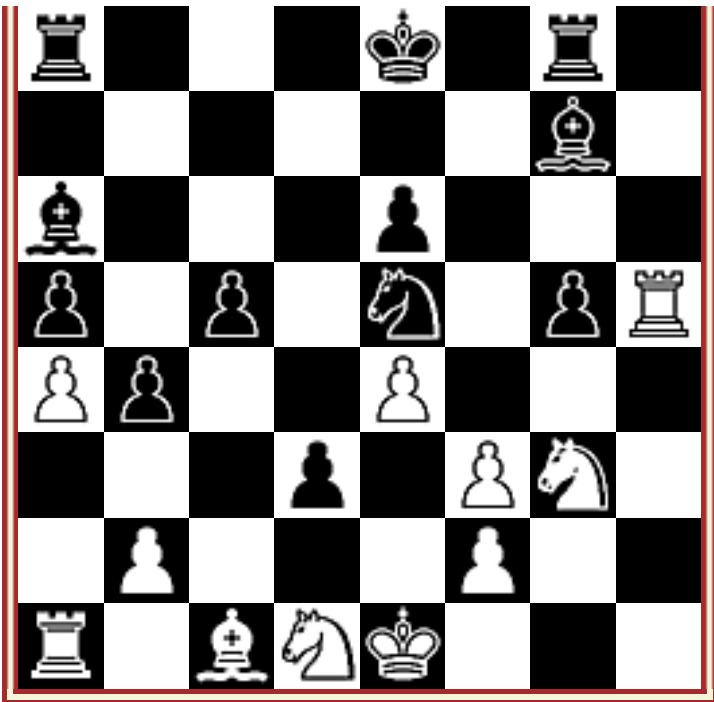
6...a6 7.a4 b4 8.Nd1 Qd5 9.Ne2 a5 10.Nf4 Qxf3 11.gxf3 g5 12.Ne2 Ba6 13. e4 h6 14.Bd2 Nbd7 15.Ne3 e6 16.Ng3 Nb6 17.h4 Rg8 18.hxg5 hxg5 19. Nh5 Nfd7



20.Ng3 Fritz doesn't like going backwards.

[-2.09 Fritz 5.00: 20.Ng4 Be7 21.Bh3 Bb7 22.Rh2 Rd8 23.f4 f5 24.Ne3 fxe4]

20...c5 21.d5 Bg7 22.dxe6 fxe6 23.Nd1 Ne5 24.Be2 Nd3+ 25.Bxd3 cxd3 26.Rh5 Nc4 27.Bc1 Ne5



28.f4 This doesn't help: Black Pawns are a tidal wave.

[-#7 Fritz 5.00: 28.Be3 Nxf3+ 29.Kf1 c4 30.Kg2 Ne1+ 31.Kf1 Nc2 32.Rb1 Nxe3+]

28...Nf3+

[-3.34 Fritz 5.00: 28...d2+ 29.Kxd2 Rd8+ 30.Kc2]

29.Kf1 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_92.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_1.htm

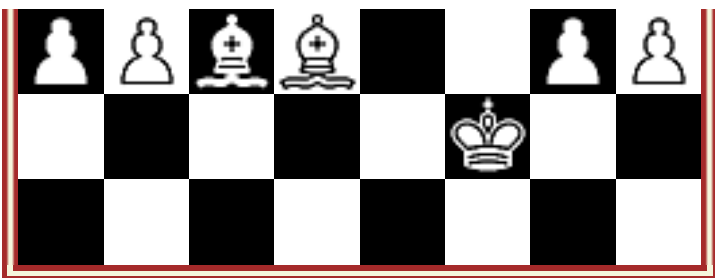
Initial file contents before first target: (1) Dobber P. - Nielsen J. H. [B01]

Major (1) 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4 c6 5.Nf3 Bf5 6.Be2 e6 7.0-0 Nf6 8.Re1 "Out of Book," says Fritz. 8...Nbd7 9.h3 Be7 10.Bf1 0-0 11.Nh4



Black mistakenly allows White to secure the two Bishops and a Queen's-side majority. 11...Rfe8 12.Nxf5 exf5 13.Bd3 Bd6 14.Bd2 Bb4 15.Qf3 g6 16.a3 Bxc3 17.Bxc3 Qd5 18.Qxd5 Nxd5 19.Bd2 Kg7 20.c4 N5f6 21.f3 Rad8 22. Bc3 Kg8 23.Rxe8+ Rxe8 24.Kf2 Nb6 25.b3 Nh5 26.Re1 Rxe1 27.Bxe1 Nf4 28.Bf1 f6 29.g3 Ne6 30.Bc3 Kf7 31.f4 Nc8 32.Bd3





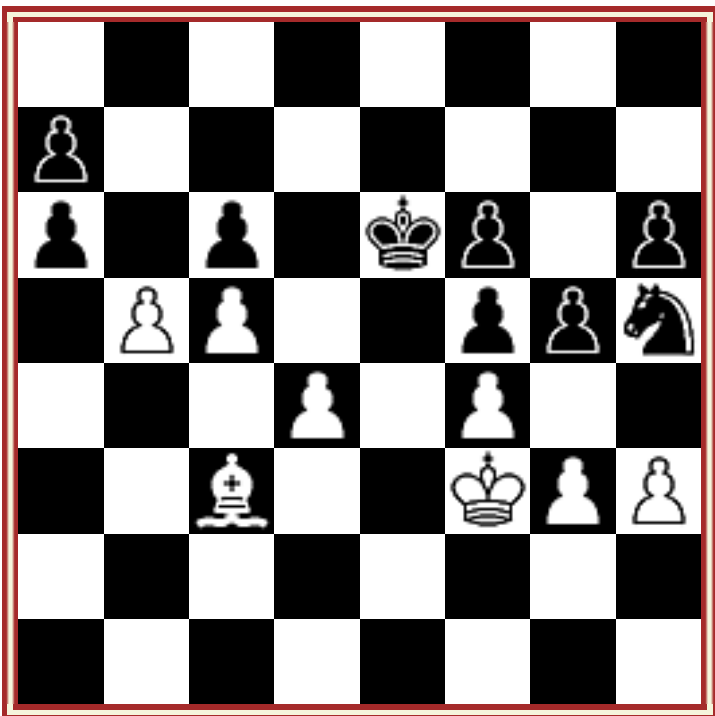
This is the perfect endgame situation for White. **32...Ke7 33.b4 h6 34.Kf3 Nd6 35.a4 Nc7 36.b5 Kd7 37.c5 Nde8 38.Bc4 Ng7 39.Ba5 Nce6 40.Bc3 Nh5**

[0.75 Fritz 5.00: 40...Nc7]

41.a5 g5 42.Bxe6+ White hopes to distract Black from the Queen's-side.

[0.34 Fritz 5.00: 42.a6 1.00]

42...Kxe6 43.a6 bxa6



44.bxa6 This automatic recapture is less strong than the alternative.

[0.06 Fritz 5.00: 44.bxc6 Ke7 45.d5 g4+ 46.hxg4 fxg4+ 47.Kxg4 Ng7]

44...Kd5 45.Ba5 Kxd4 46.Bb6 Kc4 47.Bxa7 Kb5 48.Bb6 Kxa6 49.Bd8 Kb5 50.Be7 Kc4

[0.41 Fritz 5.00: 50...gxf4 51.g4 fxg4+ 52.hxg4 Ng7 53.Kxf4 h5 54.gxh5 Nxf5+ 55.Kf5]

51.Bd6

[-0.66 Fritz 5.00: 51.Bf8 gxf4 52.g4 fxg4+ 53.hxg4 Ng3 54.Kxf4 Nf1 55.Be7 Nh2]

51...Kd5

[0.00 Fritz 5.00: 51...Ng7 52.Bf8 Ne6 53.Bxh6 Kd3 54.g4 fxg4+ 55.Kxg4 Nxf4 56.Bg7]

52.Bf8 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_1.htm) was last modified on 13 Aug 2005

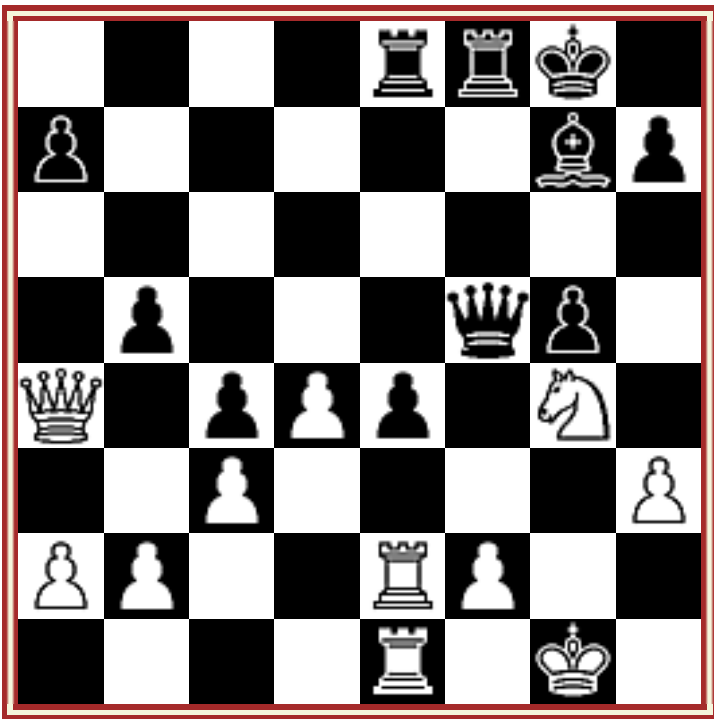


[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_8.htm

8) Sandercock E. B. - Jones R. H. [A48]

Major (1) 1.d4 Nf6 2.Nf3 b6 3.Bf4 Bb7 4.e3 g6 5.Be2 Bg7 6.Nbd2 d6 7.h3 Nbd7 8.0-0 0-0 9.c3 c5 10.Re1 "Out of Book," says Fritz. 10...Rc8 11.Rc1 d5 12.Ne5 e6 13.Ndf3 c4 14.Nxd7 Qxd7 15.Ne5 Qe8 16.Nf3 Qd7 17.g4 Ne8 18.Bf1 f6 19.Bg2 Nd6 20.Rc2 Rce8 21.Nh2 g5 22.Bxd6 Qxd6 23.e4 dxe4 24.Bxe4 Bxe4 25.Rxe4 f5 26.Re1 e5 27.Rce2 Qd7 28.gxf5 Qxf5 29.Ng4 e4 30.Qa4 b5

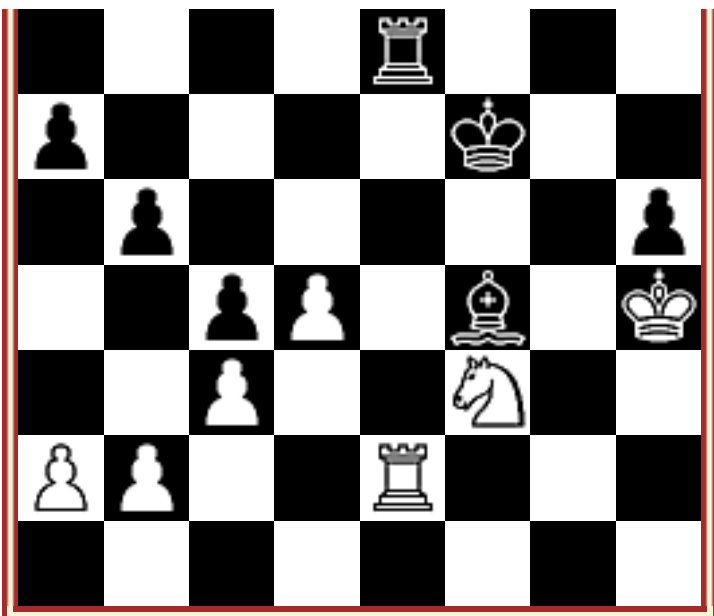


Not a blunder but a judgement that snatching the a-Pawn is risky. **31.Qc2**

[-0.59 Fritz 5.00: 31.Qxa7 h5 32.Ne3 Qxh3 33.Qc5 Ra8 34.Qd5+ Kh8 35.Qxb5]

31...h5 32.Nh2 Qxh3 33.Rxe4 Rxe4 34.Rxe4 Qf5 35.Qe2 g4 36.Re7 Rf7 37. Re8+ Kh7 38.Qe4 Qxe4 39.Rxe4 Kg6 40.Re8 a6 41.Kg2 Bh6 42.f3 Bc1 43. Re2 gxf3+ 44.Nxf3 Bf4 45.Kh3 Kf6 46.Kh4 Re7





Computers are no good at endgames because of the long-range planning required. Fritz urges White to grab the h-Pawn, but in doing so would expose his Pawns on dark squares. **47.Rf2**

[0.00 Fritz 5.00: 47.Rxe7 Kxe7 48.Kxh5 Ke6 (48...Bc1 49.b3 Bb2) 49.Kg4 Bc7 50.Kg5]

47...Kg6 48.Kh3 Re3 49.Kg2 Kf5 50.Ne5 h4 51.Nf3 Ke4 52.Nd2+ Kf5 53.Nf1

[-1.03 Fritz 5.00: 53.Nf3]

53...h3+ 54.Kh1 Re1 55.Kg1 Ke4 56.Kh1 Bg3

[-0.06 Fritz 5.00: 56...a5]

57.Rf7

[-0.72 Fritz 5.00: 57.Re2+ Kd5 58.Rxe1 Bxe1 59.Kh2 b4 60.cxb4 Kxd4 61.Kxh3 Bxb4]

57...Kd3 58.Rf3+ Ke2

[0.78 Fritz 5.00: 58...Kc2 59.Kg1 h2+ 60.Kg2 Re2+ 61.Kh1 Bb8 62.Rf8 Kxb2 63.Rxb8]

59.Rxg3 Rxf1+ 60.Kh2 Rd1 61.Kxh3 Kf2 62.Rg2+ Kf3 63.Rh2 Rd3 64.Kh4

Ke4 65.Kg5 Kd5 66.Kf4 a5 67.Rh5+ Kc6 68.Rc5+ Kb6 69.a4 bxa4 70.Rxc4 a3

[2.22 Fritz 5.00: 70...Rd2 71.Rxa4 Rxb2 72.c4 Re2 73.c5+ Kb5]

71.bxa3 Kb5 72.Rc5+ Kb6 73.a4 Rd1 74.Rb5+ Kc6

[3.34 Fritz 5.00: 74...Ka6 75.Ke5 Ra1 76.Kd5 Rxa4 77.c4 Ra1 78.Kc5 Ka7 79.d5]

75.Rxa5 Rd3 76.Rc5+ Kb6 77.a5+ Ka6 78.Ke5 Rd1 79.d5 Rd3 80.d6 Rd1 81.Ke6 Re1+ 82.Re5 Rc1

[11.31 Fritz 5.00: 82...Rg1]

83.Rc5

[0.00 Fritz 5.00: 83.d7 Rd1 84.Rd5 Rxd5 85.Kxd5 Kxa5 86.d8Q+ Ka4 87.Qb6 Ka3]

83...Re1+ 84.Kd7 Kb7 85.c4 Kb8 Black lost on time **1-0**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_8.htm) was last modified on 13 Aug 2005

by 

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_36.htm

36) Sandercock E. B. - Pinder R. [D02]

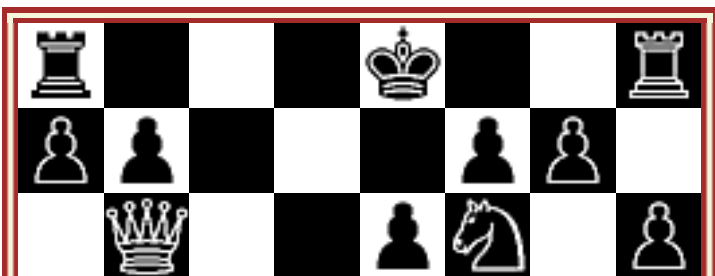
Major (3) 1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3 c5 5.c3 Nc6 6.Bd3 "Out of Book," says Fritz. 6...Bd6 7.Bg3 Bxg3 8.hxg3 Qb6 9.Qc2 h6 10.Nbd2 Bd7 11.dxc5 Qxc5 12.Ng5 Ne5 13.Nb3 Qb6 14.Rh4 Bb5 15.Bxb5+ Qxb5

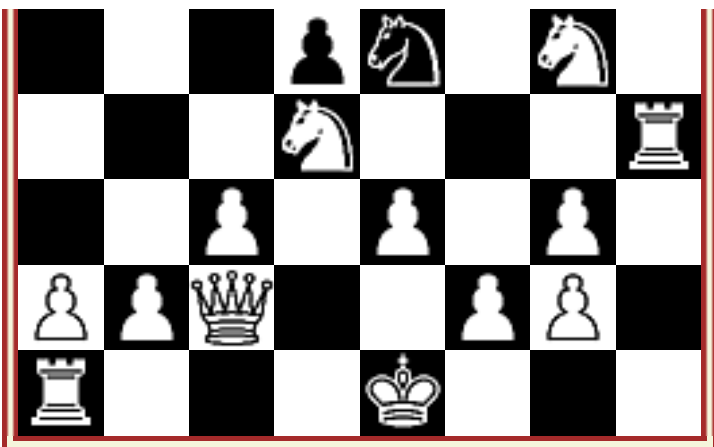


Fritz much prefers Black's centralised position. **16.Nd4**

[-1.47 Fritz 5.00: 16.0-0-0]

16...Qb6





Fritz claims a double oversight follows, but it;

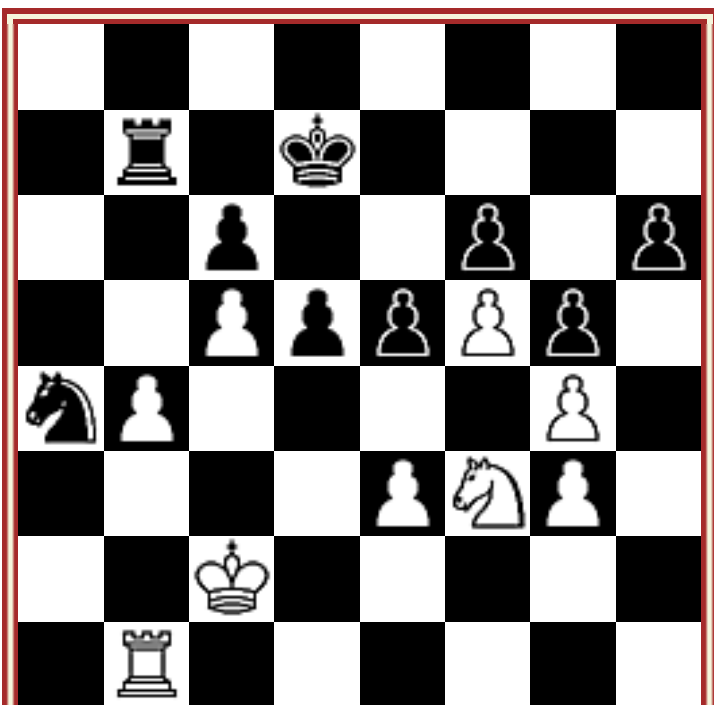
s just being short-sighted: **17.Ngf3**

[-1.34 Fritz 5.00: 17.Nb3 Rc8 18.Nf3 Nc4 19.Nfd2]

17...Nc6

[-0.22 Fritz 5.00: 17...Qxb2 18.Qxb2 Nd3+ 19.Kf1 Nxb2 20.Rb1 g5 is nonsense: 21.Nxg5 Nc4 22.Rxb7 Nd6 is good for White.]

18.Nxc6 bxc6 19.Rb4 Qc7 20.Qb3 0-0 21.Rb7 Qd6 22.Qb4 Qxb4 23.Rxb4 Rab8 24.Rxb8 Rxb8 25.Rb1 Ne4 26.Nd2 Nc5 27.b4 Na4 28.Rb3 Rb7 29. Ke2 Kf8 30.c4 Ke7 31.c5 e5 32.f4 f6 33.Nf3 Ke6 34.g4 g6 35.g3 g5 36.f5+ Kf7 37.Kd2 Ke7 38.Kc2 Kd7 39.Rb1 a5 40.a3 axb4 41.axb4



Fritz prefers Black here, although the Black Knight is horribly stuck. **41...Ra7**

[0.59 Fritz 5.00: 41...Rb5]

42.Rb3 Rb7 43.Rb1 Ke8 44.Nd2 d4

[1.03 Fritz 5.00: 44...Kd8 45.e4 d4 46.Nc4 Rb8 47.Rb3 Ke8 48.Nd6+]

45.exd4 exd4 46.Nf3

[0.22 Fritz 5.00: 46.Ne4 Re7 47.Nd6+ Kf8 48.Rh1 Kg7 49.Rd1 Nc3 50.Rxd4 Re3]

46...d3+ clever 47.Kxd3 Nxc5+ 48.Kd4 Nd7 49.Kc4 Kf7 50.Re1 Nf8 51.Nd4 Rc7

[1.91 Fritz 5.00: 51...Rb6 52.Rh1 Nd7 53.Rxh6 Ke7 54.Nf3 Rb5 55.Kc3 c5 56.bxc5]

52.Kc5 Nd7+ Not best!

[4.97 Fritz 5.00: 52...Rd7]

53.Kd6 Rb7 54.Re7+ Kg8 55.Nxc6 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_36.htm) was last modified on 13 Aug



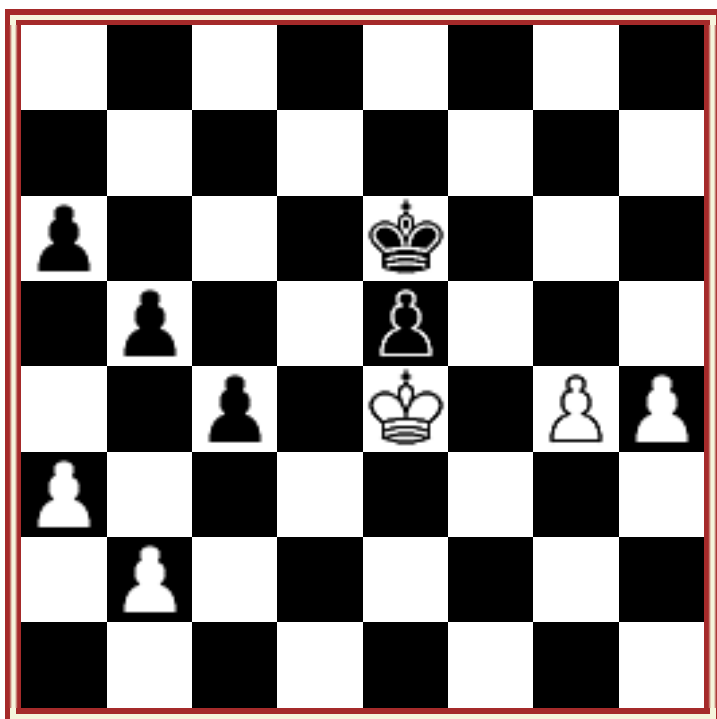
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_65.htm

65) Wahab A. A. - Pinder R. [D20]

Major (5) 1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.Nf3 "Out of Book," says Fritz. 5...Bb4+ 6.Kf1 Qe7 7.Qxd4 Nf6 8.Bd2 Bxd2 9.Nbxd2 0-0 10.Qe5 Nc6 11.Qxe7 Nxe7 12.Rd1 Ng6 13.Ke2 Rd8 14.Ne4 Be6 15.Nxf6+ gxf6 16.Bxe6 fxe6 17.Nd4 Kf7 18.Nb5 c6 19.Nd6+ Ke7 20.Ne4 Rd5 21.Nc3 Rxd1 22. Rxd1 Rd8 23.Rxd8 Kxd8 24.Ne4 Ke7 25.Nc5 b6 26.Nd3 e5 27.f3 Ke6 28.e4 c5 29.g3 f5 30.exf5+ Kxf5 31.Nf2 Ne7 32.Ne4 Nd5 33.a3 a6 34.Kd3 h6 35. Nd6+ Ke6 36.Ne4 Kf5 37.h3 h5 38.Nd6+ Ke6 39.Ne8 Nf6 40.Nxf6 Kxf6 41. Ke4 Ke6 42.h4 c4 43.g4 hxg4 44.fxg4 b5



45.h5 The distant Pawn is usually best, but White can put off the King with the other one. It's still impossible for White to prevent Black from Queening, but he would have lots of Pawns.

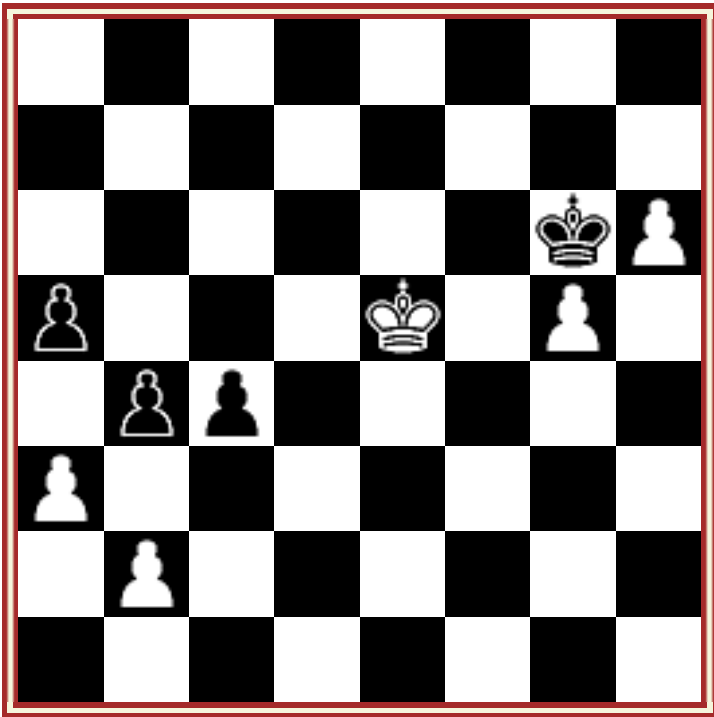
[1.84 Fritz 5.00: 45.g5 a5 46.h5 b4 (46...a4 is another siliconic misconception 47. b3 axb3) 47.axb4 c3 48.bxc3 a4 49.h6 **A**) 49...Kf7 50.b5 (50.Kd3 is playing for the loss 50...e4+ 51.Kc2 a3 52.h7 a2 53.Kb2 Kg7 54.g6 e3) 50...a3 51.b6 a2 52. b7 a1Q 53.b8Q Qh1+ is still a try for White;

B) 49...a3 50.h7 a2 51.h8Q a1Q 52.Qxe5+ is surely winning.]

45...a5

[3.75 Fritz 5.00: 45...Kf6 is the chance he perhaps should have taken. 46.h6 Kf7 47.g5 Kg6 48.Kxe5]

46.h6 Kf6 47.g5+ Kg6 transposes to the last note anyhow **48.Kxe5 b4**



49.axb4 it is no longer possible to avoid Black's idea

[49.Kd4 c3 50.Kd3 (50.bxc3 bxa3) 50...cxb2 51.Kc2 bxa3]

49...c3!

[10.84 Fritz 5.00: 49...axb4 is Fritz' insane suggestion 50.Kd4 c3 51.bxc3 bxc3 52.Kxc3 Kh7 53.Kd4]

50.bxc3 a4 51.b5 a3 52.b6 a2 53.b7 a1Q 54.b8Q 1/2-1/2

Back to [Chess Coaching Page](#)

This document (Blunders\blun_65.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_28.htm

28) Durrant P. E. O. - Price M. C. [C90]

Major (3) 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 d6 8.h3 Na5 9.c3 "Out of Book," says Fritz. 9...Nxb3 10.axb3 O-O 11.d3 c5 12.Nbd2 Bb7 13.Nf1 c4 14.bxc4 bxc4 15.Ng3 cxd3 16.Qxd3 h6 17.Be3 Re8 18.Nd2 d5 19.exd5 Nxd5 20.Nc4 Nxe3 21.Qxe3 Qd5 22.Qe4 Qxe4 23.Nxe4 Bxe4 24.Rxe4 f6 25.Ne3 Rab8 26.Ra2 Red8 27.Rea4 Rd2 28.Nc4 Rd1+ 29.Kh2 Rf1



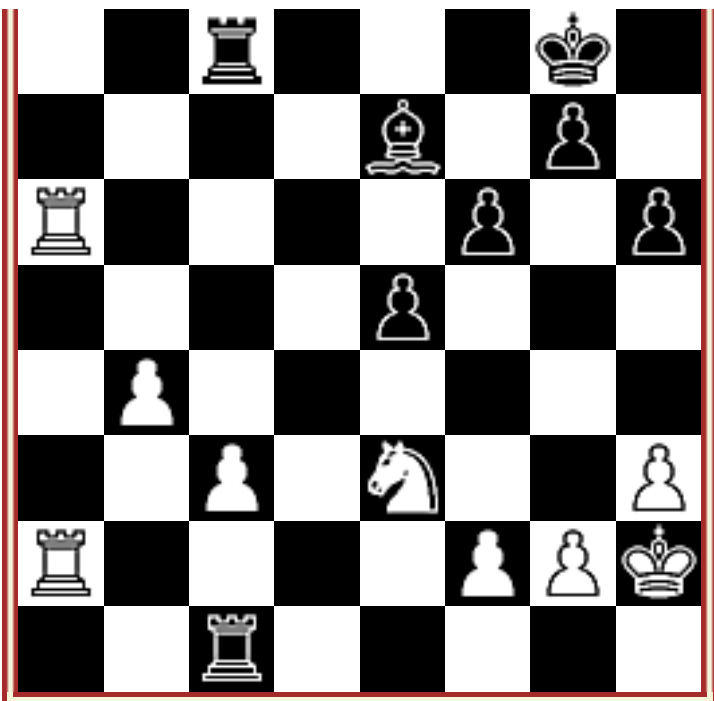
30.b4

[0.22 Fritz 5.00: 30.Kg3 Rd8 31.Rxa6 Kf7 32.Ne3 Rc1]

30...Rc8 The wrong Rook.

[1.41 Fritz 5.00: 30...Rc1 31.Ne3 Rb5 32.c4 Rxb4 33.Rxa6]

31.Ne3 Rc1 32.Rxa6



Fritz does not identify Black's next as a blunder, because White is so far ahead, but ...Kf7 is a better try. **32...R1xc3 33.Nd5 Bxb4 34.Nxb4 R8c5 35.Rd2 e4 36.Rd7 e3 37.fxe3 Rxe3 38.Raa7 Rg5 39.Rd3 Re4 40.Nd5 h5**

[#3 Fritz 5.00: 40...Re8 41.Ne7+ Kh7 42.g4 h5 43.Rad7 Rb8 44.Nd5 Kh6 45.Kg3]

41.Nxf6+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_28.htm) was last modified on 13 Aug



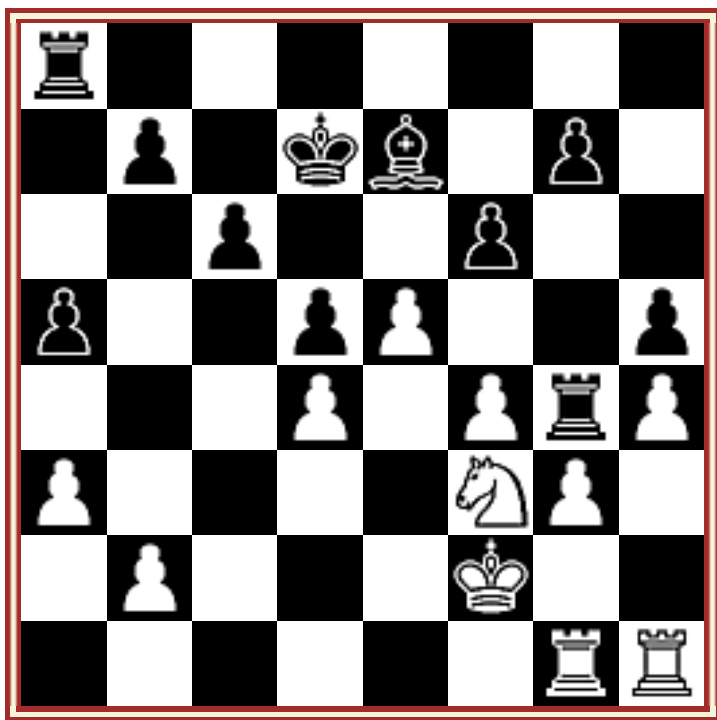
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_50.htm

50) Scott R. - Fursman L. J. [B12]

Major (4) 1.e4 c6 2.d4 d5 3.e5 Bf5 4.h4 h5 5.c4 dxc4 6.Bxc4 e6 7.a3 "Out of Book," says Fritz. 7...Nd7 8.Nc3 Nb6 9.Bb3 Be7 10.Nf3 Bg4 11.Be3 Nd5 12. Bxd5 exd5 13.Qe2 Nh6 14.Bxh6 Rxh6 15.Qe3 Re6 16.Ne2 Qa5+ 17.Nd2 Bxe2 18.Kxe2 Qb5+ 19.Qd3 Qxd3+ 20.Kxd3 a5 21.f4 Rg6 22.Rag1 Rg3+ 23.Nf3 Kd7 24.Ke2 f6 25.Kf2 Rg4 26.g3



26...fxe5 Oops

[1.50 Fritz 5.00: 26...Rf8 27.Re1 a4 28.Nh2 Rg6 29.Nf3]

27.Nxe5+ Ke6 28.Nxg4 hxg4 29.Re1+ Kd6 30.Ke3 Bf6 31.Kd3 b6 32.f5 c5 33.Re6+ Kc7 34.dxc5 bxc5 35.b3 Rb8 36.Kc2 a4 37.Rb1 axb3+ 38.Rxb3 Rxb3 39.Kxb3 c4+ 40.Kc2 d4

[4.69 Fritz 5.00: 40...Ba1 41.Rg6 Be5 42.a4 d4 43.Rxg4]

41.Rxf6 gxf6 42.h5 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_50.htm) was last modified on 13 Aug



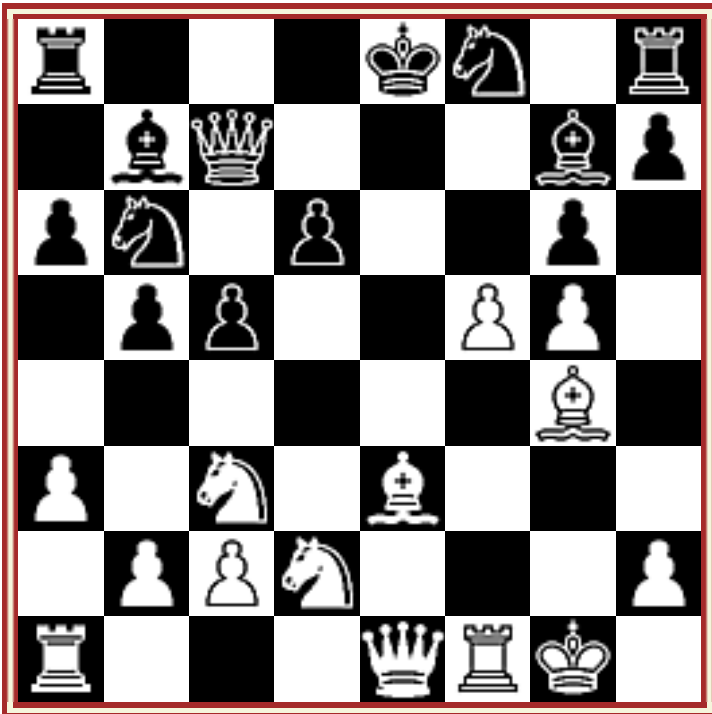
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_109.htm

109) Ward I. C. - Lilley G. [B07]

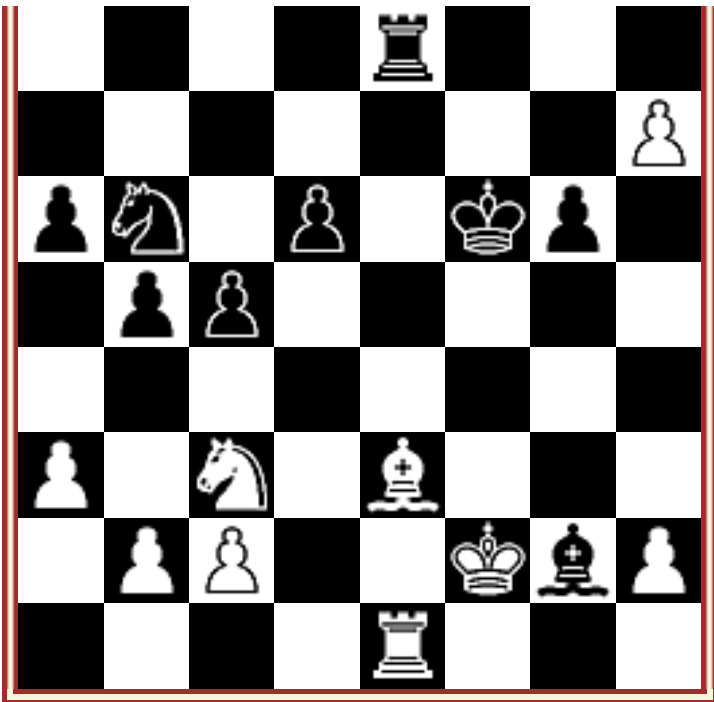
Exeter Premier (5) 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7 5.g4 c6 6.g5 Nfd7 7. Be3 "Out of Book," says Fritz. 7...b5 8.a3 Bb7 9.f4 Nb6 10.Nf3 N8d7 11.O-O Qc7 12.Qe1 a6 13.Nd2 c5 14.d5 e6 15.dxe6 fxe6 16.Bg4 Nf8 17.f5 exf5 18. exf5



18...Be5

[0.97 Fritz 5.00: 18...gxf5 19.Rxf5 Be5 20.Nde4 Nc4 21.Nf6+ Kd8 22.Rd1 h5 23. Bxh5]

19.f6 Kf7 20.Nf3 Re8 21.Nxe5+ Rxe5 22.Qg3 Ne6 23.Rae1 Re8 24.Bxe6+ R5xe6 25.Qh3 h5 26.gxh6 Qc6 27.h7 Qh1+ 28.Kf2 Rxf6+ 29.Ke2 Qg2+ 30. Qxg2 Bxg2 31.Rxf6+ Kxf6 32.Kf2



A final blunder: Graham is of course one of the country's finest visually disabled players. **32...Bc6**

[6.53 Fritz 5.00: 32...Rh8 33.Kxg2 Nc4 34.Bc1 Rxh7 35.Ne4+ Kf5 36.b3 Ne5 37. Nxd6+]

33.Bd4+ 1-0

Back to [Chess Coaching Page](#)

This document (Blunders\blun_109.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

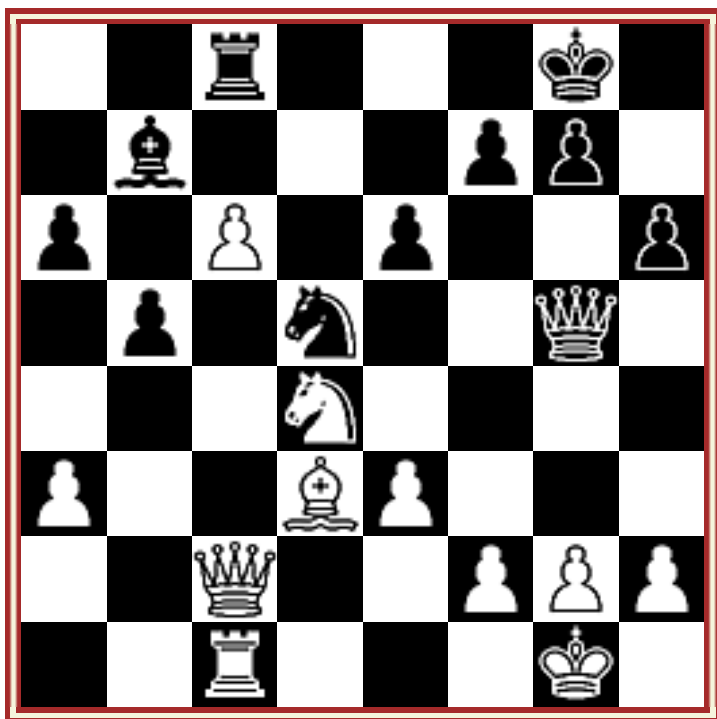
Exeter Chess Club: Blunders\blun_57.htm

57) Foulds A. - Belinfante N. [D63]

Major (5) 1.d4 d5 2.c4 Nf6 3.Nc3 e6 4.Bg5 h6 5.Bh4 Be7 6.e3 O-O 7.Nf3 Nbd7 8.Rc1 b6 This combines poorly with ...Nbd7. 9.cxd5 Nxd5 "Out of Book," says Fritz. 10.Bxe7

[0.41 Fritz 5.00: 10.Nxd5 exd5 (10...Bxh4 11.Nxc7) 11.Bxe7 Qxe7 12.Rxc7]

10...Nxe7 11.Qc2 c5 12.dxc5 Nxc5 13.b4 Na6 14.Qa4 Nc7 15.Ne4 Bb7 16. Nc3 Ncd5 17.Nxd5 Nxd5 18.Bc4 Qd6 19.O-O Rfc8 20.a3 Rc7 21.Rc2 Bc6 22. Qb3 b5 23.Bd3 Rac8 24.Rfc1 a6 25.Rc5 Bb7 26.Qc2 Qe7 27.Nd4 Rxc5 28. bxc5 Qg5 29.c6



Fritz doesn't like the next few moves at all! 29...Nxe3

[1.22 Fritz 5.00: 29...Ba8 30.Qc5 Qe7 31.Be4 Qxc5 32.Rxc5 Ne7 33.f4 Nf5 34. Bxf5]

30.Bh7+ This is not just irrelevant, it is very dangerous, allowing a Queen on d4

access to d1, and removing the threat to Black's last rank.

[-1.34 Fritz 5.00: 30.fxe3 Qxe3+ 31.Kh1 Ba8 (31...Qxd4 32.cxb7! Rxc2 33.b8Q+ Rc8 34.Qxc8+ Qd8 35.Qxd8#) 32.Qc3 Qf4 33.Ne2 Qc7 34.Be4 e5]

30...Kh8 31.Qe4

[31.fxe3 Qxe3+ 32.Kh1 Qxd4 33.Be4 (33.cxb7 Rxc2 34.b8Q+ Kxh7)]

31...Nxg2 32.Qxg2 overlooking th threat to c1

[-6.91 Fritz 5.00: 32.Rc5 Bxc6 33.Rxc6 Rxc6 34.Nxc6 Ne3+ 35.Kh1 Ng4 36.Qc2 Nxf2+]

32...Qxc1+ 33.Qf1 Qxf1+

[-4.88 Fritz 5.00: 33...Rxc6 34.Nxc6 Qxc6 35.f3 Kxh7 36.Qd3+ f5 37.Kg2 Qxf3+ 38.Qxf3]

34.Kxf1 Kxh7 0-1

Back to [Chess Coaching Page](#)

This document (Blunders\blun_57.htm) was last modified on 13 Aug



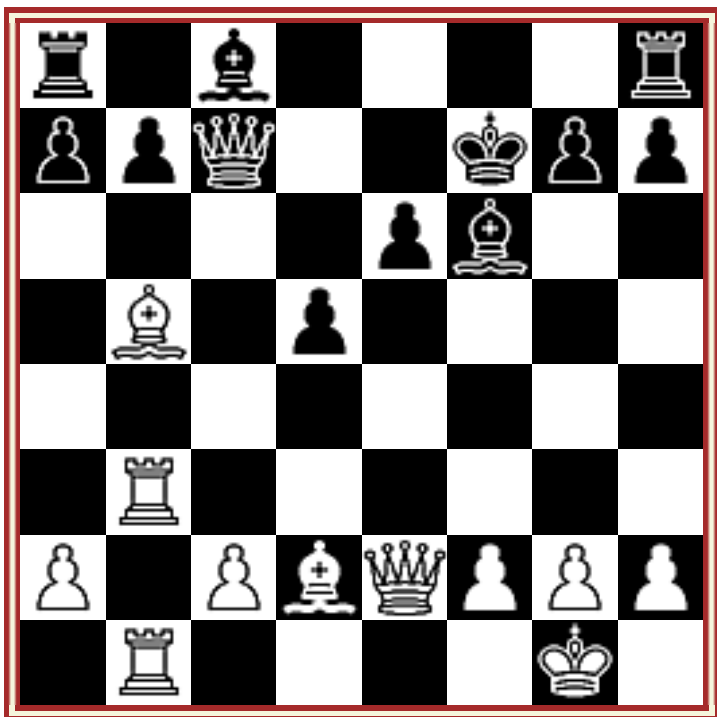
2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_67.htm

67) Homer S. - Brusey A. W. [C05]

Exeter Premier (1) 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Ne4 5.Bd3 Nxd2 6.Bxd2 c5 7.dxc5 Nc6 8.Nf3 Bxc5 9.O-O Qc7 "out of book", says Fritz 10.Qe2 Nd4 11.Nxd4 Bxd4 12.Rfe1 Bxb2 13.Rab1 Ba3 14.Rb3 Be7 15.Reb1 f5 16.exf6 Bxf6 17.Bb5+ Kf7



Fritz now starts admonishing White. **18.Rf3** The start of an over-optimistic idea.

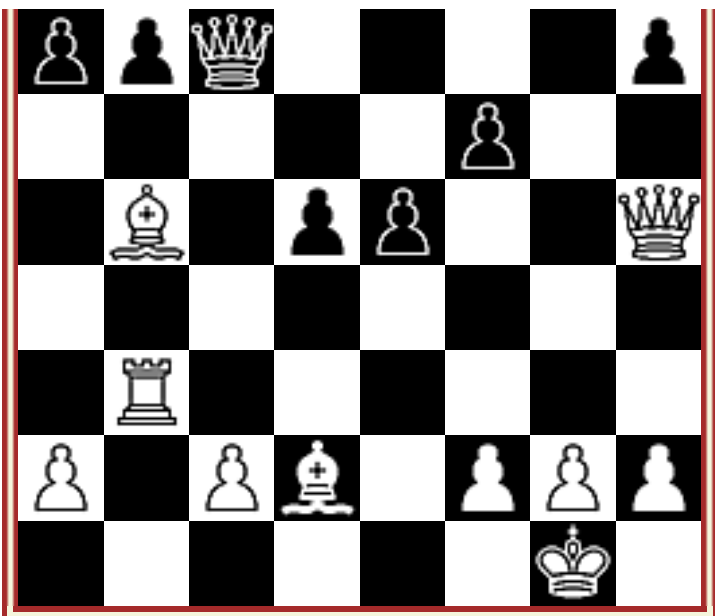
[-1.91 Fritz 5.00: 18.Bd3 e5 19.c4 e4 20.Qh5+ Kf8 21.Bb4+ Be7 22.Bxe7+]

18...Rf8 19.Rxf6+

[-2.19 Fritz 5.00: 19.Bf4 Qc5 20.Be5 d4 21.Bxf6 gxf6 22.Rd3]

19...gxf6 20.Qh5+ Kg8 21.Rb3 e5





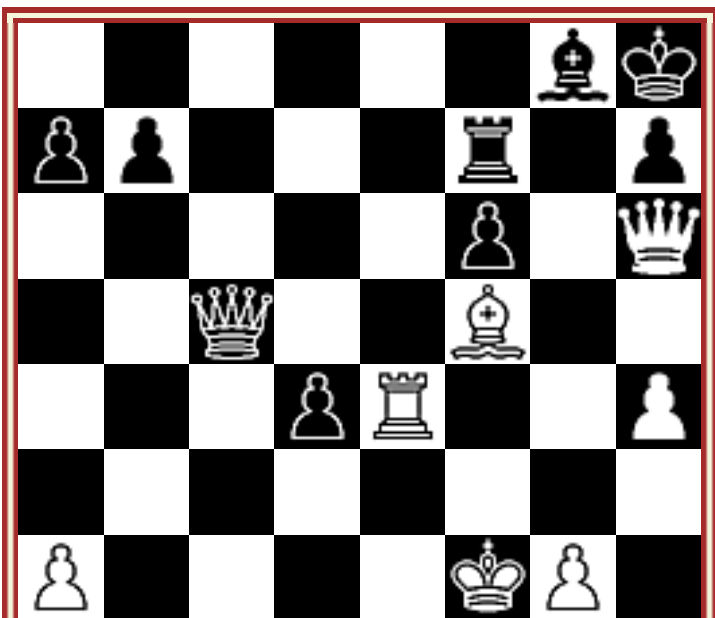
Looks promising, but without a mate White is still Pawns down even if he wins the exchange. **22.Rg3+ Kh8 23.Bh6 Be6 24.Bxf8 Rxf8** See? **25.Be8**

[-2.31 Fritz 5.00: 25.c3 Qf7 26.Qh6 Rd8 27.Re3 Qg6]

25...Qxc2 26.h4 Qc1+ 27.Kh2 Qc7 28.Qh6 Qe7 29.Bg6 Bg8 30.Bf5 Rf7 31.Rg6 e4 32.Kg1 d4

[-0.94 Fritz 5.00: 32...Qe5 is more forward-looking 33.g4 (33.Bh3) 33...d4 34.a3 b5 35.Kh1]

33.Rg4 e3 34.Re4 exf2+ 35.Kxf2 Qc5





White is busted. **36.Kg1**

[-4.03 Fritz 5.00: 36.g4]

**36...Qxf5 37.Rxd4 Qb1+ 38.Kh2 Qg6 39.Qf4 Rg7 40.Qf3 Bxa2 41.Ra4 Qf7
42.Rd4 h5 43.Rd6 f5 44.Qc3 Kh7 45.Qd2 Qc7 46.Kg1 Bc4 47.Rh6+ Kg8 48.
Rd6 b5 49.Rd8+ Kh7 50.Rd6 a5 51.Qh6+ Kg8 52.Ra6 Qb7 0-1**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_67.htm) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

Exeter Chess Club: Blunders\blun_70.htm

70) Wareing J. P. - Rapkins D. G. E. [B01]

Exeter Premier (1) 1.e4 d5 2.exd5 Nf6 3.Bb5+ Bd7 4.Bc4 Bf5 "Out of Book," says Fritz. 5.Nc3 Nbd7 6.Bb3 Nb6 7.Qf3 Qd7 8.a4 Rd8 9.d6 c6 10.dxe7 Bxe7 11.h3 0-0 12.Nge2 Bc5 13.0-0 Rfe8 14.d3



14...Ng4 Interesting but flawed. Black may have felt the pressure to justify his Pawn minus.

[3.19 Fritz 5.00: 14...Nbd5 15.Nxd5 Nxd5 16.Bg5 Be7 17.Bxe7 Rxe7 18.Rfe1]

15.hxg4 Bxg4 16.Bxf7+ Kh8 17.Bxe8 Rxe8

[17...Bxf3 18.Bxd7 is what Black must have missed.]

18.Qg3 Bxe2 19.Nxe2

[1.50 Fritz 5.00: 19.Re1 Bd6 20.Bf4 Bxf4 21.Qxf4 Nd5 22.Nxd5 cxd5]

19...Rxe2 20.Be3 Rxc2 21.Bxc5 Rxc5 22.a5 Nc8 23.Qe3 Rd5 24.Rfe1 Nd6 25.Qxa7 Rxd3 Natural, but only serves to open lines for White.

[3.56 Fritz 5.00: 25...Qd8 26.Qe3 Rb5 27.Ra2 c5 28.Qe7]

26.Rad1

[2.34 Fritz 5.00: 26.Qb8+ is preferred by Fritz but I like White's idea better]

26...Rxd1

[26...Rd5 27.Qb8+ Nc8 28.Rxd5 cxd5 29.Qc7]

27.Rxd1 winning the Knight **27...Qe7 28.Rxd6 Qe1+ 29.Kh2 Qe5+ 30.g3 1-0**

Back to [Chess Coaching Page](#)

This document (Blunders\blun_70.htm) was last modified on 13 Aug

2005 by



[Dr. Dave](#)

Exeter Chess Club: Blunders at East Devon

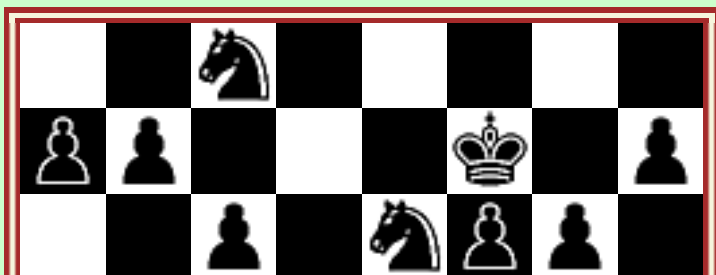
This is, I repeat, "work in progress" so comments and criticisms are very much invited.

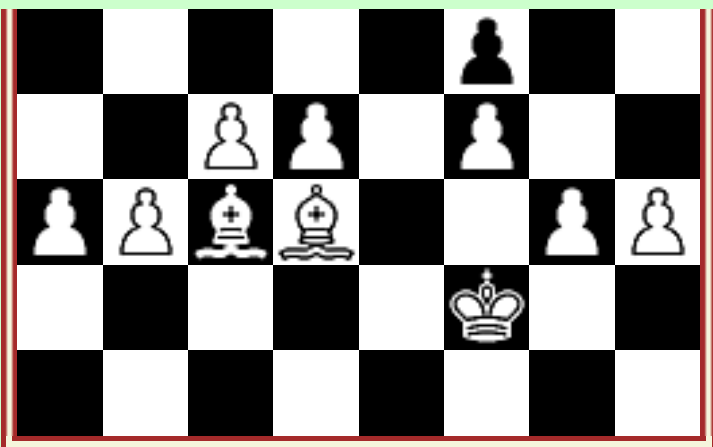
(1) Dobber P. - Nielsen J. H. [B01]

Major (1) 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4 c6 5.Nf3 Bf5 6.Be2 e6 7.0-0 Nf6 8.Re1 "Out of Book," says Fritz. 8...Nbd7 9.h3 Be7 10.Bf1 0-0 11.Nh4



Black mistakenly allows White to secure the two Bishops and a Queen's-side majority. 11...Rfe8 12.Nxf5 exf5 13.Bd3 Bd6 14.Bd2 Bb4 15.Qf3 g6 16.a3 Bxc3 17.Bxc3 Qd5 18.Qxd5 Nxd5 19.Bd2 Kg7 20.c4 N5f6 21.f3 Rad8 22.Bc3 Kg8 23.Rxe8+ Rxe8 24.Kf2 Nb6 25.b3 Nh5 26.Re1 Rxe1 27.Bxe1 Nf4 28.Bf1 f6 29.g3 Ne6 30.Bc3 Kf7 31.f4 Nc8 32.Bd3





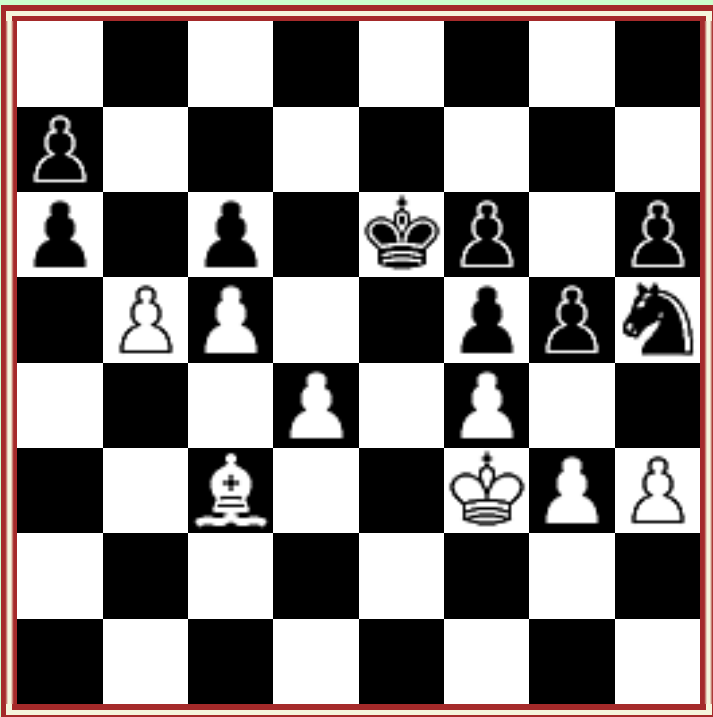
This is the perfect endgame situation for White. **32...Ke7 33.b4 h6 34.Kf3 Nd6 35.a4 Nc7 36.b5 Kd7 37.c5 Nde8 38.Bc4 Ng7 39.Ba5 Nce6 40.Bc3 Nh5**

[0.75 Fritz 5.00: 40...Nc7]

41.a5 g5 42.Bxe6+ White hopes to distract Black from the Queen's-side.

[0.34 Fritz 5.00: 42.a6 1.00]

42...Kxe6 43.a6 bxa6



44.bxa6 This automatic recapture is less strong than the alternative.

[0.06 Fritz 5.00: 44.bxc6 Ke7 45.d5 g4+ 46.hxg4 fxg4+ 47.Kxg4 Ng7]

**44...Kd5 45.Ba5 Kxd4 46.Bb6 Kc4 47.Bxa7 Kb5 48.Bb6 Kxa6 49.Bd8 Kb5
50.Be7 Kc4**

[0.41 Fritz 5.00: 50...gxf4 51.g4 fxf4+ 52.hxf4 Ng7 53.Kxf4 h5 54.gxh5 Nxh5+
55.Kf5]

51.Bd6

[-0.66 Fritz 5.00: 51.Bf8 gxf4 52.g4 fxf4+ 53.hxf4 Ng3 54.Kxf4 Nf1 55.Be7 Nh2]

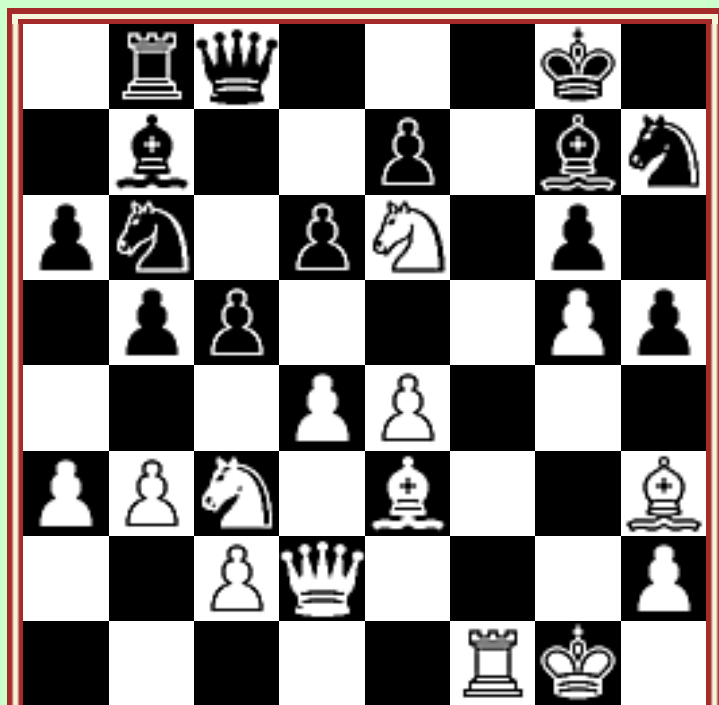
51...Kd5

[0.00 Fritz 5.00: 51...Ng7 52.Bf8 Ne6 53.Bxh6 Kd3 54.g4 fxf4+ 55.Kxg4 Nxf4 56.
Bg7]

52.Bf8 1/2-1/2

2) Durrant P. E. O. - Halmkin P. E. [B07]

Major (1) **1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f3 c6 5.Be3 Nbd7 6.Nge2 b5 7.a3
"Out of Book," says Fritz. 7...Qa5 8.g4 Bg7 9.Bg2 Rb8 10.Qd2 h5 11.g5 Nh7
12.O-O Qc7 13.f4 Nb6 14.b3 O-O 15.Rad1 a6 16.f5 Bb7 17.fxf6 fxf6 18.Nf4
c5 19.Ne6 Rxf1+ 20.Rxf1 Qc8 21.Bh3**



Black is in difficulty here but his next move makes things worse, adding a pin to the threatened discovery. In fact, White's Knight is currently pinned to the Bh3!

21...Nd7

[2.50 Fritz 5.00: 21...b4 22.axb4 cxb4 23.Na2 Bxe4 24.Qf2 Qe8 25.Nxb4 Bb7 26.Nxg7]

22.Nxg7

[1.66 Fritz 5.00: 22.Qf2 Qe8 23.Nc7 Qf8 24.Bxd7 Qxf2+ 25.Rxf2 cxd4 26.Be6+ Kh8]

22...Kxg7 23.Qf2 Qe8 24.Be6 Ndf8 25.Qf7+ Kh8 Suicide.

[#1 Fritz 5.00: 25...Qxf7 26.Rxf7+ Kh8 27.Rxe7 Nxe6 28.Rxe6 b4 29.axb4 cxb4 30.Nd5;

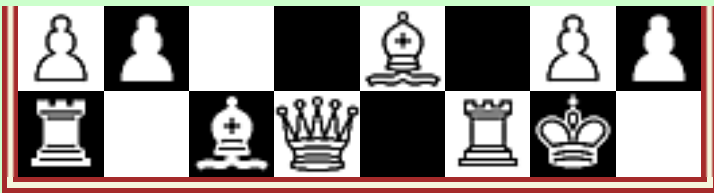
25...Kh8 26.Qg8#]

1-0

3) Foulds A. - England M. C. [E76]

Major (1) **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 0-0 6.Nf3 c5 7.d5 Nbd7**
 "Out of Book," says Fritz. **8.Be2 a6 9.0-0 b5**





Fritz doesn't like giving up Pawns, but this Benko-style idea looks perfectly legitimate.

[0.94 Fritz 5.00: 9...b6 10.Qc2 Bb7 11.Be3 Qc7 12.f5 gxf5 13.exf5]

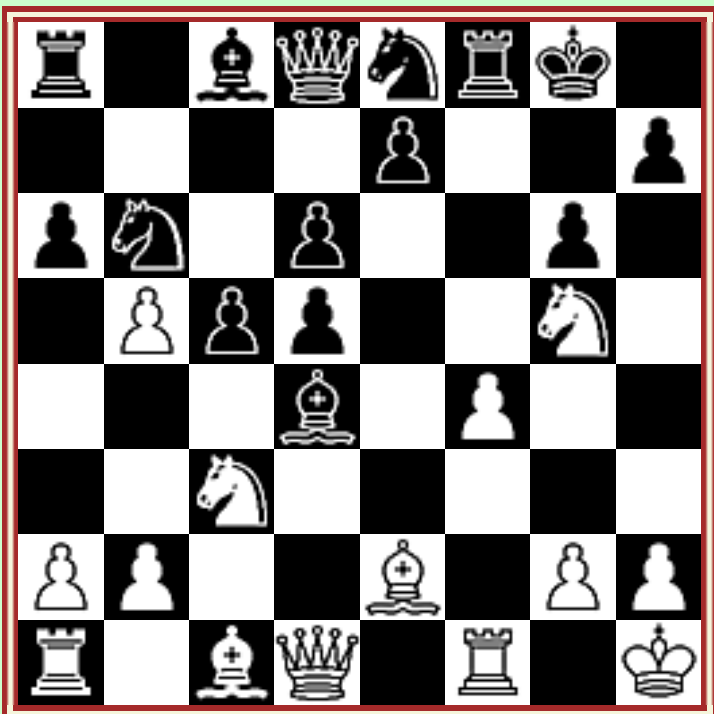
10.e5

[0.16 Fritz 5.00: 10.cxb5 Qb6 11.e5 Ng4 12.Na4 Qc7]

10...Ne8 11.e6 fxe6 12.Ng5

[-0.91 Fritz 5.00: 12.cxb5]

12...Nb6 13.cxb5 Bd4+ 14.Kh1 exd5



White's next is a miscalculation. **15.Nxd5**

[-3.09 Fritz 5.00: 15.Nf3 Bxc3 16.bxc3 Nc7 17.bxa6 Bxa6 18.Bxa6 Rxa6 19.a4]

15...Nxd5 16.Bc4 Nef6 17.Qf3 e6 18.Re1 Re8 19.bxa6 Qa5 20.Be3

[-3.66 Fritz 5.00: 20.Re2 Bxa6 21.Bxa6 Qxa6 22.Nxe6 Qc4 23.a3 Rxa3 24.Qxa3 Qxe2]

20...Bxb2 21.Rad1 Bxa6 22.Bd2 Qa3 23.Qxa3 Bxa3 24.Bxa6 Rxa6 25.Rxe6 Bb4 26.Bxb4 Nxb4

[-1.34 Fritz 5.00: 26...Rxe6 27.Nxe6 cxb4 28.Ra1 b3 29.a4 b2 30.Rb1]

0-1

4) Hibbitt A. - Duckham J. [B00]

Major (1) **1.e4 Nc6 2.g3 "Out of Book," says Fritz. 2...d5 3.Nc3 Nf6 4.Bg2 dxe4 5.Nxe4 Nxe4 6.Bxe4 g6 7.c3 e5 8.Ne2 Bh3 9.Ng1 Be6 10.d3 Bg7 11.f4 exf4 12.Bxf4 0-0 13.Qd2**



Black should seize the e-file. **13...Bd5**

[0.66 Fritz 5.00: 13...Re8 14.Ne2 (14.0-0-0 Bxa2) 14...Bg4 15.h3 f5 16.hxg4 fxe4 17.dxe4 Qxd2+]

14.0-0-0

[-0.78 Fritz 5.00: 14.Nf3 Re8]

14...Bxe4 The a-Pawn could have been taken with impunity - it contributes to Black's attack on that wing, and so is no waste of time.

[0.13 Fritz 5.00: 14...Bxa2 15.Bh6 Na5 16.Qf4 Nb3+ 17.Kc2 Bxh6 18.Qxh6]

15.dxe4 Qxd2+ 16.Rxd2 Ne5 17.Rd5 Rfe8 18.Bxe5 Rxe5 19.Rxe5 Bxe5 20.Nf3 Bd6 21.e5 Bc5 22.Rd1 Re8 23.Rd7 Re7 24.Rxe7 Bxe7 25.Kc2 Kf8 26.Kd3 Ke8 27.g4 h6 28.b4 Kd7 29.a4 a6 30.Kc4 c6 31.h4 b5+ 32.axb5 axb5 + 33.Kd4 Kc7 34.h5 g5 35.Ke4 Bf8 36.Nd4 Kd7 37.Kf5 Bg7 38.Nb3 Ke7 39.Nc5 Bh8 40.Ne4 Bg7 41.Nd6 Bh8 42.c4 bxc4 43.Nxc4 Bg7 44.Na5 Kd7 45.Nb3 Ke7 46.Nc5 Bh8 47.e6 Bc3 48.exf7 Kxf7 49.Nd7 Bxb4 50.Ne5+ Kg7 51.Nxc6 Bc3 52.Ke6 Bb2 53.Ne7 Bc3 54.Nf5+ Kh7 55.Kf7 Bb2 56.Nd6 Bc3 57.Ne4 Bb2 58.Nf6+ Kh8 59.Nd7 Kh7 60.Nf8+ Kh8 61.Kg6 Bc1 62.Kxh6 Bb2

[2.31 Fritz 5.00: 62...Kg8 63.Ne6 Kf7 64.Ng7 Be3 65.Nf5]

63.Ne6 Bc1 64.Nxg5 Kg8 65.Kg6 Kh8 66.Nf7+

[2.47 Fritz 5.00: 66.h6 Bxg5 67.Kxg5 Kh7 68.Kf6 Kg8 69.h7+ Kxh7]

66...Kg8 67.h6 1-0

5) Ingham W. - Pinder R. [A07]

Major (1) **1.Nf3 d5 2.g3 Nf6 3.Bg2 c6 4.0-0 Bf5 5.d3 h6 6.Nbd2 e6 7.Re1**
 "Out of Book," says Fritz. **7...Bh7 8.e4 Qc7 9.e5 Nfd7 10.Nf1 c5 11.c4 d4**





12.b4 Fritz reckons this a blunder

[-0.91 Fritz 5.00: 12.Qe2]

12...Nc6 with double attack on b4 and e5 **13.a3 cxb4 14.Qb3** makes the worst of a bad job

[-2.56 Fritz 5.00: 14.Bb2]

14...bxa3 Black does not exploit his advantage in the best way.

[-1.19 Fritz 5.00: 14...Nc5 15.Qa2 Nxd3 16.Rd1 Nxc1 17.Raxc1 bxa3 18.Nxd4 Nxe5]

15.Bxa3 Bxa3 16.Rxa3 0-0 17.Qb2 Ndx e5 18.Nxe5 Nxe5 19.Qxd4 Nc6

[-1.06 Fritz 5.00: 19...Nxd3 20.Rd1 Rfd8 21.Qe3 Qxc4 22.Bxb7]

20.Qc5 Rfd8 21.d4 Rxd4 22.Bxc6 Rd6 23.Rxa7 Rxa7 24.Qxa7 Rxc6 25.Rd1 Be4 26.Qa8+ Kh7 27.Qe8 Rxc4 28.Rd7 Qe5 29.Qxf7 Rc1 30.Rd8 Qb5

[0.22 Fritz 5.00: 30...Bc6]

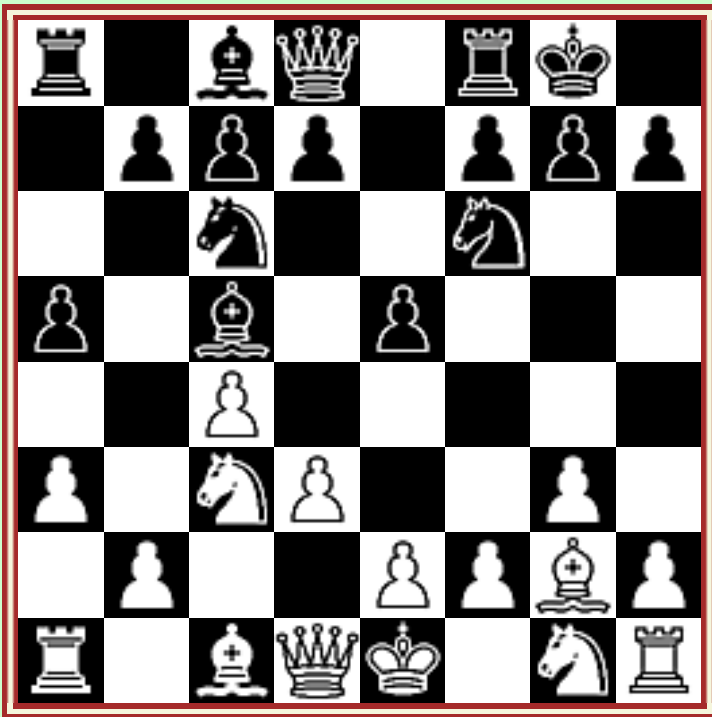
31.Qg8+ Kg6 32.Qf7+

[-15.44 Fritz 5.00: 32.Qxe6+ Kh5 33.Qh3+ Kg6 34.Qg4+ Kf7]

32...Kxf7 0-1

6) Jukes S. - Belinfante N. [A20]

Major (1) 1.c4 e5 2.g3 Nc6 3.Bg2 Bc5 4.a3 "Out of Book," says Fritz. 4...a5 5. Nc3 Nf6 6.d3 O-O



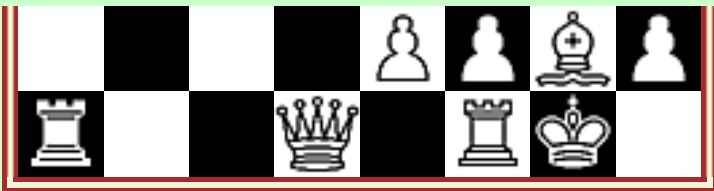
7.Bg5 White sets himself up for a basic tactic (Knight fork [-0.94 Fritz 5.00: 7.Nf3 d6 8.O-O Bg4 9.Bg5 Re8])

7...h6 Black didn't notice!

[0.03 Fritz 5.00: 7...Bxf2+ 8.Kf1 Bd4 9.e3 Bxc3 10.bxc3 d5 11.cxd5 Nxd5]

8.Bxf6 Qxf6 9.Nf3 d6 10.O-O Qg6 11.Nd5 Bb6 12.b4





with a threat that Black overlooks. **12...f5**

[2.16 Fritz 5.00: 12...axb4 13.axb4 Be6 14.Nxb6 cxb6 15.b5 Ne7 16.Qd2 Nf5 17.e3]

13.b5 Nd4 still missing the point!

[6.31 Fritz 5.00: 13...Qe8 14.c5 dxc5 15.bxc6 bxc6]

14.Ne7+ Kh7 15.Nxg6 Kxg6 16.e3 Nxf3+ 17.Qxf3 Kh7 18.Rad1 f4 19.d4 exd4 20.exf4 Be6 21.Qe4+ Bf5 22.Qxb7 Rab8 23.Qd5 Rbe8 24.Rfe1 Rxe1+ 25.Rxe1 d3 26.Be4 Bxe4 27.Rxe4 1-0

7) Price M. C. - Sparkes D. A. [C14]

Major (1) **1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.f4 a6 8.Nf3 c5 9.Qd2 Nc6 10.a3** "Out of Book," says Fritz. **10...0-0**



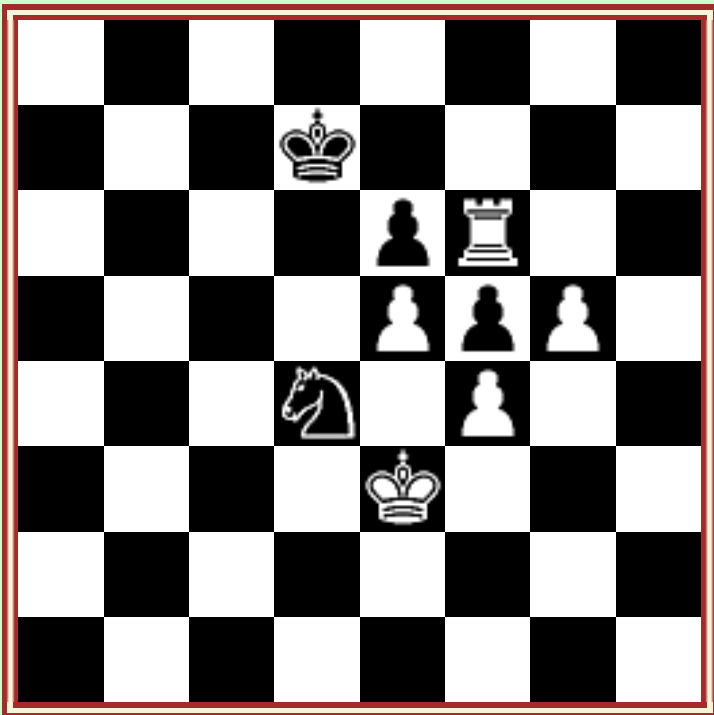
11.g4 Overlooking the check on h4.

[-0.72 Fritz 5.00: 11.0-0-0 f6 12.exf6 Qxf6 13.g3 cxd4 14.Nxd4 Nxd4 15.Qxd4]

11...cxd4 12.Ne2

[12.Nxd4 Qh4+]

12...Nc5 13.Nexd4 Ne4 14.Qe3 Nxd4 15.Qxd4 Qc5 16.0-0-0 b6 17.Qxc5 bxc5 18.Rg1 c4 19.Rg2 f5 20.g5 g6 21.Nd4 Rf7 22.Be2 c3 23.b3 Rc7 24.h4 Bd7 25.Rh1 Kf7 26.Rh3 Bb5 27.Bxb5 axb5 28.Nxb5 Rb7 29.Nxc3 Rxa3 30. Kb2 Rba7 31.Rgh2 d4 32.Na4 R3xa4 33.bxa4 Rxa4 34.Ra3 Rxa3 35.Kxa3 Nc3 36.Kb3 Nd5 37.Rf2 d3 38.cxd3 Ke7 39.Rf3 Kd7 40.d4 Kc7 41.Kc4 Kc6 42.Rf2 Kb6 43.Kd3 Kc6 44.Ke2 Kb6 45.Kf3 Kc6 46.Rc2+ Kb7 47.h5 Ne7 48. hxg6 hxg6 49.Rh2 Kc7 50.Rh7 Kd7 51.Rf7 Ke8 52.Rf6 Kd7 53.Kg3 Nc6 54. Rxc6 Nxd4 55.Rf6 Ne2+ 56.Kf3 Nd4+ 57.Ke3



57...Nc2+ Black is in lots of trouble, but this Knight is headed the wrong way.

[9.56 Fritz 5.00: 57...Nc6 58.g6 Ne7 59.g7 Ng8 60.Rf7+ Ke8 61.Rf8+ Ke7 62.Kd3]

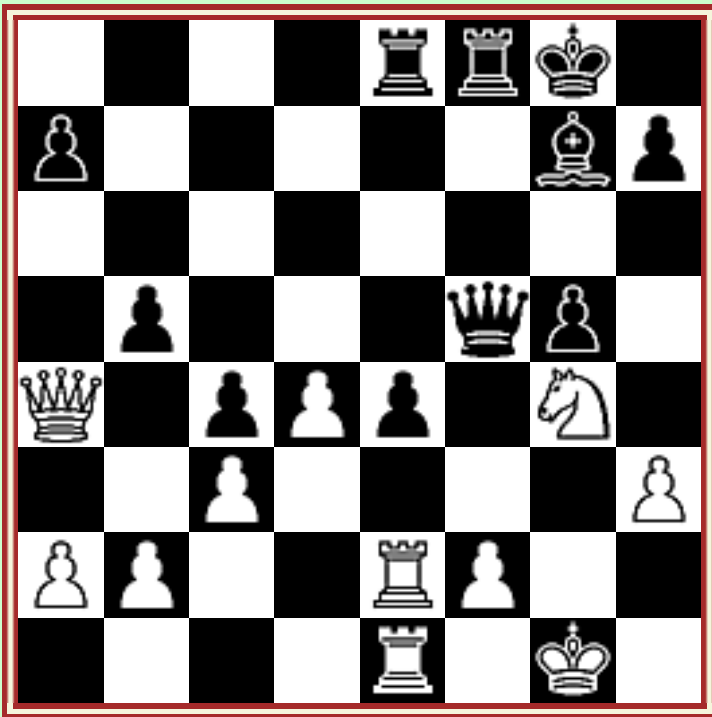
58.Kd2 Nb4 59.g6 Nd5 60.g7 Nxf4 61.g8Q Kc6 62.Rxe6+ Just the sort of clarifying sacrifice a human likes and computers hate. In fact, both the Knight and King are perilously short of squares and can each be profitably harassed.

[#7 Fritz 5.00: 62.Qg3 Ng2 (62...Nd5 63.Rxe6+ Kc5 64.Qg1+) 63.Qxg2+ Kc5 64.Kc3 f4 65.Rxe6 f3 66.Qxf3]

62...Nxe6 63.Qxe6+ Kc7 64.Qd6+ Kb7 65.e6 f4 66.e7 f3 67.e8Q f2 68.Qeb8# 1-0

8) Sandercock E. B. - Jones R. H. [A48]

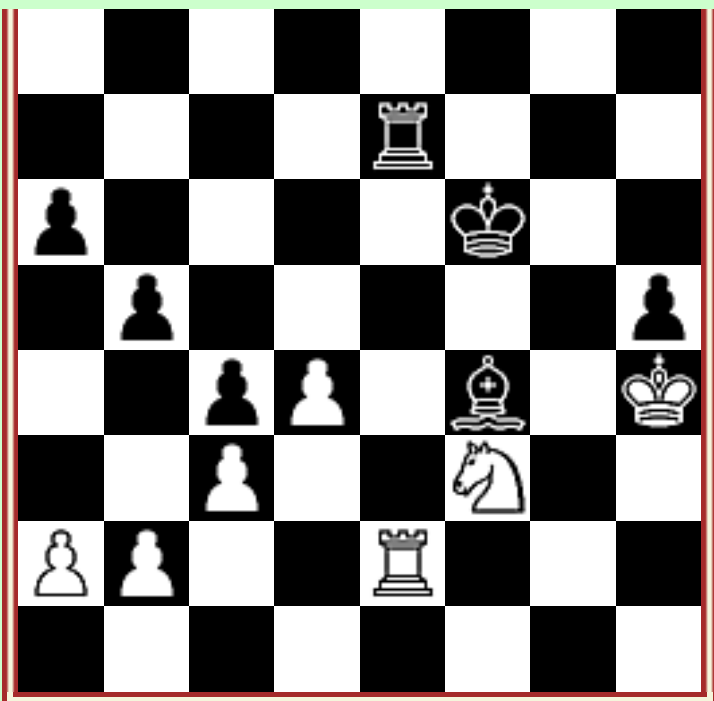
Major (1) 1.d4 Nf6 2.Nf3 b6 3.Bf4 Bb7 4.e3 g6 5.Be2 Bg7 6.Nbd2 d6 7.h3 Nbd7 8.O-O 0-0 9.c3 c5 10.Re1 "Out of Book," says Fritz. 10...Rc8 11.Rc1 d5 12.Ne5 e6 13.Ndf3 c4 14.Nxd7 Qxd7 15.Ne5 Qe8 16.Nf3 Qd7 17.g4 Ne8 18.Bf1 f6 19.Bg2 Nd6 20.Rc2 Rce8 21.Nh2 g5 22.Bxd6 Qxd6 23.e4 dxe4 24.Bxe4 Bxe4 25.Rxe4 f5 26.Re1 e5 27.Rce2 Qd7 28.gxf5 Qxf5 29.Ng4 e4 30.Qa4 b5



Not a blunder but a judgement that snatching the a-Pawn is risky. **31.Qc2**

[-0.59 Fritz 5.00: 31.Qxa7 h5 32.Ne3 Qxh3 33.Qc5 Ra8 34.Qd5+ Kh8 35.Qxb5]

31...h5 32.Nh2 Qxh3 33.Rxe4 Rxe4 34.Rxe4 Qf5 35.Qe2 g4 36.Re7 Rf7 37.Re8+ Kh7 38.Qe4 Qxe4 39.Rxe4 Kg6 40.Re8 a6 41.Kg2 Bh6 42.f3 Bc1 43.Re2 gxf3+ 44.Nxf3 Bf4 45.Kh3 Kf6 46.Kh4 Re7



Computers are no good at endgames because of the long-range planning required. Fritz urges White to grab the h-Pawn, but in doing so would expose his Pawns on dark squares. **47.Rf2**

[0.00 Fritz 5.00: 47.Rxe7 Kxe7 48.Kxh5 Ke6 (48...Bc1 49.b3 Bb2) 49.Kg4 Bc7 50.Kg5]

47...Kg6 48.Kh3 Re3 49.Kg2 Kf5 50.Ne5 h4 51.Nf3 Ke4 52.Nd2+ Kf5 53.Nf1

[-1.03 Fritz 5.00: 53.Nf3]

53...h3+ 54.Kh1 Re1 55.Kg1 Ke4 56.Kh1 Bg3

[-0.06 Fritz 5.00: 56...a5]

57.Rf7

[-0.72 Fritz 5.00: 57.Re2+ Kd5 58.Rxe1 Bxe1 59.Kh2 b4 60.cxb4 Kxd4 61.Kxh3 Bxb4]

57...Kd3 58.Rf3+ Ke2

[0.78 Fritz 5.00: 58...Kc2 59.Kg1 h2+ 60.Kg2 Re2+ 61.Kh1 Bb8 62.Rf8 Kxb2 63.Rxb8]

59.Rxg3 Rxf1+ 60.Kh2 Rd1 61.Kxh3 Kf2 62.Rg2+ Kf3 63.Rh2 Rd3 64.Kh4 Ke4 65.Kg5 Kd5 66.Kf4 a5 67.Rh5+ Kc6 68.Rc5+ Kb6 69.a4 bxa4 70.Rxc4 a3

[2.22 Fritz 5.00: 70...Rd2 71.Rxa4 Rxb2 72.c4 Re2 73.c5+ Kb5]

71.bxa3 Kb5 72.Rc5+ Kb6 73.a4 Rd1 74.Rb5+ Kc6

[3.34 Fritz 5.00: 74...Ka6 75.Ke5 Ra1 76.Kd5 Rxa4 77.c4 Ra1 78.Kc5 Ka7 79.d5]

75.Rxa5 Rd3 76.Rc5+ Kb6 77.a5+ Ka6 78.Ke5 Rd1 79.d5 Rd3 80.d6 Rd1 81.Ke6 Re1+ 82.Re5 Rc1

[11.31 Fritz 5.00: 82...Rg1]

83.Rc5

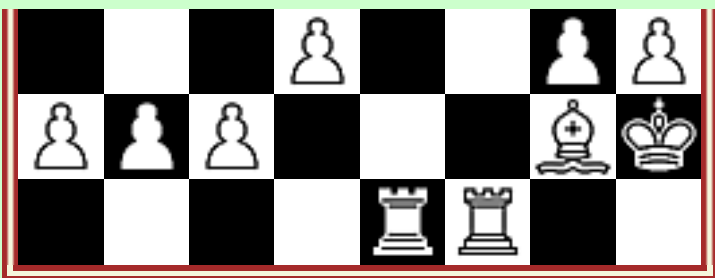
[0.00 Fritz 5.00: 83.d7 Rd1 84.Rd5 Rxd5 85.Kxd5 Kxa5 86.d8Q+ Ka4 87.Qb6 Ka3]

83...Re1+ 84.Kd7 Kb7 85.c4 Kb8 Black lost on time **1-0**

9) Spiegel J. A. - Laurain F. [B26]

Major (1) **1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.Be3 Nf6 7.h3 Bd7 "Out of Book," says Fritz. 8.Qd2 a6 9.Nge2 e5 10.O-O Qc8 11.Kh2 h5 12.Bg5 Nd4 13.Bxf6 Bxf6 14.Nxd4 cxd4 15.Nd5 Bd8 16.f4 Be6 17.fxe5 Bxd5 18.exd5 dxe5 19.Qb4 Qd7 20.Rae1**

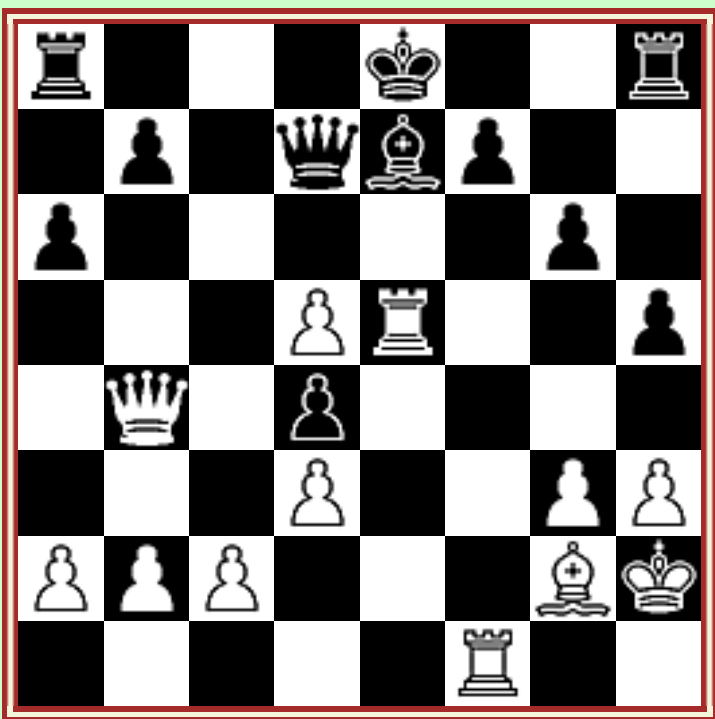




20...Be7 Making a bad situation worse.

[2.09 Fritz 5.00: 20...Bc7 21.Rf6 h4 22.d6 hxg3+ 23.Kxg3 Bd8 24.Rxe5+ Kf8 25.Rf4]

21.Rxe5



21...f6 Not cutting his losses.

[5.28 Fritz 5.00: 21...Kf8 22.Qxd4 Rh7 23.Re2 h4 24.g4 Rd8 25.Kh1 Re8]

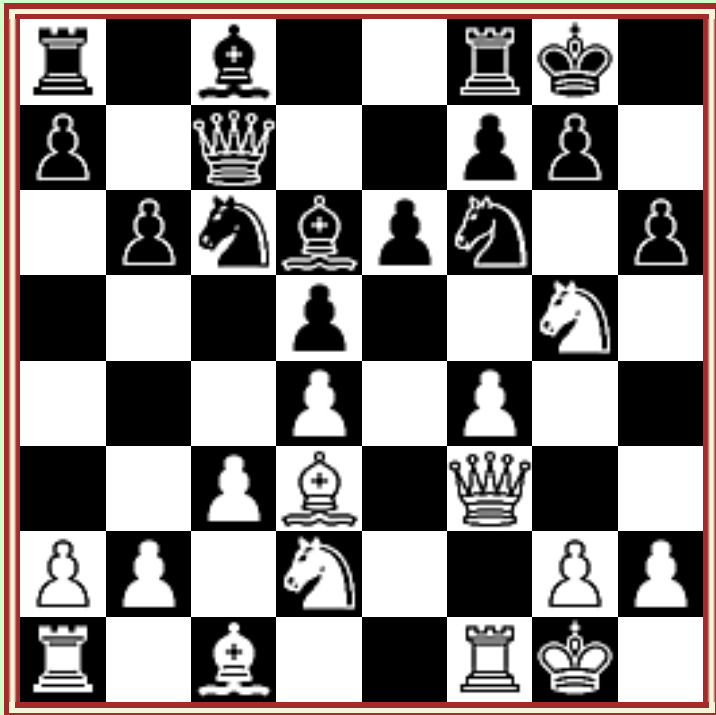
22.Rxe7+ Qxe7 23.Re1 Qxe1 24.Qxe1+ Kf7 25.Qe6+ Kg7 26.Qe7+ Kh6 27.Qxf6 Rhf8 28.Qxd4 Rae8 29.Be4 Rc8 30.Qe3+ g5

[17.13 Fritz 5.00: 30...Kg7 31.c4 Rf6 32.d6 Rd8 33.c5 Rd7 34.d4 a5 35.Kg2]

31.Qb6+ 1-0

10) Stanners M. J. - Sellwood C. [D00]

Major (1) **1.d4 Nf6 2.e3** "Out of Book," says Fritz. **2...e6 3.Bd3 c5 4.f4 Nc6 5.c3 d5 6.Nd2 Qc7 7.Qf3 cxd4 8.exd4 Bd6 9.Nh3 0-0 10.0-0 b6 11.Ng5 h6**



Computers can take the fun out of playing sacrifices. Fritz is unimpressed by White's intentions to deliver mate and fancies grabbing the material. **12.h4**

[-1.78 Fritz 5.00: 12.Nh3 a5 13.Re1 Ba6 14.Bxa6 Rxa6 15.Qg3]

12...Bb7

[-0.41 Fritz 5.00: 12...hxf5 13.fxf5 (13.hxf5 Nh7 14.Qh5 g6 15.Qh6) 13...Nd7 14.Qh5 g6 15.Qf3]

13.g4

[-1.81 Fritz 5.00: 13.Nh3 a6 14.Re1 Rfc8 15.a3 b5]

13...Ne7

[-0.28 Fritz 5.00: 13...hxf5 14.fxf5 Nd7 15.h5 Bh2+ 16.Kh1 Bd6]

**14.Nh3 Nd7 15.g5 hxg5 16.hxg5 g6 17.Qg4 Kg7 18.Nf3 Rh8 19.Ne5 Rh7
20.Kg2 Rah8 21.Rh1 Nf5 22.Bd2 Rh4 23.Qe2 Be7 24.Bxf5 Nxe5 25.fxe5**

[-0.81 Fritz 5.00: 25.Be1 R4h5 26.Bxe6 fxe6 27.Qxe5+ Qxe5 28.dxe5]

25...exf5



Fritz does not like to give up material, although White is surely well-motivated in seeking exchanges. However, the g5 Pawn is also important for defence, and once it disappears, the King's-side is toast. **26.Nf4**

[-1.28 Fritz 5.00: 26.Qf3 Rg4+ 27.Kf2 Re4 28.Kg2 Reh4]

26...Bxg5 27.Rxh4 Rxh4 28.Kf3

[-0.63 Fritz 5.00: 28.Qf3 Rg4+ 29.Kh1 Qb8 30.Be3 Qh8+ 31.Nh3 Rh4]

28...Qe7 29.Rg1 Bh6 30.e6 Bxf4 31.Bxf4 Qxe6 32.Be5+

[-1.72 Fritz 5.00: 32.Qxe6 fxe6 33.Be5+ Kh7 34.Rg5 a6 35.Kg2 Ba8]

**32...f6 33.Bb8 Qe4+ 34.Kf2 a6 35.Qd2 f4 36.Rg2 g5 37.Bc7 b5 38.Bd6 Kf7
39.Bc7**

[-6.22 Fritz 5.00: 39.Qe2]

39...Rh3 40.Bd6

[-#8 Fritz 5.00: 40.Kg1 Qb1+ 41.Kf2 Rd3 42.Qe2 f3 43.Qxf3 Qxb2+ 44.Kg1 Qc1+]

40...Qf3+

[-3.03 Fritz 5.00: 40...Rf3+ 41.Kg1 Qb1+ 42.Kh2 Bc8 43.Rg3 Rf1 44.Qg2 f3 45.Bxg3+ 45.Bxg3]

41.Kg1 Qe3+ 42.Qf2

[-7.81 Fritz 5.00: 42.Qxe3 Rxe3 43.Rh2 Kg7 44.Rg2 Re1+ 45.Kh2 f3 46.Rf2 g4]

42...Qc1+ 43.Qf1

[43.Qf1 Rh1+]

0-1

11) Webley M. A. - Spiller P. [C21]

Major (1) **1.e4 e5 2.d4 exd4 3.c3 dxc3** "Out of Book," says Fritz. **4.Bc4**

[-1.47 Fritz 5.00: 4.Nxc3 Nf6 5.Nf3 Bb4 6.Bg5 Nc6]

4...cxb2 5.Bxb2 d5

[-0.94 Fritz 5.00: 5...Qg5 6.Qf3 Bb4+ 7.Nc3 Nf6 8.Nh3]

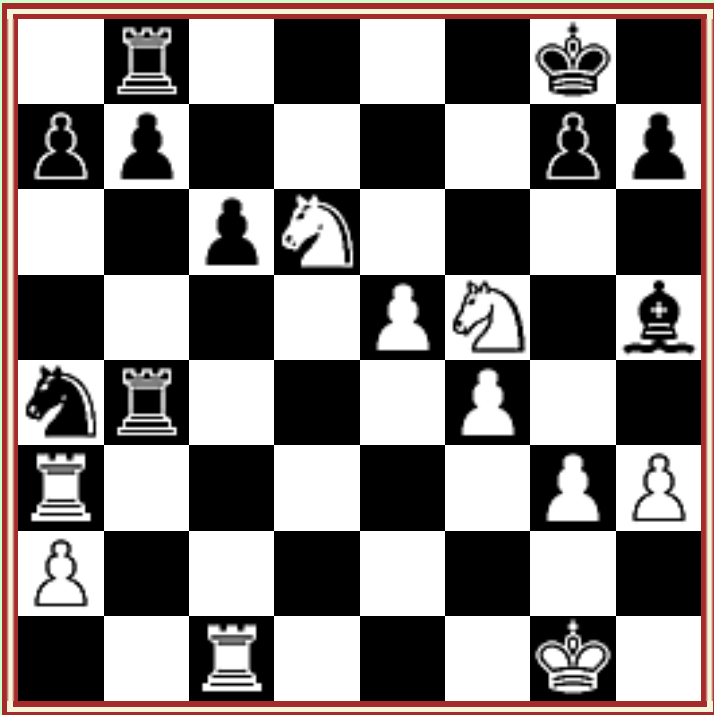
6.Bxd5 Nf6

[0.16 Fritz 5.00: 6...Bb4+]

7.Bxf7+ Kxf7 8.Qxd8 Bb4+ 9.Qd2 Bxd2+ 10.Nxd2 Re8 11.Ngf3 Nc6 12.O-O Bg4 13.e5 Nd5 14.Ng5+ Kg8 15.f4 Ncb4 16.g3 Ne3 17.Rfc1 Nd3 18.Rc3 Nxb2 19.Rxe3 Na4 20.Rc1 c6 21.Nge4 Rad8 22.Ra3 Rd4 23.Nd6 Rb8 24.N2c4 Bd1 25.Nf5 Re4 26.Nce3

[0.50 Fritz 5.00: 26.Ncd6 Re1+ 27.Kf2 Re2+ 28.Kf1 Rd2 29.Ke1 Rxd6]

26...Bh5 27.Nd6 Rd4 28.Nef5 Rb4 29.h3



A curious double oversight follows. **29...Bf3** That Bishop is en prise!

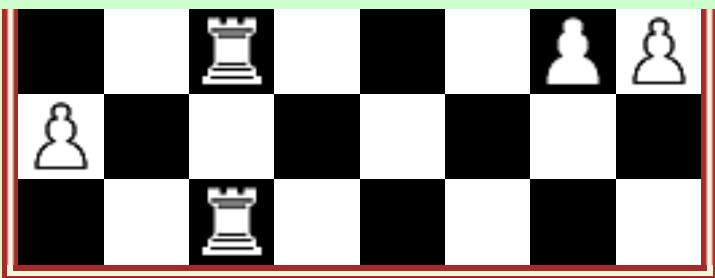
[3.47 Fritz 5.00: 29...a6 30.e6 g6 31.Rb3]

30.Kf2

[0.78 Fritz 5.00: 30.Rxf3 Nb6 31.Ra3 g6 32.Ne3 a6]

30...Bd5 31.Ne7+ Kf8 32.Nxd5 cxd5 33.Kf3 a6 34.Kg4 Nb6 35.Kf5 Na8 36. Rac3





36...Rb6

[3.53 Fritz 5.00: 36...Ke7 37.Nc8+ Kd8 38.Rd3 g6+ 39.Kf6 Nc7 40.Nd6]

37.Ke6

[2.22 Fritz 5.00: 37.Rc8+ Rxc8 38.Rxc8+ Ke7 39.Rxa8 g6+ 40.Kg5 Rb2 41.Re8+ Kd7]

37...Rc6 38.Kxd5 Nc7+ 39.Ke4 Rxc3 40.Rxc3 Ne6

[2.97 Fritz 5.00: 40...Ne8 41.Nxe8 Rxe8 42.f5 b5 43.e6 Rd8 44.Rd3 Rc8 45.Rd7]

41.Kd5 Ke7 42.f5 Ng5 43.h4 Nh3 44.Rc7+ Kf8 45.Rf7+

[2.69 Fritz 5.00: 45.e6 Kg8 46.e7 b5 47.e8Q+ Rxe8 48.Nxe8 Nf2]

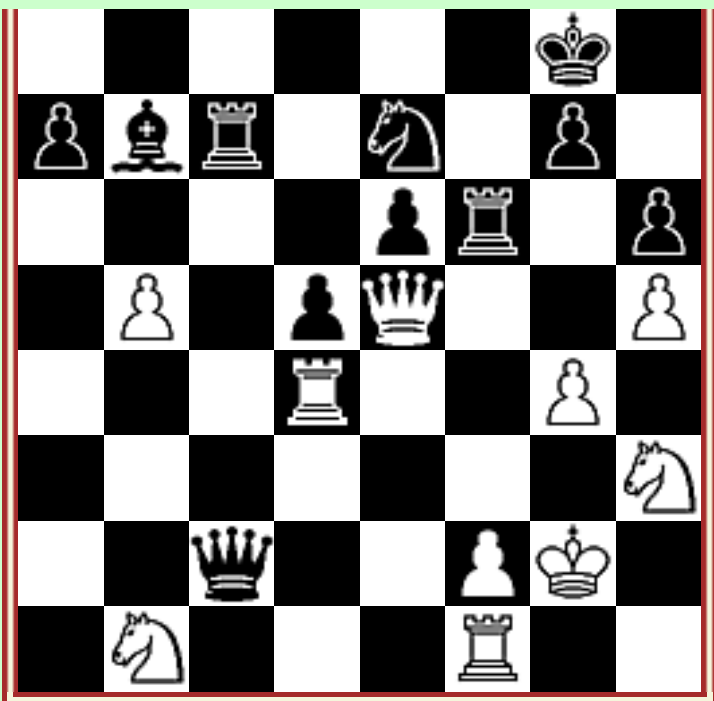
45...Kg8 46.Rxb7

[2.47 Fritz 5.00: 46.Rd7 Nf2 47.f6 gxf6 48.e6 Nd3 49.e7 Nb4+ 50.Ke6 Nc6]

46...Rxb7 47.Nxb7 Kf7 48.Kd6 Nf2 49.Nc5 a5 50.Kd7 1-0

12) Whelan G. - Knight S. [C02]

Major (1) 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Bb5 "Out of Book," says Fritz. 5... cxd4 6.Bxc6+ bxc6 7.cxd4 c5 8.Be3 Qb6 9.Qd2 cxd4 10.Bxd4 Bc5 11.Bxc5 Qxc5 12.b4 Qc4 13.Nf3 Qe4+ 14.Kf1 Ba6+ 15.Kg1 Rc8 16.Na3 Ne7 17.b5 Qa4 18.Qd3 Bb7 19.h4 Nf5 20.Rd1 0-0 21.h5 Rfd8 22.Nb1 Qxa2 23.g4 Ne7 24.Ng5 Qc2 25.Qf3 Rf8 26.Kg2 Rc7 27.Rd4 h6 28.Nh3 f6 29.Qe3 fxe5 30. Qxe5 Rf6 31.Rf1



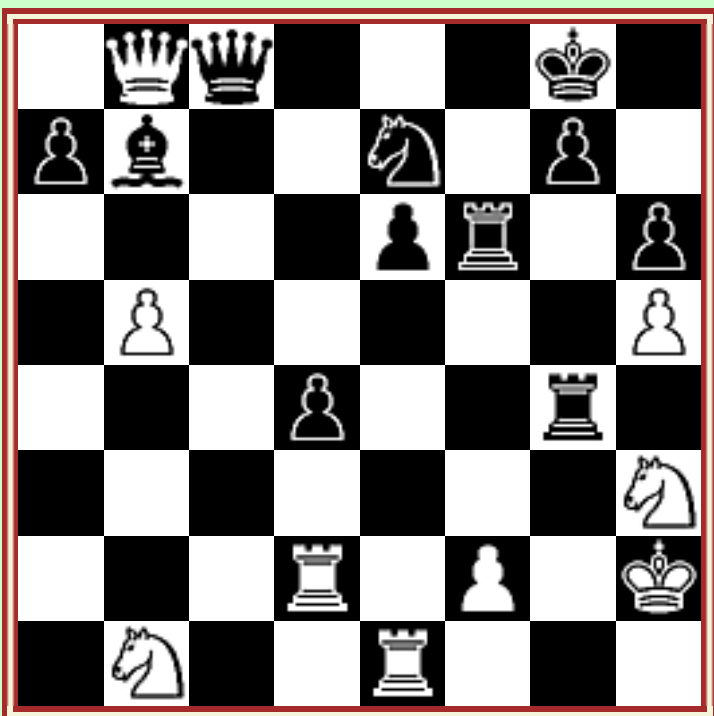
The materialistic Fritz wants to grab the b-Pawn. **31...Rc4**

[0.53 Fritz 5.00: 31...Rc5 32.Nf4 Rf7 33.Nxe6 Rxb5 34.Nd2]

32.Rd2

[-2.34 Fritz 5.00: 32.Na3 Qb3 33.Nxc4 dxc4+ 34.Kh2 Qf3 35.Qb8+ Rf8 36.Qxa7]

32...Rxc4+ 33.Kh2 Qc4 34.Re1 d4 35.Qb8+ Qc8



36.Qxa7 Greedy: now White should get mated.

[-#6 Fritz 5.00: 36.Qxc8+ Nxc8 37.f4 Rf5 38.Rxe6 Rxb5 39.Re8+ Kh7 40.Re1 Rxh5]

36...Rg2+

[-1.38 Fritz 5.00: 36...Qc7+ mates 37.f4 Rxf4 38.Re5 Rf1 39.Qxb7 Qxe5+ 40.Nf4 Qxf4+ 41.Kh3]

37.Kh1 Rgxf2+

[-#7 Fritz 5.00: 37...Qc7 38.Qb8+ Qxb8 39.f4 Rxd2+ 40.Kg1 Rg2+ 41.Kh1 Re2+ 42.Kg1]

38.Kg1 R2f3

[-7.91 Fritz 5.00: 38...Qc7 39.Qa8+ Bxa8 40.Rxf2 Qg3+ 41.Kf1 Qxh3+ 42.Ke2 Rxf2+ 43.Kd1]

39.Kh2

[-#5 Fritz 5.00: 39.Rg2 Rxh3 40.Nd2 e5 41.Qa2+ Bd5 42.Nc4 Qxc4 43.Qxc4 Bxc4]

39...e5

[-10.66 Fritz 5.00: 39...Qc7+ 40.Nf4 Qxf4+ 41.Kg1 Qg3+ 42.Rg2 Rf1+ 43.Rxf1 Qxg2#]

40.Ng1

[-#6 Fritz 5.00: 40.Qa2+ Bd5 41.Ng1 Qg4 42.Qxd5+ Nxd5 43.Nxf3 Rxf3 44.Kh1 Qh4+]

40...R3f5

[-11.47 Fritz 5.00: 40...Rf2+ 41.Kg3 R6f3+ 42.Nxf3 Rxf3+ 43.Kh2 Qh3+ 44.Kg1 Rg3+ 45.Kf2]

41.Qa3

[-#6 Fritz 5.00: 41.Qa2+ Bd5 42.Nh3 Rxh5 43.Qa3 Rf3 44.Qxf3 Bxf3 45.b6 Qxh3 +]

41...Rxh5+

[-22.19 Fritz 5.00: 41...Rf2+]

42.Nh3 Rf3 43.Qxe7 Qxh3+ 0-1

13) Bartlett S. - Grist P. [B40]

Major (2) **1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.e5 "Out of Book,"** says Fritz. **6...Ng8 7.Be2 Be7 8.O-O f6 9.f4 Nh6 10.Ne4 O-O 11.Be3**



Fritz has some curious ideas here that Black should try and slow up White by threatening the e- and b-Pawns. **11...Nf5**

[1.25 Fritz 5.00: 11...fxe5 12.fxe5 Rxf1+ 13.Kxf1 (13.Qxf1) 13...Nf7 14.Bf4 Qb6 15.Rb1 Qa5 16.Nd6]

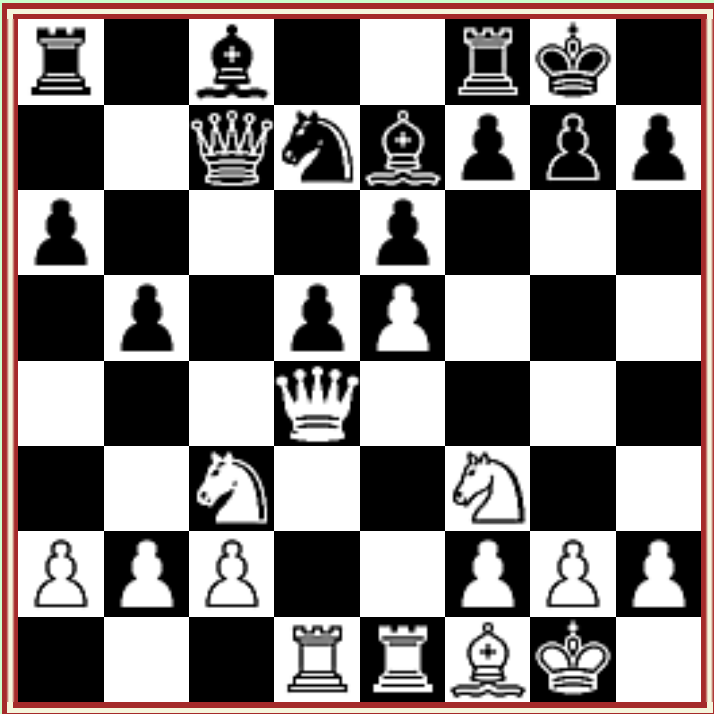
12.Nxf5 exf5 13.Nd6 fxe5 14.Bc4+ Kh8 15.Nf7+ Rxf7 16.Bxf7 exf4 17. Bxf4 Qb6+ 18.Kh1 Qxb2 19.Re1 Qf6 20.Bd5

[0.69 Fritz 5.00: 20.Bb3 idea Qd5 is quicker. 20...Nc6 21.Bd6 g6 22.Qd5 Kg7]

20...Nc6 21.Qe2 Bf8 22.Qe8 h6 23.Bf7 1-0

14) Belinfante N. - Wood J. Z. [C11]

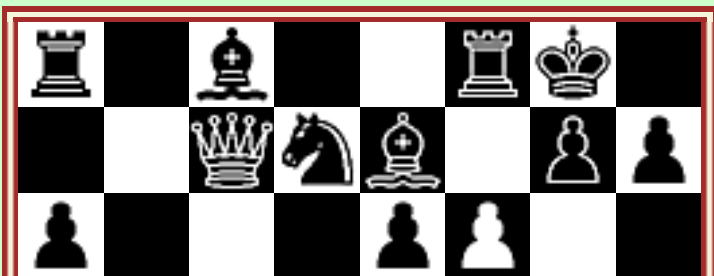
Major (2) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.Nf3 c5 6.Be3 "Out of Book," says Fritz. 6...Nc6 7.Bb5 Be7 8.0-0 0-0 9.Re1 a6 10.Bf1 b5 11.Qd2 Qc7 12.Rad1 cxd4 13.Bxd4 Nxd4 14.Qxd4

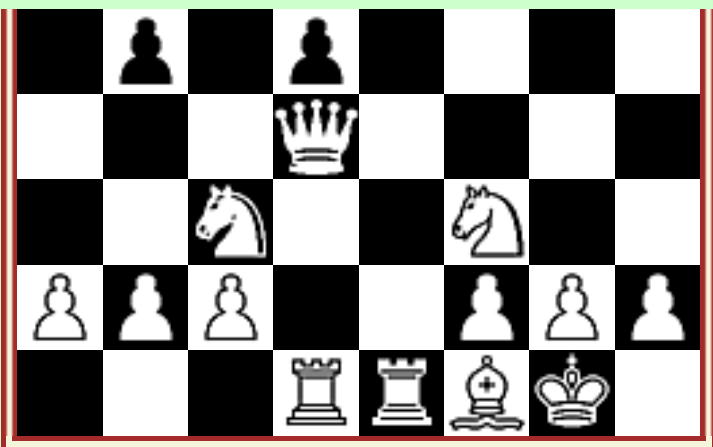


Black now plays a series of moves which make a poor position fatal. **14...f6**

[1.94 Fritz 5.00: 14...b4 15.Nb1 Qxc2 16.Bd3 Qc7 17.Nbd2]

15.exf6





Natural, but risking letting an opportunity slip.

[0.06 Fritz 5.00: 15.Nxd5 exd5 16.Qxd5+ Kh8 17.exf6 Bxf6 18.Qxa8 Bxb2]

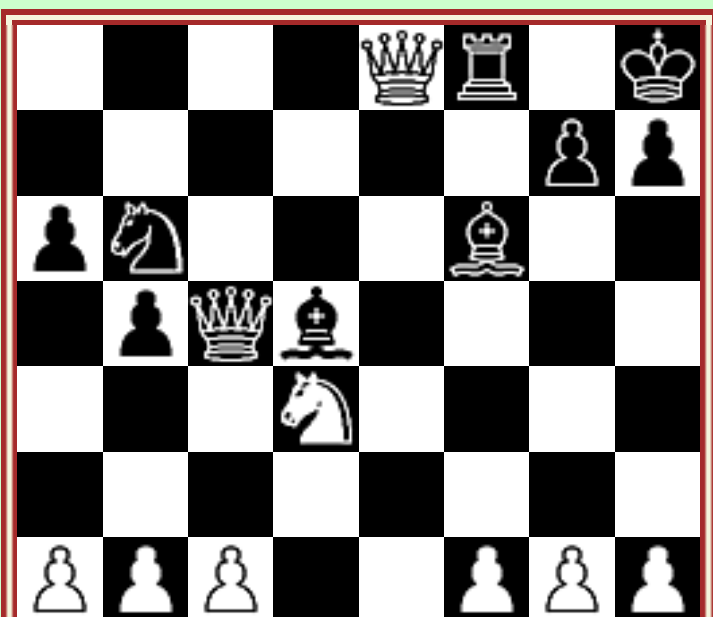
15...Bxf6 ? Overlooking White's idea

[1.03 Fritz 5.00: 15...Nxf6 16.Bd3 Bd6 17.Ne5 Nd7 18.Nxd5 Bxe5 19.Nxc7 Bxd4 20.Nxa8]

16.Nxd5 back on track **16...exd5** ? Unnecessary! White must have some idea in mind, and there's no need here to fall for it.

[2.81 Fritz 5.00: 16...Qxc2 17.Nxf6+ Nxf6 18.Bd3 Qc7 19.Qe5 Nd5 20.Qxc7 Nxc7]

17.Qxd5+ Kh8 18.Qxa8 Nb6 19.Qe4 Bb7 20.Qe8 Qc5 21.Nd4 Bd5





22.Ne6

[1.91 Fritz 5.00: 22.Qe3 Bxa2 23.b4 Qc7 24.Ne6 Bxe6 25.Qxe6]

22...Bxe6

[2.91 Fritz 5.00: 22...Qxf2+ 23.Kxf2 Bh4+ 24.Kg1 Rxe8 25.g3 Rxe6 26.Rxe6 Bxe6 27.gxh4]

23.Rxe6 h6

[3.53 Fritz 5.00: 23...Bh4 24.Re2 Bxf2+ 25.Kh1 g6 26.Qe5+ Qxe5 27.Rxe5]

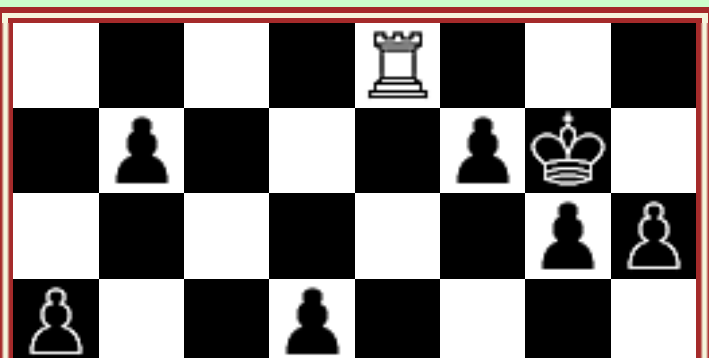
24.Qg6 Bxb2 25.Re8 Qxf2+ 26.Kh1 Nd7 27.Bd3 1-0

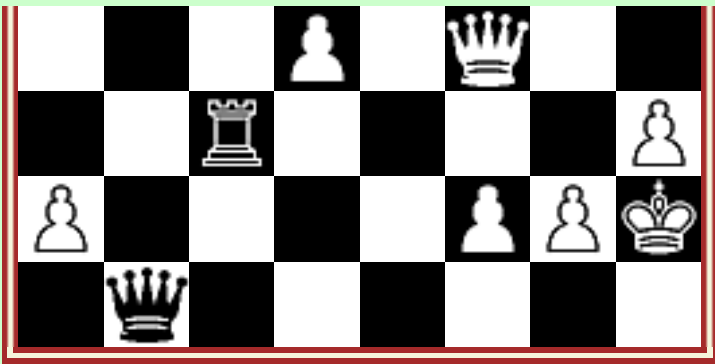
15) Duckham J. - Ingham W. [B13]

Major (2) **1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 Nf6 6.Bf4 Bg4 7.Qb3 Qc8 8.Nd2 e6 9.Ngf3 Be7 10.Ne5 Nxe5 11.Bxe5 0-0 12.Qc2 h6 "Out of Book," says Fritz. 13.h3 Bf5 14.0-0 Bxd3 15.Qxd3 Qc6 16.Rfe1 Nd7 17.Nf3 Bd6 18.Re2 Nxe5 19.Nxe5 Bxe5 20.Rxe5 Rac8 21.Rae1 Qb6 22.Qb1 a5 23.R1e3 Rc4 24.Rg3 Rfc8 25.Qd1**

[-0.97 Fritz 5.00: 25.Qa1 a4 26.Rh5 Kh7 27.Re5 a3 28.bxa3 Ra4 29.Rf3 f6]

25...Qxb2 26.Qg4 g6 27.Rxe6 Qb1+ 28.Kh2 Rxc3 29.Rxc3 Rxc3 30.Re8+ Kg7 31.Qf4





31...Qb6

[4.09 Fritz 5.00: 31...Qf5 threatens either an exchange of Queens... 32.Qd6 Rxh3 + 33.gxh3 Qxf2+ 34.Kh1 Qf1+ 35.Kh2 Qf2+ ...or a draw by perpetual check!]

32.Qb8 ?? Missing an opportunity!

[-1.06 Fritz 5.00: 32.Qe5+ Qf6 33.Rg8+ Kxg8 34.Qxf6 Rc2 35.Qd8+ Kg7 36.Qxa5 Rxf2]

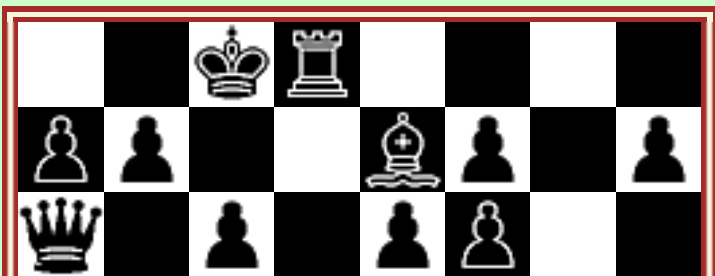
32...Qb1 ?? Missing a threat!

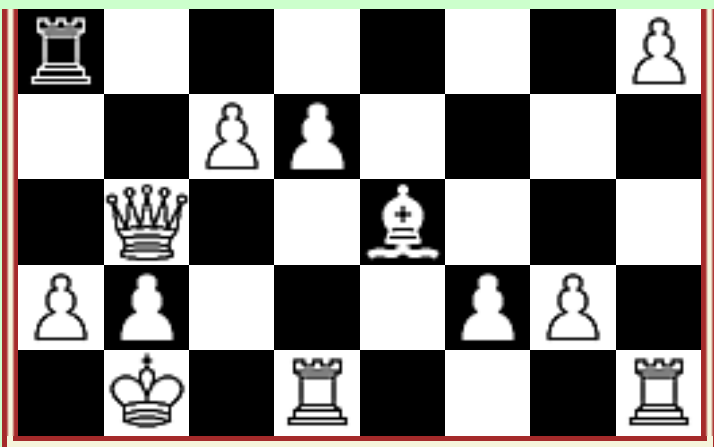
[#2 Fritz 5.00: 32...Qxd4 33.Rh8 Rc2 34.Qf8+ Kf6 35.Qd6+ Kg5 36.Qg3+ Kf5 37. Rxh6]

33.Rg8+ Kf6 34.Qd6+ Kf5 35.Qe5# 1-0

16) England M. C. - Fursman L. J. [B16]

Major (2) 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ gxf6 6.Be3 Bf5 "Out of Book," says Fritz. 7.Bd3 Bg6 8.Ne2 e6 9.Qd2 Nd7 10.O-O-O Qc7 11.h4 O-O-O 12.h5 Bxd3 13.Qxd3 Qa5 14.Qb3 Nb6 15.Nf4 Nd5 16.Nxd5 Rxd5 17. Bd2 Qa6 18.Be3 Be7 19.c4 Ra5 20.Kb1 Rd8





21.d5 A thematic line-opening sacrifice of which Fritz is scornful. At least White should have tried doubling Rooks behind the Pawn before lashing out.

[-0.88 Fritz 5.00: 21.Rd2 Ra4 22.Rc1 Rb4 23.Qc2 f5]

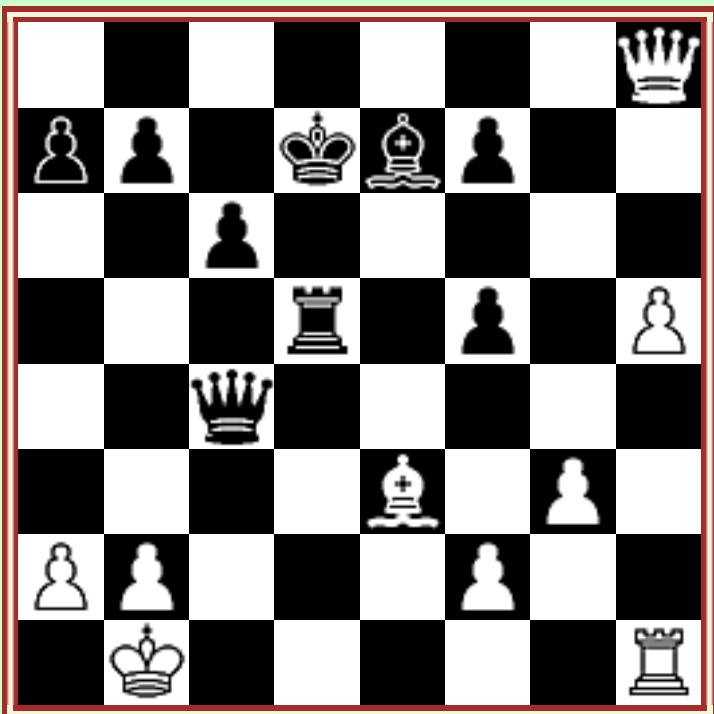
21...exd5 22.cxd5 Rb5 23.Qc2 Rdx d5 24.Rxd5 Rxd5 25.Qxh7 Qc4 26.g3

[0.22 Fritz 5.00: 26.Rc1 Qb4 27.Qxf7 Rb5 28.Rc2 Qe1+ 29.Bc1 Rg5 30.f4 Rg3]

26...f5 27.Qh8+

[0.00 Fritz 5.00: 27.Rc1 Qe4+ 28.Ka1 Qe6 29.h6 Ra5 30.Qg8+ Kc7 31.Bf4+ Kb6]

27...Kd7



28.Qc3

[-5.72 Fritz 5.00: 28.Rc1 Qe4+ 29.Ka1 Ra5 30.Qd4+ Kc8 31.h6 Qe6]

28...Qe4+ 29.Kc1

[-#4 Fritz 5.00: 29.Qc2 Qxh1+ 30.Bc1 Qxh5 31.Qb3 Kc8 32.Qc3 Bc5 33.f4 Bf2]

29...Qxh1+ 30.Kc2 Qd1# 0-1

17) Halmkin P. E. - Owen S. M. [C00]

Major (2) 1.e4 e6 2.d4 d5 3.Be3 Nf6 "Out of Book," says Fritz. 4.e5 Nfd7 5.f4 b6 6.Nf3 Ba6 7.Bd3 Bxd3 8.Qxd3 c5 9.c3 Nc6 10.a3 Na5 11.Nbd2 Rc8 12.O-O Be7 13.Ng5 g6 14.Rf3 cxd4 15.cxd4 Qc7 16.b4 Nc4 17.Rc1 a5



18.f5 Fritz never likes sacrificing material, but also suggests that White's imaginative line-opening ideas are likely to rebound. In any event, it would have done no harm to remove the b-Pawn from danger first.

[-0.56 Fritz 5.00: 18.bxa5 bxa5 19.Nxc4 dxc4 20.Qc3 0-0 21.Rh3 h5]

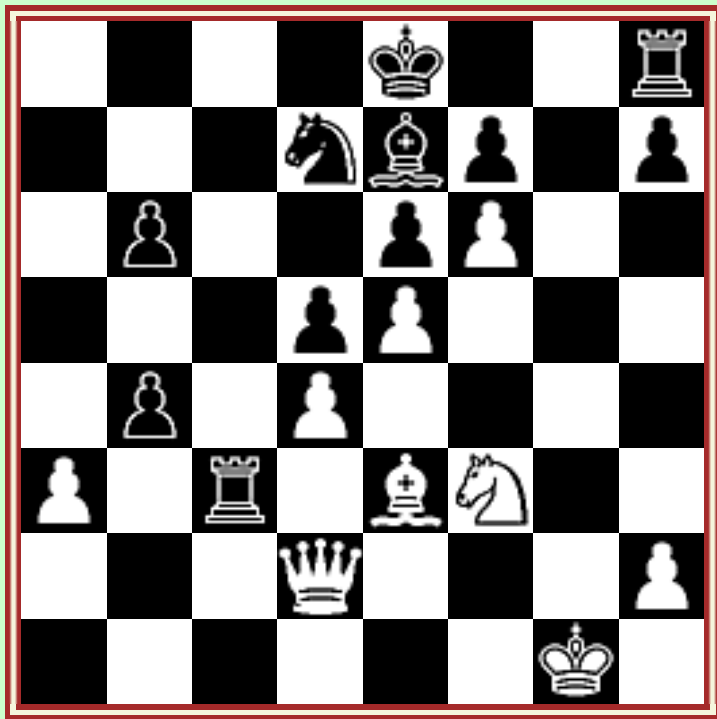
18...gxf5 19.g4

[-1.78 Fritz 5.00: 19.Nxc4 dxc4 20.Qc3 axb4 21.axb4 Qd8]

19...Nxd2 Another triumph of the romantic imagination over prosaic materialism? In fact, to secure two Rooks for the Queen is usually an advantage, a principle of which Steve was certainly aware.

[-0.94 Fritz 5.00: 19...Rg8 Fritz is not scared by the incursion of the Knight into the King's-side. 20.Nxh7 Rxc7 21.Rg3 Rxc3+ 22.hxg3 axb4 23.axb4 Bxb4 24.Ng5]

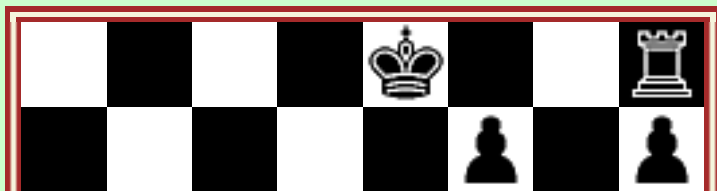
20.Rxc7 Nxf3+ 21.Nxf3 Rxc7 22.gxf5 axb4 23.f6 Rc3 24.Qd2

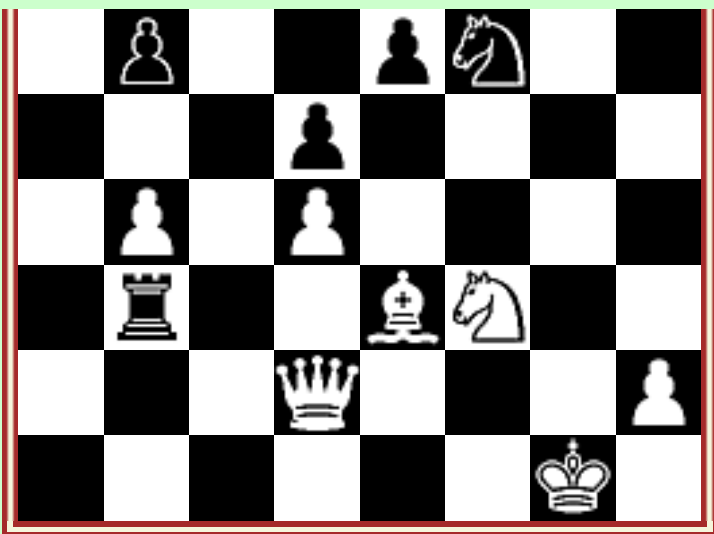


Black now throws in a piece for relief from the cramp. **24...Bxf6**

[-0.09 Fritz 5.00: 24...Rg8+ 25.Kh1 Bf8 26.axb4 Bxb4 27.Bg1 b5 28.Be3]

25.axb4 Rb3 26.exf6 Nxf6

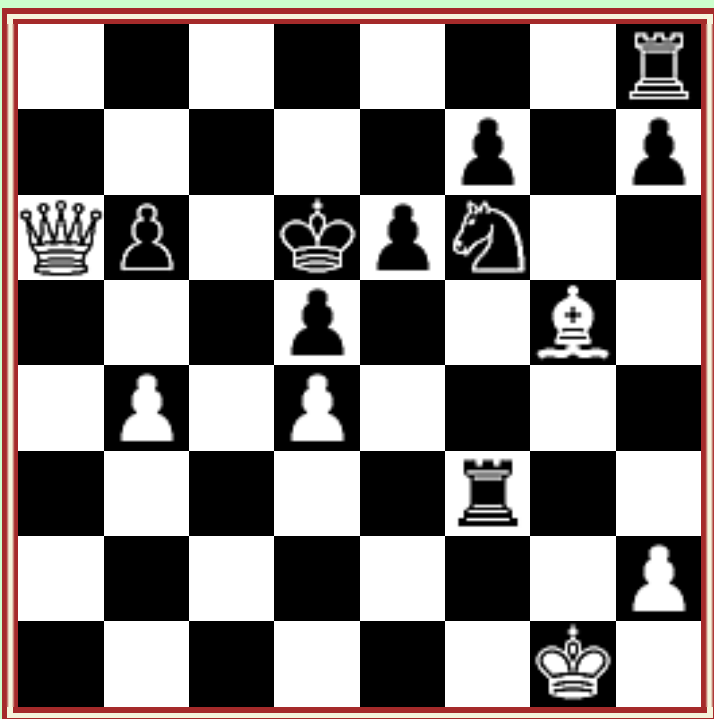




White loses back the piece! **27.Bg5**

[-1.91 Fritz 5.00: 27.Nh4 h6 28.Qe1 Rb2 29.Nf5 Rg8+ 30.Ng3]

27...Rxf3 28.Qc2 Kd7 29.Qa4+ Kd6 30.Qa6



Black needs to keep out the Queen. **30...Rb8**

[-0.84 Fritz 5.00: 30...Nd7 31.Bh4 Rg8+ 32.Bg3+ Ke7 33.b5 Rc3 34.Kf2]

31.Qa7

[-1.81 Fritz 5.00: 31.Qe2 Rg8 32.Qxf3 Rxc5+ 33.Kh1 Rg6 34.h4]

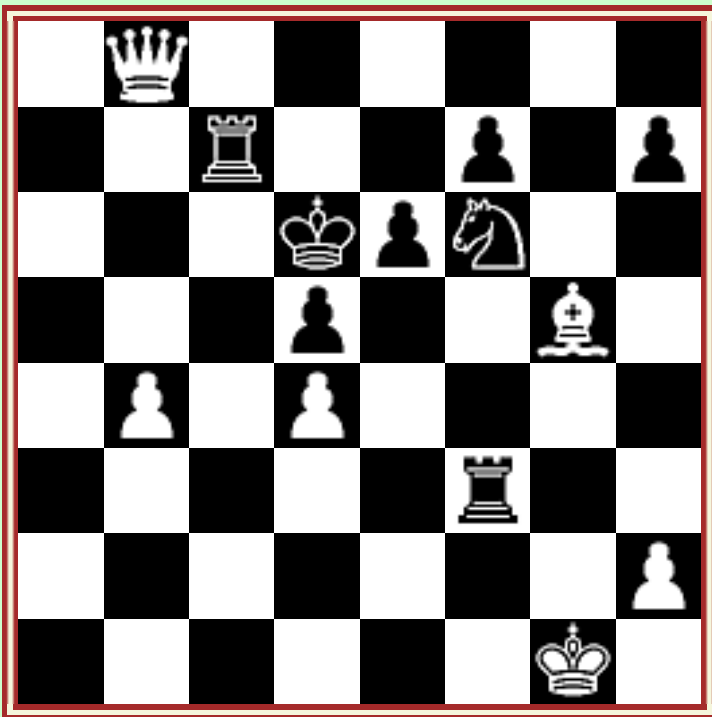
31...Rc8

[-1.13 Fritz 5.00: 31...Nd7 32.Bh4 Rc8 33.Bg3+ Ke7 34.Bc7 Rg8+ 35.Bg3]

32.Qxb6+ Rc6

[#2 Fritz 5.00: 32...Kd7 33.Qb5+ Rc6 34.Kg2 Rf5 35.Bxf6 Rxf6 36.h4 Rg6+ 37.Kf3]

33.Qb8+ Rc7

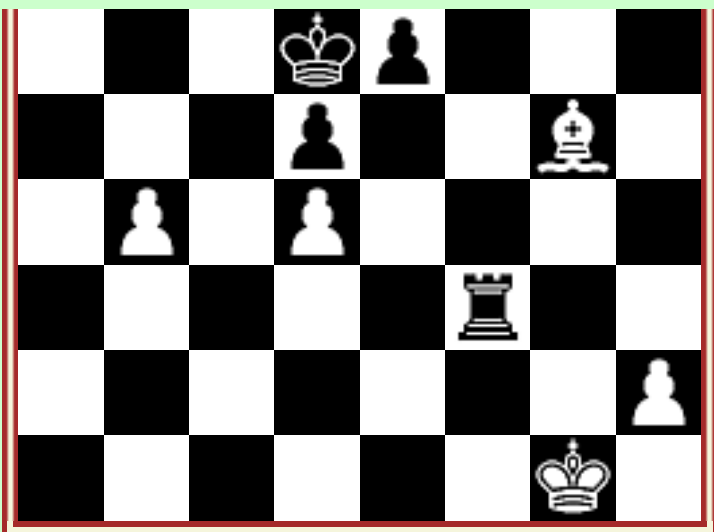


White misses a trick here. **34.Qd8+**

[-0.97 Fritz 5.00: 34.Bxf6 and the check on d8 forbids the recapture. 34...Kd7 35.Qd8+ Kc6 36.Qe8+ Kb7 37.Qb5+ Kc8]

34...Nd7





Fritz queries this move, but I think it's just being short-sighted. **35.Be7+**

[-1.31 Fritz 5.00: 35.Kg2 f6 (35...Rf5) 36.Kxf3 fxg5 37.Qxg5 Rc2]

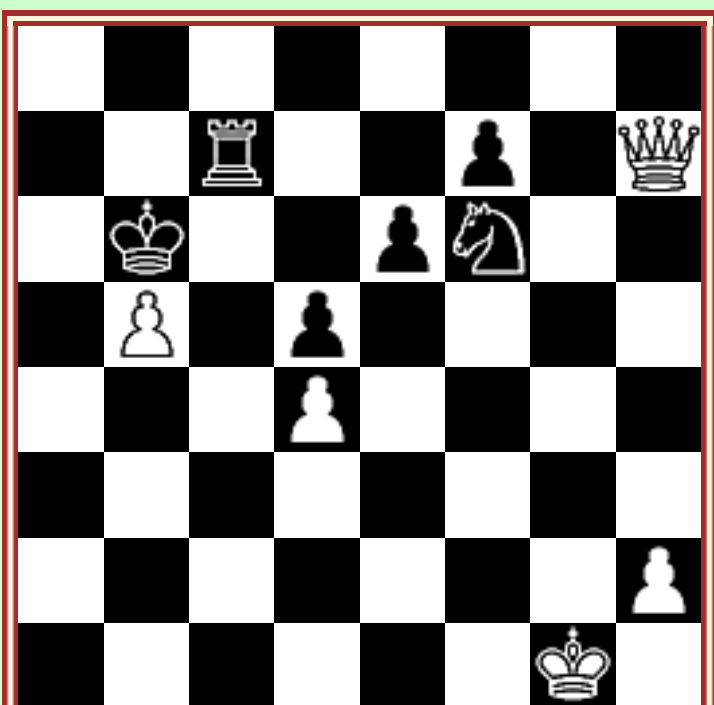
35...Kc6 36.b5+ Kb6 37.Bc5+ Kb7 38.Bd6 Rfc3

[38...Rc2 39.Qxd7+]

39.Bxc7 Rxc7 40.Qh4 Kb6

[1.59 Fritz 5.00: 40...Nf8 41.Qh6 Ng6 42.Qxh7 Kb6 43.h4]

41.Qxh7 Nf6



Fritz prefers staying on the King's-side to create more trouble. **42.Qb1**

[0.84 Fritz 5.00: 42.Qh8 Ne4 43.Qb8+ Rb7 44.Qa8 Kc7 45.Qe8 Rb6 46.Qxf7+ Kd8]

42...Ne4 43.Qb4 Rc1+ 44.Kg2 Rc2+ 45.Kh3 Rc4 46.Qe7 Rxd4 47.Qd7 Rc4 48.Kg2 Rc2+ 49.Kg1 Rc1+ 50.Kg2 Rc2+ 1/2-1/2

18) Herbert S. - Smith E. J. [C01]

Major (2) 1.e4 e6 2.d4 d5 3.exd5 exd5 4.Bf4 Nf6 5.Nf3 Bd6 "Out of Book," says Fritz. 6.Bxd6 Qxd6 7.c3 0-0 8.Be2 Re8 9.0-0 Bg4 10.Nbd2 Nbd7 11.h3 Bh5 12.Re1 Re7 13.Bd3

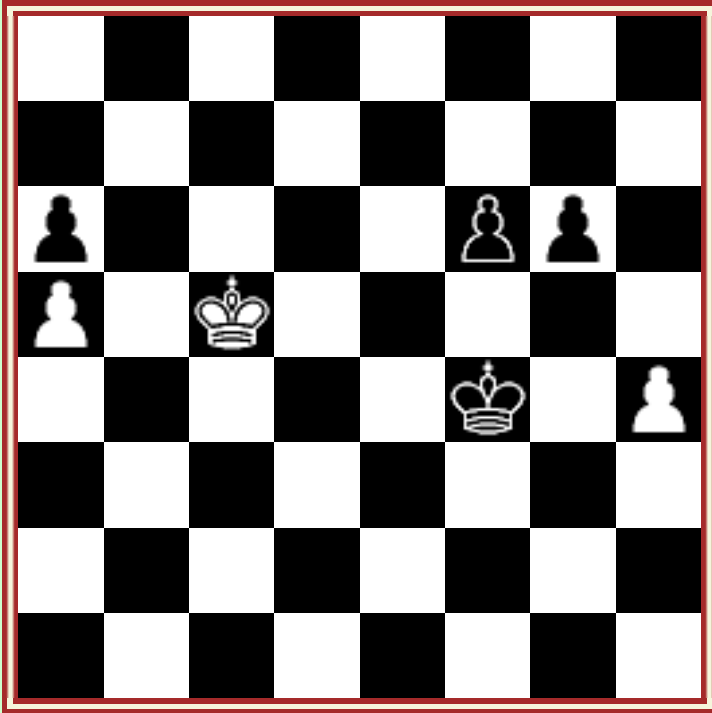


Black spurns an opportunity to get the advantage and instead gives up a Pawn.
13...Ne4

[0.88 Fritz 5.00: 13...Rxe1+ 14.Qxe1 Re8 15.Qf1 Qb6 16.Rb1 Qc6]

14.Nxe4 dxe4 15.Rxe4 Rae8 16.Rxe7 Qxe7 17.Bc2 Qe2 18.Qxe2 Rxe2 19.Bf5 Nf6 20.g4 Bg6 21.Bxg6 hxg6 22.b3 Ne4 23.Re1 Rxe1+ 24.Nxe1 Nxc3 25.a3 Ne2+ 26.Kf1 Nxd4 27.b4 Kf8 28.Nd3 Ke7 29.f4 Kd6 30.Kf2 f6 31.h4

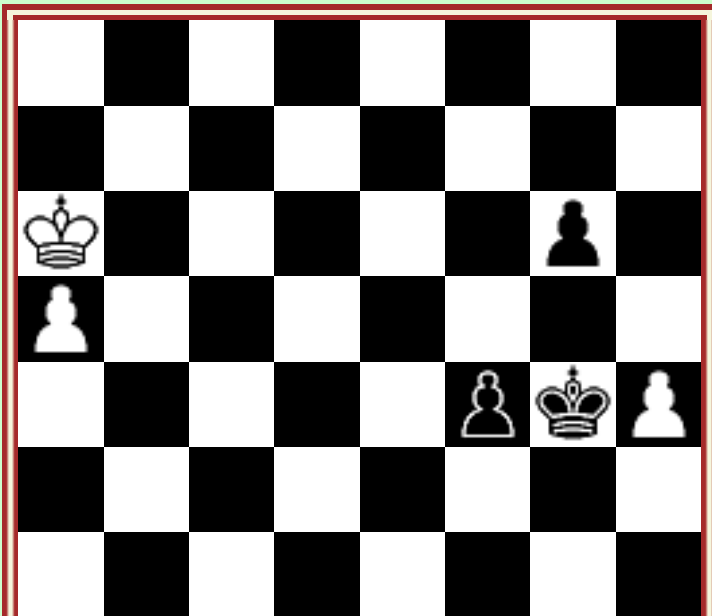
Kd5 32.Kg3 b6 33.g5 Ke4 34.gxf6 gxf6 35.Nf2+ Kf5 36.Nd3 Nb5 37.a4 Nc3
38.a5 bxa5 39.bxa5 Ne4+ 40.Kf3 c5 41.Nb2 Nd6 42.Nd1 c4 43.Nc3 a6 44.
Ne2 Nb5 45.Ng3+ Ke6 46.Ke4 Nd6+ 47.Kd4 Nf5+ 48.Nxf5 Kxf5 49.Kxc4
Kxf4 50.Kc5



Black could have played more incisively here. **50...Kg4**

[-1.44 Fritz 5.00: 50...g5 51.h5 Kf5 52.Kd4 g4 53.Ke3 Kg5 54.h6 Kxh6 55.Kf4 f5
winning easily]

51.Kb6 f5 52.Kxa6 f4





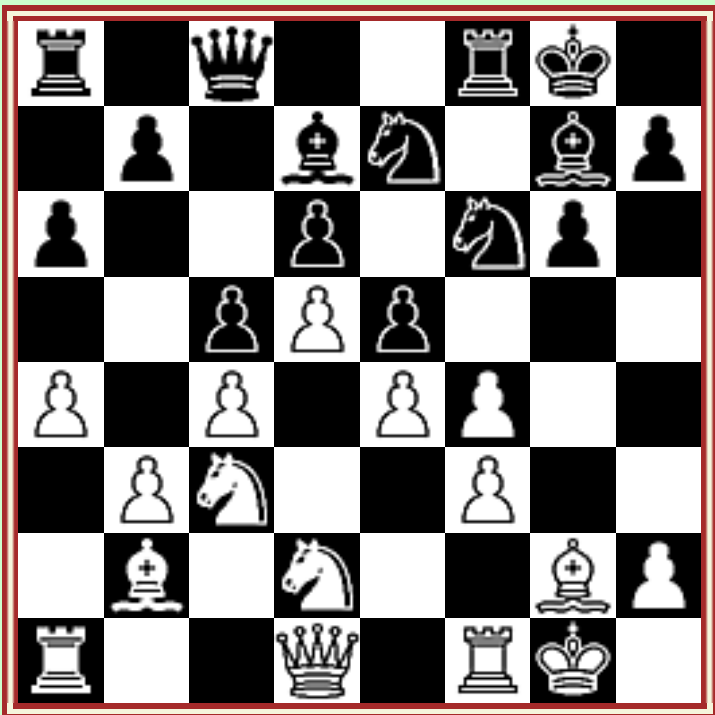
53.Kb5 asking for trouble, putting the King on a square where it will be checked by a new Queen on f1.

[-8.28 Fritz 5.00: 53.Kb6 f3 54.a6 f2 55.a7 f1Q 56.a8Q Qf2+ 57.Kc7 Qc5+]

53...f3 54.a6 f2 55.a7 0-1

19) Jones R. H. - Stanners M. J. [A01]

Major (2) **1.b3 d6 2.Bb2 e5 3.g3 f5 4.Bg2 Nf6 5.e3** "Out of Book," says Fritz.
5...c5 6.Ne2 Nc6 7.d3 g6 8.Nd2 Bg7 9.0-0 0-0 10.c3 Be6 11.d4 Bd5 12.f3
Be6 13.c4 Bd7 14.d5 Ne7 15.Nc3 a6 16.a4 Qc8 17.e4 f4 18.gxf4



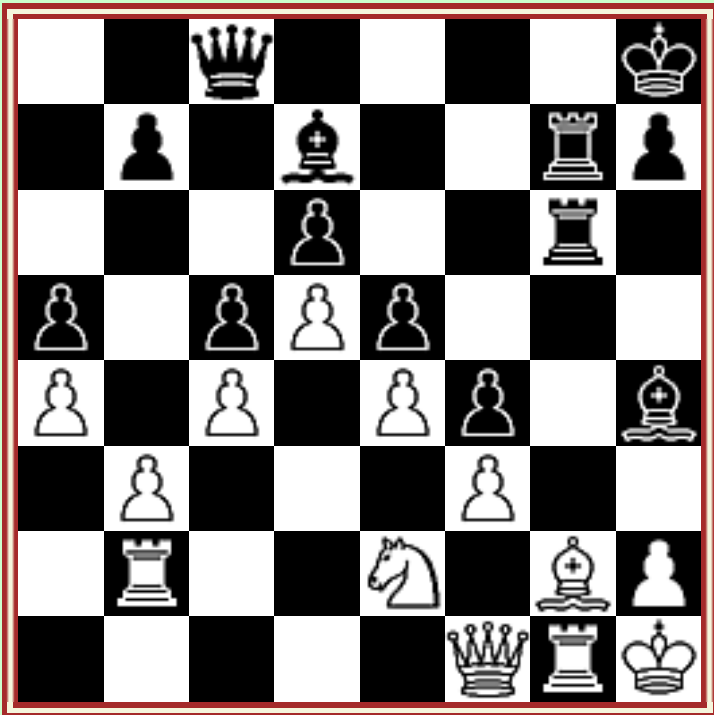
Black prefers a thematic Pawn sacrifice here of the sort computers hate. **18...Nh5**

[0.47 Fritz 5.00: 18...exf4 19.Qe1 g5 20.a5 Re8 21.Qf2]

19.Ne2 White prefers not to test Black's judgement!

[-0.66 Fritz 5.00: 19.fxe5 Bxe5 20.Qc2]

19...Nxf4 20.Nxf4 Rxf4 21.Qe1 Bf6 22.Bc1 Bh4 23.Qe2 g5 24.Nb1 Rf7 25.
Be3 Ng6 26.Nd2 Nf4 27.Bxf4 gxf4 28.Kh1 Rg7 29.Rg1 Kh8 30.Qf1 Qg8 31.
Rb1 a5 32.Rb2 Rf8 33.Nb1 Rf6 34.Nc3 Rfg6 35.Ne2 Qc8



Fritz reckons Black missed several better finishes, but it's hard to be very critical.
36.Nc3 Fritz also reckons White missed more stubborn defences. Ditto.

[-2.59 Fritz 5.00: 36.Qa1 Qe8 37.Bf1 Bf2 38.Rg2 Rxf2 39.Bxf2 Be3 40.Qd1 Qg6]

36...Rh6

[-1.69 Fritz 5.00: 36...Bg3 37.Qd3 (37.hxg3 Rh6+ 38.Bh3 Bxh3 39.Qe2 Bf1+)
37...Bxh2 38.Rd1 Bg3 39.Rbd2 Qd8 40.Kg1 Qh4 41.Bh1]

37.Ne2

[-3.66 Fritz 5.00: 37.Qd3]

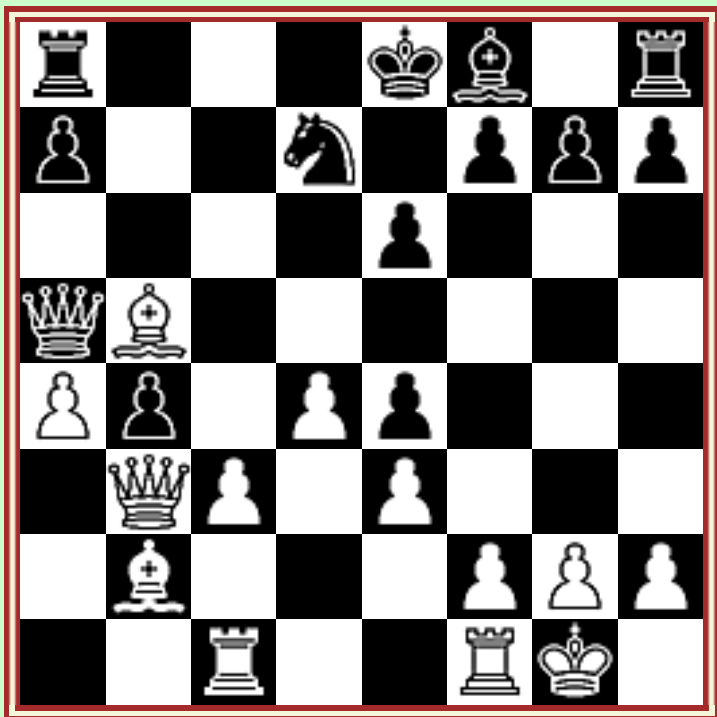
37...Bg3 38.h3

[-#5 Fritz 5.00: 38.Nxg3]

38...Bxh3 39.Nxg3 fxg3 0-1

20) Knight S. - Price M. C. [D04]

Major (2) 1.d4 d5 2.Nf3 c5 3.e3 Nf6 4.Nbd2 c4 "Out of Book," says Fritz. 5.b3 b5 6.c3 Bf5 7.a4 Qa5 8.Bb2 Ne4 9.Nxe4 Bxe4 10.Nd2 b4 11.Rc1 cxb3 12. Qxb3 e6 13.Nxe4 dxe4 14.Bb5+ Nd7 15.O-O

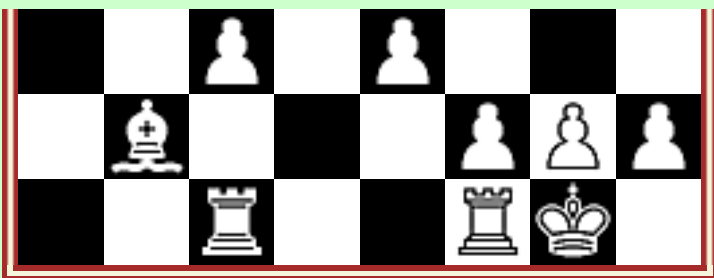


Black is busted here, mostly because of his exposed King. **15...Rb8**

[2.09 Fritz 5.00: 15...a6 16.Bxd7+ Kxd7 17.f3 exf3 18.Rxf3 Ke8 19.e4 Rb8 20. cxb4]

16.d5 Rxb5 17.axb5 Nc5 18.Qc4

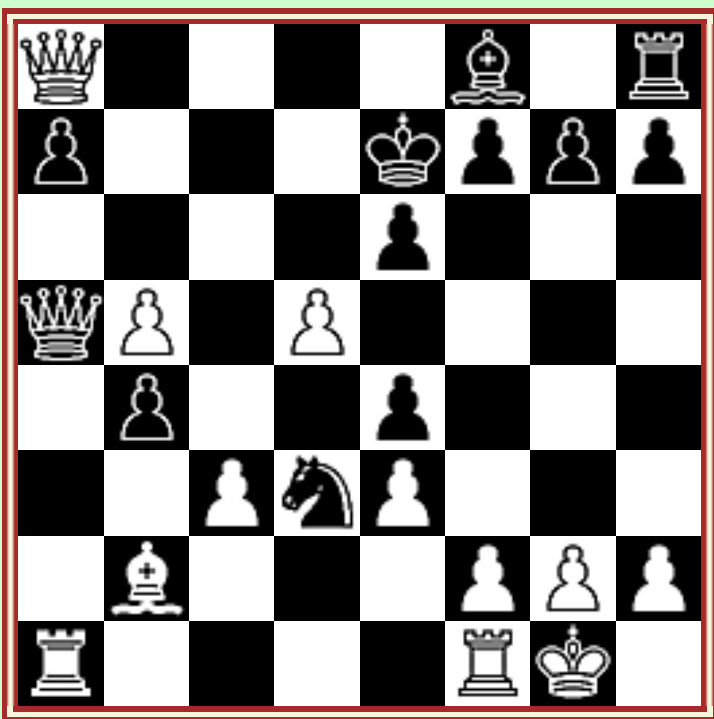




18...Nd3 Making a bad situation worse!

[8.38 Fritz 5.00: 18...b3 is not pretty but may be survived. 19.dxe6 fxe6 20.Ra1 Qc7 21.Ba3 b2 22.Ra2 Qe5 23.Bxb2]

19.Qc6+ Kd8 20.Qa8+ Ke7 21.Ra1



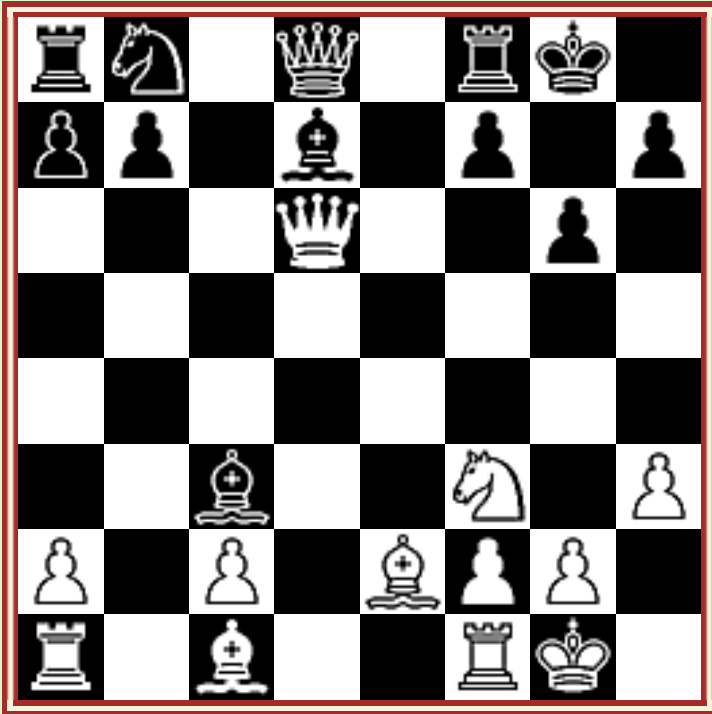
21...Qxb5 oops - puts the Queen in the line of fire.

[7.31 Fritz 5.00: 21...Qb6 22.dxe6 Nxb2 23.Rxa7+ Kf6 24.Rxf7+ Kxe6 25.Qe8+ Kd5 26.Rd7+]

22.Rxa7+ Kf6 23.c4+ Nxb2 24.cxb5 Nd3 25.d6 1-0

21) Laurain F. - Whelan G. [B07]

Major (2) 1.e4 d6 2.Nc3 Nf6 3.Nf3 Bg4 4.Be2 "Out of Book," says Fritz. 4...g6 5.h3 Bd7 6.d4 c5 7.e5 cxd4 8.exf6 dxc3 9.fxe7 Bxe7 10.O-O Bf6 11.bxc3 O-O 12.Qxd6 Bxc3



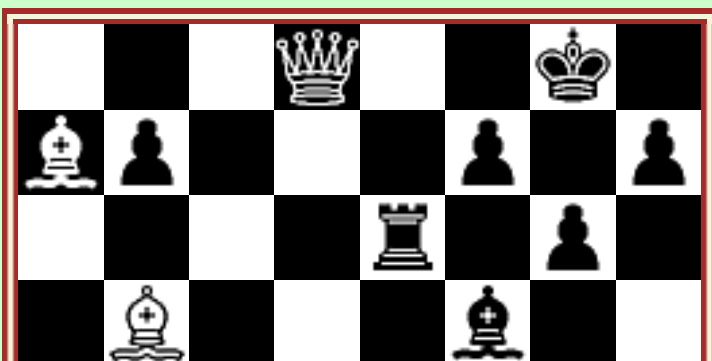
13.Ba3

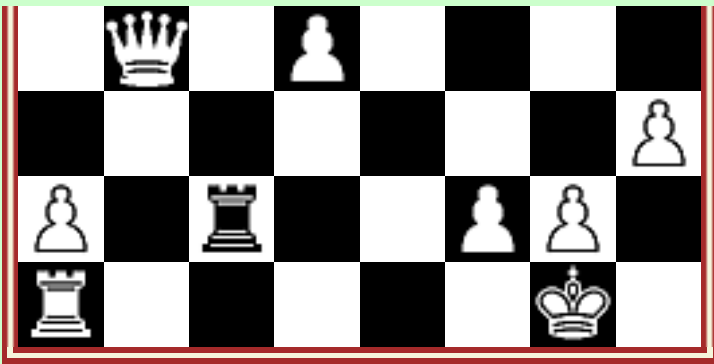
[-1.00 Fritz 5.00: 13.Rb1 Re8 14.Be3 Bc6 15.Rfd1 Qxd6 16.Rxd6]

13...Re8 Now White has chased the Rook to e8, he has pieces en prise on both e2 and a1! 14.Qd3

[14.Rab1]

14...Bxa1 15.Rxa1 Qb6 16.Nd4 Nc6 17.c3 Nxd4 18.cxd4 Bf5 19.Qd2 Rac8 20.Bc5 Qd8 21.Bb5 Re6 22.Bxa7 Rc2 23.Qb4





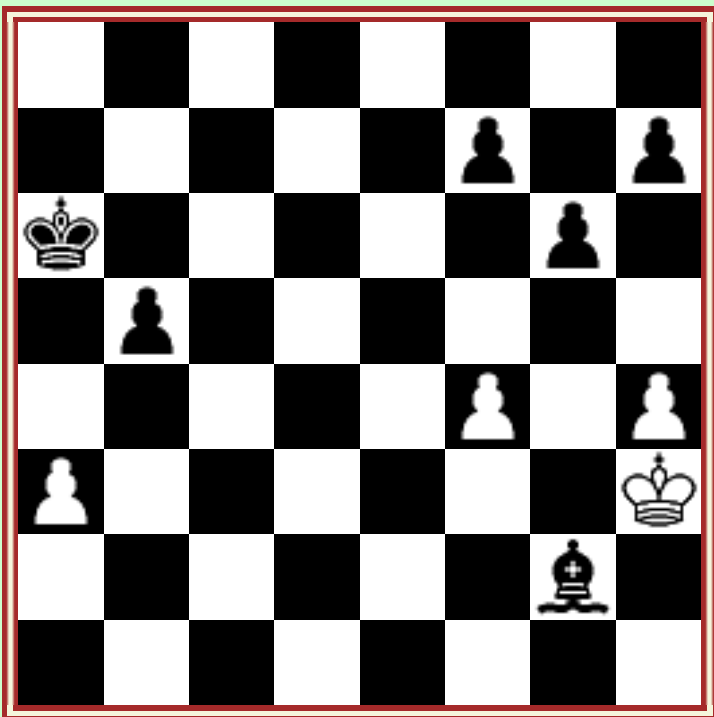
Now Black should attack with vigour. **23...b6**

[-0.78 Fritz 5.00: 23...Qh4 24.g3 Qxh3 25.Bf1 Qg4 26.Qxb7]

24.d5 Re7

[-0.94 Fritz 5.00: 24...Qxd5 25.Bb8 Be4 26.Qa4 Qg5 27.Bg3]

25.Ba4 Rxa7 26.Bxc2 Bxc2 27.Qd2 Be4 28.Rd1 Qd6 29.f3 Bf5 30.Rc1 Rc7 31.Rxc7 Qxc7 32.d6 Qc5+ 33.Kh2 Bd7 34.f4 Kf8 35.Kg3 Ke8 36.Qe2+ Be6 37.Qe5 Kd7 38.h4 Qa3+ 39.Kh2 Qxd6 40.Qb5+ Kc7 41.Qa4 Kb7 42.a3 Bd7 43.Qc4 Qe6 44.Qc3 Bc6 45.Qg3 Qe2 46.Kh3 Ka6 47.Kh2 b5 48.Kh3 Qxg2+ 49.Qxg2 Bxg2+



A bizarre piece of computer commentary follows. **50.Kxg2**

[-8.38 Fritz 5.00: 50.Kg3 Ka5 51.f5 gxf5 52.Kf4 Be4 53.Kg5 Ka4]

50...Ka5 51.Kf3 Ka4 52.Ke4 Kxa3 53.Kd3 b4 54.Kc2 Ka2 0-1

22) Pinder R. - Webley M. A. [C26]

Major (2) 1.e4 e5 2.Nc3 Nf6 3.Bc4 Bc5 4.f4 d6 5.d3 Bxg1 "Out of Book," says Fritz. 6.Rxg1 Ng4 7.g3 0-0 8.f5 Nf6 9.g4 c6 10.g5 Qb6 11.Rg3 Ne8 12.Qh5 d5 13.Rh3 Qg1+ 14.Kd2 Qg2+ 15.Ne2



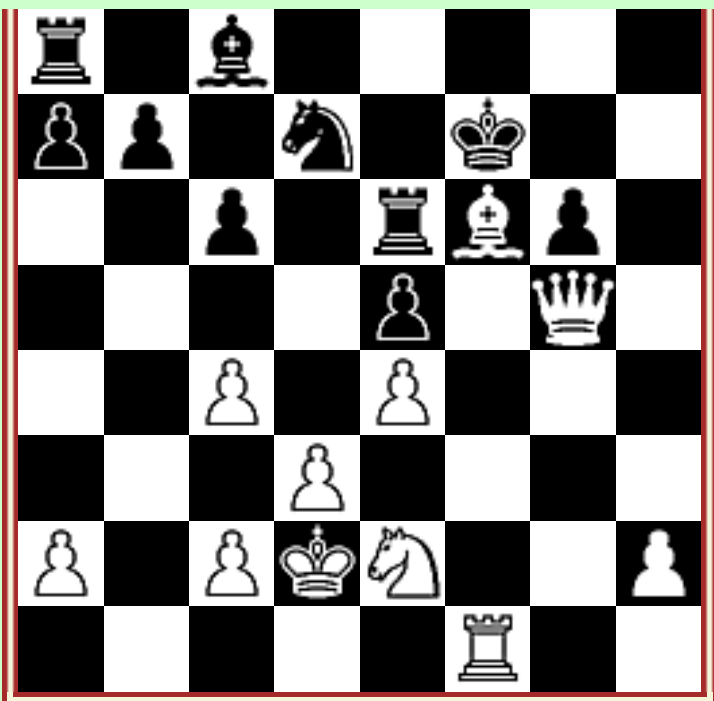
15...Qxh3 Panicky

[1.97 Fritz 5.00: 15...h6 16.Rg3 Qf2 17.exd5 (17.gxh6) 17...Qxf5 18.c3]

16.Qxh3 dxc4 17.b3 f6

[2.44 Fritz 5.00: 17...cxd3 18.Qxd3 Nd7 19.Ba3 c5 20.Nc3 Nc7 21.Nd5 Nxd5 22.Qxd5]

18.bxc4 g6 19.Qg3 Nd7 20.fxg6 hxg6 21.Ba3 Rf7 22.gxf6 Rxf6 23.Be7 Re6 24.Qg5 Kf7 25.Rf1+ Nef6 26.Bxf6



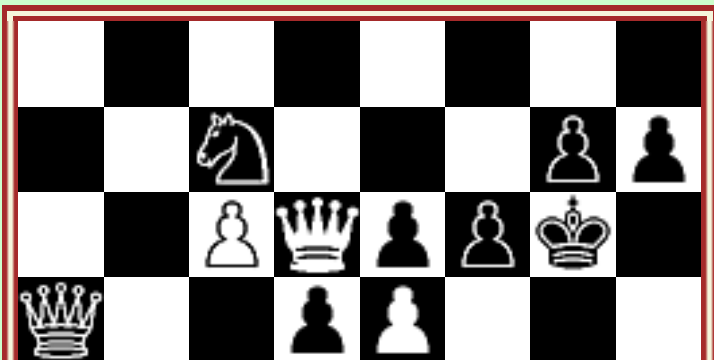
Another short-sighted piece of computer criticism. **26...Nxf6**

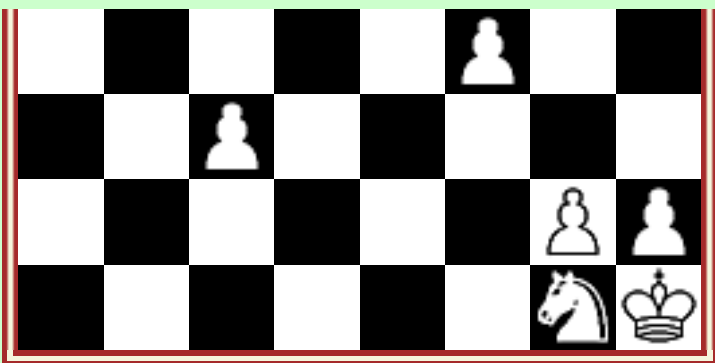
[6.22 Fritz 5.00: 26...Rxf6 27.Rxf6+ Nxf6 28.Qxe5 Nh5 29.Qc7+ Kg8 30.Qd8+ Kh7 31.Qe7+]

27.Ng3 Bd7 28.d4 1-0

23) Price C. R. - Nicolson J. R. [B29]

Major (2) 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 e6 5.Bc4 "Out of Book," says Fritz. 5...Nb6 6.Be2 d5 7.d4 cxd4 8.Nxd4 Nc6 9.Nxc6 bxc6 10.O-O Be7 11.f4 O-O 12.Be3 f6 13.Qd2 a5 14.Kh1 Ba6 15.b3 Bxe2 16.Nxe2 c5 17.c3 a4 18.Ng1 axb3 19.axb3 Rxa1 20.Rxa1 Qc7 21.Nf3 Ra8 22.Rxa8+ Nxa8 23.Qa2 Qb7 24.Qa5 Qc6 25.b4 Nc7 26.bxc5 Kf7 27.Qb6 Qd7 28.c6 Qc8 29.Bc5 Bxc5 30.Qxc5 Qa6 31.Qd6 Qa1+ 32.Ng1 Qa5 33.Qd7+ Kg6 34.Qd6





[0.00 Fritz 5.00: 34.h3 fxe5 35.fxe5 h6 36.Nf3 h5 37.Kh2]

34...Kf5 Brave! Queens and Knights cooperate well in mating attacks.

[1.16 Fritz 5.00: 34...Kf7]

35.exf6 gxf6 36.h3 h5 37.Ne2 h4 38.Nd4+ Kg6 39.Nxe6

[1.44 Fritz 5.00: 39.Qd8 Qxc3 40.f5+ exf5 41.Qg8+ Kh5 42.g4+ hxg3 43.Qh7+ Kg5 44.h4+ Kg4 45.Qxf5+ Kxh4 46.Nf3+ Qxf3+ 47.Qxf3]

39...Nxe6 40.Qxe6 Qxc3 41.f5+ Kg7 42.Qd6 d4

[7.81 Fritz 5.00: 42...Kh6 if Black gets his King out of the way he can threaten perpetual and hold the White Queen to the h2-b8 diagonal. 43.Qf4+ Kg7 44.c7 Qc6 45.g4 hxg3 46.Kg2 d4+ 47.Kxg3]

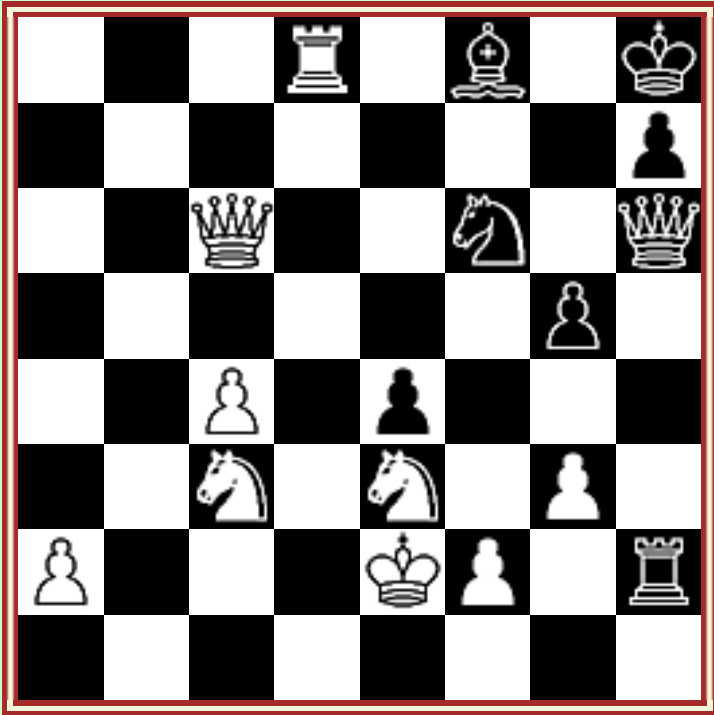
43.c7 d3 44.Qe7+ Kg8 45.Qe8+ covering e1 and c8 1-0

24) Rogers D. R. - Freeman D. G. [E68]

Major (2) 1.c4 Nf6 2.g3 g6 3.Bg2 Bg7 4.d4 0-0 5.Nc3 d6 6.Nf3 c6 7.0-0 Nbd7 8.e4 e5 9.d5 Nc5 10.Qe2 "Out of Book," says Fritz. 10...a5 11.h3 Ne8 12.Be3 f5 13.Bxc5 dxc5 14.dxc6 bxc6 15.exf5 Rxf5 16.Nh4 Rh5 17.Bxc6 Bxh3 18.Rfd1 Qc8 19.Bxa8 Qxa8 20.Qe4 Qb8 21.Qd5+ Kf8 22.Qxc5+ Kg8 23.Qd5+ Kf8 24.Qf3+ Nf6 25.Rab1

[0.91 Fritz 5.00: 25.Nd5]

25...Bg4 26.Qc6 g5 27.Ng2 Bxd1 28.Rxd1 Qxb2 29.Qc5+ Kf7 30.Qxa5 Qc2
31.Ne3 Qg6 32.Qa7+ Kg8 33.Rd8+ Bf8 34.Qe7 Qh6 35.Qe6+ Kh8 36.Qc6
e4 37.Kf1 Rh1+ 38.Ke2 Rh2

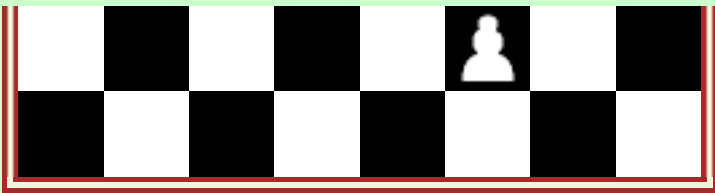


White is panicked by Black's attack, and overlooks the win of a piece. **39.Ng4**

[1.41 Fritz 5.00: 39.Qc8 Kg8 40.Qe6+ Kh8 41.Qf7 Qh5+ 42.Qxh5 Rxh5 43.Rxf8+ Kg7]

39...Nxg4 40.Qxh6 Rxh6 41.Rxf8+ Kg7 42.Ra8 Re6 43.a4 Kg6 44.a5 Ne5 45.a6 Kh6 46.c5 Nc6 47.Ke3 Nb4 48.a7 Ra6 49.Kxe4 Nc6 50.Nb5 Ra4+

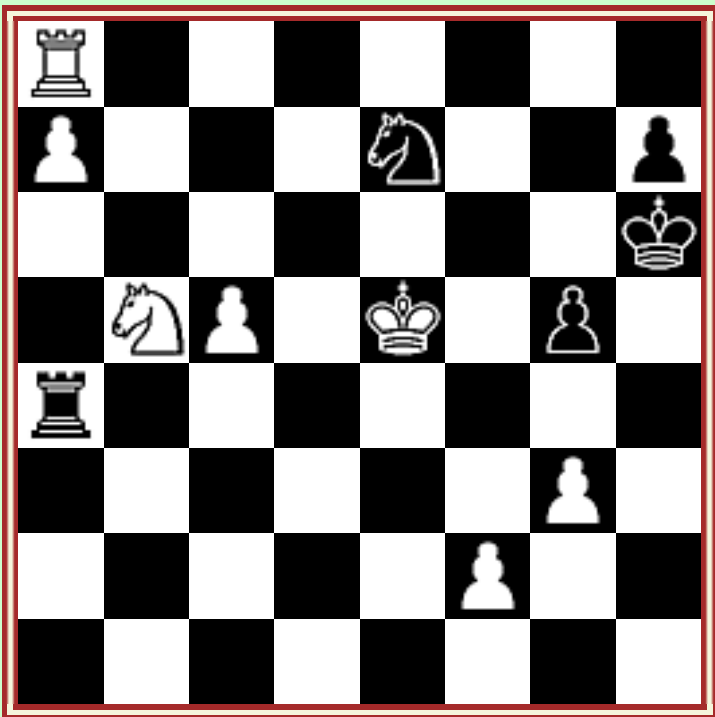




Fritz' comments on this ending are perhaps coloured by the curious result. **51.Kd5 Ne7+**

[6.56 Fritz 5.00: 51...Ra6 52.Nc7 Rxa7 53.Kxc6 Rxa8 54.Nxa8 Kg6 55.g4 Kf7 56.Kd6]

52.Kd6 Nf5+ 53.Ke5 Ne7



54.Kd6

[0.00 Fritz 5.00: 54.Nd4 Kg7 55.Ke6 Rxd4 56.Kxe7 Ra4 57.c6 Re4+ 58.Kd6 Rd4+]

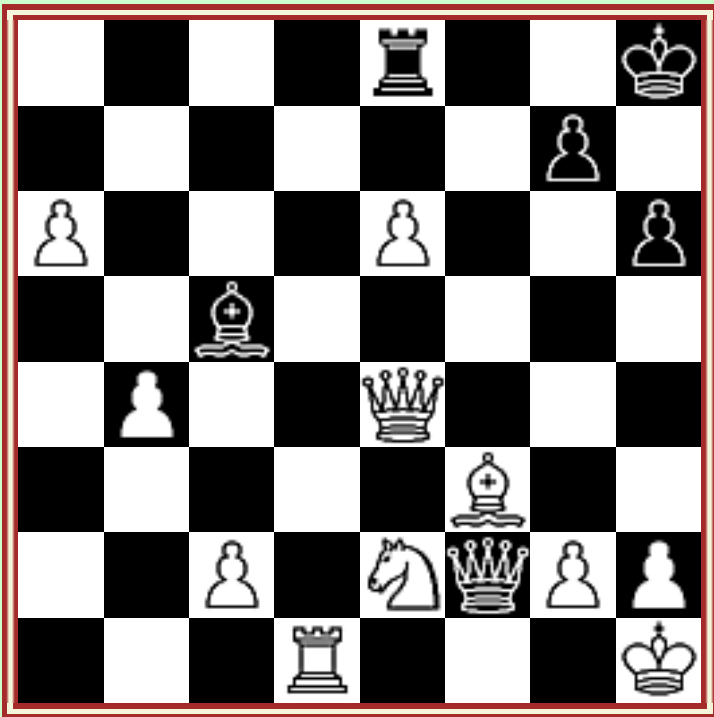
54...Nf5+ 55.Kc7 Ne7 56.Rd8 Rxa7+ 57.Nxa7 Kh5 58.Rd7 Ng6 59.f3 h6 60.Kb6 Ne5 61.Rd5 Nc4+ 62.Kb5 Na3+ 63.Kb6

[0.00 Fritz 5.00: 63.Kb4 Nc2+ 64.Kc4 Ne3+ 65.Kd4 Nc2+ 66.Ke4 Nb4 67.Rd6 Na2]

63...Nc4+ 1/2-1/2

25) Scott R. - Bloom P. [B46]

Major (2) 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 a6 5.Nc3 e6 6.Be2 Nge7 7.0-0 Nxd4 8.Qxd4 Nc6 9.Qd1 "Out of Book," says Fritz. 9...Be7 10.Be3 b5 11.f4 Bb7 12.Bf3 d6 13.Qd2 Qc7 14.Rfd1 Na5 15.Ne2 Nc4 16.Qc3 Bf6 17.Bd4 e5 18.fxe5 dxe5 19.Bf2 Qe7 20.b3 Nd6 21.Bc5 Rd8 22.Qb4 a5 23.Qa3 b4 24.Qxa5 Qe6 25.Qxb4 Be7 26.Bxd6 Bxd6 27.Qxb7 Bc5+ 28.Kh1 0-0 29.Rd5 Bf2 30.Rad1 Rde8 31.Qd7 Qh6 32.a4 Re6 33.Rd6 Qf6 34.a5 Qh4 35.Rxe6 fxe6 36.Qxe6+ Kh8 37.Qg4 Qh6 38.Qf5 Kg8 39.Qxe5 Qh4 40.Qe6+ Kh8 41.a6 h6 42.e5 Qg5 43.Qd6 Re8 44.e6 Bc5 45.Qd5 Qe3 46.Qe4 Qf2 47.b4



Fritz only gets interested in this game when it is already decided. White has a combination of threats to Queen or to mate and they cannot all be stopped. **47... Bb6**

[17.81 Fritz 5.00: 47...Qe3 48.bxc5 Qxc5 49.Qg6 Qf8 50.a7 Qg8 51.Qf7 Rf8 52.Qxf8]

48.c4

[10.78 Fritz 5.00: 48.Qg6 threat Be4 is better 48...Rxe6 49.Qxe6 Qe3 50.Qc8+ Kh7 51.Qf5+ Kg8 52.a7 Qe8]

48...Bd8

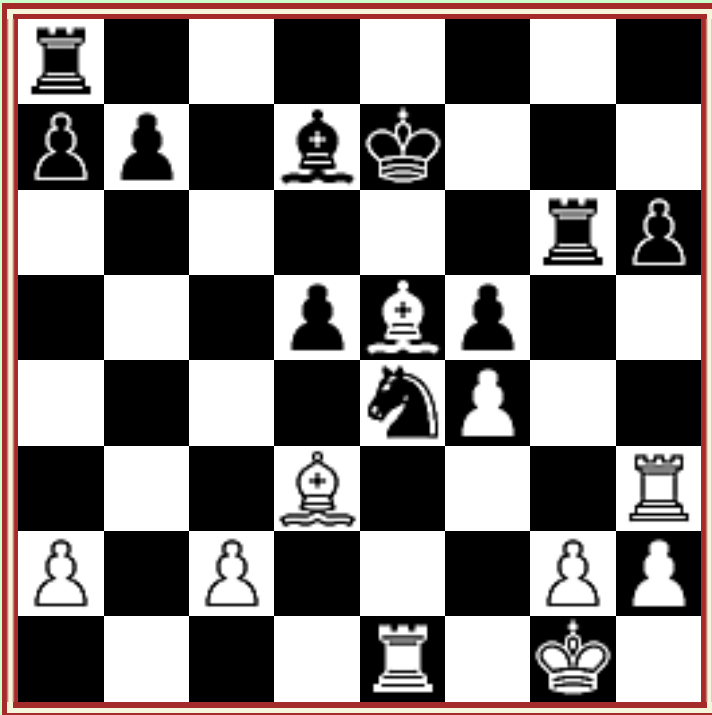
[24.91 Fritz 5.00: 48...Qe3 49.c5 Qxe4 50.Bxe4 Bc7 51.a7 Be5 52.a8Q Rxa8 53. Bxa8]

49.Qd4

[11.34 Fritz 5.00: 49.Qg6 idea Be4 is better 49...Qxf3 50.Qxe8+ Kh7 51.gxf3 Bb6 52.Qc6 Bd4 53.e7 Bf6]

49...Qh4 50.Qxh4 Bxh4 51.a7 1-0**26) Sellwood C. - Sandercock E. B. [B40]**

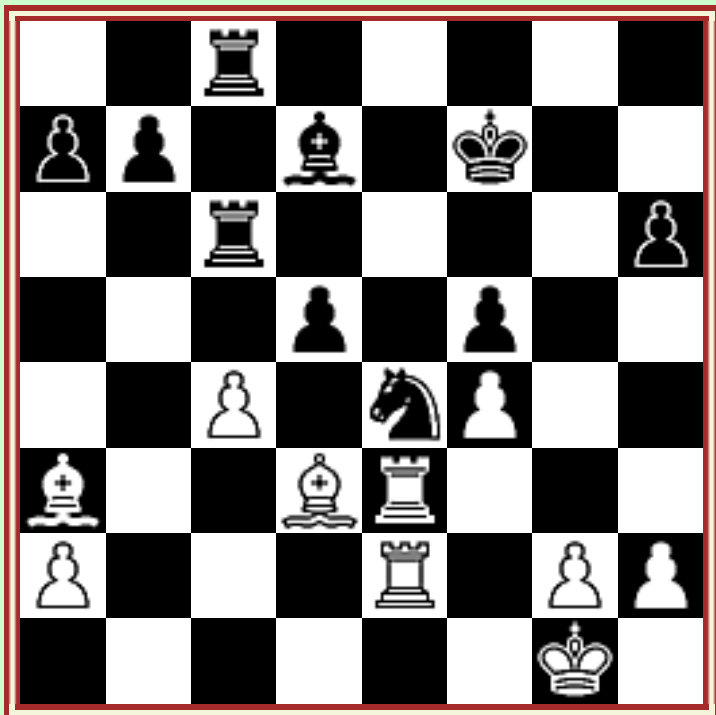
Major (2) 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Bb4 6.Bd3 Bxc3+ "Out of Book," says Fritz. 7.bxc3 d5 8.e5 Qc7 9.Nf3 Ng4 10.O-O Nxe5 11.Bf4 Nxf3+ 12.Qxf3 Qe7 13.Qg3 Nd7 14.Qxg7 Qf6 15.Qxf6 Nxf6 16.Be5 Ke7 17. f4 Rg8 18.Rab1 Ne4 19.Rbe1 f5 20.Rf3 h6 21.Rh3 Rg6 22.c4 Bd7 23.cxd5 exd5



24.c4 Fritz prefers centralising the Rook.

[-0.31 Fritz 5.00: 24.Rhe3 Re8 25.a3 Re6 26.Bxe4 dxe4 27.Kf2]

24...Rag8 25.Re2 Rc8 26.Bb2 Rgc6 27.Ba3+ Kf7 28.Rhe3



28...Re6

[1.84 Fritz 5.00: 28...dxc4 29.Bxe4 fxe4 30.Rxe4 Re6 31.Rxe6 Bxe6 32.Kf2]

29.Bb4

[-0.72 Fritz 5.00: 29.cxd5 simply wins a Pawn, although if White grabs a second... 29...Ree8 30.Bxe4 fxe4 31.Rxe4 Rxe4 32.Rxe4 Re8 ...Black can hope to draw an opposite-coloured Bishop ending.]

29...d4 30.Rh3 Rg6 31.Ba3 Bc6 32.Bb2 Rd8 33.Rh5 Kf6 34.Ba3 Rd7 35.c5 Rd5 36.Bxe4 fxe4 37.Rxd5 Bxd5 38.Bb2 Kf5 39.Bxd4 Ra6 40.Kf2 Kxf4 41. Be3+ Kf5 42.Rd2 Ke5 43.h3 h5 44.Ke2 Bxa2 45.Kf2 Bd5 46.Bd4+ Ke6 47. Ke3 Ra3+ 48.Kf4 a5 49.Kg5 Rd3 50.Rxd3 exd3 51.Bc3 a4 52.Kf4 Bxg2 53. Ke3 Bxh3 54.Kxd3 Kd5 55.Bd4 Bf1+ 56.Kc3 h4 57.Bg1 h3 58.Kb4 Bb5 59. Bh2 Bc6 60.Bd6 Ke4 61.Kc3 Kf3 0-1

27) Woodruff A. - Jukes S. [E12]

Major (2) 1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 a5 "Out of Book," says Fritz. 5.Nc3

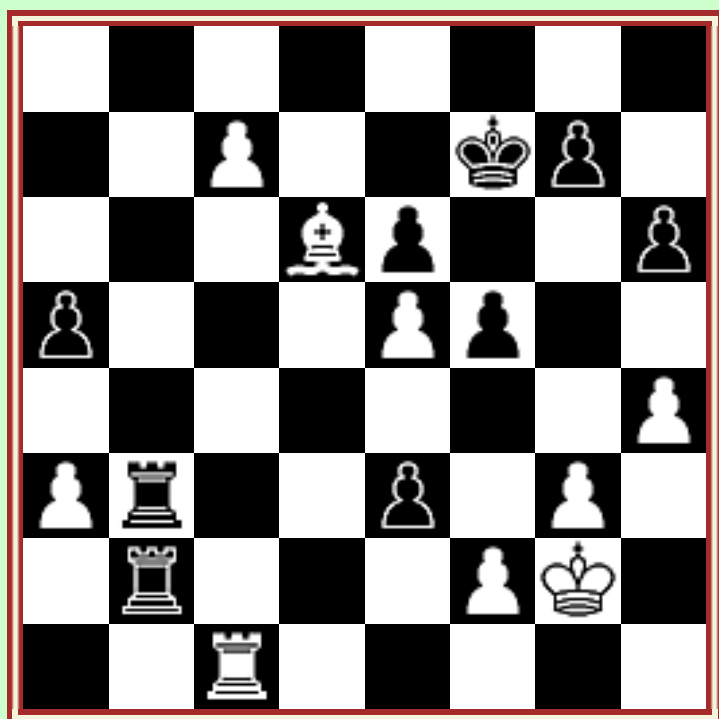
Bb7 6.e3 Ne4 7.Nxe4 Bxe4 8.Bd3 d5 9.Bxe4 dxe4 10.Ne5 Bd6 11.Qa4+ Nd7 12.O-O Bxe5 13.dxe5 O-O

[0.50 Fritz 5.00: 13...Qg5 14.Qc6 Rd8 15.Qxc7 Nxe5 16.b3]

14.Rd1 Nc5 15.Rxd8 Nxa4 16.Rd4 Nc5 17.Rb1 Nb3 18.Bd2 Nxd4 19.exd4 f5 20.g3 Rfd8 21.Be3 Rd7 22.b3 h6 23.h4 Rad8 24.Kg2 Kf7 25.Rc1 Rb8 26.Rc2 c5 27.dxc5 bxc5 28.Bxc5 Rxb3 29.Bd6 Rdb7 I don't understand Fritz' querying this move.

[-0.88 Fritz 5.00: 29...Rd8 30.h5 Ke8 31.Kf1 Rd7 32.Ke2 a4 33.Rd2 Rdb7 34.Rd4]

30.c5 Rb2 31.c6 R7b3 32.Rc1 e3 33.c7



White is clearly threatening to promote, but it's Black's move! **33...exf2**

[1.44 Fritz 5.00: 33...Rxf2+ 34.Kh3 Rbb2 35.Rh1 Rfc2 36.g4 f4 37.g5 h5 38.a4]

34.c8Q Rushed it!

[0.00 Fritz 5.00: 34.Bc5 secures against the perpetual 34...f4 35.Bxf2 Rxc3+ 36.Kh1 Rxf2 37.c8Q Rxa3]

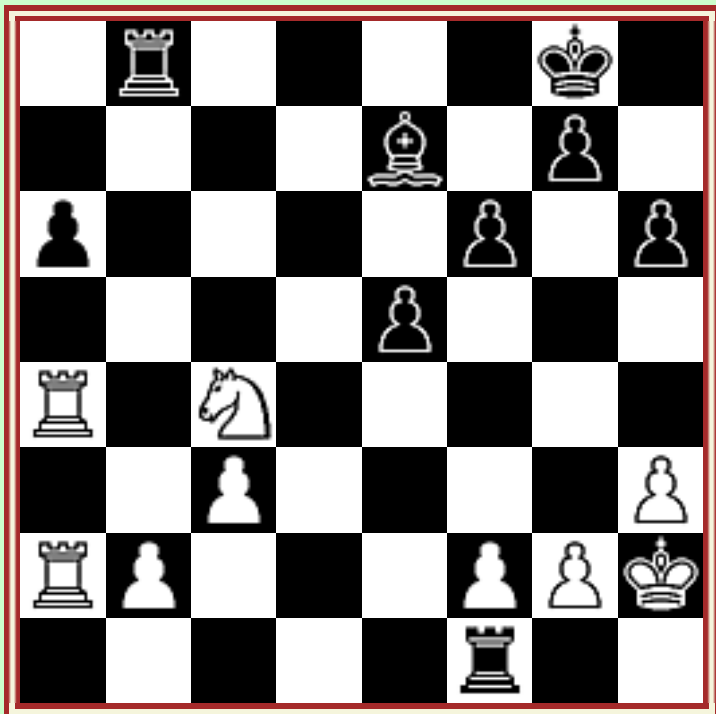
34...f1Q+

[34...f1Q+ 35.Kxf1 Rf3+ 36.Ke1 Re3+ with perpetual!]

1/2-1/2

28) Durrant P. E. O. - Price M. C. [C90]

Major (3) 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 d6 8.h3 Na5 9.c3 "Out of Book," says Fritz. 9...Nxb3 10.axb3 O-O 11.d3 c5 12.Nbd2 Bb7 13.Nf1 c4 14.bxc4 bxc4 15.Ng3 cxd3 16.Qxd3 h6 17.Be3 Re8 18.Nd2 d5 19.exd5 Nxd5 20.Nc4 Nxe3 21.Qxe3 Qd5 22.Qe4 Qxe4 23.Nxe4 Bxe4 24.Rxe4 f6 25.Ne3 Rab8 26.Ra2 Red8 27.Rea4 Rd2 28.Nc4 Rd1+ 29.Kh2 Rf1



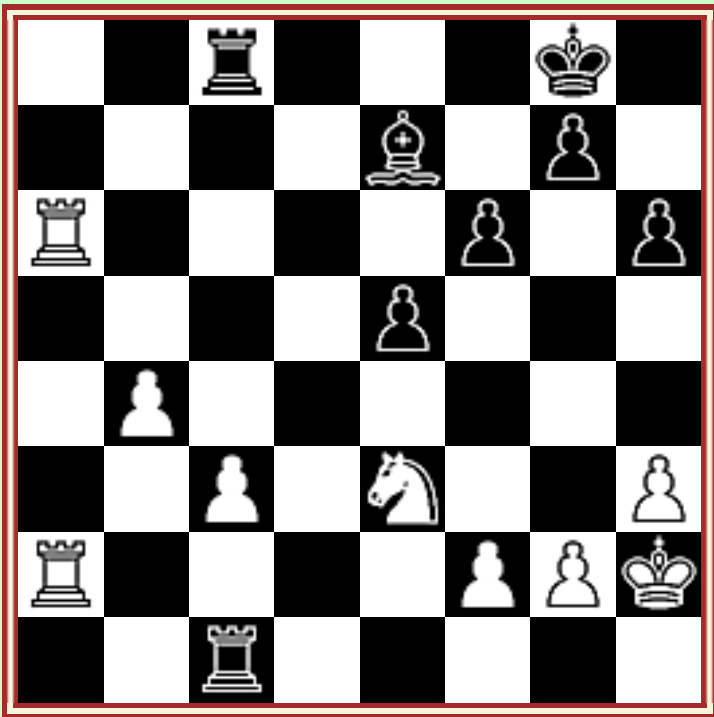
30.b4

[0.22 Fritz 5.00: 30.Kg3 Rd8 31.Rxa6 Kf7 32.Ne3 Rc1]

30...Rc8 The wrong Rook.

[1.41 Fritz 5.00: 30...Rc1 31.Ne3 Rb5 32.c4 Rxb4 33.Rxa6]

31.Ne3 Rc1 32.Rxa6



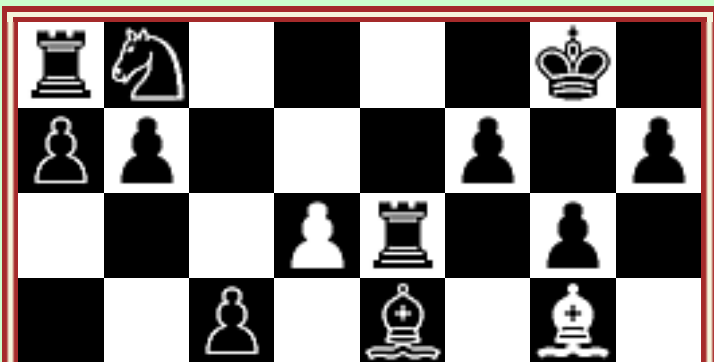
Fritz does not identify Black's next as a blunder, because White is so far ahead, but ...Kf7 is a better try. **32...R1xc3 33.Nd5 Bxb4 34.Nxb4 R8c5 35.Rd2 e4 36.Rd7 e3 37.fxe3 Rxe3 38.Raa7 Rg5 39.Rd3 Re4 40.Nd5 h5**

[#3 Fritz 5.00: 40...Re8 41.Ne7+ Kh7 42.g4 h5 43.Rad7 Rb8 44.Nd5 Kh6 45.Kg3]

41.Nxf6+ 1-0

29) Foulds A. - McFarlane P. [A69]

Major (3) **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 0-0 6.Nf3 c5 7.d5 e6 8. Be2 exd5 9.cxd5 Re8 10.e5 dxe5 11.fxe5 Nfd7 12.Bg5 Qb6 13.0-0 Nxe5 14. Nxe5 Bxe5 15.Bc4 Qxb2 16.d6 Be6 "Out of Book," says Fritz. 17.Bxe6 Rxe6 18.Qf3**





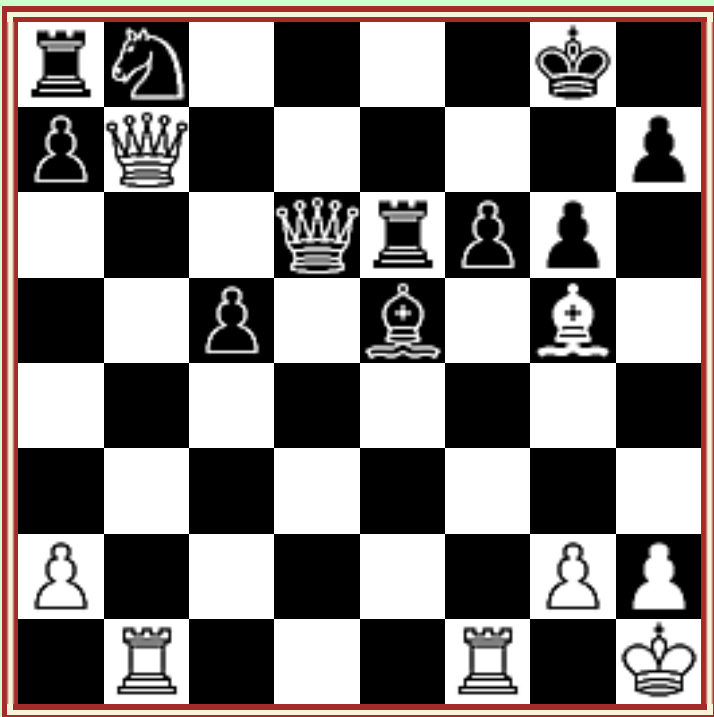
Fritz queries Black's next, because it puts the f-Pawn en prise to the Queen on e6 (what Queen on e6?). **18...f6**

[-2.28 Fritz 5.00: 18...f5 19.Qd5 Bd4+ 20.Kh1 Bxc3 21.Qxe6+ Kh8 22.Rad1]

19.Rab1

[-3.31 Fritz 5.00: 19.Qd5 forward! 19...Bd4+ 20.Kh1 Qxc3 21.Qxe6+ Kg7 22.Rac1 Qb2 23.Qe7+ Kh8]

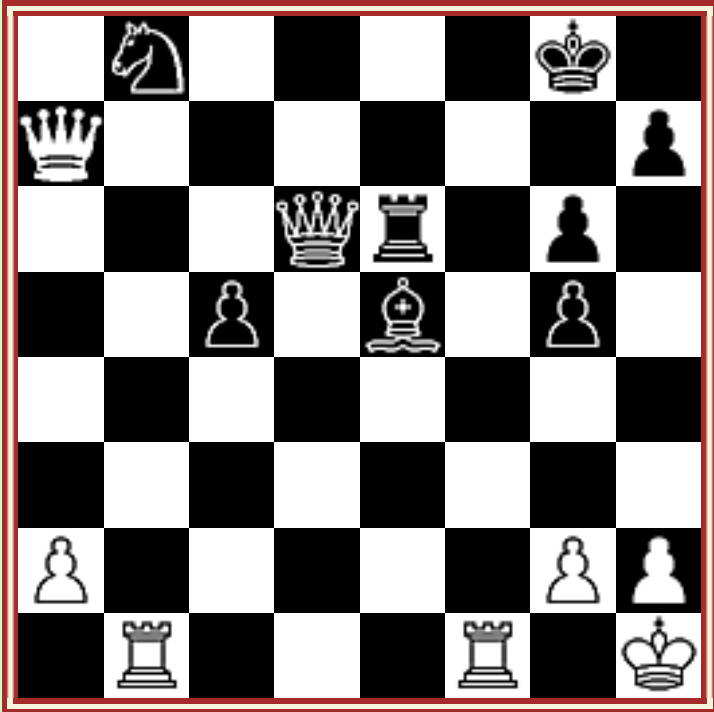
19...Qxc3 20.Qxb7 Qd4+ 21.Kh1 Qxd6



When you see a good move, stop and think again... **22.Qxa8**

[-2.00 Fritz 5.00: 22.Bh6 ...There might be a better one! This move gets the Bishop off the hook with tempo 22...Re7 23.Qxa8 Bxh2 24.Rbd1 Qe5]

22...fxg5 23.Qxa7



23...Re7 A type of blunder less common than you might think - turning a win into a loss. (Mostly, blunders come in poor positions.)

[0.91 Fritz 5.00: 23...Nd7 24.Rfd1 Bd4 25.Rb7 Nf6 26.Rdb1]

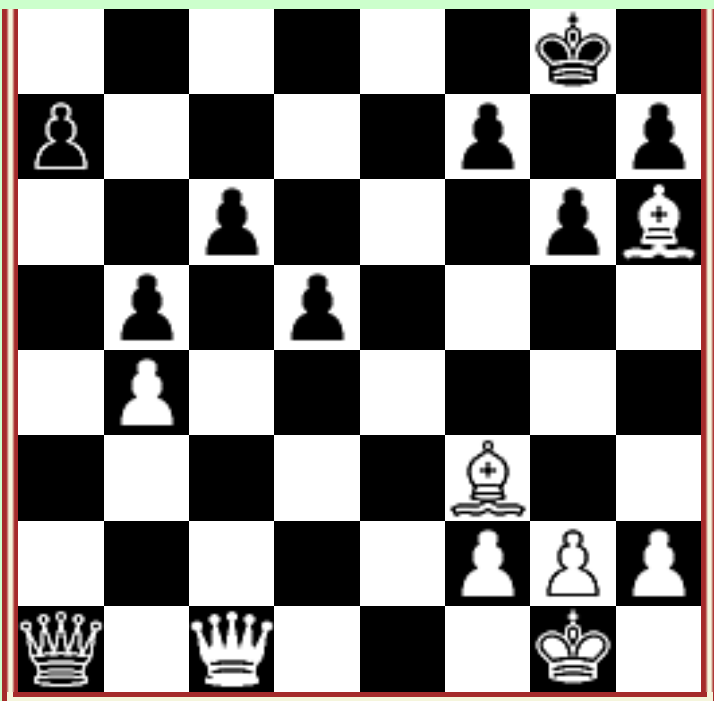
24.Rxb8+ Kg7 25.Rb7 Bf6 26.Rxe7+ Bxe7 27.Qb7 c4 28.Re1 Kf7 29.Qf3+

[0.94 Fritz 5.00: 29.Qc8 Qd5 30.Qh8 Bd6 31.Qxh7+ Kf6 32.a4]

29...Kg7 30.Qc3+ 1-0

30) Freeman D. G. - Belinfante N. [B03]

Major (3) 1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Be2 Bf5 "Out of Book," says Fritz. 5.c3 g6 6.Nf3 Bg7 7.Qb3 Nb6 8.0-0 0-0 9.a4 Be6 10.Qd1 Nc6 11.a5 Nd5 12.c4 dxe5 13.cxd5 Bxd5 14.dxe5 Nxe5 15.Nc3 e6 16.Nxd5 exd5 17.Bf4 Nxf3+ 18.Bxf3 c6 19.Qd2 Qf6 20.a6 b6 21.Rab1 Rfe8 22.b4 b5 23.Rfd1 Re6 24.Be3 Qe7 25.Bc5 Qd7 26.Re1 Rae8 27.Rxe6 Rxe6 28.Re1 Rxe1+ 29.Qxe1 Bf8 30.Qe3 Qc8 31.Bxf8 Qxa6 32.Bh6 Qa1+ 33.Qc1



Fritz suddenly gets interested, thinking it can find a better finish. **33...Qd4**

[#4 Fritz 5.00: 33...Qxc1+ 34.Bxc1 a6 35.Be3 f6 36.Bd4 Kf7 37.Kf1 Ke6 38.Ke2]

34.Qxc6

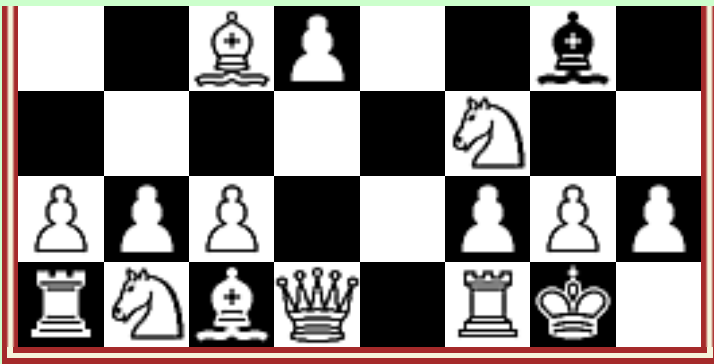
[5.75 Fritz 5.00: 34.Qe1 Qe4 35.Bxe4 dxe4 36.Qxe4 a5 37.Qe8#]

34...Qa1+ 35.Qc1 1-0

31) Grist P. - Sparkes D. A. [B01]

Major (3) **1.e4 d5 2.exd5 Nf6 3.Nf3 Nxd5 4.Bc4** "Out of Book," says Fritz. **4...c6 5.O-O Bg4 6.d4 e6**





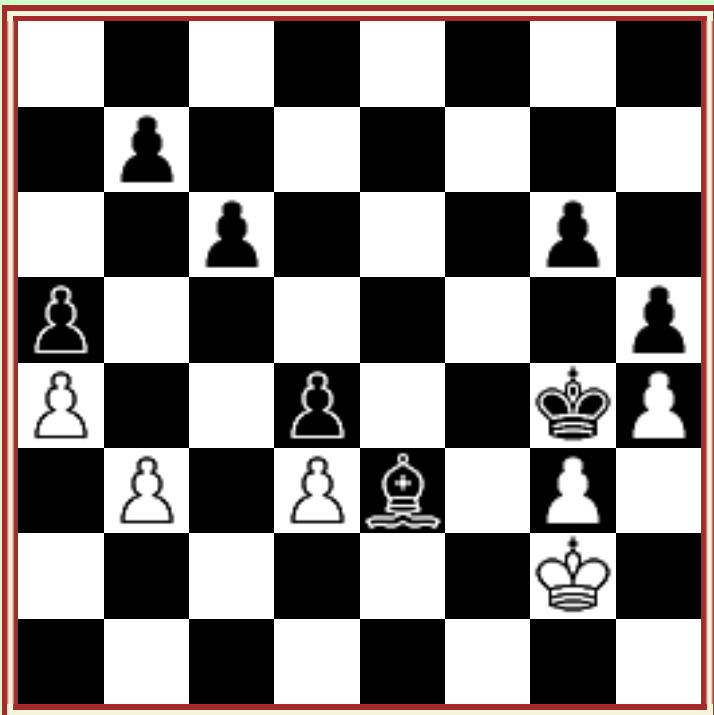
White makes an unguarded move - or rather, an apparently guarded one. **7.Bg5**

[-2.78 Fritz 5.00: 7.Nbd2 Be7 8.h3 Bf5 9.Re1 Nf4]

7...Bxf3 8.Qxf3 Qxg5 9.Re1 Bd6 10.Nc3 0-0 11.Re4

[-3.41 Fritz 5.00: 11.Ne4 Qf4 12.Nxd6 Qxd6 13.c3 Nf4 14.b4]

11...Nf6 12.Re3 Qf4 13.Qxf4 Bxf4 14.Rf3 Bc7 15.h4 Nbd7 16.Kh1 Rad8 17. Bd3 e5 18.Rg1 exd4 19.Ne4 Nxe4 20.Bxe4 Nf6 21.Bd3 h5 22.Be2 Rfe8 23. Bd1 Ba5 24.Rf5 Rd5 25.Rf4 Re1 26.Rxe1 Bxe1 27.Bf3 Bd2 28.Bxd5 Bxf4 29.Bf3 g6 30.g3 Bc1 31.b3 Nd5 32.a4 Nb4 33.Be4 f5 34.Bd3 Nxd3 35.cxd3 Kf7 36.Kg2 Ke6 37.Kf3 Ke5 38.Ke2 f4 39.Kd1 fxg3 40.fxg3 Be3 41.Ke2 Kf5 42.Kf3 a5 43.Kg2 Kg4



Fritz suddenly decides it can win more quickly. **44.Kh1**

[-#5 Fritz 5.00: 44.Kf1 Kf3 45.Ke1 Bf2+ 46.Kd1 Bxg3 47.Kd2 Bxh4 48.Kd1]

44...Kxg3 45.b4 Kxh4

[-12.91 Fritz 5.00: 45...axb4 46.a5 b3 47.a6 b2 48.axb7 b1Q#]

46.bxa5 Kg4 47.a6 bxa6 48.Kg2 Kf4 49.Kh3 g5 50.Kh2 Bd2

[-17.09 Fritz 5.00: 50...Kf3]

51.Kg2 Ke3

[-#8 Fritz 5.00: 51...g4 52.Kf2 g3+ 53.Ke2 Be3 54.a5 g2 55.Kd1 g1Q+ 56.Kc2]

52.Kf1 h4 53.Kg2 g4 54.Kg1 Kxd3 55.Kf2 h3

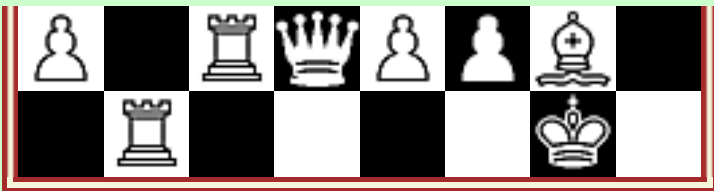
[-17.00 Fritz 5.00: 55...Be3+ 56.Kg2 Ke2 57.Kh2 d3 58.Kg2 d2 59.a5 d1Q 60.Kh2]

0-1

32) Jukes S. - Scott R. [A24]

Major (3) 1.c4 e5 2.Nc3 Nf6 3.g3 g6 4.Bg2 Bg7 5.b4 "Out of Book," says Fritz.
5...c6 6.Rb1 0-0 7.d3 d5 8.Bg5 Be6 9.cxd5 cxd5 10.Qd2 Re8 11.Nf3 Qd6
12.0-0 a6 13.Rfc1 Nbd7 14.Rc2 Nb6 15.h3 Rec8





16.Nxe5 enterprising but flawed?

[-1.81 Fritz 5.00: 16.Rbc1 d4 17.Bxf6 dxc3 18.Qg5 Bxf6 19.Qxf6]

16...d4 Black is bluffed!

[0.25 Fritz 5.00: 16...Qxe5 **A**) 17.Bf4 must have been White's idea: 17...Qh5 18. Bf3 (18.g4 Nxg4 19.hxg4 Bxg4 20.e3 Bf3 21.Bxf3 Qxf3) 18...Qxh3 19.Bg2 Qh5 20. Bf3 Bg4;

B) 17.Qe3 17...Nfd7 18.Qxe5 Nxe5 19.Rbc1 d4]

17.Bxf6 Bxf6 18.Ne4

[-0.84 Fritz 5.00: 18.Ng4 Bxg4 19.Ne4 Qe7 20.Nxf6+ Qxf6 21.hxg4]

18...Qxe5 19.f4 Rxc2 20.Qxc2 Qf5 21.g4 From bad to worse.

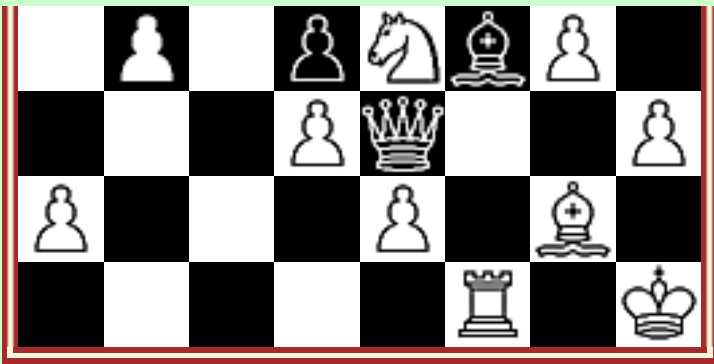
[-2.47 Fritz 5.00: 21.Nxf6+ Qxf6 22.Bxb7 Rb8 23.Bxa6 Ra8 24.Bc4 Bxh3]

21...Qxf4 22.Rf1

[-3.50 Fritz 5.00: 22.Nxf6+ Qxf6 23.Bxb7 Rd8 24.Bxa6 Qf4 25.Bb7 Nd5 26.Bxd5 Bxd5]

22...Qe3+ 23.Kh1 Bd8 24.Qc5 Rc8 25.Qe5 Nd5 26.Qd6 Bc7 27.Qc5 Bf4





White has a little defensive combination here which Fritz fancied but I don't find helpful: **28.Qa5**

[-6.44 Fritz 5.00: 28.Qxd5 Bxd5 29.Nf6+ Kh8 30.Nxd5 Qxe2 31.Nxf4 Qd2 32.a3 Rc1 winning: Fritz is being short-sighted.]

28...Qxe2 29.Nc5

[-9.47 Fritz 5.00: 29.Rg1 Be3 30.Bf1 Qe1 31.g5 Bxg1 32.Kxg1 Bxh3 33.Qxd5 Qxf1 +]

29...Ne3 30.Rg1 Nxg2

[-#5 Fritz 5.00: 30...Bxg4]

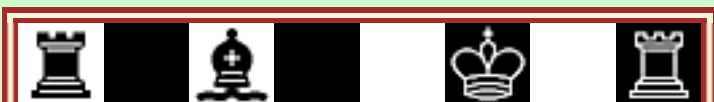
0-1

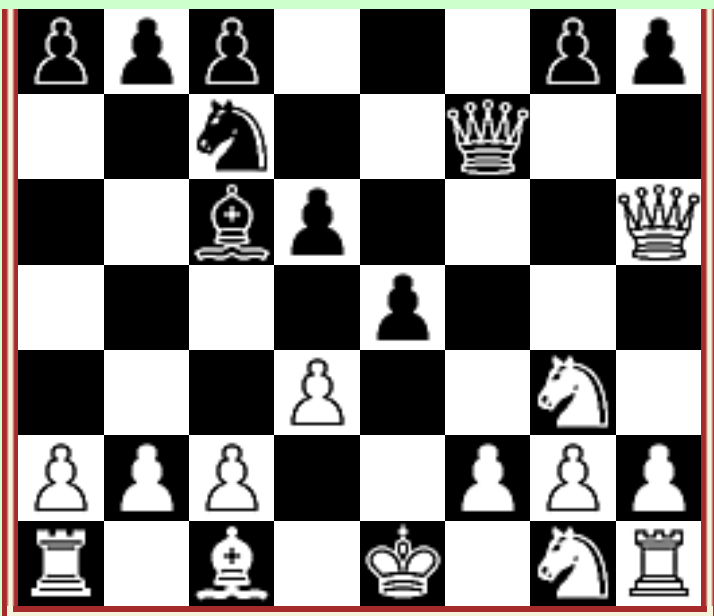
33) Nielsen J. H. - Allen R. N. [C55]

Major (3) **1.Nc3 e5 2.Nf3 Nc6 3.e4 Nf6 4.Bc4 Nxe4** If I had a penny for every time I've seen this... **5.Bxf7+** "Out of Book," says Fritz. **5...Kxf7 6.Nxe4 d5 7.Ng3 e4 8.Ng1 Bc5**

[-1.22 Fritz 5.00: 8...Kg8 Fritz prefers to hide the King - probably wisely! See the next note.]

9.d3 Qf6 10.Qh5+ Kf8

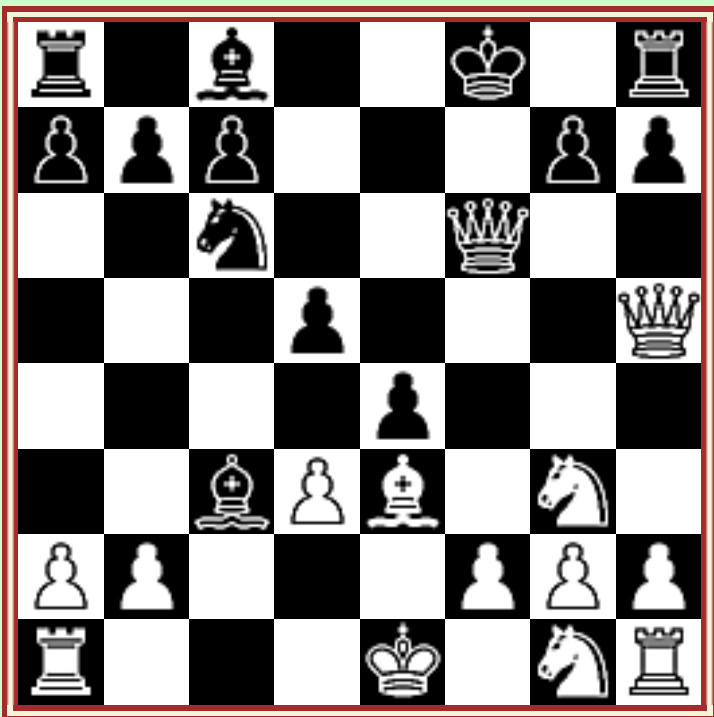




11.Be3

[-1.56 Fritz 5.00: 11.Nxe4 picks up a Pawn 11...Bb4+ 12.Nd2 Nd4 13.Qd1 Qg6 14.Kf1]

11...Bb4+ 12.c3 Bxc3+

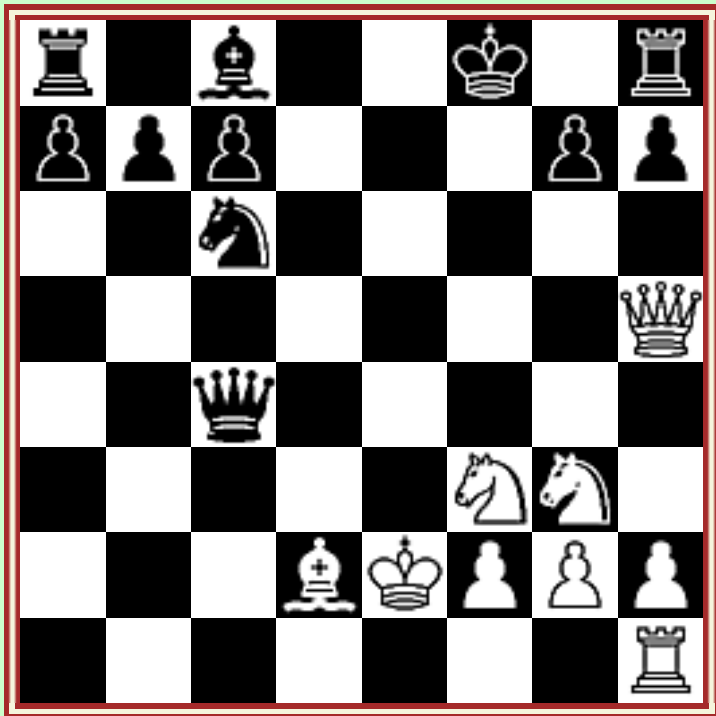


Unquestionably, White should cut his losses here instead of making the natural recapture. **13.bxc3**

[-4.41 Fritz 5.00: 13.Kf1 is bad, but not resignable. 13...Bxb2 14.Bc5+ Ne7 15.

Qxd5 Bxa1 16.Qd8+ Kf7 17.Qxh8 exd3]

13...Qxc3+ 14.Kd1 Qxa1+ 15.Bc1 Qxa2 16.dxe4 Qb3+ 17.Ke1 Qc3+ 18. Bd2 Qa1+ 19.Ke2 Nd4+ 20.Kd3 dxe4+ 21.Kxe4 Nc6 22.Nf3 Qa4+ 23.Ke3 Qb3+ 24.Ke2 Qc4+



Black has the exchange and Pawns, but both Kings are exposed. White's is more exposed than Black's, so if Black can get moving, White will be in a lot of trouble. **25.Ke3** Adds to White's problems.

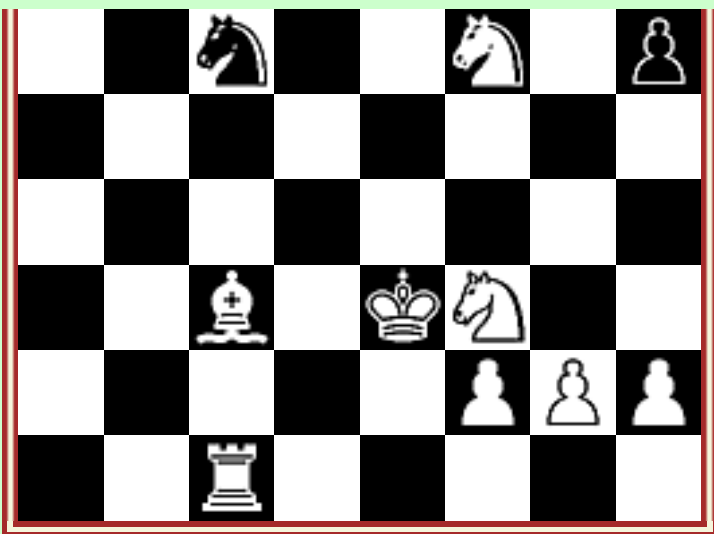
[-7.50 Fritz 5.00: 25.Ke1 Bg4 26.Qg5 Re8+ 27.Be3 Qc3+ 28.Kf1 Qd3+ 29.Ke1 Bxf3]

25...Bd7 Too cautious.

[-3.69 Fritz 5.00: 25...Bg4 mates or wins the Queen. 26.Qxg4 (26.Qg5 Re8+ mates 26...Qxg4 27.Bc3 Re8+ 28.Kd2 Qf4+ 29.Kc2)]

26.Rc1 Qe6+ 27.Ne4 Qh6+ 28.Qxh6 gxh6 29.Nf6 Ke7 30.Bc3





Fritz does not query Black's next, but it's asking for trouble. **30...Bf5**

[30...Rhf8]

31.Nd5+ Kd6 32.Bxh8 Rxh8 33.Rd1 Bg6

[-1.34 Fritz 5.00: 33...Re8+ 34.Kf4 Bc2 35.Nf6+ Bxd1 36.Nxe8+ Kd7 37.Nf6+]

34.Nf4+ Ke7 35.Nh4

[-2.03 Fritz 5.00: 35.Nd5+ Kd7 36.Nb4+ Kc8]

35...Ne5

[-1.28 Fritz 5.00: 35...Re8 36.Kd2 Rd8+ 37.Ke1 Rxd1+ 38.Kxd1 Be4 39.Kc1]

36.Nd5+ Kd7 37.h3 c6 38.Nc3+ Kc7 39.f4

[-2.53 Fritz 5.00: 39.Ra1]

39...Nc4+ 40.Kf2 b5 At last the Pawns have their say. **41.f5 Bf7 42.Nf3 Re8 43.g4 a5 44.g5**

[-4.13 Fritz 5.00: 44.Re1 Rxe1 45.Kxe1 b4 46.Na4 Kd6 47.Ke2 Kd5 48.Kd3 c5]

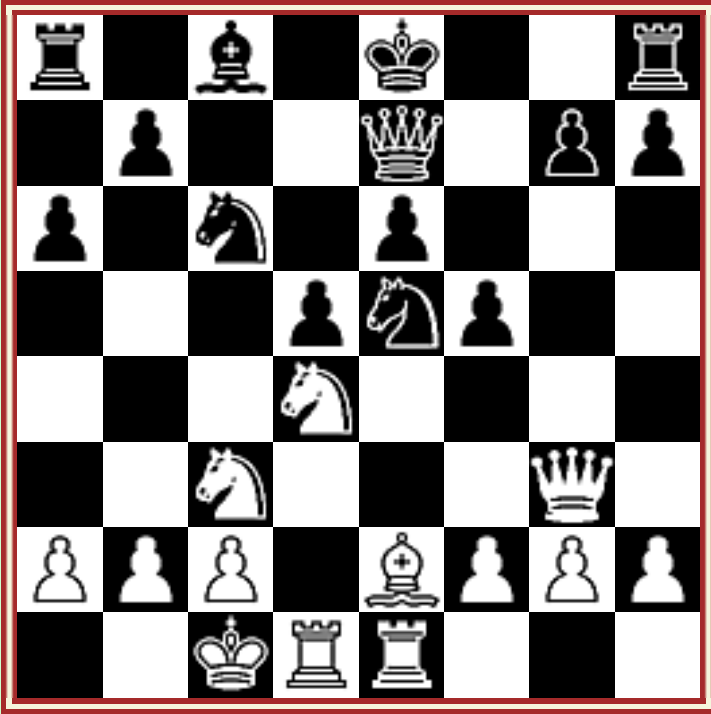
44...Bh5 45.Rd3 Bxf3 46.Rxf3 hxg5 47.f6 Rf8 48.f7

[-4.63 Fritz 5.00: 48.Ne4 h6 49.Ke2 Kd7 50.Rf2 Ke6 51.Kd3 Kd5 52.Nc3+ Ke5]

48...Ne5 0-1

34) Owen S. M. - Steer G. [C14]

Major (3) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.Qg4 "Out of Book," says Fritz. 7...f5 8.Qg3 a6 9.Nf3 c5 10.Be2 Nc6 11.O-O-O cxd4 12.Nxd4 Ndx5 13.Rhe1



13...Nxd4 Black is asking for trouble.

[0.47 Fritz 5.00: 13...0-0 14.f4 Nxd4 15.Rxd4 Nc6 16.Rd3 d4]

14.Bh5+ Kf8 15.Rxd4 and Black is in all sorts of trouble. **15...Qf6 16.Qxe5 Qg5 + 17.Kb1 Qxh5 18.Nxd5 Ra7** Fritz gets all interested again.

[#7 Fritz 5.00: 18...h6 19.Nb6 Kg8 20.Nxa8 Kh7 21.Nb6 Rf8 22.Nxc8 Rxc8 23.Qxe6]

19.Nf4

[6.47 Fritz 5.00: 19.Qd6+ Kf7 20.Qe7+ Kg6 21.Rxe6+ Bxe6 22.Qxe6+ Kg5 23.f4 + mates]

19...Qg5

[9.66 Fritz 5.00: 19...Qe8 20.Rd6 Kg8 21.Nxe6 Bxe6 22.Rxe6 Qd7 23.Re8+ Kf7 24.Re7+]

20.Qc7 Qe7 21.Rd8+

[7.16 Fritz 5.00: 21.Qxc8+ Kf7 22.Qxh8 Qe8 23.Qxh7 Qe7 24.Nxe6 Qxe6]

21...Kf7 22.Qxe7+ Kxe7 23.Rxh8 Bd7 24.Rxh7 Kf6 25.Nh5+ Kg6 26.Rxg7+ Kxh5 27.Rxd7 Ra8 28.Rxb7 Rd8 1-0

35) Rogers D. R. - Price C. R. [A15]

Major (3) 1.c4 Nf6 2.g3 g6 3.Bg2 c6 4.d4 Bg7 5.Nc3 "Out of Book," says Fritz. 5...d5 6.b3 Ne4 7.Nxe4 dxe4 8.e3 c5 9.Bb2 Nc6 10.Ne2 Bg4 11.Bxe4 cxd4 12.f3 Qa5+ 13.Kf1 Bh3+ 14.Kg1 Rd8 15.Bxc6+ bxc6 16.exd4 c5 17.Bc3



Both sides get in a muddle here: Black need not shed a piece, and has a clever alternative. **17...Bxd4+**

[2.88 Fritz 5.00: 17...Qxc3 neat, eh? 18.Nxc3 Bxd4+ 19.Qxd4 cxd4 20.Nd5]

18.Qxd4 of course **18...cxd4 19.Bxa5** 5.59 Fritz 5.00: **19...Rd7**

[19...Bd7 I wonder if this was a clerical error: ...Rd7 must have been played, surely? 20.Nf4 3.00 Fritz 5.00: 20.Bxd8 Kxd8 21.Nxd4 e5 22.Ne2 f6) 20...Bf5 4.50 Fritz 5.00: 20...Rc8 21.Re1 g5 22.Nd5 Be6 23.Nc7+ Kd7 24.Nxe6 fxe6) 21.Rd1 g5 6.06 Fritz 5.00: 21...Rd6 22.Nd5 e5 23.Bc7 Re6 24.Kf2) 22.Nd3 3.34 Fritz 5.00: 22.Bxd8 gxf4 23.Rxd4 e5 24.Rd5 Be6) 22...0-0 4.94 Fritz 5.00: 22...Rd7 23.Kf2 h5 24.h4 Rg8 25.hxg5) 23.Kf2 f6 24.g4 Bg6 25.Nc5 3.41 Fritz 5.00: 25.Bxd8 Rxd8 26.h4 Kf7 27.hxg5 fxg5 28.Ne5+ Kg7) 25...Rd6 26.Bc7 Rc6 27.Nd7 Rc8 28.Ba5 1.06 Fritz 5.00: 28.Bb8 Be8 29.Rxd4 Bxd7 30.Rxd7 Rxb8 31.Rxa7) 28...Rd6 29.Nc5 0.00 Fritz 5.00: 29.Nb8 e5 30.h4 Rxb8 31.Bc7 Rbd8 32.Bxd8 Rxd8 33.hxg5 fxg5) 29...e5 2.81 Fritz 5.00: 29...Rf8) 30.Na4 Ra6 31.Bb4 Be8 32.a3 Bxa4 33.bxa4 Rxa4 34.Rc1 a5 35.Bd6 Raxc4 36.Rxc4 Rxc4 37.Rb1 Rc2+ 38.Kg3 Rc6 39.Be7 Kf7 40.Rb7 Ke6 41.Bd8 a4 42.Rb6 Rxb6 43.Bxb6 Kd5 44.Bd8 Kc4 2.03 Fritz 5.00: 44...Ke6 45.Kf2 h6 46.Bb6 f5 47.Bc5 Kf6 48.Ke2 Kg6 49.Kd3) 45.Kf2 Kb3 46.Be7 1.06 Fritz 5.00: 46.Bxf6 Kxa3 47.Bxe5 Kb3 48.Bxd4 a3 49.Ke3 Kc4 50.Ba1 a2) 46...Kc2 47.Bb4 Kd3 48.Be7 0.00 Fritz 5.00: 48.Ba5 h6 49.Bb4 e4 50.fxe4 Kxe4 51.Bf8 f5 52.gxf5 Kxf5) 48...Kc2]

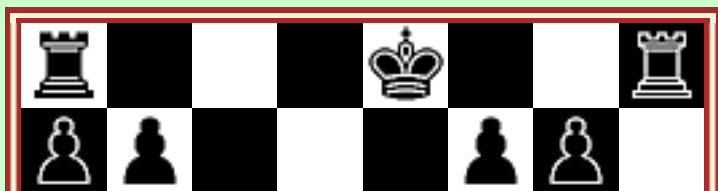
20.Nf4

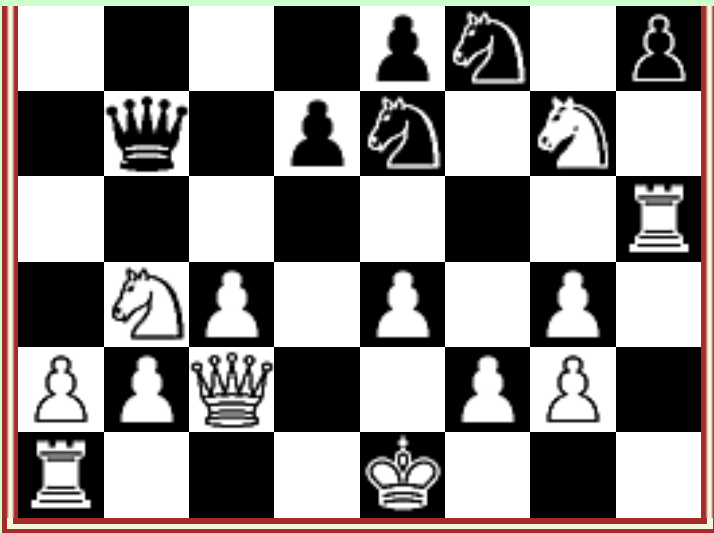
[20.Kf2 e5 21.Rad1 d3 22.Nc3]

20...Bf5 21.Rd1 g5 22.Nd3 0-0 23.Kf2 f6 24.g4 Bg6 25.Nc5 Rd6 26.Bc7 Rc6 27.Nd7 Rc8 28.Ba5 Rd6 29.Nc5 e5 30.Na4 Ra6 31.Bb4 Be8 32.a3 Bxa4 33.bxa4 Rxa4 34.Rc1 a5 35.Bd6 Raxc4 36.Rxc4 Rxc4 37.Rb1 Rc2+ 38.Kg3 Rc6 39.Be7 Kf7 40.Rb7 Ke6 41.Bd8 a4 42.Rb6 Rxb6 43.Bxb6 Kd5 44.Bd8 Kc4 45.Kf2 Kb3 46.Be7 Kc2 47.Bb4 Kd3 48.Be7 Kc2 1/2-1/2

36) Sandercock E. B. - Pinder R. [D02]

Major (3) **1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3 c5 5.c3 Nc6 6.Bd3 "Out of Book," says Fritz. 6...Bd6 7.Bg3 Bxg3 8.hxg3 Qb6 9.Qc2 h6 10.Nbd2 Bd7 11.dxc5 Qxc5 12.Ng5 Ne5 13.Nb3 Qb6 14.Rh4 Bb5 15.Bxb5+ Qxb5**

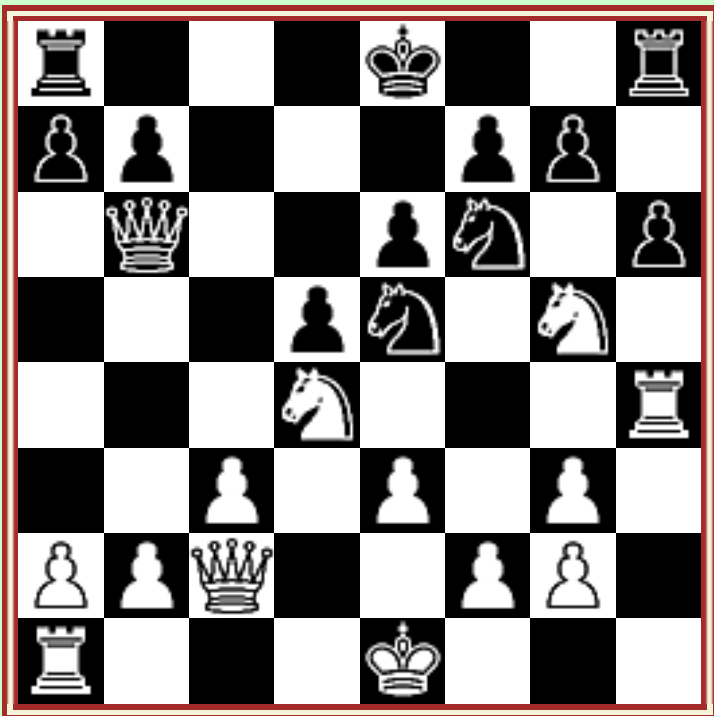




Fritz much prefers Black's centralised position. **16.Nd4**

[-1.47 Fritz 5.00: 16.0-0-0]

16...Qb6



Fritz claims a double oversight follows, but it;

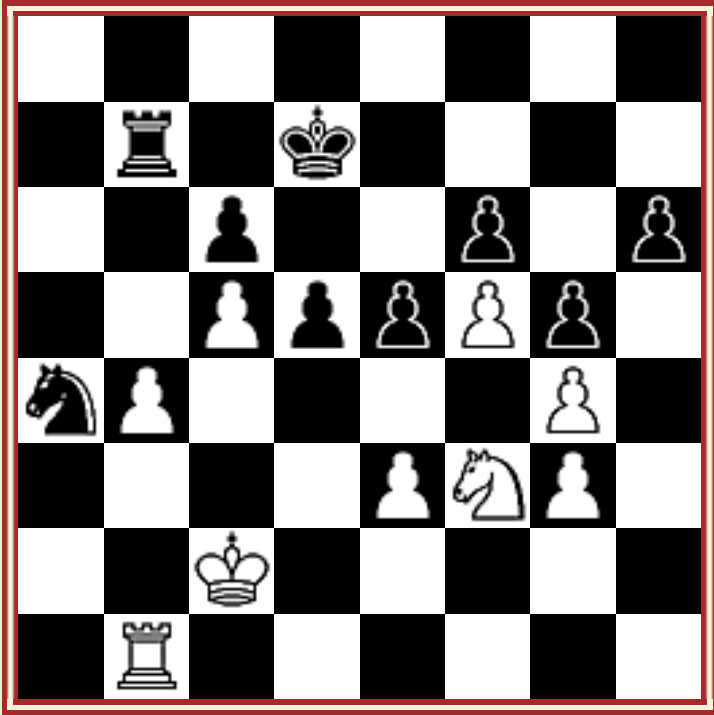
s just being short-sighted: **17.Ngf3**

[-1.34 Fritz 5.00: 17.Nb3 Rc8 18.Nf3 Nc4 19.Nfd2]

17...Nc6

[-0.22 Fritz 5.00: 17...Qxb2 18.Qxb2 Nd3+ 19.Kf1 Nxb2 20.Rb1 g5 is nonsense: 21.Nxg5 Nc4 22.Rxb7 Nd6 is good for White.]

18.Nxc6 bxc6 19.Rb4 Qc7 20.Qb3 0-0 21.Rb7 Qd6 22.Qb4 Qxb4 23.Rxb4 Rab8 24.Rxb8 Rxb8 25.Rb1 Ne4 26.Nd2 Nc5 27.b4 Na4 28.Rb3 Rb7 29.Ke2 Kf8 30.c4 Ke7 31.c5 e5 32.f4 f6 33.Nf3 Ke6 34.g4 g6 35.g3 g5 36.f5+ Kf7 37.Kd2 Ke7 38.Kc2 Kd7 39.Rb1 a5 40.a3 axb4 41.axb4



Fritz prefers Black here, although the Black Knight is horribly stuck. **41...Ra7**

[0.59 Fritz 5.00: 41...Rb5]

42.Rb3 Rb7 43.Rb1 Ke8 44.Nd2 d4

[1.03 Fritz 5.00: 44...Kd8 45.e4 d4 46.Nc4 Rb8 47.Rb3 Ke8 48.Nd6+]

45.exd4 exd4 46.Nf3

[0.22 Fritz 5.00: 46.Ne4 Re7 47.Nd6+ Kf8 48.Rh1 Kg7 49.Rd1 Nc3 50.Rxd4 Re3]

46...d3+ clever 47.Kxd3 Nxc5+ 48.Kd4 Nd7 49.Kc4 Kf7 50.Re1 Nf8 51.Nd4 Rc7

[1.91 Fritz 5.00: 51...Rb6 52.Rh1 Nd7 53.Rxh6 Ke7 54.Nf3 Rb5 55.Kc3 c5 56.bxc5]

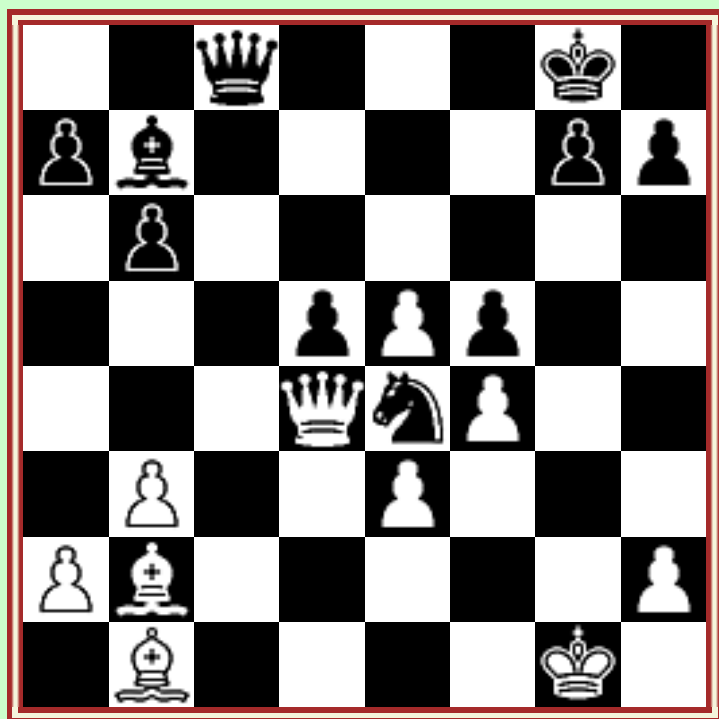
52.Kc5 Nd7+ Not best!

[4.97 Fritz 5.00: 52...Rd7]

53.Kd6 Rb7 54.Re7+ Kg8 55.Nxc6 1-0

37) Smith E. J. - Duckham J. [D04]

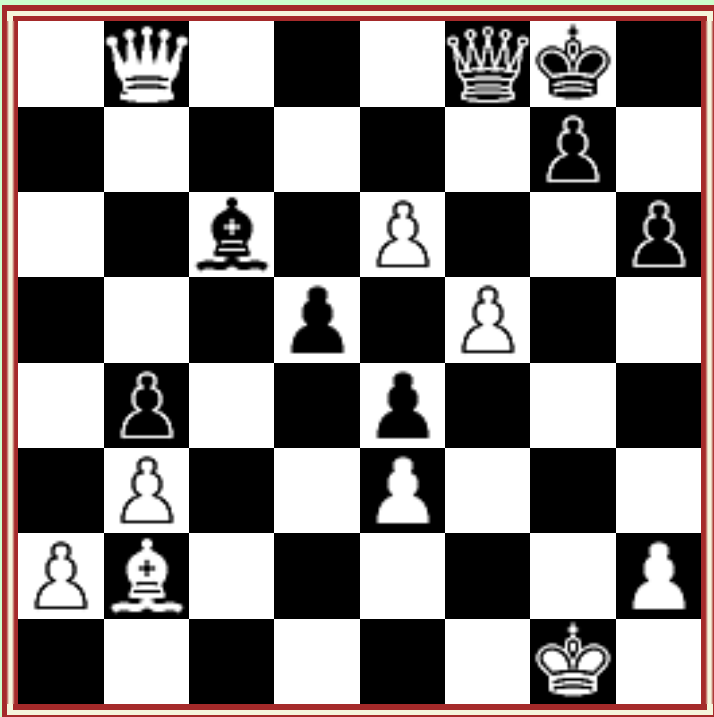
Major (3) 1.d4 d5 2.Nf3 Nf6 3.e3 c6 4.Bd3 e6 "Out of Book," says Fritz. 5. Nbd2 Be7 6.0-0 Nbd7 7.b3 0-0 8.Bb2 b6 9.Ne5 Nxe5 10.dxe5 Nd7 11.c4 Bb7 12.Rc1 f6 13.cxd5 cxd5 14.f4 Nc5 15.Bb1 f5 16.Nf3 Rc8 17.Nd4 Qd7 18.Rf2 Ne4 19.Rfc2 Rxc2 20.Rxc2 Rc8 21.g4 Bc5 22.gxf5 Bxd4 23.Rxc8+ Qxc8 24.Qxd4 exf5



25.Bxe4 Fritz doesn't like this exchange.

[-0.41 Fritz 5.00: 25.e6 Qf8 26.a3 Qe7 27.Bc2 Ba8]

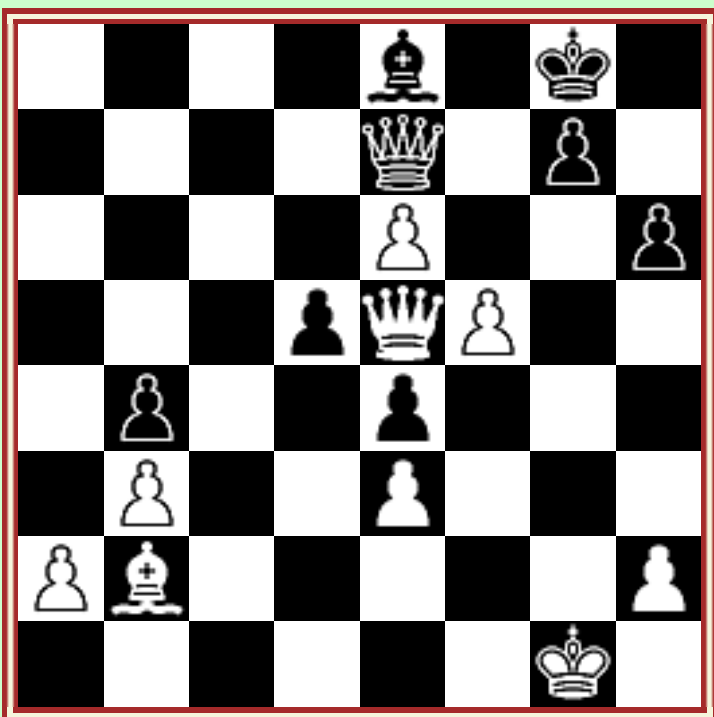
25...fxe4 26.e6 Qf8 27.Qe5 Bc6 28.Qc7 Be8 29.Qxa7 b5 30.Qc7 h6 31.f5 b4 32.Qb8 Bc6



White has a bind but although Fritz prefers several different moves below, it does not demonstrate a win. **33.Qc7**

[0.00 Fritz 5.00: 33.Qg3 d4 34.Bxd4 Bd5 35.Qc7 Ba8]

33...Be8 34.Qe5 Qe7



35.f6 Releasing the bind for no reason. White should adopt an 'ideal' formation

(no checks or perpetuals) and see if he can nibble a few Pawns.

[0.66 Fritz 5.00: 35.h4 Kh7 36.Kg2 Bc6 37.Qg3 Be8 38.Be5 Bh5 39.Kg1;

35.Qxd5 Qg5+ 36.Kf1 Qxe3 only draws.]

35...gxf6 36.Qxf6 Qxf6 37.Bxf6 Kf8 38.Kf2 Bb5 39.Bd4 Ke7 40.Bc5+ Kxe6 41.Bxb4 Kf5 42.a4 Bd3 43.a5 Kg4 44.Bd6 h5 45.b4 Bb5 46.Ke1 Kf3 47.Kd2 h4 1/2-1/2

38) Spiegel J. A. - Kennedy P. J. [B26]

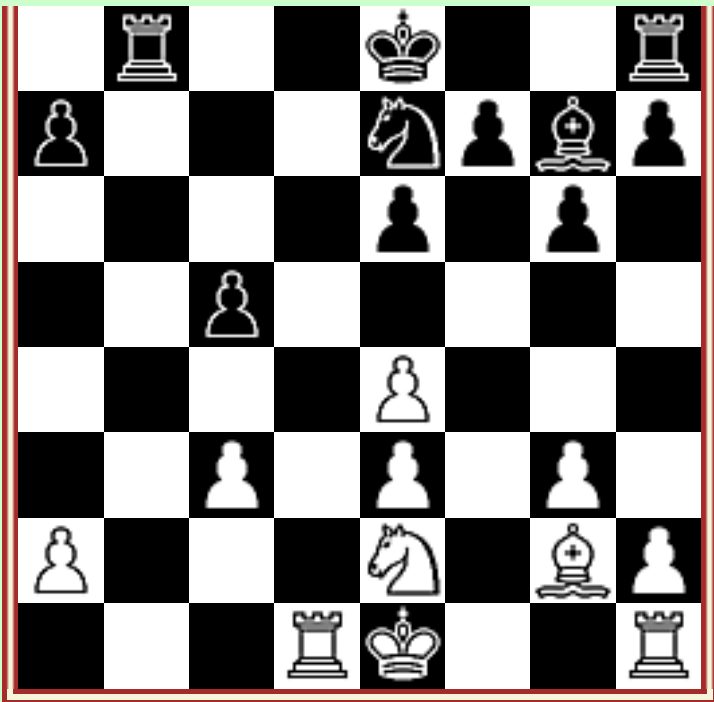
Major (3) 1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.Be3 Rb8 7.Qd2 b5 8.Nge2 e6 "Out of Book," says Fritz. 9.Nd1 b4 10.c3 bxc3 11.bxc3 Qa5 12.Nb2 Ba6 13.Nc4 Bxc4 14.dxc4



14...Qc7 does nothing for Black's game

[-0.06 Fritz 5.00: 14...Ne5 wins a Pawn 15.Bf4 Nxc4 16.Qd3 Nb2 17.Qxd6 Bxc3+]

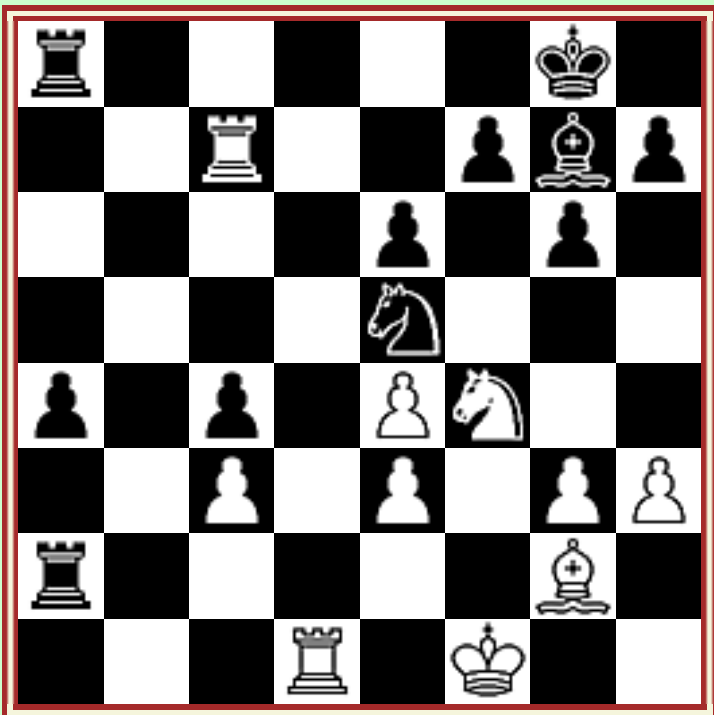
15.Rd1 Ne5 16.Qxd6 Qxd6 17.Rxd6 Nxc4 18.Rd1 Nxe3 19.fxe3 Ne7



20.0-0 allows Black to seize the seventh

[-1.09 Fritz 5.00: 20.Rd2 Nc6 21.0-0 Ke7 22.Rfd1 Rhd8]

20...Rb2 21.Rfe1 Rxa2 22.Rb1 0-0 23.Rb7 Nc6 24.Rc7 Ne5 25.Nf4 c4 26. Rd1 a5 27.h3 Ra8 28.Kf1 a4



Fritz gets all interested now that Black is winning. 29.Ne2

[-4.34 Fritz 5.00: 29.Rb7 a3 30.Rbb1 Rb2 31.Ne2 Rb3 32.Ra1]

29...a3 30.Nf4

[-7.34 Fritz 5.00: 30.Nc1]

30...Rc2

[-4.69 Fritz 5.00: 30...Rb2]

31.Ne2 a2 32.Ra1 Rb2 33.Nc1

[-9.56 Fritz 5.00: 33.Kf2 Bf6 34.Bf3 Bg5 35.Kg2 Bxe3 36.h4 Rb1 37.Rc8+ Rxc8]

33...Rb1 0-1

39) Webley M. A. - Sellwood C. [B50]

Major (3) **1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.d3 e6 5.Be2 Be7 6.0-0 0-0 7.Be3 "Out of Book," says Fritz. 7...Nc6 8.Nbd2 e5 9.h3 d5 10.Bg5 Be6 11.Bxf6 Bxf6 12.exd5 Bxd5 13.Ne4 Be7 14.c4 Be6 15.Qd2 h6 16.Rad1 Qd7 17.Kh2 Rad8 18.Qc1 f5 19.Nc3 Bd6 20.Ng1 Bb8 21.g3**



Some curious decisions: a clerical error? **21...g6**

[0.47 Fritz 5.00: 21...Nd4 22.Bf3 Rfe8 23.Bd5 Bd6 24.Bxe6+ Rxe6;

21...g5]

22.a3

[-0.88 Fritz 5.00: 22.Qxh6 Rf6 23.Qg5 Kg7 24.Nf3 Bc7]

22...Nd4

[0.34 Fritz 5.00: 22...f4 23.Ne4 b6 24.Rfe1 Nd4 25.b4]

23.f4

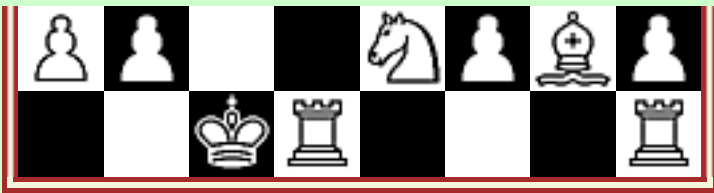
[-2.00 Fritz 5.00: 23.Qxh6 Rf6 24.Qg5 Kg7 25.Nf3 Bc7 26.Nxd4 Qxd4]

23...exf4 24.gxf4 g5 apparently not? **25.Nd5 Bxd5 26.cxd5 Bxf4+ 27.Rxf4 gxf4 28.Qxf4 Qd6 29.Qxd6 Rxd6 30.Bf1 f4 31.Re1 Rxd5 32.Re7 Rf7 33.Re8 + Kg7 34.Bg2 f3 0-1**

40) Wood J. Z. - Laurain F. [A45]

Major (3) **1.d4 Nf6 2.Bg5 d6 3.Bxf6 gxf6 4.g3 "Out of Book,"** says Fritz. **4... Bg7 5.Bg2 c5 6.c3 f5 7.e3 Nc6 8.Ne2 e5 9.dxc5 dxc5 10.Qxd8+ Nxd8 11. Na3 Ne6 12.Nc4 Ke7 13.0-0-0 Rb8 14.Nd6 Kf6**





15.Bh3 Lacking in vigour.

[0.47 Fritz 5.00: 15.f4 Attacking e5 and b7 15...exf4 16.exf4 b6 17.Rd5 Nc7 18. Rd2 Rd8 19.Rhd1 with a better position 19...Ne6]

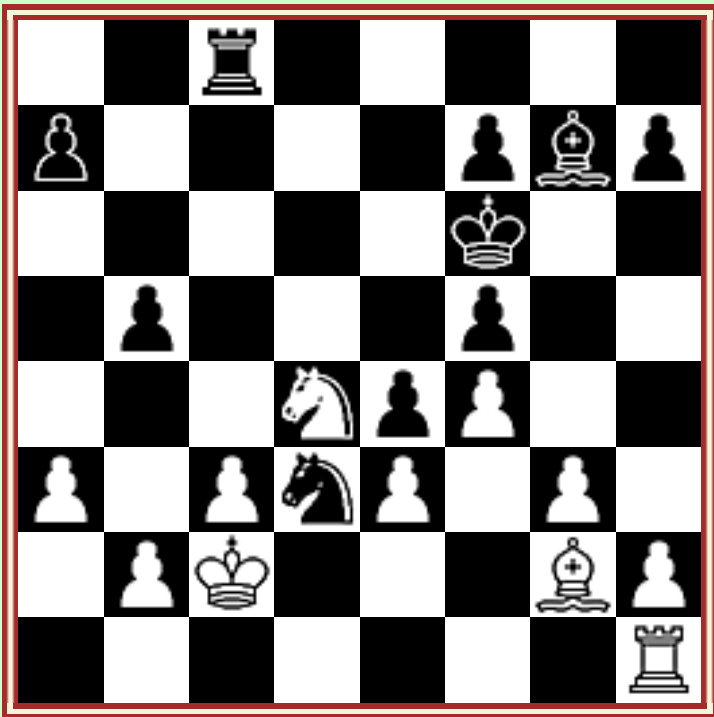
15...Ng5 16.Bg2 Ne6 17.f4 e4 18.Rd5 Nc7 19.Rxc5 Na6 20.Rxc8 Rhxc8 21. Nxc8 Rxc8 22.Nd4 Nb4

[1.91 Fritz 5.00: 22...Rd8 23.Rd1 Nc5 24.Bf1 a6 25.Kc2 b5 26.Bh3 Rd5 27.Kd2]

23.a3

[1.03 Fritz 5.00: 23.Nxf5 Nd3+ 24.Kc2 Bf8 25.Nd4 Nf2 26.Re1 Re8 27.Re2 Ng4]

23...Nd3+ 24.Kc2 b5



[2.50 Fritz 5.00: 24...Nf2 25.Rf1 Ng4 26.Kd2 Nxf2 27.Rh1 Nf3+ 28.Nxf3 exf3 29. Bxf3]

25.Bf1 Missing:

[1.25 Fritz 5.00: 25.Nxf5]

25...Nf2 26.Rg1 Ng4 27.Kd2 a6

[1.47 Fritz 5.00: 27...Nxb2 28.Be2 (28.Bxb5) 28...Rd8 29.Rh1 Nf3+ 30.Kc2 Nxd4 + 31.cxd4 a6 32.Rxb7]

28.Rg2 Bf8 29.h3 Nh6 30.g4 fxe4 31.hxe4 Ke7

[2.69 Fritz 5.00: 31...Kg6 32.Be2 Rd8 33.Bd1 f6 34.Bc2 Re8 35.b4 f5 36.gxf5+]

32.g5 Ng8 33.Rh2 h6 34.Nf5+ Ke6 35.Nxb6 Rd8+ 36.Kc2 Bc5 37.Nxg8 Rxb8 38.Rh3 Rg6 39.Rg3 f6 40.Bh3+ Kd5 41.Bf5 Rg7 42.g6 a5 43.Rh3 b4 44.axb4 axb4 45.Rh7 Bf8 46.Rxg7

[2.28 Fritz 5.00: 46.Rh1 Bc5 47.Rd1+ Kc4 48.b3+ Kb5 49.Rd7 Rg8 50.Rb7+ Kc6]

46...Bxg7 47.cxb4 Kc4 48.Bxe4 Kxb4 49.Bd5 Kc5 50.Bf3 Kb4 51.e4 Kc4 52.b3+ Kb4 53.Kd3 Kxb3 54.Kd4 f5+ 55.Kd5 fxe4 56.Bxe4 Kc3 57.Ke6

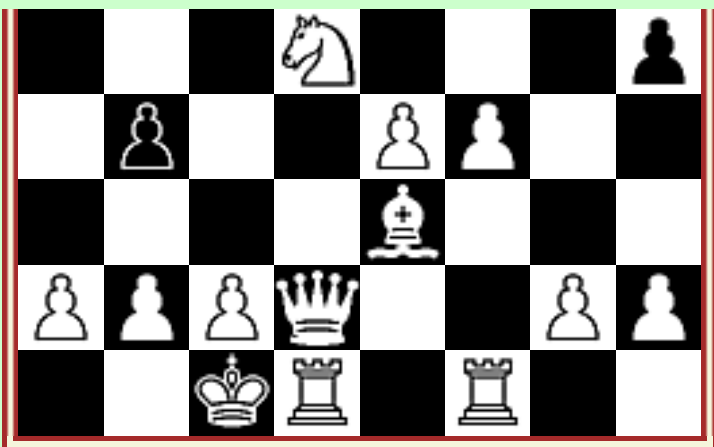
[12.00 Fritz 5.00: 57.f5 Kd2 58.Ke6 Ke3 59.f6 Bh6 60.g7 Kxe4 61.g8Q Kf4]

57...Kd4 1-0

41) Allen R. N. - Sandercock E. B. [B06]

Major (4) 1.e4 d6 2.d4 g6 3.Nc3 Bg7 4.f4 e5 "Out of Book," says Fritz. 5.Nf3 exd4 6.Nxd4 Ne7 7.Be3 Nbc6 8.Bc4 h5 9.Qd2 Bd7 10.0-0-0 a6 11.Rhf1 b5 12.Nxc6 Bxc6 13.Bd5 b4 14.Bxc6+ Nxc6 15.Nd5





Fritz is interested in b4 Pawn: White may be right to decline. **15...Na5**

[2.00 Fritz 5.00: 15...Rb8 16.h3 Rg8 17.Qd3 Rb5 18.Rfe1 Ra5 19.Qc4 Qd7]

16.b3

[0.94 Fritz 5.00: 16.Qxb4 c5 17.Qa4+ Kf8 18.b3 Rb8 19.Bd2 Nb7 20.Qxa6 Qh4]

16...c5 17.f5 f6

[2.50 Fritz 5.00: 17...gxf5 18.Rxf5 Nc6 19.Bg5 Qb8 20.Nf6+ Bxf6 21.Bxf6 Rg8 22.Qxd6]

18.fxg6 Nc6 19.Qf2 0-0

[5.31 Fritz 5.00: 19...Rf8 20.Qf5 Qc8 21.Qf4 Ra7 22.Qxd6 Rd7 23.Qxc5 Qb7]

20.Qf5 Re8 21.Qxh5 Rxe4

[16.56 Fritz 5.00: 21...Kf8]

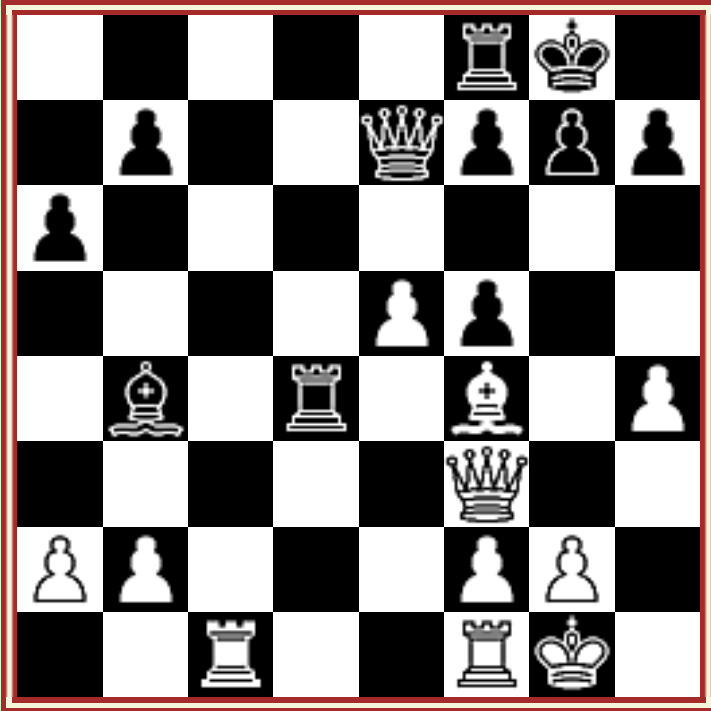
22.Qh7+

[2.34 Fritz 5.00: 22.Nxf6+ Kf8 23.Nxe4+ Ke8 24.Qd5 Ne5 25.Qe6+ Qe7 26.Nxd6 + Kd8]

22...Kf8 23.Rxf6+ 1-0

42) Belinfante N. - Bloom P. [B40]

Major (4) 1.e4 c5 2.Nf3 Nc6 3.c3 e6 4.d4 cxd4 5.cxd4 Bb4+ "Out of Book," says Fritz. 6.Nc3 Nge7 7.Bd3 0-0 8.0-0 a6 9.h4 Qc7 10.e5 Nf5 11.Bxf5 exf5 12.Qd3 d6 13.Bf4 dxe5 14.Nxe5 Nxe5 15.dxe5 Be6 16.Nd5 Bxd5 17.Qxd5 Rad8 18.Qf3 Rd4 19.Rac1 Qe7



A double oversight ensues: **20.Qb3**

[-2.91 Fritz 5.00: 20.Be3]

20...Bd2

[-0.34 Fritz 5.00: 20...Rxf4]

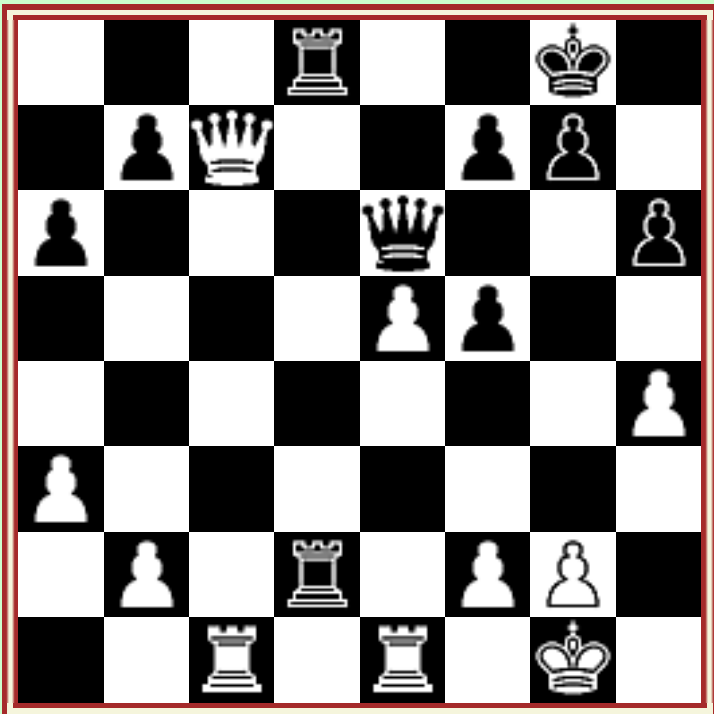
21.Bxd2 Rxd2 22.Qc3

[-0.91 Fritz 5.00: 22.Rfd1 Rxd1+ 23.Rxd1 Qxe5 24.Qxb7 Rb8 25.Qxa6 Rxb2]

22...Rfd8 23.a3

[-1.66 Fritz 5.00: 23.Rc2 R2d3 24.Qc4 R3d4 25.Qc7 Qxh4]

23...h6 24.Rfe1 Qe6 25.Qc7



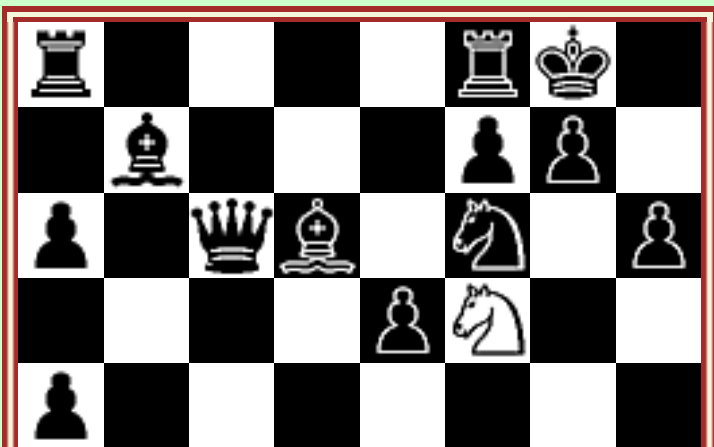
And a simple oversight: **25...Rxb2**

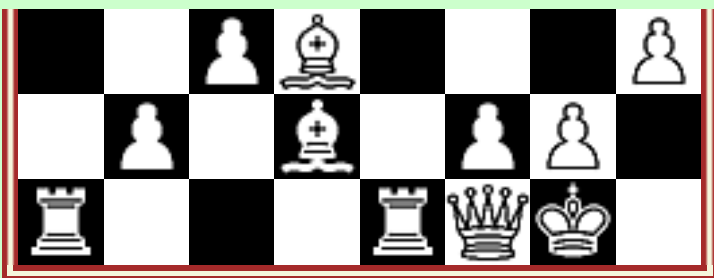
[3.97 Fritz 5.00: 25...R2d7]

26.Qxd8+ Kh7 27.h5 1-0

43) Boomsma B. H. - Knight S. [C07]

Major (4) **1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 Qxd5 5.Ngf3 cxd4 6.Bc4 Qd6 7.O-O Nc6 8.Re1 Nf6 9.Nb3 a6 10.Nbxd4 Nxd4 11.Nxd4 Qc7 12.Qe2 Bd6 13.h3 "Out of Book," says Fritz. 13...0-0 14.Bd3 h6 15.c3 b5 16.Bd2 Bb7 17.a4 e5 18.Nf5 Qc6 19.Qf1 bxa4**

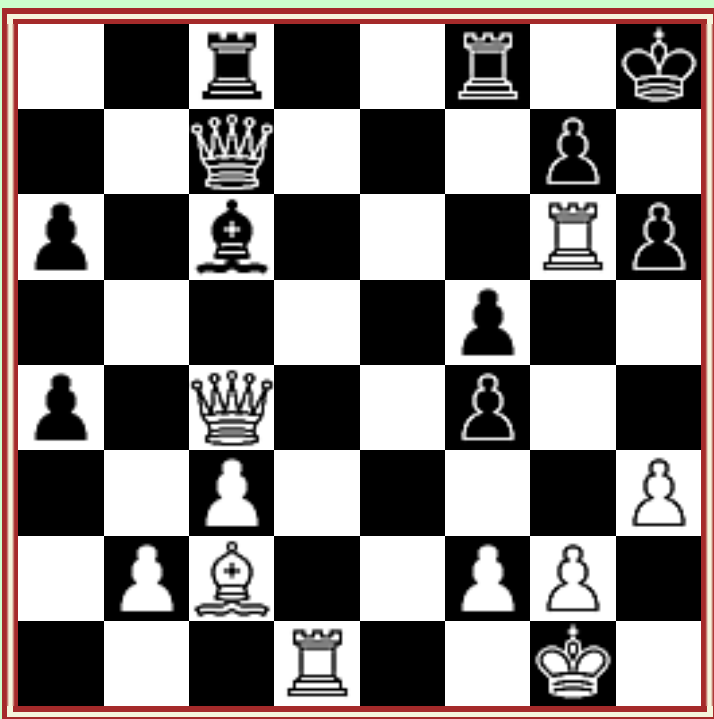




20.Nxd6 Misses a trick.

[-0.28 Fritz 5.00: 20.Rxe5 Rad8 21.Re7 Kh8 22.Nxd6 Qxd6 23.Re3]

20...Qxd6 21.Rad1 Qc7 22.Re3 Nd5 23.Rg3 Nf4 24.Bc2 Bc6 25.Bxf4 exf4 26.Qd3 Cool 26...f5 27.Qc4+ Kh8 28.Rg6 Rac8



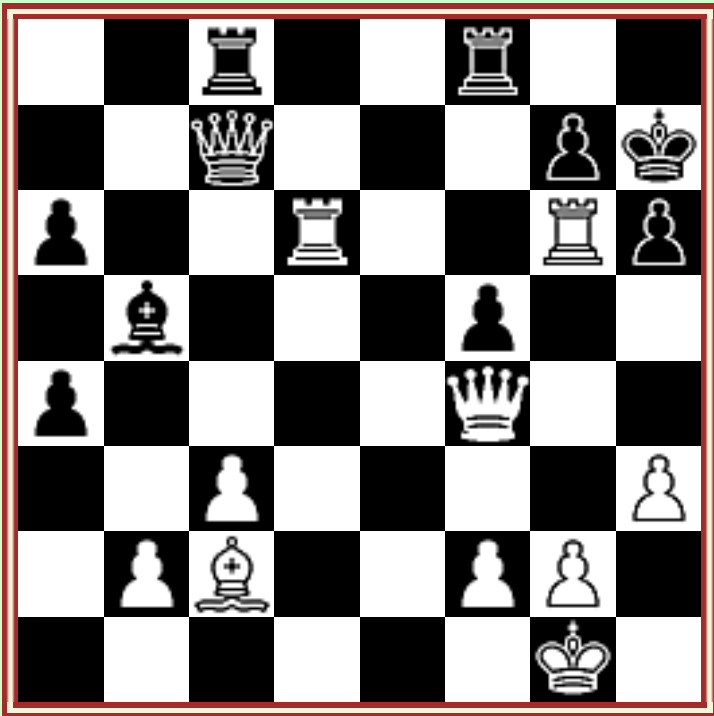
29.Rdd6 Fritz disapproves, but White must have thought there were bigger fish to fry, and the a-Pawn cannot run away.

[0.16 Fritz 5.00: 29.Bxa4]

29...Bb5

[1.16 Fritz 5.00: 29...Be8 30.Qxc7 Rxc7 31.Rd8 Bxg6 32.Rxf8+ Kh7 33.Bxa4 f3 34.gxf3]

30.Qd4 Kh7 31.Qxf4



White's position is good... **31...Rf6** ...but this is asking for trouble.

[7.13 Fritz 5.00: 31...Be8 32.Rge6 (32.Bxf5 Bxg6 33.Bxg6+ Kh8) 32...Kg8 33.Qe5 Qc5 34.Qxc5 Rxc5 35.Rxa6 Bf7 36.Re7]

32.Rgxf6 gxf6 33.Bxf5+

[7.97 Fritz 5.00: 33.Qxf5+ Kg8 34.Rxf6 Re8 35.Qd5+ Kg7 36.Rg6+ Kf8 37.Rg8+ Ke7]

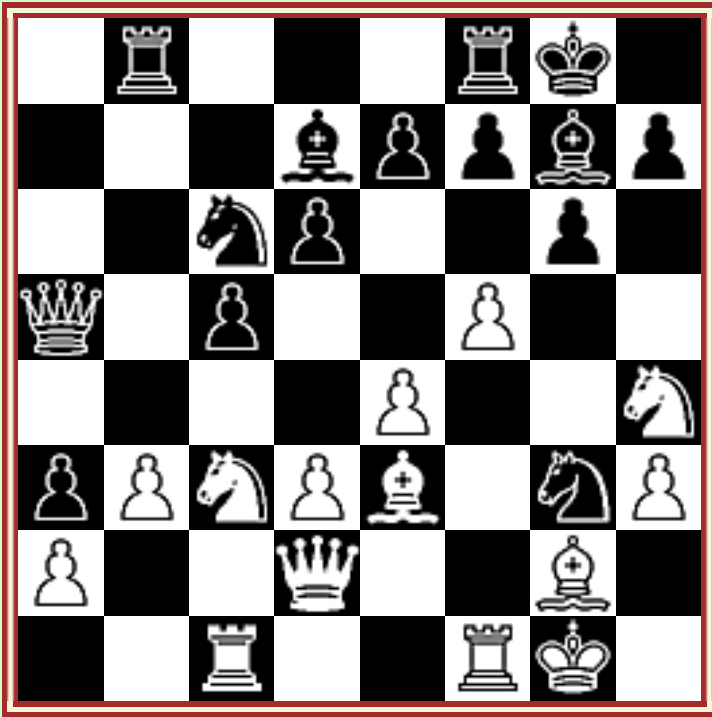
33...Kg7 34.Bxc8 Qxc8

[#6 Fritz 5.00: 34...Qe7 35.Be6 h5 36.Qg3+ Kh6 37.Bf5 Be8 38.Re6 Qd8 39.Qe3 +]

35.Qxf6+ 1-0

44) England M. C. - Bartlett S. [B26]

Major (4) **1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 Nf6 6.Be3 d6 7.f4 "Out of Book," says Fritz. 7...Bd7 8.Nf3 0-0 9.0-0 Rb8 10.h3 b5 11.Ne2 a5 12.Qd2 a4 13.Nh4 Qa5 14.c3 b4 15.f5 a3 16.b3 bxc3 17.Nxc3 Nh5 18.Rac1 Nxg3**



White is in difficulties. **19.Rf3**

[-2.59 Fritz 5.00: 19.Rf2 Bf6 20.Bg5 Bd4 21.Be3 Bxe3 22.Qxe3]

19...Bxc3 20.Rxc3 Qxc3 winning the exchange **21.Rxg3 Qxd2 22.Bxd2 Nd4 23.Kh2 Nxb3 24.Bc3**

[-5.19 Fritz 5.00: 24.Bg5 Rfe8 25.Nf3 Na1 26.Bc1 Nc2 27.Bh1 Bb5 28.fxc6 hxc6]

24...Nd4 25.fxc6 hxc6 26.Nf5 Bxf5 27.exf5 Nxf5 28.Rg4 Rb2 29.Kh1 Nd4 30.Bd5 e6 31.Bb3 Nxb3 32.axb3 Rxb3 33.Bf6 a2 34.Rh4

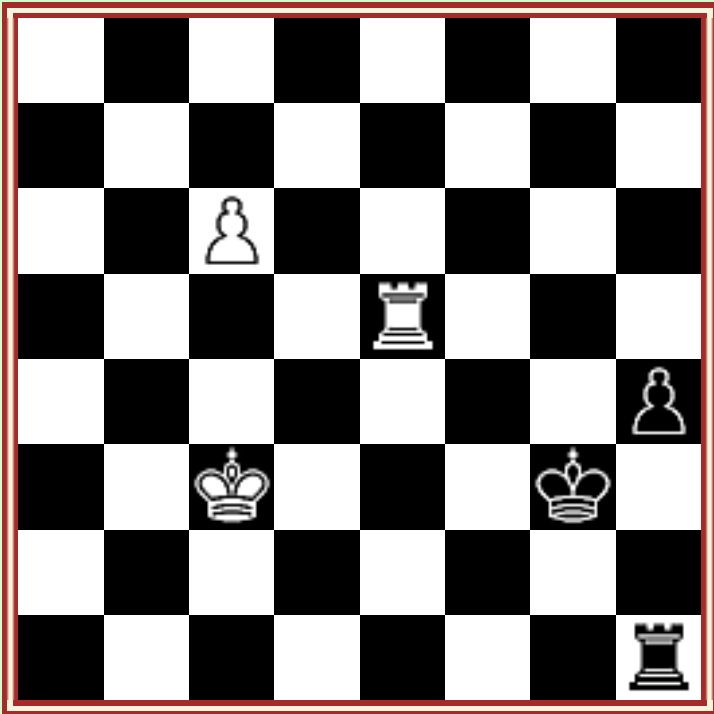
[-8.34 Fritz 5.00: 34.Ra4 Rxd3 35.Rxa2 c4 36.Kg2 c3 37.Kf2 Rxh3 38.Ra7 Rb8]

34...a1Q+ 35.Bxa1 Rb1+ 0-1

45) Halmkin P. E. - Wood J. Z. [C00]

Major (4) **1.e4 e6 2.d4 d5 3.Be3 Nf6** "Out of Book," says Fritz. **4.e5 Nfd7 5.f4 c5 6.c3 Nc6 7.Nf3 Be7 8.Be2 cxd4 9.Nxd4 Nxd4 10.Bxd4 0-0 11.Nd2 a6 12.a4 Nc5 13.b4 Ne4 14.Nxe4 dxe4 15.Qc2 Bd7 16.Rd1 Rc8 17.b5 Qa5 18.0-0 axb5 19.axb5 Bxb5 20.Bxb5 Qxb5 21.Qxe4 Qc6 22.Qxc6 bxc6 23.Be3 Rfd8**

24.Bb6 Rd5 25.c4 Bc5+ 26.Bxc5 Rxc5 27.Rd4 f6 28.Re1 Re8 29.Re3 Kf7
30.Kf2 Ke7 31.Ke2 Ra8 32.exf6+ gxf6 33.Rh3 h5 34.Rg3 Rf8 35.Rg7+ Rf7
36.Rxf7+ Kxf7 37.Kd3 Kg6 38.g3 Kf5 39.Rd6 e5 40.fxe5 fxe5 41.Rh6 Kg4
42.Kc3 Ra5 43.Rxc6 Ra2 44.Rc5 Rxh2 45.Rxe5 Kxg3 46.c5 h4 47.c6 Rh1



Impeccable so far, says Fritz. Both sides overlook a standard skewer tactic. **48. Rg5+**

[-0.56 Fritz 5.00: 48.Kd2 Rf1 49.c7 Rf8 50.Ke3 Rf3+ 51.Ke4]

48...Kf3 49.c7

[-1.28 Fritz 5.00: 49.Kd2 Ra1 50.c7 Ra8 51.Rc5 Rc8]

49...Re1

[0.81 Fritz 5.00: 49...Rc1+ 50.Kd3 Rxc7 51.Rf5+ Kg4 52.Re5 Rf7 53.Ke4]

50.Kd4 Fritz' analysis is distorted by its myopia. **50...Rc1**

[3.56 Fritz 5.00: 50...Re4+ 51.Kd5 Re8 52.Kd6 Kf4 53.Rc5 Rc8 54.Rc4+ Kg3]

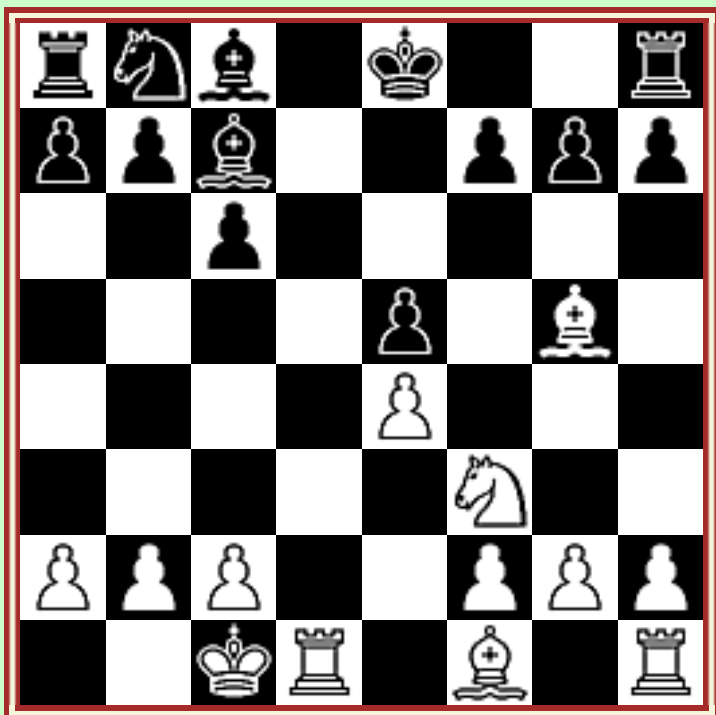
51.Rg7

[0.03 Fritz 5.00: 51.Rc5 Rd1+ 52.Kc4 Rc1+ 53.Kd5 Rd1+ 54.Kc6 Rd6+ 55.Kxd6]

51...h3 52.Kd5 h2 53.Rh7 Kg2 1/2-1/2

46) Herbert S. - Dobber P. [B07]

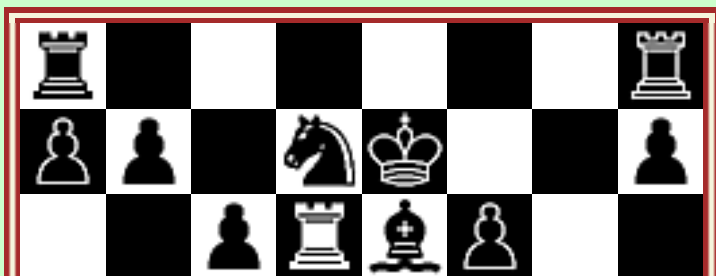
Major (4) 1.e4 d6 2.d4 Nf6 3.Nc3 c6 4.Nf3 Qa5 5.Bd2 "Out of Book," says Fritz. 5...e5 6.Nd5 Qd8 7.Nxf6+ Qxf6 8.dxe5 dxe5 9.Bg5 Qd6 10.Qxd6 Bxd6 11.O-O-O Bc7

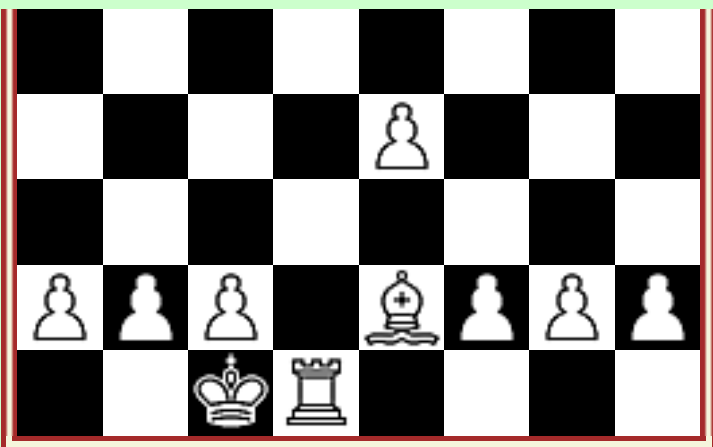


12.Nxe5 An attractive but flawed idea.

[-0.72 Fritz 5.00: 12.Bc4 b5 13.Be2 Nd7 14.Bh4 Nc5 15.Nxe5 Bb7 16.Bg3 Nxe4]

12...f6 13.Bxf6 gxf6 14.Nc4 Be6 15.Be2 Nd7 16.Nd6+ Bxd6 17.Rxd6 Ke7 18.Rhd1

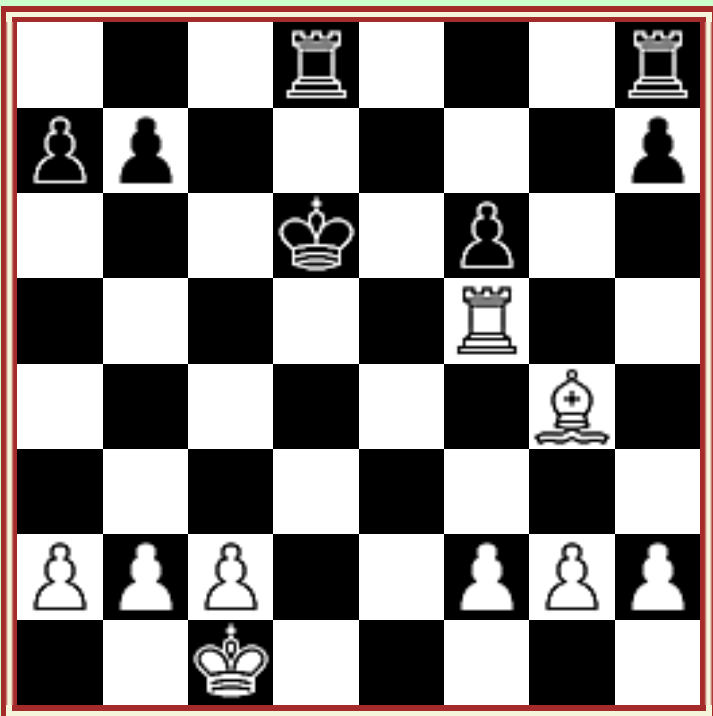




18...Bd5 This is a sacrifice of two pieces for a Rook, not a win of the exchange.

[0.63 Fritz 5.00: 18...Rad8 19.a3 Nc5 20.Rxd8 Rxd8 21.Rxd8 Kxd8 22.f3 h6 23.b4]

19.Rxd7+ Kxd7 20.exd5 cxd5 21.Rxd5+ Ke7 22.Bg4 Rad8 23.Rc5 Kd6 24. Rf5

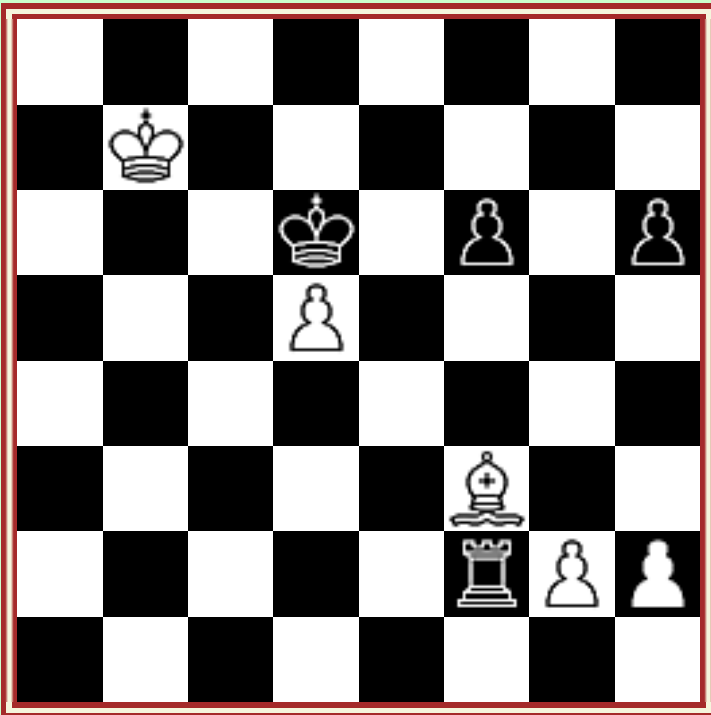


Black displays some poor technique here! **24...Rdf8**

[24...Rhf8 25.Rh5 Rf7]

25.Bf3 b6 26.Rd5+ Ke6 27.c4 Rd8 28.Bg4+ Ke7 29.Rh5 h6 30.Rd5 Can't be right. **30...Rxd5 31.cxd5 Rg8 32.Bf3 Rg5 33.Kd2 Re5 34.a3 a5 35.b4 axb4 36.axb4 Kd6 37.Kd3 Re1 38.Kc4 Rb1 39.Kb5 Rb2 40.Kxb6 Rxb4+ 41.Ka5**

Rb2 42.Ka6 Rxf2 43.Kb7



43...Rxf3 Somewhere between brilliant and hasty. **44.gxf3 Kxd5 45.Kc7 f5 46. Kd7 f4 47.Ke7 h5**

[0.44 Fritz 5.00: 47...Kd4 wins simply]

48.Kf7 Kd4 49.Kg6 Ke3 50.Kxh5 Kxf3 51.Kg5 Ke3 52.h4 f3 53.h5 f2 54.h6 f1Q 55.h7 Qa1 56.Kh6

[-#3 Fritz 5.00: 56.Kg6 Ke4 57.Kf7 Kf5 58.Kg8 Qg1+ 59.Kh8 Qd4+]

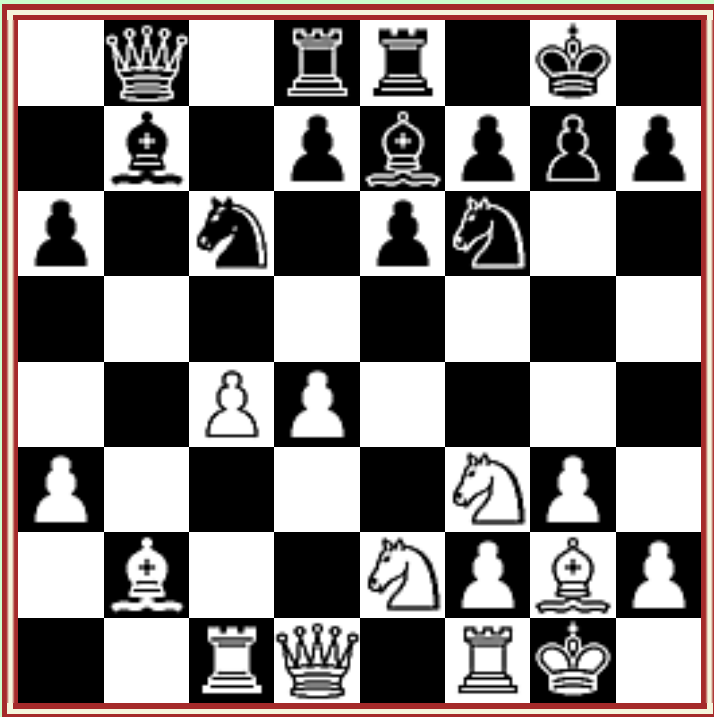
56...Qh8

[-8.94 Fritz 5.00: 56...Qf6+ 57.Kh5 Kf4 58.h8Q Qg5#]

57.Kg6 Kf4 0-1

47) Jones R. H. - Grist P. [A01]

Major (4) **1.b3 c5 2.Bb2 e6 3.g3 "Out of Book," says Fritz. 3...Nf6 4.Bg2 Be7 5. e3 Qc7 6.Ne2 0-0 7.d3 Nc6 8.Nd2 a6 9.c3 b5 10.Nf3 Bb7 11.0-0 Rad8 12. d4 Rfe8 13.c4 bxc4 14.bxc4 cxd4 15.exd4 Nb4 16.a3 Nc6 17.Rc1 Qb8**



18.Nc3 Overlooking a series of masked attacks.

[-0.88 Fritz 5.00: 18.Qd3]

18...Nxd4 19.Na4

[19.Nxd4 Bxg2 20.Kxg2 Qxb2]

19...Nxf3+ 20.Bxf3 Bxf3 21.Qxf3 d5 22.Rb1 Qc7 23.cxd5 Rxd5 24.Rfc1 Qd6 25.Rd1 Rd8 26.Rxd5 Qxd5 27.Qe2 Qe4 28.Qxe4 Nxe4 29.Re1 Nd2 30. Re3 Nc4 31.Rb3 Nxb2 32.Nxb2 f5 33.Nc4 Kf7 34.Kg2 Rd4 35.Ne5+ Kf6 36. Nc6 Ra4 37.Nxe7 Kxe7 38.f4 a5 39.Kf2 Rc4 40.Ke3 a4 41.Rd3 e5 42.fxe5 Re4+ 43.Kf3 Rxe5 44.Kf4 Kf6 45.Rd4 g5+ 46.Kf3 Ra5 47.Rd6+ Ke5 48. Rd3 Rb5 49.Ke2 Rb2+ 50.Ke3 f4+ 51.gxf4+ gxf4+ 52.Kf3 Rb3 53.Ke2 Rxd3 54.Kxd3 Kf5

[-5.59 Fritz 5.00: 54...Kd5 55.h4 h5 56.Ke2]

55.h3 h6 56.h4

[-6.66 Fritz 5.00: 56.Ke2 Ke4]

56...h5

[-3.94 Fritz 5.00: 56...Kg4 57.Ke2 Kg3 58.h5 Kg2 59.Kd3]

57.Ke2 Ke4 58.Kf2 f3 0-1

48) Price C. R. - Wahab A. A. [B50]

Major (4) **1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.Be2 Nc6 5.d4 cxd4 6.Nxd4 "Out of Book," says Fritz. 6...e6 7.Bf3 Ne5 8.Bg5 Be7 9.Nd2 Nd3+ 10.Kf1 Ne5 11. Be2 Nxe4 12.Nxe4**

[0.00 Fritz 5.00: 12.Bb5+ Bd7 13.Nxe4 Bxg5 14.Nxd6+ Kf8 15.Qe2 Bxb5 16. N4xb5 Qf6]

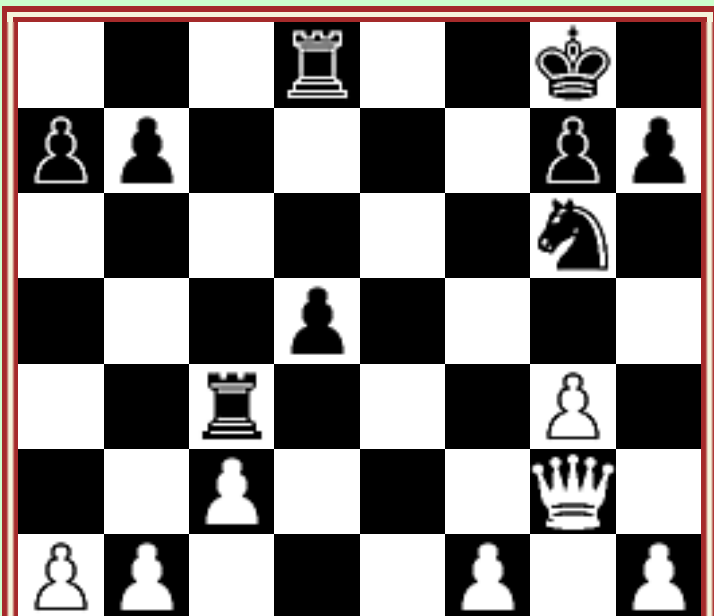
12...Bxg5 13.Bb5+ Bd7

[0.72 Fritz 5.00: 13...Kf8 14.Nxg5 Qxg5 15.Qa4 Qe7 16.Rd1 Qc7 17.Qb4 Kg8 18. f4]

14.Nxd6+ Ke7 15.Bxd7 Qxd7 16.Ne4 Bh6 17.g4 Bf4 18.Qe2 Rhd8 19.Rd1 Kf8 20.Nc5 Qe7 21.Qe4 Qxc5 22.Qxf4 Qd5 23.Rg1 Ng6 24.Qc7 Rac8

[2.66 Fritz 5.00: 24...Kg8 25.Rd2 Rac8 26.Qg3 Qc4+ 27.Ke1 e5 28.Nb3 Rxd2 29. Nxd2]

25.Nxe6+ fxe6 26.Rxd5 exd5 27.Qg3 Rc4 28.Kg2 Kg8 29.Kh1





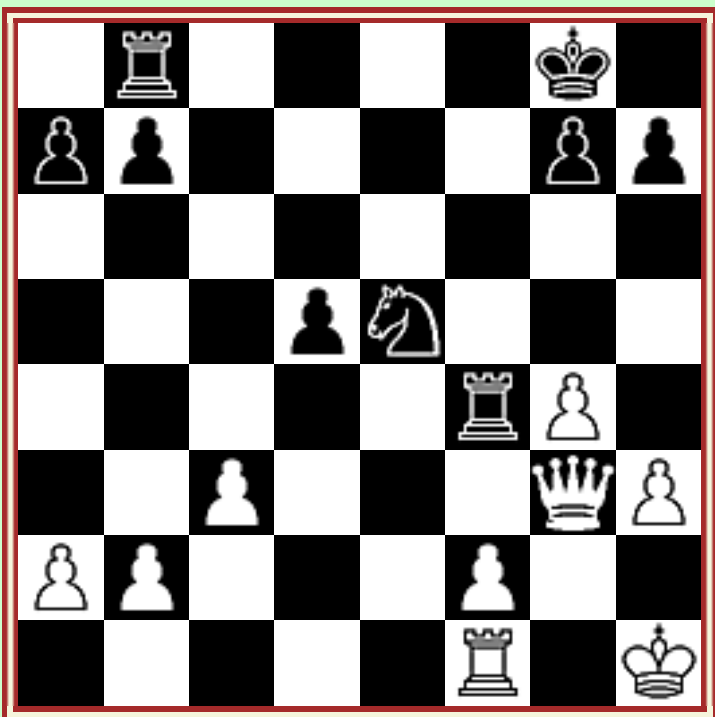
29...Rb8 Oversight or clerical error?

[8.81 Fritz 5.00: 29...Rf4 30.Re1 Rdf8 31.Kg1 d4 32.cxd4 Rxd4 33.Qb3+ Rf7 34.Re8+]

30.Rf1

[2.28 Fritz 5.00: 30.Qxb8+]

30...Rf4 31.h3 Ne5



Ditto.

[8.25 Fritz 5.00: 31...Re8 32.f3 Re2 33.Rf2 Re3 34.h4 Rf8 35.Qd6 Nf4 36.h5]

32.Qe3

[3.19 Fritz 5.00: 32.Qxf4]

32...Re4 33.Qd2 Rd8 34.f4

[1.56 Fritz 5.00: 34.Rd1 Rd7 35.Qc2 Kf8 36.Kg2 Ke7]

34...Nc4 35.Qf2 Rde8 Now Black is coordinated, the win for White is much harder. **36.Qc5 Kh8 37.Rg1**

[1.69 Fritz 5.00: 37.Qxa7 b6 38.Rf2 R4e7 39.Qa4 Kg8]

37...Re3 38.b3 Nd2 39.Qxd5 Nf3 40.Rf1 Nh4 41.Kh2 h6

[3.72 Fritz 5.00: 41...Rxc3 42.Rf2 Rc7 43.Rd2 Rce7 44.a3]

42.Qf7 Rd8 43.Rf2 Rdd3 44.g5

[-0.63 Fritz 5.00: 44.Qxb7 Rxh3+ 45.Kg1 Rd1+ 46.Rf1 Nf3+ 47.Kf2 Rh2+ 48.Kxf3 Rxf1+]

44...Rxh3+ 45.Kg1 Rd1+ 46.Rf1 Rg3+ 47.Kh2 Rg2+ 48.Kh3 Rxf1 49.Qe8+ Kh7 50.Qe4+ Kh8 51.Qe8+ Kh7 1/2-1/2

49) Price M. C. - Stenhouse I. A. [B17]

Major (4) **1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Bc4 e6 6.Qe2 Be7 7.Nf3 Ngf6 8.Neg5 Nd5 9.0-0 h6 10.Ne4 N7f6** "Out of Book," says Fritz. **11.Re1 b6 12.Ne5 Qc7 13.Nxc6**

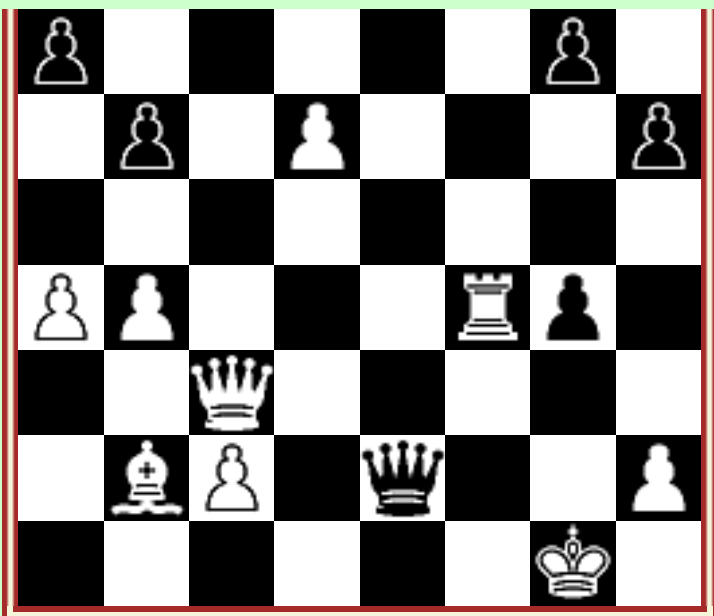
[-1.09 Fritz 5.00: 13.Nxf6+ first is logical, but Fritz' assessment of the game continuation is faulty 13...Bxf6 14.Nxc6 0-0 15.Ne5 Bb7 16.c3]

13...Nxe4 14.Nxe7 Kxe7 15.Bxd5 exd5 16.f3 f5 17.fxe4 dxe4 18.Rf1 Be6 19.b3 Qc3 20.Ba3+ Kf7 21.Qxe4 Rad8 22.Rad1 Rhe8 23.d5 Bc8 24.Qd3 Qa5 25.b4 Qa4 26.Qc3 Kg8 27.Bb2 Re7 28.d6 Rf7 29.g4 Qb5 30.a4 Qe2 31.Rd4 fxg4

[2.31 Fritz 5.00: 31...Bb7 32.Rf2 Qe5 33.Rxf5 Rxf5 34.gxf5 Qxf5]

32.Rxf7 Kxf7 33.Rf4+ Ke8





There is an immediate tactic here, although White wins in any event. **34.Rf2**

[0.38 Fritz 5.00: 34.Qc6+ Bd7 35.Re4+ Kf8 36.Bxg7+ Kxg7 37.Qc3+ Kh7 38. Rxe2 Bxa4]

34...Qd1+ 35.Rf1 Qxd6 36.Qxg7 Qe7

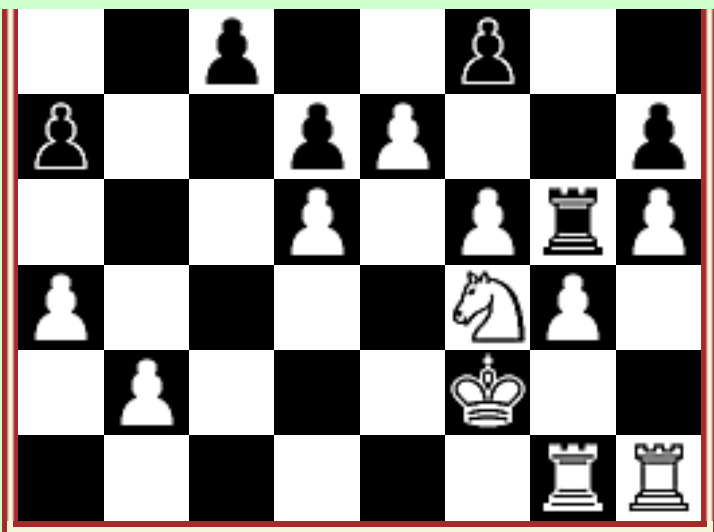
[4.88 Fritz 5.00: 36...Be6 37.Be5 Qe7 38.Qxe7+ Kxe7 39.Bf6+ Ke8 40.Bxd8 Kxd8 is no salvation]

37.Qg6+ Kd7 38.Rf7 1-0

50) Scott R. - Fursman L. J. [B12]

Major (4) 1.e4 c6 2.d4 d5 3.e5 Bf5 4.h4 h5 5.c4 dxc4 6.Bxc4 e6 7.a3 "Out of Book," says Fritz. 7...Nd7 8.Nc3 Nb6 9.Bb3 Be7 10.Nf3 Bg4 11.Be3 Nd5 12. Bxd5 exd5 13.Qe2 Nh6 14.Bxh6 Rxh6 15.Qe3 Re6 16.Ne2 Qa5+ 17.Nd2 Bxe2 18.Kxe2 Qb5+ 19.Qd3 Qxd3+ 20.Kxd3 a5 21.f4 Rg6 22.Rag1 Rg3+ 23.Nf3 Kd7 24.Ke2 f6 25.Kf2 Rg4 26.g3





26...fxe5 Oops

[1.50 Fritz 5.00: 26...Rf8 27.Re1 a4 28.Nh2 Rg6 29.Nf3]

27.Nxe5+ Ke6 28.Nxg4 hxg4 29.Re1+ Kd6 30.Ke3 Bf6 31.Kd3 b6 32.f5 c5 33.Re6+ Kc7 34.dxc5 bxc5 35.b3 Rb8 36.Kc2 a4 37.Rb1 axb3+ 38.Rxb3 Rxb3 39.Kxb3 c4+ 40.Kc2 d4

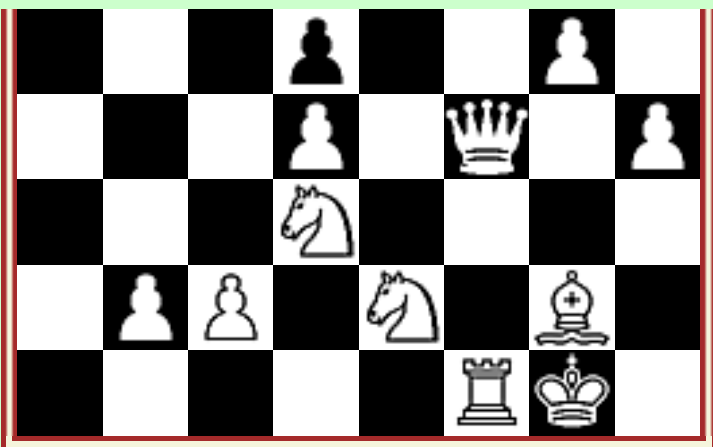
[4.69 Fritz 5.00: 40...Ba1 41.Rg6 Be5 42.a4 d4 43.Rxg4]

41.Rxf6 gxf6 42.h5 1-0

51) Spiller P. - Stanners M. J. [A00]

Major (4) 1.e4 d6 2.g3 e5 3.Bg2 Nf6 4.Nc3 Be7 "Out of Book," says Fritz. 5. Nge2 0-0 6.0-0 c6 7.d3 Nbd7 8.h3 b5 9.a3 a5 10.Be3 Qc7 11.f4 Bb7 12.g4 exf4 13.Nxf4 b4 14.Nce2 d5 15.exd5 cxd5 16.g5 Qe5 17.Qd2 Ne8 18.d4 Qd6 19.Nd3 Nc7 20.Bf4 Qb6 21.axb4 axb4 22.Bxc7 Qxc7 23.Nxb4 Qd6 24. Nd3 Bd8 25.Rxa8 Bxa8 26.h4 Bc7 27.Qf4 Qc6





28.Nb4 loses a piece: not hard to see coming.

[-1.81 Fritz 5.00: 28.Qe3 Nb6 29.b3 Re8 30.Qf3 Re7 31.c3 f6 32.Nc5 fxg5]

28...Bxf4 29.Nxc6 Be3+ 30.Kh1 Bxc6 31.Rf3

[-2.31 Fritz 5.00: 31.c4 Rb8 32.Nc3 Bxd4 33.Rd1 Bxc3 34.bxc3 Rb3 35.cxd5 Bb5]

31...Re8 32.c3 f6 33.Rf5 fxg5 34.hxg5 Nb6 35.b3 Bd7



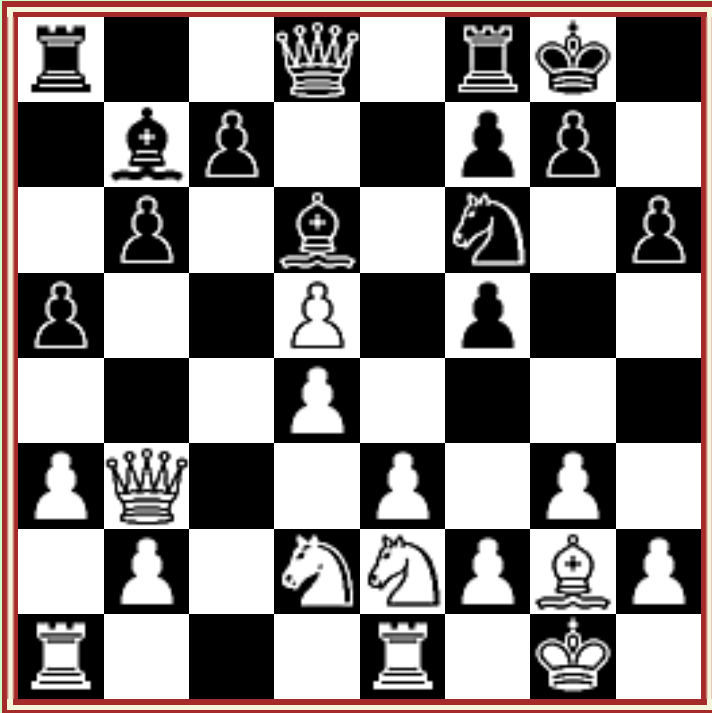
36.Bxd5+

[-4.16 Fritz 5.00: 36.Re5 Rxe5 37.dxe5 Kf7 38.Nd4 Bxg5 39.Nf3 Bf4 40.Kg1 g5]

36...Nxd5 penny drops 0-1

52) Steer G. - Neilsen J. H. [A45]

Major (4) 1.d4 Nf6 2.Bg5 h6 3.Bxf6 "Out of Book," says Fritz. 3...exf6 4.e3 b6 5.Ne2 Ba6 6.Nd2 d5 7.g3 Bb7 8.Bg2 Bd6 9.O-O Nd7 10.c4 f5 11.cxd5 Nf6 12.Qb3 O-O 13.Rfe1 a5 14.a3

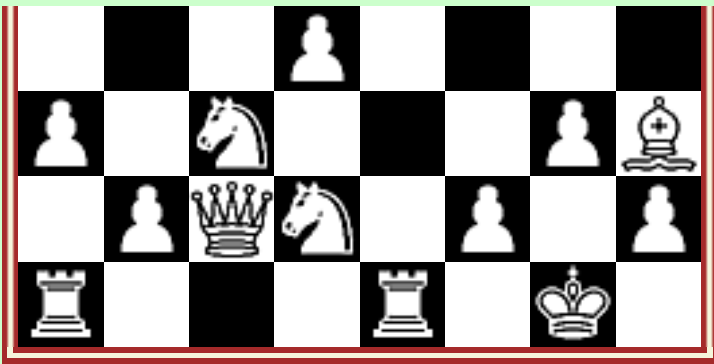


14...b5 A slightly random move.

[1.81 Fritz 5.00: 14...a4 15.Qc4 Re8 16.Nc3 Qd7 17.Rac1]

15.Qxb5 Ba6 16.Qb3 Re8 17.Nc3 Rb8 18.Qc2 Qd7 19.Bh3 g6 20.e4 Bf8 21. exf5





21...Nxd5

[3.22 Fritz 5.00: 21...g5 at least shelters the Queen. 22.Bg2 Bb7 23.Nb3 Nxd5 24.Nxa5]

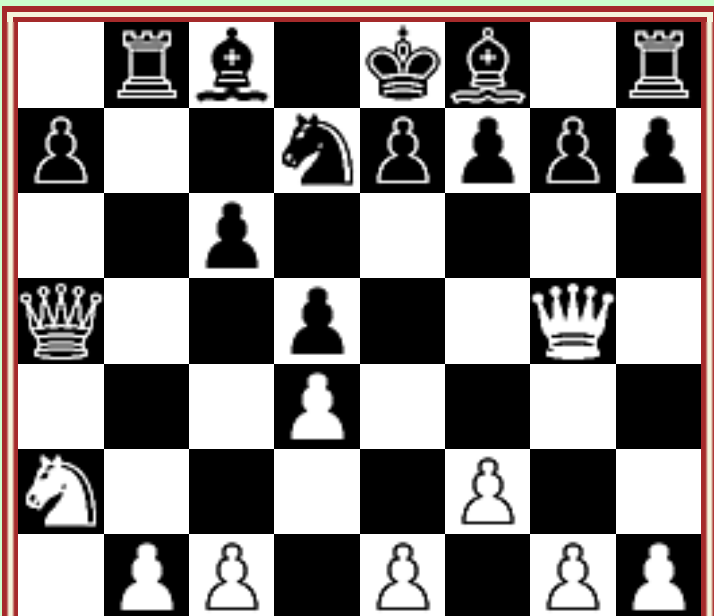
22.fxf7 Qxh3 23.gxf7+ Kxf7 24.Nxd5 c6 25.Nf4 Qd7 Suicide.

[#1 Fritz 5.00: 25...Rxe1+ 26.Rxe1 Qg4 27.h3 Qg5 28.Nf3 Qf6]

26.Qg6# 1-0

53) Whelan G. - Rogers D. R. [D01]

Major (4) **1.d4 Nf6 2.Nc3 d5 3.Bg5 Nbd7 4.Qd2 "Out of Book," says Fritz. 4... c6 5.0-0-0 b5 6.Nb1 Ne4 7.Qe3 Qa5 8.a3 b4 9.f3 Nxc3 10.Qxc3 bxa3 11.Nxa3 Rb8**





12.Rd3 Exposes the King. Fritz is dying for Black to play ...Qb4, but he resists.

[-3.97 Fritz 5.00: 12.Qd2 Qb6 13.Qc3 e5 14.e3 Bb4 15.Qb3 0-0 16.Ne2 exd4]

12...Ba6

[-1.63 Fritz 5.00: 12...Qe1+ 13.Rd1 Qb4 14.b3 Qxa3+ 15.Kb1 a5 16.Qc1 Qxc1+ 17.Kxc1]

13.Rc3

[-4.56 Fritz 5.00: 13.Qd2 Qc7 14.Re3 e5 15.f4 Qb6 16.Rb3 Qxd4 17.Rxb8+ Nxb8]

13...Qa4

[-1.81 Fritz 5.00: 13...Qb4 14.Nb5 Bxb5 15.Qe3 e5 16.f4 Ba6 17.b3 Qxd4 18.Qxd4]

14.Qe3

[-3.09 Fritz 5.00: 14.Qg3 e6 15.Nh3 Qxd4 16.e3 Qf6 17.Nb1 Bb7 18.Bd3 e5]

14...e6

[-1.81 Fritz 5.00: 14...Qb4 15.Kd1 Qxb2 16.Rb3 Rxb3 17.Qxb3 Qxd4+ 18.Kc1 Qf2 19.Nh3]

15.Nh3

[-4.25 Fritz 5.00: 15.Rb3 Bb4 16.Qf4 c5 17.Nh3 Bc4 18.Ng5 f6 19.Nxe6 Bxb3]

15...Be7

[-1.66 Fritz 5.00: 15...Qb4 16.Kd1 Qxb2 17.Nf4]

16.Nf2

[-3.50 Fritz 5.00: 16.Qf2 c5 17.e3 c4 18.Qg3 Qb4 19.Qxg7 Bf6 20.Qh6 Qxb2+]

16...Bf6 17.Rb3 Rxb3

[-2.75 Fritz 5.00: 17...Bxd4 18.Qg5 Bxf2 19.Qxg7 Bd4 20.Rxb8+ Nxb8]

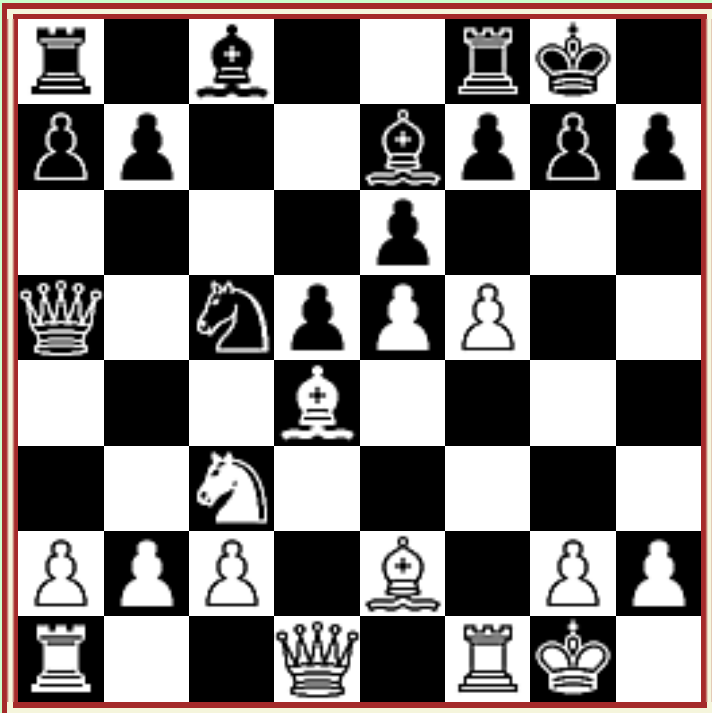
18.cxb3 Qxd4 19.Qxd4 Bxd4 20.Nd1 Be5 21.g3 Ke7 22.e3 Bxf1 23.Rxf1 Rb8 24.e4 Rxb3 25.f4 Bd6 26.Kc2 Rb7 27.e5 Bxa3 28.bxa3 c5 29.Nc3 f6 30.exf6+ gxf6 31.Re1 Kd6 32.Rd1 f5 33.Re1 Nf6 34.Na4 Ne4 35.Re3 h5 36. Re1 c4 37.Nb2 Rb3 38.Rd1 Ke7 39.Ra1 Rc3+ 40.Kd1 Rf3 41.Ke1 Rf2 42. Nd1 Rxh2 43.Rb1 Rh1+ 44.Ke2 Nxc3+ 45.Kf3 Ne4 46.Rb7+ Kf6 47.Ne3 Rh3+ 48.Ke2 Rh2+ 49.Ke1 Nc3 50.Nf1 Suicide.

[-#1 Fritz 5.00: 50.Kf1 a5 51.Rb8 h4 52.Rf8+ Ke7 53.Rg8]

50...Re2# 0-1

54) Allen R. N. - Woodruff A. [C11]

Major (5) 1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 cxd4 8.Nxd4 Nxd4 9.Bxd4 Be7 "Out of Book," says Fritz. 10.Bd3 Nc5 11.Be2 Qa5 12.0-0 0-0 13.f5



13...exf5

[2.31 Fritz 5.00: 13...Bg5 14.a3]

14.b4! Qxb4

[3.47 Fritz 5.00: 14...Qd8 15.bxc5 Be6 16.Rb1 Qc7 17.Nb5]

15.Nxd5 Qa5 16.Nxe7+ Kh8 17.Nxf5 Bxf5 18.Rxf5 Rad8 19.c3 Ne6 20.Bc4 Nxd4 21.cxd4 Qc3 22.Rc1 Qe3+ 23.Kh1 Rxd4 24.Qf1 Rfd8 25.Rxf7 Qxc1 26.Qxc1 Rxc4 Doesn't help, but Black must have realised that his intended move was flawed.

[8.97 Fritz 5.00: 26...Rd1+ 27.Qxd1 Rxd1+ 28.Bf1 Kg8 29.e6 Rd2]

1-0

55) Bloom P. - Spiller P. [C62]

Major (5) **1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.d4 exd4 5.Nxd4 Bd7 6.O-O g6 7.Nxc6 Bxc6** "Out of Book," says Fritz. **8.Bc4 Bg7 9.c3 Ne7 10.Qe1 O-O 11.Bg5 h6 12.Bh4 g5 13.Bg3 Ng6 14.Nd2 Ne5 15.Bb3 a5 16.a4 Qd7 17.Qb1 Rae8 18.f4 gxf4 19.Rxf4 Ng6 20.Rf2 Qg4 21.Bd1 Qg5 22.Qc2 Qe3 23.Bf3 Qb6 24.Nc4 Qc5 25.Qd3 Re7 26.Kh1 Rfe8 27.Raf1 Bxa4 28.e5 Nxe5 29.Nxe5 Bxe5**

[1.16 Fritz 5.00: 29...dxe5 30.Qd5 (30.Bd5 e4) 30...Qxd5 31.Bxd5 Rf8 32.Ra1 (32.Bxb7 Bb5 33.Re1 c6 34.c4 Rxb7 35.cxb5 Rxb5) 32...c6 33.Bh4 Rc7 34.Rxa4]

30.Bd5 and Black is in deep, deep trouble. **30...Kh8**

[8.06 Fritz 5.00: 30...Qxf2 31.Rxf2 Bg7 32.Bxf7+ is cute (32.Rf1) 32...Rxf7 33.Rxf7 Kxf7 34.Qc4+ Kf8 35.Qxa4]

31.Rxf7 Rxf7

[17.06 Fritz 5.00: 31...Bg7 32.Qg6 Rg8 33.Be5 Rxe5 34.Rxg7 Qg1+ 35.Rxg1 Rxg7 36.Qxh6+]

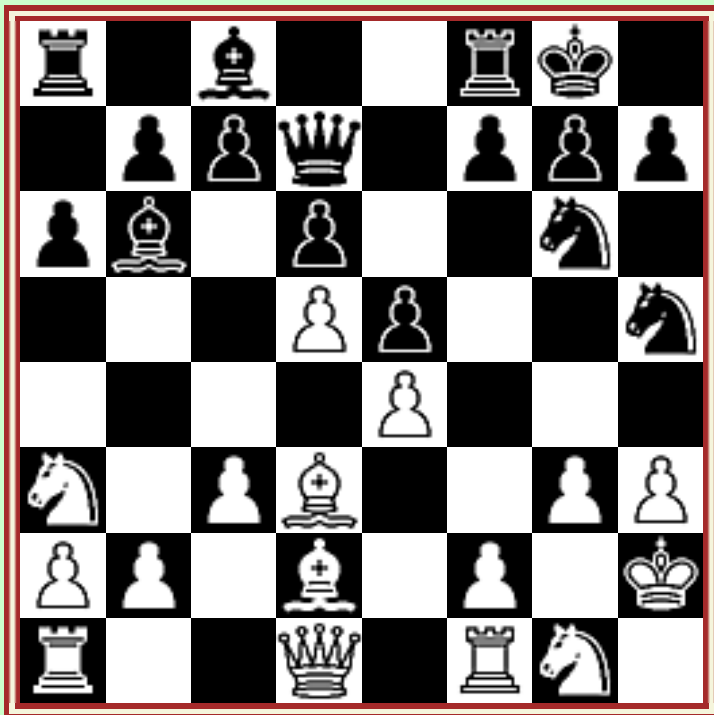
32.Rxf7 Bg7 33.Qg6

[33.Qg6 Rg8 34.Rxg7 Rxg7 35.Qxh6+ Rh7 36.Qf8#]

1-0

56) Dobber P. - Duckham J. [B00]

Major (5) **1.e4 Nc6 2.d4 e5 3.d5 Nce7 4.Nf3 Ng6 5.Be3 "Out of Book," says Fritz. 5...Nf6 6.Bd3 Bb4+ 7.c3 Ba5 8.h3 0-0 9.0-0 d6 10.Na3 Bb6 11.Bd2 a6 12.Kh2 Nh5 13.g3 Qd7 14.Ng1**



With two points: **14...Qe7**

[3.22 Fritz 5.00: 14...Nf6 15.Bg5 Ne8 16.Nc4 Bc5 17.Qh5]

15.Qxh5 one of which Black missed. **1-0**

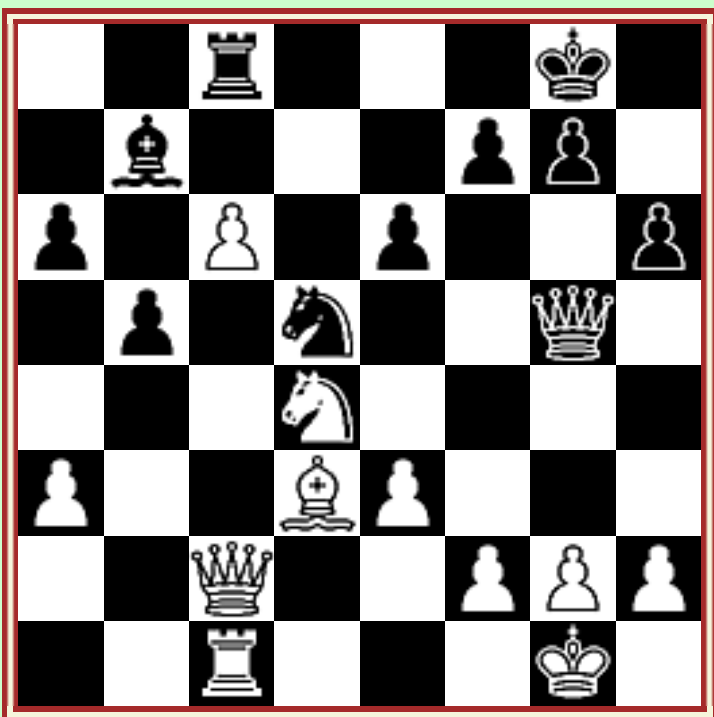
57) Foulds A. - Belinfante N. [D63]

Major (5) **1.d4 d5 2.c4 Nf6 3.Nc3 e6 4.Bg5 h6 5.Bh4 Be7 6.e3 0-0 7.Nf3 Nbd7 8.Rc1 b6** This combines poorly with ...Nbd7. **9.cxd5 Nxd5 "Out of Book,"**

says Fritz. **10.Bxe7**

[0.41 Fritz 5.00: 10.Nxd5 exd5 (10...Bxh4 11.Nxc7) 11.Bxe7 Qxe7 12.Rxc7]

10...Nxe7 11.Qc2 c5 12.dxc5 Nxc5 13.b4 Na6 14.Qa4 Nc7 15.Ne4 Bb7 16. Nc3 Ncd5 17.Nxd5 Nxd5 18.Bc4 Qd6 19.O-O Rfc8 20.a3 Rc7 21.Rc2 Bc6 22. Qb3 b5 23.Bd3 Rac8 24.Rfc1 a6 25.Rc5 Bb7 26.Qc2 Qe7 27.Nd4 Rxc5 28. bxc5 Qg5 29.c6



Fritz doesn't like the next few moves at all! **29...Nxe3**

[1.22 Fritz 5.00: 29...Ba8 30.Qc5 Qe7 31.Be4 Qxc5 32.Rxc5 Ne7 33.f4 Nf5 34. Bxf5]

30.Bh7+ This is not just irrelevant, it is very dangerous, allowing a Queen on d4 access to d1, and removing the threat to Black's last rank.

[-1.34 Fritz 5.00: 30.fxe3 Qxe3+ 31.Kh1 Ba8 (31...Qxd4 32.cxb7! Rxc2 33.b8Q+ Rc8 34.Qxc8+ Qd8 35.Qxd8#) 32.Qc3 Qf4 33.Ne2 Qc7 34.Be4 e5]

30...Kh8 31.Qe4

[31.fxe3 Qxe3+ 32.Kh1 Qxd4 33.Be4 (33.cxb7 Rxc2 34.b8Q+ Kxh7)]

31...Nxg2 32.Qxg2 overlooking th threat to c1

[-6.91 Fritz 5.00: 32.Rc5 Bxc6 33.Rxc6 Rxc6 34.Nxc6 Ne3+ 35.Kh1 Ng4 36.Qc2 Nxf2+]

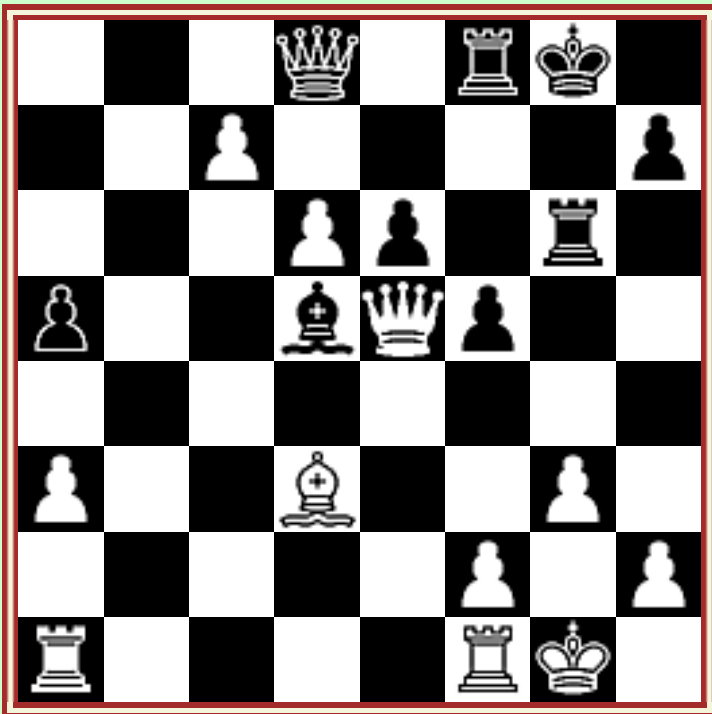
32...Qxc1+ 33.Qf1 Qxf1+

[-4.88 Fritz 5.00: 33...Rxc6 34.Nxc6 Qxc6 35.f3 Kxh7 36.Qd3+ f5 37.Kg2 Qxf3+ 38.Qxf3]

34.Kxf1 Kxh7 0-1

58) Freeman D. G. - Nicolson J. R. [B29]

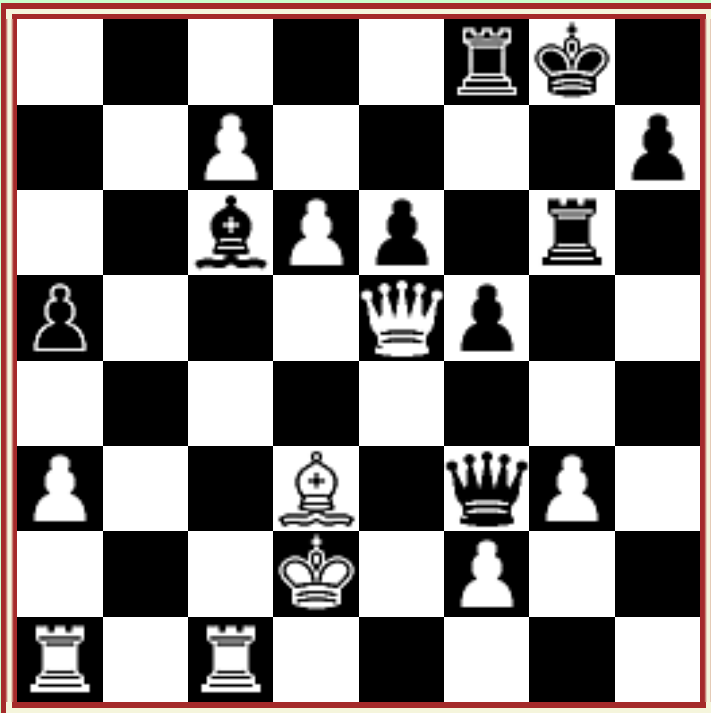
Major (5) 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 e6 5.d4 Nc6 6.dxc5 Bxc5 7.Ne4 d6 8.exd6 0-0 9.c4 Bb4+ 10.Bd2 Nf6 11.Nxf6+ gxf6 12.Bxb4 Nxb4 13.Qd2 a5 14.a3 Nc6 15.Bd3 Ne5 16.Nxe5 fxe5 17.0-0 f5 18.c5 b6 19.b4 bxc5 20.bxc5 Bb7 21.Qb2 Bd5 22.Qxe5 Ra7 23.g3 Rg7 24.c6 Rg6 25.c7



Fritz prefers to keep the Queen for blockading the e-Pawn but Black's choice looks very understandable. **25...Qh4**

[-#3 Fritz 5.00: 25...Qd7 26.Rac1 Bc6 27.Rfd1 Ba4 28.Rd2 Rc8]

26.Rfc1 Qxh2+ 27.Kf1 Qh1+ 28.Ke2 Qf3+ 29.Kd2 Bc6



White's exchange sacrifice, which decides the game, is beyond Fritz. **30.Rxc6**

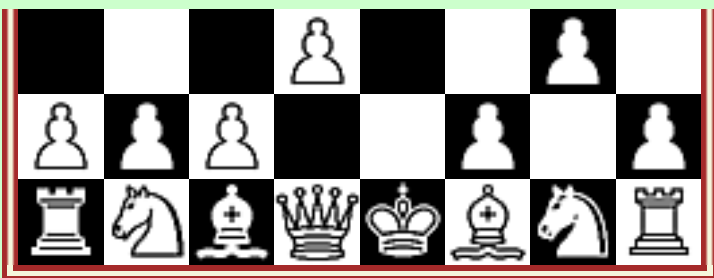
[2.47 Fritz 5.00: 30.Be2 Qg2 31.Qxa5 Qxf2 32.Rxc6 Qd4+ 33.Bd3 Qxa1 34.c8Q Rxc8]

30...Qxc6 31.Rc1 Qd7 32.Bb5 1-0

59) Grist P. - Eadie R. [C00]

Major (5) **1.e4 e6 2.d3 d5 3.g3** "Out of Book," says Fritz. **3...dxe4**

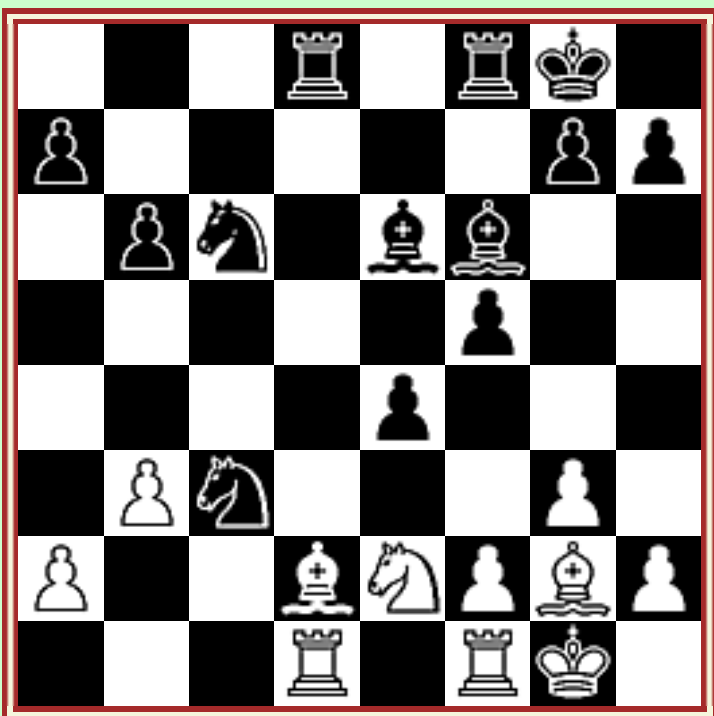




4.d4 Fritz doesn't like White's Pawn sacrifice at all.

[-0.88 Fritz 5.00: 4.dxe4 Qxd1+ 5.Kxd1 Bc5 6.Bf4 Nf6 7.Bg2 Bxf2 8.Bxc7]

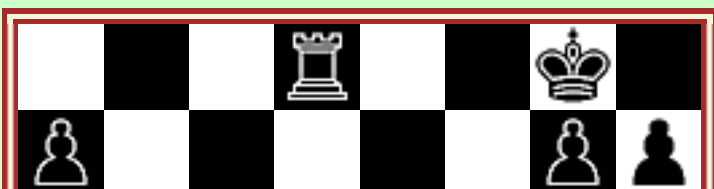
4...c5 5.c3 cxd4 6.cxd4 Nc6 7.Ne2 Nf6 8.Bg2 e5 9.d5 Qxd5 10.Qxd5 Nxd5 11.Bxe4 Be6 12.Bd2 Be7 13.Nbc3 Rd8 14.O-O O-O 15.Rad1 f5 16.Bg2 e4 17.b3 Bf6 18.Na4 b6 19.Nac3 Nxc3

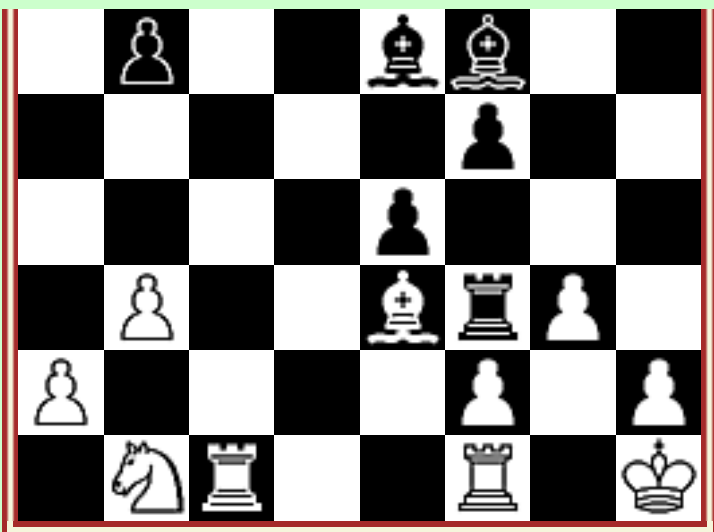


20.Nxc3 This leaves the Bishop half-pinned to the Rook.

[-2.78 Fritz 5.00: 20.Bxc3 Bxc3 21.Nxc3 Ne5 22.Nb5 a6 23.Nc7 Bc8]

20...Rd3 21.Nb1 Rfd8 22.Rc1 Nd4 23.Kh1 Nf3 24.Bxf3 Rxf3 25.Be3





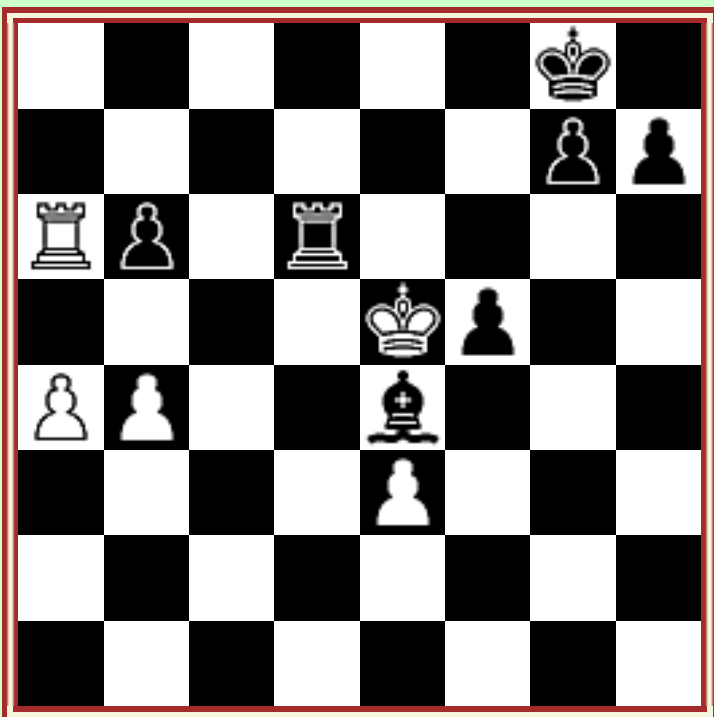
25...Bd4

[0.03 Fritz 5.00: 25...g5 This choice of Fritz looks very thematic. 26.Rc7 f4 27.gxf4 gxf4 28.Bd2 Rd7 29.Rg1+ Kf7]

26.Bxd4 Fritz prefers a more combative defensive try.

[-1.38 Fritz 5.00: 26.Rfd1 Bf6 27.Rxd8+ Bxd8 28.Nd2 f4 29.Nxf3 fxe3]

26...Rxd4 27.Rc7 e3 28.Kg2 Bd5 29.fxe3 Rxf1+ 30.Kxf1 Rd1+ 31.Ke2 Rxb1 32.Rxa7 Be4 33.Kd2 Rb2+ 34.Kc3 Rxh2 35.a4 Rh3 36.Ra6 Rg3 37.Kd4 Rg6 38.b4 Rd6+ 39.Ke5



I don't understand Fritz' comments on the rest of this game. **39...Rg6**

[0.00 Fritz 5.00: 39...Rf6 40.Ra7 Rf7 41.Ra6 Rb7 42.Ke6 g5 43.a5 bxa5 44.Ra8+]

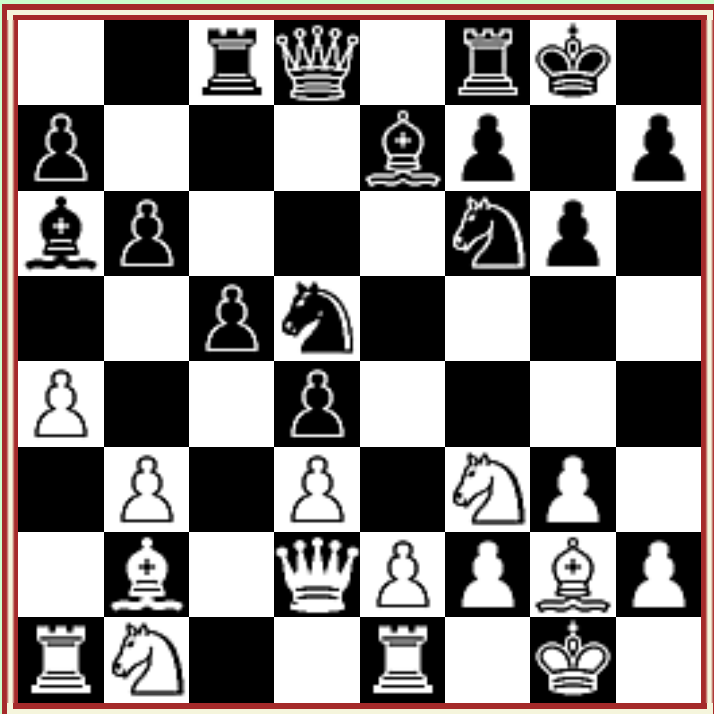
40.b5

[-4.53 Fritz 5.00: 40.Kd4 This can hardly be equal, and asked a second time, Fritz agrees.]

40...h5 41.a5 Kh7 42.axb6 Bb7 43.Ra4 Rxb6 44.Kxf5 Rxb5+ 45.Kf4 g5+ 46.Kg3 Re5 47.Kf2 Kg6 48.Rd4 Kf5 49.Rd7 Bd5 50.Rh7 Kg4 51.e4 Rxe4 52.Rd7 Re5 53.Rc7 h4 54.Rc2 h3 55.Kg1 Re1+ 56.Kf2 Rh1 0-1

60) Ingham W. - Steer G. [A14]

Major (5) **1.Nf3 d5 2.g3 Nf6 3.Bg2 e6 4.0-0 Be7 5.c4 0-0 6.b3 Nbd7 7.Bb2 b6 8.cxd5 exd5 9.Nc3 c6 "Out of Book," says Fritz. 10.Qc2 Ba6 11.Nd4 Rc8 12.d3 g6 13.Rfe1 c5 14.Nf3 d4 15.Nb1 Nd5 16.Qd2 N7f6 17.a4**



17...c4 No need for this.

[0.50 Fritz 5.00: 17...Re8 18.a5 b5 19.Bh3 Nd7 20.e3 dxe3 21.fxe3]

18.Bxd4

[-0.28 Fritz 5.00: 18.dxc4 is even better: 18...Ne4 (*18...Bb4* was presumably what White was worried about, but he gets a lot of material for the Rook. *19.Qxd4 Bxe1 20.Nxe1* and Black is in terrible trouble. This is a much better version of the game's tactics for White. 19.Qxd4 Ndf6 20.Nbd2 Bc5]

18...Bb4 19.Qh6 Bxe1 20.Ng5

[-3.16 Fritz 5.00: 20.Nxe1 is sufficient 20...Nc7 21.Qh4 Nh5 22.bxc4 Qxh4]

20...Bxf2+ 21.Bxf2 cxd3 exposing White's last rank. **22.Bd4** Rather desperate.

[-8.56 Fritz 5.00: 22.Nd2 dxe2 23.Bd4 Re8 24.Re1 Rc2 25.Bxd5 Qxd5 26.Bxf6 Rxd2]

22...Rc1+ 23.Bf1 dxe2 24.Nd2 Rxf1+

[-5.25 Fritz 5.00: 24...Rxa1 25.Bxa1 e1Q 26.Bxf6 Nxf6 27.Ngf3 Qd1 28.Qe3 Bxf1 29.Nxf1]

25.Nxf1 exf1Q+ 26.Rxf1 Bxf1 27.Kxf1 Re8 28.Nxh7 Good idea, but too late.
28...Ne3+ 29.Bxe3 Rxe3

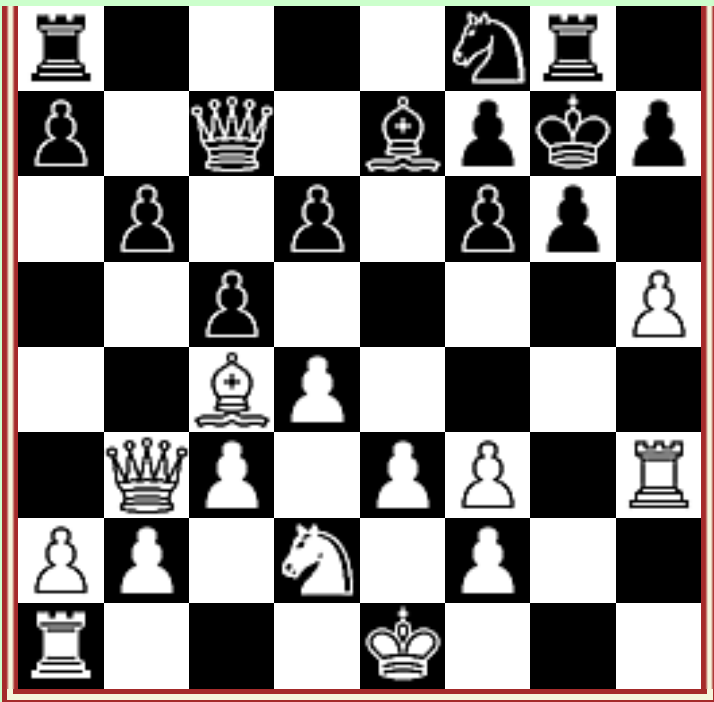
[-2.84 Fritz 5.00: 29...Ng4 30.Kg1 Nxh6 31.Nf6+ Qxf6 32.Bxh6 Re1+ 33.Kg2]

30.Qxe3 Kxh7 31.h4 Ng4 32.Qe4

[-4.34 Fritz 5.00: 32.Qe2 is safer 32...f5 33.Ke1 Qd4 34.Qe7+ Qg7 35.Qxg7+ Kxg7]

32...Qd1+ 33.Kg2 Qd2+ 34.Kf3 Nh2# 0-1**61) Knight S. - Durrant P. E. O. [A46]**

Major (5) **1.d4 Nf6 2.Nf3 d6 3.Bg5 Nbd7 4.Nbd2 c5** "Out of Book," says Fritz.
5.c3 b6 6.Qa4 Qc7 7.Bxf6 exf6 8.e3 Be7 9.Bd3 0-0 10.Qc2 g6 11.h4 Bb7 12.h5 Kg7 13.Rh3 Bxf3 14.gxf3 Rg8 15.Bc4 Nf8 16.Qb3



16...Bd8

[2.66 Fritz 5.00: 16...Qd7 17.Bxf7 (17.Rh2 Ne6 is still better for White, but not so incisive. 17...Qxh3 18.Bxg8 Qh1+ 19.Nf1 Qxf3 20.Qf7+ Kh8 21.hxg6 hxg6)]

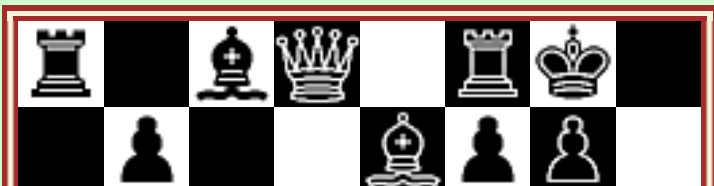
17.h6+

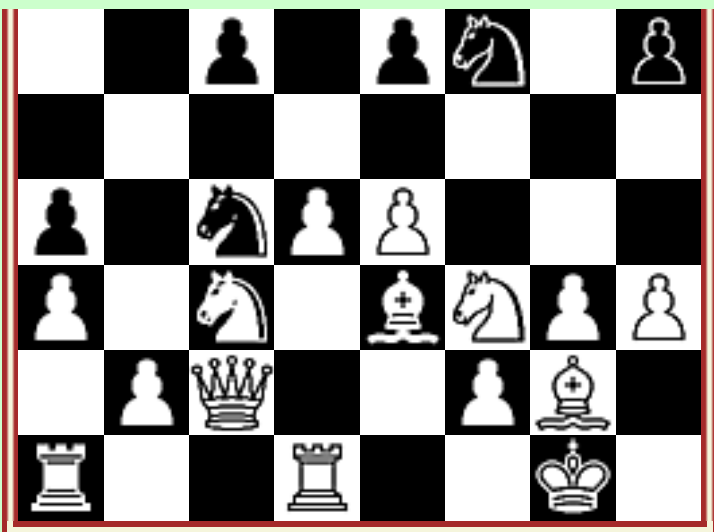
[1.06 Fritz 5.00: 17.Bxf7 is the same idea but a better move order 17...c4 18.Qxc4 Qxc4 19.Bxc4 with two Pawns and the exchange coming up. Still, the text produced a pleasing result!]

1-0

62) Rogers D. R. - Sellwood C. [A15]

Major (5) 1.c4 e6 2.g3 Nf6 3.Bg2 d5 4.cxd5 Nxd5 5.Nc3 Nb6 "Out of Book," says Fritz. 6.Nf3 c6 7.O-O N8d7 8.a3 a5 9.e4 a4 10.d4 Nf6 11.Qc2 h6 12.Rd1 Be7 13.h3 0-0 14.Be3 Nc4





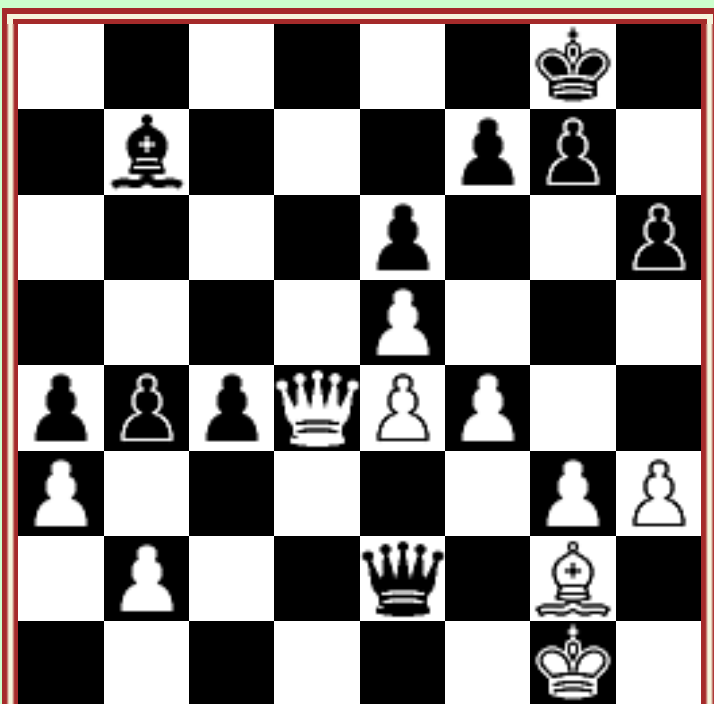
15.Bc1

[0.00 Fritz 5.00: 15.Bf4 b5 (15...g5 was presumably what White wanted to avoid: 16.Ne5 is the most forward-looking reply. 16.Ne5 Nxe5 17.Bxe5 Nd7 18.Bf4)]

15...b5 Fritz doesn't like this much.

[0.63 Fritz 5.00: 15...Nb6]

16.Ne5 Nxe5 17.dxe5 Nd7 18.Be3 Bb7 19.Kh2 Rc8 20.Qe2 Qc7 21.f4 Rfd8 22.Qf2 Ba6 23.Rd2 Qb7 24.Rad1 c5 25.Kh1 c4 26.Na2 Qc7 27.Nb4 Bb7 28. Nc2 Nc5 29.Rxd8+ Rxd8 30.Rxd8+ Qxd8 31.Bxc5 Bxc5 32.Qxc5 Qd1+ 33. Kh2 Qxc2 34.Qd4 Qe2 35.Kg1 b4



36.Bf1

[-0.28 Fritz 5.00: 36.axb4 Qe1+ 37.Kh2 Qxb4 38.Bh1 Qb3 39.Qd8+ Kh7]

36...Qe1 37.Qxc4

[-1.78 Fritz 5.00: 37.axb4 Qxg3+ 38.Bg2 Qe1+ 39.Kh2 Qxb4 40.Bh1 Qb3 41.Qd8+ Kh7]

37...Qe3+

[-0.53 Fritz 5.00: 37...bxa3 38.bxa3 Bxe4 39.Qe2 Qxg3+ 40.Bg2 Bxg2 41.Qxg2 Qxa3]

38.Kh2 Qf2+

[0.50 Fritz 5.00: 38...bxa3 39.bxa3 Qxa3 40.Qb5 Bxe4 41.Qe8+ Kh7 42.Qxf7 Qf3]

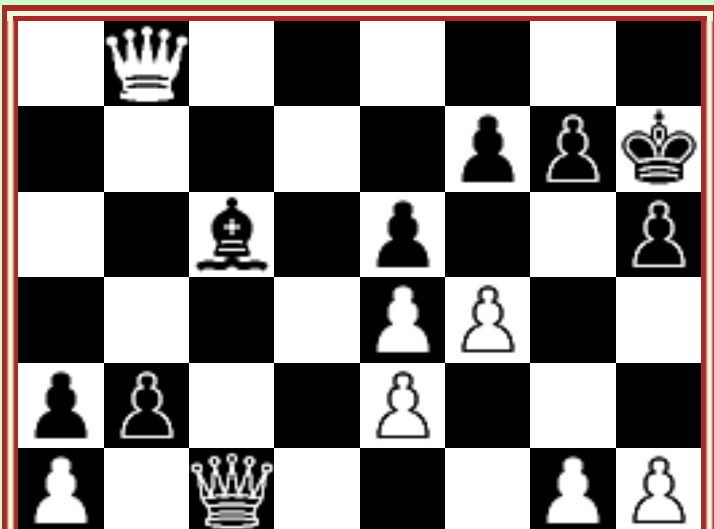
39.Bg2 Qxb2 40.f5 Qc3

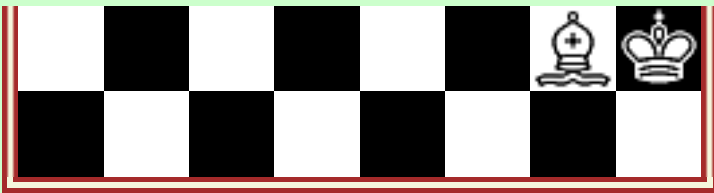
[-0.41 Fritz 5.00: 40...bxa3]

41.Qb5 Bc6

[-0.06 Fritz 5.00: 41...Qc6 42.Qxb4 exf5 43.Kg1 fxe4 44.Kf2]

42.Qb8+ Kh7





43.Qf8 Right idea, wrong move order. Had White not seen Black's threat, or did he consider it inevitable?

[-1.09 Fritz 5.00: 43.f6 gxf6 44.Qf8 Qxa3]

43...exf5 44.exf5

[-9.41 Fritz 5.00: 44.axb4 Bxe4 (44...Qc2 45.Qc8) 45.Bxe4 fxe4 46.Qxf7 Qxe5 47.Qf8]

44...Qd2 0-1

63) Smith E. J. - Whelan G. [A48]

Major (5) **1.d4 d6 2.Nf3 Nf6 3.h3 g6 4.Bf4 Bg7 5.e3 c5 6.c3 Qb6** "Out of Book," says Fritz. **7.Qb3 Qxb3 8.axb3 Nbd7 9.Bd3 0-0 10.0-0 Re8 11.Nbd2 e5**



12.Ne4

[-3.16 Fritz 5.00: 12.Bg5 e4 13.Bxf6 Nxf6 14.Bb5 exf3 15.Bxe8 Nxe8 16.Nxf3]

12...Nxe4

[For some unknown reason Fritz fails to recommend 12...exf4 13.Nxd6 with at best two Pawns for the piece and a difficult game.]

13.dxe5 dxe5 14.Ng5 Getting in more of a muddle.

[-4.47 Fritz 5.00: 14.Bh2 f5 15.Rfd1 a6 16.Ra4 Nb6]

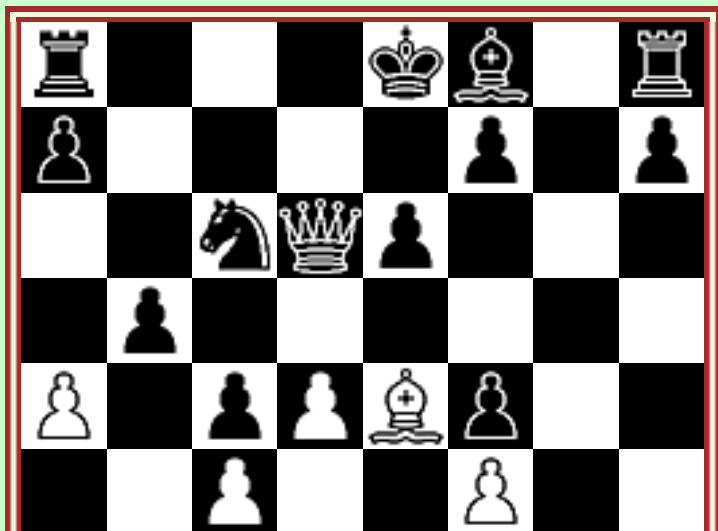
14...Nd2 15.Rfd1 Nxb3 16.Ra3 exf4 17.exf4

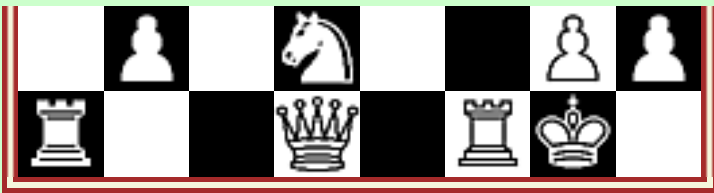
[17.Rxb3 fxe3 18.fxe3 Bh6]

17...h6 18.Ne4 c4 19.Nd6 Bf8 20.Nxe8 Bxa3 21.Bxc4 Bxb2 22.Bxb3 Nc5 23.Nc7 Rb8 24.Rd8+ Kh7 25.Ne8 Bxc3 26.Bxf7 Ba5 27.f5 gxf5 28.Rd6 Ne4 29.Rd5 Bb6 30.Bh5 Be6 0-1

64) Stanners M. J. - Price M. C. [D00]

Major (5) **1.d4 d5 2.e3 "Out of Book,"** says Fritz. **2...Nf6 3.Bd3 c5 4.c3 c4 5. Bc2 Bg4 6.f3 Bh5 7.Ne2 Nc6 8.Nf4 e6 9.0-0 g5 10.Nxh5 Nxh5 11.e4 Nf4 12. Bxf4 gxf4 13.exd5 Qxd5 14.Be4 Qd6 15.Nd2 b5 16.a4**





16...0-0-0 Into the fire.

[2.44 Fritz 5.00: 16...f5 17.axb5 fxe4 18.Nxe4 Qc7 19.bxc6]

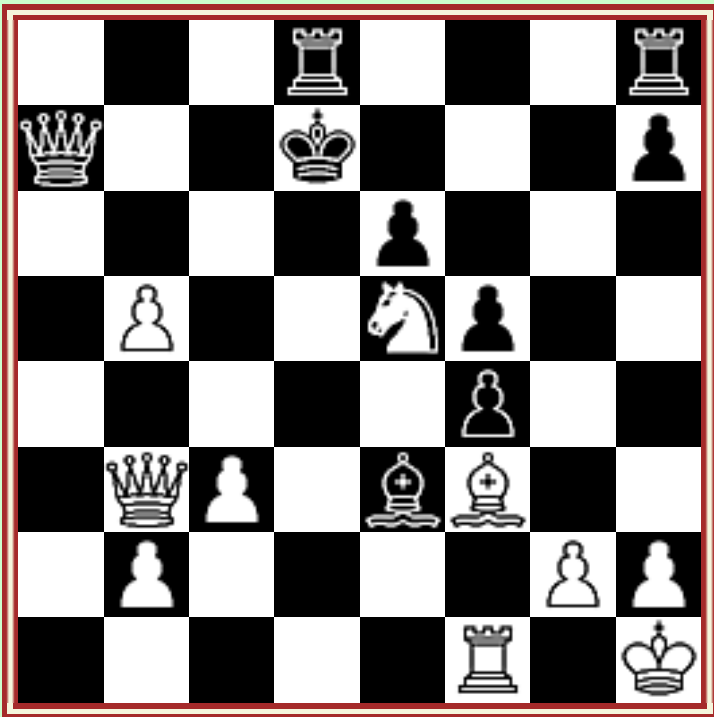
17.axb5 Nxd4 18.Rxa7

[0.59 Fritz 5.00: 18.Nxc4 is rather better 18...Nxf3+ 19.Qxf3 Qc5+ 20.Kh1 Qxc4 21.Qxf4 Qc5 22.Qxf7]

18...Nxf3+ 19.Bxf3

[0.16 Fritz 5.00: 19.Qxf3 Qb6+ 20.Kh1 Qxa7 21.Nxc4 Qc7 22.Bc6 Qb8 23.b6 Bc5]

19...Qb6+ 20.Kh1 Qxa7 21.Qe2 Bc5 22.Nxc4 Be3 23.Qc2 f5 24.Qb3 Kd7 25. Ne5+



It's hard to give Black advice here, but Fritz prefers ...Kd6. **25...Ke8**

[5.78 Fritz 5.00: 25...Kd6 26.Nc6 Qc5 27.Rd1+ Kc7 28.Rxd8 Rxd8 29.Nxd8 Kxd8 30.Qxe6]

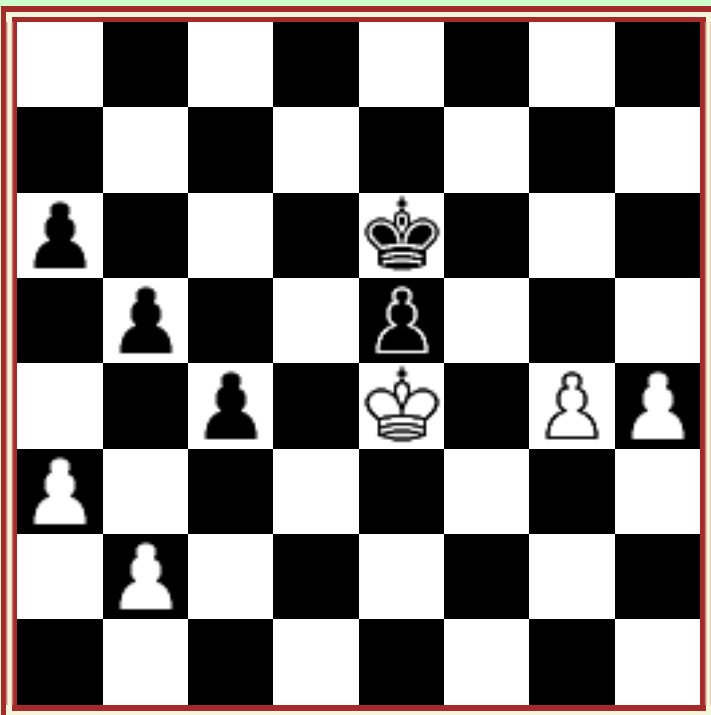
26.Qxe6+ Kf8

[#6 Fritz 5.00: 26...Qe7 27.Qxf5 Rd6 28.Rd1 Qe6 29.Qh5+ Ke7 30.Rxd6 Kxd6 31.Nf7+]

27.Qf6+ Kg8 28.Qxd8+ Kg7 29.Qg5+ Kf8 30.Qf6+ Kg8 31.Bd5+ 1-0

65) Wahab A. A. - Pinder R. [D20]

Major (5) 1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.Nf3 "Out of Book," says Fritz. 5...Bb4+ 6.Kf1 Qe7 7.Qxd4 Nf6 8.Bd2 Bxd2 9.Nbxd2 0-0 10.Qe5 Nc6 11.Qxe7 Nxe7 12.Rd1 Ng6 13.Ke2 Rd8 14.Ne4 Be6 15.Nxf6+ gxf6 16.Bxe6 fxe6 17.Nd4 Kf7 18.Nb5 c6 19.Nd6+ Ke7 20.Ne4 Rd5 21.Nc3 Rxd1 22.Rxd1 Rd8 23.Rxd8 Kxd8 24.Ne4 Ke7 25.Nc5 b6 26.Nd3 e5 27.f3 Ke6 28.e4 c5 29.g3 f5 30.exf5+ Kxf5 31.Nf2 Ne7 32.Ne4 Nd5 33.a3 a6 34.Kd3 h6 35.Nd6+ Ke6 36.Ne4 Kf5 37.h3 h5 38.Nd6+ Ke6 39.Ne8 Nf6 40.Nxf6 Kxf6 41.Ke4 Ke6 42.h4 c4 43.g4 hxg4 44.fxg4 b5



45.h5 The distant Pawn is usually best, but White can put off the King with the other one. It's still impossible for White to prevent Black from Queening, but he would have lots of Pawns.

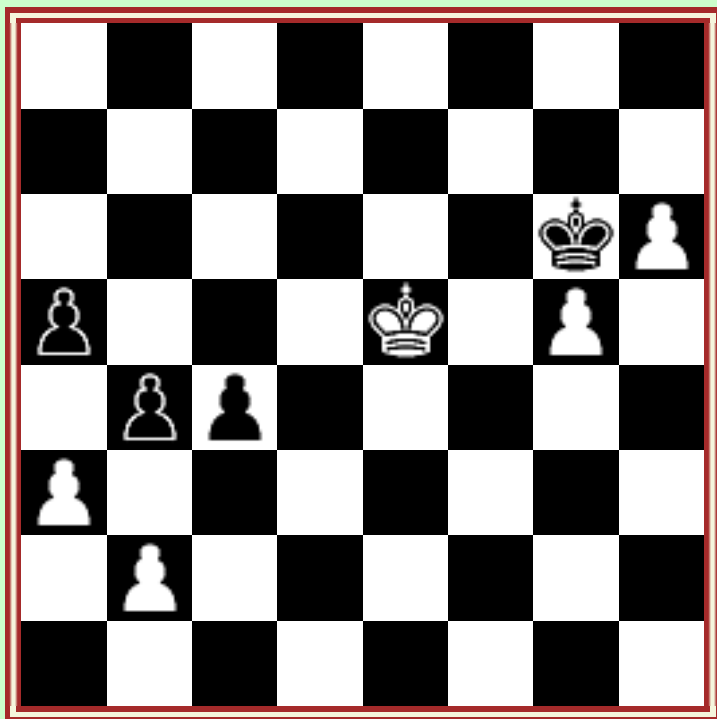
[1.84 Fritz 5.00: 45.g5 a5 46.h5 b4 (46...a4 is another siliconic misconception 47. b3 axb3) 47.axb4 c3 48.bxc3 a4 49.h6 **A**) 49...Kf7 50.b5 (50.Kd3 is playing for the loss 50...e4+ 51.Kc2 a3 52.h7 a2 53.Kb2 Kg7 54.g6 e3) 50...a3 51.b6 a2 52. b7 a1Q 53.b8Q Qh1+ is still a try for White;

B) 49...a3 50.h7 a2 51.h8Q a1Q 52.Qxe5+ is surely winning.]

45...a5

[3.75 Fritz 5.00: 45...Kf6 is the chance he perhaps should have taken. 46.h6 Kf7 47.g5 Kg6 48.Kxe5]

46.h6 Kf6 47.g5+ Kg6 transposes to the last note anyhow **48.Kxe5 b4**



49.axb4 it is no longer possible to avoid Black's idea

[49.Kd4 c3 50.Kd3 (50.bxc3 bxa3) 50...cxb2 51.Kc2 bxa3]

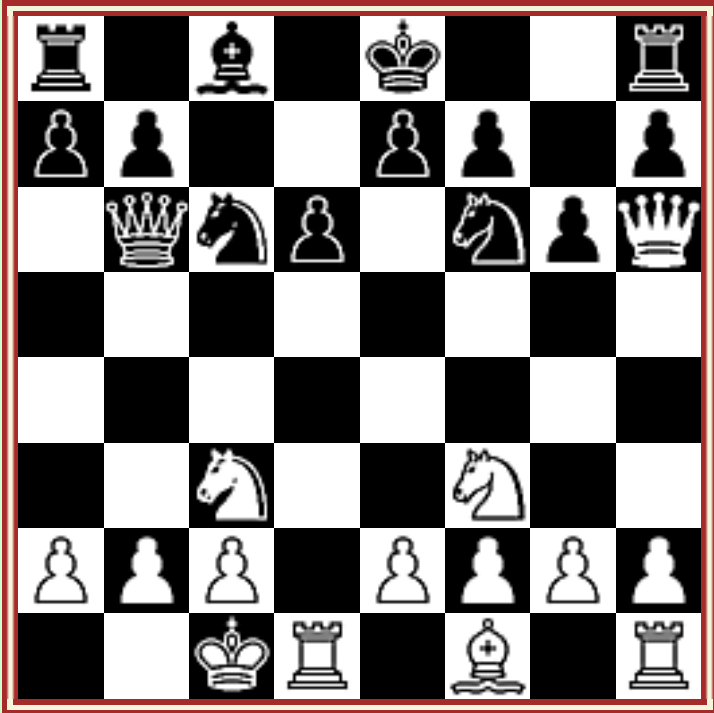
49...c3!

[10.84 Fritz 5.00: 49...axb4 is Fritz' insane suggestion 50.Kd4 c3 51.bxc3 bxc3 52. Kxc3 Kh7 53.Kd4]

50.bxc3 a4 51.b5 a3 52.b6 a2 53.b7 a1Q 54.b8Q 1/2-1/2

66) Dunn A. M. - Aston P. A. [A00]

Exeter Premier (1) 1.Nc3 c5 2.Nf3 g6 "Out of Book," says Fritz. 3.d4 cxd4 4.Qxd4 Nf6 5.Bg5 Nc6 6.Qd2 Bg7 7.Bh6 Bxh6 8.Qxh6 Qb6 9.O-O-O d6



I watched a lot of this game and was unable to predict either side's moves for a long time. **10.Rxd6** An enterprising exchange sac. **10...Be6** trusted him!

[0.69 Fritz 5.00: 10...exd6 11.Qg7 Rg8 12.Qxf6 Be6 13.Ng5 Qd4 14.Nxh7 with a bind 14...Rc8]

11.Ng5 Forward-looking but restricts the Queen.

[-2.78 Fritz 5.00: 11.Rd2 Nb4 12.a3 Nbd5 13.Nxd5 Bxd5 14.e3 Bxf3 15.gxf3 Rc8]

11...Qxf2

[-0.06 Fritz 5.00: 11...exd6 Time to grab the Rook, says Fritz. 12.Qg7 Ke7 This is the point. Fritz now comes up with a cute tactical line 13.Nxe6 Rhg8 (13...Kxe6 is adequate 14.Qxf6+ Kxf6 15.Nd5+ Kxe6 16.Nxb6 axb6 with a whole Rook.)

12.Nge4

[-1.09 Fritz 5.00: 12.Rd1 Bc4 13.Qg7 Rg8 14.Qh6 Rh8]

12...Nxe4 13.Nxe4 Qf5 14.Ng3 Not giving Black time to take the Rook. **14... Qa5 15.Rd3 Nb4 16.a3** Not best.

[-#3 Fritz 5.00: 16.e4 Nxd3+ 17.Bxd3 Bxa2 18.Rd1 Qe5 19.h4 Rd8 20.Qg5 Qxg5 +]

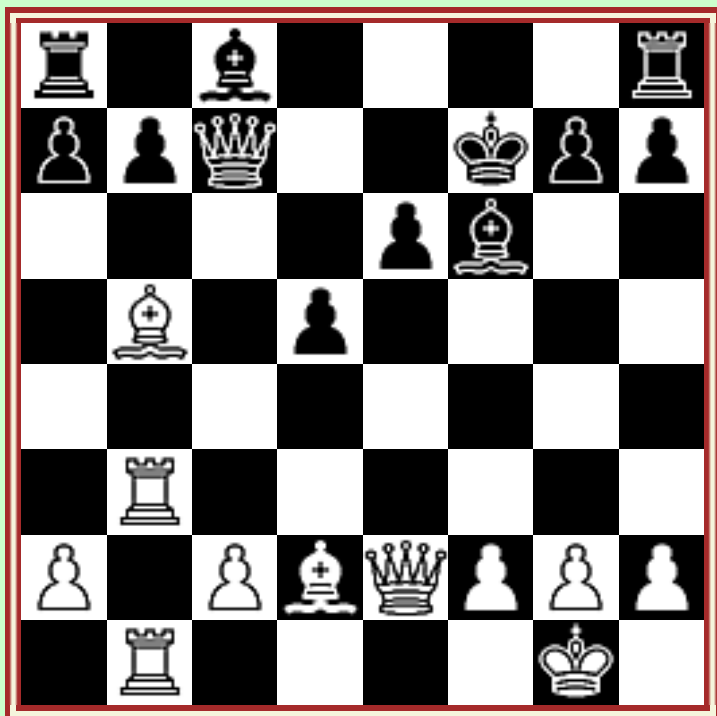
16...Nxd3+ 17.exd3

[17.Kd1 Qe1#]

17...Qe1# 0-1

67) Homer S. - Brusey A. W. [C05]

Exeter Premier (1) 1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Ne4 5.Bd3 Nxd2 6.Bxd2 c5 7.dxc5 Nc6 8.Nf3 Bxc5 9.O-O Qc7 "out of book", says Fritz 10.Qe2 Nd4 11. Nxd4 Bxd4 12.Rfe1 Bxb2 13.Rab1 Ba3 14.Rb3 Be7 15.Reb1 f5 16.exf6 Bxf6 17.Bb5+ Kf7



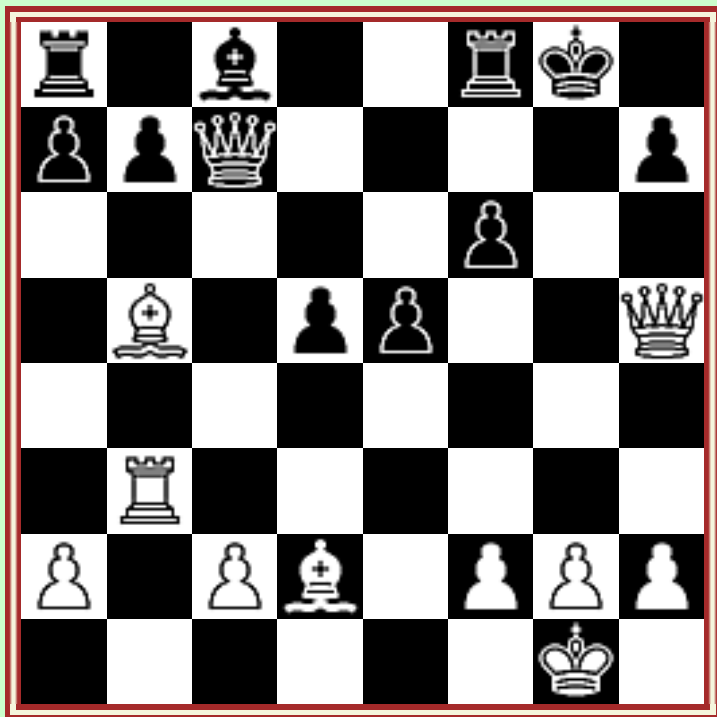
Fritz now starts admonishing White. **18.Rf3** The start of an over-optimistic idea.

[-1.91 Fritz 5.00: 18.Bd3 e5 19.c4 e4 20.Qh5+ Kf8 21.Bb4+ Be7 22.Bxe7+]

18...Rf8 19.Rxf6+

[-2.19 Fritz 5.00: 19.Bf4 Qc5 20.Be5 d4 21.Bxf6 gxf6 22.Rd3]

19...gxf6 20.Qh5+ Kg8 21.Rb3 e5



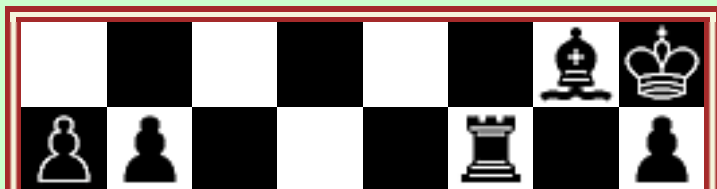
Looks promising, but without a mate White is still Pawns down even if he wins the exchange. **22.Rg3+ Kh8 23.Bh6 Be6 24.Bxf8 Rxf8 See? 25.Be8**

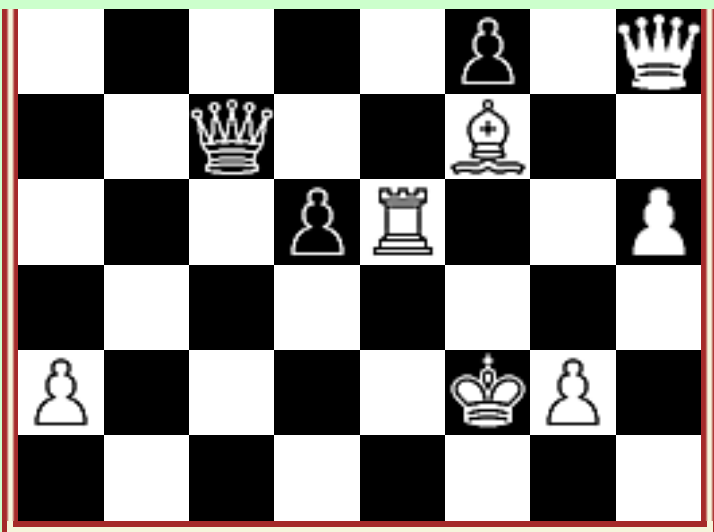
[-2.31 Fritz 5.00: 25.c3 Qf7 26.Qh6 Rd8 27.Re3 Qg6]

25...Qxc2 26.h4 Qc1+ 27.Kh2 Qc7 28.Qh6 Qe7 29.Bg6 Bg8 30.Bf5 Rf7 31.Rg6 e4 32.Kg1 d4

[-0.94 Fritz 5.00: 32...Qe5 is more forward-looking 33.g4 (33.Bh3) 33...d4 34.a3 b5 35.Kh1]

33.Rg4 e3 34.Re4 exf2+ 35.Kxf2 Qc5





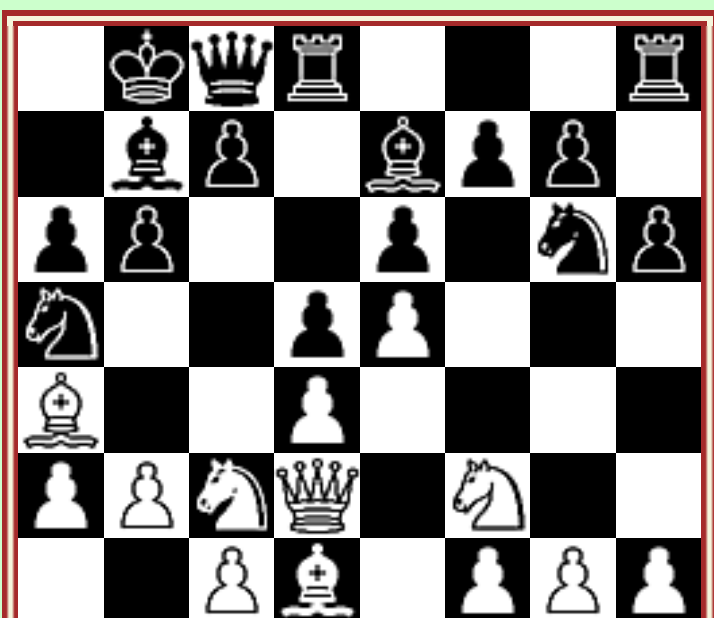
White is busted. **36.Kg1**

[-4.03 Fritz 5.00: 36.g4]

36...Qxf5 37.Rxd4 Qb1+ 38.Kh2 Qg6 39.Qf4 Rg7 40.Qf3 Bxa2 41.Ra4 Qf7 42.Rd4 h5 43.Rd6 f5 44.Qc3 Kh7 45.Qd2 Qc7 46.Kg1 Bc4 47.Rh6+ Kg8 48.Rd6 b5 49.Rd8+ Kh7 50.Rd6 a5 51.Qh6+ Kg8 52.Ra6 Qb7 0-1

68) Lee N. S. - Thomas G. [C10]

Exeter Premier (1) 1.e4 Nc6 2.Nc3 e6 3.d4 d5 4.e5 Nge7 5.Bg5 "Out of Book," says Fritz. 5...b6 6.Nf3 Bb7 7.Be2 Qd7 8.O-O h6 9.Bc1 O-O-O 10.Re1 Ng6 11.Bb5 a6 12.Ba4 Kb8 13.a3 Qc8 14.Qd3 Na5 15.b3 Be7 16.Bd2

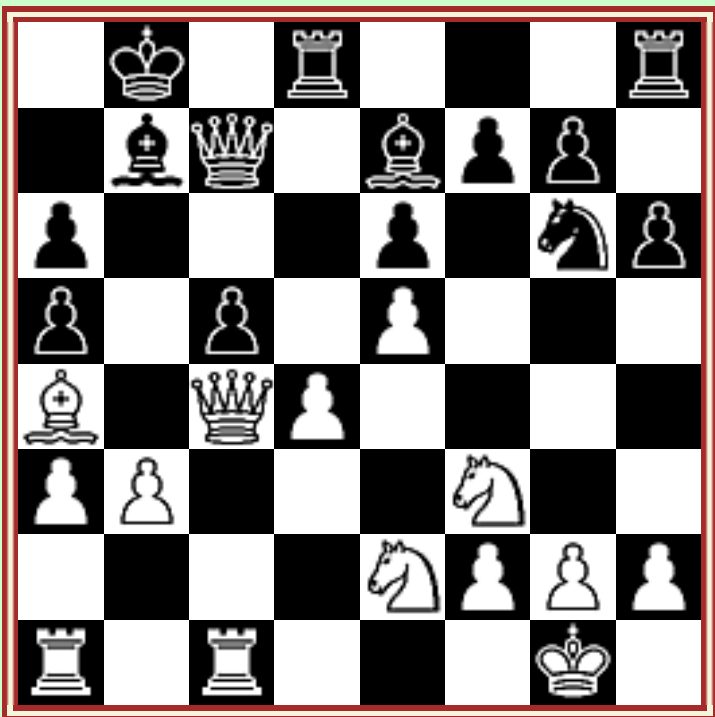




16...c6 Fritz reckons White's spatial plus worth a whole Pawn here.

[1.00 Fritz 5.00: 16...Nc6]

17.Ne2 Qc7 18.Bxa5 bxa5 19.c4 c5 20.Rec1 dxc4 21.Qxc4

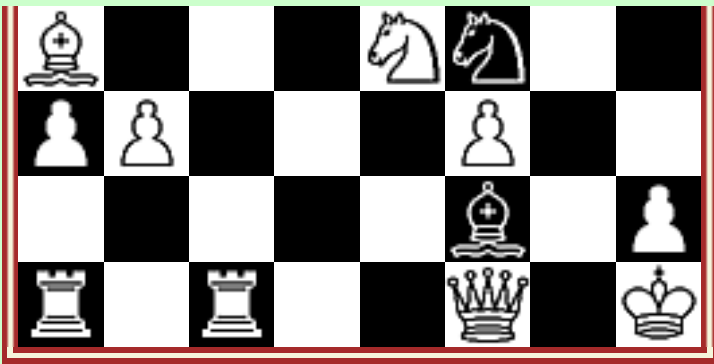


21...Bd5 Giving up material for no very good reason.

[1.41 Fritz 5.00: 21...Bxf3 22.gxf3 Qb7 23.dxc5 Nxe5 24.Qf4 Qc7 25.Rc3 Bg5 26. Qg3]

22.Qxa6 Qa7 23.Qb5+ Ka8 24.dxc5 Rb8 25.Qd3 Bxc5 26.Nc3 Bxf2+ 27. Kh1 Nf4 28.Qf1 Bxf3 29.gxf3 Rhc8 30.Ne4





If I know anything about Nick, he'd be blitzing by now. **30...Bc5**

[5.25 Fritz 5.00: 30...Bd4]

31.b4 And hence missing opportunities.

[2.44 Fritz 5.00: 31.Nxc5 Rxc5 32.Rxc5 Qxc5 33.Qa6+ Qa7 34.Bc6+ Rb7 35.Bxb7 + Kb8]

31...Bd4 32.Nd6 Bxa1 Worse than retaining the Bishop.

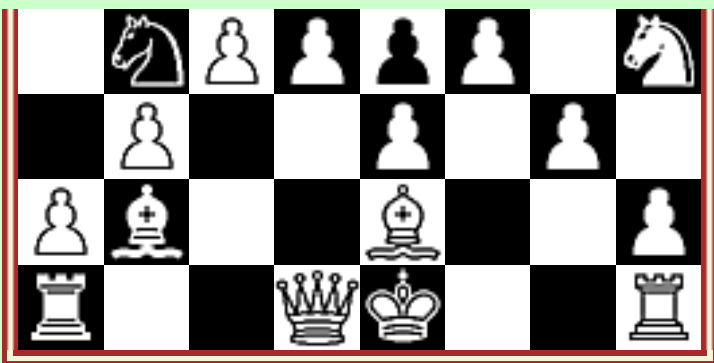
[5.84 Fritz 5.00: 32...Bc3 33.Nxc8 Rxc8 34.Rab1 f6 35.Qb5 fxe5 36.Qxa5 g6 37. Qxa7+]

33.Nxc8 Rxc8 34.Rxc8+ Kb7 35.Qc4 1-0

69) Saqui D. A. J. - Manning P. [A48]

Exeter Premier (1) **1.d4 Nf6 2.Nf3 g6 3.e3 Bg7 4.Be2 d5 5.Nbd2 Nc6** "Out of Book," says Fritz. **6.b3 Bf5 7.Nh4 Bd7 8.f4 Ne4 9.Nxe4 dxe4 10.g3 Nb4 11. c4 c5 12.Bb2**

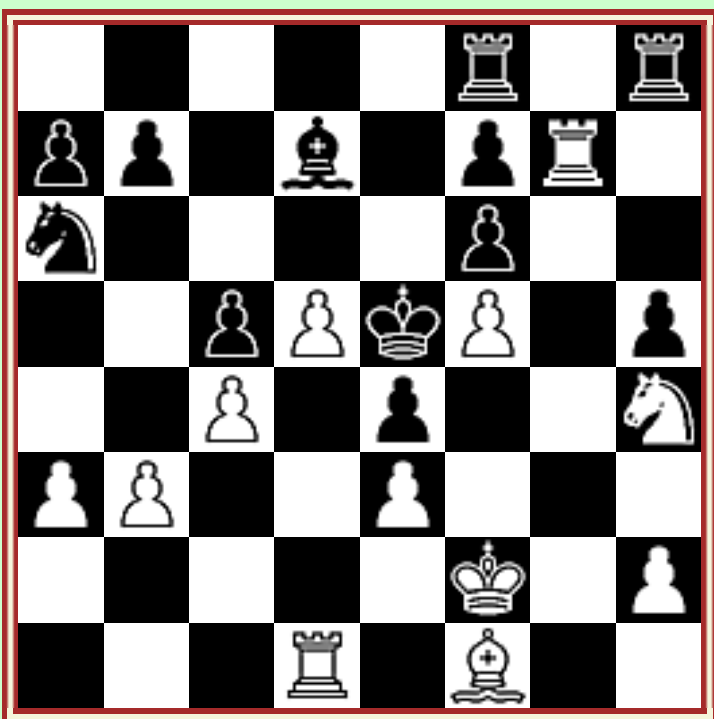




12...Bh3

[-0.03 Fritz 5.00: Fritz prefers 12...Bg4 13.0-0 (13.Bxg4 Nd3+ 14.Kf1 Nxb2 15.Qc2 Nd3 with White disorganised, but he may be able to unravel. 13...Bxe2 14.Qxe2 cxd4 15.a3 Nd3 16.Rad1 e5 17.fxe5]

13.Qd2 Qd6 14.a3 Na6 15.d5 Bxb2 16.Qxb2 Qf6 17.Qxf6 exf6 18.Kf2 Ke7 19.g4 h5 20.gxh5 gxh5 21.Rhg1 Bd7 22.Rad1 Kd6 23.Rg7 Raf8 24.f5 Ke5 25.Bf1



25...Nb8

[3.94 Fritz 5.00: 25...Kd6 26.Bg2 Rhg8 27.Rxg8 Rxc8 28.Bxe4 Rg4 29.Bf3 Rg5 30.Be4]

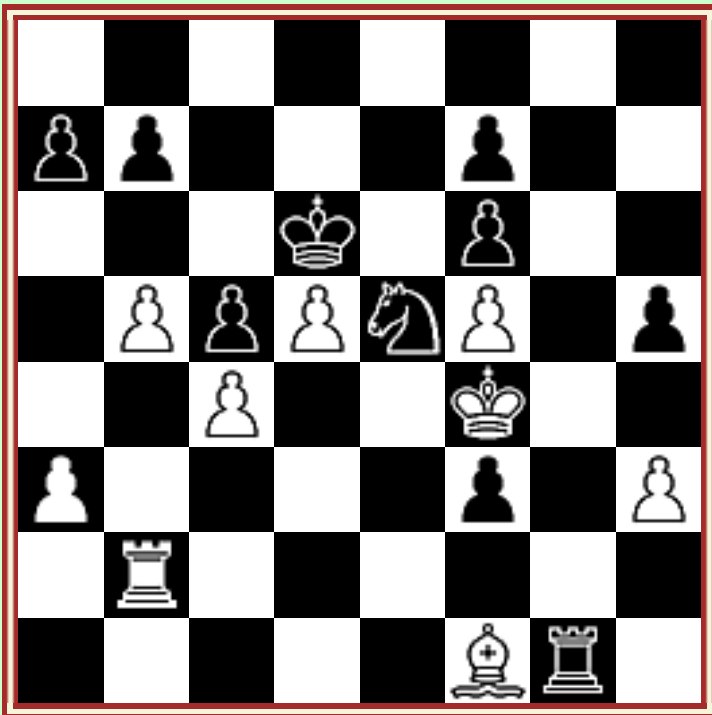
26.b4

[1.28 Fritz 5.00: 26.d6 with mating threats is stronger 26...Bc6 27.Bh3 Rh6 (27...Nd7 28.Ng6+ fxc6 29.Re7#) 28.Ng6+ Rxc6 29.fxc6 f5 30.gxf7 Ke6]

26...Ba4 27.Rd2 Kd6 28.Be2 Nd7 29.b5

[0.00 Fritz 5.00: 29.Kg3 Ne5 30.bxc5+ Kxc5 31.Kf4 Re8 32.Rb2 b6 33.Rd2 Nxc4 34.Bxc4 Kxc4 35.Rd4+ Kb3 36.Rxf7]

29...Ne5 30.Rb2 Bd1 31.Bf1 Ng4+ 32.Ke1 Nxe3 33.Kf2 Ng4+ 34.Ke1 Bf3 35.h3 Ne5 36.Nxf3 exf3 37.Kf2 Rfg8 38.Rg3 Rxc3 39.Kxc3 Rg8+ 40.Kf4 Rg1



Black is right out of his bind. **41.Rf2 Rg8**

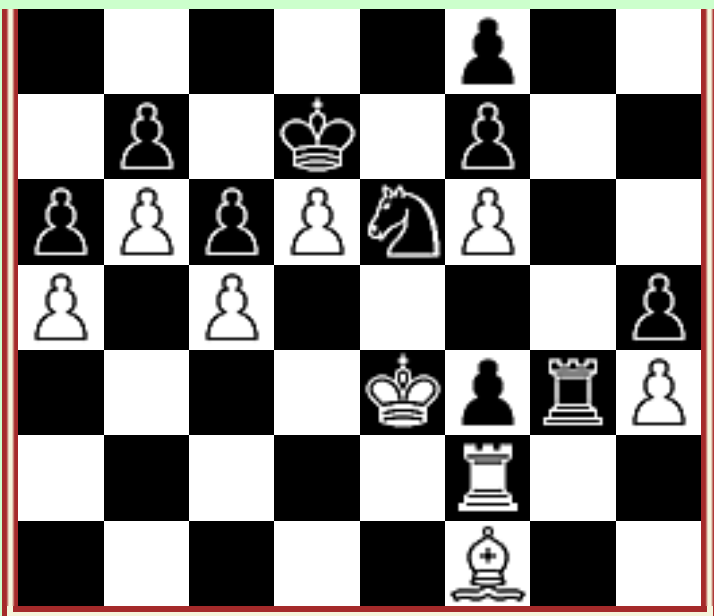
[0.00 Fritz 5.00: 41...Kc7 42.a4 b6 43.Ke4 Kd6 44.Ke3 h4 45.Ke4]

42.a4

[-0.97 Fritz 5.00: 42.Rb2]

42...b6 43.Ra2 a5 44.Rf2 h4 45.Ke3 Rg5 46.Kf4 Rg3 47.Ke3





Drawn. **47...Nd7** A winning try, but in White's interests.

[0.09 Fritz 5.00: 47...Rg7 48.Ke4 Rg1 49.Ke3 Rg3 50.Kf4 Kd7 51.Rd2 Rg1 52.Rf2]

48.Kf4

[-0.97 Fritz 5.00: 48.Rxf3 Rg5 49.Rf4 Rg3+ 50.Rf3]

48...Nf8

[0.09 Fritz 5.00: 48...Rg1 49.Ke4 Ne5 50.Kf4]

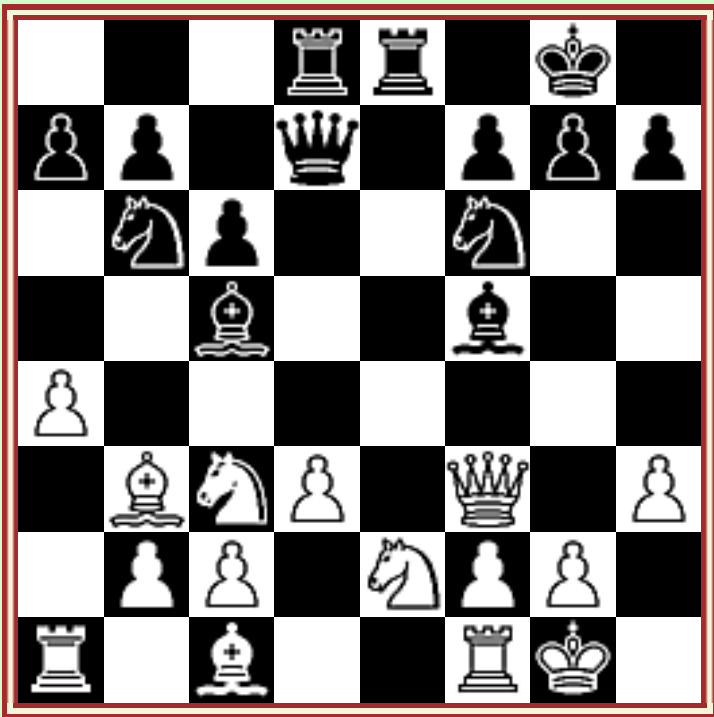
49.Rxf3 Rxf3+ 50.Kxf3 Ke5 51.Kg4 Ke4 52.Kxh4 Kxf5 53.Kg3 Ke4 54.h4 f5 55.h5 Ke5 56.h6 Kf6 57.Bh3 Kg6

[2.44 Fritz 5.00: 57...Ke5 58.Kf3 f4 59.Bc8 Nh7 60.d6 Kxd6 61.Bf5 Nf6 62.h7]

58.d6 Kxh6 59.Bxf5 Kg5 60.d7 Nxd7 61.Bxd7 f5 62.Kf3 f4 1-0

70) Wareing J. P. - Rapkins D. G. E. [B01]

Exeter Premier (1) **1.e4 d5 2.exd5 Nf6 3.Bb5+ Bd7 4.Bc4 Bf5 "Out of Book," says Fritz. 5.Nc3 Nbd7 6.Bb3 Nb6 7.Qf3 Qd7 8.a4 Rd8 9.d6 c6 10.dxe7 Bxe7 11.h3 0-0 12.Nge2 Bc5 13.0-0 Rfe8 14.d3**



14...Ng4 Interesting but flawed. Black may have felt the pressure to justify his Pawn minus.

[3.19 Fritz 5.00: 14...Nbd5 15.Nxd5 Nxd5 16.Bg5 Be7 17.Bxe7 Rxe7 18.Rfe1]

15.hxg4 Bxg4 16.Bxf7+ Kh8 17.Bxe8 Rxe8

[17...Bxf3 18.Bxd7 is what Black must have missed.]

18.Qg3 Bxe2 19.Nxe2

[1.50 Fritz 5.00: 19.Re1 Bd6 20.Bf4 Bxf4 21.Qxf4 Nd5 22.Nxd5 cxd5]

19...Rxe2 20.Be3 Rxc2 21.Bxc5 Rxc5 22.a5 Nc8 23.Qe3 Rd5 24.Rfe1 Nd6 25.Qxa7 Rxd3 Natural, but only serves to open lines for White.

[3.56 Fritz 5.00: 25...Qd8 26.Qe3 Rb5 27.Ra2 c5 28.Qe7]

26.Rad1

[2.34 Fritz 5.00: 26.Qb8+ is preferred by Fritz but I like White's idea better]

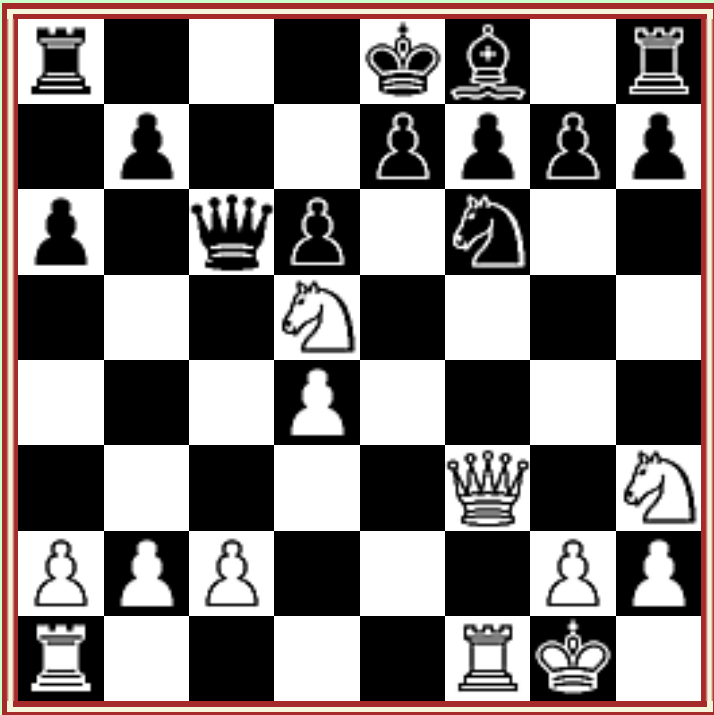
26...Rxd1

[26...Rd5 27.Qb8+ Nc8 28.Rxd5 cxd5 29.Qc7]

27.Rxd1 winning the Knight **27...Qe7 28.Rxd6 Qe1+ 29.Kh2 Qe5+ 30.g3 1-0**

71) Aston P. A. - Saqui D. A. J. [D00]

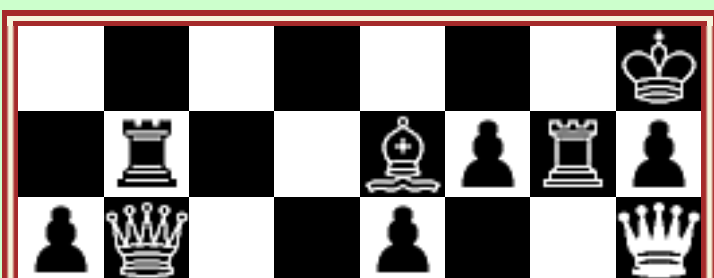
Exeter Premier (2) **1.d4 Nf6 2.Nc3 d5 3.e4 dxe4 4.f3 Bf5 5.fxe4 "Out of Book," says Fritz. 5...Nxe4 6.Qf3 Nd6 7.Bf4 Qc8 8.Bxd6 cxd6 9.Bb5+ Bd7 10. Nh3 a6 11.Bxd7+ Nxd7 12.Nd5 Qc6 13.0-0 Nf6**

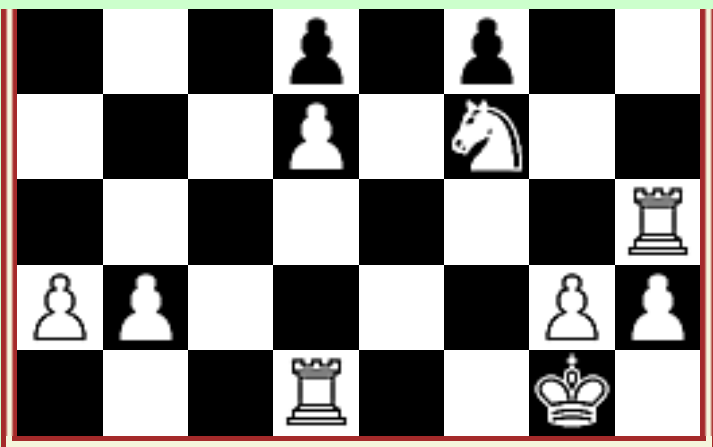


14.c4 This perfectly reasonable attempt to pursue an initiative is queried by Fritz.

[-1.44 Fritz 5.00: 14.Nhf4 Rc8 15.c3 e6 16.Nxf6+ gxf6 17.d5]

14...Qxc4 15.Nxf6+ gxf6 16.Qxb7 Qc8 17.Qe4 Rb8 18.Nf4 f5 19.Qd3 e6 20. Rac1 Qb7 21.Rce1 Be7 22.Re2 Qb5 23.Qf3 d5 24.Rfe1 Rb7 25.Qh5 0-0 26. Qh6 Qb6 27.Rd1 Kh8 28.Re3 Rg8 29.Rh3 Rg7





White has at last worked up an attack. **30.Nh5** Allows Black an opportunity to chase away the Queen.

[-2.16 Fritz 5.00: 30.Rc3 Qd8 31.Nd3 Bg5]

30...Bf8 allows mate in three!

[#3 Fritz 5.00: 30...Rg6 31.Qe3 Qxb2 32.Nf4 Rg7 33.a3]

31.Nf6 Not only missing the mate, but walks into a defensive tactic.

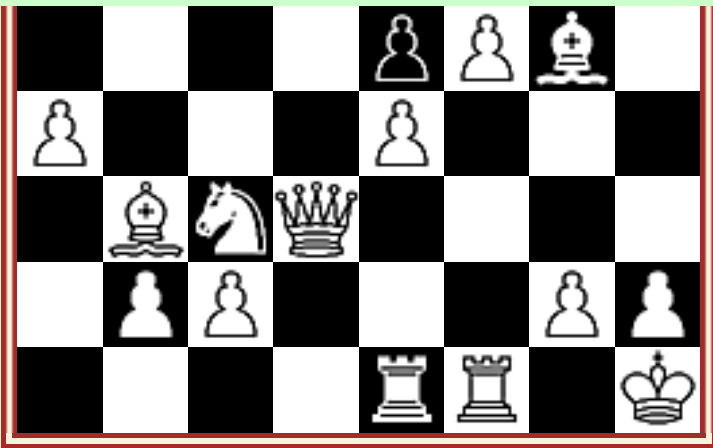
[-5.13 Fritz 5.00: 31.Nxg7 surely the most natural move on the board! 31...Qxd4 + 32.Rxd4 Bxg7 33.Qxh7#]

31...Rxg2+ 32.Kxg2 Bxh6 33.Rxh6 Kg7 34.Rxh7+ Kxf6 35.h4 Qxb2+ 36. Kf3 Rb4 0-1

72) Bolt G. - Talbot A. R. [B86]

Exeter Premier (2) 1.e4 c5 2.Nf3 d6 3.Bc4 Nf6 4.Nc3 e6 5.d4 cxd4 6.Nxd4 a6 7.a4 Be7 8.Bb3 "Out of Book," says Fritz. 8...0-0 9.0-0 Nc6 10.f4 Qc7 11.Kh1 Bd7 12.f5 Nxd4 13.Qxd4 e5 14.Qd3 Bc6 15.Bg5 Rad8 16.Rae1





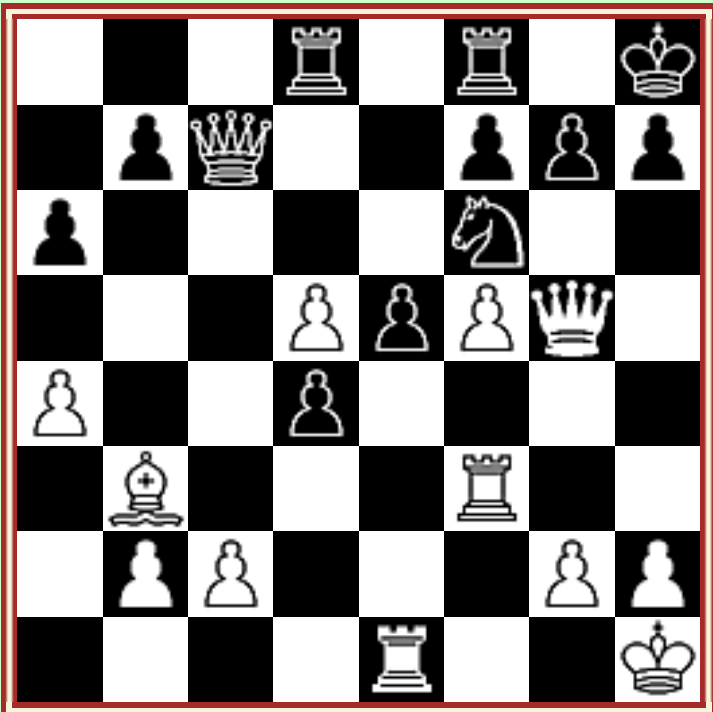
A thematic break, but is it sound? **16...d5 17.Qg3** Bluffed!

[-0.47 Fritz 5.00: 17.Bxd5 h6 18.Be3 Ng4 19.Bd2 Bc5;

17.exd5 Nxd5 18.Bxe7 Nxe7 19.Qe2 also wins a Pawn;

17.Nxd5 is the most obvious line to analyse, and it is not bad for Black: 17...Nxd5 18.exd5 Bxg5 19.Qg3 Bxd5 20.Qxg5]

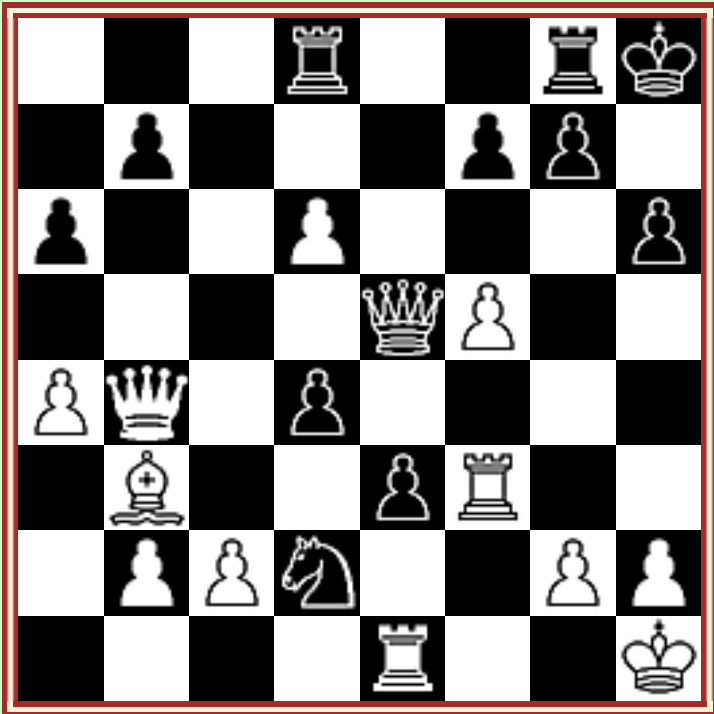
17...d4 18.Nd5 Bxd5 19.exd5 Nh5 20.Qh4 Bxg5 21.Qxg5 Nf6 22.Rf3 Kh8



23.Qh4

[-0.84 Fritz 5.00: 23.Rg3 Rg8 24.d6 Qa5 25.Re2 Rxd6 26.Bxf7]

23...e4 24.Rh3 Rfe8 25.Rg3 Qe5 26.Qg5 Rg8 27.d6 h6 28.Qd2 e3 29.Qb4 Ne4 30.Rf3 Nd2



Fritz piddles all over this last phase. **31.Rh3 Qxf5**

[0.06 Fritz 5.00: 31...Rd7 and Fritz reckons Black is better 32.c3 Qxd6 33.Qxd6 Rxd6 34.Bxf7 Rf8]

32.Qxd4 Qxh3 A creative way to lose a piece!

[3.22 Fritz 5.00: 32...Rge8 33.Rhxe3 Rxe3 34.Qxe3 Nxb3 35.Qxb3 Rxd6 36.Re8+ Kh7 37.Qxb7 when short-sighted Fritz has allowed 37...Qf1#]

33.gxh3 Nf3 34.Qxe3 Nxe1 35.Qxe1 Rgf8

[3.75 Fritz 5.00: 35...Rxd6 36.Bxf7 Rgd8 37.Qe7 Rd1+ 38.Kg2 b6]

36.a5 f5

[3.81 Fritz 5.00: 36...Rxd6 37.Qe7 Rfd8 38.Qxf7 R6d7 39.Qg6]

37.Bd5 f4 38.Kg2 Rf5

[6.06 Fritz 5.00: 38...Rxd6 39.Bxb7 Rdf6 40.Kf3 Rd6 41.Qe5]

39.Bf3 and Black can no longer nibble the d-Pawn **39...Rc8**

[6.13 Fritz 5.00: 39...Rff8 40.Qe5 Rfe8 41.Qd5 Rf8 42.d7 g5 43.Kf2;

39...Rxd6 40.Qe8+ Kh7 41.Be4]

40.d7 Rd8 41.Bg4 Rd5

[11.91 Fritz 5.00: 41...Rf7 42.Qe8+ Rf8 43.Qe7 Rg8 44.Bf3 Rb8 45.Bd5 Rgd8 46.Bxb7]

42.Qc3

[5.88 Fritz 5.00: 42.Qe8+ is rather clearer!]

42...Rd2+

[12.00 Fritz 5.00: 42...Kh7 43.Qc7 Rf8 44.Qc8 Rg8 45.Be6 Rd2+ 46.Kf3 Rh8]

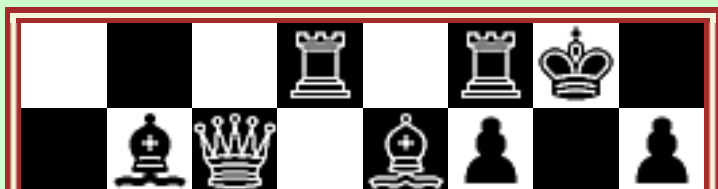
43.Kf1 h5 44.Qc8

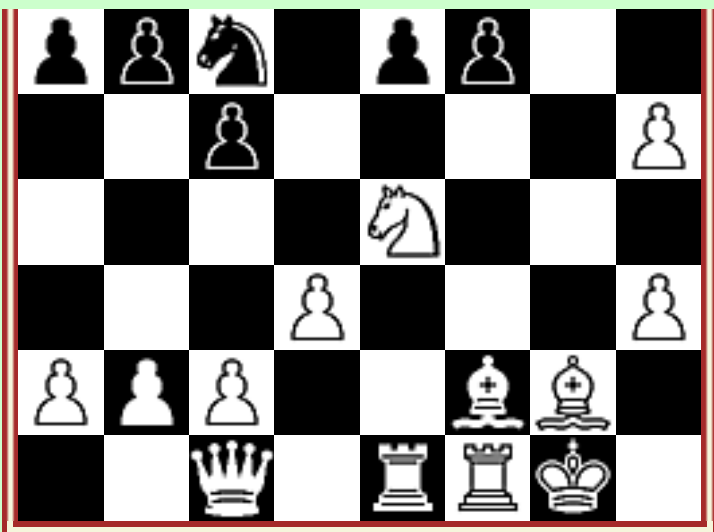
[5.22 Fritz 5.00: 44.Qxd2 hxg4 45.Qe1 Rxd7 46.Qe8+ Kh7 47.Qxd7 g3 48.hxg3 fxg3]

44...R2xd7 45.Bxd7 Rxc8 46.Bxc8 g5 47.Bxb7 Kg7 48.Bxa6 Kf6 1-0

73) Hammond T. J. - Wareing J. P. [B24]

Exeter Premier (2) **1.e4 c5 2.Nc3 e6 3.g3 Nc6 4.Bg2 Nf6 5.Nge2 Be7 6.O-O d6 7.d3 a6 8.f4 "Out of Book," says Fritz. 8...Qc7 9.h3 Bd7 10.Be3 d5 11.Bf2 dxe4 12.Nxe4 b6 13.Qd2 Rd8 14.Rae1 O-O 15.g4 Bc8 16.Qc1 Bb7 17.N2g3 Nd5 18.f5 Nf4 19.f6 gxf6 20.Nh5 Nxh5 21.gxh5**

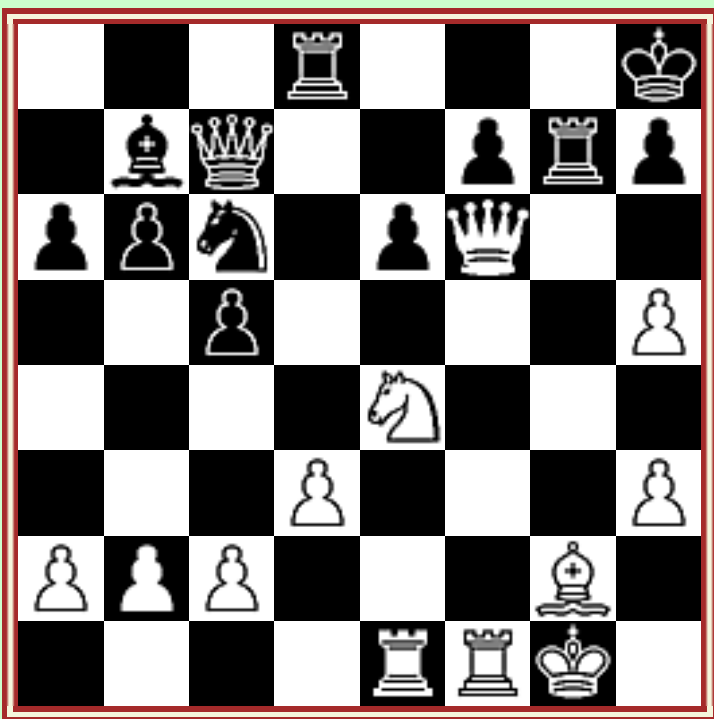




21...Kh8 I don't think Fritz really believes this is a blunder, but the threatened invasion of the Queen to h6 must be reacted to now.

[-0.22 Fritz 5.00: 21...f5 22.Bg3 Ne5 23.Qf4 fxe4 24.Qxe5 Qxe5 25.Bxe5 f5]

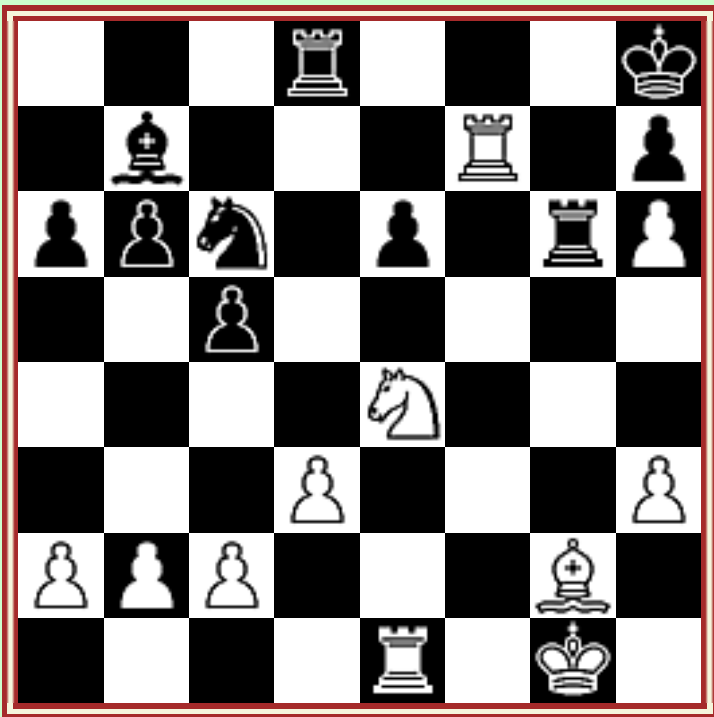
22.Qh6 Rg8 23.Bh4 Rg7 24.Bxf6 Bxf6 25.Qxf6



25...Qe5

[0.78 Fritz 5.00: 25...Kg8 26.a3 e5 27.Rf5 Qd7 28.b3]

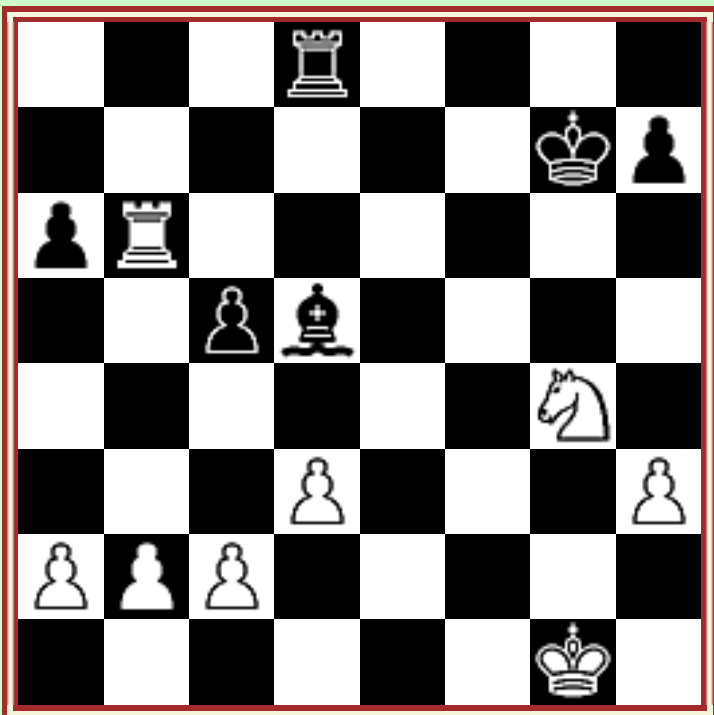
26.h6 Qxf6 27.Rxf6 Rg6 28.Rxf7



28...Ba8

[1.53 Fritz 5.00: 28...Ne5 29.Rf6 (29.Rf2) 29...Nxd3 30.Rxg6 Nxe1 31.Rxe6 Nxc2 32.Rxb6]

29.Nf6 Rxh6 30.Ng4 Rg6 31.Be4 Rg7 32.Rxg7 Kxg7 33.Bxc6 Bxc6 34.Rxe6 Bd5 35.Rxb6



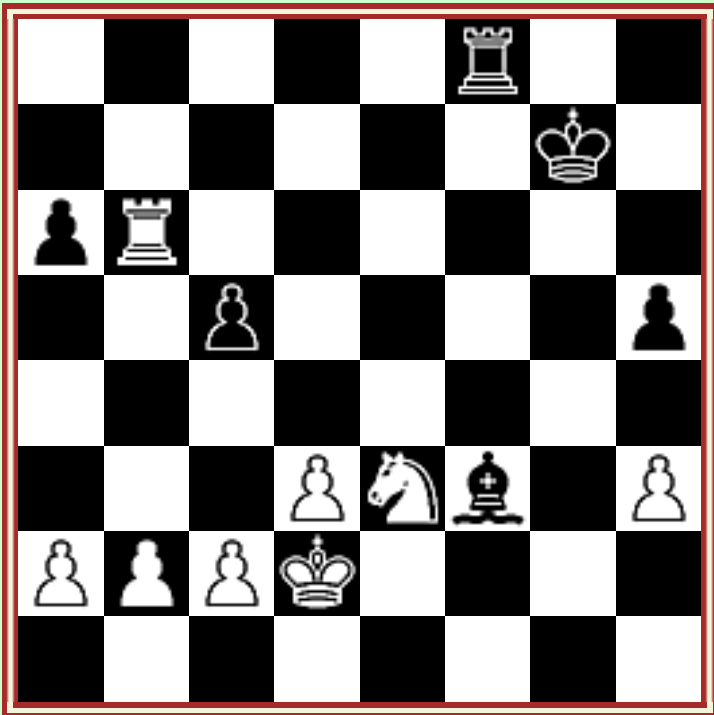
35...Re8

[2.84 Fritz 5.00: 35...a5 36.Rb5 a4 37.Rxc5 Bxa2 38.Re5]

36.Kf2

[1.63 Fritz 5.00: 36.Nf6 Re5 37.Nxd5 Rxd5 38.Rxa6 Rg5+ 39.Kf2 Kf8 40.Rf6+ Ke7]

36...Rf8+ 37.Ke2 h5 38.Ne3 Bf3+ 39.Kd2



39...h4 Black needs counterplay, not material!

[3.09 Fritz 5.00: 39...Rf6 40.Nc4 Bd5 41.Rxf6 Kxf6 42.Ke3 Kf5]

40.Rxa6 Bh5 41.Ra5 Rf2+ 42.Kc3 Rf3 43.Rxc5 Bg6 44.Ng4 Rxh3 45.a4 Rg3 46.Rc4 h3 47.Nf2

[47.a5 DR 47...Bf5 48.Nf2 h2 49.a6 Rg1 50.Ra4 Bd7 51.a7 Bc6 52.Rh4 Rg2 53.Ne4]

47...h2 48.Rh4 Rg2 49.Ng4 Panicky

[0.47 Fritz 5.00: 49.Nh1 Bf5 50.a5 Bc8 51.b4 Kf6 52.Rh8 Bd7 53.Kd4 (53.a6) 53...Rxc2]

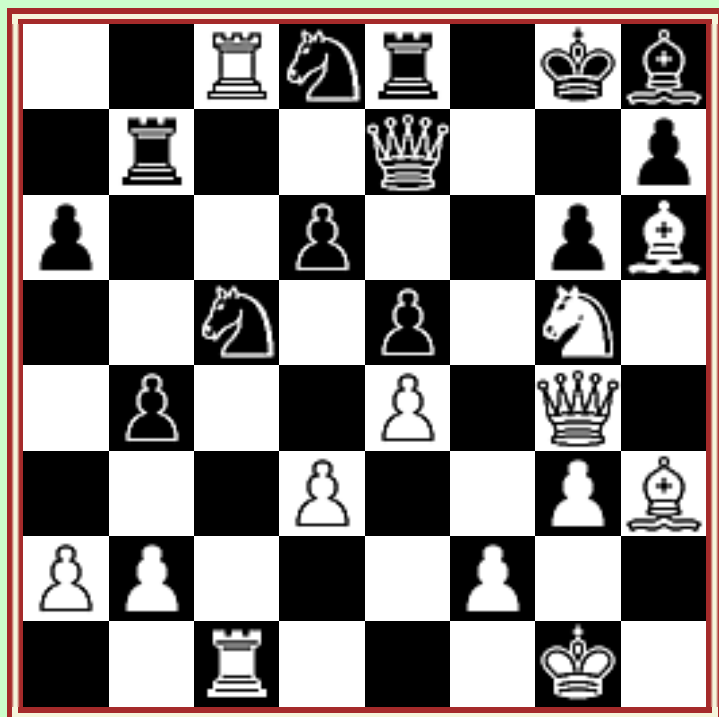
**49...Rxf4 50.Rxf4 Rxf4 51.Rf2 Bf7 52.b3 Ra8 53.d4 Kf8 54.Re2 Bh5 55.
Re5 Bg6 56.Kb2 Re8**

[2.91 Fritz 5.00: 56...Kg7 57.c4 Kf6 58.Kc3 Ra1 59.Kb4 Ra8]

57.Rxe8+ Kxe8 58.c4 Kd7 59.Kc3 Kc7 60.b4 Be8 61.b5 Kb6 62.Kb4 Time trouble? Well worth playing on! **1/2-1/2**

74) James R. A. - Piper S. J. [B40]

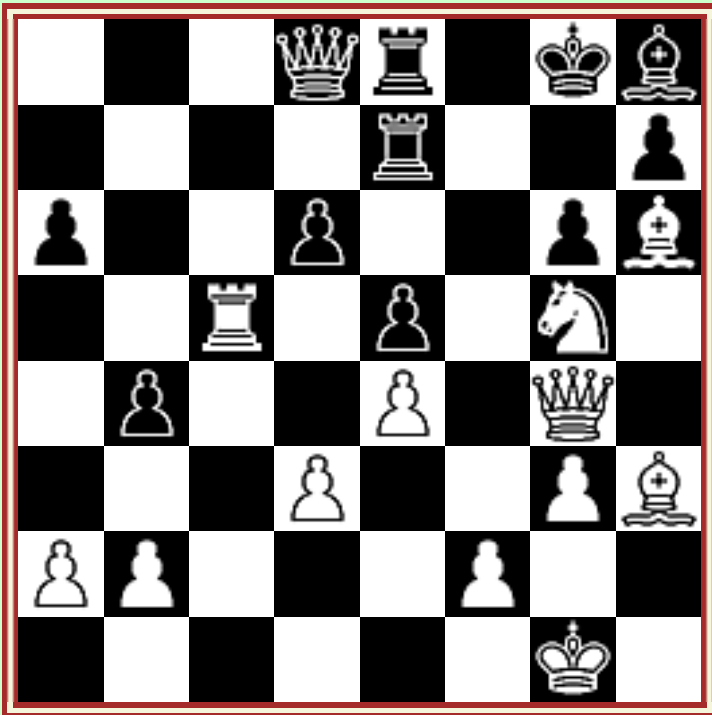
Exeter Premier (2) **1.e4 c5 2.Nf3 e6 3.Nc3 a6 4.g3 Nc6 5.Bg2 g6 6.0-0 "Out of Book," says Fritz. 6...Bg7 7.Re1 d6 8.d3 Nge7 9.Be3 0-0 10.Qd2 Re8 11. Bh6 Bh8 12.Nd1 Rb8 13.c3 b5 14.Ne3 b4 15.Ng4 e5 16.Qg5 Bxg4 17.Qxg4 Nc8 18.h4 Nb6 19.Bh3 Rb7 20.h5 Qe7 21.hxg6 fxg6 22.Ng5 Nd8 23.cxb4 cxb4 24.Rac1 Na4 25.Rc8 Nc5 26.Rc1**



26...Rc7 Allowing a fine double exchange sac which cannot be accepted because of mate on e6.

[3.25 Fritz 5.00: 26...Bf6 27.Nf3 Nxd3 28.R1c2 Nf7 29.Rxe8+ Qxe8 30.Qc8 Qxc8 31.Rxc8+]

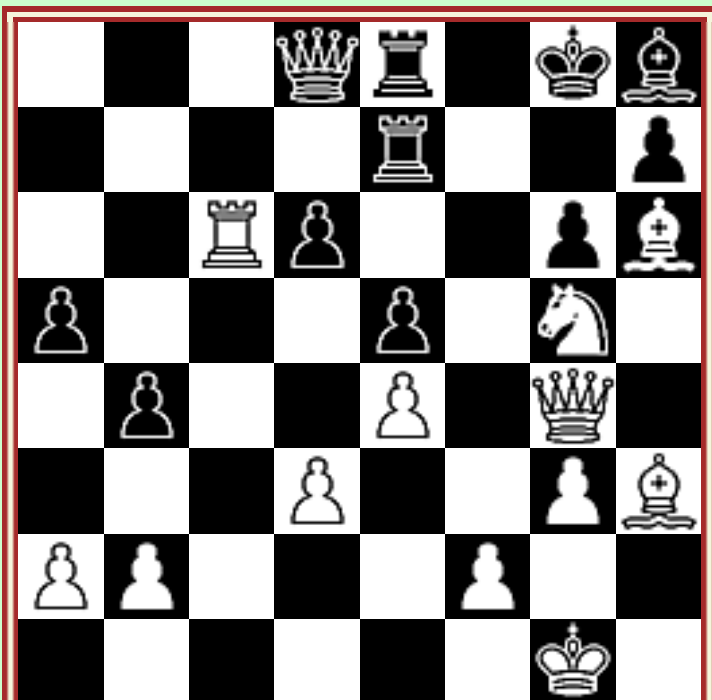
27.Rxd8 Qxd8 28.Rxc5 Rce7



This next bit illustrates the advantages of computers in forcing, tactical positions.
29.Rc6

[2.81 Fritz 5.00: 29.Qd1 This diagonal switch continues White's winning theme.
29...Bg7 30.Qb3+ Kh8 31.Nf7+ Rxf7 32.Qxf7 Bxh6 33.Rc7 Qxc7]

29...a5



30.Nf3 Again missing a cleaner win

[1.97 Fritz 5.00: 30.Nxh7 Kxh7 31.Qh4 is easy, then 31...Kg8 32.Rc8 Qxc8 33.Bxc8 Rh7 34.Bg4]

30...Bf6 31.Nh4 Rc7

[4.09 Fritz 5.00: 31...Bg7 32.Nxg6 hxg6 33.Qxg6 Rf8 34.Bf5 Rxf5 35.exf5 Rf7 36.Rxd6]

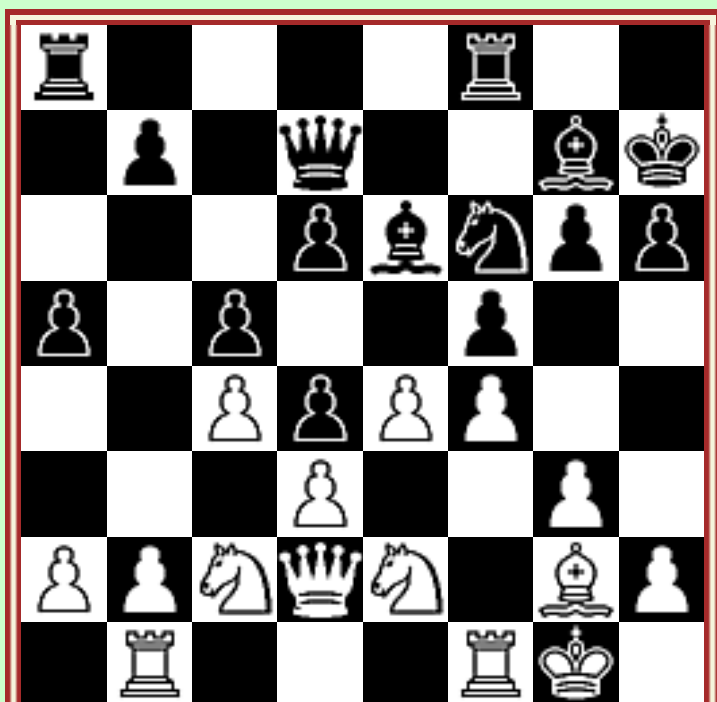
32.Rxc7 Qxc7 33.Nxg6 More deflating than decisive.

[33.Nxg6 Bg7 34.Bxg7 Qxg7 35.Nh4]

1-0

75) Manning P. - Murray C. V. [A26]

Exeter Premier (2) 1.c4 Nf6 2.Nc3 g6 3.g3 Bg7 4.Bg2 0-0 5.e4 d6 6.Nge2 e5 7.d3 Nc6 8.0-0 Bg4 9.f3 Be6 10.Bg5 "Out of Book," says Fritz. 10...h6 11.Be3 Qd7 12.Qd2 Kh7 13.Nd5 Ne8 14.f4 f5 15.Nec3 Nd4 16.Rab1 c6 17.Nb4 Nf6 18.Bxd4 exd4 19.Ne2 a5 20.Nc2 c5

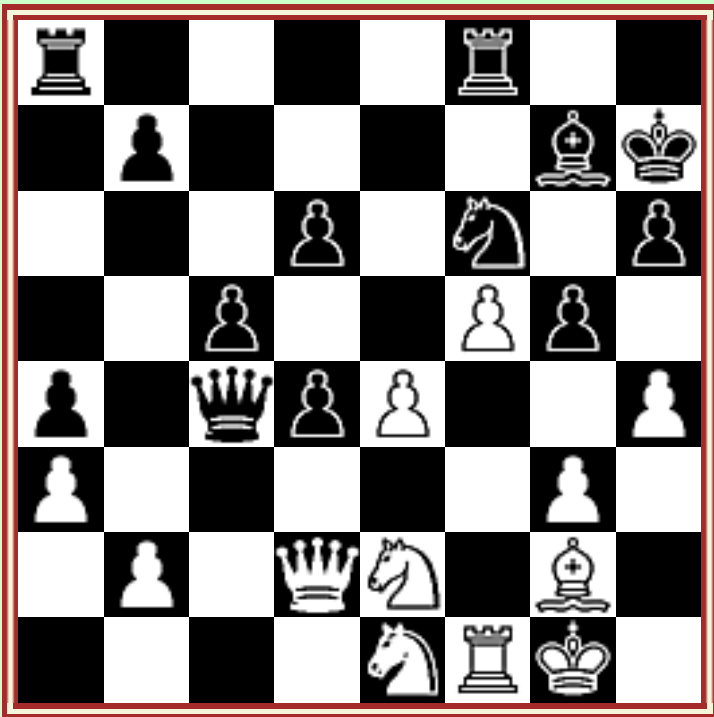


21.a3

[-1.22 Fritz 5.00: 21.e5 is Fritz' preference for losing a Pawn 21...Ne8 22.Rbe1 dxe5 23.fxe5 Bxe5 24.Nf4 Bxf4 25.Qxf4;

21.b3 looks better to me! 21...fxe4 22.dxe4]

21...fxe4 22.dxe4 Bxc4 23.Ne1 a4 24.Rc1 Qb5 25.Rxc4 Qxc4 26.f5 g5 27.h4



27...d3

[-1.66 Fritz 5.00: 27...Rae8 28.hxg5 hxg5 29.Nc1 g4 30.Rf4 b5]

28.Nc3

[-2.66 Fritz 5.00: 28.Qxd3 Qxd3 29.Nxd3 gxh4 30.gxh4 Rae8 31.Nc3 Rg8]

28...Ng4

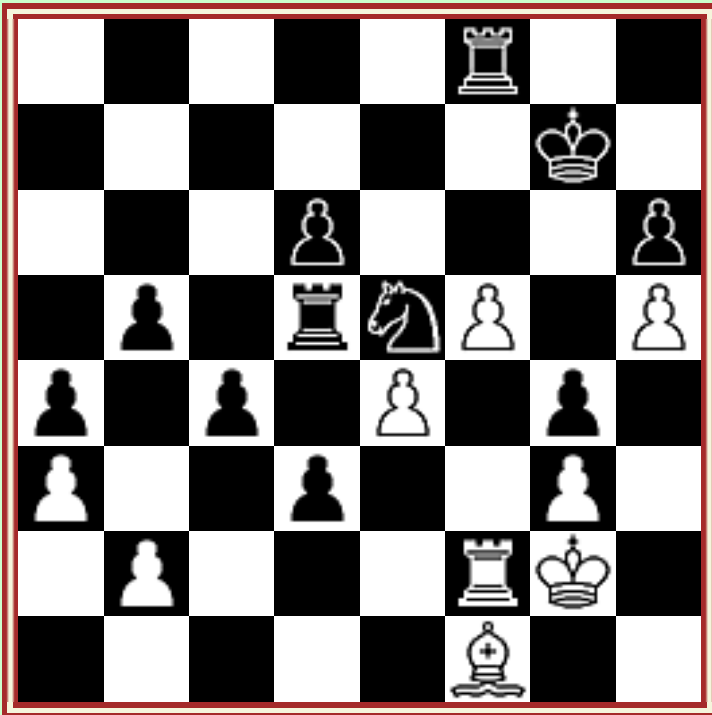
[-1.31 Fritz 5.00: 28...Qd4+ 29.Kh2 Ng4+ 30.Kh1 Qe3 31.Nf3 gxh4 32.gxh4 Bxc3 33.bxc3]

29.Nf3

[-2.78 Fritz 5.00: 29.hxg5 hxg5 30.Qxg5 Qd4+ 31.Kh1 Nf2+ 32.Kh2 Rh8 33.Nf3 Kg8+;

29.Qxd3]

29...Bd4+ 30.Nxd4 Qxd4+ 31.Kh1 Qe3 32.Qxe3 Nxe3 33.Rf3 Ng4 34.Bh3 Ne5 35.Rf2 g4 36.Bf1 c4 37.Nd5 b5 38.Kg2 Rac8 39.h5 Rc5 40.Nc3 Kg7 41. Nd5 Rxd5



42.exd5

[-4.00 Fritz 5.00: 42.f6+ Rxf6 43.exd5 Nf3 44.Kh1 Kf7]

42...Kf6 43.Rf4 Rb8 44.Kf2 b4 45.axb4

[-4.53 Fritz 5.00: 45.Ke3]

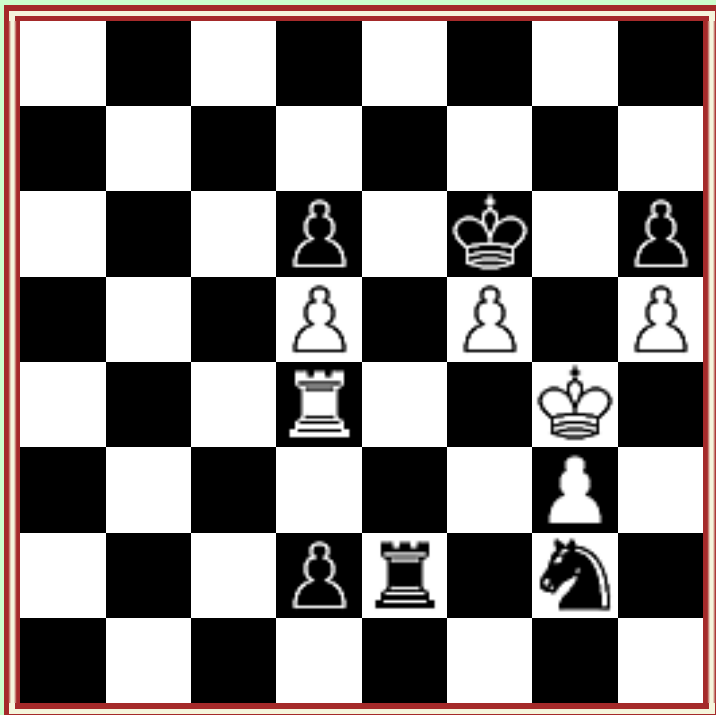
45...Rxb4 46.Ke3 Rxb2 47.Bxd3 cxd3 48.Rxa4 Re2+ 49.Kf4 d2 50.Rd4 Nf3

[-#7 Fritz 5.00: 50...Nf7 51.Rxd2 Rxd2 52.Kxg4 Rxd5 53.Kh4 Rd4+ 54.g4 Ne5 55. Kh3]

51.Rd3 Ne1

[-10.53 Fritz 5.00: 51...Ng5 52.Re3 d1Q 53.Re6+ Rxe6 54.dxe6 Qf3#]

52.Rd4 Ng2+ 53.Kxg4



I can't work up a lot of interest in some of Fritz' improvements, but here Black really did miss one! **53...Ne3+**

[-3.41 Fritz 5.00: 53...Re4+ 54.Rxe4 d1Q+ 55.Kh3 Kxf5 is absolutely decisive! 56.Kxg2 Kxe4 57.g4 Qxg4+ 58.Kf2]

54.Kf3 d1Q

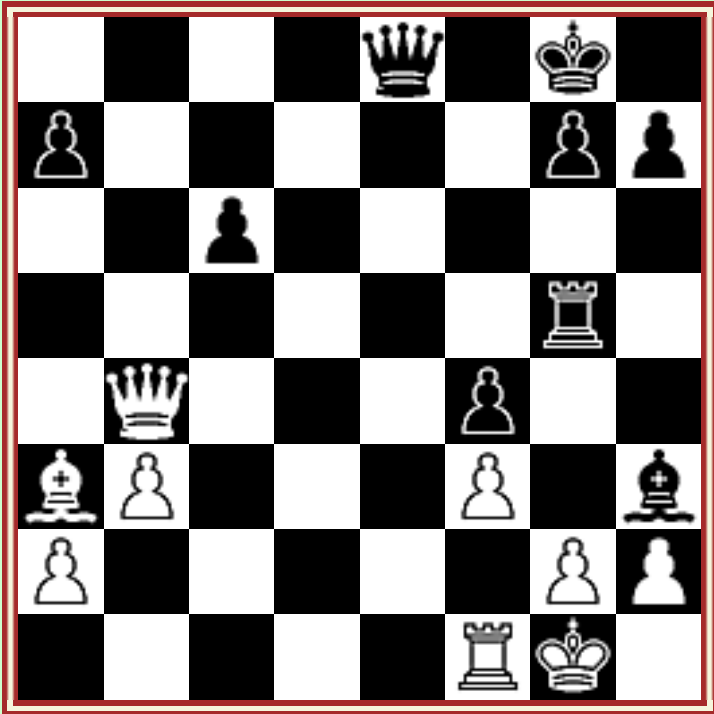
[-2.19 Fritz 5.00: 54...Nxf5 55.Kxe2 Nxd4+ 56.Kxd2 Kg5 57.Ke3 Kxh5 58.Kf4 Ne2 + 59.Kf3]

55.Rxd1 Nxd1 56.Kxe2 Nc3+ 57.Kd3 Nxd5 58.Ke4 Ne7 59.g4 Kg5 60.Kf3 d5 0-1

76) Page M. C. - Jepps G. N. [A31]

Exeter Premier (2) **1.d4 Nf6 2.c4 c5 3.Nf3 cxd4 4.Nxd4 e5 5.Nb5 d5 6.cxd5 Bc5 7.e3 0-0 8.Be2 Nxd5 "Out of Book," says Fritz. 9.0-0 Be6 10.N1c3 Nxc3**

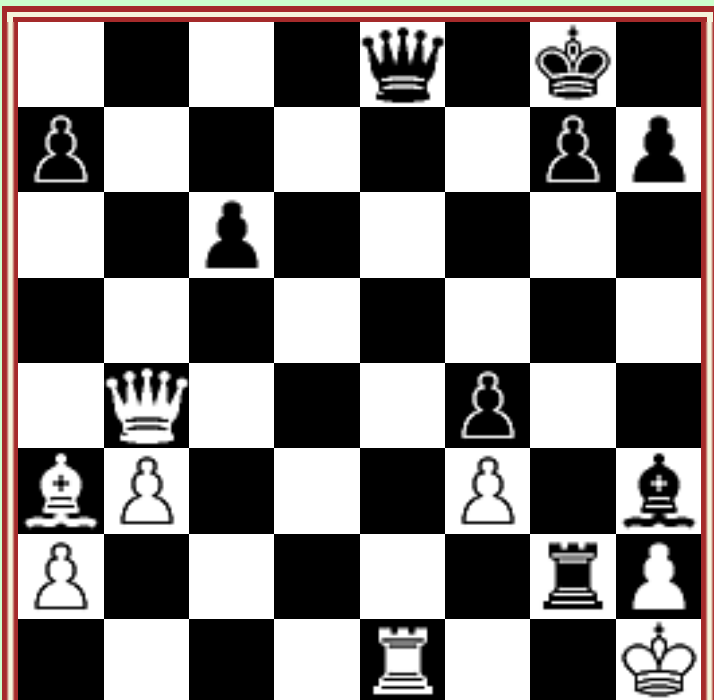
11.Nxc3 Nc6 12.b3 f5 13.Bb2 Qe7 14.Bb5 f4 15.Bxc6 bxc6 16.exf4 exf4 17.
Na4 Rad8 18.Qc2 Rd5 19.Nxc5 Rxc5 20.Qe4 Qf7 21.Ba3 Rg5 22.f3 Re8 23.
Rae1 Bd7 24.Qb4 Bh3 25.Rxe8+ Qxe8



26.Re1 Rather resigned!

[-0.84 Fritz 5.00: 26.Rf2 c5 27.Qd2 Qd7 28.Qxd7 Bxd7 29.Re2]

26...Rxc2+ 27.Kh1



27...Re2

[4.59 Fritz 5.00: 27...Qd8 28.Qc4+ Kh8 29.Qe4 Qg8 30.Qxf4 Rxa2]

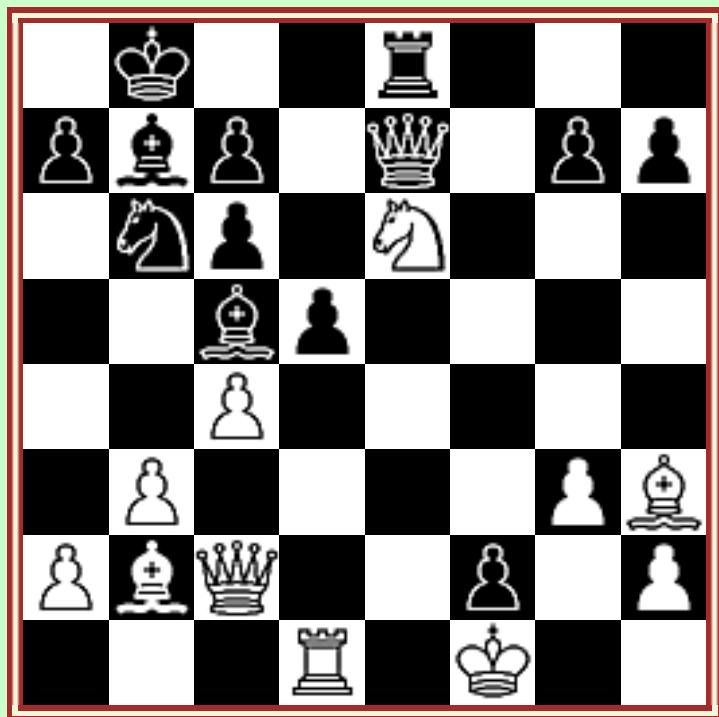
28.Qc4+

[-0.34 Fritz 5.00: 28.Rxe2 We're assuming the score is accurate, I suppose, but this looks a little better! 28...Qd8 29.Qc4+ Kh8 30.Re1 Qb8 31.Qxc6]

28...Re6 29.Rxe6 Bxe6 30.Qxf4 Bd5 31.Kg2 Qe2+ 32.Kg3 Qe1+ 33.Kg2 Qe2+ 34.Kg3 Qe1+ 35.Kg2 1/2-1/2

77) Ponter I. - Phillips A. [C45]

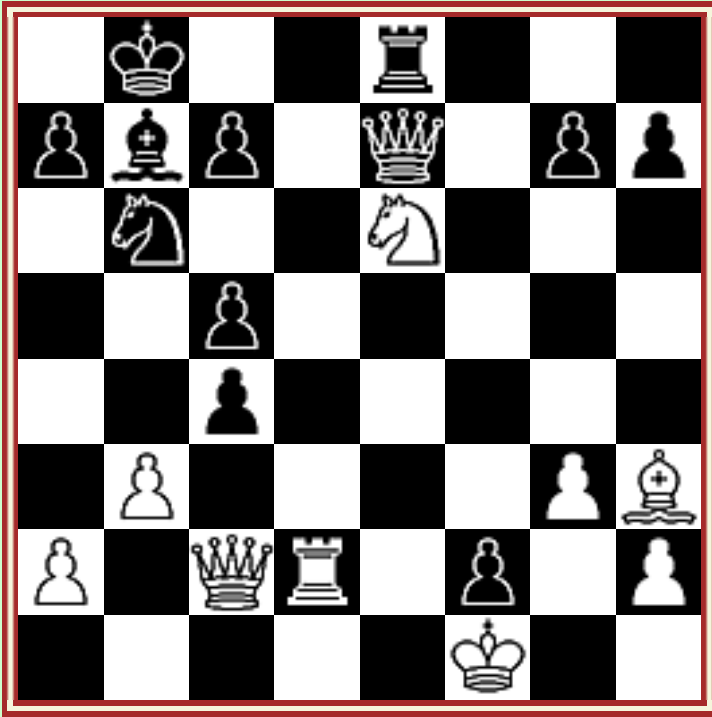
Exeter Premier (2) 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nxc6 bxc6 6.e5 Qe7 7.Qe2 Nd5 8.c4 Ba6 9.b3 0-0-0 10.g3 Re8 11.Bb2 Nb6 "Out of Book," says Fritz. 12.Bg2 f6 13.0-0 fxe5 14.Re1 Qf7 15.Nd2 Bc5 16.Rad1 d5 17.Nf3 Rhf8 18.Qd2 e4 19.Nd4 Bb7 20.Re2 Qe7 21.Bh3+ Kb8 22.Ne6 Rxf2 23.Rxf2 e3 24.Qc2 exf2+ 25.Kf1



25...dxc4

[-3.63 Fritz 5.00: 25...Bc8 Fritz reckions this is immediately decisive 26.cxd5 Nxd5 27.Rxd5 cxd5 (27...Bxe6 is better, on reflection, winning the house 28.Qxc5 Qxc5 29.Nxc5 Bxh3+ 30.Kxf2 is only an exchange.)]

26.Bd4 Bxd4 27.Rxd4 c5 28.Rd2



28...Nd5

[-2.25 Fritz 5.00: 28...Qf6 29.Rxf2 Qa1+ 30.Ke2 Qe5+ 31.Kf1 Bc8 32.Re2 Qf6+ 33.Rf2]

29.Re2 c3 30.Bg2

[-3.81 Fritz 5.00: 30.Kxf2 Bc8 31.Qd3 Qf7+ 32.Kg1 c2 33.Qxc2 Bxe6 34.Qxc5 Qd7]

30...Qd6 31.Qf5 c2 32.Qxc2 Rxe6 33.Rxe6 Qxe6 34.Bxd5

[-#2 Fritz 5.00: 34.Qxf2 Ne3+ 35.Kg1 Nxg2 36.Qf8+ Qc8 37.Qe7 g6 38.h4 Qh8]

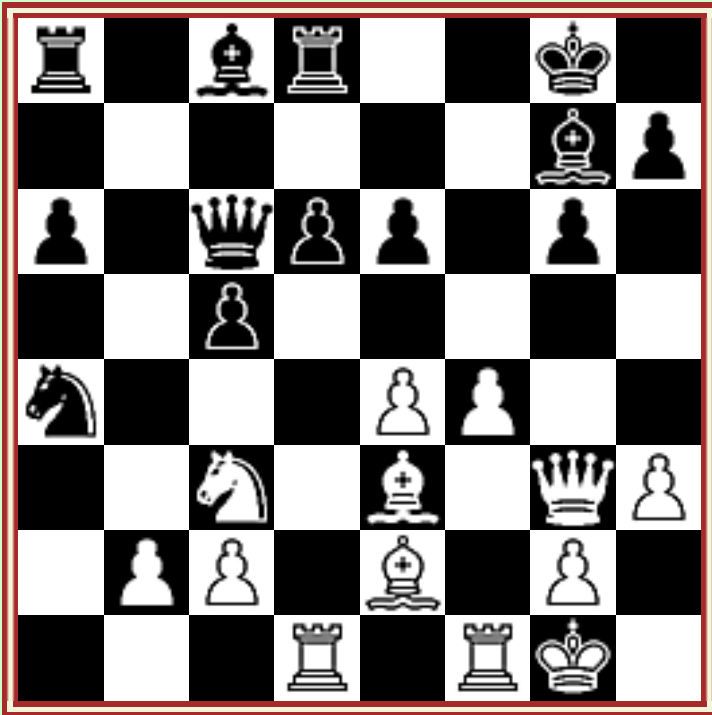
34...Qxd5 Not best!

[34...Qe1+ 35.Kg2 f1Q#]

35.Qxf2 Qh1+ 36.Ke2 Ba6+ 37.Kd2 Qd5+ 38.Kc1 Qg5+ 39.Kd1 Qf6 0-1

78) Young C. A. - Hewson B. W. R. [B06]

Exeter Premier (2) 1.e4 g6 2.d4 c6 3.Nc3 a6 "Out of Book," says Fritz. 4.a4 Bg7 5.Nf3 d6 6.h3 Nd7 7.Be3 Qa5 8.Nd2 Ngf6 9.Nb3 Qc7 10.a5 0-0 11.Be2 c5 12.d5 b5 13.axb6 Nxb6 14.0-0 Bb7 15.f3 Rfd8 16.Qe1 e6 17.dxe6 fxe6 18.Na5 Bc8 19.Qf2 Nfd7 20.Qg3 Ne5 21.f4 Nc6 22.Nxc6 Qxc6 23.Rad1 Na4



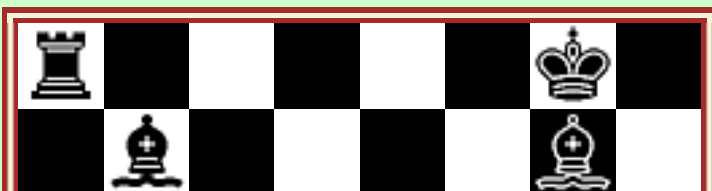
24.f5 Allows a simple tactic.

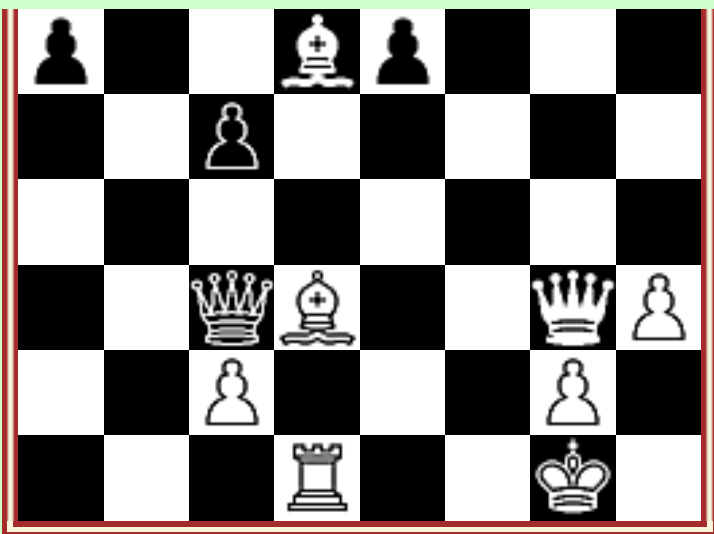
[-1.44 Fritz 5.00: 24.Nxa4 Qxa4 25.e5 Qxc2 26.Rd2 Qb3 27.exd6 Bxb2]

24...Nxc3 Wrong move!

[0.56 Fritz 5.00: 24...Nxb2 25.f6 Nxd1 26.Nxd1 Bxf6 27.Rxf6 Qxe4]

25.bxc3 Bb7 26.fxg6 hxg6 27.Qxg6 Qxe4 28.Qg3 Qe5 29.Rf4 Rf8 30.Bd3 Rxf4 31.Bxf4 Qxc3 32.Bxd6





32...Re8

[5.25 Fritz 5.00: 32...Rd8 33.Bh7+ Kxh7 34.Qh4+ Bh6 35.Qxd8 Qxc2 36.Qe7+ Bg7 37.Qh4+]

33.Re1 Missed one!

[1.59 Fritz 5.00: 33.Qg6 Qd4+ 34.Kh1 Qxd6 35.Qxe8+ Qf8 36.Qxe6+ Kh8 37.Qg6 Bxg2+]

33...e5 Oops.

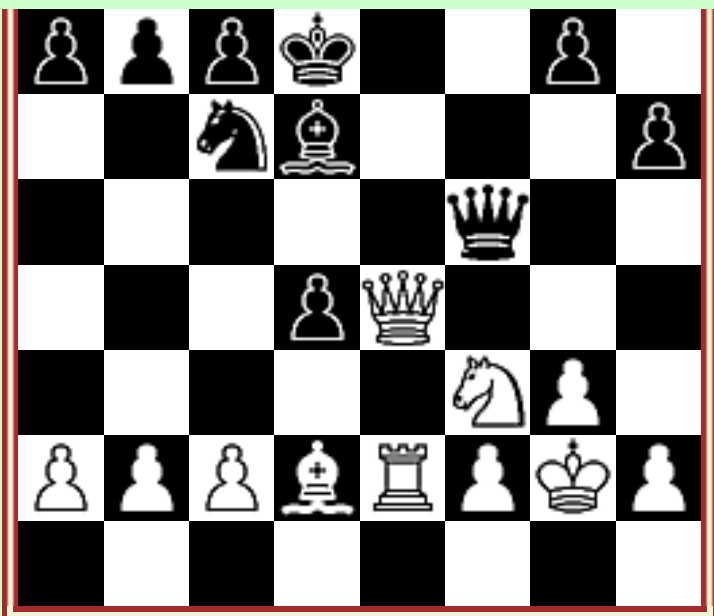
[6.97 Fritz 5.00: 33...Qf6 is not pretty but not lost 34.Bxc5 e5 35.Qg4 Qh6 36.Bg6 Bc8 37.Qe4]

34.Bh7+ 1-0

79) Blackmore M. - Page M. C. [C56]

Exeter Premier (3) 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6 5.O-O Nxe4 6.Re1 d5 7.Bxd5 Qxd5 8.Nc3 Qa5 9.Nxe4 Be6 10.Neg5 0-0-0 11.Nxe6 fxe6 12.Rxe6 Bd6 13.Qe2 Qh5 14.g3 "Out of Book," says Fritz. 14...Rde8 15.Kg2 h6 16.Bd2 Qf7 17.Re1 Kd7 18.Re4 Rxe4 19.Qxe4 Rf8 20.Re2 Qf5





21.Nxd4 Wrong move order!

[-2.56 Fritz 5.00: 21.Qxf5+ Rxf5 22.Re4 Rc5 23.Nxd4 Nxd4 24.Rxd4 Rxc2]

21...Nxd4 22.Qxd4 Qf3+ Oops. **23.Kg1 Qxe2 24.Qxg7+ Qe7** There is no advantage in retreating the Queen.

[-2.38 Fritz 5.00: 24...Kc8 25.Bf4 Qxc2 26.Qxh6 Qb1+ 27.Kg2 Qxb2 28.Qe6+ Kb8]

25.Qxh6 Bc5 26.Be3 Bxe3 27.fxe3 Qf6 28.Qf4 Qxf4 29.exf4 Ke6 30.Kf2 Kf5

[30...Rh8 31.h4 (31.Kg2 Rd8) 31...Kf5 blockades 32.Kf3 Rg8 33.a4 a5 34.c4 c5 35.b3 b6 36.h5 Rg7 37.h6 Rg8 38.h7 (38.Kf2 Kg4) 38...Rh8 39.g4+ Kg6]

31.Kf3 Re8 32.g4+ Kf6 33.h4 Re1 34.h5 Rc1 35.Ke4 Rxc2 36.g5+ Kg7 37.f5 Rxb2 38.Ke5 Re2+ 39.Kf4 c5 40.f6+ Kf7 41.Kf5 Rf2+ 42.Ke5 Rg2
Doesn't stop the threat!

[42...Rh2 43.g6+ Kf8 44.Ke6 Rxh5 45.g7+ Kg8]

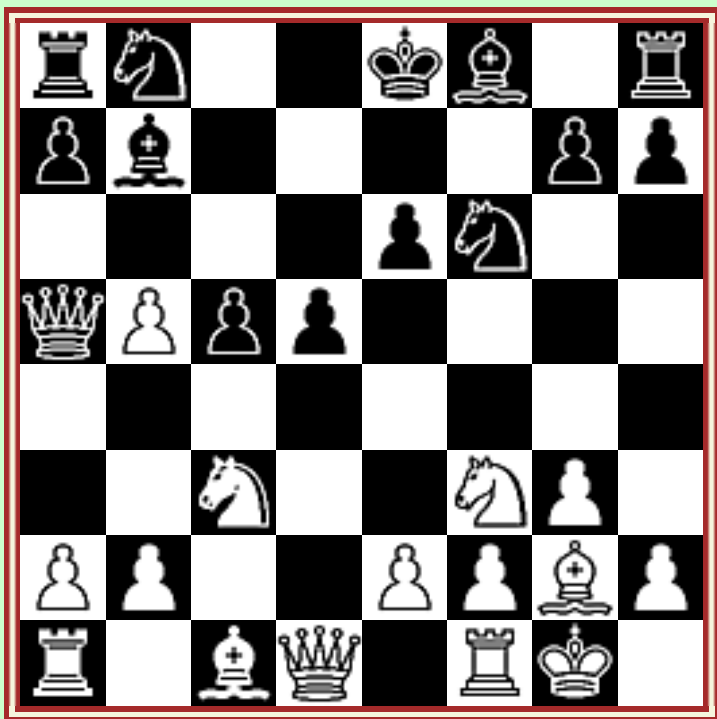
43.g6+ Kf8 44.Kf5 Rf2+ 45.Kg5 c4 46.h6 White's counterplay has been allowed to hget totally out of hand! **46...Rg2+**

[0.00 Fritz 5.00: 46...Kg8 47.f7+ Kf8 48.h7 Kg7 49.Kh4 c3 50.Kg3]

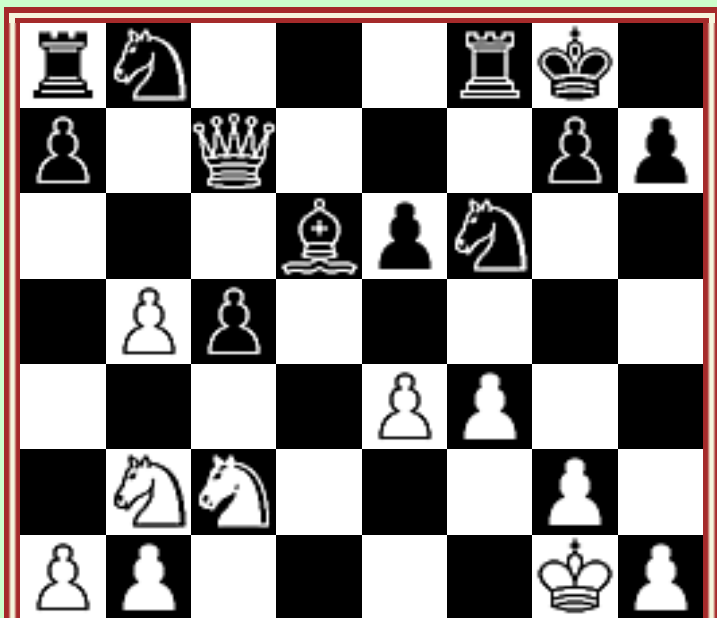
47.Kf5 Kg8 48.f7+ Kf8 49.Kf6 Rf2+ 50.Ke6 Re2+ 51.Kf6 1/2-1/2

80) Dilleigh S. P. - Frost N. A. [E15]

Exeter Premier (3) 1.d4 e6 2.Nf3 b6 3.g3 Bb7 4.Bg2 Nf6 5.c4 c5 6.d5 b5 "Out of Book," says Fritz. 7.dxe6 fxe6 8.cxb5 Qa5+ 9.Nc3 d5 10.O-O



10...d4 Not picked up by Fritz as an error. 11.Nxd4 Bxg2 12.Nb3 Qc7 13.Kxg2 Bd6 14.e4 O-O 15.f4





15...e5

[4.31 Fritz 5.00: 15...Rd8 16.Qc2 Be7 17.Be3 Ng4]

16.Nd5

[2.13 Fritz 5.00: 16.b6 actually allows too much counterplay 16...axb6 (16...Qd7 17.b7 Qxb7 18.Qxd6 Nxe4 19.Qe6+ Rf7) 17.fxe5 Bxe5 18.Rxf6 Rxf6 19.Qd5+ Qf7 20.Qxa8 Rf2+]

16...Qb7 17.Nxf6+

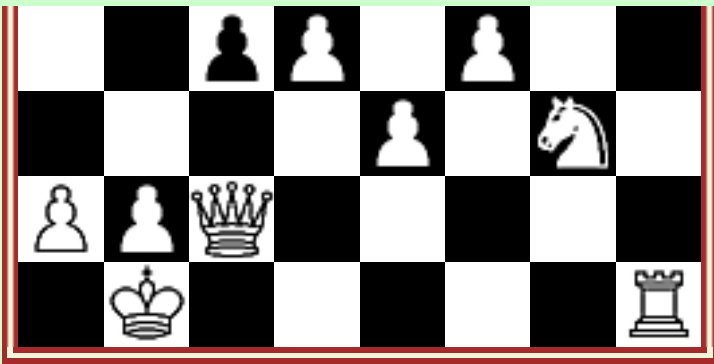
[1.88 Fritz 5.00: 17.fxe5 Bxe5 18.Nxc5 Qf7 19.a3 Rc8 20.Qc2]

17...Rxf6 18.Qd5+ Uninterested in complications! 18...Qxd5 19.exd5 Nd7 20. f5 Nb6 21.Nd2 Rff8 22.Ne4 Rad8 23.Bg5 Rd7 24.Nxd6 Rxd6 25.Be7 Rxd5 26.Bxf8 Kxf8 27.Rad1 Rd4 28.Rxd4 exd4 29.Kf3 Ke7 30.Ke4 Na4 31.Rf2 Kd6 32.g4 h6 33.h4 Nb6 34.g5 hxg5 35.hxg5 Ke7 36.Rc2 1-0

81) Hewson B. W. R. - Jaszkiwskyj P. [D53]

Exeter Premier (3) **1.c4 e6 2.Nc3 Nf6 3.d4 d5 4.Bg5 Be7 5.e3 0-0 6.Bxf6 "Out of Book," says Fritz. 6...Bxf6 7.cxd5 exd5 8.Bd3 c6 9.h4 Re8 10.Nge2 Bg4 11.Qc2 g6 12.h5 One Pawn sacrifice that even Fritz doesn't query! 12... Bxh5 13.0-0-0 Bxe2 14.Nxe2 Qd6 15.Rh3 Kg7 16.Rdh1 Rh8 17.f4 Nd7 18. g4 c5 19.g5 Be7 20.Kb1 c4 21.Bf5 b5 22.Ng3 Nf8 23.Rh6**





23...Bxg5 Desperation!

[2.19 Fritz 5.00: 23...Qc7 24.Qg2 Rd8 25.Bc2 c3 26.Bb3 cxb2 27.Bxd5 Qc3 28.Qf3]

24.Bxg6 Qc6 How does that help?

[9.66 Fritz 5.00: 24...hxg6 25.Rxh8 Be7 26.Qg2 Qe6 27.f5 Qxe3 28.fxg6 Qd3+ 29.Ka1]

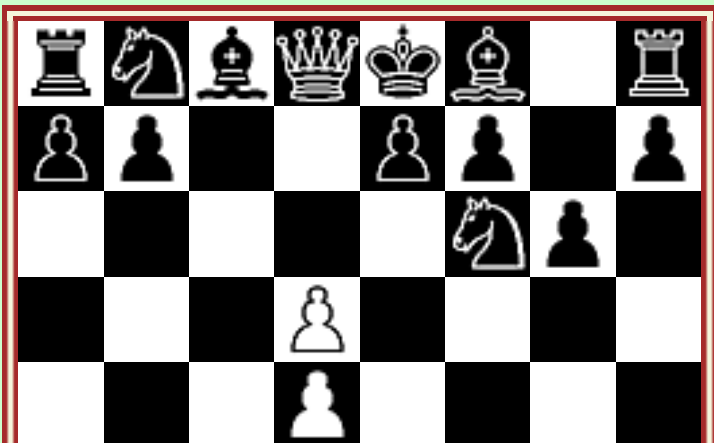
25.Nf5+

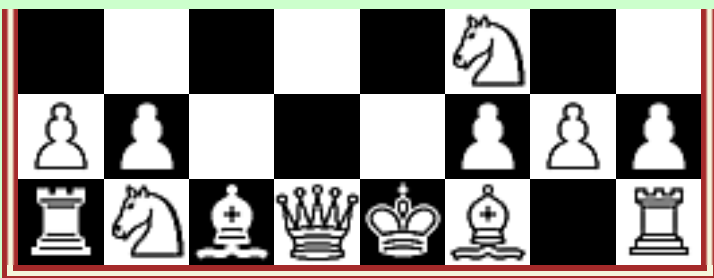
[25.Nf5+ Kg8 (25...Kf6 26.fxg5+) 26.Bxf7+ Kxf7 27.Rxc6]

1-0

82) Hodge D. - Hammond T. J. [A35]

Exeter Premier (3) **1.e4 c5 2.c3 g6 3.d4 cxd4 4.cxd4 d5 5.exd5 Nf6 6.Nf3**





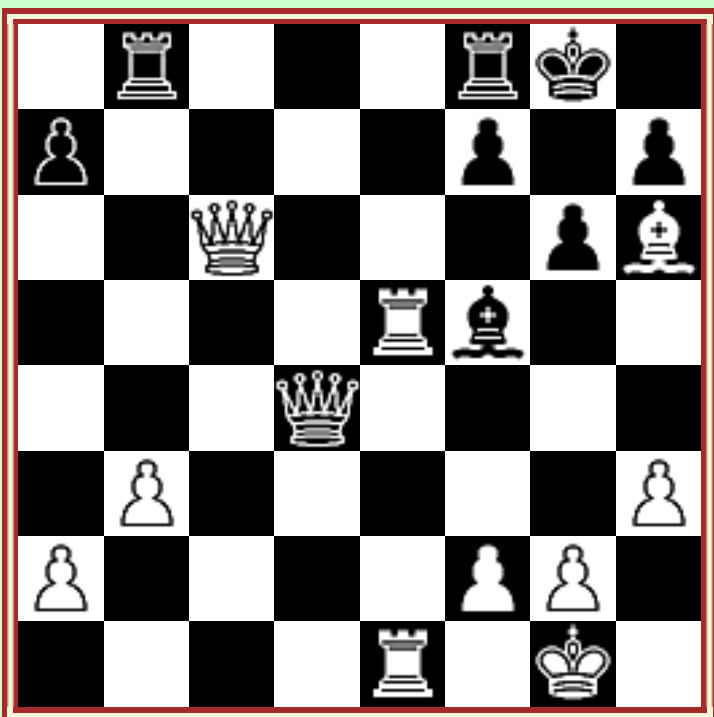
Typically Fritz does not like to be without material. **6...Bg7**

[0.78 Fritz 5.00: 6...Nxd5 7.Nc3 Bg7 8.Bc4 Nxc3 9.bxc3 Bg4]

7.Nc3 0-0 8.Be2

[-0.06 Fritz 5.00: 8.Qb3 This is a well-known idea from the Panov. 8...Nbd7 9.Bg5 h6 10.Bxf6 Nxf6 11.Rc1]

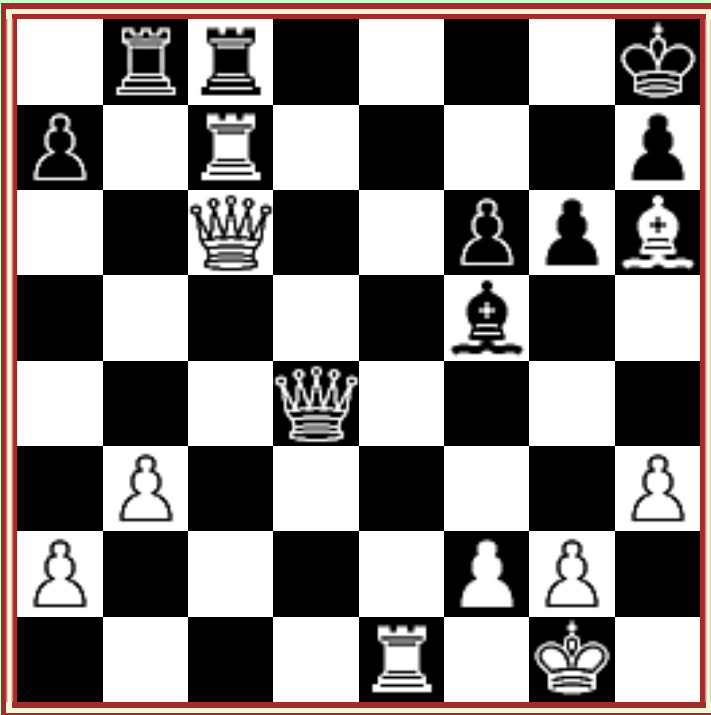
8...Nxd5 9.0-0 Nc6 10.Be3 "Out of Book," says Fritz. **10...e6 11.Rc1 Qd7 12. Bb5 Nxc3 13.Rxc3 Qd5 14.Bxc6 bxc6 15.Qa4 Qb5 16.Qc2 Rb8 17.b3 Qh5 18.Rc5 e5 19.Nxe5 Bxe5 20.Rxe5 Qg4 21.h3 Qd7 22.Bh6 Qxd4 23.Rfe1 Bf5 24.Qxc6**



Black is busted. **24...f6**

[5.72 Fritz 5.00: 24...Be6 25.R5e4 Qf6 26.Bxf8 Rxf8]

25.Re7 Rfc8 26.Rg7+ Kh8 27.Rc7



27...Rd8

[9.44 Fritz 5.00: 27...Rg8 28.g4 Rbd8 29.Ree7 Rd7 30.Rexd7 Bxd7 31.Rxd7 Qb6 32.Qxb6]

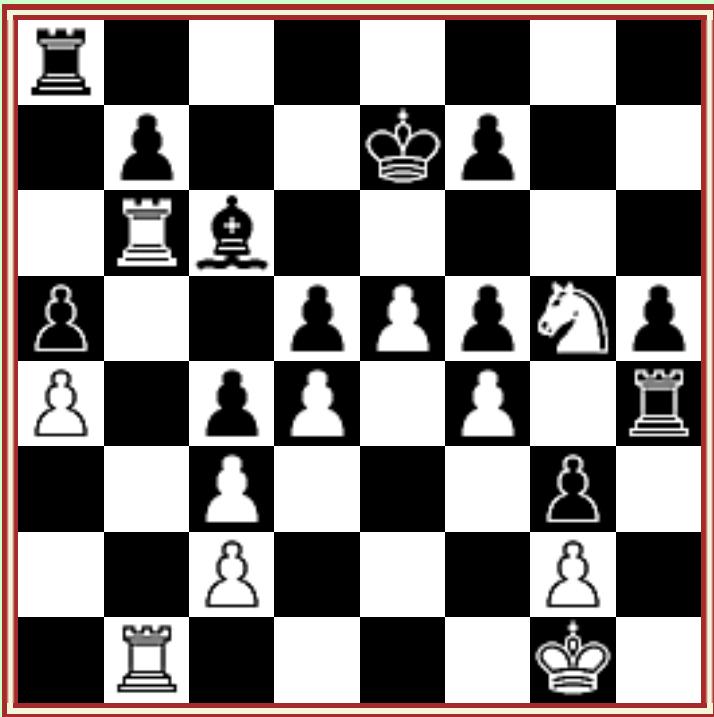
28.Bg7+ Adequate.

[2.78 Fritz 5.00: 28.Ree7 Bd7 (28...Qd1+ 29.Kh2) 29.Rcxd7 Qa1+ 30.Kh2 Qe5+ 31.Rxe5 Rxd7]

28...Kg8 29.Bxf6 1-0

83) Homer S. - Manning P. [C19]

Exeter Premier (3) 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3 Bxc3+ 6.bxc3 Ne7 7.Nf3 Nbc6 8.Bd3 Qb6 "Out of Book," says Fritz. 9.O-O Bd7 10.Be3 c4 11. Be2 Nf5 12.Qd2 Nxe3 13.Qxe3 Qd8 14.Ng5 h6 15.Nh3 Ne7 16.f4 Nf5 17. Qd2 Rg8 18.Bg4 g5 19.Bxf5 exf5 20.Kh1 g4 21.Ng1 h5 22.Rfb1 Bc6 23. Rb2 Qe7 24.a4 a5 25.Rb6 Qd7 26.Qe1 Rg6 27.Qh4 Qd8 28.Qxd8+ Kxd8 29. h4 g3 30.Nf3 Rg4 31.Ng5 Rxh4+ 32.Kg1 Ke7 33.Rab1



33...Rb8 Overlooking an elementary tactic.

[3.13 Fritz 5.00: 33...Ra7 34.Nh3 Bxa4 35.Rxb7+ Rxb7 36.Rxb7+ Bd7 37.Kf1 a4 38.Ra7]

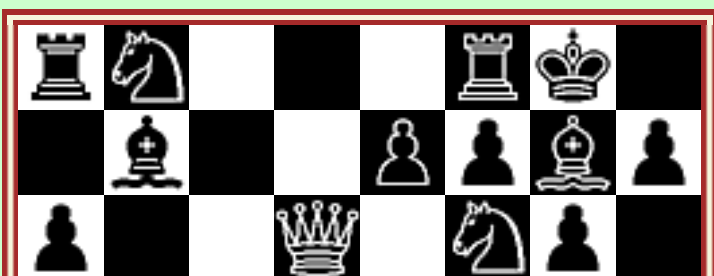
34.Rxc6 bxc6 35.Rxb8 Rxf4 36.Rb7+ Ke8 37.Nxf7 Rf2 38.Nd6+ Kd8

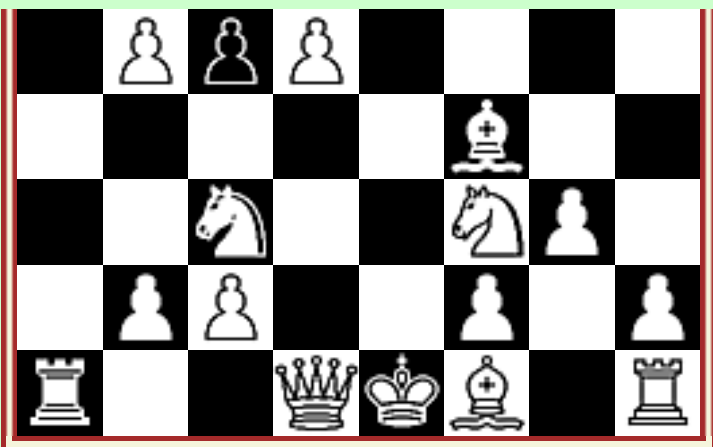
[#3 Fritz 5.00: 38...Kf8 39.e6 Re2 40.e7+ Rxe7 41.Rb8+ Kg7 42.Nxf5+ Kf6 43. Nxe7]

39.e6 Re2 40.Rd7# 1-0

84) Lee N. S. - Regis D. [B27]

Exeter Premier (3) **1.e4 c5 2.Nf3 g6 3.d4 Bg7 4.d5 b5 "Out of Book," says Fritz. 5.e5 a6 6.a4 d6 7.exd6 Qxd6 8.axb5 Nf6 9.Nc3 0-0 10.g3 Bb7 11.Bf4**





It's hard for me to comment objectively on this game, except to note that it had more than its fair share of errors! **11...e5**

[1.78 Fritz 5.00: 11...Qb6]

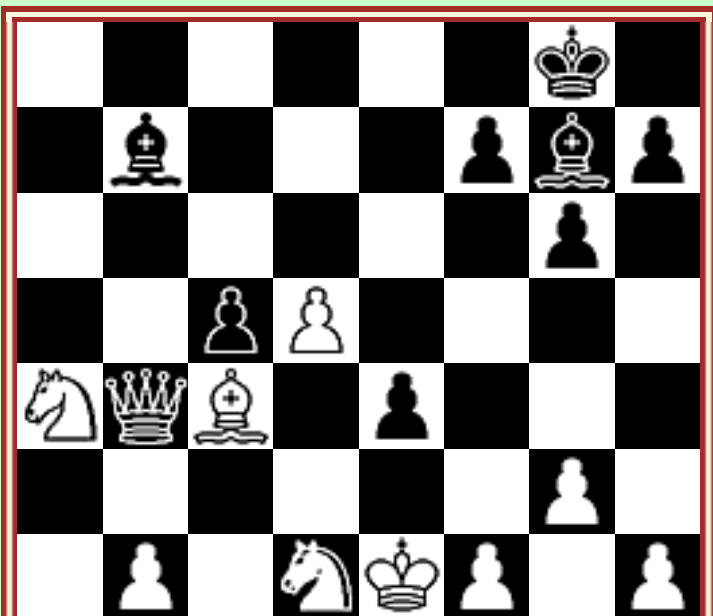
12.bxa6 Nxa6

[1.84 Fritz 5.00: 12...Bxa6 13.Bg5 Bb7 14.Rxa8 Bxa8 15.Bxf6 Bxf6]

13.Bg5

[0.25 Fritz 5.00: 13.Bxe5 Rfe8 was Black's idea, trying to make something of the development lead. 14.Qe2 Qd7 15.Qb5 Bxd5 16.Nxd5 Qxd5]

13...Nb4 14.Rxa8 Rxa8 15.Bxf6 Qxf6 16.Bc4 Ra1 17.Qxa1 Nxc2+ 18.Ke2 Nxa1 19.Rxa1 e4 20.Nd2 Qb6 21.Na4 Qb4





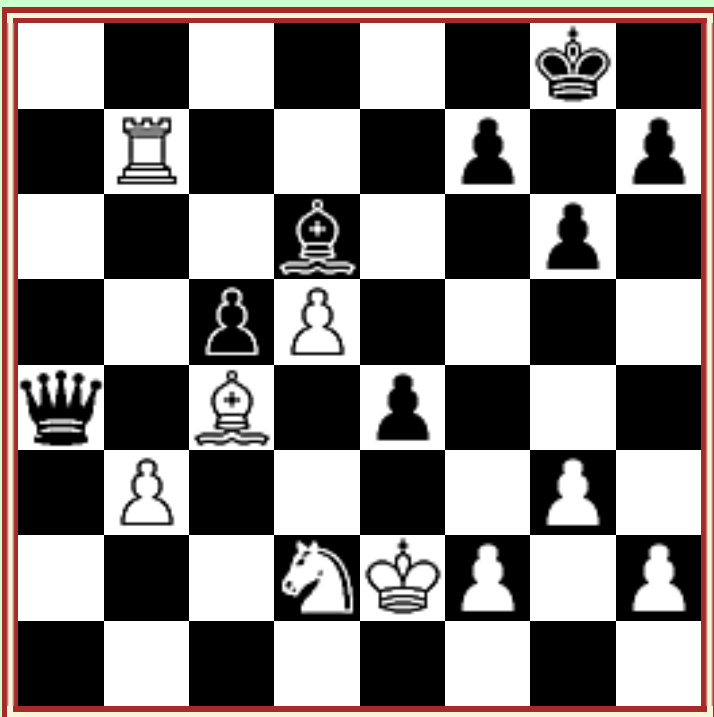
22.Ra3 White was in horrible time trouble here.

[-3.31 Fritz 5.00: 22.Nc3 Qxb2]

22...Be5 Wrong square for this piece!

[-1.03 Fritz 5.00: 22...Bh6 23.Rc3 Bxd2 24.Kxd2 Qxa4 25.d6 Kf8]

23.Rb3 Qxa4 24.Rxb7 Bd6 25.b3



25...Qa8

[0.63 Fritz 5.00: 25...Qe8 26.Ra7 h6 27.Ke3 Bb8 28.Ra8]

26.Rb6

[-0.84 Fritz 5.00: 26.Rd7 Be5 27.Re7 Bf6 28.Rc7]

26...Qd8 27.Rc6 f5 28.Ba6 Kf7 29.Nc4 Bc7

[0.72 Fritz 5.00: 29...Bf8 30.d6 Ke6 31.Rc8 Qf6 32.Re8+ Kd5 33.Bb7+ Kd4]

30.Rxc5 f4 31.d6 f3+ 32.Kd1 Bb6 33.Rd5

[-1.19 Fritz 5.00: 33.Re5 Bxf2 34.Rxe4 Bc5 35.Ne5+ Kf6 36.d7]

33...Bxf2 34.d7

[0.00 Fritz 5.00: 34.Nd2 Qa8 35.Bc4 Qa1+ 36.Kc2 Qa2+ 37.Kd1 Be3]

34...Ke6 35.Re5+ Kf6 36.Rd5

[-0.72 Fritz 5.00: 36.Bb5 e3 37.Re8 e2+ 38.Kc2 Qc7 39.d8Q+ Qxd8 40.Rxd8 e1Q]

36...e3 37.Ne5 e2+ 38.Bxe2 fxe2+ 39.Kxe2 Bb6 40.Nc6 Qa8 41.Rd6+ Kg7 42.Nd4

[-2.28 Fritz 5.00: 42.d8Q Bxd8 43.Nxd8 Qa2+ 44.Ke3 Qxb3+ 45.Rd3 Qb6+ 46.Ke4 Qb4+]

42...Qb8

[1.41 Fritz 5.00: 42...Qe4+ 43.Kd1 Kf7 44.Nc2 (44.Nc6) 44...Bd8 45.Kd2 Qg2+ 46.Kc3]

43.Rxb6 Qxb6

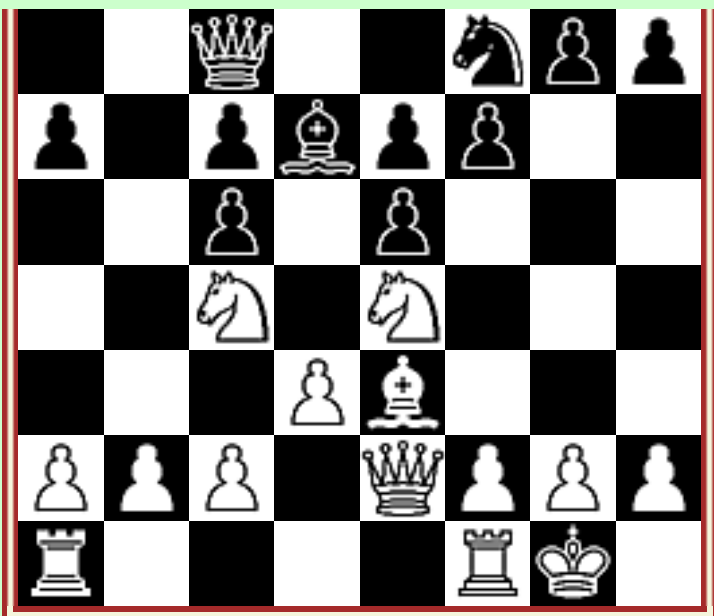
[3.84 Fritz 5.00: 43...Qe5+ 44.Kd3 Qd5 45.Rb7 Kf6 46.b4 g5 47.Rc7 Ke7 48.b5]

44.d8Q 1-0

85) Murray C. V. - Young C. A. [B30]

Exeter Premier (3) **1.e4 c5 2.Nc3 e6 3.Nf3 Nc6 4.Bb5 Qc7 5.O-O a6 6.Bxc6 bxc6** "Out of Book," says Fritz. **7.d3 d6 8.e5** Another Pawn sacrifice Fritz was content to accept. **8...dxe5 9.Qe2 Bd6 10.Ne4 f6 11.Nfd2 Nh6 12.Nc4 Nf7 13.Be3**





13...0-0 The front c-Pawn is doomed, restoring material equality, even if Fritz queries how to lose it;

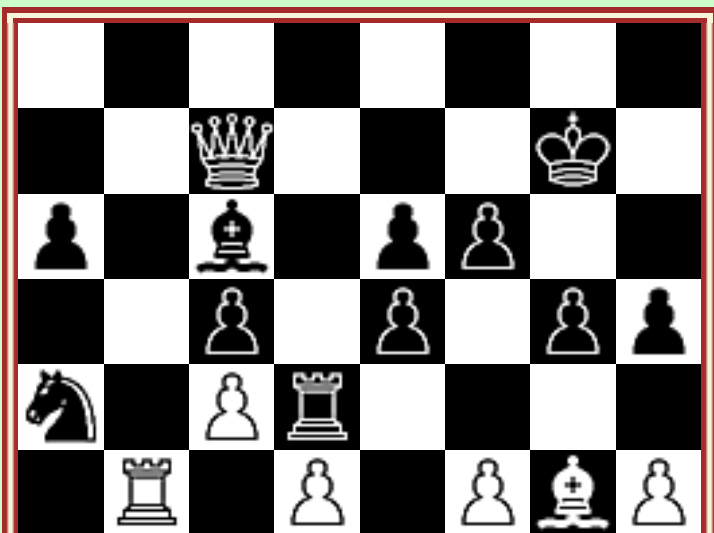
sadly for Black, an exchange will follow.

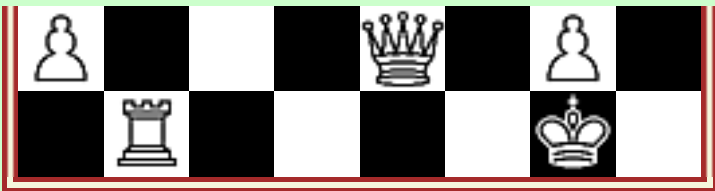
[1.50 Fritz 5.00: 13...Rb8 14.Qg4 Bf8 15.Nxc5 Bxc5 16.Bxc5 Rg8]

14.Nexd6 Fritz prefers the other way of securing the exchange.

[0.66 Fritz 5.00: 14.Ncxd6 Nxd6 15.Bxc5 Nxe4 16.Bxf8 Nd6]

14...Nxd6 15.Bxc5 Nxc4 16.Bxf8 Nxb2 17.Ba3 Na4 18.Qd2 c5 19.Rab1 Bb7 20.Rb3 Rd8 21.Qe3 Bd5 22.c4 Ba8 23.f3 Rd4 24.Rfb1 Bc6 25.Bc1 g5 26. Bd2 Kg7 27.Qf2 Qd6 28.Qe2 Qc7 29.Be3 Rh4 30.Bf2 Rf4 31.h3 h5 32.Bg3 Rd4





Fritz can't believe White let this one slip! I wonder what the time situation was. **33. Bf2**

[0.00 Fritz 5.00: 33.a3 h4 34.Bf2 Rd8 35.Be3 Qd6 36.Qf2 Rd7 37.Qc2 Rd8 is hardly a decisive alternative.]

33...Rf4 34.Be3 Rh4 35.Bf2

[0.00 Fritz 5.00: 35.a3 Qd6 36.Qf1 Ba8 37.Rb8 Bc6;

35.g3 Rxh3 36.Kg2 g4]

35...Rf4 36.Bg3

[0.00 Fritz 5.00: 36.a3 Rf5 37.Be3 h4 38.Qc2 Qd7 39.Rb8 Qd6]

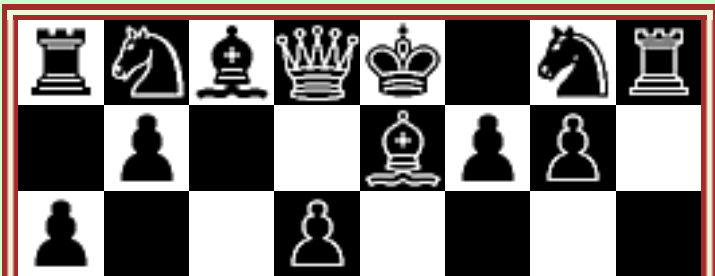
36...Rd4 37.Bf2

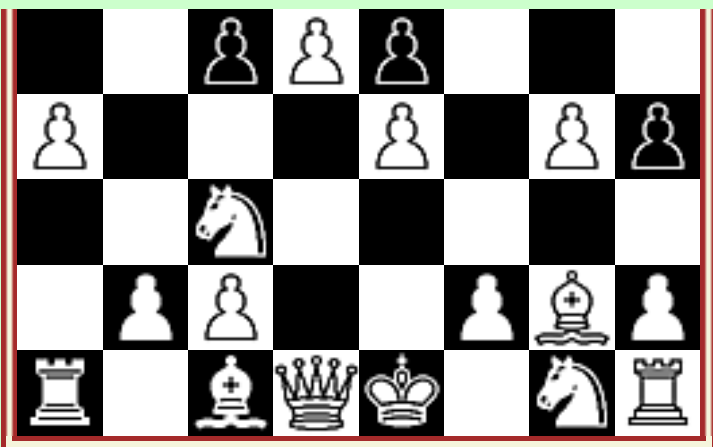
[0.00 Fritz 5.00: 37.a3 h4 38.Bf2 Rd8 39.Be3 Qd6 40.Qe1 Qc7 41.Qf2]

37...Rf4 1/2-1/2

86) Pinkerton A. - Aston P. A. [A44]

Exeter Premier (3) **1.d4 c5 2.d5 e5 3.g3** "Out of Book," says Fritz. **3...d6 4.Bg2 Be7 5.Nc3 a6 6.a4 h5 7.e4 h4 8.g4**





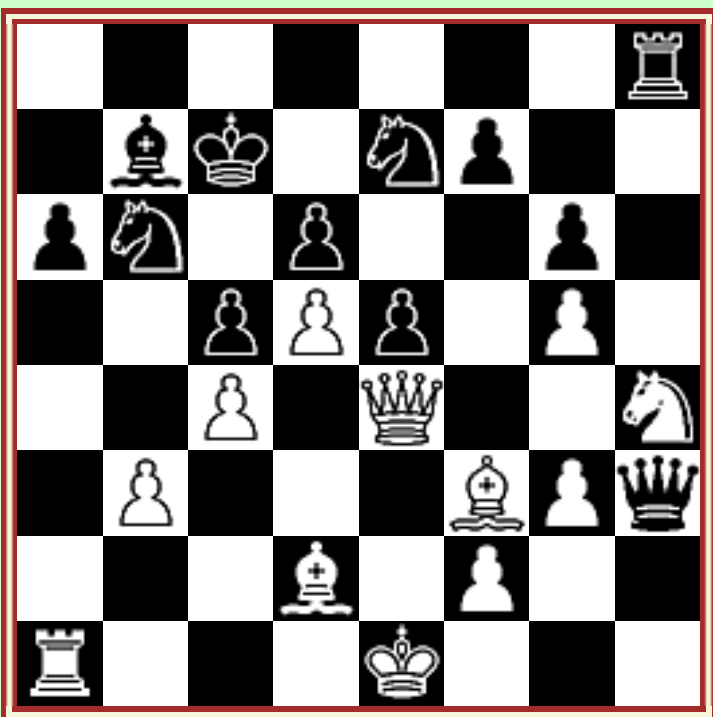
8...h3 As usual, positional Pawn sacrifices are not to Fritz' taste.

[0.75 Fritz 5.00: 8...Bg5 9.Bxg5 Qxg5 10.h3 Nf6 11.Nf3 Qf4]

9.Bxh3 Bh4 10.Nce2

[0.00 Fritz 5.00: 10.a5]

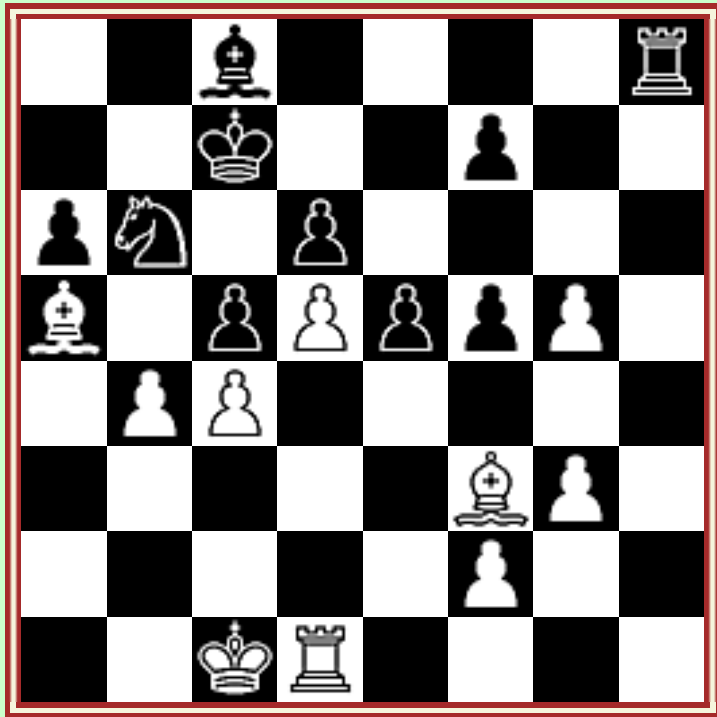
10...Nf6 Curiously, Fritz does not comment on White's counter-sacrifice of the e-Pawn. **11.Ng3 Bxg3 12.hxg3 Nxe4 13.Bg2 Rxh1 14.Bxh1 Nf6 15.g5 Ng8 16.Be4 Nd7 17.Qh5 Qe7 18.Nf3 b6 19.Qh8 Qf8 20.Nh4 Ne7 21.Qh5 Bb7 22.c4 0-0-0 23.Qd1 Kc7 24.a5 Rb8 25.axb6+ Nxb6 26.Qc2 Qc8 27.Bd2 Qg4 28.b3 g6 29.Bf3 Qh3 30.Qe4 Rh8**



31.0-0-0 Fritz would sooner leave the Rook on a1.

[0.03 Fritz 5.00: 31.b4 Nd7 32.Bg2 Qh2]

31...Qd7 32.Ba5 Bc8 33.Qc2 Nf5 34.Nxf5 Qxf5 35.Qxf5 gxf5 36.b4



36...Bd7 Drops the Knight on b6.

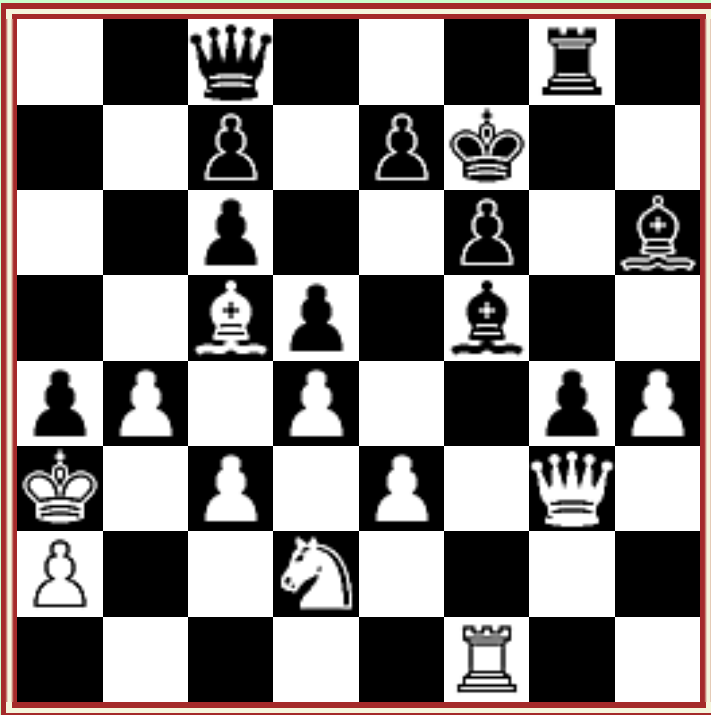
[3.59 Fritz 5.00: 36...Kb7 37.Be2 Rh2 38.bxc5 dxc5 39.Be1]

37.bxc5 e4 38.cxb6+ Kb7 39.Rh1 Rc8 40.Be2 Bb5 41.Rh7 Bxc4 42.Rxf7+ Kb8 43.b7 Rc5 44.Bb6 Bxd5+ 45.Bxc5 Bxf7 46.Bxd6+ Kxb7 47.Kd2 a5 48. Ke3 Kc6 49.Ba3 Kd5 50.Kf4 Bg6 51.g4 fxg4 52.Bxg4 Kc4 53.Bf5 Bf7 54. Bxe4 Kb3 55.Be7 a4 56.Ke5 a3 57.Bxa3 Kxa3 58.f4 Kb4 59.f5 Kc5 60.Kf6 Bg8 61.Kg7 Ba2 62.f6 Kd6 63.Bg6 Ke5 64.Bf7 Bb1 65.Bb3 Kf5 66.f7 Kxg5 67.f8Q 1-0

87) Pridmore M. D. - Brusey A. W. [D02]

Exeter Premier (3) **1.Nf3 d5 2.d4 Nc6 3.e3 Nf6 "Out of Book," says Fritz. 4. Nbd2 Bg4 5.h3 Bh5 6.Bb5 a6 7.Bxc6+ bxc6 8.g4 Bg6 9.Ne5 Qd6 10.b3 Nd7 11.f4 f6 12.Nxd7 Qxd7 13.f5 Bf7 14.Ba3 g6 15.Qf3 gxf5 16.gxf5 Rg8 17.h4 a5 18.Rf1 a4 19.Bc5 h5 20.b4 Rg4 21.Qf2 Bh6 22.0-0-0 Bg8 23.Rg1 Bh7**

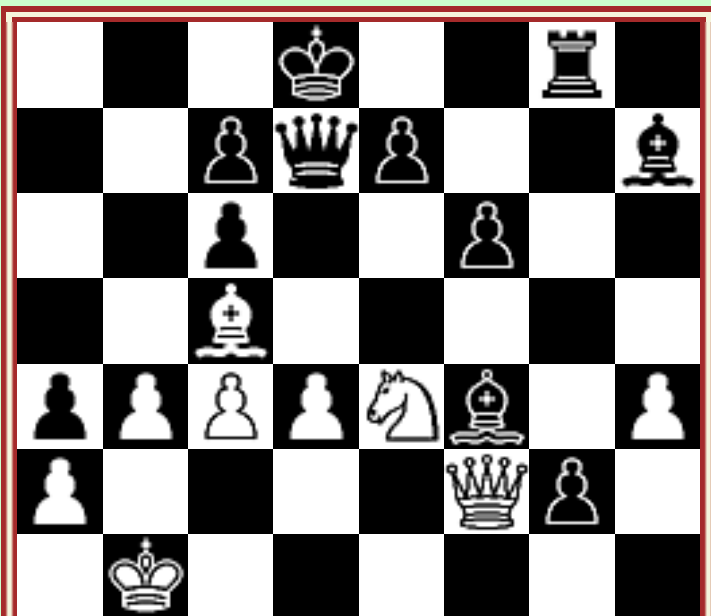
24.Rxg4 hxg4 25.Rf1 Kf7 26.Kb2 Rg8 27.Qg3 Bxf5 28.c3 Qc8 29.Ka3



I haven't followed any of the earlier moves, and Fritz' alternative lines don't help!
29...Bh7

[-1.88 Fritz 5.00: 29...Qe6 30.Qxc7 Bd3 31.Re1 g3 32.Kxa4 Bxe3 Asked a second time, Fritz acknowledges that this line is not so clearly better for Black 33.Bxe7]

30.Kb2 Ke8 31.Re1 Kd8 32.a3 Qf5 33.e4 dxe4 34.Nxe4 Bf4 35.Qd3 Qd7 36.c4 g3 37.Qf3

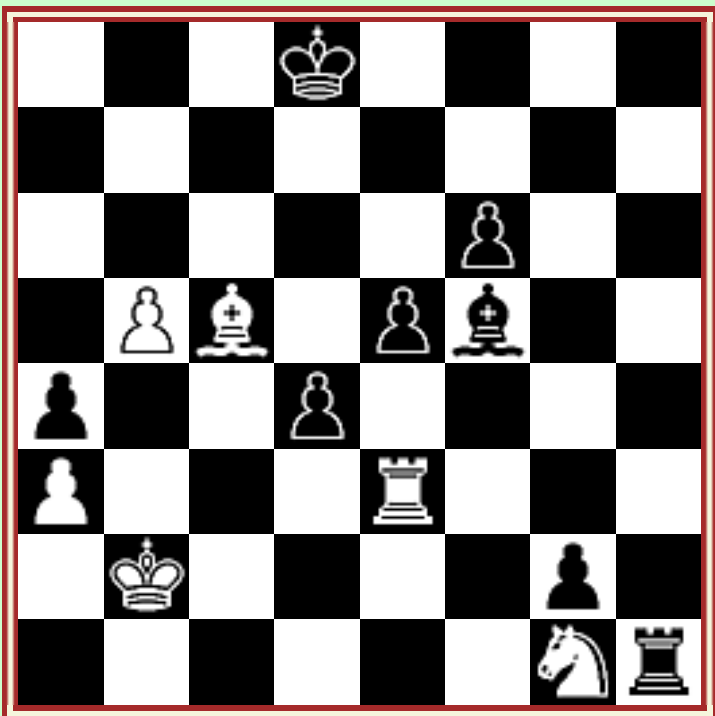




Fritz' line is not superior. **37...g2**

[-1.50 Fritz 5.00: 37...Bxe4 38.Qxf4 Rg4 39.Qh6 g2 40.Qf8+ Qe8]

38.d5 Be5+ 39.Ka2 cxd5 40.Nd2 c6 41.Rg1 Qf5 42.Qxf5 Bxf5 43.cxd5 cxd5 44.Nf3 Bf4 45.Re1 e5 46.Ng1 d4 47.Rd1 Be3 48.Kb2 Rh8 49.b5 Rxh4 50.Re1 Rh1 51.Rxe3



51...dxe3 Actually, Black can have the Knight and then the Rook.

[-4.81 Fritz 5.00: 51...Rxg1 52.Rg3 Rb1+ 53.Ka2 g1Q 54.Rxg1 Rxg1 55.b6 Be4 56.Kb2]

52.Bxe3 Kc7 53.Kc3 Kb7 54.Kb4 Bc2 55.Kc5 f5 56.Kd5 f4 57.Bc5 e4 58. Ke5 f3 59.Kf4 Rh5 60.Bb4

[-#7 Fritz 5.00: 60.Bd4]

60...f2 0-1

88) Rapkins D. G. E. - Dunn A. M. [C41]

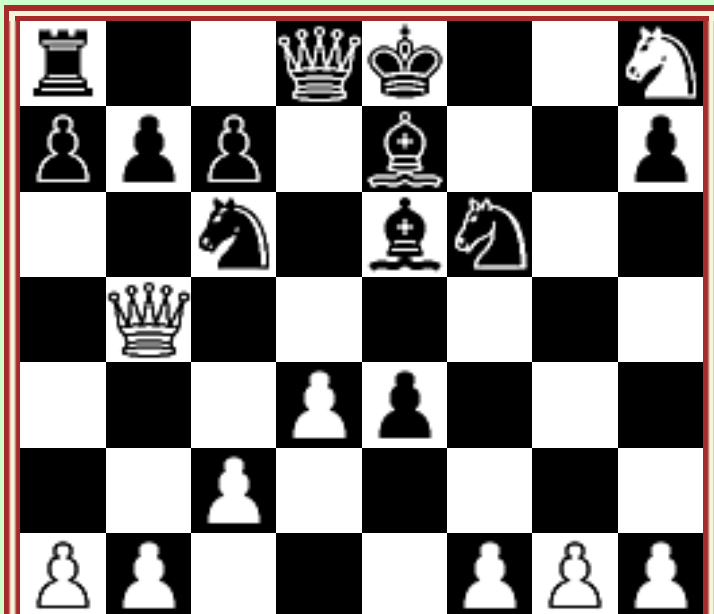
Exeter Premier (3) 1.e4 e5 2.Nf3 d6 3.d4 f5 4.Bd3 "Out of Book," says Fritz. 4...
fxe4 5.Bxe4 d5 6.Nxe5 dxe4 7.Qh5+ g6 8.Nxg6



8...Nf6

[2.31 Fritz 5.00: 8...hxd6 9.Qxh8 Nf6 10.Bh6 Nbd7 11.Bxf8 Nxf8]

9.Qe5+ Be7 10.Nxh8 Nc6 11.Qb5 Be6 12.c3





12...Qd7

[4.06 Fritz 5.00: 12...Kd7 13.Qxb7 Rb8 14.Qa6 Rb6 15.Qe2 Qxh8]

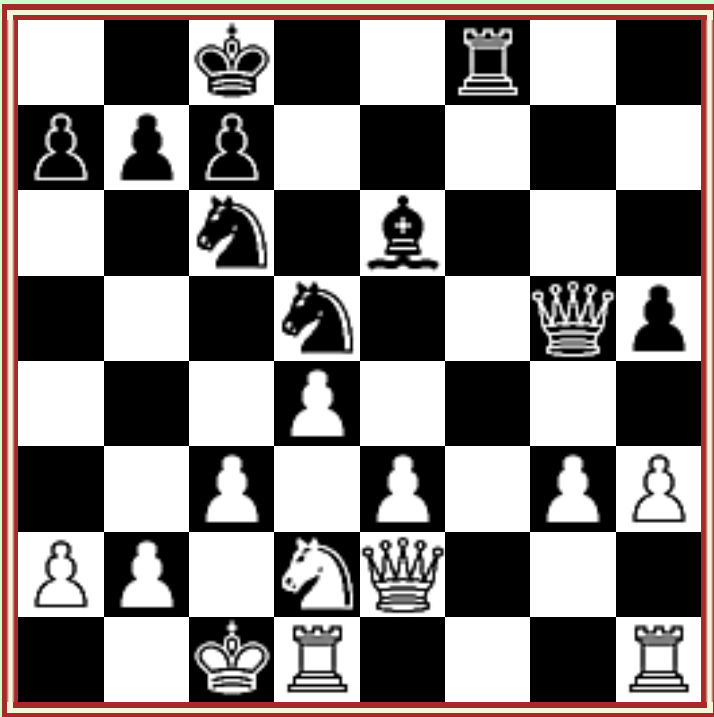
13.Be3

[0.72 Fritz 5.00: 13.Qxb7 Rb8 14.Qa6 Rb6 15.Qe2 Bd6]

13...0-0-0 14.Nd2 Rxh8 Compared with the last line, White has two more pieces developed. **15.h3 h5 16.Bg5 Nd5**

[1.47 Fritz 5.00: 16...Bd5 17.Bxf6 Bxf6 18.c4 e3 19.cxd5 exd2+ 20.Kxd2 Nxd4 21.Qxd7+]

17.Bxe7 Qxe7 18.0-0-0 Qg5 19.g3 Rf8 20.Qe2 e3 21.fxe3



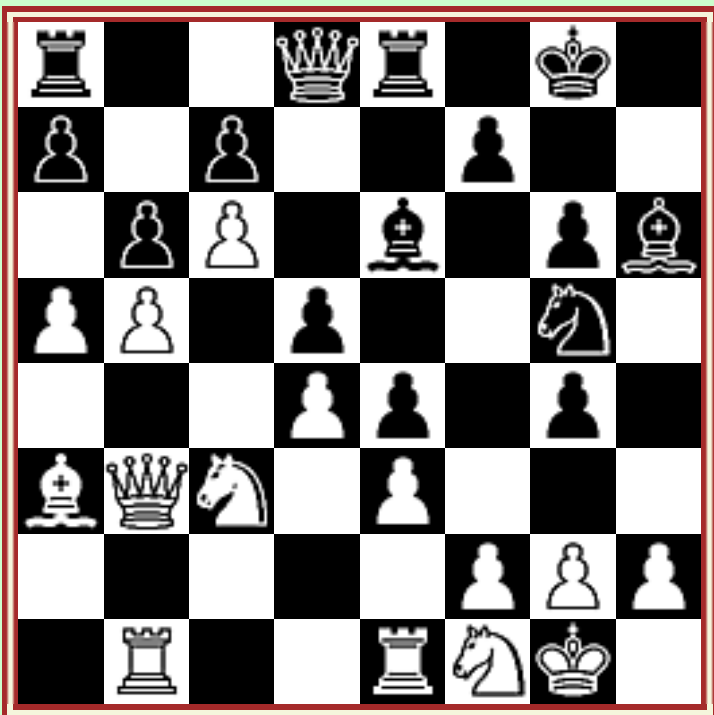
I don't understand this next bit! **21...Nxc3**

[1.91 Fritz 5.00: 21...Qxg3 22.Rde1 Qh4 23.Reg1 Nb6 24.Nf3 Qe7 25.a3 Bd5 26.Rf1]

22.bxc3 1/2-1/2

89) Saqui D. A. J. - Baer B. L. [E61]

Exeter Premier (3) 1.d4 g6 2.Nf3 d6 3.e3 Bg7 4.Be2 Nf6 5.O-O O-O 6.c4 Nbd7 7.Nc3 e5 8.Rb1 "Out of Book," says Fritz. 8...Re8 9.b4 e4 10.Nd2 Nf8 11.c5 d5 12.b5 h5 13.c6 b6 14.Qb3 N8h7 15.Re1 Be6 16.a4 Bf8 17.Ba3 Bh6 18.Nf1 Ng4 19.Bxg4 hxg4 20.a5 Ng5



A standard reversed KIA position (Pe3 not Pe4) where Black will want to deliver mate soon. **21.Kh1**

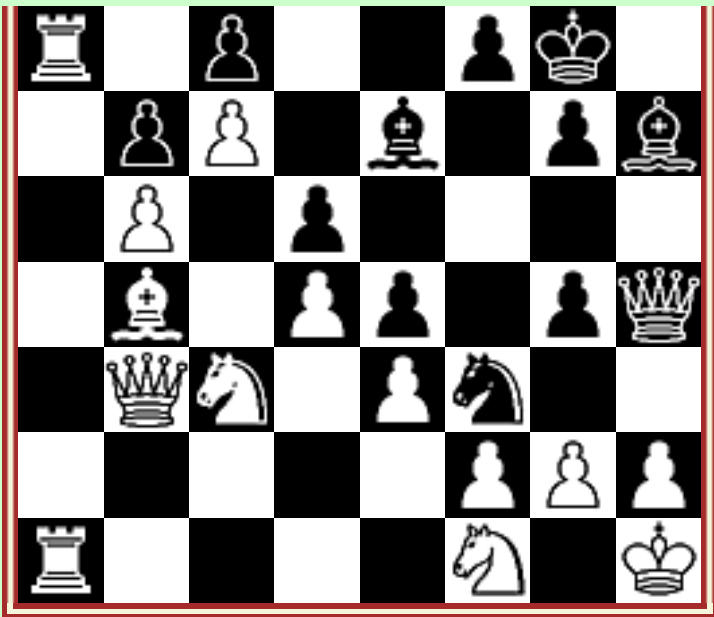
[-0.16 Fritz 5.00: 21.a6 Removes any White counterplay! 21...Qf6 22.Ng3 Rad8 23.Qc2 Bg7]

21...Kg7 22.Ra1 Rh8 23.Bb4 Rc8 24.axb6 axb6 25.Ra7 Nf3

[0.19 Fritz 5.00: 25...Ra8]

26.Rea1 Qh4





27.g3 This weakening move sets Black up for a stock mate.

[-#5 Fritz 5.00: 27.R7a2 Bg5 28.h3 Qxh3+ 29.gxh3 Rxh3+ 30.Kg2 Nh4+ 31.Kg1 Nf3+]

27...Qh3 Sufficient but the game could have been decided simply:

[-7.66 Fritz 5.00: 27...Qxh2+ 28.Nxh2 Bxe3 29.Bf8+ Rcx f8 30.Kg2 Rxh2+ 31.Kf1 Rxf2#]

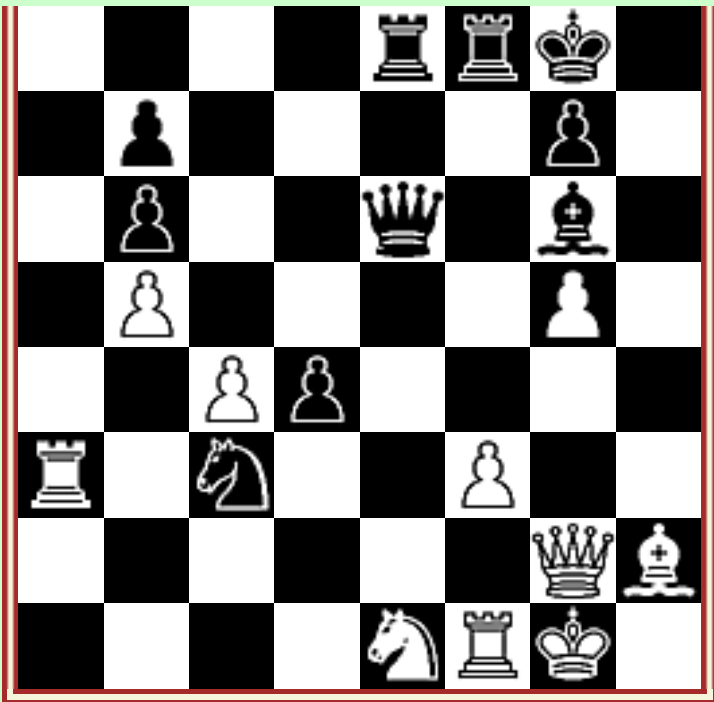
28.Ne2

[-#4 Fritz 5.00: 28.Qxd5 Bxd5 29.Rxc7 Bc4 30.Rxf7+ Kxf7 31.Nxe4 Bxf1]

28...Bxe3 29.Ng1 Qxh2+ 0-1

90) Wareing J. P. - James R. A. [C65]

Exeter Premier (3) 1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.0-0 Bc5 5.d3 d6 6.h3 0-0 7.c3 Bd7 "Out of Book," says Fritz. 8.Bg5 Bb6 9.a4 a5 10.Na3 Qe7 11.Nc4 h6 12.Nxb6 cxb6 13.Be3 Qd8 14.Qb3 Be6 15.Qc2 Na7 16.Qd2 Nxb5 17.axb5 Nd7 18.c4 Nc5 19.Ra3 f5 20.exf5 Bxf5 21.Ne1 d5 22.f3 d4 23.Bf2 Qd6 24.Bg3 Rae8 25.Bh2 h5 26.g4 Bg6 27.b4 axb4 28.Qxb4 hxg4 29.hxg4 Qf6 30.Qd2 e4 31.dxe4 Nxe4 32.Qg2 Nc3 33.g5 Qe6



34.f4 White hasn't seen it coming!

[-3.91 Fritz 5.00: 34.Ra1 Qxc4 35.Qg4 Qc5 36.Ng2 d3+ 37.Kh1 d2 38.Nf4 Bf5]

34...Qxe1

[-5.66 Fritz 5.00: 34...Qe3+ 35.Kh1 Qxe1 36.Ra7 (36.Rxe1 Rxe1+ 37.Bg1 Be4 38.Kh2 Bxg2 39.Kxg2 a Rook down 36...Qh4 37.f5 Rxf5 38.Rxf5 Bxf5 39.Ra1)]

35.Qxb7

[-9.22 Fritz 5.00: 35.Rxe1 Rxe1+ 36.Kf2 Re2+ 37.Kg1 Rxg2+ 38.Kxg2 a piece down 38...Be4+ 39.Kf2 Rc8]

35...Qe3+ 36.Rf2 Qc1+ 0-1

91) White I. R. - Lilley G. [E92]

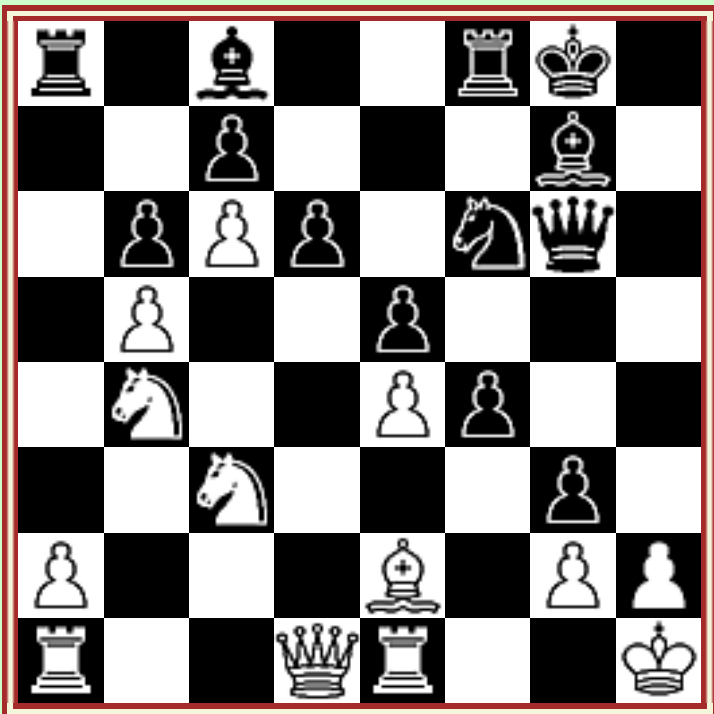
Exeter Premier (3) **1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 0-0 5.e4 d6 6.Be2 e5 7.d5 Na6 8.Bg5 h6 9.Bh4 Qe8 10.0-0 Nh7 "Out of Book," says Fritz. 11.Ne1 f5 12.f3 g5 13.Bf2 f4 14.Nd3 h5 15.c5 Qg6 16.b4 g4 17.fxg4 hxg4 18.b5 Nb8 19.Kh1 Nf6**



20.Re1 This is surely unobjectionable.

[-0.34 Fritz 5.00: 20.cxd6 cxd6 21.Qa4 a6]

20...Nbd7 21.c6 bxc6 22.dxc6 Nb6 23.Bxb6 axb6 24.Nb4 g3



25.Nbd5

[-1.81 Fritz 5.00: 25.h3 Qh7 26.Kg1 **A**) 26...Bxh3 looks better to me: 27.Bc4+

Kh8 28.Qc2 (28.gxh3 Qxh3 29.Qe2 f3) 28...Bg4;

B) 26...Qh4 is Fritz' analysis 27.Nbd5 Rf7 28.Rf1 Be6]

25...Qh7 26.Nxf6+

[-3.09 Fritz 5.00: 26.h3 Bxh3 27.Bh5 Bxg2+ 28.Kxg2 Nxh5 29.Qf3 Rf7 30.Rg1]

26...Bxf6

[-0.91 Fritz 5.00: 26...Rxf6 27.Bh5 Rh6 28.h3 Rxh5 29.Qd5+ Kf8 30.Rf1 Ra3 31. Rac1]

27.Bh5 Ra3

[-3.97 Fritz 5.00: 27...gxh2 28.Nd5 Bh4 29.Rf1 Bg3 30.Bg4 Qh4 31.Bxc8 Rfxc8 32. Qf3]

28.Rc1 f3 29.Qxf3 Bg5 30.Qxg3 Qxh5 31.Rf1 Rxc3 32.Rxf8+ Kxf8 33.Rf1+

[-7.06 Fritz 5.00: 33.Qxc3 Bf4 34.h3 Bxh3 35.gxh3 Qe2 36.Qc2 Qf3+ 37.Qg2 Qxg2 +]

33...Bf4 0-1

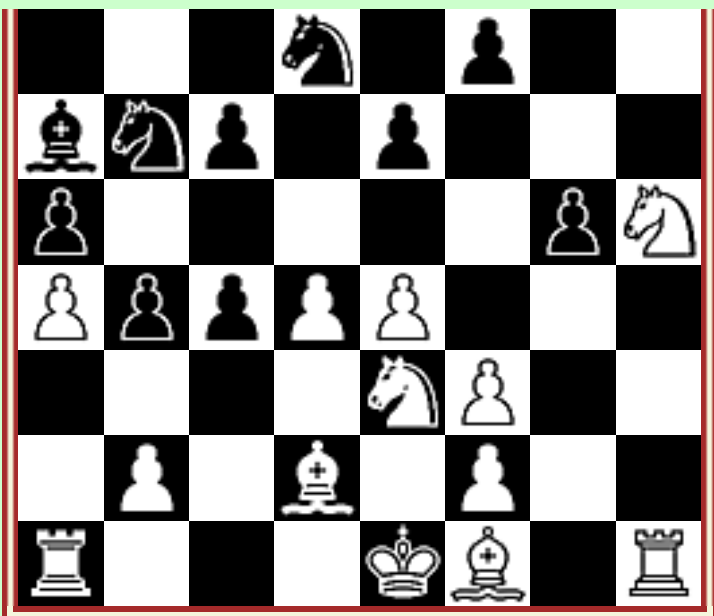
92) Abbott M. - Wheeler J. F. [D10]

Exeter Premier (4) **1.d4 d5 2.c4 dxc4 3.Nc3 c6 4.e3 b5 5.Qf3** "Out of Book," says Fritz. **5...Nf6 6.h3**

[6.Nxb5 Bg4]

6...a6 7.a4 b4 8.Nd1 Qd5 9.Ne2 a5 10.Nf4 Qxf3 11.gxf3 g5 12.Ne2 Ba6 13. e4 h6 14.Bd2 Nbd7 15.Ne3 e6 16.Ng3 Nb6 17.h4 Rg8 18.hxg5 hxg5 19. Nh5 Nfd7

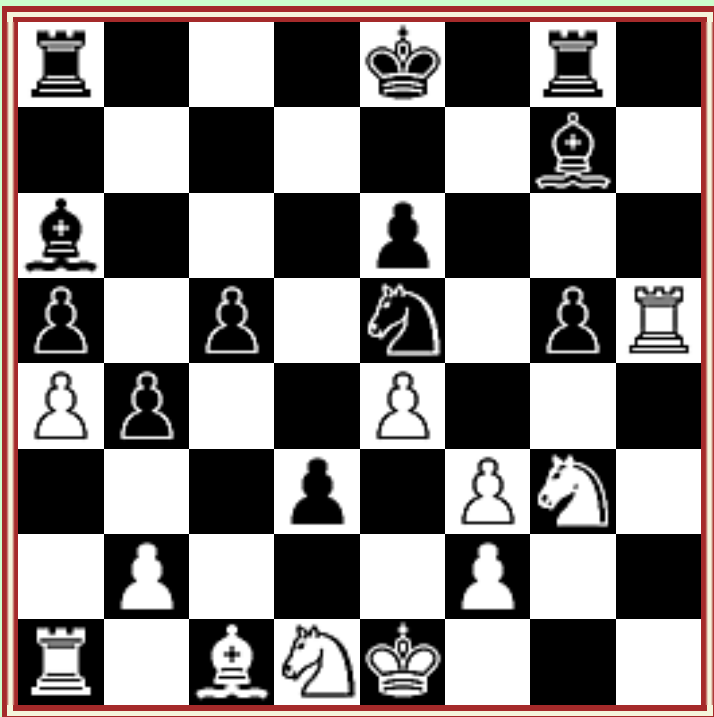




20.Ng3 Fritz doesn't like going backwards.

[-2.09 Fritz 5.00: 20.Ng4 Be7 21.Bh3 Bb7 22.Rh2 Rd8 23.f4 f5 24.Ne3 fxe4]

20...c5 21.d5 Bg7 22.dxe6 fxe6 23.Nd1 Ne5 24.Be2 Nd3+ 25.Bxd3 cxd3 26.Rh5 Nc4 27.Bc1 Ne5



28.f4 This doesn't help: Black Pawns are a tidal wave.

[-#7 Fritz 5.00: 28.Be3 Nxf3+ 29.Kf1 c4 30.Kg2 Ne1+ 31.Kf1 Nc2 32.Rb1 Nxe3+]

28...Nf3+

[-3.34 Fritz 5.00: 28...d2+ 29.Kxd2 Rd8+ 30.Kc2]

29.Kf1 0-1

93) Baer B. L. - Spink B. M. [A04]

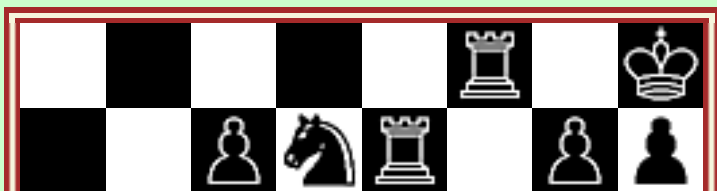
Exeter Premier (4) 1.Nf3 f5 2.g3 Nf6 3.Bg2 d6 4.d3 "Out of Book," says Fritz.
4...e5 5.O-O Be7 6.c3 O-O 7.Nbd2 Nc6 8.b4 Qe8 9.a4 Qh5 10.e4 fxe4 11.
dxe4 Bg4 12.Re1 Rf7 13.h3 Bxf3 14.Nxf3 Nd7 15.Be3 Raf8 16.Nd2 Qg6

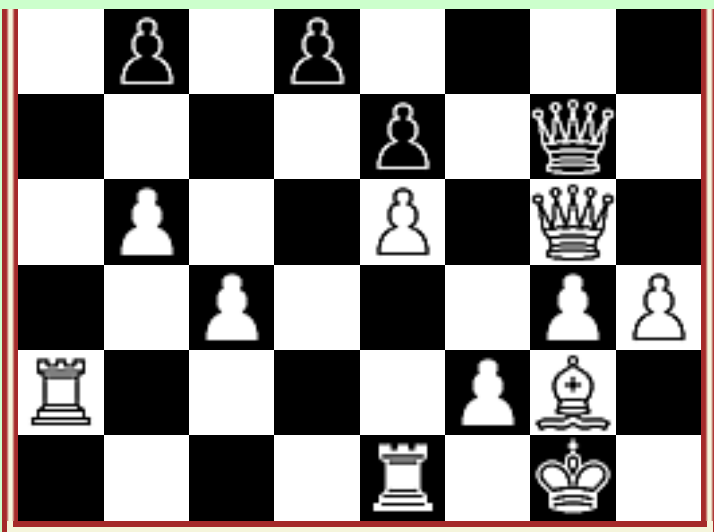


17.a5 Missing a chance to nibble the a-Pawn.

[-0.47 Fritz 5.00: 17.b5 Nd8 18.Bxa7 Bg5 (18...b6 19.a5) 19.a5 Ne6]

**17...Bg5 18.Bxg5 Qxg5 19.Nf3 Qh5 20.Re3 Nd8 21.Ra2 Kh8 22.Qd3 Ne6
23.Qd5 Ng5 24.Nxg5 Qxg5 25.Re1 b6 26.axb6 axb6 27.Qe6 Re7 28.Qg4**

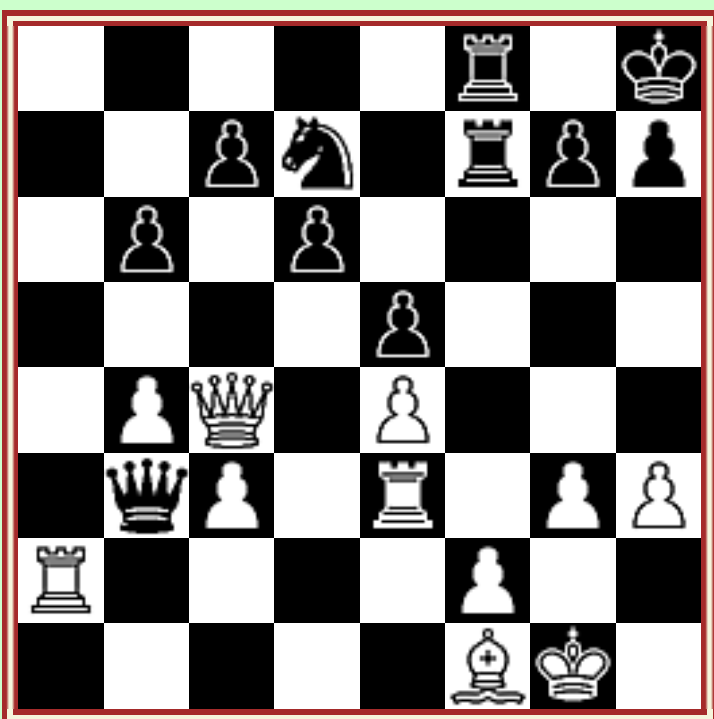




28...Qf6

[0.53 Fritz 5.00: 28...Qxg4 29.hxg4 Ref7 30.Rea1 b5 31.Bh1 Nf6]

29.Re3 Qf7 30.Qe2 Qb3 31.Bf1 Ref7 32.Qc4



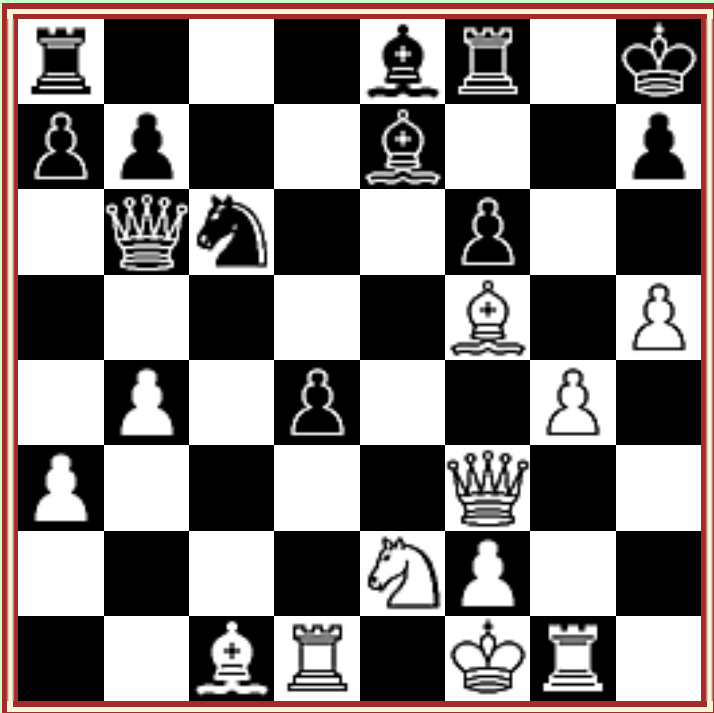
32...Qb1 This is the real blunder: can Black guarantee to get the Queen out? **33. Kg2 Nf6 34.Bd3 Qc1 35.Rc2 Qd1 36.Ree2 Nh5 37.Rcd2 Qa1 38.Ra2 Qc1**

[6.63 Fritz 5.00: 38...d5 39.Qxd5 Nf4+ 40.gxf4 Qxc3 41.Rec2]

39.Qxf7 1-0

94) Frost N. A. - White I. R. [C02]

Exeter Premier (4) 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Qb6 5.Nf3 Nc6 6.Be2 Nh6 7. b3 cxd4 8.cxd4 Nf5 9.Bb2 Bb4+ 10.Kf1 Bd7 "Out of Book," says Fritz. 11.g4 Nh6 12.h3 0-0 13.a3 Be7 14.b4 f6 15.exf6 gxf6 16.Nc3 Qd8 17.Bd3 Kg7 18.Rg1 Nf7 19.h4 Be8 20.Bc2 Nd6 21.h5 Kh8 22.Qe2 Qd7 23.Re1 Nc4 24. Bc1 e5 25.dxe5 N4xe5 26.Bf5 Qd8 27.Rd1 d4 28.Qe4 Nxf3 29.Qxf3 Qb6 30. Ne2



In this obscure position Fritz does not like the plans chosen by either player. **30... Ne5**

[1.44 Fritz 5.00: 30...Rd8 31.Qe4 Rf7 32.Bb2 Bc5 cheeky 33.Qd3]

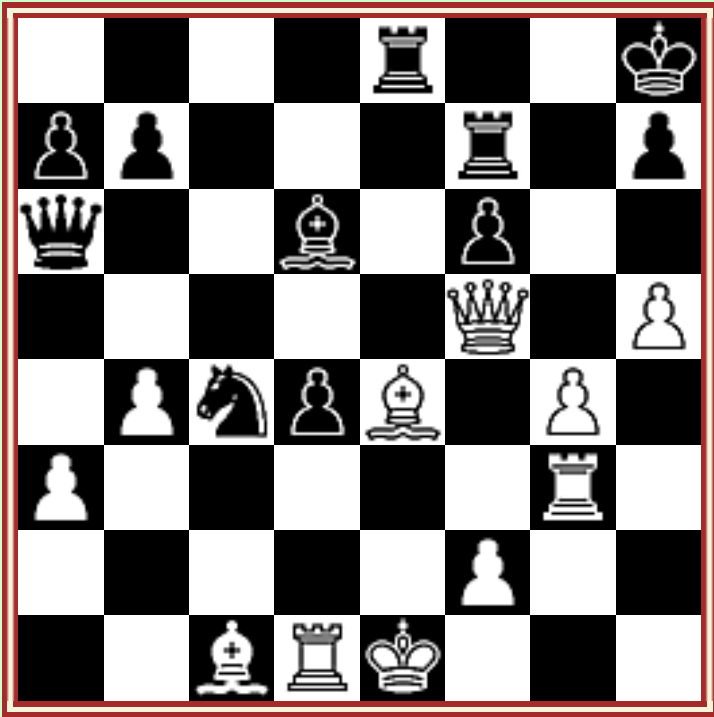
31.Qf4 Bb5 32.Ke1

[0.09 Fritz 5.00: 32.Bb2 d3 33.Nd4 Rad8]

32...Rae8

[1.19 Fritz 5.00: 32...Bd6 33.Qh6 sacrificing the exchange for attacking chances 33...Nf3+ 34.Kf1 Bxe2+ 35.Kxe2 Nxc3+ 36.Kf1 Qb5+ 37.Kxc3 Rf7 38.Bxc3 Bf8 39.Bd3+ Bxc3 40.Bxc3 Bxc1 41.Rxc1]

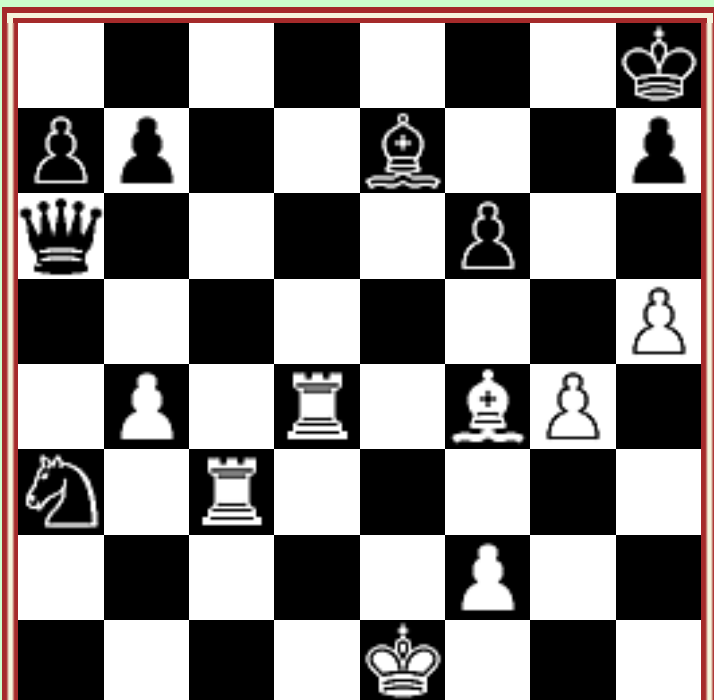
33.Be4 Bxe2 34.Kxe2 Qa6+ 35.Ke1 Bd6 36.Qf5 Rf7 37.Rg3 Nc4



38.Bf4 It's very natural to refuse to concede the exchange.

[-1.66 Fritz 5.00: 38.Rxd4 Bxg3 39.fxg3 Rfe7 40.g5 fxg5 41.Bxg5]

38...Rxe4+ 39.Qxe4 Re7 but a Queen is worth hanging onto. 40.Qxe7 Bxe7 41. Rxd4 Nxa3 42.Rc3



42...Nb5

[-2.03 Fritz 5.00: 42...Qe6+ 43.Kf1 Nb5 44.Re3 Qxg4 45.Rde4 Qd1+ 46.Re1]

43.Rc8+ Kg7 44.Re4 Bxb4+ 45.Rxb4 Qe6+ 46.Be3 Qxc8 47.Rxb5 Qd7 48.h6+ Kg6 49.Ra5 b6 50.Rf5 Qe6 51.Kd2 a5 52.Kd3 a4 53.Bd4 Qb3+ 54.Ke4 Qc2+ 55.Kd5 Kxh6 56.Rxf6+ Kg5 57.f4+

[-3.72 Fritz 5.00: 57.f3 b5 58.Rf5+ Kh4 59.Be5 Qc4+ 60.Kd6 Kh3 61.Rf4 Qb3]

57...Kxg4 58.Rh6

[-7.41 Fritz 5.00: 58.Rxb6 a3 59.Be5 a2 60.Rb8 Qd1+ 61.Ke6 a1Q 62.Bxa1 Qxa1]

58...a3

[-4.47 Fritz 5.00: 58...Qb3+ 59.Ke5 Qb5+ 60.Kd6 Qd3 61.Kc6 Qxd4 62.Kb5 a3 63.Kc6]

59.Ke5

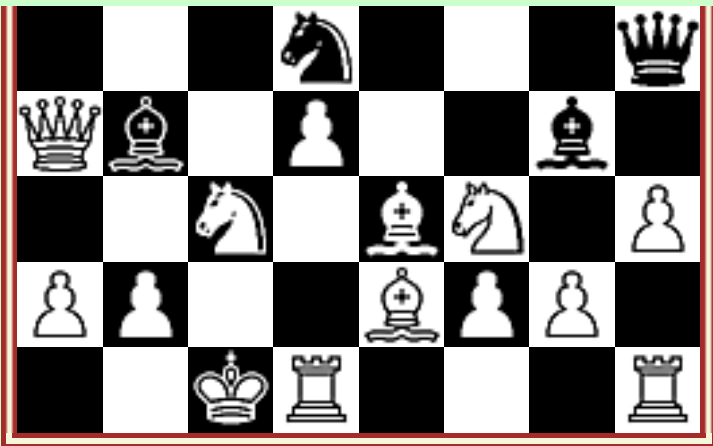
[-10.66 Fritz 5.00: 59.Rxb6 a2 60.Rb4 Qd1 61.Kc5 h5 62.Bg7 a1Q 63.Bxa1]

59...Qf5+ 0-1

95) Hammond T. J. - Blackmore M. [C01]

Exeter Premier (4) **1.e4 d5 2.exd5 Nf6 3.c4 e6 4.d4 exd5 5.Nc3 Bb4 6.cxd5 "Out of Book," says Fritz. 6...Qxd5 7.Qa4+ Nc6 8.Nf3 0-0 9.Be3 Bg4 10.Be2 Qh5 11.0-0-0 Nd5 12.h3**

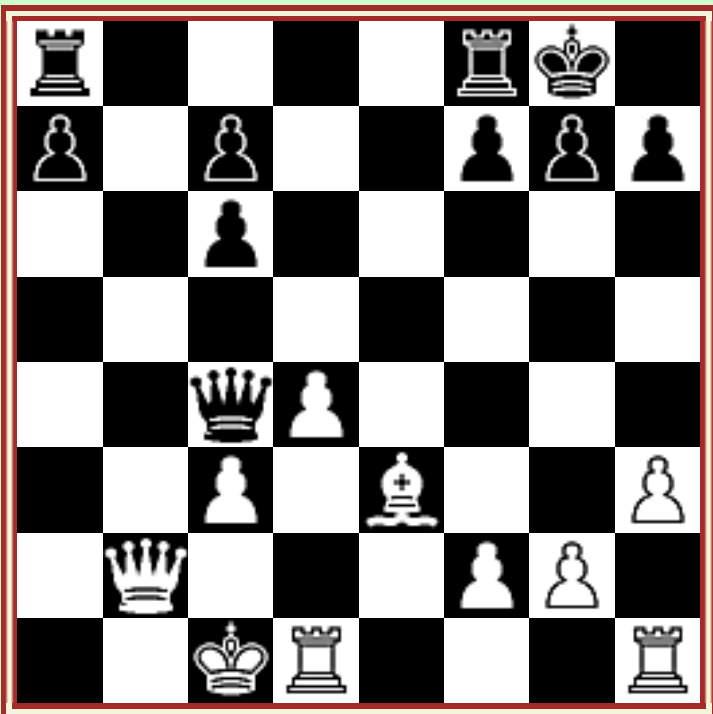




12...Bxf3 This natural capture loses a piece!

[1.72 Fritz 5.00: 12...Be6 13.g4 Nxc3 14.bxc3 Qa5 15.Qxa5 Bxa5 16.c4]

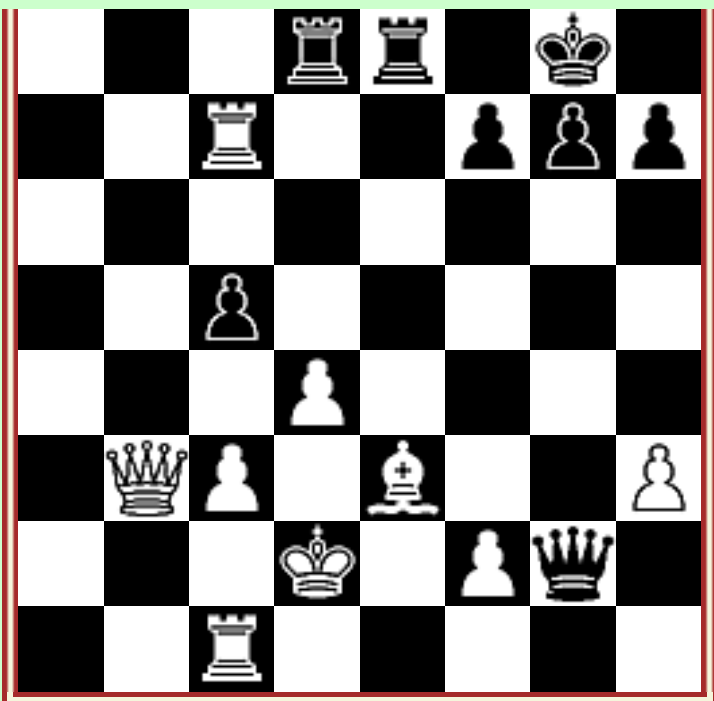
13.Bxf3 Nxc3 14.bxc3 Qa5 15.Bxc6 bxc6 16.Qxb4 Qxa2 17.Qb2 Qc4



18.Kd2

[2.09 Fritz 5.00: 18.Rhe1]

18...Rab8 19.Qc2 c5 20.Rb1 Rbd8 21.Qb3 Qa6 22.Rhc1 Rfe8 23.Ra1 Qg6 24.Rxa7 Qxg2 25.Rxc7



25...Rxe3 Never say die.

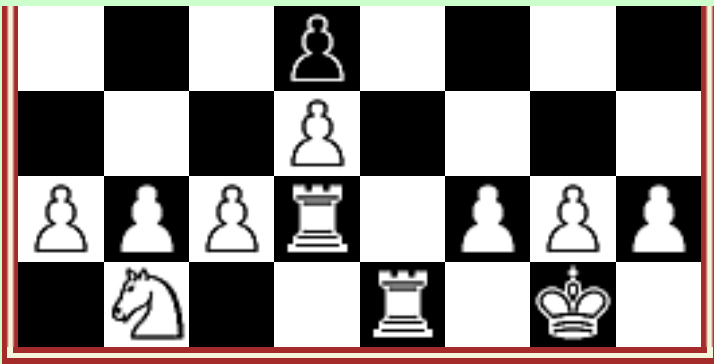
[5.63 Fritz 5.00: 25...Qf3 26.Rxc5 Qxh3 27.Rc7 Qf3 28.Qb7 Qf6 29.Re1 Rb8 30. Qd5]

26.Qxf7+ Kh8 27.Kxe3 Qg5+ 28.Qf4 Re8+ 29.Kf3 Qd5+ 30.Kg3 cxd4 31. cxd4 1-0

96) James R. A. - Lee N. S. [B51]

Exeter Premier (4) **1.e4 c5 2.Nf3 d6 3.Bb5+ Nd7 4.0-0 a6 5.Bxd7+ Bxd7 6. Nc3 "Out of Book," says Fritz. 6...g6 7.e5 Bc6 8.d3 Bg7 9.Re1 e6 10.Bf4 Bxf3 11.Qxf3 d5 12.Rab1 Qc7 13.Rbd1 Ne7 14.Bg5 Nf5 15.Bf6 Bxf6 16.exf6 0-0-0 17.Rd2 g5 18.Qe2 h5 19.Qe5 Rh6 20.Na4 Qa5 21.Nc3 d4 22.Nb1**





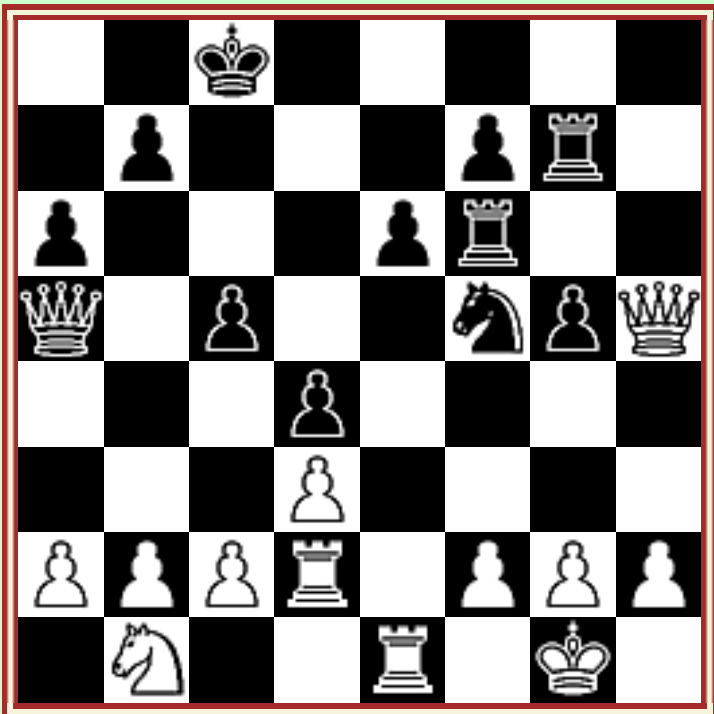
22...Rg8

[0.34 Fritz 5.00: 22...Rd5 23.Qe2 Rxf6]

23.Qe2

[-0.75 Fritz 5.00: 23.c3 dxc3 24.Nxc3 Rd8 25.Rc1 Rd4 26.Ne4]

23...Rxf6 24.Qxh5 Rg7



Neither side agrees with Fritz' choices for a bit. This often happens if one side (Black here) has a looming King's-side attack. **25.Rde2**

[-0.88 Fritz 5.00: 25.Qh8+ Qd8 26.Qxd8+ Kxd8 27.c3 Rh6 28.g4 Nd6 29.cxd4 cxd4]

25...Qc7

[-0.03 Fritz 5.00: 25...Rh6 26.Qg4 Rh4 27.Qf3 g4 28.Qe4 Qxa2]

26.Qf3

[-1.47 Fritz 5.00: 26.Qh8+ Kd7 27.Re5 Rh6 28.Qf8 Rgh7 29.h3 Qd6 30.Qxd6+ Kxd6]

26...Rh6

[-0.81 Fritz 5.00: 26...g4 27.Qe4 Rh6 28.g3 Rgh7 29.f4 gxf3 30.Qxf3 Rh3 31.Qe4]

27.h3 Gives Black a lever.

[-3.22 Fritz 5.00: 27.Re5 g4 28.Qf4 Rgh7 29.c3 Rxh2 30.Qxh2 Rxh2 31.Kxh2 f6]

27...Rg8

[-0.88 Fritz 5.00: 27...g4 is sharper, threatening mate on h2 28.Qxf5 gxh3 29.Rxe6 Rxg2+ 30.Kf1 Rxe6 31.Rxe6 fxe6 32.Qxh3]

28.Re5 g4 29.Qf4

[-2.69 Fritz 5.00: 29.hxg4 Ne3 This tactic could also occur later. 30.R1xe3 dxe3 31.Rh5 exf2+ 32.Qxf2 Rgh8 33.Qxc5 Qxc5+]

29...gxh3 30.Rxf5 Suicide.

[-15.53 Fritz 5.00: 30.g3 Rh4 31.Qf3 Ne3 32.Re4 Rh6 33.Rf4 h2+ 34.Kh1 Qa5]

30...Qxf4 31.Rxf4 hxg2 0-1

97) Ponter I. - Rapkins D. G. E. [B01]

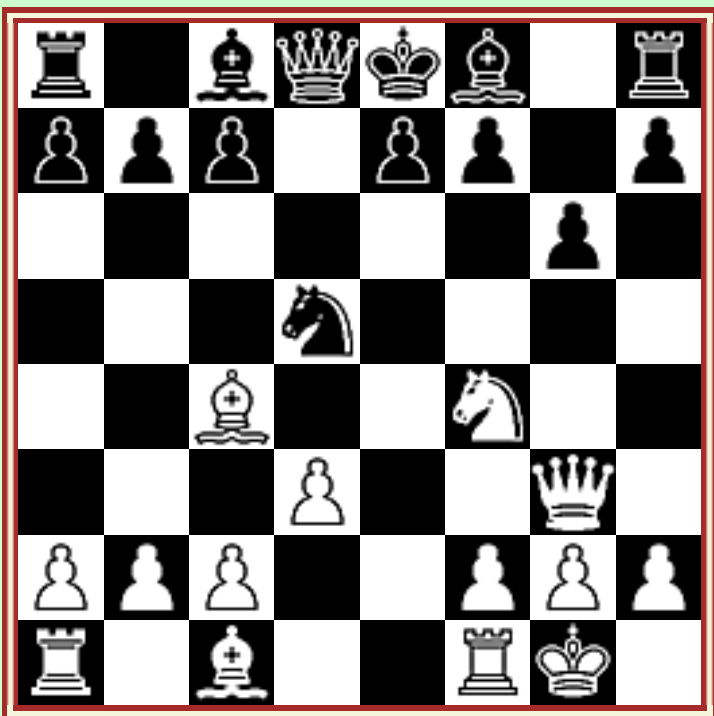
Exeter Premier (4) **1.e4 d5 2.exd5 Nf6 3.Bb5+ Bd7 4.Bc4 Bf5** "Out of Book," says Fritz. **5.Nc3 Nbd7**



Probably no breakthrough, but Fritz' alternative looks rather vague. **6.Qf3**

[0.22 Fritz 5.00: 6.Nf3 Nb6 7.Bb5+ Bd7 8.Bxd7+ Qxd7 9.Ne5 Qd6]

6...Bg4 7.Qg3 Nb6 8.d3 Bc8 9.Nge2 Nbx d5 10.Nxd5 Nxd5 11.O-O g6 12.Nf4



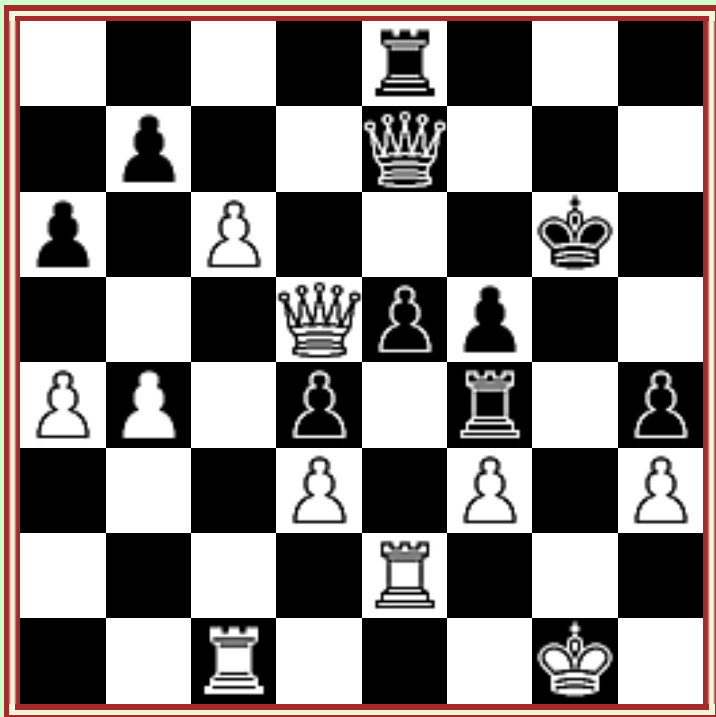
12...c6 Loses a Pawn, making use White's Queen on g3.

[1.03 Fritz 5.00: 12...Nb6 13.Bb3 Bg7 14.Re1 Bf5 15.a3]

13.Nxd5 cxd5 14.Qe5 f6 15.Bb5+

[0.28 Fritz 5.00: 15.Qxd5 Qxd5 16.Bxd5 e5 17.f4 Bc5+ 18.Kh1 Bd6 19.fxe5 Bxe5]

15...Kf7 16.Qg3 Bd7 17.Bxd7 Qxd7 18.Re1 Rc8 19.c3 e6 20.Be3 Bc5 21. Bxc5 Rxc5 22.Re2 d4 23.c4 Rg5 24.Qf4 Rf5 25.Qd2 h5 26.Rae1 e5 27.b4 g5 28.Qc2 h4 29.h3 Rf4 30.f3 Re8 31.Qb3 Kg6 32.c5 a6 33.a4 Qe7 34.Rc1 f5 35.c6 g4 36.Qd5 gxf3 37.gxf3



Black is lots of trouble, even if Fritz can't see it yet. **37...Kh5**

[2.97 Fritz 5.00: 37...Rd8 38.Qxe5 Qxe5 39.Rxe5 Rxf3 40.cxb7 Rxd3 41.Rc6+ Kg5 42.Kh2]

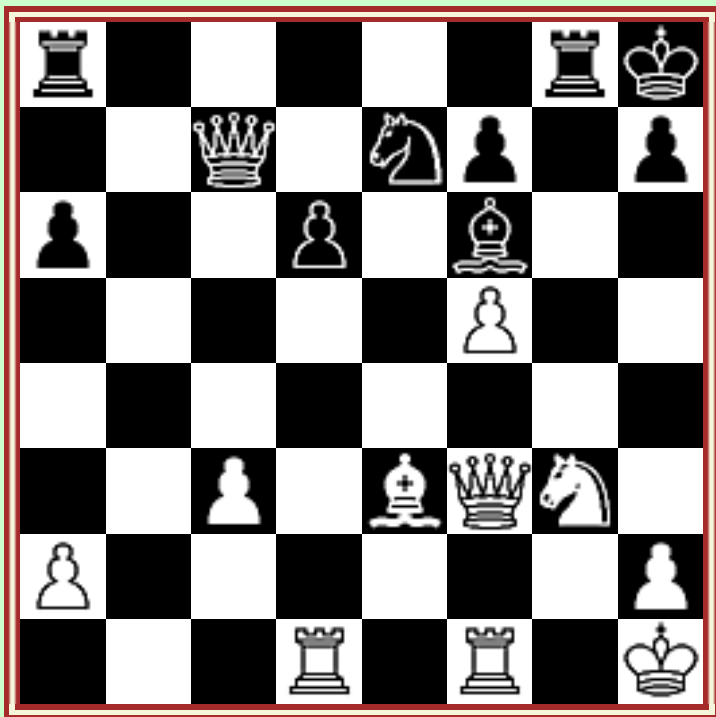
38.c7 Qf8

[4.63 Fritz 5.00: 38...Rc8 39.Qxb7 Qe8 40.Rg2 a5 41.Qa6 Rxf3 42.Qf6 Rg3 43. Qxf5+]

39.c8Q Rxc8 40.Rxc8 Qxc8 41.Qf7+ Kh6 42.Rg2 Qc1+ 43.Kh2 Rg4 44.Qf6 + 1-0

98) Regis D. - Piper S. J. [B47]

Exeter Premier (4) 1.e4 c5 2.Nc3 a6 3.f4 Nc6 4.Nf3 e6 5.d4 cxd4 6.Nxd4 Qc7 7.Be2 b5 8.Bf3 Bb7 9.Be3 d6 "Out of Book," says Fritz. 10.O-O Nxd4 11.Bxd4 Ne7 12.Qd2 Nc6 13.Be3 Be7 14.Qf2 O-O 15.g4 b4 16.Ne2 Bf6 17.c3 bxc3 18.bxc3 g6 19.Rad1 Ne7 20.f5 exf5 21.exf5 Bxf3 22.Qxf3 gxf5 23.gxf5 Kh8 24.Kh1 Rg8 25.Ng3



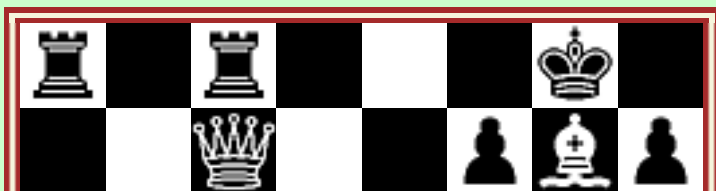
25...Be5

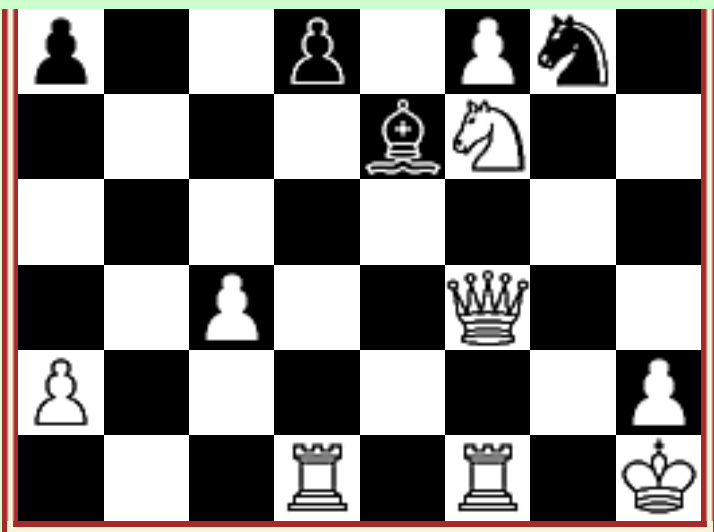
[0.72 Fritz 5.00: 25...Rab8 26.Ne4 Be5 27.f6 Rb2 28.Rf2 Rxf2 29.Bxf2 Ng6 30.Rg1]

26.f6 Ng6 27.Bh6 Rgc8

[1.94 Fritz 5.00: 27...Rad8 28.Bg7+ Rxc7 29.fxc7+ Bxc7 30.Qxf7 Qxc3 31.Rc1 Qe3 32.Rc7]

28.Bg7+ Kg8 29.Nf5





29...h5

[5.00 Fritz 5.00: 29...h6 30.Nxh6+ Kh7 31.Nf5 Qc6 32.Rd3 Qxf3+ 33.Rxf3 Nf4 34. Rh3+]

30.Nh6+

[0.38 Fritz 5.00: 30.Qxh5 Qb7+ 31.Rf3 Bf4 (31...Rxc3 was my anxiety but 32.Nh6 + Kh7 33.Nxf7+ Kg8 34.Nh6+ Kh7 35.Ng4+ Kg8 36.f7+ sorts it 32.Ne7+ Qxe7 33. fxe7 Kxg7 34.Re1 Re8]

30...Kh7 31.Qxh5 Qc6+

[3.69 Fritz 5.00: 31...Qb7+ 32.Rf3 Nf4 33.Qf5+ Ng6 34.Nxf7 Qxf7 35.Rg1 Rxc3 36.Qh3+]

32.Rf3 Qe4

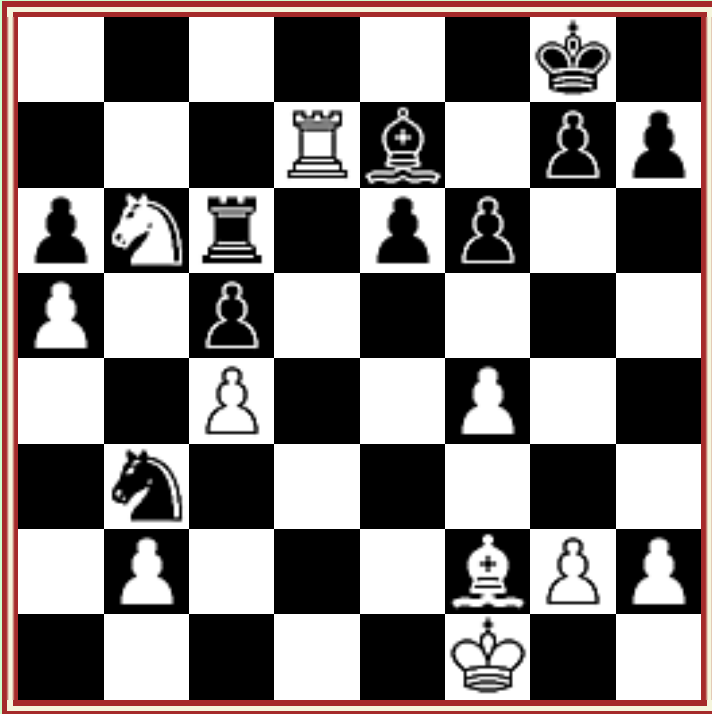
[#3 Fritz 5.00: 32...Nf4 33.Qf5+ Ng6 34.Nxf7 Bf4 35.Qh5+ Kg8 36.Rg1 Rab8 37. Nh6+]

33.Nf5+ 1-0

99) Taylor G. P. - Wareing J. P. [B23]

Exeter Premier (4) **1.e4 c5 2.Nc3 e6 3.f4 Nc6 4.Nf3 a6 5.a4 d6 6.Bc4 Nf6 7.0-0 "Out of Book," says Fritz. 7...Nxe4 8.Nxe4 d5 9.d3 dxc4 10.dxc4 Be7 11.**

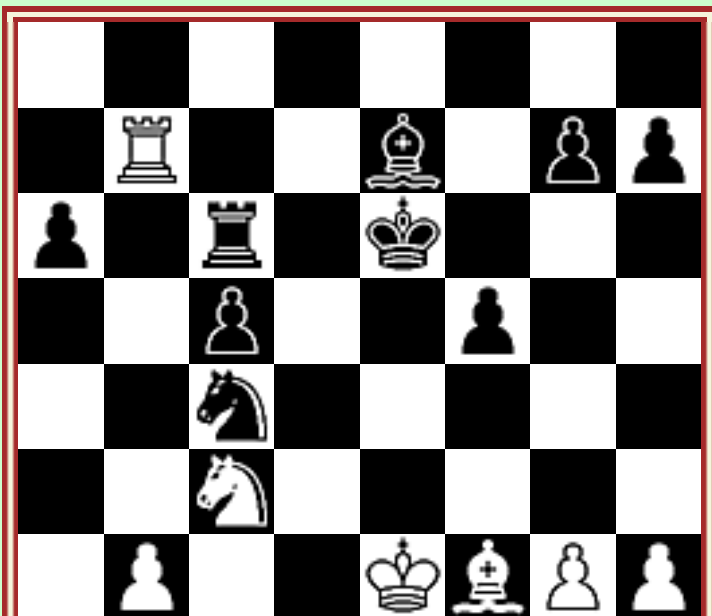
**Qxd8+ Nxd8 12.Be3 b6 13.Rfd1 O-O 14.Nd6 Nc6 15.Ne5 Nb4 16.Rac1 f6
17.Nxc8 Raxc8 18.Nd7 Rfd8 19.Nxb6 Rxd1+ 20.Rxd1 Rc6 21.a5 Nxc2 22.
Bf2 Nd4 23.Kf1 Nb3 24.Rd7**



24...Kf7

[0.31 Fritz 5.00: 24...Nxa5 was safe enough 25.Be1 Nb3 26.Nc8 Rxc8 27.Rxe7]

**25.Na4 Ke8 26.Ra7 Nxa5 27.Nc3 Nxc4 28.f5 Kf7 29.fxe6+ Kxe6 30.Rb7 f5
31.Ke2**

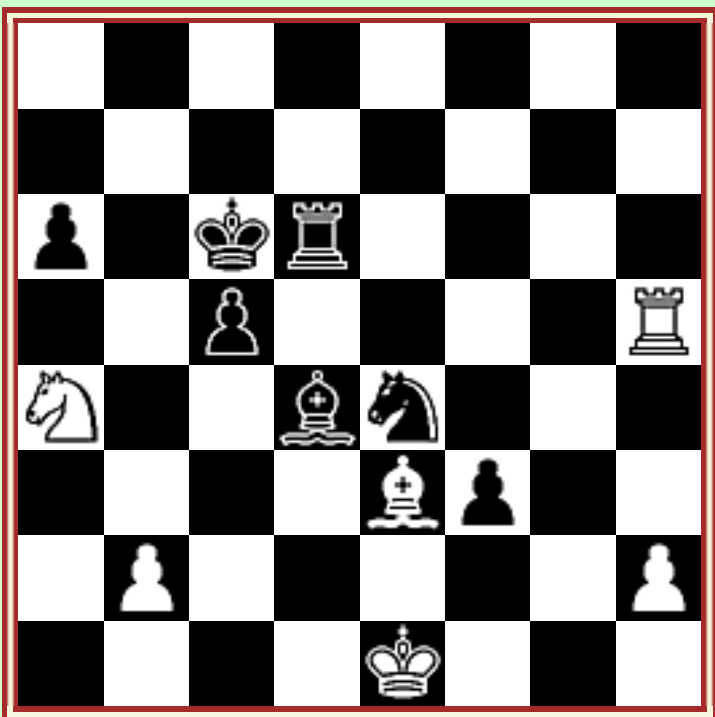




31...Bf6 is OK

[-3.31 Fritz 5.00: 31...Rd6 32.Rxe7+ Kxe7 33.Bxc5 Nxb2 34.Nd5+ Kd7 35.Bxd6 Kxd6]

32.Na4 Nd6 33.Ra7 Ne4 34.Be3 Kd5 35.Rb7 Nd6 36.Rd7 Ke6 37.Ra7 Ne4 38.Rb7 h6 39.g3 h5 40.Ra7 h4 41.gxh4 Bxh4 42.Rxg7 Bf6 43.Rh7 Kd5 44.Rb7 Be5 45.Rf7 Rf6 46.Rd7+ Kc6 47.Rh7 f4 48.Rh5 f3+ 49.Kf1 Rd6 50.Ke1 Bd4



51.Bf4

[-#2 Fritz 5.00: 51.Bxd4 Rxd4 52.Rh6+ Kb5 53.Nc3+ Nxc3 54.bxc3 Rc4 55.Kd2 Rf4]

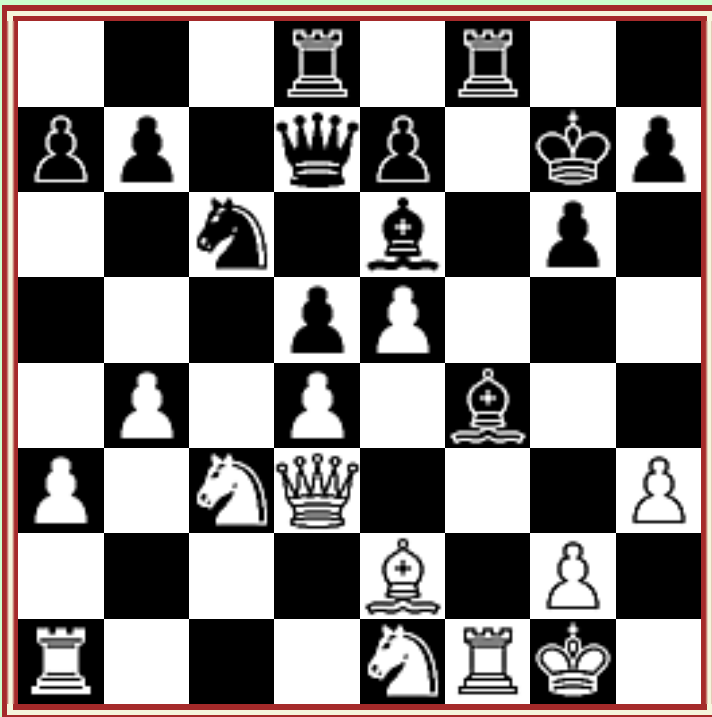
51...Re6 52.Kf1 Rg6 53.Rh6 Rxh6 54.Bxh6 c4 55.Bf4 Kb5 56.Nc3+ Nxc3 57.bxc3 Bxc3 58.Kf2 Bb2 59.Kxf3 c3 60.Be5

[-4.84 Fritz 5.00: 60.h4 c2 61.h5 c1Q 62.Bxc1 Bxc1 63.Ke4 Kc4 64.Ke5 a5]

60...Kc4 0-1

100) Ward I. C. - Hodge D. [B22]

Exeter Premier (4) 1.e4 c5 2.d4 cxd4 3.c3 g6 4.cxd4 d5 5.e5 Bg7 6.Nc3 f6
 "Out of Book," says Fritz. 7.f4 Nc6 8.Be3 Nh6 9.h3 O-O 10.Nf3 Be6 11.Be2
 Nf5 12.Bf2 fxe5 13.fxe5 Bh6 14.a3 Ne3 15.Bxe3 Bxe3 16.Qd3 Bf4 17.O-O
 Qd7 18.b4 Rad8 19.Ne1 Kg7

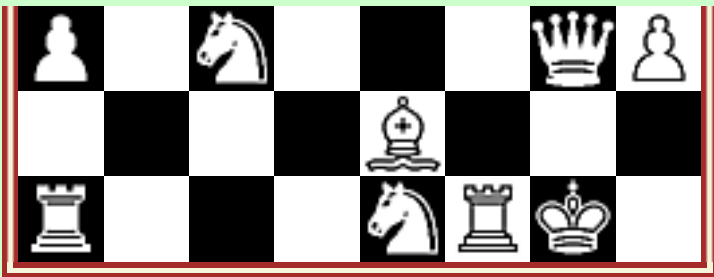


20.g3 Ugly.

[-1.38 Fritz 5.00: 20.g4 Rc8 21.b5 Nb8]

20...Bf5 21.Qf3 Bh6 22.g4 Be4 23.Qg3





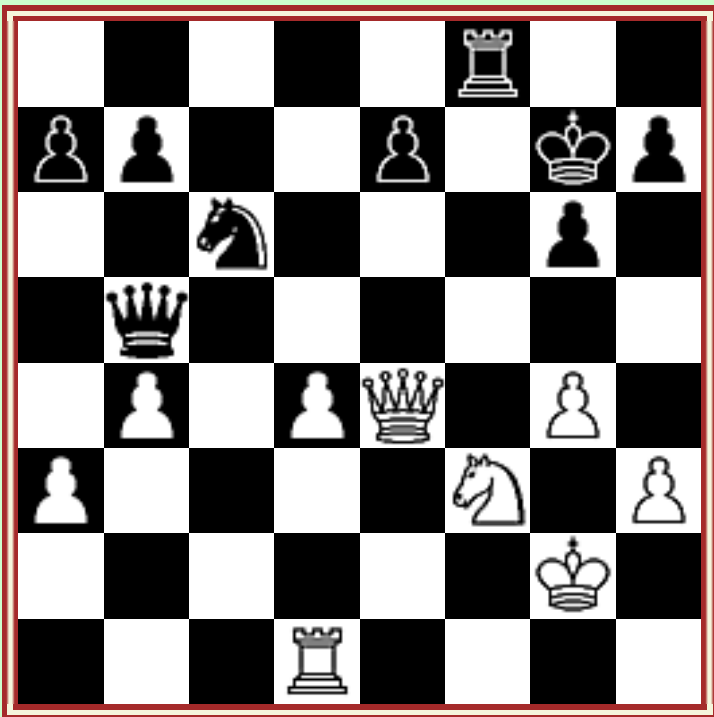
23...Bd2

[-0.34 Fritz 5.00: 23...Nxd4 is even better 24.Rxf8 Nxe2+ 25.Nxe2 Kxf8 26.Qf2+ Kg7 27.Qxa7]

24.Rd1 Rxf1+ 25.Bxf1 Bxc3 26.Qxc3 Rf8 27.Qg3 Qc7 28.Bg2 Qb6 29.Bxe4 dxe4

[-0.25 Fritz 5.00: 29...Nxd4 is a tricky but superior line 30.Kh2 Ne2 31.Qg2 dxe4 32.e6 Qc7+ 33.Kh1]

30.Qe3 Nxe5 31.Qxe4 Nc6 32.Kg2 Qb5 33.Nf3



It's all slipping away from Black. **33...Rd8**

[0.63 Fritz 5.00: 33...Qa4 34.Rd3 Qc2+ 35.Nd2 Rf4 36.Qxf4 Qxd3]

34.d5 Qa4

[2.50 Fritz 5.00: 34...Rd7 35.Ne5 Nxe5 36.Qxe5+ Kg8 37.Qe6+ Kh8 38.g5 Rd6]

35.Re1 Rf8 36.dxc6 bxc6 37.Qxe7+ Rf7 38.Qe5+ Kg8 39.Qe8+ Kg7

[5.69 Fritz 5.00: 39...Rf8 40.Qe6+ Kh8 41.Qe7 Kg8 42.Ng5 Qc2+ 43.Re2]

40.Qe4

[3.84 Fritz 5.00: 40.Nd4 Rf6 41.g5 Qc2+ 42.Nxc2 Rf7 43.Qxc6]

40...Qxa3 41.Re2 a5

[#7 Fritz 5.00: 41...Qa1 42.Ng5 Qf1+ 43.Kg3 Qg1+ 44.Kh4 Qf1 45.Nxf7 Qxf7 46.Qxc6]

42.bxa5

[4.25 Fritz 5.00: 42.Qd4+ is decisive, although White may prefer the simpler text. 42...Kg8 (42...Rf6 43.Re7+ Kg8 44.Qxf6 Qa2+) 43.Re8+ Rf8 44.Qc4+ Kg7 45.Re7+ Kh8 46.Qd4+]

42...Qxa5 43.Qe5+

[2.88 Fritz 5.00: 43.Qd4+ Kg8 44.Re8+ Rf8 45.Rxf8+ Kxf8 46.Qh8+ Ke7 47.Qxh7+ Kd8]

43...Qxe5 44.Rxe5 Rc7 45.Rc5 h5 46.g5 Kf7 47.Nd4 Rd7 48.Nxc6 Rd2+ 49.Kf3 Rd3+ 50.Ke4 Rxh3 51.Ne5+ Kg7 52.Rc7+ Kg8 53.Nxg6 Rh1 54.Kf5 h4 55.Nf4 h3

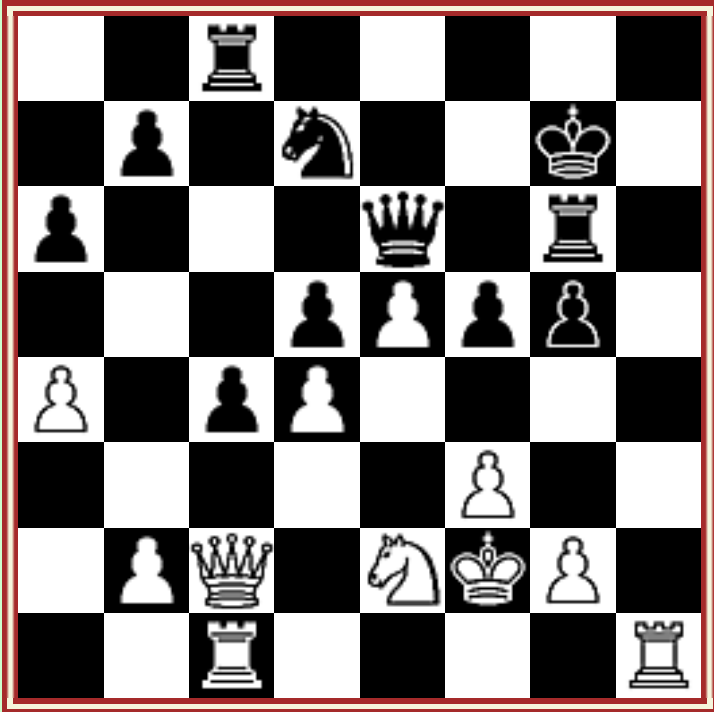
[#5 Fritz 5.00: 55...Rf1 56.g6 h3 57.Kg5 Rxf4 58.Kxf4 h2 59.Rh7 h1Q 60.Rxh1]

56.Kf6 Rf1 57.Rc8+ 1-0

101) Abbott M. - Page M. C. [D35]

Exeter Premier (5) **1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 Be7 6.Qc2 0-0 7.e3 Be6 8.Bd3 h6** "Out of Book," says Fritz. **9.Bh4 Nbd7 10.f3 c5 11.**

Nge2 Rc8 12.O-O a6 13.a4 Qc7 14.Bf5 Bd6 15.Bg3 Rfe8 16.Bxe6 Rxe6 17. Nf4 Bxf4 18.Bxf4 Qc6 19.Qd2 Nh5 20.e4 Nxf4 21.Qxf4 Nf6 22.Rac1 c4 23. e5 Nd7 24.Qd2 f5 25.Ne2 g5 26.h4 Rg6 27.hxg5 hxg5 28.Qc2 Qe6 29.Kf2 Kg7 30.Rh1



Good move! Fritz scents mate coming up. **30...Rh6**

[1.91 Fritz 5.00: 30...b5 31.axb5 axb5 32.Rh3 b4 33.Ng3 f4 34.Nf5+ Kf8 35.Rh8+]

31.Ng3

[1.22 Fritz 5.00: 31.Rxh6 Kxh6 32.g4 is the way to pursue it: 32...Rf8 (32...Rh8 gives in meekly 33.gxf5 Qe8 34.Rh1+ Kg7 35.f6+) 33.Ng3 Qb6 34.Kg2 Qxd4 35. e6 fxg4 36.Rh1+ Kg7 37.Rh7+ Kg8 38.Qg6+ Qg7 39.Qxg7#]

31...Rf8 32.Rxh6 Kxh6 33.Rh1+ Kg6 34.Ne2 Kg7 35.a5

[35.g4 Qg6]

35...Rh8 36.Rxh8 Kxh8 37.f4 Qg6 38.Qa4

[1.19 Fritz 5.00: 38.g4 Kg8 39.Qxf5 Nf8 40.fxg5 Qe8 41.Ke3 Qc6 42.Nf4 c3]

38...Nf8 39.Qb4 Ne6 40.Qxb7 Nxf4 41.Ng3

[0.53 Fritz 5.00: 41.Nxf4 gxf4 42.Qc8+ Kg7 43.Qd7+ Kf8 44.Qd8+ Kg7 45.Qxd5 Qg3+]

41...Nd3+ 42.Kf1 f4 43.Qc8+ Kh7 44.Qb7+

[-0.88 Fritz 5.00: 44.Ne2 Kh6 45.Qb7 f3 46.gxf3 Qe6 47.Qb6 Qg6 48.e6 Qh5]

44...Kh6

[0.91 Fritz 5.00: 44...Qg7 45.Qxg7+ Kxg7 46.Nh5+ Kf7 47.Nf6 Ke6 48.Nh7 Kf5 49.Ke2]

45.Ne2 Qe4 46.Qc6+

[0.00 Fritz 5.00: 46.Qxa6+ Kh5 47.Qb7 Qe3 48.Qh7+ Kg4 49.Qh3+ Qxh3 50.gxh3 + Kxh3]

46...Kh7 47.Qd7+ Kg6 48.Qe6+ Kh7 49.Qe7+ Kh6 50.Qe6+ Qg6

[0.84 Fritz 5.00: 50...Kh7]

51.Qxd5 Nxb2 52.Qd6 Kh5

[0.69 Fritz 5.00: 52...Kh7 53.Qc7+ Kh6 54.Qb6 Nd1 55.Qb7]

53.Qxg6+

[0.06 Fritz 5.00: 53.g4+ Kh6 54.Nc3 Nd3 55.Qc7 f3 56.Qxc4 Kg7 57.e6 Qh7]

53...Kxg6 54.Nc3 Kf5 55.Ke2 g4 56.Nd5 Nd3 57.Nc7 Nxe5

[1.84 Fritz 5.00: 57...Nc1+ 58.Ke1 f3 59.gxf3 gxf3 60.e6 Nd3+ 61.Kd2 f2 62.Ke2]

58.dxe5 Kxe5

[2.47 Fritz 5.00: 58...c3 59.Nd5 Kxe5 60.Nxc3 Kd4 61.Na4 f3+ 62.gxf3 gxf3+ 63.Kxf3]

59.Nxa6 Kd4 60.Nc7

[0.88 Fritz 5.00: 60.Kf2 c3 61.Nb4 Kc5 62.Nd3+ Kb5 63.Nxf4 c2 64.Ne2 Kxa5]

60...c3

[3.38 Fritz 5.00: 60...f3+ 61.Kf2 c3 62.Nb5+ Kc5 63.Nxc3 fxg2 64.Kg1 Kc6 65.Kxg2]

1/2-1/2

102) Evans I. D. - Dunn A. M. [C41]

Exeter Premier (5) 1.e4 e5 2.Nf3 d6 3.d4 f5 4.exf5 "Out of Book," says Fritz.
4...e4 5.Qe2 Bxf5 6.Nc3 Nf6 7.Nh4



7...Qd7

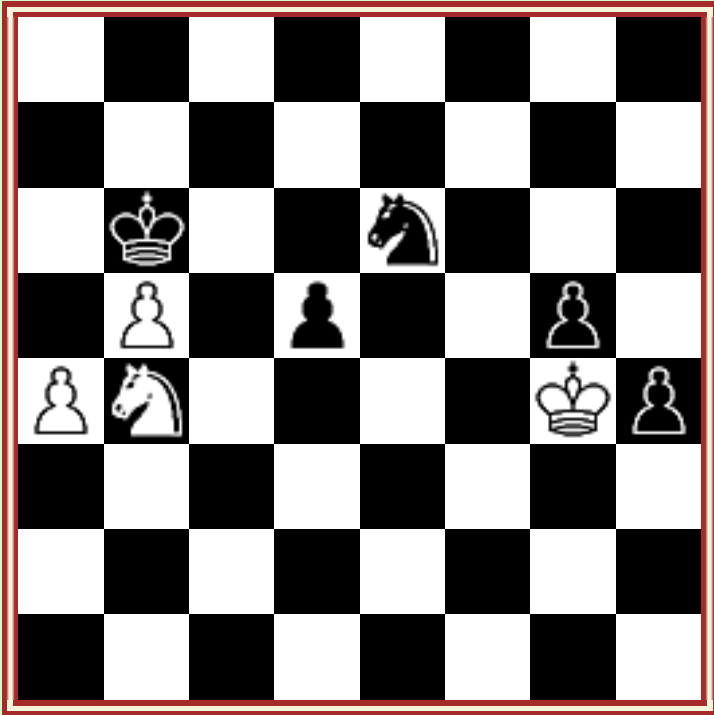
[2.69 Fritz 5.00: 7...Be6 8.Nxe4 Nxe4 9.Qxe4 Qe7 10.Bg5 d5 11.Qe5 Qf7 12.Nf3]

8.Nxf5 Right idea, wrong move order.

[0.53 Fritz 5.00: 8.Qb5 Nc6 9.Nxf5 a6 10.Qb3 Ra7 11.d5 Qxf5 12.dxc6 bxc6]

8...Qxf5 9.Qb5+ Qxb5 10.Nxb5 Kd8 11.Be3 c6 12.Nc3 d5 13.O-O-O Bd6 14.Be2 Nbd7 15.h3 Kc7 16.Rhf1 Rhf8 17.f3 exf3 18.Bxf3 Rae8 19.Rde1 Rxe3

20.Rxe3 Bf4 21.Nd1 Re8 22.Rfe1 Nb6 23.Kb1 Bxe3 24.Rxe3 Nc4 25.Rxe8
Nxe8 26.Kc1 Nf6 27.Nf2 Nd6 28.Kd2 Kd7 29.Kd3 Ke6 30.b3 Kf5 31.Ke3
Kg5 32.Ng4 Nf5+ 33.Kd3 Nh5 34.c3 Nf4+ 35.Kd2 Nh4 36.Ke3 Nfxg2+ 37.
Bxg2 Nxc2+ 38.Kf3 Nh4+ 39.Kg3 Ng6 40.Ne3 h5 41.c4 h4+ 42.Kf3 Nf4 43.
cxd5 cxd5 44.b4 b5 45.Nd1 Nxc3 46.Nc3 Kf5 47.Nxb5 Ng5+ 48.Kg2 Ke4
49.Nxa7 Kxd4 50.Nc6+ Kc4 51.a4 Ne6 52.b5 Kc5 53.Kh3 g5 54.Kg4 Kb6
55.Nb4



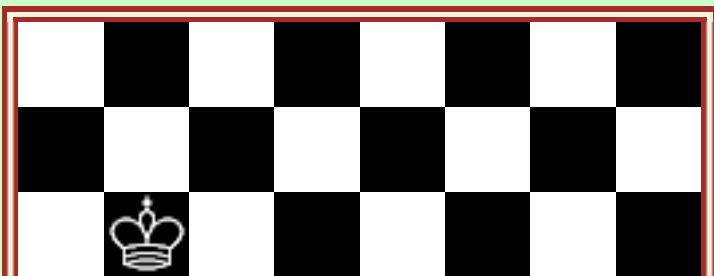
55...d4

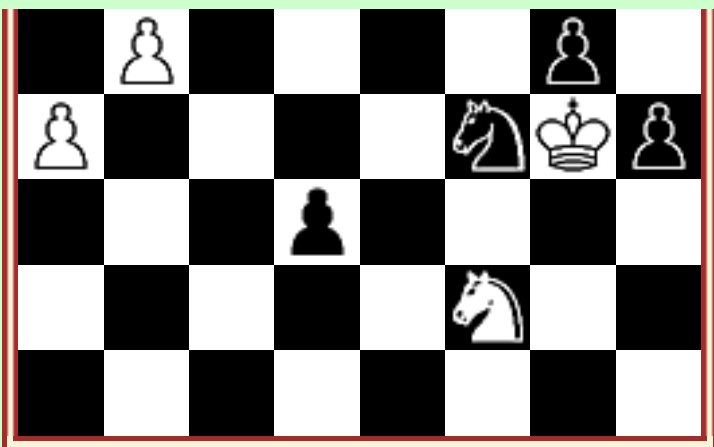
[-1.00 Fritz 5.00: 55...Nf4 56.Nc6 h3 57.Kg3 g4 58.Ne5 Nh5+ 59.Kh2 Nf6 60.Kg3]

56.Nd3 Nc5 57.Nf2 Ne6

[0.00 Fritz 5.00: 57...d3 58.Kxg5 Ne4+ 59.Nxe4 h3 60.Nf2 h2 61.a5+ Kxa5 62.b6]

58.Nd3 Nf4 59.Nf2 d3





And a final double blunder (time pressure notwithstanding): **60.Kxg5**

[-4.56 Fritz 5.00: 60.Nd1 Ng6 61.Nf2 d2 62.Kf3 Nf4 63.Ke3]

60...Ne6+

[0.00 Fritz 5.00: 60...Nh3+ and White's poor Knight does the splits. 61.Nxh3 d2 62.Nf2 h3 63.Kf5 h2 64.Ke5 h1Q 65.Nxh1]

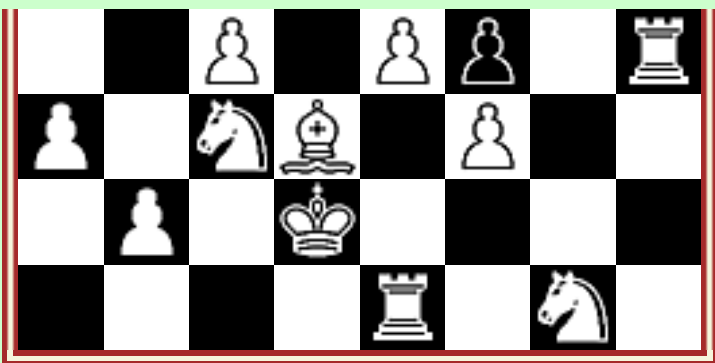
1/2-1/2

103) Jepps G. N. - Aston P. A. [A44]

Exeter Premier (5) **1.d4 c5 2.d5 e5 3.c4 d6 4.e4 f5 5.Nc3 Nf6 6.Bd3** "Out of Book," says Fritz. "Out of Book," says Fritz. **6...f4 7.f3 Nh5 8.Qe2 Qh4+ 9.Qf2 Be7 10.Qxh4 Bxh4+ 11.Ke2 Na6 12.Bd2 g5 13.Be1 Bxe1 14.Rxe1 Rg8 15.a3 Bd7 16.Kf2** (Ian's score gives Kd2)

[16.Kd2 Ke7 17.g4 Nf6 18.h4 gxh4 19.Rxh4 h5 20.gxh5 Rg5





A) 21.Bf1 **A1)** 21...Rag8 Black is too suspicious, Fritz reckons. I'm suspicious that the White King is on f2! 22.Nh3 Rxh5 23.Rxh5 Nxh5 **A1a)** 24.Ng1 **A1a1)** 24...Ng3 **A1a11)** 25.Bg2 Rh8 **A1a111)** 26.Nb5 **A1a1111)** 26...Bxb5 27.cxb5 Nc7 **A1a11111)** 28.a4 **A1a111111)** 28...b6 -3.13 Fritz 5.00: 29.Bh3 (29.Ra1 -0.16 Fritz 5.00: 29...Rh2 30.b3 Rxc2+ 31.Kd3 Kf6 32.Rc1 a5) 29...a6 30.bxa6 Nxa6 31.Rd1 Nb4 32.Rc1 Ra8 33.Ra1 Rg8;

A1a111112) -0.25 Fritz 5.00: 28...Rh2 29.b3 Rxc2+ 30.Kd3 a6 31.bxa6 Nxa6 32.Kc4 Nb4 33.Rc1;

A1a11112) -3.34 Fritz 5.00: 28.b6 28...axb6 29.Ne2 Nb5 30.Rg1 Nxe2 31.Kxe2 Nd4+ 32.Kf2 b5;

A1a1112) -1.03 Fritz 5.00: 26...Rh2 27.b3 Rxc2+ 28.Kd3 Ra2 29.Rc1 Nb8 30.a4 a6 31.Nc7;

A1a112) -3.44 Fritz 5.00: 26.Nge2 26...Nxe2 27.Nxe2 b5 28.cxb5 Bxb5 29.b3 Nc7 30.Rh1 Rxh1;

A1a12) -1.00 Fritz 5.00: 25.Bh3 25...Bxh3 26.Nxh3 Rh8 27.Nf2 Rh2 28.Ncd1 Rg2 29.Kd3 Nc7;

A1a2) -0.22 Fritz 5.00: 24...Rxc2 Black is too suspicious, Fritz reckons. I'm suspicious that the White King is on f2! 25.Be2 Rg2 26.Rh1 Be8 27.Kd3 Ng3 28.Rh8;

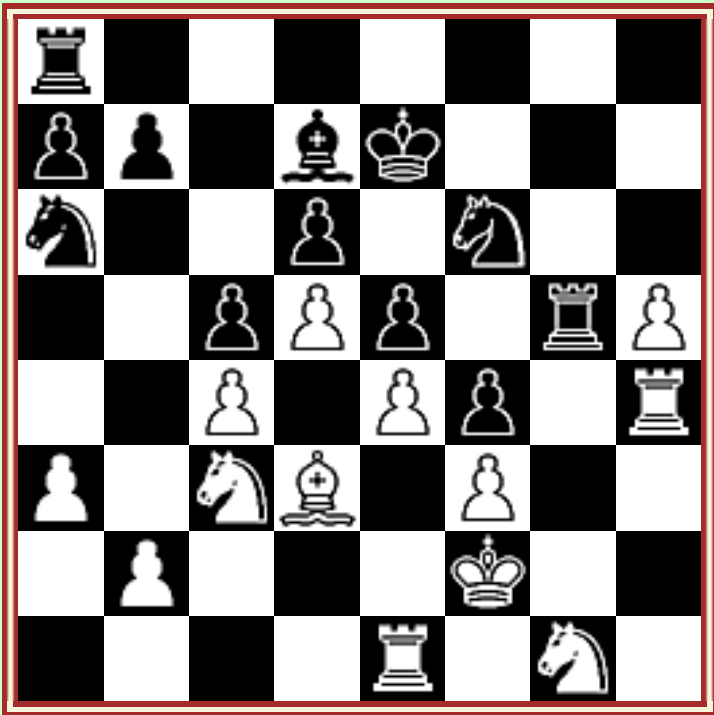
A1b) -3.38 Fritz 5.00: 24.Nf2 24...Nf6 25.Be2 Rg2 26.Nd3 Nh7 27.Rh1 Ng5 28.Ne1 Rg3;

A2) -0.19 Fritz 5.00: 21...Rxc2 22.Bh3 Rg3 23.Bxd7 Nxd7 24.Rf1 Rag8 25.Nb5 Nb6 26.b3;

B) -1.59 Fritz 5.00: 21.h6 21...Rh8 22.Nb5 Rg6 23.Nxa7 Rgxh6 24.Rxh6 Rxh6 25.

Nb5 Rh7]

16...Ke7 17.g4 Nf6 18.h4 gxh4 19.Rxh4 h5 20.gxh5 Rg5



21.Bf1

[-1.59 Fritz 5.00: 21.h6 Rh8 22.Nb5 Rg6 23.Nxa7 Rgxh6 24.Rxh6 Rxh6 25.Nb5 Rh7]

21...Rag8 Of course, with a King on f2, g1 is no longer en prise, and the pressure on g2 deters White from Bh3.

[-0.19 Fritz 5.00: 21...Rxg1 22.Bh3 Rg3 23.Bxd7 Nxd7 24.Rf1 Rag8 25.Nb5 Nb6 26.b3]

22.Nh3 Rxh5 23.Rxh5 Nxh5 24.Ng1 Ng3

[-0.22 Fritz 5.00: 24...Rxg1 25.Be2 Rg2+]

25.Bg2

[-1.00 Fritz 5.00: 25.Bh3 Bxh3 26.Nxh3 Rh8]

25...Rh8 26.Nb5

[-3.44 Fritz 5.00: 26.Nge2 Nxe2 27.Nxe2 b5 28.cxb5 Bxb5 29.b3 Nc7 30.Rh1 Rxh1]

26...Bxb5

[-1.03 Fritz 5.00: 26...Rh2 27.b3 Rxc2+]

27.cxb5 Nc7 28.a4

[-3.34 Fritz 5.00: 28.b6 axb6 29.Ne2 Nb5 30.Rg1 Nxe2]

28...b6

[-0.25 Fritz 5.00: 28...Rh2 29.b3 Rxc2+]

29.Ra1

[-3.13 Fritz 5.00: 29.Bh3 a6 30.bxa6 Nxa6 31.Rd1 Nb4 32.Rc1 Ra8 33.Ra1 Rg8]

29...a5

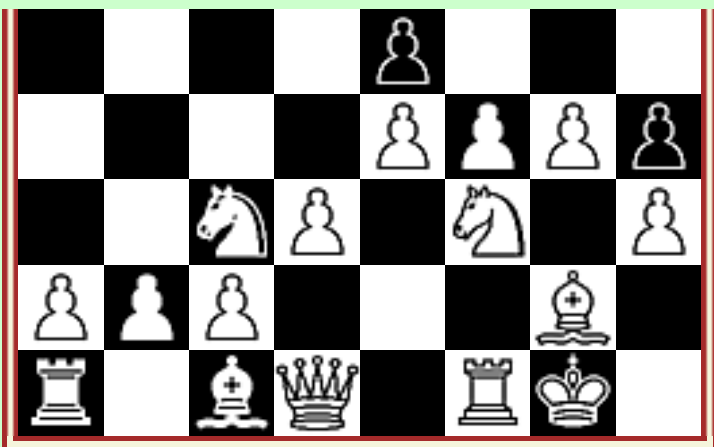
[-0.16 Fritz 5.00: 29...Rh2 30.b3 Rxc2+]

30.Ne2 Nxe2 31.Kxe2 Rh2 32.Kf2 Kf6 33.Rh1 Rxh1 34.Bxh1 Kg5 35.Bg2 Kh4 36.Bf1 Ne8 37.Bg2 Nf6 38.Bf1 Nh5 39.Bc4 Kh3 40.Bf1+ Kh2 41.Bc4 Ng3 42.Bd3 Nh1+ 43.Kf1 Kg3 44.Be2 Nf2 45.Kg1 Nh3+ 46.Kf1 Ng5 0-1

104) Lee N. S. - Baer B. L. [C25]

Exeter Premier (5) 1.e4 g6 2.Nc3 Bg7 3.g3 d6 4.Bg2 e5 5.d3 h5 "Out of Book," says Fritz. 6.h3 Be6 7.Nf3 Ne7 8.O-O Nbc6 9.Ng5 Bd7 10.f4 f6 11.Nf3 h4 12.g4





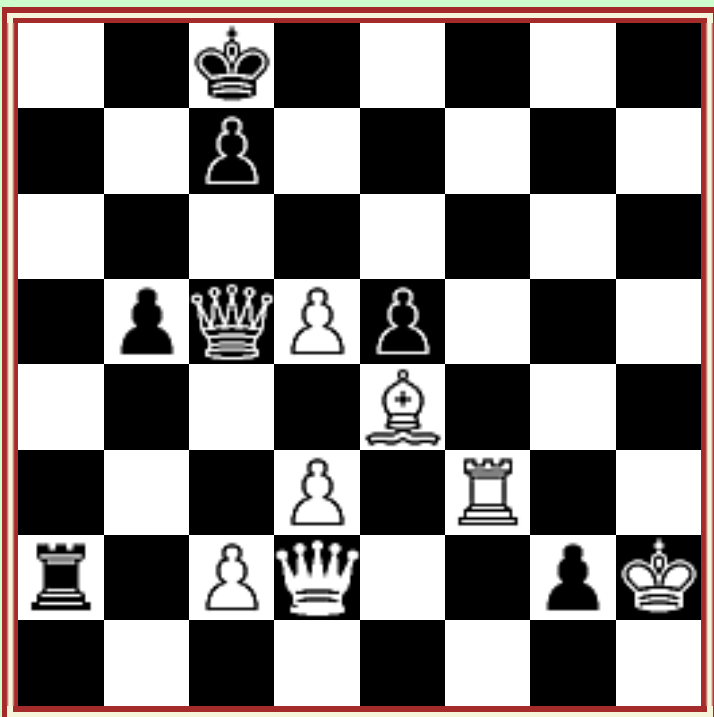
12...Bxg4

[1.53 Fritz 5.00: 12...f5 Fritz has never seen a positional sacrifice that it liked!]

13.hxg4 h3 14.Bh1 Qd7 15.f5 0-0-0

[0.09 Fritz 5.00: 15...Bh6 16.Bxh6 Rxh6 17.Qd2 Rh8 18.Kh2 0-0-0 19.fxg6 Nxg6]

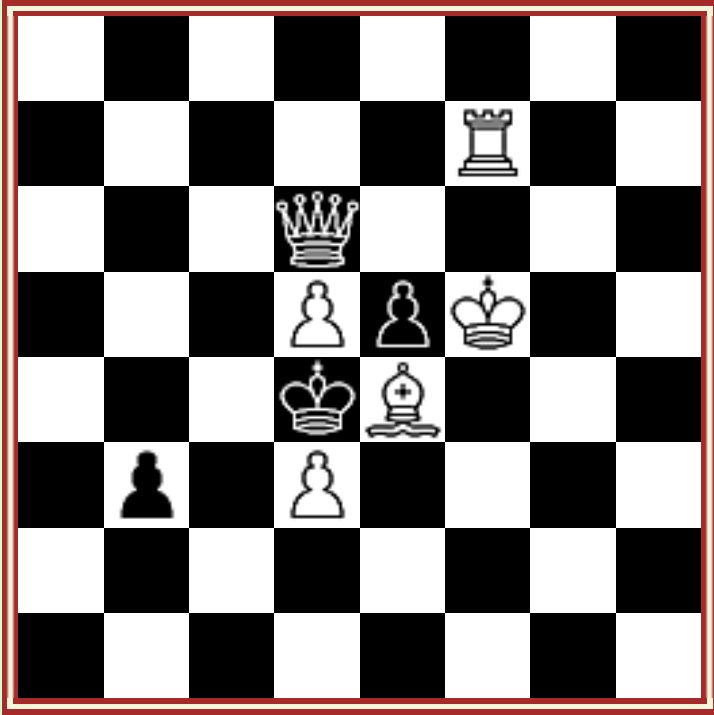
16.Kh2 gxf5 17.gxf5 d5 18.Qe2 Qd6 19.Qf2 Bh6 20.Bxh6 Rxh6 21.Nb5 Qb4 22.Nxa7+ Nxa7 23.Qxa7 Nxf5 24.Nxe5 fxe5 25.Rxf5 Qxb2 26.Raf1 Ra6 27.Qf2 Rxa2 28.exd5 Qc3 29.Rc1 Qa3 30.Qd2 Qd6 31.Be4 Rg8 32.Rcf1 Qc5 33.R1f2 b5 34.R5f3 Rg2+ 35.Rxg2 hxg2



36.Qxg2

[-1.22 Fritz 5.00: 36.Rf2 g1Q+ 37.Kxg1 Qd4 38.Qe2 Kb8]

36...Rxc2 37.Rf8+ Kd7 38.Rg8 Rxc2+ 39.Rxc2 Qe7 40.Rg6 Qh4+ 41.Kg2 Qf4 42.Rg7+ Kd6 43.Rg6+ Kc5 44.Rc6+ Kd4 45.Rxc7 Ke3 46.Rh7 Qg5+ 47.Kh3 Qf6 48.Kg4 b4 49.Rb7 Qd6 50.Kf5 Kd4 51.Rf7 b3



52.Rf6

[-4.34 Fritz 5.00: 52.Rb7 Kc3 53.Rh7 b2 54.Rh1 Qf8+ 55.Kxe5 Qb8+ 56.d6 b1Q]

52...Qd7+ 53.Kg6 Qe8+ 54.Kf5

[-10.50 Fritz 5.00: 54.Kg7 Qb8 55.Rf8 Qc7+]

54...Qh5+

[-1.66 Fritz 5.00: 54...b2 55.Rb6 Qh5+ 56.Kf6 Qh6+ 57.Bg6 Qf8+ 58.Ke6 Qc8+ 59.Kd6]

55.Ke6 b2 0-1

105) Littlejohns D. P. - Ponter I. [C78]

Exeter Premier (5) 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O b5 6.Bb3 Bb7 7.Re1 Bc5 8.c3 d6 9.d3 O-O 10.Bg5 Qe7 "Out of Book," says Fritz. 11. Nbd2 Nd8 12.Nh4 Ne6 13.Nf5 Qd8 14.Bh4 Nf4 15.Qf3 Bc8 16.d4 Bb6 17. Rad1 Ng6 18.Bg5 Be6 19.d5 Bd7 20.Nf1 Kh8 21.N1g3



21...Ne7

[1.78 Fritz 5.00: 21...Bxf5 22.Nxf5 a5 23.Bc2 a4 24.Bd3 Rb8 25.Ng3 Bc5 26.Bxf6]

22.Nxg7 Ng4 23.Bf6 Allows Black to escape...

[0.53 Fritz 5.00: 23.Bxe7]

23...Nxf6 24.Qxf6 Kg8 ...if he sees it!

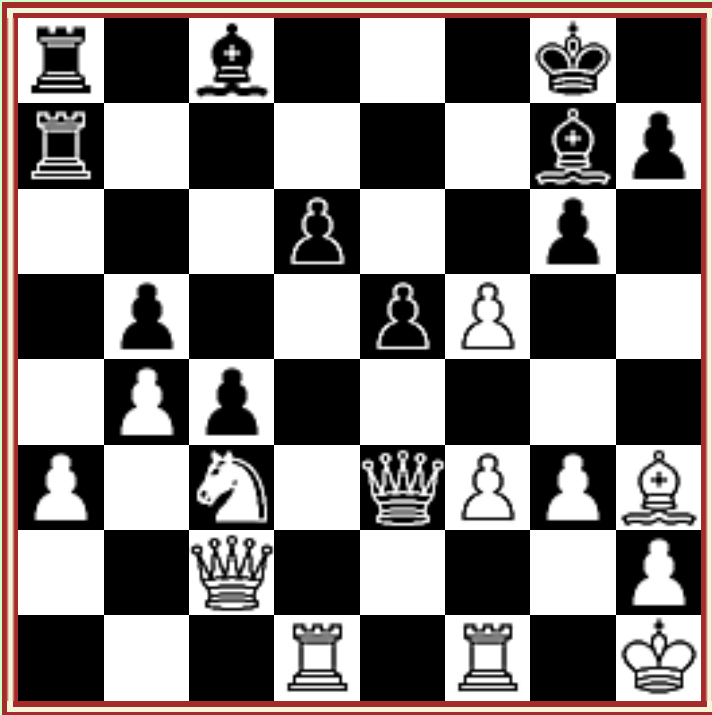
[8.66 Fritz 5.00: 24...Nxd5 25.Qxd8 (25.Qh6 Qf6;

25.Qf3 Nxc3) 25...Raxd8 26.Bxd5 Kxg7 27.Nf5+ Kf6 28.Ne3 Rg8 29.Bb7]

25.N7h5 1-0

106) Pinkerton A. - Homer S. [E68]

Exeter Premier (5) 1.d4 Nf6 2.Nf3 g6 3.g3 Bg7 4.Bg2 d6 5.O-O O-O 6.c4 Nbd7 7.Nc3 e5 8.e4 c6 9.d5 c5 "Out of Book," says Fritz. 10.Be3 a6 11.Ne1 Ne8 12.Nd3 b5 13.cxb5 axb5 14.a3 Ba6 15.b4 c4 16.Nc1 Nb6 17.N1e2 f5 18.f3 Nf6 19.Qd2 Rf7 20.Bg5 Qe8 21.Bh3 Bc8 22.Qc2 Rfa7 23.exf5 Nbx d5 24.Nxd5 Nxd5 25.Rad1 Qc6 26.Bc1 Qb6+ 27.Kh1 Ne3 28.Bxe3 Qxe3 29.Nc3



29...Bb7

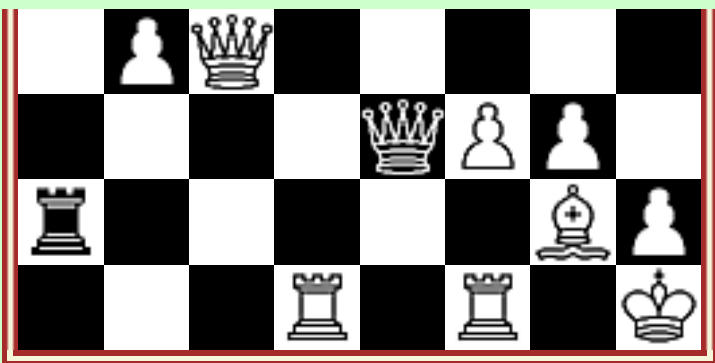
[1.34 Fritz 5.00: 29...Qb6]

30.Bg2

[-0.06 Fritz 5.00: 30.Nxb5 Bxf3+ 31.Bg2 Bxd1 32.Rxd1 Qb3 33.Qxb3 cxb3]

30...Rxa3 31.Nxb5 Ra2 32.Qxc4+ d5





33.Qc7 With no forced mate, White may have been reluctant to sacrifice, but surprisingly, Fritz fancied it!

[-2.72 Fritz 5.00: 33.Rxd5 Bxd5 34.Qxd5+ Kh8 35.Nd6 Bf8 36.Nf7+ Kg7 37.fxg6 Bxb4 (37...hxg6 38.Nxe5 R8a7 39.b5)]

33...Qe2 34.Rg1 Qxb5 35.fxg6 hxg6 36.Qe7 Rc8 37.Qe6+ Kh7 38.f4 Rxc2

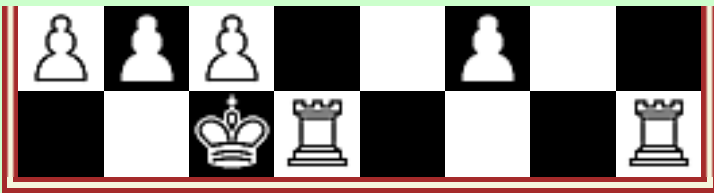
[-1.47 Fritz 5.00: 38...Rcc2 39.f5 d4 40.fxg6+ Kh6 41.Qh3+ Kxg6 42.Qg4+ Kf7 43.Rgf1+]]

0-1

107) Piper S. J. - Bartlett J. [B00]

Exeter Premier (5) **1.e4 Nc6 2.Nf3 d6 3.Nc3 Nf6 4.d4 Bg4 5.Be3 e6 6.Be2 Be7 7.h3 Bxf3 "Out of Book," says Fritz. 8.gxf3 Qd7 9.Qd2 0-0-0 10.d5 exd5 11.exd5 Ne5 12.f4 Ng6 13.Qd4 c5 14.dxc6 Qxc6 15.0-0-0 a6 16.Bc4**

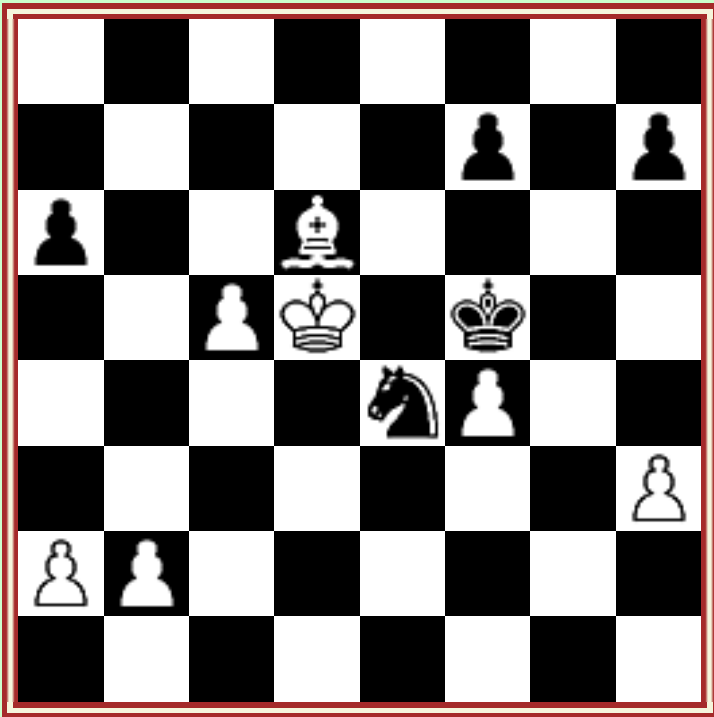




16...d5

[1.81 Fritz 5.00: 16...Rhf8 17.Rhg1 Qc5 18.Nd5 Nxd5 19.Bxd5 Qxd4 20.Bxd4 Nxf4 21.Bxg7]

17.Nxd5 Nxd5 18.Bxd5 Bf6 19.Bxc6 Bxd4 20.Bxd4 bxc6 21.Bxg7 Rxd1+ 22.Rxd1 Rd8 23.Be5 Rxd1+ 24.Kxd1 Kd7 25.Kd2 Ke6 26.Ke3 Kf5 27.Bd6 Nh4 28.c4 Ng2+ 29.Kd4 Ne1 30.Kc5 Nd3+ 31.Kxc6 Nxf2 32.Kd5 Ne4 33.c5



33...Nxc5

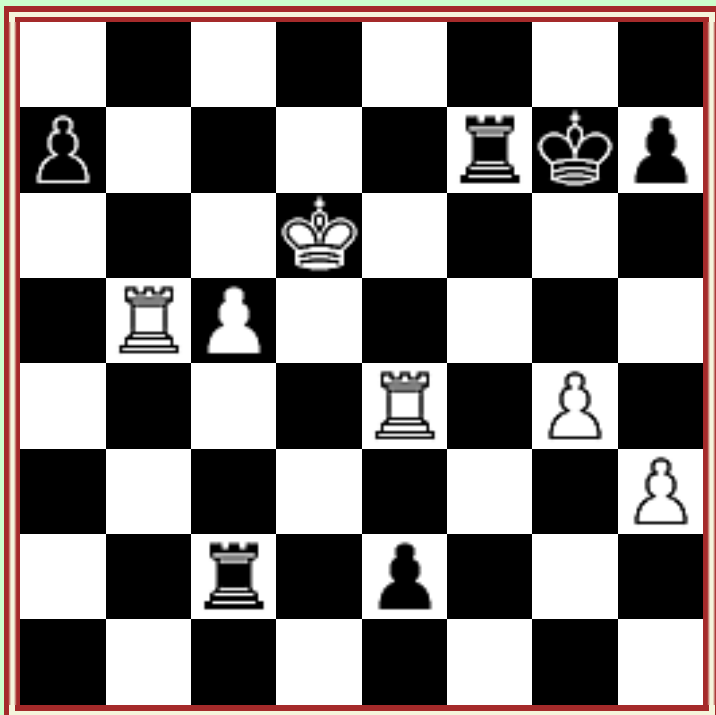
[5.53 Fritz 5.00: 33...Nf6+ 34.Kc6 Ne4 35.Kb6 h5 36.Kxa6 h4 37.b4 Nf2 38.a4]

34.Kxc5 Ke4 35.b4 Kf3 36.a4 1-0

108) Saqui D. A. J. - Helbig P. D. [A48]

Exeter Premier (5) **1.d4 Nf6 2.Nf3 g6 3.e3 Bg7 4.Be2** "Out of Book," says Fritz.

4...0-0 5.0-0 d6 6.c4 Nc6 7.Nc3 e5 8.b3 exd4 9.exd4 Bg4 10.h3 Bxf3 11. Bxf3 Nd7 12.Be3 f5 13.Bd5+ Kh8 14.f4 Re8 15.Bf2 Nf6 16.Bf3 Ne4 17. Bxe4 fxe4 18.Be3 Ne7 19.g4 d5 20.Qd2 c5 21.Rad1 Nc6 22.Ne2 cxd4 23. Nxd4 dxc4 24.Nxc6 bxc6 25.bxc4 Qe7 26.Qd6 Rac8 27.Qxe7 Rxe7 28.Rd6 Kg8 29.Rfd1 Kf7 30.Kg2 Ke8 31.Kg3 g5 32.Kf2 gxf4 33.Bxf4 Be5 34.Bxe5 Rxe5 35.Ke3 Ra5 36.Rh6 Rc7 37.Rb1 Kf8 38.Rb2 Re7 39.Rxc6 Ra3+ 40. Rb3 Rxa2 41.Rf6+ Kg7 42.Rf4 Rh2 43.Kd4 Re2 44.c5 Rd7+ 45.Ke5 Rc2 46. Ke6 Rc7 47.Rb5 e3 48.Kd6 e2 49.Re4 Rf7



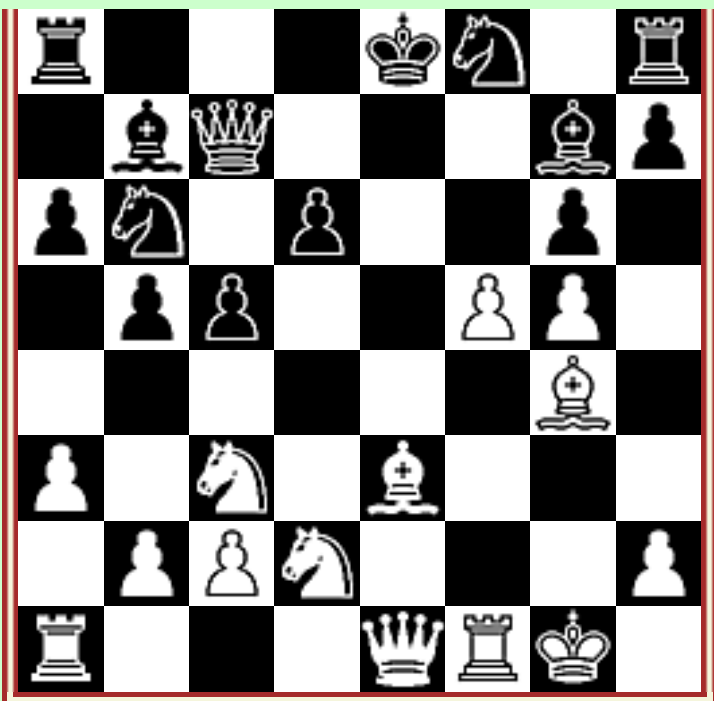
50.Rb1 Oops.

[-2.91 Fritz 5.00: 50.Rb3 Rd2+ 51.Kc6 Rf6+ 52.Kb5 a6+ 53.Kc4 Rf4 54.Rbe3 Rxe4 +]

50...Rd2+ 51.Kc6 Rd1 52.Rb7 e1Q 53.Rxe1 Rxe1 0-1

109) Ward I. C. - Lilley G. [B07]

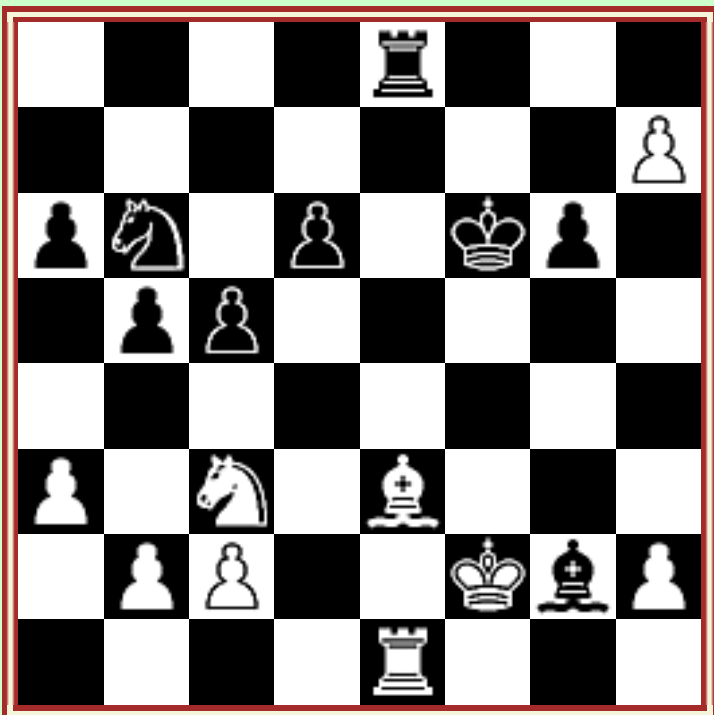
Exeter Premier (5) 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7 5.g4 c6 6.g5 Nfd7 7. Be3 "Out of Book," says Fritz. 7...b5 8.a3 Bb7 9.f4 Nb6 10.Nf3 N8d7 11.0-0 Qc7 12.Qe1 a6 13.Nd2 c5 14.d5 e6 15.dxe6 fxe6 16.Bg4 Nf8 17.f5 exf5 18. exf5



18...Be5

[0.97 Fritz 5.00: 18...gxf5 19.Rxf5 Be5 20.Nde4 Nc4 21.Nf6+ Kd8 22.Rd1 h5 23. Bxh5]

19.f6 Kf7 20.Nf3 Re8 21.Nxe5+ Rxe5 22.Qg3 Ne6 23.Rae1 Re8 24.Bxe6+ R5xe6 25.Qh3 h5 26.gxh6 Qc6 27.h7 Qh1+ 28.Kf2 Rxf6+ 29.Ke2 Qg2+ 30. Qxg2 Bxg2 31.Rxf6+ Kxf6 32.Kf2



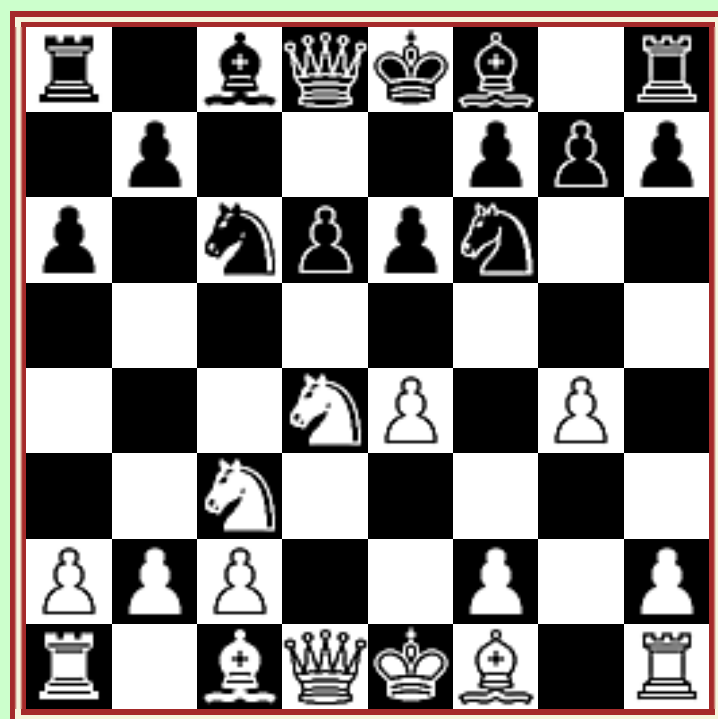
A final blunder: Graham is of course one of the country's finest visually disabled players. **32...Bc6**

[6.53 Fritz 5.00: 32...Rh8 33.Kxg2 Nc4 34.Bc1 Rxh7 35.Ne4+ Kf5 36.b3 Ne5 37.Nxd6+]

33.Bd4+ 1-0

110) Wareing J. P. - Bolt G. [B45]

Exeter Premier (5) **1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Ndb5 d6 7.g4 "Out of Book," says Fritz. 7...a6 8.Nd4**

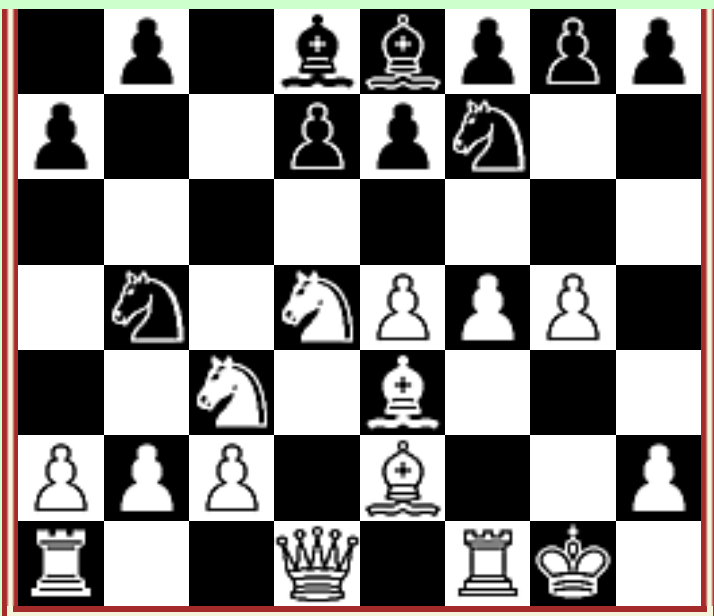


Black misses a chance to exploit the Pg4, but White pays a higher price later! **8...Be7**

[0.19 Fritz 5.00: 8...Nxg4 9.Be2 Qh4 10.Bxg4 Nxd4 11.Be3]

9.Be2 0-0 10.O-O Bd7 11.Be3 Rc8 12.f4 Nb4

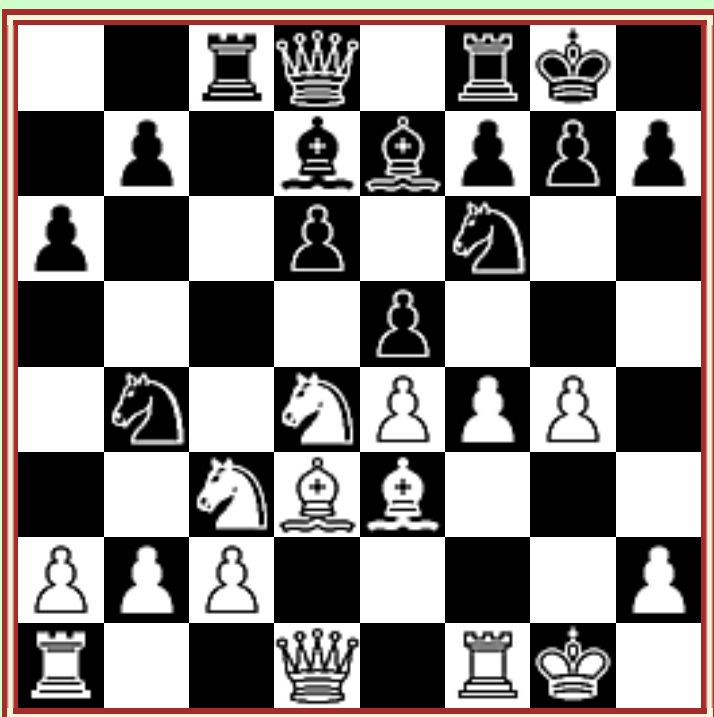




13.Bd3

[-0.50 Fritz 5.00: 13.g5 Ne8 14.a3 Nc6 15.Bc4 Qc7]

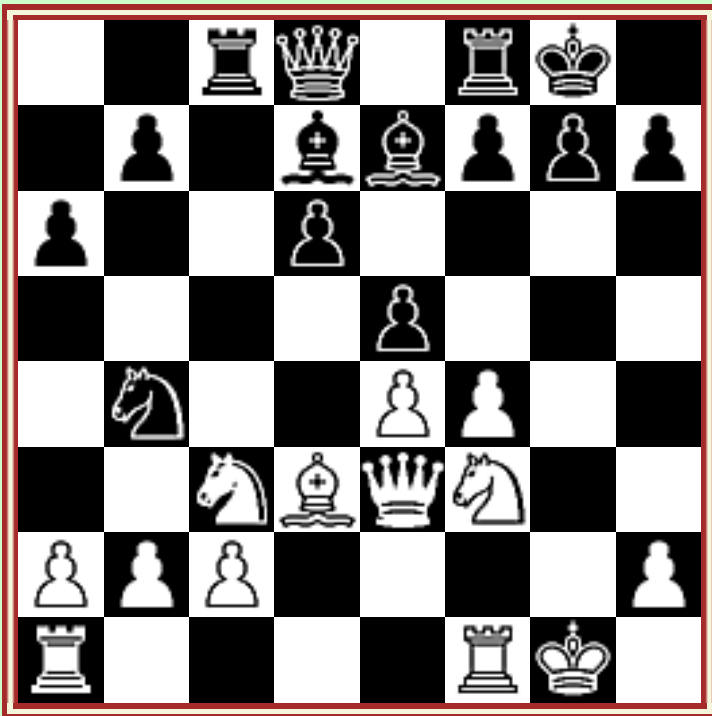
13...e5



14.Nf3 I guess this is a sacrifice to open up lines against the King. (But whose King?)

[-1.53 Fritz 5.00: 14.Nf5 Bxf5 15.gxf5 exf4 16.Rxf4 d5 17.e5 Nxd3 18.Qxd3]

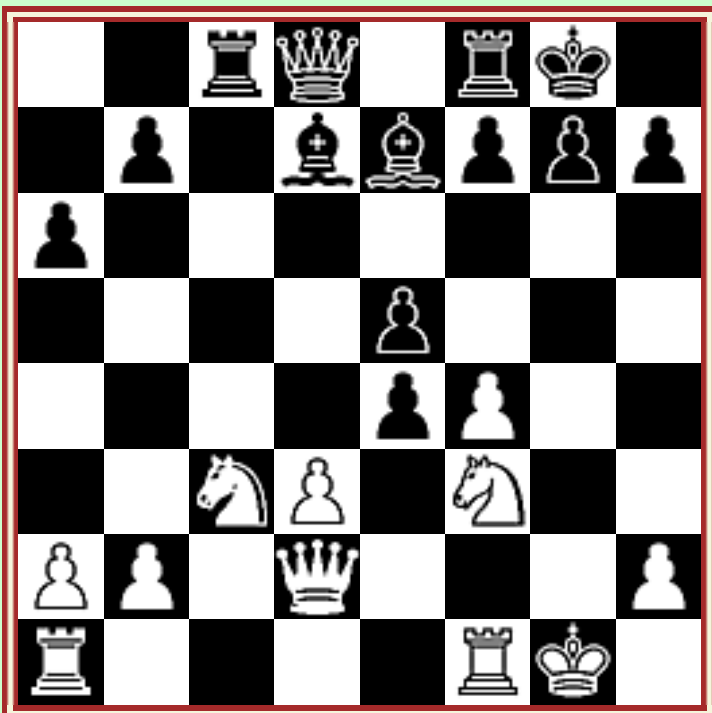
14...Nxg4 15.Qd2 Nxe3 16.Qxe3



16...d5 This decision to open up the game is totally correct, as far as I can see.

[-3.44 Fritz 5.00: 16...f5 17.exf5 exf4 18.Qxf4 Nxd3 19.cxd3 Bxf5 20.d4]

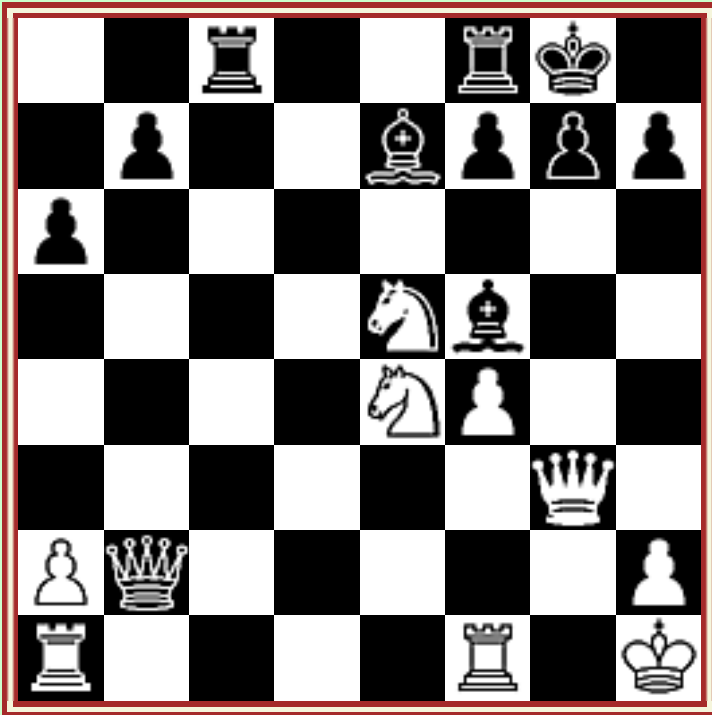
17.Qd2 Nxd3 18.cxd3 dxe4



19.Nxe5

[-2.75 Fritz 5.00: 19.Nxe4 exf4 20.d4 keeps more central control against the power of the two Bishops. 20...Bh3 21.Rfe1 Bg4 22.Ne5 f5 23.Nf2 Bc5]

19...exd3 20.Qxd3 Be6 21.Qg3 Qb6+ 22.Kh1 Qxb2 23.Ne4 Bf5



White is losing horribly, but can try to minimise the damage. **24.Rab1**

[-11.19 Fritz 5.00: 24.Rae1 Qc2 25.Qf3 f6 26.Ng3 fxe5 27.Rxe5 Bh3 28.Rxe7 Bxf1]

24...Qa3

[-3.25 Fritz 5.00: 24...Bxe4+ is a rather straightforward improvement: 25.Nf3 Bxb1 26.Qe1 Bd3 27.Rg1 Rfe8 28.Qe5 Qxe5 29.fxe5]

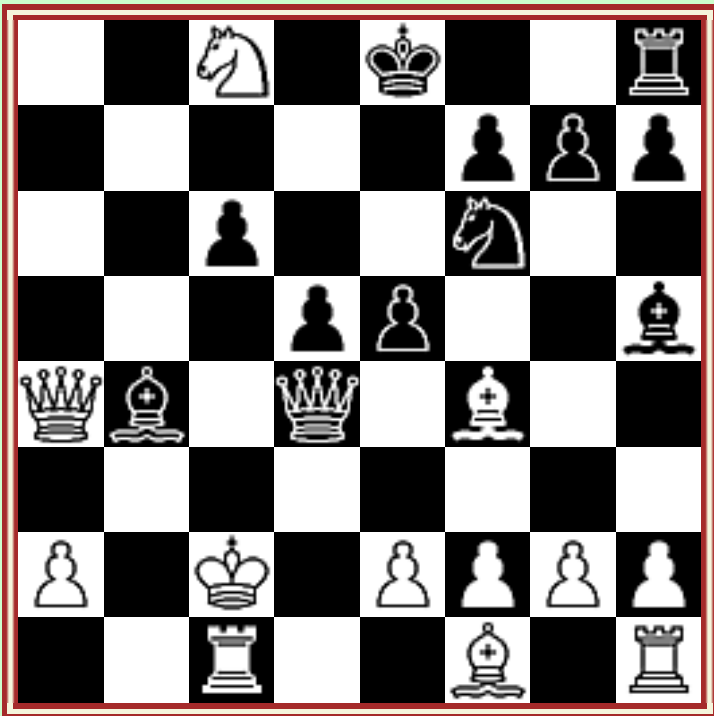
25.Rxb7 Oops.

[-12.22 Fritz 5.00: 25.Nf6+ Kh8 26.Qxa3 Bxa3 27.Nfd7 f6 28.Nxf8 fxe5 29.Nd7 Bxd7]

25...Bxe4+ 0-1

111) Wheeler J. F. - Brusey A. W. [D13]

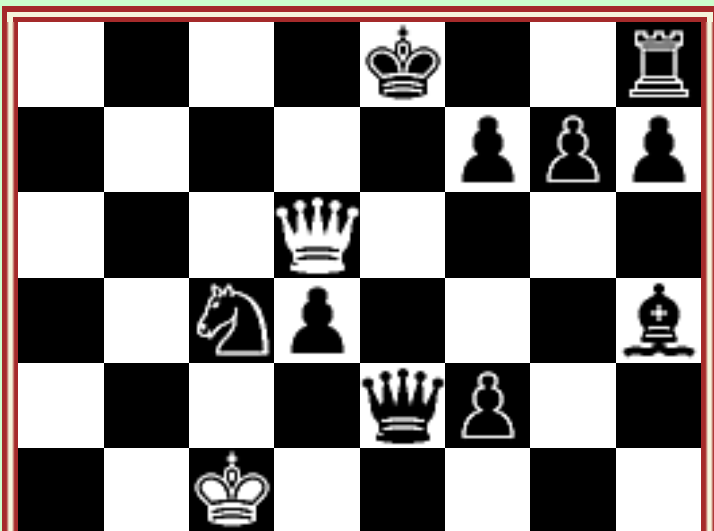
Exeter Premier (5) 1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.Nf3 Nf6 5.Nc3 Nc6 6.Bf4 Bg4 7.Ne5 Bh5 "Out of Book," says Fritz. 8.Qa4 Qb6 9.Nb5 Rc8 10.Nxc6 bxc6 11.Nxa7 Qxb2 12.Rc1 e5 13.Nxc8 Bb4+ 14.Kd1 Qxd4+ 15.Kc2

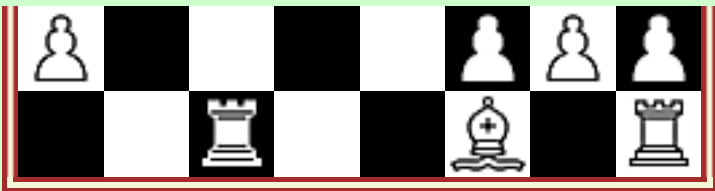


15...exf4

[1.13 Fritz 5.00: 15...Qc3+ 16.Kb1 (16.Kd1 Qd3+ may have been what Black missed 16...Bg6+ 17.Rc2 Qxc2+ 18.Qxc2 Bxc2+ 19.Kxc2 exf4)]

16.Qxc6+ Nd7 17.Nd6+ Bxd6 18.Qxd6 Nc5 19.e4 Qxe4+ 20.Kc3





It's never going to be a draw, is it? **20...d4+**

[3.34 Fritz 5.00: 20...Qc4+ 21.Bxc4 Ne4+ 22.Kc2 Nxd6 23.Rhe1+]

21.Kc4

[0.09 Fritz 5.00: 21.Kb4 Be2 22.Bxe2 Qxe2 23.Qc6+ Kf8 24.Qxc5+ Qe7 25.Qxe7 + Kxe7]

21...d3+

[3.16 Fritz 5.00: 21...Ne6 22.Qb8+ Ke7 23.Qxh8 Qc6+ 24.Kb3 Qxc1 25.Qxh7 Qc3 + 26.Ka4]

22.Kxc5 1-0

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#) 

Exeter Chess Club: General Chess Handouts

- [Basic advice](#)
 - [Attacking play](#)
 - [Annotated club games](#)
 - [Chess and its players](#)
-

Basic advice

To use this site you need to be able to read [chess notation](#) and sometimes to understand [chess symbols](#). The first port of call for any chess player ought to be the [rec.games.chess.* FAQs](#).

[A course of study](#) using some of these handouts for players of different levels ([guide to levels/ratings](#))



[Posters for a Junior Club](#) {D}

A selection of posters we have had up at Exeter.



[Essential checkmates](#) {D} (60k)

The basic mating patterns for beginners, and a few special ones from Vukovic.

[An ABC of chess](#) {D}

The basic mental toolkit of chessplayers.

General advice on the three phases of the game:



[General Opening advice](#) {D} {all?}



[General Middlegame advice](#) {D} {all?}



[General Endgame advice](#) {D} {all?}

Perhaps, if you don't play much, these three will be difficult to make full use of, but you might want to refer back to them from time to time.



[A Chess Glossary](#) {all}

For reference rather than study: comments and examples are particularly invited. There is another [glossary from SmartChess](#) and one from [London Chess Centre](#), one from [Steve Lopez](#) of ChessBase USA, and there's even an encyclopedia at [MECCA](#).



[Top 10 tips for Juniors](#) {D} {C}

A long press release, including notes on the *Giuoco Pianissimo*



[Mini Chess Games](#) {D}

for beginning chess players to use as training exercises



[Cool Tips](#) {all}

A trawl of advice from masters and others.

[Strategy and Tactics](#) {D/C}

Which should you study first or foremost? To be read alongside:

[Steinitz' theory](#) {all} 9 Jun 98

David Hooper's scholarly account, with some sketchy notes by yours truly.

Play [Chess with Attitude](#) {all}

Experienced NW Coach Phil Adams explains how to approach a game.

Attacking play



[General rules for the attack](#) {D}

From Steinitz and Vukovic



[Attacking the castled King](#) {D}

Examples of basic attacking themes and tactics



[The Very Slow King's-side attack](#) {C}

Examples of "clockwork" attacks with a closed centre.



[The Queen's-side attack](#) {C}

Attacking without a King as a target



[Contempt for Pawns](#) {all}

- We need more of it, says CJS Purdy

[Capablanca: the ultimate attacking player](#) {B/A}

Surprised? Not as much as his opponents, says Peter Lane

Chess Praxis: annotated games by club players

[Assess Your Chess](#) {all}

Some things to look for in your own games.

[How to lose at chess](#) {all}

Peter Lane explains all

[Books with annotated amateur games](#)

from the "Difference" handout

[Lessons from a Simul. \(1995\)](#) {all}

We has a centenary Simul. recently by IM Gary Lane: challengers had grades of BCF 70-160+ (1000-1900 ELO). [Differences at a Simul](#), 1996.

[What makes a difference?](#) {all} How 120-grade players beat 100s. (84k)

The master games found in the books (and in the Canon) are often clear but always deep. What actually makes a difference among club players?

[Differences at a Simul](#). See also Alex's [E-zine](#).

[Meat and potatoes: three phases of a tough game](#) {B}

A good club game annotated by one of the players AND one of the spectators!

[Swindle your way to success](#) {all}

An introduction to the ignoble art.

[Club games](#) {all}

An annotated selection from Exeter players

Bob Martin was kind enough to send me [Five Sicilians from Club Play](#) with notes describing his assessment and thinking during play.

[The Art of Analysis](#) {all}

An opportunity to exercise yourself and compare notes with other players.

[Assess Your Chess](#) {all}

Some things to look for in your own games.

[Simple Chess](#) {C}

The route from minor to major isn't all that hard, says Mark Blackmore.

[Towards Simpler Chess](#) {B}

...or, Walk before you run!

[Clock control](#)

...the 33rd piece! [N.B. Large inline GIFs]

Chess and chess players

[Problems and Studies](#)

A brief introduction for the curious.

[Lessons from Paul Morphy](#) {D}

The model for attackers of all ages, Morphy shows us how it's done.

[Lessons from Rubinstein](#) {B/all} and

[Lessons from Lasker](#) {B/all} and

[Lessons from Capablanca](#) {C/all}

...each through the medium of Peter Lane, who also offers his own thoughts about studying chess through master games. See also [Capablanca: the ultimate attacking player](#)

[Lessons from Tal](#) {B/all}

Some surprisingly classical lessons are found among Tal's flights of fancy.

[Lessons from Bobby Fischer](#) {C}

Brisk and incisive, Fischer's play inspired my generation to play chess.

[The Development of Chess Style](#)

A potted history of the champions of chess, and the history of chess ideas.

"We perceive after a careful consideration of the evolution of the chess mind that such evolution has gone on, in general, in a way quite similar to that in which it goes on with the individual chess player, only with the latter more rapidly."

-- Richard RETI

[How do chessplayers think?](#) and [Chess and psychology](#) {all}

Two related documents: I'm still writing the latter, but offer it half-baked because I would like comments on it as early as I can have them.



[Chess Quotes](#) {all}

I had to create a separate section for [Stories](#), for [Excuses for Losing](#) and another one for David [Bronstein](#). Does chess involve [luck](#)?



[Trawled from the 'net](#) {all}

I regularly read the rec.games.chess newsgroups, and saved for my later

enjoyment a number of documents. I also keep a cache of my [old r.g.c. posts](#)

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: General | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (general.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: A chess glossary

"The meaning is the use" - WITTGENSTEIN

More than most of these pages, this represents work in progress, and particularly your corrections, additions, and examples in PGN are invited!

I don't think it needs a search facility: it's not very long and you can use the one in your browser.

I'm gradually adding examples: [Example](#) means I've got one, [example?](#) means I'd like one. Games in [handouts](#) are usually also in the [Canon](#).

I started this a long time ago when browsing through Tartakower and du Mont's *500 Master games of chess*, mostly because they kept throwing in different terms for various sorts of sacrifices. If you know other good sources, please let me know!

An international glossary is to be found in Hooper and Whyld's *Companion*.

Caveats: There is little or nothing from the problem world, nor from Euwe and Kramer (e.g. their [classification of pawn structures](#)), nor from Kmoch.

Credits: the rec.games.chess.* FAQ, books above.

Glossary and Acronyms:

:

- Example:

accept:

to take e.g. an offered pawn - Example: **1. e4 e5 2. f4 exf4** is the King's Gambit Accepted. Antonym: *declined*.

accumulation of advantages (accumulation theory):

an approach to positional play, seen in Steinitz, where one advantage is

used to secure another, or at least is held while another is sought. Examples in the [Strategy/Themes](#) section of the Canon by Steinitz.

active defence:

defence involving some form of counterattacking method - either by attacking elsewhere, or by attacks against the opponents' attacking pieces. Example in the [Defence](#) section of the Canon.

advantage:

to have more of a chessboard asset - material or positional (time, space, mobility, Pawn skeleton) [Examples](#) all over the Canon.

AI =

Artificial Intelligence

amaurosis scachistica:

chess blindness (oversight), described ironically as a disease by Dr. Tarrasch. There is a superb example from Krogius in the [Errors](#) section of the Canon.

analysis:

usually an examination of variations Examples in the [Analysis](#) section of the Canon.

anti-positional:

against good strategical principles, as opposed to being a tactical oversight; Fischer famously described the [Winawer Variation](#) as "*anti-positional*", as it gives up the good Bishop and weakens the King's-side.

artificial castling, or castling by hand:

to exchange positions of king and rook by other means than normal castling e.g. by playing Ke1-f2, Rh1-e1, Kf2-g1 as in the main line of the [Benko Gambit](#).

artificial manoeuvre:

trying a bit too hard, or making an odd use of pieces. Simple examples might include blockading a pawn with a Q or developing the Rook by h2-h4 and Rh1-h3. Capablanca's [style](#) was the opposite of artificial - his games have a natural, graceful feel which is easy to recognise (but hard to do).

attack:

to move with a threat e.g. so that an opponent's piece may be taken; more generally, to move pieces towards e.g. the king's side in the hope of mate. Also used to describe some opening systems initiated by White, e.g. King's Indian Attack.

back rank:

the rank behind your Pawns. After castling the King's movement forward is often blocked by Pawns on the f,g and h files, and if the Rooks are played forwards you may fall into a *back rank mate*. In order to avoid this, players may create *Luft* (airhole) by a move like h2-h3. There are examples of back rank mates in the [Tactics](#) section of the Canon.

bad bishop:

a bishop hemmed in by its own pawns, on the same colour squares. Examples in the [Bishops](#) handout (and in the Canon).

BCE =

Basic Chess Endings

BCF =

British Chess Federation

BCO =

Batsford Chess Openings

bind:

a grip on the position, usually held by Pawns, [e.g. the Maroczy bind.](#)

black (white) square weaknesses:

having holes on the black squares. Examples include Bernstein-Mieses and Znosko-Borovsky vs. Mackenzie in the [Strategy/Themes](#) section of the Canon.

black square complex:

a network of black squares. Examples include Bernstein-Mieses and Znosko-Borovsky vs. Mackenzie in the [Strategy/Themes](#) section of the Canon.

blockade:

usually of pawns - a pawn may be blockaded by an enemy piece or pawn standing in front of it. The same effect may be achieved by good control of the square in front of it so that it would be taken without compensation if it advanced. example?

blockaded pawn:

a pawn where the square in front is occupied (or strongly controlled) by opposing pieces. An isolated pawn on c6 can be blockaded by Nc5; there are lots of examples in the [Pawn mobility](#) handout.

blunder:

an oversight; the [Tactics](#) section of the Canon is full of them.

break (pawn break):

a Pawn move with the hope or intention of opening lines, particularly files. In blocked positions like the [French Defence](#) it's important to organise your own pawn break.

break-up sacrifice:

a sacrifice to disrupt the defences e.g. Bxh6, gxh6, an example of which can be found in the [Attacking](#) section of the Canon.

breakthrough:

the breaching of an apparently secure formation, often with sacrifice of material, as in the Pillsbury-Lasker game in the [French Defence](#).

building a bridge:

Nimzovitch's description of how to win the Lucena position (*q.v.*) in a [Rook ending](#).

candidate move:

a move considered as a starting point in the analysis of variations. The term was made popular by Kotov's classic [Think Like a GM](#), the first chapter of which has been very influential; there are some examples in the [Analysis](#) section of the Canon.

candidate:

a Pawn that may be promoted; also, a player in competition to become the challenger for the world championship(s). See the game Marshall-Capablanca in the handout on [Pawn mobility](#).

CC =

correspondence chess (also known as postal chess, although e-mail chess is catching up!)

centralisation:

to move pieces towards the centre - a good idea if there is no obvious alternative plan. Example in the [Strategical Themes](#) section of the Canon.

centre:

the central four squares e4/d4/e5/d5 or the sixteen squares including these and those next to them.

clearance sacrifice:

see *vacating sacrifice*

close game or closed opening:

often slow, partly blocked positions, often arising from e.g. 1. d4 d5, with locked chains of pawns. There are several examples discussed in the [Pawn formations](#) handout.

combination:

a forcing sequence involving threats (of capture, check and/or mate), probably involving a sacrifice. There are examples in the [Tactics](#) and [Attacking](#) sections of the Canon.

complementary sacrifice:

a sacrifice which follows up a previous sacrifice - e.g. the *double bishop sacrifice* Bxh7/Bxg7, or two others like Rxf6/Nxh7 (See [Lasker-Bauer](#))

concentric:

towards the centre

conjugate squares (coordinate squares):

squares on which Kings have the relation of *distant opposition*, possibly complicated by intervening Pawns of either colour example?

connected pawn:

a Pawn with a Pawn on an adjacent file; a group of connected pawns form a pawn island. There is a nice example from Capa in the handout [On manoeuvres](#), and another from Karpov in the [style](#) section of the Canon.

consolidating manoeuvre:

to shore up a point e.g. Re8, Qe7, Nf6-d7 to protect e5.

control of centre:

the controlling influence of one side over the central squares. See the [rules for openings](#), and the opening section and under [centralisation](#) sections in the Canon. The [hypermoderns](#) pointed out that need not mean its occupation.

cooperation/coordination:

a general term used to describe the way pieces work together - for example, in an endgame, Q+N coordinate better than Q+B, a circumstance in which it is no disadvantage to have a Knight while the opponent has a Bishop (see *minor exchange*). There are some nice examples of coordination in the [Strategy/Themes](#) section of the Canon.

cramp:

lack of *mobility*. See the examples on Space in [Strategy/Themes](#) section of the Canon.

cross-check:

a check in reply to a check, typical of Queen endings (See the second Nimzo game in the handout [On Manoeuvres](#).)

decentralise:

to move away from the centre, often an anti-positional move. There are examples in the handouts on [Bishops Italian Game](#).

decisive:

a move which alters or makes certain the result of a game: a *decisive move* may make an advantageous position a winning one, a *decisive error* may lose the advantage, or the game. Examples are to be found in the handout on [Planning](#), and Kotov's [Think Like a GM](#).

decline:

to leave an offered pawn or piece, e.g. **1. e4 e5 2. f4 Bc5** is the King's Gambit Declined. Antonym: accept

decoy:

a diversion, as in the [model game](#) Morphy-Meek.

decoy sacrifice:

a sacrifice to remove a piece, e.g. to play Ba5 when ...Qc7xa5 means that the K will lack an important defender (see *decoy*)

defence:

to move to defend against an threat, e.g. to protect a piece that is attacked; more generally, a period of the game where the player is meeting and anticipating threats during an attack. Also used for opening systems chosen by Black, e.g. King's Indian Defence. There is a section in the Canon on [Defence](#).

deflection:

to distract a piece or pawn away from a task [example?]

deflecting sacrifice:

a sacrifice to deflect a defending piece e.g. to play Re1-e4 to deflect a Black Qb4 away from attacking b2. example?

denuding sacrifice:

a sacrifice to strip away defending pawn shield e.g. Bxh6 from the [Attack](#) section of the Canon.

development:

the bringing-out of pieces at the start of the game - one of the [aims of the opening](#) . Examples in the [Openings](#) Canon.

diagonal:

the chain of squares of the same colour running diagonally across the board: a1-h8 and a7-g1 are diagonals example?

diagonal mate:

mate where the decisive check is delivered along a diagonal, as in Fool's mate **1. g4 e5 2. f4 Qh4#**

discovered attack:

to attack by moving a piece or pawn out of the way of a line-piece such as rook, bishop or queen. 1.e4 discovers an attack on b5 and h5. There are examples in the [Tactics](#) section of the Canon.

discovered check:

to deliver check by moving a piece or pawn out of the way of a line-piece such as rook, bishop or queen. There are examples in the [Tactics](#) section of the Canon.

disjunction:

separation of pieces or pawns example?

dislodging manoeuvre:

a move to upset a defensive formation example?

disorganisation:

where pieces fail to protect key squares or each other, the opposite of *coordination*. See the booklet on [Italian Game](#).

distant opposition:

Kings separated by more than one rank (or file) but which still have the relation of opposition e.g. Kings on g1 and g5. See also the booklet on [King and pawn endings](#).

distant/outside passed Pawn:

a passed Pawn on the other side of the board from the defending King or other pieces - usually winning in a King and Pawn ending [example?]

diversionary sacrifice:

sacrifice in order to decoy [example?]

double (of Pawns):

to force enemy Pawns to become doubled, as in the booklet on [Pawn mobility](#).

doubled Pawns:

Pawns on the same file, often one obstructing the other, as in the booklet on [Pawn mobility](#).

double (of Rooks):

Rooks on the same file; if the Queen is also on that file the major pieces are *tripled*. We can see doubling in the handout on [Rooks](#), tripling in the one on [Pins](#).

double attack:

to attack two pieces at the same time with one move; 1.e4 attacks d5 and f5. Chernev and Reinfeld say that this is one of the two central themes of tactical play (the other being concentration of force). Lots of examples in the [Tactics](#) section of the Canon.

double Bishop sacrifice:

two complementary Bishop sacrifices, e.g. on g7 and h7, as in the famous game [Lasker-Bauer](#).

double check:

check from two pieces at once, always obliging a King move. Examples in the [Tactics](#) section of the Canon.

double fianchetto:

both Bishops developed in *fianchetto*, as the [Hypermodern](#) Reti was fond of doing.

double Rook sacrifice:

typically to allow a Queen to play ...Qxa1+, K moves, Qxh1, hoping to decoy the Queen away from defence. The *Immortal Game* features such a sacrifice, included in the [attacking](#) section of the Canon.

DT =

Deep Thought

DT II =

Deep Thought; next version

eccentric development:

moving a piece to an unusual square e.g. Ng1-h3.

ECO =

Encyclopedia of Chess Openings

elimination sacrifice:

a sacrifice to remove an important defender e.g. ...Rc8xNc3. Compare with examples of 'removing the guard' from the [Tactics](#) section of the Canon, which are without sacrifices.

ELO =

rating using Prof. Arpad Elo's rating system

en prise:

in a position to be taken

endgame:

a game where several pairs of pieces have been exchanged, probably

including the Queens, and where play is concerned not with checkmate or tactics as much as with gaining, and promoting, Pawns. See [Endgame Handouts](#).

equilibrium/balance of position:

an equal but not lifeless position is in balance or equilibrium; if this is not disturbed the correct result should be a draw. However, unduly slow or unduly rash moves may disturb the balance and give the opponent the advantage. See *latitude of the draw*.

error:

a mistake in analysis or assessment; a gross oversight is called a *blunder*. There is a section on [errors](#) in the Canon.

exchange:

exchange is used in two senses - to swap off for equal material, or unequal material. To *lose the exchange* usually means to lose rook for bishop. The *minor exchange* refers to the loss of bishop for knight, but this is not always a disadvantage. [example?]

extended fianchetto:

to *fianchetto* with e.g. b3 and Ba3. Also used for fianchetto with b4 and Bb2. [example?]

F-S II =

Fischer-Spassky match held Sept-Nov '92 (Fischer won 10-5)

fairy chess:

chess with newly invented pieces, usually seen in studies but can be played as a new game. [example?]

family check:

a check with other pieces attacked at the same time e.g. to play Nc7+ with Black Ke8, Ra8, Qd5. There is an example in Capablanca-Treybal in the handout [On manoeuvres](#) and in the Canon.

fianchetto:

to develop a bishop to the long diagonal by e.g. b3 and Bb2.

FIDE =

Federation Internationale des Echecs

file:

the columns of squares, e.g. a1-a8 is the a-file (Queen's Rook file)

fixed:

obstructed or restrained: see the [Pawn formations](#) handout.

flank opening:

slower openings aiming at control of the centre rather than its occupation - for White, this includes the English (1.c4), Reti (1.Nf3), and Catalan (1.d4, 2.c4, 3.g3) openings. See the handout on the [hypermoderns](#).

flight square:

a square available for a King to move to. If a King has no flight squares, a

check may give mate. See my game against Terry GRAY in the [Defence](#) section of the Canon.

FM =
FIDE Master

force (noun):

loosely, material. Chernev and Reinfeld see this as the other great defining theme of tactical play. See the [model game](#) by Kasparov in the Canon.

fork:

to attack two pieces, usually with a knight e.g. Nf7 attacking Qd8 and Rh8. Examples in the [Tactics](#) section of the Canon.

fortress:

a defensive blockade, keeping out the enemy forces, especially the King. One of the earliest known examples is the fortress White Kc1, Pd3, Re3 which can hold the draw against Black Kc8, Qd8. Try it!

gambit:

usually to sacrifice a pawn in the opening to gain development. Examples in the [Openings](#) section of the Canon.

GM =
Grandmaster

half-open file:

a file with pawns of only one colour. Look at the handouts on [Rooks](#) and, if you are brave, the Minority Attack section of the handout on [Pawn mobility](#).

half-passed pawn:

30 minutes after Pawn o'clock. [example?]

hedgehog:

a solid defensive arrangement with Pawns on the third rank e.g. Pb6,c5,d6, e6,g6, Bb7, Nbd7, Ngf6 and Be7 or Bg7. There is a [comment](#) on the *potential* of this formation under Nunn-Olafsson in the Planning section of the Canon, and an example game Webb-Hartston elsewhere in the Canon.

holes:

openings in the defensive front are called holes - usually holes cannot be defended by pawns. To play ...g6 creates a hole at h6. See Steinitz-Blackburne in the [Strategical Themes](#) section of the Canon.

hypermodern:

the treatment of the opening by the Hypermodern school, a description given them by Tartakower; I wrote a little [booklet](#) on their treatment of the opening.

ICS =
Internet Chess Server

IGM =
see GM

IM =

International Master

intermediary manoeuvre:

an in-between move or apparent diversion from the main line of events. I read the term in the Tartakower-duMont book, in an annotation to the Tartakower-Capablanca game I included in the [Tactics](#) section of the Canon.

intermezzo:

see *Zwischenzug*

IQP =

Isolated Queen's Pawn

irruptive sacrifice:

to break into the defences with a sacrifice e.g. Bxh7+, of which there are examples in the [Attacking](#) section of the Canon.

isolani:

Nimzovitch's term for an isolated pawn.

isolated pawn or isolani:

a pawn with no friendly pawns on the next-door files. There are always negative features, but may be compensating advantages - and these benefits are seen in the most positive light with an isolated Queen's Pawn. See the many examples in the [Planning](#) section of the Canon.

isolated Queen's Pawn:

an isolated pawn on d4 or d5 - here the compensating extra space and influence over the centre are at their maximum and can compensate for its weakness in the middle game. IQP positions often arise in the early middle-game from the QGD and Caro-Kann. See the many examples in the [Planning](#) section of the Canon.

Italian diagonal:

the diagonal a2-g8 dominated by Bc4 (or ...Bc5), the favoured development of the Italians of the Modenese school. See the booklet on [Italian Game](#).

IWM =

International Woman Master

KIA =

King's Indian Attack. There is some commentary on this opening in relation to the Sicilian Defence [here](#)..

kibitz:

to offer advice as a spectator - a dangerous pastime.

KID =

King's Indian Defense. I based a session on this system once, and the example games I used are filed under the [Planning](#) section of the Canon.

king hunt sacrifice:

a sacrifice which exposes the K in a way that it cannot retreat e.g. Qxh6+, Kxh6; Rh3+, Kg5 and the hunt is on!

King hunt:

a chase of the King across the board - which often arises after a sacrifice. [example?] Examples in the [Attacking](#) section of the Canon.

King's field combination:

a combination involving the squares directly attacked by the King directly e.g. involving Nxf7. Examples in the [Attacking](#) section of the Canon.

Knight defender:

the stalwart N on f3/f6 in front of the castled King.

knight wheel:

a five-move circling motion of the N to attack the square next to it, e.g. Nb1-a3-c4-e3-d1 to attack b2. A game Capablanca-Yates is an [example?].

latitude of the draw:

to retain enough access and control over all disputed areas of the board to avoid the risk of losing, assuming with fair play on both sides. It may be that commitment to an attack in one area risks losing the game because of loss of control elsewhere. This is an underlying theme of the Averbach-Keres game in the [Errors](#) section of the Canon.

line piece:

Rook or Bishop

line-clearance sacrifice:

a sacrifice to open up a line e.g. Nf4 when ...exf5 opens up a line for a B on b2 The move 11.d6 [model game](#) Morphy-Meek is both a decoy and a line-clearance sacrifice of a Pawn.

liquidating sacrifice:

a sacrifice, perhaps only temporary, to secure exchanges. The 45th game of the first Karpov-Kasparov match in the [Defence](#) section of the Canon is a superb example of this.

liquidation:

exchange of several pieces in succession, perhaps involving a forcing or temporary sacrifice. The examples given in the [Bishops](#) handout feature the Stahlberg/Capablanca manoeuvre, the aim of which is a defensive liquidation.

little centre:

the squares e4/d4/e5/d5. Also known as the *basic centre*.

long diagonal:

either of the diagonals a1-h8 or h1-a8. A Bishop developed in *fianchetto* (*q.v.*) sits on the long diagonal, and influences the *little centre* (*q.v.*).

long side:

for a passed pawn on d6, the long side is the files e-h, important in [Rook endings](#).

lose a tempo:

to use one more move than necessary in development or manoeuvre, thereby disadvantageously falling behind in development or in a Pawn race.

See the [rules](#) and examples from the [Canon](#). Contrast with *losing the move*.

lose the exchange:

to lose a rook for a bishop or a knight

lose the move:

to use more moves than necessary in development or manoeuvre, thereby advantageously gaining the *opposition* or creating *Zugzwang*. Contrast with *losing a tempo*.

Lucena position:

- an important winning position in a [Rook ending](#).

main line:

in *analysis*, particularly of the opening, the principal *variation* used or analysed. See the [Analysis](#) section of the Canon.

major pieces:

the Queen and Rooks

majority:

more pawn on one side than the opponent, e.g. four pawns on efg files against 3 pawns on fgh, with an open d-file

majority attack:

the attack with a majority of pawns, to create a passed pawn or break through to attack. See Marshall-Capablanca and Alekhine-Marshall in the [Pawn mobility](#) handout.

MCO =

Modern Chess Openings

middlegame:

the game after the players have wholly or mostly finished development.

mine:

a square which when occupied triggers a combination [example?]

minor exchange:

to lose bishop for knight (not always a disadvantage). See the [bishops](#) handout.

minor pieces:

Knights and Bishops

minority:

fewer pawns on one side than your opponent, e.g. 2 pawns on a+b-files against three pawns on abc.

minority attack:

to attack on a side where you have fewer pawns, to create a weakness in the majority. A difficult but important theme in the [Pawn mobility](#) handout.

mobility:

freedom to manoeuvre, often because of control of Space, an important [Strategical Theme](#).

mysterious Rook move:

a purposeful move of a Rook to a file which is not at present open (but may become so); one of Nimzovitch's colourful usages. [example?]

N =
Novelty (see TN)

NM =
National Master

obstruct:

when a piece moves in front of an enemy Pawn it obstructs its advance (see *blockade*) [example?]

occupation of centre:

to move pieces and pawns toward the centre e.g. to play Pc3,d4,e4, Nf3,d2, Bc4,e3. Several examples under "centralisation" in the [Strategical Themes](#) section of the Canon.

offside piece:

a piece on the side of the board, possibly distant from the main theatre of combat. A couple of examples in the [Strategical Themes](#) section of the Canon.

open game:

a position without locked pawn chains in the centre, often arising from **1. e4 e5**; see the [Pawn formations](#) handout, and material on example [openings](#).

opening trap:

a *trap* in the opening. The [Traps](#) section of the Canon is full of them.

opening:

the first moves of a game where the players are completing their development.

opposite coloured bishops:

having one bishop each which travel on different coloured squares; makes defence harder in the middle game, easier in the endgame. Examples, as always, in the [Canon](#), but there is also a handout on [Bishop endings](#).

opposition:

opposing Ks on e4 and e6 cannot pass without one giving way - but the one that gives way is the *first* to move, e.g. 1.Ke4-d4, Kf5; 2.Kd5, Kf4 and Black passes with gain of tempo. This is described briefly in [King and Pawn endings](#). See also *conjugate squares*.

OTB =
Over-the-board (as opposed to correspondence/postal chess)

outpost:

a square which cannot easily be attacked by pawns, suitable for occupation by a knight or other piece. **1. e4 e5** creates potential outposts on d5/f5 for White and d4/f4 for Black. **Nc3-d5** may be met with ...c6, but if White plays **Nd2-f1-e3-f5** Black may hesitate before playing ...g6 which may create holes in front of the king. See the [Knights handout](#).

outside the square:

when chasing a passed pawn, the K needs to be close enough to catch it - it will be close enough if it is inside a square drawn with the pawn at the corner and the 'home run' to the last rank as the side. So for a Pc5 the square is c5-g5-g8-c8, and if the Black K is outside (and cannot move in on the next move), the Pawn will queen.

overload:

a piece or Pawn with too many defensive tasks is overloaded. There are examples in the [Tactics](#) section of the Canon.

overloading sacrifice:

a sacrifice to overload a defender e.g. Nxf7 may overload a Nf6 which defends h7 and e8. There are examples in the [Tactics](#) section of the Canon.

overprotection:

to over-defend a point e.g. e4 is overprotected with Bc2, Nd2, Re1, Qe2, Ng3. The idea is that after e.g. Nf5 and an exchange ...Bd7xf5, the recapture e4xf5 will suddenly open up lines for the patient White pieces. Nimzovitch seemed to say that overprotection is an end in itself, but more plausible is that over-protection may make a strong move like Nf5 more decisive. There are examples in the [strategy/themes](#) section of the Canon.

passed pawn:

a pawn with no opposing pawns in front or to the sides, which can therefore advance without being exchanged by a pawn; often the only way to win once Queens are exchanged. See the [Endgame advice](#).

pawn chain:

connected pawns which protect each other e.g. c3-d4-e5. See the [Pawn formations](#) handout.

pawn islands:

Capablanca's term for groups of connected pawns, separated by (half-) open files. White with Pawns on a2, b2, d3, e4, f4 and h3 has three Pawn islands. There is an example in the handout [On manoeuvres](#).

pawn lever:

Kmoch's term for a pawn move that tries to open lines, especially a file. See *Pawn Break*

pawn majority:

a greater number of Pawns, usually on a wing e.g. White: Pa2, Pb2, Pc2
Black: Pa6, Pb5. See *majority attack*.

pawn race:

in an endgame where Pawns on each side race to promote - usually in a [King and Pawn endgame](#) where the Pawns cannot be captured or obstructed.

pawn sacrifice:

a sacrifice of a pawn, often called a gambit in the opening

penetrating sacrifice:

a sacrifice to get into the heart of the defences e.g. Ng5xf7 against a king castled behind a fianchetto. There are examples in the [Attacking](#) section of the Canon.

phalanx:

a triangle of pawns e.g. b3-c4-d5-e4-f3 in the KID and [Colle System](#).

Philidor position:

- usually, the important drawing position in a [Rook ending](#). Also, a winning position in the ending of Rook and Bishop against Rook.

pin:

a piece standing between an opponent's line-piece (N/R/Q) and a piece of your own of a higher value is pinned. After **1. e4 d6 2. Nf3 Bg4** the Nf3 is pinned. There's a handout on [Pins](#)

positional sacrifice:

a sacrifice played for long-term positional gain e.g. in the Sicilian defence ... Rc8xNc3 to double the White pawns and weaken d5/e4; a nice defensive positional sacrifice was made by Petrosian against Reshevsky, collected in the [Defence](#) section of the Canon.

preventive retreat:

a retreat made in anticipation of an attack (rather than reacting to it)
[example?]

prophylaxis:

prevention. Nimzovitch talked about this rather as an end in itself, which is misleading. [example?]

propitiating sacrifice:

a defensive sacrifice, hoping to slow up the attack long enough to organise a defence [example?]

QGA =

Queen's Gambit Accepted

QGD =

Queen's Gambit Declined

Queen hunt:

to chase and close down the space available to a Q, with the aim of winning it - see the handout on [Kings and Queens](#), and the Tactics section.

rank:

the rows of squares, e.g. a2-h2 is White's second rank, Black's seventh.

resign:

to give up a losing game before mate. It is polite to do so, and perhaps less painful for yourself, but some players play on in the hope of their opponent blundering.

restricted centre:

adopting a modest central formation with pawns on e.g. e6/d6. See the [Pawn formations](#) handout.

retrograde manoeuvre:

to move backwards - e.g. Nc3-d1 so as to play c3. There is an example of this by Botvinnik in the [style](#) section of the Canon.

sacrifice for draw:

a sacrifice which has a draw rather than a win as the aim, e.g. to sacrifice Nxc5 for one of two pawns in the ending, leaving a Bd3 unable to support a Ph4 against a K on g7/h8, or to achieve a perpetual check. See the [Defence](#) section of the Canon.

sacrifice for space:

to play e.g. the Cochrane Gambit in the [Petroff](#) **1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nxf7** which gains time to secure the advance of the central pawns.

sacrifice:

to give up material - if you can see how you can win back the material quickly, it is called a combination or sacrificial combination, if you are just hoping to get a lasting initiative and cash in later, it is sometimes called a *speculative* sacrifice or, following Spielmann, a *real* sacrifice. Spielmann referred to sacrificial combinations as 'sham' sacrifices. Tartakower and DuMont describe a dozen types of sacrifice, found elsewhere in this Glossary.

seventh:

short for the seventh rank (a2-h2 or a7-h7) - a good place for a rook.

seventh rank:

the rank a7-h7 (or a2-h2 from Black's side), which may be powerfully occupied by a R in the ending. A famous example Capablanca-Tartakower is given in the appropriate [handout](#).

Nimzovitch used the term *seventh rank absolute* for control of the seventh rank by a Rook, with the enemy King trapped on the back rank, as in that game.

short side:

for a passed P on d6, the files a-c are the short side - crucial in [Rook endings](#).

skewer (X-ray attack):

attack by a line piece on an enemy piece behind which is another enemy piece e.g. White Rd1, Black Bd5, Bd7. There are examples in the [Tactics](#) section of the Canon.

SM =

Senior Master

smothered mate:

a K mated usually by a N when all the escape squares are occupied by friendly men e.g. Nf7+ with Kh8, Rg8, Pg7/h7. See the handout on [Basic Mates](#).

stalemate:

no mate, but no possible (legal) moves for one side is stalemate - often occurs with a lone K when the attacking side overlooks the idea e.g. Kf6,Qd6 with K on e8 to move is stalemate. See the handout on [Basic Mates](#).

strong points:

squares where you dominate e.g. the square e5 is often a strong point for Black after playing Pe5, Re8, Nbd7 and Pd6 or Bd6. A hole for your opponent may be a strong point for you; this is mostly clearly seen with respect to [Knight outposts](#).

tabiya:

(*Arabic*) Originally one of the conventional starting formations for play, now used to describe key positions arising from the opening. The examples given under [transposition](#) in the Canon are good examples.

TD =

Tournament Director

tempo:

a move lost or gained, often used in discussing the opening. [example?]

tempo - fight for tempo:

for example, after **1. d4 d5 2. c4**, if Black plays ...dxc4 White will play e3 and Bf1xc4. If Black waits until White has already played e3 and Bd3, and then plays ...dxc4, White will of course play Bxc4 but will have lost a move (Bf1-d3xc4). So White will try to wait, and Black will also wait - hence the *Tempo Struggle Variation* **1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 Re8 8. Qc2 c6 9. a3 a6 10. h3...** where White won't yet play Bd3 and Black won't yet exchange.

temporary sacrifice:

a sacrificial combination where the regain of material can be foreseen [example?]

TN =

Theoretical Novelty: A new idea in an opening line (usually used when a GM first tries it).

trap:

a plausible move that loses to a hidden or unexpected combination - e.g. **1. e4 e5 2. f4 Bc5** is a simple trap, since the obvious **3. fxe5** fails to **3...Qh4 +**. **2...Bc5** is also a well-motivated move in its own right, and is to be preferred to playing poor moves for the sake of setting a trap that the opponent may spot. The [Traps](#) section of the Canon is full of both sorts!

trebuchet:

a common *Zugzwang* position, e.g. White Ke5, Pd4; Black Kc4, Pd5.

triple:

to move all three major pieces onto a file, as in the Alekhine-Nimzo game in the handout on [Pins](#).

two bishops:

having both bishops where your opponent has only two knights or a bishop and a knight; normally an advantage. See the handout on [Bishops](#).

undermining sacrifice:

a sacrifice to remove a guard e.g. Nxd6 removing the defender of e5, or Ph5-h6 to undermine a Knight on f6 [example?].

unmasking:

to uncover an attack (or defence), e.g. Nf3-e5 may unmask the fianchettoed Bg2. In the [Tactics](#) section of the Canon there is an example of each, one under overloading, the other under unmasking defence.

USCF =

United States Chess Federation

vacating sacrifice:

to sacrifice a piece thus releasing a square for a more powerful piece e.g. Nh5xg7 allowing Qe2-h5. Pawns are the commonest sacrifice made for this reason. [example?]

vacation:

to leave a square so that another piece may occupy it, e.g. Rf1-e1 and Bb5-f1 is sometimes played. [example?]

variation:

an alternative line of play: see *analysis*

visualisation (sight of the board):

the ability to picture and assess a position, as might arise in *analysis* of a possible variation; a common source of *error*

weak pawn:

a Pawn that cannot easily be defended, e.g. a *backward pawn*. There are examples in the [Strategy/themes](#) section of the Canon.

weak pawns:

generally, a collection of pawns which have some of the features listed above: *doubled, isolated, backward...* There are examples in the [Strategy/themes](#) section of the Canon.

weak square:

a square that cannot easily be defended, and may become a *hole* or *outpost* for the opponent. There are examples in the [Strategy/themes](#) section of the Canon.

weakness:

a weak Pawn or weak square There are examples in the [Strategy/themes](#) section of the Canon.

WGM =

International Woman Grandmaster

windmill:

an alternation of checks and captures e.g. White Rg7, Bf6, Black Kh8 - the famous Torre-Lasker game is in the [Tactics](#) section of the Canon.

wrong bishop:

a Bishop which does not control the Queening square of a Pawn, e.g. White: Kg3, Bf3, Pg4, Ph4, Black Kg8, Nf6 - the move ...Nxg4 draws for Black despite the loss of the piece. See the [Bishop endings](#) handout.

Zeitnot:

(German) time trouble [example?]

Zugzwang:

(German) where a side is satisfactorily defended, but any move will upset the defence - and they must move! This is not unusual in [Rook endings](#) and other simplified positions - indeed, the *opposition* and *trebuchet* are examples of Zugzwang - but it is most unusual with more pieces on the board, although Nimzovitch famously managed it against Samisch, a game found in the [Pawn Mobility](#) handout.

Zwischenzug:

(German) literally, in-between move. When, for example, a re-capture is delayed for a move to make a capture, check or threat elsewhere.
[example?]

Back to [Chess Coaching Page](#)



This document (glossary.html) was last modified on 3 Jun 1996 by

[Dr. Dave](#)

the player who put the gloss in glossary.

"Wipe your glosses with what you know." -- Joyce

Exeter Chess Club: Pawn Formations: an A-Z guide

Based on: **The Middle Game I** by Euwe and Kramer.

[Currently out of print; Batsford's own the copyright on the title and I am grateful for their permission to use this material]

*"The most important feature of the chess position is the activity of the pieces. This is absolutely fundamental in all phases of the game (opening, middlegame and **especially** endgame). The primary constraint on a piece's activity is the Pawn structure."*

-- Michael STEAN, in **Simple Chess**.

"In general, a Pawn centre is a good thing not in itself but in its usefulness for concrete ends."

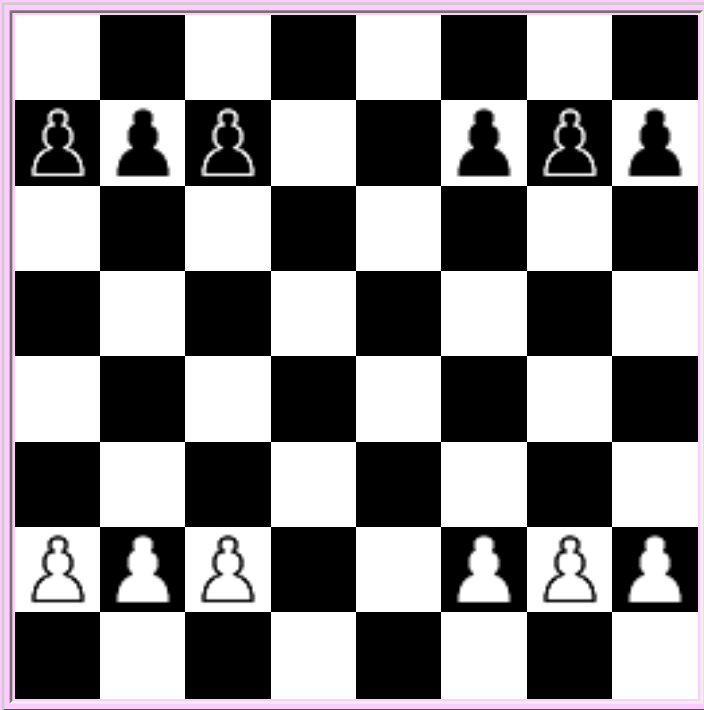
-- Mark Dvoretzky & Artur Yusupov, **Opening Preparation**

- [A.Symmetrical Centre Formations](#)
 - [A.1. Vanished centre](#)
 - [A.2. The QP centre](#)
 - [A.3. The KP centre](#)
 - [A.4. Symmetrical Four Pawns Centre: \(i\) KPs forward](#)
 - [A.5. Symmetrical Four Pawns Centre: \(ii\) QPs forward](#)
- [B.Positional advantage in the centre](#)
 - [B.1. Advanced Fixed Single-pawn \(i\) KP forward](#)
 - [B.2. Advanced Fixed Single-pawn \(ii\) QP forward](#)
 - [B.3. Partially Fixed Centre \(i\) tension form](#)
 - [B.4. Partially Fixed Centre \(ii\) Benoni without ...e6](#)
 - [B.5. Partially fixed centre \(iii\) French with White d-pawn backward](#)
 - [B.6. Partially fixed centre \(iv\) French with Black d-pawn backward](#)
 - [B.7. Mobile Centre \(i\) King Pawn](#)
 - [B.8. Mobile Centre \(ii\) Queen Pawn](#)
- [C.Extra Central Pawns](#)
 - [C.1. Absolute Centre](#)
 - [C.2. Hanging Centre](#)

- [C.3. Classic Centre](#)
- [C.4. Neo-Classic Centre *](#)
- [C.5. Neo-Classic Centre: with open file](#)
- [C.6. Unbalanced tension form](#)
- [C.7. Latent Central Majority \(i\) QP in reserve](#)
- [C.8. Latent Central Majority \(ii\) KP in reserve](#)
- [D. Closed Formations](#)
 - [D.1. Blocked oblique \(i\) QP forward *](#)
 - [D.2. Blocked oblique \(ii\) KP forward *](#)
 - [D.3. Stonewall](#)
 - [D.4. Anti-Stonewall](#)
 - [D.5. Pseudo-Stonewall \(Botvinnik\)](#)
 - [D.6. Wyvill Formation](#)
 - [D.8 Winawer Formation](#)
- [E. Open Formations](#)
 - [E.1. Ruy Lopez Formation](#)
 - [E.2. French/Caro formation *](#)
 - [E.3. Sicilian Formation *](#)
 - [E.4. Rival Majorities \(i\) with open file between](#)
 - [E.5. Rival Majorities \(ii\) with no open file between](#)
- [F. Half-open formations](#)
 - [F.1. Half-Open with an open file \(i\) symmetrical](#)
 - [F.2. Half-Open with an open file \(ii\) focus formation](#)
 - [F.3. Half-Open with an open file \(iii\) Blocked Oblique](#)
 - [F.4. Half-open with half-open files \(i\) French](#)
 - [F.5. Half-open with half-open files \(ii\) Caro-Kann / QGD Exchange](#)
 - [F.6. Passed pawn, protected but blockaded](#)
 - [F.7. Isolated Queen's Pawn *](#)
 - [F.8. Hanging Pawns *](#)

* indicates most common or important types

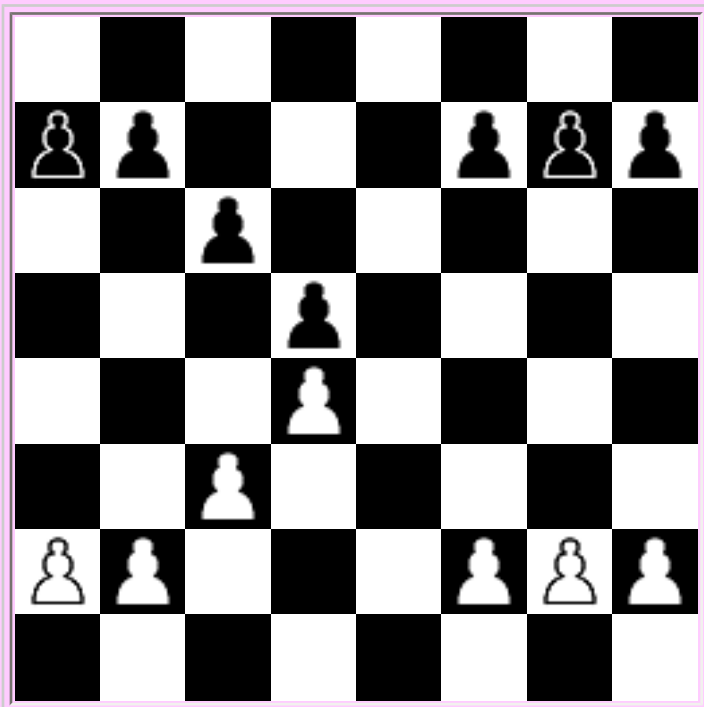
A. Symmetrical Centre Formations



A.1. Vanished centre

e.g. Scotch 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 then ...d5 and exd5

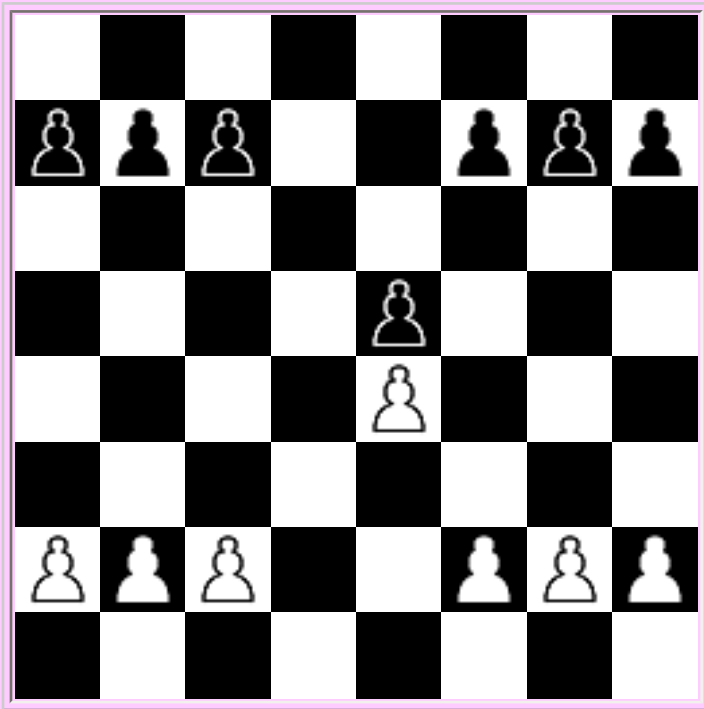
The placing of the pieces and/or a development advantage will decide if the game has any real meat.



A.2. The QP centre

e.g. French 1. e4 e6 2. d4 d5 3. exd5 exd5

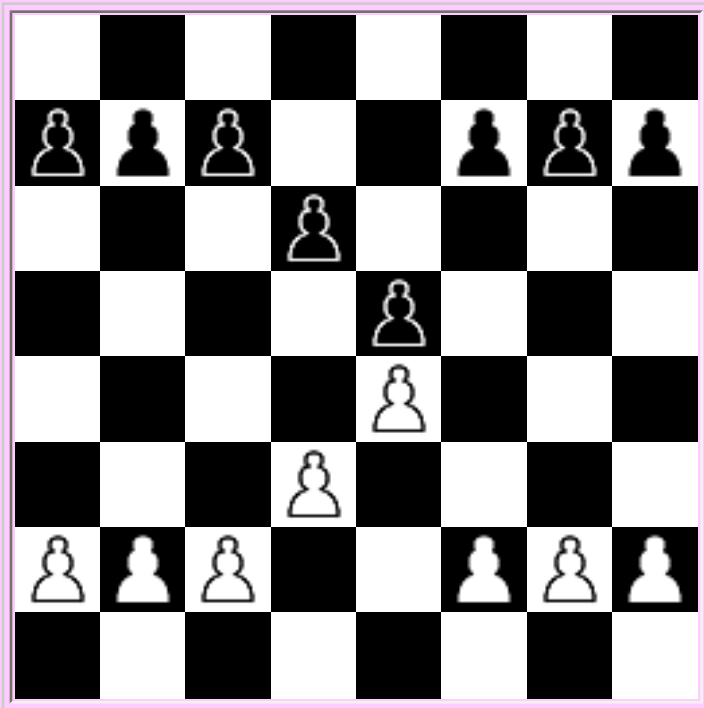
The open e-file and outpost at e5 (e4) may become crucial if pieces are allowed to settle there. The natural break c2-c4 does little to add tension, unless castling is performed on opposite sides; the Q-side is then risky with outpost at c5.



A.3. The KP centre

e.g. Philidor or Closed Lopez 1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. dxe5 dxe5

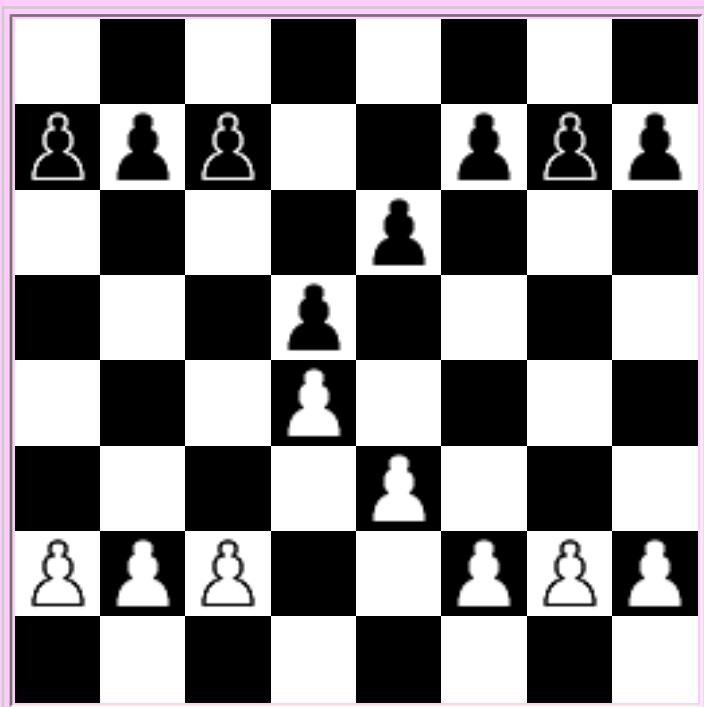
Assuming King's-side castling, the break f2-f4 is much sharper



A.4. Symmetrical Four Pawns Centre: (i) KPs forward

e.g. Closed Giuoco Piano 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 d6

White can prepare the advance d2-d4 with c2-c3, or go for f2-f4. Black may try to prevent this e.g. h7-h6 and g7-g5, or go for broke on the Queen's-side.

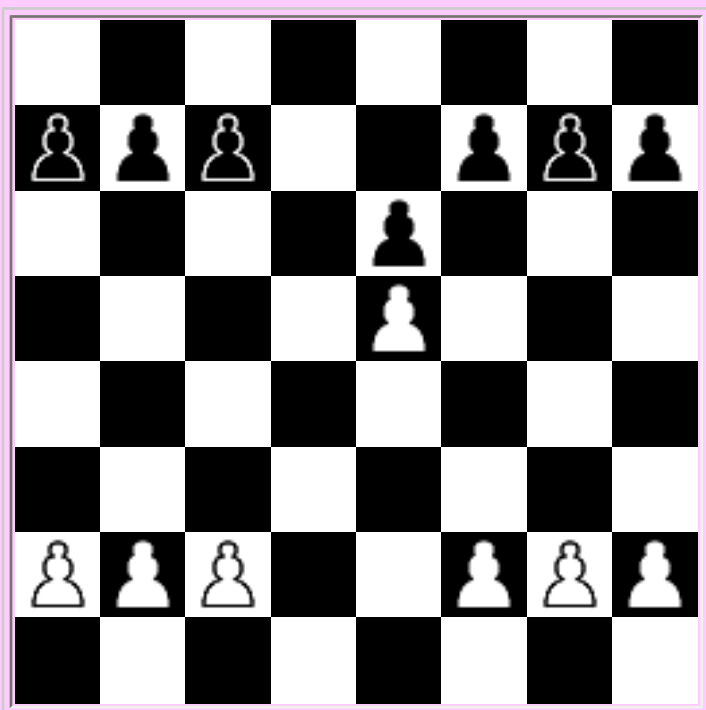


A.5. Symmetrical Four Pawns Centre: (ii) QPs forward

e.g. Queen's Pawn Game 1. d4 d5 2. Nf3 Nf6 3. e3

The advance e2-e4 is more difficult to achieve than d4 in **A.4**; the more common plan is c2-c4 and a shift of the struggle to the Queen's-side. If for some reason c2-c4 is impossible or undesirable, then e2-e4 must be sought.

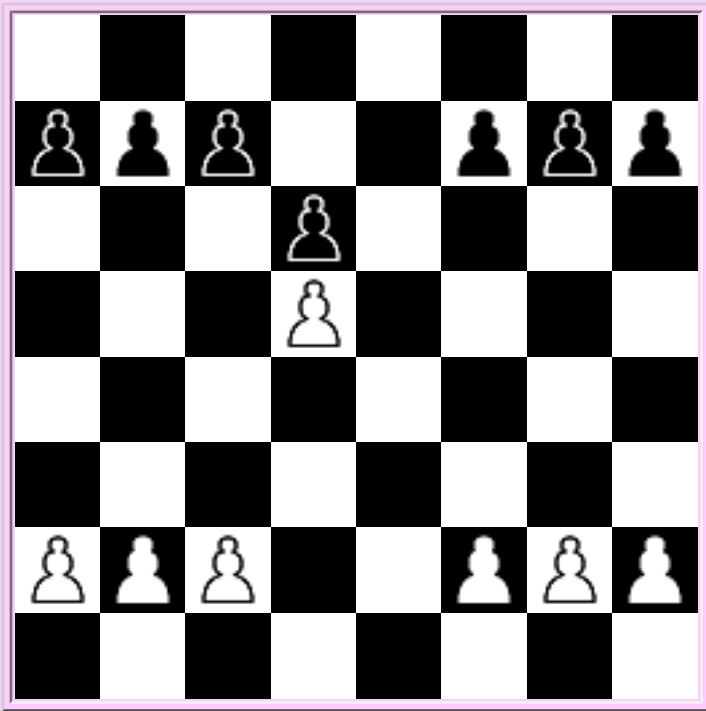
B. Positional advantage in the centre



B.1. Advanced Fixed Single-pawn (i) KP forward

e.g. Alapin Sicilian 1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 d6 5. Nf3 dxe5 6. dxe5

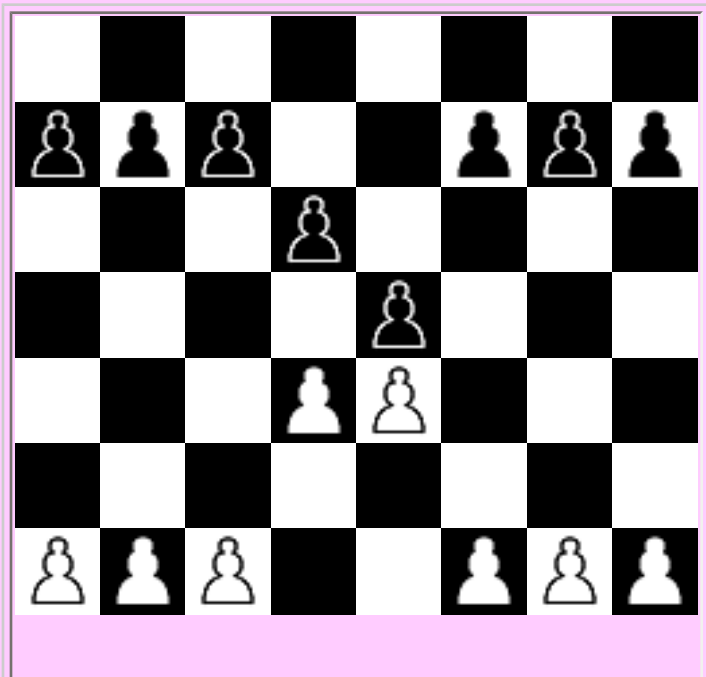
White's chances lie in a direct attack on the King, with a B on d3



B.2. Advanced Fixed Single-pawn (ii) QP forward

e.g. Benoni/KID lines with late ...e6 1. d4 c5 2. d5 d6 or Franco-Benoni 1.e4 e6 2. d4 c5 3. d5 exd5 4. exd5

White has a space advantage which must be nurtured carefully.

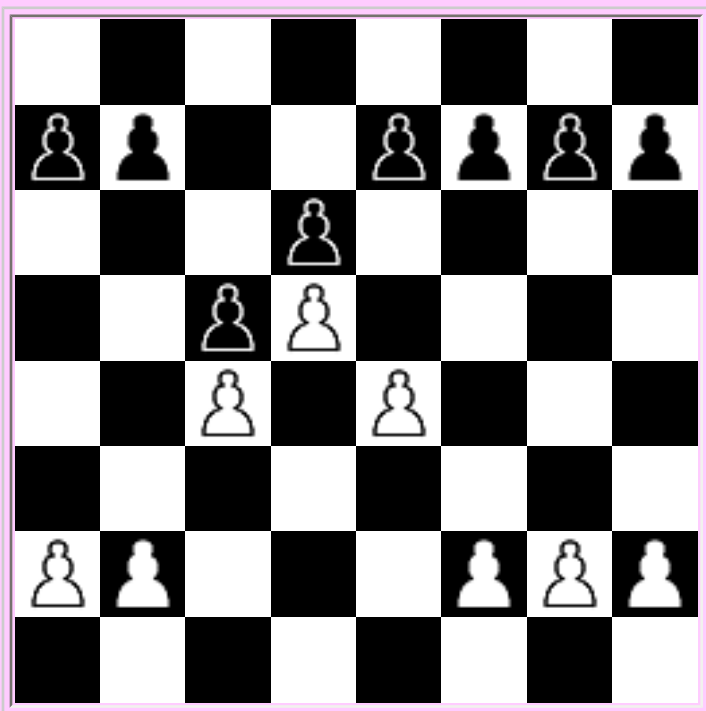




B.3. Partially Fixed Centre (i) tension form

e.g. Philidor and Closed Lopez 1.e4 e5 2. Nf3 d6 3.d4 Nf6 4. Nc3 Nd7

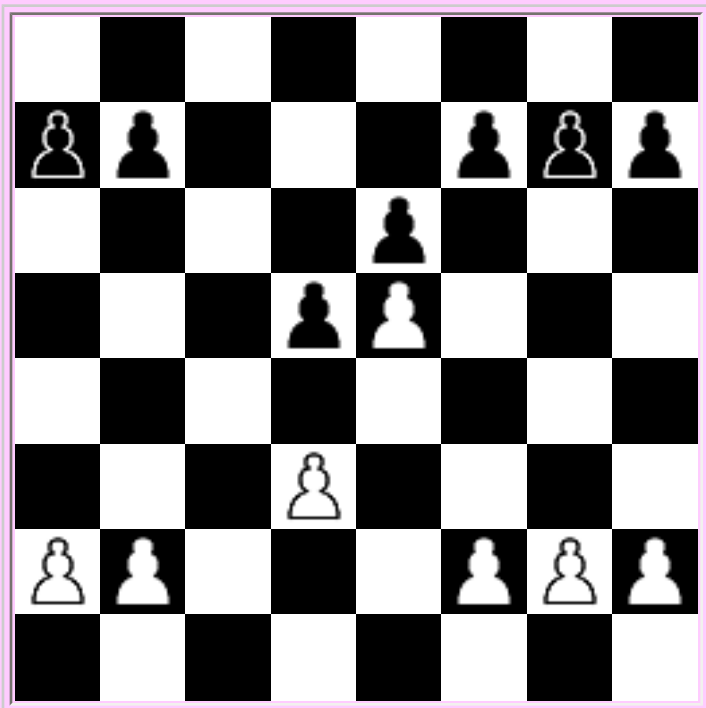
White will try to maintain d4 with c2-c3 and use extra space and mobility, sometimes for K-side attack with outpost on f5



B.4. Partially Fixed Centre (ii) Benoni without ...e6

e.g. 1. d4 c5 2. d5 d6

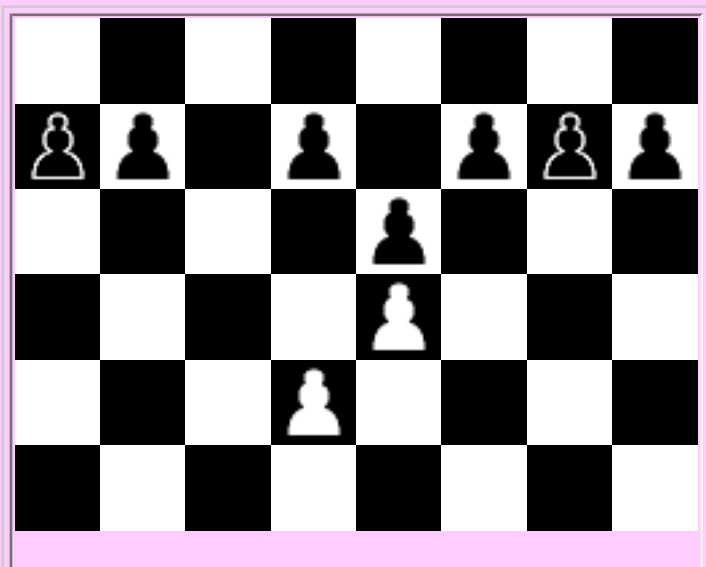
White has a large space advantage and can play for direct attack on the King with f4-f5 or just roll down the middle with e4-e5

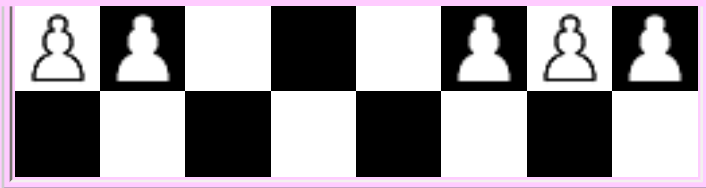


B.5. Partially fixed centre (iii) French with White d-pawn backward

e.g. Advance French with exchange on d3 1. e4 e6 2. d4 d5 3. e5 b6 4. Bd3 c5 5. f4 Ba6 6. Nf3 cxd4 7. Nxd4 Bxd3 8. cxd3

White has a post on d4 for a Knight. The major pieces may come off on the c-file, when White has a post on d4 for a King; without exchanges White can play for attack and break with f4-f5

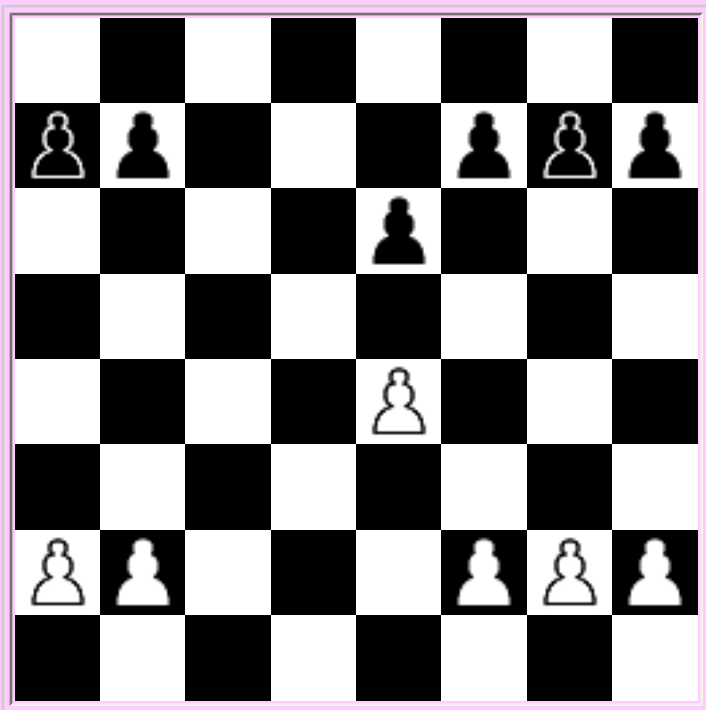




B.6. Partially fixed centre (iv) French with Black d-pawn backward

e.g. Alapin Sicilian 1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 cxd4 5. cxd4 e6 6. Nf3 b6

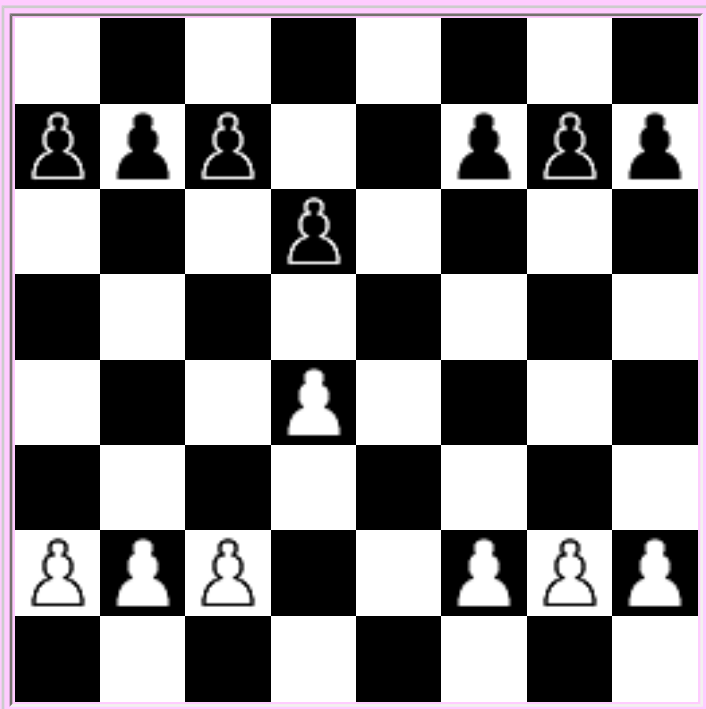
Black has a post on d5, White can play for attack on the K with B on d3



B.7. Mobile Centre (i) King Pawn

e.g. Nimzo after exchanges of the d- and c-pawns, or other slow opening after d3, e4 and ...d5xe4

There will be a struggle for e5 e.g. White will sieze it with a N and play for attack. This can be resolved by the advance of either e-pawn, when we have structures considered above.



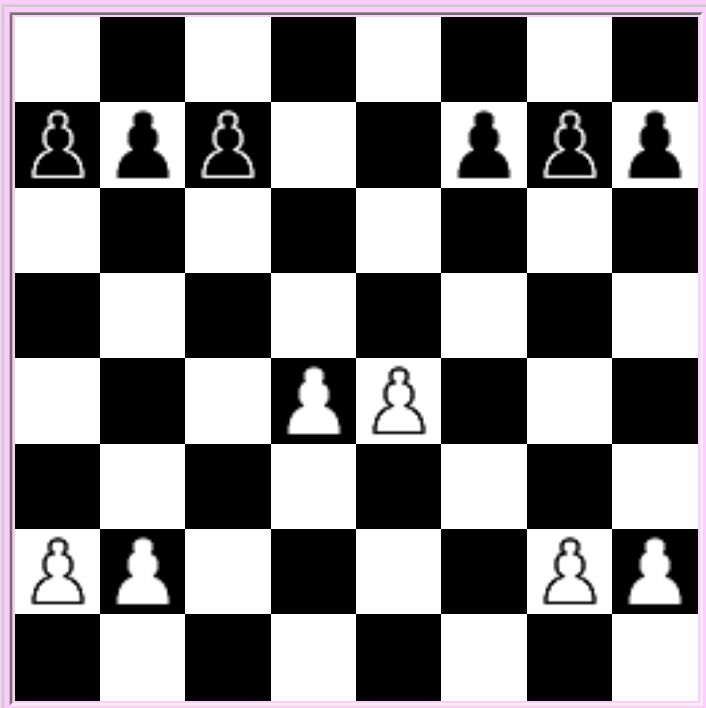
B.8. Mobile Centre (ii) Queen Pawn

e.g. Indian Defence with ...e5xd4, e3xd4, or Alekhine Exchange variation 1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 exd6

White has a space advantage and is very likely to play c4 (else ...d5 will come quickly), when Black will be short of space. Black must put pressure on the White centre.

There will be a struggle for d5, which can be resolved by the advance of either d-pawn, when we have structures similar to those above, although White can go for a bind with c4-c5.

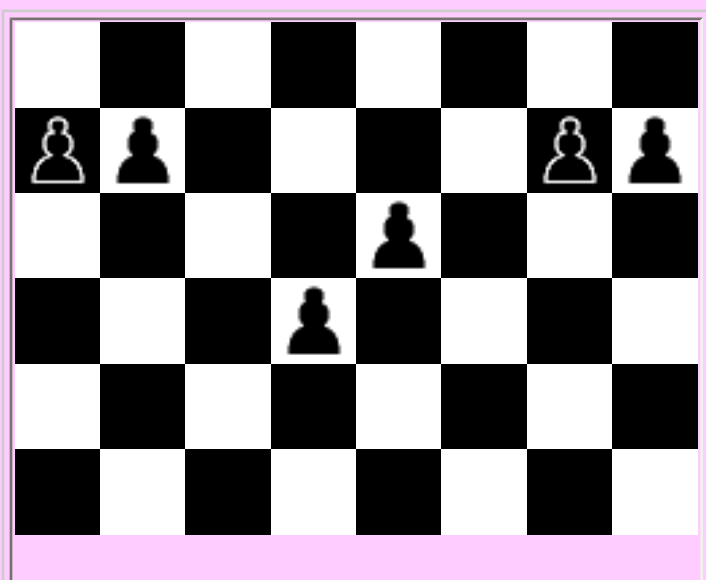
C. Extra Central Pawns

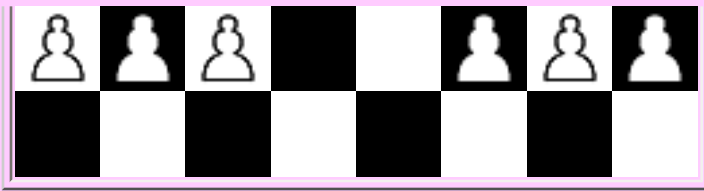


C.1. Absolute Centre

e.g. King's Gambit Declined 1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. c3 or Nimzo after cxd5, ...exd5 and e4, ...dxe4 and fxe4

A substantial asset, but not decisive - the reason being the pressure that can be put on the pawns by the opponent's rooks (they are in fact a type of hanging pawns). If the centre can be kept intact, and perhaps advance, then the advantage will manifest itself.

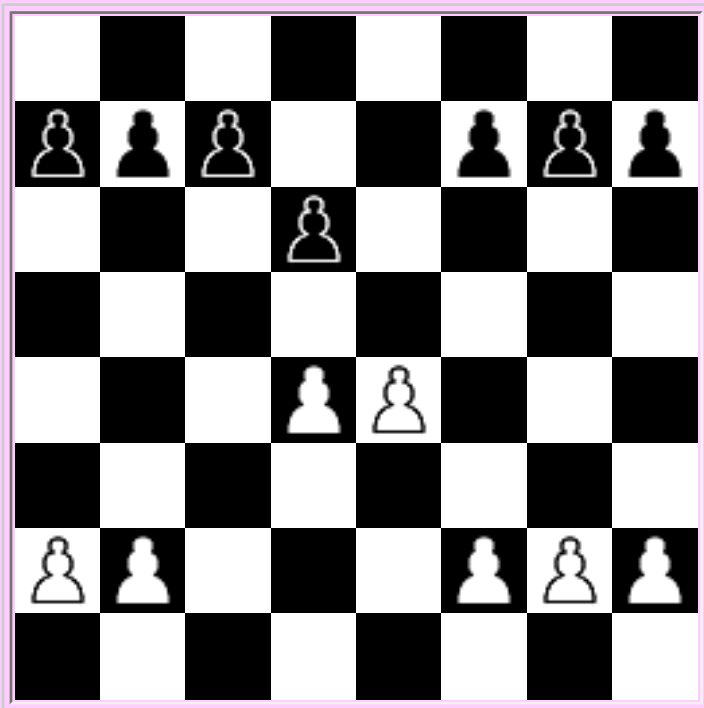




C.2. Hanging Centre

e.g. French 1. e4 e5 2. d4 d5 3. Nd2 Nf6 4. e5 Nd7 5. Bd3 c5 and later dxc5, and ...f6, exf6, ...Nxf6

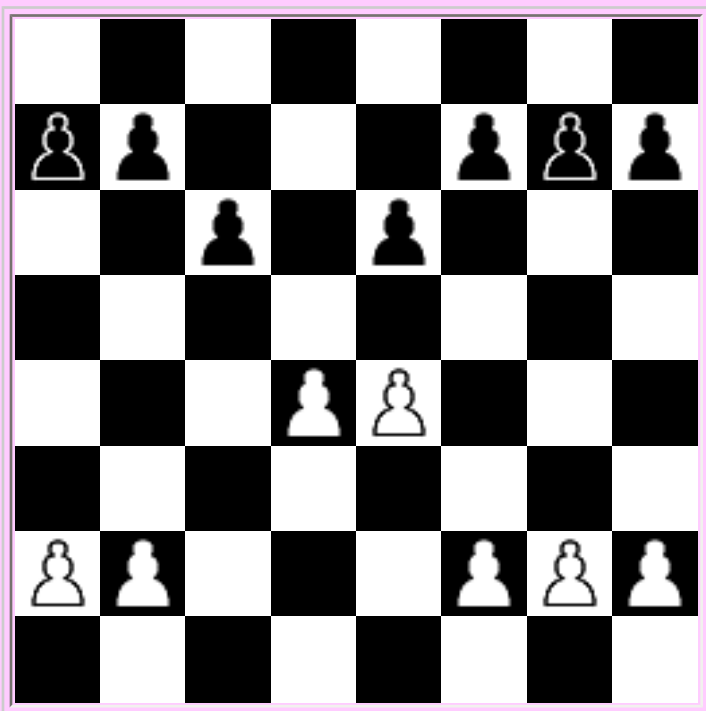
Another hanging formation, with a key square at e5. If White can occupy e5 or at least prevent ...e6-e5 then Black will be worse. Usually Black can keep White pestered with enough nuisances to keep in the fight, but often a single tempo will make the difference between a successful blockade and a successful advance.



C.3. Classic Centre

e.g. Giuoco Piano 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4

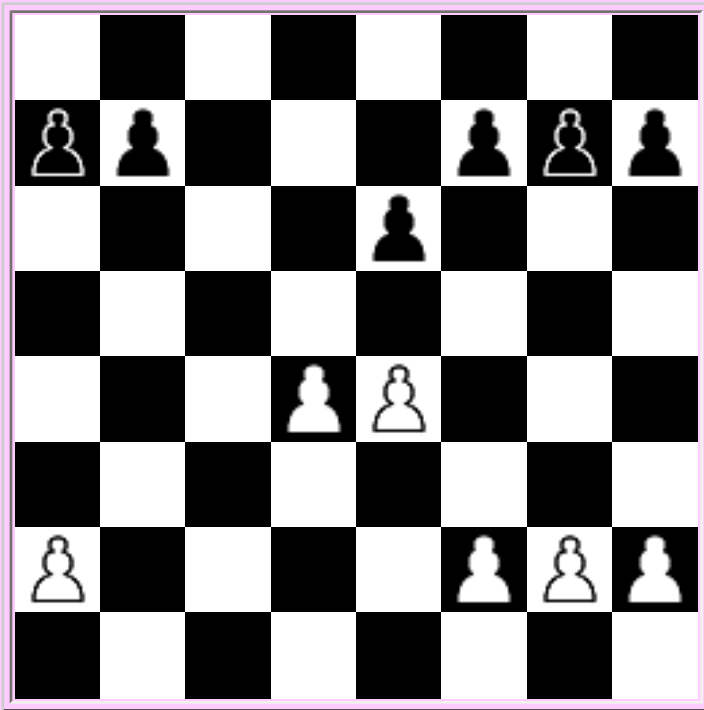
One of the strongest formations - if White can keep it intact. In the Giuoco Piano line above Black can disrupt it with ...d5. But if Black retreats with 6...Bb6 the centre will either form the basis of a crushing attack, or simply roll forward.



C.4. Neo-Classic Centre *

e.g. Slav, Queen's Gambit Accepted, Grunfeld Defence, Queen's Indian 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc5 5. a4 Na6 6. e4 or 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dxc4 6. Qxc4

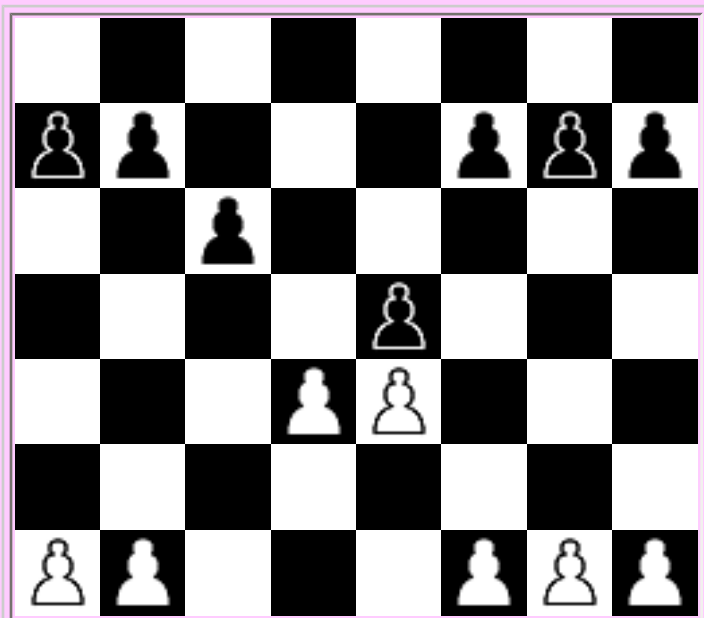
Again strong: Black's best hopes are to hit at it with ...e5 (risking d5) or ...c5. Sometimes in the Grunfeld ...f5 may play a part.



C.5. Neo-Classic Centre: with open file

e.g. Grunfeld 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 c5 7. Bc4 Bg7 8. Ne2 cxd4 9. cxd4

Tactically this may still be dodgy for Black, but strategically is preferable to **C4**, as the cramp is less, the opportunities to hit at the centre (and directly at pieces) are better, and the Queen's-side majority is an endgame plus.

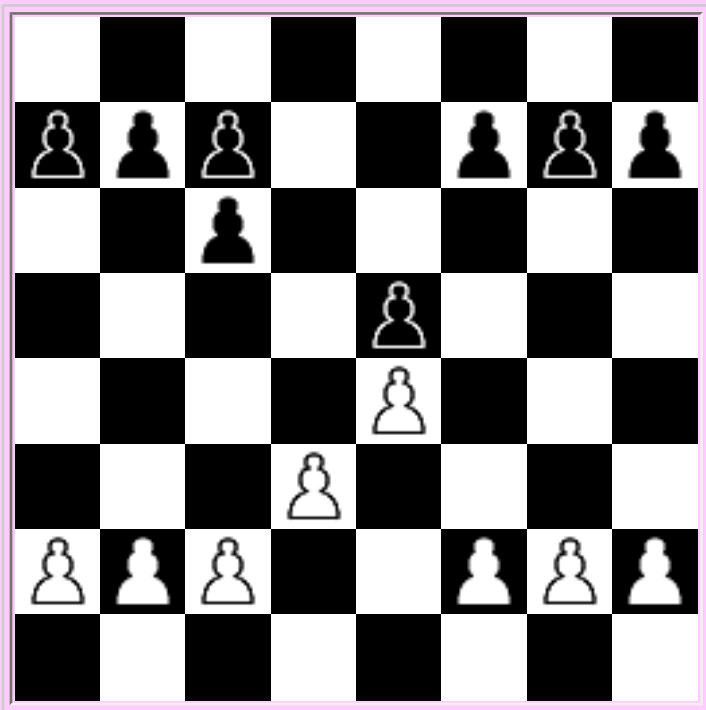




C.6. Unbalanced tension form

e.g. Slav 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Bd3 Bd6 7. O-O O-O 8. e4 dxc4 9. Bxc4 e5

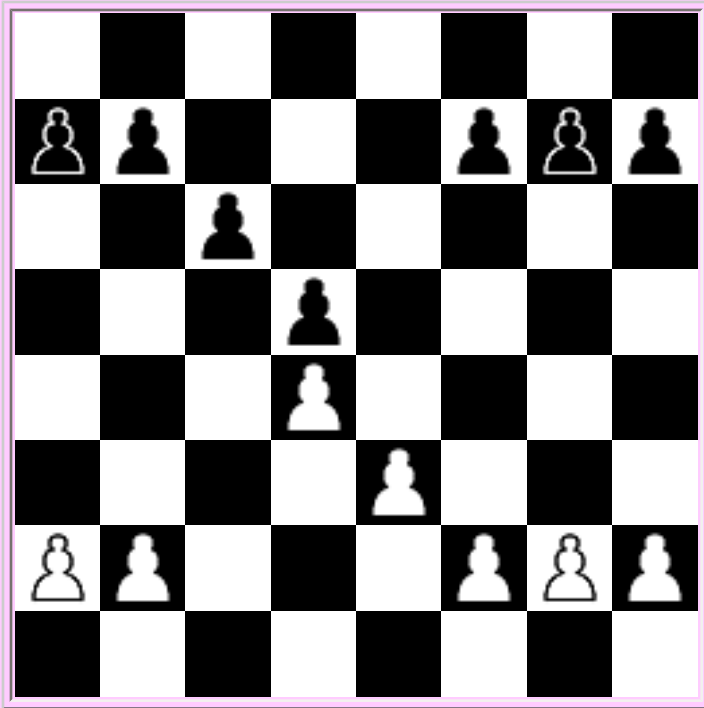
A tense formation: White can exchange on e5 (rival majorities), Black can exchange on d4 (ditto), or White can push d5 (not strategically worrying for Black, but may be troublesome tactically).



C.7. Latent Central Majority (i) QP in reserve

e.g. Delayed Exchange Ruy Lopez 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Bxc6 dxc6 7. d3

Often in the RL Exchange White plays d4, and after ...exd4 has a free majority on the King's-side. Here Black would play ...c5 if White hinted at this, so White must either play more slowly for d4, or try f4, or leave things in the centre as they are and creep over to the King's-side for an attack on the Black King.



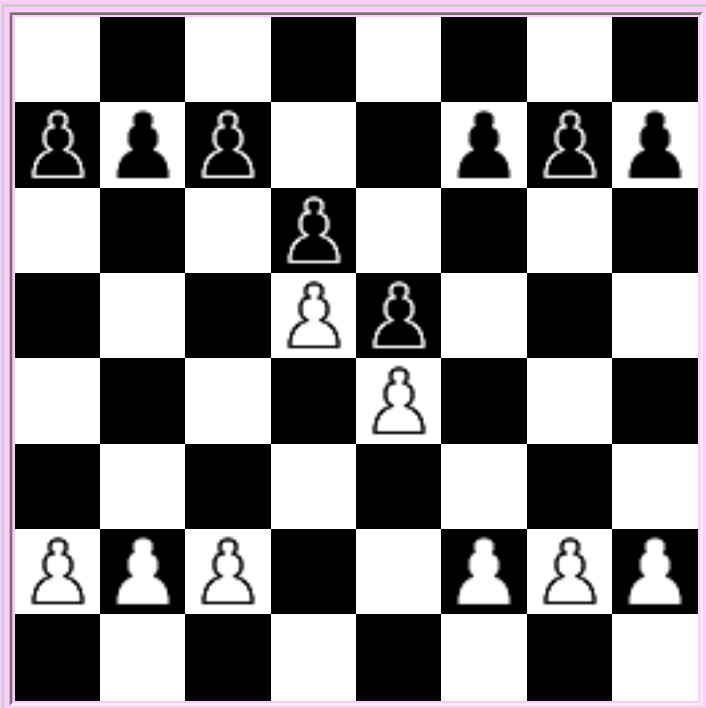
C.8. Latent Central Majority (ii) KP in reserve

e.g. Queen's Gambit and Caro-Kann Exchange. 1. d4 d5 2. c4 e6 3. cxd5 exd5 or 1. e4 c6 2. d4 d5 3. exd5 cxd5.

White has a choice of plans: to prepare the advance e2-e4 (usually by f3), or to play the minority attack.

The e4 advance is favoured by (a) the d4-pawn not being vulnerable, and (b) two bishops to fight in the resulting open position. So in the line 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3 5. bxc3 d5 6. cxd5 exd5 all the signals are there for the e4 plan to be favoured; in the QGD the minority attack is most common.

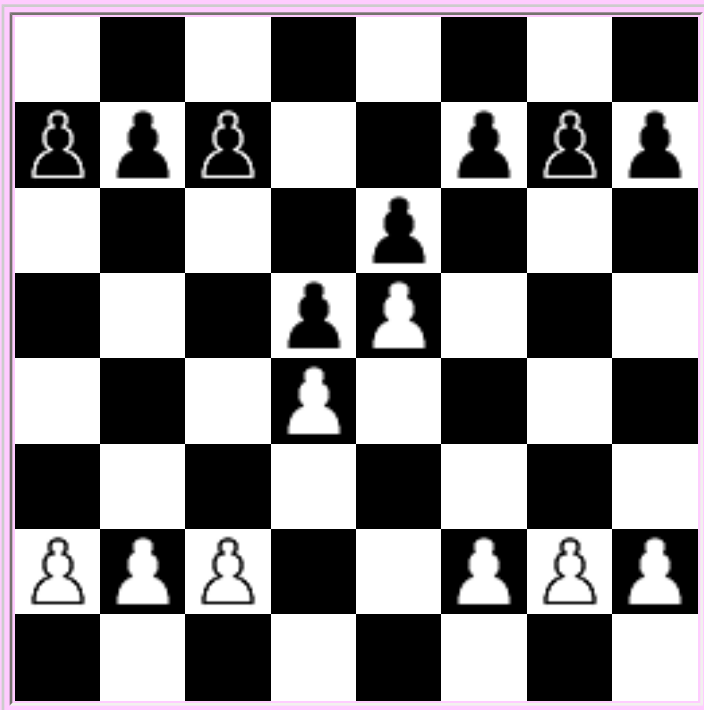
D. Closed Formations



D.1. Blocked oblique (i) QP forward *

*e.g. King's Indian 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 O-O 5. Nf3 d6 6. Be2 e5 7. d5, or from Ruy Lopez with d4-d5 (cf. **B3**)*

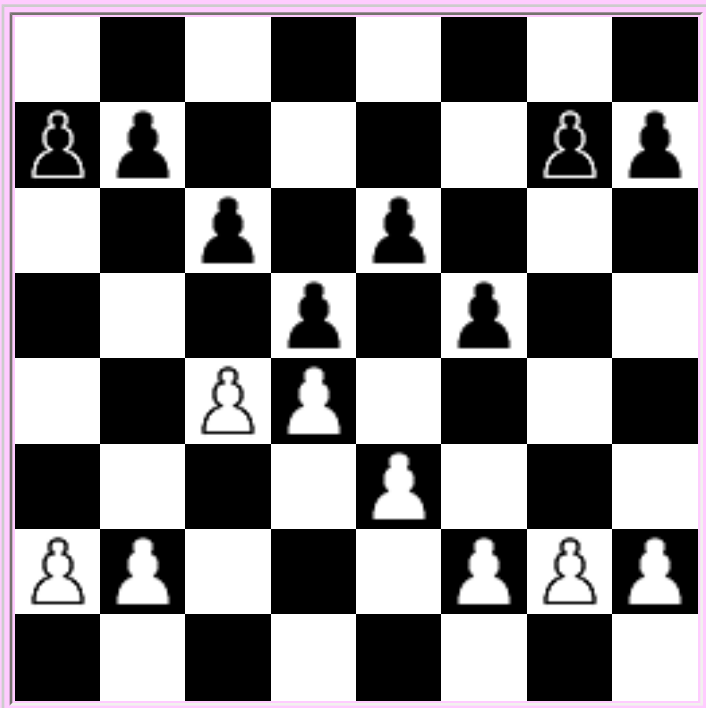
White has only two ways to open a file: the breaks f4 and c5. The former may leave a weak backward pawn on e4 after ...e5xf4 (even if White can reply g3xf4), so the latter is preferred. Black will naturally counter with ...f5. White can also easily achieve b4, with a strong Queen's-side initiative, but Black's attack on the castled White King is dangerous.



D.2. Blocked oblique (ii) KP forward *

e.g. French advance 1. e4 e6 2. d4 d5 3. e5 (also Caro-Kann)

In practice ...c5 and ...cxd4, cxd4 is common, transferring the position to **F3**. Without ...c5 Black is crushed by the advance f2-f4-f5. So the only important position is if Black pushes past with ...c5-c4, as in the line 1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. a3 c4. White will still aim for the attack, but Black can play for infiltration of b3 and to open lines with ...b5-b4. Black can castle Queen's-side, but this may make ...b5 more difficult.

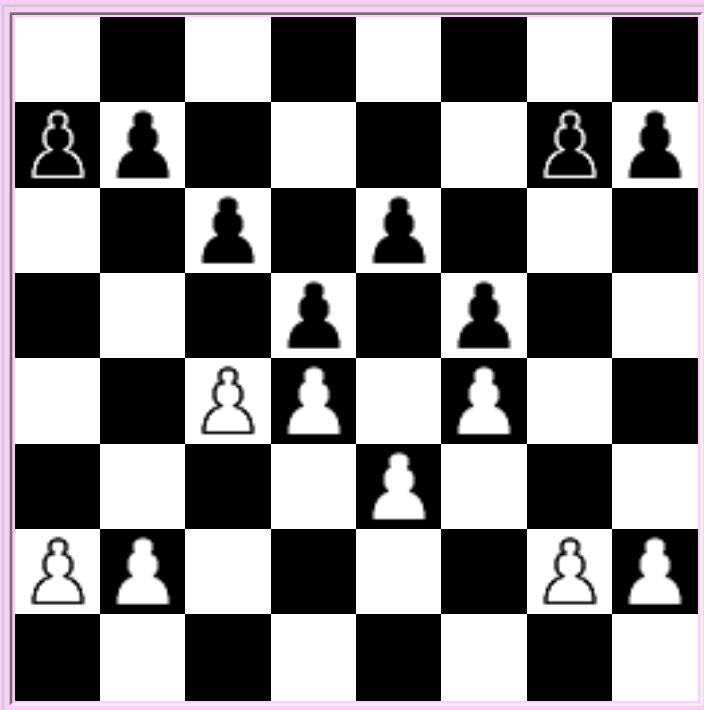


D.3. Stonewall

e.g. most common is the Dutch 1.d4 f5 2. c4 e6 3. Nf3 Nf6 4. Nc3 d5, but also Semi-Slav and other QP openings.

Black plays for a King's-side attack, with an outpost on e4 and a pawn-break ...g5 and ...f4; White's easiest strategical plan involves assault of c6 with c4-c5 (usually) and b4-b5 (always). White can also try to get at e6 with f3 and e4.

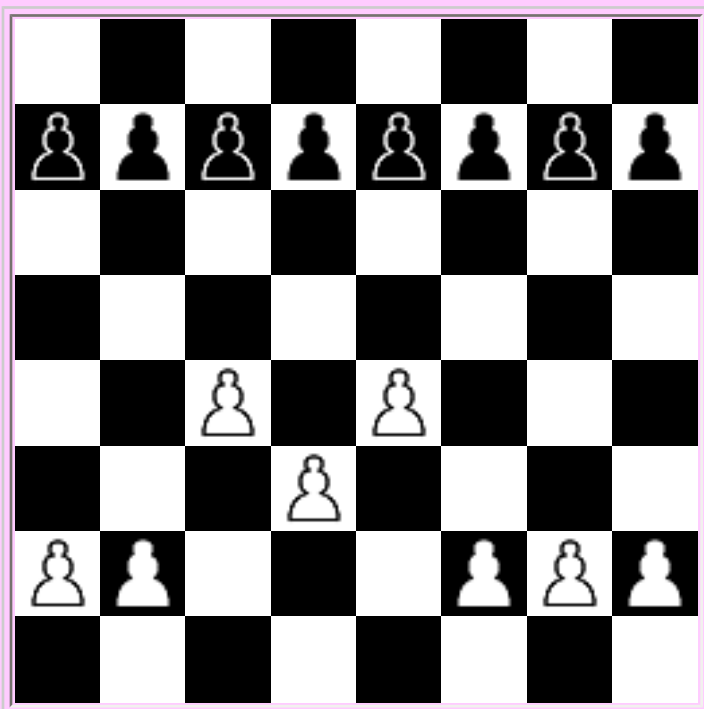
More generally White must aim at restraint of ...e5, exchange of dark-squared bishops, and controlling key squares with Ns on f3 and d3. Usually c4xd5 is met by ...c6xd5, but if White is organised for b4 then ...e6xd5 may wrong-foot White's pieces.



D.4. Anti-Stonewall

e.g. Semi-Slav 1. d4 d5 2. c4 c6 3. Nc3 e6 4. e3 f5 5. f4!

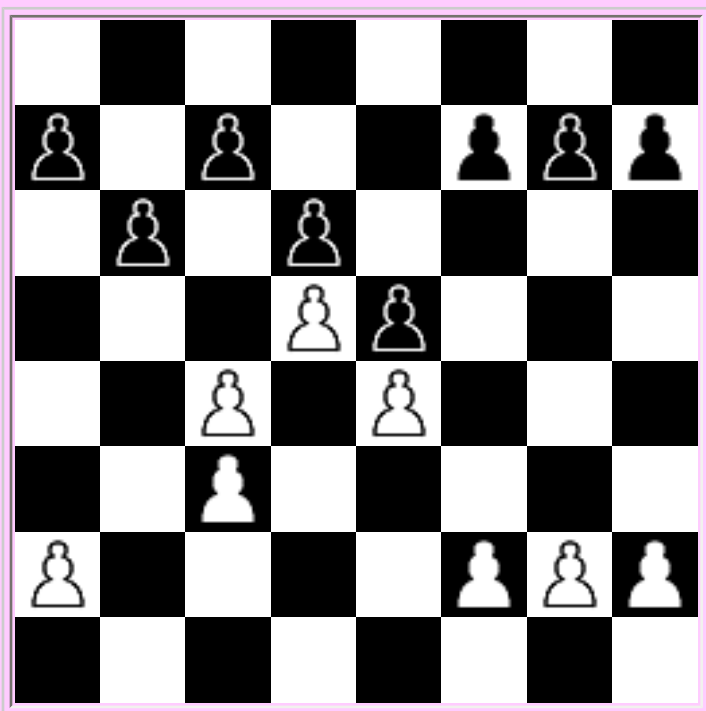
If White has this option Black is advised to avoid the Stonewall; the King's-side attack is unlikely to get far and the assault on c6 is just as dangerous.



D.5. Pseudo-Stonewall (Botvinnik)

e.g. English Opening 1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e4

If Black can organise ...d5 White's formation will shatter; White must adopt a move-order whereby ...d5 is impossible or undesirable. Then the central bind can enable a King's-side initiative with f2-f4 and f4-f5. If both players adopt this formation, the advantage will go to the player who achieves f4 first.



D.6. Wyvill Formation

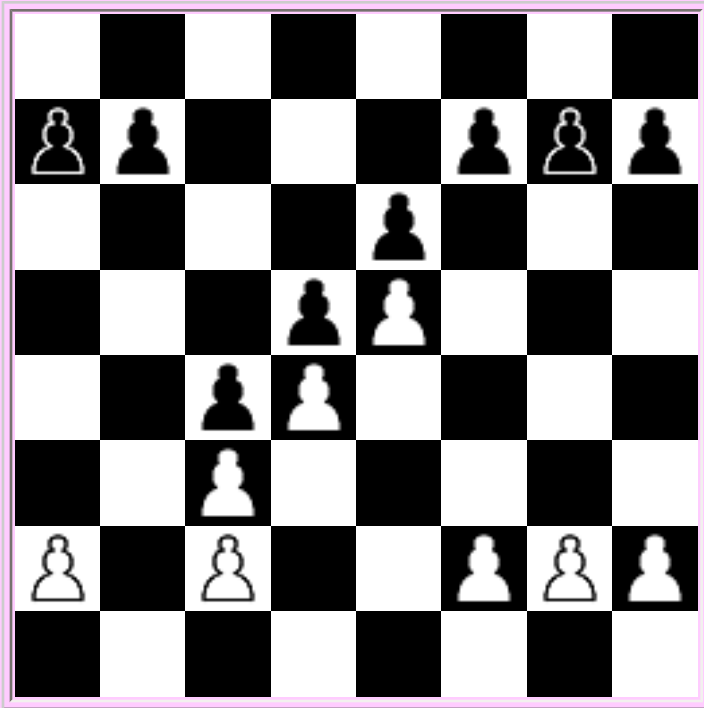
e.g. Nimzo-Indian 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. a3 Bxc3 6. bxc3 d6 7. e4 Nbd7 8. Bd3 O-O 9. O-O e5 10. d5

Marmaduke Wyvill, the nineteenth century MP, specialised in this formation; the details are important here.

Ideal for Black is an outpost on c5, and Queen's-side castling. Then the assault on the weak c-pawns can be carried out in safety, and Black can even think about opening a file with ...f5. But White should not volunteer for d4-d5, and usually Black can only induce this by playing ...c5; if in addition Black has castled King's-

side White has good chances.

Sometimes pressure with ...Re8 and ...Qe7 threatens a discovery with ...e5xd4, and this may be enough to provoke d4-d5; Euwe once played ...Na5, ...Ba6 and ...Qe6!

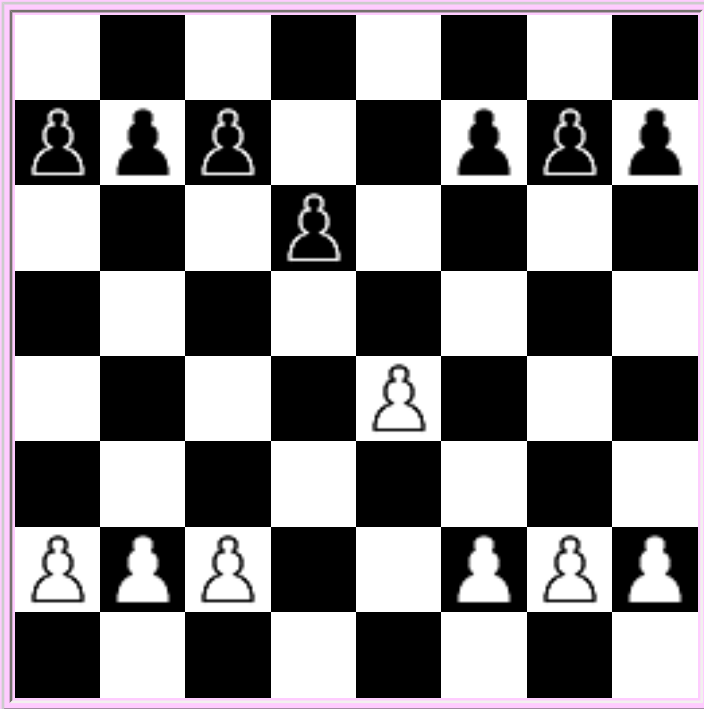


D.8 Winawer Formation

e.g. (and almost exclusively) 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bxc3 6. bxc3.

White has prospects of a King's-side attack with f4-f5, but Black's attack on the c-pawns can be certain of opportunities. The big structural disadvantage for Black is the lack of the Bf8, creating possibilities of a dark-square campaign. Black should castle Queen's-side, if at all.

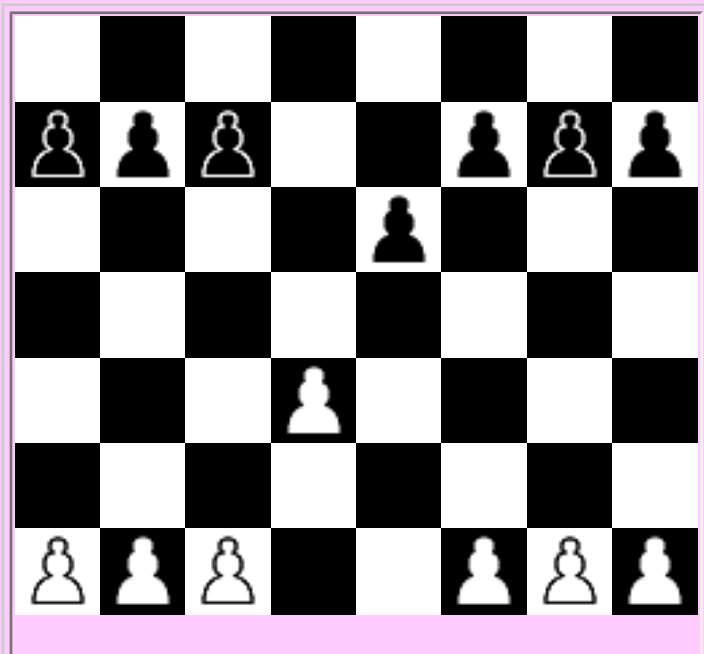
E. Open Formations



E.1. Ruy Lopez Formation

e.g. Philidor or Ruy Lopez Steinitz Variation with ...e5xd4.

White's superior mobility gives a lasting advantage. It can be milked for a direct attack on the King; White can post the Bc1 on b2. These days most players don't fancy this defensive task as Black and try to maintain the e5 pawn.



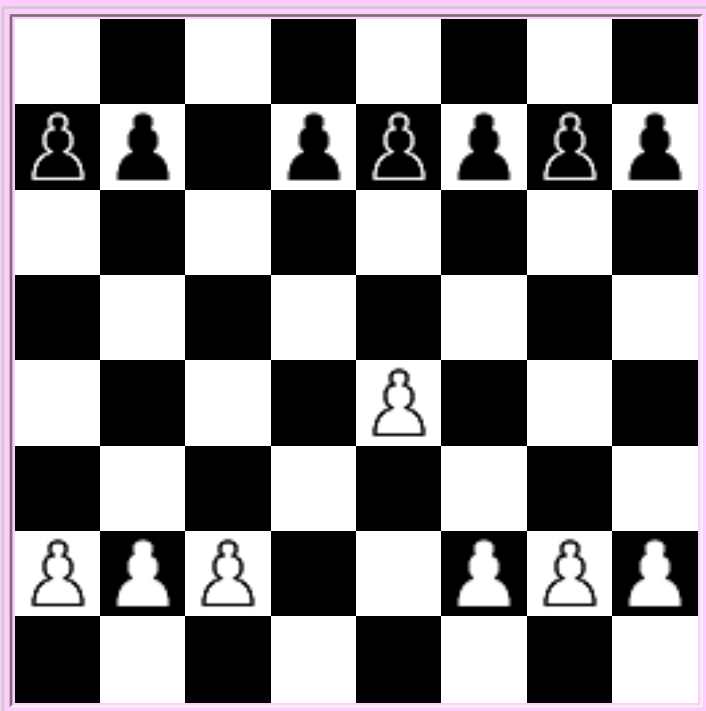


E.2. French/Caro formation *

e.g. 1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4, or 1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4

With the Bc8 stuck behind the Pe6, Black has a lasting problem. White can post a Knight on e5 and play sharply to restrict Black's pieces and attack the Black King.

It is natural to seek ...c5, but even after an exchange White has the Queen's-side majority. In the Caro version the Bc8 usually escapes, so Black's chances are better here, even if it takes two moves to play ...c5. Very often Queen's-side castling is an option for either side.



E.3. Sicilian Formation *

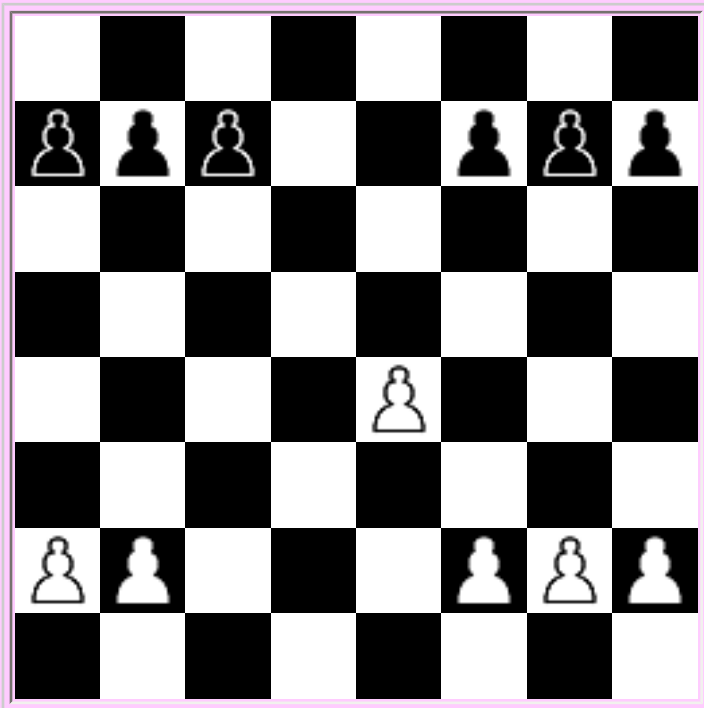
e.g. 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3

A very delicate situation strategically; White has a deal more space, and prospects of a King's-side attack. But Black has an extra central pawn, a minority

attack and pressure down the c-file, and myriad tactical opportunities.

The development of the Bf8 is important; after ...e6 and ...Be7 Black has good central control but a slightly weak point on d6; the centrally sounder ...g6/...Bg7 adds so much to Black's Queen's-side play that Black would play it all the time, if it didn't also create new opportunities for White's King's-side attack after h4-h5.

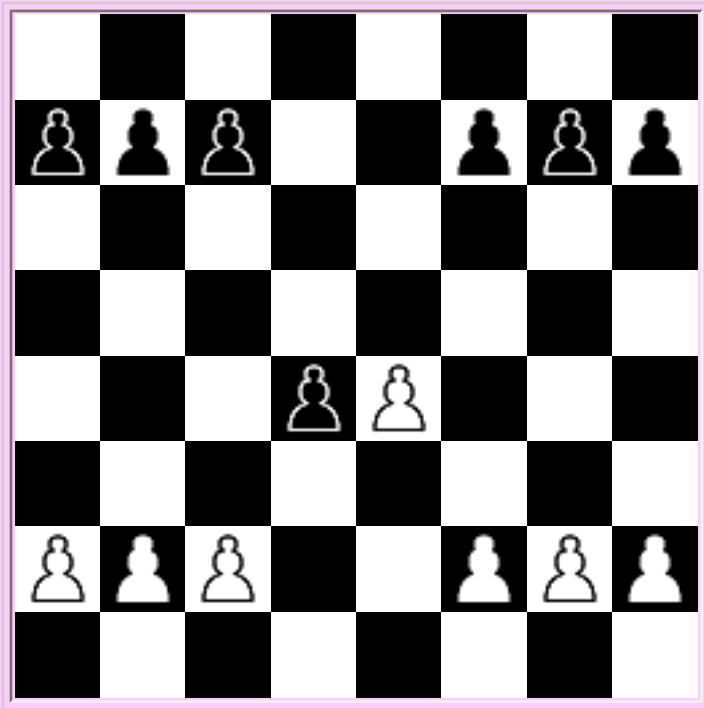
White can achieve a powerful bind, and stop Black's counterplay, by playing c2-c4. Black may be able to equalise by good defensive play and achieve a freeing break with ...b5 or ...d5, but it is essentially a defensive task that misses out on the counter-attacking possibilities of the Sicilian.



E.4. Rival Majorities (i) with open file between

e.g. English Opening 1. c4 e5 2. Nc3 Nf6 3. g3 d5 4. cxd5 Nxd5 5. Bg2 Nb6 and later d4 and ...e5xd4; see also E3.

Simply, each side must advance their majority. With Queens on, advancing pawns on the King's-side cannot be done casually, but neither can their advance be ignored.

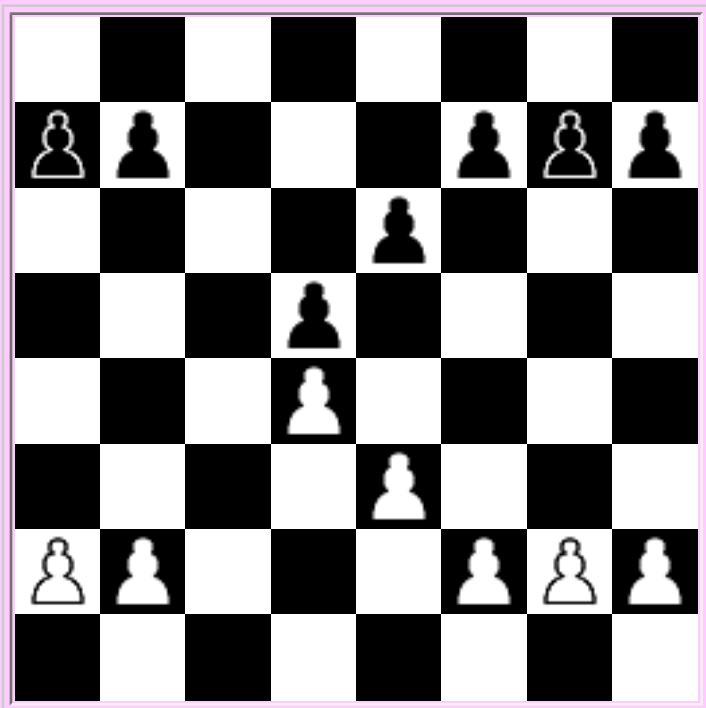


E.5. Rival Majorities (ii) with no open file between

This formation can be achieved by the centre pawns pushing past each other once their partners have been exchanged, but more often it will arise from **A2/A3** after an exchange on an outpost square.

The plans are clear for each side; the bishop's pawns must advance, with equal chances.

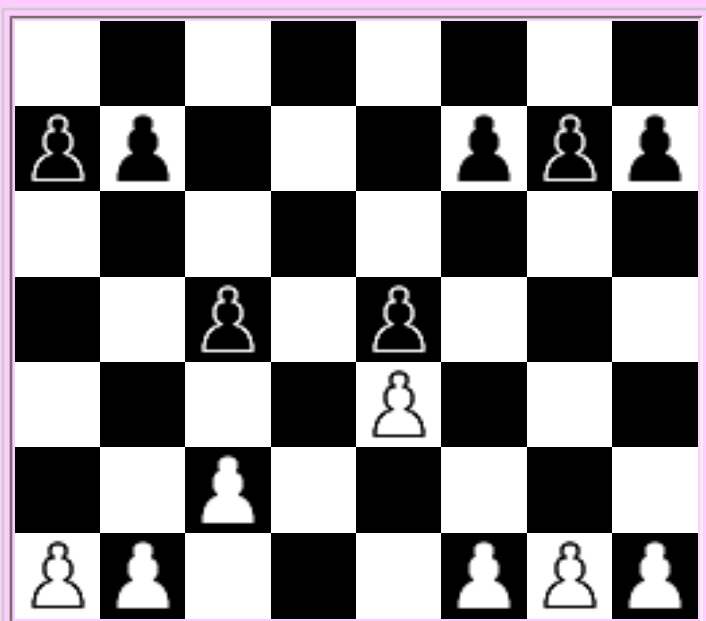
F. Half-open formations



F.1. Half-Open with an open file (i) symmetrical

e.g. Exchange Slav 1. d4 d5 2. c4 c6 3. cxd5 cxd5

This is plainly similar to other symmetrical formations, with tactical or dynamic features (lead in development, two bishops, concentration of force) being more important than the pawn formation. The structurally important thing here is on which side the dark-squared bishops are placed.



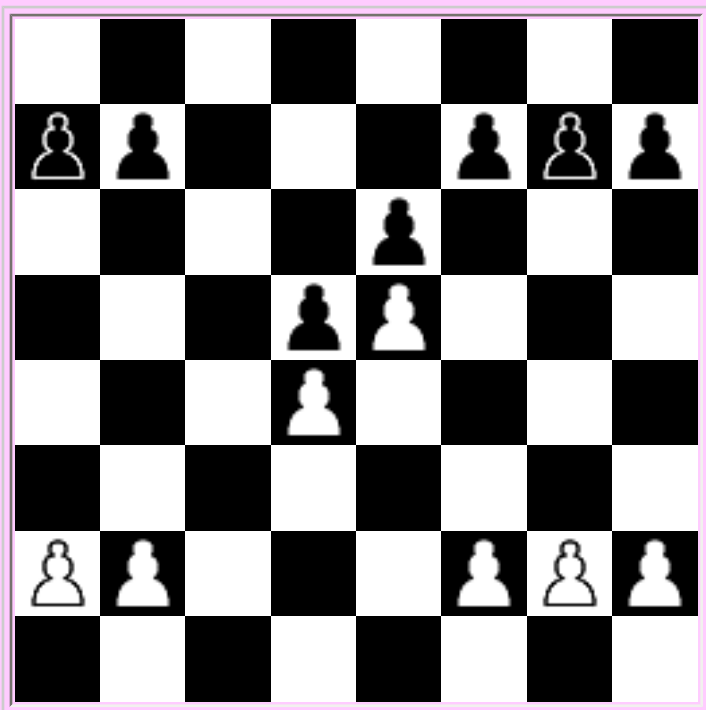


F.2. Half-Open with an open file (ii) focus formation

e.g. Ruy Lopez, Tchigorin Defence 1. e4 e5 2. Nf2 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2 c5 11. dxe5 dxe5

This is strategically very much richer. Usually there are too many pieces around for invasion via the d-file to be possible, but it should not be overlooked. White has an outpost on d5, and after an exchange on d5, e4xd5 gives a passed pawn and the Bc2 and Nd2 can look forward to a bright future. White also has a plan of Nf5 and a King's-side attack, and may seek to control c4 after a2-a4.

Black has counterplay on the Queen's-side, and if c5-c4 proves possible, Black suddenly has avoided any nasties on c4 and has a goal on d3. So White's pursuit of King's-side goals cannot be careless.

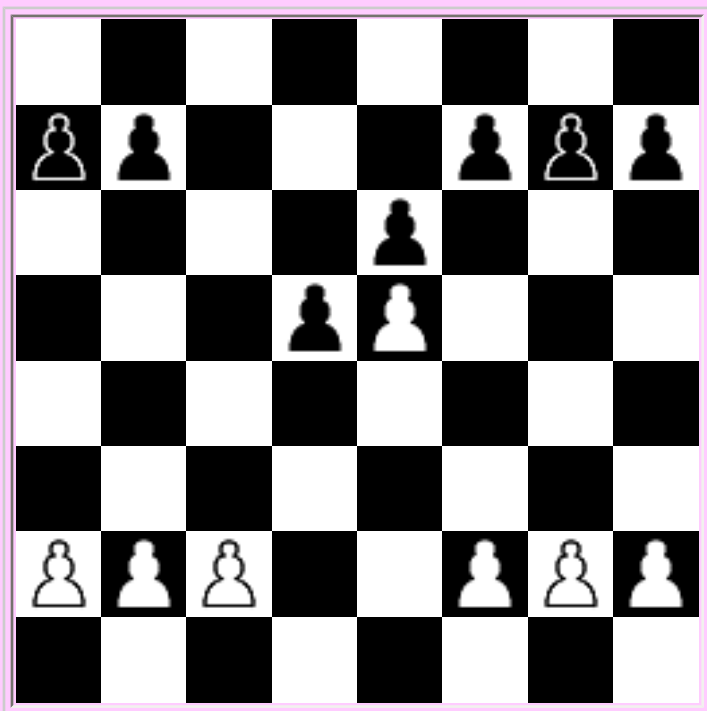


F.3. Half-Open with an open file (iii) Blocked Oblique

e.g. King's Indian, Ruy Lopez or French; cf. D1/D2

The discussion in D1/D2 was all about how to open a file, but here such a file already exists. Four possibilities present themselves, combining each central pawn being forward with either bishop file being open. Care and exploitation of the open file affects markedly the plans described above; both players may switch to the side with the open file in order to keep an eye on it.

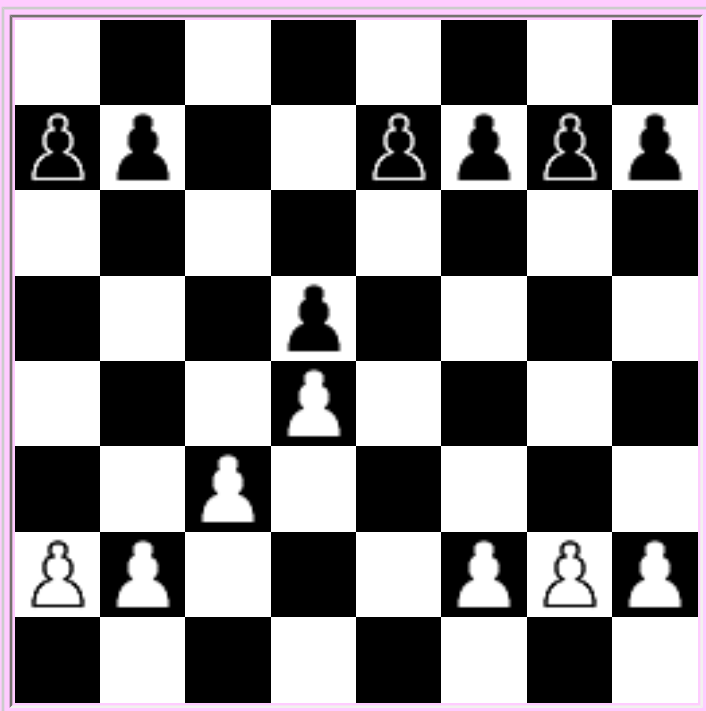
Exchanges of rooks down the open file reduce the chances of a successful mating attack, but do not much reduce the positional pawn advances.



F.4. Half-open with half-open files (i) French

e.g. French with dxc5/...c5xd4 e.g. 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nd7 5. f4 c5 6. Nf3 cxd4 7. Nxd4 Bc5 8. Be3

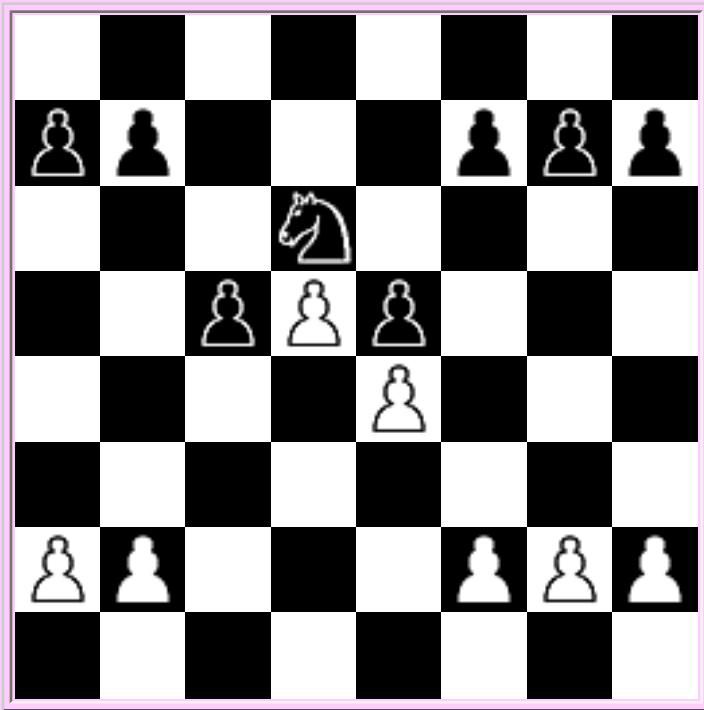
Black has chances against the Queen's-side; c4 is an outpost that cannot easily be disturbed by b2-b3. White's chances come on the King's-side, and the attack must be swift and sure - f5 and h4 may figure in the attack. White should maintain a Knight at d4, although Black can exchange or otherwise badger it. If Black can force White to abandon d4, then the advance ...d5-d4 may decide the game in Black's favour.



F.5. Half-open with half-open files (ii) Caro-Kann / QGD Exchange

e.g. 1. d4 d5 2. c4 e6 3. cxd5 exd5 or 1. e4 c6 2. d4 d5 3. exd5 cxd5

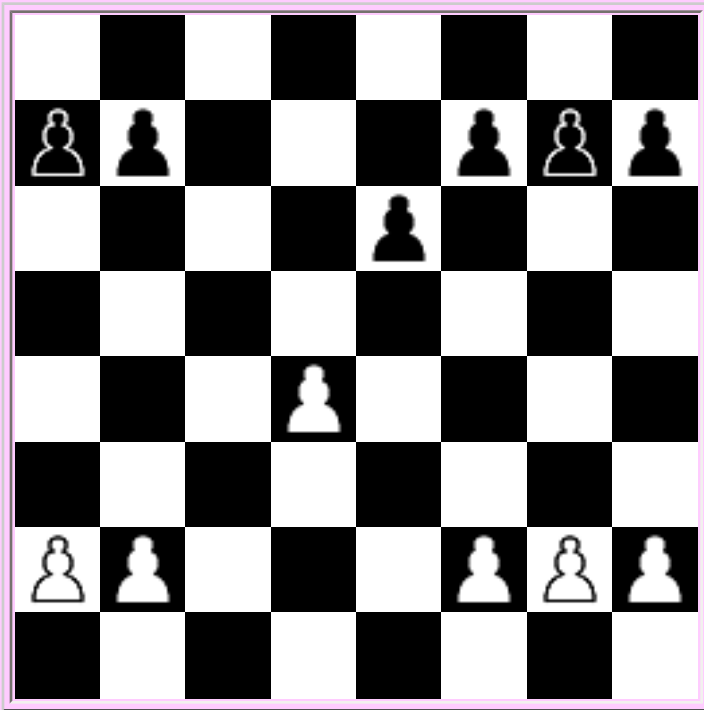
We see this formation from White's point of view in the diagram, where we might expect White to be better developed than Black. The half-open e-file and outpost on e5 gives prospects of a King's-side attack, even if Black had the majority there, as the advance ...e5 will be difficult or impossible. Black must counter with a minority attack, and can think about spending a moment to exchange the bad Bc8.



F.6. Passed pawn, protected but blockaded

*e.g. This may arise from **D1** after an exchange on c5. or from **C4** after the advance of both the c- and e-pawns is combined with the advance of the d-pawn*

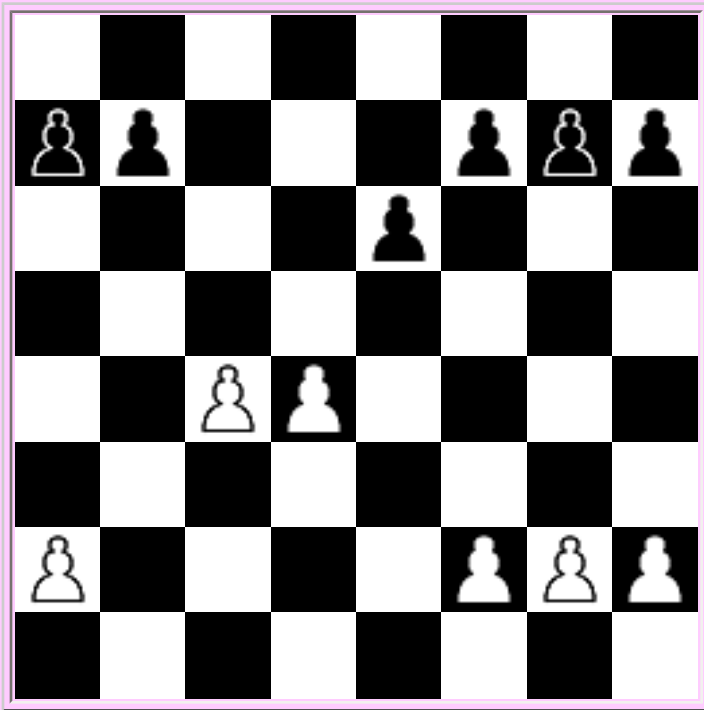
White has a difficult game: no way of opening a file recommends itself, and Black can roll down the Queen's-side. With the e-pawn replaced by a pawn on c4, Black's chances would naturally come with ...f5. The best blockader is always a Knight, who loses no squares to the pawns on c5, d5 or e5, and is handily placed to support pawn advances on either side.



F.7. Isolated Queen's Pawn *

e.g. Queen's Gambit Accepted 1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 c5 5. Bxc4 cxd5 6. exd4 or Caro-Kann Panov Attack, 1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4.

Isolated pawns are weak, but central pawns are strong. The critical and common case is the isolated Queen's pawn (IQP) where the strength and space is greatest. White can avoid exchanges and has hopes of a King's side attack based on a N on e5 and a B on the b1-h7 diagonal; Black can consolidate and pile up on the d4 pawn, seeking exchanges and an advantageous endgame.



F.8. Hanging Pawns *

Often derived from IQP after ...Nd5xc3 and bxc3, then c3-c4. Directly from e.g. Semi-Tarrasch 1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Nc3 c5 or Queen's Indian 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. e3

The pawns are strong and can be turned to attack because they control so many key squares, but if either pawn moves the weakness of the other will be sharply etched. Again, the defending side can seek exchanges and the endgame, but this is nothing like as straightforward a game as the IQP. There is a defensive idea based on the advance of the isolated a-pawn, hoping to disrupt the Black Queen's-side pawns.

Exeter Chess Club: You Know When You've been Benko'd

Steve Homer

- [Key ideas for Black:](#)
- [Outline of main lines and variations in the Benko Gambit](#)
 1. [Black's Queen's-side attack: White, RG - Homer, SJ: Surrey Individual #4, 1988](#)
 2. [White locks up the Queen's-side, Black has a central roller: Parker, C - Homer, S](#)
 3. [White plays actively in the centre: Jepps, G - Homer, S: Exeter Premier #?, 1996](#)
 4. [White plays actively in the centre, part 2: Jepps, G - Homer, S: Somerset vs. Devon, 1996](#)

In the Benoni Black often struggles to arrange ...b5 with moves like ...Na6-c7, ...b6, ...a6 and ...Rb8. Here in the Benko Black plays it at once, as a gambit.

Key ideas for Black:

For example, in the main line after

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 g6 6.Nc3 Bxa6 7.e4 Bxf1 8.Kxf1 d6 9.Nf3 Bg7 10.g3 0-0 11.Kg2 Nbd7



- Control of long dark diagonal, especially the central dark squares e.g. ...Nfd7-e5
- Pressure against the d5 Pawn
- Queen's-side attack with e.g. ...Qb6, ...Rfb8, ...Nbd7-b6-c4. White's extra passed(!) Pawn usually remains frozen with terror on a3 or a4.
- Central attack with ...e6, ...d5

We can see all of these ideas below. White must counter on the King's-side or in the centre. Oddly for a gambit line, Black usually won't mind the exchange of Queens in the Benko, because the Queen's-side initiative persists, while White can no longer hope for mate on the other side.

However, in none of the games below did White play the main line, and in only one was the gambit Pawn accepted! This is not just to avoid theory, as, according to BCO, Black often emerges with enough pressure to draw in the main lines.

Outline of main lines and variations in the Benko Gambit

Bibliography: Winning with the Benko Gambit, Byron JACOBS, Batsford, 1995.

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5

[4.Nf3 b4 (4...Bb7; 4...g6) 5.Nbd2; 4.Bg5]

4...a6 5.bxa6

[5.e3

A) 5...axb5 6.Bxb5 Qa5+ 7.Nc3 Bb7

A1) 8.Nge2

A1a) 8...Bxd5 9.0-0 Bc6 10.a4 (10.Qd3) 10...Bxb5 (10...e6; 10...g6) ;

A1b) 8...Nxd5 9.0-0 Nf6 (9...Nc7; 9...Nxc3) ;

A2) 8.Bd2 8...Qb6 9.Qb3 (9.Nge2; 9.Bc4; 9.Nf3) 9...e6 10.e4 (10.Bc4) 10...Nxe4 11.Nxe4 Bxd5 12.Qd3 Qb7 (12...f5) ;

B) 5...Bb7;

C) 5...e6;

D) 5...g6 6.Nc3 Bg7

D1) 7.Bc4;

D2) 7.a4 0-0 8.Ra3 (8.e4; 8.Bc4) 8...Bb7 9.Nh3;

D3) 7.Nf3 7...0-0 (7...d6) 8.a4 Bb7 9.Ra3 (9.Rb1; 9.Bc4; 9.bxa6) ;

5.f3 e6 (5...g6; 5...axb5 6.e4 Qa5+ 7.Bd2) 6.e4 exd5 (6...c4; 6...Qc7) 7.e5 (7.

exd5) 7...Qe7 8.Qe2 Ng8 9.Nc3 Bb7 10.Nh3 c4 (10...Qd8) ;

5.b6

A) 5...a5;

B) 5...Qxb6 6.Nc3 g6 (6...e6) 7.e4 d6 8.a4 (8.Nf3) ;

C) 5...d6 6.Nc3 Qxb6 7.a4 g6 8.a5;

D) 5...e6 6.Nc3 Nxd5 7.Nxd5 exd5 8.Qxd5 Nc6 9.Nf3 Qxb6 (9...Rb8; 9...Bb7; 9...Be7) 10.Ne5;

5.Nc3 axb5 (5...Qa5) 6.e4 b4 (6...Qa5) 7.Nb5 d6 8.Bc4 (8.Bf4) 8...Nbd7 (8...g6; 8...Ra5) 9.Nf3]

5...g6 6.Nc3

[6.g3 d6 7.Bg2 (7.b3) 7...Bg7 8.Nf3 (8.Nc3 0-0 9.Nf3 Nxa6; 8.Nh3) 8...Bxa6 9.0-0 Nbd7 10.Nc3 Nb6 (10...0-0) ;

6.b3]

6...Bxa6 7.e4

[7.f4; 7.Nf3 d6 8.Nd2]

7...Bxf1 8.Kxf1 d6 9.Nf3

[9.g4; 9.Nge2]

9...Bg7 10.g3

[10.h3]

10...0-0 11.Kg2 Nbd7

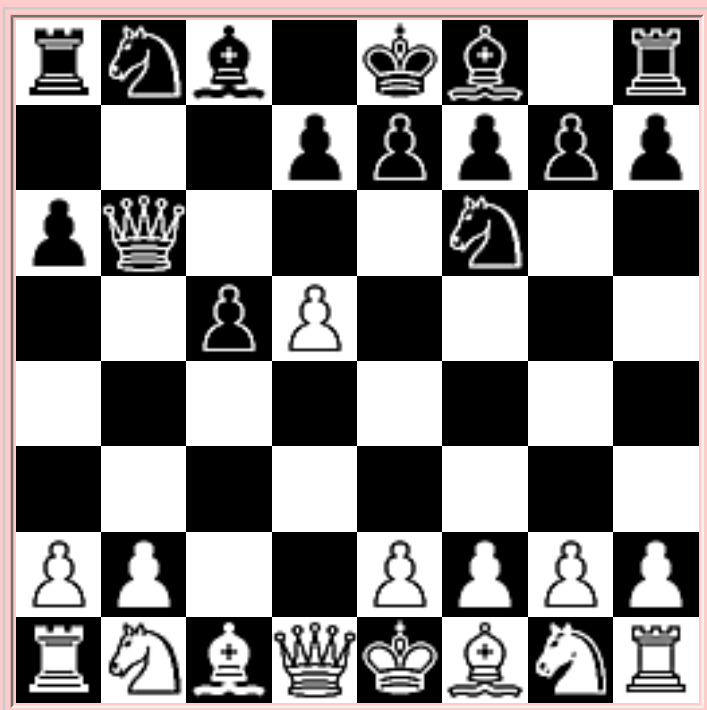
[11...Na6]

12.h3

[12.Re1; 12.Qe2]

Black's Queen's-side attack: White, RG - Homer, SJ: Surrey Individual #4, 1988

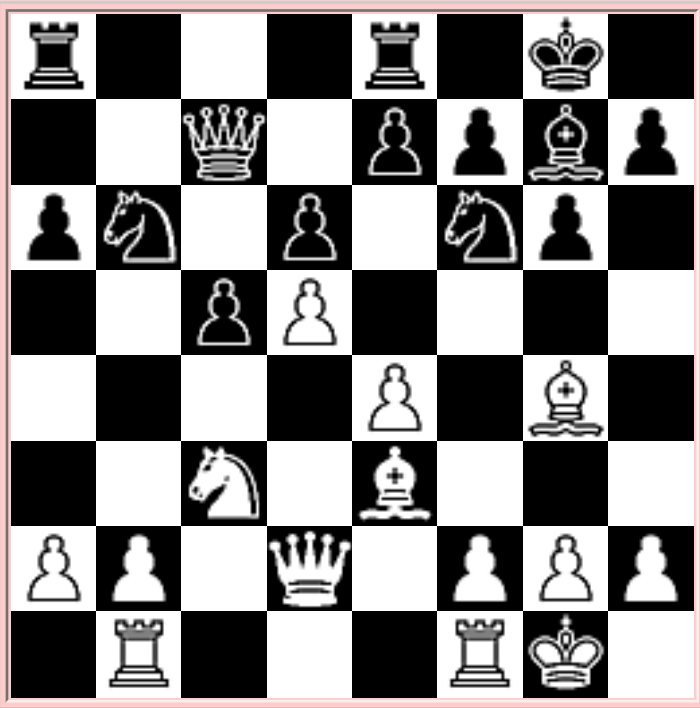
1. d4 Nf6 2. c4 c5 3. d5 b5 4. cxb5 a6 5. b6 Qxb6



This line restricts Black to only one half-open file on the Queen's-side, but **6. Nc3 d6 7. e4 g6 8. Be2 Bg7 9. Rb1 O-O 10. Nf3 Bg4**



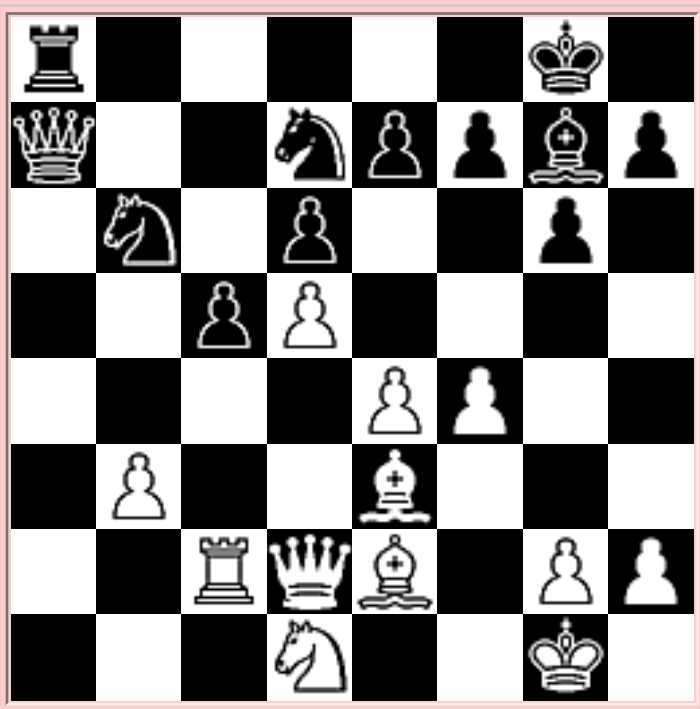
11. O-O Bxf3 12. Bxf3 Nbd7 13. Be3 Qc7 14. Qd2 Rfe8 15. Bg4 Nb6



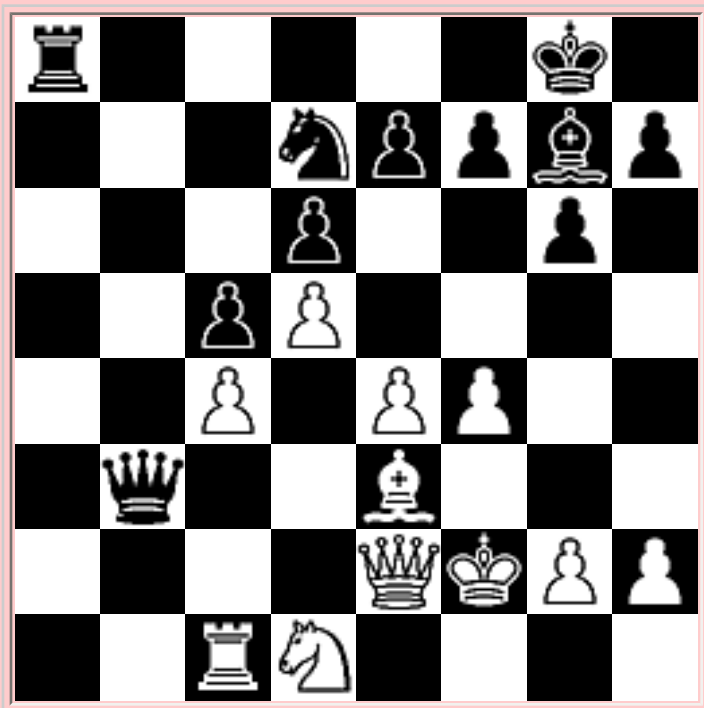
16. Be2 Nfd7 17. Rfc1 Ne5 18. Nd1 a5 19. b4 axb4 20. Rxb4 Qa7



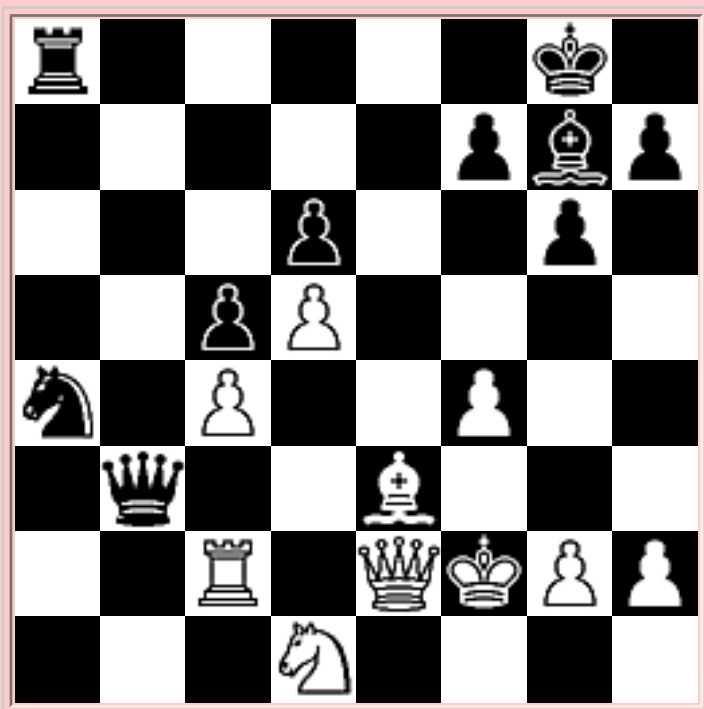
21. Rbb1 Reb8 22. f4 Ned7 23. Rc2 Na4 24. Rb3 Rxb3 25. axb3 Nab6



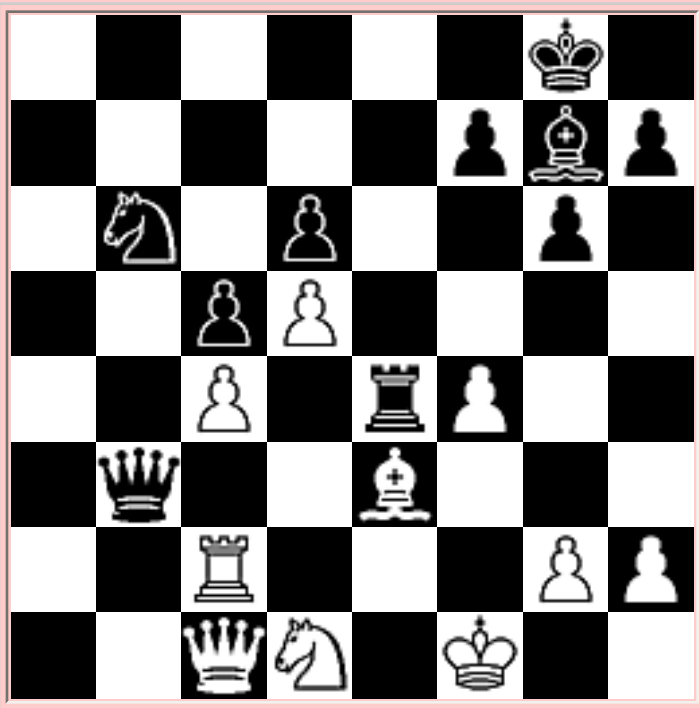
26. Bc4 Qa3 27. Qe2 Qa1 28. Rc1 Qa2 29. Kf2 Nxc4 30. bxc4 Qb3



31. Rc2 Nf6 (sealed) 32. Kf3 Nd7 33. Kf2 Nb6 34. e5 Na4 35. exd6 exd6



36. Qd2 Re8 37. Kf1 Qb1 38. Qc1 Qb3 39. Qd2 Nb6 40. Qc1 Re4



41. Bf2 Nxc4 42. g3 Qd3+ 43. Kg2 Qxd5 44. Kg1 Bd4 0-1

White locks up the Queen's-side, Black has a central roller:
Parker, C - Homer, S

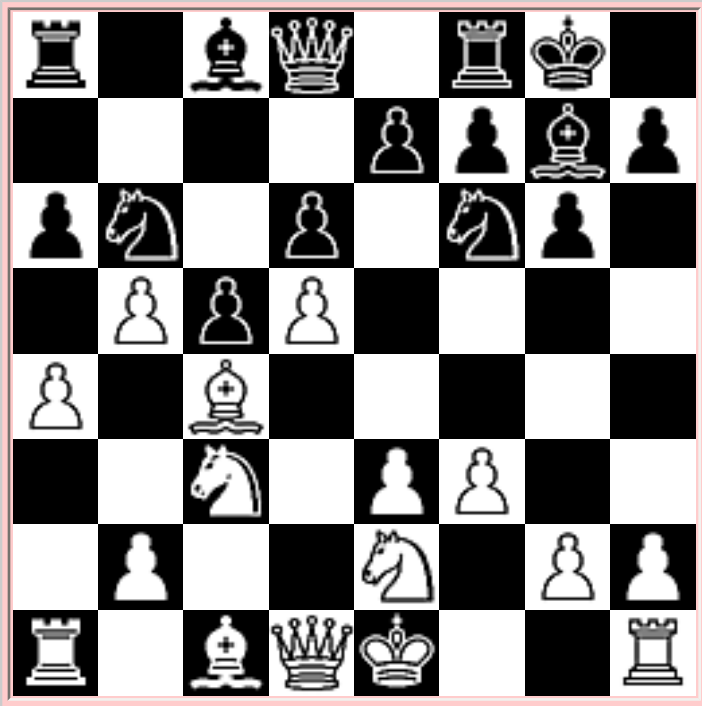
1. d4 Nf6 2. c4 c5 3. d5 b5 4. e3 d6 5. cxb5 a6



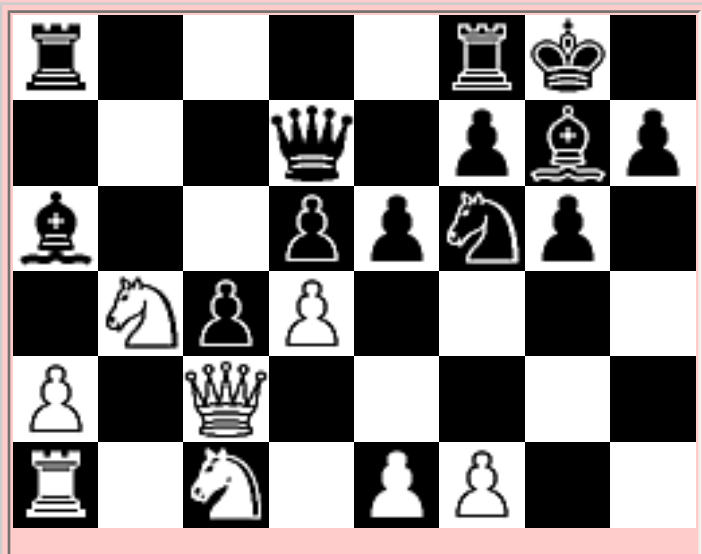
6. Nc3 Nbd7 7. a4 g6

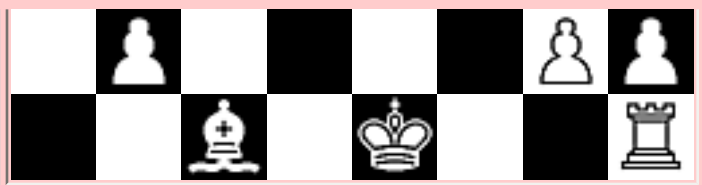
Theory currently advises Black not to play normal Benko moves in this variation, but they seem to turn out all right in this game! Steve wonders if White's next is inaccurate.

8. Bc4 Bg7 9. Nge2 O-O 10. f3 Nb6

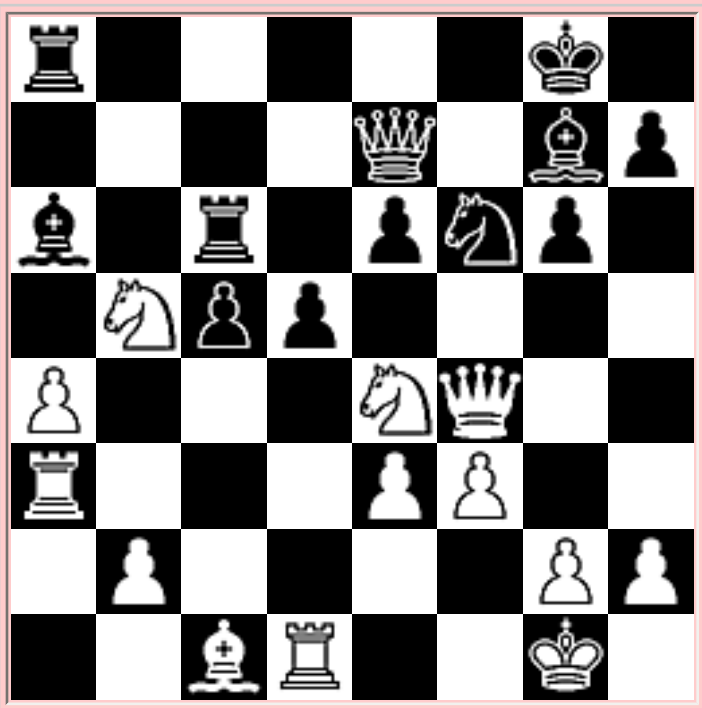


11. Qd3 Nxc4 12. Qxc4 axb5 13. Nxb5 Ba6 14. Nec3 Qd7 15. Ra3 e6





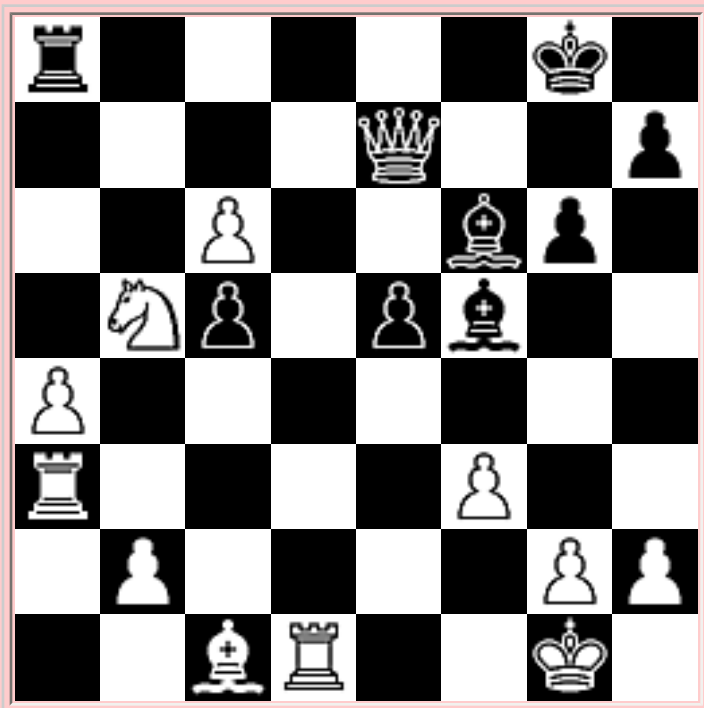
16. dxe6 fxe6 17. O-O Rfc8 18. Qf4 Rc6 19. Rd1 d5 20. Ne4 Qe7



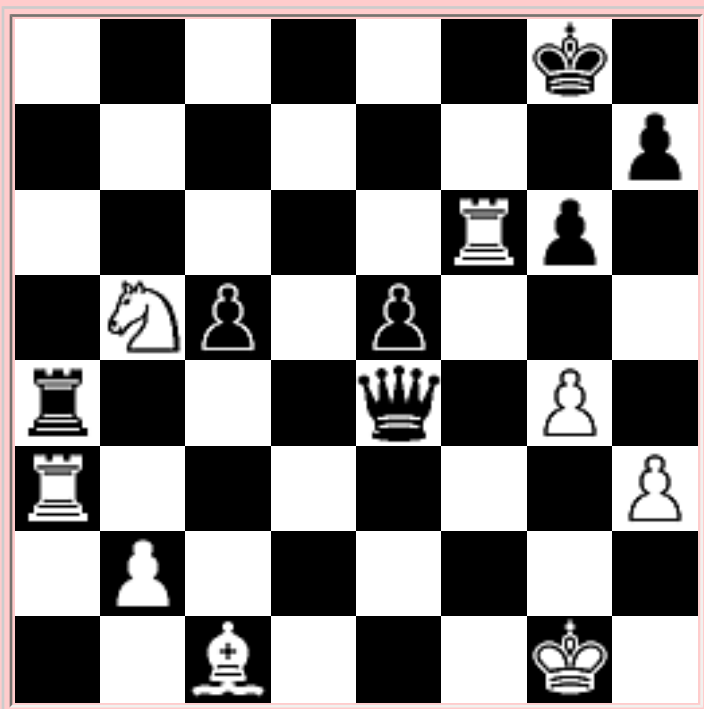
21. Nxf6+ Bxf6 22. e4 e5 23. Qg4 Bc8

Who can object to winning a Queen? As things go, however, Black loses the thread, so with hindsight Black perhaps should have spent a move consolidating the centre - the threat would still obtain.

24. exd5 Bxg4 25. dxc6 Bf5



26. g4 Bxg4 27. fxg4 Qe6 28. h3 Qxc6 29. Rd6 Qe4 30. Rxf6 Rxa4



31. Bh6 1-0

White plays actively in the centre: Jepps,G - Homer,S: Exeter Premier #?, 1996

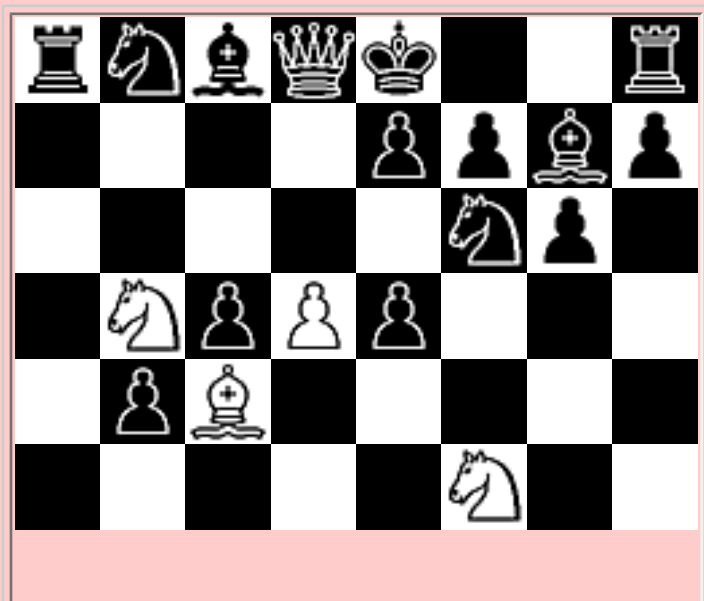
1. d4 Nf6 2. c4 c5 3. d5 b5 4. cxb5 a6 5. Nc3 axb5

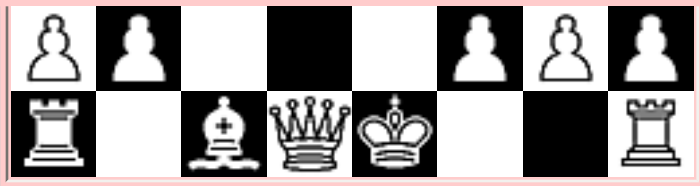


6. e4 b4 7. Nb5 d6 8. Bc4

This is the sharpest line at White's disposal, the so-called Nescafe Frappe Attack, which should obviously be boycotted because of the Nestle baby milk campaign.

8...g6 9. Nf3 Bg7 10. e5 dxe5

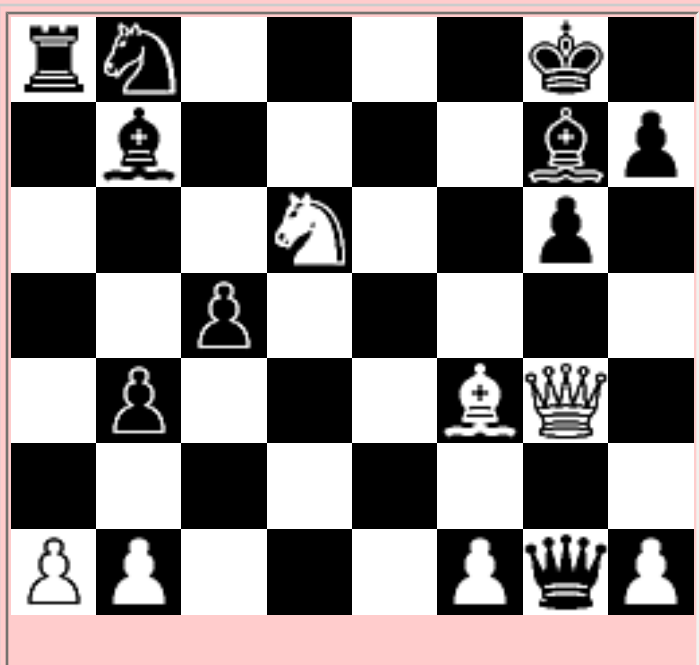




11. Nxe5 O-O 12. O-O Ne8 13. Bf4 Bb7 14. Nxf7 Rxf7 15. d6 exd6

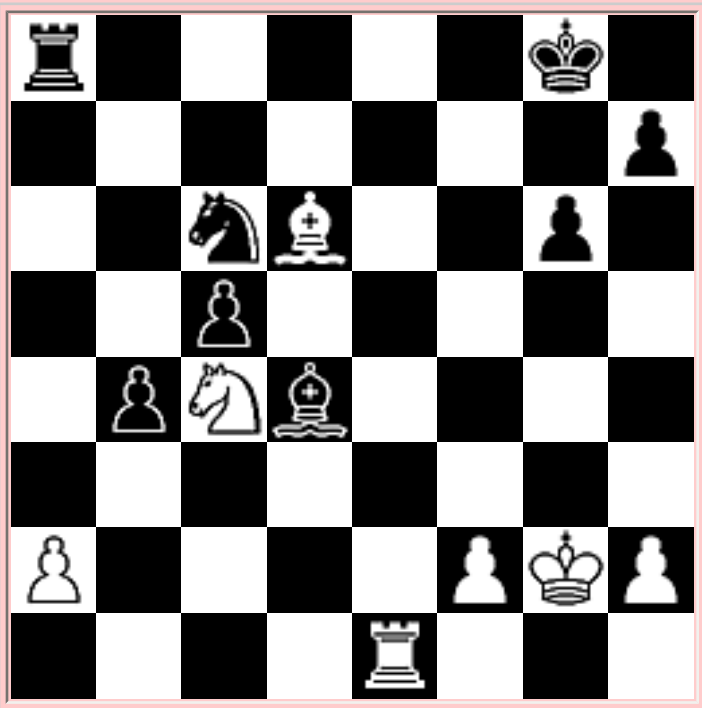


16. Bxf7+ Kxf7 17. Re1 Kg8 18. Rxe8+ Qxe8 19. Nxd6 Qc6 20. Qg4 Qxg2+

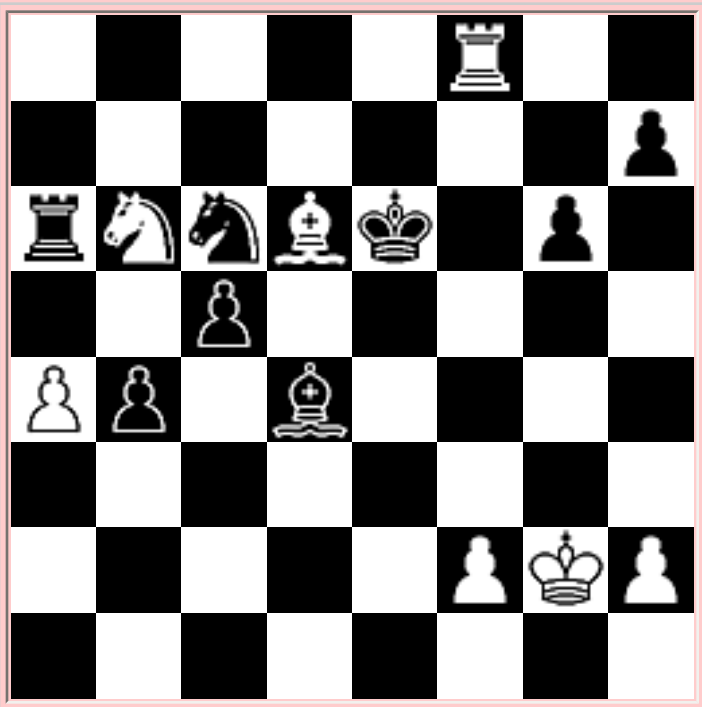




21. Qxg2 Bxg2 22. Kxg2 Bxb2 23. Re1 Nc6 24. Nc4 Bg7 25. Bd6 Bd4



26. Re2 Na7 27. a4 Nc6 28. Nb6 Ra6 29. Re8+ Kf7 30. Rf8+ Ke6



31. Nc4 Kd5 0-1

White plays actively in the centre, part 2: Jepps, G - Homer, S: Somerset vs. Devon, 1996

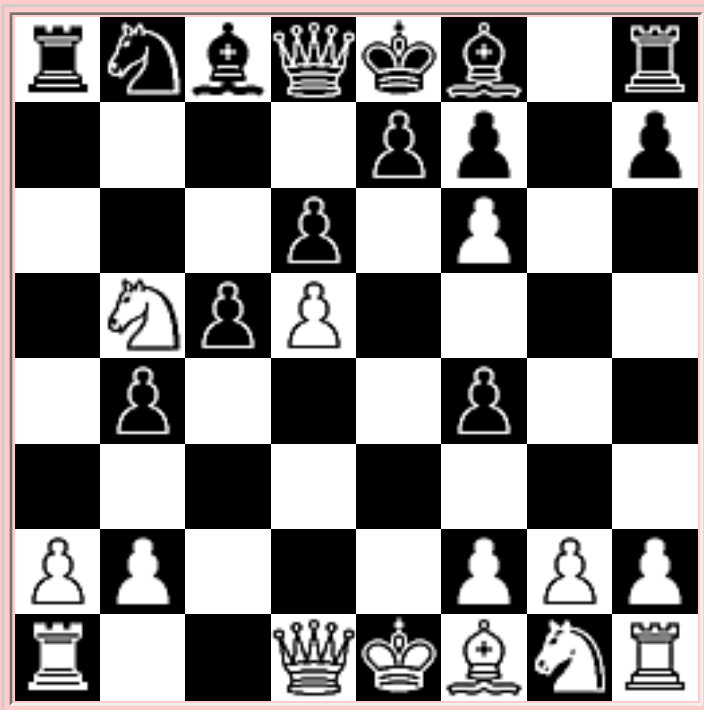
1. d4 Nf6 2. c4 c5 3. d5 b5 4. cxb5 a6 5. Nc3 axb5



6. e4 b4 7. Nb5 d6 8. Bf4

The older line. Most players know the recommended reply:

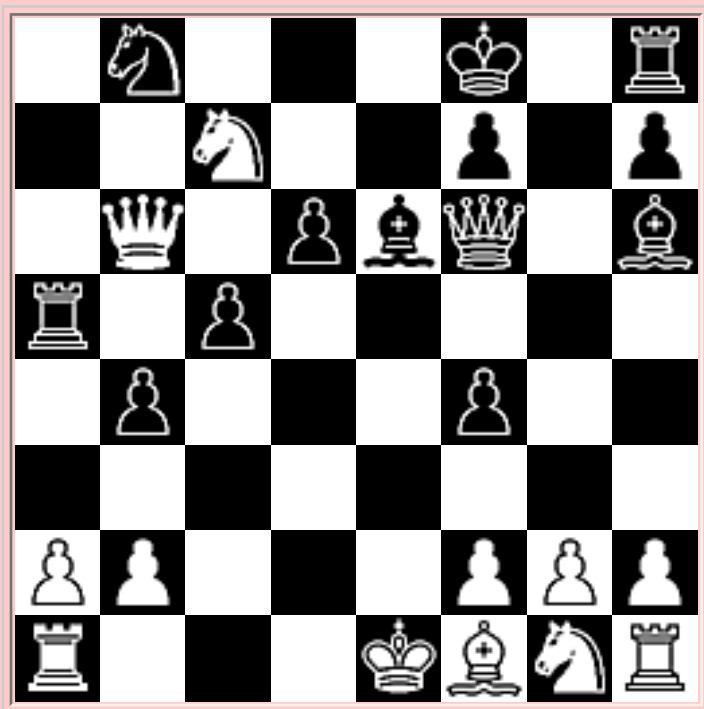
8...g5 9. e5 gxf4 10. exf6



10... e5

[10... Nd7]

11. dxe6 Bxe6 12. Qf3 Ra5 13. Qb7 Bh6 14. Nc7+ Kf8 15. Qb6 Qxf6



16. Qxa5

[16. Qxb8+ Kg7]

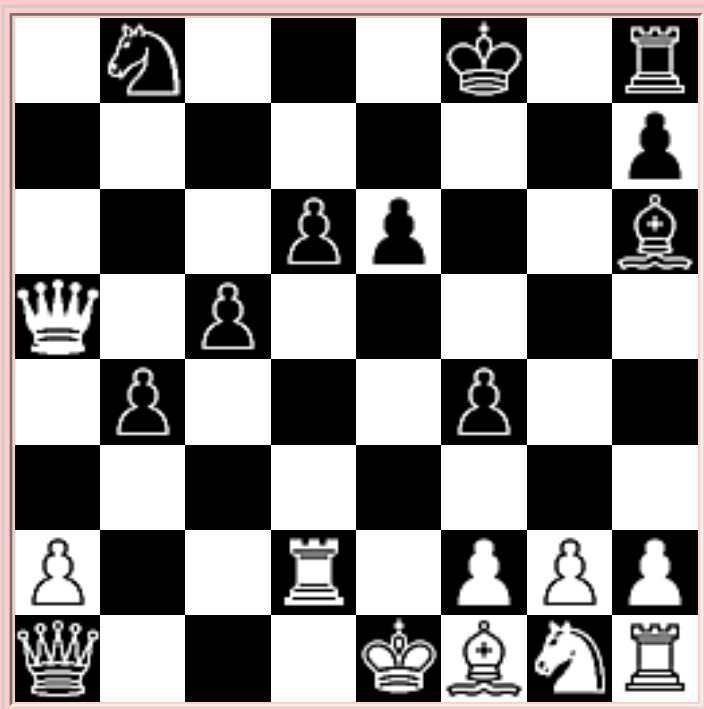
[16... Ke7 17. Nd5+ Bxd5 18. Qc7+ Kf8 19. Qxa5

Qxb2 20. Rd1 Qc3+ 21. Rd2 f3 22. Nxf3 Bxf3 23. Qd8+ Kg7-+]

17. Ne8+

Rxe8 18. Qxe8 Qxb2]

16... Qxb2 17. Nxe6+ fxe6 18. Rd1 Qc3+ 19. Rd2 Qa1+



20. Rd1

[20. Ke2 Qe5+ 21. Kf3 Qh5+ 22. Ke4 Qf5+ 23. Kf3]

20... Qc3+ 21. Rd2 Q



This document (benko.html) was last modified on 3 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Bishops: good, bad and both.

1. [Good and bad bishops](#)

1. [good bishops: active bishop used for attack](#)

1. [Euwe - Thomas, 1934](#)
2. [Stahlberg-Trifunovich, 1951](#)

2. [Bad bishops](#)

1. [\[Event "bad bishops"\]\[Site "-"\]\[Date "1956.??.??"\]\[Round "?"\]](#)
2. [\[White "barden"\]\[Black "rossolimo"\]\[Result "1-0"\]](#)

3. [bad bishop?](#)

1. [Botvinnik-Kann, 1939](#)

2. [The two bishops](#)

1. [bishops: two bishops in ending](#)

1. [Ditmas,H - Regis,D \(March, 1979\)](#)

2. [bishops: two bishops in open middlegame](#)

1. [Nunn - Tal \(Wijk Ann Zee, 1982\)](#)

3. [bishops: two bishops in a semi-open or closed middlegame](#)

1. [Bronstein D - Golombek H \(Moscow\) \[E43\] 1956](#)
2. [Rubinstein - Nimzovitch \(Berlin, 1928\)](#)

4. [the two bishops in a semi-open endgame](#)

1. [\[Event "Two Bishops?"\]\[Site ""\]\[Date "1873.??.??"\]\[Round "?"\]](#)
 2. [\[White "Rosenthal"\]\[Black "Steinitz "\]\[Result "0-1"\]](#)
 3. [Englisch-Steinitz](#)
-

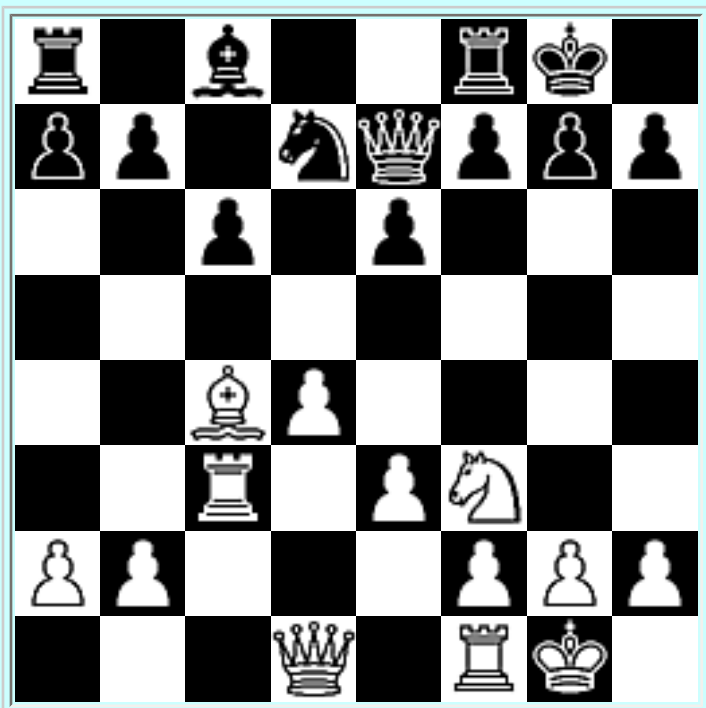
Good and bad bishops

good bishops: active bishop used for attack

Euwe - Thomas, 1934

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8.

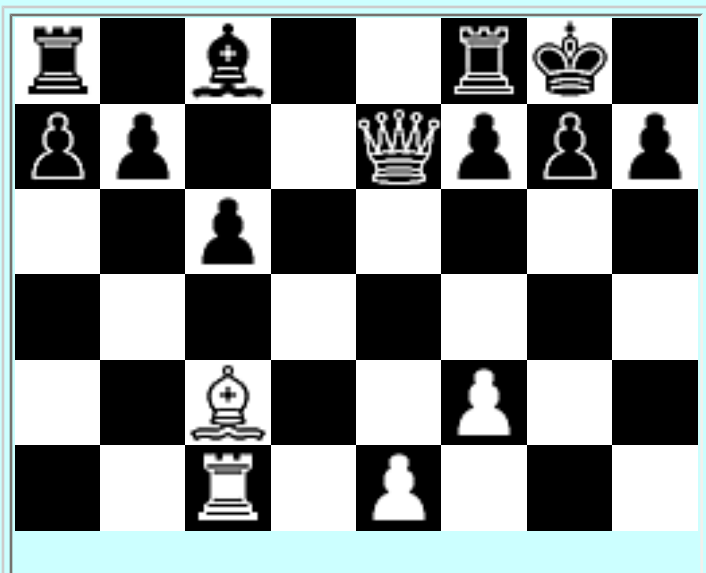
Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O Nxc3 12. Rxc3

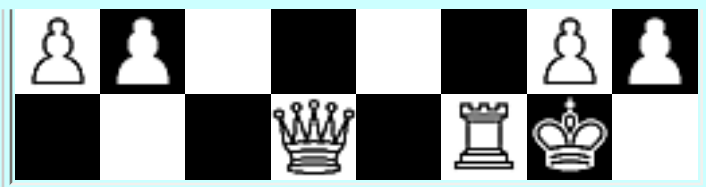


This was the main continuation from this opening, although it is now considered pretty played out. Black has a bad bishop on c8, so...

12... e5 13. dxe5 Nxe5 14. Nxe5 Qxe5 15. f4

Black has a choice of several queen moves. In the first game we examine what happened after 15...Qe7 [next diagram]



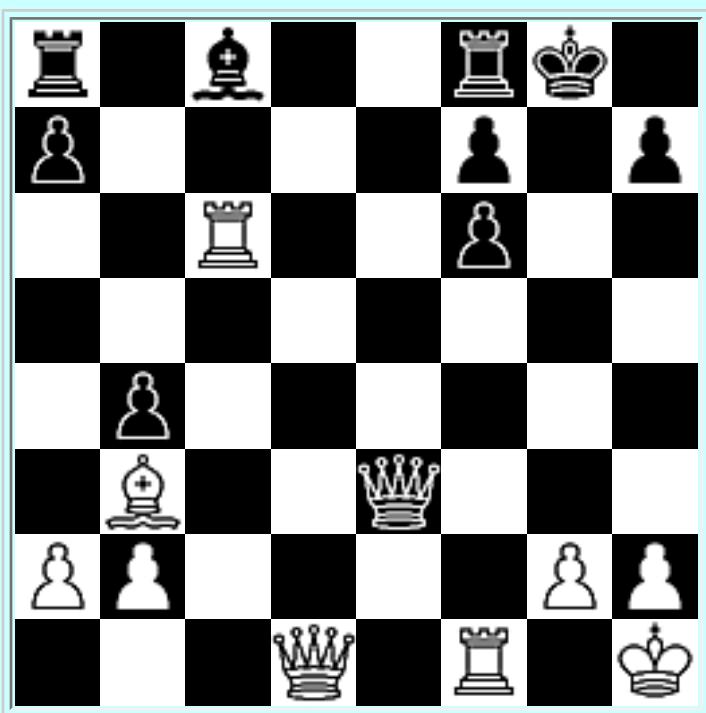


White has the better bishop, currently pointed at Black's King's side, but this is only a temporary advantage. Left alone, Black can play ...Be6 or move the b-pawn and play ...Bb7. White's only hope of a win is to keep Black on the hop.

16. f5

Stops ...Be6 well enough, but Euwe has further plans for this pawn - namely, to run it to f6, disrupting the K-side and using the good bishop for attack.

16...b5 17. Bb3 b4 18. f6! gxf6 19. Rxc6 Qxe3+ 20. Kh1



20...Bb7 Euwe and Kramer give the alternatives:

[20... Be6 21. Bxe6 fxe6 22. Qg4+ Qg5 [22... Kh8 23. Rc7] 23. Qxe6+ Kh8 24. Rxf6 Rg8 [24... Rfe8 25. Qf7] 25. Rf2 winning a pawn]

[20... f5 21. Qh5 with strong attack]

21. Rcxf6 Qe4 22. Qd2 Kh8

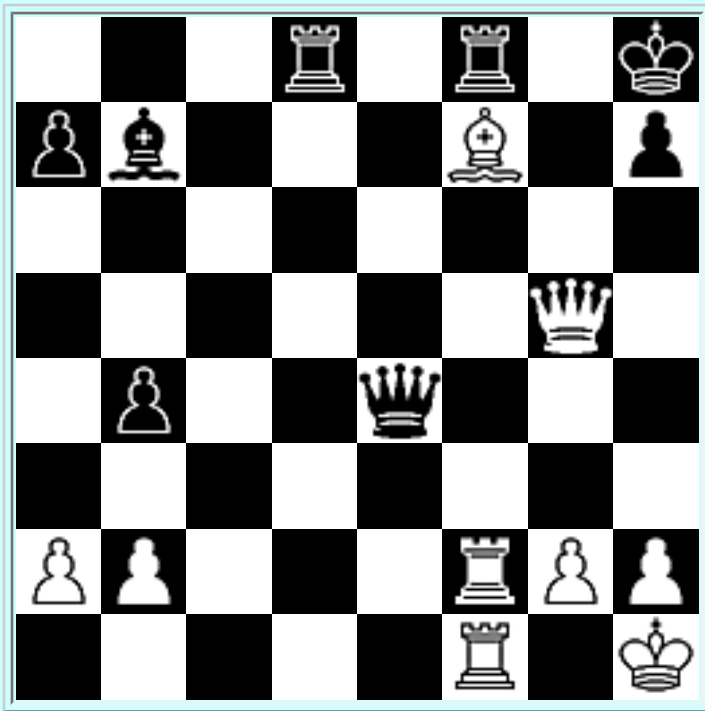
[Or 22... Rad8 23. Qg5+ Kh8 24. Rxf7]

23. Bxf7 Rac8

[Much better was 23... Rad8 with good drawing chances, despite White's pressure e.g. 24. Qg5 [Rg8 25. Bxg8 Rxc8 26. Rf8 Qxg2+ =, or 24. Qf2 Qe7 25. Bb3 Rxf6 26. Qxf6+ Qxf6 27. Rxf6 Bd5 =]

24. R6f2 Rcd8 [24... Qg4]

25. Qg5 (NEXT DIAGRAM)



25... Rd6

[Not 25... Qd4 26. Bd5 Qg7 [or 26... Rxf2 27. Qxd8+ Kg7 28. Qg5+ Kf8 29. Qg8+ Ke7 30. Re1+ Kd6 31. Bxb7] 27. Rxf8+ Rxf8 28. Rxf8+ Qxf8 29. Qe5+ Qg7 30. Qe8+]

26. Bd5! 1-0

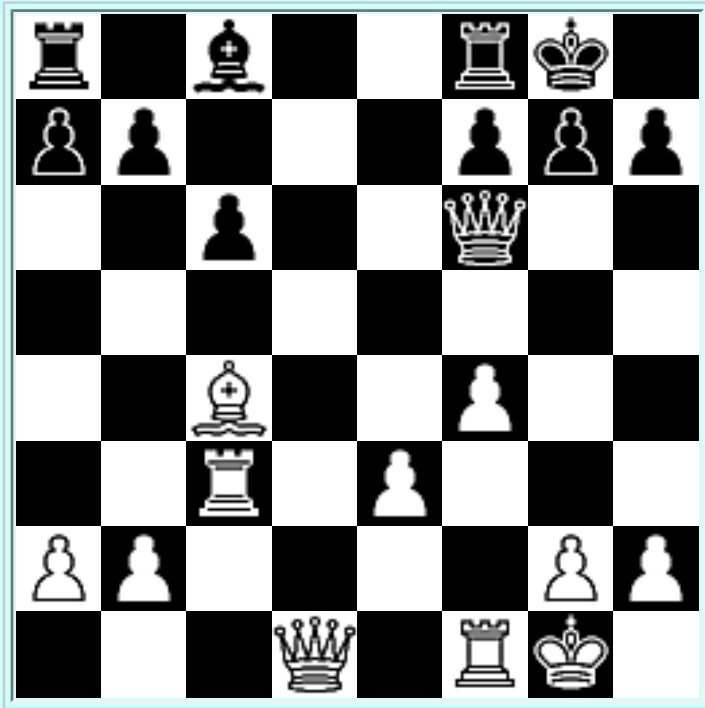
26... Rxf2 27. Qg8#

The QGD is not a win for White; here Black solves the problem of the Bc8.

Stahlberg-Trifunovich, 1951

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O Nxc3 12. Rxc3 e5 13. dxe5 Nxe5 14. Nxe5 Qxe5 15. f4

Here Black tried an alternative Q move 15... Qf6, stopping the f5-f6 rush.



16. f5 a5 17. a4

[17. a3 b5 18. Ba2 b4 19. Rc5 Ba6 20. Re1 Bb5, with the Black bishop having good play]

17... Rb8 18. Qc2 Bd7

[Not 18... b5 19. axb5 cxb5 20. Bxb5 Rxb5 21. Rxc8]

19. Rd3 Rbd8 20. Qd2 b5

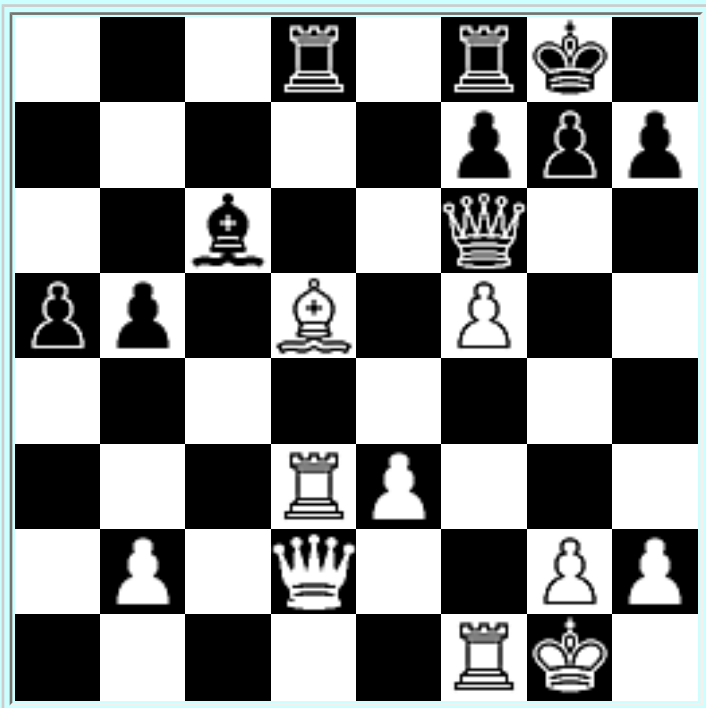
[Not 20... Bc8 21. Qxa5 Rxd3 22. Bxd3 Qxb2 23. f6]

21. axb5 Alternatives are no better:

[21. Rd6 Bc8]

[21. Bxb5 cxb5 22. Rxd7 Rxd7 23. Qxd7 Qxb2 24. Qxb5 Qxb5 25. axb5 Rb8 "with meagre chances for White" - Euwe]

21... cxb5 22. Bd5 Bc6



With the full entry of this piece into the game, Black has at least equal chances

23. e4

[23. Bxc6 Rxd3 24. Qxd3 Qxc6 may even be better for Black, since Black's Queen-side majority look like the most important feature of the game]

23... Bxd5 24. exd5 Qb6+ 25. Qf2 Qxf2+ 26. Kxf2 draw agreed

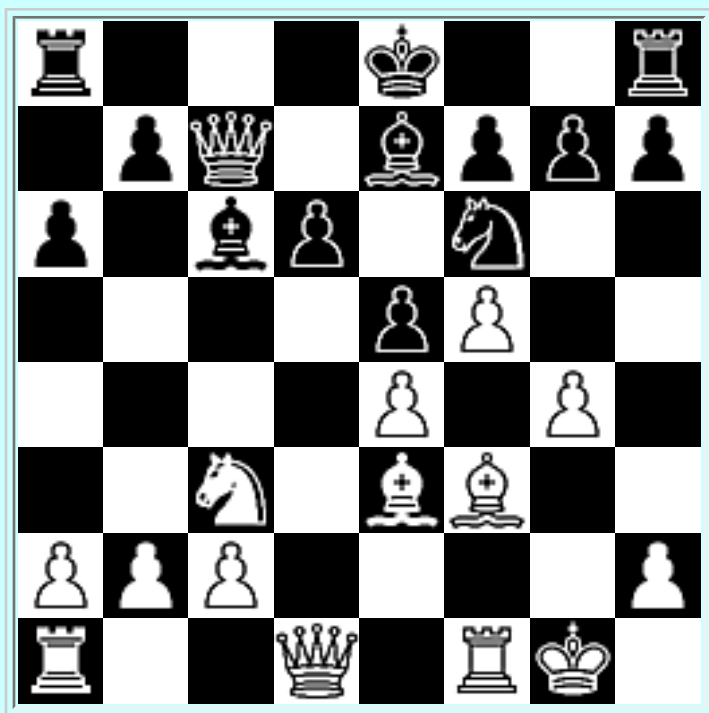
Bad bishops

Bs move on squares of only one colour. A bishop hemmed in by its own pawns on the same colour squares is called a *bad bishop*. It is sometimes tempting to put pawns on the same colour squares as

the bishop, particularly in the ending, with the hope that the bishop will defend them. Well, unfortunately, the bishop will probably be so blocked by the pawns that it can hardly defend itself. Depending on what other pieces there are on the board, the opponent's king will probably be able to slip in between the pawns, and the bishop won't be able to stop it. You want your pawns on one colour square, and the bishop on the other, in the middle game and in the ending. (And if you've got two bishops in the middle game, you generally want your pawns right out of the way.) So be careful where you put your pawns, and don't get your bishops stuck one side or the other of a chain of pawns.

[Event "bad bishops"][Site "-"][Date "1956.??.??"][Round "?"]
 [White "barden"][Black "rossolimo"][Result "1-0"]

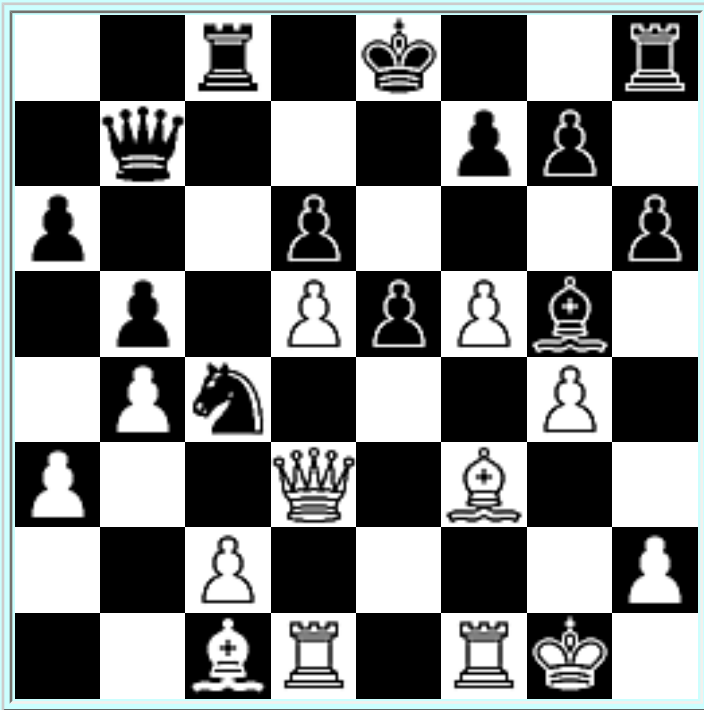
1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f4 e6 7.Be2 Qc7 8.O-O
 Nc6 9.Be3 Bd7 10.g4 Nxd4 11.Bxd4 Bc6 12.Bf3 e5 13.Be3 Be7 14.f5 {?!}



14...h6 15.Qd2 b5 16.Rad1 Rc8 17.a3 Qb7 18.Qd3 Nd7 {!} 19.b4 Nb6 20.
 Bc1 Nc4 21.Nd5 Bxd5 22.exd5 Bg5 (exchanging the off White's best minor
 piece)

23.Rfe1 Qe7 24.Be4 Bxc1 25.Rxc1 h5 26.Qg3 hxg4 27.Qxg4 Qf6 28.Bd3
 Rh4 29.Qg3 Nb6 30.Re4

(30.Be4 Rc4) >



30...Rh5 31.Rg4 Nxd5 32.Rxg7 Nf4 33.Rg8+ Kd7 34.Rxc8 Kxc8 35.Qg8+ Kb7 {!} 36.Kh1 Qh6 37.Qg1 Nxd3 38.cxd3 Rxh2+ 1-0

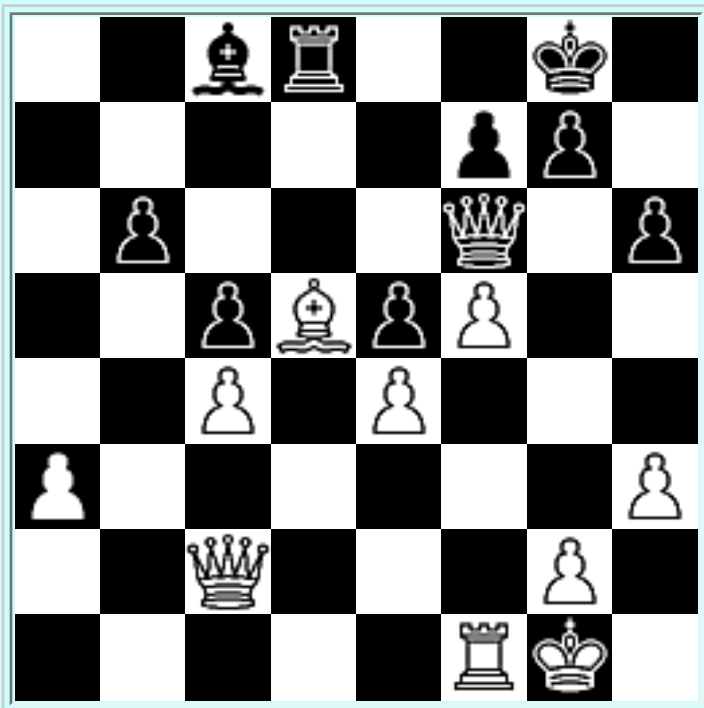
(38...Rxh2+ 39.Qxh2 Qxc1+ 40.Kg2 Qd2+ 41.Kg1 Qxh2+ 42.Kxh2 Kc6)

Please don't interpret this too rigidly: a bishop is bad only if it lacks scope.

bad bishop?

Botvinnik-Kann, 1939

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. a3 Bxc3+ 6. bxc3 Qa5 7. Bd2 Ne4 8. Qc2 Nxd2 9. Nxd2 d6 10. e3 e5 11. dxe5 dxe5 12. Bd3 h6 13. O-O O-O 14. f4 Nd7 15. f5 Nf6 16. Ne4 Qd8 17. Nxf6+ Qxf6 18. Be4 Rb8 19. Rad1 b6 20. h3 Ba6 21. Bd5 b5 22. cxb5 Rxb5 23. c4 Rb6 24. Rb1 Rd8 25. Rxb6 axb6 26. e4 Bc8



White's theoretically 'bad' bishop dominates the board and gives White a winning game. It is *Black's* bishop that is stuck behind White's pawns on white squares!

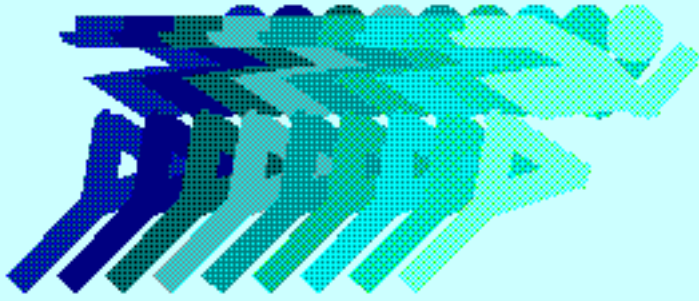
27. Qa4 Bd7 28. Qa7 Be8 29. Rb1 Rd6 30. a4 Kh7 31. a5 bxa5 32. Qxa5
Ra6 33. Qxc5 Ra2 34. Qe3 Qa6 35. Rb8 Qa4 36. Kh2 Ra3 37. Qc5 Ra2 38.
Ra8 Qxa8 39. Bxa8 Rxa8 40. Qxe5 Bc6 41. Qc7 1-0

The two bishops

"Deux fous gagnent toujours, mais trois fous, non!"

-- Alexander ALEKHINE, on the advantage of the Two Bishops at amateur level

The bishop is a longer-range piece than the knight. This advantage is sometimes called the minor exchange, for, all else being equal, the bishop will be a better piece than the knight. Two bishops, provided they can make use of their better range and aren't blocked by pawns, are rather better than two knights or a knight and a bishop, particularly in fully open positions. (Think how easy it is to mate with the two bishops. Have you ever tried to mate with two knights?)



Capablanca advised rehearsing the mate with the two Bishops, not because it was particularly likely to occur in practice, but to experience directly the power of two Bishops cooperating in an open position.

So in OPEN positions, the two bishops are boss.

In CLOSED positions, the knights may be better.

In SEMI-OPEN positions. well...

The side with the two bishops must not let the knight(s) settle on any outposts, and can create trouble on both sides of the board at once when the poor knights will be hard-put to keep up. It's generally though that the two bishops are good enough to win. Paulsen made use of this in the middle 1800s, but the technique was perfected and publicised by Steinitz.

Let's have a look at these in turn.

bishops: two bishops in ending

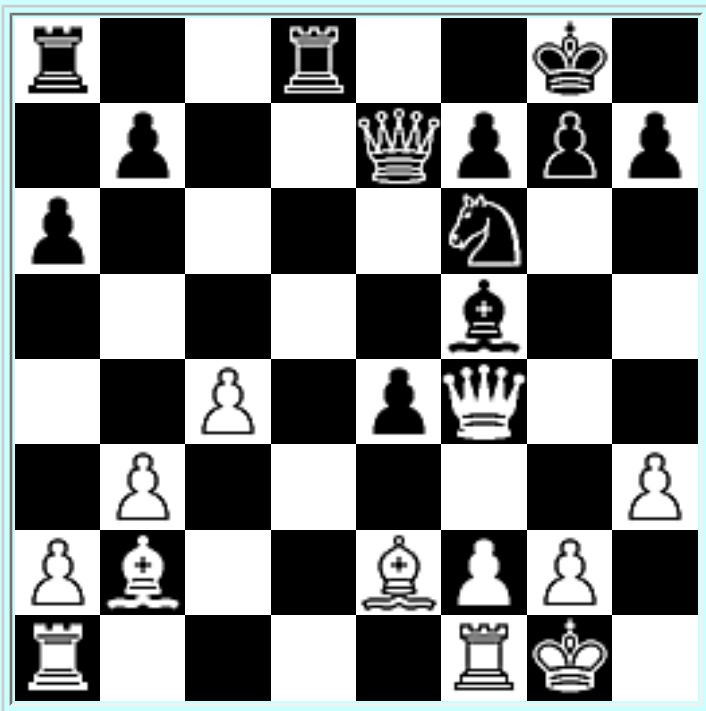
This was my introduction to the power of the two bishops.

Ditmas,H - Regis,D (March, 1979)

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. Ngf3 cxd4 6. Bc4 Qd6 7. O-O Nc6 8. Nb3 Nf6 9. Nbx d4 Nxd4 10. Nxd4 a6 11. b3 Qc7 12. Bb2 Bd6 13. h3 O-O 14. Bd3 e5 15. Nf5 e4 16. Nxd6

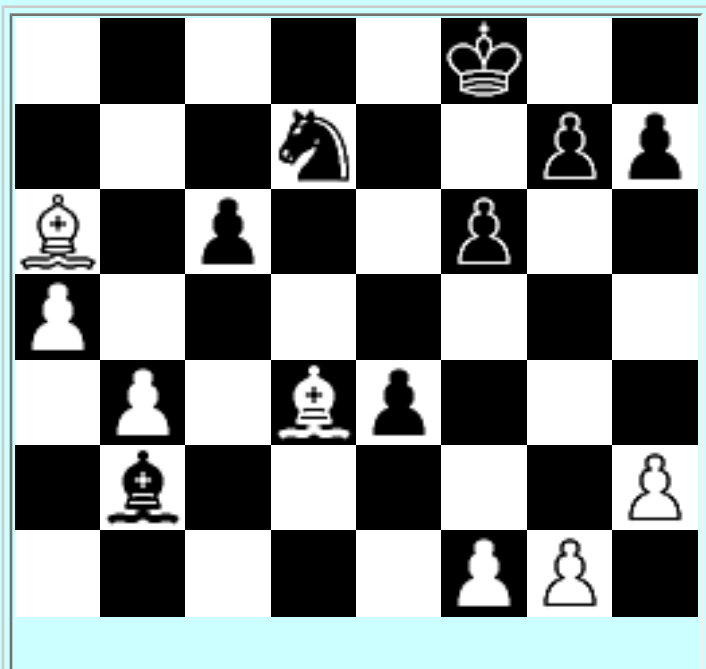
White sensibly takes the two bishops.

16...Qxd6 17. Be2 Qe7 18. c4 Rd8 19. Qc1 Bf5 20. Qf4



Black must make a concession - in the event, I buried the bishop on g6. White's two bishops and queen's side majority win the game.

20... Bg6 21. Rfd1 Rxd1+ 22. Rxd1 Rd8 23. Qe5 Re8 24. Qxe7 Rxe7 25. b4 Rd7 26. Rxd7 Nxd7 27. c5 Kf8 28. c6 bxc6 29. Bxa6 f6 30. Bd4 Bf7 31. a4 Bb3 32. a5





1-0

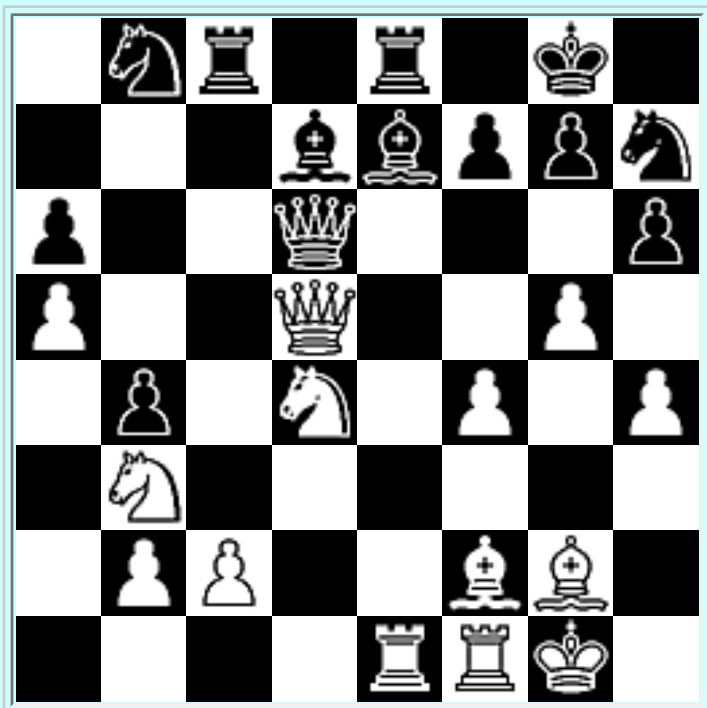
It's worth dwelling on this for a moment. Material is equal, and Black can think about getting his own majority moving, but its all too late. The two bishops cover all the key squares, and Black can hardly stop the advance of the a-pawn.

bishops: two bishops in open middlegame

This is the other easy case: the bishops usually chop up the opposition.

Nunn - Tal (Wijk Ann Zee, 1982)

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. g3 Qc7 7. Bg2 Nf6 8. O-O h6 9. Nb3 Be7 10. a4 d6 11. f4 O-O 12. g4 Bd7 13. h4 b5 14. g5 Nh7 15. Be3 b4 16. Ne2 d5 17. exd5 exd5 18. Qxd5 Rac8 19. a5 Nb8 20. Ned4 Bg4 21. Rae1 Rfd8 22. Qe4 Re8 23. Bf2 Bd7 24. Qd5 Qd6



Here is an instructive moment from the Nunn/Griffiths book. White has many advantages, including an extra pawn.

25. Nf5!

"White is still in no hurry to exchange queens: he permits his opponent the option of 25...Bxf5 26 Qxf5 instead of the game continuation. EITHER WAY HIS BISHOP-PAIR WILL DOMINATE THE BOARD. But he is also returning the extra pawn: possibly as instructive a piece of Grandmaster thinking as anything that has gone previously. The point is not that the variations are difficult to calculate, but that Nunn is thinking boldly; dynamically. Time and again we see how his thinking is the reverse of a weaker player. It is not, 'If I play Nf5 I shall lose a pawn; I will only do that as a last resort'; but rather, 'I can simplify the position by Nf5 and continue to generate powerful threats; it would be a miracle if Black could get away with ...Rxc2"

25...Qxd5 26. Nxe7+ Rxe7 27. Bxd5 Rxe1 28. Rxe1 Rxc2 29. Re7

It's all starting to clear up nicely.

29...Bc6 30. Bxf7+ Kf8 31. Rc7 hxg5 32. Bc5+ 1-0

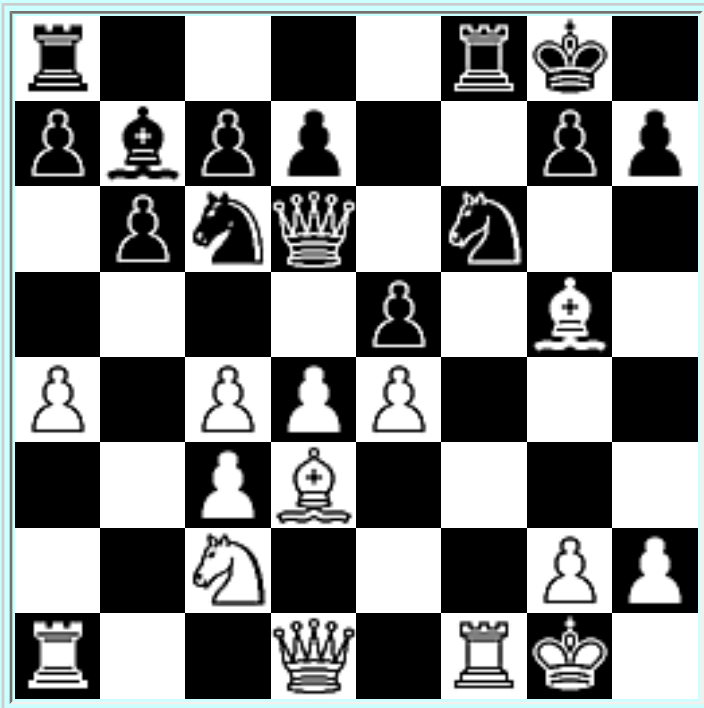
bishops: two bishops in a semi-open or closed middlegame

This is not so easy. The side with the two bishops must open lines, but if it were easily possible, the Nimzo-Indian would not be a viable defence..

Here are two fine examples where the Bishops win, one more open, one more closed.

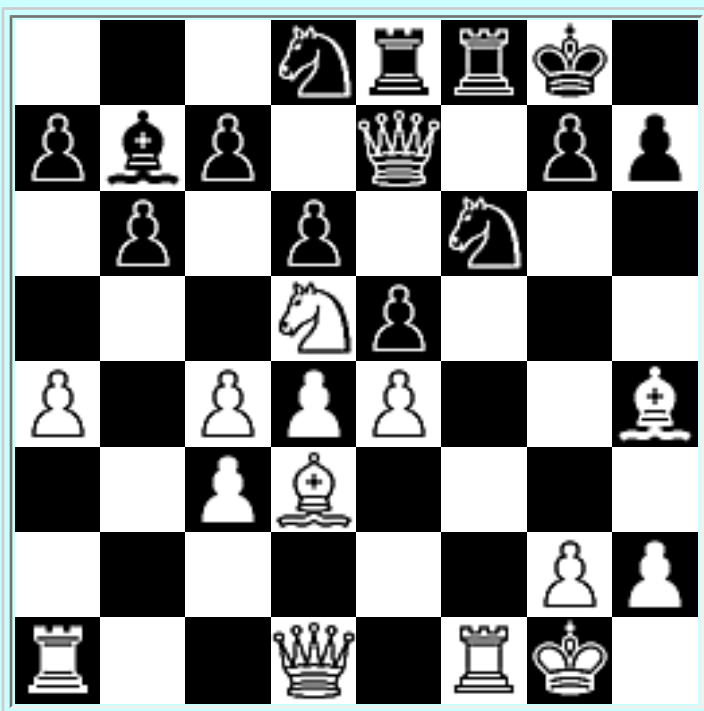
Bronstein D - Golombek H (Moscow) [E43] 1956

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 b6 5. e3 Bb7 6. Bd3 Ne4 7. O-O Bxc3 8. bxc3 O-O 9. Ne1 f5 10. f3 Nf6 11. a4 Nc6 12. e4 fxe4 13. fxe4 e5 14. Bg5 Qe7 15. Nc2 Qd6

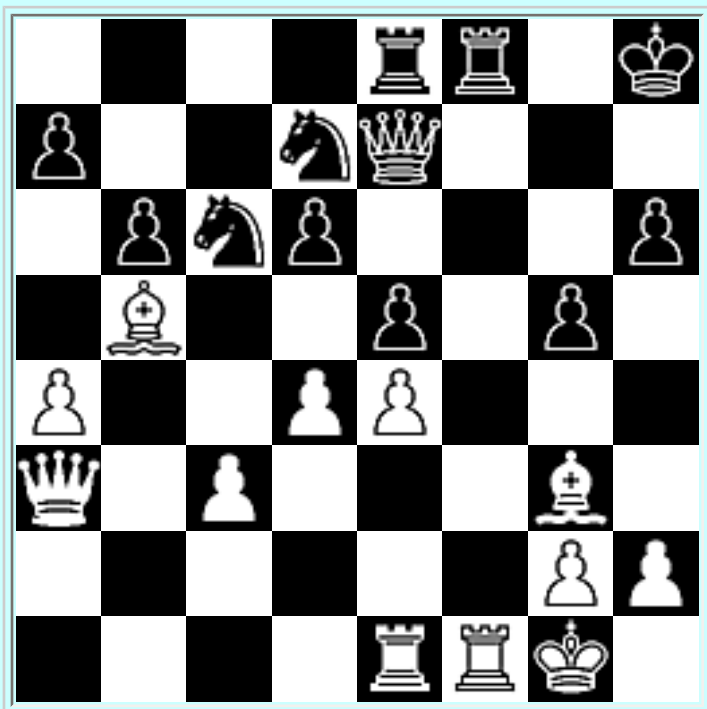


Black is doing his best to get White to play d4-d5, when as well gaining the square c5, Black would expect the blocked pawn formation to favour the Knights. White finds an interesting way of resisting the encouragement.

16. Bh4 Rae8 17. Bg3 Qe7 18. Ne3 d6 [18... exd4 19. Nf5] 19. Bh4 Nd8 20. Nd5



This leap into the (still) empty d5 point provokes Black into giving up the remaining Bishop. It should not be supposed that Golombek was unaware of the dangers in this, but considered it relatively best, given the pressure on f6. **20... Bxd5 21. cxd5 c6 22. Qb3 Kh8 23. Rae1 h6 24. Qa3 g5 25. Bg3 Nd7 26. dxc6 Nxc6 27. Bb5**

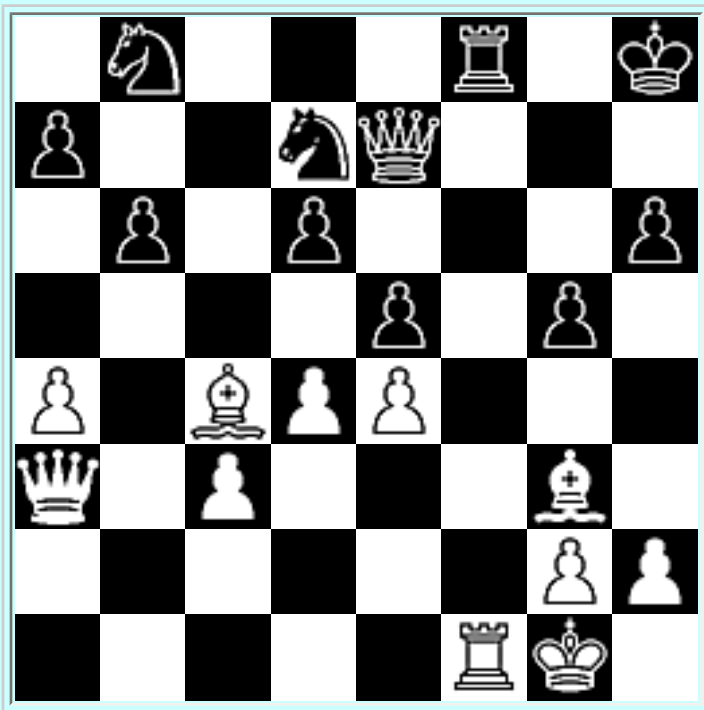


After the pins on the King's-side have finally been disposed of, White starts up in the same trade on the Queen's-side!

27... Rxf1+ 28. Rxf1 Ncb8

this decentralising move doesn't look right

29. Bc4 Rf8



Black's position now falls apart

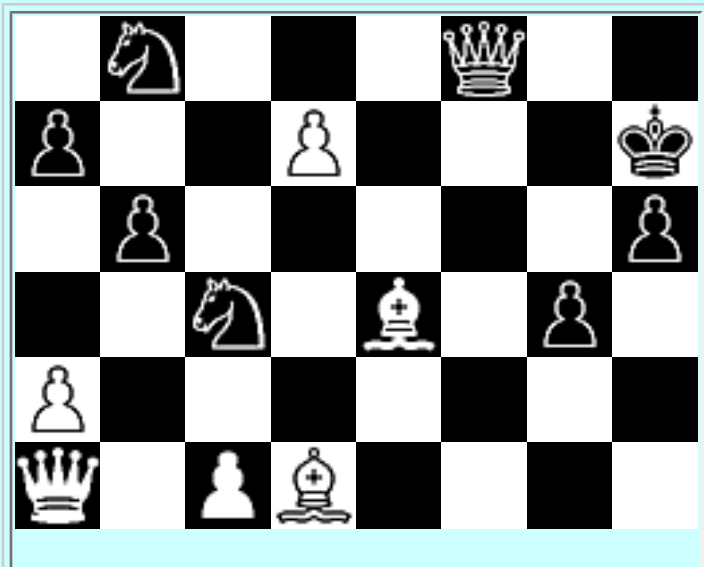
30. Rxf8+ Qxf8 31. dxe5 Nc5 32. exd6 Nxe4

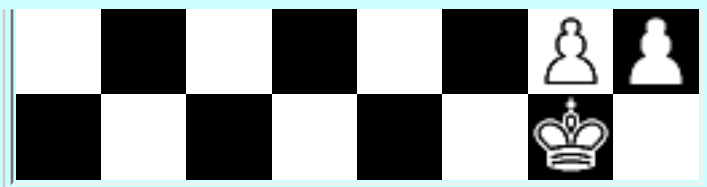
[Have the Knights finally secured a defence?]

33. d7 ! 33... Nc5

[33... Qxa3 34. d8=Q+ Kg7 35. Qg8+ Kf6 36. Qf7#]

34. Be5+ Kh7 35. Bd3+





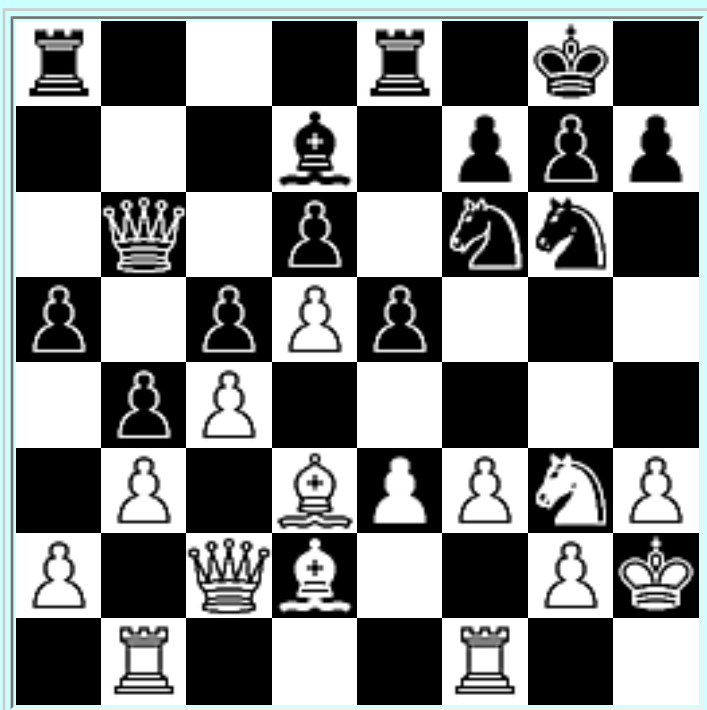
Golombek comments that these weren't mere Bishops, but Archbishops! 1-0

Rubinstein - Nimzovitch (Berlin, 1928)

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d6 5. e3 c5 6. Bd3 Nc6 7. Nge2 e5 8. d5 Bxc3+

Normally in the Nimzo-Indian Defence, Black hopes to double the c-pawns to give a target for attack in the event that White disappears off to the King's side. Not here, so Black can only hope to gum up the game for his knights.

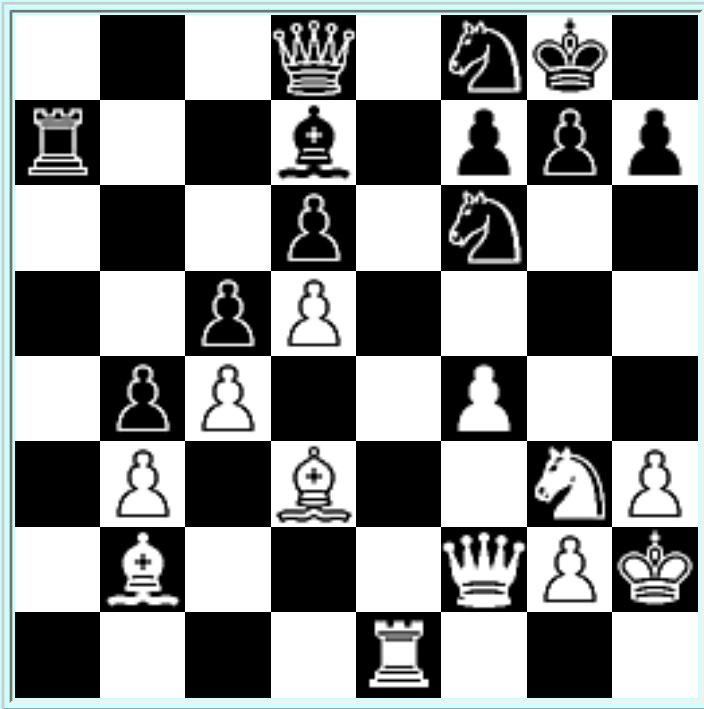
9. Qxc3 Ne7 10. Qc2 O-O 11. O-O Ng6 12. Ng3 Re8 13. f3 Bd7 14. Bd2 a6 15. h3 b5 16. b3 Qb6 17. Kh2 a5 18. Rab1 b4



White's bishops are well-placed for attack and defence. The knights don't seem to know where to go next to be useful.

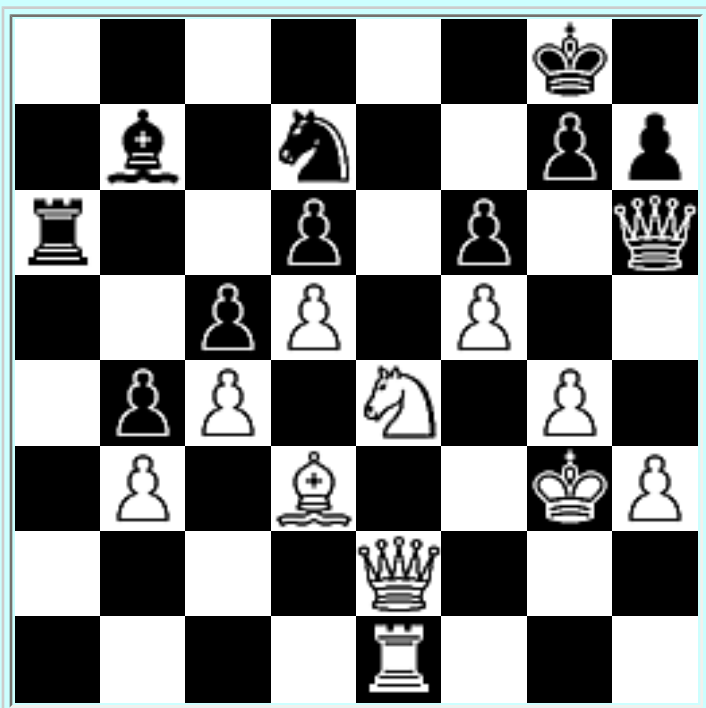
White's next move forces open line for the bishops.

**19. f4 exf4 20. exf4 Nf8 21. Bc1 Qd8 22. Qf2 a4 23. Bb2 Ng6 24. Rbd1
axb3 25. axb3 Ra7 26. Rde1 Rxe1 27. Rxe1 Nf8**



White's next move may look odd, but the Nf6 is Black's best defensive piece. White can take it off, then bring his knight into play on e4. Black will be forced to make entry points for White.

**28. Bxf6 Qxf6 29. Ne4 Qh6 30. f5 Ra3 31. Rb1 Ra6 32. g4 f6 33. Kg3 Bc8
34. Re1 Bb7 35. Qe2 Nd7**



White's forces are ideally placed, and Black's are scattered. The following combinational finish should come as no surprise.

36. Nxd6 Rxd6 37. Qe8+ Nf8 38. Re7 g6 39. Qf7+ Kh8 40. Re8 Rd8 41. Qxf6+ Kg8 42. Qe6+ Kg7 43. f6+ 1-0

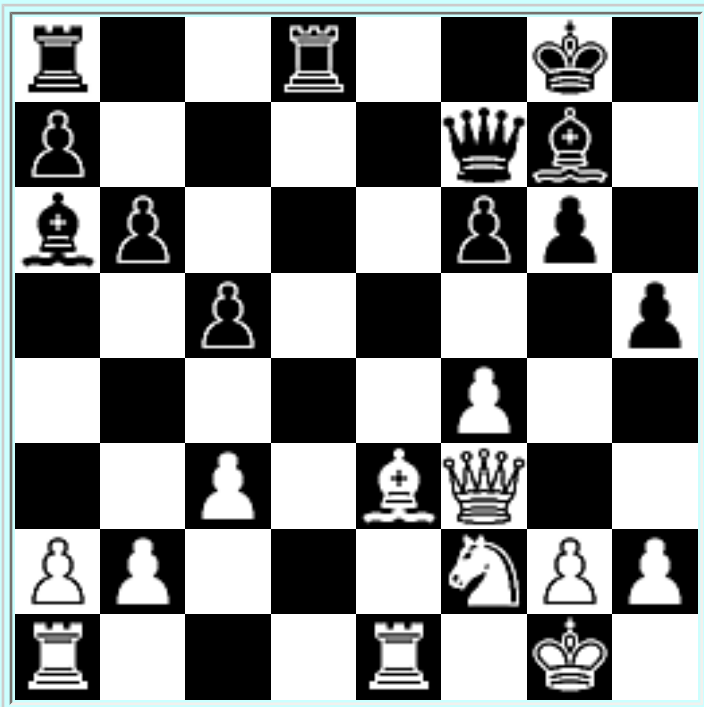
the two bishops in a semi-open endgame

And this is the hardest case, which Paulsen and Steinitz perfected. The side with the two bishops must deny the knights any stable outposts while advancing on both sides of the board.

**[Event "Two Bishops?"][Site ""][Date "1873.?.?.?"][Round "?"]
[White "Rosenthal"][Black "Steinitz "][Result "0-1"]**

1.e4 e5 2.Nc3 Nc6 3.Nf3 g6 4.d4 exd4 5.Nxd4 Bg7 6.Be3 Nge7 7.Bc4 d6 8. O-O O-O 9.f4 Na5 10.Bd3 d5 11.exd5 Nxd5 12.Nxd5 Qxd5 13.c3 Rd8 14. Qc2 Nc4 15.Bxc4 Qxc4 16.Qf2 c5 17.Nf3 b6 18.Ne5 Qe6 19.Qf3 Ba6 20. Rfe1 f6 21.Ng4 h5 22.Nf2 Qf7

The poor knight isn't really sparkling.

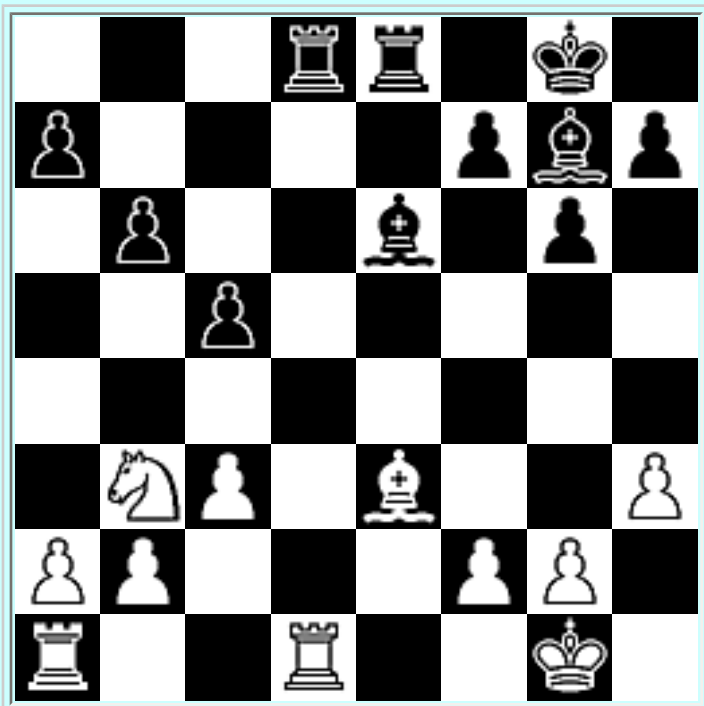


23.f5 g5 24.Rad1 Bb7 25.Qg3 Rd5 26.Rxd5 Qxd5 27.Rd1 Qxf5 28.Qc7 Bd5
29.b3 Re8 30.c4 Bf7 31.Bc1 Re2 32.Rf1 Qc2 33.Qg3 Qxa2 0-1

Englisch-Steinitz

1.e4 e5 2.Nf3 Nc6 3.Bb5 g6 4.d4 exd4 5.Nxd4 Bg7 6.Be3 Nf6 7.Nc3 O-O 8.
O-O Ne7 9.Qd2 d5 10.exd5 Nexd5 11.Nxd5 Qxd5 12.Be2 Ng4 13.Bxg4
Bxg4 14.Nb3 Qxd2 15.Nxd2 Rad8 16.c3 Rfe8 17.Nb3 b6 18.h3 Be6 19.
Rfd1 c5

(squashing White's knight out of the game)



20.Bg5 f6 21.Bf4 Kf7 22.f3 g5 23.Rxd8 Rxd8 24.Be3 h6 25.Re1 f5 26.f4
Bf6 27.g3 a5 28.Nc1 a4 29.a3 Bc4 30.Kf2 gxf4 31.Bxf4 Bg5 32.Bxg5 hxg5
33.Ke3 Kf6 34.h4 gxh4 35.gxh4 Re8+ 36.Kf2 Rxe1 37.Kxe1 Ke5 38.Ne2
Bxe2 39.Kxe2 Kf4 40.c4 Kg4 41.Ke3 f4+ {!} 42.Ke4 f3 43.Ke3 Kg3 {0-1 }

Back to [Chess Coaching Page](#)

This document (bishops.html) was last modified on 12 Feb 1996 by



[Dr. Dave](#)

Exeter Chess Club: Pawn mobility

Pawn Majorities, Pawn Rollers, blockade and restraint

I will give several illustrative games here - fairly straightforward games from Capablanca, Alekhine, Korchnoi and Karpov showing pawns mobile and dangerous, and the others (e.g. Nimzovitch's) showing them stuck and vulnerable.

*"The most important feature of the chess position is the activity of the pieces. This is absolutely fundamental in all phases of the game (opening, middlegame and **especially** endgame). The primary constraint on a piece's activity is the Pawn structure."*

-- Michael STEAN, in **Simple Chess**.

1. [Pawn majorities](#)

1. [marshall-capablanca, 1909](#)
2. [\[white "alekhine, alexander"\] \[black "marshall, frank"\] \[result "1-0"\]](#)

2. [Pawn mobility](#)

1. [\[white "korchnoi"\] \[black "szabo"\] \[result "Ø"\]](#)
2. [\[White "dodd, n."\] \[Black "regis.d"\] \[Result "Ù"\]](#)
3. [\[karpov-miles\]](#)

3. [Immobile pawns](#)

1. [\[White "mattison"\] \[Black "nimzovich"\] \[Site "carlsbad"\] \[Date "1929.??.?"\] \[Result "Ù"\]](#)
2. [\[White "bronstein, David"\] \[Black "najdorf, M."\] \[Result "Ø"\]](#)
3. [\[White "spassky, b."\] \[Black "fischer, rj"\] \[Result "Ù"\]](#)
4. [\[white "spassky"\] \[black "tal, mikhail n."\] \[result "Ù"\]](#)
5. [\[Event "march vs st.neots 'b', 1978"\] \[White "pope, m. "\] \[Black "regis, d"\]](#)
6. [\[johner-nimzovich\]](#)

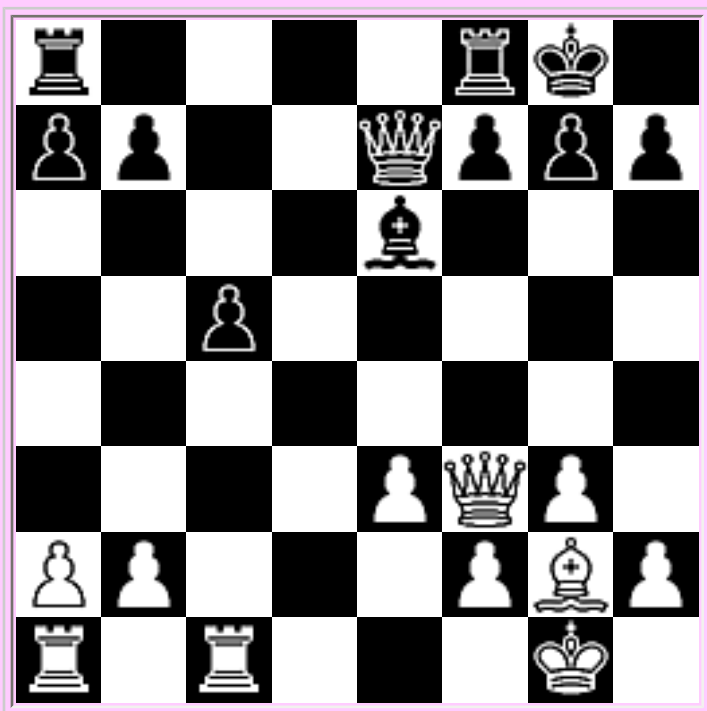
- [Three opening themes that are all about pawns](#)
- [4.6.3.4 The minority attack \(Tough stuff-level 3/4 players only\).](#)

Pawn majorities

If you have a pawn majority - say, three pawns to your opponent's two on one side of the board - you should be able to create a passed pawn. By advancing the pawn, you should be able to create enough pressure to win. Steinitz was the first great exploiter of pawn majorities, particularly on the Queen's side where they can often advance without fear of exposing the king. Some people regard the Queen's side majority as an advantage in itself, but realistically it depends on where and what the other pieces are. Here's how it's done, by the man whose chess Lasker regarded as the perfect expression of Steinitz' theories. Capablanca makes it all look so smooth:

marshall-capablanca, 1909

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3 Be6 7.Bg2 Be7 8.O-O Nf6 9.Bg5 Ne4 10.Bxe7 Qxe7 11.Ne5 Nxd4 12.Nxe4 dxe4 13.e3 Nf3+ 14.Nxf3 exf3 15.Qxf3 O-O 16.Rfc1



"He should have advanced his K-side pawns at once to counterbalance the advance of Black on the Q-side. White's inactivity on his stronger wing took away all the chances he had of drawing the game." CAPABLANCA

16...Rab8 17.Qe4 Qc7 18.Rc3 b5 19.a3 c4 20.Bf3 Rfd8 21.Rd1 Rxd1+ 22.Bxd1 Rd8 23.Bf3 g6 24.Qc6 Qe5 25.Qe4 Qxe4 26.Bxe4 Rd1+ {!} 27.Kg2 a5 28.Rc2 b4 29.axb4 axb4 30.Bf3 Rb1 31.Be2 b3 32.Rd2 Rc1 33.Bd1 c3 34.bxc3 b2 35.Rxb2

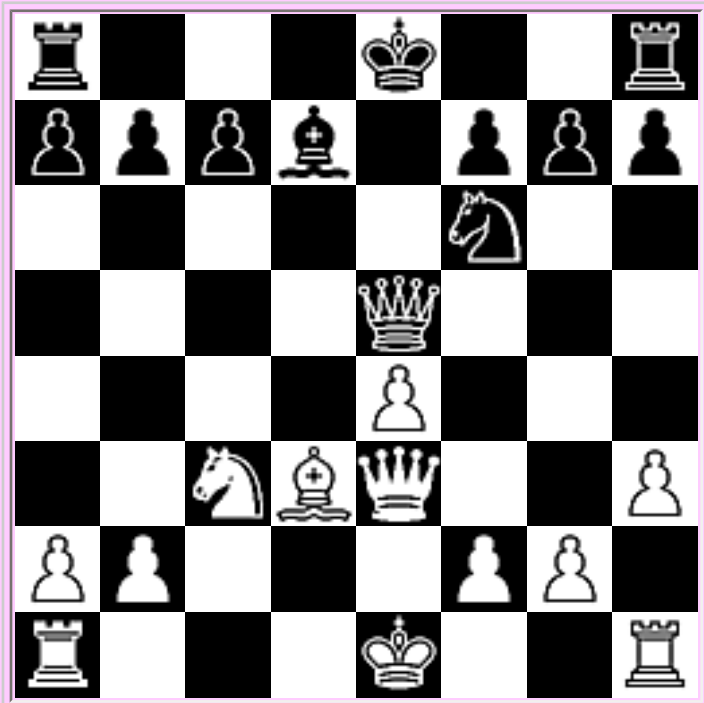
Rxd1 36.Rc2 Bf5 37.Rb2 Rc1 38.Rb3 Be4+ 39.Kh3 Rc2 40.f4 h5 41.g4 hxg4+ 42.
Kxg4 Rxh2 43.Rb4 f5+ 44.Kg3 Re2 45.Rc4 Rxe3+ 46.Kh4 Kg7 47.Rc7+ Kf6 48.
Rd7 Bg2 49.Rd6+ Kg7 0-1

Now, that's not all there is to be said. At risk of putting poor Frank Marshall in the stocks again, here is Alekhine showing how to play when you have a King's side majority, and using it for attack.

[event "?"][site "?"][date "1993.?.?"][round "?"]

[white "alekhine, alexander"][black "marshall, frank"][result "1-0"]

1.d4 Nf6 2.c4 d5 3.cxd5 Nxd5 4.e4 {?!} (hasty)4...Nf6 5.Bd3 e5 {!} 6.dxe5
Ng4 7.Nf3 Nc6 8.Bg5 {!} 8...Be7 9.Bxe7 Qxe7 10.Nc3 Ncxe5 11.Nxe5
Qxe5 {?} 12.h3 Nf6 13.Qd2 {!} 13...Bd7 14.Qe3 {!}



(stops 0-0-0) 14...Bc6 15.O-O-O O-O 16.f4 Qe6 17.e5 Rfe8 18.Rhe1 Rad8 {?!}
(better ...Nd7) 19.f5 Qe7 20.Qg5 Nd5 21.f6 Qf8 22.Bc4 {!} 22...Nxc3 23.Rxd8
Rxd8 24.fxg7 {!} 24...Nxa2+ 25.Kb1 {!} 25...Qe8 26.e6 {!} 26...Be4+ 27.
Ka1 f5 28.e7+ Rd5 29.Qf6 Qf7 30.e8=Q+ 1-0

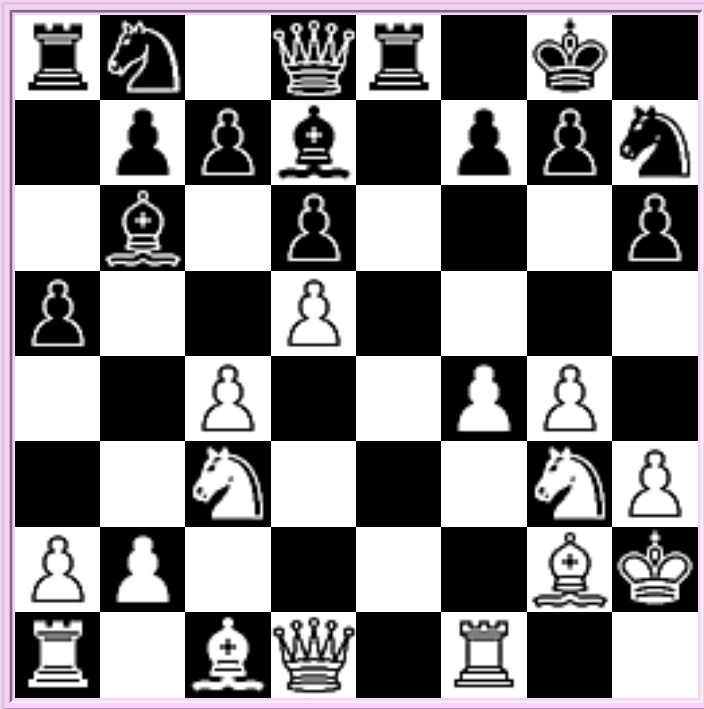
Pawn mobility

A group of pawns that isn't a majority but has the potential to advance is sometime called a **qualitative majority**, that is, is has the quality if not the substance of a majority. Some games seem to illustrate how the whole pawn front of one side can act as a majority.

[event "pawn mobility?"][site ""][date "1963.??.?"][round "?"]

[white "korchnoi"][black "szabo"][result "1-0"]

1.c4 e5 2.Nc3 Nf6 3.g3 Bc5 4.Bg2 O-O 5.e3 Re8 6.Nge2 Nc6 7.O-O d6 8.d4 Bb6 9.h3 Bf5 {?} 10.d5 Nb8 11.g4 Bd7 12.Ng3 h6 13.Kh2 a5 14.f4 exf4 15.exf4 Nh7



16.g5 Na6 17.gxh6 Qh4 18.hxg7 Nf6 19.f5 Be3 20.Nce4 {!} 20...Nxe4 21.Nxe4 Bxc1 22.Rxc1 Nc5 23.Qg4 Rxe4 24.Bxe4 Qxg4 25.hxg4 Nxe4 26.Rce1 Nc5 27.f6 Re8 28.Rxe8+ Bxe8 29.Re1 Ba4 30.Re3 (threat Rh3) 1-0

This game made a very powerful impression on me as a young player - for years I never put a piece in front of a pawn, and instead developed as Korchnoi did. Here's a direct parallel to the Szabo debacle:

[Event "?"][Site "Cambridge"][Date "1981.??.?"][Round "?"]

[White "dodd, n."][Black "regis.d"][Result "0-1"]

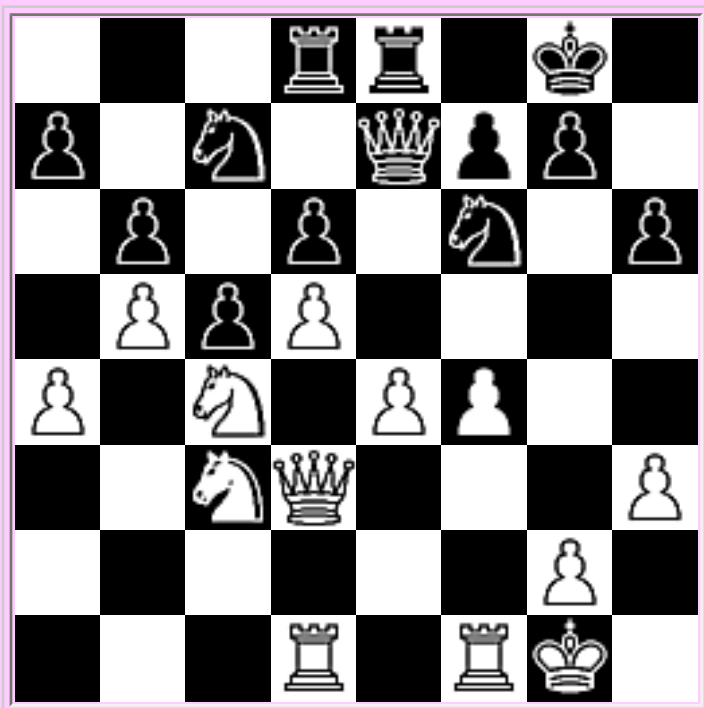
1. d4 e6 2. c4 b6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 Bb7 6. Bf4 d6 7. e3 Nd7 8. Nf3 Qe7 9. Be2 Ngf6 10. O-O Ne4 11. Bd3 O-O-O 12. Qc2 f5 13. h3 h6 14. Nd2 Nxd2 15. Qxd2 g5 16. Bg3 h5 17. f3 Rdg8 18. Kf2 g4 19. Bf4 gxh3 20. Rg1 e5 21. Bh2 hxg2 22. Bg3 h4 23. Bh2 e4 24. fxe4 fxe4 25. Be2 h3 26. Ke1 Nf6 27. Kd1 Qd7 28. Kc1 Ba6 29. Kb2 Qa4 30. Bd1 Qxc4 31. Bb3 Qe2! 32. Qxe2 Bxe2 33. Bxg8 Rxg8 34. Bf4 Bf3 35. Rac1 Rh8 36. Bh2 Ng4 0-1

Here's Karpov in the driving seat of a mean set of pawns: this is the classic central pawn roller, often associated with Botvinnik.

[karpov-miles]

1.c4 b6 2.d4 Bb7 3.d5 e6 4.a3 Nf6 5.Nc3 Bd6 6.Nf3 exd5 7.cxd5 O-O 8.Bg5 Re8 9.e3 Be7 {!?!} 10.Bc4 {!} 10...h6 11.Bf4 Nh5 12.Be5 Bf6 13.Bd4 Ba6 14.Bxa6 Nxa6 15.O-O c5 16.Bxf6 Nxf6 17.Qd3 Qc8 18. Nd2 d6 19.Nc4 Rd8 20.e4 Nc7 21.b4 Na6 22.b5 Nc7 23.a4 Qd7 24.f4 Re8 25.Rad1 Rad8 26.h3 Qe7

The pawn formation is like a Benoni, without a shred of counterplay for Black. In the Benoni Black can usually get the Q-side majority going if there are no tactical chances on the K-side.



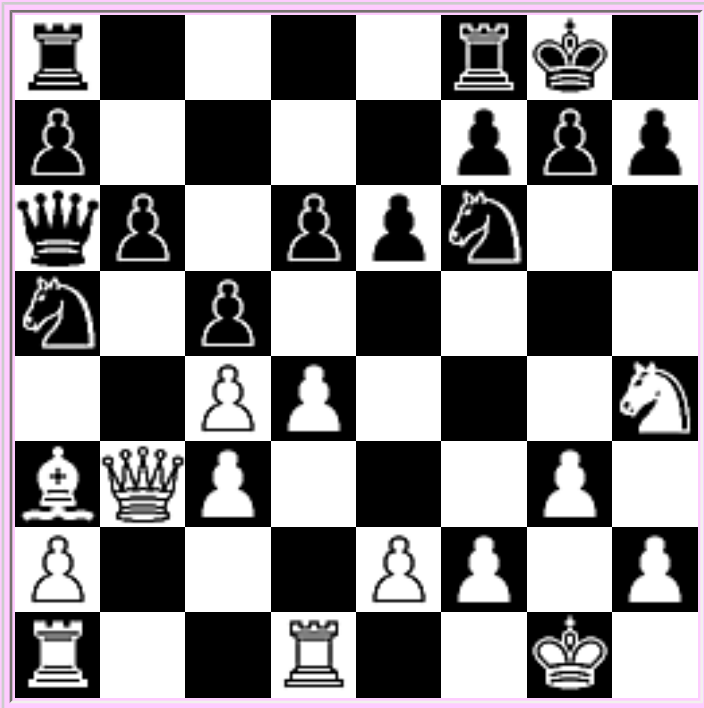
27.e5 dxe5 28.d6 Qf8 29.fxe5 Nh7 30.Qf3 Ne6 31.Qb7 Ra8 32.Nd5 g6 33.Ne7+ Kg7 34.Nc6 1-0

Immobile pawns

The Nimzo-Indian is named for its founder, Aaron Nimzovitch. His idea was to play the move ...Bb4, usually following up with ...Bxc3, bxc3 when White has doubled pawns. The front c-pawn may be attacked, and if White cannot generate some activity elsewhere risks having the whole position grind to a halt. Against unsuspecting opposition Nimzovitch made his 'defence' look more like an 'attack'!

[White "mattison"][Black "nimzovich"][Site "carlsbad"][Date "1929.??.??"][Result "0-1"]

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 Bxc3+ 5. bxc3 d6 6. Qc2 Qe7 7. Ba3 c5 8. g3 b6 9. Bg2 Bb7 10. O-O O-O 11. Nh4 Bxg2 12. Kxg2 Qb7+ 13. Kg1 Qa6 14. Qb3 Nc6 15. Rfd1 Na5



16. Qb5 Qxb5 17. cxb5 The doubled pawn have gone but the weaknesses remain.

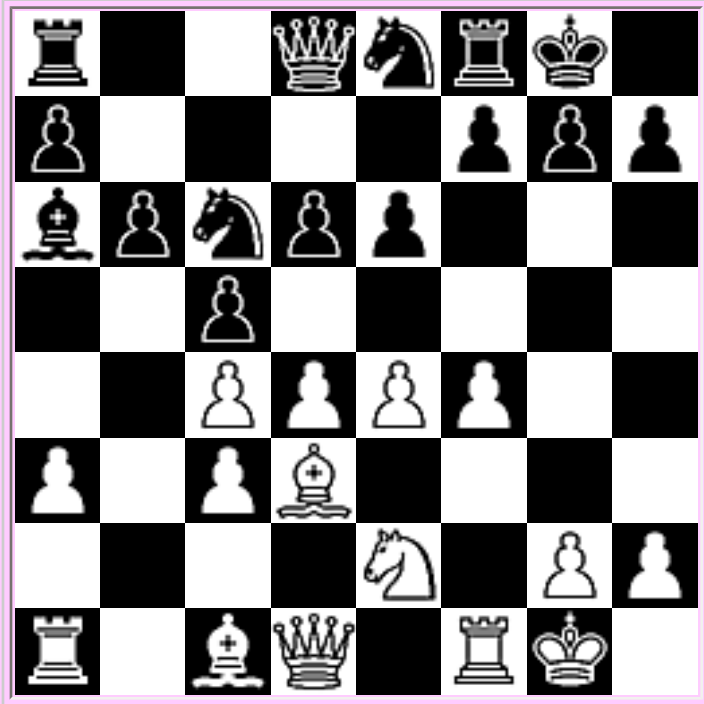
17...Nc4 18. Bc1 a6 19. bxa6 Rxa6 20. dxc5 bxc5 21. Ng2 Nd5 22. Rd3 Rfa8 23. e4 Ne5 0-1

Against more aware opponents you won't find it so easy. While you're busy winning the c-pawn White can create attacking chances with the two bishops on the other side.

[Event "?"][Site "budapest ct"][Date "1950.??.??"][Round "??"]

[White "bronstein, David"] [Black "najdorf, M."] [Result "1-0"]

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 6. e3 Nc6 7. Bd3 O-O 8. Ne2 d6 9. e4 Ne8 10. O-O b6 11. f4 Ba6



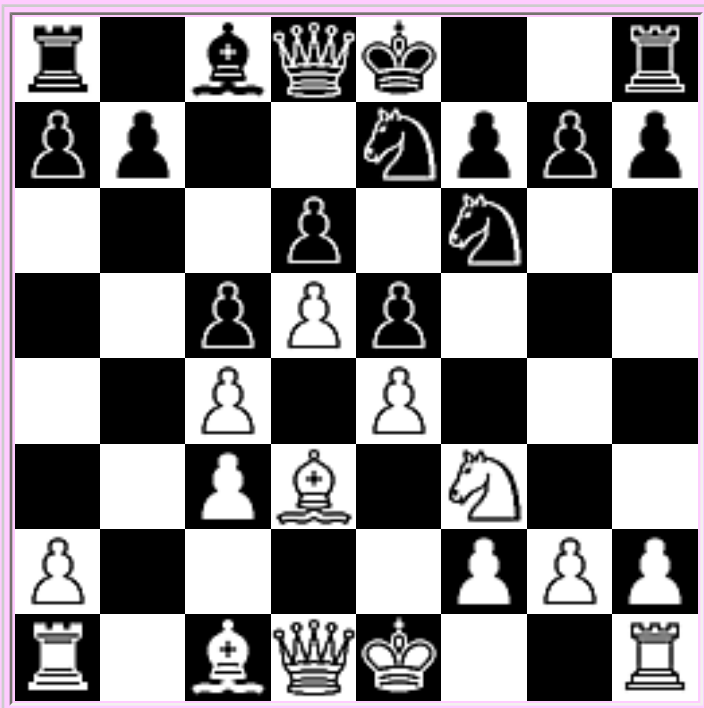
12. f5 e5 13. f6 Kh8 14. d5 Na5 15. Ng3 gxf6 16. Nf5 Bc8 17. Qh5 Bxf5 18. exf5 Rg8 19. Rf3 Rg7 20. Bh6 Rg8 21. Rh3 1-0

Let's see these two plans in opposition, by two opponents who know each what they're doing, and more to the point, what the other is trying to do. Spassky-Fischer illustrates a popular modern line, popularised by Hubner. Black reverts to the original Nimzo formula, refraining from early castling but investing the tempo in ...Bxc3. White then strikes back with an advance of the e- and f-pawns. The game is decided strategically when Black immobilises the K-side pawns, making weak points of his own but in a position where White cannot attack them and can only sit tight. In the event, White blunders on #27.

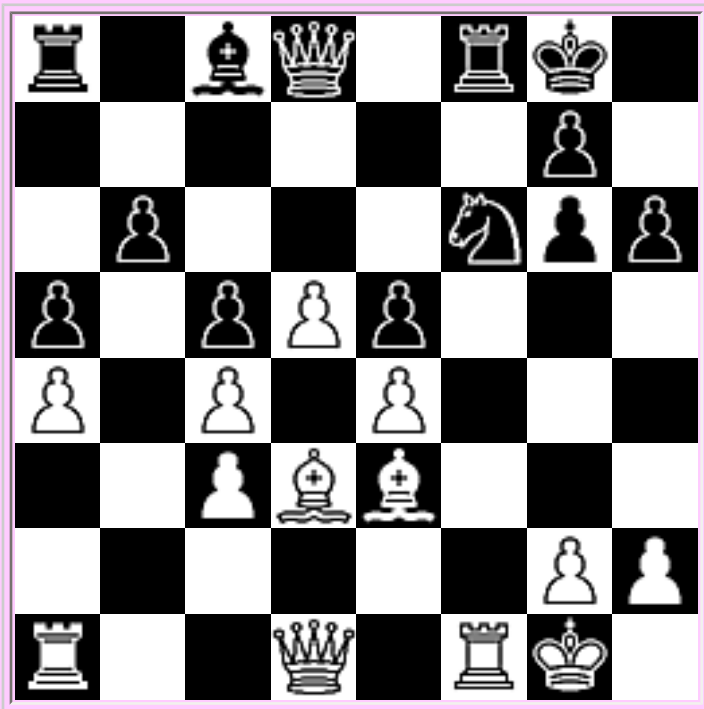
[Event "?"] [Site "rekjavic world ch"] [Date "1972.?.?.?"] [Round "?"]

[White "spassky, b."] [Black "fischer, rj"] [Result "0-1"]

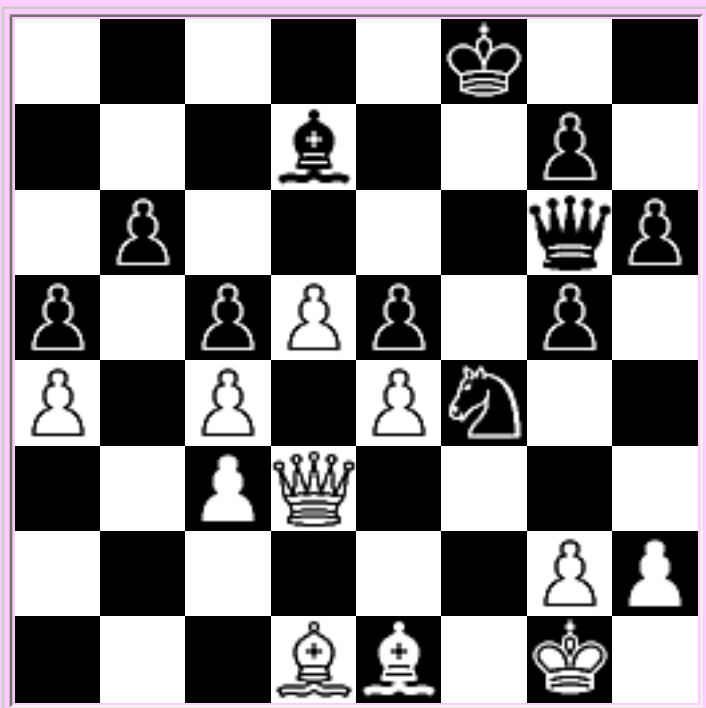
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. e3 Nc6 6. Bd3 Bxc3+ 7. bxc3 d6 8. e4 e5 9. d5 Ne7



10. Nh4 h6 11. f4 Ng6 12. Nxg6 fxc6 13. fxe5 dxe5 14. Be3 b6 15. O-O O-O 16. a4 a5



Another Black weakness but the last opportunity for White to develop any activity. 17. Rb1 Bd7 18. Rb2 Rb8 19. Rbf2 Qe7 20. Bc2 g5 21. Bd2 Qe8 22. Be1 Qg6 23. Qd3 Nh5 24. Rxf8+ Rxf8 25. Rxf8+ Kxf8 26. Bd1 Nf4



27. Qc2 Bxa4 0-1

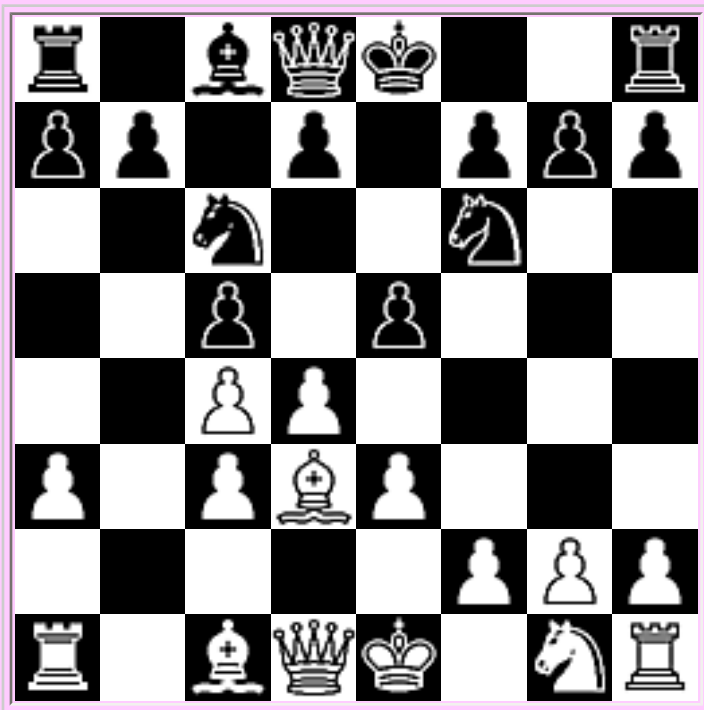
In fact modern GM games often don't feature the classic doubled c-pawns, or White may quickly undouble them. The play in the main lines is rich and subtle - in fact, it is the Queen's-side equivalent of the Ruy Lopez in terms of its depth and variety of plans available to each side. Typical main lines are 1 d4 Nf6, 2 c4 e6, 3 Nc3 Bb4, 4 e3 c5, 5 Bd3 d5, 6 Nf3 O-O, 7 O-O Nc6, 8 a3 Bxc3, 9 bxc3 dxc4, 10 Bxc4 Qc7 when White's pawns are OK but ...e5 and ...Bd7-c6 leaves Black solid, or an even more solid approach 1 d4 Nf6, 2 c4 e6, 3 Nc3 Bb4, 4 e3 b6, 5 Bd3 Bb7, 6 Nf3 O-O, 7 O-O d5, 8 a3 Bd6. Here's a game illustrating modern trends.

The game shows White using a move order which avoids Nf3 to allow f3/e4, to which Black responds by making a run with the e-pawn to slow up White in the centre. The general tension around the mobility of White's pawns has thus given rise to vigorous plans from both sides. Black grabs the c-pawn, and in successfully defending against White's initiative returns the material with minor disadvantage. Determined play with White increasingly frustrated brings the game right round for a Black victory in the endgame.

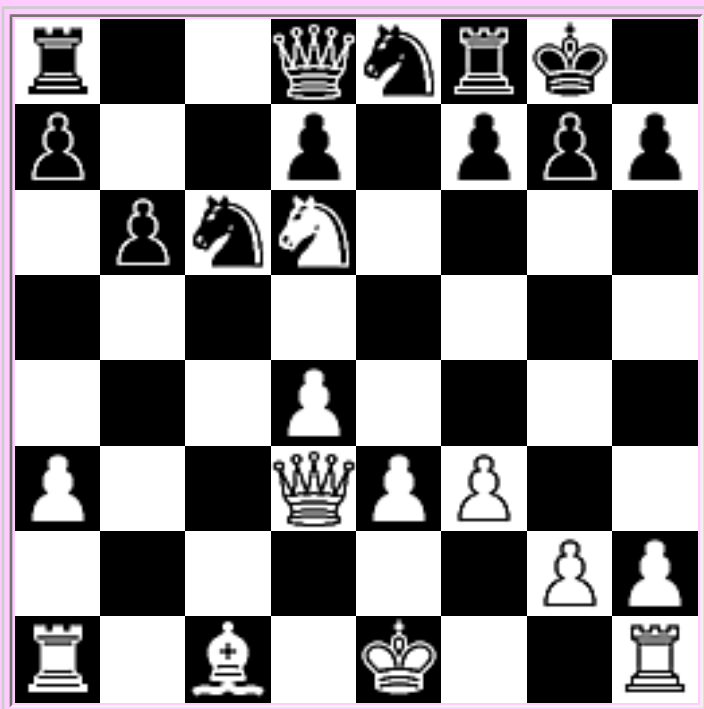
[event "riga ch-su"][site "?"][date "1958.?.?.?"][round "?"]

[white "spassky"][black "tal, mikhail n."][result "0-1"]

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 6. e3 Nc6 7. Bd3 e5



8. Ne2 e4 9. Bb1 b6 10. Ng3 Ba6 11. f3 Bxc4 12. Nf5 O-O 13. Nd6 Bd3 14. Bxd3 exd3 15. Qxd3 cxd4 16. cxd4 Ne8



17. Nf5 d5 18. a4 Nd6 19. Nxd6 Qxd6 20. Ba3 Nb4 21. Qb3 a5 22. O-O Rfc8 23. Rac1 Qe6 24. Bxb4 axb4 25. Kf2 Qd6 26. h3 Kf8 27. Rc2 Rxc2+ 28. Qxc2 g6 29. Rc1 Qd7 30. Qc6 Qxc6 31. Rxc6 Ra6 32. a5 b3 33. axb6 b2 34. b7 b1=Q 35. Rc8+ Kg7 36. b8=Q Ra2+ 37. Kg3 Qe1+ 38. Kh2 Qxe3 39. Rg8+ Kf6 40. Qd6+ Qe6 41. Qf4+ Qf5 42. Qd6+ Qe6 43. Qg3 Qe3 44. h4 Re2 45. Qd6+ Qe6 46. Qf4+ Qf5 47. Qh6 Ke7 48. Qf8+ Kf6 49. Qg7+ Ke7 50. Ra8 Qd7 51. Qf8+ Kf6 52. Ra6+ Re6 53. Qh8+ Ke7 54. Ra8 Re1 55. Kg3 h5 56. Kf2 Re6 57. Rc8 Rd6 58. Qf8+ Kf6 59. Re8 Re6 60. Qh8+ Kf5 61. Qh6 Kf6 62. Qh8+ Kf5 63. Rd8 Qc6 64. Rc8 Qa6 65. Kg3 Qd6+ 66. Kh3 Re1 67. g3 Rg1 68. f4 Re1 69. Rc2 Qe6 70. Rf2 Rh1+ 71. Kg2 Qe4+ 72. Rf3 Kg4 73. Qc8+ f5 0-1

Last two doubled pawn games: one from me, about a month after reading Nimzo's **My System**, the second a classic blockading game from that book by the man himself. Once I'd read about doubled pawns and outposts, I could suddenly beat 120+ grade players without doing more than applying the rules in positions that I understood and my opponents didn't.

[Event "march vs st.neots 'b',1978"] [White "pope, m. "] [Black "regis, d"]

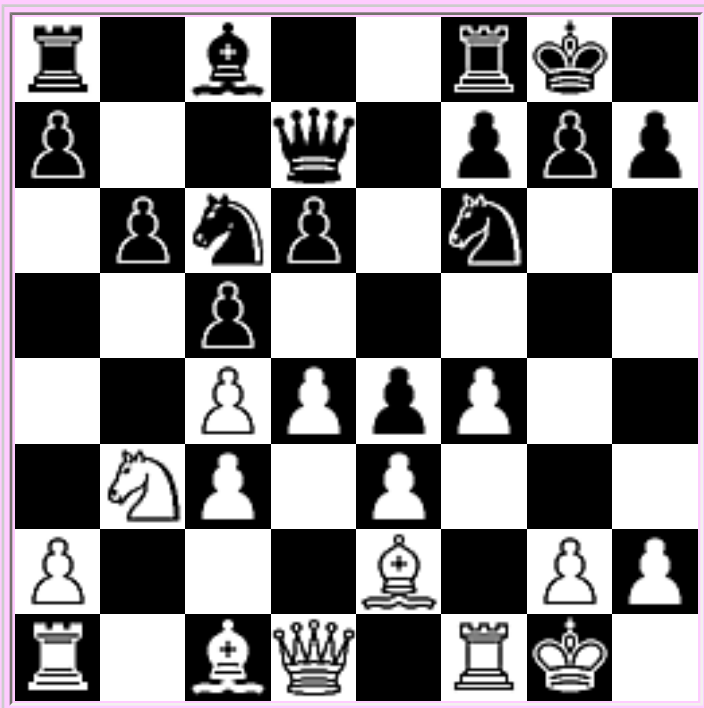
1. c4 e5 2. Nc3 Nc6 3. e3 Bb4 4. a3?! Unnecessary, particularly since Black has a good central stake.

4...Bxc3 5. bxc3 d6 6. d4 Nf6 7. d5? A reflex move, but creates horrid weaknesses.

7...Nb8 8. f3 Nbd7 9. Bd3 b6 10. Qc2 Nc5 11. Ne2 Nxd3+ 12. Qxd3 Qe7 13. e4 Nd7 14. O-O Nc5 15. Qc2 Ba6 That's about it. Black will win a pawn and White hasn't any counterplay organised in the centre or K-side. In fact, ...f5 looks good for Black. 16. Be3 Bxc4 17. Bxc5 Bxe2 18. Qxe2 dxc5 19. Qb5+? Qd7 20. Qxd7+ Kxd7 21. c4 a6 22. a4 Rad8 23. f4? Another weakness appears on e4. 23...exf4 24. Rxf4 f6 25. Raf1 Rde8 26. h4 Re5 27. Kf2 Rhe8 28. Kf3 c6 {Clocks: 60,15} 29. Rd1 cxd5 30. Rxd5+ Rxd5 31. exd5 Re1 32. Re4 Ra1 33. Re6 Rxa4 34. Rxb6 Rxc4 35. Rxa6 Rxh4 36. Ra7+ Kd6 37. Rxg7 Kxd5 38. g3 Rh1 39. Kg4 c4 40. Rf7 c3 41. Rc7 Kd4 42. Rd7+ Ke3 43. Rc7 Kd2 44. Rd7+ Kc2 45. Rd6 Rd1 46. Rxf6 Rd4+ 47. Kh3 Kc1 48. Ra6 c2 0-1

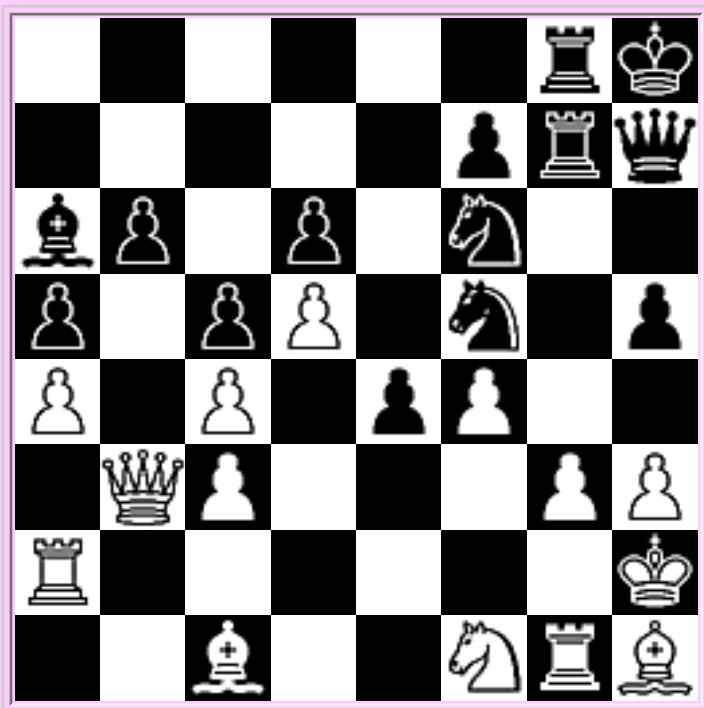
[johner-nimzovich]

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 O-O 5.Bd3 c5 6.Nf3 Nc6 7.O-O Bxc3 8.bxc3 d6 9.Nd2 b6 10.Nb3 e5 11.f4 e4 12.Be2 Qd7!?



Here's the tricky bit, a mysterious Queen move. White's natural plan is to play g4. White wouldn't dare if there was a Black rook on the h-file. There isn't, but Black moves his Queen(!) to h7, slowing up White's plan until Black takes the initiative on that wing for himself.

13.h3 Ne7 14.Qe1 h5 15.Bd 2 Qf5 16.Kh2 Qh7! Told you. 17.a4 Nf5 18.g3 a5 19.Rg1 Nh6 20.Bf1 Bd7 21.Bc1 Rac8 22.d5 Kh8 23.Nd2 Rg8 24.Bg2 g5 25.Nf1 Rg7 26.Ra2 Nf5 27.Bh1 Rcg8



White's #28

28.Qd1 gxf4 29.exf4 Bc8 30.Qb3 Ba6 31.Re2 Nh4 32.Re3 Bc8 33.Qc2 Bxh3 34.

Bxe4 Bf5 35.Bxf5 Nxf5 36.Re2 h4 37.Rgg2 hxg3+ 38.Kg1 Qh3 39.Ne3 Nh4 40.Kf1 Re8 0-1

Three opening themes that are all about pawns

1. Let's look at **majorities** first. Lasker and Fischer have both employed the apparently tame Exchange Variation of the Ruy Lopez. 1 e4 e5, 2 Nf3 Nc6, 3 Bb5 a6, 4 Bxc6. Black replies 4...dxc6 so as to be able to answer 5 Nxe5 with 5...Qd5! Instead White goes 5 d4 exd4, 6 Qxd4 Qxd4, 7 Nxd4. White has a clear Q-side pawn majority, but Black has no corresponding way to make a passed pawn on the other side. Black isn't lost in this position - it's not so much an ending as a queenless middle-game, and Black can put the bishop pair to active use. But White's advantages in the position are easy to understand and make use of. There is a comparable line of the Caro-Kann: 1 e4 c6, 2 d4 d5, 3 Nc3 dxe4, 4 Nxe4 Nf6, 5 Nxf6 exf6 (?!), where Black has only a defensive slog to look forward to.

2. Now let's look at a line where **mobility** is the theme. Here's a line of the King's Indian in the Four Pawns variation. 1 d4 Nf6, 2 c4 g6, 3 Nc3 Bg7, 4 e4 d6, 5 f4 O-O, 6 Nf3 c5, 7 d5 e6, 8 Be2 exd5, 9 exd5. Now here Spassky devised a plan to rob the White position of its potential. 9...Nh4! 10 O-O Bxc3! 11 bxc3 f5! 12 Ng5 Ng7. Black has effectively restrained White on both sides, at cost of the bishop pair, and a weakness on e6. In this blocked position the bishop pair is of no account and the last move adequately defends e6. Chances are equal.

3. There are many lines where the key pawn feature is the **isolated Queen's pawn** (IQP). For example:

QGA: 1 d4 d5, 2 c4 dxc4, 3 Nf3 Nf6, 4 e3 e6, 5 Bxc4 c5, 6 O-O cxd4 7 exd4 and White has the IQP

QGD Tarrasch: 1 d4 d5, 2 c4 e6, 3 Nc3 c5, 4 cxd5 exd5, 5 Nf3 Nf6 and a later dxc5, Bxc5 gives Black an IQP

French Tarrasch: 1 e4 e6, 2 d4 d5, 3 Nd2 c5, 4 exd5 exd5 and a later dxc5, Bxc5 again gives Black an IQP

Typical manoeuvring against the IQP involves posting a knight on the outpost in front of it; the side with the IQP will usually try to make use of any space or attacking chances rather than defend passively. Two examples, decades apart:

[Event "wch"][Site "USA"][Date "1886.?.?.?"][Round "9"]

[White "zukertort"][Black "steinitz (IQP)"][Result "0-1"]

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 dxc4 5. e3 c5 6. Bxc4 cxd4 7. exd4 Be7 8. O-O O-O 9. Qe2 Nbd7 10. Bb3 Nb6 11. Bf4 Nbd5 ...etc., or

[Event "ct final"][Site "moscow "][Date "1974.?.?.?"][Round "16 (part - IQP)"]

[White "karpov"][Black "korchnoi "][Result "Q-Q"]

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. O-O cxd4 8. Nb3 Nge7 9. Nbx d4 O-O 10. c3 Bg4 11. Qa4 Qd7 ...etc.

4.6.3.4 The minority attack (Tough stuff-level K players only).

BCF Certificate of Merit

Class 4 (Advanced)

BCF Certificate of Merit

Class 3 (Higher)

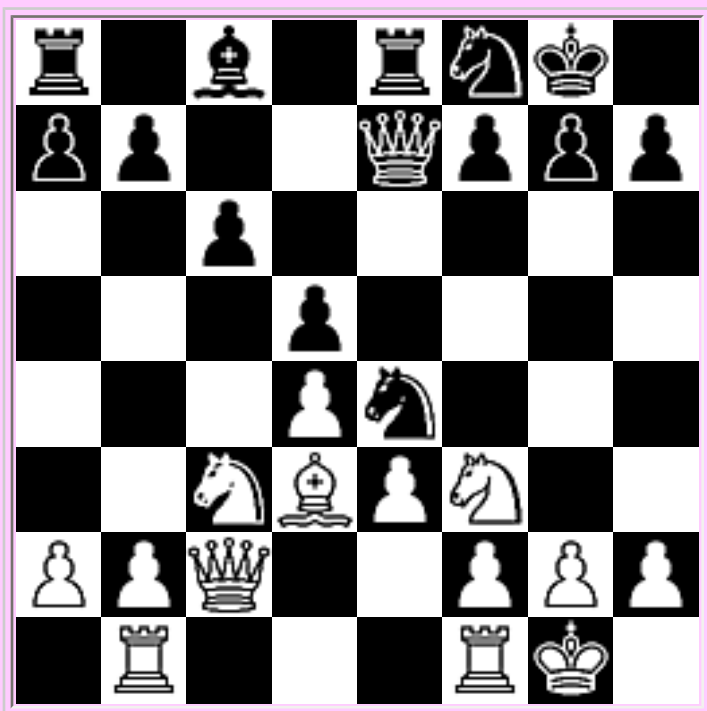
This, if you like, is the opposite of a majority attack. In positions with no open file separating the two sides of the board (for example after **1 d4, d5; 2 c4, e6; 3 cxd5, exd5**), the side with the majority on one side cannot advance the pawns to create a guaranteed passed pawn. The best that can be achieved may be some open files, but the single extra pawn may be left as a backward pawn on a half-open file. Now, if this is true, it may be possible for the side with the minority to advance their pawns with the hope of creating this very weakness, or some other weak point. This is the minority attack. So, in these positions with only half-open files, we often see each side attacking on the side where they are supposed to be

weaker - where they have the minority - and remaining passive on the majority side. Let's see this in action: play over the games fairly quickly to get a 'feel' for the flow of the games.

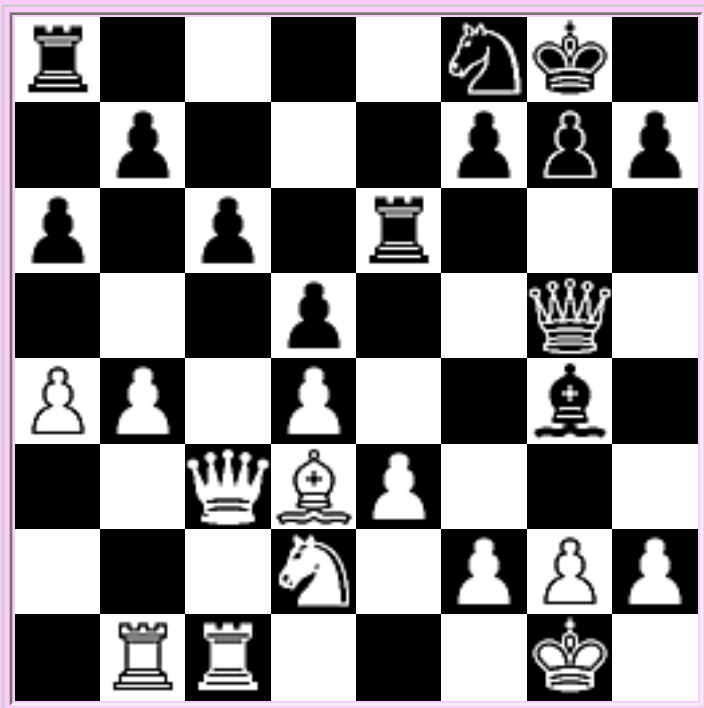
evans - opsahl (CHERNEV) [D51]

minority attack in the QGD exchange, 1950

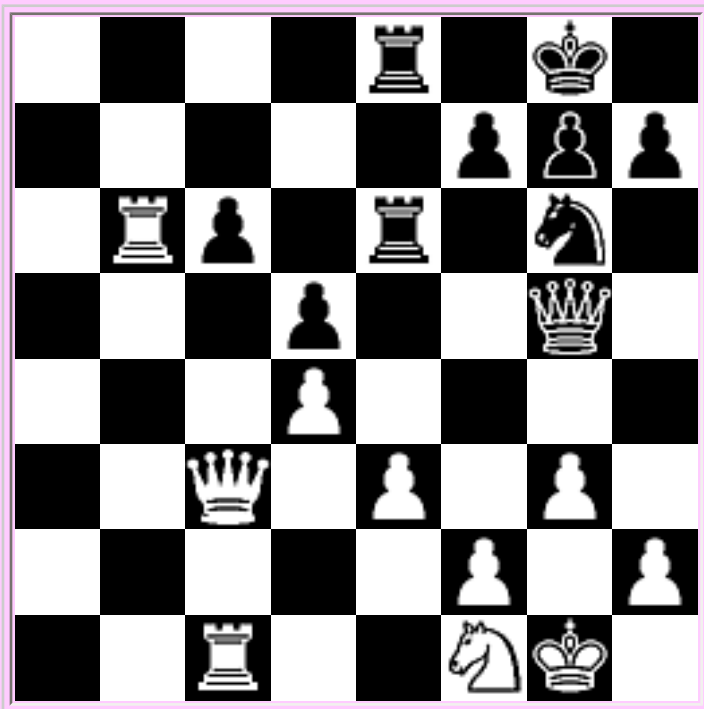
1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Nbd7 5. e3 Be7 6. Qc2 O-O 7. cxd5 exd5 8. Nf3 c6 9. Bd3 Re8 10. O-O Nf8 11. Rab1 Ne4 12. Bxe7 Qxe7



The classic setting for the minority attack. 13. b4 a6 14. a4 Nxc3 15. Qxc3 Bg4 16. Nd2 Qg5 17. Rfc1 Re6

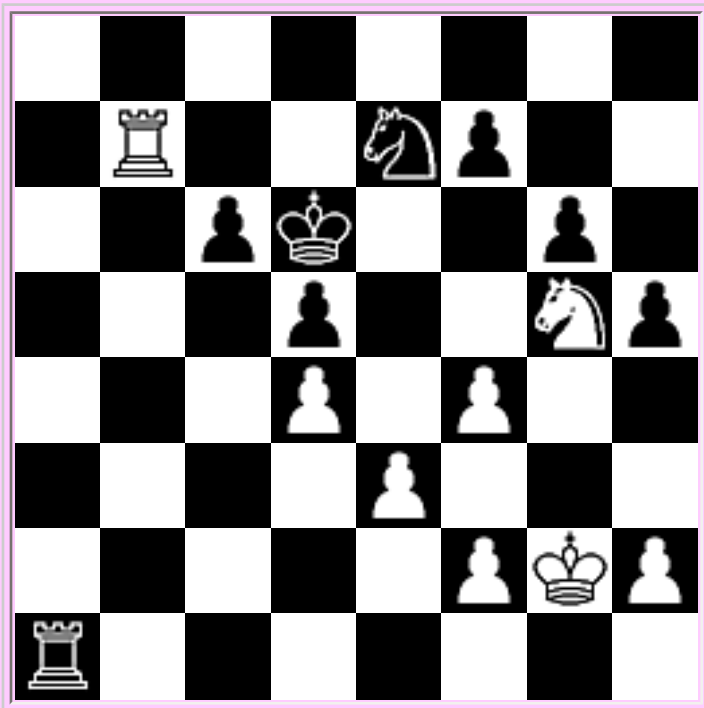


Drumming up some King's-side counterplay. 18. b5 ! 18... axb5 19. axb5 Bh3 20. g3 Rae8 21. bxc6 bxc6 22. Bf1 ! 22... Bxf1 23. Nxf1 Ng6 24. Rb6

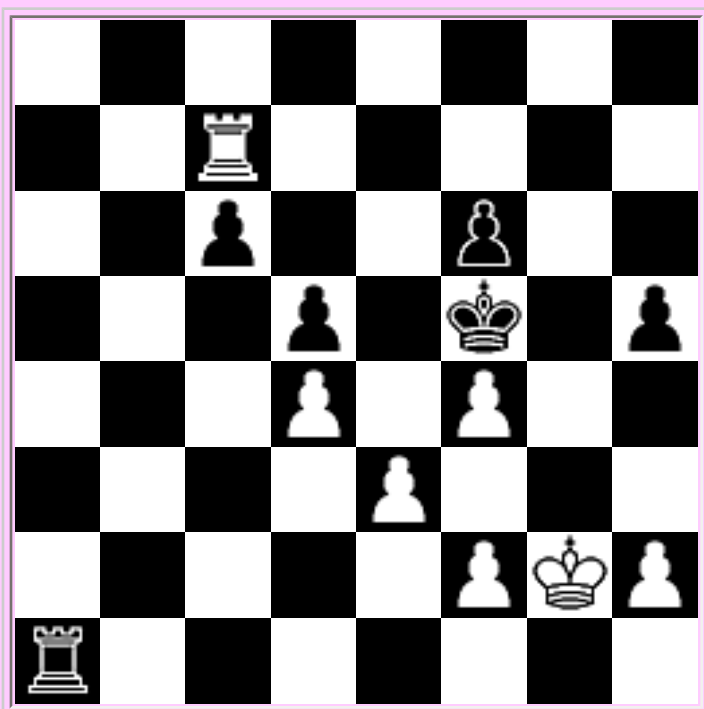


A critical moment - if Black has to go back now he is really up against the ropes. 24... Ne7 [24... Nh4 25. Rxc6 The Rook on c6 stops the Black Rook on e6 joining the attack. I think the White King is safe here. 25... Nf3+ 26. Kh1 h5 27. Qb3 [27. Qd3]] 25. Qb4 h5 26. Rb8 Rxb8 27. Qxb8+ Kh7 28. Qf4 ! 28... Qxf4 29. gxf4 [The h-pawn cannot really be attacked, and with Queens off White can use the King] 29... g6 30. Nd2 Rd6 31. Kf1 Kg7 32. Ra1 Rd7 33. Nb3 Rb7 34. Nc5 Rb2 35. Ra7 Kf6 36. Ra6 Rb1+ 37. Kg2 Rb2 38. Ra7 Rb1 39. Rc7 Ra1 40. Nd3 Ke6 41. Nc5+ Kf6 42. Nd7+ Ke6 43. Nf8+

Kf6 44. Nh7+ Ke6 45. Ng5+ Kd6 46. Rb7

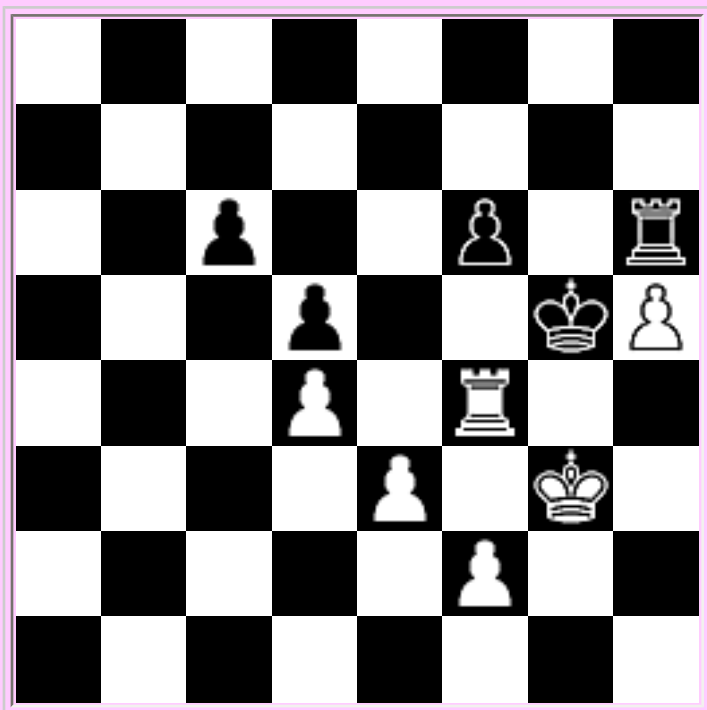


46... f6 ? [46... f5] 47. Nh7 Ke6 48. Nf8+ Very neat 48... Kf7 [48... Kd6 49. Rd7#] 49. Nxf6 Kxf6 50. Rxe7 White has a pawn and hopes of collecting more. 50... Kf5 51. Rc7



51... Rc1 52. Rc8 Kg6 53. Kg3 Rc2 54. h4 Kf5 55. Rh8 Kg6 56. f5+ Kxf5 57. Rxh5+ Now White has a passed pawn. 57... Kg6 58. Rh8 Kf5 59. Rg8 Rc1 60. Kg2 Ra1 61. h5 Ra7 62. Rg3 Rh7 63. Rh3 Kg5 64.

Kf3 Offering to trade the pawn for a winning King raid. 64... Rh6 65. Rh1 Kf5 66. Kg3 Kg5 67. Rh4 Kf5 68. Rf4+ Kg5



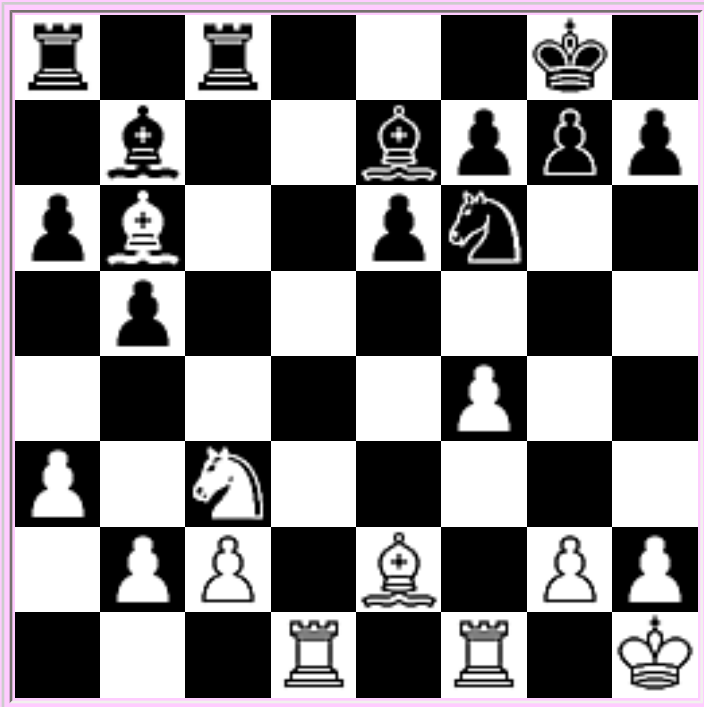
69. Rg4+ ! Again offering the pawn, but again Black dare not accept. 69... Kf5 [69... Kxh5 is rather like the game continuation: 70. Rh4+ Kg5 71. Rxh6 Kxh6 72. Kf4 Kg6 73. f3 Kg7 74. Kf5 Kf7 75. f4 Ke7 76. Kg6 Ke6 77. f5+ Ke7 78. Kg7] 70. Kh4 Rh8 71. Rg7 Ra8 72. h6 Ra1 73. Rg3 Rh1+ 74. Rh3 Rg1 75. Rf3+ Kg6 76. Rg3+

The winning clearance 76... Rxd3 77. Kxd3 Kxh6 78. Kg4 Kg6 79. Kf4 Kg7 80. Kf5 Kf7 81. f3 1-0

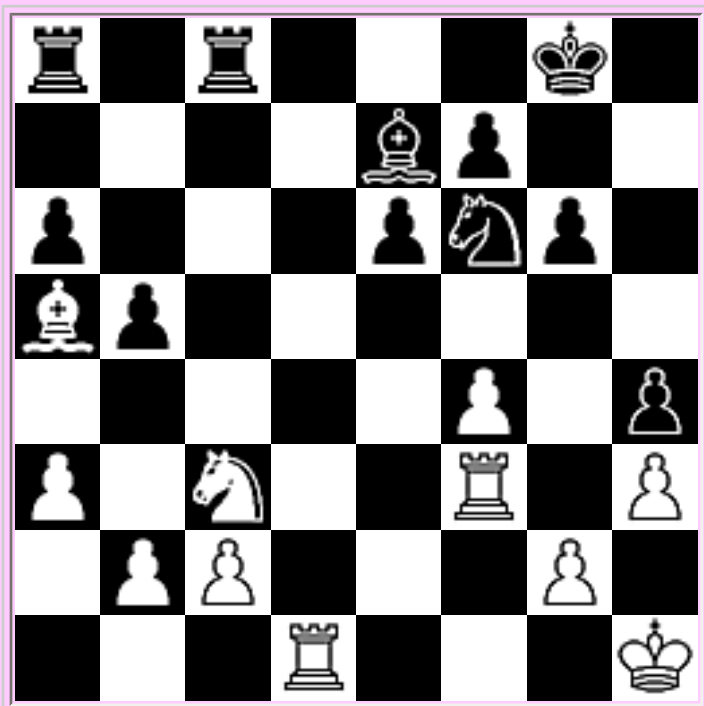
vogt - andersson (STEAN) [B84]

minority attack in the Sicilian, 1996

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 This is nearly always Black's fourth move in the Sicilian, to force the N on b1 in front of the c-pawn. Left alone, White may play c2-c4, stopping counterplay with d7-d5 or b7-b5, and removing danger on the c-file. 5. Nc3 e6 6. Be2 a6 7. f4 Qc7 8. O-O Be7 9. Kh1 Nc6 10. Be3 Nxd4 11. Qxd4 O-O 12. Rad1 b5 Already making use of the minority. The move b7-b5 is sometimes a way of threatening the e-pawn, but more often keeps the c-pawn backward on an open file. 13. e5 !? 13... dxe5 14. Qxe5 Qb8 ! 15. Qxb8 Rxb8 16. Ba7 Ra8 17. Bb6 Bb7 18. a3 Rfc8

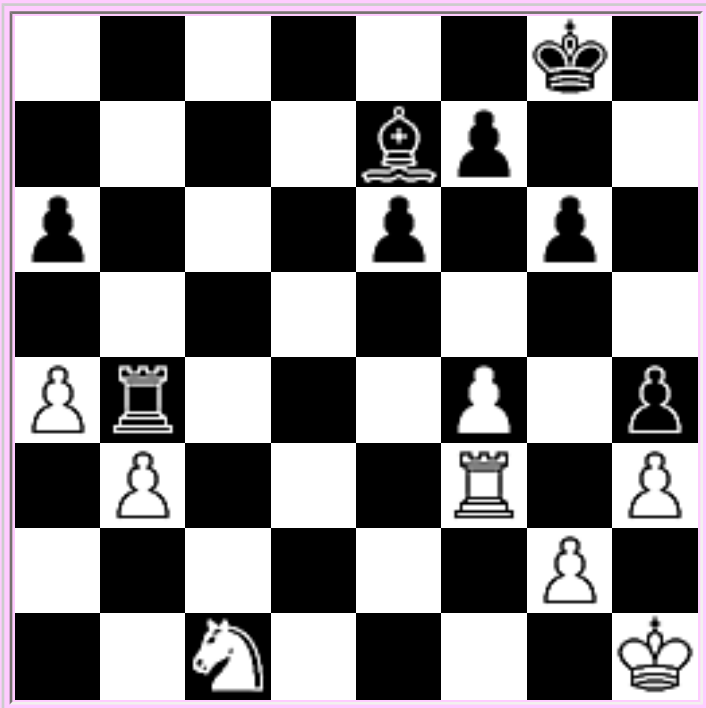


! Chess magazines are full of quick White kills against the Sicilian. Why do players bother with it, then? Because the longer games where the attack founders and Black wins the endgame are too long for magazines. Watch... 19. Ba5 g6 20. h3 ? 20... h5 21. Bf3 Bxf3 22. Rxf3 h4



Now White has a weakness on g2 as well as c2. 23. Rd2 Rc4 24. b3 Rc6 25. a4 b4 26. Ne2 Rac8 27. c4 bxc3 28. Rxc3 The weakness has been replaced by one on b3. 28... Nd5 29. Rxc6 Rxc6 30. Rb2 Bf6 31. Ra2 Rc8 32. Bd2 [32. b4 Rb8] 32... Rb8 33. Nc1 Nb4 34. Bxb4 Rxb4 35. Rf2 The risks of the h2-h3

move is now clear. 35... Be7 36. Rf3



36... Bd6 37. Ne2 Re4 38. Rd3 [38. Rf2 Bc5] 38... Bc5 39. Rc3 Bf2 40. Rc2 Kg7 41. Ng1 Rxf4 ...0-1
vogt-andersson 1978

In both games we saw that the end result of the minority attack was pawn weaknesses. Once these appear, you can carry on as we've already seen in section 4.3.2.1. This may go some way to explaining (a) why such an apparently helpful exchange is so often made by White in the Queen's Gambit, and (b) why the half-open defences such as the Sicilian are so popular.

Back to [Chess Coaching Page](#)



This document (pawnmobl.html) was last modified on 24 Jan 1996 by

[Dr. Dave](#)

Exeter Chess Club: On Manoeuvres

The Art Of Winning Slowly

Skip to [CONTENTS](#)

I'm still working on this one myself, but by the time I've read this, my word, I'll know a thing or two.

You know how to win endings - namely, slowly. This is an ending where you have the advantage - but not yet won, and so if you play your big guns first things may fizzle out. Instead, nothing too hasty, do all your preparation first, try a little play here, a little there, before trying to force the issue. Capablanca was the supreme craftsman with this sort of game, and is our first example, and there is another couple from Nimzo.

But if you have got the hang of that, you can try the same approach to the middlegame - that is, middlegames which are advantageous but not won. The key features for a position suitable for manoeuvre are:

- **an advantage in space, and therefore, mobility**
- **play on both sides of the board (or at least chances of a breakthrough)**
- **no clear winning plan for you on either side of the board**

The way to manoeuvre is:

- **keep control of the game, and keep the initiative - that is, keep the opponent passive and defensive, where all they can do is react to, or try to anticipate, your threats**
- **try different attacking ideas in sequence, probably switching from side to side, or at least trying several different ways of besieging the same front**
- **play with patience and don't miss opportunities to tempt small weaknesses in your opponent's game.**

After that, the play may be more or less forcing and tense depending on the position. Below several

games are given, in increasing order of tension, from Alekhine to Lasker. Lastly two examples are given where Black is in difficulty although the game is objectively equal, but in each case White demands that the opponent steer safely to port. Fischer just makes it against Petrosian, Cohn doesn't. These last two games also put the question: is manoeuvring done with an end in mind (if not in sight), or is it just woodpushing? There is a saying attributed to Tartakower, that tactics is what you do when there is something to do, strategy is what you do when there is nothing to do. Perhaps manoeuvring is what you do when there is no strategy to do! It is the key to winning games when all you have is a space advantage and your opponent is solid. Capa gives a textbook example of this against Treybal.

Lastly, I include a club game played with manoeuvre.

Contents:

- [Examples from master play](#)
 - [Manoeuvring in the endgame](#)
 - [Manoeuvre: a classic endgame setting](#)
 - [Capablanca, Jose - Kupchik, Abraham \[Havana \] \(07\) \[C49\] 1913](#)
 - [Manoeuvre in the endgame: against weaknesses on both wings](#)
 - [Holzhausen W - Nimzowitsch Aaron \(Hannover\) \[B00\] , 1926](#)
 - [Manoeuvre: in a Queen ending,](#)
 - [Nimzowitsch Aaron - Antze, O \(Hannover\) \[E60\] 1926](#)
 - [Manoeuvre in the middlegame: slowly, or dynamically and with threats](#)
 - [Manoeuvre: slow breakthrough in closed position with lots of space](#)
 - [Capablanca - Treybal \(Karlsbad\) \[D30\] 1929](#)
 - [Manoeuvre: slow breakthrough in half-open position](#)
 - [Thomas, G - Alekhine, Alexander \(Baden Baden\) \[B02\] , 1925](#)
 - [Manoeuvre: gradual infiltration, changing tack,](#)
 - [Tylor, Theodore - Lasker, Emanuel \(Nottingham\) \[C49\] 1936](#)
 - [Manoeuvre: manoeuvring with threats](#)
 - [Rubinstein, Akiba - Alekhine, Alexander \(Dresden\) \[A46\], 1926](#)
 - [Manoeuvre: keep finding attacking ideas,](#)
 - [Lasker, Emanuel - Salwe, G \(St.Petersburg\) \[C62\] 1909](#)
 - [Manoeuvre: manoeuvring or woodshifting?](#)
 - [Cohn, E - Nimzowitsch Aaron \(Karlsbad\) \[D30\], 1911](#)
 - [Manoeuvring: a modern master,](#)
 - [Petrosian, T - Fischer, R \[A16\] 1958](#)

- [Examples from club play](#)
 - [Manoeuvring in club play: patience and preparatory moves](#)
 - [Regis,D \(2840\) - O'Grady,J \(1820\) \[C30\] Spectrum #1 Torquay 1996](#)
 - [Manoeuvring in club play: play on both sides of the board](#)
 - [Regis,D \(1960\) - Richmond,RH \(2150\) \[A21\] Cambridge Vs. NCI, 1986](#)
 - [Manoeuvring in club play: as a phase in a half-open game.](#)
 - [Williams,SK \(1990\) - Regis,D. \(1935\) \[A36\] East Devon #3, 1994](#)
 - [Manoeuvring in club play: with extra space \(I\)](#)
 - [Regis,D. - Richard Dixon \(CORR_92/93\) \[B36\] Devon vs. glos. CC, 1993](#)
 - [Manoeuvring in club play: with extra space \(II\)](#)
 - [Regis,D - Tunks,D \(1935\) \[B06\] Portsmouth Open #6, 1984](#)

See also the material on [Space](#) in the [Canon](#).

Examples from master play

Manoeuvring in the endgame

Manoeuvre: a classic endgame setting

Capablanca,Jose - Kupchik, Abraham [Havana] (07) [C49] 1913

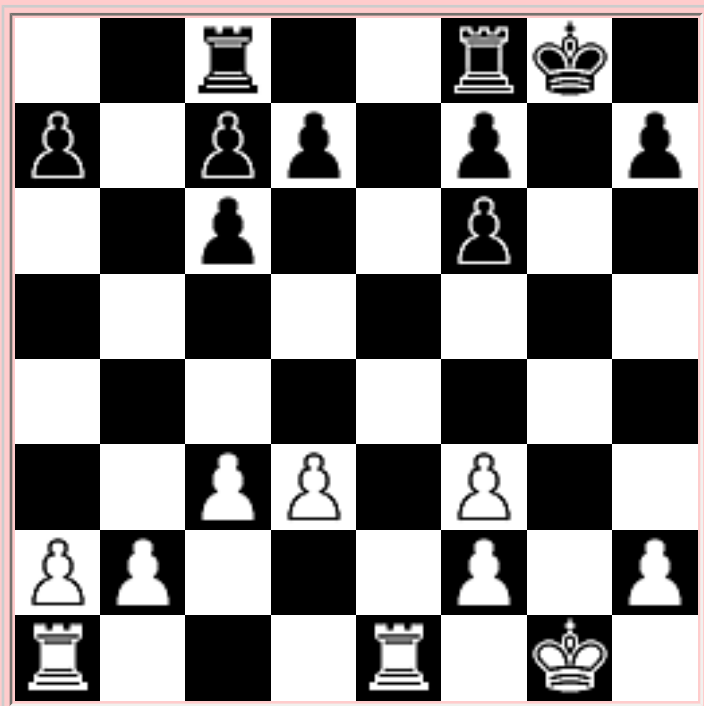
1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 bxc6 7. Nxe5 Qe8



8. Nd3 Bxc3 9. dxc3 Qxe4

[9... Nxe4 10. Re1]

10. Re1 Qh4 11. Qf3 Ba6 12. Bf4 Rac8 13. Be5 (idea \wedge Nc5) 13... Bxd3 14. cxd3 Qg4 15. Bxf6 Qxf3 16. gxf3 gxf6



Assessment: +/-

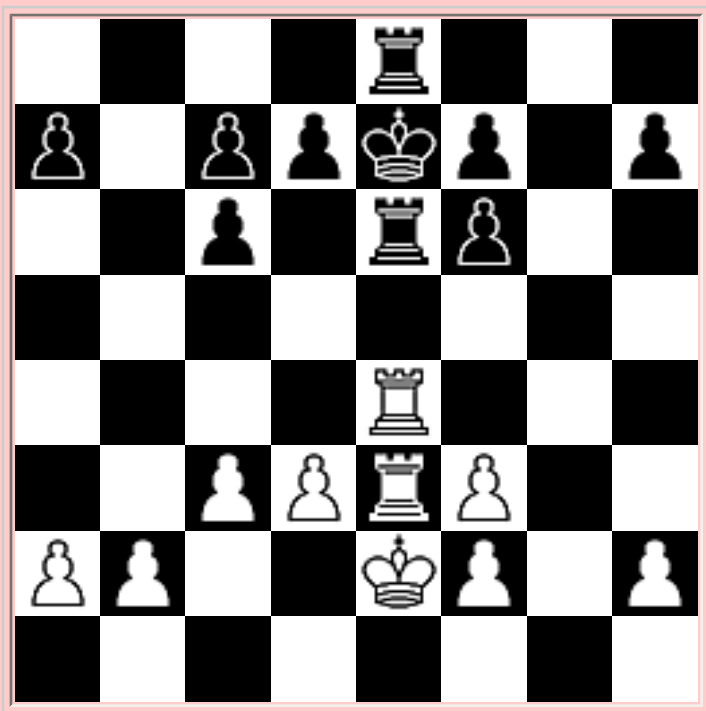
better Pawns, fewer Pawn islands, more active pieces.

The weakest spot in the Black position is the isolated a-Pawn, and it is here that an attack should be directed.

17. Re4

First, Capablanca mobilises and centralises his pieces. There is not usually any sense of rush when Capa plays an ending.

17... Rfe8 18. Rae1 Re6 19. R1e3 Rce8 20. Kf1 Kf8 21. Ke2 Ke7



Now, White can attack the a-pawn.

22. Ra4 Ra8 23. Ra5

restrains the Pawns

23... d5!?

I can sympathise with the bid for space but this is not forced and has the disadvantage of leaving the c-Pawns without support.

24. c4! Kd6

[24... dxc4 leaves all Black's Pawns isolated and most of them doubled!]

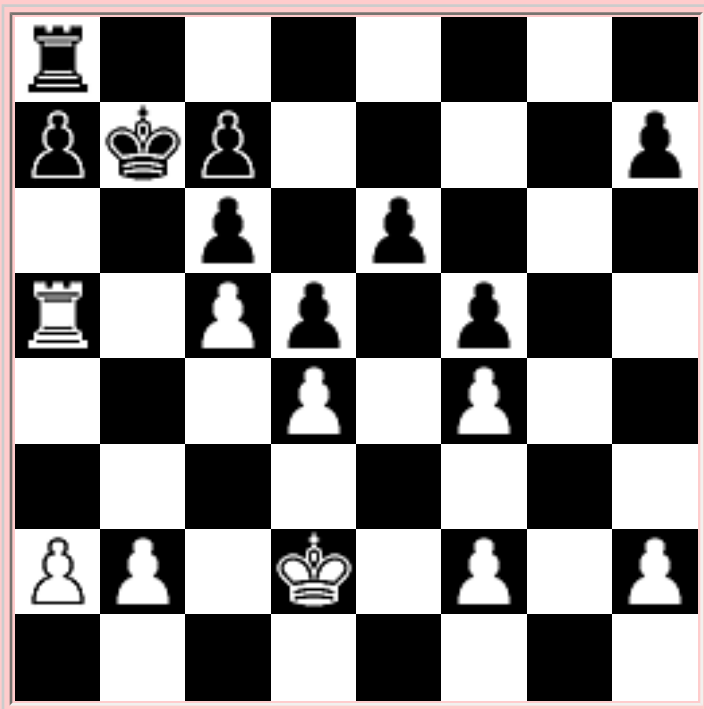
[24... d4 25. Re4 Kd6 26. b4 Re5 27. Ra6 'hopeless', said Capa]

25. c5+ Kd7 26. d4

Black's pawns have become fixed, cutting off access to the Queen's-side. **26... f5**

Hoping to nip out to h6 with some play.

27. Rxe6! fxe6 28. f4 Kc8 29. Kd2 Kb7?!



Black has achieved a solid defence of the a-Pawn and White can achieve little else there. But White has access to both sides of the board via the third rank. *[29... Rb8!? 30. Kc3*

[30. b3 blocks the third rank]

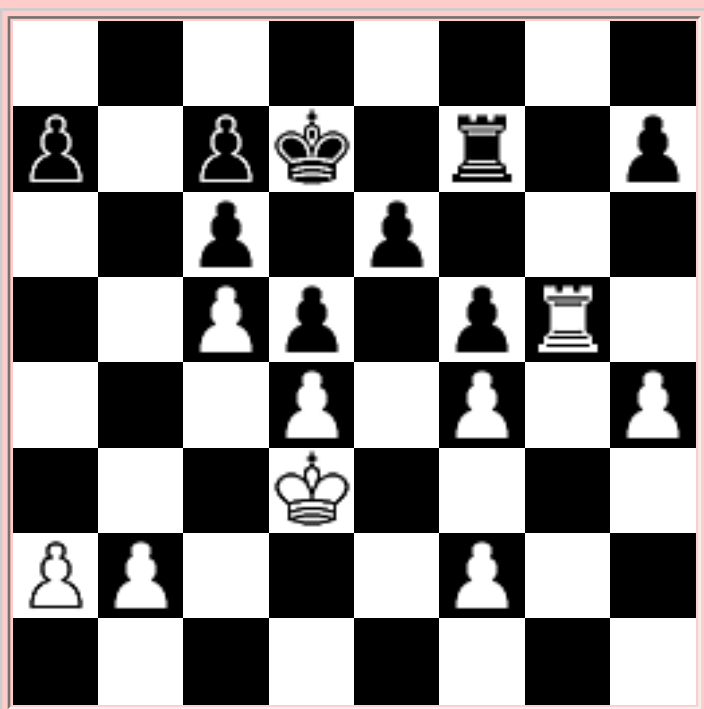
[30. Kc2 Rb4 31. Kc3 Rc4+ 32. Kd3 Rb4]

30... Rb7 may have been better]

30. Ra3 Rg8 31. Rh3 Rg7

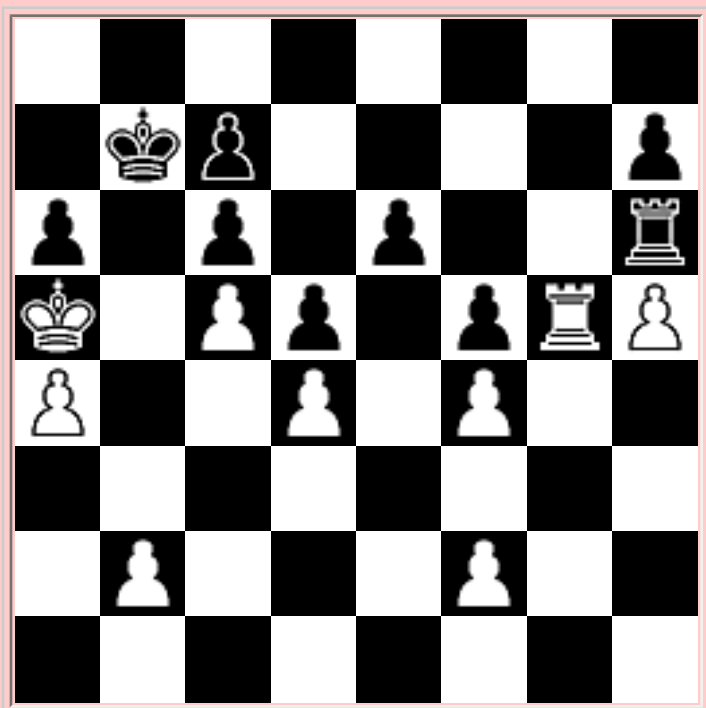
This defence from the side keeps the Black Rook more active than moving it to defend from h8, but I'm sure Black also considered ...Rg1!?, giving up a Pawn to get the Rook active. It looks a bit speculative here but is the right sort of idea to have in mind.

32. Ke2 Ka6 33. Rh6 Re7 34. Kd3 Kb7 35. h4 Kc8 36. Rh5 Kd7 37. Rg5 Rf7



Again, Black has achieved a solid, if passive, defence. White now returns his attention to the Queen's-side.

38. Kc3 Kc8 39. Kb4 Rf6 40. Ka5 Kb7 41. a4 a6 42. h5 Rh6



White can improve the position of his pieces no further. It is time to try and force the issue.

43. b4 Rf6 44. b5!?

[44. Rg7! Rh6 first would have been better, according to Capa: 45. b5 axb5 46. axb5 cxb5

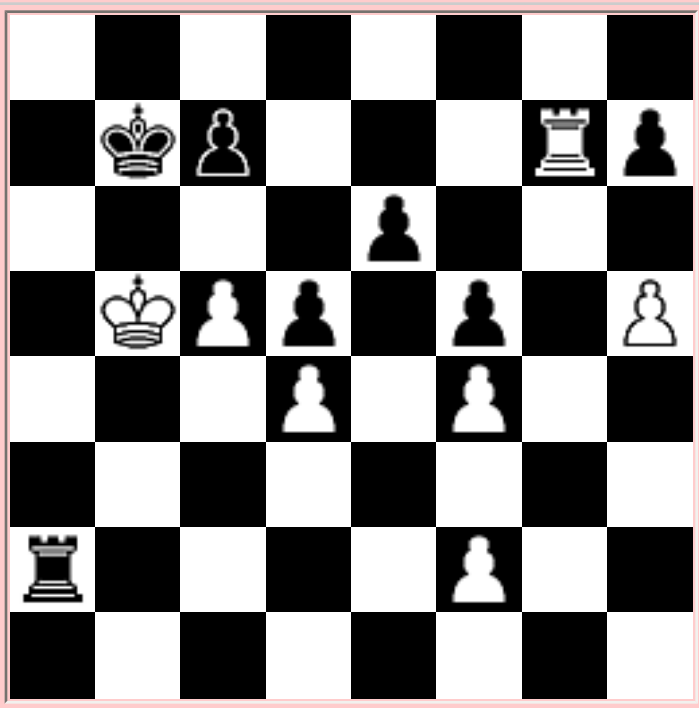
[46... Rxh5 47. b6]

47. Kxb5 e.g. 47... Rxh5 48. c6+ Kb8 49. Ka6]

44... axb5 45. axb5 Rf8

Off to sieze the a-file!

46. Rg7 Ra8+ 47. Kb4 cxb5 48. Kxb5 Ra2



Black has gained some activity. Of course, White does not retreat and defend with Rg2.

49. c6+ Kb8 50. Rxh7 Rb2+ 51. Ka5 Ra2+ 52. Kb4 Rxf2 53. Re7 Rxf4?!

Natural, but not exact.

[53... Rh2? 54. Rxe6 Rxh5 55. Re5 Ka7 56. Kc5]

[53... Rb2+!? 54. Kc3 Rh2 55. Rxe6 Ka7 56. h6 Kb6 which isn't great but Black is also fighting with the King now]

54. h6 Rxd4+ 55. Kb5 Rd1 56. h7

A Pawn on the seventh seems worth three in the bush! Black can only hope to harass the King with checks, but these are soon exhausted.

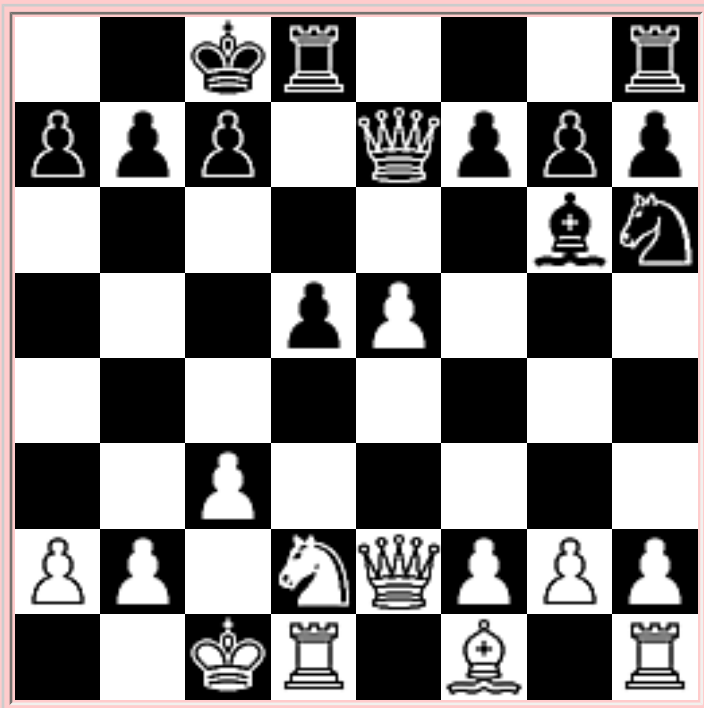
56... Rb1+ 57. Kc5 Rc1+ 58. Kd4 Rd1+ 59. Ke5 Re1+ 60. Kf6 Rh1 61. Re8 + Ka7 62. h8=Q Rxh8 63. Rxh8 Kb6 64. Kxe6 Kxc6 65. Kxf5 Kc5 66. Ke5 c6 67. Rh6 Kb5 68. Kd4 1-0

That was a fairly simple example, falling as much into the realm of carrying out a strategical plan as manoeuvring without a clear object. The next example is less direct, even though Black has an extra Pawn to play with.

Manoeuvre in the endgame: against weaknesses on both wings

Holzhausen W - Nimzowitsch Aaron (Hannover) [B00] , 1926

1. e4 Nc6 2. Nf3 e6 3. d4 d5 4. exd5 exd5 5. Bg5 Be7 6. Bxe7 Qxe7+ 7. Qe2 Bf5 8. c3 Be4 9. Nbd2 O-O-O 10. O-O-O Nh6 11. Ne5 Nxe5 12. dxe5 Bg6



already planning a campaign against the e-pawn using the long light-squared diagonal, especially the point e4

13. Nf3 Rhe8 14. Qe3 Kb8 15. Qf4 Be4 16. Re1 Qc5 17. Nd2 Bg6 18. Nb3 Qb6 19. Qd4 f6 20. f4 fxe5 21. fxe5

[21. Rxe5 Rxe5 22. Qxe5 Re8]

21... Be4

[the e-pawn is doomed]

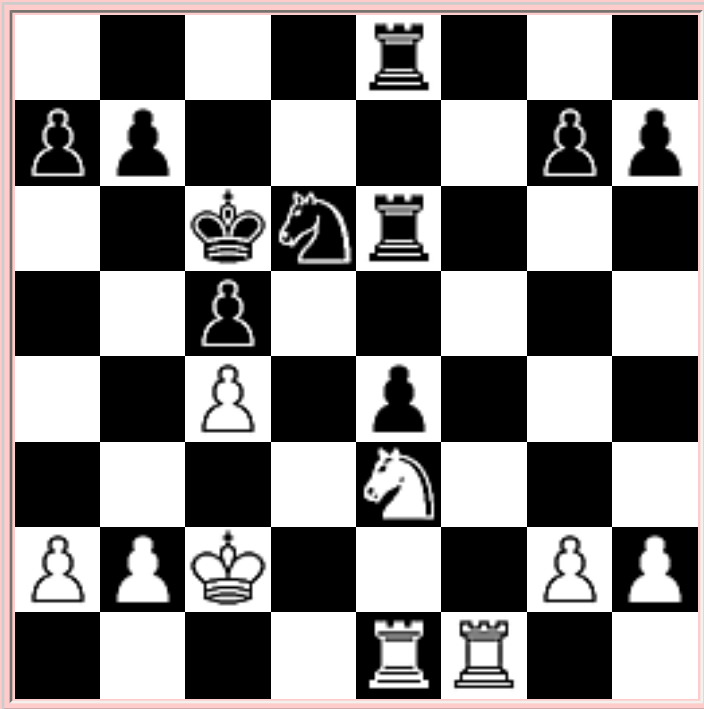
22. Nd2 c5 23. Qe3

[23. Qa4 Rxe5 24. Nxe4 dxe4 25. Rxe4 Qe6 26. Rxe5 Qxe5 with a winning attack]

23... Rxe5 24. Qg3 Qc7 25. Bd3 Rde8 26. Bxe4 dxe4 27. Nc4 R5e6 28. Qxc7 + Kxc7 29. Ne3

[the Knight is an excellent blockading piece, losing no squares by its post]

29... Nf7 30. Kc2 Nd6 31. c4 Kc6 32. Rhf1



32... Rh6 !

"A typical tacking manoeuvre" -- EUWE/KRAMER

33. h3 Rg6 34. Re2 a6 35. Rf4 b5

[Black plays on both wings]

36. b3 Rg5 37. g4 Rge5 38. Kc3 a5

[Black will open a file on the Queen's-side for his Rooks]

39. Ref2 a4 40. bxa4 bxc4 !

[a temporary pawn sacrifice]

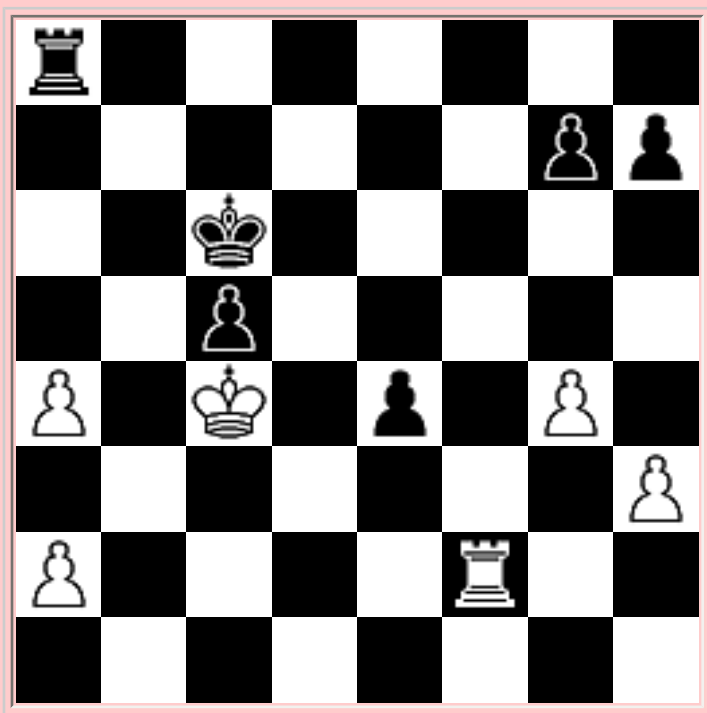
41. Rf8

[41. Nxc4 Nxc4 42. Kxc4 Ra8 and Black not only regains the pawn, but White has lost the blockader]

41... R5e7

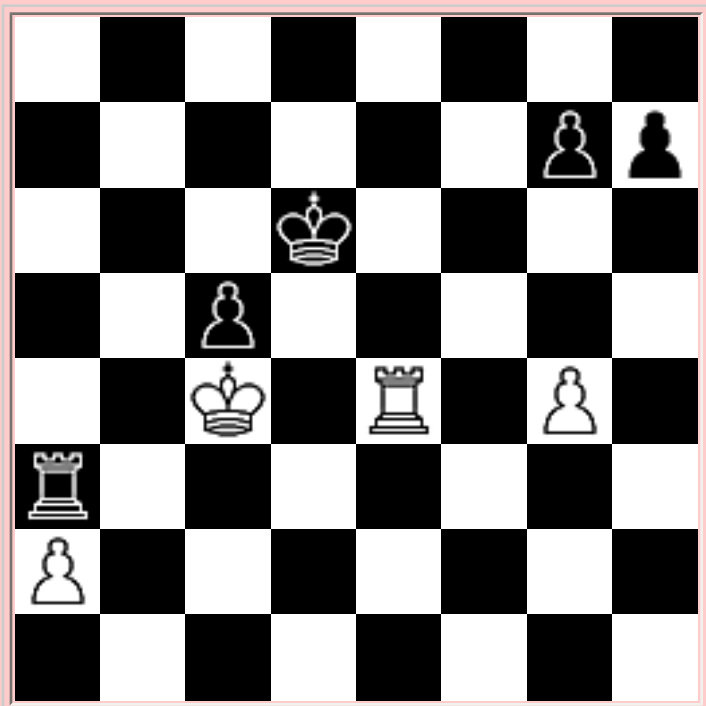
[White must not be allowed counterplay, particularly not a Rook on the eighth]

42. Rxe8 Rxe8 43. Nxc4 Nxc4 44. Kxc4 Ra8



The Black Rook now gets in on the Queen's-side, to attack Pawns on the King's-side

45. Rf7 Rxa4+ 46. Kb3 Rb4+ 47. Kc3 Rb7 48. Rf5 Ra7 49. Kc4 Ra4+ 50. Kb3 Rd4 51. Re5 Kd6 52. Re8 Rd3+ 53. Kc4 Rxh3 54. Rxe4 Ra3



White can no longer defend the two wings

55. Re2 Ra4+ 56. Kb5 Rxc4

[-/+]

57. a4 Rb4+ 58. Ka5 h5 59. Rd2+ Kc6 60. Re2 Rg4 61. Re6+ Kd5 62. Re8 h4 63. Rd8+ Kc4 64. Kb6 h3 65. Rd1

[65. Rh8 Rg6+ 66. Kb7 Rh6]

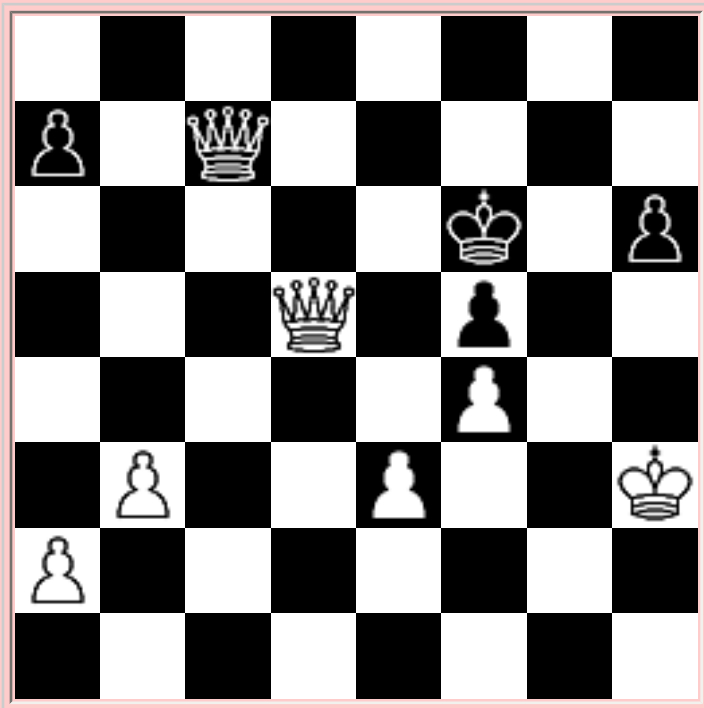
65... Kb4 66. Rb1+ Kxa4 67. Kxc5 g5 68. Rh1 Rg3 69. Kd5 g4 70. Ke5 Rg2 71. Kf4 h2 0-1

The last type of ending in which we see manoeuvre as a strong theme is a Queen ending. Again, Nimzo has an extra Pawn but Queen endings are always difficult because of the number of candidate moves for each side, and the risk of allowing perpetual to the defending side.

Manoeuvre: in a Queen ending,

Nimzowitsch Aaron - Antze,O (Hannover) [E60] 1926

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 O-O 5. f4 d6 6. Nf3 c6 7. O-O d5 8. cxd5 cxd5 9. Ne5 Qb6 10. Nc3 Rd8 11. b3 Na6 12. Ba3 Bf8 13. Na4 Qb5 14. Qd3 Qa5 15. Rfc1 Bf5 16. Qc3 Qb5 17. Bf1 Ne4 18. Qe1 Qe8 19. e3 b5 20. Nc6 Rdc8 21. Bxb5 Bd7 22. Bxa6 Rxc6 23. Bb7 Rxc1 24. Rxc1 Rd8 25. Nc5 Bc8 26. Bxc8 Rxc8 27. Qa5 e6 28. Nxe4 dxe4 29. Rxc8 Qxc8 30. Bc5 Bxc5 31. Qxc5 Qa6 32. Qc2 Qa5 33. Kf2 Qh5 34. Qxe4 Qxh2+ 35. Qg2 Qh5 36. g4 Qa5 37. Kg3 h6 38. Qf2 Qc7 39. Kh3 f5 40. gxf5 gxf5 41. d5 exd5 42. Qg2+ Kf7 43. Qxd5+ Kf6



Here White's Queen can change lines at d4, and also at e5 and f6; the King may penetrate at h5. Black can hope for harassing checks, and for the advance of the h-pawn.

44. Qd4+ Kg6 45. Qd2 Kf6 46. Qb2+ Kg6 47. b4 Qc4 48. Qd2 Kh5

[48... Qf1+ 49. Qg2+ [a CROSS-CHECK]]

49. a4 a6 50. Kg3 Qg8+ 51. Kh2 Qc4 52. Qb2 Qd3 53. Qg2 Qc4

[53... Qxe3 54. Qh3+]

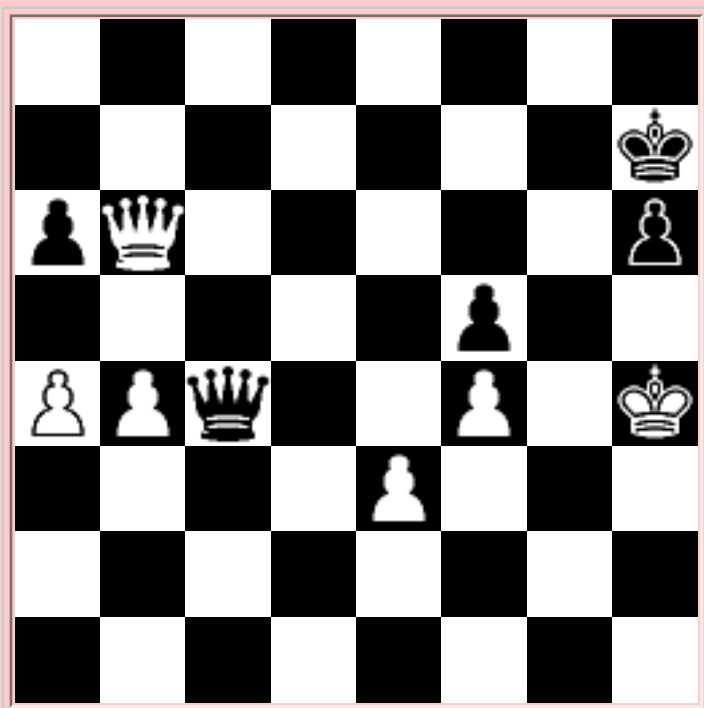
54. Kg3 Qg8+

[54... Qxb4 55. Qe2+ Kg6 56. Qxa6+ and the a-pawn will win]

55. Kh3 Qc4 56. Qf3+ Kg6 57. Kh4

[another step]

57... Kg7 58. Qb7+ Kg6 59. Qb6+ Kh7



60. Qf6 !

attacking both Pawns

60... Qd5

[the threat is ...Qa1+ with a draw by perpetual]

61. Kg3 Qg8+ 62. Kh2 Qa2+ 63. Kh3 Qd5 64. Qe7+

[64. Qxa6 Qf3+ 65. Kh2 Qf2+ 66. Kh1 Qf3+ drawing]

64... Kg6 65. Qe8+ Kh7

[65... Kf6 66. Kg3 Qd3 67. a5 Qf1 68. Qe5+ Kg6 69. Qe6+ Kg7 70. Qxf5 Qg1+ 71. Kf3 Qf1+ 72. Ke4 Qc4+ 73. Ke5 Qb5+ 74. Ke6 +-]

66. Kg3 Qb3 67. a5 ! 67... Qb1

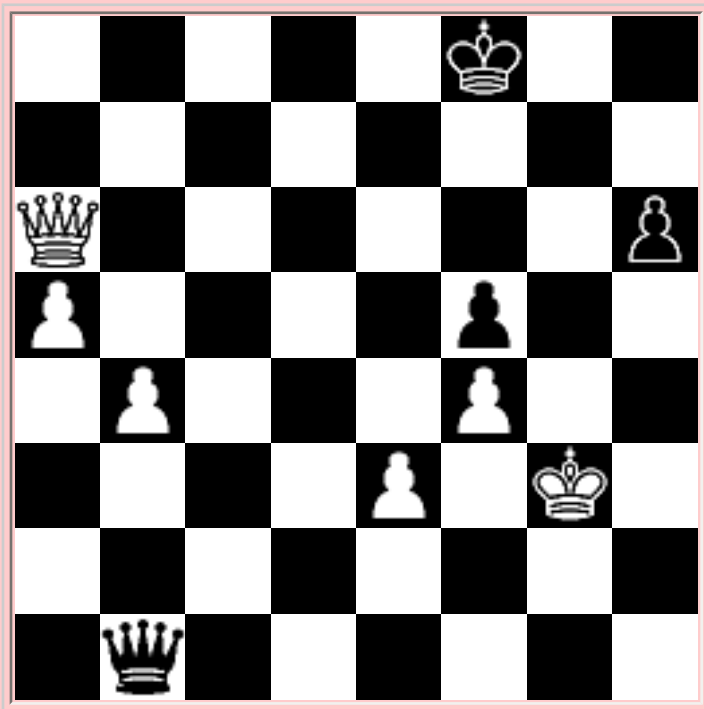
[losing touch with the a-pawn]

[67... Qd3 68. Qf7+ Kh8 69. Qf6+ Kh7 70. Qd4 ! 70... Qf1

[70... Qb1 71. Qd7+ Kg6 72. Qc6+ Kg7 73. Qb7+ Kf8 74. Qxa6 as in the game]

71. Qd7+ Kg6 72. Qe6+ Kg7 73. Qxf5 winning;]

68. Qd7+ Kg6 69. Qc6+ Kg7 70. Qb7+ Kf8 71. Qxa6



winning...

71... Qe1+ 72. Kf3 Qd1+ 73. Qe2 Qd5+ 74. Kf2 Qd8 75. a6 Qh4+ 76. Kg2 Qe7 77. Qf3 Qc7 78. b5 Qg7+ 79. Kf2 Qb2+ 80. Qe2 Qa1 81. b6 1-0

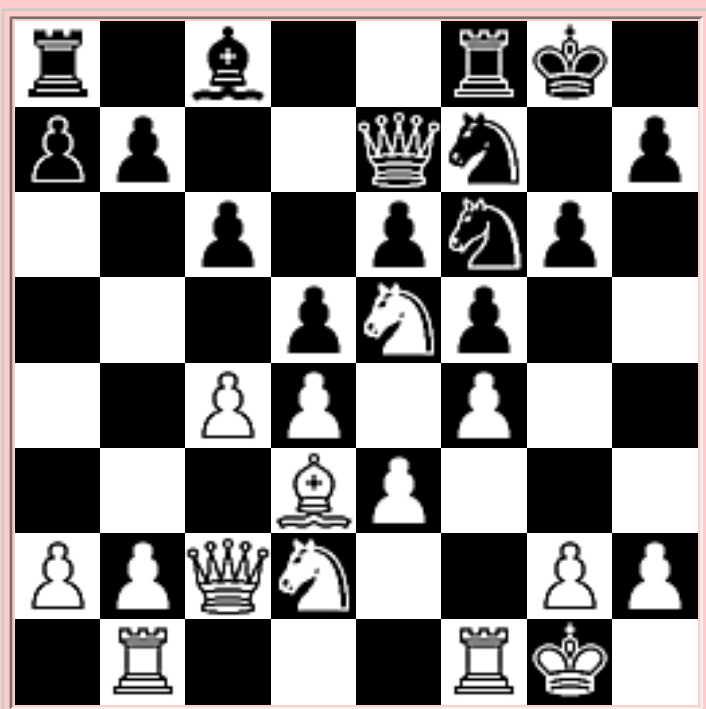
Having reminded ourselves of the ideas in endgame settings, let us see the same approach in the middlegame.

Manoeuvre in the middlegame: slowly, or dynamically and with threats

Manoeuvre: slow breakthrough in closed position with lots of space

Capablanca - Treybal (Karlsbad) [D30] 1929

1. d4 d5 2. c4 c6 3. Nf3 e6 4. Bg5 Be7 5. Bxe7 Qxe7 6. Nbd2 f5 7. e3 Nd7 8. Bd3 Nh6 9. O-O O-O 10. Qc2 g6 11. Rab1 Nf6 12. Ne5 Nf7 13. f4



the Anti-Stonewall formation: White has a Queen's-side initiative

13... Bd7 14. Ndf3 Rfd8 15. b4 Be8 16. Rfc1 a6 17. Qf2 Nxe5 18. Nxe5 Nd7

seeking exchanges...

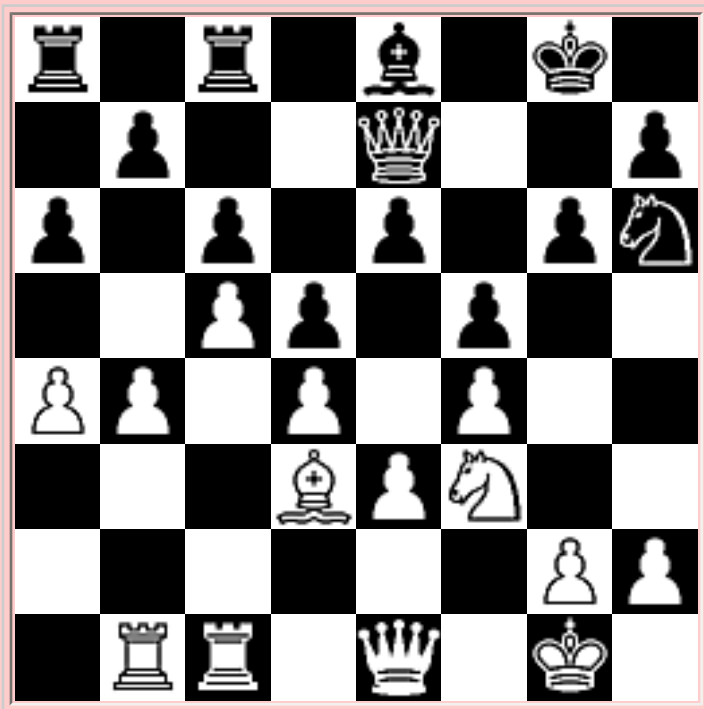
19. Nf3

...but not finding them

19... Rdc8 20. c5 Nf6 21. a4 Ng4

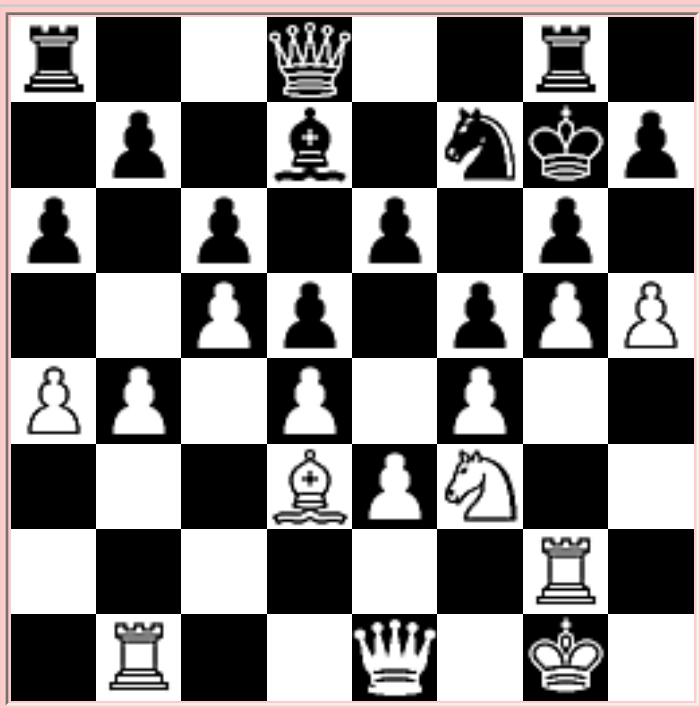
a gesture only

22. Qe1 Nh6



Black is defending the Queen's-side quite well: White switches tack. This is the key to understanding space - although Black can theoretically defend any one point, White can make the Black pieces trip up in their rush to do so by moving from one point to another.

23. h3 Nf7 24. g4 Bd7 25. Rc2 Kh8 26. Rg2 Rg8 27. g5 Qd8 28. h4 Kg7 29. h5



White has the initiative on both sides of the board: Black's cramped and passive pieces will find it hard to cover everything

29... Rh8 30. Rh2 Qc7 31. Qc3 Qd8 32. Kf2 Qc7 33. Rbh1 Rag8 34. Qa1 Rb8 35. Qa3 Rbg8



Just when Black has had to cover the h-file...

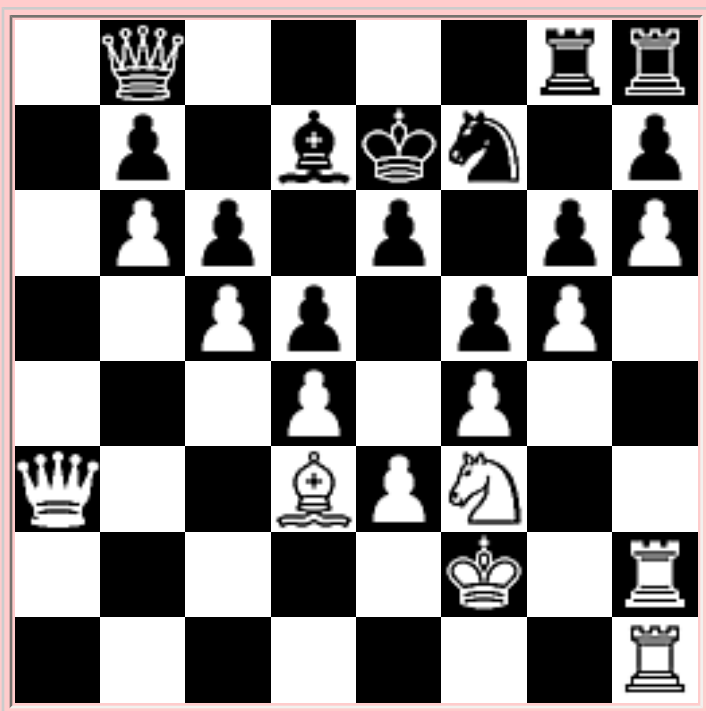
36. b5

...White opens a file on the Q-side. Black's pieces have to rush back, but get in a tangle because they have so few squares. White gains complete control of the a-file, and seals the King's-side. Then, he arranges the final breakthrough on the Queen's-side, possible because of his enormous control of space there.

36... axb5

[36... cxb5 37. h6+ Kf8 38. c6+]

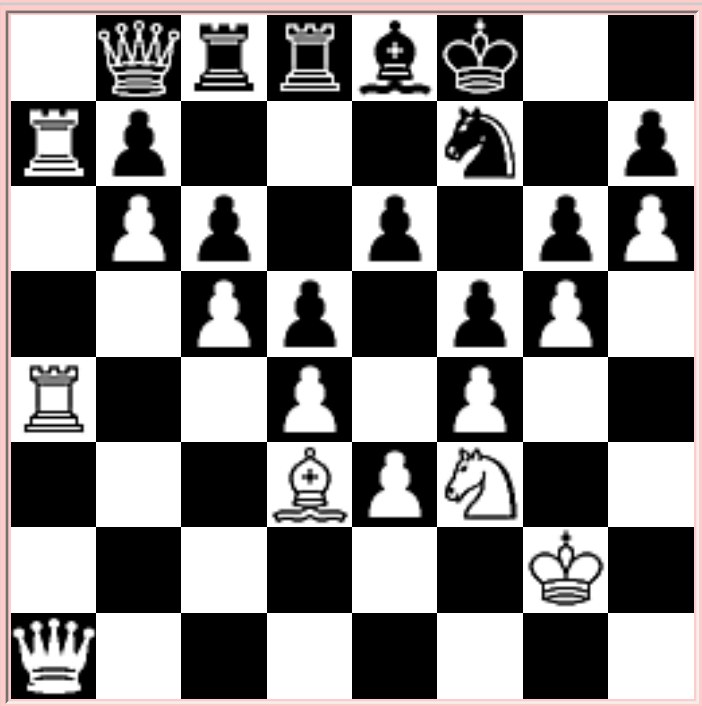
37. h6+ Kf8 38. axb5 Ke7 39. b6 Qb8



a sad decision: now Black won't be able to oppose rooks on the a-file. This is the concrete manifestation of what I described earlier: White switching the focus of activity from side to side until Black is wrong-footed.

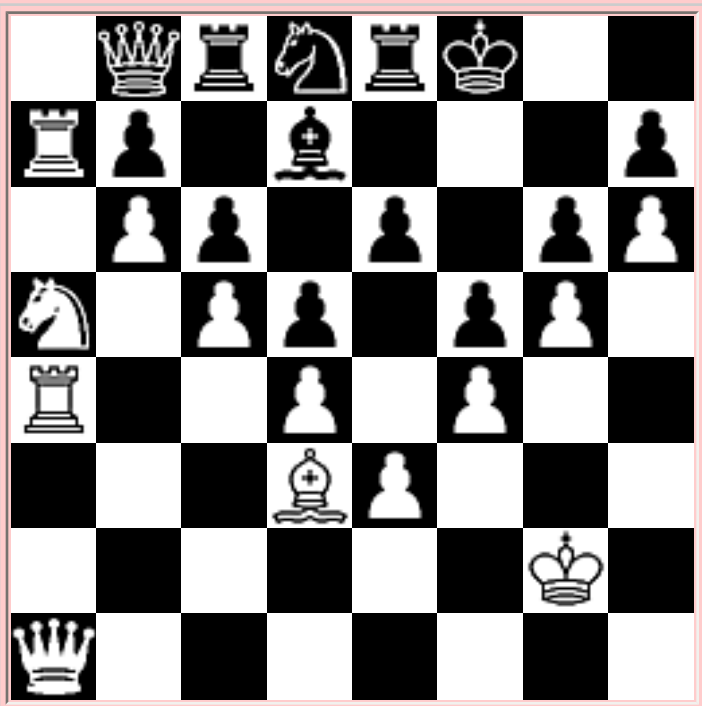
40. Ra1 Rc8 41. Qb4 Rhd8 42. Ra7 Kf8 43. Rh1 Be8 44. Rha1 Kg8 45. R1a4 Kf8 46. Qa3 Kg8 47. Kg3 Bd7 48. Kh4

White spends a little time wondering where to put his King; he has the luxury of seeing how it looks on a few different squares before the final push. **48... Kh8 49. Qa1 Kg8 50. Kg3 Kf8 51. Kg2 Be8**



the last ingredient for the breakthrough is the Knight

52. Nd2 Bd7 53. Nb3 Re8 54. Na5 Nd8

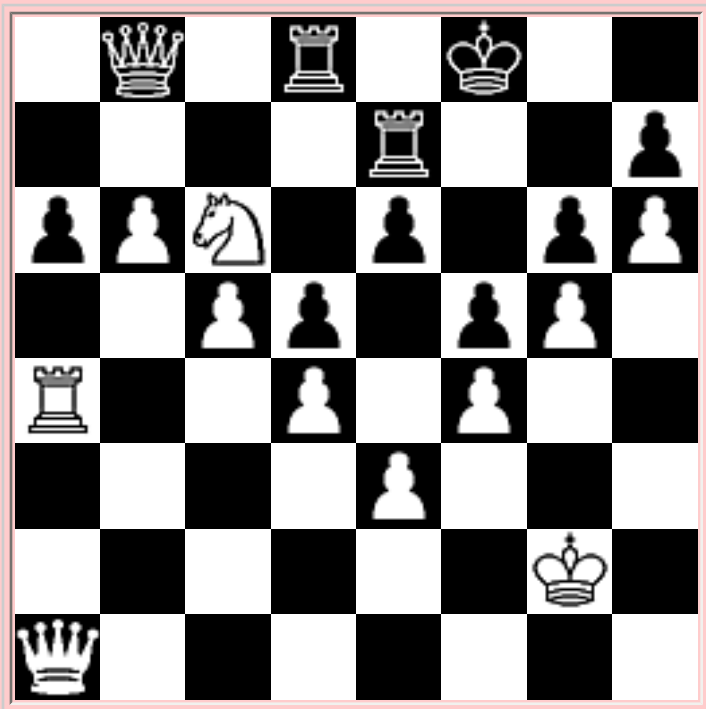


Ready or not, here we come

55. Ba6 bxa6 56. Rxd7 Re7

else the a-pawn will simply go after Nb3

57. Rxd8+ Rxd8 58. Nxc6



this 'family' fork is decisive

1-0

This is just the same approach as in the Kupchik endgame. Next up is a game where Alekhine has an advantage not so much in space as mobility. How can you have an advantage in mobility without having one in space? You can if (1) your opponent is forced onto the defensive on the side of the board where you have more space, or

(2) the Pawn structure favours your pieces (especially Bishops), or

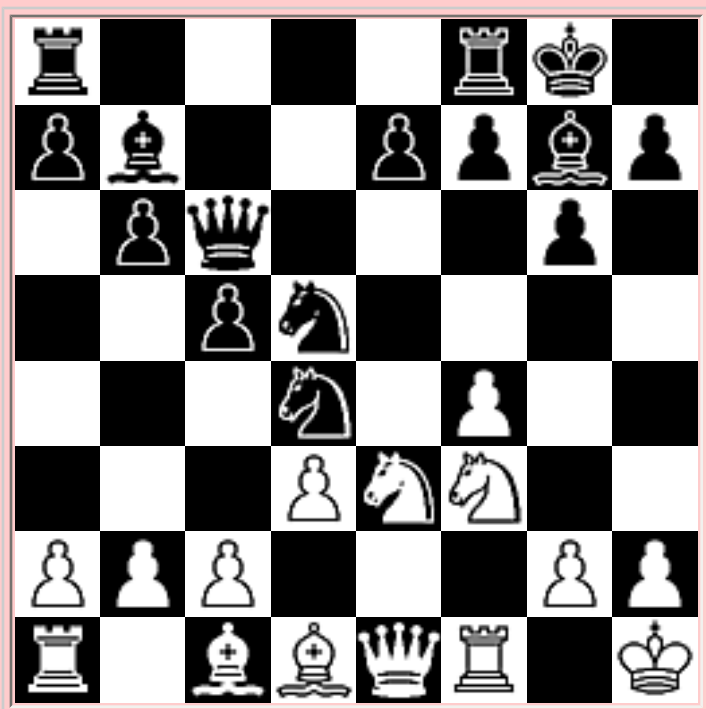
(3) if your pieces can get around more easily by using outposts.

In the game, Alekhine has all three going for him!

Manoeuvre: slow breakthrough in half-open position

Thomas,G - Alekhine,Alexander (Baden Baden) [B02] , 1925

1. e4 Nf6 2. d3 c5 3. f4 Nc6 4. Nf3 g6 5. Be2 Bg7 6. Nbd2 d5 7. O-O O-O 8. Kh1 b6 9. exd5 Qxd5 10. Qe1 Bb7 11. Nc4 Nd4 12. Ne3 Qc6 13. Bd1 Nd5



14. Nxd4 ?

exposes the c-pawn

14... cxd4 15. Nxd5 Qxd5 16. Bf3 Qd7 17. Bxb7 Qxb7 18. c4

[18. Rf2 Rac8 19. a4 Rc5 20. b3 Rfc8 21. Qd1 Qc7 22. Ra2]

[18. Bd2 Rac8 19. c4 dxc3 20. Bxc3 Bxc3 21. bxc3 with the same weak Pawns for White as in the game, but with Bishops off White has got rid of a passive piece and has chances against the Black King.]

18... dxc3 19. bxc3 Rac8 20. Bb2

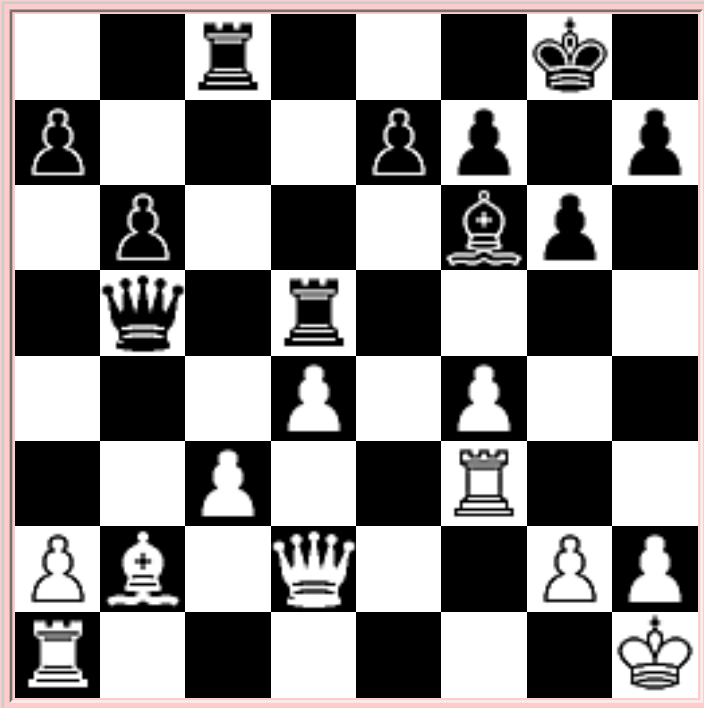
[20. Bd2]

20... Rfd8 21. Rf3 Bf6 22. d4

[22. Qe2 Qa6 23. c4 again, White would have benefitted from the exchange of Bishops]

But there is no breakthrough yet, and so Alekhine begins a patient siege. Alekhine is usually thought of as a demon attacker, but there was nothing wrong with his technique...

22... Qd5 23. Qe3 Qb5 24. Qd2 Rd5



This is clearly better for Black, because of White's poor dark-squared Bishop and backward c-pawn. Also, because the weight of play moves over to the Queen's-side, the c3 Pawn prevents White's pieces from nipping about as easily as Black's. Black's fourth rank, and the light squares c4 and d5, form staging posts for Black's manoeuvres.

25. h3 e6 26. Re1 Qa4

Black seeks to force or tempt a2-a3

27. Ra1 b5 28. Qd1 Rc4 29. Qb3 Rd6 30. Kh2 Ra6 31. Rff1 Be7 32. Kh1 Rcc6 33. Rfe1 Bh4 !

Black makes use of both sides of the board.

34. Rf1

[34. Re2 Qxb3 35. axb3 Rxa1+ 36. Bxa1 Ra6 37. Bb2 Ra2

[37... Bg3 ! Fritz 38. Bc1 Ra1]

38. Kh2 a5]

34... Qc4

Black will recycle the Rooks to a4 and a6

35. Qxc4 Rxc4 36. a3

[else ...b4]

36... Be7 37. Rfb1 Bd6

[no rush: Black chivvies another White pawn onto a dark square]

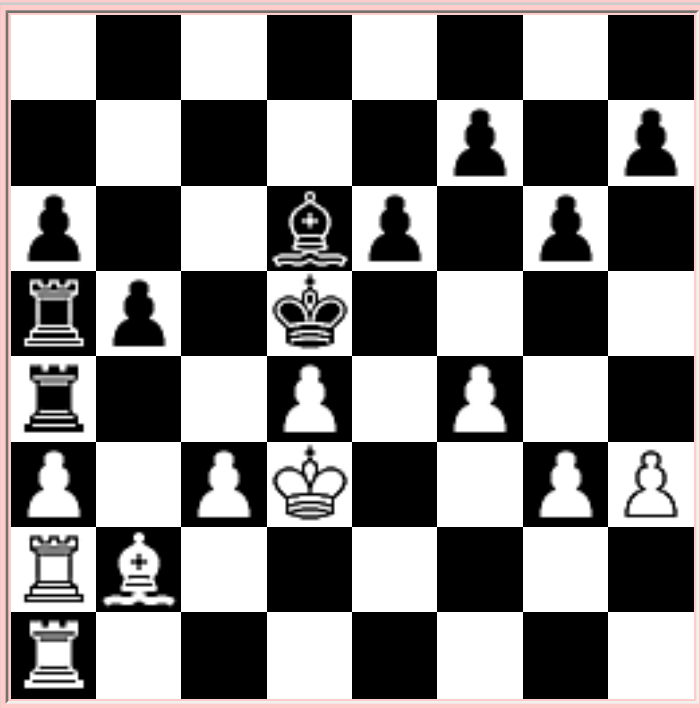
38. g3 Kf8 39. Kg2 Ke7 40. Kf2 Kd7 41. Ke2 Kc6

[the Black King covers b5 and threatens ...Rca4]

42. Ra2 Rca4

The Rooks quietly take up their places.

43. R1a1 Kd5 44. Kd3 R6a5 45. Bc1 a6 46. Bb2

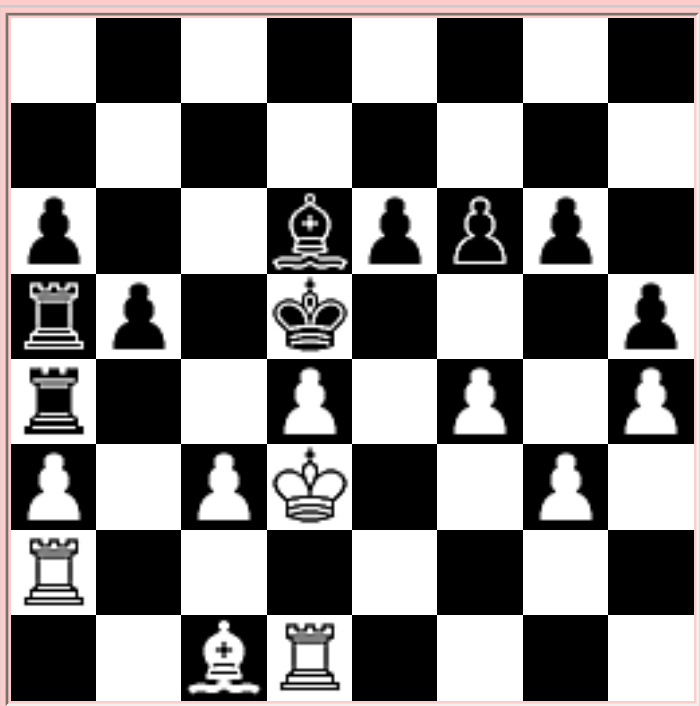


This is Black's ideal position: is there a win?

46... h5 !

[threat ...h4]

Yes, by playing in the centre and King's-side as well as the Queen's. **47. h4 f6**
48. Bc1



And now the break:

48... e5 49. fxe5 fxe5 50. Bb2

[50. dxe5 Bxe5 51. Bf4 Bxf4 52. gxf4 Kc5 is terminal]

50... exd4 51. cxd4 b4

[finally the a-pawn falls]

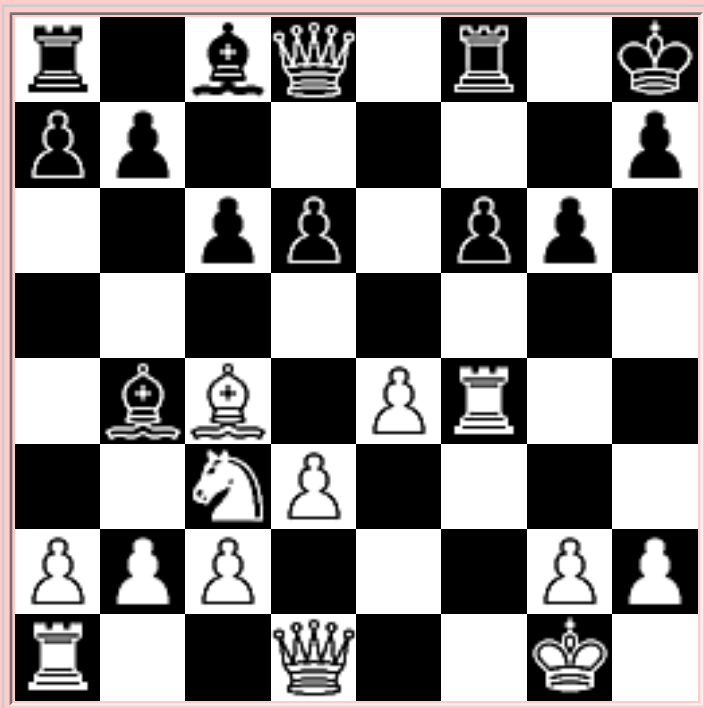
0-1

The next game also shows the infiltration theme, and changing front - not from side to side as much as from one way of pressuring a point to another.

Manoeuvre: gradual infiltration, changing tack,

Tylor, Theodore - Lasker, Emanuel (Nottingham) [C49] 1936

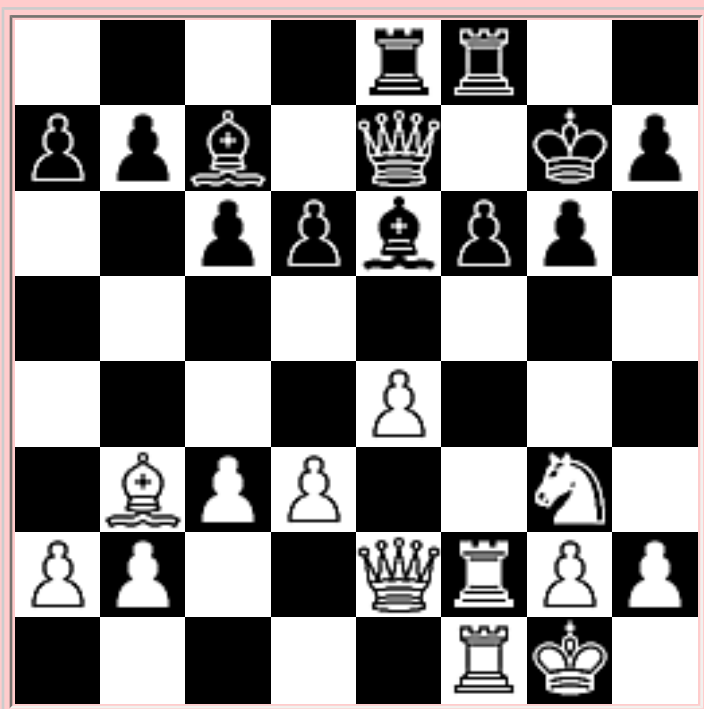
**1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Ne7
8. Nh4 c6 9. Bc4 Kh8 10. f4 exf4 11. Bxf6 gxf6 12. Rxf4 Ng6 13. Nxc6+
fxg6**



14. Bb3 Qe7 15. Ne2 Ba5 16. c3 Bd7 17. Ng3

not a great square but White would not enjoy a break with ...f5

17... Bc7 18. Rf2 Kg7 19. Qe2 Rae8 20. Raf1 Be6

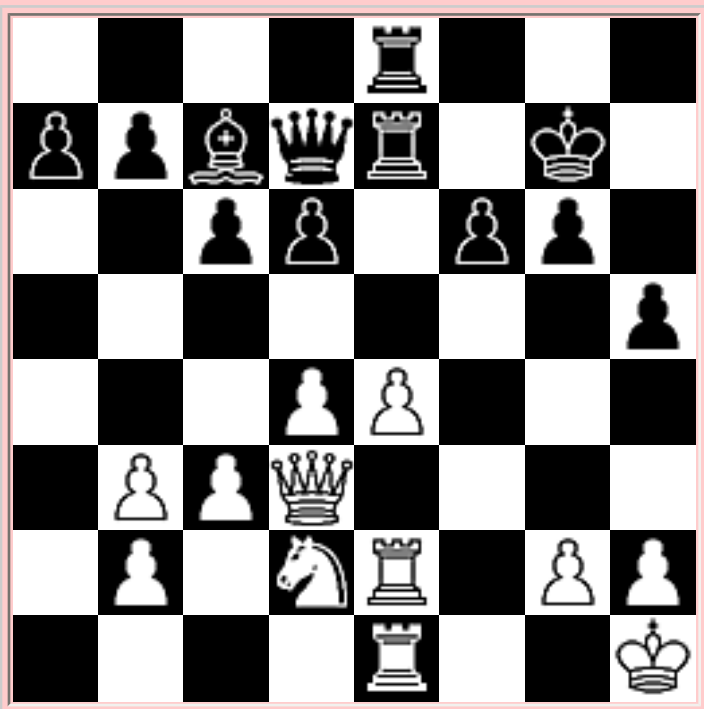


Black forces a weakening of e4, then leans on it.

21. Qc2 Bb6 22. d4 Bc7 23. Kh1 h5 ! 24. Re1 Qf7 25. Rfe2 Bxb3 26. axb3

[26. Qxb3 Qxb3 27. axb3 Re7 28. Kg1 Rfe8 29. Nf1 is also a long slog]

26... Qd7 27. Nf1 Re7 28. Qd3 Rfe8 29. Nd2



The e-pawn has as many defenders as attackers. Black changes tack, opening the position for the Bishop.

29... d5 30. exd5 Rxe2 31. Rxe2 Rxe2 32. Qxe2 Qxd5 33. Qe7+ Qf7 34. Qe4 Qd7 35. Nf3 Kf7 ! 36. c4

[36. Nh4 Qg4]

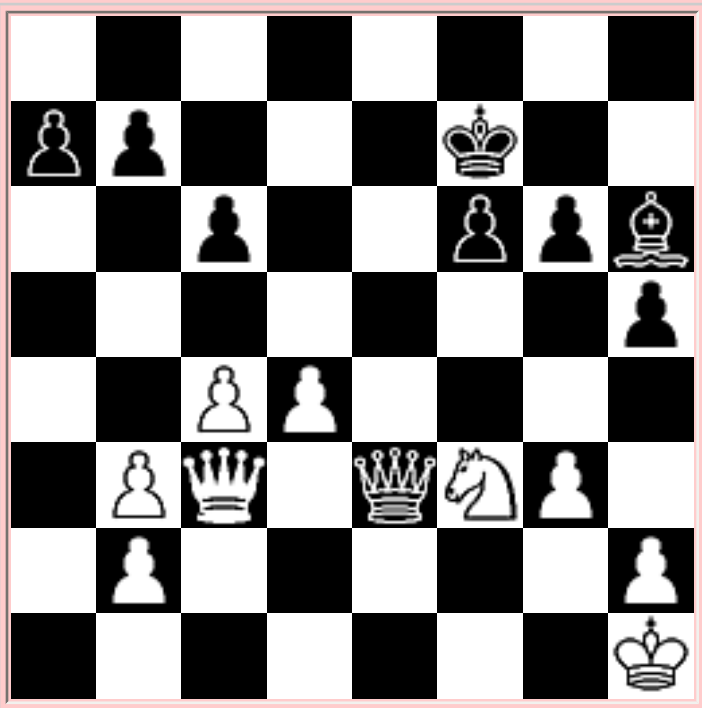
36... Qe6 37. Qd3

[37. Qxe6+ Kxe6 38. Kg1 Kf5 39. Kf2 Ke4 40. Ke2 g5]

37... Bf4 ! 38. g3

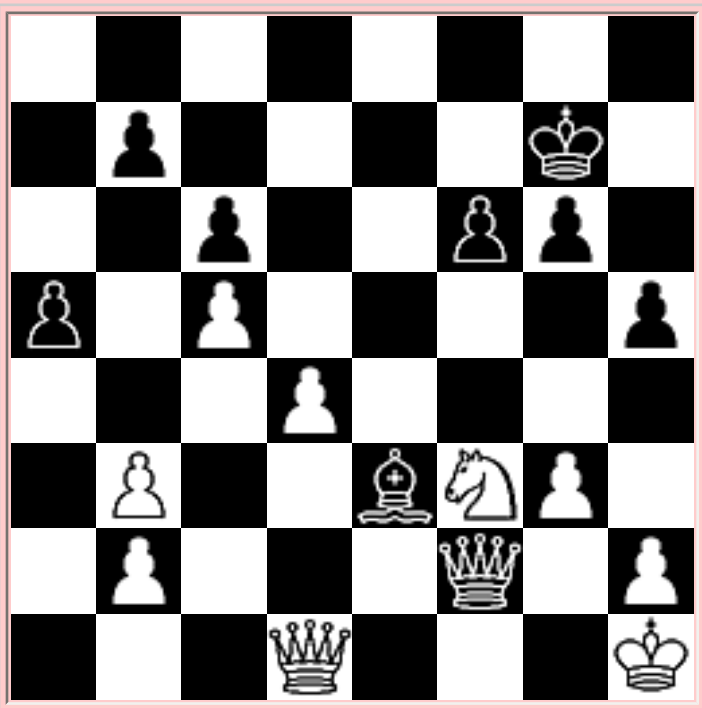
[38. Kg1 Qe3+ 39. Qxe3 Bxe3+ 40. Kf1 Bc1]

38... Qe3 ! 39. Qc3 Bh6



White denies the Queen entry only at a cost

40. c5 Qf2 41. Qc4+ Kg7 42. Qd3 Be3 43. Qd1 a5



zugzwang!

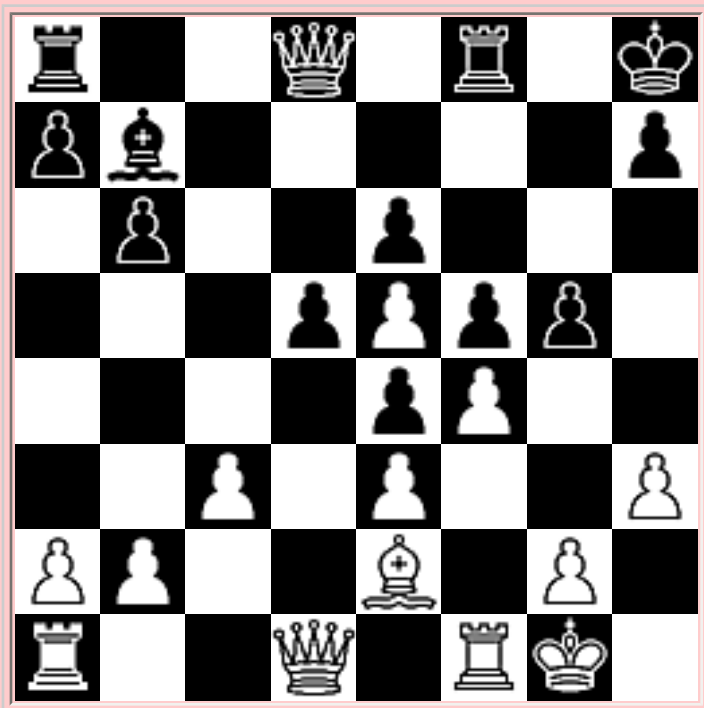
44. b4 axb4 45. b3 Kh6 0-1

Alekhine was a dynamic player, and this dynamism also suffused his manoeuvres. Here is a manoeuvring game based on pressure against the King's-side.

Manoeuvre: manoeuvring with threats

Rubinstein,Akiba - Alekhine,Alexander (Dresden) [A46], 1926

1. d4 Nf6 2. Nf3 e6 3. Bf4 b6 4. h3 Bb7 5. Nbd2 Bd6 6. Bxd6 cxd6 7. e3 O-O 8. Be2 d5 9. O-O Nc6 10. c3 Ne4 11. Nxe4 dxe4 12. Nd2 f5 13. f4 g5 14. Nc4 d5 15. Ne5 Nxe5 16. dxe5 Kh8



White appears better (with a better Bishop), but with hindsight should have chosen the safer line:

17. a4

[17. g3 Rg8 18. Kh2]

17... Rg8 18. Qd2 gxf4 19. Rxf4

[19. exf4 Qh4 20. Kh1 Rxc2 21. Kxc2 Rg8+ 22. Bg4]

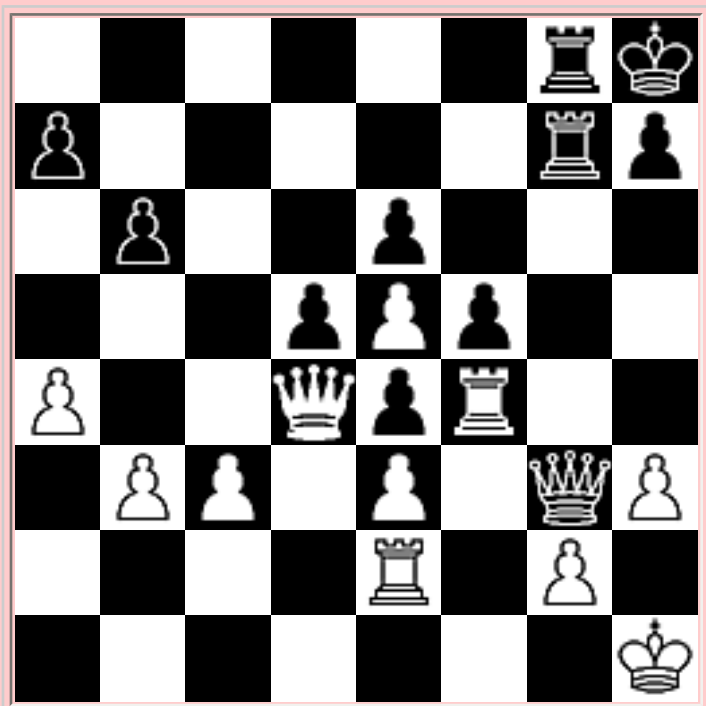
19... Qg5 20. Bf1 Qg3 21. Kh1 Qg7 22. Qd4 Ba6

[the exchange of White's good Bishop leaves Black with all the trumps]

23. Rf2 Qg3 24. Rc2 Bxf1 25. Rxf1 Rac8

["All the time Black operates with threats" -- EUWE and KRAMER]

26. b3 Rc7 27. Re2 Rcg7 28. Rf4 Rc7 29. Rc2 Rcg7 30. Re2



Repetition is usually to gain time on the clock but can also serve to steady your nerves, to change gear emotionally from defence to attack, and to weary the opponent.

30... Rg6 !

[...Rg6-h6xh3+]

31. Qb4

[31. Qd1 Rh6 zugzwang! ALEKHINE 32. Rf1

[32. Qf1 Qg7 x e5]

[32. b4 Qg7 33. Qd4 Rxh3+]

[32. c4 d4 ! winning 33. Qe1 d3]

32... Qxe5]

31... Rh6 32. h4 Qg7

[Black has had his eye on the e-pawn for some time]

33. c4 Rg6 34. Qd2 Rg3 !

Now the Rook occupies the g3 square. We have seen no change of front in this game (all on the King's-side) but lots of different arrangements of pieces.

35. Qe1

[35. Kg1 d4 36. exd4 e3 37. Qc2 Rh3 38. Qd3 Qg3 the return of the Queen to g3 is crushing]

35... Rxc2 0-1

This notion of changing front is easy to see: here is an example where Lasker doesn't change front as much as pester his opponent with different threats.

Manoeuvre: keep finding attacking ideas,

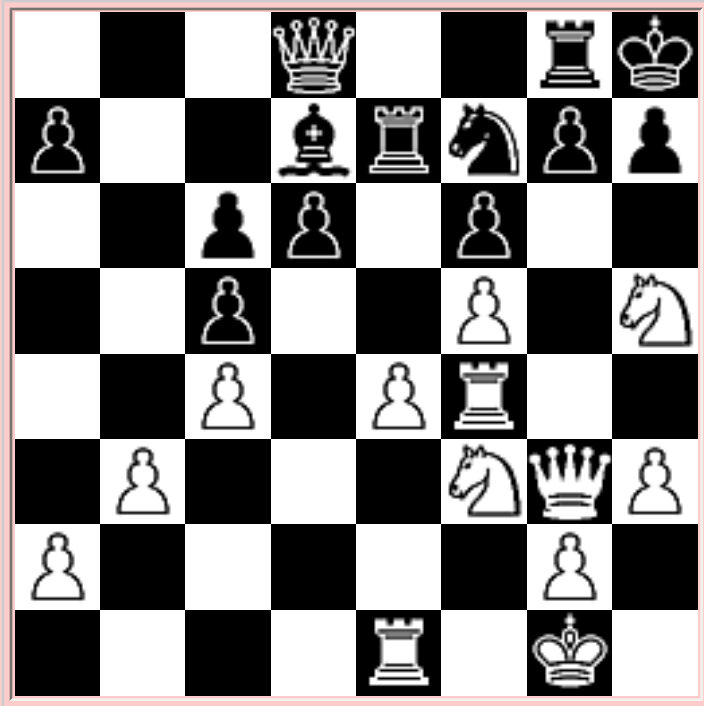
Lasker, Emanuel - Salwe, G (St. Petersburg) [C62] 1909

**1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. d4 Bd7 5. Nc3 Nf6 6. O-O Be7 7. Bg5 exd4
8. Nxd4 O-O 9. Bxc6 bxc6 10. Qd3 Re8 11. Rae1 c5 12. Nb3 Ng4 13. Bxe7
Rxe7 14. f4 Rb8 15. h3 Nh6 16. f5**

active but weakens e5

[16. g4]

**16... f6 17. Nd5 Re8 18. c4 Nf7 19. Qc3 Re5 20. Nd2 c6 21. Nf4 Qb6 22. b3
Rbe8 23. Qg3 Kh8 24. Nh5 Rg8 25. Rf4 Qd8 26. Nf3 Re7**



Advantage to White:

- (1) the d-pawn is weak but so is the e-pawn
- (2) Black can cover the K-side attack
- (3) White retains a space and mobility advantage

27. Rh4

[27. Rg4 Qf8]

27... Qe8 28. Qf2

tacking

[28. Nf4 Nh6]

28... Rf8 29. Qd2

sets up Nf4, Nxh6; Qxd6

29... Qb8 30. Kh1 Rfe8 31. Rg4 Rg8

[31... Nh6 ? 32. Nxf6

[32. Rxc7 Rxc7 33. Qxh6 Rf7 34. Nxf6 Rf8 35. Ng5]

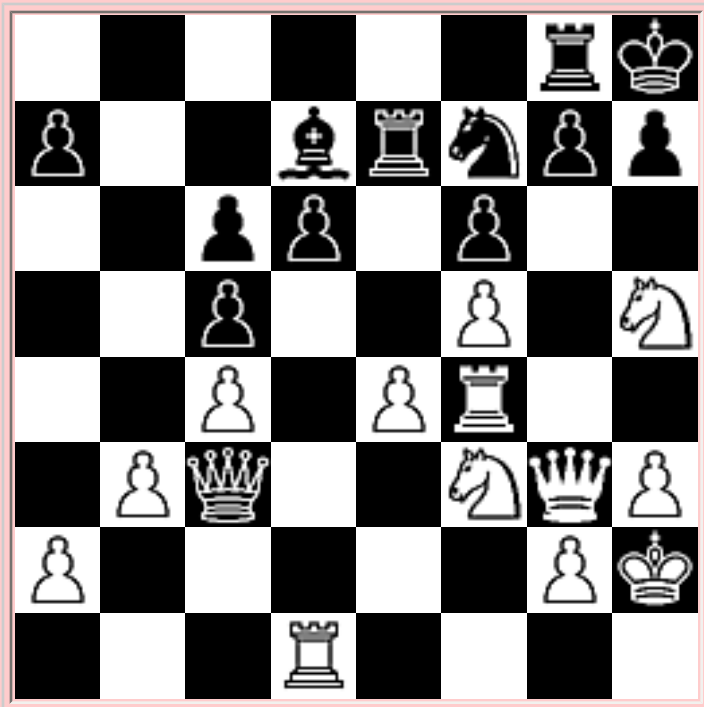
32... Nxc4 33. Nxe8]

32. Rd1 Qb4

seeking counterplay but is a bit of a lone wolf

[32... Qe8]

33. Qf2 Qc3 34. Qh4 Nh6 35. Rf4 Nf7 36. Kh2 Rge8 37. Qg3 Rg8



since the last diagram Black has only managed to lose contact between the Queen and d6

38. Rh4

[38. Rg4 Nh6 39. Rh4 d5 40. cxd5 cxd5 41. Rxd5 Bc6]

38... g5

[38... d5 39. cxd5 cxd5 40. Nf4]

39. fxg6

[39. Rg4 Be8]

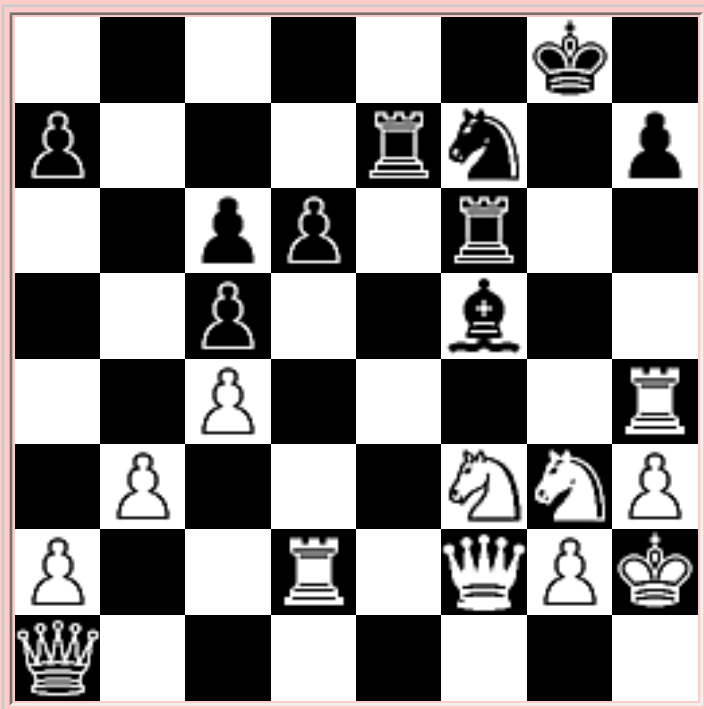
39... Rxg6 40. Qf2 f5

[else Rf4]

41. Nf4 Rf6 42. Ne2 Qb2 43. Rd2 Qa1 44. Ng3 Kg8

[44... a5 45. exf5 Bxf5 46. Nxf5 Rxf5 47. Rxh7+]

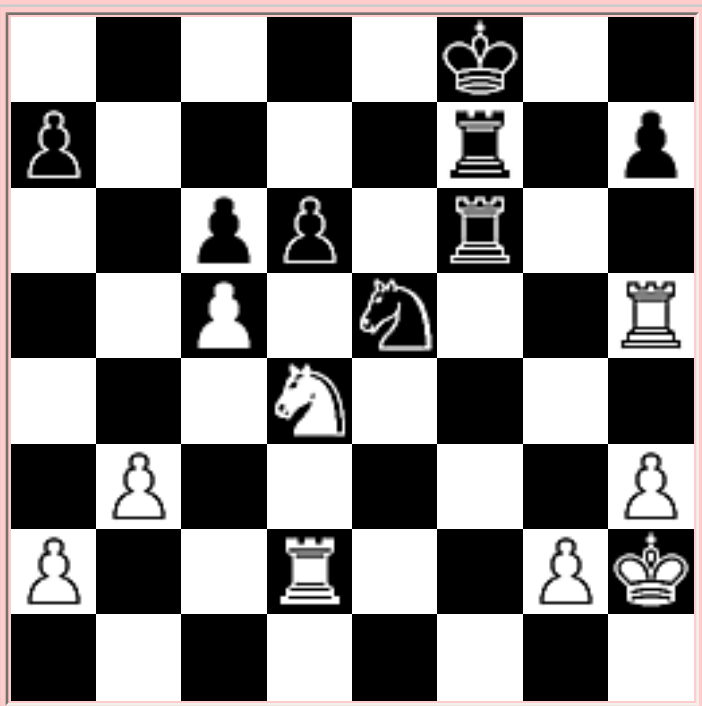
45. exf5 Bxf5



46. Nd4 !

[46. Nxf5 is now not quite as good: 46... Rxf5 47. Rxh7 Qf6]

46... cxd4 47. Nxf5 Kf8 48. Qxd4 Qxd4 49. Nxd4 Ne5 50. Rh5 Ref7 51. c5

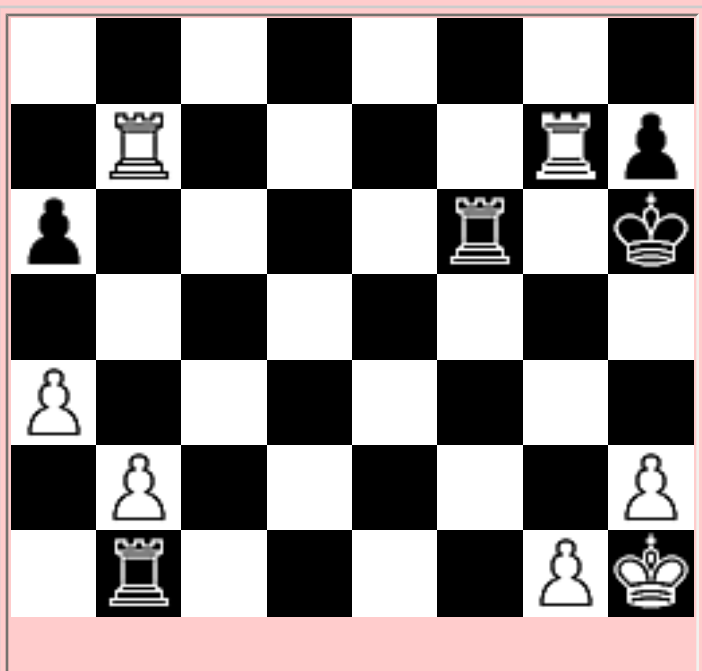


The double-rook ending, far from holding chances of a draw, is quickly won

**51... dxc5 52. Rxe5 cxd4 53. Rxd4 Rf2 54. Rd8+ Kg7 55. Ra5 Rc2 56. a3 !
56... c5 57. Rc8 Rb2 58. Rb5 Rff2 59. Rb7+ Kg6 60. Rc6+ Rf6 61. Rxc5
Ra6 62. a4 ! 62... Rf6**

[62... Rxa4 63. Rc6+ Kf5 64. Rb5+ Ke4 65. bxa4]

63. Rc3 a6 64. Rg3+ Kh6 65. Rgg7



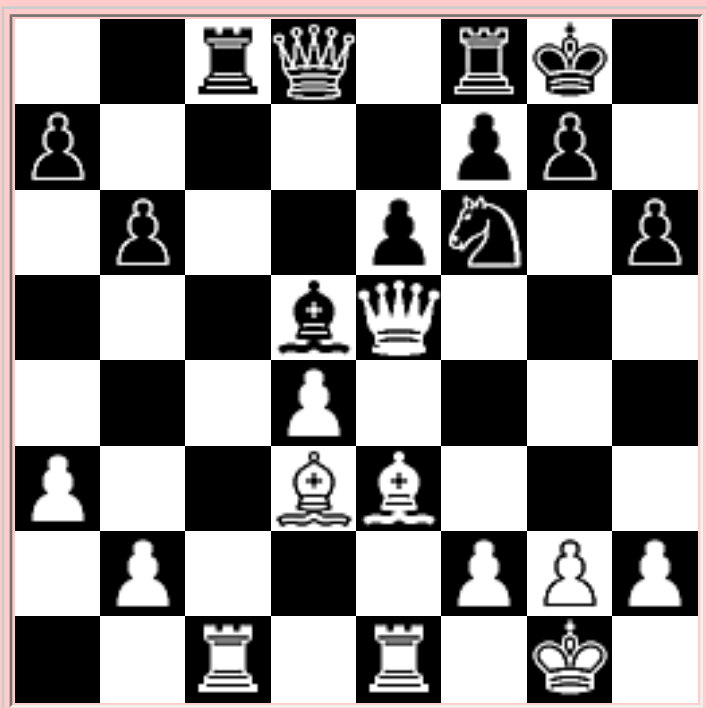


1-0

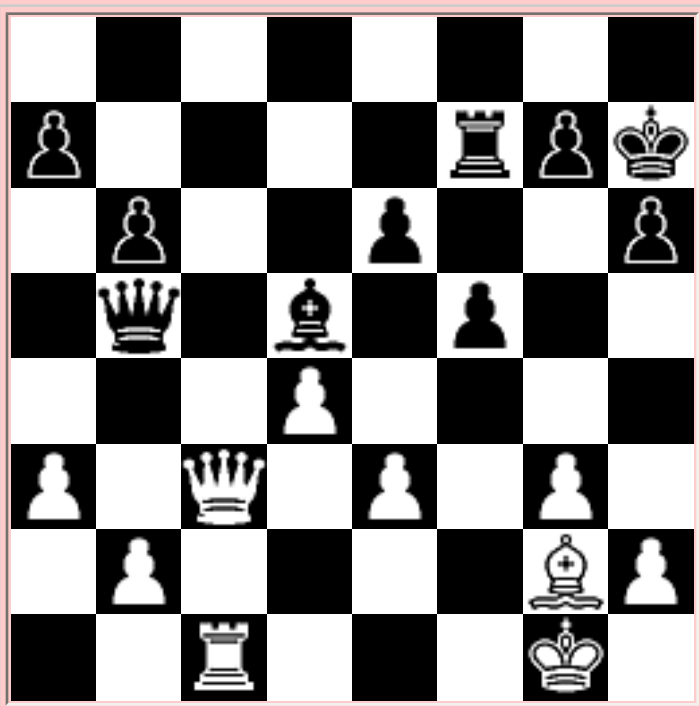
Manoeuvre: manoeuvring or woodshifting?

Cohn,E - Nimzowitsch Aaron (Karlsbad) [D30], 1911

1. d4 d5 2. Nf3 e6 3. c4 c5 4. e3 Nf6 5. Bd3 Bd6 6. O-O O-O 7. a3 cxd4 8. exd4 dxc4 9. Bxc4 Nc6 10. Nc3 b6 11. Bg5 Bb7 12. Qe2 h6 13. Be3 Ne7 14. Ne5 Ned5 15. Nxd5 Nxd5 16. Qh5 Bxe5 17. Qxe5 Nf6 18. Rfe1 Bd5 19. Bd3 Rc8 20. Rac1

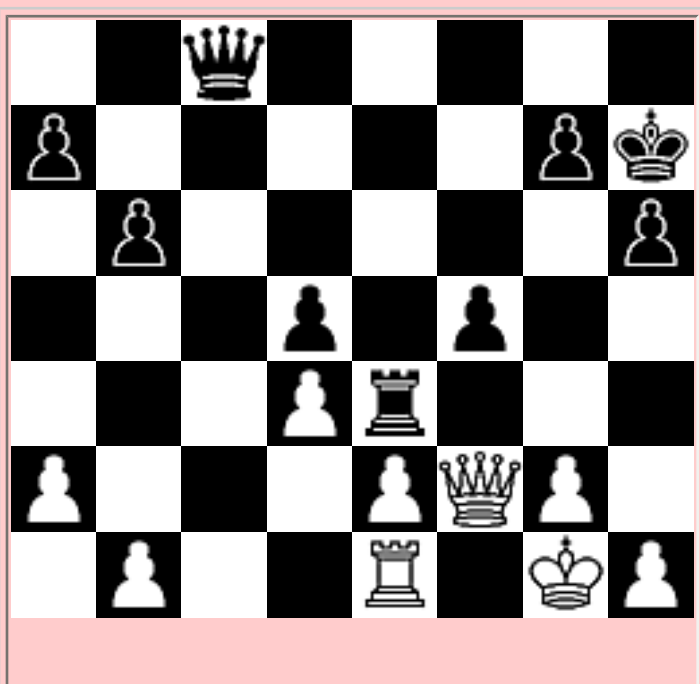


20... Ng4 21. Qg3 Nxe3 22. fxe3 Qd7 23. Ba6 Rxc1 24. Rxc1 Qa4 25. Bf1 Qb3 26. Qf2 f5 27. Qd2 Rf7 28. Qc3 Qa4 29. g3 Kh7 30. Bg2 Qb5



After the coming exchange a long period of manoeuvring begins - Euwe asks, quite reasonably, whether in fact the phase is really manoeuvring or mere woodshifting.

31. Bxd5 exd5 32. Qd2 Qb3 33. Qc3 Qb5 34. Qd2 Qb3 35. Qc3 Qb5 36. Qd2 Re7 37. Qc2 Qd7 38. Qd3 Re4 39. Kf2 Qe6 40. Rf1 Qg6 41. Kg2 Qe6 42. Kf2 Qg6 43. Kg2 Qe6 44. Kf2 Kg6 45. Rc1 Kh7 46. Rc2 Qg6 47. Kg2 Qg5 48. Rf2 Qg6 49. Qe2 Qe6 50. Qf3 Kg6 51. Re2 Kh7 52. Kf2 Qc8 53. Kg2 Qe6 54. Kf2 Qg6 55. Kg2 Qg5 56. Kf2 Qf6 57. Kg2 Qg5 58. Kf2 Qg6 59. Kg2 Qe6 60. Kf2 Qc8 61. Kg2 Qe6 62. Kf2 Qc8 63. Kg2





Drawish? Yes, but White has enough difficulties that Black is justified in playing on, says Nimzo

63... a5

according to Nimzovitch, to make a7 available as a refuge for the King! **64. h4 Kg6 65. Kh2 h5 66. Kg2 Kh6 67. Rf2 g6**

[tomorrow will do]

68. Rf1 Kg7 69. Rf2 Kf7 70. Kh2 Ke7 71. Re2 Qc1

["Black can do very much as he pleases, but for the time being there is simply no serious threat to be made. This game exemplifies the fact that manoeuvring amounts to a form of the initiative." EUWE]

72. Qf2 Kd7 73. Re1 Qc6 74. Kg2 Rg4

[Black has weaknesses to aim at on g3 and e3, and the King is on the way to a7 which White cannot prevent]

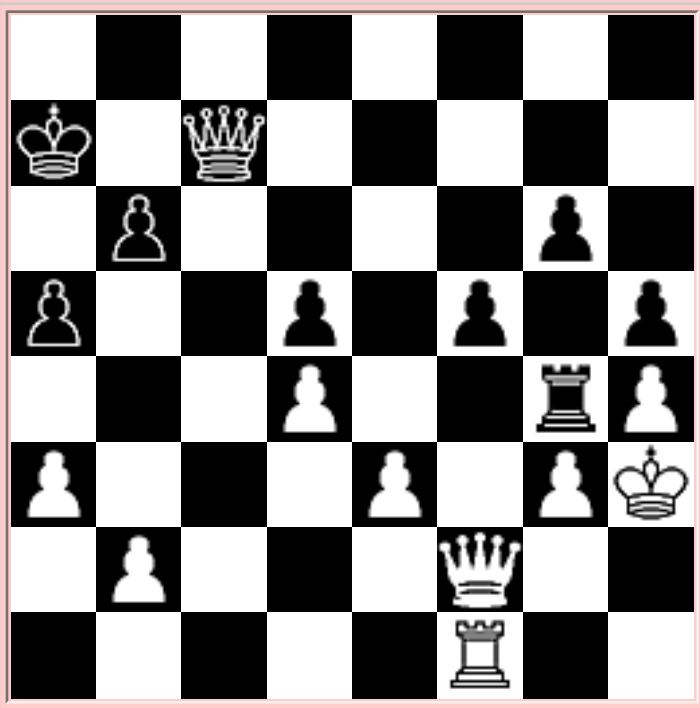
75. Rf1

[75. Re2 Re4

[75... Kc7 76. Rc2]

76. Kh2 Qc1 77. Kg2 Qd1 78. Kh2 Qd3 enables ...Kc7]

75... Qc7 76. Qf3 Kc8 77. Qf2 Kb8 78. Kh3 Ka7



Black is making progress, although the two backward pawns e3/g3 are close enough together to defend easily.

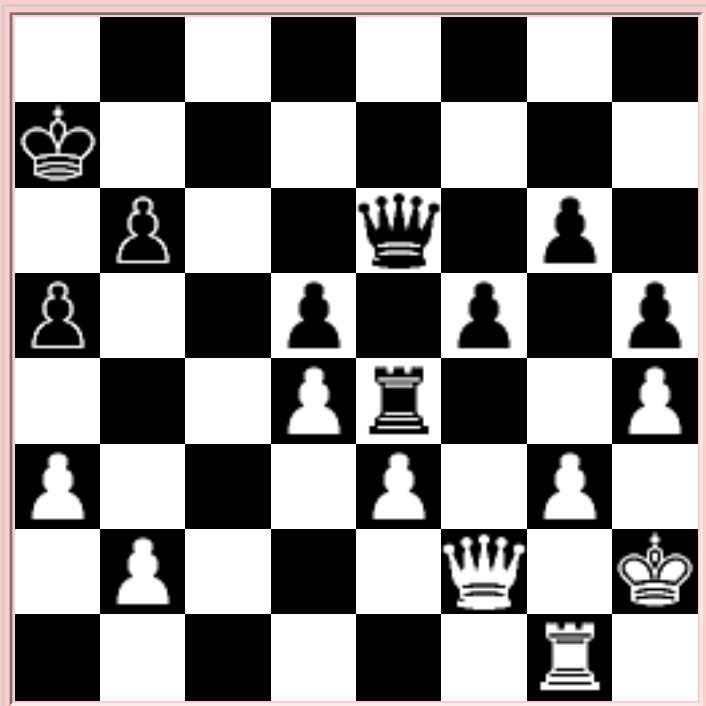
79. Rg1 Qd7 80. Kh2

[else ...f4!]

80... Qd6 81. Kh3 Qc6 82. Re1 Qe6 83. Kh2 Qe4

[now threatening ...g5 and ...h4]

84. Kh3 Qe6 85. Kh2 Qe7 86. Kh3 Qe4 87. Rg1 Qe6 88. Kh2 Re4



89. Rc1 ?

[89. Re1 White feared: 89... g5 90. hxg5 h4 91. gxh4 f4 92. g6 f3 with attacking chances, but after 93. g7 the onus is quite on Black]

89... Rxe3 90. Qf4 Re2+ 91. Kh3 Ka6 92. b4 axb4 93. axb4 Kb5

[Now the White Queen dare not move, the end is in sight]

94. Rc7 Qe4

[forcing the exchange]

95. Qxe4 Rxe4 96. Rg7 Re6 97. Rd7 Kc4 98. Kg2 Kxd4 99. Kf3 Kc4 100. b5 d4 0-1

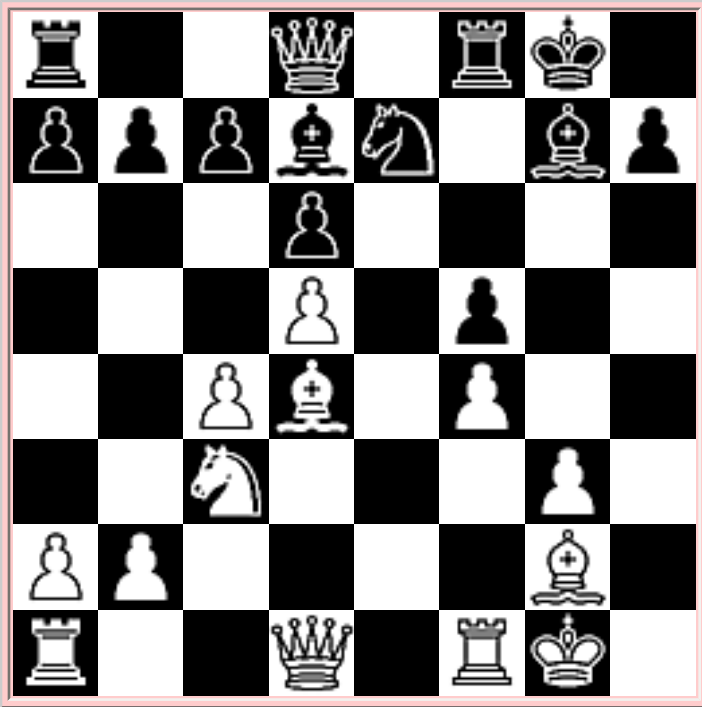
Manoeuvring: a modern master,

Petrosian,T - Fischer,R [A16] 1958

1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O 5. Nf3 d6 6. O-O Nc6 7. d3 Nh5 8. d4 e5 9. d5 Ne7 10. e4 f5 11. exf5 gxf5 12. Nxe5 Nxf3 13. hxg3

"Petrosian... plays for control of the centre squares." (Fischer).

13... Bxe5 14. f4 Bg7 15. Be3 Bd7 16. Bd4



"Forcing the exchange of Black's most active piece."

16... Ng6 17. Re1 Rf7

[17... Bxd4+ 18. Qxd4 h5 and ...h4 gets rid of the isolated pawn.]

18. Bf3



"Black doesn't get a second chance."

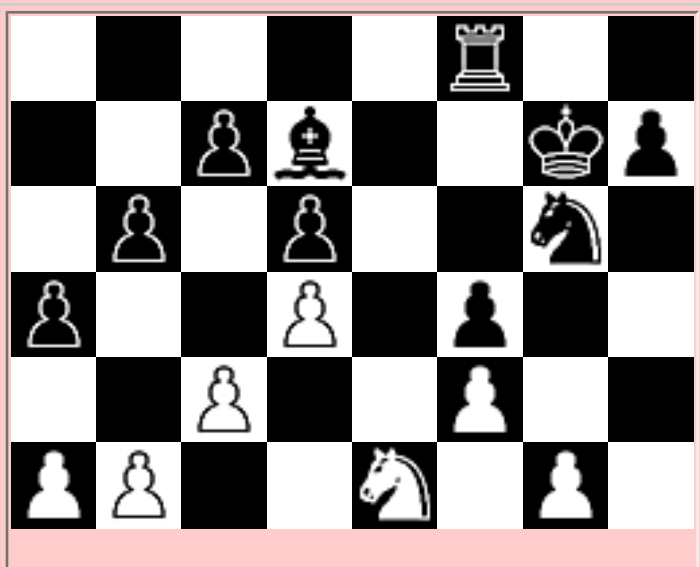
18... Qf8 19. Kf2 Re8 20. Rxe8 Qxe8 21. Bxg7 Rxg7 22. Qd4 b6 23. Rh1

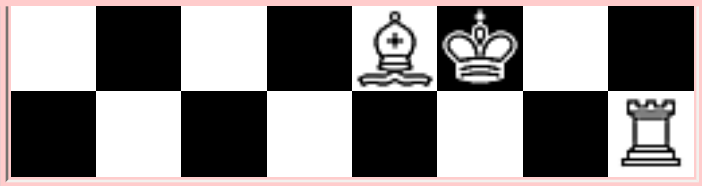
[23. b4 ! Fischer]

23... a5 24. Nd1 Qf8 25. Ne3

[25. Bh5]

25... Rf7 26. b3 Qg7 27. Qxg7+ Kxg7 28. a3 Rf8 29. Be2





"White constantly finds ways to improve his position."

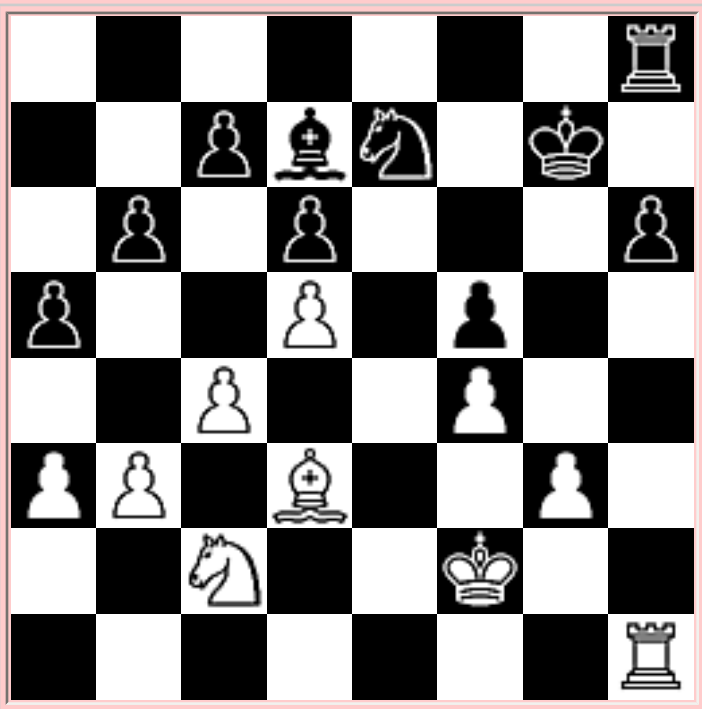
[29. b4? axb4 30. axb4 Ra8]

29... Ne7 30. Bd3 h6 31. Rh5 Be8 32. Rh2

[32. Nxf5+ Nxf5 33. Rxf5 Rh8!-+ ^ Bg6]

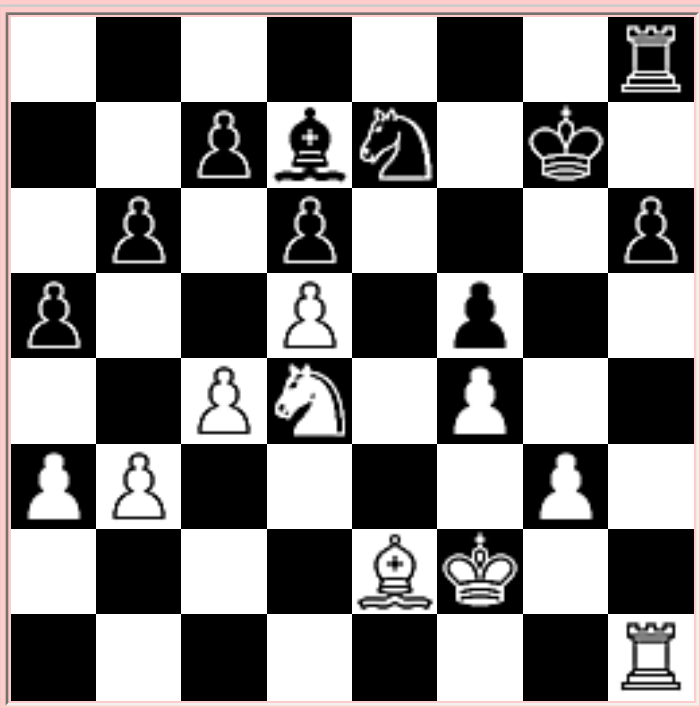
[32. Rxf5 Rh8!-+]

32... Bd7 33. Rh1 Rh8 34. Nc2



"Heading for an even stronger outpost on d4. Each time Petrosian achieved a good position, he managed to manoeuvre into a better one."

34... Kf6 35. Nd4 Kg7 36. Be2



"Feigning an invasion with Bh5, Re1 and Ne6. White has two wings to operate on..."

36... Ng8?

"Panicking and giving him the opportunity to sneak in b4 when Black can't react with ...axb4 and ...Ra8. Petrosian likes to play cat-and-mouse, hoping his opponents will go wrong in the absence of a direct threat..they usually do

[36... Ra8 37. Bh5 Rc8 38. Re1 Kf6 39. Ne6 c6=]

37. b4 Nf6 38. Bd3

[38. bxa5 Ne4+ 39. Kg2 bxa5 40. Rb1 Nc5+/=]

38... axb4

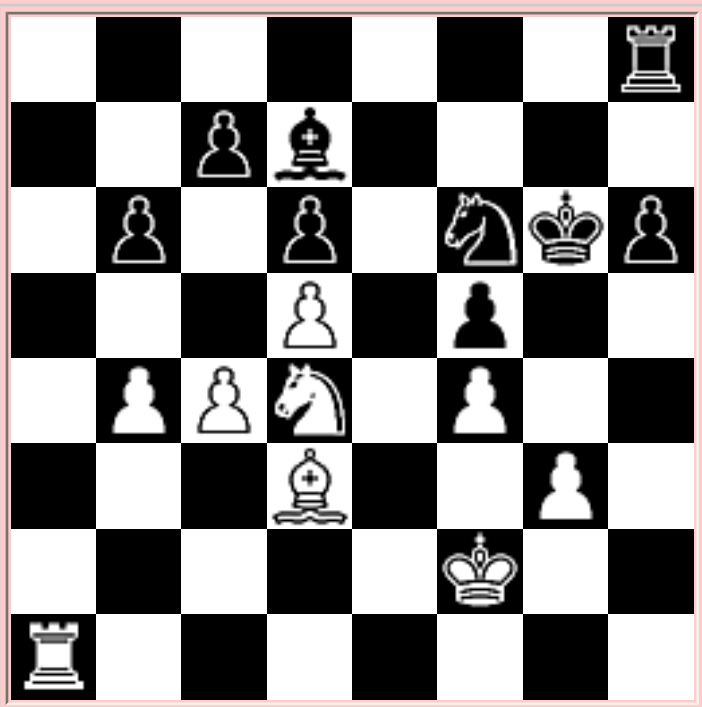
[38... Ne4+ 39. Bxe4 fxe4 40. bxa5 bxa5

[40... Ra8 41. axb6 cxb6 42. Rb1+-]

41. Rb1+- /\ Rb7]

[38... Kg6 39. bxa5 bxa5 40. Rb1+- /\ Rb7]

39. axb4 Kg6 40. Ra1

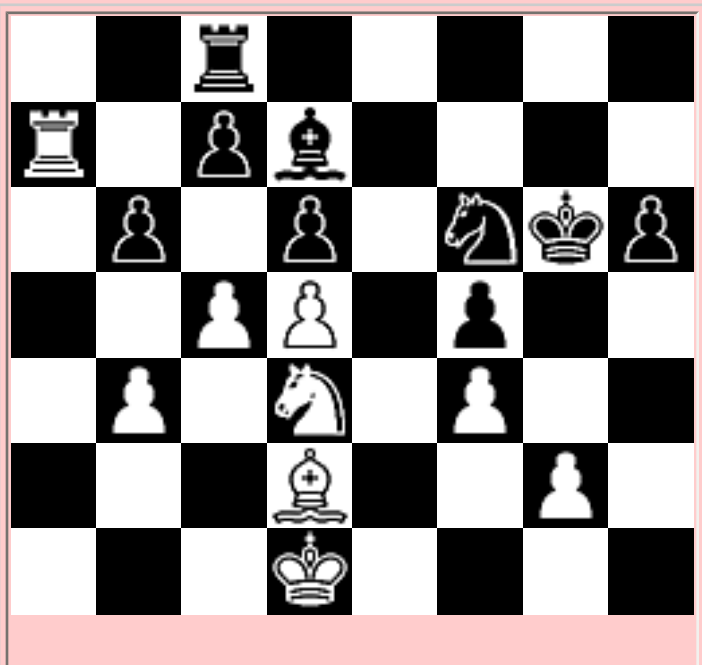


"White has finally achieved his ideal set-up, but Black's game is still tenable."

40... Ng4+ 41. Ke2 Re8+ 42. Kd2 Nf6 43. Ra6

[43. Ra7 Rc8]

43... Rb8 44. Ra7 Rc8 45. c5





"This Pawn sac caught me completely by surprise. It's the only line that gives Black any trouble."

45... bxc5

[45... Nxd5? 46. c6+-]

46. bxc5 dxc5 47. Nf3 Kf7

[47... Nxd5? 48. Ne5+ +-]

48. Ne5+ Ke7 49. Nxd7 Nxd7 50. Bxf5 Rf8 51. g4

[51. Bxd7 Kxd7 52. Ke3

[52. Ra6 Rg8]

52... Kd6 53. Ra6+ Kxd5 54. Rxh6 Re8+ 55. Kf3 c4=]

51... Kd6 ?

[51... Nf6! 52. Be6 Nxd5! 53. Bxd5 Rxf4=

[53... Rd8=]

]

52. Bxd7 Kxd7 53. Ke3 Re8+

[53... c4 54. Ra6-+]

54. Kf3

[54. Kd3 Rg8=]

54... Kd6 55. Ra6+ Kxd5 56. Rxh6 c4 57. Rh1

[57. Rh7+- Petrosian, T

57... c6

[57... c5 58. Rd7+ Ke6 59. Rd1 Rb8 60. g5?

[60. f5+! Ke5 61. Re1+ Kd4

[61... Kf6 62. Kf4 c3 63. g5+ Kg7 64. g6 c2 65. Kg5 Rb1 66. f6+ +-]

62. g5 c3 63. f6 c2 64. Rc1!

[64. f7? Rb1!=]

64... Ke5 65. Kg4!+-]

60... c3 61. Kg4

[61. Rc1 Kf5 62. Rxc3 c4! 63. Rxc4 Rb3+=]

61... Rb4 62. Re1+ Kf7 63. Kf5 c2 64. Rc1 Rc4 65. g6+ Kg7 66. Kg5 Rc3=]

58. Rd7+ Kc5 59. Rd1 c3 60. g5 Kc4 61. g6 c2 62. Rc1 Kc3 63. f5 Rg8 64. Kf4 Kd2 65. Rxc2+ Kxc2 66. Kg5 c5 67. f6 c4 68. f7 Rxg6+ 69. Kxg6 c3 70. f8=Q+-]

[57. Rh7 wins]

57... c3 58. g5 c5 59. Rd1+

[59. g6 Rg8 60. f5 Ke5 61. Kg4 Kf6 62. Rc1 c4 63. Rxc3 Rc8!=]

[59. Kg4 Re2! 60. g6 Ke4! 61. Kg5 Rg2+ 62. Kf6 Kxf4=]

59... Kc4 60. g6 c2 61. Rc1

[61. Rg1 Rd8 62. Rc1

[62. g7? Rg8!-+ /\ Txc7]

]

61... Kd3 62. f5 Rg8 63. Kf4 Kd2 64. Rxc2+ Kxc2 65. Kg5 c4 66. f6 c3 67. f7 1/2-1/2

[67. f7 Rxc6+

[67... Rc8 68. g7 Kb1 69. f8=Q Rxf8 70. gxf8=Q c2=]

68. Kxc6 Kb1 69. f8=Q c2=]

Examples from club play

Note from DrDave: I apologise for the huge quantity of me below. Apart from any egotism, there are some reasons for this:

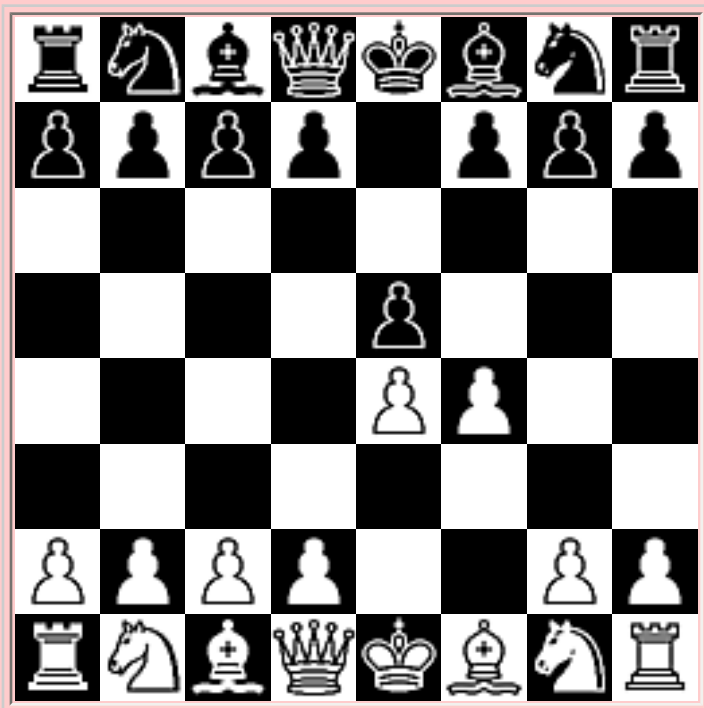
- participants in the coaching sessions often complain about seeing nothing but master games, arguing *it's all very well for Capablanca to be able to do that, but is it relevant to us?*
- so, I'd like to include examples from club play wherever possible to show that club players can make use of ideas from master games
- I have lots of examples of my own games but not very many from other people
- Most of the examples I have from other people feature their brilliant King's-side attacks, not their games of manoeuvre.
- If you don't like this, you know what to do!

But I do feel embarrassed about blowing my own trumpet.

Manoeuvring in club play: patience and preparatory moves

Regis,D (2840) - O'Grady,J (1820) [C30] Spectrum #1 Torquay 1996

1. e4 e5 2. f4



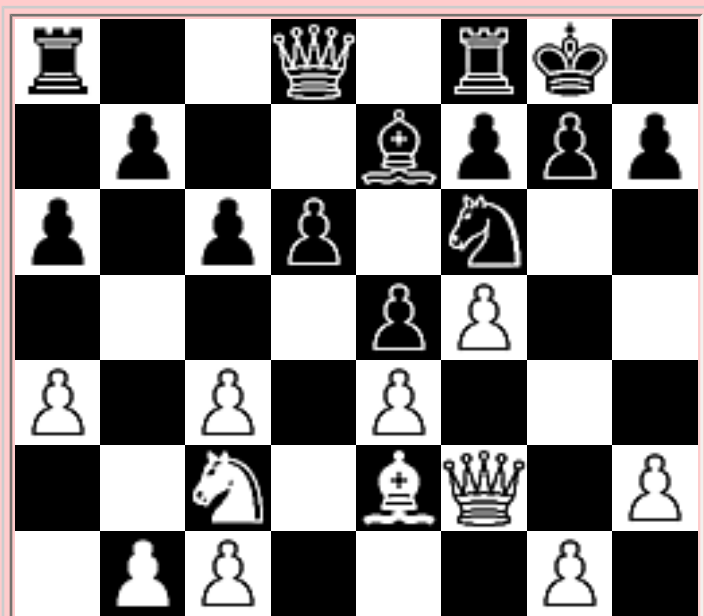
2... d6

[2... Bc5]

3. Nf3 Nc6 4. Bc4 Be7 5. d3 Nf6 6. Nc3 O-O 7. O-O Bg4 8. h3 Bxf3 9. Qxf3 Na5 10. f5 Nxc4 11. dxc4 c6

[11... Kh8]

12. Be3 a6 13. a4

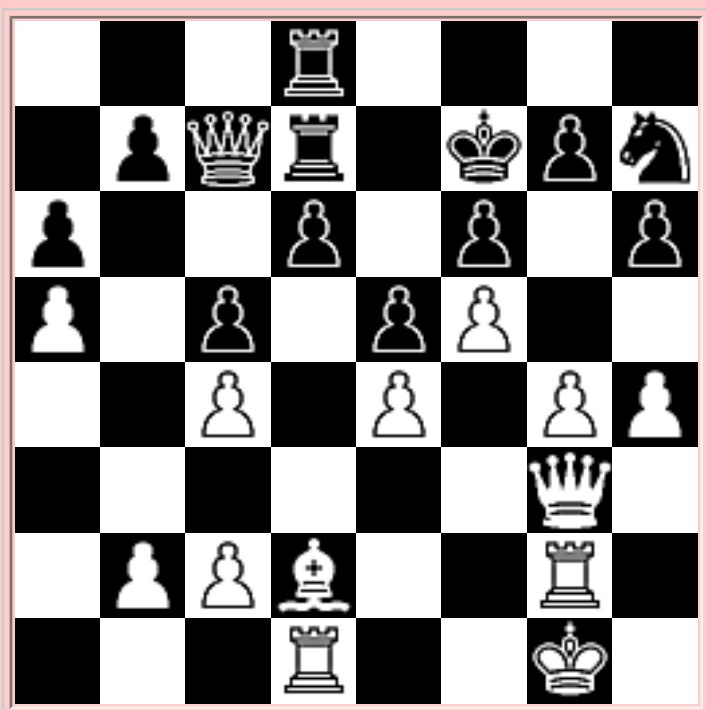




13... Qd7?! [13... b6] 14. a5!

Typical of manoeuvre: make sure there is something to go at on the Queen's-side before committing on the King's.

14... c5 [14... Kh8] 15. g4 h6 [15... Kh8] 16. h4 Nh7 17. Nd5 Qd8 18. Nxe7+ Qxe7 19. Qg3 f6 20. Rf2 Rf7 21. Rd1 Rd8 22. Bd2 Qc7 23. Bc3 Rfd7 24. Rg2 Kf8 25. Bd2 Kf7

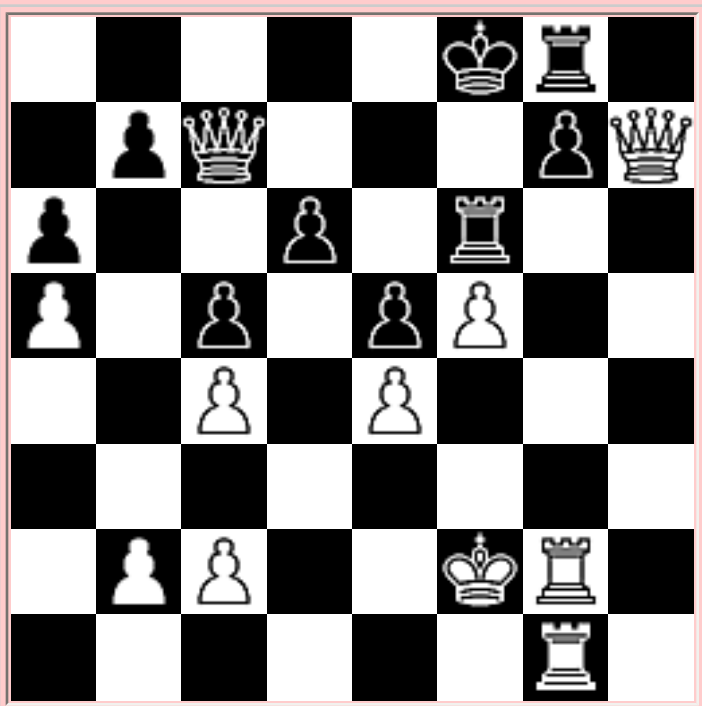


26. g5?!

with hindsight, hasty

[26. Rf1 an extra strengthening move couldn't have hurt]

26... hxg5 27. hxg5 fxg5 28. Bxg5 Nxc5 29. Qxc5 Kf8 30. Rh2 Kg8 31. Qg6 Rf7 32. Kf2 Rf6 33. Qh7+ Kf7 34. Rg1 Rg8 35. Rhg2 Kf8



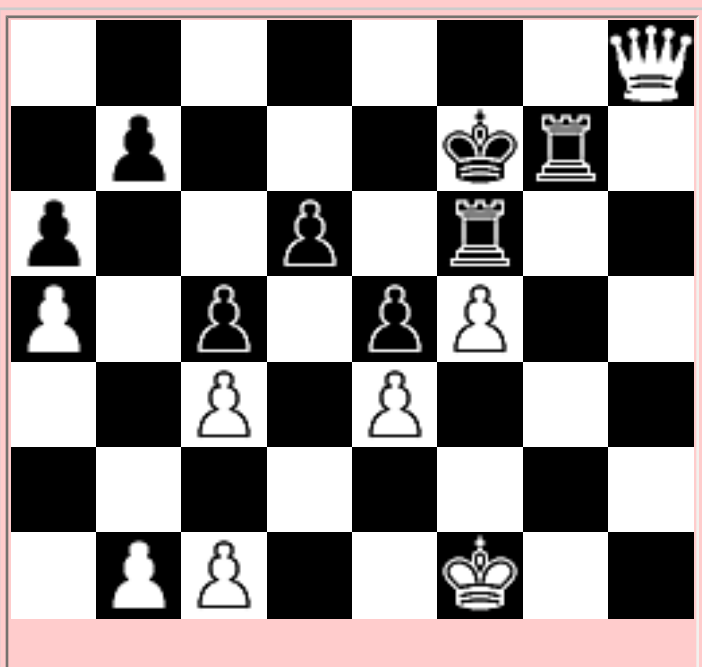
The thing you need to manoeuvre or defend is patience. Both players now snatch at moves.

36. Rxc7?!

[36. Rg6!?!]

36... Rxc7??

[After the sounder 36... Qxc7 37. Rxc7 Rxc7 38. Qh8+ Kf7





An interesting Q/RR endgame arises in which White has chances against the Queen's-side pawns - remember move 13?

39. Qc8?!

*[39. b3! the plan is to secure the King first and stop Black coordinating Rooks
39... Rg8 40. Qh5+ Kg7 41. Ke2 Rh8 42. Qg5+ Kf7 43. Kd2 Rfh6 44. Kc3 Rh3+
45. Kb2 R3h6 46. b4 cxb4 47. Kb3 Rf6 48. Kxb4 Rh2 49. c3 Rb2+ 50. Ka3 Rh2
51. c5 dxc5 52. Qg3 Rc2 53. Qxe5 +-]*

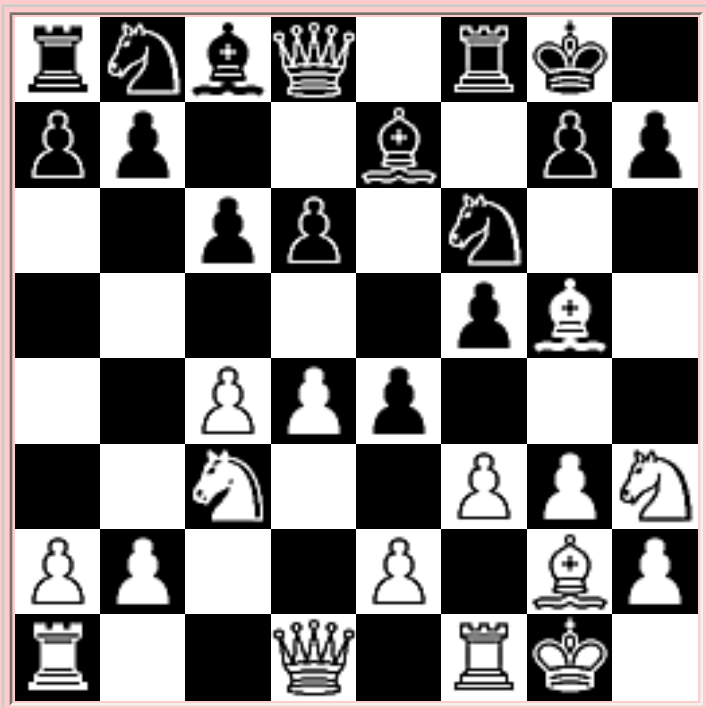
*39... Rh6 40. Qxb7+ Kf6 41. Qxa6 Rh2+ 42. Kf1 Rh1+ 43. Ke2 Rh2+ 44. Kf3 Rh3
+ draws]*

37. Qh8+ Ke7 38. Rxg7+ 1-0

Manoeuvring in club play: play on both sides of the board

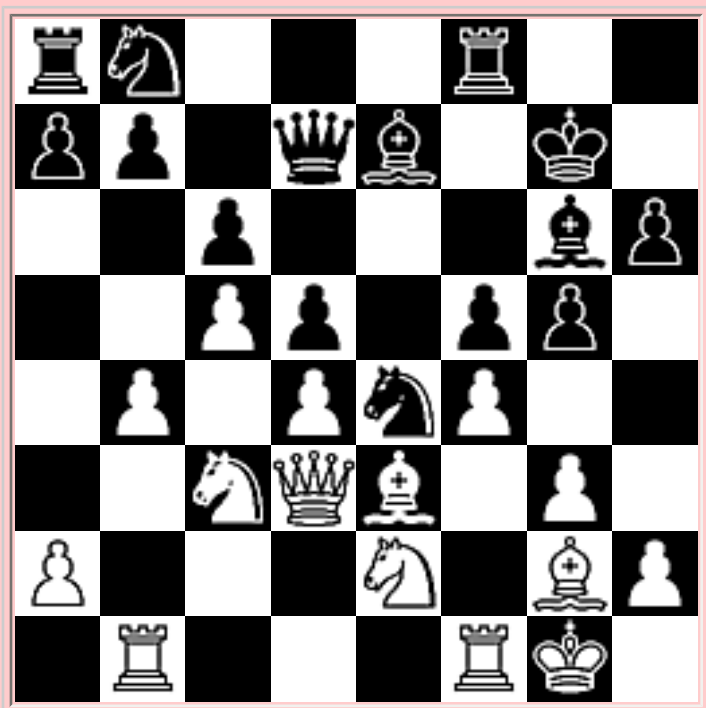
Regis,D (1960) - Richmond,RH (2150) [A21] Cambridge Vs. NCI, 1986

**1. c4 e5 2. Nc3 d6 3. g3 f5 4. d4 e4 5. Nh3 Nf6 6. Bg2 Be7 7. O-O O-O 8.
Bg5 c6 9. f3**



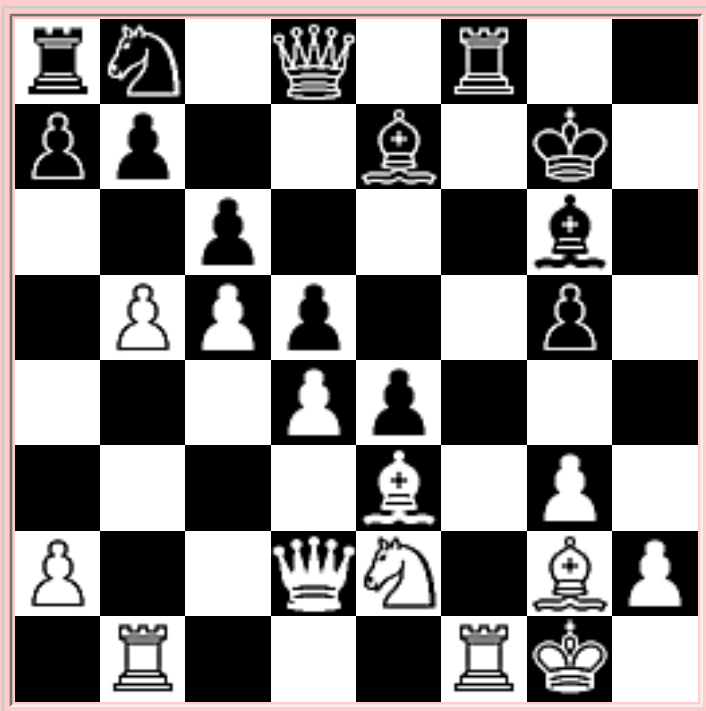
Black's centre is under pressure.

9... exf3 10. exf3 h6 11. Be3 Be6 12. Qd3 d5 13. c5 Qd7 14. Nf4 Bf7 15. b4 g5 16. Nfe2 Kg7 17. Rab1 Bg6 18. f4 Ne4



The position is by no means closed but the feature of slow build-up of play on both sides brings this under the heading of manoeuvre.

19. b5 Qc7 20. fxg5 hxg5 21. Nxe4 fxe4 22. Qd2 Qd8



Bob thought exchanging rooks was better. The exchanges have left Black facing pressure against Pawns on both sides of the board (g5,b7)

23. Rxf8 Kxf8 24. bxc6 bxc6 25. Bh3

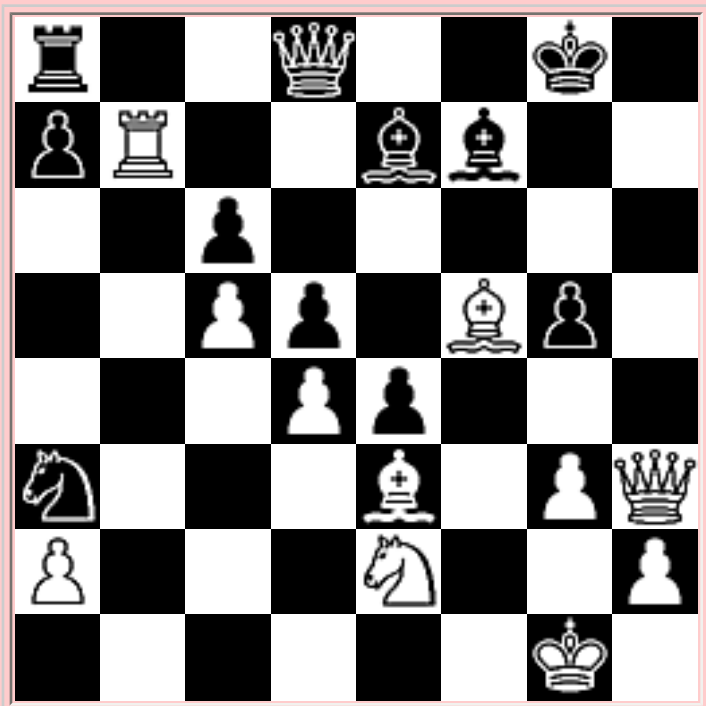
[25. Rb7 Nd7+/-]

25... Na6 26. Bg4 Nc7 27. Rb7 Bf7 28. Qc1 Kg8 29. Qf1 Nb5 30. Qh3

The light squares are weaker than the dark.

[30. Bxg5 - lay unnoticed until 1992!]

30... Na3 31. Bf5



31... Qa5 32. Qh7+ Kf8 33. Qh8+ Bg8 34. Qh6+ Ke8 35. Qxc6+ Kf8 36. Qh6+ Ke8 37. Rxe7+ Kxe7 38. Bxg5+ Ke8 39. Qc6+

[39. Qc6+ Kf8 40. Qd6+ Kg7 41. Qf6#]

1-0

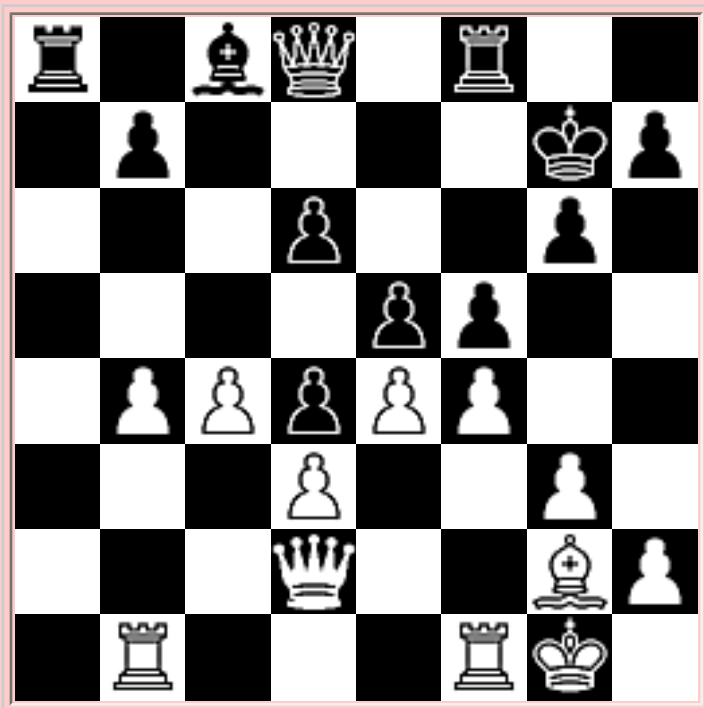
Manoeuvring in club play: as a phase in a half-open game.

Williams,SK (1990) - Regis,D. (1935) [A36] East Devon #3, 1994

1. c4 g6 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. e4 d6 6. Nge2 Nf6 7. O-O O-O 8. d3 Ne8

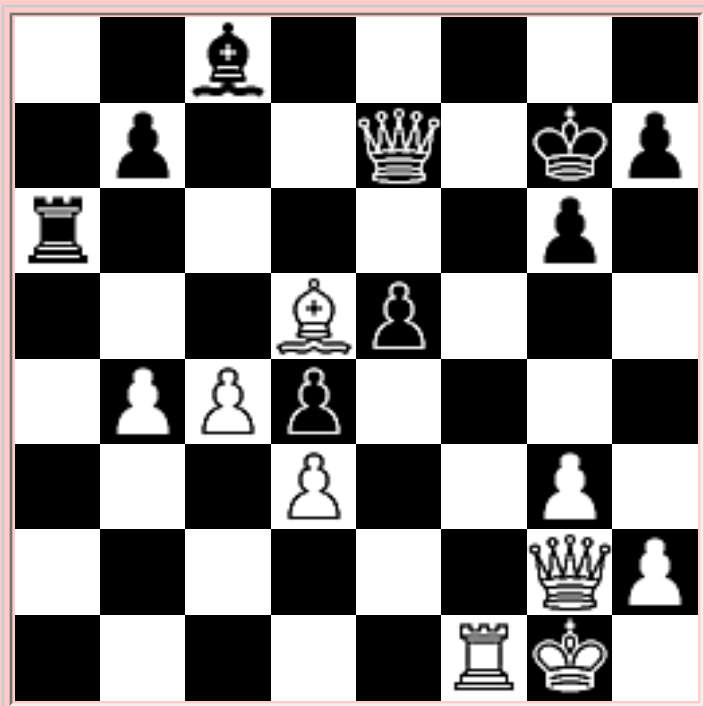
[8... Bd7]

9. Be3 Nd4 10. Rb1 a5 11. a3 Nc7 12. b4 axb4 13. axb4 Nxe2+ 14. Nxe2 Ne6 15. Qd2 Nd4 16. Nxd4 cxd4 17. Bh6 e5 18. Bxg7 Kxg7 19. f4 f5



A half-open position in which White has better Pawns and greater piece activity. White tries to improve his prospects further on each side before trying to decide the issue - like the Capa-Kupchik game.

20. exf5 Rxf5 21. Be4 Rf6 22. fxe5 dxe5 23. Rxf6 Qxf6 24. Rf1 Qe7 25. Qg2 Ra6 26. Bd5

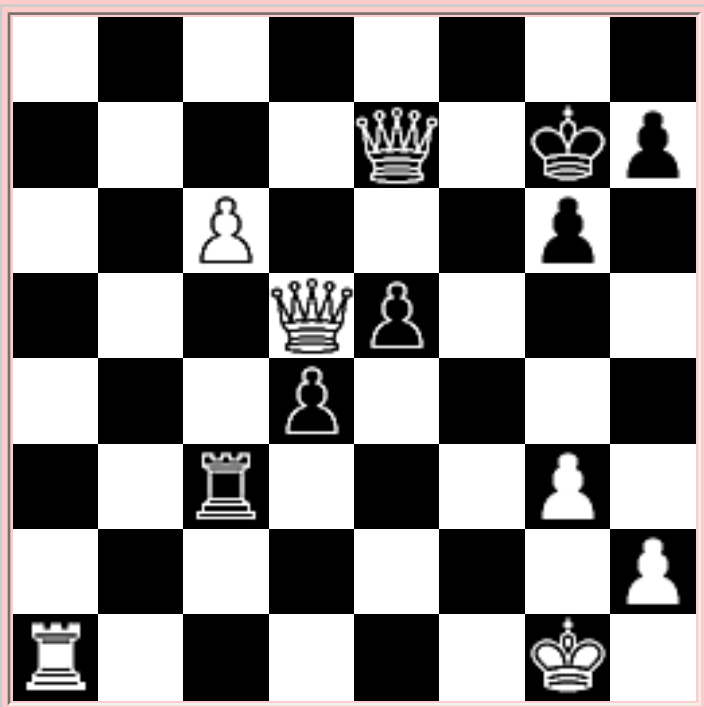


White's pawns on the Queen's-side are more mobile than Black's in the centre - the game now stops being one of unforced manoeuvre and reverts to the familiar pattern of competing plans. The finish is still quite tricky, if you are interested.

26... Be6 27. c5 Bxd5 28. Qxd5 Ra3 29. b5!?

[29. Rd1]

29... Rxd3 30. Ra1 Rc3 31. c6 bxc6 32. bxc6



32... Qg5

[32... d3? 33. Qd7 Qxd7 34. cxd7 d2 35. d8=Q Rc1+ 36. Kf2 d1=Q 37. Qxd1+-]

[32... Qc5!? 33. Qd7+ Kf6]

[32... Rc5! 33. Qd7 Qxd7 34. cxd7 Rd5 35. Ra5 Rxd7 36. Rxe5-+]

33. Rf1 Kh6

[33... Qe3+ 34. Rf2 Kh1 transposes to game]

34. Kh1 Rc1?

[34... Qe3! 35. Qd7 Qe4+ -+]

35. Qf7 e4 36. c7 Rxf1+ 37. Qxf1 Qc5 38. Qh3+ 1-0

Manoeuvring in club play: with extra space (I)

Regis,D. - Richard Dixon (CORR_92/93) [B36] Devon vs. glos. CC, 1993

1. c4 g6 2. g3 Bg7 3. Bg2 Nf6 4. Nc3 O-O 5. e4

(new for me this season: I played the e3/Nge2/d4 plan for years but recently fancied this, which looked more enterprising)

5... d6 6. Nge2 c5 7. O-O Nc6 8. d3 Ne8 9. Be3 Nc7

(?! in the books)

10. d4 ! cxd4 11. Nxd4 Ne6 12. Nde2 Ne5



! TN - threatens c4 and e3 via g4

[12... Nc5 13. Rc1 Be6 14. b3 Qa5 15. Qd2 Rac8 16. Nf4 +- and black is in trouble: Barcza-Szilagyi 1967]

13. b3 b6

(transposing to a hedgehog formation looks better than Szilagyi's setup)

14. h3 Bb7 15. Rc1 Nc5 16. f4

(now I thought I was on the right lines: turn that space into attack, as in a Portisch game)

16... Ned7 17. g4 a5 18. Ng3 Bc6 19. a4

(what is black's plan now ? the real challenge of course is to find white's plan!
The wQ is badly tied to b3 and d3)

19... Rb8 20. Rf2



20... Qc8 21. Nd5 Re8 22. g5 Qb7 23. f5 Bf8 24. Bd4

(24 f6 simply takes a good square away from the knight.)

24... Ne5 25. Rc3 Bg7



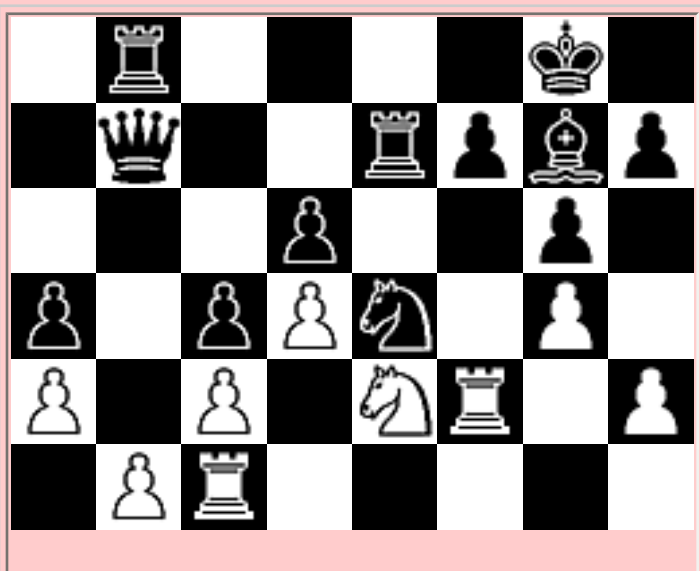
26. f6 Bf8 27. fxe7 Bxe7 28. h4 Bxd5 29. exd5 Bf8 30. Rf4 Bg7 31. Qf1

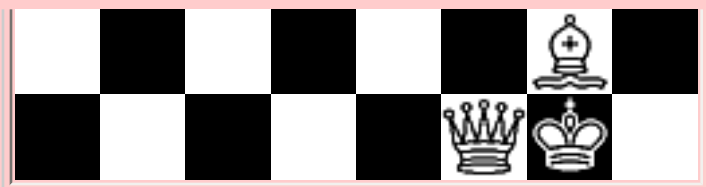
(both sides have consolidated after some white initiative and I thought we're now in for a phase of manoeuvring)

31... Re7 32. Bxc5

[32. Rf6!?? but declining leaves White committed]

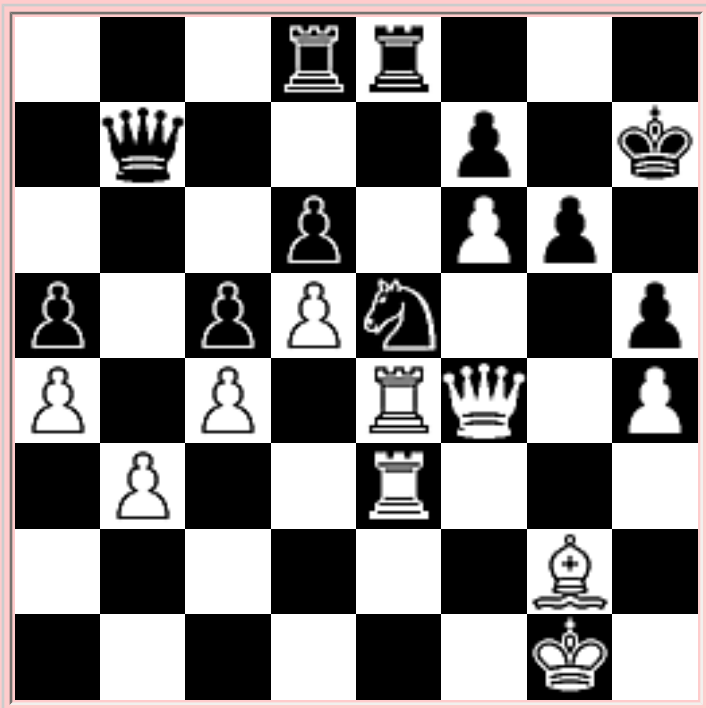
32... bxc5 33. Ne4





(This move cheered me up a little; I felt I had some chances for the initiative)

33... Rd8 34. Nf6+ Bxf6!? 35. gxf6 Ree8 36. Re4 h5 37. Rce3 Kh7 38. Qf4



(I couldn't see a way of winning after what I thought was the best line, ...Qb4, but I didn't have to lose either. White can try to contrive a lever with Bh3, Qg5 and now Bf5, but ...Qb4 and ...Rg8 (forces Kh1) slows or stops it)

38... Qc8 39. Bh3 Qb8

(if the knight moves don't work this is probably best)

40. Kh1 Qc7?! 41. Bf5 Qb8

(I immediately thought this was too resigned: 41...Rh8)

42. Qg5

(mates in six)

1-0

Manoeuvring in club play: with extra space (II)

Regis,D - Tunks,D (1935) [B06] Portsmouth Open #6, 1984

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nge2 Nd7 5. g3 e5

[too early]

6. Bg2 Ne7

[doesn't look quite right here]

7. O-O O-O 8. Bg5 f6 9. Be3 Kh8 10. Qd2 Ng8 11. f4 c6 12. Rf2

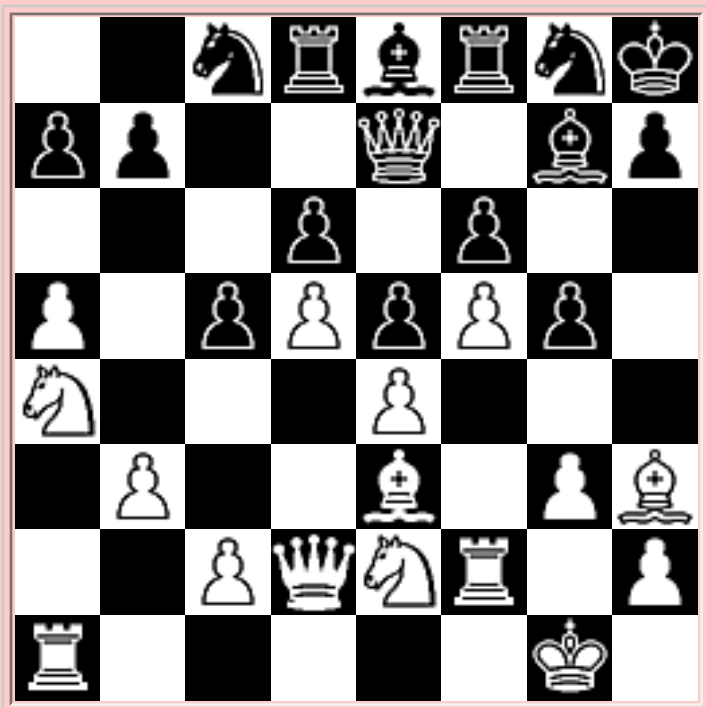
[12. a4]

12... Qe7 13. Raf1



Black has only defensive plans available - White tries to keep it that way.

13... Nb6 14. b3 Be6 15. a4 Rad8 16. a5 Nc8 17. d5 Bf7 18. Bh3 c5 19. f5 g5 20. Ra1 Be8 21. Na4

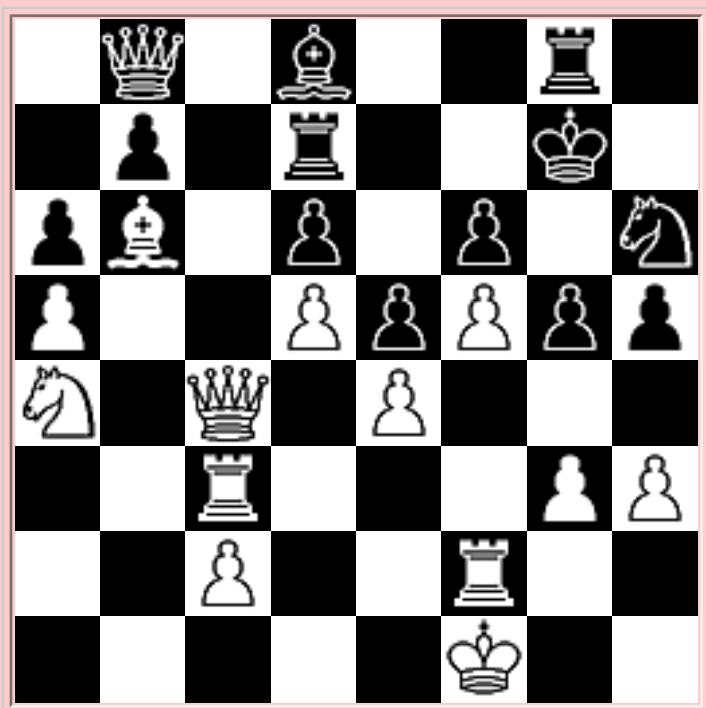


White probes on each side - the key manoeuvring idea.

21... Qc7 22. Bf1 h5 23. Nec3 a6 24. Ne2 Nh6 25. h3 Rg8 26. b4 cxb4 27. Qxb4 Bb5 28. Nec3 Bxf1

[I'm not sure who this exchange favours - I thought White at the time]

29. Kxf1 Rd7 30. Nb6 Nxb6 31. Bxb6 Qb8 32. Ra3 Bf8 33. Na4 Be7 34. Rc3 Kg7 35. Qc4 Bd8



White doesn't quite know what to do with the Queen's side...

36. Qe2

Tacking about from side to side is the hallmark of manoeuvre

36... Rh8?!

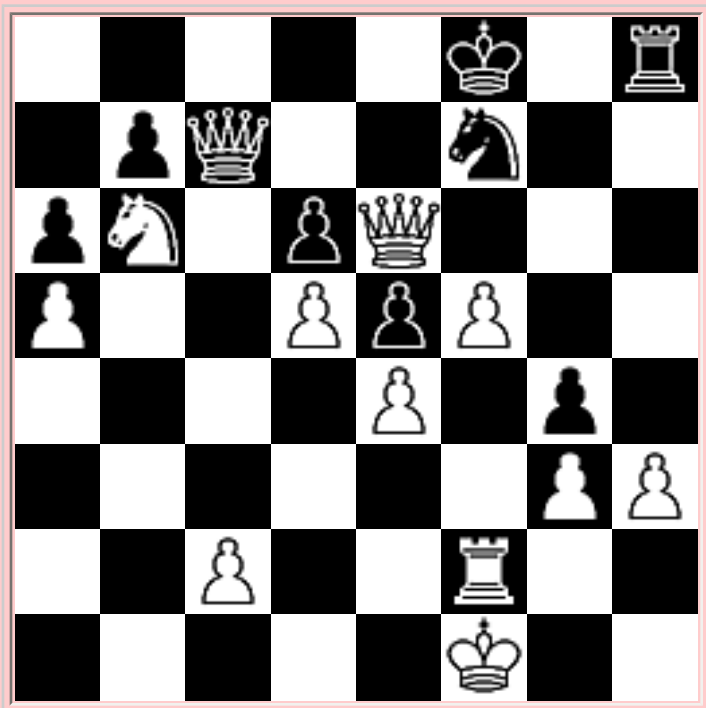
Black manfully gives up a Pawn but White has been looking to get in on the light squares... the pattern of the game looks like the infiltration of the Lasker-Tylor game rather than the tacking about of Petrosian.

[36... g4! 37. Rb3!? / 37. Rh2!? when there is still a lot of play left for both sides]

37. Qxh5 g4 38. Bxd8 Qxd8 39. Nb6 Rc7

[39... Rf7 40. Rc8]

40. Rxc7+ Qxc7 41. Qg6+ Kf8 42. Qxf6+ Nf7 43. Qe6



1-0

(Black said he was relieved when it all ended!)

idea was 44 Nd7+ and 45 Qg6 mate;

43 ... Qe7; 44 h4!

[43. Qe6]

43... Rh6

[43... Qe7 44. h4 Nd8 45. Nc8 Nxe6 46. fxe6+ Ke8 47. Nxe7 Kxe7 48. Rf7+ Ke8 +-]

44. Nd7+ Kg8 45. Qe8+ Kh7

[45... Kg7 46. f6+ Rxf6

[46... Kg6 47. Nf8+ Kh5 48. Rf5#]

47. Qf8+ Kh7 48. Nxf6+ Kg6 49. Qg8+ Kh6 50. Qh7+ Kg5 51. h4#]

46. Qxf7+ Kh8 47. f6 Rxf6 48. Qxf6+ Kh7 49. Qf7+ Kh8 50. Qh5+ Kg7 51. Rf7+ Kg8 52. Nf6#

1-0

See also the material on [Space](#) in the [Canon](#)

Back to [Chess Coaching Page](#)



This document (manoeuvr.html) was last modified on 3 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: The Hypermodern approach

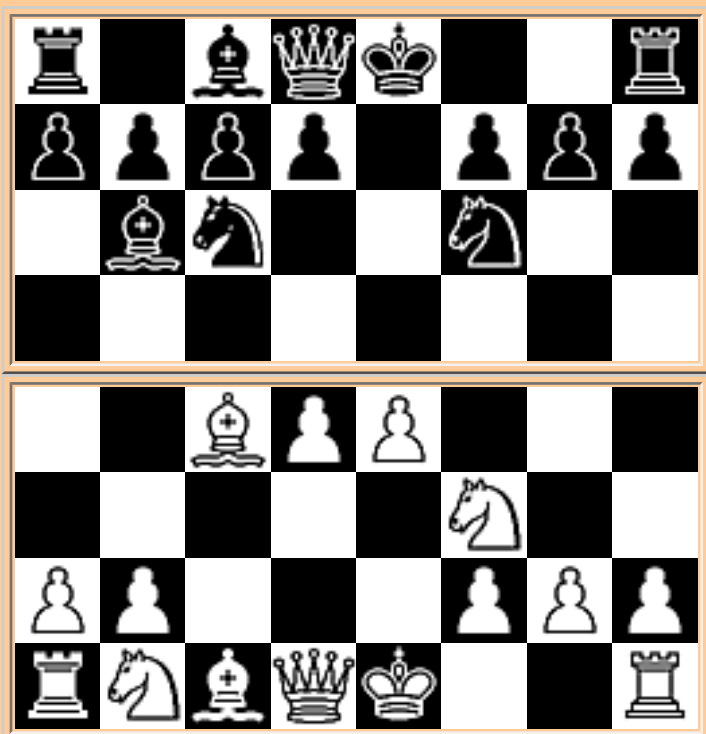
how to handle newfangled openings

[There is a superb essay by Reti on the legacy of the hypermoderns which was published in *Virginia Chess* in 1993, archived at Palle Mathiasen's World Champions site at <http://www.chesschampions.com/reti.html>]

NIMZOVITCH founded the HYPERMODERN school, and wrote a very engaging text **My System** in which he expounded his views on the centre, *centralisation*, *prophylaxis*, and various pawn formations. The other Hypermoderns, of whom we may take RETI of Czechoslovakia as an example, proposed no really new theory of the middlegame but revolutionised the treatment of the opening.

You know that you should sieze the centre in the opening, and use it to dominate the game. Like this:

Boleslavsky - Scitov (Moscow, 1933). 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb6?

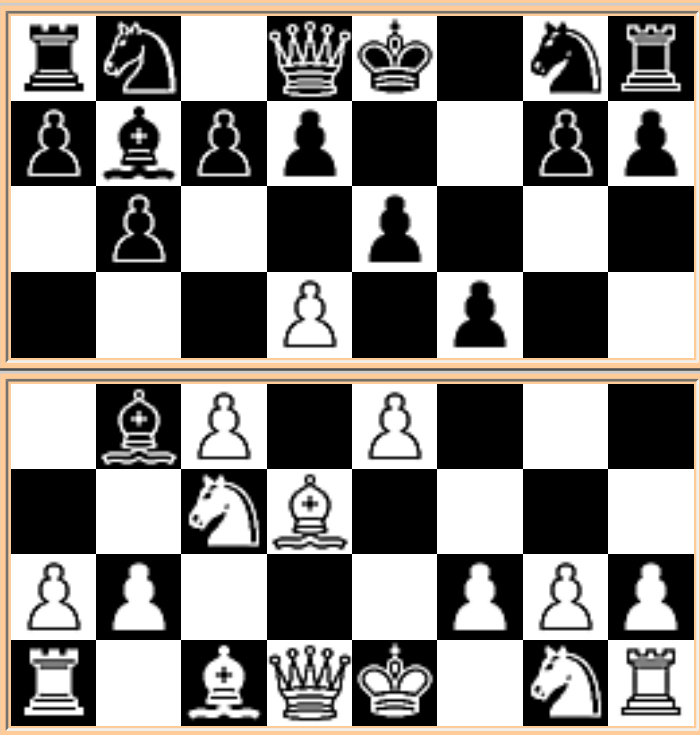


This move gives White too much of a free hand. The "Plan A" pawn centre just rolls over the Black position.

7. e5 Ng4 8. h3 Nh6 9. d5 Ne7 10. d6 Ng6 11. Bg5 f6 12. exf6 gxf6 White can win a piece, but: **13. Qe2 + Kf8 14. Bxh6# 1-0**

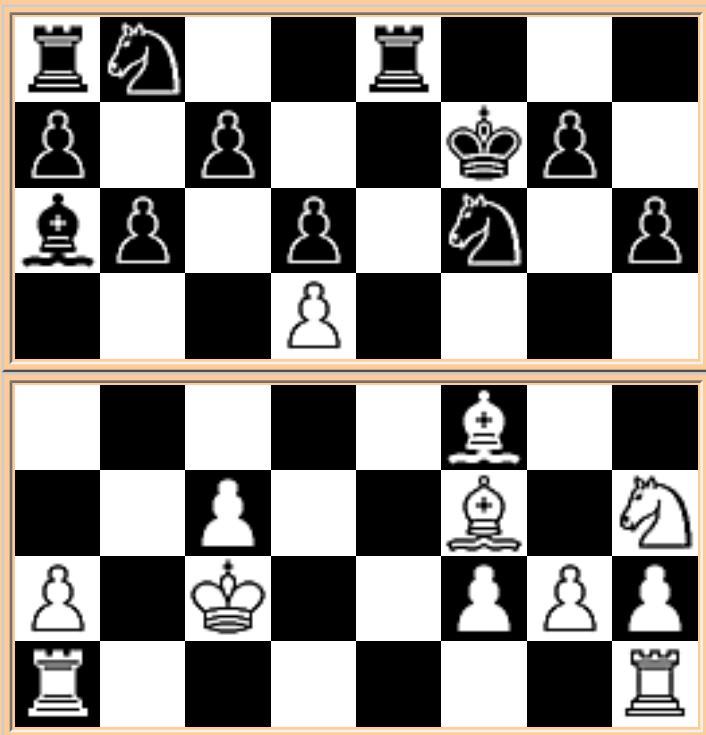
The hypermoderns said (and showed) that there was no need to try to grab the centre immediately - and in fact, you could safely let your opponent rush into the centre with pawns in the opening, using them as a target for attack. The idea is not to ignore the centre but to control it, perhaps from a distance. If the opponent occupies the centre, you can hit fiercely at it; if not, your own occupation of the centre later will be more secure for being delayed. In fact, Reti said, to occupy the centre directly as White merely allowed Black either to blockade or blow up what White has established, whereas keeping things unfixed was the most awkward thing White could do. They would develop the Bishops in *fianchetto*, and use side-swipes like c4 to undermine the centre. As White they played *flank openings* like the *English* and the *Reti*; for Black *Alekhine's Defence* and the *Grunfeld Defence* are good examples of the hypermodern legacy. Other examples include the *Pirc* and *Modern Defences*, and the more rarely seen *English Defence*.

Whiteley - Keene. [A40] 1. d4 e6 2. c4 b6 3. e4 Bb7 4. Nc3 Bb4 5. Bd3 f5 6. d5



Barden recommended 6.d5 (without analysis) just before this game...

6... fxe4 7. Bxe4 Qh4 8. Qd3 exd5 9. cxd5 Nf6 10. Bf3 Ba6 11. Qe3+ Kf7 12. Qf4 Re8+ 13. Kd1 Qxf4 14. Bxf4 Bxc3 15. bxc3 d6 16. Nh3 h6 17. Kc2



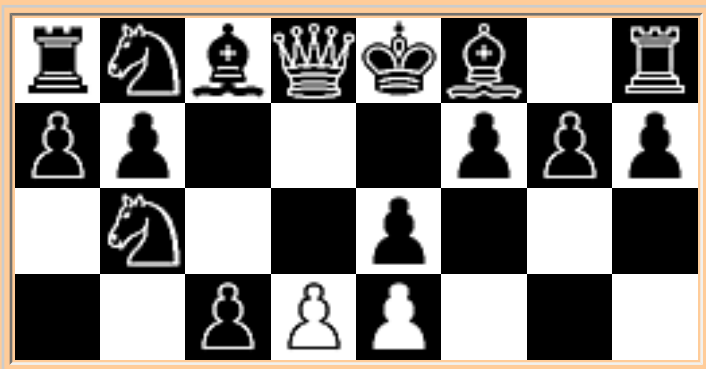
17... Bc4 (not ...g5 allowing counterplay) 18. Rhd1 Nbd7 19. a4 ?

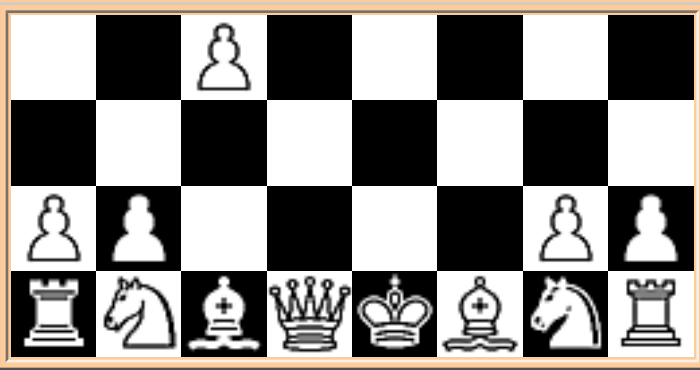
19... Nc5 20. Rd4 Be2 21. Bxe2 Rxe2+ 22. Kd1 Rae8 23. Ra3 Re1+ 24. Kc2 R8e2+ 25. Bd2 Rh1 26. c4 Rxh2 27. a5 Re7 28. axb6 axb6 29. g4 Re4 30. Rxe4 Ncxe4 31. Rf3 g5 32. Be3 Kg6 33. Kd3 Nc5+ 34. Bxc5 bxc5 35. Rg3 Nxc4 36. Ke2 Kh5 37. Ke1 Ne5 38. Kf1 Kh4 39. Ng1 g4 40. Rc3 Kg5 1-0

Cursoux-Letzelter, 1977 [B03] Alekhine's Defence

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. f4 dxe5 6. fxe5 c5 7. d5 e6

DIAGRAM





Alekhine's Defence takes a certain amount of courage to play. Black sacrifices tempi and space to get White to over-extend the centre.

8. Nc3 exd5 9. cxd5 c4 10. Nf3 Bg4 11. Bxc4 Nxc4

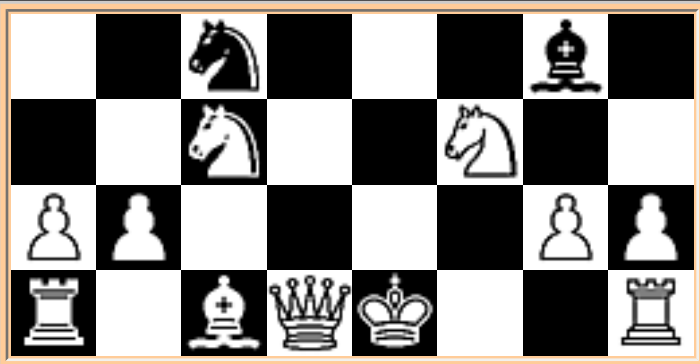
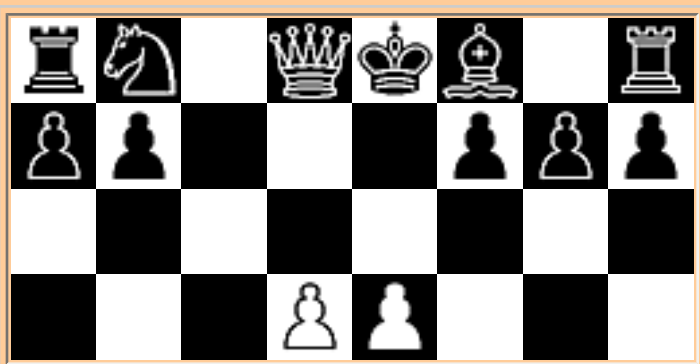
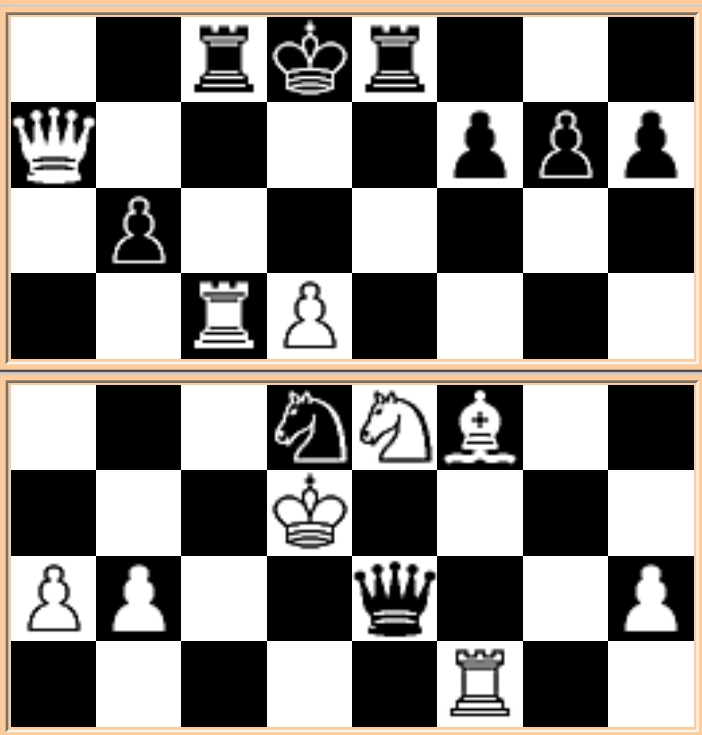


DIAGRAM White has an almost perfect centre to look at, but is about to lose his grip. The game enters a very messy phase.

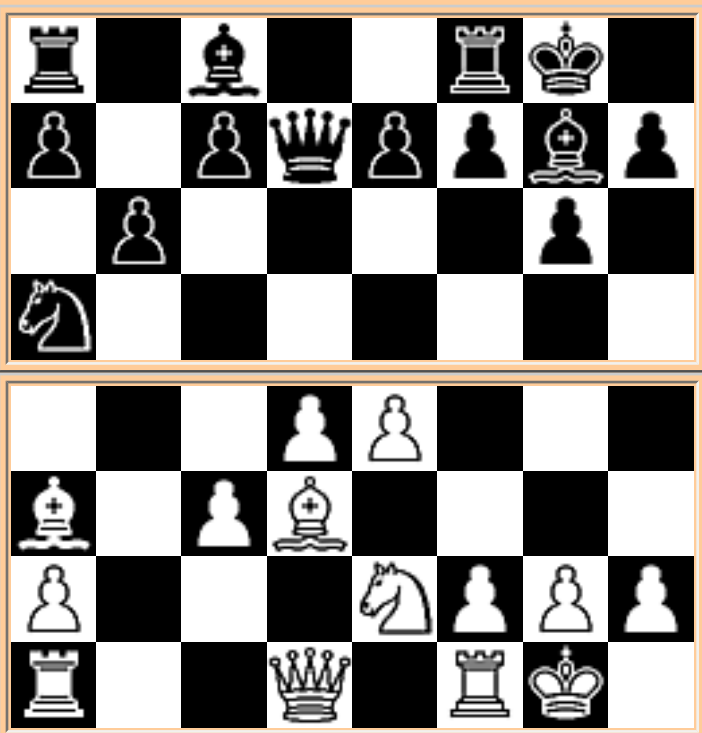
12. Qa4+ Nd7 13. Qxc4 Bxf3 14. gxf3 Nxe5 15. Qe4 Qh4+ 16. Ke2 Qh5 17. Bf4 Kd7 18. Qa4+ Kd8 19. Rhf1 Rc8 20. Qa5+ b6 21. Qxa7 Bc5 22. Rac1 Re8 23. Ne4 Nxf3 24. Rxc5 Nd4+ 25. Kd3 Qe2+ 0-1

White still occupies the centre, and it is symbolic that the King dies there!



Lilienthal - Korchnoi [D86] Modern Grunfeld, 1954

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 Bg7 7. Bc4 O-O 8. Ne2 Nc6 9. O-O Qd7 10. Ba3 [10. Be3] 10... Na5 11. Bd3 b6

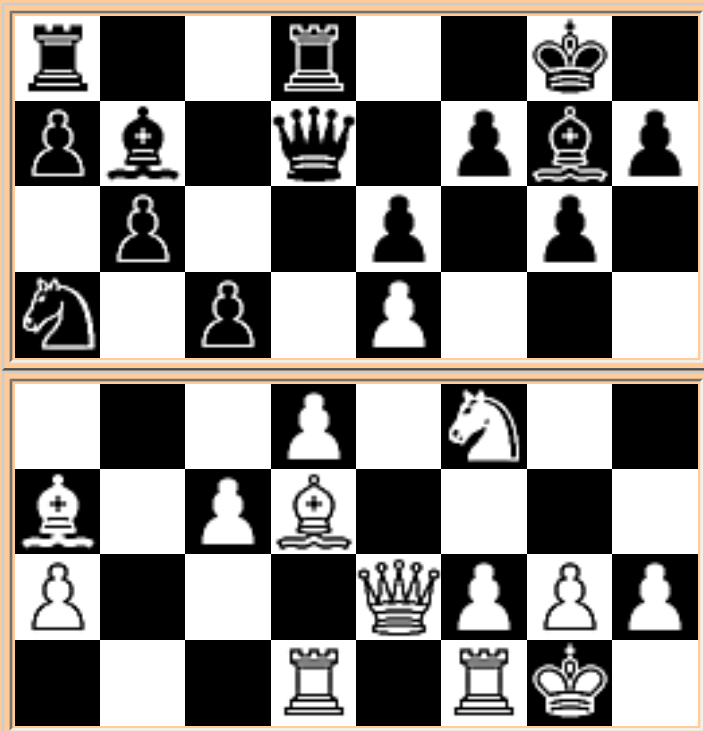


Korchnoi has been an occasional devotee of the Grunfeld throughout his career, and I'm sure it suits his counter-punching style.

12. Nf4 ?

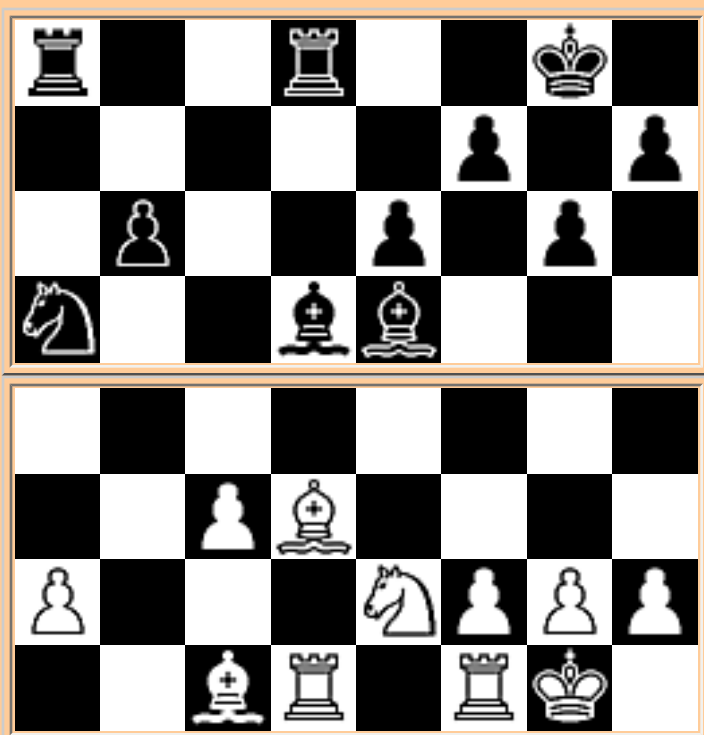
This lets Black get a move ahead, as well as loosening the dark squares in the centre.

12... Bb7 13. Qe2 Rfd8 14. Rad1 e6 15. e5 c5



A typical flank blow in a hypermodern opening: it always reminds me of judo.

16. dxc5 Qc7 17. cxb6 Qxe5 18. Qxe5 Bxe5 19. Ne2 axb6 20. Bc1 Bd5 -+



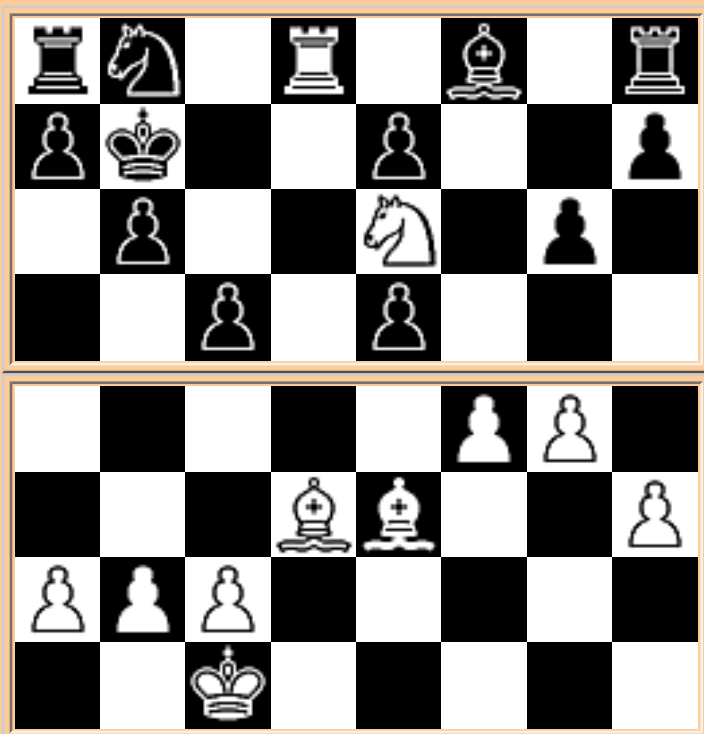
Black's pieces dominate the game, and Korchnoi went on to win. 21. Bg5 f6 22. f4 fxg5 23. fxe5 Nc4

24. Bxc4 Bxc4 25. Rxd8+ Rxd8 26. Re1 Rd2 27. Ng3 Rxa2 28. Ne4 Bd5 29. Nf6+ Kf7 30. Nxd5 exd5
 31. Rb1 Ra6 32. Rb5 Ke6 33. Kf2 Kxe5 34. Kf3 Ra3 35. Kg4 Rxc3 36. Rxb6 Rc2 37. Kg3 d4 38. Rb7
 d3 39. Rxh7 d2 40. Rd7 Ke4 41. Kg4 Rc4 42. Rxd2 Ke3+ 43. Kxg5 Kxd2 44. Kxg6 Ke3 45. h3 Kf4 46.
 g4 Rc5 47. Kh6 Rg5 0-1

This is the good side of the hypermodern approach: Black getting good winning chances in an unbalanced game, but it does have a shady side.

Firstly, if you hesitate for a moment in the attack on a big centre, it really will crush you. Norwood, in his book **Winning with the Modern**, offers this game as a reason for Black to avoid the Austrian Attack (f4) at all costs.

Bareev - Norwood, Marseilles, 1990[B09] 1. d4 d6 2. e4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 c5 6. e5
[Book is 6. dxc5 or 6. Bb5+] 6...Ng4 [6... Nfd7! was essential] 7. dxc5 dxc5 8. Qxd8+ Kxd8 9. h3 Nh6
10. Be3 b6 11. O-O-O+ Bd7 12. g4 Kc8 13. Ng5 f6 Yeuch 14. Rxd7 Kxd7 15. Bb5+ Kc8 16. Ne6 Bf8
17. Nd5 Nf7 18. Ndc7 Nd8 19. Rd1 Nxe6 20. Nxe6 fxe5 21. Rd8+ Kb7 22. Bd3 DIAGRAM 1-0

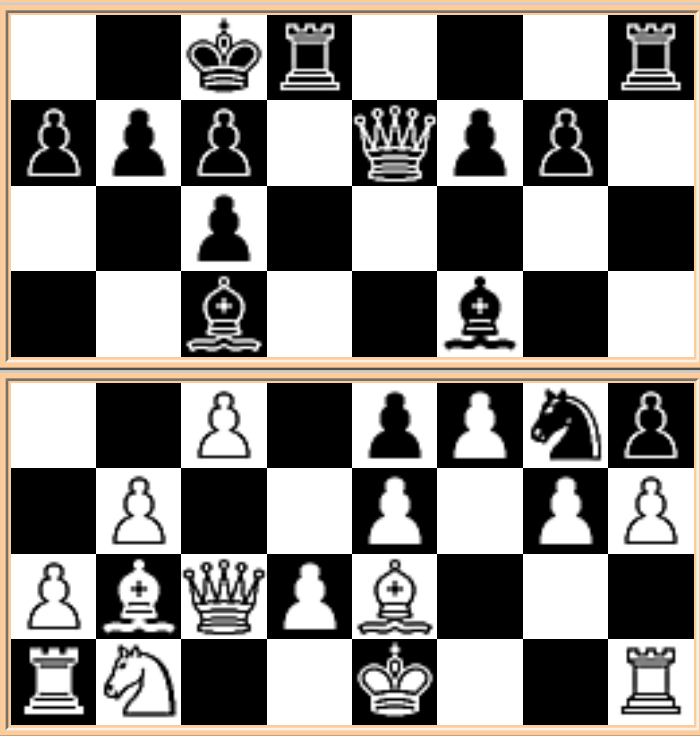


A famous world-class encounter:

Larsen, B-Spassky, B, Belgrade USSR-World 1970

1.b3 e5 2.Bb2 Nc6 3.c4 Nf6 4.Nf3 e4 5.Nd4 Bc5 6.Nxc6 dxc6 7.e3 Bf5 8.Qc2 Qe7 9.Be2 O-O-O 10.f4
Ng4 11.g3 h5 White may already be lost.

12.h3 h4 **DIAGRAM**



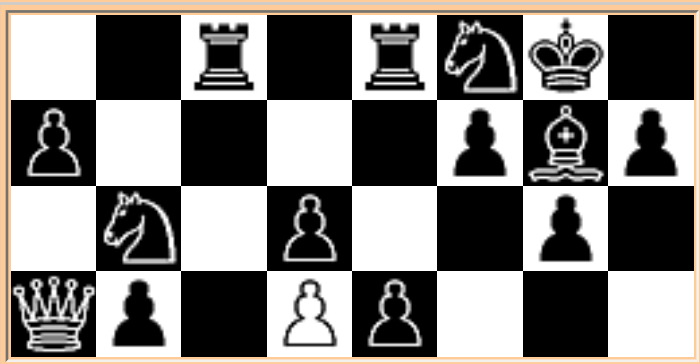
13.hxg4 hxg3 14.Rg1 Rh1 15.Rxh1 g2 16.Rf1 Qh4+ 17.Kd1 gxf1=Q+ 0-1

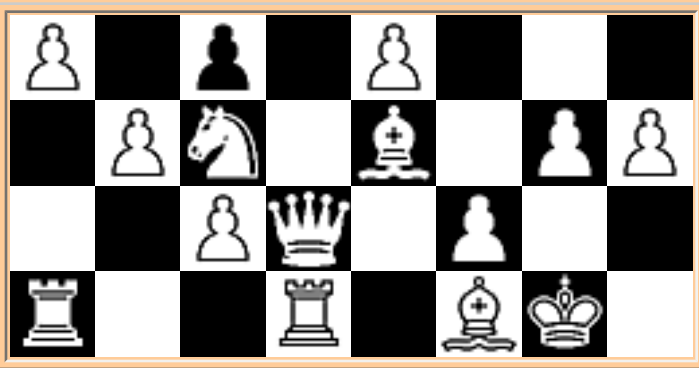
So, if GMs like Norwood and Larsen can get it wrong, club players can too. I have often seen straightforward, even simple-minded, attacking play bring down hypermodern systems tried by players a class or two above the attacker. It may be that at club level the attack is easier than the defence.

Secondly, it may be easier for White to gain an advantage against hypermodern defences through more conservative play - rather than grabbing the whole centre, just taking on a better slice of it. Karpov has repeatedly shown the efficacy of this approach:

Karpov-Nunn 1983 1.e4 d6 2.d4 Nf6 3.Nc3 g6 The sharp Pirc defence, which Karpov meets modestly. 4.Nf3 Bg7 5.Be2 O-O 6.O-O Bg4 7.Be3 Nbd7 8.h3 Bxf3 9.Bxf3 e5 10.g3 c6 11.Bg2 Qa5 12.Qd2 Rfe8 13.Rad1 b5 14.a3 Nb6 15.b3 Nfd7 16.Ra1 Nf8 17.d5 {!} Black's pieces are slightly wrong-footed.

17...Rac8 18.Rfd1 c5 19.Bf1 c4 20.a4 {!} DIAGRAM





20...cxb3 21.Nxb5 Qxd2 22.Rxd2 Rxc2 23.Rxc2 bxc2 24.a5 Nc8 25.Rc1 Nd7 26.Rxc2 Nc5 27.Nxd6 Nxd6 28.Rxc5 Nxe4 29.Rc7 Bf8 30.a6 Rd8 31.Rxa7 1-0

Thirdly, it may be harder for White to gain an advantage with a hypermodern opening if Black is not tempted to take on more than can be easily chewed. Larry Evans in **The Chess Opening for You** complains about an opponent who replied to his King's Indian Attack (1.Nf3 2.g3 3.Bg2 4.d3 5.O-O 6.Nbd2) with 1...Nf6 2...g6 3...Bg7 4...d6 5...O-O 6...Nbd7, and Evans had nothing to shoot at.

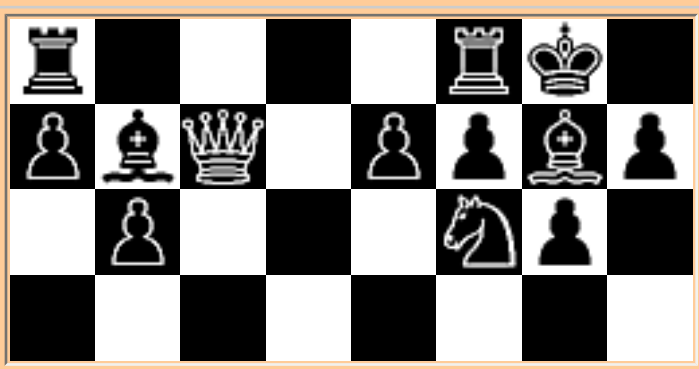
Appendix

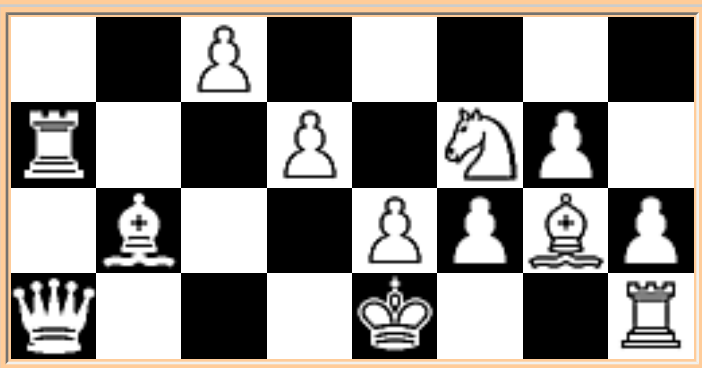
Here's two examples of the style from Reti - a hit and a miss.

[Event "Hypermodern Openings"][Site "?"][Date "??..??..??"][Round "?"]

[White "Reti"][Black "Rubinstein"][Result "1-0"]

1.Nf3 d5 2.g3 Nf6 3.Bg2 g6 4.c4 d4 5.d3 Bg7 6.b4 O-O 7.Nbd2 c5 8.Nb3 cxb4 9.Bb2 Nc6 10.Nbxd4 Nxd4 11.Bxd4 b6 12.a3 Bb7 13.Bb2 bxa3 14.Rxa3 Qc7 15.Qa1

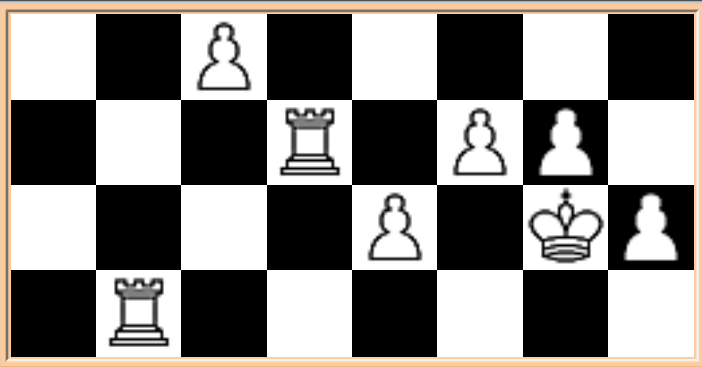
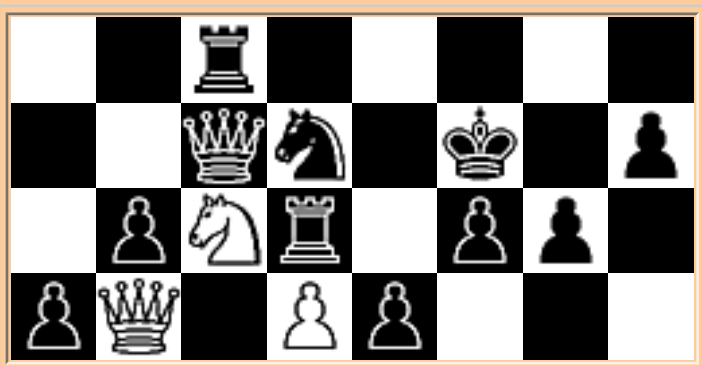




The characteristic Reti touch

15...Ne8 16.Bxg7 Nxg7 17.O-O Ne6 18.Rb1 Bc6 19.d4 Be4 20.Rd1 a5 21.d5 Nc5 22.Nd4 Bxg2 23. Kxg2 Rfd8 24.Nc6 Rd6 25.Re3 Re8 26.Qe5 f6 27.Qb2 e5 28.Qb5 Kf7 29.Rb1 Nd7 30.f3 Rc8 31.Rd3 (!)

{now if ...Nb8, c5!}



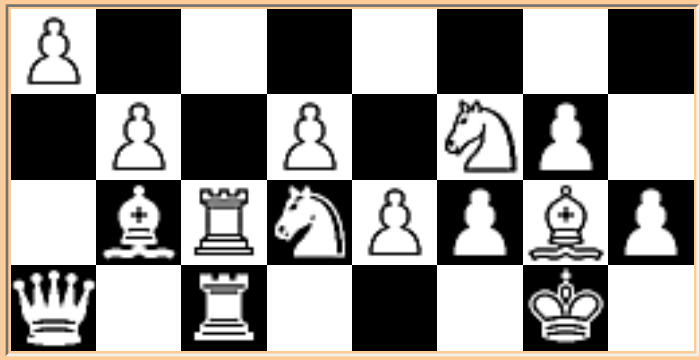
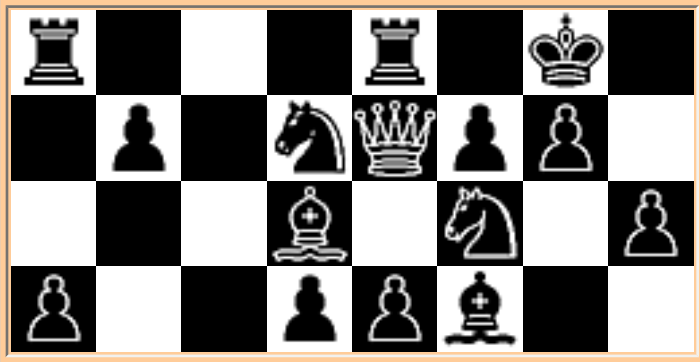
White's grip on the centre and Q-side is decisive

31...e4 32.fxe4 Ne5 33.Qxb6 Nxc6 34.c5 Rd7 35.dxc6 Rxd3 36.Qxc7+ Rxc7 37.exd3 Rxc6 38.Rb7+ Ke8 39.d4 Ra6 40.Rb6 {!} 40...Ra8 41.Rxf6 a4 42.Rf2 a3 43.Ra2 Kd7 44.d5 g5 45.Kf3 Ra5 46.h4 gxh4 47.gxh4 Ke7 48.Kf4 Kd7 49.Kf5 {1-0}

[Event "hypermodern opening"][Site "NY"][Date "1924.?.?.?"][Round "?"]

[White "Reti"][Black "Lasker"][Result "0-1"]

1.Nf3 d5 2.c4 c6 3.b3 Bf5 4.g3 Nf6 5.Bg2 Nbd7 6.Bb2 e6 7.O-O Bd6 8.d3 O-O 9.Nbd2 e5 10.cxd5 cxd5
11.Rc1 Qe7 12.Rc2 a5 13.a4 h6 14.Qa1 Rfe8 15.Rfc1 {two opposing chess strategies perfectly placed!}



15...Bh7 16.Nf1 Nc5 17.Rxc5 Bxc5 18.Nxe5 Rac8 19.Ne3 Qe6 20.h3 Bd6 21.Rxc8 Rxc8 22.Nf3 Be7 23.
Nd4 Qd7 24.Kh2 h5 25.Qh1 h4 26.Nxd5 hxg3+ 27.fxg3 Nxd5 28.Bxd5 Bf6 29.Bxb7 Rc5 30.Ba6 Bg6
31.Qb7 Qd8 32.b4 Rc7 33.Qb6 Rd7 34.Qxd8+ Rxd8 35.e3 axb4 36.Kg2 Bxd4 37.exd4 Bf5 38.Bb7 Be6
39.Kf3 Bb3 40.Bc6 Rd6 41.Bb5 Rf6+ 42.Ke3 Re6+ 43.Kf4 Re2 44.Bc1 Rc2 45.Be3 Bd5 0-1

Back to [Chess Coaching Page](#)



This document (hypermod.html) was last modified on Oct 5 13:10 by

[Dr. Dave](#)

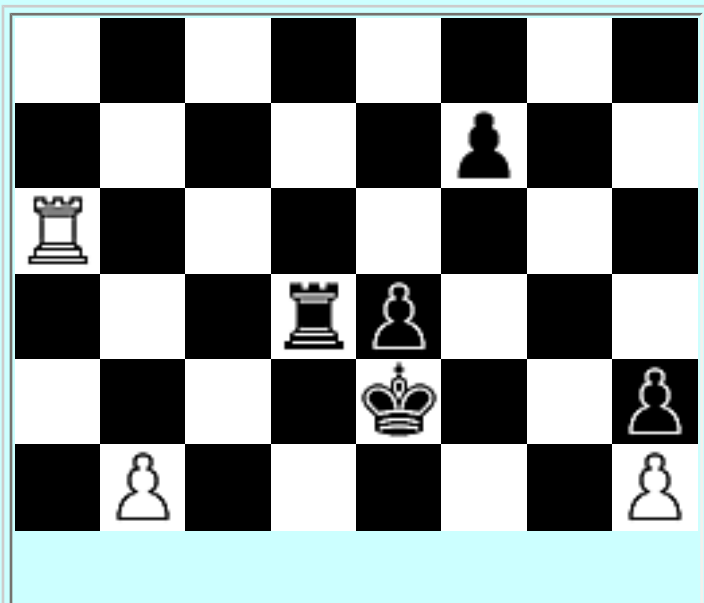
Exeter Chess Club: Exchanging into King endings

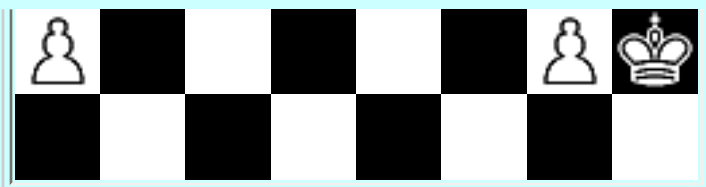
Exchanging into King endings

1. [Exchanging into a lost King ending](#)
 1. [Jones - Bellers, 1975](#)
 2. [Theory: Opposition, Triangulation, 1995](#)
 3. [Hibbitt - Bellers, 1995](#)
 4. [Bellers - Pritchard 1995](#)
 5. [Bellers - Hodgson, 1977](#)
2. [Exchanging to won King ending,](#)
 1. [Sarahs - Bellers, 1995](#)
 2. [Bellers - Evans, 1977](#)
 3. [Thornley - Bellers, 1995](#)
 4. [Furnewell - Frost, 1995](#)
 5. [Bellers - Saqui, 1983](#)

Exchanging into a lost King ending

Jones - Bellers, 1975





What makes players do the following? White swaps off his active rook, failing to see just 2 or 3 moves ahead.

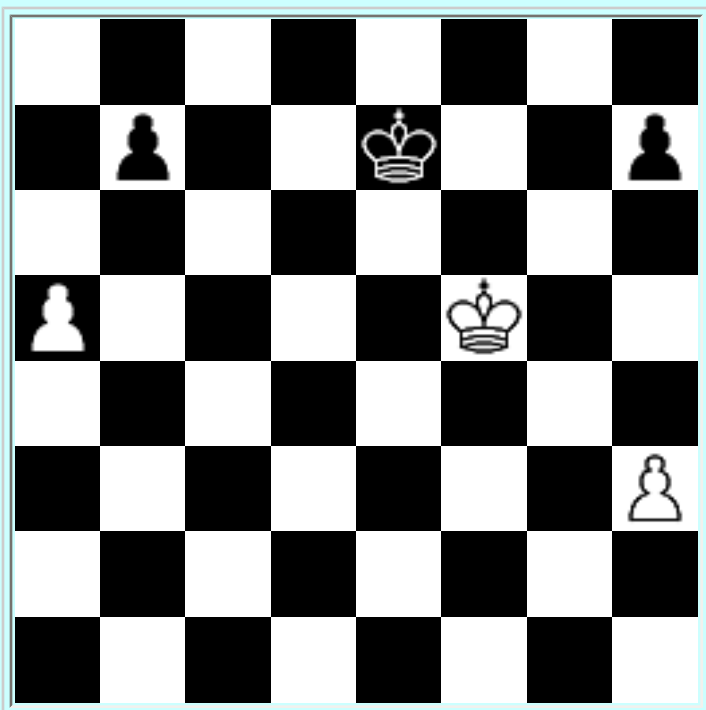
It is amazing how often this occurs.

1. Ra4+

[1. Rf6 or indeed almost anything else would have been better!]

1... Rd4 2. Rxd4+ exd4 3. Kg1 Kd3 4. Kf2 Kc2 0-1

Theory: Opposition, Triangulation, 1995



1. Kg5!

[1. Ke5 ? 1... Kd7 2. Kf6

[2. Kd5 h5 the bK is too near the a-pawn for White to win]

2... Kc6 Black can queen the pawn in seven moves]

[1. h4 Kf7 with the opposition 2. h5 h6]

1... Kf7 2. Kh6 Kg8 3. h4 Kh8 4. Kh5

[4. Kg5 Kg7 draws with the opposition]

[4. h5 Kg8 5. Kg5 Kf7

[5... Kg7 even this draws: 6. h6+ Kf7 7. Kf5 Ke7 8. Ke5 Kd7 9. Kf6 Kd6 10. Kg7 Ke7 11. Kxh7 Kf7]

6. Kf5 h6]

4... Kg8 5. Kg4

taking the distant opposition

5... Kf8 6. Kf4 Ke8 7. Kg5 !

[7. Ke4 Kd7 8. Kf5

[8. Kd5 h5]

8... Kc6 9. Kg5 Kb5]

7... Kf7 8. Kf5

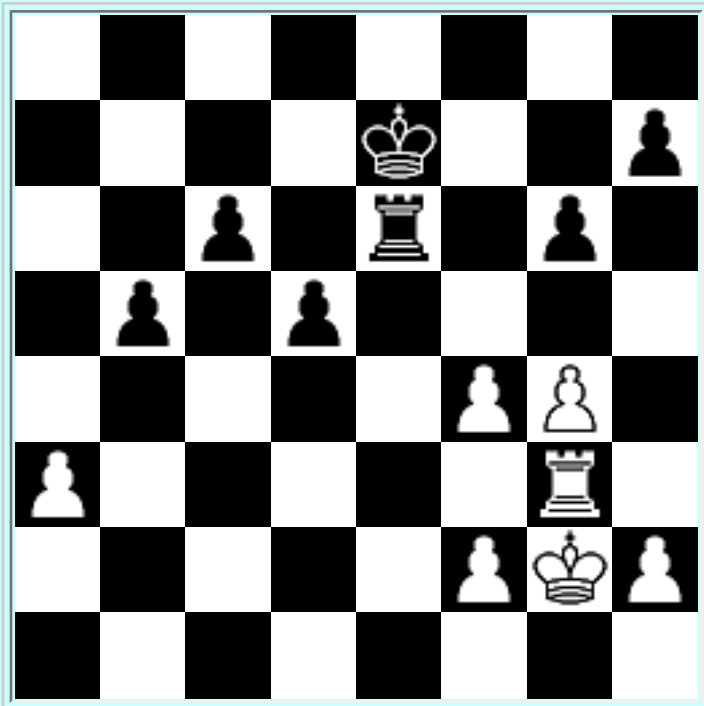
again with the opposition but also with the pawn held back on h4

8... Ke7 9. Ke5 Kd7 10. Kf6 Kc6 11. h5 Kb5 12. Kg7 Kxa5 13. h6 b5 14. Kxh7 b4 15. Kg7 ! 15... b3 16. h7 b2 17. h8=Q b1=Q

[17... Kb4 King and Knight or centre pawn loses (Rook or Bishop pawns on the seventh draw) 18. Qb8+ Kc3 19. Kf6 Kc2 20. Qc7+ Kd1 21. Qb6 Kc2 22. Qc5+ Kd3 23. Qb4 Kc2 24. Qc4+ Kd2 25. Qb3 Kc1 26. Qc3+ Kb1 27. Ke5 Ka2 28. Qc2 Ka1 29. Qa4+ Kb1 30. Kd4 Kc1 31. Qc4+ Kb1 32. Kc3 Ka1 33. Qa4+ Kb1 34. Qc2 + Ka2 35. Qxb2#]

18. Qa8+ Kb4 19. Qb7+ Kc3 20. Qxb1 1-0

Hibbitt - Bellers , 1995



How do you assess this position? Black has a menacing array of Queen's-side pawns and threatens simply ...Kd6, ...c5 etc. White's only chance is to create diversions on the King's-side and hope that it compensates.

1. Re3 ? 1... d4 2. Rxe6+ Kxe6 3. Kf3 Kd5 4. Ke2 ?

[4. f5 gxf5 5. g5 Ke5 6. h4 f4 !

[6... c5 7. h5 c4 8. h6 wins for White]

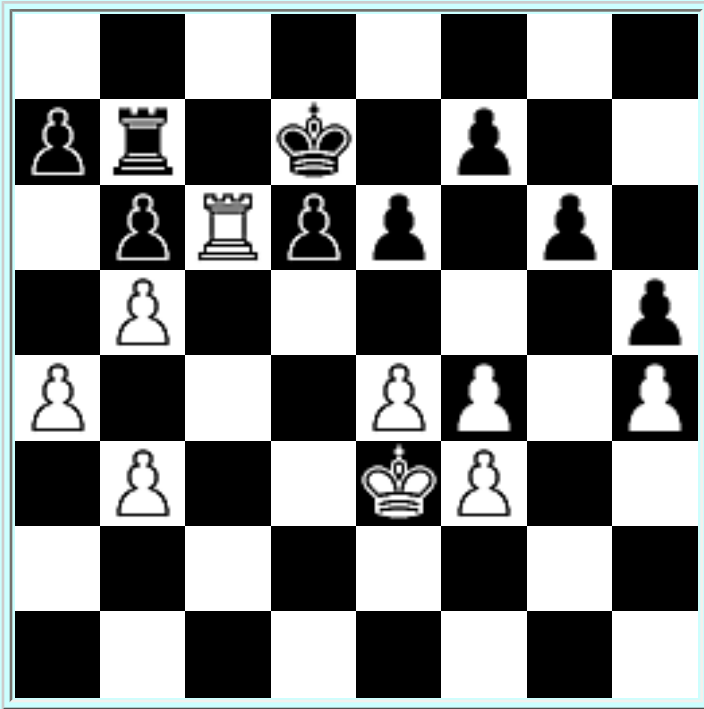
7. Kg4 d3 8. Kf3 Kf5 -+]

4... Ke4

resigns.

Note how potent ...f4 can be at the right time. 0-1

Bellers - Pritchard 1995

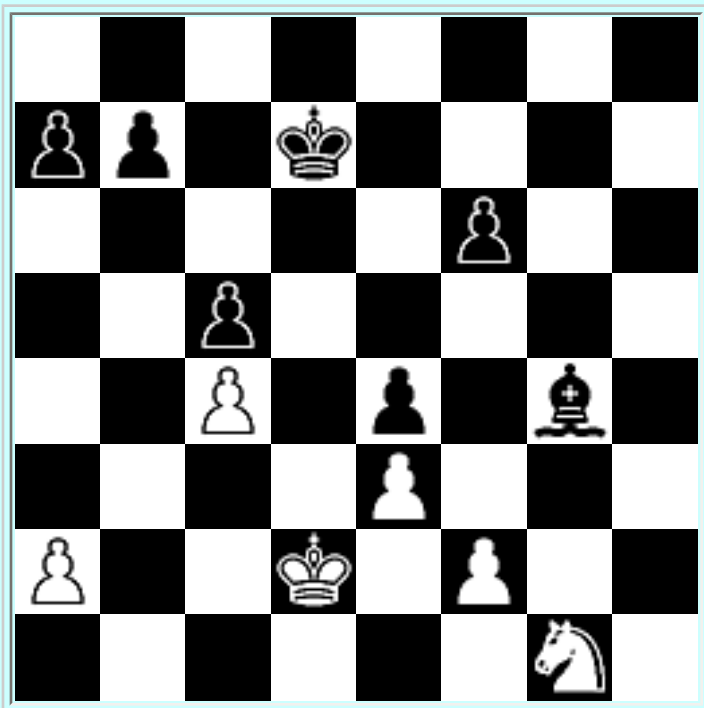


White has been pressing throughout, but Black now threatens to equalise with ...Rc7.

32. f5 ! (that break again) 32... exf5 33. exf5 Rc7 34. fxc6 fxc6 35. Rxc7+ Kxc7 36. Kd4 Kd8 37. Ke4 Ke7 38. Kd5 Kd7 39. b4 Ke7 40. a5 Kd7 41. a6 Ke7 42. Kc6 d5 and resigns:

43. Kb7 d4 44. Kxa7 d3 45. Kxb6 d2 46. a7 d1=Q 47. a8=Q 1-0

Bellers - Hodgson , 1977



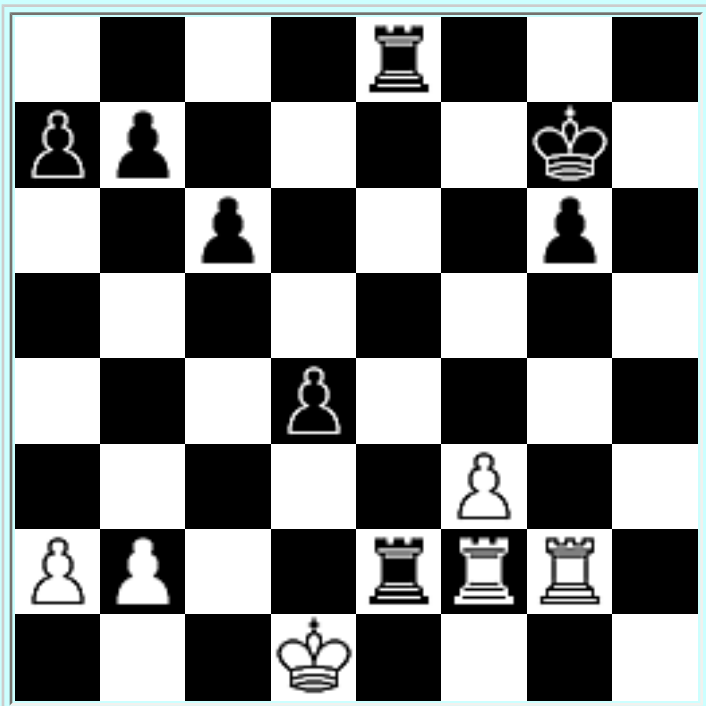
Against a youthful Julian Hodgson, White is paying the price of playing Grob's Attack!

25. Ne2 Bxe2 26. Kxe2 Kc6 27. f3 exf3+ 28. Kxf3 b5 29. cxb5+ Kxb5 30. Ke4 Kc4 resigns.

But is the position before 25.Ne2 totally lost? The Knight is tied down, but the Bishop has to stay on g4 to keep it there, and meanwhile the Knight is guarding all the entry squares

Exchanging to won King ending,

Sarajs - Bellers, 1995



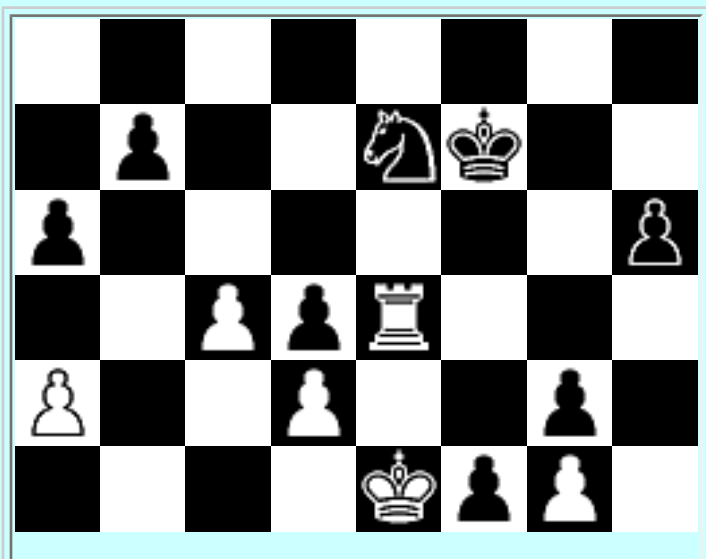
Black is two pawns up with a passed d-pawn and control of the e-file. What is the best way forward? Double Rook endings can be difficult to win.

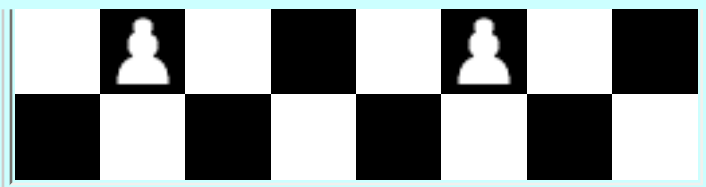
30... d3

completing the stranglehold

31. b4 b6 32. a4 Rxf2 33. Rxf2 Re2 34. Rxe2 dxe2+ 35. Kxe2 Kf6 36. Ke3 Ke5 37. a5 bxa5 38. bxa5 c5 0-1

Bellers - Evans, 1977





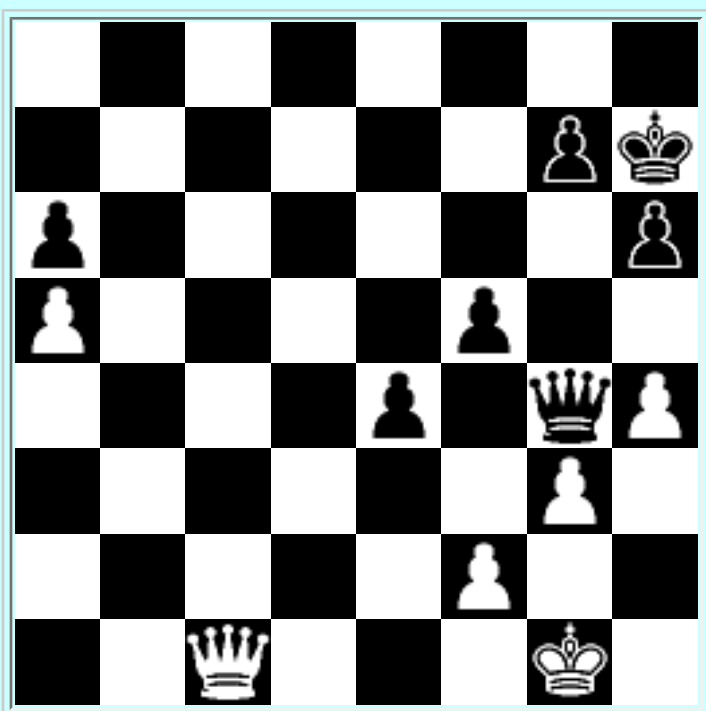
White swaps off into a won K+P ending, but it isn't as easy as White first thought. Simply 47.b2-b4 would have been stronger.

47. Rxe7+ Kxe7 48. Kf4 h5 49. b4 Kf6 50. b5 axb5 51. axb5 Ke6 52. c6 ?

[52. Kg5 wins easily]

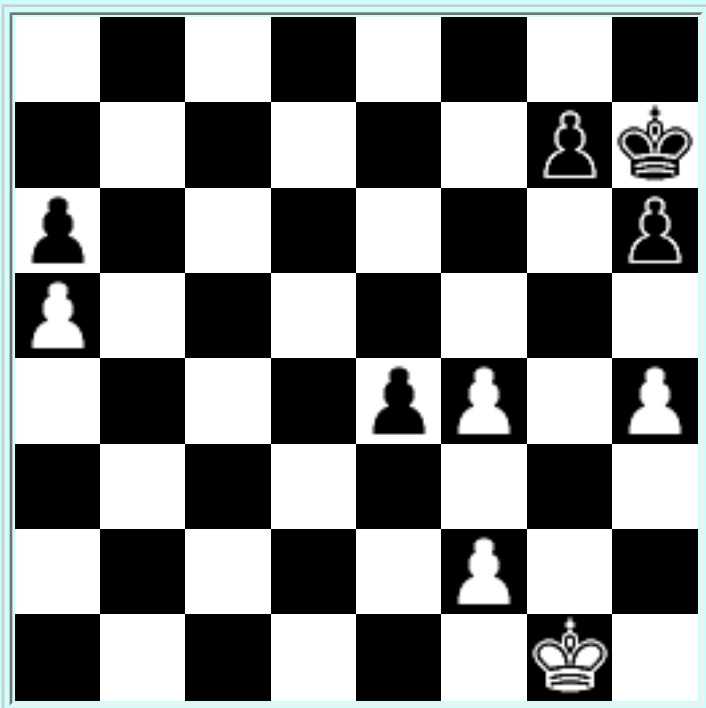
52... bxc6 53. bxc6 Kd6 54. Kg5 Kxc6 55. Kxh5 Kb5 56. Kxg4 Kc4 57. Kxf3 Kxd4 58. Ke2 Kc3 59. Kd1 Kd3 60. g4 Ke4 61. g5 Kf5 62. f4 1-0

Thornley - Bellers, 1995



White is a pawn down but seems to have everything covered. Black must do something active to break through.

55... f4 (that move again) 56. Qxf4 Qxf4 57. gxf4



how do you assess this position?

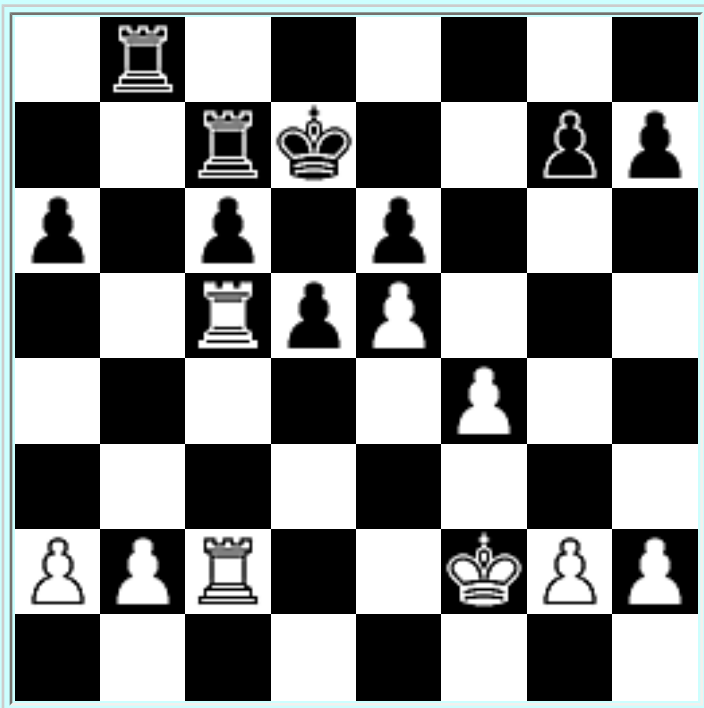
57... Kg6 58. Kg2 Kf5 59. h5

[59. Kg3 h5]

59... Kxf4 60. Kf1 Kf3 61. Ke1 e3 62. fxe3 Kxe3 63. Kd1 Kf4 64. Kd2 Kg5
65. Kc3 Kxh5 66. Kc4 g5 67. Kc5 g4 68. Kb6 g3 69. Kxa6 g2 70. Kb7 g1=Q
71. a6 Kg5

resigns: advanced Rook pawns do draw against K+Q but not K+Q+P! 1-0

Furnewell - Frost , 1995

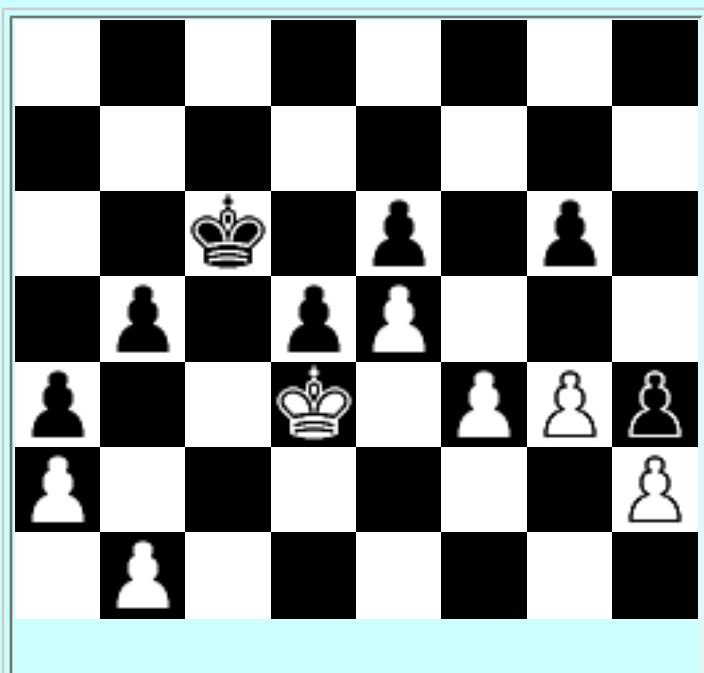


I'm not sure how to categorise this one: Black thought he was transposing into a won K+P ending because of the protected passed d-pawn, White presumably thought it was won. Who was right?

26... Rb5

White has the choice: leaving the rooks on may have been easier

27. Rxb5 cxb5 28. Rxc7+ Kxc7 29. Ke3 Kc6 30. Kd4 a5 31. a3 a4 32. h3 g6 33. g3 h5 34. g4 h4





35. f5

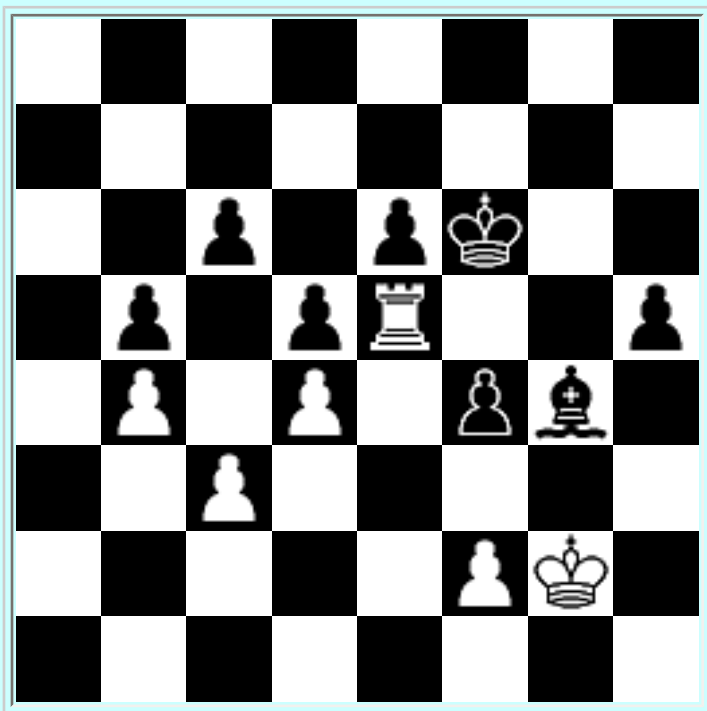
But

[35. Ke3 Kc5 36. f5 draws easily! 36... exf5 37. gxf5 gxf5 38. Kf4 d4 39. e6 Kd6 40. Kxf5 d3 41. Kf6 d2 42. e7 Kd7 43. Kf7 d1=Q 44. e8=Q+]

35... exf5 36. gxf5 gxf5 37. Ke3 Kd7 38. Kf3 Ke6 39. Kf4 d4

0-1

Bellers - Saqui, 1983

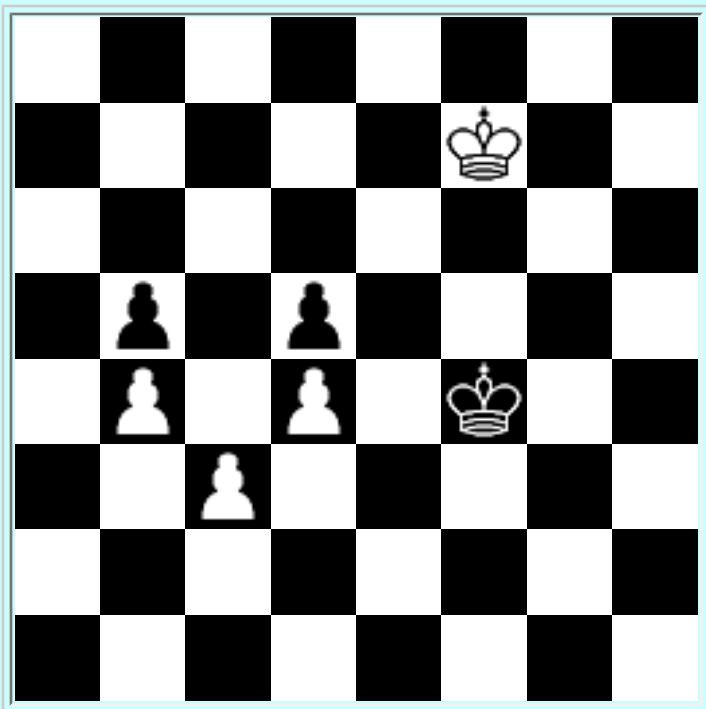


Finally, an ending to demonstrate the resources that may exist when all seems lost. The key to this ending is the greater mobility of the rook, and the ability of the wK to gain entry on the White squares.

44. Re1 Ke7 45. Rh1 f3+ 46. Kg3 Kf7 47. Kf4 Kf6 48. Ra1 Ke7 49. Ke5 Kf7 50. Kd6

two pawns now go, but it's still got to be won

50... Bf5 51. Kxc6 Bd3 52. Kd6 Kf6 53. Rh1 Kg5 54. Kxe6 Bc4 55. Ke5 Kg4
56. Rg1+ Kh3 57. Rg3+ Kh2 58. Rxf3 h4 59. Rf4 h3 60. Rg4 Be2 61. Rg7
Bf3 62. Kd6 Bg2 63. f4 Kg1 64. Rh7 h2 65. f5 Be4 66. Rxh2 Kxh2 67. f6
Bg6 68. Ke6 Kg3 69. f7 Bxf7+ 70. Kxf7 Kf4



Black has wriggled well but this K+P ending is won for White

71. Ke6 Ke4 72. Kd6 Kd3 73. Kxd5 Kxc3 74. Kc5 Kb3 75. d5 1-0

Back to [Chess Coaching Page](#)



This document (xchangkp.html) was last modified on 3rd April 1996 by

[Dr. Dave](#)

Exeter Chess Club: Rooks on ranks and files

Knights like outposts, bishops like clear diagonals: you could guess that rooks like clear ranks and files. The best rank to put your rook on is the seventh, particularly if the opponent's king is trapped behind it. A rook on the seventh rank (or 'on the seventh' as people sometimes say) can threaten unmoved pawns and with assistance can create mate threats. To get to the seventh the rook will have to move along a file. You can see Znosko-Borovsky doing just that with the c-file in the Illustrative Games. The other use of rooks on files is to attack: we have seen some examples of rooks attacking down the central d- and e-files in the section above on **Attacking the King**, and in the other Illustrative Game we can see Tarrasch making good use of the g-file to attack a king which has castled.

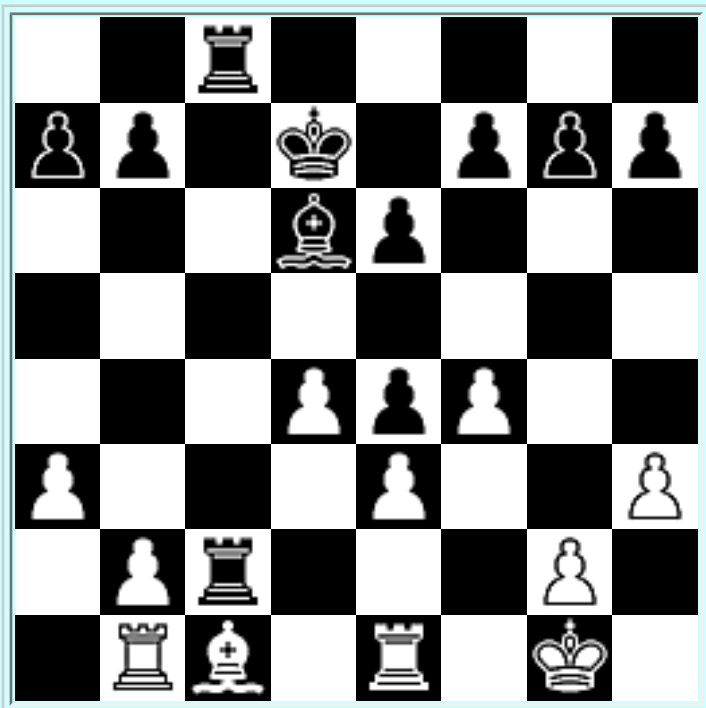
Rooks can be moved into action along the third rank; I include a brisk wins by Keene and Miles. Beginners often develop their rooks by going a4 and Ra3; this is a manoeuvre that you may rediscover as you get on - for example, Petrosian has often used that development against the Benoni, when he has already played a4 to slow up ...b5. This has good and bad points: for example, Miles-Clarke 1976 went **1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 c5 5. Bxc4 e6 6. Nc3 a6 7. a4 cxd4 8. exd4 Be7 9. O-O Nc6 10. Re1 Nb4 11. Bg5 O-O 12. Ne5 Re8 13. Re3** Now, after playing 13.Re3 Miles spotted 13...Nfd5 14.Nxd5 Nxd5 15.Rh3 Bxg5 16.Qh5 but wasn't convinced that it worked (16...Qf6!?) - Clarke also thought about it but avoided it. It does show clearly some of the risks and opportunities of the Re3-h3 idea.

Rs can also support knight outposts, so that - in a position like the diagram above in the section on outposts - if a knight on d5 is exchanged, a rook from d1 may recapture, still putting pressure on the pawn on d6.

van vliet-znosko-borovsky 1907

1.d4 d5 2.e3 c5 3.c3 e6 4.Bd3 Nc6 5.f4 Nf6 6.Nd2 Qc7 {!} 7.Ngf3 {?!} 7...cxd4! 8.cxd4 Nb4 9.Bb1 Bd7 10.a3 Rc8 11.O-O Bb5 12.Re1 Nc2 13.Bxc2 Qxc2 14.Qxc2 Rxc2 Lovely smooth stuff from Z-B.

15.h3 Bd6 16.Nb1 Ne4 17.Nfd2 Bd3 18.Nxe4 Bxe4 19.Nd2 Kd7 20.Nxe4 dxe4 21. Rb1 Rhc8 Monster rooks!



22.b4 R8c3 23.Kf1 Kc6 24.Bb2 Rb3 25.Re2 Rxe2 26.Kxe2 Kb5 27.Kd2 Ka4 28.Ke2 a5 29.Kf2 axb4 30. axb4 Kxb4 31.Ke1Kb5 {!} 32.Kd2 Ba3 33.Kc2 Rxb2+ 34.Rxb2+ Bxb2 35.Kxb2 Kc4 36.Kc2 b5 {0-1 }

[Event "rooks on ranks and files"][Site "-", Leipzig"][Date "1894.?.?"][Round "?"]

[White "tarrasch"] [Black "von scheve"] [Result "1-0"]

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 6.e3 Nbd7 7.h3 Ne4

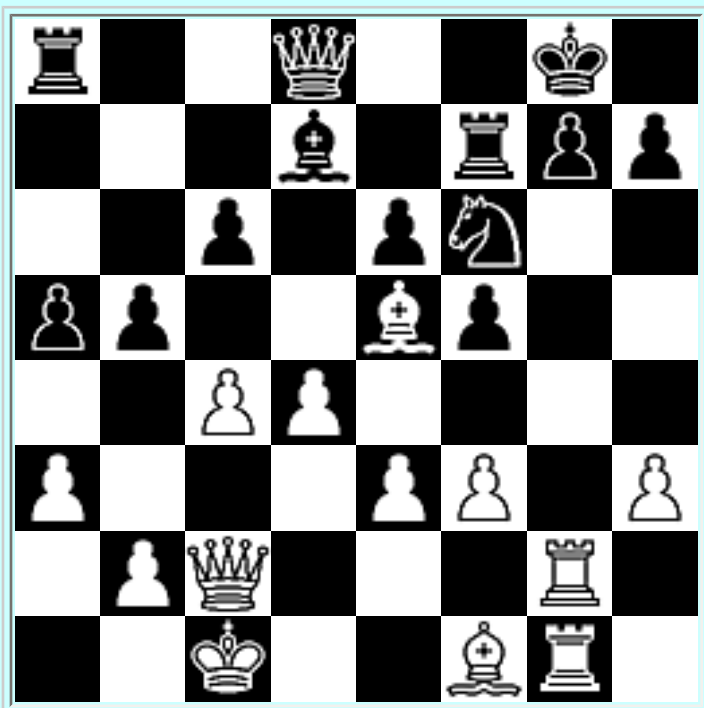
Tarrasch: *"The decisive error. After the exchange of Knights, Black's capturing Pawn becomes weak, and needs protection by ...f5. It is then attacked by f3, forcing Black to exchange and open up the Knight file for White. Thereupon there ensues a combined attack of White's Queen, both Rooks and the Queen Bishop against the Knight Pawn (the keystone of the Castled position) an attack which is irresistible."*

He adds modestly: *"I know of no game in all the chess literature in which it is possible to conceive of so detailed a plan, leading almost to mate, and in which the remaining 20 moves lead up to a catastrophe."*



8.Nxe4 dxe4 9.Nd2 Bb4 10.a3 Bxd2+ 11.Qxd2 O-O 12.Qc2 f5 13.Bd6 Re8 14.O-O-O Nf6 15.Be5 Bd7
16.f3 exf3 17.gxf3 b5 18.Rg1 Rf8 19.Rd2 Rf7 20.Rdg2 a5

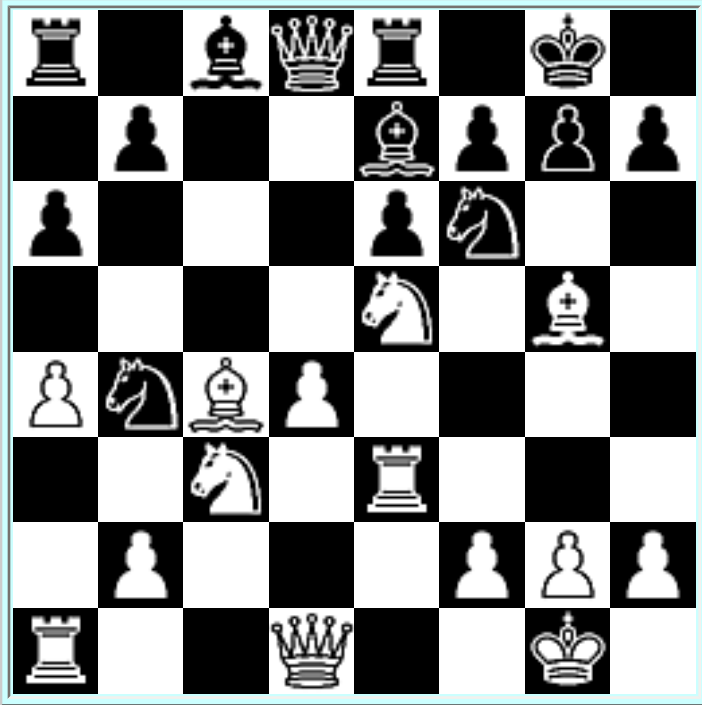
The prediction fulfilled.



21.Qf2 Ne8 22.Rg5 Qe7 23.Qh4 Nf6 24.Qh6 Ra7 25.Bd6 Qxd6 26.Rxg7+ Kf8 27.Rxh7+ Ke7 28.Rxf7+
Kxf7 29.Rg7+ Kf8 30.Qxf6+ 1-0

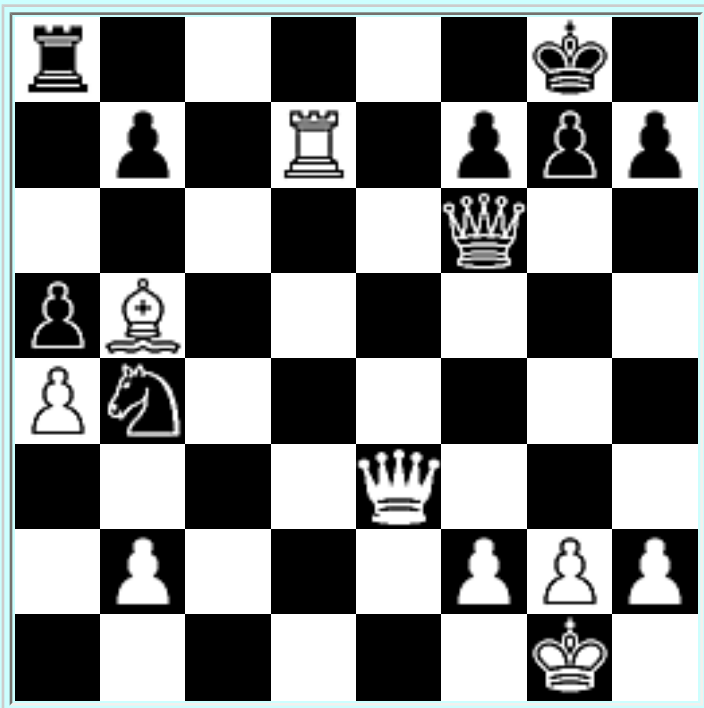
miles-clarke 1977

1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 c5
 5. Bxc4 e6 6. Nc3 a6 7. a4 cxd4 8. exd4 Be7 9. O-O Nc6 10. Re1 Nb4 11. Bg5 O-O 12. Ne5 Re8 13. Re3



13... Bd7 After playing 13.Re3 Miles spotted 13...Nfd5 14.Nxd5 Nxd5 15.Rh3 Bxg5 16.Qh5 but wasn't convinced that it worked (16...Qf6!?) - Clarke also thought about it but avoided it. It does show the risks and opportunities of the Re3-h3 idea

14. Qb3 a5 15. Bxf6 Bxf6 16. Nxd7 Qxd7 17. Bb5 Nc6
 18. d5 thematic 18... exd5 19. Nxd5 Qd6 20. Rd1 Rxe3 21. Qxe3 Nb4 22. Nxf6+ Qxf6
 23. Rd7 a crushing entrance



23... Qxb2 24. Qe7 h6 25. Qxf7+ Kh8 26. h4 Qa1+ 27. Kh2 b6 28. g3 Rc8 29. Re7 Qd4 30. Bd7 1-0
miles-clarke 1976

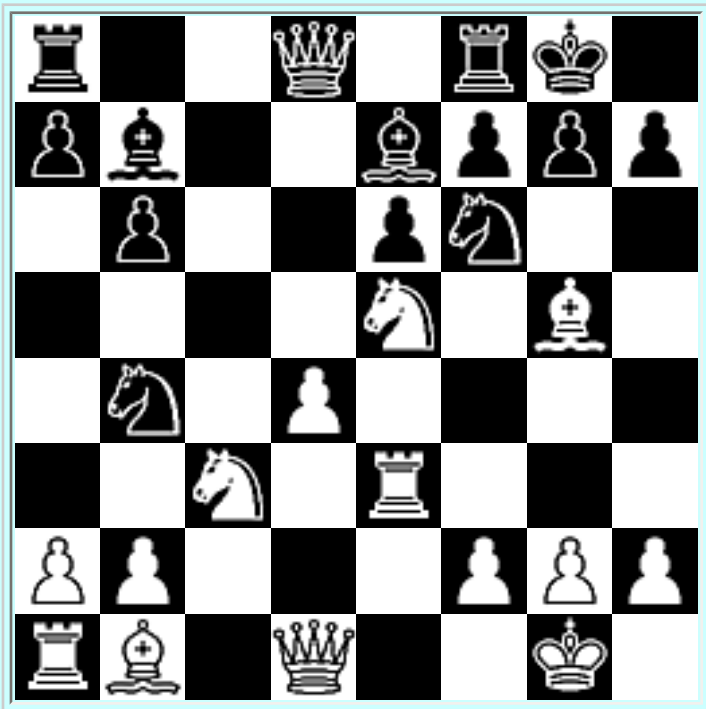
(...Re8+ Rxe8; Qxe8+ Kh7; Bf5+ mates)

Here's Tony Miles on the sharp end of the same idea.

[Event "Rook on the third rank"][Site "hastings"][Date "1975.?.?.?"][Round "?"]

[White "keene, r."][Black "miles, aj"][Result "1-0"]

1. c4 e6 2. d4 d5 3. Nc3 Nf6 4. Nf3 c5 5.cxd5 Nxd5 6. e3 cxd5 7. exd5 Be7
(the position actually arose by a different move order) 8. Bd3 O-O 9. O-O Nc6 10. Re1 Nf6
(10... Ncb4 11. Bb1 Nf6 12. Bg5 Bd7 13. Ne5 is similar to the game) 11. Bg5
11... Nb4 (right idea against the isolated d-pawn, but too early) 12. Bb1 b6 13. Ne5 Bb7
14. Re3 This is the key move of the game, and thematic for this section. White gets away brilliantly
with it in this game, but obviously the downside of this manoeuvre is that the Rook is very exposed once
it is committed to the attack. The play now becomes sharp and tactical; the strategy is decided.



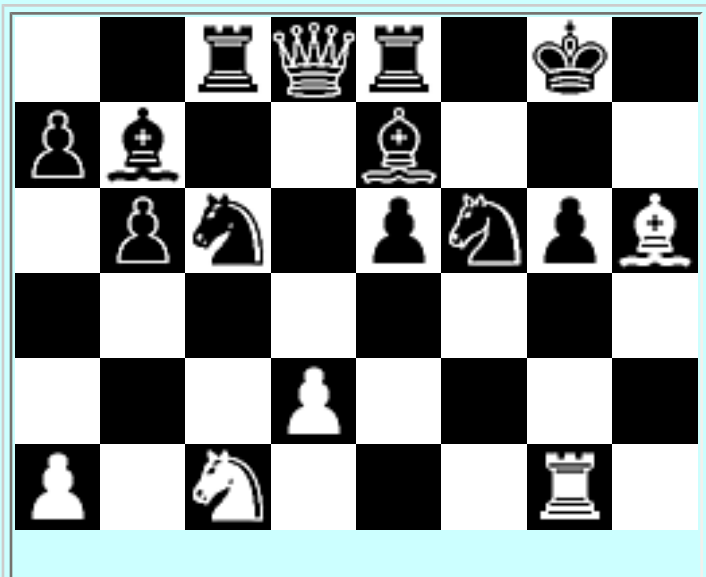
14...g6 (or 14... Ng4 15. Bxe7 Nxe3 16. Bxh7+ Kh8 17. Qh5 Ng4 18. Bg6+ Nh6)

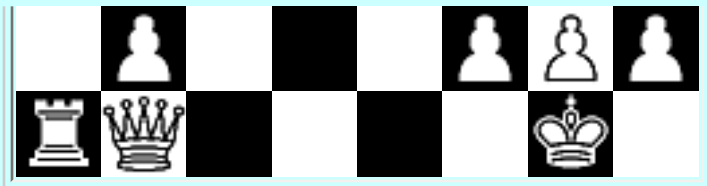
15. Rg3 (15. Rg3 Re8 16. Bh6 Bf8 17. Bxf8 Rxf8 18. Qd2 {+- keene} 18... Rc8 19. Nxc6 hxc6 20. Bxc6 fxc6 21. Qh6 Kf7 22. Rxc6 Rg8)

15... Rc8 (or 15... Nc6 16. Bh6 Qxd4 17. Qxd4 Nxd4 18. Bxf8 Kxf8 19. h3 Rd8)

16. Bh6 Re8 17. a3 Nc6 18. Nxc6 hxc6 19. Bxc6 (19. Bxc6 Bd6 20. Bxf7+ Kxf7 21. Rg7+ Kf8 22. Qf3)

19... fxc6 (19... Bf8 20. Bc2+ Kh8 21. Bxf8 Rxf8 22. Qd2 Ng8 23. Rh3+ Kg7 24. Rh7+ Kf6 25. d5)





20. Qb1 (20. Qc2 doesn't quite work as well) 20... Ne5 21. dxe5 Ne4 22. Nxe4 Kh7 23. Nf6+ Bxf6 24. Qxg6+ Kh8 25. Bg7+ Bxg7 26. Qxg7# 1-0

Back to [Chess Coaching Page](#)



This document (rankfile.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Rook Endings

I dug out all the rook endings of mine I could find to show both typical positions and typical errors. Please note that these are not, therefore, models of technique, more like comedies of error!

1. [The club player at his worst...](#)

1. [regis,d \(1800\) - knox,stuart \(ian miles cup\) \(1950\) \[D32\] rook ending: club, horrible lack of everything, 1983](#)
2. [regis,d \(1800\) - pope,s \(club ch'p\) \[A36\] rook ending: club, lack of attention, 1992](#)
3. [woodruff,dg \(1725\) - regis,d \(somerset vs. devon\) \(1855\) \[A26\] rook ending: club level, black lost courage, 1995](#)
4. [lane,pc - regis,d rook ending: club play, managed a win, 1995](#)
5. [regis,d - walker,jn \(exeter vs. teignmouth\) \[C33\] rook ending: club, lack of theory, 1995](#)
6. [white,ir - regis,d \(East Devon #1\) \[B06\] rook ending: club, all rook endings are drawn, 1994](#)

The club player at his worst...

regis,d (1800) - knox,stuart (ian miles cup) (1950) [D32] rook ending: club, horrible lack of everything, 1983

1. c4 e6 2. Nc3 d5 3. d4 c5 4. Nf3 Nc6 5. cxd5 exd5 6. Bg5 Be7 7. Bxe7

[7. Bxe7 Ngxe7 8. e3 cxd4 9. Nxd4 Qb6 10. Qd2 ! (10...Nxd4; 11 exd4, 0-0; 12 Be2 and; 13 Bf3+= or 12 Bb5!?) 10... Bg4 11. h3 Bh5 12. Bb5 O-O 13. O-O Nxd4 14. exd4 Nc6 15. Bxc6 ! 15... Qxc6 16. Qg5 !]

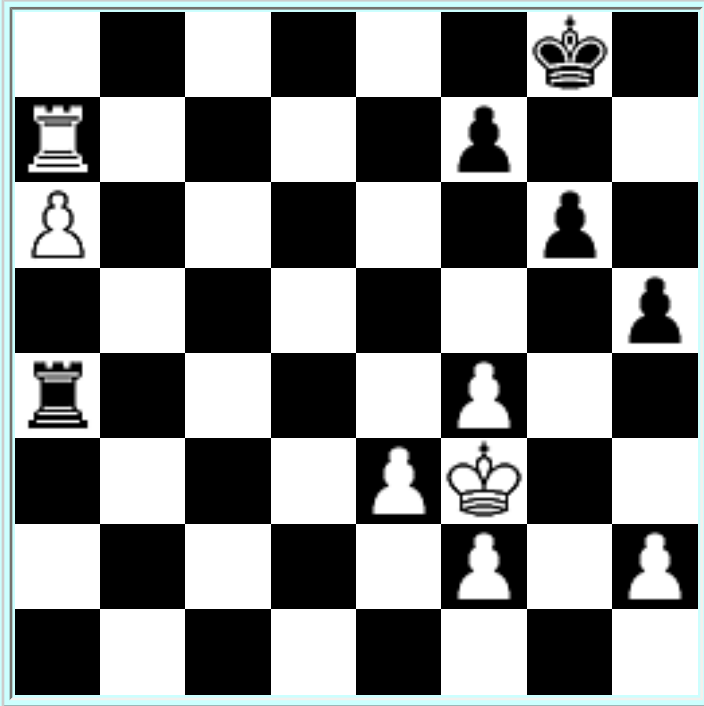
7... Ngxe7

[7... Ngxe7 8. e3 c4 9. Be2 O-O 10. O-O b5 11. Ne5 Nxe5 12. dxe5 Rb8 13. a4 b4 14. Nb5 Nc6 15. f4]

8. dxc5 Qa5

[8... d4 9. Ne4 O-O 10. e3]

9. e3 Qxc5 10. Rc1 Bg4 11. Be2 O-O 12. O-O Rad8 13. Qa4 Bxf3 14. Bxf3 Ne5 15. Rfd1 Nxf3+ 16. gxf3 Qb6 17. Qb5 Qxb5 18. Nxb5 Nc6 19. Rc5 a6 20. Nd4 Ne5 21. f4 b6 22. Rc7 Nc4 23. b3 Na3 24. Nc6 Nb5 25. Rb7 Nc3 26. Rd3 Ne4 27. Ne7+ Kh8 28. Rxd5 b5 29. Ra7 Rxd5 30. Nxd5 Nc5 31. Nc7 h5 32. Nxa6 Nxa6 33. Rxa6 g6 34. a4 bxa4 35. bxa4 Rb8 36. a5 Rb1+ 37. Kg2 Ra1 38. Ra7 Kg8 39. a6 Ra5 40. Kf3 Ra4



41. e4

I assumed this was a straightforward win, but... 41... Kf8 42. e5 Kg8 43. Kg3 Kf8 44. Ra8+ Kg7 45. Kf3 Kh7 46. Ke3 Kg7 47. f3 h4 48. Kf2 Ra2+ 49. Kg1 h3 50. a7 Kh7 51. Rd8

[51. Kf1 Kg7

[51... Rxh2 52. Rd8]

52. Ke1 Kh7 53. Kd1 Kg7 54. Kc1 Kh7 55. Kb1 Ra4 56. Kb2 Kg7 57. Kb3 Ra5 58. Kb4 Ra2 59. Kc5 Ra6]

51... Rxa7 52. Kf2 Ra3 53. Kg3 Kg7 54. Kg4 Re3 55. Rd1 Kh7 56. Rg1 Kg7 57. Rg3 f6 58. exf6+ Kxf6 59. Rxh3 Re2 60. Kg3 Ke6 61. Kg4 Kf6 62. f5 gxf5+ 63. Kf4 Kg6 64. Rg3+ Kf6 65. Rg5 Rxh2 66. Rxf5+ Kg6 67. Rf8 Ra2 68. Re8 Ra1 69. Re6+ Kf7 70. Kf5 Ra5+ 71. Re5 Ra3 72. f4 Ra4 73. Kg5 Ra1 74. Rb5 Ra6 75. Rb7+ Kf8 76. f5 Ra1 77. f6 Rg1+ 78. Kf5 Rf1+ 79. Ke6 Re1+ 80. Kd7 Kf7

81. Rb6 1/2-1/2

regis,d (1800) - pope,s (club ch'p) [A36] rook ending: club, lack of attention, 1992

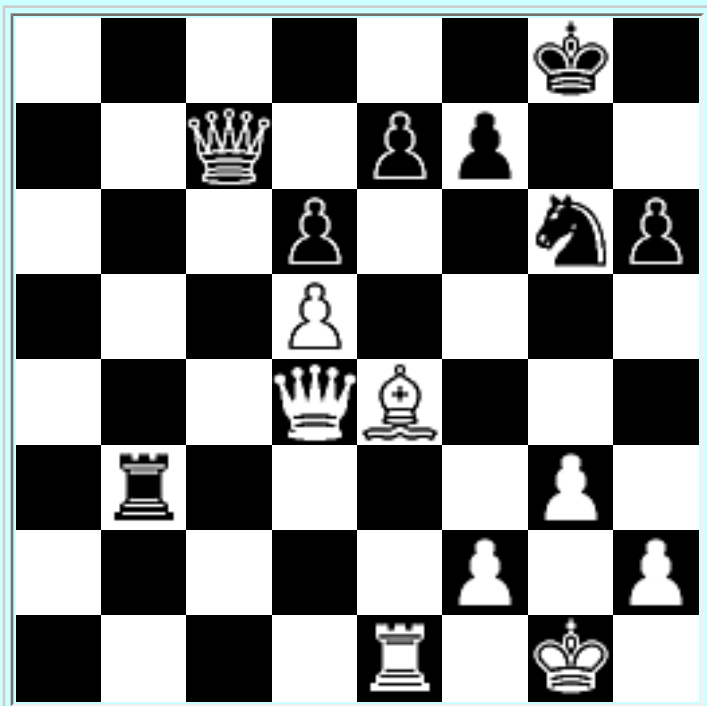
1. c4 c5 2. g3 g6 3. Bg2 Nc6 4. Nc3

[4. e3 soltis]

4... Bg7 5. e3 Nf6 ?! 6. Nge2 O-O 7. d4 cxd4 8. exd4 !? 8... d6 9. O-O a6 10. d5 ! 10... Ne5 11. b3 Rb8 12. Nd4 Ned7 13. Re1 Re8 14. Rb1 ?! 14... Qc7 15. a4 Nf8 16. Ne4 !? 16... Ng4 ?! 17. Ba3 Bf5 ?! 18. Nxf5 gxf5 19. Bb2 (Sealed: R 19.Qf3) 19... Ne5 20. Ng5 b5 21. cxb5 axb5 22. axb5 Rxb5 23. Qh5 Neg6 24. Bxg7 Kxg7 25. Qf3 !?

[25. Nf3]

25... h6 26. Nh3 Reb8 27. Qxf5 Rxb3 28. Rxb3 Rxb3 29. Nf4 Nxf4 30. Qxf4 Ng6 31. Qd4+ Kg8 32. Be4

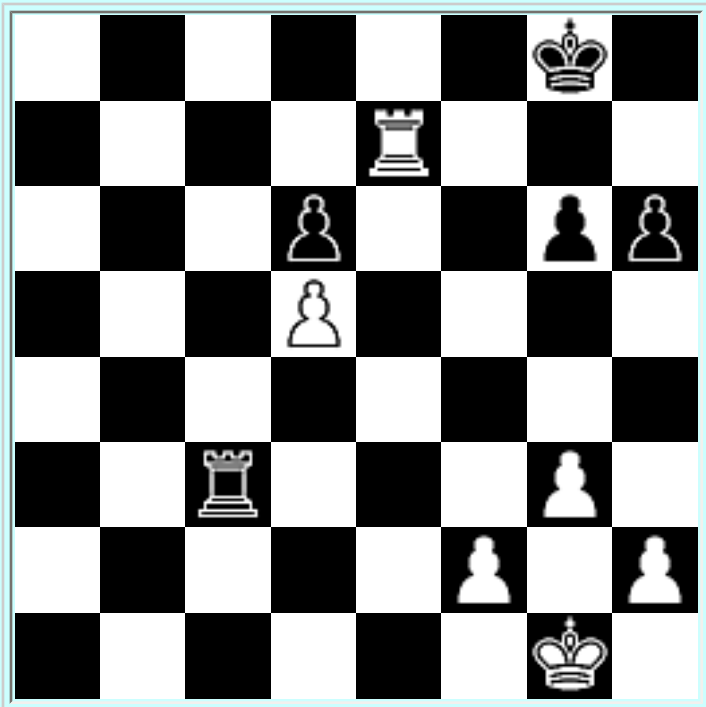


[32. Ra1]

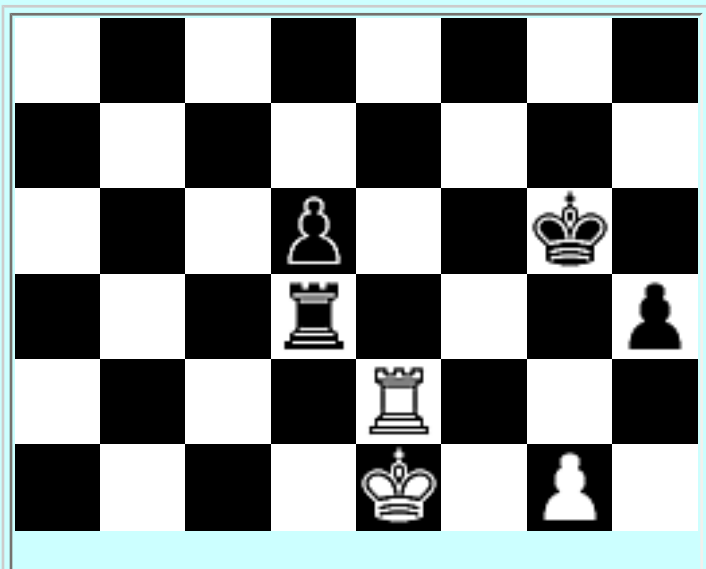
32... Qc3 ?!

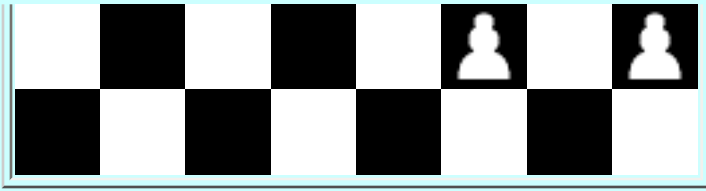
[32... Ne5 33. Ra1 Ra3 34. Rxa3 Qc1+ 35. Kg2 Qxa3 36. f4 Qa2+ 37. Kh3 Qc4]

33. Qxc3 Rxc3 34. Bxg6 fxc6 35. Rxe7



35... Rd3 36. Re6 Rxd5 37. Rxc6+ Kh7 38. Re6 h5 ?! 39. Kg2 Kg7 40. Kf3 Kf7 41. Re4 Kg6 42. Ke3





42... Kg5 ?!

[42... Kf6 43. Rd4 Re5+ 44. Kf3 Ke6 when it's still a fight]

43. Rd4 Re5+ 44. Kf3 Re6 45. Rd5+ Kg6 46. Kf4 Rf6+ 47. Ke3 Re6+ 48. Kf3 Rf6+ 49. Kg2 Re6 50. Kh3 ! 50... Rf6 51. f4 Kh6 52. Kh4 Kg6 53. Rg5+ Kh7 54. Rxh5+ Rh6 55. Rxh6+ Kxh6 56. Kg4 Kg6 57. Kf3 1-0

woodruff,dg (1725) - regis,d (somerset vs. devon) (1855) [A26] rook ending: club level, black lost courage, 1995

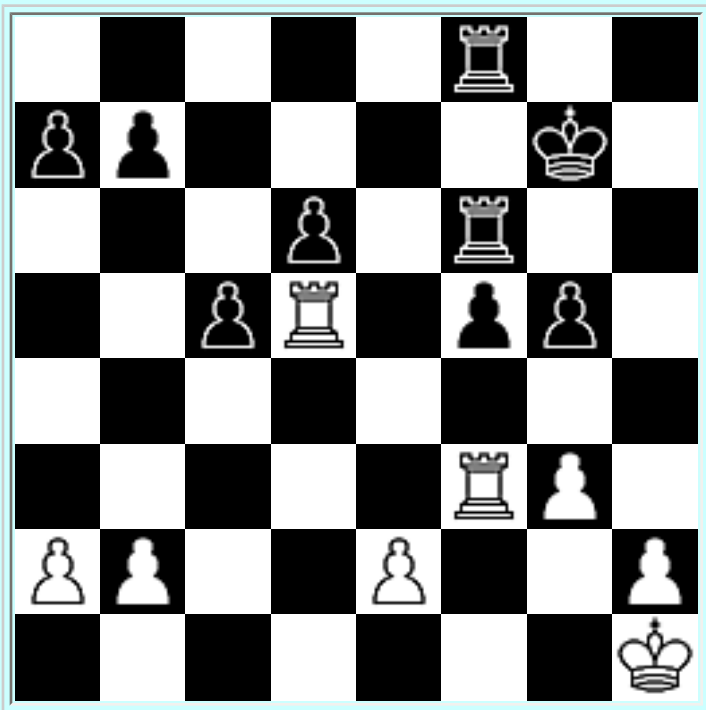
1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nf3 f5 7. O-O Nf6 8. Bg5 h6 9. Bd2 O-O 10. Nd5 Be6 11. Ne1 Rb8 12. Nc2 Ne7 13. Nxf6+ Rxf6 14. Bc3 g5 15. Kh1 Ng6 16. d4 Bxc4 couldn't see why not! 17. dxe5 Nxe5

[17... dxe5]

18. Bd5+

[18. f4]

18... Bxd5+ 19. Qxd5+ Rf7 20. Rad1 Qd7 21. f4 Ng6 22. Bxg7 Kxg7 23. fxg5 hxg5 24. Nd4 Ne7 25. Qf3 c5 26. Nc2 Rf6 27. Ne3 Rbf8 28. Nd5 Nxd5 29. Qxd5 Qc6 30. Rf3 Qxd5 31. Rxd5



we embarked on a long endgame from this point which I never felt happy

with; I have thrown in some speculative lines in the notes

31... b5

[31... Kg6 32. Rfd3 Re8 33. Rxd6

[33. e3]

33... Rxe2 34. Rd2 Rxd6 35. Rxe2 b5 -+]

32. Rfd3 Re8 33. Rd2 Ree6

[33... Re5 34. Rxd6 Rxd6 35. Rxd6 Rxe2 36. Rd5 Rxb2 37. Rxc5 Kg6 -+]

34. b4 cxb4

[34... c4 35. Rxb5 c3 36. Rc2 Re3 37. Rb7+ Rf7]

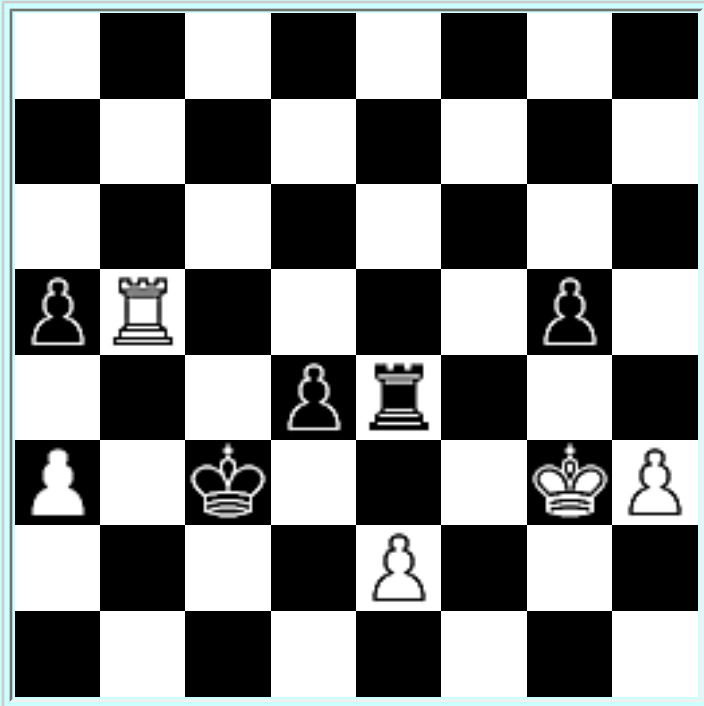
**35. Rxb5 Re4 36. Rb2 Kg6 37. R5xb4 Rxb4 38. Rxb4 Re6 39. Rb2 Kf6 40. Kg2 Re4 41. Rd2 Ke5
42. h3 a5 43. Kf2 d5 44. Rd3 Ra4 45. Re3+ Kd6 46. a3 f4 47. gxf4 Rxf4+ 48. Kg3 d4 49. Rd3 Re4
50. Kf3 Kd5 51. Rb3**

*[51. e3 Rxe3+ 52. Rxe3 dxe3 53. Kxe3 Kc4 54. Ke4 Kb3 55. Kf5 Kxa3 56. Kxg5 Kb3 57. h4 a4 58. h5 a3
59. h6 a2 60. h7 a1=Q 61. Kg6 -+ not all forced, I admit 61... Qh8]*

51... Rf4+ 52. Kg3 Kc4 53. Rb8 Re4 54. Kf3 Rf4+

[54... Re3+ looks good 55. Kg4 Rxe2 56. Kxg5 d3 57. Rd8 d2 58. h4 Kc3 59. h5 Re5+ 60. Kg4 Rxh5 61. Kxh5 Kc2 62. Rc8+ Kb3 63. Rd8 drawn]

55. Kg3 Kc3 56. Rb5 Re4



draw agreed - White: 20min, Black: 2min left

[56... Re4 57. Rxc5

[57. Kf3 Re3+ 58. Kg4 Rxe2 59. Rxa5 d3 60. Kf3 Re1 -+]

57... Rxe2 58. Rxa5

[58.Rd5 a4 59. Kf3 d3 60. h4 Re1 61. Rc5+ Kd4 62. Rc8 d2]

58... d3 59. Rd5 d2 60. Kg4

[60. h4 Re3+ ?

[60... Re1]

61. Kf4 Rd3 -+]

[60. Kf4 ! 60... Re1 61. h4 d1=Q 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Kd5 65. Kf5 Rf1+ 66. Kg6 Ke6 67. h7 Rg1+ 68. Kh6 Kf7 69. h8=N+ Kf6 70. Kh7 Rg4 71. a4 Rh4+ 72. Kg8 Rxa4 73. Kh7

[73. Nf7 Ra8+ 74. Kh7 Kxf7 75. Kh6 Ra5 76. Kh7 Rh5#]

73... Rg4 74. Nf7 Kxf7 75. Kh6 Kf6 76. Kh5 Re4 77. Kh6 Rh4#]

60... Re1 61. h4 d1=Q+ 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Ke5 65. Kg5 Rg1+ 66. Kh5 Kf5 winning!]

1/2-1/2

lane,pc - regis,d rook ending: club play, managed a win, 1995

1. d4 g6 2. c4 d6 3. Nc3 Bg7 4. e4 Nc6 5. Nge2 e5 6. d5 Nce7 7. Ng3 h5 8. Bd3 h4 9. Nf1 f5 10. exf5

[10. f3]

10... gxf5 11. f3 Nf6 12. Qc2 c6 13. Ne3 f4 14. Nf5 Nxf5 15. Bxf5 cxd5 16. Bg6+ Kf8 17. cxd5 Qa5
18. Bd2 Nxd5 19. Qb3

[19. Nxd5 Qxd5 20. Rd1 suggested by PL immediately after: 20...Qc5? 21 Qb3! +- 20... Qxa2 21. Bb4
Be6 22. Qe4 Qb3 23. Rxd6 Kg8 24. O-O]

19... Be6 20. Qxb7 Rd8 21. Nb5 Qb6 22. Qxb6 axb6 23. Ke2 h3 24. g4 ffg3 25. hxg3 Bh6 26. Rad1
Ke7 27. Be4

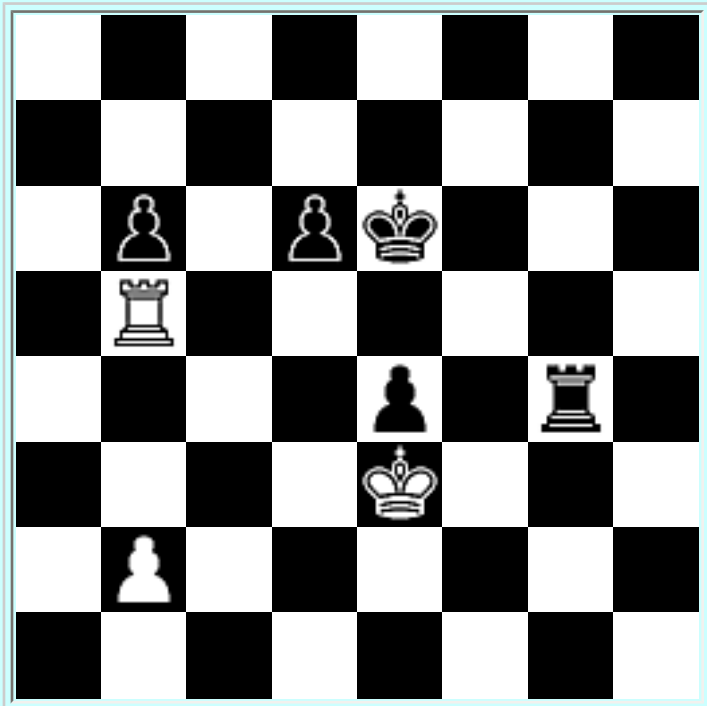
we later suggested 27 Kf2 as better

27... Bxd2 28. Rxd2 Nf6 29. Bb1 Bc4+ 30. Bd3 Bxa2 31. Ke1 Bd5 32. Bf1 Bxf3 33. Rxh3 Rxh3 34.
Bxh3 Bc6 35. Nc3 Rg8 36. Kf2 Ng4+ 37. Ke2 Nf6 38. Kf2 Ng4+

[38... d5 ! 39. Bg2 Ke6 40. Bh3+ Kd6 41. Rd3 d4 is simpler and safer; analysing on the night I missed
the strong ...d4]

39. Ke2 Nh2 40. Rd3 e4 41. Nd5+ Bxd5 42. Rxd5 Rfg3 43. Bf5 Rg2+ 44. Ke3 Ng4+ 45. Bxg4 Rfg4

46. Rb5 Ke6



47. Rxb6

[47. Kd4 ! may be better]

47... Ke5 48. Rb8 Rg3+ 49. Kf2 Rf3+

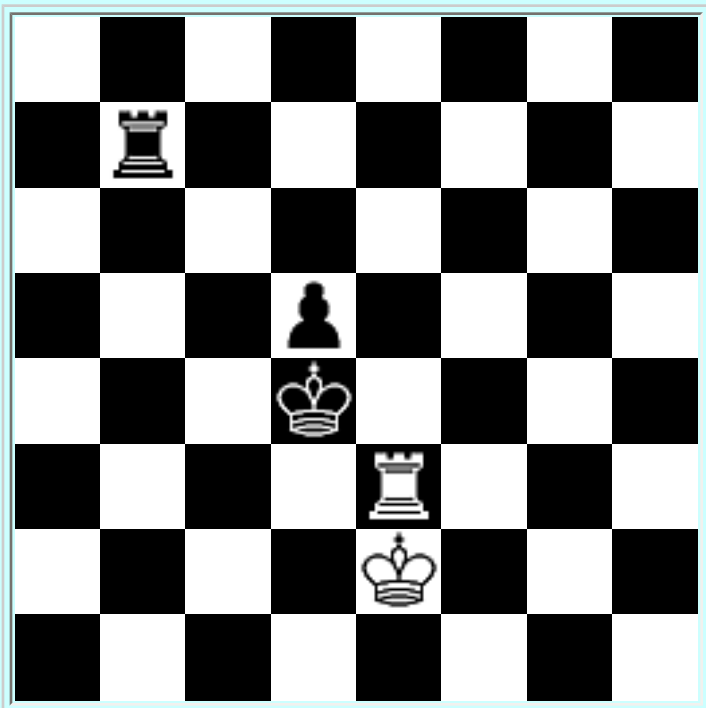
[49... Rd3 !? 50. b4 Kd4]

50. Ke2 d5 51. b4 Kd4 52. b5 Rb3 53. b6 e3

[53... Rb2+ is more likely to tempt an error? 54. Kd1 Kd3 55. Ke1 e3]

54. b7 Rb2+ 55. Kf1 Kd3

[55... Rb5 56. Ke2 Rb1 57. Re8 Rxb7 58. Rxe3]



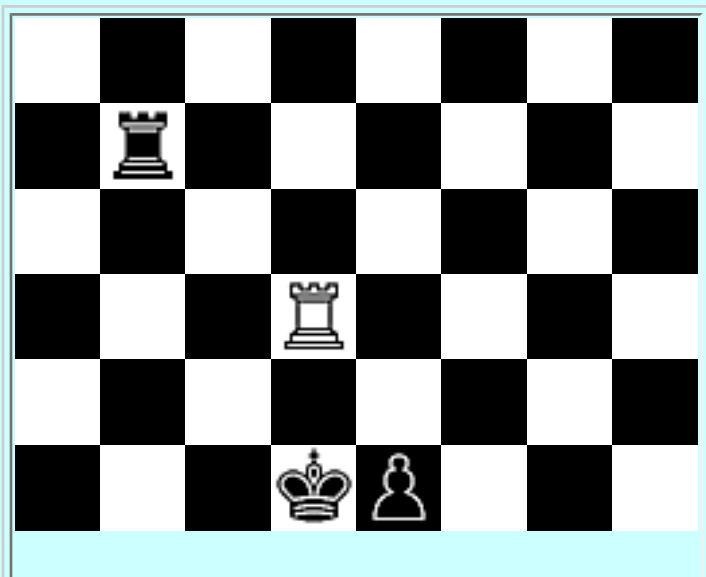
58... Rb2+ 59. Kf3 Rh2 60. Re8 Kd3 61. Rd8 d4 62. Rd7 Rh8 63. Rc7 Rf8+ 64. Kg2 Kd2 65. Rd7 d3 66. Rd6 Ke2 67. Re6+ Kd1 68. Rd6 d2 69. Rd7 Rf4

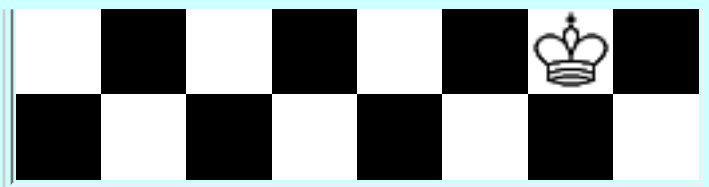
all like the game but with the d-pawn not the e-pawn - the 'bridge' is easier and the wK is on the long side]

56. Rd8 Rb1+

PL missed this one

57. Kg2 Rxb7 58. Rxd5+





58... Ke2 !

I did wonder about ...Ke4 but PL was not impressed... This is of course better, giving Lucena's win, but Black didn't half make heavy weather of it. The wK is well-placed on the 'short side'

59. Rd8 Rg7+

an important finesse

60. Kh3 Rf7

[60... Ke1]

61. Kg2 Rf4

you can tell Black can remember about 'building a bridge' but this is too early!

62. Kg3 Rf7 63. Re8 Rf3+ 64. Kg2 Rf5 65. Rd8 Ke1 66. Re8 e2 67. Re7

[67. Re7 Rf2+ 68. Kg1 Rf1+ 69. Kg2 Kd2 is trivial... 70. Rxe2+]

67... Kd2

[67... Rd5 looks much simpler 68. Kf3

[68. Ra7 Rg5+ 69. Kh2 Re5 70. Kg2 Kd2 71. Ra2+ Ke3 72. Ra3+ Kf4]

68... Rd3+ 69. Kg2 Kd1]

68. Rd7+ Ke3 69.

Re7+ Kd3 70. Rd7+ Ke4 71. Re7+

we've got all this way but something's still not quite right...

71... Kd3

[71... Re5 72. Rxe5+ Kxe5 73. Kf2 ...penny dropped!]

72. Rd7+ Ke3 73. Re7+ Kd2 74. Rd7+ Ke1 75. Re7 Rf4 76. Kg3

[76. Ra7 Rf2+ 77. Kg1 Rf1+ 78. Kg2 Kd2 +-]

76... Rd4 77. Kg2 Kd2 78. Kf2 Rf4+ 79. Kg3 Rf1

a tough game!

80. Rd7+ Kc3 0-1

regis,d - walker,jn (exeter vs. teignmouth) [C33] rook ending: club, lack of theory, 1995

1. e4 e5 2. f4 exf4 3. Bc4 d5 4. Bxd5 Nf6 5. Nc3 Nxd5

[5... Bb4 book]

6. Nxd5 Qh4+ 7. Kf1 Bg4 8. Nf3 Bd6 9. d4 O-O 10. Bxf4

[10. e5 c6 11. Nxf4 Be7 12. Be3 Bxf3 13. Qxf3 Re8]

10... Bxf4 11. Nxf4 Qe7 12. Qd3 Nc6 13. c3 Rad8 14. Re1 Rfe8

[14... f5 15. e5

[15. h3]]

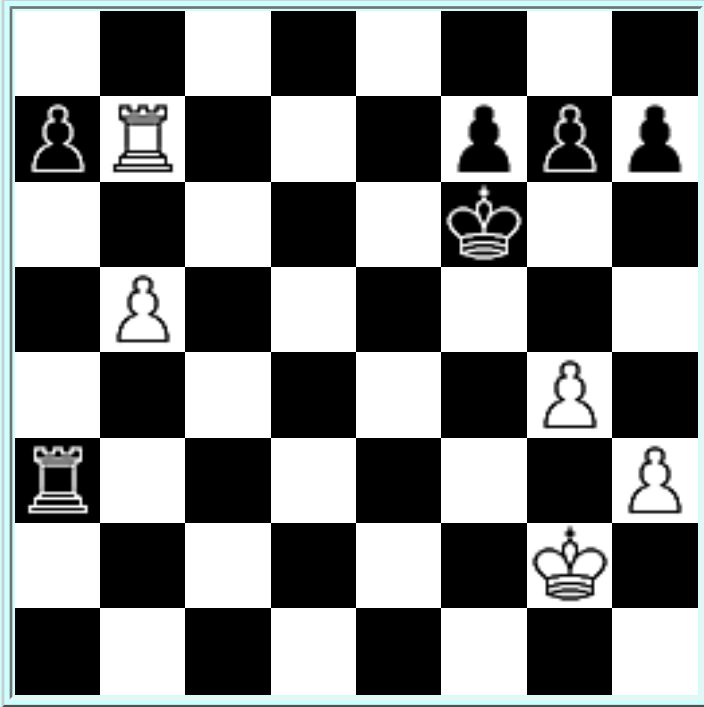
15. h3 Bxf3 16. Qxf3 Na5 17. g4

[17. Kf2 Nc4 18. Nd3 ?

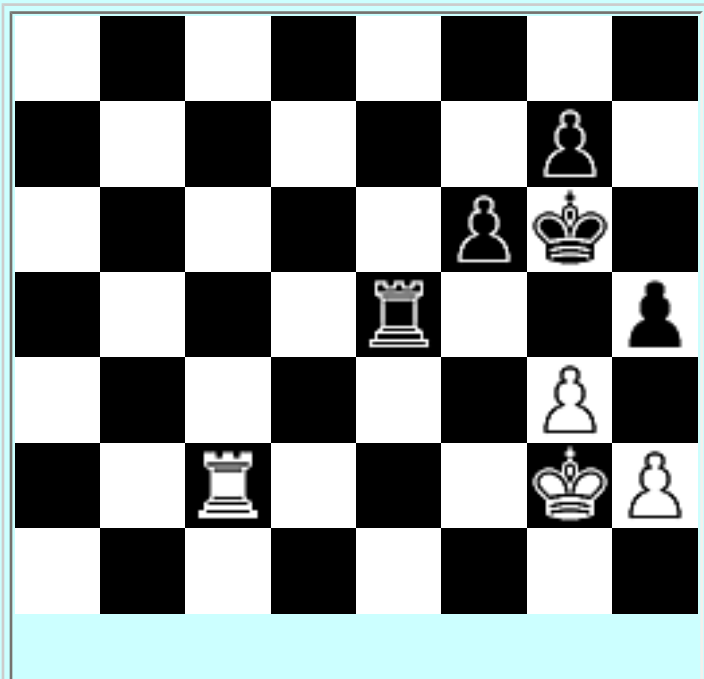
[18. Re2 ! 18... c5 19. Nd5 Qg5 20. Qf4]

18... Nd2]

17... Nc4 18. Rh2 c5 19. d5 Qf6 20. Qf2 Nxb2 21. Qxb2 Qxf4+ 22. Qf2 Rxe4 23. Qxf4 Rxf4+ 24. Rf2 Rxf2+ 25. Kxf2 Kf8 26. c4 b5 27. cxb5 Rxd5 28. a4 Rd4 29. Re5 Rxa4 30. Rxc5 Ke7 31. Rc7+ Ke6 32. Rb7 Ra3 33. Kg2 Kf6



34. b6 ! 34... axb6 35. Rxb6+ Kg5 36. Rb5+ Kg6 37. Rc5 h6 38. Rb5 f6 39. Rc5 Re3 40. Rc7 Re5 41. Kg3 h5 42. Rc3

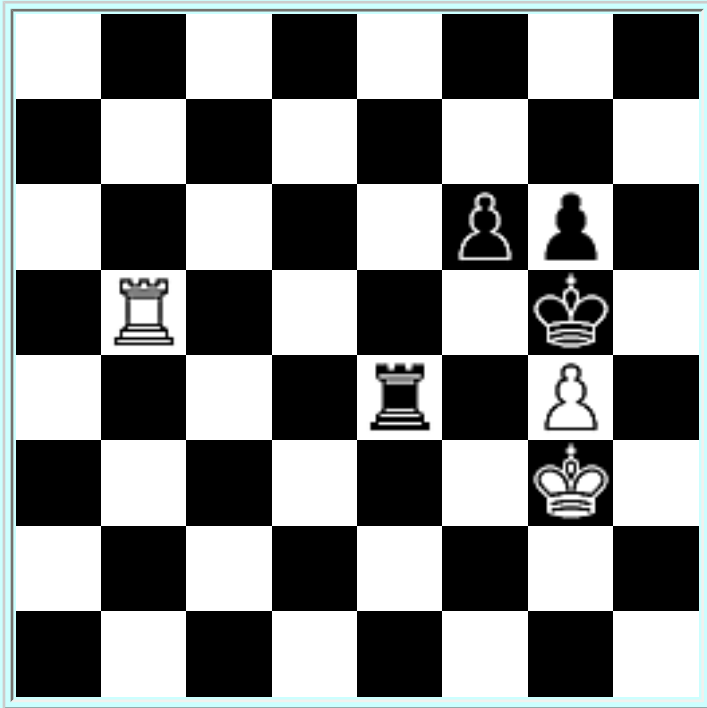




42... hxg4 ?

[42... Kg5 gives more winning chances]

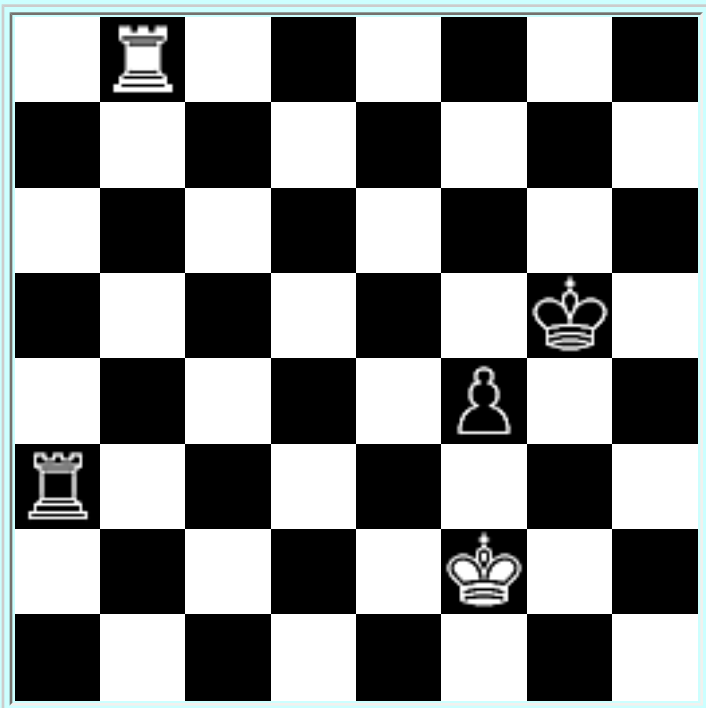
43. hxg4 Kg5 44. Ra3 g6 45. Rb3 Re4 46. Rb5+



46... f5 ?

really anything else would have been more worrying

47. gxf5 gxf5 48. Rb8 Re3+ 49. Kf2 Ra3 50. Rb4 f4 51. Rb8



the basic draw: heading towards Philidor's position.
Clearly White has been steering for this since move 33!

1/2-1/2

white,ir - regis,d (East Devon #1)

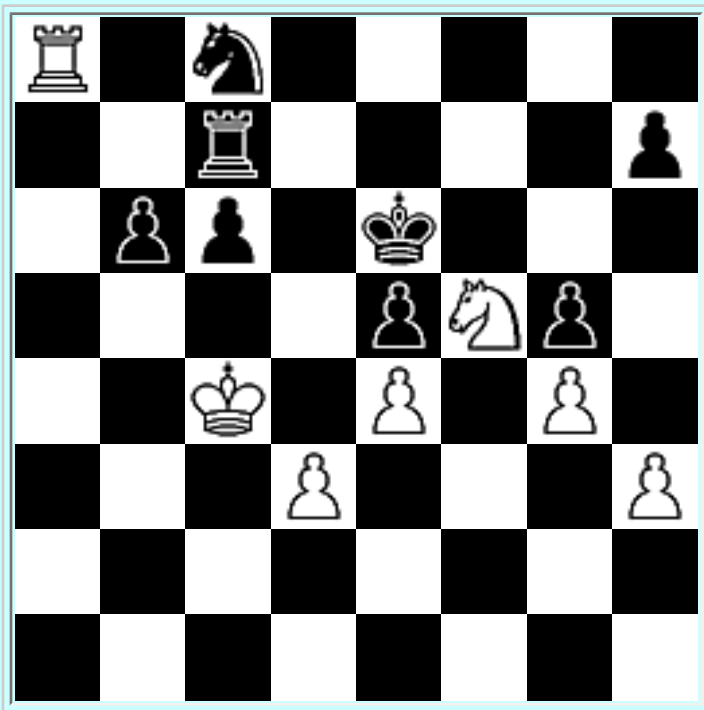
[B06] rook ending: club, all rook endings are drawn, 1994 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 c6 5. a4 Nf6 6. h3 Nbd7 7. Nf3 O-O 8. Qd2

[8. Be2]

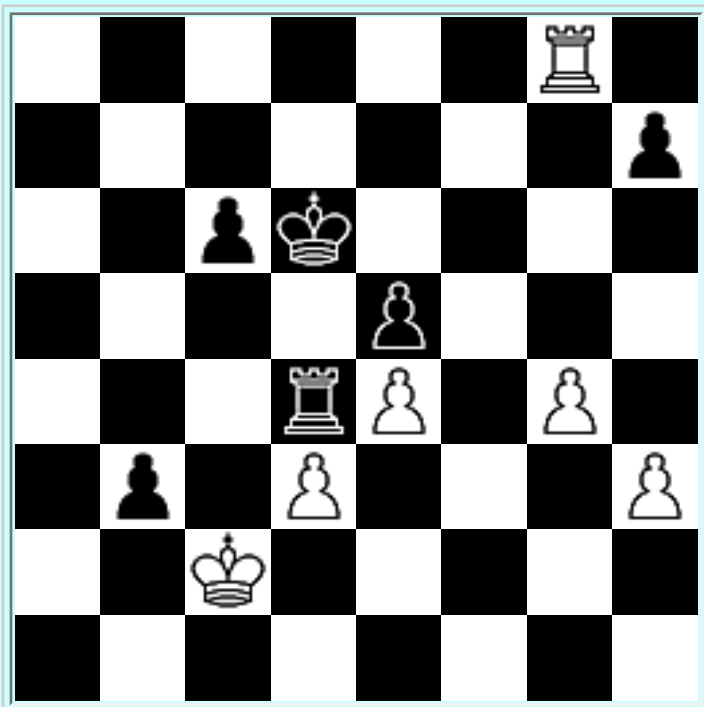
8... e5 9. dxe5 Nxe5 10. Nxe5 dxe5 11. O-O-O Qa5

[11... Qxd2+ 12. Rxd2 Be6 13. Bd3 Rfd8 14. Rhd1]

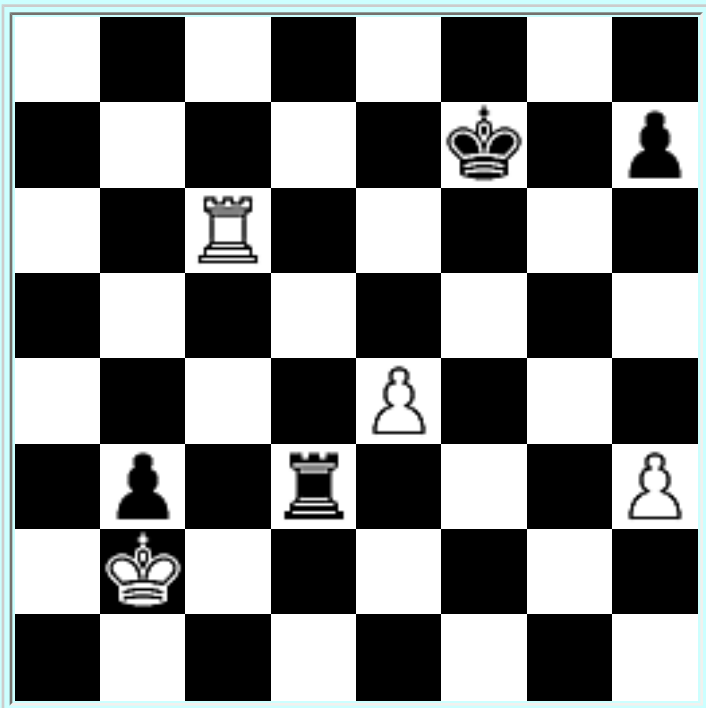
12. Qd6 Be6 13. b4 Qd8 14. Qxd8 Rfxd8 15. Rxd8+ Rxd8 16. Bxa7 Bf8 17. Bc5 Bxc5 18. bxc5 Rd4 19. Bd3 Nd7 20. Kd2 Nxc5 21. Rb1 Bc4 22. Ne2 Rd7 23. Kc3 Bxd3 24. cxd3 Nxa4+ 25. Kb4 Nb6 26. Kc5 Nc8 27. Rb3 Kf8 28. f4 f6 29. Ra3 Ke7 30. g4 g5 31. fxe5 fxe5 32. Ng3 Ke6 33. Nf5 Rc7 34. Ra8 b6+ 35. Kc4



35... Nd6+ 36. Nxd6 Kxd6 37. Rg8 b5+ 38. Kb4 Ra7 39. Rxg5 Ra4+ 40. Kb3 Rd4 41. Kc2 b4 42. Rg8 b3+



43. Kc3 Rb4 ! 44. Kb2 Kc5 45. Re8 Kd4 46. Rd8+ Ke3 47. g5 Kf4 48. Rf8+ Kxg5 49. Rf5+ Kg6 50. Rxe5 Rd4 51. Re6+ Kf7 52. Rxc6 Rxd3



1/2-1/2

Back to [Chess Coaching Page](#)



This document (rookends.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Bishop Endings

Bishop endings: Bishop against pawns, bishop against bishop, bishop against knight

1. [General Advice for bishop endings](#)
2. [Key ideas in bishop endings](#)
3. [Studies](#)
4. [Example Bishop Endings](#)
 1. [Fischer - Taimanov #4 \[B47\] Bishop Ending: B/N, 1971](#)
 2. [Walther - Fischer \[B99\] Bishop Ending: OCB As Draw, 1960](#)
 3. [Capablanca,Jose - Janowsky,Dawid \(NY 03\) \[D15\] B ending: same colour, 1916](#)
 4. [Menchik,V - Capablanca,JR \(Hastings 1930/31\) \[A47\] bishop ending: same colour, 1996](#)

Bishop endings are generally easier to win than rook endings because there is no way for the defending side to exclude the attacking King, and neither is there a perpetual check. But perhaps because they are less common, they may be neglected in a player's study.

General Advice for bishop endings

(1) The easiest endings to draw are those with opposite coloured bishops.

(2) Do not place pawns on the colour of your bishop.

(3) BB vs. BN or NN are usually a real advantage.

In open positions the two bishops are murder: in most other positions they are a real advantage.

[See [Double Bishop Endings](#).] (4) In open or semi-open positions a lone bishop is usually superior to a lone knight.

The knight is superior to the bishop in blocked positions or when the bishop is hemmed in by pawns on the same colour squares as the bishop.

K+B vs. K+P

Normally the bishop can keep an eye on the P from far enough away to keep the draw in hand, even two Ps if the opposing K is not close

K+B+P vs. K

A simple win unless it's an a-/h-P when the lone K can blockade on the colour square opposite to the B. Similarly, K+B vs. K+B+gP+hP may be drawn for this reason if BxgP is allowed.

K+B vs. K+B+P

Often a draw unless the P is far advanced. The side with the P must try to drive the B from covering the path of the P. This can usually be done only if the Bs travel on the same colour squares - bishops of opposite colours usually can set up immovable blockades or threats of sacrifice - and even then, only if the Pawn is not a central one and the defending K is not close.

K+N vs. K+B+P

The bishop can try to create zugzwang positions when the N must move away, and although blockades are possible the ending is promising. K+N vs. K+B+gP+hP may be drawn for the reason noted above if NxgP is allowed.

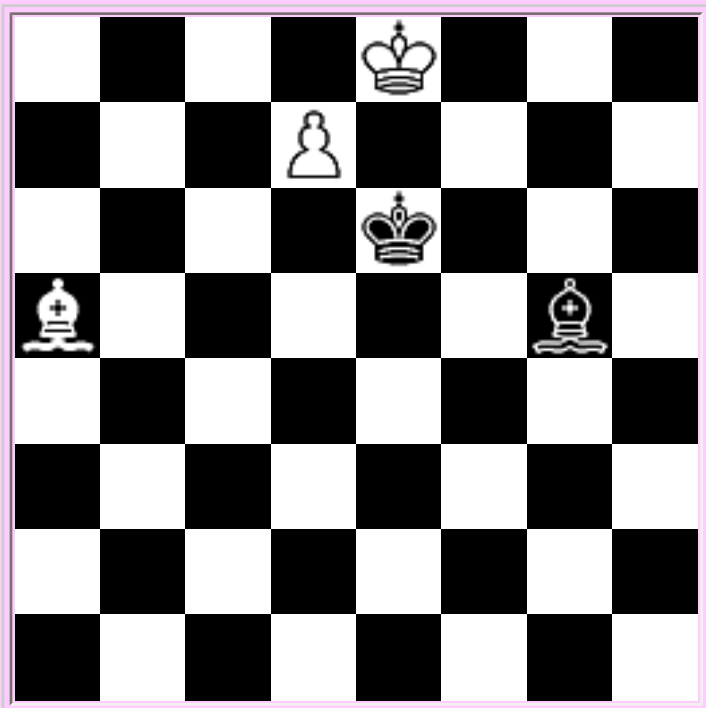
K+B vs. K+N+P

The N+P have far more difficulty winning against the B, but again on the wing the B may run out of squares and the K may be distant.

Key ideas in bishop endings:

sacrifice to draw, running out of space at the edge, draw with a-/h-pawns, draw with opposite coloured bishops, controlling the diagonals leading to the queening square

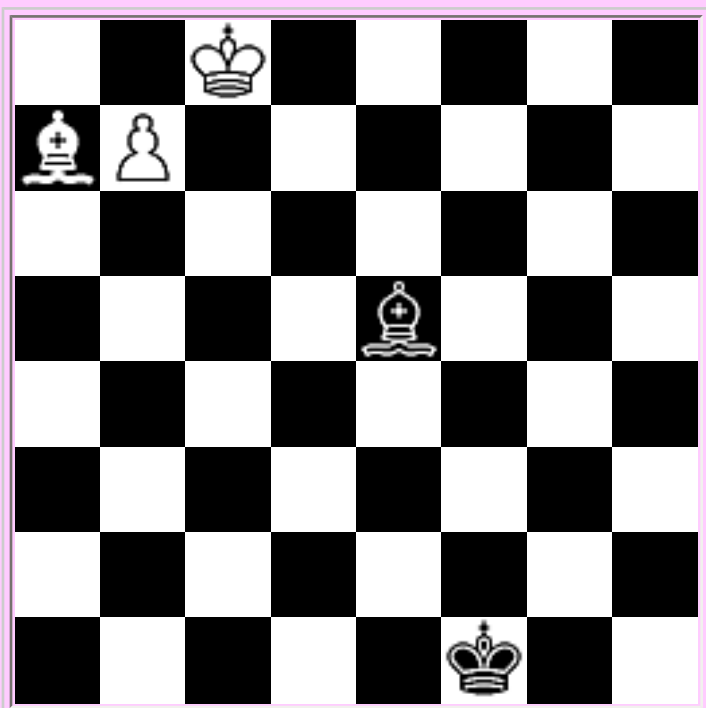
space to dodge



The White King cannot control the bishop from here. 1 Bd8 Bf4, 2 Be7 Bc7, 3 Bd6! Ba4 holds.

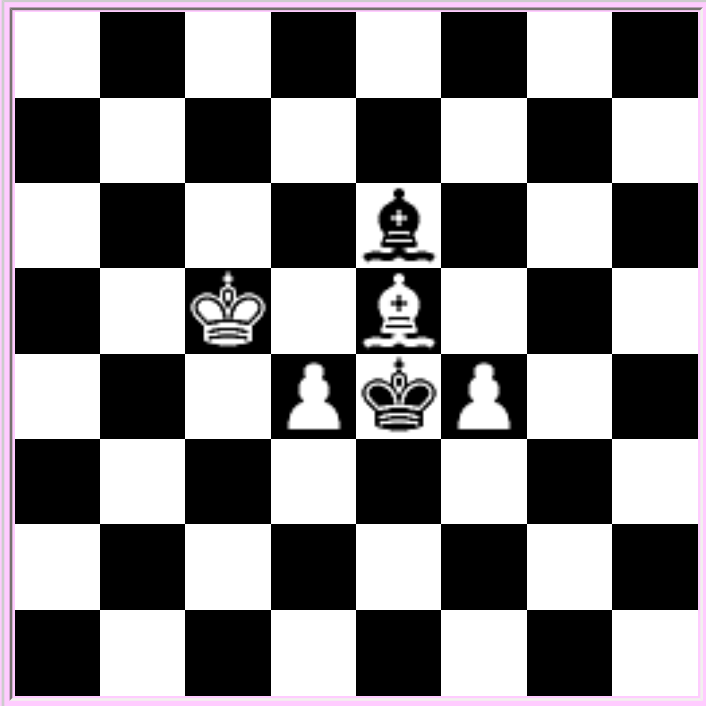
With both Kings distant it's the same; with wKe8, Bke1 1.Bb4! wins (threat Be7) [thanks to Bart Robeyns for rescuing this example].

no space at the edge



1 Bb8 Bd4, 2 Bc7 Ba7, 3 Bb6! 1-0

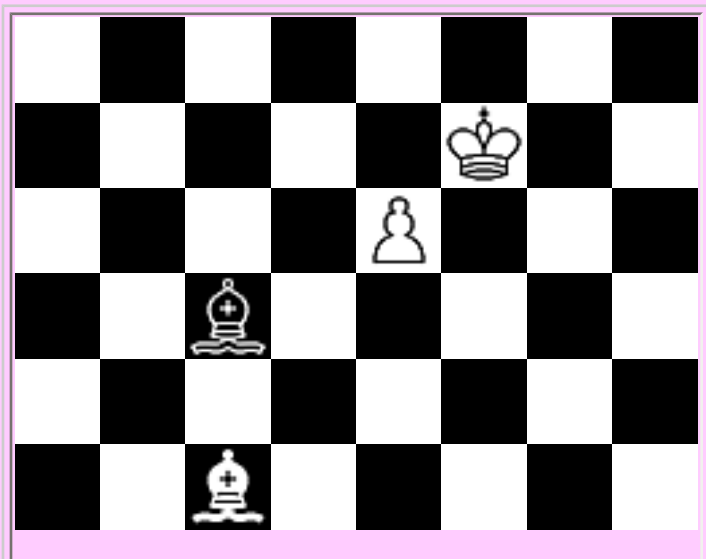
draw with bishops of opposite colour

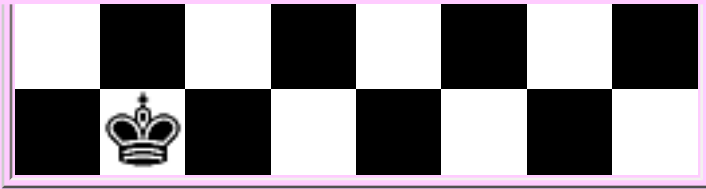


White cannot control the squares d5 or f5 and chase away the bishop at the same time:

1 Kd6 Bg8, 2 Ke7 and if later Kf6, ...Bh7! when d5 is no threat.

controlling diagonals



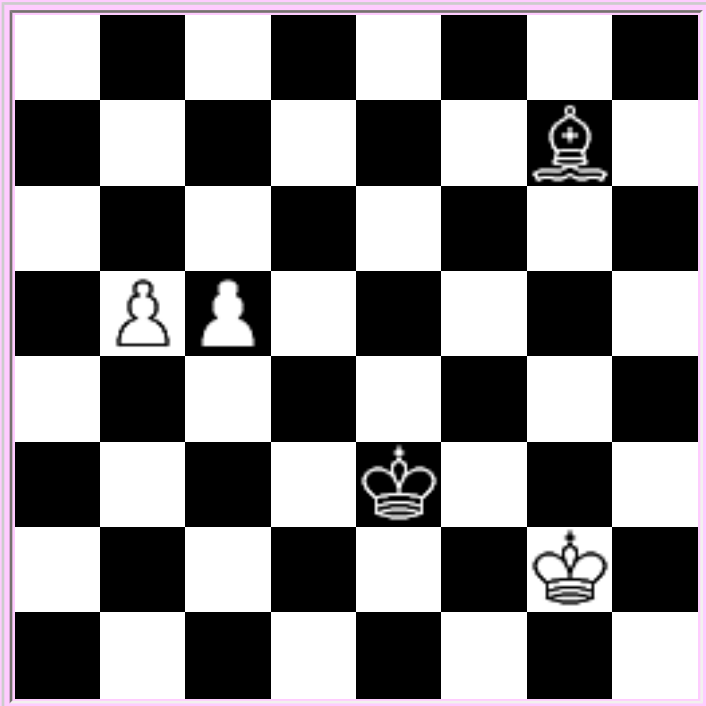


The short diagonal can be dominated by the White King.

1 Bf6 Kc2, 2 Be7 Be3 3 Bd6 Bg5, 4 Be5! and 5 Bf6

Studies

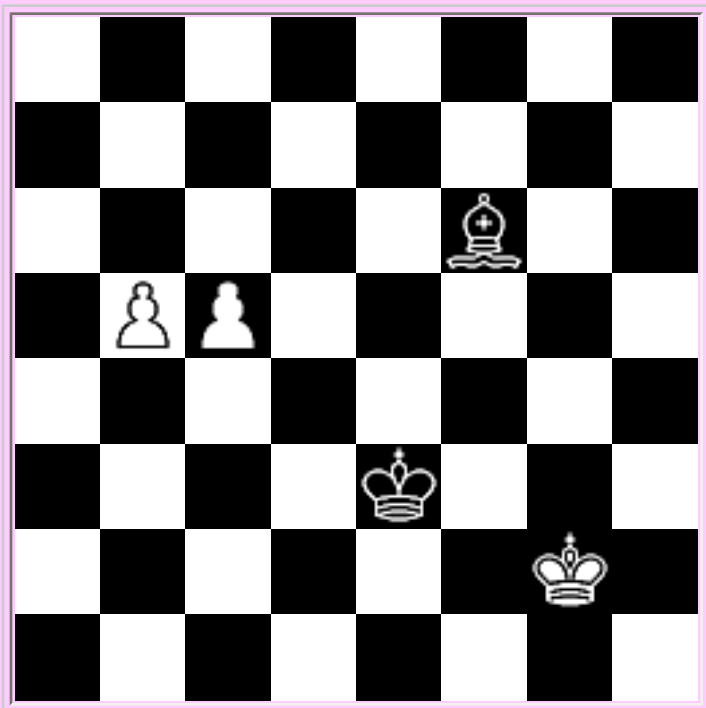
These comprise the selection given by John Littlewood in **Chess Coaching**. Littlewood also gives an ABC for Pawn, Knight, Rook and Queen endings.



128 BP

W to play wins

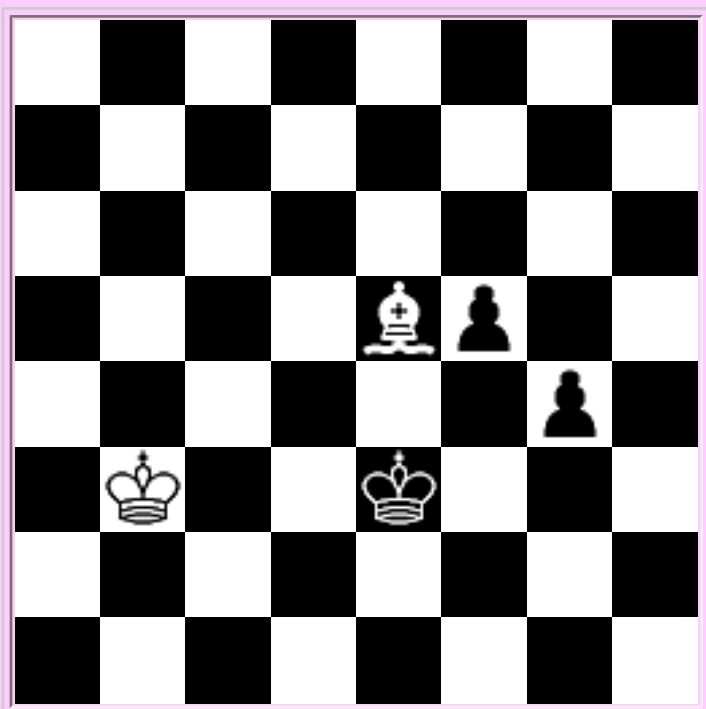
The bishop is poorly placed. 1 c6! Be5; 2 b6 winning



129 BP

W to play draws against best defence

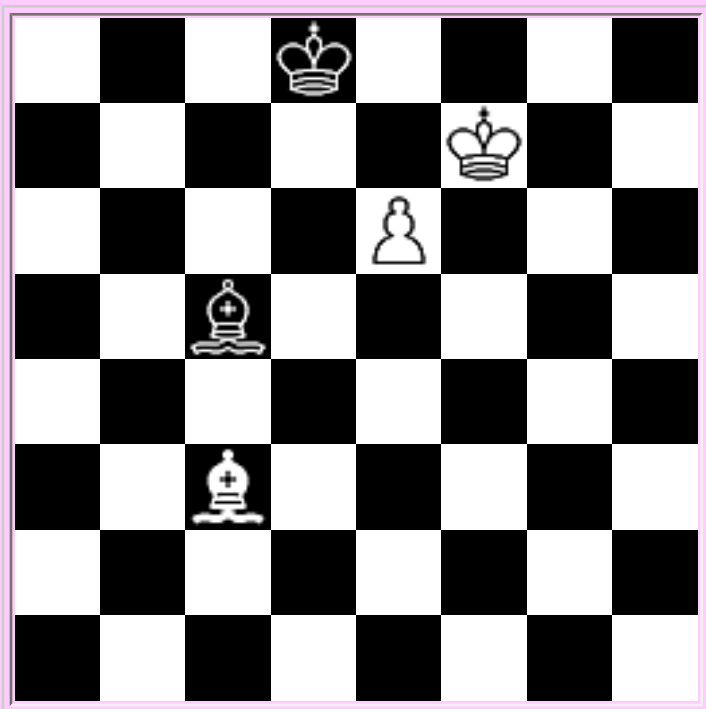
Better bB position: 1 c6 Bd8! or 1 b6 Bd4! 2 b7 Be5



130 BP

W to play draws

The wK is just close enough to hold. 1 Kc2! f4; 2 Kd1 **f3**; 3 Ke1, f2+; 4 Kf1, Kf3; 5 Bd4, g3; 6 Bxf2, gxf2 stalemate or 2...g3; 3 Ke1, g2; 4 Bxf4+! draws

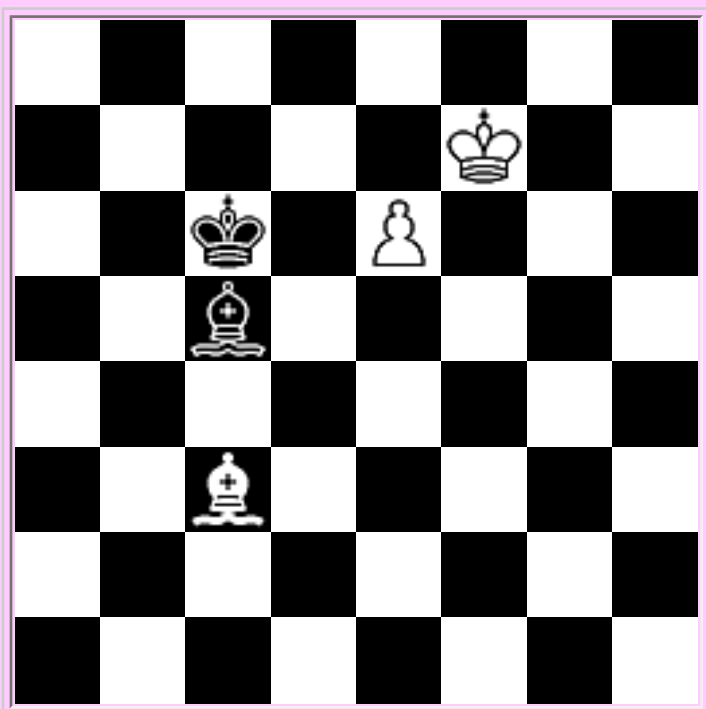


131 B

W to play wins

If Black can control e7 with the B, the pawn can never advance without ...Bxe7 drawing. White must drive off the B:

1 Bf6+ Kc8; 2 Be7, Bf2; 3 Bd6, Bh4; 4 Be5 (1...Kc7; 2 Be7, Bf2; 3 Bd6+!)

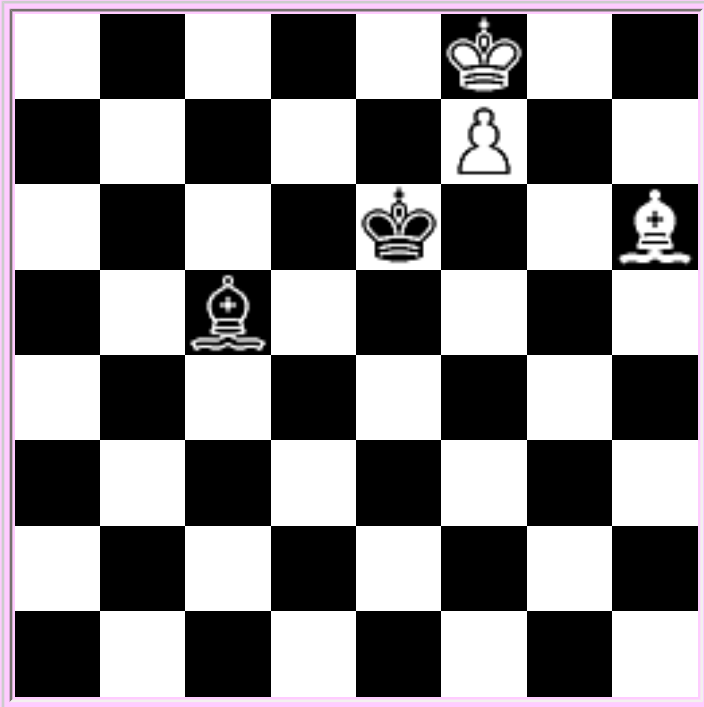


132 B

B to play draws

The bK is closer to the pawn, and can nip round to prevent 6 Bf6:

1...Kd5! 2 Bf6, Ke4! 3 Be7, Kf2; 4 Ba3, Bh4; 5 Bb2, Kf5!



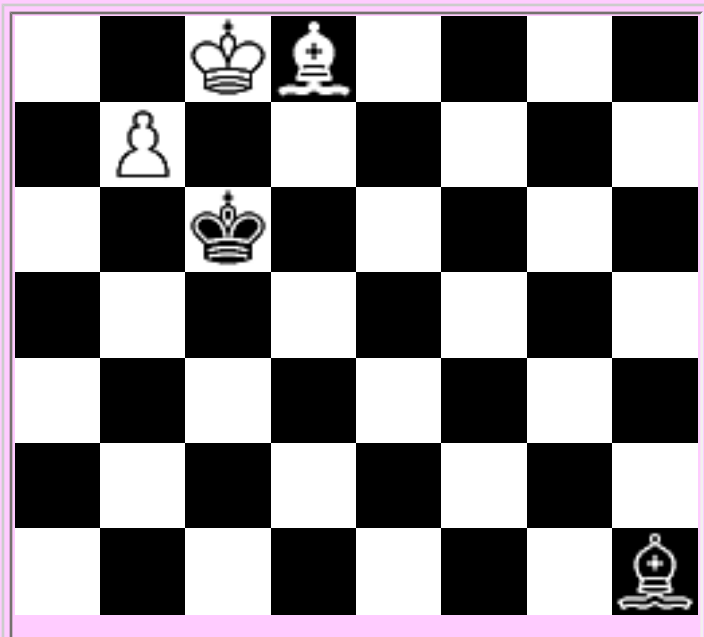
133 B

W to play wins

(check)

1 Kg8! controlling the 'short side' and threatening 2 Bf8, Be3; 3 Ba3, Bh6; 4 Bb2 and 5 Bg7,

so 1...Kf5, but 2 Bf8, Be3; 3 Ba3, Bh6; 4 Bc1!





134 B

W to play wins

(Centurini)

Take a deep breath...

If White's bishop were on a7, 1 Bb8, Bg1; 2 Bg3, Ba7; 3 Bf2! wins

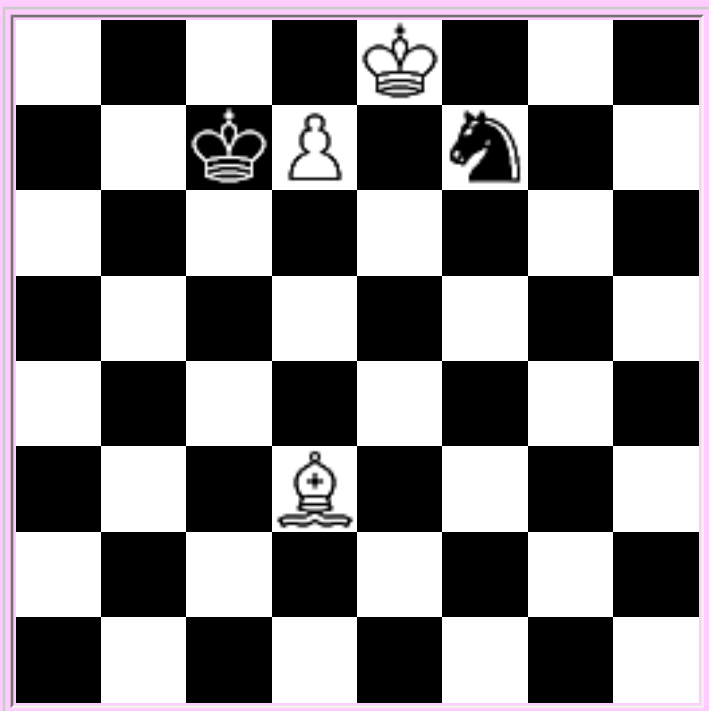
But 1 Bh4, Kb6! 2 Bf2+ Ka6 and wB can't get to a7.

If the bB was on g3, 1 Bh4! Bh2; 2 Bf2 and 3 Ba7, 4 Bb8 wins.

It's not quite *zugzwang*, since with Black to move 1...Bd6! 2 Be7, Bh2 holds (3 Bc5 isn't possible here)

So, *zugzwang* would be on if one of the squares h2 or d6 were taken away from the bB.

1 Bh4, Kb5; 2 Bf2, Ka6; 3 Bf5! Bg3; 4 Be7, Kb5; 5 Bd8, Kc6; and now 6 Bh4! Bh2 when 7 Bf2, Bf4; 8 Ba7, Bh2; 9 Bb8, Ba7; 10 Bg3, Ba7; 11 Bf2! bingo!



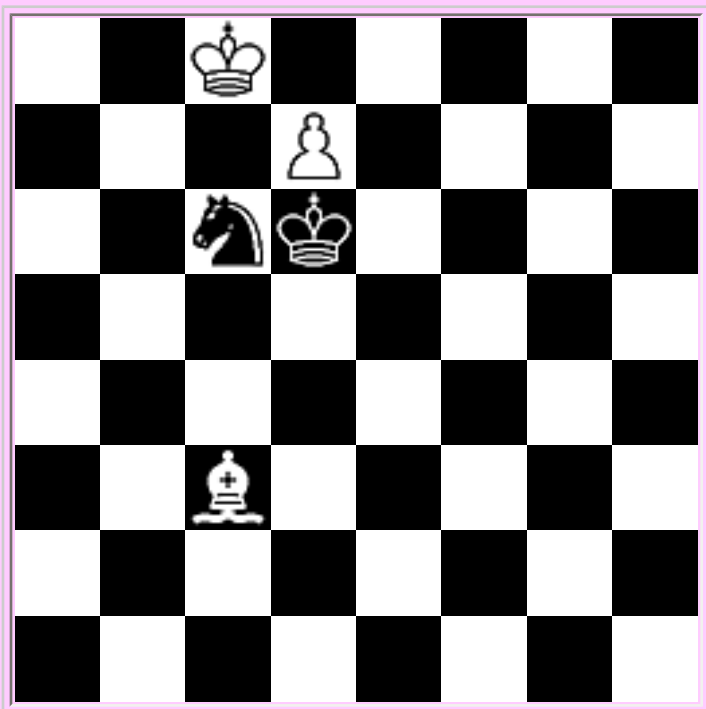
135 NB

W to play wins, B to play draws

1 Ke7, Nd8; 2 Be4, Nf7; 3 Bf3, Nd8; 4 Bd5! *zugzwang*

1... Nd6+; 2 Ke7, Nc8+! 3 Ke6, Nb6 draws

[This is a common drawing resource in Knight endings]

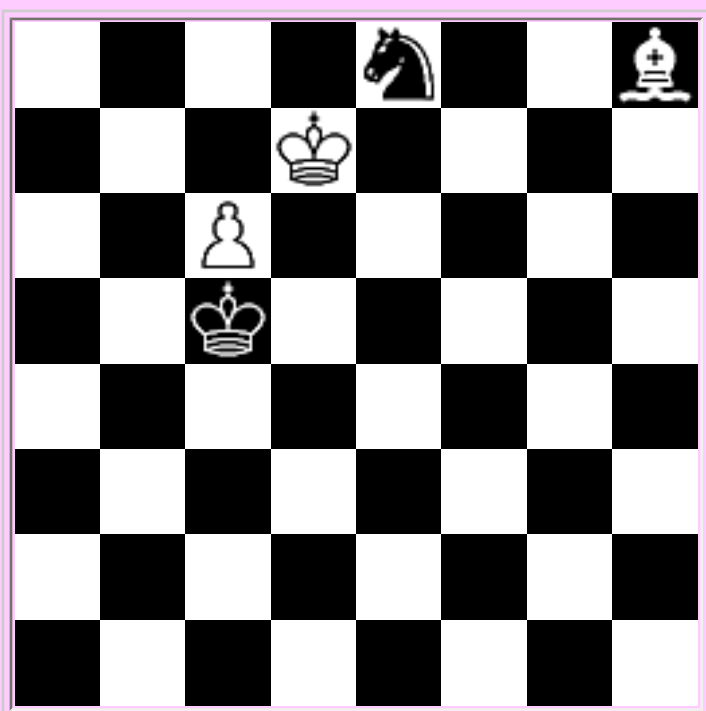


136 NB

W to play wins, B to play draws

1 Bb4+ Ke6; 2 Kc7, Kd5; 3 Ba3! *zugzwang*

1...Ne7+ 2 Kd8 Nc6+ 3 Ke8, Ke6 draws

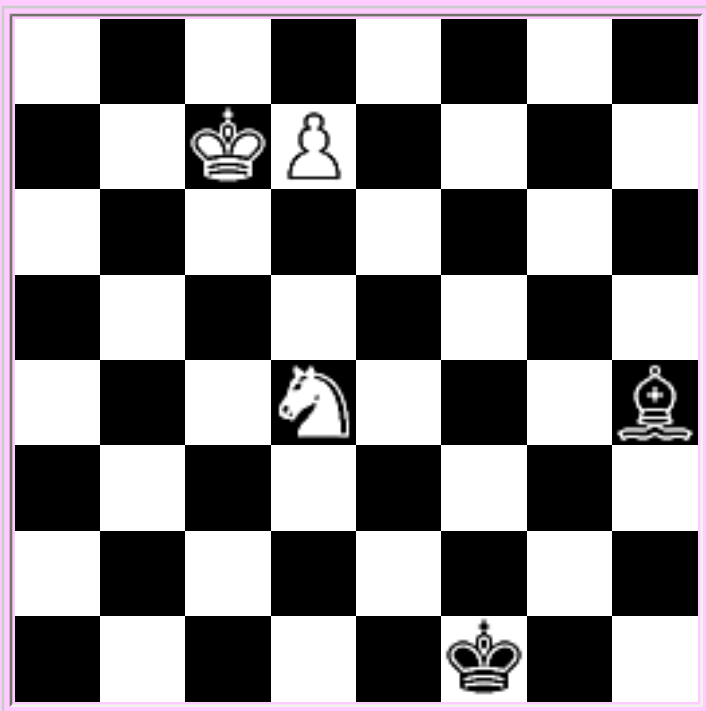


137 NB

W to play wins

If the bK were on b5, 1 Bd4 would be an immediate *zugzwang*, so

1 Bc3! Kb6! 2 Ba5+! Kb5! 3 Bd8! (guarding f6) 3...Kc5; 4 Bg5, Kb5! (4...Kd5; 5 Be7 or 4...Kb6; 5 Be3+ Kb5; 6 Bd4!) 5 Bh4! Kc5; 6 Bg3+ Kd5; 7 Bd4! Nd6; 8 c7 wins



138 NB

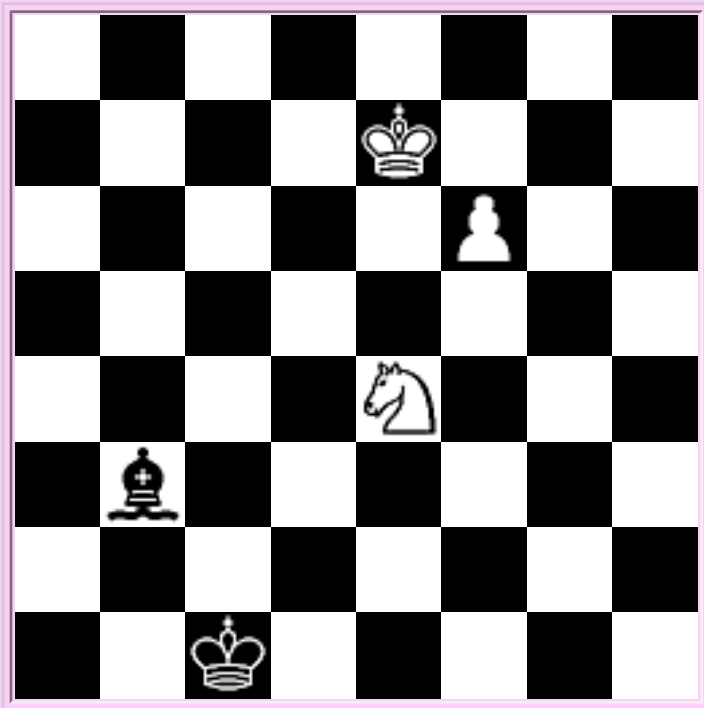
W to play wins

1 Nc6! Kf2; 2 Kd6 (threat 3 Ne7, Bg3+; 4 Kc6)

2...Bg3+! 3 Kc5! and now

3...Bc7? 4 Kb5! heading for b7

or 3...Bh4; 4 Kd5! with 5 Ke6 and 6 Ne7 winning



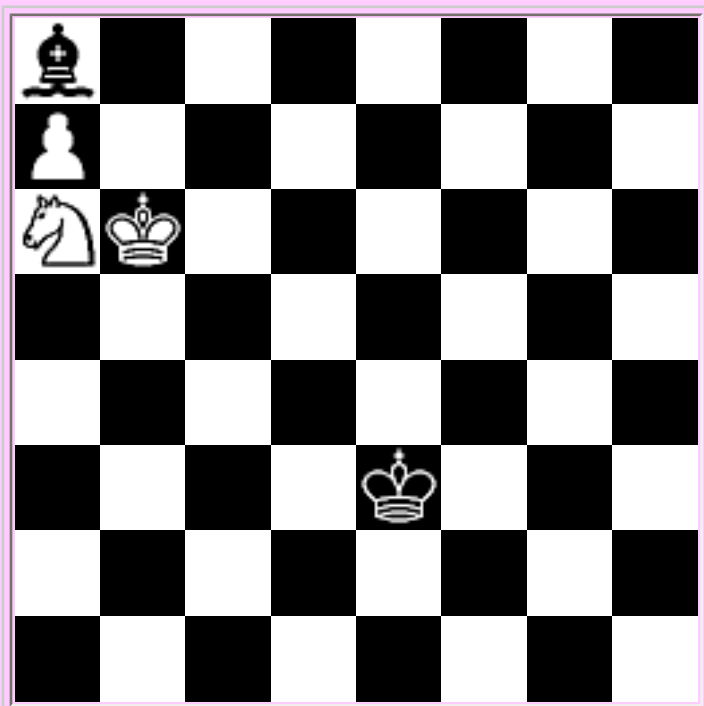
139 NB

W to play wins (Kosek)

1 Ng5! Bg8; 2 Nf7!! Kd2; 3 Kf8, Kh7; 4 Ng5 and now

4...Bg6; 5 Kg7, Be8; 6 Ne4+ Ke3; 7 Nd6, Kh5; 8 Kh6!

4...Bd3; 5 Ne6! Bg6 (5...Bf5 loses as above); 6 Nf4! Bb1; 7 Ke7, Ba2; 8 Ne6 winning



140 NB

W to play wins (Horwitz)

1 Nc7, Bh1; 2 Ne6+ Ke5; 3 Nd8, Ba8! 4 Kc7, Kd5! (idea 5 Kb8? Kd6! 6 Kxa8, Kc7! drawing)

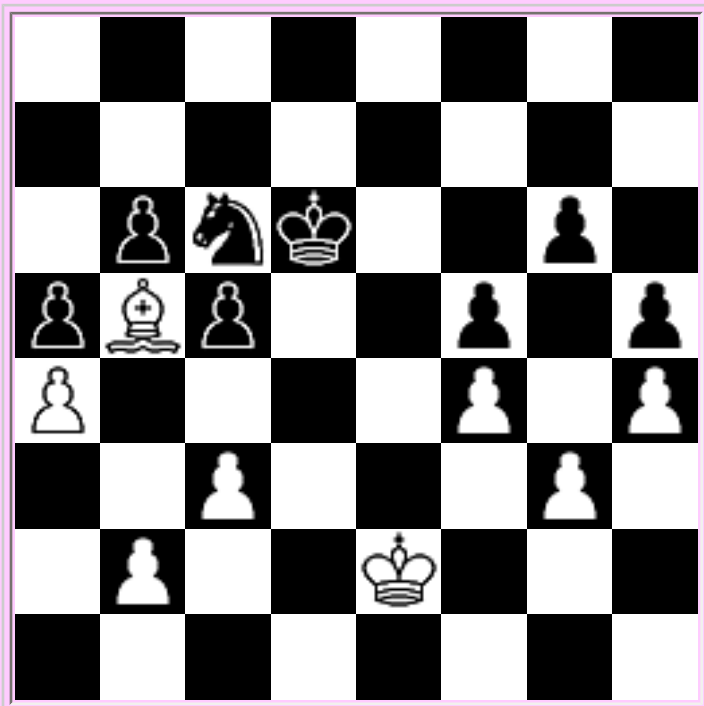
5 Nb7! Ke6! (idea 6 Kb8, Kd7; 7 Kxa8, Kc8! drawing)

6 Na5! Ke7; 7 Kc8! Ke8; 8 Nc4! Ke7; 9 Kb8, Kd8; 10 Nd6, Kd7; 11 Nb7! Kc6; 12 Kxa8, Kc7; 13 Nd6! *zugzwang*

Example Bishop Endings

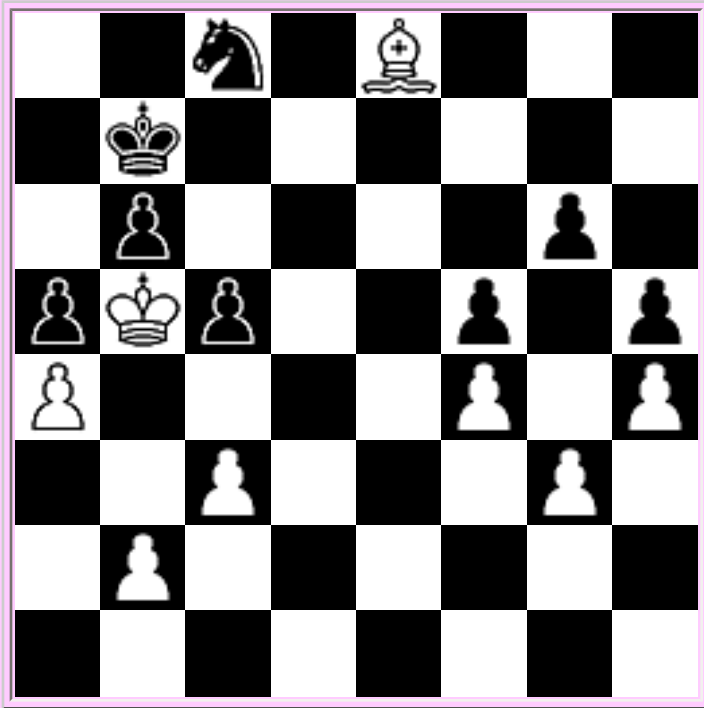
Fischer - Taimanov #4 [B47] Bishop Ending: B/N, 1971

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Qc7 5. Nc3 e6 6. g3 a6 7. Bg2 Nf6 8. O-O Nxd4 9. Qxd4 Bc5 10. Bf4 d6 11. Qd2 h6 12. Rad1 e5 13. Be3 Bg4 14. Bxc5 dxc5 15. f3 Be6 16. f4 Rd8 17. Nd5 Bxd5 18. exd5 e4 19. Rfe1 Rxd5 20. Rxe4+ Kd8 21. Qe2 Rxd1+ 22. Qxd1+ Qd7 23. Qxd7+ Kxd7 24. Re5 b6 25. Bf1 a5 26. Bc4 Rf8 27. Kg2 Kd6 28. Kf3 Nd7 29. Re3 Nb8 30. Rd3+ Kc7 31. c3 Nc6 32. Re3 Kd6 33. a4 Ne7 34. h3 Nc6 35. h4 h5 36. Rd3+ Kc7 37. Rd5 f5 38. Rd2 Rf6 39. Re2 Kd7 40. Re3 g6 41. Bb5 Rd6 42. Ke2 Kd8 43. Rd3 Kc7 44. Rxd6 Kxd6



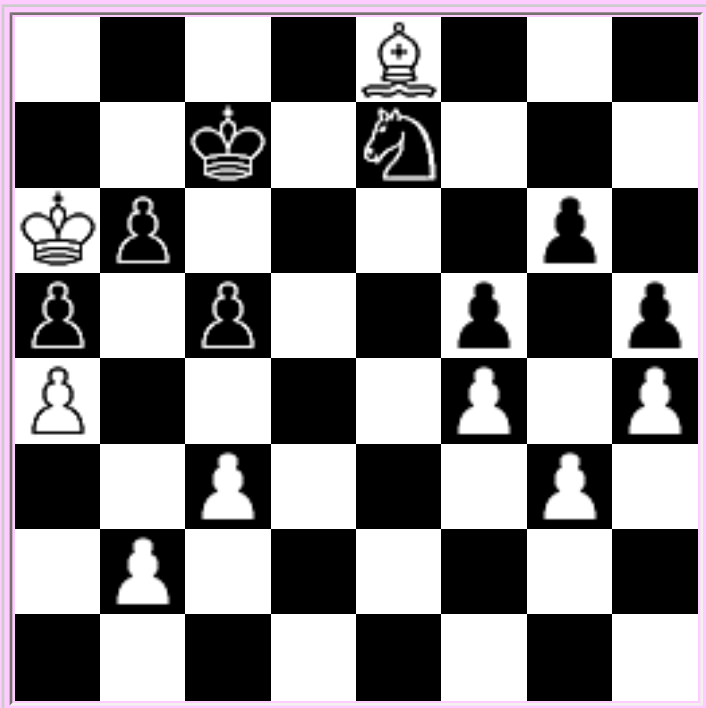
White has the classic advantage of Bishop against Knight with pawns on both sides of the board. Black also has the disadvantage of having his pawns advanced and fixed, with an entry point on the Queen's-side.

45. Kd3 Ne7 46. Be8 Kd5 47. Bf7+ Kd6 48. Kc4 Kc6 49. Be8+ Kb7 50. Kb5 Nc8



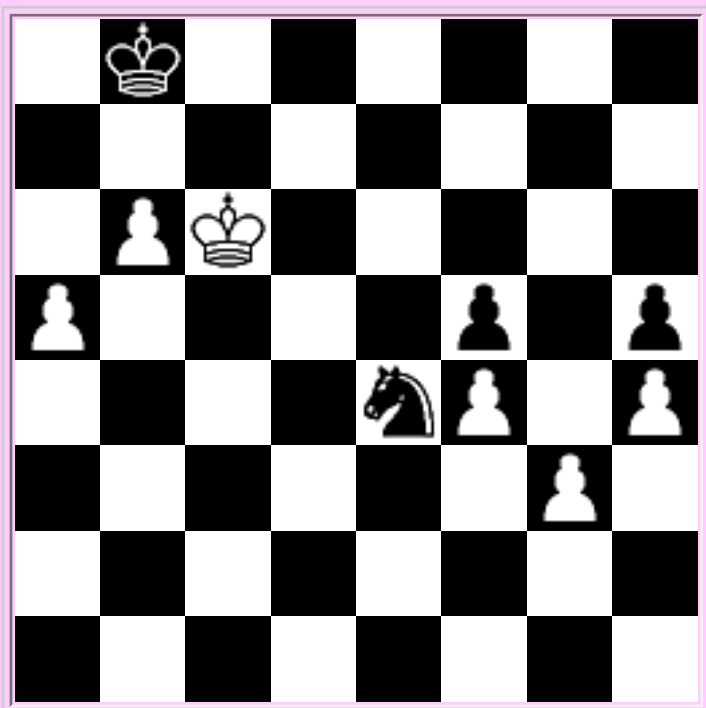
Black is being stretched.

51. Bc6+ Kc7 52. Bd5 Ne7 53. Bf7 Kb7 54. Bb3 Ka7 55. Bd1 Kb7 56. Bf3+ Kc7
57. Ka6 Nc8 58. Bd5 Ne7 59. Bc4 Nc6 60. Bf7 Ne7 61. Be8



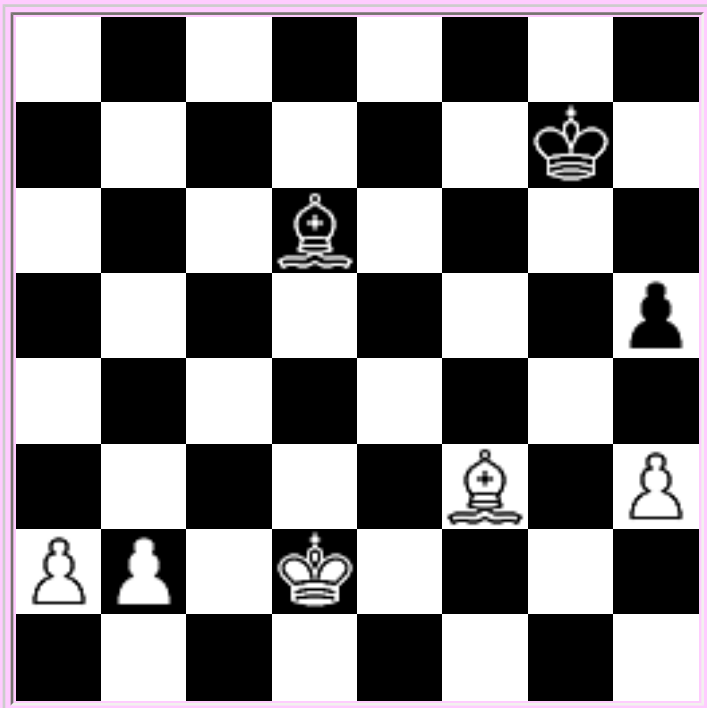
zugzwang

61... Kd8 62. Bxg6 Nxg6 63. Kxb6 Kd7 64. Kxc5 Ne7 65. b4 axb4 66. cxb4 Nc8
67. a5 Nd6 68. b5 Ne4+ 69. Kb6 Kc8 70. Kc6 Kb8 71. b6 1-0

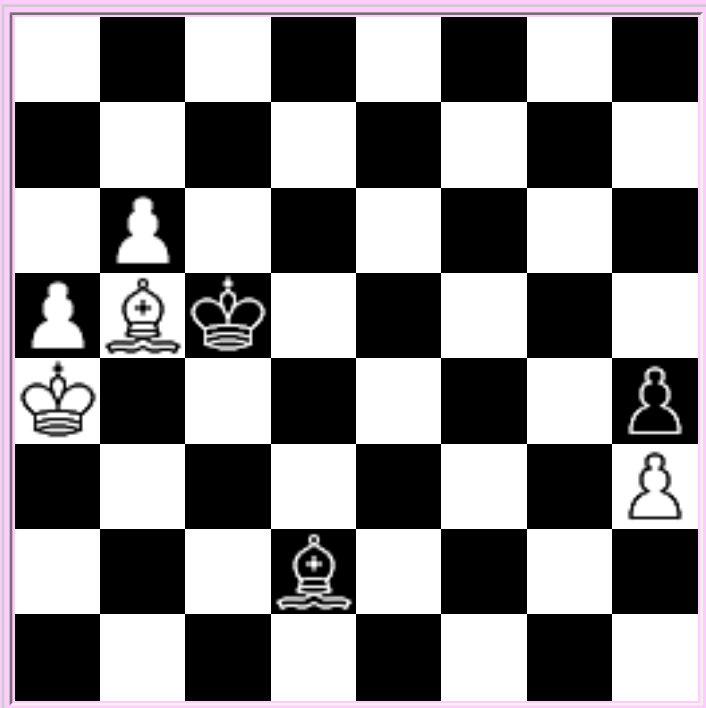


Walther - Fischer [B99] Bishop Ending: OCB As Draw, 1960

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Nbd7 9. O-O-O Qc7 10. Bd3 b5 11. Bxf6 Nxf6 12. Rhe1 Bb7 13. Kb1 Rc8 [13...b4] 14. g4 Nd7 15. g5 Nb6 16. f5 e5 17. f6 gxf6 18. gxf6 Bf8 19. Nd5 Nxd5 20. exd5 Kd8 21. Nc6+ Bxc6 22. dxc6 Qxc6 23. Be4 Qb6 24. Qh5 Kc7 25. Bf5 Rd8 26. Qxf7+ Kb8 27. Qe6 Qc7 28. Re3 Bh6 29. Rc3 Qb7 30. f7 Bg7 31. Rcd3 Bf8 32. Qxe5 dxe5 33. Rxd8+ Ka7 34. R1d7 h5 35. Rxb7+ Kxb7 36. c3 Kc7 37. Ra8 [37. Re8!] 37...Kd6 38. Rxa6+ Ke7 39. Re6+ Kxf7 40. Rxe5 b4 41. cxb4 Bxb4 42. h3 Kf6 43. Rb5 Bd6 44. Be4 Re8 45. Rf5+ Kg7 46. Bf3 Re1+ 47. Kc2 Rf1 48. Rd5 Rf2+ 49. Rd2 Rxd2+ 50. Kxd2

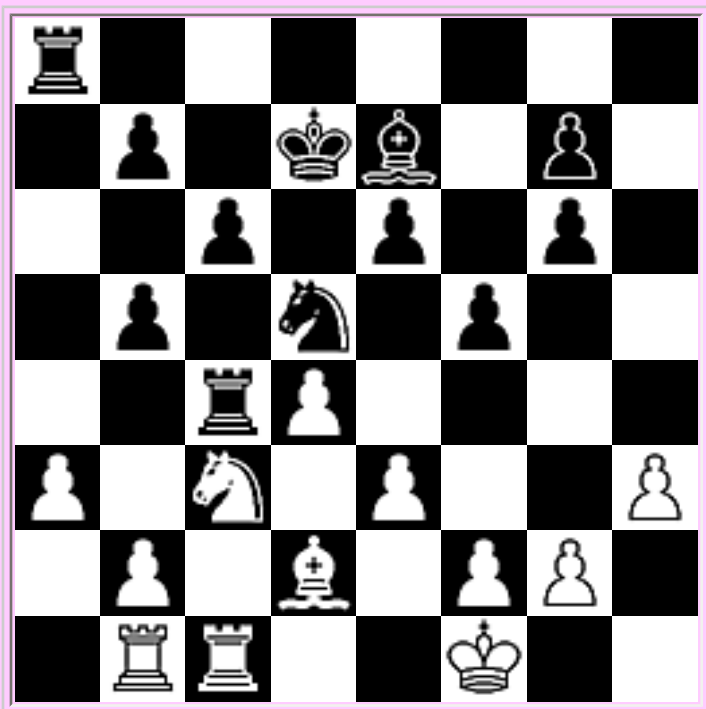


50... h4 51. Kd3 Kf6 52. Kc4 Ke7 53. Kb5 Kd7 54. a4 [54. b4] 54... Kc7 55. b4 Kb8 56. a5 Ka7 57. Kc4 Bg3 58. b5 Bf2 59. Be2 Be3 60. Kb3 Bd2 61. b6+ Kb7 62. Ka4 Kc6 63. Bb5+ Kc5 1/2-1/2



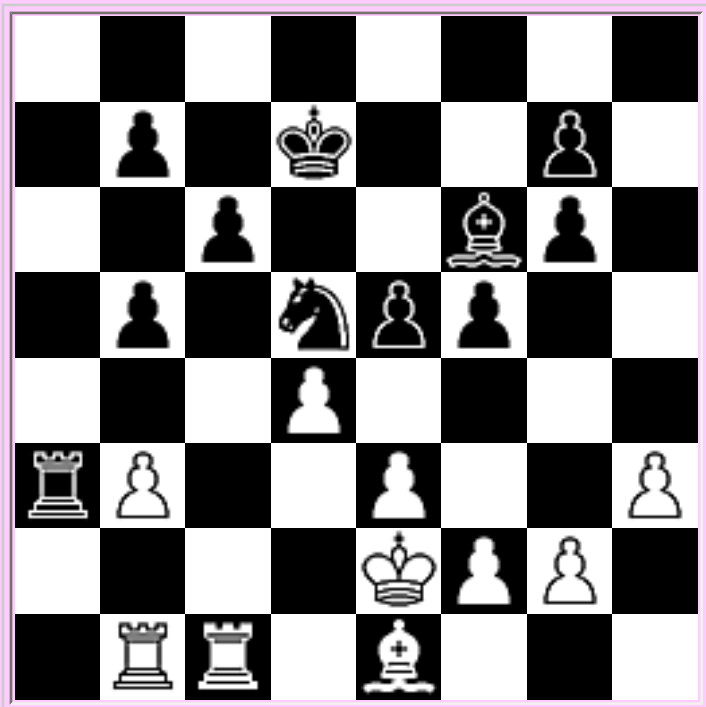
Capablanca, Jose - Janowsky, Dawid (NY 03) [D15] B ending: same colour, 1916

1. d4 Nf6 2. Nf3 d5 3. c4 c6 4. Nc3 dxc4 5. e3 Bg4 6. Bxc4 e6 7. h3 Bh5 8. O-O Be7 9. Qb3 Qb6 10. Ne5 Nbd7 11. Qxb6 axb6 12. Nxd7 Kxd7 13. Bd2 b5 14. Bd3 Bg6 15. Bxg6 hxg6 16. Rfc1 Ra6 17. a3 Rha8 18. Na2 Nd5 19. Rab1 f5 20. Kf1 Ra4 21. Nc3 Rc4



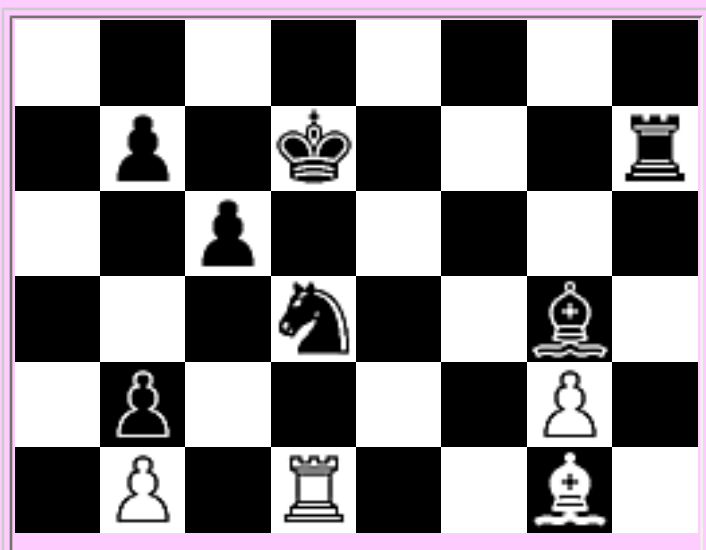
Concedes the exchange for some attack

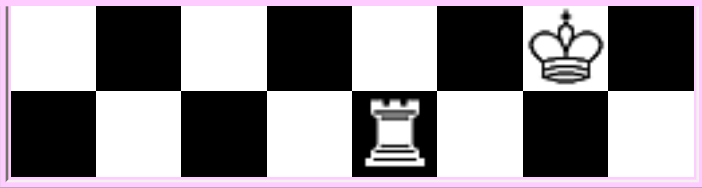
22. b3 Rxc3 23. Bxc3 Rxa3 24. Be1 Bf6 25. Ke2 e5 NEXT DIAGRAM



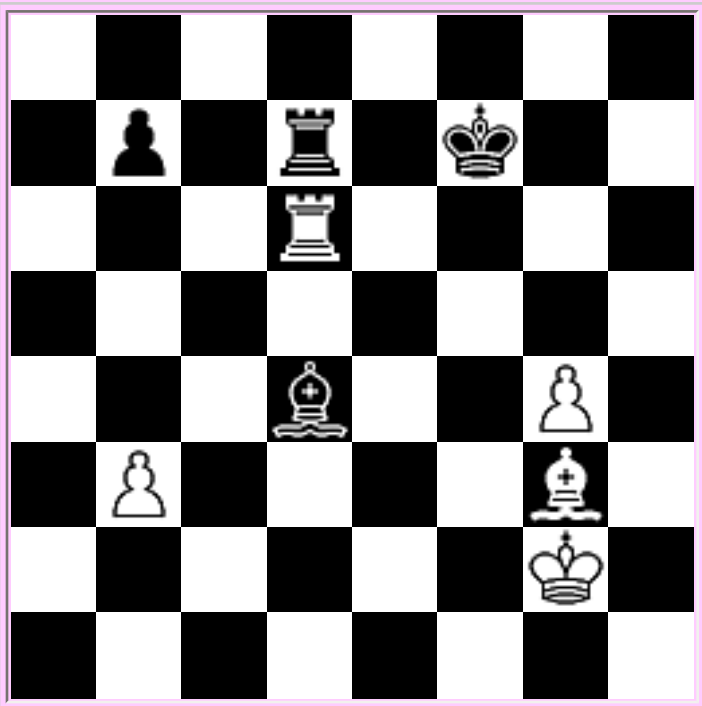
Black's pieces are placed as well as they can be, so now we see the break. However, this may only serve in the long run to open lines for the Rook.

26. dxe5 Bxe5 27. f4 Bd6 28. Bc3 Ra2+ 29. Kf3 Bc5 30. Rd1 Ke6 31. Rd3 Bf8
 32. Be5 b4 33. Rc1 g5 34. g4 g6 35. e4 fxe4+ 36. Kxe4 Re2+ 37. Kf3 Rh2 38.
 Kg3 Re2 39. h4 gxh4+ 40. Kxh4 Be7+ 41. Kg3 g5 42. Kf3 Rh2 43. Re1 Rh3+ 44.
 Ke4 Rh4 45. fxe4 Bxe4 46. Kf3 Rh3+ 47. Bg3+ Kd7 48. Kg2 Rh7





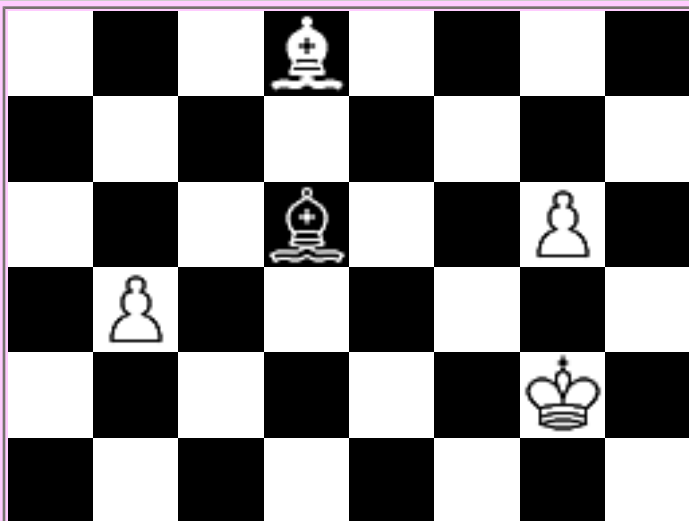
White decides to give back the exchange to get chances to advance the g-pawn. 49. Re5 Bf6 50. Rxd5+ cxd5 51. Rxd5+ Ke8 52. Rb5 Rd7 53. Rxb4 Kf7 54. Rb6 Bd4 55. Rd6 NEXT DIAGRAM



Forcing the exchange of Rooks, which are often a strong drawing factor, giving a pure Bishop ending.

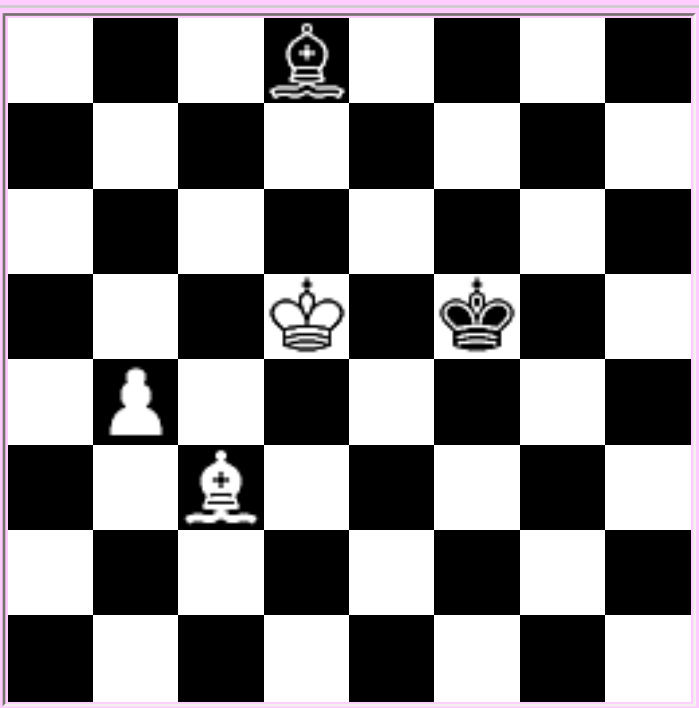
55... Rxd6 56. Bxd6





56... Kg6 57. Kf3 Bf6 58. Bf4 Kf7 59. Ke4 Ke6 60. Be3 Be7 61. g5 Bd8 62. Kf4

Bc7+ 63. Kg4 Be5 64. Kh5 Kf7 65. Kh6 Kg8 66. Bb6 Bc3 67. Kg6 Bd2 68. Kf6 Bc3+ 69. Ke6 Bd2 70. g6 Bc3 71. Kd5 Bd2 72. Bd4 b5 73. Ke4 b4 74. Be3 Bc3 75. Kd3 Be1 76. Bd2 Bf2 77. Ke4 Bc5 78. Kd5 Be7 79. Kc4 Kg7 giving up the g-pawn for the b-pawn 80. Bxb4 Bd8 81. Bc3+ Kxg6 82. b4 Kf5 83. Kd5

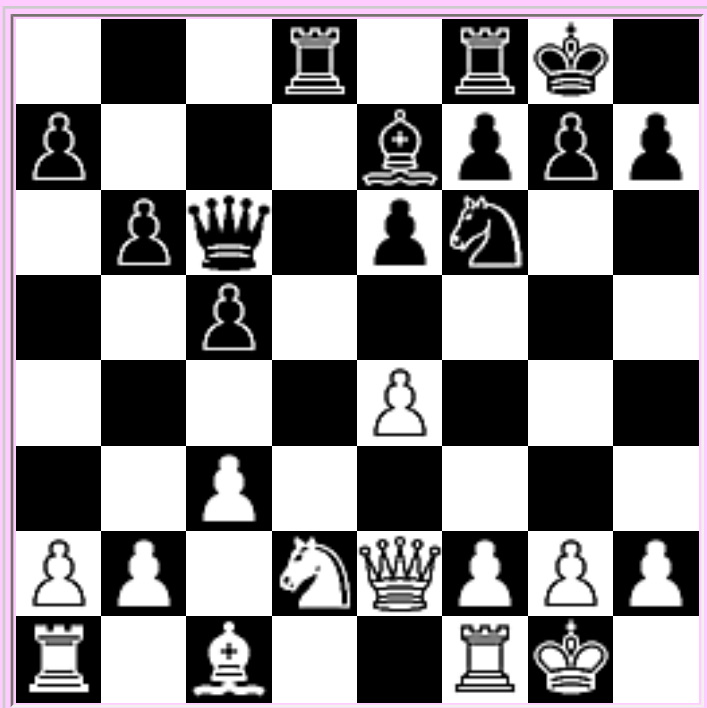


The change of front has left White with a pawn which can Queen on a dark square, and the Black King with difficulties in approaching. Black resigned, but Averbach later showed an amazing save (used by Fischer vs. Taimanov) which was known to Centurini in the last century!

[83. Kd5 Kf4 ! and Black rushes around the back.]

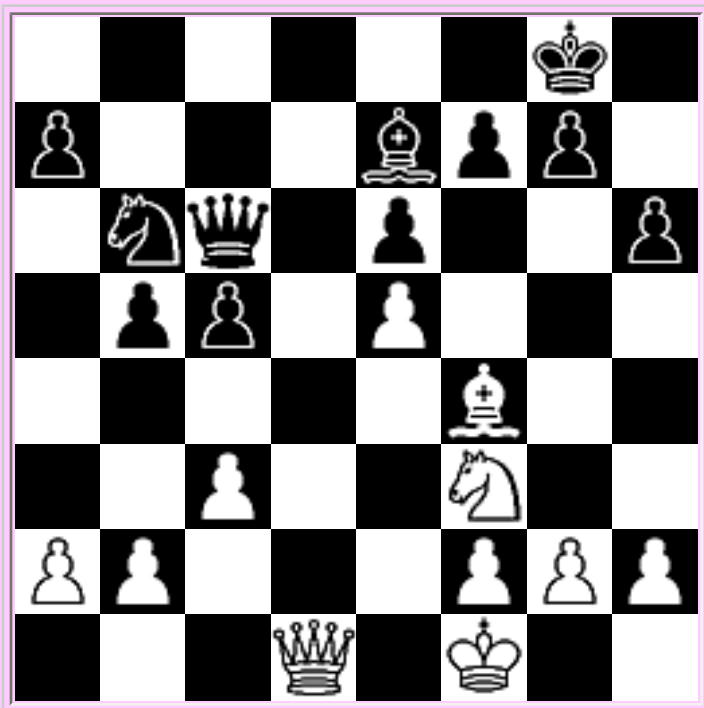
Menchik,V - Capablanca,JR (Hastings 1930/31) [A47] bishop ending: same colour, 1996

1. d4 Nf6 2. Nf3 b6 3. e3 Bb7 4. Bd3 c5 5. O-O Nc6 6. c3 e6 7. Ne5 d6 8. Nxc6 Bxc6 9. Qe2 Be7 10. Bb5 Qd7 11. Bxc6 Qxc6 White is slipping behind in development and activity. 12. Nd2 O-O 13. dxc5 dxc5 14. e4 Rad8



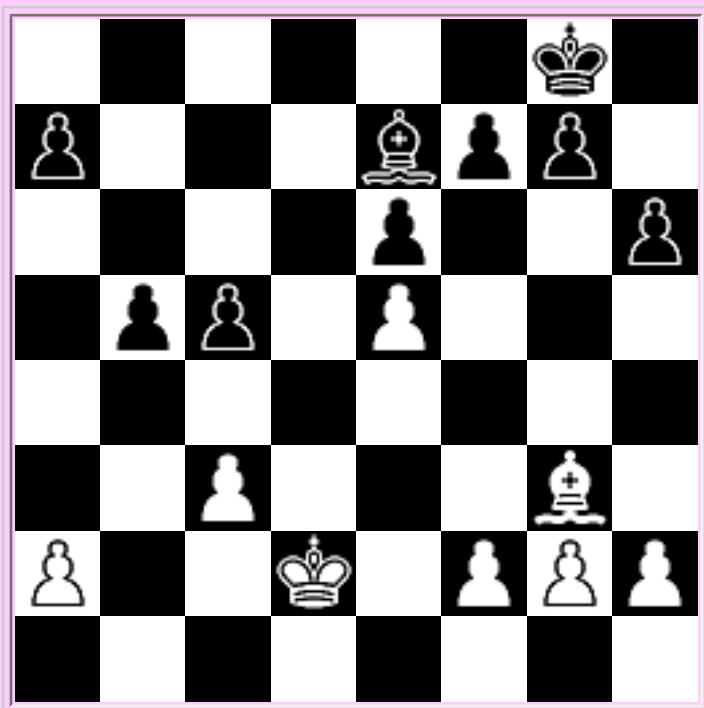
White would of course like to move her Knight, but the next puts a pawn on a dark square.

15. e5 Nd5 16. Nf3 Rd7 17. Rd1 Rfd8 18. Bd2 b5 19. Kf1 Nb6 20. Bf4 h6 21. Rxd7 Rxd7 22. Rd1 Rxd1+ 23. Qxd1



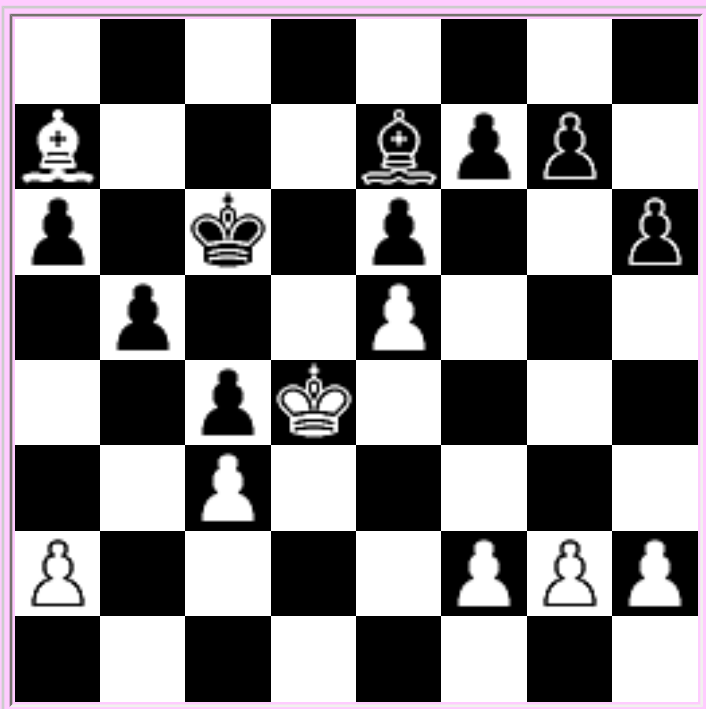
Black's next pushes the Bishop out of action on g3, then Black makes a raid on the Queen's-side.

23... Qe4 24. Bg3 Qc4+ 25. Qe2 Qxe2+ 26. Kxe2 Na4 27. Kd2 Nxb2 28. Kc2 Nc4
29. Nd2 Nxd2 30. Kxd2



The Bishop ending that follows is very difficult for White: a pawn down with a duff Bishop.

30... c4 31. Bf4 a6 32. Be3 Kf8 33. Bb6 Ke8 34. Ke3 Kd7 35. Kd4 Kc6 36. Ba7



White is running out of squares for the Bishop.

36... f5 37. a4

Doing Black's work for him.

37... g6 38. f4 h5 39. axb5+ Kxb5 40. g3 a5 41. Ke3 Bc5+ 42. Bxc5 Kxc5 1-0

Back to [Chess Coaching Page](#)



This document (bending.html) was last modified on 13th Aug 96 by

[Dr. Dave](#)

Exeter Chess Club: Double Bishop Endgames

Chris Bellers

"Deux fous gagnent toujours, mais trois fous, non!"

-- Alexander ALEKHINE, on the advantage of the Two Bishops at amateur level

This session looks mainly at endings involving BB vs. BN or NN and no other pieces. They demonstrate that, even where pawns are evenly placed, the two bishops are often enough to force a win.

If you have the two bishops, be prepared for patient manoeuvring, and do not assume an automatic win. Game 3.1 is a particularly long encounter where White gradually builds up a winning position but slips at the end and should have only drawn.

- [1. Opposite coloured bishops](#)
 - [1.1 ?? - ?? \(cb\), 1995](#)
 - [1.2 Soesan - Bellars, Paignton, 1976](#)
- [2. Two bishops with an unbalanced pawn position](#)
 - [2.1 Leonhardt - Bernstein, Barmen, 1905](#)
 - [2.2 Perlis - Baird, Barmen, 1905](#)
 - [2.3 Soultanbieff-Flohr, Folkestone, 1933](#)
 - [2.4 Zagorovsky - Bryson, Corr, 1994](#)
 - [2.5 Rubinstein - Gajdos, Bremen, 1905](#)
 - [2.6 Kasenfuss - Fine, Kemerli, 1937](#)
 - [2.7 Van Scheltinga - Fine, Amsterdam, 1936](#)
 - [2.8 Bellars - James, Paignton, 1976](#)
- [3. Pawns blocked and/or balanced](#)
 - [3.1 Berger-Tchigorin, Carlsbad 1907](#)
 - [3.2 Tarrasch - Rubinstein, San Sebastian, 1912](#)
 - [3.3 Bellars-Goodman, Paignton 1977](#)
 - [3.4 ?? - ?? \(cb\), 1995](#)
 - [3.5 Euwe - Alekhine, 3rd Match Game, 1937](#)
- [4. Conclusion](#)

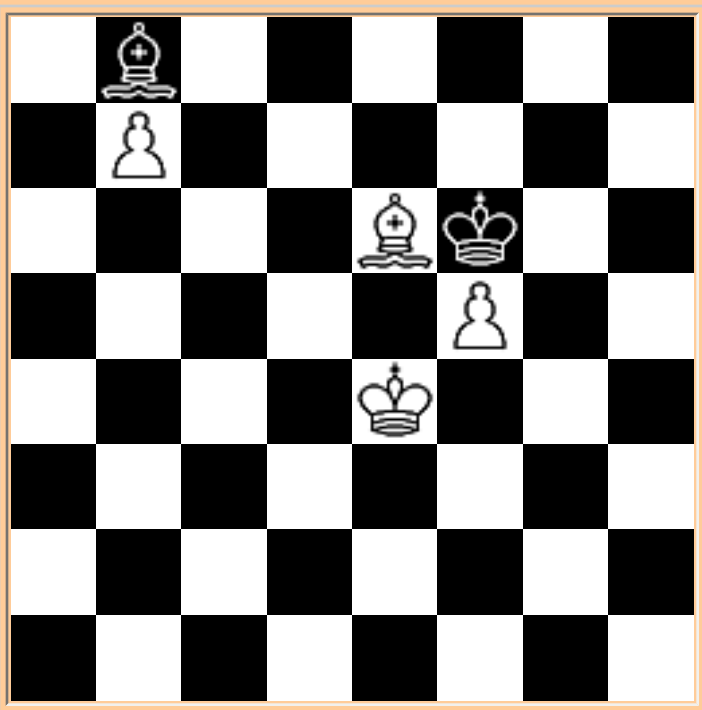
1. Opposite coloured bishops While many opposite coloured bishop endings do end in draws, it is a

mistake to think that all such endings are automatically drawn. It is true that an extra pawn often does not suffice, and sometimes not even an extra two or three. However, there are a couple of ideas in these endings that might be of interest.

Firstly, there is 'creeping round the edges'. In the following position, Black seems to have a successful blockade.

1.1 ?? - ?? (cb), 1995

(wKe4,Be6,Pb7,f5; bKf6,Bb8)



1. Kf3 Bc7 ?

Black must prevent Kg4, so ...Kg5 is necessary

[After 1... Kg5 the game is drawn: 2. Bc8 Bc7 3. Ke4 Kf6 4. Kd5 Bh2 5. Kc6 Ke7 6. Kb6 Bb8]

2. Kg4 Bb8

[2... Kg7 3. Kg5 Bd8+ 4. f6+ Bxf6+ 5. Kf5]

3. Kh5 Bf4 4. Bc8 Bc7

[4... Kg7 5. Kg4 Bc7 6. Kg5 Kf7 7. f6]

5. Kh6 Bb8 6. Kh7 Kf7 7. Be6+ Kf6 8. Kg8 Bd6 9. Bc8

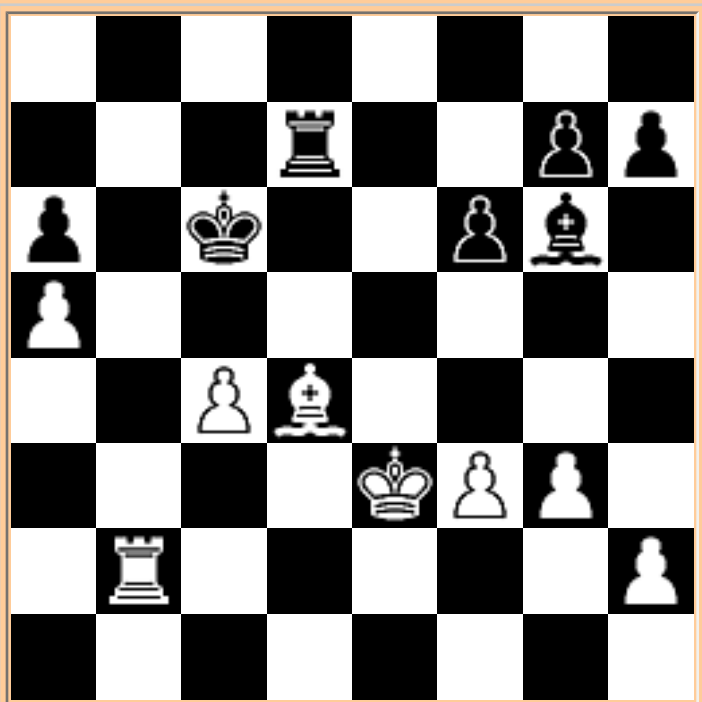
Again, Black is in zugzwang, and must give way allowing the f-pawn to advance; once it reaches f7, the bK must go to f8, and the wK can go 'round to support the other pawn.

9... Ke7 10. Kg7 1-0

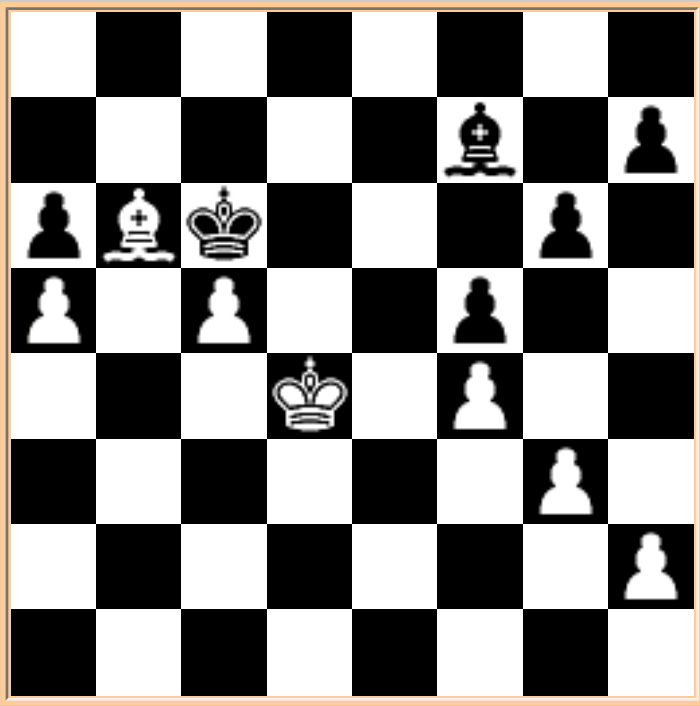
The other idea I learned the hard way. In the following position, Black had lost a [pawn in the opening, and is now forced to exchange rooks. However, I was not too unhappy about this as I assumed the position was drawn. What does it look like to you?

1.2 Soesan - Bellars, Paignton, 1976

(wKe3,Bd4,Rb2,Pa5,c4,f3,g3,h2; bKc6,Bg6,Rd7,Pa6,f6,g7,h7)



1... Rb7 2. Rxb7 Kxb7 3. Bc5 Bf7 4. Kd4 Kc6 5. Bf8 g6 6. Be7 f5 7. f4 Kd7 8. Bc5 Kc6 9. Bb6 Kd6 10. c5+ Kc6



?! Now the wK penetrates and the bishop is short of squares. The rest of the game is an object lesson in how difficult it is to defend with a bishop when the pawns are on the same colour.

[10... Ke6 11. c6 Be8 12. Kc5 also wins]

11. Ke5 Be8 12. Ke6 Kb5 13. Ke7 Bc6 14. Kf7 Kc4 15. Kg7 Kd5 16. Kxh7 Be8 17. Kg7 Ke6 18. h4 Kd5 19. Kf8 Bd7 20. Kf7 Bc6 21. Kxg6 Ke6 22. h5 Be8+ 23. Kg5 Bd7 24. Bc7 Kf7 25. Be5 Kg8 26. Kf6 1-0

2. Two bishops with an unbalanced pawn position

The two bishops are particularly powerful and this alone is often sufficient to win. The winning process consists of four steps:

place the pieces in the best possible positions (i.e. where they cramp the opponent's pieces)

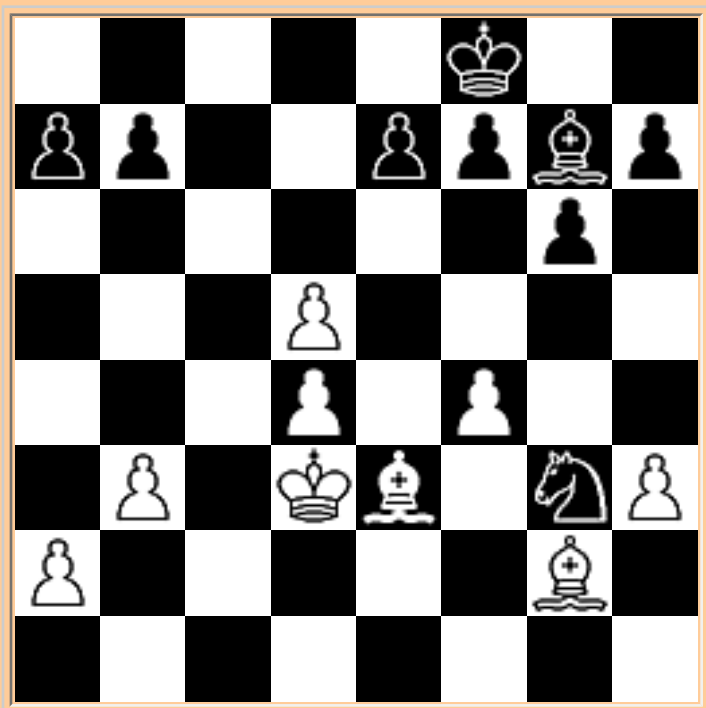
set up an outside passed pawn (or a potential outside passed pawn) - this means advancing the pawns as far as you can

if the opponent's king goes to the threatened sector, go to the other wing - either to capture pawns with the bishops or force an entry for the king

If the opponent does not try to stop the pawns with his king, then advancing the passed pawn will cost him a piece

2.1 Leonhardt - Bernstein, Barmen, 1905

(wKd3,Be3,g2,Pa2,b3,d4,d5,f4,h3; bKf8,Ng3,Bg7,Pa7,b7,e7,f7,g6,h7)



1. d6 exd6

[1... b6 2. d7]

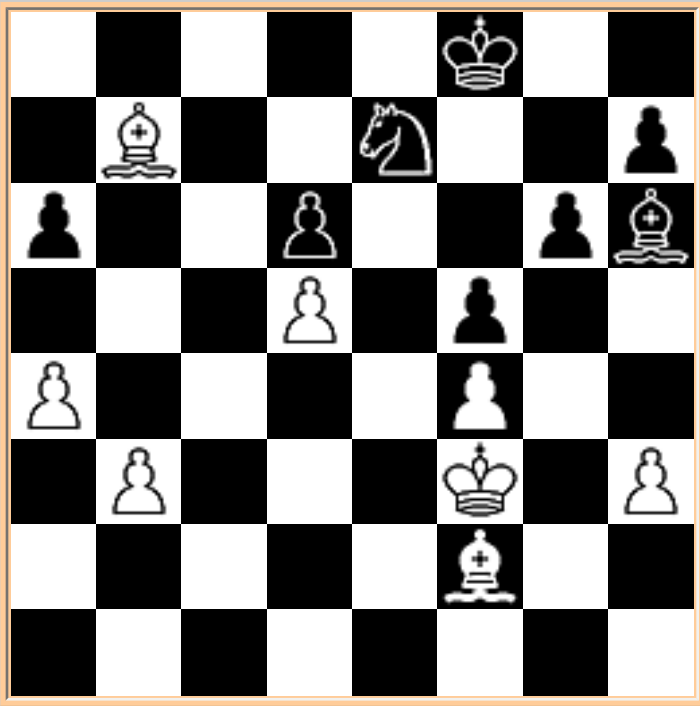
2. Bxb7 Nf5 3. Bf2 Bh6 4. Ke4 Ne7 5. d5!

! cramping the Black pieces

5... f5+ 6. Kf3 a6

[6... a5 7. Bb6]

7. a4



threatening b4-b5 and if ...axb, the a-pawn will not recapture but run to a8. So, if the pawn gets to a5, it cannot be stopped

7... Bg7 8. Ke2

[8. b4 Bc3 9. b5 axb5 10. axb5 Ke8 11. Ba7 Kd7 and if now 12. b6 ? 12... Bd4 and the win is not straightforward]

8... Bc3

the second step is over; now we have the fourth idea

9. Kd3 Bb4 10. Bxa6 h6

[10... Nxd5 11. Kc4 Nc7 12. Kxb4 Nxa6+ 13. Kb5 Nc7+ 14. Kb6 Nd5+ 15. Kb7 winning]

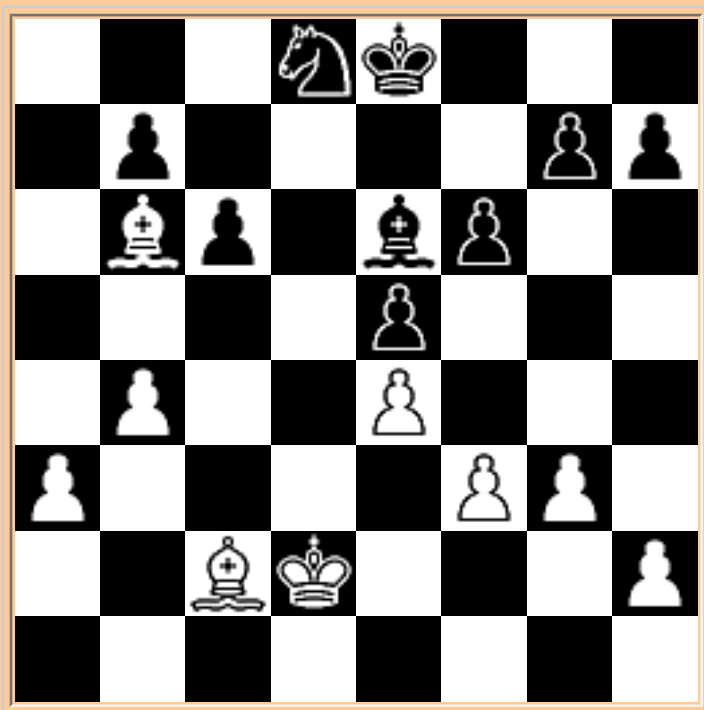
11. Bb7 g5 12. fxg5 hxg5 13. Kc4 Bd2 14. b4

and soon won

...1-0

2.2 Perlis - Baird, Barmen, 1905

(wKd2,Bb6,c2,Pa3,b4,e4,f3,g3,h2; bKe8,Nd8,Be6,Pb7,c6,e5,f6,g7,h7)



1. f4 exf4 2. gxf4 Ba2 3. Kc3 Ne6 4. Be3 Nf8 5. a4 Nd7 6. Bd3 Kd8 7. Kd4 Nf8 8. f5 ! 8... Nd7 9. Bf4 Ke7 10. h4 Bb3 11. a5 h6 12. Be2 Ba2 13. Bd1 Bf7 14. Bc7 ! 14... Ba2 15. Ba4 Bf7



White cannot improve his position any more, and breaks through with sacrifice to create a passed pawn

16. Bxc6 bxc6 17. a6 c5+ 18. Ke3

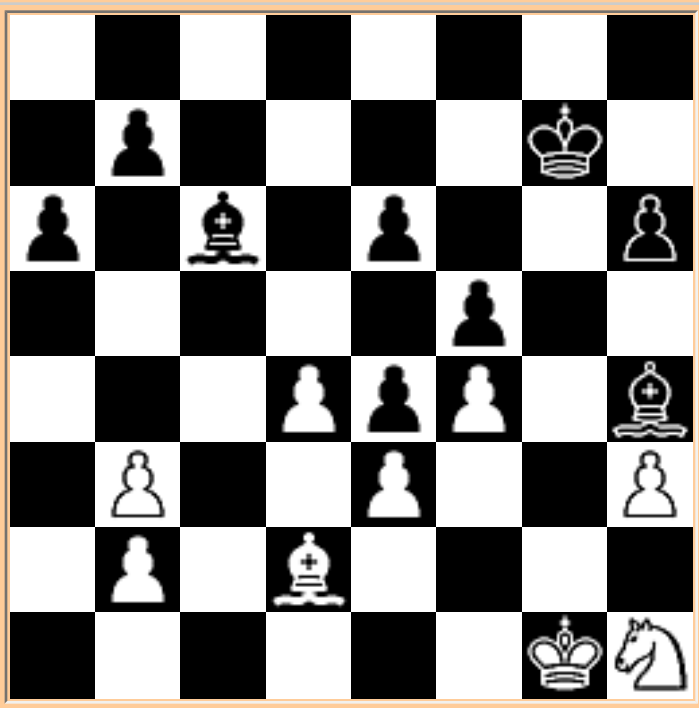
[18. bxc5 Nb8 19. Bxb8 Be8 20. Kd5 was simpler]

18... Nb6 19. Bxb6 Be8 20. Bxc5+ 1-0

Against a doubled pawn the two bishops will generally be able to force a gain of material, or an outside passed pawn.

2.3 Soultanbieff-Flohr, Folkestone, 1933

(wKg1,Nh1,Bd2,Pb2,b3,d4,e3,f4,h3; bKg7,Bc6,h4,Pa6,b7,e4,e6,f5,h6)

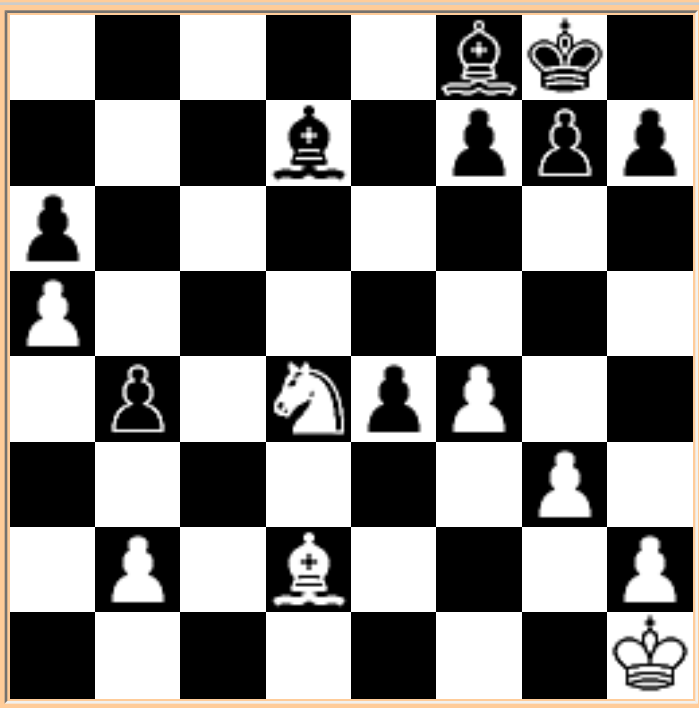


The key here is White's weak b pawns. The plan is to force b4, play the K to the Q-side, capture one of the b-pawns and create an outside passed pawn.

1... Kg6 2. Kg2 Bd5 3. b4 Kf7 4. Ng3 Ke8 5. Ne2 Kd7 6. Nc3 Kc6 7. Kh2 Bb3 8. Kg2 Bc4 9. Kg1 Bd3 10. Kg2 Bc4 11. Nb1 b6 12. Kg1 Bd3 13. Nc3 Be7 14. Kf2 Bxb4 15. Nxe4 Be7 16. Nc3 Bh4+ 17. Kg1 Bc4 18. Kg2 a5 19. Kg1 b5 20. Kg2 h5 21. Kg1 Bb3 22. Kg2 b4 23. Ne2 Bd5+ 24. Kf1 Bc4 25. Be1 Bxe1 26. Kxe1 Bxe2 27. Kxe2 a4 0-1

2.4 Zagorovsky - Bryson, Corr, 1994

(wKh1,Nd4,Bd2,Pa5,b2,f4,g3,h2; bKg8,Bd7,f8,Pa6,b4,e4,f7,g7,h7)



Here Black is a pawn up, but must play carefully because he is unable to cramp the knight

36... Bc5 37. Be3 b3 ! 38. Kg2 !! 38... Be6

[38... Ba4 39. Kf2 Bb4 40. Bc1 ! and Kf2-e3xe4]

[38... Bg4 39. Kf2 Bd1 40. Nc6 !]

39. Kf2

[39. Nxe6 Bxe3 40. Nc7 Bc5 41. Nxa6 Ba3 42. Kf2

[42. Kf1 Kf8 43. Ke2 Ke7 44. Kd2 Kd6 ! 45. bxa3 e3+ 46. Kxe3 b2]

42... Bxb2 43. Nc5 Bd4+]

39... Bd5 40. Nf5 Bb4 41. Bd4 g6 42. Nh6+ Kf8 43. Ng4 f5 44. Nf6 Bc6 45. Nxe7+ Ke7 46. Ng5 Kd6 47. Ke3 Bxa5 48. g4 Be1 49. Be5+ Kd5 50. gxf5 gxf5 51. Nh7 a5 52. Nf6+ Kc4 53. Ke2 Bb4



0-1

54. h4 a4 55. h5 a3 56. bxa3

[56. h6 a2 57. h7 a1=Q 58. h8=Q Qe1#]

56... Bc3 57. Bxc3 Kxc3 58. h6 b2 59. Nxe4+ Bxe4 60. h7 b1=Q 61. h8=Q+ Kb3

An isolated pawn may be serious enough for a forced loss

2.5 Rubinstein - Gajdos, Bremen, 1905

(wKg1,Bd4,e2,Pa2,b2,e3,f3,g2,h2; bKf7,Nd6,Bc8,Pa6,b7,d5,f6,g7,h7)



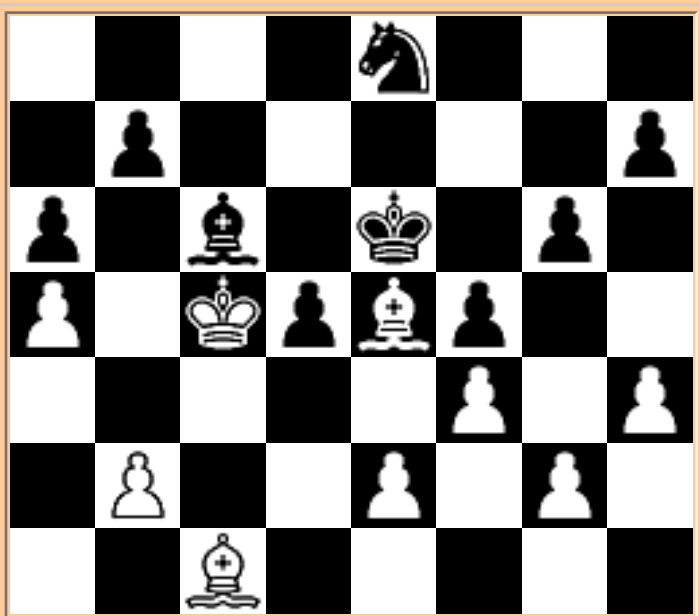
1. Kf2 Bd7 2. Ke1 Nb5

[2... Bb5]

3. Bc5 Ke6 4. Kd2 f5 ?

a positional blunder

5. b3 Nd6 6. a4 Nc8 7. Kc3 Ne7 8. Bd4 g6 9. Kb4 Bc6 10. Kc5 Kd7 11. a5 Nc8 12. Bd1 Na7 13. h4 Nb5 14. Bc2 Nc7 15. g3 Ne8 16. Be5 ! 16... Ke6 17. f4



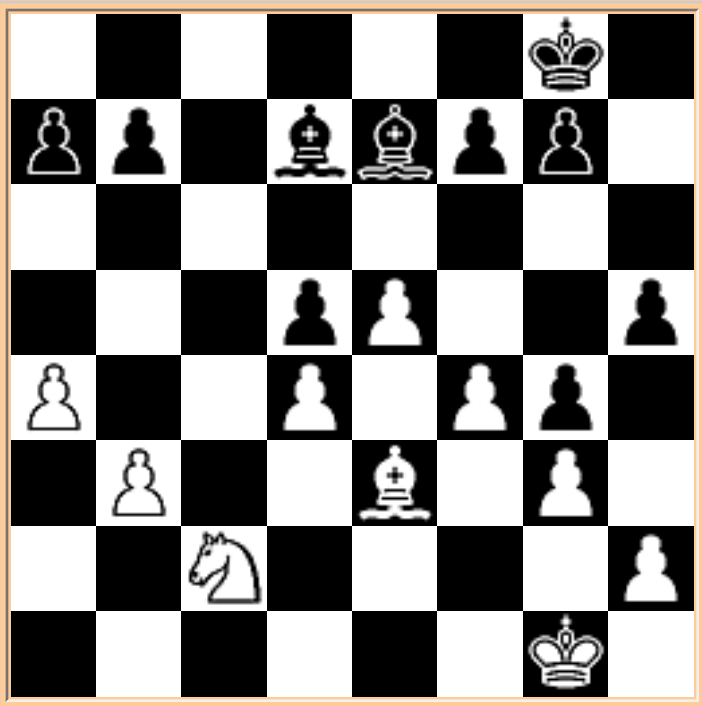


17... Kd7 18. b4 Nc7 19. Bxc7 ! 19... Kxc7 20. Bb3 h5 21. Ba2 Kd7 22. Bxd5 Bxd5 23. Kxd5 Kc7 24. Ke5 1-0

Where there is a weak colour complex the two bishops can usually clear a path for the king by constricting the enemy pieces

2.6 Kasenfuss - Fine, Kemerli, 1937

(wKg1,Nc2,Be3,Pa4,b3,d4,e5,f4,g3,h2; bKg8,Bd7,e7,Pa7,b7,d5,f7,g4,g7,h5)



1... Bf5 2. Ne1 Bb1 3. Bd2 Kh7 4. Kf2 Kg6 5. Ke3 Kf5 6. a5 g5

outside passed pawn

7. Nd3 Bc2 8. Nc5 gxf4+ 9. gxf4 b6 10. axb6 axb6 11. Nd7 b5 12. b4 h4 13. Nc5 g3 14. hxg3 hxg3 15. Kf3 Bh4 16. Be3 Bd1+ 17. Kg2 Kg4 18. Bd2 Bf3+ 19. Kg1 Kf5 20. Be3 Be4 21. Bd2 g2 22. Nxe4 Kxe4 23. Kxg2 Kxd4 24. Kh3 Be7 25. Kg4 Kd3

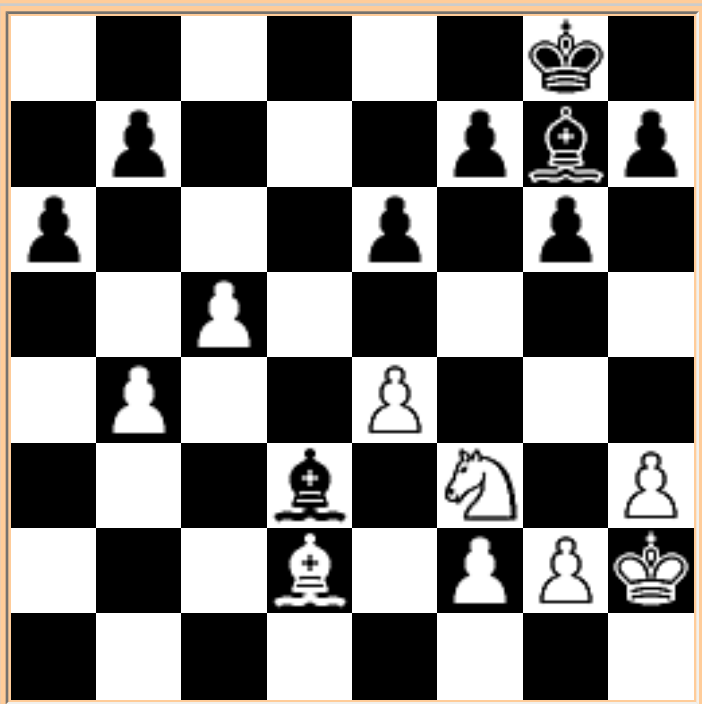
and the d-pawn decides

1-0

Another theme is to exchange a B for N leaving pawns on the colour of the opposing B.

2.7 Van Scheltinga - Fine, Amsterdam, 1936

(wKh2,Nf3,Bd2,Pb4,c5,e4,f2,g2,h3; bKg8,Bd3,g7,Pa6,b7,e6,f7,g6,h7)



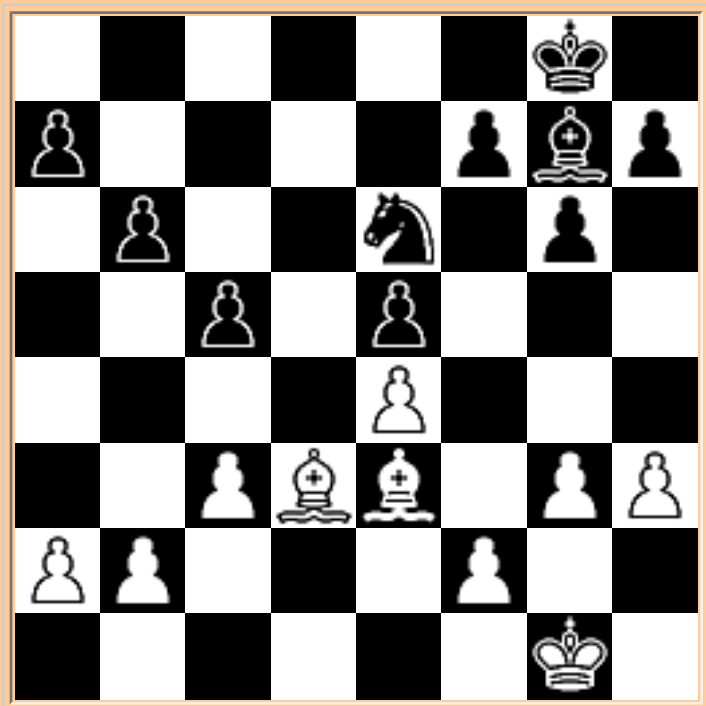
1. e5 Be4 2. Bc3 Bxf3 3. gxf3 Kf8 4. Kg3 Ke8 5. Kf4 Kd7 6. Ke4 Kc6 7. Kd4 Kb5 8. Bd2 h5 9. f4 Bf8 10. f3 a5 0-1

Finally there is opposite coloured bishops theme

In the following game belongs in the 'blocked pawn structure' section, but soon becomes unbalanced.

2.8 Bellars - James, Paignton, 1976

(wKg1,Bd3,e3,Pa2,b2,c3,e4,f2,g3,h3; bKg8,Ne6,Bg7,Pa7,b6,c5,e5,f7,g6,h7)



30... Bf6 ? 31. f4 exf4 ?

32. gxf4 Kg7 33. Kg2 Bd8 34. Kf3 h5 35. Bf2 Bc7 36. Be3 Bd8 37. Bc4 Be7 38. Bd2 Bd8 39. e5 Bh4
 40. Be3 Be1 41. Ke4 Bh4 42. a4 a5 43. Bf1 Bd8 44. Kd5 Bh4 45. Be2 Bd8 46. f5 gxf5 47. Bxh5 Ng5
 48. Bxg5 Bxg5 49. Kc6 Bd8 50. c4 Kf8 51. Kd7 Bh4 52. Kc7 Bg3 53. Kxb6 Bxe5 54. b3 Bc3 55.
 Kxc5 1-0

3. Pawns blocked and/or balanced

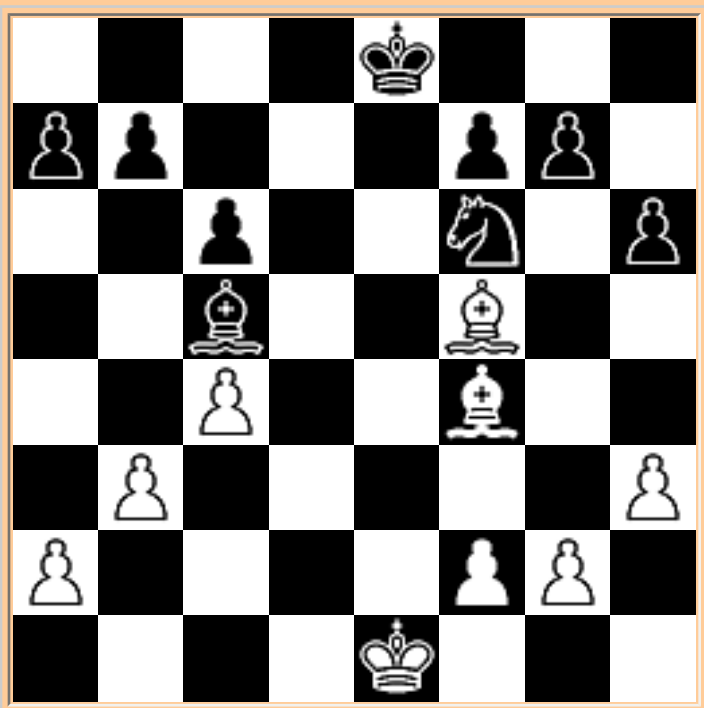
The defender drawing chances are greater, but still has a difficult game. The winning process consists of

5 steps:

1. weaken the opponent's pawns
2. cramp the opponent's pieces
3. clear a path for the king
4. after the king has penetrated as far as possible, force the exchange of the blocking piece
5. penetrate with the King and capture material

3.1 Berger-Tchigorin, Carlsbad 1907

(wKe1,Bf4,f5,Pa2,b3,c4,f2,g2,h3; bKe8,Nf6,Bc5,Pa7,b7,c6,f7,g7,h6)



1... Ke7 2. Be5

[2. Bc8]

2... Ne8 3. Ke2 Bd6 4. Bc3 b6 ?

[4... Kd8]

5. g3 f6 ?

step 1 is completed, and now (after the errors) there is a forced win! **6. f4 Bc5 7. Be4 Kd7 8. b4 Be7 9. Kf3 Nd6 10. Bd3 Ke6 11. g4 g5 ?**

step 2 is now completed

[11... Kd7 12. Kg3 Kc7 13. Kh4 f5+ 14. Kh5]

[11... Kf7 12. Bd4 Ke6 13. a3 Kf7 14. c5 bxc5 15. Bxc5 Nc8 16. Bf5 Bxc5

17. bxc5 Ne7 18. Bd7 zugzwang - the wK will go to the Q-side]

12. a3 Nf7 13. Bf5+ Kd6 14. Bg6 Nd8 15. fxe5 hxe5 16. Ke4 Ne6 17. Bf7 Ng7

[17... Nf4 18. Kf5 Nxe3 19. Bxf6 Bxf6 20. Kxf6 and if the N moves, the g-pawn goes]

18. Be1 Kd7 19. Bc3 Bd8 20. b5 ! 20... Ke7 21. Bg8 Kf8 22. Bh7 cxb5 23. cxb5 Ke7

step 3 now complete: the wK now has a clear path

24. Bb4+ Ke6 25. Bg8+ Kd7 26. Kd5

zugzwang

26... Be7

[26... Kc7 27. Bf8 Ne8 28. Be6 Kb7 29. Bd7 Nc7+ 30. Ke4 a6 31. a4 axb5 32. axb5 Kb8 33. Bd6 Kb7 34. Bc6+ Kc8 35. Kf5]

27. Bxe7 Kxe7

step 4 now complete

28. Kc6 Ne8 29. a4 Nd6 30. Kc7 Ne4 31. Bb3 Nc5 32. Bc2 Ke6 33. Kb8

[33. Kc6 ? game continuation 33... Ke5 34. a5 Ne6 35. axb6 Nd4+ 36. Kb7 axb6 37. Bd3 when 37... f5 38. gxf5 Nxb5 draws by wrong RP]

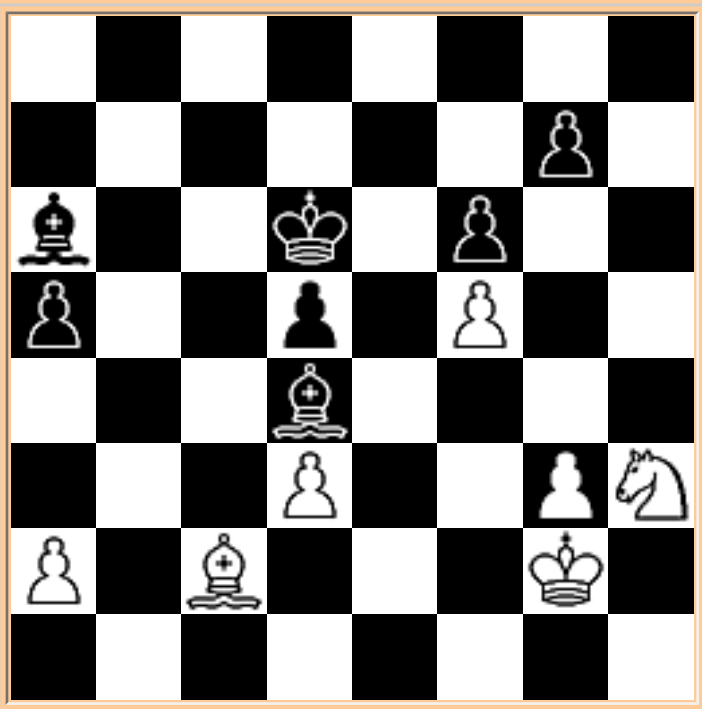
33... Kd6

[33... a6 34. Kc7 axb5 35. axb5 Ke5 36. Kxb6 Kd6 37. Ka7 Kc7 38. b6+ Kc6 39. Be4+]

34. Kxa7 Kc7 35. a5 bxa5 36. b6+ Kc6 37. Be4+ Nxe4 38. b7 1-0

3.2 Tarrasch - Rubinstein, San Sebastian, 1912

(wKg2,Nh3,Bc2,Pa2,d3,f5,g3; bKd6,Ba6,d4,Pa5,d5,f6,g7)



Here, the first three steps can be regarded as complete

1... Ke5 2. g4 Be3

'stalemating' the knight - a common idea

3. Kf3

[3. Nf2 Bxf2 4. Kxf2 Kf4]

3... Kd4 4. Bb3 Bb7

[4... Bxd3 also wins 5. Bxd5 Bf1 6. Bb7 Bxh3 7. Ba6 Kc3 8. Kg3 Kb2 some delicate footwork on both sides here! it's the opposite coloured B possibilities that are at issue 9. Bc4 Bf1 10. Bxf1 Kxa2 11. Kf3 Bh6 12. Bb5 Kb3 13. Ke4 a4 14. Kd4 a3]

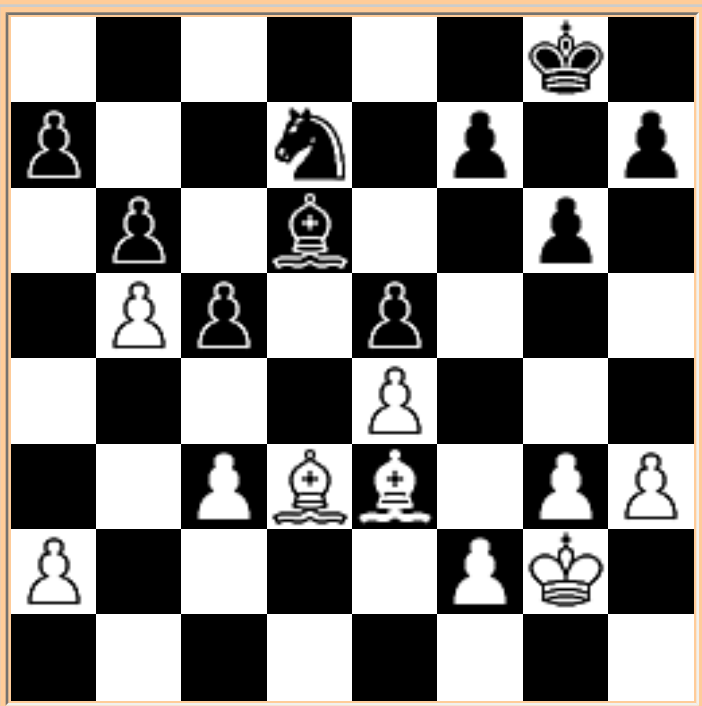
5. Ke2 Ba6 6. Bc2

[6. Bxd5 transposes to the previous note]

6... Bb5 7. a4 Bd7 8. Kf3 Kc3 9. Kxe3 d4+ 10. Ke2 Kxc2 11. Nf4 Bxa4 12. Ne6 Bb3 13. Nxd4+ Kb2 14. Nb5 a4 15. Ke3 a3 16. Nxa3 Kxa3 17. Kd4 Kb4 0-1

3.3 Bellars-Goodman, Paignton 1977

(wKg2,Bd3,e3,Pa2,b5,c3,e4,f2,g3,h3; bKg8,Nd7,Bd6,Pa7,b6,c5,e5,f7,g6,h7)



cf. 2.8

26... Kf8 27. f4 Ke7 28. Kf3 Nf8 29. a4 Ne6 30. f5 Nf8 31. g4 f6 32. g5 Nd7 33. h4 Nf8 34. Bc4 Nd7 35. Bg8 Nf8 36. gxf6+ ?

(time trouble)

[36. Bxh7 Nxh7 37. fxg6 Nf8 38. g7]

[36. Kg4 best, idea h5 when White will have a passed pawn and King entry (step 3)]

36... Kxf6 37. Bg5+ Kg7 38. Bd5 Nd7 39. Be6 Nf6 40. c4 ?

closing the last entry point for the wK!

40... Ne8 41. Bd8

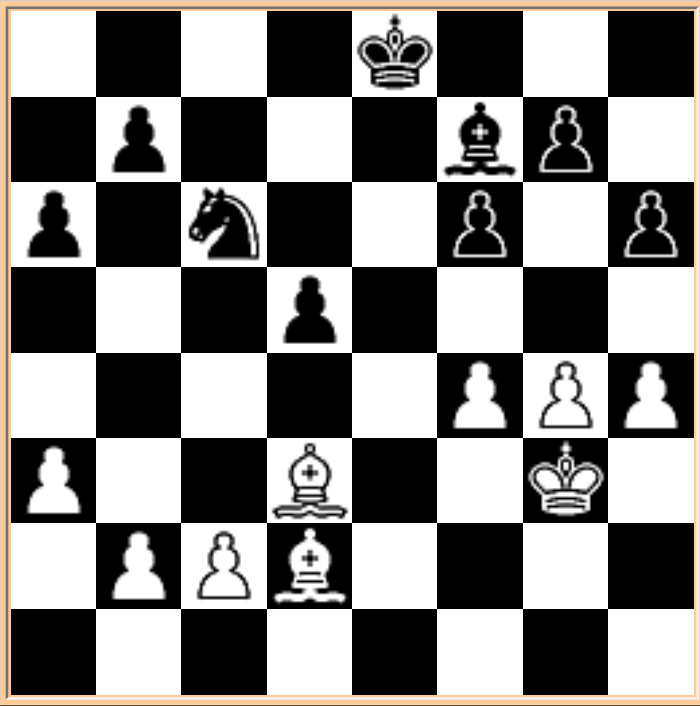
can White win at all? Black is cramped but what is White's plan? As it happens...

41... Bc7 ? 42. f6+ Kf8 ?? 43. Be7# 1-0

A tough one: White has to work hard for an opening before running out of pawns; Black's pieces are more active

3.4 ?? - ?? (cb), 1995

(wKg3,Bd2,d3,Pa3,b2,c2,f4,g4,h4; bKe8,Nc6,Bf7,Pa6,b7,d5,f6,g7,h6)



1. g5 hxg5 2. hxg5 fxe5 3. fxe5 Ne5 4. Bf5 g6 5. Bc8 Nc4 6. Bc1

[6. Bc3 Nd6 7. Bh3 Ne4+]

6... Nd6 7. Bg4 Ke7 8. Kf4 Be6 9. Bf3 Bf5 10. Bxd5 Bxc2 11. Ke5 Bf5 12. Be3

idea Bc5

12... Nf7+ 13. Kd4 Nd8 14. Kc5 Bc8 15. b4 Bd7 16. Bd2

[16. Bd4 Ne6+]

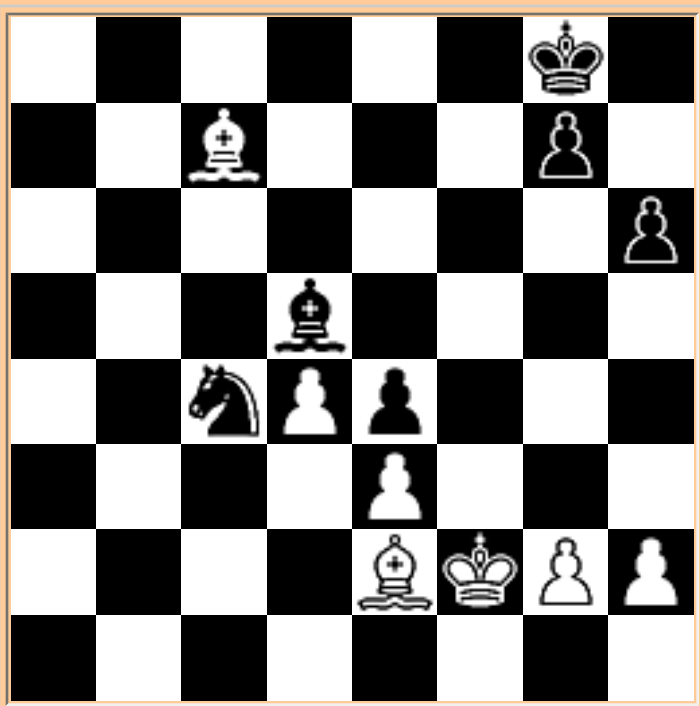
16... Bb5 ?! 17. Be4 Kf7 18. Kd6 Bc4 19. Kd7 Nc6 20. Kc7 Nd4 21. Bxb7 Nb5+ 22. Kb6 Nxa3 23. Bxa6 Be6 24. Kc5 Bf5 25. b5 Nxb5 26. Bxb5 1-0

The bishops are at their worst in blocked positions, and in positions where the pawns are all on the same side. Here, even an extra pawn may not be enough to win

3.5 Euwe - Alekhine, 3rd Match Game, 1937

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8. a3 Bxc3 9. bxc3 Qc7 10. Nd2 e5 11. Bb2 e4 12. Be2 b5 13. cxb5 cxb5 14. a4 bxa4 15. c4 dxc4 16. Nxc4 Nb6 17. Nxb6 axb6 18. Rxa4 Bb7 19. Rxa8 Rxa8 20. Qb1 Re8 21. Rc1 Qd6 22. Qc2 h6 23. Qc7 Qxc7 24. Rxc7 Rc8 25. Rxc8+ Bxc8 26. f3 Bb7 27. Kf2 Ne8 28. Ba3 Bd5 29. Be7 f5 30. fxe4 fxe4 31. Bd8 Nd6 32. Bxb6 Nc4 33. Bc7 Kf7

(wKf2,Bc7,e2,Pd4,e3,g2,h2; bKg8,Nc4,Bd5,Pe4,g7,h6)



1... Kf7 2. h4 g5

else Bf4 and h5 frees the wK

3. Bh5+ Ke7

[3... Kf6 4. Bd8+ Kf5 5. g4+]

[3... Kg7 4. Bd8 gxh4 5. Bxh4 and Bh4-g3-f4]

4. Bg4 Bb7

white can make no further progress with the Bishops, so offers to exchange the strong Knight

5. Be5 Nxe5 6. dxe5 gxh4 7. Kg1 Ba6 8. Kh2 Kf7

and White eventually had to settle for a draw.

Q

[34. h4 g5 35. Bh5+ Ke7 36. Bg4 Bb7 37. Be5 Nxe5 38. dxe5 gxh4 39. Kg1 Ba6 40. Kh2 Kf7]

41. Kh3 Bf1 42. Bf5 Ke7 43. Kh2 Be2 44. Kh3 Bf1 45. Bxe4 Ke6 46. Kxh4 Kxe5 47. Bf3 Kf6 48. Kh5 Kg7 49. e4 Bd3 50. e5 Bg6+ 51. Kg4 Kf7 52. Bd5+ Ke7 53. Kf4 Bh7 54. g3 Kf8 55. Be4 Bg8 56. Bf3 Ke7 57. Kg4 Ke6 58. Kf4 Ke7 59. Bg4 Bb3 60. Bc8 Kf7 Q

Endings with the pawns all on one side are ALMOST ALWAYS drawn if the superior side has 3 pawns or less, USUALLY drawn if he has 4 pawns

4. Conclusion

The two bishops are better than two knights or bishop/knight partnership in most normal positions.

If the pawns are unbalanced, so that the side with the bishops can set up an outside passed pawn, it is virtually a forced win.

If the pawns are blocked, the slightest weakness in the pawn structure may be fatal.

The three ideas in all such endings are:

limit the opponent's mobility

stalemate the knight

exchange off pieces to transpose into favourable simpler endings (especially those where the opponent's pawns are on the same colour as their bishop)

Back to [Chess Coaching Page](#)



This document (bbending.html) was last modified on 8 Aug 96 by

[Dr. Dave](#)

Exeter Chess Club: Kings and Queens

1. [Kings and Queens vulnerable](#)
2. [Domination by the queen](#)
3. [Active king in the ending](#)

Now, each of the pieces we have considered so far - pawns, knights, bishops and rooks - have peculiarities which make certain positions more or less suitable for them to operate. Kings and Queens move in each direction with equal ease, and so have no such rules - although Queens do like a bit of space to get into their stride.

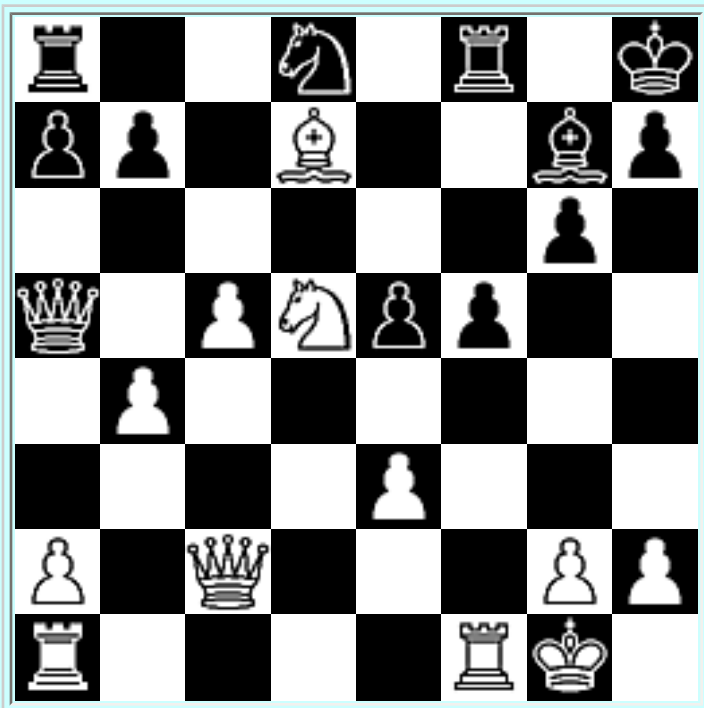
Their flexibility gives them value, and because they are so valuable they are often the subject of tricks and traps in the opening. Here's some illustrations: forgive me using my own but they don't put many cheapos in master game collections.

Kings and Queens vulnerable

[Event "the wandering queen"][Site "devon vs. glos."][Date "1993.???.?"][Round "?"]

[White "regis, d."][Black "smith, a."][Result "1-0"]

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 cxd6 6. Nc3 [6. Be3 g6 7. h4 h5] 6... g6 7. Be3 Bg7 8. Bd3 Nc6 9. Nge2 O-O 10. O-O f5 [10... Bg4] 11. c5 [11. a3 or Qd2] 11... dxc5 12. dxc5 Nd7 13. Bc4+ Kh8 14. Nf4 Nf6 15. Ne6 Bxe6 16. Bxe6 Ng4 17. Nd5 Qa5 18. Qc2 [18. Qc1 Nxe3 19. fxe3] 18... Nxe3 19. fxe3 Nd8 20. Bd7 e5 [20... e6 21. Nf4 e5 (I analysed 21...Rf6; 22 Qc4 idea b4) 22. Nd5 Nc6 23. a3 e4 24. Bxc6 bxc6 25. Nf4 Rfe8 (fritz fancied ...Rad8 when b4 to stop ...Rd7 allows ...Bxa1) 26. b4 Qa6 27. Ra2 Rad8 28. Rd1 Rxd1+ 29. Qxd1 Qc4] 21. b4

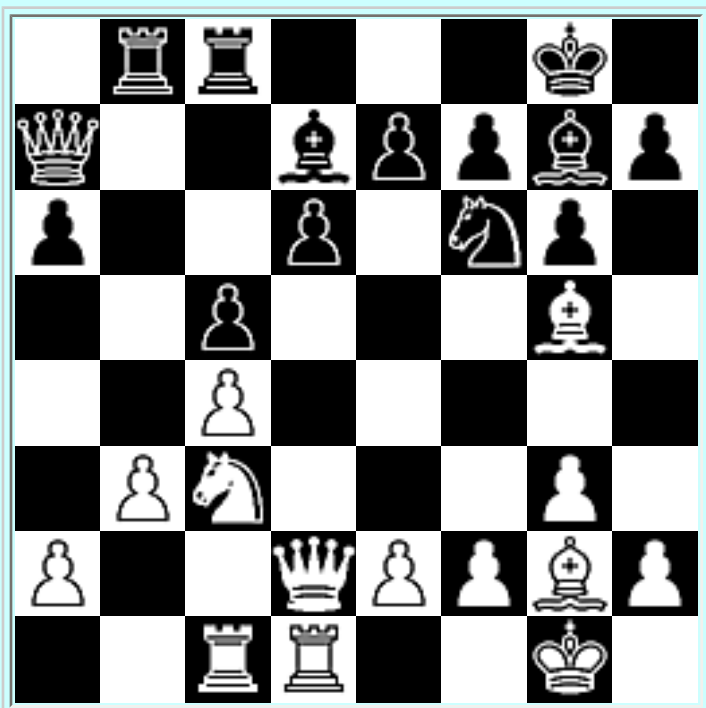


You can tell Black is going to suffer. There are hundreds of trapped queen miniatures (see Tactics examples) 21... Qa3 22. Rab1 Rb8 23. Ba4 [23. Bb5 a6 24. Rb3 Qxb3 25. Qxb3 axb5 26. Nb6 Rf7 27. Rd1 Rc7 28. Rd6] 23... e4 [23... Rc8 24. Nc3] 24. Bb5 Nc6 25. Rb3 Nxb4 26. Rxb4 Rfd8 27. Ra4 Qb2 28. Qxb2 Bxb2 29. Bc4 Rdc8 30. Rb1 Bg7 31. Rxa7 Rxc5 32. Raxb7 Rxb7 33. Rxb7 Rxc4 34. Rb8+ Bf8 35. Rxf8+ Kg7 36. Ra8 Rc1+ 37. Kf2 Rc2+ 38. Kg3 g5 39. Ra7+ Kg6 40. Ra6+ Kg7 41. a4 Rc5 42. Rd6 Ra5 43. Nb6 Ra6 44. h4 h6 45. h5 Ra5 [45... Kh7 46. Kf2 Kg7 47. g3 Kh7 48. Ke2 Kg7 49. Kd2 Kh7 50. Kc3 Kg7 51. Kb4] 46. Rd5 Ra6 47. Rb5 1-0

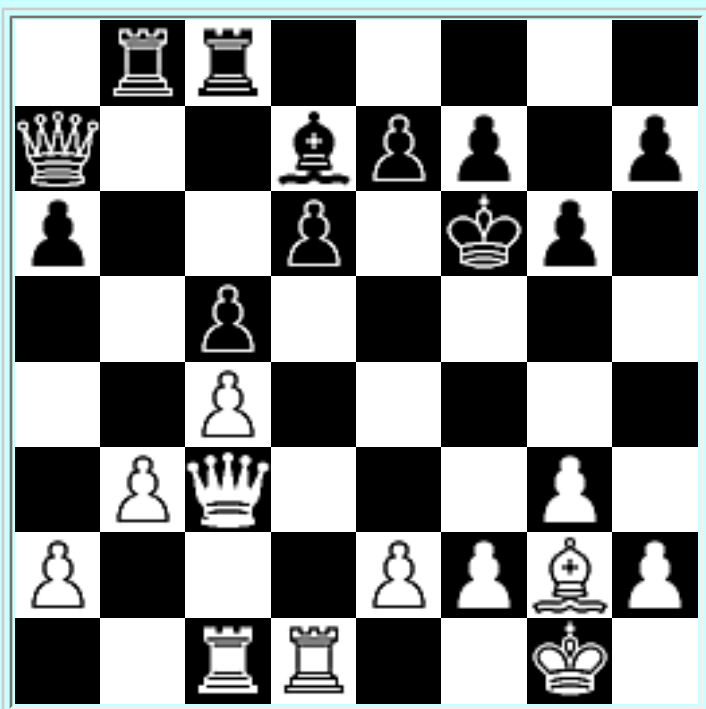
[Event "wandering king"][Site "Cambridge open"][Date"1980"][Round "?"]

[White "regis, d."][Black "langosz, g."][Result "1-0"]

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 c5 5. Nf3 Nc6 6. O-O Nf6 7. d4 cxd4 8. Nxd4 Bd7 9. Bg5 O-O 10. Rc1 a6 11. b3 Qc7 12. Nxc6 (much better is 12. Nd5 Nxd5 13. cxd5 Bxd4 14. dxc6 Bxf2+ 15. Rxf2 Bxc6 16. Bh6 Rfc8 17. Bd5) 12... bxc6 13. Qd2 Rfc8 14. Na4 (to tempt ...c5) 14...Rab8 15. Rfd1 c5 16. Nc3 Qa7



17. Bxf6 Bxf6 18. Nd5 Kg7 19. Nxf6 Kxf6 20. Qc3+

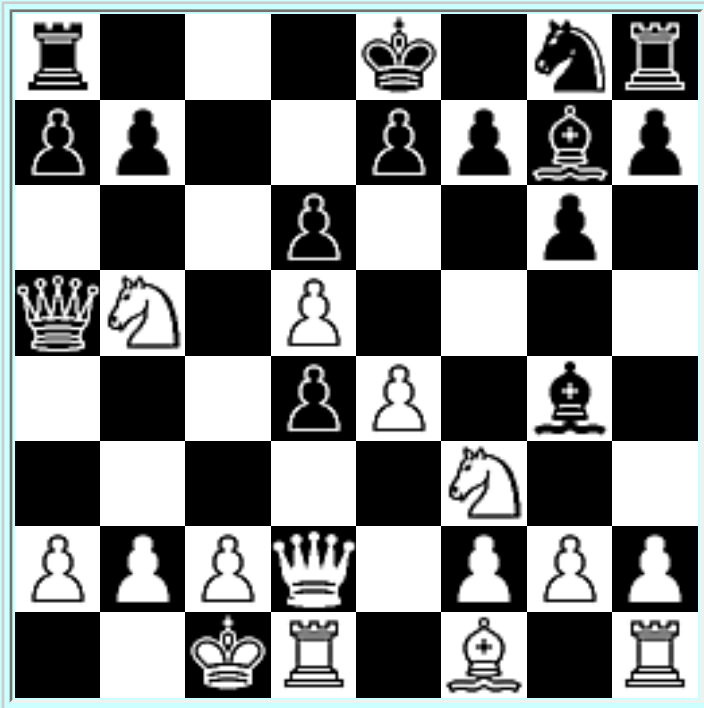


20... Kg5 21. Qg7 I pinched this idea from Petrosian! Be6 (21... Bc6 22. f4+ Kg4 23. h3+ Kxg3 24. Qh6 Bxg2 25. Rd3+ Bf3 26. Rxf3#) 22. h4+ Kg4 23. Kh2 Rh8 24. Bf3+ Kf5 25. e4# 1-0

[Event "the queen AND king caught"][Site "portsmouth open"][Date "1984.???.?"][Round "#2"]

[White "taylor, m."][Black "regis, d."][Result "0-1"]

1. e4 c5 2. Nf3 g6 3. d4 Bg7 4. Nc3 Nc6 5. Be3 Qa5 6. Qd2 d6 7. O-O-O Bg4 8. d5 Nd4 9. Bxd4 (9. Nxd4 Bxd1 10. Nb3 Bxc3 11. Qxd1 Qb4 12. bxc3 Qxe4) 9... cxd4 10. Nb5



{ (black has been struggling to mess white up but White has been playing a straight bat - until now!) }
 10... Bh6 11. Ng5 Qxd2+ 12. Rxd2 Bxg5 13. Nc7+ Kd8 14. Nxa8 Bxd2+ 15. Kxd2 Kc8 16. Nb6+ axb6
 17. Kd3 Nf6 0-1

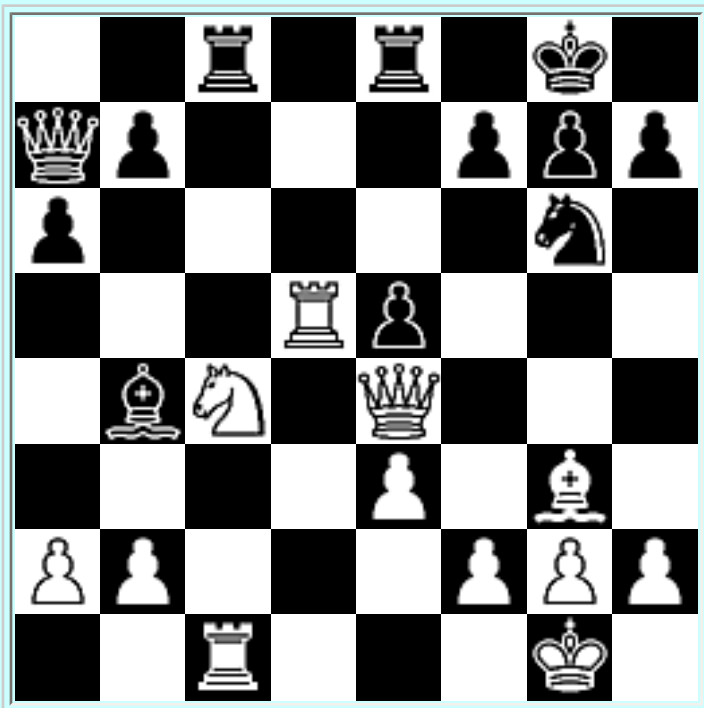
Domination by the queen

First, Rubinstein making good use of his queen, first dominant in the centre, then stepping neatly and quickly into enemy territory...

[Event "dominating queen?"][Site "gothenburg"][Date "1920.???.??"][Round "?"]

[White "rubinstein"][Black "maroczy"][Result "1-0"]

1.d4 Nf6 2.Nf3 d5 3.c4 e6 4.Bg5 Be7 5.e3 Nbd7 6.Nc3 O-O 7.Rc1 Re8 8.Qc2 dxc4 9.Bxc4 c5 10.O-O cxd4 11.Nxd4 a6 12.Rfd1 Qa5 13.Bh4 Ne5 14.Be2 Ng6 15.Bg3 e5 16.Nb3 Qc7 17.Qb1 {!} 17...Qb8 18.Bf3 Qa7 19.Na5 {!} 19...Bb4 20.Nc4 Bd7 21.Nd5 Nxd5 22.Bxd5 Be6 23.Qe4 {!} 23...Bxd5 24.Rxd5 Rac8



25.Rcd1 Bf8 26.b3 b5 27.Nd6 Bxd6 28.Rxd6 Rc7 29.h4 {!} 29...f6 30.Qd5+ Kh8 31.h5 Nf8 32.h6 Ng6
33.Qe6 Rf8 34.Rd7 gxh6 35.Bh4 1-0

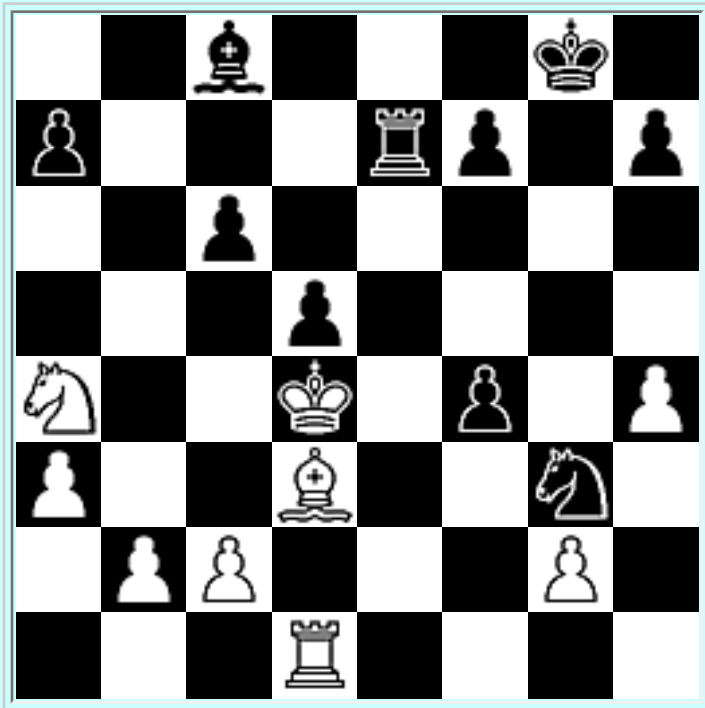
Active king in the ending

I've shown several examples of this incidentally (like Bernstein-Mieses on the Bishops sheet); here's a more close-run affair from Tal, who keeps his initiative going throughout.

[Event ""][Site "-"][Date "1956.?.?.?"][Round "?"]

[White "tal"][Black "lissitzin"][Result "1-0"]

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.f4 Nc6 7.Nxc6 bxc6 8.e5 Nd7
9.exd6 exd6 10.Be3 Be7 11.Qf3 d5 12.O-O-O Bf6 13.Bd4 O-O 14.h4 Rb8 15.Qf2
Rb4 16.Bxf6 Nxf6 17.a3 Qb6 18.Qxb6 Rxb6 19.Na4 Rb7 20.Bd3 Nh5 21.Rhf1 Re7
22.f5 {!} 22...gxf5 23.Rfe1 Rfe8 24.Rxe7 Rxe7 25.Kd2 {!} 25...Ng3 26.Kc3 f4 27.
Kd4

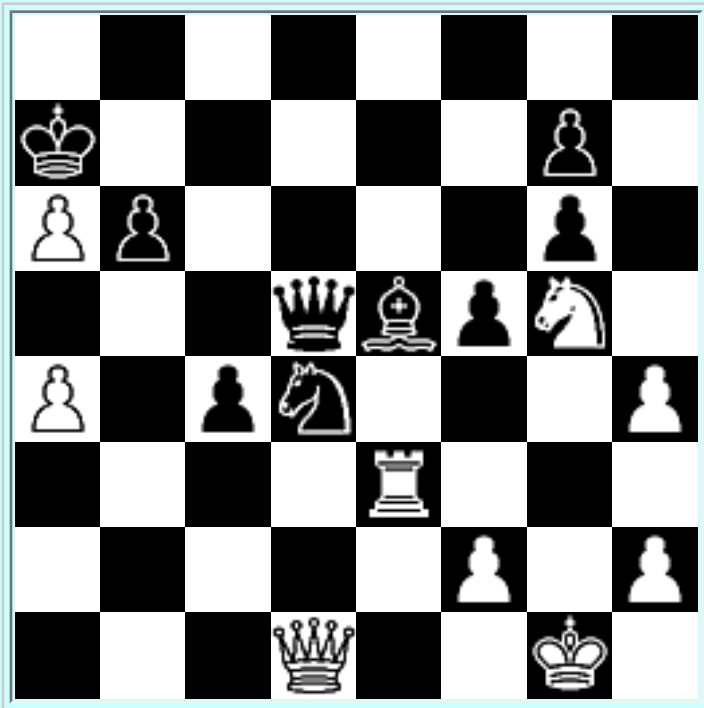


27...Bf5 28.Rd2 Re6 29.Nc5 Rh6 30.Ke5 {!} 30...Bxd3 31.cxd3 Rxh4 32.Kd6 Rh6+ 33.Kc7 Nf5 34.Kb7 Nd4 35.Rf2 a5 36.Rxf4 Ne6 37.Rg4+ Kf8 38.Kxc6 {!} 38...Nxc5+ 39.Kxc5 Re6 40.Kxd5 Rb6 41.b4 axb4 42.axb4 Ke7 43.Kc5 Rf6 44.Rd4 Rf5+ 45.Kb6 Rf6+ 46.Kc7 Rf5 47.Re4+ Kf6 48.Kc6 Rf2 49.g4 h5 50.gxh5 Kg5 51.b5 f5 52.Rb4 f4 53.b6 f3 54.b7 {1-0} (54.b7 Rc2+ 55.Kd5 f2 56.b8=Q f1=Q 57.Qg3 + Kf6 58.Qe5+ Kf7 59.Rb7+ Rc7 60.Rxc7+ Kf8 61.Qh8#) 1-0

Here's another difficult game, from Petrosian, featuring a bold king run

[Event "olympiad"][Site "varna "[Date "1962.??.??"][Round "?"] [White "duckstein, a."][Black "petrosian, t."][Result "0-1"]

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. Nf3 Nd7 7. Bd3 e6 8. O-O Qc7 9. c4 O-O-O 10. Bxg6 hxg6 11. Qa4 Kb8 12. b4 Nh6 13. Qb3 Nf5 14. a4 e5 15. dxe5 Nxe5 16. Nxe5 Qxe5 17. Bb2 Qc7 18. c5 a5 19. Rad1 Rxd1 20. Rxd1 Rh4 21. bxa5 Bxc5 22. a6 b6 23. Re1 Ka7 24. Be5 Qd7 25. Ne4 Bd4 26. g3 Bxe5 27. gxh4 Nd4 28. Qd1 Qd5 29. Re3 Nf5 30.Re1 Nd4 31. Qd3 f5 32. Ng5 c5 33. Re3 c4 34. Qd1



34...Kxa6 35. Ra3 Bf6 36. h3 f4 37. Qg4 Ka5 38. Nf3 Kb4 39. Nxd4 Kxa3 40. Nc2+ Kxa4 0-1

Back to [Chess Coaching Page](#)



This document (kings_queens.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: The Theory of Steinitz

1. "
2. At the beginning of the game the forces stand in equilibrium.
3. Correct play on both sides maintains this equilibrium and leads to a drawn game.
4. Therefore a player can win only as a consequence of an error made by the opponent. (There is no such thing as a winning move.)
5. As long as the equilibrium is maintained, an attack, however skilful, cannot succeed against correct defence. Such a defence will eventually necessitate the withdrawal and regrouping of the attacking pieces and the attacker will then inevitably suffer disadvantage.
6. Therefore a player should not attack until he already has an advantage, caused by the opponent's error, that justifies the decision to attack.
7. At the beginning of the game a player should not at once seek to attack. Instead, a player should seek to disturb the equilibrium in his favour by inducing the opponent to make an error - a preliminary before attacking.
8. When a sufficient advantage has been obtained, a player must attack or the advantage will be dissipated."

From David HOOPER, *Steinitz' Theory*, **British Chess Magazine** Vol. 104, p.370 Sept 1984.

References:

- Steinitz' *International Chess Magazine*
- Steinitz' *Modern Chess Instructor*
- Lasker's *Manual of Chess*
- Euwe's *The Development of Chess Style*

Notes

1. The theory is the antithesis of the previously held view, that inspired play might *of itself* create a winning position; rather, (3) winning positions can come about only through errors by the opponent. Creativity and ingenuity still have a role, in the setting of problems for the opponent that they may fail to solve.
2. The point (4), that, if a defender played correctly, then any attack commencing from an equal position can be refuted, was first indicated by Louis Paulsen. He declared (unfashionably) that all gambits can be defended, and practised what he preached; in this way Paulsen was the progenitor of the fully formed theory of Steinitz. Defensive play has its own principles:
The defending side must be prepared to defend and make concessions, e.g making a weakening pawn move. However, the defender should avoid making concessions until forced, and then should make only the minimum concession necessary to meet the threats.

3. The last point (7) is attributed by Lasker to Steinitz; DH cautions that he was unable to find such a statement in Steinitz' works. Lasker's version goes on to say:

The right to attack belongs only to that side which has a positional advantage, and this is not only a right, but also a duty, otherwise there is the risk of losing the advantage. The attack is to be directed against the weakest spot in the opposing position.

4. DH was prompted to write this article after reading Purdy's "The Great Steinitz Hoax", *Chess Player's Quarterly*, 1978 [which is, according to BCM, reprinted in No.2 of *Lasker and his Contemporaries*], in which Purdy apparently argues that Lasker was more the author of the theory than Steinitz.

Purdy and Hooper disagree on what constitutes the theory.

5. Lasker certainly was the principal pedagogue and advocate of (his version of Steinitz' theory through his *Manual*. Lasker's presentation was coloured to some extent by the principles of his own general philosophy of *Struggle* (Work, Economy and Justice); Lasker also offered extensions to the Steinitz theory, viz. principles of Cooperation and of Justice (in the sphere of chess).
6. The influence of the theory is so substantial that instances need hardly be found, but a couple interested me recently:
 1. Jon Speelman's introduction to his *Best Games 1970-1980* collection, where he refers to the "story" style of annotation - where was the crucial error by the loser? This of course assumes that the loser must have made at least one [mistake](#), and Speelman quite explicitly signs up to the theory that there is Justice in chess, and that to lose you must have made a mistake - or two, really, and maybe three if you are White.
 2. An annotation in **Chess Monthly** where the GM reluctantly admitted that despite a series of brilliant moves by Black, White was at no disadvantage. This is the corollary of the same point; in a balanced position, even brilliant play, correctly met, will lead only to another balanced position.
7. What is the significance of Steinitz' theory for the club player? Different aspects have different importances.
 1. Defensive play may be so poor that an attack undertaken with insufficient means might well succeed in practice.
 2. So, defensive play, as modelled by Paulsen and Steinitz, must become a strength of yours.
 3. Moreover, while winning combinations may theoretically be available principally ([if not only](#)) in advantageous positions, in practice tactical opportunities and especially oversights can appear at any time, so at each move you should routinely check for combinational blows for each side.
 4. It may not be so important to decide who has the advantage as to decide what to do, and then do it well!

"The question that matters to you in actual play is simply, 'What is my best move?', and if you can decide without being sure who has the theoretical advantage, so much the better"

-- PURDY

Back to [Chess Coaching Page](#)



This document (steinitz.html) was last modified on 9th June 98 by

[Dr. Dave](#)

Exeter Chess Club: Chess with Attitude

by

Phil Adams

"Games like this [[Penrose-Botvinnik](#)] (and there were plenty in this tournament) impressed on me that 'wanting to win' was perhaps more important than 'playing good moves'."

-- KEENE, '**Becoming a Grandmaster**'.

"At that age (ten), the odd piece here or there often makes little difference. Rather, ingenuity and the will to win may prove decisive."

-- ZAK, **Improve your chess results**.

1) Draw?

Success in chess, as in all sports, requires not only skill but other qualities such as determination and a positive mental attitude. I thoroughly recommend Simon Webb's book **Chess for Tigers** for help in developing the best attitudes for competitive success.

For many years, British players were regarded as a "*soft-touch*" by foreign masters because they lacked stamina and determination and were too eager to accept draws. Obviously, if a draw is all you need to win the tournament, then it would be silly to play all-out for a win, but in general, if you want to succeed in chess you need to get into the habit of always playing to win and always being prepared, mentally and physically, to play long, hard games. Some quotations to inspire you:

IM Simon Webb in **Chess for Tigers**: "*A game of chess is never drawn until it's drawn. (...) All too frequently players agree draws in level positions, without realising that there are ways of winning these positions against a careless opponent.*"

American GM Andrew Soltis in **Confessions of a Grandmaster**: "*A few years ago, John Fedorowicz was described as having become 'one of the deepest*

strategic thinkers in American chess'. When I told 'the Fed' about that, he replied, 'Yeah? Well, my new strategy is just to stop taking draws.'"

Soltis again, referring to the advice of American IM Norman Weinstein: "*You can't expect to go through a tournament without losing. Losing is part of the game, like hitting your clock and writing down the moves. And you can't expect to do well just by offering draws when you think you're in trouble or in an unknown position.' I realized that I had become more concerned with not losing than with winning. I decided to stop worrying about norms and ratings and the gnawing feeling you get when you lose, and see what happened. It worked.*"

Canadian IM Lawrence Day writing recently in the top American magazine **Inside Chess**: "*Imagine two guys, one who always draws and the other who alternates winning six and losing six. After a year, they have the same number of points and the same ratings. The difference is that the risk player has a big pile of money, while the drawmaster made nothing.*"

2) The will to win

From a discussion on the internet, plus some ideas gleaned from Ariel Mengarini:

Many people love chess but somehow when they sit down to play a match or tournament game, they find it difficult to produce their best effort. Somehow they find it difficult to stay focused and to summon up the necessary concentration. It is as if the will to win has drained away.

Do this every time. Before you start play, think of these 3 things:

- 1) How much time and effort and money you have already spent on chess.
I'd better win, otherwise that was all pretty stupid of me
- 2) All the other things that you could be doing instead.
I'd better win, otherwise I am stupid right now for wasting my time
- 3) How bad it feels to lose.
I'd better win, because I hate the feeling I get when I lose!

NERVES

OK, you've decided to give it your best shot, you've worked on building up your will to win. The problem is, you now feel nervous and jittery, and now that is affecting your concentration! What should

you do?

You have to be able to come to terms with an important paradox:

a) you have decided to devote some hours of your life every week to chess; your time is valuable, therefore it is worth giving it your very best, so concentrate!

b) yet, you must admit, in the "*great scheme of things*", in the "*big picture*", the result of one game of chess is utterly trivial, so RELAX!

So, the ideal is relaxed concentration.

Fear of losing

Everybody hates losing, but for good results it is important during the game to play without any FEAR of losing. Negative emotions affect your motivation and depress your level of brain efficiency. A game of chess is a fight; you must learn to love the fight itself, and play fearlessly.

Best Wishes,

--

Phil Adams

Three Cs, Oldham, (=Children's Chess Club)

Penrose Jonathan (ENG) - Botvinnik [A42] Hastings (9), 1967

1.e4 g6 2.d4 Bg7 3.c4 d6 4.Nc3 c6 5.Nf3 a6 6.Be2 b5 7.a3 Bb7 8.O-O Nd7 9. Be3 e6? 10.d5! [winning] **exd5 11.exd5 c5 12.cxb5 Ne7 13.bxa6** [13.Bf4! +-] **13...Bxa6 14. Bxa6 Rxa6 15.Qe2 Rb6 16.Bg5? h6** [16...f6? 17.Bh4 g5 18. Bg3 f5 19.Bxd6 Rxd6 20.Nb5 Nb6 21.Nxd6+ Qxd6 22.Rfe1 Nbx d5 23.Rad1 Kf7 24. Qc4 Rd8 25.b3? Bf6 26.Re2 g4 27.Ne1 Nc6 28.Red2 Nd4 29.b4 Qe6 30.bxc5 Nc3 0-1 Penrose Jonathan (ENG)-Botvinnik/Hastings 1966-67 is an alternative version given on a database] **17.Bh4 g5 18.Bg3 f5 19.Bxd6? Rxd6 20.Nb5 Nb6 21. Nxd6+ Qxd6 22.Rfe1 Nbx d5 23.Rad1 Kf7 24.Qc4 Rd8 25.g3 Bf6 26.Re2 g4 27.Ne1 Nc6 28.Red2 Nd4 29.b4 Qe6 30.bxc5 Nc3 0-1** [even now 30... Nc3 31.Qxc3 Ne2+ 32.Rxe2 Bxc3 33.Rxe6 Rxd1 34.Rxh6! is not completely lost]

Back to [Chess Coaching Page](#)



This document (phil1.html) was last modified on 5th March 1998 by

[Dr. Dave](#)

Exeter Chess Club: Rules for attack

Steinitz' rules of attack (from Kotov/Chernev)

1. In chess, only the attacker wins. Defenders win only when the attacker makes a mistake, OR if the attacker had no right to attack in the first place. Even then, the defender must become the attacker to win.
 2. The right to attack belongs only to that side which has the better position - a positional advantage of some sort.
 3. If you have the advantage, you have not only a right to attack, but also a duty to attack, otherwise there is the risk of losing the advantage.
 4. The attack is to be directed against the weakest spot in the opposing position.
 5. The defending side must be prepared to defend and make concessions, or take a risk and try a counter-attack.
 6. An attack undertaken without sufficient positional basis must be repelled with best play, and will lead to a disadvantage for the prospective attacker.
-

Vukovic's Guidelines for attack

1. If you attack the king, make sure that either your opponent cannot counterattack, or at least that your attack is more quick or more dangerous.
2. So, you must look at the whole board, and the chances for both sides, when deciding whether to attack or not.
3. Security in the centre lends support to a wing attack. A central pawn blockade prevents or limits counter-attacks, and makes a pawn attack easier.
4. This is particularly true of attacks with pawns, which must creep forward more slowly than other pieces. If you can make an attack with pieces alone, leave your pawns at home.
5. If you already have a pawn advanced, e.g. to f5, which may block your bishop on the diagonal b1-h7, then you might be better off going for a pawn storm by advancing the g-pawn.
6. As a rule, it is difficult to break through with pawns against the unweakened castled king's position. This is because the pawn wave can be blockaded.
7. So, it is usually important to weaken the castled position first (e.g. by ganging up on h7 you might force ...g6 or ...h6).
8. Pawns don't half get in the way of rooks. If you cannot open a file, you can often get your rooks into action in front of your pawns, for example, by

playing them to the third rank.

9. Pawn advances loosen your position, and may be a disadvantage in the ending.
10. Although you must be careful before starting an attack, once you have started you must go in as hard and fast as you can. This is even more important if you realise you shouldn't have started the attack quite yet - if you try to back out you will only make things worse.

Back to [Chess Coaching Page](#)



This document (attack.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club:The Very Slow King's-side Attack

I often talk about "clockwork attacks". They are characterised by:

- closed or at least stable centre
- King's-side attack based on stereotyped attacking plan
- attack based not so much on domination of space and time but on lack of opponent's counterplay.

These attacking lines are to be found in many openings

- [Stonewall Attack and Stonewall Variation of the Dutch Defence](#)
- [Ruy Lopez, Andersson-Steinitz variation](#)
- [Ruy Lopez, Delayed Exchange Variation](#)
- [Closed Sicilian](#)
- [Grand Prix Attack against the Sicilian](#)
- [King's Indian Defence and King's Indian Attack](#)

You may be able to think of other "system" openings which often yield an easy-to-play attack, like the [Colle System](#), [London System](#) and perhaps the [Torre system](#). To some extent the standard h-file attack against a King castled behind a fianchettoed Bishop also fits into this category, as seen in the [Dragon Variation of the Sicilian](#) and the [Pirc Defence](#).

As an attacker, the idea is to keep moving pieces up to the King's-side until you checkmate your opponent. The reason these often work so well in club play is that the defending side will often play sensible-looking solid moves until it is far too late to stop the defences collapsing. A much more vigorous approach is required in defence.

So, as defender, you must do at least one of the following:

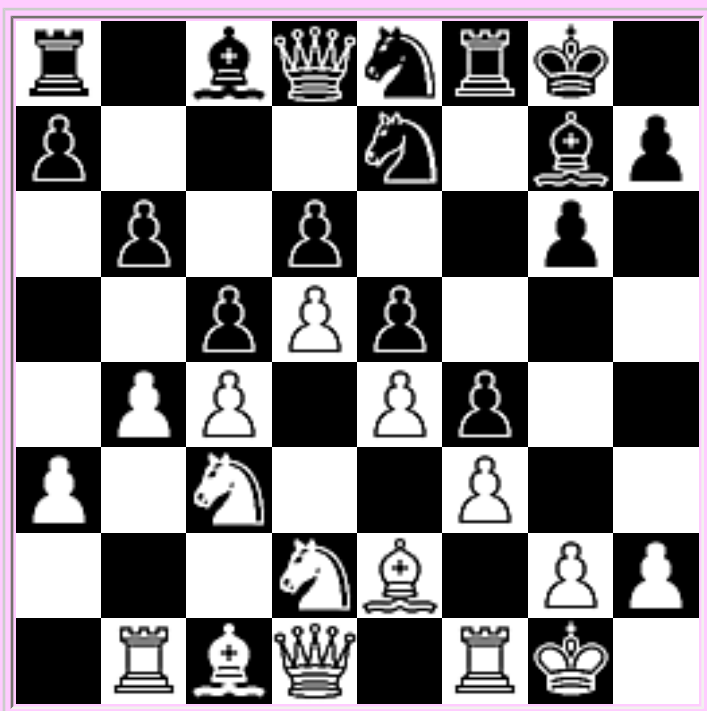
- arrange a powerful counterattack against the opponent's King (as in the [Sicilian Dragon](#))
- arrange a powerful counterattack against the opponent's Queen's-side (as in the [Closed Sicilian](#) and [King's Indian Attack against the French Defence](#))
- arrange an explosion in the centre (often in the [Sicilian](#) and [London System](#))
- avoid committing your King to the side where it may be attacked

So, as the attacker, you must keep an eye on your opponent's counterplay.

As you see from the links above, you can find examples of these clockwork attacks throughout the [Openings handouts](#), but the examples here should give you the idea:

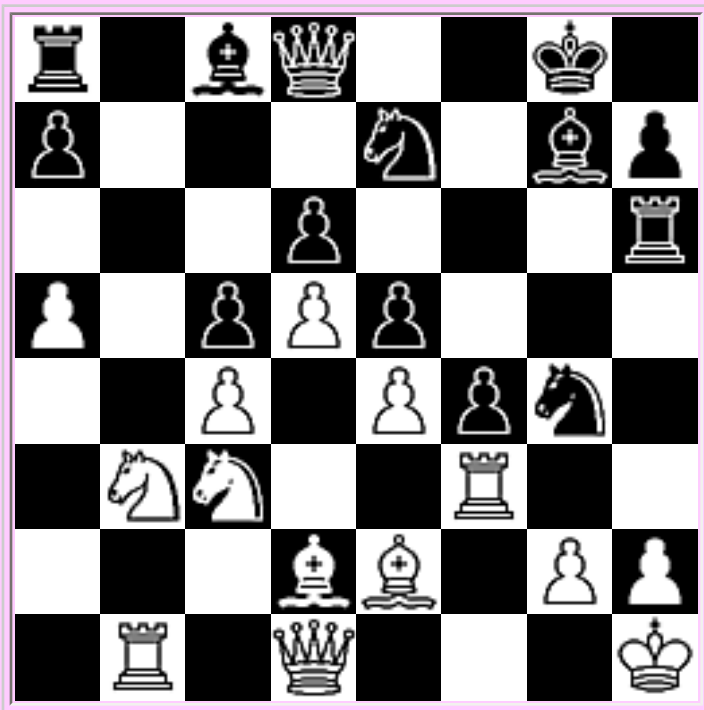
Kortchnoi,Viktor - Fischer,Robert J (blitz) [E97] 1970

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Nf3 e5 7. O-O Nc6 8. d5 Ne7 9. Nd2 c5 10. a3 Ne8 11. b4 b6 12. Rb1 f5 13. f3 f4

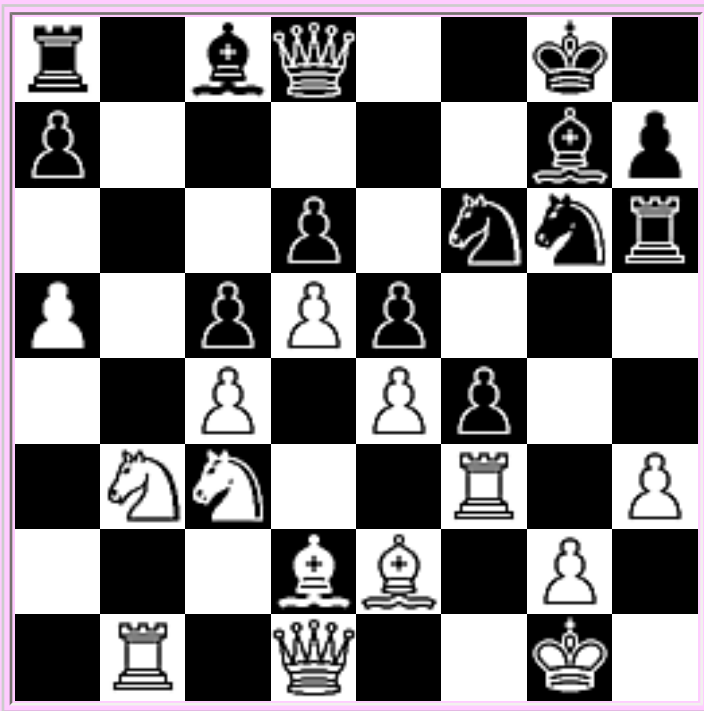


The centre is completely blocked, and so all the play is going to be on the wings. Any pawn move by White on the King's-side will leave him with further points of attack for Black, so White presses on on the Queen's-side.

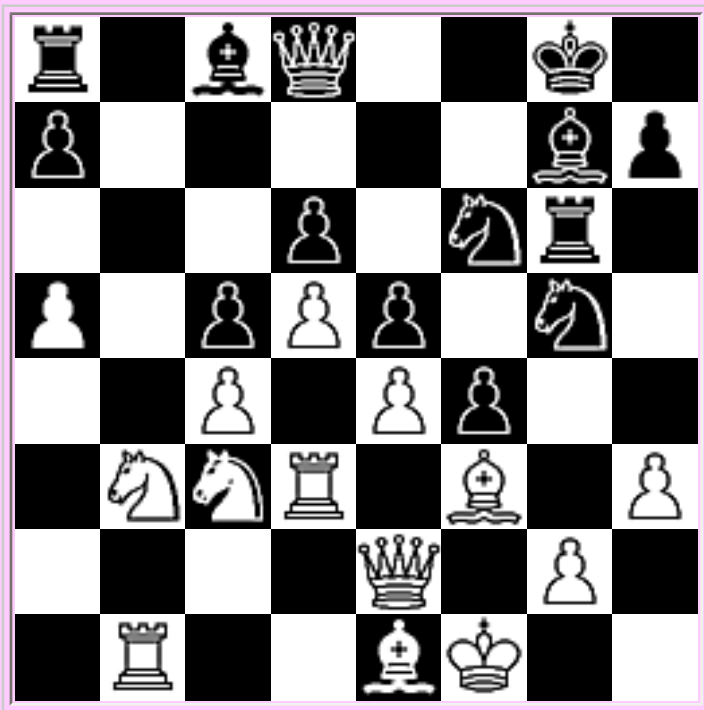
14. a4 g5 15. a5 Rf6 16. bxc5 bxc5 17. Nb3 Rg6 18. Bd2 Nf6 19. Kh1 g4
20. fxg4 Nxg4 21. Rf3 Rh6



22. h3 Ng6 23. Kg1 Nf6



24. Be1 Nh8 25. Rd3 Nf7 26. Bf3 Ng5 27. Qe2 Rg6 28. Kf1



28... Nxf3 29. gxf3 Bxf3+ 30. Kf2 Ng4+ 31. Bxg4 Bxg4 0-1

It is easy to understand the appeal of the King's Indian after such a game.

Fischer, Robert J - Miagmarsuren, Lahmsuran (Sousse) 1967

1. e4 e6 2. d3 d5 3. Nd2 Nf6 4. g3 c5 5. Bg2 Nc6 6. Ngf3 Be7 7. O-O O-O 8.
e5 Nd7 9. Re1 b5 10. Nf1 b4 11. h4 a5 12. Bf4 a4



This is the same idea, with White. There are differences:

Black has adopted a more modest central posture than White does in the King's Indian Defence

the central pawn structure is more fluid

Black has gone hard on the Queen's-side and is starting to make real gains; so, White must pause for a defensive move. White's next was seen as innovative at the time:

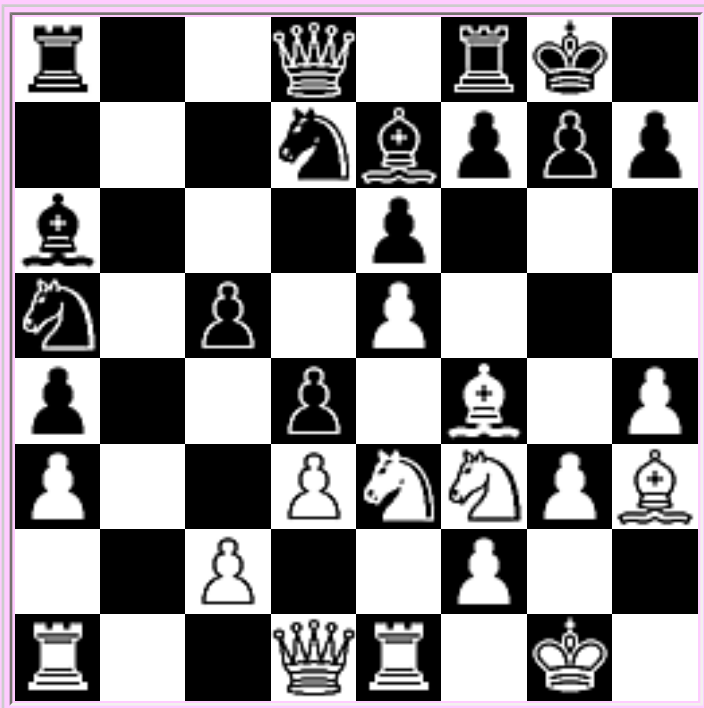
13. a3! bxa3 14. bxa3 Na5

[14... Nd4 15. Ne3 Ba6 16. c4 dxc4

[Fritz gives 16... Nb3 17. cxd5 Nxa1 18. Qxa1 exd5 19. Nxd5 Bxd3 20. e6 Nf6 21. Nxe7+ Qxe7 22. Ne5 Bg6 23. Nc6 Qb7 24. Bd6]

17. Nxd4]

15. Ne3 Ba6 16. Bh3 d4

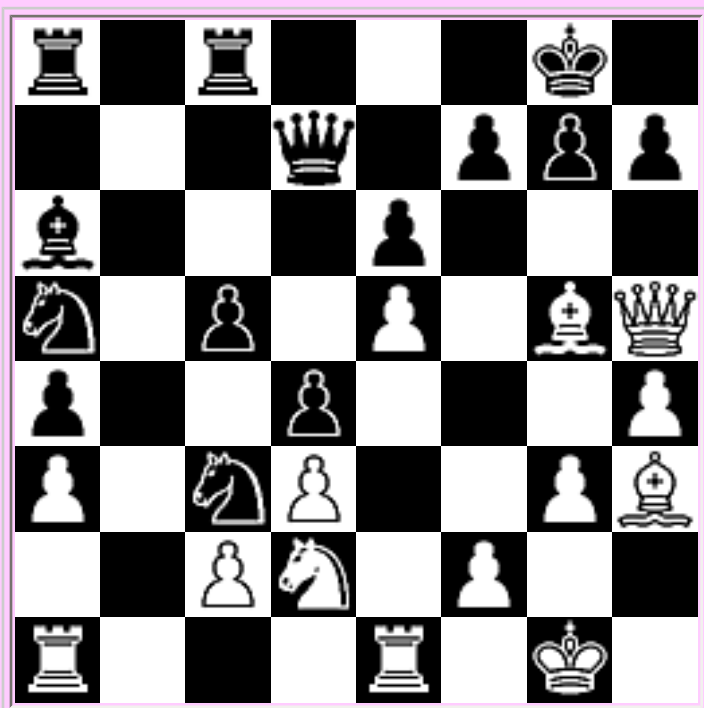


Which way should White jump?

17. Nf1 Nb6 18. Ng5 Nd5

White's Queen has access to h5, which makes Black decide to concede B for N. This leaves White with the idea of assaulting the dark squares.

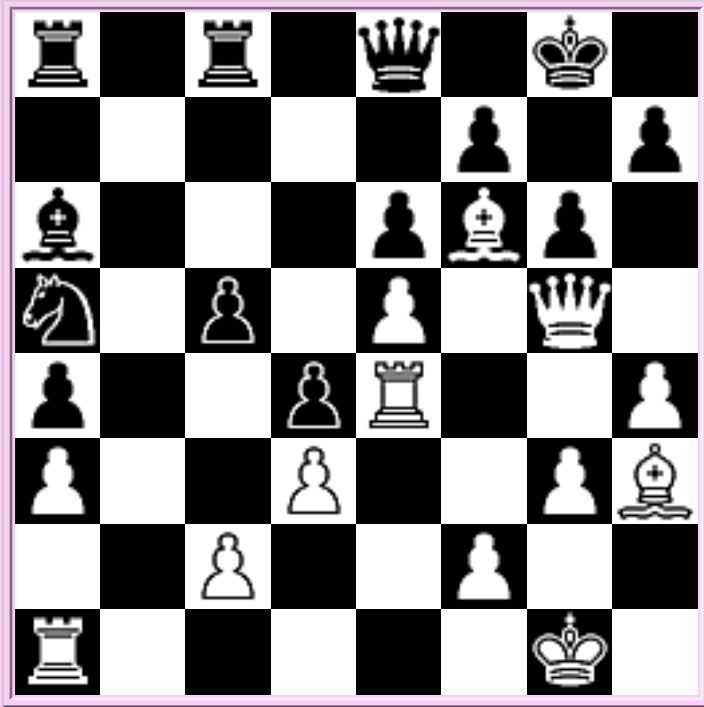
19. Bd2 Bxg5 20. Bxg5 Qd7 21. Qh5 Rfc8 22. Nd2 Nc3



23. Bf6 Qe8

[23... gxf6 24. exf6 Kh8]

24. Ne4 g6 25. Qg5 Nxe4 26. Rxe4

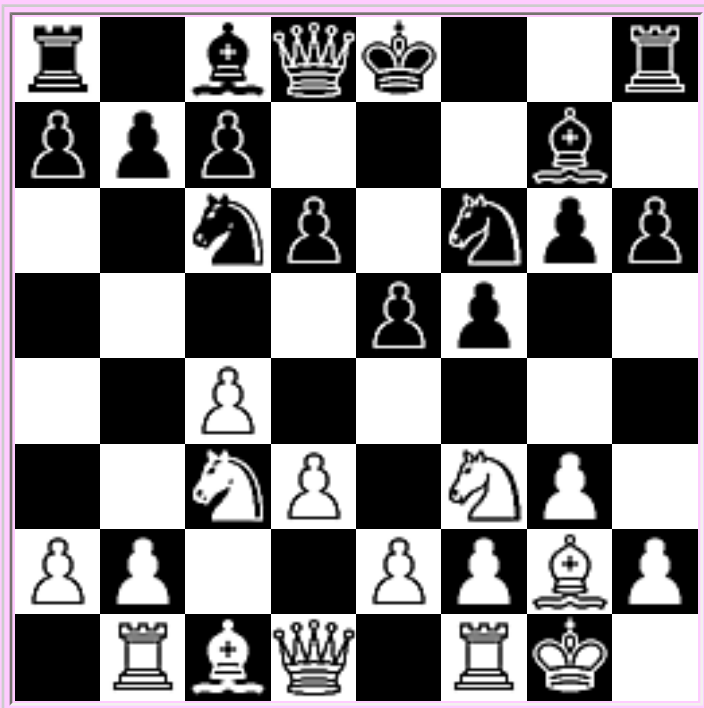


They think it's all over...

26... c4 27. h5 cxd3 28. Rh4 Ra7 29. Bg2 dxc2 30. Qh6 Qf8 31. Qxh7+ 1-0 ...it is now.

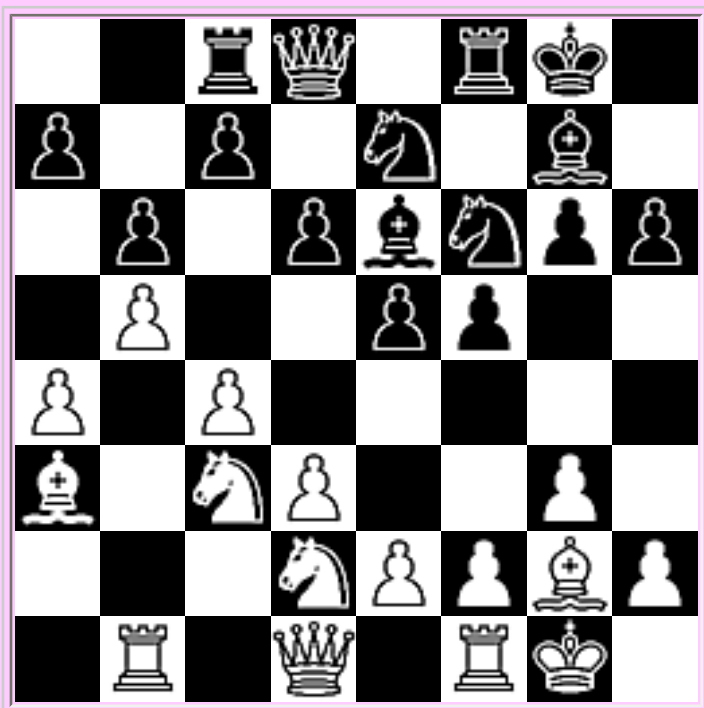
Psakhis - Kasparov (La Manga) 1990

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6 8. Rb1 h6



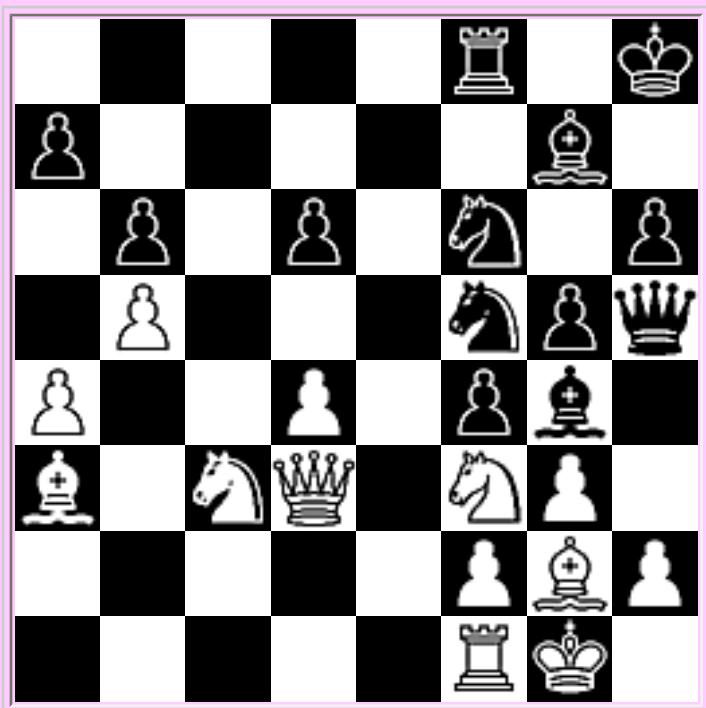
The mutual control of d4/d5 means that although the central pawns are not locked, the centre is likely to remain closed. So we have a battle on each wing.

9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8 13. Nd2 b6



Again, a prudent measure. White will have to re-arrange to get in a5, so changes tack

**14. e3 g5 15. d4 exd4 16. exd4 f4 17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8
20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5**



There is a dark storm cloud over White's King.

25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8

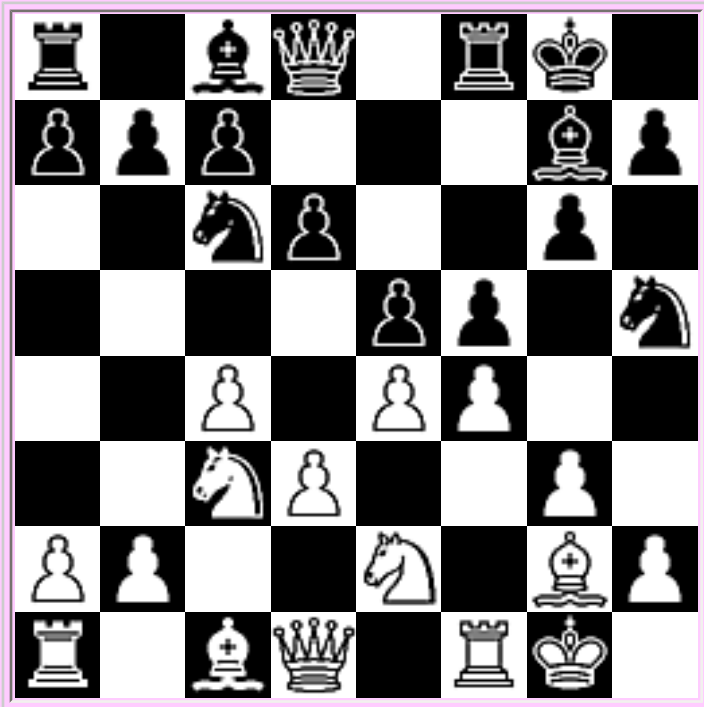
Qh3+ 0-1

Rogers, I - Carton, N [A26] London

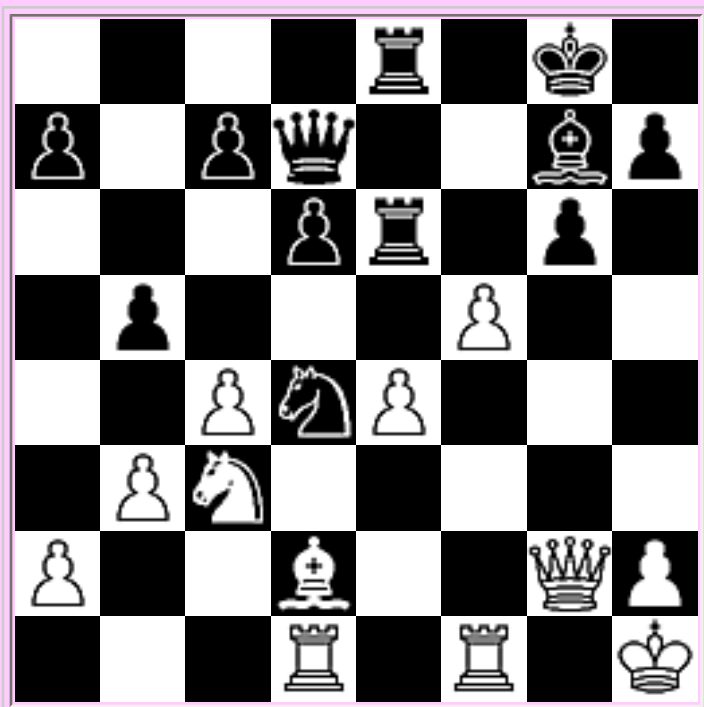
1. c4 Nf6 2. Nc3 e5 3. g3 g6 4. Bg2 Bg7 5. e4 d6 6. Nge2 Nc6 7. d3 O-O 8. O-O

This is an interesting formation, kin to the Closed Sicilian. White clamps the centre shut and goes creeping up on the King's-side. Black's prospects of successful Queen-side counterplay are less than in the Closed Sicilian because of the pawn on c4. Here Black decides to slug it out toe to toe on the King's-side, but in this game White's initiative prevails.

8... Nh5 9. f4 f5



10. Be3 Be6 11. Nd5 Qd7 12. Qd2 Rae8 13. Rae1 Nf6 14. Kh1 Rf7 15. b3 fxe4 16. dxe4 Bh3 17. Nxf6+ Rxf6 18. Nc3 exf4 19. gxf4 Bxg2+ 20. Qxg2 Rfe6 21. Bd2 Nd4 22. Rd1 b5 23. f5



1-0

Back to [Chess Coaching Page](#)



This document (slowattk.html) was last modified on 6 Mar 97 by

[Dr. Dave](#)

Exeter Chess Club: Dutch Stonewall

Playing Black against QP openings

An Exeter Junior Chess Club Booklet

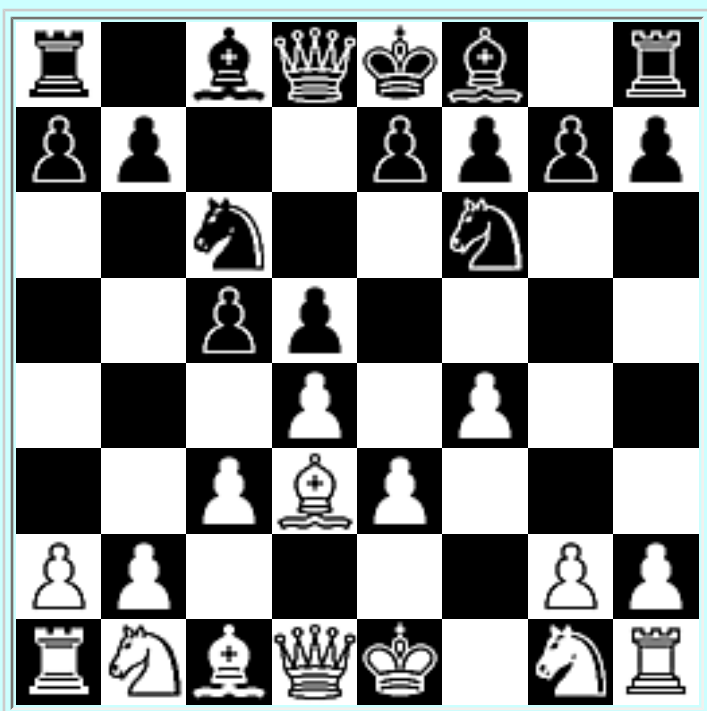
P.S. I had another think about this and the Cambridge springs and came up with the more comprehensive [Playing Black against 1. d4](#) booklet, which has more examples and variations, including [Unusual variations of the Dutch Defence](#). That is for better players and older juniors, I think; this one is just to get you started.

The Stonewall as White

Reuben Fine gives this magnificent line as an example of what you are trying to do in the Stonewall system: **1. d4 d5 2. e3 Nf6 3. Bd3**

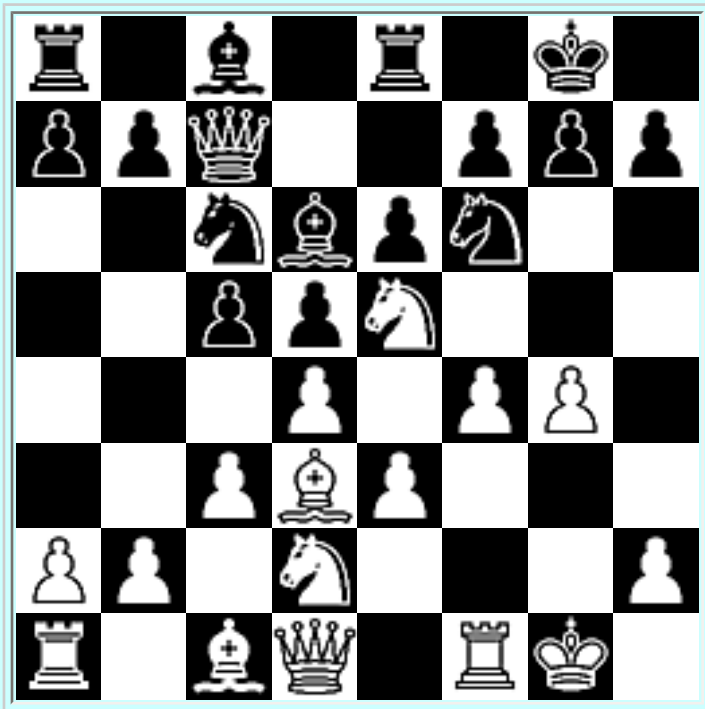
3... c5

4. c3 Nc6 5. f4



This the basic Stonewall set-up.

5... e6 blocks the Bc8
6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7
9. Nd2 Re8 10. g4



with a crushing attack

Great! Got the idea? Well, it's not always like that, Black has several improvements: **1. d4 d5 2. e3 Nf6 3. Bd3**

[3. f4 is sometimes played to avoid the 3...Nc6 line]

3... c5

[3... Nc6 4. f4

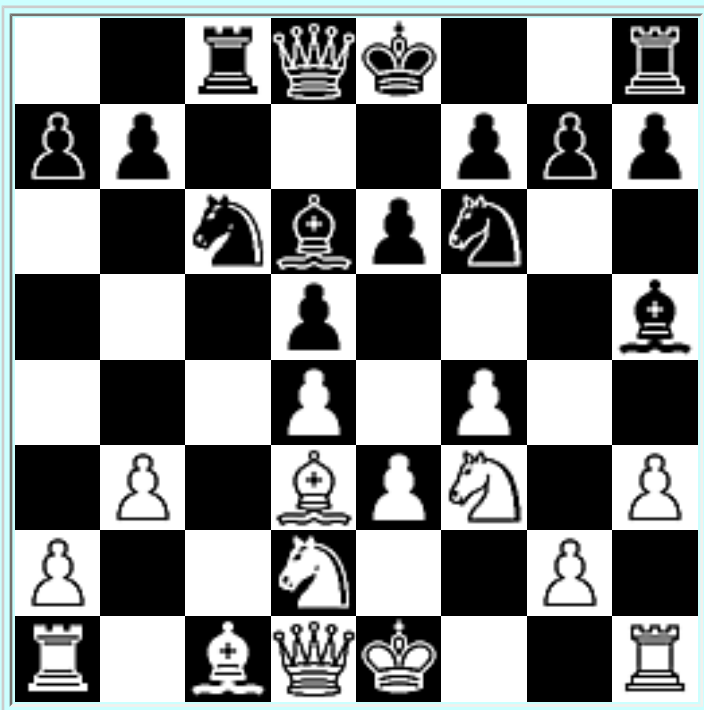
[4. c3 e5]

4... Nb4 5. Nf3 Nxd3+ 6. cxd3 g6 7. Nc3 Bg7 8. O-O O-O=]

4. c3 Nc6 5. f4

5... e6 blocks the Bc8

so [5... Bg4 6. Nf3 e6 7. Nbd2 Bd6 8. h3 Bh5 9. b3 cxd4 10. cxd4 Rc8



and Black is comfortable]

6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7

Ne5 needs some better response; Black could also try to occupy e4

Anyhow, that's the inspiration. Pillsbury even found a way to impose this sort of attack on the Queen's Gambit, with the Bc1 developed actively at g5, and [this idea](#) is worth looking at one day too.

The Stonewall as Black

Because of these improved Black lines, you don't see the Stonewall Opening much, and, since Black has also learned how to play the Queen's Gambit Declined, you don't see the related Pillsbury formation often either. One place where the Stonewall formation will not go away is Black playing it in the Dutch Defence. Why hasn't this line died too?

White, starting first, is usually trying to get an advantage and won't play just to equalise with moves like Bf4, Bxd6, Ne5 and f4. Instead, White will often adopt an attacking formation on the Queen's side to start with and so there is a tendency for each side to attack on opposite sides.

White often plays g3 and Bg2, creating a slow game with a slightly weakened King's side. Black can hope to get the ...f4 break in at some point.

This may help explain why you see the Stonewall is a better idea played a move behind in the Dutch Defence than played straight away as White. Perhaps the real reason is that World Champion Mikhail Botvinnik kept playing and winning with it for decades. Take a look at this:

Rabinovitch - Botvinnik (Ussr Ch'p, 1927)

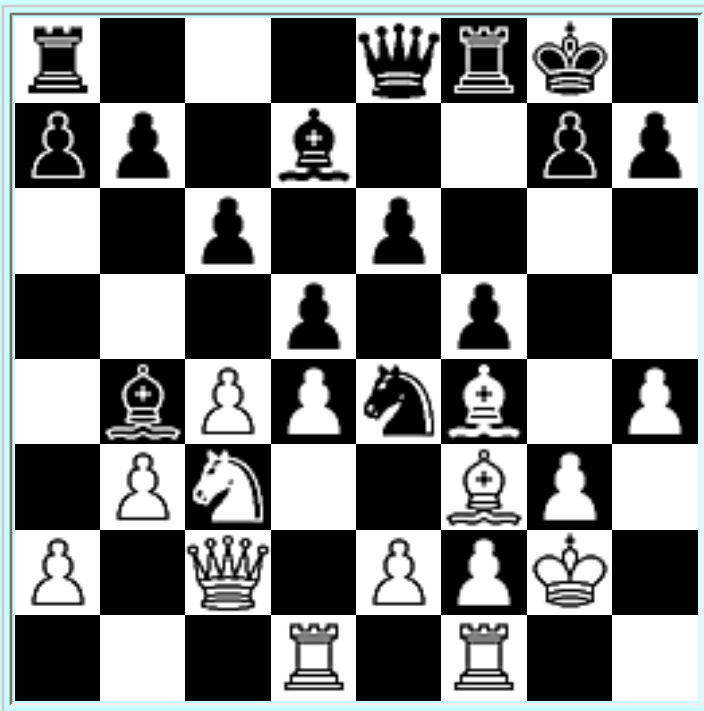
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 O-O 6. Nf3 d5 7. O-O c6 8. Qc2 Qe8 9. Bf4 Qh5 10. Rad1 Nbd7 11. b3 Ne4 12. Ne5 Ng5

[12... Bf6 is better, says MB]

13. h4

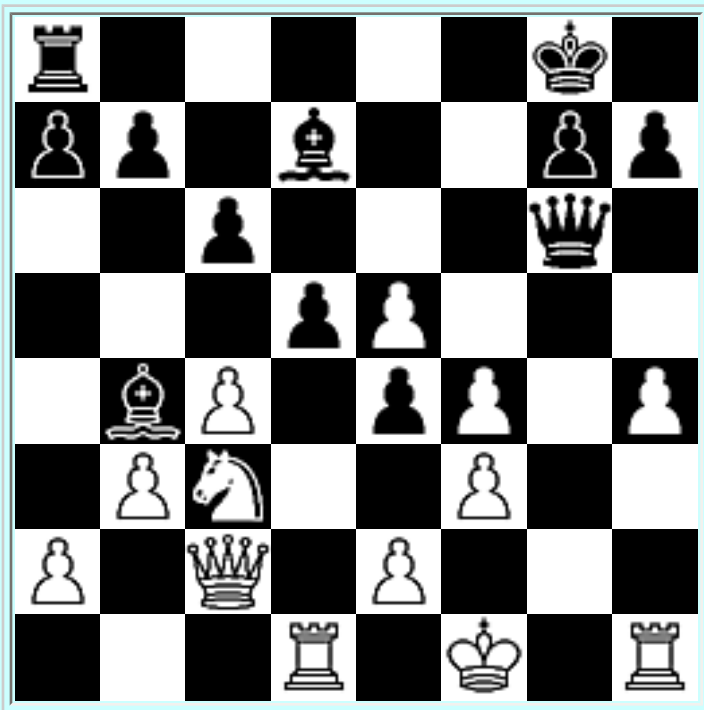
[13. f3 Nh3+ 14. Bxh3 Qxh3 15. e4 += MB]

13... Ne4 14. Bf3 Qe8 15. Nxd7 Bxd7 16. Kg2 Bb4



White seems to have defended more than got on with his own plans. He now makes a mistake: 17. Bxe4 ?

17... fxe4 18. Rh1 Qh5 19. f3 Qg6 20. Kf1 e5 21. dxe5 Rxf4 22. gxf4



Black has some clear achievements: the open g-file, the two bishops, the upset White King.

22... Qg3 threatens ...Bc5/...e3

23. Nxe4 dxe4 24. Rxd7 Bc5 25. e3 Qxf3+ 26. Qf2 Qxh1+ 27. Ke2 Qh3 28. f5 Qg4
+ 29. Kd2 Rf8 30. e6 Qxf5 31. Qxf5 Rxf5 32. Rxb7 Rf2+ 33. Ke1 Rf6 34. b4 Bxe3
0-1

Another decisive King's side attack:

Steiner - Botvinnik, Groningen, 1946

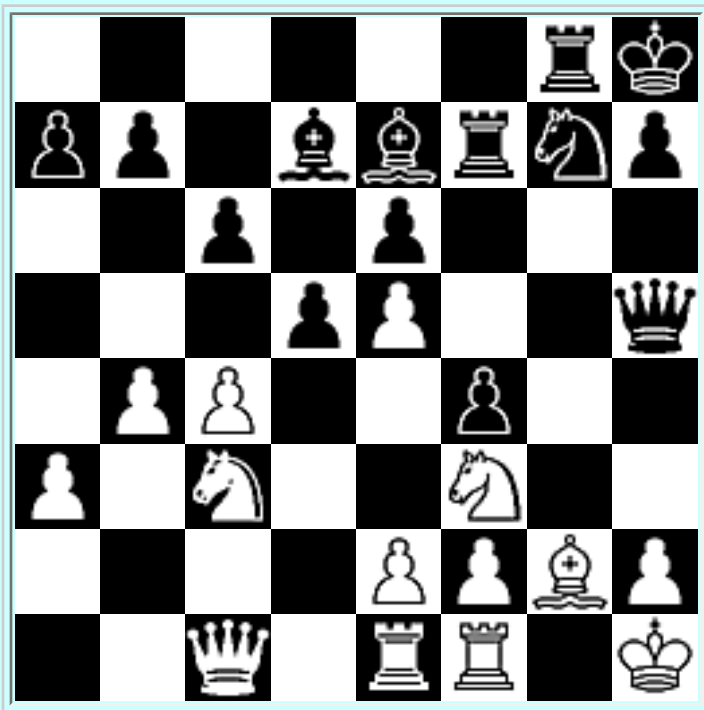
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Bb4+ 5. Bd2 Be7 6. Nf3 d5 7. Nc3 c6 8. O-O O-O 9. Bf4 Qe8 10. Qc2
Qh5 11. Rae1 Nbd7 12. Nd2

Aiming at e4, but too slowly. Another plan is to attack c6 with the b-pawn.

12... g5 13. Bc7 Ne8 14. Be5 Nxe5 15. dxe5 f4

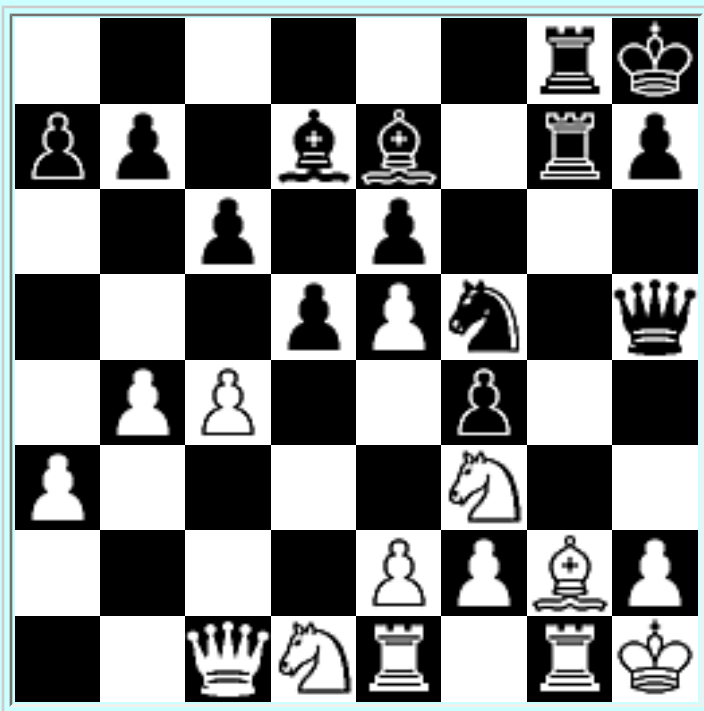
Black's plans are well-advanced; e4 will now be answered by ..f3

16. gxf4 gxf4 17. Nf3 Kh8 18. Kh1 Ng7 19. Qc1 Bd7 20. a3 Rf7 21. b4 Rg8



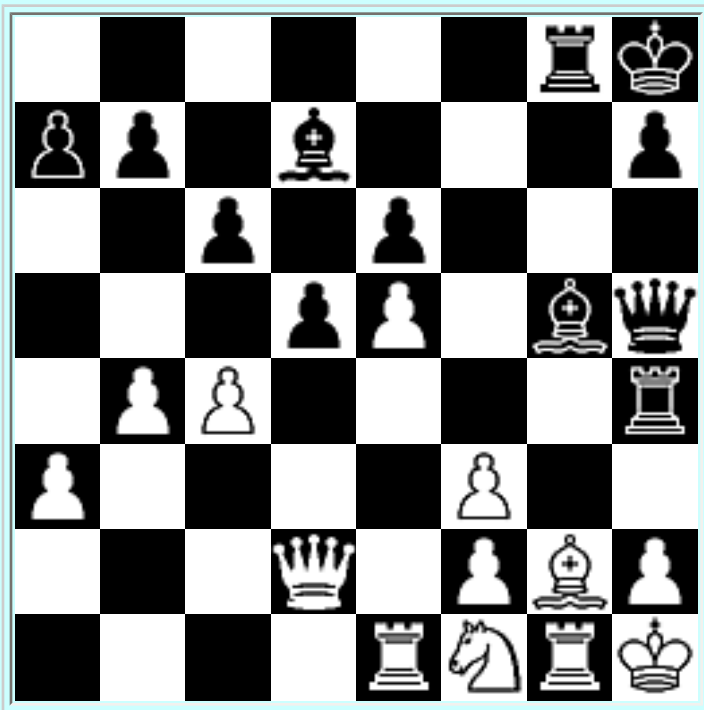
Making use of the open g-file

22. Rg1 Nf5 23. Nd1 Rfg7



Black has a winning position

24. Qxf4 Rg4 25. Qd2 Nh4 26. Ne3 Nxf3 27. exf3 Rh4 28. Nf1 Bg5



if the Q moves, ...Bf4 forces mate, so... 0-1

Here's an important game against a powerful rival.

Flohr - Botvinnik (10) Match, 1933

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 d5 6. Nf3 c6 7. O-O O-O 8. b3

[8. Bf4 is better, says Botvinnik, or 8. Qc2 Qe8 9. Bg5 with Bxf6]

8... Qe8 9. Bb2 Nbd7 10. Qd3

[10. Ng5 Bd6 11. f4 Botvinnik]

10... Qh5 11. cxd5

[11. Bc1 Botvinnik]

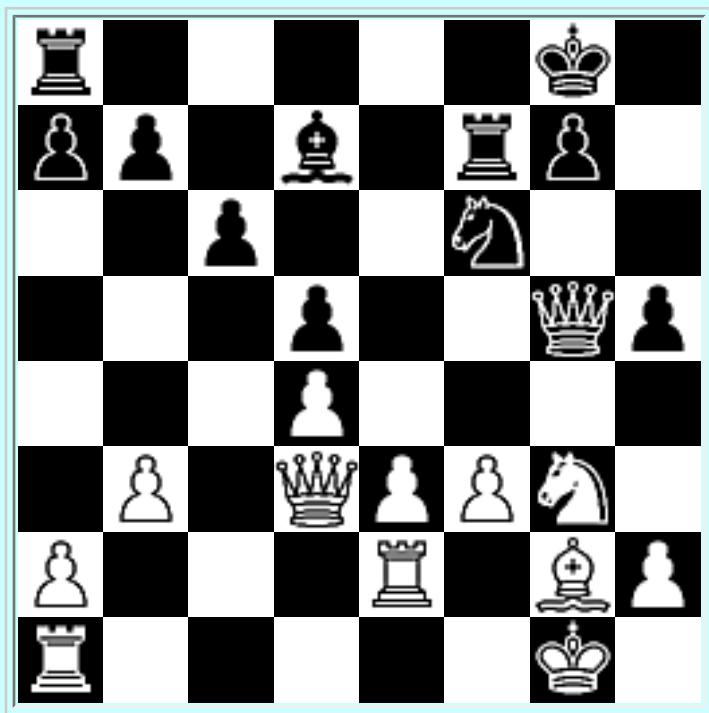
11... exd5 12. Nd2

[12. Ne1 and f4]

12... Ne4 13. f3

[13. f4 is now met by 13... Nxd2 14. Qxd2 Nf6 when White cannot really hope to get the N to e5]

13... Nxc3 14. Bxc3 f4 ! 15. Rfe1 Bd6 16. Nf1 Rf7 17. e3 fxg3 18. Nxg3 Qh4 19. Nf1 Nf6 20. Re2 Bd7 21. Be1 Qg5 22. Bg3 Bxg3 23. Nxg3 h5!



the final phase 24. f4 Qg4 25. Rf2 h4 26. Bf3

[26. h3 Qe6 27. Nf1 Ne4 is still -+]

26... hxg3 27. Bxg4 gxf2+ 28. Kg2 Nxf4 29. h3 Nf6 30. Kxf2 Ne4+ 0-1

And lastly, a more complicated game from an early tournament:

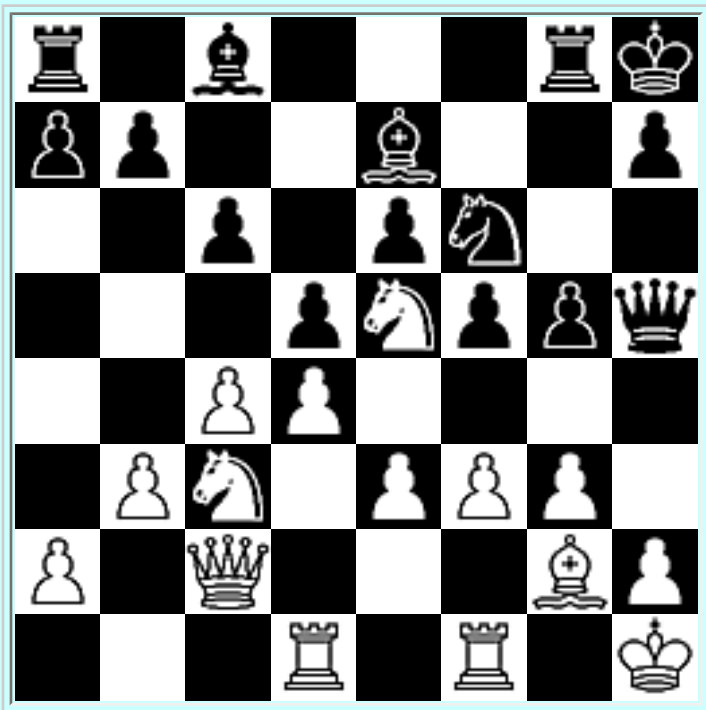
Yudovitch - Botvinnik, Leningrad 1934

1. c4 f5 2. d4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 d5 6. O-O O-O 7. Nc3 c6 8. Qc2 Qe8 9. Bf4

[9. Bg5 Chekhover]

9... Qh5 10. b3 Nbd7 11. Rad1 Kh8 12. Kh1 a loss of tempo, and perhaps not even a better square

12... Rg8 13. e3 g5 14. Bc7 Ne8 15. Be5+ Nxe5 16. Nxe5 Nf6 17. f3

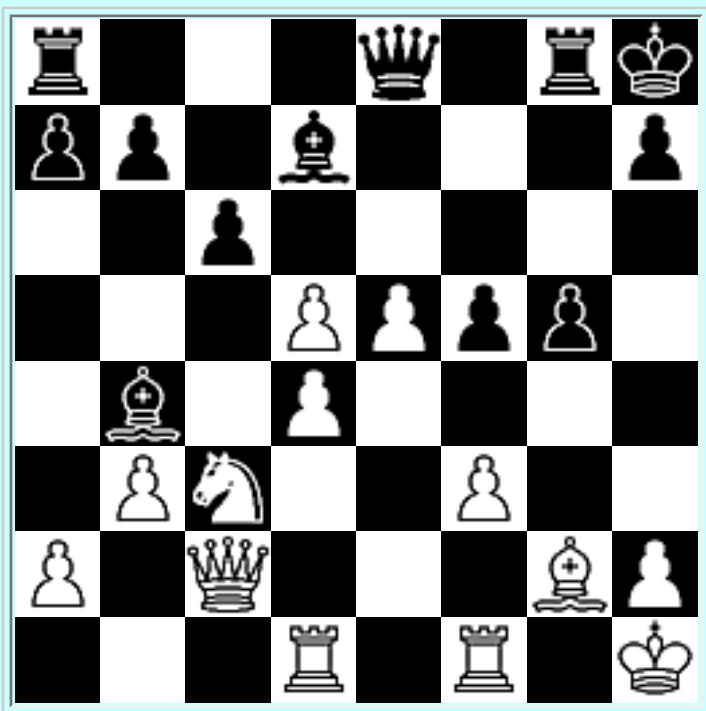


the right plan

17... Bd6 18. e4 Nd7 19. g4

[19. Nxd7 Bxg3]

19... Qe8 20. Nxd7 Bxd7 21. e5 Bb4 22. gxf5 exf5 23. cxd5



23... Bxc3 24. dxc6 risky 24... Bxc6 25. Qxc3 Qe6 26. Qd2 Bd5 27. Rc1 Rg7 28. Rc2 f4 29. Qc1 Rag8
 30. h3 h5 31. Kg1 g4 32. hxg4 hxg4 33. Kf2 Rh7 34. Rh1 g3+ 35. Ke1 Rxh1+ 36. Bxh1 Qh6 37. Bg2

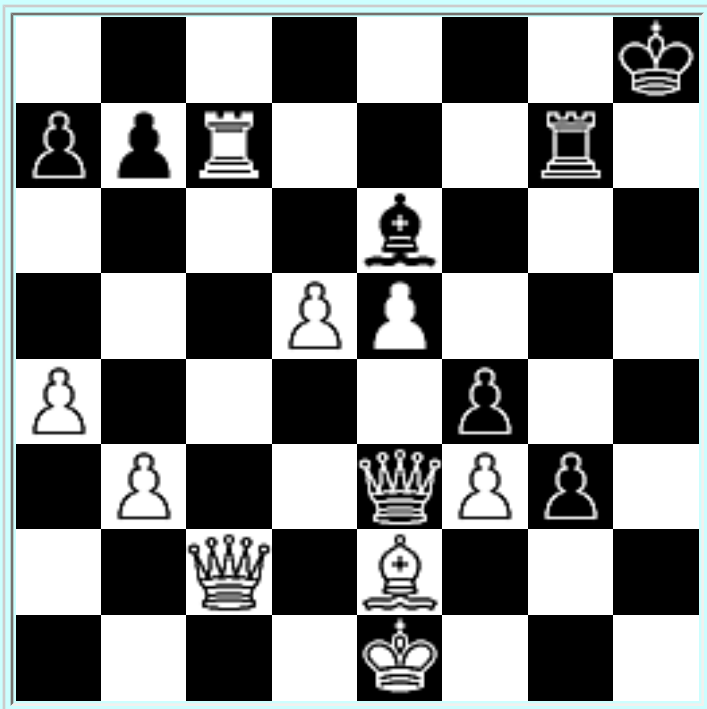
the last move before the time-check 37... Bc6

[37... Be6]

38. a4 Bd7 going for complications instead

[38... Bd5]

39. d5 Bf5 40. Rc7 Qh2 41. Qb2 Qg1+ 42. Bf1 Qe3+ 43. Be2 Be6 44. Qc2 Rg7



45. dxe6

[45. Rc8+ Bg8 46. Qf5 and Rxc8+, getting perpetual]

45... Qf2+ 46. Kd2 Qd4+ controlling d8 47. Ke1 Rxc7 0-1

It's rare that you get the chance to play the Stonewall and related formations in the King-pawn openings, but as you improve you will meet more players who use this 1.d4 line. They are well worth knowing about, if only to enjoy these terrific games!

Robert Bellin wrote a good book on the Classical Dutch which is now sadly out-of-print; otherwise you might want to consult a book like BCO2 for the latest piece placements and move orders.

The Stonewall has in fact undergone something of a resurgence recently, with top GMs like Short and Yusupov adding it to their repertoire. The modern treatment for both sides has improved: Whites now know about Petrosian's idea of installing Knights on f3 and d3 where they support both White's attack and defence; similarly, players of Black have experimented with different placings of the Bishops, trying out the Bc8 on b7 after ...b6 (thinking about ...c6-c5 later), and also playing the Bf8 to d6, which, if White tries to exchange with Bc1-a3, can be followed with ...Qd8-e7. Now, if White still insists on the exchange, the time-consuming a2-a4 and Nb1xa3-c2 are necessary. With this time available, Black can think about ...e6-e5. If White hasn't met the Dutch defence before, it's likely they will just play their usual old moves: the London system, the classical system or a Gambit.

The London system *d2-d4, Ng1-f3, Bc1-f4* is just asking for Black to play ...e7-e5, with a good game.

If White plays a classical Queen's Pawn game with *d2-d4 c2-c4 Ng1-f3 Nb1-c3 Bc1-g5 e2-e3 Bf1-d3* Black can get a good game with normal Dutch moves:

1.d4 f5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Bd3 b6 7.Nge2 Bb7 8.0-0 Nh5 9.Bxe7 Qxe7 10.Ng3 Nxg3 11.hxg3 d6 12.f4 Nc6= (0-1,54) *Harrwitz,D - Morphy,P (5) Paris match, 1858.*

1.d4 e6 2.Nf3 f5 3.c4 Nf6 4.Bg5 Be7 5.Nc3 0-0 6.e3 b6 7.Bd3 Bb7 8.0-0 Qe8 9.Qe2 Ne4 10.Bxe7 Nxc3 11.bxc3 Qxe7 12.a4 Bxf3 13.Qxf3 Nc6 14.Rfb1 Rae8 =+ (1-0,52) *Capablanca,Jose - Tartakower,Savielly [A40] New York (06), 1924.* White went on to win this famous ending, but according to Robert Bellin, sometime British Champion and longtime Dutch defender, Black has the advantage because of his better Pawn structure.

[RETURN](#) to coaching page



This document (stonwall.html) was last modified on 19th Feb 97 by

Reference: D.Regis@Exeter.ac.uk



[David Regis](#)

Exeter Chess Club: Custer's Last Stand

Custer's Last Stand

Attacking Indian systems without c2-c4

- [Korchnoi-Karpov, Hastings 1974-5.](#)
- [A. Colle System](#)
- [Landau - Book, Kemerli, 1937](#)
- [B. London System](#)
- [Pribyl - Penrose \(Nice\) 1974](#)
- [C. Torre Attack/Torre System vs. King Fianchetto](#)
- [Smyslov,V - Nunn,J \[A48\] \(Tilburg\), 1982](#)
- [D. Trompovsky](#)
- [Vaganian-Botterill, Hastings 1974](#)
- [Hodgson,J - Gokhale,J \[D00\] British Ch, Dundee, 1993](#)
- [E. Systems with g3](#)
- [Botvinnik,M - Padevsky,N \[E07\] Monte, 1968](#)
- [Keene,R - Robatsch,K \[E08\] Madrid, 1971](#)
- [F. Systems with a delayed c4](#)
- [Fyllingen Roy - Tisdall Jonathan D \(8\) \[E05\] Ch Norway, Namsos \(Norway\), 1995](#)
- [Speelman,J - Mestel,J \[D02\] Hastings, 1979](#)
- [G. Stonewall Opening](#)

- [Aldrete, Jorge - Ramirez, P \(2\) \[D45\] Tel Aviv ol prel, 1964](#)
- [Burgess Graham - Johannesson Larus \(8\) \[A46\] It, 1995](#)
- [Pillsbury, Harry N - Marco \(Paris, 1900\)](#)

- [H. The Richter-Veresov system](#)

- [Bellin-Penrose, British Ch'p 1974](#)
- [\(221\) Torre, C - Lasker, Em \[A46\] Moscow, 1925](#)

When the Indian Defences were first mooted they were considered suspect - fancy giving away the centre like that, when White can fill it up with pawn moves like c2-c4, and e2-e4. While there are defenders of this classical viewpoint, all White players of 1.d2-d4 have learned to respect the counterpunching power of the Indian defences and many Black players use them.

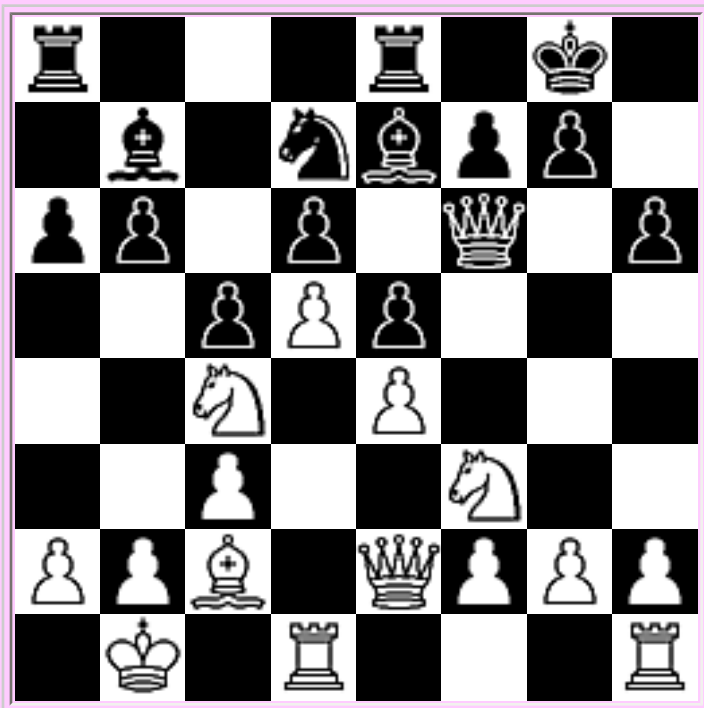
So now there is another school of thought, saying White players can get better practical chances by avoiding the main lines after 2. c2-c4, and instead play with a more solid centre for activity on the wings, or perhaps playing a simple developmental move and only playing in the centre when Black's activity has been limited.

One other common theme is to play the Bc1 out early, to exchange off the Black Knight on f6 (the best defender of the castled King) and perhaps create weaknesses. We can see all these themes at work in the following game, where the wily Korchnoi leads the young Karpov up an unfamiliar alley and duffs him up:

Korchnoi-Karpov, Hastings 1974-5.

1. d4 Nf6 2. Nf3 e6 3. Bg5 b6 4. e4 h6 5. Bxf6 Qxf6 Black has the two bishops and an apparently easy game.

6. Bd3 Bb7 7. Nbd2 d6 8. Qe2 Now ...O-O-O will be met strongly by Ba6 and a2-a4. **8...a6 9. O-O-O Nd7 10. Kb1 e5 11. c3 Be7 12. Nc4 O-O 13. Bc2 Rfe8?! 14. d5 c5**



(Apparently sealing the fate of the White Bc2, but better was 14... c6: now the centre is closed on the Black bishops too and a King's-side attack appears out of nowhere)

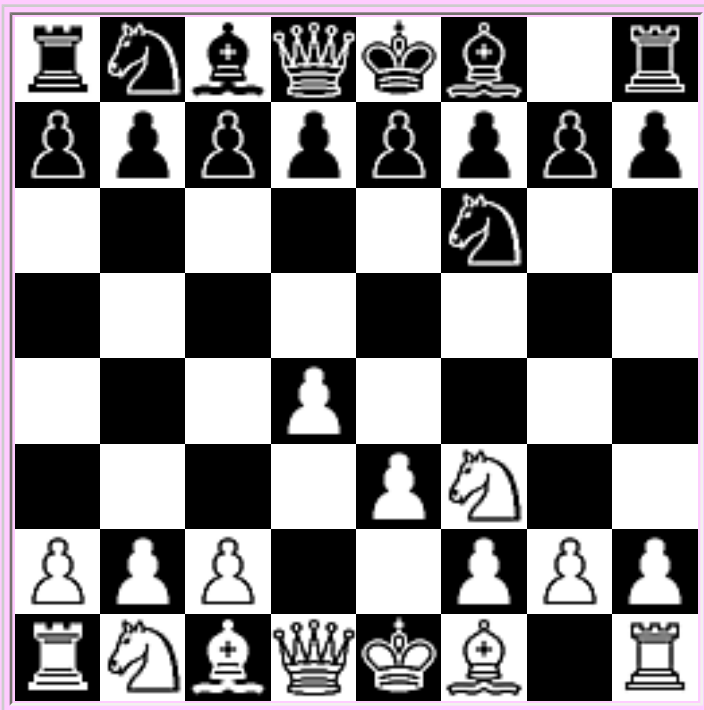
**15. Ne3 Bf8 16. g4 Qd8 17. g5! h5! 18. g6 fxg6 19. Rhg1 Qf6 20. Ng5 Be7
21. Ne6 Nf8! 22. Nc7 Qf7 23. Rdf1 b5 24. Nxa8 Bxa8?!**

More counterplay was to be had through transferring the rook across. Karpov is now doomed to await his fate.

**25. c4 Rb8 26. Bd3 Qe8 27. Rc1 Bf6 28. Rg2 Rb6?! 29. Rcg1! Rb8 30. Qf1
b4 31. Be2 h4 32. Rxc6! Qxc6 33. Rxc6 Nxc6 34. Bg4 Nf4 35. Qd1 b3 36.
axb3 Bb7 37. Ng2(!) Bc8 38. Bxc8 Rxc8 39. Qg4 Re8 40. Nxf4 exf4 41.
Qxf4 Be5 42. Qxh4 Rf8 43. b4 Bd4 44. bxc5 1-0**

A. Colle System

1. d4 Nf6 2. Nf3 and; 3. e3

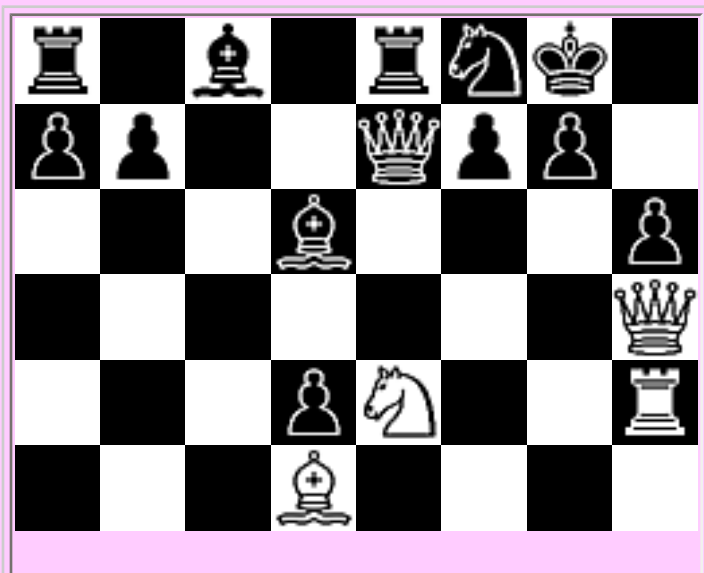


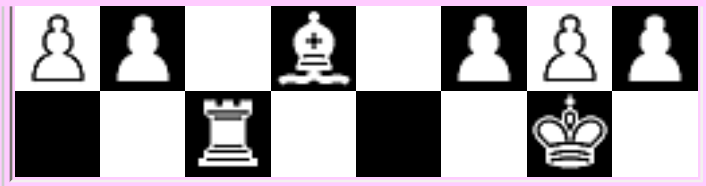
White will play slowly for the e2-e4 break, opening up the game.

There is a [booklet on the Colle](#) somewhere in circulation.

Landau - Book, Kemer, 1937

1. d4 d5 2. Nf3 Nf6 3. e3 e6 4. Bd3 c5 5. c3 Nbd7 6. Nbd2 Bd6 7. O-O O-O
8. Re1 Qc7 9. e4 cxd4 10. cxd4 dxe4 11. Nxe4 Nxe4 12. Rxe4 Re8 13. Rh4
Nf8 14. Ng5 h6 15. Qh5 e5 16. Bd2 exd4 17. Rc1 Qe7 18. Ne4





18... Ng6 (else Bxh6) **19. Bg5 Qe5**

[19... hxg5 20. Qh7+ Kf8 21. Qh8+ Nxh8 22. Rxh8#]

20. f4 Qd5 *[20... Qa5 21. b4]*

White now lands two good punches

21. Nf6+ gxf6 22. Bxg6

Black's pawn cover has suddenly disappeared.

22... Bf8 The alternatives didn't convince:

[22... fxg6 23. Qxg6+ Kf8 24. Qxf6+ Qf7 25. Bxh6+ Kg8 26. Qg5+ Kh8 27. Bg7+ Kg8 28. Rh8#]

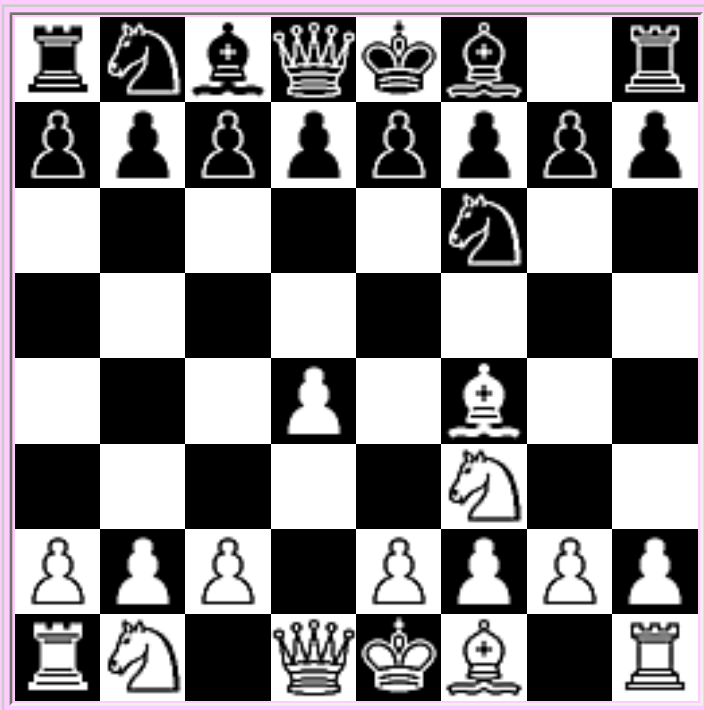
[22... fxg5 23. Qxh6 gxh4 24. Bh7+ Kh8 25. Be4+ Kg8 26. Bxd5]

23. Rc7 Be6 24. Bxf6 Qxh5 Ordinarily, exchanging queens is an important achievement for the defence.

25. Bxh5 Rec8 26. Bxf7+ and still they come! **26... Kh7** *[26... Bxf7 27. Rg4+ Kh7 28. Rxf7+ Bg7 29. Rg4+ Kh8 30. Rg6#]* **27. Rxc8 Bxc8 28. Bxd4** Cashing in **28... Bf5 29. Rh5 1-0**

B. London System

1. d4 Nf6 2. Nf3 and; 3. Bf4



White holds the centre and develops quickly, attacking on either side as the opportunity arises.

Pribyl - Penrose (Nice) 1974

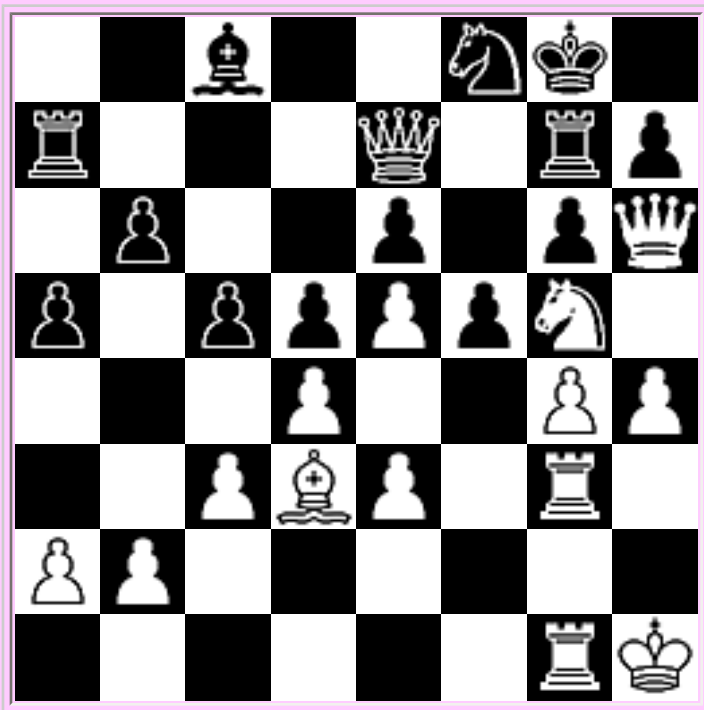
1. d4 d5 2. Nf3 Nf6 3. Bf4 c5 4. c3 e6 5. e3 Be7 6. Nbd2 O-O 7. Bd3 b6 8. Ne5 *A common theme in the London: White can also try here [8. O-O Bb7 9. a4 or 9. Ne5]*

8... Bb7 9. Qf3 Nc6 10. Qh3 g6 11. Bh6 Re8 12. f4 Nd7 *[12... Nxe5 13. fxe5 Ne4 14. Bxe4 dxe4 15. O-O with a strong attack: White can contemplate Rxf7!]*

13. O-O f5 14. Ndf3 Ncxe5 15. fxe5 Bf8 16. Ng5 Bxh6 17. Qxh6 Nf8

[17... Qe7 18. g4 Qg7 19. Qxg7+ Kxg7 20. Bb5 Rad8 21. gxf5 gxf5 22. Nh3 with an endgame plus]

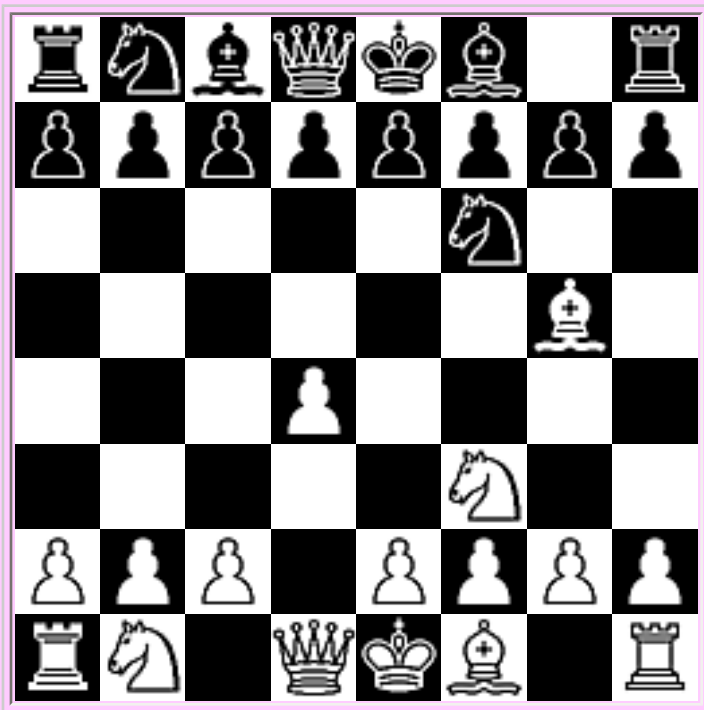
18. Rf3 Re7 19. g4 Rg7 20. Raf1 Qd7 21. Kh1 Qe7 22. h4 Bc8 23. Rg3 a5 24. Rfg1 Ra7...1-0 **DIAGRAM** Black fiddles while the King's side burns... White won an endgame in about 40 moves.



C. Torre Attack/Torre System vs. King Fianchetto

1. d4 Nf6 2. Nf3 and; 3. Bg5

We saw this in action in the introductory game. The founder of this system scored a famous victory over Lasker with a 'windmill' combination. It has similar ideas to the London System, and chooses perhaps a better square for the Bishop. It also tempts Black to chase the bishop, as we can see in this line against a King Fianchetto system.



Smyslov, V - Nunn, J [A48] (Tilburg), 1982

1. d4 Nf6 2. Nf3 g6 3. Bg5 Bg7 4. Nbd2 O-O 5. e4 d6 6. c3 h6 7. Bh4 Does driving the bishop back have any effect in this formation? Yes - it does further weaken the kingside fortress.

7... Nc6 8. Bb5 Bd7 9. O-O a6 10. Bc4 e5 11. dxe5 dxe5 12. Re1! Overprotection of e4 frees up the minor pieces for more useful tasks.

12... Qe8

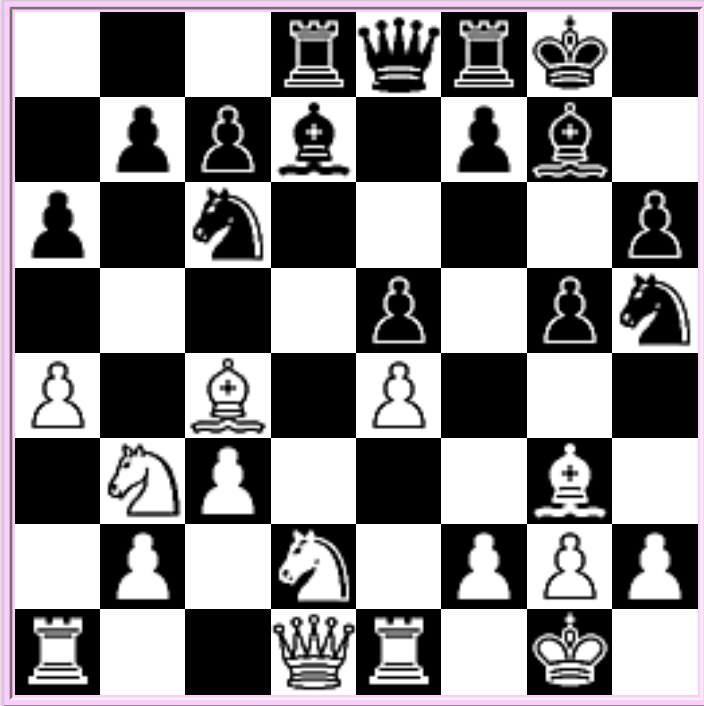
[12... b5 13. Bf1 followed by an eventual a2-a4 would put strong pressure on the queenside.]

13. a4 Nh5 14. Nb3 g5 15. Bg3 Rd8 16. Nfd2

DIAGRAM White's pieces have been quickly transferred to the queenside. Black's pieces, especially the offside knight, cannot get there so quickly.

16... Nxc3 17. hxc3 Kh8 18. Qe2 Qe7 19. Nf1!

The exchange of the Black knight for the Bg3 has created new opportunities on the kingside. Smyslov is the master of harmonic play - his pieces are often ready to switch to new targets quickly.



19... Qf6 20. Nc5 Bc8 21. Ne3 Ne7 22. a5 Qg6 Black has chosen to sue the Bc8 to defend the queenside, but the heavy guns are all on the kingside, and White controls a bit more of the center. But before foraging on the queenside, Smyslov squashes the counterplay.

23. g4! b6?! Black is paralyzed on the kingside, unable to transfer the knight to f4 due to the placement of the queen at g6. But this sacrifice of a queenside pawn leads to disaster. There is nothing more rueful than a lost pawn formation. Black could resign without remorse

24. Nf5! Nxf5 [24... bxc5 25. Nxe7 Qd6 26. Nxc8 Rxc8 27. Bxa6+/-] **25. gxf5 Qc6 26. Nxa6 Bxa6 27. Bxa6 bxa5 28. Rxa5**

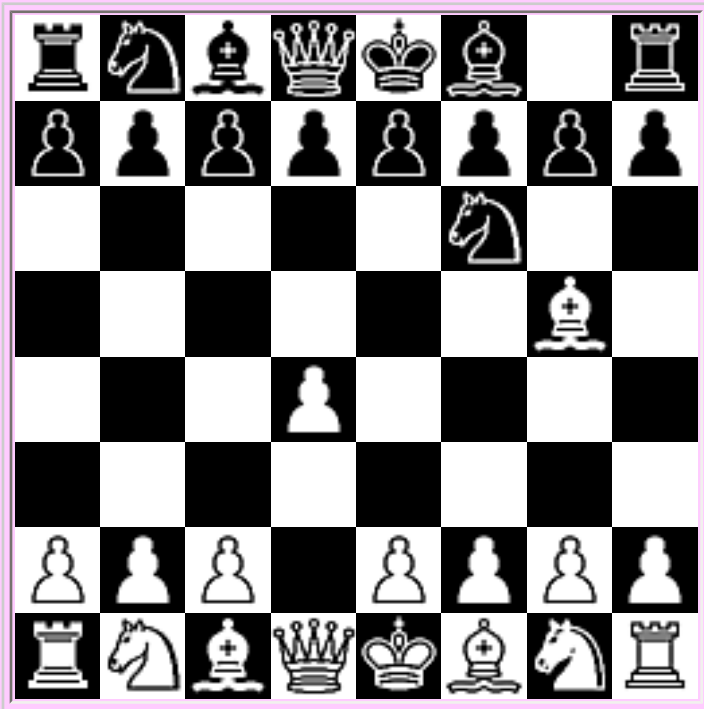
Now White has an extra pawn and better bishop. The rest is easy for a player of Smyslov's caliber.

28... Ra8 29. Rea1 Rfd8 30. Bc4 Rxa5 31. Rxa5 Kg8 32. Ra6 Qd7 33. Bd5 Qe7 34. Qh5 Rd6 35. Rxd6 cxd6 36. b4 1-0 Resigns; a tale of two bishops...

D. Trompovsky

1. d4 Nf6 2. Bg5

An even earlier Bishop move, and now only ...e6 and ...Ne4 can stop White from kicking a hole in the Black pawn formation. In the 'seventies Hort and Jansa often adopted it with a positional approach, but the brawling style seen below has been more characteristic of Hodgson's revival of the line in the 'nineties.



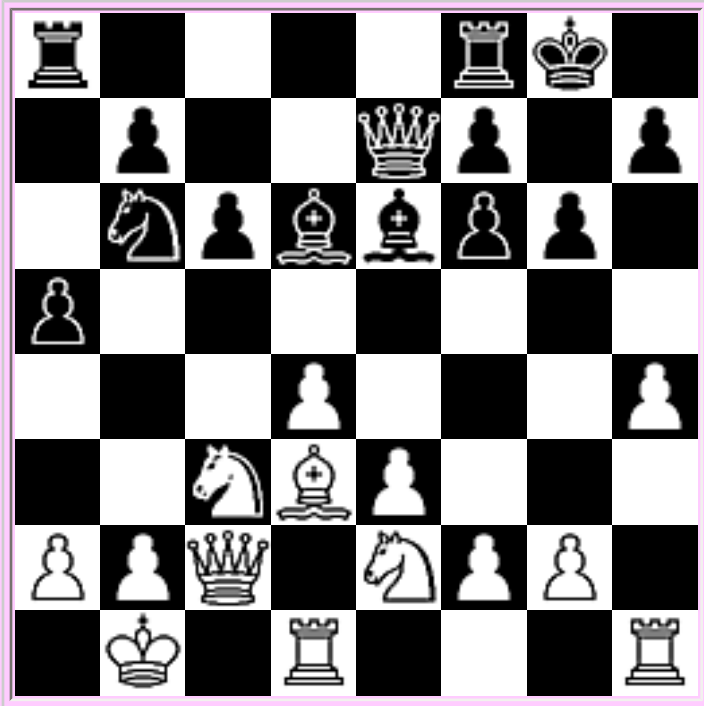
Vaganian-Botterill, Hastings 1974

1. d4 Nf6 2. Bg5 g6 Consciously provocative.

3. Bxf6 exf6 4. e3 Bg7 5. Ne2 b6 6. Nf4 d5 7. h4 h5 8. c4 dxc4 9. Bxc4 Bb7
10. Nc3 Bh6 11. Bxf7+ Kxf7 12. Qb3+ Ke8 13. Nxc6 Qd7 14. Nxh8 Qg7 15.
Qe6+ Kf8 16. Nd5 Nd7 17. Ne7 1-0

Hodgson,J - Gokhale,J [D00] British Ch, Dundee, 1993

1. d4 Nf6 2. Bg5 d5 3. Bxf6 exf6 4. e3 Be7 5. c4 dxc4 6. Bxc4 O-O 7. Nc3
c6 8. Nge2 Nd7 9. Qc2 Bd6 10. Bd3 g6 11. h3 Qe7 12. O-O-O a5 13. Kb1

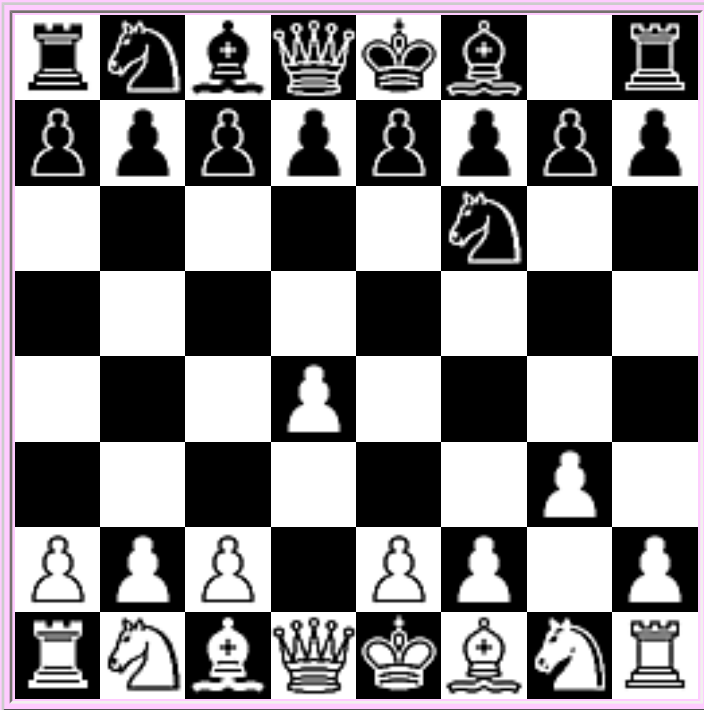
Nb6 14. h4 Be6 DIAGRAM

15. h5 f5 16. g4 Nd5 17. gxf5 Nb4 18. Qd2 Nxd3 19. Qxd3 gxf5 20. d5
 cxd5 21. Nxd5 Qd8 22. Rdg1+ Kh8 23. Qc3+ f6 24. Ndf4 Qd7 25. Ng6+
 hxc6 26. hxc6+ Kg8 27. g7 Rfc8 28. Qxf6 Bxa2+ 29. Ka1 1-0

E. Systems with g3**1. d4 Nf6 2. g3**

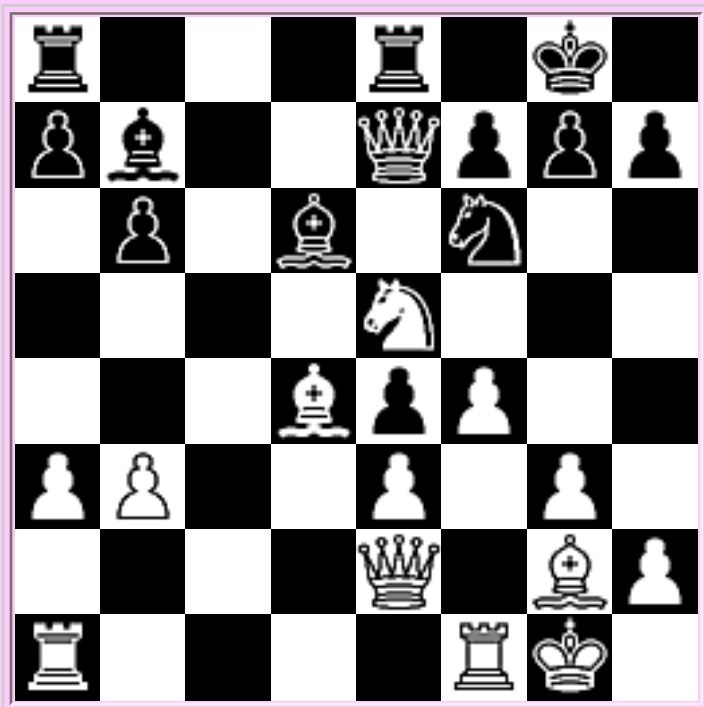
Transpositional except against the King's Indian where the double fianchetto system is known (with b2-b3).

Against the ...e6 systems it usually transposes into the Catalan, where Black may have problems whether the centre is closed (Botvinnik) or open (Keene).



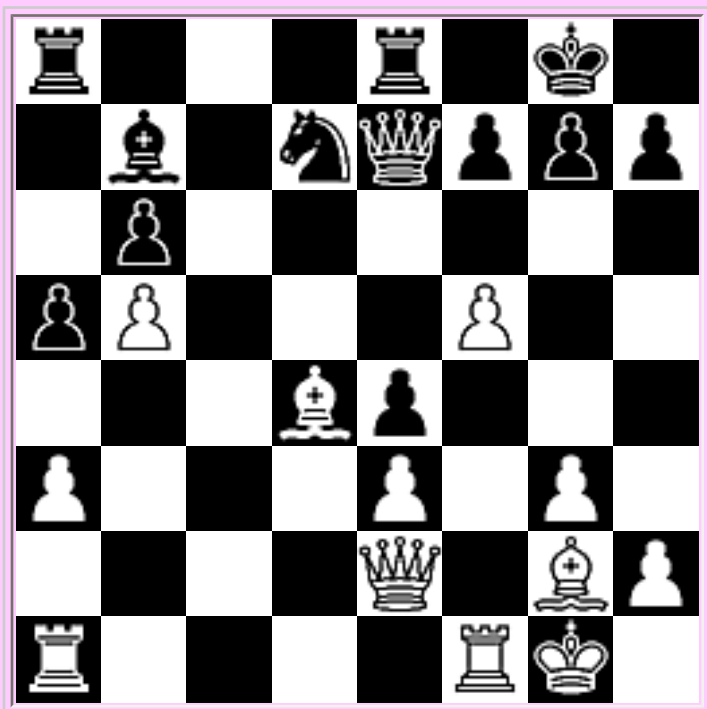
Botvinnik,M - Padevsky,N [E07] Monte, 1968

1. Nf3 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. O-O O-O 6. d4 Nbd7 7. b3 b6 8. Bb2 Bb7 9. cxd5 exd5 10. Nc3 Re8 11. Ne5 Bd6 12. f4 Ne4 13. Nxe4 dxe4 14. e3 Nf6 15. a3 c5 16. Qe2 cxd4 17. Bxd4 Qe7 DIAGRAM 1



White has a central grip

18. b4 a5 19. b5 Bxe5 20. Bxe5 Nd7 21. Bd4 Nc5 22. f5 Nd7 **DIAGRAM 2**

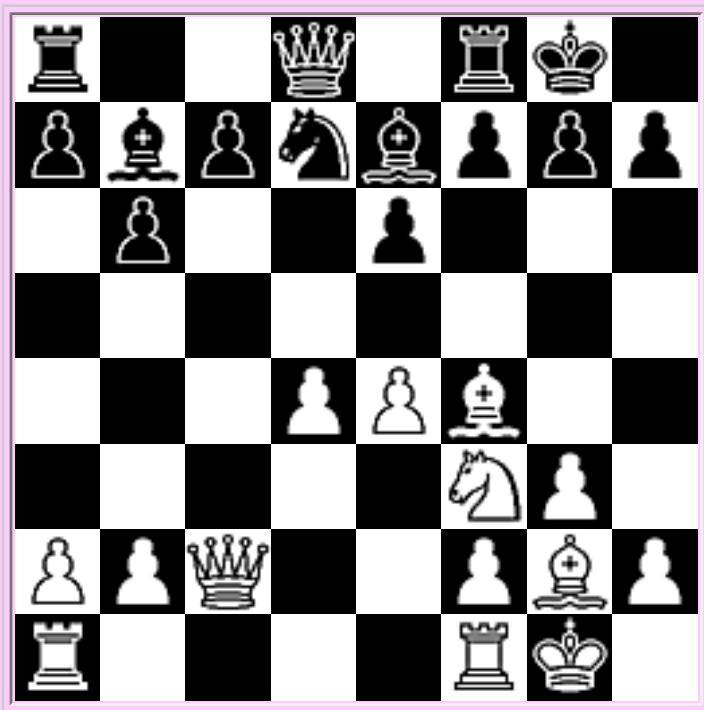


White turns his advantage into attack.

23. f6 Qe6 24. Qh5 Ne5 25. Rf5 Ng6 26. fxg7 Rad8 27. Qxh7+ 1-0

Keene,R - Robatsch,K [E08] Madrid, 1971

1. c4 Nf6 2. Nf3 e6 3. g3 d5 4. Bg2 Be7 5. O-O O-O 6. d4 Nbd7 7. Qc2 b6 8. Nc3 Bb7 9. cxd5 Nxd5 10. Nxd5 Bxd5 11. e4 Bb7 12. Bf4



Black now tries to break up the centre, but White offers a pawn sacrifice based on his more active pieces.

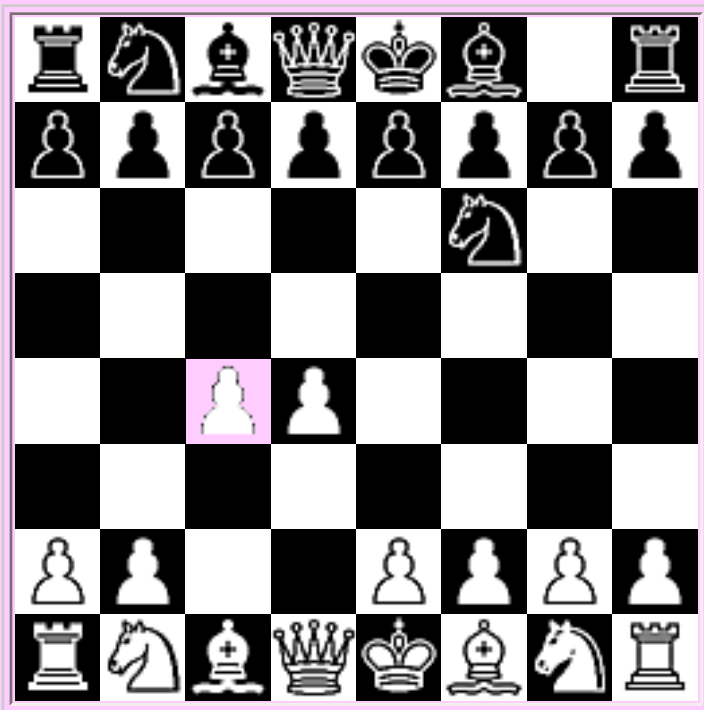
12... c5 13. d5 exd5 14. exd5 Bf6

[14... Bxd5 15. Rad1 Nf6 16. Ng5] [14... Nf6 15. Rad1 Nxd5]

15. h4 Re8 16. Ng5 Nf8 17. Rad1 Bd4 18. Be3 h6 19. Ne4 Bxe3 20. fxe3 Ng6 21. Rxf7 Kxf7 22. Rf1+ Ke7 23. d6+ Kd7 24. Rf7+ Ne7 25. Qa4+ Kc8 26. d7+ Qxd7 27. Bh3 1-0

F. Systems with a delayed c4

Even if White has c2-c4 lines in their repertoire, it may reduce Black's options to delay



this, e.g. in the Catalan

1. d4 Nf6 2. Nf3 e6 3. g3 d5 4. Bg2 Be7 5. O-O O-O 6. c4

avoids the active Black system with

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dxc4

Fyllingen Roy - Tisdall Jonathan D (8) [E05] Ch Norway, Namsos (Norway), 1995

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. g3 Be7 5. Bg2 O-O 6. O-O dxc4 7. Qc2 a6 8. a4 Bd7 9. Rd1 Bc6 10. Nc3 Bb4

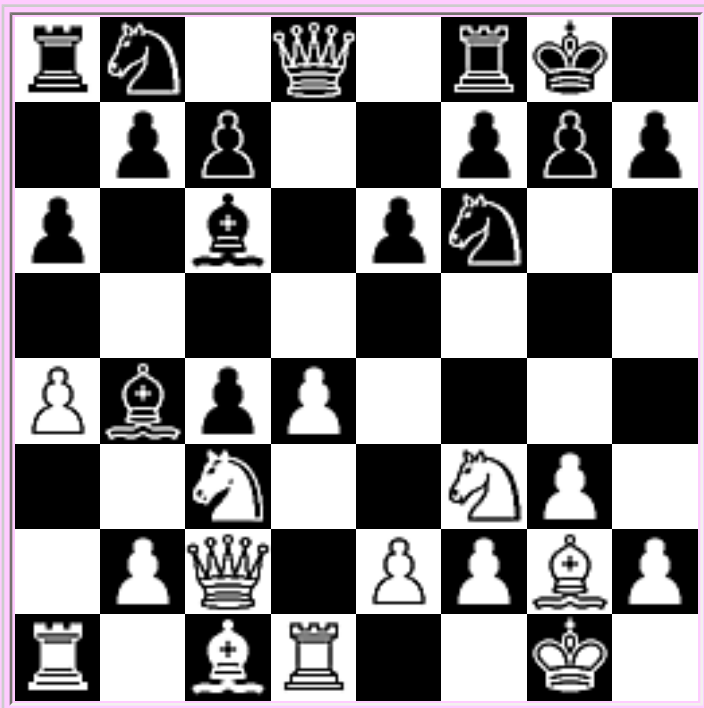


DIAGRAM: Black's pieces are actively contesting central squares. White now finds an ingenious way of shedding a piece.

11. e4 Bxc3 12. d5 exd5 13. exd5 Bxd5 14. Ng5 c6 15. bxc3 h6 16. Ne4 Nxe4 17. Bxe4 Bxe4 O-1

We can see both the g3 and delayed c4 ideas in the following game:

Speelman,J - Mestel,J [D02] Hastings, 1979

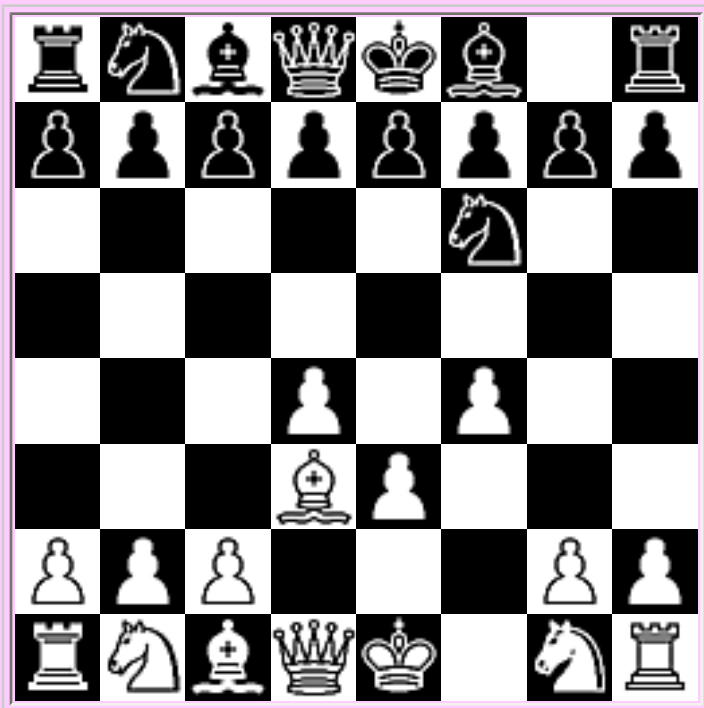
1. Nf3 d5 2. d4 e6 3. g3 c5 4. Bg2 Nc6 5. O-O cxd4 6. Nxd4



6... Bc5 7. Nb3 Bb6 8. c4 Nf6 9. cxd5 Nxd5 10. Nc3 Nxc3 11. Qxd8+ Nxd8
 12. bxc3 Bd7 13. c4 Bc6 14. Ba3 Bxg2 15. Kxg2 Nc6 16. Rfd1 Rd8 17. e3
 f6 18. Bd6 Rd7 19. Rab1 Kd8 20. c5 Bc7 21. Nd4 Nxd4 22. Rxb7 Bxd6 23.
 Rxd7+ Kxd7 24. Rxd4 Kc6 25. Rxd6+ Kxc5 26. Rxe6 a5 27. Re7 g6 28.
 Rb7 Kc6 29. Rf7 f5 30. a4 Re8 31. Rxh7 Re4 32. Rh4 Rxh4 33. gxh4 Kc5
 34. f4 Kb4 35. e4 fxe4 36. Kf2 1-0

G. Stonewall Opening

1. d4 2. e3 3. Bd3 4. f4



White locks up the centre and rolls down the King's-side

1. d4 d5 2. e3 Nf6 3. Bd3

[3. f4 is sometimes played to avoid the 3...Nc6 line, but then Black can always play ...Bf5]

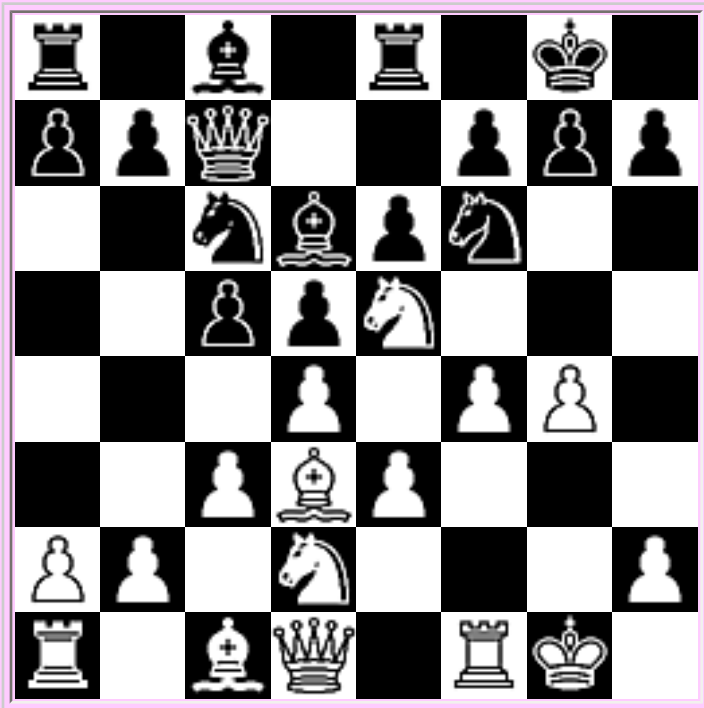
3... c5 4. c3 Nc6 5. f4 e6

blocks the Bc8; probably not best. The dangers in this line can be seen in this line, given by Fine:

6. Nf3 Bd6 7. O-O O-O 8. Ne5 Qc7

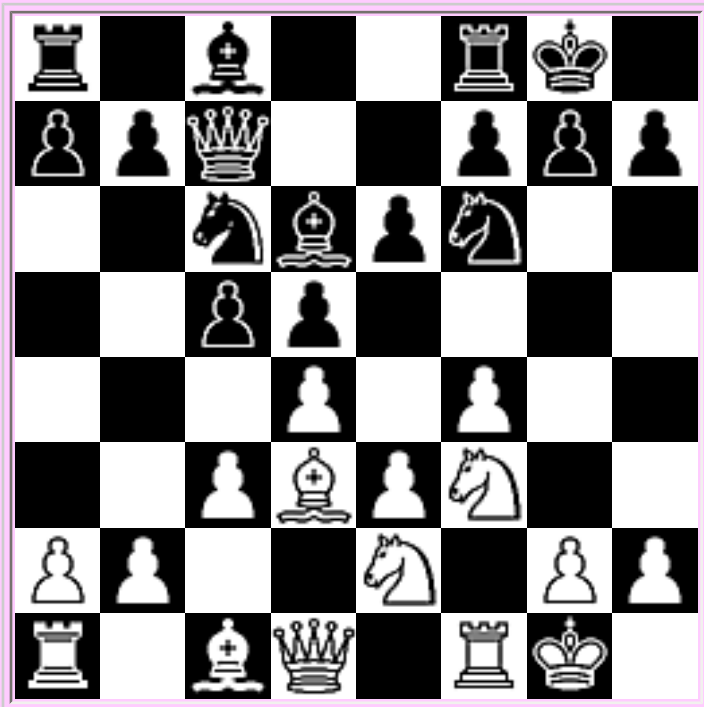
Ne5 needs some response; Black could also try to occupy e4

9. Nd2 Re8 10. g4 DIAGRAM with a crushing attack



Black can usually see this coming but it (and the Stonewall Dutch) is still played:

Aldrete, Jorge - Ramirez, P (2) [D45] Tel Aviv ol prel, 1964

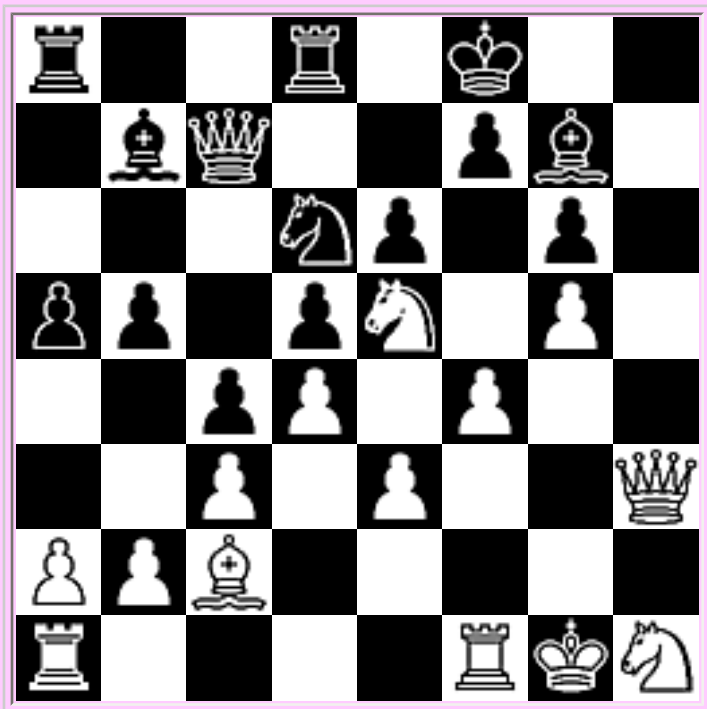


1. d4 Nf6 2. e3 d5 3. Bd3 e6 4. Nd2 c5 5. c3 Nc6 6. f4 Bd6 7. Ne2 O-O 8. O-O Qc7 9. Nf3

DIAGRAM

9... c4 10. Bc2 b5 11. Ng3 Rd8 12. Ne5 Bf8 13. Bd2 a5 14. Be1 g6 15. h4

Ba6 16. h5 Ne7 17. hxg6 hxg6 18. Qf3 Bg7 19. Nh1 Bb7 20. Qh3 Kf8 21. Bh4 Nf5 22. Bxf6 Bxf6 23. g4 Nd6 24. g5 Bg7

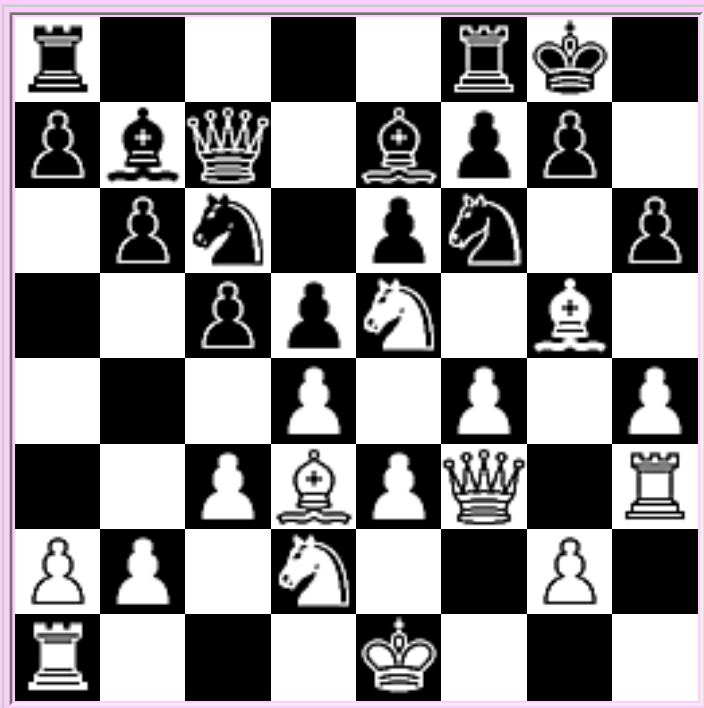


25. Bxg6 fxg6 26. Qxe6 Bxe5 27. fxe5+ Kg7 28. Qf6+ Kh7 29. exd6 Qc8 30. Qf7+ Kh8 31. Rf2 Qg4+ 32. Rg2 Rd7 33. Qf6+ 1-0

Lots of these Bf4/Bg5 systems can be played with the Stonewall-style attack in mind but having the dark-squared bishop the other side of the f-pawn (Burgess below), and of course Harry Pillsbury imported it into the Queen's Gambit.

Burgess Graham - Johannesson Larus (8) [A46] It, 1995

1. d4 e6 2. Nf3 Nf6 3. Bg5 Be7 4. Nbd2 d5 5. e3 O-O 6. Bd3 b6 7. Ne5 c5 8. c3 Qc7 9. f4 Bb7 10. Qf3 h6 11. h4 Nc6 12. Rh3



seems familiar!

12... Nxe5 13. fxe5 Ne4 14. Nxe4 dxe4 15. Bxe4 Bxe4 16. Qxe4 Qd8 17. Bxe7 Qxe7 18. O-O-O c4 19. Rf1 b5 20. Rf6 Kh8 21. Rg3 b4 22. Qf4 bxc3 23. Qxh6+ 1-0

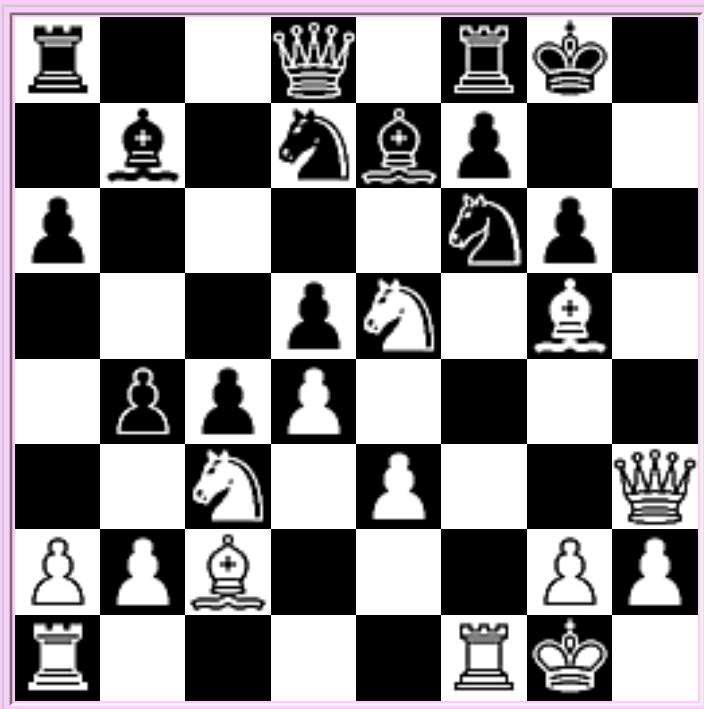
Pillsbury, Harry N - Marco (Paris, 1900)

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 b6 7. Bd3 Bb7 8. cxd5 exd5 9. Ne5 Nbd7 10. f4 c5



This is the basic formation which Pillsbury often steered for against the ...b6 lines.

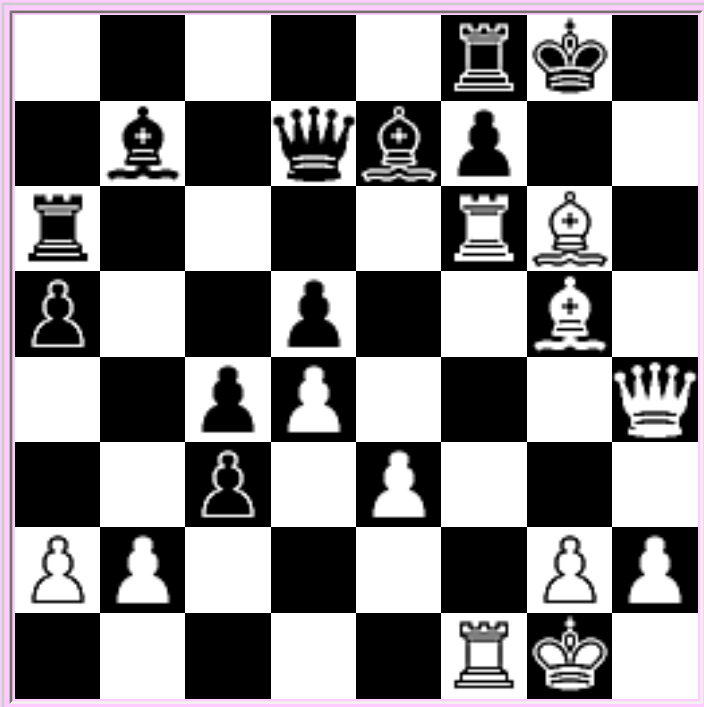
11. O-O c4 12. Bc2 a6 13. Qf3 b5 14. Qh3 g6 15. f5 b4 16. fxg6 hxg6



Black's king's side has been weakened.

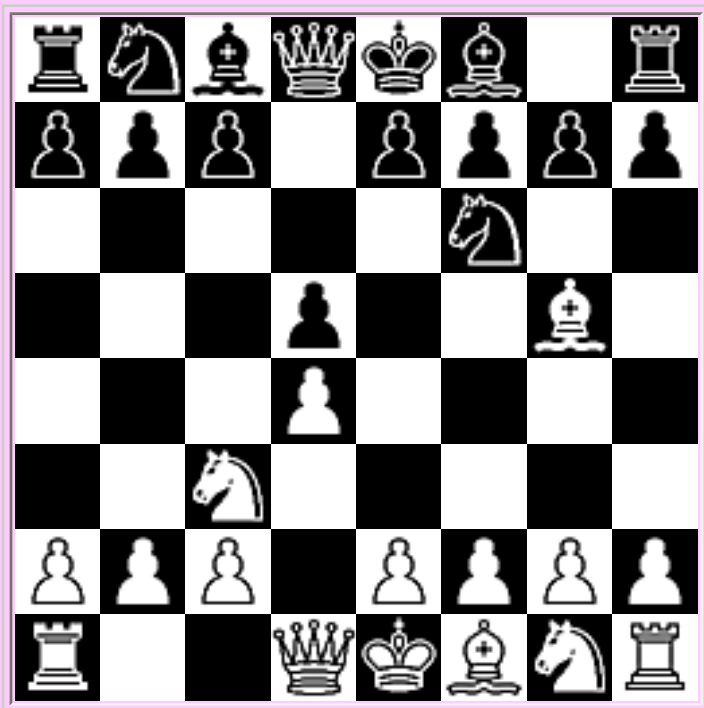
17. Qh4 bxc3 18. Nxd7 Qxd7 19. Rxf6 a5 20. Raf1 Ra6 21. Bxg6

DIAGRAM Black didn't need to be shown any more: 1-0



H. The Richter-Veresov system

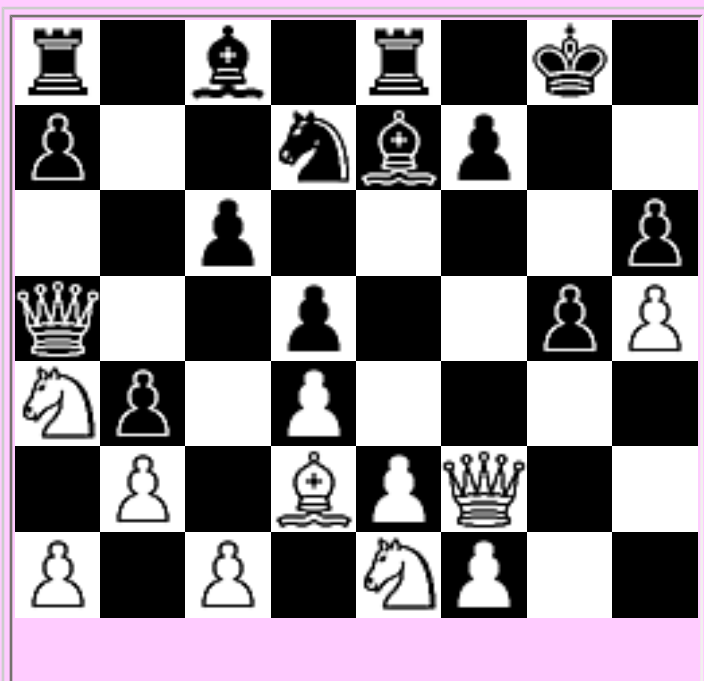
1. d4 Nf6 2. Nc3 d5 (Other moves transpose into e.g. the Pirc or French)



This is another system emphasising piece play - again with the threat of doubling the f-pawns, or reserving King's-side chances. In the following game we see both:

Bellin-Penrose, British Ch'p 1974

1. d4 d5 2. Nc3 Nf6 3. Bg5 h6 4. Bxf6 exf6 5. e3 c6 6. Bd3 Bd6 7. Qf3 O-O
 8. Nge2 Re8 9. O-O-O b5 10. g4 Nd7 11. h4 b4 12. Na4 g6 13. Rdg1 Be7
 14. g5 fxg5 15. h5 g4 16. Rxg4 g5 17. Rgg1! Qa5 18. b3





Black has a decision, to counterattack or defend passively, but Bellin says both lose. In the game Black defended:

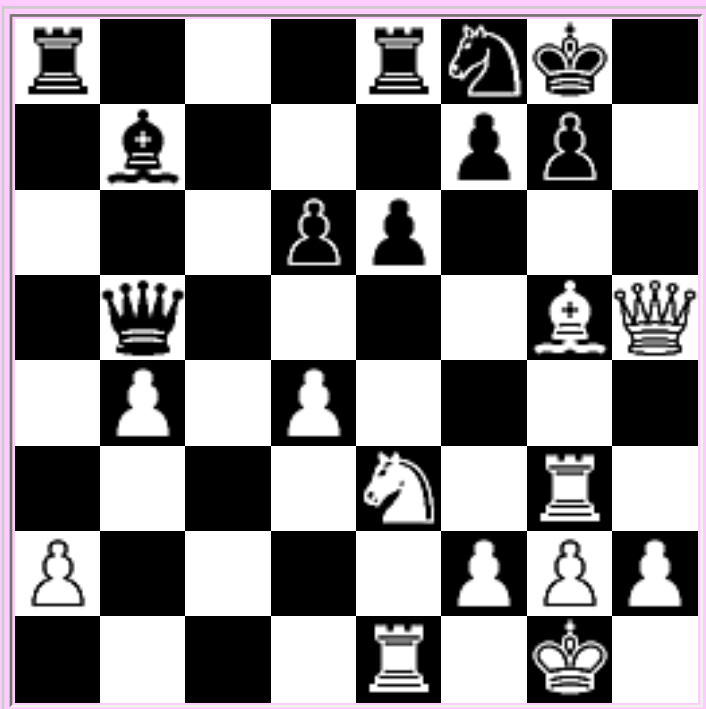
18...Nf6

(or 18... Nb6 19. Nc5 Qxa2 20. Kd2 explains the idea behind move 17. If instead 19... Bxc5 20. dxc5 Qxc5 21. Qf6 Re6 22. Rxc5+ hxc5 23. Qxc5+ Kh8 24. Qd8+ Kg7 25. h6+ Rxh6 26. Rxh6 Kxh6 27. Qf6+ Kh5 28. Nf4+ Kg4 29. Be2#)

19. Ng3 Bg4 20. Qg2 Kh8 21. Bf5 Bxf5 22. Nxf5 Bf8 23. f4 Ne4 24. fxg5 Nxc5 25. Rh4 Re4 26. Rf4 Rae8 27. Nxc5 Bxc5 28. Rf6 Qd8 29. Rxh6+ Kg7 30. Rxc6 f6 31. Qf1 Rxe3 32. Rxc5+ fxg5 33. Rg6+

(221) Torre,C - Lasker,Em [A46] Moscow, 1925

1.d4 Nf6 2.Nf3 e6 3.Bg5 c5 4.e3 cxd4 5.exd4 Be7 6.Nbd2 d6 7.c3 Nbd7 8. Bd3 b6 9.Nc4 Bb7 10.Qe2 Qc7 11.O-O O-O 12.Rfe1 Rfe8 13.Rad1 Nf8 14. Bc1 Nd5 15.Ng5 b5 16.Na3 b4 17.cxb4 Nxb4 18.Qh5 Bxg5 19.Bxg5 Nxd3 20.Rxd3 Qa5 21.b4 Qf5 22.Rg3 h6 23.Nc4 Qd5 24.Ne3 Qb5



And the famous finale:

**25.Bf6 Qxh5 26.Rxg7+ Kh8 27.Rxf7+ Kg8 28.Rg7+ Kh8 29.Rxb7+ Kg8 30.
Rg7+ Kh8 31.Rg5+ Kh7 32.Rxh5 Kg6 33.Rh3 Kxf6 34.Rxh6+ Kg5 35.Rh3
Reb8 36.Rg3+ Kf6 37.Rf3+ Kg6 38.a3 a5 39.bxa5 Rxa5 40.Nc4 Rd5 41.Rf4
Nd7 42.Rxe6+ Kg5 43.g3 1-0**

All these systems can be met in practical play, and apply to both the East and West Indian systems (with ...d6/...g6 or ...e6/...b6). One can combine these ideas in defence, but we'll leave that to another session.

Back to [Chess Coaching Page](#)



This document (custers.html) was last modified on by

[Dr. Dave](#)

Chess Openings Handouts

Openings

N.B.

The example games used in the openings handouts are kept in a [separate database](#). If you can't find something you are looking for here, it may be among my [old r.g.c. posts](#).

- [General Opening Principles](#) {D}
- [Openings for Beginners](#) {D}
- [Open Games](#) with 1.e4 e5 {D}
- [Semi-Open Games](#) with 1.e4 {C}
- [Closed Games](#) with 1.d4 d5 {B}
- [Semi-Closed Games](#) (Indian and Hypermodern) {A}
- The London Chess Centre has published a whole bunch of introductory stuff on [Openings](#), but you have to pay for any meat. [A Lynx-hostile site]

General Opening Principles {D}

[10 rules for the opening](#) {D}

The central dogmas of opening theory, and some other complementary notes.

[Choosing an opening repertoire](#) {DCBA}

Some brief and basic advice.

[The Ideas behind some Chess openings](#) {D/C}

- that is, the ones the BCF thinks juniors should know a bit about. But please, juniors, adults and anybody else, [No more Old Stodge!](#)

[Four choices in the opening](#) {B/A}

Putting together a repertoire that suits you.

[Gambit Play](#) {C/D}

In memoriam, Ken Smith

[The secret arts of castling](#) {C/D}

"Castle because you will or because you must; but not because you can." -- Pillsbury.

[Tales of the Unexpected](#) {C}

Some simple but often overlooked advice on dealing with unusual openings.

[The Hypermodern Approach](#) {B}

(Not for beginners!)

Endgame Openings

Openings played with a view to exchanging Queens early on.

Openings for Beginners {D}

- Once you have played for a while you might want to look at some specific variations: for example, [The Italian Game](#) {D} (80K) for White or Black is probably all you need to know for the next year (Word 6 version with [Tilburg font](#) for download [here](#)).

- After that you might want to look at [Playing White against odd Black lines {C}](#), [Playing Black against 1. e4 {D}](#) [incl. Two Knights' Defence (*)] and [Playing Black against 1. d4 {C}](#). I also have a sneaking fondness for [the Petroff Defence for Beginners {C}](#) as Black. [(*) I'm delighted to say that the Wilkes-Barre/Traxler line has its own web pages at [Echecs](#).]

N.B. Some of these booklets convert to hundreds of Kb of HTML with 8x8 GIF elements, so, I've used [text-only diagrams](#) here.

19 Jan 2000: By popular request, you can now have these four documents with the usual diagrams.

- o [Playing the Italian Game with White](#)
- o [Playing White with 1.e4 against Black's other choices](#)
- o [Playing Black after 1.e4](#)
- o [Playing Black after 1.d4](#)

I hesitated to put these up with full diagrams before, since they are so big, but the Web has got a lot faster since then, and thanks to all the "developments" in Web software since 1993, people have got used to waiting ages for stuff to download ; -).

If you are curious to expand your repertoire, having got the hang of attacking play and tactics, you might want to reconsider your basic [Four choices in the opening](#) {C}. Also, [Steve Martinson](#) described some openings to look at if you have had enough of 3. Bc4.

Playing 1. d2-d4 at junior level

I got started writing booklets in the first place because I have always been concerned about juniors and beginners playing 1.d2-d4. I generally advise *don't*, but some will do anyhow. So, I've now got three booklets: (1) why you shouldn't play **1.d2-d4**, (2) what to do if you insist on playing **1.d2-d4**,

and (3) what you can do if your opponent plays **1.d2-d4**.

(1) why you shouldn't play **1.d2-d4** ([Playing 1.d2-d4 at junior level](#))

(2) what to do if you insist on playing **1.d2-d4**

One of my first booklets was on [the Colle System](#) {C}, which is based on some notes by Fine with example games. [To see what this one looks like on paper there is 700k of PostScript on [FTP](#)]

(3) what you can do if your opponent plays **1.d2-d4**.

I keep scratching this itch!

First, look in the revised booklet [Playing 1.d2-d4 at junior level](#)

I often recommend Botvinnik's treatment of the *Dutch Stonewall*, for juniors: [Playing Black against 1. d4: the Dutch Stonewall](#) {D} **30K**.

I had another think about this and the Cambridge springs for better players {C/B} and came up with the [Playing Black against 1. d4](#) booklet mentioned [elsewhere](#).

[A minor openings survey](#) {D/C} 30 Apr 98

How do people actually play, and why?

Open Games {D}

[No more Old Stodge!](#) {D}

Instead, play...

[The Italian Game](#) {D}

The Giuoco Piano and Evans' Gambit are ideal for juniors, beginners and other players. [Lytham Ex Chess Club](#) have some information for club-players on the Scotch Gambit.

[Playing Black against odd 1.e4 Openings](#) {B}

The Two Knights' Defence, and a repertoire for Black against 1.e4 if White does not play the Italian.

[Petroff's Defence](#) {C}

An excellent defence for beginners and Grandmasters

[Lessons in Philidor's Defence](#) {C/D}

Some tactical ideas in a tricky opening

[The Ruy Lopez](#) {B/C}

Spanish Torture?

[Ruy Lopez Exchange Variation](#)

An opening played with a view to the endgame! There are [Other Endgame Openings](#)

The King's Gambit {B}

The latest addition to these opening guides is [The Ideas behind the King's](#)

[Gambit {B}](#), with an accompanying handout on the [Variations of the King's Gambit {B}](#). [*I incline more to Lombardy's view that "**at the amateur level, anything is playable**" than the master view [[\(1\)](#), [\(2\)](#)] that all such openings suck. Well perhaps they do, [at master level.](#)]*

[The Modern Italian Game {B}](#)

A modern positional approach to some old tactical openings (Giuoco Piano, Bishop's Opening and Two Knights' Defence).

Semi-Open Games {C}

[Playing White against odd Black openings](#)

If your opponents do not reply with a view to playing the Italian Game, here is a choice of three repertoires against the main half-open defences, and some suggestions against unusual Black systems after 1...e5.

[The French Defence for Beginners {C} \(over 100k\)](#)

This is mostly on the variations: there is another one on the [Ideas behind the French Defence {C}](#), which has example games in.

[An Introduction to the Sicilian Defence {B}](#)

Some basics with examples: includes [An Introduction to the King's Indian Attack {C}](#).

This booklet emerged out of a couple of discussions with our better juniors, who were interested in knowing a bit more about the Sicilian Defence, and more particularly, [what to play against it at White](#). Bob Martin was kind enough to send me [Five Sicilians from Club Play](#) with notes describing his assessment and thinking during play.

[See also [Introduction to the Sicilian](#), [Steve Spurgeon's page](#) at Bath, and the (Sicilian) [Dragon's Lair](#).]

[Closed Sicilian with ...e5 {A} 12k ASCII](#)

Some notes by my esteemed colleague Chris Bellers

Closed Games {B}

[Playing 1.d2-d4 at junior level](#)

- Don't!

"It is a piece of dead flesh kept over long on ice....more the tool of a coward than an adventurer." -- Tony SANTASIERE

[the Colle System {C}](#)

...which is based on some notes by Fine with example games. [To see what

this one looks like on paper there is 700k of PostScript on [FTP](#)]

[Playing Black against 1. d4: the Dutch Stonewall](#) {D} 30K.

I had another think about this and the Cambridge Springs for better players {C/B} and came up with...

[Playing Black against 1. d4](#)

A choice of solid or more active defences based on 1...d7-d5.

[The Isolated Queen's Pawn in the Queen's Gambit Accepted](#) {B}

Some thematic notes by Peter Lane

[The Blackmar-Diemer Gambit](#) {C}

There are a few things stirring on the net relevant to [the BDG](#) from [Ryan Ripley](#), which led to something from [me](#) and from [me again](#). These may now be compared with the [variation index](#) of [BDG World](#) magazine. Ryan's initiative was an attempt to get some newsgroup discussion going about opening choices, but not many folk contributed constructively and the thread died. Over to you!

I also posted something on [Gary Lane's book](#) (an author I usually admire, and a book which [Tim Harding](#) has praised).

There are some dedicated pages on the BDG from [Jyrki Heikkinen](#) (alongside superb stuff on the [Diemer-Duhm Gambit](#), a related Anti-French line: this is a model of how to present chess openings on the Web), [Tom Purser](#) (editor of [Blackmar-Diemer Gambit World](#) magazine) and [David Flude](#). There is even a [BDG newsgroup](#) in existence, but there is little or no relevant traffic on it. Tom recently organised a [BDG theme e-mail tournament](#), and you can read about [my adventures](#) if you're interested.

Semi-Closed Games {A}

[Custer's Last Stand](#) (over 100k) {C} {B}

Playing Anti-Indian systems: an introduction for White

[Beating the Anti-Indians](#) {B} {A} (about 200k)

Playing Black against Anti-Indian systems: strategies for players of Indian systems with ...e6 or ...g6 .

[You know when you've been Benko'd](#): {A} an introduction to the Benko Gambit from Black's point of view

Examples with light notes from my colleague Steve Homer

The Ideas behind [The English Opening](#) {A/B}

Someone should have talked me out of writing this one...

Chris Bellers gave the lie to the idea that the English is a bit slow by taking

us through a collection showing the sharper side of the [Deadly English](#)

[The Modern Defence](#) {B}

- handle with care...

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: [General](#) | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (openings.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Choosing an Opening Repertoire

1. [The Bottom Line](#) {D}
 2. [Comments on openings](#) {C}
 3. [Putting together a repertoire of variations](#) {B}
 4. [Playing Black and White](#) (recent relevant [post](#)) {A}
-

The Bottom Line {D}



"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player.

"A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game"

- RICHARD RETI, Masters of the Chessboard

See also a recent [post](#).

Comments on openings {C}

(following [ECO codes](#))

A: Irregular openings

- 1. Lines without 1. e4, 1. d4;
- 1. d4 Lines without 1 ...d5, 1... Nf6;
- 1. d4 Nf6 2. Lines without 2. c4;

- 1. d4 Nf6 2. c4 Lines without 2... e6, 2... g6



Dr.Dave's advice: Leave these alone except to work out what to do if someone played them against you. Mostly these are good for surprise value, but you can only surprise me once, and next time I'll be ready for you. The main lines are the main lines because they are the strongest openings. Avoid theory, sure, but don't handicap yourself.

The honorable exception to this among these openings are the lines of the Reti/English complex (1.Nf3/1.c4), which are slow but deep and strong. I'd still leave them alone until you are sure you know what you are doing. **Be prepared to defend against them as Black:** I recommend using a [Dutch](#) formation.

B: Semi-open games

- 1. e4 Lines without 1... c5, 1... e6, 1... e5
- 1. e4 c5



Dr.Dave's advice: Play these second after you have got the hang of **C: Open Games**. This section includes some of the most exciting and important openings in chess, like the [Sicilian](#), but they are not IMHO for beginners.

C: Open Games (and French Defence)

- 1. e4 e6
- 1. e4 e5



Dr.Dave's advice: Play these first - this is what Reti advises above. The anomaly is the French - a half-open defence that ECO groups under C. Despite Reti's admonition, I would not object to a relative beginner playing the [French](#) - it is a solid defence in which most of the [ideas](#) are easy to understand, and Black's pieces often come to similar squares in each line.

D: Closed Games (and Grunfeld Defence, a semi-closed line)

- 1. d4 d5
- 1. d4 Nf6 2. c4 g6 + d7-d5



Dr.Dave's advice: Play these last of all; they are among the most demanding of openings. They are slow, which may lead you to think they are safer, but things can go horribly wrong for the novice and there is no point trying these until you are sure you know what you are doing - say, that you are familiar with the material in the 'Strategy' section of the [canon](#). There are one or two 'open' lines that start 1.d4, like the [Colle System](#).

E: Semi-Closed Games

- 1. d4 Nf6 2. c4 e6
- 1. d4 Nf6 2. c4 g6 ' d7-d5

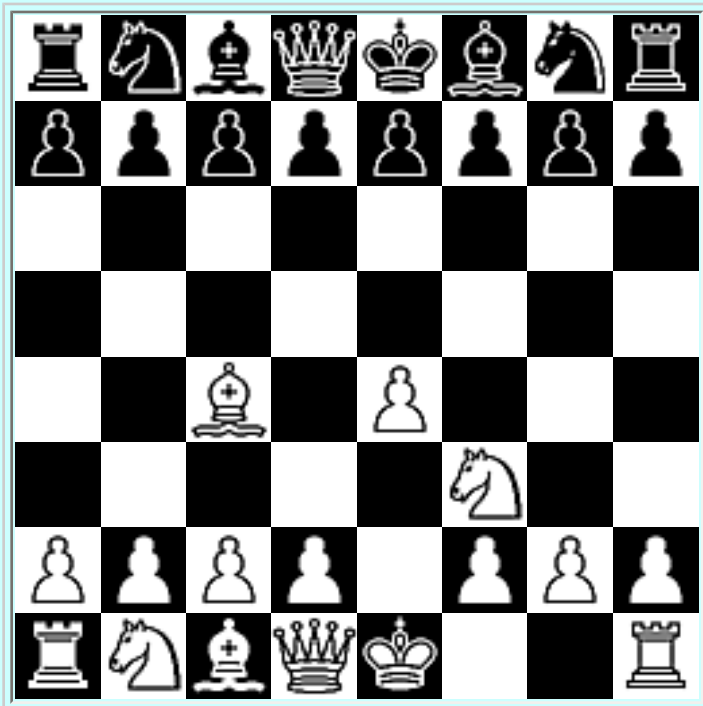


Dr.Dave's advice: Play these third; they are, like the semi-open defences, very tasty, but rather strong meat for inexperienced players. You will need to know what to play against 1.d4 as Black, particularly as you improve, and my recommendation is to adopt a counter-attacking line like the Budapest Gambit or the [Stonewall Variation of the Dutch Defence](#)

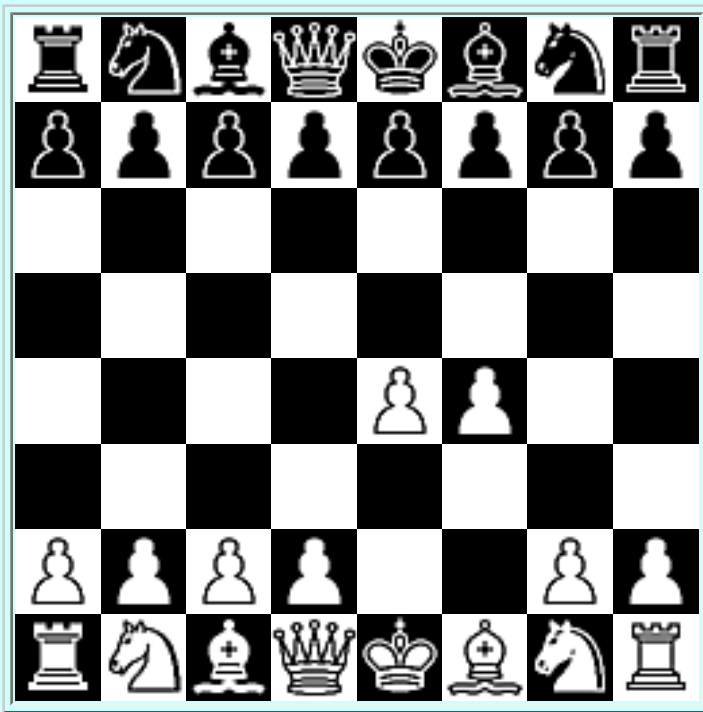
Putting together a repertoire of variations {B}

What do you hope for when you play 1.e4? Which opening you choose after 1...e5 will depend on what sort of player you are. What I'd like to do below is suggest how you might proceed if Black doesn't reply 1...e5. First you need to choose a basic plan of campaign:

- Fast attacking game with pieces



- Slower attacking game with f4



- King's Indian Attack with g3



- **Fast attacking game with pieces**
 - Giuoco Piano (my main recommendation for junior players) or
 - Scotch Game
- **Slower attacking game with f4**
 - Vienna Gambit or
 - King's Gambit)

- **King's Indian Attack with g3**

- KIA with (1. e4 e5 2. Nf3 Nc6 3. g3 or
- in the Vienna (1. e4 e5 2. Nc3 Nc6 3. g3)

Which sort of player are you? Larry Evans used to say, **The Crunch or the Crouch?** Hopefully, one of these set-ups appeals to you more than the others: the brisk, the direct, or the more flexible?

[Sadly, the KIA lines haven't a lot of force and are not very good lines to adopt against 1...e5.]

But the point is, how well does your chosen repertoire fit together? Once I used to play the following lines, together with the King's Gambit:

Alekhine (1. e4 Nf6)

Chase variation (1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3)

Caro-Kann (1. e4 c6)

Panov-Botvinnik Attack (1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4)

French (1. e4 e6)

Advance Variation (1. e4 e6 2. d4 d5 3. e5)

Pirc/Modern (1. e4 ...d6/...g6)

King's Indian Attack (1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nge2 and 5. g3, 6. Bg2)

Sicilian (1. e4 c5)

Chamaeleon Variation (1. e4 c5 2. Nc3 ... 3. Nge2)

This was an awful lot to keep track of, but more importantly, it didn't really combine well. Against the Alekhine I played fast, against the Caro I played medium, against the French and Pirc I played slow; the Panov line is main-line established theory with lots to learn and keep track of, the Chamaeleon is a new and obscure line where you have to think at the board.

Now, I'm sure a better idea, and the right idea, is to play similarly against each opening. For example, if you like **gambits** and play the Danish Gambit against 1...e5, try and find a gambit against the lot...

Alekhine (1. e4 Nf6)

(1. e4 Nf6 2. Bc4 Nxe4 3. Bxf7+ Kxf7 4. Qh5+ g6 5. Qd5+)

or Blackmar-Diemer (1. e4 Nf6 2. Nc3 d5 3. d4 dxe4 4. f3)

Caro-Kann (1. e4 c6)

Fantasie Variation (1. e4 c6 2. d4 d5 3. f3 e5 4. Nf3 exd4 5. Bc4)

French (1. e4 e6)

Variation, Milner Barry Gambit (1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Bd3 cxd4 7. cxd4 Bd7 8. O-O Nxd4 9. Nxd4/9. Ng5!?)

Pirc/Modern (1. e4 ...d6/...g6)

I don't know any gambits for White in the Pirc but against the Modern you can try... the Monkey's Bum! (1. e4 g6 2. Bc4 Bg7 3. Qf3 e6 4. d4 Bg7 5. Nc3 Bxd4) [An invention of

Streatham Chess Club, who showed it to one member who said "Well, if that works, I'm a monkey's bum!"]

Sicilian (1. e4 c5)

Morra Gambit: (1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 or 3. ... Nf6 4. e5 Nd5 5. Bc4 Qc7 6. Qe2)

I don't think the Monkey's Bum is really any good (2...d6), but at least we're thinking along the right lines, even if this isn't the repertoire we settle on.

" A 1500 player will lose a pawn anyway about every 15 moves, so you might as well invest a pawn to sharpen your tactics."

-- Tim Sawyer

Here's a repertoire based on **pawn advances and space advantages**:

Alekhine (1. e4 Nf6)

Four pawns variation (1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. f4)

Caro-Kann (1. e4 c6)

Advance Variation (1. e4 c6 2. d4 d5 3. e5)

French (1. e4 e6)

Advance Variation (1. e4 e6 2. d4 d5 3. e5)

Pirc/Modern (1. e4d6/...g6)

Three Pawns Attack (1. e4 d6 2. d4 Nf6 3. c3 g6 4. f4)

Sicilian (1. e4 c5)

Big Clamp Variation (1. e4 c5 2. d3 (...) 3. f4)

Now, what sort of player are you? Whether you like lively piece attacks, slow pawn advances that you can use to force open lines or more flexible systems, there is a repertoire here for you.

Note: I simply haven't the courage to take on a repertoire which includes the **Open Sicilian** , and my experience of playing the Black side of the Sicilian is that not many White club players have either! So I'll leave those lines to you and any time you have to do your own research. I have a feeling it's something you come to study as your chess improves. Mine has yet to improve enough...

Let's have a look at some variations that fit together.

Piece attack

Alekhine (1. e4 Nf6) (1. e4 Nf6 2. Nc3 d5 3.exd5 Nxd5 4. Bc4)

Caro-Kann (1. e4 c6)

Main line with 7.Nh3 (1. e4 c6 2. d4 d5 3.Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nh3)

French (1. e4 e6)

Alekhine-Chatard Attack (1. e4 e6 2. d4 d5 3.Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. h4

Pirc/Modern (1. e4 ...d6/...g6)

Austrian Attack (1. e4 d6 2. d4 Nf6 3.Nc3 g6 4. f4)

Sicilian (1. e4 c5) Closed: without d4

Rossolimo Variation (1. e4 c5 2. Nf3 and 3.Be2 (idea 4. c3) or 3. Bb5(+))

Slow attack with f4

Alekhine (1. e4 Nf6)

(Irregular) (1. e4 Nf6 2. d3 and 3.f4 (sadly, this line has no real force and is not a very good line to adopt)

Caro-Kann (1. e4 c6)

(Irregular) (1. e4 c6 2. Nc3 d5 3.f4 (a line of the Dunst opening, (1.Nc3)

French (1. e4 e6)

(Irregular) (1. e4 e6 2. Nc3 d5 3.f4 (a line of the Dunst opening, (1.Nc3)

Pirc/Modern (1. e4 ...d6/...g6)

(1. e4 d6 2. d4 Nf6 3.Nc3 g6 4. f4 (Austrian Attack)

Sicilian (1. e4 c5) Closed: without d4

(1. e4 c5 2. f4 (Grand Prix Attack) or

(1. e4 c5 2. Nc3 Nc6 3. g3 with 4. Bg2, 5. d3, 6. f4 (Closed Variation)

King's Indian Attack

Alekhine (1. e4 Nf6)

KIA vs. Alekhine (1. e4 Nf6 2. d3 and 3.g3/Bg2 (sadly, this line has no real force and is not a very good line to adopt)

Caro-Kann (1. e4 c6)

KIA vs. Caro-Kann (1. e4 c6 2. d3 d5 3.Nd2)

French (1. e4 e6)

KIA vs. French(1. e4 e6 2. d3 d5 3.Nd2)

Pirc/Modern (1. e4 ...d6/...g6)

King Fianchetto Variation(1. e4 d6 2. d4 Nf6 3.Nc3 g6 4. Nge2 and 5. g3, 6. Bg2)

Sicilian (1. e4 c5) Closed: without d4

KIA vs. Sicilian(1. e4 c5 2. Nf3 and 3.g3)



There are some wrinkles to be ironed out of these suggestions, but I hope they set you thinking in the right way.

Playing Black and White {A}

It makes a lot of sense for your Black repertoire to be in keeping with your White one.

The easy way out is to play Black openings in reverse, of which the commonest and best of these is probably the King's Indian Attack. But psychologically it's not the same and practically it's not as effective. (See remarks on the [Stonewall Dutch](#)).

The right idea I think is to play openings which have the same ideas - either the same **structure** or at least the same **attitude**. So if you play the English with g3, a line which is structurally similar is the Hyper-Accelerated Fianchetto variation of the Sicilian (1. e4 c5, 2. Nf3 g6), and against 1.d4 the same 'square game' can be had in the Nimzo-Indian, although this is structurally very different. There are king's fianchetto lines in most openings, and strongpoint lines too.

Some suggestions if you are...

1. An attacking player who plays 1. e4, try:
 - *Against 1.d4*: Budapest Gambit, Benoni, Grunfeld
 - *Against 1.e4*: Open Lopez, Petroff, Sicilian Dragon (with ...g6)
2. An attacking player who plays 1. d4/2.c4, try:
 - *Against 1.d4*: King's Indian, Dutch
 - *Against 1.e4*: French Winawer, Closed Lopez,
3. An attacking player who plays the Colle System, try:
 - *Against 1.d4*: Semi-Slav Defence or Cambridge Springs (same structure as Colle)
 - *Against 1.e4*: Sicilian Paulsen (with ...e6)
4. A solid player who plays 1. e4, try:
 - *Against 1.d4*: Nimzo-Indian, QGD, Tarrasch Defence, Old Indian
 - *Against 1.e4*: Petroff, Philidor (structure like Old Indian)
5. A solid player who plays 1. d4, try:
 - *Against 1.d4*: Slav, Queen's Gambit Orthodox Defence.
 - *Against 1.e4*: Caro-Kann, Classical French

I would be interested to know about other's preferences. I stuck to the same opening repertoire for the best part of ten years: English Opening with g3 as White, Sicilian and English Defence as Black - all aiming to hit at an opponent's centre, and of course with a strong structural link between the English and Sicilian. The English Defence "feels" more like the English Opening to me than the Queen's-side defence which is structurally most similar, the Benoni.

I think my current recommendation for myself [which must also be true for you :-)], is two fold:

1. **Be prepared to play any sort of position.** To be prepared to play any sort of position [if not any opening] for either colour is the ideal; you may always have strengths and weaknesses, but avoiding certain sorts of positions altogether seems unhealthy. Try them out in friendly and blitz games, and see if the rest of your game improves.
2. **Be prepared to play main lines.** They are the main lines because they are the best moves, and you may be surprised to find how many players will avoid a main line 'on principle' - perhaps choosing a playable alternative, but often an inferior one.

I find that the combination of the two is quite liberating, at least in friendly games, and I'm sure I'm a more rounded player for it. I haven't quite had the courage (or foolhardiness) to walk into my opponent's main lines when titles are at stake, you are going to get my favourite defence, but it's quite satisfying to invite the club gambiteer to play a gambit and then outplay them in their own game.



Back to the [Chess Coaching Page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (Openings\choosopg.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Any similar black and white opening systems?

Newsgroups: rec.games.chess.analysis

Subject: Re: Help needed: Any similar black and white opening systems?

References: < 4e0avl\$947@newsbf02.news.aol.com >

In article < 4e0avl\$947@newsbf02.news.aol.com > mlkienholz@aol.com (Mlkienholz) writes:

>
>
>Hi netters,
>
>Does anyone have any advice for selecting an opening system? I have been
>told
>that this is my achilles heel. What I'm looking for is a black and white
>system that has similar objectives, like maybe the Sicilian and the
>English.
>But I'd also like to find something that is flexible, and useful
>against
>a wide variety of black/white responses. Anyone have some
>suggestions?

Sounds like you're half-way there:

Hypermodern with g3/g6 and c4/c5

=====

White: English with g3
Black against 1.e4: Sicilian with ...g6
Black against 1.d4: Benoni

Hypermodern with g3/g6

=====

White: King's Indian Attack

Black against 1.e4: Pirc/Modern

Black against 1.d4: King's Indian/Modern

Hypermodern with b3/b6

=====

White: Nimzo-Larsen 1. b3

Black against 1.e4: Owen's Defence 1...b6

Black against 1.d4: English Defence 1...b6

Open game with piece play:

=====

White: Lopez with early d4, or Scotch Opening

Black against 1.e4: Two Knights', Open Morphy Lopez

Black against 1.d4: Budapest Gambit, Grunfeld

>I also understand the theory of strongpoint type openings fairly well. Are

>there

>any systems that fit in this framework?

"Flexible" and "strongpoint" seem to me to be a contradiction!

Strongpoint on d4/d5

=====

White: Colle System or London System

Black against 1.e4: French or Gurgenedze (...g6/...c6)

Black against 1.d4: Slav or Orthodox QGD

Strongpoint on e4/e5

=====

White: Bishop's Opening

Black against 1.e4: Philidor's Defence

Black against 1.d4: Old Indian, Old Benoni

All this for 2 cents...

D

Back to [Chess Coaching Page](#)



This document (openwb.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Post on C19th openings

Article < mattg.66.0C7302D4@indirect.com > of rec.games.chess.analysis

Many of the posts here on r.g.c.a. take the form "*what should I play against...*" or the related, but very different, "*what's a good line against...*". I've been thinking about this a lot lately, both for myself, and, more especially, for my students, who range in strength from beginner to class A, and I've come up with some thoughts that I'd like to share and invite feedback on.

I believe it was [Reti](#) who first advanced the thesis that the development of the individual should follow the course of the development of chess itself. In other words that a player will first (Greco et al.) learn some cute tactical tricks, then (Morphy, Anderssen) become competent at deeper tactics, and concepts such as rapid development; next (Steinitz, Tarrasch) will come a fairly rigorous learning of positional concepts, etc.

Surprisingly, I have never seen the parallel thesis that **A player's opening repertoire should similarly follow historical trends**. Therefore one should start by learning a "19th century" opening repertoire based upon open games, then move on to a "Classical" repertoire, leaning heavily on the Lopez and Queen's Gambit, and only adopt hypermodern and post-war openings much later. The more I think about this, the more it makes sense. Early in a chess career, tactics predominate, and piece mobility is the primary strategical consideration. (Remember that pieces lose mobility drastically and permanently if they are captured.) Therefore we should adopt openings that will reward rapid mobilization. (A specific example: after 1.e4 e5 2.Nf3 Nc6 3.Bc4 6 4.Ng5 I have taught several of my students (rated < 1300) to play 4...Bc5!? [\(*\)](#) The result? an absolute 100% success rate, with not a single White King making it to move 25! White always grabs f7 and h8, and then perishes miserably. my players have not memorized reams of analysis, but have instead been shown a couple of key ideas, and then unleashed.)

Once a player has achieved a certain level of competence playing these open games, then she is ready for openings that will teach and reward certain specific types of strategic knowledge. A second rule applies here: **The greater the strategical complexity of an opening, the higher rated you need to be before playing it**. Again, an example: Two openings frequently recommended to

players in about the 1400-1800 range are the Torre Attack and the Stonewall. These recommendations are usually based on the superficial truth that "*It's easy to learn- White plays the same moves no matter what Black does.*" However, in the Stonewall, it is almost true to say that there is only one strategical idea at work- "*Keep the centre closed, occupy e5, and attack on the K-side*". By contrast, White's strategical options in the Torre are numerous, and which plan to adopt frequently depends upon fairly subtle understanding of Black's defensive scheme. Therefore, I believe, despite the fact that White does make the same first half-dozen or so moves against almost any Black setup, the Torre is a very hard opening to learn to play well.

Maybe the hardest openings to play well are those that require not only broad based strategical understanding, but also a willingness to engage in tactical pyrotechnics at the appropriate moment. The systems (predominantly subvariations of the Sicilian, KID and maybe Slav) probably should not be attempted by players lower rated than 2000. The fact that many of these are currently popular at Super-GM level proves the point. After all, if a 2650 is trying to set problems too hard for a peer to solve, the chance of an 1800 understanding anything about the position must be pretty low.

Another, seemingly paradoxical, question that must be asked before an opening is selected is this: "*Do I want to win, or do I want to become a better player?*" If the primary goal is short-term maximization of results, then a variation should be selected **which maximizes those strengths that the player already possesses**. However, if the goal is long-term improvement, then the selection task becomes more difficult. It is necessary to evaluate overall playing strengths and weaknesses, choose an appropriate goal (eg. "*Learning to play more patiently*") and then select variations which will reward patient play. It is in this area that a higher rated colleague or coach may be of help - both in determining what is an appropriate strategic task to work on, and in selecting variations to help accomplish the task. The short-term results of such an approach may be painful, but the long-term improvement will be worth it.

Conclusions:

- 1) Selection of an opening repertoire can be a powerful tool for improvement.
- 2) The question "what should I play against..." cannot be adequately answered without further data. (rating, previously used systems, goals, etc.)
- 3) There are good reasons to believe that individual progression of opening understanding can and should mirror historical progression.

I welcome any discussion or criticism of the theories I have outlined above, and I hope that the readers of r.g.c.a find this article both interesting and useful.

a

[Matt Guthrie](#) (click to mail)

Matt Guthrie is a USCF Master and professional chess teacher. He is Arizona State Champion, and coach of the teams that won both the Primary and Elementary sections of the 1995 All-America Cup.

(*) Wilkes-Barre Variation: see [Example Games](#)

WARNING

These games contain uncut scenes of chess violence. Do not play through them late at night, or in the presence of sensitive adults.

[RETURN](#) to coaching page

This document (19th.html) was last modified on by



Reference: D.Regis@Exeter.ac.uk



[David Regis](#)

Exeter Chess Club: Complete ECO codes

Complete ECO codes, from ECO A-E first edition

-- as posted on rec.games.chess: Revised 7 Feb 97 -- DR

-- if you have seen this list on Steve Pribut's pages, it's the same one, but I didn't take it uncredited from him.

Notes:

1. checks are not indicated - an ECO quirk
2. I have been sparing with the qualifications (lines with and without certain moves) as they are implicit in the classification anyhow.
3. I have typed all the castling moves with capital 'O's not zeroes (0).
4. Volunteers to proofread take one step forward.
5. They aren't international standards but someone could paint it up with names of the openings: Hooper and Whyld's Companion gives over 1000 names of lines.

8X---- (cut here)

Main ECO codes

- A
- 1. R' 1. e4, 1. d4
 - 1. d4 R' 1 ...d5, 1... Nf6
 - 1. d4 Nf6 2. R' 2. c4
 - 1. d4 Nf6 2. c4 R' 2... e6, 2... g6
- B
- 1. e4 R' 1... c5, 1... e6, 1... e5
 - 1. e4 c5
- C
- 1. e4 e6
 - 1. e4 e5
- D
- 1. d4 d5

- 1. d4 Nf6 2. c4 g6 + d7-d5

E
 - 1. d4 Nf6 2. c4 e6
 - 1. d4 Nf6 2. c4 g6 ' d7-d5

Main ECO codes for each class

A
 - 1. R' 1. e4, 1. d4
 - 1. d4 R' 1 ...d5, 1... Nf6
 - 1. d4 Nf6 2. R' 2. c4 (humongous typo on (c) page!)
 - 1. d4 Nf6 2. c4 R' 2... e6, 2... g6

A0 1. R' 1. e4, 1. d4, 1. c4

A1 1. c4

A2 1. c4 e5

A3 1. c4 c5

A4 1. d4

A5 1. d4 Nf6 2. c4

A6 1. d4 Nf6 2. c4 c5 3. d5 e6

A7 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7.

Nf3

A8 1. d4 f5

A9 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2

B - 1. e4 R' 1... c5, 1... e6, 1... e5

- 1. e4 c5

B0 1. e4

B1 1. e4 c6

B2 1. e4 c5

B3 1. e4 c5 2. Nf3 Nc6

B4 1. e4 c5 2. Nf3 e6

B5 1. e4 c5 2. Nf3 d6

B6 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5

B7 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6

B8 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6

B9 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6

C - 1. e4 e6

- 1. e4 e5

C0 1. e4 e6
 C1 1. e4 e6 2. d4 d5 3. Nc3
 C2 1. e4 e5
 C3 1. e4 e5 2. f4
 C4 1. e4 e5 2. Nf3

 C5 1. e4 e5 2. Nf3 Nc6 3. Bc4
 C6 1. e4 e5 2. Nf3 Nc6 3. Bb5
 C7 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4
 C8 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 5. O-O: + 5...Ne4, 5...
 Be7
 C9 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 5. O-O Be7 6. Re1 b5 7.
 Bb3 O-O 8. c3 d6

 D - 1. d4 d5
 - 1. d4 Nf6 2. c4 g6 + d7-d5

 D0 1. d4 d5
 D1 1. d4 d5 2. c4 c6
 D2 1. d4 d5 2. c4 dc4
 D3 1. d4 d5 2. c4 e6
 D4 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3

 D5 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5
 D6 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
 D7 1. d4 Nf6 2. c4 g6 R' d7-d5
 D8 1. d4 Nf6 2. c4 g6 3. Nc3 d5
 D9 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3

 E - 1. d4 Nf6 2. c4 e6
 - 1. d4 Nf6 2. c4 g6 ' d7-d5

 E0 1. d4 Nf6 2. c4 e6 3. g3
 E1 1. d4 Nf6 2. c4 e6 3. Nf3
 E2 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4
 E3 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4: + 4. Bg5, 4. Qc2
 E4 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3

 E5 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3
 E6 1. d4 Nf6 2. c4 g6 R' d7-d5
 E7 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

E8 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3
 E9 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3

Full ECO codes

A - 1. R' 1. e4, 1. d4
 - 1. d4 R' 1 ...d5, 1... Nf6
 - 1. d4 Nf6 2. R' 2. c4
 - 1. d4 Nf6 2. c4 R' 2... e6, 2... g6

A0 1. R' 1. e4, 1. d4, 1. c4

A00 1. R, 1. g3, 1. b4
 A01 1. b3
 A02 1. f4
 A03 1. f4 d5
 A04 1. Nf3

A05 1. Nf3 Nf6
 A06 1. Nf3 d5
 A07 1. Nf3 d5 2. g3
 A08 1. Nf3 d5 2. g3 c5 3. Bg2
 A09 1. Nf3 d5 2. c4

A1 1. c4

A10 1 c4
 A11 1 c4 c6
 A12 1 c4 c6 2. Nf3 d5 3. b3
 A13 1 c4 e6
 A14 1 c4 e6 2. Nf3 d5 3. g3 Nf6 4. Bg2 Be7 5. O-O

A15 1 c4 Nf6
 A16 1 c4 Nf6 2. Nc3
 A17 1 c4 Nf6 2. Nc3 e6
 A18 1 c4 Nf6 2. Nc3 e6 3. e4
 A19 1 c4 Nf6 2. Nc3 e6 3. e4 c5

A2 1. c4 e5

A20 1. c4 e5
 A21 1. c4 e5 2. Nc3

- A22 1. c4 e5 2. Nc3 Nf6
A23 1. c4 e5 2. Nc3 Nf6 3. g3 c6
A24 1. c4 e5 2. Nc3 Nf6 3. g3 g6
- A25 1. c4 e5 2. Nc3 Nc6
A26 1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6
A27 1. c4 e5 2. Nc3 Nc6 3. Nf3
A28 1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6
A29 1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6 4. g3
- A3 1. c4 c5
- A30 1. c4 c5
A31 1. c4 c5 2. Nf3 Nf6 3. d4
A32 1. c4 c5 2. Nf3 Nf6 3. d4 cd4 4. Nd4 e6
A33 1. c4 c5 2. Nf3 Nf6 3. d4 cd4 4. Nd4 e6 5. Nc3 Nc6
A34 1. c4 c5 2. Nc3
- A35 1. c4 c5 2. Nc3 Nc6
A36 1. c4 c5 2. Nc3 Nc6 3. g3
A37 1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3
A38 1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3 Nf6
A39 1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3 Nf6 6. O-O O-O
7. d4
- A4 1. d4
- A40 1. d4
A41 1. d4 d6
A42 1. d4 d6 2. c4 g6 3. Nc3 Bg7 4. e4
A43 1. d4 c5
A44 1. d4 c5 2. d5 e5
- A45 1. d4 Nf6
A46 1. d4 Nf6 2. Nf3
A47 1. d4 Nf6 2. Nf3 b6
A48 1. d4 Nf6 2. Nf3 g6
A49 1. d4 Nf6 2. Nf3 g6 3. g3
- A5 1. d4 Nf6 2. c4

- A50 1. d4 Nf6 2. c4
- A51 1. d4 Nf6 2. c4 e5
- A52 1. d4 Nf6 2. c4 e5 3. de5 Ng4
- A53 1. d4 Nf6 2. c4 d6
- A54 1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3
- A55 1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. e4
- A56 1. d4 Nf6 2. c4 c5
- A57 1. d4 Nf6 2. c4 c5 3. d5 b5
- A58 1. d4 Nf6 2. c4 c5 3. d5 b5 4. cb5 a6 5. ba6
- A59 1. d4 Nf6 2. c4 c5 3. d5 b5 4. cb5 a6 5. ba6 Ba6 6. Nc3 d6 7. e4
- A6 1. d4 Nf6 2. c4 c5 3. d5 e6
- A60 1. d4 Nf6 2. c4 c5 3. d5 e6
- A61 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6
- A62 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O
- A63 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O 8. Bg2 O-O 9. O-O Nbd7
- A64 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O 8. Bg2 O-O 9. O-O Nbd7 10. Nd2 a6 11. a4 Re8
- A65 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4
- A66 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4
- A67 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5
- A68 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Nf3 O-O
- A69 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Nf3 O-O 9. Be2 Re8
- A7 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3
- A70 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3
- A71 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2

- A72 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O
- A73 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O
- A74 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O a6
- A75 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O a6 10. a4 Bg4
- A76 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8
- A77 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2
- A78 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Na6
- A79 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Na6 11. f3 Nc7
- A8 1. d4 f5
- A80 1. d4 f5
- A81 1. d4 f5 2. g3
- A82 1. d4 f5 2. e4
- A83 1. d4 f5 2. e4 fe4 3. Nc3 Nf6 4. Bg5
- A84 1. d4 f5 2. c4
- A85 1. d4 f5 2. c4 Nf6 3. Nc3
- A86 1. d4 f5 2. c4 Nf6 3. g3
- A87 1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3
- A88 1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 O-O 6. O-O d6 7. Nc3 c6
- A89 1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 O-O 6. O-O d6 7. Nc3 Nc6
- A9 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2
- A90 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2
- A91 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7
- A92 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O
- A93 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5 7. b3
- A94 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5 7. b3 c6 8. Ba3

A95 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5
 7. Nc3 c6
 A96 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6
 A97 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6
 7. Nc3 Qe8
 A98 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6
 7. Nc3 Qe8 8. Qc2
 A99 1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6
 7. Nc3 Qe8 8. b3

 B - 1. e4 R' 1... c5, 1... e6, 1... e5
 - 1. e4 c5

 B0 1. e4

 B00 1. e4 R + 1... Nc6
 B01 1. e4 d5
 B02 1. e4 Nf6
 B03 1. e4 Nf6 2. e5 Nd5 3. d4
 B04 1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3
 B05 1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Bg4
 B06 1. e4 g6
 B07 1. e4 d6 2. d4 Nf6
 B08 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3
 B09 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4

 B1 1. e4 c6

 B10 1. e4 c6
 B11 1. e4 c6 2. Nf3 d5 3. Nc3 Bg4
 B12 1. e4 c6 2. d4
 B13 1. e4 c6 2. d4 d5 3. ed5 cd5
 B14 1. e4 c6 2. d4 d5 3. ed5 cd5 4. c4 Nf6 5. Nc3

 B15 1. e4 c6 2. d4 d5 3. Nc3
 B16 1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Nf6 5. Nf6 gf6
 B17 1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Nd7
 B18 1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Bf5
 B19 1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Bf5 5. Ng3 Bg6 6. h4 h6
 7. Nf3 Nd7

B2 1. e4 c5
 B20 1. e4 c5
 B21 1. e4 c5: - 2. f4, -2. d4
 B22 1. e4 c5 2. c3
 B23 1. e4 c5 2. Nc3
 B24 1. e4 c5 2. Nc3 Nc6 3. g3
 B25 1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6
 B26 1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Be3
 B27 1. e4 c5 2. Nf3
 B28 1. e4 c5 2. Nf3 a6
 B29 1. e4 c5 2. Nf3 Nf6
 B3 1. e4 c5 2. Nf3 Nc6
 B30 1. e4 c5 2. Nf3 Nc6
 B31 1. e4 c5 2. Nf3 Nc6 3. Bb5 g6
 B32 1. e4 c5 2. Nf3 Nc6 3. d4
 B33 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4
 B34 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6
 B35 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. Nc3 Bg7 6. Be3 Nf6
 7. Bc4
 B36 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4
 B37 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7
 B38 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7 6. Be3
 B39 1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7 6. Be3 Nf6
 7. Nc3 Ng4
 B4 1. e4 c5 2. Nf3 e6
 B40 1. e4 c5 2. Nf3 e6
 B41 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6
 B42 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6 5. Bd3
 B43 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6 5. Nc3
 B44 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6
 B45 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3
 B46 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 a6
 B47 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7
 B48 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7 6. Be3
 B49 1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7 6. Be3 a6

7. Be2

B5 1. e4 c5 2. Nf3 d6

B50 1. e4 c5 2. Nf3 d6

B51 1. e4 c5 2. Nf3 d6 3. Bb5

B52 1. e4 c5 2. Nf3 d6 3. Bb5 Bd7

B53 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Qd4

B54 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4

B55 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. f3 e5 6. Bb5

B56 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3

B57 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bc4

B58 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Be2

B59 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Be2 e5

7. Nb3

B6 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5

B60 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5

B61 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 Bd7

7. Qd2

B62 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

B63 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2

B64 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 Be7 8. O-O-O O-O 9. f4

B65 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 Be7 8. O-O-O O-O 9. f4 Nd4 10. Qd4

B66 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 a6

B67 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 a6 8. O-O-O Bd7

B68 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 a6 8. O-O-O Bd7 9. f4 Be7

B69 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

7. Qd2 a6 8. O-O-O Bd7 9. f4 Be7 10. Nf3 b5 11. Bf6

B7 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6

B70 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6

B71 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. f4

- B72 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3
- B73 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. Be2 Nc6 8. O-O
- B74 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. Be2 Nc6 8. O-O O-O 9. Nb3
- B75 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. f3
- B76 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. f3 O-O
- B77 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. f3 O-O 8. Qd2 Nc6 9. Bc4
- B78 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. f3 O-O 8. Qd2 Nc6 9. Bc4 Bd7 10. O-O-O
- B79 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7
7. f3 O-O 8. Qd2 Nc6 9. Bc4 Bd7 10. O-O-O Qa5 11. Bb3 Rfc8 12. h4
- B8 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6
- B80 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6
- B81 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. g4
- B82 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. f4
- B83 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2
- B84 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2 a6
- B85 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2 a6
7. O-O Qc7 8. f4 Nc6
- B86 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4
- B87 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 a6
7. Bb3 b5
- B88 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 Nc6
- B89 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 Nc6
7. Be3
- B9 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6
- B90 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6
- B91 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. g3
- B92 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Be2
- B93 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. f4
- B94 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg7

B95 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6
 B96 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6
 7. f4
 B97 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6
 7. f4 Qb6
 B98 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6
 7. f4 Be7
 B99 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6
 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7

 C - 1. e4 e6
 - 1. e4 e5

 C0 1. e4 e6

 C00 1. e4 e6
 C01 1. e4 e6 2. d4 d5 3. ed5 ed5
 C02 1. e4 e6 2. d4 d5 3. e5
 C03 1. e4 e6 2. d4 d5 3. Nd2
 C04 1. e4 e6 2. d4 d5 3. Nd2 Nc6 4. Ngf3 Nf6

 C05 1. e4 e6 2. d4 d5 3. Nd2 Nf6
 C06 1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6
 7. Ne2 cd4 8. cd4
 C07 1. e4 e6 2. d4 d5 3. Nd2 c5
 C08 1. e4 e6 2. d4 d5 3. Nd2 c5 4. ed5 ed5
 C09 1. e4 e6 2. d4 d5 3. Nd2 c5 4. ed5 ed5 5. Ngf3 Nc6

 C1 1. e4 e6 2. d4 d5 3. Nc3

 C10 1. e4 e6 2. d4 d5 3. Nc3
 C11 1. e4 e6 2. d4 d5 3. Nc3 Nf6
 C12 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4
 C13 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7
 C14 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Be7 Qe7

 C15 1. e4 e6 2. d4 d5 3. Nc3 Bb4
 C16 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5
 C17 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5
 C18 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bc3 6. bc3
 C19 1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bc3 6. bc3 Ne7

C2 1. e4 e5
 C20 1. e4 e5
 C21 1. e4 e5 2. d4 ed4
 C22 1. e4 e5 2. d4 ed4 3. Qd4 Nc6
 C23 1. e4 e5 2. Bc4
 C24 1. e4 e5 2. Bc4 Nf6
 C25 1. e4 e5 2. Nc3
 C26 1. e4 e5 2. Nc3 Nf6
 C27 1. e4 e5 2. Nc3 Nf6 3. Bc4 Ne4
 C28 1. e4 e5 2. Nc3 Nf6 3. Bc4 Nc6
 C29 1. e4 e5 2. Nc3 Nf6 3. f4 d5
 C3 1. e4 e5 2. f4
 C30 1. e4 e5 2. f4
 C31 1. e4 e5 2. f4 d5
 C32 1. e4 e5 2. f4 d5 3. ed5 e4 4. d3 Nf6
 C33 1. e4 e5 2. f4 ef4
 C34 1. e4 e5 2. f4 ef4 3. Nf3
 C35 1. e4 e5 2. f4 ef4 3. Nf3 Be7
 C36 1. e4 e5 2. f4 ef4 3. Nf3 d5
 C37 1. e4 e5 2. f4 ef4 3. Nf3 g5
 C38 1. e4 e5 2. f4 ef4 3. Nf3 g5 4. Bc4 Bg7
 C39 1. e4 e5 2. f4 ef4 3. Nf3 g5 4. h4
 C4 1. e4 e5 2. Nf3
 C40 1. e4 e5 2. Nf3
 C41 1. e4 e5 2. Nf3 d6
 C42 1. e4 e5 2. Nf3 Nf6
 C43 1. e4 e5 2. Nf3 Nf6 3. d4
 C44 1. e4 e5 2. Nf3 Nc6
 C45 1. e4 e5 2. Nf3 Nc6 3. d4 ed4 4. Nd4
 C46 1. e4 e5 2. Nf3 Nc6 3. Nc3
 C47 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. d4
 C48 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5
 C49 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4

| | |
|-----|---|
| C5 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 |
| C50 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 |
| C51 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 |
| C52 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bb4 5. c3 Ba5 |
| C53 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 |
| C54 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 ed4 6. cd4 |
| C55 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 |
| C56 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 ed4 5. O-O Ne4 |
| C57 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 |
| C58 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. ed5 Na5 |
| C59 | 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. ed5 Na5 6. Bb5 c6
7. dc6 bc6 8. Be2 h6 |
| C6 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 |
| C60 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 |
| C61 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4 |
| C62 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 |
| C63 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 f5 |
| C64 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 |
| C65 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 |
| C66 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O d6 |
| C67 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Ne4 |
| C68 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bc6 |
| C69 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bc6 dc6 5. O-O |
| C7 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 |
| C70 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 |
| C71 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 |
| C72 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. O-O |
| C73 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Bc6 bc6 6. d4 |
| C74 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 |
| C75 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 Bd7 |
| C76 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 Bd7 6. d4 g6 |
| C77 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 |
| C78 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O |
| C79 | 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O d6 |

C8 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 5. O-O: + 5...Ne4, 5...
 Be7

C80 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4

C81 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5
 7. Bb3 d5 8. de5 Be6 9. Qe2

C82 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5
 7. Bb3 d5 8. de5 Be6 9. c3

C83 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5
 7. Bb3 d5 8. de5 Be6 9. c3 Be7

C84 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7

C85 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Bc6 dc6

C86 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Qe2

C87 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 d6

C88 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3

C89 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d5

C9 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6

C90 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6

C91 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. d4

C92 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3

C93 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 h6

C94 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 Nb8

C95 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 Nb8 10. d4

C96 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2

C97 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2 c5 11. d4 Qc7

C98 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5

7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2 c5 11. d4 Qc7 12. Nbd2 Nc6
 C99 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5
 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2 c5 11. d4 Qc7 12. Nbd2 cd4 13.
 cd4

D - 1. d4 d5
 - 1. d4 Nf6 2. c4 g6 + d7-d5

D0 1. d4 d5

D00 1. d4 d5

D01 1. d4 d5 2. Nc3 Nf6 3. Bg5

D02 1. d4 d5 2. Nf3

D03 1. d4 d5 2. Nf3 Nf6 3. Bg5

D04 1. d4 d5 2. Nf3 Nf6 3. e3

D05 1. d4 d5 2. Nf3 Nf6 3. e3 e6

D06 1. d4 d5 2. c4

D07 1. d4 d5 2. c4 Nc6

D08 1. d4 d5 2. c4 e5

D09 1. d4 d5 2. c4 e5 3. de5 d4 4. Nf3 Nc6 5. g3

D1 1. d4 d5 2. c4 c6

D10 1. d4 d5 2. c4 c6

D11 1. d4 d5 2. c4 c6 3. Nf3

D12 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. e3 Bf5

D13 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cd5 cd5

D14 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cd5 cd5 5. Bf4 Bf5

D15 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3

D16 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4

D17 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5

D18 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5 6. e3

D19 1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5 6. e3 e6 7.
 Bc4 Bb4 8. O-O O-O 9. Qe2

D2 1. d4 d5 2. c4 dc4

D20 1. d4 d5 2. c4 dc4

D21 1. d4 d5 2. c4 dc4 3. Nf3

D22 1. d4 d5 2. c4 dc4 3. Nf3 a6 4. e3

D23 1. d4 d5 2. c4 dc4 3. Nf3 Nf6
 D24 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. Nc3

 D25 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3
 D26 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6
 D27 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6
 D28 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6 7. Qe2
 D29 1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6 7. Qe2 b5 8. Bb3 Bb7

 D3 1. d4 d5 2. c4 e6

 D30 1. d4 d5 2. c4 e6
 D31 1. d4 d5 2. c4 e6 3. Nc3
 D32 1. d4 d5 2. c4 e6 3. Nc3 c5
 D33 1. d4 d5 2. c4 e6 3. Nc3 c5 4. cd5 ed5 5. Nf3 Nc6 6. g3
 D34 1. d4 d5 2. c4 e6 3. Nc3 c5 4. cd5 ed5 5. Nf3 Nc6 6. g3 Nf6
 7. Bg2 Be7

 D35 1. d4 d5 2. c4 e6 3. Nc3 Nf6
 D36 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cd5 ed5 5. Bg5 c6 6. Qc2
 D37 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3
 D38 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Bb4
 D39 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Bb4 5. Bg5 dc4

 D4 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3

 D40 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5
 D41 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5 5. cd5
 D42 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5 5. cd5 Nd5 6. e3 Nc6
 7. Bd3
 D43 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6
 D44 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. Bg5 dc4

 D45 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3
 D46 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3
 D47 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4
 7. Bc4
 D48 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4
 7. Bc4 b5 8. Bd3 a6
 D49 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4
 7. Bc4 b5 8. Bd3 a6 9. e4 c5 10. e5 cd4 11. Nb5

D5 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5

D50 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5

D51 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7

D52 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3

D53 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7

D54 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Rc1

D55 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3

D56 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6
7. Bh4

D57 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6
7. Bh4 Ne4 8. Be7 Qe7 9. cd5 Nc3 10. bc3

D58 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6
7. Bh4 b6

D59 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6
7. Bh4 b6 8. cd5 Nd5

D6 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7

D60 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7

D61 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Qc2

D62 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Qc2 c5 8. dc5

D63 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1

D64 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Qc2

D65 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Qc2 a6 9. cd5

D66 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Bd3

D67 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5

D68 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5 10. Be7 Qe7 11. O-O Nc3 12. Rc3 e5

D69 1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7
7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5 10. Be7 Qe7 11. O-O Nc3 12. Rc3 e5
13. de5 Ne5 14. Ne5 Qe5

- D7 1. d4 Nf6 2. c4 g6 R' d7-d5
- D70 1. d4 Nf6 2. c4 g6
- D71 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. cd5 Nd5
- D72 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. cd5 Nd5 6. e4 Nb6
7. Ne2
- D73 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O
- D74 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5
7. O-O
- D75 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5
7. O-O c5
- D76 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5
7. O-O Nb6
- D77 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O
- D78 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O c6
- D79 1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O c6
7. cd5 cd5
- D8 1. d4 Nf6 2. c4 g6 3. Nc3 d5
- D80 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bg5
- D81 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Qb3
- D82 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4
- D83 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O
- D84 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O 6. cd5 Nd5
7. Nd5 Qd5 8. Bc7
- D85 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5
- D86 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7
7. Bc4
- D87 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7
7. Bc4 O-O 8. Ne2 c5
- D88 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7
7. Bc4 O-O 8. Ne2 c5 9. O-O Nc6 10. Be3 cd4 11. cd4
- D89 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7
7. Bc4 O-O 8. Ne2 c5 9. O-O Nc6 10. Be3 cd4 11. cd4 Bg4 12. f3 Na5
13. Bd3
- D9 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3
- D90 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3
- D91 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bg5

D92 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bf4
D93 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bf4 O-O 6. e3
D94 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. e3

D95 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. e3 O-O 6. Qb3
D96 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3
D97 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O
7. e4
D98 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O
7. e4 Bg4
D99 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O
7. e4 Bg4 8. Be3 Nfd7 9. Qb3

E - 1. d4 Nf6 2. c4 e6
- 1. d4 Nf6 2. c4 g6 ' d7-d5

E0 1. d4 Nf6 2. c4 e6 3. g3

E00 1. d4 Nf6 2. c4 e6 3. g3
E01 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2
E02 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Qa4
E03 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Qa4 Nbd7 6. Qc4
E04 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Nf3

E05 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Nf3 Be7
E06 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3
E07 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7
E08 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7
7. Qc2
E09 1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7
7. Qc2 c6 8. Nbd2

E1 1. d4 Nf6 2. c4 e6 3. Nf3

E10 1. d4 Nf6 2. c4 e6 3. Nf3
E11 1. d4 Nf6 2. c4 e6 3. Nf3 Bb4
E12 1. d4 Nf6 2. c4 e6 3. Nf3 b6
E13 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. Nc3 Bb7 5. Bg5 h6 6. Bh4 Bb4
E14 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. e3

E15 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3
E16 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Bb4
E17 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7

- E18 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O
7. Nc3
- E19 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O
7. Nc3 Ne4 8. Qc2 Nc3 9. Qc3
- E2 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4
- E20 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4
- E21 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3
- E22 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3
- E23 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3 c5 5. dc5 Nc6
- E24 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3
- E25 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 c5 6. f3 d5 7.
cd5
- E26 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 c5 6. e3
- E27 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O
- E28 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O 6. e3
- E29 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O 6. e3 c5
7. Bd3 Nc6
- E3 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4: + 4. Bg5, 4. Qc2
- E30 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5
- E31 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 h6 5. Bh4 c5 6. d5 d6
- E32 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2
- E33 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 Nc6
- E34 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5
- E35 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. cd5 ed5
- E36 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. a3
- E37 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. a3 Bc3 6. Qc3 Ne4
7. Qc2
- E38 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5
- E39 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5 5. dc5 O-O 6. Nf3
- E4 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3
- E40 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3
- E41 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5
- E42 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Ne2
- E43 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6
- E44 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Ne2

E45 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Ne2 Ba6
 E46 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O
 E47 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3
 E48 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5
 E49 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5 6. a3 Bc3
 7. bc3
 E5 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3
 E50 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3
 E51 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5
 E52 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 b6
 E53 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 E54 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O dc4 8. Bc4
 E55 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O dc4 8. Bc4 Nbd7
 E56 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O Nc6
 E57 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O Nc6 8. a3 dc4 9. Bc4 cd4
 E58 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O Nc6 8. a3 Bc3 9. bc3
 E59 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5
 7. O-O Nc6 8. a3 Bc3 9. bc3 dc4 10. Bc4
 E6 1. d4 Nf6 2. c4 g6 R' d7-d5
 E60 1. d4 Nf6 2. c4 g6
 E61 1. d4 Nf6 2. c4 g6 3. Nc3
 E62 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3
 E63 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nc6
 7. O-O a6
 E64 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5
 E65 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5
 7. O-O
 E66 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5
 7. O-O Nc6 8. d5
 E67 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7
 E68 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7

7. O-O e5 8. e4

E69 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7

7. O-O e5 8. e4 c6 9. h3

E7 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

E70 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

E71 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. h3

E72 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. g3

E73 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2

E74 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 c5

E75 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 c5

7. d5 e6

E76 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4

E77 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2

E78 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2 c5 7.

Nf3

E79 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2 c5 7.

Nf3 cd4 8. Nd4 Nc6 9. Be3

E8 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3

E80 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3

E81 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O

E82 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 b6

E83 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6

E84 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6

7. Nge2 a6 8. Qd2 Rb8

E85 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5

E86 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7.

Nge2 c6

E87 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7.

d5

E88 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7.

d5 c6

E89 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7.

d5 c6 8. Nge2 cd5

E9 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3

- E90 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3
- E91 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2
- E92 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
- E93 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. d5 Nbd7
- E94 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O
- E95 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O Nbd7 8. Re1
- E96 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O Nbd7 8. Re1 c6 9. Bf1 a5
- E97 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O Nc6
- E98 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O Nc6 8. d5 Ne7 9. Ne1
- E99 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5
7. O-O Nc6 8. d5 Ne7 9. Ne1 Nd7 10. f3 f5

8X----- (snip snippety snip snip)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ecocodes.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Four choices in the opening

- [Introduction: your four choices](#)
- [Playing Aggressively or Solidly as White and Black](#)
- [Changing your opening repertoire](#)
- [A simple openings map.](#)
 - [Openings without 1.d4 or 1.e4](#)
 - [Openings with 1.d4](#)
 - [Indian Defences \[e.g...](#)
 - [Openings with 1.e4](#)
 - [Semi-Open Defences \[e.g...](#)
 - [Double Queen Pawn Openings](#)
 - [Double King Pawn Openings](#)
 - [Key](#)

Introduction: your four choices

There are four basic choices to be made before sitting down at a chessboard.

You must decide whether to open as White with 1. e4, with 1.d4 or with a Reti/English system

(and have something in mind against each semi-open or Indian defence)

You must decide how to respond to 1. e4 as Black

You must decide how to respond to 1. d4 as Black

You must decide how to respond to the Reti/English system as Black.

What you choose may depend on whether you like to attack or to play more solidly, and whether you prefer to play open or more closed positions.

You should also consider how it fits with what else you have chosen. For

example, if you adopt the Dutch or English Defences with the move order 1. d4 e6, you must be prepared to play the French. Or, if you like to play the Slav with ...c6, you might feel the Caro-Kann with ...c6 is a nice fit.

The commonest - and many would say the best - opening move is 1. e4, and 1. d4 is also a good first move. But almost every other first move has been played and advocated at some time or another, and almost every legal Black move has been tried in reply to 1.e4/1.d4.

I enclose an openings map below. Even if you learned this off by heart, there are still over 1000 more openings, defences and variations listed in the *Oxford Companion to Chess*. This is a map, not so you can go charging off everywhere, but so if someone shows you something, you can look it up. You should know that each opening has a plan (or if it doesn't, it's not a very good opening!) You will easily find things not on this list - either mainstream (e.g. last time I visited a bookshop it had a new book on the *Torre Attack 1.d4 Nf6 2.Nf3 and 3.Bg5*), and or amongst the 'fringe' (e.g. the *Vulture 1.d4 Nf6 2.c4 c5 3.d5 Ne4*). Moreover, as GM LOMBARDY once said (cited above),

"All openings offer good winning chances in amateur play".

I used to know a Henry who was known as H.4.Stewart because of his inclination to 1.h4 as an opening move, and I'm sure it saved him a lot of time sweating over the latest line in the Sicilian Dragon. How should you reply to this? If faced with 1. h4, or anything else unusual, just keep playing good chess - keep calm, keep developing, keep your eye on the centre, and keep your wits about you.

The variety of openings can be daunting. I think there is a trick to coping with this, which is expressed in Reti's famous statement:

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game" - RICHARD RETI

The development of a chessplayer should naturally progress through stages just as chess has passed through stages in its history. MacDonnell and LaBourdonnais (and even Steinitz and Tchigorin) lashed at each other with the Evans Gambit; by the time Steinitz played Lasker we saw more of the Ruy Lopez. The titanic Capablanca-Alekhine struggle was fought out mainly with the Queen's Gambit

Declined (whereas the era of Steinitz was more concerned with the Gambit Accepted). The Euwe matches saw the French, a Semi-Open defence, and Indian Defences like the Dutch, Grunfeld and Nimzo-Indian adopted as main choices at World Championship level for the first time. By the time of Botvinnik we saw the Caro-Kann, the King's Indian and the flank openings (Reti and English) appearing in matches, while Karpov and Kasparov seem to have played everything.

From this we can draw up a hierarchy, on each side of the board:

- 1. Open games and Gambits with 1. e4 e5; Queen's Gambit Accepted.*
- 2. Ruy Lopez; Queen's Gambit Declined.*
- 3. French; Dutch, Grunfeld, Queen's and Nimzo-Indian.*
- 4. Flank openings; King's Indian.*

There is no doubt in my mind that only once you have served your apprenticeship with the earlier and strategically more simple openings should you venture out to play in the jungles of the later ones.

Also, if you do want to move down the list, I think you should not move through dissatisfaction or fear with your current repertoire, but preferably from boredom, or the experience that opponents at your level know all about how to play the openings you practice. One might also remember that Bobby Fischer rarely departed from 1. e4 throughout his career, and that the Giuoco Piano was played by Karpov against Kortchnoi.

Playing Aggressively or Solidly as White and Black

Did I say four choices? There is another choice which you need to make first: do you wish to play solidly or aggressively? Reti and I suggest that you play open games, which more or less obliges an aggressive style. It is in these games that you can practice attacking play and learn to spot tactics, without which there is not much point considering more strategically complex systems. However, if you feel you have been through this apprenticeship, there are some more solid, strategical choices available.

For example, the Italian Game generally results in fewer draws than the English Opening, and more draws than the King's Gambit, although the percentage score from each opening may be similar, according to databases I have examined:

Italian Game: 41% White wins, 26% drawn, 33% lost by White (total 54%)
English Opening: 37% White wins, 36% drawn, 27% lost by White (total 54%)
King's Gambit: 47% White wins, 15% drawn, 38% lost by White (total 54%)
 Within the Giuoco Piano alone, playing d2-d4 instead of d2-d3 reduces the proportion of draws by 10%. So, you have quite a lot of influence over the style of the game by your opening choices, although these are always negotiated (as it were) with your opponent!

Here is a sorted list of common opening systems, from which you can make your four choices.

- Playing White with 1. e4
 - Playing aggressively as White with 1. e4
 - After 1...e5: Danish Gambit, Giuoco Piano with d2-d4/Max Lange, King's Gambit, Vienna Gambit, Bishop's Opening (Urusoff Gambit), Ruy Lopez with an early d4
 - Against semi-open defences: early d2-d4, advance variations, transposition to Blackmar-Diemer Gambit or other Gambits (e.g. Morra).
 - Playing solidly as White with 1. e4
 - After 1...e5: Centre Game, Bishop's Opening/Giuoco Piano with d2-d3, Ruy Lopez with d2-d4 late or never, Vienna Game,
 - Against semi-open defences: advance variations, King's Indian Attack.
- Playing White with 1. d4
 - Playing aggressively as White with 1. d4
 - After 1...d5: Blackmar-Diemer Gambit, Queen's Gambit with Queen's-side castling,
 - Against Indian defences: King's-side Pawn storms e.g. Samisch vs. King's Indian.
 - Playing solidly as White with 1. d4
 - After 1...d5: Queen's Gambit Declined with O-O, Queen's Pawn games without c2-c4.
 - Against Indian defences: Queen's-side Pawn storms e.g. Classical King's Indian.
- Playing White with the Reti/English
 - Playing (relatively) aggressively as White with the Reti/English
 - King's Indian Attack, Botvinnik system of English.
 - Playing solidly as White with the Reti/English
 - Queen's-side Pawn storms, systems with b2-b3.
- Playing Black
 - Playing Black against 1. e4
 - Playing aggressively as Black against 1. e4

- Sicilian, Alekhine's, Pirc/Modern
- Playing solidly as Black against 1. e4
 - Petroff or other lines with 1...e5, French, Caro-Kann, Modern with ...c6
- Playing Black against 1. d4
 - Playing aggressively as Black against 1. d4
 - Tarrasch Defence, Budapest Gambit, Benko/Benoni, King's Indian, Grunfeld
 - Playing solidly as Black against 1. d4
 - Slav Defence, Queen's Gambit Declined e.g. Tartakower, Nimzo/Queen's Indian
- Playing Black against the Reti/English
 - Playing aggressively as Black against the Reti/English
 - Reversed Sicilian, Dutch systems, King's Indian
 - Playing solidly as Black against the Reti/English
 - Slav, London System

If you don't know what these openings are yet, you might look them up below, but you will need more information than this to play them properly!

Changing your opening repertoire.

It may be from reading things like this that you are thinking about changing your opening choices. There are some things to consider:

- Don't try and change your whole repertoire from a given date. It's much better to experiment with part of your repertoire at a time, and you don't have to play your new line in every game.
- The first thing to do is to get hold of a good verbal summary of the ideas behind the new line(s). [*Don't spend a fortune on specific monographs until you are committed to the line; you are better off owning more general, inclusive titles until you pass 1400 ELO (Class C).*] Reuben Fine's *The Ideas behind the chess openings* is a great place to start, but it is terribly dated. [*He disparages some openings which, fifty years on, are believed to be very playable.*] If you have access to this book, and can bend the ear of a couple of players who are a couple of classes or more above you, this is probably all you need.
There are some brief explanations which are quite nice in "BCO2", the second edition of *Batsford Chess Openings*.

There are also some monographs which cover a variety of openings and which are designed to explain the ideas: some of the best of these are also rather old and out of print like the RHM series "Understanding the ...", or books which cover several openings at once [e.g. *The Italian Game*, Botterill/Harding].

- The next thing is to find some example variations and games. BCO2 is fine for variations, and there are [game databases](#) on the internet for [different openings](#). All of these are totally unannotated. Play over a few lines or games to get a "feel" for the opening - which squares your pieces often come to, and which side of the board to play on.
To get hold of annotated games, try magazines, and games collections like, say, *Alekhine's Best games of Chess*.
- So, now you should know the ideas behind the openings, some of the main lines, and have a feel for how the game may go. The next step is to try it out. Play friendly "quick" games using this opening at your club, or on one of the chess servers; it's nice to find an opponent who will cooperate by agreeing to play your chosen opening. [*I say quick rather than blitz: I have a prejudice that 5-minute chess (G/5) is useless for learning openings, but 10-15 minute chess is very useful. Every so often in the opening you will need to stop and think for 2-3 minutes, which you can do at G/10.*]
This should let you know what the basic variations are that you will meet most often in practice, and the plans most often adopted.
- Then introduce it into your serious games. Again, you don't have to play it in every game; I've been experimenting with **1. e4** as a replacement for the English **1. c4** in my games, but I still play the English if:
 1. a draw is more important than a win, or
 2. my opponent is a known skilful attacking player who hates slow games, or
 3. my opponent is a junior who is likely to be inexperienced in the English, or
 4. my opponent plays a defence to 1.c4 which I like to play against, or
 5. my opponent plays a defence to 1.e4 which I don't like, or
 6. I feel like it!
- Playing a couple of **postal** games with your new opening is very good practice.

A simple openings map.

- [Key](#)

Openings without 1.d4 or 1.e4

There are hundreds of tried and untried moves. I recently came across Larsen's Gambit 59: 1. g3 e5 2. Bg2 d5 3. b4!? Bxb4 4. c4! Stefan Bucker of Norwalde, Germany, has actually invented a little trio of related defensive systems for Black. Amazingly, they occur after some very familiar initial moves:

They are:

The Vulture: 1. d4 c5 2. d5 Nf6 3. c4 Ne4

The Habichd: 1. d4 c5 2. d5 Nf6 3. Nf3 c4

The Woozle: 1. d4 c5 2. d5 Nf6 3. Nc3 Qa5 (idea ...b5)

(The "Habichd" comes from the German phrase for "I've got you" (maybe we would say in English: Gotcha!), and the "Woozle" comes perhaps from English slang "woozy", meaning drunk or befuddled.)

There are some morals to be drawn from the existence of these openings: one gloomy, one cheerful.

1. You cannot anticipate everything. Time spent trying to come up with a "complete", failsafe opening repertoire is doomed to failure. You will get locked inside an arms race where the only winners are the publishers. You are better off studying chess than openings!

2. There is always scope for originality in the opening. Even if you feel yourself being drawn into your opponent's preparation you may be able to head off into untheoretical territory - not by playing a bad-looking move, but perhaps with an odd-looking one, or a good-looking one that just isn't in the books. Tartakower used to say, "Unfashionable, therefore playable"!






1. Na3 *Durkin Opening* (a.k.a. Sodium Attack). Supports c4 but isn't really going anywhere. I recommend 1...e5 in reply. I can't guarantee you will emerge equal but it's a natural way to try.




1. Nc3 *Dunst Opening*. One of the better non-standard lines: White can hit out with e4 or go solid with g3.

1. Nf3    *Reti Opening*. White invites Black to set up a pawn centre;

White can follow up with g3/c4. (The  is for the difficult and subtle nature of many of the main lines - save it for later in your career. This applies also to other modern openings like the English and Catalan.)


1. Nh3   *Amar Opening (Paris Gambit)*. Usually intending 1.Nh3 d5 2. g3 e5 3. f4 Bxh3 4. Bxh3 exf4. [Tartakower played this and even won] but don't you play it until you're as good as Tartakower.

1. a3  *Anderssen Opening*. A way of reserving options. White may follow up naturally with 2.b3 or 2.b4, transposing.

1. a4 [?!] *Meadow Hay Opening*. The name is insulting (implying, a yokel opening). Not really going anywhere: 1...e5 equalises.

1. b3 [!?] *Nimzo-Larsen Opening* a.k.a. Queen Fianchetto Opening. White will allow Black to set up a pawn centre [which can then be used as a target.

1. b4 [!?] *Sokolsky Opening* a.k.a. Polish Opening a.k.a. Orang-Utan Opening. Black is again allowed a pawn centre, but is not given the freedom of ...c5.



1. c3  *Saragossa Opening*. A way of reserving options. 1...e5 should equalise.

1. c4   *English Opening*. A major opening complex. Black can reply

1 ... c5 - Symmetrical Variation


1 ... e5 - Reversed Sicilian


1 ... Nf6 - Indian-style variations

1. d3   *King's Indian Attack*, a.k.a. Mieses Opening. The KIA requires a follow-up with Nf3,g3,Bg2,O-O and then e4 or c3/a4. You can also get into it via 1. Nf3 or 1.e4, and these are more common in practice.



- [Key](#)

Openings with 1.d4


1. d4 


1. d4 Na6  (never seen by your inexperienced author: may intend ...c5)

1. d4 Nc6 [?!] may transpose into the *Kevitz-Trajkovic Defence*: 1.d4 Nf6 2.c4 Nc6.

1. d4 Nf6   leads to various

Indian Defences [e.g...

1. d4 Nf6 2. c4 c5 (with ...e6) - *Modern Benoni Defence*. 


1. d4 Nf6 2. c4 d6 - *Old Indian Defence*. 

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 - *Nimzo-Indian Defence*. 


1. d4 Nf6 2. c4 e6 3. Nf3 b6 - *Queen's Indian Defence*. 


1. d4 Nf6 2. c4 e6 3. Nf3 Bb6 - *Bogo-Indian Defence*. 

1. d4 Nf6 2. c4 e6 3. Nf3 Ne4 - *Dory Defence*. 

1. d4 Nf6 2. c4 e6 3. g3 - *Neo-Catalan Opening*. 

1. d4 Nf6 2. c4 e5 - *Budapest Gambit*. [!?] 

1. d4 Nf6 2. c4 g6 3. Nc3 d5 - *Grunfeld Defence*. 

1. d4 Nf6 2. c4 g6 3. Nc3 d6 - *King's Indian Defence*. 


1. d4 Nh6  (never seen)

1. d4 a5 [?!] (never seen)


1. d4 a6 [!?] (usually intended as a transposition to ...b5 lines)

1. d4 b5 [!?] *Polish Defence*. Black intends ...Bb7 without allowing a block by c4/d5

1. d4 b6 [!?] *English Defence*. Black tempts c4 and e4 which can be undermined with e.g. ...f5

1. d4 c5  *Old Benoni Defence*.

1. d4 c6  (usually transposes to e.g. Slav Defence to Queen's Gambit)

1. d4 d5  (leads to main-line Queen Pawn openings)

1. d4 d6 (usually transposes to e.g. King's Indian Defence)



1. d4 e5 *Englund Gambit.* (a.k.a. Charlick Gambit) Vigorous but unsound. 1.d4 e5 2.dxe5 Nc6 3. Nf3 Qe7 4. Qd5! += (4.Bf4 Qb4+ can lead to trouble).



1. d4 e6 (usually transposes [e.g. to Nimzo-Indian or French Defence])



1. d4 f5 *Dutch Defence.* Black stakes out space on the King's side.



1. d4 f6 *Onc's Defence.* Intends ...Nh6-f7.



1. d4 g5 (loses a pawn: see 1...h6)



1. d4 g6 *Modern Defence.* Black invites White to make a centre with c4/e4 which can then be attacked.

1. d4 h5 [?!] (never seen)

1. d4 h6 [?!] *Borg Defence.* (Grob reversed) Black will play ...g5,...Bg7 and probably ...c5 or ...d5.



1. e3 *Van't Kruij's Opening.* A way of reserving options.

-
- [Key](#)

Openings with 1.e4



1. e4

1. e4 Na6 [?!] (never seen - Benjamin and Schiller call it the *Lemming*)

1. e4 Nc6 [!?] *Nimzovitch Defence*. Black can counter-punch with ...d5 or ...e5, sometimes transposing.



1. e4 Nf6 *Alekhine's Defence*. Black invites 2.e5 Nd5 3.d4, after which ...d6 strikes back at the extended centre.

1. e4 Nh6 [?!] (never seen: may intend ...f5)

1. e4 a5 [?!] (never seen)

1. e4 a6 [!?] *St.George's Defence* (a.k.a. Baker's Defence). Black intends ...b5, ...Bb7 and probably ...e6,...c5 and ...Nf6



1. e4 b5 (loses a pawn: see 1...a6)

1. e4 b6 [?!] *Owen's Defence* a.k.a. Queen Fianchetto Defence. Black invites White to set up a pawn centre which can then be attacked.



1. e4 c5 *Sicilian Defence*. Black will exchange if White plays d4.



1. e4 c6 *Caro-Kann Defence*. Black will counter-punch with ...d5.



1. e4 d5 *Centre Counter Defence* a.k.a. Scandinavian Defence.



1. e4 d6 *Pirc Defence*. Black will develop first] and strike out in the centre later.



1. e4 e5 (leads to the main King Pawn games)

Defences to 1. e4 other than 1...e5 are generally referred to as

Semi-Open Defences

and include the Alekhine, Sicilian, Caro-Kann, Pirc and French.

1. e4 e6 😐 😊 *French Defence.* Black will counter-punch with ...d5.

1. e4 f5 🏹 *The Fred Defence.* Ugh.

1. e4 f6 🏹 *Onc's Gambit.* 2.d4 e5 3. dxe5 Nc6 4.exf6 Nxf6. Ugh.

1. e4 g5 [?!] *Borg Defence.* (Grob reversed). see 1.d4 h6.

1. e4 g6 🏹 *Modern Defence.* (a.k.a. Kotov/Robatsch Defence) Black invites 2. d4; the centre can then be used as a target.

1. e4 h5 🏹 (never seen)

1. e4 h6 [?!] see Borg Defence above.

1. f3 🏹 *Barnes Opening.* Rude players have even followed this up with 2.Kf2 (known as the *Pork Chop*).

1. f4 😐 *Bird's Opening.* Not bad; White can play as if playing the Dutch or follow up with 2.b3.

1. g3 😐 *Benko Opening* a.k.a. King Fianchetto Opening. Often transposes.

1. g4 [!?] 🏹 *Grob's Opening.* Intends a gambit with 1 ... d5; 2 Bg2 Bxg4 (2 ... c6 is safer) 3.c4!

1. h3 😞 *Clemenz Opening.* English IM Michael Basman has played this, along with other 'odd' moves like a3 and g4/b4 (and the same for Black), as a way of

reserving options and tempting opponents to over-commit themselves.



1. h4 *Desprez Opening* a.k.a. Reagan Opening ('*Thoroughly unmotivated and creates weaknesses with only vague promises of future potential*' - BENJAMIN and SCHILLER).

- [Key](#)

Double Queen Pawn Openings



1. d4 d5 (leads to main-line Queen Pawn openings)



1. d4 d5 2. e3 *Colle System*. White is aiming for a 1.e4-style game after Nf3, Bd3, Re1 and e4



1. d4 d5 2. e4 (dxe4 3. Nc3 Nf6 4. f3) *Blackmar-Diemer Gambit*. Tricky and with something of a cult following.



1. d4 d5 2. f4 (or 2.e3+ 3.f4) *Stonewall Opening*. Playing for a slow K-side attack, but leaves weak points. Not good enough, really.

1. d4 d5 2.Nc3 (2...Nf6 3.Bg5) [!?] *Veresov Opening* a.k.a. Richter-Veresov. White often aims for e4, sometimes with f3, although can play more quietly.




1. d4 d5 2.c4 *Queen's Gambit*. The main weapon of 1.d4 players

1. d4 d5 2.c4 Nc6 [!?] *Queen's Gambit, Tchigorin Defence*. Tricky, trappy difficult chess.





1. d4 d5 2.c4 Nf6 [!?] *Queen's Gambit, Marshall Defence*. Often played by beginners, and not to be rushed at.

1. d4 d5 2.c4 c5 [?!]  *Queen's Gambit, Symmetrical Defence.* White should be able to preserve an advantage.

1. d4 d5 2.c4 c6 [!?]  *Queen's Gambit, Slav Defence.* A good defence, combining solidity with possibilities for playing for a win.

1. d4 d5 2.c4 dxc5 [!?]  *Queen's Gambit Accepted.* More open and fighting approach than the Orthodox.

1. d4 d5 2.c4 e5   *Queen's Gambit, Albin Counter-Gambit.* A difficult gambit line, usually mistrusted, sometimes tried with success.



1. d4 d5 2.c4 e6   *Queen's Gambit Declined, Orthodox Defence.* The main highway of the QGD, with many sub-variations.



1. d4 d5 2.c4 e6 3. g3    *Catalan Opening.* Slow, solid, subtle.

- [Key](#)


Double King Pawn Openings

1. e4 e5  (leads to main-line King Pawn openings)


1. e4 e5 2. Bc4   *Bishop's Opening.* Under-rated for many years, now taken more seriously. Often played at GM level in a very solid way, which I don't think you should imitate until you have a good few years experience.



1. e4 e5 2. Nc3   *Vienna Game and Vienna Gambit (3.f4).* Worth a look:



not a real kick-and-rush opening but has its points.



1. e4 e5 2. Ne2  *Alapin's Opening*. Intends f4 without loss, but is too slow a move for this stage of the game.

1. e4 e5 2. Nf3 Nc6 3. Bb5   *Ruy Lopez*. Very large opening system: the main weapon of many 1.e4 players. An opening for life.

1. e4 e5 2. Nf3 Nc6 3. Bc4  (generally) *Italian Game*. Just the sort of open, tactical chess you should be playing.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5   *Giuoco Piano*. A good training ground for your early chess games.

1. e4 e5 2. Nf3 c6 3. Bc4 Bc5 4. b4   *Evans' Gambit*. A sharp and enterprising line, which sadly has not really survived Lasker's scrutiny.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7   *Hungarian Defence*. Unnecessarily passive, but not bad.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6   *Two Knights' Defence*. A good counter-attacking line.

1. e4 e5 2. Nf3 Nc6 3. Be2  *Taylor Opening*. Recently explored, but no great discovery.


1. e4 e5 2. Nf3 Nc6 3. Nc3 Bb4  *Three Knights' Game*. A way of trying to avoid the Four Knights. (3...Bc5 is not good)



1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6  *Four Knights' Opening*. Solid, square, often


stodgy.

1. e4 e5 2. Nf3 Nc6 3. c3  *Ponziani Opening*. Slow, but some interesting lines if Black stirs things up.


1. e4 e5 2. Nf3 Nc6 3. d4   *Scotch Opening*. Fashionable recently, worth looking at.


1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. c3  *Goring Gambit*. Not fashionable [but also worth looking at.

1. e4 e5 2. Nf3 Nc6 3. g3   *King's Indian Attack*. Slow but aggressive: not at its best in this form but often used against the half-open defences such as the French and Caro-Kann.


1. e4 e5 2. Nf3 Nf6  *Petroff Defence*. Recently very fashionable, enough to make people look at the Bishop's Opening to avoid it.



1. e4 e5 2. Nf3 d5  *Queen's Pawn Counter-Gambit*. Unsound.



1. e4 e5 2. Nf3 d6  *Philidor's Defence*. Solid but nothing special: may lead to a slower game than White would prefer.

1. e4 e5 2. Nf3 f5  *Latvian Counter-Gambit*. The line with 3. Bc4 probably wins for White, although 3. Nxe4 Qf6 4. Nc4 is +=

1. e4 e5 2. Nf3 f6  *Damiano's Defence*. Unsound.

1. e4 e5 2. d4 exd4 3. Qxd5  *Centre Game*. 3...Nc6 simply gains time and White will struggle to equalise against accurate play by Black.

1. e4 e5 2. d4 exd4 3. c3   *Danish Gambit*. The way to liven up the Centre Game, although Black can decline or return the gambit with good chances.

1. e4 e5 2. f4   *King's Gambit*. Bold, vigorous, dangerous. Black can decline or return the gambit pawn, and even offer a gambit with ...d5, but in no case can Black avoid a complex game with a full board.

Key

Recommendation



Popular opening [books or other support material readily available]



Good opening for juniors

[!?] Interesting or tricky

[?!] Dubious or difficult



Too risky



Not recommended



Definitely not recommended

Style



Solid - won't get you into trouble



Active (White) or counterattacking (Black)



Trappy

Bibliography

The Ideas behind the Chess Openings, Reuben Fine *Batsford Chess Openings*, Kasparov/
Keene *Modern Chess Openings*, 13th Edition, Korn *Unorthodox Chess Openings*,
Benjamin/Schiller

Back to [Chess Coaching Page](#)



This document (4choices.html) was last modified on 7 Jan 97 by

[Dr. Dave](#)

Exeter Chess Club: Gambit Play

Contents

- [Introduction](#)
 - [Principles](#)
 - See also: [Contempt for Pawns](#)
-

Introduction

The Senior American Master Ken Smith, who died last month (February 1999), was an advocate of gambits. He was a noted practitioner of the Morra Gambit against the **Sicilian** , viz.: **1. e4 c5 2. d4 cxd4 3. c3**), which some American players still refer to as the Smith-Morra Gambit.

Moreover, Ken also recommended that players, as part of their development, should adopt, at least temporarily, a repertoire of gambits. He thought that gambit play was not only generally good training in the arts and whiles of attack and defence, but also gambits give the whole endeavour a certain urgency. When you are a Pawn down, you must look at every move critically, and play with the greatest energy and incisiveness, or you will surely lose. It's that extra urgency that Ken feels you gain most from later in your development. He actually put the argument a little more strongly on his website (<http://www.chessdigest.com>) where he writes:

"STUDY AND MASTERY OF THE OPENINGS COME IN THIS ORDER:.

A.Forcing Opening and Defenses (Minor/Inter players, USCF classes D/C)

B.Basic Opening System (Major/County players, USCF classes C/B)

C.Add Gambits (County Players , Class A & above)

D.Sharp critical lines-the so called "long variations"

E.Evolution to closed lines, if this suits your style "

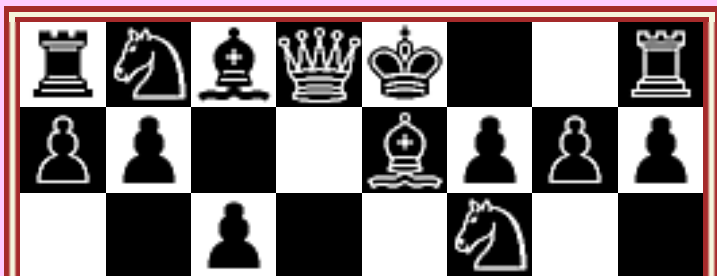
He goes on to say about Class A players:

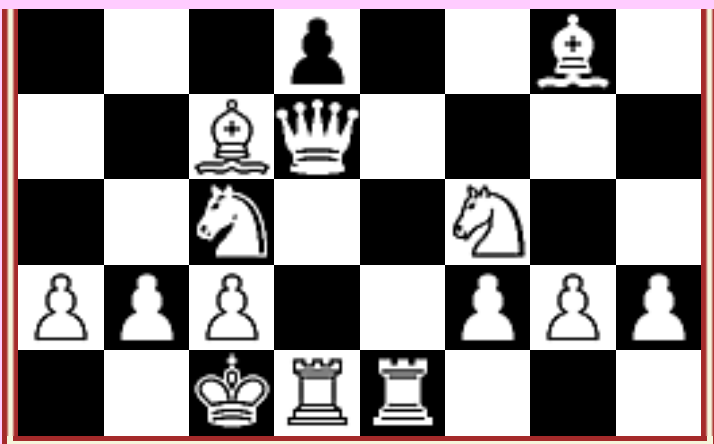
"Now is the time the boys will be separated from the men. It is the biggest decision you must be willing to make in your chess career. YOU MUST ADD GAMBITS TO YOUR OPENING SYSTEM (Note: I said ADD-NOT GIVE UP your basic system). You must play them, win with them, and lose with them. There is no substitute. Being a pawn down, you will have to dig into each position on each move. You will learn to use that extra space and tempo. You will develop that "killer instinct" and learn to handle open positions-being ready when that closed position will surely become open. Those than cannot stand to lose games and rating points because they are converting to gambit play ARE HOPELESS in my book. Do not cry with them when they are on "that chess hill they can't climb", and do not feel sorry when they start slipping backward. For with stubbornness and cowardice, they did not play gambits and dug their own chess graves!"

Tell 'em, Ken! I'm not entirely persuaded of that - there are many roads to Rome - but that players should understand how to of play for and against gambits is not in question.

Timoschenko,G - Karpov,A, Moscow (1), 1967

1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 Nxe4 5.Qxd4 Nf6 6.Bg5 c6 7.Nc3 d5
8.0-0-0 Be7 9.Rhe1





Totally developed inside 9 moves - what a great gambit! White even won (54 moves) although at the moment Black is safe enough.

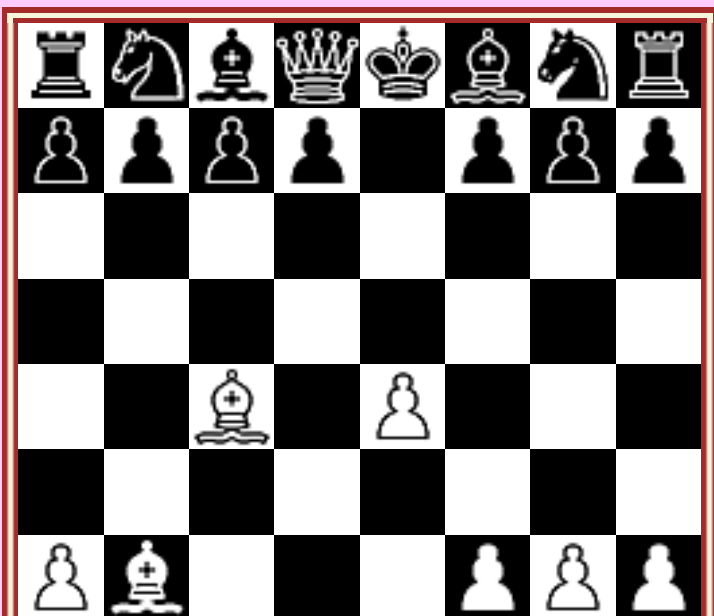
Principles of gambit play

There are a variety of principles to get to grips with:

Principle 1. A gambit is a sacrifice of a Pawn to gain some return - quicker development, greater command of the centre, or both.

We can see this perhaps most clearly in the Danish Gambit:

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2





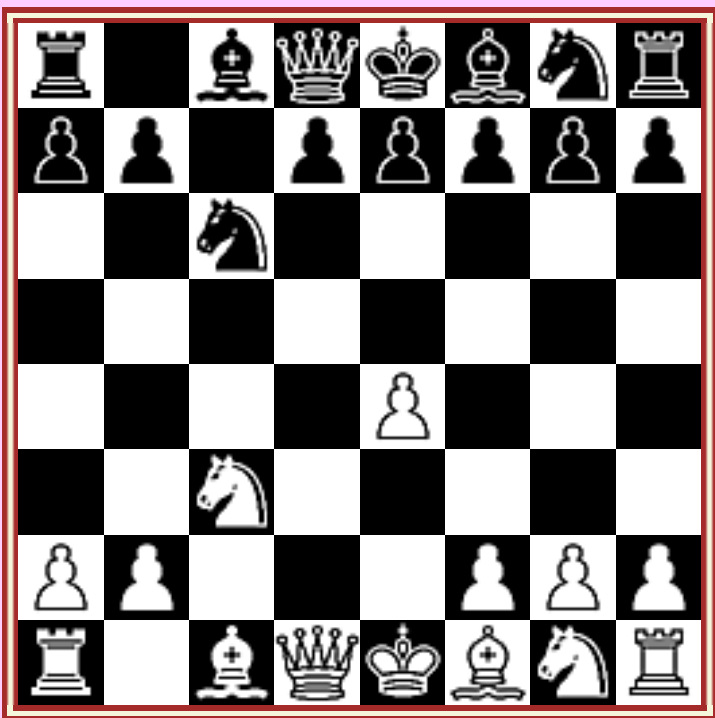
For an investment of two Pawns White has two pieces developed and a greater command of the centre. White's Bishops are nicely placed to put pressure on the centre and King's-side, and the open lines are avenues along which White hopes to attack using the advantages in development and mobility. Great development, great control of the centre - all for two Pawns. Is it worth it?

It used to be said that three tempi are worth a Pawn. By this valuation White is about four tempi behind (or a Pawn and a tempo). The advantage in development is not to be assessed in the immediate aftermath of a gambit, because the gambiteer may have so much activity that the opponent may have to waste time untangling before developing. So, don't count developing moves made, but moves yet to be made to complete development. This is very clear in the Morra:

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nc3

Now all Black has to do is develop a piece and he is simply a Pawn up - right?

4...Nc6



No, it's not so simple, because Black cannot develop normally. For a start, White can develop both Bishops without further pawn moves, whereas Black must make two Pawn moves to develop the Bishops. Also, straightforward developing moves can lead to White being able to strike immediately:

5.Nf3 d6 6.Bc4 Nf6? 7.e5! +/-

e.g. 7...Nxe5?? 8.Nxe5 dxe5 9.Bxf7+ or 7...dxe5? 8.Qxd8+ Nxd8 9.Nb5 with a strong attack

and back in the Danish:

"Richard Hall, a 51 year old solicitor specialising in licensing law, has won the British CC Championship. Richard receives a prize of £200, the title of British CC Champion until the next championship is decided, and the British Master title for life." -- Reg Gillman, British Chess Magazine

Danish Gambit

1.e4 Nc6 2.d4 e5 3.Nf3 exd4 4.c3 dxc3 5.Bc4 cxb2 6.Bxb2 d6 7.Nc3 Be7 8.Qb3 Nh6 9.Nd5 f6 10.Nf4

Much stronger than: [10.0-0 Na5 Csom-Barczay, Hungary 1967]

10...Bf8 11.0-0 Ne5 12.Nd4 Nxc4 13.Qxc4 c6 14.Rae1 Nf7 15.Nfe6 Ne5 16. Qb3 Bxe6 17.Nxe6 Qd7 18.f4 Ng6



19.e5

This, coupled with White's next, completely breaks up Black's defensive set-up.

19...fxe5 20.Ba3 Be7 21.Nxg7+ Kd8 22.fxe5 d5 23.e6 Qc7 24.Bxe7+ Nxe7
25.Qa3 b5 26.Rf7 b4 27.Qf3 Qd6 28.Qf6 Qc5+ 29.Kh1 h6 30.Qf4 1-0

[Notes by Richard Hall, BCM 117 (8), pp.438-439]

Principle 2. The best way to refute a gambit is to accept it (Steinitz)

We are told as juniors:

Don't snatch Pawns in the opening, it's not worth falling behind in development

This is probably good advice, in that it concentrates the mind on *development*

It is probably better to say:

Don't snatch material in the opening, but destroying central pawns is allowed

There are *two* aims to the opening: development is one, central control is the other - and in those terms, taking central Pawns is quite encouraged.

It surprises me how often I see gambits *declined* at club level. Sometimes I hear people say they declined "on principle". There is **no** principle that says, " *decline free Pawns* ". In fact, there is advice that says **always take a central Pawn if it is offered** (Lasker).

It's interesting that the GM approach to the Morra Gambit is often " *yum yum, a free Pawn* " (see, for example, Gallagher's *Beating the Anti-Sicilians*). [Karpov has also commented that there is no need to gambit a Pawn against the Sicilian because White gets an attack anyway!]

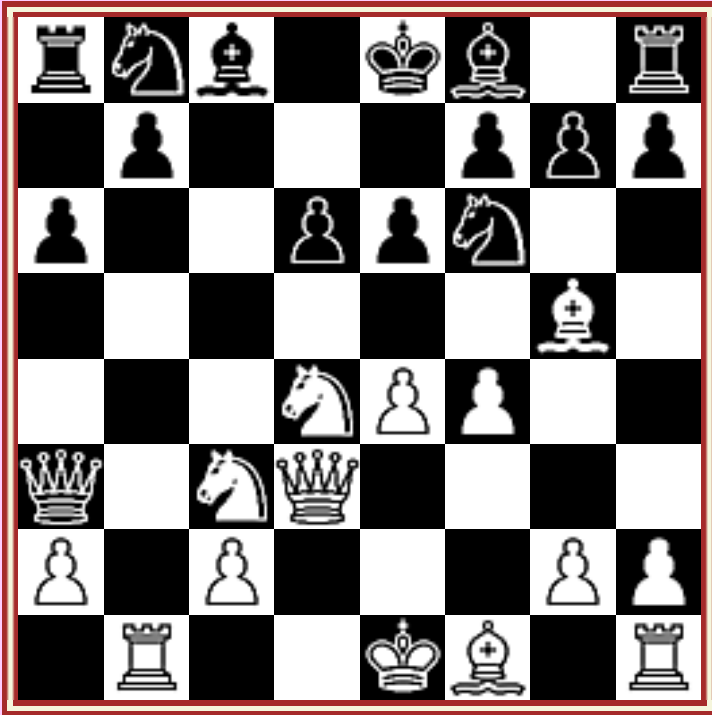
The thing is, **don't** try and hang on to it, let your opponent waste time trying to get it back - or give it back yourself with an early ...d5 to get on with your own development (see below).

In fact it's not just central Pawns that should be grabbed, if you know what you are doing. If you know not just about development, but also the initiative and

central control, we can start to see how lines like the Sicilian Najdorf Poisoned Pawn can be viable:

Nunn,J - Kasparov,G Brussels (1), 1986

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd3 Qxb2 9.Rb1 Qa3



Here we are, the World Champion breaking every opening rule in the book against one of the world's top theoreticians and most feared tacticians, our very own John Nunn. And yet... 0-1 (27 moves). Black has no weaknesses, central control, and White must attack with the urgency that a long-term material disadvantage obliges.

Principle 3. Do not hang on to accepted material, but let your opponent tie themselves up trying to get it back, then return it for other advantages in development or co-ordination

At the opening of the twentieth century, gambit play was already in decline, and here's why:

Mieses-Maroczy, Monte Carlo 1902.

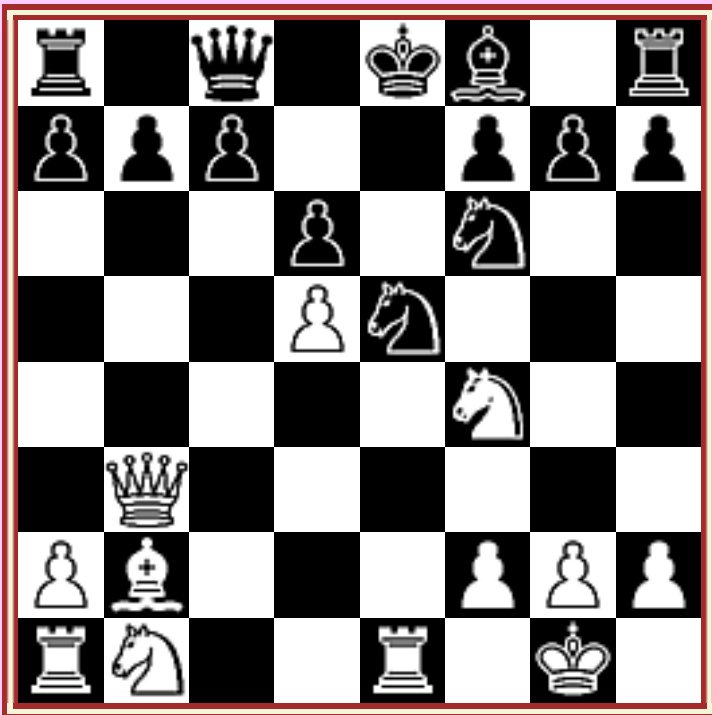
1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2

White's pawn sacrifices have yielded a dangerous attacking position. How should you defend against a gambit like this?

5...d6 6.Ne2 [6.f4] 6...Nc6 7.O-O Be6

neutralising the glare of the Bishop towards f7 and seeking exchanges

8.Bd5 Nf6 9.Qb3 Qc8 10.Nf4 Bxd5 11.exd5 Ne5 12.Re1



How would you play here?

12...Be7 !

absolutely the correct and modern idea. Black returns material to complete development, and will emerge with the upper hand

13.Bxe5 dxe5 14.Rxe5 Qd7 ! 15.Qg3

[15.Qxb7 0-0 when White's position is uncoordinated and under-developed]

15...0-0-0 16.Qxg7 Qd6 17.Qg5 Rhe8 18.Nd2 Nd7

Black has exchanged his extra material for a superior position. White's strategy has been a shambles, and must concede the exchange.

19.Rxe7 Qxe7 20.Qg3 Qb4 21.Nf3 Rg8 22.Qh4 Qc3 23.Rb1 Qxf3 resigns

The exact moves have been improved on since, but this strategy of Black was the death-knell for the romantic sacrificial openings. Line

Principle 4. Other best ways to refute gambits include declining them

All right, you don't have to take everything you are offered. If you know the 3...Nf6 system against the Morra backwards, it might make more sense to play that than accept the gambit.

I've given Richard Towers a fair amount of stick in the past for inevitably pushing past gambited Bishop Pawns, e.g.

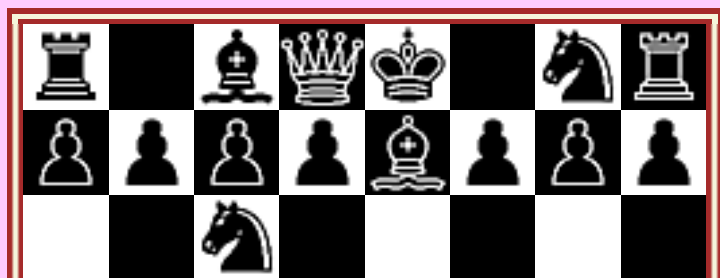
1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3 d3!?

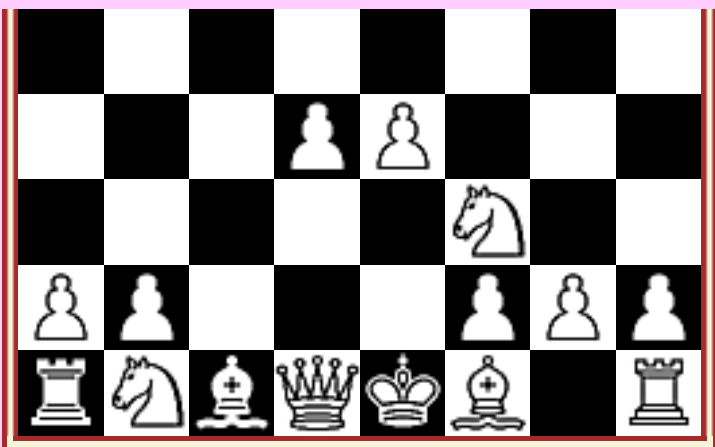
or

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 e3!?

The attractions are that you "avoid theory" and "don't open a file for attack", but the reasons for the stick are various:

(a) By declining you may just as easily fall into a dangerous or disadvantageous line, if you don't know the theory. For example, Alan Maynard says his opponents often declined the Goring Gambit, but not by pushing past, so he could quickly play c3xd4 with a monster Pawn roller in the centre.





There are good and bad ways of declining gambits!

Even the 4...d3 line is reckoned to be += by BCO2.

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3 d3?! 5.Bxd3 d6

In terms of opening goals - smooth active development, a stake in the centre, having space for manoeuvre and so on - Black is scoring zero out of three. [The same thing applies to the line 4...e3 in the Blackmar-Diemer.]

6.Bf4 Be7 7.h5 Nf6 8.Nbd2 Bd7 9.Qc2 +=

This passive position for Black may suit Richard but it's not my style.

Perhaps try instead

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3 d5!?

Now **5. exd5 Qxd5 6. cxd4 Bg4**

...and Black is way ahead in development with a positive plan of campaign against the IQP in the middle- and end-game.

7. Be2 Nf6 8. Nc3 Bb4 9. Bb2 Bxc3 10. Bxc3 Bxf3 11. Bxf3 Qc4!

Isn't that better? At least two out of three, I reckon.

(b) If you do know the theory, play the strongest moves, whether they involve acceptance or declining of gambit Pawns. **Play the strongest moves you can**, regardless of what you think your opponent knows. (After all, they might know how to refute your second-rate choice as well, as above)

(c) Although I did hear of one ex-Soviet GM (Gurevich?) being faced with the Blackmar-Diemer as Black, and playing, you guessed it:

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 e3!?

Was this the recommendation of top-secret Russian research? No, " *I hadn't seen this before and taking the Pawn looked complicated*

ILLUSTRATIVE GAMBIT LINES

1.e4 e5

[1...d5 2.d4 dxe4 3.Nc3 Nf6 4.f3 e3 (4...exf3 5.Nxf3 Bg4)

1...c5 2.d4 (2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6) 2...cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 d6 6.Bc4 **A)** 6...Nf6 7.e5 Nxe5 (7...dxe5 8.Qxd8+ Nxd8 9.Nb5) 8.Nxe5 dxe5 9.Bxf7+;

B) 6...a6]

2.d4

[2.Nf3 Nc6

A) 3.Bc4

A1) 3...Nf6 4.d4 exd4 5.0-0 Bc5 is the principled line of the Max Lange, genuinely unclear and a good way to win (5...Nxe4 is a successful way for Black to equalise but is a poor way to play for a win with Black

A2) 3...Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Nc3

A2a) 7...Nxe4 (iv) don't snatch material in the opening, but destroying central pawns is allowed 8.0-0 Nxc3 9.bxc3 Bxc3

a famous gambit position (9...d5 (i) don't be afraid to return material to complete your development 10.Ba3 and now Black's greed for material must be tempered with caution (10.Qb3) 10...Bxa1 yields a fine attacking position for White;

A2b) 7...d5 (iii) don't snatch material in the opening 8.exd5 Nxd5 9.0-0;

B) 3.d4 3...exd4

B1) 4.Bc4 Scotch Gambit 4...Bc5 5.0-0 d6 6.c3 dxc3 7.Nxc3 Be6 (7...Nf6 8.Bg5) 8. Bxe6 fxe6 9.Qb3 Qc8 10.Be3 Bxe3 11.fxe3 Nf6 12.Ng5 Nd8 13.Rac1 a6 14.Na4 Qd7 15.e5 h6 (15...dxe5 16.Nc5;

15...b5 16.exf6 bxa4 17.Qc2 gxf6 18.Ne4 0-0 19.Nxf6+ Rxf6 20.Rxf6) 16.Nf3 b5 (16...Nd5) 17.exf6 bxa4 18.Qc2 gxf6

19.Qg6+ Ke7 ? (19...Qf7 20.Qxf7+ Nxf7 21.Rxc7 0-0 20.Ne5 dxe5 21.Qxf6+ Staunton-von Jaenisch, 1853;

B2) 4.c3 the Goering gambit 4...dxc3 (4...d3 is not quite satisfactory according to modern theory 5.Bc4 Nf6 (5...cxb2 6.Bxb2 Bb4+ 7.Nc3 Nf6 8.Qc2 d6 9.0-0-0 yields a vigorous initiative for the pawns 6.Nxc3

6...Bb4 7.0-0 Bxc3 8.bxc3 d6 9.e5 dxe5 10.Ng5 Be6 11.Bxe6 fxe6 12.Qb3 with some initiative and a promise to regain the pawn;

2.f4 exf4 3.Nf3 g5 (3...Be7 a more modern approach like the Cunningham Variation is more awkward for White 4.Bc4 g4

the famous Muzio Gambit: White does not shrink from sacrifice of pieces as well as pawns 5.0-0 gxf3 6.Qxf3 Qf6 7.e5 Qxe5

interestingly, the most promising line may be to sacrifice some more

A) 8.Bxf7+ the double Muzio Gambit - outrageous! 8...Kxf7 9.d4 Qxd4+ (9...Qf5 10.g4 Qg6 11.Bxf4 Nf6 12.Be5 d6 13.Bxf6 Bxg4 14.Qg2 Rg8 15.Kh1 Bf5 16.Qd5+) 10.Be3 Qf6 11.Nc3 Ne7 12.Nd5

with an attack for the material - is it enough? 12...Nxd5 13.Qxd5+ Qe6 14.Rxf4+ Kg8 15.Qg5+ Qg6 16.Rxf8+ Kxf8 17.Rf1+;

B) 8.d3 8...Bh6 9.Nc3 Ne7 10.Bd2 Nbc6 11.Rae1

still with some initiative]

2...exd4 3.c3 dxc3

[3...d3 4.Bxd3 declining the gambit in this way is quite common, although probably not the best method in this case]

4.Bc4 cxb2 5.Bxb2

White's pawn sacrifices have yielded a dangerous attacking position. How should you defend against a gambit like this? **5...d5** (i) do not be afraid to return some or all of your gains in order to catch up in development

[5...d6 6.Ne2 (6.f4) 6...Nc6 7.O-O Be6 neutralising the glare of the Bishop towards f7 and seeking exchanges 8.Bd5 Nf6 9.Qb3 Qc8 10.Nf4 Bxd5 11.exd5 Ne5 12.Re1

12...Be7 ! absolutely the correct and modern idea. Black returns material to complete development, and will emerge with the upper hand 13.Bxe5 dxe5 14.Rxe5 Qd7 ! 15.Qg3 (15.Qxb7 O-O when White's position is uncoordinated and under-developed 15...O-O-O 16.Qxg7 Qd6 17.Qg5 Rhe8 18.Nd2 Nd7

Black has exchanged his extra material for a superior position. White's strategy has been a shambles, and must concede the exchange. 19.Rxe7 Qxe7 20.Qg3 Qb4 21.Nf3 Rg8 22.Qh4 Qc3 23.Rb1 Qxf3 resigns: Mieses-Maroczy, Monte Carlo 1902. The exact moves have been improved on since, but this strategy of Black was the death-knell for the romantic sacrificial openings.]

6.Bxd5 Bb4+

[6...Nf6 7.Bxf7+ Kxf7 8.Qxd8 Bb4+ 9.Qd2 Bxd2+ 10.Nxd2 Re8

the rival majorities look exciting, but the opposite-coloured bishops dampen it a little. Chances in any event are even]

7.Nc3 Bxc3+ 8.Bxc3 Nf6 (ii) seek to reduce the attacking potential of your opponent through exchanges **9.Qf3 Nxd5 10.exd5 O-O**

white still has some attacking chances but Black looks secure (no weaknesses and has an extra pawn: =+ Keres

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by



[Dr. Dave](#)

Exeter Chess Club: Contempt for Pawns

"The most important feature of the chess position is the activity of the pieces. This is absolutely fundamental in all phases of the game (opening, middlegame and especially endgame)." -- Michael STEAN, in Simple Chess.

"One of the main aims has been to highlight the differences in approach between a Grandmaster and a weaker player, and to try and narrow the gap. To some extent this comes down to technical matters - more accurate analysis, superior opening knowledge, better endgame technique and so forth; but in other respects the difference goes deeper and many readers will find that they need to rethink much of their basic attitude to the game. One example of this would be the tremendous emphasis which is placed on the dynamic use of the pieces, if necessary at the expense of the pawn structure, or even of material. This is no mere question of style; it is a characteristic of the games of all the great players." -- Peter GRIFFITHS, Introduction to Secrets of Grandmaster Chess (Nunn/Griffiths).

-
1. [Contempt for Pawns](#)
 2. [Pawn sacrifices for development in the opening](#)
 3. [Pawn sacrifices for open lines](#)
 4. [Pawn sacrifices for squares](#)
 5. [Pawn sacrifices for activity in WC matches](#)

Games:

1. [Capablanca,J - Lasker,E \[C80\] St.Petersburg, 1914](#)
2. [Nimzowitsch,A - Capablanca,J \[C62\] St Petersburg \(1\), 1914](#)
3. [Regis,D - Laker,L \[D00\] Devon vs. Dorset, 1998](#)
4. [Basman,M - Benjamin,J \[B15\], 1976 \[MJB\]](#)

Homework:

1. [Pawn sacrifices for development in the opening](#)
2. [Gausel,E - Davies,N \[B06\] *Oslo, 1988, 1988](#)

3. [Lorinczi P - Browne Walter S \[A58\] Olympiad, Siegen \(Germany\), 1970](#)
4. [Kopec - Staub \[B30\] Ivy league Team NJ 1973](#)
5. [Kotov - Gligoric,Z \[E87\], 1953](#)
6. [Karpov,A \(2705\) - Kasparov,G \(2715\) \[D53\] Wch31-KK1 Moscow \(19\), 1984](#)
7. [Kasparov,G \(2715\) - Karpov,A \(2705\) \[A33\] Wch31-KK1 Moscow \(26\), 1984](#)
8. [Karpov,A \(2720\) - Kasparov,G \(2700\) \[B85\] Wch32-KK2 Moscow \(10\), 1985](#)
9. [Karpov,A \(2705\) - Kasparov,G \(2715\) \[D58\] Wch31-KK1 Moscow \(31\), 1984](#)
10. [Kasparov,G \(2715\) - Karpov,A \(2705\) \[C42\] Wch31-KK1 Moscow \(28\), 1984](#)
11. [Kasparov,G \(2700\) - Karpov,A \(2720\) \[E20\] Wch32-KK2 Moscow \(13\), 1985](#)
12. [Karpov,A \(2700\) - Kasparov,G \(2740\) \[D88\] Wch34-KK4 Sevilla \(9\), 1987](#)

Introduction

A while ago I bought a collection of the writings of Cecil Purdy, to whom I was introduced by Irving Chernev. Chernev is better known, but Purdy was the better player (a world correspondence champion) and at least as good a writer. I'm always quoting his "*Examine moves that smite!*", and while reading his book came across another memorable piece of advice:

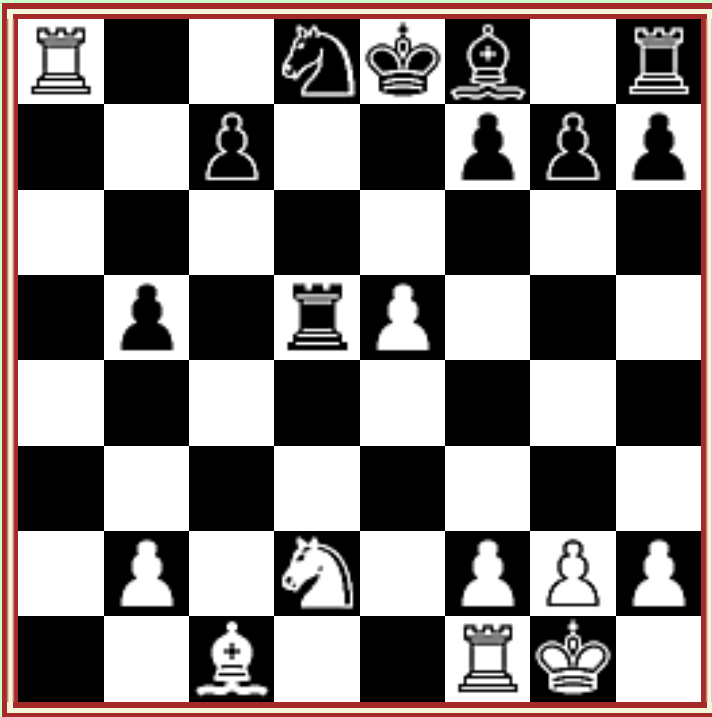
"We all play a great deal of rotten chess - some more than others - and one of the roots of the trouble is the tyranny of the Pawn.

"There are still many players whose idea of winning a game consists in grabbing a Pawn and struggling through somehow to an endgame - where, they fondly believe, a Pawn plus is an automatic win. Here we see the tyranny of the Pawn in its vilest and most nauseating form. But there are degrees, and even in master play we find weak moves being made through an insufficient contempt for Pawns."
- CJSP

What is on Purdy's mind is the same thought expressed more temperately by Stean and Griffiths above. Pawns are no use without active pieces.

Capablanca,J - Lasker,E [C80] St.Petersburg, 1914

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.Nbd2 Nc5 10.c3 d4 11.cxd4 Nxd4 12.Nxd4 Qxd4 13.Bxe6 Nxe6 14.Qf3 Rd8 15.a4 Qd5 16.Qxd5 Rxd5 17.axb5 axb5 18.Ra8+ Nd8 What would you play here?

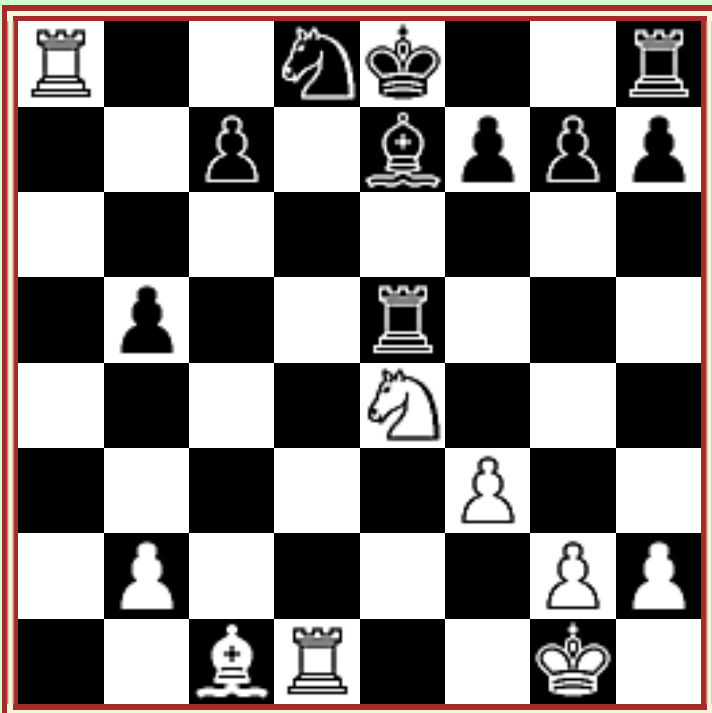


19.Ne4!!

hitting c5, allowing f2-f4, threatening Nc3...

[19.Nf3 "Tarrasch says that 99 players out of hundred would have played this"]

19...Rxe5 Now White's pieces get into good positions. **20.Rd1 Be7 21.f3**



"This quiet move shows how silly it is to lose your head just because you have given up a Pawn."

21...Rf5

"(?) *Black caves in*" - Tydoki & Long.

22.Rc8

"*And Black must give up the c-Pawn*"

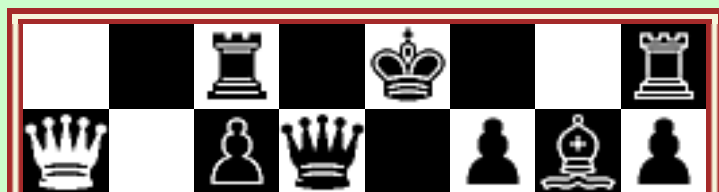
It remains to be seen if White's continuing initiative is enough to bring more than recovery of the Pawn deficit.

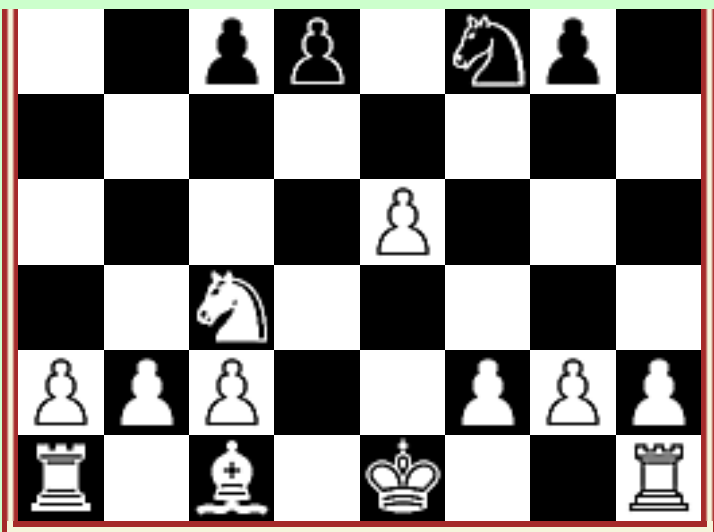
22...0-0 23.Rxc7 Bb4 24.Be3 Ne6 25.Rcd7 Rc8 26.R1d5 Rxd5 27.Rxd5 Rc2 28.b3 Rb2 29.Rxb5 Rxb3 30.Bd2 Bc5+ 31.Rxc5 Nxc5 32.Nxc5 Rb2 33.Be3 Re2 34.Bf2 f6 35.Kf1 Ra2 36.g4 Kf7 37.Ne4 h6 38.Kg2 Ra3 39.f4 Rb3 40. Ng3 Ra3 41.Nf1 Rd3 42.Ne3 Rc3 43.Kf3 Ra3 44.f5 Ra2 45.Nd5 Rb2 46.Nf4 Ra2 47.h4 Ra5 48.Bd4 Ra3+ 49.Be3 Ra5 50.Nh5 Ra4 51.Ng3 Kg8 52.Ne4 Kf7 53.Bd2 Ra1 54.Bc3 Rf1+ 55.Nf2 Rc1 56.Bd4 Re1 57.Ne4 Rf1+ 58.Bf2 Ra1 59.Kf4 Ra4 60.Bc5 Rc4 61.Kf3 Rc1 62.Bf2 Ra1 63.Kf4 Ra4 64.Kf3 Ra3 + 65.Be3 Ra5 66.Nc5 Ra1 67.Ne6 Ra3 68.Ke4 Ra4+ 69.Bd4 Rb4 70.Kd3 Rb3+ 71.Ke4 Rb4 72.Kd5 Rb1 73.g5 hxg5 74.hxg5 fxg5 75.Nxg5+ Kg8 76. Ne6 Rd1 77.Ke4 Kf7 78.Ng5+ Kg8 79.Ke5 Re1+ 80.Kf4 Rf1+ 81.Kg4 Rd1 82.Nf3 Rf1 83.Be5 Kf7 84.Kf4 Kg8 85.Ke4 Rd1 86.Ng5 Re1+ 87.Kd5 Rd1+ 88.Ke6 Re1 89.Nh3 Rb1 90.Nf4 Rb6+ 91.Ke7 Rb5 92.Ng6 Rb6 93.Bd6 Ra6 94.Ke6 Rb6 95.Ne7+ Kh7 96.Nc8 Ra6 97.Ne7 Rb6 98.Nd5 Ra6 99.Nc3 Kg8 100.Ne4 Rb6 1/2-1/2

Actually, no. Another Purdy example to rub the point in:

Nimzowitsch,A - Capablanca,J [C62] St Petersburg (1), 1914

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 d6 5.d4 Bd7 6.Bxc6!? Bxc6 7.Qd3 exd4 8.Nxd4 g6!? 9.Nxc6 bxc6 10.Qa6 Qd7! 11.Qb7 Rc8 12.Qxa7 Bg7





Black has two tempi for the a-Pawn, but no real weaknesses to attack and faces a passed a-Pawn.

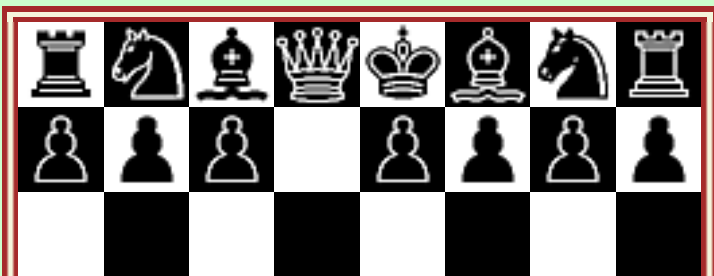
"Any woodshifter would consider himself in clover in White's position... Nimzovitch played quite reasonably all the time, and yet found himself dead lost within a dozen more moves. (...) It is always very difficult to play correctly when the enemy has the initiative." - CJSP

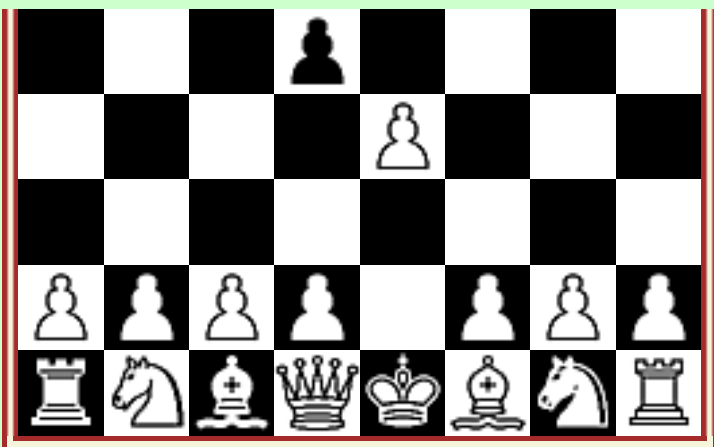
13.0-0 0-0 14.Qa6 Rfe8 15.Qd3 Qe6 16.f3 Nd7 17.Bd2 Ne5 18.Qe2 Nc4 19. Rab1 Ra8 20.a4 Nxd2 21.Qxd2 Qc4 22.Rfd1 Reb8 23.Qe3 Rb4 24.Qg5 Bd4 + 25.Kh1 Rab8 26.Rxd4 Qxd4 27.Rd1 Qc4 28.h4 Rxb2 29.Qd2 Qc5 30.Re1 Qh5 31.Ra1 Qxh4+ 32.Kg1 Qh5 33.a5 Ra8 34.a6 Qc5+ 35.Kh1 Qc4 36.a7 Qc5 37.e5 Qxe5 38.Ra4 Qh5+ 39.Kg1 Qc5+ 40.Kh2 d5 41.Rh4 Rxa7 0-1

Here is perhaps an example of the dangers of reading... a game I played shortly after reading this Purdy piece.

Regis,D - Laker,L [D00] Devon vs. Dorset, 1998

1.e4 d5





This godforsaken opening ought to be banned.

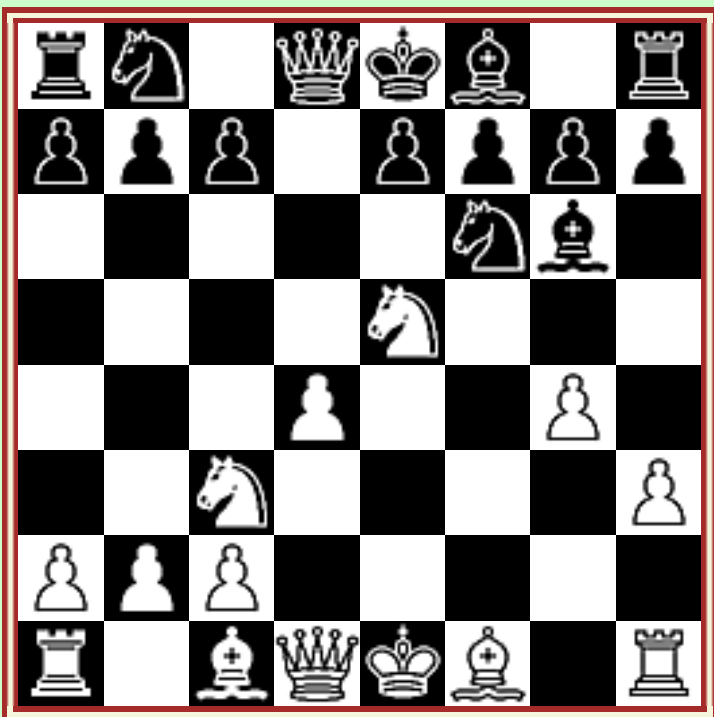
2.d4 dxe4 3.Nc3 Nf6 4.f3

A Pawn sacrifice for development and open lines.

4...exf3 5.Nxf3 Bg4

[5...Bf5 6.Ne5 e6 7.g4 Bg6 8.Bg2 c6 9.h4]

6.h3 Bh5 7.g4 Bg6 8.Ne5 +/-



Euwe 8...e6 9.Bg2 c6

[9...Nd5 1-0 Schug H-Chmelik/cr eu Mkl 1992 (20); 9...Be4 1-0 Tiemann-Zimmer/BGD -WFT - Gruppe 30 1987 (23)]

10.0-0!?

[10.h4 transposes to a position from the Tartakower-Gunderam line. 10...Bb4!
11.0-0 +/- Korchnoi]

10...Nbd7

[10...Bd6 1-0 Velimirovic D GM-Andrejevic IM/Yugoslavian CS sf 1984 (41);

10...Bxc2 11.Qd2 (11.Qxc2 Qxd4+) 11...h6 12.Nxf7 Kxf7 13.Qxc2 Qxd4+ 14.
Kh1 Bd6 15.Bd2 +/- Holwell]

11.Nxg6 hxg6 12.Qf3 Qb6

[12...Qe7]

13.g5 Be7

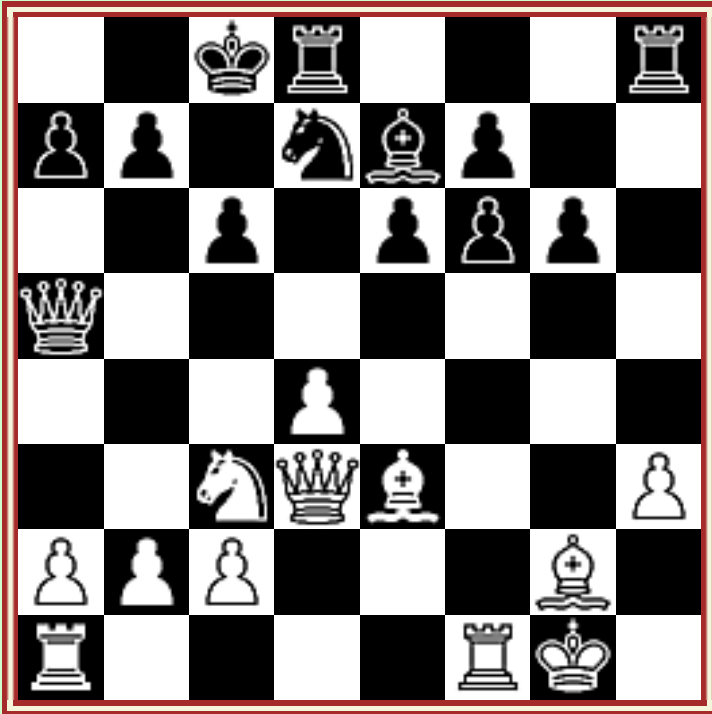
[13...Nd5 14.Qxf7+ Kd8 15.Nxd5 exd5 16.c3 +/-]

14.gxf6 gxf6



[14...Bxf6 15.Be3 Qxb2 16.Ne4]

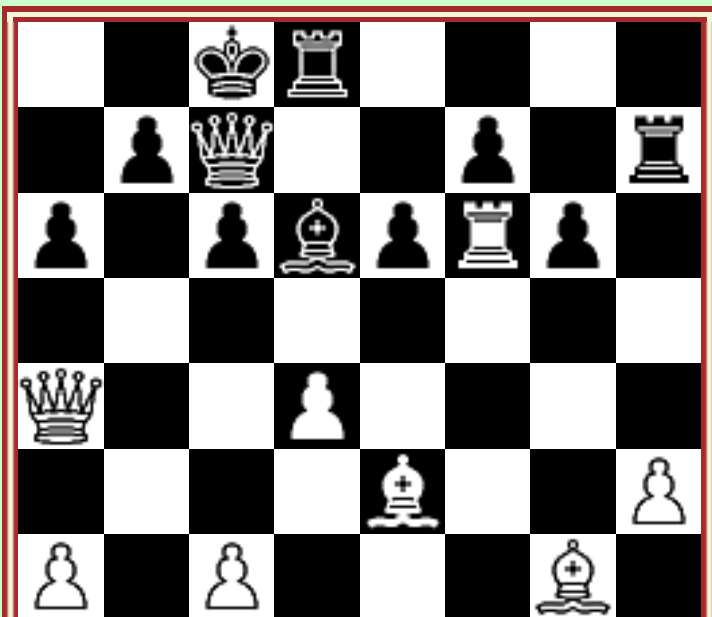
15.Qd3 0-0-0 16.Be3 Qa5



17.b4!?

A sacrifice for open lines.

17...Bxb4 18.Ne4 Nc5 19.Nxc5 Bxc5 20.Rab1 Qc7 21.Qc4 Bd6 22.Qa4 a6 23.Rxf6 Rh7





[23...Rh4 24.Rbf1]

24.d5!?

Opening the diagonal.

24...Bh2+?

A reflex check: the rest is easy.

[24...cxd5! 25.Bb6 Bc5+!;

24...exd5!? 25.Bb6 Qe7 26.Bxd8 Qe3+! (we both missed this in analysis) 27.Kf1! Bc5 28.Rxc6+! Kxd8 (28...bxc6 29.Qxc6+ Kxd8 30.Rb8+ Ke7 31.Re8#) 29.Rxc5 Qxc5+-]

25.Kh1

[25.Kf1? Qe7 26.dxc6 Qxf6+]

25...Rdh8 26.dxc6 Rxh3

[26...bxc6 27.Qxa6+ Kd8 (27...Kd7 28.Rb7) 28.Bb6]

27.cxb7+ Kb8 28.Bxh3 Rxh3 29.Qe8+ 1-0

A deeply imperfect game, of course, but one which I hope shows the spirit if not the rigour of Purdy's advice.

We can and should sacrifice Pawns for:

- Development
- Open lines for the attack
- Initiative
- Activity

- Counterplay
- To make a mess

We can see examples of all of these below.

Pawn sacrifices for development in the opening

1.e4 e5 2.d4 exd4 3.c3 dxc3

[3...d3 4.Bxd3 declining a gambit in this way is quite common, although probably not the best method in this case]

4.Bc4 cxb2 5.Bxb2

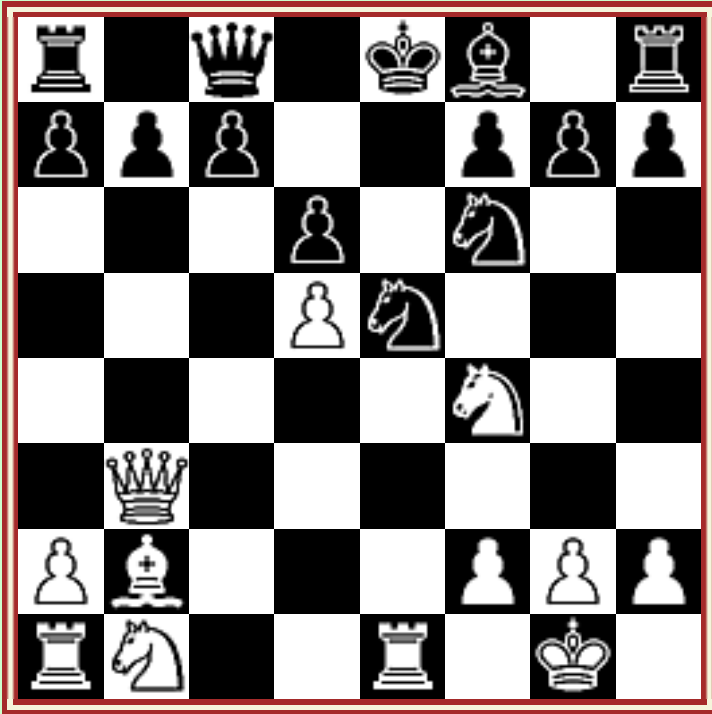


White's pawn sacrifices have yielded a dangerous attacking position. How should you defend against a gambit like this?

5...d5

(i) do not be afraid to return some or all of your gains in order to catch up in development

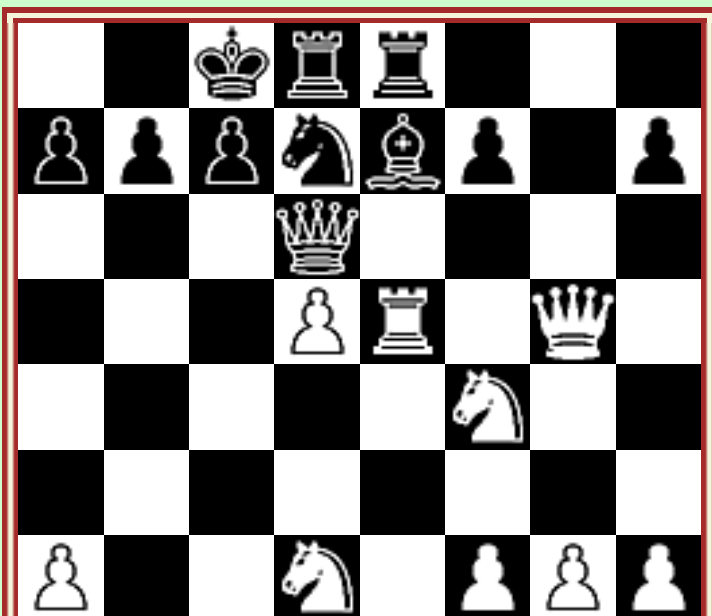
[5...d6 6.Ne2 (6.f4) 6...Nc6 7.0-0 Be6 neutralising the glare of the Bishop towards f7 and seeking exchanges 8.Bd5 Nf6 9.Qb3 Qc8 10.Nf4 Bxd5 11.exd5 Ne5 12.Re1



12...Be7 !

absolutely the correct and modern idea. Black returns material to complete development, and will emerge with the upper hand

13.Bxe5 dxe5 14.Rxe5 Qd7 ! 15.Qg3 (15.Qxb7 0-0 when White's position is uncoordinated and under-developed) 15...0-0-0 16.Qxg7 Qd6 17.Qg5 Rhe8 18.Nd2 Nd7





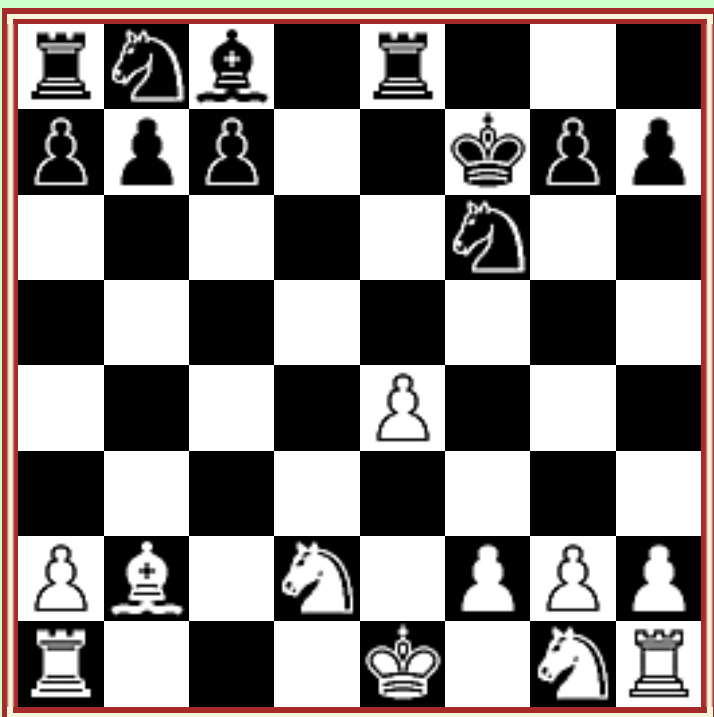
Black has exchanged his extra material for a superior position. White's strategy has been a shambles, and must concede the exchange.

19.Rxe7 Qxe7 20.Qg3 Qb4 21.Nf3 Rg8 22.Qh4 Qc3 23.Rb1 Qxf3 resigns: Mieses-Maroczy, Monte Carlo 1902.

The exact moves have been improved on since, but this strategy of Black was the death-knell for the romantic sacrificial openings.]

6.Bxd5 Bb4+

[6...Nf6 7.Bxf7+ Kxf7 8.Qxd8 Bb4+ 9.Qd2 Bxd2+ 10.Nxd2 Re8

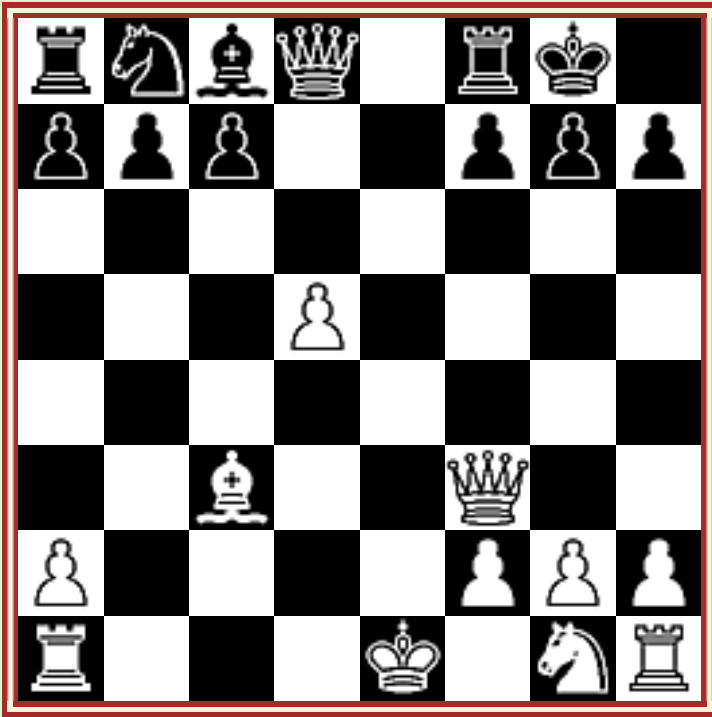


the rival majorities look exciting, but the opposite-coloured bishops dampen it a little. Chances in any event are even]

7.Nc3 Bxc3+ 8.Bxc3 Nf6

(ii) seek to reduce the attacking potential of your opponent through exchanges

9.Qf3 Nxd5 10.exd5 0-0

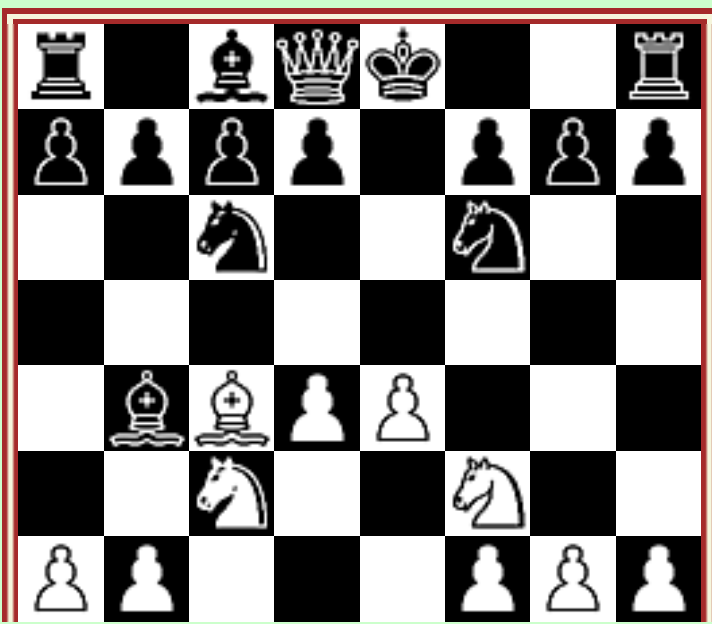


white still has some attacking chances but Black looks secure (no weaknesses and has an extra pawn: =+ keres

Related ideas in other gambit openings:

[2.Nf3 Nc6

A) 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Nc3





7...Nxe4

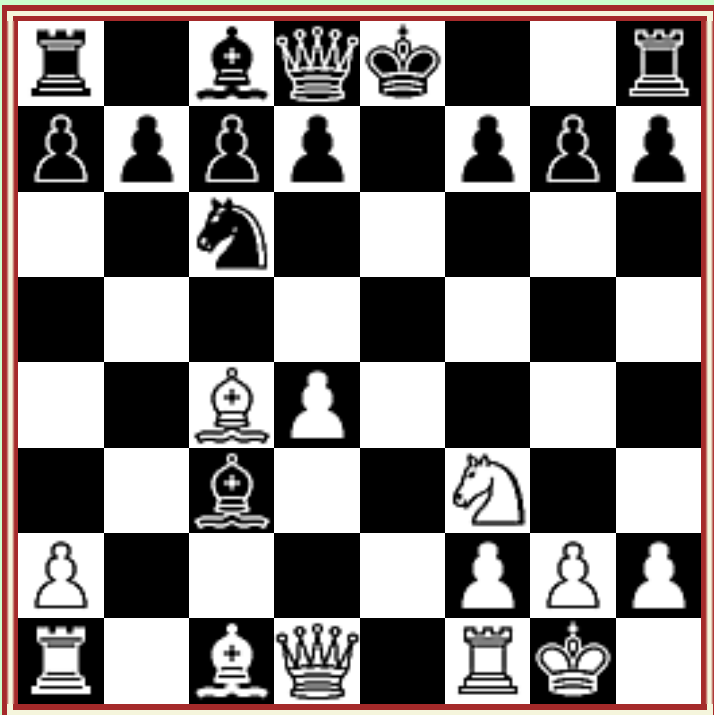
(iv) don't snatch material in the opening, but destroying central pawns is allowed

(7...d5

(iii) don't snatch material in the opening

8.exd5 Nxd5 9.0-0)

8.0-0 Nxc3 9.bxc3 Bxc3



a famous gambit position (9...d5

(i) don't be afraid to return material to complete your development)

10.Qb3 or 10.Ba3 and now Black's greed for material must be tempered with caution since 10...Bxa1 yields a fine attacking position for White (Bernstein);

B) 3.d4 3...exd4

B1) 4.Bc4 Scotch Gambit 4...Bc5 5.0-0 d6 6.c3 dxc3 7.Nxc3 Be6 (7...Nf6 8.Bg5) 8. Bxe6 fxe6 9.Qb3 Qc8 10.Be3 Bxe3 11.fxe3 Nf6 12.Ng5 Nd8 13.Rac1 a6 14.Na4 Qd7 15.e5 h6

(15...dxe5 16.Nc5; 15...b5 16.exf6 bxa4 17.Qc2 gxf6 18.Ne4 0-0 19.Nxf6+ Rxf6 20.Rxf6)

16.Nf3 b5 (16...Nd5)

17.exf6 bxa4 18.Qc2 gxf6

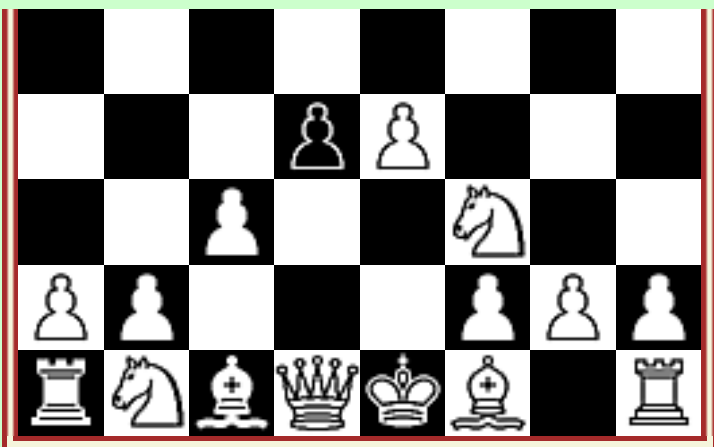


19.Qg6+ Ke7 ? (19...Qf7 20.Qxf7+ Nxf7 21.Rxc7 0-0 +/-)

20.Ne5 dxe5 21.Qxf6+ Staunton-von Jaenisch, 1853;

B2) 4.c3

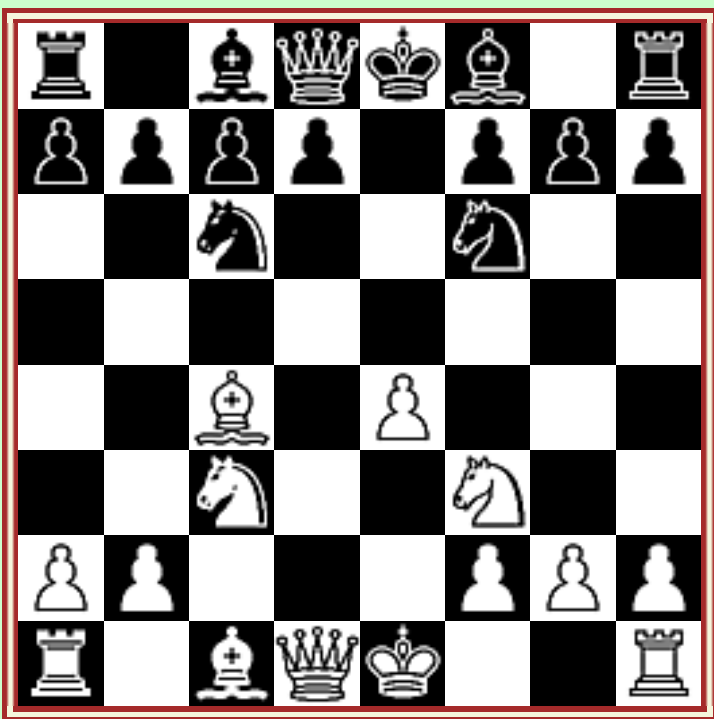




the Goering gambit 4...dxc3 (4...d3 not quite satisfactory according to modern theory) 5.Bc4 Nf6

(5...cxb2 6.Bxb2 Bb4+ 7.Nc3 Nf6 8.Qc2 d6 9.0-0-0 yields a vigorous initiative for the pawns)

6.Nxc3



6...Bb4 7.0-0 Bxc3 8.bxc3 d6 9.e5 dxe5 10.Ng5 Be6 11.Bxe6 fxe6 12.Qb3 with some initiative and a promise to regain the pawn;

2.f4 exf4 3.Nf3 g5

(3...Be7 a more modern approach like the Cunningham Variation is more awkward for White)

4.Bc4 g4



the famous Muzio Gambit: White does not shrink from sacrifice of pieces as well as pawns 5.0-0 gx f3 6.Qxf3 Qf6 7.e5 Qxe5



interestingly, the most promising line may be to sacrifice some more

A) 8.Bxf7+ the double Muzio Gambit - outrageous! 8...Kxf7 9.d4 Qxd4+

(9...Qf5 10.g4 Qg6 11.Bxf4 Nf6 12.Be5 d6 13.Bxf6 Bxg4 14.Qg2 Rg8 15.Kh1 Bf5 16.Qd5+)

10.Be3 Qf6 11.Nc3 Ne7 12.Nd5



with an attack for the material - is it enough? 12...Nxd5 13.Qxd5+ Qe6 14.Rxf4+ Kg8 15.Qg5+ Qg6 16.Rxf8+ Kxf8 17.Rf1+;

B) 8.d3 8...Bh6 9.Nc3 Ne7 10.Bd2 Nbc6 11.Rae1



still with some initiative]

Pawn sacrifices for open lines

Gausel,E - Davies,N [B06] *Oslo, 1988, 1988

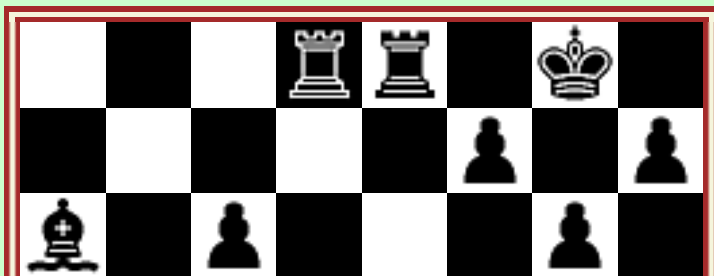
1.d4 d6 2.e4 g6 3.Nc3 Bg7 4.Bc4 Nc6 5.Be3 Nf6 6.h3 e5

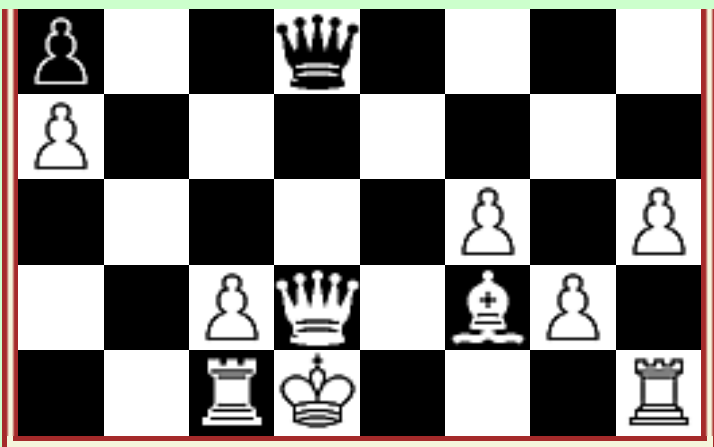
[6...Ng4]

7.dxe5 Nxe5 8.Bb3 0-0 9.Qd2



9...b5! 10.f3 b4 11.Nd5 Nxd5 12.Bxd5 c6 13.Bb3 a5 14.a4 d5 15.exd5 Nc4!
16.Bxc4 Bxb2! 17.Ne2 Qh4+ 18.Bf2 Qxc4 19.Rb1 Bc3 20.Nxc3 bxc3 21.
Qd3 Re8+ 22.Kd1 Qa2! 23.Rc1 Ba6 24.Qxc3 Qxd5+ 25.Qd2 Rad8!





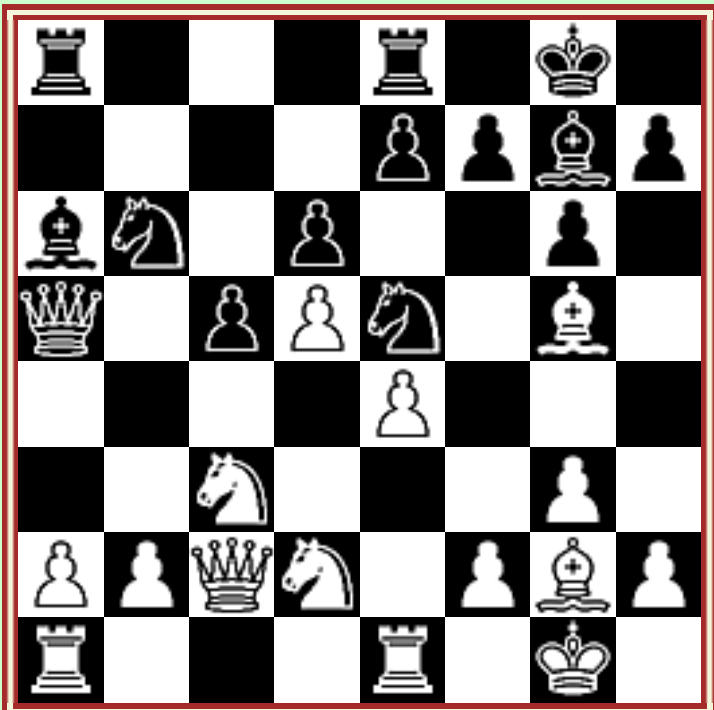
0-1

Lorinczi P - Browne Walter S [A58] Olympiad, Siegen (Germany), 1970

1.d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 Bxa6

[5...g6 is now thought more accurate in case of b2-b3]

6.Nc3 d6 7.Nf3 g6 8.g3 Bg7 9.Bg2 0-0 10.0-0 Nbd7 11.Qc2 Qa5 12.Re1 Nb6 13.e4 Nfd7 14.Bg5 Rfe8 15.Nd2 Ne5



A fairly typical Benko position: here the Rf8 must go to e8 not b8.

16.Nb3 Bd3 17.Qc1 Qb4 18.Bh6 Bh8 19.Nd2 Nec4 20.Nxc4 Nxc4 21.a4 Qxb2 22.Qxb2 Nxb2 23.Rec1 Reb8 24.a5 Rb3 25.Bd2 Nc4 26.Be1 Na3 (cutting off the a-Pawn) 27.Bf1 Bxf1 28.Kxf1 Rxa5 29.Ra2 Ra7 30.f3 Nb5 31. Rxa7 Nxa7 32.Kg2 f5 0-1

Basman,M - Benjamin,J [B15], 1976 [MJB]

"Greatly under the influence of Chinese Chess, which is like our chess but with fewer Pawns, I decided to try its methods out in my own games."The following encounter can be understood strategically in this way: White saddles his opponent with as many Pawns as possible so that they will hamper the action of the Black pieces; meanwhile the White pieces, particularly the Rooks (alias chariots), invade the position and deliver a knockout blow." - MJB.

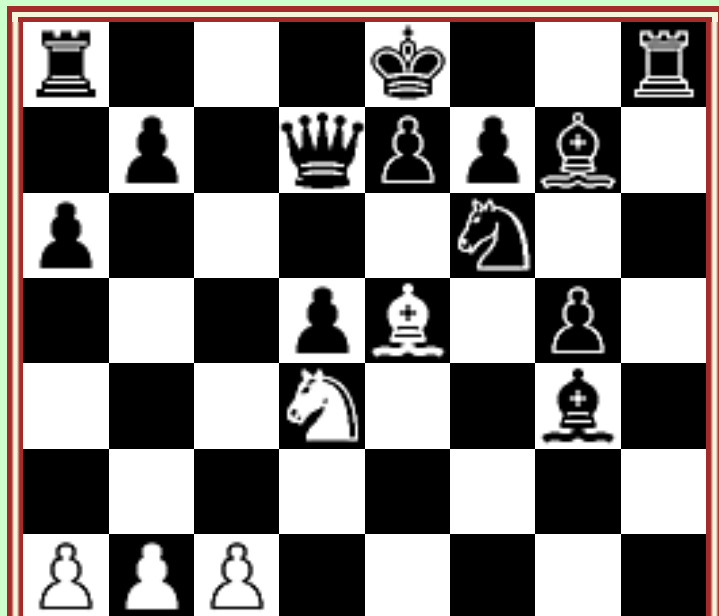
1.e4 g6 2.d4 c6 3.Nc3 d5 4.Bg5 h6 5.Bf4 Bg7 6.Qd2 dxe4 7.O-O-O Nf6 8.f3 exf3 9.Nxf3 g5 10.Be5 Bf5 11.h3 Nbd7 12.Qe1 Nb6 13.g4 Be6 14.Rg1 Qd7 15.d5 Nbx5

[15...cxd5 16.Bb5]

16.Nxd5 cxd5

[16...Bxd5 17.c4]

17.Nd4 a6 18.h4 Bxg4 19.hxg5 hxg5





20.Rd3! "The distinctive chariot move..."

20...Be6 21.Rb3 g4 22.Rb6 Rg8 23.Qb4 Bh6+ 24.Kb1



"It's time to take stock of White's strategy, which seems on the brink of success."
24...a5??

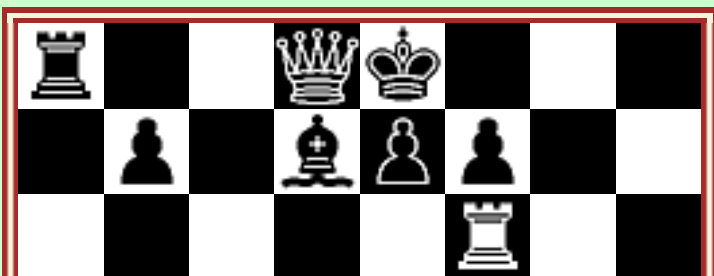
[24...Be3! 25.Rg3! (25.Rxb7 Bxg1 26.Rxd7 Bxd7 27.Bxf6 exf6) 25...Bxd4 26.Qxd4 Ne4 27.Rgb3 Ra7 28.Bxa6]

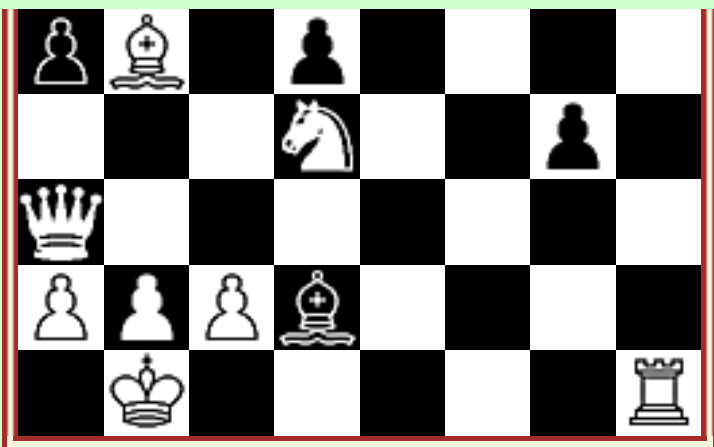
25.Qa3! Qd8 26.Bxf6 Rg6

"Black has at last discovered how Rooks move, but it's too late."

[26...exf6 27.Bb5+ Bd7 28.Re1+]

27.Bb5+ Bd7 28.Re1 Rxf6 29.Rxf6 Bd2 30.Rh1



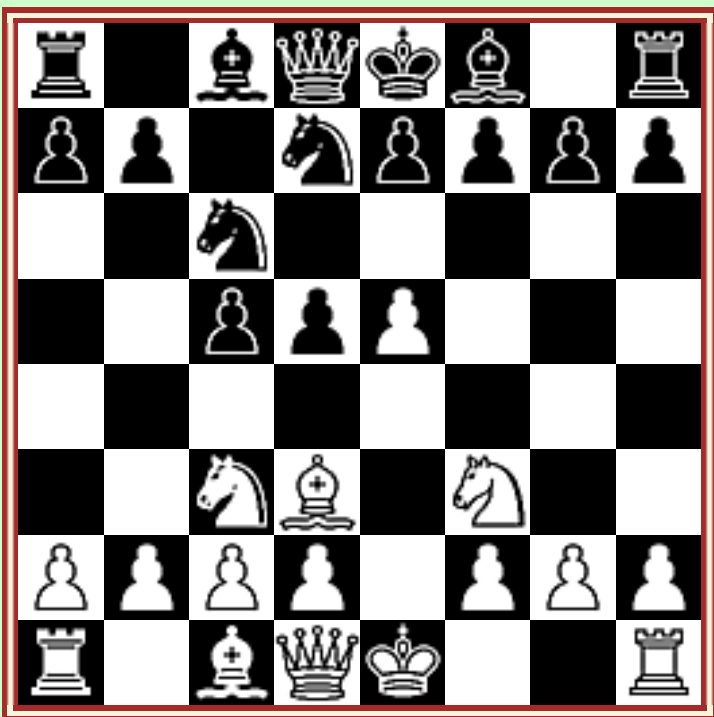


1-0

Pawn sacrifices for squares

Kopec - Staub [B30] Ivy league Team NJ 1973

1.e4 c5 2.Nf3 Nc6 3.Bd3 Nf6 4.Nc3 d5 5.e5 Nd7



6.e6 fxe6 7.Ng5 Nf6 8.Bxh7 Nxh7 9.Qh5+ Kd7 10.Nxh7 Kc7 11.d4!



"Maintaining a grip on e5, if only by tactical means, is important in demonstrating Black's problems." - DK

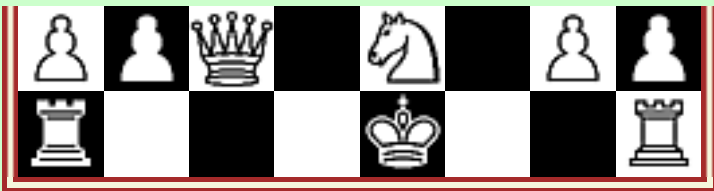
11...b6 12.Bf4+ Kb7 13.Qg6

"and Black was all bound up."

Kotov - Gligoric,Z [E87], 1953

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0-0 6.Be3 e5 7.d5 c5 8.Bd3 Nh5 9. Nge2 f5 10.exf5 gxf5 11.Qc2



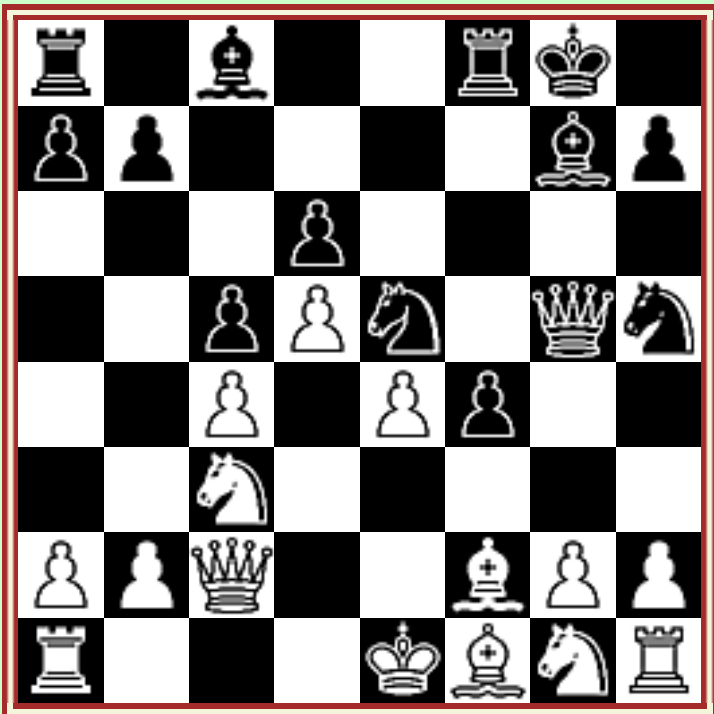


White looks to have powerful pressure against the exposed Black pawns.

11...e4

Startling!

12.fxe4 f4 (the point) 13.Bf2 Nd7 14.Ng1 Qg5 15.Bf1 Ne5



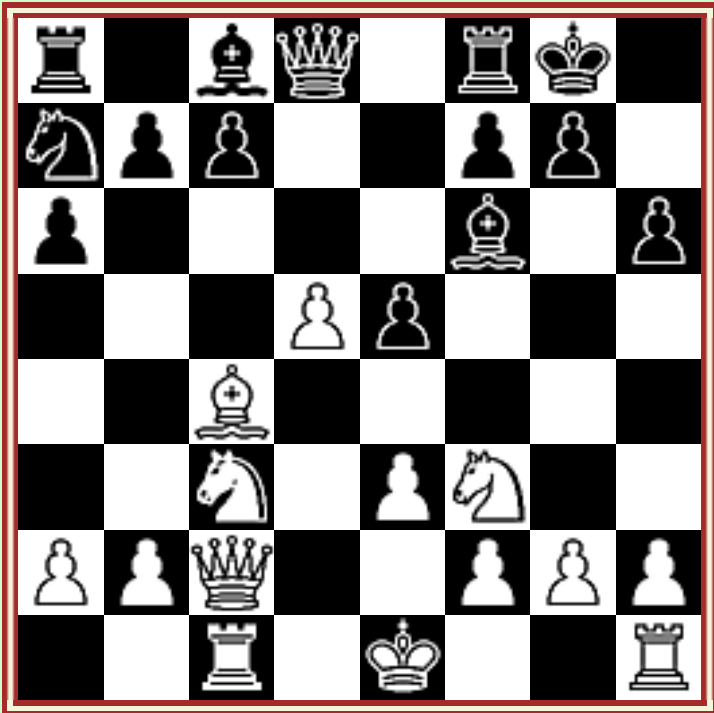
...when Black's coup has yielded a stranglehold over the Black squares. White is struggling to draw... two Pawns up!

16.Nf3 Qe7 17.Nxe5 Qxe5 18.O-O-O Nf6 19.h3 Bd7 20.Bd3 a6 21.Nb1 f3 22. gxf3 Nh5 23.Nd2 Nf4 24.Bf1 b5 25.h4 Kh8 26.Rg1 Bf6 27.Nb3 Rab8 28. Be1 b4 29.Kb1 Ra8 30.Bg3 Rg8 31.Qh2 Rxc3 32.Rxc3 Ne2 33.Qxe2 Qxc3 34.Nc1 a5 35.Nd3 Bd4 36.h5 Qh4 37.Bg2 Rg8 38.Rh1 Qg3 39.Bf1 a4 40. Kc2 a3 41.b3 1/2-1/2

Pawn sacrifices for activity in WC matches

Karpov,A (2705) - Kasparov,G (2715) [D53] Wch31-KK1 Moscow (19), 1984

1.Nf3 d5 2.d4 Nf6 3.c4 e6 4.Nc3 Be7 5.Bg5 h6 6.Bxf6 Bxf6 7.Qd2 Nc6 8.e3
O-O 9.Rc1 a6 10.Be2 dxc4 11.Bxc4 e5 12.d5 Na7 13.Qc2



13...Nb5!?

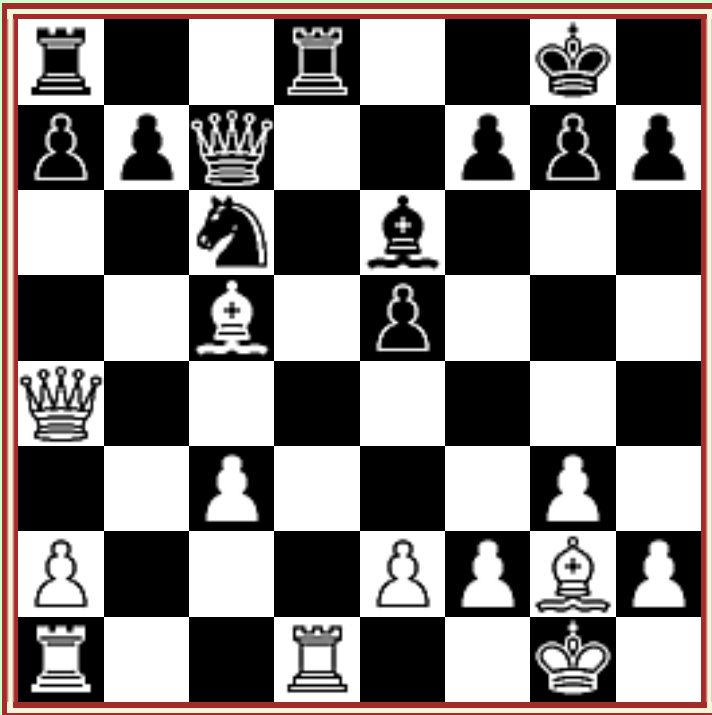
"A typical Kasparov decision, offering a Pawn to try and free his position." -
Speelman/Tisdall.

[13...Bd7; 13...c6? 14.dxc6 Nxc6+/-]

14.Nxb5 axb5 15.Bb3 e4 16.Nd4 Bxd4 17.exd4 c6 18.dxc6 Qxd4 19.O-O
bxc6 20.Qxc6 Bd7 21.Qd5 Qxd5 22.Bxd5 Ra6 23.Rfd1 Be6 24.a3 Bxd5 25.
Rxd5 Rb8 26.Rd4 Ra4 27.Rcd1 Rc8 28.Kf1 Rc2 29.R4d2 Rxd2 30.Rxd2 Rc4
31.Ke2 b4 32.Kd1 bxa3 33.bxa3 Ra4 34.Ra2 f5 35.Kc2 f4 36.Kb3 Rd4 37.
Ra1 Kf7 38.a4 e3 39.Kc3 Rd8 40.fxe3 fxe3 41.Re1 Ra8 42.Kb3 Rb8+ 43.
Kc2 Ra8 44.Rf1+ Ke6 1/2-1/2

Kasparov,G (2715) - Karpov,A (2705) [A33] Wch31-KK1 Moscow (26), 1984

1.Nf3 Nf6 2.c4 c5 3.Nc3 Nc6 4.d4 cxd4 5.Nxd4 e6 6.g3 Qb6 7.Nb3 d5 8.cxd5 Nxd5 9.Bg2 Nxc3 10.bxc3 Be7 11.0-0 e5 12.Be3 Qc7 13.Nc5 0-0 14.Qa4 Bxc5 15.Bxc5 Rd8 16.Rfd1 Be6



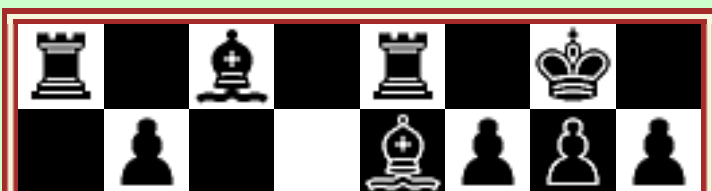
17.h3! Rxd1+!?

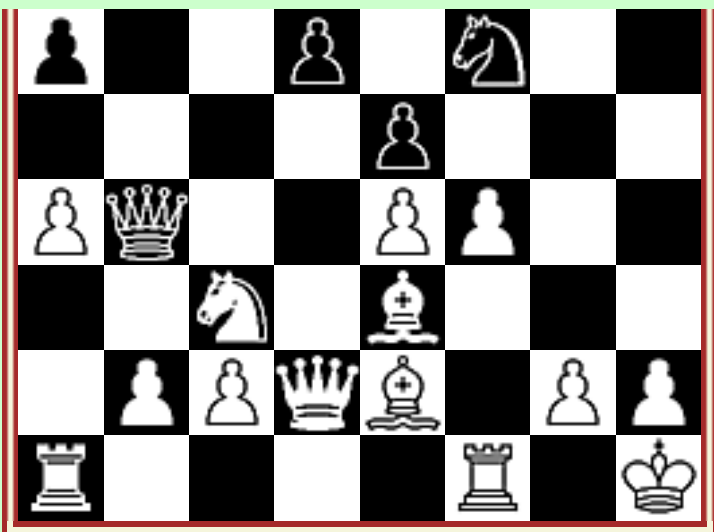
"Karpov surrenders a Pawn but is able to emerge with excellent compensation." - SPEELMAN/TISDALL

18.Rxd1 Rd8 19.Rxd8+ Qxd8 20.Bxa7 Qa8 21.Bxc6 bxc6 22.Kh2 h5 23.Qa5 f6 1/2-1/2

**Karpov,A (2720) - Kasparov,G (2700) [B85] Wch32-KK2
Moscow (10), 1985**

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be2 e6 7.0-0 Be7 8.f4 0-0 9.Kh1 Qc7 10.a4 Nc6 11.Be3 Re8 12.Bg1 Rb8 13.Qd2 e5 14.Nb3 Na5 15.Nxa5 Qxa5 16.Ba7 Ra8 17.Be3 Qb4





What's Black up to here?

[17...Rb8; 17...exf4 18.Rxf4 Be6]

18.Qd3 Be6 19.f5 Bd7 20.Ra3 Qa5 21.Rb3 b5! 22.axb5 axb5 23.Nxb5 Bc6 24.Bf3 Rab8 25.c4 Qa8!



One of the points of the whole sequence. Black recovers his Pawn and some central influence.

26.Bg5 Bxe4 27.Bxe4 Nxe4 28.Bxe7 Rxe7 29.Ra3 Qc6 30.b4 h5

[or 30...h6 when Black may even be better]

31.Na7 Rxa7 32.Rxa7 Rxb4 33.Qf3 Rxc4 34.Qxh5 Nf2+ 35.Kg1 Nh3+ 36.

Kh1 Nf2+ 37.Kg1 1/2-1/2

Karpov,A (2705) - Kasparov,G (2715) [D58] Wch31-KK1
Moscow (31), 1984

1.Nf3 d5 2.d4 Nf6 3.c4 e6 4.Nc3 Be7 5.Bg5 h6 6.Bh4 0-0 7.e3 b6 8.Rc1
Bb7 9.Be2 Nbd7 10.cxd5 exd5 11.0-0 c5 12.Qa4 a6 13.dxc5 bxc5 14.Rfd1
Qb6 15.Qb3 Qa7 16.Bg3 Rad8 17.Ne1

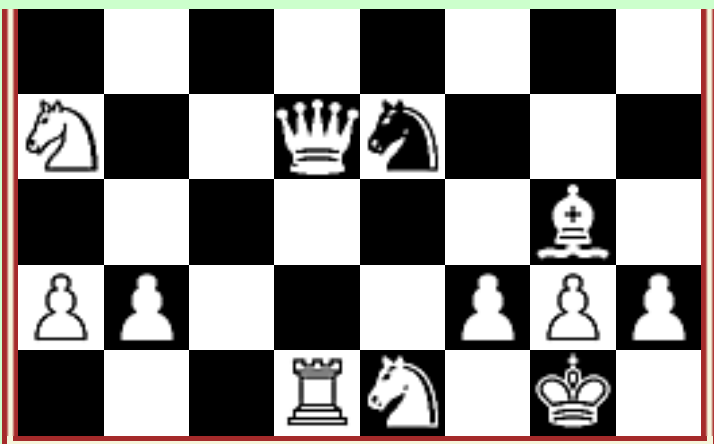


17...d4

"Unwilling to await a further intensification of the pressure by 18. Bf3, Kasparov unleashes a tide of murky complications." - SPEELMAN/TISDALL

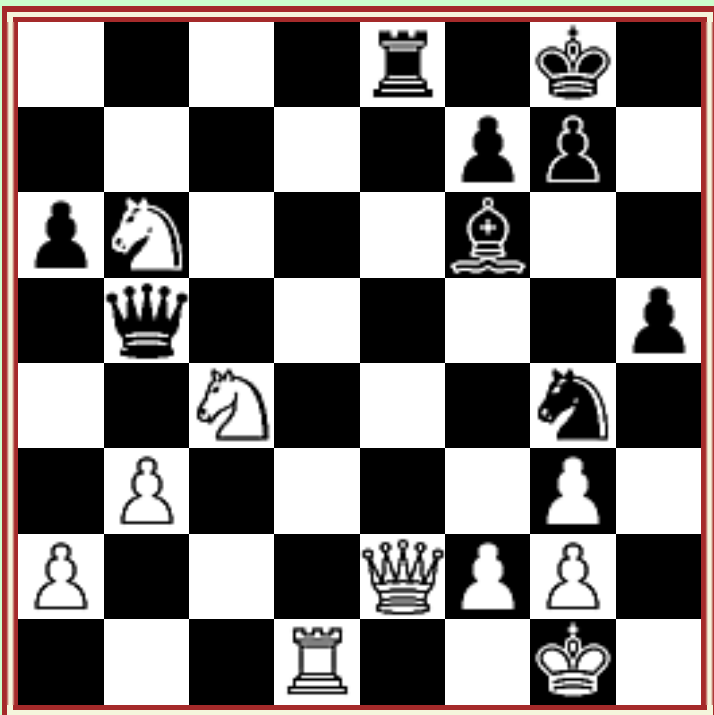
18.exd4 cxd4 19.Na4 Rc8 20.Rxc8 Rxc8 21.Bc4 Rf8 22.Qd3! Bc6! 23.Bb3
Ne4! 24.Qxd4 Qb7! 25.Bd5! Ndf6 26.Bxc6 Qxc6





"So Karpov has won a Pawn. Black has reasonable if amorphous compensation in the excellent centralisation of his forces, and with time trouble approaching this is not to be underestimated." - SPEELMAN/TISDALL

27.b3 Re8 28.Qd3?! h5! 29.Qc4 Qb7 30.Nf3 Rc8 31.Qe2 Ng4 32.Ne5 Nxc3 33.hxc3 Qb5! 34.Nc4 Bf6 35.Nab6 Re8



A time trouble draw. 1/2-1/2

Kasparov,G (2715) - Karpov,A (2705) [C42] Wch31-KK1
Moscow (28), 1984

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Nc6 7.O-O Bg4 8.
Re1 Be7 9.c4 Nf6 10.cxd5 Bxf3 11.Qxf3 Qxd5 12.Qh3!? Nxd4! 13.Nc3 Qd7

14.Qxd7+ Kxd7 15.Be3 Ne6



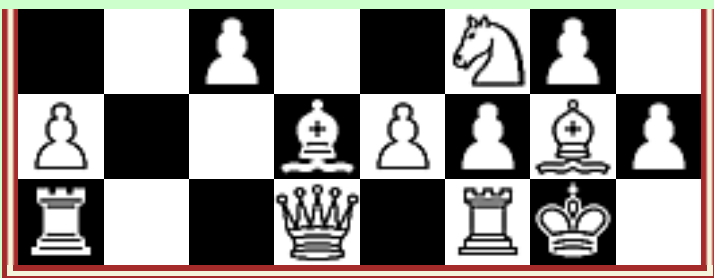
"For his Pawn, White has the two Bishops and a significant lead in development. Chances are even." - SPEELMAN/TISDALL

16.Rad1 Bd6 17.Bf5 Ke7 18.Nb5 Rhd8 19.Nxd6 cxd6 20.h3 b6 21.g4 h6 22. Bd4 Rac8 23.Bc3 g6 24.Bc2 h5 25.f3 1/2-1/2

Kasparov,G (2700) - Karpov,A (2720) [E20] Wch32-KK2 Moscow (13), 1985

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 c5 5.g3 Nc6 6.Bg2 Ne4 7.Bd2 Bxc3 8. bxc3 0-0 9.0-0 f5!





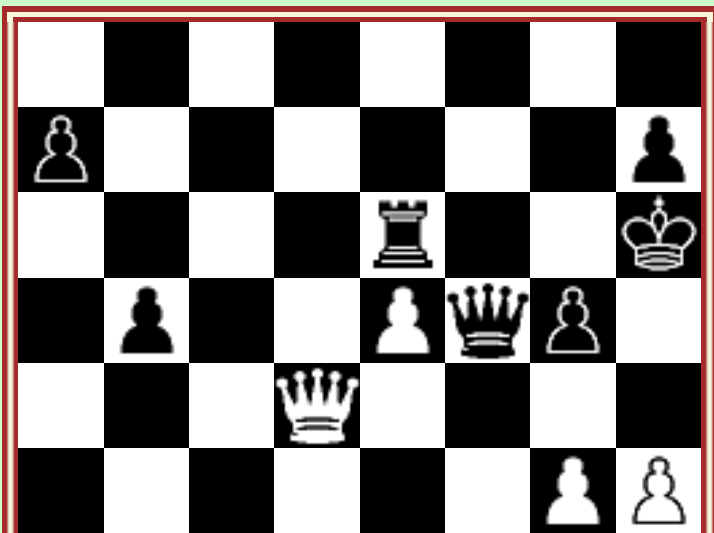
10.Be3!

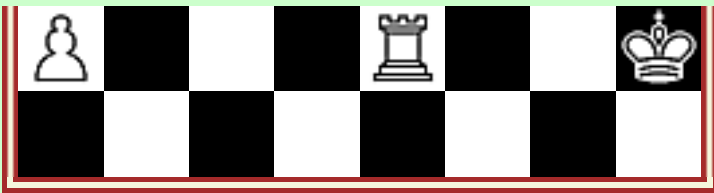
"An excellent move found after [34m] thought. White must gambit the Pawn to stay active." - KEENE

10...Nxc3 11.Qd3 cxd4 12.Nxd4 Ne4 13.c5 Nxd4 14.Bxd4 b6 15.Bxe4 fxe4 16.Qxe4 Ba6 17.cxb6 axb6 18.Qe5 Qf6 19.Qe3 Qh6 20.Qxh6 gxh6 21.Rfe1 Bc4 22.a3 b5 23.Rad1 Rf5 24.Bb2 Rd5 1/2-1/2

Karpov,A (2700) - Kasparov,G (2740) [D88] Wch34-KK4 Sevilla (9), 1987

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5 5.e4 Nxc3 6.bxc3 Bg7 7.Bc4 c5 8. Ne2 Nc6 9.Be3 0-0 10.0-0 Bg4 11.f3 Na5 12.Bxf7+ Rxf7 13.fxg4 Rxf1+ 14. Kxf1 cxd4 15.cxd4 Qb6 16.Kg1 Qe6 17.Qd3 Qxg4 18.Rf1 Rc8 19.h3 Qd7 20. d5 Nc4 21.Bd4 e5 22.dxe6 Qxe6 23.Bxg7 Kxg7 24.Nf4 Qd6 25.Qc3+ Kh6 26.Nd5 Qe5 27.Qd3 Kg7 28.Nf6 Qd6 29.Qc3 Qe5 30.Qd3 Qd6 31.Qc3 Qe5 32.Qb3 Rc7 33.Qd3 Rf7 34.Qxc4 Rxf6 35.Rd1 b5 36.Rd7+ Kh6 37.Qe2 Qc5 + 38.Kh2 Qe5+ 39.g3 Qc3 40.Kg2 Qc4 41.Qe3+ g5 42.Rd2 Qf1+ 43.Kh2 Qf3 44.Qd4 Re6 45.e5 Qf5 46.Re2





46...a5!

"An outstanding method of active defence." - KEENE.

47.Qd5 b4 48.Qxa5 Qd3 49.Rg2 Qd4 50.Qa8 Qxe5 51.Qf8+ Kg6 52.Qxb4 h5 53.h4 gxh4 54.Qxh4 Rd6 55.Qc4 Rd4 56.Qc6+ Kg7 57.Qb7+ Kh6 58.Qc6 + Kg7 59.Rc2 Rh4+ 60.Kg2 Qe4+ 61.Qxe4 Rxe4 62.Rc7+ Kg6 63.Ra7 Re3 64.Kh3 Rc3 65.Ra8 Rc4 66.a4 Kg5 67.a5 Ra4 68.a6 Kh6 69.Kg2 Ra3 70. Kf2 Kg7 1/2-1/2

Back to [Chess Coaching Page](#)



This document (contempt.html) was last modified on 15th Apr 98 by

[Dr. Dave](#)

Exeter Chess Club:

The secret arts of castling

"Castle because you will or because you must; but not because you can." -- Pillsbury

- [Castling not at all](#)
 1. [Wojciechowski - Weiss \(Munich\) \[C15\]](#)
- [Castling into it](#)
 1. [Blackburne - Blanchard \(London\) \[C30\] , 1891](#)
 2. [Dubois - Steinitz Wilhelm \(London \(England\)\) \[C55\] 1862](#)
 3. [Nigel Holloway's Suicide Variation.](#)
 4. [Hoffmann - Petroff \(Zt, Warsaw \(Poland\)\) \[C53\] castling: into it?, 1844](#)
- [Castling Queen's-side](#)
 1. [nn - nn \[B75\] castling: castling Queen's-side, 1993](#)
- [Castling into it Queen's-side](#)
 1. [Keres,Paul - Botvinnik,Mikhail \(ch_URS \) \(03\) \[E35\] , 1941](#)
- [Castling late](#)
 1. [Speelman - Mestel \(BBC TV\) \[A42\] castling: delayed castling, 1979](#)
 2. [Terpugov,E - Petrosian,T \(Moscow Zenit_Spartak m\) , 1957](#)
 3. [Petrosian,T - Barendregt,J \(Beverwijk\), , 1960](#)
 4. [Yates Frederick D - Alekhine Alexander \(San Remo\) \[C71\] , 1930](#)
- [Castling not at all \(reprise\)](#)
 1. [Basman - Wall \(UK chp Eastbourne\) \(2\) \[A00\] , 1990](#)
 2. [Bryson - Basman \(Cr\) \[B00\], 1986](#)
- [Castling tactics](#)
 1. [Mikhailov,V - Weteschnik,M \(FS IM A, Budapest\) \(5\), 1995](#)
 2. [Lasker Ed. - Thomas \(London\), 1912](#)

What can we infer from Pillsbury's advice? Castling is desirable: it whips the King out from under the central battle, and it gets a Rook into play where lines may be opened. But it is also a move which must be weighed against other moves. Careless, automatic castling can waste time that could be better spent on other things, and you can also castle from the frying pan into the fire. Below I'll look at the whys and

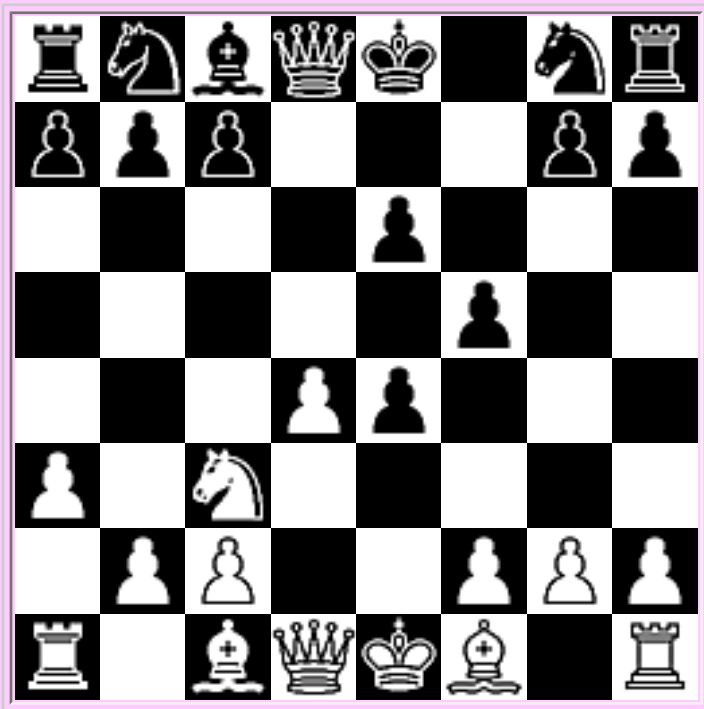
wherefores of castling.

Castling not at all

I show this game to all the juniors. Get your King out of the way! And if your opponent doesn't castle, open up lines to the uncastled King for your Rooks.

Wojciechowski - Weiss (Munich) [C15]

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 f5

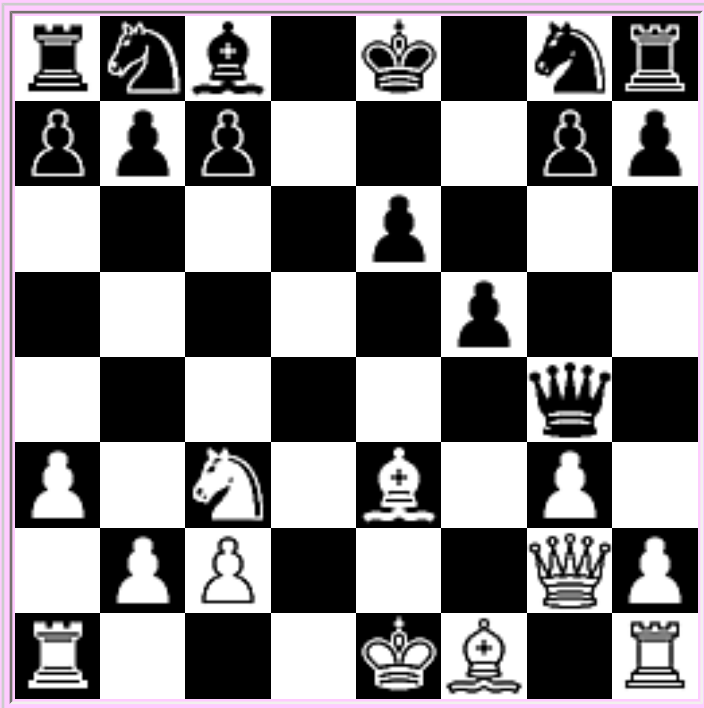


?! The only way to hang on to the pawn, but it would have been safer to let it go. (Nimzo and Weiss did know this, but must have thought themselves capable of the defence.)

7. f3 exf3 8. Qxf3 Qh4+

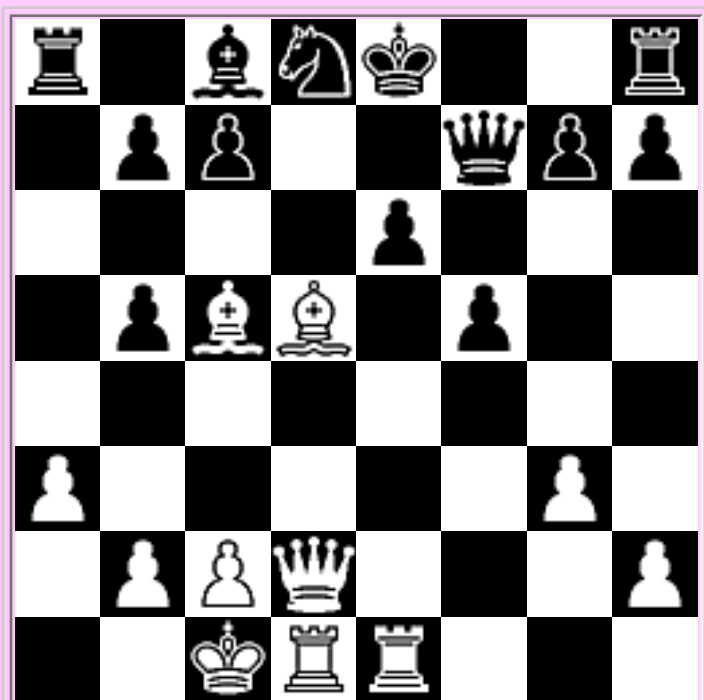
[8...Qxd4 9.Qg3 Nf6 10.Qxg7 Qe5+ 11.Be2 Rg8 12.Qh6 Rg6 13.Qh4 Bd7 14.Bg5 Bc6 15.0-0-0 Bxg2 16.Rhe1 Be4 17.Bh5 Nxh5 18.Rd8+ Kf7 19.Qxh5 Kg7 20.Nxe4 fxe4 21.Bh6+ Kf6 22.Rf8+ 1-0 Alekhine Alexander-Nimzowitsch Aaron/Bled 1931]

9. g3 Qxd4 10. Be3 Qg4 11. Qg2



White must preserve the Q having sacrificed two pawns

11... Nf6 12. Be2 Qg6 13. O-O-O Nc6 14. Nb5 Qf7 15. Bc5 a6 16. Bf3 Nd8
17. Qd2 Nd5 18. Bxd5! axb5 19. Rhe1



White's major pieces are the main artillery in the attack against the uncastled King

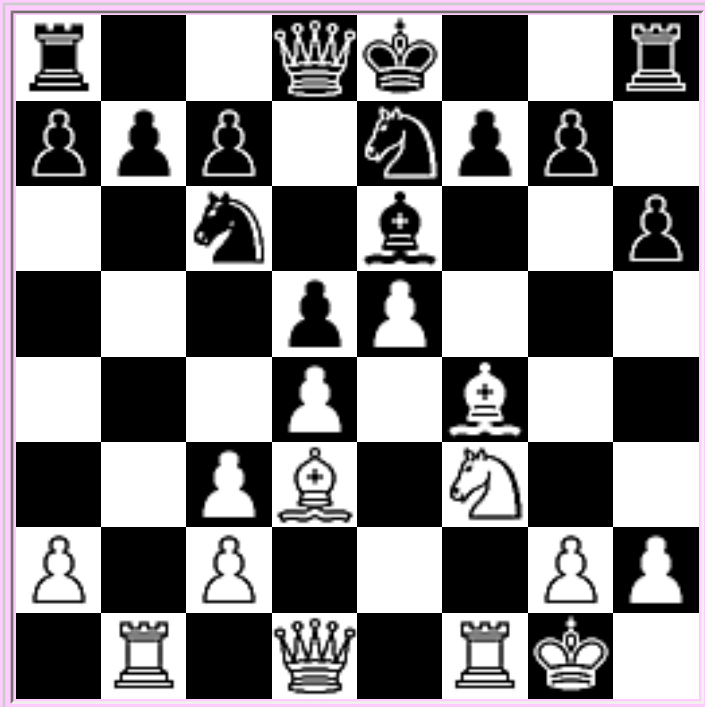
19... Bd7 20. g4 Nc6 21. gxf5 Qxf5 22. Bxe6 Bxe6 23. Qd7+ 1-0

Castling into it

This is the opposite fault: castling into an area where lines are more easily opened up against you.

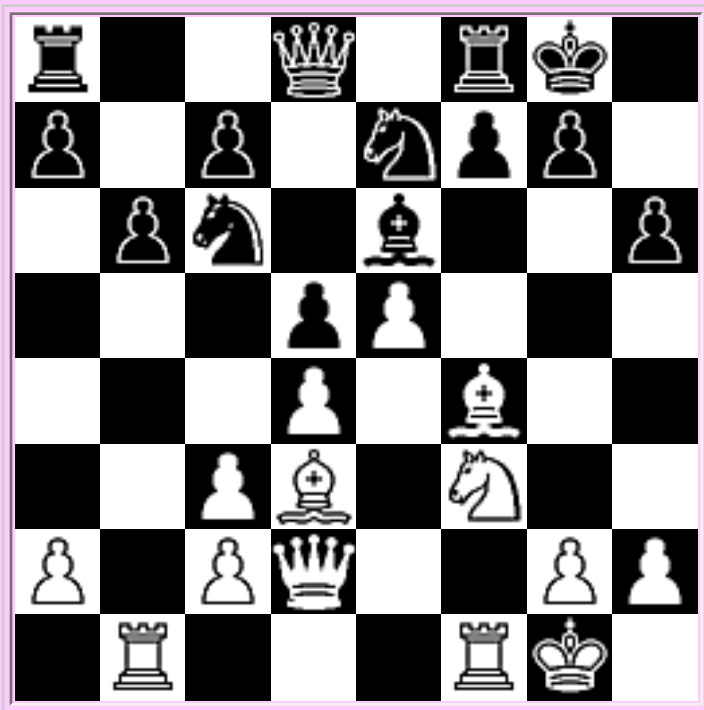
Blackburne - Blanchard (London) [C30] , 1891

1. e4 e5 2. f4 Bc5 3. Nc3 Nc6 4. Nf3 exf4 ? 5. d4 Bb4 6. Bxf4 d5 7. e5 Bxc3 + 8. bxc3 Be6 9. Bd3 h6 10. O-O Nge7 11. Rb1



a rook's first duty is to seize the open files (or half-open ones)

11... b6 12. Qd2 O-O



optimistic!

13. Bxh6

sacrifices like this don't take much thought...

13... gxh6 14. Qxh6 Ng6 15. Ng5 Re8 16. Rxf7

[16. Qh7+ or 16.Bxg6 both win]

16... Bxf7 17. Qh7+ Kf8 18. Qxf7# 1-0

Dubois - Steinitz Wilhelm (London (England)) [C55] 1862

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O Nf6 5. d3 d6 6. Bg5 h6



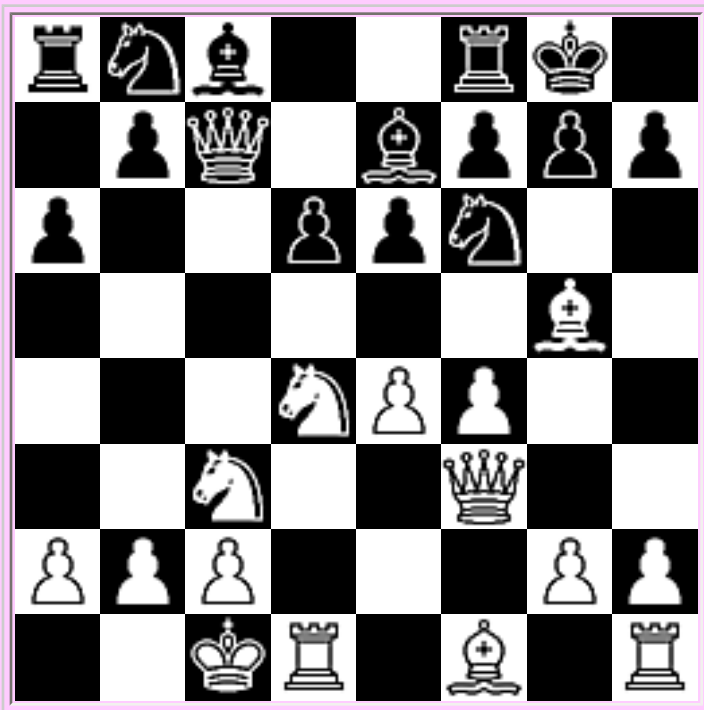
Black, not having castled, can advance on the King's-side with impunity.

**7. Bh4 g5 8. Bg3 h5 9. Nxg5 h4 10. Nxf7 hxg3 11. Nxd8 Bg4 12. Qd2 Nd4
13. Nc3 Nf3+ 14. gxf3 Bxf3 15. hxg3 Rh1# 0-1**

Nigel Holloway's Suicide Variation.

**1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8.
Qf3 Qc7 9. O-O-O O-O?!**

Nigel Holloway's infamous Suicide Variation of the Najdorf Sicilian.



10. Bd3!? critical

10... Nc6 11. Nxc6 bxc6 12. e5 dxe5 13. Qh3

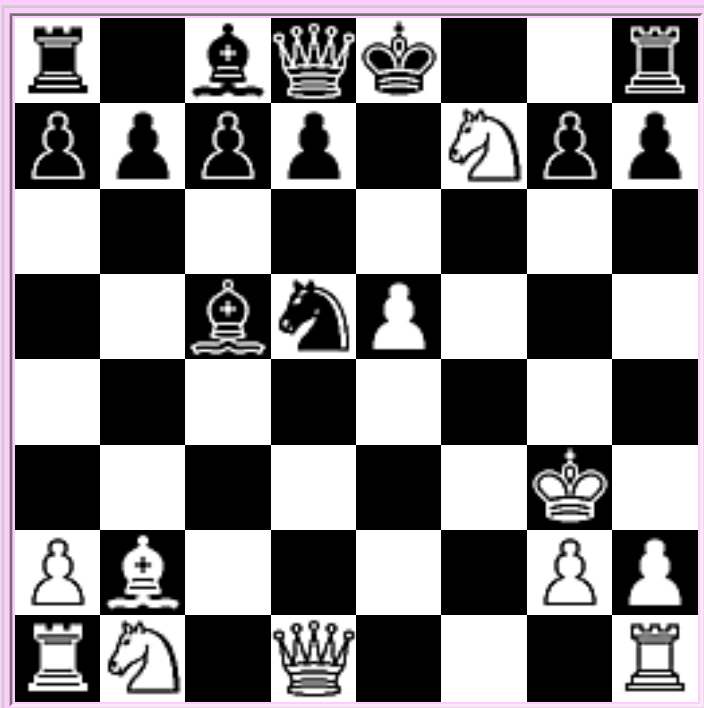
[13. Ne4 Nd5 14. Bxe7 Nxe7 15. Ng5 h6 16. Nh7 Rd8-/+ Helman-Holloway, NCC 1973]

13... h6 14. Bxh6 gxh6 15. Qxh6 Rd8 and 16. g4 [16. Rhe1 "or almost anything else" and no-one could find a decisive line for White]

[10. Qg3 Nbd7 11. Bd3 b5 12. Rhe1 b4 13. Nd5 exd5 14. Nf5+- Hartston-Holloway, GB chp 1973 - "being Bill Hartston, he claimed that he thought of this over the board".]

Hoffmann - Petroff (Zt, Warsaw (Poland)) [C53] castling: into it?, 1844

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. e5 Ne4 7. Bd5 Nxf2 8. Kxf2 dxc3+ 9. Kg3 cxb2 10. Bxb2 Ne7 11. Ng5 Nxd5 12. Nxf7

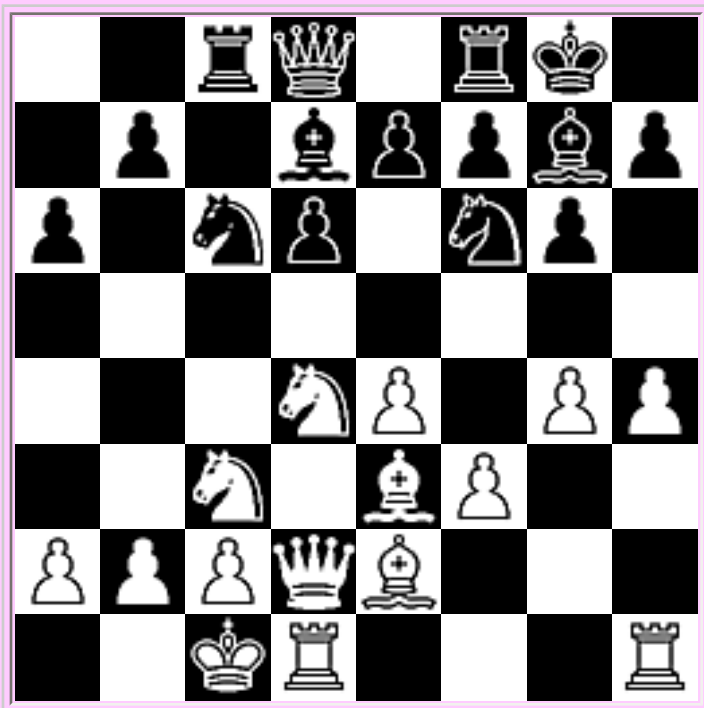


12... O-O! 13. Nxd8 Bf2+ 14. Kh3 d6+ 15. e6 Nf4+ 16. Kg4 Nxe6 17. Nxe6 Bxe6+ 18. Kg5 Rf5+ 19. Kg4 h5+ 20. Kh3 Rf3# 0-1

Castling Queen's-side

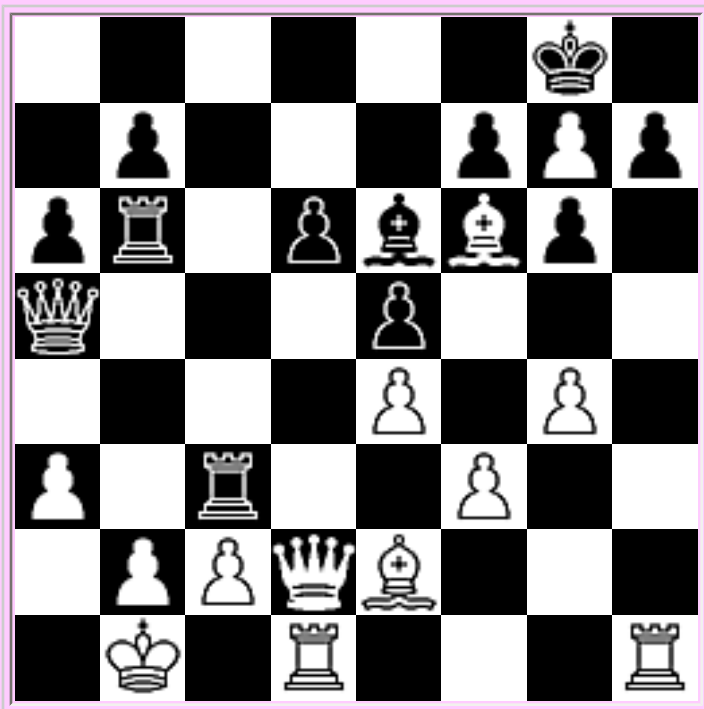
nn - nn [B75] castling: castling Queen's-side, 1993

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Qd2 a6 9. O-O-O Bd7 10. g4 Rc8 11. Be2 O-O 12. h4



Opposite-side castling and asymmetric pawns/files usually adds up to a race to mate the opponent's King. Both sides will throw pawns forward to open up lines for the attack.

12... Nxd4 13. Bxd4 Qa5 14. Kb1 e5 ! 15. Be3 Be6 16. a3 Rfd8 17. Bg5 Rd7 18. h5 Rdc7 19. h6 Rxc3 !? 20. hxg7 R8c6 21. Bxf6 Rb6



! exciting stuff!

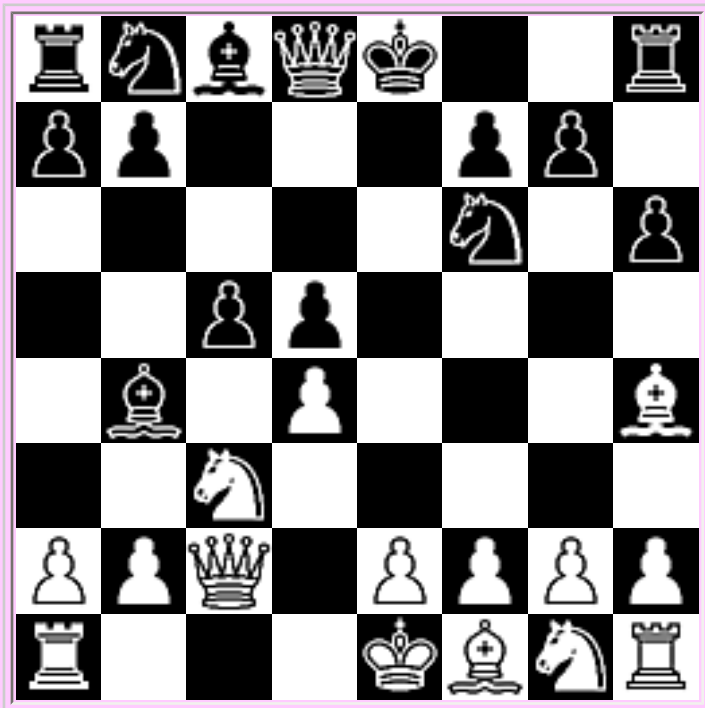
22. Bb5 !! 22... Rxb5 23. Qxd6 Rc8 24. Qf8+ Rxf8 25. gxf8=Q+ Kxf8 26.

Rxh7 1-0

Castling into it Queen's-side

Keres,Paul - Botvinnik,Mikhail (ch_URS) (03) [E35] , 1941

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. cxd5 exd5 6. Bg5 h6 7. Bh4 c5



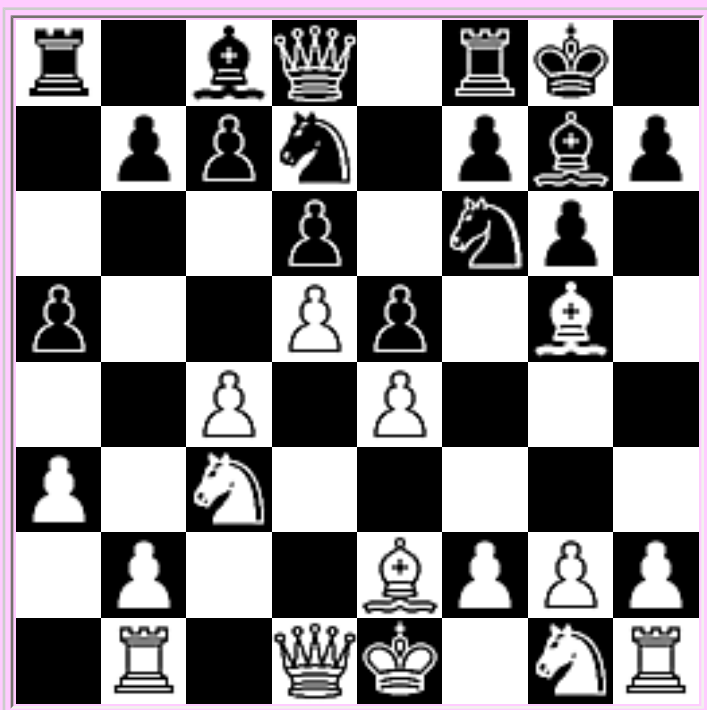
8. O-O-O Bxc3 9. Qxc3 g5 10. Bg3 cxd4 11. Qxd4 Nc6 12. Qa4 Bf5 13. e3 Rc8 14. Bd3 Qd7 15. Kb1 Bxd3+ 16. Rxd3 Qf5 17. e4 Nxe4 18. Ka1 O-O 19. Rd1 b5 20. Qxb5 Nd4 21. Qd3 Nc2+ 22. Kb1 Nb4 0-1

Castling late

Castling late runs the risk of not being able to castle at all, because your King gets trapped in the middle. However I was very struck watching Jon Speelman on TV many years ago, refraining from castling to give an extra tempo for the attack. This is characteristic of no-one so much as Petrosian.

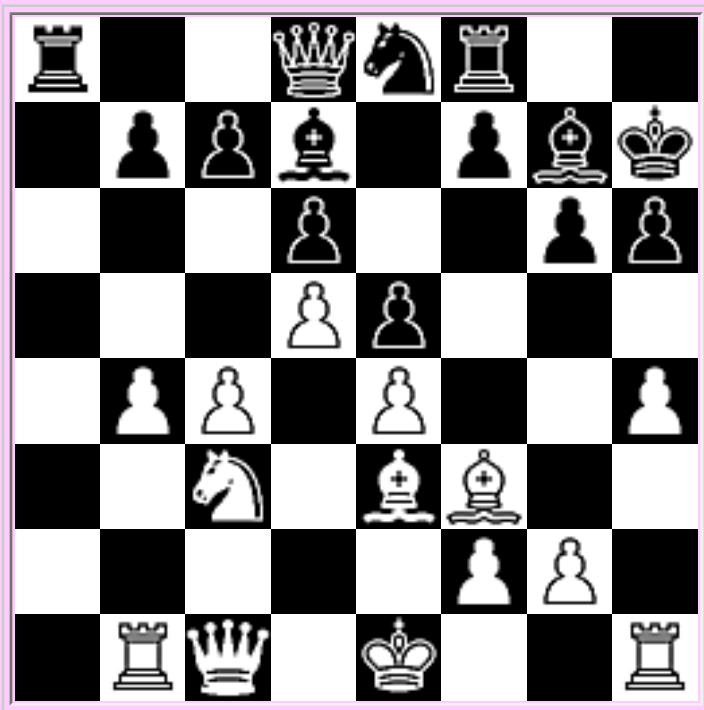
Speelman - Mestel (BBC TV) [A42] castling: delayed castling, 1979

1.d4 d6 2.c4 g6 3.Nc3 Bg7 4.e4 e5 5.d5 Nd7 6.Be2 a5 7.a3 Ngf6 8.Bg5 0-0 9.Rb1

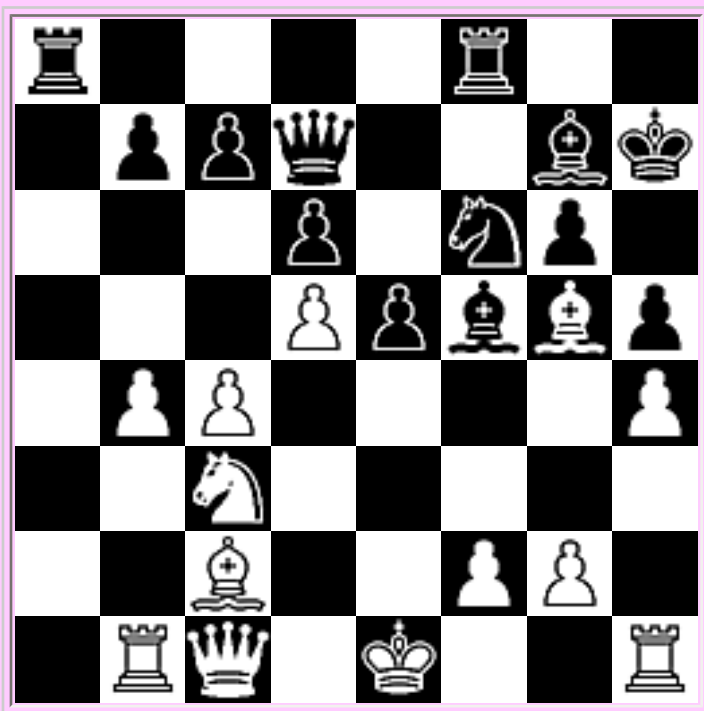


"Speelman, an original player, is trying a novel plan here. He delays castling, and uses the extra move to make progress on both wings."

9...h6 10.Be3 Nc5 11.Bf3 Bd7 12.b4 axb4 13.axb4 Na4 14.Nge2 Ne8 15. Nxa4 Rxa4 16.Qc1 Kh7 17.Nc3 Ra8 18.h4!



18...h5 19.Bd1 f5 20.exf5 Bxf5 21.Bc2 Nf6 22.Bg5 Qd7



23.0-0!

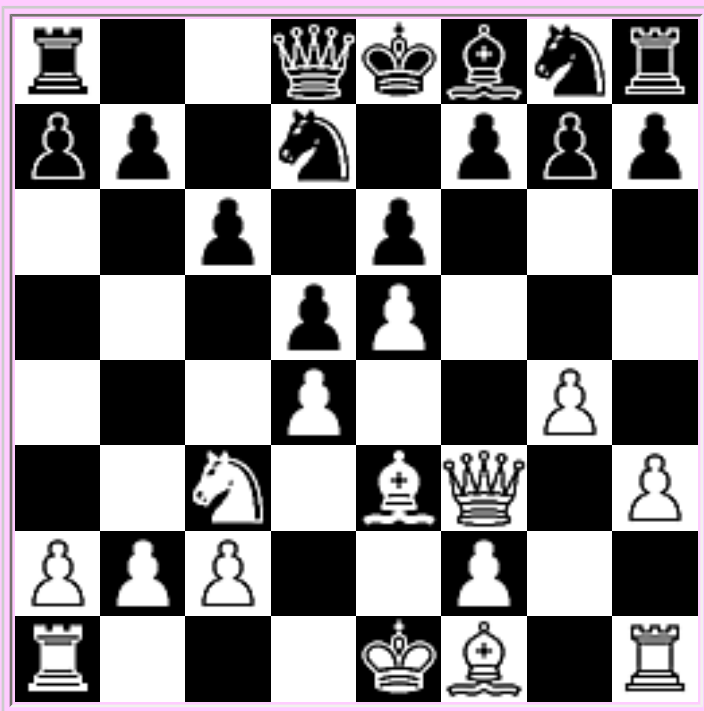
"Finally! Now Black can no longer counter with a general advance of the King's-side Pawns." -- James/Barden

23...c6 24.dxc6 Qxc6 25.Bxf5 gxf5 26.Nd5 a Pawn sac! 26...Nxd5 27.cxd5 Qxd5 [27...Qd7] 28.Rd1 Qe4 29.Rxd6 f4 30.f3 Qe2 31.Rb2 Qb5 32.Qb1+

Kh8 33.Rbd2 e4 34.Bh6 Qe5 35.Qxe4 Rfe8? 36.Bxg7+ Qxg7 [36...Kxg7 37. Qg6+] 37.Qxf4 Ra1+ 38.Kh2 Rf8 39.Qxf8+ Qxf8 40.Rd8 Kg7 41.Rxf8 Kxf8 42.Rd7 1-0

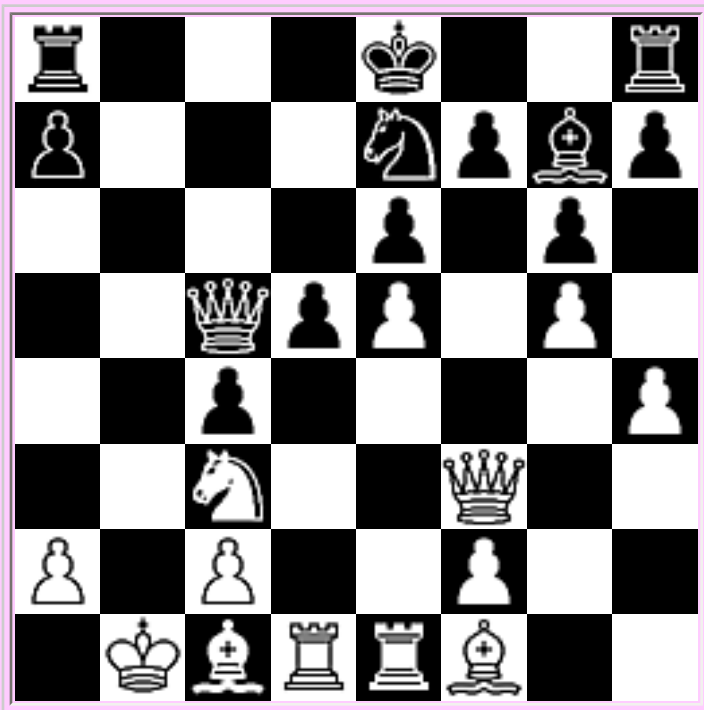
Terpugov,E - Petrosian,T (Moscow Zenit_Spartak m) , 1957

1. d4 Nf6 2. Nf3 d6 3. Nc3 Bg4 4. e4 c6 5. h3 Bxf3 6. Qxf3 Nbd7 7. Be3 e6 8. g4 d5 9. e5 Ng8



In closed position it is difficult to open lines against the King, and if there are no other open lines it may not be essential to connect the Rooks.

10. O-O-O b5 11. Bd3 Nb6 12. Kb1 Nc4 13. Bc1 Qb6 14. g5 Ne7 15. h4 c5 16. dxc5 Qxc5 17. Rhe1 g6 18. b3 Bg7 19. bxc4 bxc4 20. Bf1



Only now does Black castle, having spent each of his precious ration of moves in the most effective way.

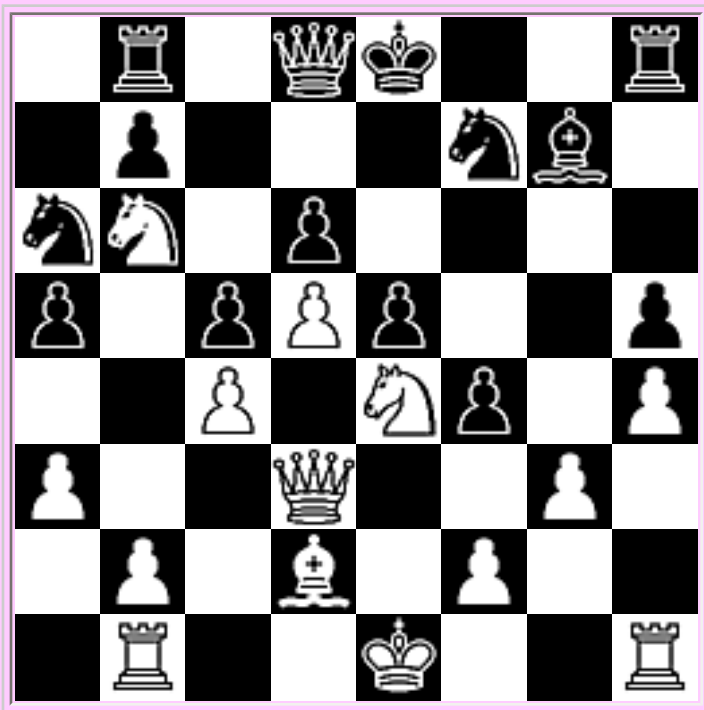
20... O-O 21. Ka1 Rfb8 22. Nb1 Nc6 23. Qg3 Rxb1+ 24. Kxb1 Rb8+ 25. Ka1 c3 26. Bd2 Nb4 27. Bd3 Qc4 O-1

Petrosian,T - Barendregt,J (Beverwijk), , 1960

1. c4 g6 2. d4 Bg7 3. Nc3 d6 4. e4 c5 5. d5 e5 6. Be2 Nh6 7. h4 f5 8. Bg5 Qb6 9. Rb1 Nf7 10. Bd2 a5 11. Nf3 h6 12. g3 Na6 13. a3 Qd8 14. Qc2 h5 15. exf5 gxf5 16. Ng5 Qf6 17. Na4 f4

[17... Qd8 18. Ne6 Bxe6 19. dxe6 Nh6 20. Bxh5+ Ke7 21. Bxh6 Bxh6 22. Qxf5+]

18. Nb6 Bf5 19. Bd3 Bxd3 20. Qxd3 Rb8 21. Ne4 Qd8



22. Bxa5 O-O 23. Qd1 f3 24. b4 Nh6 25. Rb3 Ng4 26. O-O Bf6 27. Qxf3!
Qe7

[27... Bxh4 28. Qh1 Be7 29. Qxh5 Nf6 30. Qg6+ Kh8 31. Kg2]

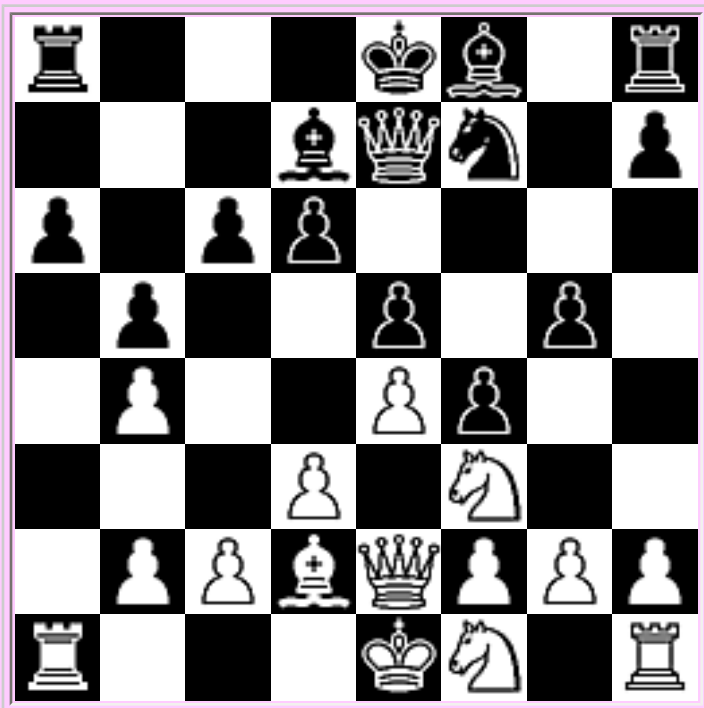
[27... Rf7 28. Qf5 Rh7 29. f3]

28. Qf5 Rf7 29. Qxh5 Rg7 30. f3 Bxh4 31. fxg4 Rh7 32. Qf5 1-0

Yates Frederick D - Alekhine Alexander (San Remo) [C71] , 1930

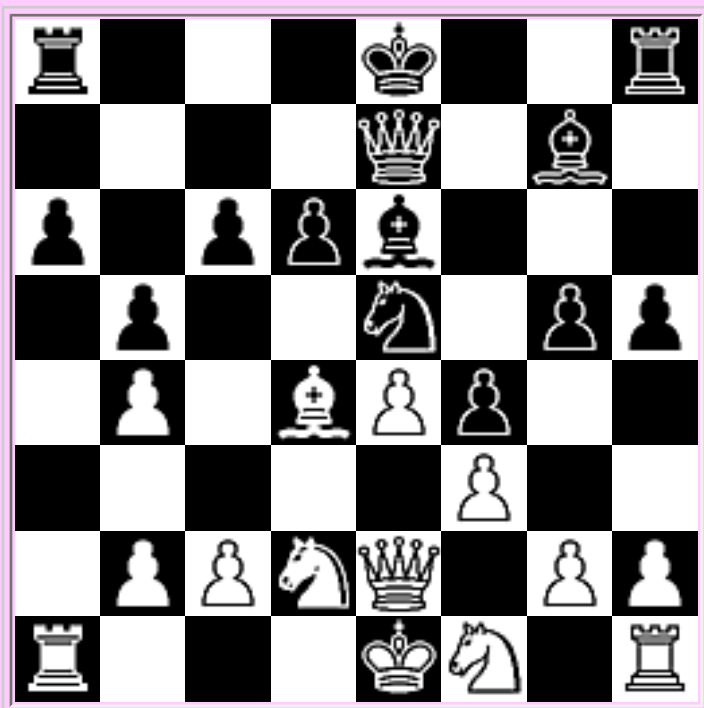
This is the record-holder, I think!

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Nc3 Bd7 6. d3 g6 7. Nd5 b5 8.
Bb3 Na5 9. Bg5 f6 10. Bd2 c6 11. Ne3 Nxb3 12. axb3 Nh6 13. b4 f5 14.
Qe2 Nf7 15. Nf1 Qe7 16. Ng3 f4 17. Nf1 g5



Neither side seems able to castle with safety on either wing!

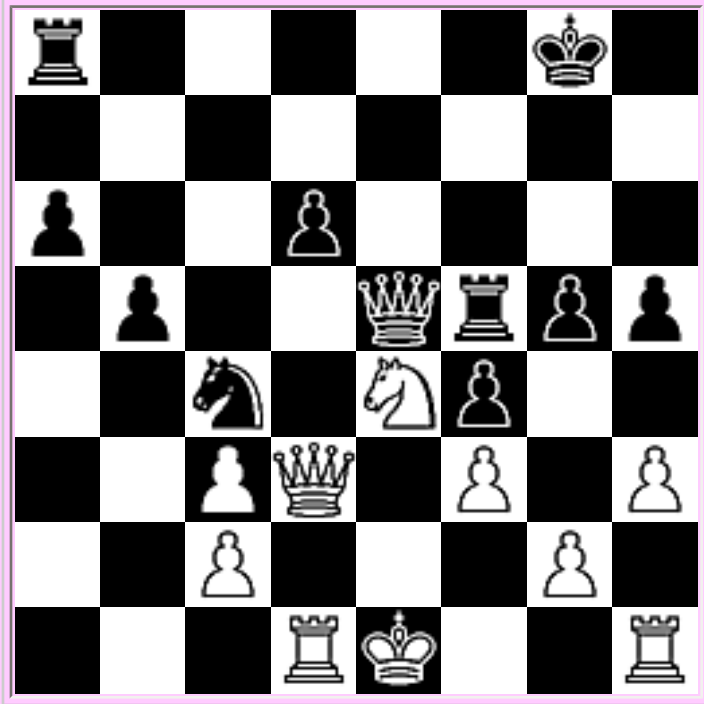
18. Bc3 h5 19. N3d2 Bg4 20. f3 Be6 21. d4 Bg7 22. Qd3 exd4 23. Bxd4 Ne5 24. Qe2



Finally, Black commits the King.

24... O-O 25. h3 c5 26. Bc3 cxb4 27. Bxb4 Nc6 28. Bc3 Bxc3 29. bxc3 Qf6 30. e5 Nxe5 31. Ne4 Qe7 32. Nfd2 Bc4 33. Nxc4 Nxc4 34. Rd1 Qe5 35. Qd3

Rf5



And now White:

36. O-O d5 37. Qxd5+ Qxd5 38. Rxd5 Rxd5 39. Nf6+ Kf7 40. Nxd5 Rd8 41. Nb4 Rd2 42. Ra1 a5 43. Nc6 Rxc2 44. Nxa5 Ne3 45. Rb1 Rxc2+ 46. Kh1 Rg3 47. Nc6 Rxc2+ 0-1

Castling not at all (reprise)

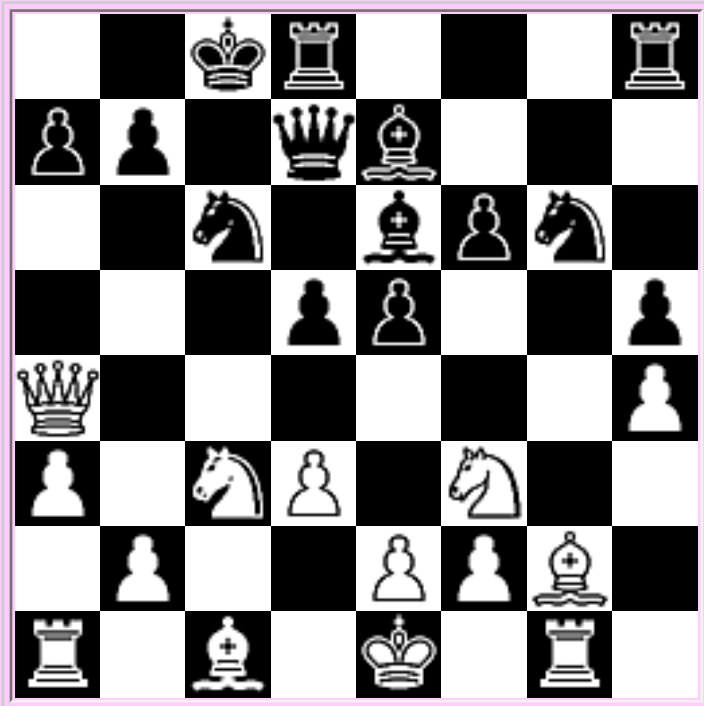
Basman - Wall (UK chp Eastbourne) (2) [A00] , 1990

1. h3 e5 2. a3 d5

Basman has made a career out of this sort of thing.

3. c4 c6 4. cxd5 cxd5 5. g4 Nc6 6. Bg2 Be6 7. d3 Nge7 8. Nc3 Ng6 9. Nf3

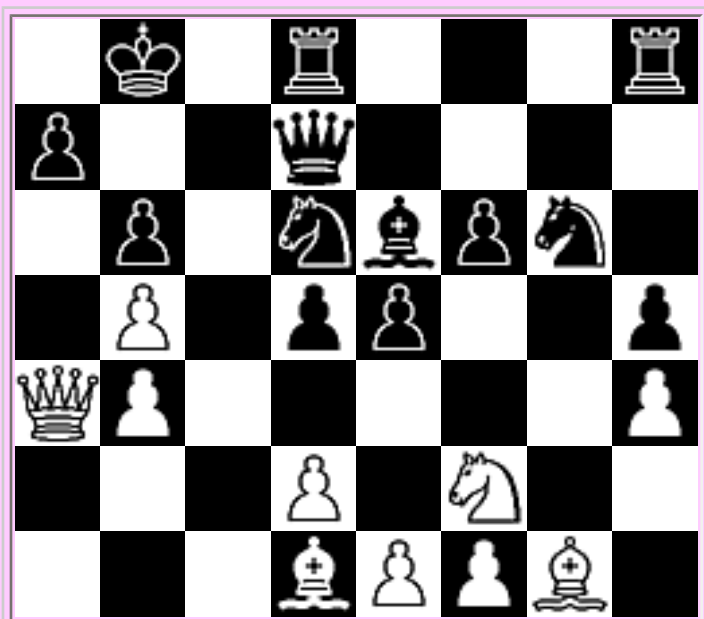
Be7 10. g5 f5 11. gxf6 gxf6 12. Rg1 Qd7 13. h4 h5 14. Qa4 O-O-O



Basman has argued that Kings are safe in the middle as long as you don't move the central pawns. It all depends on whether your opponent can open lines, which depends on pawn mobility.

So White must restrain the Black central pawns.

15. b4 b6 16. Bd2 Kb8 17. b5 Na5 18. Na2 Nb7 19. Nb4 Bxb4 20. axb4 Nd6





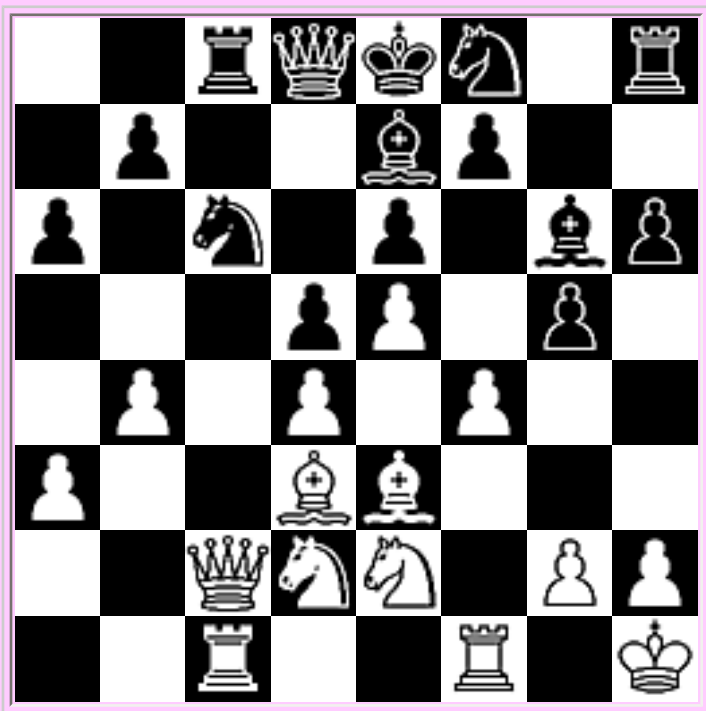
White starts a pincer movement.

21. Bh3 Bxh3 22. Rxc6 Rxc6 23. Rxc6 Rxc6 24. Bg5 Qc8 25. Rc1 Rc7 26. Rc6 1-0

And while MJB can get away with this sort of thing, it still involves definite risks.

Bryson - Basman (Cr) [B00], 1986

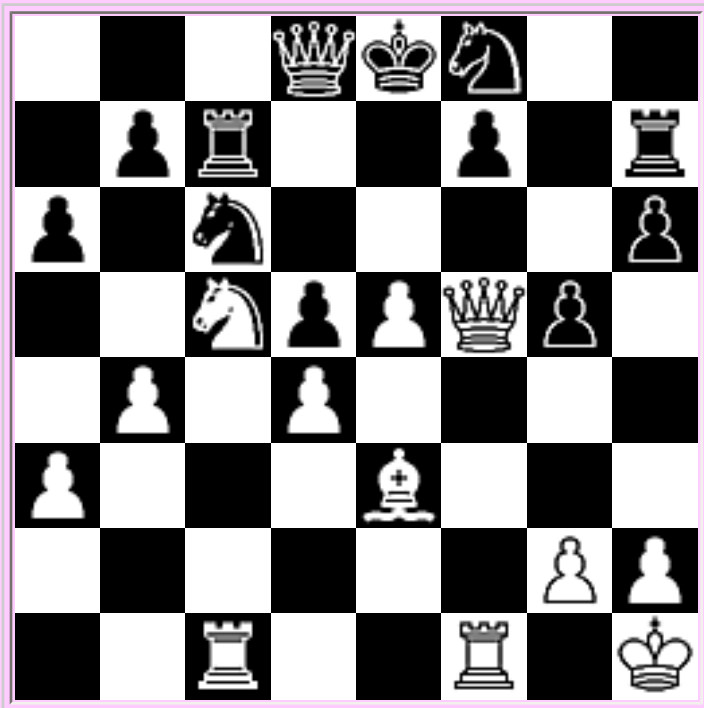
1. e4 g5 2. d4 h6 3. Bd3 d6 4. Ne2 c5 5. c3 Nf6 6. O-O Nc6 7. Kh1 Bg4 8. f3 Bh5 9. Be3 e6 10. Nd2 Be7 11. a3 cxd4 12. cxd4 d5 13. e5 Nh7 14. Qc2 Nf8 15. b4 Bg6 16. f4 Rc8 17. Rac1 a6



A bit French, which is odd for Basman, whose games usually look Martian... If you know about the French, you may feel that White's position looks better - Black lacks Queen's-side counterplay against the attack.

18. f5 exf5 19. Bxf5 Bxf5 20. Qxf5 Rh7 21. Nc3 Rc7 22. Nb3 Rd7 23. Na4

Rc7 24. Nac5 Bxc5 25. Nxc5



Black has blockaded the central files, but the Bishop files are haemorrhaging. **25... Ne7 26. Qf6 Rc6 27. e6 Nxe6 28. Nxb7 Qc7 29. Rxc6 Qxc6 30. Nc5 Nxc5 31. dxc5 Qe6 32. Bd4 Kd7 33. Qf2 f5 34. Re1 Qc6 35. Qe2 f4 36. a4 Qxa4 37. Qe6+ Kd8 38. Qb6+ Kc8 39. Bf6 Rf7 40. Qe6+**

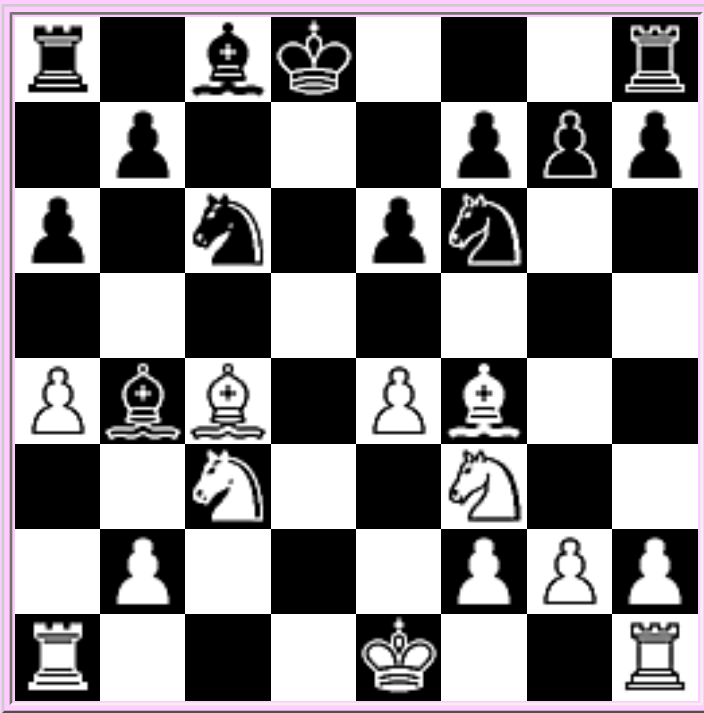
Fittingly, the decision comes down the King's e-file. 1-0

Castling tactics

Unusually, castling can be used as a positive element in a tactical idea. It's worth knowing about this, because it is easy to overlook.

Mikhailov,V - Weteschnik,M (FS IM A, Budapest) (5), 1995

1. d4 d5 2. c4 dxc4 3. Nf3 c5 4. Nc3 e6 5. Bf4 Nf6 6. e4 a6 7. a4 Nc6 8. dxc5 Bxc5 9. Qxd8+ Kxd8 10. Bxc4 Bb4



11. e5 Ne4 12. O-O-O+ 1-0

Thanks to mig for this game, and to others who contributed games with the same theme, including Joshua Bromberg, Dan Scoones, and Matt Guthrie. There are many reasons to like the internet, and [chess](#) is one of them.

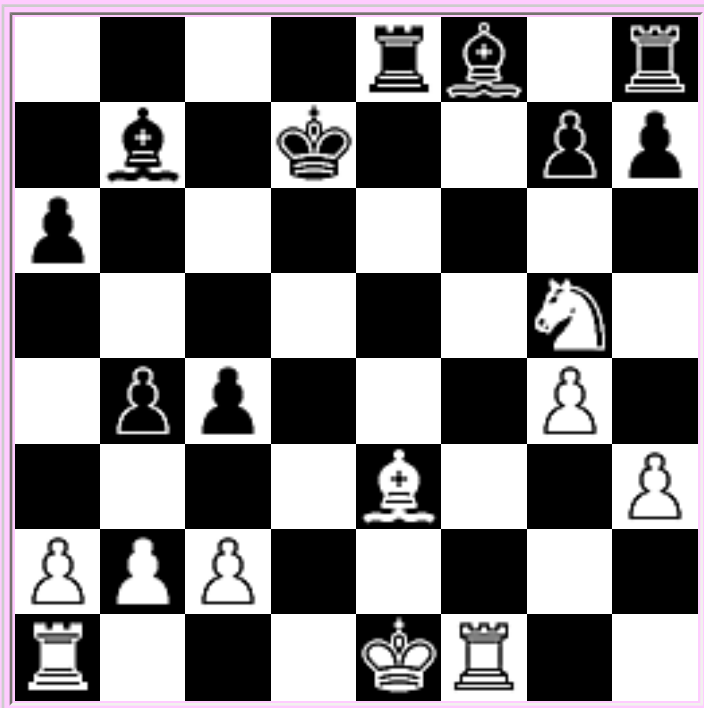
A curiosity:

Wohl,A (2405) - Curtis,J (Doeberl Cup, Canberr) (2290) (3), 1996

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e6 7. Qf3 Qc7 8. Be3 b5 9. Bd3 Bb7 10. g4 b4 11. Nce2 d5 12. e5 Ne4 13. f5 Nd7 14. fxe6 Nxe5 15. exf7+ Qxf7 16. Qxf7+ Kxf7 17. Rf1+

[17. O-O+ was possible]

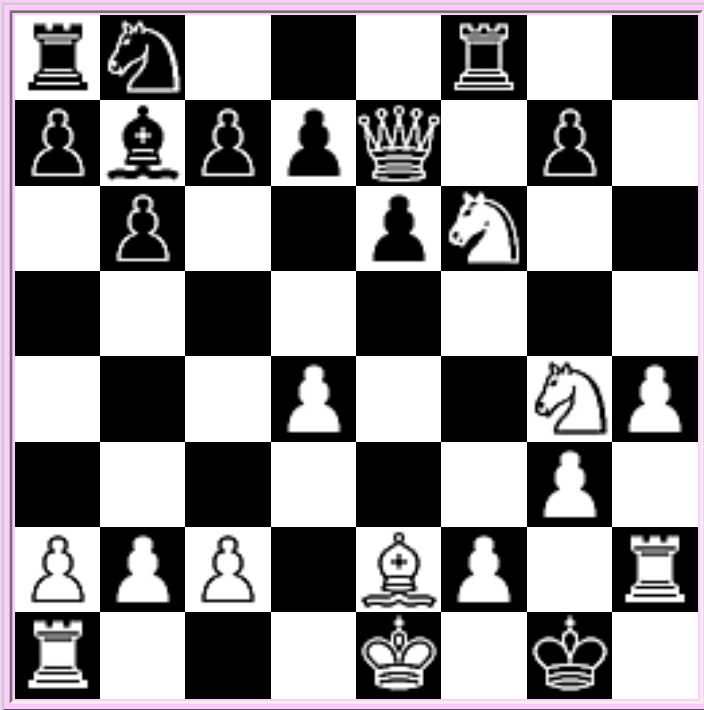
17... Ke8 18. h3 Nc5 19. Nf4 Nc4 20. Bxc4 dxc4 21. Nfe6 Nxe6 22. Nxe6 Kd7 23. Ng5 Re8



24. O-O-O+ Kc8 25. Nf7 Rg8 26. Bf4 Bc5 27. Nd6+ Bxd6 28. Bxd6 Rd8 29. Rf4 Kd7 30. Rxc4 Ke6 31. Rcd4 Rge8 32. Bxb4 Rxd4 33. Rxd4 h5 34. gxh5 Rh8 35. Rd6+ Kf5 36. Rd7 Bc8 37. Rxc7 Rxc7 38. Rc7 Rh8 39. Bc3 Rg8 40. b3 Kf4 41. h4 Bf5 42. Bd2+ Kg4 43. Rc4+ Kh5 44. Bg5 Re8 45. Kd2 Re6 46. a4 Bg4 47. Rc7 Re2+ 48. Kd3 Rh2 49. Rh7+ Kg6 50. Rh6+ Kg7 51. Ke4 Bd1 52. Kd3 Bh5 1-0

Lasker Ed. - Thomas (London), 1912

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. Nxe4 Be7 6. Bxf6 Bxf6 7. Nf3 O-O 8. Bd3 b6 9. Ne5 Bb7 10. Qh5 Qe7 11. Qxh7+ Kxh7 12. Nxf6+ Kh6 13. Neg4+ Kg5 14. h4+ Kf4 15. g3+ Kf3 16. Be2+ Kg2 17. Rh2+ Kg1



18. Kd2#

[18. O-O-O# is given by many sources, which was possible, but was not Lasker's choice]

1-0

Back to [Chess Coaching Page](#)

This document (castling.html) was last modified on 17th Feb 97 by



[Dr. Dave](#)

Exeter Chess Club: Tales of the Unexpected: how to handle unorthodox openings.

"All openings offer good winning chances in amateur play" -- LOMBARDY.

I used to know a Henry who was known as H4 Stewart because of his inclination to 1.h4 as an opening move, and I'm sure it saved him a lot of time sweating over the latest line in the Sicilian Dragon. How should you reply to openings like this? If faced with 1.h4, or anything else unusual, just keep playing good chess - keep calm, keep developing, keep your eye on the centre, and keep your wits about you.

Let's put a bit of detail alongside that.

First thing is, there's usually two games going on: the chess and the kiddology. An unusual opening is a challenge. It may be a trick. Depending on the move, your opponent may be thumbing their nose at you, saying: *I can beat you even with this rubbish. You aren't worth taking seriously.*

Unless and until you are losing, play the board, play good chess, and play to your strengths. I'll review this and some of the other responses I have seen with examples.

Playing the first move that comes into your head.

This is of course asking to fall into a trap. Here are two which continue to provide good business for their perpetrators:

Blackburne's Shilling Gambit: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nd4 4.Nxe5? [4.c3 Nxf3+ 5.Qxf3] 4...Qg5 5.Nxf7 Qxg2 6.Rf1 Qxe4+ 7.Be2 Nf3#

The Englund-Charlick Gambit: 1.d4 e5 2.dxe5 Nc6 3.Nf3 Qe7 4.Bf4? (4.Nc3; 4.Qd5) 4...Qb4+ 5.Bd2 Qxb2 6.Bc3 Bb4 7.Qd2 Bxc3 8.Qxc3 Qc1#

Also there are numerous dodgy lines based on long diagonal cheapos:

Grob's Gambit: 1. g4 d5 2. Bg2 Bxg4?! (2...c6) 3. c4 c6 4. cxd5 cxd5 5. Qb3 and Black may have to return two Pawns.

N.B. The parallel Sokolsky line **1. b4 e5 2. Bb2 Bxb4 3. Bxe5 Nf6** is nothing like so awkward for Black, and is a good equalising try.

Morals:

Every move may have (or be given) a point.

Look before you lunch.

Expect your opponent to play the best move next move, even if they have just played one real lemon.

The parallel mistake in attitude is:

Playing any old move assuming that your position will win itself.

This risks missing the point of your opponent's opening - in effect, falling into a positional trap - or perhaps overlooking some important tactical point later. A common example of this is to dismiss **1. h4** with a snort and then play **1...e5, 2...Nf6** and maybe something like **...Bc5, ...Nc6, ...d6, ...O-O**, only to look up and find your opponent has played **b3, Bb2, e3, Ne2, Ng3, Bd3** and you have castled into a clockwork attack. It's happened to better players than you! *Always play with a plan.*

Lasker,Em - Bauer,I (Amsterdam) [A03], 1889. 1.f4 d5 2.e3 Nf6 3.b3 e6 4.Bb2 Be7 5.Bd3 b6 6.Nf3 Bb7 7.Nc3 Nbd7 8.0-0 0-0 9.Ne2 c5 10.Ng3 Qc7 11.Ne5 Nxe5 12.Bxe5 Qc6 13.Qe2 a6 Black has done nothing to interrupt White's clockwork attack **14.Nh5 Nxh5 15.Bxh7+ Kxh7 16.Qxh5+ Kg8 17.Bxg7** this was the first time such a sacrifice was played; now, we would call this part of technique **17...Kxg7 18.Qg4+ Kh7 19.Rf3 e5** White will recover his investment with interest **20.Rh3+ Qh6 21.Rxh6+ Kxh6 22.Qd7 Bf6 23.Qxb7 Kg7 24.Rf1 Rab8 25.Qd7 Rfd8 26.Qg4+ Kf8 27.fxe5 Bg7 28.e6 Rb7 29.Qg6 f6 30.Rxf6+ Bxf6 31.Qxf6+ Ke8 32.Qh8+ Ke7 33.Qg7+ 1-0**

Trying to punish your opponent's play immediately.

I do like a problem-setting style, so this is perhaps our best idea so far, but we may walk into your opponent's preparation. However, you may be reassured that (a) you are probably playing moves which are at least critical and probably best, and (b) your opponent may rarely if ever meet this line in practice, if everyone else avoids the main lines out of fear! This approach essentially requires that you prepare the opening like you would the Sicilian: *have some homework done, and be prepared to think at the board.* Your problem is keeping the lines fresh in your mind if you meet a given line rarely - which you will do unless your club has a fanatic. So *keep it simple.*

So, against the **Sokolsky Opening**, I once prepared the *Outflank Defence*. **Brodie-Regis** (Thetford Major, 1979) went **1.b4** Now **1...c6** with three ideas: ...a5, ...Qb6 or simply ...e5. **2.Bb2 a5!** [2...Qb6?! 3. a3 a5 4.c4 axb4 5.c5!] **3.a3 axb4 4.axb4 Rxa1 5.Bxa1 Qb6 6.Bc3? Na6** and I was already winning a Pawn: **7. e3 Nxb4-+**. If 7.Qc1 Nxb4! 8.Qb2 Nd5 9.Bxg7? Bxg7 10.Qxg7 Qxb1# Some analysis goes 6.c3 d5 7.Nf3 Bf5 8.d3= [Not **8.g3? Qa7 9.Nh4 Be4 10.f3 Bxf3 11.Nxf3 Qxa1**]. However, in the following round **Osland-Regis** (Thetford Major, 1979) went **2. e3!** (the theoretically recommended reply) and I was already frowning.

[I do like structural advantages, so I also prepared **1. g4 e5 2. Bg2 h5!** Similarly, a better try for White is 2.d3!]

Let's have a look at how you can go about busting **1. e4 e5 2. Nf3 f6** *Damiano's Defence*. We can say safely that this is unsound, but can you prove it?

OK, start **3.Nxe5 fxe5 4.Qh5+ Ke7** (not 4...g6 5.Qxe5+ Qe7 6.Qxh8) **5.Qxe5+ Kf7 6.Bc4+ d5 7.Bxd5 + Kg6** winning easily. Next move? Lots of folk have played 8.d4?? Bd6. Try instead **8.h4 h6 9.Bxb7 Bd6** (9...Bxb7 10.Qf5#) **10.Qa5 Nc6 11.Bxc6 Rb8** which becomes the Five Pawn Gambit(!) if you fancy **12.Qxa7**.

So, well done, you've won that game, but next round your opponent goes **3...Qe7**. Now think for goodness' sake, and don't snap out **4.Qh5+?? g6 5.Nxg6 Qxe4+ 6.Be2 Qxg6!** Be satisfied with a small advantage after **4. Nf3**. So, I think you can play 3. Nxe5 with confidence: there are two traps but they are both pretty straightforward. If you are confident of working out the tactics at the board, then all you need do is remember (1) 3. Nxe5 is playable, (2) there are two traps.

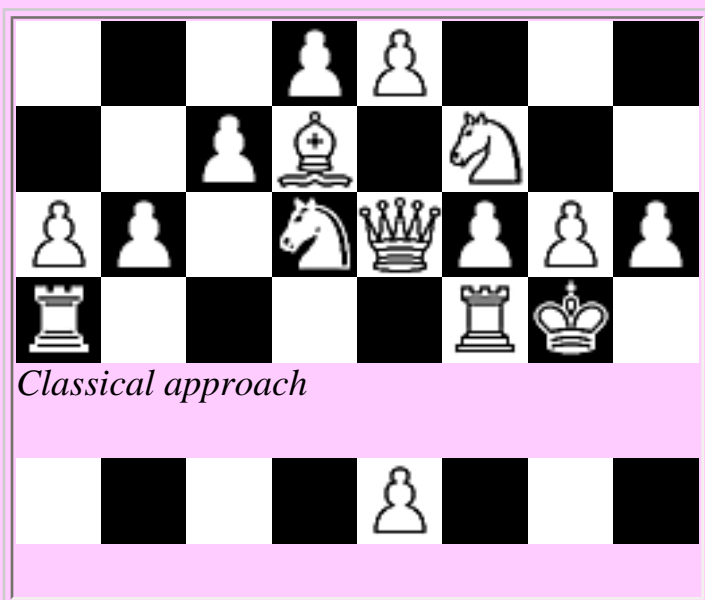
So, this is OK if you can do your homework, but keep your powder dry - brush up on it occasionally. Also, you must accept that, unless you are also learning some cute tactical ideas, most of your time is going to be pretty well wasted, so *keep the time spent and the memorising done down to a minimum.* Since adopting this approach I have lost one game to an unorthodox opening, and been in trouble against another, but have *won every other game.*

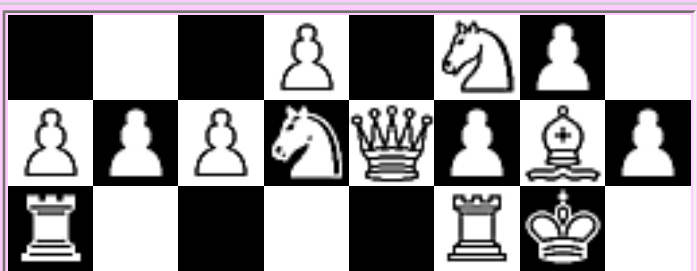
There are some very hairy gambits which you don't need to refute, but instead you can play conservatively and expect to outplay your opponent thereafter. So **Regis-Bax, 1982** went **1. e4 e5 2. Nf3 f5**. Now Black was all ready to snap out his analysis after the critical tactical line **3. Bc4 fxe4 4. Nxe5**

Qg5 but he visibly slumped after I played a positional line of Nimzovitch's: 3. Nxe5 Qf6 (Nimzo played 4. Nc4 and eventually d2-d3) 4. d4 d6 5. Nc4 fxe4. [Although this line isn't very sharp it is crucial for the success of the Gambit. So it is still "theory", but I knew the ideas and he didn't.]

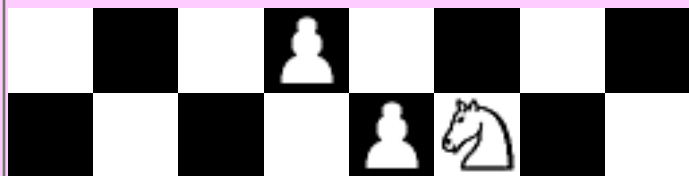
Play a known solid system

If you are faced with an unusual line in a strategic opening (and most tactical ones) you can normally play something sensible and survive. I remember a club game of Pete's going **1. d4 Nf6 2. Nf3 b5!?** which he met with a straight bat: **3. Bg5** and won in about 12 moves! If we are content to try for a minimal plus there are certain standard formations which are playable against almost any unorthodox opening by White or Black. They won't refute the system you are facing but should leave you with a playable and familiar set-up. It's my belief that this is the approach adopted by the majority of stronger players.





King's Indian approach (or Benoni: Pc4)



Orthodox approach (or Slav: with Pc3, Pe3)

The exceptions are pretty obvious: you can't nonchalantly play ...c7-c5 after b2-b4, and ...Nf6 may walk into g2-g4-g5. But you can rehearse your favourite system against most dodgy stuff from your

opponent, and find an alternative for the exceptions.

Oddly, if your opponent is trying to *stop* you trotting out 10 moves of a standard opening by playing something odd like **1.a4**, it may be that your best response is to do exactly that!

Playing by analogy.

One route to picking the best move is to think about transposing into a type of position where your opponent's odd move is irrelevant or actually bad. *Do not play routinely: pay attention to differences.* [I once caught Ben Beake in a 5-minute game with **1. e4 c5 2. Nc3 Nc6 3. Nge2 e6 4. Bg2 Nge7 5. O-O**, now Ben played the routine **5...g6?** when **6. d4!**, exposed the d6 point.]

For example, how do you respond to **1. a4**? It depends on what you play ordinarily, but try **1...e5**. Now, in most lines of standard defences to 1.e4, Black never plays 1...a5 and often wants to play 1...a6 - think about the *Ruy Lopez* and *Sicilian Defence*. The only line of the *Reversed Ruy* I can think of where you can make a virtue of 1. a4 is the cheapo **1.a4 e5 2.e4 Nf6 3.Nc3 Bb4 4.Na2?!** hoping for **4...Ba5** (4... Be7) **5.b4 Bb6 6.a5 Bd4 7.c3**, although I wouldn't be ready to resign just yet after **7...Bxf2+ 8.Kxf2 Nxe4**

+! The only defence I can think of where Black actually want to play 1...a5 is a line of the *French Advance* (1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. a3 a5, and even then it's not the best move!), so as long as you don't insist on a reversed version of that you should be OK.

But see what we are doing here: we are taking the exact position in front of us seriously, we are weighing up the advantages and disadvantages of our opponent's moves, and we are playing chess and not kiddology. (My Dad has this lovely term *persaudo-intellectual*, which is how he pronounces *pseudo*.)

Back to [Chess Coaching Page](#)



This document (unexpected.html) was last modified on 2 May 97 by

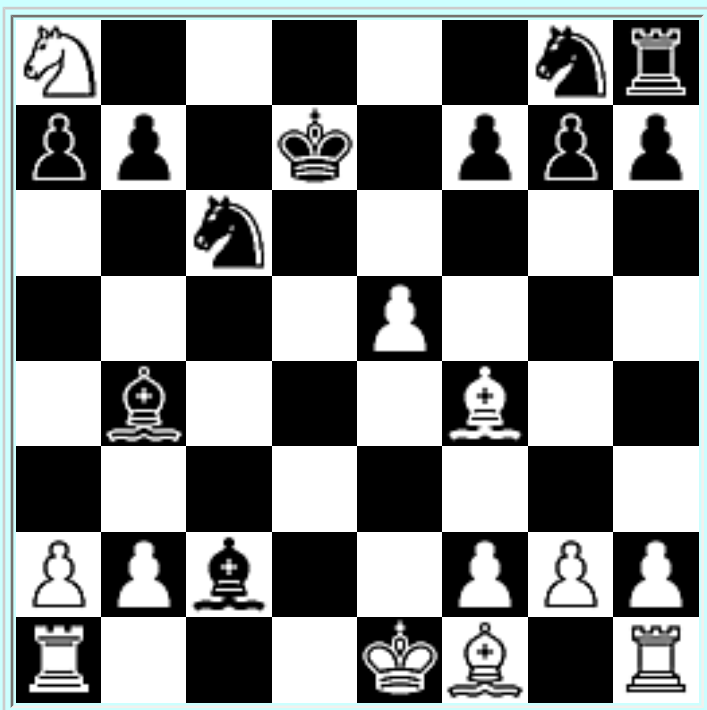
[Dr. Dave](#)

Exeter Chess Club: From the opening into the endgame

What is an endgame, and what is a queenless middlegame? I'll look at a couple of the latter, then a game of mine which moved from one into the other. Lastly, I include some examples of lines to practice with.

Anon - Barcza (Debrecen) 1934

1. e4 Nc6 2. d4 d5 3. exd5 Qxd5 4. Nf3 Bg4 5. Nc3 ? 5... Bxf3 6. Nxd5 Bxd1 7. Nxc7+ Kd7 8. Nxa8 Bxc2 9. Bf4 e5 10. dxe5 Bb4+



The key themes of this position: rapid development, open lines, exposed king and giving up material or development - have little to do with the ending (pawn majority, rook on the seventh, active king, etc.)

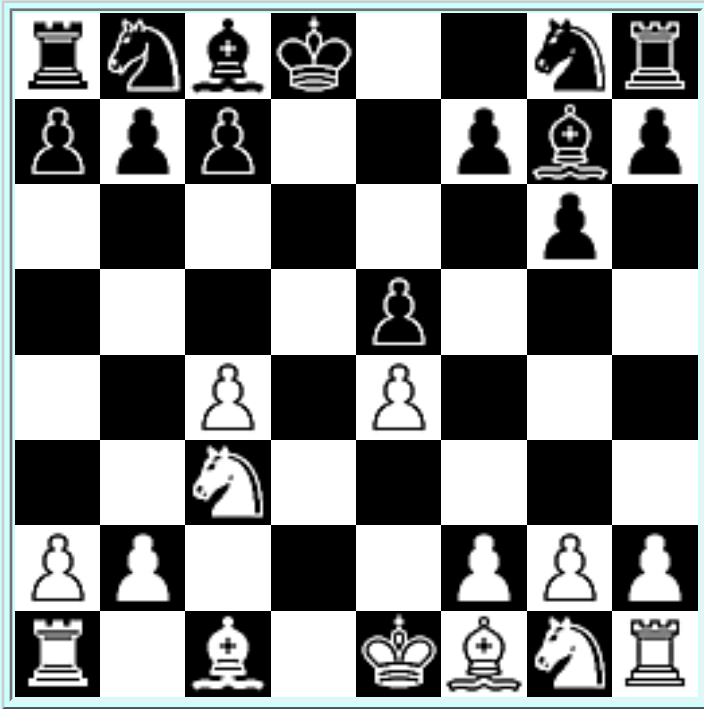
11. Ke2 ?

[11. Bd2 Bxd2+ 12. Kxd2 Bf5 with about equal material]

11... Nge7 12. Nc7 Nd4+ 13. Ke3 Nef5# 0-1

Hubner - Benko (Hungary) 1976 [Mednis]

1. d4 g6 2. c4 d6 3. Nc3 Bg7 4. e4 e5 5. dxe5 dxe5 6. Qxd8+ Kxd8

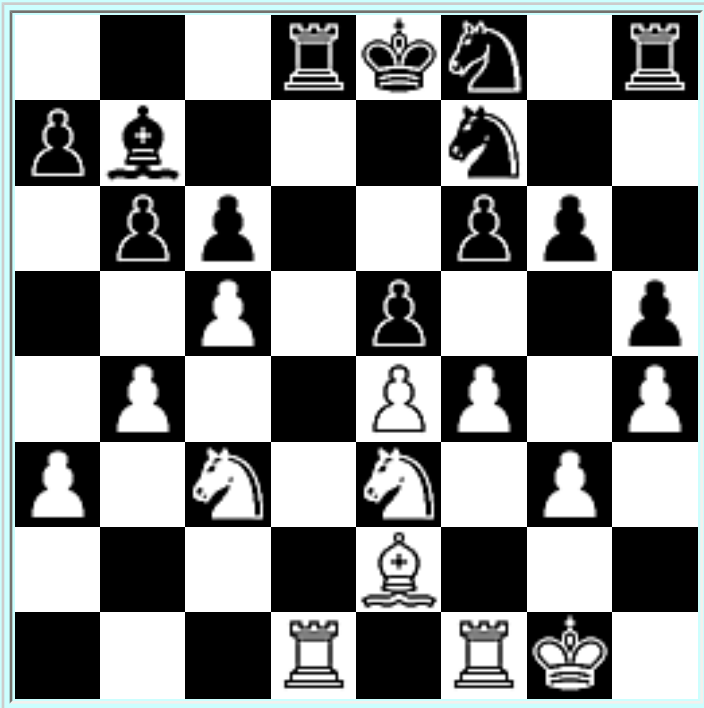


A more complex queenless middlegame in modern master play

7. f4 Nd7 8. Nf3 c6 9. Be2 f6 10. O-O Ke8 11. g3 Nh6 12. Kg2 Nf7 13. Be3 Bf8 14. Rad1 b6 15. a3 Be7 16. Ne1 Bc5 ?!

Black was afraid of Nd3 and; b4

17. Nc2 Bxe3 18. Nxe3 h5 19. b4 Bb7 20. Kg1 Rd8 21. h4 Nf8 22. c5



White is better developed and starts to open lines - again, classic middlegame ideas, but not so much in the ending when direct attacks have little chance of success.

22... Rxd1 23. Bxd1 bxc5 24. Bb3 Nd7

[24...cxb4 25. axb4 and Rd1]

25. Rd1 Bc8 26. b5

still working for open lines

26... cxb5 27. Nxb5 exf4 28. gxf4 Nb6 29. Nxa7 Bb7 30. Nb5 Ke7 ?

[30... Bxe4 31. Bxf7+ Kxf7 32. Nd6+]

[30... Bc6]

31. Bxf7 Kxf7 32. Nd6+ Ke7 33. Nxb7 Ra8 34. Nxc5 Rxa3 35. Kf2 Rc3 36. Rb1 1-0

Regis,D - Dobber,P (Paignton #3)

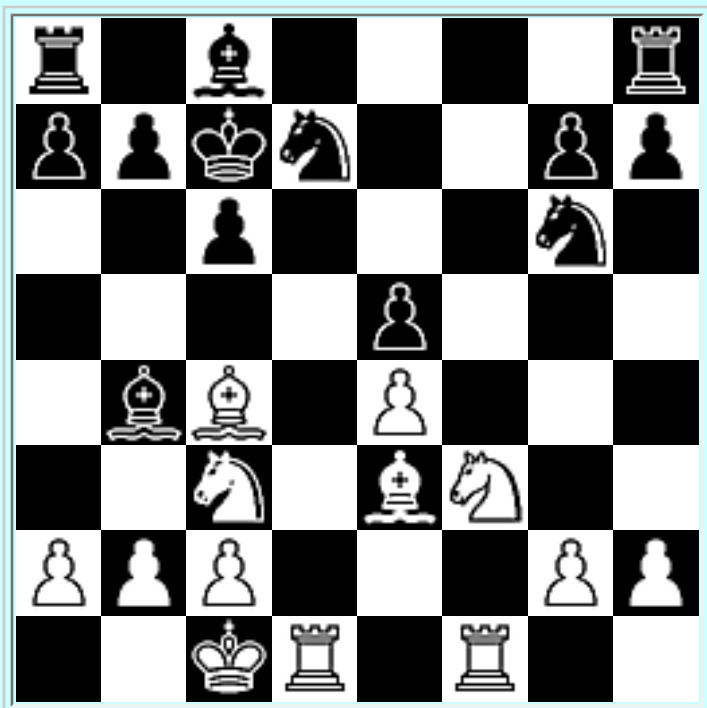
1. e4 d6 2. d4 e5 3. dxe5

[3. Nf3 of course transposes to the Philidor, but I thought the text was critical]

3... dxe5 4. Qxd8+ Kxd8 5. Bc4 f6 6. Be3 c6

[6... Nd7 ! 7. Nc3 Bc5 this idea my opponent showed me the following day; I think it equalises 8. Bxc5 Nxc5 9. O-O-O+ Nd7 10. f4 exf4]

7. Nc3 Kc7 8. O-O-O Nd7 9. f4 Bb4 10. Nf3 Ne7 11. fxe5 fxe5 12. Rhf1 Ng6



White is better mobilised but needs a breakthrough. The next phase shows White trying various ideas and angles ...

13. Ng5

[13. h4 h5 14. Bf7 Ne7 15. Be6 Bxc3 16. bxc3 Nf6 17. Bxc8 Raxc8 18. Nxe5 Rcd8]

13... Nf6 14. Bf7

[14. Nf7 Rf8 15. Bg5 Bxc3 16. Bxf6 gxf6 17. bxc3 Bg4 18. Rd2 Nf4 19. g3 Be2 20. Bxe2 Nxe2+ 21. Rxe2 Rxf7 22. Ref2 Raf8 23. g4 h6]

14... Ne7 15. Be6

[15. Ne6+ Bxe6 16. Bxe6 was worth a punt - next game!]

15... h6 16. Bxc8 Raxc8

[16... hxg5 17. Be6 Bxc3 18. bxc3 Rae8 19. Bxg5 Rxh2 20. Bxf6 gxf6 21. Rd7+ Kb6 22. Bf7]

17. Nf7 Ng4 18. Bg1 Rhf8 19. h3 Nf6 20. Nxe5 Bxc3 21. bxc3 Rcd8

White has a pawn but it is very vulnerable

22. Bc5

[22. Rxd8 Rxd8 23. Nf7 is interesting: 23... Rd7 24. Bh2+ Kb6 25. e5 Nfd5 26. Kb2 Ne3]

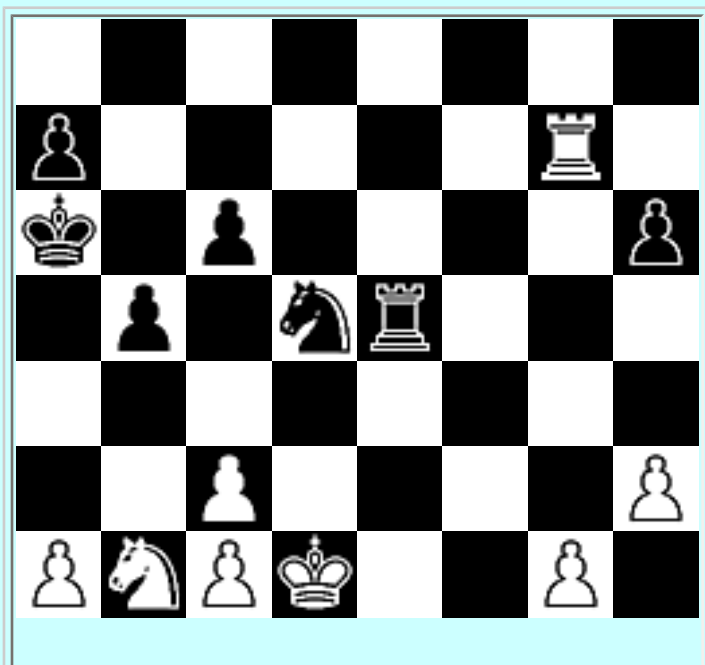
22... Rxd1+ 23. Rxd1 Re8

how to keep the pawn?

24. Bd6+ Kb6 25. Nc4+ Ka6 26. Rd4 Ng6 27. e5 Nd5 28. Rg4

determined but inadequate: ...b5 will bring the house down

28... Re6 29. Kd2 b5 30. Nb2 Nxe5 31. Bxe5 Rxe5 32. Rxc7





32... Rg5

Knight endings are harder to draw than rook endings but Black hoped to sac the knight for the K-side pawns and blockade on the Queen's-side

[32... Nf4 draws, I'm pretty sure 33. Rf7 Nxf2 34. Rf6 Rh5 35. Rxc6+ Kb7 36. Rg6 Nf4 37. Rg7+ Kb6 may even be better for Black]

33. Rxf5 hxf5 34. g3 Nf6 35. h4 Ne4+ 36. Kd3 Nxf3 37. hxf5 Kb6

some careful footwork secures the win

38. c4 Kc5 39. cxb5 cxb5 40. g6 Nh5 41. Ke4 Kb4

[41... Kd6 42. Kf5 Ke7 43. Kg5 Ng7 44. Nd3 Ne6+ 45. Kh6 Kf6 46. Nf4]

42. Nd3+ Kc3 43. Nf4 Nf6+ 44. Ke5 Ng8

[44... Ng4+ 45. Kf5 Nh6+ 46. Kg5 Ng8 47. Nd5+ Kxc2 48. Nf6 Ne7 49. g7 Kb2 50. Nd5 Ng8 51. Kg6 a5 52. Kh7 b4 53. Kxg8 b3 54. axb3 Kxb3]

45. Nd5+ Kxc2

[45... Kb2 saves a move, but is still too late]

46. Nf6 Ne7

[46... Nh6 47. Kf4 Kb2 48. Kg5 Ng8 49. Nxf8 a5 50. Nf6]

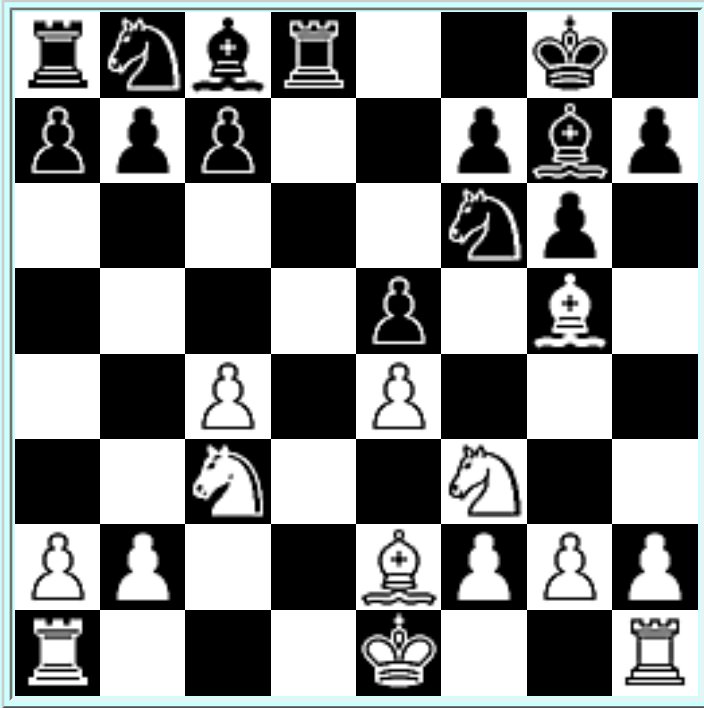
47. g7 1-0

Endgame Openings

King's Indian Defence

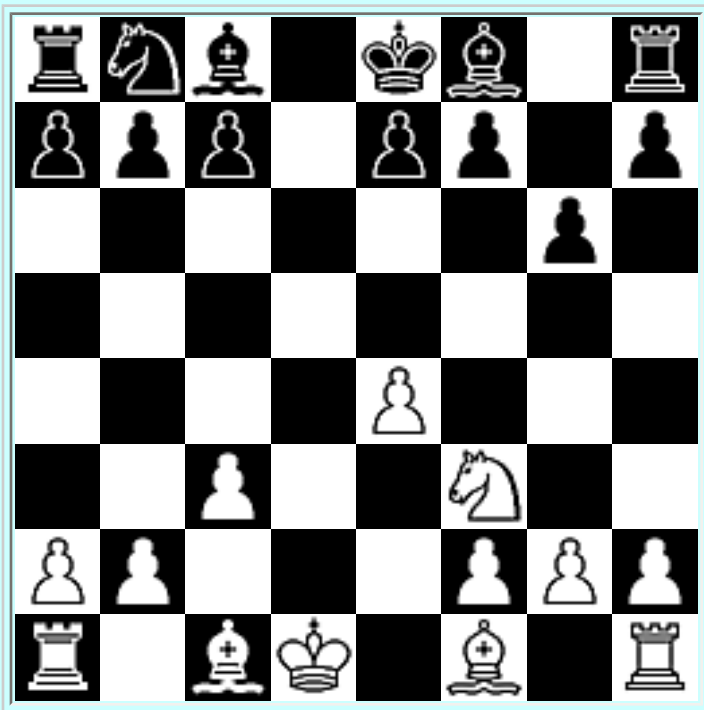
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. dxe5 dxe5

8. Qxd8 Rxd8 9. Bg5



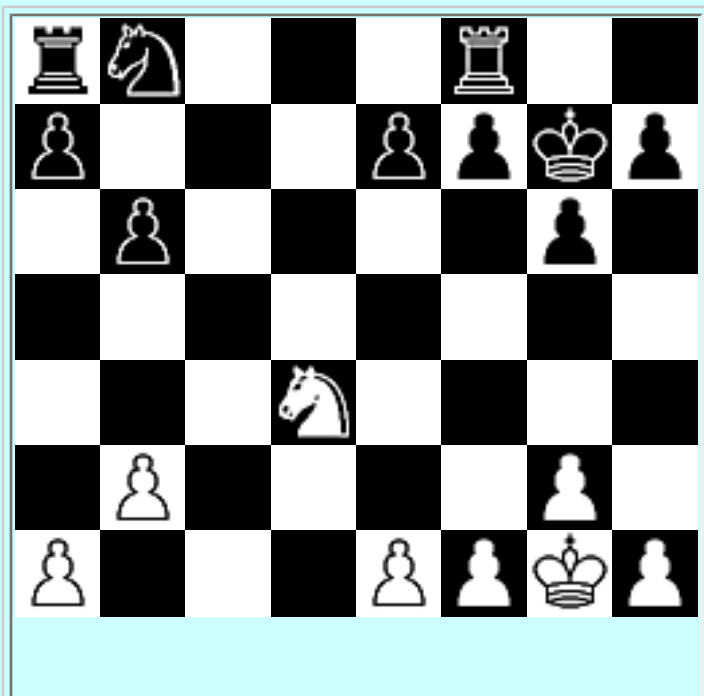
English Opening, Andersson-Book line

1. c4 Nf6 2. Nc3 d5 3. cxd5 Nxd5 4. Nf3 g6 5. e4 Nxc3 6. dxc3 Qxd1+ 7. Kxd1



English Opening, Double Fianchetto

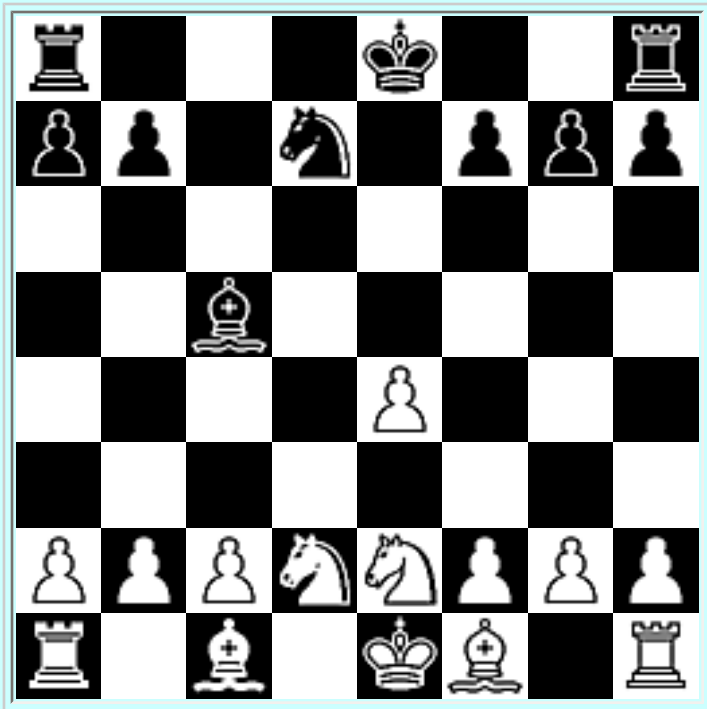
1. c4 c5 2. Nf3 Nf6 3. g3 b6 4. Bg2 Bb7 5. O-O g6 6. b3 Bg7 7. Bb2 O-O 8. Nc3 d5 9. Nxd5 Nxd5 10. Bxg7 Kxg7 11. cxd5 Qxd5 12. d4 cxd4 13. Qxd4+ Qxd4 14. Nxd4 Bxg2 15. Kxg2





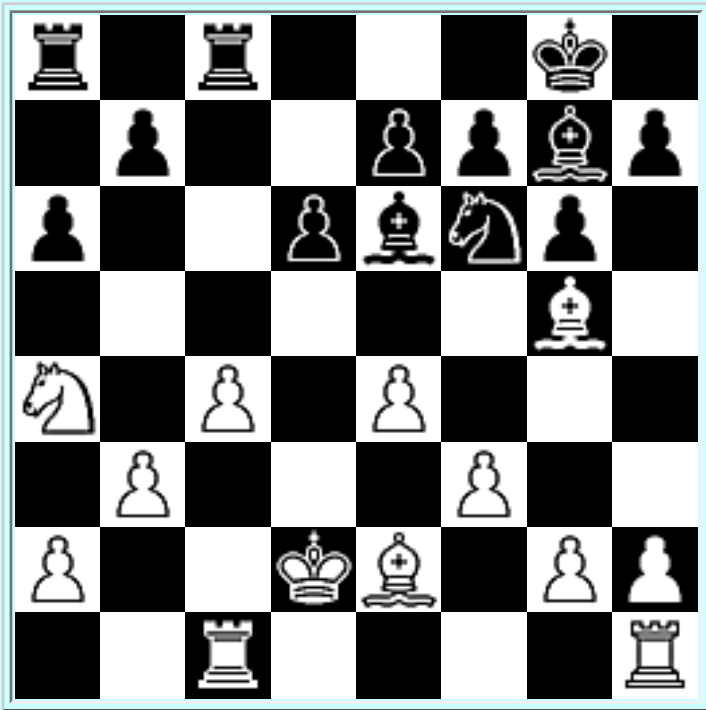
French Defence, Tarrasch Variation

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Bb5+ Bd7 6. Qe2+ Qe7 7. Bxd7 + Nxd7 8. dxc5 Qxe2+ 9. Nxe2 Bxc5



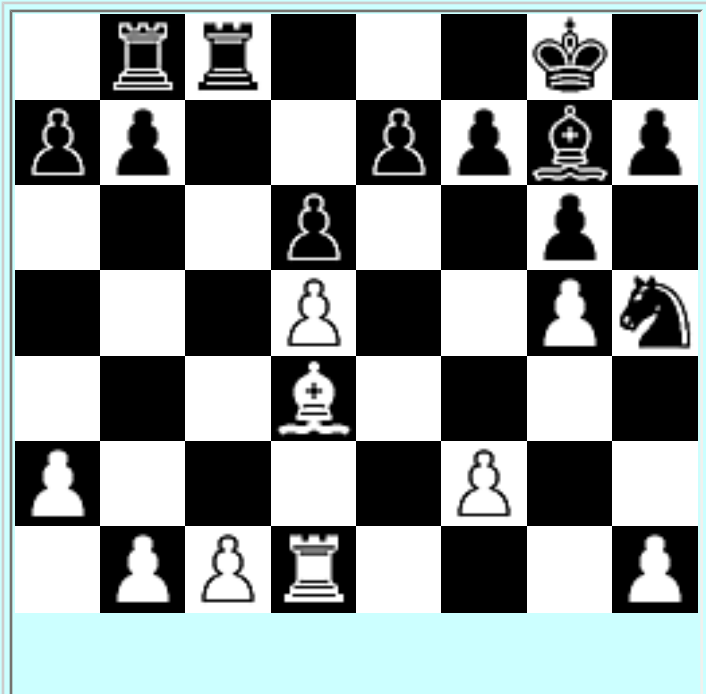
Sicilian Defence, Accelerated Dragon

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. c4 Nf6 6. Nc3 Nxd4 7. Qxd4 d6 8. Bg5 Bg7 9. f3 O-O 10. Qd2 Be6 11. Rc1 Qa5 12. b3 Rfc8 13. Be2 a6 14. Na4 Qxd2+ 15. Kxd2



Sicilian Defence, Dragon Variation

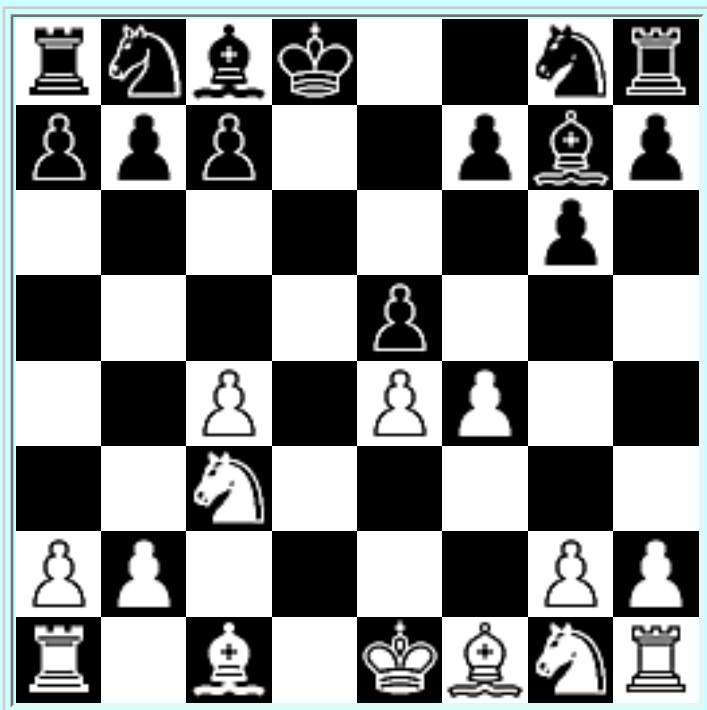
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O
8. Qd2 Nc6 9. g4 Nxd4 10. Bxd4 Be6 11. O-O-O Qa5 12. Kb1 Rfc8 13. a3
Rab8 14. g5 Nh5 15. Nd5 Qxd2 16. Rxd2 Bxd5 17. exd5





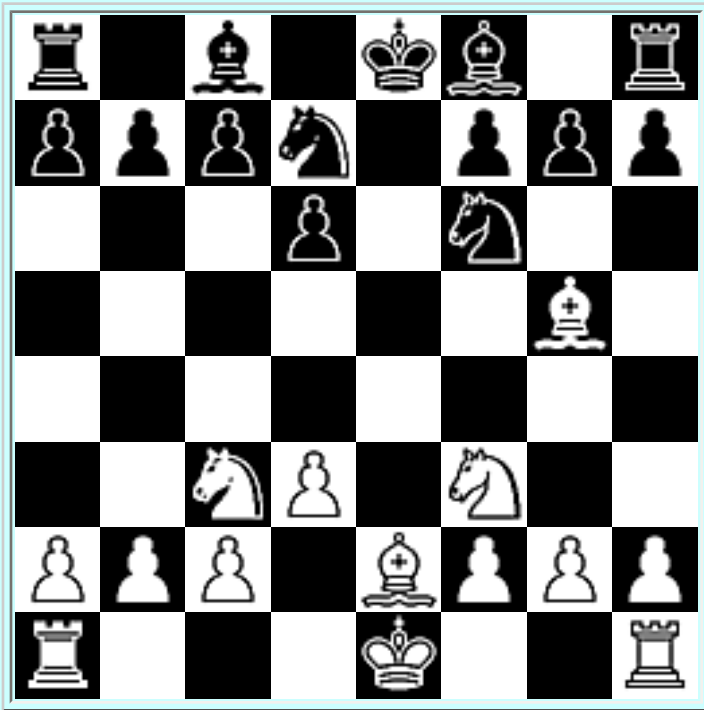
Modern Defence, Averbach Variation

1. e4 g6 2. d4 Bg7 3. c4 d6 4. Nc3 e5 5. dxe5 dxe5 6. Qxd8+ Kxd8 7. f4



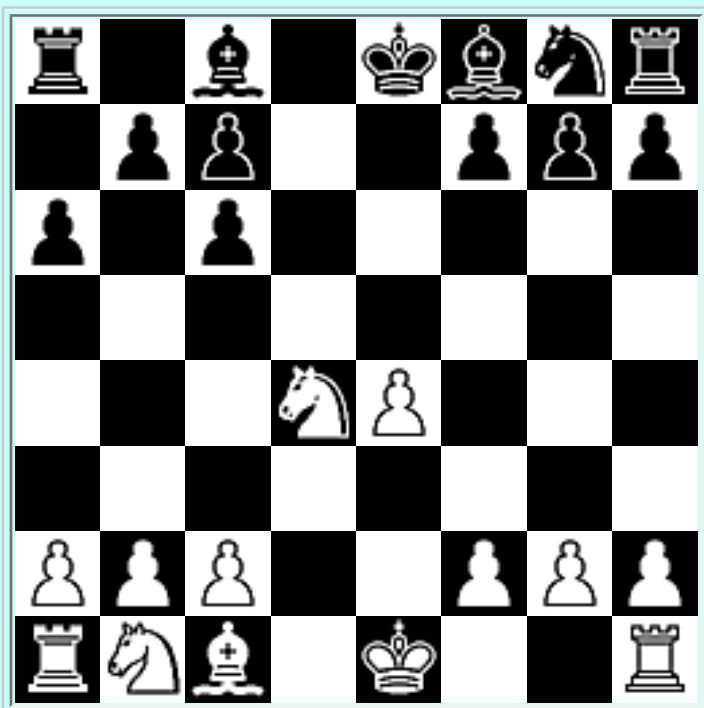
Petroff Defence, Lasker Variation

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Bg5 Nbd7 8. Nc3 Qxe2+ 9. Bxe2

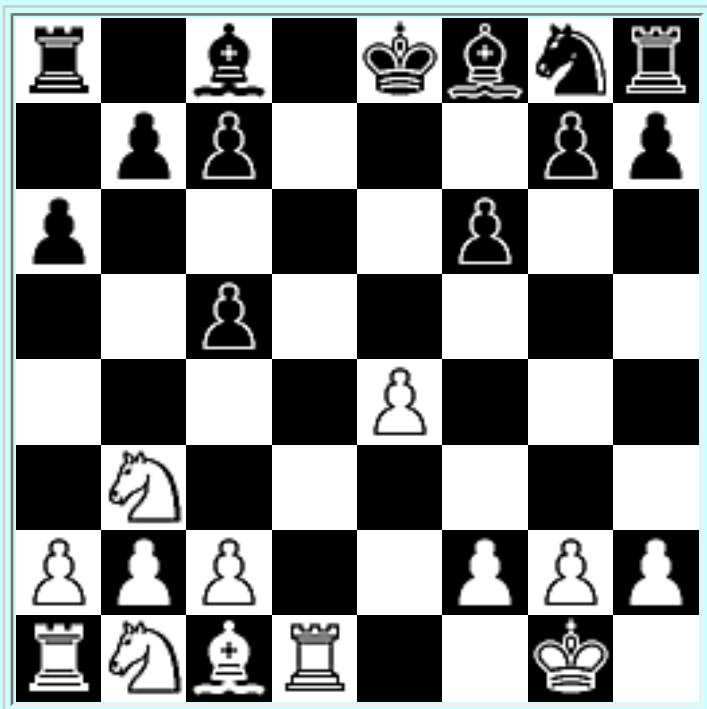


Ruy Lopez Exchange Variation

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4



1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O f6 6. d4 exd4 7. Nxd4 c5
8. Nb3 Qxd1 9. Rxd1



Back to [Chess Coaching Page](#)



This document (opening.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Openings\B_d4_ToC.html

- [Introduction](#)
- [Playing solidly against the Queen's-side and flank openings](#)
- [Playing aggressively against the Queen's-side and flank openings](#)
- [A. Queen's pawn openings](#)
 - [A1 Playing solidly against 1. d4](#)
 - [A\(a\) The Stonewall System](#)
 - [A\(b\) London System](#)
 - [Pribyl - Penrose \(Nice\) 1974](#)
 - [A1.1 The Cambridge Springs Defence against the Queen's Gambit](#)
 - [Marshall,F - Tarrasch,S, Nuremberg, 1895](#)
 - [A1.1a Cambridge Springs with 7. Nd2](#)
 - [A1.1b Cambridge Springs with 7. Bxf6](#)
 - [A1.1c Cambridge Springs with 7. Bd3](#)
 - [A1.1d Main line Cambridge with 7. cxd5](#)
 - [A1.1d\(a\) White deviates from main line: 8. Qb3](#)
 - [A1.1d\(b\) Back to the main line with 8. Qd2](#)
 - [A1.1d-1 Main line with 8... N7b6](#)
 - [d-1\(1\) Main line with 8...N7b6 9. Bd3](#)
 - [d-1\(2\) Main line with 8...N7b6 9. Nxd5](#)
 - [d-1\(3\) Main line with 8...N7b6 9. a3](#)
 - [d-1\(4\) Main line with 8...N7b6 9. Rc1](#)
 - [A1.1d-2 Main line with 8... Bb4](#)
 - [A1.1e White avoids the Cambridge Springs](#)
 - [A1.1e-1 White avoids the Cambridge Springs after 5. Nf3](#)
 - [e-1\(1\) 6. Qc2](#)
 - [e-1\(2\) 6. Qb3](#)
 - [e-1\(3\) 6. e4](#)
 - [A1.1e-2 White avoids the Cambridge Springs after 5. e3](#)
 - [e-2\(1\) 6. Bd3](#)
 - [e-2\(2\) 6. a3](#)
 - [e-2\(3\) 6. Qc2](#)
 - [A1.1e-3 White avoids the whole QGD by playing the Catalan](#)

- [Example Cambridge Springs games](#)
 - [Ottaviani,W - Liying,P \(Novi-14\) \[D52\] Cambridge Springs: loose Bg5, 1990](#)
 - [Buthali,D - Figueroa,C \(Novi-14\) \[D52\] cambridge springs: loose Bg5, 1990](#)
 - [Borovikov,V - Shabanov,Y \(Podolsk\) \[D52\] Cambridge Springs: Black grabs material, 1990](#)
 - [Duemer,K - Meyer,Frh \(2.BLSW\) \[D52\] cambridge springs: Q-side attack, 1989](#)
 - [El Mezwaghi,H - Mubarak,A \(Novi-12\) \[D52\] cambridge springs: Queen's-side majority in EG, 1990](#)
 - [Michaelsen,N - Hort,V \(FRG-ch\) \[D52\] cambridge springs: break on Q-side, 1989](#)
 - [Perez,A - Perera,M \[D52\] cambridge springs: chances with NN, 1989](#)
- [Example games where White avoids the Cambridge Springs](#)
 - [Lengyel-Karpov, Moscow 1972](#)
 - [Tukmakov-Korchnoi Leningrad 1973](#)
- [A1.2 The Semi-Slav](#)
 - [A1.2\(a\) The Meran System](#)
 - [A1.2\(b\) The Anti-Meran Gambit](#)
- [Semi-slav theory](#)
 - [A1.2a Main-line Semi-Slav with 5. Bg5](#)
 - [A1.2b Main-line Semi-Slav with 5. e3](#)
 - [A1.2b-1 Semi-Slav with 6...Bd6](#)
 - [b-1\(1\) Semi-Slav with 6...Bd6 7. e4](#)
 - [b-1\(2\) Semi-Slav with 6...Bd6 7. c5](#)
 - [b-1\(3\) Semi-Slav with 6...Bd6 7. O-O](#)
- [A1.2b-2 Semi-Slav with 6...Bb4](#)
- [A1.2c White avoids Nc3](#)

- [A1.2c-1 White deviates with 4. Qc2](#)
- [A1.2c-2 White deviates with 4/5. Nbd2](#)

- [A1.2d Main line Abrahams variation \[D31\]](#)
 - [Arkell-Teichmann 1985](#)
 - [A1.2d-1 Abrahams' Variation with 5. e4](#)
 - [A1.2d-2 Abrahams' Variation with 5. e3](#)
 - [A1.2d-3 Main line Abrahams' Variation with 5. a4](#)

- [Example games in the Semi-Slav:](#)
 - [Burn - Teichmann \(Hastings\) \[D46\] 1895](#)
 - [Deviations by White:](#)
 - [Miralles,G - Granda Zuniga,J \[D45\] 1989](#)
 - [Rohde,M - Shabalov,A \(8\) \[D45\] Philadelphia, 1990](#)
 - [Example of Romih Variation:](#)
 - [Hegeler,F - Wockenfuss,K \[D46\] 2BLN, 1989](#)
 - [Kraai,J - Donaldson,J \(2\) \[D46\] American, 1989](#)
 - [Karpov - Tal \[D46\] Moscow, 1973](#)
 - [Example of Tchigorin Variation:](#)
 - [Plachetka,T - Drtina,M \(5\) \[D46\] Trnava, 1989](#)
 - [Abrahams' Variation](#)
 - [Curtis-Teichmann 1985](#)
 - [Serebrjanik-Maximenko 1991](#)

- [0-1 A1.3 The Exchange Variation](#)
 - [A1.3a The minority attack with b4 and b5](#)
 - [A1.3b Central break with f3 and e4](#)
 - [Kasparov - Short \(10\) \[D35\] WCh, 1994](#)

- [Example Games in the Exchange Variation](#)
 - [Black plays solidly](#)
 - [Steinbacher,M - van der Sterren,P \(5\) \[D36\] Ostend, 1989](#)
 - [Black wins with a King's-side attack:](#)

- [??-?? \[D34\]](#)
- [Davidovic,A - Smagin,S \(4\) \[D36\] It-open, Dortmund, 1989](#)
- [Von Gleich,A - Ekstroem,R \(1\) \[D36\] Lugano, 1989](#)
- [Yermolinsky - Shipman,W \(3\) \[D36\] MCC, 1989](#)
- [White wants to play in the centre:](#)
 - [Deze,A - Tadic,K \(1\) \[D35\] Novi, 1989](#)
- [White castles Queen's-side:](#)
 - [Paduch,A - Ghafour,Y \(8\) \[D35\] A.Kotov memorial, Singapore, 1990](#)
 - [Tisdall,J - Inkirov,V \(5\) \[D36\] Gausdal, 1990](#)
- [A2 Playing actively against 1. d4](#)
 - [A2.1 The Dutch Defence, Stonewall Variation](#)
 - [Rabinovitch - Botvinnik \(Ussr Ch'p, 1927\)](#)
 - [Steiner - Botvinnik, Groningen, 1946](#)
 - [Flohr - Botvinnik \(10\) Match, 1933](#)
 - [Yudovitch - Botvinnik, 1934](#)
 - [Martin - Troger \[A94\] 1995](#)
 - [A2.2 White avoids the Stonewall](#)
 - [A2.2a Modern System with Bg5xf6](#)
 - [A2.2b Staunton Gambit with e4](#)
 - [A2.2c Korchnoi Gambit with g4](#)
 - [A2.2d Others](#)
- [Examples of White avoiding the Dutch](#)
 - [Karayannis-Bellin 1993](#)
 - [Menadue - Pert 1995](#)
 - [Langeweg,K - Perez Garcia,H \[A80\] Wijk-B, 1986](#)
 - [Sparreboom,W - Bellin,R \[A80\] Guernsey op, 1988](#)
 - [Barczykzyn - Vasiukov,E \[A80\] Bled op, 1989](#)
 - [Ligterink,G \(2470\) - Van Heste,J \(2290\) \[A80\] NLD-ch, 1987](#)
 - [Maksimovic,S \(2345\) - Akhmilovskaya,E \(2420\) \[A80\] Sochi, 1987](#)
 - [Cazzaniga,W - Speck,H \[A80\] Mendrisio op, 1988](#)
- [B. English opening](#)

- [B1 Playing solidly against 1. c4](#)
 - [Kurajica \[A13\] Agincourt Defence \(French-English\), 1995](#)
- [B2 Playing actively against 1. c4](#)
 - [Theory of the Anglo-Dutch](#)
- [Example games in the Anglo-Dutch](#)
 - [System with 2...d6](#)
 - [Hubner - Kasparov \(1, Hamburg\) \[A21\] 1985](#)
 - [Gonzalez-Rossolimo 1952.](#)
 - [Korchnoi-German 1962.](#)
 - [Zlotnikov-Minasian 1993](#)
 - [Hallerod-Hearst 1960](#)
 - [System with 2...Nc6](#)
 - [Miles-Chaves 1977](#)
 - [Bruno-Kurajica 1985](#)
 - [Darga-Herter 1968](#)
 - [Seirawan-Browne 1979](#)
- [Reversed Closed Sicilian](#)
 - [Grunberg-Kasparov simul.1987](#)
 - [Hodgson-Short 1986](#)
 - [Pierson-Calverley 1983](#)
 - [Psakhis - Kasparov, 1990](#)
- [C Reti Opening and King's Indian Attack](#)
 - [C1 Playing solidly against 1. Nf3](#)
 - [Smyslov,V \(2565\) - Nunn,J \(2565\) \[A48\] \(Tilburg 34/91\), 1982](#)
- [C2 Playing actively against 1. Nf3](#)
- [D Sokolsky opening \(Polish\)](#)

- [D1 Playing solidly against 1. b4](#)
- [D2 Playing actively against 1. b4](#)

- [E Nimzo-Larsen Opening](#)
 - [E1 Playing solidly against 1. b3](#)
 - [E2 Playing actively against 1. b3](#)

- [F Various other openings](#)
 - [F1. Benko's Opening, 1.g3](#)
 - [F2. Bird's opening, 1. f4](#)
 - [F3. The Dunst, 1. Nc3](#)
 - [Example game in the Dunst:](#)
 - [Ekebjærg, Ove - Strand, Torger cr Nielsen-mem, 1987](#)

- [F4. Grob's opening, 1. g4](#)
 - [Ott - Grob, Corr](#)
 - [Hug - Grob, Corr](#)
 - [Grob - Aebi \(corr\) & Analysis](#)
 - [Grob - Stingelin+ Analysis, 1993](#)
 - [Basman - Keene, Benedictine, 1981](#)

Exeter Chess Club: Exeter style ASCII diagrams

The Petroff Defence for beginners

```
t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - X - + -
- + - + p + - +
+ - + - + n + -
p P p P - P p P
R n B q K b + r
```

An Exeter Junior Chess Club booklet

Back to [Chess Coaching Page](#)

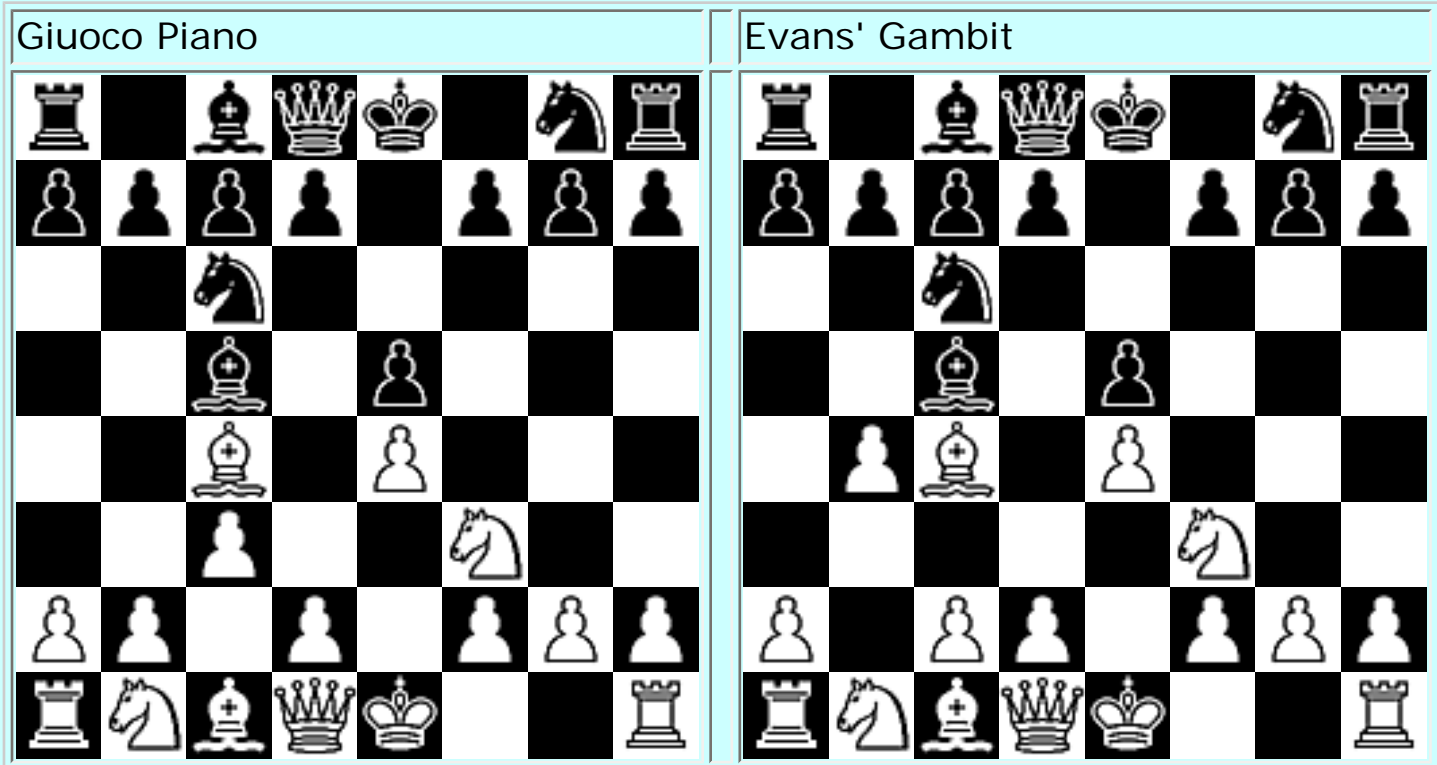
This document (dr_8x8.html) was last modified on
by



[Dr. Dave](#)

Exeter Chess Club: The Italian Game for beginners

The Giuoco Piano and Evans' Gambit



An Exeter Junior Chess Club booklet

Edition 3.18, April, 96

Bibliography:

Kasparov/Keene, *Batsford Chess Openings*

Levy/Keene, *An Opening Repertoire for the Attacking Club Player*

Walker, *Chess Openings for Juniors*

Various magazines and other books

Introduction

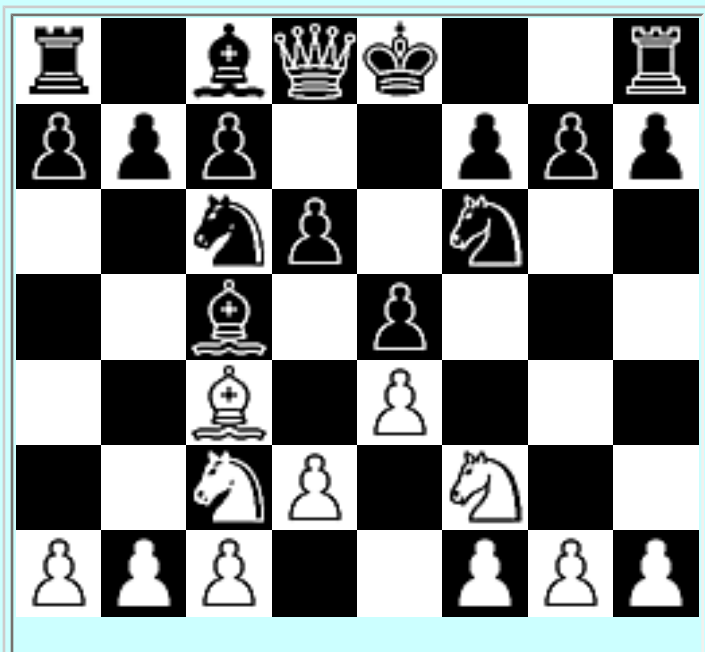
This is an updated and expanded version of a booklet first written in 1994. The major change is the conversion of the 'example games' section to a much larger 'ideas and traps' section.

The trouble with the Giuoco Piano (is the Giuoco Pianissimo)

The name *Giuoco Piano* means 'quiet game', but it is not really quiet. When it got its name, people were still playing the bloodthirsty variations of the King's Gambit like the *Muzio Gambit* (1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. O-O gxf3 6. Qxf3). Compared to that, I suppose the Giuoco Piano **is** quiet! But there is a variation to be avoided, which is the *Giuoco Pianissimo*. That means 'very quiet game'.

It looks like this:

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6

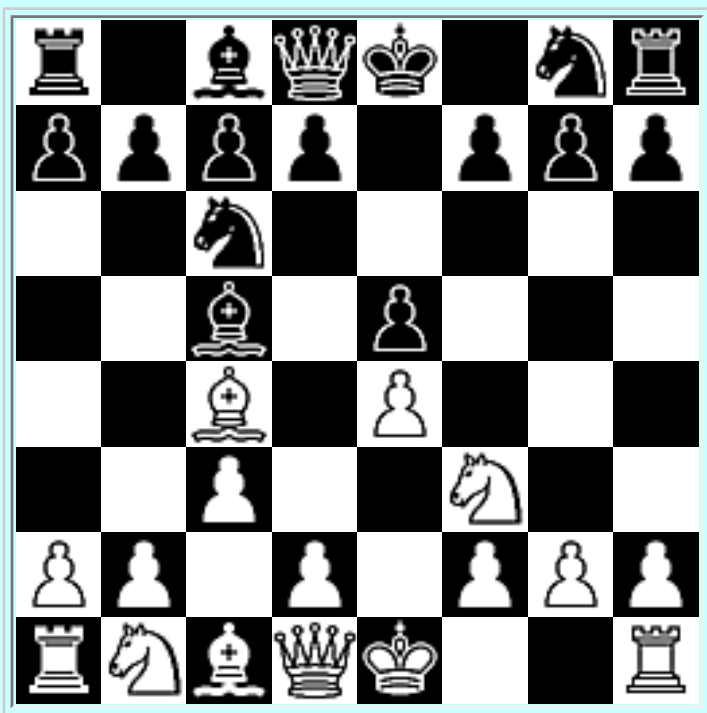




Junior players can usually get to this point safely but often don't really enjoy the game that results. The position is blocked, the sides are equal and it's hard to get things going. It can take a long time to beat worse players because things are so solid. Also, it may be that almost every game you play ends up something like this, and perhaps you would like some variety.

Why does this go wrong? Well, you should know that Plan A in the opening (for White and Black) is to play e4 and d4. If you both play sensibly 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 White cannot play d4, so you both continue sensibly 4. Nc3 Nf6 5. d3 d6. Which is where we came in. If you really want to play like this, see the last section, but I don't think it's a good way to play.

Knowing this can happen, you need to know the two great ways to avoid it, which lead to open exciting games:

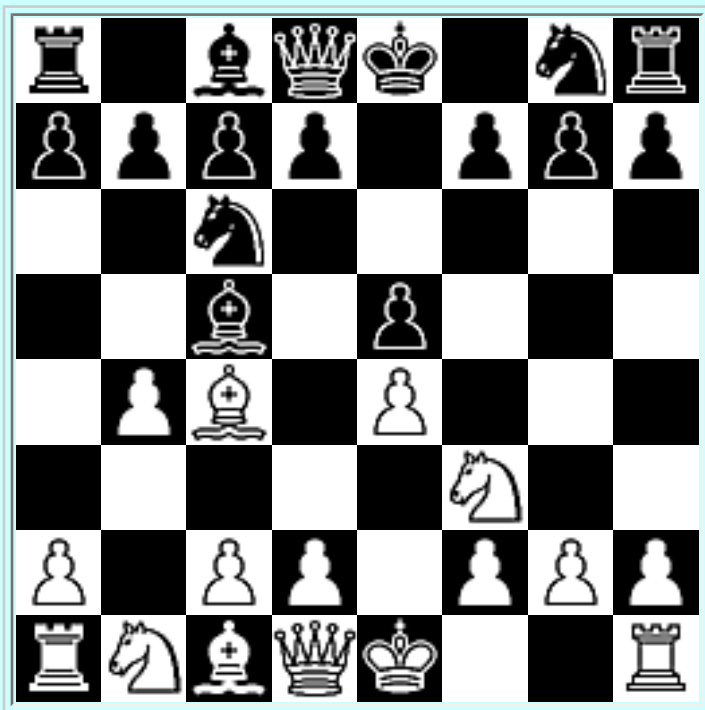


1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4.c3

This is the main line of the Giuoco Piano. The idea is to play c3, d4 and only after ...exd4,cxd4 do you play Nc3. You then have your old-fashioned centre and good prospects of a quick attack down the centre or on the K-side. I often call this **Plan A**.

Black can use the temporary weakness of e4 to play 4...Nf6 when it is difficult to

stop Black upsetting your plan a little.



1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4!?

This is the Evans' Gambit, the "*gift of the gods to a languishing chess world*". After 4...Bxb4, 5. c3 Bc5 6. d4 you have gained a move on Plan A, although you are a Pawn down. The Evans' is more dangerous than the Giuoco Piano - for both sides!

Enterprising chess players still occasionally trot this one out at master level: Bobby Fischer and John Nunn have played it with success.

So, let's have a look at some ideas in these more exciting lines. I'll show you

1. first, the basic ideas
2. secondly, some important traps
3. lastly, some variations

You should read and play over the examples with a board, and do them in the order above: (1) ideas, (2) traps, and only then (3) variations. This is how to study any opening.

Basic ideas in the Italian Game

I've described some of them above.

bring your Bishop onto the a2-g8 diagonal, eyeing up the tender f7 point

play c2-c3 and d2-d4 to take over the **centre**

develop your other pieces **rapidly**, bring your King's Rook to e1. If you have a lead in development, **break open lines** to get at the Black position

keep the opponent's pieces from settling with **central pawn stabs**. Usually we say, don't make time-wasting pawn moves, like h2-h3. But if you play e4-e5 attacking a Knight on f6, the Knight has to move, and so you haven't given Black a chance to catch up in development, and you may have dislodged an important defender. It's odd that, because Pawns are worth the least, nothing can resist their attacks!

try and catch the opponent's **King in the middle**, or, if it escapes by castling, **attack on the King's-side**.. Usually, only the Evans' Gambit and Moller Attack in the Giuoco Piano are fast enough to catch the King in the middle.

if your attack doesn't come about, fast development and siezing the central files may give you an **advantage in the endgame**

Because the basic layout is similar for both sides, some of these ideas also apply to playing Black: in addition Black should strive for:

rapid **development**

castle into safety

counter with ...**d5**

play for **counterattack** on the King's-side or an **endgame advantage** First, I'll show you an example game which includes the ideas I have listed above.

All the basic ideas: White,R - Al Marif,S [C51 Evans' Gambit] (London LB), 1990

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. O-O!? d6 7. d4 exd4
8. cxd4

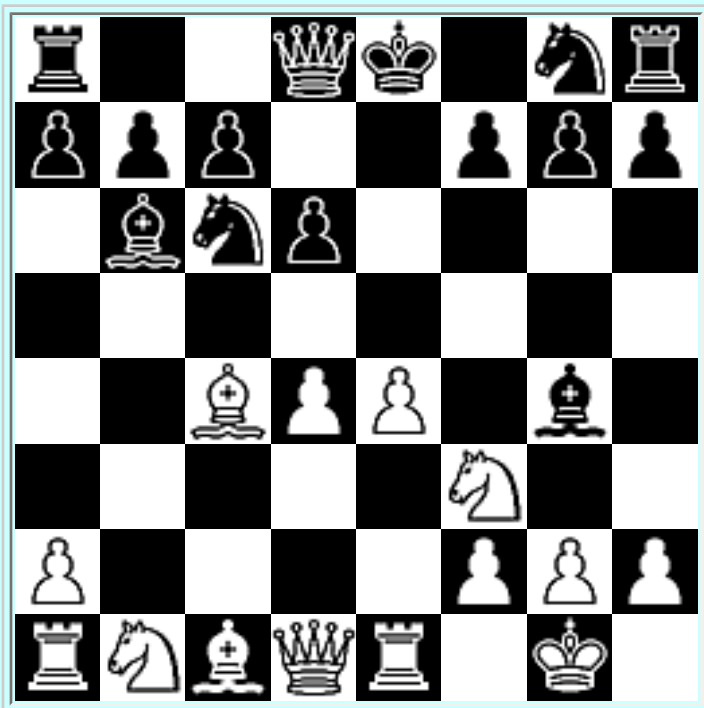


Central advantage: the Plan A pawn centre with **good development**.

8...Bb6 9. Re1

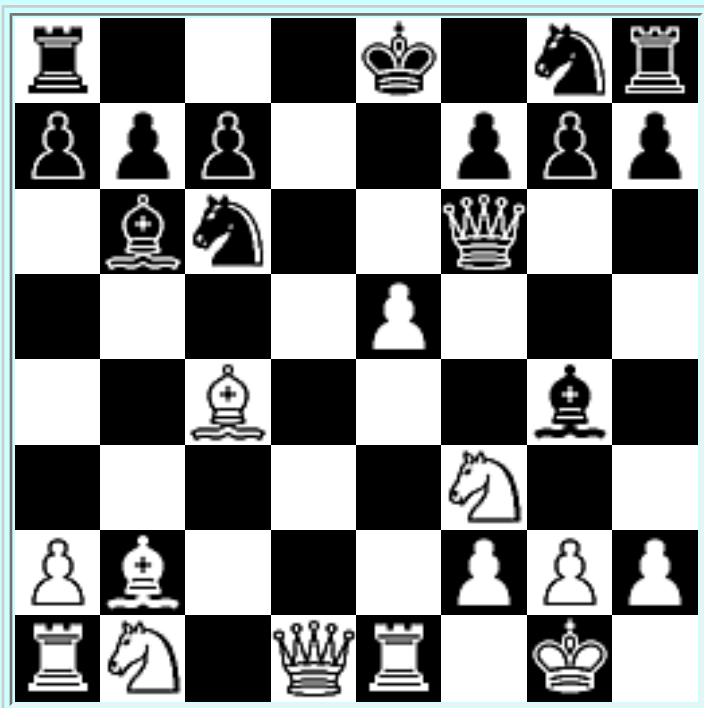
The Rook comes to e1, giving the King a Hard Stare.

9...Bg4



White's next points both Bishops at the King's-side.

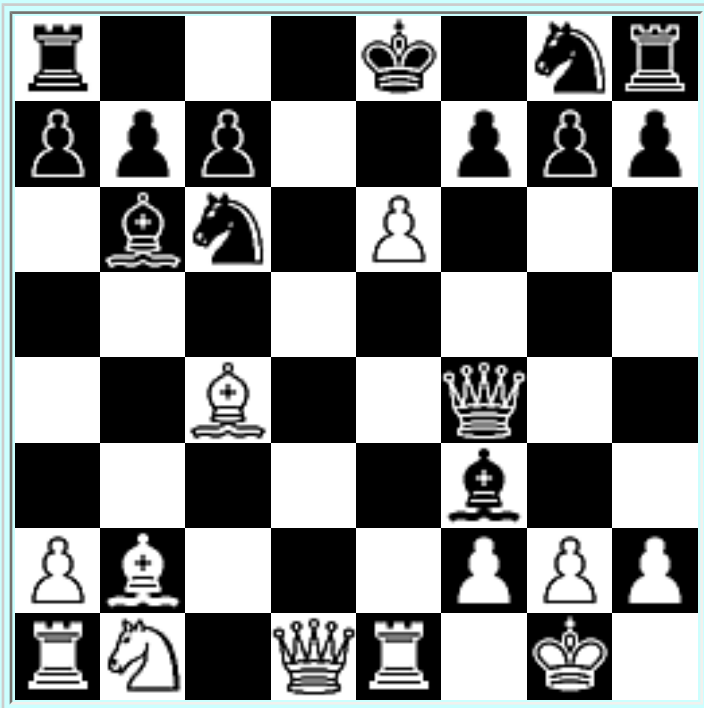
10. Bb2 Qf6 11. e5 dxe5 12. dxe5



Raiding by centre pawns. The Pawn wins time by the attack on the Queen, and then **breaks open lines** by a further step forward.

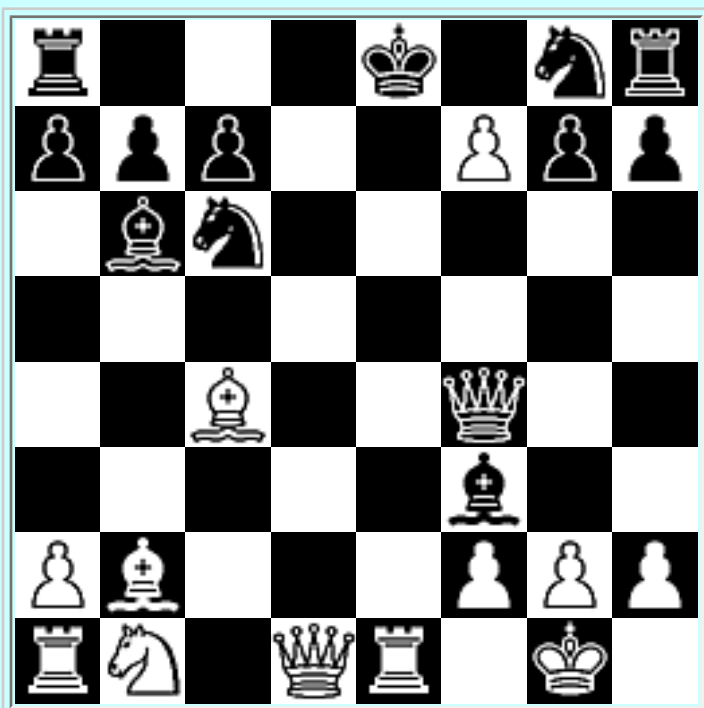
12... Qf4 13. e6 Bxf3

Black hopes to gain time by taking a piece with an attack on the Queen.



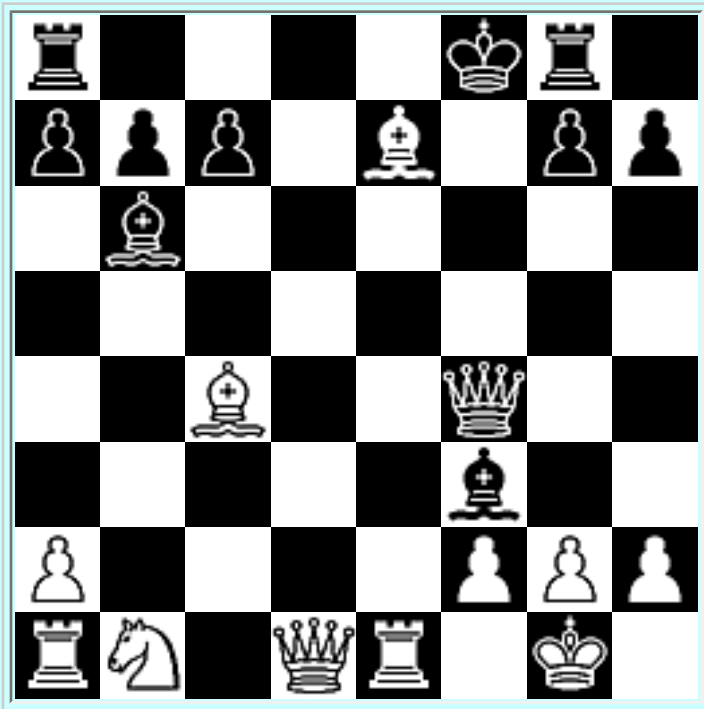
14. exf7+

Not a bit of it! - Check stops everything. In fact White never moves the Queen or takes the Bishop!



Attack on f7 along the "Italian Diagonal"

14... Kf8 15. fxg8=Q+ Rxc8 16. Ba3+ Ne7 17. Bxe7+



The **King caught in the middle**. Black resigns... **1-0**

An exciting game! Let's have a look at each of these ideas again in actual play, and how to play when you are Black.

Ideas mainly for White

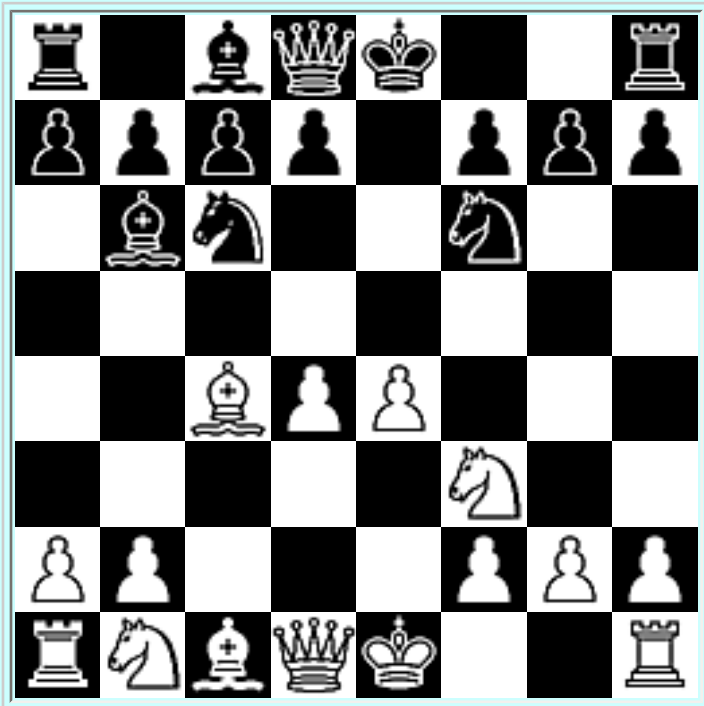
Develop rapidly and take over the centre

You should know this idea already. Get your pieces out and fighting - if they are on the back rank you might as well not have them! And of course, they are most effective in the centre.

The way to take over the centre is with your e- and d-pawns. These pawns can make little steps down the middle towards the Black King, and on the way stamp on the toes of the Black pieces to make them jump out of the way!

The raid with central pawns: Boleslavsky - Scitov [C54 Giuoco Piano] (Moscow) 1933

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb6



This move gives White too much of a free hand. The "Plan A" pawn centre just rolls over the Black position.

7. e5 Stamp!

7...Ng4 8. h3 Stamp!

8...Nh6 9. d5 Stamp!

9...Ne7 10. d6 Stamp!

10...Ng6

The Pawns have marched forward, causing the Black pieces to scatter. Time to develop a piece...

11. Bg5 f6



12. exf6 gxf6

White can win a piece, but:

13. Qe2+ Kf8 14. Bxh6# 1-0

Isn't that better than the Giuoco Pianissimo?

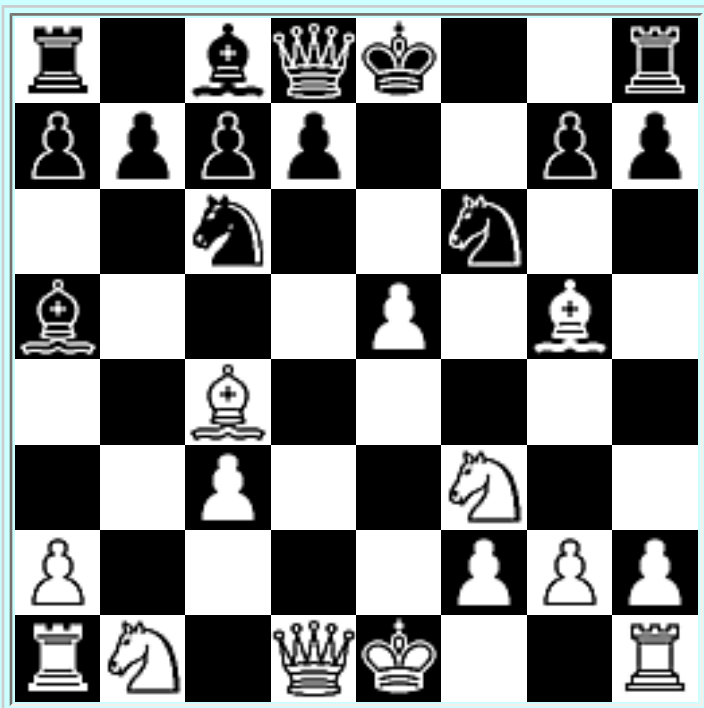
The raid with central pawns: Morphy, Paul - Laroche, H [Evans' Gambit, C52] Paris, 1859

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 Nf6



Now a little Pawn stab.

7. dxe5 Ng4 8. Bg5 f6 9. exf6 Nxf6 10. e5

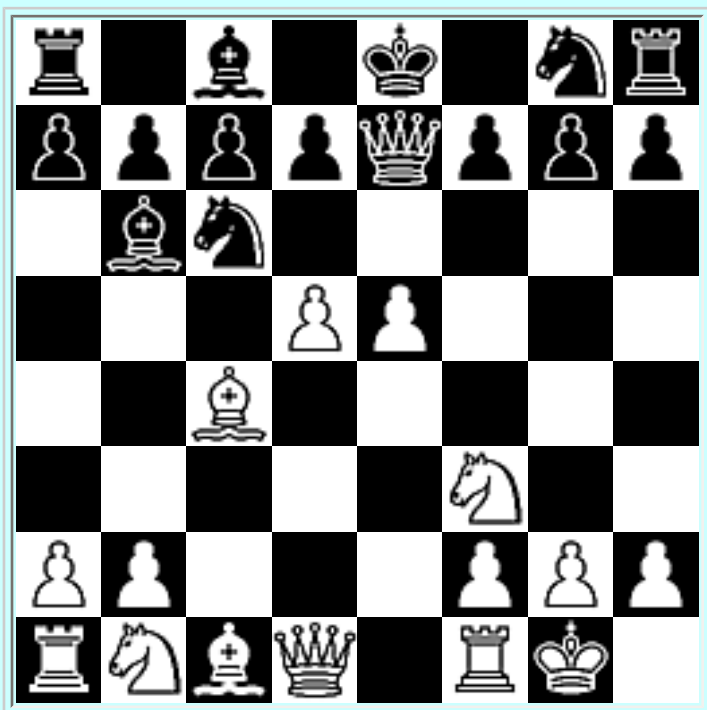


Another awkward Pawn raid.

10... h6 11. exf6 hxg5 12. fxg7 Qe7+ 13. Qe2 1-0

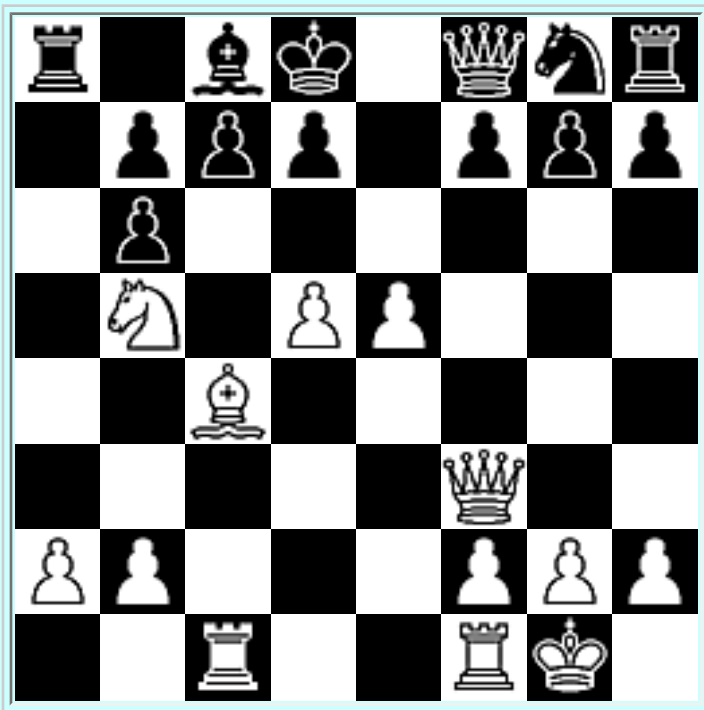
The raid with central pawns: Morphy, Paul(bl_sim) - Cunningham [Giuoco Piano, C54] London, 1859

1. e4 e5 2. Bc4 Bc5 3. c3 Nc6 4. Nf3 Nf6 5. d4 exd4 6. e5 Qe7 7. O-O Ng8
8. cxd4 Bb6 9. d5



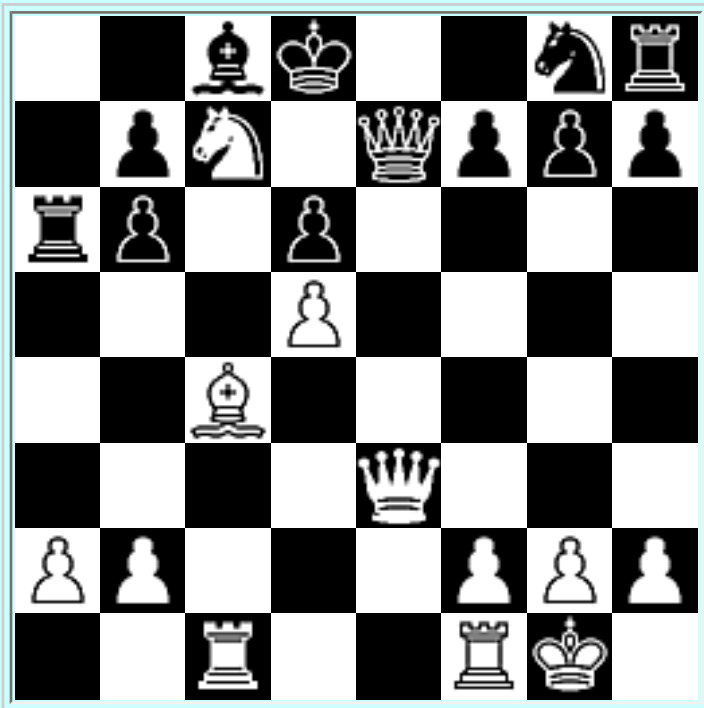
This we would call a *central pawn roller*.

9... Qc5 10. Na3 Nd4 11. Be3 Nxf3+ 12. Qxf3 Qf8 13. Bxb6 axb6 14. Nb5
Kd8 15. Rac1



Black is getting squashed by those Pawns.

15... d6 16. exd6 cxd6 17. Qe3 Ra6 18. Nc7 Qe7

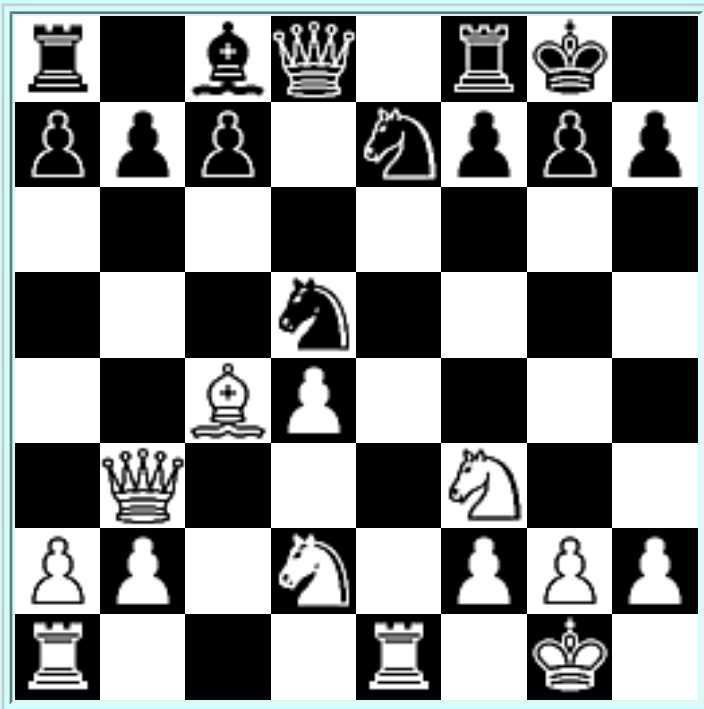


Black wants to exchange Queens.

19. Ne6+! fxe6 20. Bxa6 Bd7 21. Bb5 Ke8 22. dxe6 Nf6 23. Rc8+ 1-0

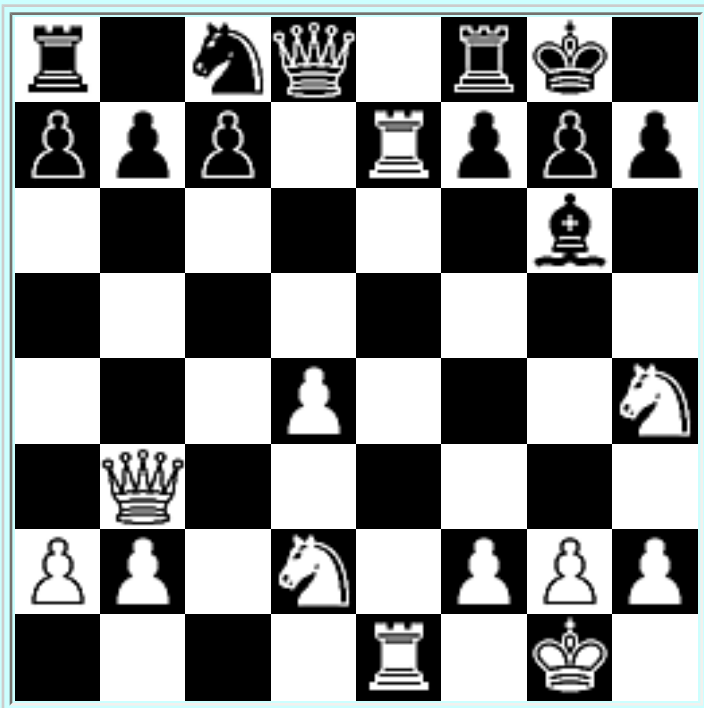
Central advantage: Bastian,Herbert - Eng,Holger (10) [Giuoco Piano, C54] Bad Neuenahr ch-DE, 1984

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. Qb3 Nce7 11. O-O O-O 12. Rfe1



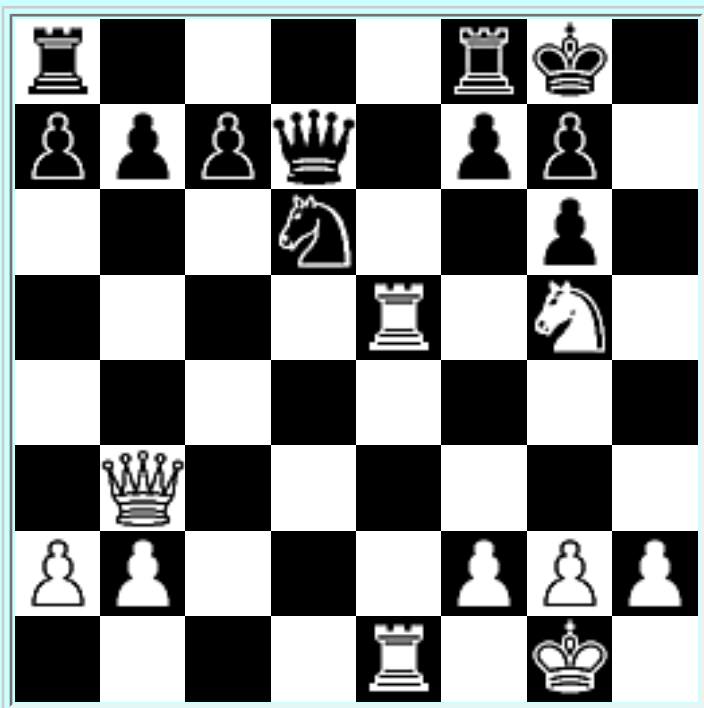
This is the Main line position. Most of the Pawns have disappeared, but Black must be careful not to let the White pieces dominate the central squares and the e-file.

12... Nb6 13. Bd3 Bf5 14. Rxe7 Bxd3 15. Rae1 Bg6 16. Nh4 Nc8



White has far more active pieces and control of the e-file. This is an easy game to understand, and, hopefully, imitate.

17. Nxg6 hxg6 18. R7e5 Qxd4 19. Nf3 Qd7 20. Ng5 Nd6



Black is starting to get sorted out but White's next move tempts the f-pawn to move...

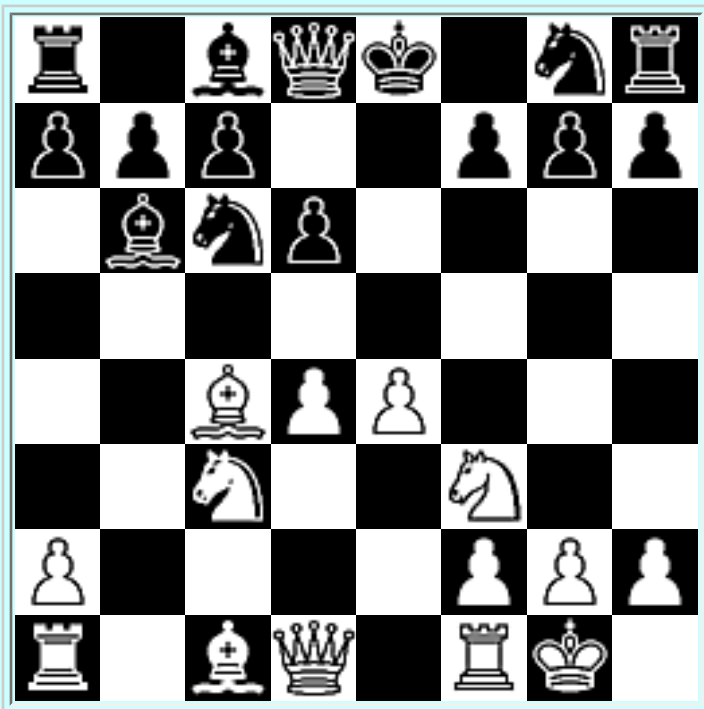
21. Qb4 f6 22. Re7 Qb5 23. Rxc7+ Kxc7 24. Re7+ Rf7 25. Rxf7+ Nxf7 26. Ne6+ 1-0

Catch the Black King in the middle

As I said, this is mostly an idea for the Evans' Gambit. White's pieces charge out before Black can play ...Nf6 and ...O-O, and before the defence can get organised.

The King caught in the middle (and Central advantage): Morphy - Hampton, H [Evans' Gambit, C52] (London) 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. O-O d6 7. d4 exd4 8. cxd4 Bb6 9. Nc3

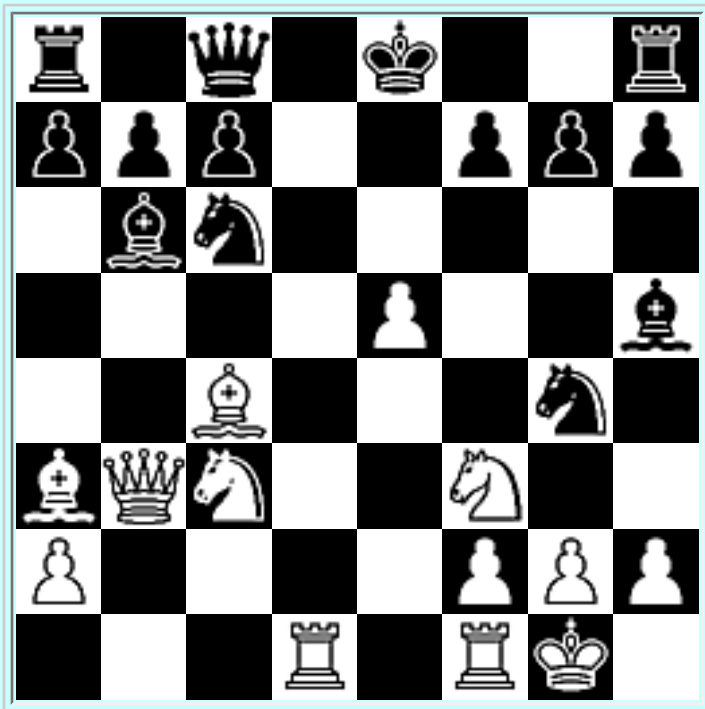


This simple developing move is best, but not much played before Morphy. Instead they used to rush with 9. d5 or hesitate with 9. h3.

9... Nf6 10. e5 dxe5 11. Ba3

Stops the Black King castling.

11...Bg4 12. Qb3 Bh5 13. dxe5 Ng4 14. Rad1 Qc8



White has a model position, while Black's pieces are disorganised and the King vulnerable.

15. e6 f6 16. Qb5 Bg6 17. Bd5 1-0

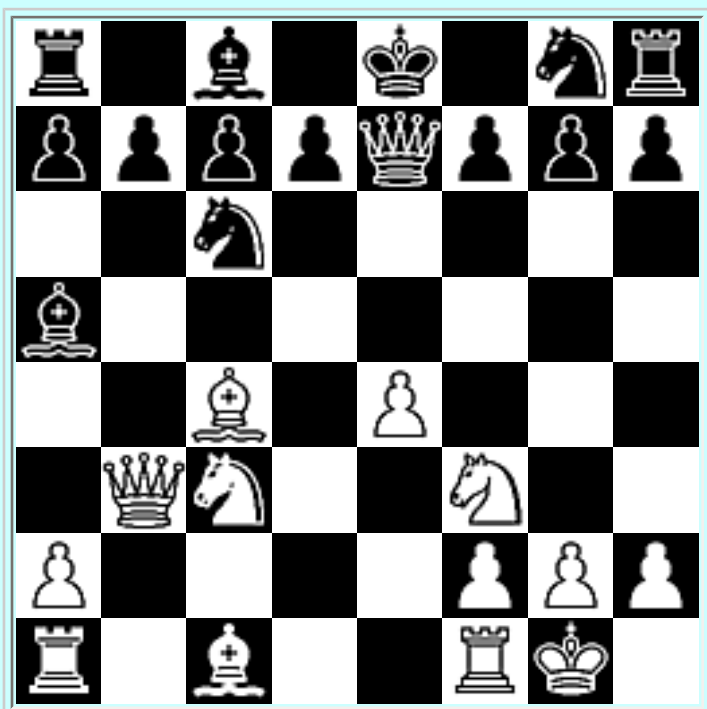
King caught in the middle: Fischer - Fine RH [Evans' Gambit, C52] (New York) 1963

This game was played as a 'friendly' game at Fine's house.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O dxc3

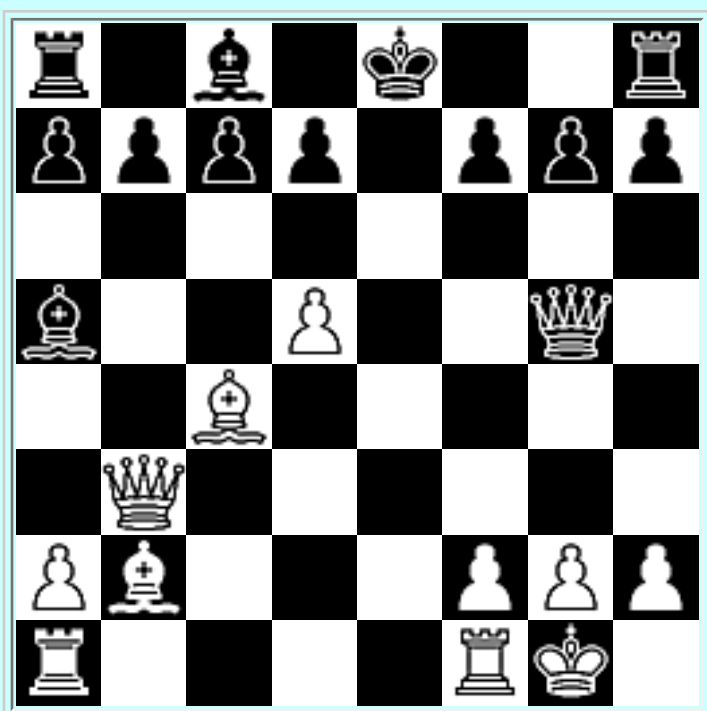
"A little too greedy", said **Modern Chess Openings**, and Fischer agreed.

8. Qb3 Qe7 9. Nxc3



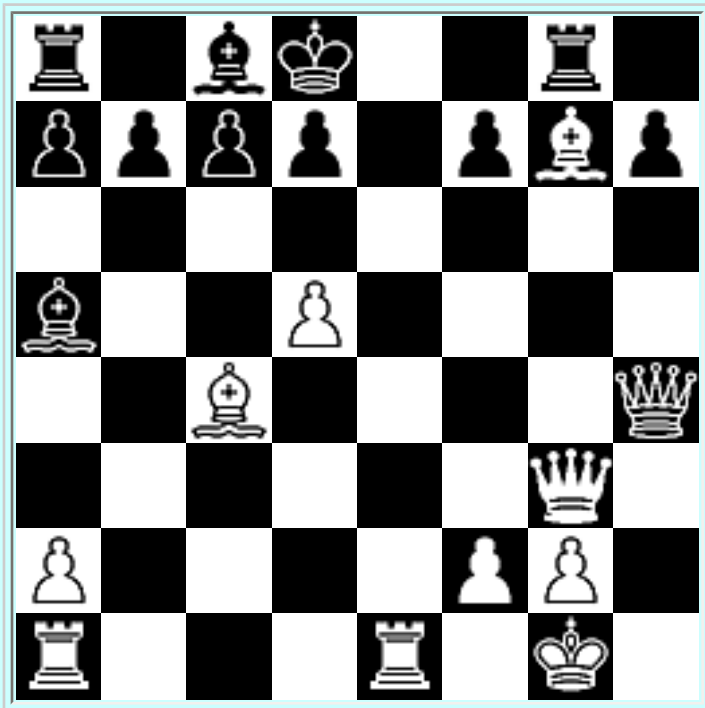
White has a massive lead in development. Now $9... Qb4$ is the most awkward. Fischer's reply does not lose time because Black must respond to the attack on the Queen, and, after the exchange, the Knight.

9... Nf6 10. Nd5 Nxd5 11. exd5 Ne5 12. Nxe5 Qxe5 13. Bb2 Qg5



Fischer now finds a nice deflecting move.

14. h4 Qxh4 15. Bxg7 Rg8 16. Rfe1+ Kd8 17. Qg3



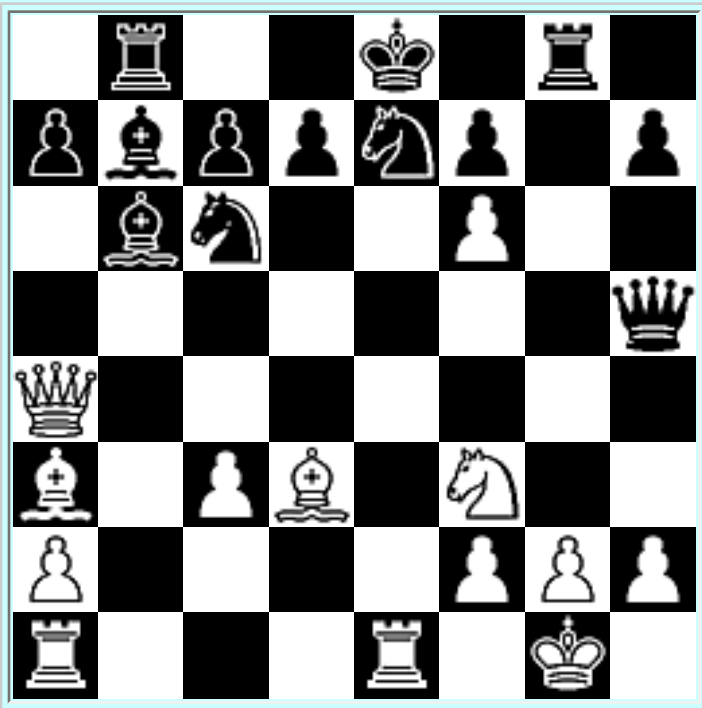
1-0

Another, conclusive deflection. The Black Queen cannot defend the f6 square, so if 17...Qg3 18. Bf6 mate.

King caught in the middle: Anderssen, Adolf - Dufresne, J [Evans' Gambit, C52] Berlin 'Evergreen', 1852

This is a very famous game, published in newspapers all over the world at the time.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O d3 8. Qb3 Qf6 9. e5 Qg6 10. Re1 Nge7 11. Ba3 b5 12. Qxb5 Rb8 13. Qa4 Bb6 14. Nbd2 Bb7 15. Ne4 Qf5 16. Bxd3 Qh5 17. Nf6+ gxf6 18. exf6 Rg8

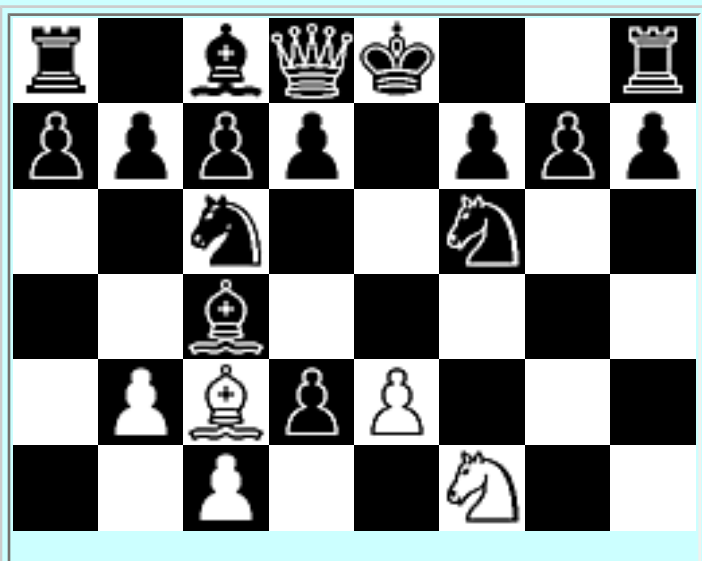


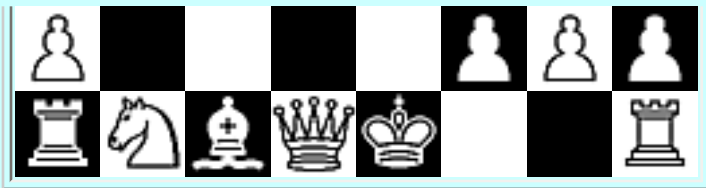
In playing his next move, Anderssen must have seen the mate at the end. Superb!

19. Rad1 Qxf3 20. Rxe7+ Nxe7 21. Qxd7+ Kxd7 22. Bf5+ Ke8 23. Bd7+ Kf8 24. Bxe7# 1-0

King caught in the middle: Romero Holmes,Alfonse - Estremera Panos,Serg [Giucoco Piano, C54] Leon, 1989

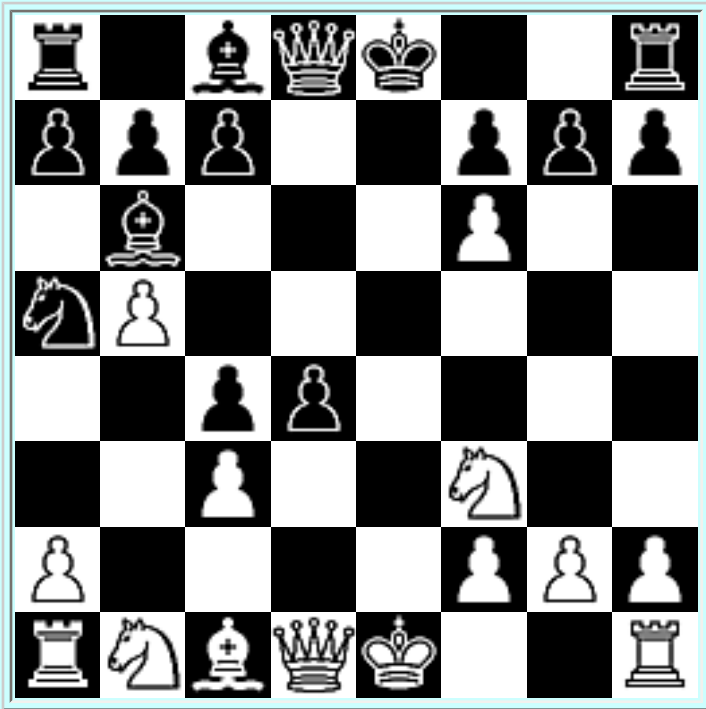
1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. b4





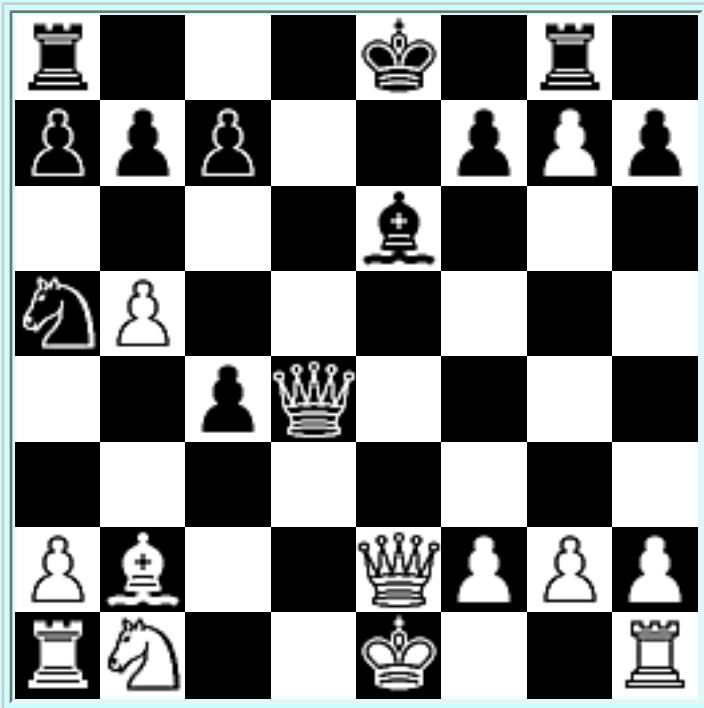
An unusual line.

6... Bb6 7. e5 d5 8. exf6 dxc4 9. b5 Na5



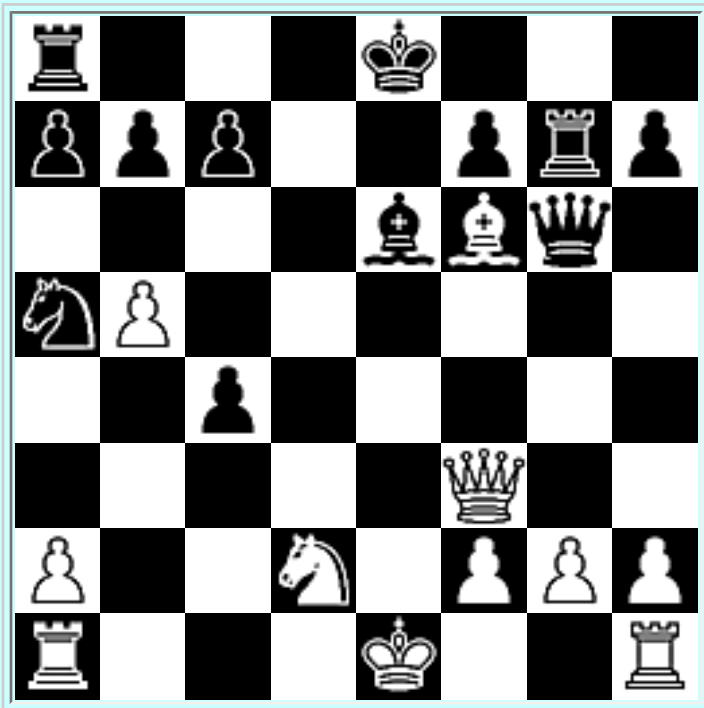
White has yet to show anything for his efforts.

10. Qe2+ Be6 11. fxg7 Rg8 12. Nxd4 Bxd4 13. cxd4 Qxd4 14. Bb2



This move hangs on to the g-pawn, without which Black would be OK. It's still all very muddy!

14... Qd3 15. Bf6 Qg6 16. Qf3 Rxc7 17. Nd2



Black jumps at a loose Pawn...

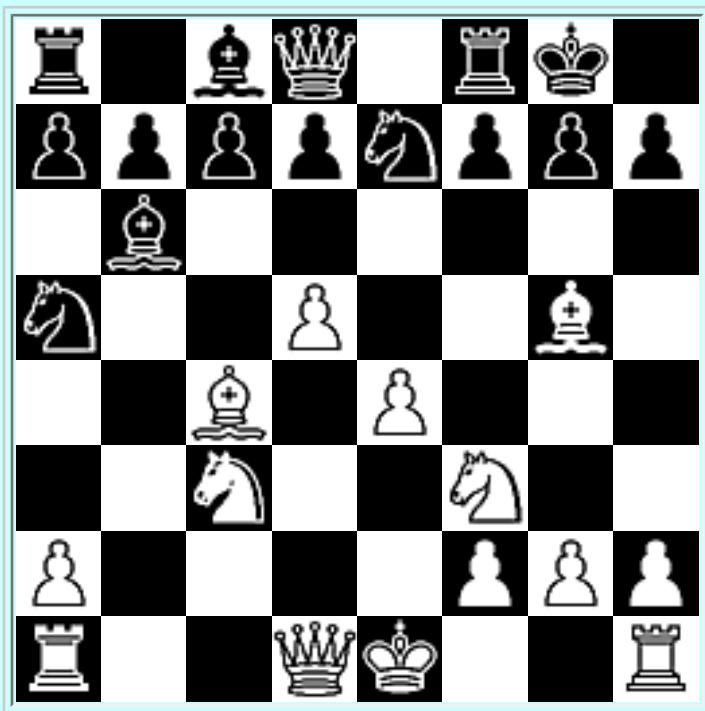
17... Qxg2 18. Qa3 1-0

The King's-side attack.

Of course, if Black is not greedy you may see the Black King flee to the King's-side. But all the things that make the attack on the uncastled King work - better development, central control and open lines - also make a King's-side attack work!

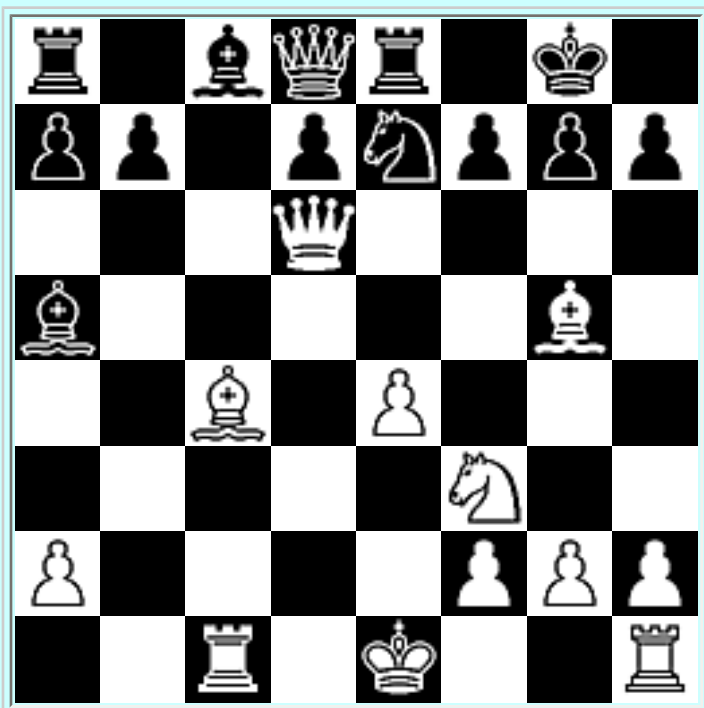
King's-side attack: Morphy, Paul - Amateur [Giuoco Piano, C51] London, 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Bc5 6. d4 exd4 7. cxd4 Bb6 8. Bg5 Nge7 9. Nc3 O-O 10. d5 Na5



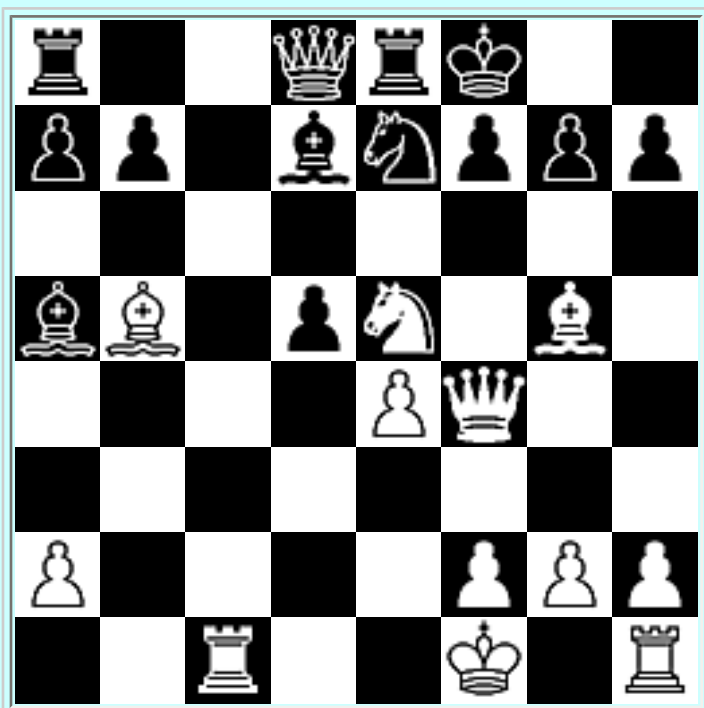
Black has castled, but White is still out get the King.

11. d6 cxd6 12. Nd5 Nac6 13. Nxe7+ Nxe7 14. Qxd6 Re8 15. Rc1 Ba5+



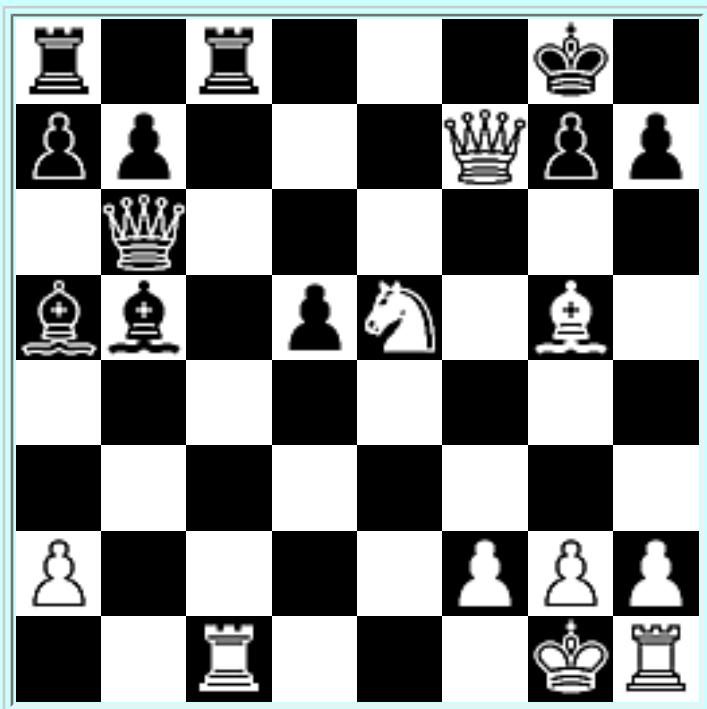
White's next move is an important one: he will have to win the game without his King's Rook!

16. Kf1 Kf8 17. Qf4 d5 18. Bb5 Bd7 19. Ne5



A well-judged sacrifice.

19... Bxb5+ 20. Kg1 f5 21. exf5 Qb6 22. f6 Ng8 23. f7 Rec8 24. fxg8=Q+ Kxg8 25. Qf7+



White has got his attack going nicely now.

25... Kh8 26. Rxc8+ Rxc8 27. Qxd5 h6 28. Nf7+ Kh7 29. Qf5+ Qg6 30. Qxc8 Qb1+ 31. Qc1 Qf5 32. Be3 Qxf7 33. Qb1+ 1-0

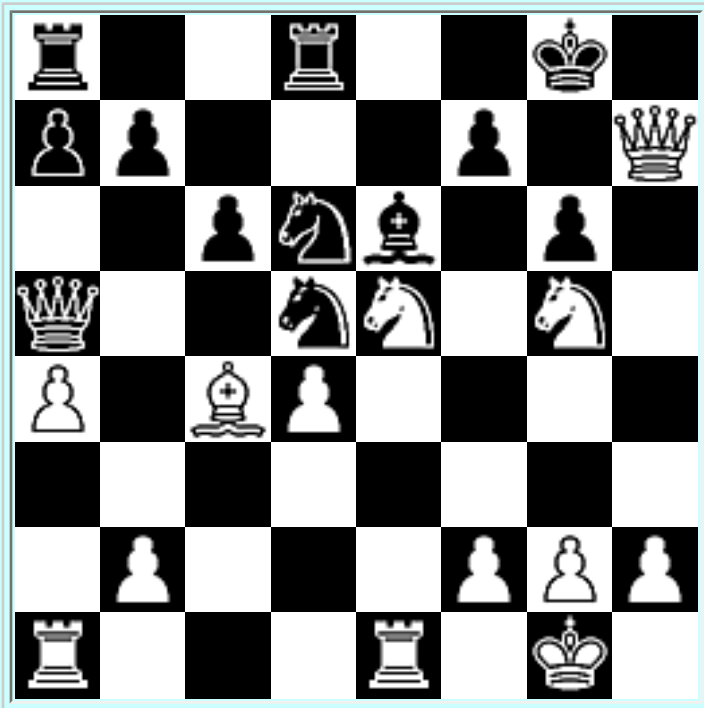
Littlewood - Paish (Blindfold) 1993

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. Qb3! Nce7 11. O-O O-O

12. Rfe1 c6 13. a4

Fritz knows about several alternatives here: h6, Qb6, Qb7, Rb8, b6 and so on. Littlewood's opponent found a new one, but the decentralising ...Qa5 does little towards getting Black's position sorted.

13... Qa5 14. Ne4 Rd8 15. Ne5 Nf5 16. Qd3 Be6 17. Ng5 g6 18. Qh3 Nd6 19. Qxh7+



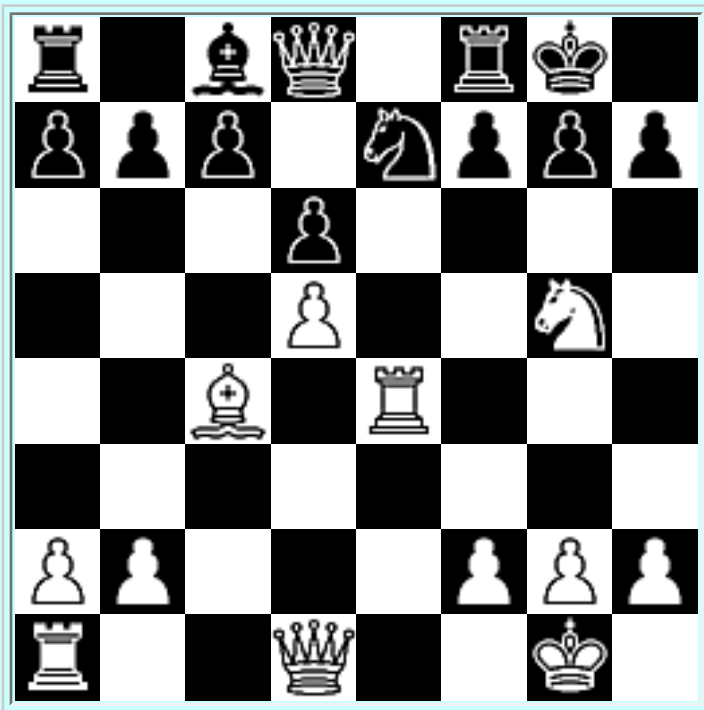
The entry of the Queen decides.

19... Kf8 20. Nxe6+ fxe6 21. Bxd5 and Nxc6+ 1-0

This was one of eight games played blindfold by Paul - that is, he played by calling out moves to eight opponents, each of whom had a board!

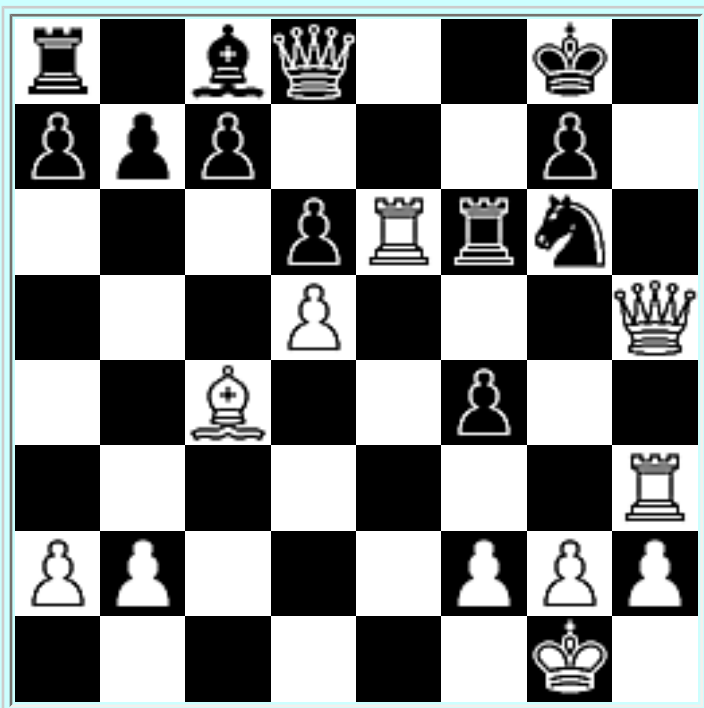
King's-side attack: Euwe,Max - O'Hanlon,John [Giuoco Piano, C54] Hastings, 1919

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5 Bf6 10. Re1 Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxg5 O-O



White now plays a break-up sacrifice.

14. Nxh7! Kxh7 15. Rh4+ Kg8 16. Qh5 f5 17. Re1 Ng6 18. Rh3 f4 19. Re6 Rf6

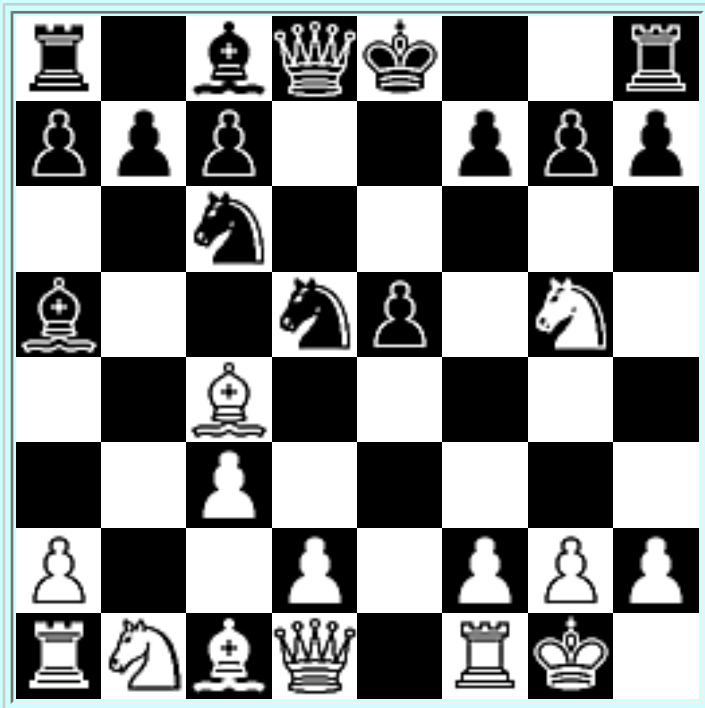


Black has no time to organise a defence of all of his weaknesses.

20. Qh7+ Kf8 21. Qh8+ Nxh8 22. Rxh8+ Kf7 23. Rxd8 c6 24. Ree8 Bd7 25. dxc6+ Be6 26. Bxe6+ Rxe6 27. Rxa8 Rxe8 28. Rxe8 Kxe8 29. cxb7 1-0

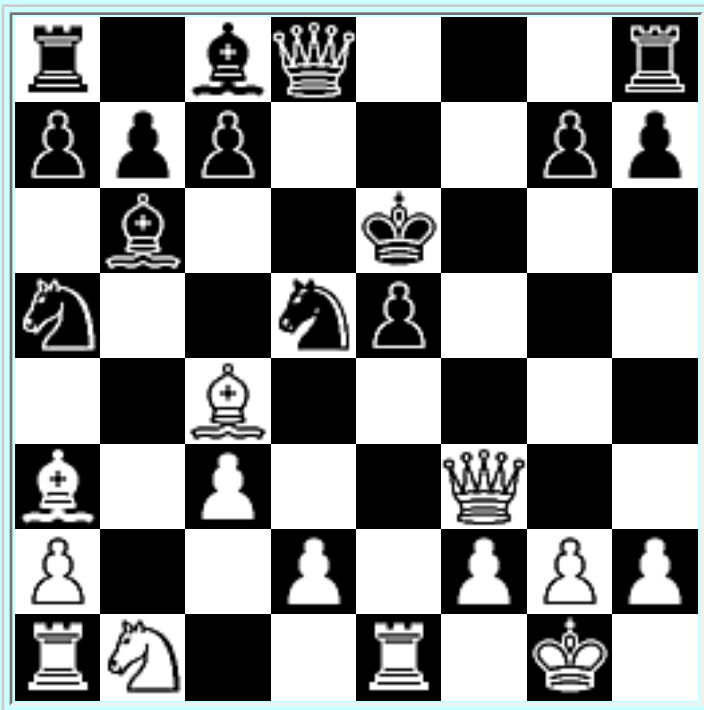
The Fried Liver raid: Morphy, Paul(bl_sim) - Forde, A [Evans' Gambit, C52] New Orleans, 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Nge7 7. Ng5 d5
8. exd5 Nxd5



You may know the Fried Liver Attack - here is a version of it in the Evans' Gambit.

9. Nxf7 Kxf7 10. Qf3+ Ke6 11. Ba3 Bb6 12. Re1 Na5



How can White get at the King?

13. Rxe5+! Kxe5 14. d4+ Ke6 15. g4 g6 16. Qe4+ Kf7 17. Bxd5+ Kg7 18. Be7 Re8 19. Qe5+ Kh6 20. g5+ Kh5 21. Bf3+ Bg4 22. Qg3 Qd7 23. Qh3# 1-0

This too was one of a number of games played by Morphy without sight of the board.

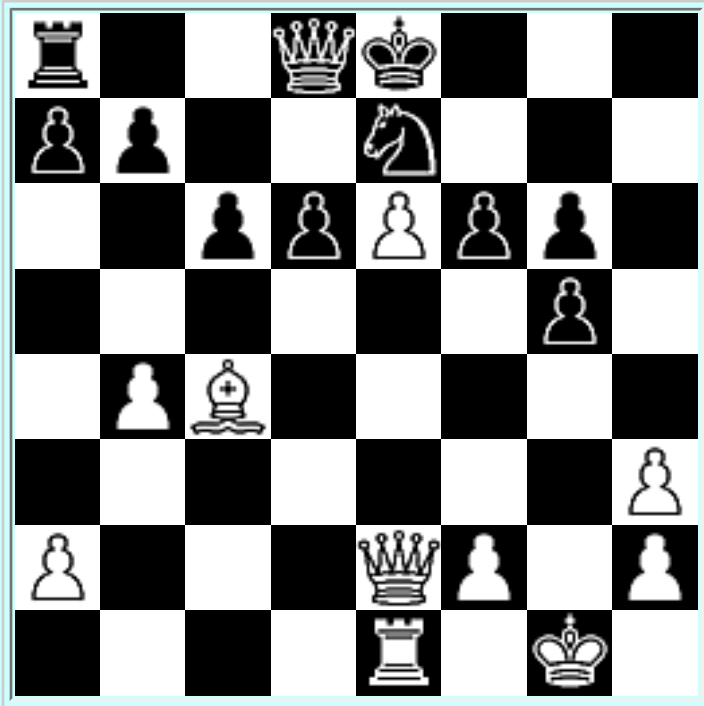
The Queen's-side attack.

Black's Queen's-side may be late coming out, and may be a target for a direct attack by e.g. Qd1-b3xb7. But if the Black King cannot feel entirely safe on the King's-side, and not at all in the centre, perhaps your opponent will castle Queen's-side? This is usually easier to attack than the King's-side, because you won't mind moving your Queen's-side Pawns forward!

Move to the Queen's-side: Szecsi - Szarka [Giuoco Piano, C54] cr, 1987

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5 Bf6 10. Re1 Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxc3 h6 14. Qe2 hxg5 15. Re1 Be6 16. dxe6 f6 17. Re3 c6 18. Rh3 Rxh3

19. gxh3 g6 20. b4

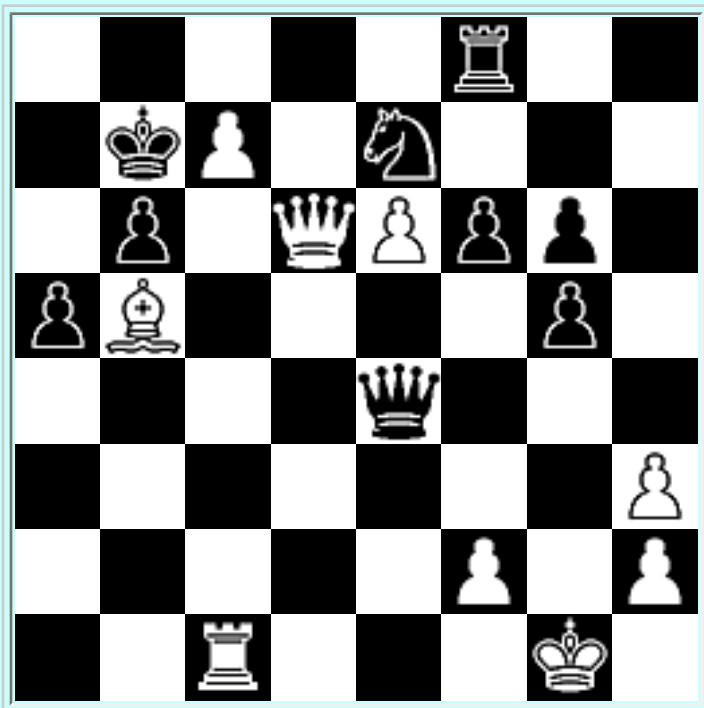


This move is quite cute: White realises Black will castle Queen's-side, and so arranges a welcome for the Black King...

20... Qb6 21. Qb2 O-O-O

Told you!

**22. b5 Rf8 23. a4 Qa5 24. Rc1 Qxa4 25. bxc6 b6 26. Bb5 Qe4 27. c7 Kb7
28. Qa3 a5 29. Qxd6**



Black is cut to shreds. It's an interesting point that this was played in recent years by post, so Black had plenty of time to work out the best opening variation and the best defence to the attack!

1-0

Ideas for Black

Of course, you need to know how to play the Black side of the Italian Game.

Hit back with ...d5

This is the most important idea. Black's problems in the games we have looked at stem from (a) poor development, (b) poor control over the centre.

The ...d5 break is crucial, releasing the Bc8 and getting a share of the centre (or at least breaking up White's pawns). This goes some way to solving both problems. If you can play ...d5 as Black without immediate disaster you usually get an even game at least.

Black hits back with ...d5: Marache,N - Morphy,Paul [Evans'

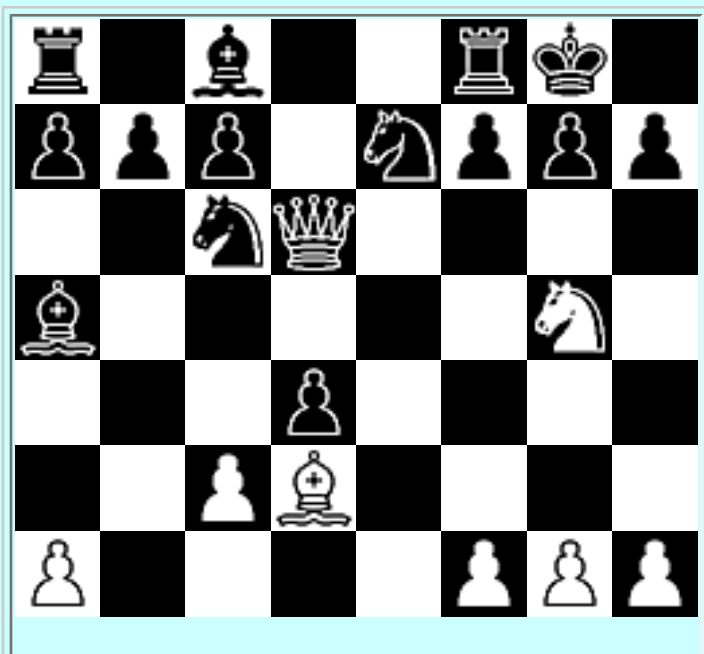
Gambit, C52] New York, 1857

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. e5



White swings a punch into the air. Black responds with one on the chin.

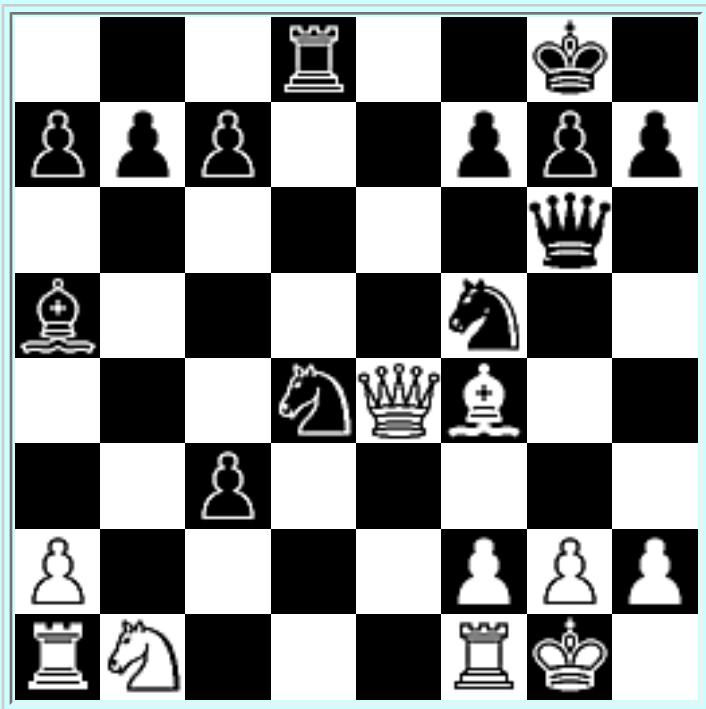
7... d5 8. exd6 Qxd6 9. O-O Nge7 10. Ng5 O-O 11. Bd3





White has no reason to expect these attacking gestures to succeed. Black sensibly develops, connecting the Rooks, and soon moves over to the attack.

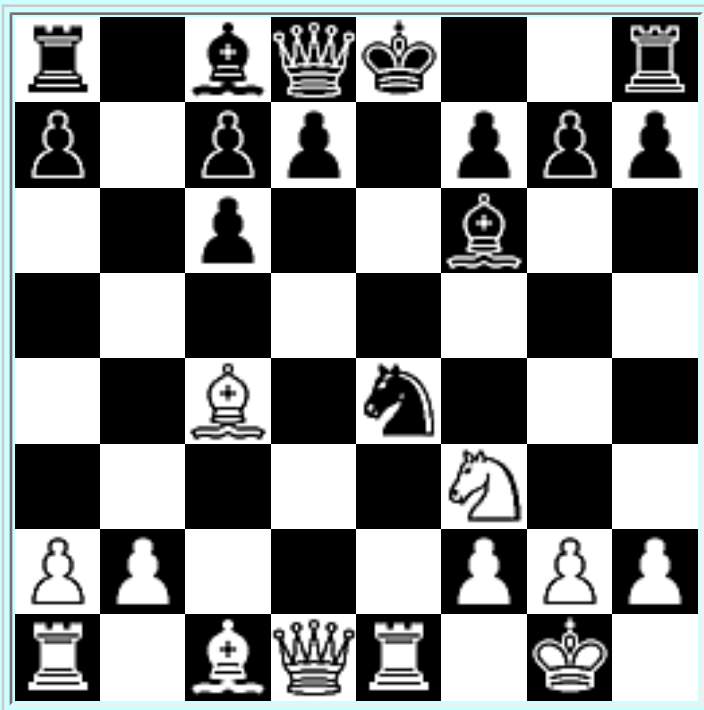
11... Bf5 12. Bxf5 Nxf5 13. Ba3 Qg6 14. Bxf8 Qxg5 15. Ba3 dxc3 16. Bc1 Qg6 17. Bf4 Rd8 18. Qc2 Ncd4 19. Qe4



19... Ng3! 0-1

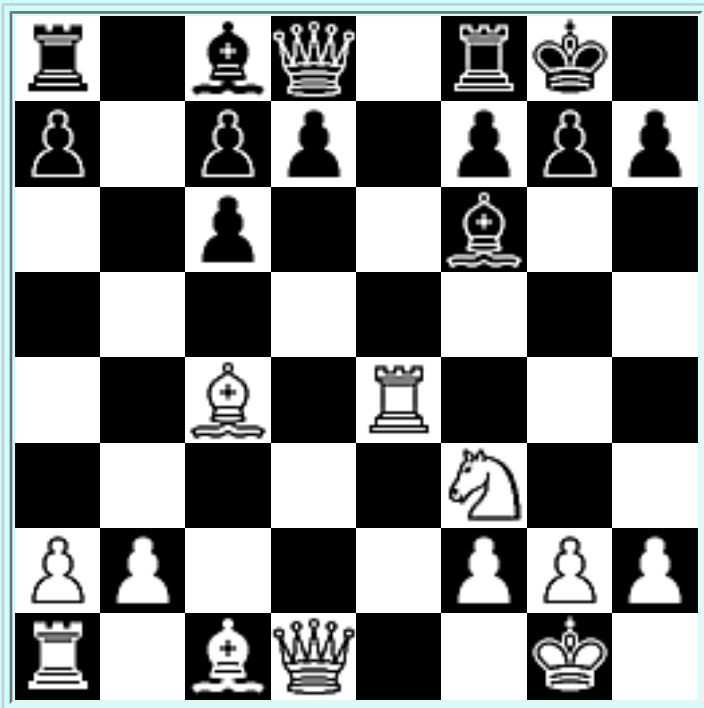
Black hits back with ...d5: Treiber, Timo - Kurz, Ralf (07) [Giuoco Piano, C54] Baden Baden, 1990

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5 Bf6 10. dxc6 bxc6 11. Re1



Black whips the King out of the way of the Rook...

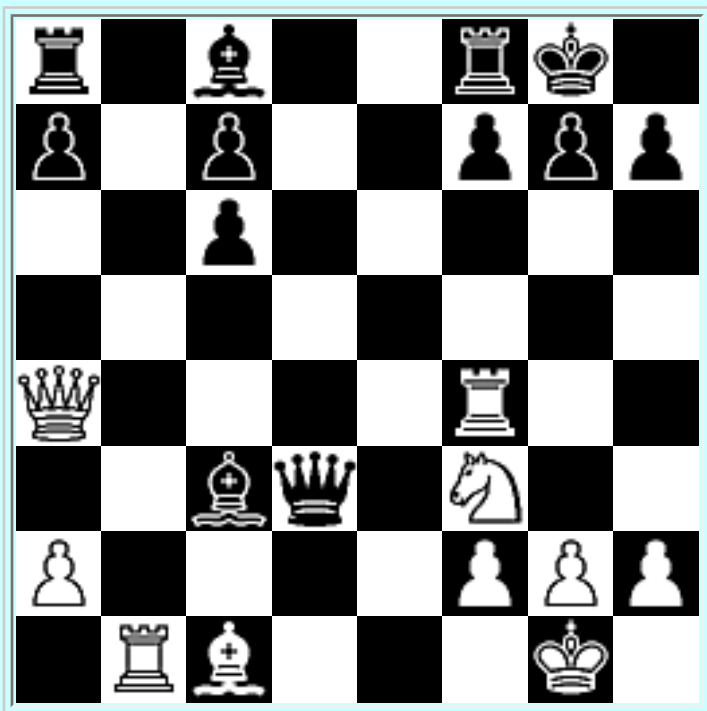
11... O-O 12. Rxe4



12... d5

...And the ...d5 blow recovers the piece.

13. Rf4 dxc4 14. Qa4 c3 15. bxc3 Bxc3 16. Rb1 Qd3



White is getting into a right mess.

17. Rbb4

[17. Qb3 Rb8 18. Rd4 Rxb3 19. Rxd3 Rxb1]

17... Ba6 18. Rbc4 Bxc4 19. Rxc4 Rab8 0-1

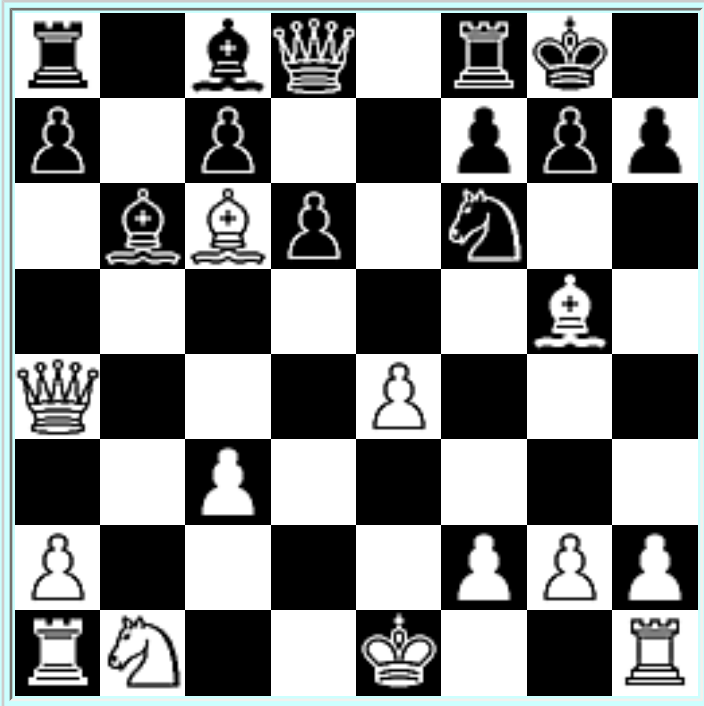
Catch the White King in the middle

If you are developing as fast as you can, and White isn't, you may find that you are ahead in development. In this case you have every right to attack the White King, and if this is still in the middle, so much the better!

**Black catches the King in the middle: Noa,Josef - Kopylov
[Evans' Gambit, C52] Leningrad, 1937**

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 d6 7. Bg5 Nf6 8.

Qa4 exd4 9. Nxd4 Bb6 10. Bb5 O-O 11. Nxc6 bxc6 12. Bxc6

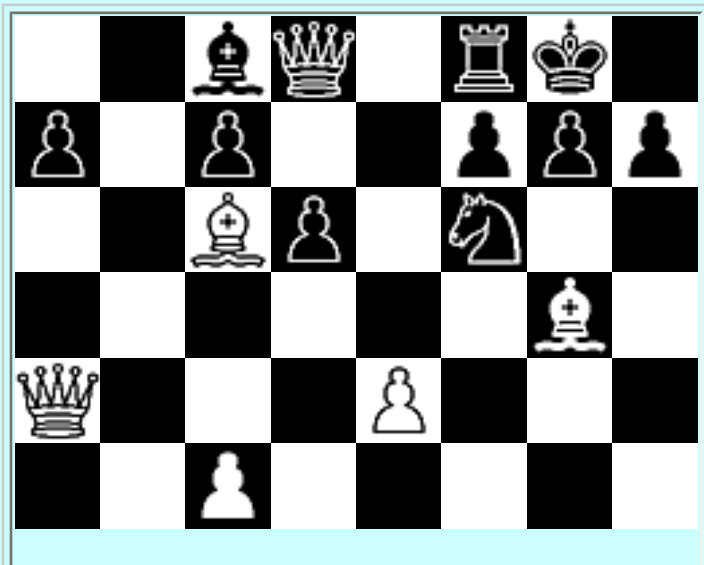


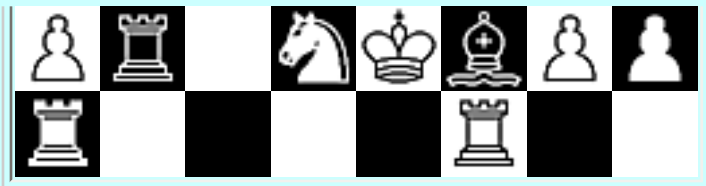
White has tried to cash in straight away before completing development.

12... Bxf2+ 13. Ke2

[13. Kxf2 Ng4+ 14. Kf1 Qxg5 15. Bxa8 Qc1+ 16. Ke2 Qxh1]

13... Rb8 14. Rf1 Rb2+ 15. Nd2





Black now finds a neat move to exploit White's loose position.

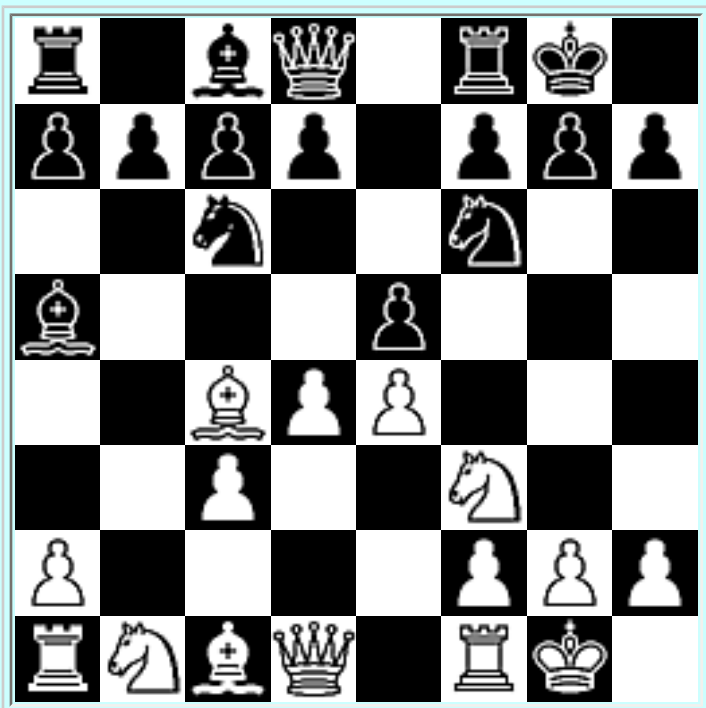
15... Nxe4! 16. Qxe4 Qxg5 17. Kxf2 Bf5 18. Qf3 Bg4 19. Qe4 d5 0-1

Counterattack on the White King's-side

Similarly, if you are ahead in development or have some other advantage, you can (and should!) think about a King's-side attack.

Black's King's-side counterattack: Mongredien, A - Morphy, Paul (07) [Evans' Gambit, C52] Paris m, 1859

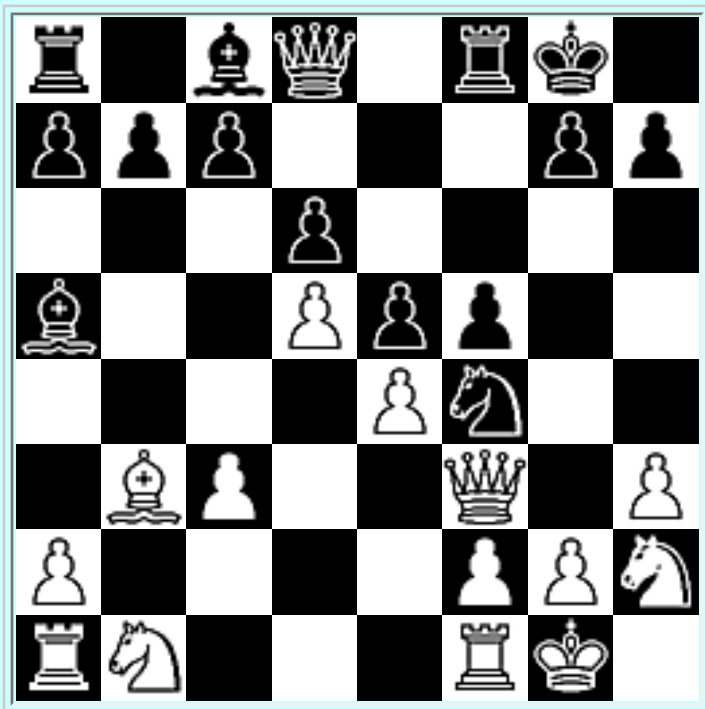
1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Nf6 7. d4 O-O



White tries a pawn stab, but things are pretty solid. No quick raid will be possible, which is bad news for

the Gambit player.

**8. d5 Ne7 9. Qd3 d6 10. h3 Ng6 11. Nh2 Nh5 12. Bb3 Ngf4 13. Bxf4 Nxf4
14. Qf3 f5**

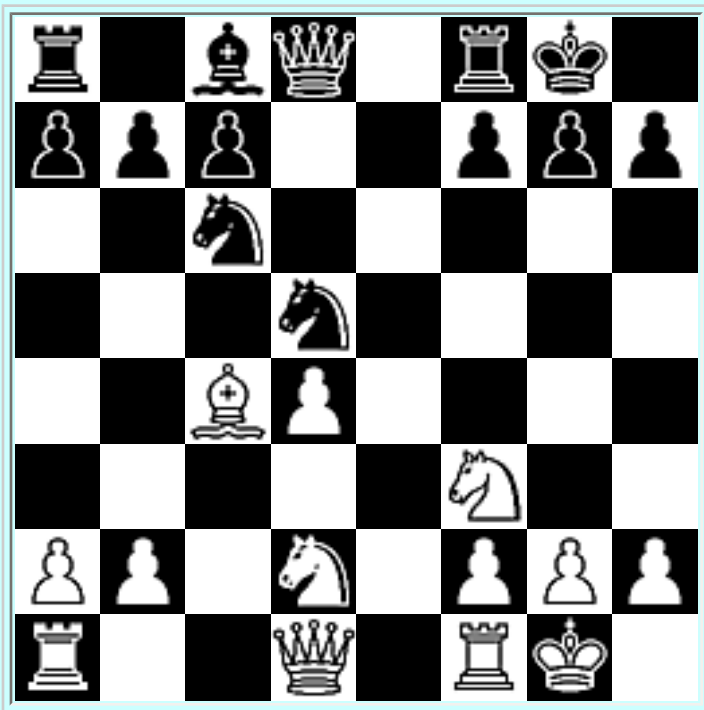


This move announces to White that it is Black who holds the initiative.

15. exf5 Bxf5 16. g4 Bd3 17. Qe3 Bb6 18. Qd2 Qh4 0-1

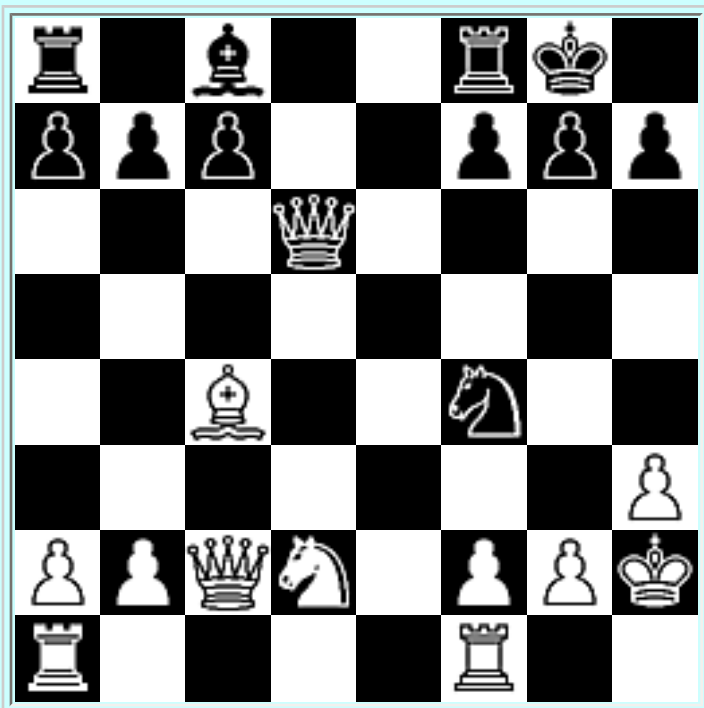
Black's King's-side counterattack: Saint Amant - Morphy, Paul [Giucoco Piano, C54] Paris, 1858

**1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2
Bxd2+ 8. Nbxtd2 d5 9. exd5 Nxd5 10. O-O O-O**



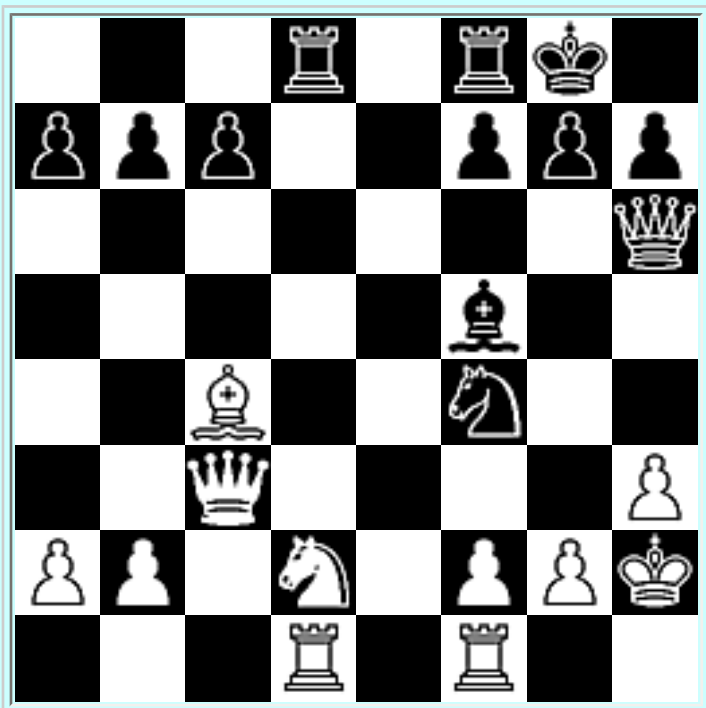
White follows the limp 10. O-O with a time-wasting and weakening Pawn move.

11. h3 Nf4 12. Kh2 Nxd4 13. Nxd4 Qxd4 14. Qc2 Qd6



Threatening several nasties.

15. Kh1 Qh6 16. Qc3 Bf5 17. Kh2 Rad8 18. Rad1



"And now for my last trick:"

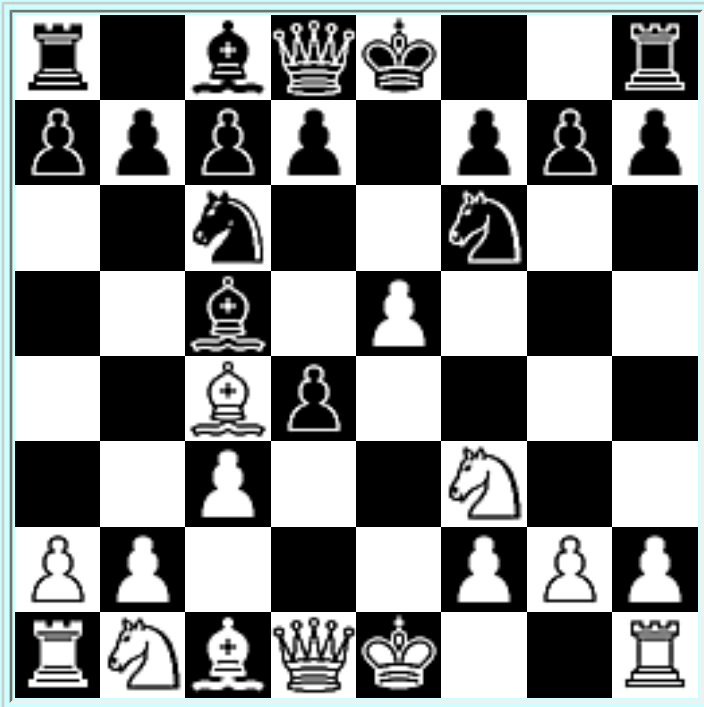
18... Bxh3 19. gxh3 Rd3 20. Qxd3 Nxd3 21. Bxd3 Qd6+ 22. f4 Qxd3 0-1

Black's chances in the endgame

It is actually quite difficult to take over the attack and mate White. This is nearly always true if the Queens are exchanged. But very often, once White's initiative blows itself out, you may be left with better placed pieces. Then there may be open lines that you can use to attack White Pawns. White may have given up a pawn for the attack, or may have advanced one or two Pawns beyond easy reach of White's pieces, but within easy reach of yours. Then Black can look forward to a very promising endgame.

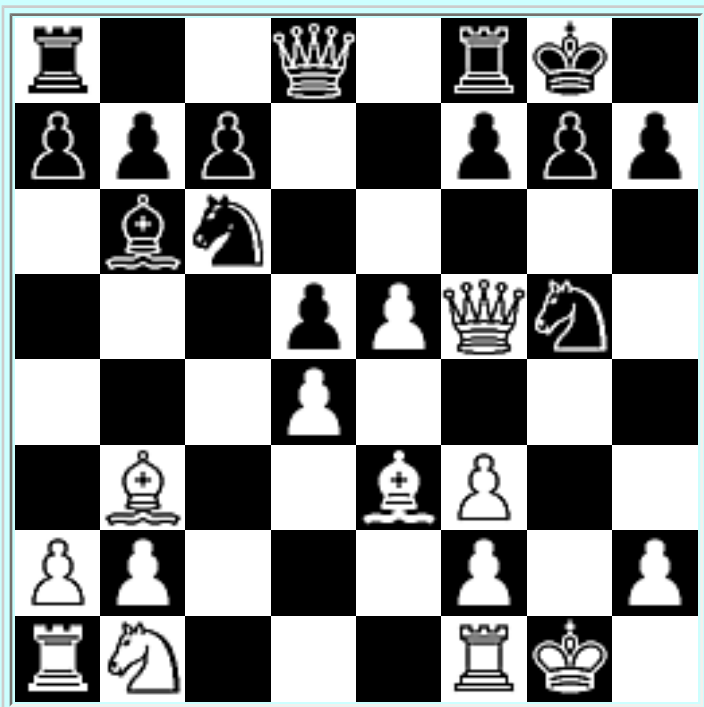
Black's endgame chances: Hammond, G - Morphy, Paul [Giuoco Piano, C54] New York, 1857

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. e5



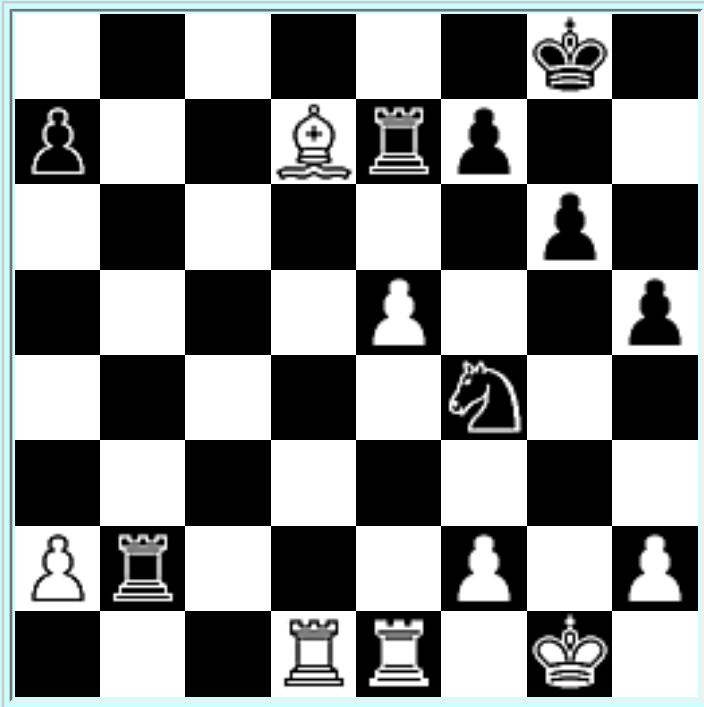
As ever, Black must hit back hard:

6... d5 7. Bb3 Ne4 8. cxd4 Bb6 9. O-O Bg4 10. Be3 O-O 11. Qd3 Bxf3 12. gxf3 Ng5 13. Qf5



White is doing his best to attack.

13... Nxd4 14. Bxd4 Bxd4 15. Nc3 g6 16. Qg4 h5 17. Qg2 Bxe5 18. Nxd5
c6 19. Rfe1 Re8 20. f4 cxd5 21. fxe5 Ne6 22. Qxd5 Qxd5 23. Bxd5 Nf4 24.
Bxb7 Rab8 25. Bc6 Re6 26. Bd7 Re7 27. Rad1 Rxb2



The attack has blown out leaving Black's pieces very well placed. White is losing at least a Pawn...

28. Re4? Rxd7 0-1

...if not the game!

Some traps in the Italian Game

I hope that's given you a feel for the way to play these positions. Now I'd like to look at some specific variations, because in these lively lines you have to watch your step! Here are some of the most important traps, the tactical ideas behind some of the main lines.

These are taken 'wholemeal' (rather than piecemeal) from Znosko-Borovsky's *Traps on the Chessboard*. I think this is out of print (I have a 1940s copy) but worth trying to find if you read *descriptive notation*. In fact, that goes for all Z-B's books! Many of them are issued in inexpensive editions by Dover.

A poor line for White in the Closed Variation of the Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. O-O?!

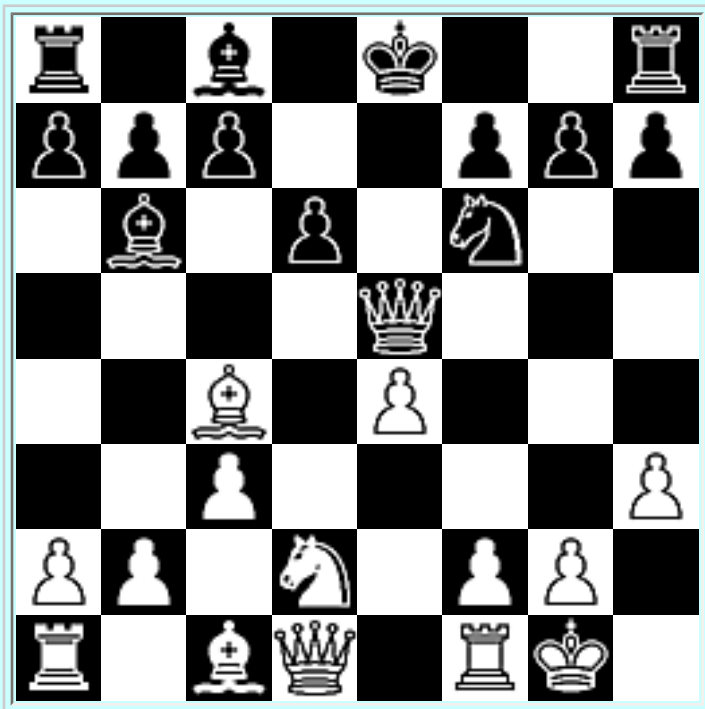
[5. d4 is best]

5... d6 6. d4 Bb6 7. h3 Nf6 8. dxe5?!

Just because your opponent plays slowly doesn't mean you can relax.

[8. d5 may have been better]

8... Nxe5 9. Nxe5 Qxe5 10. Nd2



White has done everything possible to encourage Black!

10... Bxh3 11. gxh3 Qg3+ 12. Kh1 Qxh3+ 13. Kg1 Ng4 14. Nf3 Qg3+ 15. Kh1 Bxf2

--+

Another trap in the Closed Variation of the Giuoco Piano

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. O-O?! d6 6. d4 Bb6 7. Bg5 f6?!
8. Bh4 g5?! 9. Nxcg5 fxg5

I said above that you usually can't afford to do this in front of your castled King.
It's also not safe in front of your uncastled King!

10. Qh5+ Kd8 11. Bxg5

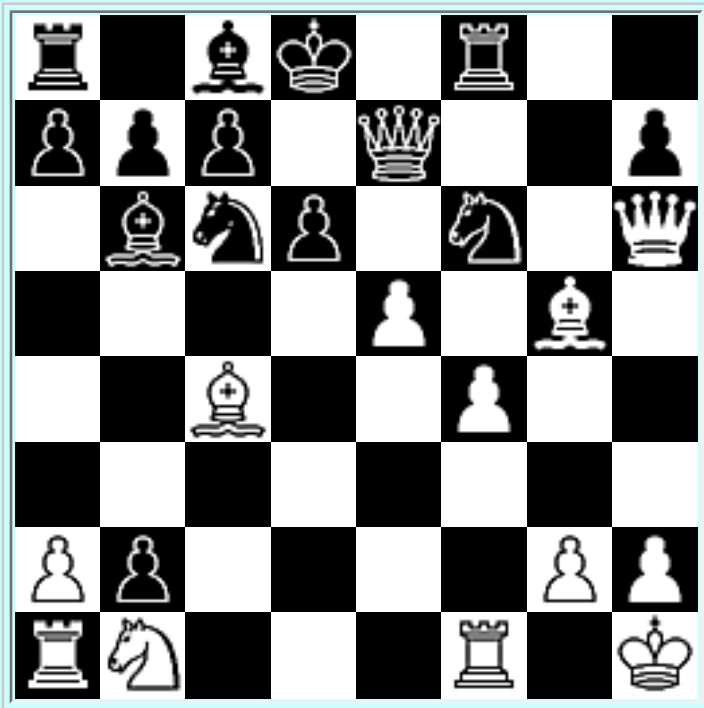


Is White's attack worth a piece?

11... Nf6 12. Qh6 Rf8 13. f4 exd4

Else White fatally opens the f-file.

14. e5! dxc3+ 15. Kh1 cxb2



16. exf6 Rxf6 17. Qxf6 bxa1=Q 18. Qxa1+-

Trap in the Main Line of the Giuoco Piano with 6. O-O

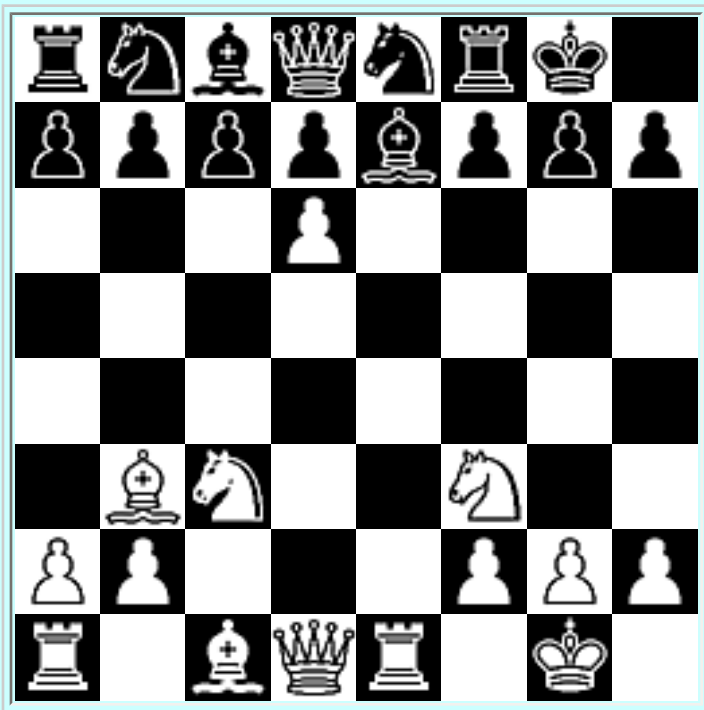
1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O

White sometimes plays this uncommon alternative to avoid the main lines after 6. cxd4.

6...Nxe4?

[6...d6]

7. cxd4 Be7 8. d5 Nb8 9. Re1 Nd6 10. Bb3 O-O 11. Nc3 Ne8 12. d6



A very clever move.

12... cxd6

[12... Bxd6 13. Bg5 Nf6 14. Nd5 Nc6 15. Nxf6+ gxf6 16. Bh6+-]

[12... Nxd6 13. Rxe7 Qxe7 14. Bg5 Qe8 15. Qd3 Nc6 16. Re1+-]

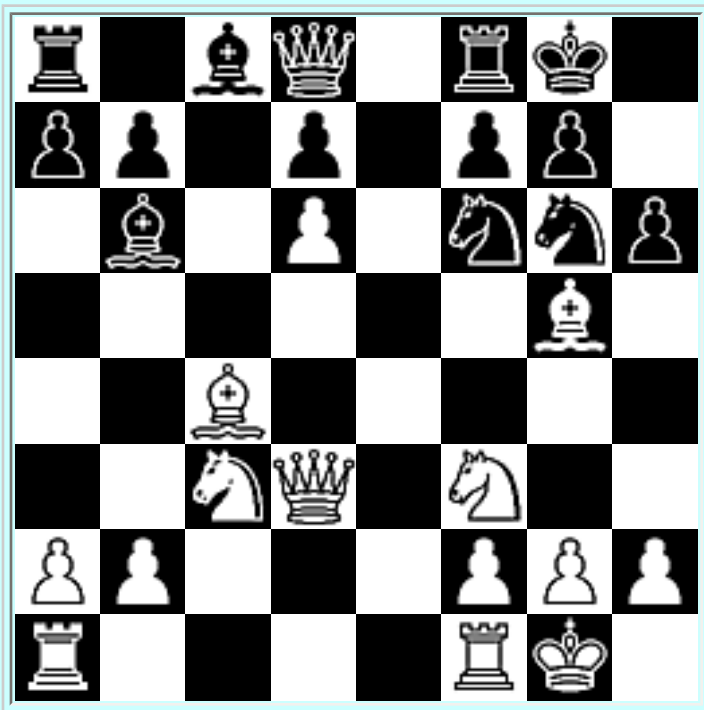
13. Rxe7 Qxe7 14. Bg5 Nf6 15. Nd5 Qd8 16. Qd4 Nc6 17. Qh4+-

Trap in the Main Line of the Giuoco Piano with 6. O-O

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O O-O?

[again, 6...d6 is most reliable]

7. cxd4 Bb6 8. d5 Ne7 9. e5 Ne8 10. d6 cxd6 11. exd6 Ng6 12. Bg5 Nf6 13. Nc3 h6 14. Qd3



A terrific example of the central pawn raid.

14... Kh7

[14... hxg5 15. Qxg6]

15. Bxf7! Rxf7 16. Ne5 hxg5 17. Qxg6+ Kg8 18. Qxf7+ +-

Trap in the Main Line of the Giuoco Piano with 6. O-O

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O dxc3

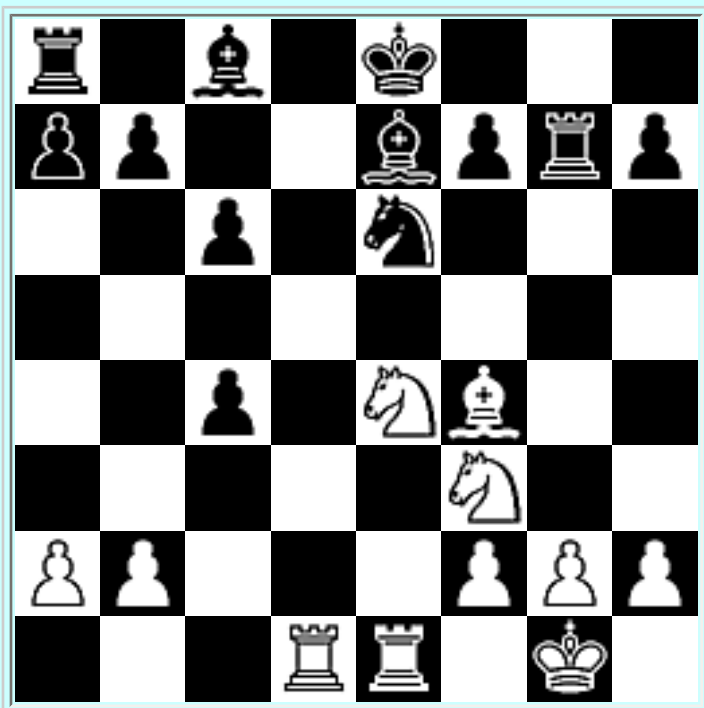
A little greedy.

7. e5



Black's next is often the right idea, but doesn't work here because of the lag in development and castling.

7... d5 8. exf6 dxc4 9. Qxd8+ Nxd8 10. fxg7 Rg8 11. Nxc3 Rxc3 12. Bf4 Ne6 13. Rfe1 c6 14. Ne4 Be7 15. Rad1 +/-

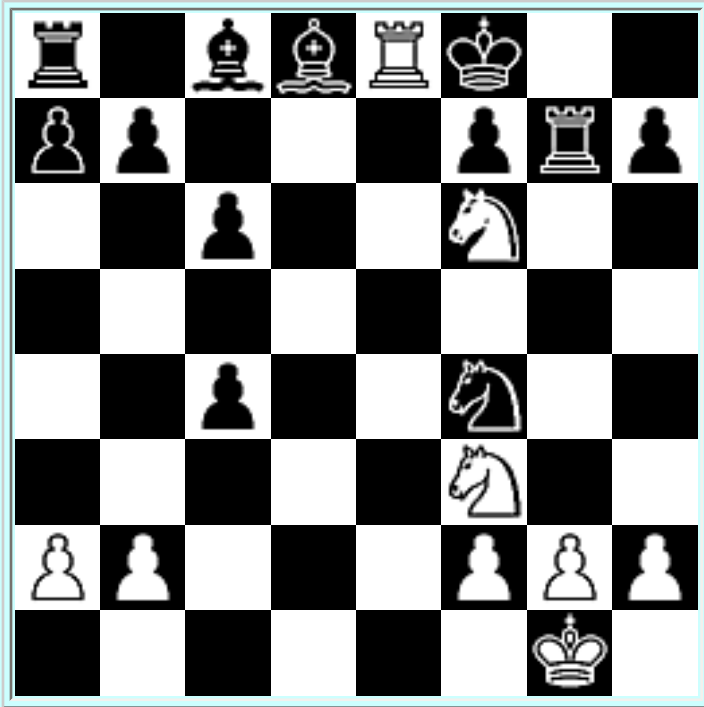


could you win from here as White? Black cannot afford to play

15... Nxf4

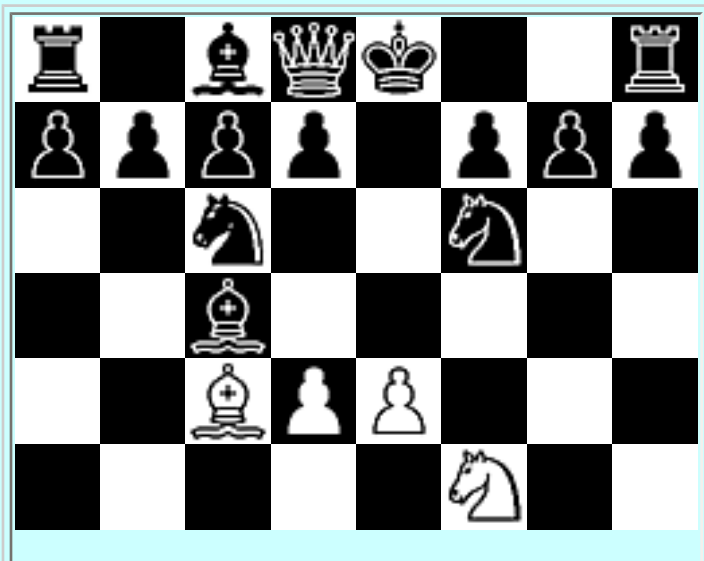
because of

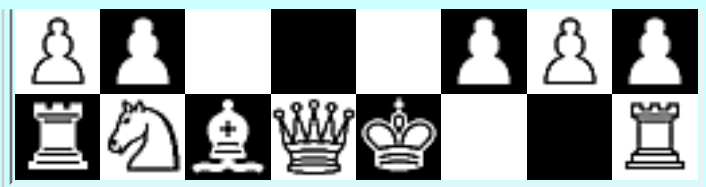
16. Nf6+ Kf8 17. Rd8+ Bxd8 18. Re8#



Trap in the Main Line of the Giuoco Piano with 6. cxd4

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4





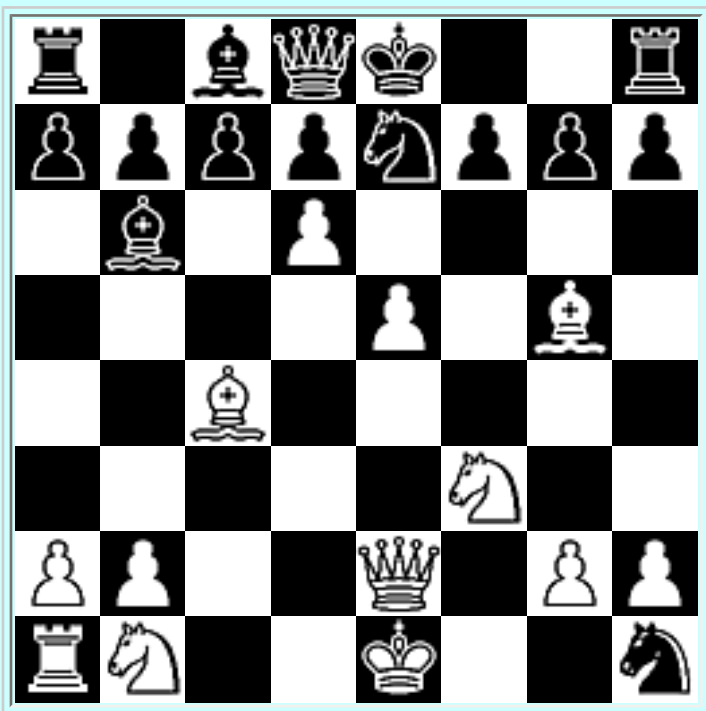
This is the normal continuation.

6... Bb6?

This isn't! The Pawns push forward.

[6... Bb4+ is best]

7. d5 Ne7 8. e5 Ne4 9. d6 Nxf2 10. Qe2 Nxh1 11. Bg5



11... Bf2+

Black intends to get the Queen out via c7

12. Kd1!

[12. Kf1 Nf5 13. Bxd8]

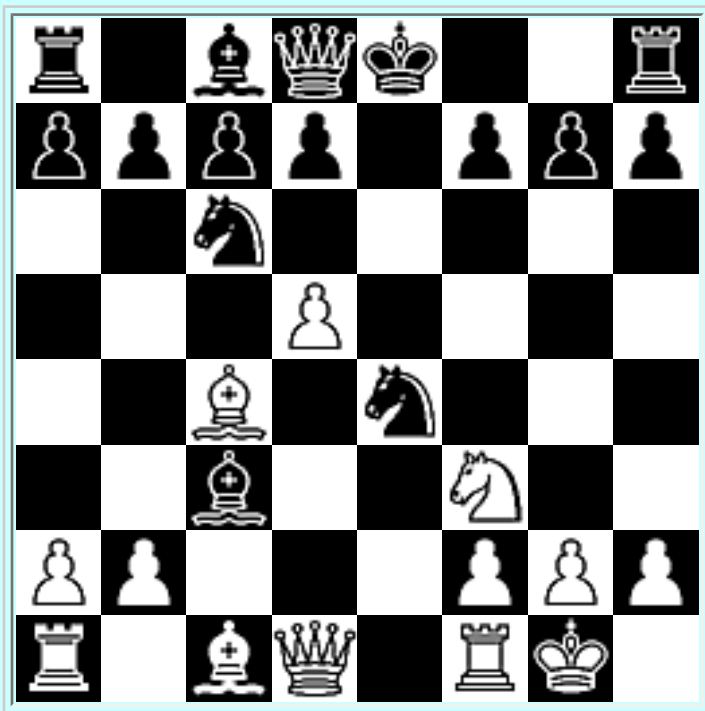
[or 13. Qe4 Nhg3+ 14. Kxf2 Nxe4+ 15. Ke1 Nxg5-+]

13... Ne3+ 14. Qxe3 Bxe3-/+ and Black is in the clear]

12... c5 13. Bxe7 Qb6 14. Ng5 Rf8 15. Qh5 g6 16. Qxh7+-

Trap in the Moller Attack

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Bxc3 9. d5



The Moller Attack

9... Ne5?!

[9... Bf6!]

10. bxc3 Nxc4 11. Qd4 Ncd6?

[11... f5]

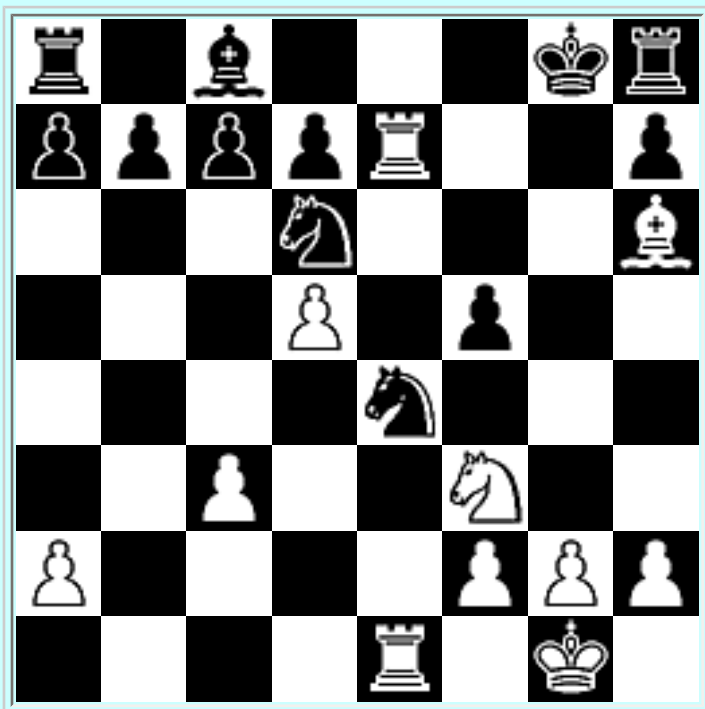
12. Qxg7 Qf6 13. Qxf6 Nxf6 14. Re1+



14... Kf8

[14... Kd8 15. Bg5 Nde8 16. Rxe8+ Kxe8 17. Re1+! Kf8 18. Bh6+ Kg8 19. Re5 d6 20. Rg5#]

15. Bh6+ Kg8 16. Re5 Nfe4 17. Re1 f5 18. Re7+-

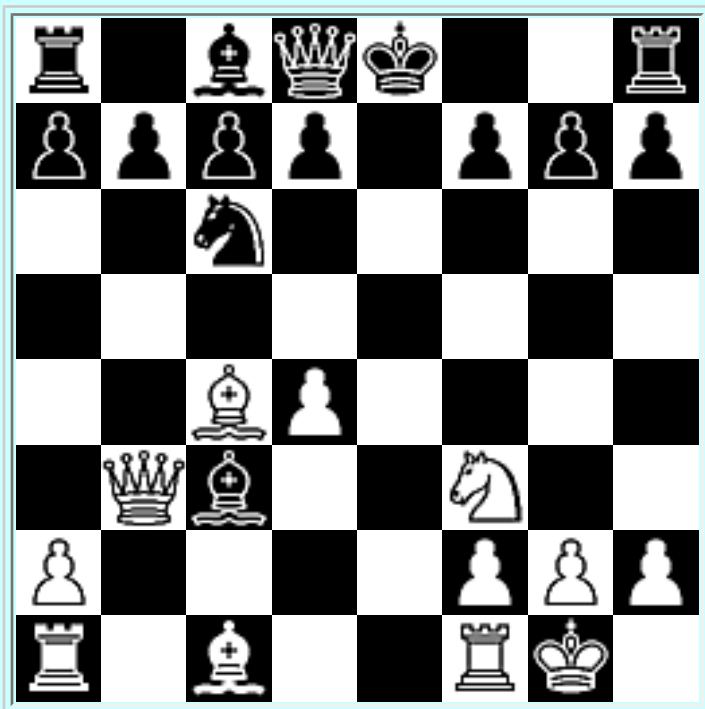


"and wins", says Znosko-Borovsky. Have a go!

18... a5 19. Nd4 b5 20. f3 Nxc3 21. Rg7+ Kf8 22. Rxd7+ Kg8 23. Rg7+ Kf8
24. Rxc7+ Kg8 25. Rg7+ Kf8 26. Ra7+ Kg8 27. Rxa8 +-

Bernstein's Trap in the Moller Attack

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3
Nxe4 8. O-O Nxc3 9. bxc3 Bxc3 10. Qb3



10... Bxa1?

Black is being terribly greedy.

[10... d5 11. Bxd5 O-O 12. Bxf7+ Kh8 13. Qxc3 Rxf7 14. Ne5 Nxe5 15. dxe5
Be6<-/->]

11. Bxf7+ Kf8 12. Bg5 Ne7 13. Ne5 Bxd4 14. Bg6 d5 15. Qf3+ Bf5 16. Bxf5
Bxe5 17. Be6+ Bf6 18. Bxf6+-

Some Variations in the Italian Game

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5

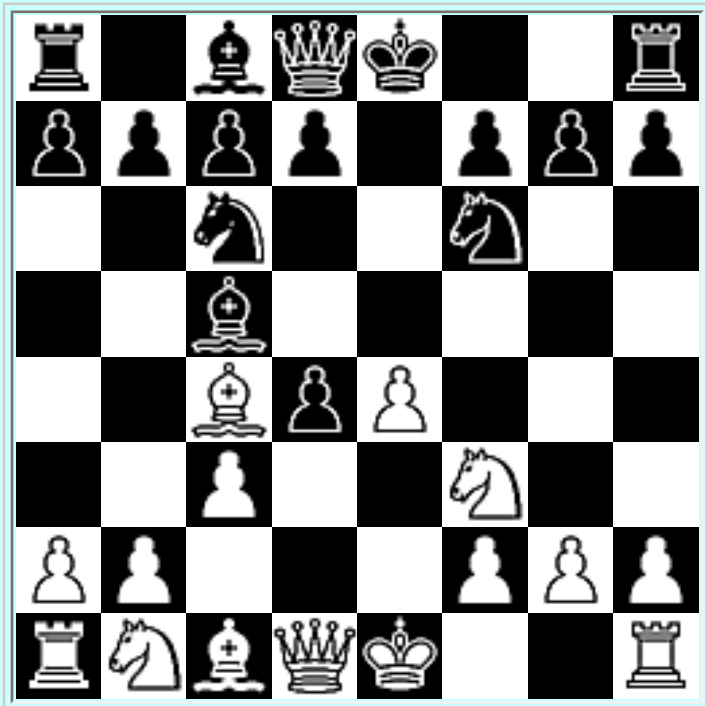
We will look at the Giuoco Piano with 4.c3, and Evans' Gambit with 4. b4.

A. Main line Giuoco Piano 4. c3

4... Nf6

The alternatives 4...Bb6, and 4...d6 give White a free hand. We'll have a look at 4...Bb6, the Closed Variation in section B later.

5. d4 exd4

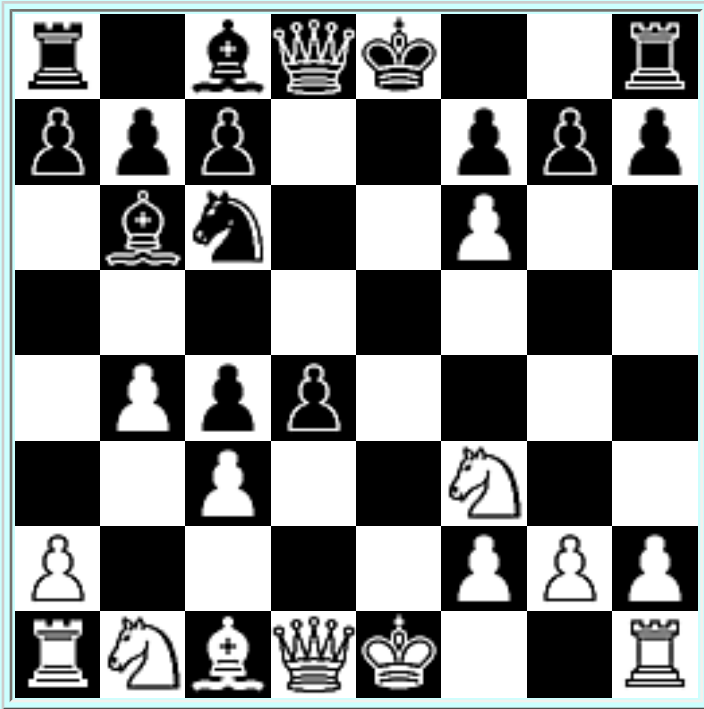


6. cxd4

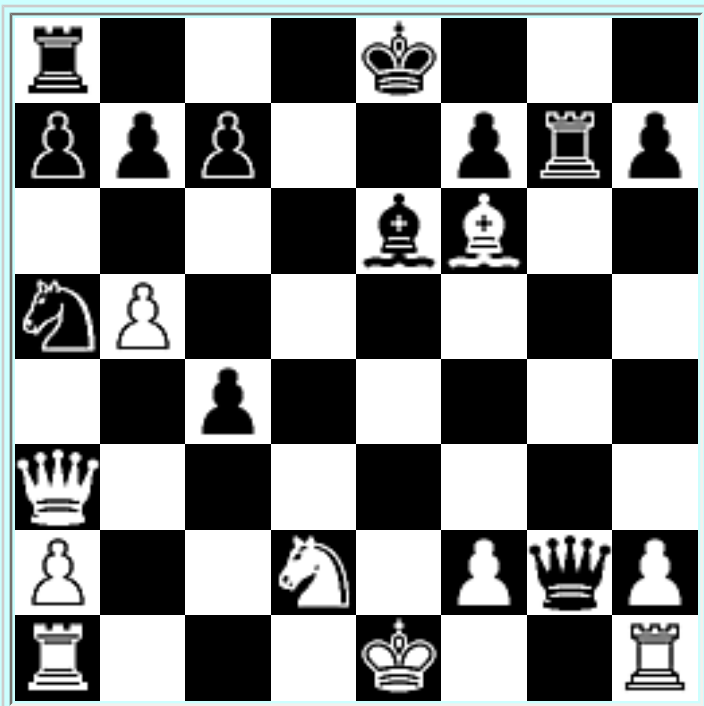
White has alternatives:

[6. e5 d5 is no good]

[You might try one day 6. b4 Bb6 7. e5 d5 8. exf6 dxc4



For example 9. b5 Na5 10. Qe2+ Be6 11. fxg7 Rg8 12. Nxd4 Bxd4 13. cxd4 Qxd4 14. Bb2 Qd3 15. Bf6 Qg6 16. Qf3 Rxc7 17. Nd2 Qxc2 18. Qa3



which is wonderfully messy]

[Lastly, White has 6. O-O hoping for 6...dxc3 7. Nxc3 with a big lead in development. There are examples of this line in the section on Traps, but it is neglected in many books on the opening]

After 6. cxd4 Black must reply

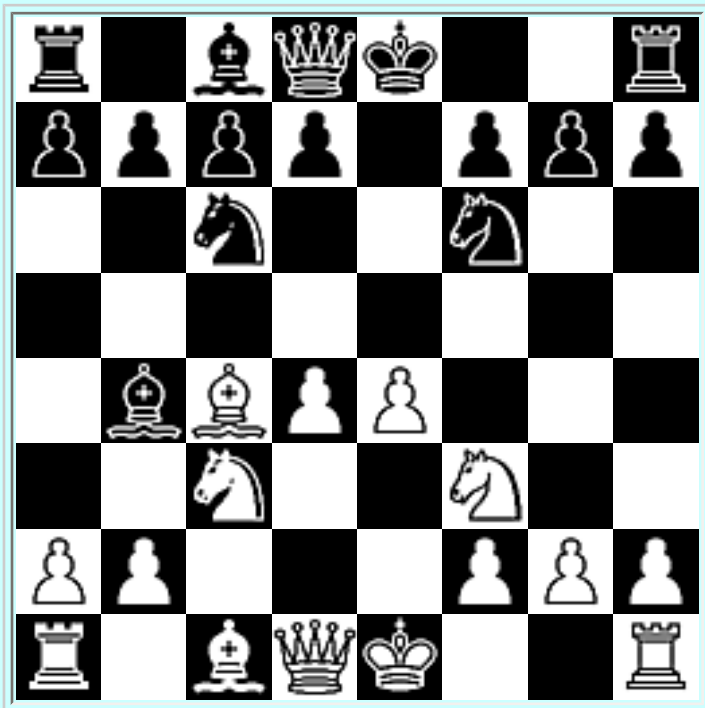
6... Bb4+

[6... Bb6 does nothing to slow White's plan - see the game by Boleslavsky in the ideas section if you are not convinced!]

Now White can play the risky 7. Nc3 or the safe 7. Bd2.

Risky main line 7. Nc3

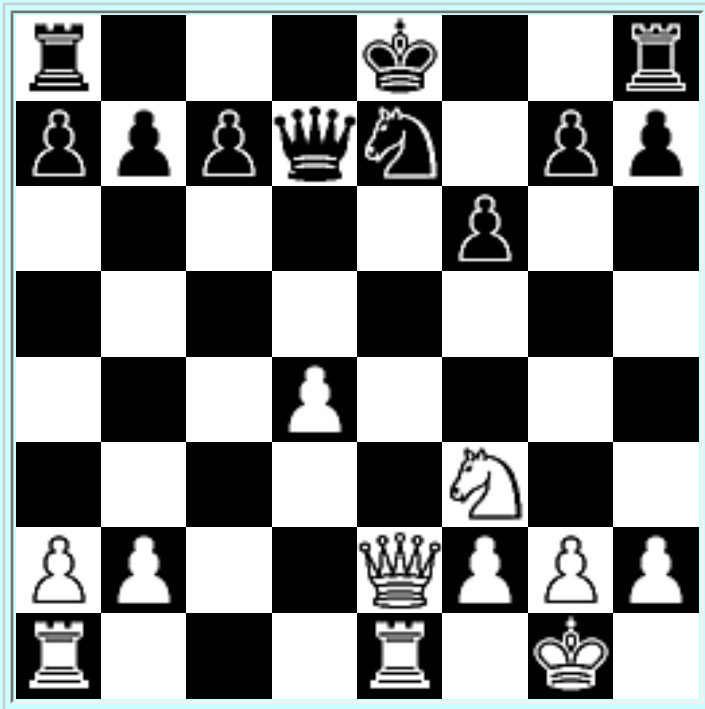
7. Nc3



7... Nxe4

[Instead 7... d5 can be tried, which is probably not as good: e.g.

8. exd5 Nxd5 9. O-O Be6 10. Bg5 Be7 11. Bxd5 Bxd5 12. Nxd5 Qxd5 13. Bxe7 Nxe7 14. Re1 f6 15. Qe2 Qd7



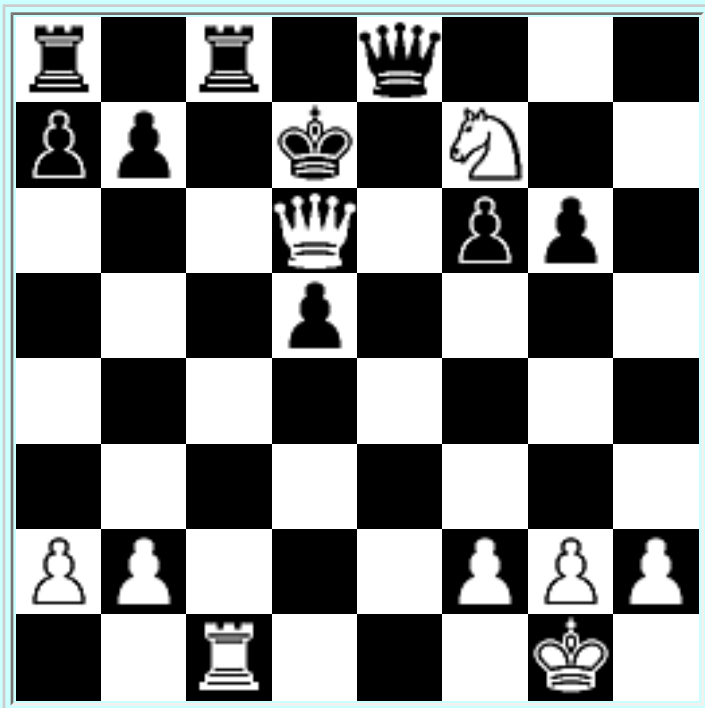
Black's King is caught in the centre, and cannot easily leave.

Now White can try either:

16. Qe4 or

16. Rac1

For example: 16. Rac1 c6 17. d5 cxd5 18. Nd4 Kf7 19. Ne6 Rhc8 20. Qg4 g6 21. Ng5+ Ke8 22. Rxe7+ Kf8 23. Rf7+ Kg8 24. Rg7+ Kh8 25. Rxh7+ Kg8 26. Rg7+ Kh8 27. Qh4+ Kxg7 28. Qh7+ Kf8 29. Qh8+ Ke7 30. Qg7+ Ke8 31. Qg8+ Ke7 32. Qf7+ Kd8 33. Qf8+ Qe8 34. Nf7+ Kd7 35. Qd6#



An attractive 'swallowtail mate' in a game which Fritz produced from memory]

White continues in bold style with

8. O-O

Black has a further choice:

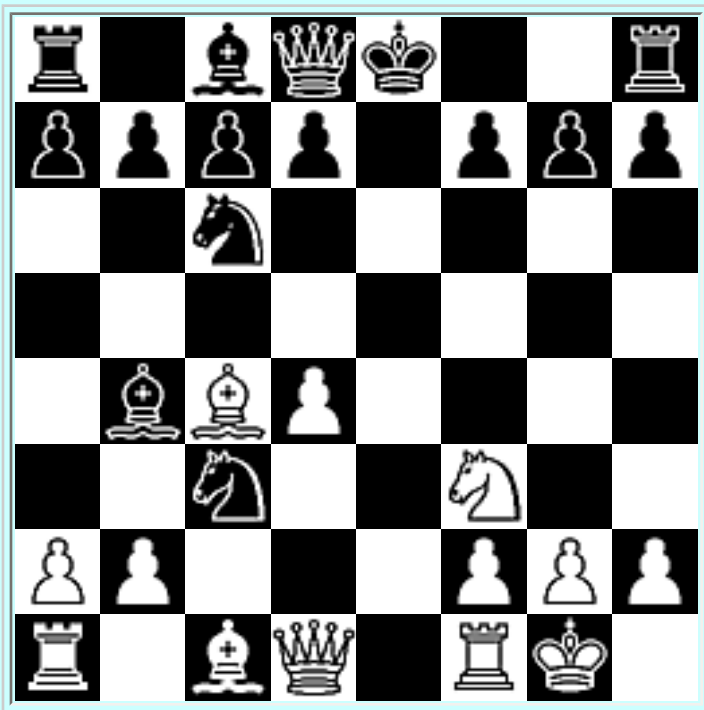
8...Bxc3, the Moller attack

8...Nxc3, avoiding the Moller

We'll look at the avoiding line first, as it's such a good example of how quickly White can win in the Giuoco Piano.

Black avoids the Moller

8...Nxc3



White has to play

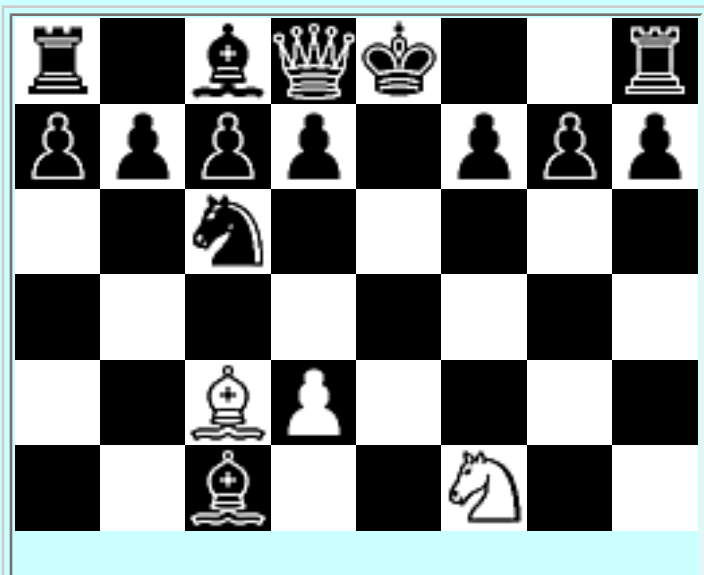
9. bxc3

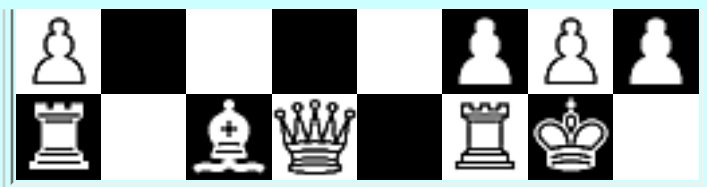
when Black has another choice

Greedy 9...Bxc3

Safer 9...d5

Bernstein's line: greedy 9...Bxc3

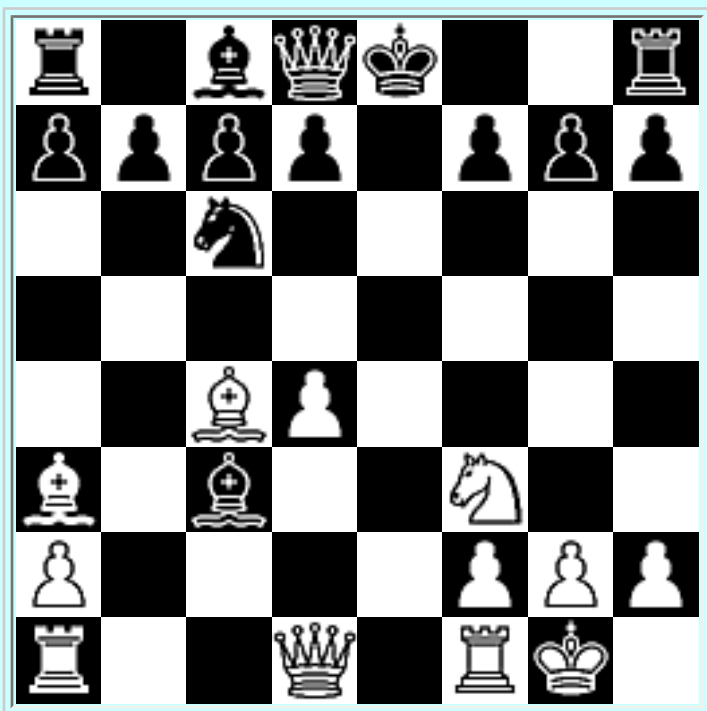




Reply

10. Ba3

[10. Qb3 is also fun: see the Traps section]

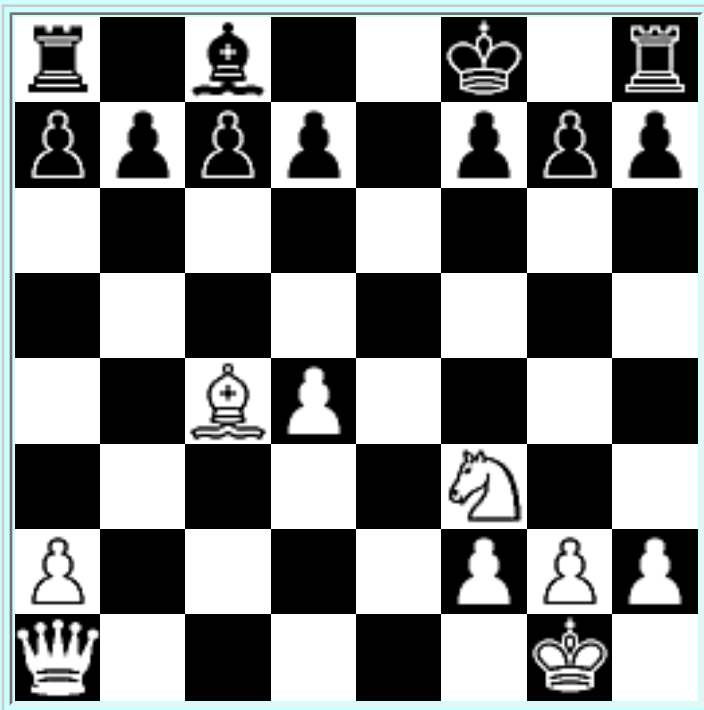


This is Bernstein's line, and Black no longer has a satisfactory reply. When I came across this line as a junior I fell in love with it, and always tried to play it.

The most important one to deal with is the most obvious:

10... Bxa1

11. Re1+ Ne7 12. Bxe7 Qxe7 13. Rxe7+ Kxe7 14. Qe1+ Kf8 15. Qxa1

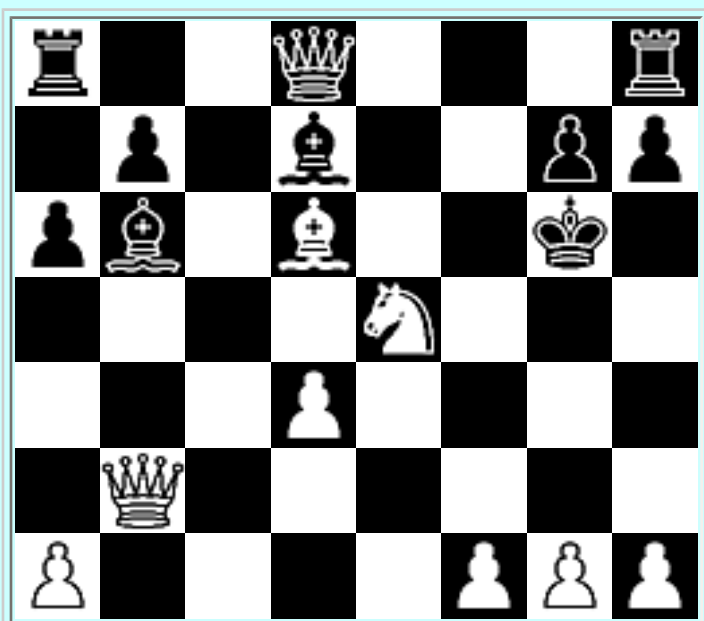


with extra material, and White's attack is far from over. Black must back out earlier.

10... d6

is also insufficient

11. Rc1 Ba5 12. Qa4 a6 13. Bd5 Bb6 14. Rxc6 Bd7 15. Re1+ Kf8 16. Rxd6 cxd6 17. Bxd6+ Kg8 18. Bxf7+ Kxf7 19. Qb3+ Kg6 20. Ne5+





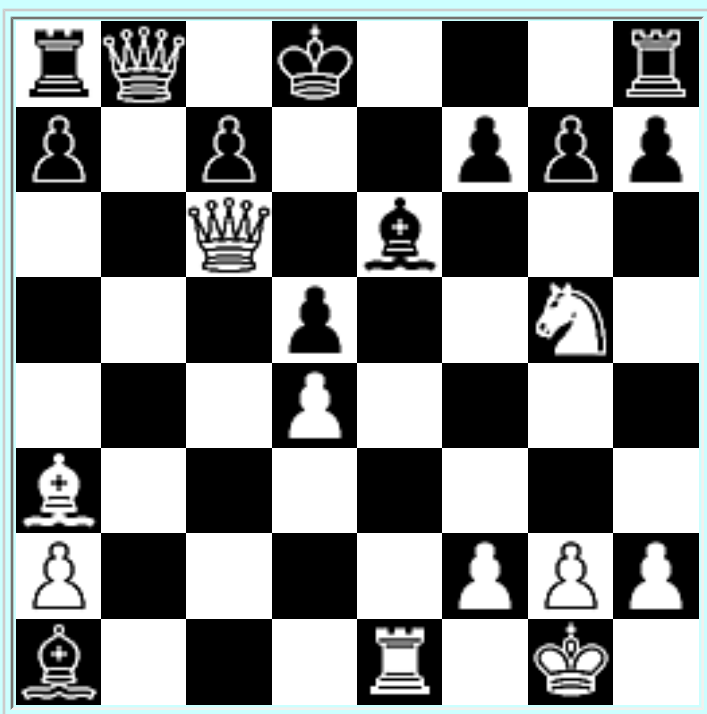
20...Kf6 [20... Kh5 21. Qf3+ Kh6 22. Nf7+ Kg6 23. Nxd8 Bxd8 24. Qxb7]

21. Qf7+ Kg5 22. Qxg7+ Kh5 23. g4+ Bxg4 24. Qxg4+ Kh6 25. Nf7#

10... d5

Often a good idea but here is no good either:

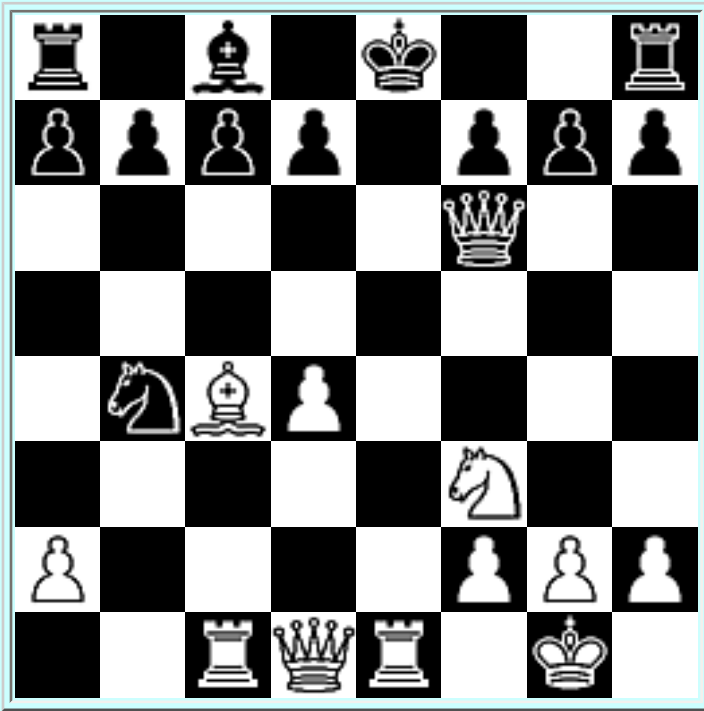
11. Bb5 Bxa1 12. Re1+ Be6 13. Qa4 Qc8 14. Bxc6+ bxc6 15. Qxc6+ Kd8 16. Ng5 Qb8



10... Qf6

Not even close

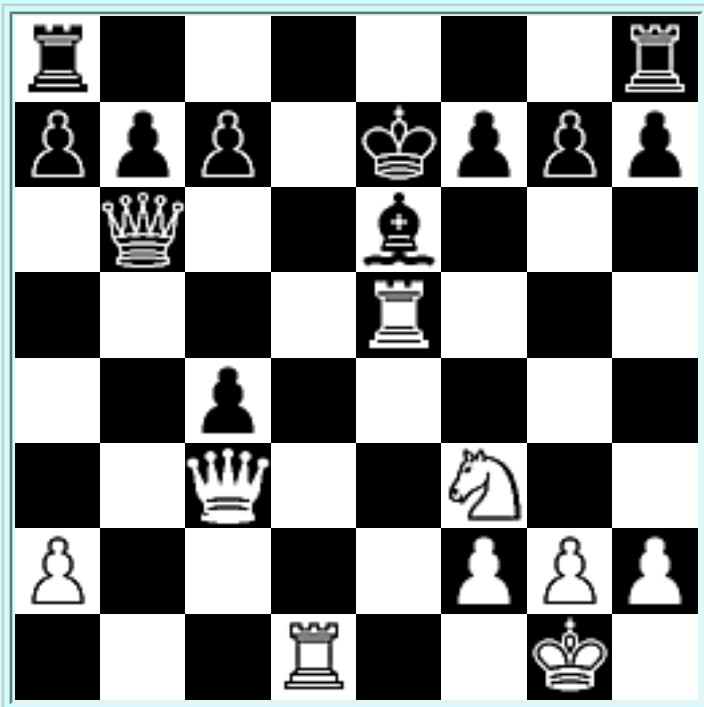
11. Rc1 Bb4 12. Bxb4 Nxb4 13. Re1+



10... Ne7

best: the game might go

11. Qb3 d5 12. Qxc3 dxc4 13. Rfe1 Be6 14. Bxe7 Kxe7 15. d5 Qxd5 16. Rad1 Qc5 17. Re5 Qb6

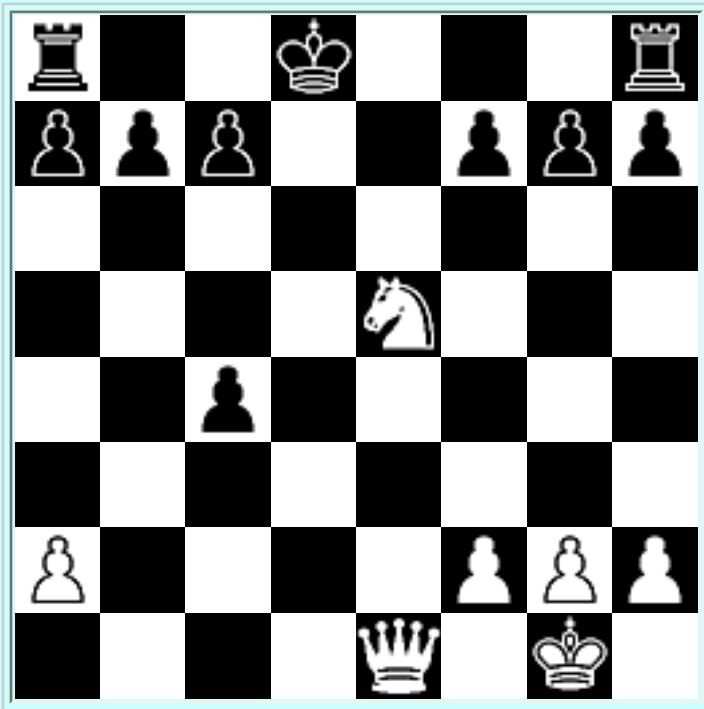


White now can finish nicely:

18. Rxe6+ Qxe6

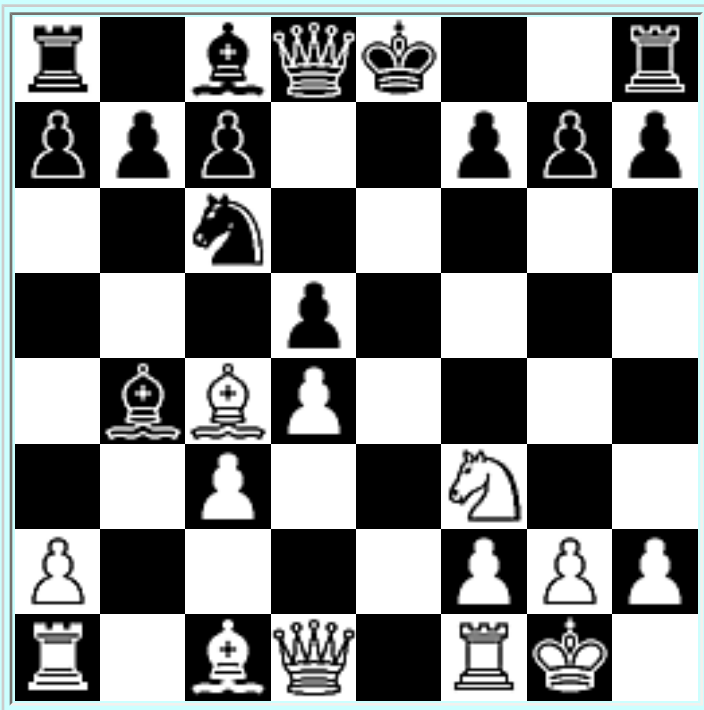
else Qxg7+ is terrible

19. Re1 Qxe1+ 20. Qxe1+ Kd8 21. Ne5



when White should be able to handle the Pawns, which lack support from the Rooks.

Bernstein: the safer 9... d5

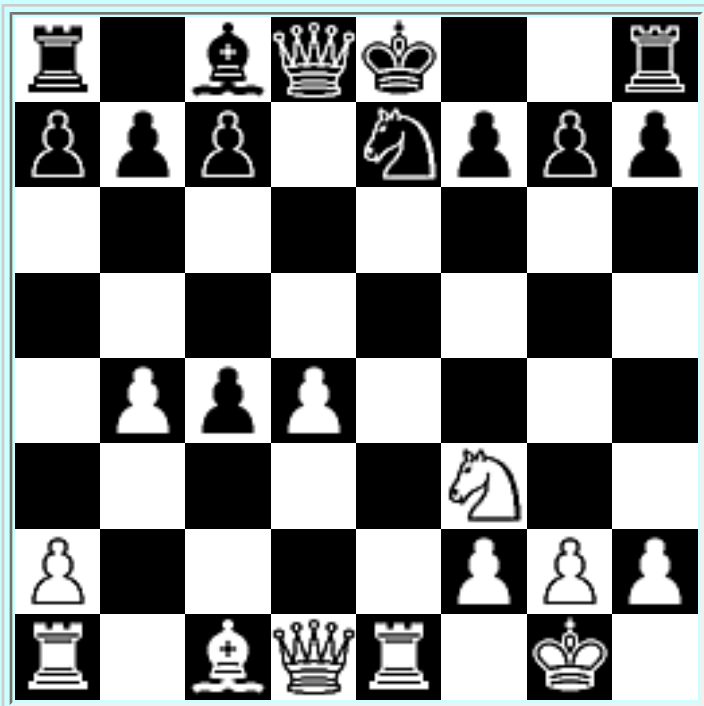


This may be really where Black should back out.

10. cxb4 dxc4 11. Re1+

[A safer line for White here is 11. b5 Ne7 12. Ba3 O-O 13. Qe2 Re8 14. Qxc4]

11... Ne7

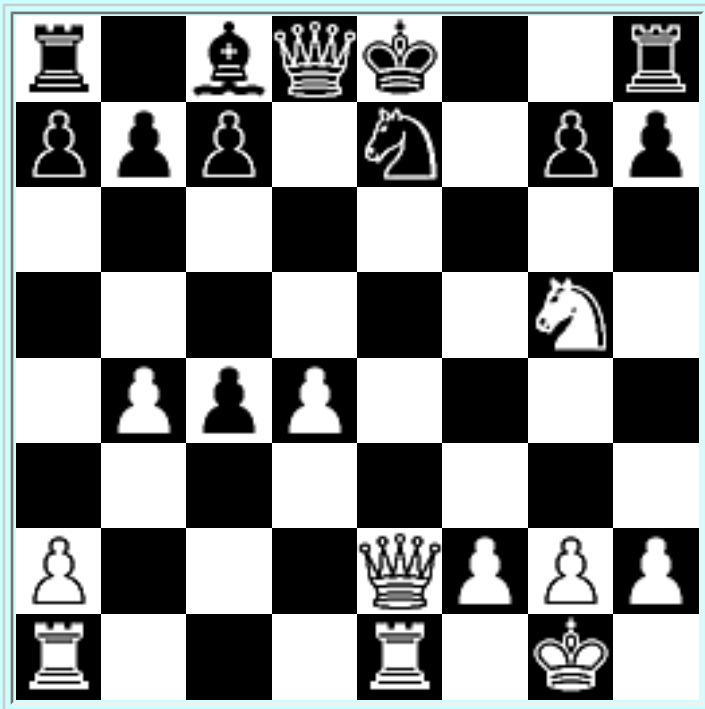


12. Qe2

[John Walker suggests the piece sacrifice with 12. Bg5 f6

[not 12... Be6 13. Bxe7 Qxe7 14. d5]

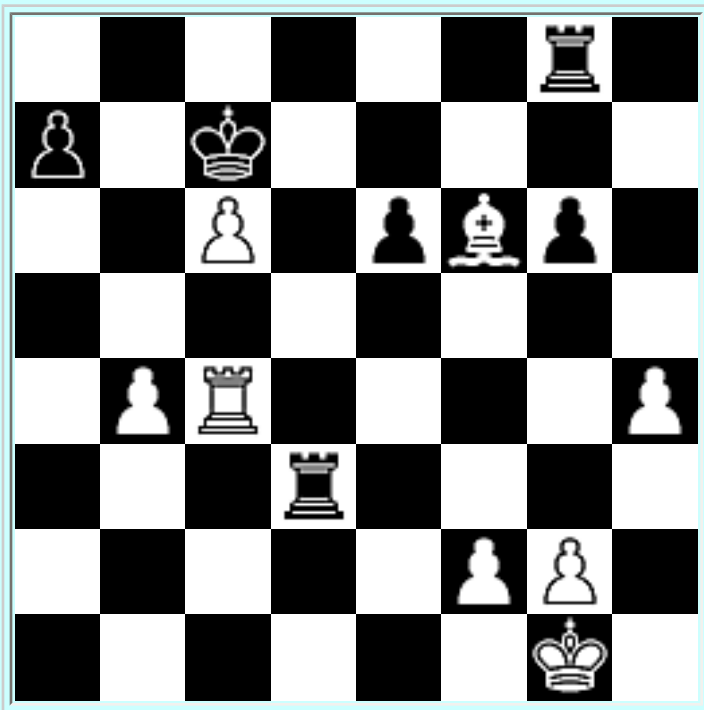
13. Qe2 fxe5 14. Nxe5



...which certainly puts Black under pressure, but it's not my style.]

After 12. Qe2 Fritz wanted to play out a game it knew about, which ran:

**12... Be6 13. Bg5 Qd7 14. Qe5 c6 15. Qxg7 O-O-O 16. Ne5 Qd5 17. Qf6
Ng6 18. h4 Rhg8 19. Nxe6 hxg6 20. Rac1 b5 21. a4 Qxd4 22. axb5 Qxf6
23. Bxf6 Rd3 24. bxc6 Kc7 25. Rxe6 fxe6 26. Rxc4**



White's exchange deficit is compensated by the pawns

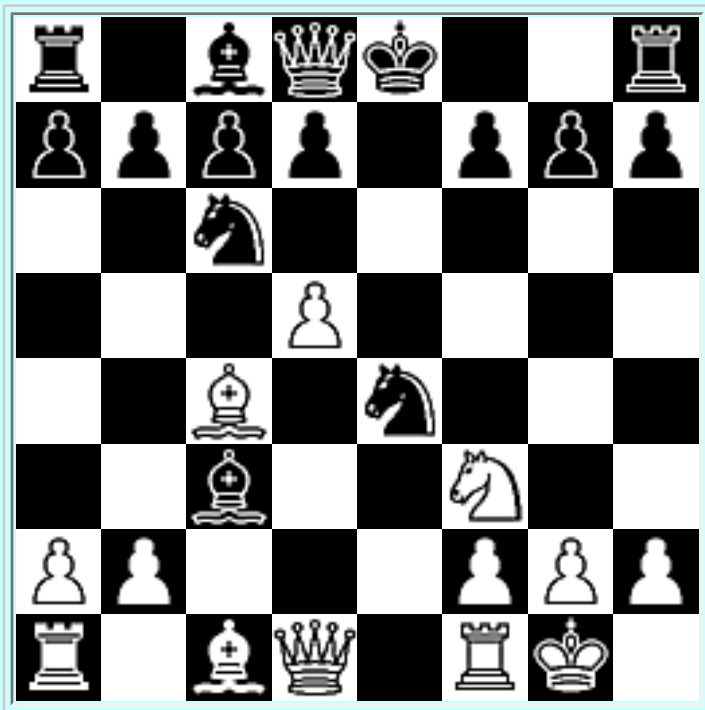
If you don't fancy this you can always play *11.b5*.

Moller attack

8... Bxc3

Now the key reply is 9. d5, although we will look at 9. bxc3 below.

9. d5



9... Bf6

Neither

[9... Na5 ?]

nor

[9... Nd6 ?]

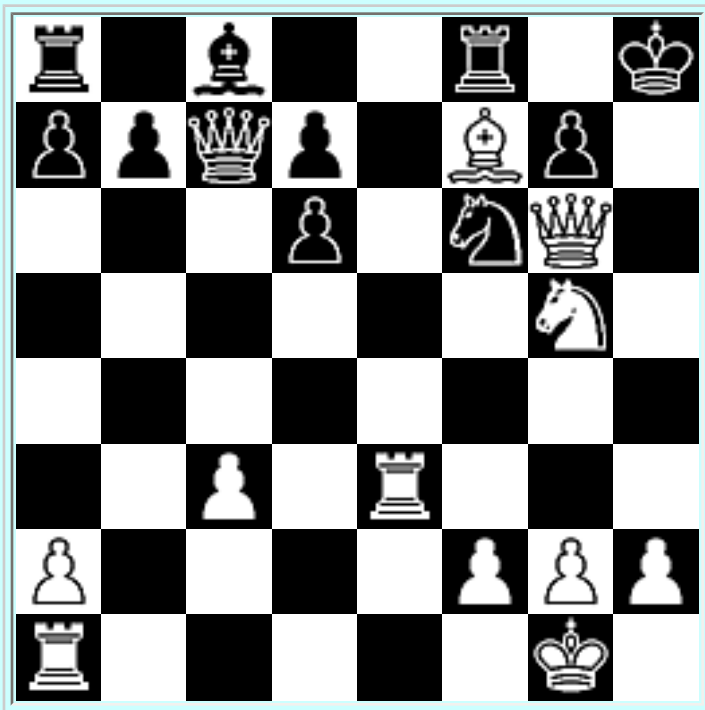
are any good.

[9... Ne5 is better, but after 10. bxc3 Nxc4 11. Qd4 f5 Keene and Levy give 12. Qxc4 d6 13. Nd4 O-O 14. f3 Nc5 with advantage

(Alert and anxious reader: "What about 11...Ncd6? What about 11...O-O?" [What indeed?](#))

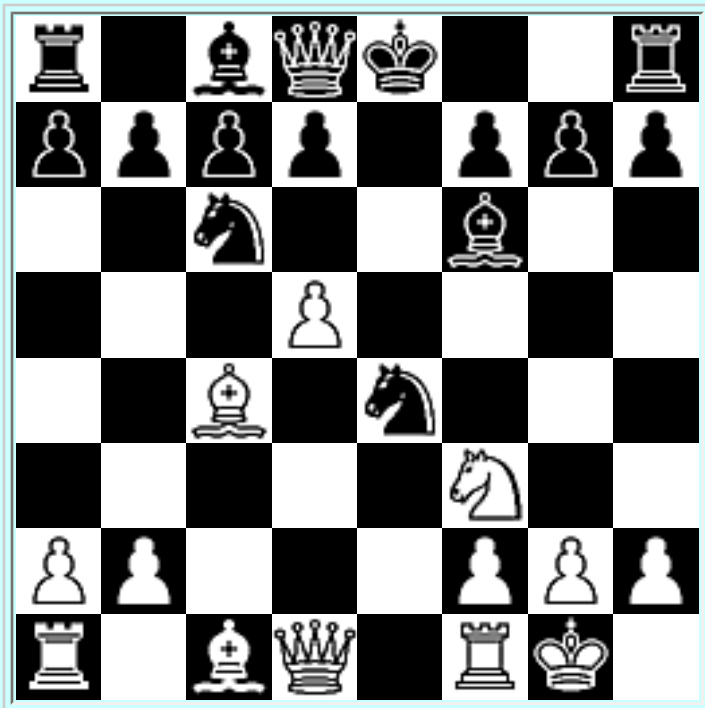
]

[And after 9... Ne7 White continues logically 10. bxc3 O-O 11. Re1 Nf6 12. Bg5 Ng6 13. d6 h6 14. Qd3 hxg5 15. Qxg6 cxd6 16. Nxc5 Qc7 17. Bxf7+ Kh8 18. Re3



winning]

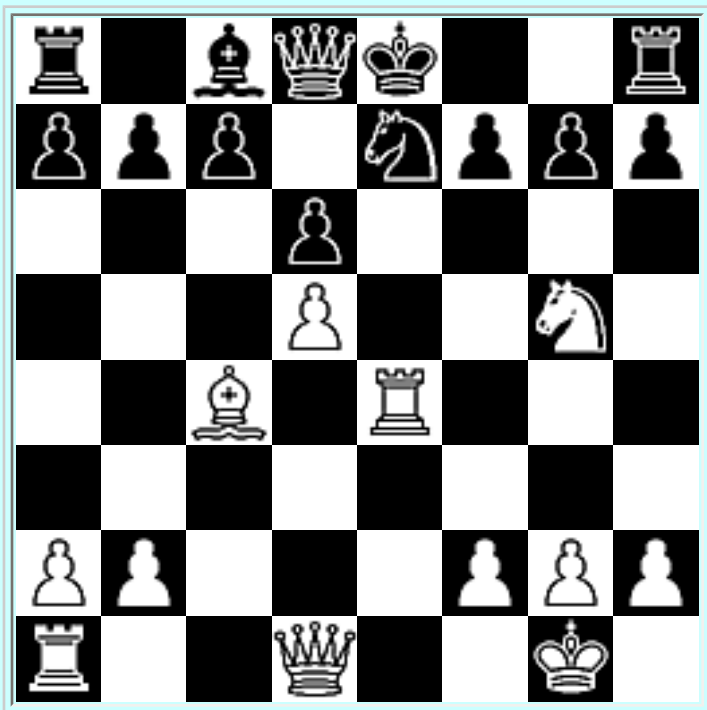
After 9...Bf6, the only try is



10. Re1

[If 10. dxc6 bxc6 11. Re1 Black can continue 11...O-O 12. Rxe4 d5 13. Rf4 dxc4 14. Qa4 c3 15. bxc3 Bxc3 16. Rb1 Qd3 17. Rbb4 Ba6 18. Rbc4 Bxc4 19. Rxc4 Rab8 -+]

10... Ne7 11. Rxe4 d6 12. Bg5 Bxg5 13. Nxg5



13... O-O

[BCO reckons a better line is 13... h6 14. Qh5 O-O 15. Rae1 Nf5 16. Nxf7

[16. Ne6 fxe6 17. dxe6 Ne7 -+ BCO2]

16... Qf6[[ophyphen]] Zak]

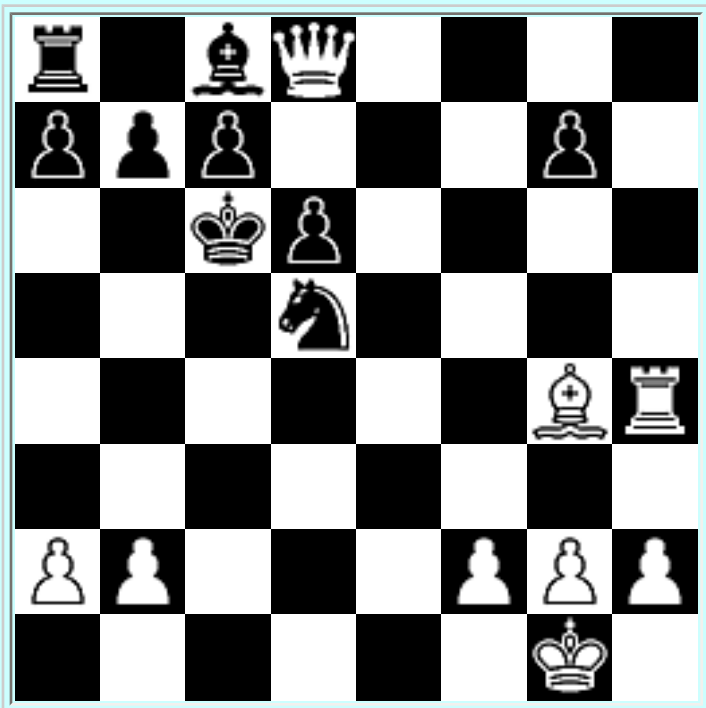
14. Nxh7 Kxh7

[or 14... Bf5 15. Rh4=]

15. Qh5+ Kg8 16. Rh4 f5 17. Re1 Re8

[We saw ...Ng6 in the Traps section above]

18. Re6 Kf8 19. Be2 Nxd5 20. Qxf5+ Kg8 21. Qh7+ Kf7 22. Rxe8 Kxe8 23. Qg8+ Kd7 24. Bg4+ Kc6 25. Qxd8 winning

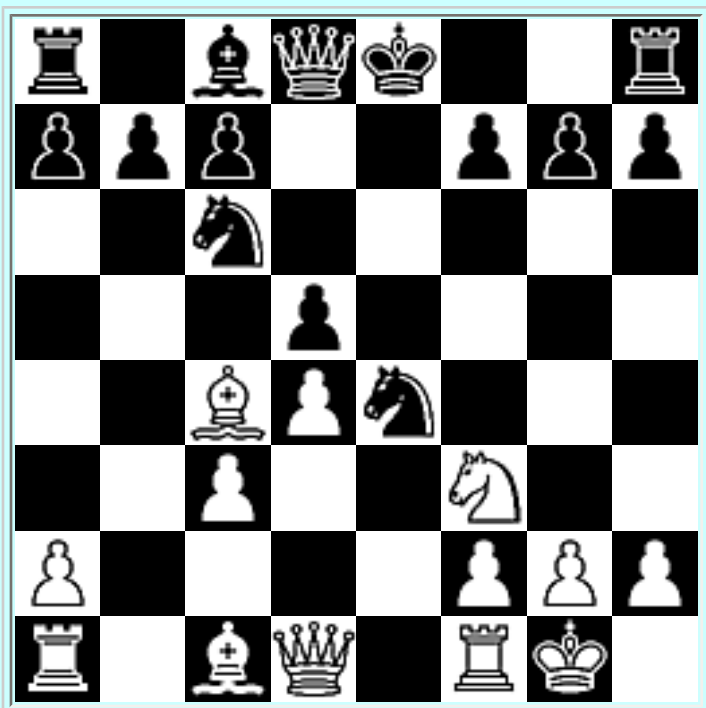


If this is all a bit much, White can go instead

9. *bxc3*

when 9... *d5*

is OK for Black.

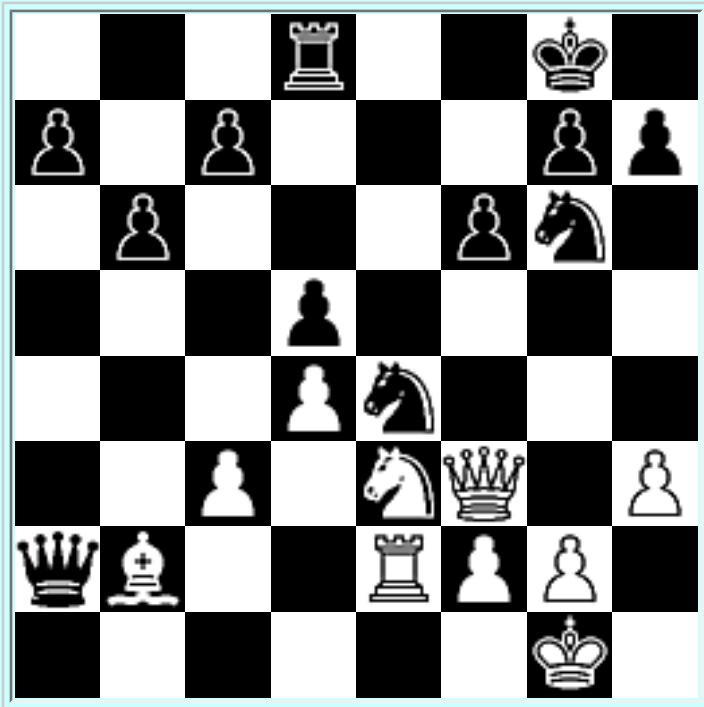


White is still ahead in development but Black still has a pawn. At Grandmaster level they have given up

on this line, thinking White cannot get enough of an attack going. At club level, though, there may be enough meat left to chew.

Let's look at two example lines, to see how games might go.

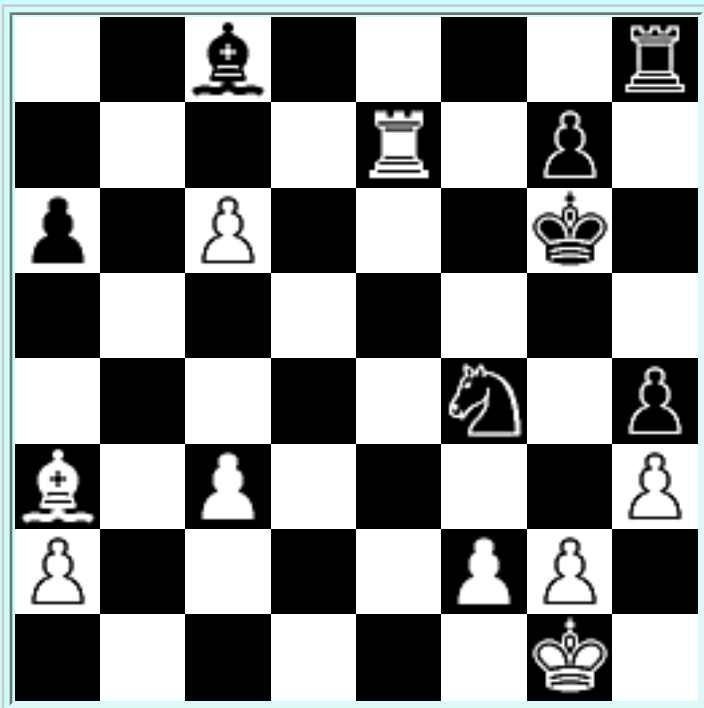
10. Bb5 O-O 11. Qc2 Bf5 12. Bd3 Bg6 13. Rb1 Nd6 14. Ba3 b6 15. Ne5 Bxd3 16. Qxd3 Ne7 17. Rfe1 f6 18. Ng4 Qd7 19. Qh3 Rad8 20. Rb2 Ng6 21. Qf3 Rfe8 22. Rbe2 Rxe2 23. Rxe2 Ne4 24. h3 Qa4 25. Bb2 Qxa2 26. Ne3



when it has all gone minty for White.

So White can try instead

10. Be3 dxc4 11. Re1 f5 12. Nd2 Kf7 13. Nxe4 fxe4 14. Rxe4 Qf6 15. Qe2 Bf5 16. Qxc4+ Kg6 17. Re3 Rae8 18. Rae1 Rxe3 19. Rxe3 h5 20. h3 h4 21. d5 Ne5 22. Qxc7 Nd3 23. Qxb7 Bc8 24. Qc6 Qxc6 25. dxc6 Nf4 26. Re7 a6



when White has enough pawns to account for the piece, but their scattered placing makes it hard to play for a win.

If you are not convinced by any of these lines (and while they are worth a punt in practice the theory is against them) you can always play safe on move 7. So let's look at that next.

Safe main line 7. Bd2

7. Bd2



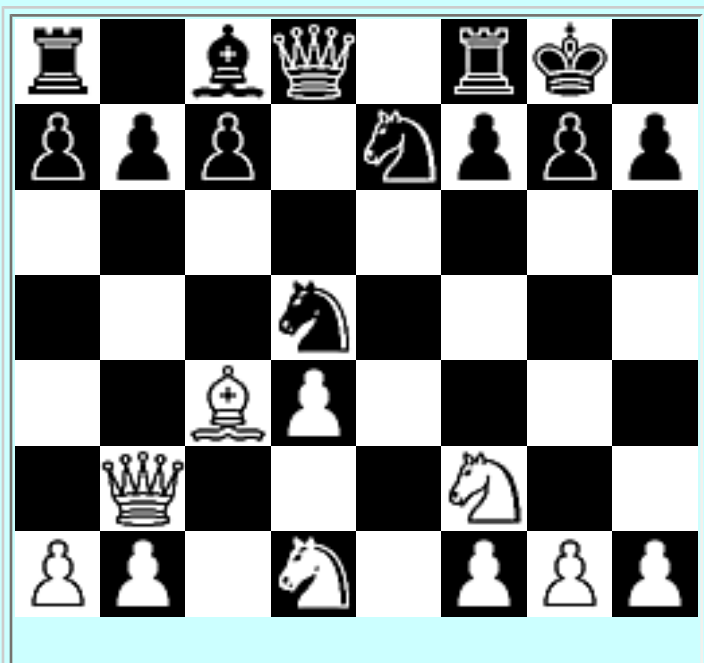
7... Bxd2+ 8. Nbx d2 d5

Of course.

9. exd5 Nxd5

[A solid line is 10. O-O O-O 11. Nb3]

10. Qb3 Nce7 11. O-O O-O





White has several alternatives in this well-known position:

[12. Ne5]

[12. Ne4]

[12. Bxd5]

[12. Rae1]

[12. Rfe1]

For an example of 12. Rfe1 see the games section.

The closed variation 4...Bb6

4... Bb6 5. d4 Qe7

[6. O-O+ = is good enough, but try instead...]

6. Bg5

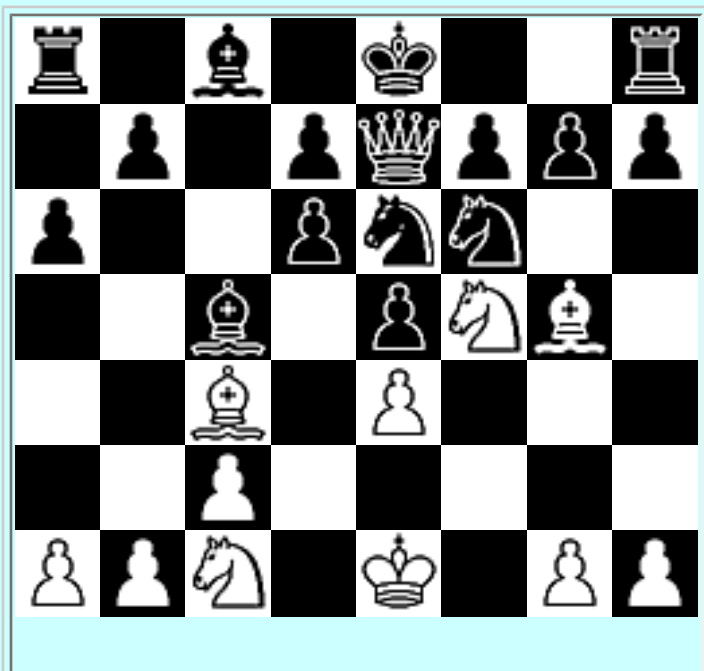


This continuation was discovered by Jonathan Mestel and helped him win the UK Championship in 1975. Of course, Black doesn't want to weaken the King's-side with ...f6, when Nxe5 looks very dangerous.

6... Nf6 7. d5 Nd8 8. d6 cxd6

The capture with 8...Qxd6 9. Qxd6 cxd6 is no safer for Black.

9. Na3 a6 10. Nc2 Bxf2+ 11. Ke2 Bc5 12. Nh4 Ne6 13. Nf5 +-

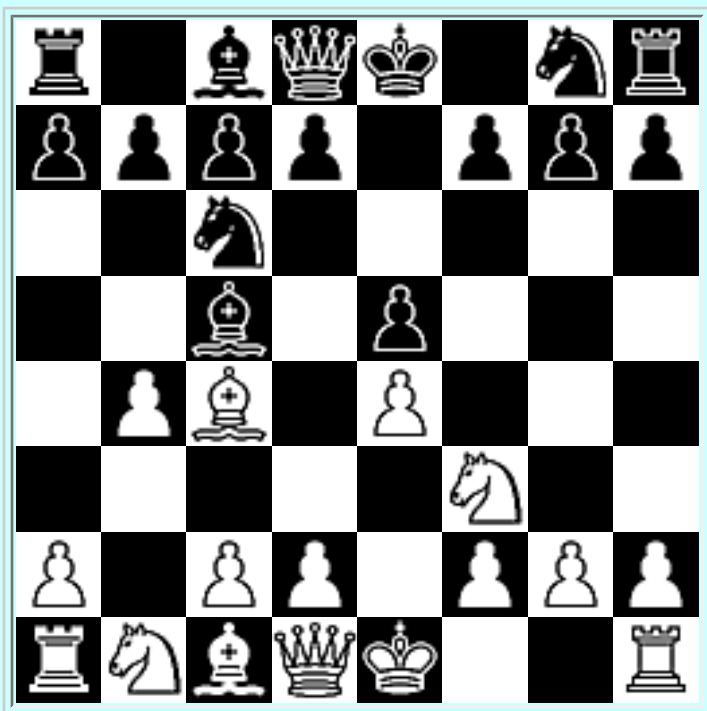




Mestel-Doyle '75; White has a large positional advantage and may be winning.

Evans' Gambit 4. b4

4. b4



Evans' Gambit Declined (4...Bb6)

4... Bb6

The best way to refute a gambit is to accept it.

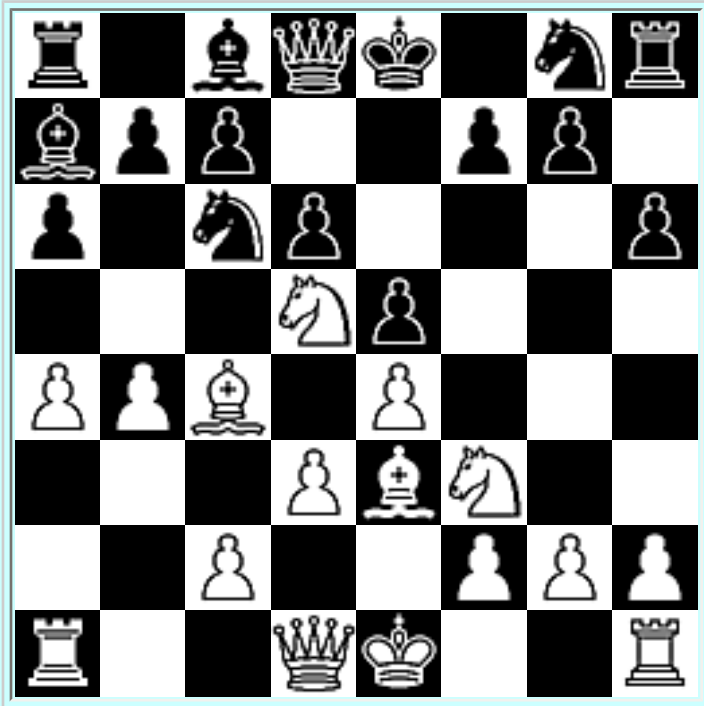
5. a4 a6 6. Nc3 d6

[6... Nf6 7. Nd5 Nxd5 8. exd5 e4 9. dxc6 exf3 10. Qxf3 Qe7+ 11. Kd1 dxc6 12. Re1 Be6 13. Bb2 + = / +- estrin]

7. Nd5 Ba7 8. d3 h6

[8... Nce7 Fritz]

9. Be3 +=



With an edge for White - Panov/Estrin]

Evans' Gambit Accepted (4...Bxb4)

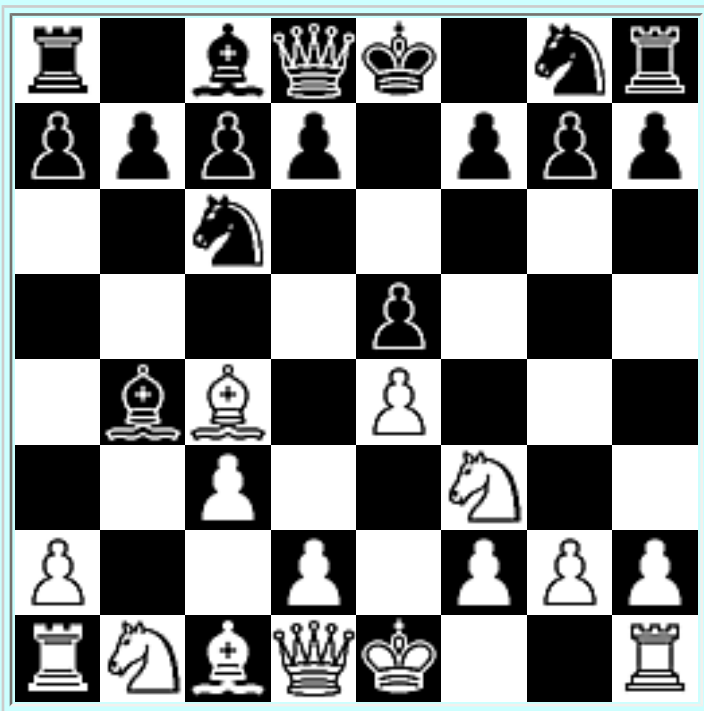
4... Bxb4

[If instead 4... Nxb4 5. c3 Nc6 6. d4



transposes to the 5...Bc5 variation]

5. c3



Black has three choices:

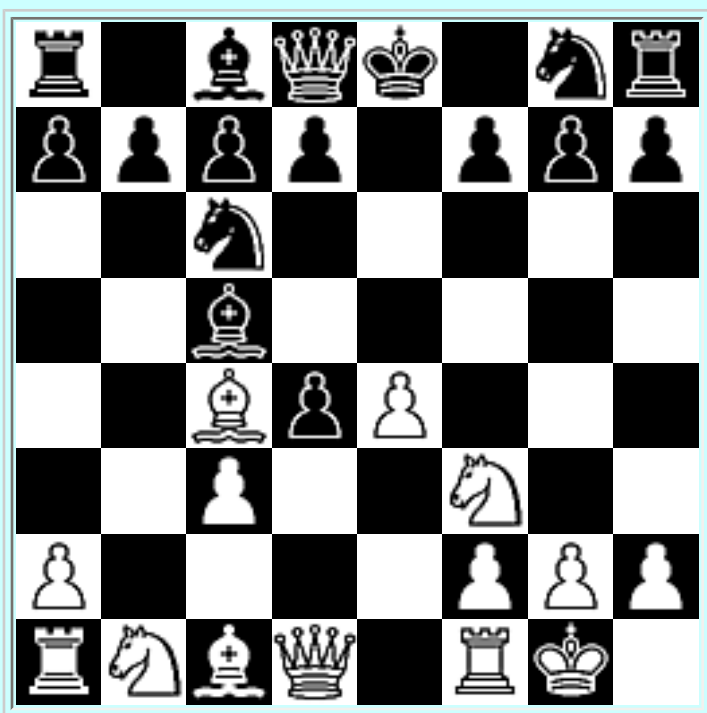
5... Ba5

5... Bc5

5... Be7

Evans' Gambit with 5... Bc5

5... Bc5 6. d4 exd4 7. O-O

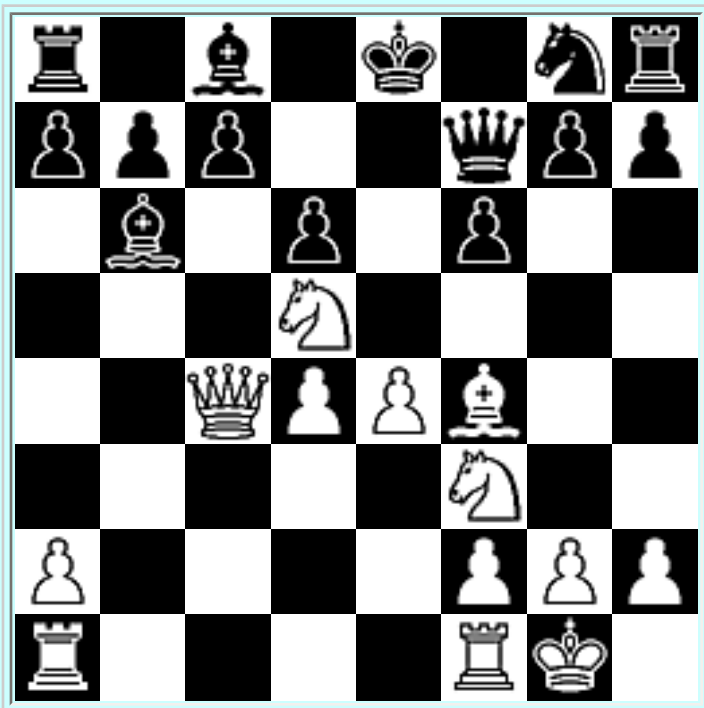


7...d6

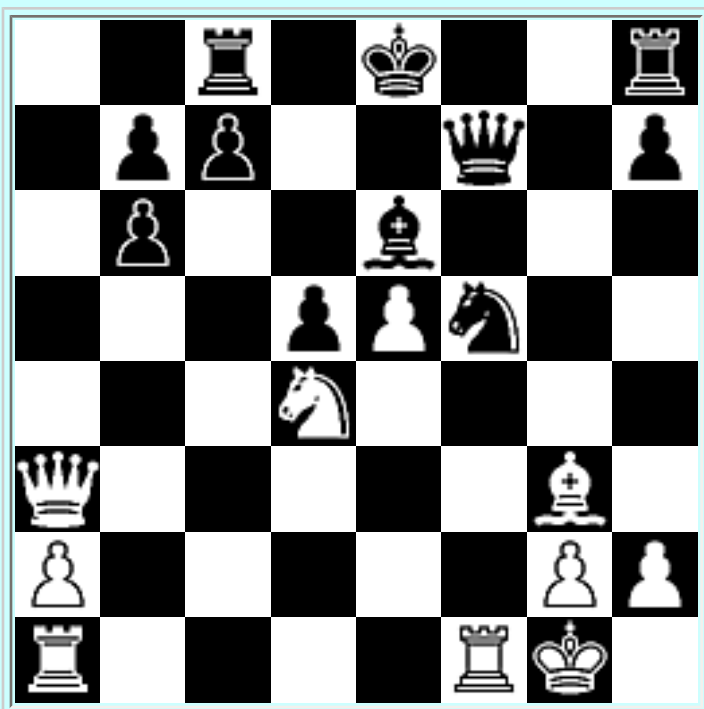
[7... d3 8. Ng5 Nh6 9. Nxf7 +- BCO2 9... Nxf7 10. Qh5]

8. cxd4 Bb6 9. Nc3 Na5 10. Bg5 Ne7

[10... f6 11. Bf4 Nxc4 12. Qa4+ Qd7 13. Qxc4 Qf7 14. Nd5]



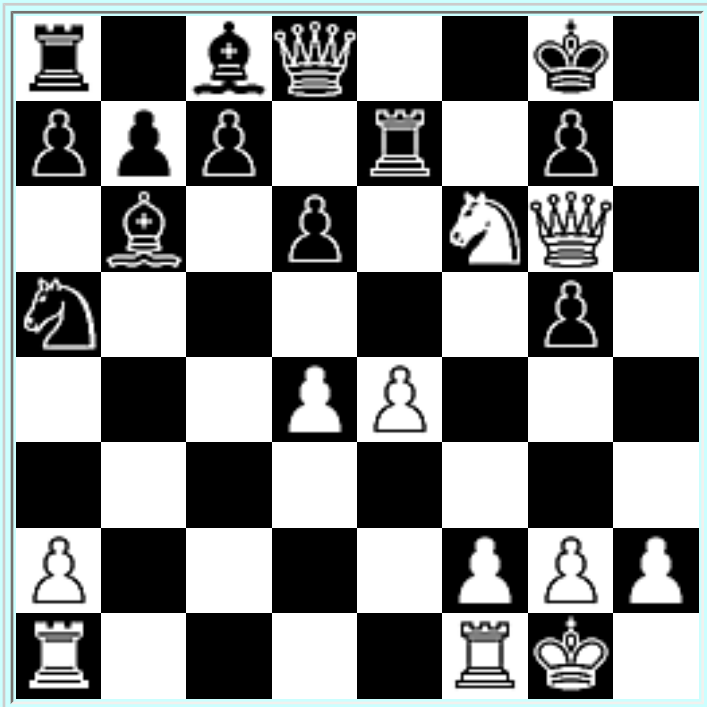
14... g5 15. Bg3 Be6 16. Qa4+ Bd7 17. Qa3 Rc8 18. Rfe1 g4 19. Nxb6 axb6 20. Nd2 Be6 21. f4 gxf3 22. Nxf3 Ne7 23. e5 fxe5 24. dxe5 d5 25. Rf1 Nf5 26. Nd4



when it's still awkward for Black

Now an old analysis goes:

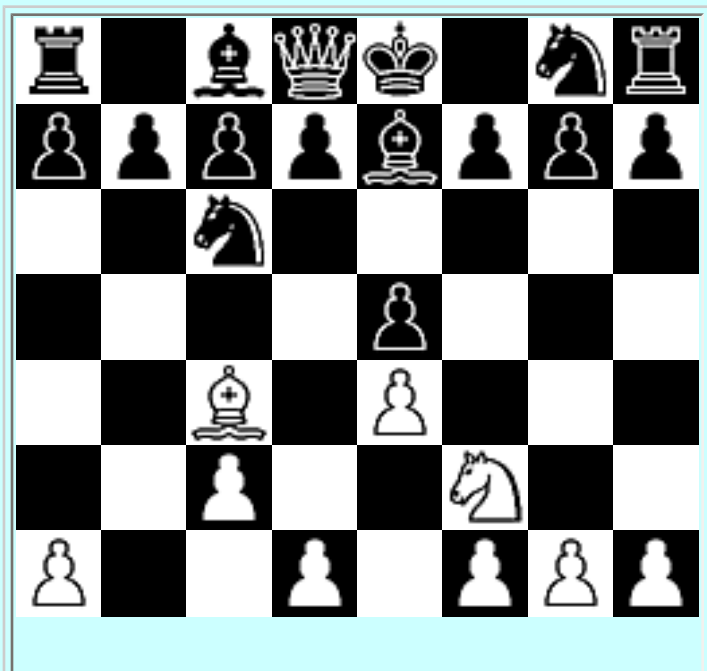
11. Bxf7+ Kxf7 12. Nd5 Re8 13. Bxe7 Rxe7 14. Ng5+ Kg8 15. Qh5 h6 16. Qg6 hxg5 17. Nf6+ Kf8 18. Nh7+ Kg8 19. Nf6+



with a draw by perpetual check - Tchigorin

Evans' Gambit with 5..Be7

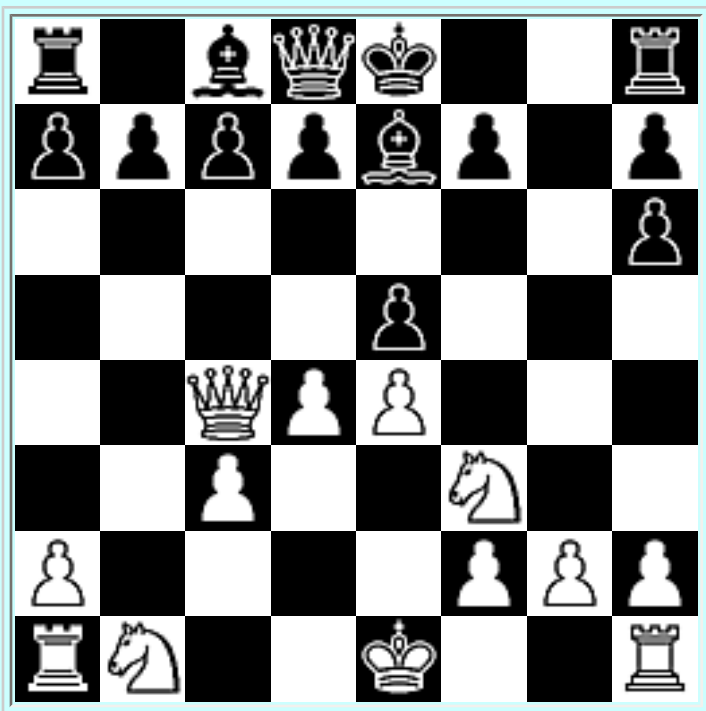
5... Be7





6. d4

[6. Qb3 Nh6 7. d4 Na5 8. Qb5 Nxc4 9. Bxh6 gxh6 10. Qxc4

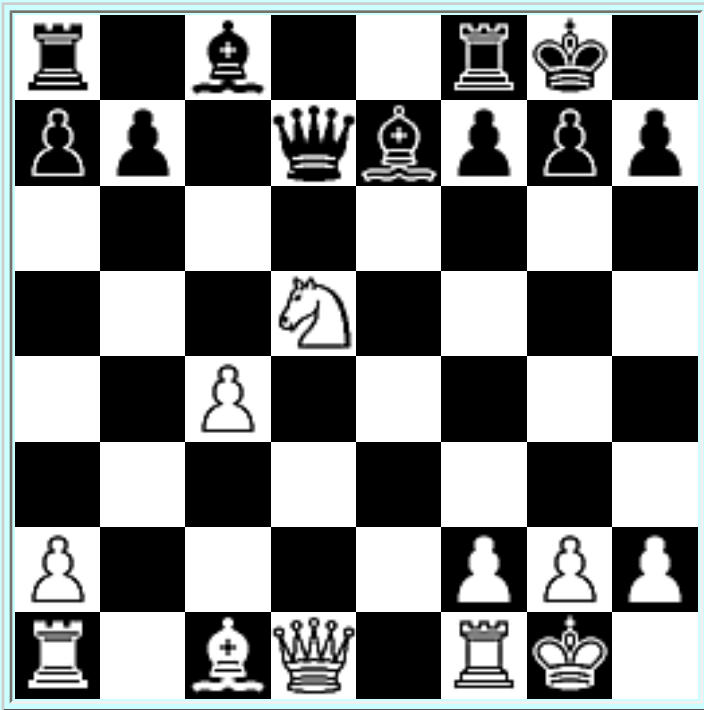


unclear: Harding-Hodgson corr. 1975]

6... Na5 7. Nxe5 Nxc4 8. Nxc4 d5 9. exd5 Qxd5 10. Ne3 Qd7 11. O-O Nf6
12. c4 O-O

[12... b5 = Nunn]

13. Nc3 c6 14. d5 cxd5 15. Ncxd5 Nxd5 16. Nxd5



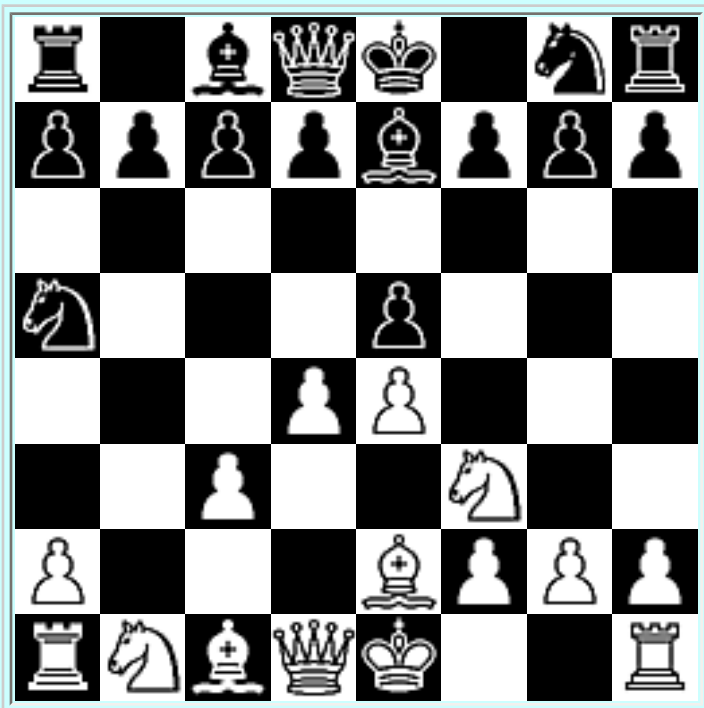
+ = Nunn-Larsen 1980

White has a small edge.

The most famous recent example of this line is of course:

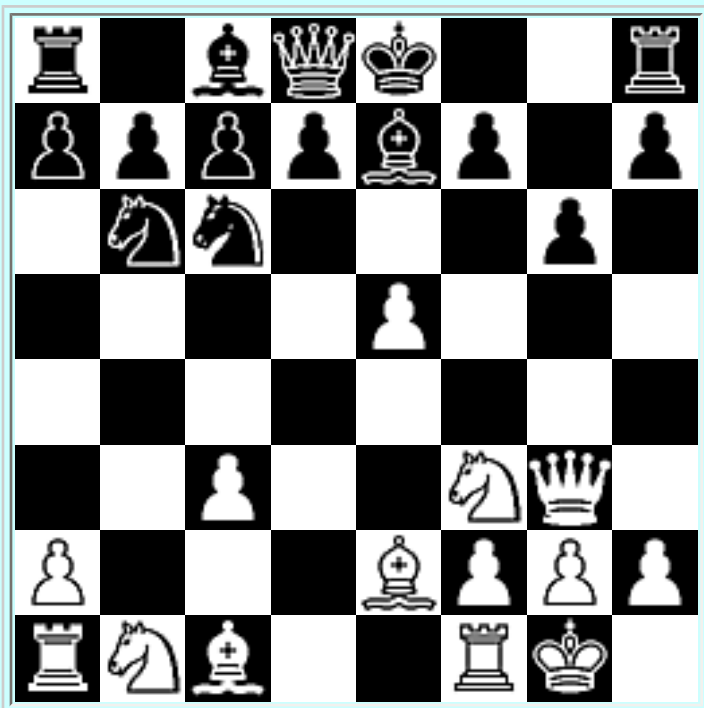
Kasparov, Gary-Anand, Viswanathan, Riga 1993

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Be7 6. d4 Na5 7. Be2



A new move

7... exd4 8. Qxd4 Nf6 9. e5 Nc6 10. Qh4 Nd5 11. Qg3 g6 12. O-O Nb6

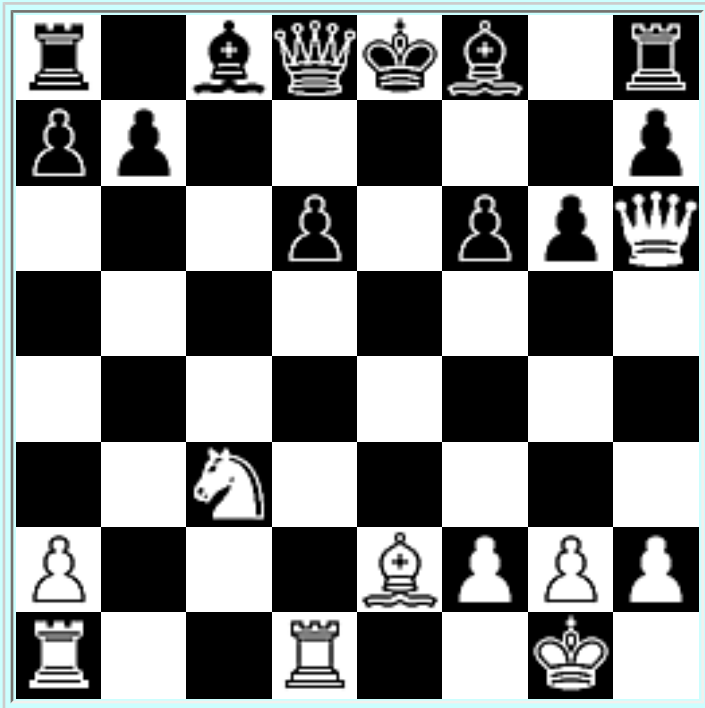


The Black king never escapes the centre

13. c4 d6 14. Rd1 Nd7 15. Bh6 Ncxe5 16. Nxe5 Nxe5 17. Nc3

Develop before attacking with a move like Bg7

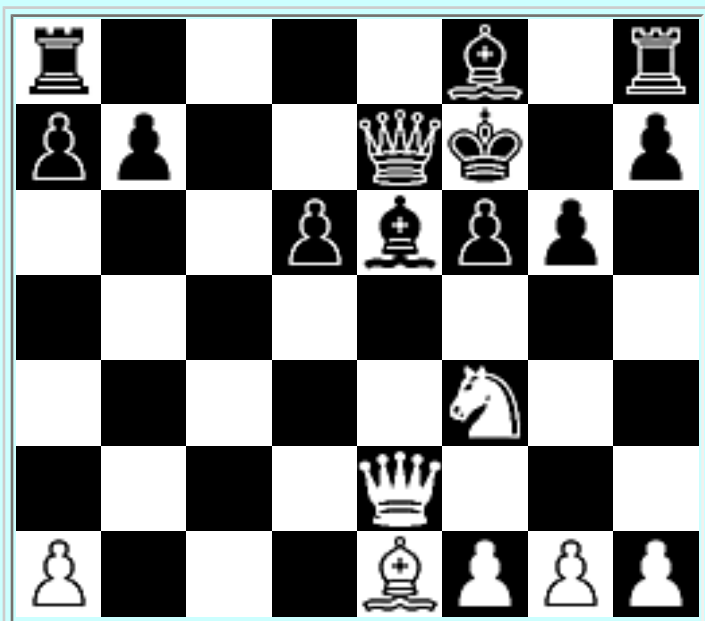
17... f6 18. c5 Nf7 19. cxd6 cxd6 20. Qe3 Nxe6 21. Qxe6 Bf8



White's lead on development could hardly be greater

22. Qe3+ Kf7 23.

Nd5 Be6 24. Nf4 Qe7 25. Re1 1-0





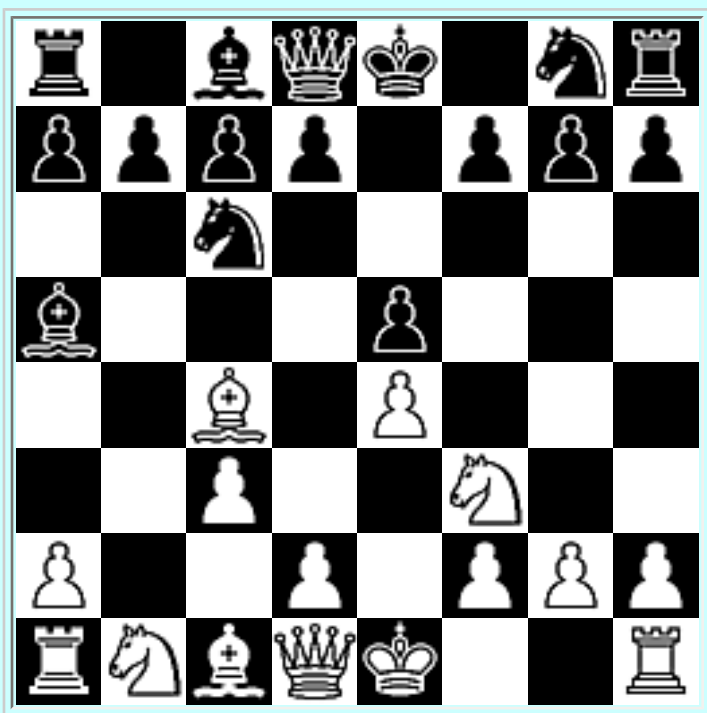
[25... Qd7 26. Bb5 Qxb5 27. Qxe6+ Kg7 28. Nd5 Qb2 29. Rab1]

[25... Re8 26. Nxe6 Qxe6 27. Qxe6+ Rxe6 28. Bc4]

[25... Bh6 26. Bc4]

An amazing destruction of the current world No.3 and his PCA championship challenger.

Evans' Gambit with 5... Ba5



This is the best line.

6. d4 d6

Lasker's Defence, which led to some disillusionment with the Gambit.

7. Qb3



Black has three tries here, but only the last is trustworthy:

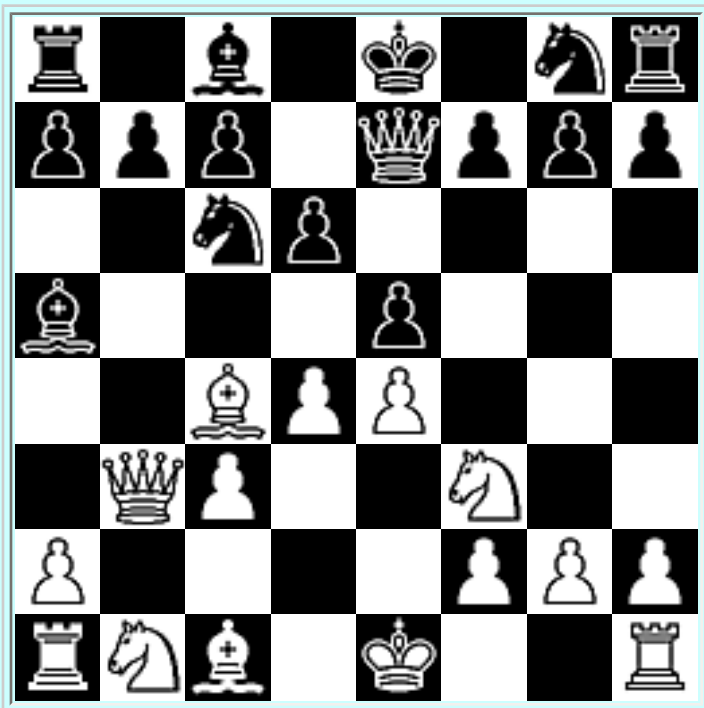
A. 7... Qe7

B. 7... Nxd4

C. 7... Qd7

Lasker's Defence with 7... Qe7

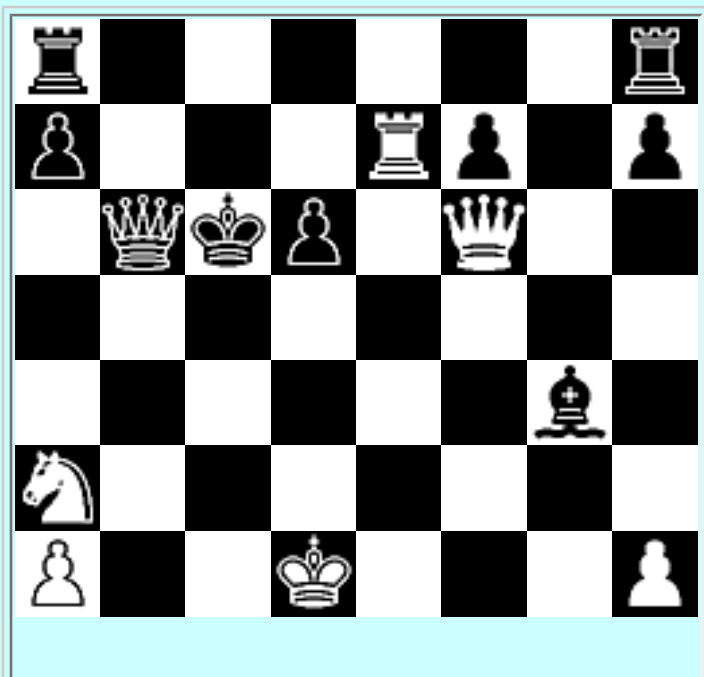
7... Qe7



The trouble with this move is that the Nc6 has no good retreat, and must advance. This leads to trouble. The game might go:

8. d5 Nd4 9. Nxd4 exd4 10. Qa4+ Kd8 11. Qxa5 Qxe4+ 12. Kd2 Qxg2 13. Re1 Nf6 14. Bd3 Qxf2+ 15. Re2 Qg1

16. Na3 Bg4 17. Bb2 dxc3+ 18. Bxc3 Qb6 19. Bxf6+ gxf6 20. Qc3 Kd7 21. Bb5+ c6 22. dxc6+ bxc6 23. Bxc6+ Kd8 24. Qxf6+ Kc7 25. Re7+ Kxc6 26. Rc1+

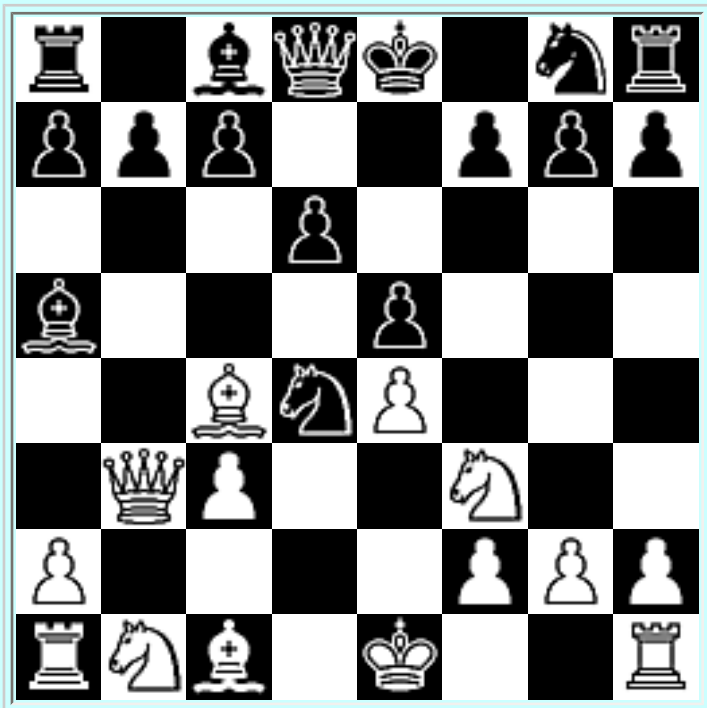




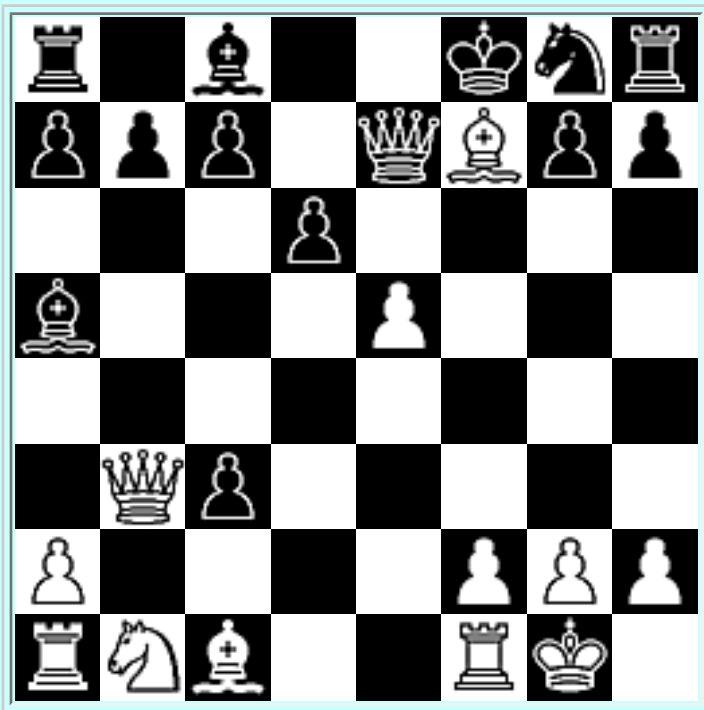
26... Qc5 27. Rxc5+ Kxc5 28. Qc3+ Kb6 29. Qb4+ Kc6 30. Qb5#

Lasker's Defence with 7... Nxd4

7... Nxd4

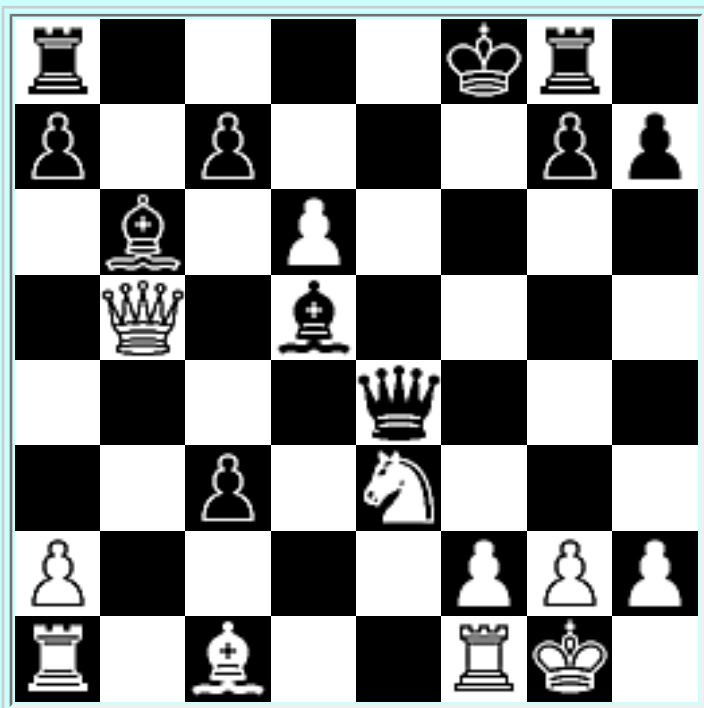


8. Nxd4 exd4 9. Bxf7+ Kf8 10. O-O dxc3 11. e5 Qe7



If White consolidates, Black's lost King will die.

12. Bxg8 Rxc8 13. exd6 Qe5 14. Na3 Be6 15. Qxb7 Bd5 16. Qb5 Bb6 17. Nc4 Qe4 18. Ne3

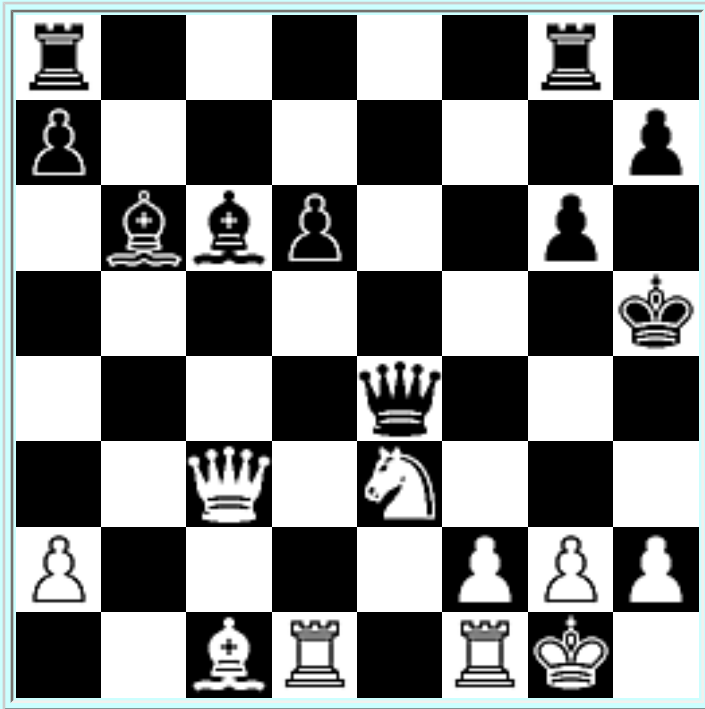


This move holds the game for White.

18... Bc6

[18... Bxe3 19. fxe3+ Bf7 20. dxc7]

19. Qb3 cxd6 20. Ba3 g6 21. Rad1 Kg7 22. Qxc3+ Kh6 23. Bc1 Kh5



24. Nd5

Lasker's Defence with 7... Qd7

This is the only satisfactory line.

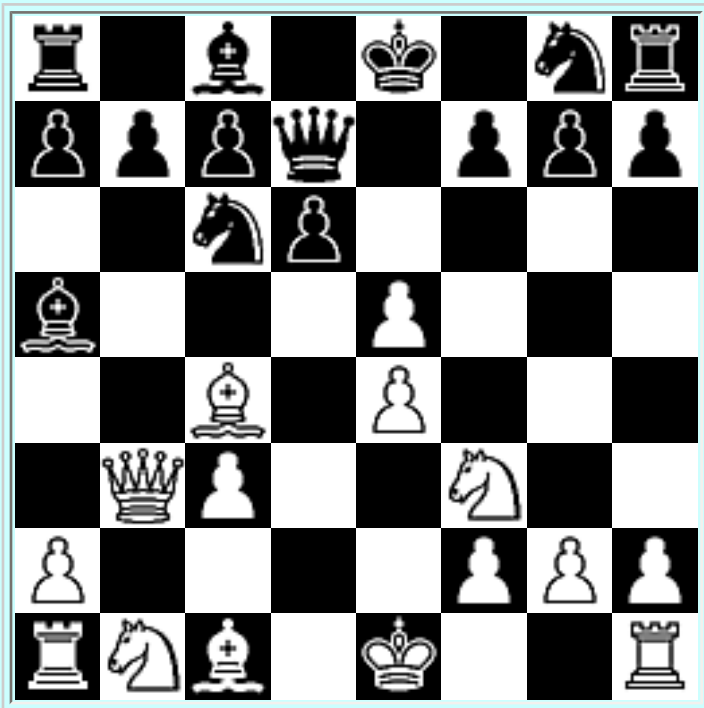
7... Qd7

covers f7



Now as far as I can find out the best try for White here is:

8. dxe5!

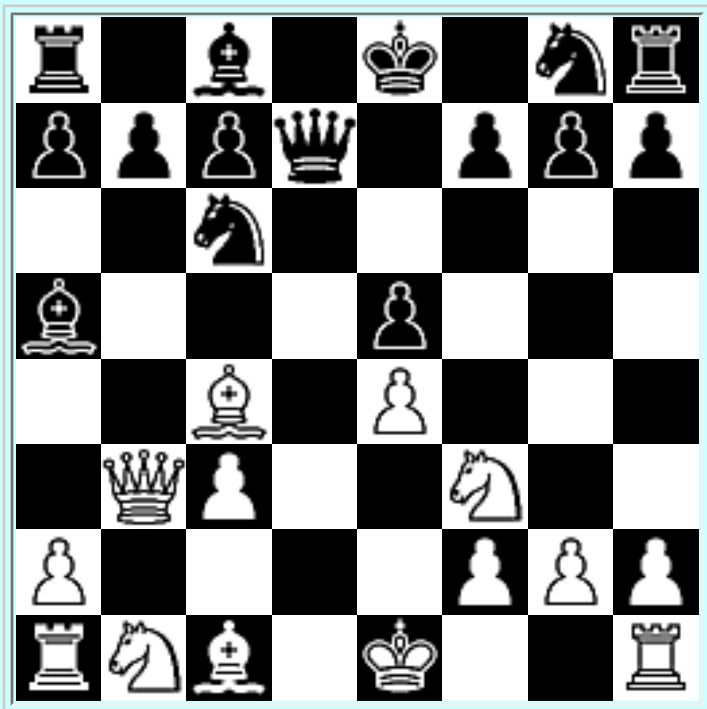


Now Black has:

CI: 8...dxe5

CII: 8...Bb6

Variation CI: 8... dxe5



9. O-O Bb6 10. Rd1 Qe7 11. a4 a6

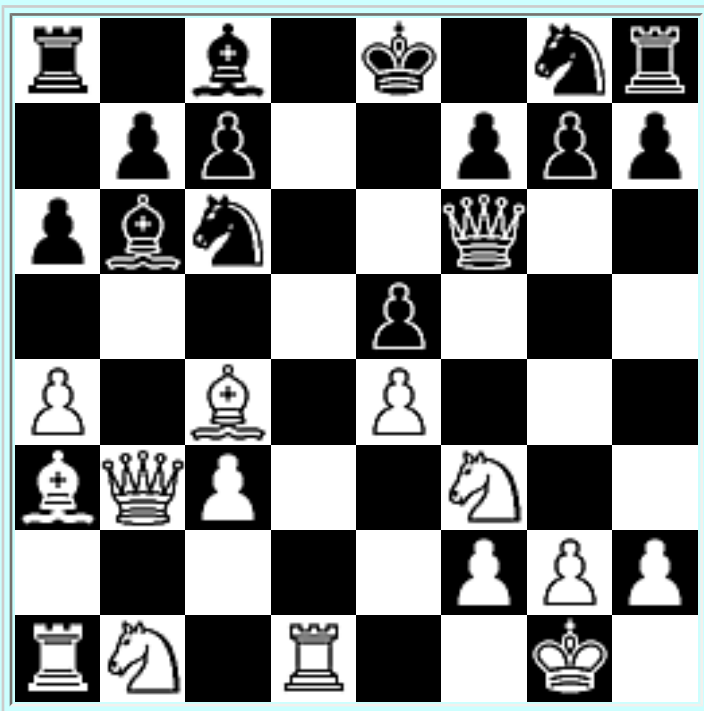
[11... a5 is less safe:

12. Bd5 Bg4 13. Rd3 Be6 14. Ba3



+ - Shaposhnikov-Veltmader 1958]

12. Ba3 Qf6



13. a5 Bxa5 14. Bd5 Bb6 15. Nbd2 Nge7 16. Nc4 Ba7 17. Rd2 8/=

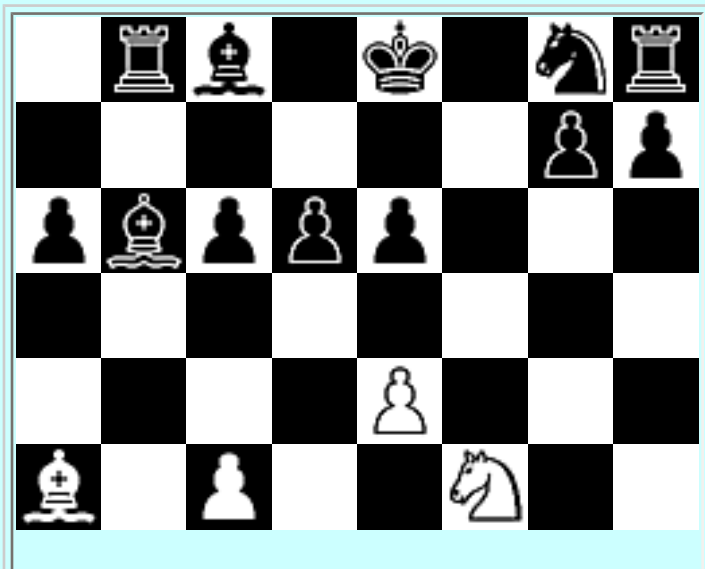
With enough compensation for the material, according to Estrin.

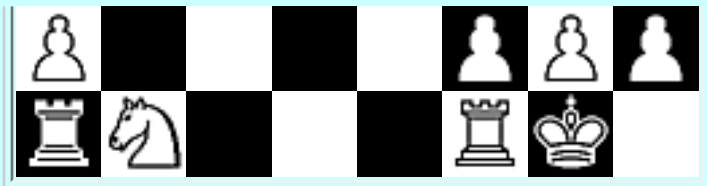
Variation CII: 8... Bb6



This may be the best line for Black.

9. Bb5 a6 10. Ba4 Qe6 11. Bxc6+ bxc6 12. O-O Rb8 13. Qxe6+ fxe6 14. exd6 cxd6 15. Ba3





+ =

In this endgame, White has a slight advantage, according to Estrin.

Appendix 1. Why is it called "Italian"?

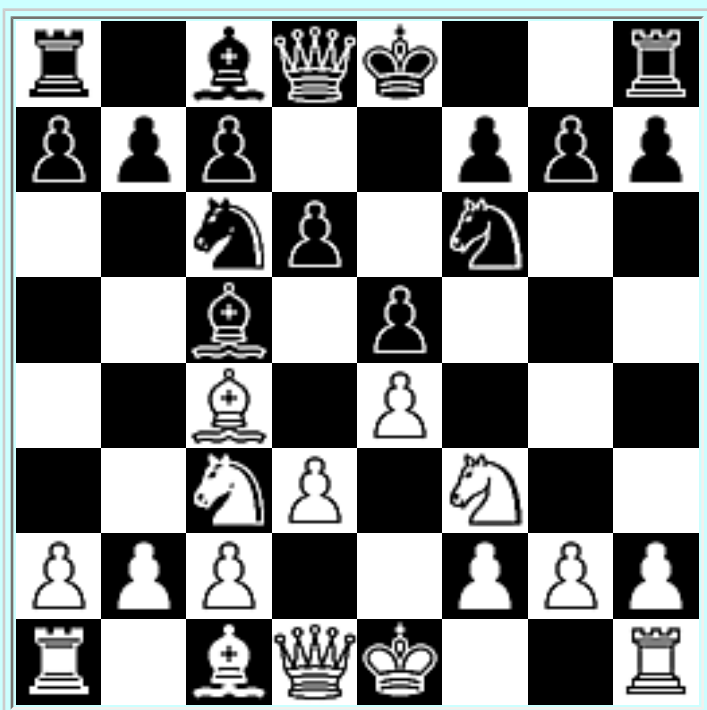
The play most characteristic of the late 1700s and later was dominated by the style of the Italian MODENESE SCHOOL - Italian players and writers like DEL RIO, LOLLI and PONZIANI, through whom the *Italian Game* (*Gioco Piano* and related openings) came into prominence. Fast development followed by *attack* was the name of the game, and beyond this it is difficult to see much theory at all; players were concerned with direct attack - to mate, or lose gloriously in the attempt. From this period we inherit all the older tactical variations of the *King's Gambit* and *Gioco Piano*, where sacrifices were common and their acceptance almost routine. This period should not be thought of as artless - it produced legions of fine analysts and several games of genius, and much was learned about the art of attack.

Sadly, when players learned to decline or return sacrificed material, a lot of the steam went out of these openings. e.g. an old line of the *Danish Gambit* goes **1 e4, e5; 2 d4, exd4; 3 c3, exc3; 4 Bc4, cxb2; 5 Bxb2**. If Black clings to the material White will have a good time, but MIESES showed **5...d5; 6 Bxd5, Nf6** secures open lines and probably the two Bishops. The best line for White here is probably **7 Bxf7+ Kxf7; 8 Qxd8, Bb4+ 9 Qd2, Bxd2+** when Black has no extra material but can play to win the ending with the *Queen's-side majority*. Technique was replacing romance in chess.

The play of the American Paul MORPHY brought some additional science to all this, not that everyone recognised it at the time. Through his games he showed that a successful attack must be based on a lead in *development*. Similarly, he showed that a player who is behind in development must not open lines to 'free their position', since these lines will provide avenues along which the better-developed side will attack - instead, they should keep things closed until they have caught up a bit. Morphy's play was the Italian game perfected, and I have used many of his games in this booklet.

Appendix 2. Oh, if you must... some ideas for playing the Giuoco Pianissimo

If you must play the **Giuoco Pianissimo**, here are some quick hot tips for this line.



Don't be in a hurry to castle: your opponent may play ...Bg4 (or Bg5) and pin your knight against the Queen. If you have castled you probably won't be able to play h3 (or ...h6) without dangerously weakening your king. Steinitz discovered that the sacrificial idea 6. O-O, Bg4; 7. h3, h5! 8. hxg4, hxg4 was playable for Black in many positions (see below) because of the attack on the King down the open h-file: once the Queen gets to h5 White is finished. Even playing 1.e4, e5; 2. Nf3, Nc6; 3. Bc4, Bc5; 4. Nc3, Nc6; 5. d3, d6; 6.h3 is not advisable as Black may play the standard sacrifice ...Bxh3 at some point, or lever open your king's side with ...g7-g5-g4.

The key question in this line is: *how are you going to develop your queen's bishop?* White on move six can go 6. Be3 hoping for 6...Bxe3; 7. fxe3 when there is a juicy half-open f-file to attack along. Black is better off calmly retreating with 6...Bb6 or even leaving the Bishop at c5.

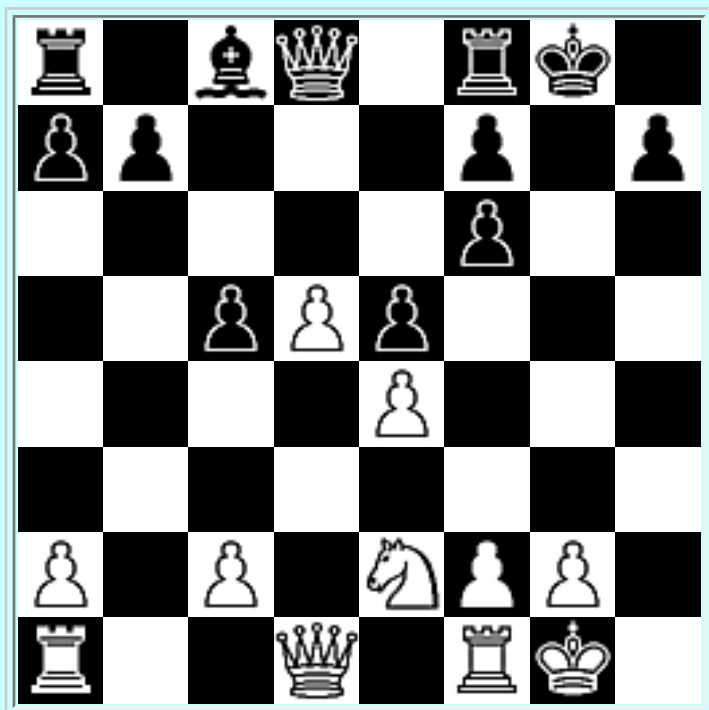
The analysts gradually agreed that 6.Bg5, the **Canal Variation**, is the best move. One line of this goes 6...h6; (this is OK for Black before castling) when the main line goes 7.Bxf6, Qxf6; 8.Nd5, Qd8. White has given up the Bishop pair to achieve a bit of initiative. [There is a hairy line with 6.Bg5, h6; 7.Bxf6, Qxf6; 8.

Nd5, Qg6!? **9.Nxc7+** which is supposed to be poor for Black if White plays **9.Rg1** instead, but White has to prove it!] Other ways to play for Black are to hit the other bishop with **6...Na5** (as in the final game) or to play himself **6...Be6**.

in the Canal Variation: to *emphasise the pin on the Nf6*, if you're allowed, with moves like Nd5, and otherwise threaten to give Black doubled, and therefore weak, f-pawns. I played a miniature with this theme at the British Universities' Congress some years ago:

Regis (Exeter) - Orpwood (Salford), 1987.

1. e4 e5 2. Bc4 Nc6 3. Nc3 Nf6 4. d3 Bb4 5. Nge2 O-O 6. O-O d6 7. Bg5 Na5 8. Bxf6! gxf6 9. Nd5 Bc5 10. b4 Nxc4 11. dxc4 c6 12. bxc5 cxd5 13. cxd5 dxc5 **DIAGRAM**



14. Ng3 Kh8 15. Qh5 Qd7? 16. Qh6 Qd6 17. Nh5 Rg8 18. Nxf6 Rg7 19. Qxg7+ 1-0

(Ne8+ will leave White a rook ahead)

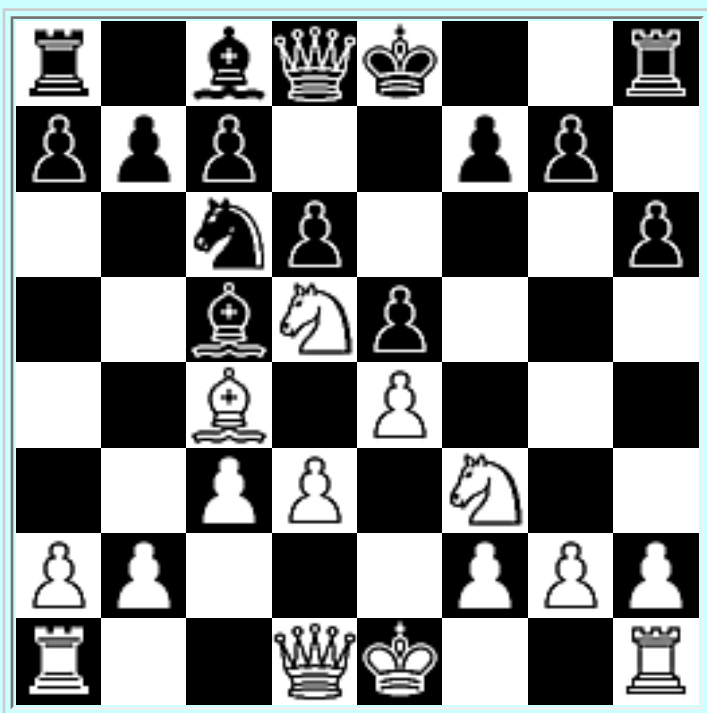
again in the Canal Variation: move the Nc3 to e.g. d5 and *play for c3 and d4* with a central space advantage. The knight on c3 can relocate to e3...

try to open up the f-file with f4: this will require you to play Be3 to stop a check from the Bc5 and to move the other Knight e.g. Nh4. From h4 the Knight can threaten to go to f5 when Black may be reluctant to remove it by ...g6 which will create weaknesses. A Queen's Knight that has travelled from c3-d5-e3 also puts pressure on this square, and if Black does play g6 then Ne3-g4 hits all the soft spots.

And here are some traps:

A trap in the Giuoco Pianissimo

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 d6 5. Nc3 Nf6 6. Bg5 h6 7. Bxf6 Qxf6
8. Nd5 Qd8 9. c3



9... Be6 ?

[better is 9... Ne7]

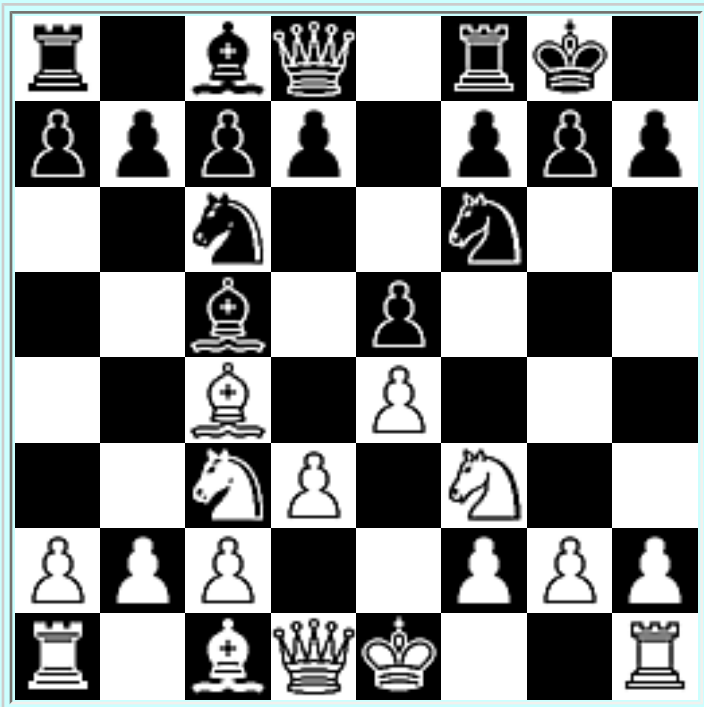
10. d4 +/- 10... exd4 11. cxd4 Bb4+ 12. Nxb4 Bxc4 13. Nxc6 bxc6 14. Qc2

Another trap in the Giuoco Pianissimo

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 Nf6 5. Nc3 O-O?!

too early

[better is 5... d6]



6. Bg5 h6 7. Bh4 Bb4 8. O-O Bxc3 9. bxc3 g5

Normally you cannot afford to do this in front of your castled King.

10. Nxg5 hxg5 11. Bxg5 Kg7 12. f4+-

with a strong attack

One more trap in the Giuoco Pianissimo

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O?!

[better is 4. c3]

4... Nf6 5. d3 d6 6. Bg5?

[better is 6. Be3]

6... h6 7. Bh4 g5 8. Bg3 h5! 9. Nxg5 h4



10. Nxf7 Bg4 11. Qd2 Nd4 12. Nc3

[12. Nxd8 hxg3 13. fxg3

[13. hxg3 Nf3+ 14. gxf3 Bxf3-+]

13... Nf3+ 14. Kh1 Rxh2#]

12... Nf3+ 13. gxf3 Bxf3-+



...and Black wins.

Even armed with all these ideas it's really not that good a line to play. I include one last game which is intended to put you off it for life!

Example Game in the Giuoco Pianissimo: Chambers-Vorhees (Dayton, Ohio) 1972

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. d3 d6 5. O-O

Too early: invites ...Bg4.

5...Nf6



This is a prime example of how not to play for this position for White.

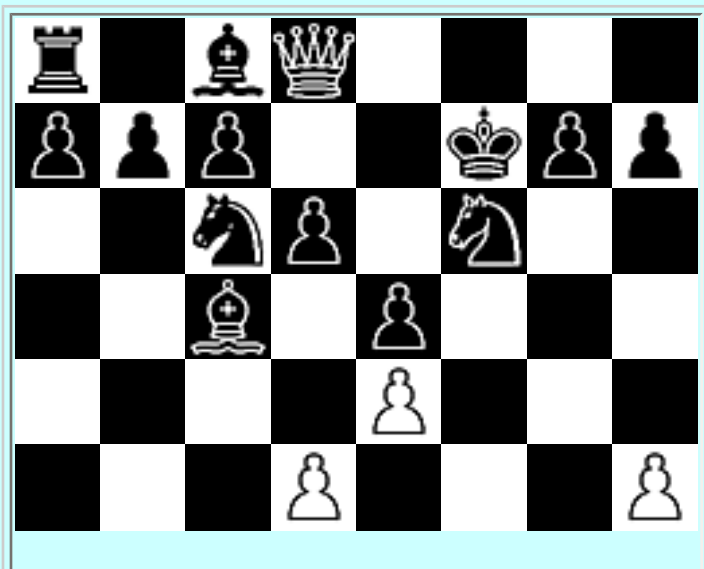
6. Ng5

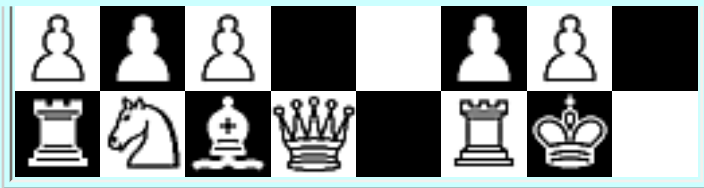
Premature.

6...O-O 7. Bxf7+ Rxf7 8. Nxf7 Kxf7

White has snatched what he can.

9. h3



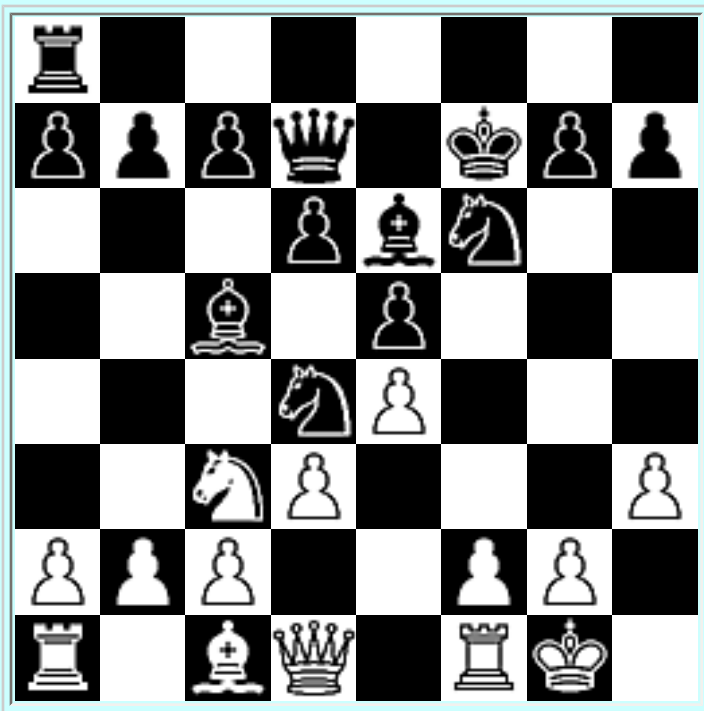


Well, this does stop ...Bg4, but invites a worse fate.

9... Be6 10. Nc3 Qd7 11. Qf3

Not good enough, I'm afraid.

11...Nd4 12. Qd1



12... Bxh3 13. gxh3 Qxh3 14. Be3 Nf3+ 0-1

Back to [Chess Coaching Page](#)



This document (italian.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson Menu Page

Steve Martinson's Pages for Juniors

Choose from:

- [6 rules for the Opening](#)
- [30 Maxims of chess](#)
- [Pawn Structure](#)
 - [Isolated Pawn](#)
 - [Doubled Pawn](#)
 - [Pawn Islands](#)
 - [Passed Pawn](#)
 - [Connected Passed Pawns](#)
 - [Backward](#)
- [Example openings](#)
 1. [Ruy Lopez](#)
 2. [Queen's Indian Defence](#)
 3. [King's Indian Defence](#)
 4. [Four Knights'](#)
 5. [Benko Gambit](#)
 6. [French Defence](#)
 7. [Modern Benoni](#)

These pages are based on original material by [Steve Martinson](#) who has kindly made them available to the 'net.



This document (SM.html) was last modified on 28 Jun 96 by

[Dr. Dave](#)

but editorial control and ownership of these pages are Steve's.

Bibliography:

Fred Reinfeld, *The Complete Chess Player*

John Collins, *Maxims of Chess*

Reuben Fine, *The Ideas behind the Chess Openings*

Kasparov/Keene, *Batsford Chess Openings*

[Steve's Homepage](#) (offsite)

[Exeter Chess Coaching Page](#)

Exeter Chess Club: Steve Martinson on

6 rules for the Opening

1. **Fight for the centre**
2. **Play developing moves**
3. **Avoid cramped positions**
4. **Don't grab material**
5. **Don't attack prematurely**
6. **Avoid creating weaknesses**

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (sm1.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson Menu Page

Steve Martinson's Pages for Juniors

Choose from:

- [6 rules for the Opening](#)
- [30 Maxims of chess](#)
- [Pawn Structure](#)
 - [Isolated Pawn](#)
 - [Doubled Pawn](#)
 - [Pawn Islands](#)
 - [Passed Pawn](#)
 - [Connected Passed Pawns](#)
 - [Backward](#)
- [Example openings](#)
 1. [Ruy Lopez](#)
 2. [Queen's Indian Defence](#)
 3. [King's Indian Defence](#)
 4. [Four Knights'](#)
 5. [Benko Gambit](#)
 6. [French Defence](#)
 7. [Modern Benoni](#)

These pages are based on original material by [Steve Martinson](#) who has kindly made them available to the 'net.



This document (SM.html) was last modified on 28 Jun 96 by

[Dr. Dave](#)

but editorial control and ownership of these pages are Steve's.

Bibliography:

Fred Reinfeld, *The Complete Chess Player*

John Collins, *Maxims of Chess*

Reuben Fine, *The Ideas behind the Chess Openings*

Kasparov/Keene, *Batsford Chess Openings*

[Steve's Homepage](#) (offsite)

[Exeter Chess Coaching Page](#)

Exeter Chess Club: Steve Martinson on 30 maxims of chess

30 Maxims of chess

1. _____



2. The King plays a most important part in the endgame and gains in power and activity as the number of pieces on the board diminishes
3. Castle when you will, or if you must, but not when you can



4. Pawn snatching with the Queen is an art -- when it succeeds
5. Pawn promotions are frequently an integral part of Queen and Pawn endings



6. The genesis of a Rook: occupy the file, take the seventh rank, double on the file, make room for the second rook, double on the seventh rank
7. The Rook's place is behind the passed Pawn.



8. Bishops are better than Knights in open positions
9. Do not place your Pawns on the color of your Bishop



10. A Knight on the rim is dim
11. Develop Knights before Bishops



12. Every Pawn is a potential Queen
 13. The passed Pawn is a criminal, who should be kept under lock and key; mild measures, such as police surveillance, are not sufficient.
 14. A passed Pawn increases in strength as the number of pieces on the board diminishes
-
15. Gaining the exchange is one thing, making it pay is another
 16. To study opening variations without reference to the strategic concepts that develop from them in the middlegame, is, in effect, to separate the head from the body
 17. Never move a piece twice before you have moved every piece once.
 18. The art of treating the opening stage of the game correctly and without error is basically the art of using time efficiently
 19. Your only task in the opening is to reach a playable middlegame
 20. Attack! Always attack!
 21. Expeditious return of material is a mark of the master
 22. If I win it was a sacrifice. If I lose, it was a blunder.
 23. After an attack has been repulsed, the counterattack is generally decisive.
 24. The direct exploitation of an open file is sometime impossible. But its indirect exploitation -- denial of counterplay and the opportunity to operate in another sector -- can often prove advantageous, too.
 25. The control of the centre confers the possibility of influencing activity on both wings at one and the same time.
 26. Weak points or holes in the opponent's position must be occupied by pieces, not Pawns.
 27. Reduce when ahead.
 28. Spot the weakness! Mobilise against it! Rack up the point!
 29. It is not one move, even a very sharp one, that must be sought, but rather a workable strategy.
 30. Always assume your opponent will make the correct reply.
 31. No-one has ever one by resigning.

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



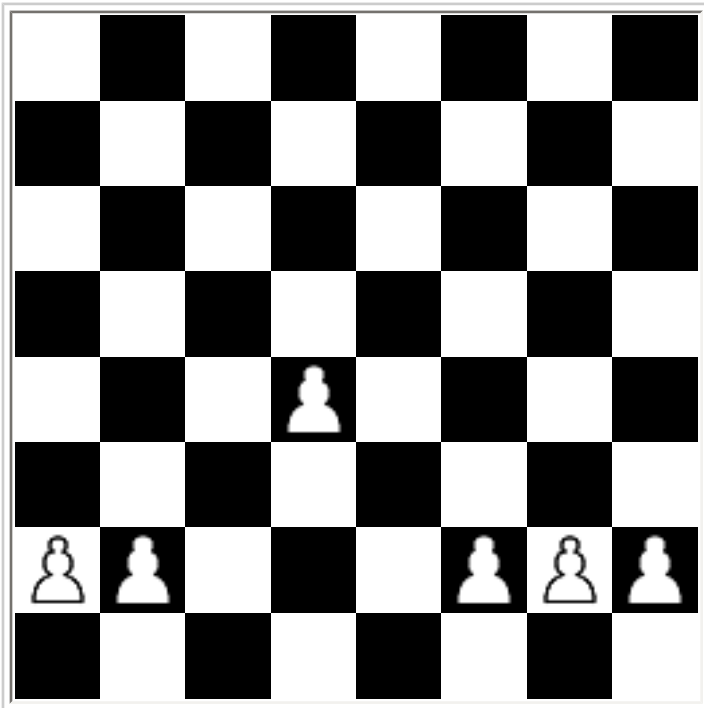
This document (sm2.html) was last modified on 28 Jun 96 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Pawn Structure

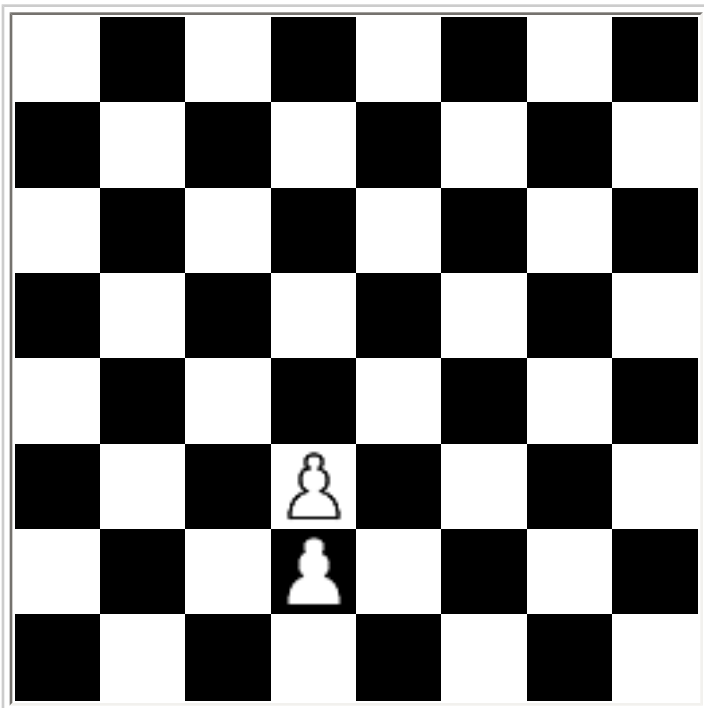
Pawn Structure

Isolated Pawn



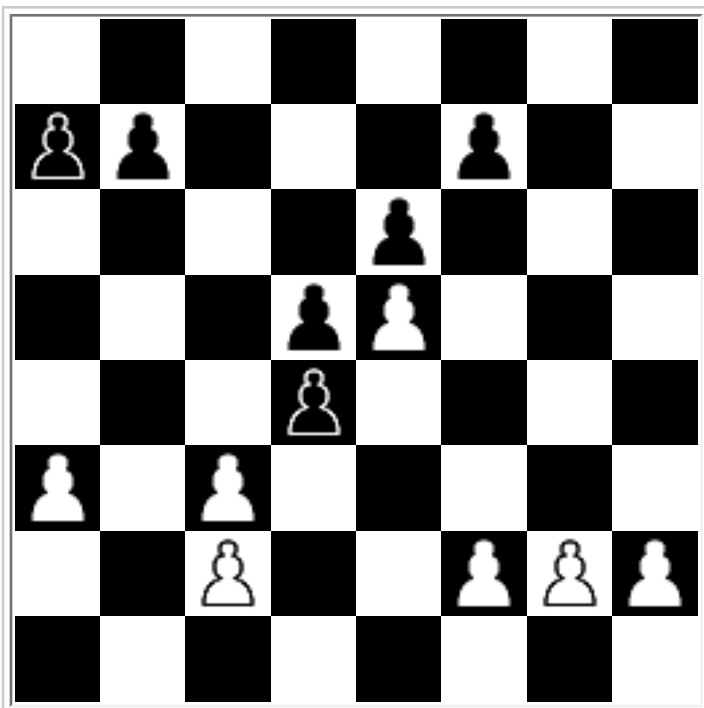
Pawn having none of its own force's Pawns in immediately adjacent files. Weakness commonly exploited by placing a Pawn or piece immediately in front and then attacking.

Doubled Pawn



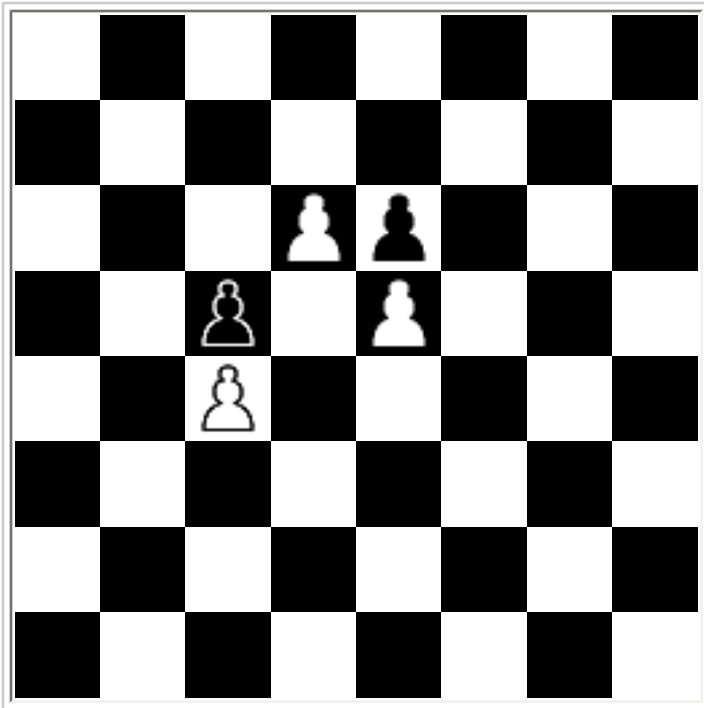
Two Pawns of the same color in the same file. Weakness exploited much the same as an isolated Pawn, with the attack being on the Pawn(s) not supported by a neighbouring Pawn.

Pawn Islands



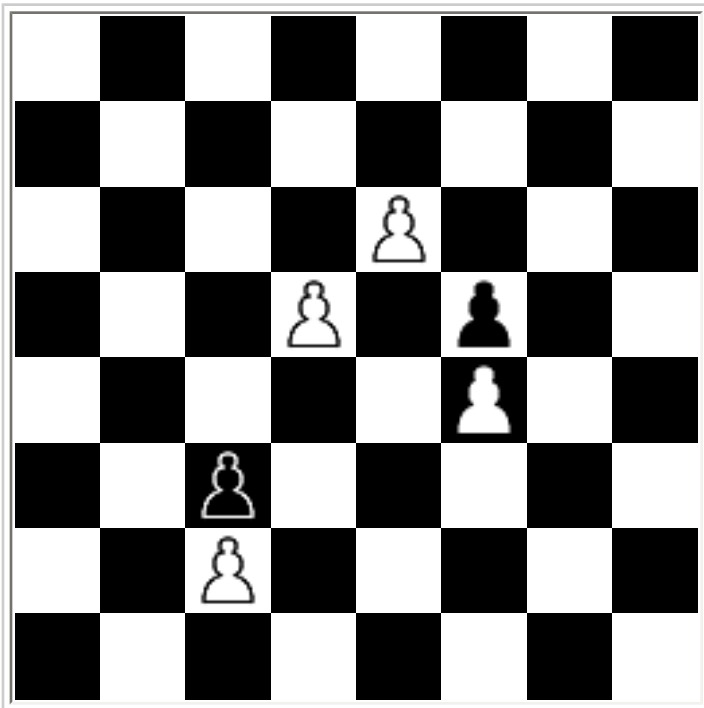
Number of groups or single Pawns which are not connected by Pawns. In the diagram, White has 3 Pawn islands and Black has 2. Each island should be considered a separate chance of attack hence the more islands, the weaker the Pawn structure.

Passed Pawn



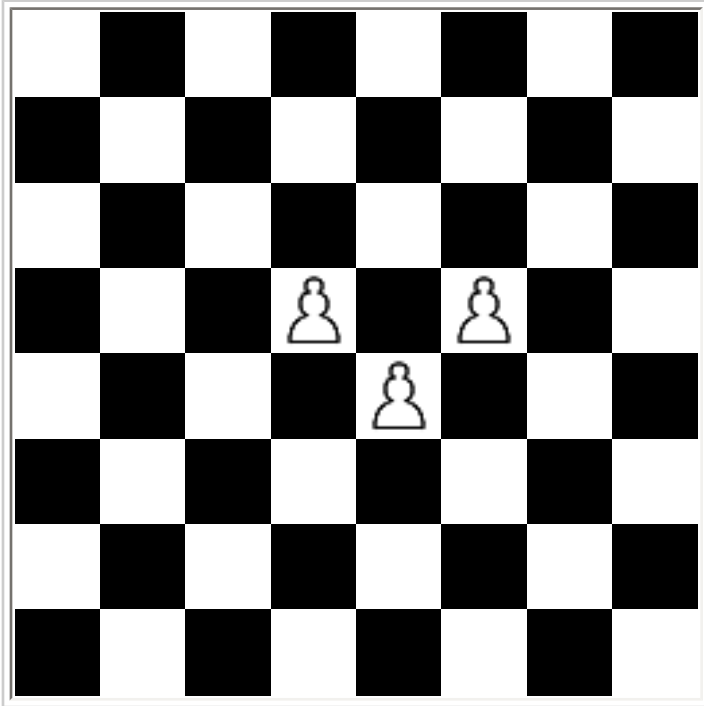
Pawn which has no enemy Pawn in front of it and those in adjacent files have advanced beyond it (meaning it can no longer be captured by a Pawn). Remember the adage: "Push passed Pawns".

Connected Passed Pawns



Two Pawns, both of which are passed Pawns, which are in files adjacent to each other. Such a situation should result in costing the opponent some piece in most cases.

Backward



Pawn which has had each of the Pawns in adjacent files advance before it. Weakness exploited by placing a piece on the weak square which is immediately in front of it.

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (sm3.html) was last modified on 28 Jun 96 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Example openings

Example openings

1. [Ruy Lopez](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
2. [Queen's Indian Defence](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
3. [King's Indian Defence](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
4. [Four Knights'](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
5. [Benko Gambit](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
6. [French Defence](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)
7. [Modern Benoni](#)
 - [Goals for White](#)
 - [Goals for Black](#)
 - [Common continuations](#)

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



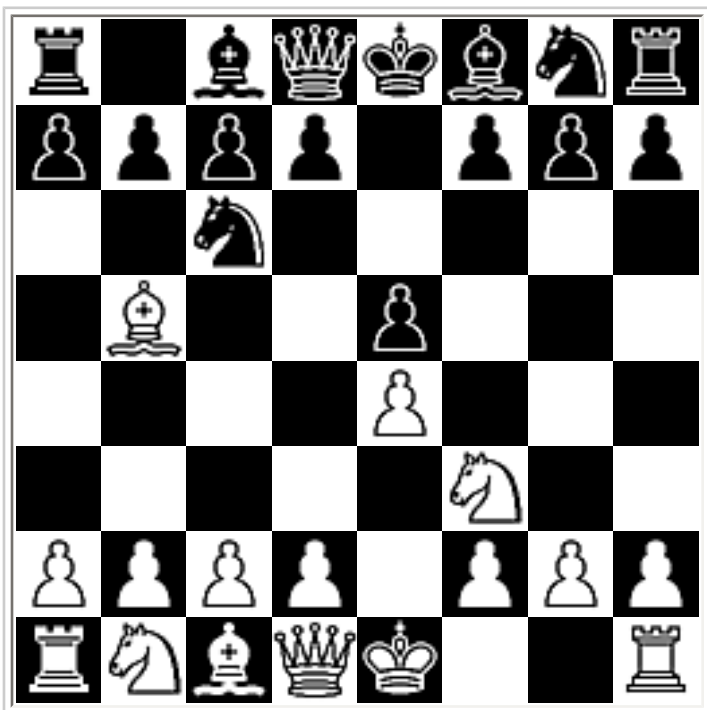
This document (sm4.html) was last modified on 28 Jun 96 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Ruy Lopez

Ruy Lopez

1. e4 e5 2. Nf3 Nc6 3. Bb5



Goals for White:

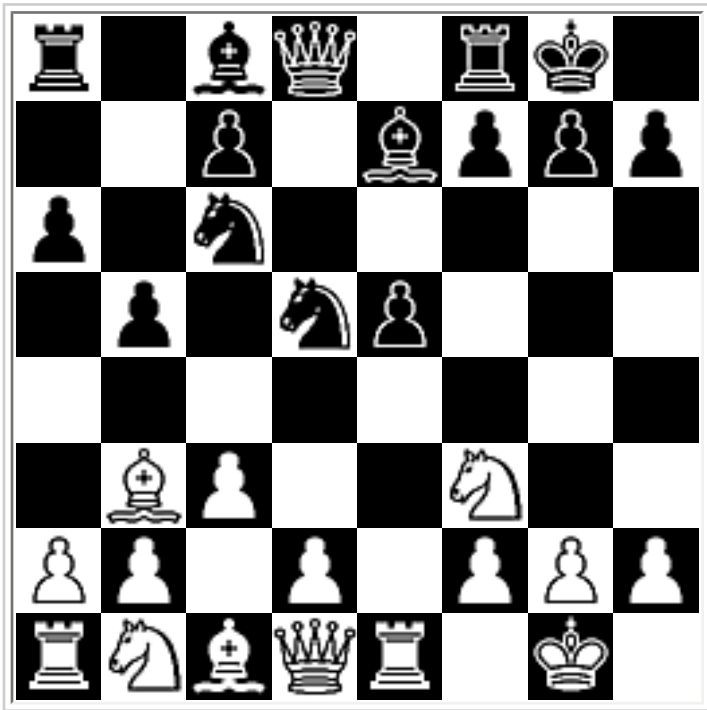
pressure Black's centre, especially Pawns - d4 is important; plan to get a Knight to d5 or f5 using the e4 Pawn as an anchor; generally attack be will to King's-side; usually plays O-O

Goals for Black:

maintain strong centre - keep e5 if possible or counterattack quickly if centre is lost; counterattack is frequently on Queen's-side where Pawn thrust (...a6, ...b5) occurs; usually plays ...O-O because of a6/b5 weakening if ...O-O-O; ...d5 will be useful but difficult to attain

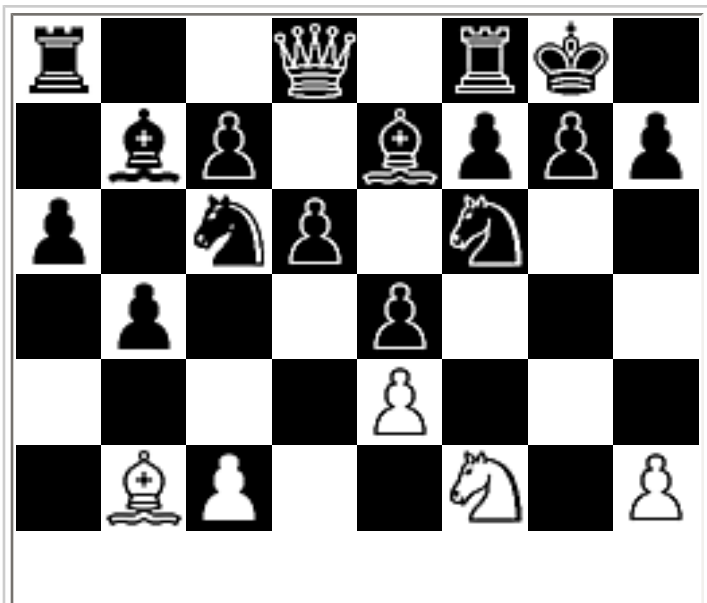
Common continuations:

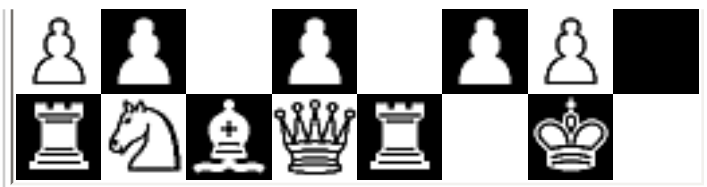
3... a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d5 9. exd5 Nxd5



Marshall Gambit

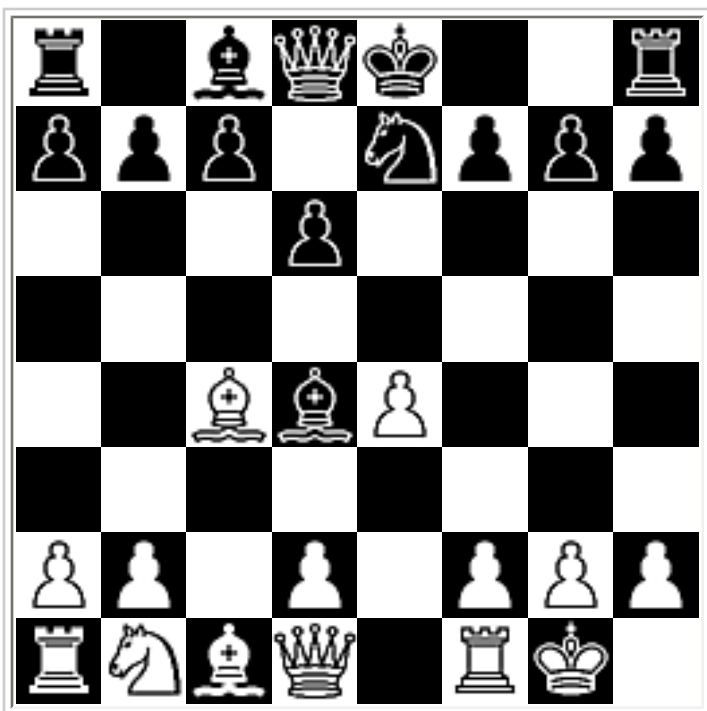
3... a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Bb7





Steinitz [Impertinent note from typesetter: I would call this the Archangelsk Variation and not the Steinitz]

3... Nd4 4. Nxd4 exd4 5. O-O Bc5 6. Bc4 d6 7. c3 Ne7 8. cxd4 Bxd4



Bird's Defence

3... a6 4. Bxc6 dxc6 5. O-O f6 6. d4 exd4 7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1



Exchange Variation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (smop1.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Queen's Indian Defence

Queen's Indian Defence

1. d4 Nf6 2. c4 e6 3. Nf3 b6



Goals for White:

will try to make the thrust e4 to dominate the center; Qc2 is played to prepare for e4; if c4-d4-e4 is allowed, d4-d5 will block in Black's b7 Bishop

Goals for Black:

if e4 is allowed, Black must either (a) effectively attack the Pawn center with his PIECES, or (b) break the center with f5; delaying d5 is often most effective, waiting for disruption at e4; c5 is also used early to bust the center

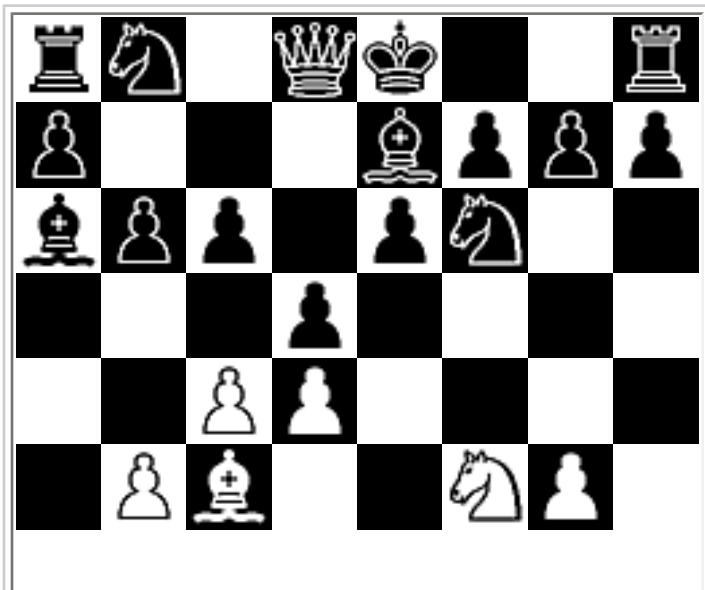
Common continuations:

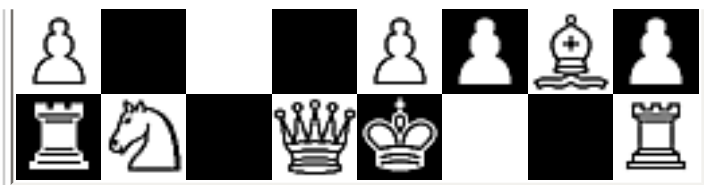
4. g3 Bb7 5. Bg2 Be7 6. O-O O-O 7. Nc3 Ne4



Classical Fianchetto

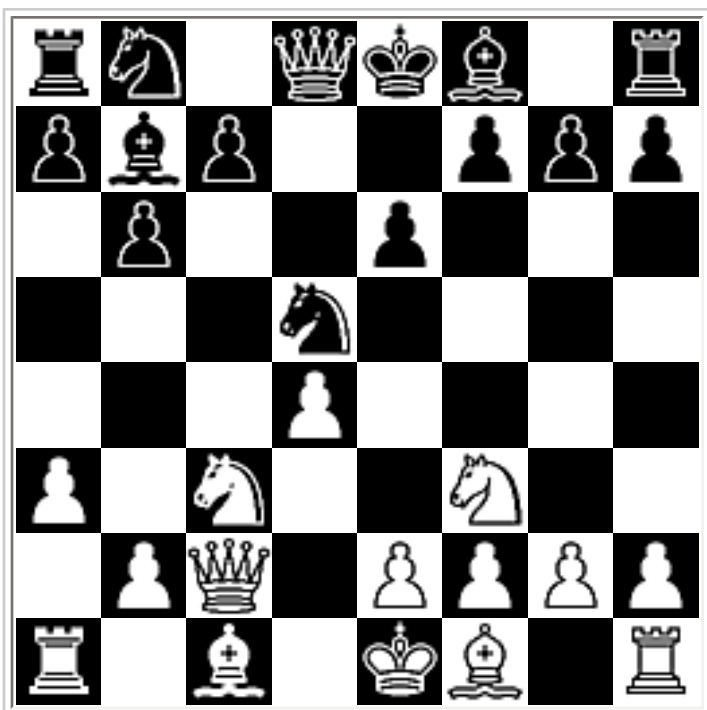
4. g3 Ba6 5. b3 Bb4+ 6. Bd2 Be7 7. Bg2 c6 8. Bc3 d5





Classical Fianchetto, Nimzovitch Continuation

4. a3 Bb7 5. Nc3 d5 6. cxd5 Nxd5 7. Qc2



Petrosian-Kasparov Variation

4. g3 Ba6 5. Qc2 Bb7 6. Nc3 c5 7. e4 cxd4 8. Nxd4



Classical Fiachetto, Nimzovitch Continuation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (smop2.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on King's Indian Defence

King's Indian Defence

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7



Goals for White:

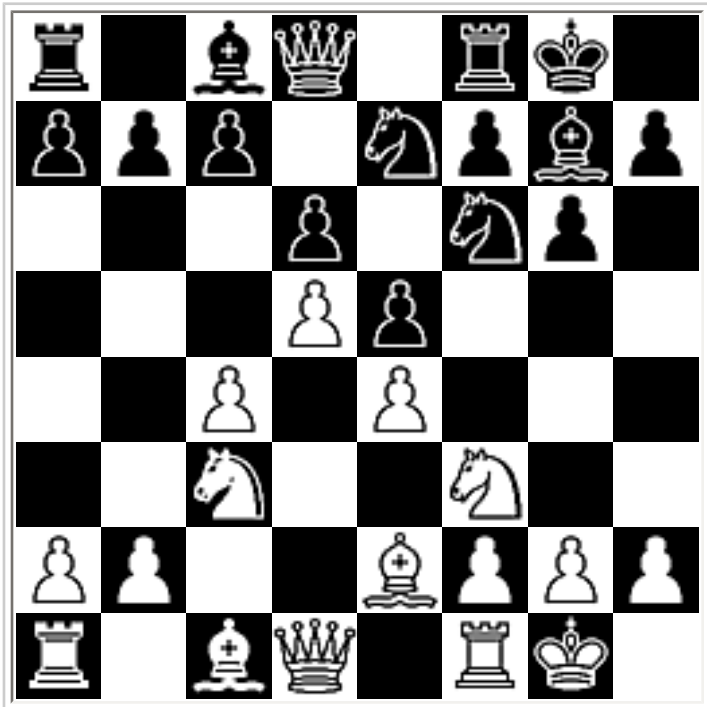
attack is on the Queen's-side, on the open c-file after cxd5 or with Pawn thrust; e4-e5 Pawn chain is vital to central dominance and huge space control; premature Nc6 by Black (without e5 or e6) should be met with d5

Goals for Black:

attack is on King's-side; f5 may be needed to take out White's e4 post -- White should NOT play exf5 for Black to reply ...gxf5, ...Kh8, ...Rg8 taking the file of White's castled King -- and possibly push with ...f4 and ...f3; if White plays dxe5 in response to e5, Black must try to post a Knight at d4 where no Pawn can force it out; ...a6 and ...b5 can be used to attack c4

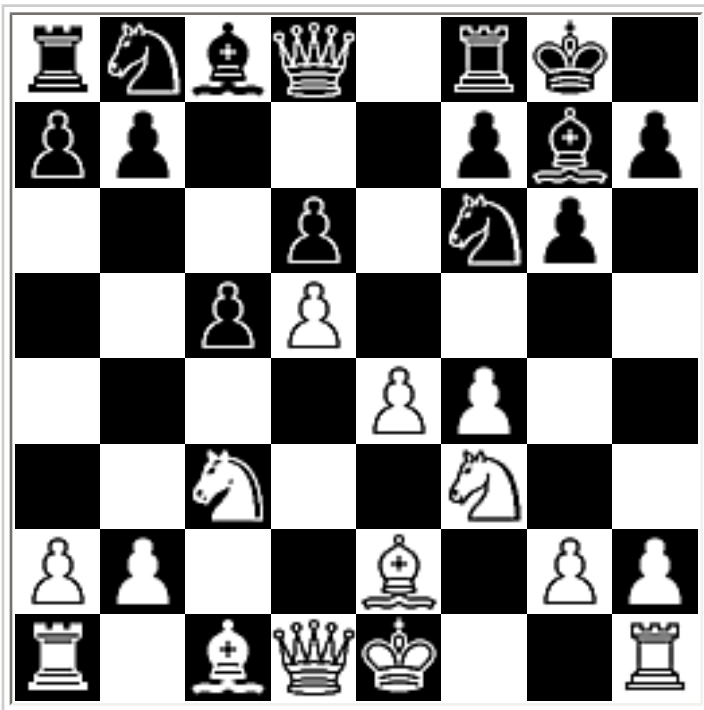
Common continuations:

4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6 8. d5 Ne7



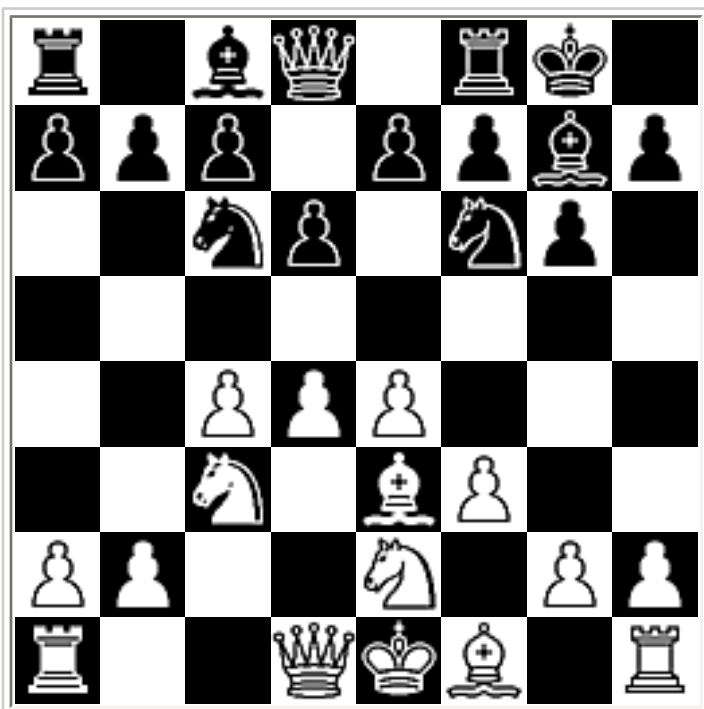
Classical Variation

4. e4 d6 5. f4 O-O 6. Nf3 c5 7. d5 e6 8. Be2 exd5 9. cxd5



Four Pawns' Attack

4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2



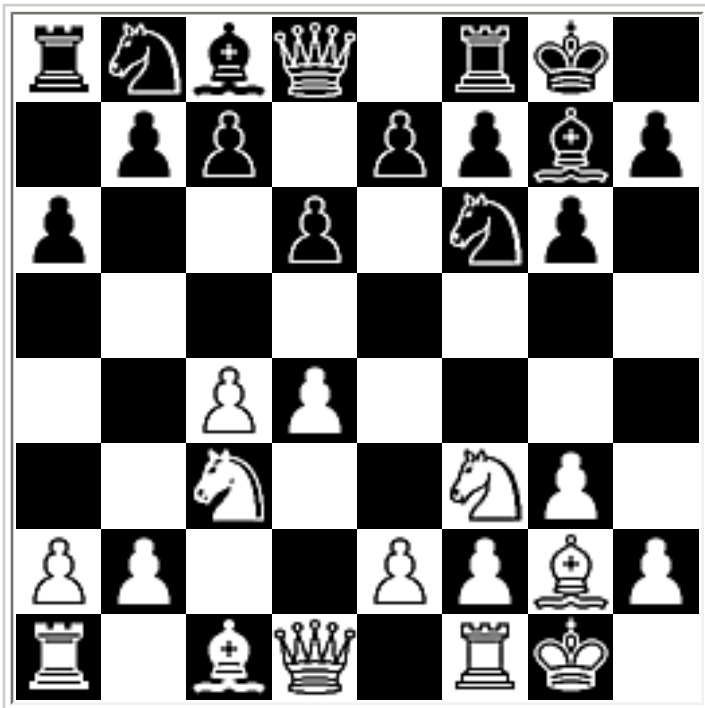
Samisch Variation

4. Nf3 d6 5. g3 O-O 6. Bg2 a6

Or 6... Nc6

Or 6... c5

7. O-O



Fianchetto Variation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



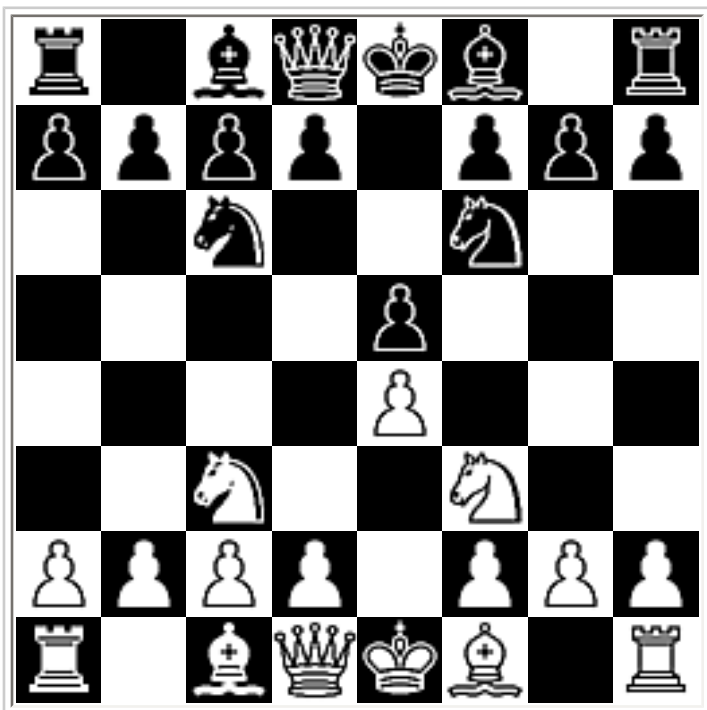
This document (smop3.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Four Knights' Game

Four Knights' Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6



Goals for White:

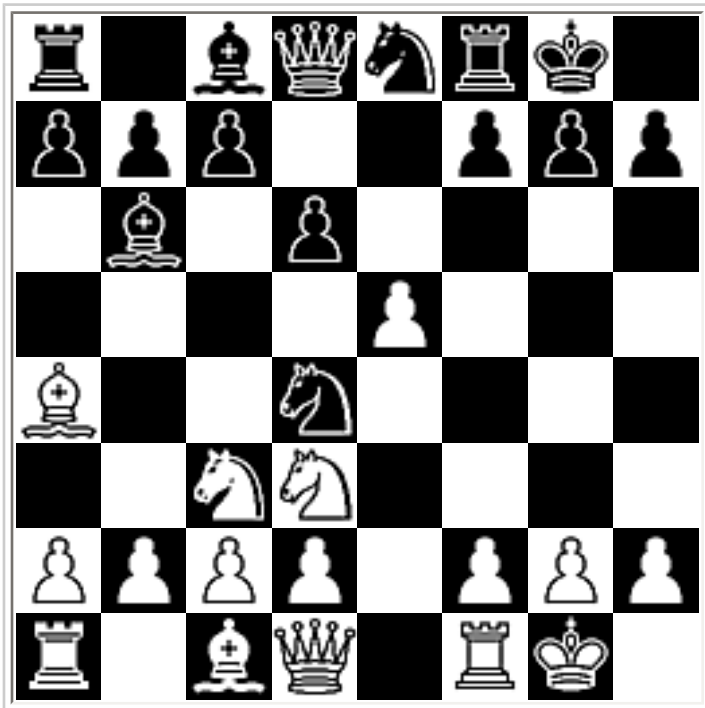
should avoid Bxf6 and instead play Nf3-h4 intending f2-f4; Bf1-c4 tempts ...d5 which would weaken Black's center; very drawish opening for White

Goals for Black:

must decide when to break symmetry; does NOT want to play ...d5 and should prefer a closed game; avoid blocking in QB

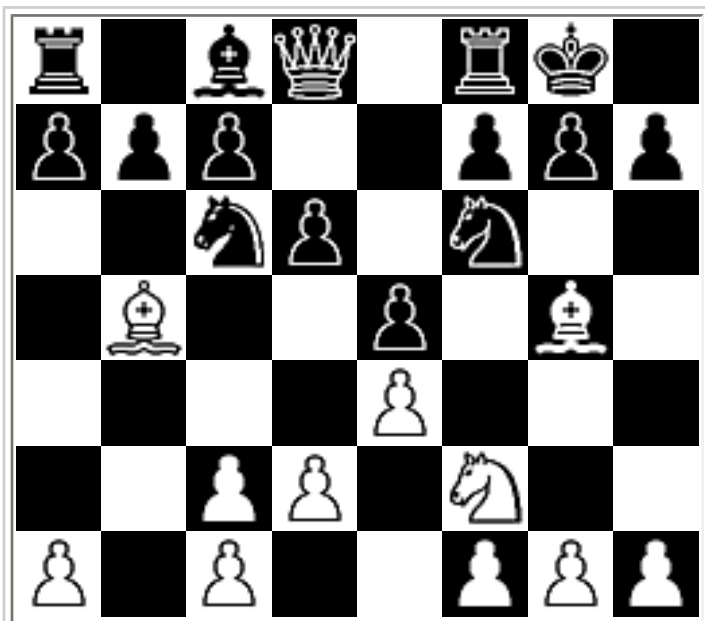
Common continuations:

4. Bb5 Nd4 5. Ba4 Bc5 6. Nxe5 O-O 7. Nd3 Bb6 8. e5 Ne8 9. O-O d6



Rubinstein Counter-Gambit

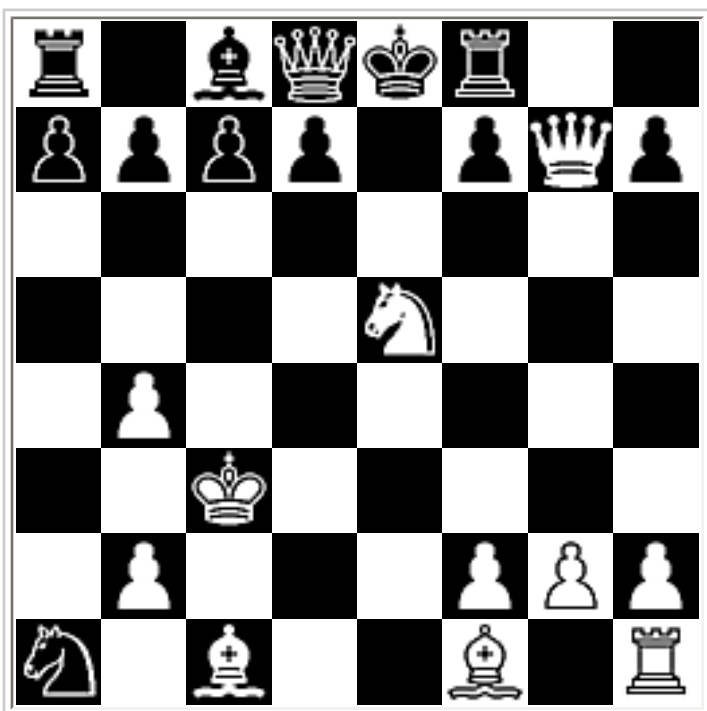
4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Bxc3 8. bxc3





Symmetrical Variation

4. d4 Bb4 5. Nxe5 Nxe4 6. Qg4 Nxc3 7. Qxg7 Rf8 8. a3 Nxd4 9. axb4 Nxc2+ 10. Kd2 Nxa1 11. Kxc3



4...Bb4 variation

4. d4 exd4 5. Nxd4 Bb4 6. Nxc6 bxc6 7. Bd3 d5 8. exd5 cxd5 9. O-O O-O



transposition to Scotch Opening, Four Knights' Variation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



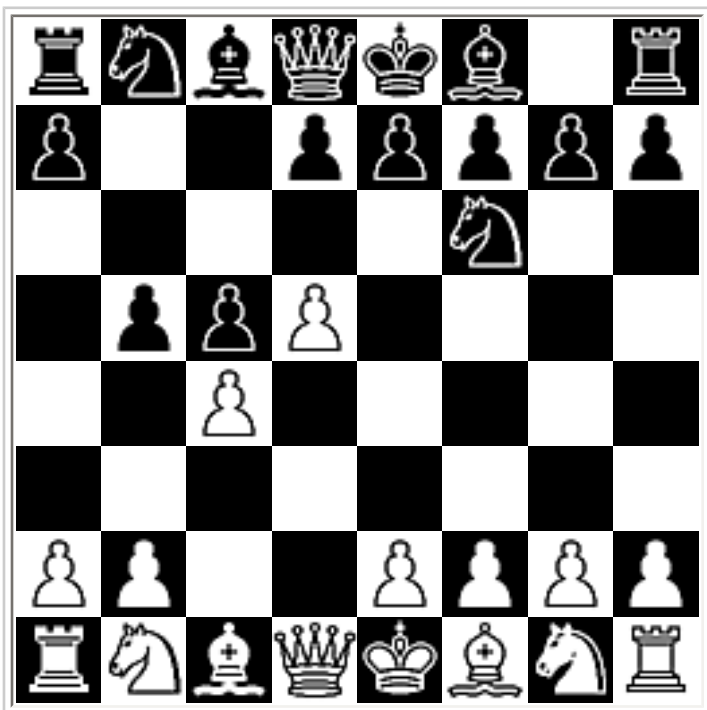
This document (smop4.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Benko Gambit

Benko Gambit

1. d4 Nf6 2. c4 c5 3. d5 b5



Goals for White:

can gain the a-Pawn by accepting the gambit; KB will be a problem to develop -- playing g3/Bg2 is passive but safe; may want to break center with e4-e5; sharpest lines involve declining the Gambit

Goals for Black:

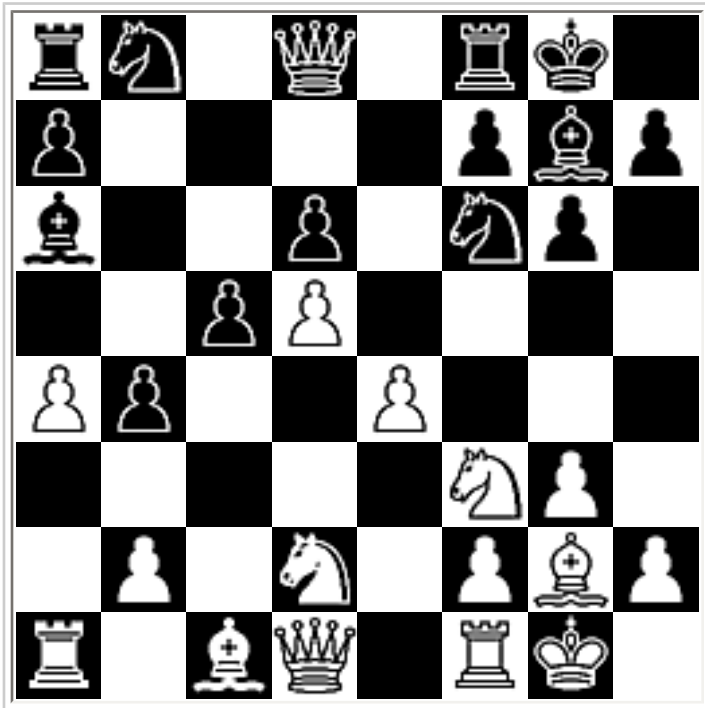
gambit gives lead in development and Queen's-side pressure, particularly against the White b-Pawn; as with all gambits, Black must effectively develop or the Pawn is wasted

Common continuations:

4. a4 b4 5. Nd2 g6 6. e4 d6 7. Ngf3 Bg7 8. g3 e6 9. Bg2 exd5 10. O-O

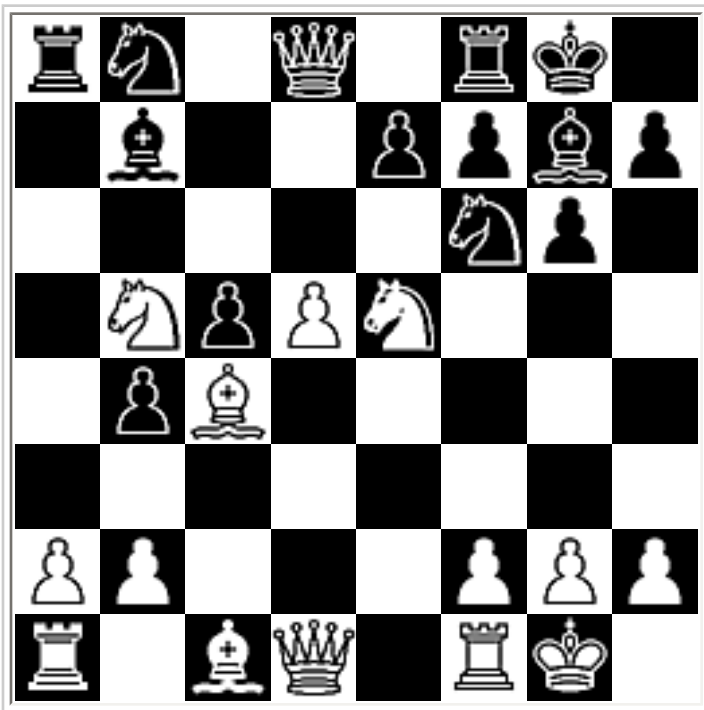
Or 10. *cxd5*

10... O-O 11. cxd5 Ba6



Declined with 4.a4

4. Nf3 g6 5. cxb5 a6 6. Nc3 axb5 7. e4 b4 8. Nb5 d6 9. e5 dxe5 10. Nxe5 Bg7 11. Bc4 O-O 12. O-O Bb7



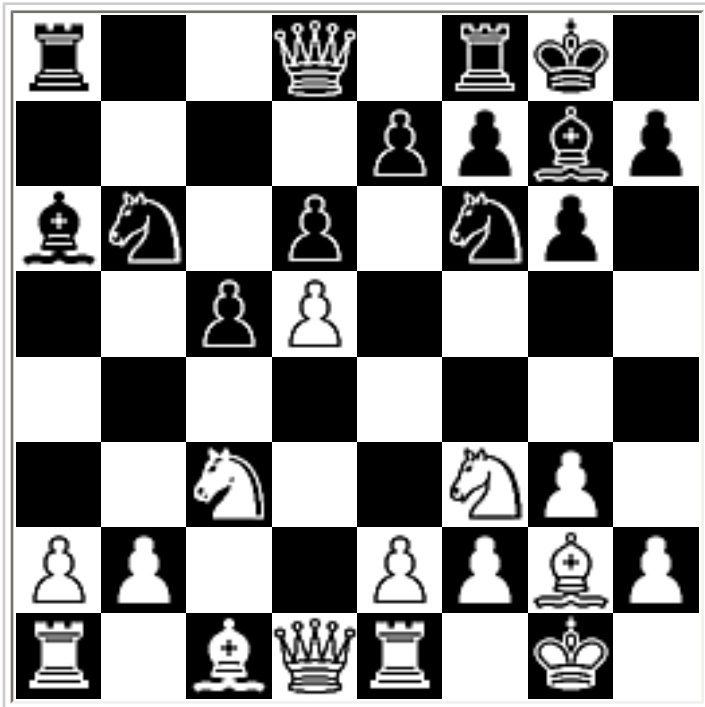
Declined with 4. Nf3

4. cxb5 a6 5. bxa6 Bxa6 6. Nc3 d6 7. e4 Bxf1 8. Kxf1 g6 9. g3 Bg7 10. Kg2 O-O 11. Nf3 Nbd7



Accepted, Main Line

4. cxb5 a6 5. bxa6 Bxa6 6. Nc3 d6 7. Nf3 g6 8. g3 Bg7 9. Bg2 Nbd7 10. O-O Nb6 11. Re1 O-O



Accepted, Fianchetto Variation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (smop5.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on French Defence

French Defence

1. e4 e6 2. d4 d5



Goals for White:

GENERAL: tries to maintain d4/e5 with c2-c3 and f2-f4 as support; attack usually on the King's-side; can maintain a big space advantage and openly develop; **ADVANCE:** causes unnatural development, not aggressive but hopes to cramp Black; **EXCHANGE:** drawish, no advantage likely; **CLASSICAL:** difficulty in holding Pawn center; **MACCUTCHEON:** strong position but watch out for possible pawn push on castled King's-side; **WINAWER:** will attack on the King's-side, try to block Black Pawns on light squares (where there is no Bishop to defend the dark squares); consider f2-f4, g2-g4-g5 and f4-f5; Queen may come out early; sharp play for both sides; **TARRASCH:** avoids ...Bb4 pin and allows c-Pawn to protect d4; eventually plan to post a piece on d-file to block the Black isolated d-Pawn

Goals for Black:

GENERAL: must attack with c5 (and not play ...c5-c4); do not play ...Nc6 before ...c5; difficulty developing QB; frequently does not castle and when castling occurs, it is as likely to be ...O-O-O as ...O-O; ADVANCE: want to counterattack quickly with good development; EXCHANGE: development without problems; CLASSICAL: must be able to defend "unprotected" castled King; MACCUTCHEON: seldom castles, difficult to develop efficiently; WINAWER: seldom castles because ...c5 weakens the Queen's-side and White has a strong King's-side attack, chances are on the c-file; TARRASCH: will end up with an isolated d-Pawn which is best used as a post anchor or to apply pressure, development seldom a problem, positional in nature -- revolves around isolated d-Pawn; if White attacks it better and Black is better

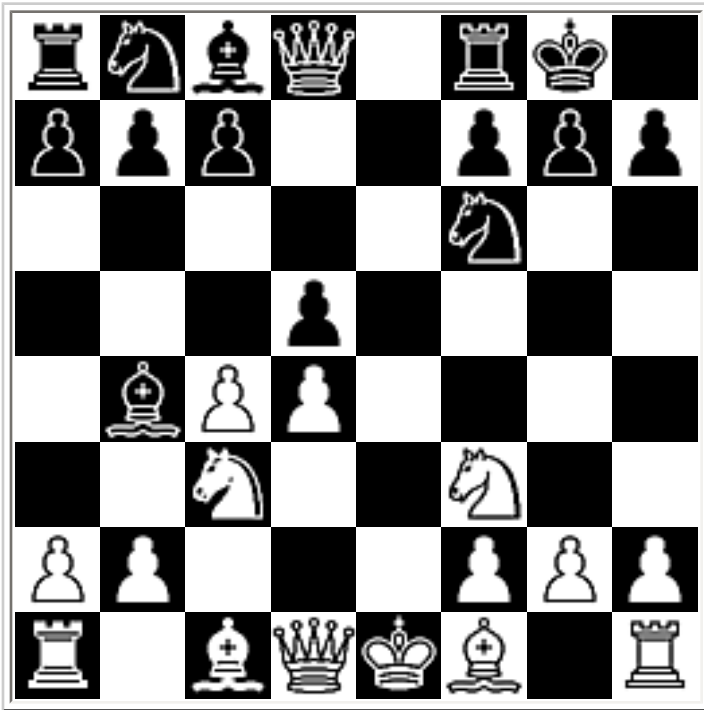
Common continuations:

3. e5 c5 4. c3 Nc6 5. Nf3 Qb6



Advance Variation

3. exd5 exd5 4. c4 Nf6 5. Nc3 Bb4 6. Nf3 O-O



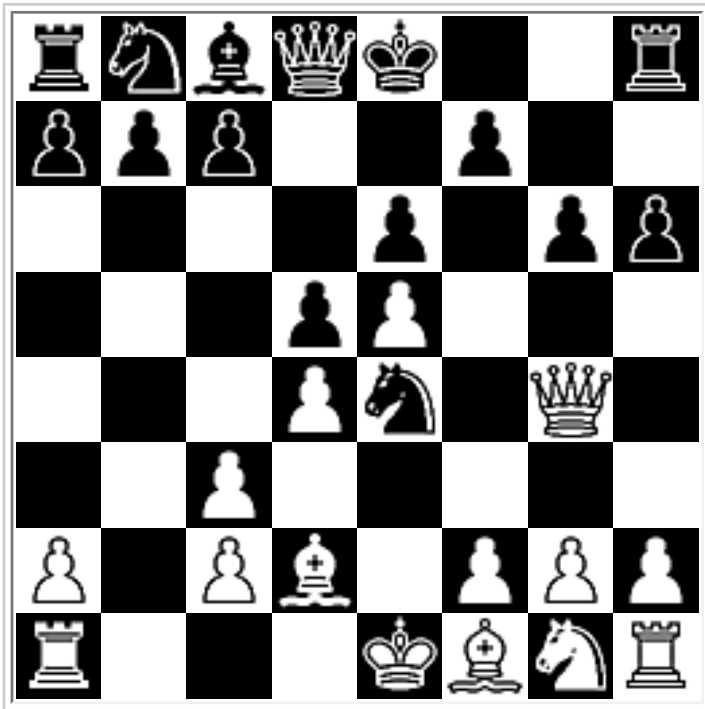
Exchange Variation

3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. f4 O-O 8. Nf3 c5



Classical Variation

3. Nc3 Nf6 4. Bg5 Bb4 5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Qg4 g6



MacCutcheon Variation

3. Nc3 Bb4 4. e5 c5 5. a3 Bxc3+ 6. bxc3 Ne7

Or 6...Qc7 7. Qg4 f5



7. Qg4 Qc7 8. Qxg7 cxd4 9. Ne2 Nbc6



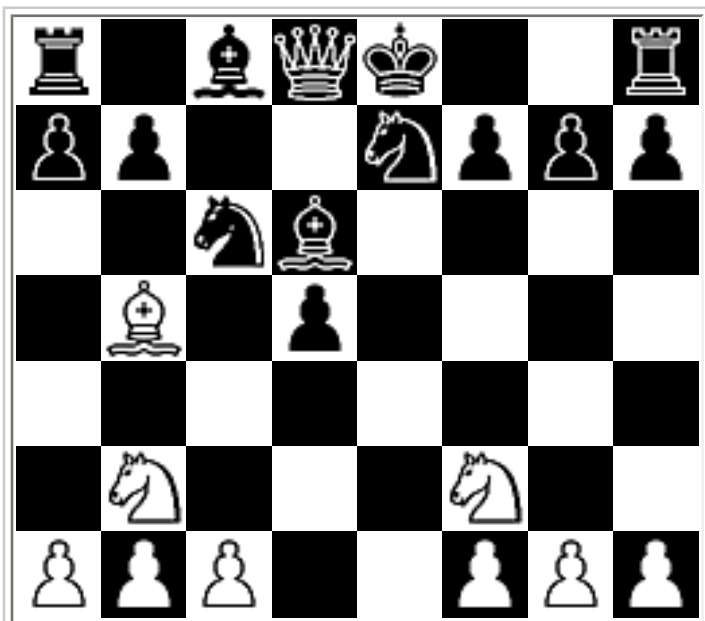
Winawer Variation, "French Poisoned Pawn"

3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 cxd4 8. cxd4 f6



Tarrasch Variation with 3...Nf6

**3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. dxc5 Bxc5 8. O-O Nge7
9. Nb3 Bd6**





Tarrasch Variation with 3...c5

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



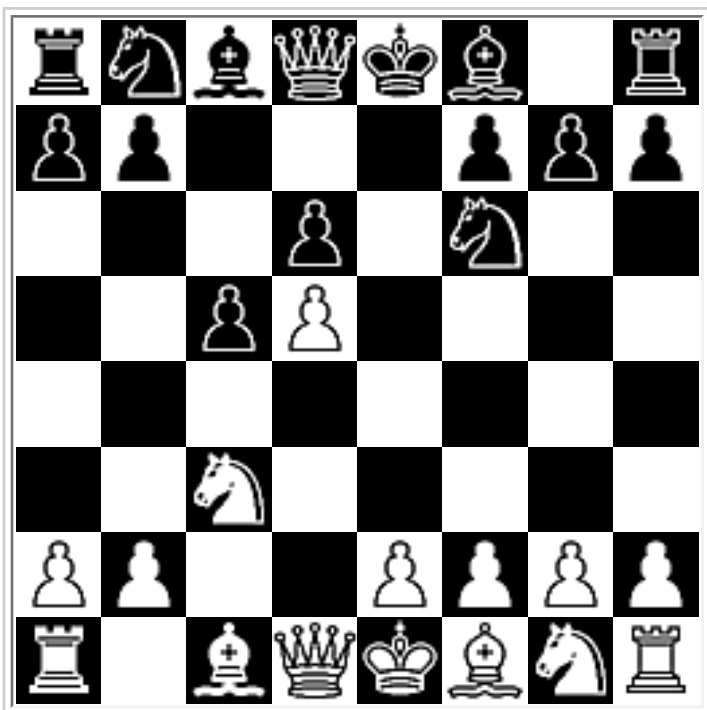
This document (smop6.html) was last modified on 28 Jun 1996 by

[Dr. Dave](#)

Exeter Chess Club: Steve Martinson on Modern Benoni

Modern Benoni

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6



Goals for White:

enjoys spatial freedom; should target d6 to weaken chain and possibly create a passed Pawn; may be forced in the middle game to weaken castled King's position with a King's-side majority Pawn storm

Goals for Black:

Queen's-side Pawn majority will break with ...b5; pressure on open e-file; d6 is backward but important in holding Pawn chain; King's Bishop goes to g7

Common continuations:

6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8

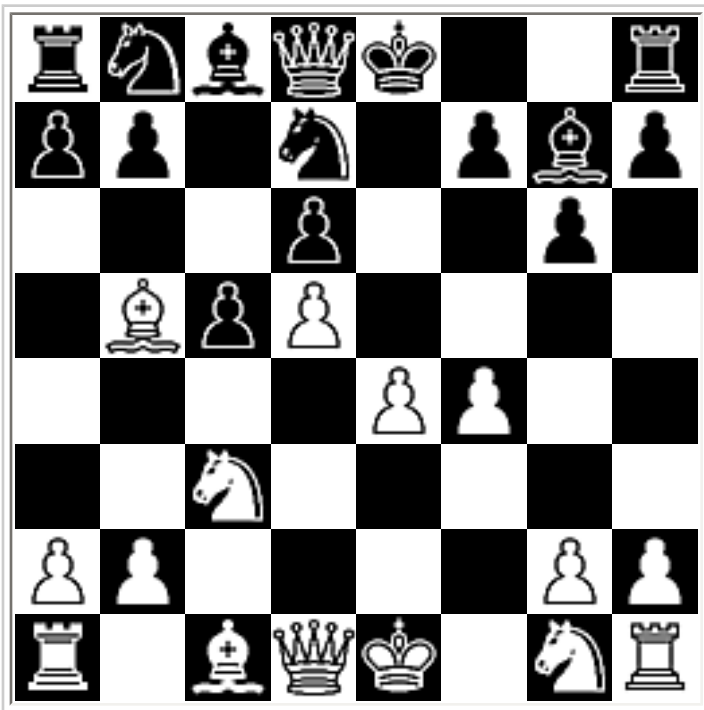
Classical Main Line

6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. Bg5 h6 10. Bh4 g5 11. Bg3 Nh5 12. Nd2 Nxc3 13. hxg3



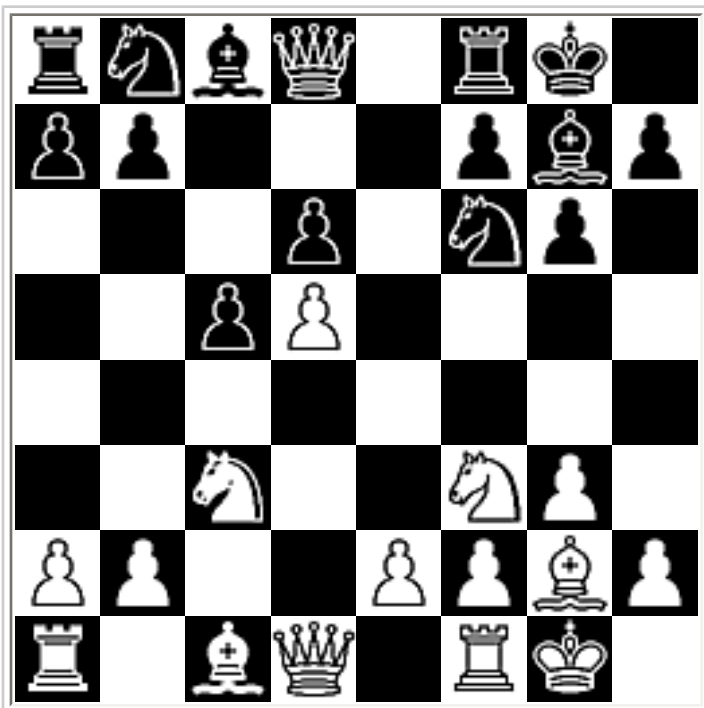
Main line with Bg5

6. e4 g6 7. f4 Bg7 8. Bb5+ Nfd7



Mikenas Attack

6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O 9. O-O



Fianchetto Variation

Back to [Steve Martinson's Chess Menu](#)

[Steve's Homepage](#) (offsite)

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: An openings survey at East Devon - Minor and Intermediate Sections

By Dave Regis, with interruptions from the group

Note: This piece prompted an immediate response from [Eric Petrusic](#), which was interesting. [See also [Strategy and Tactics](#) - DR]

Note for visitors: the Minor section has a grade ceiling of BCF 100 (ELO=1400, USCF class D), and the intermediate has a ceiling of BCF 125 (ELO=1600, USCF class C).

Summary:

How should we open a game of chess? Here's an opening repertoire from **Chess Openings for Juniors**, suitable for juniors and presumably Minor/Intermediate players:

Main opening: Main line Giuoco Piano with 4. c3

Two Knights' Defence: Max Lange

French Defence: Classical, & Alekhine Gambit against Winawer

Sicilian Defence: Morra Gambit

Caro-Kann Defence: Main lines with 3.Nc3

Pirc Defence: Pseudo-Samisch 4. f3

Black against King's Gambit: Accepted, Modern defence 3...d5

Black against Ruy Lopez: Open Morphy Defence with 9...Bc5

Black against GP: Main Line Two Knights' Defence with 6...Na5

Black against 1.d4: Cambridge Springs Defence

Black against hypermodern: London system

I played pretty much strictly from this repertoire for a while and would recommend it to anybody. It aims at open games emphasising piece play, perhaps with a view to tactics and attacking play, but as we all know "*tactics flow from a superior position*" (Fischer). [If you don't have this book I have expanded on some similar opening suggestions for [White systems](#) and [Black Defences](#), including playing [against 1. d4](#).]

Another opening repertoire aimed at club players is offered by Nigel Davies in his **Dirty Tricks** video:

Main opening: pick a 19th century gambit like the King's or Danish

French Defence: Wing Gambit

Sicilian Defence: Deferred Wing Gambit

Caro-Kann Defence: Two Knights' Variation

Pirc Defence: System with Bc4

Black against Ruy Lopez: Modern Steinitz Variation with ...Bg4, Exchange Variation with ...Bg4, Bird's Defence, or maybe even the Nimzovitch Defence with **1...Nc6**

Black against 1.d4: Tchigorin Defence

Black against hypermodern: London system

Lastly, there are two editions of 'An opening repertoire for the attacking club player' by Keene and Levy, and a book of the same name by Gufeld.

| | Keene/Levy I | Keene/Levy II | Gufeld |
|----------------------------------|---------------------------------|------------------------------------|-------------------|
| Main opening | Scotch Gambit | Scotch Game | Vienna Game |
| French Defence | Winawer 4. a3
Steinitz 4. e5 | Advance, 5. Be3 | Advance, 6. Be2 |
| Sicilian Defence | Alapin Variation | Alapin Variation | Grand Prix Attack |
| Caro-Kann Defence | Panov/Gunderam | Advance | Advance |
| Pirc Defence | Byrne system | Byrne system | Austrian Attack |
| Black against 1. e4 | Pirc Defence | Scandinavian | Sicilian Dragon |
| Black against 1.d4 | Benko Gambit | Tchigorin Defence | Leningrad Dutch |
| Black against hypermodern | Dutch systems | English: Dutch; Reti: ...d6/...Bg4 | Dutch systems |

To summarise: all offer a mix of systems with a common theme - open, aggressive play. Why are we recommended to play like this?

"A knowledge of tactics is the foundation of positional play. This is a rule which has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player. A beginner should avoid Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game." -- RICHARD RETI

- and, I might add, it's a lot more fun! The trouble with playing stodgy stuff is you can get stuck and bored and lose through losing patience, or perhaps you will never understand why you lose.

Tom: "I always play gambits!"

Dave: "Good for you! We might run through a few afterwards. You don't have to play a gambit to get an open game, and there can be other problems. When we look at the Sicilian later, I'll say some more about this."

So much for the books. How do people actually play, and how do they fare? (This survey has two points: firstly to see what's there, but also to model an approach to looking at your own games.) I looked at 253 games from East Devon 1995 (Minor & Intermediate sections), and found:

The results are weighted in favour of White

| Value Label | Value | Frequency | Percent | Valid Percent | Cum Percent |
|-------------|-------|-----------|---------|---------------|-------------|
| | .00 | 87 | 34.4 | 34.4 | 34.4 |
| | .50 | 54 | 21.3 | 21.3 | 55.7 |
| | 1.00 | 112 | 44.3 | 44.3 | 100.0 |
| | | ----- | ----- | ----- | |
| | Total | 253 | 100.0 | 100.0 | |

...but more strongly than GM games in the minor section

| Summaries of Variable Cases | RESULT Value | By levels of Label | TOURN Mean | Std Dev |
|-----------------------------|--------------|--------------------|------------|---------|
| For Entire Population 253 | | | .5494 | .4416 |
| TOURN i 119 | | intermediate {c} | .4874 | .4291 |
| TOURN m 132 | | minor {d} | .6061 | .4499 |

Hint: get your Black act together in the Minor.

Try and get White in Round 2!

| Summaries of Variable Cases | RESULT Value | By levels of Label | ROUND Mean | Std Dev |
|-----------------------------|--------------|--------------------|------------|---------|
| ROUND 47 | 1 | | .5213 | .4539 |
| ROUND 52 | 2 | | .6058 | .4240 |
| ROUND 52 | 3 | | .5288 | .4688 |
| ROUND 50 | 4 | | .5300 | .4450 |
| ROUND 50 | 5 | | .5600 | .4361 |

...Or Round 5...

| Summaries of Variable Cases | RESULT Value | By levels of Label | SECTION Mean | Std Dev |
|-----------------------------|--------------|--------------------|--------------|---------|
| SECTION 24 | i1 | | .4792 | .4293 |
| SECTION 23 | i2 | | .5217 | .4123 |
| SECTION 25 | i3 | | .5000 | .4564 |
| SECTION 23 | i4 | | .4783 | .4390 |
| SECTION 24 | i5 | | .4583 | .4403 |
| SECTION 23 | m1 | | .5652 | .4839 |
| SECTION 29 | m2 | | .6724 | .4284 |
| SECTION 27 | m3 | | .5556 | .4870 |
| SECTION 27 | m4 | | .5741 | .4537 |
| SECTION 26 | m5 | | .6538 | .4188 |

The gore in Round two I think is as a result of the Swiss system, and the last round is clearly the crunch one. Still...

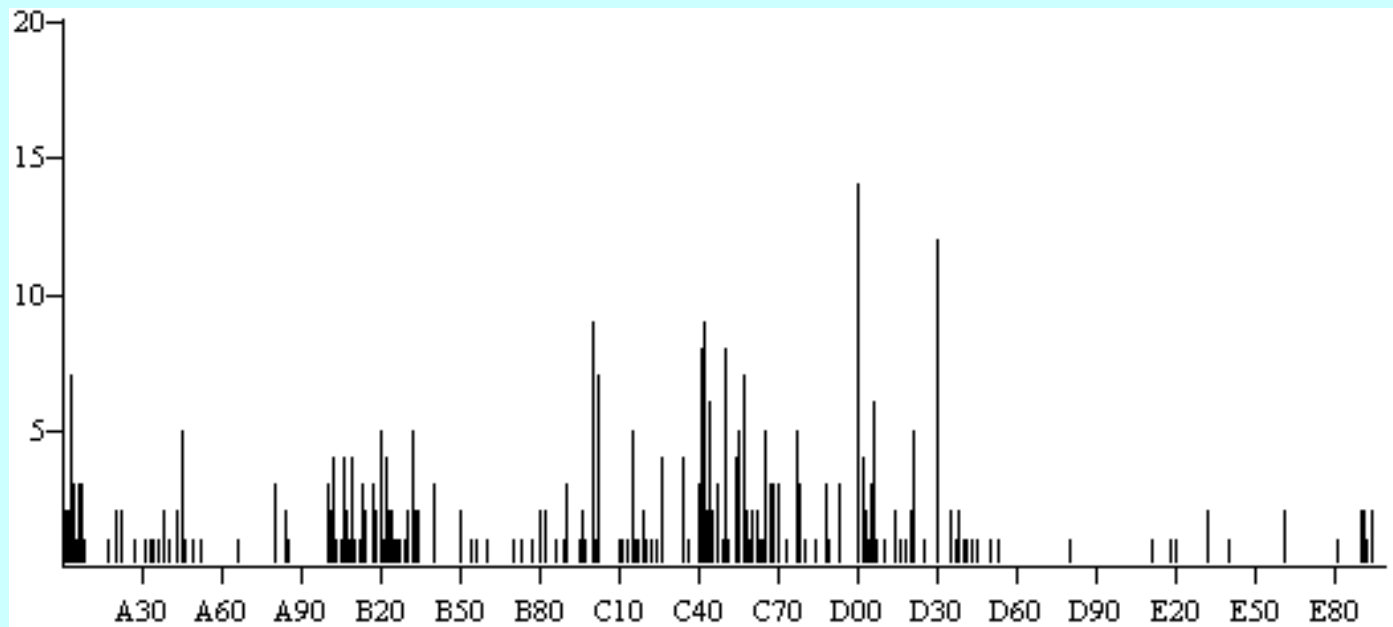
...Again, it's mostly in the Minor section that the advantage of White is seen.

Openings lean on ECO B and D

...rather than C, which is perhaps how we are supposed to play

| Value Label | Value | Frequency | Percent | Valid Percent | Cum Percent |
|---------------------------|-------|-----------|---------|---------------|-------------|
| Hypermodern and irregular | a | 45 | 17.8 | 17.8 | 18.6 |
| Semi-open games | b | 78 | 30.8 | 30.8 | 49.4 |
| Open games (and French) | c | 52 | 20.6 | 20.6 | 70.0 |
| Close games | d | 67 | 26.5 | 26.5 | 96.4 |
| Indian defences | e | 9 | 3.6 | 3.6 | 100.0 |
| | | ----- | ----- | ----- | |
| | Total | 251 | 100.0 | 100.0 | |

I also looked at 400 e-mail correspondence games from the IECG from categories D and E and found the following distribution:



There are obvious peaks and clusters at:

A00-A05 Irregular openings

A45 Unusual replies after 1. d4 Nf6

B00-B30 Semi-open defences (Irregular, Nimzovitch, Caro-Kann)

C00-odd French defence and irregular defences with 1...e6, e.g. Owen's

C40-C70 Open games

D00-odd Irregular closed games (Stonewall, Colle)

D30 Queen's Gambit

E90-odd King's Indian

These e-mail games also feature B and D prominently, although I got more Cs here than in the East Devon sample. So, we have very much the same pattern of openings, which despite the 25% of open games, we are flying pretty much against what Reti recommends for beginners.

So, just when are you good enough to stop playing open games? Minor? Intermediate? I think the answer is, when you are getting bored with them.

Ray: "Too right! I got bored playing the same old positions in the Moller and Max Lange against the same players each season, and so these days I like to play slow systems like Bird's Opening."

Dave: "Fine! Ray, we know you can attack when you want to or when you need to, as I remember you winning in about 20 moves with a double piece sacrifice in the Jamboree in September. To coin a phrase, you've served your apprenticeship in the open games, and can move on. But there is a lot of scope for exploration in the old Italian Game; Evans Gambit is far from played out. There are at least three good systems for Black in reply to 4. Ng5 in the Two Knights (Traxler/Wilkes Barre, Ulvestad/Fritz and the main line gambit), and two good replies in the Max Lange. And if anyone is bored like Ray, remember, you can move on to other open games which means you can hang on to a lot of your repertoire. Play the Scotch, or the Scotch Gambit, or the Ruy Lopez. "

Alan: "I've been doing very well with the Goring Gambit this season"

Dave: "I have a problem with the Goring, because I think 4...d5 equalises easily. But until your opponents start playing that, enjoy it! What do they do, decline and push past with 4...d3 I suppose?"

Alan: "No, they do decline, but they let me play 4. cxd4, when I get a pawn roller!"

Dave: "Go for it, then!"

Fred: "Isn't there an appalling lot to remember in all these openings?"

Dave: "Well, you've got to learn how to play open stuff and tactics if you are going to improve. You can play one of the [closed 'System' openings](#) to keep your book learning down (and maybe study tactics at home), but there's nothing like getting stuck in to improve. There isn't really that much to learn, and I don't think your opponents will know

it any better than you - look at how Alan's opponent's are reacting, they not only don't know the Goring Gambit, they don't seem to be playing according to any sort of logic in the opening at all. I'm not insisting you play open games - if you are happy playing what you do now at the level you do now, you have no problems!"

But I also suspect that the main reasons that players don't play open games is, not boredom with the same old positions, but fear of losing, or too many painful tactical oversights. Instead of getting good enough at tactics to live and thrive among open games, some players prefer to play closed games without an immediate clash of forces so that fewer Loose Pieces Drop Off. It can happen, even to the best of us...

Karlsson,AS - Gustavsson,C, 1994: 1.e4 e5 2.f4 Bc5 3.Nf3 d5 4.Nxe5 dxe4 5.c3?! Nf6 6.d4 exd3 7. Bxd3 0-0 8.Qf3 Re8 9.Be3 Bg4 10.Qg3 Rxe5 11.Bxh7+ Kxh7 0-1

I might be wrong, but I think this is half of what all these A00 and D00 openings are about: playing a stereotyped closed setup so that we get through the first 10 moves (a) without dropping any pieces, and (b) without having to think!

1. d4 2. e3 3. Bd3 4. f4 5. Nf3 6. O-O 7. Ne5 8. Qf3 9. g4... (or 8. Rf3 9. Bxh7+...)

1. g3 2. Bg2 3. d3 4. Nf3 5. O-O 6. Nbd2 7. Qe1 8. c3 9. e4...

I can see the attractions, but one-idea openings like the Stonewall are so easy to see coming and avoid with only a moment or two of preparation.

1. d4 d5 2. e3 Nf6 3. Bd3 Bg4! 4. f3 Bh4 and ...Bg6

1. d4 d5 2. e3 Nf6 3. Nf3 Bf5! or ...Bg4!

1. d4 d5 2. e3 Nc6! 3. Bd3 e5

1. d4 d5 2. e3 Nc6! 3. Bd3 Nf6 4. f4 Bg4 5. Nf3 e6 6. O-O Bf5!

And, if your 'system' opening doesn't go according to plan, you may be in one of those stodgy positions where the plaintive cry goes up "I don't know what to do here".

Alan: "I like the King's Indian Attack as a system".

Dave: "So do I! The thing is about the KIA is that you can play it with more than one idea in mind, and it's not easy for Black to cut across your plans because you aren't committed to one plan. I'll come back to this later."

A count of all openings and results:

mean=0.5000 means White scored 50% in that opening

My statistics software clipped the names off most of the openings, but you find the [full names elsewhere](#).

| Summaries of Variable Cases | RESULT Value | By levels of Label | ECO | Mean | Std Dev |
|-----------------------------|--------------|----------------------|-----|--------|---------|
| For Entire Population | | | | .5494 | .4416 |
| 253 | | | | | |
| ECO | | | | .5000 | .0000 |
| 2 | | | | | |
| ECO | a00 | irregular openings, | | .8750 | .2500 |
| 4 | | | | | |
| ECO | a01 | nimzo-larsen attack | | .5000 | .0000 |
| 1 | | | | | |
| ECO | a02 | bird's opening | | .5000 | .7071 |
| 2 | | | | | |
| ECO | a03 | bird's opening | | 1.0000 | .0000 |
| 1 | | | | | |
| ECO | a04 | reti opening | | .2500 | .3536 |
| 2 | | | | | |
| ECO | a05 | reti opening with 1. | | .0000 | .0000 |
| 1 | | | | | |
| ECO | a07 | reti opening, barcza | | .7857 | .3934 |
| 7 | | | | | |
| ECO | a09 | reti opening | | 1.0000 | .0000 |
| 1 | | | | | |
| ECO | a10 | english opening | | .2500 | .3536 |
| 2 | | | | | |
| ECO | a13 | english opening, sys | | .5000 | .0000 |
| 1 | | | | | |
| ECO | a16 | english opening, sys | | .7500 | .3536 |
| 2 | | | | | |
| ECO | a17 | english opening, ang | | .5000 | .0000 |
| 1 | | | | | |
| ECO | a22 | english opening, rev | | .5000 | .0000 |
| 2 | | | | | |
| ECO | a25 | english opening, rev | | 1.0000 | .0000 |
| 1 | | | | | |
| ECO | a40 | queen pawn games | | .5000 | .0000 |
| 1 | | | | | |
| ECO | a42 | modern defence, aver | | 1.0000 | .0000 |
| 1 | | | | | |

| | | | | |
|-----------|-----|----------------------|--------|-------|
| ECO
2 | a45 | indian systems | .7500 | .3536 |
| ECO
2 | a46 | indian systems with | 1.0000 | .0000 |
| ECO
6 | a48 | indian systems with | .5000 | .3162 |
| ECO
1 | a52 | budapest gambit, mai | .0000 | .0000 |
| ECO
1 | a60 | modern benoni | .0000 | .0000 |
| ECO
2 | a80 | dutch defence | .5000 | .7071 |
| ECO
1 | a85 | dutch defence | .5000 | .0000 |
| ECO
8 | b00 | king pawn games, inc | .5000 | .4629 |
| ECO
7 | b01 | centre counter defen | .4286 | .4499 |
| ECO
1 | b02 | alekhine's defence | 1.0000 | .0000 |
| ECO
2 | b05 | alekhine's defence, | 1.0000 | .0000 |
| ECO
5 | b06 | modern defence | .7000 | .4472 |
| ECO
4 | b07 | pirc (robatsch) defe | .0000 | .0000 |
| ECO
1 | b09 | pirc defence, austri | 1.0000 | .0000 |
| ECO
2 | b10 | caro-kann defence | .0000 | .0000 |
| ECO
3 | b12 | caro-kann defence | .5000 | .5000 |
| ECO
2 | b13 | caro-kann defence, e | .0000 | .0000 |
| ECO
3 | b18 | caro-kann defence, c | .3333 | .2887 |
| ECO
14 | b21 | sicilian defence, gr | .5714 | .4746 |
| ECO
4 | b22 | sicilian defence, al | .7500 | .2887 |
| ECO
1 | b23 | sicilian defence, cl | 1.0000 | .0000 |

| | | | | |
|----------|-----|----------------------|--------|-------|
| ECO
1 | b24 | sicilian defence, cl | 1.0000 | .0000 |
| ECO
1 | b25 | sicilian defence, cl | .0000 | .0000 |
| ECO
1 | b26 | sicilian defence, cl | 1.0000 | .0000 |
| ECO
1 | b29 | sicilian defence, ni | .0000 | .0000 |
| ECO
6 | b30 | sicilian defence wit | .6667 | .5164 |
| ECO
1 | b33 | sicilian defence | .0000 | .0000 |
| ECO
1 | b34 | sicilian defence, ac | .0000 | .0000 |
| ECO
1 | b40 | sicilian defence wit | .0000 | .0000 |
| ECO
2 | b50 | sicilian defence wit | 1.0000 | .0000 |
| ECO
1 | b52 | sicilian defence, si | 1.0000 | .0000 |
| ECO
1 | b53 | sicilian defence, ch | 1.0000 | .0000 |
| ECO
1 | b80 | sicilian defence, sc | 1.0000 | .0000 |
| ECO
3 | b95 | sicilian defence, na | .3333 | .5774 |
| ECO
5 | c00 | french defence | .5000 | .5000 |
| ECO
3 | c01 | french defence, exch | .8333 | .2887 |
| ECO
5 | c02 | french defence, adva | .7000 | .4472 |
| ECO
1 | c05 | french defence, tarr | .0000 | .0000 |
| ECO
2 | c10 | french defence | 1.0000 | .0000 |
| ECO
1 | c13 | french defence, clas | .0000 | .0000 |
| ECO
1 | c15 | french defence, wina | 1.0000 | .0000 |
| ECO
1 | c17 | french defence, wina | .0000 | .0000 |

| | | | | |
|-----------|-----|----------------------|--------|-------|
| ECO
1 | c23 | bishop's opening | .5000 | .0000 |
| ECO
4 | c41 | philidor defence | .2500 | .5000 |
| ECO
1 | c42 | petroff defence | .0000 | .0000 |
| ECO
1 | c44 | double king pawn gam | .0000 | .0000 |
| ECO
4 | c45 | scotch game | .6250 | .2500 |
| ECO
3 | c46 | three knights' game | .5000 | .5000 |
| ECO
6 | c50 | italian game | .0833 | .2041 |
| ECO
5 | c55 | two knights' defence | .6000 | .4183 |
| ECO
1 | c60 | ruy lopez opening (s | .5000 | .0000 |
| ECO
1 | c62 | ruy lopez, steinitz | 1.0000 | .0000 |
| ECO
1 | c63 | ruy lopez, schlieman | 1.0000 | .0000 |
| ECO
1 | c65 | ruy lopez, berlin de | 1.0000 | .0000 |
| ECO
1 | c80 | ruy lopez, open morp | 1.0000 | .0000 |
| ECO
3 | c89 | ruy lopez, marshall | .3333 | .2887 |
| ECO
17 | d00 | double queen pawn ga | .6471 | .4598 |
| ECO
3 | d02 | double queen pawn ga | 1.0000 | .0000 |
| ECO
7 | d03 | double queen pawn ga | .2857 | .4880 |
| ECO
4 | d04 | colle system | .8750 | .2500 |
| ECO
1 | d05 | colle system | .0000 | .0000 |
| ECO
1 | d06 | queen's gambit | .5000 | .0000 |
| ECO
1 | d07 | queen's gambit, tchi | 1.0000 | .0000 |

| | | | | |
|-----------|-----|----------------------|--------|-------|
| ECO
1 | d08 | queen's gambit, albi | .0000 | .0000 |
| ECO
1 | d11 | queen's gambit decli | 1.0000 | .0000 |
| ECO
2 | d20 | queen's gambit accep | .7500 | .3536 |
| ECO
1 | d21 | queen's gambit accep | 1.0000 | .0000 |
| ECO
1 | d26 | queen's gambit accep | .0000 | .0000 |
| ECO
4 | d30 | queen's gambit decli | .5000 | .5774 |
| ECO
1 | d31 | queen's gambit decli | .0000 | .0000 |
| ECO
4 | d35 | queen's gambit decli | .6250 | .4787 |
| ECO
1 | d37 | queen's gambit decli | .0000 | .0000 |
| ECO
11 | d41 | queen's gambit decli | .5000 | .4472 |
| ECO
2 | d51 | queen's gambit decli | .0000 | .0000 |
| ECO
2 | d53 | queen's gambit decli | 1.0000 | .0000 |
| ECO
1 | d80 | grunfeld defence, ta | 1.0000 | .0000 |
| ECO
1 | d92 | grunfeld defence, sy | 1.0000 | .0000 |
| ECO
2 | e12 | queen's indian defen | .0000 | .0000 |
| ECO
1 | e15 | queen's indian defen | 1.0000 | .0000 |
| ECO
1 | e20 | nimzo-indian defence | .0000 | .0000 |
| ECO
2 | e61 | king's indian defenc | .5000 | .7071 |
| ECO
1 | e87 | king's indian defenc | 1.0000 | .0000 |
| ECO
2 | e90 | king's indian defenc | 1.0000 | .0000 |

Intermediate and minor players choose different openings:

...Intermediate avoid D and E in favour of more A and B

| | Count | | | |
|------------------|---------|----------|-------|-------|
| | Row Pct | intermed | minor | |
| hypermodern | a | 25 | 20 | 45 |
| | | 55.6 | 44.4 | 17.8 |
| semi-open | b | 49 | 29 | 78 |
| | | 62.8 | 37.2 | 30.8 |
| open/french | c | 26 | 26 | 52 |
| | | 50.0 | 50.0 | 20.6 |
| closed | d | 16 | 51 | 67 |
| | | 23.9 | 76.1 | 26.5 |
| indian (semi-clo | e | 3 | 6 | 9 |
| | | 33.3 | 66.7 | 3.6 |
| Column | | 119 | 132 | 253 |
| Total | | 47.0 | 52.2 | 100.0 |

Whatever minor players should be playing, I guess it's not closed openings.

Also, I'm not right impressed with anyone in the club, let alone players in the intermediate, playing hypermodern systems unless it's one you can interpret in a fairly direct King's-side attack sort of way, like the Botvinnik system or King's Indian Attack.

I can see a role for the semi-open systems at club level, they are unbalanced and often exciting.

Also, intermediate players follow the main lines more

You find them in ECO B90 or B09 rather than ECO B00.

White scores best in ECO A and D openings

Summaries of RESULT

| Variable | Value | Label | Mean | Std Dev |
|-----------------------|-------|----------------------|-------|---------|
| By levels of ECO1 | | | | |
| Cases | | | | |
| For Entire Population | | | .5494 | .4416 |
| 253 | | | | |
| ECO1 | a | hypermodern | .6111 | .3827 |
| 45 | | | | |
| ECO1 | b | semi-open | .5256 | .4622 |
| 78 | | | | |
| ECO1 | c | open/french | .5000 | .4316 |
| 52 | | | | |
| ECO1 | d | closed | .5746 | .4626 |
| 67 | | | | |
| ECO1 | e | indian (semi-closed) | .5556 | .5270 |
| 9 | | | | |
| Total Cases = 253 | | | | |

...which might explain why we play all this funny A00/D00 stuff

There's no arguing with results... as long as you are happy with your results. There's clearly a reinforcement here for getting your act together as Black against these unusual openings. We'll lay on a repeat of "**Beating the Anti-Indians**" towards this end.

Alan: "Surely it's better to play something you half-know than something you don't know at all - particularly if your opponent doesn't know it!"

Dave: "Yes, indeed - a player with a plan will always beat a player without one, particularly if you know some of the variations. But I fear in D00 openings the plan will go astray because the plan is too simple, and in A00 it will go astray because the positions are too complex."

The Stonewall & similar systems are played quite often

...but may even perform below average at minor level

| Variable | Value | Label | Mean | Std Dev |
|---------------|-------|-------|-------|---------|
| Cases | | | | |
| NON-STONEWALL | .00 | | .5521 | .4392 |
| 238 | | | | |
| TOURN | i | | .4870 | .4264 |

| | | | | |
|---------------|---|-------|-------|-------|
| 115 | | | | |
| TOURN | m | | .6138 | .4473 |
| 123 | | | | |
| STONEWALL etc | | | | |
| 1.00 | | .5000 | .5000 | 13 |
| TOURN | | | | |
| i | | .5000 | .5774 | 4 |
| TOURN | | | | |
| m | | .5000 | .5000 | 9 |

I wouldn't stake much on a sample of 13 games, but it's clear it's nothing special.

Ray: "I used to play the Stonewall but used to get a lot of draws."

Dave: "I can well believe that. The Stonewall is a one-idea opening (playing for a clockwork King's-side attack with pressure on h7 from a Bishop on d3) and if your opponents see it coming they can avoid this by 3...Bf5 or 3...g6."

Ray: "Yes, that's what happened. You then get a blocked position which neither side is going to enjoy much, and things often get bogged down and drawish. If you are prepared to think a bit in the opening, I still think the Colle (D04) is playable, because you still get an attack of sorts against 3...g6, and after 3...Bf5 you can switch plans with 4.c4 and 5. Qb3. White has pressure on b7 and can open the c-file."

Dave: "That's the type of flexibility I'd expect to see in the Major; unfortunately in the Minor you are more likely to get a clockwork reaction like 3...Bf5 4. Bd3 Bxd3 5. Qxd3, which is usually a big yawn (because neither player realises they can open a file)."

Whites mostly avoid open Sicilians

Open Sicilians 5

Other Sicilians 22

...Maybe with good reason!

Open Sicilians White scores 40%

Other Sicilians White scores 73%

So in the interests of playing Black we could usefully lay on a session on **Beating The Anti-Sicilians**. If only there was a suitable book available...

The single most common way of avoiding the Sicilian is the Morra Gambit

6 in Intermediate, 2 in Minor

However, while the accepted form is the more successful, most people decline it

Accepted: 2/2

Declined: 21/2/6

...so I'd say think about another system!

The Open Sicilian is obviously critical and a bit scary, but surely the best way to play for a win as White. Tal used to say that he preferred meeting 1.e4 c5 than 1.e4 e5 because it was easier to get an open game; Karpov has also commented that there is no need to gambit a Pawn against the Sicilian because white gets an attack anyway! So, there's no need to play a gambit.

Also, the GMs usually reckon the Morra is a nice free Pawn, and the best way to play for a win as Black. So why decline anyway? I guess this has a lot to do with club players:

a. being frightened of their opponent's book knowledge (justifiably or not), and/or

b. being frightened of being attacked

a. being frightened of their opponent's book knowledge (justifiably or not)

I do see a lot of gambits declined at club level - remember what Alan was saying about the Goring. Sometimes I hear people say they declined "on principle". There is **no** principle that says "decline free Pawns". In fact, there is a principle that says **always take a central Pawn if it is offered**. The thing is,

don't try and hang on to it, let your opponent waste time trying to get it back - or give it back yourself with an early ...d5 to get on with your own development.

Play the strongest moves you can, regardless of what you think your opponent knows. (After all, they might know how to refute your second-rate choice as well...)

Despite all this, Blacks are being rewarded for declining! However, this might have something to do with the small numbers we are looking at here, or maybe which players are doing the declining. It does suggest, however, that you are getting a less open game by playing a gambit instead of the Open Sicilian, because Blacks are being panicked into declining! This may be true for other gambits as well.

b. being frightened of being attacked

I think we need to brush up a bit on attack and defence.

You mustn't ignore genuine threats, but don't be panicked or distracted by them - especially when faced with a King's-side attack [when you must pursue your own attack with extra vigour.].

Don't worry needlessly, resulting in panic and retreat - you need to keep active and keep counterplay.

Take nothing for granted. Don't fret needlessly - analyse and find out if there is a win for your opponent. I often say, "Oh, Black's only going to threaten mate", by which I mean, the best they can achieve is a one move threat that can be easily contained. When they make that threat, you do need to react, but don't worry needlessly; carry on with your own plans. There are some "clockwork" attacks (like the h-file assault against the fianchettoed King, or the King's Indian Attack) that will eventually produce checkmate if left alone, but usually the best recipe is to counterattack, even if you do have to stop from time to time to counter a mating threat.

In particular, don't panic and refuse sacrificed material that you could have for free. Don't decline "on principle". This is declining from fear, not knowledge. Play the strongest move, which may well be to take the material and make your opponent prove their judgement was correct.

Neither be over-impressed by your own threats. An attack by one piece on another is meaningless in itself - it may distract an important defender. Equally, don't assume that a stock combination or sacrifice works for you in the position you have today - small differences can make it fail. Don't hope vainly - analyse and find out.

Alan: "But the other reason people like to play cautiously is if they are playing for a team.

If you do lose in 15 moves you feel you've let your team down."

Dave: "You might be right, but remember these statistics are from tournaments where people are playing on their own behalf, not for a team. Maybe there is an argument for trying to hold the margin of the draw when playing for a team - after all, Reti cautions us that we " may not win as many games at first". But I think there is also an argument for having fun - and some of the closed 'system' openings look awfully stodgy. "Above all, to yourself be true"!"

Note: This piece prompted an immediate response from [Eric Petrusic](#), which was interesting. [See also [Strategy and Tactics](#) - DR]

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

From: "Eric A. Petrusic"
To: d.regis@exeter.ac.uk
Subject: "An openings survey at East Devon" and other thoughts

[e-mail slightly edited by DR]

Hi Dave,

This evening, after some carousing, I dropped by and was reading "An openings survey at East Devon." It strikes me that so often a great fuss is made about playing open games first, then playing closed games once you are stronger. Probably this has a lot to do with the advice Reti and other grandmasters have given about learning the tactics and so on.

Not to say that Reti doesn't know what he's talking about, but I disagree with this "natural" progression. My experience goes like this: when I first started playing, one of the earliest influential books I read was *My System*. Six months into my chess odyssey, I learned all about positional chess and took it to heart. "Play open games!" the masters said, and "Faugh!" replied I. My opening repertoire was built around 1.d4, the French defense, basically anything Reti told me not to do, because I'm stubborn and like to do things my way.

Predictably, my chess skills grew around my opening choices. I became a fairly strong positional player for my skill level, but was weaker and unsure of myself in more open games. I favored strategy over tactics; probing of weak points over sacrificial pyrotechnics; Capablanca over all.

Then, I began to get bored. You mention in your article about how it might be time to change from the open to the closed games when you start to get bored with the open games, but in my case the reverse occurred - I began to play around with the open games more and more when the Queen's Gambit Declined sapped my will to live. After reading *My 60 Memorable Games*, I started playing around with the Sicilian and a little 1.e4. After reading *Tal-Botvinnik 1960*, I started thirsting for the attack. I started studying tactics tirelessly, and all of a sudden, my opening repertoire didn't suit me anymore. Now it's 1.e4, 1...e5 or 1...c5, and g6 Indians. Come-and-get-me chess instead of quiet, controlled buildup chess. Use

your aggressive feelings, boy!

And now I feel like I'm a stronger, more complete player than ever. The thing is, I don't see my early closed game experience as the wrong path, or wasted time - I feel like my positional background has, if anything, made me a much stronger attacking player since it gives me a better instinct of how and where to arrange my pieces. There's also a great benefit in being able to weigh whether I should play quietly or "noisily" in a given situation, and being comfortable in either.

I think what is really critical is for players to understand how to play in *both* open and closed games. Tactics are indeed vitally important, but perhaps not less so is a positional sense. Was it not Spielman who said, "I can see the combinations as well as Alekhine, but I can not get into the same positions."? The order of learning may not be so important as the fact that both are learned.

Furthermore, no one ever seems to consider that Reti was pushing his own rhetoric constantly in his "advice" - it certainly furthers the hypermodern cause to portray the closed openings as a higher calling than the silly romantic gambit tripe of the old-schoolers.

By the way, I think too much emphasis is placed on opening knowledge. It is definitely important to understand the principles of the opening, but not nearly important as publishers would have you think to know the exact moves. Play anything! Inspired by Bronstein, I started playing damn near anything a couple of months ago. I find that you learn a lot more by thinking on your own than relying on Informant's latest novelty. Shocking, I know.

Anyway, it's nearly 2 am here in the States, so I'm off to bed. Hope you can extract some nuggets of wisdom from my diatribe.

later.

--

Eric A. Petrusic

"It's people like you
what cause unrest"

Exeter Chess Club: Complete ECO codes with variation names

Notes:

1. checks are not indicated - an ECO quirk
2. I have been sparing with the qualifications (lines with and without certain moves) as they are implicit in the classification anyhow.
3. I have typed all the castling moves with capital 'O's not zeroes (0).
4. Volunteers to proofread take one step forward.
5. English variation names added Spring 1997

-
- [Main ECO codes A B C D E](#)
 - [Main ECO codes for each class](#)
 - [Full ECO codes](#)
 - [A](#)
 - [A0](#)
 - [A00](#) [A01](#) [A02](#) [A03](#) [A04](#) [A05](#) [A06](#) [A07](#) [A08](#) [A09](#)
 - [A1](#)
 - [A10](#) [A11](#) [A12](#) [A13](#) [A14](#) [A15](#) [A16](#) [A17](#) [A18](#) [A19](#)
 - [A2](#)
 - [A20](#) [A21](#) [A22](#) [A23](#) [A24](#) [A25](#) [A26](#) [A27](#) [A28](#) [A29](#)
 - [A3](#)
 - [A30](#) [A31](#) [A32](#) [A33](#) [A34](#) [A35](#) [A36](#) [A37](#) [A38](#) [A39](#)
 - [A4](#)
 - [A40](#) [A41](#) [A42](#) [A43](#) [A44](#) [A45](#) [A46](#) [A47](#) [A48](#) [A49](#)

- [A5](#)
 - [A50](#) [A51](#) [A52](#) [A53](#) [A54](#) [A55](#) [A56](#) [A57](#) [A58](#) [A59](#)
- [A6](#)
 - [A60](#) [A61](#) [A62](#) [A63](#) [A64](#) [A65](#) [A66](#) [A67](#) [A68](#) [A69](#)
- [A7](#)
 - [A70](#) [A71](#) [A72](#) [A73](#) [A74](#) [A75](#) [A76](#) [A77](#) [A78](#) [A79](#)
- [A8](#)
 - [A80](#) [A81](#) [A82](#) [A83](#) [A84](#) [A85](#) [A86](#) [A87](#) [A88](#) [A89](#)
- [A9](#)
 - [A90](#) [A91](#) [A92](#) [A93](#) [A94](#) [A95](#) [A96](#) [A97](#) [A98](#) [A99](#)
- [B](#)
 - [B0](#)
 - [B00](#) [B01](#) [B02](#) [B03](#) [B04](#) [B05](#) [B06](#) [B07](#) [B08](#) [B09](#)
 - [B1](#)
 - [B10](#) [B11](#) [B12](#) [B13](#) [B14](#) [B15](#) [B16](#) [B17](#) [B18](#) [B19](#)
 - [B2](#)
 - [B20](#) [B21](#) [B22](#) [B23](#) [B24](#) [B25](#) [B26](#) [B27](#) [B28](#) [B29](#)
 - [B3](#)
 - [B30](#) [B31](#) [B32](#) [B33](#) [B34](#) [B35](#) [B36](#) [B37](#) [B38](#) [B39](#)
 - [B4](#)
 - [B40](#) [B41](#) [B42](#) [B43](#) [B44](#) [B45](#) [B46](#) [B47](#) [B48](#) [B49](#)
 - [B5](#)
 - [B50](#) [B51](#) [B52](#) [B53](#) [B54](#) [B55](#) [B56](#) [B57](#) [B58](#) [B59](#)
 - [B6](#)
 - [B60](#) [B61](#) [B62](#) [B63](#) [B64](#) [B65](#) [B66](#) [B67](#) [B68](#) [B69](#)
 - [B7](#)
 - [B70](#) [B71](#) [B72](#) [B73](#) [B74](#) [B75](#) [B76](#) [B77](#) [B78](#) [B79](#)
 - [B8](#)
 - [B80](#) [B81](#) [B82](#) [B83](#) [B84](#) [B85](#) [B86](#) [B87](#) [B88](#) [B89](#)
 - [B9](#)
 - [B90](#) [B91](#) [B92](#) [B93](#) [B94](#) [B95](#) [B96](#) [B97](#) [B98](#) [B99](#)
- [C](#)
 - [C0](#)
 - [C00](#) [C01](#) [C02](#) [C03](#) [C04](#) [C05](#) [C06](#) [C07](#) [C08](#) [C09](#)
 - [C1](#)
 - [C10](#) [C11](#) [C12](#) [C13](#) [C14](#) [C15](#) [C16](#) [C17](#) [C18](#) [C19](#)
 - [C2](#)
 - [C20](#) [C21](#) [C22](#) [C23](#) [C24](#) [C25](#) [C26](#) [C27](#) [C28](#) [C29](#)

- [C3](#)
 - [C30](#) [C31](#) [C32](#) [C33](#) [C34](#) [C35](#) [C36](#) [C37](#) [C38](#) [C39](#)
- [C4](#)
 - [C40](#) [C41](#) [C42](#) [C43](#) [C44](#) [C45](#) [C46](#) [C47](#) [C48](#) [C49](#)
- [C5](#)
 - [C50](#) [C51](#) [C52](#) [C53](#) [C54](#) [C55](#) [C56](#) [C57](#) [C58](#) [C59](#)
- [C6](#)
 - [C60](#) [C61](#) [C62](#) [C63](#) [C64](#) [C65](#) [C66](#) [C67](#) [C68](#) [C69](#)
- [C7](#)
 - [C70](#) [C71](#) [C72](#) [C73](#) [C74](#) [C75](#) [C76](#) [C77](#) [C78](#) [C79](#)
- [C8](#)
 - [C80](#) [C81](#) [C82](#) [C83](#) [C84](#) [C85](#) [C86](#) [C87](#) [C88](#) [C89](#)
- [C9](#)
 - [C90](#) [C91](#) [C92](#) [C93](#) [C94](#) [C95](#) [C96](#) [C97](#) [C98](#) [C99](#)
- [D](#)
 - [D0](#)
 - [D00](#) [D01](#) [D02](#) [D03](#) [D04](#) [D05](#) [D06](#) [D07](#) [D08](#) [D09](#)
 - [D1](#)
 - [D10](#) [D11](#) [D12](#) [D13](#) [D14](#) [D15](#) [D16](#) [D17](#) [D18](#) [D19](#)
 - [D2](#)
 - [D20](#) [D21](#) [D22](#) [D23](#) [D24](#) [D25](#) [D26](#) [D27](#) [D28](#) [D29](#)
 - [D3](#)
 - [D30](#) [D31](#) [D32](#) [D33](#) [D34](#) [D35](#) [D36](#) [D37](#) [D38](#) [D39](#)
 - [D4](#)
 - [D40](#) [D41](#) [D42](#) [D43](#) [D44](#) [D45](#) [D46](#) [D47](#) [D48](#) [D49](#)
 - [D5](#)
 - [D50](#) [D51](#) [D52](#) [D53](#) [D54](#) [D55](#) [D56](#) [D57](#) [D58](#) [D59](#)
 - [D6](#)
 - [D60](#) [D61](#) [D62](#) [D63](#) [D64](#) [D65](#) [D66](#) [D67](#) [D68](#) [D69](#)
 - [D7](#)
 - [D70](#) [D71](#) [D72](#) [D73](#) [D74](#) [D75](#) [D76](#) [D77](#) [D78](#) [D79](#)
 - [D8](#)
 - [D80](#) [D81](#) [D82](#) [D83](#) [D84](#) [D85](#) [D86](#) [D87](#) [D88](#) [D89](#)
 - [D9](#)
 - [D90](#) [D91](#) [D92](#) [D93](#) [D94](#) [D95](#) [D96](#) [D97](#) [D98](#) [D99](#)
- [E](#)
 - [E0](#)
 - [E00](#) [E01](#) [E02](#) [E03](#) [E04](#) [E05](#) [E06](#) [E07](#) [E08](#) [E09](#)

- [E1](#)
 - [E10](#) [E11](#) [E12](#) [E13](#) [E14](#) [E15](#) [E16](#) [E17](#) [E18](#) [E19](#)
 - [E2](#)
 - [E20](#) [E21](#) [E22](#) [E23](#) [E24](#) [E25](#) [E26](#) [E27](#) [E28](#) [E29](#)
 - [E3](#)
 - [E30](#) [E31](#) [E32](#) [E33](#) [E34](#) [E35](#) [E36](#) [E37](#) [E38](#) [E39](#)
 - [E4](#)
 - [E40](#) [E41](#) [E42](#) [E43](#) [E44](#) [E45](#) [E46](#) [E47](#) [E48](#) [E49](#)
 - [E5](#)
 - [E50](#) [E51](#) [E52](#) [E53](#) [E54](#) [E55](#) [E56](#) [E57](#) [E58](#) [E59](#)
 - [E6](#)
 - [E60](#) [E61](#) [E62](#) [E63](#) [E64](#) [E65](#) [E66](#) [E67](#) [E68](#) [E69](#)
 - [E7](#)
 - [E70](#) [E71](#) [E72](#) [E73](#) [E74](#) [E75](#) [E76](#) [E77](#) [E78](#) [E79](#)
 - [E8](#)
 - [E80](#) [E81](#) [E82](#) [E83](#) [E84](#) [E85](#) [E86](#) [E87](#) [E88](#) [E89](#)
 - [E9](#)
 - [E90](#) [E91](#) [E92](#) [E93](#) [E94](#) [E95](#) [E96](#) [E97](#) [E98](#) [E99](#)
-

Main ECO codes

A

- 1. R' 1. e4, 1. d4

Irregular openings.

- 1. d4 R' 1 ...d5, 1... Nf6

Untypical replies to 1.d4

- 1. d4 Nf6 2. R' 2. c4

Untypical replies to 1...Nf6

- 1. d4 Nf6 2. c4 R' 2... e6, 2... g6

Untypical Indian systems.

B

- 1. e4 R' 1... c5, 1... e6, 1... e5

Most Semi-Open Defences

- 1. e4 c5

Sicilian Defence

C

- 1. e4 e6

French defence

- 1. e4 e5

Double King Pawn games

D

- 1. d4 d5

Double Queen Pawn games

- 1. d4 Nf6 2. c4 g6 + d7-d5

Grunfeld Defence

E

- 1. d4 Nf6 2. c4 e6

Indian systems with ...e6

- 1. d4 Nf6 2. c4 g6 ' d7-d5

Indian systems with ...g6 (except Grunfeld)

Main ECO codes for each class

Full ECO codes

A

- 1. R' 1. e4, 1. d4

Irregular openings.

- 1. d4 R' 1 ...d5, 1... Nf6

Untypical replies to 1.d4

- 1. d4 Nf6 2. R' 2. c4 (humongous typo on (c) page!)

Untypical replies to 1...Nf6

- 1. d4 Nf6 2. c4 R' 2... e6, 2... g6

Untypical Indian systems.

AO

1. R' 1. e4, 1. d4, 1. c4

Irregular openings.

A00

1. R,

1. g3,

1. b4

Irregular Openings,

Benko Opening,

Sokolsky (Polish Opening)

A01

1. b3

Nimzo-Larsen Attack

A02

1. f4

Bird's Opening

A03

1. f4 d5

Bird's Opening

A04

1. Nf3

Reti Opening

A05

1. Nf3 Nf6

Reti Opening with 1...Nf6

A06

1. Nf3 d5

Reti Opening with 1...d5

A07

1. Nf3 d5 2. g3

Reti Opening, Barcza System

A08

1. Nf3 d5 2. g3 c5 3. Bg2

Reti Opening, Barcza System

A09

1. Nf3 d5 2. c4

Reti Opening

A1

1. c4

English Opening

A10

1 c4

English Opening

A11

1 c4 c6

English Opening, systems with 1...e6

A12

1 c4 c6 2. Nf3 d5 3. b3

(Reti Opening)

A13

1 c4 e6

English Opening, systems with 1...e6

A14

1 c4 e6 2. Nf3 d5 3. g3 Nf6 4. Bg2 Be7 5. O-O

(Reti Opening)

A15

1 c4 Nf6

English Opening, systems with 1...Nf6

A16

1 c4 Nf6 2. Nc3

English Opening, systems with 1...Nf6

A17

1 c4 Nf6 2. Nc3 e6

English Opening, Anglo-Indian

A18

1. c4 Nf6 2. Nc3 e6 3. e4

Flohr-Mikenas Variation

A19

1. c4 Nf6 2. Nc3 e6 3. e4 c5

Flohr-Mikenas Variation

A2

1. c4 e5

English Opening with 1...e5 (King's English, or Reversed Sicilian)

A20

1. c4 e5

English Opening, Reversed Sicilian

A21

1. c4 e5 2. Nc3

English Opening, Reversed Sicilian

A22

1. c4 e5 2. Nc3 Nf6

English Opening, Reversed Sicilian

A23

1. c4 e5 2. Nc3 Nf6 3. g3 c6

English Opening, Reversed Sicilian

A24

1. c4 e5 2. Nc3 Nf6 3. g3 g6

English Opening, Reversed Sicilian

A25

1. c4 e5 2. Nc3 Nc6

English Opening, Reversed Sicilian, Closed Systems

A26

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6

English Opening, Reversed Sicilian, Closed Systems

A27

1. c4 e5 2. Nc3 Nc6 3. Nf3

English Opening, Reversed Sicilian, Closed Systems

A28

1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6

English Opening, Reversed Sicilian, Four Knights' Variation

A29

1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6 4. g3

English Opening, Reversed Sicilian, Four Knights' Variation

A3

1. c4 c5

Symmetrical English

A30

1. c4 c5

Symmetrical English

A31

1. c4 c5 2. Nf3 Nf6 3. d4

Symmetrical English, Anti-Benoni

A32

1. c4 c5 2. Nf3 Nf6 3. d4 cd4 4. Nd4 e6

Symmetrical English, Anti-Benoni

A33

1. c4 c5 2. Nf3 Nf6 3. d4 cd4 4. Nd4 e6 5. Nc3 Nc6

Symmetrical English, Anti-Benoni

A34

1. c4 c5 2. Nc3

Symmetrical English

A35

1. c4 c5 2. Nc3 Nc6

Symmetrical English, Closed systems

A36

1. c4 c5 2. Nc3 Nc6 3. g3

Symmetrical English, Closed systems

A37

1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3

Symmetrical English, Closed systems

A38

1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3 Nf6

Symmetrical English, Closed systems

A39

1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Nf3 Nf6 6. O-O O-O 7. d4

English Opening, Maroczy Bind

A4

1. d4

Queen Pawn games

A40

1. d4

Queen Pawn games

A41

1. d4 d6

Queen Pawn games, systems with 1...d6

A42

1. d4 d6 2. c4 g6 3. Nc3 Bg7 4. e4

Modern Defence, Averbakh Variation

A43

1. d4 c5

Benoni

A44

1. d4 c5 2. d5 e5

Old Benoni (...g6) or Czech Benoni (...Be7)

A45

1. d4 Nf6

Indian systems

A46

1. d4 Nf6 2. Nf3

Indian systems with 2. Nf3

A47

1. d4 Nf6 2. Nf3 b6

Indian systems with 2. Nf3

A48

1. d4 Nf6 2. Nf3 g6

Indian systems with 2. Nf3

A49

1. d4 Nf6 2. Nf3 g6 3. g3

Indian systems with 2. Nf3

A5

1. d4 Nf6 2. c4

Indian systems

A50

1. d4 Nf6 2. c4

Indian systems with 2. c4

A51

1. d4 Nf6 2. c4 e5

Budapest Gambit

A52

1. d4 Nf6 2. c4 e5 3. de5 Ng4

Budapest Gambit, main line accepted

A53

1. d4 Nf6 2. c4 d6

Old Indian Defence

A54

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3

Old Indian Defence

A55

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. e4

Old Indian Defence

A56

1. d4 Nf6 2. c4 c5

Benoni Defence

A57

1. d4 Nf6 2. c4 c5 3. d5 b5

Benko Gambit

A58

1. d4 Nf6 2. c4 c5 3. d5 b5 4. cb5 a6 5. ba6

Benko Gambit Accepted

A59

1. d4 Nf6 2. c4 c5 3. d5 b5 4. cb5 a6 5. ba6 Ba6 6. Nc3 d6 7. e4

Benko Gambit Accepted, Classical Variation

A6

1. d4 Nf6 2. c4 c5 3. d5 e6

Modern Benoni

A60

1. d4 Nf6 2. c4 c5 3. d5 e6

Modern Benoni

A61

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6

Modern Benoni

A62

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O

Modern Benoni, Fianchetto Variation

A63

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O 8. Bg2 O-O 9. O-O Nbd7

Modern Benoni, Fianchetto Variation

A64

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. Nf3 g6 7. g3 Bg7 8. Bg2 O-O 8. Bg2 O-O 9. O-O Nbd7 10. Nd2 a6 11. a4 Re8

Modern Benoni, Fianchetto Variation

A65

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4

Modern Benoni, Main Variation

A66

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4

Modern Benoni, Four Pawns (Mikenas) Attack

A67

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5

Modern Benoni, Bishop Check Variation (Taimanov)

A68

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Nf3 O-O

Modern Benoni, Four Pawns (Mikenas) Attack

A69

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. f4 Bg7 8. Nf3 O-O 9. Be2 Re8

Modern Benoni, Four Pawns (Mikenas) Attack

A7

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3

Modern Benoni, Classical variation

A70

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3

Modern Benoni, Classical Variation

A71

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2

Modern Benoni, Classical Variation

A72

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O

Modern Benoni, Classical Variation

A73

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O

Modern Benoni, Classical Variation

A74

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O a6

Modern Benoni, Classical Variation

A75

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O a6 10. a4 Bg4

Modern Benoni, Classical Variation

A76

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8

Modern Benoni, Classical Variation

A77

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2

Modern Benoni, Classical Variation

A78

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Na6

Modern Benoni, Classical Variation

A79

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 ed5 5. cd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Na6 11. f3 Nc7

Modern Benoni, Classical Variation

A8

1. d4 f5

Dutch Defence

A80

1. d4 f5

Dutch Defence

A81

1. d4 f5 2. g3

Dutch Defence

A82

1. d4 f5 2. e4

Dutch Defence, Staunton Gambit

A83

1. d4 f5 2. e4 fe4 3. Nc3 Nf6 4. Bg5

Dutch Defence, Staunton Gambit

A84

1. d4 f5 2. c4

Dutch Defence

A85

1. d4 f5 2. c4 Nf6 3. Nc3

Dutch Defence

A86

1. d4 f5 2. c4 Nf6 3. g3

Dutch Defence

A87

1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3

Dutch Defence, Leningrad Variation

A88

1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 O-O 6. O-O d6 7. Nc3 c6

Dutch Defence, Leningrad Variation

A89

1. d4 f5 2. c4 Nf6 3. g3 g6 4. Bg2 Bg7 5. Nf3 O-O 6. O-O d6 7. Nc3 Nc6

Dutch Defence, Leningrad Variation

A9

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2

Dutch Defence, Classical variation

A90

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2

Dutch Defence, Classical Variation

A91

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7

Dutch Defence, Classical Variation

A92

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O

Dutch Defence, Classical Variation

A93

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5 7. b3

Dutch Defence, Stonewall Variation

A94

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5 7. b3 c6 8. Ba3

Dutch Defence, Stonewall Variation

A95

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d5 7. Nc3 c6

Dutch Defence, Stonewall Variation

A96

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6

Dutch Defence, Iljin-Zhenevsky Variation

A97

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6 7. Nc3 Qe8

Dutch Defence, Iljin-Zhenevsky Variation

A98

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6 7. Nc3 Qe8 8. Qc2

Dutch Defence, Iljin-Zhenevsky Variation

A99

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O 6. O-O d6 7. Nc3 Qe8 8. b3

Dutch Defence, Iljin-Zhenevsky Variation

B

- 1. e4 R' 1... c5, 1... e6, 1... e5

Most Semi-Open Defences

- 1. e4 c5

Sicilian Defence

B0

1. e4

King Pawn games

B00

1. e4 R + 1... Nc6

King Pawn games, inc. Nimzovitch defence

B01

1. e4 d5

Centre Counter Defence (Scandinavian)

B02

1. e4 Nf6

Alekhine's Defence

B03

1. e4 Nf6 2. e5 Nd5 3. d4

Alekhine's Defence

B04

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3

Alekhine's Defence, Classical Variation

B05

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Bg4

Alekhine's Defence, Classical Variation

B06

1. e4 g6

Modern Defence

B07

1. e4 d6 2. d4 Nf6

Pirc (Robatsch) Defence

B08

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3

Pirc Defence, Classical Variation

B09

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4

Pirc Defence, Austrian Attack

B1

1. e4 c6

Caro-Kann Defence

B10

1. e4 c6

Caro-Kann Defence

B11

1. e4 c6 2. Nf3 d5 3. Nc3 Bg4

Caro-Kann Defence, Two Knights' Variation

B12

1. e4 c6 2. d4

Caro-Kann Defence

B13

1. e4 c6 2. d4 d5 3. ed5 cd5

Caro-Kann Defence, Exchange Variation

B14

1. e4 c6 2. d4 d5 3. ed5 cd5 4. c4 Nf6 5. Nc3

Caro-Kann Defence, Panov-Botvinnik attack

B15

1. e4 c6 2. d4 d5 3. Nc3

Caro-Kann Defence

B16

1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Nf6 5. Nf6 gf6

Caro-Kann Defence, Bronstein-Larsen variation

B17

1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Nd7

Caro-Kann Defence, with 4...Nd7

B18

1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Bf5

Caro-Kann Defence, classical variation

B19

1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Bf5 5. Ng3 Bg6 6. h4 h6 7. Nf3 Nd7

Caro-Kann Defence, classical variation

B2

1. e4 c5

Sicilian Defence

B20

1. e4 c5

Sicilian Defence

B21

1. e4 c5: - 2. f4, -2. d4

Sicilian Defence, Grand Prix (Vincken) Attack and Morra Gambit

B22

1. e4 c5 2.c3

Sicilian Defence, Alapin Variation

B23

1. e4 c5 2. Nc3

Sicilian Defence, Closed Variation

B24

1. e4 c5 2. Nc3 Nc6 3. g3

Sicilian Defence, Closed Variation

B25

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6

Sicilian Defence, Closed Variation

B26

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Be3

Sicilian Defence, Closed Variation

B27

1. e4 c5 2. Nf3

Sicilian Defence

B28

1. e4 c5 2. Nf3 a6

Sicilian Defence, O'Kelly Variation

B29

1. e4 c5 2. Nf3 Nf6

Sicilian Defence, Nimzovitch Variation

B3

1. e4 c5 2. Nf3 Nc6

Sicilian Defence with 2...Nc6

B30

1. e4 c5 2. Nf3 Nc6

Sicilian Defence with 2...Nc6

B31

1. e4 c5 2. Nf3 Nc6 3. Bb5 g6

Sicilian Defence, Rossolimo Variation

B32

1. e4 c5 2. Nf3 Nc6 3. d4

Sicilian Defence

B33

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4

Sicilian Defence

B34

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6

Sicilian Defence, Accelerated Dragon Variation

B35

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. Nc3 Bg7 6. Be3 Nf6 7. Bc4

Sicilian Defence, Accelerated Dragon Variation

B36

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4

Sicilian Defence, Accelerated Dragon Variation, Maroczy Bind

B37

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7

Sicilian Defence, Accelerated Dragon Variation, Maroczy Bind

B38

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7 6. Be3

Sicilian Defence, Accelerated Dragon Variation, Maroczy Bind

B39

1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 g6 5. c4 Bg7 6. Be3 Nf6 7. Nc3 Ng4

Sicilian Defence, Accelerated Dragon Variation, Maroczy Bind

B4

1. e4 c5 2. Nf3 e6

Sicilian Defence with 2...e6

B40

1. e4 c5 2. Nf3 e6

Sicilian Defence with 2...e6

B41

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6

Sicilian Defence, Kan Variation

B42

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6 5. Bd3

Sicilian Defence, Kan Variation

B43

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 a6 5. Nc3

Sicilian Defence, Kan Variation

B44

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6

Sicilian Defence, Paulsen/Taimanov Variation

B45

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3

Sicilian Defence, Paulsen/Taimanov Variation

B46

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 a6

Sicilian Defence, Paulsen/Taimanov Variation

B47

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7

Sicilian Defence, Paulsen/Taimanov Variation

B48

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7 6. Be3

Sicilian Defence, Paulsen/Taimanov Variation

B49

1. e4 c5 2. Nf3 e6 3. d4 cd4 4. Nd4 Nc6 5. Nc3 Qc7 6. Be3 a6 7. Be2

Sicilian Defence, Paulsen/Taimanov Variation

B5

1. e4 c5 2. Nf3 d6

Sicilian Defence with 2...d6

B50

1. e4 c5 2. Nf3 d6

Sicilian Defence with 2...d6

B51

1. e4 c5 2. Nf3 d6 3. Bb5

Sicilian Defence, Sicilian Check Variation

B52

1. e4 c5 2. Nf3 d6 3. Bb5 Bd7

Sicilian Defence, Sicilian Check Variation

B53

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Qd4

Sicilian Defence, Chekhover Variation

B54

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4

Sicilian Defence

B55

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. f3 e5 6. Bb5

Sicilian Defence

B56

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3

Sicilian Defence

B57

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bc4

Sicilian Defence, Sozin Variation

B58

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Be2

Sicilian Defence

B59

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Be2 e5 7. Nb3

Sicilian Defence, Boleslavsky Variation

B6

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5

Sicilian Defence, Richter-Rauser Attack

B60

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5

Sicilian Defence, Richter-Rauser Attack

B61

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 Bd7 7. Qd2

Sicilian Defence, Richter-Rauser Attack

B62

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6

Sicilian Defence, Richter-Rauser Attack

B63

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2

Sicilian Defence, Richter-Rauser Attack

B64

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 Be7 8. O-O-O O-O 9. f4

Sicilian Defence, Richter-Rauser Attack

B65

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 Be7 8. O-O-O O-O 9. f4 Nd4 10.

Qd4

Sicilian Defence, Richter-Rauser Attack

B66

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 a6

Sicilian Defence, Richter-Rauser Attack

B67

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 a6 8. O-O-O Bd7

Sicilian Defence, Richter-Rauser Attack

B68

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 a6 8. O-O-O Bd7 9. f4 Be7

Sicilian Defence, Richter-Rauser Attack

B69

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Qd2 a6 8. O-O-O Bd7 9. f4 Be7 10. Nf3 b5 11. Bf6

Sicilian Defence, Richter-Rauser Attack

B7

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6

Sicilian Defence, Dragon Variation

B70

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6

Sicilian Defence, Dragon Variation

B71

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. f4

Sicilian Defence, Dragon Variation, Levenfish variation

B72

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3

Sicilian Defence, Dragon Variation

B73

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Be2 Nc6 8. O-O

Sicilian Defence, Dragon Variation, Classical Variation

B74

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. Be2 Nc6 8. O-O O-O 9. Nb3

Sicilian Defence, Dragon Variation, Classical Variation

B75

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3

Sicilian Defence, Dragon Variation, Yugoslav Attack

B76

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O

Sicilian Defence, Dragon Variation, Yugoslav Attack

B77

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. Bc4

Sicilian Defence, Dragon Variation, Yugoslav Attack

B78

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. Bc4 Bd7 10. O-O-O

Sicilian Defence, Dragon Variation, Yugoslav Attack

B79

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. Bc4 Bd7 10. O-O-O Qa5 11. Bb3 Rfc8 12. h4

Sicilian Defence, Dragon Variation, Yugoslav Attack

B8

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6

Sicilian Defence, Scheveningen Variation

B80

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6

Sicilian Defence, Scheveningen Variation

B81

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. g4

Sicilian Defence, Scheveningen Variation, Keres Attack

B82

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. f4

Sicilian Defence, Scheveningen Variation

B83

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2

Sicilian Defence, Scheveningen Variation, Classical System

B84

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2 a6

Sicilian Defence, Scheveningen Variation, Classical System

B85

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Be2 a6 7. O-O Qc7 8. f4 Nc6

Sicilian Defence, Scheveningen Variation, Classical System

B86

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4

Sicilian Defence, Scheveningen Variation

B87

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 a6 7. Bb3 b5

(Sicilian Defence, Najdorf Variation)

B88

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 Nc6

(Sicilian Defence, Najdorf Variation)

B89

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e6 6. Bc4 Nc6 7. Be3

(Sicilian Defence, Najdorf Variation)

B9

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6

Sicilian Defence, Najforf Variation

B90

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6

Sicilian Defence, Najdorf Variation

B91

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. g3

Sicilian Defence, Najdorf Variation

B92

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Be2

Sicilian Defence, Najdorf Variation

B93

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. f4

Sicilian Defence, Najdorf Variation

B94

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5

Sicilian Defence, Najdorf Variation

B95

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6

Sicilian Defence, Najdorf Variation

B96

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4

Sicilian Defence, Najdorf Variation

B97

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qb6

Sicilian Defence, Najdorf Variation, Poisoned Pawn Variation

B98

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7

Sicilian Defence, Najdorf Variation

B99

1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7

Sicilian Defence, Najdorf Variation

C

- 1. e4 e6

French defence

- 1. e4 e5

Double King Pawn games

C0

1. e4 e6

French Defence

C00

1. e4 e6

French Defence

C01

1. e4 e6 2. d4 d5 3. ed5 ed5

French Defence, Exchange Variation

C02

1. e4 e6 2. d4 d5 3. e5

French Defence, Advance Variation

C03

1. e4 e6 2. d4 d5 3. Nd2

French Defence, Tarrasch Variation

C04

1. e4 e6 2. d4 d5 3. Nd2 Nc6 4. Ngf3 Nf6

French Defence, Tarrasch Variation, Guimard system

C05

1. e4 e6 2. d4 d5 3. Nd2 Nf6

French Defence, Tarrasch Variation

C06

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 cd4 8. cd4

French Defence, Tarrasch Variation

C07

1. e4 e6 2. d4 d5 3. Nd2 c5

French Defence, Tarrasch Variation

C08

1. e4 e6 2. d4 d5 3. Nd2 c5 4. ed5 ed5

French Defence, Tarrasch Variation

C09

1. e4 e6 2. d4 d5 3. Nd2 c5 4. ed5 ed5 5. Ngf3 Nc6

French Defence, Tarrasch Variation

C1

1. e4 e6 2. d4 d5 3. Nc3

French Defence with 3. Nc3

C10

1. e4 e6 2. d4 d5 3. Nc3

French Defence

C11

1. e4 e6 2. d4 d5 3. Nc3 Nf6

French Defence, Classical Variation

C12

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4

French Defence, MacCutcheon Variation

C13

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7

French Defence, Classical Variation

C14

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Be7 Qe7

French Defence, Classical Variation

C15

1. e4 e6 2. d4 d5 3. Nc3 Bb4

French Defence, Winawer Variation

C16

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5

French Defence, Winawer Variation

C17

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5

French Defence, Winawer Variation

C18

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bc3 6. bc3

French Defence, Winawer Variation

C19

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bc3 6. bc3 Ne7

French Defence, Winawer Variation

C2

1. e4 e5

Double King Pawn games

C20

1. e4 e5

Double King Pawn games

C21

1. e4 e5 2. d4 ed4

Centre Game & Danish Gambit

C22

1. e4 e5 2. d4 ed4 3. Qd4 Nc6

Centre Game

C23

1. e4 e5 2. Bc4

Bishop's Opening

C24

1. e4 e5 2. Bc4 Nf6

Bishop's Opening

C25

1. e4 e5 2. Nc3

Vienna Game

C26

1. e4 e5 2. Nc3 Nf6

Vienna Game

C27

1. e4 e5 2. Nc3 Nf6 3. Bc4 Ne4

Vienna Game, Frankenstein-Dracula Variation

C28

1. e4 e5 2. Nc3 Nf6 3. Bc4 Nc6

Vienna Game

C29

1. e4 e5 2. Nc3 Nf6 3. f4 d5

Vienna Gambit

C3

1. e4 e5 2. f4

King's Gambit

C30

1. e4 e5 2. f4

King's Gambit

C31

1. e4 e5 2. f4 d5

King's Gambit

C32

1. e4 e5 2. f4 d5 3. ed5 e4 4. d3 Nf6

King's Gambit, Falkbeer Counter-Gambit

C33

1. e4 e5 2. f4 ef4

King's Gambit Accepted

C34

1. e4 e5 2. f4 ef4 3. Nf3

King's Knight's Gambit

C35

1. e4 e5 2. f4 ef4 3. Nf3 Be7

King's Gambit, Cunningham Variation

C36

1. e4 e5 2. f4 ef4 3. Nf3 d5

King's Gambit, Modern Variation

C37

1. e4 e5 2. f4 ef4 3. Nf3 g5

King's Gambit

C38

1. e4 e5 2. f4 ef4 3. Nf3 g5 4. Bc4 Bg7

King's Gambit, Hanstein Variation

C39

1. e4 e5 2. f4 ef4 3. Nf3 g5 4. h4

King's Gambit, Kieseritsky Variation

C4

1. e4 e5 2. Nf3

Double King Pawn games with 2. Nf3

C40

1. e4 e5 2. Nf3

Double King Pawn games

C41

1. e4 e5 2. Nf3 d6

Philidor Defence

C42

1. e4 e5 2. Nf3 Nf6

Petroff Defence

C43

1. e4 e5 2. Nf3 Nf6 3. d4

Petroff Defence, Steinitz Variation

C44

1. e4 e5 2. Nf3 Nc6

Double King Pawn games

C45

1. e4 e5 2. Nf3 Nc6 3. d4 ed4 4. Nd4

Scotch Game

C46

1. e4 e5 2. Nf3 Nc6 3. Nc3

Three Knights' Game

C47

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. d4

Scotch Four Knights'

C48

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5

Four Knights' Game

C49

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4

Four Knights' Game

C5

1. e4 e5 2. Nf3 Nc6 3. Bc4

Italian Game

C50

1. e4 e5 2. Nf3 Nc6 3. Bc4

Italian Game

C51

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4

Evans' Gambit

C52

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bb4 5. c3 Ba5

Evans' Gambit

C53

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3

Giuoco Piano

C54

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 ed4 6. cd4

Giuoco Piano

C55

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6

Two Knights' Defence

C56

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 ed4 5. O-O Ne4

Two Knights' Defence

C57

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5

Two Knights' Defence

C58

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. ed5 Na5

Two Knights' Defence, main line gambit

C59

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. ed5 Na5 6. Bb5 c6 7. dc6 bc6 8. Be2 h6

Two Knights' Defence, main line gambit

C6

1. e4 e5 2. Nf3 Nc6 3. Bb5

Ruy Lopez (Spanish Game)

C60

1. e4 e5 2. Nf3 Nc6 3. Bb5

Ruy Lopez Opening (Spanish Game)

C61

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4

Ruy Lopez, Bird's Defence

C62

1. e4 e5 2. Nf3 Nc6 3. Bb5 d6

Ruy Lopez, Steinitz Defence

C63

1. e4 e5 2. Nf3 Nc6 3. Bb5 f5

Ruy Lopez, Schliemann Gambit

C64

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5

Ruy Lopez, Classical Defence

C65

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6

Ruy Lopez, Berlin Defence

C66

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O d6

Ruy Lopez, Berlin Defence

C67

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Ne4

Ruy Lopez, Berlin Defence

C68

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bc6

Ruy Lopez, Exchange Variation

C69

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bc6 dc6 5. O-O

Ruy Lopez, Exchange Variation

C7

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4

Ruy Lopez (Spanish Game), Morphy Defence

C70

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4

Ruy Lopez, Morphy Defence

C71

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6

Ruy Lopez, Modern Steinitz Variation

C72

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. O-O

Ruy Lopez, Modern Steinitz Variation

C73

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Bc6 bc6 6. d4

Ruy Lopez, Modern Steinitz Variation

C74

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3

Ruy Lopez, Modern Steinitz Variation

C75

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 Bd7

Ruy Lopez, Modern Steinitz Variation

C76

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c3 Bd7 6. d4 g6

Ruy Lopez, Modern Steinitz Variation

C77

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6

Ruy Lopez, Morphy Defence

C78

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O

Ruy Lopez, Morphy Defence

C79

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O d6

Ruy Lopez, Modern Steinitz Variation

C8

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 5. O-O: + 5...Ne4, 5... Be7

Ruy Lopez (Spanish Game), Open Morphy Defence (5...Ne4)

Ruy Lopez (Spanish Game), Closed Morphy Defence (5...Be7)

C80

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4

Ruy Lopez, Open Morphy Variation

C81

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5 7. Bb3 d5 8. de5 Be6 9. Qe2

Ruy Lopez, Open Morphy Variation

C82

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5 7. Bb3 d5 8. de5 Be6 9. c3

Ruy Lopez, Open Morphy Variation

C83

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Ne4 6. d4 b5 7. Bb3 d5 8. de5 Be6 9. c3 Be7

Ruy Lopez, Open Morphy Variation

C84

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7

Ruy Lopez, Closed Morphy Defence

C85

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Bc6 dc6

Ruy Lopez, Delayed Exchange Variation

C86

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Qe2

Ruy Lopez, Worrall Attack

C87

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 d6

Ruy Lopez, Closed Morphy Defence

C88

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3

Ruy Lopez, Closed Morphy Defence

C89

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d5

Ruy Lopez, Marshall Gambit

C9

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6

Ruy Lopez (Spanish Game), Closed Morphy Defence (5...Be7), Main line

C90

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6

Ruy Lopez, Closed Morphy Defence

C91

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. d4

Ruy Lopez, Closed Morphy Defence

C92

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3

Ruy Lopez, Closed Morphy Defence

C93

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 h6

Ruy Lopez, Closed Morphy Defence

C94

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Nb8

Ruy Lopez, Closed Morphy Defence, Breyer Variation

C95

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Nb8 10. d4

Ruy Lopez, Closed Morphy Defence, Breyer Variation

C96

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2

Ruy Lopez, Closed Morphy Defence, Tchigorin Variation

C97

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2
c5 11. d4 Qc7

Ruy Lopez, Closed Morphy Defence, Tchigorin Variation

C98

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2
c5 11. d4 Qc7 12. Nbd2 Nc6

Ruy Lopez, Closed Morphy Defence, Tchigorin Variation

C99

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2
c5 11. d4 Qc7 12. Nbd2 cd4 13. cd4

Ruy Lopez, Closed Morphy Defence, Tchigorin Variation

D

- 1. d4 d5

Double Queen Pawn games

- 1. d4 Nf6 2. c4 g6 + d7-d5

Grunfeld Defence

D0

1. d4 d5

Double Queen Pawn games

D00

1. d4 d5

Double Queen Pawn games

D01

1. d4 d5 2. Nc3 Nf6 3. Bg5

(Richter-)Veresov System

D02

1. d4 d5 2. Nf3

Double Queen Pawn games

D03

1. d4 d5 2. Nf3 Nf6 3. Bg5

Double Queen Pawn games

D04

1. d4 d5 2. Nf3 Nf6 3. e3

Colle System

D05

1. d4 d5 2. Nf3 Nf6 3. e3 e6

Colle System

D06

1. d4 d5 2. c4

Queen's Gambit

D07

1. d4 d5 2. c4 Nc6

Queen's Gambit, Tchigorin defence

D08

1. d4 d5 2. c4 e5

Queen's Gambit, Albin Counter-Gambit

D09

1. d4 d5 2. c4 e5 3. de5 d4 4. Nf3 Nc6 5. g3

Queen's Gambit, Albin Counter-Gambit

D1

1. d4 d5 2. c4 c6

Queen's Gambit Declined, Slav Defence

D10

1. d4 d5 2. c4 c6

Queen's Gambit Declined, Slav Defence

D11

1. d4 d5 2. c4 c6 3. Nf3

Queen's Gambit Declined, Slav Defence

D12

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. e3 Bf5

Queen's Gambit Declined, Slav Defence

D13

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cd5 cd5

Queen's Gambit Declined, Slav Defence, Exchange Variation

D14

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cd5 cd5 5. Bf4 Bf5

Queen's Gambit Declined, Slav Defence, Exchange Variation

D15

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3

Queen's Gambit Declined, Slav Defence

D16

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4

Queen's Gambit Declined, Slav Defence, Dutch Variation

D17

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5

Queen's Gambit Declined, Slav Defence, Dutch Variation

D18

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5 6. e3

Queen's Gambit Declined, Slav Defence, Dutch Variation

D19

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dc4 5. a4 Bf5 6. e3 e6 7. Bc4 Bb4 8. O-O O-O 9. Qe2

Queen's Gambit Declined, Slav Defence, Dutch Variation

D2

1. d4 d5 2. c4 dc4

Queen's Gambit Accepted

D20

1. d4 d5 2. c4 dc4

Queen's Gambit Accepted

D21

1. d4 d5 2. c4 dc4 3. Nf3

Queen's Gambit Accepted

D22

1. d4 d5 2. c4 dc4 3. Nf3 a6 4. e3

Queen's Gambit Accepted, Alekhine Variation

D23

1. d4 d5 2. c4 dc4 3. Nf3 Nf6

Queen's Gambit Accepted

D24

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. Nc3

Queen's Gambit Accepted

D25

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3

Queen's Gambit Accepted

D26

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6

Queen's Gambit Accepted

D27

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6

Queen's Gambit Accepted

D28

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6 7. Qe2

Queen's Gambit Accepted

D29

1. d4 d5 2. c4 dc4 3. Nf3 Nf6 4. e3 e6 5. Bc4 c5 6. O-O a6 7. Qe2 b5 8. Bb3 Bb7

Queen's Gambit Accepted

D3

1. d4 d5 2. c4 e6

Queen's Gambit Declined, Orthodox Defence

D30

1. d4 d5 2. c4 e6

Queen's Gambit Declined, Orthodox Defence

D31

1. d4 d5 2. c4 e6 3. Nc3

Queen's Gambit Declined, Orthodox Defence

D32

1. d4 d5 2. c4 e6 3. Nc3 c5

Queen's Gambit Declined, Tarrasch Defence

D33

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cd5 ed5 5. Nf3 Nc6 6. g3

Queen's Gambit Declined, Tarrasch Defence, Schlechter-Rubinstein system

D34

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cd5 ed5 5. Nf3 Nc6 6. g3 Nf6 7. Bg2 Be7

Queen's Gambit Declined, Tarrasch Defence, Schlechter-Rubinstein system

D35

1. d4 d5 2. c4 e6 3. Nc3 Nf6

Queen's Gambit Declined, Orthodox Defence

D36

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cd5 ed5 5. Bg5 c6 6. Qc2

Queen's Gambit Declined, Exchange Variation

D37

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3

Queen's Gambit Declined, Orthodox Defence

D38

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Bb4

Queen's Gambit Declined, Ragozin Variation

D39

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Bb4 5. Bg5 dc4

Queen's Gambit Declined, Vienna Variation

D4

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3

Queen's Gambit Declined, Orthodox Defence with 4. Nf3

D40

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5

Queen's Gambit Declined, Semi-Tarrasch (Improved Tarrasch) Defence

D41

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5 5. cd5

Queen's Gambit Declined, Semi-Tarrasch (Improved Tarrasch) Defence

D42

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5 5. cd5 Nd5 6. e3 Nc6 7. Bd3

Queen's Gambit Declined, Semi-Tarrasch (Improved Tarrasch) Defence

D43

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6

Queen's Gambit Declined, Semi-Slav Defence

D44

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. Bg5 dc4

Queen's Gambit Declined, Semi-Slav Defence, Anti-Meran System

D45

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3

Queen's Gambit Declined, Semi-Slav Defence

D46

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3

Queen's Gambit Declined, Semi-Slav Defence

D47

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4 7. Bc4

Queen's Gambit Declined, Semi-Slav Defence, Meran Variation

D48

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4 7. Bc4 b5 8. Bd3 a6

Queen's Gambit Declined, Semi-Slav Defence, Meran Variation

D49

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c6 5. e3 Nbd7 6. Bd3 dc4 7. Bc4 b5 8. Bd3 a6 9. e4 c5 10. e5 cd4 11. Nb5

Queen's Gambit Declined, Semi-Slav Defence, Meran Variation

D5

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5

Queen's Gambit Declined, Orthodox Defence with 4. Bg5

D50

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5

Queen's Gambit Declined, Orthodox Defence

D51

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7

Queen's Gambit Declined, Orthodox Defence

D52

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3

Queen's Gambit Declined, Orthodox Defence

D53

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7

Queen's Gambit Declined, Orthodox Defence

D54

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Rc1

Queen's Gambit Declined, Orthodox Defence

D55

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3

Queen's Gambit Declined, Orthodox Defence

D56

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4

Queen's Gambit Declined, Orthodox Defence

D57

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4 Ne4 8. Be7 Qe7 9. cd5 Nc3 10. bc3

Queen's Gambit Declined, Orthodox Defence, Lasker System

D58

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4 b6

Queen's Gambit Declined, Orthodox Defence, Tartakower Variation

D59

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4 b6 8. cd5 Nd5

D6

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7

Queen's Gambit Declined, Orthodox Defence with 4. Bg5, main line

D60

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7

Queen's Gambit Declined, Orthodox Defence

D61

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Qc2

Queen's Gambit Declined, Orthodox Defence, Rubinstein Variation

D62

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Qc2 c5 8. dc5

Queen's Gambit Declined, Orthodox Defence, Rubinstein Variation

D63

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1

Queen's Gambit Declined, Orthodox Defence

D64

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Qc2

Queen's Gambit Declined, Orthodox Defence, Tempo-Struggle Variation

D65

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Qc2 a6 9. cd5

Queen's Gambit Declined, Orthodox Defence, Tempo-Struggle Variation

D66

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3

Queen's Gambit Declined, Orthodox Defence, Main Variation

D67

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5

Queen's Gambit Declined, Orthodox Defence, Capablanca System

D68

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5 10. Be7 Qe7 11. O-O Nc3 12. Rc3 e5

Queen's Gambit Declined, Orthodox Defence, Capablanca System

D69

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3 dc4 9. Bc4 Nd5 10. Be7 Qe7 11. O-O Nc3 12. Rc3 e5 13. de5 Ne5 14. Ne5 Qe5

Queen's Gambit Declined, Orthodox Defence, Capablanca System

D7

1. d4 Nf6 2. c4 g6 R' d7-d5

mostly King's Indian Defence

D70

1. d4 Nf6 2. c4 g6

King's Indian Defence

D71

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. cd5 Nd5

Grunfeld Defence, Fianchetto Variation

D72

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. cd5 Nd5 6. e4 Nb6 7. Ne2

Grunfeld Defence, Fianchetto Variation

D73

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O

Grunfeld Defence, Fianchetto Variation

D74

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5 7. O-O

Grunfeld Defence, Fianchetto Variation

D75

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5 7. O-O c5

Grunfeld Defence, Fianchetto Variation

D76

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. cd5 Nd5 7. O-O Nb6

Grunfeld Defence, Fianchetto Variation

D77

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O

Grinfeld Defence, Fianchetto Variation

D78

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O c6

Grinfeld Defence, Fianchetto Variation, Schlechter System

D79

1. d4 Nf6 2. c4 g6 3. g3 d5 4. Bg2 Bg7 5. Nf3 O-O 6. O-O c6 7. cd5 cd5

Grinfeld Defence, Fianchetto Variation

D8

1. d4 Nf6 2. c4 g6 3. Nc3 d5

Grinfeld Defence

D80

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bg5

Grinfeld Defence, Taimanov Variation

D81

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Qb3

Grinfeld Defence, system with 4. Bf4

D82

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4

Grinfeld Defence, system with 4. Bf4

D83

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O

Grinfeld Defence, system with 4. Bf4

D84

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O 6. cd5 Nd5 7. Nd5 Qd5 8. Bc7

Grinfeld Defence, system with 4. Bf4

D85

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5

Grinfeld Defence, Exchange Variation

D86

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7 7. Bc4

Grinfeld Defence, Exchange Variation

D87

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7 7. Bc4 O-O 8. Ne2 c5

Grinfeld Defence, Exchange Variation

D88

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7 7. Bc4 O-O 8. Ne2 c5 9. O-O Nc6 10. Be3 cd4 11. cd4

Grinfeld Defence, Exchange Variation

D89

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7 7. Bc4 O-O 8. Ne2 c5 9. O-O Nc6 10. Be3 cd4 11. cd4 Bg4 12. f3 Na5 13. Bd3

Grunfeld Defence, Exchange Variation

D9

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3

Grunfeld Defence

D90

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3

Grunfeld Defence

D91

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bg5

Grunfeld Defence, system with 5. Bg5

D92

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bf4

Grunfeld Defence, system with 5. Bf4

D93

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bf4 O-O 6. e3

Grunfeld Defence,

D94

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. e3

Grinfeld Defence, Quiet (slow) system

D95

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. e3 O-O 6. Qb3

Grinfeld Defence, Quiet (slow) system

D96

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3

Grinfeld Defence, Russian system

D97

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O 7. e4

Grinfeld Defence, Russian system

D98

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O 7. e4 Bg4

Grinfeld Defence, Russian system

D99

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 dc4 6. Qc4 O-O 7. e4 Bg4 8. Be3 Nfd7 9. Qb3

Grinfeld Defence, Russian system, Smyslov variation

E

- 1. d4 Nf6 2. c4 e6

Indian systems with ...e6

- 1. d4 Nf6 2. c4 g6 ' d7-d5

Indian systems with ...g6 (except Grunfeld)

EO

1. d4 Nf6 2. c4 e6 3. g3

Neo-Catalan

E00

1. d4 Nf6 2. c4 e6 3. g3

Neo-Catalan

E01

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2

Catalan

E02

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Qa4

Catalan, Open Variation

E03

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Qa4 Nbd7 6. Qc4

Catalan, Open Variation

E04

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Nf3

Catalan, Open Variation

E05

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 dc4 5. Nf3 Be7

Catalan, Open Variation

E06

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3

Catalan, Closed Variation

E07

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7

Catalan, Closed Variation

E08

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7 7. Qc2

Catalan, Closed Variation

E09

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 O-O 6. O-O Nbd7 7. Qc2 c6 8. Nbd2

Catalan, Closed Variation

E1

1. d4 Nf6 2. c4 e6 3. Nf3

Indian Defences with 3. Nf3

E10

1. d4 Nf6 2. c4 e6 3. Nf3

Indian system with 2...e6

E11

1. d4 Nf6 2. c4 e6 3. Nf3 Bb4

Bogo-Indian Defence

E12

1. d4 Nf6 2. c4 e6 3. Nf3 b6

Queen's Indian Defence

E13

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. Nc3 Bb7 5. Bg5 h6 6. Bh4 Bb4

Queen's Indian Defence

E14

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. e3

Queen's Indian Defence, Closed Variation

E15

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3

Queen's Indian Defence, Classical Variation

E16

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Bb4

Queen's Indian Defence, Classical Variation

E17

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7

Queen's Indian Defence, Classical Variation

E18

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O 7. Nc3

Queen's Indian Defence, Classical Variation

E19

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O 7. Nc3 Ne4 8. Qc2 Nc3 9. Qc3

Queen's Indian Defence, Classical Variation

E2

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4

Nimzo-Indian Defence

E20

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4

Nimzo-Indian Defence

E21

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3

Nimzo-Indian Defence, Three Knights' System

E22

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3

Nimzo-Indian Defence, Spielmann Variation

E23

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3 c5 5. dc5 Nc6

Nimzo-Indian Defence, Spielmann Variation

E24

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3

Nimzo-Indian Defence, Samisch Variation

E25

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 c5 6. f3 d5 7. cd5

Nimzo-Indian Defence, Open Samisch Variation

E26

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 c5 6. e3

Nimzo-Indian Defence, Closed Samisch Variation

E27

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O

Nimzo-Indian Defence, Samisch Variation

E28

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O 6. e3

Nimzo-Indian Defence, Closed Samisch Variation

E29

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bc3 5. bc3 O-O 6. e3 c5 7. Bd3 Nc6

Nimzo-Indian Defence, Closed Samisch Variation

E3

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4: + 4. Bg5, 4. Qc2

Nimzo-Indian Defence, Leningrad Variation

Nimzo-Indian Defence, Classical Variation

E30

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5

Nimzo-Indian Defence, Leningrad Variation

E31

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 h6 5. Bh4 c5 6. d5 d6

Nimzo-Indian Defence, Leningrad Variation

E32

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2

Nimzo-Indian Defence, Classical Variation

E33

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 Nc6

Nimzo-Indian Defence, Classical Variation, Milner-Barry Variation

E34

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5

Nimzo-Indian Defence, Classical Variation

E35

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. cd5 ed5

Nimzo-Indian Defence, Classical Variation

E36

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. a3

Nimzo-Indian Defence, Classical Variation

E37

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. a3 Bc3 6. Qc3 Ne4 7. Qc2

Nimzo-Indian Defence, Classical Variation

E38

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5

Nimzo-Indian Defence, Classical Variation

E39

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5 5. dc5 O-O 6. Nf3

Nimzo-Indian Defence, Classical Variation

E4

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3

Nimzo-Indian Defence, Rubinstein Variation

E40

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3

Nimzo-Indian Defence, Rubinstein Variation

E41

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5

Nimzo-Indian Defence, Rubinstein Variation, Hubner System

E42

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Ne2

Nimzo-Indian Defence, Rubinstein Variation, Rubinstein System

E43

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6

Nimzo-Indian Defence, Rubinstein Variation, Fischer Variation

E44

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Ne2

Nimzo-Indian Defence, Rubinstein Variation, Fischer Variation

E45

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Ne2 Ba6

Nimzo-Indian Defence, Rubinstein Variation, Fischer Variation

E46

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O

Nimzo-Indian Defence, Rubinstein Variation, (main line)

E47

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3

Nimzo-Indian Defence, Rubinstein Variation, (main line)

E48

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5

Nimzo-Indian Defence, Rubinstein Variation (main line)

E49

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5 6. a3 Bc3 7. bc3

Nimzo-Indian Defence, Rubinstein Variation (Closed Samisch Variation)

E5

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3

Nimzo-Indian Defence, Rubinstein Variation with 4...O-O

E50

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3

Nimzo-Indian Defence, Rubinstein Variation

E51

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5

Nimzo-Indian Defence, Rubinstein Variation

E52

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 b6

Nimzo-Indian Defence, Rubinstein Variation, Tal Variation

E53

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5

Nimzo-Indian Defence, Rubinstein Variation

E54

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O dc4 8. Bc4

Nimzo-Indian Defence, Rubinstein Variation, Bronstein (Bd7) and Smyslov (Qe7) Variations

E55

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O dc4 8. Bc4 Nbd7

Nimzo-Indian Defence, Rubinstein Variation, Parma Variation

E56

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O Nc6

Nimzo-Indian Defence, Rubinstein Variation (main line)

E57

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O Nc6 8. a3 dc4 9. Bc4 cd4

Nimzo-Indian Defence, Rubinstein Variation (main line)

E58

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O Nc6 8. a3 Bc3 9. bc3

Nimzo-Indian Defence, Rubinstein Variation (main line)

E59

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Nf3 d5 6. Bd3 c5 7. O-O Nc6 8. a3 Bc3 9. bc3 dc4 10. Bc4

Nimzo-Indian Defence, Rubinstein Variation (main line)

E6

1. d4 Nf6 2. c4 g6 R' d7-d5

King's Indian Defence

E60

1. d4 Nf6 2. c4 g6

King's Indian Defence

E61

1. d4 Nf6 2. c4 g6 3. Nc3

King's Indian Defence

E62

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3

King's Indian Defence, Fianchetto Variation

E63

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nc6 7. O-O a6

King's Indian Defence, Fianchetto Variation, Panno system

E64

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5

King's Indian Defence, Fianchetto Variation, Leningrad variation

E65

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5 7. O-O

King's Indian Defence, Fianchetto Variation, Leningrad variation

E66

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 c5 7. O-O Nc6 8. d5

King's Indian Defence, Fianchetto Variation, Leningrad variation

E67

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7

King's Indian Defence, Fianchetto Variation, classical system

E68

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7 7. O-O e5 8. e4

King's Indian Defence, Fianchetto Variation, classical system

E69

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 d6 5. g3 O-O 6. Bg2 Nbd7 7. O-O e5 8. e4 c6 9. h3

King's Indian Defence, Fianchetto Variation, classical system

E7

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

King's Indian Defence

E70

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4

King's Indian Defence

E71

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. h3

King's Indian Defence, system with 5.h3

E72

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. g3

King's Indian Defence, Fianchetto Variation

E73

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2

King's Indian Defence

E74

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 c5

King's Indian Defence, Averbakh Variation

E75

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Bg5 c5 7. d5 e6

King's Indian Defence, Averbakh Variation

E76

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4

King's Indian Defence, Four Pawns' Attack

E77

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2

King's Indian Defence, Four Pawns' Attack

E78

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2 c5 7. Nf3

King's Indian Defence, Four Pawns' Attack

E79

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Be2 c5 7. Nf3 cd4 8. Nd4 Nc6 9. Be3

King's Indian Defence, Four Pawns' Attack

E8

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3

King's Indian Defence, Samisch Variation

E80

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3

King's Indian Defence, Samisch Variation

E81

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O

King's Indian Defence, Samisch Variation

E82

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 b6

King's Indian Defence, Samisch Variation, Byrne System

E83

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6

King's Indian Defence, Samisch Variation

E84

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Qd2 Rb8

King's Indian Defence, Samisch Variation

E85

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5

King's Indian Defence, Samisch Variation

E86

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. Nge2 c6

King's Indian Defence, Samisch Variation

E87

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5

King's Indian Defence, Samisch Variation

E88

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5 c6

King's Indian Defence, Samisch Variation

E89

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5 c6 8. Nge2 cd5

King's Indian Defence, Samisch Variation

E9

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3

King's Indian Defence, Classical Variation

E90

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3

King's Indian Defence, Classical Variation

E91

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2

King's Indian Defence, Classical Variation

E92

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5

King's Indian Defence, Classical Variation

E93

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. d5 Nbd7

King's Indian Defence, Classical Variation, Petrosian System

E94

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O

King's Indian Defence, Classical Variation, Old system

E95

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nbd7 8. Re1

King's Indian Defence, Classical Variation, Old system

E96

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nbd7 8. Re1 c6 9. Bf1 a5

King's Indian Defence, Classical Variation, Old system

E97

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6

King's Indian Defence, Classical Variation, Mar del Plata Variation

E98

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6 8. d5 Ne7 9. Ne1

King's Indian Defence, Classical Variation, Mar del Plata Variation

E99

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6 8. d5 Ne7 9. Ne1 Nd7 10. f3 f5

King's Indian Defence, Classical Variation, Mar del Plata Variation

Back to [Chess Coaching Page](#)

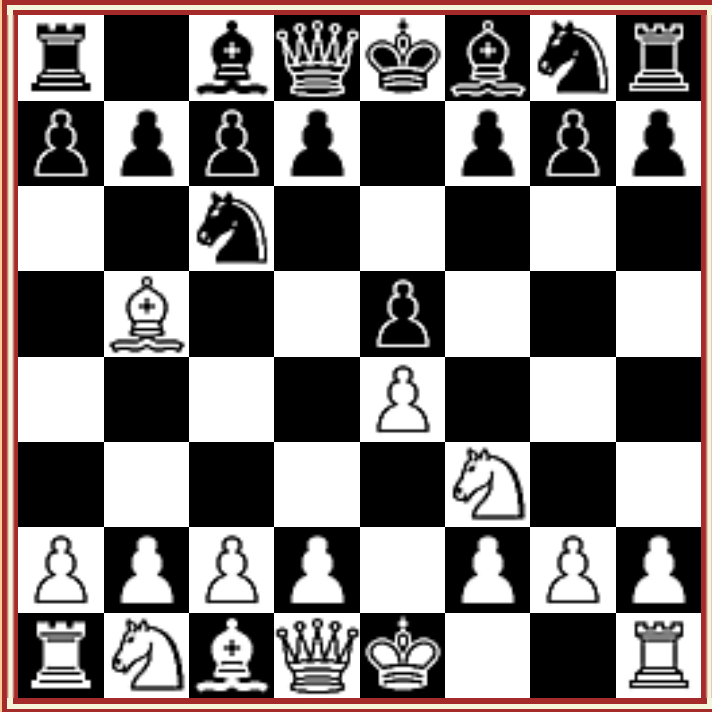
This document (Openings\ecolist.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club:

The Ruy Lopez - Spanish Torture?



[Introduction *](#)

[The Ideas behind the Ruy Lopez *](#)

[Some Key Variations of the Ruy Lopez *](#)

[Variations of the Ruy Lopez without 3...a6 *](#)

Strong-point lines with ...d6, ...Nge7 and/or ...g6. [*](#)

Active lines with ...Bc5 and/or ...Nf6 [*](#)

Make a mess with 3...Nd4 [*](#)

[Variations of the Ruy Lopez with 3...a6 *](#)

The Exchange Variation [*](#)

[The Closed Morphy Defence *](#)

[The Tchigorin Counterattack *](#)

[Modern variations in the Closed Morphy. *](#)

[Index of games: *](#)

[Bibliography *](#)

Introduction

The Spanish priest Ruy Lopez, who was the strongest player of his day, described the opening which bears his name in the 1500s. At least, the British and Americans know it as the Ruy Lopez: in Europe they are more likely to call it the Spanish Game, and Tartakower wryly referred to it as Spanish Torture. (Because I was brought up in East Anglia and not Spain, I described it for years as the "Royal Opez", but it is properly pronounced more like "Ree Lop'eth".)

It remains the most important of the King's-side openings, and is still generally considered the best way to keep White's initiative going after **1...e5**. It is no accident that most of the games in Bronstein's book "**200 Open Games**" begin with the Ruy Lopez opening.

The ideas for each side in the Ruy Lopez are very many and varied; I hope below to introduce some of the basic concepts and give you some landmarks for your own exploration of this fine opening.

The first few moves of the Ruy Lopez opening are easy to follow: **1. e4 e5 2. Nf3 Nc6** is very natural. The moves often played by juniors here, *3. Bc4* and *3. d4*, are also easy to understand, but may not be the strongest. *3.d4*, the Scotch Opening, leads to an early clash but perhaps also an early simplification, with a loss of tension and thus winning chances for both sides. The Italian game with *3. Bc4*, hitting *f7* and hoping to deter ...*d5*, paradoxically rather invites ...*d7-d5* and an early exchange in the centre, with equality. This is because the logical follow-up *3. Bc4 Bc5 4. c3 Nf6*, results in Black regaining control of the *d5* point.

The Ruy Lopez move, **3. Bb5**, keeps the idea of taking over the centre with *d2-d4* (or with *c2-c3* and *d2-d4*), but first does a number of important other jobs. Like in the Italian Game, the Bishop clears the way for White to castle, and then play *Rf1-e1*. But on *b5* rather than *c4* the Bishop cannot be hit by ...*d7-d5*. If Black does ever move the *d*-Pawn, the half-pin of the Knight on *c6* becomes a full pin, undermining Black's control of *e5* and *d4*.

In the short term there is an immediate threat: the Bishop attacks the Knight that defends the pawn

attacked by the Knight (the house that Ruy built). It would be great for White if it worked so simply, but after **3...(pass); 4 Bxc6, dxc6! 5 Nxe5?! Qd4!** Black will regain his pawn through the *double attack*. So, the immediate threat to the Pawn isn't quite so deadly, but once White has castled and/or protected the e-Pawn the threat will become real. Also, the Pawn on e5 is a lot easier to get at than the one on f7, and Black can get badly tied up or just stiff and cramped trying to hold on to a share of the centre.

The other tactical point to note is that the counterattack by Black on e4 by ...Nf6 can be met by White castling, since after ...Nf6xe4 White has Rf1-e1: if White does not win a piece, it is at least often awkward for Black to get the King's-side sorted. So : **1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O! Nxe4 5. d4!** and White has an edge.

The most natural sequence of moves trying to hold onto e5 leads to trouble for Black: after **1 e4, e5; 2 Nf3, Nc6; 3 Bb5, d6; 4 d4, Bd7; 5 Nc3, Nf6; 6 O-O, Be7; 7 Re1, exd4; 8 Nxd4, O-O; 9 Bf1!** (to stop the exchanges threatened by 9...Nxd4) when Black has lots of pieces but not enough space.

Why does Black play **7...exd4** when I said the idea is to hold on in the centre? Tarrasch's famous trap showed that Black cannot play **7...O-O** because of the forcing continuation **8.Bxc6 Bxc6 9.dxe5 dxe5 10. Qxd8 Raxd8 [10...Rfxd8 allows 15 Kf1 - see later 11.Nxe5 Bxe4 12.Nxe4 Nxe4 13.Nd3 f5 14.f3 Bc5+ 15.Kf1] 11.Nxe5 Bxe4 [11...Nxe4 12.Nxc6] 12.Nxe4 Nxe4 13.Nd3 f5 14.f3 Bc5+ 15.Nxc5 [15.Kf1 Bb6 16.fxe4 fxe4+; 15.Kh1 Nf2+ 16.Nxf2 Bxf2 17.Rf1] 15...Nxc5 16.Bg5 Rd5 [16...Rde8 17.Be7] 17.Be7 Re8 18.c4 winning the exchange. (If instead **10...Rexd8** White would have **15 Kh1 (15...Rxd3; 16 fxe4).**) Tarrasch won a game with this against Marco AFTER publishing it as analysis! **1-0** wins the exchange. (If instead **10...Rexd8** White would have **15 Kh1 (15...Rxd3; 16 fxe4).**)**

These lines had a strong effect on players who started to realise just how good the Ruy Lopez is. The Giuoco Piano is a great opening for your early chess years; the Ruy Lopez is an opening for life.

Black has many lines, which fall into basically two approaches (as usual): **defence** or **counterattack**. Defence of the strong point at e5 we have looked at with **3...d6**, the *Steinitz Defence*, (or **3...a6; 4 Ba4, d6**, the *Deferred Steinitz Defence*), but we have seen that the point cannot be held for long; counterattack may be attempted with **3...Nf6**, the *Berlin Defence*, or **3...a6; 4 Ba4, Nf6**; the *Morphy Defence*. The Morphy move 3...a6 was an important refinement of Black's resources, making the Bishop choose its diagonal and allowing the pin-breaking ...b5. Reuben Fine gives an instructive comparison of variations with and without ...a6:

In reply to the Morphy the obvious **5 Nc3** is rather boring, but White can play **5 O-O** since, as we have seen, Black cannot really win the e4 pawn. The Morphy has itself a strong point line, **5 O-O, Be7; 6 Re1, b5; 7 Bb3, d6**, the *Closed Morphy Defence*, and a counter-attacking line, **5 O-O, Nxe4; 6 d4, b5; 7 Bb3, d5**, the *Open Morphy Defence*. These are systems of great richness, and the Closed Morphy best avoided until your chess understanding is well advanced.

The Ideas behind the Ruy Lopez

White plays for an immediate break in the centre

5 d4 or **5 Qe2** (idea O-O and Rd1) or **5.Qe2/6.Qe2** lead to more familiar open and attacking e-pawn styles of game. An example: **1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 exd4 6. O-O Be7 7. Re1 b5 8. Bb3 d6 9. Bd5 Nxd5 10. exd5 Ne5 11. Nxd4 O-O**

This is about even, and, I hope, a game juniors would enjoy playing as either colour; these variations are a good introduction to the Ruy Lopez.

Black plays for an immediate break in the centre

This is probably a good way to play the Ruy for Black in your early career. The Open Morphy Defence relies above all on piece activity, and obeys two good general opening rules for Black:

(a) If your opponent lets you take a central Pawn, take it off if you do not lose a piece (viz. **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Nxe4** and now after **6. Re1** Black is in no pin, so 6...Nc5 or 6...Nd6 are quite all right.)

(b) Aim to play ...d5 yourself if you can

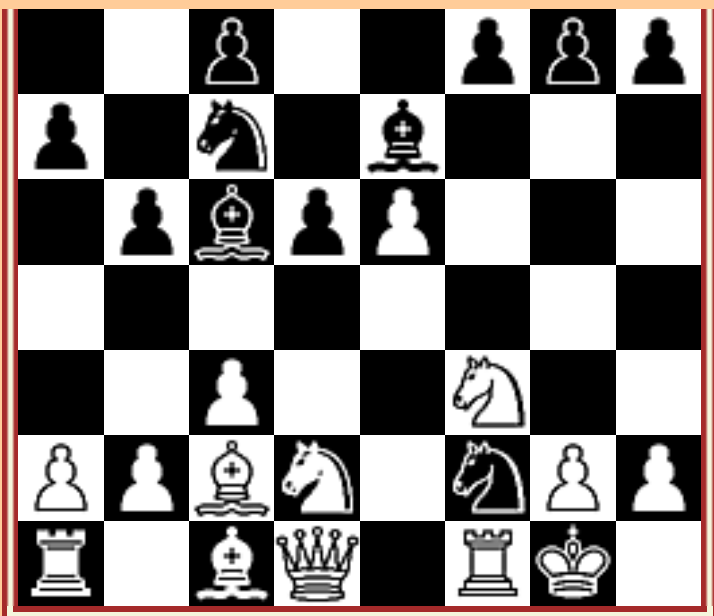
Grandmaster theory suggests that Black is taking on rather a lot of weaknesses when playing this way, but that may not be so important if you are not playing Grandmasters. Siegbert Tarrasch, who was so effective playing the Ruy as White, preferred to play this way as Black, and since then Max Euwe, Victor Kortchnoi, Artur Yusupov, Jan Timman and Viswanathan Anand have all been happy to play the Open Morphy at World Championship and Candidates' level, so you can see that this is not very much of a handicap.

The veteran English player Vernon Dilworth suggested the most aggressive way of playing the Open Morphy as Black:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.c3 Bc5 10.Nbd2 0-0 11.Bc2 Nxf2

Black sacrifices two active pieces for a Rook while White is still getting the Queen's-side organised. Black will follow up with ...f6, attacking down the f-file.





Black can play more calmly at move 11 (*11...Bf5* is fashionable since Kortchnoi adopted it), or earlier play *9...Be7* (Euwe's preference) or *9...Nc5* (Kortchnoi's other preference). These lines are all rather complex and there is a lot of theory on them, but until your opponents know all the theory, get stuck in!

There are several other lines where we see an early ...d5 by Black:

...d5 in the Marshall Gambit, a favourite of club players: **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 0-0 8.c3 d5 9.exd5 Nxd5 10.Nxe5 Nxe5 11.Rxe5 c6**, e.g. **12.d4 Bd6 13.Re1 Qh4 14.g3 Qh3 15.Be3 Bg4 16.Qd3 Rae8 17.Nd2 f5 18.f4 Kh8 19.Bxd5 cxd5 20.Qf1 Qh5 21.Qg2 Re4 22.a4 bxa4 23.Rxa4 g5 24.Nxe4 fxe4 25.Rxa6 gxf4 26.Rxd6 fxe3 27.Rxe3 Bh3 28.g4 Qxg4 29.Rg3 Qd1 + 0-1**, Kosten-Hebden, 1982.

...d5 in the normal Closed Morphy: e.g. Kasparov,G (2800) - Karpov,A (2730) [C92] Wch35-KK5 USA/FRA (New York) (8), 1990 **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Nd7 10.d4 Bf6 11.a4 Bb7 12.Be3 Na5 13.Bc2 Nc4 14.Bc1 d5! TN**

...d5 in the Classical Defence: **1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4. c3 d5?!!** Or more sanely, **Unzicker - Fischer Leipzig 1960 1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.c3 Nf6 5.d4 Bb6 6.0-0 0-0 7.Re1 exd4 8.cxd4 d5 9.e5 Ne4 10.Nc3 Bg4 11.Bxc6 bxc6 12.Nxe4 dxe4 13.Rxe4 Bxf3 14.Qxf3 Bxd4 15.Be3 Bxb2 16.Rb1 f5 17.exf6 1/2-1/2**

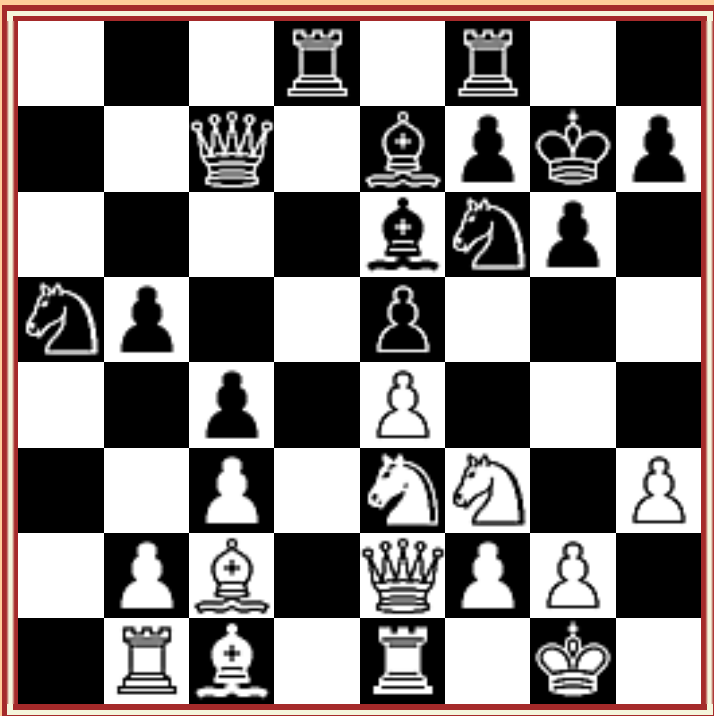
And wherever else White is slack, e.g. **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5. Nc3** or **5. d3** when Black should get castled and look for **...d7-d5**. Tiviakov,S (2625) - Sokolov,I (2665) [C86]Wijk (10), 1996 **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.Qe2 Be7 6.c3 0-0 7.0-0 b5 8.Bb3 d5 9.d3 Re8 10.Re1 h6 11.Nbd2 Be6 12.Nf1 Bc5 13.Ng3 a5 (...0-1, 41),**

White's outpost on d5

Tal - Bronstein [C96] 1956

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Na5 10. Bc2 c5 11.d4 Nc6 12.Nbd2 Qb6 13.dxc5 dxc5 14.Nf1 Be6 15.Ne3 Rad8 16.Qe2 g6 17.Ng5 c4 ! 18.a4 Kg7 19.axb5 axb5 20.Rb1 Na5 21.Nf3 Qc7

Every White piece is queuing up behind the e-pawn, waiting for...



22.Nd5 ! 22...Bxd5 23.exd5

White's pieces control many central squares, and the Bishops have new avenues of attack.

23...Rfe8 24.Qxe5 Qxe5 25.Nxe5 Nxd5 26.Ra1 Nb3 27.Bxb3 cxb3 28.Bh6+ ! 28...Kg8 ?! 29. Nc6 Rc8 30.Rad1 Rxc6 31.Rxd5 f6 32.Rxb5 g5 33.Rxb3 Kf7 34.Rb7 Re6 35.Rxe6 Kxe6 36. h4 Rg8 37.f4 Bc5+ 38.Kf1 gxh4 39.Rb5 Rc8 40.f5+ Kd6 41.b4 h3 42.Rxc5 h2 43.Bf4+ 1-0

White's outpost on f5

This is a simple way to play all closed double King's-Pawn positions: park a Knight on f5 and play for a King's-side attack.

Teichmann,R - Schlechter,C [C90] Karlsbad, 1911

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.d3

White plays quietly in the centre, hoping to avoid distractions there.

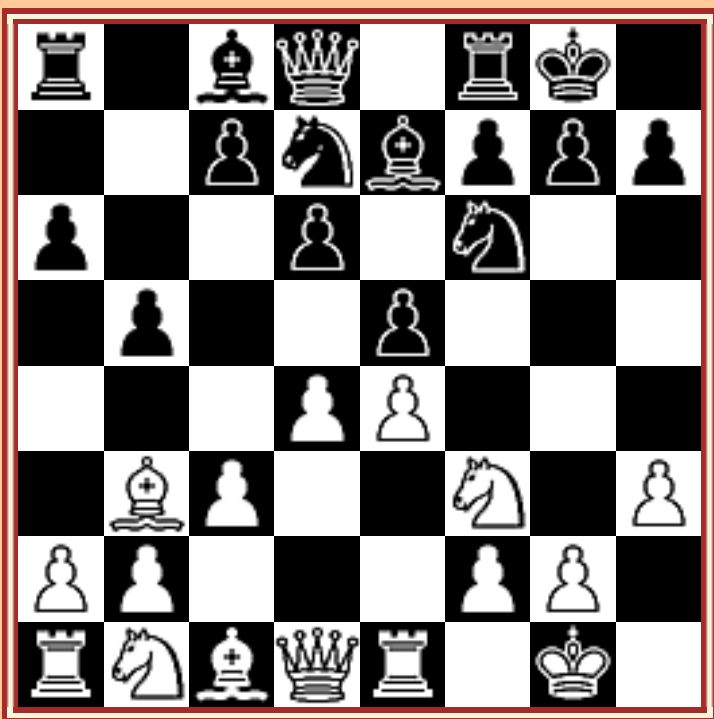
9...Na5 10.Bc2 c5 11.Nbd2 Qc7 12.Nf1 Nc6 13.Ne3 Bb7 14.Nf5 Rfe8 15.Bg5 Nd7 16.Bb3 Nb6 17.Bxe7 Nxe7 18.Bxf7+ Kxf7 19.Ng5+ Kg8 20.Qh5 Nxf5 21.Qxh7+ Kf8 22.Qxf5+ Kg8 23.Qg6 Qd7 24.Re3 1-0

White's central play

You should never forget that one of the key aims for White in the e-Pawn openings is to take over the centre with c3 and d4. If Black takes his eye off the ball White can switch to this plan with effect, and in fact White can win a lot of games through simple domination of the centre. More space and more manoeuvrability means chances of attack:

Fischer,R - Barczay,L [C95] Sousse izt Rd: 1, 1967

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Nb8 10.d4 Nbd7



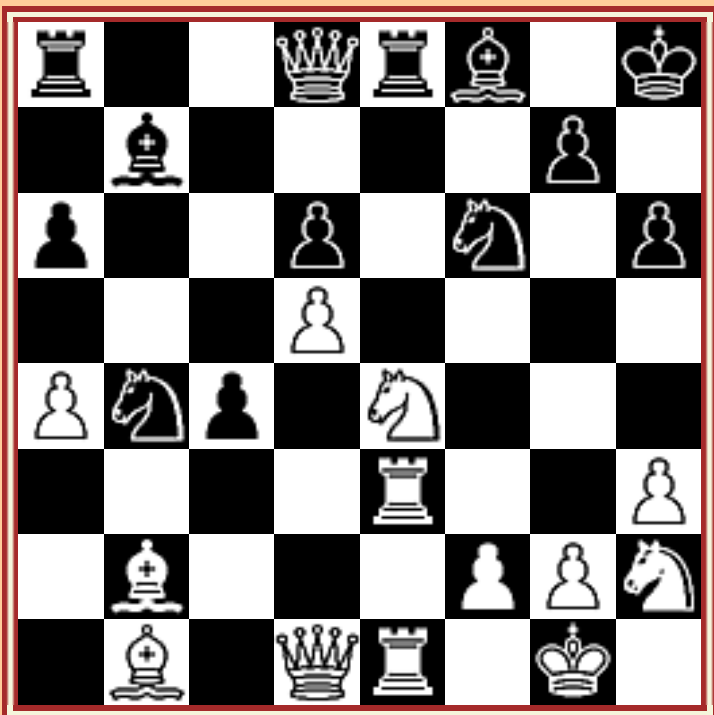
11.Nh4 exd4 12.cxd4 Nb6 13.Nf3 d5 14.e5 Ne4 15.Nbd2 Nxd2 16.Bxd2 Bf5 17.Bc2 Bxc2 18.Qxc2 Rc8 19.b3 Nd7 20.e6 fxe6 21.Rxe6 c5 22.Ba5 Qxa5 23.Rxe7 Qd8 24.Ng5 1-0

White's King's-side attack

The Bishop that lurks on c2 is an ace up White's sleeve: while Black is distracted elsewhere White can suddenly whip out a King's-side attack. A glorious example of this was:

Kasparov,G (2800) - Karpov,A (2730) [C92] (20), 1990

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Bb7 10. d4 Re8 11.Nbd2 Bf8 12.a4 h6 13.Bc2 exd4 14.cxd4 Nb4 15.Bb1 c5 16.d5 Nd7 17.Ra3 f5 18. Rae3 Nf6 19.Nh2 Kh8 20.b3 bxa4 21.bxa4 c4 22.Bb2 fxe4 23.Nxe4



23... Nfxd5 24.Rg3 Re6 25.Ng4 Qe8 26.Nxh6 c3 27.Nf5 cxb2 28.Qg4 Bc8 29.Qh4+ Rh6 30. Nxh6 gxh6 31.Kh2 Qe5 32.Ng5 Qf6 33.Re8 Bf5 34.Qxh6+ [34.Nf7+ is Mate in 6! 34...Qxf7 35. Qxh6+ Bh7 36.Rxa8 Ne7 37.Rxf8+ Ng8 38.Rgxf8+ Qxf8 39.Qxh7#] 34...Qxh6 35.Nf7+ Kh7 36.Bxf5 + Qg6 37.Bxg6+ Kg7 38.Rxa8 Be7 39.Rb8 a5 40.Be4+ Kxf7 41.Bxd5+ 1-0

White can also say nonchalantly that: Black is cramped, and so will find it difficult to organise a defence, so I will attack the King in any event. The situation is usually more complex than this bluntness implies, but the core plan is still played:

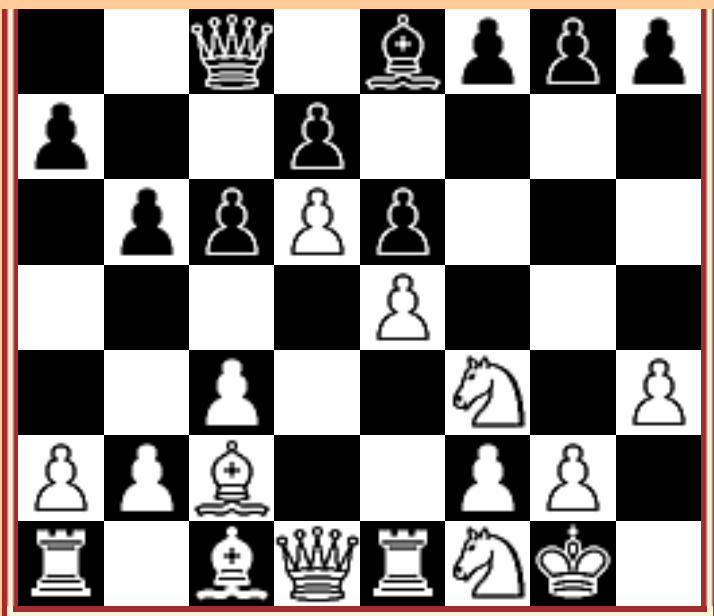
Nunn - Short (Brussels) [C98] 1986 [JDMN]

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0

[8...Na5 9.Bc2 c5 10.d4 Qc7 11.h3 Nc6 12.Be3 0-0 13.Nbd2 Rd8 14.Rc1 Bd7 15.Nf1 b4 16.d5 Na7 17.c4 Nc8 18.g4 Nb6 19.b3 a5 20.Ng3 g6 21.Kh2 a4 22.Rg1 axb3 23.axb3 Bf8 24.Qd2 Ra2 25.Bg5 Bg7 26.Qe3 Rda8 27.Bb1 R2a3 28. Ne1 Kh8 29.Qd3 Ng8 30.Nc2 R3a7 31.Rcf1 Be8 32.Be3 Nd7 33.Ne1 Qd8 34.g5 Qa5 35.h4 Qd8 36.h5 Qe7 37.Nf3 Nb6 38.Rh1 Qd7 39.Kg2 Ne7 40.hxg6 fxg6 41.Rh3 Bf7 42.Rfh1 Bg8 43.Nf5 Rf8 44.Nxg7 Kxg7 45.Qe2 1-0 Capablanca,Jose-Kupchik,Abraham/New York (07) 1915]

9.h3 Na5 10.Bc2 c5 11.d4 Qc7 12.Nbd2 Nc6 13.d5 Nd8 14.Nf1 Ne8





"In olden times White would often attack by g4 and Ng3 in the Closed Spanish; once in a while White would break through with a Nf5 sacrifice, but now it is recognised that so long as all Black's pieces can reach the King's-side, a direct attack should not work. Thus, the emphasis has switched to diversionary Queen's-side play, with a King's-side attack being reserved for a favourable moment when Black's pieces have been lured away. Moreover, the King's-side attack is usually based on f4 rather than g4, since only f4 offers the chance of activating the light-squared Bishop on c2."

"White's preliminary a4 gives him control of the a-file; this may not appear relevant to the conduct of a King's-side attack, but watch what happens later!"

15.a4

[15.g4 g6 16.Ng3 Ng7 17.Kh2 f6 18.Be3 Bd7 19.Qd2 Nf7 20.Rg1 Kh8 21.Raf1 Rg8 22.Ne1 Raf8 = Robatsch-Padevsky, Amsterdam 1972]

15...Rb8 16.axb5 axb5 17.b4 c4 18.Ng3 g6 19.Nh2 Ng7 20.Rf1 Bd7 21.f4 Bh4 22.Qf3 f5 23.fxe5 dxe5 24.exf5 Bxg3 25.Qxg3 Nxf5 26.Qf2 [26.Qe1 +/-] 26...Nb7 27.Ng4 h5 28.Ra6 hxg4 29.Rxg6+ Ng7 30.Rxg7+ [30.Rxg7+ Kxg7 31.Bh6+ Kxh6 (31...Kg8 32.Qxf8+ Rxf8 33.Rxf8#; 31...Kh8 32.Qxf8+ Rxf8 33.Rxf8#) 32.Qh4+ Kg7 33.Qh7#] 1-0

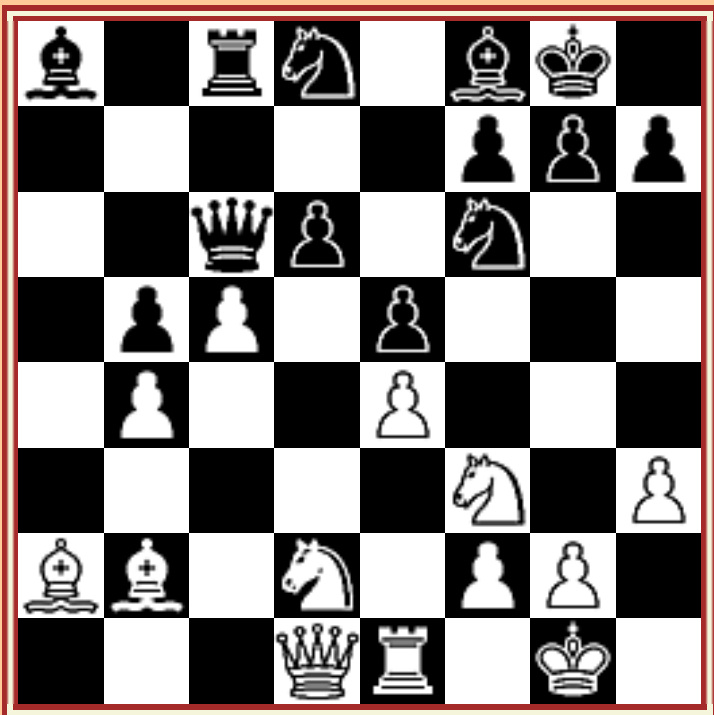
Black's Queen's-side attack

Of course, what else may distract Black from defence of the King's-side is an opportunity to attack the Queen's-side, and this attack can succeed against the best opposition:

Kasparov,G (2700) - Karpov,A (2720) [C92] Wch32-KK2 Moscow (5), 1985

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Bb7 10.d4 Re8 11.Nbd2 Bf8 12.a4 Qd7 13.axb5 axb5 14.Rxa8 Bxa8 [14...Rxa8?! 15.Ng5±] 15.d5 Na5

16.Ba2!? N 16...c6 17.b4 Nb7! 18.c4 Rc8!? [18...Nd8+=] 19.dxc6?! [19.Qe2] 19...Qxc6= 20.c5?! [20.Bb2] 20...Nd8 21.Bb2



21...dxc5! =+ 22.bxc5 Qxc5 23.Bxe5 Nd7 24.Bb2 Qb4! 25.Nb3?! [25.Qb1] 25...Nc5-/+

Black has the advantage but there is still a lot of tension in the position.

26.Ba1 Bxe4 27.Nfd4 Ndb7 28.Qe2 Nd6 29.Nxc5 Qxc5 30.Qg4 Re8 31.Rd1 Bg6 32.Qf4 Qb4 33.Qc1 Be4 34.Re1 Qa5 35.Bb3 Qa8 36.Qb2 b4 37.Re3 Bg6 38.Rxe8 Qxe8 39.Qc1 Ne4 40.Bd5 Nc5 41.Nb3 Nd3 0-1

White's Queen's-side attack

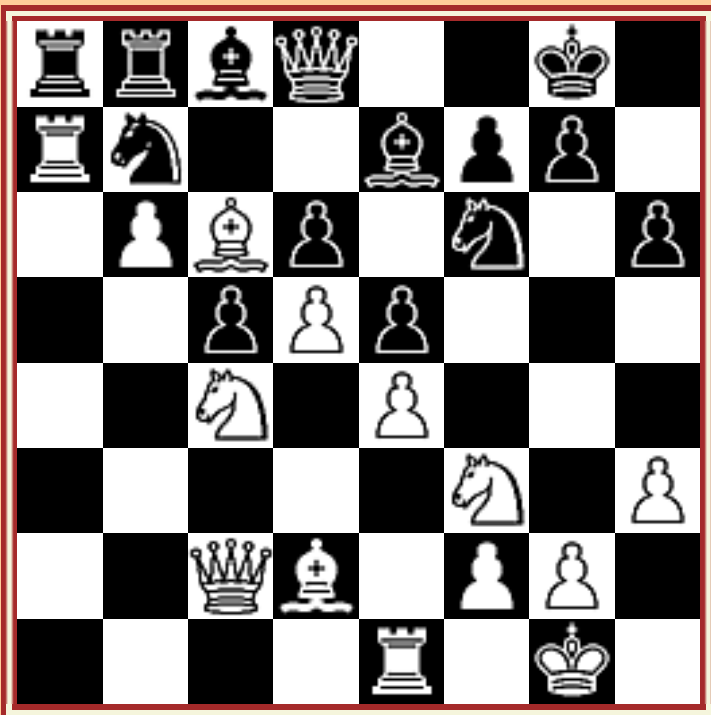
Often, Black will stake out some space on the Queen's-side with ...a6 and ...b5. Whether in a given position this represents Queen's-side counterplay or Queen's-side weaknesses is one of the key Ruy Lopez questions!

Karpov - Westerinen,H [C87] 1974

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.0-0 Bd7 6.d4 Nf6 7.c3 Be7 8.Nbd2 0-0 9.Re1 Re8 10.Nf1 h6 11.Ng3 Bf8 12.Bd2

Modest, but White is not so much concerned to point a battering-ram at a weak spot (there aren't any) as to maintain a flexible position where Black will be less able to re-arrange the pieces to counter White's latest idea.

12...b5 13.Bc2 Na5 14.b3 c5 15.d5 Nh7 16.h3 Be7 17.Nf5 Nb7 18.a4 bxa4 19.b4 a5 20.Bxa4 axb4 21.cxb4 Bf8 22.Bc6 Qc7 23.b5 Nf6 24.Qc2 Reb8 25.Ne3 Bc8 26.Nc4 Be7 27.b6 Qd8

28.Ra7

The point of using an open file is to provide invasion points for rooks, although it's unusual for a Rook to arrive on the seventh, supported by a Pawn. Black cannot bear this, but the exchange concedes a monster pawn on a7.

28...Nd7 29.Qa4 Rxa7 30.bxa7 Ra8 31.Qa6 Qc7

Black's pieces are standing on each other's toes and cannot escape the attack of White's pieces. The Black Rook has nowhere to move to.

32.Bxd7 Qxd7 [32...Bxd7 33.Nb6] 33.Nb6 Nd8 34.Qa1 1-0

(see also the first game of the Deep Blue-Kasparov return match in 1997)

Black's King's-side attack

Not a common occurrence but there are several attacking plans for Black. There are several ...Bg4 lines where an incautious h2-h3 can be met by ...h7-h5!

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.c3 Bg4 5. h3 h5! or

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4. Bxc6 bxc6 5. O-O Bg4 6. h3 h5!

A more complex line is seen in the Archangel Variation: **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O b5 6.Bb3 Bb7 7. Re1 Bc5 8.c3 d6 9.d4 Bb6 10.Bg5 h6 11.Bh4 Qd7**



Black announces his intention to abandon all subtlety and play for a King's-side attack.

12.a4 0-0-0 13.axb5 axb5 14.Bxf6

[14.Na3 g5 15.Bg3 h5 16.dxe5 (16.h4 gxh4 17.Bxh4 Rh6 18.Nxb5 Rg8 19.Qd3 exd4 20.cxd4 Nb4) 16...h4 17.exf6 hxg3 18.hxg3 g4 19.Nd4 Rh7 20.Bd5 Rdh8 =+ BCO2]

14...gxf6 15.Bd5 Rhg8 16.Kh1 Qg4 17.Rg1 exd4 18.cxd4 f5 19.Nc3 fxe4 20.Nxe4 Qf5 21.Nc3 Nb4 22.Bxb7+ Kxb7 Klovans-Shirov 87 = BCO2

Black also has some gambit lines: as well as the Marshall Attack (see above), Black has several opportunities to play ...f5. The immediate 3...f5 (or 3...a6 4. Ba4 f5) is often frowned upon but also often played, and if White is a little slow in the Steinitz Variation Black may play the Siesta Variation, a far from sleepy line.

Reti,R - Capablanca,J [C74] Berlin (14), 1928

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6 4.c3 a6 5.Ba4 f5 6.d4 fxe4 7.Ng5 exd4 8.Nxe4 Nf6 9.Bg5 Be7 10.Qxd4 b5 11.Nxf6+ gxf6 12.Qd5 bxa4 13.Bh6 Qd7 14.0-0 Bb7 15.Bg7 0-0-0 16.Bxh8 Ne5 17.Qd1 Bf3 18.gxf3 Qh3 0-1

Some Key Variations of the Ruy Lopez

Variations of the Ruy Lopez without 3...a6

These are less important at GM level than the main lines with 3...a6, but at club level they have many virtues: less theoretical, less well-known, and often simpler to understand. Moreover, I often find that club players when faced with 3...a6 often play 4. Bxc6, and if they do play 4. Ba4, after 4...Nf6 they cannot be trusted to play 5.O-O, and instead play some clod-hopping move like 5. d3 or 5. Nc3. While these are not particularly strong lines they may be more stodgy than you would wish to play against as Black, and many of these old lines may lead to more open games at club level. They may be grouped as follows:

Strong-point lines with ...d6, ...Nge7 and/or ...g6.

Black can hold the centre without 3...a6 using or some combination of these moves. White's strongest plan in each case is undoubtedly to play an immediate c3 and d4, with or without O-O. Black can then hope to slug it out in a roughly equal position (although Black has not yet castled and may find it awkward if he has not castled and the centre open up.)

Hindermann Felix - Yudkovsky Yair [C60/02] 05 European Youth U14 Boys, Tallinn EST, 1997

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nge7 4.c3 g6 5.d4 exd4 6.cxd4 d5 7.e5 Bg7 8.Bg5 0-0 9.h3 Bf5 10. Nc3 Be4 11.Nxe4 dxe4 12.Bxc6 bxc6 13.Nd2 h6 14.Bxe7 Qxe7 15.Nxe4 Rad8 16.Qa4 Qh4 17.Qxc6 Rxd4 0-1

Active lines with ...Bc5 and/or ...Nf6

Both Fischer and particularly Spassky have experimented with the Classical Variation (3...Bc5), and the related Berlin Classical 3...Nf6 4. O-O Bc5 . Again White is best advised to go for central break, and again it is reasonable for Black to hope for equality.

Ady JJ - Spassky BV [C65] London, 1984

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.O-O Bc5 5.Nxe5 Nxe5 6.d4 a6 7.dxe5 axb5 8.exf6 Qxf6 9. Nc3 c6 10.Qh5 d6 11.Bg5 Qg6 12.Qh4 h6 13.Bf4 b4 14.Ne2 0-0 15.Ng3 Re8 16.Rfd1 d5 17. Be3 Be7 18.Qf4 Bd6 19.Qh4 Bxg3 20.hxg3 Qxe4 21.Rd4 Qxc2 22.Rxb4 Rxa2 23.Rxa2 Qb1 + 24.Kh2 Qxa2 25.Bxh6 Qb1 26.Be3 Qc2 27.Qg5 f6 28.Qh5 Re5 29.Qh4 c5 30.Ra4 Rxe3 31. fxe3 g5 32.Qh6 Qxa4 33.Qxf6 Qc6 34.Qxg5+ Kh7 35.Qe7+ Kg6 36.g4 Bxg4 37.Qh4 Qd6+ 0-1

Make a mess with 3...Nd4

One on its own, Bird's Defence has never been refuted and leads to unique positions in which White may be uncomfortable, or at least less fluent:

Short Nigel D - Ivanchuk Vassily [C61] Linares (Spain), 1989

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nd4 4.Nxd4 exd4 5.Bc4 Nf6 6.Qe2 Bc5 7.e5 0-0 8.O-O d5 9.exf6 dxc4 10.Qh5 b6 11.fxg7 Re8 12.d3 cxd3 13.cxd3 Ba6 14.Qf3 Qe7 15.Bf4 Qe2 16.Nd2 Qxf3 17.Nxf3 Bxd3 18.Rfe1 Be2 19.Bxc7 d3 20.a3 a5 21.Bf4 Re4 22.Bd2 Rae8 23.Bc3 a4 24.Ng5

Rc4 25.Rad1 Rc8 26.Ra1 Rd8 27.Nf3 Rxc3 28.bxc3 d2 29.Rxe2 d1Q+ 30.Rxd1 Rxd1+ 31. Ne1 Rc1 32.Re4 f5 33.Re8+ Kxg7 34.Kf1 Rxc3 35.Ke2 Rxa3 36.Nd3 Ra2+ 37.Kf3 Ra3 38. Rd8 Rc3 39.Kf4 a3 40.Rd7+ Kf8 41.Ne5 a2 42.Kxf5 a1Q 43.Rd8+ Kg7 44.Rd7+ Kg8 0-1

Variations of the Ruy Lopez with 3...a6

The Exchange Variation

We have seen that after **1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6** White cannot win a pawn with **5. Nxe5** because of **5....Qd4**.

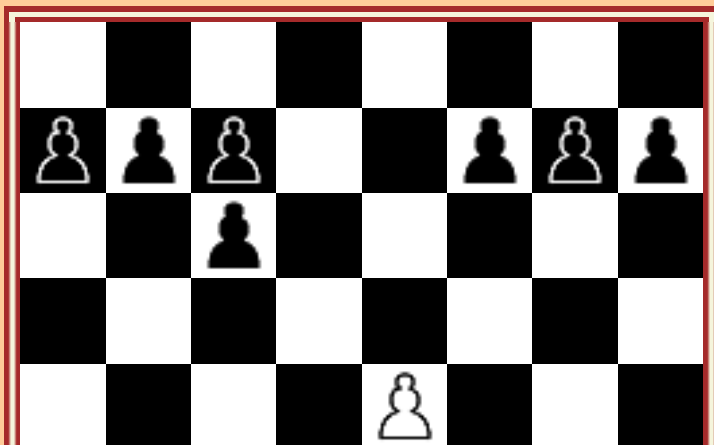
What you may not know is that White can play this line to win, because in some sense, he is *already* a pawn up!

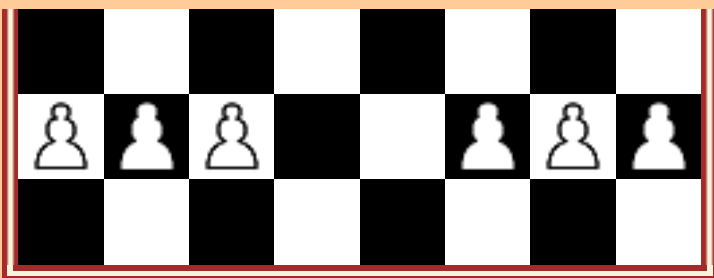
Let me explain.

If you have an extra pawn, you should:

- exchange off pieces, not pawns
- create a passed pawn
- advance the passed pawn and either:
 - force your opponent to give up material to stop it queening, or
 - force your way into the opponent's position to take material yourself (usually pawns)

With this in mind, let's look at the pawn formation after **1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4**:





Now, if there were only Kings on the board, White could easily create a passed pawn with f4, e5 and f5 and e6.

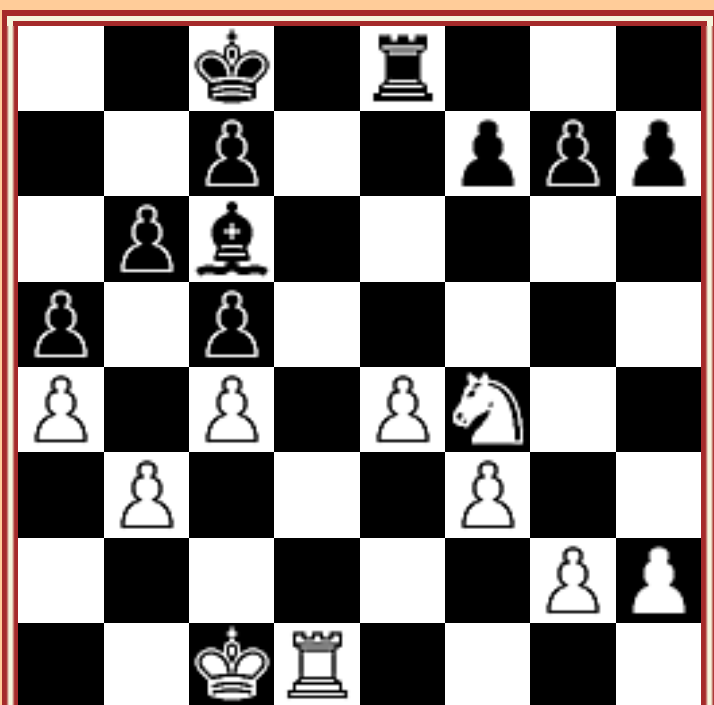
But Black cannot do the same on the other side, unless White allows all the front pawns to come to a4, b4 and c4, when there is a trick with ...b3! e.g. axb3, c3! bxc3 and ...a3. As long as White avoids that trap, the passed pawn on the King's side should win.

This is what I mean by already being a pawn up. You have an extra pawn on the King's-side, and Black's extra Queen's-side pawn is useless. This is not the only thing going on in the position (else the Lopez would be an easy win for White) but it is a constant fallback plan for White.

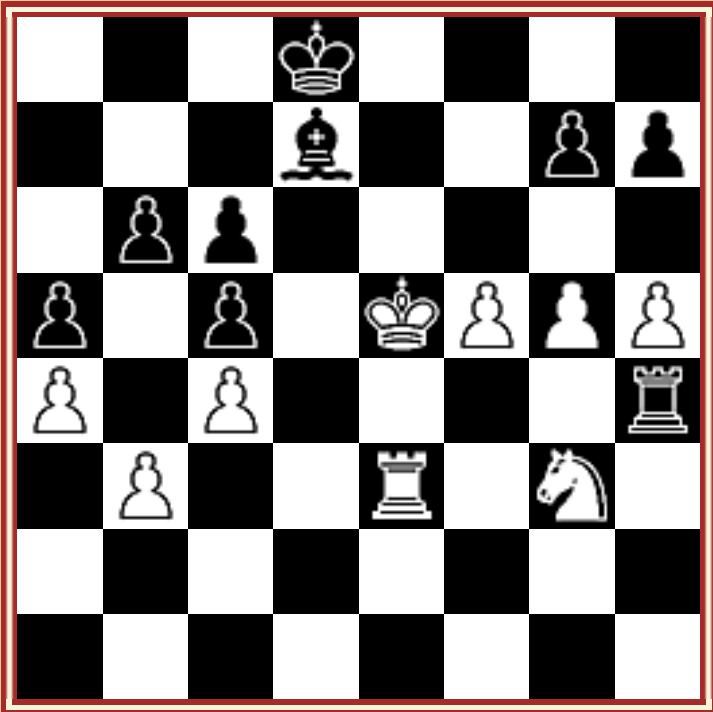
Emanuel Lasker played this several times, and more recently, Bobby Fischer discovered that you could also play **5. O-O!** with an awkward moment for Black, because now there really is a threat to the e5 pawn which is not easy to meet.

Lasker,E - Tarrasch,S [C68] Duesseldorf, 1908

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 c5 8.Ne2 Bd7 9. b3 Bc6 10.f3 Be7 11.Bb2 Bf6 12.Bxf6 Nxf6 13.Nd2 0-0-0 14.0-0-0 Rd7 15.Nf4 Re8 16.Nc4 b6 17.a4 a5 18.Rxd7 Nxd7 19.Rd1 Ne5 20.Nxe5 Rxe5 21.c4 Re8



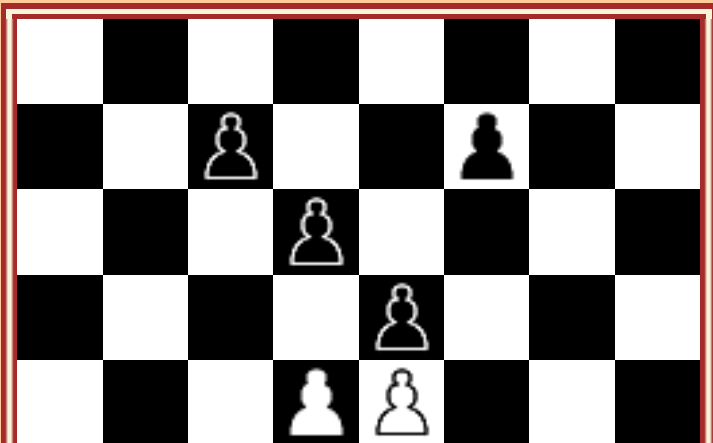
22.Nh5 Rg8 23.Rd3 f6 24.Kd2 Be8 25.Ng3 Bd7 26.Ke3 Re8 27.Nh5 Re7 28.g4 c6 29.h4 Kc7 30.g5 f5 31.Ng3 fxe4 32.Nxe4 Bf5 33.h5 Rd7 34.Rc3 Rd1 35.Kf4 Bd7 36.Re3 Rh1 37. Ng3 Rh4+ 38.Ke5 Rh3 39.f4 Kd8 40.f5 Rh4

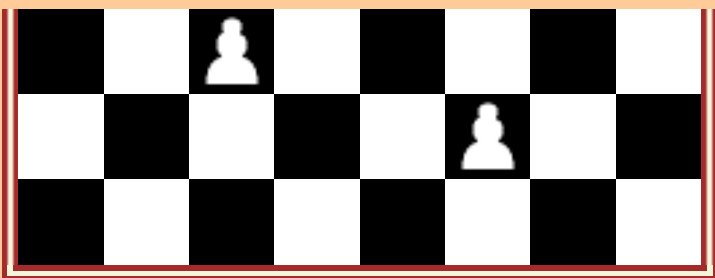


41.f6 gxf6+ 42.Kxf6 Be8 43.Nf5 Rf4 44.g6 hxg6 45.hxg6 Rg4 46.Rxe8+ Kxe8 47.g7 Kd7 48. Nh4 Rxc7 49.Kxc7 Ke6 50.Nf3 Kf5 51.Kf7 Ke4 52.Ke6 Kd3 53.Kd6 Kc3 54.Kxc6 Kxb3 55. Kb5 1-0

The Closed Morphy Defence

This is the classic battle ground in the Ruy. Black may find it difficult to hold tight in the closed Morphy, but perhaps not as difficult as it is for White to keep everything under control. There are some classic positional themes here, determined by the pawn formation:





1. Space: Apart from any commitment to passive play being bad match tactics, as long Black has a Pawn on d6 it will always be a little more easy for White to manoeuvre than Black, for the Black position has a bottleneck on the d-file. Stean explains that this is why White spends so much time in the opening avoiding the exchange of the light-squared Bishop: while Black retains all four minor pieces, this slight cramp will be most clearly felt.

2. Flexibility: Moreover, it is extremely important to have good manoeuvring skills, because at any point the Pawn formation can shift: from the basic formation (a) we can go at least four different ways (b-e)...

Another line of thought I found useful:

Nunn - Olafsson (Teesside) [C54] 1982

1.e4 e5 2.Bc4 Nf6 3.d3 Nc6 4.Nf3 Bc5 5.0-0 d6 6.c3 Qe7 [6...0-0 7.Nbd2 a6 8.Bb3 Ba7] 7.Nbd2 a6 8.Bb3 0-0 9.Re1 Be6 10.Nf1 [10.Bc2] 10...Ba7 11.Bc2

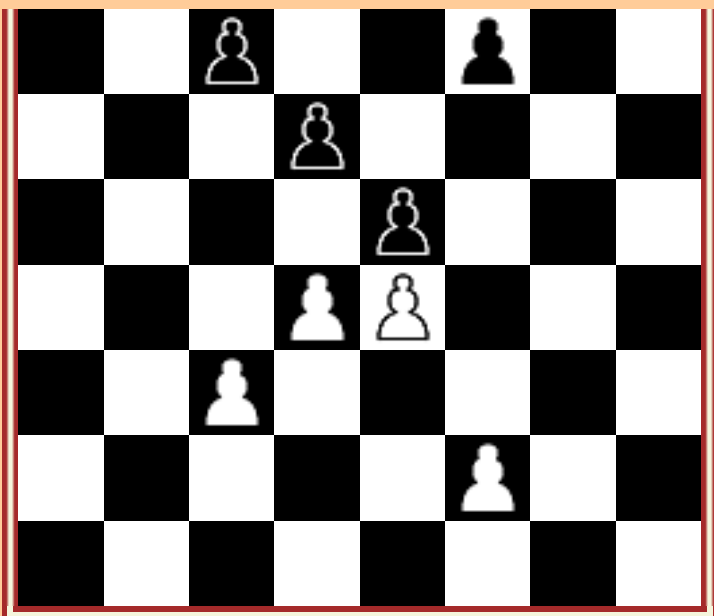
"...why is the Ruy Lopez (which this opening has virtually become) so difficult for Black to combat? Look at the present position: Black's pieces are sensibly developed; he has as much space as White; his pawns are strong. Yet he has problems."

"The answer seems to be that in this type of Ruy Lopez position Black can easily get caught in a situation where his game cannot unfold. Here for instance, White has his plans of Ng3-f5 and later d4, but it is less easy for Black to find something profitable to do without weakening himself or making some serious concession. His pieces may look reasonably placed, but they cannot readily achieve anything constructive or relevant. I should make it clear that this does not have to happen in a Lopez; it is far from being a bad opening for him. But in practice one error (6...Qe7) can leave him in misery. And so, if a player seems to have a respectable game (in a Ruy Lopez or any other opening for that matter), yet still loses, his misfortune may often be traced back to this lack of life in his position." -- NUNN AND GRIFFITHS

We also recognise that the tension may even be added to by Black playing ...c5, (the Tchigorin line) – see later.

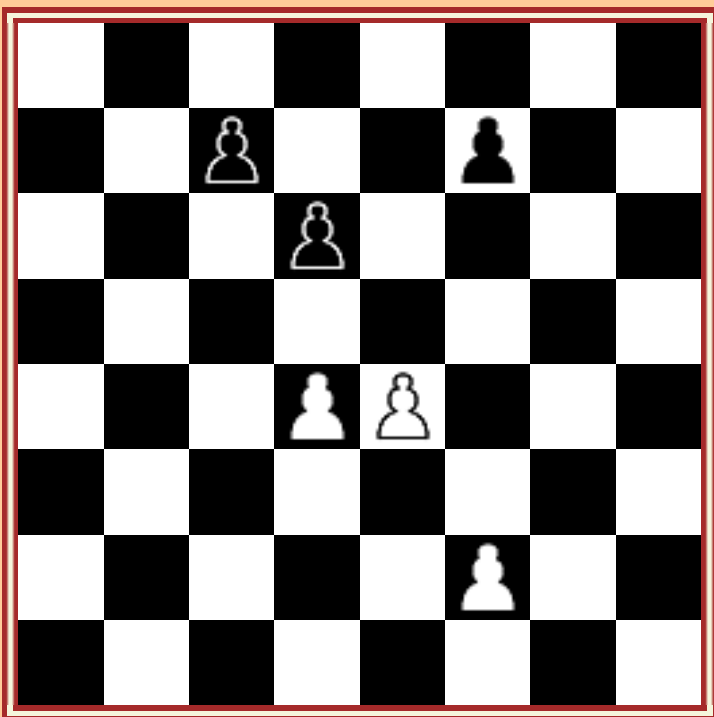
(a) Closed KP centre, Tension form (Ruy Lopez)





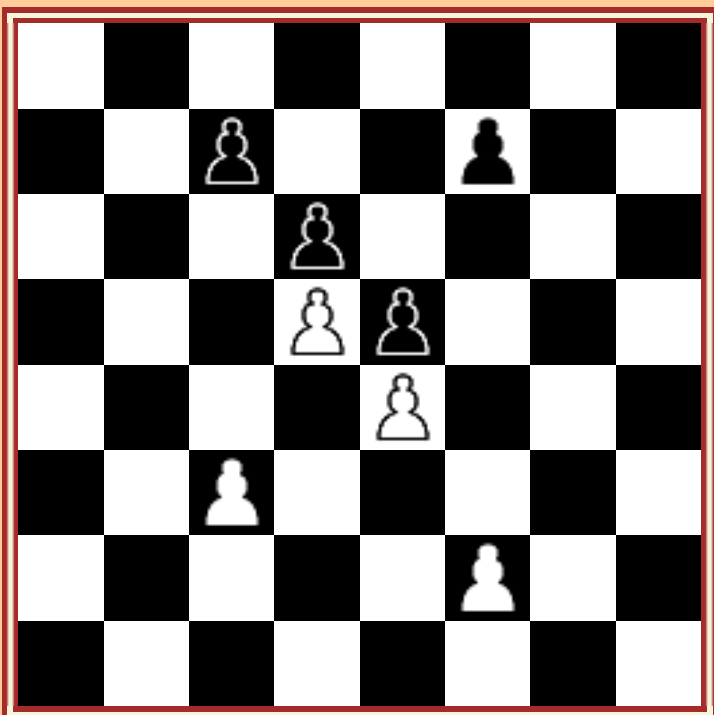
Black may resolve the tension by playing ...e5xd4 (c3xd4) which results in an unbalanced position where White has an extra central Pawn (b).

(b) Double Pawn centre, KP unopposed

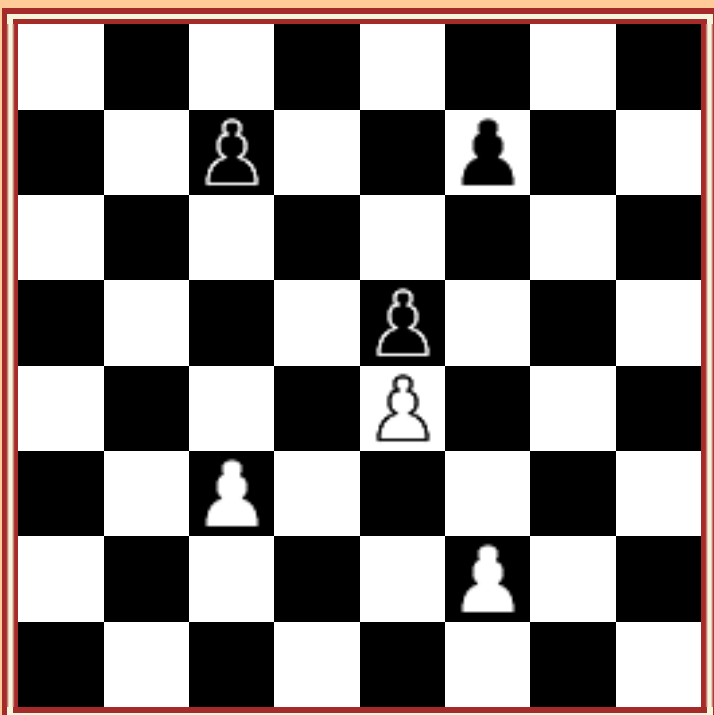


These adjacent Pawns in a more open position confer a bigger advantage, but in a more open position may be more vulnerable to attack e.g. along the e-file.

White may resolve the tension in the first formation, by playing either d4-d5 (giving a closed centre (c) with an advanced d-Pawn), or by playing d4xe5 (...d6xe5) with a balanced, semi-open KP centre (d).

(c) Closed centre with advanced d-Pawn.

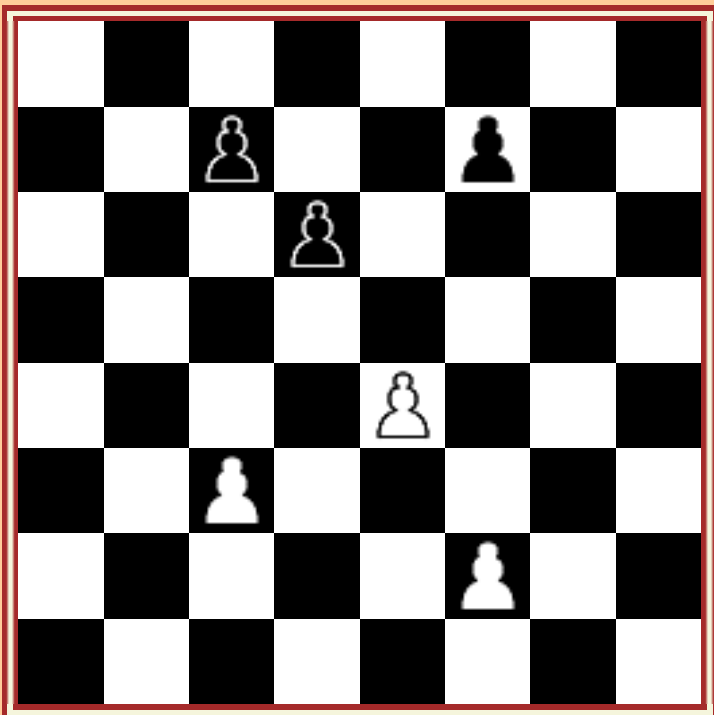
The advanced d-Pawn gives a space advantage, particularly on the Queen's-side. To play for a win the c-Pawn and maybe b-Pawn should be advanced, to seize more space and perhaps open lines on that side. The opponent may consider an advance of the f-Pawn to undermine the d-Pawn and counter-attack on the King's-side.

(d) Balanced, semi-open KP centre

This is a very common formation in KP openings. If neither side can achieve a sharp advance of the f-Pawn, play will be dominated by piece play on either wing. There are natural posts for Knights on d5 and f5 (d4 and f4 for Black), and

if Black's c-Pawn has pushed to c5 earlier, the d5 point is even more attractive. Control of the d-file is a good idea but can usually be countered, resulting in exchanges. Occupation of the mutual outposts f5 and f4 by Knights is less straightforward to counter, and while your opponent is sorting out that threat, it may be that you can get the d-file then.

(e) Semi-open unbalanced KP centre.



The e-Pawn confers a space advantage and attacking prospects on the King's-side, which may be added to by f2-f4. The e-Pawn is exposed on the half-open file, and should be restrained (e.g. by ...Re8) from breaking open lines for the attack by e4-e5. Black's break ...d6-d5 is a natural plan to dissolve the centre.

The Tchigorin Counterattack

So, as a result of facing all this hassle, Black developed a plan of Queen's-side counterplay in the closed Morphy:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Na5 10. Bc2 c5 11.d4

Black's idea is two-fold: to maintain the e5 point in the centre, while attacking on the Queen's-side.





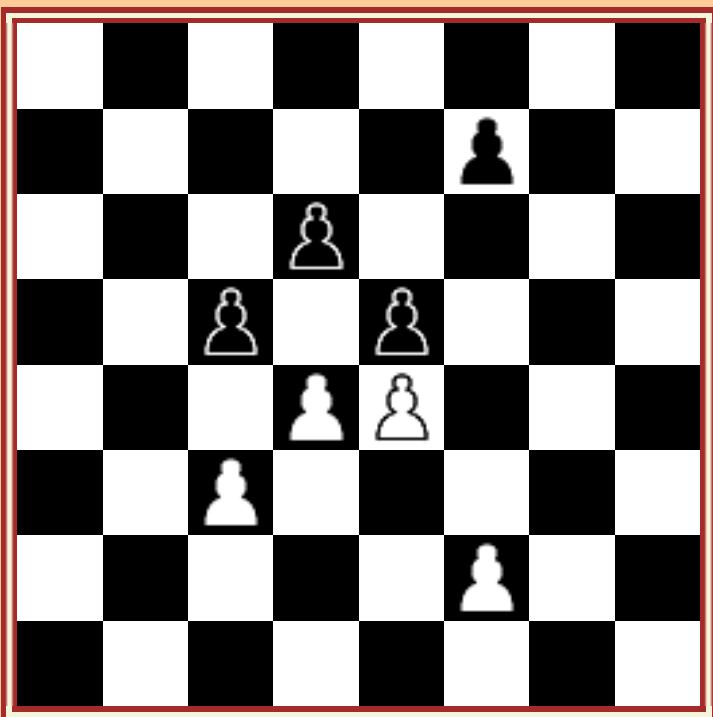
Almost every legal move has been tried here:

11...Qc7 was Tchigorin's original recipe

11...Nd7 was famously tried by Keres

11...Bb7 is a good idea but may be squashed by d4-d5, so Black may prefer to preface this with 11...cxd4. After 12. cxd4 as well as 12...Bb7 we also see two new ideas: 12...Nc6 and 12...Bd7

As we have seen White has a variety of plans in response:

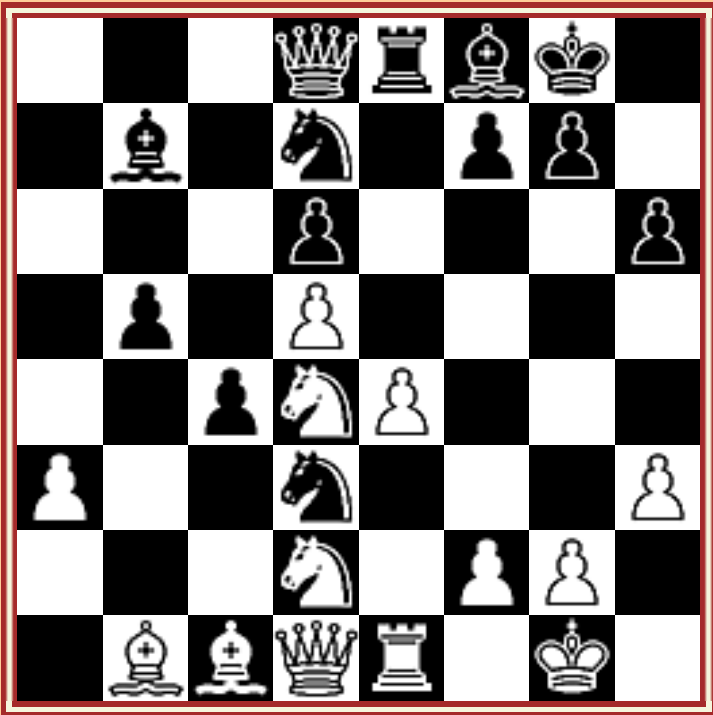


(a) just to manoeuvre, keeping the tension as long as possible and improving the position of your own pieces, relying on the slight extra space referred to above

(b) break up the Queen's-side with a2-a4,

(c) seal the centre with d4-d5 (a Ruy Lopez formation which has a lot in common with the King's Indian!),

(d) open up the d5 outpost with dxc5 (or dxe5). However, White is not yet terribly close to putting a Knight on d5, and Black can now think about a plan like ...c5-c4, and ...Na5-b7-c5-d3, with a monster Black Knight on d3. In fact, Black can aim for ...c4 whether or not White exposes the d5 point, and can play for it from formations other than the main line Tchigorin.



Kasparov-Karpov (1990), m14

So this is a formation that requires some delicate footwork by both players.

Modern variations in the Closed Morphy.

More recently Black has experimented with more restrained plans than the Tchigorin, hoping to avoid the disadvantages of this line (decentralised Knight on a5, potential Queen's-side weaknesses) and instead manoeuvre more adroitly to secure adequate play across the board. These lines have included, after **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3**:

The Breyer Variation, **9...Nbd7**, where Black hopes to reorganise his pieces smoothly at a time when White is by no means well-developed. This was the 'grower' when I was a boy, and is still an important line.

The Smyslov Variation, **9...h6**, waiting for White to show his hand, a line which has been superseded by...

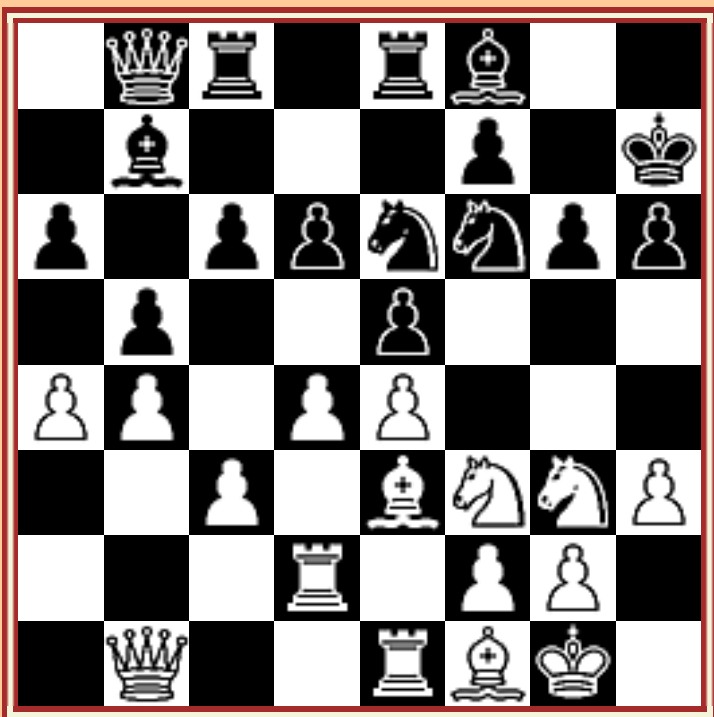
The Flohr-Zaitsev Variation, **9...Bb7**, which has been the height of current fashion since Zaitsev showed that the old plan with ...Na5 (e.g. Fischer,RJ - Stein,L, 1967) was less safe than re-organising with ...Re8 and ...Be7. This is a pretty heavyweight GM line outside my own experience and I won't comment further, but you will see it about:

Kasparov,G (2700) - Karpov,A (2720) [C92] WCh32-KK2 Moscow (9), 1985

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Bb7 10. d4 Re8

[If White wants, there is a draw to be had by *11. Ng5 Rf8 12. Nf3*]

11.Nbd2 Bf8 12.a4 h6 13.Bc2 Nb8 14.Bd3 c6 15.Nf1 Nbd7 16.Ng3 Qc7 17.Bd2 g6 18.Qc1 Kh7 19.b3 Bg7 20.Qc2 Nf8 21.Be3 Ne6 22.Rad1 Rac8 23.Bf1 Bf8 24.Rd2 Qb8 25.Qb1 Ba8 26.b4 Bb7



Amazing: 26 moves without any exchanges. And it has been suggested that White's 27th was inferior to Qa2!

27.axb5 axb5 28.Red1 Qc7 29.Rc1 Bg7 30.Rcd1 Rcd8 31.dxe5 dxe5 32.Rxd8 Rxd8 33. Rxd8 Nxd8 34.c4 bxc4 35.Bxc4 Ne8 36.Qa2 Nd6 37.Bb3 Nb5 38.h4 Nd4 39.Bxd4 exd4 40. h5 Qe7 41.Qd2 c5 42.Qc2 cxb4 43.hxg6+ fxg6 44.Qc4 h5 45.e5 Bxf3 46.gxf3 Bxe5 47.f4 Bxf4 48.Qg8+ Kh6 49.Bc2 Qg7 50.Qxd8 Bxg3 51.fxg3 Qe5 52.Qf8+ Kg5 53.Kg2 1/2-1/2

Index of games:

Tal - Bronstein [C96] 1956 [*](#)

Teichmann,R - Schlechter,C [C90] Karlsbad, 1911 [*](#)

Fischer,R - Barczay,L [C95] Sousse izt Rd: 1, 1967 [*](#)

Nunn - Short (Brussels) [C98] 1986 [JDMN] [*](#)

Kasparov,G (2700) - Karpov,A (2720) [C92] Wch32-KK2 Moscow (5), 1985 [*](#)

Karpov - Westerinen,H [C87] 1974 [*](#)

Reti,R - Capablanca,J [C74] Berlin (14), 1928 [*](#)

Lasker,E - Tarrasch,S [C68] Duesseldorf, 1908 [*](#)

Nunn - Olafsson (Teesside) [C54] 1982 [*](#)

Kasparov,G (2700) - Karpov,A (2720) [C92] WCh32-KK2 Moscow (9), 1985 [*](#)

Bibliography

+ STEAN Simple Chess (Faber)

+ EUWE/KRAMER, The Middle Game Vol.1 (Bell)

+ SUETIN The Complete Spanish (Batsford)

+ FISCHER My 60 Memorable Games (Faber)

+ SUETIN Modern Chess Opening Theory (Appendix) (Pergamon)

+ KING/PONZETTO, Understanding the Spanish (Batsford)

+ KARPOV The Open Game in Action (Batsford)

- + BARDEN The Ruy Lopez: Winning Chess with 1. P-K4! (Pergamon)
- = YUDOVICH Spanish without 3...a6 (Batsford)
- = THOMAS Spanish 5. d4! (Chess Player)
- TAULBUT, How to play the Ruy Lopez (Batsford)
- + SUETIN, The Complete Spanish (Batsford)
- = YUDOVITCH, Spanish without ...a6 (Batsford)
- = SOLTIS, Winning with the Ruy Lopez Exchange Variation (Chess Digest)
- = RUNKE, Meet CARL (Centre Attack in Ruy Lopez)
- = FILIPOWICZ & KONIKOWSKI, 4...d5 in the Cordel Defence, Spanish Game (Ruy Lopez) (Chess Enterprises)

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: The ideas behind the King's Gambit



Introduction

The King's Gambit has a romantic reputation which is both attractive and misleading. It has had a romantic history, but has not passed through chess history unchanged. On the contrary, each generation has had its own opinions and favourite variations, and the King's Gambit has evolved into a fully modern opening. It does have some peculiarities, but this makes it a useful hunting ground for the specialists like Joe Gallagher and the Spanish GM Illescas. But Nunn and Short have also dabbled with it, and its virtues have been defended in correspondence play by Bangiev.

Below, I will introduce the main ideas for each side, but try to draw out some of the development of modern positional ideas.

- [Ideas for White](#)
 - [The King's-side attack](#)
 - [MacDonnell Alexander - De la Bourdonnais Louis \[C37\] London m](#)

54, 1834

- The King's-side attack: the open f-file
 - Spielmann R - Tarrasch S [C30] Karlsbad, 1923
- The King's-side attack: vulnerable f7 point
 - Bronstein,David - Dubinin 15th USSR Champ (??), 1947
- The central majority
 - Bangiev A - Podrezov [C34] corres ARG, 1986
- The King's Gambit Endgame
 - Spassky B - Matanovic A [C32] Belgrade, 1964
- Ideas for Black
 - The vulnerable White King
 - LaBourdonnais L - Cochrane J [C37] Paris, 1821
 - The vulnerable White King's diagonal e1-h4
 - Hang on to the f-Pawn
 - Kinlay,J - Nunn,J [C36] London, 1977
 - Central counter
 - Spielmann,R - Bogoljubov,E [C33] Carlsbad, 1923
 - Return the Pawn for development (counter-sacrifice)
 - Hartston,William - Spassky,Boris [C36] Hastings, 1966
 - The flight to the Queen's-side
 - Rubinstein A - Hromadka K [C30] Mahrish Ostrau, 1923
- The development of the King's Gambit
 - The Romantic King's Gambit
 - Anderssen,A - Kieseritzky,L [C33] London "Immortal game", 1851
 - Rosanes,J - Anderssen,A [C39] Breslau, 1863
 - The Classical King's Gambit
 - Morphy,P - Medley,G, London, 1858
 - Steinitz V - Zukertort I [C39] it, 1882
 - Steinitz W - Schlechter C [C39] Vienna, 1897
 - The Modern King's Gambit
 - Stoltz,G - Samisch,Fritz [C39] Swinemunde, 1932
 - Rubinstein,Akiba - Yates,Frederick [C34] Hastings, 1922
 - The Contemporary King's Gambit
 - Bronstein D I - Ragozin V [C36] izt, 1948
 - Hebden M - Geller E [C36] Moscow, 1986
 - Polgar,J - Flear,C [C33] Hastings/SW,11,22, 1989
 - Spassky,Boris - Fischer,Robert (2) [C39] Mar del Plata, 1960

Ideas for White

The King's-side attack

MacDonnell Alexander - De la Bourdonnais Louis [C37] London m 54, 1834

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Nc3 gxf3 6. Qxf3 Bh6 7. d4 Nc6
8. O-O



8... Nxd4 9. Bxf7+ Kxf7 10. Qh5+ Kg7 11. Bxf4 Bxf4 12. Rxf4 Nf6 13. Qg5
+ Kf7 14. Raf1



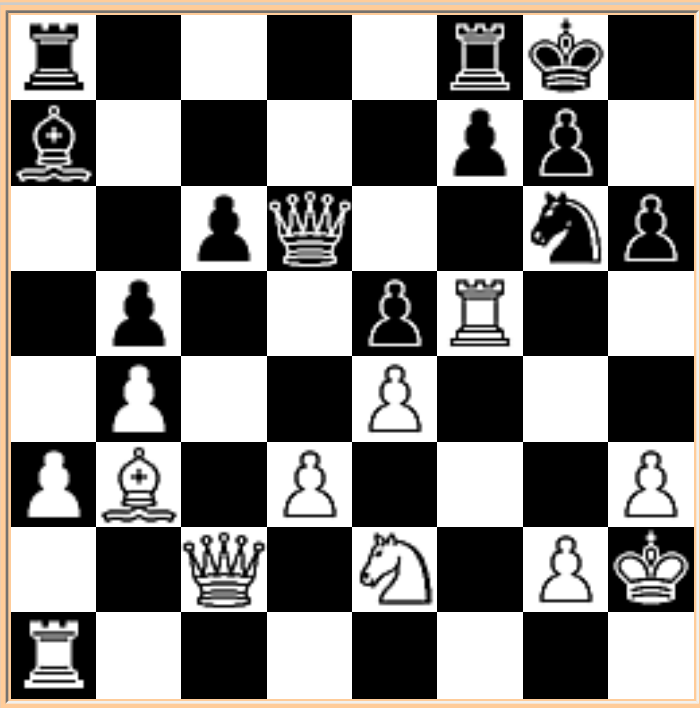
14... Ke8 15. Rxf6 Qe7 16. Nd5 Qc5 17. Kh1 Ne6 18. Rxe6+ dxe6 19. Nf6+ 1-0

Great panache from the legendary Scot.

The King's-side attack: the open f-file

Spielmann R - Tarrasch S [C30] Karlsbad, 1923

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. c3 Bg4 5. fxe5 dxe5 6. Qa4+ Bd7 7. Qc2 Nc6 8. b4 Bd6 9. Bc4 Nf6 10. d3 Ne7 11. O-O Ng6 12. Be3 b5 13. Bb3 a5 14. a3 axb4 15. cxb4 O-O 16. Nc3 c6 17. h3 Qe7 18. Ne2 Bb8 19. Kh2 Ba7 20. Bg5 h6 21. Bxf6 Qxf6 22. Nfd4 Qd6 23. Nf5 Bxf5 24. Rxf5



24... Nf4 25. Rf1 g6 26. R1xf4 exf4 27. e5 Qe7 28. Rf6 Kg7 29. d4 Bxd4
30. Bxf7 Bxe5 31. Qxg6+ 1-0

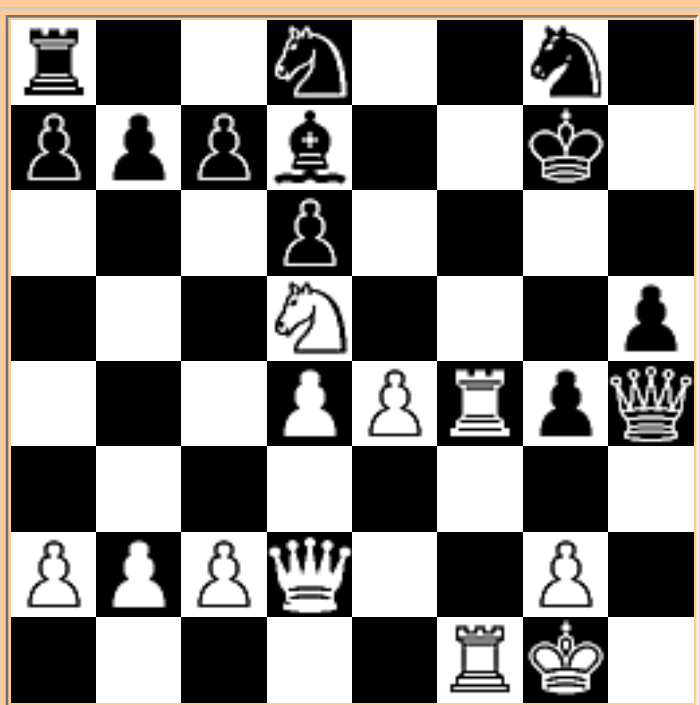
The King's-side attack: vulnerable f7 point

Bronstein, David - Dubinin 15th USSR Champ (??), 1947

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 h5 6. Bc4 Rh7 7. d4 Bh6 8.
Nc3 Nc6



9. Nxf7 Rxf7 10. Bxf7+ Kxf7 11. Bxf4 Bxf4 12. O-O Qxh4 13. Rxf4+ Kg7
14. Qd2 d6 15. Raf1 Nd8 16. Nd5 Bd7



17. e5 dxe5 18. dxe5 Bc6 19. e6 Bxd5 20. Rf7+ Nxf7 21. Rxf7+ Kh8 22.
Qc3+ Nf6 23. Rxf6 Qxf6 24. Qxf6+ Kh7 25. Qf5+ Kh6 26. Qxd5 Kg6 27.
Qd7

1-0

The central majority

Bangiev A - Podrezov [C34] corres ARG, 1986

1. e4 e5 2. f4 exf4 3. Nf3 Nf6 4. e5 Nh5 5. d4 d5 6. c4 g5 7. g4 Ng7 8. Nc3 Bb4 9. Rg1 h5 10. h3 dxc4 11. Bxc4 c5 12. d5 Nd7 13. Bd2 Nb6 14. Qe2 hxg4 15. hxg4 Bd7 16. a3 Ba5 17. Ne4 Bxd2+ 18. Nfxd2 Qe7 19. d6



1-0

The King's Gambit Endgame

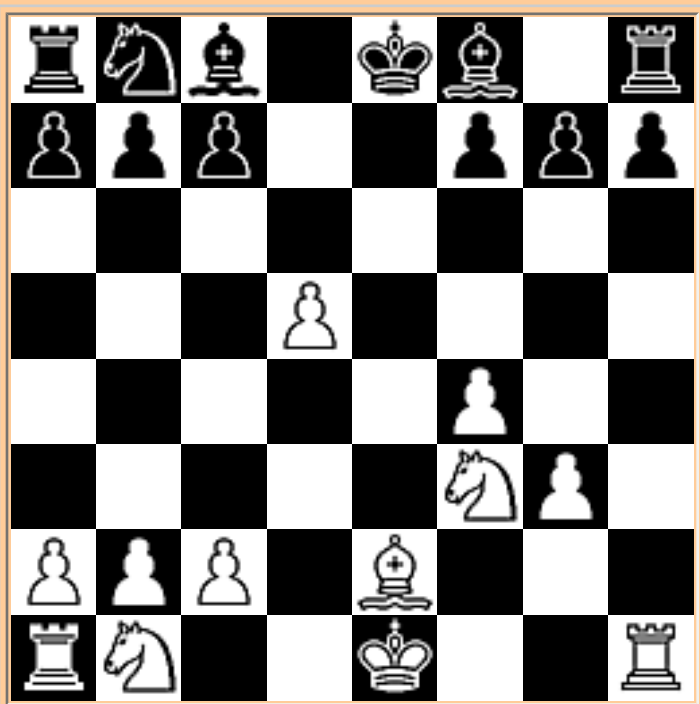
King's Gambit endgames sometimes seem to be a law unto themselves, with Black often having an extra Pawn they can't make use of - namely, a backward f-Pawn. White may have some returns for the Pawn in central control and extra piece activity, and out of these a win can be spun. These are of course all good general positional principles, rather than anything peculiar to the gambit, it's just that entering an ending a Pawn up is usually more promising!

Spassky B - Matanovic A [C32] Belgrade, 1964

1. e4 e5 2. f4 d5 3. exd5 e4 4. d3 Nf6 5. dxe4 Nxe4 6. Be3 Qh4+ 7. g3 Nxc3 8. Nf3

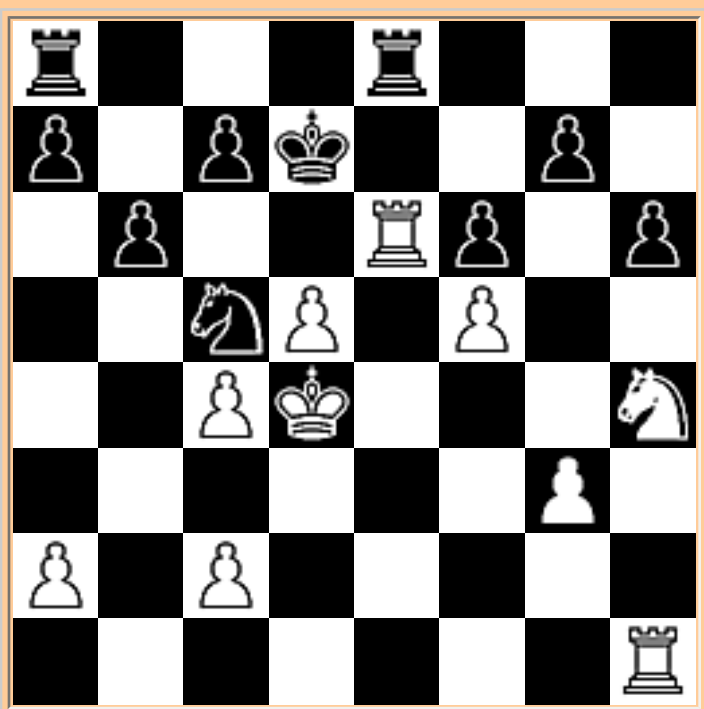


8... Qe7 9. hxg3 Qxe3+ 10. Qe2 Qxe2+ 11. Bxe2



Black has two Bishops but White has better central control, better development and will find good posts for the Knights. The upshot is that White can make better progress with his Pawn majority.

11... Bg4 12. Nc3 Bb4 13. Ng5 Bxe2 14. Kxe2 Bxc3 15. bxc3 h6 16. Kd3 Rf8 17. Nf3 Na6 18. Rae1+ Kd7 19. c4 f6 20. Kd4 b6 21. f5 Nc5 22. Nh4 Rfe8 23. Re6!



23... g5 24. Ng6

[24. Ng2 Nxe6+ 25. fxe6+ Ke7 26. Ne3 Rh8 27. g4]

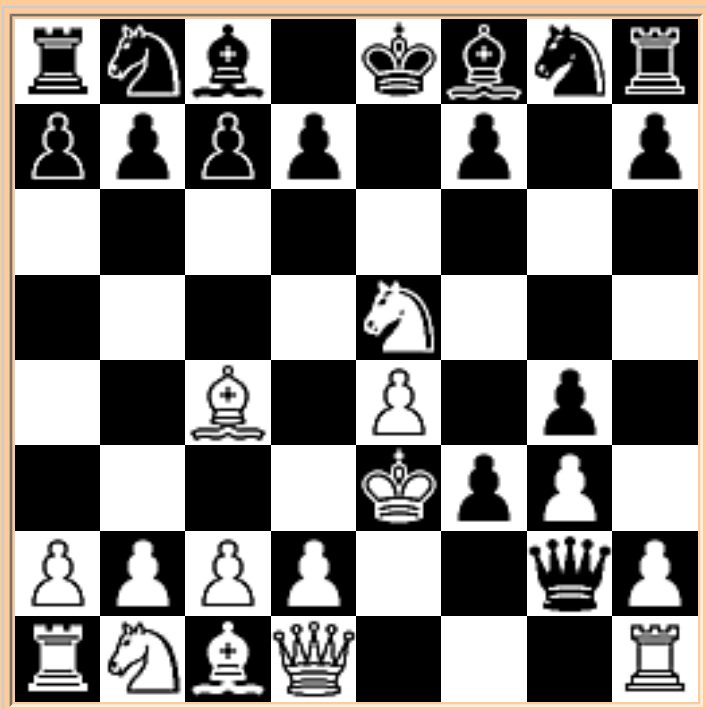
24... Nxe6+ 25. fxe6+ Rxe6 26. dxe6+ Kxe6 27. Rxh6 Kf7 28. Ne5+ fxe5+ 29. Kxe5 c5 30. Kf5 Ke7 31. Kxg5 Rf8 32. Rh2 Kd6 33. g4 Rg8+ 34. Kf4 Rf8 + 35. Kg3 Ke5 36. Re2+ Kd4 37. g5 Kxc4 38. Kg4 Kc3 39. g6 c4 40. Kg5 b5 41. g7 Q

Ideas for Black

The vulnerable White King

LaBourdonnais L - Cochrane J [C37] Paris, 1821

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Ne5 Qh4+ 6. Kf1 f3 7. g3 Qh3+ 8. Kf2 Qg2+ 9. Ke3



9... Bh6+ 10. Kd3 d5 11. Bxd5 Na6 12. c3 c6 13. Bxf7+ Ke7 14. Bb3 Nc5+ 15. Kc2 Nxe4 16. Qf1 Bf5 17. Qxg2 Nf2+ 18. d3 fxg2 19. Rg1 Rd8



20. Bxh6 Nxh6 21. Rxc2 Nxd3 22. Nxd3 Bxd3+ 23. Kc1 Rf8 24. Nd2 Nf5
25. Bd1 Ne3 26. Rg1 Bf1 27. b3 Rf2



28. Rxf1 Nxf1 29. Nxf1 Rxd1+ 30. Kxd1 Rxf1+ 0-1

The vulnerable White King's diagonal e1-h4



We can see this in its simplest form in the Classical: **2...Bc5** *3. fxe5??* and *3...Qh4+* reminds White that the f-Pawn opens up the King's-side with risks for both Kings. This is why White nearly always plays **3. Nf3**, or, if not, a move of the Queen or Bishop to create a flight square.

A more complex instance of the same thing is seen in the Cunningham:



Now **4. Nc3** **Bh4+** and we have more trouble for the King (by no means fatal here).

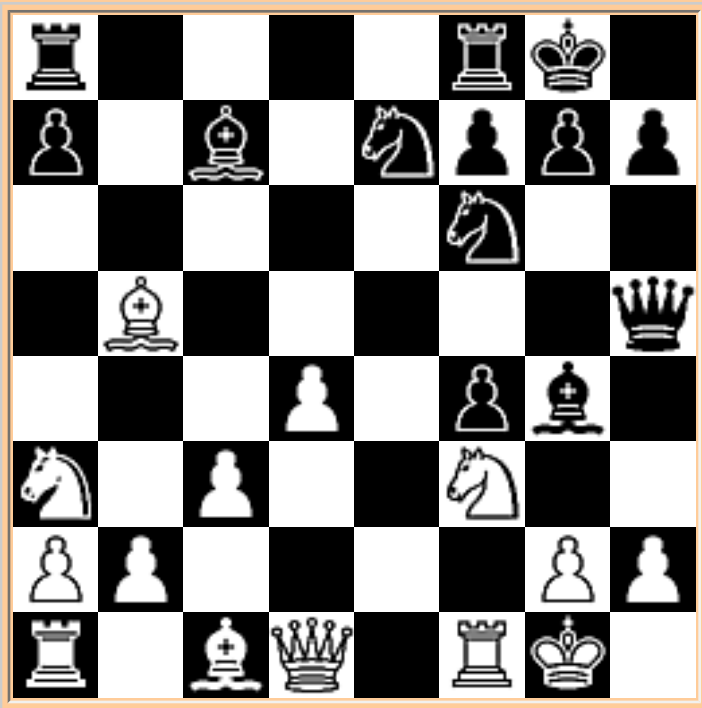
4. Bc4 and now rather than snatch at the check, **4..Nf6!** (Euwe) and now **5. e5**

Ng4!, with 6. h3 being ruled out because of the vulnerable diagonal.

Hang on to the f-Pawn

Kinlay,J - Nunn,J [C36] London, 1977

1. e4 e5 2. f4 exf4 3. Nf3 d5 4. exd5 Nf6 5. Bb5+ c6 6. dxc6 Nxc6 7. d4 Bd6 8. O-O O-O 9. Nbd2 Bg4 10. c3 Bc7 11. Nc4 Ne7 12. Ba4 b5 13. Bxb5 Qd5 14. Na3 Qh5



The play on the Queen's-side has distracted White's pieces, and the f-Pawn forms the apex of a King's-side attack.

15. Bd3 Ned5 16. Nc4 Rae8 17. h3 Ne3 18. Bxe3 fxe3 19. hxg4 Nxg4 20. Nce5 Rxe5 21. dxe5 e2 22. Bxe2 Bb6+ 23. Qd4 Qh6 24. Rae1 Rd8 25. Bc4 Rxd4 0-1

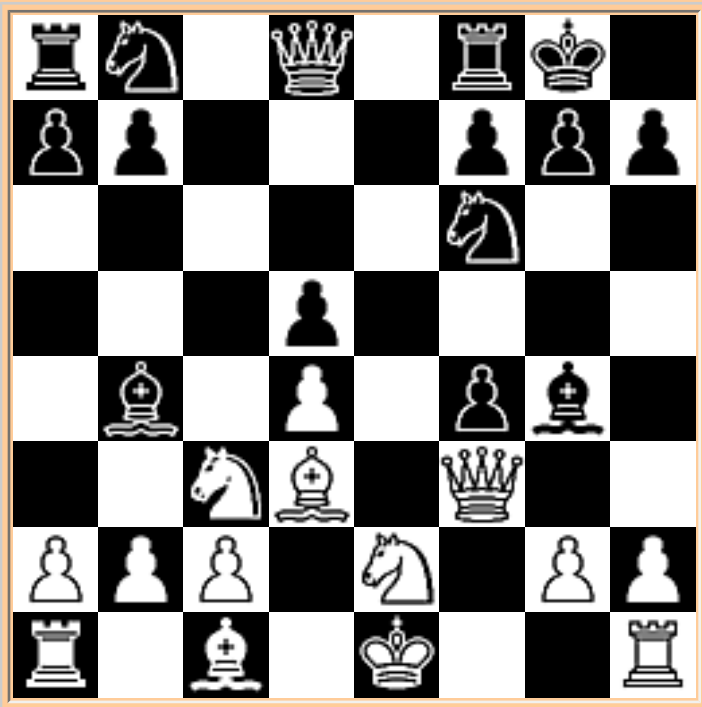
Central counter

Spielmann,R - Bogoljubov,E [C33] Carlsbad, 1923

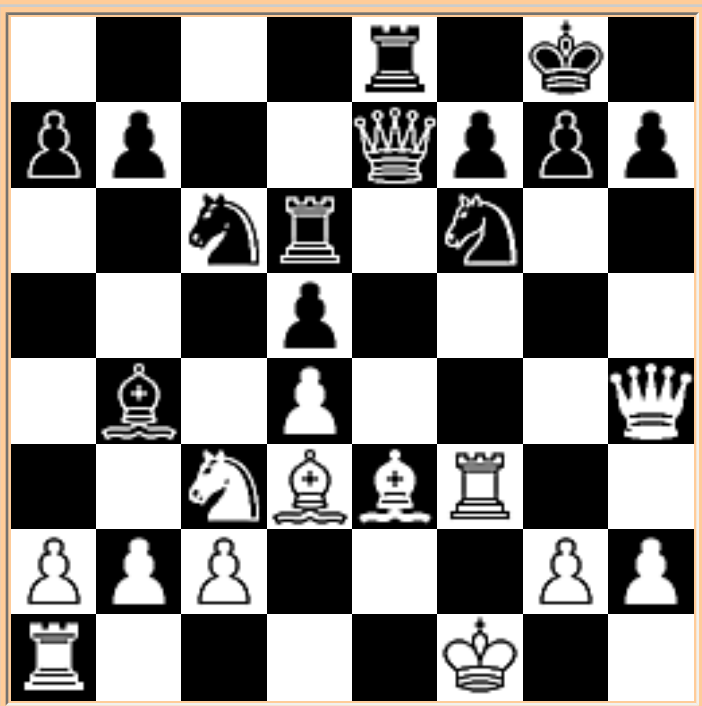
1. e4 e5 2. f4 exf4 3. Bc4 Nf6 4. Nc3 c6 5. d4 Bb4 6. Qf3 d5!

In so many King's-Pawn openings, this is the recipe for Black.

7. exd5 O-O 8. Nge2 cxd5 9. Bd3 Bg4



10. Qxf4 Bxe2 11. Kxe2 Nc6 12. Be3 Re8 13. Rhf1 Qe7 14. Rf3 Rad8 15. Kf1 Rd6 16. Qh4



The game approaches its crisis.

16... Bxc3 17. Bg5 Bxd4! 18. Bxf6 Qxf6 19. Qxh7+ Kf8 0-1

Return the Pawn for development (counter-sacrifice)

Hartston,William - Spassky,Boris [C36] Hastings, 1966

1. e4 e5 2. f4 exf4 3. Nf3 d5 4. exd5 Nf6 5. Bb5+ c6 6. dxc6 Nxc6 7. d4 Bd6 8. Qe2+ Be6



Black has developed with lightning speed.

9. Ne5 O-O 10. Bxc6 bxc6 11. Bxf4 Nd5 12. Bg3 f6 13. Nf3 Bxg3+ 14. hxg3 Re8



White's development still lags.

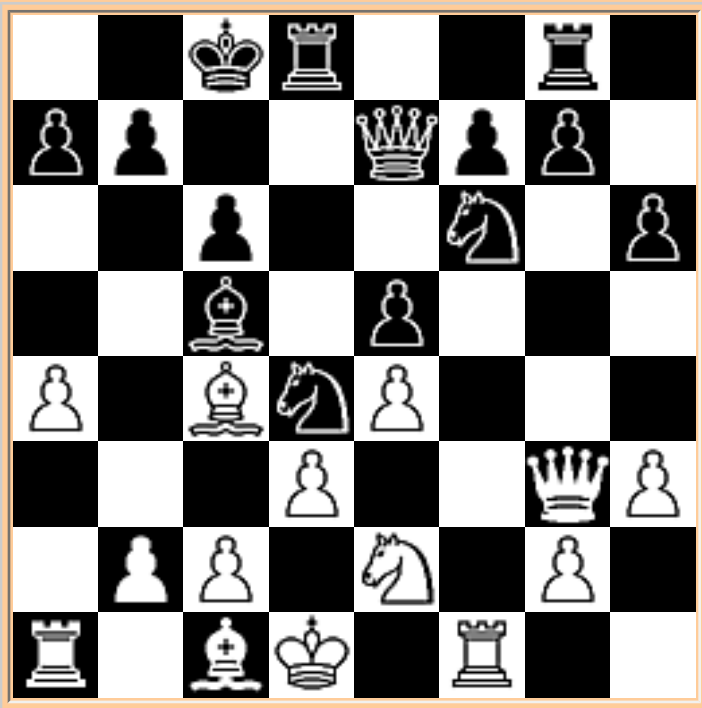
15. Kf2 Bf5 16. Qc4 Kh8 17. Nc3 Ne3 18. Qc5 Ng4+ 19. Kg1 Qd7 20. Rf1 Bxc2 21. Rh4 Ne3 22. Rc1 g5 23. Rh6 Bg6 24. Na4 Ng4 25. Rh3 Qe6 26.

Qc3 Qxa2 27. Nc5 Re3 28. Qd2 Rae8 0-1

The flight to the Queen's-side

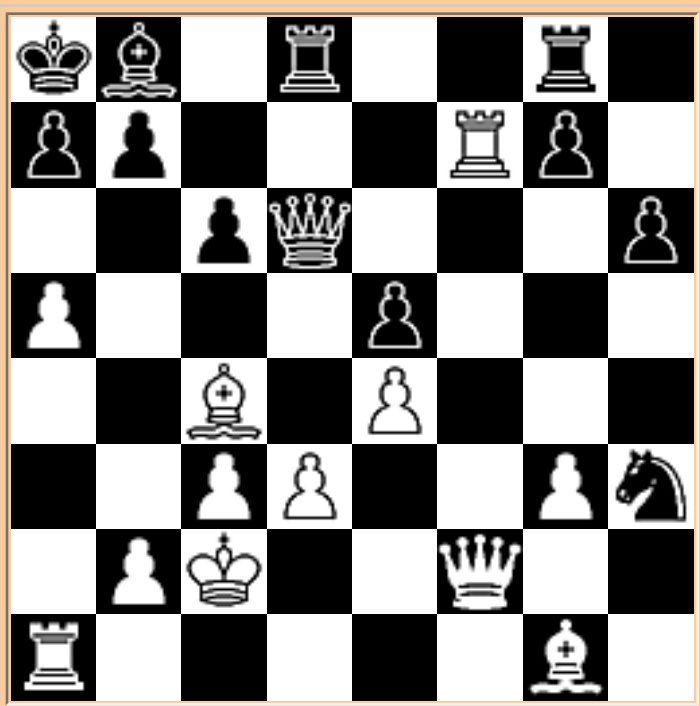
Rubinstein A - Hromadka K [C30] Mährisch Ostrau, 1923

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. Bc4 Nc6 5. Nc3 Nf6 6. d3 Bg4 7. h3 Bxf3 8. Qxf3 Nd4 9. Qg3 Qe7 10. fxe5 dxe5 11. Kd1 c6 12. a4 Rg8 13. Rf1 h6 14. Ne2 O-O-O



Although in this game Black falls prey to Rubinstein's mastery, the switch must always be anticipated by White.

15. Nxd4 Bxd4 16. c3 Bb6 17. a5 Bc7 18. Be3 Kb8 19. Kc2 Ka8 20. Rf3 Nd5 21. Bg1 Nf4 22. Qf2 Bb8 23. g3 Nxh3 24. Rxf7 Qd6



And a blow long anticipated by White makes fitting use of the f-file invasion:

25. Qb6 Rd7 26. Bc5 Rxf7 27. Bxd6 Rf2+ 28. Qxf2 Nxf2 29. Bc5 1-0

The development of the King's Gambit

The Romantic King's Gambit

The playing-over of games like these is always a pleasure.

Anderssen,A - Kieseritzky,L [C33] London "Immortal game", 1851

1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 b5 5. Bxb5 Nf6 6. Nf3 Qh6 [6... Qh5] 7. d3 (?) [7. Nc3] 7... Nh5 (?) [7... Bc5] 8. Nh4? [8. Rg1 ^ 9.g4 8... Qb6 9. Nc3 c6 10. Bc4 Qc5 11. Qe2+-] but not [8. Ke2?! Qb6 9. Nc3 c6 10. Bc4 Ba6and] 8... Qg5 [8... g6] 9. Nf5 c6 (?) [9... g6] 10. g4? [10. Ba4] 10... Nf6 (?) [10... g6] 11. Rg1 cxb5? [11... d5?][11... h5] 12.

h4 [12. Qf3? h5] **12... Qg6** **13. h5 Qg5**

[13... Nxb5? 14. gxh5 Qf6 15. Nc3 Bb7 16. Bxf4 g6 17. Nxb5+-]

14. Qf3 Ng8

[14... Nxb5? 15. Rxb5 Qxh5 16. Bxf4+-]

15. Bxf4 Qf6 [15... Qd8 Reti] **16. Nc3 Bc5**



17. Nd5 (?)

17.d4! ^ 18.Nd5

17... Qxb2 **18. Bd6?**

[18. d4][18. Be3][18. Re1]

18... Bxg1 **19. e5 Qxa1+**

[19... Ba6 20. Nc7+ Kd8 21. Nxa6 Qxa1+ [21... Bb6 22. Qxa8 Qxc2 23. Qxb8+ +-] 22. Ke2]

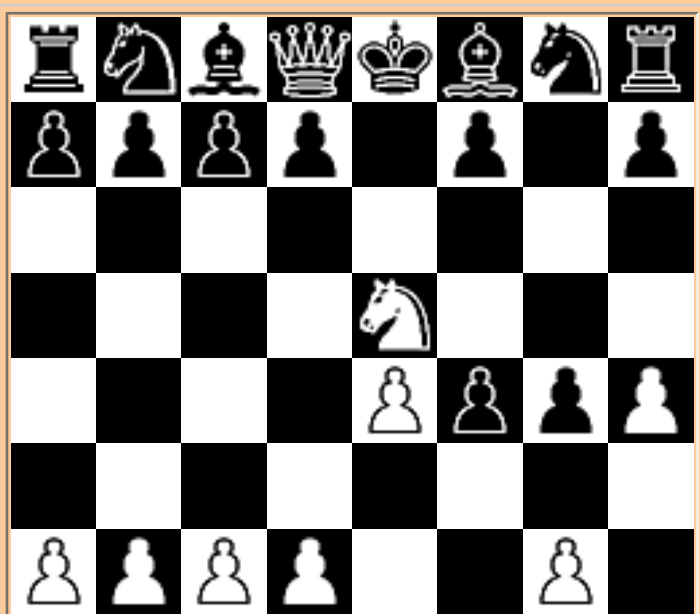
20. Ke2



1-0

Rosanes, J - Anderssen, A [C39] Breslau, 1863

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5





5... Nf6 6. Bc4 d5 7. exd5 Bd6 8. d4 Nh5 9. Bb5+?

[9. Nc3! Qe7!] or [9. O-O!]

9... c6 10. dxc6 bxc6 11. Nxc6 Nxc6 12. Bxc6+ Kf8!



[12... Bd7 13. Bxd7+ Qxd7 14. O-O]

13. Bxa8 Ng3 14. Rh2 [14. Kf2!] 14... Bf5 15. Bd5 Kg7 16. Nc3 Re8+ 17. Kf2 Qb6 18. Na4

[18. a4 Be5 19. Nb5 a6-/+]

18... Qa6 19. Nc3

[19. c4 Qxa4 20. Qxa4 Re2+ 21. Kg1 Re1+ 22. Kf2 Rf1##]

19... Be5



20. a4

[20. dxe5 Qb6+ 21. Ke1 Qg1+ 22. Kd2 Qe3##]

20... Qf1+!! 21. Qxf1 Bxd4+ 22. Be3 Rxe3 23. Kg1 Re1## 0-1

The Classical King's Gambit

This is not to say that nineteenth-century games were without science. As well as being spiced with a fiery imagination, the Gambit of this era was also tempered and hardened with cold reasoning.

Morphy,P - Medley,G, London, 1858

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. Bc4 d5 7. exd5 Bd6 8. d4 Nh5

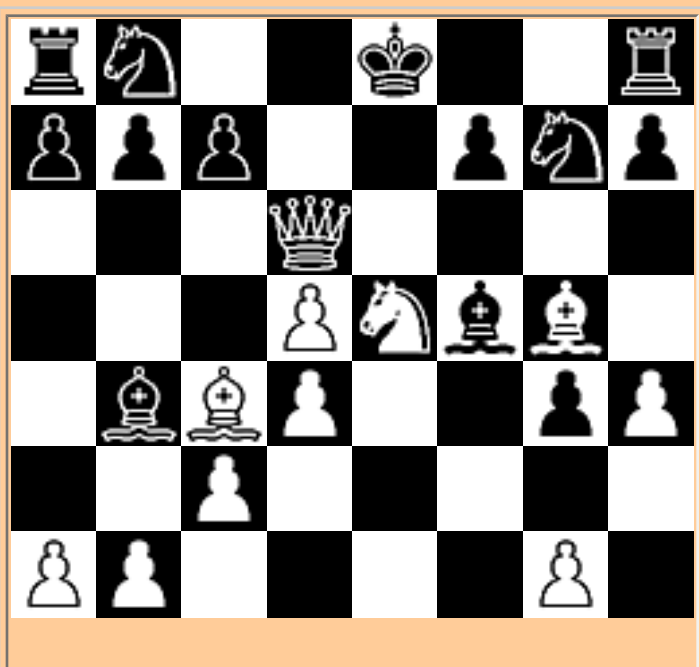


9. Nc3!

Morphy so often showed how the correct path in an opening was to ignore the immediate attack in favour of development.

[9. Bb5+ trying to force a win, was previously played]

9... Bf5 10. Ne2 Qf6 11. Nxf4 Ng3 12. Nh5 Nxh5 13. Bg5 Bb4+ 14. c3 Qd6 15. O-O Ng7





16. Rxf5 Nxf5 17. Qxg4 Ne7 18. Re1 h5 19. Qf3 Rh7 20. Bb5+ c6 21. dxc6
bxc6 22. Nxc6 Nbxc6 23. Bxc6+ ... 1-0

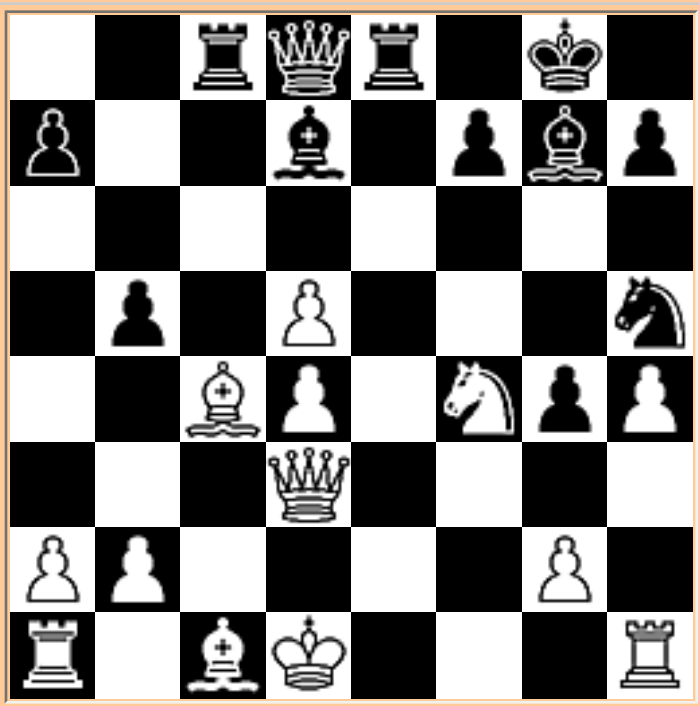
Steinitz V - Zukertort I [C39] it, 1882

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. Bc4 d5 7. exd5 Bg7 8.
Nc3 O-O 9. d4 Nh5 10. Ne2 c5



This is a move of Paulsen's, whose positional sense was surprisingly modern. The motive is to break up the White centre, which here crashes with disastrous results for the White King.

11. c3 cxd4 12. cxd4 Nd7 13. Nxd7 Bxd7 14. Qd3 Rc8 15. Nxf4 Re8+ 16.
Kd1 b5



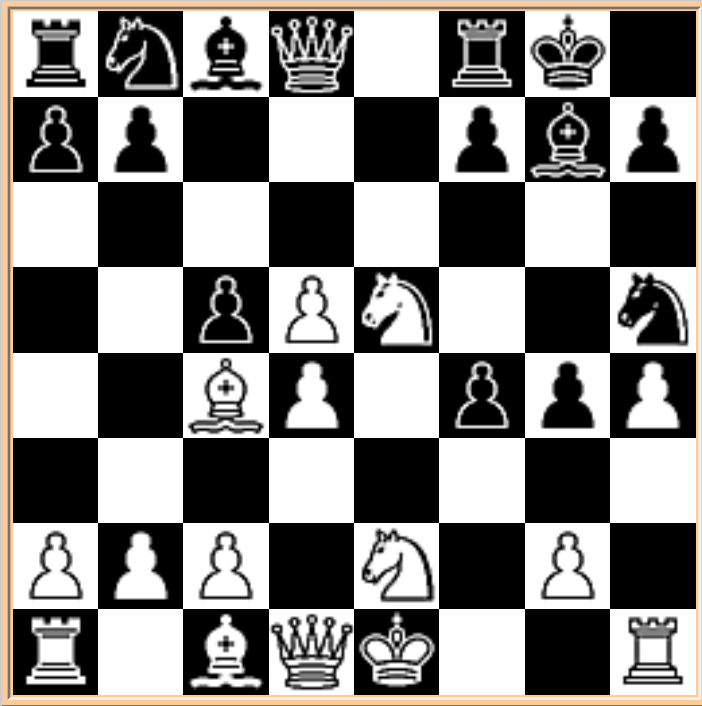
17. Nxh5 bxc4 18. Qa3 Bxd4 19. Bd2 Qb6 20. Bc3 Re3 21. Re1



21... Bxc3 22. Rxe3 Qxe3 23. bxc3 Qg1+ 24. Kd2 Qxg2+ 25. Ke3 Re8+ 26. Kd4 Qe4+ 27. Kc5 Qe7+ 28. d6 Qe5+ 29. Kxc4 Qe4+ 30. Kb3 Rb8+ 31. Qb4 Rxb4+ 32. cxb4 Qd3+ 33. Kb2 Qd4+ 0-1

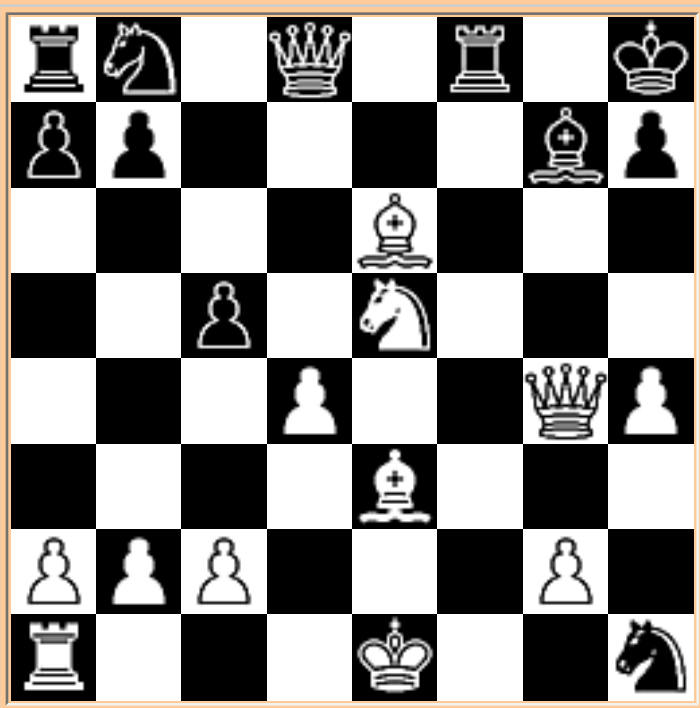
Steinitz W - Schlechter C [C39] Vienna, 1897

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Bg7 6. d4 Nf6 7. Bc4 d5 8. exd5 O-O 9. Nc3 Nh5 10. Ne2 c5



A few years later, Steinitz, and the Gambit, have moved on. The next move, due to Blackburne, abandons the centre in order to dispose of the f-Pawn and exploit the loose Black set-up.

11. Nxf4 Ng3 12. Ne6 fxe6 13. dxe6 Bxe6 14. Bxe6+ Kh8 15. Qxg4 Nxh1 16. Be3



16... cxd4 17. Bxd4 Qxd4! 18. Qxd4 Nc6 19. Nxc6 bxc6? 20. Qc4 Rab8 21. O-O-O! Bxb2+ 22. Kd2 Nf2 23. Rb1 Rbd8+ 24. Ke2 Bg7 25. Rb7! Rd4 26. Qxc6 Re4+ 27. Kd2 Rd4+ 28. Ke3 Nd1+ 29. Ke2 Bh6 30. Bf7! Rdd8 31. Qxh6 1-0

"A fascinating game, and because of its surprising twists, quite foreign to present-day play. ... We can appreciate the ability of the old-time masters to assess far quicker than we are able today, a sound evaluation of intricate variations of this nature." -- Konig.

The Modern King's Gambit

In the last Gambit tournament in 1914 the King's Gambit was not played once. Had the opening died?

Rubinstein, the arch-classicist, Reti, the hypermodernist, and Spielmann, the last Romantic, were invited to revise the *Larobok i Schach* after the war. They thought they had only to add a few wrinkles to the old lines, but found that many lines were incompatible with the new views of the centre. Rubinstein in particular took up the variation to defend his conclusions in practice, and added many brilliancies to the canon of the Gambit. The Swede Stoltz read and believed...

Stoltz,G - Samisch,Fritz [C39] Swinemunde, 1932

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6

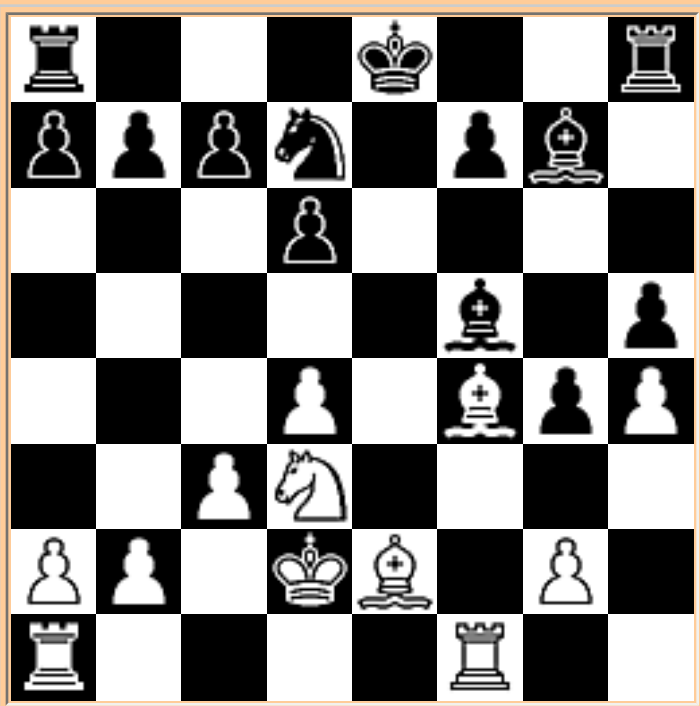


6. d4

Rubinstein concluded that this was the correct way to proceed, although the move was known to Philidor.

[6. Bc4, played previously, is met of course by 6...d5]

6... d6 7. Nd3 Nxe4 8. Bxf4 Qe7 9. Qe2 Bg7 10. c3 h5 11. Nd2! Nxd2 12. Kxd2 Qxe2+ 13. Bxe2 Bf5 14. Rhf1 Nd7

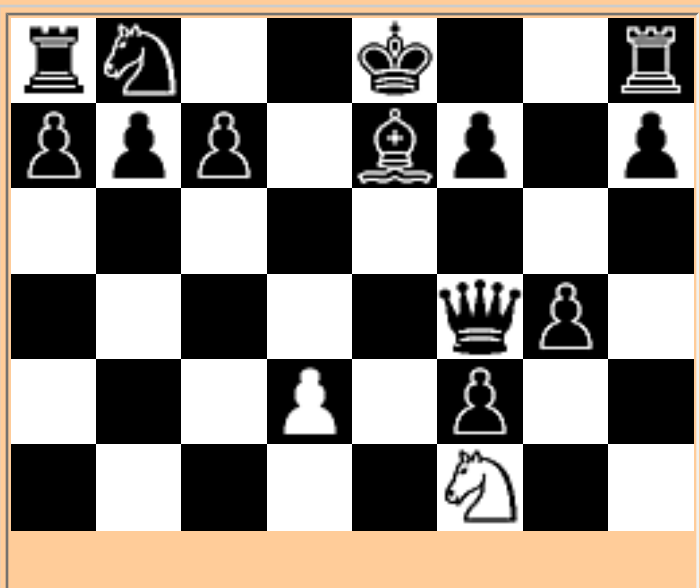


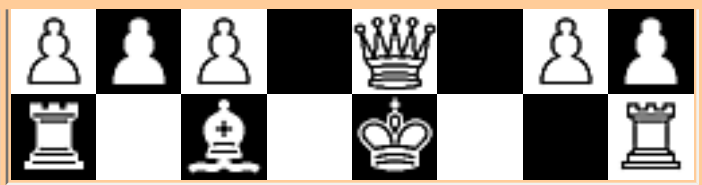
Despite the Queen exchange, the attack thunders on.

15. Nb4 Nf6 16. Bb5+ Bd7 17. Rae1+ Kd8 18. Bg5 Bxb5 19. Rxf6 1-0

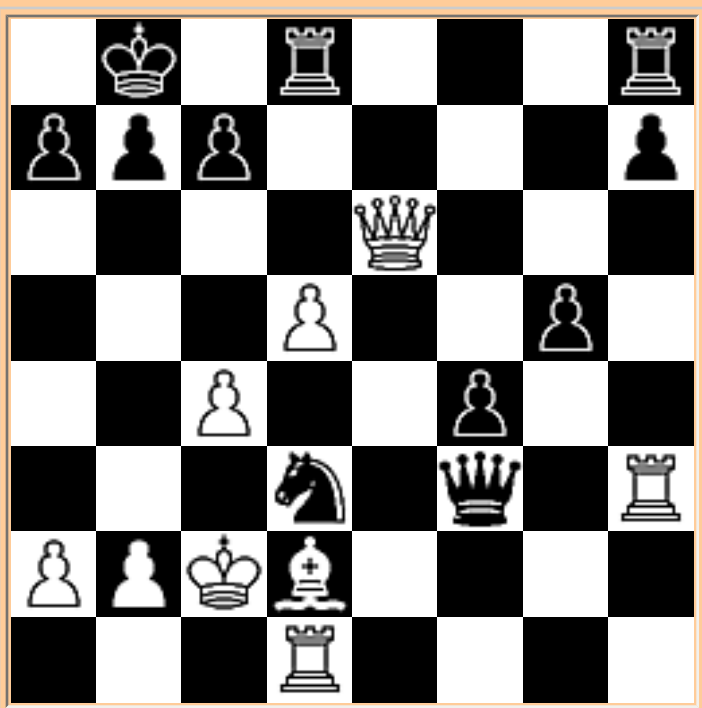
Rubinstein,Akiba - Yates,Frederick [C34] Hastings, 1922

1. e4 e5 2. f4 exf4 3. Nf3 Nf6 4. Nc3 d5 5. exd5 Nxd5 6. Nxd5 Qxd5 7. d4 Be7 8. Bd3 g5 9. Qe2 Bf5 10. Bxf5 Qxf5

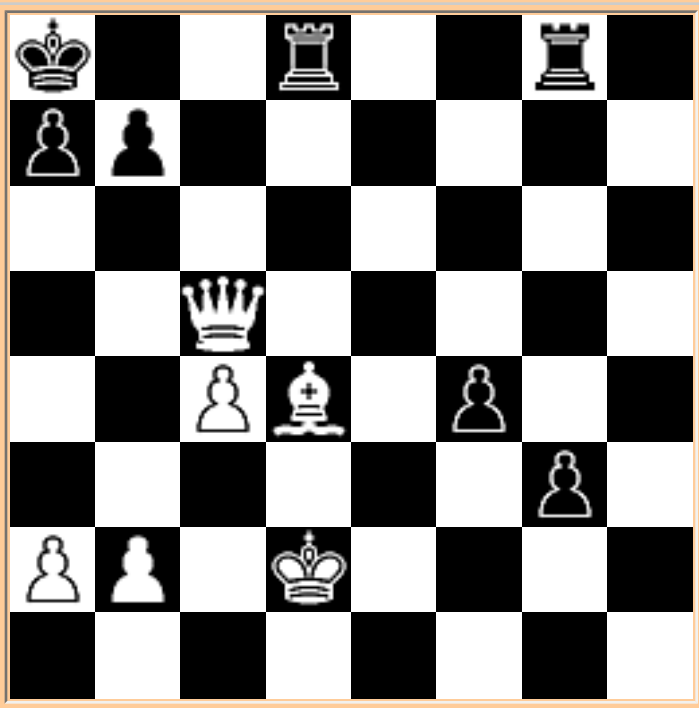




11. g4!? Qd7 12. Bd2 Nc6 13. O-O-O O-O-O 14. h4 f6 15. c4 Qxg4?! 16. hxg5 fxg5 17. d5 Nb4 18. Qxe7 Nd3+ 19. Kc2 Qxf3 20. Qe6+ Kb8 21. Rh3



21... Qxd1+ 22. Kxd1 Nf2+ 23. Ke1 Nxh3 24. Qxh3 h5 25. Bc3 g4 26. Qh4 Rhg8 27. Qxh5 g3 28. Bd4 Rde8+ 29. Kd2 Ref8 30. d6 cxd6 31. Qh6 Ka8 32. Qxd6 Rd8 33. Qc5



33... Rxd4+ 34. Qxd4 g2 35. Qg1 Rg3 36. b4 a6 37. Ke2 f3+ 1/2-1/2

The Contemporary King's Gambit

Our understanding of the positional ideas behind the Gambit has not advanced much, but progress continues to be made. The positional advantages that the Gambit offers can be pursued through modern endgame technique as well as if they arose through any other opening (Bronstein-Ragozin), and the sundry variations are by no means exhausted.

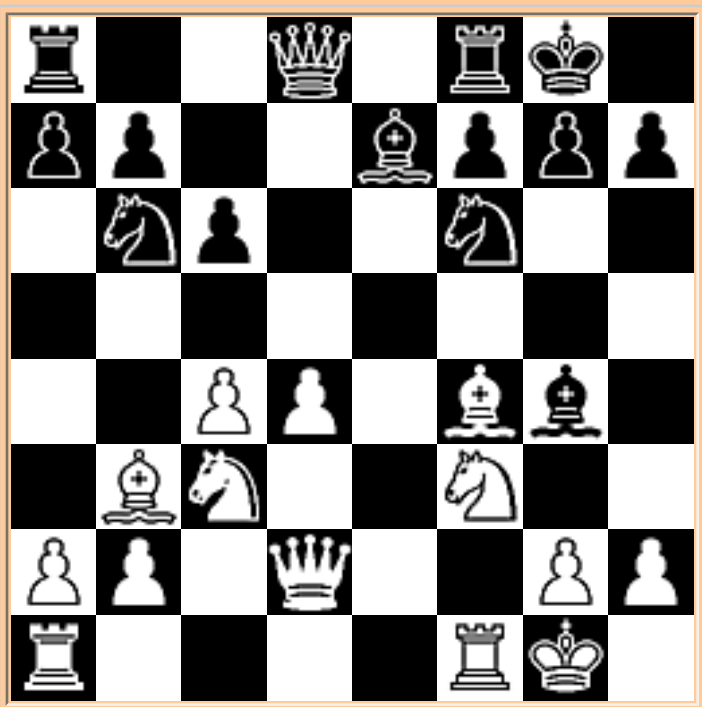
So these days, you can play to out-prepare (Hebden-Geller) or out-play (Polgar-Flear) your opponent. Even if the preparation goes astray (Spassky-Fischer), the win for Black will not be always a matter for technique, as the game remains open and complex.

Bronstein D I - Ragozin V [C36] izt, 1948

1. e4 e5 2. f4 d5 3. exd5 exf4 4. Nf3 Nf6 5. Bb5+ Nbd7?!

A failure of nerve.

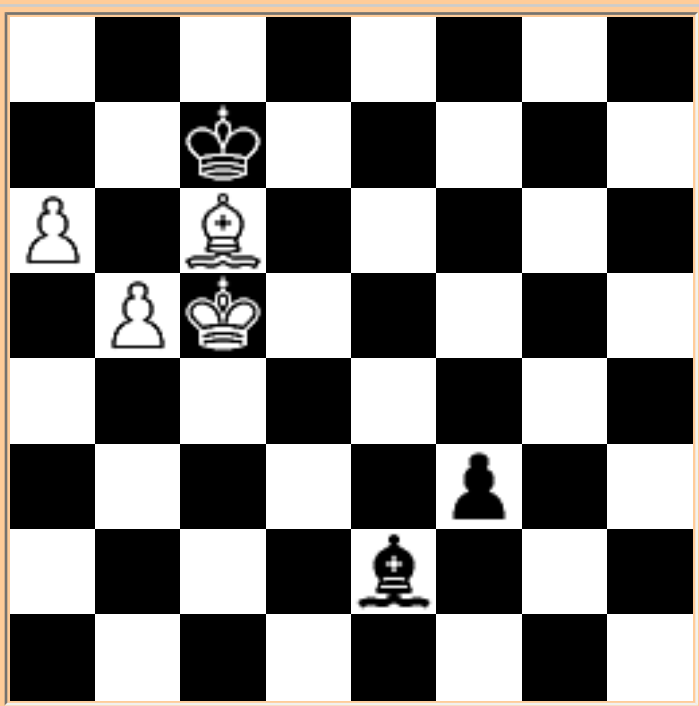
6. O-O Nxd5 7. c4 N5f6 8. d4 Be7 9. Bxf4 O-O 10. Ba4 Nb6 11. Bb3 Bg4 12. Nc3 c6 13. Qd2



13... a5 14. a3 a4 15. Ba2 Nbd7 16. Rae1 Re8 17. Ng5 Bh5 18. Kh1 Bg6 19. Nf3 Nh5 20. Be3 Qc7 21. Qd1 Qa5 22. Bd2 Qa7 23. c5 b6 24. Bg5 Bxg5 25. Nxc5 Nhf6!? 26. Rxe8+ Rxe8 27. Qxa4 Qxa4 28. Nxa4 bxc5 29. dxc5 Re2 30. Bc4 Rc2 31. Bb3 Re2 32. Nf3 Ne4 33. Bd1 Re3 34. Kg1 Ndxc5 35. Nxc5 Nxc5 36. Re1 Rxe1+ 37. Nxe1



37... Kf8 38. Kf2 Ke7 39. Ke3 Kd6 40. b4 Na6 41. Be2 Nc7 42. Nf3 Nd5+
 43. Kd4 Nf4 44. Bf1 f6 45. Nd2 Ne6+ 46. Kc3 Nc7 47. Nc4+ Ke7 48. Nb6
 Nb5+ 49. Kb2 Bf5 50. a4 Na7 51. Kc3 h5 52. Kd4 Kd6 53. Nc4+ Kc7 54.
 Kc5 Bd7 55. Nd6 h4 56. Be2 f5 57. g3 hxg3 58. hxg3 Nc8 59. Nxc8 Bxc8
 60. Bf3 Bb7 61. a5 g5 62. Bg2 f4 63. gxf4 gxf4 64. Bf3 Ba6 65. Bxc6 Be2
 66. b5 f3 67. a6



[67. a6 f2 68. b6+ Kd8 69. a7 f1=Q 70. a8=Q+ Ke7 71. Qe8+ Kf6 72. Qf8+ Kg5
 73. Qxf1 Bxf1 74. b7]

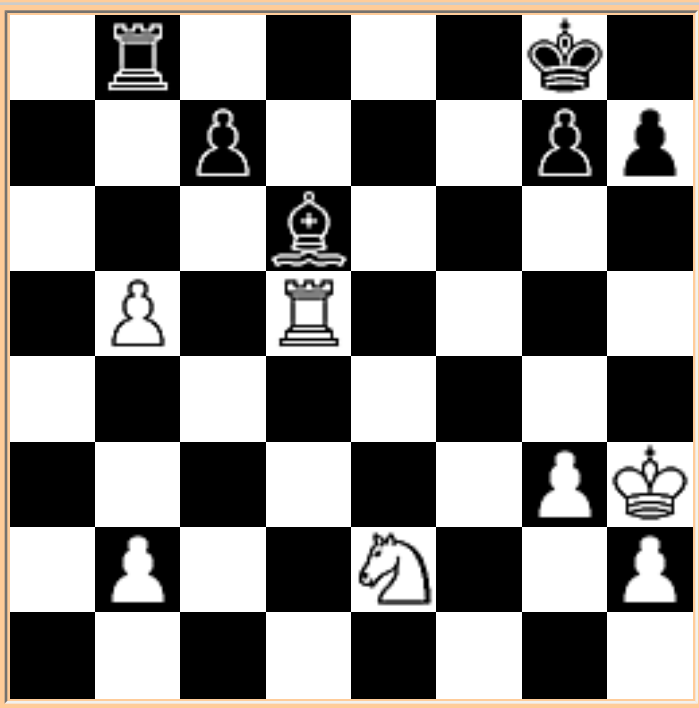
1-0

Hebden M - Geller E [C36] Moscow, 1986

1. e4 e5 2. f4 d5 3. exd5 exf4 4. Nf3 Nf6 5. Bc4 Nxd5 6. O-O Be6 7. Bb3
Be7 8. c4 Nb6 9. d4 Nxc4



10. Bxf4 O-O?! 11. Qe2 b5 12. Nc3 a6 13. a4! Nc6 14. axb5 Nxd4 15. Nxd4
Qxd4+ 16. Kh1 Rab8 17. Rxa6 Bd6 18. Ra4! Bxf4 19. Bxc4 Qd6 20. Rd1
Qe5 21. Bxe6 fxe6 22. Re4 Qg5 23. g3 Bd6 24. Rxe6 Qf5 25. Kg2 Bc5 26.
Rd5 Qf2+ 27. Qxf2 Rxf2+ 28. Kh3 Bd6 29. Re2 Rxe2 30. Nxe2



This is better for White, although by the end Mark was fighting for a draw.

30... Re8 31. Nc3 Re6 32. Kg2 Kf7 33. Rf5+ Kg6 34. g4 Re3 35. Rh5 h6 36. Kf2 Rd3 37. Ke2 Rd4 38. h3 Rb4 39. Nd1 Kf6 40. Kd3 Be5 41. Nc3 Rxb2 42. Ne4+ Ke6 43. g5 g6 44. Rxh6 Kf5 45. Rh7 Rxb5 46. Rf7+ Ke6 47. Rh7 Rd5+ 48. Ke3 Ra5 49. Kd3 Ra3+ 50. Kc4 Kf5 51. Nc5 Rc3+ 52. Kb4 Rc1 53. Nd7 Bg3 54. Nf6 Rb1+ 55. Kc4 Rh1 56. Kd3 Be5 57. Ng4 Bg3 58. Nf6 Ra1 59. h4 Ra3+ 60. Ke2 Ra4 61. Rf7 Bh2 62. Kf3 Rf4+ 63. Kg2 Rxh4 64. Nh7+ Kg4 65. Nf8 Bd6 66. Nxc6 Rh2+ 67. Kf1 Kxc5 68. Ne7 Rd2 69. Nf5 Bf4 70. Ng7 1/2-1/2

Polgar,J - Flear,C [C33] Hastings/SW,11,22, 1989

1. e4 e5 2. f4 exf4 3. Bc4 Nf6

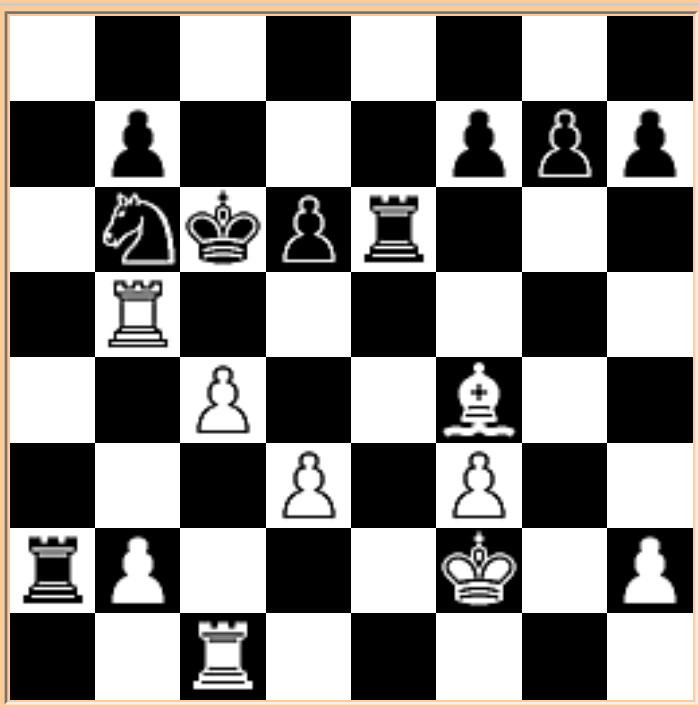
After 3...d5 the Polgars have been playing 4. exd5, getting into a line of the Modern Defence.

4. d3



This modest move intends to reach a playable middlegame with an extra central Pawn. Black is objectively equal but can be outplayed.

4... d5 5. exd5 Nxd5 6. Nf3 Nb6 7. Bb3 Bd6 8. Qe2+ Qe7 9. Nc3 Bg4 10. Qxe7+ Kxe7 11. Ne4 Bxf3 12. gxf3 Nc6 13. Nxd6 cxd6 14. Bxf4 Nd4 15. Kf2 Nxb3 16. axb3 a6 17. Ra5 Kd7 18. b4 Rhe8 19. c4 Re6 20. b5 axb5 21. Rxb5 Kc6 22. Rc1 Ra2

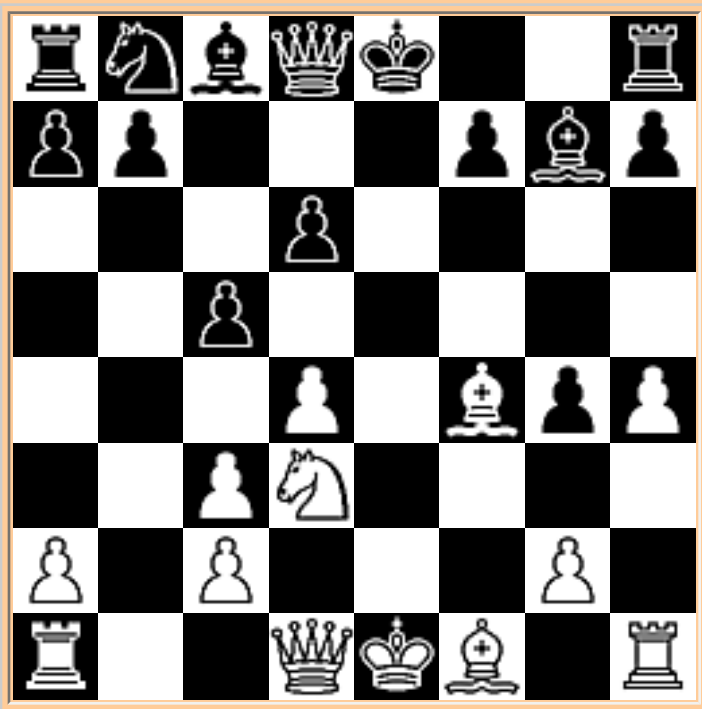


23. Rb3! Nd7 24. d4 Rf6 25. Bg3 b6 26. Re1 d5 27. cxd5+ Kxd5 28. Re7

Kc4 29. Rc3+ Kb4 30. Rc2 Kb3 31. Rd2 Ra7 32. d5 b5 33. d6 Rf5 34. Rd3+ Kc2 35. Rc3+ Kxb2 36. Rc7 1-0

Spassky,Boris - Fischer,Robert (2) [C39] Mar del Plata, 1960

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. d4 d6 7. Nd3 Nxe4 8. Bxf4 Bg7 9. Nc3?! Nxc3 10. bxc3 c5



11. Be2 cxd4 12. O-O Nc6 13. Bxg4 O-O 14. Bxc8 Rxc8 15. Qg4 f5=/+ 16. Qg3 dxc3 17. Rae1 Kh8 18. Kh1 Rg8 19. Bxd6 Bf8 20. Be5+ Nxe5 21. Qxe5 + Rg7 22. Rxf5 Qxh4+ 23. Kg1



23... Qg4

[23...Qg3-/+]

24. Rf2 Be7 25. Re4 Qg5 26. Qd4 Rf8 27. Re5 Rd8 28. Qe4 Qh4 29. Rf4 1-0

Back to [Chess Coaching Page](#)

This document (kg_ideas.html) was last modified on 16th Aug 96 by



[Dr. Dave](#)

Exeter Chess Club: Variations of the King's Gambit

```
t S l D j L s T
X x X x + x X x
- + - + - + - +
+ - + - X - + -
- + - + p P - +
+ - + - + - + -
p P p P - + p P
R n B q K b N r
```

Here's a zip-through the main lines of the King's Gambit, using complete games. I have tried where possible to use games from Joe Gallagher's popular book.

There are three basic classes of defence:

- accept the Pawn
- counter-gambit
- get on with development

Accept the Pawn

Steinitz always said that the best way to refute a gambit is to accept it, and accepting the Gambit is probably the most popular response at all levels. Steinitz would hang on to Pawns with total commitment, but the pragmatic Lasker advised letting your opponent waste time and effort getting it

back, when you may have material equality but a superior position.

Because of the check at h4, White normally plays 3. Nf3, but there are some alternatives.

King's Bishop's Gambit

Polgar,J - Flear,C [C33] Hastings/SW,11,22, 1989

1. e4 e5 2. f4 exf4 3. Bc4 Nf6

After 3...d5 the Polgars have been playing 4. exd5, getting into a line of the Modern Defence.

4. d3

```

t S l D j L - T
X x X x + x X x
- + - + - S - +
+ - + - + - + -
- + b + p X - +
+ - + p + - + -
p P p + - + p P
R n B q K - N r

```

This modest move intends to reach a playable middlegame with an extra central Pawn. Black is objectively equal but can be outplayed.

4... d5 5. exd5 Nxd5 6. Nf3 Nb6 7. Bb3 Bd6 8. Qe2+ Qe7 9. Nc3 Bg4 10. Qxe7+ Kxe7 11. Ne4 Bxf3 12. gxf3 Nc6 13. Nxd6 cxd6 14. Bxf4 Nd4 15. Kf2 Nxb3 16. axb3 a6 17. Ra5 Kd7 18. b4 Rhe8 19. c4 Re6 20. b5 axb5 21. Rxb5 Kc6 22. Rc1 Ra2

```

- + - + - + - +
+ x + - + x X x

```

- S j X t + - +
+ r + - + - + -
- + p + - B - +
+ - + p + p + -
t P - + - K - P
+ - R - + - + -

23. Rb3 Nd7 24. d4 Rf6 25. Bg3 b6 26. Re1 d5 27. cxd5+ Kxd5 28. Re7 Kc4 29. Rc3+ Kb4 30. Rc2 Kb3 31. Rd2 Ra7 32. d5 b5 33. d6 Rf5 34. Rd3+ Kc2 35. Rc3+ Kxb2 36. Rc7 1-0

King's Knight's Gambit

Again, there is a basic choice of strategy:

hang on to the Pawn (Kieseritsky Variation (3...g5), Becker Variation (3...h6))

central counter (Modern Defence (3...d5))

get on with development (Schallop Defence (3...Nf6), Defence with 3...Nc6, Cunningham Variation (3...Be7))

Kieseritsky Variation (3...g5)

Holmes,D - Hebden,Mark [C39] British Championship, 1989

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4

The alternative 4. Bc4 leads most often to the Hanstein variation, which JG reckons is no winning attempt after e.g.

Groeneveld K - Jerabek P (corres TT/88\3, 1991): 1.e4 e5 2.f4 exf4 3.Nf3 g5 4. Bc4 Bg7 5.h4 h6 6.d4 d6 7.c3 Nc6 8.0-0 Bg4 9.Qb3 Na5 10.Bxf7+ Kf8 11.Qa3 Kxf7 12.Qxa5 Bxf3 13.Rxf3 c5 = (Hoi) 14.Qxd8 Rxd8 15.d5 Be5 16.g3 g4 17.Rf1 f3 18.Bf4 Bxf4 0-1

Oddly, BCO2 gives the archaic Double Muzio Gambit the nod e.g.

Shirov,A - Lapinski,J: Daugavpils, 1990: 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.0-0 gxf3 6.Qxf3 Qf6 7.e5 Qxe5 8.Bxf7+ Kxf7 9.d4 Qxd4+ [9...Qf5] 10.Be3 Qf6 11.Bxf4 Ke8 12.Nc3 Nc6 13.Nd5 Qg6 14.Rae1+ Be7 15.Bd6 Kd8 16.Qf8+ Bxf8 17.Bxc7# 1-0

4...g4

5. Ne5

The Allgaier gambit

5. Ng5 h6 6. Nxf7

is a brave but probably insufficient try; the idea though is sound in other positions (see 3...h6).

Terry - Barlow B (corres GBR, 1988)

1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ng5 h6 6.Nxf7 Kxf7 7.Nc3 d6 8.Bc4+ Kg7 9.d4 Be7 10.Bxf4 Bxh4+ 11.g3 Bg5 12.Qd2 Bxf4 13.gxf4 Bd7 14.0-0-0 a5 15.f5 Be8 16.Nd5 Nd7 17.e5 Ra6 18.Nf4 1-0

White gets good practical chances in any event; the line reminds me of Cochrane's line in the Petroff. (1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nxf7).

5...Nf6 6. d4 d6 7. Nd3 Nxe4 8. Bxf4 Qe7 9. Qe2 Nc6 10. c3 Bf5

```
t + - + j L - T
X x X - D x + x
- + s X - + - +
+ - + - + l + -
- + - P s B x P
+ - P n + - + -
p P - + q + p +
R n + - K b + r
```

This is the critical line of the Kieseritsky. Black does not stand badly and the most that JG claims for

White here is that *Black* will find it difficult to win after 13. Nxe4 (!). The main game is widely cited as the antidote to White's plans. I offer some recent experiences as a starting point for folk who hope to win as White with it.

11. Nd2 O-O-O

[11... Nxd2 12. Kxd2 h5 13. Bg5 Bh6 14. Bxh6 Qxe2+ 15. Bxe2 Q-Q Vockler M - Sobeck G/corres DDR/BRD 1972 (25)]

12. O-O-O

[12. Nc4 h5 13. Ne3 Bg6 14. O-O-O Bh6 15. Bxh6 Rxh6 16. Nd5 Qf8 17. Qe3 Re8 18. Qf4 Nd8 0-1 Wittmann W - Rodin E/corres ARG 1980]

[12. Nxe4 Qxe4 13. Qxe4 Bxe4 14. Nf2 Re8

[14... f5 15. Nxe4 fxe4 16. h5 Be7 17. Kf2 Rdf8 18. Kg3 d5 19. Be2 Rhg8 0-1 Schmelz - Hanison/corres CIF 1990 (27)]

15. Kd2 f5 16. Nxe4 Rxe4 17. g3 Ne7 18. Bd3 Re6 19. Rae1 Kd7 Q-Q Bangiev A - Neumann G/corres USSR 1989 (26)]

12... Re8 13. Re1

[13. g3 Nxc3 14. Qxe7 Nxa2+ 15. Kb1 Rxe7 16. Kxa2 Bxd3 17. Bxd3 Nb4+ 18. Kb3 Nxd3 0-1 Hajek - Buresh/cr 1961]

[13. Nc4 Qf6 14. Ne3 Bh6 15. Qe1 g3 16. Nd5 Qg7 17. Qe3 Bxf4 18. Qxf4 Bg4 19. Re1 f5 0-1 Skotorenko V - Repriniev/corres ARG 1983 (44)]

[13. h5 Nxc3 0-1 Pantaleoni L - Bonatti A/corres ITA/CSA 1983]

[13. d5 Nxc3 14. Qxe7 Nxa2+

[14... Nxe7 15. bxc3 Nxd5 16. c4 Nc3 17. Re1 Rxe1+ 18. Nxe1 Nxa2+ 19. Kb2 Nb4 0-1 Craig T - Ivanez Rico F/corres EUR 1991 (40)]

15. Kb1 Nxe7 16. Kxa2 Nxd5 0-1 Hurt,E - Baca,D/cr 1987]

[13. Nxe4! = Qxe4 14. Qd2

[14. Qxe4 Rxe4 15. g3 Bg7 16. Bd2 Re7 17. Nf4 Be4 18. Bg2 f5 19. Rde1 Rhe8
20. Re2 Bh6 21. Bxe4 Rxe4 22. Rxe4 Rxe4 23. Nd5 Bxd2+ 24. Kxd2 Nxd4 0-1
McLean - Hindle/corres GBR 1990]

14... Bg7 15. h5 h6 16. Rh2 Qd5 17. Kb1 b5 18. Ka1 a5 19. g3 Be4 ... 1-0 Pablo -
Gilg,J/Tarrassa (2) 1989 (42)]

13... Qe6 14. a3 Qa2 15. Qd1

[15. g3 Bg7 16. Nxe4 Rxe4 17. Qxe4 Bxe4 18. Rxe4 Qb3 19. Rh2 a5 0-1 Maes W -
Winants L/Huy op 1992 (38)]

15... h5 16. g3

[16. Qb3 Qa1+ 17. Nb1 Be7 18. Qd5 Bg6 19. Rxe4 Bd8 0-1 Carroll C - Curnow D/
corres GBR 1989 (35)]

16... Bg7 17. Rh2 Nxc3 18. bxc3 Qxa3+ 19. Kc2 Bxd4 20. Qa1 Nb4+ 0-1

Becker Variation (3...h6)

Vrenegoor T - Van Gisbergen S [C34] Enschede, 1991

1. e4 e5 2. f4 exf4 3. Nf3 h6

Black signals an intention to hang on to the Pawn with ...g5 and ...Bg7.

**4. d4 g5 5. Nc3 d6 6. g3 fxg3 7. h4 g4 8. Ng1 g2 9. Bxg2 Be7 10. h5 Bh4+
11. Ke2 Bg5 12. Bxg5 Qxg5 13. Qd2 Qxd2+ 14. Kxd2 Ne7 15. Nge2+ /=**

t S l + j + - T
X x X - S x + -
- + - X - + - X
+ - + - + - + p
- + - P p + x +

```

+ - N - + - + -
p P p K n + b +
R - + - + - + r

```

better for White, says Korchnoi, but...

15... Na6 16. Rhf1 O-O 17. Rae1 Kg7 18. Nf4 c6 19. Rg1 Rg8 20. Bf1 Nc7 21. Be2 Kf8 22. Rg2 d5 23. Rf1 Bd7 24. e5 Rg5 25. Rfg1 Ne6 26. Nxe6+ Bxe6 27. Bxg4 Bxg4 28. Rxg4 Rxh5 29. Ne2 Rh2 30. Rf4 Re8 31. Rgf1 f5 32. exf6 Rxe2+ 33. Kxe2 Ng6+ 34. Kd3 Nxf4+ 35. Rxf4 Kf7 36. c4 dxc4+ 37. Kxc4 Re2 38. Kc3 Re6 39. d5 cxd5 40. Rf5 Rxf6 41. Rxd5 Kg6 42. Rd7 Rf7 43. Rd6+ Kg5 44. Rd5+ Kg4 45. Rd1 Rc7+ 0-1

Bangiev A - Karolyi T [C34] Kecskemet, 1987

1. e4 e5 2. f4 exf4 3. Nf3 h6 4. b3

```

t S l D j L s T
X x X x + x X -
- + - + - + - X
+ - + - + - + -
- + - + p X - +
+ p + - + n + -
p + p P - + p P
R n B q K b + r

```

A recently popular counter, which meets no effective opposition in this game.

4... d6 5. Bb2 Nf6 6. Nc3 Nc6 7. Qe2 Be7 8. O-O-O O-O

```

t + l D - T j +
X x X - L x X -
- + s X - S - X
+ - + - + - + -
- + - + p X - +
+ p N - + n + -

```

p B p P q + p P
+ - K r + b + r

9. g3 Bg4 10. Qf2 Ne5 11. Be2 fxg3 12. Qxg3 Nh5 13. Qf2 Bxf3 14. Bxf3 Bh4 15. Qf1 Nf4 16. Rg1 c6 17. Bg4 Nfg6 18. Bf5 Bg5 19. Kb1 Ne7 20. d4 N5g6 21. Bc1 Bxc1 22. Kxc1 d5 23. e5 Nxf5 24. Qxf5 Ne7 25. Qg4 g6 26. Rdf1 Qc8 27. Qh4 Nf5 28. Qf6 Kh7 29. Ne2

t + d + - T - +
X x + - + x + j
- + x + - Q x X
+ - + x P s + -
- + - P - + - +
+ p + - + - + -
p + p + n + - P
+ - K - + r R -

29... Qe6 30. Rxg6 Qxf6 31. Rxf6 Ng7 32. Rxf7 Kg8 33. Rxf8+ Rxf8 34. Rxf8+ Kxf8 35. Kd2 Ne6 36. Ke3 Kf7 37. c4 Nc7 38. Nf4 b5 39. Kd3 a5 40. cxd5 cxd5 41. a4 b4 42. Ke3 Ke8 43. Nd3 Ne6 44. Nc5 Nd8 45. Nd3 Nc6 46. Nf4 Ne7 47. Ne2 Kf7 48. Kf4 Kg6 49. Ng1 Nc6 50. Nf3 Kf7 51. Kf5 Ne7 + 52. Kg4 Ke6 53. Nh4 Nc8 54. Nf5 Nb6 55. Nd6 Nd7 56. Nb5 Nb8 57. Kf4 Nc6 58. h4 Ne7 59. Nd6 Nc6 60. Nf5 h5 61. Kg5 Nxe5 62. Ng7+ Kd6 63. dxe5+ Kxe5 64. Nxe5 Kd4 65. Nf4 Kc3 66. h5 Kxb3 67. h6 Ka2 68. h7 b3 69. Nd3 1-0

Modern Defence (3...d5)

Long thought an effective reply, but I sense players of Black are finding this less promising than other lines. White has two Bishop moves at move 5, and JG claims both are good.

Kinlay,J - Nunn,J [C36] London, 1977

1. e4 e5 2. f4 exf4 3. Nf3 d5 4. exd5 Nf6 5. Bb5+ c6 6. dxc6 Nxc6 7. d4 Bd6 8. O-O O-O 9. Nbd2 Bg4 10. c3 Bc7 11. Nc4 Ne7 12. Ba4 b5 13. Bxb5 Qd5 14. Na3 Qh5

```
t + - + - T j +
X - L - S x X x
- + - + - S - +
+ b + - + - + d
- + - P - X l +
N - P - + n + -
p P - + - + p P
R - B q + r K -
```

Nunn is so dangerous with the attack.

15. Bd3 Ned5 16. Nc4 Rae8 17. h3 Ne3 18. Bxe3 fxe3 19. hxg4 Nxg4 20. Nce5 Rxe5 21. dxe5 e2 22. Bxe2 Bb6+ 23. Qd4 Qh6 24. Rae1 Rd8 25. Bc4 Rxd4 0-1

Hebden M - Geller E [C36] Moscow, 1986

1. e4 e5 2. f4 d5 3. exd5 exf4 4. Nf3 Nf6 5. Bc4 Nxd5 6. O-O Be6 7. Bb3 Be7 8. c4 Nb6 9. d4 Nxc4

```
t S - D j + - T
X x X - L x X x
- + - + l + - +
+ - + - + - + -
- + s P - X - +
+ b + - + n + -
p P - + - + p P
R n B q + r K -
```

10. Bxf4 O-O 11. Qe2 b5 12. Nc3 a6 13. a4 Nc6 14. axb5 Nxd4 15. Nxd4 Qxd4+ 16. Kh1 Rab8 17. Rxa6 Bd6 18. Ra4 Bxf4 19. Bxc4 Qd6 20. Rd1 Qe5 21. Bxe6 fxe6 22. Re4 Qg5 23. g3 Bd6 24. Rxe6 Qf5 25. Kg2 Bc5 26. Rd5 Qf2+ 27. Qxf2 Rxf2+ 28. Kh3 Bd6 29. Re2 Rxe2 30. Nxe2

```
- T - + - + j +
+ - X - + - X x
```

- + - L - + - +
 + p + r + - + -
 - + - + - + - +
 + - + - + - P k
 - P - + n + - P
 + - + - + - + -

Better for White, but in the end Hebden was struggling to draw.

30... Re8 31. Nc3 Re6 32. Kg2 Kf7 33. Rf5+ Kg6 34. g4 Re3 35. Rh5 h6 36. Kf2 Rd3 37. Ke2 Rd4 38. h3 Rb4 39. Nd1 Kf6 40. Kd3 Be5 41. Nc3 Rxb2 42. Ne4+ Ke6 43. g5 g6 44. Rxh6 Kf5 45. Rh7 Rxb5 46. Rf7+ Ke6 47. Rh7 Rd5+ 48. Ke3 Ra5 49. Kd3 Ra3+ 50. Kc4 Kf5 51. Nc5 Rc3+ 52. Kb4 Rc1 53. Nd7 Bg3 54. Nf6 Rb1+ 55. Kc4 Rh1 56. Kd3 Be5 57. Ng4 Bg3 58. Nf6 Ra1 59. h4 Ra3+ 60. Ke2 Ra4 61. Rf7 Bh2 62. Kf3 Rf4+ 63. Kg2 Rxh4 64. Nh7+ Kg4 65. Nf8 Bd6 66. Nxc6 Rh2+ 67. Kf1 Kxc5 68. Ne7 Rd2 69. Nf5 Bf4 70. Ng7 Q

Schallop Defence (3...Nf6)

An unpopular line, but the games aren't always as one-sided as this one!

Bangiev A - Podrezov [C34] corres ARG, 1986

1. e4 e5 2. f4 exf4 3. Nf3 Nf6 4. e5 Nh5 5. d4 d5 6. c4 g5 7. g4 Ng7 8. Nc3 Bb4 9. Rg1 h5 10. h3 dxc4 11. Bxc4 c5 12. d5 Nd7 13. Bd2 Nb6 14. Qe2 hxg4 15. hxg4 Bd7 16. a3 Ba5 17. Ne4 Bxd2+ 18. Nfxd2 Qe7 19. d6

t + - + j + - T
 X x + l D x S -
 - S - P - + - +
 + - X - P - X -
 - + b + n X p +
 P - + - + - + -
 - P - N q + - +
 R - + - K - R -

1-0

Defence with 3...Nc6

Not a popular line - I could find no games in my database, although this may be because after 4. Nc3 we are in a line of the Vienna Gambit.

Gallagher,J - Hresc,Vladimir [C34] Gent <BEL> (07), 1991

1.e4 e5 2.f4 exf4 3.Nf3 Nc6 4.Nc3 g5 5.h4 g4 6.Ng5 h6 7.Nxf7 Kxf7 8.d4 f3 9.Bc4+ d5 10.Bxd5+ Kg7 11.gxf3 Bb4 12.Be3 Nf6 13.Bc4 Qe7 14.Qe2 gxf3 15.Qxf3 Bg4 16.Rg1 h5 17.e5 Nxe5 18.dxe5 Qxe5 19.O-O-O Bc5 20.Rd7+ Nxd7 21.Qf7# 1-0

Cunningham Variation (3...Be7)

This venerable line is considered a safe way to play for equality.

Illescas Cordoba M - Fernandez Garcia J [C35] Las Palmas, 1987

1. e4 e5 2. f4 exf4 3. Nf3 Be7 4. Bc4 Nf6! 5. e5 Ng4 6. O-O Nc6 7. d4 d5 8. exd6 Bxd6

[8...Qxd6 is always the alternative]

9. Qe1+

```
t + l D j + - T
X x X - + x X x
- + s L - + - +
+ - + - + - + -
- + b P - X s +
```


+ - + - + n + -
 p P p + - + p P
 R n B - Q r K -

9... Kf8 10. Nc3 Bf5 11. Nh4 Qg5 12. Nxf5 Qxf5 13. Qe4 Qxe4 14. Nxe4 Rd8 15. c3 Na5 16. Nxd6 Rxd6 17. Be2 Ne3 18. Rxf4 Re6 19. Bf3 c6 20. b3 Nd5

- + - + - J - T
 X x + - + x X x
 - + x + t + - +
 S - + s + - + -
 - + - P - R - +
 + p P - + b + -
 p + - + - + p P
 R - B - + - K -

21. Ba3+ Kg8 22. Bxd5 cxd5 23. Rf5 Ra6 24. Rxd5 g6 25. Rd7 Nc6 26. Bb2 1-0

Fischer Defence (3...d6)

This move was Fischer's famous "bust", hatched after a stinging defeat by Spassky. He describes it as a "high-class waiting move". After some peculiar digressions, players of White have settled on a fair strategy with 4. d4/ 5. h4, although JG suggests an interesting alternative with 4. Bc4/5. d3.

Gallagher J - Jackson S [C34] GBR-ch Blackpool, 1988

1. e4 e5 2. f4 exf4 3. Nf3 d6 4. d4 g5 5. h4 g4 6. Ng1 Bh6 7. Nc3 c6 8. Nge2 Qf6 9. g3 f3 10. Nf4 Qe7 11. Bd3 Bg7 12. Be3 h5 13. Qd2 Nd7 14. O-O-O

t + l + j + s T

```

X x + s D x L -
- + x X - + - +
+ - + - + - + x
- + - P p N x P
+ - N b B x P -
p P p Q - + - +
+ - K r + - + r

```

This is one of those peculiar positions that make the Gambit difficult to get a feel for. Black can make no use of the protected passed Pawn on the sixth(!).

14... Nf8 15. Rhe1 Bd7 16. e5 dxe5 17. dxe5 Ne6 18. Ne4

```

t + - + j + s T
X x + l D x L -
- + x + s + - +
+ - + - P - + x
- + - + n N x P
+ - + b B x P -
p P p Q - + - +
+ - K r R - + -

```

White obedience to the principle of centralisation is striking.

18... Bxe5 19. Nxe6 Bxe6 20. Bc5 Qc7 21. Nd6+! Bxd6 22. Rxe6+ Be7 23. Bd6 Qxd6 24. Rxd6 Bxd6

```

t + - + j + s T
X x + - + x + -
- + x L - + - +
+ - + - + - + x
- + - + - + x P
+ - + b + x P -
p P p Q - + - +
+ - K r + - + -

```

25. Ba6 O-O-O 26. Qc3 Ne7 27. Rxd6 bxa6 28. Rf6 Rhf8 29. Qc5 Rd7 30. Qxh5 Rfd8 31. Qxg4 Kb7 32. Qxf3 Nd5 33. Rxf7 Nb6 34. b3 a5 35. h5 a4

36. Kb2 axb3 37. axb3 a5 38. h6 a4 39. h7 axb3 40. cxb3 Ka7 41. Rxd7+

1-0

Gallagher J - Lane G [C34] Hastings Masters, 1990

1. e4 e5 2. f4 exf4 3. Nf3 d6 4. Bc4 h6 5. d3 g5 6. g3

```
t S l D j L s T
X x X - + x + -
- + - X - + - X
+ - + - + - X -
- + b + p X - +
+ - + p + n P -
p P p + - + - P
R n B q K - + r
```

A classic undermining.

6... Bh3 7. Nd4 d5 8. exd5 Bg7 9. c3 Bxd4 10. cxd4 Bg2 11. Rg1 f3 12. Be3 Nf6 13. Nc3 O-O 14. Qd2 Re8 15. O-O-O

```
t S - D t + j +
X x X - + x + -
- + - + - S - X
+ - + p + - X -
- + b P - + - +
+ - N p B x P -
p P - Q - + l P
+ - K r + - R -
```

15... Ng4 16. Rge1 Nd7 17. Bg1 Ndf6 18. h4 Rxe1 19. Rxe1 Nh5 20. Ne4 gxh4 21. gxh4 Qxh4 22. d6 cxd6 23. Nxd6 f2 24. Bxf2 Qxf2 25. Bxf7+ Kf8 26. Bxh5 Qxd2+ 27. Kxd2 Nf6 28. Bd1 h5 29. Re6 Ng4 30. Bb3 Rd8 31. Rg6 Ke7 32. Nf5+ Kd7 33. Rg7+ Kc8 34. Rh7 Nf6 35. Rh6 Rf8 36. Ng7 Nd5 37. Bxd5 Bxd5 38. Rxh5 Bxa2 39. Ra5 Bg8 40. Rxa7 Kc7 41. Ra5 Rd8 42.

Kc3 Kb6 43. Rc5 Bd5 44. Nf5 Be6 45. Ne3 Bf7 46. Rf5 Bg8 47. Rc5 Bf7 48. Nc4+ Ka7 49. b4 Bg8 50. b5 Bd5 51. b6+ Kb8 52. Rc7 Bg2 53. Ne5 Bh1 54. Nd7+ Ka8 55. Rc5 1-0

Minor Variations accepting the gambit

It is important to have an idea how to proceed after these odd lines.

Schlechter C - Teichmann R [C34] Vienna gt, 1903

1. e4 e5 2. f4 exf4 3. Nf3 f5 4. e5 g5 5. d4 g4 6. Bxf4 gxf3 7. Qxf3 Qh4+ 8. g3 Qg4 9. Qe3 Nc6 10. Be2 Qg6 11. Nc3 Bb4 12. d5 Nd8 13. O-O-O h6

```
t + l S j + s T
X x X x + - + -
- + - + - + d X
+ - + p P x + -
- L - + - B - +
+ - N - Q - P -
p P p + b + - P
+ - K r + - + r
```

14. g4 Ne7 15. d6 Ne6 16. dxe7 Bc5 17. Qg3 Bxe7 18. gxf5 Qxf5 19. Be3 Bg5 20. Nd5 Bxe3+ 21. Qxe3 Kd8 22. Rhg1 Qf8 23. Rdf1 Qc5 24. Qf3 Rf8

```
t + l J - T - +
X x X x + - + -
- + - + s + - X
+ - D n P - + -
- + - + - + - +
+ - + - + q + -
p P p + b + - P
+ - K - + r R -
```

25. Rg8 1-0

Spassky,Boris - Seirawan,Yasser [C34] Montpellier ct, 1985

1. e4 e5 2. f4 exf4 3. Nf3 Ne7 4. d4 d5 5. Nc3 dxe4 6. Nxe4 Ng6 7. h4 Qe7

```
t S l + j L - T
X x X - D x X x
- + - + - + s +
+ - + - + - + -
- + - P n X - P
+ - + - + n + -
p P p + - + p +
R - B q K b + r
```

8. Kf2! Bg4 9. h5 Nh4 10. Bxf4 Nc6 11. Bb5 O-O-O 12. Bxc6 bxc6 13. Qd3 Nxf3 14. gxf3 Bf5 15. Qa6+ Kb8 16. Nc5 Bc8 17. Qxc6 Rxd4 18. Rhe1! Rxf4 19. Qb5+ Ka8 20. Qc6+ Kb8 21. Rxe7 Bxe7 22. Rd1 Rf6 23. Nd7+ Bxd7 24. Qxd7

```
- J - + - + - T
X - X q L x X x
- + - + - T - +
+ - + - + - + p
- + - + - + - +
+ - + - + p + -
p P p + - K - +
+ - + r + - + -
```

24... Rd8 25. Qb5+ Kc8 26. Rxd8+ Bxd8 27. Qa4 g5 28. Qxa7 Rf4 29. Qa6 + Kb8 30. Qd3 Be7 31. Qxh7 g4 32. Kg3 1-0

Counter-Gambits

If the Gambit is not accepted, it is usually met by one of these lines. For

years the Falkbeer held centre stage, but White seems to have good chances in

the main lines. But the recent fashion has been for 3...c6, attributed to Nimzo.

Falkbeer Counter-Gambit

David Bronstein - Tal,Mikhail [C32] URS-TCH Riga, 1968

1. e4 e5 2. f4 d5 3. exd5 e4 4. d3 Nf6 5. dxe4 Nxe4 6. Nf3 Bc5 7. Qe2 Bf5 8. Nc3 Qe7 9. Be3 Nxc3 10. Bxc5 Nxe2 11. Bxe7 Nxf4 12. Ba3 Nd7

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | - | + | j | + | - | T |
| X | x | X | s | + | x | X | x |
| - | + | - | + | - | + | - | + |
| + | - | + | p | + | l | + | - |
| - | + | - | + | - | S | - | + |
| B | - | + | - | + | n | + | - |
| p | P | p | + | - | + | p | P |
| R | - | + | - | K | b | + | r |

13. O-O-O Be4 14. Ng5 Bxd5 15. g3!?

[15. Re1+ +/ -]

15... Bxh1 16. gxf4 c5 17. Bc4 Bc6 18. Nxf7 b5 19. Nd6+ Ke7

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| t | + | - | + | - | + | - | T |
| X | - | + | s | J | - | X | x |
| - | + | l | N | - | + | - | + |

+ x X - + - + -
 - + b + - P - +
 B - + - + - + -
 p P p + - + - P
 + - K r + - + -

20. Nxb5 Rhf8 21. Nd4 Bb7 22. Ne6 Rf5 23. Rg1 Be4 24. Nc7?

[24. Re1+-]

**24... Rd8 25. Rxg7+ Kf6 26. Rf7+ Kg6 27. Re7 Nf6 28. Ne6 Rc8 29. b3
 Rh5 30. Ng5 Bd5 31. Bd3+ Kh6 32. Bb2 c4 33. Bf5 c3 34. Bxc8 cxb2+ 35.
 Kxb2 Rxh2
 36. Rxa7 Rf2 37. Ra4 Kg6 38. Rd4 h5 39. a4 h4 40. a5 Bg2 41. a6 Nh5 42.
 Bb7
 Nxf4 43. Rxf4 1-0**

Nimzovitch Counter-Gambit

Illescas Cordoba M - Nunn J [C31] Dubai ol, 1986

**1. e4 e5 2. f4 d5 3. exd5 c6 4. Nc3 exf4 5. Nf3 Bd6 6. Bc4 Ne7 7. dxc6
 Nbxc6
 8. d4 O-O 9. O-O Bg4**

t + - D - T j +
 X x + - S x X x
 - + s L - + - +
 + - + - + - + -

- + b P - X l +
+ - N - + n + -
p P p + - + p P
R - B q + r K -

**10. Ne4 Bc7 11. c3 Nd5 12. Nc5 Rb8 13. Qe1 Re8 14. Qh4 Qxh4 15. Nxb4
Ne3 16.**

**Bxe3 Rxe3 17. Rae1 Rxe1 18. Rxe1 g5 19. h3 Bh5 20. Nf5 Bg6 21. Ne7+
Kg7 22.**

Nxc6 bxc6 23. Na6 Rc8 24. Nxc7 Rxc7 25. Re5 f6 26. Rc5

- + - + - + - +
X - T - + - J x
- + x + - X l +
+ - R - + - X -
- + b P - X - +
+ - P - + - + p
p P - + - + p +
+ - + - + - K -

**26... Be4 27. d5 Rd7 28. dxc6 Rc7 29. Bb5 Kf7 30. b4 Ke6 31. a4 Kd6 32.
a5**

**h5 33. h4 Bxc6 34. Bxc6 Rxc6 35. hxg5 fxg5 36. Rxc6 Rxc3 37. Rxh5 Rc4
38. b5**

Rc5 39. Rxc5 Kxc5 40. b6 1-0

Spassky,Boris - Polgar,Zsuzsa [C31] Wellington, 1988

**1. e4 e5 2. f4 d5 3. exd5 c6 4. Nc3 exf4 5. Nf3 Bd6 6. d4 Ne7 7. dxc6 Nxb4
8. d5?! Nb4 9. Bc4 Bf5 10. Bb3 O-O**

[10... Qb6]

**11. O-O Bg4 12. Ne4 Nf5 13. c3 Na6 14. Bc2 Bc7 15. Nf2 Bxf3 16. Qxf3
Ne3 17. Bxe3 fxe3 18. Ng4 Qg5 19. Rae1 Rae8 20. Kh1 e2 21. Rxe2 Rxe2
22. Qxe2
Qxd5 23. Bb3 Qd7**

```
- + - + - T j +  
X x L d + x X x  
s + - + - + - +  
+ - + - + - + -  
- + - + - + n +  
+ b P - + - + -  
p P - + q + p P  
+ - + - + r + k
```

White has good attacking prospects, not least because Black cannot oppose Bishops.

**24. Ne5 Bxe5 25. Qxe5 Nc7 26. h3 Qc8 27. Qe7 Kh8 28. Rxf7 Rxf7 29.
Bxf7 b6
30. b4 a5 31. b5 h6 32. a4 Na8 33. Be6 Qb8 34. Bd5 Nc7 35. Bc6 Qc8 36.
c4 Na8
37. Qb7 Qxb7 38. Bxb7 Nc7 39. c5 bxc5 40. b6 Ne6 41. Bd5 Nf8 42. Bc6 1-0**

Get on with Development

Classical Gambit Declined

This is the safe way to proceed. Short and Speelman slid into this line (from

the Vienna) a couple of times in their Candidates' Match, without Short showing anything special. This is not to say it's harmless...

Hebden - Lane [C30] London, 1987

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. Nc3 Nc6?!

It's got to be worth a punt with the King's Gambit when a player like Gary Lane can go wrong on move four.

5. Na4 Bb6 6. Bb5 Bd7 7. Nxb6 axb6 8. d3 Qe7 9. O-O Nf6 10. Kh1 h6 11. Qe1 O-O-O 12. a4 exf4 13. Bxf4 Nb8 14. Nd4 c6 15. Qc3 Ne8 16. a5 bxa5 17. Rxa5 Nc7 18. Bc4

```

- S j T - + - T
+ x S l D x X -
- + x X - + - X
R - + - + - + -
- + b N p B - +
+ - Q p + - + -
- P p + - + p P
+ - + - + r + k
    
```

18... b5? 19. Bxb5 cxb5 20. Ra7 1-0

Hebden M - Martinovsky E [C30] London op, 1986

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. Nc3 Nf6 5. Bc4 Nc6 6. d3 O-O?! 7. f5

```

t + l D - T j +
X x X - + x X x
- + s X - S - +
+ - L - X p + -
- + b + p + - +
+ - N p + n + -
p P p + - + p P
R - B q K - + r

```

Another natural-looking move by Black is stamped as a mistake.

7... h6 8. Nd5 Nd4 9. Nxf6+ Qxf6 10. Nxd4 Bxd4 11. c3 Bb6 12. Qh5 c6 13. Rf1

```

t + l + - T j +
X x + - + x X -
- L x X - D - X
+ - + - X p + q
- + b + p + - +
+ - P p + - + -
p P - + - + p P
R - B - K r + -

```

13... d5 14. exd5 e4 15. d4 c5 16. g4 e3 17. dxc5 Bxc5 18. Ke2 b5 19. Bd3 Re8 20. g5 hxg5 21. Rf3 Bd7 22. b4 Qxc3 23. Rh3 Kf8 24. bxc5 Qxa1 25. Bxe3 Qxa2+ 26. Kf1 Qa1+ 27. Kf2 Qa2+ 28. Be2 Qxd5 29. Qh8+ Ke7 30. Qxg7 Kd8 31. Qxg5+ Kc8 32. Rh6 Qxf5+ 33. Qxf5 Bxf5 34. Bxb5 Rxe3 35. Kxe3 Rb8 36. Rc6+ Kd8 37. Bc4 Bg6 38. Ra6 Rb7 39. Kd4 Kc7 40. Bd5 Rb4+ 41. Kc3 Rh4 42. Rxa7 + Kb8 43. Re7 Rxh2 44. c6 Rc2+ 45. Kd4 f6 46. Rb7+ Kc8 47. Be6+ Kd8 48. Rd7+ Kc8 49. Rg7+ Kd8 50. Rxc6 Rxc6 51. Bf5 Ke7 52. Rg7+ Kf8 53. Ra7 Rc1 54. Kd5 Re1 55. Kd6 Re2

56. Be6 Rb2 57. Rf7+ Ke8 58. Rxf6 Rb6+ 59. Ke5 Rb5+ 60. Bd5 Ke7 61. Rf7+ Ke8
62. Rf6 Ke7 63. Ra6 Rb1 64. Ra7+ Kf8 65. Be6 Ke8 66. Kf6 Rf1+ 67. Bf5 Kd8 68.
Rd7+ Ke8 69. Rd2 Rf3 70. Rc2 1-0

Variation with 2...Nf6

An uncommon line with transpositional possibilities.

Fischer,Robert - Wade,Robert [C30] Vinkovci Rd: 1, 1968

1.e4 e5 2.f4 Nf6 3.fxe5

[3.Nf3 Nc6 (3...exf4 is the Schallop)]

**3...Nxe4 4.Nf3 Ng5 5.d4 Nxf3+ 6.Qxf3 Qh4+ 7.Qf2 Qxf2+ 8.Kxf2 Nc6
9.c3 d6 10.exd6 Bxd6 11.Nd2 Be6 12.Ne4 Be7 13.Ng5 Bxg5 14.Bxg5 h6 15.
Bh4 g5
16.Bg3 0-0-0 17.Bb5 f5 18.Bxc6 bxc6 19.Be5 Rhg8 20.h4 g4 21.h5 g3+ 22.
Bxg3 Rg4
23.Rh4 Rdg8 24.Rxg4 Rxg4 25.Re1 Kd7 26.Re5 f4 27.Bh2 Rh4 28.Bg1 Bd5
29.g3 Rg4
30.Bh2 f3 31.b3 a6 32.c4 Rxd4 33.cxd5 Rd2+ 34.Kxf3 Rxh2 35.dxc6+
Kxc6 36.Re6+
Kd7 37.Rxh6 Rxa2 38.Rg6 1-0**

Minor
Variations declining the Gambit

Keene's Variation

McDonald N - Bachmayr P [C30] Zug, 1991**1. e4 e5 2. f4 Qh4+**

JG recalls advising NM about this move just before the game: "*Don't worry, Neil, nobody plays that line!*"

3. g3 Qe7 4. fxe5 d6 5. exd6 Qxe4+ 6. Qe2 Qxe2+ 7. Nxe2 Bxd6 8. Nbc3 c6 9. d3 Nf6 10. Bg5 Nbd7 11. Bg2 h6 12. Bf4 Bxf4 13. Nxf4

```
t + l + j + - T
X x + s + x X -
- + x + - S - X
+ - + - + - + -
- + - + - N - +
+ - N p + - P -
p P p + - + b P
R - + - K - + r
```

13... O-O [13... Nc5] 14. b4! Re8+ 15. Kd2 Ne5 16. b5 Bg4 17. bxc6 bxc6 18. h3 Bf3 19. Rhf1 Bxg2 20. Nxg2 Rad8 21. Rae1 c5 22. Rf5

```
- + - T t + j +
X - + - + x X -
- + - + - S - X
+ - X - S r + -
- + - + - + - +
+ - N p + - P p
p + p K - + n +
+ - + - R - + -
```

22... Nc4+ 23. Kd1 Rxe1+ 24. Kxe1 Re8+ 25. Kf2 Ne5 26. Ne3 Re6 27. Rf4!

with the exchange of Rooks the active White Knights and weak Black Pawns add up to a difficult game for Black.

27... Ra6 28. Ra4 Rxa4 29. Nxa4 Ned7 30. Nc4 Nd5 31. a3 Nc7 32. Nd6 Kf8 33. Ke3 a6 34. Nb7 Nb5 35. Naxc5 Nxc5 36. Nxc5 Nxa3 37. c4 Nc2+ 38. Kd2 Nb4 39. Kc3 a5 40. d4 Nc6 41. d5 Ne5 42. Kd4 f6 43. d6 h5 44. Kd5 Ke8 45. Ke6 1-0

Bucker's Variation

Jenal J - Grossen K [C30] corres EUR, 1987

1.e4 e5 2.f4 Qf6

```

t S l + j L s T
X x X x + x X x
- + - + - D - +
+ - + - X - + -
- + - + p P - +
+ - + - + - + -
p P p P - + p P
R n B q K b N r
    
```

An entertaining punt from the Vulture man.

3.Nc3 Qxf4

[4.d4 Qh4+ 5.g3 Qd8 6.dxe5 Nc6 7.Nf3 d6 8.Bg5 f6 9.exf6 gxf6 10.Bf4 Bg4 11.Be2 Qd7 12.Nh4 Bxe2 13.Qxe2 0-0-0 14.0-0-0 Nge7 ... (62) 1-0 Berthelot Y
- Bucker S [C30] Eger op, 1989]

4.Bc4 Bb4 5.Nf3 Bxc3 6.0-0 f6 7.dxc3 Qg4 8.Bf7+ Ke7 9.Qd5 c6 10.Qb3 Nh6 11.h3 Qg3 12.Bh5 g6 13.Bxh6 gxh5 14.Ng5 1-0

Back to [Chess Coaching Page](#)

This document (.html) was last modified on
by



[Dr. Dave](#)

Note from Ignacio

Ignacio sent me a generous note recently, to which I replied:

```
> However, I think we are two poles of what chess is:  
> you are teaching people the orthodoxy and I am trying to make them  
aware  
> that real chess is quite more complicated than what the books (and  
indeed  
> your pages!) say.
```

I think that's absolutely right. I was reading things on your pages which said more or less the opposite of what I was saying and yet were completely correct! e.g. on romantic openings. Hence my salty comments. But of course, I am a 1900 player writing for juniors, and you are a master writing for me. That's actually a better way to put it, and I might tweak the link accordingly. I'm sure you know your style and comments are widely appreciated, by me also.

"Nimzovitch became then for me more or less the author of the only book which could help me get away from these Euwe books, which, I admit, are very good for the ordinary club player. But once you've reached a certain strength you get the impression that everything that Euwe writes is a lie."

-- Bent LARSEN, in KEENE, **Nimzowitsch: a reappraisal.**

Back to [Chess Coaching Page](#)



This document (ignacio.html) was last modified on 16th Aug 96 by

[Dr. Dave](#)

Exeter Chess Club: The Modern Italian Game

Bishop's Opening, and the Modern treatments of the Giuoco Piano and Two Knight's Opening.

- [Introduction](#)
 - [All square?](#)
 - [Going for d2-d4?](#)
 - [Preparing d2-d4 with c2-c3](#)
 - [The old Italian Game with c2-c3](#)
 - [Getting to d4 in two moves: the modern Italian Game](#)
 - [Plans for the d-Pawn for both sides in the modern Italian Game](#)
 - [The modern Italian Game and the Bishop's Opening](#)
 - [The Bishop's Opening and the Ruy Lopez](#)
 - [Pawn formations in Bishop's opening](#)
 - [\(a\) Closed KP centre, Tension form \(Ruy Lopez\)](#)
 - [\(b\) Double Pawn centre, KP unopposed](#)
 - [\(c\) Closed centre with advanced d-Pawn.](#)
 - [\(d\) Balanced, semi-open KP centre](#)
 - [\(e\) Semi-open unbalanced KP centre.](#)
 - [\(f\) balanced, closed KP centre](#)
 - [Variations of Bishop's Opening.](#)
 - [3...Bc5 \(Giuoco Piano\)](#)
 - [3...Nc6 \(Two Knight's Defence\)](#)
 - [3...c6 \(Paulsen's Defence to the Bishop's Opening\)](#)
- [Example Games](#)
 - [Examples of pawn formations](#)
 - [\(a\) Closed KP centre, Tension form \(Ruy Lopez\)](#)
 - [\(b\) Double Pawn centre, KP unopposed](#)
 - [\(c\) Closed centre with advanced d-Pawn.](#)
 - [\(d\) Balanced, semi-open KP centre](#)
 - [\(e\) Semi-open unbalanced KP centre.](#)
 - [\(f\) balanced, closed KP centre](#)
 - [Examples of variations](#)
 - [3...Bc5 \(Giuoco Piano\)](#)

- [3...Nc6 \(Two Knight's Defence\)](#)
 - [3...c6 \(Paulsen's Defence to the Bishop's Opening\)](#)
 - [Example of Queen's-side advance](#)
-

Bibliography

Bishop's Opening, Tim Harding [Chess Player]

Simple Chess, Michael Stean [Faber]

Secrets of Grandmaster Play, Nunn and Griffiths [Batsford]

The Open Game in Practice, Anatoly Karpov [Batsford]

Winning with Bishop's Opening, Gary Lane [Batsford]

Introduction

Let us open **1. e4** and after **1...e5**, **2. Nf3**

All square?

As many juniors already know, we can continue with moves like *Bc4*, *d3*, *Nc3* and *Be3/Bg5* followed by *O-O*, White has achieved an easy development. However, this system of development puts no pressure on Black whatsoever, and Black's only task is to keep up with White's development. For example, after **2. Nf3** Black might reply **2...Nc6**, then after **3. Bc4 Bc5 4. d3 Nf6 5. Nc3 d6** (*Giuoco Pianissimo*) we can try **6. Be3 Bb6!** when Black has an easy game, while after **6. O-O Bg4!** White may even feel that the King has been committed too soon (**7. h3 h5!?**). **6. Bg5** may give Black a few ways of going wrong but basically the impression is that this game with Knights on their natural squares of c3 and f3 is not a difficult system for Black to equalise against because Black can develop easily.

Going for d2-d4?

In order to put early pressure on Black, White cannot use the pieces alone. Plan A must include development by d2-d4 at some point. This will put pressure on the Black Pawn at e5 and give a few more possibilities for both sides.

The immediate **3. d4 exd4 4. Nxd4** leads to release of central tension and denies White the opportunity of ever achieving a 'perfect' centre with Pawns on e4 and d4. This is a perfectly reasonable opening (*Scotch Game*), but perhaps we can do better:

Preparing d2-d4 with c2-c3

Supporting the d4 Pawn with c2-c3 seems a good idea, so that ...e5xd4 can be met with c3xd4. Then our Knight on b1 could go to c3 anyway. However, **3. c3** (*Ponziani's opening*) has been thought for a long while to offer White little: it is a well-motivated move but for the moment does not restrict Black at all. Black can make an immediate nuisance by either **3...Nf6** or perhaps even **3...d5**, when the natural **4.exd5 Qxd5** cannot be met by tempo-gaining 5.Nc3.

The old Italian Game with c2-c3

There can be little objection to the Italianate **3. Bc4**, which restricts ...d5, enables castling by White, and after **3...Bc5** (*Giuoco Piano*) **4.c3!** is an excellent way to proceed, since after the spoiling attempt **4...Nf6**, **5.d4!** can follow in any event. These are well-known lines, which perhaps do not offer White much more than equality in theory, but in practice usually lead to an open game where Black has lots of chances to go wrong. This old-fashioned Italian Game, concentrating on fast development and attacking play, is a great choice for your first chess opening system.

Euwe Max - Van Mindeno H [C54], It "AVRO", Netherlands, 1927

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Nc3 Nxe4 8.0-0 Bxc3 9.d5 Bf6 10. Re1 0-0 11.Rxe4 Ne7 12.d6 cxd6 13.Qxd6 Nf5 14.Qd5 d6 15.Bg5 Bxg5 16.Nxg5 Qxg5 17.Qxf7+ 1-0

However, this is not the way most folk play the opening these days.

If there is a problem with 3. Bc4 it is **3...Nf6** (*Two Knights' Defence*), which does not allow us to play 4. c3/5. d4. **4. d4!?** (the *Max Lange Attack*) can be tried as a reply, but this again detracts from the goal of setting up Pawns on d4 and e4.

Garcia C - Taulbut Shaun M It active, 1982

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Nc3 dxc4 8. Rxe4+ Be7 9. Nxd4 f5 10. Bh6 Kf7 11. Qh5+ g6 12. Nxc6 bxc6 13. Qf3 Bd6 14. h4 Be6 15. Rxe6 1-0

Again, the play is open and unclear, which is fine for those with an adventurous spirit and a good memory (for this line is very well researched), but we may prefer to avoid this.

Getting to d4 in two moves: the modern Italian Game

However, if after 3...Nf6, **4. d3** seems an admission of failure, this may be only a temporary setback. 4. d3 may be followed by protecting the e-Pawn (with Nbd2, or castling and Re1), and then we can play c2-c3 and d3-d4 as originally planned. This slightly delayed occupation of the centre may be stronger than doing so immediately, because it is more solid.

The most important test in this position is, of course, the simple **4...d5**: if this equalises then White will have to try something else. In fact, it seems that after 5. *exd4 Nxd4* 6. *O-O* and 7. *Re1* Black can experience some difficulty defending the e-Pawn. So this idea of d3, c3 and only later d4 seems quite playable.

Also, after **3...Bc5 4. c3 Nf6 5. d3!** we enter similar lines. The main variations of the Giuoco Piano with 5. d4 are well-explored and well-known, so your opponent may equalise without much thought if they know the book lines, whereas these lines with d3 are less familiar and offer more scope for original play.

In any event, the system with c3 and d3 may be more interesting than a Four Knights' type of system with Nc3 and d3. The Queen's Knight can play first to d2, which looks a little slow, but, because the centre is solid, it can then plan grand tours like Nd2-c4-e3-d5 or Nd2-f1-g3-f5, or some other combination like Nd2-f1-e3. If a general King's-side push is being considered, once the King's Knight on f3 moves, the Queen's Knight can pop around from d2 to f3.

There has been much Grandmaster interest in this apparently slow style of playing these old openings. What can Black do in response to this plan?

Plans for the d-Pawn for both sides in the modern Italian Game

We have considered four central formations for White above:

d3 only (with Nc3), which in itself may be too slow

d4 only, which in itself may be too early

c3 and d4, which may be vulnerable to ...Nf6

d3 and c3 with d4 later, which may be the best plan so far

Black of course has all these plans available from the other side:

...d6 and ...Nc6

...d5 only

...c6 and ...d5

...d6 and ...c6 (with maybe ...d5 later)

Because Black may be trying only to equalise, lack of aggression in these different plans may be no great drawback.

White is going to stick the King's Bishop on c4, while Black has yet to commit it to a square: ...Bc5 is natural, ...Be7 is solid, and some folk have tried it on g7.

This combination of different possible plans by White and by Black is rather interesting. It is this strategic complexity and relatively slow unfolding of plans which has led to a growth of interest in these lines, together with a re-appraisal of some old variations.

The modern Italian Game and the Bishop's Opening

A point of order: I have introduced these lines from a move order with 2. Nf3. But it may be interesting to play 2. Bc4 instead: the *Bishop's Opening*. After 2. Bc4 we can reach the same lines after either 2... Nf6 3. d3 Nc6 4. Nf3 or 2...Nc6 3. Nf3 or 2...Nc6 3. d3 Bc5 4. Nf3. Are there advantages to playing 2. Bc4 instead of 2. Nf3? In the early 1980s when interest was growing in 2. Bc4, *Petroff's Defence* (the reply 2...Nf6 to 2. Nf3) was proving to be a good equalising try for Black at all levels of chess. The Bishop's Opening move order obviously avoids this defence, and one or two others besides (like *Philidor's Defence* and the *Latvian Gambit*). So, yes, there may be practical advantages in starting out with 2. Bc4.

The growth of interest in Bishop's Opening actually began with Bent Larsen's researches in the 1960s. [He wanted to get into a line of the *Vienna Opening*: 1. e4 e5 2. Nc3 Nf6 3. Bc4 Nc6 4. d3 without encouraging the wild 3...Nxe4 4. Qh5, so introduced the line with 2. Bc4.] He discovered, amongst other things, that after 1. e4 e5 2. Bc4 Nf6 3. d3 d5 Black has no easy time of it. The other theoretical development, published in a little Tim Harding book, was a series of correspondence games by Koch in which he showed that the supposed equalising line 1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 5. Bb3 Bd6 6. Nc3 Be6 7. Bg5 Qa5 8. O-O Nbd7 led to a position in which, hypermodern style, Black was left defending an overambitious centre against strong pressure from White's minor pieces.

There are old-fashioned 'Italian' and gambit approaches to Bishop's Opening - for example, White can essay the *Boden-Kieseritsky Gambit* [1. e4 e5 2. Bc4 Nf6 3. Nf3!?] or the *Urusoff Gambit* [1. e4 e5 2. Bc4 Nf6 3. d4!?], both of which have yet to be refuted and the latter actually claimed a scalp of the young Karpov. But here I am interested mostly in the modern treatments.

The Bishop's Opening and the Ruy Lopez

Before getting stuck into the details, there is another general point to consider: the strategically heavyweight lines of the *Ruy Lopez* are generally reckoned to be one of the most important battlegrounds in chess, being complex and offering White good chances to play for an advantage, and, indeed, giving both sides chances to win. These positions in fact have parallels in the modern lines of the Bishop's opening. For example, the main lines of the Ruy Lopez include the old *Tchigorin Defence*:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Na5 10.Bc2 c5 11. d4 Qc7 [Kasparov - Donchenko, 1976]

and the modern *Breyer system*:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Nb8 10.d3 Nbd7 [Vasiukov - Karpov, 1971]

Now, positions similar to these can readily be reached through Bishop's opening: after:

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Be7 5. O-O O-O 6. Bb3 d6 7. c3 h6 8. Nbd2 Re8 9. Re1 Bf8 10. Nf1 Na5 11. Bc2 c5 [Kosten-Cooper, 1988]

...we have a formation similar to the Tchigorin; to find a parallel system to the Breyer we can try:

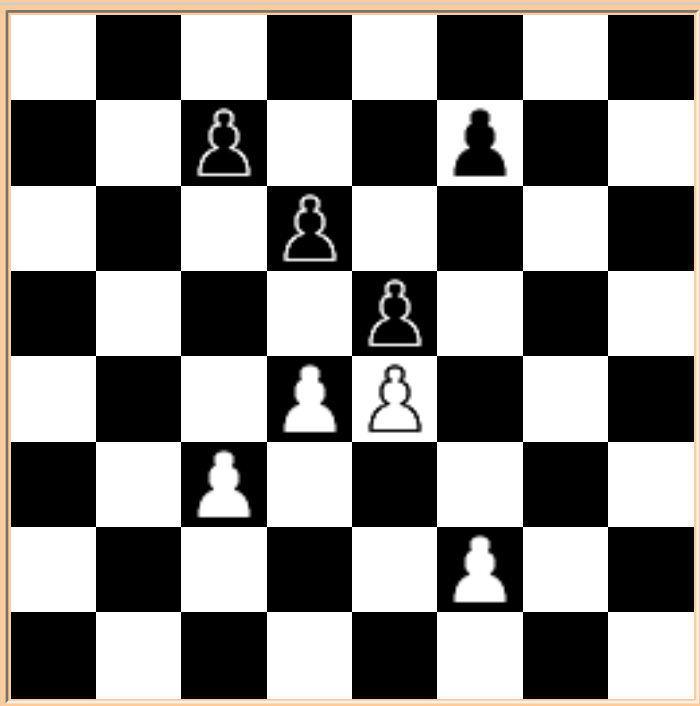
1. e4 e5 2. Bc4 Nf6 3. d3 Be7 4. Nf3 d6 5. O-O c6 6. c3 Nbd7.

These parallels help explain the GM interest in the old Bishop's opening. The differences between the parallel lines lie principally in White's more restricted route for the Bishop: Bf1-c4-b3-c2 rather than Bf1-b5-a4-b3-c2 in the Ruy Lopez, chased by Black's a- and b-Pawns. Whether these advances represent Queen's-side counterplay more than Queen's-side weaknesses has yet to be resolved!

Pawn formations in Bishop's opening

What is going on strategically in Bishop's Opening types of positions? You will find layers of tactical details (like the attack on f7) when you look at master games in this opening, which can obscure what is going on underneath the surface. The easiest way to think about the plans in different lines is to consider the Pawn formations. If White succeeds in playing d3, c3 and d4 we create a tense pawn formation (a), in which the tension can be resolved in a number of ways. Before White can do this, it is possible for Black to set up such a formation, so we have all the possibilities available to both sides. The possibilities of a quick shift to another formation will be better handled by the side with the more advanced and more flexible development.

(a) Closed KP centre, Tension form (Ruy Lopez)

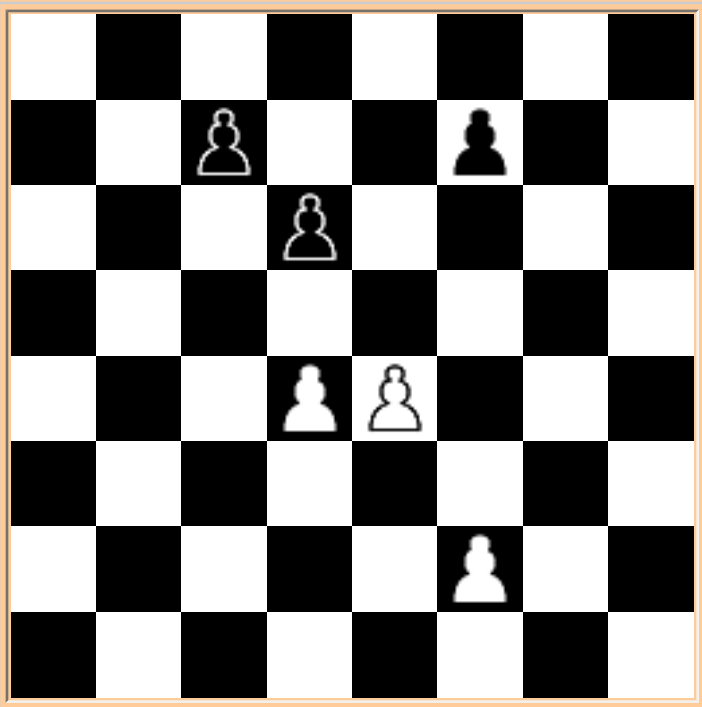


The tension may even be added to by Black playing ...c5, analogous to the Tchigorin line. In the long term, the adjacent central Pawns should confer a space advantage, so exchanges should be avoided by the side trying to maintain them.

Black may resolve the tension by playing ...e5xd4 (c3xd4) which results in an unbalanced position

where White has an extra central Pawn (b).

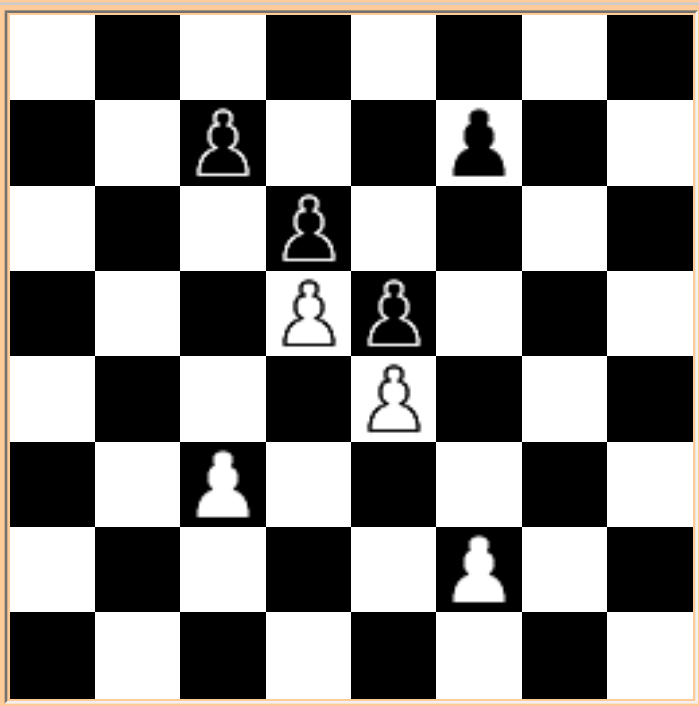
(b) Double Pawn centre, KP unopposed



These adjacent Pawns in a more open position confer a bigger advantage but in a more open position may be more vulnerable to attack e.g. along the e-file.

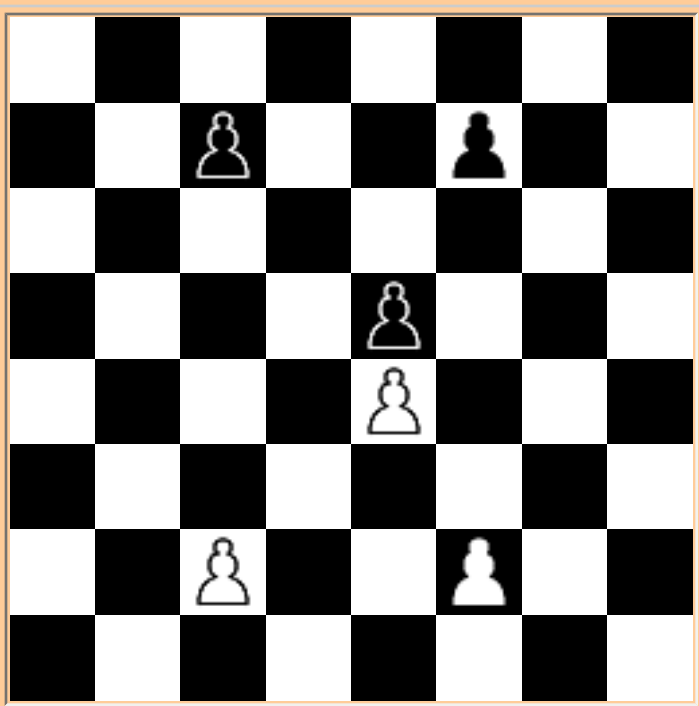
White may resolve the tension in the first formation, by playing either d4-d5 (giving a closed centre (c) with an advanced d-Pawn), or by playing d4xe5 (...d6xe5) with a balanced, semi-open KP centre (d).

(c) Closed centre with advanced d-Pawn.



The advanced d-Pawn gives a space advantage, particularly on the Queen's-side. To play for a win the c-Pawn and maybe b-Pawn should be advanced, to seize more space and perhaps open lines on that side. The opponent may consider an advance of the f-Pawn to undermine the d-Pawn and counter-attack on the King's-side.

(d) Balanced, semi-open KP centre

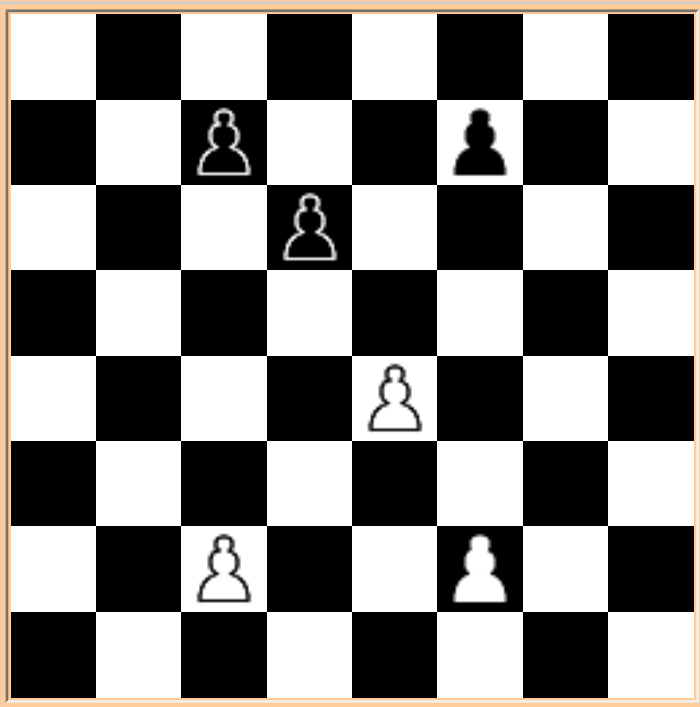


This is a very common formation in KP openings. If neither side can achieve a sharp advance of the f-Pawn, play will be dominated by piece play on either wing. There are natural posts for Knights on d5 and f5 (d4 and f4 for Black), and if Black's c-Pawn has pushed to c5 earlier, the d5 point is even more

attractive. Control of the d-file is a good idea but can usually be countered, resulting in exchanges. Occupation of the mutual outposts f5 and f4 by Knights is less straightforward to counter, and while your opponent is sorting out that threat, it may be that you can get the d-file then.

If Black anticipates the d3-d4 advance with ...d7-d5, after e4xd5 and ...Nf6xd5 we have a semi-open unbalanced KP centre (e), typical of the Steinitz variation of the Ruy Lopez with colours reversed.

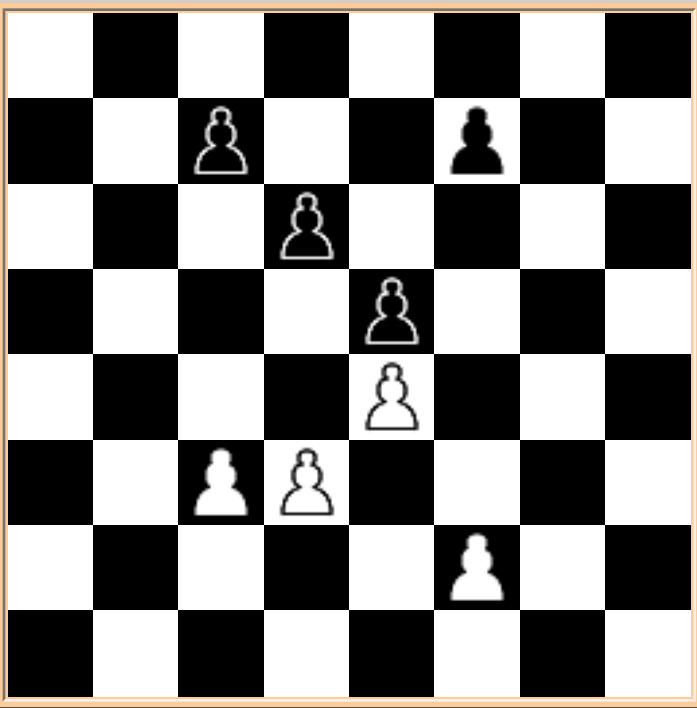
(e) Semi-open unbalanced KP centre.



The e-Pawn confers a space advantage and attacking prospects on the King's-side, which may be added to by f2-f4. The e-Pawn is exposed on the half-open file, and should be restrained (e.g. by ...Re8) from breaking open lines for the attack by e4-e5. Black's break ...d6-d5 is a natural plan to dissolve the centre.

If neither side ventures d4/...d5, then we have a balanced, closed KP centre (f).

(f) balanced, closed KP centre



Unless one side or the other goes for a pawn break we get a slow game where play on the wings is dominant: on the Queen's-side we may see a pawn rush, but on the King's-side we are more likely to see more modest plans like the occupation of f5 or f4 by a Knight.

The flexibility of the Bishop's Opening is such that you can end up playing any of these Pawn formations, and playing each side of the unbalanced ones [a,b,c and e] as either White or Black! Interestingly, White often ends up playing against a Black preponderance in the centre. Let's see:

Variations with (a) Closed KP centre, Tension form (Ruy Lopez)

1. e4 e5 2. Bc4 Bc5 3. Nf3 Nc6 4. c3 Bb6 5. d4 Qe7 6. O-O d6 [closed Giuoco Piano]

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 5. Bb3 Bd6 [Paulsen's Defence with ...d5]

Variations with (b) Double Pawn centre, KP unopposed

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Bc5 5. c3 d6 6. O-O O-O 7. Nbd2 a6 8. Bb3 Be6 9. Nc4 h6 10. Re1 Ne7 11. d4 exd4 12. cxd4 Ba7 [Speelman-Yusupov, 1989/90]

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 5. Bb3 Bd6 6. Nc3 Be6 7. Bg5 Qa5 8. O-O Nbd7 9. exd5 cxd5 [Nunn-Murey, 1982]

Variations with (c) Closed centre with advanced d-Pawn.

1.e4 e5 2.Nf3 d6 3.Bc4 Be7 4.d3 Nf6 5.c3 0-0 6.0-0 c6 7.Bb3 Be6 8.Bc2 h6 9.Re1 Nbd7 10.Nbd2 Qc7 11.d4 Rfe8 12.h3 Nf8 13.c4 Ng6 14.d5 [Kasparov - Georgadze,1979]

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 5. Bb3 Bd6 6. Nc3 d4 [Nunn-Kortchnoi, 1981]

Variations with (d) Balanced, semi-open KP centre

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Be7 5. O-O O-O 6. Bb3 d6 7. c3 d5?! 8. Nbd2 a6 9. Qe2 dxe4 10. dxe4 [Kosten-Cooper, 1989]

Variations with (e) Semi-open unbalanced KP centre.

1. e4 e5 2. Bc4 Nf6 3. d3 d5 4. exd5 Nxd5 [Larsen-Berger, 1964]

1. e4 e5 2. Bc4 Nf6 3. d3 Be7 4. Nf3 d6 5. O-O c6 6. h3 Nbd7 7. a4 O-O 8. Re1 Nc5 9. Nc3 h6 10. d4 exd4 11. Nxd4 [Vogt-Tseshkovsky, 1981]

Variations with (f) balanced, closed KP centre

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d6 [Paulsen's Defence with ...d6]

This flexibility and variety is the final clue to understanding the GM interest in the old Bishop's opening - because it can be interpreted in a fully modern way by both sides.

[\[Examples of pawn formations\]](#)

Variations of Bishop's Opening.

After

1. e4 e5 2. Bc4

Black can adopt a variety of systems. The Black King's Knight nearly always goes to f6, so assume **2... Nf6** will be played. White responds **3. d3** to play in the modern style. Now Black has a choice:

3...Bc5 (Giuoco Piano)

3...Nc6 (Two Knight's Defence)

3...c6 (Paulsen's Defence to the Bishop's Opening)

3...Bc5 (Giuoco Piano)

3...Bc5 4. Nf3 usually transposes to the Giuoco Piano. Black can be expected to play ...Nc6 and ...d6. We can see a typical interpretation of this line by Karpov below, but the most precise move-order as far as I am aware is seen in the game Torre-Kamsky, where White avoids having to defend against ...Nf6-g4 with h2-h3 (then Nd2-f1-e3), by playing instead Nd2-c4-e3, keeping watch on g4.

3...Nc6 (Two Knight's Defence)

3...Nc6 4. Nf3 invites the Two Knights' Defence, assuming Black does not play ...Bc5. Black can play ...d6 or ...d5. Playing ...d5 immediately seems to leave Black's e-Pawn exposed (Nunn-Garcia), although if White prepares d2-d4 with an early c2-c3, Black may show the d-Pawn is weaker after ...d5 (Yudasin-Ivanchuk), so White does best to preserve options until Black shows where the d-Pawn will go (Kosten-Cooper). Black cannot successfully delay entirely a move of the d-Pawn (Taulbut-Rumens), nor trick White by playing ...d6 and then ...d5 (Kosten-Conquest).

3...c6 (Paulsen's Defence to the Bishop's Opening)

3...c6 4. Nf3 is a pure Bishop's Opening, a line known as Paulsen's Defence. Black can play ...d5 or more modestly with ...d6. **4...d5 5. Bb3** leaves Black defending a big centre in a complex middle-game (Nunn-Murey). Black cannot seem to simplify without disadvantage (Taulbut-Westerinen, Larsen-

Nunn).

Because of this Black may prefer to play modestly in the style of Philidor's Defence, with ...c6 and ...d6. This is rather playing White's own game, thinking about ...d5 in two moves. White has some prospects of advantage (Vogt-Chekhov) in a slow position.

[\[Examples of variations\]](#)

Example Games

Examples of pawn formations

(a) Closed KP centre, Tension form (Ruy Lopez)

No games here - really, the whole point of this formation is that it can become another. With the tension generated by these unresolved choices, neither side can commit themselves to very much. Only when there is some decision made might some plan be readily undertaken, although a phase of manoeuvring may follow the establishment of such a centre. So, several of the games below maintain this formation for a move or two, and I will note this with "[RLTF]".

(b) Double Pawn centre, KP unopposed

Ivanovic,B - Ilincic,Z [C50] Jugoslavija, 1986

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5 h6 7. Bxf6 Qxf6 8. Nd5 Qd8 9. c3 a6 10. d4 [RLTF] exd4 11. cxd4 Ba7 12. Rc1 O-O 13. h3 Re8 14. O-O Rxe4 15. Bd3 Re8 16. Bb1 g6 17. Qd2 Kg7 18. Rfe1 Be6 19. Nf4 Bd7 20. Rxe8 Qxe8 21. Nd5 Rc8 22. Re1 Qd8 23. g4 Be6 24. Nf4 Bd7 25. Bxg6 fxe6 26. Re6 Be8 27. d5 Ne7 28. Nh5+ Kh7 29. Nf6+ Kg7 30. Qc3 Kf7 31. Re4 c6 32. Rf4 cxd5 33. Nh7+ Nf5 34. Qd2 Kg7 35. gxf5 Kxh7 36. Rh4 h5 37. Ng5+ Kh8 38. Ne6 Qf6 39. Qh6+ Kg8 40. Rxh5 Rc7 41. Nxc7 Bf7 42. Qh7+ Kf8 43. Qh8+ Qxh8 44. Rxh8+ Kg7 45. Ra8 Bc5 46. Ne8 + Kh6 47. Rd8 d4 48. Nxd6 Bxa2 49. Nxb7 Ba7 50. Rd6 Bc4 51. Rxe6+ Kh5 52. Nd6 Bd3 53. Nf7 1-0

Speelman Jonathan S - Yusupov Artur [C53] It (cat.14), Hastings (England), 1989

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 d6 6. O-O O-O 7. Nbd2 a6 8. Bb3 Be6 9. Nc4 h6 10. Re1 Ne7 11. d4 [RLTF] exd4 12. cxd4 Ba7 13. d5 Bg4 14. Be3 Bxe3 15. Nxe3 Bh5 16. Nf1 Ng6 17. Ng3 Bxf3 18. Qxf3 Nd7 19. Rac1 Nde5 20. Qe3 c6 21. dxc6 bxc6 22. Nf5 Nh4 23. Red1 Nxf5 24. exf5 a5 25. Qd4 Re8 26. Ba4 Rc8 27. h3 Qf6 28. Rc3 Qxf5 29. Qxd6 Re6 30. Qd2 Rce8 31. Bb3 R6e7 32. Bc2 Qf6 33. Re3 Qg5 34. Qd4 c5 35. Qc3 g6 36. Ba4 Rb8 37. Rde1 f6 38. Qxa5 Kf8 39. Rd1 c4 1-0

Nunn - Murey Luzern cq, 1982

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 [RLTF] 5. Bb3 Bd6 6. Nc3 Be6 7. Bg5 Qa5 8. O-O Nbd7 9. exd5 cxd5 10. Re1 O-O 11. Qd2 b6 12. Bxf6 Nxf6 13. Nxe5 d4 14. Nb1 Bb4 15. c3 Bxb3 16. cxb4 Qa6 17. b5 Qa4 18. Na3 Bd5 19. Rec1 Rac8 20. Rxc8 Rxc8 21. Nec4 Bxc4 22. Nxc4 Rd8 23. Na3 Nd5 24. Kf1 h6 25. Rc1 Qb4 26. Qxb4 Nxb4 27. Ke2 Nxa2 28. Rc4 Rd5 29. Kd2 Kf8 30. Ra4 Rg5 31. g3 Rf5 32. f4 g5 33. Nc4 gxf4 34. Rxa2 Rh5 35. gxf4 Rxh2+ 36. Ke1 h5 37. Rxa7 h4 38. Kf1 Kg8 39. Rd7 Rh3 40. Rxd4 Rg3 41. Kf2 1-0

(c) Closed centre with advanced d-Pawn.

Kasparov,Gary - Georgadze,T (1) Minsk, 1979

1. e4 e5 2. Nf3 d6 3. Bc4 Be7 4. d3 Nf6 5. c3 O-O 6. O-O c6 7. Bb3 Be6 8. Bc2 h6 9. Re1 Nbd7 10. Nbd2 Qc7 11. d4 [RLTF] Rfe8 12. h3 Nf8 13. c4 Ng6 14. d5 Bd7 15. Nb1 Bf8 16. Nc3 c5 17. Ba4 a6 18. Bxd7 Nxd7 19. g3 Be7 20. h4 Nf6 21. Nh2 Qd7 22. a4 Qh3 23. Qf3 Qd7 24. a5 Nf8 25. Bd2 Rec8 26. Nf1 Ng4 27. Na4 Bd8 28. Rec1 Rab8 29. b4 cxb4 30. Bxb4 h5 31. Nb6 Bxb6 32. axb6 Qe7 33. Qa3 Rd8 34. f3 Nh6 35. c5 dxc5 36. Bxc5 Qf6 37. Kg2 Re8 38. Be3 Nd7 39. Rab1 Qe7 40. Qxe7 1-0

Nunn - Olafsson (Teesside) [C50] potential, 1982

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Bc5 5. O-O d6 6. c3 Qe7 [6... O-O 7. Nbd2 a6 8. Bb3 Ba7] 7. Nbd2 a6 8. Bb3 O-O 9. Re1 Be6 10. Nf1 [10. Bc2] 10... Ba7 11. Bc2

"But already this opening has certain puzzling aspects. Why should White consistently maintain his initiative, both in the variations we have looked at and in those to come? Why should Black's position be so awkward? The question really boils down to a more basic one: why is the Ruy Lopez (which this opening has virtually become) so difficult for Black to combat? Look at the present position: Black's pieces are sensibly developed; he has as much space as White; his pawns are strong. Yet he has problems.

"The answer seems to be that in this type of Ruy Lopez position Black can easily get caught in a situation where his game cannot unfold. Here for instance, White has his plans of Ng3-f5 and later d4, but it is less easy for Black to find something profitable to do without weakening himself or making some serious concession. His pieces may look reasonably placed, but they cannot readily achieve anything constructive or relevant. I should make it clear that this does not have to happen in a Lopez; it is far from being a bad opening for him. But in practice one error (6...Qe7) can leave him in misery. And so, if a player seems to have a respectable game (in a Ruy Lopez or any other opening for that matter), yet still loses, his misfortune may often be traced back to this lack of life in his position." -- NUNN AND GRIFFITHS

11... Kh8 12. Ng3 [12. Bg5] 12... Qd7 13. d4 [RLTF] [13. h3 ! 13... Bxh3 14. gxh3 Qxh3 15. Be3 ! 15... Bxe3 16. Rxe3 Ng4 17. Re2 wins 17... f5 18. exf5 e4 19. dxe4 Nce5 20. Nxe5 Qh2+ 21. Kf1 dxe5 22. Rd2 and Qf3] 13... Bg4 [13... exd4 14. cxd4 Bg4 15. Be3 Bxf3 16. gxf3 +-] 14. d5 [14. Be3 Bxf3 15. gxf3 = +] 14... Ne7 15. h3 Bxf3 [15... Bxh3 draws, says nunn] 16. Qxf3 Nfg8 17. Bd2 g6 18. c4 f5 19. exf5 Nxf5 20. Nxf5 gxf5 21. Bc3 Rae8 22. b4 Ne7 23. h4 Rg8 24. h5 Rg7 25. c5 Reg8 26. g3 h6 [26... f4 27. Rxe5 dxe5 28. Bxe5 Qh3 29. Re1 fxg3 30. fxg3 b6 31. Qd3 Qxh5 32. Kg2 idea Rh1 wins] 27. Rad1 Qe8 28. Rxe5 dxe5 29. Bxe5 b6 30. d6 Nc6 31. Bf6 Qe6 32. Bxg7+ Rxg7 33. Qxc6 bxc5 34. Qa8+ Rg8 35. Qxa7 Rxg3+ 36. Kh2 Qe5 37. Qxc5 1-0

Nunn - Korchnoi, Johannesburg, 1981

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 d5 5.Bb3 Bd6 6.Nc3 d4 7.Ne2 Na6 8.c3 dxc3 9.bxc3 0-0 10.0-0 Nc5 11.Bc2 Bg4 12.Ng3 Nh5 13.h3 Nxg3 14.fxg3 Bh5 15.g4 Bg6 16.h4 f6 17.h5 Bf7 18.d4 Ne6 19.Bb3 Qa5 20.Bd2 exd4 21.cxd4 Bb4 22.Be3 Rae8 23.h6 Kh8 24.g5 fxg5 25.Ne5 Bg8 26.hxg7+ Kxg7 27. Rf5 Be7 28.Qf3 Qd8 29.Qh5 Rxf5 30.exf5 Nf4 31.Bxf4 Qxd4+ 32.Kh1 Qxa1+ 33.Kh2 Rf8 34.Ng4 gxf4 35.f6+ Rxf6 36.Qg5+ Rg6 37.Qxe7+ Kh8 38.Bxg8 Qg7 39.Bf7 1-0

(d) Balanced, semi-open KP centre

Kosten,Anthony - Cooper,Lawrence [C55] London open, 1988

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Be7 5. O-O O-O 6. Bb3 d6 7. c3 h6 8. Nbd2 Re8 9. Re1 Bf8 10. Nf1 Na5 11. Bc2 c5 12. Ng3 g6 13. h3 Bg7 14. d4 [RLTF] cxd4 15. cxd4 exd4 16. Nxd4 d5 17. e5 Ne4 18. Nxe4 dxe4 19. Bf4 Bxe5 20. Rxe4 Bxf4 21. Rxf4 Bd7 22. Qf3 Qe7 23. Qd5 Nc6 24. Bxg6 Ne5 25. Re1 Bc6 26. Qb3 Qg5 27. Rg4 Nxc6 28. Rxe8+ Rxe8 29. Rxc6 bxc6 30. Qb7 Re1+ 31. Kh2 Re2 32. Qxa7 Rxb2 33. a4 1-0

(e) Semi-open unbalanced KP centre.

Larsen,Bent - Berger,Bela [C24] Amsterdam izt, 1964

1. e4 e5 2. Bc4 Nf6 3. d3 d5 4. exd5 Nxd5 5. Nf3 Nc6 6. O-O Bg4 7. Re1 Be7 8. h3 Bxf3 9. Qxf3 Nd4 10. Qg4 O-O 11. Rxe5 Nf6 12. Qd1 Bd6 13. Re1 Re8 14. Be3 c5 15. Nd2 Bc7 16. Nf3 Qd6 17. Bxd4 cxd4 18. Rxe8+ Rxe8 19. c3 dxc3 20. bxc3 Nh5 21. Qa4 Re7 22. Qxa7 Nf4 23. Qxb7 h5 24. Qc8+ Kh7 25. h4 1-0

Vogt L - Tseshkovsky V, It cat. 10 , 1981

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 Be7 5.0-0 d6 6.Re1 Nbd7 7.h3 0-0 8.a4 Nc5 9.Nc3 h6 10.d4 exd4 11. Nxd4 Re8 12.Bf4 Bf8 13.Qf3 Ne6 14.Be3 Ng5 15.Bxg5 hxg5 16.Nf5 Bxf5 17.Qxf5 Re5 18.Qf3 Qa5 19.Bb3 Rae8 20.Re2 1/2-1/2

(f) balanced, closed KP centre

Karpov,An - Yusupov A M [C53] It, Bugojno, 1986

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 d6 6. O-O O-O 7. Re1 a6 8. Bb3 Ba7 9. h3 h6 10. Nbd2 Nh5 11. Nf1 Qf6 12. Be3 Nf4 13. Bxa7 Rxa7 14. Kh2 Ne7 15. Ne3 Ra8 16. a4 Be6 17. Bxe6 fxe6 18. Ng1 Rad8 19. g3 Nfg6 20. Rf1 d5 21. Qe2 Nc6 22. Ng2 Rf7 23. h4 Rdf8 24. Rad1 Nge7 25. h5 g6 26. Nh3 Qf3 27. Qxf3 Rxf3 28. hxg6 Nxg6 29. Ne3 d4 30. Nc2 R3f7 31. cxd4 Nxd4 32. Nxd4 exd4 33. f4 c5 34. a5 b6 35. axb6 Rb7 36. Rc1 Rxb6 37. Rxc5 Rxb2+ 38. Rf2 Rxf2+ 39. Nxf2 Ra8 40. Ra5 Ne7 41. Ng4 Nc6 42. Rc5 Ne7 43. Rc7 Kf8 44. Ne5 a5 45. g4 a4 46. f5 exf5 47. gxf5 Nxf5 48. exf5 Ra5 49. Rc5 Rxc5 50. Nd7+ Ke7 51. Nxc5 a3 52. Kg3 Kd6 53. Nb3 Ke5 54. Kg4 h5+ 55. Kg5 h4 56. f6 Ke6 57. Kg6 h3 58. f7 h2 59. f8=Q h1=Q 60. Nc5+ Ke5 61. Qb8+ 1-0

Dolmatov S - Kruppa Y (12) [C53] Ch URS (1 liga), Irkutsk, 1986

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 d6 6. O-O O-O 7. Bb3 a6 8. Nbd2 Ba7 9. Nc4 Ne7 10. Bg5 Ng6 11. Nh4 Bg4 12. Qc2 Nf4 13. Ne3 Ne6 14. Bxe6 Bxe6 15. Nhf5 h6 16. Bh4 Kh7 17. d4 g5 18. Bg3 Nh5 19. Qe2 Nf4 20. Qf3 Rg8 21. dxe5 dxe5 22. Rfd1 Qf8 23. Ng4 f6 24. Nfxh6 Rh8 25. Nf5 Kg6 26. h4 Bc4 27. Bxf4 gxf4 28. Nxe5+ 1-0

Larsen,B - Torre (2) Brussels, 1987

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 Be7 5. O-O d6 6. Re1 O-O 7. Nbd2 Nbd7 8. a3 h6 9. Ba2 Re8 10. Nf1 Nf8 11. Ng3 Be6 12. Bxe6 Nxe6 13. d4 Qc7 14. c4 Nh7 15. d5 Neg5 16. Nf5 Nxf3+ 17. Qxf3 Kh8 18. Be3 c5 19. Rac1 Bg5 20. h4 Bxe3 21. Rxe3 Rac8 22. b4 Qd8 23. Qg3 Rg8 24. f4 f6 25. b5 Qd7 26. fxe5 fxe5 27. Qg6 Rcd8 28. Rg3 Nf8 29. Qh5 Nh7 30. Re1 Rdf8 31. Rg6 Rf6 32. Rxf6 Nxf6 33. Qg6 Rf8 34. g4 Ne8 35. g5 Qf7 36. Qxf7 Rxf7 37. g6 Rd7 38. Rf1 Kg8 39. a4 h5 40. Kf2 Nf6 41. Ke3 Kf8 42. a5 Rd8 43. Kd3 Rd7 44. a6 b6 45. Rg1 Ng4 46. Rxg4 hxg4 47. Ke3 Rd8 48. Kf2 Kg8 49. Kg3 Rd7 50. Kxg4 Kf8 51. Kg5 Kg8 52. h5 Kh8 53. h6 gxh6+ 54. Nxh6 Kg7 55. Nf5+ Kf8 56. Kf6 1-0

Examples of variations

3...Bc5 (Giuoco Piano)

Torre Eugenio - Kamsky Gata (1.119) [C53] Manila (Philippines), 1990

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 O-O 6. O-O d6 7. Bb3 a6 8. Nbd2 Ba7 9. Nc4 h6 10. Re1 Be6 11. Be3 Bxe3 12. Nxe3 Qd7 13. Nh4 Bxb3 14. Qxb3 b6 15. Nhf5 Kh7 16. Rad1 Rfe8 17. Nd5 Nxd5 18. Qxd5 Rad8 19. d4 [RLTF] Kg8 20. Ne3 b5 21. h3 Ne7 22. Qb3 Qc6 23. d5 Qc5 24. a4 Rf8 25. Qc2 Rb8 26. b4 Qb6 27. Ra1 Ra8 28. c4 bxc4 29. Qxc4 f5 30. Rec1 Rac8 31. b5 axb5 32. axb5 fxe4 33. Ra6 Qd4 34. Qa2 Qd3 35. Rc4 Rxf2 36. Qxf2 Rf8 37. Qe1 Nxd5 38. Ra3 Qxa3 39. Nxd5 Rf7 40. Kh2 Qb3 41. Qxe4 Qxb5 42. Nxc7 Qd7 43. Nd5 Qe6 44. Ra4 g6 45. Ra8+ Kg7 46. Rd8 h5 47. Qc4 Qf5 48. Rxd6 Qg5 49. Nc7 Qf4+ 50. Qxf4 exf4 51. Ne6+ Kh6 52. h4 Rf6 53. Ng5 Rxd6 54. Nf7+ Kg7 55. Nxd6 Kf6 56. Ne4+ Kf5 57. Ng5 Kg4 58. Nf3 Kf5 59. Kg1 Kg4 60. Kf2 Kf5 61. Ke2 Kg4 62. Kd3 Kf5 63. Kd4 Kg4 64. Ke4 Kg3 65. Ke5 Kg4 66. Kf6 Kg3 67. Kg5 1-0

3...Nc6 (Two Knight's Defence)

Nunn John D M - Fernandez Garcia Jose L Lugano Switzerland, 1983

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Be7 5. O-O O-O 6. Bb3 d5 7. exd5 Nxd5 8. Re1 Bg4 9. h3 Bh5 10. g4 Bg6 11. Nxe5 Nxe5 12. Rxe5 c6 13. Qf3 Bd6 14. Re2 Qh4 15. Bxd5 cxd5 16. Nc3 Kh8 17. Qxd5 Rad8 18. Bg5 Qxh3 19. Qg2 Qxg2+ 20. Kxg2 f6 21. Bh4 h5 22. gxh5 Bxh5 23. f3 Rfe8 24. Rh1 Kg8 25. Bxf6 Rxe2+ 26. Nxe2 Bxf3+ 27. Kxf3 Rf8 28. d4 Rxf6+ 29. Ke3 Bf8 30. Nc3 Re6+ 31. Ne4 Ra6 32. Ra1 b5 33. d5 Kf7 34. Kd4 g6 35. Nc5 Bg7+ 36. Ke4 Bxb2 37. Rf1+ Rf6 38. Rb1 Ba3 39. Rxb5 Bxc5 40. Rxc5 Ra6 41. Ke5 Ke7 42. Rc7+ Kd8 43. Rg7 1-0

Taulbut - Rumens Civil Service Open, 1981

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Be7 5. Bb3 O-O 6. O-O Re8 7. Nc3 d6 8. Ng5 Rf8 9. f4 Na5 10. Nd5 Nxd5 11. Nxf7 Rxf7 12. Bxd5 c6 13. Bxf7+ Kxf7 14. b4 Qb6+ 15. Kh1 Qxb4 16. Bd2 Qc5 17. Qh5+ g6 18. Qxh7+ Ke8 19. Qxg6+ Kd7 20. Qg4+ 1-0

Yudasin Leonid - Ivanchuk Vassily (2) Ch World match cand., 1991

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Be7 5. O-O O-O 6. c3 d5 7. exd5 Nxd5 8. Re1 Bg4 9. Nbd2 Kh8 10. a4 f6 11. a5 Rb8 12. Nf1 Be6 13. Qa4 a6 14. Bxa6 Nxa5 15. Qxa5 Ra8 16. Qb5 Nb6 17. Be3 Bd7 18. Qb3 bxa6 19. d4 e4 20. N3d2 f5 21. d5 Rb8 22. Qa2 Bf6 23. Rad1 Na4 24. Nc4 Bb5 25. Na5 Nxb2 26. Qxb2 Bxf1 27. Qa2 Bb5 28. c4 Bd7 29. Nc6 Bxc6 30. dxc6 Qe8 31. Qxa6 Bc3 32. Rf1 f4

33. Ba7 Ra8 34. Qb7 f3 35. Qxc7 Be5 36. Qd7 Rxa7 0-1

Kupreichik,V - Yusupov,A Minsk, 1982

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 Be7 5. Nc3 O-O 6. Bb3 Qc7 7. O-O Na6 8. a3 Nc5 9. Ba2 d6 10. b4 Ne6 11. Ne2 a5 12. Bb2 Re8 13. Qd2 Bf8 14. Ng3 c5 15. b5 h6 16. Nh4 Qd8 17. Ngf5 g6 18. f4 gxf5 19. fxe5 dxe5 20. Nxf5 Nf4 21. Rxf4 exf4 22. Qxf4 Bxf5 23. Qxf5 Bg7 24. Rf1 c4 25. Bxc4 Qb6+ 26. Kh1 Rac8 27. Bxf6 Qxf6 28. Bxf7+ Kxf7 29. Qh5+ Kg8 30. Rxf6 Bxf6 31. Qxh6 Bg7 32. Qd2 Rf8 33. g3 Bd4 34. Qg5+ Bg7 35. c4 Rf2 36. e5 Rcf8 37. Qe3 Ra2 38. Kg1 Kh7 39. e6 Bf6 40. d4 b6 41. d5 Be7 42. d6 Rd8 43. h3 1-0

Spraggett,Kevin - Marin,Mihail (06) [C54] Manila izt, 1990

1. e4 e5 2. Bc4 Nf6 3. d3 Bc5 4. Nf3 Nc6 5. c3 d6 6. Bb3 O-O 7. O-O a6 8. Nbd2 Ba7 9. Nc4 Be6 10. Bg5 h6 11. Bh4 g5 12. Bg3 Ne7 13. Ne3 Qd7 14. Re1 Kg7 15. d4 [RLTF] Nxe4 16. dxe5 d5 17. Nd4 Rad8 18. Qh5 Nc6 19. Nxe6+ Qxe6 20. Rad1 Bxe3 21. Rxe3 Qf6 22. Bxd5 Nxe3 23. hxe3 Nxe5 24. Be4 Ng4 25. Rf1 Qe6 26. Re2 Nf6 27. Qf3 Nxe4 28. Rxe4 Qxa2 29. Rb4 b5 30. Qc6 Qa5 31. f4 Qb6+ 32. Qxb6 cxb6 33. Ra1 Rfe8 34. fxe3 hxe3 35. Rxa6 Re2 36. Rd4 Rxd4 37. cxd4 Rxb2 38. Rxb6 f6 Q

Kosten Anthony C - Conquest Stuart (14) London England, 1989

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Be7 5. O-O O-O 6. Bb3 d6 7. c3 d5 [RLTF] 8. Nbd2 a6 9. Qe2 dxe4 10. dxe4 Bg4 11. h3 Bh5 12. Rd1 Qc8 13. Nc4 h6 14. Bc2 Qe6 15. Ne3 Rad8 16. Bd2 Rfe8 17. Nf5 Bf8 18. g4 Bg6 19. N3h4 Bxf5 20. gxf5 Qe7 21. Kh2 Nh7 22. Nf3 Rd6 23. Be3 Qd7 24. Rg1 b5 25. Rg3 Rf6 26. Rd1 Qc8 27. Rdg1 Kh8 28. Qf1 1-0

Kosten Anthony C - Hebden Mark It open, 1987

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Be7 5. O-O O-O 6. Bb3 d6 7. c3 Na5 8. Bc2 c5 9. Nbd2 Re8 10. a3 b5 11. b4 Nc6 12. a4 cxb4 13. axb5 Nb8 14. cxb4 d5 15. Bb2 Bxb4 16. Nxe5 Bb7 17. Ndf3 a6 18. bxa6 Rxa6 19. Rxa6 Bxa6 20. Ng5 Rf8 21. Bb3 Bb7 22. Nxf7 Qe7 23. e5 Ne8 24. Qh5 h6 25. Qg6 1-0

3...c6 (Paulsen's Defence to the Bishop's Opening)

cf. Nunn-Murey above

Taulbut - Westerinen Brighton, 1981

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 [RLTF] 5. Bb3 dxe4 6. Ng5 Bc5 7. Nxf7 Qb6 8. O-O Ng4 9. Nc3 Rf8 10. Nxe4 Rxf7 11. Bxf7+ Kxf7 12. h3 Nf6 13. Nxf6 Kxf6 14. Qh5 h6 15. Kh1 Be6 16. f4 Ke7 17. Qxe5 Bd4 18. Qe2 g6 19. f5 gxf5 20. Bxh6 Na6 21. c3 Bh8 22. Rae1 c5 23. Qh5 Kd7 24. Rxf5 Bg8 25. Rf7+ Kd8 26. Qh4+ Kc8 27. Rf8+ 1-0

Vogt,L - Romanishin,O Riga, 1981

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 [RLTF] 5. Bb3 Bb4+ 6. Bd2 Bxd2+ 7. Nbx2 Qc7 8. O-O O-O 9. Re1 Bg4 10. h3 Bxf3 11. Qxf3 dxe4 12. Nxe4 Nxe4 13. Rxe4 Nd7 14. d4 exd4 15. Re7 Qd6 16. Rae1 Kh8 17. Bxf7 Rad8 18. Qg4 Nf6 19. Qh4 Qb4 20. Bg6 Rd7 21. Re8 Rd8 22. c3 Rdx8 23. Rxe8 Qd6 24. Rxf8+ Qxf8 25. cxd4 Qb4 26. b3 Qd2 27. Bf5 Qxa2 28. Qg3 Qe2 29. Qb8+ Qe8 30. Qxb7 g6 31. Bd3 a5 32. Bf1 Qd8 33. Qxc6 Qxd4 34. Qa8+ Kg7 35. Qxa5 Ne4 36. Qe1 h5 37. Qe3 Qb4 38. Bc4 Nf6 39. Qe5 Qb6 40. g3 Kh6 41. Qe3+ 1-0

Larsen, Bent - Nunn, John (6) London, 1986

1. e4 e5 2. Bc4 Nf6 3. d3 c6 4. Nf3 d5 5. Bb3 Bb4+ 6. Bd2 Bxd2+ 7. Nbx2 dxe4 8. Nxe5 O-O 9. dxe4 Nxe4 10. Ndf3 Nd7 11. O-O Nxe5 12. Nxe5 Qf6 13. Qd4 Bf5 14. f4 Qd8 15. Rad1 Qxd4+ 16. Rxd4 Nc5 17. Bc4 Rae8 18. b4 Ne6 19. Rd7 b5 20. Bb3 Rd8 21. Rxa7 Rd2 22. Nf3 Rd6 23. Nh4 g6 24. Nxf5 gxf5 25. c3 Rd3 26. Rf3 Rxf3 27. gxf3 Rd8 28. Bxe6 fxe6 29. Rc7 Rd1+ 30. Kf2 Rd2+ 31. Ke3 Rxh2 32. Rxc6 Kf7 33. Ra6 Rc2 34. Kd4 Rf2 35. a4 bxa4 36. b5 Ke7 37. c4 Rxf3 38. Kc5 a3 39. b6 Rb3 40. Ra7+ Kf6 41. Kc6 e5 42. b7 exf4 43. Rxa3 1-0

Vogt,L - Chekhov, Halle, 1981

1.e4 e5 2.Bc4 Nf6 3.d3 c6 4.Nf3 Be7 5.0-0 d6 6.h3 0-0 7.Re1 Nbd7 8.a4 a5 9.Nc3 h6 10.Ba2 Re8 11. d4 Bf8 12.Be3 Qc7 13.Nh4 b6 14.dxe5 dxe5 15.Qf3 Bc5 16.Nf5 Bxe3 17.Rxe3 Kf8 18.Rd1 Ba6 19. Nxb6 Re7 20.Nf5 Ree8 21.g4 Nc5 22.g5 Ng8 23.g6 f6 24.Bxg8 Kxg8 25.Qh5 1-0

Example of Queen's-side advance

Ljubojevic,Ljubomir - Kortchnoi,Viktor (08) [C54] Brussels SWIFT, 1987

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. b4 Bb6 6. d3 d6 7. a4 a5 8. b5 Ne7 9. Nbd2 Ng6 10. O-O O-O 11. Bb3 d5 12. Ba3 Re8 13. exd5 Nxd5 14. Ne4 Ndf4 15. Nfg5 Be6 16. Nxe6 Nxe6 17. g3 Kh8 18. Qf3 f6 19. h4 Ngf8 20. Rad1 Qd7 21. Rfe1 Rad8 22. Bc4 h6 23. Qh5 Nh7 24. Kh2 Ba7 25. Rf1 Bb8 26. Nc5 Nxc5 27. Bxc5 b6 28. Ba3 c5 29. bxc6 Qxc6 30. Bb5 Qxc3 31. Bxe8 Qxa3 32. Bb5 Bd6 33. d4 exd4 34. Rfe1 Be5 35. f4 Bd6 36. Re8+ Rxe8 37. Qxe8+ Bf8 38. f5 Qf3 39. Qe6 Qxd1 40. Bc4 Qc2+ 41. Kh3 Qxc4 42. Qxc4 Bc5 43. Kg4 Nf8 44. Qd5 Kh7 45. Kf3 Kh8 46. Ke4 Kh7 47. Kd3 Kh8 48. Kc4 Kh7 49. Kb5 Kh8 50. Kc6 Kh7 51. Kc7 h5 52. Kd8 Kh6 53. Ke8 1-0

Mestel A Jonathan - Pinter Jozsef [C53] It (cat.14), Las Palmas (Spain), 1982

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 d6 6. b4 Bb6 7. a4 a5 8. b5 Ne7 9. O-O O-O 10. Nbd2 Ng6 11. Ba2 Bg4 12. h3 Bh5 13. Qc2 Nf4 14. Kh2 g5 15. Ng1 g4 16. g3 gxh3 17. f3 Kh8 18. gxf4 Rg8 19. Nxh3 Qf8 20. Nc4 Qg7 21. Ng5 Qh6 22. Nxb6 Bxf3+ 23. Kg3 exf4+ 24. Bxf4 Rxf3+ 25. Bxg5 Rg8 26. Kxf3 Qh3+ 27. Ke2 Rxf3 28. Rf2 Ng4 29. Qd2 h6 30. Rg1 cxb6 31. Qf4 f5 32. Rxf3 Qxf4+ 33. Qxf4 fxf4 34. Rf5 Rxf5 35. exf5 Kg7 36. Ke3 1-0

Back to [Chess Coaching Page](#)



This document (bishopop.html) was last modified on 6 Jan 97 by

[Dr. Dave](#)

Exeter Chess Club: Five Sicilians from Club Play

by **Bob Martin**

Bob sent me these games with his own notes to illustrate both some nice amateur games with the Sicilian Defence, but also to illustrate what sorts of thinking and assessment goes on at club level. Bob is about an {A} player, so if that's where you want to be, this is the level of judgement you should be capable of. Thanks, Bob!

(28) Martin,R [B78]

1997

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 g6

(1) This initiates a dark-square game.

Black will try to keep White's center dark squares clear of pawns and pieces.

5.Nc3 Bg7

(2) With my king bishop on g7, I will do everything I can to open the long diagonal h8-a1, and avoid exchanging the bishop unless I can secure an overwhelming advantage with its loss.

This bishop will be my second most powerful piece in this type of opening.

6.Be3 Nf6 7.f3

(3) This is a key move in the Yugoslav attack against the Sicilian Dragon.

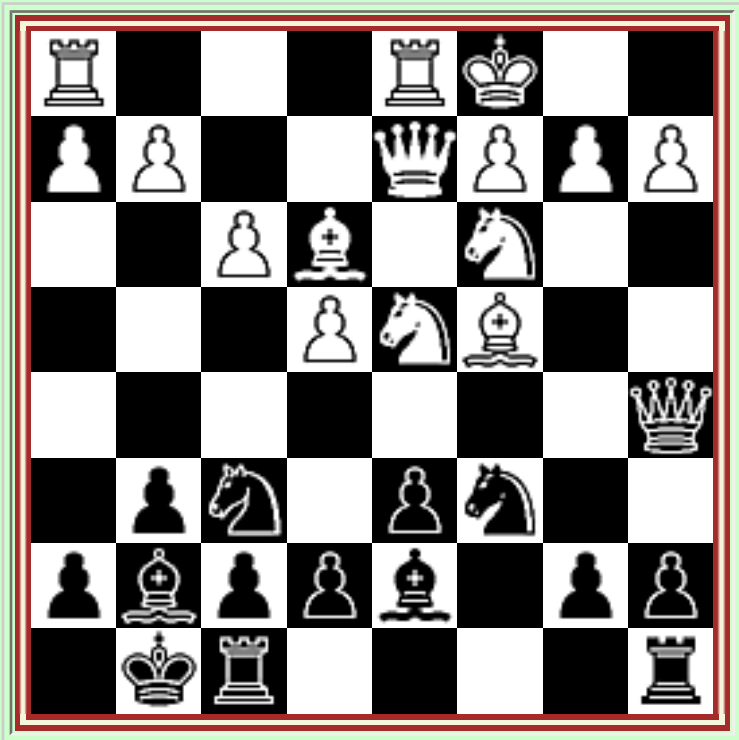
It does three things for him: a) reinforces e4, b) keeps the black knight off of g4 where it could challenge the Be3, c) prepares g2-g4-g5 with a kingside pawn storm attack.

7...Qa5

(4) An early queen move, but it does three things for me: a) shifts the queen to the queenside where my attack will come later, b) helps watch the kingside and center, c) to chase the queen White will have to

put the knight on b3 where it will be subject to harassment by a later Black a7-a5-a4.

8.Bc4 0-0 9.Qd2 d6 10.0-0-0 Bd7



11.h4

(5) Too soon.

White is not prepared for this early attack.

He should get his king off the half-open "c" file with Kb1 instead.

Believe it or not my next move is a direct attack on his king

(an x-ray attack).

11...Rac8 12.h5

(6) Better is Kb1 now.

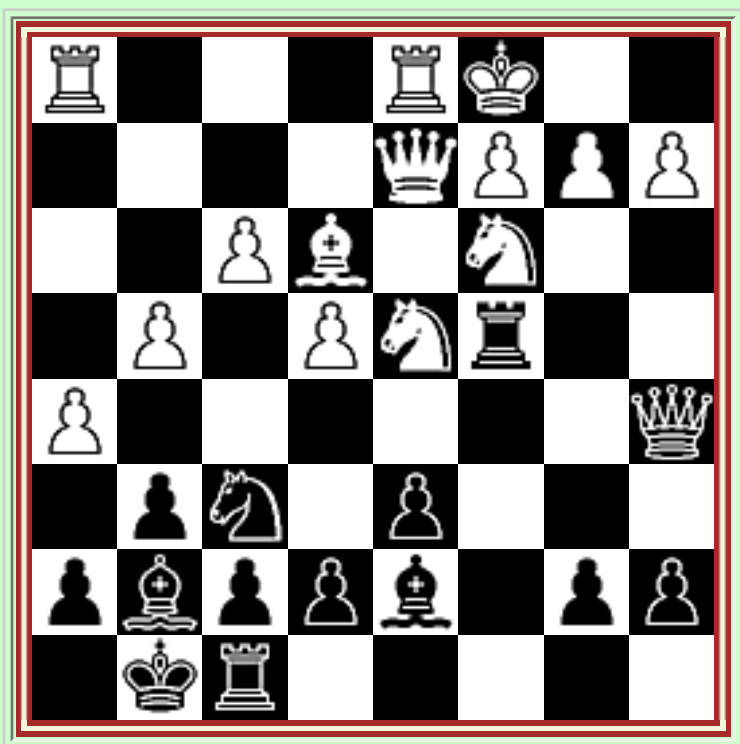
12...Ne5

(7) If instead Nxf5 White will play RxN and have an open "h" file for a ready made attack; thus sayeth Fischer.

Amen! Believe me, if you do it, it will come.

Ne5 begins my queenside attack since I already have an open file.

13.Bb3 Nc4 14.Bxc4 Rxc4 15.g4



(8) The last chance to get the king to b1 and off the hot "c" file.

My pieces now become too active.

15...Rxc3 16.Nb3

(9) This move gives him more problems than it gives me, better was QxR.

But even then I'll clean up on all his pawns: QxQ, Nxg4, Bxg4, Bxc3, Bxh5.

In the Sicilian, Black usually has the better endgame pawn structure.

16...Rxc2+ 17.Qxc2 Qxa2 18.Kd2 Rc8

(10) After this White will have no protection for his king.

Count the number of Black pieces that can attack the white king: queen, rook, bishop

(g7), knight, and bishop

(d7) = five pieces, but I must be prepared for the coming Ra1.

19.Ra1 Nxe4+

(11) Opens the diagonal and brings down the curtain on the White king.

There are too many open lines into the White position.

20.fxe4 Rxc2+ 21.Kxc2 Qxb2+ 0-1

(29) Martin,R [B73]

1997

1.e4 c5

(1) Black's strategy will be to fight for the dark squares, especially d4.

2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 g6

(2) I will put the bishop on g7 and work to control the a1-h8 diagonal.

I won't exchange this bishop without some sort of advantage in return.

In most cases, the bishop on g7 will be almost as powerful as the queen.

5.Nc3

(3) If White exchanges knights on c6 I will capture with bxc6 and have more central influence with my pawns.

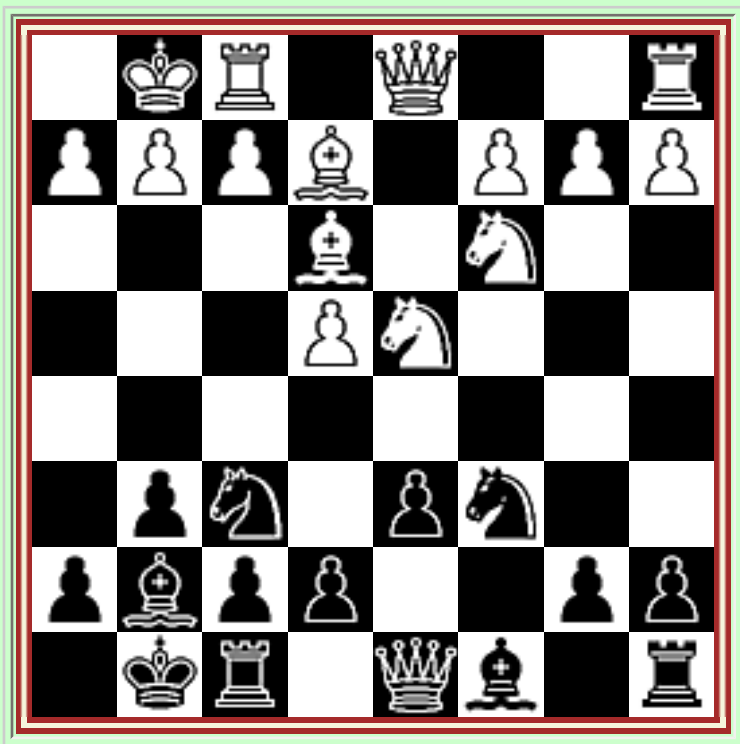
5...Bg7 6.Be3 d6

(4) Getting control of e5 and vacating d7 for the bishop.

Also, if Nf6 instead of d6, then White can play Nxc6 bxc6, e5 and my knight must return to g8.

I don't like the looks of that.

7.Be2 Nf6 8.0-0 0-0



(5) The plans for both sides are fairly simple: Black will use the half-open "c" file for possible queenside expansion, and White will use the "d" file and center for his attack.

White must prepare his attack carefully so that his pawns don't become weak, and Black must watch that White doesn't lock the queenside.

9.a3

(6) A waiting move and making preparations to stop Black queenside tricks.

This move is not as good as f4.

9...Bd7 10.Qd2 Rc8

(7) Black has the classic Sicilian Dragon attacking position.

I need to decide how to start my attack.

I should consider d5.

11.Rad1

(8) If White had castled queenside

(as in the last game) this rook would already be here and he would be a move ahead.

But with kingside castling he takes a more cautious approach to the game since his king will not be worried about the bishop on g7 and rook on c8.

11...Ne5 12.f4

(9) Black must now play aggressively before the White pawns get too far into his position.

But this move brings with it a weakness: the e4 pawn is only defended by the knight on c3, and the f4 pawn blocks the bishop on e3.

12...Nc4

(10) Forces an exchange of pieces

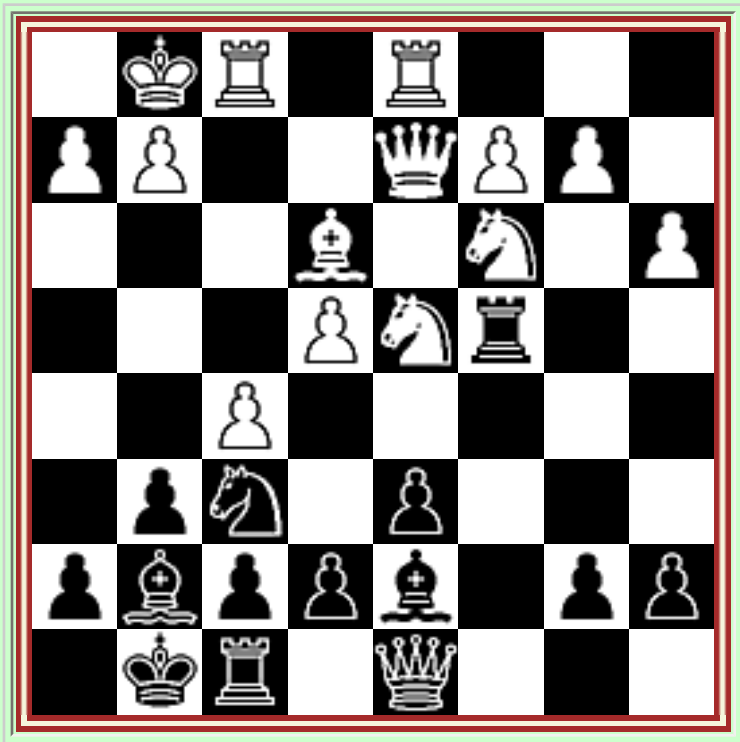
(always good for the defender).

I would now consider Ng4 instead of Nc4.

13.Bxc4 Rxc4

(11) Black should have decided the rook's ultimate fate before the recapture on c4 since it will be subject to attack here and to move it again will only help White's coming attack.

14.f5



14...Rxc3

(12) This exchange sacrifice forces White to make a long range decision: a) ruin his queenside pawns and subject them to attack by Black's queen on a5, and rook on c8 or b) recapture with queen and wait for Black to attack with the bishop on g7, queen on a5 and rook on c8.

Either way he must be careful.

15.bxc3 Nxe4

(13) The point of the rook sacrifice on c3.

White's pawns are an endgame nightmare.

He must go for a middlegame win.

16.Qd3 d5

(14) Look at the bishop on g7 and its potential on the open long diagonal.

17.fxg6 hxg6 18.c4

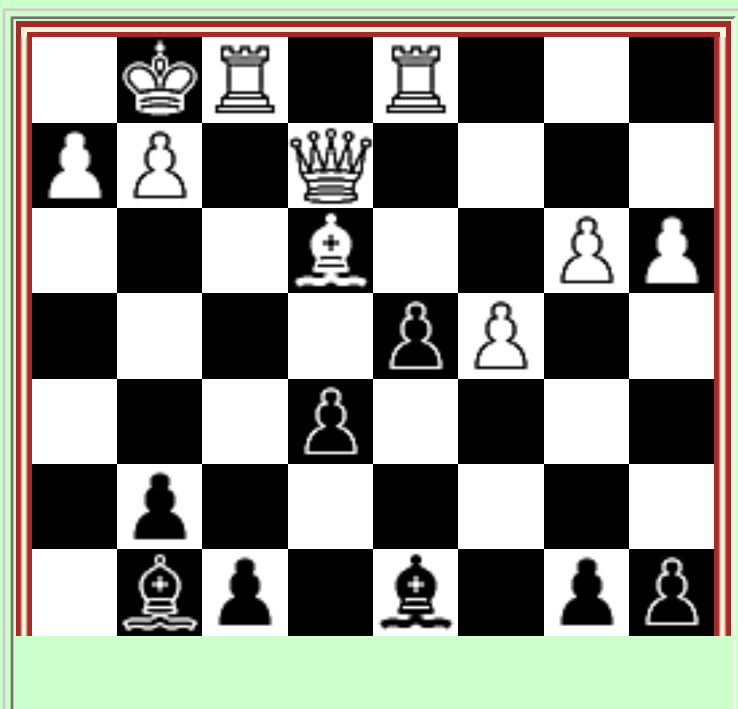
(15) This allows Black to establish two connected passed pawns on open diagonals.

Certainly nothing to sneeze at.

18...Nc5 19.Qe2 e5 20.Nb3

(16) This repairs the doubled pawns, but Black's center pawns will become monsters.

20...Nxb3 21.cxb3 d4



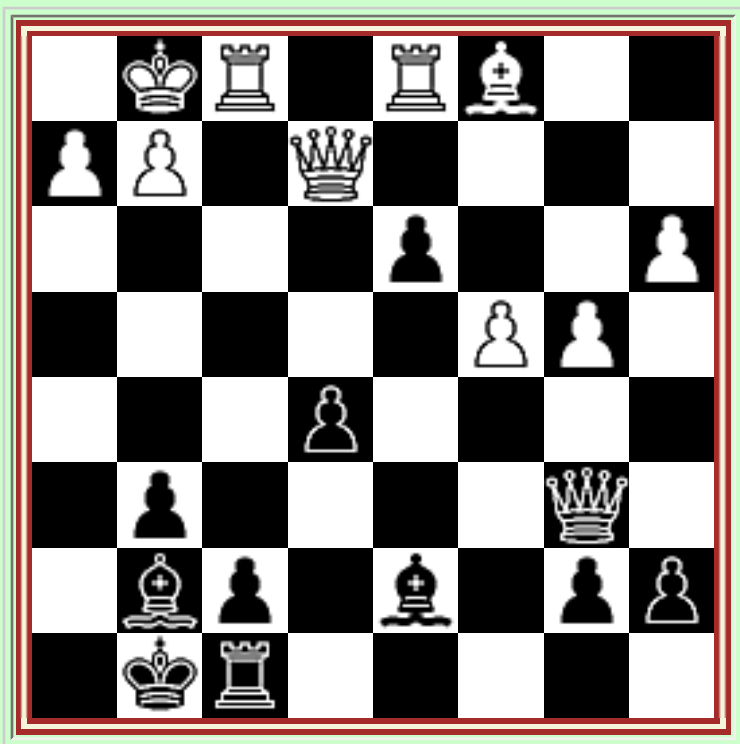


(17) It's been a dark-square game from the beginning; where does he put the bishop: on f2 or d2 a rook gets blocked.

22.Bc1 Qb6 23.b4

(18) This solves one problem, but doesn't do anything about the center.

23...d3+



24.Qe3

(19) The only move.

Be3 doesn't work.

24...Qxe3+ 25.Bxe3 e4

(20) The real purpose behind Qb6.

White thinks the bishop will blockade the pawns.

26.h3

(21) Wastes time.

White is worried about Bg4 and a future f5.

26...Ba4

(22) The bishops have more freedom of movement than do the two White rooks.

Notice how White doesn't have time to pick off the pawn on a7.

27.Rd2 Bc3 28.Rdf2

(23) He thinks he can tie the remaining Black rook to the defense of f7, but the bishops show their stuff.

28...Bb3 29.c5

(24) Now the bishop holds f7 and frees the rook for pile driving duty.

29...Rd8 30.b5 d2

(25) White loses material.

0-1

(30) Martin,R [B20]

1997

1.e4 c5

(1) Begins the fight for the dark squares, especially d4 **2.Bc4**

(2) The only problem with this move is it allows Black to play an early d5

(knights before bishops).

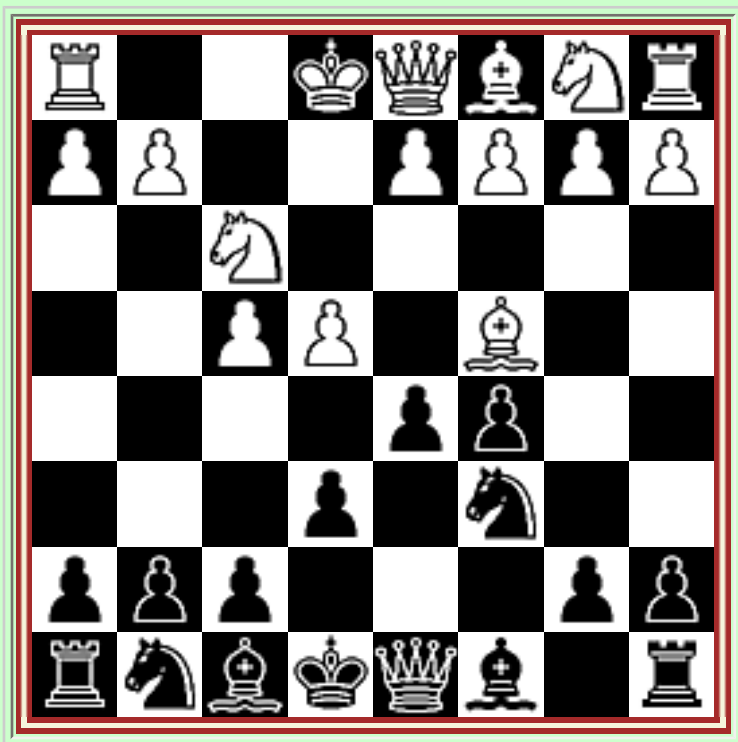
If I had played 1.

e5 it would be okay.

2...e6 3.f4 Nc6 4.Nf3

(3) Nc3 would strengthen his grip on d5 and prevent my next move.

4...d5



(4) Frees Black's game and forces White to move the bishop again.

5.exd5 exd5 6.Bb5 Bd7 7.0-0 Be7 8.Nc3 Nf6 9.d3

(5) Maybe d4 would be better.

9...0-0 10.Bxc6

(6) Three moves invested in the bishop and now he has nothing to show for it.

10...Bxc6 11.Ne5 Rc8 12.b3

(7) In view of a possible d4 this move is a waste of time.

The bishop should go to d2 not b2.

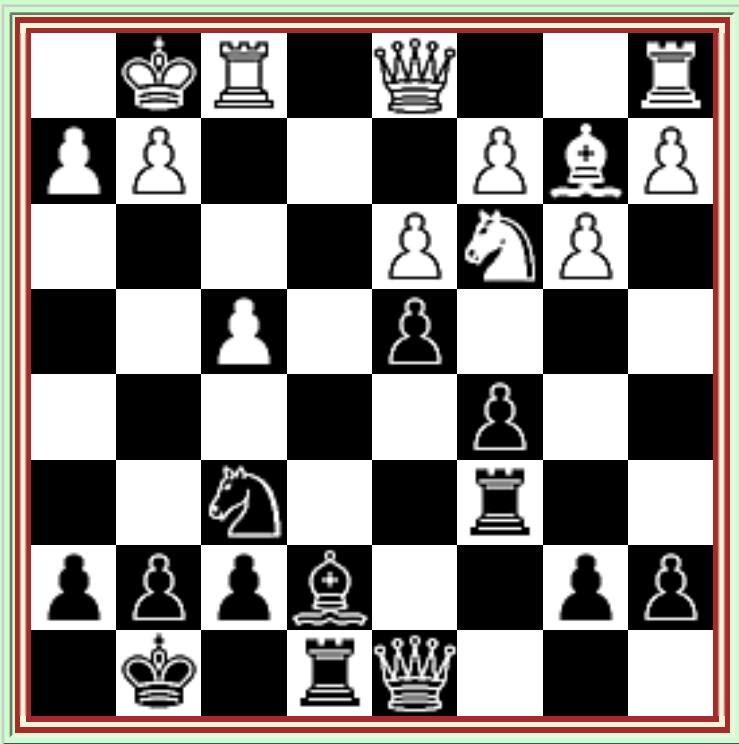
The e3 square will become an outpost

(a la Nimzowitsch) for four pieces! **12...Re8 13.Bb2 d4 14.Nxc6**

(8) Pretty much forced.

White can't leave the bishop on the open diagonal since he has no way to oppose it.

14...Rxc6



(9) The rook replaces the bishop and can swing to the kingside if necessary.

What replaced white's knight and bishop? Nothing.

White has nothing to show for the six moves invested in those pieces.

15.Ne2

(10) If instead Ne4 then Black still plays Nd5.

15...Nd5

(11) Heading for e3 ever since 13 d4.

16.Bc1

(12) Somehow White must try to hold e3.

The early 3.

f4 looks a bit silly now.

16...Bf6

(13) To give e3 additional support from the Re8

(overprotect) and prevent a possible c3 pawn break.

17.g3

(14) Supports f4 but creates another open diagonal into the king position.

It's difficult to find good moves for White now.

17...Ne3 18.Bxe3 Rxe3

(15) Black replaces each piece traded with another.

White on the other hand develops a piece then trades it off.

19.Rb1

(16) With the bishop of f6, White is afraid to leave the rook on a1.

White has no plan, he is simply reacting move by move to Black's threats.

Black has been centering his play around the e3 square.

19...Rce6

(17) Threatening the knight on e2, but actually reinforcing his grip on e3.

White's position is rather sewn shut.

Black must now focus on the weak kingside.

20.Rf2 Qe8 21.Kf1 Qc6

(18) The real reason for Qe8.

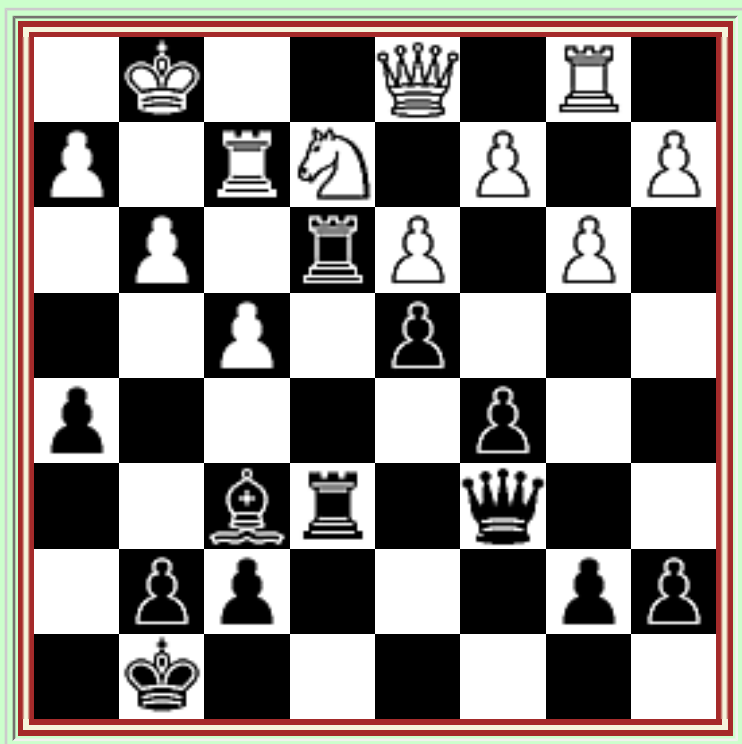
Black wants the h1-a8 diagonal that his bishop used to own.

22.Kg1

(19) White has given Black two free moves: Qe8 and Qc6.

The position is the same as on White's 20.

Rf2, except now Black's queen has gone from d8 to c6! **22...h5**



(20) This pawn will probe the kingside.

23.Qd2 Rf3

(21) To make e3 available to the other rook.

If 24.

RxR, then QxR with the rook going to e3 anyway.

24.f5 Ree3 25.Nf4 h4

(22) White must prevent hxg.

If 26.

gxh, then Bxh4 with other problems, while h3 sets up mating threats on g2 with the Black queen.

26.g4 Bg5

(23) White must be extremely careful, the bishop attacks the knight and threatens the White queen.

27.Ng2 h3 28.Ne1

(24) If NxR, then dxe gets a free piece or the queen.

28...Rxe1+ 29.Qxe1 Be3

(25) The fourth piece to use the e3 square.

30.Qxe3 dxe3 31.Re2 Rf2 0-1

(31) Martin,R [B20]

1997

1.e4 c5 2.Bc4

(1) Knights before bishops! At this point in the game where is the best square for the bishop? It's too early for the bishop move here.

2...e6 3.Nf3 d5

(2) Center pawn break, creates a pawn duo and forces the bishop to move again.

4.exd5

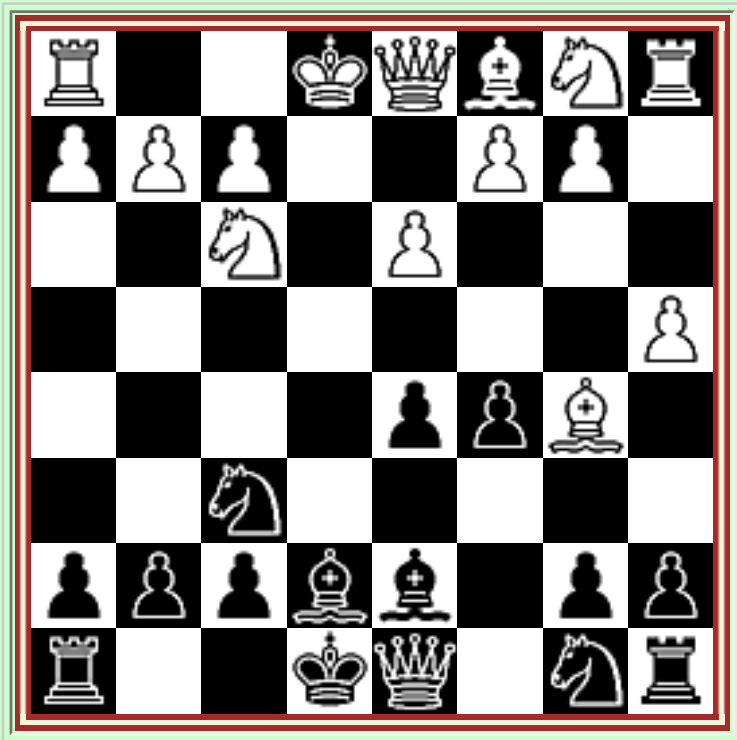
(2a) This gives Black the only center pawns.

4...exd5 5.Bb5+

(3) What does check do for White? For Black it get another piece in the game.

5...Bd7 6.a4

(4) What does this do for his piece development? **6...Nf6 7.d3 Be7**



8.Bxd7+

(5) White invested three moves in the bishop and now removes it from the board and gets another Black piece in the game.

8...Nbx d7

(6) This also helps hold the White knight off e5.

9.h3

(7) What does this move and a4 have in common? h3 weakens the kingside pawn cover.

9...0-0 10.d4

(8) White now has four pawn moves that do nothing to further his development; d4 gives Black the e4 "outpost".

10...Re8 11.0-0 Qc7 12.Qd3 Ne4 13.g3

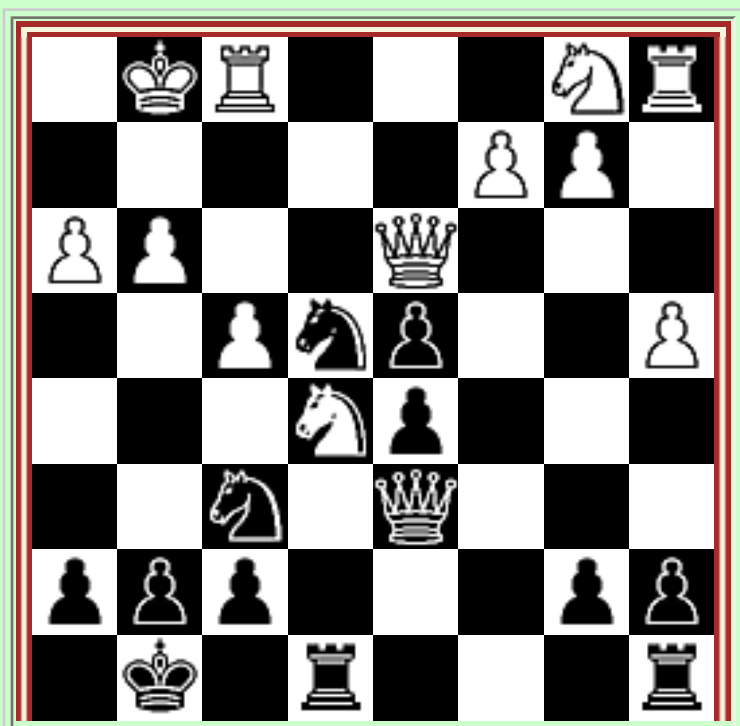
(9) After this, what protects h3? White's kingside pawns are very weak.


13...Ndf6 14.Bf4

(10) e3 would have been a better square at this point; what is the bishop going to do here? **14...Bd6 15. Bxd6**

(11) Just like the king's bishop, the queen's bishop suffers the same fate: two moves invested in the piece are now gone.

15...Qxd6 16.Ne5 cxd4 17.f4





(12) Now what is the fate of the knight? It was either this or move the knight again.

17...Nh5

(13) The Black knights begin to overwhelm the kingside pawns.

18.Nd2 Nexg3

(14) Black is basically finished.

19.Ndf3 Nxf4

(15) The winning combinations begin to appear.

20.Nxf7 Re2

(16) Does Black need his queen at this point? **0-1**

(32) Martin,R [B21]

1997

1.e4 c5 2.d4

(1) White gambits a pawn.

In exchange for material White will get open lines and a lead in development.

2...cxd4

(2) Black accepts the offered pawn.

His strategy should be: a) rapid development and quick castling, keep the extra pawn and go for an endgame advantage by trading pieces, or b) develop his pieces, castle as soon as possible and return the

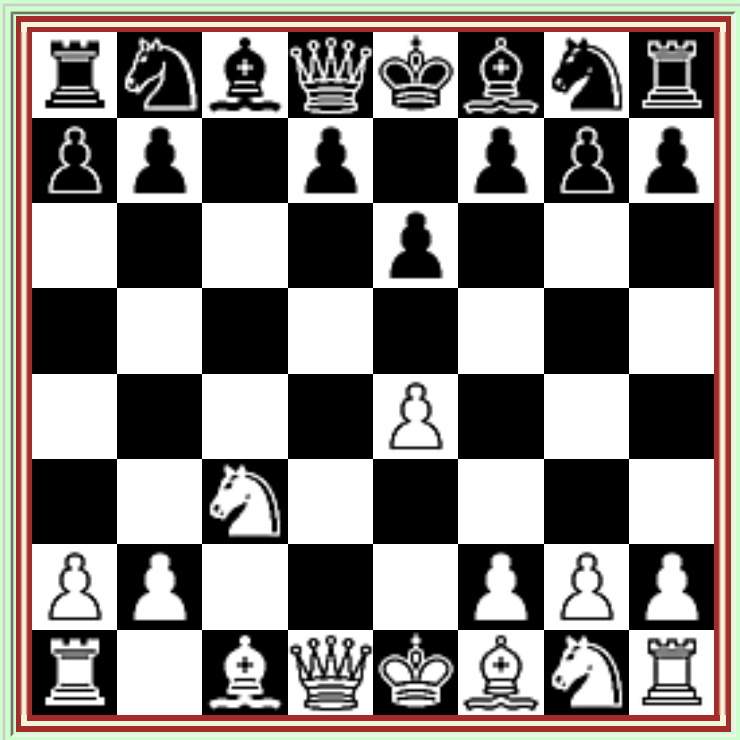
pawn to catch up in development.

3.c3

(3) If Black declines this pawn White will have a center pawn duo.

By taking the pawn he aids White's development.

3...dxc3 4.Nxc3 e6



(4) Opens a diagonal for the bishop, but seriously weakens d6.

Better is d6.

5.Nf3 Nc6 6.Bc4

(5) The most aggressive square for this bishop.

The gambiteer must be aggressive.

6...a6

(6) Prepares a later b5 to chase the bishop on c4, but really prevents a knight excursion by: Nc3-Nb5-Nc7 along with a White rook on c1.

7.0-0

(7) White has an ideal position; he has all the open attacking lines.

He needs to decide where to place the queen bishop and queen.

If Black allows an e5 push by White then d6 is doomed.

7...Nge7

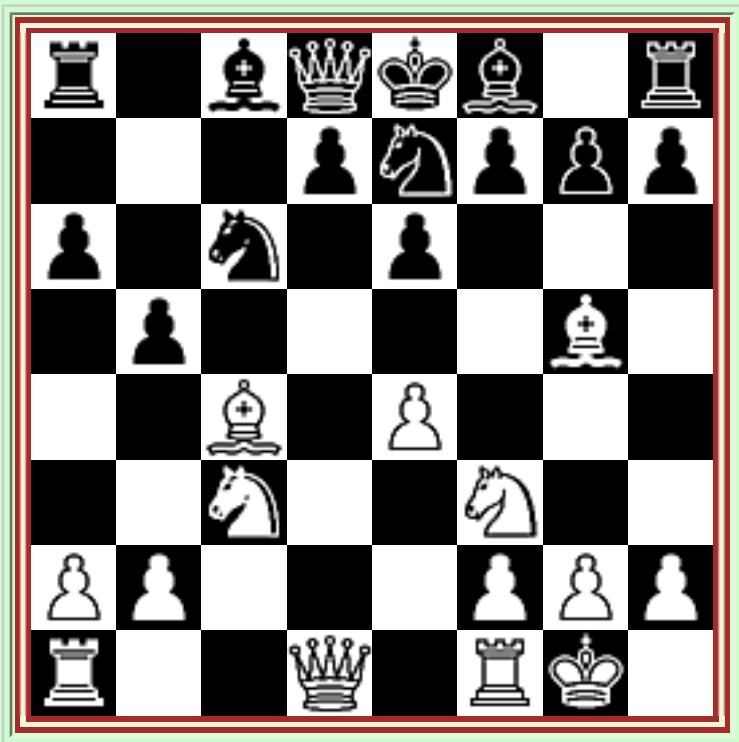
(8) This does two things: allows the knight to go to g6 to hold back White's coming e5, and might allow Black to get in d5 especially if the other knight can get to b4.

8.Bg5

(9) Prevents Ng6 and d5.

In order to chase the bishop Black must weaken a pawn around the king.

d6 is staring White is the face shouting "Use Me!!!" How many pieces does Black have in play? How many moves is he from castling? **8...b5**



9.Bxb5

(10) Is this really a threat? Examine the consequences in your mind's eye.

Write down variations on paper to keep track of the moves.

9...f6

(11) Black saw the results of axBb5 and didn't like the knight on b5 after the recapture.

Instead, he makes the weakening pawn move anticipated by eighth move.

At this point Black is too cramped, and White has too many pieces in play for him to play timidly.

White needs to open lines to the Black king even if he has to sacrifice additional material.

10.Bxc6 Nxc6

(12) Better than dxB If dxB, then White could play: 12.

Qe2 fxB, 13.

Rfd1 Qc7?, 14.

Nxg5 with a later Qf3, e5 and Nce4.

11.Bh4 Bc5

(13) The wrong square for the bishop.

Black needs to bolster his king position to ward off any White attack.

Better was Be7 which would prevent White's next move.

12.e5

(14) Vacates e4 for the knight, attacks f6 and puts additional pressure on d6.

White has several options: Ne4 with Rc1.

A knight on e4 would also allow White to pressure f6.

Notice that the e5 pawn is immune to capture because of the pin on f6.

g5 by Black would allow White's queen in through the open h5-e8 diagonal.

12...Be7

(15) Too late for this now.

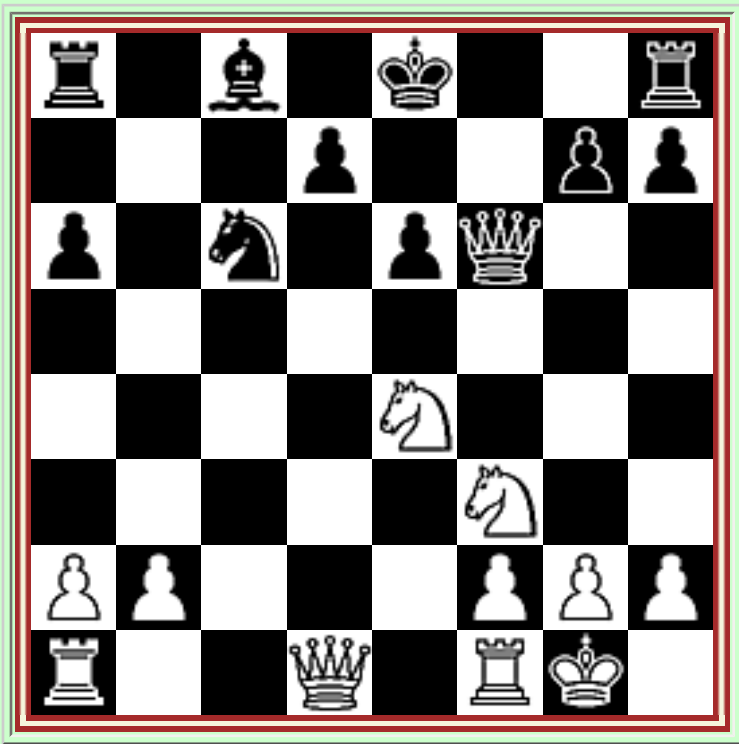
Examine Black's position if he had made this move instead of Bc5 and White had pushed e5 anyway.

Black could have responded with f5, forced a piece trade and castled on his next move.

13.exf6

(16) This forces the Black queen to a bad square and brings another White piece into the vicinity of Black's king.

13...Bxf6 14.Bxf6 Qxf6 15.Ne4



(17) The real point behind e5.

With the Black king bishop gone, White can attack from d6.

15...Qxb2

(18) The last thing he should do is waste moves on white pawns.

Every pawn Black removes opens another possible attacking option.

16.Nd6+ Ke7 17.Rb1

(19) Rb1 gives White new ideas: Nb7 BxN, and RxB together with the queen on d7.

17...Qa3 18.Nf5+

(20) If Kf7, then Nd6+, NxB and Rb7; or Kd8, then Nxg7, Nxe6+; or Kf8, then Rb6, Rxc6, and Qd8.

18...exf5 19.Re1+ Kf6 20.Rb3

(21) This rook can go to g3, or d3 then d6.

20...Qxa2 21.Qd6+ Kf7 22.Ng5+ 1-0

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: The Closed Sicilian

The Closed Sicilian

=====

Chris Bellers, 1995

An Exeter Chess Club booklet

CONTENTS

| | |
|---|---|
| Introduction | 1 |
| The Closed Sicilian with 6...e5 7. Nh3 | 2 |
| Holland-Whiteley, 1995 | 2 |
| Crickmore-Bellers 1983 | 3 |
| Variation with 6...e5 7. Nh3 exf4 | 4 |
| Variation with 6...e5 7. Nf3 | 4 |
| Further examples for study: | 5 |
| White cannot castle Queen's-side into Black's counterplay | 5 |
| Jackson - Regis, Plymouth-Exeter, 1993 | 5 |
| White's f4 may block squares for the Knight and dark-squared bishop | 5 |
| Smyslov - Botvinnik, Moscow, 1954 | 5 |
| The Closed Sicilian as a system against the English Opening | 6 |
| Psakhis - Kasparov, 1990 | 6 |
| The Grand Prix attack with Bc4 | 7 |
| Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23] | 7 |
| The Grand Prix attack with Bb5 | 7 |
| Hebden - Large, British Ch'p, 1982[B21] | 7 |

Introduction

R*BQK*NR

PP*-PPBP

-*NP-*P*

-p--*-

-*-*pp-*

-np-p-

ppp*-*bp

(1) as a model of how to approach attacking positions with a closed centre; compare many lines of the King's Indian Attack and Ruy Lopez;

(2) as a common system (e4 with Bg2) in many openings - for example, we see the same approach at work in many lines of the English Opening.

Basically, White aims to concentrate enough firepower in the K-side to force a quick checkmate. In doing so, Black has a natural counterattack in ...Rb8, ...b7-b5-b4 and possibly also ...c5-c4.

There are many ways for White to play the position - for example, the dark-squared Bc1 could go to g5, e3 or even d2. The Ng1 could go to e2, f3 or h3. It is also possible to put the light-squared bishop somewhere on the other diagonal - c4 or b5 - as well as on g2. I will concentrate on one important line where the central blockade is most obvious (Black plays ...e5), but I also include an example of games with the bishop on each of these two alternative squares c4 (Hodgson-Ady) and b5 (Hebden-Large), in variations of the Grand Prix Attack.

Black also has a wide variety of choices. Fianchettoing the Bf8 is not necessarily the best way to play - even if it is played, Black could play e6 or e5, with the Ng8 going to e7 or f6.

The Closed Sicilian with 6...e5 7. Nh3

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4

[6. Be3 is the most commonly-seen alternative, although Nge2 has often been played too]

```

î*èñô*äí
PP*-*PBP
-*NP-*P*
*-P-P-*
--*pp-*
*-np*-p-
ppp*-*bp
r-bqk-nr

```

6... e5

[6... e6 is the main line 7. Nf3 Nge7 8. O-O O-O 9. Be3 Nd4 else d4 may follow; this complex position has been the Grandmasters' starting point for many years]

Diagram A

```

R*BQK*NR
PP*-*PBP
-*NP-*P*
*-P-P-*-
-**-*pp-*
*-np*-pn
ppp*-*bp
r-bqk-*r

```

7. Nh3 (Diagram A)

This is relatively recent and has the advantage of bolstering f4, and leaving the f-file open for the rook(s). It also avoids the pin ...Bg4, and allows a retreat of the Nc3 to e2 if White wants to attack d4 or play c2-c3. A rather drastic example of how White wants to play is as follows:

Holland-Whiteley, 1995

```

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4 e5 7. Nh3
(diagram A) 7... Nge7 8. O-O O-O (?)

```

[latest theory suggest that this is premature: 8... Nd4 9. f5!? [9. Rf2 is safer for both sides!] 9... gxf5 10. Qh5 h6 [10... Nxc2 11. Rb1 with compensation (Lane) NOT (Plaskett)] 11. Rf2 += Spassky-Hort 1978 ...1-0 in the ending(!)]

```

9. f5 gxf5 10. Qh5 f6

```

looks ugly, but it seems to be fairly standard in this line - how else to prevent Ng5?

```

11. exf5 Nd4

```

```

R*BQ-RK*
PP*-N-BP
-**-P-P-*
*-P-Pp*q
-**-N-**-*
*-np*-pn
ppp*-*bp
r-b-*rk-

```

Thematic, and seemingly powerful, threatening ...Nxc2 and ...Nxf5

12. Nd5 Nxc2 13. Ng5 Bxf5

[13... fxc3 e.g. 14. f6 Nxd5 15. Bxd5+ Kh8 16. fxc3+ Kxc3 17. Rxf8 Qxf8 18. Bxc3 Kh8 19. Rf1]

14. Rxf5 fxc3 15. Rxf8+ Qxf8 16. Bxc3 Ng6 17. Rf1

somehow the rook, which looked doomed on a1, escapes

17... Qc8 18. Be4 Qd7 19. Ne7+ 1-0

Black never had a chance to take the rook on a1, let alone create Q-side counterplay by advancing the a- and b-pawns. What went wrong? The whole position after f5 and Qh5 looks very good for White, and whether or not it is a forced win, we would all prefer to be White.

Crickmore-Bellers 1983

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. f4 e5 7. Nh3 (diagram A) 7... Nge7 8. O-O O-O 9. f5 (all as before) 9... f6

Black allows f5 but not Qh5

10. g4 Nd4 11. Be3

White's idea - common in the Closed Sicilian - is to follow with Qd2 and doubling rooks on the f-file

11... Rb8 (the standard counter-attack) 12. Qd2 b5 13. Nd1

An interesting choice: 13. Ne2 keeps the rooks connected but allows exchanges; the text covers b2 and allows c3 with tempo. Note that a4 or a3 do not stem the tide of Black's counterplay

13... b4 14. c3 bxc3 15. bxc3 Ndc6 16. Rf2 Qc7 17. Nb2 Nd8 18. Raf1

-RBN-RK*

P-Q-N-BP

-*-P-PP*

-P-Pp-

-*-*p*p*
*-ppb-*n
pn-q-rbp
--*rk-

Mission accomplished - now Black's position looks critical

18... Nf7 19. g5 gxf5 20. exf5 d5

The classic central response to a wing attack - possible because of the position of the Knight on b2 not c3

21. gxf6 Bxf6 22. Qe2 d4 23. cxd4 cxd4 24. Qg4+ Kh8 25. Bg5 Nxf5 26. Nxf5 Nxf5 27. Rxf5 Bxf5

[27... Rxb2 appears to win the exchange without allowing a perpetual check 28. Qh5 Bxf5]

28. Qxf5 Bxg5 29. Qxg5 Rxf1+ 30. Kxf1 Rxb2 drawn

Variation with 6...e5 7. Nh3 exf4

Actually, Black can also prevent f5, and apparently equalise immediately, with

Diagram B

R*BQ-RK*
PP*-NPBP
-*NP-*P*
*-p-***-
-*-*pn-*
-np-p-
ppp*-*bp
r-bq*rk-

7...exf4!

Now

[8. gxf4 Bxh3 9. Bxh3 Qh4+]

So

8. Nxf4

[8. Bxf4 Nge7 9. Qd2 h6 !? Lane]

8... Nge7 9. O-O O-O DIAGRAM B

Two examples:

10. Be3 b5 ! 11. a3 Ne5 ! 12. h3 Rb8 13. Qd2 a5 14. Rf2 b4 15. axb4 axb4 16. Ncd5 Bb7 ! 17. g4 Nxd5 18. Nxd5 Bxd5 19. exd5 c4 ! 20. Ra6 b3 ! 21. d4 Qc8 22. Ra1 c3 23. Qxc3 Qxc3 24. bxc3 b2 (an amazing march) 25. Rb1 Nc4 26. Bf4 Na3 27. Rff1 Nxb1 28. Rxb1 Rb6 29. Bxd6 Ra8 30. Rxb2 Rxb2 Savage-Gheorghiu 1979]

10. Nfd5 Nxd5 11. Nxd5 b5 ! 12. c3 b4 13. Bf4 [13. Be3 bxc3 14. bxc3 Ne5] 13... bxc3 14. bxc3 Be6 15. Qd2 Bxd5 ! 16. exd5 Ne5 17. Rad1 Qa5 18. c4 Qa3 ! 19. Bxe5 Bxe5 20. Rb1 Rab8 21. Kh1 a5 22. Bh3 f5 23. g4 f4 24. g5 Rb4 25. Be6+ Kg7 26. Rxb4 axb4 27. Rf3 Qc3 ! 28. Qf2 Qa1+ 29. Kg2 Ra8 30. Qh4 Qxa2+ 31. Rf2 b3 again, the triumph of the b-pawn: Erlebacher - Gheorghiu 1979]

Note the power of ...Ne5, as opposed to ...Nd4

Variation with 6...e5 7. Nf3

Diagram C

R*BQ-RK*

PP*-*PBP

-*NP-*P*

-P-P--

-*-Npp-*

*-npbnp-

pppq-*bp

7. Nf3 Nge7 8. O-O O-O 9. Be3 Nd4 10. Qd2 Nec6 (DIAGRAM C) still seems to equalise for Black, e.g.

11. Nh4 exf4 12. Bxf4 Be6 13. Nd5 Bxd5 14. exd5 Ne5 (that move again) 15. c3 Nb5 16. Rae1 Qd7 17. Nf3 Rae8 18. h4 Nc7 = Ignatiev-Vasiukov 1962

or

11. Nd1 Bg4 12. Ne1 exf4 13. Bxf4 Ne2+ 14. Kh1 Nxf4 15. gxf4 f5 16. Ne3 Bh5 17. exf5 gxf5 18. c3 Qd7 19. Nf3 Kh8 20. Rael Rae8 21. Nd5 draw, Minev-Vasiukov 1962

Further examples for study:

=====

White cannot castle Queen's-side into Black's counterplay

Jackson - Regis, Plymouth-Exeter, 1993

1. e4 g6 (this was the actual move order) 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. d3 d6 6. f4 e5 7. Nf3 Nge7 8. Be3

[8. O-O O-O 9. Rb1 Rb8 10. a3 b5 11. h3 += bco]

8... exf4

[8... Nd4 9. Ne2 Bg4 10. Bxd4 cxd4]

9. gxf4

[9. Bxf4]

9... Nd4 10. Qd2

[10. O-O O-O 11. Qd2 Nec6 12. Rab1 Bg4 13. Nd5 Nxf3+ 14. Bxf3 Bxf3 15. Rxf3 f5 = Bastian-Ribli 1981]

10... Bg4 11. Rf1?

[11. O-O]

11... Rb8 12. O-O-O (?) b5 13. Ne2 Nxe2+ 14. Qxe2 Qa5 15. Kb1 Be6 16. b3 Rb6

-Ý-ÝôÝ-í

P-* -NPBP

-R-PB*P*

QPP-*-*-

-*-*pp-*

*p*pbN*-

p*p*q*bp
*k*r*r*-

17. Bd2 ?? (black to play and win)

[17. d4 Ra6 18. c4 (looks better than 18 c3!? Qxc3 19 Qb2 but fails to ...) 18... bxc4 19. bxc4 Rb6+ 20. Kc1 Qa3+ 21. Kd2 Rb2+ 22. Ke1 Rxe2+ 23. Kxe2 Bxc4+]

17... b4 ??

[17... Qxa2+ 18. Kxa2 Ra6+ 19. Ba5 Rxa5+ 20. Kb1 Ra1#]

18. a4 Bd7 19. e5 Bxa4 20. Bc1 O-O

[20... Nd5 21. Bb2 Nc3+ 22. Bxc3 bxc3 23. exd6+ Kf8 24. Qe7+ Kg8 25. Ng5 Bxb3 (I hadn't noticed that this stopped the mate on f7 when playing move 20) 26. Qe8+ Bf8 27. Qxf8+ Kxf8 28. Nxh7+ Rxh7 29. cxb3 Rxb3+ 30. Kc1 Qa3+ 31. Kc2 Qb2#]

21. Nd2 Bb5 22. Bb2 Nf5 23. Nc4 Bxc4 24. dxc4 Draw agreed

White's f4 may block squares for the Knight and dark-squared bishop

Smyslov - Botvinnik, Moscow, 1954

1. e4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nge2 e5

R*BQK*NR
PP*-*PBP
-*NP-*P*
-P-P-
--*p*--
-np-p-
ppp*npbp
r-bqk-*r

denying squares to the Ne2

7. Nd5 Nge7 8. c3 Nxd5 9. exd5 Ne7 10. O-O O-O 11. f4

does nothing for the Bc1 or Ne2

11... Bd7 12. h3 Qc7 13. Be3 Rae8 14. Qd2 Nf5 15. Bf2 h5 16. Rael Qd8
17. Kh2 Bh6 18. h4 Qf6 19. Be4

-*-RRK*
PP*B*P*-
--P-QPB
*-PpPN*P
--*bp-p
-pp-p-
pp-qnb-k
--rr*-

19... exf4 20. Nxf4 Nxh4 21. Be3 Nf5 22. Bxf5 Qxf5 23. Qg2 Qg4 24. Qe2
Qxe2+ 25. Rxe2 Re5 26. Reel Rfe8 27. Bf2 h4 28. Rxe5 Rxe5 29. d4 hxg3+
30. Kxg3 Rg5+ 31. Kh2 Rf5 32. Be3 cxd4 33. cxd4 Kh7 34. Rf2 g5 35. Ne2
Rxf2+ 36. Bxf2 f5 0-1

The Closed Sicilian as a system against the English Opening

Psakhis - Kasparov, 1990

One of the best example games I have on file for the Closed Sicilian
is this one

1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6

R*BQK*-R
PPP-*BP
-*NP-NP*
--pp*-
-*p*-*-*
*-np*np-
pp-*ppbp
r-bq*rk-

8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8

-*RQ-RK*
PPP-N-B-
*-PBNPP
p-PP*-
p*p*-*-*
b-np*np-

-*-ppbp
*r*q*rk-

Black does not rush but secures the Q-side.

13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4

-*RQ-RK*
P-P-N-B-
-P-PBN-P
p-*-P-
p*pp-P-*
b-n-*-p-
-*-n-pbp
*r*q*rk-

17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6
cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5

-*-*-R-K
P-*-*-B-
-P-P-N-P
p-*NPQ
p*-p-PB*
b-nq*np-
-*-*-pbp
--*rk-

The Black pieces hover like vultures

25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30.
Bb8 Qh3+

-b-*-*-K
P-*-*-B-
-P-*-R-P
p-nN*-
p*-pqPP*
--*-pQ
-*-*-pkp
--*r*-

The Grand Prix attack with Bc4

Hodgson - Ady, Streatham Vs Ymca, London, 1981[B23]

1. e4 c5 2. f4 g6 3. Nf3 Bg7 4. Nc3 Nc6 5. Bc4 e6 6. f5 exf5 7. d3
Nge7 8. O-O O-O?

R*BQ-RK*
PP*PNPBP
-*N*-*P*
*-P-*P*-
-*b*p*-*
*-np*n*-*
ppp*-*pp
r-bq*rk-

This natural-looking move is probably a decisive mistake. Black has no effective counter to White's simple mating attack.

9. Qe1 Nd4 10. Qh4 Nxf3+ 11. Rxf3 fxe4 12. Rh3 h6 13. Bg5 Re8 14. Rf1
d5 15. Nxd5 hxg5 16. Nf6+ Black resigns

[16. Nf6+ Kf8

[or 16... Bxf6 17. Qh7+ Kf8 18. Qxf7#]

17. Nh7+ Kg8 18. Bxf7+ Kh8 19. Nxg5+ Bh6 20. Qxh6#]

1-0

The Grand Prix attack with Bb5

Hebden - Large, British Ch'p, 1982[B21]

1. e4 c5 2. f4 Nc6 3. Nf3 g6 4. Bb5 Bg7 5. Bxc6 dxc6 6. d3 Nf6 7. Nc3
O-O 8. O-O b6

R*BQ-RK*
P-*--PPBP
-PP*-NP*

-p---
--*pp-*
*-np*n*-
ppp*-*pp
r-bq*rk-

White has an obvious plan. And the player with a plan will always beat the player without one.

9. Qe1 Ne8 10. Qh4 Nd6 11. f5 gxf5 12. e5 Ne8 13. Bh6 f6 14. Kh1 Bxh6
15. Qxh6 Ng7 16. Rae1 Be6 17. Ne2 c4 18. Nf4 cxd3 19. cxd3 Bxa2

R*-Q-RK*
P--P-NP
-PP*-P-q
--pP-
--*-n-*
*-*p*n*-
Bp--*pp
*--rr*k

Black might as well snatch a pawn, he has achieved nothing to counter White's simple attack.

20. e6 Qc8 21. Re3 Nxe6 22. Nxe6 Bxe6 23. Rxe6 Rf7

[23... Qxe6 24. Ng5 Qf7 25. Nxf7 Rxf7]

24. Rfe1 1-0

- page 8 -



Back to [Chess Coaching Page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (Openings\sicclose.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: The Queen's Gambit Accepted/Isolated Queen's Pawn

Peter Lane, 2nd March 1998

'...a system, imperfect though it may be, is preferable to move to move improvisation' -- KONIG

Studying opening theory is one of the best and worst tasks for the ambitious chess player: the best, because catching your opponent with a prepared tactical or strategical plan gives you a headstart to victory; the worst, because no- one likes mugging up variations.

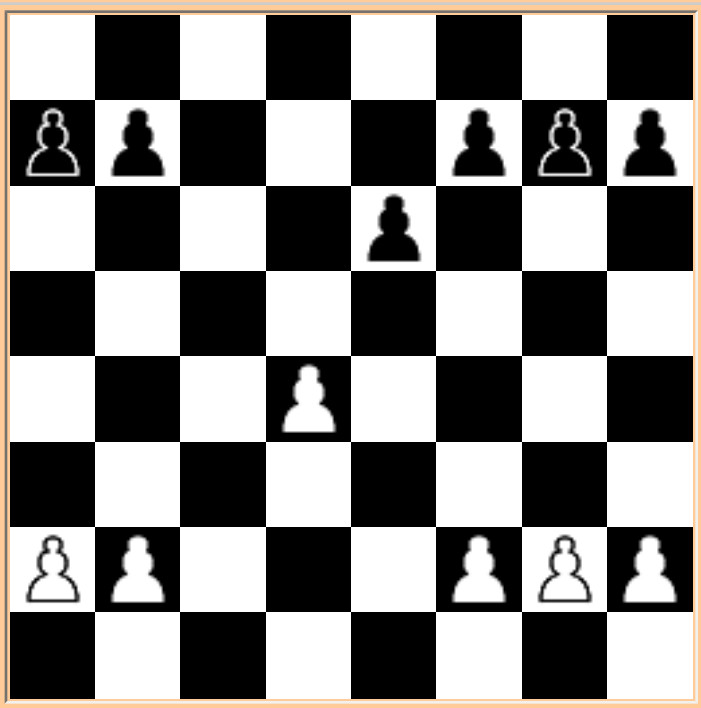
I long ago gave up the idea of memorising openings -- sets of moves simply do not remain in my head long enough; once I've looked up the correct reply to **4.Bd3** in the French Winawer, it may be 6 months before the position appears again on the board! And so I avoid this unpleasant aspect of openings, though I'm sure it pays dividends to those with a good memory.

Instead I prefer to combine work on opening theory with attempts to master basic strategical concepts. My favourite strategical concepts are pawn centres and the theories of Nimzowitsch. One topic that is key in almost any of the literature is that of the Isolated Queen's Pawn (IQP). And this topic often occurs in games between top ranking masters.

This session will examine some games in the Queen's Gambit Accepted (QGA), and so illustrate the key themes of play for and against an IQP.

I : THEORY

First, we must get an idea of the characteristic *motifs*. The basic structure is shown in the diagram:



The IQP is the White pawn on d4. The basic features of the position which stand out are:

1. White has more space
2. Black has two pawn islands to White's three
3. White has a strong square on e5 -- f6 would weaken the e-pawn
4. Black has an outpost on d5
5. the c-file is open.

The combination of (1) and (3) basically mean White has the better middle game chances, and especially to whip up an attack on the Black king. The combination of (2) and (4), coupled with the isolation of the White d-pawn, mean Black has the better endgame chances. (5) can be useful to both players.

OVERALL CONCLUSION: a dynamic imbalance -- either player may win!

(The IQP is also frequently found with a Black pawn on c6 instead of e6; the evaluation is unchanged, although White may have better attacking chances.)

The IQP can arise from numerous openings, which is why it is a strategem worth studying; no matter your opening repertoire, there is bound to be some variation in which it could (or does) arise.

The basic move-order is a Queen's Gambit Accepted: *1.d4 d5 2.c4 dxc4 3.Nf3 Nf6 4.e3 e6 5.Bxc4 c5 6.*

O-O Be7 7.cxd4 exd4. Also possible is the line: *1.d4 d5 2.c4 dxc4 3.e3 e5 4.Bxc4 exd4 5.exd4 Nf6 6.Nf3* etc.

The Slav complex, (*1.d4 d5 2.c4 c6*) also gives rise to similar positions, and Matthew Sadler frequently plays the QGA and Slav, perhaps for this reason.

Popular lines of the Nimzo-Indian (*1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 c5 5.Bd3 d5 6.Nf3 O-O 7.O-O Nc6*) and the Tarrasch (*1.d4 d5 2.c4 e6 3.Nc3 c5*) lead to a characteristic clash of c and d-pawns, which can lead to an IQP on either side.

The e-pawn openings are not immune either: from the French Defense there is: *1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4* or *1.e4 e6 2.d4 d5 3.Nd2 c5 4. exd5 exd5*, and from the Caro-Kann: *1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4*, and from the Petroff, after *1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3* and a later c2-c4

II : PLAYING AGAINST THE IQP

'For Black the following are desirable.

(i) All cases (ceteris paribus) of a pronounced end game character.

(ii) Those where Black has played Nd5xNc3; bxc3, with the idea of pinning down White's Pc3 from the start and of laying siege to it.' -- NIMZOWITSCH

First up, a game to illustrate how the endgame can go in Black's favour, played by that maestro of clear-cut strategy, Dr.Lasker.

Akiba Rubinstein vs Dr.E.Lasker, Moscow 1925.

1.d4 d5 2.c4 c6 3.e3 Nf6 4.Nc3 e6 5.Nf3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Be2 a6 9.O-O Bb7 10.b3 Be7 11.Bb2 O-O 12.Ne5 c5 13.Bf3 Qc7 14.Nxd7 Nxd7 15.Ne4 Rad8 16.Rc1 Qb8 17.Qe2 cxd4 18.exd4



I have skipped over the opening stage, which illustrates one transposition into a basic IQP position. Black has begun to gain some space on the queen-side, and now, through exchanges, removes any attacking ideas White may have in order to work on the IQP itself.

18...Rc8 19.g3 Qa8 20.Kg2 Rfd8 21.Rxc8 Rxc8 22.Rc1 Rxc1 23.Bxc1 h6 24.Bb2 Nb6 25.h3 (White is trying to avoid further exchanges) **Qc8 26.Qd3 Nd5!**



Thematically sitting on the outpost square, with a threat,

27.a3 Nb6!

which White prevents (...Nb4), but at the cost of weakening b3, which Black now seizes upon. One of the problems when playing with one weakness, the IQP, is that you are liable to create further weaknesses elsewhere; Nimzowitsch calls these '*reflex weaknesses*'.

28.Kh2 Bd5 29.Kg2 (White's oscillation of the king does not appear as worthwhile as Black's oscillation of his knight!) **Qc6 30.Nd2 a5! 31.Qc3**

Finally submitting to the exchange of queens, but the '*reflex weaknesses*' will tell.

31...Bxf3+ 32.Nxf3 (not 32.Qxf3 Qc2) **Qxc3 33.Bxc3 a4! 34.bxa4 bxa4 35.Bb4** (the threat was ...Nc4) **Bxb4 36.axb4 a3 37.Nd2 Nd5**

and Black will win the endgame,

e.g. **38.b5 Kf8 39.Kf1 Ke7 40.b6 Nxb6 41.Ke2 Nd5 42.Kd3 a2 43.Nb3 Kf6 44.Kc2 Kf5 45.Kb2 Ke4 46.Kxa2 Nc3+- e2 etc.**

As a further illustration of this theme, we follow:

M.M. Botwinnik vs M. Euwe, Hastings, 1934-5.

1.c4 c6 2.e4 d5 3.exd5 cxd5 4.d4 Nf6 5.Nc3 Nc6 6.Bg5 e6 7.Nf3 dxc4 8.Bxc4 Be7 9.O-O O-O



A standard position for this system. White would like to play Qe2, but cannot because of the d-pawn weakness. Ideally the B now sat proudly on g5 would be on e3, but to retreat is to lose face, and time.

10.Rc1 a6 11.Bd3 h6!

An important move, aiming for control of f4. A mistake would be 11...b5 12.Ne4! Bb7 13.Bxf6 Bxf6 14.Nc5

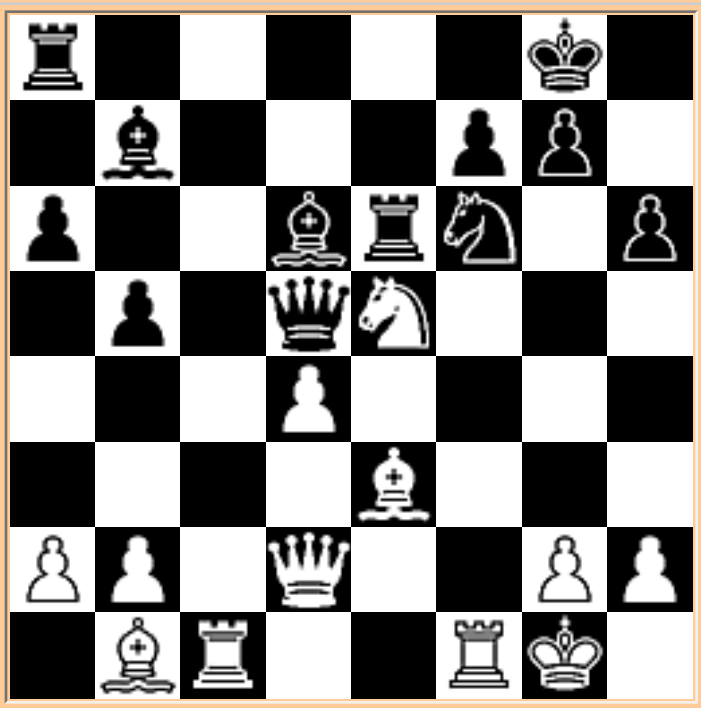
12.Be3

Instead, a better move is 12.Bh4 Nb4 13.Bb1 b5 14.a3 Nbd5 15.Qc2 would force g6 or g5.

12...Nb4 13.Bb1 b5 14.Ne5 Bb7 15.Qd2 Re8

Preventing sacrifices on h6 by enabling ...Bf8 to cover.

16.f4 Nbd5 17.Nxd5 Qxd5 18.f5 Bd6 19.fxe6 Rxe6



Black's play can be recommended as a model for the defense. White's Ne5 is now unable to retreat, due to the weakness of g2.

20.Bf5 Re7 21.Bh3 Bxe5 22.dxe5 Qxe5 23.Bf4 Qd5 24.Qxd5 Nxd5

and Black went on to win with his extra pawn (in 56 moves).

Finally, a game to illustrate how easy it is to defend a structurally sound position against an opponent aiming to attack *'no matter what'*.

D.Janowski vs. Dr.E.Lasker, Match Game, 1910

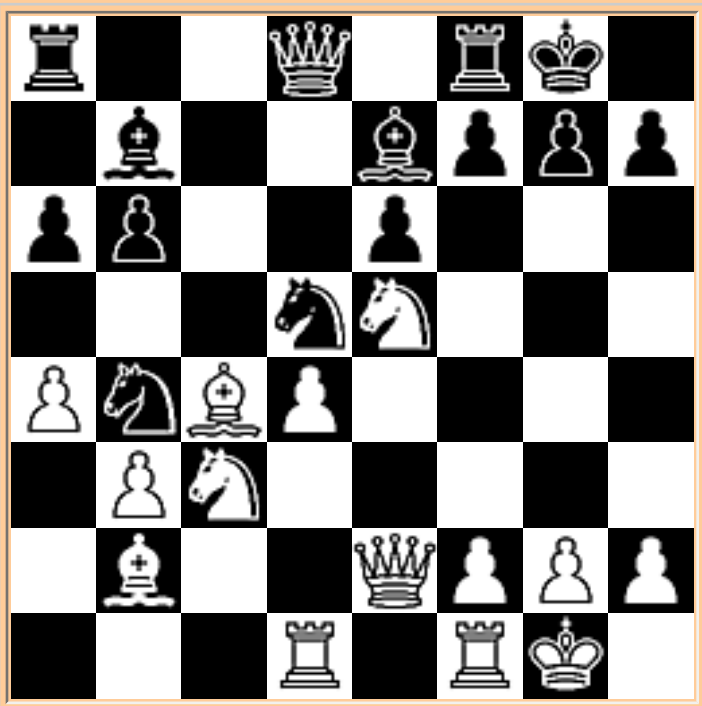
1.d4 d5 2.Nf3 Nf6 3.e3 c5 4.c4 e6 5.Bd3 Nc6 6.O-O dxc4 7.Bxc4

Transposing to the QGA, but with loss of time for White.

7...a6 8.a4

Creates a hole on b4 -- and watch Lasker make a point of it!

8...Be7 9.Nc3 O-O 10.b3 dxc4 11.exd4 Nb4! 12.Bb2 b6 13.Qe2 Bb7 14.Rad1 Nfd5 15.Ne5



Black's pieces are perfectly positioned, and the Bb7 compares favourably with its counterpart, the Bb2. Because of b3 and d4, any endgame would be lost for White, and so he must attack, 'no matter what'. Nevertheless, Lasker provokes.

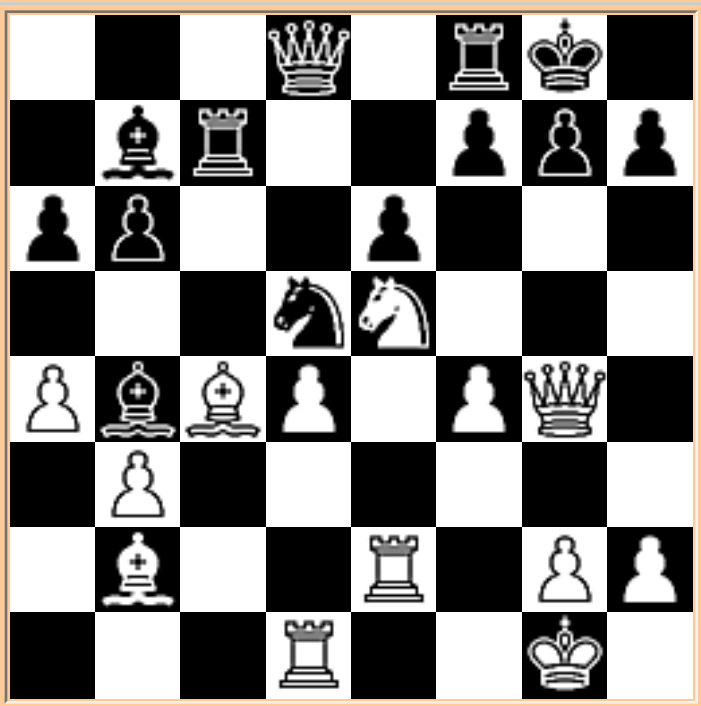
15...Nf4 16.Qg4 Nbd5!

And not 16...Nxg2? 17.d5! Nh4 18.dxe6 f5 19.Qg3 with advantage to White. The d-pawn must be kept securely blockaded.

17.Nxd5 Nxd5 18.Rfe1 Bb4!

This move keeps White on his toes. The rook moved to allow f4, without Black forking his rooks. This bishop move drives the R to e2, where Nc3 forks become a combinative motif. Further, it allows Black to defend his k-side along the second rank.

19.Re2 Rc8 20.f4 Rc7!!

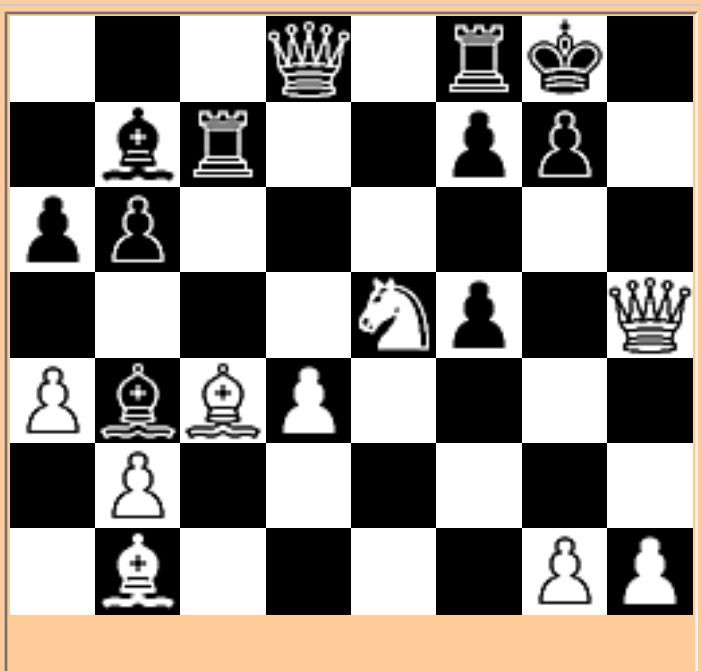


I think Black's last move is a beauty. By defending the Bb7, it also threatens ...h5:Qf3 Nc3! winning the exchange.

21.f5

'Leading to the loss of a pawn or the exchange; but Janowski prefers to lose the game his own way: a somewhat dubious satisfaction.' - - REINFELD.

21...h5 22.Qxh5 Nf4 23.Qg4 Nxe2+ 24.Qxe2 exf5 25.Qh5





Threatening?

25...Bd5!

Cold-blooded -- occupy the outpost square, stop Ng6 with 'mate!

26.Rd3 f6 27.Rh3

'Janowski's first logical move in the whole game, as the situation obviously calls for hara-kiri!' -- REINFELD

27...fxe5 28.Qh7+

'In return for the piece, Janowski obtains two P's and four checks.' -- REINFELD

28...Kf7 29.Qxf5+ Ke8 30.Qh5+ Bf7 31.Qxe5+ Qe7 1-0

If 32.Qxg7 Qe1+ 33.Bf1 Qxf1+ 34.Kxf1 Bxc4+ 35.Kg1 Rf1 'mate.

'One of those remarkable games in which Lasker makes his opponent look childish.' -- REINFELD

After all that, why does White take on an IQP?

III : PLAYING FOR THE IQP

'In general it may be said that the two following cases are worth striving for by White.

(i) When White has effected d5, exd5; a piece xd5, and thereby gets the better, because a centralised position. (ii) When White has built up a position in the c-file.' -- NIMZOWITSCH

How should the White pieces place themselves with regard to the isolani? I quote Nimzowitsch as, although his piece placements in themselves are not always followed, the spirit certainly should be!

'Many players with an isolani proceed much too violently, but it seems to me that there is no objective motive for "plunging" on a desperate attack. At first the utmost solidity is called for. The attack will come of itself in good time, for instance when Black has withdrawn his Nf6, which he will at some time

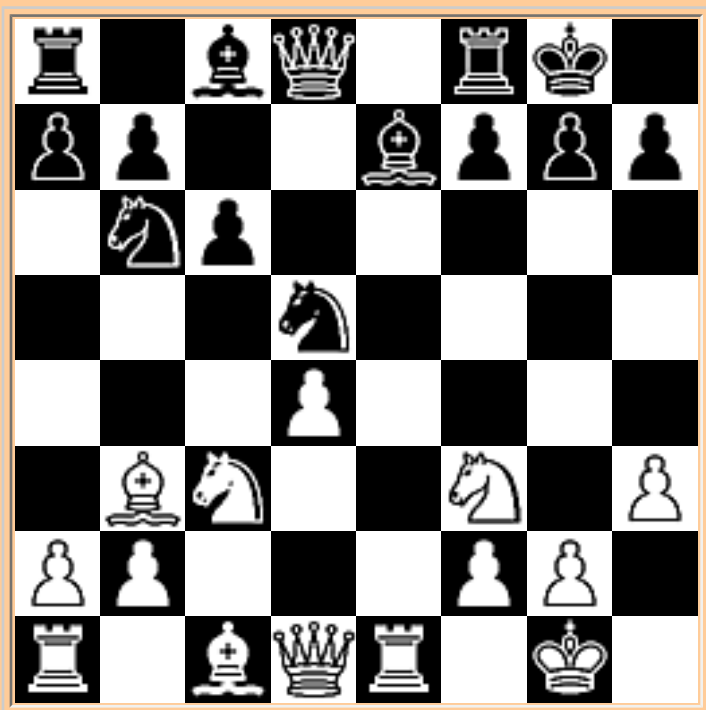
naturally do, since the N wants to get to d5. In the development stage, we would therefore recommend the solid construction, Be3 (not Bg5), Qe2, R's c1 and d1 (not d1 and e1), further Bd3 or b1 (not b3). ... A solid position aimed at maintaining the security of the Pd4 is the one and only right course, and it must ever be remembered that the Be3 belongs to the Pd4 as does a nurse to a suckling child!

'It is only when Black has withdrawn his pieces from the K-side that White may sound the attack, and this, if he will, he may carry out in sacrificial style.'

As an illustration we will follow:

Timman-Panno, Mar del Plata 1982:

1.d4 d5 2.c4 dxc4 3.Nc3 e5 4.e3 exd4 5.exd4 Nf6 6.Bxc4 Be7 7.Nf3 O-O 8.h3 Nbd7 9.O-O Nb6 10. Bb3 c6 11.Re1 Nfd5



A good standard position. Black's last move occupies his outpost and offers an exchange of knights, but moves one piece away from the king-side. White, with the isolani, avoids the exchange and moves his knight closer to the king-side.

12.Ne4!

Can attacking chess be so simple? If you follow basic precepts, yes!

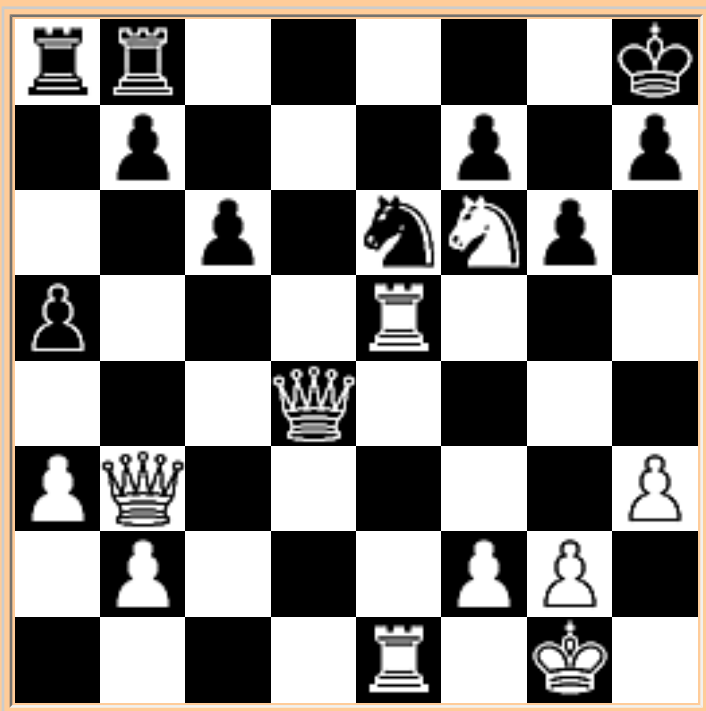
12...Re8 13.Bd2 Bf5 14.Ng3 Be6 15.Bc2 Nd7 16.a3 Nf8 17.Bd3 g6?!

According to Timman, 17...f6 was better, but White would still have the initiative. Note how White studiously avoids exchanges, and Black makes concessions in order to exchange.

18.Bh6 Nf6 19.Qd2 Bd5 20.Ne5 (avoid Bxf3) Ne6 21.Bc2 (avoid Nxd4) Nd7 22.Ng4 (avoid Nxe5) Bg5 23.Bxg5 (OK, one got away, but look at those dark squares) Qxg5 24.Qb4 Nf6 25.Re5 Qh4 26.Nxf6+ Qxf6 27.Ne4 Qd8

Missing a chance to simplify with 27...Bxe4 28.Bxe4 Re7. Note though that White is always calling the tune, and Black is still hoping to sit through to the endgame. This sort of manoeuvring by White (moves 13-22) can look difficult, until you realise he's merely avoiding piece exchanges, and controlling the dark squares! White now makes a more concerted attacking attempt.

28.Bb3! a5 29.Qc3 Bxb3 30.Qxb3 Qxd4 31.Nf6+ Kh8 32.Rae1 Reb8?!



Here's the signal for White to attack. Any takers for a continuation?

33.R1e4 Qd8 34.Rxe6! fxe6 35.Qc3 Qe7 (35...Qf8 36.Nxh7+ Kxh7 37.Rh4+ Qh6 38.Qf6! is given by Timman) 36.Nh5+ Kg8 37.Rxe6 Qf7 38.Nf6+ Kf8 (38...Kh8 39.Re7) 39.Qc5+ Kg7 40.Re7 Kxf6 41.Qe5 'mate

A game to remember!

If you are in an ultra-aggressive mood, and find all that waiting around for Black's pieces to move away from the king-side etc etc a bit of a drag, then you might prefer the more direct approach of the following game:

1.d4 d5 2.c4 dxc4 3.e3 e5

(Note that Black cannot keep his pawn: 3...b5 4.a4 c6 5.axb5 cxb5 6.Qf3!)

4.Bxc4 exd4 5.exd4 Nf6 6.Nc3 Be7 7.Nf3 O-O 8.h3 c6 9.Be3 Bf5



White's development is a model of restraint, Be3 just as Nimzowitsch prescribes. 8.h3 is useful, preventing the pin of the Nf3. But how does that Black Bf5 fit in?

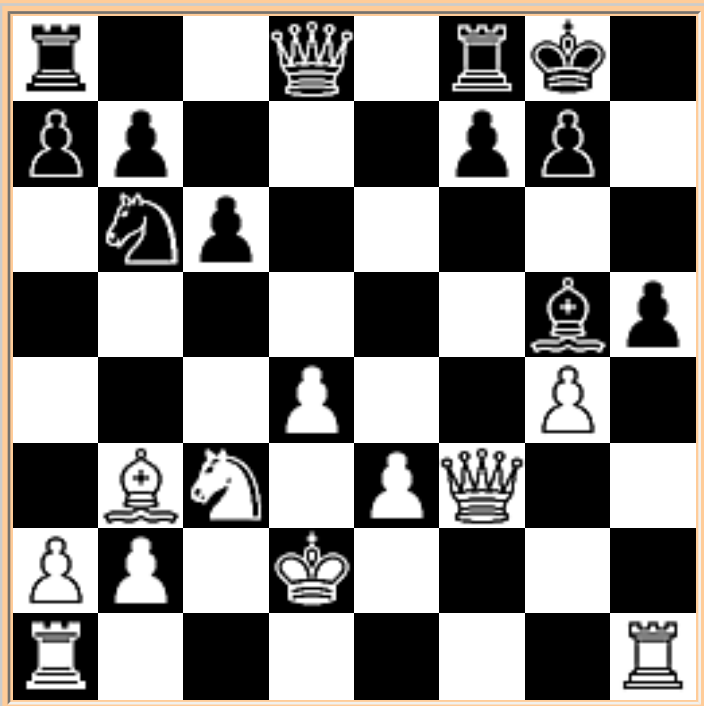
10.g4!?

Scrub that last comment! '*White's restrained development*'? Can White really attack like this? Perhaps this is why 9...Nbd7 is a more popular choice for Black.

10...Bg6 11.Ne5! Nbd7 12.Nxg6 hxg6 13.h4!

White cannot waste any time, as the open nature of the position would give Black ample opportunity to counterattack -- if he can get organised.

13...Nb6 14.Bb3 Nfd5 15.h5 Nxe3 16.fxe3 Bh4+ 17.Kd2 gxh5 18.Qf3 Bg5



If you can find White's next move, you have my full permission to play like this.

19.Raf1!!

'Never forget your queen's rook' -- easy?!

19...Qxd4+ 20.Kc2 Qf6 (20...Qxg4 21.Bxf7+ Kh7 22.Qxg4) 21.Rxh5! Qg6+

(If 21...Qxf3 22.Rxf3 Be7 23.Rhf5 {note, shift the attack to the f7 pawn} Bf6 24.g5 Bxc3 25.bxc3 Nd5 26.e4! Also, 21...g6 22.Qh3 gxh5 (22...Qe5 23.Rf5) 23.Rxf6 Bxf6 24.Qxh5 with g5-g6 to follow.)

22.e4 Nd5 23.Rfh1 Bh6 24.g5! f5 25.Nxd5 cxd5 26.Bxd5+ Kh7 27.Rxh6+ Qxh6 28.gxh6 1-0

No prizes for guessing this is in 'ye olde style' -- it is in fact the 15th game of the first match between La Bourdonnais and McDonnell, played in 1834. In the 85(!) games these two amassed, the Queen's Gambit Accepted featured prominently in La Bourdonnais' arsenal, and thereby were some wonderful victories gained!

FURTHER READING

Imre Konig, '*Chess from Morphy to Botwinnik*'.

Yakov Neishtadt, '*Uncrowned Champions*'.

Aron Nimzowitsch, '*My System*' and '*Chess Praxis*'.

Yuri Razuvaev, '*You are right, Monsieur La Bourdonnais!*' (in Mark Dvoretsky and Artur Yusopov '*Opening Preparation*').

M I Shereshevsky, '*Endgame Strategy*' (the chapter on '*Positions with an isolated d-pawn*').

Back to [Chess Coaching Page](#)



This document (qga_iqp.html) was last modified on 3 Mar 98 by

[Dr. Dave](#)

From info!strath-cs!dcl-cs!bath.ac.uk!aber!news.salford.ac.uk!yama.mcc.ac.uk!rmp!Aladdin!xara.net!
emerald.xara.net!news.thenet.net!hunter.premier.net!news.cais.net!nntp04.primenet.com!news.shkoo.
com!nntp.primenet.com!uunet!in3.uu.net!kiwi.crown.net!usenet Fri Aug 9 18:21:32 BST 1996
Article: 9913 of rec.games.chess.misc
Path: info!strath-cs!dcl-cs!bath.ac.uk!aber!news.salford.ac.uk!yama.mcc.ac.uk!rmp!Aladdin!xara.net!
emerald.xara.net!news.thenet.net!hunter.premier.net!news.cais.net!nntp04.primenet.com!news.shkoo.
com!nntp.primenet.com!uunet!in3.uu.net!kiwi.crown.net!usenet
From: miker@crown.net (Ryan Ripley)
Newsgroups: rec.games.chess.misc
Subject: OEU2200 Book Analysis of Blackmar-Diemer Gambit
Date: Wed, 07 Aug 1996 06:05:50 GMT
Organization: Nah, takes too much time!! :)
Lines: 65
Distribution: world
Message-ID: <320830ba.13466786@news.crown.net>
NNTP-Posting-Host: crown88.crown.net
X-Newsreader: Forte Agent .99c/16.141

OPENING EVALUATION for UNDER 2200 PLAYERS (To Be Know As OEU2200 From Here On)

After following the rec.games.chess.analysis thread for nearly a year now, I came up with an idea. Why not go ahead and direct a thread that explains exactly what we all want to know about. Opening preparation is a vital part of your training for tournaments. So let's get to work. I will be using past posts, along with new ideas and evaluations to begin with. Let's begin with an opening that has appeared in the news group recently. The Blackmar-Diemer Gambit is a brash opening that tends to open up the game quickly, leading to wild tactical games. The gambit is not seen much at the master level, but is quite dangerous to the unprepared opponent.

BLACKMAR-DIEMER GAMBIT

1.d4 d5 2.e4!? (I give the move e4 !? because this opening is under a persistent cloud.) 2...dxe4 3.Nc3 (3.f3 is refuted by 3...e5! 4.dxe5 Qxd1+ 5.Kxd1 Nc6 6.Bf4 Nge7 with an advantage for black.) 3...Nf6 (Popiel's Lember Counter Gambit 3...e5 is met by Be3 exd4 5.Bxd4! Nc6 6.Bb5 Bd7 7.Nge2 Nxd4 8.Qxd4 c6 9.Bc4 Nf6 10.0-0-0 Be7 11.Rhe1 0-0 12.Ng3 with an advantage for white.) 4.f3 exf3 (4...Bf5 5.fxe4! (5.g4 Bg6 6.h4 h6 with an unclear position) 5...Nxe4 6.Qf3

Nd6 7.Bf4 e6 8.0-0-0 c6 <A> 9.d5? cxd5 10.Nxd5 Be4 (10...exd5 11.Bxd6 with a better position for white) 11.Qe3 exd5 12.Rxd5 f5 13.Bb5+ Nc6 14.Nf3 Be7 15.Rxd6 Bxd6 16.Rd1 0-0 with an unclear position. 9.g4 Bg6 10.Qe3 Be7 11.Nf3 Nd7 12.d5 cxd5 13.Nxd5 exd5 14.Bxd6 Rc8 15.Rxd5 Bxc2 16.Kd1 with slightly better chances for white.) Here is where many forks in the road. You can either continue Nxf3, or Qxf3. With both continuations leading to interesting positions which allow for further research and improvements. A. 5.Nxf3 Bf5 6.Ne5 e6 7.g4 Bg6 (7...Be4 8.Nxe4 (8.Rg1 Bb4 9.d3 Nc6 10.Be3 Nxe5 11.dxe5 Bxd3=) 8...Nxe4 9.Qf3 Qxd4! 10.Qxf7+ Kd8 11.Qf4 Bb4+ (11...g5? 12.c3 Qd5 13.Nf7+ Ke8 14.Qf3 Rg8 15.Bg2 with an advantage for white) 12.c3 Bxc3 (12...g5 13.Qe3) 13.bxc3 Qxc3+ 14.Kd1 with an advantage for white) 8.Qf3 c6 (9.g5 Ng8 10.Bd3 Qxd4 11.Nxg6 hxg6 12.Bf4 c5 13.Rf1 e5 14.Qe2 Ne7 15.Bxe5 Qe3 16.Qxe3?! (16.Ne4) 16...Bxe3 with an unclear position) A1. 5.Nxf3 Bg4 (Other defenses are: <A> 5...e6 6.Bg5 h6 (or...c5) 7.Bxf6 Qxf6 8.Bc4 Bd6 9.0-0 Qd8 10.Qe2 advantage for white. 5...g6 6.Be4 Bg7 7.Ne5 0-0 8.Bg5 Nd7 (8...Nc6 9.Nxc6 bxc6 10.0-0-0 advantage for white) 9.0-0 c6 10.Kh1 Nb6 11.Nb3 a5 =) 6.h3 Bxf3 7.Qxf3 c6 8.Be3 e6 (<A> 9.Bd3 Be7 10.g4 Nd5 11.Rf1 0-0 12.Ne4 Nd7 = 9.Bd3 Nbd7 10.0-0 Be7 11.Rf2 Qa5 12.g4 0-0 =) B. 5.Qxf3 g6 (5...Qxd4 is double-edged and not fully explored 6.Be3 (6.Nb5 Qe5+ 7.Be2 Na6 with the advantage to white. 6...Qb4 7.a3 Qb6 8.Bc4 Bg4 9.Qg3 Nxc6 with an unclear position.) 6.Be3 c6 7.Bc4 Bg7 8.Nge2 Nbd7 (9.0-0-0 Nb6 10.Bb3 a5 11.a3 Bg4 with advantage to black)

Well, here is what all of the “opening books” have to offer. Unfortunately, there are very few complete games available on the “net” that concerns the Blackmar-Diemer Gambit. Here is where the group comes in. OEU2200 is meant to cultivate thought, and to build complete theoretical articles about opening play. These articles will include middlegame patterns, and possible endgame play. To achieve this, your help is needed. Please contribute. If you are rated 2000 or even 200, your input is extremely valuable. The articles will be kept at my chess homepage. (<http://www.crown.net/~miker>) Feel free to suggest future openings for discussion. (miker@crown.net) Thanks for your help and input.

Ryan P. Ripley

Ryan (miker@crown.net) Visit my home page!!

<http://www.crown.net/miker>

From info!dregis Thu Aug 15 14:51:18 BST 1996

Article: 10222 of rec.games.chess.misc

Xref: info rec.games.chess.misc:10222 rec.games.chess.analysis:2779

Newsgroups: rec.games.chess.misc,rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: OEU2200 Book Analysis of Blackmar-Diemer Gambit

Message-ID: <Dw6H6v.LBq@exeter.ac.uk>

Followup-To: rec.games.chess.analysis

Organization: University of Exeter, UK.

References: <320830ba.13466786@news.crown.net> <320c1d80.3169885@news.crown.net>

Date: Thu, 15 Aug 1996 11:56:55 GMT

Before I get stuck in, this thread surely belongs in rec.games.chess.analysis. Please follow-up there and not rec.games.chess.misc.

I have three follow-ups

1. editing only
2. editing with alternatives given in Gary Lane's book
3. review of GL book

>BLACKMAR-DIEMER GAMBIT

Firstly:

- a. can we lay this out more like a tree in a book? I've had a go!
- b. names and references would also be helpful when quoting from other sources
- c. the size of advantage is important: I suggest the ASCII scale
 - = equal
 - += slight plus
 - +/- clear plus
 - +- large plus, probably winning
 - & unclear
 - &/= with compensation
- d. for consistency, should it be O-O (letters) or 0-0 (zeroes)?

So: all the material below is Ryan's, edited by me
All unattributed text is Ryan's/MCO/BCO 1(?)

1.d4 d5 2.e4!? (I give the move e4 !? because this opening is under a persistent cloud.) 2...dxe4 3.Nc3

(3.f3 is refuted by 3...e5! 4.dxe5 Qxd1+ 5.Kxd1 Nc6 6.Bf4 Nge7 with an advantage for black.)

3...Nf6

(Popiel's Lember Counter Gambit 3...e5 is met by Be3 exd4 5.Bxd4! Nc6 6.Bb5 Bd7 7. Nge2 Nxd4 8.Qxd4 c6 9.Bc4 Nf6 10.0-0-0 Be7 11.Rhe1 0-0 12.Ng3 with an advantage for white.)

4.f3

(1) The Gambit Declined

(2) The Gambit Accepted

(1) The Gambit Declined

A 4...Bf5 5.fxe4!

(5.g4 Bg6 6.h4 h6 with an unclear position)

5...Nxe4 6.Qf3 Nd6 7.Bf4 e6 8.0-0-0 c6 and now:

<A1> 9.d5? cxd5 10.Nxd5 Be4

(10...exd5 11.Bxd6 with a better position for white)

11.Qe3 exd5 12.Rxd5 f5 13.Bb5+ Nc6

14.Nf3 Be7 15.Rxd6 Bxd6 16.Rd1 0-0 with an unclear position.

<A2> 9.g4 Bg6 10.Qe3 Be7 11.Nf3 Nd7 12.d5 cxd5 13.Nxd5 exd5

14.Bxd6 Rc8 15.Rxd5 Bxc2 16.Kd1 with slightly better chances for white.)

(2) The Gambit Accepted

4...exf3

Here are many forks in the road. You can either continue Nxf3, or Qxf3. Both continuations lead to interesting positions which allow for further research and improvements.

1A. 5. Nxf3

A1 5. Nxf3 Bf5

A2 5. Nxf3 Bg4

A3 5. Nxf3 e6

A4 5. Nxf3 g6

1B. 5. Qxf3

A. 5. Nxf3

A1. 5.Nxf3 Bf5

5.Nxf3 Bf5 6.Ne5 e6 7.g4 Bg6

(7...Be4 8.Nxe4

(8.Rg1 Bb4 9.d3 Nc6 10.Be3 Nxe5 11.dxe5 Bxd3=)

8...Nxe4 9.Qf3 Qxd4! 10.Qxf7+ Kd8 11.Qf4 Bb4+

(11...g5? 12.c3 Qd5 13.Nf7+ Ke8 14.Qf3 Rg8 15.Bg2
with an advantage for white)

12.c3 Bxc3

(12...g5 13.Qe3)

13.bxc3 Qxc3+ 14.Kd1 with an advantage for white)

8.Qf3 c6 9.g5 Ng8 10.Bd3 Qxd4 11.Nxg6 hxg6 12.Bf4 c5

13.Rf1 e5 14.Qe2 Ne7 15.Bxe5 Qe3 16.Qxe3?! (16.Ne4)

16...Bxe3 with an unclear position)

A2. 5.Nxf3 Bg4

5.Nxf3 Bg4

(Other defenses are:

<A3> 5...e6 6.Bg5 h6 (or...c5) 7.Bxf6 Qxf6 8.Bc4 Bd6 9.0-0
Qd8 10.Qe2 advantage for white.

<A4> 5...g6 6.Be4 Bg7 7.Ne5 0-0 8.Bg5 Nd7
(8...Nc6 9.Nxc6 bxc6 10.0-0-0 advantage for white)
9.0-0 c6 10.Kh1 Nb6 11.Nb3 a5 =)

6.h3 Bxf3 7.Qxf3 c6 8.Be3 e6 and now:

<A21> 9.Bd3 Be7 10.g4 Nd5 11.Rf1 0-0 12.Ne4 Nd7 =

<A22> 9.Bd3 Nbd7 10.0-0 Be7 11.Rf2 Qa5 12.g4 0-0 =

B. 5.Qxf3

5.Qxf3 g6

(5...Qxd4 is double-edged and not fully explored 6.Be3

(6.Nb5 Qe5+ 7.Be2 Na6 with the advantage to white)

6...Qb4 7.a3 Qb6 8.Bc4 Bg4 9.Qg3 Nxc6 with an unclear
position.)

6.Be3 c6 7.Bc4 Bg7 8.Nge2 Nbd7 9.0-0-0 Nb6 10.Bb3 a5 11.a3

Bg4 with advantage to black)

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _
/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>
|| _ / = DrDave on BICS
~\ / "...what else exists in the world but chess?"
_||__SHEU: ~/sheu.html -- NABOKOV

From info!dregis Thu Aug 15 14:52:58 BST 1996

Article: 2780 of rec.games.chess.analysis

Newsgroups: rec.games.chess.analysis

Path: info!dregis

From: dregis@exeter.ac.uk (D.Regis)

Subject: Re: OEU2200 Book Analysis of Blackmar-Diemer Gambit

Message-ID: <Dw6HA0.LG4@exeter.ac.uk>

Organization: University of Exeter, UK.

References: <320830ba.13466786@news.crown.net> <320c1d80.3169885@news.crown.net>

Date: Thu, 15 Aug 1996 11:58:48 GMT

>BLACKMAR-DIEMER GAMBIT

The material below is Ryan's (RR), edited by me (DR) and with comments based on Gary Lane's book (GL). [To find out what I've added either run Unix diff or grep for GL/DR or just print them both out single-sided and hold them up to the light!] The GL book I found maddening - see separate post.

All unattributed text is Ryan's/MCO/BCO 1(?) It would be helpful if Ryan or someone else with these books could mark up the lines.

1.d4 d5 2.e4!?
(I give the move e4 !? because this opening is under a persistent cloud.)

(0) Attempts at avoiding the Gambit after 1.d4 d5 2.e4!?

(In practical play Black often tries to avoid the Gambit with 2...e6, the French Defence, or 2...c6, The Caro-Kann. The French may be met by 3. Be3, the Alapin Gambit. DR)

2...dxe4 3.Nc3
(3.f3 is refuted by 3...e5! 4.dxe5 Qxd1+ 5.Kxd1 Nc6 6.Bf4 Nge7 with an advantage for black.)

3...Nf6
(0A Popiel's Lember Counter Gambit 3...e5 is met by Be3 exd4 5.Bxd4! Nc6 6.Bb5 Bd7 7. Nge2 Nxd4 (7...Qh4 = GL)
8.Qxd4 c6 9.Bc4 Nf6

10.0-0-0 Be7 11.Rhe1 0-0 12.Ng3 with an advantage for white.)
(0B 3...Nc6 leads to a well-known line of the Nimzovitch Defence)
(0C 3...e6 offers transposition to the Rubinstein French 4. f3)
(0D 3...c6 offers transposition to the main lines of the Caro-Kann:
4. Bc4 Nf6 5. f3 keeps the Gambit offer going.)

4.f3

- (1) The Gambit Declined
- (2) The Gambit Accepted

(1) The Gambit Declined

A 4...Bf5 {Vienna Defence}

(also known are:

- B. 4...e3
- C. 4...Nf6
- D. 4...Nc6)

5.fxe4!

(5.g4 Bg6 6.h4

(6. g5 GL)

6...h6 with an unclear position)

5...Nxe4

(5...Bxe4 GL)

6.Qf3 Nd6

(6...Nxc3 7. bxc3 Qc8 GL)

7.Bf4 e6 (Unzicker) 8.0-0-0 c6 and now:

<A1> 9.d5? cxd5 10.Nxd5 Be4

(10...exd5 11.Bxd6 with a better position for white)

11.Qe3 exd5 12.Rxd5 f5 13.Bb5+ Nc6

14.Nf3 Be7 15.Rxd6 Bxd6 16.Rd1 0-0 with an unclear position.

<A2> 9.g4 (Strobel) 9...Bg6 10.Qe3 Be7 11.Nf3 Nd7 12.d5 cxd5 13.Nxd5 exd5

14.Bxd6 Rc8

(14...Be6 GL)

15.Rxd5 Bxc2 16.Kd1 with slightly better chances
for white.)

(2) The Gambit Accepted

4...exf3

Here are many forks in the road. You can either continue Nxf3, or Qxf3. Both continuations lead to interesting positions which allow for further research and improvements.

1A. 5. Nxf3

A1 5. Nxf3 Bf5

A2 5. Nxf3 Bg4

A3 5. Nxf3 e6

A4 5. Nxf3 g6

1B. 5. Qxf3

A. 5. Nxf3

A1. 5.Nxf3 Bf5

5.Nxf3 Bf5 6.Ne5 e6 7.g4 Bg6

(7...Be4 8.Nxe4

(8.Rg1 Bb4 9.d3 Nc6 10.Be3 Nxe5 11.dxe5 Bxd3=)

8...Nxe4 9.Qf3 Qxd4! 10.Qxf7+ Kd8 11.Qf4 Bb4+

(11...g5? 12.c3 Qd5 13.Nf7+ Ke8 14.Qf3 Rg8 15.Bg2

with an advantage for white.

Leisebein-Petzold (Corr 1989) went only as far as

15...Nd6 16. Qe2 1-0 GL)

12.c3 Bxc3(? GL)

(12...g5 (! GL) 13.Qe3)

13.bxc3 Qxc3+ 14.Kd1 with an advantage for white)

8.Qf3 c6

(8...Nbd7 GL)

9.g5 Ng8 (Taimanov)

(9...Nd5)

10.Bd3 Qxd4 11.Nxg6 hxg6 12.Bf4 c5

(typo? 12...Bc5 is given by GL)

13.Rf1 e5 14.Qe2 Ne7 15.Bxe5 Qe3 16.Qxe3?! (16.Ne4 += GL)

16...Bxe3 with an unclear position)

A2. 5.Nxf3 Bg4

5.Nxf3 Bg4

(Other defenses are:

<A3> 5...e6 6.Bg5 h6 (or...c5) 7.Bxf6 Qxf6

(GL gives 8. Qd2 and 8. Bb5+ as better)

8.Bc4 Bd6 9.0-0 Qd8 10.Qe2 advantage for white.

<A4> 5...g6 6.Bc4 (not e4! DR) 6...Bg7 7.Ne5

(GL gives 7. Bg5 and 7. 0-0 0-0 8. Qe1)

7...0-0 8.Bg5 Nd7

(8...Nc6 9.Nxc6 bxc6 10/11. Qd2/0-0-0 advantage for white - RR,
= GL as in a Diemer-Studier game)

9.0-0 c6 10.Kh1 (!? GL)

(10. Bb3 GL)

10...Nb6 11.Nb3 a5 =)

6.h3 Bxf3 7.Qxf3 c6 8.Be3 e6 9. Bd3 and now:

<A21> 9...Be7 10.g4 Nd5 11.Rf1 0-0 12.Ne4 Nd7 =

<A22> 9...Nbd7 10.0-0 Be7 11.Rf2 Qa5 12.g4 0-0 =

B. 5.Qxf3

5.Qxf3 g6

(5...Qxd4 is double-edged and not fully explored 6.Be3

(6.Nb5 Qe5+ 7.Be2 Na6 with the advantage to white)

6...Qb4 (? GL)

(6...Qg4! e.g. 7. Qf2 e5 8. a3 Nc6 9. Nf3 Bd6 10. 0-0-0 a6 GL)

7.a3

(7. 0-0-0 e.g. 7...Bg4? 8. Nb5!! GL)

7...Qb6 8.Bc4 Bg4 9.Qg3 Nxc6 with an unclear
position.)

6.Be3

(6...Bg7 7. 0-0 GL)

6...c6 7.Bc4 Bg7 8.Nge2 Nbd7 9.0-0-0 Nb6 10.Bb3 a5 11.a3

Bg4 with advantage to black)

Bibliography:

BCO Batsford Chess Openings, first edition, Kasparov/Keene (Batsford)

MCO Modern Chess Openings, 11th edition, Korn ().

GL The Blackmar-Diemer Gambit, Gary Lane (Batsford).

--

May your pieces harmonise with your Pawn structure and
your sacrifices be sound in all variations

D _

/ "()/~ Dave Regis &8^D* WWW: <http://www.ex.ac.uk/~dregis/DR/chess.html>

|| _ / = DrDave on BICS

~\ / "...what else exists in the world but chess?"

|| SHEU: ~/sheu.html

-- NABOKOV

Exeter Chess Club: My adventures with the Blackmar-Diemer Gambit

Introduction

If you haven't met this splendid opening before, do check out Tom Purser's [BDG World](#) magazine for games, variations, stories and a chance to meet the characters of the BDG community.

The opening is named for *Blackmar*, who described the gambit **1. d4 d5 2. e4 dxe4 3. f3** , and for *Diemer*, who improved the line by avoiding the defence *3...e5*, suggesting and practicing instead **3. Nc3 Nf6 4. f3** [*4...e5 e.g. 5. d5*].

I have a [book](#) and a [database](#) on the BDG, and in each White scores about 80%! This must be too good to be true, I thought (and it is), but certainly worth a look. So, I entered Tom Purser's [BDG e-mail theme tournament](#) to find out more about this opening, which survives despite the scepticism. Here are my games in a preliminary section (BDG-P01, 1997) [where, for the record I used Andres Valverde's cracking little [ECTOOL](#) programme to keep track of the games.].

1. [Dave Regis 0-1 Unes Hassim : BDG Vienna Defence](#)
2. [Dave Regis 1-0 Volker Druieke : BDG Bogolyubov Defence](#)
3. [Dave Regis 1-0 Kevin Kent : BDG Vienna Defence](#)
4. [Volker Druieke 0-1 Dave Regis : BDG Euwe Defence](#)
5. [Unes Hassim 1/2-1/2 Dave Regis : BDG Langeheinecke Defence](#)
6. [Kevin Kent 0-1 Dave Regis : BDG Bogolyubov Defence](#)
7. [Summary:](#)

One key line I didn't get to try was the Teichmann Defence, *5...Bg4*. During the tournament I played the BDG in blitz against an IM, and guess what he came straight back with? Anyhow, here's how the games went. I won't get into the opening theory too much, apart from noting known or speculative alternatives, and will concentrate on what I thought were the critical moments of the games. When he knew I was planning this session, Pete Lane e-mailed me the following quote:

'It should also be noted that there are openings where I feel the chances for theoretical rebirth are extremely poor. An obvious example is the Blackmar-Diemer Gambit: 1.d4 d5 2.e4. Sacrificing a prime central pawn for a tempo in the face of a healthy, solid Black

position cannot be sound.' -- MEDNIS

There is of course, LOMBARDY'S Defence to Mednis' System:

"At amateur level, all openings are sound."

I remain like Mednis a sceptic about the theoretical status of the line, but no player from a country where also lives Mike Basman can possibly dismiss the practical chances afforded by unorthodox lines.

Anyhow, I enjoyed the games, and I learned not just about the BDG but some general lessons as well. Check out the games from the links above.

Summary of lessons:

1. play with a plan: plausible or visually appealing moves are not good enough, OTB or CC
2. Playing by analogy is OK but notice the differences.
3. you can accept a gambit Pawn and win
4. "Don't believe all you read" and
5. "Look before you leap!"
6. Play good moves, not good-looking ones.
7. Don't drift, waiting for your opponent to build up: hit back when you can!
8. Don't panic! You must search for an answer to your opponent's threats. Juniors are sometimes very worried by opponent's king's-side attacks, and go into a hedgehog posture, and it's the posture that kills them. I sometimes say, oh, don't worry about that, they're only threatening mate.
9. Fight back! You must not drift when you are worse, you must fight a way to create problems, and think seriously about our opponent's counters.
10. "Don't believe what you read!" (again)
11. Passive play is difficult; Mednis calls it "awaiting the undertaker"
12. Maybe it's really true, the only way to refute a gambit is to accept it!
13. Long aside...
14. Don't hope, don't fear: analyse and find out!

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Openings\bdgtour2.html

Dave Regis 0-1 Unes Hassim

My first game did not proceed quite the way it goes in the Books. White's attack doesn't get started and the counterattack was rapid and lethal.

BDG Vienna Defence

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 Bf5

Black aims to pick up the Pe4 without developing the Ng1.

5.fxe4

[5.g4!? I tried in my other match with this defence. Several of the games rapidly slid out of the gambit accepted (which surprised me, as this must be the real test of the line) so I played the text move which turns the game back into a gambit again!]

5...Nxe4 6.Qf3 Nxc3 7.bxc3 Qc8 8.Bc4

[8.Bd3! 1-0 Leisebein P-Kneipp G/DDR/M\927 1989 (20 moves) "very good for White" - Theo. Hommeles.;

8.Rb1 1-0 Dahlen-Alfredson/Stockholm 1963 (16);

8.Ba3 1/2-1/2 Evers,L-Cramling,Pia/Essen-Simultanveranstaltung (+24,=6,-5) 1987 (55);

8.Bb5+ 1/2-1/2 Cody P-Burk D/corr ESMT 1988/9 (01) 1989 (25)]

8...e6

[8...c6 1-0 Zechiel David-Brodersen BF/corr Golden Knights SFs 1982 (41);

8...g6 1-0 Schmidt H-Wolfram R/corres-GT 118 1983 (19);

8...Bg6 1-0 Peilen M-Koons C/ESMT prelim 1988 (21)]

9.Nh3

[9.Ne2!? untested 9...Be7 (9...c6 10.0-0 Nd7 11.h4 Nb6? 12.Bd.. /em> Lane 12...Qd7 13.Bxf5 exf5 14. Qxf5 Qxf5 15.Rxf5 Bd6=) 10.Ng3 Bxc2 (10...Bg6) ;

9.Rb1 As played by Diemer himself in two short wins e.g. 1-0 Diemer Emil-Stehle/Schwenningen 1937 (18). It seemed to me the Rook would be better placed immediately on the King's-side without exposing itself to later discomfort after ...Bxc2, but what do I know.;

9.g4 0-1 Laengl-Varga Z/Nuernberg (3-6) 1989 (28)]

9...Bd6

[9...Nd7 1-0 Sammet-Bachmann/Biel cc 1952 (24);

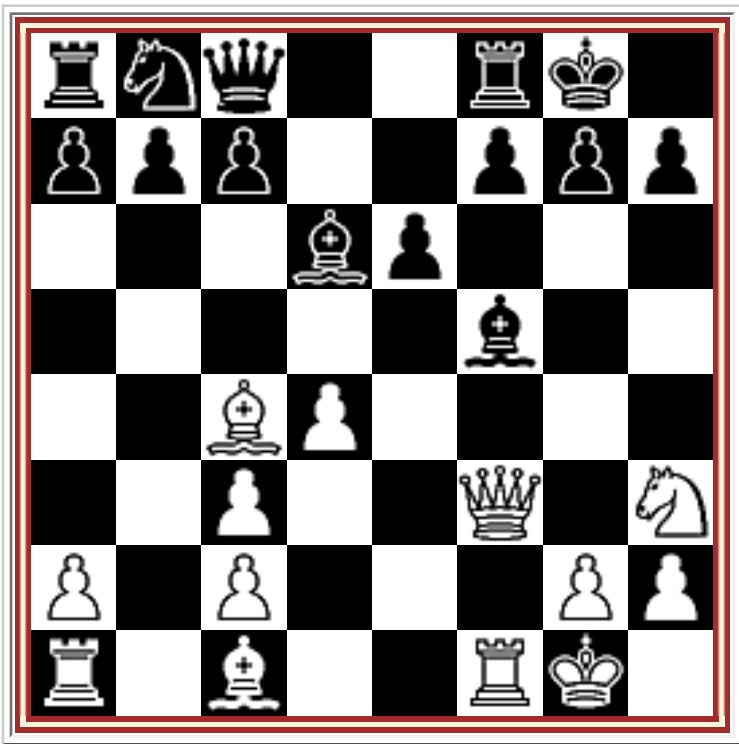
9...Be7 1/2-1/2 Voelker James-Echert Doug/Crestwood March Rapids 1992 (32) 10.Qg3]

10.0-0

[10.g4 Bxc2 (10...Bg6 11.Ng5 h6) 11.0-0 0-0 12.Ng5 Bg6 13.d5 e5]

10...0-0

[Now this next one was encouraging: 10...Nd7 11.Ng5 0-0 (11...h6? 12.Nxf7) 12.g4 Bg6 13.h4 Nf6 14. h5 Bxc2 15.h6 Be7 16.hxg7 Kxg7 17.Bd3 Bxd3 18.Qxd3 Rh8 19.Qf3 Qg8 20.Ba3 Nd5 21.Bxe7 Nxe7 22. Nxe6+ 1-0 Diemer Emil-Synave H/SMX Ghent 1956: after Ng5 White's position looked great!]



CRITICAL POSITION: White needs to come up with an attacking plan.

11.Ng5?!

In this position, rather an aimless swing. Playing by analogy is OK but notice the differences.

[11.g4!? Bxc2 (11...Bg6) ;

11.d5!? c6! 12.Ng5 cxd5 13.Bxd5 Bxc2 (13...Bg6) ;

11.Nf4?! Bxc2 12.Nh5]

11...h6! 12.g4 Bg6

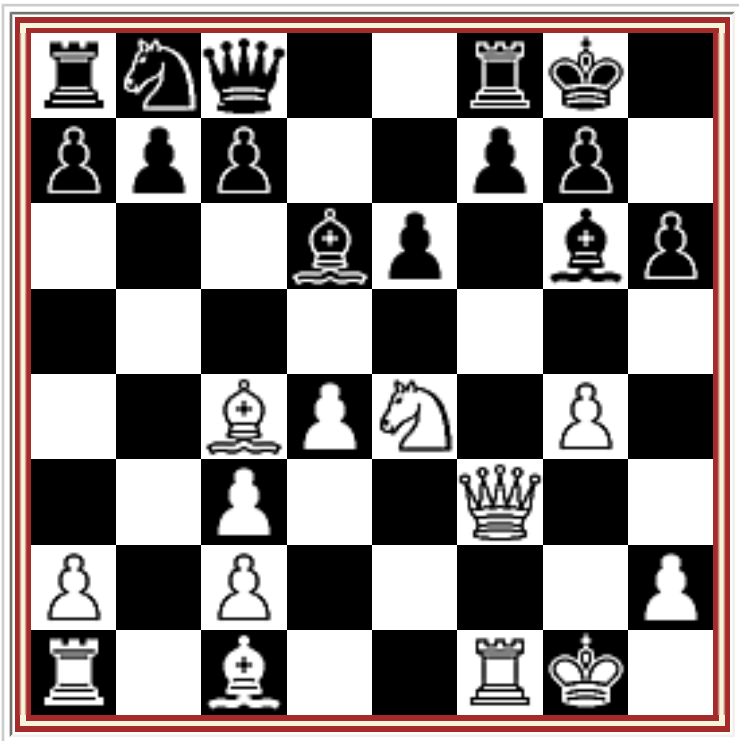
[12...Bxc2?! rather invites 13.Nxf7 ;

the apparently awkward defence 13...Bg6 fails to 14.Nxd6 cxd6 15.Bxe6+ Qxe6 16.Qxf8+ Kh7;

12...hxg5? 13.gxf5 exf5 (13...e5 14.f6 g4 15.Qe3) 14.Qxf5 Qxf5 15.Rxf5]

I played the obvious reply without much thought:

13.Ne4



Now I think this is rather good for Black; the Knight is almost in the way here.

13...Nd7 14.h4 Nb6

Best, I thought. In fact I had the dubious merit of predicting almost all of my opponent's remaining moves, without seeming to break out of the spell!

[14...f5 15.Bxe6+; 14...Kh8; 14...Bxe4 15.Qxe4]

15.Bd3?!

I realised Black's reply would be very strong here but I didn't know what else to play!

[15.Bb3 a5 16.a4 Be7 (16...Bxe4 17.Qxe4 c5 may be awkward) 17.g5 looks unconvincing]

15...f5!

[15...e5 16.h5]

16.Nxd6

[16.gxf5 looked the right one to analyse first. I became discouraged after 16...Bxf5! and Black should be able to cover everything. (17.Rb1; 17.h5; 17.Qg2 Kh8 18.Be3 Qd8)]

16...cxd6 17.Bd2

[17.Ba3? Qxc3 18.Bxd6?? Qxd4+;

17.h5? Qxc3]

17...Nc4! 18.Bxc4

[18.Rad1 Nxd2 19.Rxd2 Qxc3]

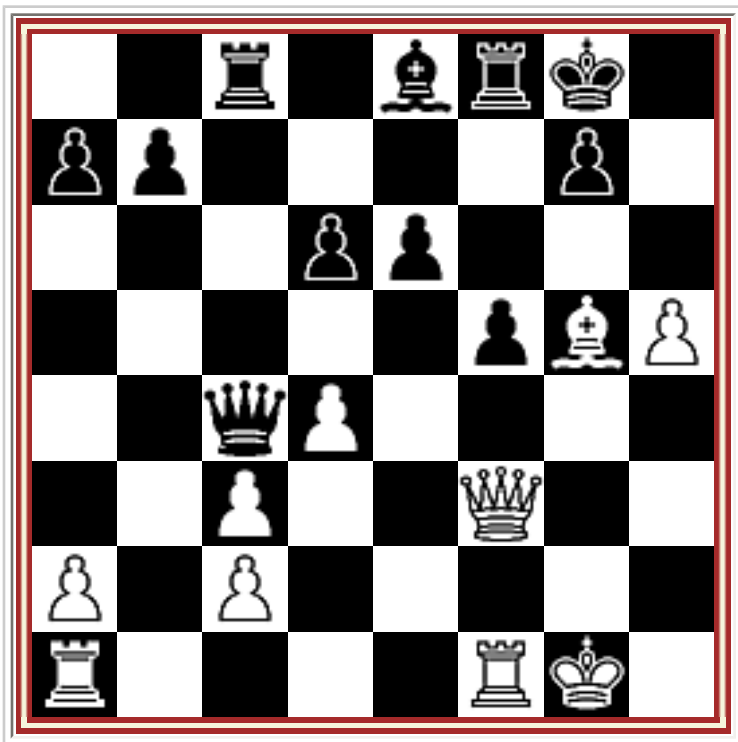
18...Qxc4 19.h5

[19.Qxb7 fxg4 20.Qe7 leaves Black completely in control.]

19...Be8 20.g5

[20.gxf5 Bc6]

20...hxg5 21.Bxg5 Rc8



White is still down by his gambit Pawn and the counterattack is starting to boil over. Black always has ... Bc6 available.

22.Rae1

[22.Be7 Rf7 23.Bxd6 Qxc3; 22.Bf4]

22...Qxc3

[22...Qxa2; or 22...Bc6 23.Qg3 Qd5 24.h6 Qh1+ 25.Kf2- +]

23.Rxe6 *Hoping for a blunder more than anything else*

[23.Qxc3 *If White heads immediately for the exchange of Queens 23...Rxc3 24.Be7 Rf7 25.Bxd6 Rxc2 26.Rf2 Rxf2 27.Kxf2 Bd7 he soon runs out of counterplay*]

23...Qxd4+!

[*But if Black goes for the endgame 23...Qxf3 24.Rxf3 Bxh5 25.Ra3 a6 26.Rxd6 White may be escaping*]

24.Be3 Qh4 25.Rxd6

[25.h6 Rxc2; 25.Rf2?? Bc6]

25...Rc4 *Black is taking over. Everything wins...*

[25...Rxc2; 25...Bxh5]

26.Bf4 Bc6 0-1

Lessons:

- *play with a plan: plausible or visually appealing moves are not good enough, OTB or CC*
- *Playing by analogy is OK but notice the differences.*
- *you can accept a gambit Pawn and win*

Back to [Chess Coaching Page](#)



This document (Openings\bdgtour2.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Openings\bdgtour3.html

Dave Regis 1-0 Volker Drucke

An abrupt end; in a slightly uncommon line White moves pieces across to the King's-side until a combinational break can be launched.

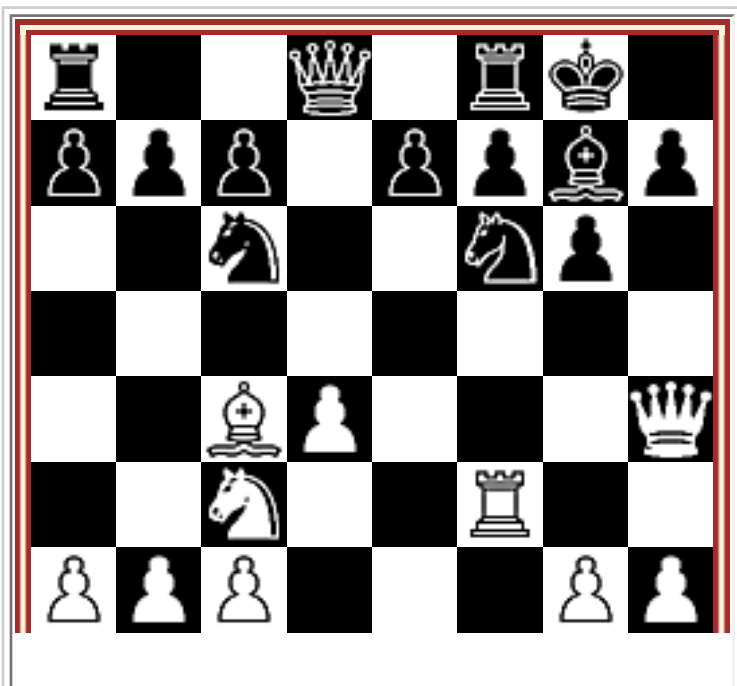
All according to plan, but for a moment White's edifice may have proved vulnerable to a Black central break.

BDG Bogolyubov Defence

1.d4 d5 2.e4 dxex4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 g6 6.Bc4 Bg7 7.0-0 0-0 8.Qe1 Bg4 9.Qh4 Bxf3

[9...Nc6 often transposes]

10.Rxf3 Nc6





This is a very well-known type of position for the BDG fraternity, although the combination of an immediate ...Bxf3 and ...Nc6 is not so common. Conventional attacking approaches risked playing into my opponent's hands, so I resolved to play a less commonly-tried approach.

11.Ne2 Qd7

[11...Nd5 has been tried a few times, e.g. 1-0 Schuh H FM-Kohler/Baden Team CS 1982 (23);

11...e5 12.Bg5+/-]

12.Bg5

[12.Rh3? Qg4-+;

12.Bh6? Qg4]

12...Ng4

[12...Rad8 13.c3 Na5 14.Bd3 Rfe8 15.Raf1 Qc6 16.b4 Nc4 17.Kh1 Nb6 18.Rh3 h5 19.Rhf3 Nbd7 20.b5 Qe6 21.h3 Nf8 22.R1f2 Qd7 23.Bc4 Ne6 24.Nf4 Nxf4 25.Rxf4 Rf8 26.Qg3 c6? 27.Bxf6 Bxf6 28.Qxg6+ Kh8 29.Qxh5+ Kg8 30.Rg4+ 1-0 Hall A-Wells PK/London 1977;

12...h6 I was quite worried by this move during the game, perhaps needlessly e.g. 13.Bxh6 Nxd4 14.Nxd4 Bxh6 15.Rd3 Bg7 16.Ne6!]

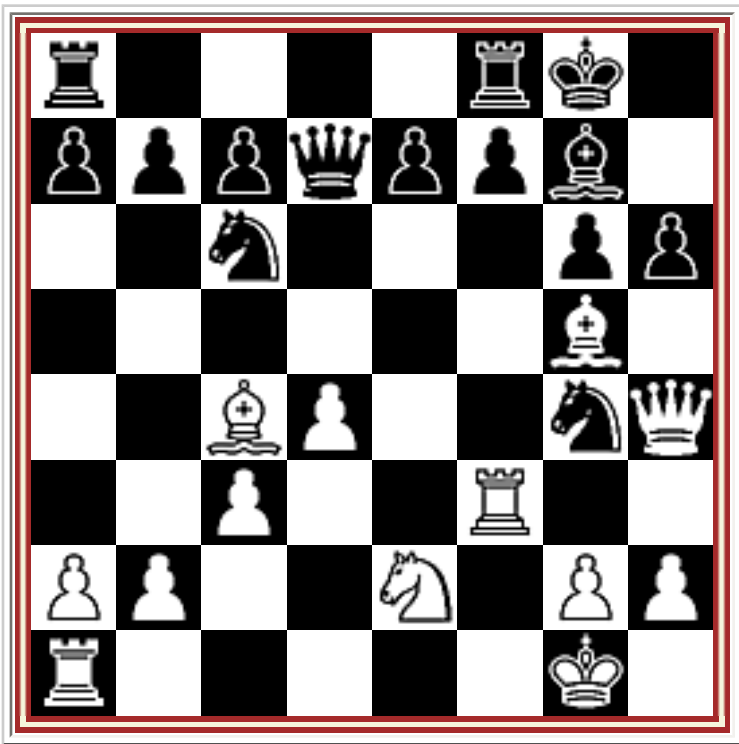
13.c3

[13.Rh3?! h6 (13...Bxd4+ 14.Nxd4 Qxd4+ 15.Be3 Qxe3+ 16.Rxe3 Nx.../em> 14.c3 transposes below.;

13.h3? Bxd4+;

13.d5? Nce5]

13...h6



CRITICAL POSITION: *Quite right! Now what is White to do?*

I knew 14.Bf4 had a precedent but I thought I had to be sure before playing it... but in fact, I'm still not sure!

14.Bf4!?

Alternatives:

[14.Raf1?! hxg5 15.Qxg5 Nge5 (15...Nf6 16.Qxg6 Nd8 17.Rg3 Ne8 18.Rh3 Nf6 19.Rxf6 Qxh3 20.gxh3 exf6 21.Nf4) 16.dxe5 Nxe5 17.Rh3 Qg4! (17...Nxc4 may also be good enough) 18.Qxg4 Nxc4 19.Rg3 (19.Nf4 Ne5 20.Bb3-+) 19...Ne5 20.Bb3 Rad8 21.Nf4 e6 22.h4 Bh6 23.h5 Kg7 24.hxg6 Bxf4 25.Rxf4 Nxc4 26.Rb4 b6 27.Rc4 c5 28.Ra4 a5 29.Bc4 Rd1+ 30.Bf1 Rfd8 31.b4 cxb4 0-1 Mondragon-Gu Muller/correspondence BDG 1975;

14.Rg3!? cf. Mondragon above *14...hxg5! 15.Qxg5 (15.Qxg4 Qxg4 16.Rxg4 Bf6 17.Ng3 e5 18.d5 Na5 19.Bd3 Be7) 15...Nge5 16.dxe5 Nxe5 17.Bb3 Bf6-+;*

14.Rh3-+ e5! 15.Rd1]

14...h5!?

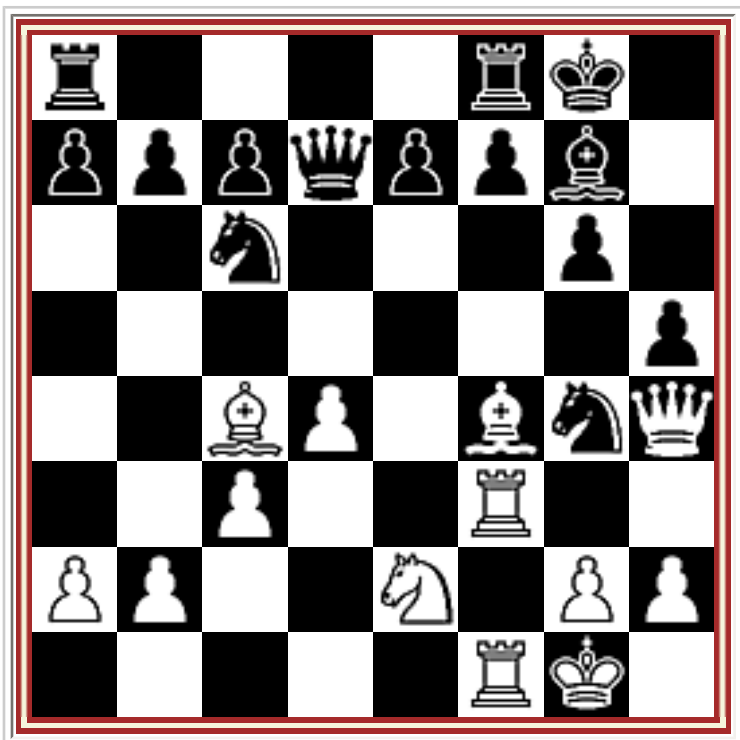
[14...g5!? was the line to check: *15.Bxg5 hxg5 16.Qxg5 Nf6 (16...Nh6 17.Raf1 Kh8 18.Rh3 Qd6 19.Bxf7 Rad8 20.Rg3 Rg8 21.Bxg8 Rxc8 22.Qh5+/-) 17.Rg3 Ne8 18.Nf4!?* (idea Nh5)

A) 18...e6!? Opening up the second rank to defend g7 looks the toughest defence; the Black Knights prove very awkward for White. 19.Nh5 f6! 20.Qh6 Rf7 21.Rxg7+ (21.Re1 Nd8) 21...Nxg7 22.Nxf6+ Rxf6 23.Qxf6 Rf8;

B) 18...Nxd4?! 19.Nd5 Nc6 20.Re1]

So I might have been quite wrong to offer the Bishop, and Volker was wrong to trust me (or Sneiders).

15.Raf1?!



Just to be different, but without immediate threats. Shades of the last game, I fear: a good-looking move rather than a good one. Black has a window of opportunity...

[15.Qg3? e5 16.dxe5 Ncxe5-+;

[15.Qg5? e5-+]

[Sneiders, to whom credit or blame for the idea of sacrificing the Bishop is due, had played a game with: 15.h3!? Nf6 16.Qg3 e6 (16...Kh7) 17.Re1 (17.Raf1 Ne4 18.Qh4 Ne7 19.g4&=) 17...Ne4 18.Qh2 This position didn't appeal to me at all. 18...Rae8 19.Bb5 e5 20.dxe5 Qd5 21.Bxc6

A) 21...bxc6 1/2-1/2 Sneiders E-Frings/corres I.BDG Weltt 1968. Although a draw was agreed here I quite like White's position. 22.Re3 f6 (22...Bxe5 23.Bxe5 Rxe5 24.Nf4+/-) 23.Ng3+= But:

B) 21...Qxc6! *seemed better to me 22.Re3 (22.Nd4 Qd5 23.Rfe3 Bxe5 24.Bxe5 Rxe5 25.Nf3 Re7) 22...Qb6 23.Nd4 f5 24.exf6 Nxf6 25.Bxc7 Rxe3 26.Rxe3 (26.Bxb6 Rxe1+ 27.Kf2 Ng4+) 26...Qxb2-+]*

15...Na5

Decentralising but not bad, I think.

[15...e5? 16.Bg5 intending Be7 with an attack on f7 (16.h3 e4) 16...exd4 (16...Nd8 17.Be7 Re8 18.Bxd8 Qxd8 19.Qxd8 Rxd8 20.Rxf7 Ne3 21.Rxc7+ Nxc4 22.Rxc4 Rd7 23.dxe5 Bxe5) 17.Rxf7 Rxf7 18.Rxf7 Qxf7 19.Bxf7+ Kxf7 20.h3 dxc3 21.Nxc3 Bd4+ 22.Kf1;

15...Rad8;

15...Nf6 16.Qg5 Kh8;

15...Rac8!? *looking after c7 also looked OK to me, when White still has it all to prove. However, I was most afraid of the text move.]*

16.Bd3 b6?!

[The move that I was anxious about at the time was 16...e5!?

17.dxe5 (17.Bg5 Rae8; 17.Bg3 exd4) 17...Nxe5 18.Bxe5 Bxe5 when I could see nothing very convincing for White; Black needs to avoid to obvious knockouts however and on second glance may not find it easy to do so.

19.Qg5 Rfe8 (19...Nc6 20.Bc4!; 19...Rae8 20.Bxg6! fxg6 21.Rxf8+ Rxf8 22.Rxf8+ Kxf8 23.Qxe5) 20.Rxf7 Qxd3 21.Qh6 Qe3+ 22.Qxe3 Bxh2+ 23.Kxh2 (23.Kf2 Rxe3 24.Kxe3) 23...Rxe3]

After Black has declined (or missed) this oppportunity, White is allowed to build up a powerful attack.

17.h3

Back to the Sneiders game, more or less.

17...Nf6

[17...e5 obviously now fails to 18.hxg4 exf4 19.gxh5+-;

17...Nh6 looked interesting but unnatural]

18.Ng3

[18.Be5 first could have been tried, or 18.Qg3]

18...c5

looks the right strategy, trying to break up White's centre and get some active play, because there seems no immediate prospect of Black achieving exchanges.

[18...Nc6 19.Bg5 was another critical line. I didn't analyse it much at the time, waiting for Volker's actual choice to arrive.

A) 19...e5?? 20.Bxf6;

B) 19...Nh7 20.Nxh5 gxh5 (20...Nxd4) 21.Bxh7+ Kxh7 22.Qxh5+ Kg8 23.Bh6;

C) 19...Rad8 20.Bxf6 exf6 21.Nxh5 Nxd4 22.Nxf6+ Bxf6 23.Rxf6 Ne6]

19.Be5

[19.dxc5; 19.Bg5]

19...cxd4

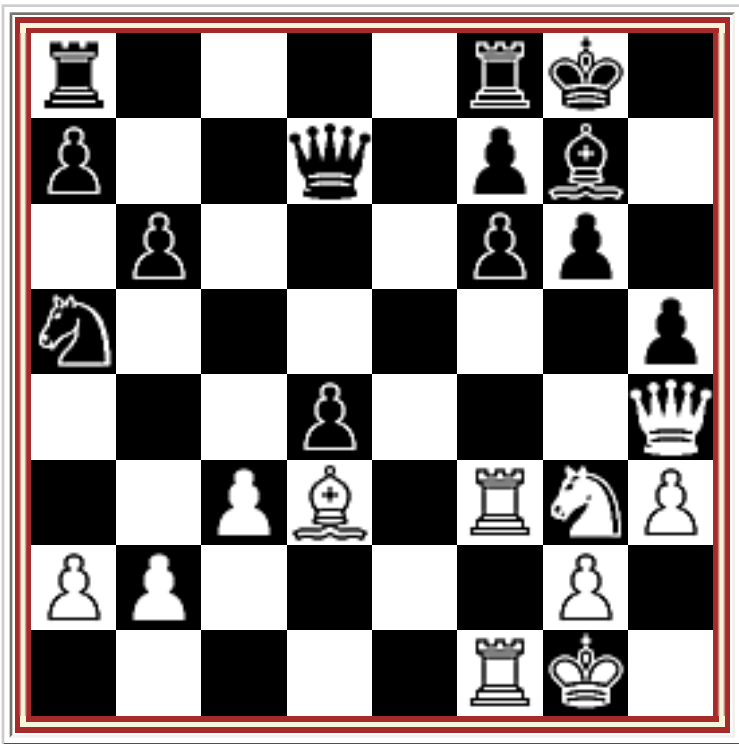
[19...Nc6 now meets the same reply.]

20.Bxf6 1-0

This move provoked Black (who perhaps anticipated the immediate recapture on d4) into resigning(!). Black is certainly beset with threats but can hope to steer out into a simplified if inferior position. The variations are I guess quite thematic for the BDG but I'm not confident that I haven't missed something familiar to readers.

But let us look at what might have happened:

20...exf6!



White now has a choice of sacrificial lines:

[20...Bxf6?! 21.Rxf6

A) 21...dxc3 22.R6f3 Rac8 23.Nf5 f6 24.Rg3 c2 25.Qxh5 Kf7 (25...e5 26.Nh6+) 26.Qxg6+ Ke6 27.Re3+ Kd5;

B) 21...exf6 22.Nxh5 gxh5 23.Qg3+ Kh8 24.Rxf6]

21.Bf5!?

getting the Bd3 out of the way of the Qd7

[21.Rxf6? is not the right one at all: 21...Bxf6 22.Qxf6 Qe6;

21.Nxh5!? was the one I looked at first and longest 21...dxc3! exposing the Bd3 (21...Nc6 22.Nxg7 Kxg7 23.Qxf6+ Kg8 24.Bc4 Nd8 25.Qxg6+ Kh8 26.Qh6+ Kg8 27.Rg3+;

21...gxh5 22.Qxh5 Rfe8 23.Qh7+ Kf8 24.Rg3 Ke7 25.Rxg7 Qe6 26.Bg6 Rf8 27.cxd4 Ke8 28.Bxf7+ Rxf7 29.Qg8+ Ke7 30.Rxf7+ Qxf7 31.Re1+;

21...Qd6!? covering g3 and f6, not to mention d4, but allowing White to capture on f6 with gain of time. 22.Nxf6+ Bxf6 23.Rxf6 Qe5 24.Bxg6)

Now 22. Qxf6 is an idea, or 22.Nxg7 Kxg7 23.Qxf6+ Kg8 24.Rf4 Qc6 (24...Qe6 25.Qxe6 fxe6 26.bxc3)

25.bxc3 is worse for Black but not losing. So White should think again:(25.Rh4 Qxf6 26.Rxf6 cxb2;

25.Qxc6 Nxc6 26.Be4 Rac8)]

21...Qd6!

covering d4, g3 and f6 again, and without being exposed to Rxf6. White has to spend a while organising a threat on the g-file.

[21...gxf5? 22.Nxf5 dxc3 (22...Rfe8 23.Qg3) 23.Nxg7;

21...Qa4? 22.Nxh5 gxh5 23.Qxh5 Rfe8 24.Qh7+ Kf8 25.Rg3 Ke7 26.Qxg7! (26.Rxg7 Qxa2) 26...Qxa2 27.Re1+ Kd6 28.Qxf6+]

22.Nxh5 gxh5 23.Rg3

[23.Qxh5 Rfd8]

23...Rfd8

[23...Nc6 24.Rff3 Ne5 25.Rxg7+ Kxg7 26.Qg3+ Kh8 27.Qf4 Ng6 28.Qh6+ Kg8 29.Bxg6 fxg6 30.Qxg6 + Kh8 31.Rf5 Qe7 32.Rxh5+ Qh7 33.Rxh7#]

24.Rff3 Kf8

[24...dxc3 25.Qxh5 Kf8 26.Qh7 Qc5+ 27.Kh2 cxb2 28.Qxg7+ Ke8 29.Qxf6 Qd6 30.Re3+]

25.Qxh5

Does White really win in all variations from here?

25...dxc3 26.Qh7

which looks very risky for Black, e.g.

26...Qc5+ 27.Kh2 Nc4

[27...c2 28.Re3]

28.Qxg7+ Ke7 29.Bg6 Rf8 30.Qxf6+ Kd7 31.Bf5+ Kc7 32.Rxc3...

Lessons:

- *"Don't believe all you read" and*
- *"Look before you leap!"*
- *Play good moves, not good-looking ones.*
- *Don't drift, waiting for your opponent to build up: hit back when you can!*

Back to [Chess Coaching Page](#)



This document (Openings\bdgtour3.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Openings\bdgtour4.html

Dave Regis 1-0 Kevin Kent

This was a fairly smooth game where for once I saw the problem coming and successfully avoided it.

BDG Vienna Defence

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 Bf5 5.g4 Bg6 6.g5 Nd5 7.Nxe4

Here I ran to the databases for some guidance. White has no Pawn deficit but needs a plan. The model game is Tartakower's, but Black can improve.

[7.Nxe4 e6 8.c4

A) 8...Bb4+ 9.Ke2 (9.Kf2? Nb6 10.c5 Bxe4 11.fxe4 Bxc5-+) 9...Nb6 10.c5 Nd5 11.a3 Ba5 12.Qa4+ Nc6 13.Qc4 Bxe4 14.fxe4 Nde7 15.Be3 1-0 Gedult #-Gorfinkel/Vittel 1973;

B) 8...Nb6 9.Be3 Nc6 (9...N8d7 10.h4) 10.a3 (10.h4) ;

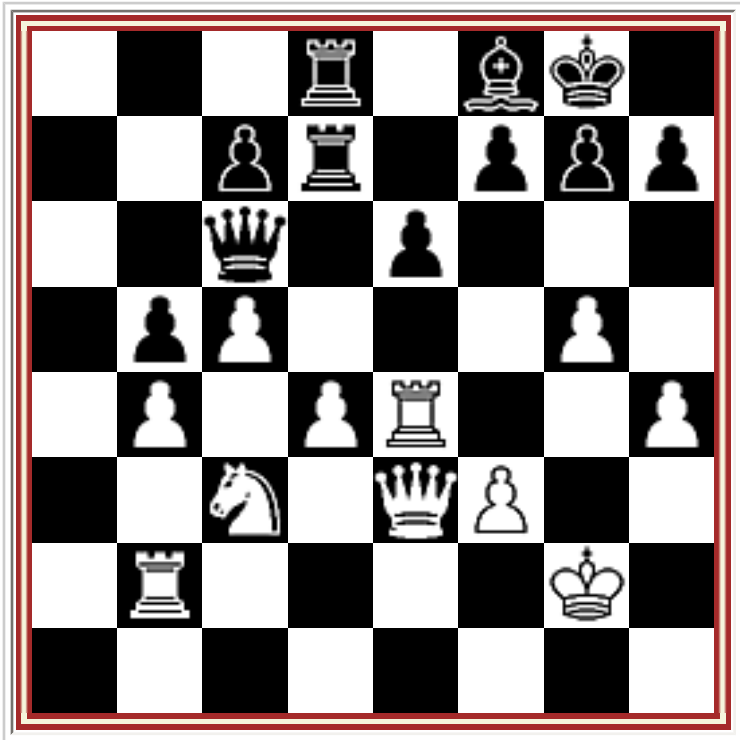
C) 8...Ne7 9.Ng3 (9.Bg2 1-0 Sneiders E-Vashegyi E/corres ICCF/m 1969 (27)) 9...Nbc6 10.Be3 Nf5 11.Nxf5 Bxf5 12.Bh3 Bxh3 13.Nxh3

C1) 13...Ne7! Muller 14.Qd2 Nf5 15.Bf2 a5

C1a) 16.c5 b6 17.Rd1 (17.Nf4) ;

C1b) 16.a3 ;

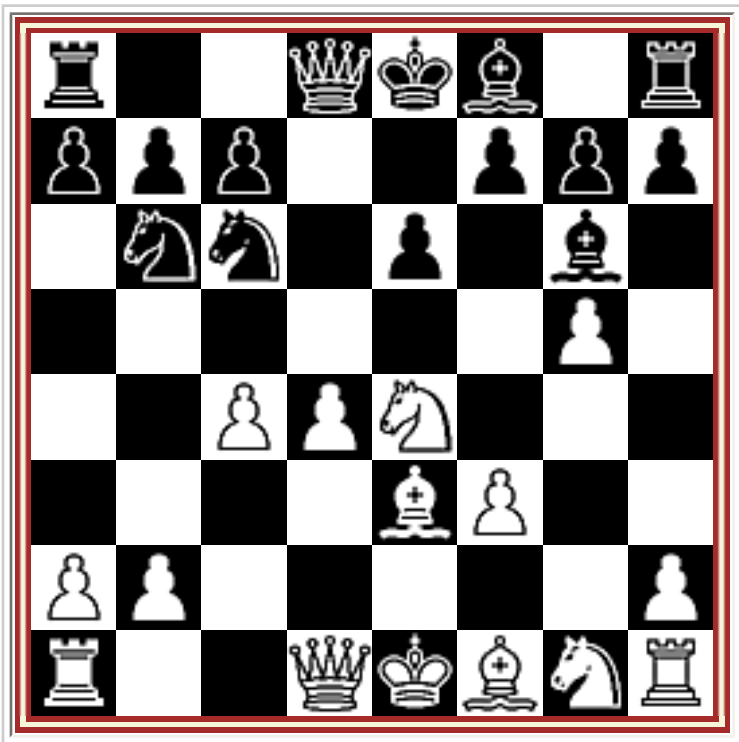
C2) 13...Be7?! 14.Qa4 Bb4+ 15.Kf2 0-0 16.Rad1 (16.c5 e5) 16...Bd6 17.c5 Be7 18.Rhg1 Rb8 19.Rg4 Qd5 20.Nf4 Qf5 21.Ne2 Rbd8 22.b4 a6 23.Nc3 Rd7 24.h4 Rfd8 25.Kg2 Bf8 26.Qb3 Ne7 27.Re4 Nd5 28.Ne2 Nxe3+ 29.Qxe3 Qd5 30.Nc3 Qf5 31.Rd2 Qg6 32.Ne2 Qf5 33.Rb2 Qd5 34.Nc3 Qc6 35.a4 b5 36.axb5 axb5



Black is being strangled. I love to play this way as White, even more perhaps than winning by a Queen sacrifice! Tartakower now gets in through the a-file while Black is too cramped to oppose it.

37.Qd3 Rb8 38.Ra2 Qb7 39.Re1 c6 40.Rea1 Rbd8 41.Ra7 Qb8 42.Rxd7 Rxd7 43. Qe4 g6 44.Ra6 Qd8 45.Ne2 Rd5 46.Rxc6 Bg7 47.Ra6 Bf8 48.Rb6 h6 49.f4 hxg5 50. hxg5 Bg7 51.Kg3 Bxd4 52.Nxd4 Rxd4 53.Qe5! Rd3+ 54.Kh4 Qe8 55.c6 Rd8 56.c7 Rc8 57.Qd6 Kh7 58.Rb8 Kg7 59.Qd8 1-0, Tartakower-Simonovitch, Paris 1954]

7...e6 8.c4 Nb6 9.Be3 Nc6



... This reminds me of an Alekhine's Defence: Black has no central foothold but White's centre is loose and may be undermined.

10.h4 Bb4+ 11.Kf2

[11.Ke2 0-0 12.c5 Nd5 13.a3]

11...0-0 12.Rc1

[12.c5 Nd5 13.a3 Ba5 14.b4 f5 15.gxf6 Bxe4

A) 16.fxe4 Qxf6+ 17.Nf3 (17.Kg2 Nxe3+;

17.Ke2 Nc3+) 17...Nc3 18.Qe1 Qxf3+;

B) 16.fxg7 16...Rxf3+ 17.Nxf3 Nxe3 18.Kxe3 Bxf3 19.Kxf3 (19.Qxf3 Qxd4+ 20.Ke2 Qxa1) 19...Qd5+ 20.Kg3 Qxh1]

...all looked fine for Black. Since then I hear from [Jyrki Heikkinen](#) that he can improve with 12.c5 Nd5 13.a3 Ba5 14.Qd3...

12...Bxe4

[12...e5 13.d5]

13.fxe4 f5

[13...f6]

14.exf5

[14.gxf6 e5 (14...Qxf6+ 15.Nf3 e5 16.Bg5 Qg6 17.c5) 15.c5 Qxf6+ 16.Nf3;

14.c5 fxe4+;

14.e5]

14...exf5

[14...Rxf5+ 15.Nf3 e5 16.Bd3 (16.Bh3 Rf8 17.Kg2)]

15.Nf3

[15.c5 f4]

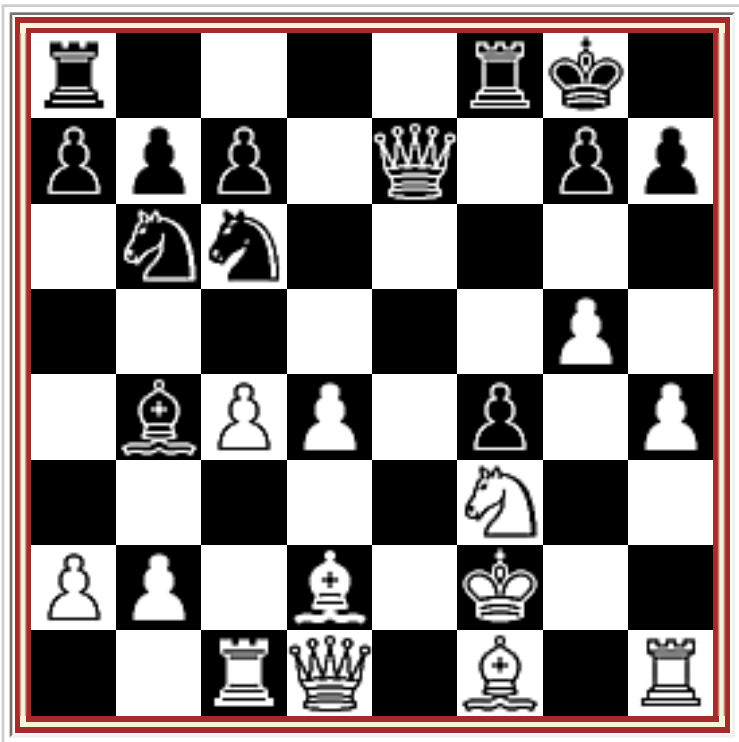
15...f4

[15...g6 16.d5 Ne7 17.a3; 15...Qe7; 15...Qe8; 15...Be7 16.d5 Nb4]

16.Bd2 Qe7

[16...Bxd2 17.Qxd2 Qe7 18.Bh3 Qe3+ 19.Qxe3 fxe3+ 20.Ke2 (20.Kxe3 Rae8+ 21.Ne5 Nxe5 22.dxe5 Rxe5+ 23.Kd4 Rfe8=+) 20...Rae8 21.d5 Ne5 22.Nxe5 Rxe5 23.Be6+ Kh8 24.Rhf1;

16...Be7 17.Bc3+ =]



Now the position reminds me of a King's Gambit!

CRITICAL POSITION: Black has an advanced protected passed Pawn, but needs to find a way of making use of it - or else he will be driven back. I spent a long time analysing this move, because if a planned finesse at move 21 doesn't work, this is the place to repair it.

17.Bh3

[17.d5 Ne5 18.Bxb4 (18.Nxe5 Qxe5 19.Bxb4 Qe3+ 20.Kg2 Qg3#) 18...Qxb4 19.Nxe5 Qxb2+ -+]

17...Bxd2

[17...Rae8 18.Re1 Qf7 (18...Qd6 19.Rxe8 Rxe8 20.c5) 19.Bxb4 Nxb4 is also critical;

White may still be able to claim an edge because of the unstable Black Knights. 20.a3]

18.Qxd2 Qe3+ Tempting but probably mistaken.

[18...Rae8 19.Rhe1 Qf7 20.d5 Rxe1 (20...Nd8) 21.Qxe1 Nd8 22.Ne5 (22.b3 Re8 23.Qa5 a6;

22.Qd2 Re8 23.b3) 22...Qe8 23.b3 Kh8 24.Rd1 Nf7 25.Nxf7+ (25.Be6 Nxe5 26.

Qxe5 Qh5 27.Rh1 c6) 25...Qxf7 26.Be6 Qh5]

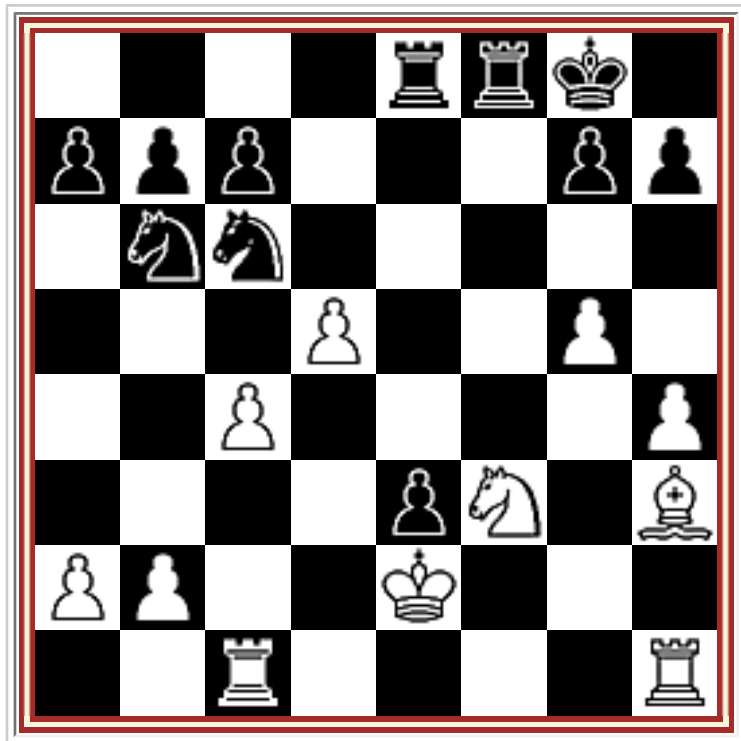
19.Qxe3 fxe3+ 20.Ke2

[20.Kxe3 Rae8+ didn't detain me long, so White must concede the Pawn another step forward. I think Black must have mis-assessed this line with Ke2, or surely he would have chosen something else earlier.]

20...Rae8

Now Black has a little opportunity to play ...Rxf3 and ...Nd4+, so White must anticipate this by enabling Be6+ interfering with the line of the Re8.

21.d5!?



[21.b3 Rxf3 22.Kxf3 Nxd4+ 23.Kg2 e2 24.Kf2 h5 25.gxh6 gxh6]

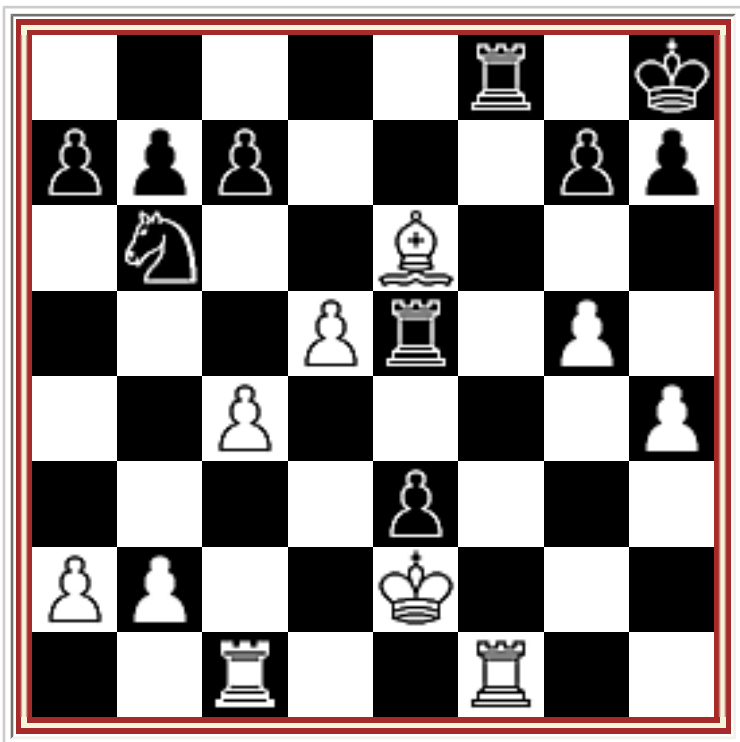
21...Ne5

[21...Rxf3!/? looked alarming but 22.Kxf3 (22.dxc6 Rf2+) 22...Nd4+ 23.Kg2 e2 (else Rd1) 24.Be6+ and I think White comfortably survives to win.]

22.Nxe5 Rxe5

[22...Rf2+ 23.Kxe3 Rxb2 24.Be6+]

23.Be6+ Kh8 24.Rhf1



Now it's all over: White will consume the e-Pawn and the poor Knight still has nowhere to go. Black has rather drifted into this lost position without having a definite plan for counterplay. Don't drift, but fight back!

24...Rd8

[24...Rf2+ 25.Rxf2 exf2+ 26.Kxf2 Re4 27.Kg3! (27.c5 Na4 28.b3 Nb2 29.Rf1) 27...Rxc4 (27...Nxc4 28.Rf1 Re3+ 29.Kg2;

27...h6 28.g6 Re3+ 29.Kg2 Re2+ 30.Kg1) 28.Rf1]

25.Rf3 g6

[25...c6?? 26.Rcf1 h5 27.g6 Nd7 28.Bxd7]

26.Rcf1

[26.Rxe3 Rxe3+ 27.Kxe3 Kg7 (27...c6 28.Ke4 Kg7) 28.b3 (28.Ke4 Rf8) 28...Re8 29.Kd4 Rf8 30.c5 Nc8 31.Ke5 Ne7]

26...h5

[26...Nxc4 27.Rf8+ Rxf8 28.Rxf8+ Kg7 29.Rg8#;

26...c6 27.Rf8+ Rxf8 28.Rxf8+ Kg7 29.Rg8#]

27.Rf8+

[27.b3 c6 28.Rxe3 Rxe3+ 29.Kxe3 cxd5 30.cxd5 Nxd5+ 31.Bxd5 Rxd5 32.Rf7]

27...Rxf8 28.Rxf8+ Kg7 29.Rf7+ Kh8 30.Rxc7+- Re4

[30...Na4]

31.b3 Rxh4 32.Kxe3 Rh2 33.c5 Nxd5+

[33...Rxa2 34.cxb6 axb6 35.d6 Rg2 36.d7]

34.Bxd5 Rxa2 35.Rxb7 Rc2 36.c6 1-0

Lessons:

- **Don't panic! You must search for an answer to your opponent's threats. Juniors are sometimes very worried by opponent's king's-side attacks, and go into a hedgehog posture, and it's the posture that kills them. I sometimes say, oh, don't worry about that, they're only threatening mate.**
- **Fight back! You must not drift when you are worse, you must fight a way to create problems, and think seriously about our opponent's counters.**

Back to [Chess Coaching Page](#)

This document (Openings\bdgtour4.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Openings\bdgtour5.html

Volker Drueke 0-1 Dave Regis

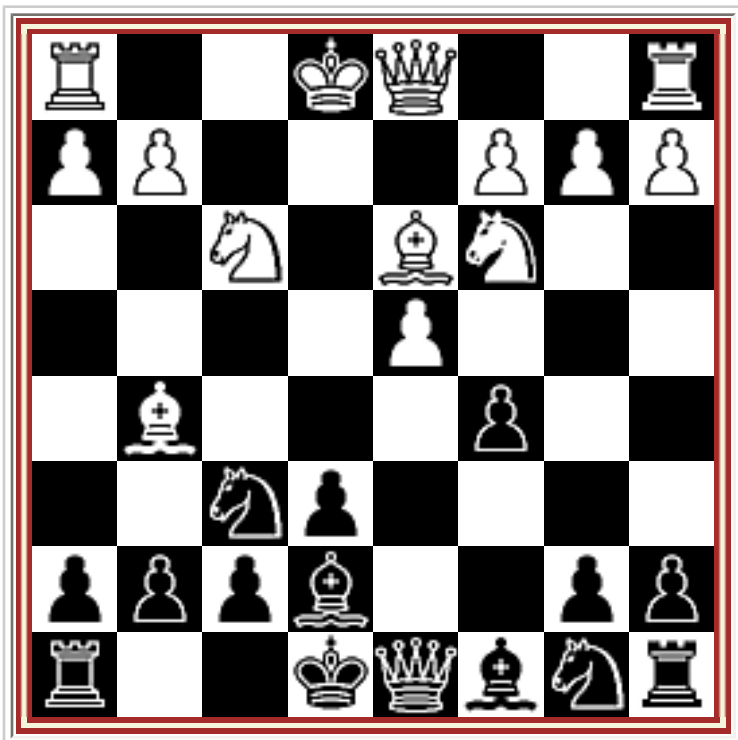
The lure of a good example. White follows the precedent of a dramatic win by Sneiders, but unfortunately ends up playing, not some hacker from Exeter, but GM Joe Gallagher.

BDG Euwe Defence

1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 e6 6.Bg5 Be7 7.Bd3

A less common approach.

7...c5



As played by Diemer as Black!

[7...Nc6;

7...Nbd7 8.0-0 (8.Qd2/JG 8...c5 9.0-0-0) 8...c5 9.dxc5 Bxc5+ 10.Kh1 h6 11.Bh4 0-0 12.Qe2 =
Liesebein, -+ Gallagher 12...Be7 13.Rad1 Qa5 14.Ne4 Qxa2 15.g4 Qxb2 16.g5 hxg5 17.Nfxg5 e5 18.
Nxf6+ Nxf6 19.Rxf6 Be6 20.Qh5 Bd5+ 21.Kg1 Qd4+ 22.Bf2 1-0 Leisebein P-Friedrich G/DDR-corr-
Meisterklasse 1990]

8.dxc5

[8.Qd2 cxd4 (8...Nc6 9.dxc5 Bxc5 10.0-0-0 0-0 11.Rhf1 Be7 12.Qf4 Nd5 13.Nxd5 Bxg5 14.Nxg5 f6 15.
Bxh7+ Kh8 16.Qh4 fxc5 17.Qh5 1-0 Bent Scott-Neumeier Michael/Cincinnati, Annual Gold Cup
Benefit O 1991) 9.Nxd4 Bd7 10.0-0-0 Nc6 11.Nf3 Qa5 12.Bc4 0-0-0 13.Qe2 h6 14.Bd2 Bb4 15.a3 Bxc3
16.Bxc3 Qc7 17.Ne5 Nxe5 18.Bxe5 Qa5 19.Rd3 Bc6 20.b4 Qb6 21.Rc3 a6 22.Rf1 Rhf8 23.g4 Rd7 24.
Rf4 Nd5 25.Bxd5 Rxd5 26.Bxg7 Rfd8 27.Rxf7 a5 28.Bf8 Rd1+ 29.Kb2 axb4 30.Bxb4 Kb8 31.Qxe6
Re8 32.Qxh6 Ree1 33.Qf4+ Ka7 34.Rc5 Re4 35.Ra5+ Qxa5 36.Bxa5 Rxf4 37.Rxf4 Rh1 38.Bc7 Rxh2
39.Rf5 1-0 Roos-Soller/corres ch we BDG 1975]

8...Qa5

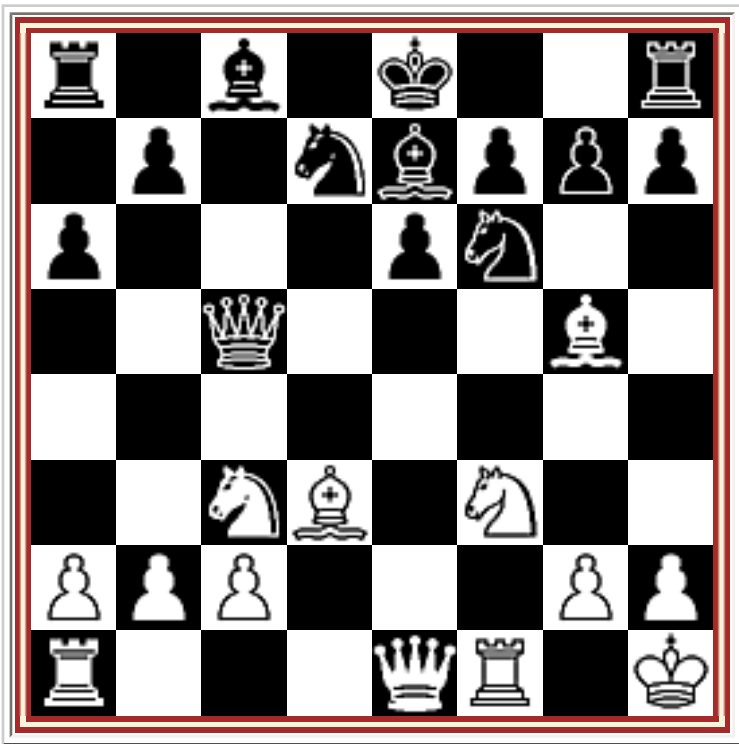
[8...Bxc5 9.Qe2 (9.Ne4 Be7 10.Bxf6 Bxf6 11.Bb5+ Nd7 12.Nd6+ Ke7 13.Qd2 a6 14.Qb4 a5 15.Nxc8+
1-0 Merkl K-Riesen/unknown 1955) 9...Be7 10.0-0-0 Nd5 11.Bb5+ Bd7 12.Rxd5 exd5 13.Nxd5 f6 14.
Nxf6+ gxf6 15.Bxf6 Bxb5 16.Qxb5+ Kf7 17.Qh5+ Kxf6 18.Qh6+ Kf7 19.Ne5+ Kg8 20.Qe6+ Kg7 21.
Qf7+ Kh6 22.Ng4+ Kg5 23.h4+ 1-0 Diemer Emil-Terzi/Rastatt BDG 1953;

8...Nc6 9.0-0 Bxc5+ 10.Kh1 h6 11.Bh4 g5 12.Nxg5 hxg5 13.Bxg5 Nh5 0-1 Penk-Diemer Emil/corr
[Fp 1955]

9.0-0 Qxc5+ 10.Kh1 Nbd7

[10...h6]

11.Qe1 a6



CRITICAL POSITION 1: That's a funny little move by Black: can you see what the idea is?

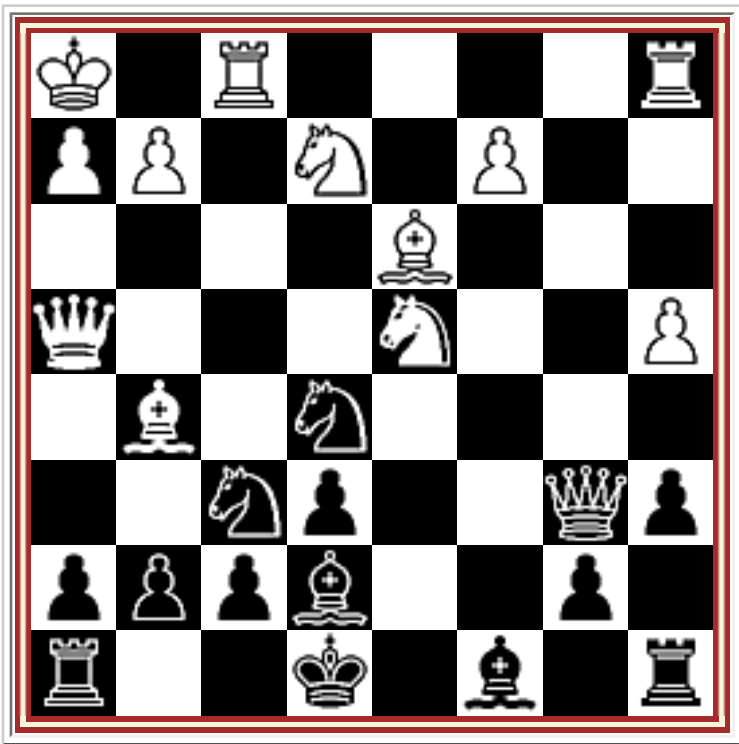
12.Qh4 Qb4!

Ha! Now White has to exchange Queens or throw in another Pawn.

13.Nd4

[13.Ne4]

13...Qxb2 14.Nce2 Ne5 15.a4 Qb6



CRITICAL POSITION 2: You're nearly on your own here: there is only one recorded game, where White won in twenty moves after 16. Rxf6. What do you do?

16.Rxf6?

Nearly on your own, but not quite. I fear Volker hasn't seen Joe Gallagher's "*Beating the Anti-Indians*", which analyses this move. In fact, he assesses White's position as simply lost even before this move! So White has to bale out before somewhere earlier, or, if you don't believe JG, then find an improvement here.

[16.Be3; 16.Rab1 Qd8;

16.Bxf6!? Drueke 16...gxf6 17.Rab1 Qc7 which still has some play in it, however White cannot preserve the Bd3 by 18.Be4? f5!]

16...gxf6!

[16...gxf6! White now assessed his chances as zero and **resigned**, which may be appropriate if Gallagher was playing all the rest of my moves, but I'd have to start thinking for myself soon! I had to check all the lines before and after this point, of course, or I might fall into the very trap that I hoped Volker was making - of trusting the books.

16...Nxd3? 17.Rff1 f6 18.Be3 Nc5? (18...Ne5) 19.Nb3 Qc6 20.Bxc5 Bxc5 21.Qh5+ 1-0 Sneiders E-Breunig O/corr 1BDGW 1970/71 (02) 1971 I guess Volker was hoping to go all the way down the line following this game.]

Possible continuation: 17.Bxf6

[17.Be3 there might be some nibbles in this line still: 17...Nxd3 18.cxd3 Bd7 19.Nf5 Qd8 20.Ng7+ Kf8 21.Qh6 (21.Bh6) 21...Kg8 22.Rf1 Qf8]

17...Qd8! 18.Rf1 ("what else?", asks JG)

[18.Bxe7 Qxe7 19.Qg3 Nxd3 20.cxd3 Bd7 e.g. 21.Qc7 Bc6 22.Qb6 Rc8 23.Rc1 Bxg2+ 24.Kxg2 Rxc1 25.Nxc1 Qg5+ 26.Kf2 Qxc1 27.Nxe6 Qd2+ 28.Kf3 Qxd3+ 29.Kf4 Qd2+ 30.Kf5 Qd5+]

18...Bxf6 19.Rxf6 Ng4!-+ 20.Nxe6

[20.Qxg4 Qxf6 21.Ng3 (21.Nf4 Qxd4) 21...Bd7 22.Nh5 Qe5]

20...Qxf6 21.Nc7+ Kd8 0-1

Lessons:

- **"Don't believe what you read!" (again)**

Back to [Chess Coaching Page](#)



This document (Openings\bdgtour5.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Openings\bdgtour6.html

Unes Hassim 1/2-1/2 Dave Regis

Black wimps out of accepting the BDG to try a solid defence and the hope of gaining some small positional pluses later. Just when Black starts to feel more confident the Queen discovers she cannot settle, and the game ends in a draw by repetition.

BDG Langeheinecke Defence

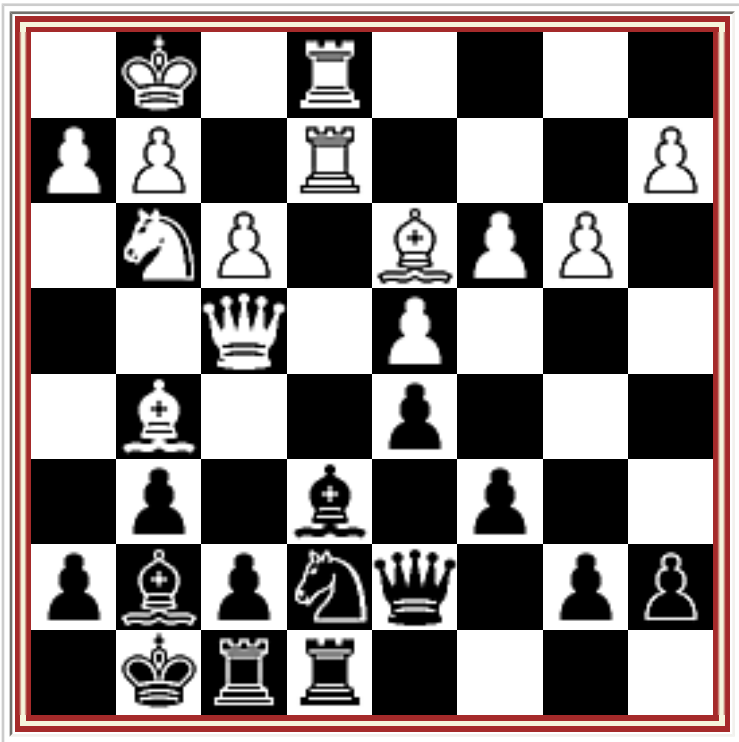
1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 e3 5.Bxe3 e6

[I had played my first ever BDG against my esteemed Exeter clubmate Richard Towers. Rich seems to have made a move from gambit play to anti-theoretical and solid chess, hoping to outplay his opponent in the middlegame, and so I made a determined effort to play very actively against him by playing 1. e4, which of course met with his Scandinavian 1...d5, "*sucking all the life out of the position*" as someone once said. Now 2.d4: I assumed Rich knows no more about the Caro or French than I do, but that need not be true. 2...dxe4 3.Nc3 Nf6 4.f3 e3 5.Bxe3 c6 Still playing the Scandinavian! 6.Bd3 (6.Bc4) 6...Nbd7 7.Nge2 e6 (7...e5?!) 8.0-0 Nd5 To develop the Bc8, but shedding another tempo. (8...Nb6; 8...Bd6 9.Ne4 Bc7 10.c4; 8...Be7) 9.Nxd5 exd5 10.Re1 Be7 11.Ng3 0-0 12.Nf5 (12.Qe2; 12.c4) 12...Bf6 13.Qd2 Nb6 14.b3!?

CRITICAL POSITION: Should Black go solid or try to force the issue here?

[On 14...c5!? I had resolved to play 15.dxc5 Bxa1 16.cxb6 Bf6 (16...Qf6?! 17.Nd4 Bb2 18.c3 Ba3 19.bxa7 Be6?? 20.Bg5) 17.bxa7 when I thought White had good compensation and has succeeded in unbalancing the game]

14...Be6 15.c3 Nc8 (15...Qd7 16.Qc2) 16.Re2 Ne7 17.Ng3 g6 18.Rae1 Qd7 19.Bg5 Bg7 (19...Bxg5 20.Qxg5) 20.Qf4 Rae8



I've seen Richard win happily from dozens of these passive-but-solid positions.

21.Bf6 (This took me 20 minutes!) Another

CRITICAL POSITION: can you find a way to hold the line?

21...Kh8??

(21...Nf5; 21...Bxf6; 21...a5!?"Pass".; 21...Nc8! (idea Qd6/Qe7))

22.Nh5 It took me ages to realise (a) that Nh5 was a useful candidate (it was useless before), and (b) that it won, although the first move I thought of was Qh6!

22...gxh5 23.Qh6 1-0

Richard might well have battled on after e.g. 21...Nc8! but White has an easy game to play; the way to play for a result is with moves like 14...c5!

Lessons:

- **Passive play is difficult; Mednis calls it "awaiting the undertaker"**

Back at the main game: 6.Bd3 Be7

[6...Nbd7 1-0 Fuller RA-Dilworth V/British CS OA/ 1965 (38);

6...Bb4 Richter_Mendau J-Roos B/5/23 cr 1BDGW fnl 1972/74 (03) 1974/1-0 (65);

6...Nd5 1-0 Schuh H FM-Treffert/BndLiga 1984 (22);

6...Nc6]

7.Nge2 Nbd7 8.0-0 0-0

[8...c5 9.f4 cxd4 10.Nxd4 Nc5 11.Be2 Nd5]

9.Bf2

[9.Qe1 is more normal:

A) 9...c5 is analysed at BDG world: 10.Rd1 cxd4 11.Bxd4 Qc7 12.Qh4 Bc5 13.Ne4 Nxe4 14.Qxe4 Nf6 15.Qh4 e5 16.Bxc5 Qxc5+ 17.Kh1 Be6 18.Nc3 h6 19.a3 Rad8 20.f4

A1) 20...exf4 21.Qxf4 (21.Rxf4 Nd5) 21...Qg5 (21...Nd5 22.Qe4 g6 23.Qh4 +=) 22.Qxg5 hxg5=;

A2) 20...Rd4?! 21.Ne2 Rd7 22.b4 Qc7 23.fxe5 Qxe5 24.Nf4 Bg4 25.Rde1 Qg5 26.Qf2 b6?? (26...Bf5 27.h4 Qg4 28.Be2 Ne4) 27.h4 1-0 Hommeles-Ligterinck, NDR 1992;

B) 9...Nd5 0-1 Bachl E-Bocki/Germany? 1978 (34)]

9...c5 10.Qe1

[10.Qe1 cxd4 11.Nxd4 (11.Bxd4 Bc5 12.Qf2 Bxd4 13.Qxd4 e5 14.Qd6 Re8) 11... Nc5 (11...e5 12.Nf5 Bc5 13.Bxc5 Nxc5 14.Qxe5);

10.Be1; 10.Ne4; 10.dxc5]

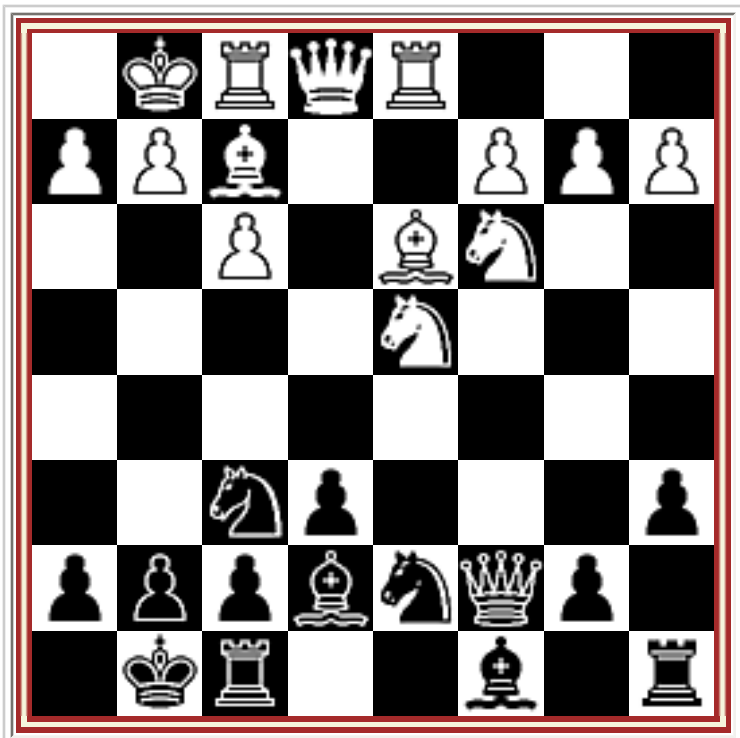
10...cxd4 11.Nxd4

[11.Bxd4]

11...a6

[11...Nc5; 11...e5?! 12.Nf5; 11...Bc5? 12.Na4; 11...b6? 12.Nc6; 11...Qa5!?)

12.Rd1 Qc7 +=



White's active pieces give him a small edge, but Black has no weaknesses and can work towards equality.

13.Kh1

[13.Ne4]

13...Nc5

[13...Ne5; 13...Bc5; 13...Qe5 14.Qd2; 13...b5!?)

14.Bg3

[14.Bh4; 14.Bc4]

14...Qb6

[14...Nxd3 15.Bxc7 Nxe1 16.Rfxe1 Bb4 17.Be5 Bxc3 18.bxc3+ =;

14...Qd8 15.Qe3 Qb6 16.Nb3 Na4 17.Qxb6 Nxb6+ =]

15.Nb3 Nxd3 (two Bishops!)

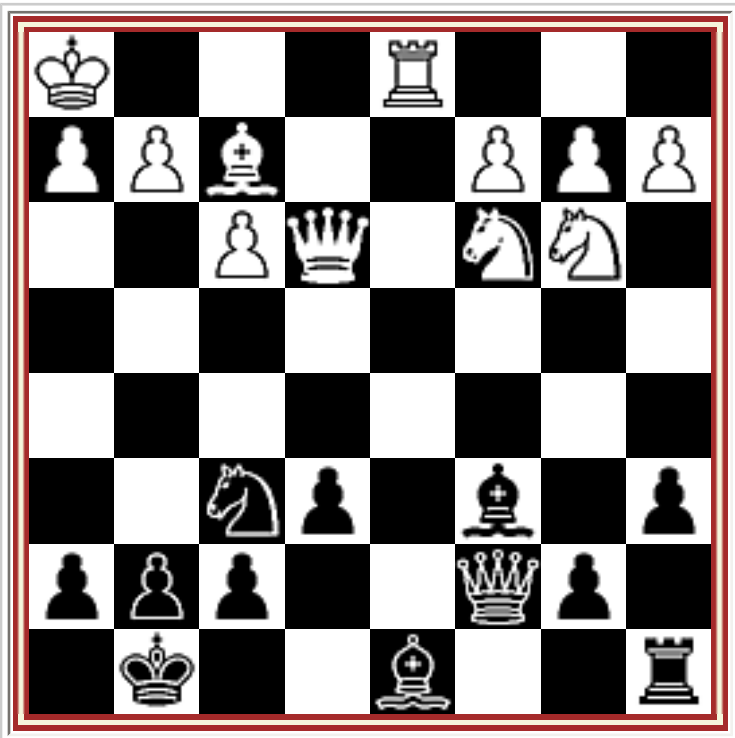
[15...Nxb3 16.cxb3 Rd8 17.Bf2]

16.Rxd3 Rd8

[16...Bd7 17.Qe5 Rac8 18.f4 Bc6 19.f5]

Black is holding the line, and the game grinds to a halt.

17.Rxd8+ [17.Bf2 Qc7 18.Bg3] **17...Bxd8** [17...Qxd8] **18.Bf2** [18.Qe2] **18...Qc7** **19.Qe3 Bd7** [19...b5 20.Nc5] **20.Rd1 Bc6**



I felt confident that Black had equalised and was start to think about playing for a win with the two Bishops, but...

21.Bg3

[21.Nd4 Be7]

21...Qb6 22.Qe1 Be7 23.Bf2

[23.Bd6]

23...Qc7 24.Bg3

[24.Nd4]

24...Qb6 It is difficult for White to play for a win and the Black Queen has no comfortable hiding place; if the c5 point is conceded Black may find himself worse.
1/2../strong>

Lessons:

- **Maybe it's really true, the only way to refute a gambit is to accept it!**
- **Long aside...**

...Steinitz said, The best way to refute a gambit is to accept it, and Lasker added, especially centre Pawns. But I sometimes imagine that accepting a gambit is the best way to fall into the main idea of something nasty that your opponent knows all about. That may still be true, but I'm starting to think that Steinitz is absolutely right. That is, if you want only equality, decline by all means, but if only who dares wins. There are one or two gambit lines which I am seeing in junior matches that I cannot see a good way to play for a win against by declining, which seem relevant here.

I was looking at the Max Lange attack and was struck by Black's fundamental choice at move 5:

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4 5.O-O: now: 5...Bc5 or 5...Nxe4 ?

5...Bc5 just seems a glorious mess, just the sort of thing to be avoided, but I couldn't see a way for Black to play for a win after 5...Nxe4

e.g. 5...Nxe4 6.Re1 d5 7.Nc3 dxc3 [7...dxc4 8.Rxe4+ Be7 9.Nxd4 f5 10.Rf4 0-0 11.Nxc6 Qxd1+ 12.Nxd1 bxc6 13.Rxc4 Bd6 14.Nc3 = Botvinnik] 8.Bxd5 Be6 [or 8...Bf5 9.Bxe4 Bxe4 10.Rxe4+ Be7] 9.Bxe4 Bb4 10.b3 Qxd1 11.Rxd1 Rd8 12.Be3 a6: Black has an extra pawn which is hard to keep and hard to make use of.

Also after 1.e4 e5!? 2.Nf3 Nc6 3.d4 exd4 4.c3 The Goring Gambit. Black can readily equalise with 4...d5 but cannot hope for a win. The moral is once again, that the best way to refute a gambit may be to accept it.

Back to [Chess Coaching Page](#)

This document (Openings\bdgtour6.html) was last modified on 13 Aug



2005 by

[Dr. Dave](#)

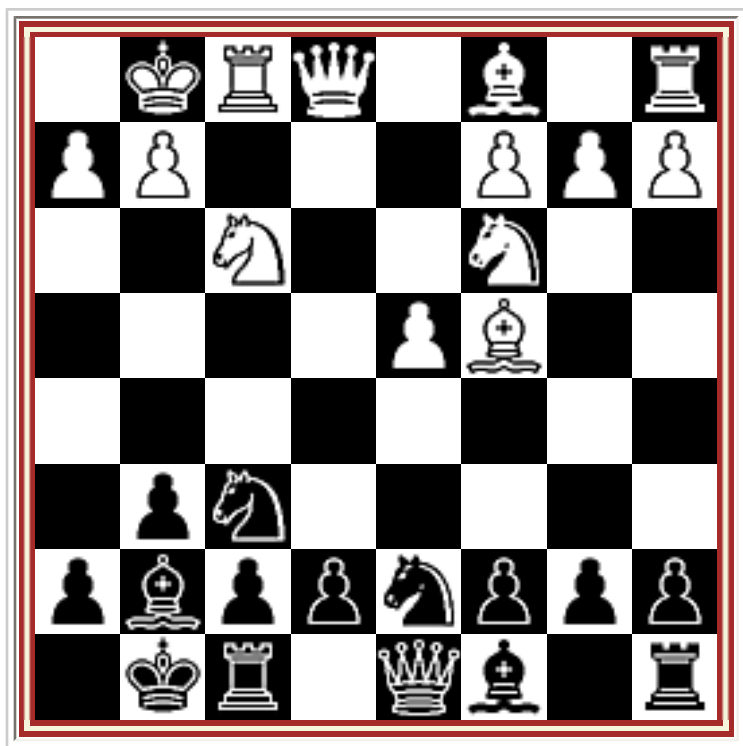
Exeter Chess Club: Openings\bdgtour7.html

Kevin Kent (0-1) Dave Regis

This was a good scrap; White was always one move short of landing the final blow and Black wriggles out into a better endgame. This is I guess how you are supposed to play with Black; easier in correspondence than OTB! It also confirms my prejudices about the line: in my games Black scored 2/3 in the gambit accepted!

BDG Bogolyubov Defence

1.d4 d5 2.e4 dxex4 3.Nc3 Nf6 4.f3 exf3 5.Nxf3 g6 6.Bc4 Bg7 7.0-0 0-0 8.Qe1 Nbd7

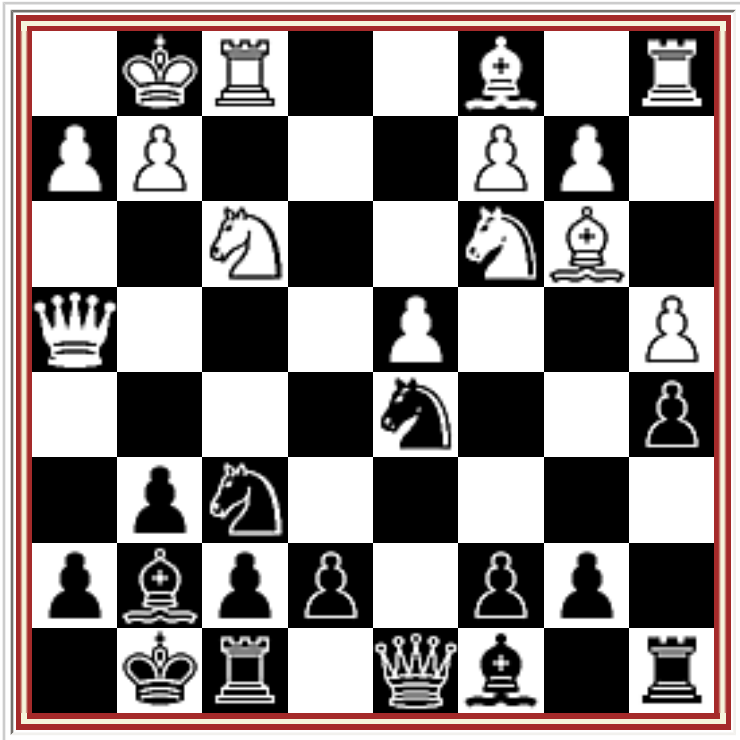


This is a well-known position, and both sides have tried several alternatives. I was heading for a position which Harding assesses as =+ but White is by no means obliged to comply.

9.Qh4 Nb6

[9...c5 looks the only realistic alternative here.]

10.Bb3 a5 11.a4 Nbd5



This is the first CRITICAL POSITION. White has an apparent opportunity to win back the Pawn, but Harding thinks this gives Black slightly the better position.

12.Nxd5 Nxd5 13.Bxd5 (13.c4) 13...Qxd5 14.Qxe7 Qc6 (14...Bxd4+ 15.Nxd4 Qxd4+ 16.Be3 Qd7;

14...Qd7) 15.c3 Be6 16.Bf4 Rac8 17.Ne5 Qd5 = Lane, =+ Harding

I hoped White would try and win the e-Pawn, but instead he goes for a slow build-up in the familiar manner. All the books give only 12. Nxd5, but White actually has lots of alternatives:

(12.Bg5; 12.Bh6; 12.Ne5 Be6 13.Bh6 c6; 12.h3; 12.Ng5 h6)

12.h3

An interesting move, the motivation of which it is worth pondering. Black often has trouble developing the Bishop on c8, and in the BDG it is often useful to send this Queen's-side piece out to g4 and exchange it for the dangerous Knight on f3.

I probably wouldn't have gone for ...Bg4: I don't really approve of giving up the two Bishops like this and the offer to bring the Rf1 into play on f3 also seems unnecessarily helpful.

12...c6

[12...Qd6 13.Nxd5 Nxd5 14.c4 Nf6 15.Bf4 Qb6;

12...Be6 13.Ng5 Ra6?? 14.Nxd5 Bxd5 15.Rxf6]

13.Bh6

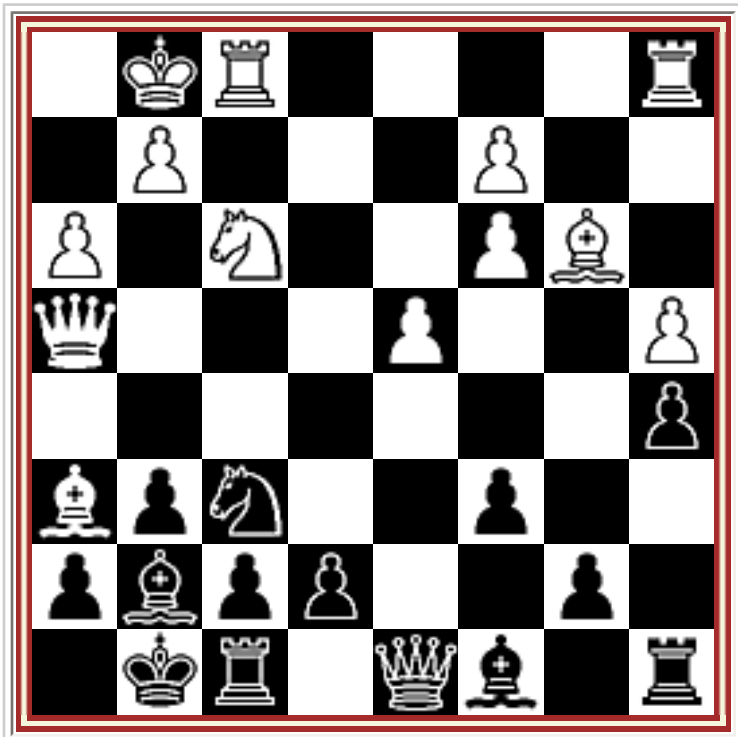
[13.Ng5 h6]

13...Nxc3

Black has many alternatives here but this looked clearest.

14.bxc3

[14.Ng5 Ne2+ 15.Kh1 Qxd4]



Another CRITICAL POSITION: White has a straightforward plan of Ng5, Bxg7, Rxf6 and Qxh7

against routine tries by Black. So Black must both avoid this idea and make sure nothing worse awaits him.

14...Nh5

It was hard to see much else. I looked at a long forcing line here which White played straight down the middle of. Black can and should have confidence in the position to face attacks like this, look them in the eye, and find the way to safety. Neither hope nor fear are friends to the chess player, only judgement and analysis!

15.Bxg7

With hindsight White should have preferred:

[15.Bg5 or; 15.Be3, when it's still a fight]

15...Kxg7 16.Ng5

[16.g4 Nf6 17.Ng5 h6 18.Nxf7 Rxf7 19.Bxf7 g5 20.Qg3 Kxf7 when Black might make something out of the material imbalance. 21.Rab1]

16...e6

provocative! - but importantly pins the Knight to the Queen

17.g4

[17.Nxe6+ Bxe6]

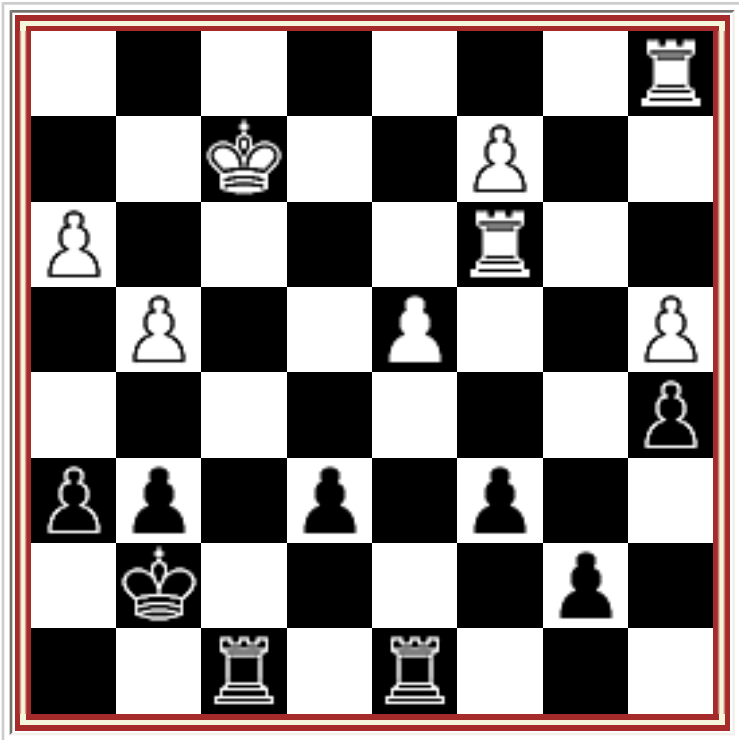
17...h6 18.Nxe6+

[18.Nf3 Qxh4 19.Nxh4 Nf6;

18.gxh5 hxg5 (18...Qxg5+ 19.Qxg5 hxg5 20.hxg6 Kxg6) 19.h6+ Kh7 20.Qe4 f5 (20...Qd6 21.Rf3) 21.Qe3 Qf6 22.Rae1 Bd7 23.Bxe6 Rae8]

18...Bxe6 19.Qxd8 Raxd8 20.Bxe6 Ng3! 21.Rf3 Ne2+ 22.Kf2 Nxc3 23.Rxc3

[23.Bb3 Ne4+ 24.Ke3 Ng5 (24...f5 25.gxf5 gxf5 26.Rg1+ Kf6 27.Rgf1 Nd6 28.c4 Rde8+ 29.Kd3) 25.Rg3 Rfe8+ 26.Kd3 Ne4 27.Rf3 Nc5+ 28.Kc4 Nxb3 29.Rxb3 is rather like the game continuation in the end!]

23...fxe6+

... and Black has wangled his extra pawn back. If I had been frightened of the attack at move 14-18 I might have had to back out of the whole line, but I couldn't see a way through, and wanted to prove the point. This is easier in correspondence than OTB, I admit, but you must have this attitude. Even if you are wrong and are proved wrong about the variations, your attitude is still right.

24.Ke3 e5! 25.dxe5 Rd5 26.Rb1

Probably best?

[26.Ke4; 26.Rb3]

26...Rxe5+ 27.Kd4 Rd5+ 28.Kc4??

throwing away another Pawn because of the loose Rb1. White seemed to lose heart here but some of the Rook endgames could have been awkward for Black.

[28.Ke4! and Black has to decide if he is going to go passive or try for activity. Although the books say in general you should go for activity I think uncoiling from a stonewall is Black's best hope here. 28... Re8+ 29.Kf3 Re7 30.Rcb3 Rdd7 Now Black can transfer the King to c8 and get a Rook free to harass White's loose Pawns.]

28...Rf4+ 29.Kb3 Rb4+

[29...b5 30.Rxc6 (30.axb5 cxb5) 30...Rxa4 31.Re1 looked less in control]

30.Ka2 Rxa4+ 31.Kb2 Rb4+ 32.Ka2

[32.Rb3; 32.Kc1]

32...Rdb5

forcing an exchange and on Black's terms.

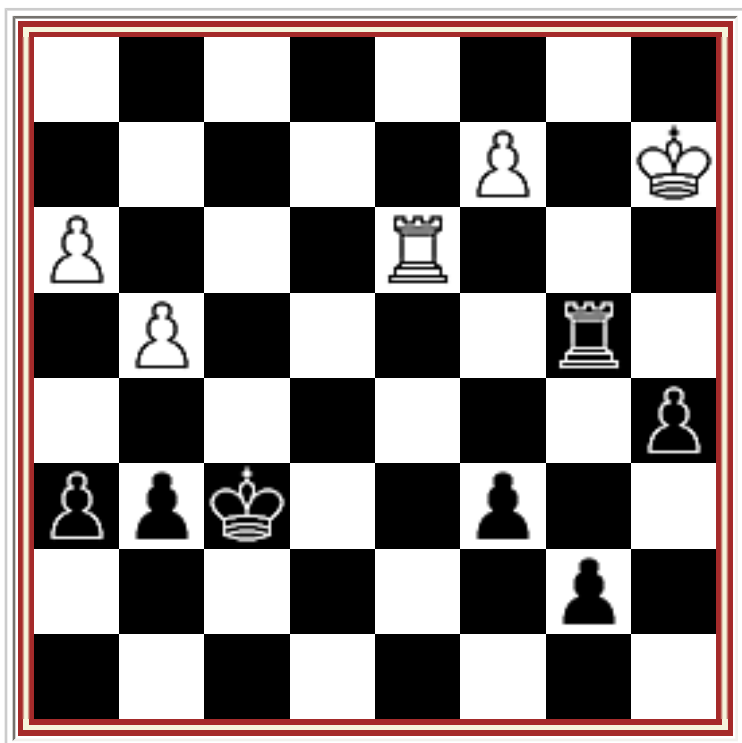
33.Rxb4

[33.Rd1 Ra4+ 34.Ra3 Rxa3+ 35.Kxa3 Kf6]

33...Rxb4 34.Rd3

[34.Rc5 Rb5 35.Rc4 Kf6]

34...Kf6



Just in time. The Queen's-side Pawns are all little monsters; White cannot stop them without bringing

the Rook back, and if he brings the Rook back, the Black King will nibble the King's-side Pawns.

35.c3 Rc4 36.Kb3 b5 37.Kb2 a4 38.Ka3 Ke5 39.Kb2 h5 40.gxh5 gxh5 41.Ka3? Ke4 42. Rg3 h4 0-1

Lessons:

- **Don't hope, don't fear: analyse and find out!**

Back to [Chess Coaching Page](#)



This document (Openings\bdgtour7.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: The ideas behind the English Opening

I don't like doing so many sessions on Openings, because we all play different ones, but while Rex was asking me about the English it occurred to me that I have played more English Opening games than any other over the last 15-20 years, but I have never tried to teach anybody about it. So I sat down and tried to put together this session.

I immediately realised why it wasn't such a natural thing to do, because the damn thing is so diffuse and complex. [I wouldn't dream of doing a session which I had narrowed down to "1.d4", even less so if there were vast transpositional possibilities.] Anyhow, here's tuppence-worth:

- [A. The English Opening for White](#)
 - [A1. Fools rush in...](#)
 - [A2. An early break in the centre](#)
 - [A3. Delayed occupation of the centre](#)
 - [A4. The Queen's-side attack](#)
 - [A5. Botvinnik system for White](#)
 - [A6. The Maroczy bind](#)
- [B. Playing against the English opening.](#)
 - [B1. An early break in the centre for Black](#)
 - [B2. An early occupation of the centre: the Maroczy Bind for Black\(!\)](#)
 - [B3. An early occupation of the centre: solid](#)
 - [B4. Symmetrical play by Black](#)
 - [B5. Unbalanced play by Black: the King's English with ...Nf6](#)
 - [B5a. Seeking early central control with ...c6 and ...d5](#)
 - [B5b. Seeking rapid flexible development](#)
 - [B6. Unbalanced play by Black: the King's English with ...Nc6](#)
 - [B6a. The main line Closed King's English](#)
 - [B6b. English Four Knights' Game](#)
 - [B7. Indian-style defences:](#)
 - [B7a. Grunfeld style](#)
 - [B7b. King's Indian style](#)
 - [B7c. Nimzo-Indian style](#)
 - [B7d. Queen's Indian style](#)
 - [B7e. Dutch style](#)

- [Example Games 1](#)
- [Example Games 2](#)
- [Example Games 3](#)
- [Example Games 4](#)

A. The English Opening for White

A1. Fools rush in...

The fundamental hypermodern insight is that White can afford to delay occupation of the centre, since if Black tries to take advantage of the delay by trying to seize the centre then White's counterattack will be swift and effective. This is most convincingly seen perhaps in the Grunfeld Reversed: not an English variation I know, but shows what White can allow with confidence. So, after **1. Nf3 d5 2. g3 c5 3. Bg2 Nc6:**



Korchnoi - Mecking, Augusta (Match), 1974: 4. d4 e6 5. O-O cxd4 6. Nxd4 Bc5 7. Nb3 Bb6 8. c4 Nf6 9. cxd5 Nxd5 (...) 63. Be5 1-0
 Korchnoi - Pomar, Stockholm, 1962: 4. d4 Nf6 5. O-O Bf5 6. c4 e6 7. Nc3 Be7 8. cxd5 Nxd5 (...) 41. Ke3 Ra3+ 1-0

The English is a more balanced strategy combining early restraint (of ...d5) with later ambitions for expansion.

A2. An early break in the centre

The hypermodern movement has been most associated with the fianchetto, but Reti's interpretation of the English was a little different. After **1. c4 e5 2. Nc3 Nf6** he would play not **3. g3** but **3. Nf3**, and after **3...Nc6**, **4. d4!**

[EG: Reti,R - Rabinovich,I \[A28\] Moscow-Wch, 1925](#)

This may seem out of keeping with the hypermodern idea, but let's listen to Reti's own account:

"Now I will propose a thesis, the proof of which the reader and I can seek together. It is known that the significance of a single tempo, and thus the significance of development, is greatest in open positions. In closed positions it plays almost no role. Consequently, it would seem to be in White's interest to open the game (without loss of tempo, of course). How can this be achieved? Most likely by exposing and attacking the opponent's strong points. One would expect Black's strongest point in the center to be d5 since, unlike e5, it has natural protection by the queen. Therefore, the ideal initial move is 1. c4, immediately taking aim at d5. Should Black support d5 by 1...Nf6, then White reinforces the attack by 2. Nc3. Let's assume that Black answers 2...e5. This weakens d5 and reveals his intention of building his position around e5 by such moves as ...Nc6 and ...d6. (Even with 2...e6 he could not control d5 in the long run.) Now White need not continue attacking d5, which Black abandoned without a fight, by 3. g3 and 4. Bg2. Rather, following the logic given above, White should strike the new bastion e5 by 3. Nf3 and (in reply to 3...d6 or ...Nc6) 4. d4, and he thereby achieves an advantage."

*[reprinted in **Virginia Chess**, Sept/Oct 1993][Jerry Lawson].*

It's not much played any more (but may be worth a punt now and then); we are more likely to see the same idea (of playing for a central break and development advantage) in a different setting in the English:

[EG: Kasparov, Gary - Beliavsky, A \(9\) Linares, 1991](#)

[EG: Kasparov, Gary - Korchnoi, Viktor, Skelleftea, 1989](#)

You will remember Chris showing a dozen miniatures from the English Opening in a coaching session last month, when we saw how racy attacks can be obtained even with this apparently slow opening.

A3. Delayed occupation of the centre

This is more how we play the English these days.



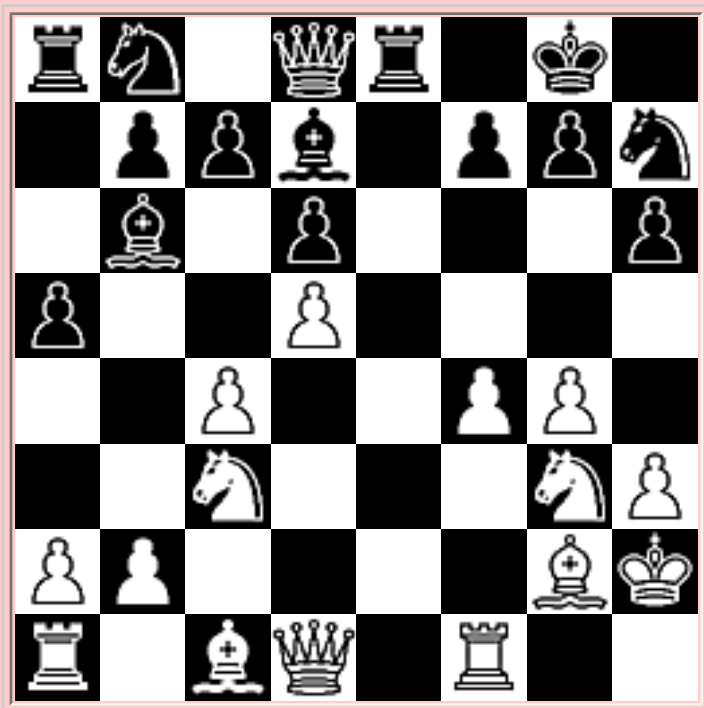
My first experiments with the English opening had a distinguished English pedigree: Howard Staunton often practiced the English with the system **1. c4 2. Nc3 3. g3 4. Bg2** and **5. e3**, with a break using d2-d4 in mind. I enjoyed the following game where Black seems to be playing 100% according to the guidelines for opening play:

Korchnoi-Szabo, 1963

1.c4 e5 2.Nc3 Nf6 3.g3 Bc5 4.Bg2 O-O 5.e3 Re8 6.Nge2 Nc6 7.O-O d6

Black has apparently posted his pieces and Pawns with classical purity, but gets rapidly squashed.

8.d4 Bb6 9.h3 Bf5 {?} 10.d5 Nb8 11.g4 Bd7 12.Ng3 h6 13.Kh2 a5 14.f4 exf4 15.exf4 Nh7



Nothing is left of Black's early central occupation, and White seems to have at least nine Pawns harrassing Black's pieces...

16.g5 Na6 17.gxh6 Qh4 18.hxg7 Nf6 19.f5 Be3 20.Nce4 {!} 20...Nxe4 21. Nxe4 Bxc1 22.Rxc1 Nc5 23.Qg4 Rxe4 24.Bxe4 Qxg4 25.hxg4 Nxe4 26. Rce1 Nc5 27.f6 Re8 28.Rxe8+ Bxe8 29.Re1 Ba4 30.Re3 (threat Rh3) 1-0

The light squares like d3 in the Staunton system are not so very weak because Black cannot occupy or fix the Pawns. The most obvious way to try is to get a Pawn to e4, but this cannot be sustained:

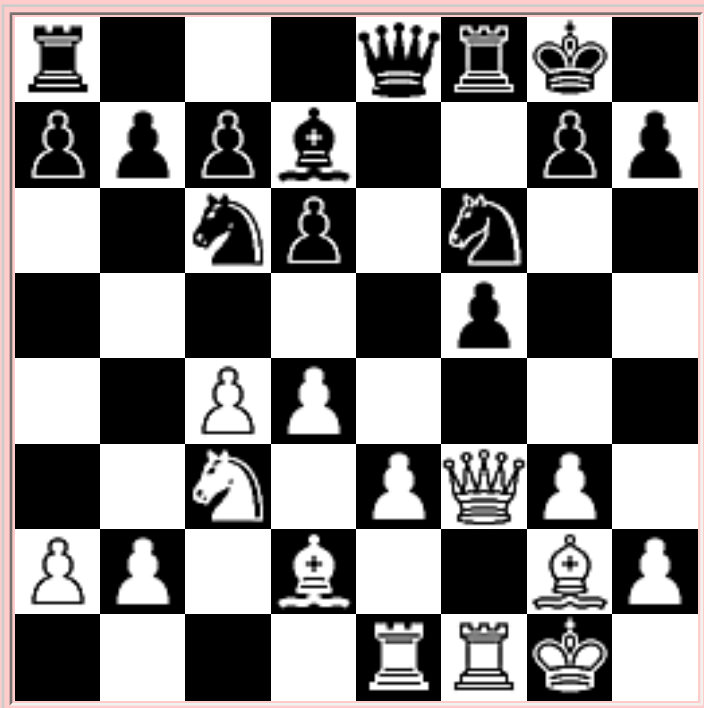
Shatskes gives:

Botvinnik M - Simagin Vladimir (RUS) [A25] Ch URS, Moscow (Russia), 1952

1. c4 e5 2. Nc3 Nc6 3. g3 f5 4. Bg2 Nf6 5. e3 Be7 6. d4 e4 7. f3 O-O! 8. Nge2

[8. fxe4 fxe4 9. Nxe4 Nxe4 10. Bxe4 Bb4+ 11. Bd2 Qe7]

8... Bb4 9. O-O Bxc3 10. Nxc3 exf3 11. Qxf3 d6 12. Bd2 Bd7 13. Rae1 Qe8

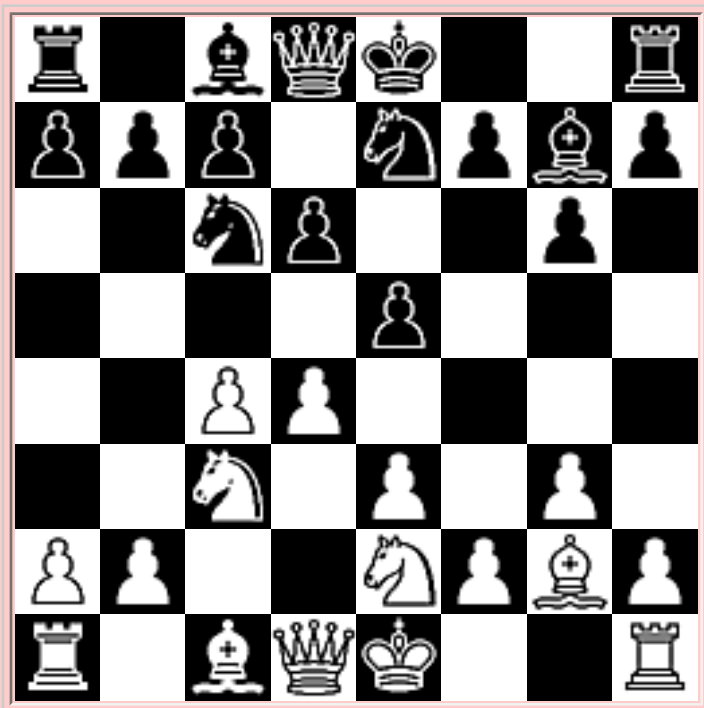


14. Qd1! Qg6 15. Nd5 Nxd5 16. cxd5 Ne7 17. Qb3 b6 18. Rc1 Rac8 19. Rc3!
+/- (...) 43. Kd1 1/2-1/2

I was able to implement these ideas many years ago against Bob Richmond, when after 1. c4 e5 2. Nc3 d6 3. g3 f5 4. d4 e4 5. Nh3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Bg5 c6 9. f3 White had good prospects: Black's centre is under pressure. See also the Keres system, **B5a** below.

This Staunton approach can lead to some interesting and finely balanced positions. I once got into a real mess against Richard Nash of Barnstable playing this approach...

1. c4 e5 2. g3 g6 3. Bg2 Bg7 4. Nc3 Ne7 5. e3 Nbc6 6. Nge2 d6 7. d4



I immediately looked it up to see what I had done wrong. I have an old book by Shatskes which quotes an analysis from Botvinnik, and a new book by Ribli and Kallai. Are two heads better than one? They both identified my mistake but then gave completely opposite advice!

7... exd4 8. Nxd4?! An error. 8... O-O 9. O-O Re8

[9... Bd7 10. Nde2 Qc8 11.Nf4 Ne5 12. Qe2 Re8 13. Bd2 c6 14. Ne4 Qc7 15. Bc3 Rad8 16. h3 d5 += smyslov-radulovic 1964]

10. b3 ? 10... Nxd4 11. exd4 Nf5 =+ (...) 40. 1/2-1/2

[Better is

8. exd4! O-O 9. O-O



But what now?

9... Nf5 "?" botvinnik "!" ribli

(9 ... Bg4"!" = botvinnik "?" ribli - although there are probably still finesses to be found:

Now if 10. h3 Bxe2 11. Nxe2 Nf5 12. d5 Ne5 13. Qc2 Re8 ("!" shatskes) 14. Bd2 a5 15. Rad1 ("!" ribli) 15... Qb8 16. Bc1 Qa7 17. Be4 Ne7 18. Be3 Qa6 19. b3 a4 20. Nc3 axb3 21. axb3 b6 22. Nb5 Qc8 23. Kh2 Nd7 24. Rfe1 Nc5 25. Bf3 Nf5 26. Bg4 ! += uhlmann-taimanov 1984]

10. d5 Ne5 11. b3 a5 ?

(11 ... a6; 12 Bb2, b5; 13 cxb5, axb5; 14 Qc2, b4; 15 Ne4, Ba6 botvinnik ; 11 ... b5!?! seirawan)

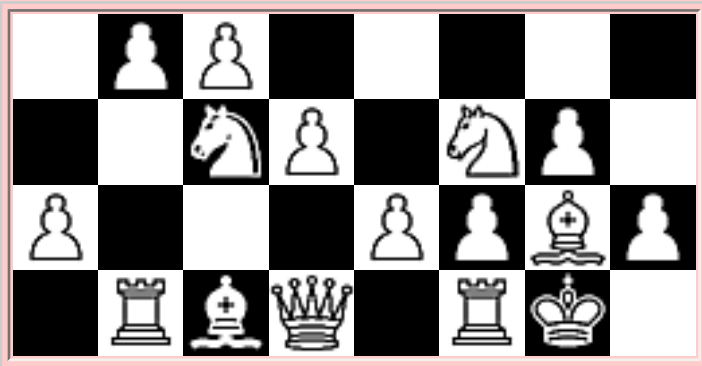
12. Bb2 Nd7 13. a3 Nc5 14. b4 Nd7 15. Qb3 botvinnik-reshevsky 1938]

This is why the English is such a fine opening: there is great flexibility and scope for creativity for each side, which is why old foxes like Viktor Kortchnoi can win from either side.

One last example of a delayed occupation proving effective

[EG: Speelman Jonathan - Xu Jun \[A35\] Luzern 48/50, 1989](#)

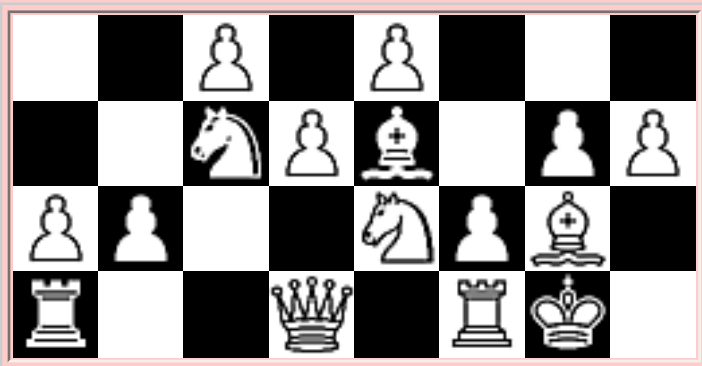
A4. The Queen's-side attack



The White set-up with g3 can also be seen in Black's main system in the Closed Sicilian, where a Queen's-side attack can be pursued, based on the fianchettoed Bishop.

[EG: Miles-Belyavsky.](#)

A5. Botvinnik system for White



This is an interesting system pioneered by Nimzovitch and Botvinnik, conceding an apparently permanent weak point at d4 but gaining a firm grip on the centre and hoping to keep Black's activity to a minimum while seeking a break with b2-b4 or f2-f4. I have played this on many occasions and have often won by direct attack on the King's-side. Perhaps the best advertisement for this system at club level is the fact I always find it difficult to play against, even if I know what's coming!

[EG: Botvinnik, Mikhail - Scherbakov, Vitaly \[A16\] , Moscow ch-SU Round: 3 Year:](#)

[1955](#)

[EG: Benko,Pal - Botvinnik,Mikhail \[A10\] , Monte Carlo Year: 1968](#)

[EG: Williams,SK \(1990\) - Regis,D. \(1935\) \[A36\] 1994](#)

A6. The Maroczy bind

One common positional theme against the symmetrical English is the Maroczy Bind: Black found this difficult to play against for years because of lack of prospects for active play, although recently the 'hedgehog' formation has proved its resilience.

[EG: Fischer,R - Spassky,B \(8\) \[A39\] Reykjavik-Wch, 1972](#)

[EG: Regis,D. - Richard Dixon \(Corr_92/93\) \[B36\] Devon Vs. Glos.\(Ward-Higgs I\), 1993](#)

[EG: Vukic Milan - Suba Mihai \[A30\]Vinkovci, 1977](#)

There is an interesting formation where White immediately threatens the Maroczy even when Black has not fianchettoed the Bf8:

[EG: Korchnoi V - Spassky B \[A33\] Beograd m/3, 1977](#)

[...]

[\[Part 2: Playing against the English Opening\]](#)

Back to [Chess Coaching Page](#)



This document (engidea1.html) was last modified on 1 Aug 97 by

[Dr. Dave](#)

Exeter Chess Club:

B. Playing against the English opening.

There are three major branches after 1. c4: 1...e5, 1...c5, and 1...Nf6. (There are others, like 1...g6 and 1...e6, or 1...f5 or 1...c6 or 1...g5 ...)

It depends on what style you prefer to play, and how you like to reply to 1. d4.

1...e5 would suit a 1.e4 player who likes to attack, especially if they play (as White) the Closed Sicilian or (as Black) the Dutch or King's Indian. I think this is the best approach for beginners.

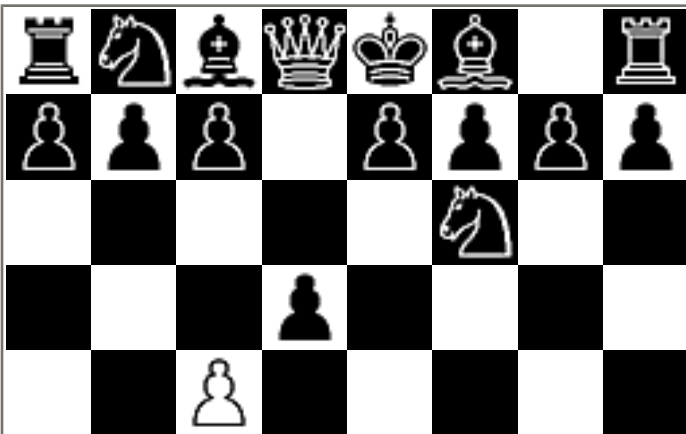
1...c5 would suit a Sicilian player who has the patience for a longer game but doesn't mind drawing occasionally.

1...Nf6 would suit a player who is angling for a version of their favourite Indian defence.

Of the others the most important is 1...e6 (or 1...Nf6, 2...e6), an invitation to transpose into the Queen's Gambit; if Black also plays the Tarrasch Defence it can be hard for White to avoid transposing into it, since the main line of the Tarrasch involves g2-g3!

After 1. c4 c6 2. Nf3 d5 I don't often play 3.cd; rather, after 1. c4 c6 2. Nf3 d5 3. b3, we are in a position that is meat and drink to the English/Reti player. It's not easy for Black to get organised without either taking on a space disadvantage, or going for more space but exposing their centre to attack. It's a solid enough line but a little difficult to handle, and I would push club players and juniors towards more active and counter-attacking lines. The choice that each player has over their set-up reminds me of the old Arabic version of chess, where pre-determined formations (*mansubat*) could be chosen separately by either side.

B1. An early break in the centre for Black



Black can play ...Nf6 and ...d5 immediately (Grunfeld reversed) or try and combine it with an early ...e5 or ...c5. White cannot stop ...d5 on move 2 or 3 so all of these systems are playable:

1. c4 Nf6 2. Nc3 d5 3. cxd5 Nxd5 4. g3

1. c4 Nf6 2. Nc3 d5 3. cxd5 Nxd5 (now 4. e4 Nb4 5. Bc4 is a fun line!)

1. c4 Nf6 2. Nc3 e5 3. Nf3 (or 3. g3) **3...d5 4. cxd5 Nxd5** (the Reversed Open Sicilian)

Provided Black is not too ambitious, this can't be a bad idea, but if you know how important a tempo can be to Black in the normal Open Sicilian, it's a good arena in which White can play for a win.

[EG: Karpov, Anatoly - Hjartarson, Johann \[A22\] , Seattle m Round: 2 Year: 1989](#)

[EG: Botvinnik, Mikhail - Portisch, Lajos \[A22\] , Monte Carlo Round: 7 Year: 1968](#)

[EG: Kasparov, Gary - Kortchnoi, V \(1\) \[A34\] Skelleftea, 1989](#)

1. c4 Nf6 2. Nc3 c5 3. Nf3 d5 4. cxd5 Nxd5

1. c4 Nf6 2. Nc3 c5 3. g3 d5 4. cxd5 Nxd5

This last line can lead to...

B2. An early occupation of the centre: the Maroczy Bind for Black(!)

This system is named the Rubinstein system but is also associated with Botvinnik.

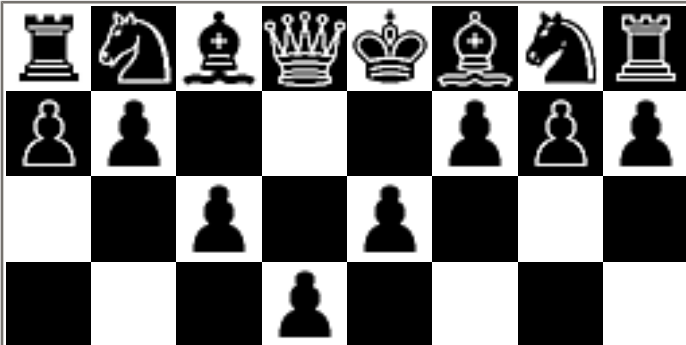
1. c4 Nf6 2. Nc3 c5 3. g3 d5 4. cxd5 Nxd5 5. Bg2 Nc7

Black now can hope to arrange ...e5 with a Maroczy Bind.

[EG: Goldberg, G - Botvinnik, Mikhail M \[A34\] USSR, 1945](#)

[EG: Langeweg - Korchnoi, Amsterdam, 1972](#)

B3. An early occupation of the centre: solid



Of course, if Black is hoping to equalise first rather than play for an ambitious centre, the systems with ...d5 supported by the c- or e-Pawn offer a serious challenge to White: can White do any better than transpose to a normal Queen's-Pawn opening? The usual bids to retain separate lines of play involve

b2-b3, with variations that are usually classified as part of Reti's system.

[EG: Kasparov, G \(2740\) - Karpov, An \(2700\) \(24\) \[A14\] Wch34-KK4 Sevilla, 1987](#)

[EG: Fischer, Robert - Filip, Miroslav \[A14\] Palma de Mallorca iz Rd: 4, 1970](#)

B4. Symmetrical play by Black

After **1. c4 c5 2. Nf3 Nf6** either side can try an early break with the d-Pawn (e.g. **1. c4 c5 2. Nf3 Nf6 3. d4 cxd4 4. Nxd4 e5!? 5. Nb5!?**). However, the fundamental position of the symmetrical English occurs after

1. c4 c5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7

This is the **Main Line Closed Symmetrical English**. In this position White has tried many plans: Queen's-side attack with 5. a3 or 5. Rb1, Staunton system with 5. e3, Botvinnik system with 5. e4 are all common approaches, and Black has tried each in defence (e.g. **5. e3 e5**, Staunton vs. Botvinnik!). Fischer often practiced the Staunton system as Black:

[EG: Smyslov,V - Fischer,R \[A36\] Palma de Mallorca izt, 1970](#)

[EG: Petrosian,T - Fischer,R \(2\) \[A37\] Belgrade URS-WORLD, 1970](#)

This is undoubtedly a good defense for Black: its biggest defect is that 5. e3 e6 (Staunton vs. Staunton) is often taken as an implicit draw offer, since **6. Nge2 Nge7 7. O-O O-O 8. d4 cxd4 9. Nxd4 Nxd4 10. exd5 d5** is hard to see as anything else. Ulf Andersson has tried to find a way through here by delaying castling (7. *d4 cxd4 8. Nxd4 d5 9. cxd5 Nxd5 10. Nxd5 Nxd4 11. Nc3 Nc6 12. Qxd8+ Nxd8 13. Bd2 + =*) and beat Tony Miles with it. The same approach in a different line can be seen in Ulf's game against Tempone below.

One of the most popular modern systems for Black is the Hedgehog: allowing White the Maroczy bind while retaining a flexible position and angling for a break with ...d5 or ...b5. White's Pawn formation seems to be well-placed to counter these plans, and indeed it is - this is what gives the Maroczy Bind its teeth - but it does not sit totally comfortably with the Bishop on g3. On d3 it would inhibit ...b5 and support f4-f5, while on g3 it certainly discourages ...d5 but White can not as easily find a positive plan.

B5. Unbalanced play by Black: the King's English with ...Nf6

1. c4 e5 is the most radical and least transpositional of Black's replies. It is of course at least as rich as the Sicilian, although most players of Black are more bashful about taking on the White position. This is really worth a book but I'll outline a few of the most common ideas for Black. One way of looking at the systems are whether Black aims to keep things closed with ...Nc6 (and often ...Nge7), or instead tries

to develop the King's-side starting with ...Nf6.

B5a. Seeking early central control with ...c6 and ...d5

This system bears the name of Keres. It is perhaps the most successful implementation of Black's plan to occupy the centre.

[EG: Hartston W R - Basman M J \[A23\] It, Hastings, 1967](#)

There is even an evil gambit for Black in this line...

[EG: Baker,C - Birnboim,N \[A20\] London, 1987](#)

B5b. Seeking rapid flexible development

1. c4 e5 2. Nc3 Nf6 3. Nf3 Bb4

1. c4 e5 2. Nc3 Nf6 3. g3 Bb4

...In each case enabling an early King's-side castling. This and related systems have been featured in World Championship matches.

That subtle player Smyslov developed a system **1. c4 e5 2. Nc6 d6** which seeks a useful early development of the other Bishop with **...Bg4** or **...Be6**.

[EG: Olafsson, Fridrik - Smyslov, Vasily V \(2\) \[A21\] Yugoslavia ct, 1959](#)

[EG: Petrosian T - Smyslov V \(03\) \[A21\] JUG ct, 1959](#)

B6. Unbalanced play by Black: the King's English with ...Nc6



The equivalent fundamental positions of the King's English occur after:

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 (The main line Closed King's English) or

1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6 (English Four Knights' Game)

B6a. The main line Closed King's English

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7

Again White has a choice of systems. The Staunton approach has a little more sting here than in the Symmetrical. This is of course similar to the Closed Sicilian...

[EG: Psakhis - Kasparov \[A10\] La Manga, 1990.](#)

B6b. English Four Knights' Game

1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6

This rich position has many possibilities for each side. We have seen 4. d4 above, which is OK for Black these days...

[EG: Knee - Povah N \[A28\] Hereford, 1978](#)

After 4. g3 Black has been fairly successful with another Smyslov system, 4...Bb4, when Black fancies the Nimzo approach of doubling the c-Pawns and blockading the position against the Bishops. So successful, in fact, that White had tried a variety of ways of avoiding it, most notably with 4. e3. Now here 4...Bb4 is of course still a perfectly reasonable idea, but White can now sidle the Queen across with 5. Qc2 to avoid the doubled Pawns.

This and related systems have been featured in World Championship matches.

[EG: Kasparov,G \(2740\) - Karpov,An \(2700\) \(04\) \[A29 \] Wch34-KK4 Sevilla, 1987](#)

[EG: Kasparov,G \(2740\) - Karpov,An \(2700\) \(16\) \[A29\] Wch34-KK4 Sevilla, 1987](#)

[EG: Kasparov,G \(2740\) - Karpov,An \(2700\) \(02\) \[A29\] Wch34-KK4 Sevilla, 1987](#)

B7. Indian-style defences:

B7a. Grunfeld style

See above (early break in the centre for Black): if Black plays ...c5 or ...e5 we will transpose; there are ways for White to avoid the transposition with an early e2-e4.

[EG: Andersson Ulf - Tempone Marcelo \[A16\] 04, Buenos Aires, 1979](#)

B7b. King's Indian style

This is a very resilient and flexible system which invites transposition to the Fianchetto system of the King's Indian. This may be the best idea for White; I have found it hard to play standard English plans against the King's Indian. The Staunton approach in particular does not present Black with many problems, and playing for a Queen's-side attack always gives White anxious moments when the counter-attack sets in.

[EG: Petrosian, T - Vasiukov, E Moscow ch, 1956](#)

I have enjoyed the Botvinnik system against the King's Indian, and Black Kings, if they cannot see f2-f4-f5 coming, can be equally brutally dismissed.

B7c. Nimzo-Indian style

Given the flexibility and solidity of the Nimzo, it makes a lot of sense to apply the same strategy against the English. The play is significantly different in that White can play d2-d3, and if White avoids the doubled Pawns with a Queen move, there is no Pawn on d4 to counterattack. Korchnoi had this to say:

"Nearly five years ago I started to use the opening system 1. c4 e5. This is quite a good system with which to reach an equal position, but when it had been analysed to death by other GMs I became bored with it and adopted a different system using my own move order. The play has some delicate features I don't fully understand..."

[EG: Langeweg-Korchnoi, 1976](#)

B7d. Queen's Indian style

Karpov refined many of the ideas in this system in early matches against Korchnoi. It seems Black can achieve equality.

[EG: Kortschnoj,V - Karpov,An \(03\) \[A17\] Moscow cf \(Wch\), 1974](#)

B7e. Dutch style

It is also possible to play the 1...e5 line with an early ...f5, rather like the White system against the Sicilian developed by Vincken and often known as the Grand Prix Attack.

[EG: Saidy,Anthony - Fischer,Robert \[A25\] New York, 1969](#)

[EG: Kool - Hodgson \[A21\] London, 1989](#)

[EG: Smart - Hodgson \[A21\] England, 1984](#)

This presents many of the same challenges as the King's Indian-style system: if White will not occupy the centre and transpose into the main lines of the Dutch, Black may have a freer hand to play the King's-side attack. White must pursue the attack on the Queen's-side with extra vigour...

[EG: Miles,T - Chaves,J \[A27\] Sao Paulo, 1977](#)

However, I believe that White's extra move and Black's early commitment will probably allow White to absorb the aggression and attack the Black Pawns, as I described in the section on the Staunton System, and it is better to play without such a fixed idea of a King's-side attack.

There are several interesting early deviations by Black after 1. c4 e5, including the evil Bellon Gambit, as we see in the example games:

[EG: Uhlmann W - Dobosz H \(0.17\) \[A22\] DDR-Polska, 1974](#)

[EG: Plaskett J - Hempson P W \[A22\] It, ENG, 1988](#)

[EG: Reshevsky,S - Bellon Lopez,J \[A22\] Palma, 1971](#)

[EG: Karpov,Anatoly - Anand,Viswanathan \(2\) Linares, 1991](#)

SECTIONX

Back to [Chess Coaching Page](#)



This document (engidea2.html) was last modified on 1 Aug 97 by

[Dr. Dave](#)

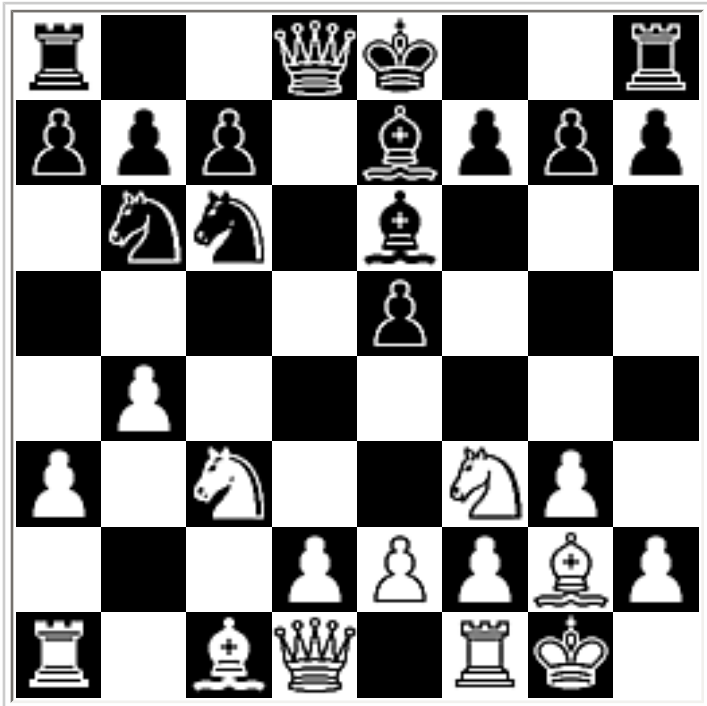
Exeter Chess Club:

Playing against the English opening.

An early break in the centre for Black (B1)

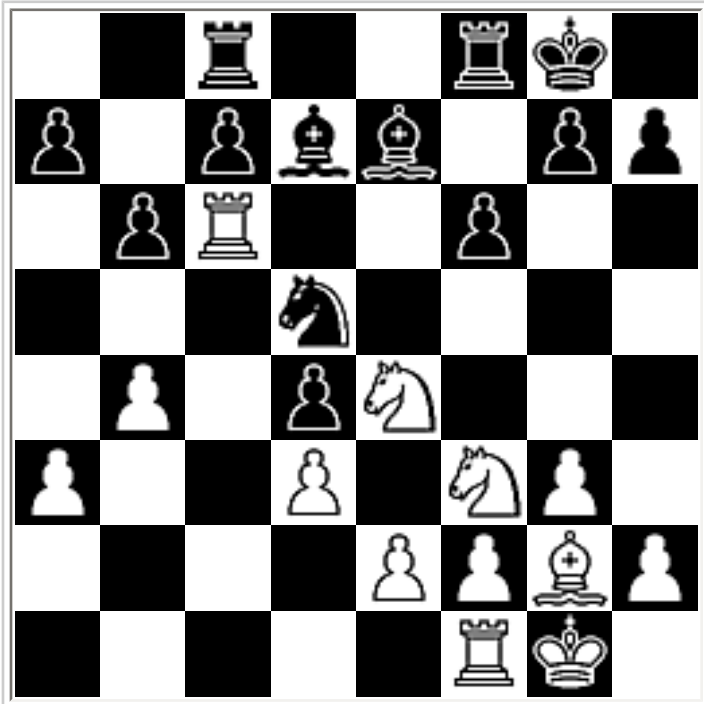
Karpov, Anatoly - Hjartarson, Johann [A22] EO 3.4, Seattle m Round: 2
Year: 1989

1. c4 e5 2. Nc3 Nf6 3. g3 d5 4. cxd5 Nxd5 5. Bg2 Nb6 6. Nf3 Nc6 7. O-O
Be7 8. a3 Be6 9. b4



This is the modern approach with the White pieces; analogous to the Sicilian, White seeks pressure on the c-file.

9... O-O 10. Rb1 f6 11. d3 Qd7 12. Ne4 Nd5 13. Qc2 b6 14. Bb2 Rac8 15.
Rbc1 Nd4 16. Bxd4 exd4 17. Qc6 Qxc6 18. Rxc6 Bd7



19. Nxd4 Bxc6 20. Nxc6 Rce8 21. Rc1 f5 22. Nd2 Nf6 23. Nxa7 Bd6 24. e3
c5 25. Nc4 Bb8 26. Nc6 b5 27. N4a5 cxb4 28. axb4 Nd7 29. d4 g5 30.
Nxb8 Rxb8 31. Rc7 Nf6 32. Nc6 Rb6 33. Ne7+ Kh8 34. Nxf5 Ra6 35. Rc1
Ra2 36. h3 Rb2 37. e4 Rxb4 38. g4 h5 39. e5 hxg4 40. exf6 gxh3 41. Bxh3
Rxf6 42. Rc8+ Kh7 43. Rc7+ Kg6 44. Rg7+ Kh5 45. f3 1-0

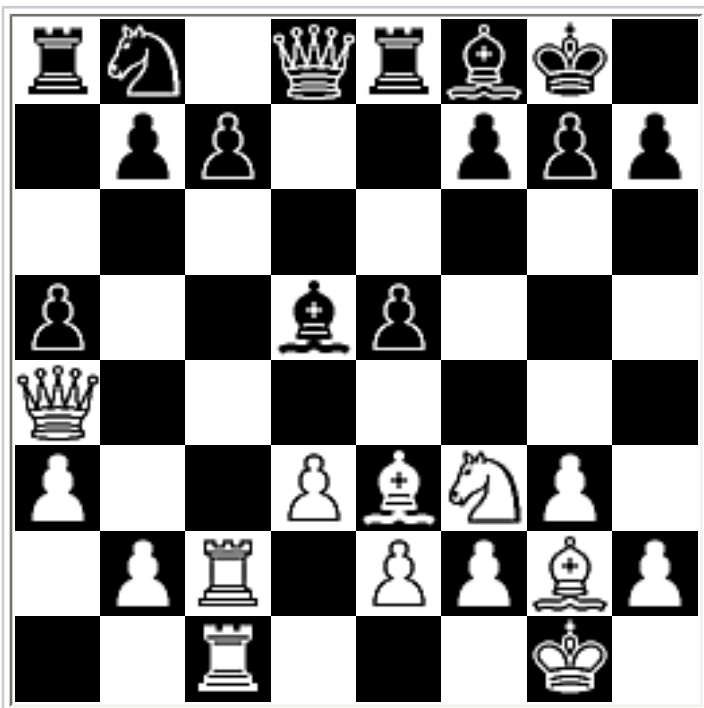
**Botvinnik, Mikhail - Portisch, Lajos [A22] EO 3.5, Monte Carlo Round: 7
Year: 1968**

**1. c4 e5 2. Nc3 Nf6 3. g3 d5 4. cxd5 Nxd5 5. Bg2 Be6 6. Nf3 Nc6 7. O-O
Nb6 8. d3 Be7 9. a3 a5 10. Be3 O-O**



Black's position is not bad and club players may be attracted to the easy development, but it is sometimes hard for Black to come up with a plan.

11. Na4 Nxa4 12. Qxa4 Bd5 13. Rfc1 Re8 14. Rc2 Bf8 15. Rac1 Nb8



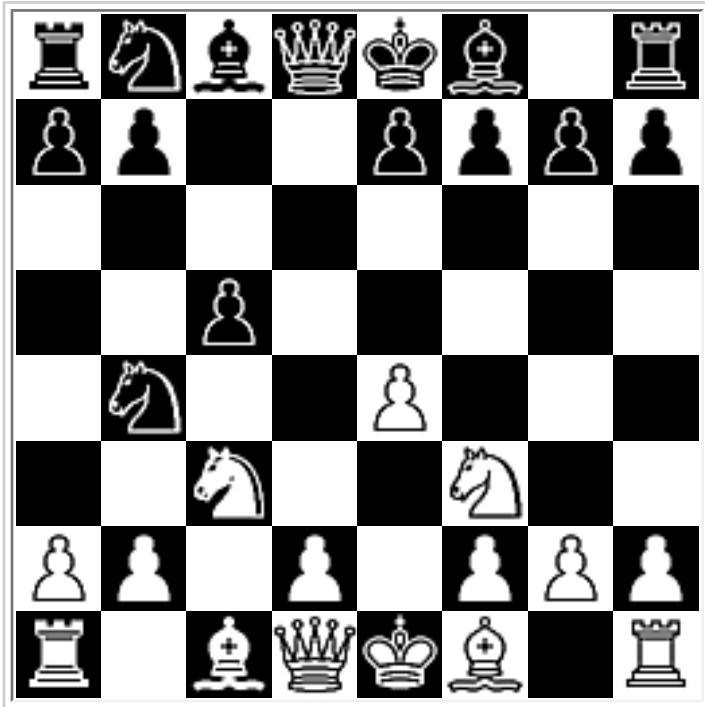
Edging White on to take the c7 Pawn. Botvinnik conceives a brilliant refutation.

16. Rxc7 Bc6 17. R1xc6 bxc6 18. Rxf7 h6 19. Rb7 Qc8 20. Qc4+ Kh8 21. Nh4 Qxb7 22. Ng6+ Kh7 23. Be4 Bd6 24. Nxe5+ g6 25. Bxg6+ Kg7 26.

Bxh6+ 1-0

Kasparov, Gary - Kortchnoi, V (1) [A34] Skelleftea, 1989

1. c4 Nf6 2. Nc3 c5 3. Nf3 d5 4. cxd5 Nxd5 5. e4 Nb4



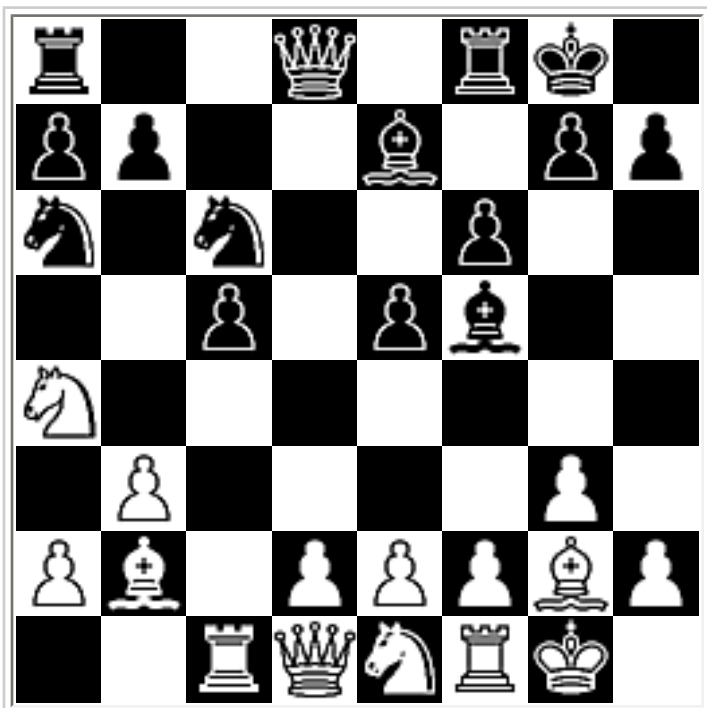
White plays for fast development and open lines.

6. Bb5+ N8c6 7. d4 cxd4 8. a3 dxc3 9. Qxd8+ Kxd8 10. axb4 cxb2 11. Bxb2 f6 12. e5 Bg4 13. Bxc6 bxc6 14. Nd4 fxe5 15. Nxc6+ Kc7 16. Nxe5 Bh5 17. O-O Be8 18. Rfc1+ Kb7 19. Nc4 e5 20. Bxe5 h5 21. Na5+ Kb6 22. Bc7+ Ka6 23. Nc6+ 1-0

An early occupation of the centre: the Maroczy Bind for Black (!) (B2)

Goldberg, G - Botvinnik, Mikhail M [A34] USSR, 1945

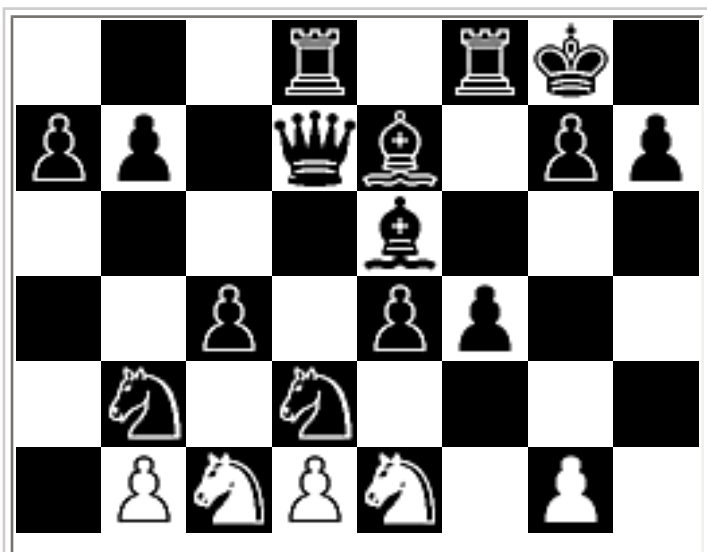
1. c4 Nf6 2. Nc3 c5 3. g3 d5 4. cxd5 Nxd5 5. Bg2 Nc7 6. Nf3 Nc6 7. O-O e5
8. b3 Be7 9. Bb2 O-O 10. Rc1 f6 11. Ne1 Bf5 12. Na4 Na6

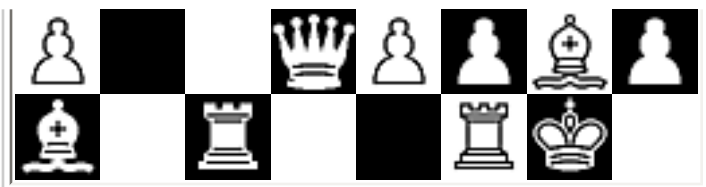


Black has adopted the Maroczy Bind as Black(!).

In 1945 Botvinnik commented that the exchange Bxc6 was evidently not good for White in this type of position, but Suetin suspects later he changed his mind.

13. Nc2 Qd7 14. Ne3 Be6 15. d3 Nd4 16. Qd2 Rad8 17. Nc3 Nb4 18. Ba1 f5



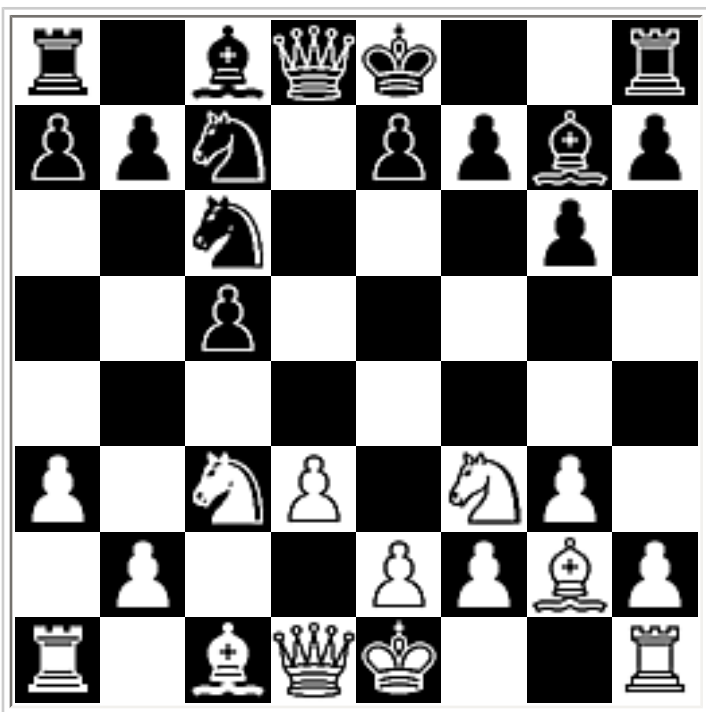


Black moves from his strong base to a more aggressive posture.

19. Nc4 Bf6 20. Rfd1 b5 21. Nb2 e4 22. e3 Nf3+ 23. Bxf3 exf3 24. Qe1 Rc8 25. d4 cxd4 26. exd4 Bg5 27. d5 Bf7 28. a3 Rfe8 29. Qf1 Bxc1 30. Rxc1 Nxd5 31. Nd3 Nxc3 32. Bxc3 Bxb3 33. Nf4 Bc4 0-1

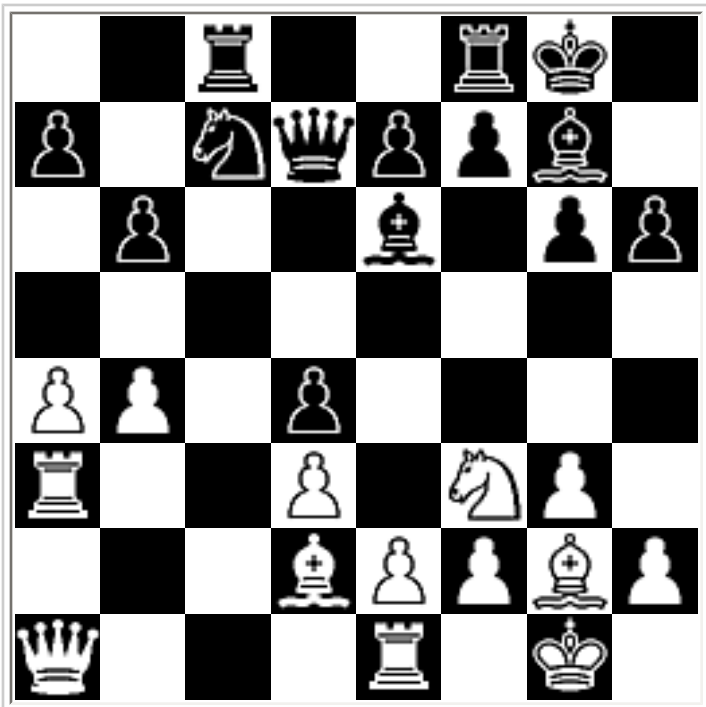
Langeweg - Korchnoi, Amsterdam, 1972

1. c4 c5 2. Nf3 Nf6 3. Nc3 d5 4. cxd5 Nxd5 5. g3 Nc6 6. Bg2 Nc7 7. a3 g6 8. d3 Bg7



Black does not insist on the Bind but develops his King's-side.

9. O-O O-O 10. Qa4 Nd4 11. Nxd4 cxd4 12. Ne4 Bd7 13. Qb3 b6 14. Ng5 Rc8 15. Bd2 h6 16. Nf3 Ne6 17. a4 Nc5 18. Qd1 Qe8 19. b3 Be6 20. Ra3 Na6 21. b4 Qd7 22. Re1 Nc7 23. Qa1



23... Nd5 24. Nxd4 Nxb4 25. Bxb4 Bxd4 26. Bc3 Bxc3 27. Rxc3 Rxc3 28. Qxc3 Qxa4 29. Ra1 Qd7 30. Ra6 Rc8 31. Qa3 Rc2 0-1

An early occupation of the centre: solid (B3)

Kasparov,G (2740) - Karpov,An (2700) (24) [A14] Wch34-KK4 Sevilla, 1987

1. c4 e6 2. Nf3 Nf6 3. g3 d5 4. b3 Be7 5. Bg2 O-O 6. O-O



The English and the Reti share a garden wall here.

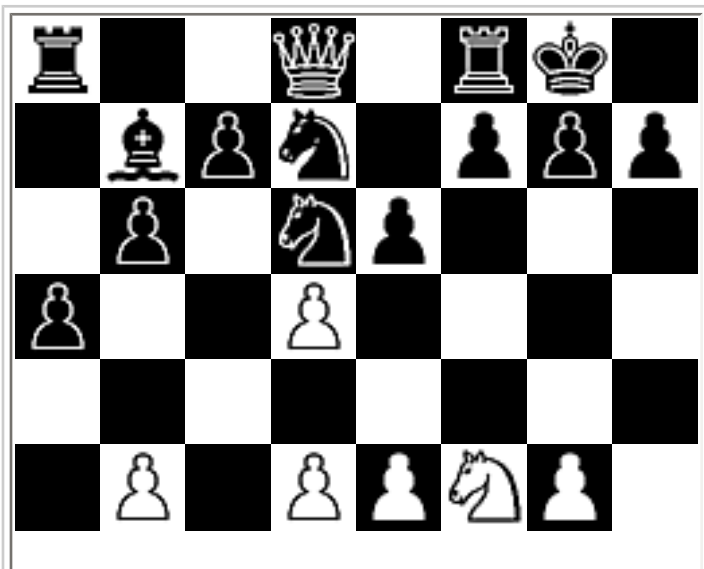
6... b6 7. Bb2 Bb7 8. e3 Nbd7 9. Nc3 Ne4 10. Ne2!? N

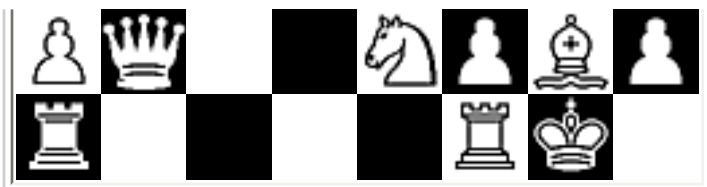
10.cd5; 10.Qe2; 10.Qc2

10... a5

[10... Bf6 11. d4!? c5 12. Nf4]

11. d3 Bf6 12. Qc2 Bxb2 13. Qxb2 Nd6 14. cxd5





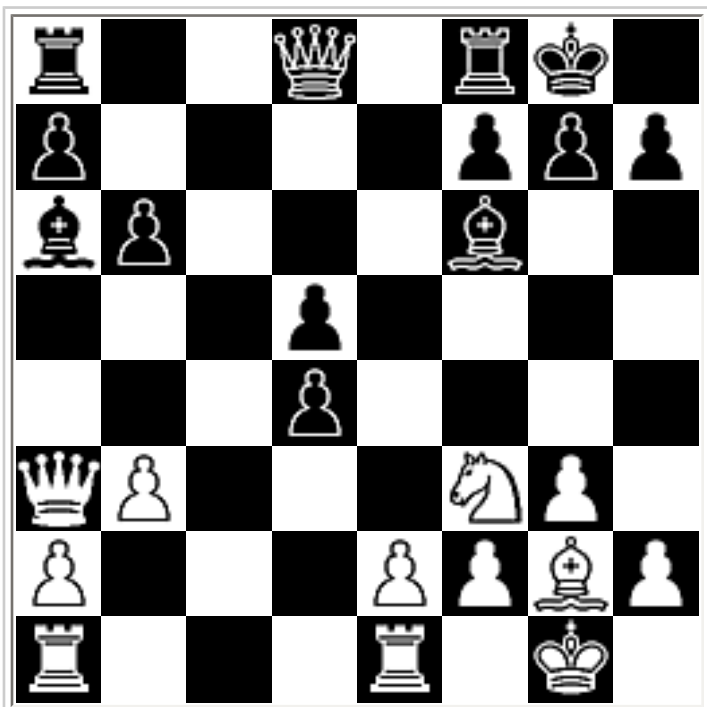
14... Bxd5

[14... exd5!? 15. d4 c5 16. dxc5 bxc5and]

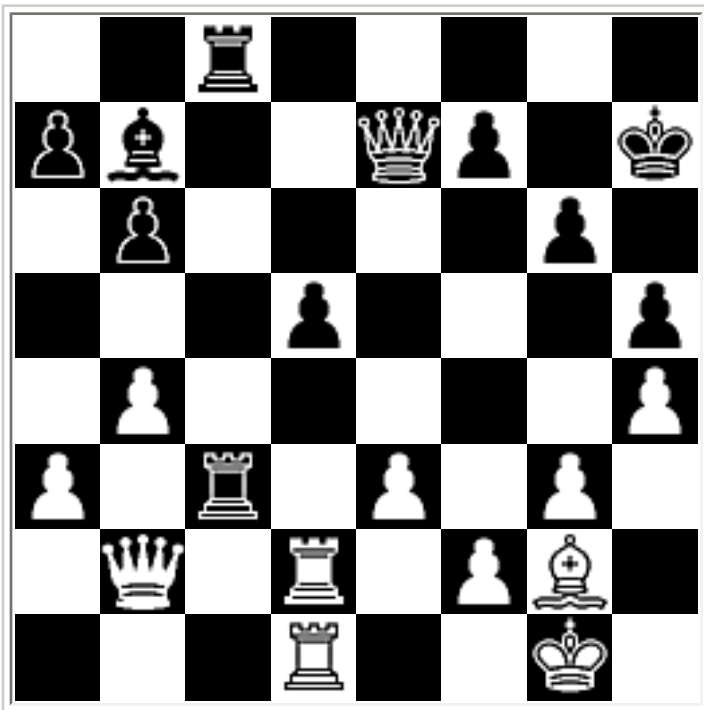
15. d4! ... 1-0

Fischer,Robert - Filip,Miroslav [A14] Palma de Mallorca iz Rd: 4, 1970

1. b3 d5 2. Bb2 Nf6 3. Nf3 e6 4. g3 Be7 5. Bg2 O-O 6. O-O c5 7. c4 Nc6 8. cxd5 Nxd5 9. Nc3 Bf6 10. Qc1 b6 11. Nxd5 exd5 12. d4 Ba6 13. Re1 Nxd4 14. Bxd4 cxd4 15. Qa3



15... Bb7 16. Rad1 Be7 17. Qa4 Qe8 18. Qxd4 Rc8 19. Qf4 Bf6 20. Nd4 Be5 21. Qe3 g6 22. Nb5 Qxb5 23. Qxe5 Rfe8 24. Qb2 Rc5 25. h4 Rec8 26. Rd2 Rc3 27. Red1 Qc5 28. b4 Qe7 29. e3 h5 30. a3 Kh7



31. Bxd5 Bxd5 32. Rxd5 Qe4 33. Rd8 Qf3 34. Kh2 R8c4 35. R1d7 g5 36. Rf8 Kg6 37. Rg8+ Kh7 38. Rxc5 Rc8 39. Rdd5 Kh6 40. Rdf5 1-0

Symmetrical play by Black (B4)

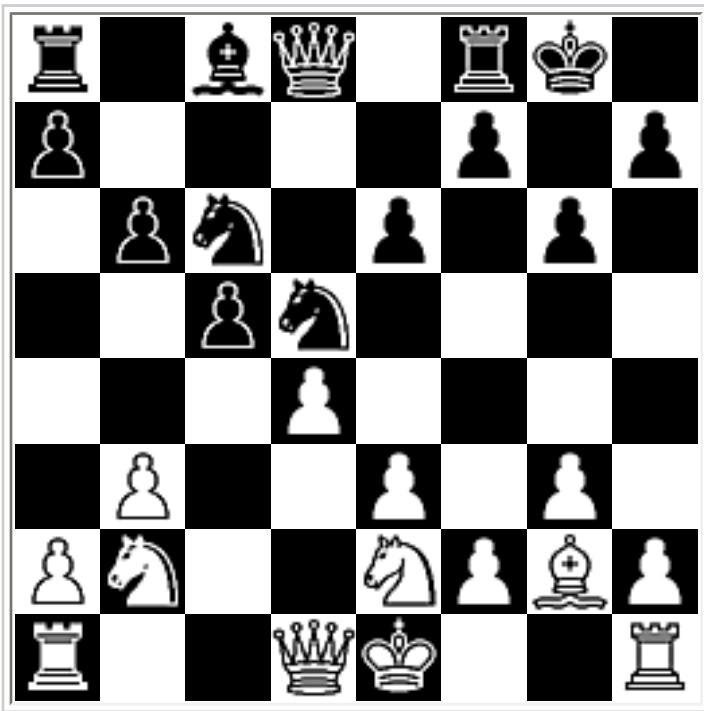
The classically-minded Fischer often played the Staunton system as Black, preferring 1...g6 to reserve the options of the Ng8.

Smyslov,V - Fischer,R [A36] Palma de Mallorca izt, 1970

1. c4 g6 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. b3 e6 6. Bb2 Nge7



7. Na4 Bxb2 8. Nxb2 O-O 9. e3 d5 10. cxd5 Nxd5 11. Ne2 b6 12. d4



12... Ba6!

"A brilliant Pawn sacrifice in the style of the young ... Smyslov!" -- LEVY

13. dxc5 Qf6 14. Nc4 Nc3 15. Nxc3 Qxc3+ 16. Kf1 Rfd8 17. Qc1 Bxc4+ 18. bxc4 Qd3+ 19. Kg1 Rac8 20. cxb6 axb6 21. Qb2 Na5 22. h4 Nxc4 23. Qf6 Qf5 24. Qxf5 gxf5 25. h5 Rd2 26. Rc1 Rc5 27. Rh4 Ne5 28. Rxc5 bxc5 29.

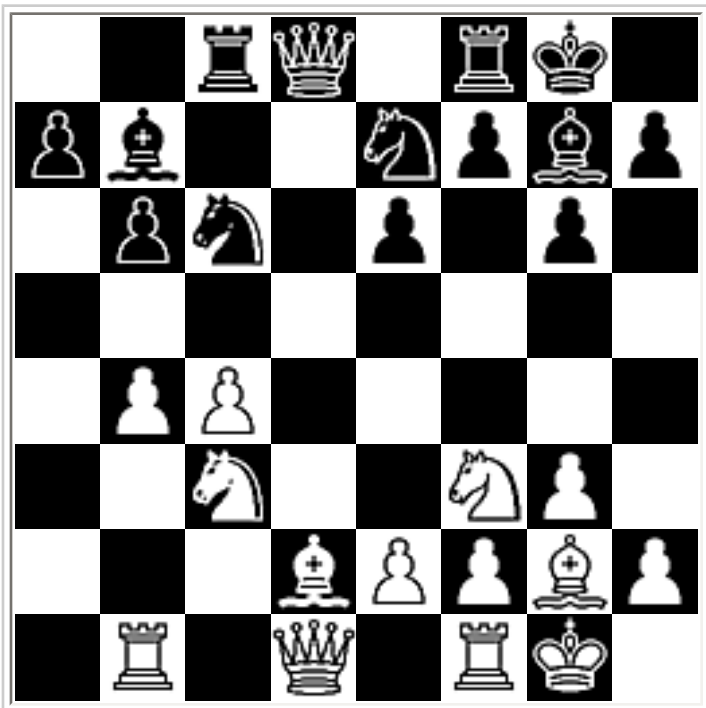
Ra4 c4 30. h6 Kf8 31. Ra8+ Ke7 32. Rc8 Rxa2 33. Bf1 Rc2 34. Kg2 Ng4 35. Kg1 Rxf2 36. Bxc4 Rf3 37. Kg2 Rxe3 38. Rh8 Nxh6 39. Rxh7 Ng4 40. Bb5 Rb3 41. Bc6 Rb2+ 42. Kg1 Ne5 43. Ba8 Rb8 44. Bh1 0-1

Petrosian,T - Fischer,R (2) [A37] Belgrade URS-WORLD, 1970

1. c4 g6 2. Nc3 c5 3. g3 Bg7 4. Bg2 Nc6 5. Nf3 e6 6. O-O Nge7 7. d3 O-O 8. Bd2

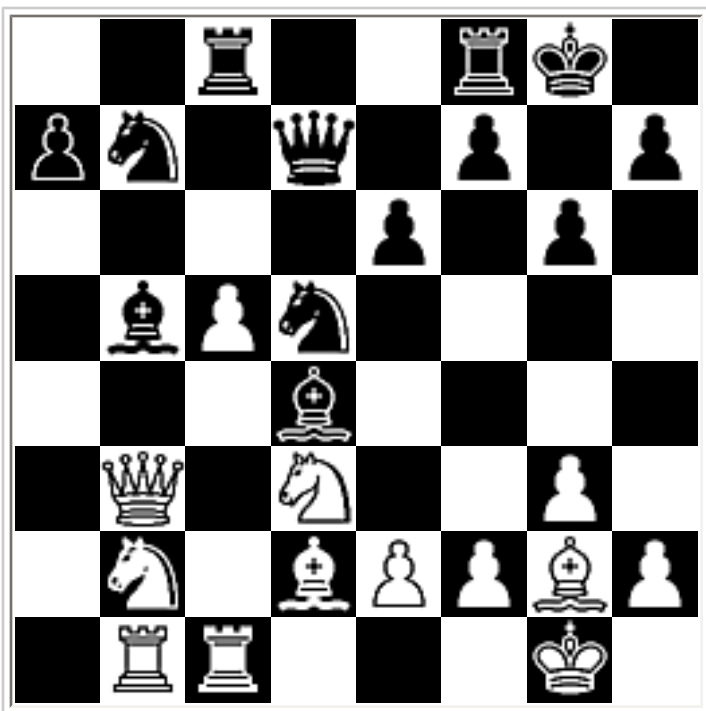


8... d5 9. a3 b6 10. Rb1 Bb7 11. b4 cxb4 12. axb4 dxc4 13. dxc4 Rc8

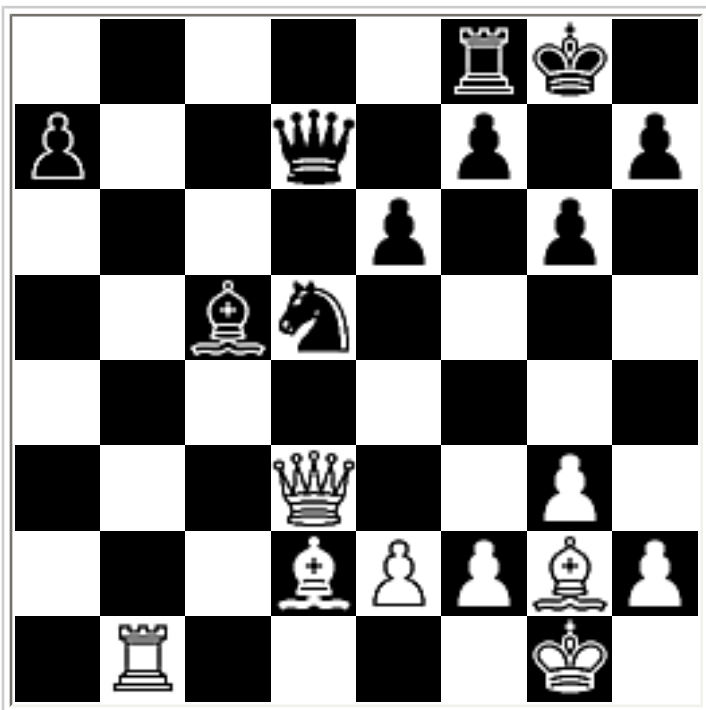


Black's pieces have good scope and the c-Pawn is as much of a liability as an asset. White lunges forward with it...

14. c5 bxc5 15. bxc5 Na5 16. Na4 Bc6 17. Qc2 Nb7 18. Rfc1 Qd7 19. Ne1 Nd5 20. Nb2 Bb5 21. Ned3 Bd4 22. Qb3



22... Nxc5 23. Nxc5 Rxc5 24. Rxc5 Bxc5 25. Nd3 Bxd3 26. Qxd3



Black is a Pawn up and can hope to convert in the teeth of the two Bishops.

26... Rd8 27. Bf3 Qc7 28. Bg5 Be7 29. Bxe7 Qxe7

One Bishop only, now. White is in trouble.

**30. Qd4 e5 31. Qc4 Nb6 32. Qc2 Rc8 33. Qd3 Rc4 34. Bg2 Qc7 35. Qa3 Rc3
36. Qa5 Rc5 37. Qa3 a5 38. h4 Nc4 39. Qd3 Nd6 40. Kh2 Kg7 41. Rd1 Ne8
42. Qd7 Qxd7 43. Rxd7 Nf6 44. Ra7 Ng4+ 45. Kg1 Rc1+ 46. Bf1 Ra1 47.
e4 a4 48. Kg2 Ra2 49. Rxf7+ Kxf7 50. Bc4+ Ke7 51. Bxa2 a3 52. Kf3 Nf6
53. Ke3 Kd6 54. f4 Nd7 55. Bb1 Nc5 56. f5 Na6 57. g4 Nb4 58. fxg6 hxg6
59. h5 gxh5 60. gxh5 Ke6 61. Kd2 Kf6 62. Kc3 a2 63. Bxa2 Nxa2+ 64. Kb2
Nb4 65. Kc3 Nc6 66. Kc4 Nd4 0-1**

SECTIONX

Back to [Chess Coaching Page](#)

This document (engidea4.html) was last modified on 1 Aug 97 by



[Dr. Dave](#)

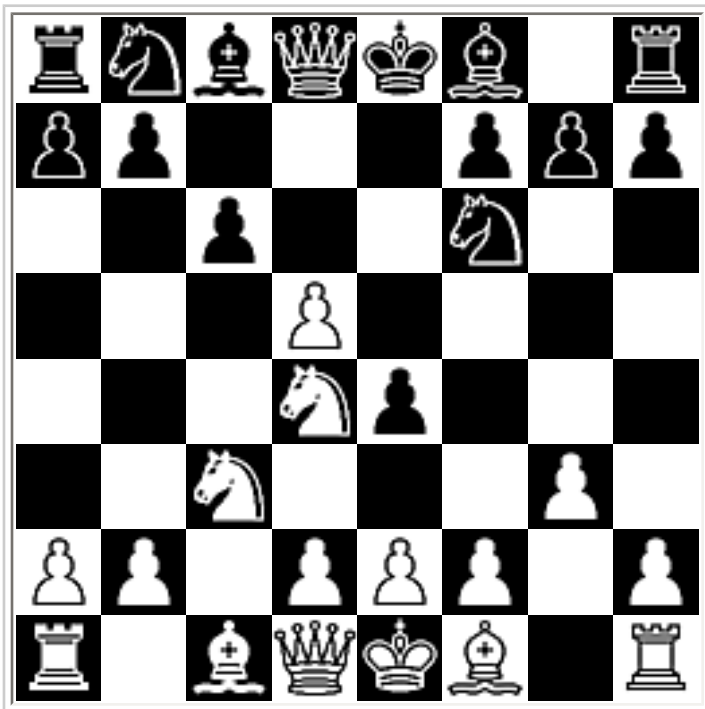
Exeter Chess Club:

Unbalanced play by Black: the King's English with ...Nf6 (B5)

Seeking early central control with ...c6 and ...d5 (B5a)

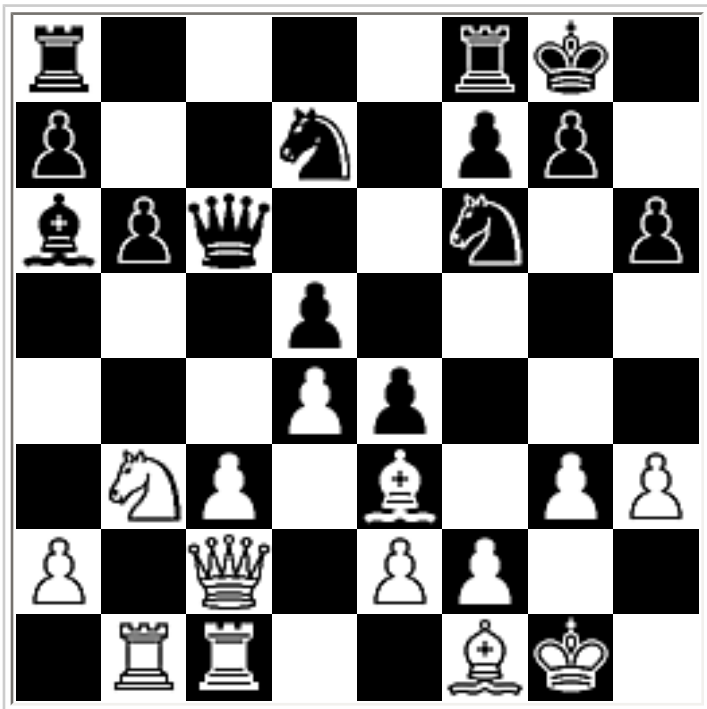
Hartston W R - Basman M J [A23] It, Hastings, 1967

1. c4 e5 2. Nc3 Nf6 3. g3 c6 4. Nf3 e4 5. Nd4 d5 6. cxd5



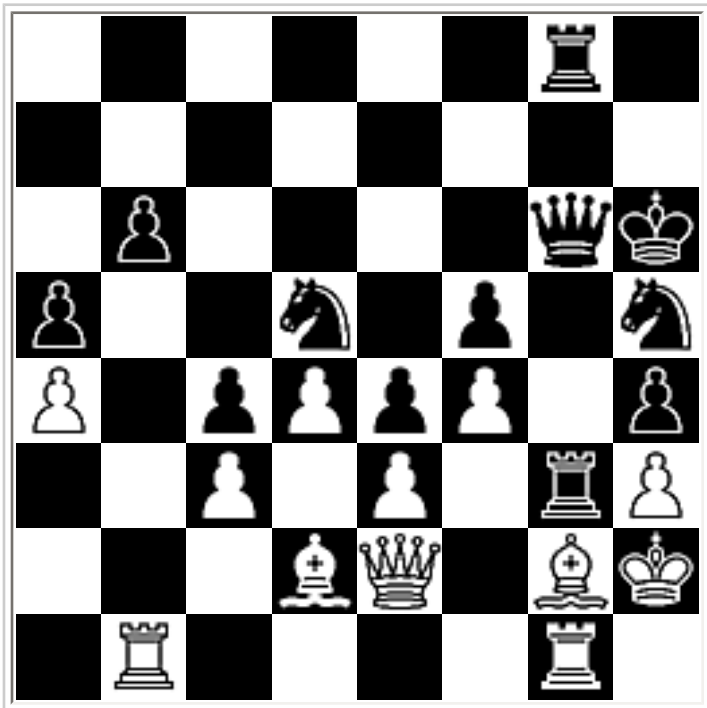
Black is going for it!

6... Qb6 7. Nb3 Ng4 8. d4 cxd5 9. Bg2 Bb4 10. O-O Bxc3 11. bxc3 O-O 12. h3 Nf6 13. Rb1 Qc6 14. Qc2 b6 15. Be3 Ba6 16. Rfc1 Nbd7 17. Bf1 h6



I prefer White here, but what do I know?

18. Nd2 Rac8 19. Rb4 Bc4 20. Nxc4 dxc4 21. Bg2 Rfe8 22. Rb2 Qe6 23. Bd2 Nd5 24. e3 f5 25. Re1 N7f6 26. a4 a5 27. Kh2 Rc7 28. Qb1 Kh8 29. Qa2 g5 30. Rb5 h5 31. Qb1 Qd6 32. Kh1 Rg8 33. Rg1 h4 34. gxh4 gxh4 35. f4 Rcg7 36. Qe1 Rg3 37. Qe2 Qc7 38. Rbb1 Qf7 39. Qf2 Nh5 40. Rb5 Kh7 41. Kh2 Kh6 42. Qe2 Qg6 43. Rbb1



But I prefer Black here!

43... Nhx f4 44. exf4 e3 45. Bxd5 Rxd5 46. Qxe3 Qg2+ 0-1

Seeking rapid flexible development (B5b)

Unbalanced play by Black: the King's English with ...Nc6 (B6)

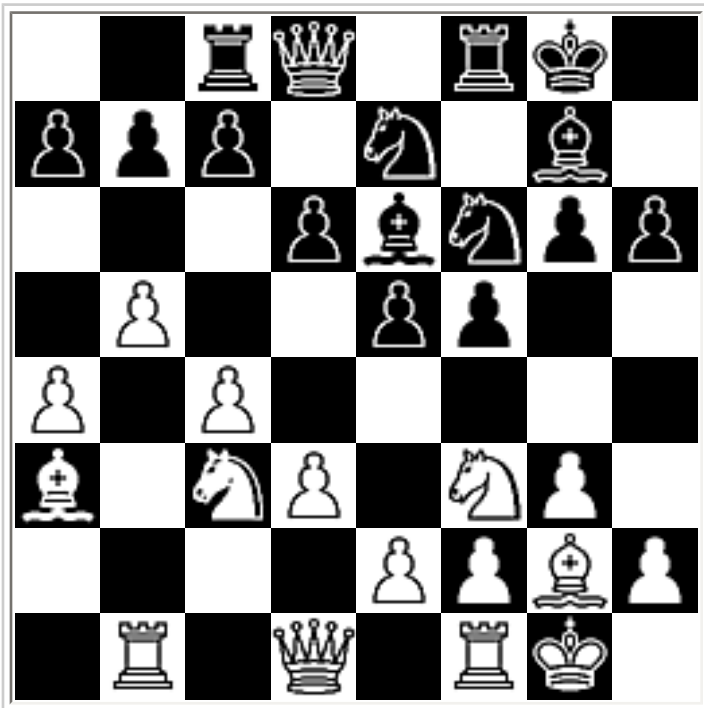
The main line Closed King's English (B6a)

Psakhis - Kasparov [A10] La Manga, 1990

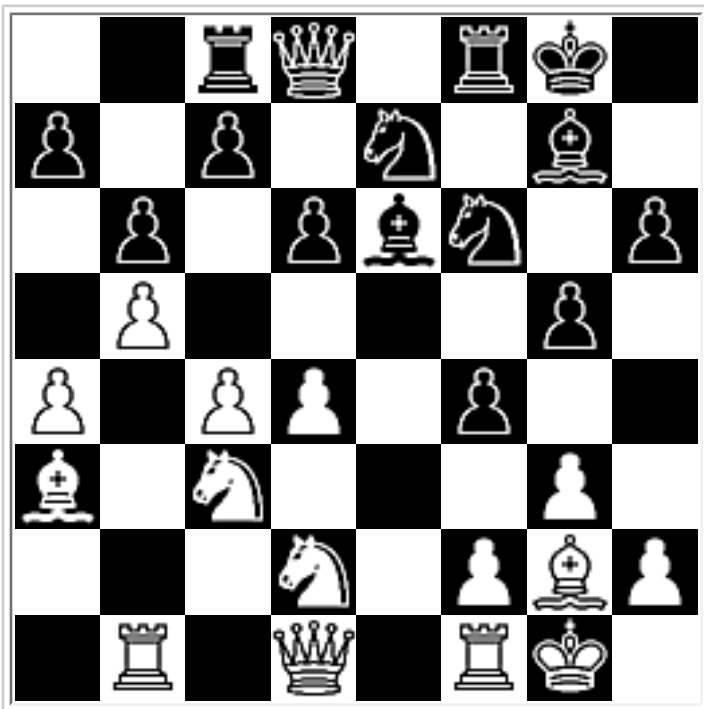
1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6



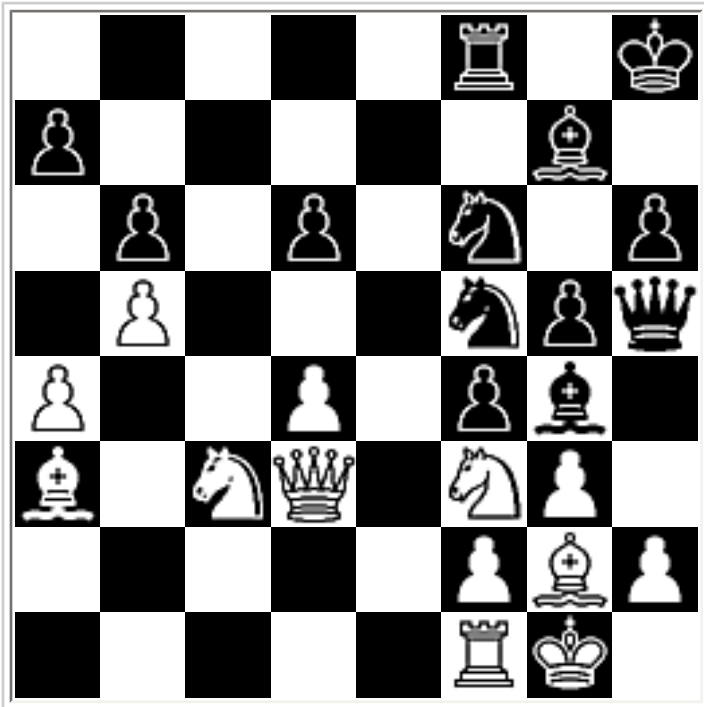
8. Rb1 h6 9. b4 O-O 10. b5 Ne7 11. a4 Be6 12. Ba3 Rc8



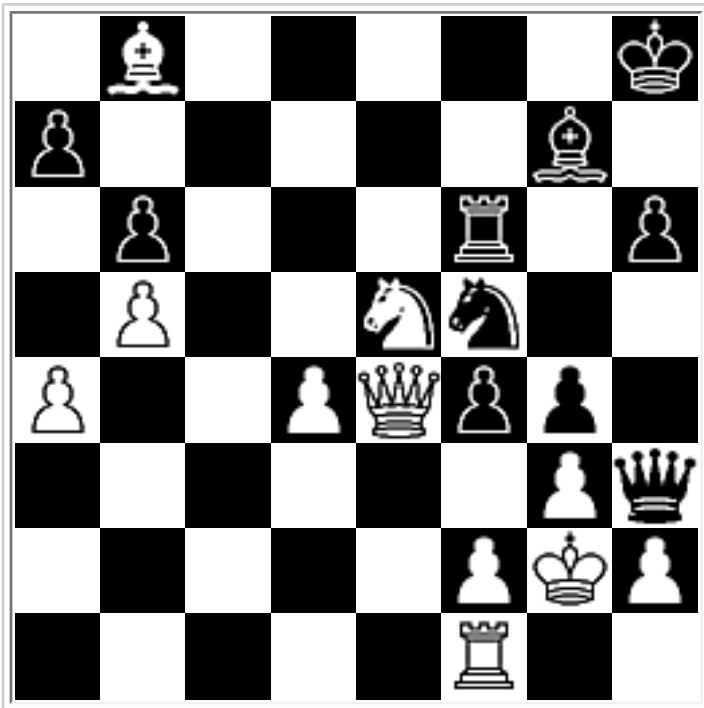
13. Nd2 b6 14. e3 g5 15. d4 exd4 16. exd4 f4



17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5



25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8 Qh3+



0-1 psakhis-kasparov/la manga 1990 0-1

Olafsson, Fridrik - Smyslov, Vasily V (2) [A21] Yugoslavia ct, 1959

1. c4 e5 2. Nc3 d6 3. g3 Be6 4. Bg2 c6

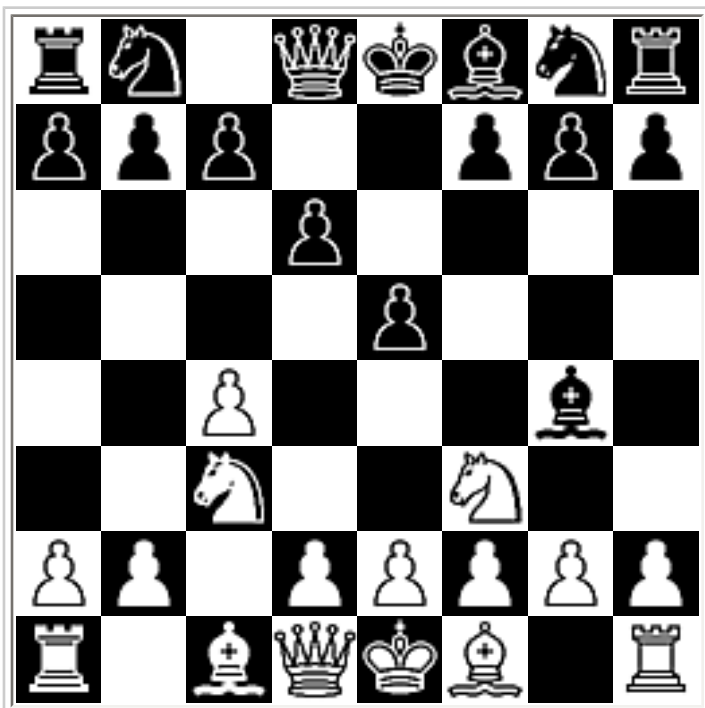


This system is one of Smyslov's many contributions to the development of the theory in the English Opening.

5. d3 Nf6 6. Nf3 h6 7. O-O Be7 8. b3 O-O 9. e4 c5 10. Nh4 Nc6 11. f4 exf4 12. gxf4 Nh7 13. Nf3 f5 14. Nd5 Bf6 15. Rb1 fxe4 16. dxe4 Bg4 17. Qd3 Qd7 18. Bd2 Rae8 19. Rbe1 Bd8 20. Bc3 Rf7 21. Kh1 Nf6 22. a3 Nh5 23. Qd2 Ne7 24. f5 Nxd5 25. Qxd5 Qc6 26. Qd2 Qb6 27. b4 cxb4 28. axb4 Qc7 29. c5 dxc5 30. bxc5 Rd7 31. Qa2+ Kh7 32. Qa4 Rde7 33. e5 Bxf5 34. Ng5+ hxd5 35. Rxf5 Re6 36. Qe4 Kh8 37. Qxb7 Ng3+ 38. hxd3 Rh6+ 39. Kg1 Qxc5+ 40. Kf1 Qxc3 41. Qf3 Qc4+ 42. Re2 Be7 43. Qd5 Qc1+ 44. Re1 Qc8 45. Qe4 a5 46. Rf3 Bb4 47. Rd1 Qa6+ 48. Rdd3 Rc8 49. Rfe3 Bc5 50. Rf3 a4 51. Qe2 a3 52. Rd2 Qe6 53. g4 Rb8 54. Qd1 Qa6+ 55. Ke1 Bb4 56. Kf2 Bxd2 57. Qxd2 a2 0-1

Petrosian T - Smyslov V (03) [A21] JUG ct, 1959

1. c4 e5 2. Nc3 d6 3. Nf3 Bg4



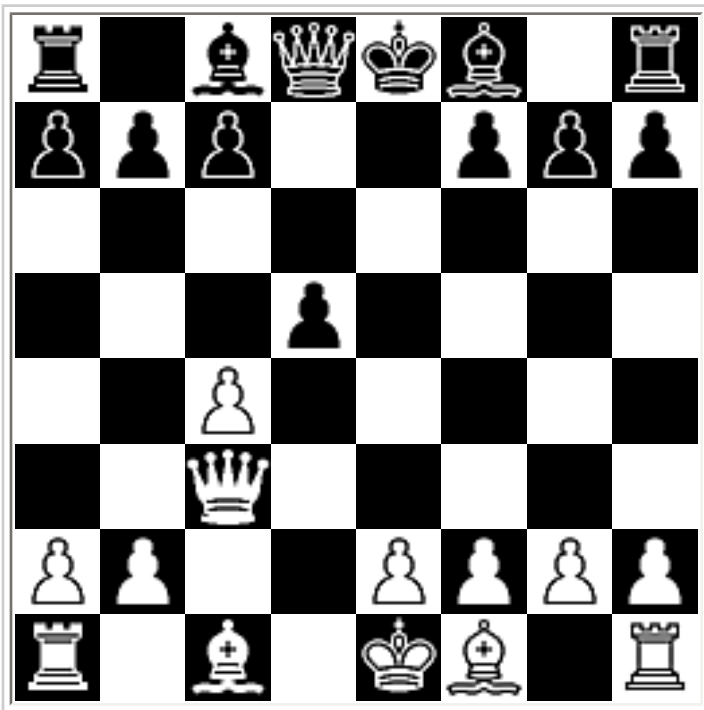
This is the other idea: now g2-g3 is inhibited.

4. e3 Nf6 5. Be2 c6 6. h3 Bh5 7. O-O Be7 8. d3 O-O 9. b3 Nbd7 10. Nh4 Bxe2 11. Qxe2 d5 12. Nf5 Bb4 13. Bb2 Re8 14. cxd5 cxd5 15. d4 e4 16. Rfc1 Nb6 17. Nb5 Qd7 18. Ng3 Rec8 19. Rxc8+ Nxc8 20. Rc1 a6 21. Ba3 Bxa3 22. Nxa3 Ne7 23. Nb1 Rc8 24. Rxc8+ Qxc8 25. Qd2 g6 26. Qc3 Qxc3 27. Nxc3 Nd7 28. Nge2 b5 29. Nf4 Nb6 30. a4 bxa4 31. bxa4 a5 32. f3 f5 33. Kf2 Kf7 34. h4 h6 35. Nfe2 Nc6 36. Nc1 Nb4 37. Nb3 Nc4 38. f4 Nc2 39. Nd1 Ke7 40. Ke2 Kd6 41. Kf2 Kc6 42. Ke2 Kd6 43. Kf2 Nb4 44. Ke2 Nc6 45. Nc3 Na7 46. Nc5 Nc8 47. Nb7+ Kc7 48. Nc5 N8b6 49. Kf2 Kd6 50. Ke2 Ke7 51. Kf2 Kf6 52. Ke2 g5 53. hxg5+ hxg5 54. g3 Kg6 55. Kf2 Kh5 56. Ne6 Nb2 57. fxg5 Kg6 58. Kf1 Kf7 59. Nc5 Kg6 60. Ne6 Kf7 Q

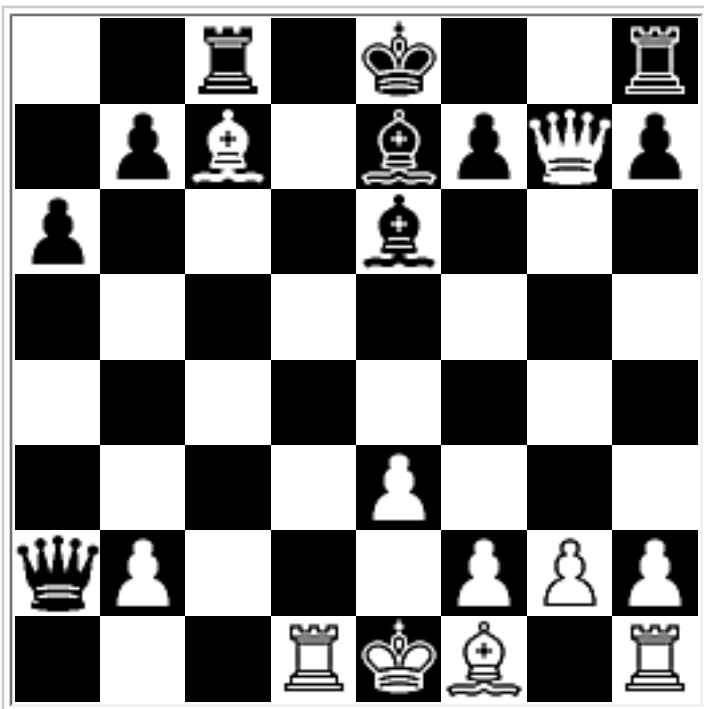
English Four Knights' Game (B6b)

Knee - Povah N [A28] Hereford, 1978

1. c4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. d4 e4 5. Nd2 Nxd4 6. Ndx4 Nxe4 7. Qxd4 Nxc3 8. Qxc3 d5!

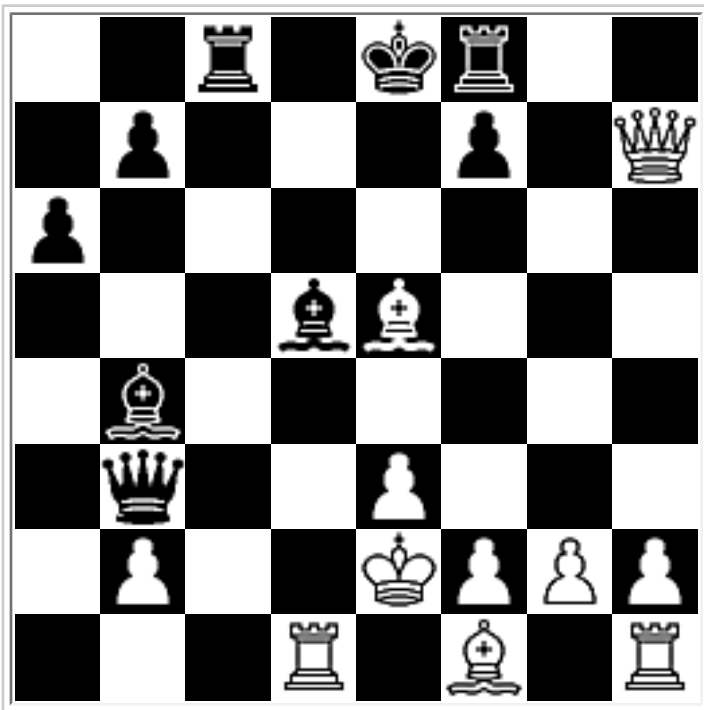


9. cxd5? Qxd5 10. Bf4 Be6 11. Rd1 Qxa2 12. Bxc7 Rc8 13. e3 a6 14. Qd4 Be7 15. Qxg7



In these open positions, activity and development are the most important features.

15... Bb4+ 16. Ke2 Rf8 17. Be5 Bd5 18. Qxh7 Qb3!



19. Bc3 Bxc3 20. bxc3 Rxc3 21. Ke1 Qb4! 22. Be2 Bxg2 0-1

Kasparov,G (2740) - Karpov,An (2700) (04) [A29] Wch34-KK4 Sevilla, 1987

1. c4 Nf6 2. Nc3 e5 3. Nf3 Nc6 4. g3 Bb4 5. Bg2 O-O 6. O-O e4



The aggressive line.

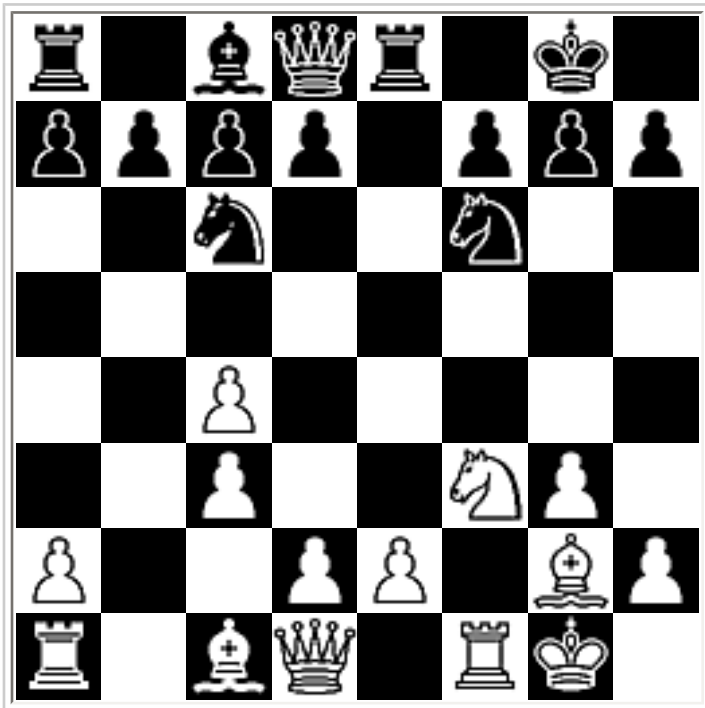
7. Ng5

[7. Ne1 was often played.]

7... Bxc3 8. bxc3 Re8 9. f3 exf3

[9... e3!? 10. d3! d5 11. Qb3!+/=]

10. Nxf3



10... Qe7?!

[10... d5 11. cxd5 Qxd5 12. Nd4 Qh5 13. Nxc6 bxc6 14. e3 unclear]

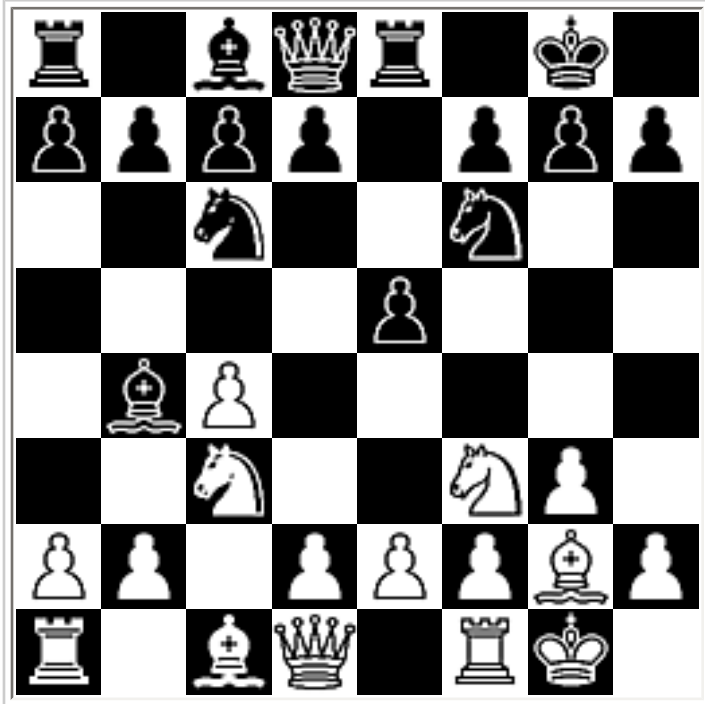
11. e3 Ne5 N; 11...d6+/= - 16/47 12. Nd4!

[12. Nxe5 Qxe5 13. Rb1

...1-0

Kasparov,G (2740) - Karpov,An (2700) (16) [A29] Wch34-KK4 Sevilla, 1987

1. c4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. g3 Bb4 5. Bg2 O-O 6. O-O Re8



The solid move.

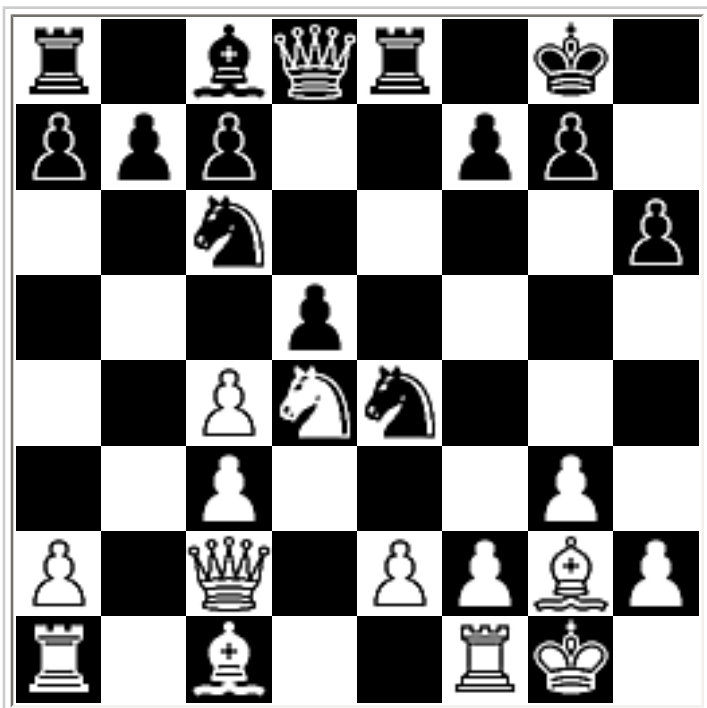
7. d3 Bxc3 8. bxc3 e4 9. Nd4 h6 10. dxe4! N

10.Qc2 - 36/39

[10. c5]

[10. Nxc6]

10... Nxe4 11. Qc2 d5!



Podgaets,M

12. cxd5

[12. Nb5 Bf5 13. cxd5 Nxg3 14. e4 Nxf1 15. exf5

[15.dxc6 Bxe4 16. Bxe4 Qh4]

15... Re1 16. Bxf1 Qxd5 ^^ 17. Nxc7 Qc4-+]

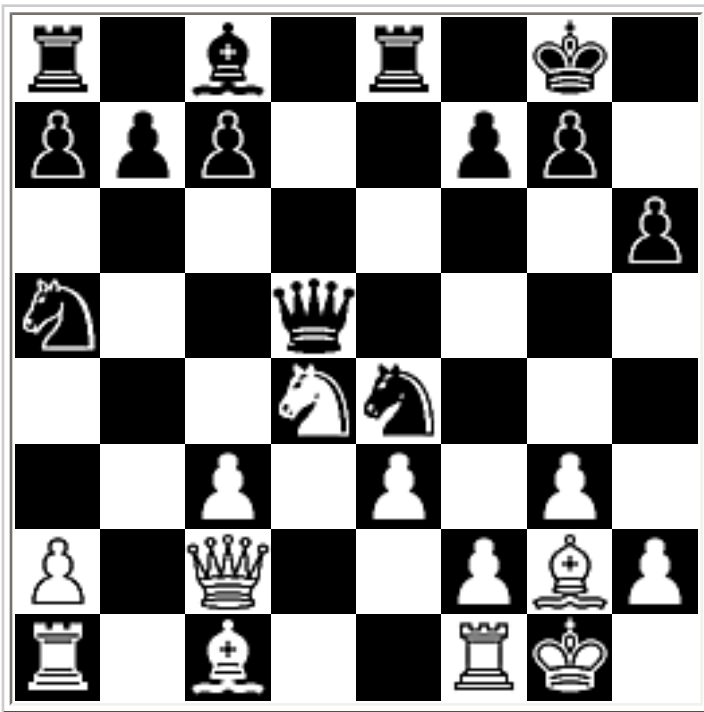
12... Qxd5 13. e3

[13. Rd1 Bf5 14. Nxf5

[14. f3 Nf2]

14... Qxf5 15. f3 Nxg3 unclear]

13... Na5!?=



[13... Nxd4!? 14. cxd4 c6 15. Bb2 Bf5 16. f3?! Nxc3 17. e4 Nxe4 18. fxe4 Bxe4]

... 0-1

Kasparov,G (2740) - Karpov,An (2700) (02) [A29] Wch34-KK4 Sevilla, 1987

1. c4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. g3 Bb4 5. Bg2 O-O 6. O-O e4 7. Ng5 Bxc3 8. bxc3 Re8 9. f3 e3!?

N; Zaitsev,I; 9...ef3 - 35/44

10. d3!

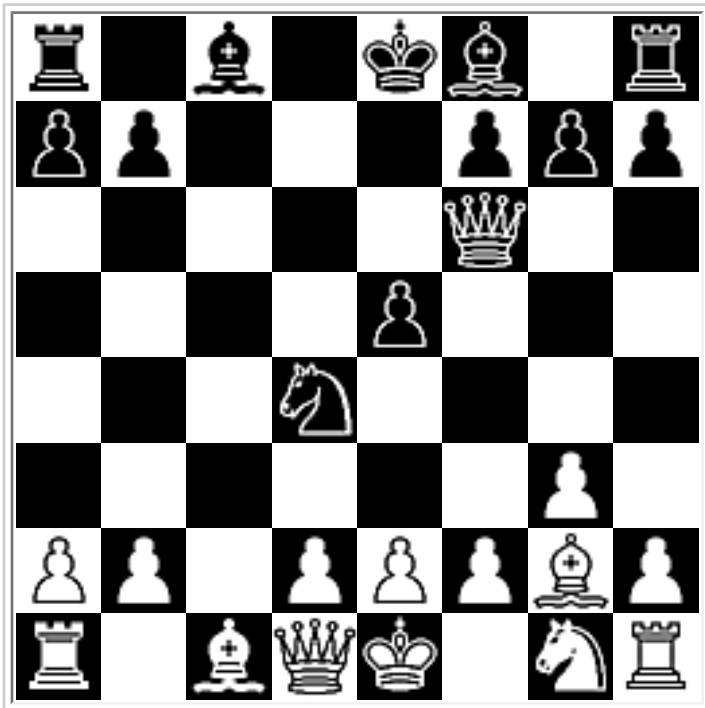
...0-1

Baker,C - Birnboim,N [A20] London, 1987

1. c4 e5 2. g3 Nf6 3. Bg2 c6 4. Nc3 d5 5. cxd5 xd5 6. Qb3 Nc6 7. Nxd5 Nd4 8. Nxf6+ Qxf6

8...gxf6 was a game Regis-Menadue, where I first met this line (0-1, 20-odd).

9. Qd1



I believe Tal was behind this evil gambit.

9... Bf5 10. d3 Rc8 11. Kf1 Be7 12. Bxb7 Rc7 13. Bd5 O-O 14. Kg2 Rd8 15. e4 Rxd5 16. exd5 Qd6 17. f3 Rc2+ 18. Kf1 Qa6 19. Bd2 Qxd3+ 20. Ke1 Bb4 21. Bxb4 Qe3+ 22. Ne2 Nxf3+ 0-1

Polugaevsky,L - Estevez,G [A22] Sochi, 1976

see other handout

Uhlmann W - Dobosz H (0.17) [A22] DDR-Polska, 1974

1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5



Bellon's gambit is designed to intimidate the (presumed) dull player of the English Opening.

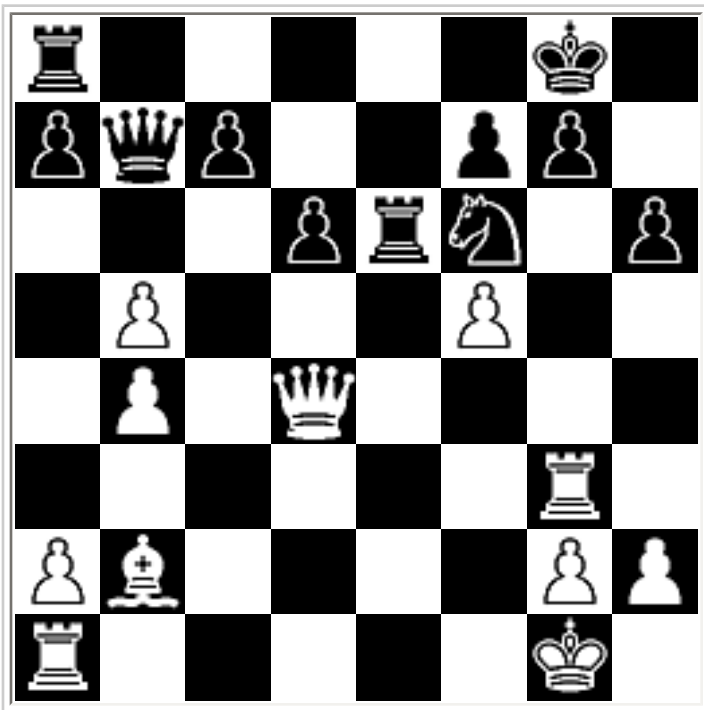
5. b3? b4 6. Nb1 h6 7. Nh3 Bc5=/+

It sometimes works that way!

8. d4 exd3 9. Qxd3 O-O 10. Bb2 Bb7 11. Nd2 d6 12. e3 Nbd7 13. Nf4 Ne5 14. Qc2 Nfg4 15. Be2 Bxe3 16. fxe3 Nxe3 17. Qc1 Qg5 18. Nf1 Nxc2+ 19. Nxc2 Qxc2 20. Bxe5 Rfe8 21. Ng3 Rxe5 22. Kd2 Qf2 23. Qg1 Qf4+ 24. Kc2 Rae8 25. Re1 Re3 26. Qf1 Qe5 27. Rg1 Qc3+ 28. Kb1 Rxc3 0-1

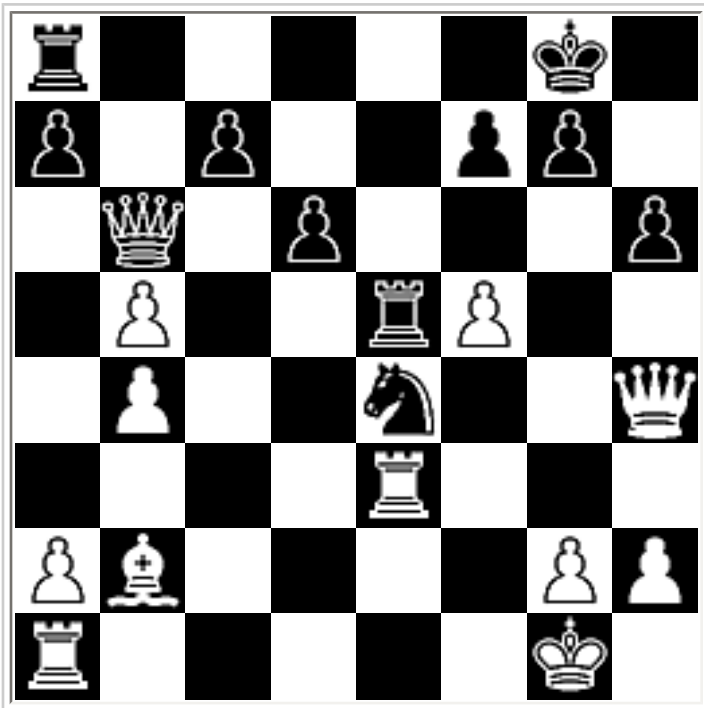
Plaskett J - Hempson P W [A22] It, ENG, 1988

1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5 5. d3 exd3 6. cxb5 h6 7. Nf3 dxe2 8. Bxe2 Bb7 9. O-O Bc5 10. Nd4 Bxd4 11. Qxd4 O-O 12. b4 d6 13. Bb2 Nbd7 14. f4 Re8 15. Bf3 Bxf3 16. Rxf3 Qb8 17. Nd5 Qb7 18. Nxf6+ Nxf6 19. Rg3 Re6 20. f5



Plaskett characteristically goes for the throat...

20... Re5 21. Qh4 Ne4 22. Re3 Qb6

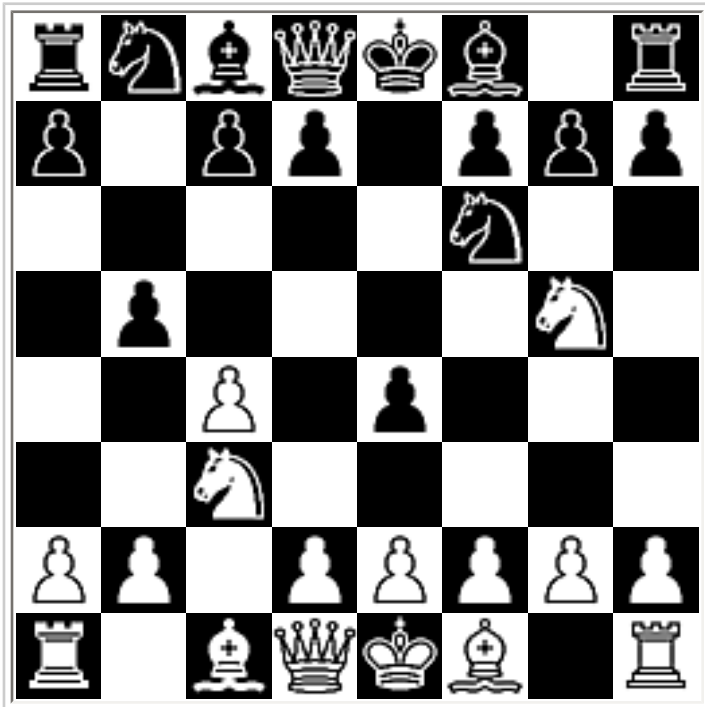


...but finds he has put his foot in a pin.

23. Rae1 Nc3 24. Qg3 Rxe3 25. Qxe3 Re8 0-1

Reshevsky,S - Bellon Lopez,J [A22] Palma, 1971

1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5



The original game in this line, I think.

5. Nxb5 h6 6. Nh3 c6 7. Nc3 d5 8. cxd5 cxd5 9. e3 Bd6 10. Bb5+ Kf8 11. d3 Bg4 12. Qd2 Qa5 13. a3 Na6 14. O-O Rd8 15. d4 Bb8 16. Be2 Qc7 17. Nf4 g5 18. Bxa6 gxf4 19. exf4 Rg8 20. g3 Qd7 21. Be2 Bf3 22. Bxf3 exf3 23. Qd3 Qg4 24. Re1 Nh5 25. Re5 Bxe5 26. fxe5 Ng7 27. Nb5 Rh8 28. Nd6 h5 29. h3 Qxh3 30. Qxf3 Rxd6 31. exd6 Nf5 32. d7 Kg7 33. Bg5 f6 34. Re1 Rd8 35. Re5 Kg6 36. Qxd5 Nxd4 37. Qxd4 fxe5 38. Qd6+ Kxg5 39. Qe7+ Kg4 40. Qxd8 Kf3 41. Qf6+ 1-0

Karpov,Anatoly - Anand,Viswanathan (2) Linares, 1991

1. Nf3 c5 2. c4 Nc6 3. Nc3 Nd4



Outrageous! - but watch...

4. e3 Nxf3+ 5. Qxf3 g6 6. b3 Bg7 7. Bb2 d6 8. g3 Rb8 9. Bg2 Nf6 10. h3 O-O 11. O-O a6 12. Qe2 b5 13. d3 b4 14. Nd1 a5 15. a4 e5 16. e4 h5 17. h4 Ne8 18. Ne3 Nc7 19. Kh2 Ne6 20. Bh3 Bh6 21. Ng2 Bg7 22. Rae1 Rb7 23. Bxe6 Bxe6 24. f4 Bg4 25. Qd2 Re7 26. Ne3 f5 27. exf5 gxf5 28. Nd5 Re6 29. Qf2 Rfe8 30. Bc1 e4 31. dxe4 Rxe4 32. Rxe4 Rxe4 33. Re1 Rxe1 34. Qxe1 Kf7 35. Qd2 Bf3 36. Ne3 Be4 37. Bb2 Bxb2 38. Qxb2 Qf6 39. Qxf6+ Kxf6 40. Kg1 Bb1 41. Nf1 Bc2 42. Nd2 Ke6 43. Kf2 d5 44. cxd5+ Kxd5 45. Ke3 Bd1 46. Kd3 Bxb3 0-1

SECTIONX

Back to [Chess Coaching Page](#)



This document (engidea5.html) was last modified on 1 Aug 97 by

[Dr. Dave](#)

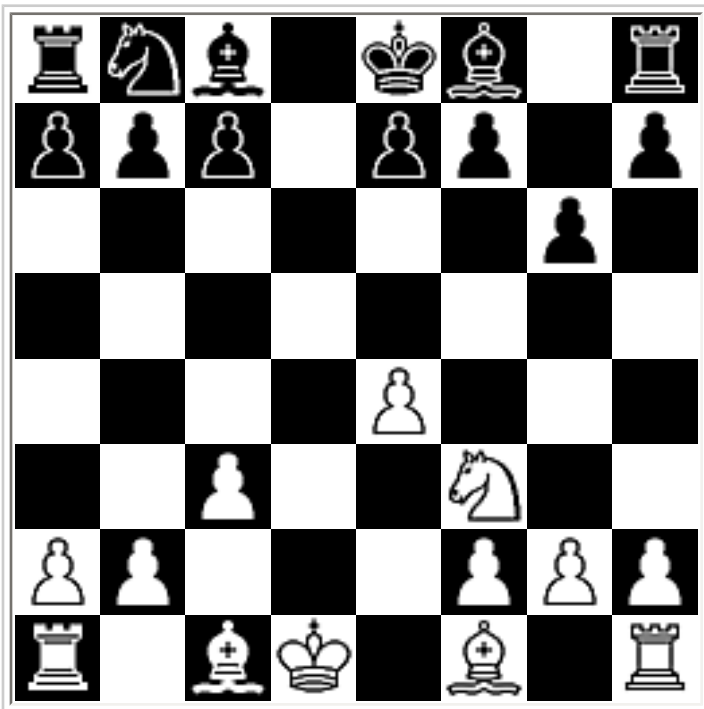
Exeter Chess Club:

Indian-style defences (B7):

Grunfeld style (B7a)

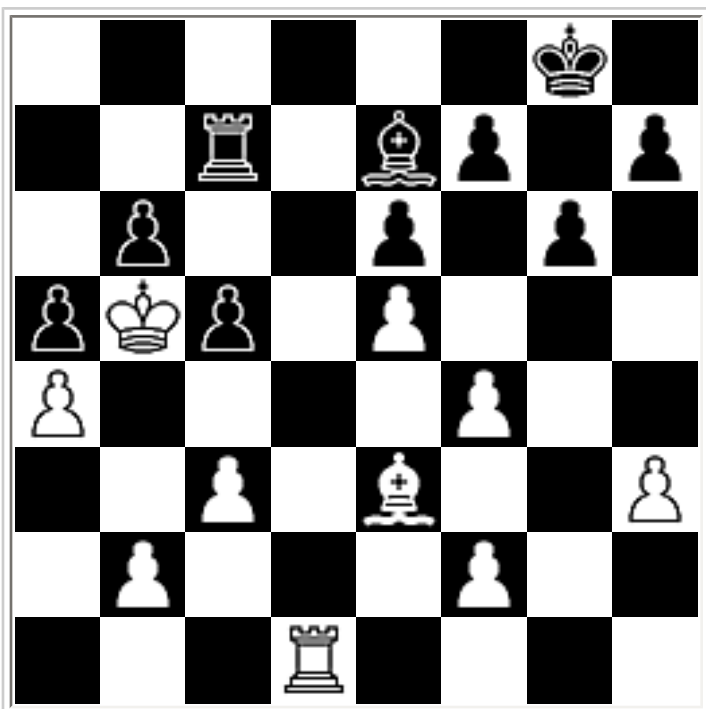
Andersson Ulf - Tempone Marcelo [A16] 04, Buenos Aires, 1979

1. c4 Nf6 2. Nc3 g6 3. Nf3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. dxc3 Qxd1+ 7. Kxd1



White has a whisper of a plus: a tempo, a little more space...

7... c5 8. Be3 b6 9. a4 Nc6 10. Bb5 Bd7 11. Kc2 Bg7 12. Rhd1 a6 13. Bc4 Bg4 14. h3 Bxf3 15. gxf3 O-O 16. f4 Ra7 17. e5 a5 18. Rd2 e6 19. Rad1 Rc8 20. Kb3 Bf8 21. Bb5 Rcc7 22. Bxc6 Rxc6 23. Kc4 Be7 24. Rd7 Rcc7 25. Rxc7 Rxc7 26. Kb5



But now, the contrast in King activity could not be more pronounced.

26... Rc8 27. Rd7 Kf8 28. Kxb6 Ke8 29. Rb7 Bd8+ 30. Kb5 c4 31. Bc5 1-0

King's Indian style (B7b)

Petrosian,T - Vasiukov,E Moscow ch, 1956

1. Nf3 Nf6 2. g3 g6 3. Bg2 Bg7 4. O-O O-O 5. c4 d6 6. Nc3 Nc6 7. d3 Nh5 8. Rb1 f5 9. Qc2 a5 10. a3 f4



"...I was impressed by this game as Petrosian must have been, as he got crushed." -- FISCHER.

11. b4 axb4 12. axb4 Bg4 13. e3 e5 14. b5 Ne7 15. Ne4 Qd7 16. Bd2 h6 17. Bc3 g5 18. exf4 gxf4 19. Qe2 Ng6 20. Ra1 Rxa1 21. Bxa1 b6 22. Bc3 Qf5 23. Bd2 Kh8 24. Bc1 Bf6 25. Kh1 Ng7 26. Bb2 Ne6 27. Qc2 Qh5 28. Ned2 Ng5 29. Nxc5 Bxc5 30. Be4 Be2 31. Kg1 f3 32. Re1 Bxd2 33. Rxe2 Bg5 34. Re1 Qh3 35. Bxf3 Rxf3 36. d4 Nf4 37. gxf4 Bxf4 0-1

Nimzo-Indian style (B7c)

Langeweg - Korchnoi, Amsterdam, 1976

1.Nf3 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 0-0 5.a3 Bxc3 6.Qxc3 b6 7.g3 Bb7 8.Bg2 d5 9.d4 dxc4 10.Qxc4 Bd5 11.Qc3 Nbd7

"The game had several critical points.

At move 11 I was threatening to equalise by ...c5 so my opponent played the ambitious b2-b4. It caused White difficulties because of his under-development and gave the Black pieces space for active play."

12.b4 a5 13.b5?! c6 14.bxc6 Rc8 15.0-0 Rxc6 16.Qe3 Qa8 17.Bd2 b5?!

"Imprecise: now the b-Pawn is a weakness.

I had to exchange one of White's Bishops in order to obtain chances of advancing the Queen's-side Pawns and give myself the better chances in the ending. For the moment the position had become unclear."

18.Rfb1 Rb8 19.Ne1?! Bxg2 20.Nxg2 Ne4!

"Siezing the initiative: White is taken aback."

21.Qd3 Rd6 22.Be3?! Ne5 23.Qc2? Rc8 24.Qb3 Nc4 25.Rc1 Rdc6 26.Qxb5 Nxa3 27.Qa4 Nc2 28. Rab1 Rc4 0-1

[Notes by Korchnoi.]

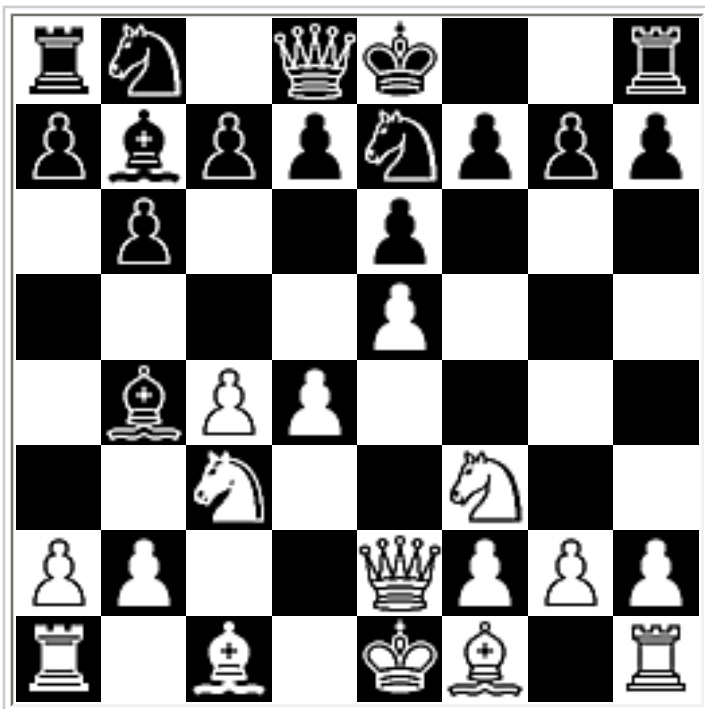
Queen's Indian style (B7d)

Kortschnoj,V - Karpov,An (03) [A17] Moscow cf (Wch), 1974

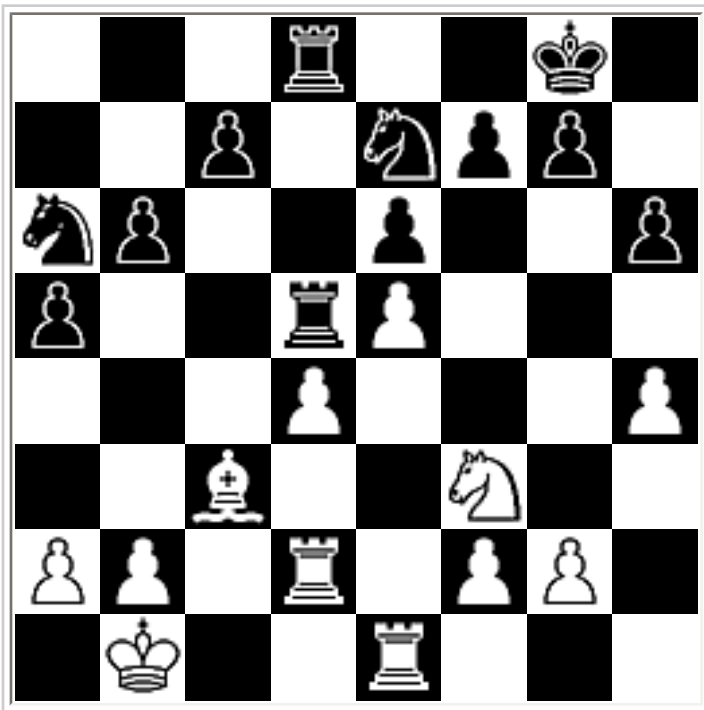
1. c4 Nf6 2. Nc3 e6 3. Nf3 b6



4. e4 Bb7 5. Qe2 Bb4 6. e5 Ng8 7. d4 Ne7 N



8. Bd2 O-O 9. O-O-O d5 10. h4 Bxc3 11. Bxc3 dxc4 12. Qxc4 Ba6 13. Qa4 Bxf1 14. Rhxf1 Qd5 15. Kb1 a5 16. Qc2 h6 17. Rfe1 Na6 18. Qe4 Rfd8 19. Qxd5 Rxd5 20. Rd2 Rad8

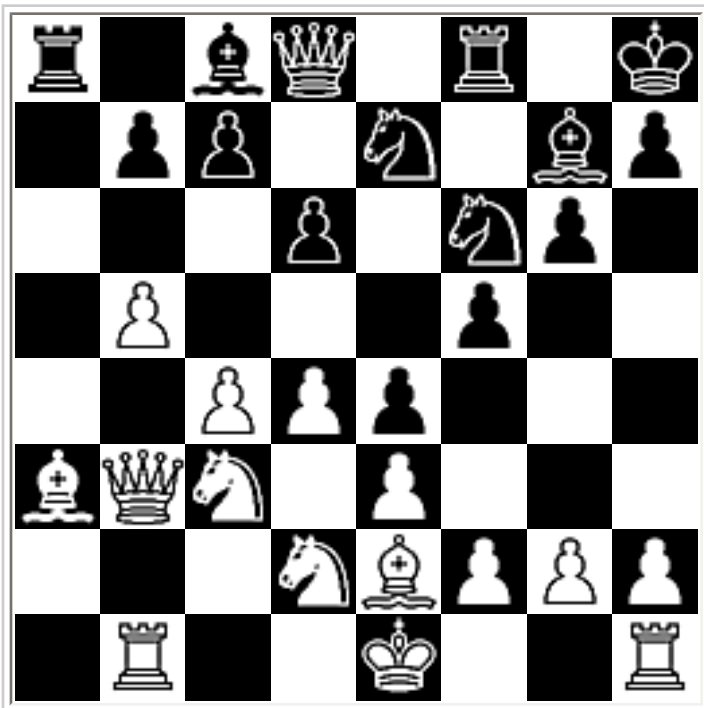


21. Red1 h5 22. Kc2 Nf5 23. g3 f6 24. exf6 gxf6 25. Ng1 Ne7 26. Ne2 Ng6 27. Rd3 Nb4+ 28. Bxb4
axb4 29. a3 bxa3 30. Rxa3 R8d7 31. Re1 Kf7 32. Rd3 Rf5 33. f3 c5 34. f4 Ne7 35. dxc5 Rxc5+ 36.
Nc3 Rdc7 37. Kd2 Nf5 38. Ra1 Rc4 39. Ra6 b5 40. b3 Rb4 41. Ne2 Ke7 42. Ra8 Rd7 43. Rxd7+
Kxd7 44. Rh8 Rxb3 45. Rxh5 Nxc3 46. Nxc3 Rxc3 47. Rxb5 f5 48. Ke2 Rg4 49. Kf3 Rxh4 50. Rb6
Rh1 51. Ra6 Rc1 52. Kg3 Rc4 53. Kf3 Rc3+ 54. Kf2 Rc6 55. Ra1 Rc4 56. Kf3 Kd6 57. Re1 Rc3+ Q

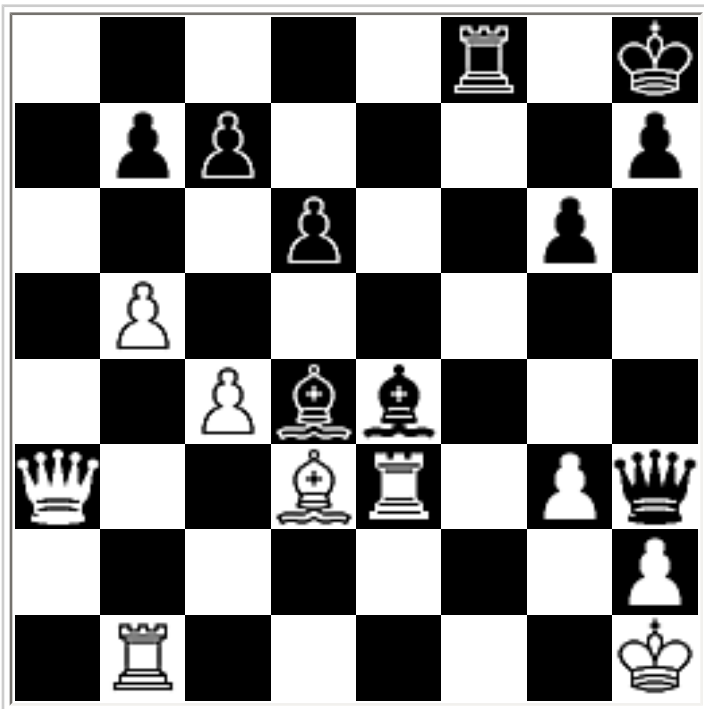
Dutch style (B7e)

Miles,T - Chaves,J [A27] Sao Paulo, 1977

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Nd2 Nf6 6. e3 g6 7. Be2 Bg7 8. Rb1 a5 9. a3 O-O 10. b4
axb4 11. axb4 Ne7 12. Qb3 d6 13. b5 Kh8 14. Ba3



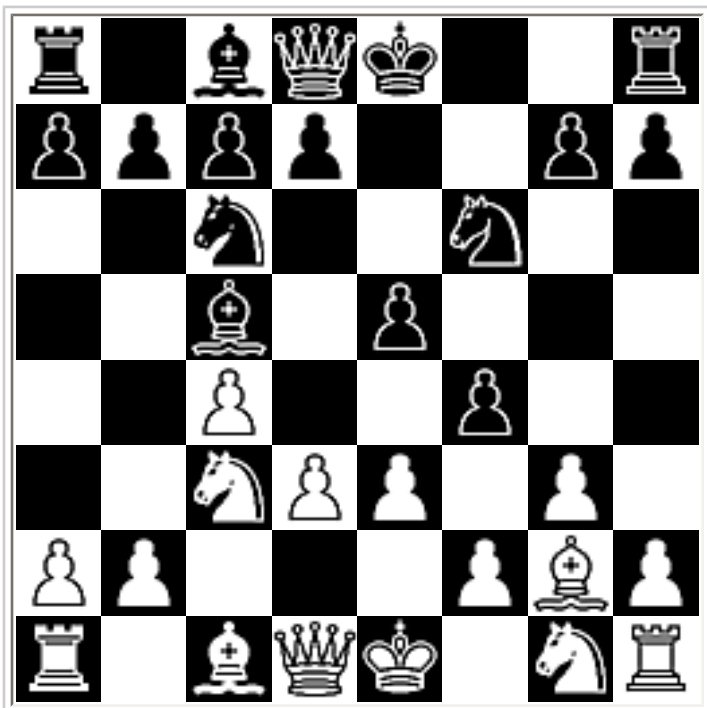
14... f4 15. Ncxe4 fxe3 16. fxe3 Nxe4 17. Nxe4 Bf5 18. Bd3 Nd5 19. O-O Nxe3 20. Rf3 Qh4 21. g3 Qg4 22. Rxe3 Rxa3 23. Qxa3 Bxd4 24. Kg2 Qh3+ 25. Kh1 Bxe4+



0-1

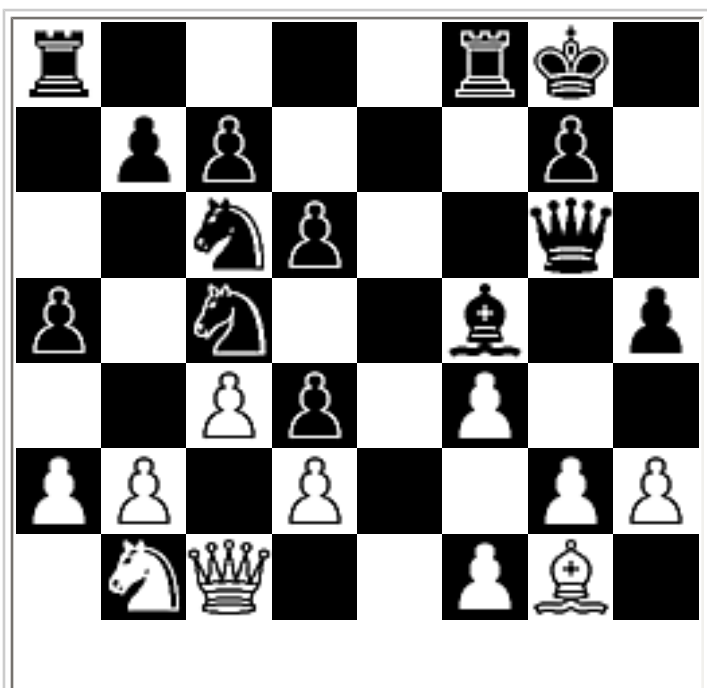
Saidy,Anthony - Fischer,Robert [A25] New York, 1969

1. c4 e5 2. Nc3 Nc6 3. g3 f5 4. Bg2 Nf6 5. d3 Bc5 6. e3 f4



Audacious, even arrogant. Gik had published some analysis on this line ... for White against the Sicilian, but mostly people weren't convinced even in that situation. Nowadays of course the theme has become well-known.

7. exf4 O-O 8. Nge2 Qe8 9. O-O d6 10. Na4 Bd4 11. Nxd4 exd4 12. h3 h5 13. a3 a5 14. b3 Qg6 15. Nb2 Bf5 16. Qc2 Nd7 17. Re1 Nc5



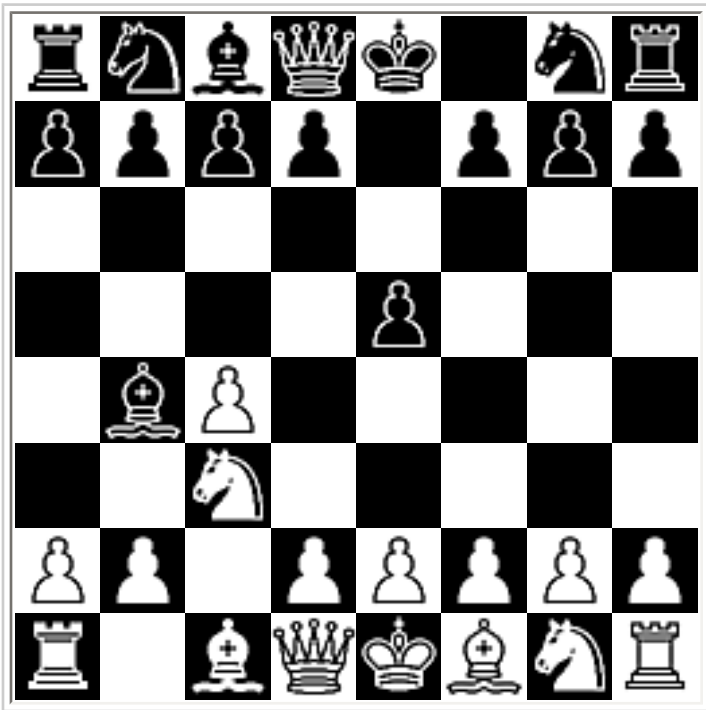


Black has a grip on both sides of the board.

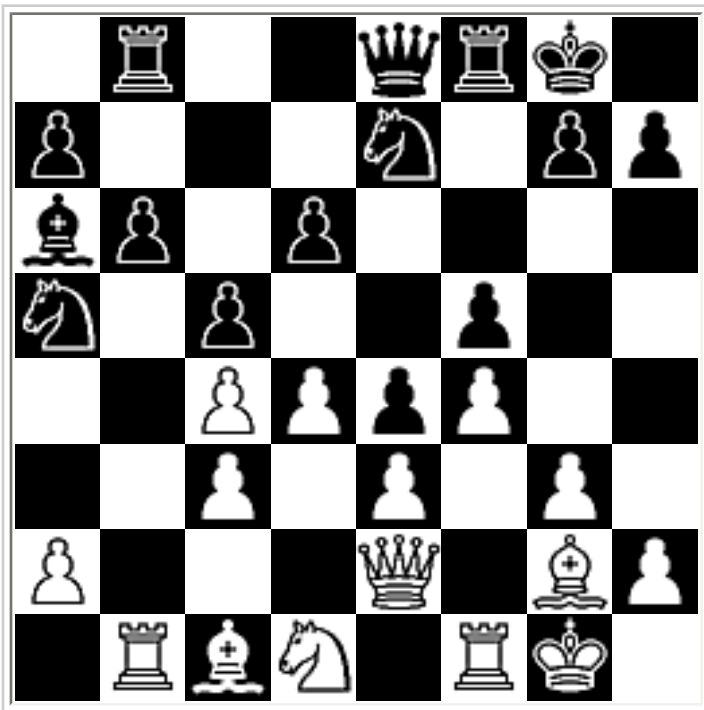
18. Bf1 Ra6 19. Bd2 Rb6 20. Bxa5 Rxb3 21. Bd2 Ra8 22. a4 Ra6 23. a5 Kh7 24. Red1 b6 25. Be1
bxa5 26. Na4 Rxd3 27. Bxd3 Bxd3 28. Qa2 Nb4 29. Qa3 Nc2 30. Qb2 Nxa1 31. Rxa1 Nxa4 32. Rxa4
Qe4 33. Bxa5 Rxa5 34. Rxa5 Qe1+ 35. Kh2 Qxa5 0-1

Kool - Hodgson [A21] London, 1989

1. c4 e5 2. Nc3 Bb4



Hodgson's fondness for the Grand Prix Attack makes this line an obvious choice. 3. g3 Bxc3 4. bxc3
Ne7 5. Bg2 O-O 6. d3 Nbc6 7. Nh3 d6 8. O-O f5 9. f4 Qe8 10. Rb1 Rb8 11. d4 e4 12. e3 Na5 13. Qe2
c5 14. Nf2 b6 15. Nd1 Ba6



Of course, Black is not forced to win on the King's-side; he has a very good version of the Nimzo-Indian!

16. Nb2 Qf7 17. Rd1 Nxc4 0-1

Smart - Hodgson [A21] England, 1984

1. c4 e5 2. Nc3 Bb4 3. Nd5

White need not submit to the doubling of the c-Pawns in this line.

3... Ba5 4. b4 c6 5. bxa5 cxd5 6. e3 Nf6 7. Qa4 dxc4 8. Bxc4 Nc6 9. Nf3 e4 10. Ng5 d5 11. Bb5 Bd7 12. O-O h6 13. a6! hxg5 14. axb7 Rb8 15. Bxc6 Qc7 16. Bxd7+ Nxd7 17. f4! exf3 18. g3 Rxb7 19. Ba3 Qc4? 20. Rac1 1-0

Back to [Chess Coaching Page](#)



This document (engidea6.html) was last modified on 1 Aug 97 by

[Dr. Dave](#)

Exeter Chess Club:

Example Games

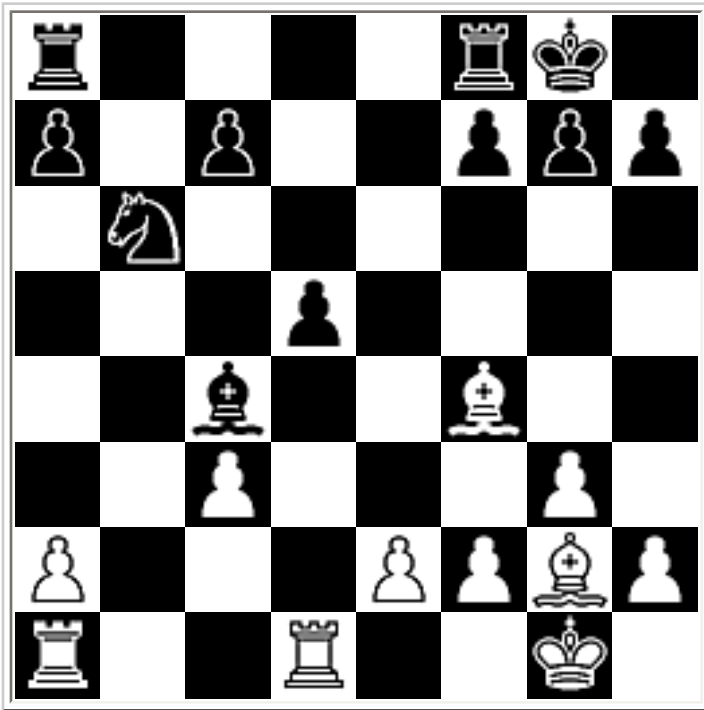
An early break in the centre (A2)

Reti,R - Rabinovich,I [A28] Moscow-Wch, 1925

1. c4 e5 2. Nc3 Nc6 3. Nf3 Nf6 4. d4



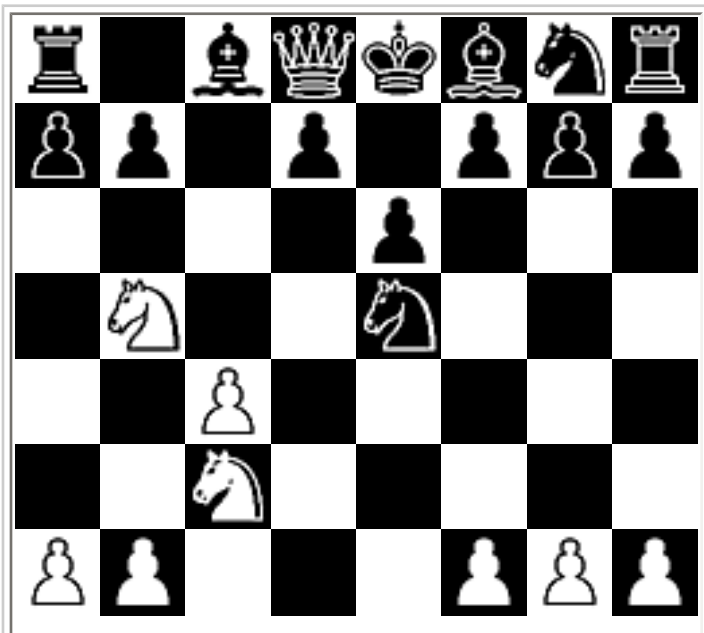
4... exd4 5. Nxd4 Bb4 6. g3 O-O 7. Bg2 d5 8. Nxc6 bxc6 9. O-O Bxc3 10. bxc3 Ba6 11. Qa4 Bxc4 12. Qxc6 Qd7 13. Qxd7 Nxd7 14. Rd1 Nb6 15. Bf4



15... c6 16. Rd2 Rfe8 17. Kf1 Bb5 18. Rb1 Re7 19. Bf3 Rae8 20. Ke1 Re6 21. e3 Ba6 22. Bg4 Re4 23. Rd4 c5 24. Rd2 g5 25. f3 Rc4 26. Bxg5 Rxc3 27. Kf2 f6 28. Bh6 Bd3 29. Rb3 Rxb3 30. axb3 c4 31. bxc4 dxc4 32. e4 Re7 33. Ra2 Kf7 34. Bf5 Ke8 35. g4 Rb7 36. Be3 c3 37. Ra3 Nc4 38. Rxc3 Rb2+ 39. Kg3 Nxe3 40. Rxd3 Nf1+ 41. Kf4 Rxh2 42. Rd1 Nd2 43. Be6 Re2 44. Rh1 Ke7 45. Bd5 Kd6 46. Rxh7 Rf2 47. Ke3 Rg2 48. Rxa7 Nf1+ 49. Kf4 Ng3 1-0

Kasparov, Gary - Beliavsky, A (9) Linares, 1991

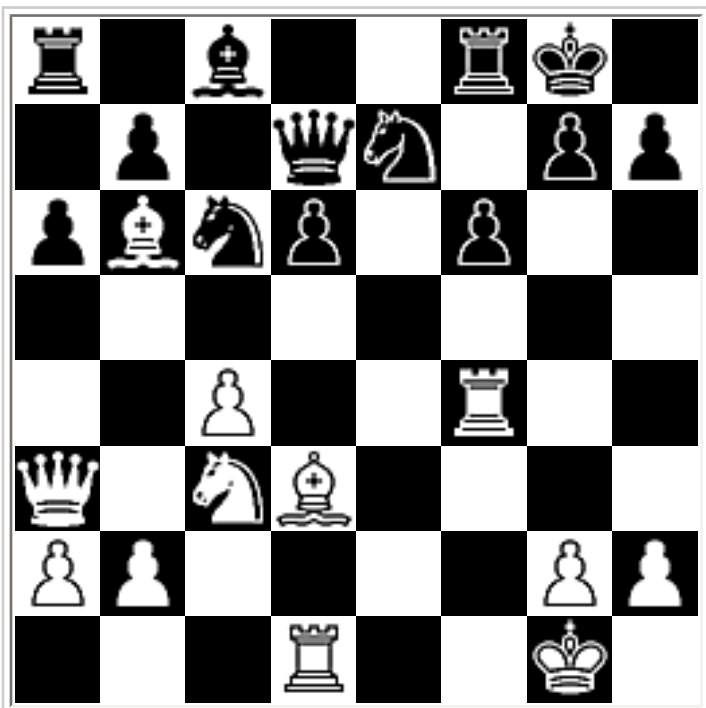
1. c4 e6 2. Nc3 Nf6 3. e4 c5 4. e5 Ng8 5. Nf3 Nc6 6. d4 cxd4 7. Nxd4 Nxe5 8. Ndb5





This gambit, pioneered by Tony Miles, has also been taken up by Kasparov.

8... a6 9. Nd6+ Bxd6 10. Qxd6 f6 11. Be3 Ne7 12. Bb6 Nf5 13. Qc5 d6 14. Qa5 Qd7 15. f4 Nc6 16. Qa3 e5 17. Bd3 O-O 18. O-O exf4 19. Rxf4 Nfe7 20. Rd1



Classic Kasparov: complex, dynamic, penetrating.

20... Ng6 21. Rff1 Nge5 22. Be4 Qf7 23. b3 Be6 24. Qxd6 Kh8 25. Qc7 Qxc7 26. Bxc7 Rf7 27. Bb6 Re8 28. h3 Rd7 29. Nd5 Rc8 30. g4 Ng6 31. Kh2 Nce5 32. a4 Rd6 33. a5 Nd7 34. Nc7 1-0

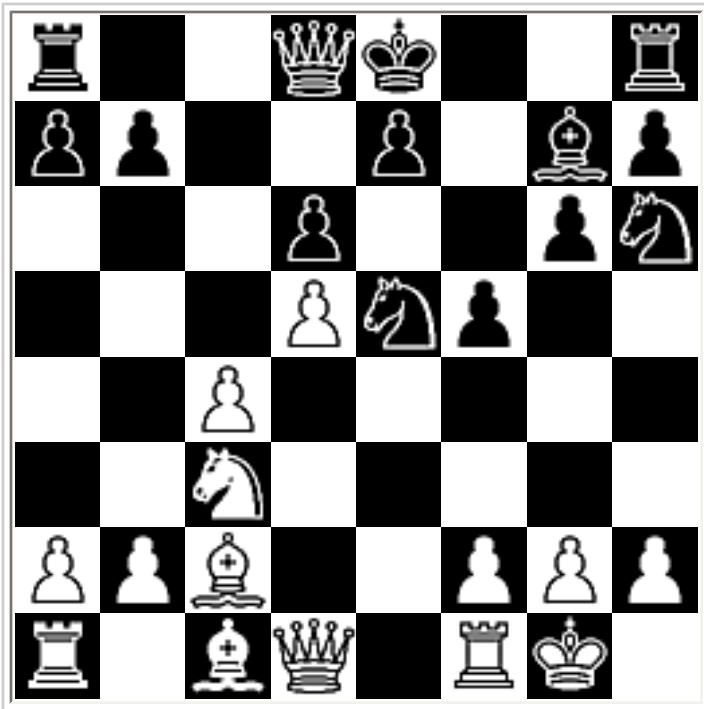
Delayed occupation of the centre (A3)

Speelman Jonathan - Xu Jun [A35] Luzern 48/50, 1989

1. Nf3 c5 2. c4 Nc6 3. Nc3 g6?!



4. e3! d6 5. d4 cxd4 6. exd4 Bg4 7. Be2 Bg7 8. O-O Nh6 9. d5 Bxf3 10. Bxf3 Ne5 11. Be4 f5 12. Bc2



12... O-O 13. Ne2 Nxc4 14. Nd4 Rf6 15. Bb3 Rc8 16. Re1 Ng4 17. h3 Nge5 18. Re2 Rc5 19. Bg5 Qa5 20. Bxf6 Bxf6 21. Rc1 Kh8 22. Bxc4 Rxc4 23. Ne6 Kg8 24. Rxe5 1-0

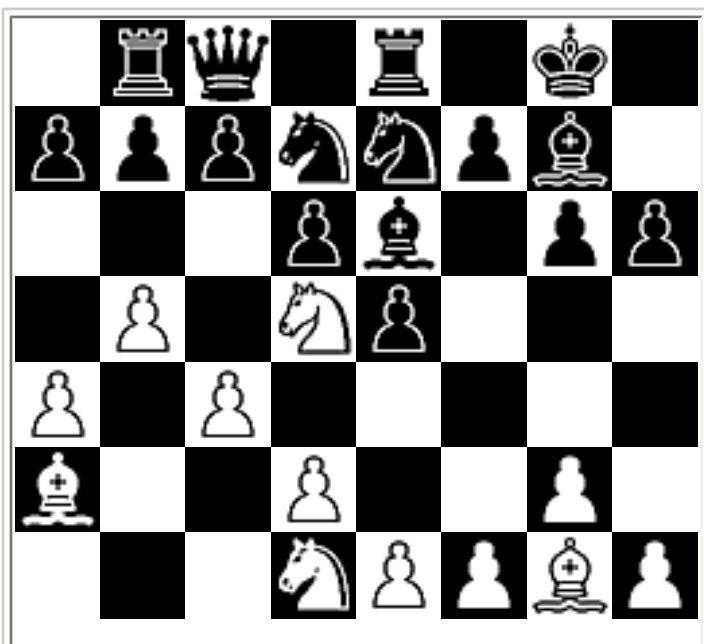
The Queen's-side attack (A4)

Miles - Beliavsky [A26] Hastings_1974-5, 1974

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nf3 Nf6 7. O-O O-O 8. Rb1 h6 9. b4 Be6

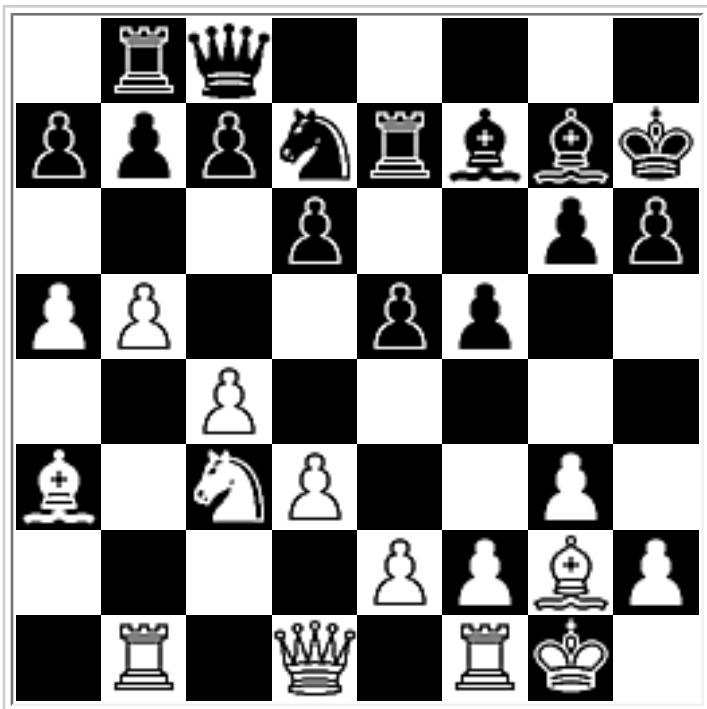


10. b5 Ne7 11. a4 Qc8 12. Ba3 Nd7 13. Nd2 Rb8 14. Nd5 Re8

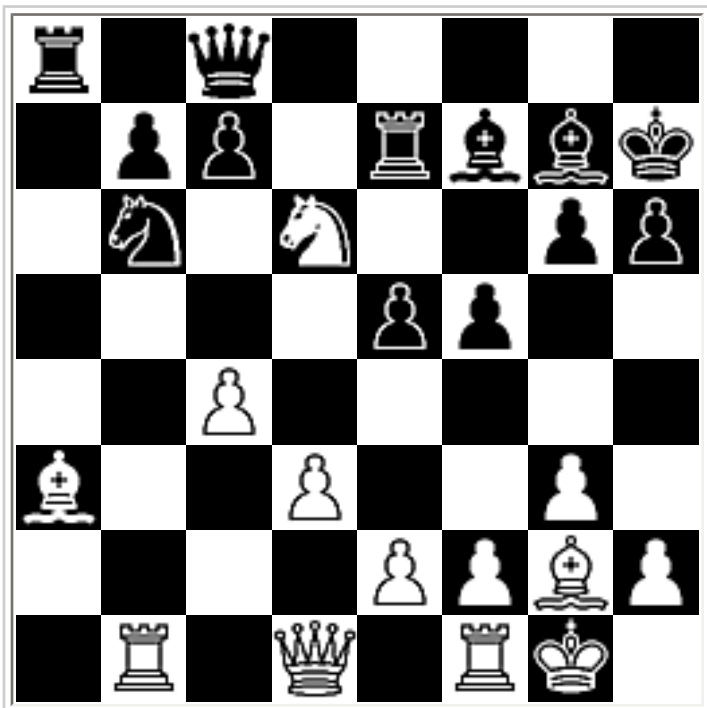




15. Ne4! f5 16. Nec3 Kh7 17. a5 Bf7 18. Nxe7 Rxe7

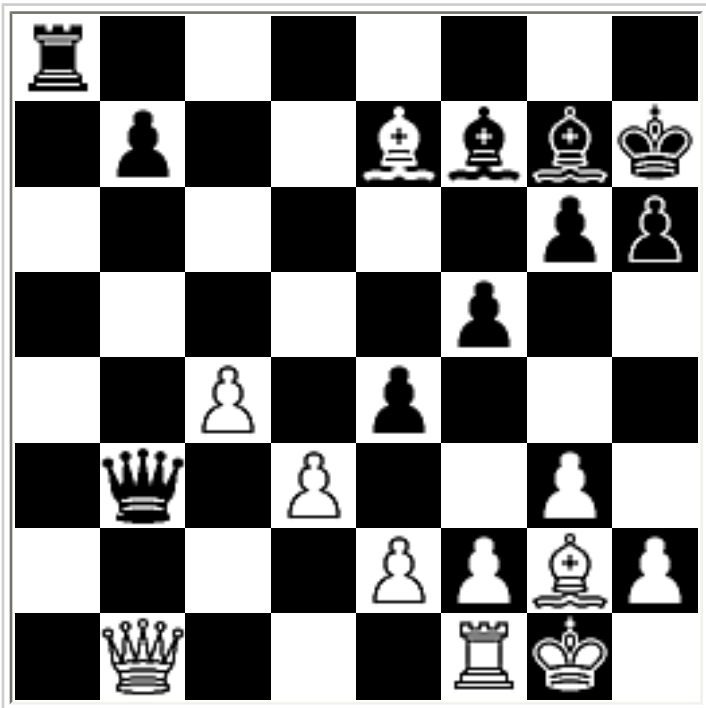


19. b6! axb6 20. axb6 Ra8 21. Nb5 Nxb6 22. Nxd6

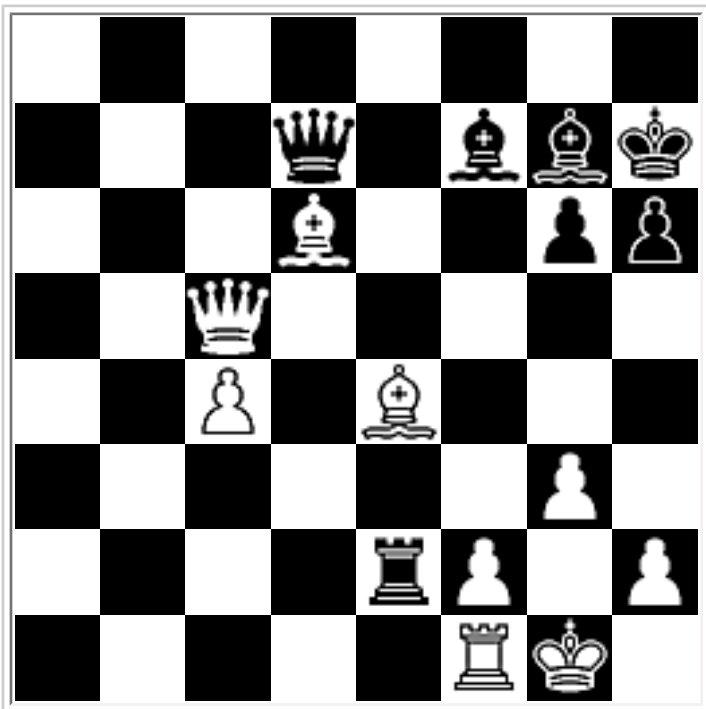


22... Qe6? 23. Qc1 cxd6 24. Rxb6 e4 25. Rxd6 Qe5 26. Rb6 Qa5 27. Rb3 Qa4 28. Bxe7 Qxb3 29.

Qb1



29... Qa4? 30. Qxb7 Ra7 31. Qb4 Qd7 32. Bd6 Ra2 33. dxe4 Rb2 34. Qc5 fxe4 35. Bxe4 Rxe2



36. Bd5! Rc2 37. Bf4 Bxd5 38. Qxd5 Qa7 39. Be3 Qa2 40. Rc1 Rxc1+ 41. Bxc1 Qb1 42. Qd2 Bf8 43. Qb2 Qe4 44. Qc3 Bg7 45. Qb4! Bd4 46. Ba3 Qd3 47. Qb7+ Kh8 48. Qc8+ Kh7 49. Qd7+ Kh8 50. Qe8+ Kh7 51. Qf7+ Kh8 52. Be7 Bg7 53. Qd5 Qb3 54. h4 Kh7 55. Bc5 h5 56. Be3 Qb1+ 57. Kg2

Qb3 58. Qc6 1-0

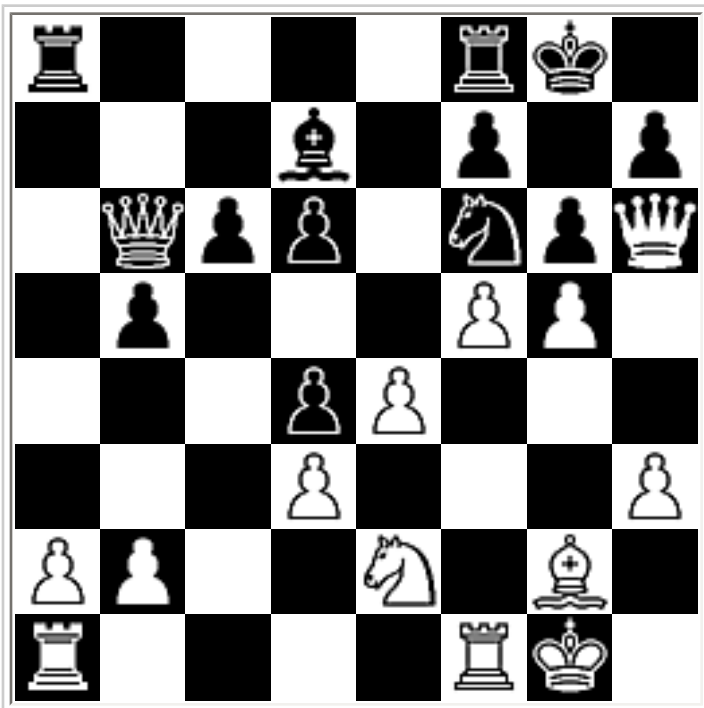
Botvinnik system for White (A5)

Botvinnik,Mikhail - Scherbakov,Vitaly [A16] EO 14.2, Moscow ch-SU Round: 3 Year: 1955

1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O 5. e4 d6 6. Nge2 e5 7. O-O Nbd7 8. d3 Nc5 9. f4 c6 10. h3 Ne6



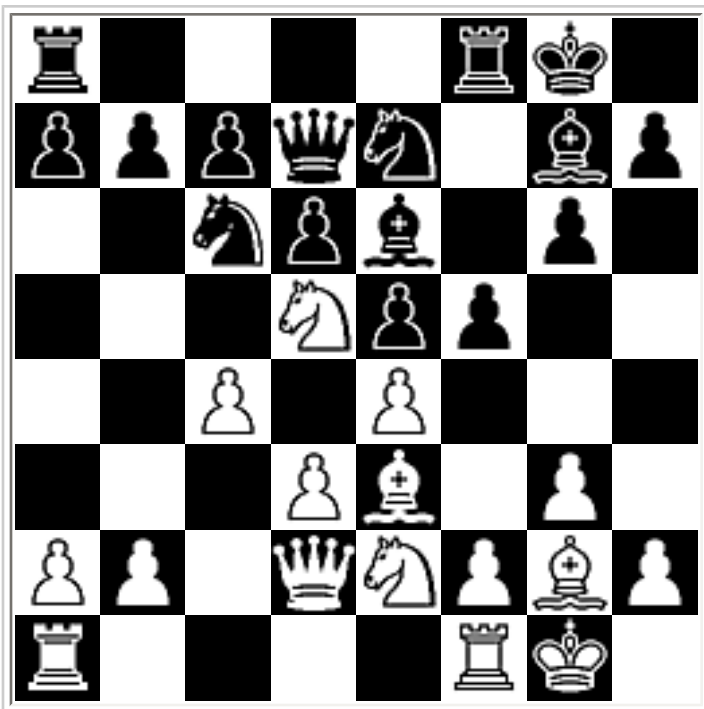
11. f5 Nd4 12. g4 Ne8 13. Be3 a6 14. Qd2 b5 15. Bg5 Bf6 16. Bxf6 Nxf6 17. Nxd4 exd4 18. Ne2 Qb6 19. cxb5 axb5 20. Qh6 Bd7 21. g5



21... Nh5 22. Nf4 Ng7 23. f6 1-0

Benko,Pal - Botvinnik,Mikhail [A10] EO 18.4, Monte Carlo Year: 1968

1. c4 g6 2. g3 Bg7 3. Bg2 e5 4. Nc3 Ne7 5. e4 d6 6. Nge2 Nbc6 7. d3 f5 8. Nd5 O-O 9. Be3 Be6 10. Qd2 Qd7 11. O-O



11... Rf7 12. Rac1 Raf8 13. f4 fxe4 14. dxe4 Nc8 15. c5 Bh3 16. b4 Bxg2 17. Kxg2 exf4 18. gxf4 Re8

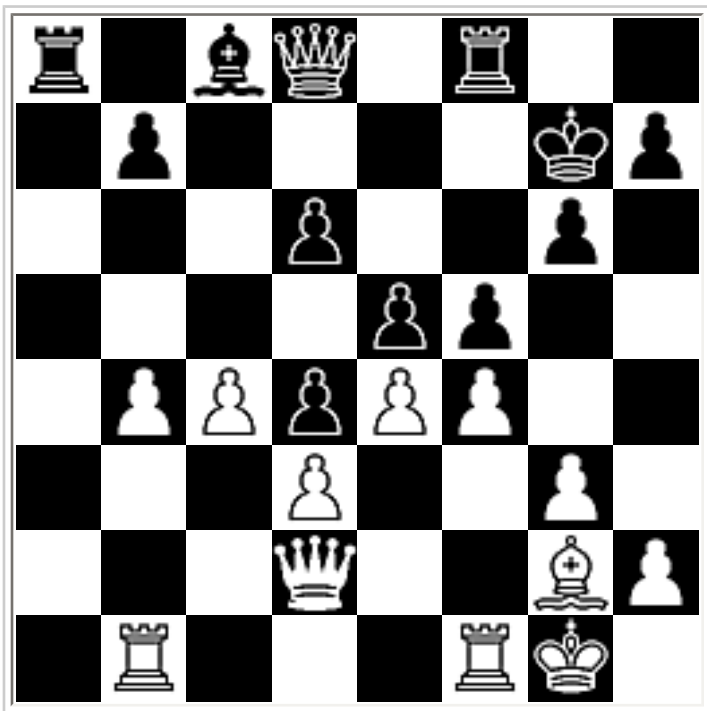
19. Ng3 h5 20. b5 N6e7 21. f5 h4 22. fxg6 Rxf1 23. Rxf1 hxg3 24. Rf7 Be5 25. Bd4 Qg4 26. Rf4 Qh5
27. Bxe5 Qxh2+ 28. Kf3 Qxd2 29. Nf6+ Kg7 30. Nxe8+ Kxg6 31. Rf6+ Kh7 32. Bxg3 Qd3+ 33. Kf2
Qxb5 34. cxd6 Qxe8 0-1

Williams,SK (1990) - Regis,D. (1935) [A36] 1994

1. c4 g6 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. e4 d6 6. Nge2 Nf6 7. O-O O-O 8. d3 Ne8

[8... Bd7]

9. Be3 Nd4 10. Rb1 a5 11. a3 Nc7 12. b4 axb4 13. axb4 Nxe2+ 14. Nxe2 Ne6 15. Qd2 Nd4 16. Nxd4
cxd4 17. Bh6 e5 18. Bxg7 Kxg7 19. f4 f5



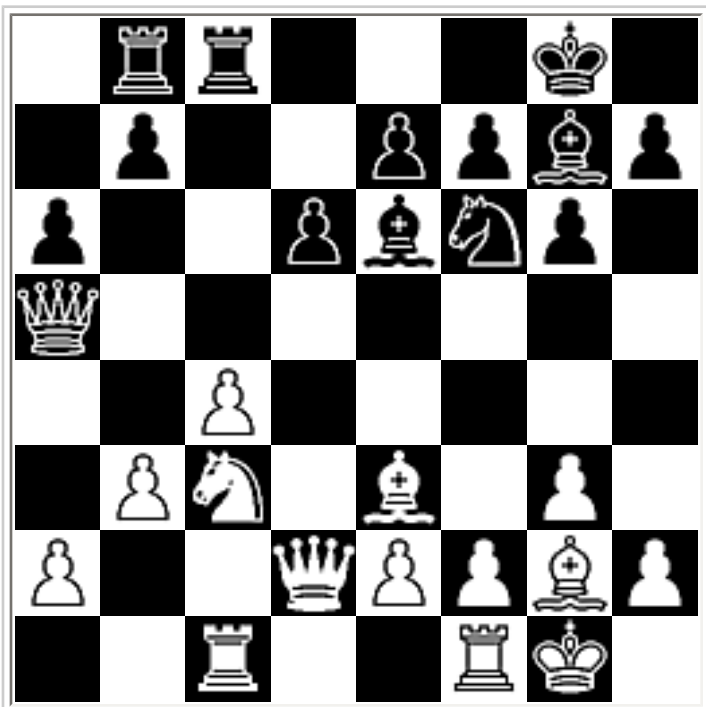
Black's textbook occupation of d4 has only led to hobbled Pawns

...1-0 (38)

The Maroczy bind (A6)

Fischer,R - Spassky,B (8) [A39] Reykjavik-Wch, 1972

1. c4 c5 2. Nc3 Nc6 3. Nf3 Nf6 4. g3 g6 5. Bg2 Bg7 6. O-O O-O 7. d4 cxd4 8. Nxd4 Nxd4 9. Qxd4 d6
10. Bg5 Be6 11. Qf4 Qa5 12. Rac1 Rab8 13. b3 Rfc8 14. Qd2 a6 15. Be3



15... b5 16. Ba7 bxc4 17. Bxb8 Rxb8 18. bxc4 Bxc4 19. Rfd1 Nd7 20. Nd5 Qxd2 21. Nxe7+ Kf8 22.
Rxd2 Kxe7 23. Rxc4 Rb1+ 24. Bf1 Nc5 25. Kg2 a5 26. e4 Ba1 27. f4 f6 28. Re2 Ke6 29. Rec2 Bb2
30. Be2 h5 31. Rd2 Ba3 32. f5+ gxf5 33. exf5+ Ke5 34. Rcd4 Kxf5 35. Rd5+ Ke6 36. Rxd6+ Ke7 37.
Rc6 1-0

Regis,D. - Richard Dixon (Corr_92/93) [B36] Devon Vs. Glos. (Ward-Higgs I), 1993

1. c4 g6

(I knew a game of Portisch's which I had in mind throughout: it went...)

[1... c5 2. Nf3 g6 3. e4 Nc6 4. d4 cxd4 5. Nxd4 Nf6 6. Nc3 Nxd4 7. Qxd4 d6 8. Bg5 Bg7 9. Qd2 O-O 10.
Bd3 a5 11. O-O a4 12. Rac1 Be6 13. Qc2 Nd7 14. f4 Rc8 15. b3 axb3 16. axb3 Nf6 17. Kh1 Qa5 18. f5
Bd7 19. Nd5+/- Portisch-Reshevsky]

2. g3 Bg7 3. Bg2 Nf6 4. Nc3 O-O 5. e4 d6 6. Nge2 c5

[6... c5 7. a3 a5 8. O-O Nc6 9. d3 Ne8 10. Be3 Nd4 11. Bxd4 cxd4 12. Nb5 Qb6 13. a4 Nc7 14. f4 Na6

15. h3 e5 16. f5 Bh6 ! 17. h4 Bd7 18. Kh2 Nc5 19. Bh3 was Seirawan-Vukic 1979 given in Povah's book: best play for both sides?]

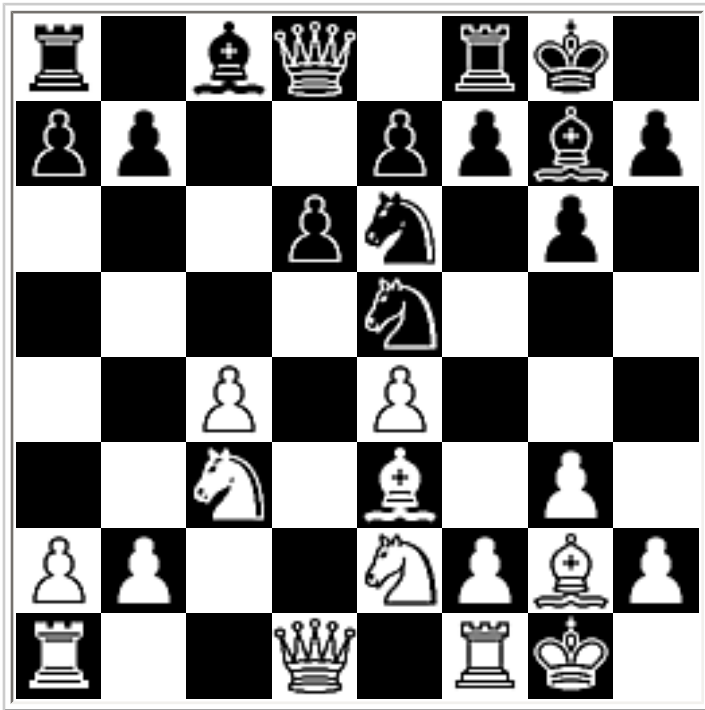
7. O-O Nc6 8. d3 Ne8 9. Be3

[9. Be3 Nd4]

9... Nc7 (?! in the books)

[9... Nd4 10. Rb1 b6 ?! (10...Nc7 is natural; 10...a5 invites 11. Bxd4, cxd4; 12 Nb5) 11. e5 Nxe2+ 12. Qxe2 Rb8 13. d4 cxd4 14. Bxd4 dxe5 15. Bxe5 Bg4 16. Qe3 Bxe5 17. Qxe5 Qd6 18. Qe3 Nf6 (Gurevich-Sturua 1981) 19. h3 Be6 20. Rbd1 Qc5 (or ...Qc7,b3 with Nb5/Nd5) 21. Qxc5 bxc5 22. b3 with weak pawns to go at - Povah]

10. d4 "" (in the books) 10... cxd4 11. Nxd4 Ne6 12. Nde2 Ne5

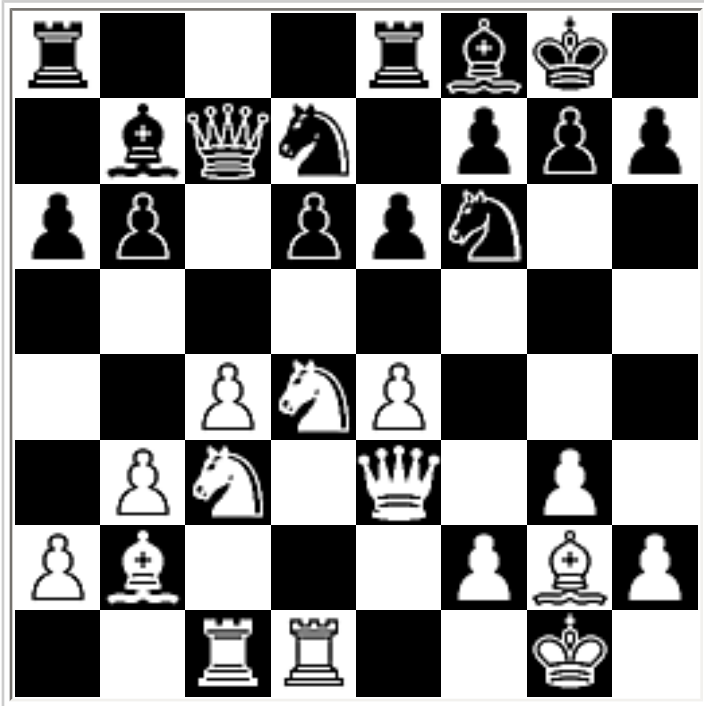


! TN - threatens c4 and e3 via g4

A long manoeuvring game is in prospect... (1-0, 45)

Vukic Milan - Suba Mihai [A30]Vinkovci, 1977

1. Nf3 Nf6 2. g3 b6 3. Bg2 Bb7 4. O-O e6 5. c4 c5 6. d4 cxd4 7. Qxd4 d6 8. Nc3 a6 9. Rd1 Qc7 10. b3 Nbd7 11. Bb2 Be7 12. e4 O-O 13. Qe3 Rfe8 14. Nd4 Bf8 15. Rac1



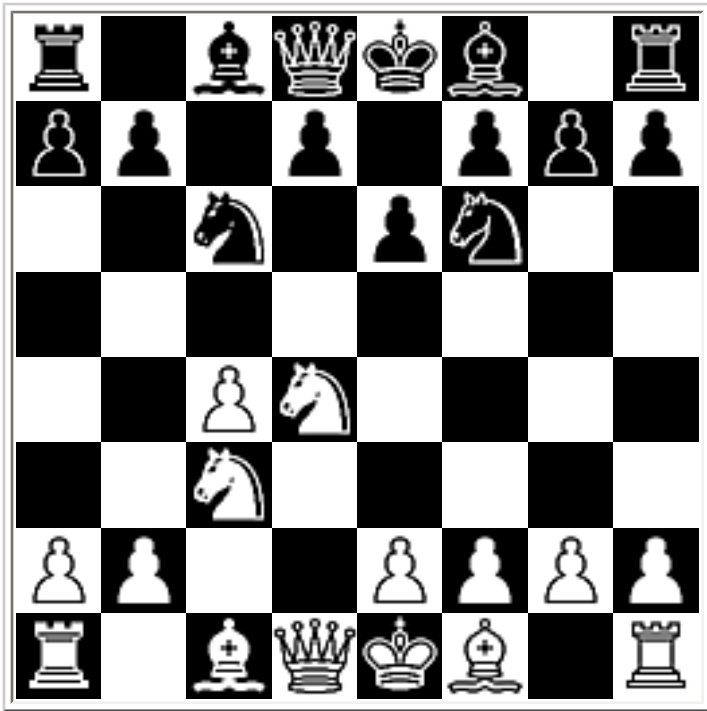
"A frequent picture in the Hedgehog. White's position looks ideal. That's the naked truth about it, but the 'ideal' has by definition one drawback - it cannot be improved." -- SUBA

Suba is quite mysterious about 'potential'. But as evidence, his book **Dynamic Chess Strategy** contains many practical examples of this Hedgehog Sicilian-style opening against the English (1. c4), where Black's flexible position threatens to erupt on ...b5 or ...d5. White finds it difficult to threaten anything on his own part without allowing Black's game to unfold suddenly

15... Rad8 16. h3 g6 17. Kh2 Bg7 18. Qe2 Qb8 19. Qc2 Rc8 20. Qd2 Nc5 21. Re1 Qa8 22. f3 Qb8 23. Rcd1 Ba8 24. Nde2 Red8 25. Nd4 Ncd7 26. Qf2 Ne5 27. Qe2 Nc6 28. Nc2 Nh5 29. f4 b5 30. cxb5 axb5 31. Bf3 Ne7 32. Nd4 b4 33. Na4 Nf6 34. e5 dxe5 35. fxe5 Bxf3 36. Nxf3 Nfd5 37. Rc1 Bh6 38. Rc4 Ne3 39. Rcc1 N7d5 40. Rxc8 Rxc8 41. Qf2 Nf5 42. Re2 Be3 43. Qe1 Qb5 44. Nd2 Qd3 45. Nf1 Rc2 46. Rg2 Rxc2+ 47. Kxc2 Qe4+ 0-1

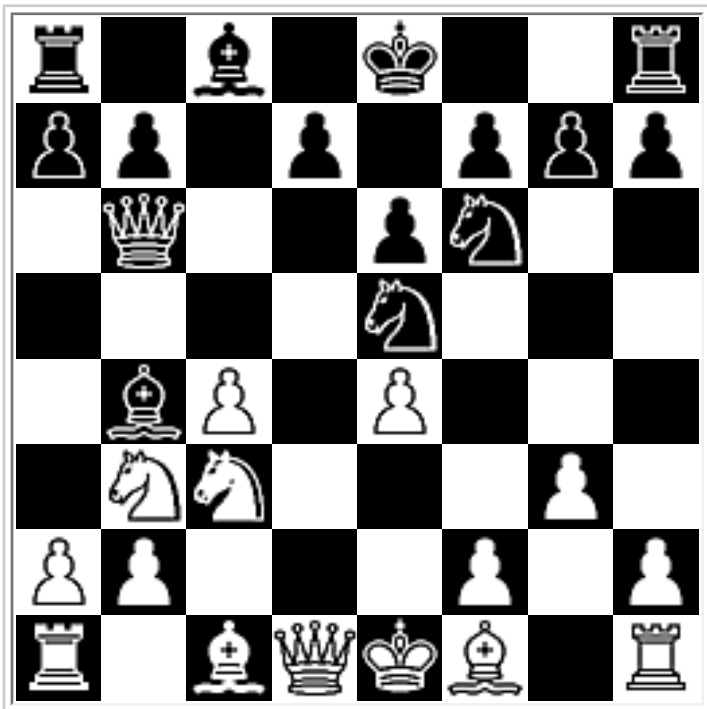
Korchnoi V - Spassky B [A33] Beograd m/3, 1977

1. c4 c5 2. Nf3 Nf6 3. Nc3 Nc6 4. d4 cxd4 5. Nxd4 e6



This is a very rich and deeply studied position. The line seen here is out of fashion because of 6...Bb4.

6. g3 Qb6!? 7. Nb3 Ne5!? 8. e4 Bb4



No respite! If White consolidates Black will have a tough time.

9. Qe2 O-O

[9... a5!?! was recommended by Nunn a year or two before... did Spassky know this? 10. f4 a4!?!]

**10. f4 Nc6 11. Be3 Qc7 12. Bg2 d5 13. e5 Ne4 14. O-O Bxc3 15. cxd5 exd5 16. bxc3 b6 17. Rac1 f5
18. exf6 Nxf6 19. Nd4 Re8 20. Qd3 Na5 21. Nb5 Qc6 22. Bd4 Ne4 23. Be5 Ba6 24. a4 Nc4 25. Qd4
Nxe5 26. fxe5 Bxb5 27. axb5 Qxb5 28. c4 Qc5 29. Qxc5 Nxc5 30. Bxd5+ Ne6 31. Ra1 a5 32. Bxa8
Rxa8 33. Rab1 a4 34. Rxb6 Nd4 35. Rd6 1-0**

SECTIONX

Back to [Chess Coaching Page](#)



This document (engidea3.html) was last modified on 1 Aug 97 by

[Dr. Dave](#)

Exeter Chess Club: The Ideas behind the Modern Defence

- [The basic idea behind the Modern Defence:](#)
 - [Good points for Black about the Modern Defence:](#)
 - [Good points for White in the Modern Defence:](#)
 - [Bad points about the Modern Defence:](#)
- [Non-governmental health warning](#)
 - [Game 1: Charity,A - Teichmann,E \[B09\] \(Cambridge Open\), 05.1980](#)
- [White Pawn centres](#)
 - [Classical centre](#)
 - [Geller system](#)
 - [Three-Pawn centre](#)
 - [Pseudo-Austrian centre](#)
 - [Pseudo-Samisch centre](#)
 - [Averbakh centre](#)
- [Ideas for Black](#)
 - [Dark square strategy](#)
 - [Light square blockade \(Gurgenidze\)](#)
 - [Queen's-side attack](#)
 - [Hedgehog strategy](#)
- [Variations of the Modern and Pirc Defences](#)
 - [P.S. The Modern Defence and related openings.](#)
- [Example games:](#)
- [GM Nigel Davies on the Modern Defence](#) . [Nigel has his own [Checkerwise](#) web site and [e-mail](#).]

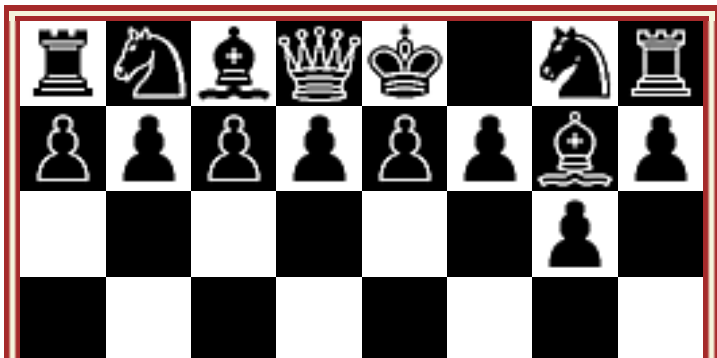
Back to [Chess Coaching Page](#)



This document (modern1_ToC.html) was last modified on 6 Feb 98 by

[Dr. Dave](#)

Exeter Chess Club: The Ideas behind the Modern Defence



References:

BOTTERILL/KEENE **The Modern Defence** (Batsford)

DAVIES **The Modern Defence** (British Internet Chess Server, Warwick)

HORT **The Modern Defence** (RHM)

NORWOOD **Winning with the Modern** (Batsford)

NUNN **The Pirc for the Tournament Player** (Batsford)

NUNN **The Complete Pirc** (Batsford)

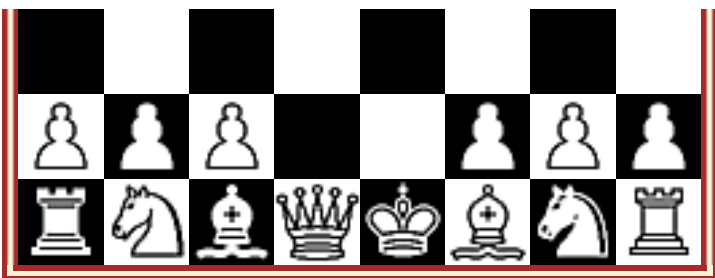
NUNN **New Ideas in the Pirc** (Batsford)

SOLTIS **Black to play and win with 1...g6** (Chess Digest)

The basic idea behind the Modern Defence:

First Black allows White to set up a Pawn centre.





(This is the simplest kind of Pawn centre that White can set up.)

Then Black hits back at it.



Black's pieces are all on good squares and Black even has a share of the centre. White can try and grab more of the centre than this, but the more White tries to grab, the bigger target you have got!

This is quite a fun idea and often leads to more unbalanced battles than boring old **1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5...**

[I must add that there are lots of ways to unbalance the old Italian game (4. c3, 4. b4) and you can always try something else at move 3 (3. Bb5, 3. d4)]

Good points for Black about the Modern Defence:

- It is unusual and White may not have a clue how to behave
- It is difficult and unbalanced and so is a good system to play for a win with.

Good points for White in the Modern Defence:

- White is given a free hand to set up the centre just as they like.
- White holds the centre so it is much easier for White to get pieces from one side to the other.

- White can use the big centre to attack down the middle of the board with e4-e5 or f4-f5
- Black has weakened the King's-side and White has a little start towards a King's-side attack down the h-file.

Bad points about the Modern Defence:

The Modern Defence is one of the most difficult and awkward defences played by Grandmasters, and you can often lose games without ever understanding why you lost.

Juniors and amateurs may have much more fun, and learn much more about the basics of chess, when playing the familiar open games beginning 1. e4 e5. One more caution:

Non-governmental health warning

One of the first times I ever saw the Modern Defence played was in 1980 at the Cambridge Open. Local expert Erik Teichmann had the Black pieces against an opponent, who, while a strong County player, was graded far below Erik.

Game 1: Charity,A - Teichmann,E [B09] (Cambridge Open), 05.1980

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.f4 Nf6 5.Nf3 0-0



White plays a direct attacking line against Black's hypermodern opening.

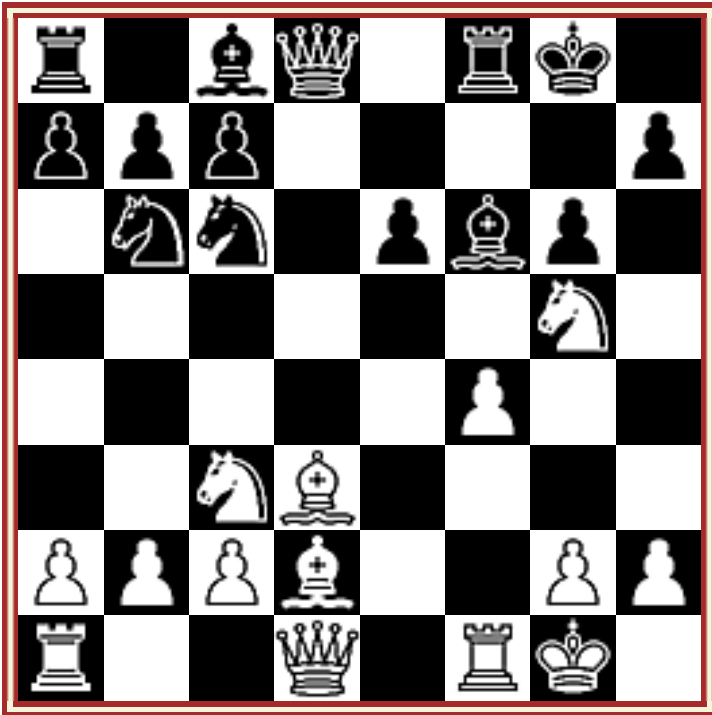
6.Bd3 Nc6

White breaks in the centre.

7.e5 dxe5 8.dxe5 Nd5 9.Bd2 Nb6 10.O-O f6

Black shouldn't open lines on the King's-side, that's just what White wants!

11.exf6 Bxf6 12.Ng5 e6



White plays a temporary sacrifice: White's centralised pieces can attack Black's King while the Black Queen's-side pieces cannot get back to defend.

13.Nxh7! Kxh7 14.Qh5+ (at this point Erik ceremoniously tore up his score sheet) 14...Kg8 15.Qxg6+ Bg7 16.Qh7+ Kf7 17.Bg6+ Ke7 18.Qxg7+ Kd6 19.Ne4+ Kd5 20.Qc3 Qe7 21.Qb3+ Nc4 22.Qb5+ Kd4 23.Bc3+ (Resigns)

[23.Bc3+ Ke3 24.Rae1#]

1-0

Rather an abrupt game. Now, most of your opponents can't play as well as Alec Charity, but if Erik can be blown away using this defence so can you. What went wrong here? Well, if you think about it, White's most basic plan in the opening is:

1. Develop quickly and grab as much of the centre as you can

2. Use your development and space advantage to attack the opponent's King

3. Attack by opening up lines for your better pieces.

Now, in the Modern Defence Black seems to help White do all these things! All right, it isn't quite that simple, but if White is determined to attack Black it is very difficult to stop it happening, and there are several sharp White systems which come very close to delivering mate almost by force. All you need is one little mistake and Black is finished.

In playing the Modern Defence you are playing a very risky, dangerous system with rules all of its own. To rub this point in, I give below a few master games where strong Black players just get smashed right out of the opening (*Hue-Donner, Hessmer-Haefner, Fischer-Udovcic*). You must be aware that this can happen to you, and what the do's and don'ts are of these positions.

Here's Steve Haataja:

Good lines, in some sense, are ones that your usual opponents cannot refute. If you are having trouble dealing with early queen sorties, then your opponents are playing "good lines" by bringing out the queen early. If handling this situation gives you trouble, I suggest playing more offhand games against players who do this, and trying it out some yourself. You will learn how to deal with such situations by a combination of observing others handle it and good old trial and error.

Here is a personal example. When I began playing the Modern Defence, things went pretty well at first. But then I ran into a fellow at the club who would quickly castle Queen's-side, play h2-h4, then h5. The h-file would open up and he'd checkmate me in maybe fifteen more moves. These were five-minute games, BTW. He did this to me several times that first night.

It became terribly frustrating. Nobody else attacked as savagely as he did, and I did fine against less violent variations. He went so far as to play 1.e4 g6 2.h4 (a slap in the face) a couple times, with great success. But after about four weeks of beatings, I finally timed the counter-punch in the centre correctly (the general principle: counter a flank attack with play in the centre). His attack lost steam and I won. He soon stopped single-mindedly playing for checkmate down the h-file as

I was winning every such game. That was one of the best chess lessons I ever learned. Quickly hitting back in the centre became an instinctive reaction to the dreaded h2-h4. You can read the principle 100 times in books, but until you actually experience it firsthand, it's just somebody else's theory. -- Steve Haataja

[\[Modern front page\]](#) | [\[Next\]](#) | [\[Other openings\]](#) |

Back to [Chess Coaching Page](#)

These related documents (modern.html) were last modified on 6 Feb 98 by



[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Openings\modern1.html) was last modified on 13 Aug 2005 by

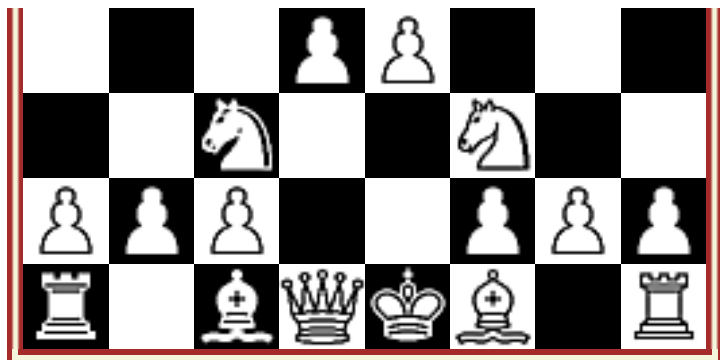


[Dr. Dave](#)

Exeter Chess Club: The Ideas behind the Modern Defence

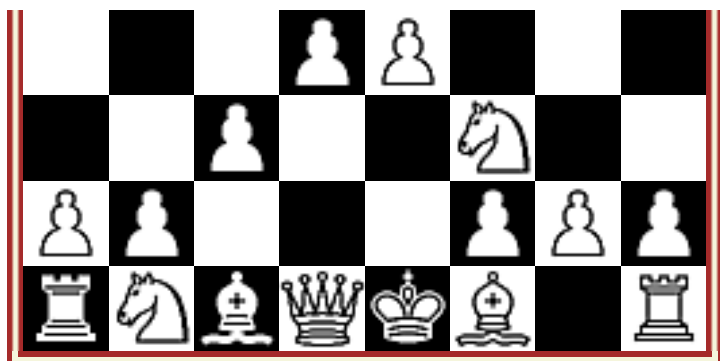
White Pawn centres

Classical centre



This is the most modest centre that White can build up. Black can easily get a share of the centre with ...e7-e5 but that doesn't do the Bg7 any good, so Black must also be careful to keep White's pieces under control and look for any active play that is going. It's actually quite an annoying system to play against! (See the games Cramling-Yrjola, and Kauranen-Richardson)

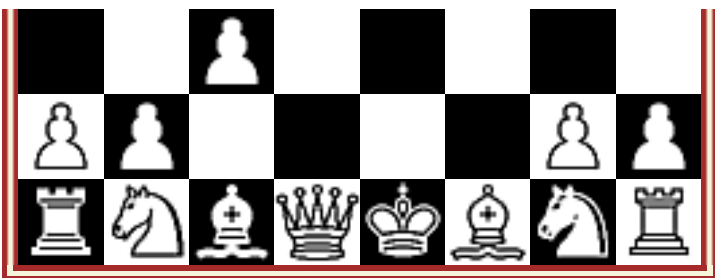
Geller system



This is another quiet system - White does not bite off more than can be chewed, and supports the d-Pawn against any pressure from the Bg7. Black can play ...c7-c5 and/or ...e7-e5 which may open up the long dark diagonal again. (See Filip-Bronstein).

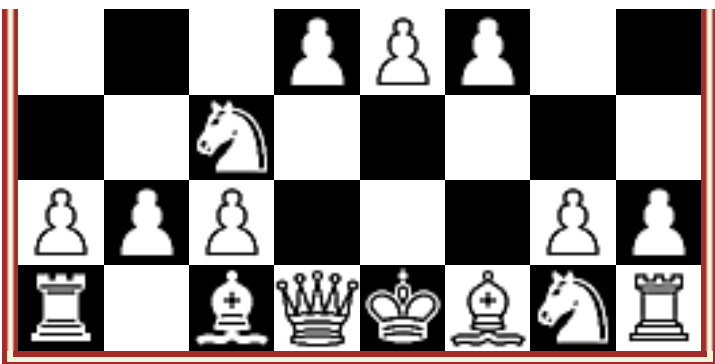
Three-Pawn centre





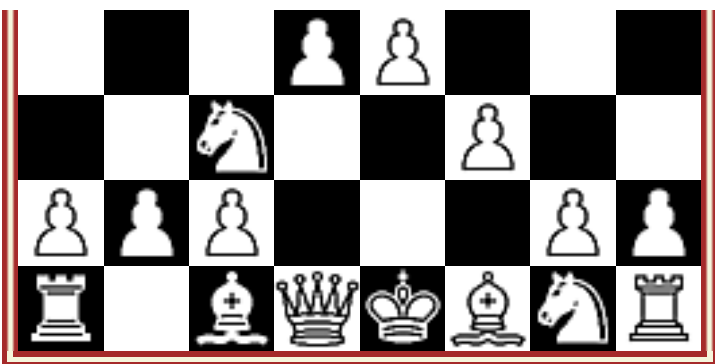
This centre takes a little while to set up but is quite solid and can be dangerous once White gets some pieces behind it. Black must hit back with moves like ...c7-c5 and ...e7-e5. (See the games Stein-Suttles and Byrne-Donner below.)

Pseudo-Austrian centre



This is one of the most dangerous systems for White (as we saw in Charity-Teichmann), and many Black players try to move into a solid Hedgehog or Gurgendidze system in response (Games: Hedgehog: Barczay-Ivkov, Keres-Navarovsky, Engedal-Davies, Gurgendidze: Herrera-Garcia)

Pseudo-Samisch centre



White can play quietly behind this centre but can also use it to launch a King's-side Pawn storm with moves like g2-g4 and h2-h4. Black must try to keep this storm under control while hitting back in the centre or on the Queen's-side.

Averbakh centre



White can transfer the weight of the attack to the Queens'-side by playing c1- c4 before developing the Queen's Knight. This can be very like - even become - lines of the King's Indian Defence (*Games: Korchnoi-Fischer*).

Ideas for Black

Dark square strategy



This is the most common sort of central counter-attack. Black must be careful to get the King out of the way before opening up lines in the centre. (*Games: Kauranen-Richardson, Cramling-Yrjola*)

Light square blockade (Gurgenidze)





This is a very solid system which Black players often play against dangerous White systems like the Pseudo-Austrian. Black should aim to hold things tight on the King's-side and gradually move into White's Queen's-side.

This is almost a separate opening, and can actually arise commonly from the Caro-Kann Defence. Below I give several whole games to give you a feel for this way of playing, and if you want to take up this strategy, I recommend you play over all of them (*as notes to Herrera-Garcia*).

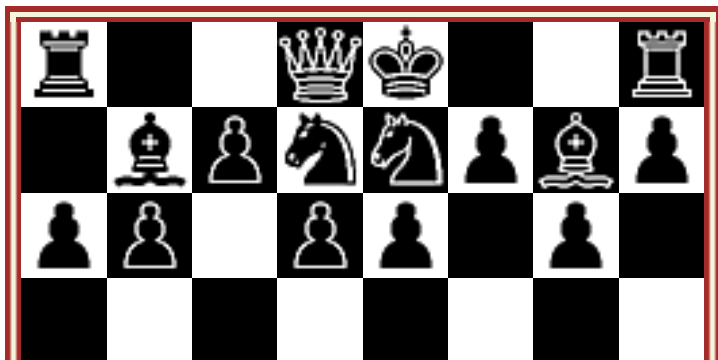
Queen's-side attack



Black hopes to make trouble on the Queen's-side - either opening a file or nudging the Knight away from the defence of e4. Black must be careful though, because White can also try to make use of open lines there if White has not castled Queen's-side. But if the White King is to be found there, the Black Bg7 is already pointing straight at him!

(Games: *Crawley-Hodgson, Nunn-Shirov, Polajzer-Davies*)

Hedgehog strategy





Black can set this arrangement up against more or less any White system. It is not a strategy in itself, just a way of waiting. It is very flexible and Black can try to make a break at any point on the board, but Black can get stuck without any active play because Black cannot get enough pieces to any one spot on the board. White can then pick a time and place to break through. So Black cannot just curl up, but should aim to break up White's centre with moves like ...c7-c5 (*Games: Barczay-Ivkov, Keres-Navarovsky, Engedal-Davies*).

Variations of the Modern and Pirc Defences

Byrne variation: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Bg5

White can play with pieces or follow up with f2-f4.

System with Be3: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3

Usually White plays Qd2, maybe with a Samisch-style centre, maybe not.

System with h3: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nf3 Nf6 5. h3 O-O 6. Be3

One idea is to play a sort of classical variation with Bc4.

Classical variation: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nf3 Nf6 5. Be2

A modest system aiming for quick development and a small edge.

Austrian Attack: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. f4

An aggressive line grabbing space in the centre and King's-side.

Gurgenidze system: 1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. f4 d5

A blockading line, useful against the Austrian Attack.

Monkey's Bum: 1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. Bc4 d6 5. Qf3

An anti-Gurgenidze idea: "*If that works, then I'm a Monkey's Bum!*" (*Nunn-Shirov*)

System with Bc4: 1. e4 g6 2. d4 Bg7 3. Nc3 (or 3. Nf3) 3...d6 4. Bc4 Nf6 5. Qe2

White often follows with e4-e5; with early Nf3 White may play quietly with c3

Geller's system: 1. e4 g6 2. d4 Bg7 3. c3 d6 4. Nf3

Another modest system hoping to blot out the Bg7

King Fianchetto variation: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nge2 Nf6 5. g3

A quiet line with slow play: Black can play standard moves.

Three Pawns attack: 1. e4 g6 2. d4 Bg7 3. c3 d6 4. f4

Another space-grabbing line, but not very good on piece development.

Variations with an early Be2: 1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be2

White intends to follow up with h2-h4 or g2-g4, hoping for an attack.

Averbakh Variation: 1. e4 g6 2. d4 Bg7 3. c4 d6

A move towards Queen's-side openings like the King's Indian or Benoni

P.S. The Modern Defence and related openings.

The Modern Defence is just the fianchetto of the King's Bishop while delaying the development of the King's Knight. If the King's Knight is played to f6 early on, we may have transposed into one of two other openings: the Pirc Defence or the King's Indian Defence.

The **Pirc Defence** is usually played with the move order **1. e4 d6 2. d4 Nf6 3. Nc3**, which stops White moving into a Queen's-side opening with c2-c4. With a Modern Defence move order White can play something like **1. e4 g6 2. d4 Bg7 3. c4** when a later ...Nf6 will transpose into the **King's Indian Defence**. This is a good fighting defence to the Queen's-side openings, which many Grandmasters like to play, and usually begins **1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4** (see *Korchnoi-Fischer*).

If you don't like playing the King's Indian Defence (it is very complicated - whole books have been written about single variations of the Defence!) but still want to play the Modern Defence, you don't have to play ...Nf6 and instead you can find some other move after **1. e4 g6 2. d4 Bg7 3. c4 d6 4. Nc3**, like 4...Nc6, 4...Nd7

or even 4...f5. On the other hand, Black's side in these various lines of the Averbakh Variation can be tricky to handle.

One clever move order is **1. e4 g6 2. d4 d6 3. c4** when **3...e5** is the idea. If White now pushes on here with **4. d5** you can play 4...f5, and if White plays **4. dxe5 dxe5 5. Qxd1+ Kxd1** then your King's Bishop can come out to c5 instead of being stuck on g7. If you don't want to White to be able to move over to a Queen's-side opening at all, you can always play the Pirc Defence with an early ... Nf6 and Nb1-c3.

[\[Modern front page\]](#) | [\[Previous\]](#) | [\[Next\]](#) | [\[Other openings\]](#) |

Back to [Chess Coaching Page](#)

These related documents (modern.html) were last modified on 6 Feb 98 by



[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Openings\modern2.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: The Ideas behind the Modern Defence

Example games:

White's King's-side attack

Game 2: Liu Wen Hue - Donner H [B07] Buenos Aires ol. FS, 1978

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7 5.g4 h6?

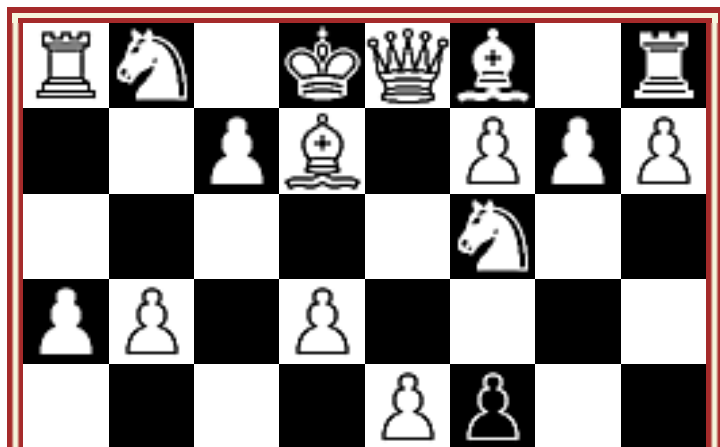
Weakening the King's-side even more; 5...c6 6. g5 Nfd7 is better, or 5...Na6 planning ...c5.

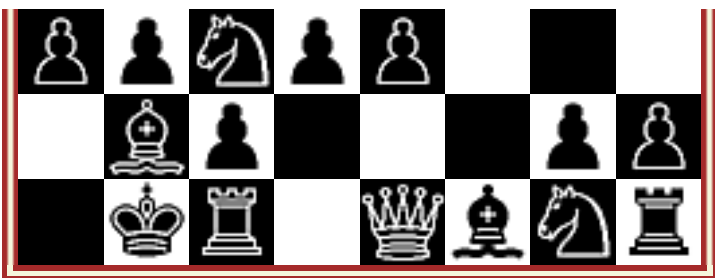
Oddly, in reply to 5. **h4**, Black can reply 5...**h5**, because it is difficult for White to open a file without creating weaknesses in White's own position. 5...**c5**, hitting back in the centre, is also a good reply.

6.h3 c5 7.d5 0-0?

Having weakened the King's-side so much, that's the last place Black should put his King! Perhaps Jan thought that White had given up the idea of a King's-side attack after 6.h3, but...

8.h4! e6





9.g5 hxg5 10.hxg5 Ne8 11.Qd3 exd5 12.Nxd5 Nc6 13.Qg3 Be6 14.Qh4



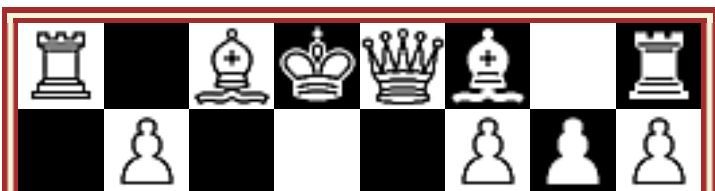
14...f5 15.Qh7+ Kf7 16.Qxg6+! Kxg6 17.Bh5+ Kh7 18.Bf7+ Bh6 19.g6+ Kg7 20.Bxh6+

[20.Bxh6+ Kh8 21.Bxf8+ Qh4 22.Rxh4#]

1-0

Game 3: (75) Hessmer - Haefner Th. [B09] Corr., 1986

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7 5.Nf3 0-0 6.e5 Nfd7 7.h4 c5 8.h5 cxd4 9.hxg6





9...dxc3 10.gxf7+ Rxf7 11.e6 cxb2 This may win by force but Black is taking an awful risk playing this way. This game was played by correspondence, so he may have thought he could find his way out of any trouble, or he may just have trusted his books...

[11...Rf6 12.exd7 Bxd7 13.Bd3 h6 14.bxc3 Nc6[[threesuperior]]]

12.exf7+ Kf8 13.Bxb2 Bxb2 14.Bc4 Qa5+ 15.Kf1 Nf6 16.Rb1 Qc3 17.Bb3!?

[17.Ne5 Bf5; 17.Bd3 Bg4]

17...Bg4 "with great advantage to Black" - Botterill & Keene. **18.Ng5! Bxd1**

[18...Qxb3 "better, but still winning for White" - Nunn]

19.Rxh7 Nbd7 20.Ne6# 1-0

Game 4: (77) Fischer,R - Udovcic,M [B06] Rovinj/Zagreb Rd: 12, 1970

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.f4 Nc6 5.Be3 Nf6 6.h3 0-0 7.g4





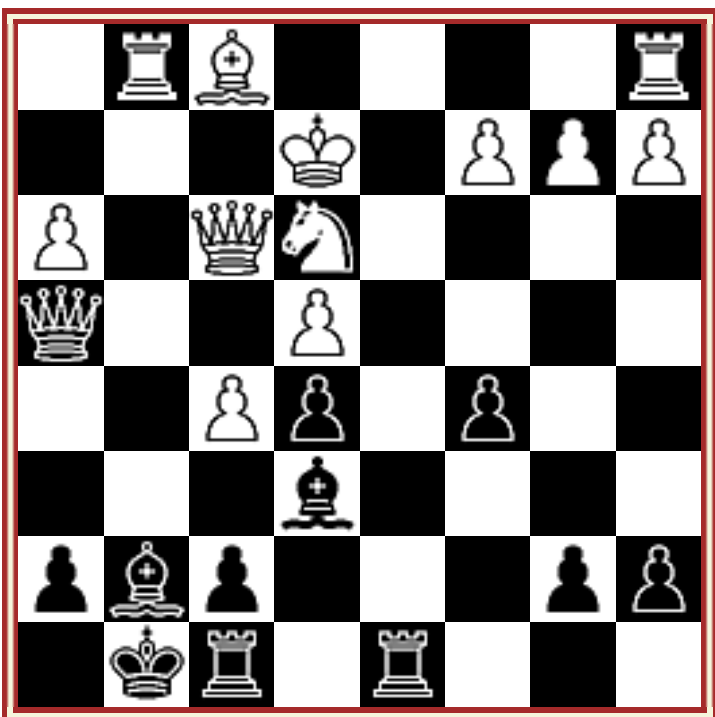
An enormously bold - even arrogant - way of playing. White intends to swamp the Black King's-side.

The first rule of these positions is:

Hit back in the centre!

7...e5! 8.dxe5 dxe5 9.f5 gxf5 10.gxf5 Nd4

Exchanging Queens first was safer! **11.Nf3 c5 12.Bg5 Qb6 13.Bxf6 Qxf6 14.Nd5 Nxf3+ 15.Qxf3 Qh4+ 16.Ke2 Be6 17.Ne3 Rad8 18.Rg1**

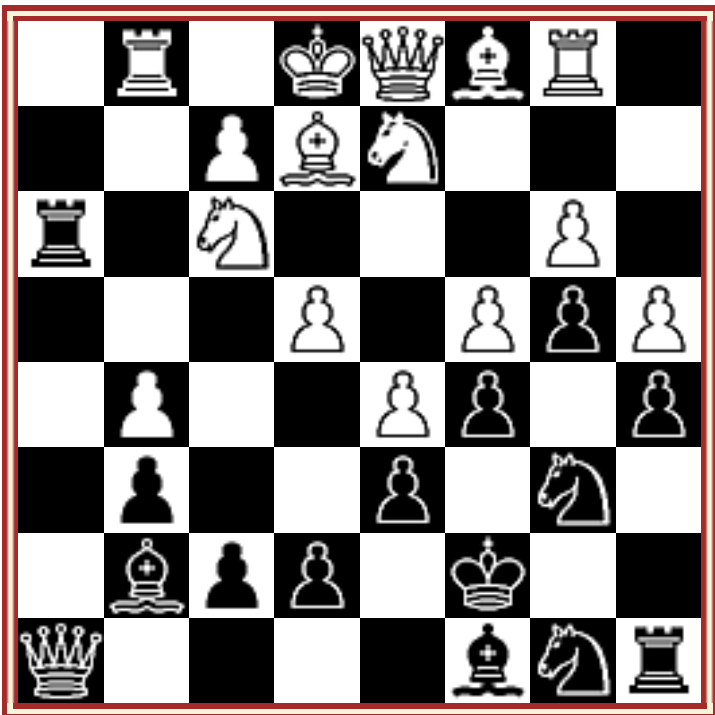


Black has some ideas for counterplay, but is in too much trouble on the open g-file. **18...Kh8 19.fxe6 fxe6 20.Qg3 Qf6 21.Qxg7+ Qxg7 22.Rxg7 Kxg7 23.Ng4 Rf4 24.Ke3 Rdf8 25.Be2 h5 26.Nxe5 Rh4 27.Rg1+ Kh7 28.Rh1 Rhf4 29.Nd3 R4f7 30.Nxc5 Rc8 31.Nxe6 1-0**

Black's dark-square strategy

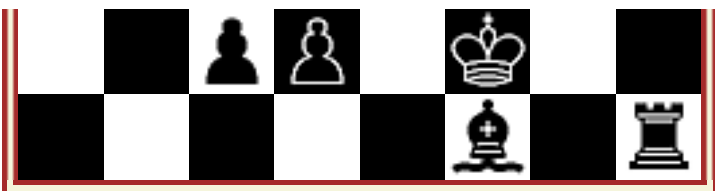
Game 5: Kovacevic,V - Seirawan,Y [B07] Wijk, 1980

1.d4 g6 2.e4 d6 3.Nc3 Bg7 4.Be2 Nf6 5.g4 c6 6.g5 Nfd7 7.h4 b5 8.h5 Rg8
9.hxg6 hxg6 10.Nf3 b4 11.Nb1 a5 12.a4 c5 13.d5 Nb6 14.c4 Kd7 15.Nbd2
Rh8 16.Rg1 Kc7 17.Rb1 Rh3 18.b3 Qh8



Black's control of the dark squares is complete. **19.Nf1 N8d7 20.Bf4 Ne5 21.
Nxe5 Bxe5 22.Bxe5 Qxe5**





The disappearance of Black's monster Bishop has not saved White, the dark squares still belong to Black. **23.f3 Bd7 24.Qc2 Qd4 25.Rg2 Rh1 26.Rf2 Qh8 27.f4 Qh4 28.Rd1 f6 29.gxf6 exf6 30.e5 fxe5 31.fxe5 Rf8 32.exd6+ Kb7 33.Bd3 Re8+ 34.Be2 Rxf1+ 35.Kxf1 Qh1# 0-1**

Game 6: Cramling,D - Yrjola,J [B08] It shv., 1984

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.Nf3 Nf6 5.Be2

[5...h3 0-0 6.Be3 a6 7.a4 b6 (7...Nc6; 7...d5!?)]

5...0-0 6.0-0 Bg4

[6...c6]

7.Be3 Nc6 8.Qd2 e5



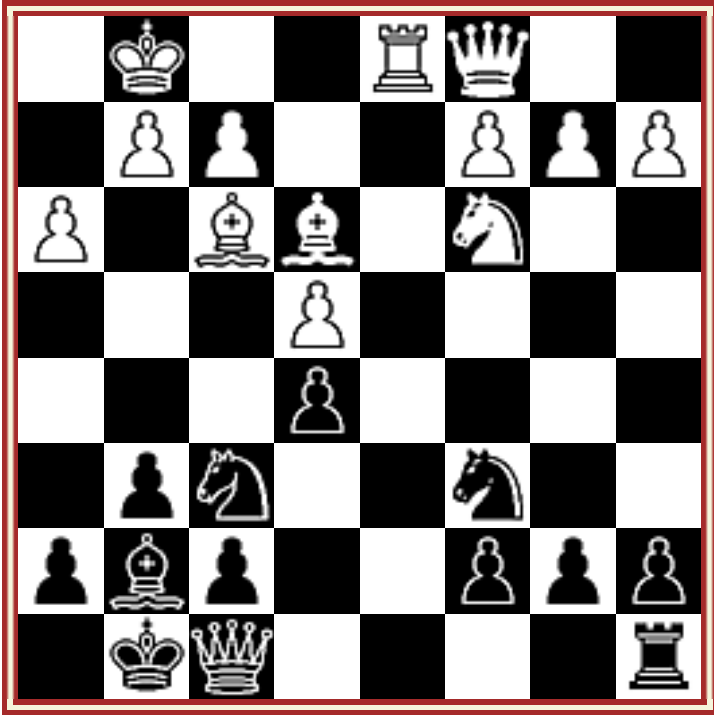
This standard position has been largely abandoned by White, while bored Blacks have been experimenting with an early ...c6. **9.dxe5**

[9.d5 Ne7 10.Rad1 Bd7 11.Ne1 b5! 12.a3 (12.Bxb5 Nxe4) 12...a5 13.Nd3 c6 14.dxc6 Bxc6 15.Bh6 b4 16.Bxg7 Kxg7 17.axb4 axb4 18.Nb1 Qb6 19.Kh1 Rab8 Barlov-Jansa, Bor 1985: Black is at least equal, according to John Nunn]

9...dxe5 10.Rad1 Qc8 11.Qc1 Rd8 12.Rxd8+ Qxd8

[12...Nxd8!?]

13.Rd1 Qf8 14.h3 Bxf3 15.Bxf3



15...h5!? with the idea of exchanging the B on h6. **16.Nb5 Rc8 17.c3**

[17.Nxa7 Nxa7 18.Bxa7 b6 and the Bishop is buried]

17...Kh7 18.Na3 Bh6 19.Bxh6 Qxh6 20.Qxh6+ Kxh6 21.h4 Kg7 22.Nc4 a5 23.Kf1 Kf8





This is quite OK for Black. 24.Ke2 Ke7 25.Ke3 b5 26.Na3 Na7 27.Be2 c6 28.Nb1 Ne8 29.Nd2 Nd6 30.g3 Rd8 31.f4 exf4+ 32.gxf4 Nac8 33.Nf3? Nc4+ 34.Kf2 Rxd1 35.Bxd1 Nxb2 36.Be2 Na4 37.c4 b4 38.Nd4 Kd7 0-1

Knocking out White's big centre

Game 7: Stein ,L - Suttles,D [B06] Sousse Tunisia, 1967

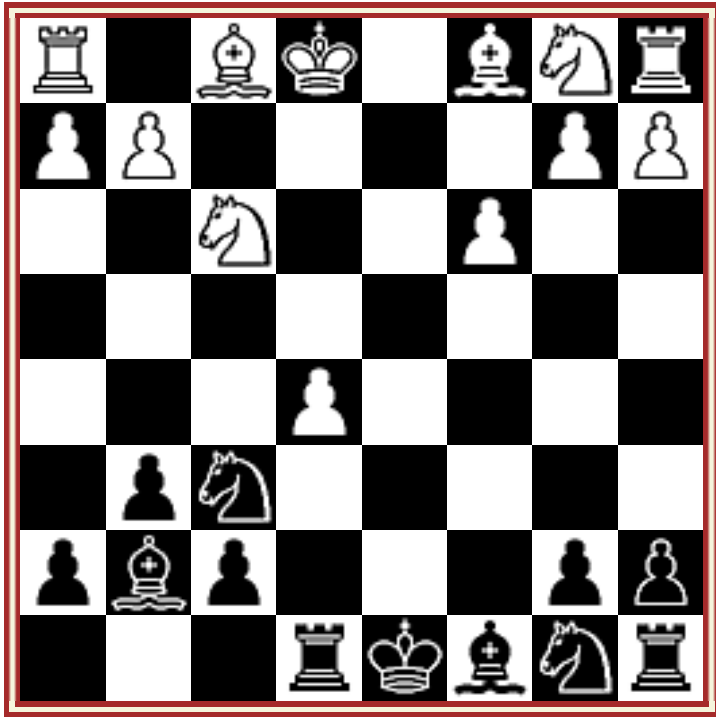
1.e4 g6 2.d4 Bg7 3.c3 d6 4.f4 c5



A bold but hopefully temporary Pawn sacrifice. 5.dxc5 Nf6!? 6.cxd6 exd6 7.e5

[7.Nf3 0-0 8.Bd3 Black can exploit the fact that he has already castled: 8...Nxe4! 9.Bxe4 Re8]

7...dxe5 8.Qxd8+ Kxd8 9.fxe5 Re8 10.Nf3



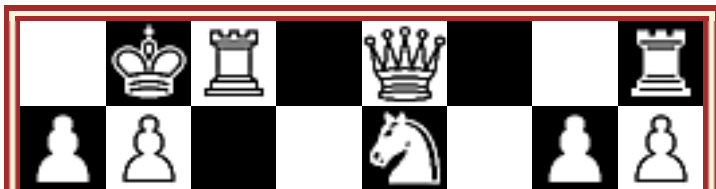
Duncan Suttles may have chosen wrongly here: **10...Nc6?**

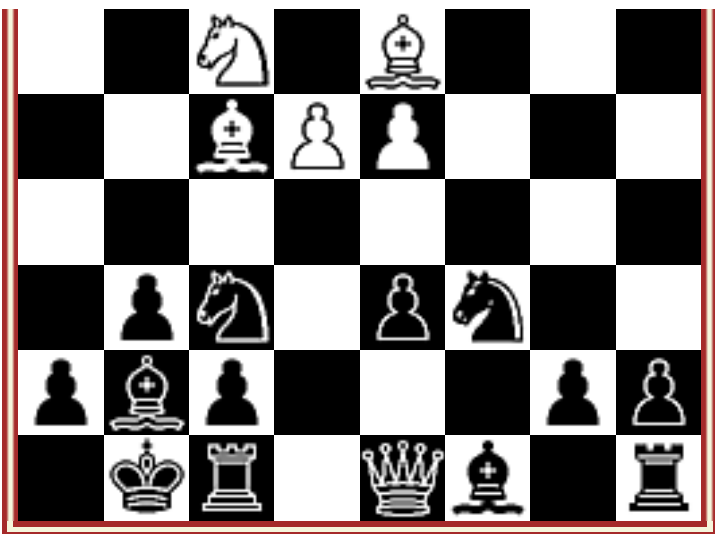
[10...Ng4!? (Botterill/Keene) 11.Bg5+ f6 12.Bh4 (12.Bf4 fxe5 13.Bg5+ Kc7) 12...Nxe5 e.g. 13.Nxe5 Rxe5+ 14.Kf2 Rf5+! with easy equality, since White has no good square for his King.]

11.Bb5 Bd7 12.Bxc6 Bxc6 13.0-0 Ng4 14.Bg5+ Kc8 15.Nbd2 h6 16.Bf4 g5 17.Bg3 Ne3 18.Rf2 Nf5 19.Nc4 Bd5 20.Nfd2 Nxc3 21.Nd6+ Kd7 22.Nxe8 Rxe8 23.hxg3 Bxe5 24.Rd1 Kc6 25.Nb3 b6 26.Nd4+ Kc5 27.g4 Bf4 28.Nf5 Re5 29.g3 Rxf5 30.gxf5 Bxg3 31.Rfd2 Bf3 32.Rf1 Bf4 33.Rxf3 Bxd2 34.Rd3 Bf4 35.Rh3 Kd5 36.Rxh6 Ke5 37.Rh7 f6 38.Rxa7 Kxf5 39.Kf2 Bd6 40.Rb7 Bc5+ 41.Kg2 1-0

Game 8: Byrne ,R - Donner ,J [B07] San Juan Puerto Rico, 1969

1.e4 g6 2.d4 Bg7 3.c3 d6 4.f4 Nf6 5.Bd3 e5 6.Nf3 exf4 7.Bxf4 0-0 8.0-0 c5 9.Nbd2 cxd4 10.cxd4 Nc6





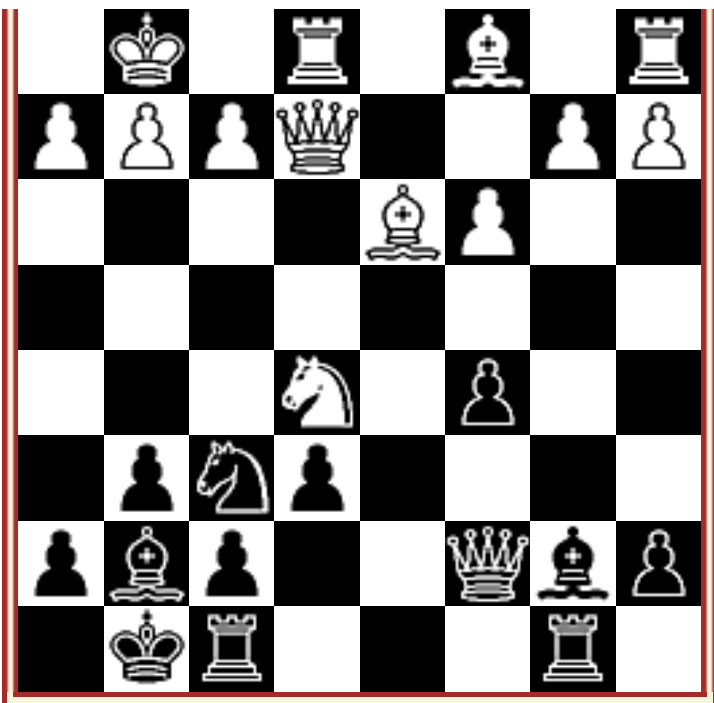
White still has his centre but none of the advantages that can go with it. Black has good development and an equal game. **11.Qb3 d5 12.e5 Ne4 13.Nxe4 dxe4 14. Bxe4 Nxd4 15.Qe3 Ne6 16.Bg3 Qb6 17.Qxb6 axb6 18.b4 b5 19.Rf2 Re8 20. Rc2** 1/2../strong>

Game 9: Filip,M - Bronstein,D [B07] Moskva, 1967

1.Nf3 g6 2.d4 Bg7 3.e4 d6 4.c3 Nf6 5.Nbd2 0-0 6.Be2 b6



Preparing ...c5 7.0-0 e6 8.Re1 Bb7 9.Bd3 c5 10.dxc5 bxc5 11.e5 dxe5 12. Nxe5 Nc6 13.Ndc4 Nxe5 14.Nxe5 Qc7 15.Qe2 Rab8



Black's split Pawns are not weak because White is not organised to attack them - in fact, the half-open b-file gives Black a little initiative. 16.Bd2 Ba8 17.Nc4 Nh5 18.Be4 Bd5 19.b3 Rfd8 20.Rad1 Nf6 21.Bc2 Qb7 22.Na5 Qb6 23.Nc4 Qa6 24.Ne3 Qxe2 25.Rxe2 Bc6 26.f3 a5 27.Be1 Rxd1 28.Nxd1 a4 29.bxa4 Ra8 30.Bf2 c4 31.Bd4 Nd5 32.Bxg7 Kxg7 33.Be4 Rxa4 34.Bxd5 Bxd5 35.Ne3 Bc6 36.Rc2 Kf6 37.Kf2 Ke7 38.Ke1 Kd6 39.Kd2 Kc5 40.Kc1 Ra8 41.Rd2 f5 42.Rd4 Ra4 43.Kb2 e5 44.Rd8 Ra8 45.Rxa8 Bxa8 46.Nd1 Bc6 47.Kc1 g5 48.Kd2 Bd7 49.Ke2 f4 50.Nb2 h5 51.Kf2 g4 52.g3 Bc6 53.fxg4 hxg4 54.gxf4 exf4 55.Kg1 Bf3 56.Kf2 Be4 57.Kg1 Bc2 58.Kf2 Bb1 59.a3 Bc2 60.Ke1 Kd5 61.Kf1 Bd3+ 62.Kf2 Bg6 63.Nd1 Be8 64.Nb2 Bb5 65.Ke2 Ke4 66.Kf2 Kf5 67.Kg1 Kg5 68.Nd1 Kh4 69.Kg2 Ba4 70.Nf2 g3 71.hxg3 + fxg3 72.Kg1 Bc2 73.Kf1 gxf2 74.Kxf2 Kg5 75.Ke3 Kf6 76.Kd4 Bb3 77.Kc5 Ke7 78.a4 Kd7 79.a5 Kc7 80.Kb5 Kb7 81.Kc5 Ka6 82.Kb4 Ba2 83.Ka4 Bb1 84.Kb4 Bd3 85.Ka4 Bc2+ 0-1

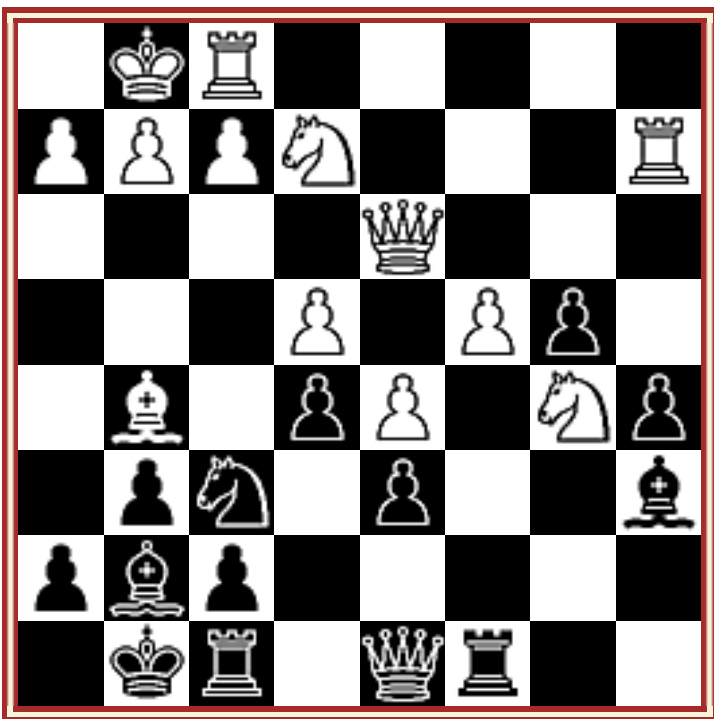
Black's Queen's-side play

Game 10: Nunn John D M,J - Shirov Alexei,A [B06] Bundesliga, 1996

1.e4 g6 2.d4 Bg7 3.Nc3 c6 4.Bc4 d6 5.Qf3 e6 6.Nge2 b5 7.Bb3 a5 8.a3 Ba6 9.O-O Nd7 10.Bf4 Qe7 11.Rad1 e5 12.Bg5 Ngf6

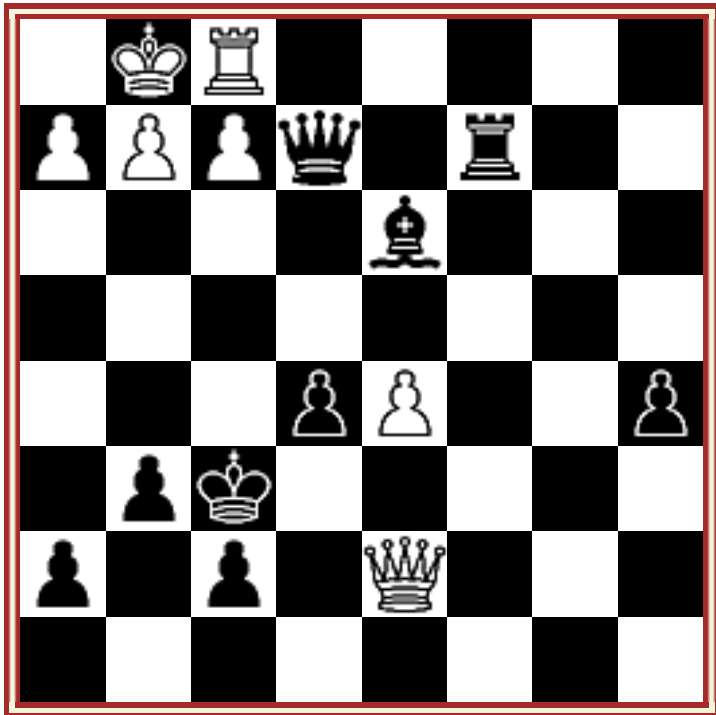


Black insists on a share of the centre as well as a counter-attack on the Queen's-side. 13.d5 c5 14.a4 b4 15.Nb5 Nb6 16.Qd3 c4 17.Bxc4 Nxa4 18. Ra1 Nxb2 19.Qb3 Nxc4 20.Qxc4 Rc8 21.Qd3 Qd8 22.c4 0-0 23.Ra2



A tense position where all the play is on the Queen's-side, and Black must be pleased with the two connected passed Pawns. Black sacrifices the exchange to remove White's last Queen's-side Pawn... 23...Rxc4 24.Bxf6 Bxf6 25.Qxc4 Qb6 26.Qc7 Qxb5 27.Qxd6 Kg7 28.Rc1 Rd8 29.Qc6 b3 30. Rb2 Qd3 31.Rcb1 Rc8 32.Qa4 Rc2 33.Rxb3 Qxe2 34.Rf3 Bd3 35.Qd7 Bxe4

36.Rxf6 Kxf6 37.Qd6+ Kf5 38.Rf1 Bd3 39.Qd7+ Kf6



Black has nibbled in a circle all the way around the board to finish off the White King! 0-1

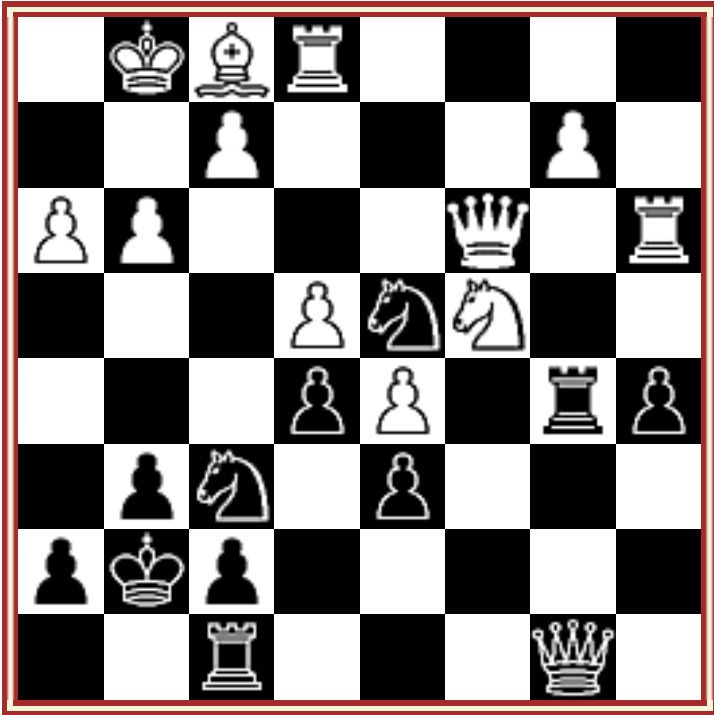
Game 11: Crawley ,G - Hodgson,J [B07] 1989

1.e4 d6 2.d4 Nf6 3.Nc3 c6 4.g3 g6 5.Bg2 Bg7 6.a4 0-0 7.h3 b6 8.Nge2 Bb7 9.0-0 Nbd7 10.Bg5 a6 11.Re1



An unusual opening by White: Black starts his Queen's-side play as usual.

11...b5 12.Qd2 b4 13.Nd1 a5 14.Bh6 e5 15.Bxg7 Kxg7 16.Ne3 c5 17.d5
Ba6 18.c4 bxc3 19.Nxc3 c4 20.Nb5 Nc5 21.Qc2 Rb8 22.Nxc4 Bxb5 23.axb5
Rxb5 24.Bf1 Nb3 25.Ra3 Nd4 26.Qc3 Qb8



Black has a comfortable initiative on the Queen's-side.

27.Kg2 Rc8 28.Rxa5 Rb3 29.Qc1 Qb4 30.Ra6 Rxb2 31.Qxb2 Qxe1 32.f3
Nxf3 33.Ra1 Qxe4 34.Nxd6 Rc2+ 0-1

Black's light-square blockade

Game 12: Herrera C - Garcia G [B15] Ch Cuba, 1989

1.e4 c6

[1...g6 2.d4 Bg7 3.Nc3 c6 4.f4 (4.Bc4!? when 4...d6 may be best) 4...d5 5.
e5 h5 is the Modern Defence move order.]

2.d4 d5 3.Nc3 g6 4.e5 Bg7 5.f4 h5 6.Nf3 Nh6 (6...Bg4!?)

cuuuuuuuuC

(rhb1kDw4}

70pDw0pgw}

6wDpDwDph}

5DwDp)wDp}

&wDw)w)wD}

3DwHwDNDw}

2P)PDwDP)}

;%\$wGQIBDR}

7.Be3 Qb6

[7...Bg4 is more usual: 8.Be2 (8.h3!?)

A) 8...e6 9.Qd2

(9.Bf2 Nf5 10.g3 Bf8 11.Qd3 Nd7 12.h3 Bxf3 13.Bxf3 c5 14.Ne2 Qb6 15.b3 Nxd4 16.Nxd4 cxd4 17.c3 Rc8 18.Bxd4 Bc5 19.0-0 Nb8 20.Rf2 Bxd4 21.cxd4 Nc6 22.Rd1 Kd7 23.Kg2 Ne7 24.g4 hxg4 25.hxg4 Rc6 26.Qe3 Qb4 27.Qd2 Qb6 28.Qe1 a6 29.Rfd2 Qb4 30.Qf2 Rc3 31.Rc2 Rxc2 32.Qxc2 Rc8 33.Qd2 Qxd2+ 34.Rxd2 Rc3 35.Kf2 Kc6 36.Be2 Kb6 37.Rd3 Rc2 38.a3 Ra2 39.b4 Kc7 40.Ke3 Kd7 41.Rc3 Nc6 42.b5 Nxd4 0-1 Aseev Konstantin N-Titov German/Kostroma Russia 1985)

9...Nd7 10.g3 Nf5 11.Bf2 Bf8 12.h3 Bxf3 13.Bxf3 Bb4!

(13...h4!? 14.g4 Ng3!? with counterplay for the Pawn that will be lost on g3. 15.Rg1 Qb6 16.0-0-0 Qa6 17.Qd3 Qxd3 18.Rxd3 c5 19.Nb5 c4 20.Rdd1 Rc8 21.Bxg3 hxg3 22.Rxg3 a6 23.Nc3 b5 24.Rh1 Rh4 25.Ne2 Nb6 26.g5 c3 27.b3 a5 28.Bg4 Bb4 29.Ng1 a4 30.Rh2 Ke7 31.Kd1 Ra8 32.Nf3 Rhh8 33.Ne1 Nd7 34.Nd3 axb3 35.cxb3 Ba5 36.Nc1 Nb8 37.a3 Bb6 38.Ra2 Rc8 39.Rd3 Nc6 40.Rxc3 Bxd4 41.Rd3 Bb6 42.b4 Nxb4 43.axb4 Rxc1+ 44.Kxc1

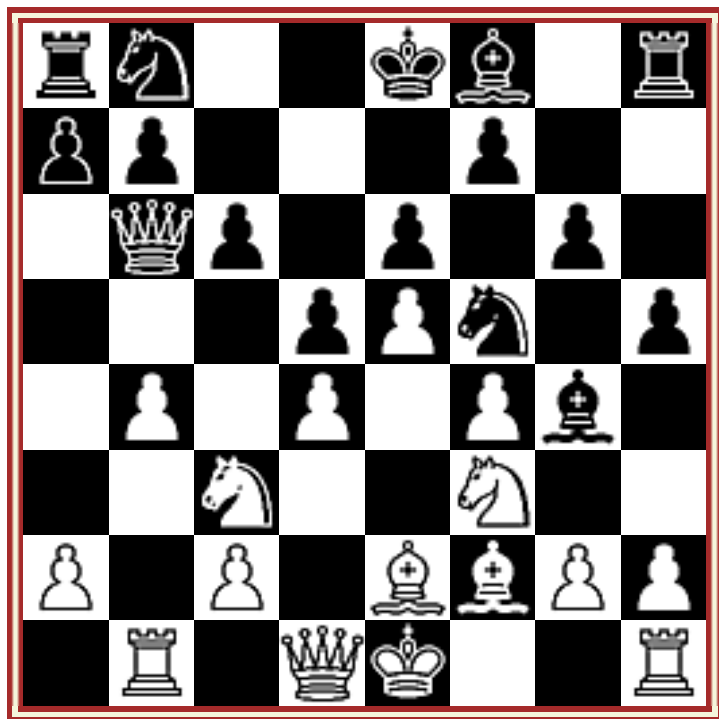
Rxa2 0-1 Arnason Jon L-Christiansen Larry M/It open 1986)

14.a3 Qa5! 15.g4 hxg4 16.hxg4 Rxh1+ 17.Bxh1 Ne7 18.Bh4 Nb6 at least equal if not better for Black: Pasman-Ciocaltea, 1982;

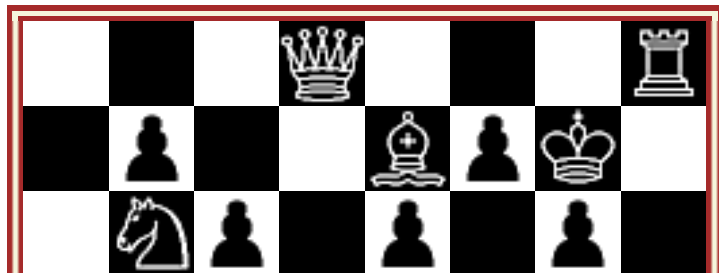
B) 8...Nd7;

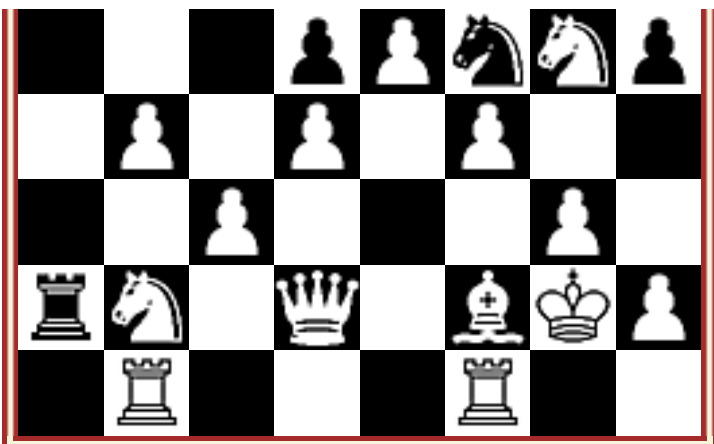
C) 8...Nf5 9.Qd2 e6 10.Nd1 Nd7 11.O-O Bh6 12.Nf2? Bxf3 13.Bxf3 Nxe5 14.dxe5 d4 15.Bxd4 Qxd4 16.Qxd4 Nxd4 17.Nd3 Nxc2 18.Rac1 Nd4 19.Kf2 O-O 20.Rfd1 Nxf3 21.Kxf3 Rd4 22.g3 Rhd8 23.Nf2 Bf8 24.Rxd4 Rxd4 25.Rc2 Kc7 26.Ke3 Rd5 27.Ne4 Be7 28.Rc1 a5 29.b3 b5 30.h3 a4 31.g4 h4 32.bxa4 b4 33.Rb1 Ra5 34.Nd6 Rxa4 35.Nxf7 Rxa2 36.Nh8 Bc5+ 37.Kd3 Ra3 + 38.Ke2 Re3+ 39.Kd2 Rxh3 40.Nxg6 Rg3 0-1 Morris-Norwood, 1990]

8.Rb1!? Bg4 9.Be2 e6 10.b4 Nf5 11.Bf2 Bf8



"Black has done everything right." - Norwood. 12.O-O Nd7 13.Na4 Qc7 14.c3 Be7 15.Nb2 a5 16.a3 Kf8 17.Ng5 Bxe2 18.Qxe2 Kg7 19.g3 Qd8 20.Qd2 axb4 21.axb4 Ra2 22.Kg2 Nb6!



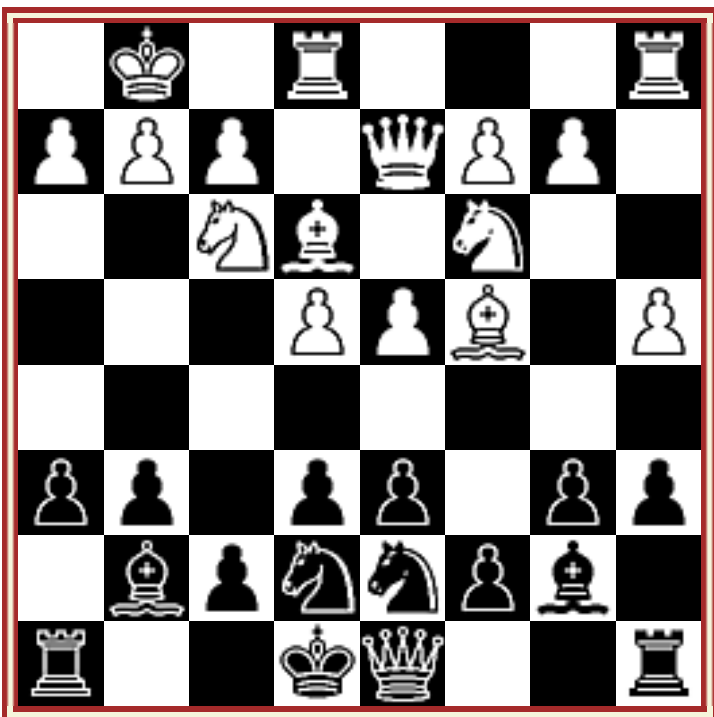


This is good for Black, White has no real idea what he can do next. 23.Qc1 Bxg5 24.fxg5 Nc4 25.h4 Qd7 26.Kh3 Re8 27.g4 hxg4+ 28.Kxg4 Rh8 29. Rh1 Qd8 30.Rh3 Qg8 31.Nxc4 dxc4 32.Rb2 Rxb2 33.Qxb2 Qh7 34.Kf4 Qh5 35.Qd2 Ra8 36.Rh1 Ra3 37.Be1 Ne7 38.Kg3 Ra1 39.Rh2 Rd1 40.Qf2 Nf5+ 41.Kf4 Rd3 42.Qe2 Ne7 43.Qxh5 gxh5 44.Ke4 Nd5 45.Bd2 Kg6 0-1

The Hedgehog

Game 13: Barczay Laszlo - Ivkov Borislav [B06] Sousse Tunisia, 1967

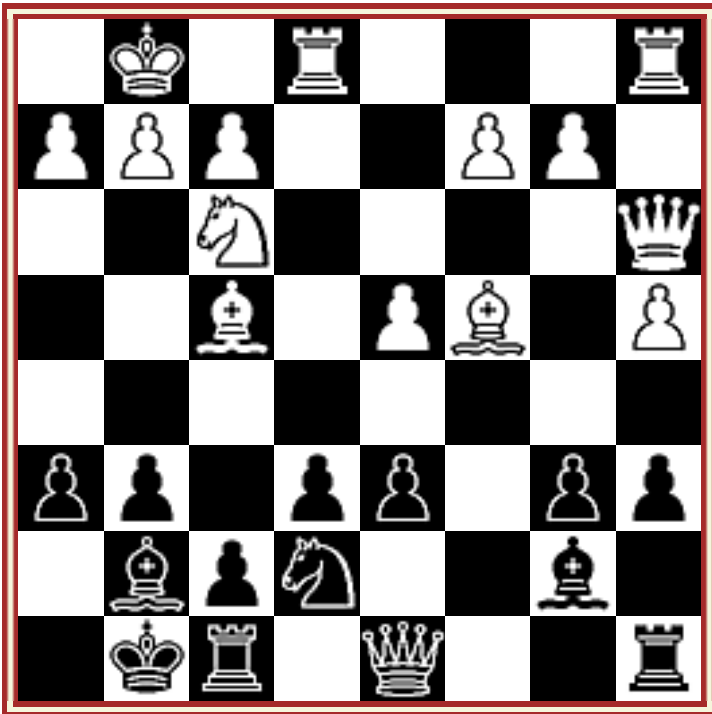
1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4 a6 5.0-0 e6 6.Bg5?! Ne7 (Black was going to do this anyway) 7.Qd2 h6 8.Be3 Nd7 9.Nc3 b6 10.Rfe1 Bb7 11.a4



Black may be crouching but his position is solid. White, having achieved more or less complete development, just decides to try and hack through straight away, but it all goes wrong ... 11...Nf6 12.e5 Nfd5 13.Bf4 Nxc3 14. Qxc3

[14.bxc3]

14...0-0 15.exd6 cxd6 16.Qa3



White's attack has produced a threat to the d-Pawn, but Black is ready to counterattack. 16...Nf5 17.c3?

[17.Rad1]

17...Bxf3 18.gxf3 e5! 19.Bg3

[19.dxe5 dxe5 20.Bxe5 Bxe5 21.Rxe5 Qg5+ 22.Kh1 Qf4]

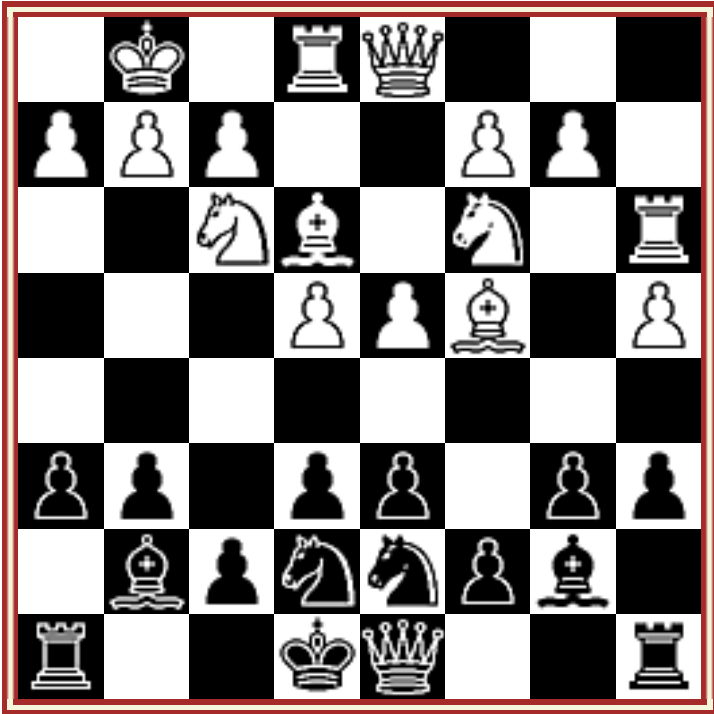
19...h5 20.dxe5 dxe5 21.Kh1 Qg5

[21...Qg5 22.Rg1 (22.Bxe5 Bxe5 23.Rxe5 Qf4) 22...h4 23.Bxe5 Qh5]

0-1

Game 14: Keres,P - Navarovsky [B06] Luhacovice (13), 1969

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.Nf3 a6 5.Bc4 e6 6.Bg5 Ne7 7.O-O h6 8.Be3 Nd7 9.a4 b6 10.Re1 Bb7 11.Ra3



Paul Keres was one of the greatest attacking players of the game, but grinds to a halt against the hedgehog... 11...Nf6 12.Bd3 O-O 13.h3 c5 14.dxc5 bxc5 15.e5 dxe5 16.Nxe5 Nfd5 17.Bxc5 Nxc3 18.Rxc3



A confused position where both sides have loose pieces. 18...Qd5 19.Bf1

Qxd1 20.Rxd1 Bd5 21.Bxe7 Rfe8 22.Rc5 Bb7 23.Rc7 Bd5 1/2../strong>

Game 15: (80) Barczay Laszlo - Suttles Duncan [B06] Izt., 1967

1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4 c6 5.Nc3 b5 6.Bb3 b4 7.Ne2 a5 8.c3 Nf6 9.e5 dxex5 10.Nxe5 0-0 11.0-0 Nfd7 12.Ng4?! a4! 13.Bc2 c5 14.Bh6 a3!



Black is determined to open up the long dark diagonal! Nimzovitch always used to say that a Pawn chain should be attacked at its base, which in this case is b2. 15.Bxg7 axb2 16.Rb1

[16.Bxf8 bxa1Q 17.Qxa1 Nxf8 18.Nh6+ Kg7 19.cxb4 Kxh6 20.dxc5 Wade says this is better for Black.]

16...Kxg7 17.cxb4 Nb6 18.Ne5 cxd4 19.Bb3? f6 20.Nd3 e5 21.Rxb2 Nc6 22.a4 Qd6 23.Qc2 Bf5 24.Ng3 Bxd3 25.Qxd3 Nxb4 26.Qb5 Rfb8 27.Ne4 Qe7 28.a5 Nd7 29.Qc4 f5 30.Ng5 Qxg5 31.Qf7+ Kh6 32.Qxd7 Nd3 33.Rbb1 Nc5 34.Qd5 Rxa5 35.Bc4 Rxb1 36.Rxb1 Qe7 37.Bf1 Ra7 38.Re1 Rd7 39.Qg8 e4 40.Bc4 0-1

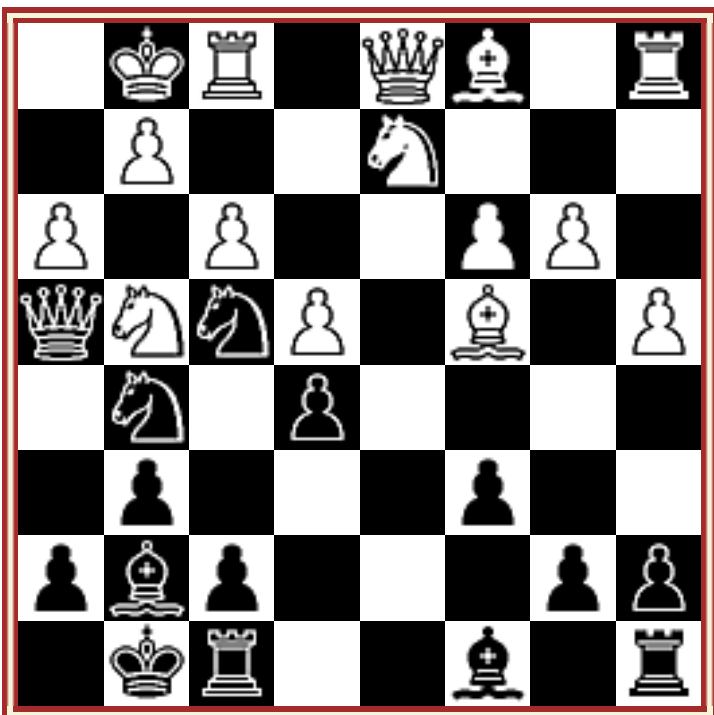
Black's active pieces

Game 17: Povah Nigel - Nunn John [B08] 1977

1.e4 d6 2.d4 g6 3.Nc3 Bg7 4.Bc4 Nc6!?

[4...Nf6 is a normal Pirc]

5.Nf3 Nf6 6.h3 0-0 7.Qe2 e5 8.dxe5 dxe5 9.0-0 Nd4 10.Qd3 Nd7 11.a4?!
Nc5 12.Qd1 c6 13.b3 Nce6 14.Nb1 Qf6 15.Nh2 Nf4 16.c3 Nde6 17.Ng4
Qh4 18.Nd2 Ng5 19.f3



19...Ngxh3+

[19...Ngxh3+ 20.gxh3 Qg3+ 21.Kh1 Qg2#]

0-1

Black's King's-side attack

Game 18: Kauranen,R - Richardson,K [B08] CC WM 10,F FS 1978

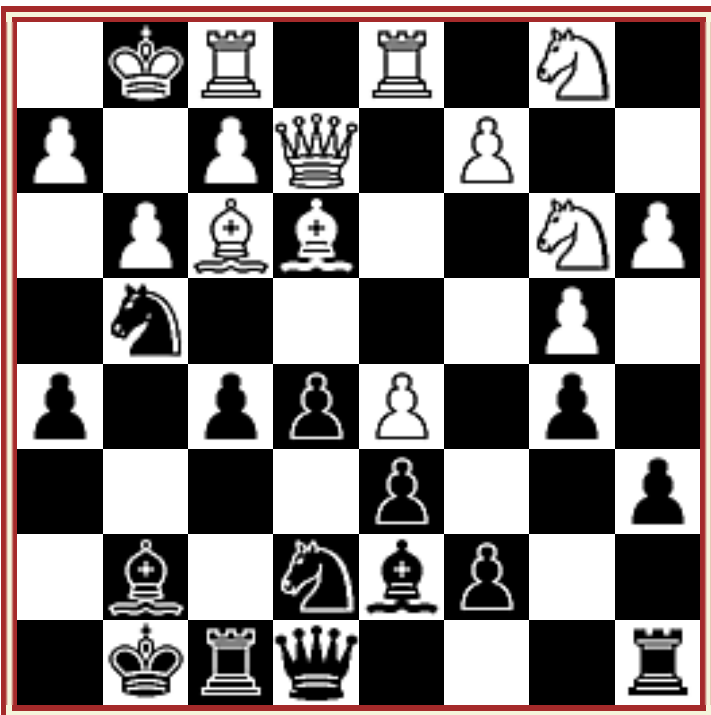
This game was played in the world correspondence championship.

1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Be2 Nf6 5.Nc3 0-0 6.0-0 Bg4 7.Be3 Nc6 8.Qd3

e5 9.d5 Ne7 10.Rad1 Bd7

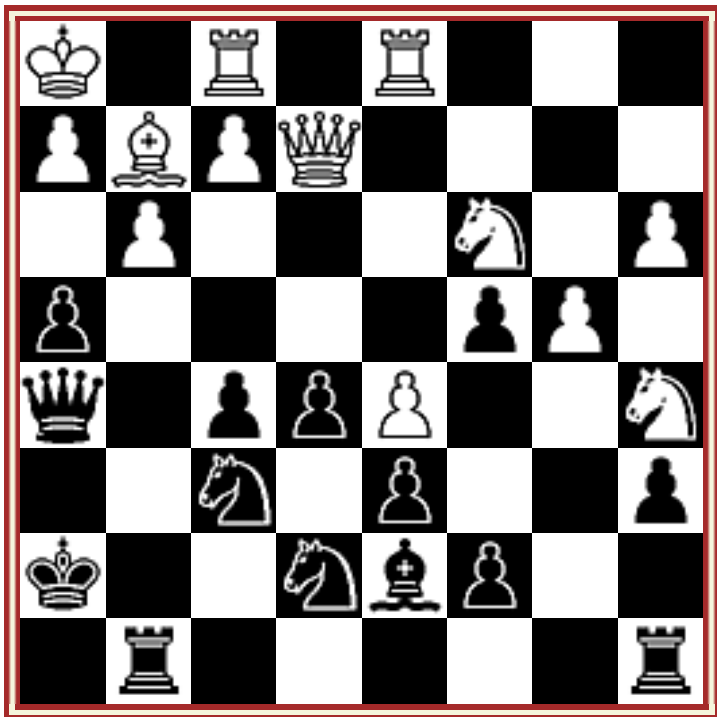


Black wants to keep the 'good' light-squared Bishop on the board. It's not quite a King's Indian but in this game Black eventually fires off a classic KI-style King's-side attack. (Compare Korchnoi-Fischer 1970) 11.Nd2 Nh5 12.g3 a6 13.Bf3 b5 14.a3 Qe8 15.Qe2 Nf6 16.b4 h5 17.Nb3 Ng4 18.Nb1 f5 19.exf5 gxf5



Recapturing with a Pawn leaves Black in control of lots of central squares,

and gives him the g-file to attack down. 20.Bg5 Bf6 21.Bxf6 Nxf6 22.Bg2 Qf7 23.Qd2 Kh7 24.Na5 Rg8 25.c4 bxc4 26.Nc3 h4 27.Kh1 Qh5 28.Qe2



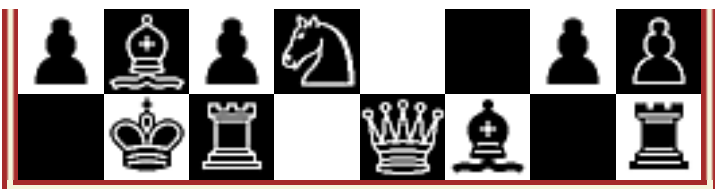
28...Ng4 29.Bf3 Qh6 30.Bxg4 Rxd4 31.f3 Rg7 32.gxh4 Rag8 33.Nxc4 Qxh4 34.Ne3 f4 35.Ng4 Nf5 0-1

Game 19: Kortchnoi,V - Fischer,R [E97] 1970

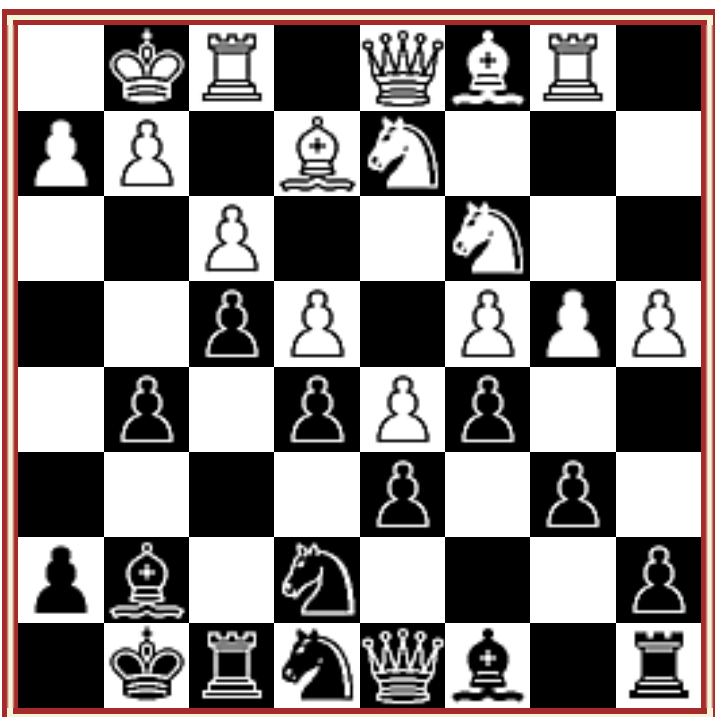
This exciting game was played in a blitz tournament.

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Be2 0-0 6.Nf3 e5 7.0-0 Nc6 8.d5 Ne7 9.Nd2 c5



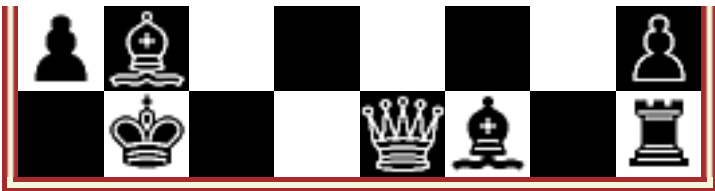


Black blocks the Queen's-side so it is harder for White to attack there. 10. a3 Ne8 The Knight gets out of the way of the f-Pawn. 11.b4 b6 12.Rb1 f5 13.f3 f4 14.a4 g5



In this typical King's Indian position with a blocked centre, it's as if each side has their own private arena for action. 15.a5 Rf6 16.bxc5 bxc5 17. Nb3 Rg6 18.Bd2 Nf6 19.Kh1 g4 20.fxg4 Nxc4 21.Rf3 Rh6 22.h3 Ng6 23. Kg1 Nf6





24.Be1 Nh8 The real Grandmaster touch. 25.Rd3 Nf7 26.Bf3 Ng5 27.Qe2 Rg6 28.Kf1 Nxe3 29.gxe3 Bxe3+ 30.Kf2 Ng4+ 31.Bxe4 Bxe4 It's easy to see the appeal of the KID after such a game. 0-1

[\[Modern front page\]](#) | [\[Previous\]](#) | [\[Next\]](#) | [\[Other openings\]](#) |

Back to [Chess Coaching Page](#)

These related documents (modern.html) were last modified on 6 Feb 98



[Dr. Dave](#)

Back to [Chess Coaching Page](#)

This document (Openings\modern3.html) was last modified on 13 Aug



[Dr. Dave](#)

Chess Strategy Handouts

Strategy

[Thinking schematically](#) {B} {A}

Classic examples

[A disaster in the Stonewall](#) {D}

Some hard lessons about planning in chess.

The principle of [Two weaknesses](#) {C} {B}

One weak pawn can lose you the game, but you need two points of attack to win.



[Knight outposts](#) {D}

Why knights need outposts, and how to find, keep and use them.



[Bishops and things](#) {D} {C}

How to play with bishops: good & bad bishops, the two bishops and so on.



[The Fianchetto](#) {D}

A basic introduction to the formation.



[Rooks on ranks and files](#) {D}

- the care and exercise of that difficult creature, the Rook



[Kings and Queens](#) {D}

A general look at the handling of the most important pieces.



[Opposite-coloured Bishops](#) {C/B}

Experienced coach **Phil Adams** explains how OCBs work in the endgame and middle-game.



[Weak Pawns](#) {C} {B}

The basic types of weak pawn: how to win against them (and with them!)



[Pawn formations](#) 90k {C}

An A-Z guide



[Pawn mobility \(70k\) {C}](#).

A series of games illustrating pawn mobility (pawn majority, pawn rollers, doubled pawns, and minority attack)



[Planning 53k {B}](#)

Forming plans in the middle game.



[On manoeuvres: {A} The Art of Winning Slowly](#)

Examples from your own games would be very welcome.

[Weak Squares {B} {A}](#)

Colourful advice from Chris Bellers, featuring his favourite player, Tigran Petrosian.

[The Isolated Queen's Pawn in the Queen's Gambit Accepted {B}](#)

Some thematic notes by Peter Lane



[Doubled c-pawns: Are they worth a Bishop? {A}](#)

Sometimes, says Peter Lane

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: [General](#) | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)

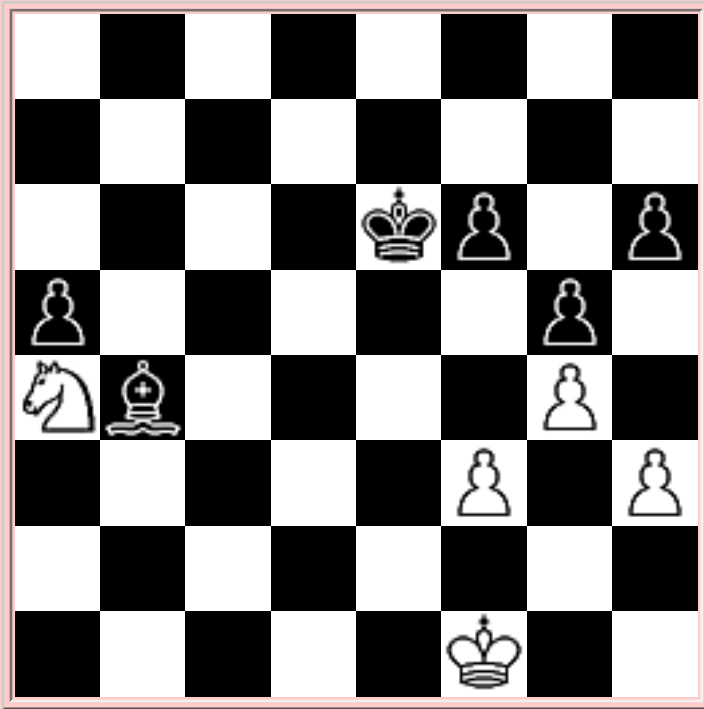
This document (strategy.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Schematic thinking

Schematic thinking

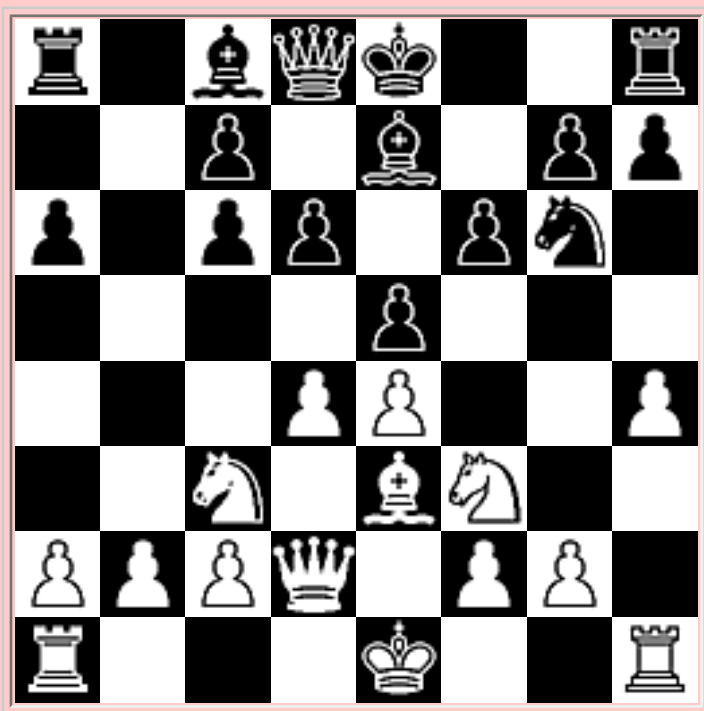
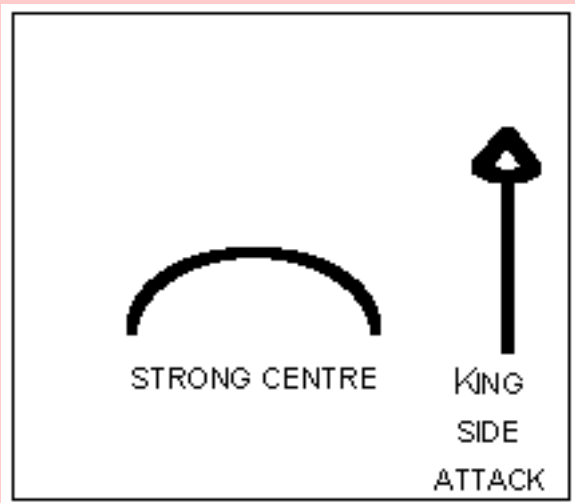


Recently, I was analysing an endgame with Steve Webb and at one point just pushed a bishop from b4 to d4, obliterating the chances of the Knight at a4 which can now only move to leave a lost K+P ending. What made me do that? Well, you have to have seen the pattern before, but obviously ...Bb4-d4 is not a legal move. The point is that thinking in this way stops you getting bogged down in move orders, and focuses your attention on what must be done soon.

Schematic thinking 1: Bott and Morrison, The Chess Apprentice

Thomas, G-Monticelli 1933: 1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Bxc6 + bxc6 6. d4 f6 7. Be3 Ne7 8. Qd2 Ng6 9. Nc3 Be7 10. h4

Thomas-Monticelli, 1933



There are some lovely sections in **The Chess Apprentice** called *'Winning Advantages'* and *'The forces move into position'*, which have lots of these schematic diagrams in. They genuinely changed the way I looked at a chessboard.

10...O-O 11. h5 Nh8 12. O-O-O Nf7 13. Rdg1 Bd7 14. g4 exd4 15. Nxd4
Ne5 16. Qe2 Qc8 17. Nf5 Re8 18. f4 Nf7 19. h6 Nxh6 20. Nxc7 Kxc7 21.
Qh2 Nf7 22. Qxh7+ Kf8 23. f5 Bd8 24. Qg6 Ke7 25. Rh7 Rf8 26. Bh6 Be8
27. Qg7 1-0

Schematic Thinking 2: Capablanca

"Once in a lobby of the Hall of Columns of the Trade Union Centre in Moscow a group of masters were analysing an ending. They could not find the right way to go about things and there was a lot of arguing about it. Suddenly Capablanca came into the room. He was always find of walking about when it was his opponent's turn to move. Learning the reason for the dispute the Cuban bent down to the position, said 'Si, si,' and suddenly redistributed the pieces all over the board to show what the correct formation was for the side trying to win. I haven't exaggerated. Don Jose literally pushed the pieces around the board without making moves. He just put them in fresh positions where he thought they were needed."

"Suddenly everything became clear. The correct scheme of things had been set up and now the win was easy. We were delighted by Capablanca's mastery..."

KOTOV, Think like a Grandmaster, tr. Cafferty, pub. 1971 Batsford.

Capablanca - Ragozin (Moscow) [E22], 1936

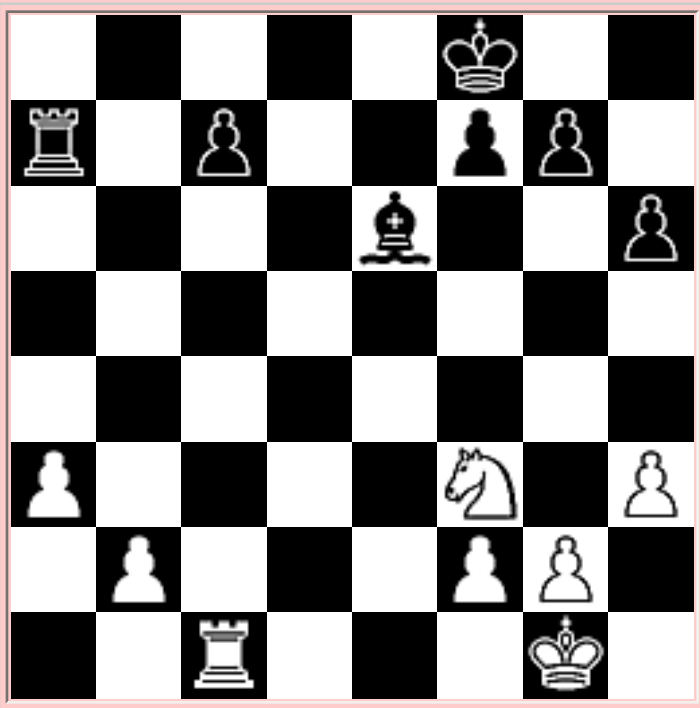
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3 Nc6 5. e3 d5 6. Nf3 O-O 7. a3 dxc4 8. Bxc4 Bd6 9. Bb5 e5 10. Bxc6 exd4 11. Nxd4 bxc6 12. Nxc6

This gain of a pawn ultimately decides the game.

12... Qd7 13. Nd4 Qg4 14. O-O Ba6 15. h3 Qh4 16. Nf3 Qh5 17. Re1 Rab8 18. Qa4 Bb7 19. e4 h6 20. Be3

Black is struggling to hold the Queen's-side.

20... Rfe8 21. Bd4 Nh7 22. Bxa7 Ra8 23. Qb5 Qxb5 24. Nxb5 Rxe4 25. Rxe4 Bxe4 26. Nd2 Bd3 27. Nxd6 Rxa7 28. N6e4 Nf8 29. Nc5 Bf5 30. Nf3 Ne6 31. Rc1 Kf8 32. Nxe6+ Bxe6

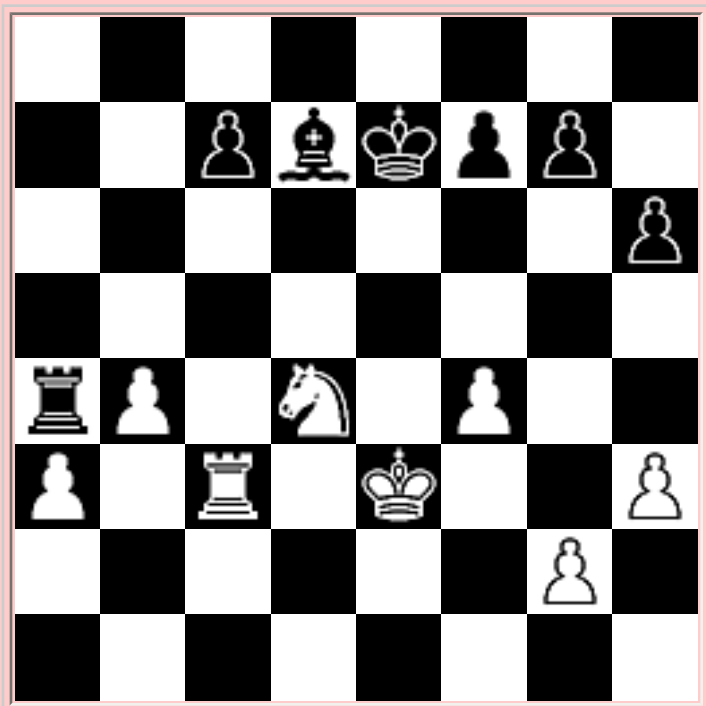


"White's plan is to prevent the advance of the enemy c-pawn which might make his own pawn at b2 weak, and to control the whole board as far as the fifth rank. This is achieved by playing the King to e3, the Rook to c3, the Knight to d4 and the pawns to b4 and f4. When this has been achieved White will advance his Q-side pawns"

CAPABLANCA, Moscow 1936 Tournament Bulletin, quoted by KOTOV in Play like a Grandmaster, tr. Cafferty, pub. 1978 Batsford.

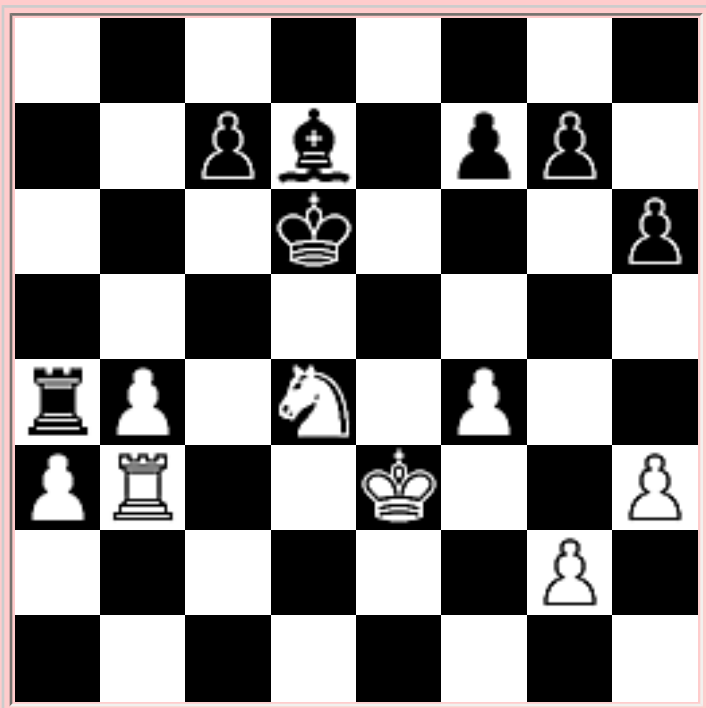
("Note - no variations!" KOTOV)

**33. Nd4 Rb7 34. b4 Bd7 35. f4 Ke7 36. Kf2 Ra7 37. Rc3 Kd6 38. Rd3 Ke7
39. Ke3 Ra4 40. Rc3**



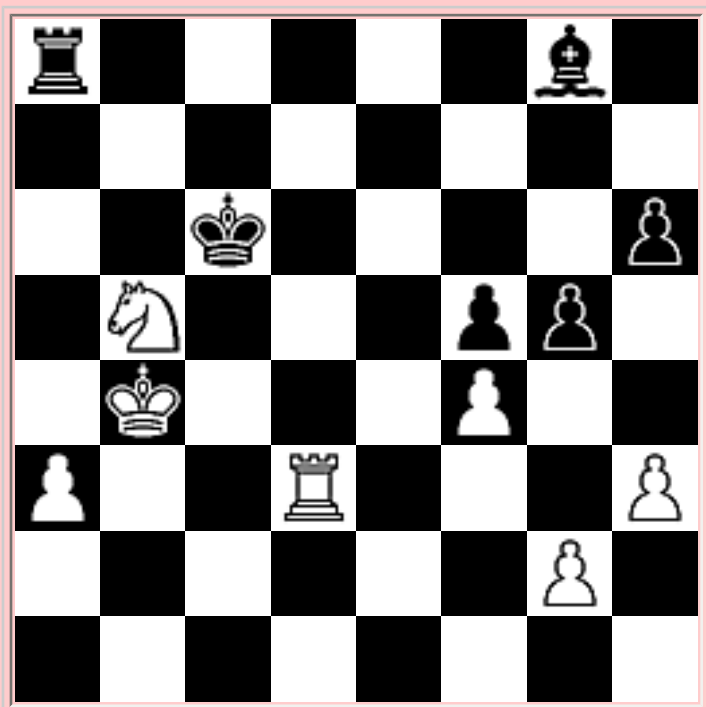
mission accomplished

40... Kd6 41. Rd3 Ke7 42. Rb3 Kd6



the Knight is needed on c3 now to support the advance of the Q-side pawns, so we have a little shuffle

43. Ne2 g6 44. Rd3+ Ke6 45. Kd4 Ra6 46. Re3+ Kd6 47. Nc3 f5 48. b5 Ra8
49. Kc4 Be6+ 50. Kb4 c5+ 51. bxc6 Bg8 52. Nb5+ Kxc6 53. Rd3 g5



A slightly desperate-looking move. The Black pawns fall now and the win becomes straightforward.

54. Rd6+ Kb7 55. fxg5 hxg5 56. Rg6 Rf8 57. Rxg5 f4 58. Nd4 Rc8 59. Rg7 + Kb6 60. Rg6+ Kb7 61. Nb5 Rf8 62. Nd6+ Kb8 63. h4 1-0

P.S. "Silman Thinking Technique", my foot.

Back to [Chess Coaching Page](#)



This document (scheming.html) was last modified on 22 Jan 96 by

[Dr. Dave](#)

Exeter Chess Club: One weakness or Two?

The Principle of two weaknesses - one weakness or two?

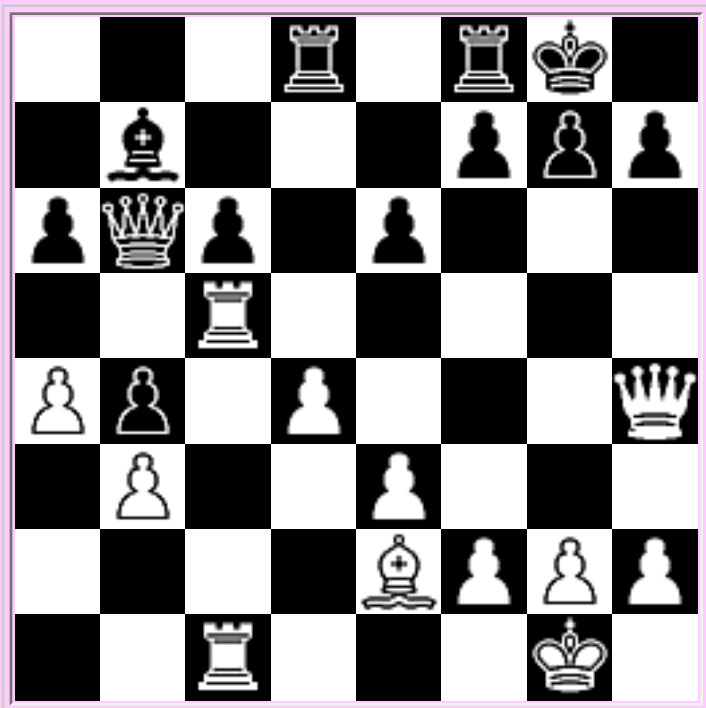
One sick pawn can lose you the game, but you need two points of attack to win. How does this add up?

Both are true. In order to win against one weakness you need to attack the weak point, gain an advantage in space or mobility through this, and use your mobility to force through on a second front. Then one or other point will crack because your opponent's pieces won't be able to cover both attacks. *Chekhover-Rudakowsky* is a nice example of this.

In fact defensive play is so awful that your opponent will probably give you an extra target out of carelessness or frustration (*Hutchings-Keene, Vogt-Anderssen*). But if not, you will have to open up another front (*Lasker-Capablanca*). It may be that before going for your primary target you should take time out to create a second weakness for later (*Hug-Barle*). The key to understanding space advantages is that you can use it to create weaknesses where none existed (*Tarrasch-Mieses*).

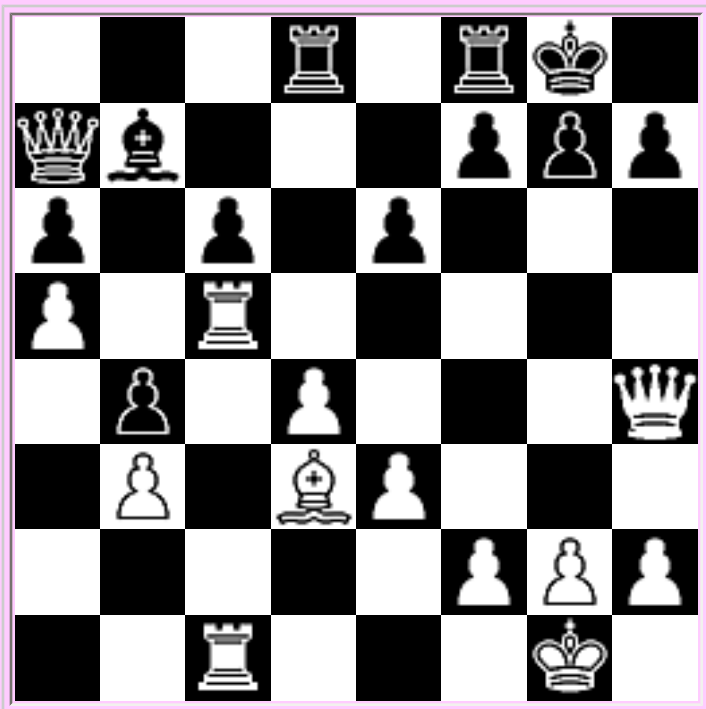
Chekhover-Rudakowsky, 1945

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nc3 Nbd7 7. Qc2 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O b5 12. Be2 a6 13. Ne4 Bb7 14. Ne5 Rac8 15. Nxd7 Qxd7 16. Nc5 Qc7 17. Rfd1 Rcd8 18. Rac1 Bc8 19. Qe4 Nf6 20. Qh4 Qa5 21. a3 b4



White has an advantage in space and mobility: Chernev suggests counting up the legal moves available to the pieces on each side.

22. a4 Nd7 23. b3 Nxc5 24. Rxc5 Qb6 25. Rdc1 Bb7 26. a5 Qa7 27. Bd3
DIAGRAM



White forces a weakness just as we learned above - but was only able to do so because he attacked c6 first.

27...g6 28. Qf6 Rd6 29. Qe7 Rfd8 30. h4 R8d7 31. Qf6 Qa8 32. Be4 Qe8
33. h5 Rd8 34. Bxc6 Bxc6 35. h6 Kf8 36. Rxc6 Rxc6 37. Rxc6 Rd7 (37...
Qxc6 38. Qxd8+ Qe8 39. Qd6+ Kg8 40. Qxa6 {threat Qb7} 40... Qe7 41.
Qb6) 38. Rc8 Qxc8 39. Qh8+ 1-0

The fact that weak pawns can lose you the game means that many games are based around the theme of creating or threatening to create weak pawns - the Nimzo-Indian, for example.

Hutchings-Keene, 1982

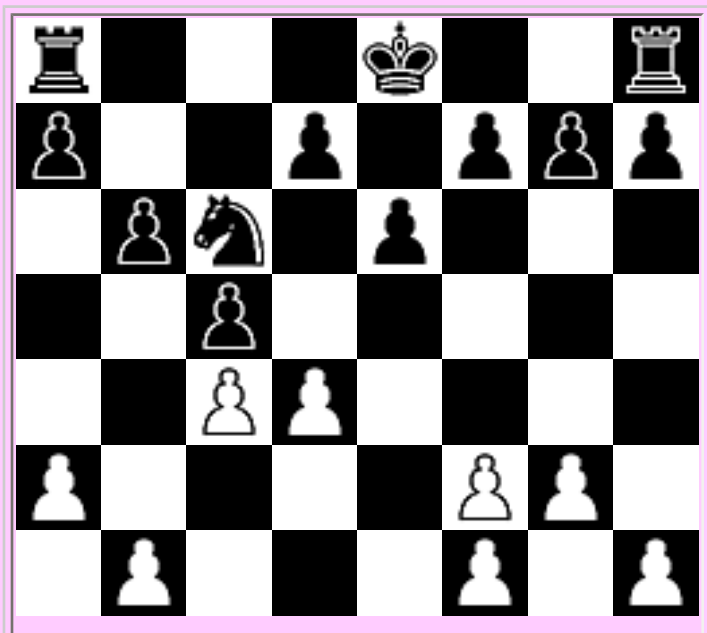
1.c4 Nf6 2.Nc3 b6 3.Nf3 Bb7 4.d4 e6 5.g3 Bb4

Both Black bishops threaten to kick a hole in the White pawn formation by ... Bxc3 or ...Bxf3.

6.Bd2 c5 7.a3 Bxc3 8.Bxc3 Ne4 9.Qc2 Nxc3 10.Qxc3 Qf6

Renewing the threats against c3/f3.

11.Rd1 Bxf3 12.Qxf3 Qxf3 13.exf3 Nc6



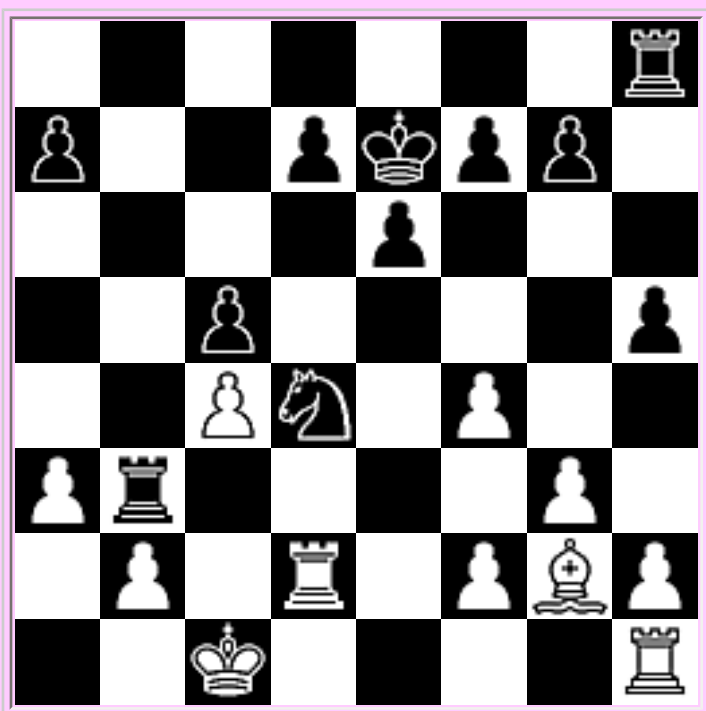


14.dxc5 {?}

White's f-pawns aren't pretty but Black can't get at them at the moment. In any event, one weakness won't lose the game. Instead of avoiding further concessions, White hands Black the half-open b-file and a target on b6. Any 'pressure' White hopes to gain on the d-file will vanish the moment Black plays ... Nd4.

14...bxc5 15.Bg2 Rb8 16.Rd2 Rb3 17.Kd1 Ke7 18.f4 Nd4 19.Kc1 h5 {!?

DIAGRAM



The pressure on the b-file has given White a headache on the King's-side. Black's last is a little trap...

20.h4 {?}

Into which White falls.

20...Rhb8 21.Bf1 (penny drops!)

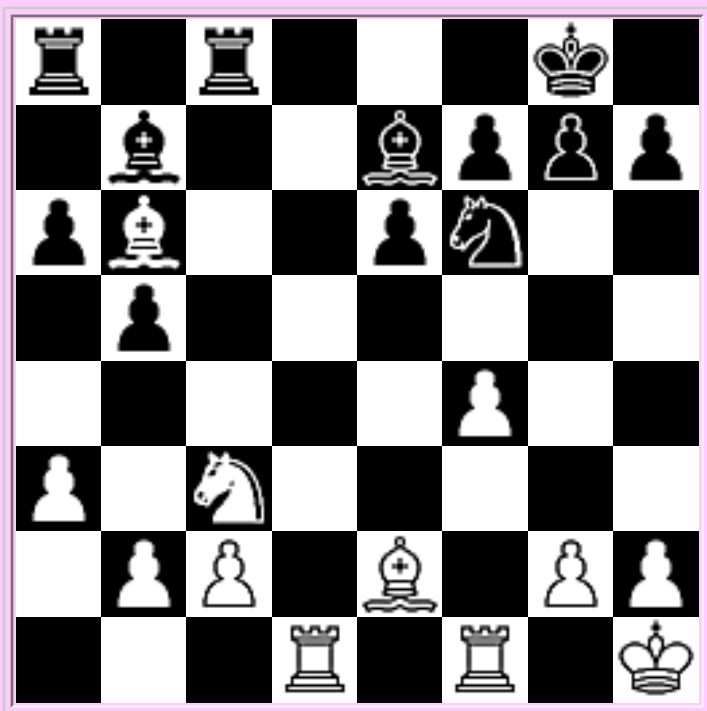
[21. Re1 Rxc3 22. fxc3 Nb3+ 23. Kc2 Nxd2 24. Kxd2 Rxb2+ 25. Kd3 Rxc2]

21...Rf3 22.Kd1 Rxa3 {!} 0-1

Vogt-Anderssen, 1978

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Be2 a6 7.f4 Qc7 8.O-O Be7 9.Kh1 Nc6 10.Be3 Nxd4 11.Qxd4 O-O 12.Rad1 b5 13.e5 {!?!} 13... dxe5 14.Qxe5 Qb8 {!} 15.Qxb8 Rxb8 16.Ba7 Ra8 17.Bb6 Bb7 18.a3 Rfc8 {!}

Black has survived the sharp opening and now turns his attention to his endgame plans. Black fixes attention on the pawn at c2.



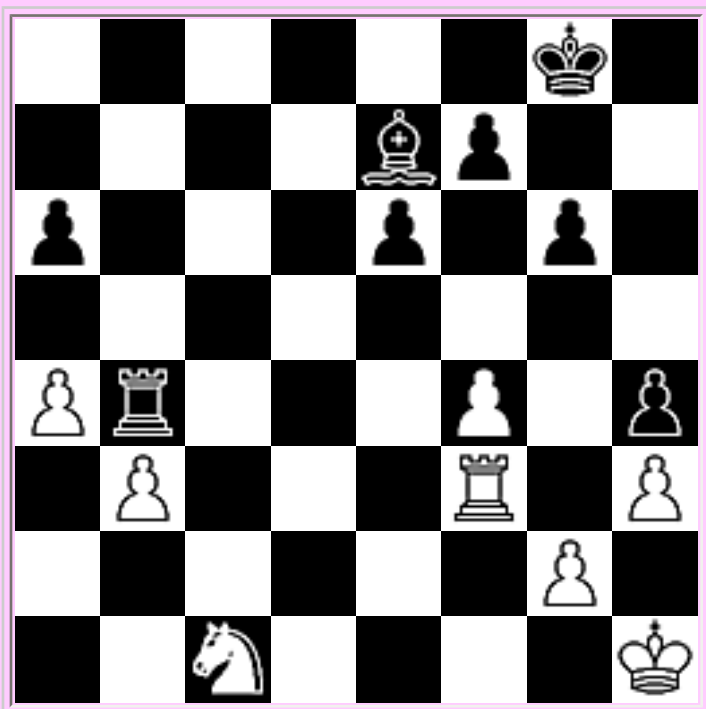
19.Ba5 g6 20.h3 {?}

This gives White a problem square on g3 and a problem pawn on f4.

20...h5 21.Bf3 Bxf3 22.Rxf3 h4 23.Rd2 Rc4 24.b3 Rc6 25.a4 b4 26.Ne2 Rac8 27.c4 bxc3 28.Rxc3

The weak c-pawn has been replaced in Black's affections by the weak b-pawn.

28... Nd5 29.Rxc6 Rxc6 30.Rb2 Bf6 31.Ra2 Rc8 32.Bd2 Rb8 33.Nc1 Nb4 34. Bxb4 Rxb4 35.Rf2 Be7 36.Rf3

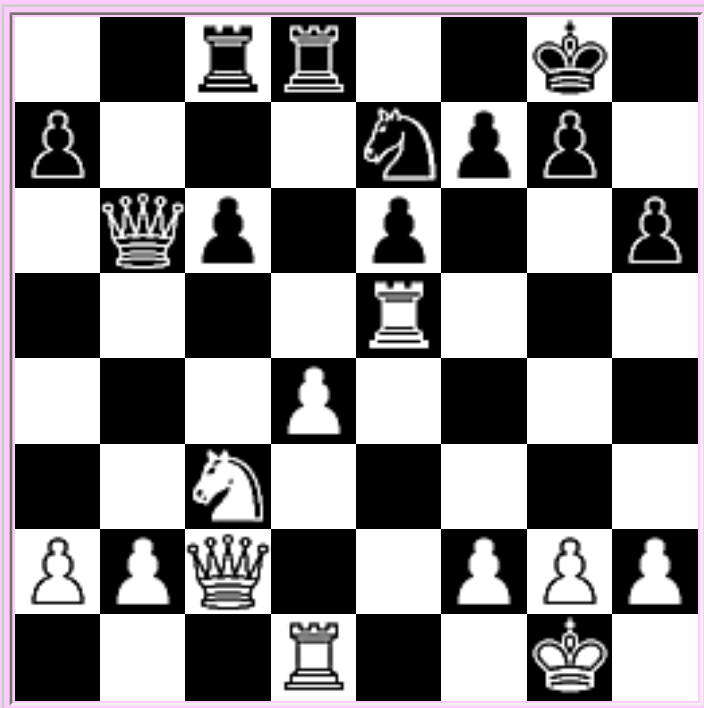


White is at full stretch...

36...Bd6 37.Ne2 Re4 38.Rd3 Bc5 39.Rc3 Bf2 40.Rc2 Kg7 41.Ng1 Rxf4 ...0-1

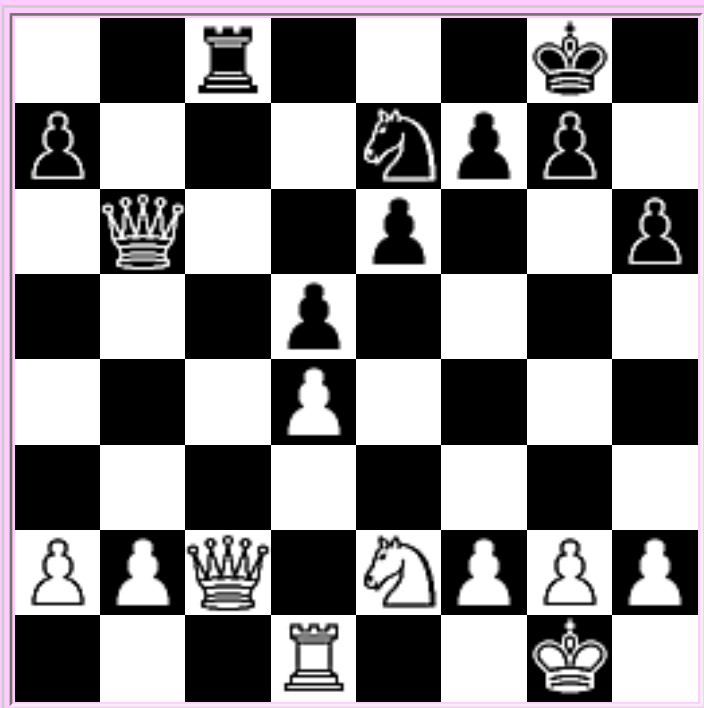
Lasker,- Capablanca, 1921

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Qc2 c5 8. Rd1 Qa5 9. Bd3 h6 10. Bh4 cxd4 11. exd4 dxc4 12. Bxc4 Nb6 13. Bb3 Bd7 14. O-O Rac8 15. Ne5 Bb5 16. Rfe1 Nbd5 17. Bxd5 Nxd5 18. Bxe7 Nxe7 19. Qb3 Bc6 20. Nxc6 bxc6 21. Re5 Qb6 22. Qc2 Rfd8



There are two isolated pawns: which is weaker?

23. Ne2 Rd5 24. Rxd5 cxd5

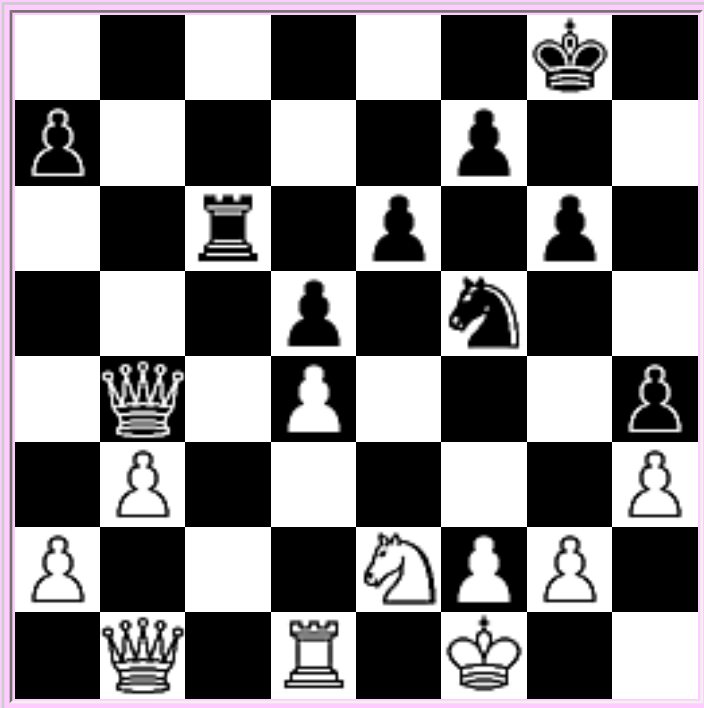


Now there is only one. It is not exposed on a half-open file, so can White defend?

25. Qd2 Nf5 26. b3 h5 27. h3 h4

a typical preparatory probe

28. Qd3 Rc6 29. Kf1 g6 30. Qb1 Qb4

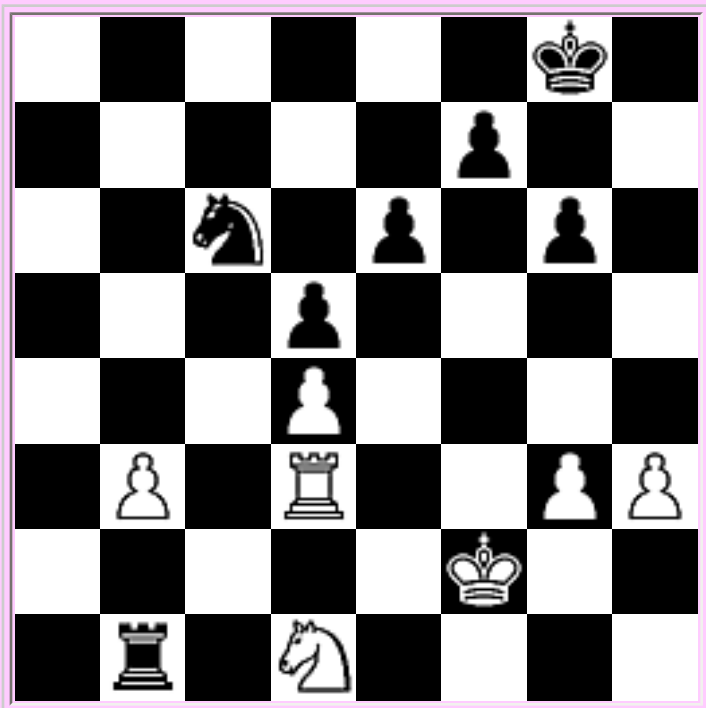


Black's pressure on the d-pawn cannot be increased. So Black opens up a new point of attack.

31. Kg1 a5

Lasker said when he saw this that he knew he was lost.

32. Qb2 a4 33. Qd2 Qxd2 34. Rxd2 axb3 35. axb3 Rb6 36. Rd3 Ra6 37. g4 hxg3 38. fxg3 Ra2 39. Nc3 Rc2 40. Nd1 Ne7 41. Nc3 Rc1+ 42. Kf2 Nc6 43. Nd1 Rb1

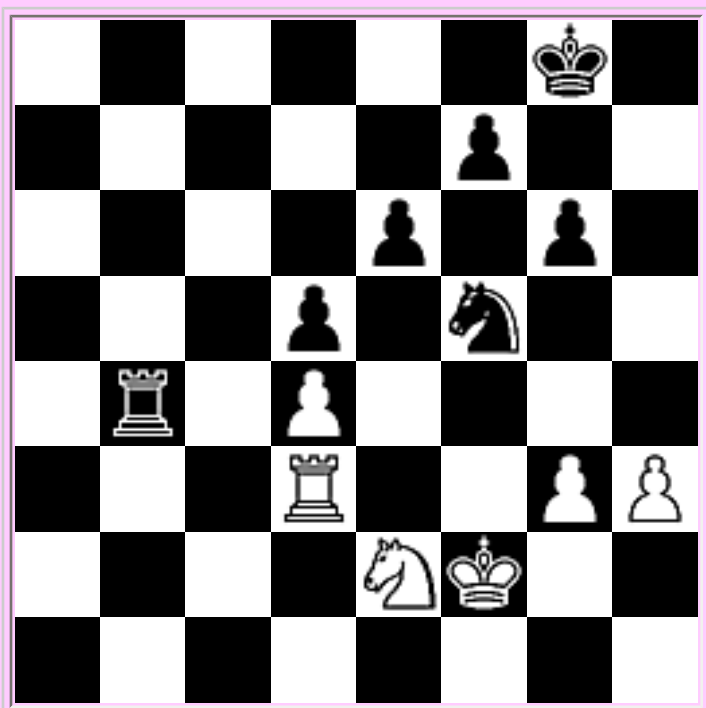


Black has his two points of attack.

44. Ke2

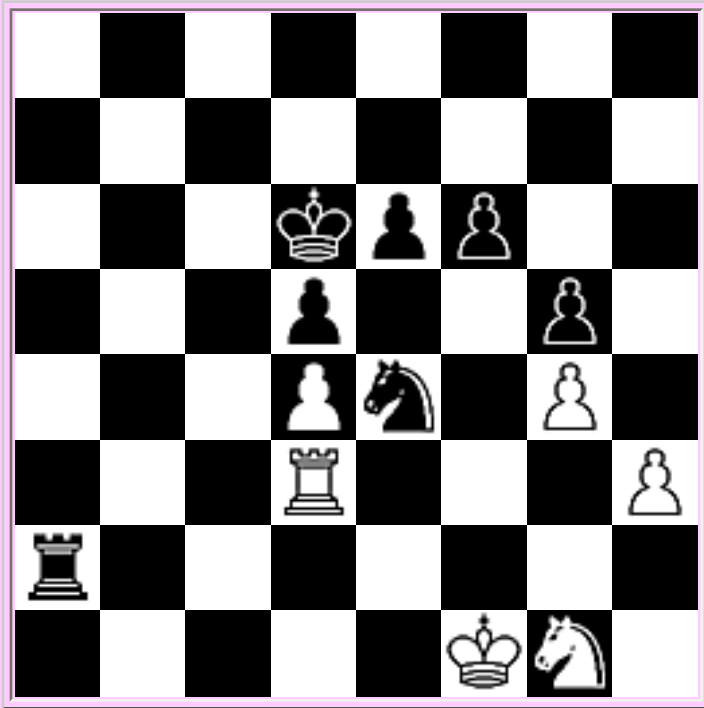
I think not really a blunder, more a desire for clarity. [44. Ne3 Na5 picks up the b-pawn anyhow]

44... Rxb3 45. Ke3 Rb4 46. Nc3 Ne7 47. Ne2 Nf5+ 48. Kf2



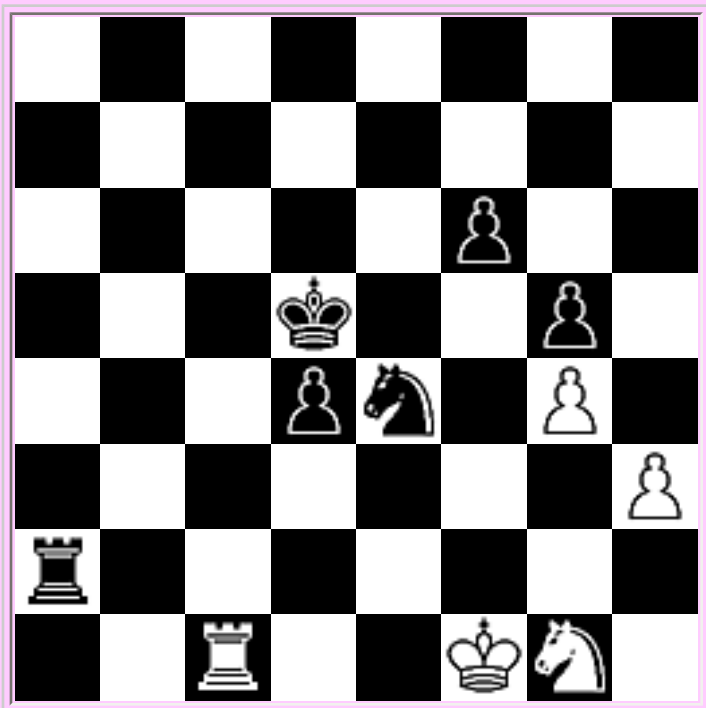
White still has two points to defend.

**48... g5 49. g4 Nd6 50. Ng1 Ne4+ 51. Kf1 Rb1+ 52. Kg2 Rb2+ 53. Kf1 Rf2
+ 54. Ke1 Ra2 55. Kf1 Kg7 56. Re3 Kg6 57. Rd3 f6 58. Re3 Kf7 59. Rd3
Ke7 60. Re3 Kd6 61. Rd3 Rf2+ 62. Ke1 Rg2 63. Kf1 Ra2**



Both sides are repeating moves: Capablanca because he can, Lasker because he has to!

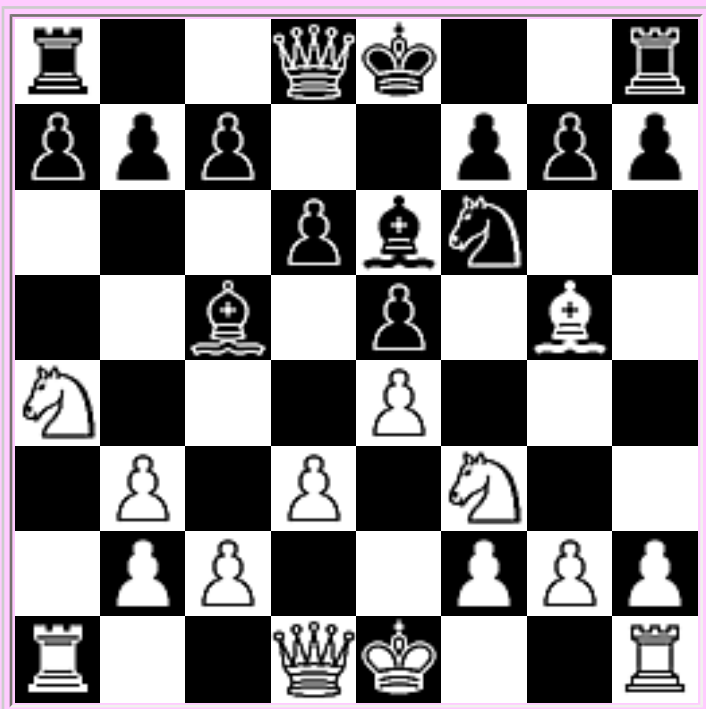
64. Re3 e5 the final push: Black creates a passed pawn **65. Rd3 exd4 66. Rxd4
Kc5 67. Rd1 d4 68. Rc1+ Kd5**



poor White can do nothing 0-1

Hug - Barle (Pula izt) [C45] 1975

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5 Na5 7. Bb3 Nxb3
8. axb3 Be6 9. Na4



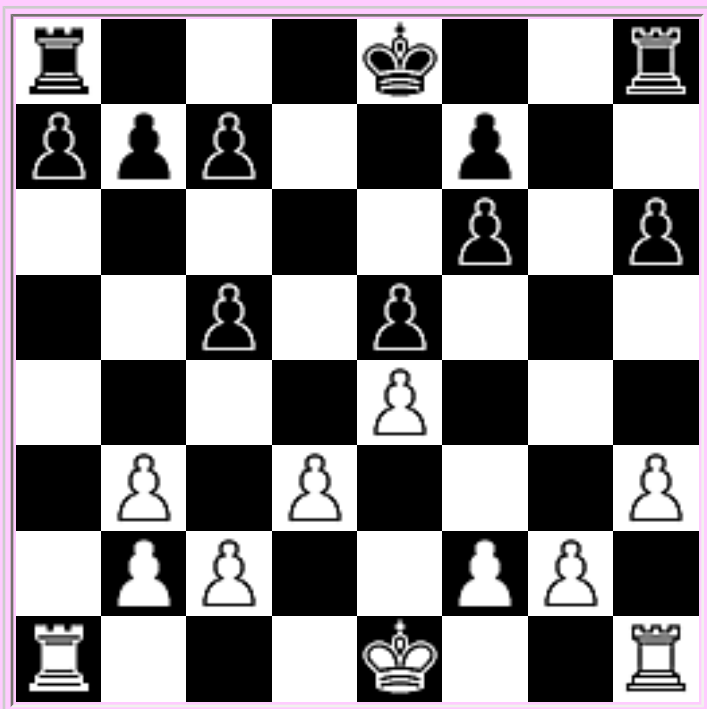
9... h6

[9... Bb6 10. Nxb6 axb6 or 10...cxb6; 11.d4! with a superior pawn structure 11. Rxa8 Qxa8 12. Bxf6 gxf6 13. Nh4 Pritchett]

10. Bh4 Bg4

[10... g5 11. Bg3 Nd7 12. Nxc5 Nxc5 13. b4 Nd7 14. d4]

11. Nxc5 dxc5 12.h3 Bxf3 13. Qxf3 Qd6 14. Bxf6 Qxf6 15. Qxf6 gxf6



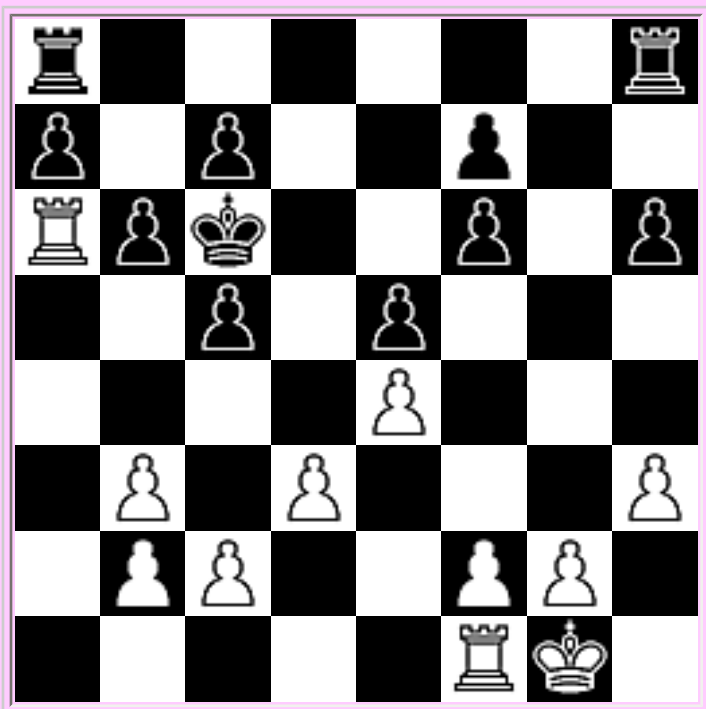
Here we have the doubled f-pawns again. White can start an immediate attack on them with O-O and f2-f4

16. Ra5!

accurate: forces a permanent weakness on a7. Black must divert his King to the Q-side when a shift to the f-file catches him wrong-footed. Black is probably already lost.

[16. O-O Ke7 17. f4 h5 18. Rf2 Rh7 19. Raf1 and Black can defend the one weakness on the f-file.]

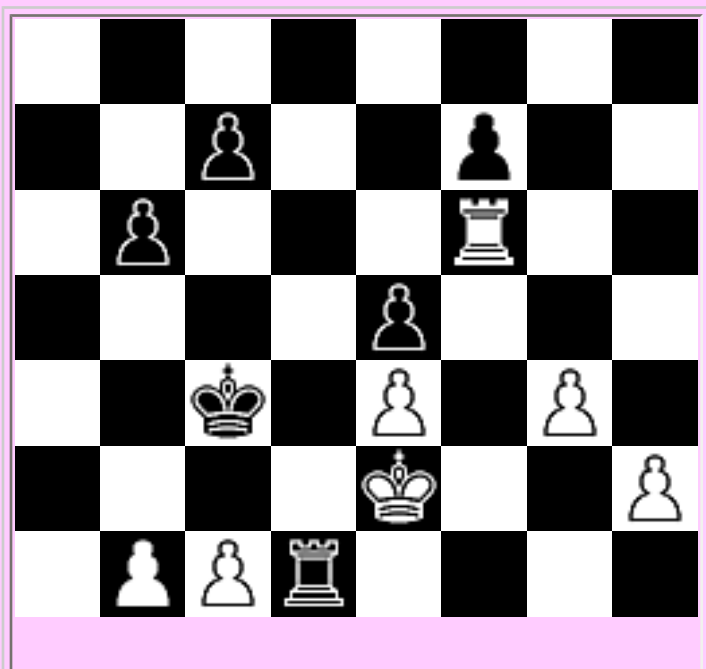
16... b6 17. Ra6 Kd7 18. O-O Kc6



19. f4 Kb7 20. Raa1 Rh7 21. fxe5 fxe5 22. Rf6

White now wins a pawn while Black struggles for counterplay.

22... a5 23. Rf5 Re8 24. Raf1 Re7 25. Rh5 Re6 26. Rhf5 Re7 27. g4 Kc6 28. Rf6+ Kb5 29. R1f5 a4 30. bxa4+ Kxa4 31. Rh5 c4 32. dxc4 Kb4 33. Rhxh6 Rxh6 34. Rxh6 Rd7 35. Rf6 Kxc4 36. Kf2 Rd2+ 37. Ke3





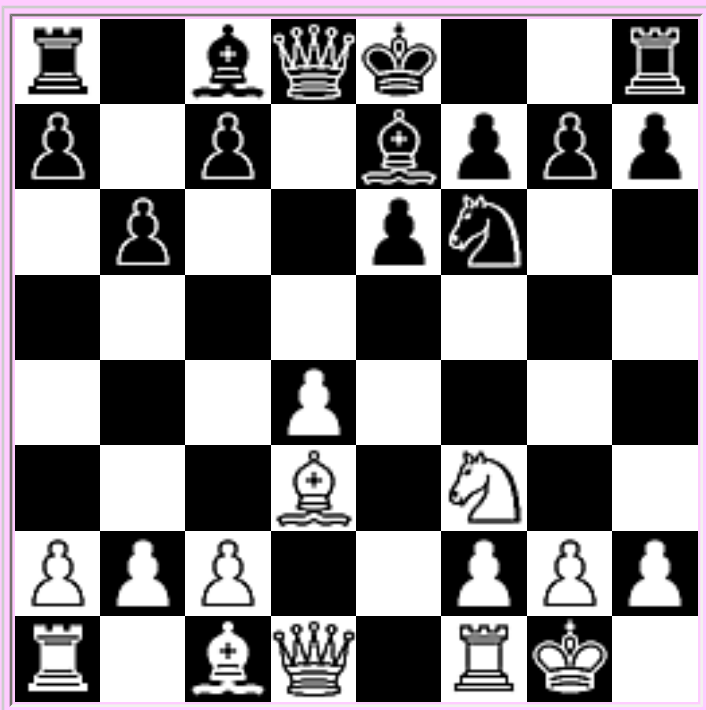
37... Rh2

[37... Rxc2 doesn't help, e.g. 38. Rxf7 c5 39. Rf2 Rxf2 40. Kxf2 Kb3]

38. Rc6+ Kb5 39. Rxc7 Rxh3+ 40. Kf2 Rh2+ 41. Kg3 Re2 42. Kf3 Re1 43. Re7 f6 44. g5 fxg5 45. Rxe5+ Kc4 46. Rxg5 Rf1+ 47. Ke2 Rb1 48. b3+ Kc3 49. Rb5 Rc1 50. Rxb6 Rxc2+ 51. Ke3 1-0

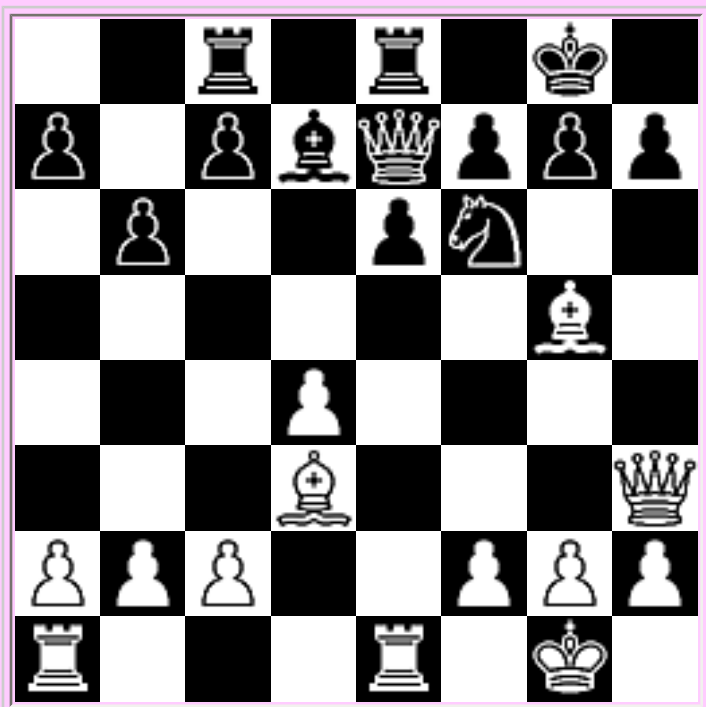
Tarrasch - Mieses (3) [C10] 1916

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Bd3 Be7 7. O-O Nxe4 8. Bxe4 Nf6 9. Bd3 b6



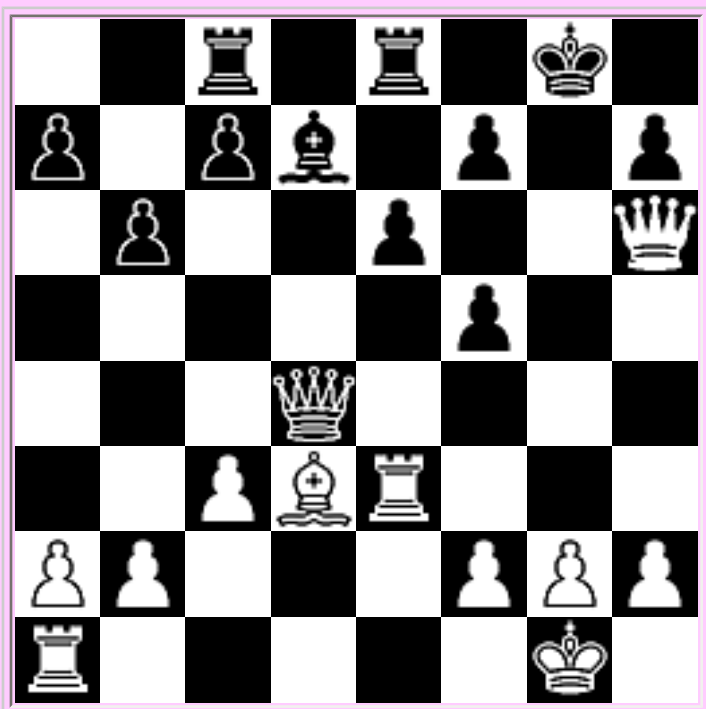
White has more space but no target as yet.

10. Ne5 O-O 11. Nc6 Qd6 12. Qf3 Bd7 13. Nxe7+ Qxe7 14. Bg5 Rac8 15. Rfe1 Rfe8 16. Qh3



White uses his better pieces to force a concession.

16... Qd6 17. Bxf6 gxf6 18. Qh6 f5 19. Re3 Qxd4 20. c3



Black is suddenly shot full of holes.

1-0

Back to [Chess Coaching Page](#)



This document (twoweaks.html) was last modified on 22 Jan 1996 by

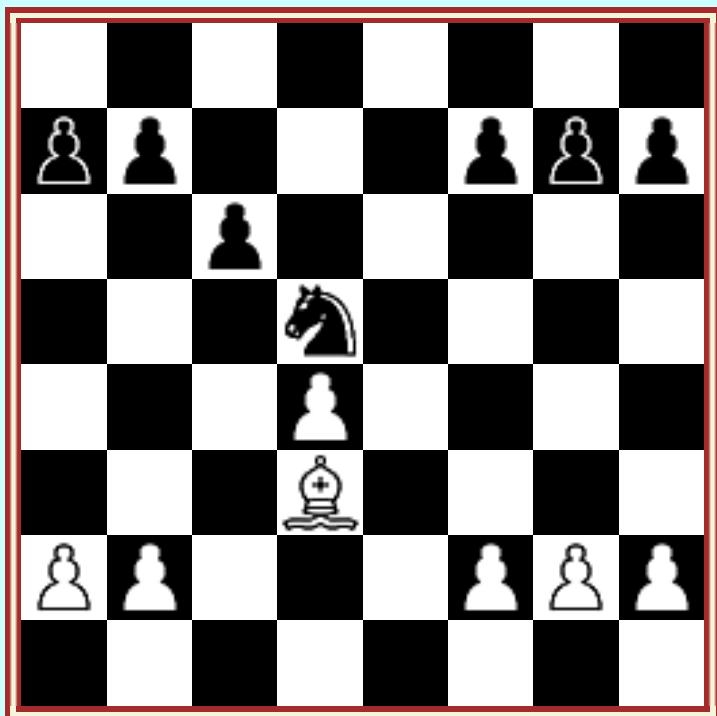
[Dr. Dave](#)

Exeter Chess Club: The Fianchetto: a user's guide

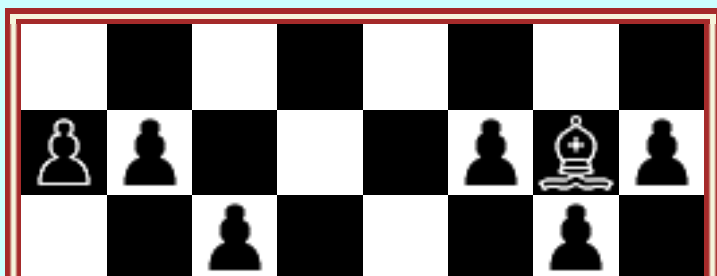
Fianchetto basics

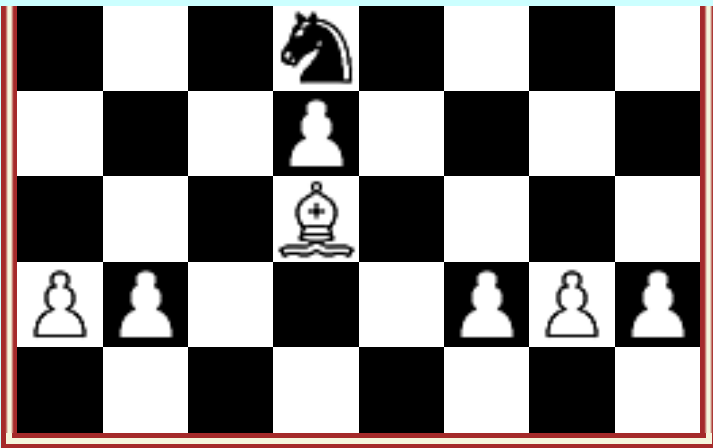
A Bishop developed in *fianchetto* reaches deep into the opponent's position and influences two important central squares.

We can see this effect in IQP positions.



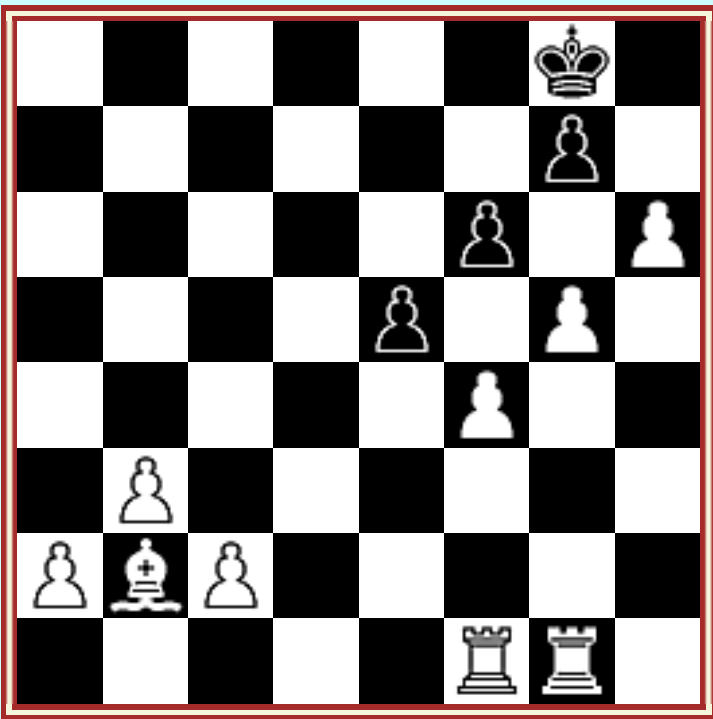
Commonly in isolated Queen-Pawn positions Black has a cramped position and White has chances for attacking the King.





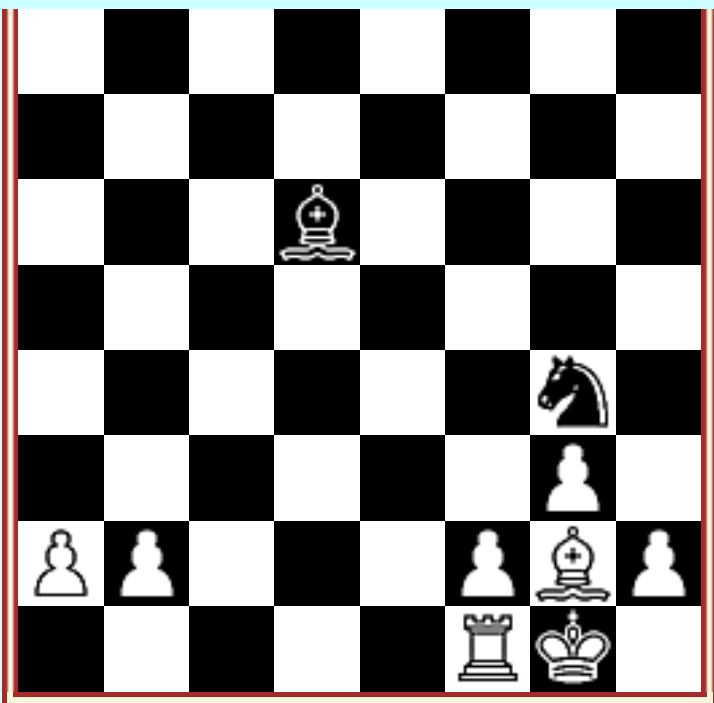
When an IQP faces a fianchetto, Black has two advantages over the standard formation: extra pressure on the isolated Pawn, and an extra-strong defensive phalanx on the light squares.

We can see this in Rubinstein's line in the Tarrasch Defence. **1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 exd5 5. Nf3 Nc6 6. g3**



If the opponent tries to block the long diagonal with Pawns, you can lever open the line again with your own Pawns.

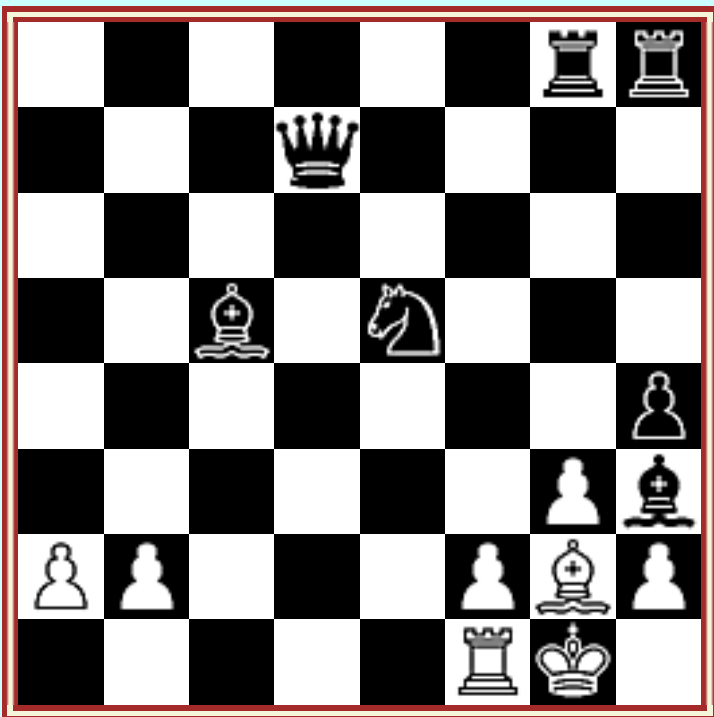
This is a simple plan which can be played by either side. I have played dozens of games like this.



A castled fianchetto position can be a very hard nut to crack - for example, h7 is difficult to get to. The Pawns cover the dark squares and the Bishop covers the light squares.

However, there is a recipe for attacking the castled King's fianchetto position.

The weaknesses created by the g2-g3 move can be used by the opponent to get at the King: either by getting pieces into the holes (f3 and h3), or by using the h-Pawn to lever open the h-file, or some combination of these ideas. If the Bishop is removed, all that will be left is a network of holes.



Black has correctly tried to get at the King through the h-file, particularly h3. If White plays Bxh3, the Black Queen will leap onto the doorstep of the White King. Another clever point is: Black has held the Bishop on h3 while advancing the h-Pawn, so White cannot meet ...h7-h5 with h2-h4, blockading the h-file.

Here Black should play **1...hgx3** with the idea of **2. hxg3 Bxg2 3. Kxg2 Qh3+** mating.

This attacking scheme is not very quick to set up, but works like clockwork.

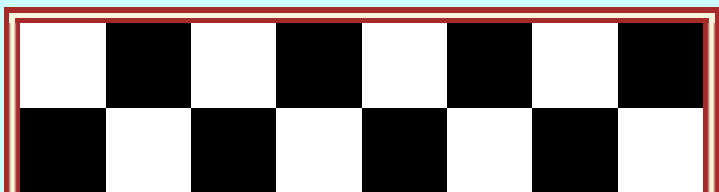
"I had won hundreds of five-minute games in similar positions and had it down to a science: lever open the h-file... sac, sac ... and mate!" - Bobby Fischer

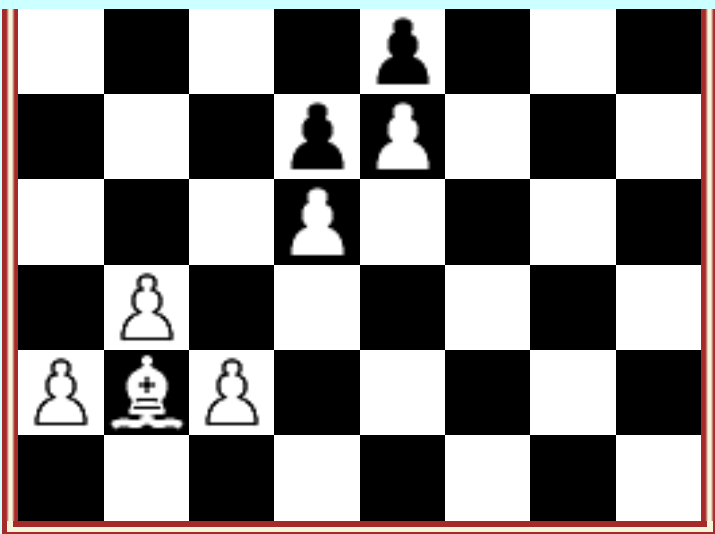
Lee,R - Holmes,D [E82] BCCC 1969-70 **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3 0-0 6.Be3 b6 7.Qd2 c5 8.d5 Na6 9.0-0-0 Nc7 10.Bh6 a6 11.g4 b5 12.h4 bxc4 13.Bxc4 Nb5 14.Nge2 Nxc3 15.Nxc3 Bd7 16.h5 Qe8 17.hxg6 fxg6 18.Bxg7 Kxg7 19.Qh6+ Kh8 20.e5 dxe5 21.d6 exd6 22.Rxd6 Qe7 23.Rxf6 Rxf6 24.Nd5 Qg7 25.Nxf6 1-0**

Homer,S - Wilde,T [B07] Devon vs. Cornwall, 06.02.1999 **1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Be2 Bg7 5.h4 h6 6.Be3 0-0 7.h5 Kh7 8.hxg6+ fxg6 9.Qd2 Ng8 10.0-0-0 Nc6 11.Nf3 Qe8 12.Rh4 h5 13.g4 Nf6 14.gxh5 gxh5 15.Rdh1 Rh8 16.Nd5 Nxd5 17.Rxh5+ Kg8 18.Rxh8+ Bxh8 19.Rg1+ Bg7 20.exd5 Nd8 21.Bh6 1-0**



I must emphasise the importance of this plan. There are several standard attacks which you must be able to play - this is one of them - and where it often seems the attack is easier to play than the defence. If you ever intend to play a fianchetto system, your opponents can trot out this plan almost without thinking, and if you get your counterattack wrong you will almost certainly be checkmated. In every opening where there is a King's-side fianchetto you can expect to find a critical line where the opponent tried to checkmate down the h-file.





Having placed your Bishop on the long diagonal you need to be careful how you place your central Pawns. If they sit about in front of the Bishop they limit its reach until they move; if they become blocked they can choke it for a long while.

On the other hand, leaving your central Pawns unmoved leaves the centre free for your opponent! So fianchetto openings are difficult to handle, particularly in how you play in the centre. This is part of the attraction of fianchetto systems: they are difficult and so grandmasters can hope for their GM opponents to go astray at some point.

Fianchetto Openings

Fianchettoes turn up frequently in closed Queen's-Pawn openings, and there is a Fianchetto Variation for White in each of the Indian Defences (semi-closed openings).

King's Indian: **1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 O-O 5. g3**

Grunfeld: **1. d4 Nf6 2. c4 g6 3. g3 d5**

Queen's Indian: **1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3**

And most recently, Kasparov has experimented with:

Nimzo Indian: **1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. g3**

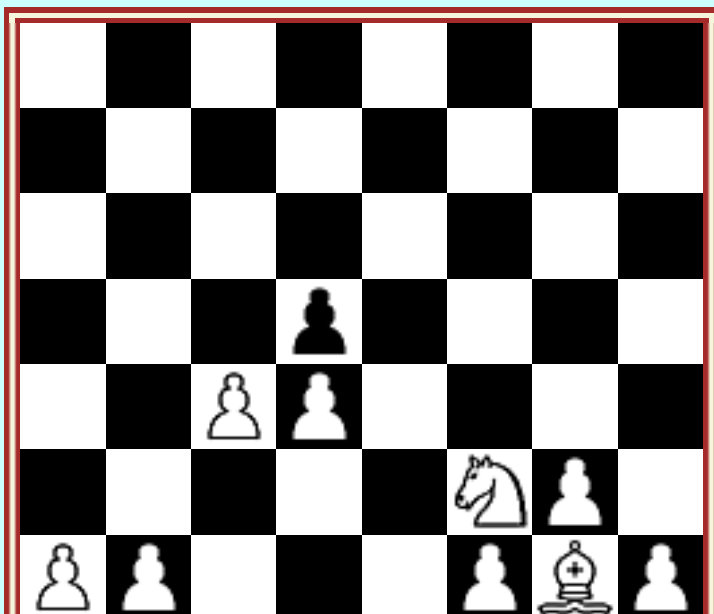
But the history of the fianchetto is particularly bound up with the history of the flank (hypermodern) openings.

Reti and his contemporaries rejoiced in the fianchetto, arguing that you did not need to occupy the centre as White as long as you controlled it.

The diagram is from Reti-Lasker, New York 1924. We can see that Reti has allowed Lasker to occupy the centre but Reti has fianchettoed both Bishops to hit back at this, and has even backed up his Bb2 with a Queen on a1!



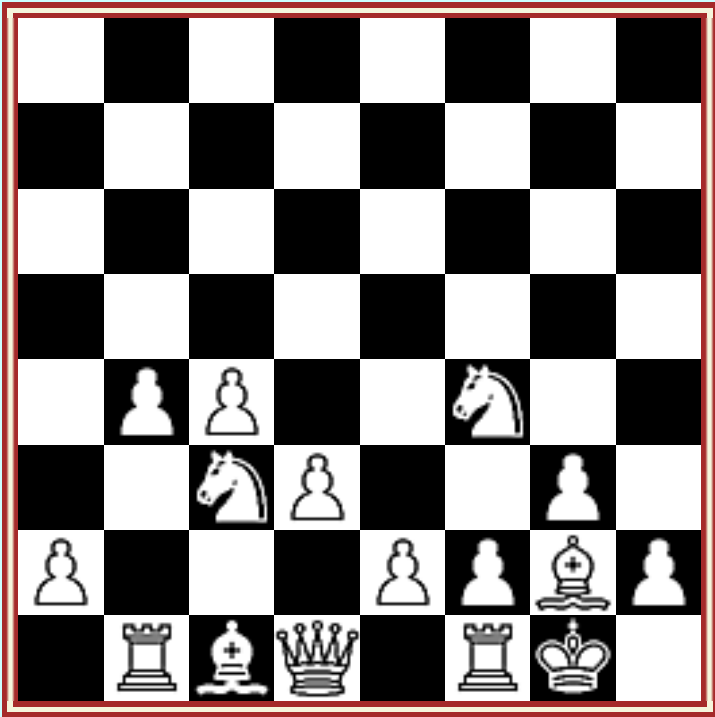
1.Nf3 d5 2.c4 c6 3.b3 Bf5 4.g3 Nf6 5.Bg2 Nbd7 6.Bb2 e6 7.O-O Bd6 8.d3 O-O 9.Nbd2 e5 10.cxd5 cxd5 11.Rc1 Qe7 12.Rc2 a5 13.a4 h6 14.Qa1 Rfe8 15.Rfc1





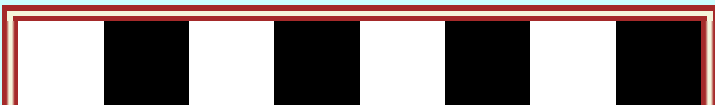
This is the outline of the Catalan Opening (**1. d4**, **2. c4**, **3. g3**). White combines a fianchetto with both a central stake on d4 and pressure on Black's centre with c2-c4. Black can try to reinforce d5 with moves like ...e6 and ...c6, but this is rather passive.

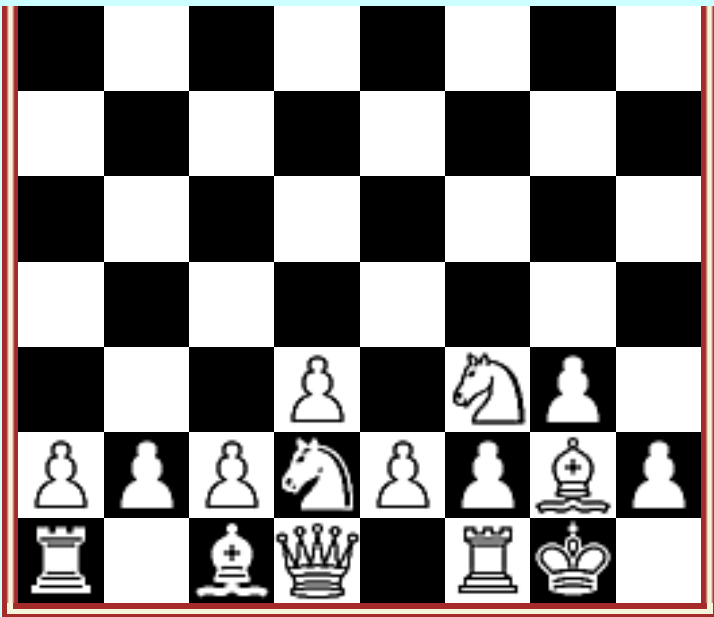
Black can stop the fight for the d5 point by ...d5xc4, but this gives White a central majority and opens up the long light diagonal.



This is a development we often see in the English Opening (**1.c4**). White uses the pressure of the fianchettoed Bishop to strike at the Black Queen's-side.

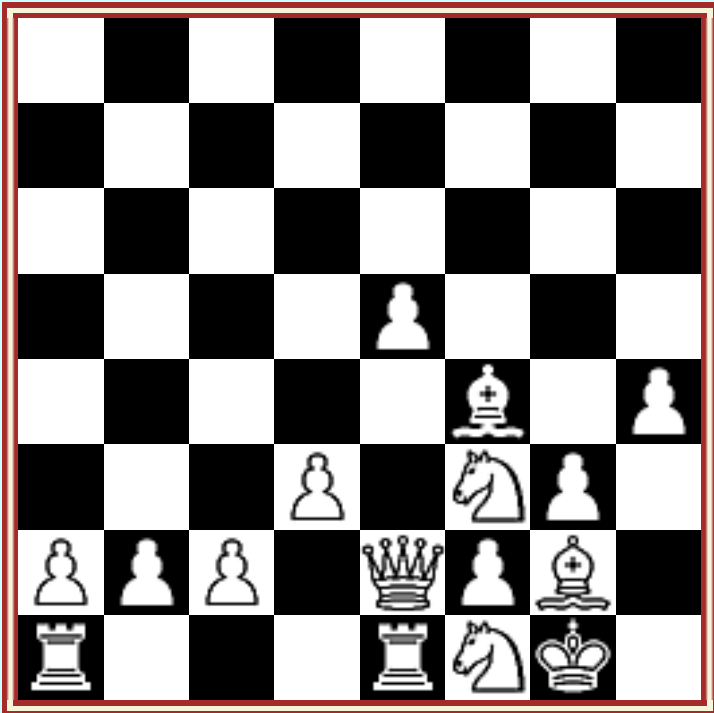
Having plonked a Pawn on c4, it makes sense to let the light-squared Bishop peer around the side of it; we see the same development by Black in many closed Sicilian systems and in the Benoni and Dutch Defences, where Black fianchettoes to avoid the Bishop's Pawn. In each case the fianchettoed Bishop can be used to support a Pawn advance.





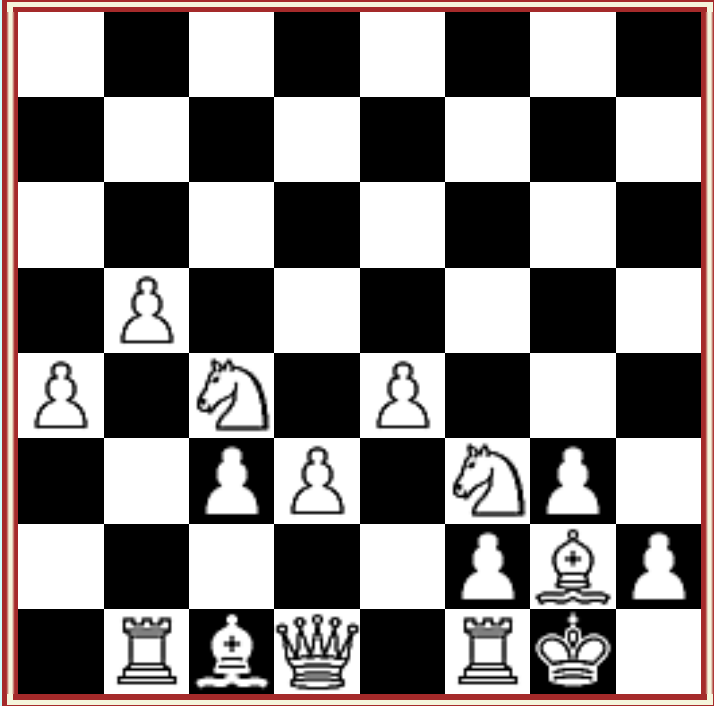
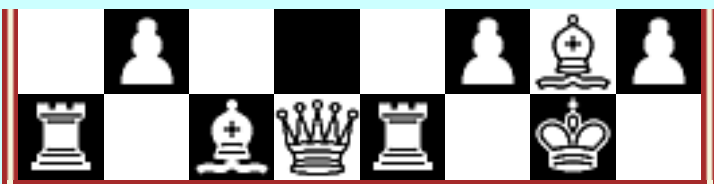
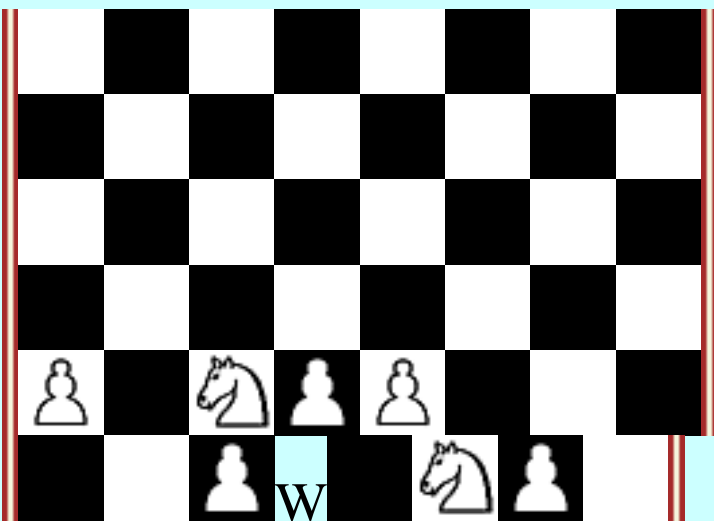
The Reti-Barcza system beginning with **1. Nf3** reserves all White's options.

This is a rather slow, subtle opening system which is difficult for all players to handle.



White can expand on the King's-side, centre or Queen's-side (west, south-west, south).

The King's-side expansion is known as the King's Indian Attack, and is often played by players of 1.e4 against half-open defences like the French. It's another clockwork attack.



The fianchetto can also be tried in e-Pawn games, particularly the half-open defences - we have mentioned the King's Indian Attack against the French, and the Pirc and Modern Defences are based upon a Black King's-side fianchetto. White has also tried a fianchetto of the King's Bishop in many lines of the Sicilian, Open and Closed.

Closed Sicilian: **1. e4 c5 2. Nc3 Nc6 3. g3 g6**

Open Sicilian: **1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 (Scheveningen Variation) 6. g3**

Sicilian: 1. e4 c5 2. Nf3 e6 3. b3



1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6

In the open Sicilian, Black may post the dark-squared Bishop on the long diagonal without fear that it may be stifled by Pawns. The Dragon Bishop is a fearsome creature, particularly if White castles Queen's-side hoping to carry out the clockwork attack against Black's King's-side. Black already has a half-open c-file against White's own King!

Conclusion

The fianchetto is one of the basic building-blocks of chess thinking. Although it is associated with some of the most complex opening systems that are played by GMs, you are bound to come across it, and should at least know how to attack a castled King which is also hiding behind a fianchetto.

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

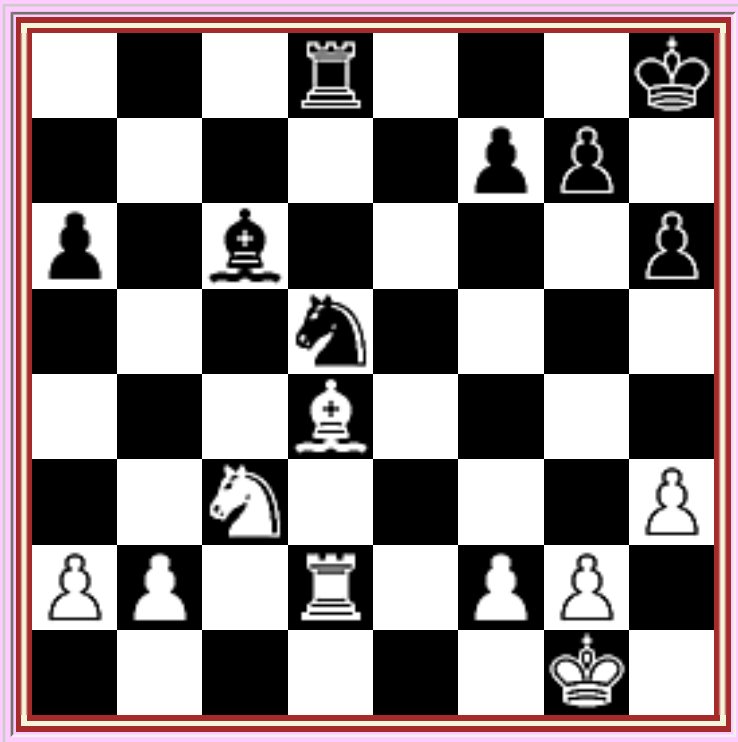
[Dr. Dave](#)

Exeter Chess Club: Opposite-coloured Bishops in the endgame and the middle-game

by Phil Adams, Three Cs, Oldham (=Children's Chess Club)

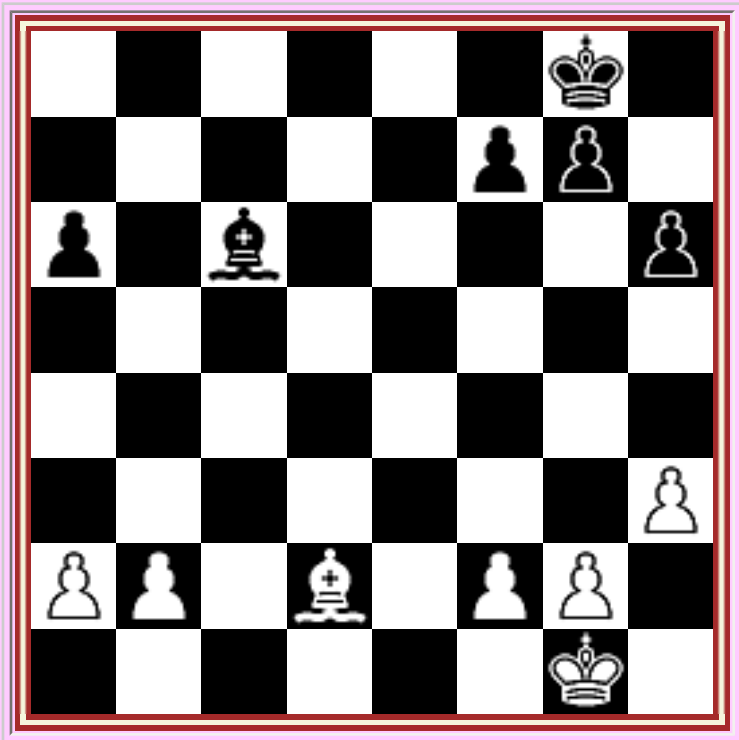
OCBs in the endgame

(1)



Black is a pawn down. Should he keep pieces on and try to get counterplay, or bring about exchanges?

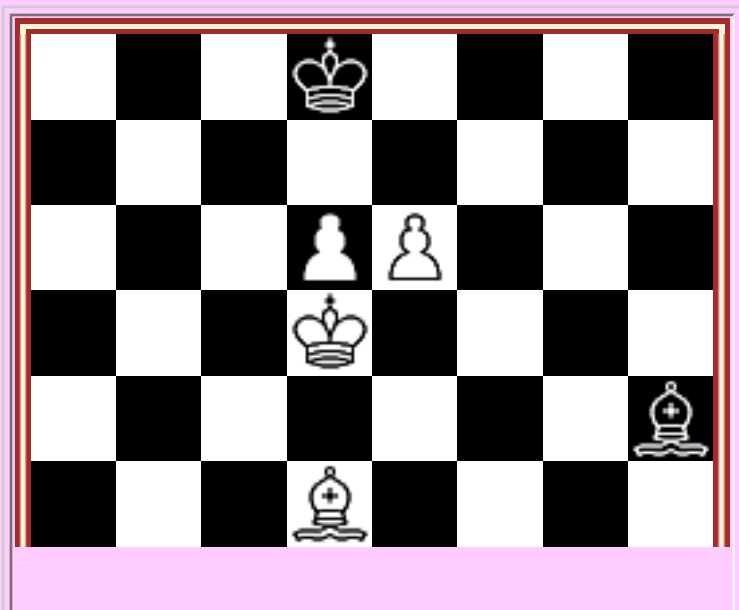
1...Nxc3! 2.Bxc3 [2.bxc3 would be better; White has better chances of using his extra pawn if he keeps rooks on.] **2...Rxd2! 3.Bxd2 Kg8**

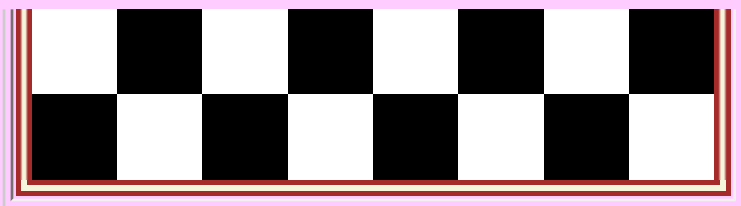


In an opposite-coloured bishops ending, one pawn up is normally not enough to win, unless there are other advantages. Here Black can draw easily.

4.Bc3 f6 5.f3 Kf7 6.Kf2 Ke6 7.Ke3 Kd5 8.Bb4 g6 9.Bf8 h5 10.Be7 f5 11.Bd8 Bb5 12.h4 Bf1 13.g3 Bb5 14.b3 Ke5 15.Bc7+ Kd5 16.Kf4 Ke6 17.Kg5 Kf7 18.a4 Bc6 19.Kf4 Ke6 It has become clear that White cannot make progress.

(2)





With a two pawn advantage in an opposite bishops ending, the winning chances are much better.

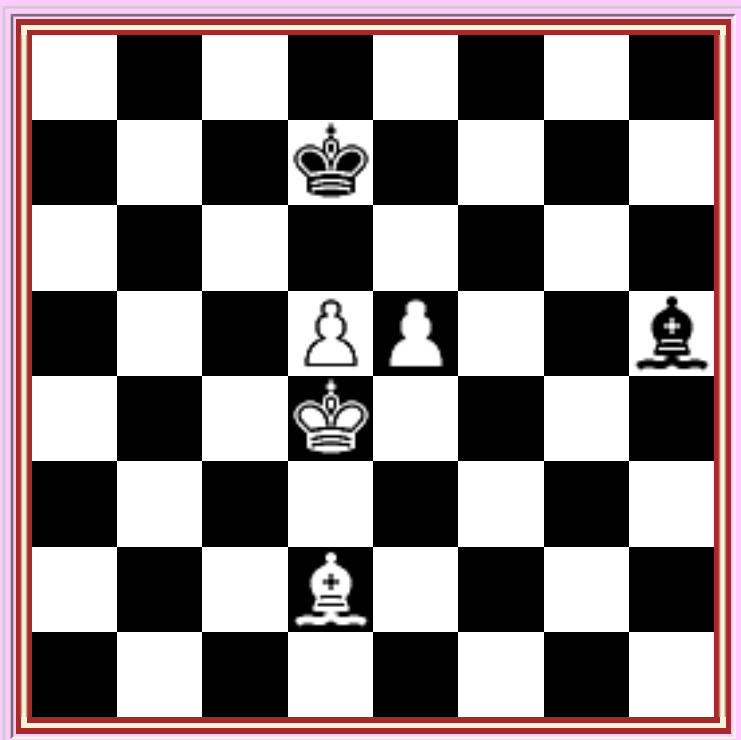
When the two extra pawns are connected, the main points to remember are:

a) to have any chance of a draw the weaker side's king must be in front of the pawns;

b) the pawns usually win if they can reach the sixth rank; with the pawns further back, the weaker side has good chances of a draw.

1.Bb5 Bf6 2.Ke4 The plan is simple; get the king to f7 and push the e-pawn. **2...Bg5 3.Kf5 Bh4 4.Kg6** Black is in zugzwang; the white king does not even have to get to f7 now. **4...Kc8 5.e7 +-**

(3)

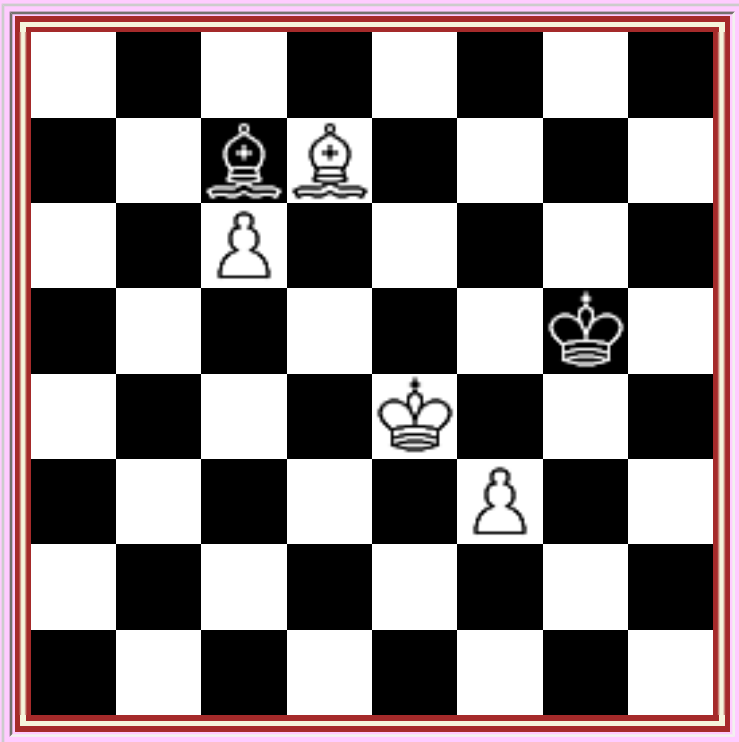


To draw, Black must prevent the pawns from reaching the 6th. The only way is to prepare to give up his bishop for both pawns by Bg4 or Bf7; does it make any difference which Black chooses? **1...Bf7!** is a simple draw. The e-pawn cannot advance to e6 without the support of the white king, but the king

cannot leave the defence of the d5 pawn, so White can make no progress. All Black has to do is shuffle his bishop between f7 and g8.

[Note that 1...Bg4? is weaker, since White can manoeuvre with his king and achieve the advance e6, e.g.. 2.Ke4 and now **A**) 2...Bh3 3.Kf4 Ke7 (3...Bg2 4.e6+ Kd6 5.Bb4+ Kxd5 6.e7+-) 4.Bb4+ Kd7 5.Kg5 Bg2 6.e6+; **B**) 2...Ke7 3.Bb4+ Kd7 4.Kf4 Bh3 5.Kg5]

(4)



In an opposite coloured bishops ending, two split pawns up, the ideas to remember are:

a) the further apart the pawns are, the greater the chance of winning;

b) only one file apart, the pawns cannot win;

c) to win, the stronger side's king must be able to break through to support the advance of one of the pawns; the defending side must try to prevent this.

1.Kd5 Kf6! 2.Bg4 Bg3! [2...Ke7? 3.Ke4 Kd6 4.Bd7 Ke7 5.f4 Kf6 6.f5 Ke7 7.Kd5 Kf6 8.Kc5 Ke7 9.Kb5 Kf6 10.Ka6 Ke7 11.Kb7 Kd8 12.f6 Bd6 13.f7] **3.Kc5 Bc7! 4.Kb5 Ke7 5.Ka6 Kd8 6.Kb7 Bf4**
 White can make no progress. =

We have now covered the basics of opposite coloured bishops in the endgame, which, as we have seen, can often present drawing chances to the weaker side.

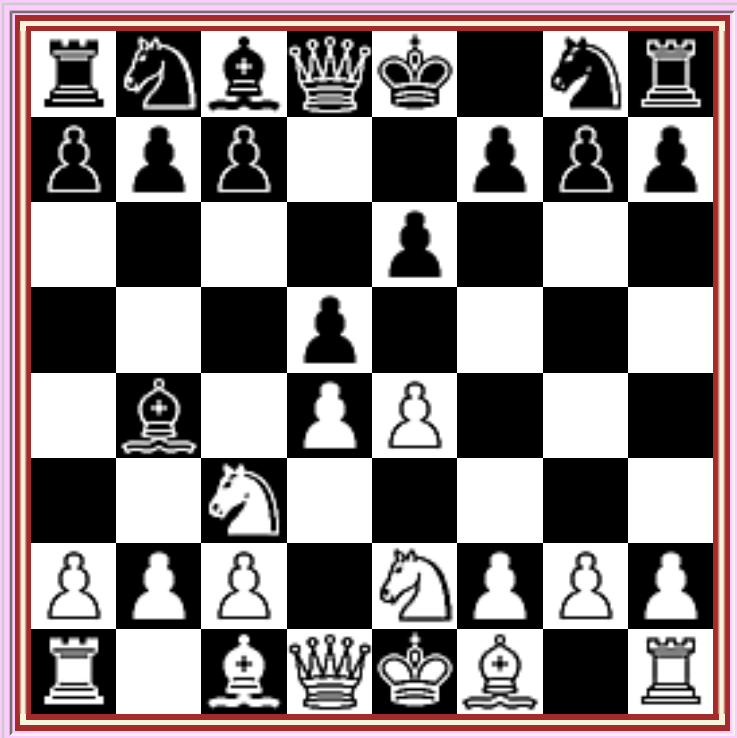
(Main sources: Averbakh/Mednis)

In the middlegame it is a different story altogether. In the middlegame opposite coloured bishops favour the side with the initiative.

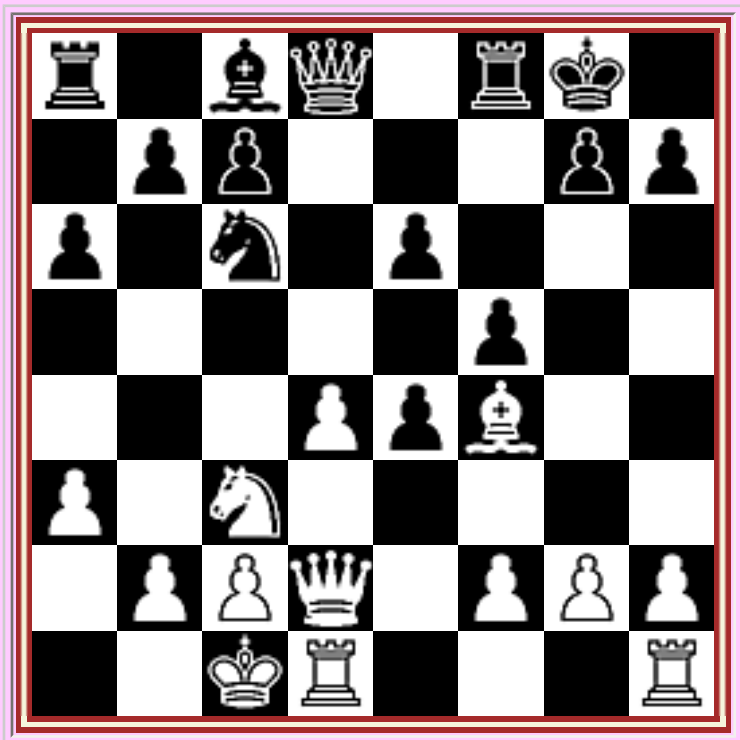
(5) King,D - Menzel [C15]

Junior game, 1979

1.e4 e6 2.d4 d5 3.Nc3 Bb4 Opposite coloured bishop middlegames are quite frequent in the Winawer French. **4.Nge2** An interesting way of avoiding main lines, favoured by Lasker.



4...dxe4 5.a3 Bxc3+ [5...Be7 6.Nxe4] 6.Nxc3 Nc6 7.Bb5 Nge7 8.Bg5! f6 9.Be3 0-0 10.Qd2 [White is happy to sacrifice the pawn for development and attacking chances. If 10.Nxe4? f5! (threat f5-f4.)] **10...f5 11.0-0-0 a6 12.Bxc6 Nxc6 13.Bf4**



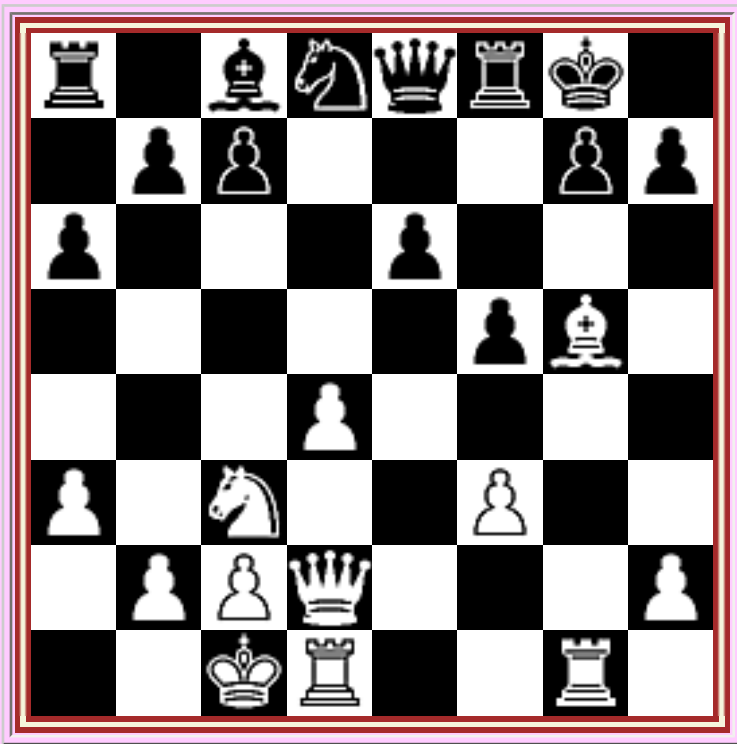
[A typical position in this line; Black has decided to hold his extra pawn with f7-f5; the price he pays is a weakness on the dark squares. White must open a file so that his heavy pieces can combine with his powerful unopposed bishop.] **13...Ne7** [13...b5 14.d5! Ne7 15.dxe6 Bxe6 16.Qxd8 Rfxd8 17.Bxc7+/- (King.)] **14.f3! exf3 15.gxf3 Ng6? 16.Bg5 Qd6 17.h4!** [In positions with opposite-sides castling, whoever gains the initiative is likely to win; exactly the same is true of middle-games with opposite-coloured bishops. In this position, therefore, attack is more important than material.] **17...Rf7** [Black takes precautions against the coming attack against g7.] **18.h5 Nf8 19.Bf4 Qd8 20.Rdg1 Nd7 21.Rg3 Nf6 22.Be5** [White probes the Black defenses. He knows he wants to attack g7 but he is not yet sure of his best attacking formation.] **22...Nd7 23.Bf4!** [White realises that it is important to keep his powerful dark squared bishop] **23...Nf6** [Black is on the defensive and is happy to repeat moves.] **24.Bg5** [White tries another tack.] **24...Bd7** [Notice that this bishop is helpless to defend the dark squares that will soon be threatened.] **25.Rhg1 Kh8** [How can White strengthen his attack?] **26.Ne2!** [Since Black is on the defensive, White realises that the knight is not needed on the queenside for defense; instead it can join in the attack on the king-side.] **26...c5 27.Nf4 h6** [27...Rc8 28.Ng6+! hxg6 (28...Kg8 29.Ne5+-) 29.hxg6 Rf8 30.Rh3+ Kg8 31.Rgh1] **28.Ng6+ Kh7** [28...Kg8 29.Bxh6 Nxh5 30.Rh3 Nf6 31.Bg5 Rf8 32.Rh8+ Kf7 33.Rxf8+-] **29.Ne5 Re7** [29...Rf8 30.Bxh6!] **30.Bxf6 gxf6 31.Qg2!** [31.Qg2 Qf8 (31...fxe5 32.Rg7 + Kh8 33.Qg6; 31...Qh8 32.Ng6) 32.Ng6 Qf7 33.Nxe7 Qxe7 34.Rg7+] **1-0**

A few years later, a remarkably similar game was played by Britain's first Grandmaster, Tony Miles.

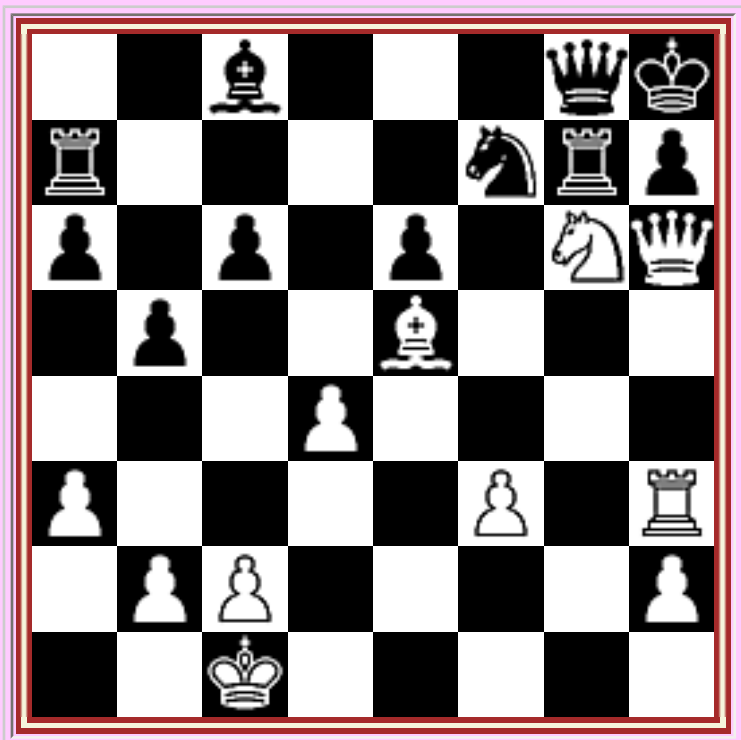
(6) Miles,A - Reefschlager,H [C15]

Porz/Koln, 1981

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Nge2 dxe4 5.a3 Bxc3+ 6.Nxc3 Nc6 7.Bb5 Nge7 8.Bg5! f6 9.Be3 0-0 10.Qd2 [White is happy to sacrifice the pawn for development and attacking chances.] **10...a6 11.Bxc6 Nxc6 12.0-0-0 f5?!** [This is probably too greedy. Black weakens his black squares, which is just what White wants, since it makes his bishop a very dangerous piece - it has no opponent!] [12...b6 13.Nxe4 Bb7 14.Qd3] **13.Bg5 Qe8 14.f3!** [White opens lines to enable his rooks to fire at the Black king.] **14...exf3 15.gxf3 Nd8 16.Rhg1!**



[Simple chess; White intends to double rooks on the g-file and then point his bishop at g7. Notice that the Black bishop is unable to help in the defence.] **16...c6 17.Rg3 Rf7 18.Rdg1 b5 19.Bf6!** [Black is already in deep trouble.] **19...Raa7** [19...Rxf6 20.Rxg7+ Kh8 21.Qg5 Rg6 (21...Rf8 22.Rxh7+ Kxh7 23.Qh4+) 22.Rxg6 hxg6 23.Qh6+-] **20.Qh6 Qf8 21.Be5!** [Withdrawing the powerful bishop to a safer firing point.] **21...Kh8 22.Rh3! Qg8 23.Ne2!** [Bringing up the reserves; the plan is simply Ne2-f4-g6.] **23...f4 24.Rxg7! Rxg7 25.Nxf4 Nf7 26.Ng6#**



A lovely finish! **1-0**

Back to [Chess Coaching Page](#)



This document (opbish2.html) was last modified on 6 Mar 98 by

[Dr. Dave](#)

Exeter Chess Club: Weak pawns: An introduction to theory and practice

"Doubled, isolated and blockaded pawns are weak: avoid them!"

-- Fine, Basic Chess Endings

- [Introduction](#)
 - [Backward Pawn.](#)
 - [Disadvantages of Backward Pawns:](#)
 - [Possible compensations with Backward Pawns:](#)
 - [Doubled Pawns](#)
 - [Disadvantages of Doubled Pawns:](#)
 - [Possible compensations with Doubled Pawns:](#)
 - [Isolated Pawn](#)
 - [Disadvantages of Isolated Pawns:](#)
 - [Possible compensations with Isolated Pawns:](#)
 - [Hanging Pawns](#)
 - [Disadvantages of Hanging Pawns:](#)
 - [Possible compensations with Hanging Pawns:](#)
 - [Pawn islands](#)
 - [Disadvantages of extra Pawn islands:](#)
 - [Possible compensations with extra Pawn islands:](#)
 - [Winning against holes in the Pawn formation](#)
 - [Steinitz,W - Blackburne,J London, 1876](#)
- [Winning against a Backward Pawn](#)
 - [Bogoljubow,Efim - Capablanca,Jose \(New York \) \(09\) \[D05\] 1924](#)
- [Winning with a Backward Pawn](#)
 - [Zinn - Sveshnikov, Decin \[B33\] 1974](#)
- [Winning against Doubled Pawns](#)
 - [Mattison - Nimzovich \(carlsbad\) CHERNEV \[E21\] 1929](#)
- [Winning with Doubled Pawns](#)
 - [Bhend, E - Hort, V \(Kecsemet\) \[B00\] 1964](#)
- [Winning against an Isolated Pawn](#)
 - [Lasker-Reshevsky, Nottingham 1936](#)

- [Winning with an Isolated Pawn](#)
 - [Stoltz - Thomas, Zaandamk \[D40\]1946](#)
 - [Winning against Hanging Pawns](#)
 - [Fischer - Spassky WCh \(6\) \[D59\] 1972](#)
 - [Winning with Hanging Pawns](#)
 - [Bertok - Fischer \[D59\] 1962](#)
 - [Winning against extra Pawn islands](#)
 - [Capablanca,Jose - Kupchik,Abraham \(Havana \) \(07\) \[C49\] 1913](#)
 - [Winning with extra Pawn islands](#)
-

Introduction

"That's what this match is all about - Pawns, isolated or hanging. They might just as well play without pieces." -- Eddie GUFELD, considering yet another IQP position in the 1974 Karpov-Korchnoi match (Game 16, position after White's 24th move)

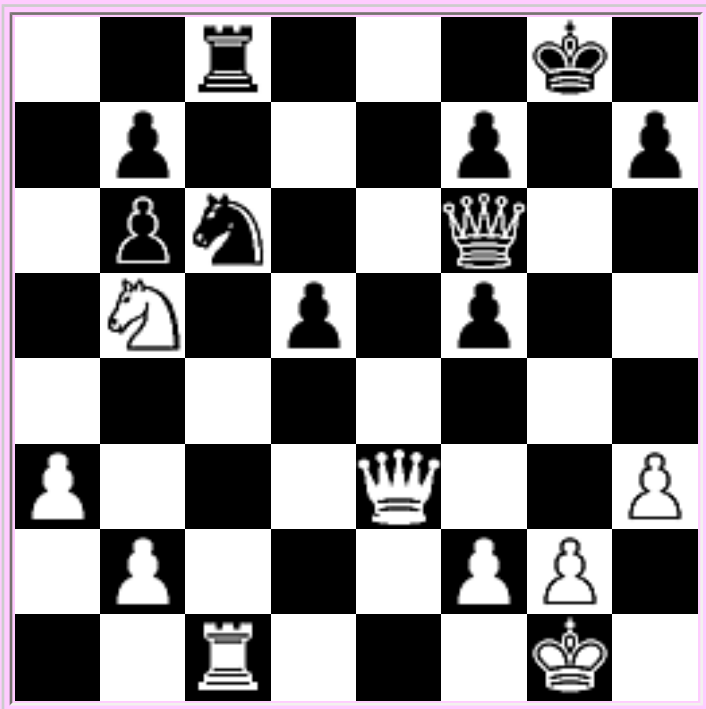
The English GM David Norwood once said that he made an offer to analyse and comment on some club players' games. They expected him to offer some brilliant analysis, showing them where they had missed golden opportunities, but his advice was more simple: "*remember Pawns can't move backwards*". Now, that is one of the first things any chess player learns, so they were very disappointed - why was he telling them what they already knew? Well, they may have known, but they were playing as if they didn't know. They were advancing pawns too far, too fast, too often. They were moving pawns forward which got surrounded and caught, they moved pawns forward which created holes near their king, they moved pawns forward which became the focus of a sacrifice. And once they had moved them forward, they couldn't move them back. So be careful with your Pawns!

The two principal problems with poor Pawn formations are:

- (1) opportunities provided to the opponents pieces (e.g. occupation of 'holes')
- (2) weaknesses of the Pawns themselves.

Let us start with a notable example:

Weak pawns: the ultimate collection: Deep Blue - Kasparov, 1996



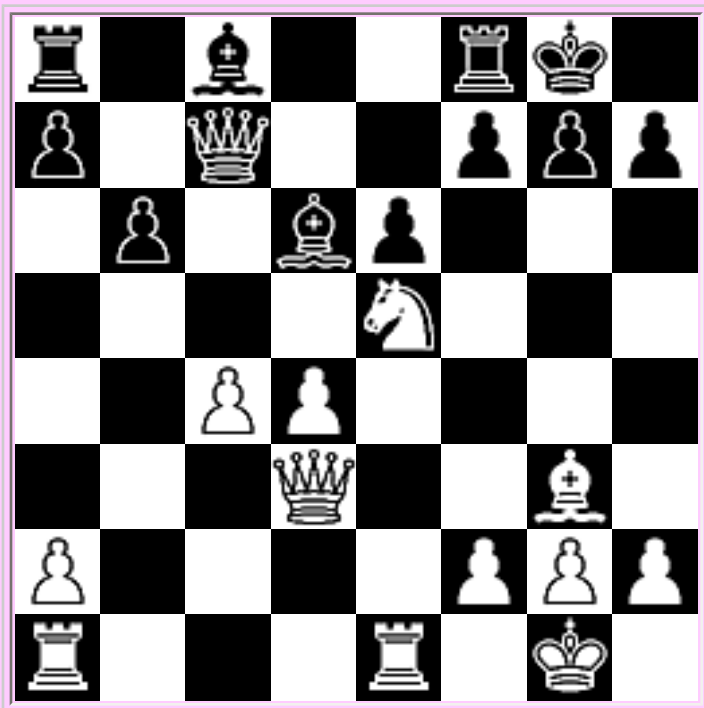
Just horrible: every one of the six Black Pawns is isolated, or isolated and doubled! The b-Pawns are also blockaded. Kasparov staked everything on a King's-side hack but after **25. b3!** Deep Blue just grabbed the material and steered clear of the tactics.

There is a lot of meat in this game, which I append if you want to go over it, but it should tell you one thing if nothing else: weak Pawns can lose you the game.

Could Kasparov have defended everything instead of trying to hack? Well, no. It's a bit like Franklin's "*For the want of a nail...*": for the want of a friendly neighbour, a d-Pawn is weak; to look after the d-Pawn, the Knight is assigned guard duty; for the want of the Knight, the initiative is lost; for the want of active play, ground is lost on both sides of the board; for the want of pieces free from defence, more weakness are conceded... Once you have more than one weakness, the problem snowballs, and your Pawns fall like ripe fruit into the arms of your opponent.

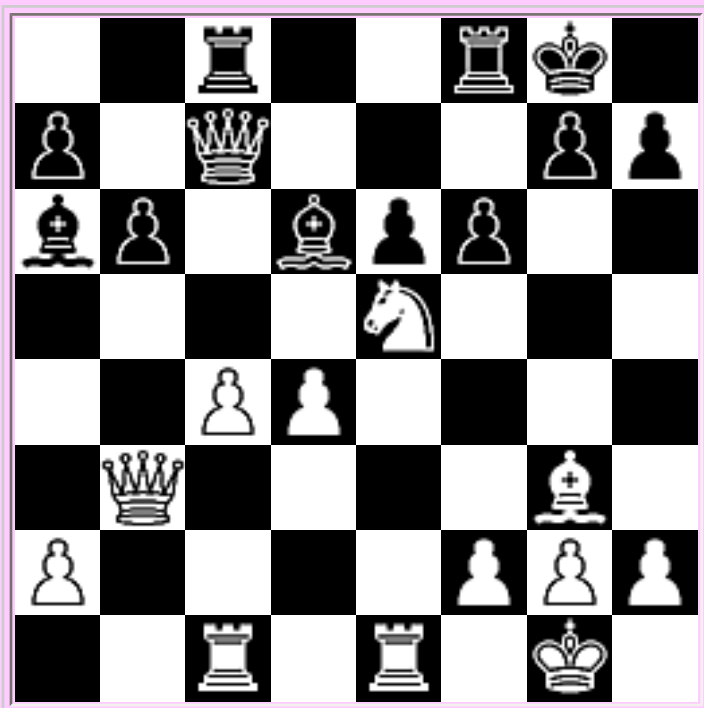
Playing against Pawn weaknesses needs some persistence but also some flexibility: this **transformation of advantages** is seen in several games below.

Spielmann,R - Nimzowitsch Aaron (San) (9) [B29] 1911



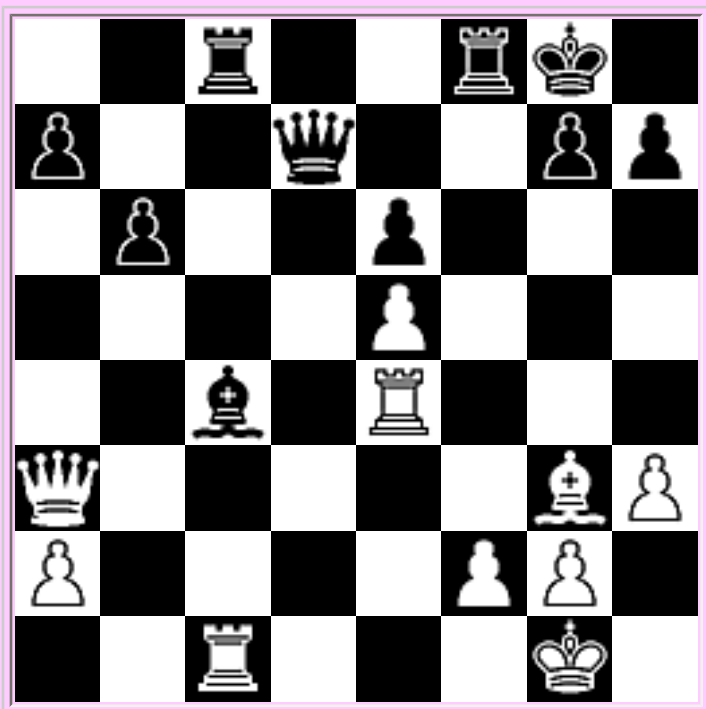
Black develops pressure against the hanging Pawns.

16... Ba6 17. Rac1 Rac8 18. Qb3 f6



Tension is now high: White initiates a tactical sequence to avoid losing the c-Pawn, which Black is happy to see to a conclusion.

19. Qa4 fxe5 20. dxe5 Ba3 21. Qxa3 Bxc4 22. Re4 Qd7 23. h3



23... Bd5

The hanging Pawns have vanished. Has White equalised? By no means. Black has a superior Bishop, a Queen's-side Pawn majority, and one of those odd minority Pawn formations on the King's-side which make it difficult for White to make use of his majority. There is still a lot of play in the position, and Black won.

...0-1 (42)

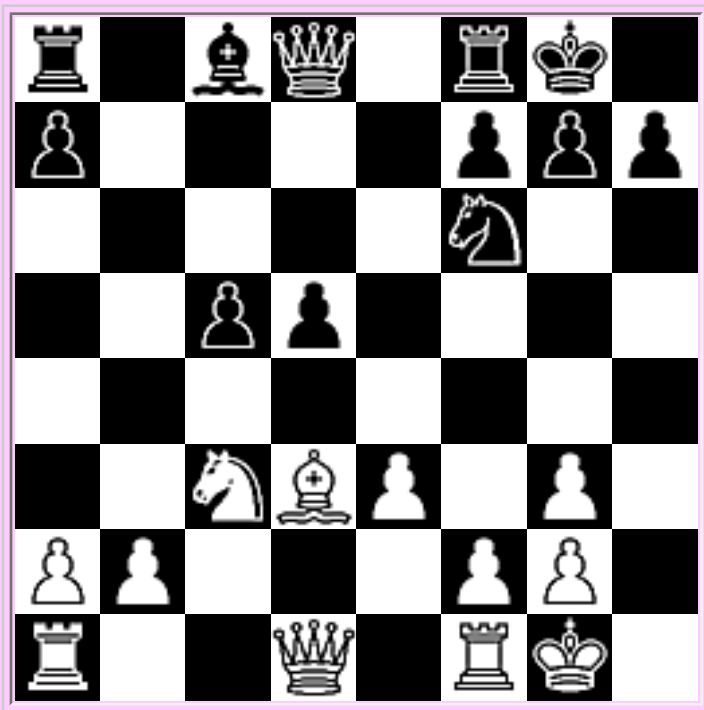
As well as transformation of positional advantages, you can see changes in the Pawn structure - which may be sought by both sides. One well-known sequence may transform an isolated Pawn structure to one with hanging Pawns:

Rubinstein-Nimzovich

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.Bf4 cxd4 7.Nxd4 Bb4
(isolated pawn)

8.e3 Nf6 9.Nxc6 bxc6 (pawn island)

10.Bd3 O-O 11.O-O Bd6 12.Bg3 Bxg3 13.hxg3 c5 (hanging pawns)



The game continued:

14.Rc1 Be6 15.Qa4 Qb6 16.Qa3 c4 17.Be2 a5 18.Rfd1 Qb4 19.Rd4 Rfd8 20.
Rcd1 Rd7 21.Bf3 Rad8 22.Nb1 {?!} 22...Rb8 23.R1d2 Qxa3 24.Nxa3 Kf8 25.
e4 dxe4 26.Rxd7 Nxd7 27.Bxe4 Nc5 28.Rd4 Nxe4 29.Rxe4 Rxb2 30.Nxc4
Rb4 31.Nd6 Rxe4 32.Nxe4 Bxa2 {... 0-1}

A bit of theory

There is one general problem with Pawn moves: the creation of holes, which your opponent's pieces can occupy. Tarrasch used to say, "*Every Pawn move loosens the position*". So the first and simplest form of weakness in a Pawn formation is the **hole**.

There are four principal varieties of weak Pawn:

backward Pawn

doubled Pawns

isolated Pawn

hanging Pawns

And there is one further idea which you should know about:

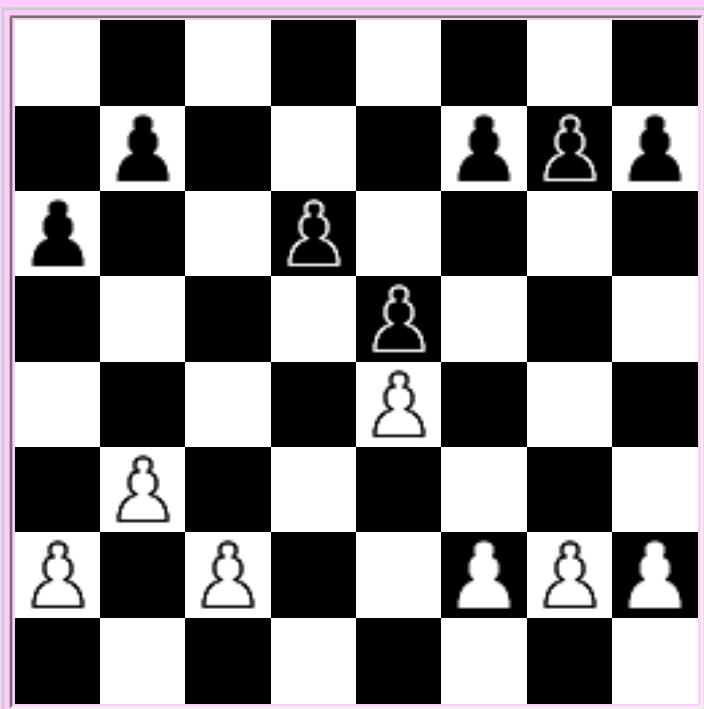
Pawn islands.

Fine's comment on the title page is in his endgame book, which may give you a clue that the weakness of weak Pawns is most important in the endgame: this is true. It may also give you a clue that in the middlegame there may be some compensations for having weak Pawns: this is also true, and is the basis for Tarrasch's famous dismissal of the supposed weakness of the isolated Queen's Pawn:

"Before the endgame, the Gods have placed the middle-game."

The most miserable Pawn is the backward Pawn. There are very few compensations for having a backward Pawn. On the other hand, I have enjoyed demonstrating the positive side of hanging Pawns more than once; these are probably the least miserable of the lot. Almost any variety of weak Pawn is more miserable if it is blockaded or otherwise cannot move out of the way of an attack: this is the meaning of Fine's last warning about **blockaded Pawns**. I'll consider each type of Pawn weakness and discuss their advantages and if appropriate their compensations.

Backward Pawn.



Black has a backward Pawn at d6.

White has a potentially backward Pawn at c3.

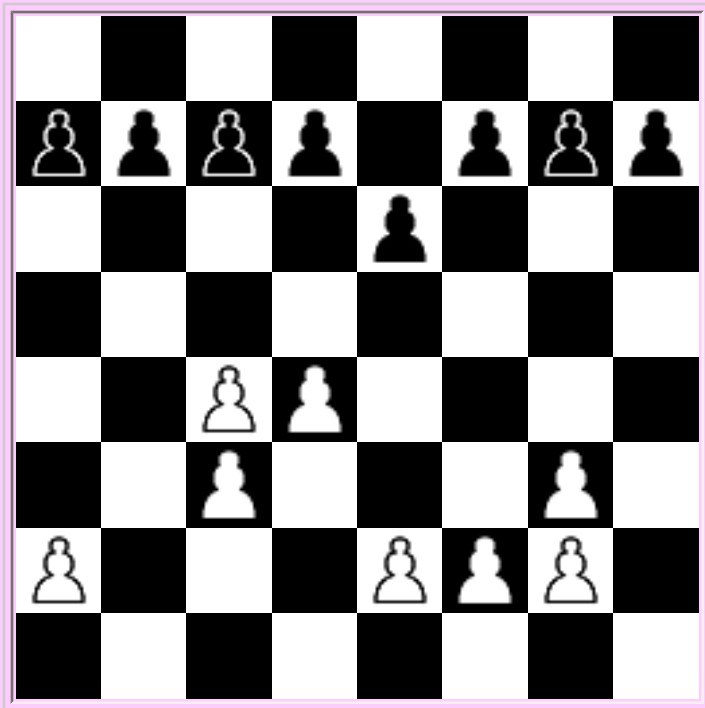
Disadvantages of Backward Pawns:

The Pawn on d6 is exposed to attack along the d-file but can neither be supported by a friendly Pawn nor easily be moved out of the way. The square in front of it (d5) is a potential outpost for a White Knight.

Possible compensations with Backward Pawns:

They may support neighbouring Pawns which are strong: above, Black has a strong central point at e5.

Doubled Pawns



White has doubled Pawns at c3/c4 and g2/g3.

Disadvantages of Doubled Pawns:

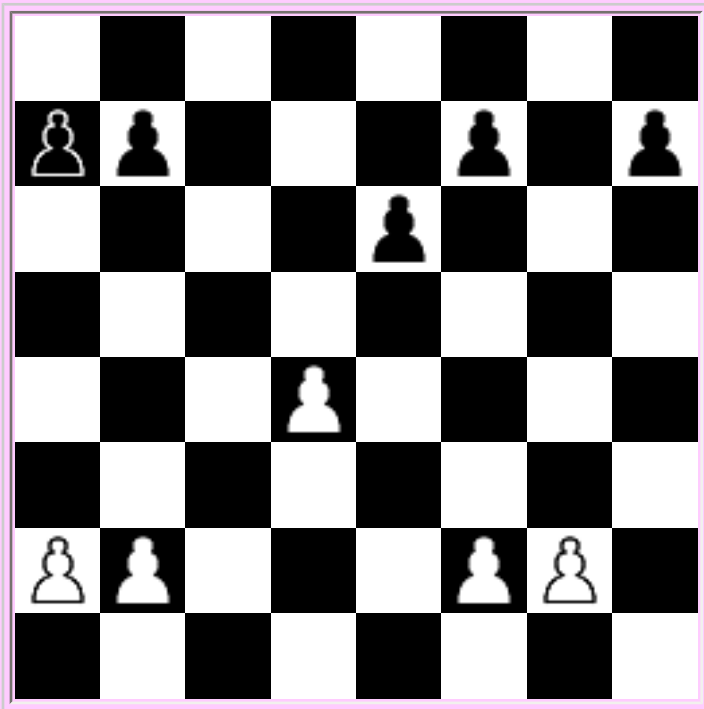
The hindmost Pawn at c3 is effectively backward, but it is the Pawn on c4 which is most difficult to defend, as no Rook at c1 can support it.

Possible compensations with Doubled Pawns:

Doubling of Pawns should yield an open file: here the b-file might not offer much but the h-file might be worth something. Capturing towards the centre may give an extra ounce of influence over some central squares: here the d-Pawn is both supported by a Pawn at c3 while the d5 square is covered by the Pawn

at c4.

Isolated Pawn



White has an isolated Pawn at d4.

Black has an isolated Pawn on h7

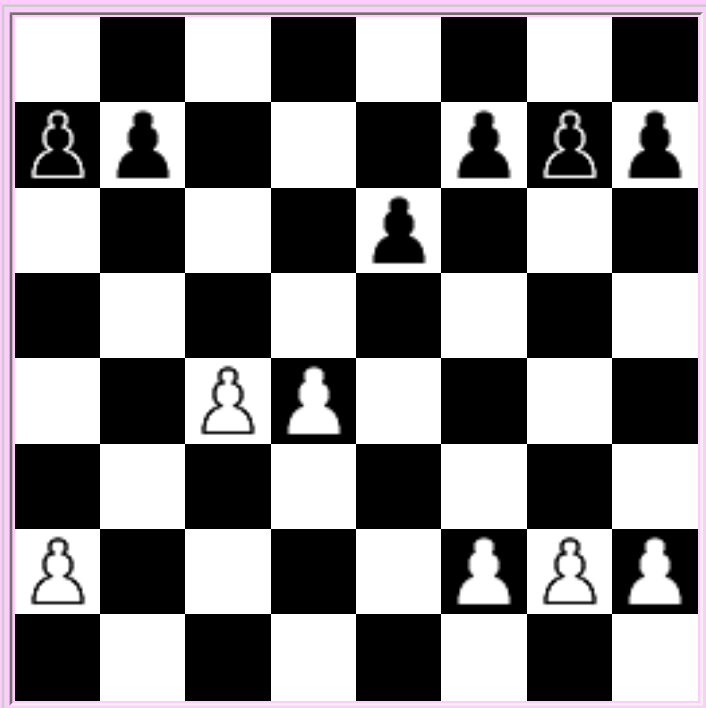
Disadvantages of Isolated Pawns:

The isolated Pawn, like a backward Pawn, cannot be defended and often cannot advance easily. It is therefore weak, and the square in front of it is a potential outpost for opposing Knights.

Possible compensations with Isolated Pawns:

The Pawn may support other pieces e.g. Knight on e5, and in the example the Pawn on d4 gives extra space and mobility to White. This is not true of Black's Pawn on h7, which is only weak.

Hanging Pawns



White has hanging Pawns at c4 and d4.

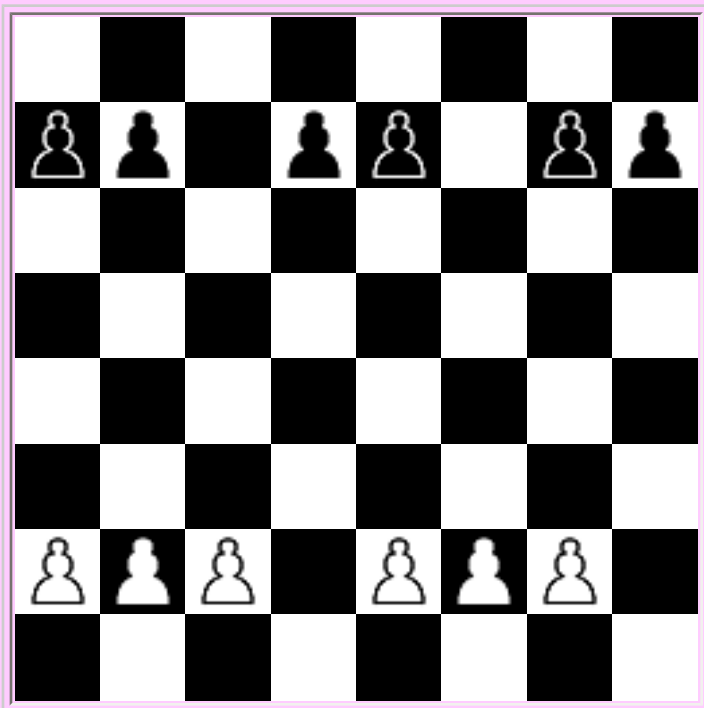
Disadvantages of Hanging Pawns:

The Pawns are not quite isolated but have the same sorts of problems, for, if one advances to be supported by the other, the hindmost

Possible compensations with Hanging Pawns:

Hanging Pawns on d4 and c4 confer a space advantage, which can be nurtured for attack. An advance of one or other Pawn may open lines for the attack, or result in a Passed Pawn.

Pawn islands



White has two Pawn islands to Black's three.

Disadvantages of extra Pawn islands:

The Pawns on the edges of Pawn islands are not isolated, but they are slightly exposed. We might call them "semi-detached"; there is only one Pawn which can protect them, and only one Pawn which can protect the square in front of them. This looseness can be exploited to create more obvious weaknesses.

Possible compensations with extra Pawn islands:

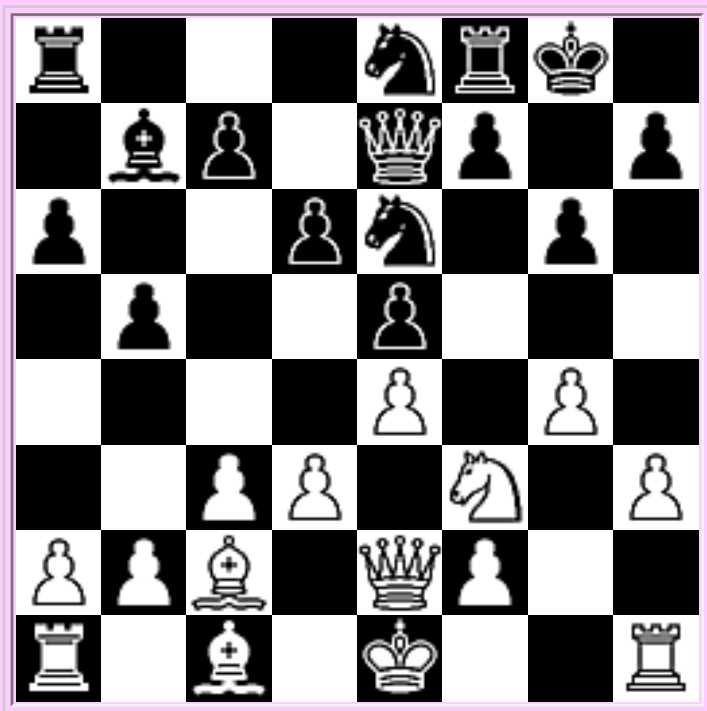
Gaps between Pawn islands may be useful half-open files. I also alluded, in the Spielmann-Nimzovitch game above, to a split minority possibly being better at restraining an opponent's majority than an intact majority.

Winning against holes in the Pawn formation

Steinitz,W - Blackburne,J London, 1876

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 d6 6. c3 Be7 7. h3 O-O 8. Qe2 Ne8 9. g4 b5 10. Bc2 Bb7 11. Nbd2 Qd7 12. Nf1 Nd8 13. Ne3 Ne6 14. Nf5 g6 15. Nxe7+ Qxe7

Morphy and his contemporaries would probably have been very much surprised if anybody had told him that only ten moves later White pieces would be settled permanently on f6 and h6.



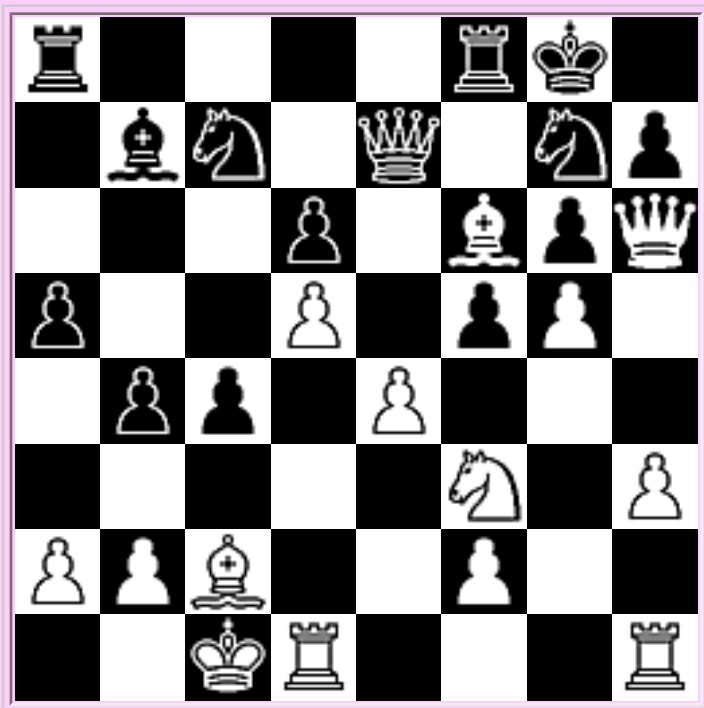
16. Be3 N8g7 17. O-O-O c5 18. d4 exd4 19. cxd4 c4 20. d5 Nc7 21. Qd2 a5
22. Bd4 f6 23. Qh6 b4 24. g5 f5 25. Bf6

Here we are...!

25... Qf7 26. exf5 gxf5 27. g6 Qxg6 28. Bxg7 Qxh6+ 29. Bxh6 Rf6 30. Rhg1
+ Rg6 31. Bxf5 Kf7

[31... Rxg1 32. Rxg1+ Kh8 33. Bg7+ Kg8 34. Be5+ Kf7 35. Rg7+ Ke8 36. Rxc7]

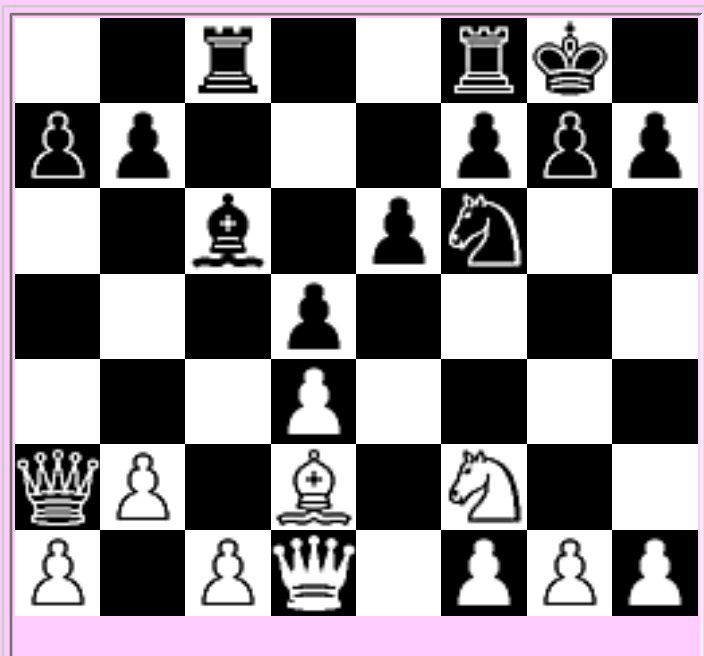
32. Bxg6+ hxg6 33. Ng5+ Kg8 34. Rge1 1-0



Winning against a Backward Pawn

Bogoljubow, Efim - Capablanca, Jose (New York) (09) [D05] 1924

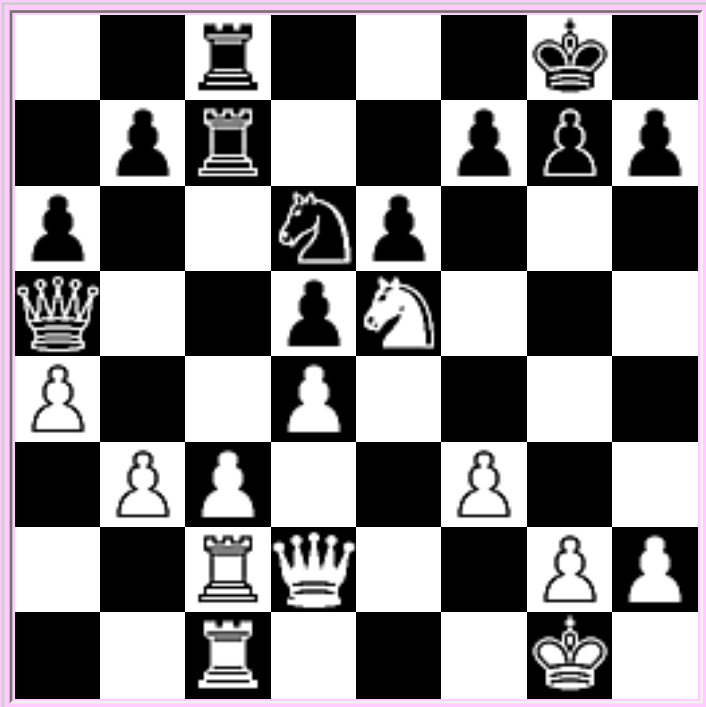
1. d4 Nf6 2. Nf3 d5 3. e3 e6 4. Bd3 c5 5. b3 Nc6 6. O-O Bd6 7. Bb2 O-O 8. Nbd2 Qe7 9. Ne5 cxd4 10. exd4 Ba3 11. Bxa3 Qxa3 12. Ndf3 Bd7 13. Nxc6 Bxc6 14. Qd2 Rac8





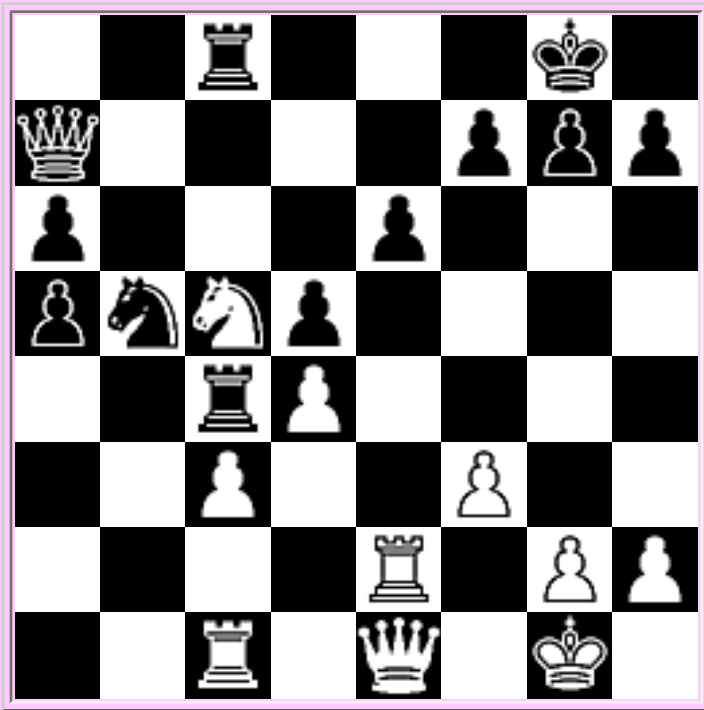
There is some anxiety developing about White's c-Pawn. His next move is probably a mistake.

15. c3 a6 16. Ne5 Bb5 17. f3 Bxd3 18. Nxd3 Rc7 19. Rac1 Rfc8 20. Rc2 Ne8 21. Rfc1 Nd6 22. Ne5 Qa5 23. a4



With straightforward moves Black has put a lot of pressure on the c-Pawn. His next is a little tactical finesse, which creates a double attack on two neighbouring Pawns.

23... Qb6 24. Nd3 Qxb3 25. Nc5 Qb6 26. Rb2 Qa7 27. Qe1 b6 28. Nd3 Rc4 29. a5 bxa5 30. Nc5 Nb5 31. Re2



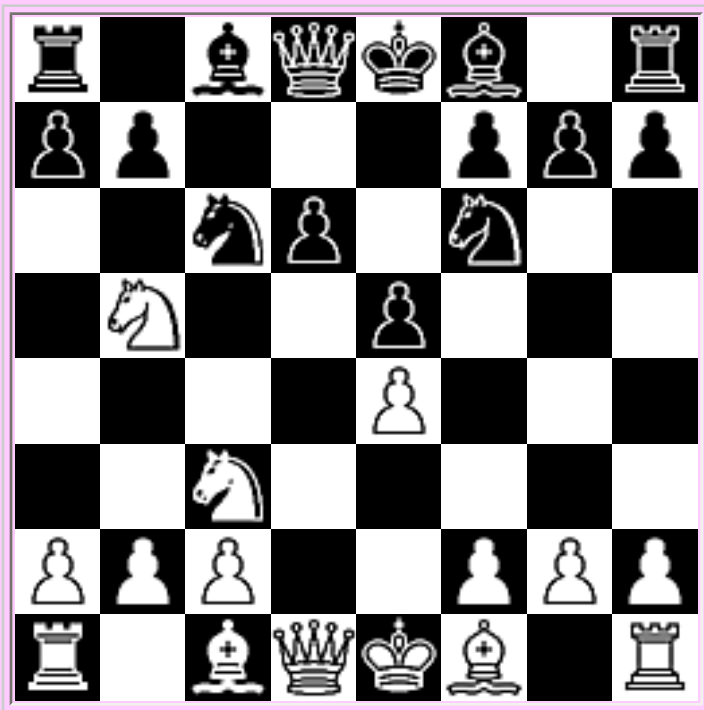
White has been wobbling dreadfully, and finally topples.

31... Nxd4 32. cxd4 R8xc5 0-1

Winning with a Backward Pawn

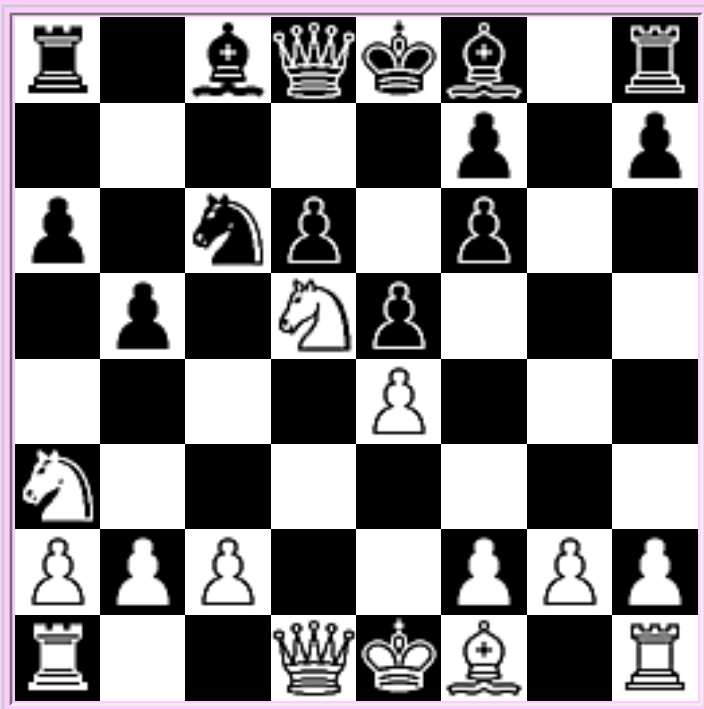
Zinn - Sveshnikov, Decin [B33] 1974

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6



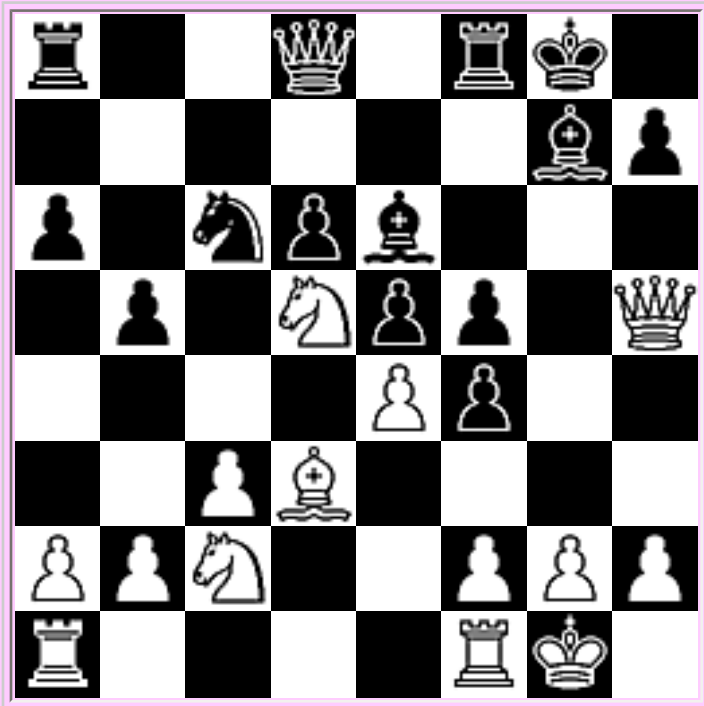
One of the most puzzling of modern variations: didn't the games on Knight outposts suggest that Black is virtually lost? Well, he is if White proceeds smoothly, exchanges all the right pieces, and Black has no counterplay.

7. Bg5 a6 8. Na3 b5 9. Bxf6 gxf6 10. Nd5



All according to plan A, but there are some differences: Black has an interesting collection of K-side pawns which may allow ...f6-f5 and ...Rg8, and White's Knight on a3 is taking no part in the struggle.

10... f5 11. Bd3 Be6 12. Qh5 Bg7 13. O-O f4 14. c3 O-O 15. Nc2 f5

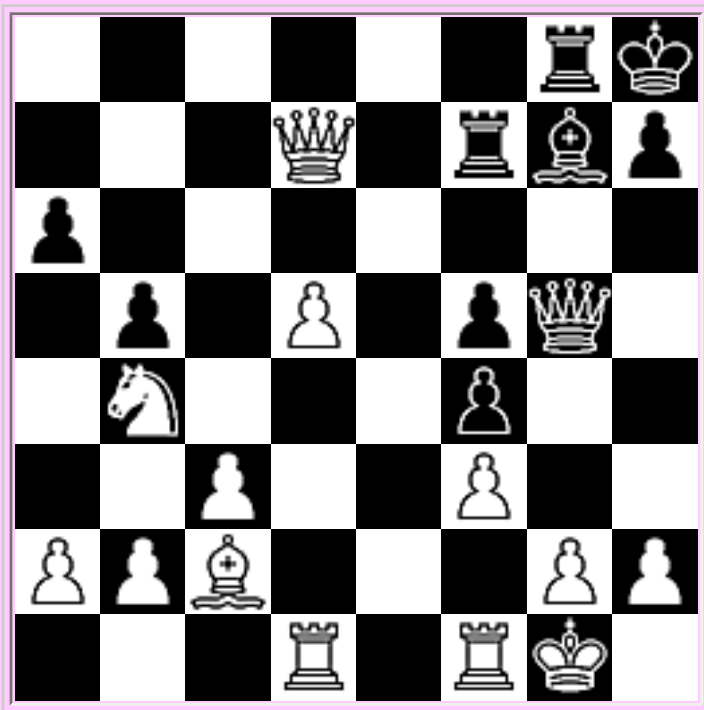


Black is making maximum use of the f-pawns and White looks at least as loose as Black.

16. Ncb4 Nxb4 17. Nxb4 d5 18. exd5 Bd7 19. Bc2 Be8 20. Qe2 Kh8 21. Rad1 Qh4 22. f3 Rf6 23. Qe1 Qg5 24. Qxe5 Bd7 25. Qe7 Rg8

Black follows his pawn sacrifice with a Bishop!

26. Qxd7 Rf7



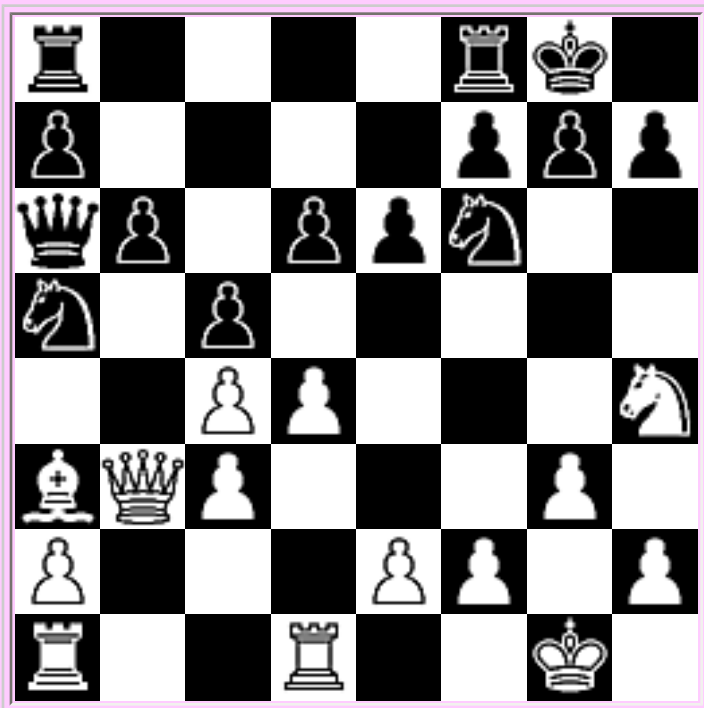
The f-pawns keep White's pieces from defending the King, and White has no answer to the vacating sacrifice ...Bd4.

0-1

Winning against Doubled Pawns

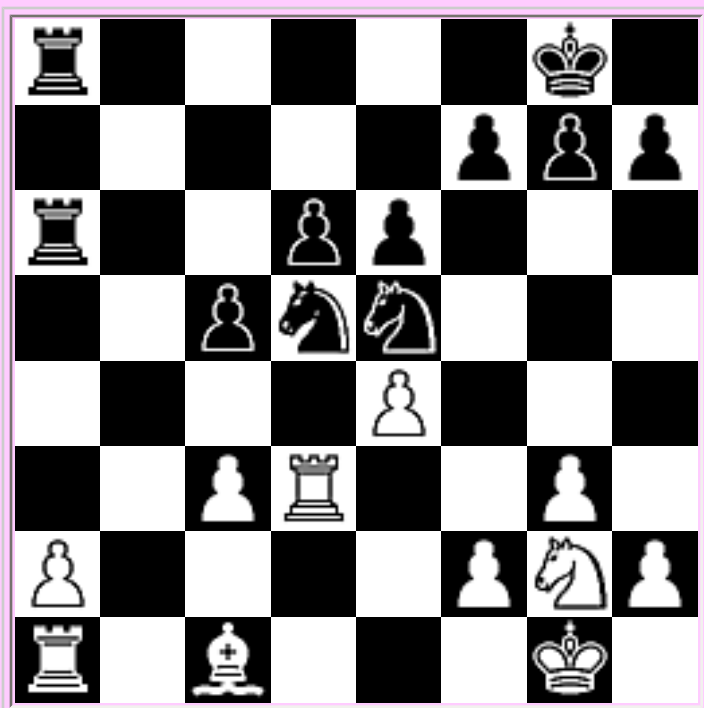
Mattison - Nimzovich (carlsbad) CHERNEV [E21] 1929

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 Bxc3+ 5. bxc3 d6 6. Qc2 Qe7 7. Ba3 c5 8. g3 b6 9. Bg2 Bb7 10. O-O O-O 11. Nh4 Bxg2 12. Kxg2 Qb7+ 13. Kg1 Qa6 14. Qb3 Nc6 15. Rfd1 Na5



White has a problem with the front c-Pawn, which can be patched up only at the cost of creating holes. Black's Knights leap about all over the White Pawns.

16. Qb5 Qxb5 17. cxb5 Nc4 18. Bc1 a6 19. bxa6 Rxa6 20. dxc5 bxc5 21. Ng2 Nd5 22. Rd3 Rfa8 23. e4 Ne5



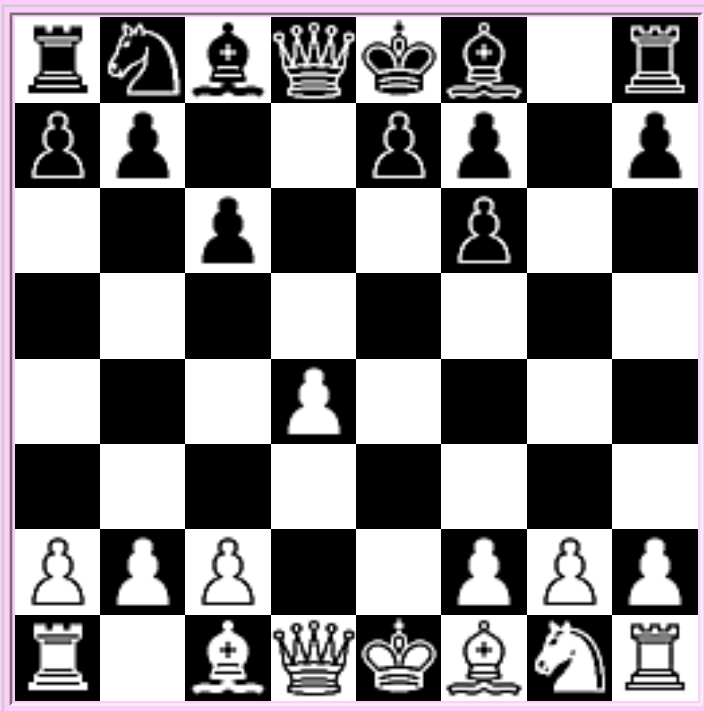
"The centre cannot hold..."

0-1

Winning with Doubled Pawns

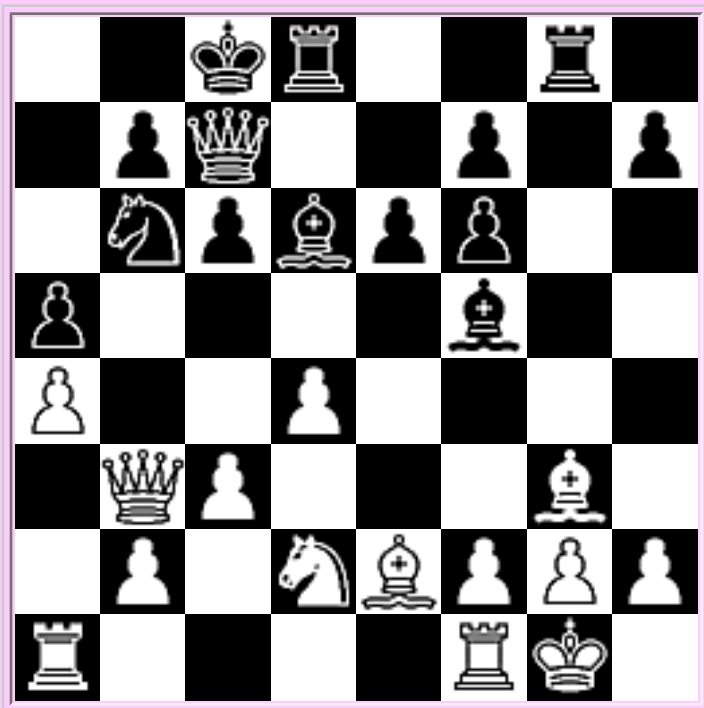
Bhend, E - Hort, V (Kecsemet) [B00] 1964

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6



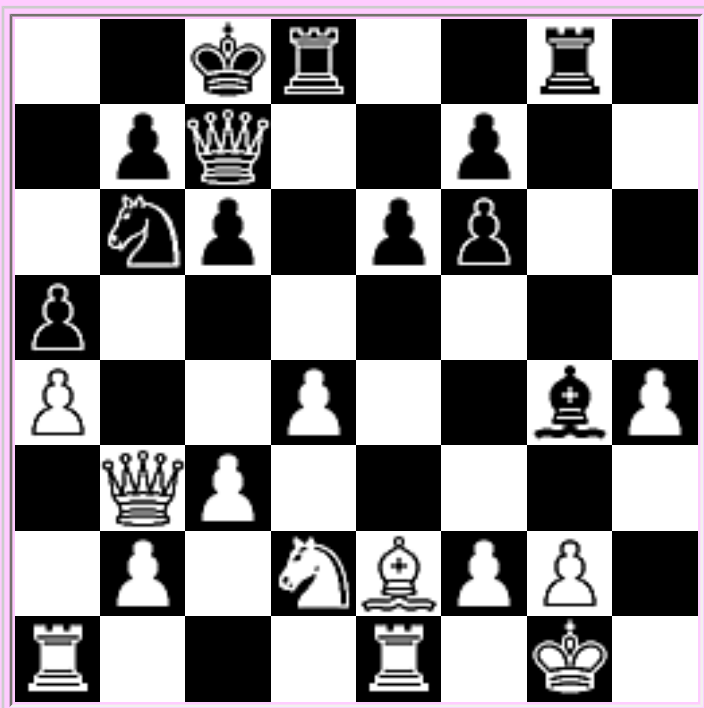
All a bit early to call - we observe the Pawn differences, but not much else. Black has a doubled Pawn, and an extra open file.

6. c3 Bf5 7. Nf3 e6 8. Bf4 Bd6 9. Bg3 Qc7 10. Qb3 Nd7 11. Be2 O-O-O 12. Nd2 Nb6 13. a4 a5 14. O-O Rhg8



Black's Rooks have done their duty in occupying the files: Black now executes a simple King's-side attack.

15. Rfe1 Bxg3 16. hxg3 h5 17. Bf3 Bg4 18. Be2 h4 19. gxh4



Some brisk tactics finish the job.

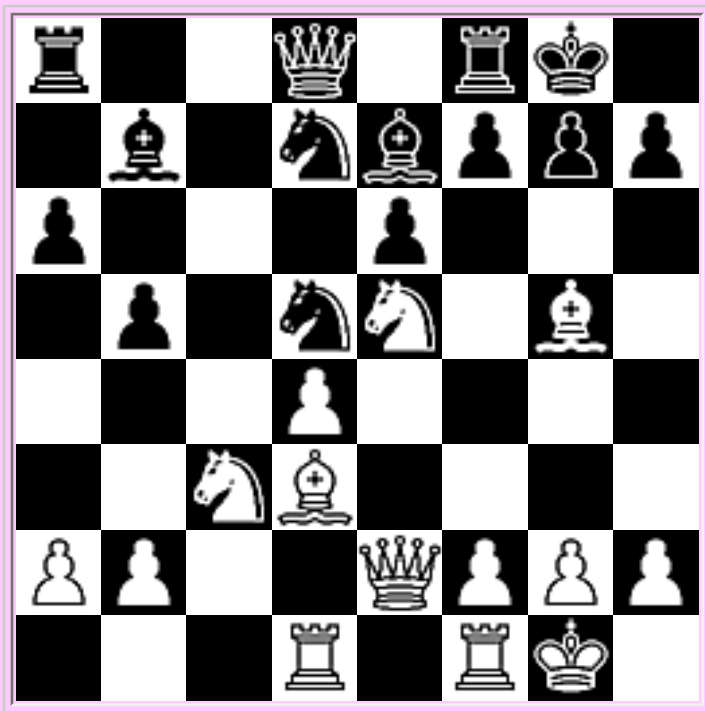
19... Bh3 20. Bf1 Rxcg2+ 21. Bxcg2 Rg8 22. Kf1 Rxcg2 23. Nf3 Qf4 24. Re3 Nd5 25. c4 Nxe3+ 26. Qxe3 Rg1+ 0-1

Winning against an Isolated Pawn

Lasker-Reshevsky, Nottingham 1936

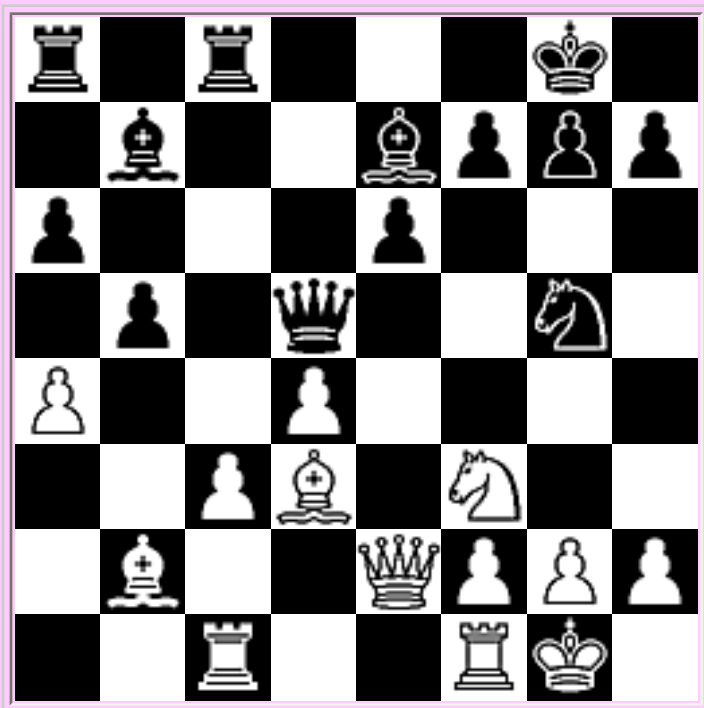
Here's another isolated/hanging pawn game, showing the weakness of the pawn being turned to attack.

1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 e6 5. Bxc4 c5 6. Nc3 a6 7. O-O b5 8. Bd3 cxd4 9. exd4 Bb7 10. Bg5 Be7 11. Qe2 O-O 12. Rad1 Nbd7 13. Ne5 Nd5



Always this blockade: here it also offers desirable exchanges.

14. Bc1 Nxc3 15. bxc3 Nf6 16. a4 Qd5 17. Nf3 Rfc8 18. Bb2 Ne4 19. Rc1 Ng5



Black has developed strong pressure along the long diagonal.

20. axb5 axb5 21. Bxb5 Nxf3+ 22. gxf3 Qg5+ 0-1

One might ask:

why does the side attacking the IQP blockade the square in front of it?

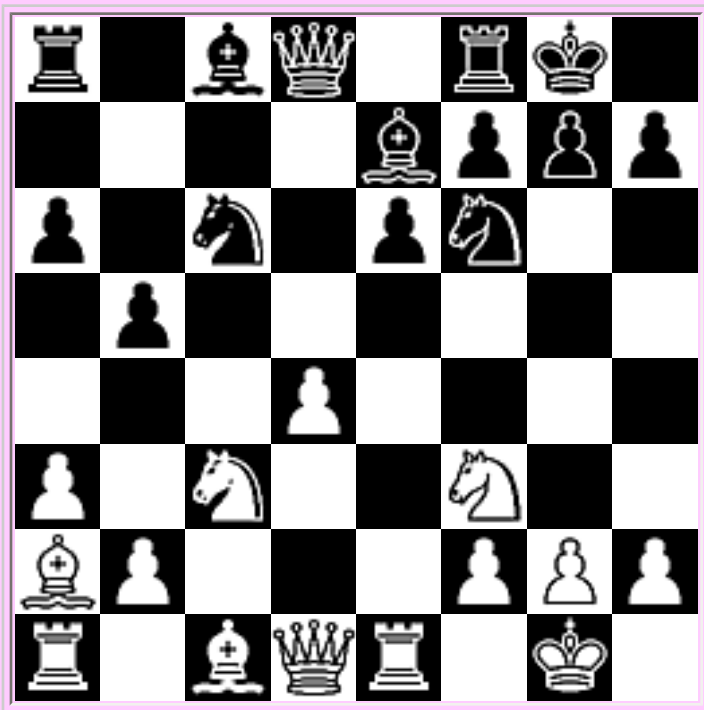
and why should the side with the IQP avoid exchanges?

Simple answers: you blockade the IQP because it may advance to d5 and blow up your position, and you avoid exchanges if you have an IQP because the endings are bad for you and you might make use of the extra space to create an attack.

Winning with an Isolated Pawn

Stoltz - Thomas, Zaandamk [D40]1946

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c5 5. e3 Nc6 6. a3 cxd4 7. exd4 dxc4 8. Bxc4 Be7 9. O-O O-O 10. Re1 a6 11. Ba2 b5



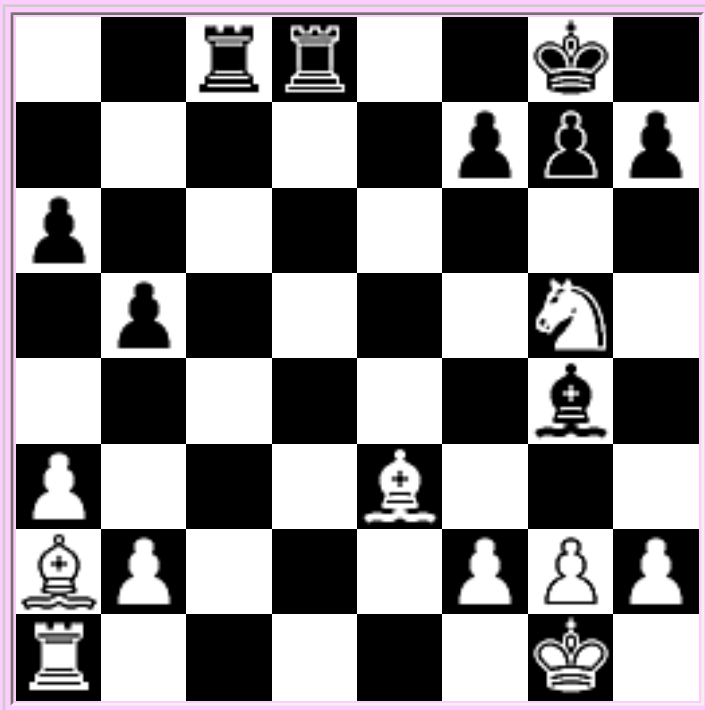
White's advantage seems trifling - a good Rook on e1, and the move - but is rapidly converted through the characteristic d4-d5 break. White can see no tactical opportunity in particular, but a general optimism based on open lines **12. d5 exd5 13. Nxd5 Nxd5 14. Qxd5 Qd6**

[14... Bb7 15. Bg5 with a strong initiative based on his more active pieces 15... Bxg5

[or 15... Na5 16. Qf5 Bxg5 17. Nxg5 g6 18. Nxf7]

16. Nxg5 Qxd5 17. Bxd5 h6 18. Ne4]

15. Rxe7 Qxe7 16. Qxc6 Bg4 17. Be3 Rac8 18. Qd5 Rfd8 19. Qg5 Qxg5 20. Nxg5



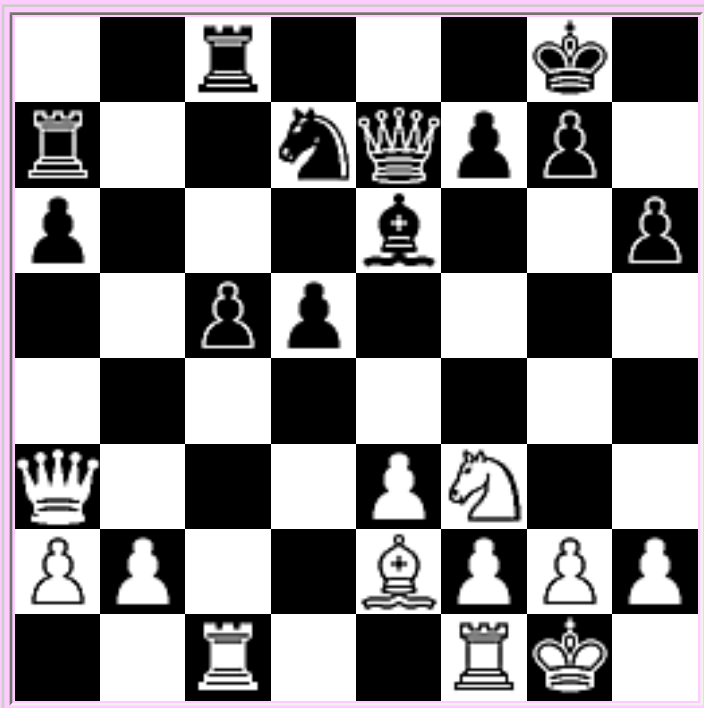
White has secured two pieces for a rook, and his initiative endures.

20... Rd7 21. f3 Bf5 22. g4 Bd3 23. Rd1 Rcd8 24. Bb6 Bc4 25. Rxd7 Rxd7
26. Bxc4 bxc4 27. Ne4 f5 28. gxf5 Kf7 29. Ba5 Rd5 30. Bc3 h5 31. Kf2 Kg8
32. f6 1-0

Winning against Hanging Pawns

Fischer - Spassky WCh (6) [D59] 1972

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 h6 7. Bh4 b6 8.
cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Rc1 Be6 12. Qa4 c5 13. Qa3
Rc8 14. Bb5 a6 15. dxc5 bxc5 16. O-O Ra7 17. Be2 Nd7



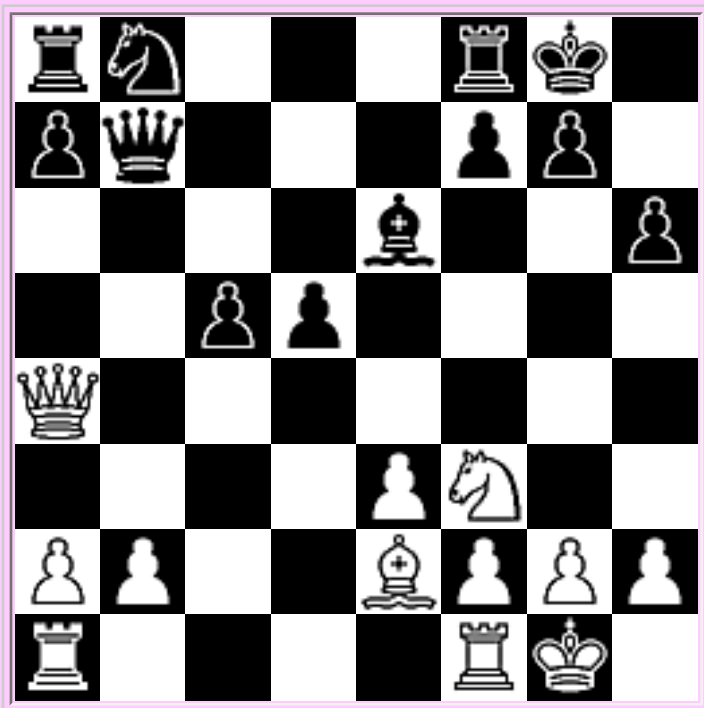
Black seems to have supported his Pawns nicely, but Fischer's next three moves exploit the remaining looseness to create a new formation in which White has the better minor piece, prospects of attack, and an enduring initiative.

18. Nd4! Qf8 19. Nxe6 fxe6 20. e4! d4 21. f4 Qe7 22. e5 Rb8 23. Bc4 Kh8 24. Qh3 Nf8 25. b3 a5 26. f5 exf5 27. Rxf5 Nh7 28. Rcf1 Qd8 29. Qg3 Re7 30. h4 Rbb7 31. e6 Rbc7 32. Qe5 Qe8 33. a4 Qd8 34. R1f2 Qe8 35. R2f3 Qd8 36. Bd3 Qe8 37. Qe4 Nf6 38. Rxf6 gxf6 39. Rxf6 Kg8 40. Bc4 Kh8 41. Qf4 1-0

Winning with Hanging Pawns

Bertok - Fischer [D59] 1962

1. d4 d5 2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. Bg5 O-O 6. e3 h6 7. Bh4 b6 8. cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Be2 Be6 12. O-O c5 13. dxc5?! 13... bxc5 14. Qa4 Qb7!

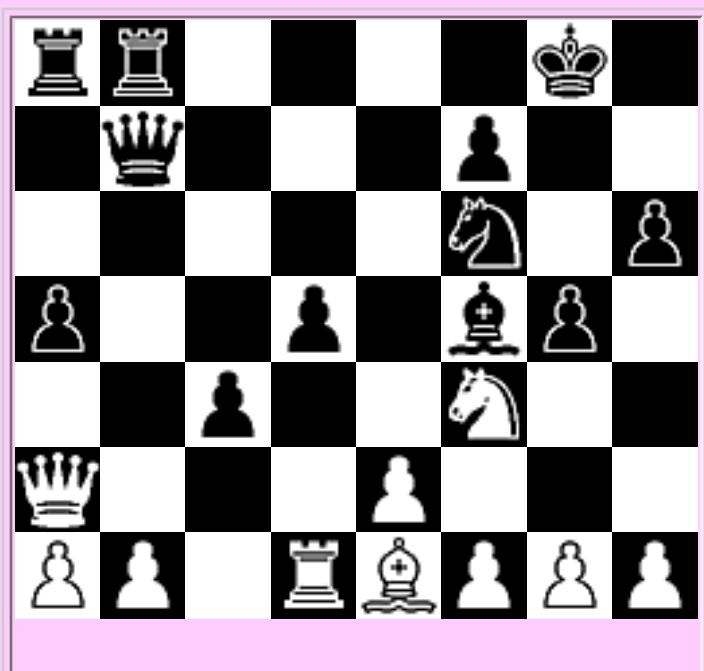


White is not well-placed to harass the pawns, while Fischer is making use of his own trumps - like the half-open b-file.

15. Qa3 Nd7 16. Ne1 a5 17. Nd3 c4

This is a very committal move. The b-Pawn is pinned down, the d-Pawn becomes backward, and the fourth rank becomes blocked.

18. Nf4 Rfb8 19. Rab1 ? (Nxe6) 19... Bf5 20. Rbd1 Nf6 21. Rd2 g5





White is terribly short of ideas. It's "make your mind up" time!

22. Nxd5

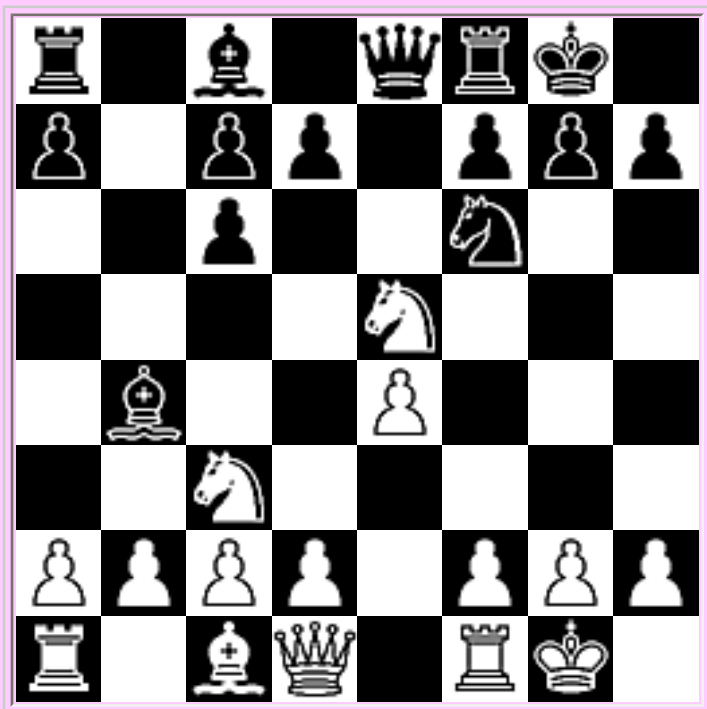
[22. Nh5 Ne4 23. Rc2 Qb4]

22... Nxd5 23. Bxc4 Be6 24. Rfd1? 24... Nxe3 (oops) 25. Qxe3 Bxc4 26. h4 Re8 27. Qg3 Qe7 28. b3 Be6 29. f4 g4 30. h5 Qc5+ 31. Rf2 Bf5 0-1

Winning against extra Pawn islands

Capablanca,Jose - Kupchik,Abraham (Havana) (07) [C49] 1913

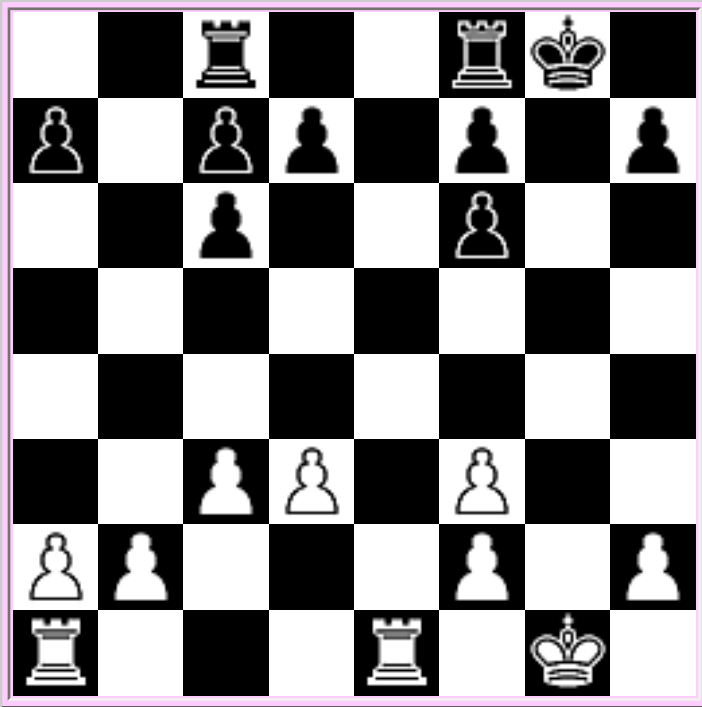
1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 bxc6 7. Nxe5 Qe8



8. Nd3 Bxc3 9. dxc3 Qxe4

[9... Nxe4 10. Re1]

10. Re1 Qh4 11. Qf3 Ba6 12. Bf4 Rac8 13. Be5 (idea \wedge Nc5) 13... Bxd3 14. cxd3 Qg4 15. Bxf6 Qxf3 16. gxf3 gxf6

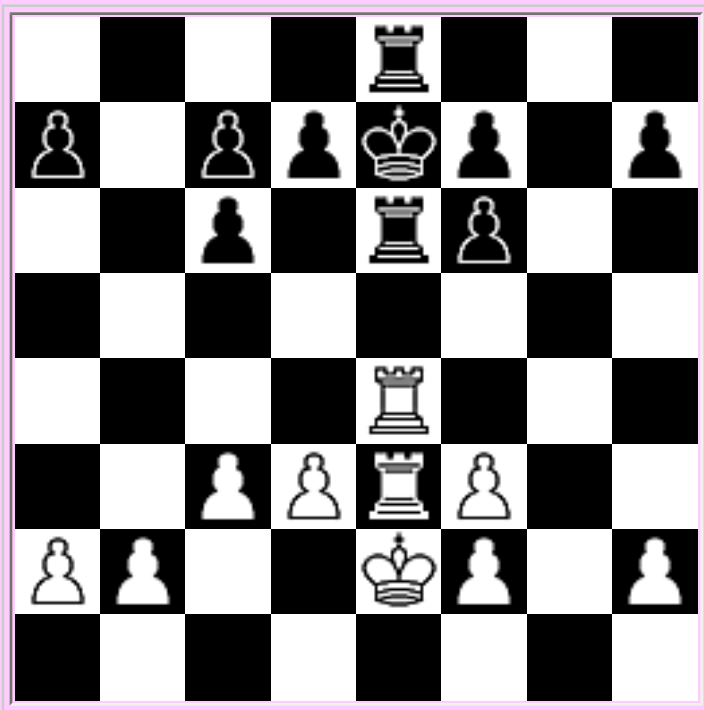


Assessment, +/-: better Pawns, fewer Pawn islands, more active pieces. The weakest spot in the Black position is the isolated a-Pawn, and it is here that an attack should be directed.

17. Re4

First, Capablanca mobilises and centralises his pieces. There is never any sense of rush when Capa plays an ending. This ease of mobilisation is a dynamic advantage to add to the static ones just listed.

17... Rfe8 18. Rae1 Re6 19. R1e3 Rce8 20. Kf1 Kf8 21. Ke2 Ke7



Now, White can attack the a-pawn.

22. Ra4 Ra8 23. Ra5

restrains the Pawns

23... d5!?

I can sympathise with the bid for space but this is not forced and has the disadvantage of leaving the c-Pawns without support - backward, although not exposed on a file. White quickly blockades the Pawns.

24. c4! Kd6

[24... dxc4 leaves all Black's Pawns isolated and most of them doubled!]

[24... d4 25. Re4 Kd6 26. b4 Re5 27. Ra6 'hopeless', said Capa]

25. c5+ Kd7 26. d4

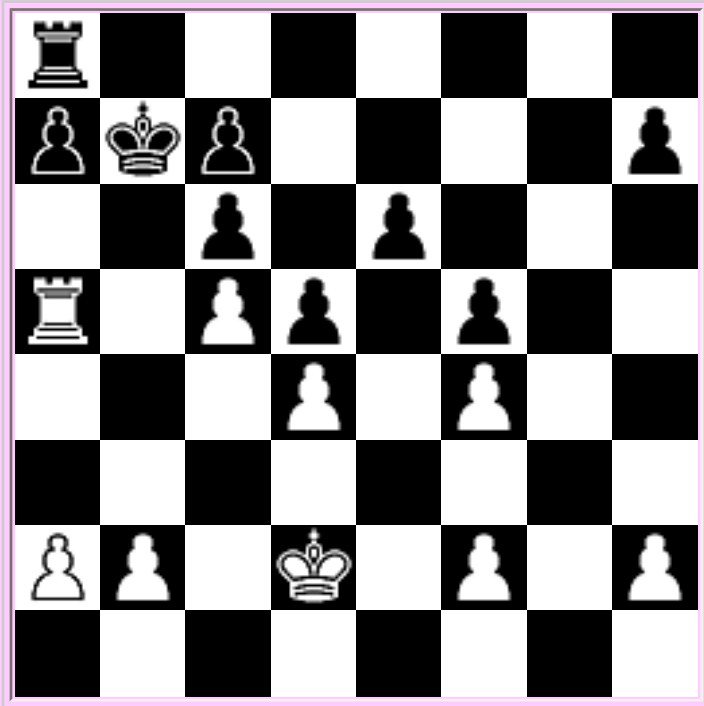
Black's pawns have become fixed, cutting off the Queen's-side.

26... f5

Hoping to nip out to h6 with some play.

27. Rxe6! fxe6 28. f4

Clearing the third rank for a Rook

28... Kc8 29. Kd2 Kb7?!

Black has achieved a solid defence of the a-Pawn and White can achieve little else there. But White has access to both sides of the board via the third rank. [29... Rb8!? 30. Kc3

[30. b3 blocks the third rank]

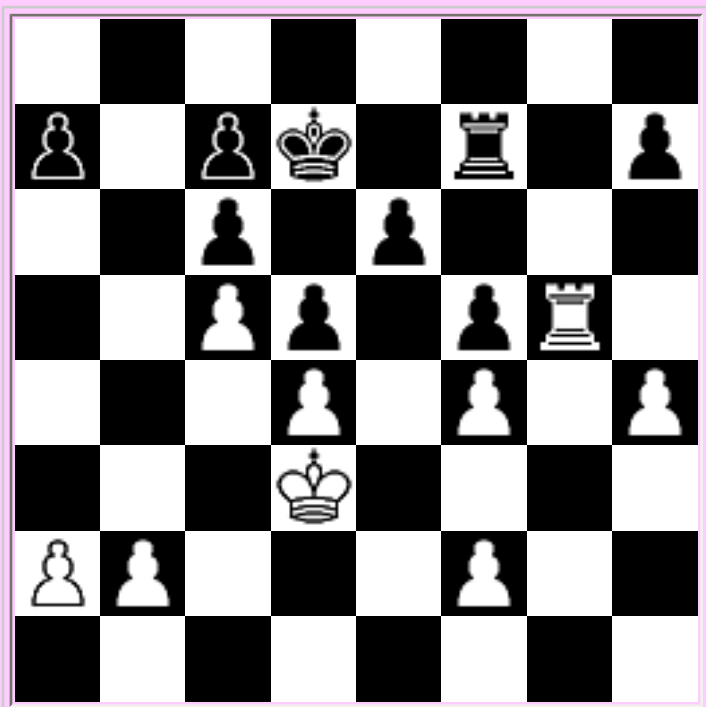
[30. Kc2 Rb4 31. Kc3 Rc4+ 32. Kd3 Rb4]

30... Rb7 may have been better]

30. Ra3 Rg8 31. Rh3 Rg7

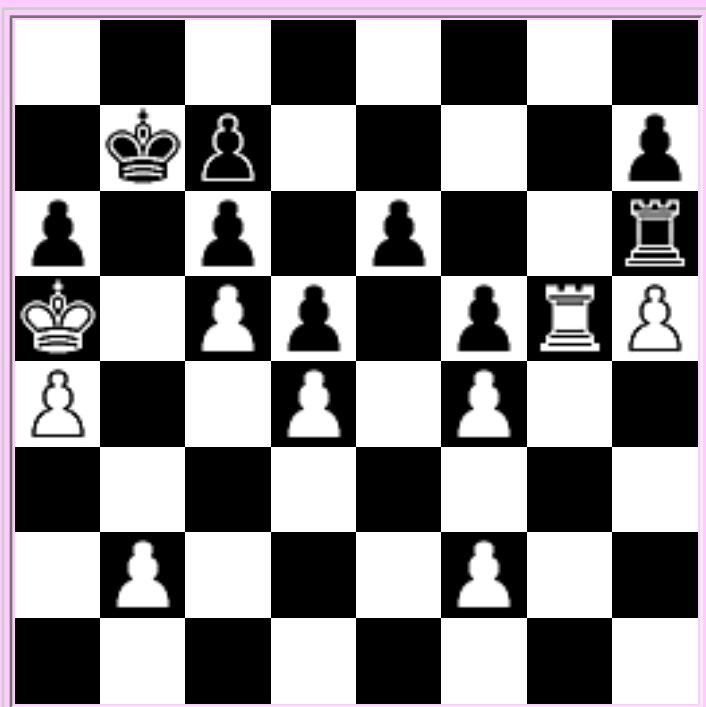
This defence from the side keeps the Black Rook more active than moving it to defend from h8, but I'm sure Black also considered ...Rg1!?, giving up a Pawn to get the Rook active. It looks a bit speculative here but is the right sort of idea to have in mind.

32. Ke2 Ka6 33. Rh6 Re7 34. Kd3 Kb7 35. h4 Kc8 36. Rh5 Kd7 37. Rg5 Rf7



Again, Black has achieved a solid, if passive, defence. White now returns his attention to the Queen's-side.

38. Kc3 Kc8 39. Kb4 Rf6 40. Ka5 Kb7 41. a4 a6 42. h5 Rh6



White is poised on both fronts but can improve the position of his pieces no further. It is time to try and force the issue.

43. b4 Rf6 44. b5!?

[44. Rg7! Rh6 first would have been better, according to Capa: 45. b5 axb5 46. axb5 cxb5

[46... Rxh5 47. b6]

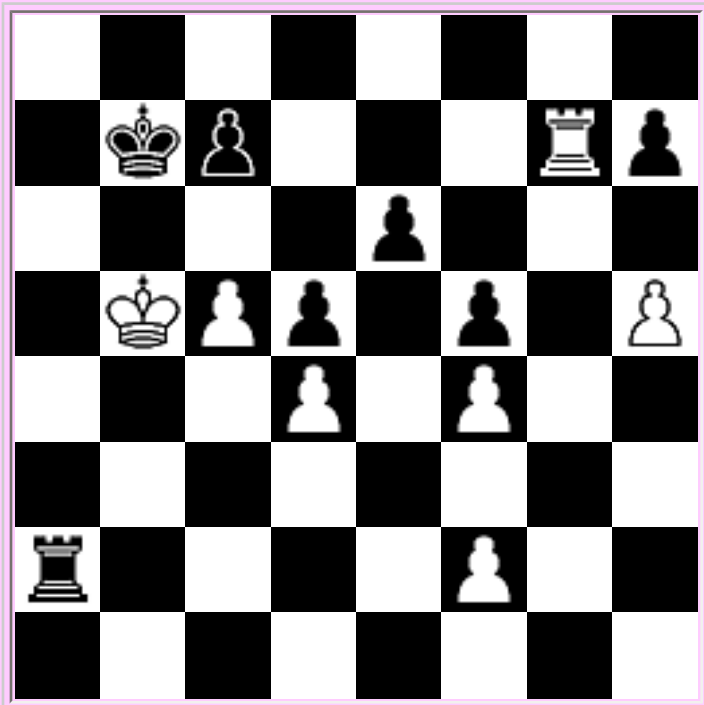
47. Kxb5 e.g. 47... Rxh5 48. c6+ Kb8 49. Ka6]

44... axb5 45. axb5 Rf8

Off to sieze the a-file!

[45... Rf7 46. h6 Re7 47. Rg7 is hopeless: so Black must counterattack.]

46. Rg7 Ra8+ 47. Kb4 cxb5 48. Kxb5 Ra2



Black has gained some activity. Of course, White does not retreat and defend with Rg2.

49. c6+ Kb8 50. Rxh7

White has an h-pawn. Can the lone Black Rook do enough to compensate?

50... Rb2+ 51. Ka5 Ra2+ 52. Kb4 Rxf2 53. Re7 Rxf4?!

Natural, but not exact.

[53... Rb2+! 54. Kc3 Rh2 55. Rxe6 Ka7 56. h6 Kb6 which isn't great but Black is also fighting with the King now]

[53... Rh2? 54. Rxe6 Rxh5 55. Re5 Ka7 56. Kc5]

54. h6 Rxd4+ 55. Kb5 Rd1 56. h7

A Pawn on the seventh seems worth three in the bush! Black can only hope to harass the King with checks, but these are soon exhausted.

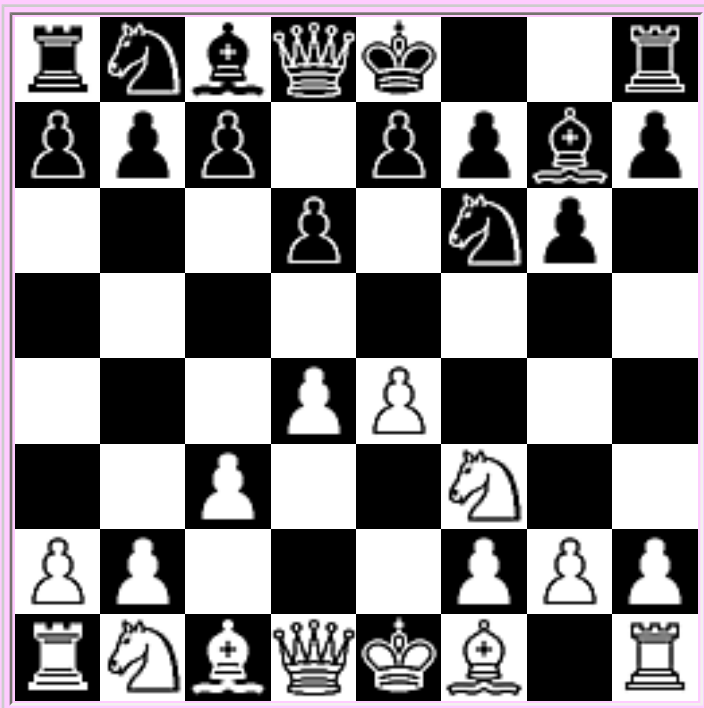
56... Rb1+ 57. Kc5 Rc1+ 58. Kd4 Rd1+ 59. Ke5 Re1+ 60. Kf6 Rh1 61. Re8 + Ka7 62. h8=Q Rxh8 63. Rxh8 Kb6 64. Kxe6 Kxc6 65. Kxf5 Kc5 66. Ke5 c6 67. Rh6 Kb5 68. Kd4 1-0

Winning with extra Pawn islands

This ought to work rather like the extra files in doubled Pawn positions, but damned if I could find any convincing complete games. I did dig a couple of examples out of my opening files, though:

Geller's Quiet System - Bronstein [B06] 1993

1. e4 g6 2. d4 Bg7 3. c3 d6 4. Nf3 Nf6

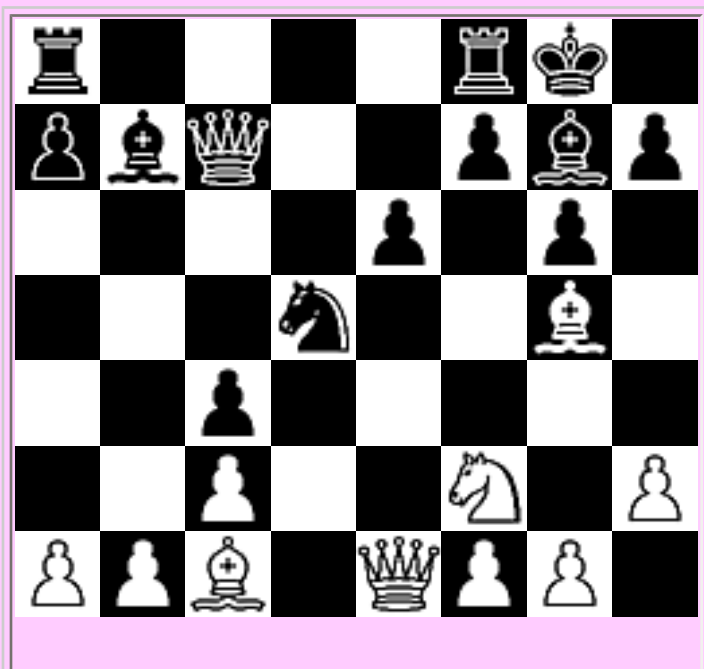


5. Nbd2

[5. Bd3 (best)]

5... O-O 6. Be2

[6. h3 b6 7. Bc4 e6 8. O-O Bb7 9. Qe2 c5 10. dxc5 bxc5 11. e5 dxe5 12. Nxe5 Nd5 13. Ndf3 Nd7 14. Bg5 Qc7 15. Nxd7 Qxd7 16. Rad1 Qc7 17. Rfe1 Nb6 18. Bd3 c4 19. Bc2 Nd5





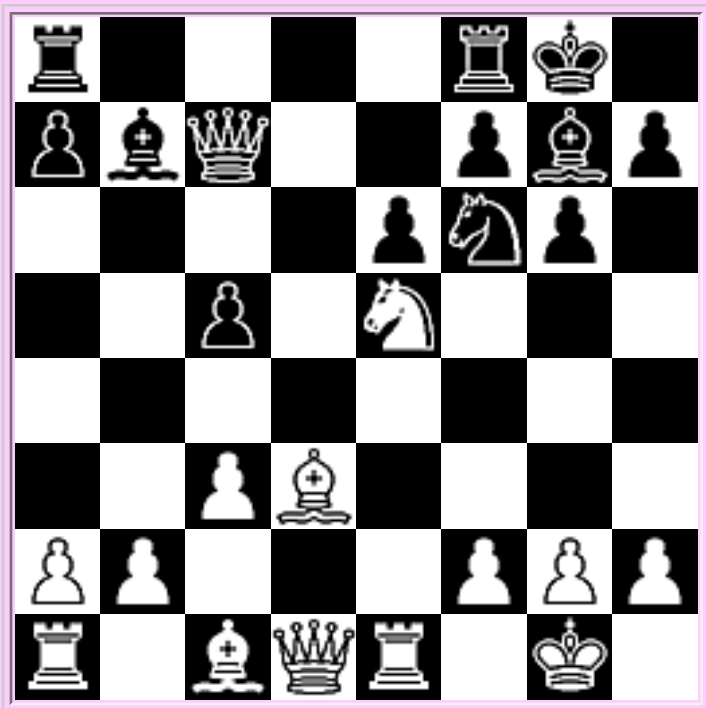
Simagin-Bronstein, Moscow 1967

[0-1,44]

6... b6 7. O-O e6

(To stop e4-e5-e6 and discourage d5 in reply to the coming ...c5. Benko has in fact played 7...Bb7 without immediate harm, but this is safer)

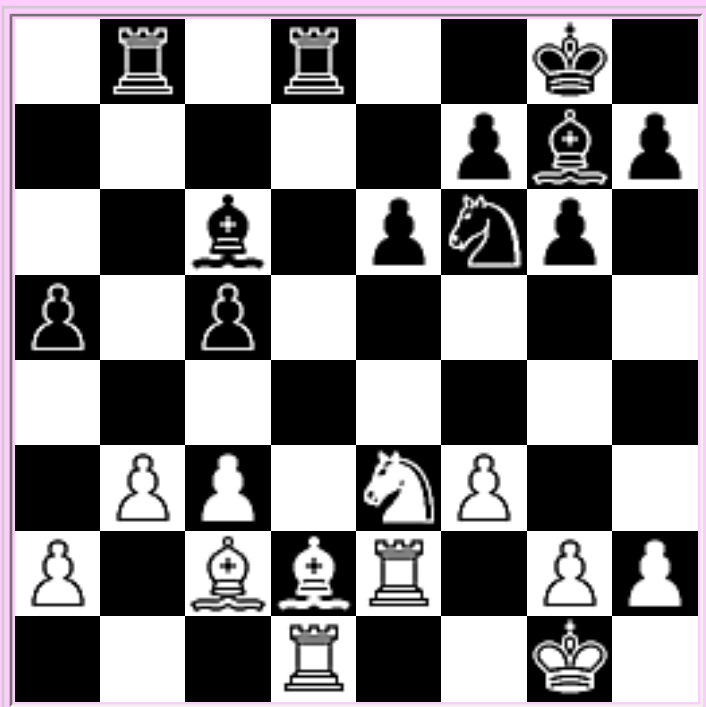
8. Re1 Bb7 9. Bd3 c5 10. dxc5 bxc5 11. e5 dxe5 12. Nxe5 Nc6 13. Ndc4 Nxe5 14. Nxe5 Qc7



= + K/B

(Better bishops, possibilities of play on b-file, and some central influence from Pe6; moreover, the Queen's-side majority cannot really get going, as there is no real 'candidate' for promotion)

15. Qe2 Rab8 16. Bd2 Ba8 17. Nc4 Nh5 18. Be4 Bd5 19. b3 Rfd8 20. Rad1 Nf6 21. Bc2 Qb7 22. Na5 Qb6 23. Nc4 Qa6 24. Ne3 Qxe2 25. Rxe2 Bc6 26. f3 a5



Filip-Bronstein, Moscow 1967

[0-1,85]

=/+

Back to [Chess Coaching Page](#)

This document (weakpawn.html) was last modified on 7 Jan 97 by



[Dr. Dave](#)

Exeter Chess Club: Weak Squares

Chris Bellers, Exeter Chess Club

This session comes out of a remark by ex-World Champion Tigran Petrosian, to be found in an excellent book, **'Opening Preparation'** by Mark Dvoretsky and Artur Yusupov. In the middle of annotations to a game by Henrique Mecking in 1972 the authors quote Petrosian:

"Mecking does not understand the significance of weak and strong squares. I have played him three times. In 1969 he lost to me owing to the weakness of his light squares. A year later he presented me with all the dark squares and again suffered defeat. And in the San Antonio tournament of 1972, Grandmaster Mecking again let me have dark-square control, and with it - victory. What distinguishes Mecking is lively piece play, but he has no genuine grasp of the underlying nature of a position; this is what makes me have doubts about his future as a player."

So what are weak and strong squares? Generally, a weakness on squares of a particular colour usually results from exchange of a Bishop, and/or placing Pawns on the same colour squares as the Bishop. Here's another lesson Mecking failed to learn about squares.

Polugaevsky Lev - Mecking H [A11], Mar del Plata, 1971

1. c4 c6 2. Nf3 d5 3. e3 Nf6 4. Nc3 e6 5. b3 Nbd7 6. Bb2 Bd6 7. d4 O-O 8. Bd3 Re8 9. Qc2 e5 10. cxd5 cxd5 11. dxe5 Nxe5 12. Nxe5 Bxe5 13. Ne2 Qd6 14. Bxe5 Qxe5 15. O-O Bd7 16. Nd4 Rac8 17. Qe2 Qd6



18. Qb2

The Queen goes on the opposite coloured squares to the Bishop, covering the Queen's-side squares, and preparing to advance the Pawns there if opportunity allows.

18... a6 ?!

Placing a Pawn on the same colour as his Bishop.

19. Rac1 Ng4 20. Nf3 Qb6 21. Rxc8 Rxc8 22. Rc1 Nf6 23. Rxc8+ Bxc8 24. Qc3 Bd7 25. Nd4 Ne8 26. a4 !

On its way to a5.

26... Qc7

[26... a5 27. Bb5 Bxb5 28. Nxb5 and things are ready to drop.]

27. Qxc7 Nxc7 28. a5 Kf8 29. Kf1 Ke7 30. Ke2 g6 (a further weakness) 31. Kd2 Ne6 32. Nxe6

[32. Kc3]

32... fxe6 33. f4 e5 34. g3 Kd6 35. Kc3 Be6 36. Kb4 exf4

[36... d4]

37. gxf4 Bg4 38. Kc3 Bf3 39. Kd4 Bg2 40. h4 Bf3 41. b4

following the well-known endgame rule, *'do not hurry'*.

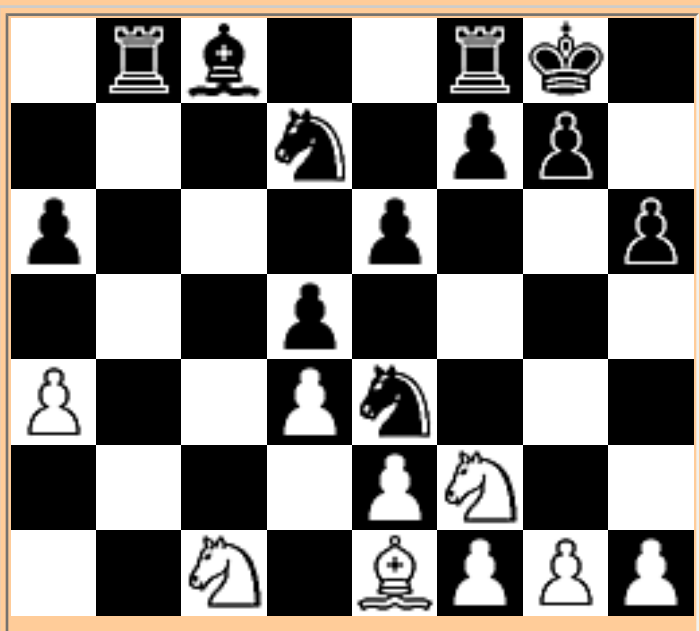
41... Bh1 42. Be2 Bg2 43. Bg4 Be4 44. Bc8 Kc7 45. Be6 Kd6 46. Bg8 h6 47. Bf7 h5 48. Be8 Bc2 49. Bf7 Be4 50. f5 !

50... Bxf5 51. Bxd5 Bc8 52. e4 Ke7 53. Ke5 g5 54. hxg5 h4 55. g6 h3 56. g7 h2 57. g8=Q h1=Q 58. Qf7+ Kd8 59. Qf8+ 1-0

Another excellent example is contained in **'Think Like a Grandmaster'** by Kotov. The game Kotov-Pilnik, Stockholm 1952 was adjourned after 41 moves:

Kotov,A - Pilnik,H (Sweden izt) (09) [D56] , 1952

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4 Ne4 8. Bxe7 Qxe7 9. Qc2 c6 10. Be2 Nd7 11. O-O Nef6 12. Rad1 a6 13. a3 b5 14. cxd5 cxd5 15. a4 b4 16. Na2 Rb8 17. Nc1 b3 18. Nxb3 Qb4 19. Na1 Qxb2 20. Rb1 Qxc2 21. Nxc2 Ne4





22. Bd3 Nc3 23. Rxb8 Nxb8 24. a5 Bb7 25. Ra1 Rc8 26. Kf1 Kf8 27. Nd2
 Ne4 28. Ke2 Nxd2 29. Kxd2 Rc7 30. Nb4 Ke7 31. Be2 Kd8 32. Nd3 Nd7 33.
 f4 Bc8 34. g4 Nf6 35. Bf3 Rb7 36. Kc3 Rc7+ 37. Kb3 Rb7+ 38. Nb4 Rc7 39.
 g5 hxg5 40. fxg5 Nd7 41. h4 g6



'I offer a draw,' said the Argentinian. My reply was, 'I want to play on a bit yet,' although I felt in my bones that I should win from this position. Pilnik then insisted, 'You have no advantage, except perhaps a bit more space. On the other hand my Pawns are safely guarded.' I could not resist asking him, 'Guarded by what?'

'By my Bishop,' he replied, and I could not make my mind up whether he was serious or joking. Just in case I decided not to spoil his illusions, lest he should suddenly find a way of rearranging his Pawns.

White's advantages are:

1. All of the Black Pawns are on the colour of his Bishop, restricting its mobility so much that in effect it can take no part in the game.
2. All White's pieces are mobile, while Black's are huddled together in the last two ranks.

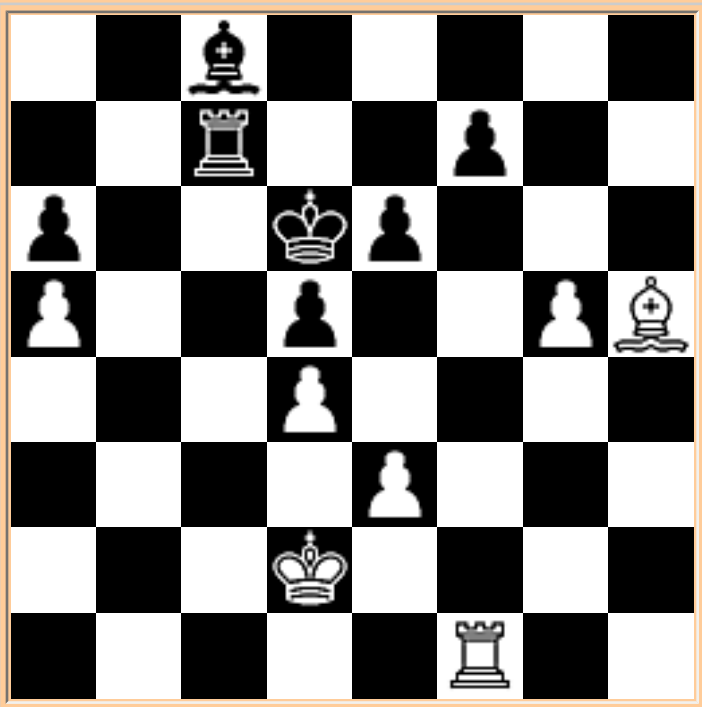
3. Black has two significant weaknesses at a6 and f7, and by combining attacks on them White should be able to force win of material.

The correct plan is clear: after suitable preparation advance h5 and after gxf5 Bxf5 pile up winning pressure on f7.

42. Be2 Nb8 43. Nd3 Ke7 44. Ne5 Nc6 45. Kb2

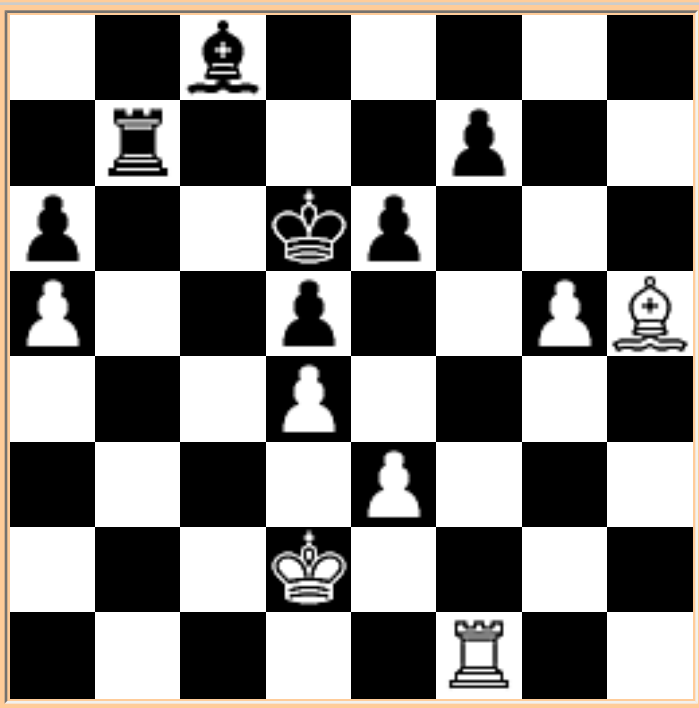
planning Nxc6 and Ra1-c1, when the Bishop ending will be lost

45... Rb7+ 46. Kc3 Kd6 47. Nxc6 Rc7 48. Kd2 [Another source gives 48. Kb3] Rxc6 49. Rf1 Rc7 50. h5 gxf5 51. Bxf5



Of course, the only square from which the Black Bishop can actually defend both weak Pawns is d9!

51... Rb7(+) **52. Kc3 Rc7+** [53. Kb3 Rb7+ 54. Kc3 Rc7+ this sequence is omitted by one source] **55. Kd2 Rb7**



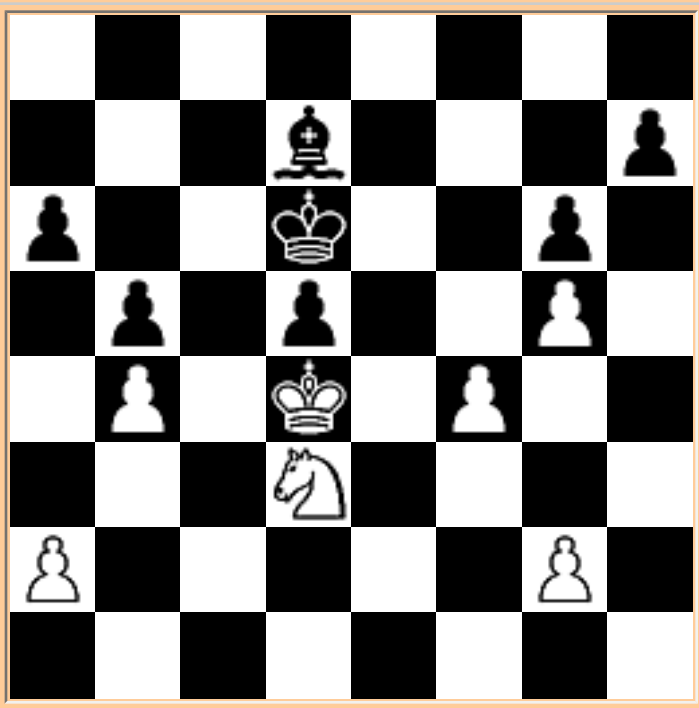
White wins a Pawn and the game.

56. Rxf7 Rb2+ 57. Ke1 Rg2 58. Rg7 Bd7 59. Bf3 Rh2 60. Rg8 Ke7 61. Rg7 + Kd6 62. Be2 Rh1+ 63. Kf2 Rh2+ 64. Kf3 Be8 65. g6 Rh8 66. Bxa6 e5 67. dxe5+ Kxe5 68. Bb7 Rf8+ 69. Kg3 Kf6 70. Rc7 Bxg6 71. a6 d4 72. exd4 Rg8 73. Kf2 1-0

Weak squares arise where there is a chain of Pawns on the same coloured squares, as the Pawns deprive themselves of control over the other coloured squares, and these squares become accessible to the enemy pieces. These weaknesses can be decisive if there is no Bishop defending these squares either, and is even worse if the only Bishop for that side travels on the same colour squares.

In the following position:

8/3B3P/P2K2P1/1P1P2p1/1p1k1p2/3n4/p5p1/8



Black has obvious dark square weaknesses. However, it is worth bearing in mind that this dark square weakness is a weakness of the light squares too. An attack along the dark squares involves White putting pieces on dark squares and attacking the Black pieces, which are on light squares but have nowhere to go. White wins with ease:

1. Nc5 Bc8 2. g3 (a tempo move to Zugzwang Black) **2...Bc5 3. Nxa6 Bc8 4. Nc5 Bf5 5. Nd3 Bc8** (the K and P endgame is lost) **6. Nf2 Bf5 7. Nd1 Bd7 8. Nc3 Bc6 9. a3** forces the win of a second Pawn.

An identical position arose in Karpov-Hort except that White had a Bishop, rather than a Knight on d3.

Karpov, Anatoly - Hort, Vlastimil (2), Budapest, 1973

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. c3 c5 6. Bd3 Nc6 7. Ne2 Qb6 8. Nf3 cxd4 9. cxd4 f6 10. exf6 Nxf6



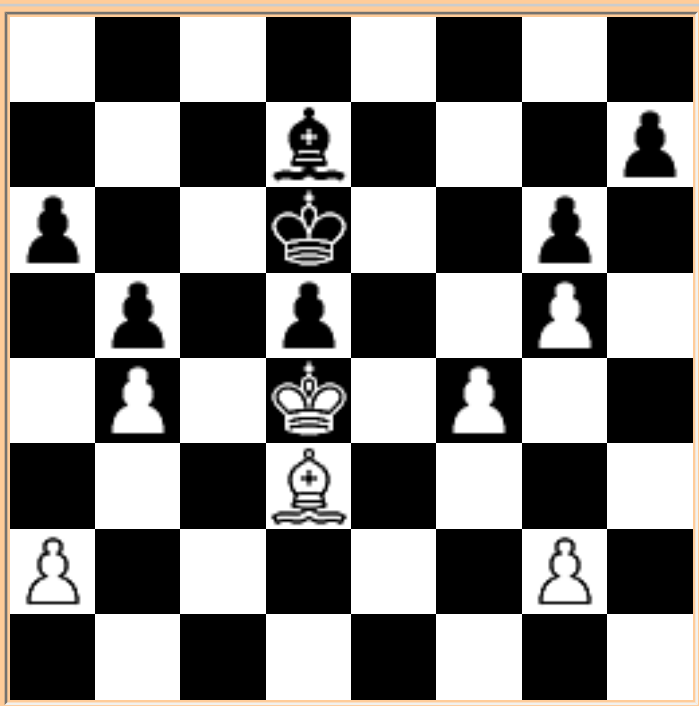
11. O-O Bd6 12. Nc3 O-O 13. Be3 Qd8 14. Bg5 Bd7 15. Re1 Qb8 16. Bh4 a6
 17. Rc1 b5 18. Bb1 Bf4 19. Bg3 Bxg3 20. hxg3 Qb6 21. Ne2 Rae8 22. Nf4



22... Nxd4 23. Qxd4 Qxd4 24. Nxd4 e5 25. Nfe6 Bxe6 26. Rxe5 Bd7 27.
 Rxe8 Rxe8



28. f3! Rc8 29. Rxc8+ Bxc8 30. Kf2 Kf7 31. Ke3 Ke7 32. b4 g6 33. g4 Nd7
34. f4 Nf8 35. g5 Kd6 36. Kf3 Ne6 37. Nxe6 Bxe6 38. Ke3 Bg4 39. Bd3 Be6
40. Kd4



the rest is straightforward

40...Bg4 41. Bc2 Be6

[41... Be2 42. f5]

42. Bb3 Bf7 43. Bd1 Be6 (else 44.Bg4) 44. Bf3 Bf7 45. Bg4 1-0

Riumin - Ragozin, Leningrad, 1934

**1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. e3 O-O 6. Nf3 Nc6 7. a3 Bxc3+
8. Qxc3 Bd7 9. b4 a5 10. b5 Na7 11. a4 c6 12. Ba3 Re8 13. Rb1 dxc4 14.
b6**

[14. Bxc4 cxb5 15. axb5 Rc8 16. Qd3 Nd5]

[14. Qxc4 cxb5 15. axb5 Rc8 16. Qb3 Nd5 with light-square control for Black in each case]

14... Nb5! 15. axb5 cxb5 16. Ne5

[16. Bb2]

[16. Bc1]

16... b4 17. Qc1 Bb5 18. Be2 Rc8 19. Bxb4 axb4 20. Rxb4 Ba6...

and Black soon won 0-1

Kotov - Gligoric, Zurich [E87] 1953

**1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5 c5 8. Bd3
Nh5 9. Nge2 f5 10. exf5 gxf5 11. Qc2**

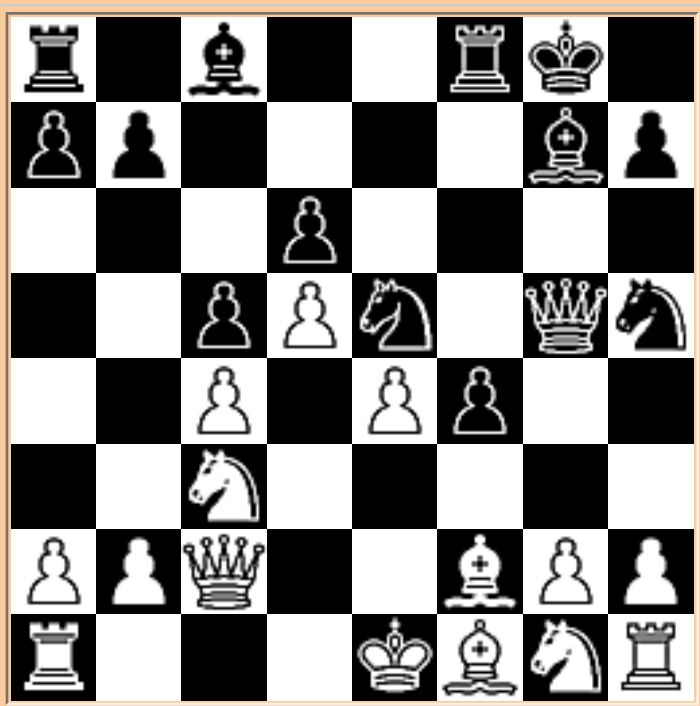


White looks to have powerful pressure against the exposed Black pawns.

11... e4 Startling! 12. fxe4 f4 (the point) 13. Bf2 Nd7 14. Ng1

[14. e5 Nxe5 15. Bxh7+ Kh8 when Black's pieces are too strong]

14... Qg5 15. Bf1 Ne5



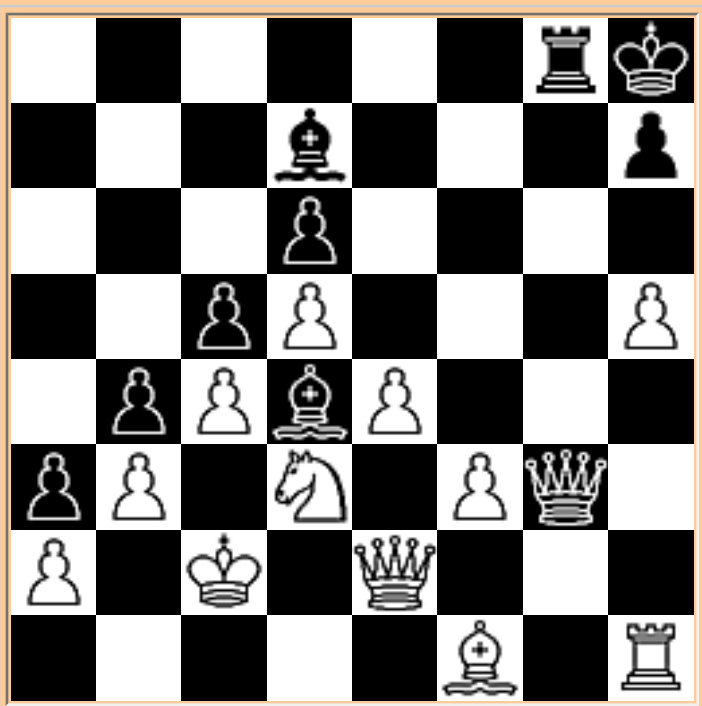
when Black's coup has yielded a stranglehold over the dark squares.

16. Nf3 Qe7 17. Nxe5 Qxe5 18. O-O-O Nf6 19. h3 Bd7 20. Bd3 a6 21. Nb1
 (hoping to get to f3) 21... f3! 22. gxf3 Nh5 23. Nd2 Nf4 24. Bf1 b5 25. h4
 Kh8 26. Rg1 Bf6 27. Nb3 Rab8 28. Be1 b4 29. Kb1 Ra8 30. Bg3 Rg8 31.
 Qh2 Rxc3! 32. Rxc3 Ne2 33. Qxe2 Qxc3 34. Nc1 a5

[34... Rg8]

[34... Qxh4]

35. Nd3 Bd4 36. h5 Qh4 37. Bg2 Rg8 38. Rh1 Qg3 39. Bf1 a4 40. Kc2 a3
 41. b3



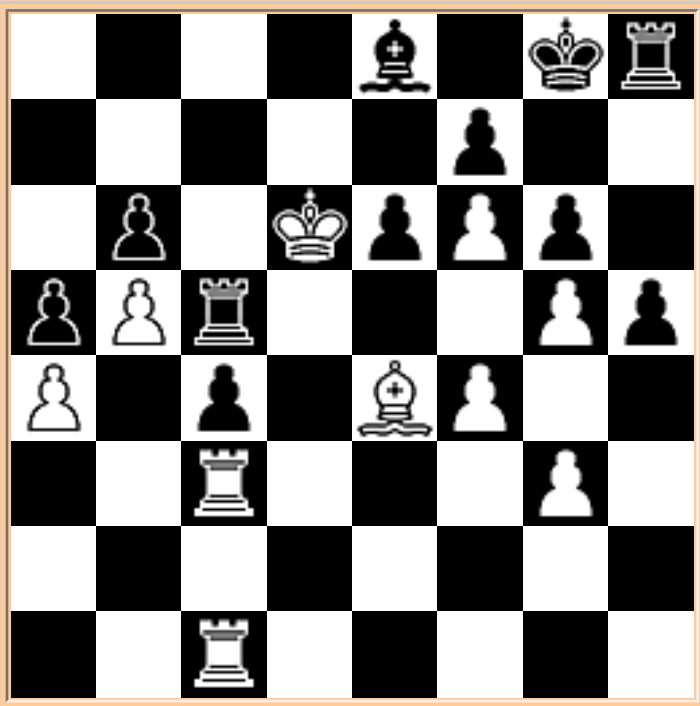
Bronstein commented that it is a tribute to White's defensive resourcefulness that he can hold the game - two Pawns up!

1/2-1/2

You should be aware of another possibility in some King's Indians, once the f-Pawn have moved, of playing ...Bh6, answering Bxh6 with ...Qh4+ and ...Qxh6

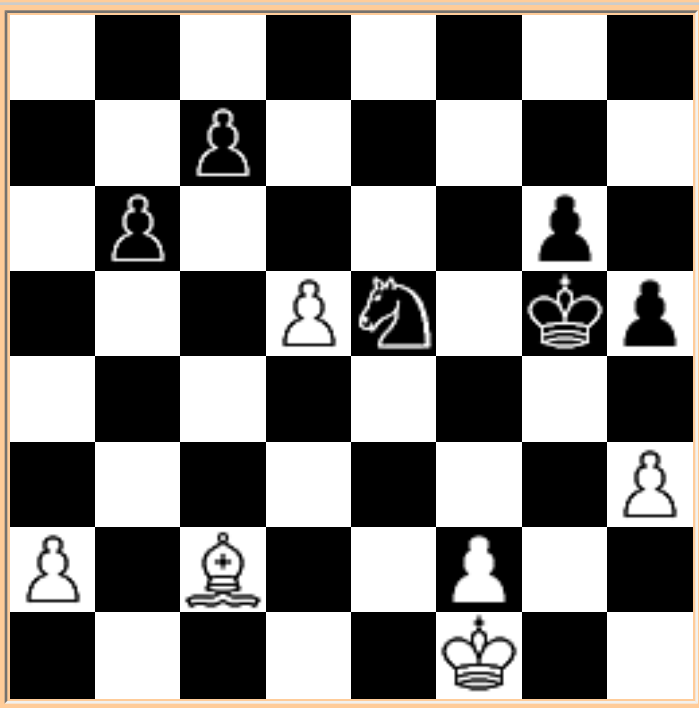
easing Black's game because of the weakened dark squares in the White position.

Returning to the start of this session, what of Petrosian's three games against Mecking? The first game is given in full, not only because it is a masterpiece, but because I leave it for you to work out where Mecking went wrong. The second ended as follows:



Here Mecking played 57...h4, and resigned. His Bishop is buried and the dark squares surrendered.

The third game went into the following endgame:



Petrosian (Black here) says that Mecking let him have dark square control. Often, as here, this is not the whole story. After all, the matter of four Pawn islands to Petrosian's two is relevant. However, the critical factor is the inability of White's Bishop to protect both Queen's-side Pawns, even though they are both on light squares. Black's King position also helps.

**62. Ke2 Kf4 63. h4 g5 64. hxg5 Kxg5 65. Ke3 Ng4+ 66. Kf3 h4 67. Bd1 Nf6
68. Bb3 Kf5 69. Kg2 Kg4 70. Bd1+ Kf4 71. Bb3 Ne4 72. Bc2 Nc3 73. Bb3
Ne4 74. Bc2 Nf6 75. Bb3 Kg4 76. Kh2 Ne4 77. Kg2 h3+ 78. Kg1 Kf3 79. Bd1
+ Kf4 80. Bc2 Nf6 81. Bb3 Ng4 82. Ba4 h2+ 83. Kg2 Nxf2 84. Kxh2 Nd3
85. Kg2 Ke3 86. Kg3 Nc1 0-1**

Petrosian, Tigran - Mecking, Henrique [B07] Palma de Mallorca (5), 1969

1. d4 g6 2. e4 Bg7 3. Nf3 d6 4. c3 Nf6 5. Nbd2 (Geller's quiet system, aiming at a small plus) **5... O-O**



6. **Be2 c5** [6... Nc6 planning ...e5 is given as best by Nunn] 7. **dxc5 dxc5** 8. **O-O Nc6** [8... b6] 9. **Qc2 b6** 10. **Nc4 Bb7**



11. **a4** (you can see the outlines of a light-square strategy for White) 11... **Qc7** 12. **Re1** (typical Petrosian - getting ready to defend a point not yet attacked) 12... **Na5** 13. **Bf1** [13. Nxa5 Bxe4] 13... **Nxc4** 14. **Bxc4 Ng4** (anxious for active play. Black can occupy the d-file but there are not yet any entry points) 15. **a5**

+ = Nunn, but Petrosian wins without fuss. Where did Black go wrong?

15... Bc6

[15... bxa5 does not really win a Pawn, as the Black Queen's-side Pawns are weak]

16. Qe2 Ne5 17. Nxe5 Bxe5 18. g3 Bg7 19. Bf4 e5 20. Bc1

(Also typical Petrosian. Having tempted ...e5, the Bishop returns to base. The other effect of this move is that it might make Black do something hasty later.)

20... Kh8



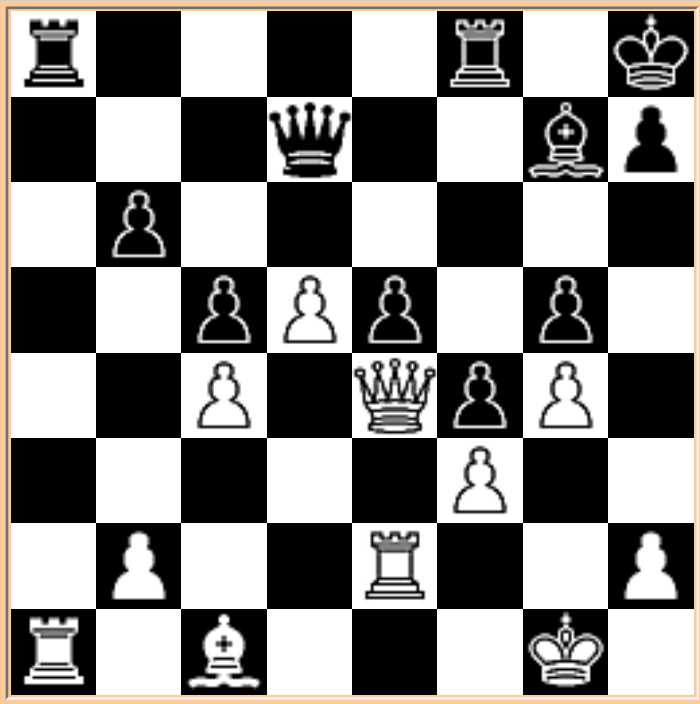
21. Bd5 (exchanging the defender of the light squares) **21... Bxd5 22. exd5 f5 23. c4 Rae8 24. Rd1**

(White can draw up a battle plan: (1) fix the Black Pawns, (2) tie Black's pieces to their defence, (3) penetrate on the light squares.)

24... f4 25. axb6 axb6



26. Qe4 Qd7 27. Re1 Qf7 28. Re2 g5 29. g4 Qd7 30. f3 Ra8

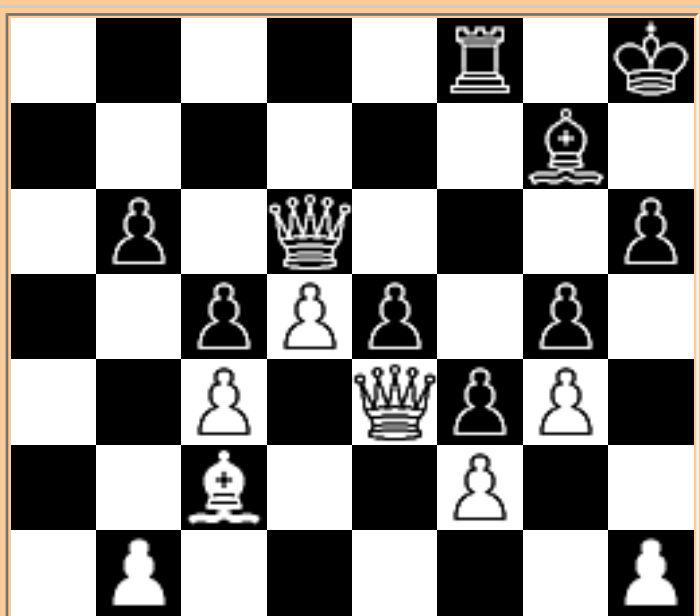


Phase (1) complete: the Black Pawns are fixed on dark squares.

31. Rxa8 Rxa8 32. Bd2 Re8 33. Bc3 Qd6

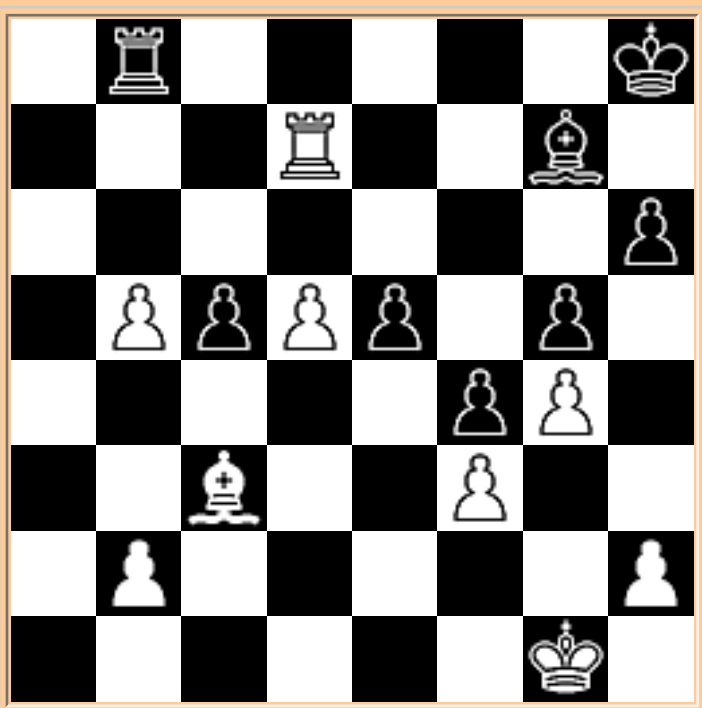
(Phase (2) is complete: the Black pieces are tied to defence.)

34. Re1 h6 35. Ra1 Rf8





(Now begins the final phase: invasion on the light squares.) **36. Ra7 Re8 37. Qf5 b5** (activity at last?) **38. Rd7 Qf8 39. Qxf8+ Rxf8 40. cxb5 Rb8**



41. Rxc7 1-0

Example games about colour complexes

Petrosian, Tigran - Mecking, Henrique [D03], Wijk aan Zee (6), 1971

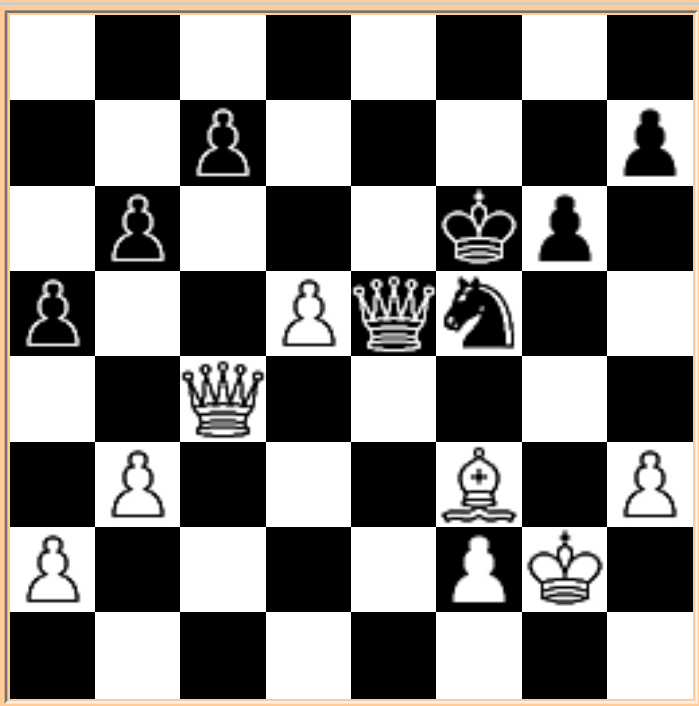
1. d4 Nf6 2. Nf3 e6 3. Bg5 c5 4. e3 d5 5. c3 Nc6 6. Nbd2 cxd4 7. exd4 Be7
 8. Bd3 h6 9. Bf4 Nh5 10. Be3 Nf6 11. Ne5 Nxe5 12. dxe5 Nd7 13. Bd4 Nc5
 14. Bc2 a5 15. Qg4 g6 16. O-O Bd7 17. Rfe1 Qc7 18. a4 Na6 19. Qe2 Kf8
 20. Nf3 Kg7 21. Be3 Nc5 22. Nd4 Ra6 23. Bc1 Raa8 24. g3 b6 25. h4 h5
 26. Qf3 Qd8 27. Bd2 Qe8 28. Bg5 Qd8 29. Qf4 Rc8 30. Re3 Bxc3 31. hxg5



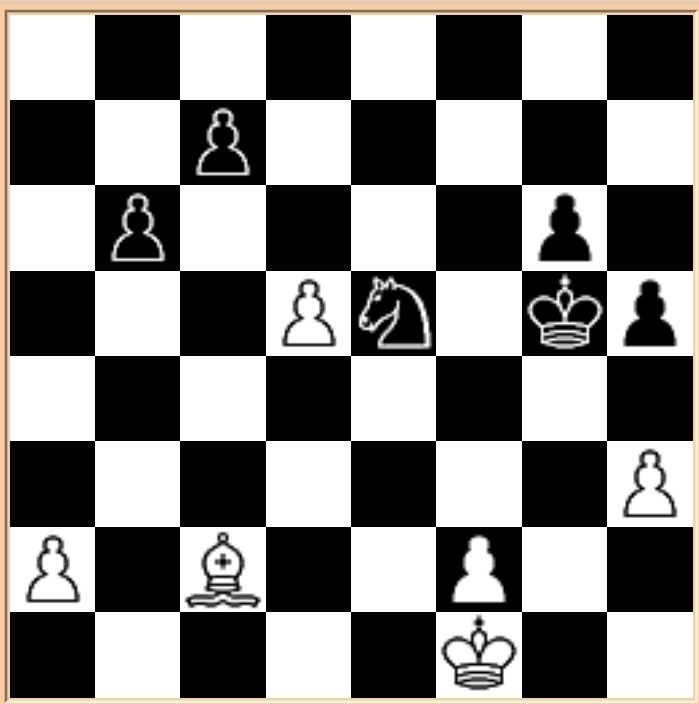
31... Ra8 32. Qf6+ Qxf6 33. exf6+ Kh7 34. Kg2 Rae8 35. f4 Rb8 36. Ree1 Nb7 37. Rh1 Kg8 38. Nf3 Nd6 39. Ne5 Be8 40. Bd3 Rc8 41. Kf3 Bc6 42. Rh2 Be8 43. Ke3 Rc7 44. Kd4 Nb7 45. b4 Nd8 46. Rh4 Nb7 47. Ra2 Nd6 48. Rh1 Nb7 49. b5 Nc5 50. Bc2 Nd7 51. Ra3 Nc5 52. c4 Nd7 53. Rc3 Nxe5 54. Kxe5 dxc4 55. Be4 Rc8 56. Kd6 Rc5 57. Rhc1 h4 1-0

Mecking, Henrique - Petrosian, Tigran (10) [C11], San Antonio, 1972

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Be7 6. Nxf6+ Bxf6 7. Bxf6 Qxf6 8. c3 O-O 9. Bd3 Nc6 10. Qh5 g6 11. Qf3 Qg7 12. Ne2 e5 13. d5 Ne7 14. O-O f5 15. Bc4 Kh8 16. Rad1 f4 17. Rfe1 Nf5 18. Nc1 Nd6 19. Bf1 e4 20. Qe2 f3 21. gxf3 Rxf3 22. Nb3 Bg4 23. Nd4 Raf8 24. Nxf3 Bxf3 25. Qd2 Qd7 26. h3 Kg8 27. Re3 Bxd1 28. Qxd1 Qf5 29. Re2 Qg5+ 30. Bg2 Rf5 31. c4 Nxc4 32. Rxe4 Nd6 33. Re3 Re5 34. Rxe5 Qxe5 35. Qc1 Qe7 36. Qc3 b6 37. b3 a5 38. Kf1 Qg7 39. Qc1 Qe5 40. Bf3 Nf5 41. Qg5 Kg7 42. Kg2 Qf6 43. Qf4 Qd6 44. Qe4 Kf6 45. Qc4 Qe5



46. b4 axb4 47. Qxb4 h5 48. Be4 Nd6 49. Bf3 Kf7 50. Qb3 Kg7 51. Qd3 Kf6
 52. Bd1 Nf5 53. Bc2 Kg5 54. Qd2+ Qf4 55. Qc3 Nh4+ 56. Kf1 Nf3 57. Qd3
 Qc1+ 58. Bd1 Ne5 59. Qd4 Qc4+ 60. Qxc4 Nxc4 61. Bc2 Ne5



62. Ke2 Kf4 63. h4 g5 64. hxg5 Kxg5 65. Ke3 Ng4+ 66. Kf3 h4 67. Bd1 Nf6
 68. Bb3 Kf5 69. Kg2 Kg4 70. Bd1+ Kf4 71. Bb3 Ne4 72. Bc2 Nc3 73. Bb3
 Ne4 74. Bc2 Nf6 75. Bb3 Kg4 76. Kh2 Ne4 77. Kg2 h3+ 78. Kg1 Kf3 79. Bd1
 + Kf4 80. Bc2 Nf6 81. Bb3 Ng4 82. Ba4 h2+ 83. Kg2 Nxf2 84. Kxh2 Nd3
 85. Kg2 Ke3 86. Kg3 Nc1 0-1

Nimzowitsch Aaron - Menchik,V (Karlsbad) [C02], 1929

1. e4 e6 2. d4 d5 3. e5 c5 4. Qg4 cxd4 5. Nf3 Nc6 6. Bd3 Qa5+ 7. Nbd2 Nge7

[7... Qc7]

8. O-O Ng6 9. Re1 Be7 10. h4 Bf8



An indication of distress in the Black control room.

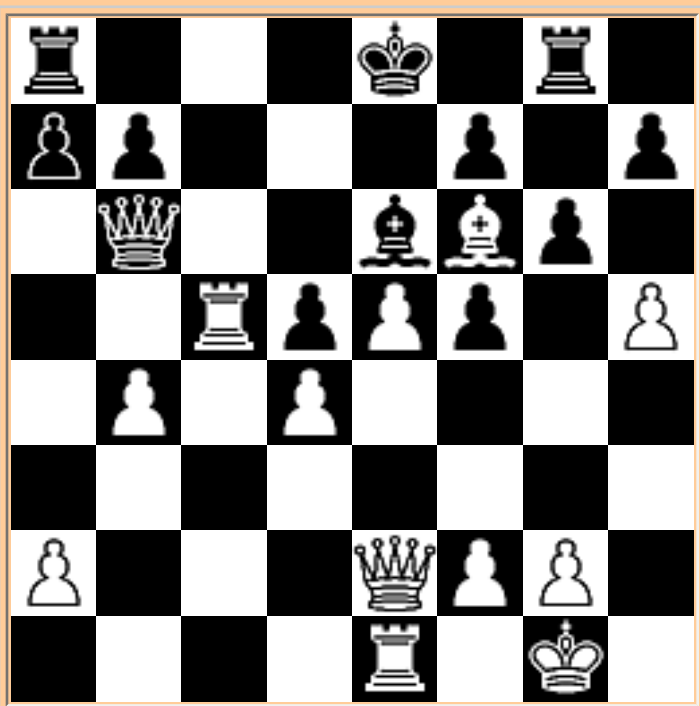
11. h5 Nge7 12. Nb3 Qc7 13. Nbx d4 Nxd4 14. Nxd4 Bd7 15. Bg5



15... g6 16. Rac1 Nf5 17. Bf6 Rg8 18. Bxf5 exf5 19. Qe2 Qb6 20. c3 Bc5 21. b4

Nudges the dark-squared Bishop into exchange.

21... Bxd4 22. cxd4 Be6 23. Rc5



White's domination of the dark squares is complete.

23... Kd7 24. Qf3 Qxb4 25. Rxd5+ Ke8 26. Rc1 Bxd5 27. Qxd5 Qb6 28. Qf3
gxf5 29. Qa3 Qe6 30. Rc7 1-0

Back to [Chess Coaching Page](#)



This document (weaksqua.html) was last modified on 18 Nov 96 by

[Dr. Dave](#)

Exeter Chess Club: Doubled c-pawns

Is a doubled c-pawn worth a Bishop?

Peter Lane

Contents

1. [Doubled c-pawns and the Bishop pair in the Nimzo-Indian](#)
 1. [Spassky,B \(2660\) - Fischer,R \(2785\) \(05\) \[E41\] Wch28-Reykjavik, 1972](#)
 2. [Peter Lane - RJJ Gibbons, Exeter Vs. Kingston, 1995](#)
 3. [Lane, PC - Bartlett,J](#)
2. [Doubled c-pawns and the Bishop pair in the French Winawer](#)
 1. [Debbage, I - Lane, PC \(Thamesdown vs. Exeter\)](#)
 2. [Thomas, N - Lane, PC](#)
3. [Summary](#)

This is one of the great themes of the Nimzo-Indian and French Winawer. We will look at it in both contexts: First, the Nimzo-Indian.

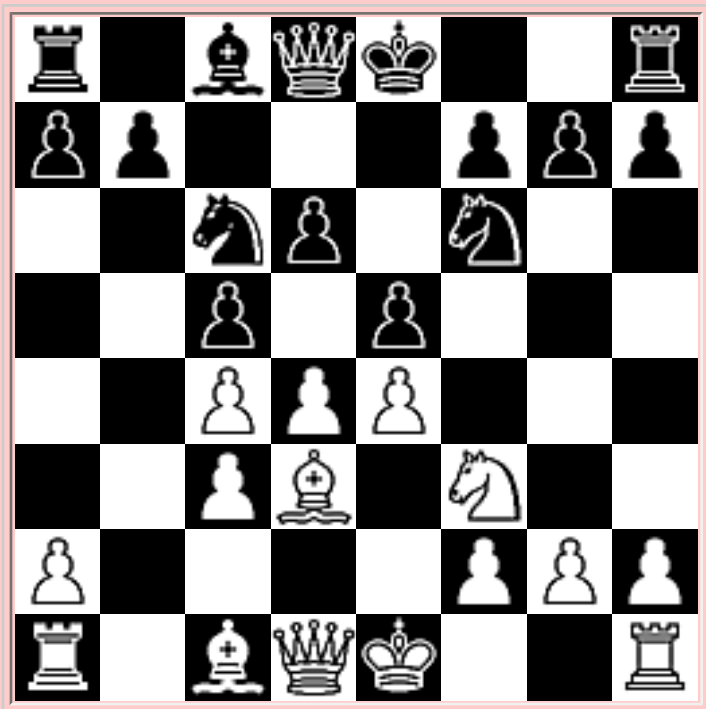
Doubled c-pawns and the Bishop pair in the Nimzo-Indian

Spassky,B (2660) - Fischer,R (2785) (05) [E41] Wch28-Reykjavik, 1972

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. e3 Nc6 6. Bd3 Bxc3+

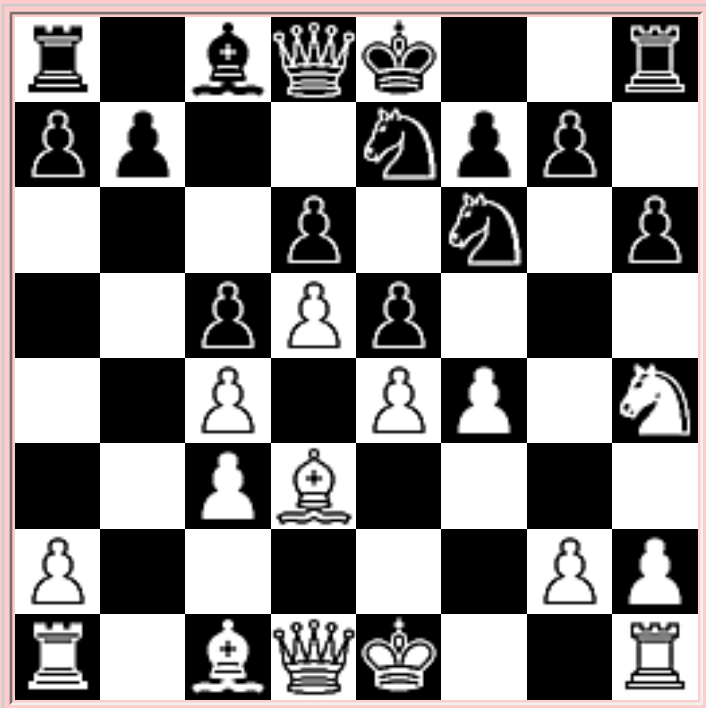
This method, developed by Huebner, forces the exchange before White can escape by castling. Black then creates a blockade on the dark squares.

7. bxc3 d6 8. e4 e5



Black tempts d4-d5.

9. d5 Ne7 10. Nh4 h6 11. f4



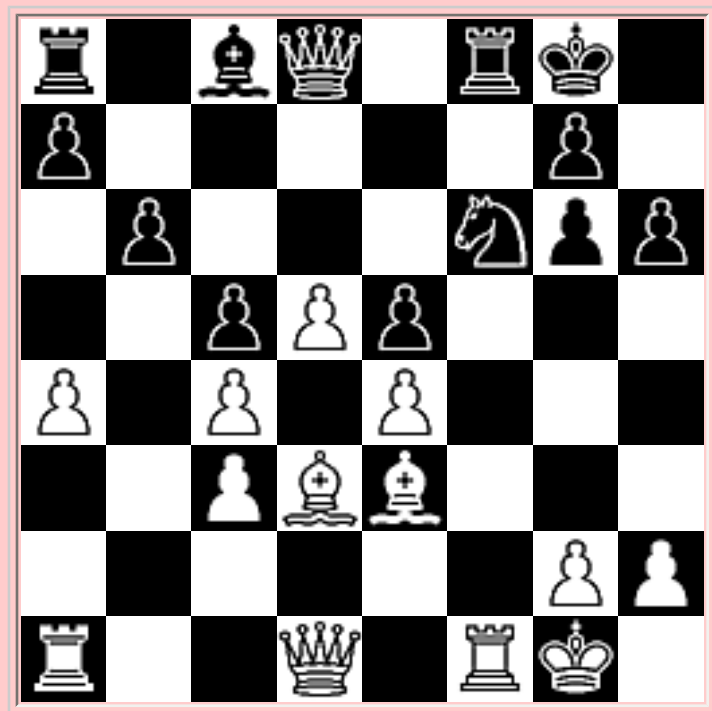
White tries to open up the King's-side for attack, hoping to use the Bishops.

11... Ng6!

Black exchanges White's remaining Knight, leaving White with two Bishops but in a closed position where Bishops lack scope.

Black is not tempted by [11...exf4 12. Bxf4 g5 13. e5 Ng4 14. e6! Nf6 15. Bg3 => with a strong attack]

12. Nxcg6 fxcg6 13. fxe5 dxe5 14. Be3 b6 15. O-O O-O 16. a4



Still trying to get some play.

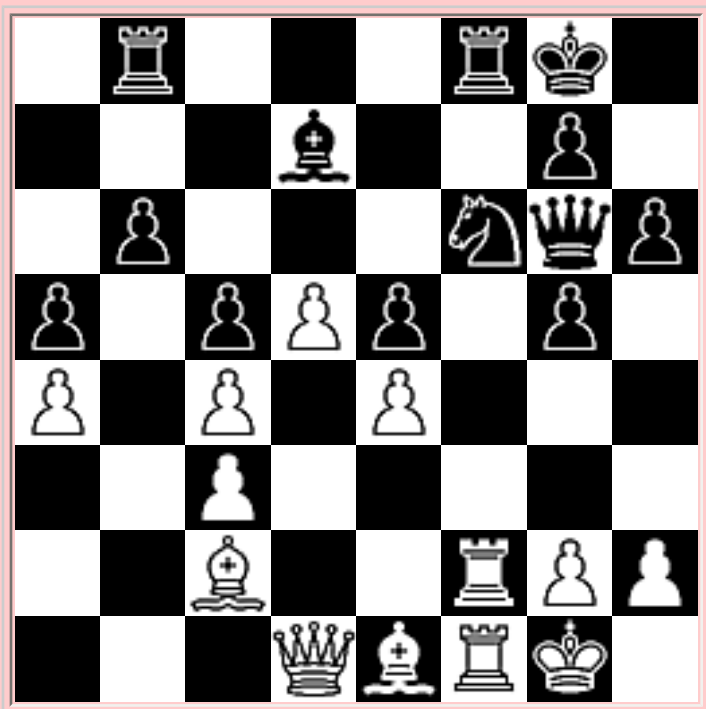
16... a5

Another Black weakness but the last opportunity for White to develop any activity. And if White cannot or does not attack b6, it is not really weak!

17. Rb1 Bd7 18. Rb2 Rb8 19. Rbf2

Perhaps White would have been better sticking to pressure on the b-file.

19...Qe7 20. Bc2 g5 21. Bd2 Qe8 22. Be1 Qg6



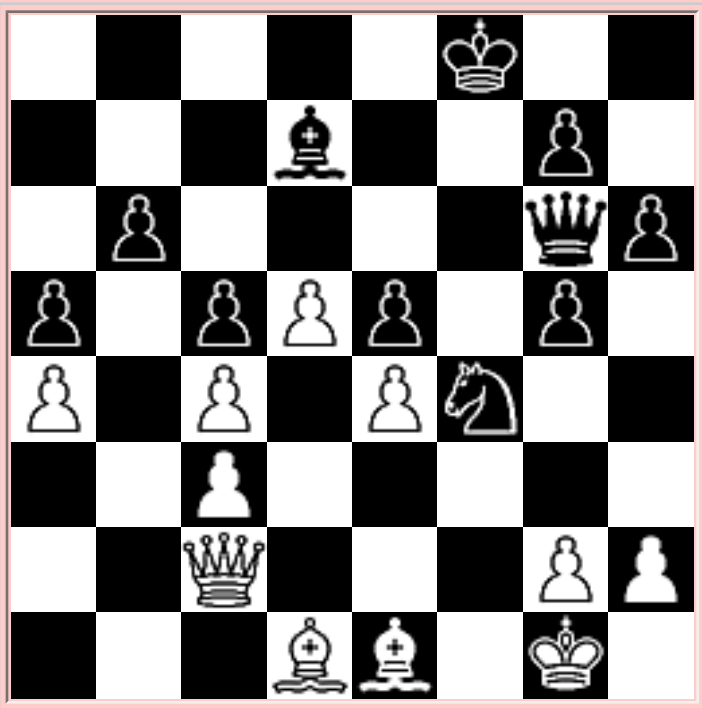
Only Black can undertake anything in this position.

Impertinent note from typist: when I first came across this game as an example of weak pawns I was confused - whose pawns are supposed to be weak? The answer really is White's, because his Bishops are hemmed in, and can neither easily defend the White weaknesses nor attack the Black ones - hence the Black weakness are more apparent than real.

23. Qd3 Nh5 24. Rxf8+ Rxf8 25. Rxf8+ Kxf8

With the Rooks off White can only wait and defend.

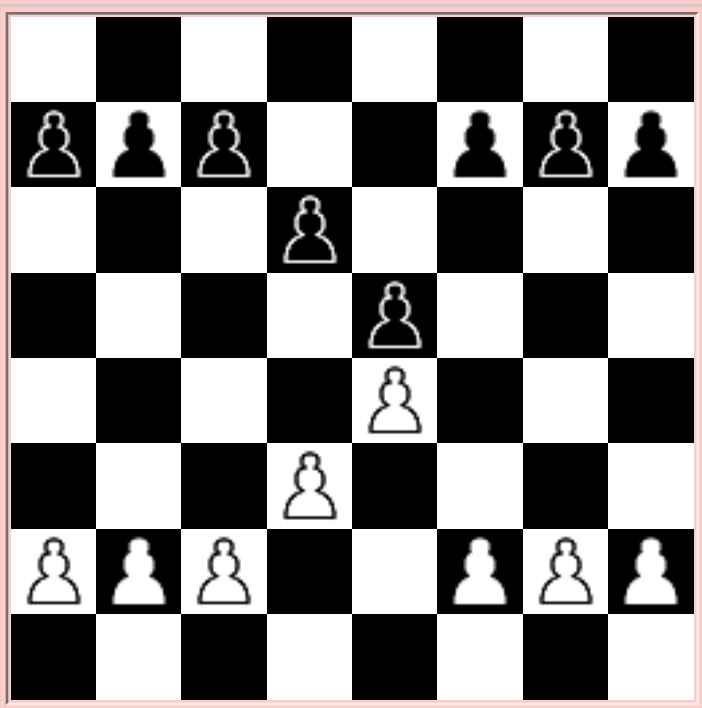
26. Bd1 Nf4 27. Qc2??



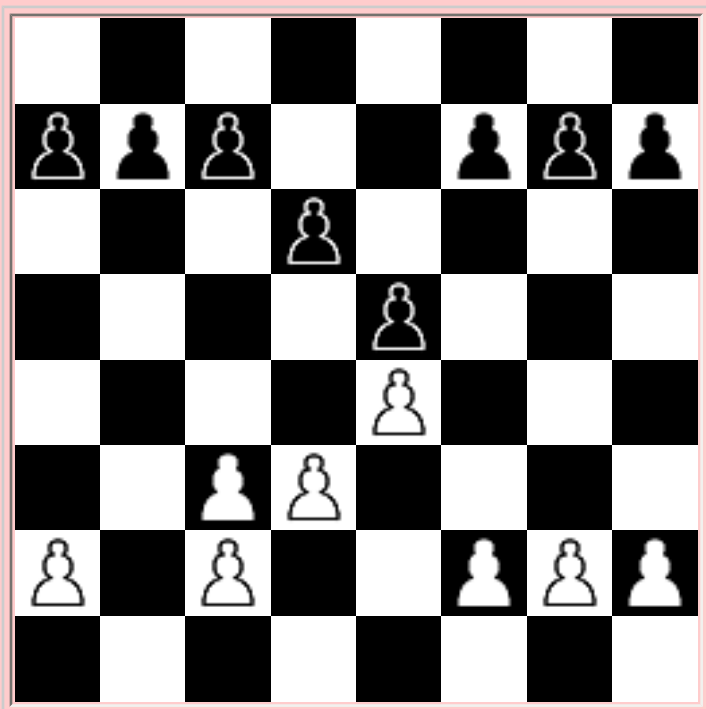
Under pressure, White blunders.

27... Bxa4 0-1

What does our noted theoretician, Nimzovitch himself, have to say about this?



With this pawn formation White might plan c2-c3, d3-d4-d5, c3-c4, b2-b4 and c4-c5.



But here d4-d5 and c3-c4 can be met with ...b7-b6. So this formation lacks dynamism. But this dynamic weakness is counter-balanced by a static strength, as a Pawn on d4 cannot be forced to advance, being propped up by the c-Pawn. (However, adding to this we see c4 is weak and hard to defend, and the a-pawn is isolated. These factors lend Black an endgame advantage.

We can now make a few comments about Spassky's play:

Firstly, White obligingly pushed d4-d5 blocking the game, whereas any attempt by Black to exchange on d4 would open the position for the Bishop pair.

Secondly, the Knight's development on f3 impedes the push of the f-Pawn

Thirdly, the rapid blocking of the position by fxe5 and a2-a4 worked against the Bishops.

Lastly, a continued assault on b6 was needed to constrain Black's deployment in some way.

Let us consider an alternative system of development based upon the Deferred (Closed) Saemisch Variation, a sometime recommendation of Keene, and a game with an interesting strategic point.

Peter Lane - RJJ Gibbons, Exeter Vs. Kingston, 1995

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5

White loses a move playing a3 to force the chosen formation.

5. a3 Bxc3+ 6. bxc3 O-O

(too early? - DR's notes from the Express and Echo)

7. Bd3 d6 8. Ne2 e5 9. e4 Qc7

White leaves the f-pawn free to advance; Black's reply avoids the pin on g5.

10. O-O Nc6

(Black is playing normal Nimzo-Indian moves, but White's opening (with Ne2 rather than Nf3) is too dangerous for normal methods. ...Ne8 and f5 was called for - DR)

11. f4 Bg4?

[11... cxd4 12. cxd4 Nxd4 13. Nxd4 exd4 14. Bb2 Qb6 15. Qc2 and e5]

Anyone else want to call this a losing move? Note that Black threatens to exchange on e2, and take at d4. If White takes dxc5 and fxe5, c4 and e4 become vulnerable to the Knights. Otherwise White must play d5 - but doesn't this lead to a blocked position with White's Bishop ineffectual as we saw before?

12. d5! Ne7 13. f5!

Isn't the first commandment, "*Bishop like open spaces, Knights like closed positions*"? - But White controls so much of the board, can you find a good square for a Knight? Note that fxe5, "opening the position", would have been a serious error, allowing ...Nd6 and ...Ba6.

13...Nd7 (else Bg5) 14. Qe1 Bxe2 15. Bxe2 f6 16. Qh4!

Now Black sees the idea!

16...Rfd8 17. Rf3 Nf8 18. Rg3 Nc8?

Dropping a vital Pawn, but:

[18...Nd7 19.Qh6 g6 20.fxg6 hxg6 21.Rh3;

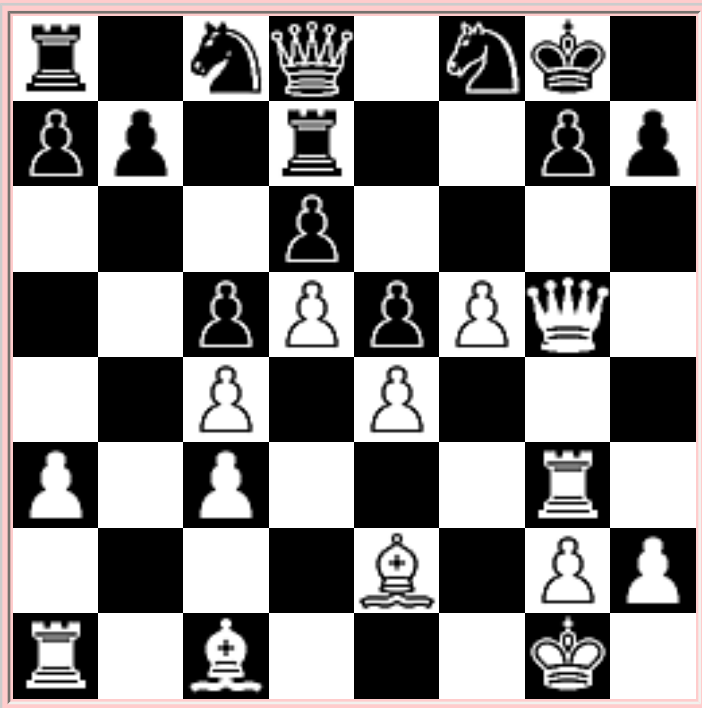
18...Kh8 19.Bh6

A) 19...g5 20.Bxg5 fxg5 21.Qxg5 Neg6 22.fxg6 Nxg6 (22...hxg6 23.Rh3+ Kg8 24. Bg4) 23.h4;

B) 19...Ng8 20.Bxg7+;

18...Kf7 19.Bh5+ g6 20.fxg6+ hxg6 (20...Nexg6 21.Rf3 Qe7 22.Bg5 Nd7 23.Raf1 anyone fancy Black?) 21.Rf3 Ng8 22.Bxg6+ Kxg6 23.Rg3+ Kf7 24.Qh5+ Ke7 25. Rg7#]

19. Qxf6 Rd7 20. Qg5 Qd8



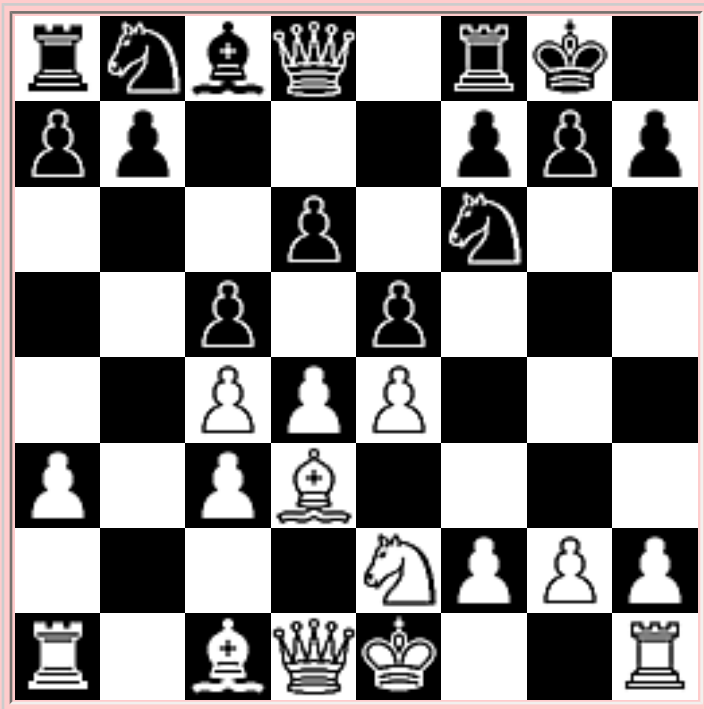
21. Qxd8 Rxd8 22. Bg5 Rd7 23. f6 Ng6 24. Bg4 Rc7 25. Be6+ Kh8 26. Rf1 gxf6 27. Bxf6+ Rg7 28. Bxg7+ Kxg7 29. Rf7+ 1-0

The 'interesting strategic point' is that while the Knights still always require outpost squares in blocked positions, the Bishops can work around all but the

tightest blockade to find a diagonal (*unless they are required for defence of pawns attacked by active enemy Knights - DR*).

Lane, PC - Bartlett, J

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. a3 Bxc3+ 6. bxc3 O-O 7. Bd3 d6 8. Ne2 e5 9. e4

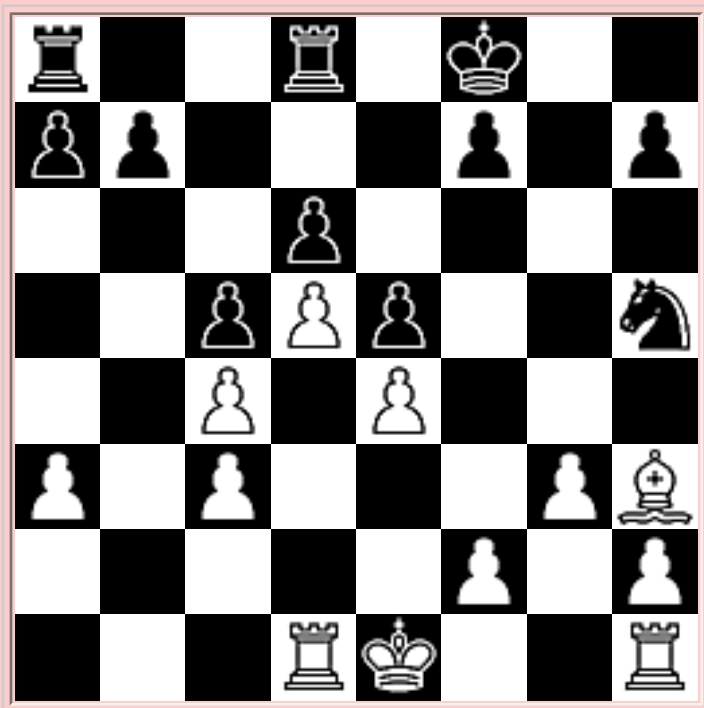


9... Re8 10. Ng3 Nc6 11. d5 Ne7

[11... Na5 12. Bg5 h6 13. Bxf6 Qxf6 14. Qa4]

12. Bg5 Ng6 13. Nh5 Bg4 14. Nxf6+ gxf6 15. Bxf6 Bxd1 16. Bxd8 Rxd8 17. Rxd1 Nf4 18. Bf1!

Hanging on to the Bishop! 18... Kf8 19. g3 Nh5 20. Bh3



White went on to win: the 'bad' Bishop has a fine diagonal and the Knight has no good squares.

...1-0

The ideal structure for Black actually looks quite different to the Huebner, with f7-f5 in place of d6/e5, and an assault on e4, i.e. forget about blocking the Bishops, and instead fight for chances in a more dynamic set-up.

Doubled c-pawns and the Bishop pair in the French Winawer

Debbage, I - Lane, PC (Thamesdown vs. Exeter)

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. a3 Bxc3+ 6. bxc3 b6 7. Qg4 f5 8. Qg3 Ba6 9. Bxa6 Nxa6 10. Qd3?!

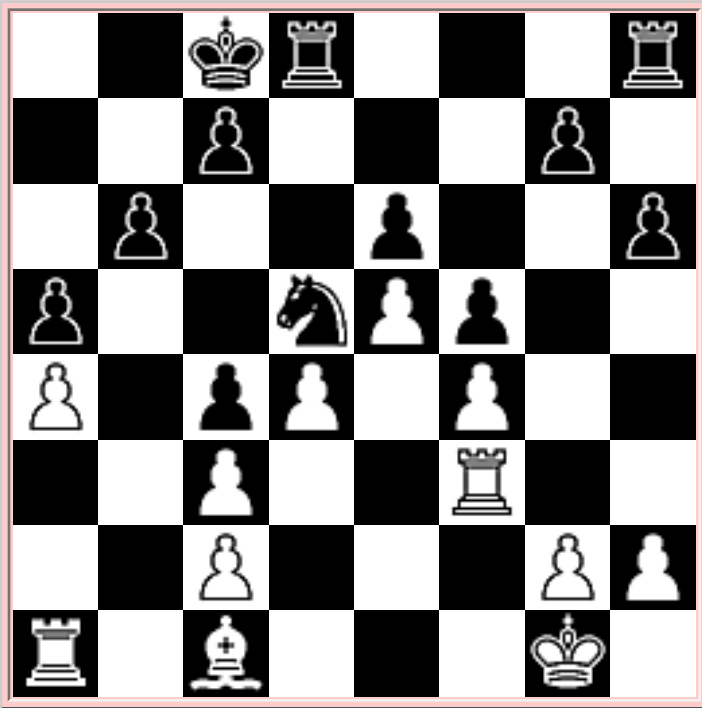
[10. Ne2! Nb8!? 11. Nf4 Nc6! 12. Nxe6!? "Discuss..."]

10... Nb8

[10... Qa4 prevents c4 11. Nf3 Ne7 12. Ng5 Kd7 13. h4 Nb8 14. Rg1 Nbc6 15. g4

Na5 16. Rb1 Nc4 White's King's-side counterplay is not enough: -+ Atkinson-Cooke 1965]

11. Ne2 Nc6 12. O-O Na5 13. Nf4 Nc4 14. Qe2 O-O-O 15. Nd3 h6 16. a4 a5 17. Nb2 Qc6 18. Nxc4 Qxc4 19. Qxc4 dxc4 20. f4?? Ne7 21. Rf3 Nd5



Black wins with a Queen's-side advance: the Bishop is very bad and the Knight holds sway on both sides of the board. As in the Spassky-Fischer game, the White Pawns have become blocked and an obstruction to his own pieces.

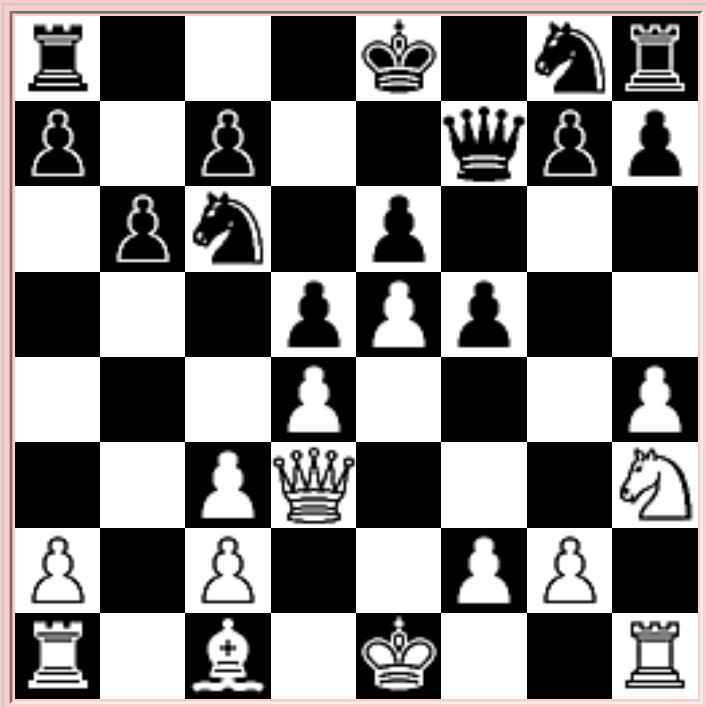
...0-1

Thomas, N - Lane, PC

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. Qg4 f5 6. Qh5+ Qf7 7. Qf3 b6 8. h4 Ba6 9. Bxa6 Nxa6 10. Qd3 Bxc3+ 11. bxc3

[11. Qxc3]

11... Nb8 12. Nh3 Nc6

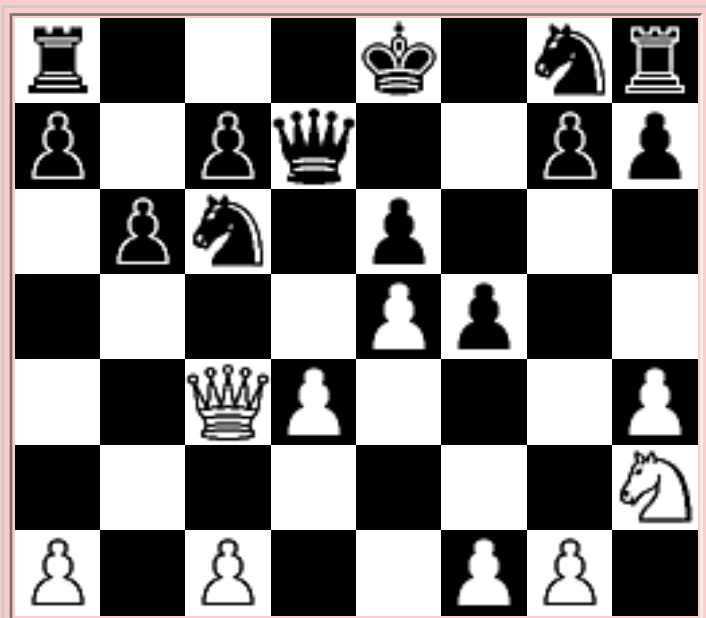


13. c4!

makes good use of the Queen on d3

[13. Nf4 Na5 and Black has achieved a favourable blockade]

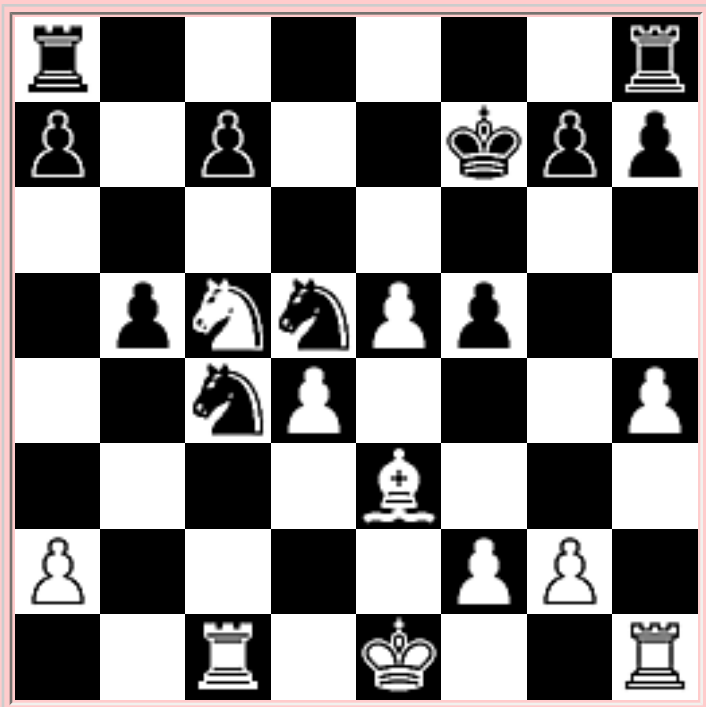
13... dxc4 14. Qxc4 Qd7





White's Bishop still has some problems, and the struggle for dominance by the minor pieces is still determined by the pawn structure, the legacy of the exchange on c3.

15. Be3 Na5 16. Qb4 Qc6 17. Nf4 Ne7 18. c4 Nxc4 19. Rc1 b5 20. Nxe6 Nd5 21. Qc5 Qxc5 22. Nxc5 Kf7



Dynamic equality: Black's knights have achieved favourable outposts but Black has not enough play on the Queen's-side for a win, given the backward c-pawn and strong White Knight. (The weak c-Pawn prevents a5-b4-a4-b3 and White managed to create play on the King's-side.)

1/2-1/2

Summary

I find that in the Winawer, White's small spatial advantage allows Black's Knights room to manoeuvre and blockade the doubled Pawns. In the Nimzo-Indian it is harder for the Knights to get to work.

The Pawns are not good or bad in themselves, only in how they determine the relative strengths of the opposing pieces.

Silman's 'Re-assess your chess' advises:

When considering an exchange of Bishop for Knight, ask yourself:

1. *is the position open or closed?*
2. *Will there be support points for the Knight(s)? and if so:*
 1. *can the Knight(s) get there?*
 2. *does it matter if they do? [i.e. are they away from the main arena of play?]*
 3. *what can you do in the meantime with the Bishop(s)?*

Back to [Chess Coaching Page](#)



This document (c_pawns.html) was last modified on 8 Aug 96 by

[Dr. Dave](#)

Chess Endings Handouts

Endings



[General advice on the endgame](#) {all}

1 key idea, 3 principles, 15 general laws, 12 practical guides and 6 tips for the ending

Basic endings:

[Queen against Pawn](#) and [Mate with Two Bishops](#) {D/beginners}



[Exchanging into King and Pawn endings](#) {D} (35k).

Some successes and failures in club play.



[Rook and Pawn Endings: the theory](#) {D}

A working knowledge of theory behind the commonest chess ending (80k+)



[Example Rook Endings](#) {D}

The commonest chess ending in master and club play (80k+)



[A Capablanca Ending](#) {B/C}

Tony Dempsey shows how Capablanca uses modest means to defeat the strongest masters. A complete game with detailed notes.



[Bishop Endings](#) {C}

Some basic notes and a couple of example games: also about 80k.



[Opposite-coloured Bishops](#) {C/B}

Experienced coach **Phil Adams** explains how OCBs work in the endgame and middle-game.



[Double Bishop Endings](#) {B}

Advice from Chris Bellers on winning with the two Bishops

[Winning drawn endgames](#)

Can't be done? If Miles and Capablanca can do it, so can you...

Endgame Studies

are covered briefly in the handout on [Problems and Studies](#) {all}



[Endgame Openings {B}](#)

Illustrative lines for you to practice endgame technique, including the [Ruy Lopez Exchange Variation {C}](#).

[HOME](#) | [EXETER CC](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

Handouts: [General](#) | [Tactics](#) | [Strategy](#) | [Openings](#) | [Endings](#) | [Techie](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (endings.html) was last modified on 13 Aug 2005 by

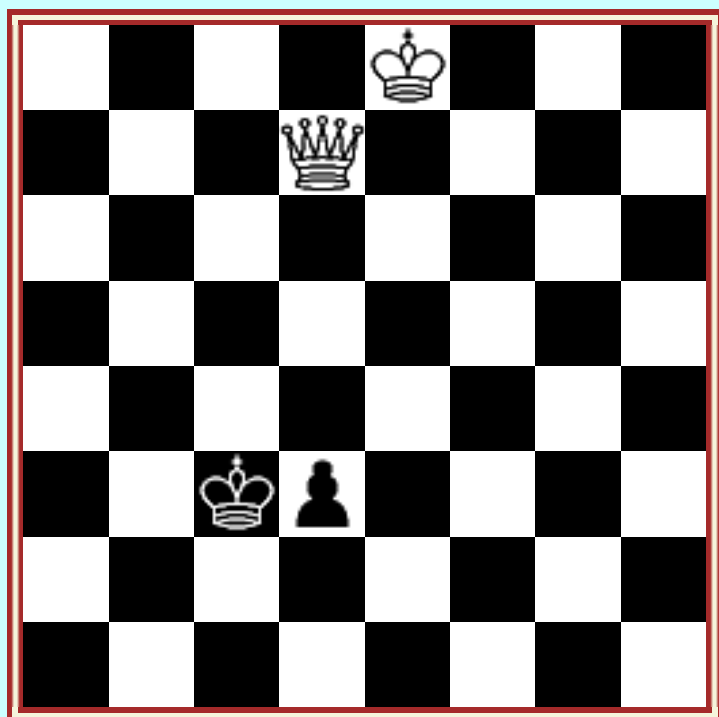
[Dr. Dave](#)

Exeter Chess Club:

Queen against Pawn

Not much of a contest? Well, this can be tricky if the Pawn is nearly a Queen itself - as might happen if you had a Pawn each and both were racing to promote. If your Pawn became a Queen, could you still win by stopping the opponent's Pawn? This sheet tells you how - if it can be done at all.

Case 1. Centre Pawn on the Sixth



If White can blockade the Pawn by putting the Queen or the King in front of the Pawn (say, d1) White will win, of course.

Even if the Queen and the King are both distant, White still wins.

Bring the Queen in with checks and make the Black King blockade or lose the Pawn; then bring in the King.

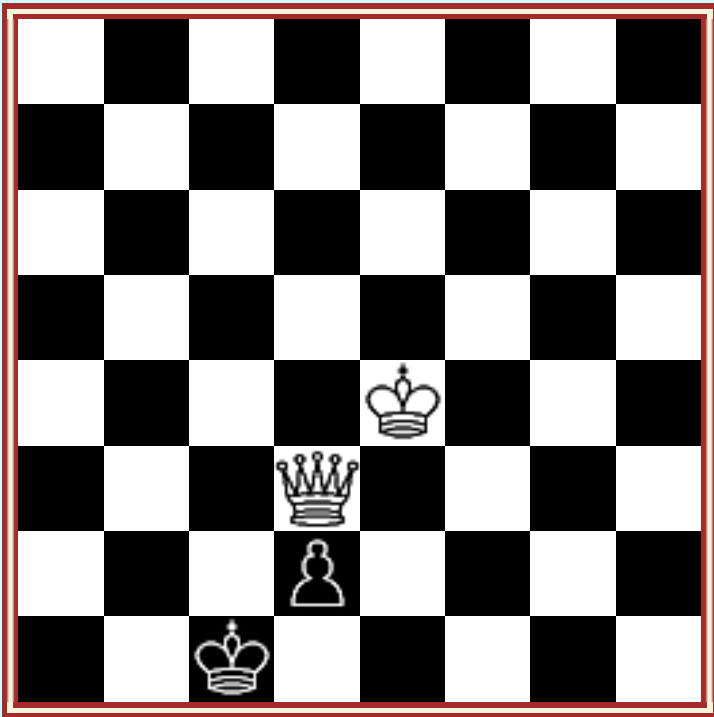
1. Qd5 d2 2. Kd7 Kc2 3. Qc4+ Kb1 4. Qd3+ Kc1 5. Qc3+ Kd1

Now White can move the King:

6. Ke7 Ke1 7. Qe3+ Kd1 8. Ke6...

The King creeps forward until it gets within range (Case 2)...

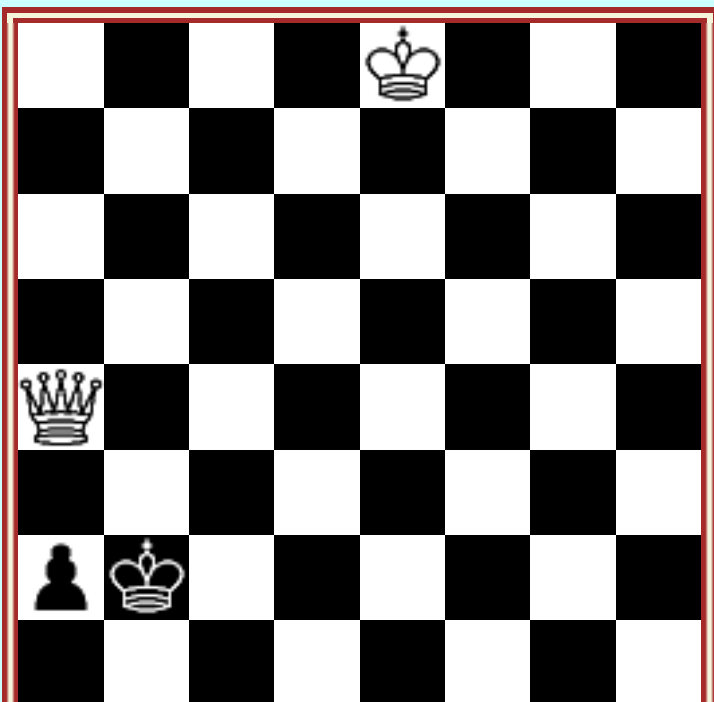
Case 2. Centre Pawn on the seventh



With the White King close, White wins by attacking the Pawn with the King.

1. Qc3+ Kd1 2. Ke3 Ke1 3. Qxd2+ Kf8 4. Qf2#

Case 3. Rook's Pawn on the seventh

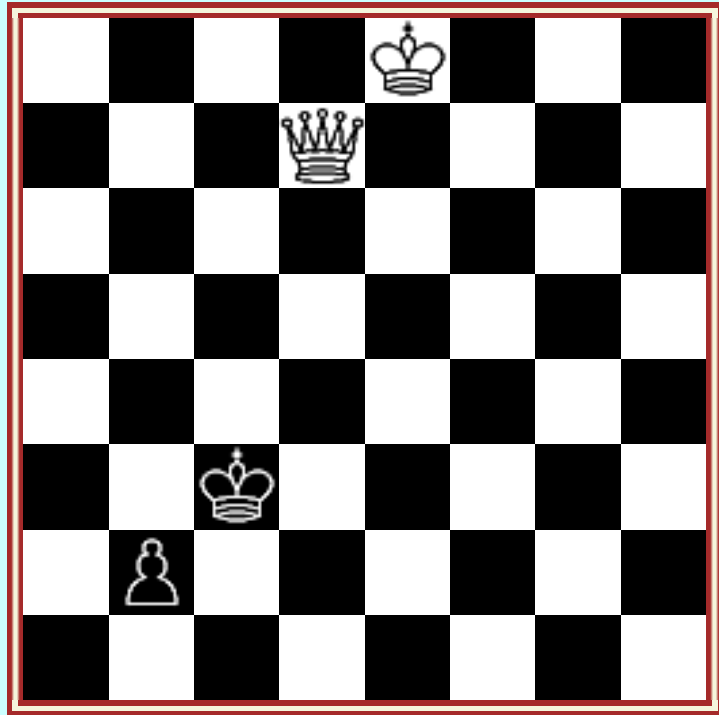


With the White King distant, a Rook's Pawn (a-Pawn or h-Pawn) draws:

1. Qb4+ Ka1

...and White has no time to move the King closer because of stalemate.

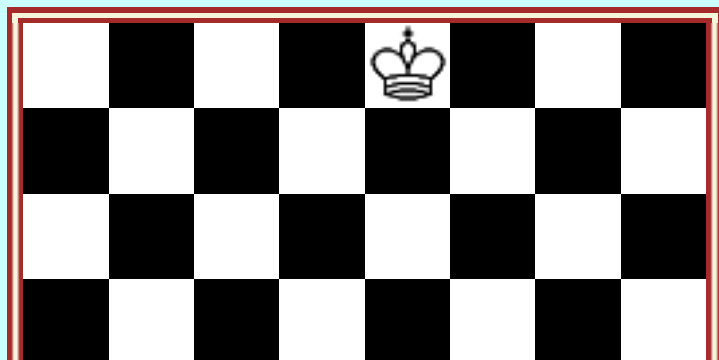
Case 4. Knight's Pawn on the seventh

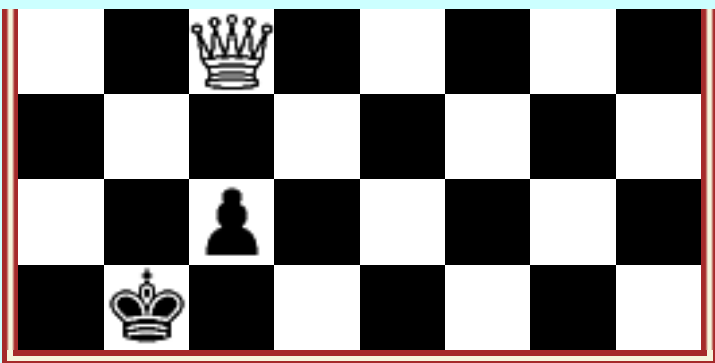


With the White King distant, b-Pawn (or g-Pawn) loses.

White wins as in case 2: there is no stalemate trap.

Case 5. Bishop's Pawn on the seventh



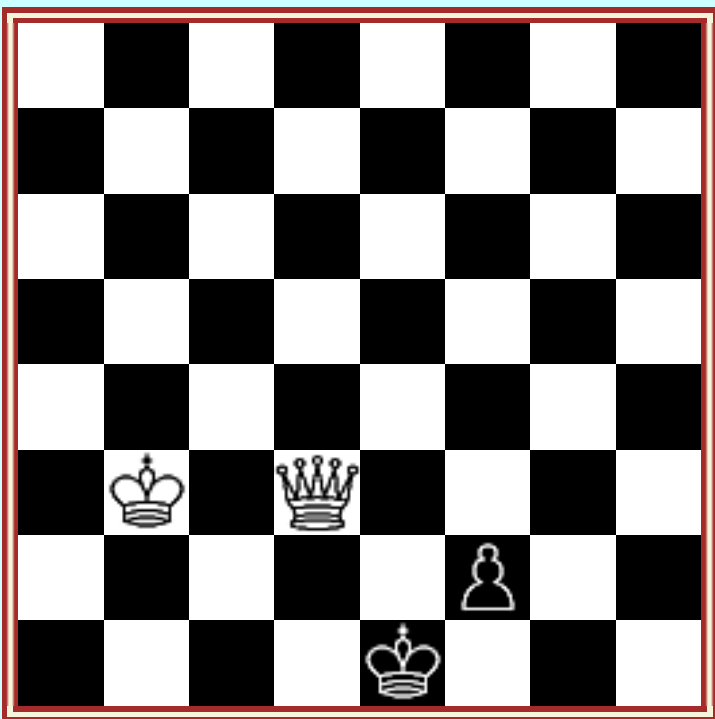


With the White King distant, a c-Pawn (or f-Pawn) draws:

1. Qb3+ Ka1!

...BUT...

Case 5b. Bishop's Pawn on the seventh



With White King not so distant, and on same side as the Black King, White wins (just!) by threatening mate:

1. Kc2 f1=Q 2. Qd2#

Other squares can also work: Kc1 and Ke3 in the diagram above.

Back to [Chess Coaching Page](#)



This document (qpawn67.html) was last modified on 2 Feb 98 by

[Dr. Dave](#)

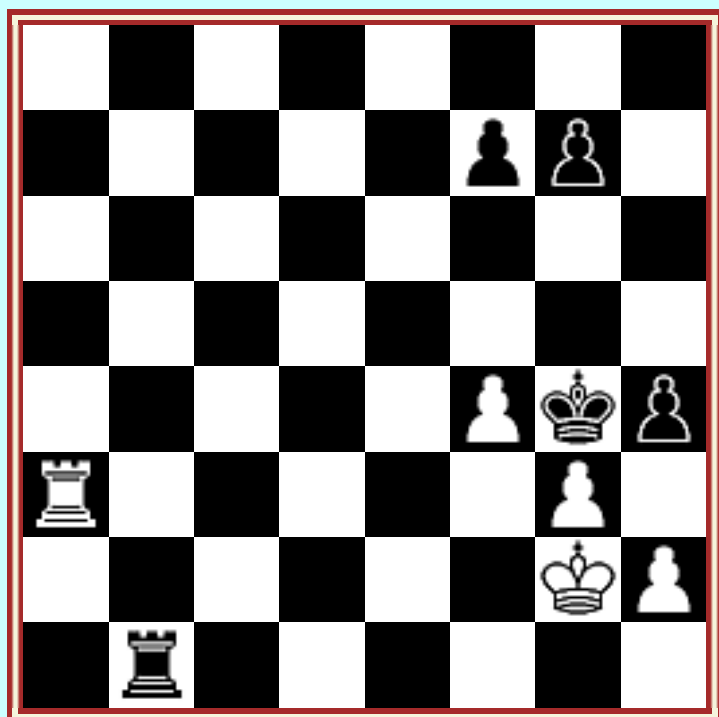
Exeter Chess Club:

Rook and Pawn endings - a spot of theory

All Rook Endings are Drawn... (except for those that aren't!)

Here's what got me started on this session. After an entertaining earlier struggle, Black is trying to win a Rook ending in a quickplay finish. I say "trying": the first move made the spectators wince...

Position 1: Bartlett, S - Regis, D, Devon vs. Cornwall, 08.11.1997



50...Rb2+?

[50...h3+! would have helped! 51.Kf2 Rh1 52.Ra7 Rxh2+ 53.Ke3 g6u 54.Rxf7 Rg2 55.Rg7 Rxg3+ 56.Kf2 Kxf4 57.Rf7+ Kg4]

51.Kg1 g6 52.Rc3 hxg3 53.hxg3 Kh3 54.Kf1 Rg2 55.g4+ Rg3 56.Rc4

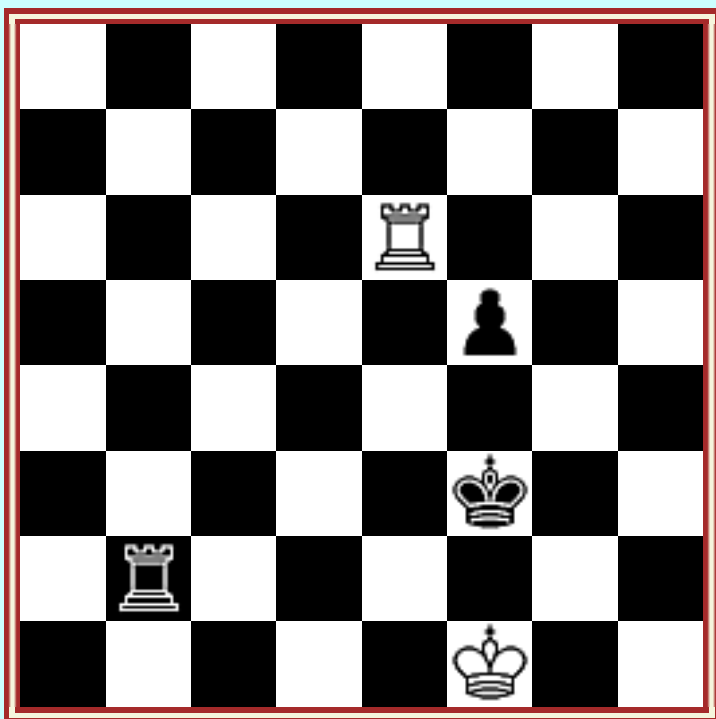
[56.Rc7 Rf3+ 57.Ke2 Rxf4; or

56.Rxg3+ Kxg3 57.f5 g5]

56...Kxg4 57.Ke2 f5?

[57...Rf3! 58.f5+ Rf4 PCL] **58.Rb4 Rf3?!** [58...Rg2+!?] **59.Rb6 Kxf4 60.Rxg6 Rb3** [60...Rg3 61.Ra6 Kg4 62.Kf2 holds - PCL]

61.Re6 [61.Ra6= PCL] **61...Rb2+ 62.Kf1 Kf3** [DIAGRAM]



63.Re1

"Draw claimed; draw agreed" says my score sheet. Thereby hangs a tale: I was the last board to finish, with two minutes to his one, and White decided I was trying to win a drawn position just on time, and claimed a draw.

I was indeed trying to win, and the clock may have helped, but White has lots of ways to lose: his last move was actually the last chance to draw!

Quite exactly why we'll see in a bit, but on the day a bit of discussion broke out amongst the audience (*yertis notisnt yertis notisnt...*) and we decided we'd had enough.

It's certainly true that some very similar positions are drawn, and are maybe even claimable under the "two minute" rule, but not this one! The interesting thing is, nobody there knew it well enough to carry the day, and I've had positions like this lots of times. If my opponent knew how to draw it he would never have played Re1; Capablanca won two positions similar to this where his opponent did not know the drawing technique in one year, 1931 (one against Turover). Moral: know your onions!

Another thing that decided me on having another crack at a session on Rook endings is, well, a bit of a tease:

"...the number of positions that must be known exactly is relatively small. It is only in Rook endgames that it is essential to memorise thirty or forty concrete positions; in other types of endgame there are even fewer."

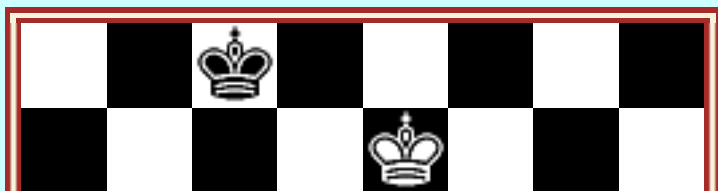
Mark Dvoretsky in Dvoretsky & Yusupov, ***Technique for the Tournament Player***

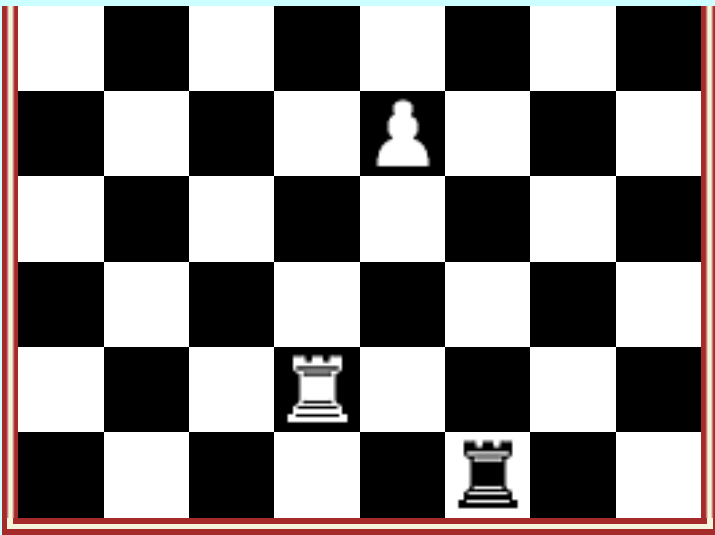
Forty sounds quite a few to me, but, OK Mark, which forty? He doesn't say! I still don't know, really, but here is my suggestion for some of them.

One way to work your way into this is to get a chessboard and a few pieces and see if you can work out some of the basic rules for yourself. You should quickly discover that, in common with many other endings, two passed Pawns pretty well always win, and so situations with a single Pawn are most critical. Also, if both Kings are distant, one Rook can't force through a Pawn against another Rook (not like Queens, for instance).

So, we quickly get to our first two critical positions out of Dvoretsky's forty, where the Kings are in range: Lucena's position and Philidor's position. Oh, and you need to know about Rook's Pawns, and checking distance.

Position 2: Lucena 1496



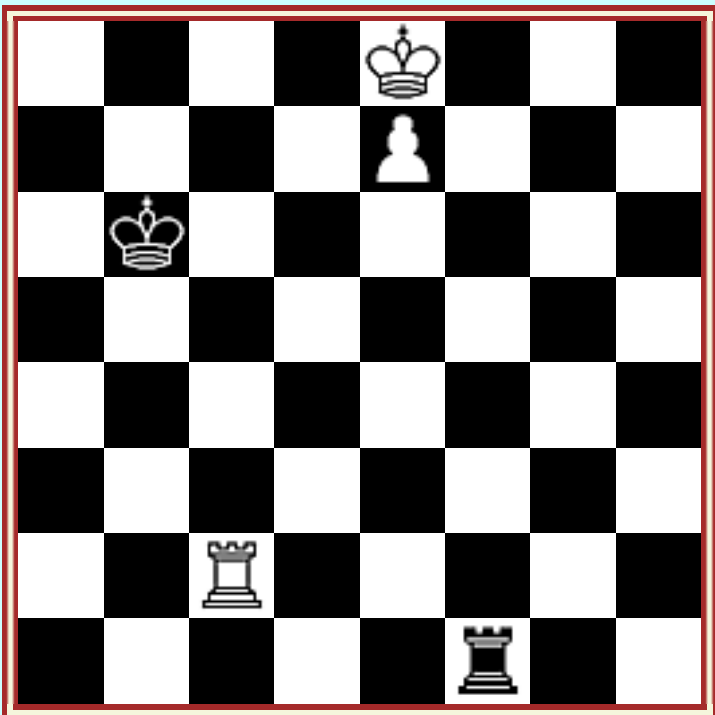


White has control of the sixth/seventh with the King and the Black King is cut off: **Lucena's position** is won for White is two ways...

First, White can get the Pawn to the seventh:

1...Kc7 2.Rc2+ Kb6 3.e6 Rd1 4.Ke8 Rg1 5.e7 Rf1

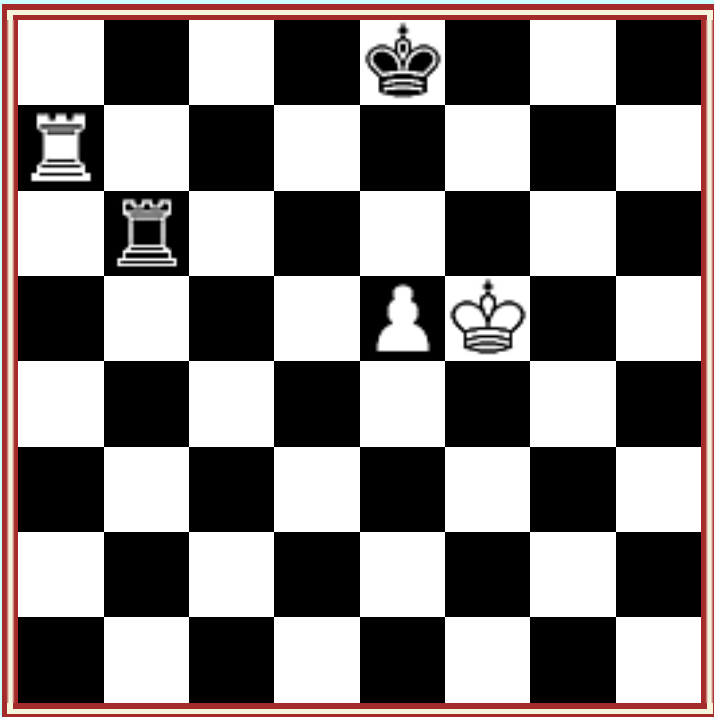
Now what?



6.Rc4 the critical manoeuvre: 'BUILDING A BRIDGE'

[6.Rh2 although the 'bridge' manoeuvre is always emphasised in the books, there is also a win by getting the king out on the short side, e.g. 6...Kc7 7.Rh7 Rf2 8.Rf7 Rh2 9.Rf8 Rh7 (9...Re2 10.Kf7) 10.Rf1 Rh8+ 11.Kf7 Rh7+ 12.Kf8 Rh8+ 13.Kg7 Re8 14.Kf7 This is important because the bridge-building manoeuvre may not be available]

6...Rf2 7.Kd7 Rd2+ 8.Ke6 Re2+ 9.Kd6 Re3 10.Rb4+ Ka7 [10...Ka5 11.Rb8] 11.Rb5 Rd3+ 12.Ke6 Re3+ 13.Re5 1-0

Position 3: Philidor's position

Black's King holds the Queening square, and the Black Rook holds the sixth rank. This is **Philidor's position**, which is drawn without too much trouble by Black.

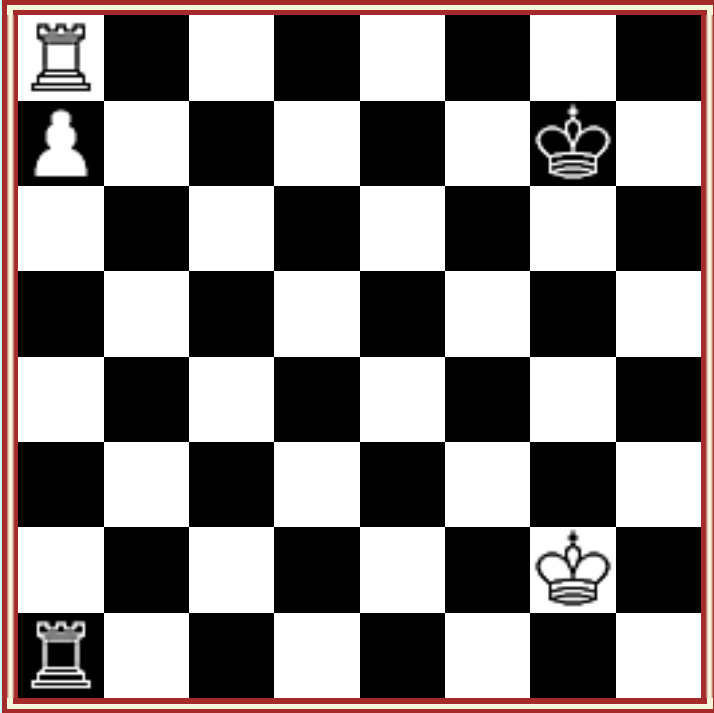
Once the White Pawn goes to the sixth, Black runs back to the first rank:

1.Kf5 Rb1 2.e6 now there is no shelter on the board from the checks

[2.Ke6 Rb6+ 3.Kd5 Rb1]

2...Rf1+ 3.Ke5 Re1+ 4.Kd6 Rd1+ 5.Kc6 Re1 1/2-1/2

Position 4: Rook's Pawns



Rook's Pawns are a strong drawing factor.

So, here, even with the Black King distant, White can force nothing.

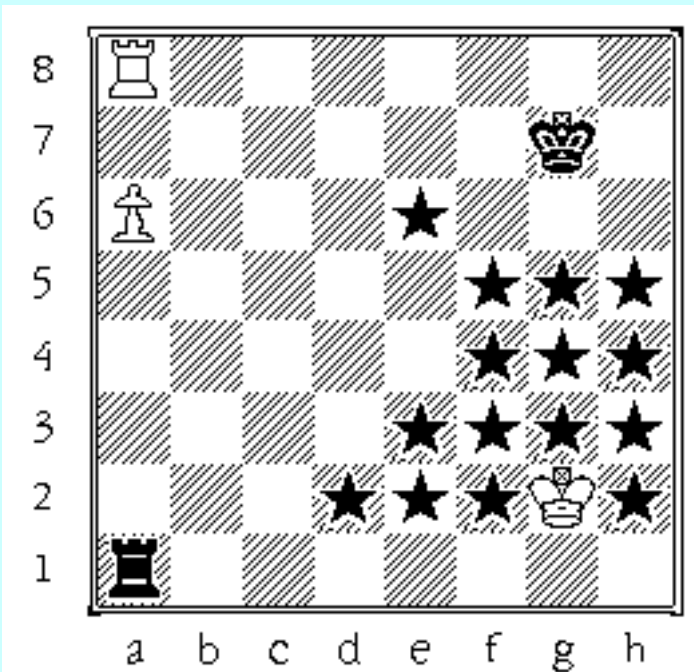
Oddly, Black must not try to approach with the King because of Ra8-h8; instead the Black King sticks to g7/h7, and the Rook checks the White King when it approaches.

1.Kf3 Ra4 2.Ke3 Kh7 3.Kd3 Kg7 4.Kc3 Kh7 5.Kb3 Ra1 6.Kb4 Kg7 7.Kc5 Rc1 + 8.Kb6 Rb1+ 9.Kc6 Ra1 10.Kb7 Rb1+ 11.Kc7 Ra1 1/2-1/2

Position 5: Rook's Pawns

With the Pawn further back White can create trouble with the King because it can hide on e.g. a6 from check on the files (Tarrasch), but Black can then check along the ranks. Euwe and Alekhine struggled

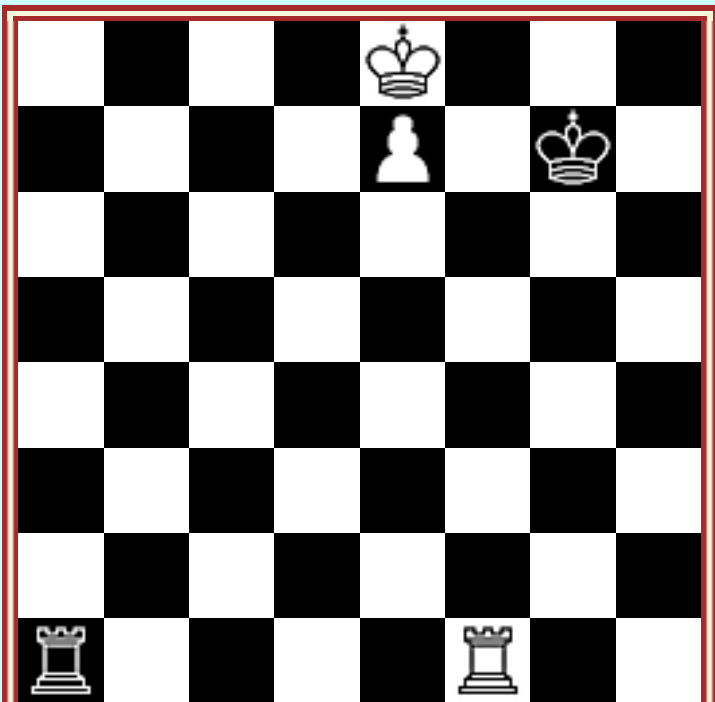
with one of these in their 1935 match. Although we can't easily summarise the analysis of this type of position there is a summary of results possible.



If the White King is closer than the marked area, White wins: in the marked area, Black should draw.

Even further back, and we're into a lot of ifs and buts...

Position 6: checking distance

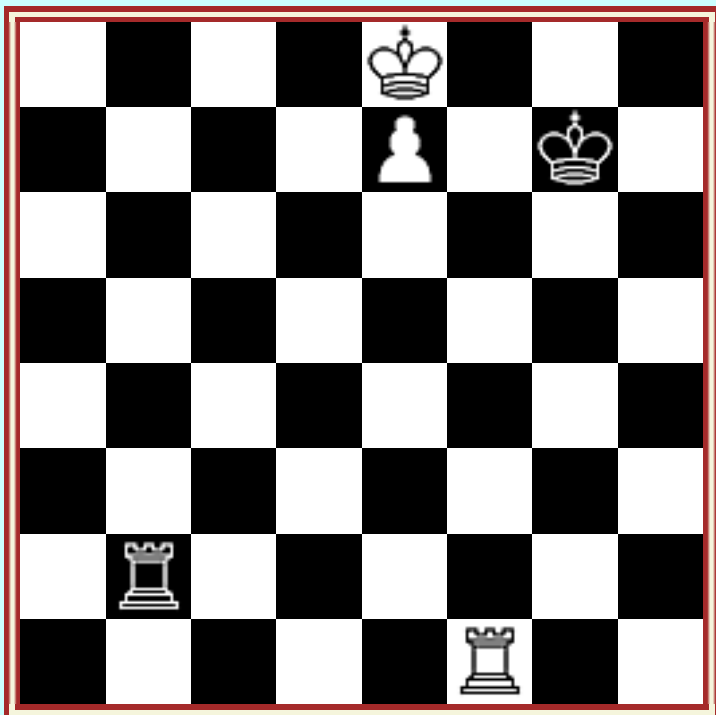


You can draw without getting Philidor's position, by checking along the ranks. With a central Pawn this is just possible as long as you take the furthest possible file: here the a-file.

1...Ra8+ 2.Kd7 Ra7+ 3.Kd6 Ra6+ 4.Kd5 Ra5+ 5.Kc6 Ra6+ 6.Kb7 Re6 1/2-1/2

Checking distance is *three empty files*.

Position 7: checking dist. (2)

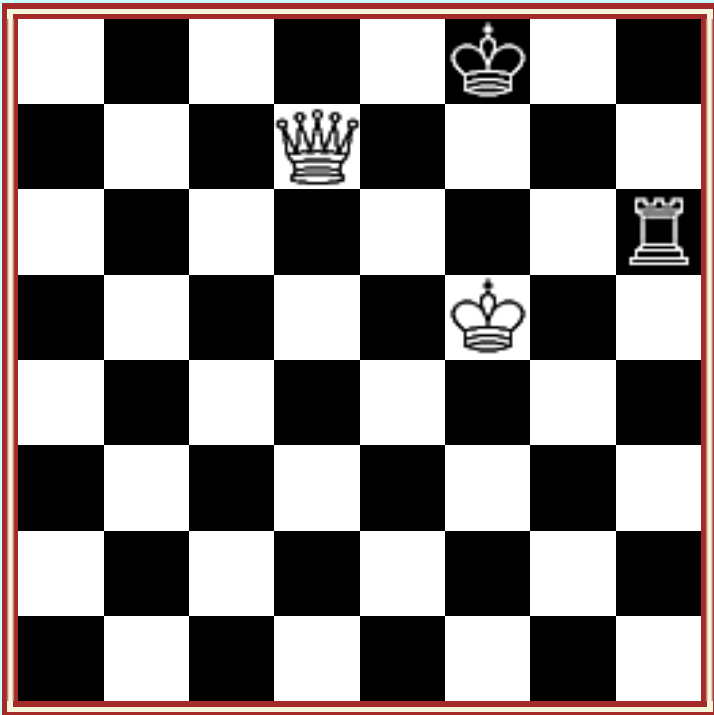


The b-file (two empty files) fails by a whisker:

1...Rb8+ 2.Kd7 Rb7+ 3.Kd6 Rb8 4.Kc7 Ra8 5.Ra1! 1-0

It is popularly supposed that Q vs. R is difficult: it surely is difficult against an opponent who plays perfectly, like a computer (as GM Browne once discovered), but in actual play it may be easier. Black can be herded to the edge, when a Rook on the third (sixth) rank must keep out the White King. You can achieve positions like the following:

Position 8: Aside: Queen vs. Rook



1.Kg5

The Black Rook is shut out from the third rank, and is vulnerable to forks:

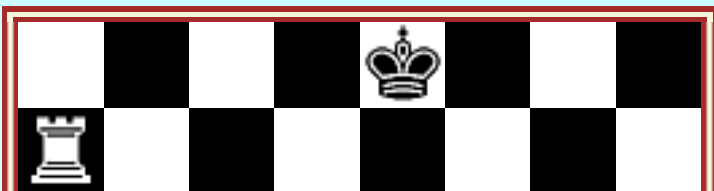
[1...Rh1 2.Qc8+ Kf7 3.Qb7+;

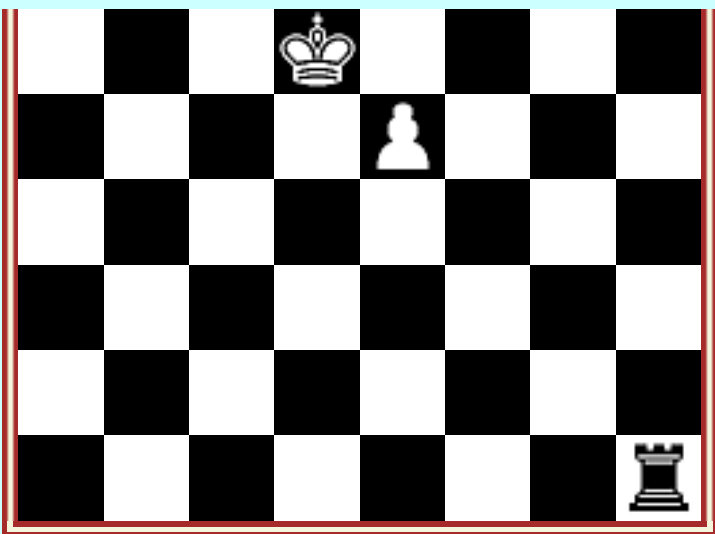
1...Ra6 2.Qc8+;

1...Rh2 2.Qd6+]

And if **1...Rh8 2.Kg6 Rg8+ 3.Kf6 1-0**

Position 9: Study (Lasker)





Here is an instructive study: Black to move.

A tense position: on whose side will it resolve? 5-piece Rook endings (KRP/KR) all hinge around access of the sixth and seventh ranks in front of the P by the attacking King - if it can be kept out, the defence holds, but if not...

1...Re1

[1...Rh6+ 2.e6 +-;

1...Rd1+ 2.Ke6 Kf8 (2...Kd8 3.Ra8+ Kc7 4.Ke7 Rh1 5.e6) 3.Ra8+ Kg7 4.Ke7 Rd2 5.e6 +-;

1...Rh2 2.Ra8+ Kf7 3.e6+ Kf6 4.Rf8+ Kg7 5.e7 +-]

2.Ke6 Kf8

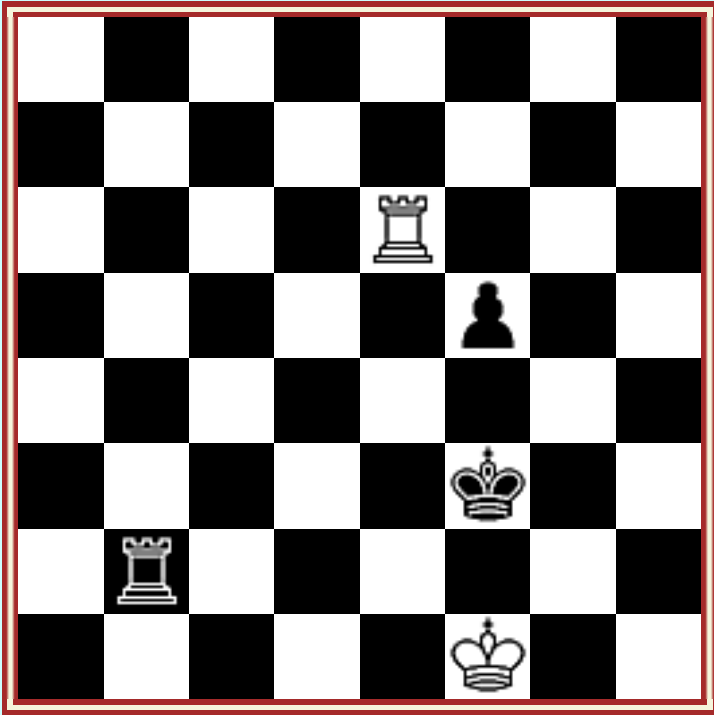
Critical - on the other side the Black King gets in the way of checks from the Black Rook, and the White King can make a little shelter for itself behind the Pawn. When the defending king *'takes the short side'* there is no refuge for the White King.

3.Ra8+ Kg7 4.Re8 [4.Kd6 Kf7 =] 4...Ra1 5.Rd8

[5.Kd7 Ra7+ 6.Kc6 Ra6+ 7.Kb7 Ra1 =]

5...Re1 6.Re8 Ra1 = the White K is in, but has no escape from the checks! **1/2-1/2 Remember this type of draw, we'll be meeting it later.**

Position 10: Meanwhile...



Now, back in Liskeard, how do we compare? We can see that compared to the last few drawing ideas White is badly placed: the defending Rook is passive (no harassing checks) and the King threatened with mate. White must run for the short side with the King, and send the Rook away to draw:

[63.Kg1! f4 64.Re8 (64.Ra6) 64...Rb1+ 65.Kh2 Kf2 66.Ra8 f3 67.Ra2+ Ke1 68.Kg3;

Instead **63.Re1? f4!** wins for Black:

A) 64.Kg1 Kg3 65.Rc1 (65.Kf1 Rh2 66.Re8 Rh1+ 67.Ke2 f3+ 68.Kd3 Rd1+ 69.Kc2 f2) 65...f3 66.Ra1 Rh2 67. Kg1 f2+;

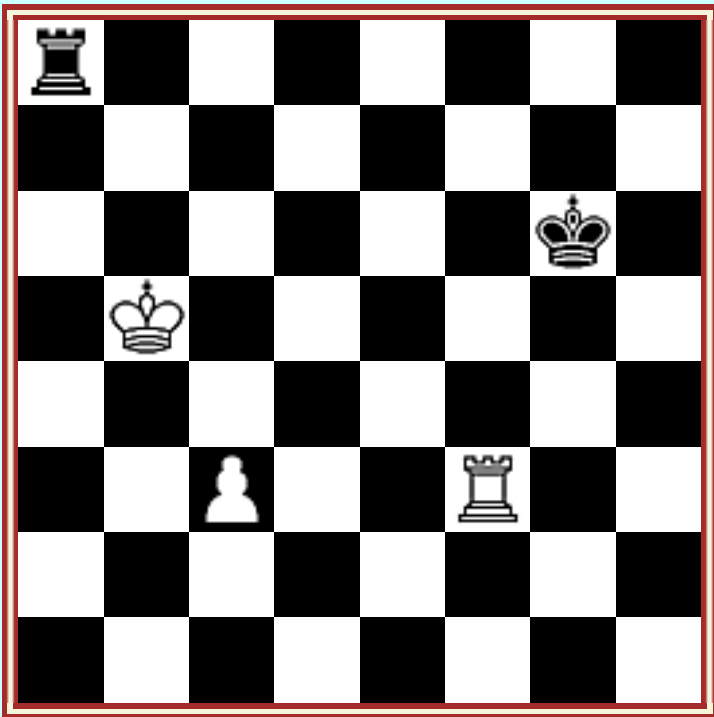
B) 64.Ra1 64...Kg3 **B1)** 65.Kg1 f3 66.Rc1 (66.Kf1 Rh2) 66...Rg2+ 67.Kf1 Rh2;

B2) 65.Ra8 65...Rb1+ 66.Ke2 f3+ 67.Ke3 Re1+ 68.Kd2 f2;

[63.Ke1? on the long side is an obvious no-no: 63...f4 64.Re8 Rb1+ 65.Kd2 Kf2 66.Rf8 f3 67.Kd3 Kf1 68.Ke3 Rb3+ 69.Kd2 f2 70.Rg8 Rb5]

For other positions it really depends who can get their King in first, or at all; if the side with the Pawn can keep out the defending King they can win. John Nunn has written a whole book about positions with just one Pawn on the board, so you will forgive me, I hope, if I say they are sometimes tricky. We have seen a hint of this when we looked at Rook's Pawns above. There is, however, a guiding principle:

Position 11: The rule of five



If the sum of the number of the rank on which the Pawn stands and the number of files that separate the Black King from the Pawn is five or less, then it's a draw; greater than five, it's a win. (Dvoretsky)

Here the Black King is cut off by three files = 3

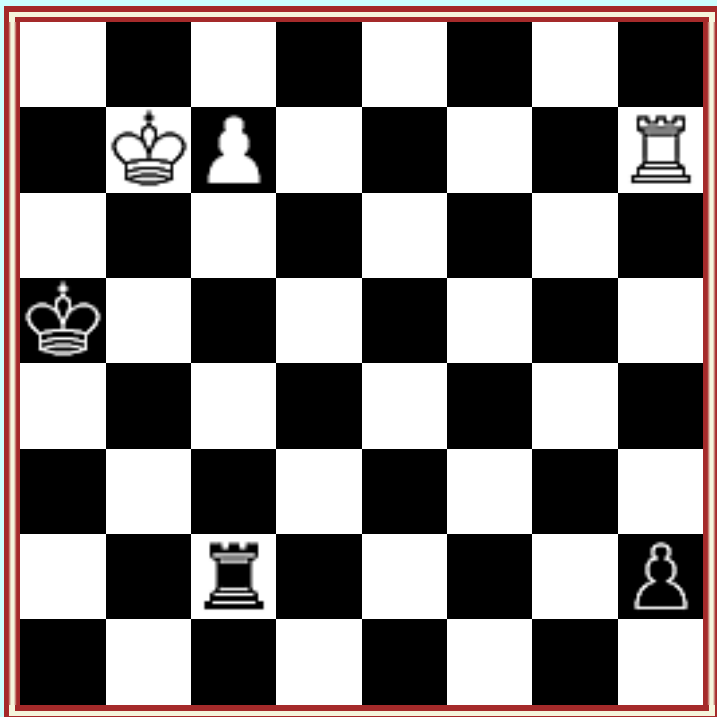
The Pawn is on the third rank = 3

The sum is = 6

6 > 5, so it should be a win. But how? White keeps out the Black King and advances the Pawn; Black defends with harassing checks, this time from the front. The White Rook would be even better placed on f7, cutting the Black King off from the last rank and ready to intervene on the other side.

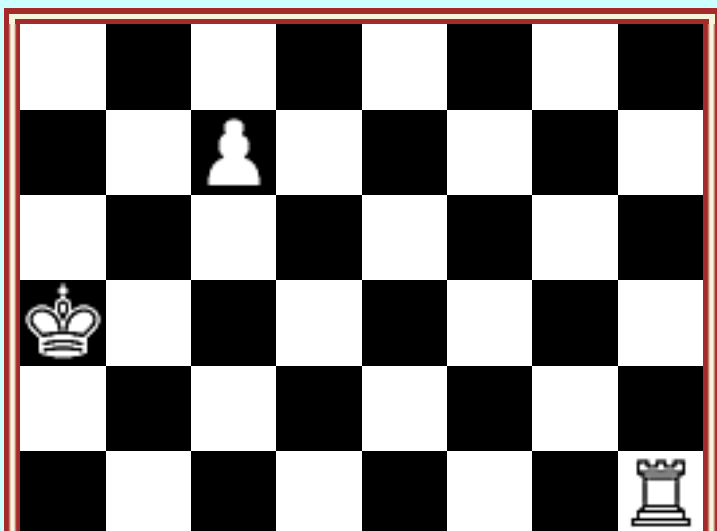
OK, how are we doing? Could you bear another Pawn on the board? Positions with a Pawn on each side may readily simplify to some fairly obvious simpler state, but not always...

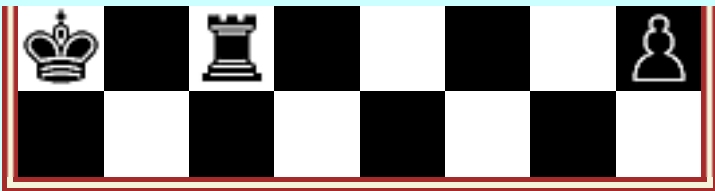
Position 12: Lasker, 1890



draw?

1... Rb2+ 2.Ka7 Rc2 3.Rh5+ Ka4 4.Kb6 Rb2+ 5.Ka6 Rc2 6.Rh4+ got the idea? we've gained another rank 6...Ka3 7.Kb6 Rb2+ 8.Ka5 Rc2 9.Rh3+ Ka2

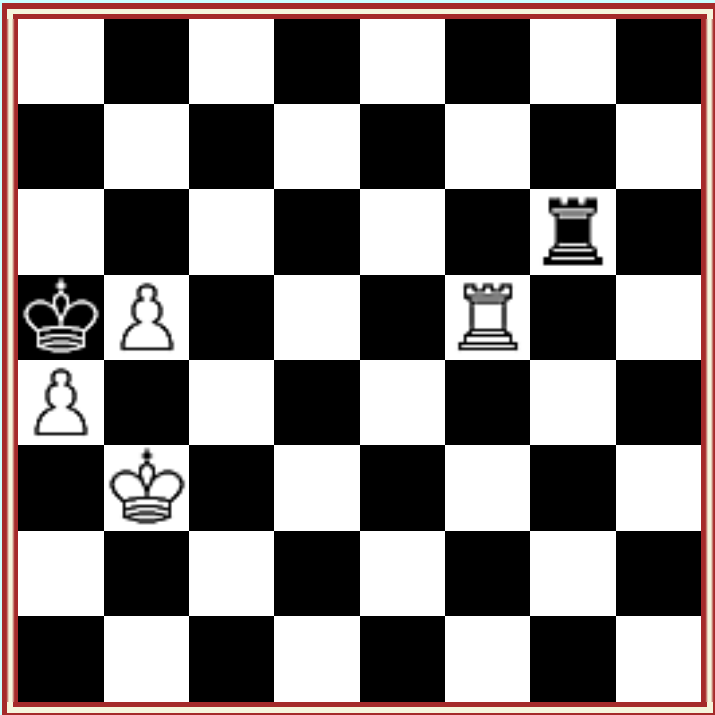




10.Rxh2 ! 10...Rxh2 11.c8Q 1-0

What about another Pawn on the same side? I claimed above that two passed Pawns on the board pretty well always win, and so they do. The exceptions, as we might expect, involve Rooks Pawns.

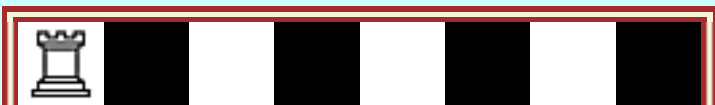
Position 13: drawn RP+NP (same side)

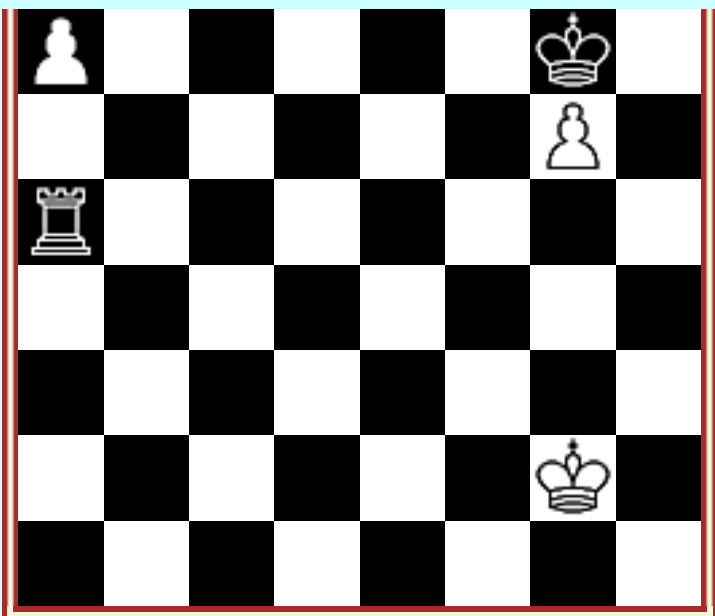


This is an important blockade: White, oddly, can do nothing.

Consider the drawn position with just an a-Pawn above, and now add a Pawn:

Position 14: drawn RP+NP





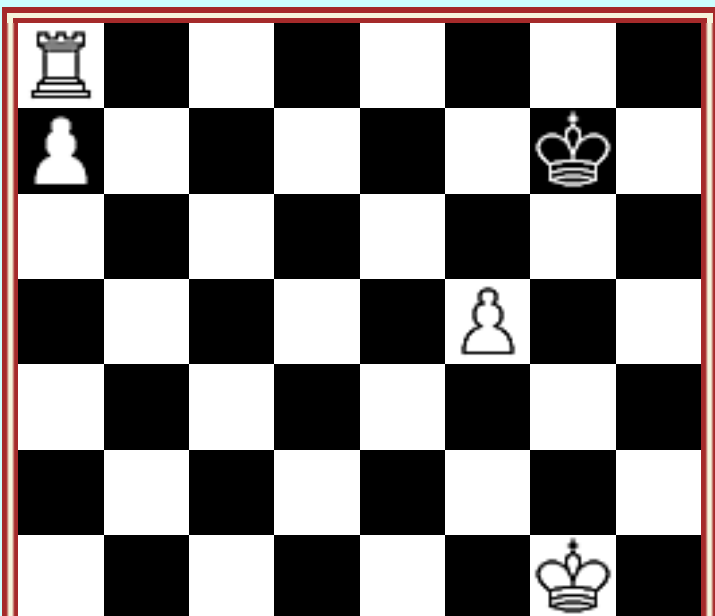
1...Ra5 the a-pawn is nearly there, but with a distant White King everything can (just) be held

[1...Kxg6?? 2.Rg8+]

1/2-1/2

With the Pawns further back we have another realm of headaches: White is generally better placed to manoeuvre and Black less well.

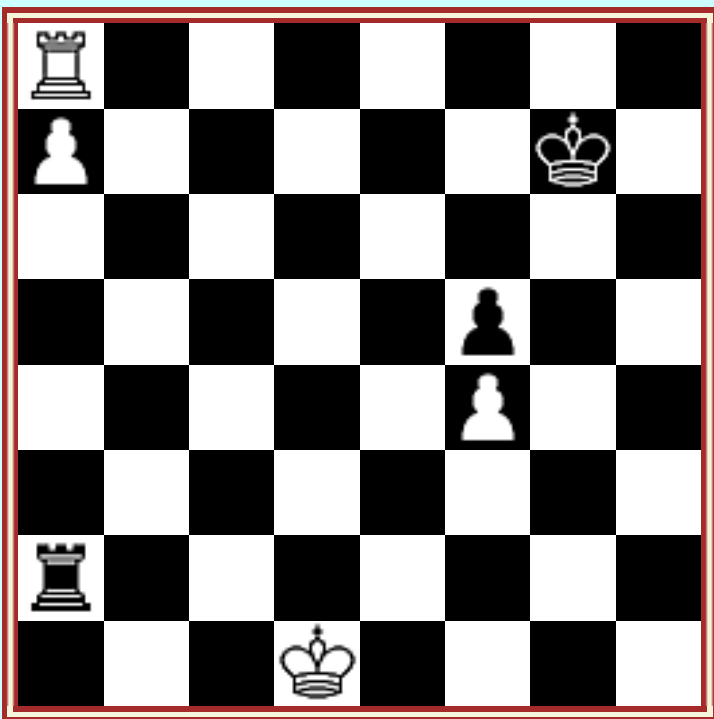
Position 15: won RP+BP





This is quite different - with the other White Pawn further away from the short side there is a skewer opportunity. once you know you can steer for this one you can win from more complex positions **1.f6+ Kf7 2.Rh8 Rxa7 3.Rh7+ 1-0**

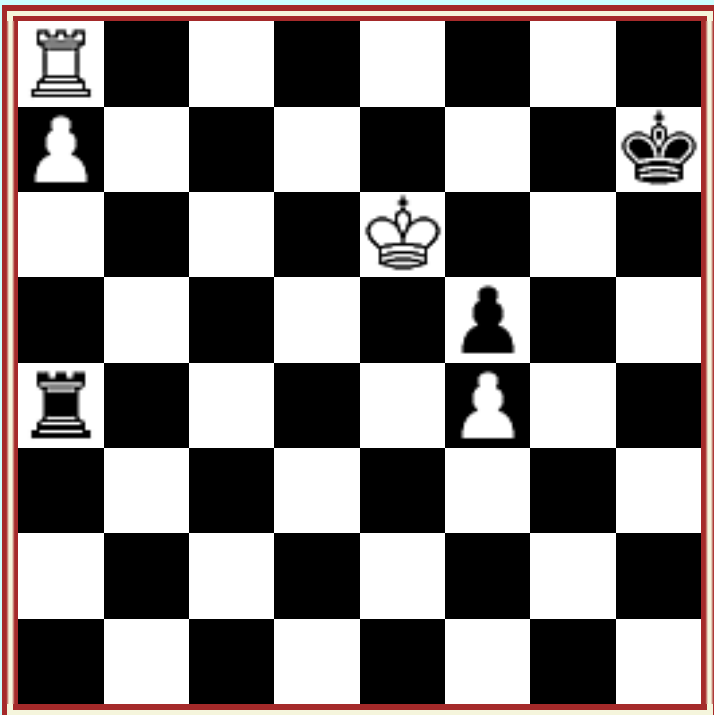
Position 16: win with a - pawn + 2 f-pawns



1.Kd1 DIAGRAM

- (1) break the blockade
- (2) win the f-pawn
- (3) win as we know how

1...Kh7 2.Kc1 Kg7 3.Kb1 Ra3 4.Kb2 Ra4 5.Kb3 Ra1 6.Kb4 Ra2 7.Kb5 Ra1 8. Kc6 Ra5 9.Kd6 Kh7 10.Ke7 Ra6 11.Kf7 Ra4 12.Ke6



this is the critical bit: zugzwang!

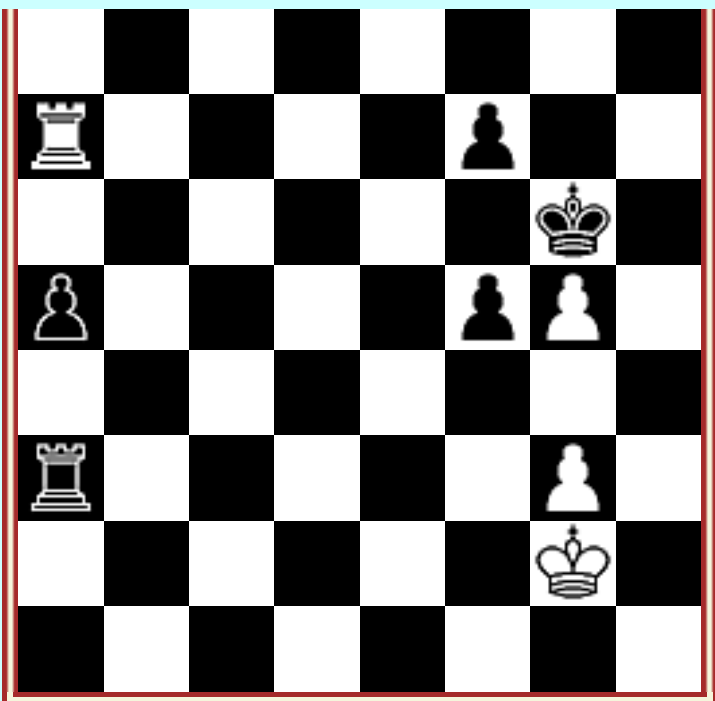
12...Ra5 13.Kf6 Ra1 14.Kxf5

nearly there now

14...Ra5+ 15.Ke4 Ra4+ 16.Kd3 Ra3+ 17.Kc2 Ra2+ 18.Kb3 Ra1 19.f5 1-0

Smyslov, V - Botvinnik, M [C17] 1954

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 c5 5.a3 Ba5 6.b4 cxd4 7.Nb5 Bc7 8.f4 Ne7 9.Nf3 Nbc6 10.Bd3 Bb8 11.Nbxd4 a6 12.Be3 Ba7 13.0-0 Nxd4 14.Bxd4 Bxd4+ 15.Nxd4 Qb6 16.Kh1 Bd7 17.c3 Rc8 18.Qe1 h6 19.a4 a5 20.Nb3 Qc7 21.Nc5 Bc6 22.Qf2 0-0 23.Nb3 Bd7 24.Qc5 Qxc5 25.Nxc5 Rc7 26.Nxd7 Rxd7 27.bxa5 Ra8 28.a6 bxa6 29.c4 dxc4 30.Bxc4 Rd4 31.Be2 Nd5 32.g3 Nc3 33.Bf3 Rb8 34.Ra3 Nb1 35.Ra2 Nd2 36.Rf2 Nc4 37.h4 g5 38.hxg5 hxg5 39.fxg5 Nxe5 40.Be2 Rb1+ 41.Kg2 a5 42.Rc2 Rb3 43.Rf4 Rd5 44.Re4 Kg7 45.Bh5 Ng6 46.Rg4 Re3 47.Bxg6 Kxg6 48.Rf2 Rf5 49.Rxf5 exf5 50.Rc4 Re4 51.Rc7 Rxa4 52.Ra7 Ra3



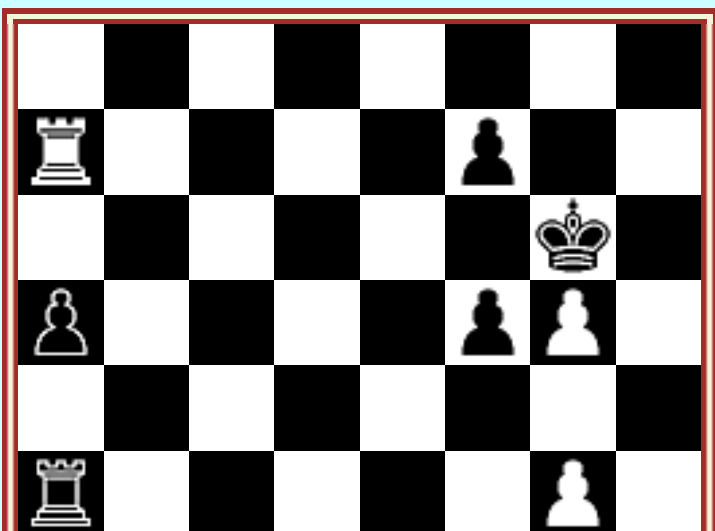
A relevant position has arisen. In the event Black won quickly:

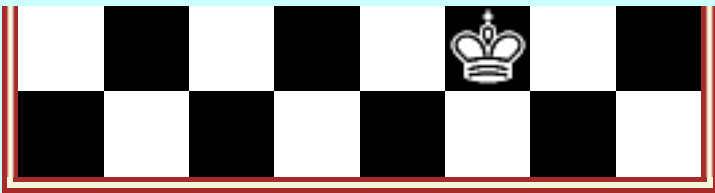
53.Kh3? f4 54.Kh4 fxg3 55.Ra6+ Kf5 56.Rf6+ Ke4 57.Kh3 Rf3 58.Ra6 Rf5 0-1

But White did not pick the best defence! Let's try another:

Position 17: analysis of Smyslov-Botvinnik (RP+BPs)

53.Kf2 (Euwe's suggestion)





53...a4 54.Kg2 Ra1 55.Kf3 a3 56.Kg2

(56.Kf4 a2 57.Kf3 Rf1+)

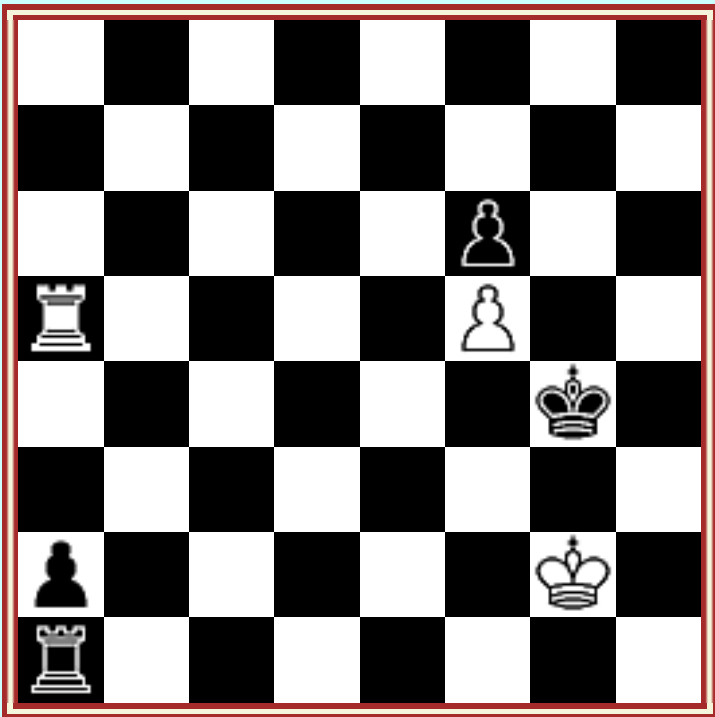
56...a2 57.Kh2 Kxg5 58.Kg2 Kf6 !

(58...f4? only draws)

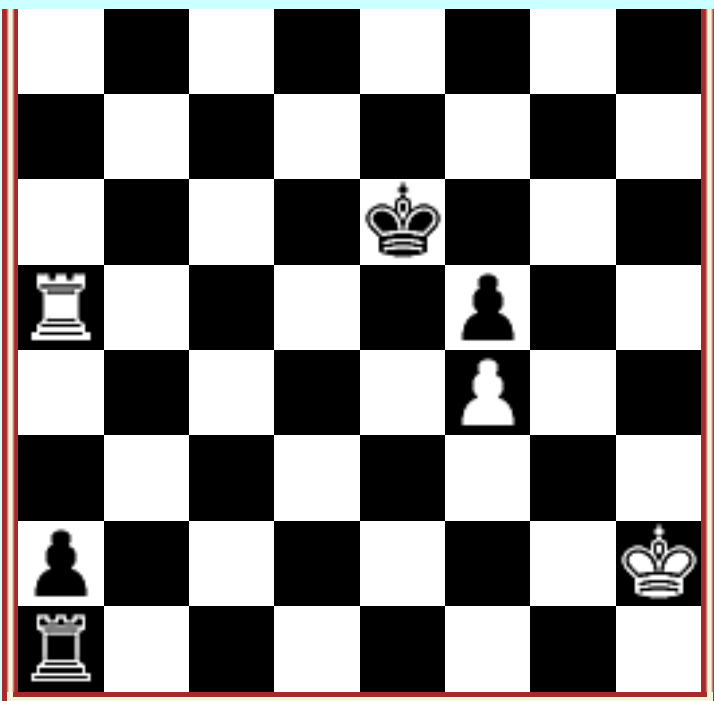
59.Ra5 Ke6 60.Kh2 f4 61.gxf4 f5

which we should know how to win.

(58...f4? 59.gxf4+ Kg4 60.f5 f6 61.Ra5



no zugzwang is now possible with the White Pawn on the 5th)



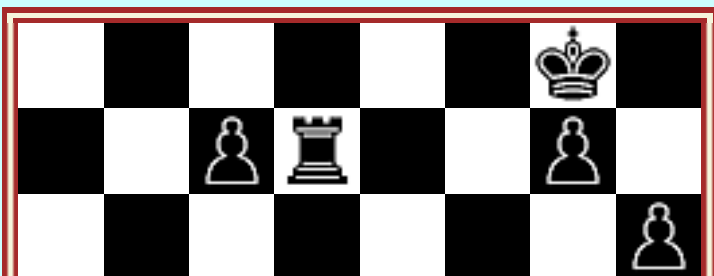
My faithful analyst Fritz successfully embarked on:

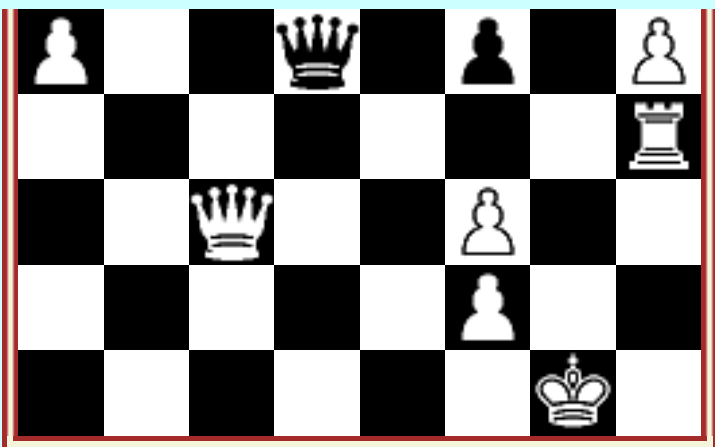
**62.Kg2 Kd6 63.Kh2 Kc6 64.Kg2 Kb6 65.Ra8 Kc5 66.Ra4 Kb5 67.Ra8 Kc4
68.Kh2 Kd4 69.Ra4+ Kd3 70.Kg2 Ke3 71.Kh2 Kf3 72.Ra8 Kxf4**

As you might expect, adding a *Rook's Pawn* to a Rook's Pawn doesn't make it much more promising.

Karpov An - Yusupov A [A18] Linares 51/18, 1991

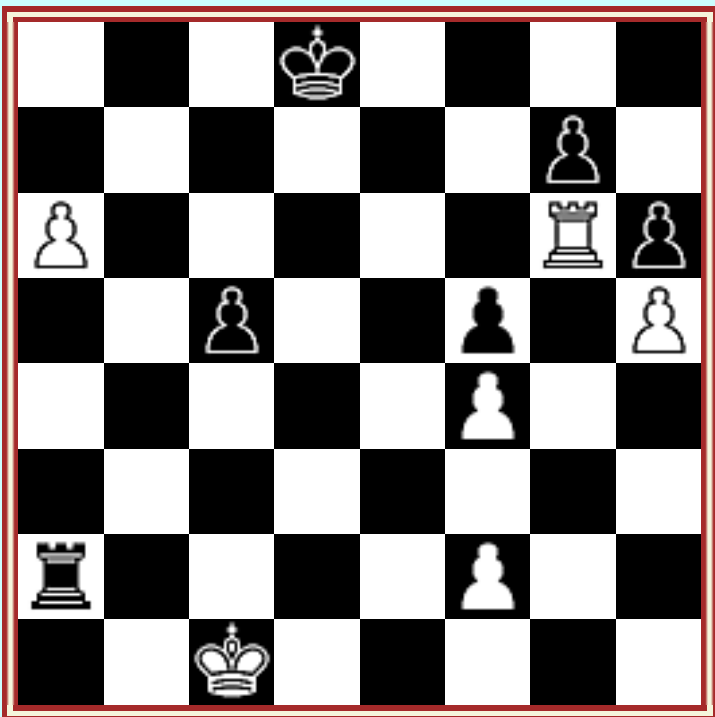
**1.c4 e6 2.Nc3 Nf6 3.e4 d5 4.e5 d4 5.exf6 dxc3 6.bxc3 Qxf6 7.d4 e5 8.Nf3
exd4 9.Bg5 Qe6+ 10.Be2 Be7 11.cxd4 Bxg5 12.Nxg5 Qe7 13.Qd2 0-0 14.0-
0 h6 15.Nf3 Bg4 16.Rfe1 Nc6 17.h3 Bxf3 18.Bxf3 Qf6 19.Re4 Rad8 20.Rd1
b6 21.Qe3 Na5 22.Rc1 Rd7 23.h4 Qd8 24.h5 Nc6 25.d5 Ne7 26.Rg4 f5 27.
Rf4 Nc8 28.c5 bxc5 29.Qxc5 Nb6 30.Rd4 Rf6 31.a4 Rfd6 32.Rcd1 Re7 33.
a5 Nd7 34.Qxa7 Ne5 35.Qc5 Nxf3+ 36.gxf3 Qe8 37.Rh4 Red7 38.Qc4 Qa8
39.Qc3 Rxd5 40.Rxd5 Qxd5**





**41.a6 Qa2 42.Qc4+ Qxc4 43.Rxc4 Rd1+ 44.Kg2 Ra1 45.Rc6 Kf8 46.f4 Ra3!
47.Kf1 Ra2 48.Ke1 Ke8 49.Kd1 Kd8! 50.Rg6 c5 51.Kc1**

"There comes a point when you have to stop making your moves by common sense, and instead, after analysing a concrete path to a draw, you must force events." - AY



51...Kc7! 52.Rxg7+ Kb6 53.Rg6+ Ka7 54.Rc6

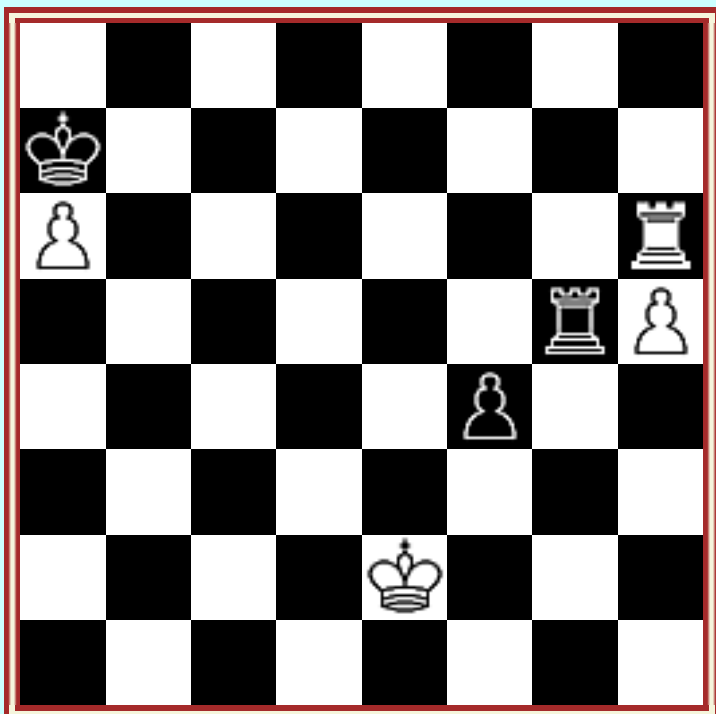
[54.Rxh6 Rxf2]

54...Rxf2 55.Rxc5 Rxf4

[55...Kxa6 may be better, except that Black would have to keep thinking carefully how to draw with time running out.]

56.Rc6 Rg4 57.Kd2 Rg5 58.Rxh6 f4 59.Ke2

Position 18: Karpov-Yusupov 1991 (RP+RP)



59...f3+

"Black has absolutely no need for this Pawn, then try not to be distracted by non-essential details (like, a 'non-essential' Pawn)" - AY

Artur has confidence because he has studied this position. GM Gurevich actually managed to lose one of these in the US Championship in 1989 (and I don't think he was the first). Miles wrote it up in NIC, commenting: "This ending is of course drawn, but the defence is not easy". Dvoretsky interjects: "No, it is very easy" - if you know what to do!

60.Kxf3 Rc5 61.Rh8

(adjourned: the game could be given up here but Karpov saw no reason not to test Yusupov's technique.)

White will attack the side away from the defending King with his own King. Black

cannot touch the Pawn with the King here, but will keep the Rook away from the opposing King for checking distance: here the c-file is best so it can check from the seventh rank.

The White Rook is passively placed which is the downfall of his winning hopes. Black draws just as he would without the a-Pawn on the board.

(N.B. With the White Rook active and the Black Rook passive White can and should win by getting the King in.)

61...Rg5 62.Ke4 Rc5 63.Kf4 Rc4+ 64.Ke5 Rc5+ 65.Ke6 Rg5 66.Kf7 Rc5!

[66...Rd5? lacks checking distance and loses 67.h6 Rd6 68.h7 Rd7+ 69.Ke6]

67.Rh7

[67.h6 Rc7+! (67...Rh5? 68.Kg7) 68.Kf6 Rc6+]

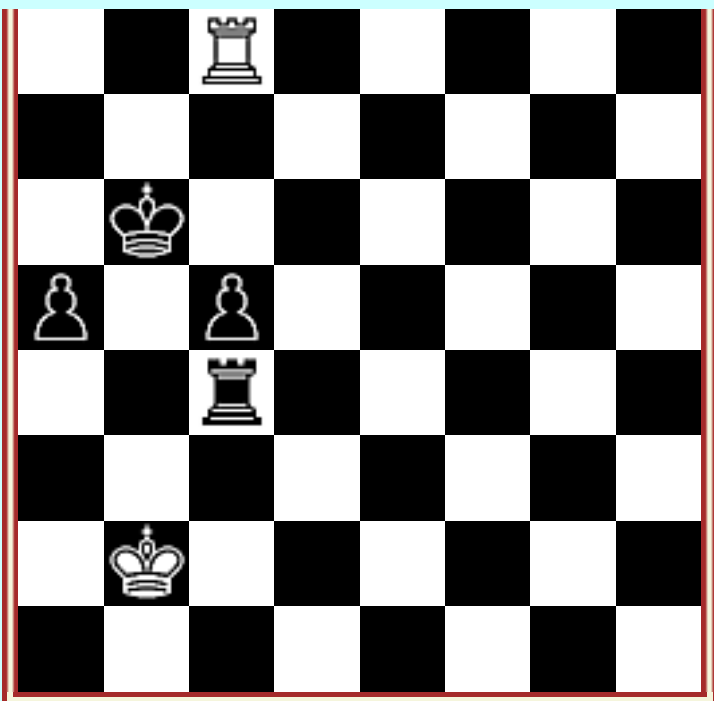
67...Kxa6 68.h6 Rc7+ 1/2-1/2

Now, adding a *Bishop's Pawn* on the same side as Rook's Pawn is a real borderline case: theoretically drawn, but quite possible to lose it if you're muddle-headed.

Marshall, F - Rubinstein, A [D32] San Sebastian (4), 1911

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.Bg5 Be7 7.Bxe7 Ngxe7 8.e3 cxd4 9.Nxd4 Be6 10.Nxe6 fxe6 11.Qg4 Nf5 12.e4 d4 13.0-0-0 Qh4 14.Qxh4 Nxh4 15.Nb5 0-0-0 16.e5 Rhf8 17.Nd6+ Kb8 18.f4 g5 19.Bb5 gxf4 20.g3 Nf3 21.Bxc6 bxc6 22.Rhf1 fxg3 23.hxg3 Kc7 24.Ne4 Kb6 25.b4 Rf5 26.Nd6 Rff8 27.Ne4 Kb5 28.Nc5 Nxe5 29.Rxf8 Rxf8 30.Nxe6 Rf2 31.Rxd4 Rxa2 32.Nc7+ Kb6 33.Ne6 Rg2 34.Ng5 Rxg3 35.Nxh7 Kb5 36.Kc2 Nc4 37.Rd7 Ra3 38.Rb7+ Nb6 39.Nf6 Kxb4 40.Nd7 Kb5 41.Kb2 Ra4 42.Kb3 c5 43.Ne5 Rb4+ 44.Kc3 a5 45.Rb8 Ka4 46.Kc2 Nd5 47.Rc8 Kb5 48.Nd7 Rc4+ 49.Kb2 Nb6 50.Nxb6 Kxb6

Position 19: Marshall-Rubinstein 1911 (RP+BP)



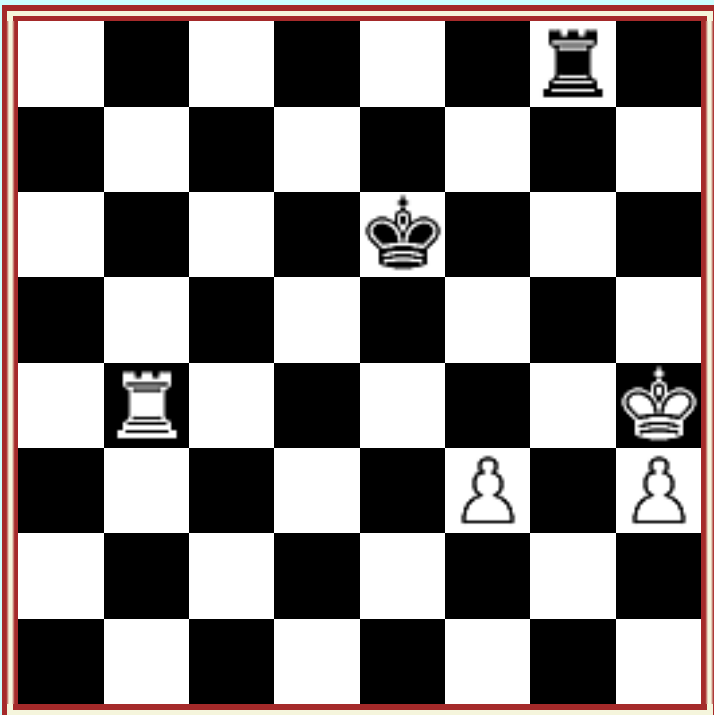
This is the game that made this type of ending notorious; not the first time that it had occurred, but Rubinstein, such a master of endings and particularly Rook endings, may have fancied his chances here...

51.Kb3 Rb4+ 52.Kc3 Kb5 53.Rb8+ Ka4 54.Rc8 Rb3+ 55.Kc2 Rb5 56.Rh8 Kb4 57.Rh1 a4 58.Kb2 a3+ 59.Ka2 Ka4 60.Rc1 Ra5 61.Rb1 c4 62.Rb8 Rc5 63.Ra8+ Kb4 64.Rxa3 c3 65.Rb3+ Kc4 66.Rb8

1/2-1/2

Keres Paul GM (EST) - Sokolsky A [C71/14] Moskva Chigorin-mem (28.11.4, 1947

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.c4 Bg4 6.d3 Nge7 7.h3 Bxf3 8.Qxf3 Ng6 9.Nc3 Be7 10.Be3 Bg5 11.0-0 0-0 12.Qg4 h6 13.Ne2 Bxe3 14.fxe3 Qg5 15.Qg3 Qxg3 16.Nxg3 Nge7 17.Kf2 g6 18.Ke2 Kg7 19.Kd2 h5 20.a3 h4 21.Ne2 f5 22.Nc3 fxe4 23.Nxe4 Rf5 24.Rg1 Raf8 25.Bd1 Rf1 26.Bf3 Rxa1 27.Rxa1 Nd8 28.b4 Ne6 29.Rb1 b6 30.a4 Rb8 31.Nc3 Ng5 32.Nd5 Nxf3+ 33.gxf3 Nxd5 34.cxd5 Ra8 35.Rc1 Ra7 36.e4 Kf6 37.Ke3 g5 38.d4 exd4+ 39.Kxd4 Ke7 40.e5 dxe5+ 41.Kxe5 Kd7 42.Rg1 Ra8 43.Rxg5 Re8+ 44.Kd4 Re1 45.Rg7+ Kd6 46.Rg6+ Kd7 47.Rg4 Kd6 48.Rg6+ Kd7 49.a5 Rb1 50.Kc4 Rc1+ 51.Kd3 Rd1+ 52.Ke3 Rxd5 53.axb6 cxb6 54.Rxb6 a5 55.Ke4 Rh5 56.Kf4 axb4 57.Rxb4 Ke6 58.Kg4 Rh8 59.Kg5 Rg8+ 60.Kxh4

Position 20: Keres-Sokolsky 1939 (RP+BP)

You can win these positions, by working your pieces right in and trying to achieve "Lucena" without allowing the "short side draw". This cannot be forced. Black should resist the advance, get the King to the King's-side and only once the Pawns are advanced send the Rook away to a1.

60...Kf5 61.Rg4 Rh8+ 62.Kg3 Ra8 63.h4 Ra1

Right square, wrong moment. White gets the Rook active behind the h-Pawn and threatens to run it with the King cut off.

64.h5 Ra6 65.Rh4 Rh6 66.Rf4+ Kg5 67.Rg4+ Kf5 68.Kh4 Rh8 69.Rg5+ Kf6 70.Kg4 Kf7 71.Rf5+ Kg7 72.Kg5 Rg8 73.Rf6 Kh7+

Well, the King has made it to h7 but the Black Rook now need to be on the far rank (a1-h1). White whips the King in to win.

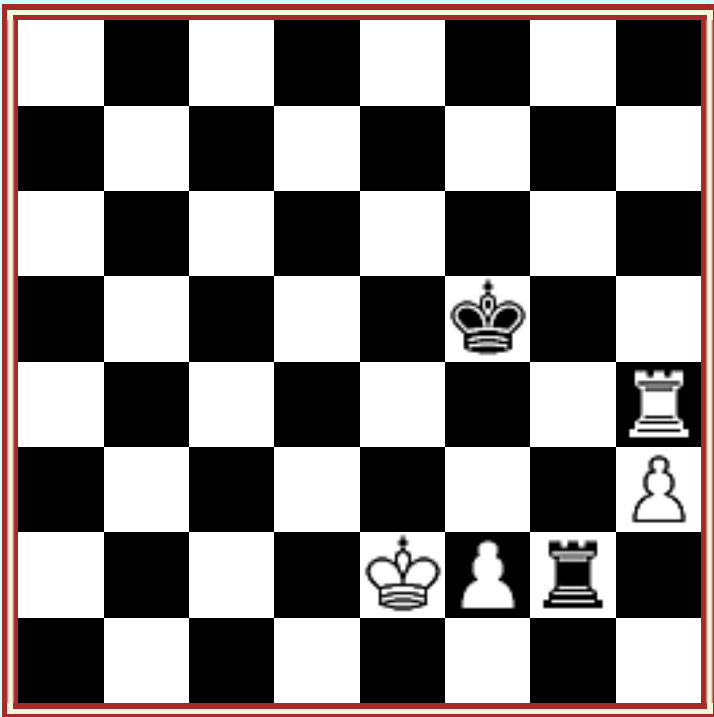
74.Rg6 Ra8 75.f4 Ra1 76.Re6 Rg1+ 77.Kf6 Rf1 78.f5 Rf2 79.Re5 Rh2 80. Re7+ Kh6 81.Re8 Kh7 82.Ke6 Re2+ 83.Kf7 Ra2 84.f6 Ra6 85.Ke7 Ra7+ 86. Kf8 Ra6 87.f7 Ra7 88.Rc8 Ra1 89.Ke7 1-0

Here's a successful defence.

Bondarevsky I - Keres Paul GM (EST) [D95/04] Leningrad-

Moskva (25.01.39), 1939

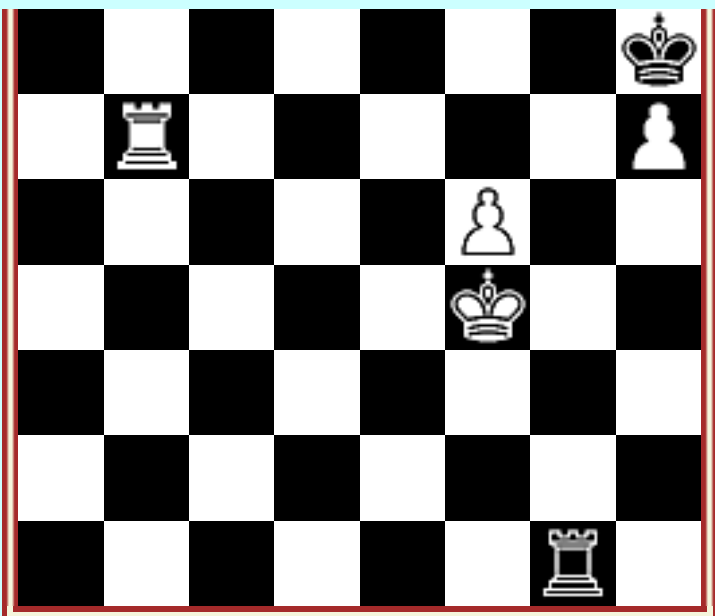
1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.e3 Bg7 5.Qb3 c6 6.Nf3 0-0 7.Bd2 e6 8.Bd3 b6
 9.0-0 Bb7 10.e4 c5 11.exd5 cxd4 12.Na4 e5 13.Nxe5 Nxd5 14.Nc5 Ne7 15.
 Nxb7 Qc7 16.Ng4 h5 17.Nd6 Qxd6 18.c5 bxc5 19.Nh6+ Bxh6 20.Bxh6 Rd8
 21.Bc4 Kh7 22.Bd2 Nbc6 23.Bxf7 Rab8 24.Qh3 Ne5 25.Bf4 Rf8 26.Rae1
 N7c6 27.Bxg6+ Qxg6 28.Bxe5 Rbe8 29.Bd6 Rxe1 30.Rxe1 Qxd6 31.Re6
 Qd5 32.Qd3+ Qf5 33.Qxf5+ Rxf5 34.Rxc6 Re5 35.Kf1 d3 36.Rd6 c4 37.b3
 Rb5 38.Ke1 cxb3 39.axb3 Rxb3 40.Kd2 Rb2+ 41.Ke3 Re2+ 42.Kf3 Rd2 43.
 Ra6 Rd1 44.Kg3 Kg7 45.Rxa7+ Kf6 46.Rd7 Kf5 47.Kf3 h4 48.h3 d2 49.Rd8
 Kf6 50.Rd3 Kf5 51.Rd6 Ke5 52.Rd8 Kf6 53.Rd4 Kf5 54.Rd7 Ke6 55.Ke2
 Rg1 56.Rxd2 Rxd2 57.Rd4 Kf5 58.Rxh4



58...Rg1 59.Kf3 Ra1 60.Rg4 Ra3+ 61.Kg2 Rb3 62.f3 Rb2+ 63.Kg3 Rb1 64.
 h4 Rg1+ 65.Kh3 Rb1 66.Kg2 Rb2+ 67.Kg3 Rb1 68.h5 Rb6 69.Rh4 Rh6 70.
 Ra4 Rb6 71.Ra5+ Kf6 72.Kg4 Rb1 73.Ra6+ Kg7 74.f4 Rg1+ 75.Kf5 Rh1 76.
 h6+ Kh7 77.Re6 Rb1 78.Ke5 Rb5+ 79.Ke4 Rb1 80.f5 Rb2 81.Kf4 Rg2 82.
 Ke5 Ra2 83.Rb6 Ra1 84.Kf4 Rg1

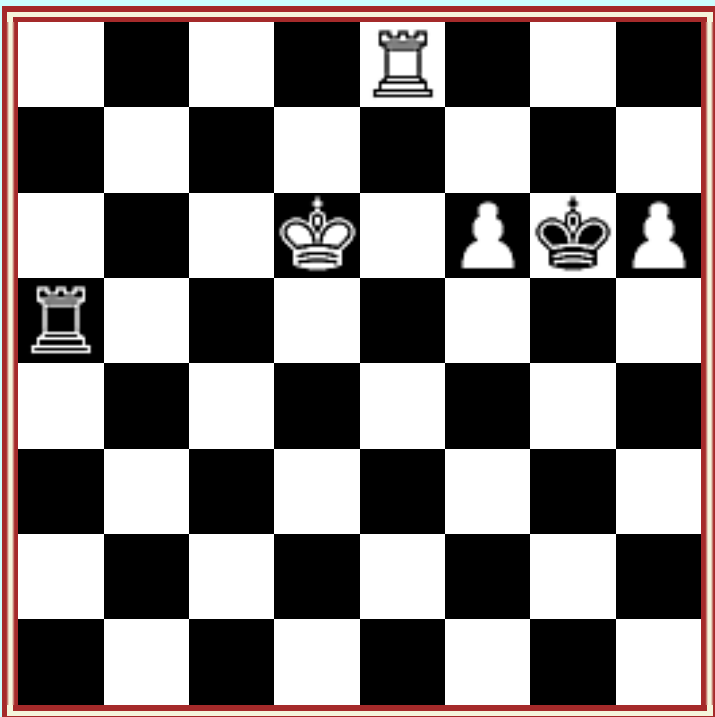
Position 21: Bondarevsky-Keres 1939 (RP+BP)





Black is in a good defensive position.

**85.Ra6 Rg2 86.Rc6 Rg1 87.Rd6 Rg2 88.Ra6 Rg1 89.Re6 Rg2 90.Ke5 Ra2
91.Kd6 Ra5 92.f6 Kg6 93.Re8**



And now a cute finish to draw.

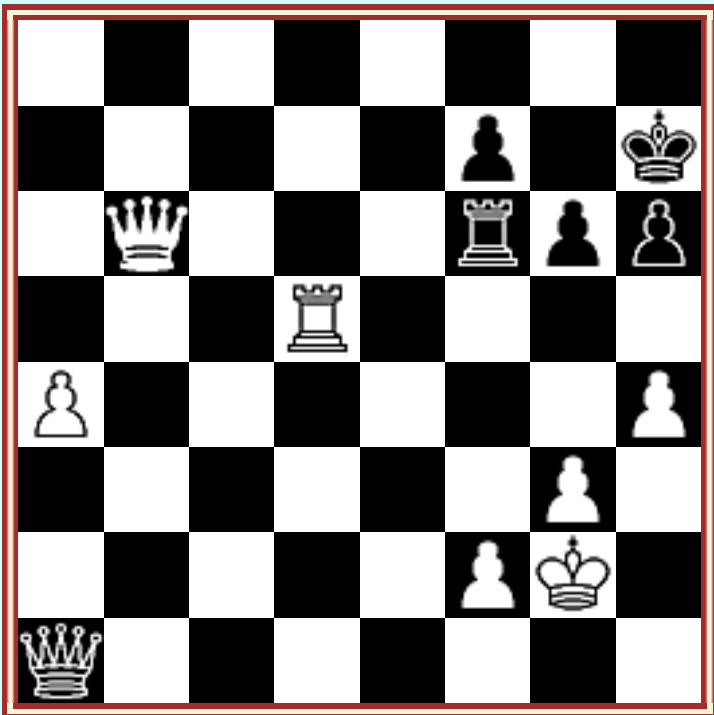
93...Ra6+ 94.Ke7 Rxf6 95.Rg8+ Kh7 96.Rg7+ Kh8 97.Kxf6 stalemate

1/2-1/2

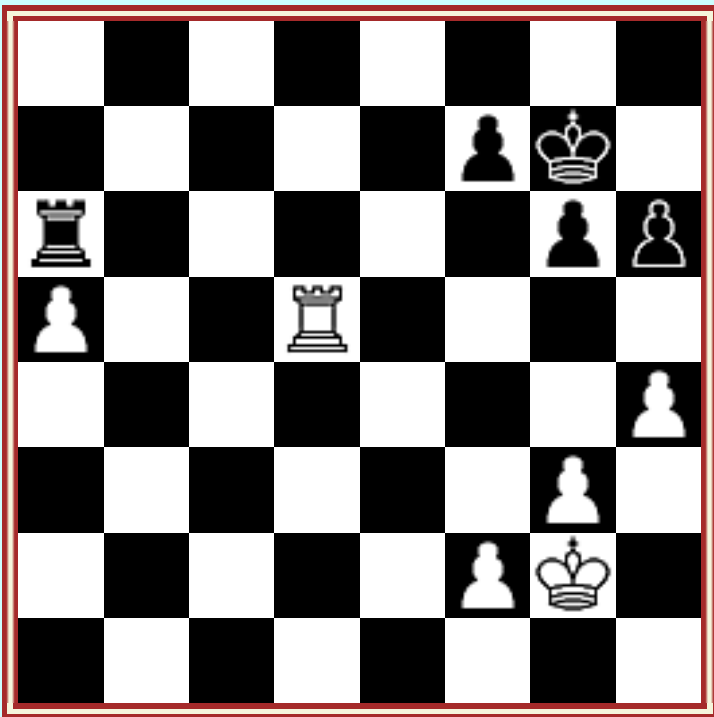
Example games: more complex Rook Endings

Alekhine, A - Capablanca, J [D51] Wch13-Buenos Aires (34), 1927: active Rook in attack

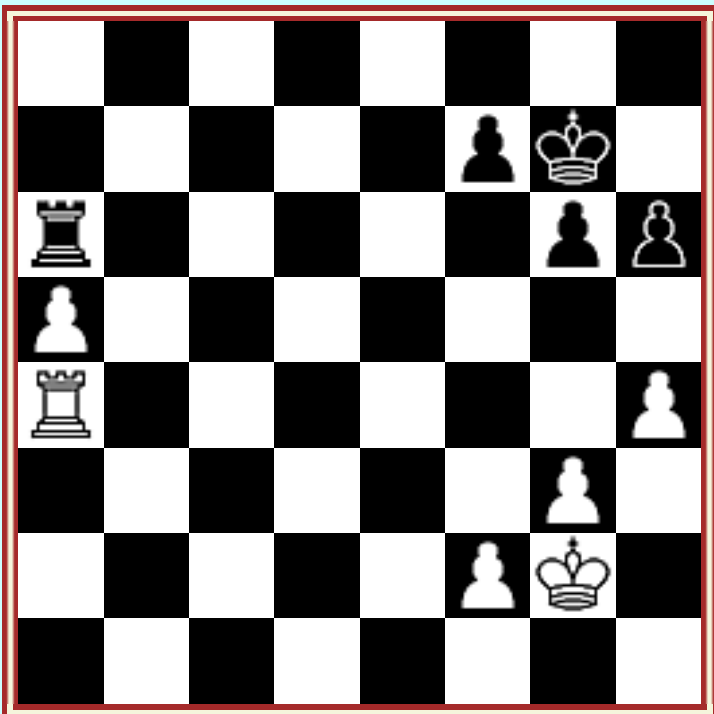
1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 c6 6.a3 Be7 7.Nf3 O-O 8.Bd3 dxc4 9.Bxc4 Nd5 10.Bxe7 Qxe7 11.Ne4 N5f6 12.Ng3 c5 13.O-O Nb6 14.Ba2 cxd4 15.Nxd4 g6 16.Rc1 Bd7 17.Qe2 Rac8 18.e4 e5 19.Nf3 Kg7 20.h3 h6 21.Qd2 Be6 22.Bxe6 Qxe6 23.Qa5 Nc4 24.Qxa7 Nxb2 25.Rxc8 Rxc8 26.Qxb7 Nc4 27.Qb4 Ra8 28.Ra1 Qc6 29.a4 Nxe4 30.Nxe5 Qd6 31.Qxc4 Qxe5 32.Re1 Nd6 33.Qc1 Qf6 34.Ne4 Nxe4 35.Rxe4 Rb8 36.Re2 Ra8 37.Ra2 Ra5 38.Qc7 Qa6 39.Qc3+ Kh7 40.Rd2 Qb6 41.Rd7 Qb1+ 42.Kh2 Qb8+ 43.g3 Rf5 44.Qd4 Qf8 45.Rd5 Rf3 46.h4 Qh8 47.Qb6 Qa1 48.Kg2 Rf6



It's all in the details. White swaps Queens when he can keep his Rook active. **49. Qd4 Qxd4 50.Rxd4 Kg7 51.a5 Ra6 52.Rd5**



52...Rf6 53.Rd4 Ra6 54.Ra4!



That's the one. Now White wants his King in. **54...Kf6 55.Kf3 Ke5 56.Ke3 h5 57. Kd3 Kd5 58.Kc3 Kc5 59.Ra2!** (pass: Black decides to put the King on guard duty) **59...Kb5**

[59...Ra7 60.a6 Kb6 61.Kb4]

60.Kb3 Kc5

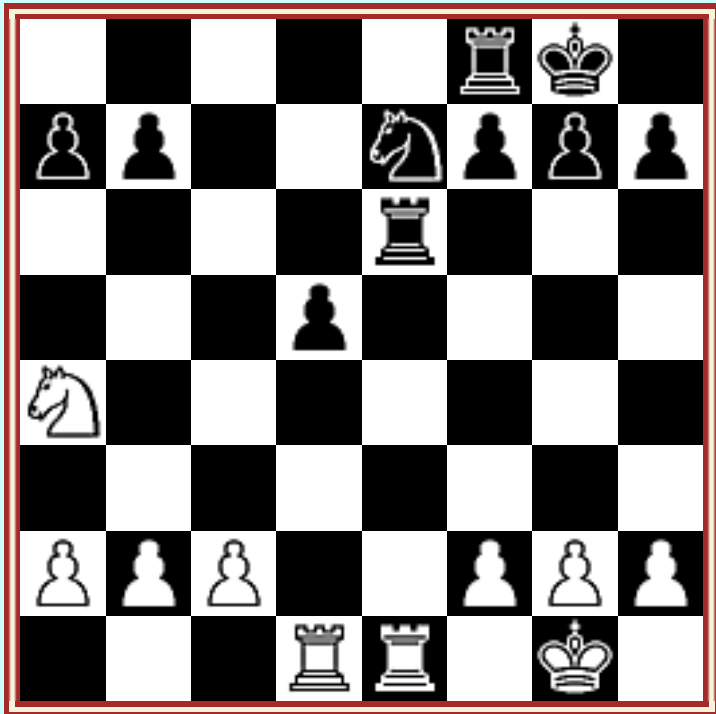
[60...Rxa5 61.Rxa5+ Kxa5 62.Kc4]

61.Kc3 Kb5 62.Kd4! Rd6+ 63.Ke5 Re6+ 64.Kf4 Ka6 65.Kg5! Re5+ 66.Kh6 Rf5 67.f4

[67.Kg7 Rf3 White triangulates. 68.Kg8 Rf6 69.Kf8 Rf3 70.Kg7 Rf5 71.f4!]

67...Rc5! 68.Ra3 Rc7 69.Kg7 Rd7 70.f5! gxf5 71.Kh6 f4! Black's doing his considerable best. 72.gxf4 Rd5 73.Kg7 Rf5 74.Ra4 Kb5 75.Re4! Ka6 76.Kh6 Rxa5 77.Re5 Ra1 78.Kxh5 Rg1 79.Rg5 Rh1 80.Rf5 Kb6 81.Rxf7 Kc6 82.Re7! 1-0

Bakulin - Dvoretzky,M, Moscow, 1974 (active Rook in defence)



18...Re6

I tried to think of something after

[18...Nc6 I became suspicious of the endgame after 19.c4 d4 20.Nc5 b6 21.Nd3 Vaganian, a specialist in the French Defence, assessed this position as highly unfavourable to Black.]

19.Nc5 Rxe1+ 20.Rxe1 Another intriguing idea immediately occurred to me:
20...Rc8!

[20...Ng6 21.Nxb7 Rb8 22.Nc5 Rxb2 23.Re8+ Nf8 looks very dubious 24.g3 f6 25.Nd7 Kf7 26.Rxf8+ Ke7 27.Rb8]

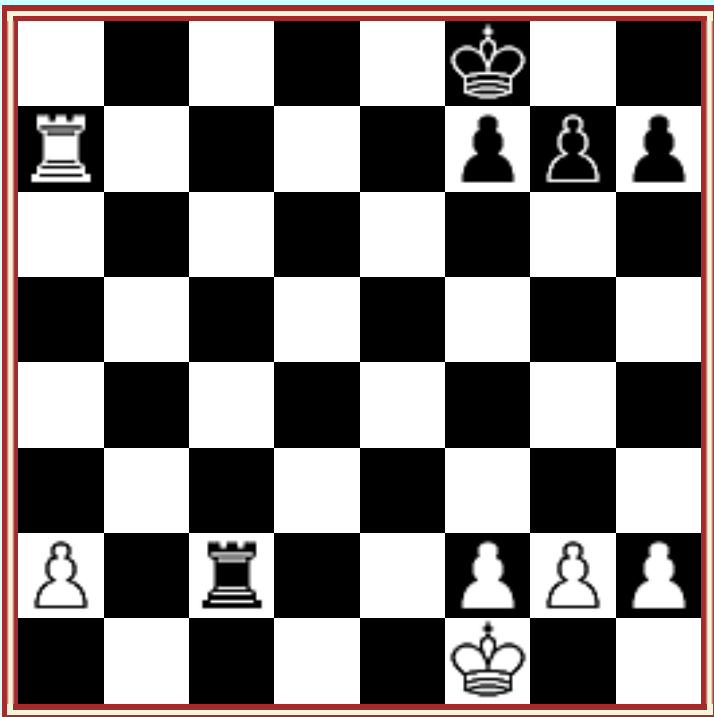
21.Rxe7 Kf8 An eye for combinations is sometime essential even in 'boring' endgames! **22.Rxb7**

[22.Re2 Rxc5=]

22...Rxc5 23.c3 d4 24.Kf1

[24.Rb3?? d3 25.Kf1 Re5]

24...dxc3 25.bxc3 Rxc3 26.Rxa7 Rc2



I knew for certain that this was a draw, and a fairly simple one at that, and so went for my combination without hesitation. **27.g3 g6 28.Kg2 Kg7 29.Kf3 h5 30.h4 Kf6 31.Ke3 Rc3+ 32.Ke4 Rc2 33.f3 Re2+ 34.Kf4 Rb2 35.Ra6+ Kg7 36.Ra3 Kf6 37.Ra6+ Kg7 38.Ra4 Kf6**

[38...Rf2!?!]

39.g4 hxg4 40.fxg4 Rf2+ 41.Kg3 Rc2 42.Rf4+

[42.g5+ Ke5]

42...Ke6 43.a4

[43.Rf2 Rc3+ 44.Kf4 f6]

43...f5 44.gxf5+ gxf5 45.Rf2 Rc4 46.Ra2 Rc3+ 47.Kf4 Rc4+ 48.Kg3

[48.Kg5 Rg4+ 49.Kh5 Kf6 50.a5?? Rg8]

48...Rc3+ 49.Kg2 Rc4 50.h5 Rh4 1/2-1/2

Duras, O - Capablanca, J [D37] rook ending: 4P/3P on same side (11), 1913

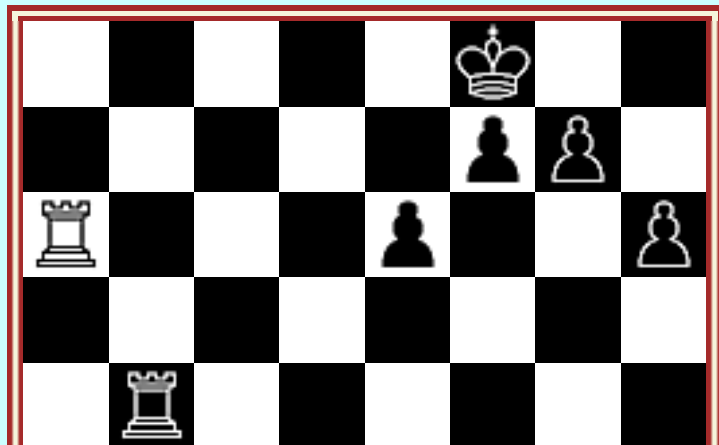
1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 dxc4 5.e3 a6 6.Bxc4 b5 7.Bd3 Bb7 8.a4 b4 9.Nb1 c5 10.O-O Nc6 11.dxc5 Bxc5 12.Qe2 Qd5 13.Rd1 Qh5 14.Nbd2 Na5 15.Nf1 O-O 16.Ng3 Qg4 17.e4 Nb3 18.Rb1 Rfd8 19.Be3 Nxe4 20.Bc2 Bxe3 21.Qxe3

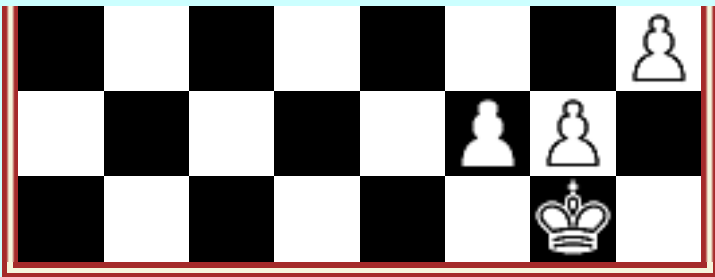
[21.Bxb3 Bxf2+ 22.Kh1 Bxg3]

21...Nbc5 22.h3 Qg6 23.Nxe4 Rxd1+ 24.Rxd1 Bxe4 25.Bxe4 Nxe4 26.Qd4 h6 27.Qxb4 Nf6 28.Qb7 Qe4 29.Qxe4 Nxe4 30.b4 Nc3 31.Rd3

[31.Ra1 Rb8 32.Ra3 Nd5]

31...Nxa4 32.Ra3 Nb6 33.Ne5 Kf8 34.Nd3 Nd5 35.Ra4 Rb8 36.Rxa6 Nxb4 37.Nxb4 Rxb4





Capa's play in this ending was so strong and convincing it took people a while to realise that this type of ending is probably a draw in theory

38.Ra7 h5 39.g3 h4 40.gxh4 ?

[40.g4]

40...Rhx4 41.Kg2 e5 42.Kg3 Rd4 43.Ra5

[43.h4]

43...f6 44.Ra7 Kg8 45.Rb7 Kh7 46.Ra7 Kg6 47.Re7 Rd3+

[47...Rd3+ idea 48.Kh4 Rf3]

48.Kg2

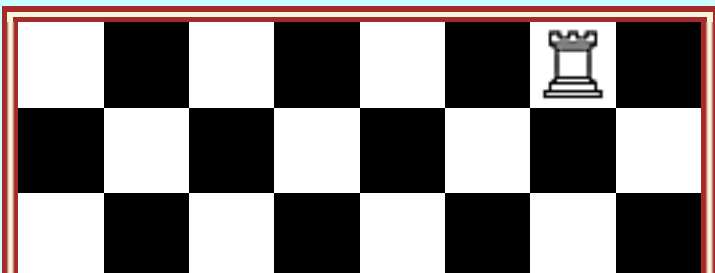
[48.f3 Kf5 49.Rxg7 e4 50.h4 Rxf3+;

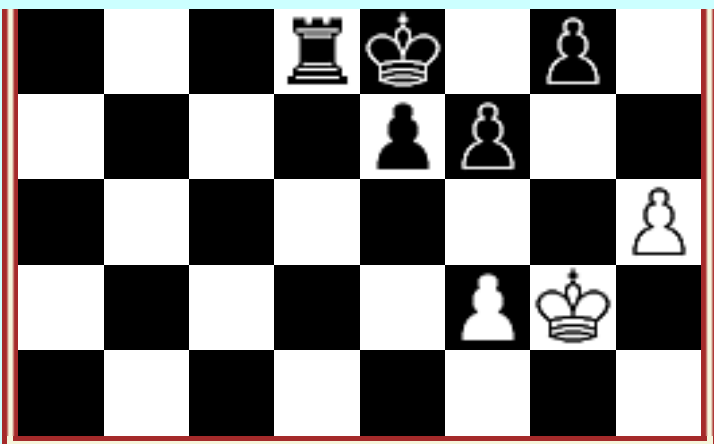
48.Kg4 f5+ 49.Kh4 Kf6 50.Ra7 g5+ 51.Kh5 Rxh3#]

48...Rd5 49.Kg3 f5 50.Ra7 Rd3+ 51.Kg2 e4 52.Ra4 Kg5 53.Ra5 g6 54.Rb5 Kf4 55.Ra5 Rd2 56.Ra4 Kg5

[56...g5 the game from Chernev gives this move as the game continuation, and then... 57.Rb4 Ke5 58.Rb5+ Rd5 59.Rb8 f4 60.Rg8]

57.Kg1 Kf4 58.Kg2 g5 59.Rb4 Ke5 60.Rb5+ Rd5 61.Rb8 f4 62.Rg8





this is the same position as in Chernev 's book **62...Kd4**

[62...Rd2 this also looks good: 63.Rxg5+ Kf6 64.Rg4 Kf5 65.Kf1 f3 66.Ke1 Re2+ 67.Kf1 Ra2 68.Ke1 Ra1+ 69.Kd2 Rf1 70.Ke3 Re1+ 71.Kd4 Re2 72.Rg8 Rd2+ 73.Ke3 Rd3#]

63.Kf1 Kd3 64.Ra8 e3 65.Ra3+ Ke4 66.fxe3 f3

[66...fxe3 this looks good, but fails: 67.Ra8 Rf5+ 68.Ke2 Rf2+ 69.Ke1 Kf3 70.Rf8 + Kg3 71.Re8 Rf3 72.Ke2]

67.Kg1

[67.Kf2 Rd2+ 68.Kg3 Rg2#]

67...Rd3

[67...Rd3 IDEA 68.Rxd3 Kxd3 69.Kf2 Ke4 70.Kf1 Kxe3 71.Kg1 Ke2]

68.Ra8

[68.Ra5 Kxe3 69.Re5+ Kf4 70.Ra5 g4 71.Ra4+ Ke3 72.Ra1 g3]

68...Kxe3 69.Re8+ Kf4 70.Rg8 Rd1+ 71.Kf2 Rd2+ 72.Kf1

[72.Kg1 g4 73.Rxg4+ Ke3 74.Rg8 having been lured to g4 there is no check for the rook on the e-file 74...Rd1+ 75.Kh2 f2 76.Re8+ Kd2 77.Rd8+ Kc2 78.Rxd1 else the Black K will run up the Q-side at the checking White rook 78...Kxd1 79.Kg2 Ke2]

72...Rh2 73.Kg1 Rxh3 74.Rg7 g4 75.Rg8 Kg3 ...and White resigned. So impressive was Capa's play that for years books suggested that this ending R+4P

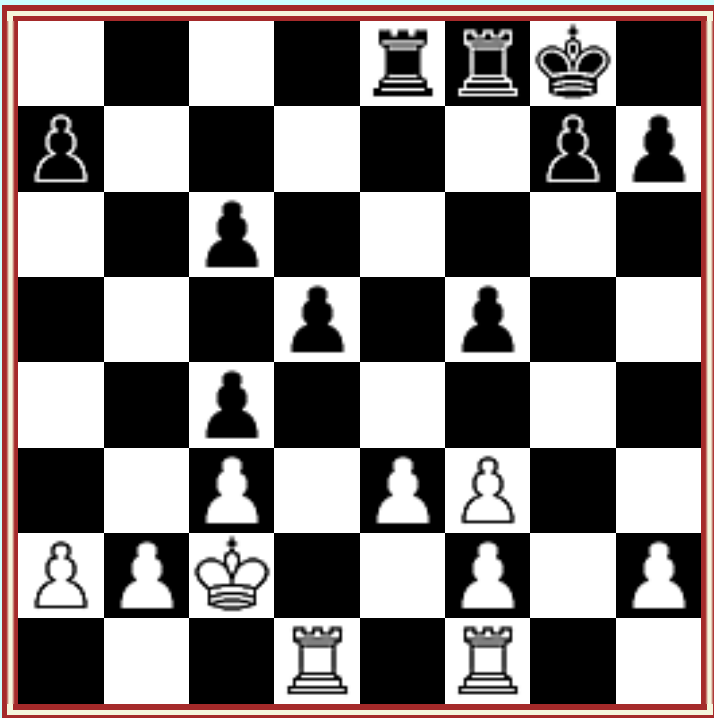
v. R+3P was a win, even with all the pawns on the same side of the board. Now, improvements for Duras are known.

[75...Kg3 76.Rf8 f2+ 77.Rxf2 Rh1+ 78.Kxh1 Kxf2 79.Kh2 g3+]

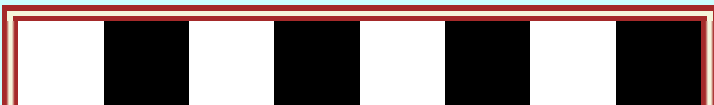
0-1

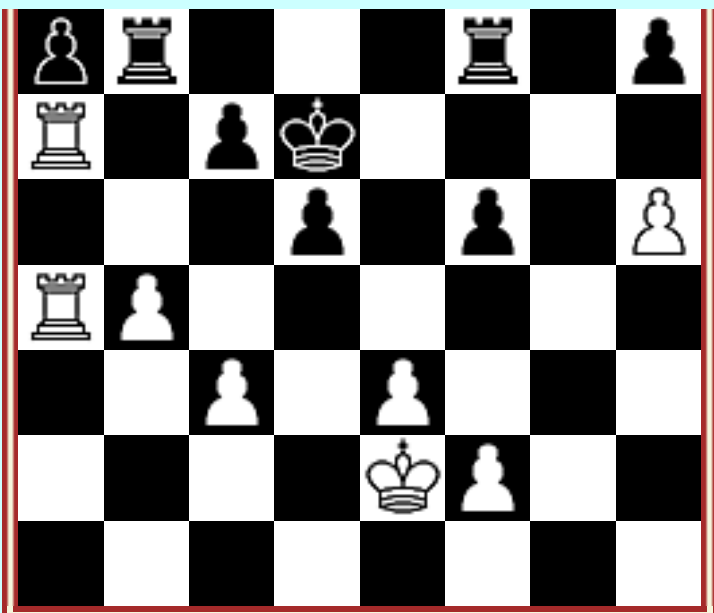
Capablanca, J - Kreymbourg, A [D02] 1910: a double Rook ending

1.d4 d5 2.Nf3 Nf6 3.Bf4 e6 4.e3 c5 5.c3 Nc6 6.Bd3 Bd6 7.Bxd6 Qxd6 8. Nbd2 e5 9.dxe5 Nxe5 10.Nxe5 Qxe5 11.Bb5+ Bd7 12.Qa4 Qc7 13.0-0-0 0-0 14.Bxd7 Nxd7 15.Nf3 Qc6 16.Qxc6 bxc6 17.Nd2 Ne5 18.Kc2 c4 19.Rhf1 f5 20.Nf3 Nxf3 21.gxf3 Rae8

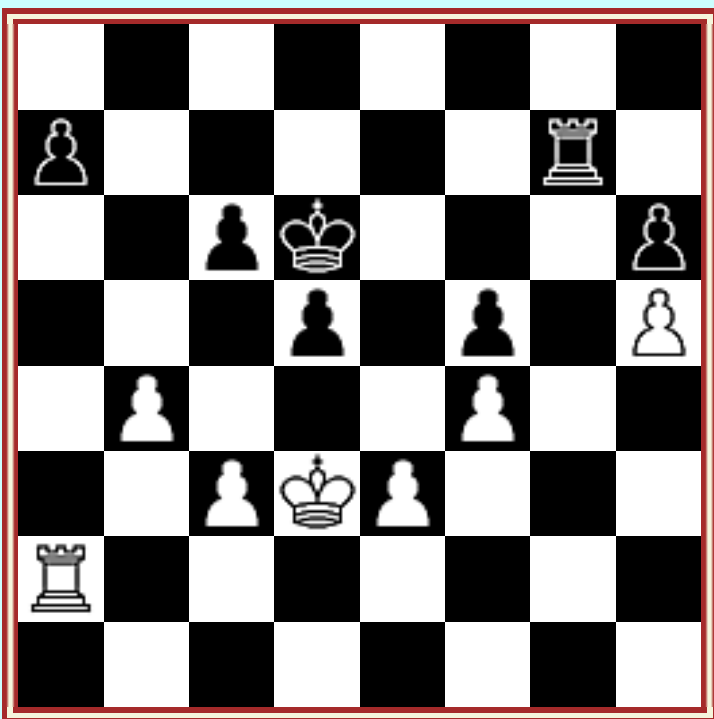


Black appears to have better Rooks, but the Q-side pawns are advanced and vulnerable. This vulnerability costs Black the a-file, and that costs him the activity of his Rooks. 22.Rd4 Rf6 23.b3 cxb3+ 24.axb3 Kf7 25.Kd3 Re7 26.Ra1 Ke6 27.Ra6 Rc7 28.Rda4 g5 29.h4 g4 30.Ke2 gxf3+ 31.Kxf3 Rff7 32.Ke2 Kd6 33.b4 Rb7 34.h5





White is well placed to attack several Black pawns. **34...h6 35.f4 Rg7 36.Kd3 Rge7 37.Ra1 Rg7 38.Kd4 Rg2 39.R6a2 Rbg7 40.Kd3 Rxa2 41.Rxa2**



We are now in a single-Rook ending. Black now gives up the open file. **41...Re7 42.Rg2 Re6 43.Rg7 Re7 44.Rg8 c5 45.Rg6+ Re6 46.bxc5+ Kd7 47.Rg7+ Kc6 48.Rxa7 Kxc5 49.Rf7 1-0**

Capablanca, J - Tartakower, S [A80] NY, 1924

1.d4 f5 2.Nf3 e6 3.c4 Nf6 4.Bg5 Be7 5.Nc3 0-0 6.e3 b6 7.Bd3 Bb7 8.0-0 Qe8 9.Qe2 Ne4 10.Bxe7 Nxc3 11.bxc3 Qxe7 12.a4 Bxf3 13.Qxf3 Nc6 14.

**Rfb1 Rae8 15.Qh3 Rf6 16.f4 Na5 17.Qf3 d6 18.Re1 Qd7 19.e4 fxe4 20.
Qxe4 g6 21.g3 Kf8 22.Kg2 Rf7**

[22...Qc6 23.Qxc6 Nxc6 24.c5 Re7]

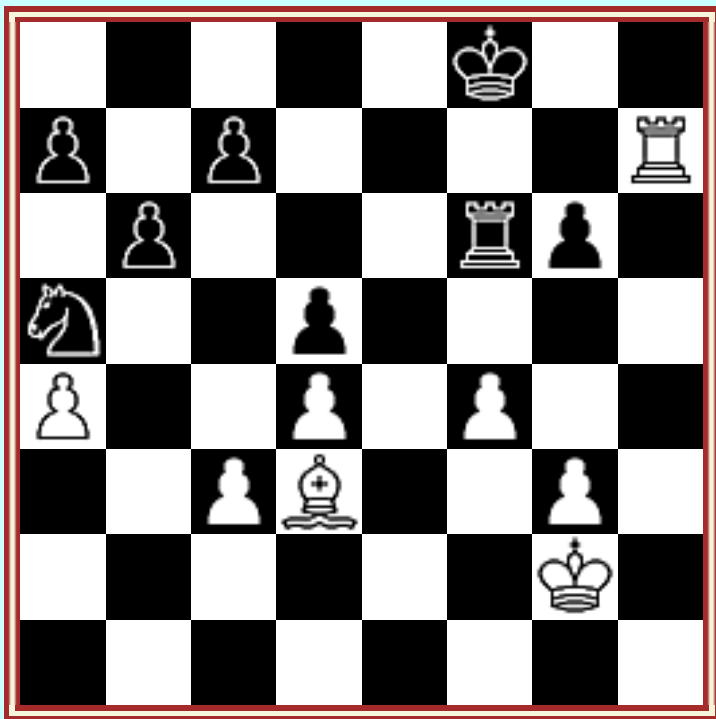
23.h4 d5 24.cxd5 exd5 25.Qxe8+ Qxe8 26.Rxe8+ Kxe8 27.h5 Rf6

[27...gxh5 28.Rh1 Kf8 29.Rxh5 Kg8 30.Rxd5]

28.hxg6 hxg6 29.Rh1 Kf8

[29...Ke7 30.Rh7+ Rf7 else 31.Rg7 31.Bxg6]

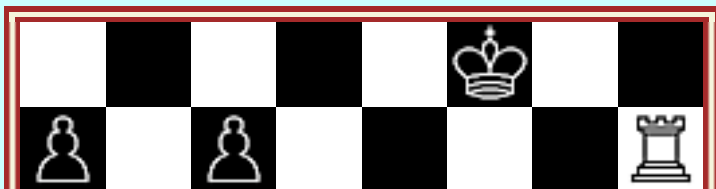
30.Rh7

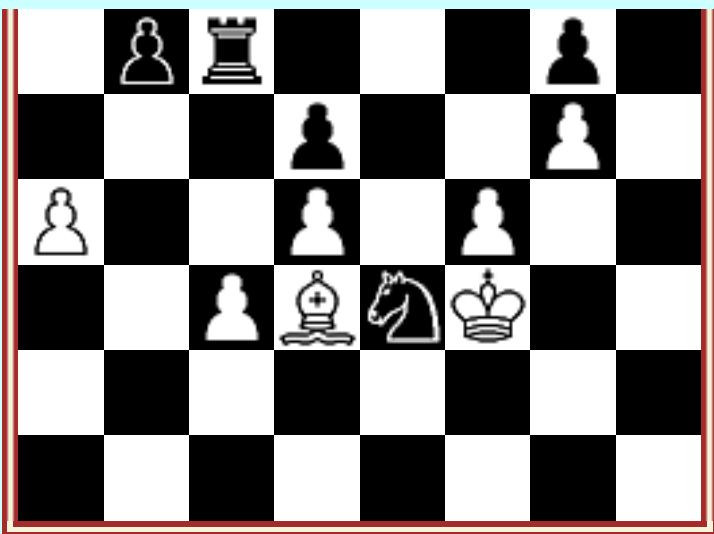


rook on the seventh **30...Rc6 31.g4**

[31.Rd7 ? 31...Nc4 32.Rxd5 Ne3+]

31...Nc4 32.g5 Ne3+ 33.Kf3

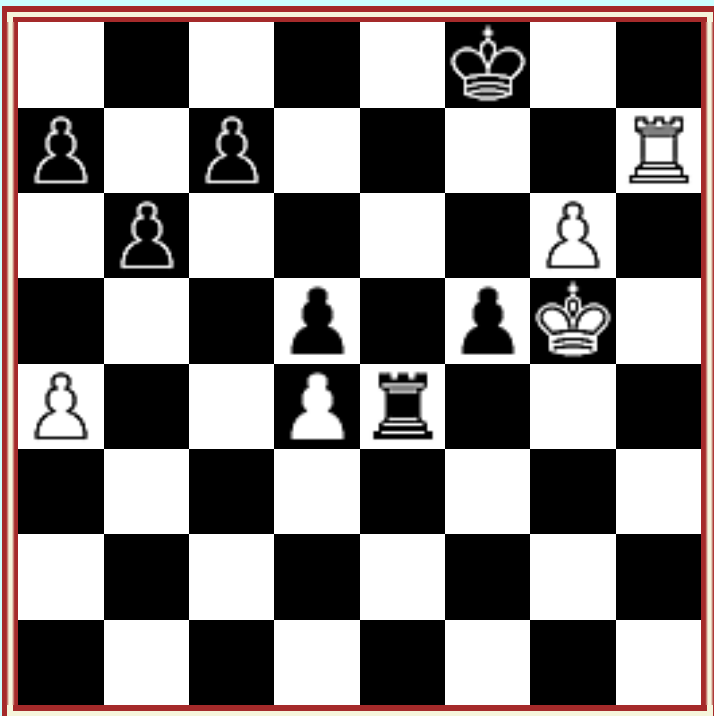




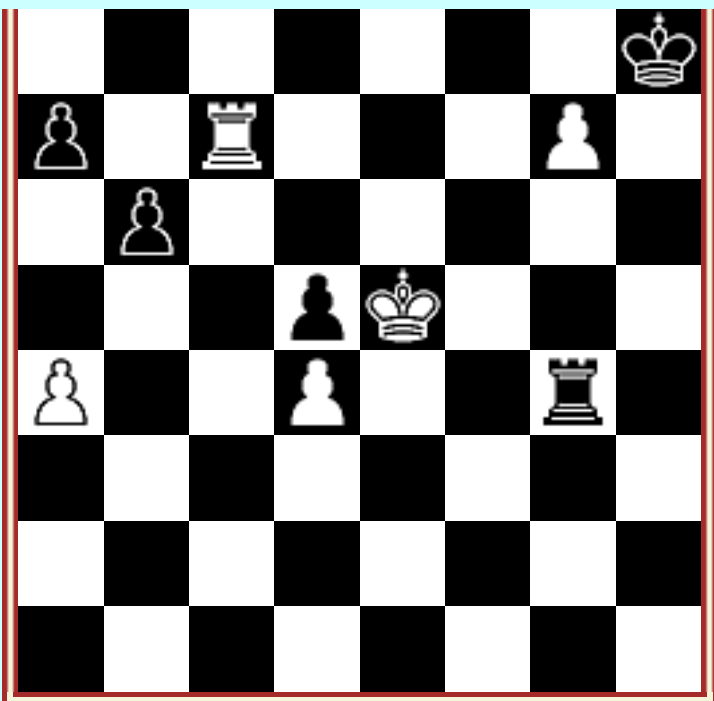
33...Nf5

[33...Nd1 this counterattack fails, because of White's strong King and K-side pawns 34.Rh6 Kg7 35.f5 Nxc3 36.Kf4 Ne4 37.Bxe4 dxe4 38.f6+ Rxf6+ 39.gxf6+ Kxh6 40.Kxe4 Kh7 41.Kd5 Kg8 42.Kc6 g5 43.Kxc7 g4 44.d5 g3 45.d6 g2 46.d7 g1Q 47.d8Q+ Kh7 48.Qe7+ Kh6 49.Qg7+ Qxg7+ 50.fxg7 Kxg7 51.Kb7 Kf7 52.Kxa7 Ke7 53.Kxb6 Kd7 54.Kb7]

34.Bxf5 gxf5 35.Kg3 Rxc3+ 36.Kh4 Rf3 37.g6 Rxf4+ 38.Kg5 Re4



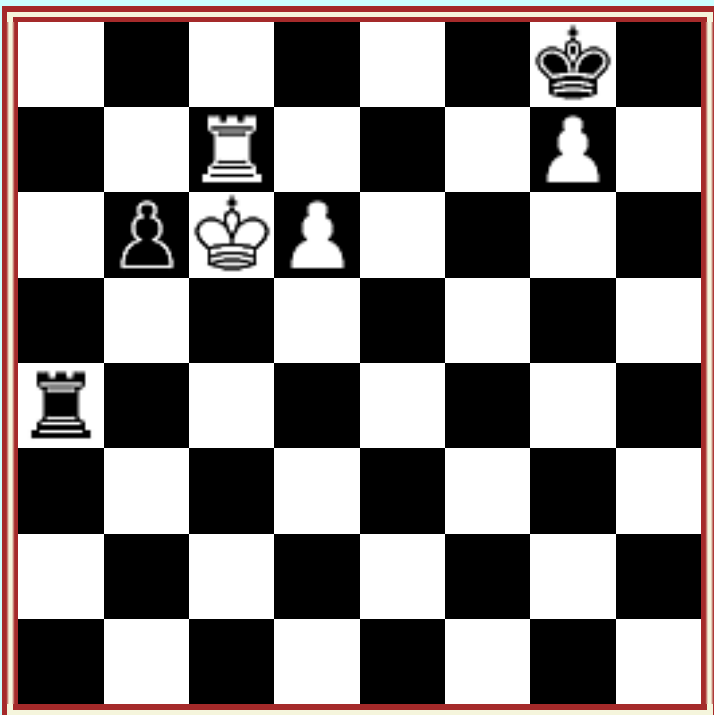
39.Kf6 using the f-pawn as cover 39...Kg8 40.Rg7+ Kh8 41.Rxc7 Re8 42.Kxf5 Re4 43.Kf6 Rf4+ 44.Ke5 Rg4 45.g7+



45...Kg8

[45...Rxc7 46.Rxc7 Kxc7 47.Kxd5 Kf7 48.Kd6 ! 48...Ke8 49.Kc7 Ke7 50.d5]

46.Rxa7 Rg1 47.Kxd5 Rc1 48.Kd6 Rc2 49.d5 Rc1 50.Rc7 Ra1 51.Kc6 Rxa4 52.d6

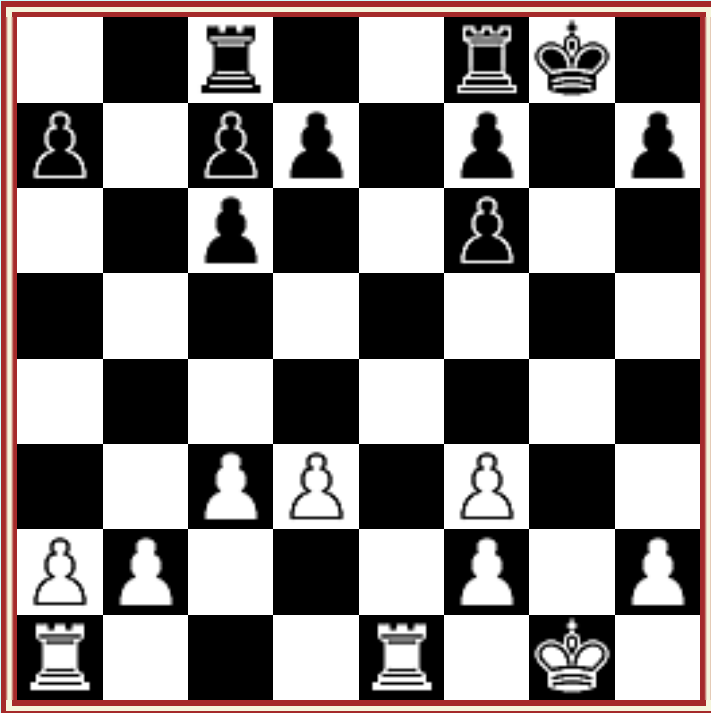


[52.d6 ! by declining the Kxb6 capture White's K gets shelter 52...Rd4 53.d7 Rc4+ 54.Kb7 Rd4 55.Kc8]

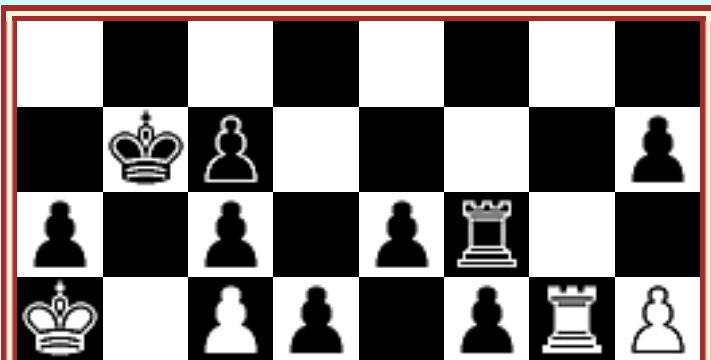
1-0

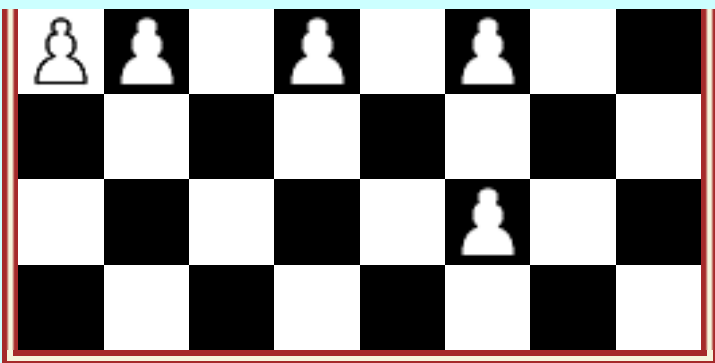
Capablanca, J - Kupchik, A [C49] rook ending: various themes, 1913

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Bb4 5.O-O O-O 6.Bxc6 bxc6 7.Nxe5 Qe8 8.Nd3 Bxc3 9.dxc3 Qxe4 10.Re1 Qh4 11.Qf3 Ba6 12.Bf4 Rac8 13.Be5 Bxd3 14.cxd3 Qg4 15.Bxf6 Qxf3 16.gxf3 gxf6

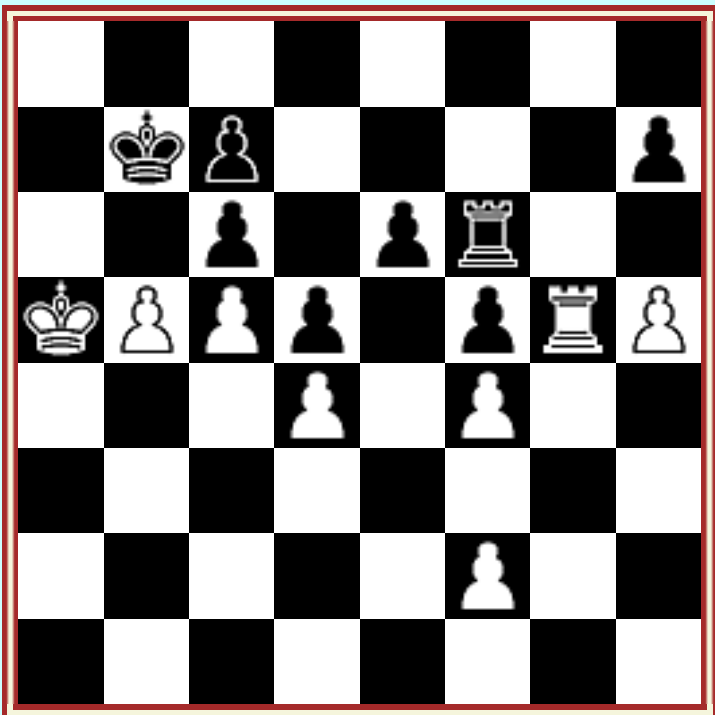


An early Rook ending: White is better not just because of the neater pawns but because he can immediately activate the Rook. **17.Re4 Rfe8 18.Rae1 Re6 19.R1e3 Rce8 20.Kf1 Kf8 21.Ke2 Ke7 22.Ra4 Ra8 23.Ra5 d5 24.c4 Kd6 25.c5 + Kd7 26.d4 f5 27.Rxe6 fxe6 28.f4** Clearing the third rank for the Rook. **28... Kc8 29.Kd2 Kb7 30.Ra3 Rg8 31.Rh3 Rg7 32.Ke2 Ka6 33.Rh6 Re7 34.Kd3 Kb7 35.h4 Kc8 36.Rh5 Kd7 37.Rg5 Rf7 38.Kc3 Kc8 39.Kb4 Rf6 40.Ka5 Kb7 41.a4 a6 42.h5 Rh6 43.b4 Rf6**





White is poised on both fronts. **44.b5** The only break, which also allows Black to become active. **44...axb5 45.axb5**



Defend or counterattack? **45...Rf8**

[45...Rf7 46.h6 Re7 47.Rg7 is hopeless: so Black must counterattack.]

46.Rg7 Ra8+ 47.Kb4 cxb5 48.Kxb5 Ra2 49.c6+ Kb8 50.Rxh7 White has an h-pawn. Can the lone Black Rook do enough to compensate? **50...Rb2+ 51.Ka5 Ra2+ 52.Kb4 Rxf2 53.Re7 Rxf4 54.h6 Rxd4+ 55.Kb5 Rd1 56.h7 Rb1+ 57.Kc5 Rc1+ 58.Kd4 Rd1+ 59.Ke5 Re1+ 60.Kf6 Rh1 61.Re8+ Ka7 62.h8Q Rxh8 63.Rxh8 Kb6 64.Kxe6 Kxc6 65.Kxf5 Kc5 66.Ke5 c6 67.Rh6 Kb5 68.Kd4 1-0**

Games:

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club:

Capablanca,J - Janowsky,D [C48] New York INT (3), 1913

This game was discussed at Exeter Chess Club training sessions on 13th/20th October 1998. The notes are based on those of Irving Chernev (Capablanca's 60 Best Chess Endings (OUP)) and liberally supplemented by comments and questions of the group, led by Tony Dempsey.

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5

Less experienced players are likely to be more comfortable in the open positions that arise after 4. d4, the Scotch Four Knights Game.

4...a6

The challenge to the Bishop, routine on move 3 of a Ruy Lopez, is here rather dubious. White has more than one way to maintain an advantage. Preference should be given to one of the alternatives:

[4...Bb4 is the reliable main line 5.0-0 0-0 6.d3 d6 7.Bg5 threatening Nd5 7...Bxc3 Defending against the threat; as ever, Black must be wary of maintaining symmetry for long. 8.bxc3 Black now unpins (the Metger unpin) 8...Qe7 9.Re1 Nd8 10.d4 Ne6 11.Bc1 is preferable and recommended by theory (11. Bh4?! is dubious due to the sensitivity of the f4 square. 11...Nf4 12.Nd2 Kh8 13.Bf1 Kamsky-Timman, 1991) 11...c5 12.Bf1



Most of you may be scratching your heads wondering what White is up to. According to theory the position is fairly balanced with both sides having opportunities for active play. But how confident would you be about handling White's position in practice? Do you close the centre with d4-d5, exchange with dxe5 or maintain the tension? How do you activate your Rooks and Bishops? Are those queen's-side Pawns going to be liabilities?;

4...Bc5 unusual 5.0-0 0-0 6.Nxe5 Nxe5 7.d4 Bd6 8.f4 Nc6 9.e5 with unclear complications 9...a6 10.Be2 Bb4 11.d5 Bc5+ 12.Kh1 Nxd5 13.Nxd5 d6 14.Bd3 dxe5 15.fxe5 Nxe5 16.Bxh7+ Kxh7 17.Qh5+ Kg8 18.Qxe5 Bd6 19.Qh5 f6 20.Bf4 Be6 21.Rad1 Bf7 22.Qf3 Bxf4 23.Nxf4 Qc8 24.Nd5 Bxd5 25.Qxd5+ Rf7 26.Rd3 c6 27.Qh5 Re7 28.Rh3 Qf8 29.Qh8+ Kf7 30.Rg3 Ke8 31.Rd1 g5 32.Qh5+ Qf7 33.Qh8+ Qf8 34.Qh5+ Qf7 35.Qh8+ Qf8 36.Rh3 Rg7 37.Re3+ 1-0 Short Nigel D-Adams Michael/Ch England (play-off), England 1992;

4...Nd4 Rubinstein's dynamic move]

5.Bxc6 dxc6 6.0-0

Capablanca characteristically opts for a quieter, more positional, approach to the position, one in which is however sufficient to retain some advantage.

[After 6.Nxe5! Black maintains material equality with 6...Nxe4 7.Nxe4 Qd4 8.0-0 Qxe5 but after 9.Re1 Be6 10.d4



Black's uncastled King and lack of development portend a winter of discontent

A) 10...Qf5 has been tried several times 11.Bg5 is natural, continuing development while preventing castling 11...Bd6 (11...h6!? 12.Qd3! and White's initiative persists) 12.Qd2 h6 (12...0-0? 13.Nxd6 cxd6

14.Be7) 13.Bh4 g5 14.Nxd6+! cxd6 15.Bg3 White enjoyed a clear plus in Yudasin-Sagalchik, Kemerov 1995;

B) 10...Qd5 was tried, but after 11.Ng5 (11.Bg5 plays for an attack on the King 11...Kd7 (idea ...Re8) 12.Rc1!? intending c2-c4 (Nunn)) 11...0-0-0 12.Nxe6 fxe6 13.Qg4 Qxd4 14.Qxe6+ Qd7 15.Qxd7+ Rxd7 16.Re8+ Rd8 17.Rxd8+ Kxd8 18.b3 Bc5 19.Bb2 Rf8 20.Rd1+ Kc8 21.Rd2 the resultant endgame, typical of the Ruy Lopez Exchange Variation, was better for White, there being no compensation for the doubled c-Pawns.; 6.d3 is possible refinement of White's plan, keeping open the option of castling long.]

6...Bg4 7.h3 Bh5

[7...Bxf3 submissive relinquishment of the Bishop pair hardly comes into the question, certainly for a two-Bishop man like Janowsky. 8.Qxf3 White would calmly prepare the pawn break f2-f4 as in the game.]

8.Qe2

[8.g4 "Winning the e-Pawn" with 8...Nxf4 (8...Bg6 9.Nxe5 does merit consideration, as the extra Pawn appears to outweigh the loosening of the castled King's defences, but Janowsky would undoubtedly have sacrificed a piece for two Pawns) 9.hxg4 Bxf4 Janowsky would be in his element pursuing the initiative against the exposed White King.]

8...Bd6 9.d3 Qe7



How should White proceed?

10.Nd1!

Once familiar with the Metger unpin manoeuvre, the purpose of this slightly surprising move will be quite clear. As the position is going to remain closed for some time yet, Capablanca needn't be in a hurry to develop the queen's-side, particularly when it is not yet clear where they belong.

[10.Bg5 attracted some support on the night, but, as usual, it is inadvisable to pin the opponent's King's Knight when we have castled but our opponent has not. In the absence of a threat to capture, the Bishop sortie would merely provoke ...h6 and ...g5-g4, with an initiative for Black against the White King.;

10.Be3 was also suggested. But what is the plan? A future d3-d4 might prove double-edged, opening the position for the Black Bishops and Rooks. Black might restrain the advance with ...c6-c5: although the d6 Bishop looks none too attractive, White has still to solve the problem of the pin on the Nf3.]

10...0-0-0

Janowsky optimistically seeks to hold on to the Bishop pair, but to no avail.

[10...Nd7 was proposed by Lasker to seek counterplay 11.Ne3 Bxf3 12.Qxf3 g6 with the idea of ...f7-f5]

11.Ne3 Bg6 12.Nh4 Rhg8 anticipating the attack on g7 by a Knight on f5

13.Nef5 Qe6

14.f4!

The tactical threat is 15. Nxd6+ Qxd6 16. f5 Bh5 17. g4 and Black's once-proud Bishop is caught in a Noah's Ark Trap. The strategical idea is to open the f-file, when White will have no doubt where the Rooks are headed.

14...Bxf5 15.Nxf5 exf4 16.Bxf4 Bc5+ 17.Be3 Bf8

The Bishop is passively placed but plays an important role in shoring up the King's-side. Capa elects to exchange it off.

18.Qf2 Rd7 19.Bc5 Bxc5 20.Qxc5

threat Qc5-a7-a8+

20...Kb8

The Pawn position is in White's favour, and he plans to turn it to account like this:

(a) to double Rooks on the f-file to induce the inevitable advance ...f7-f6;

(b) to exchange Queens and Knights,

(c) to advance the g-Pawn to g5, eliminate the f-Pawn and create a passed White e-Pawn. [If Black recaptures with the Pawn on f6, he will then acquire a permanent weakness; this minority attack by White has a subtle sting]

(d) then - well, the rest is a matter of endgame technique, which, even then, Capablanca had at his fingertips.

21.Rf2

idea Ra1-f1 and Nxc7!, winning a Pawn

21...Ne8 22.Raf1 f6

sooner or later this move had to be made

[22...Qxa2? 23.Ne7 Rh8 24.Rxf7 lets the enemy into camp]

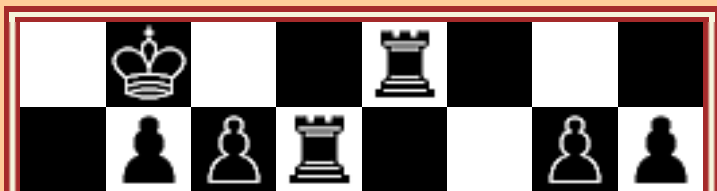
23.b3 Nd6 24.Rf4

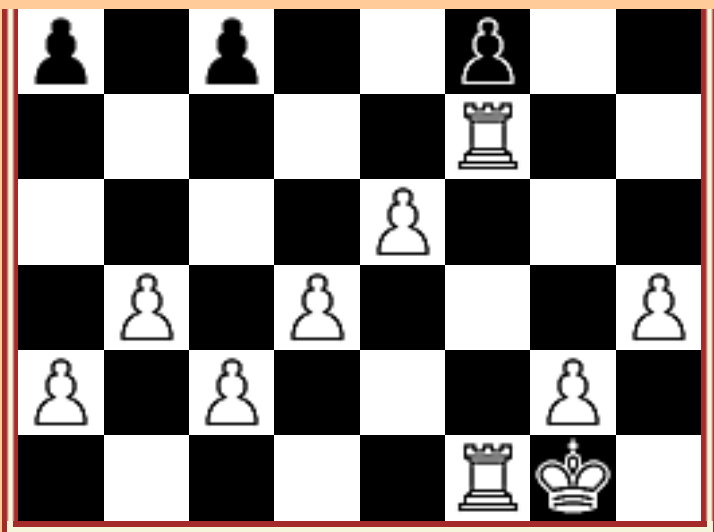
Black now faces a critical decision - to stay in a middlegame or exchange into an ending. It's not unusual for errors to be made at this key moment...

24...Nxf5?

Janowsky undoubtedly recognised that he stood worse, but evidently felt he would be less badly off in the double-Rook ending, underestimating White's chances. Moral: studying the ending improves your handling of the middlegame. Recommended reading: MEDNIS, From the Middlegame to the Endgame.

25.Qxf5 Qxf5 26.Rxf5 Re8





White has several advantages (active Rf5, pressure on f6, potentially more active King which will run to e3 supporting the central Pawns). Black's Rooks are hampered by being defensive. [The activity of the Rooks is key in these endgames.]

The hobbled c-Pawns cannot be easily dissolved since ...b6 is met by b3-b4. Capa plans to create a passed e-pawn, which will be his winning trump. He will move the King to e3, advance the g-Pawn, and then advance the central Pawns. He will do this while restraining any attempt by Black to become active on the queen's-side.

27.g4!

The first step in the process. Note that with Queens still on the board, the minority attack would involve the liquidation of the White King's Pawn cover. This would probably mean that another plan would have to be found for White, unless the King could first be separated over to the Queen's-side. This same strategy - the minority attack - is also seen in the Queen's Gambit Exchange Variation. There the White b-Pawn advances to strike a target at c6. Black's preferred response would be a minority attack with ...f7-f5-f4, though, due to the positioning of the minor pieces, this is difficult to achieve.

Recommended reading:

Black holes on the Chess Board - Cougar Irons

The Tao of Chess - Frijtof Fischer

The Tao of Potboilers - R D Keene.

27...b6

hoping for something like ...c5, ...Kb7-c6, ...b5 and ...c4, liquidating the doubled Pawns and empowering the Rooks.

28.b4! Stopping any undoubling of the Pawns. Capablanca must expose his Pawns trying to restrain Black, and could make this move only after carefully calculating that this looseness could not be exploited. **28...Kb7 29.Kf2 b5** Planning now to open the a-file. **30.a4! Rd4**

[30...bxa4 31.Ra1]

31.Rb1 What's this? The White Rook forced to be passive? Back at move 28 this is what White had to calculate: that, temporarily, White drops the Rook back, so the Black Rook can next be expelled, and the White Rook returned to active duty.

31...Re5 32.Ke3 Rd7

[32...Rxf5 33.gxf5 Rd7 34.d4 and White is winning]

33.a5!

fixes Black's Pawns on the Queen's-side, and lets White concentrate on the King's-side.

33...Re6

34.Rbf1

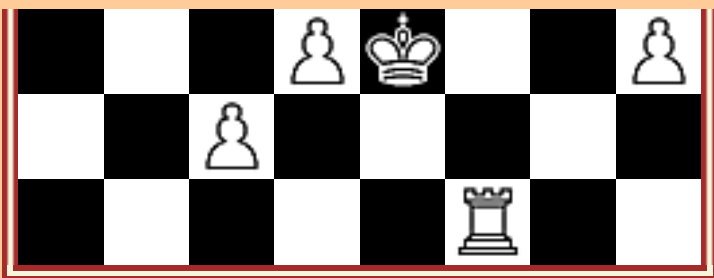
"I'm back!". Recommended reading for Black: The Book of Common Prayer.

34...Rde7 35.g5 fxe5

[35...Rf7 36.d4 with Rf1-f4 and e4-e5]

36.Rxe5





Capablanca says at this point that his chances of winning are excellent. He cites these advantages:

- (a) he has a passed Pawn;
- (b) his King position is ideal, eyeing d4, c5 and the King's-side
- (c) his Rook commands the only open file.

36...Rh6 37.Rg3 Rhe6

restraining d3-d4

38.h4 g6 39.Rg5

planning h4-h5, fixing some sort of isolated weakness

39...h6

[39...Re5 40.Rf8 Re8 41.Rxe5 Rxe5 42.Rf4 is also easy sailing for White]

40.Rg4 Rg7

(else Rf1-f8-g8)

41.d4 Kc8 42.Rf8+ Kb7

[42...Kd7 43.Ra8]

43.e5 g5 44.Ke4 Ree7 45.hxg5 hxg5

[45...Rxc5 46.Rxc5 hxg5 47.Rg8 loses a Pawn without affording any relief]

46.Rf5 Kc8 47.Rgxg5 Rh7 48.Rh5 Kd7 49.Rxh7 Rxh7 50.Rf8 Rh4+ 51.Kd3 Rh3+ 52.Kd2 c5

[52...Rh4 53.Kc3 Rh3+ 54.Kb2 Rh4 55.c3 Rh2+ 56.Kb3]

53.bxc5 Ra3 54.d5 1-0

[54.d5 Rxa5 55.Rf7+ Kd8 56.c6 b4 57.Rf8+ Ke7 58.d6+! cxd6 (58...Kxf8 59.dxc7) 59.c7 winning]

"*Capablanca's play was beyond reproach, and he executed his plan in a very able manner.*" said Lasker. It is also important to note that Black's unsuccessful attempt to generate play on the queen's-side in the end left an embarrassing set of weaknesses - c5,c6,a6 - each of which played its own role in his demise. Could Janowsky have improved his defence around moves 27-29?

1-0

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Winning Drawn Endgames

1. List of games:
 2. [Blackmore - Isaac \(116\) \(3\), 1995](#)
 3. [Miles,AJ - Webb,S \(Birmingham\) 1975](#)
 4. [Cooper - Hebden \(Lutterworth\) 1986](#)
 5. [Wilcox, RJ \(154\) - Regis, D \(168\) \(Paignton #3\) 1996](#)
 6. [Capablanca,Jose - Vidmar,Milan sr \[New York \] \(12\) \[C98\] 1927](#)
 7. [Capablanca,Jose - Corzo y Principe,Juan \(Havana m \) \(09\) \[A83\] 1901](#)
 8. [Marshall-Capablanca, 1909](#)
 9. [Democrito - DrDave: EICS rated blitz game EICS, Aarhus, Denmark \(-\), 1997](#)
-

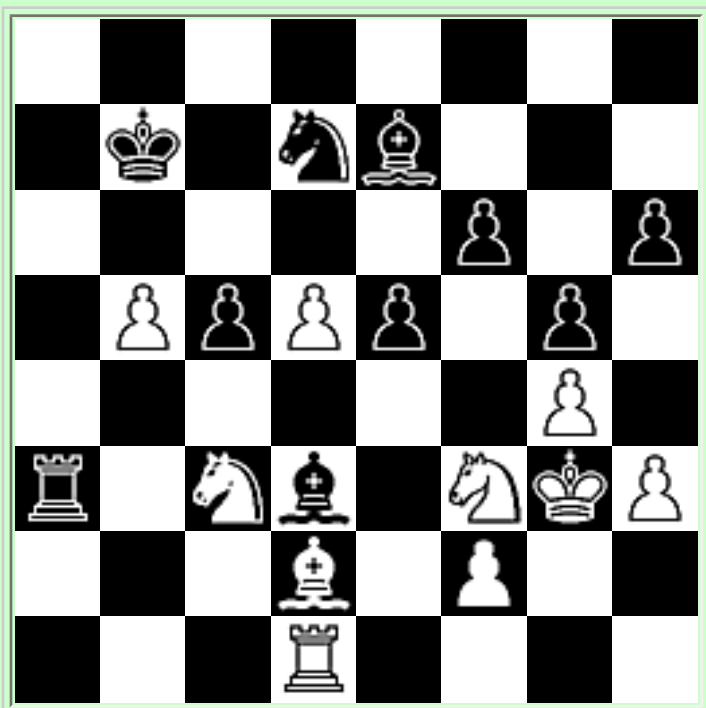
Target 100: winning from drawn endgame positions.

Two observations:

1.

When you look at the games of club players, you often see draws agreed in positions which are clearly better for one side, e.g.:

Blackmore - Isaac (116) (3), 1995



Black to move

Move chosen: draw agreed

Better move(s): 33...c4

Commentary:

Black has generally better pieces and two Bishops, while White has little play. If you look around the position there are lots of little ideas for Black (...Rb3, ...Be2) and few for White. The pawn move suggested gives the Black Knight a superb post and releases the Bishop on e7. I don't mean to pick on Mark, I've done the same myself (more than once!), but the point must be made.

2.

When you read books about Capablanca, you read comments like:

"Whether this advantage is decisive or not does not interest Capablanca. He simply wins the ending! That's why he is Capablanca!" -- EUWE

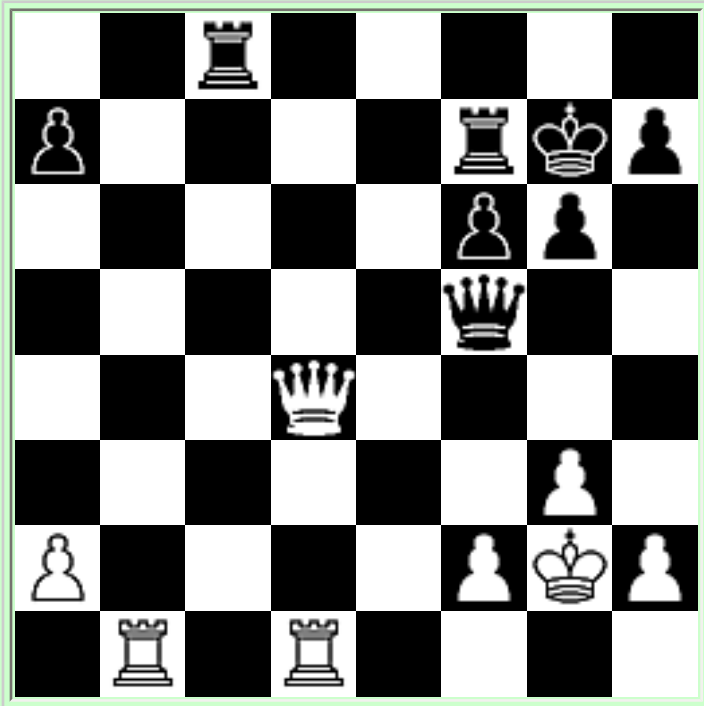
Can we become more like Capablanca?

Most people would say no, because Capa is a genius, with almost faultless insight into the theory of endgames. But you don't need to be a genius to win drawn endgames. Have a look at this one from

"Chess for Tigers":

Miles,AJ - Webb,S (Birmingham) 1975

(wKg2,Qd4,Rb1,d1,Pa2,f2,g3,h2; bKg7,Qf5,Rc8,f7,Pa7,f6,g6,h7)



Webb was surprised and I guess a little peeved that Miles refused a draw in this position.

23... Rc2 24. a3 Qc5 25. Rb3 Qxd4?

Simplifying but going on the defensive - a needless concession.

[25... Re7]

[25... Rc7 26. Rf3 Qc6]

26. Rxd4 Re7 27. Ra4 Kf7 28. Ra6

White has contrived a little threat, which costs nothing, and Black might be careless...

28... Rce2 29. Rb4

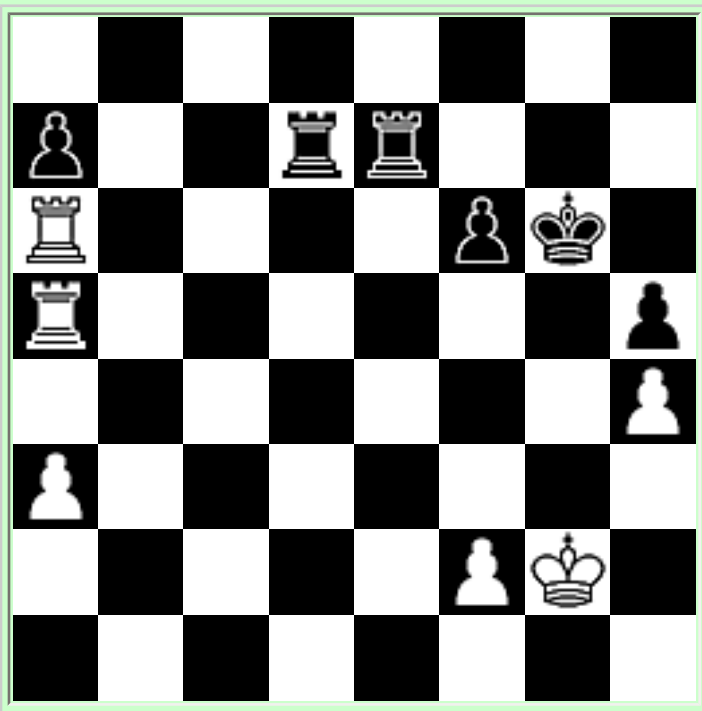
[29. Rf3 R2e6]

29... Rd7 30. Rba4 Ree7 31. g4! h5?

Creating targets on the King's-side - another concession. Holding tight would have allowed a weakened square on f6 but White has no way through.

[31... Kg7 32. h4 Kf7 33. g5 fxg5 34. hxg5 Kg7 35. Rf6]

32. gxh5 gxh5 33. R4a5 Kg6 34. h4



Now, this is probably still drawn, but Black has slipped a long way back since the first diagram.

34... Rc7? Careless.

[34... Rf7]

35. Rg5+ Kf7 36. Rxh5 Kg7

Now it's lost. The technical phase may give White problems, but that's not the point: Black should never have lost the Pawn.

37. Rf5 Rf7 38. Kg3 Rc3+ 39. f3 Rc1 40. Rfa5 Rcc7 41. Kg4 Rc4+ 42. f4 Rcc7 43. Kf5 Rb7 44. a4 Rbc7 45. h5 Rb7 46. h6+ Kxh6 47. Rxf6+ Kg7 48. Rxf7+ Kxf7 49. Ra6 Rc7 50. Kg5 Kg7 51. f5 Rd7

52. a5 Rc7 53. Rd6 Kf8 54. Rd8+ Ke7 55. Rh8 Kd6 56. Kg6 Rc1 57. Ra8 Ke5 58. Re8+ Kf4 59. f6 Rg1+ 60. Kf7 Ra1 61. Kg7 Kf5 62. f7 Rg1+ 63. Kf8 Kg6 64. Re6+ 1-0

What's going on here? It's not chess theory or insight, but psychology.

White was playing as though he was going to win. He kept trying to put pressure on the opponent, collecting little advantages, looking for opportunities.

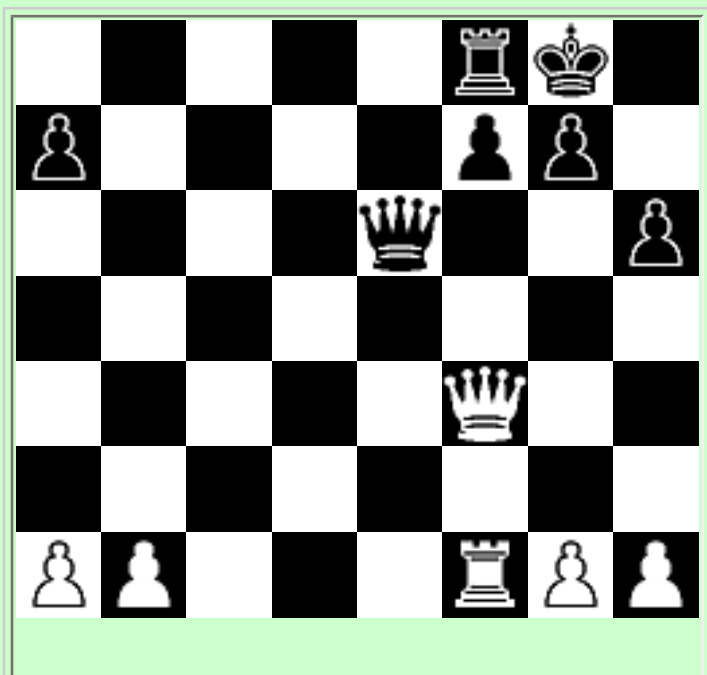
Black was playing as though he was trying to draw. In fact, he tried and failed. He kept solid, but passive, and kept making little concessions - and the biggest concession really was his attitude.

Black should have been playing much more assertively, not thinking about the result, but the position, trying to play the strongest and most active moves, making concessions only when forced to. In fact, it is said in truth that the best way to draw is to play for a win. Not in a reckless way that Tarrasch wryly termed "playing for the loss", but rather like Miles did - keep playing actively - and not like Webb did - don't give an inch that you aren't forced to.

Once we have realised this, we can see it in other games:

Cooper - Hebden (Lutterworth) 1986

(wKg1,Qf4,Rf2,Pa2,b2,g2,h2; bKg8,Qe6,Rf8,Pa7,f7,g7,h6)





Completely drawn, but probably so is the starting position of a game of chess! You must play actively, make the most of your assets, and set your opponent problems. White has a Queen's-side majority, which must be advanced. Black must advance his majority on the King's-side.

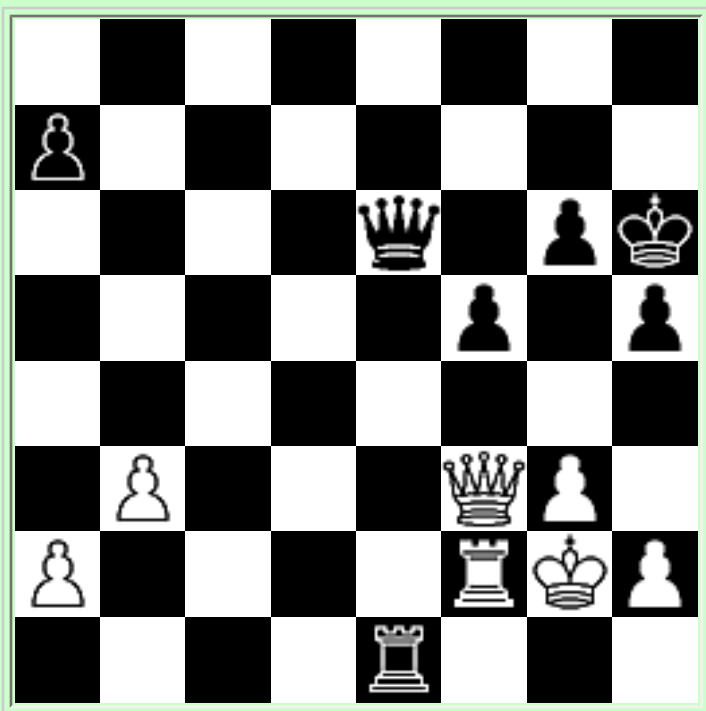
1. b3 Rd8 2. Qf3 Rc8 3. g3 Rc1+ 4. Kg2 Re1 5. Qa8+ Kh7 6. Qf3

[6. Qxa7 Qe4+]

6... Kg6 7. Qd3+ f5 8. Qf3

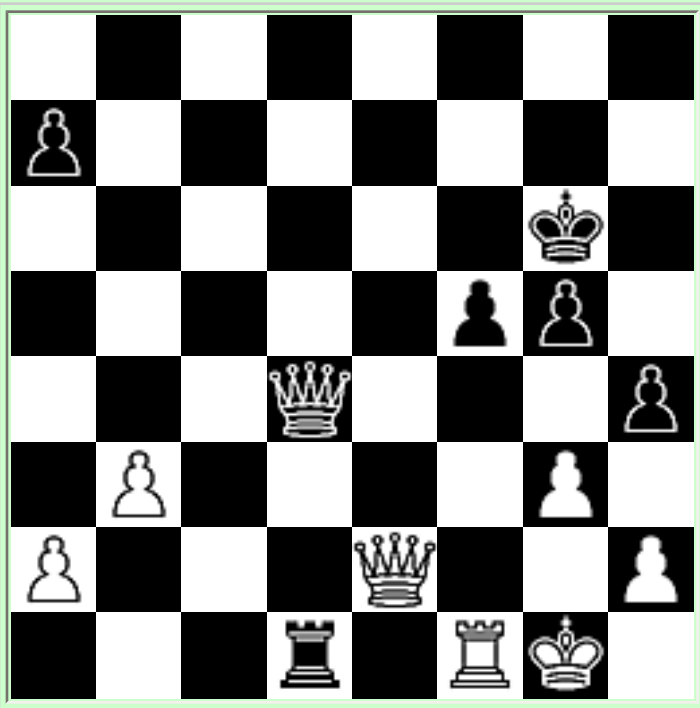
White is just hacking about, perhaps thinking vaguely about perpetual check, waiting for the draw to turn up. These hopeful checks are actually time-wasters, and hope gradually fades...

8... Re3 9. Qb7 Kh7 10. Rf3 Re1 11. Rf2 h5 12. Qf3 g6 13. Qb7+ Kh6 14. Qf3



Black is making progress, White none. Compare the first diagram!

14... Re4 15. Qc3 g5 16. Qh8+ Kg6 17. Qc3 Qd5 18. Kg1 h4 19. Qd2 Rd4 20. Qe2 Rd1+ 21. Rf1 Qd4
+

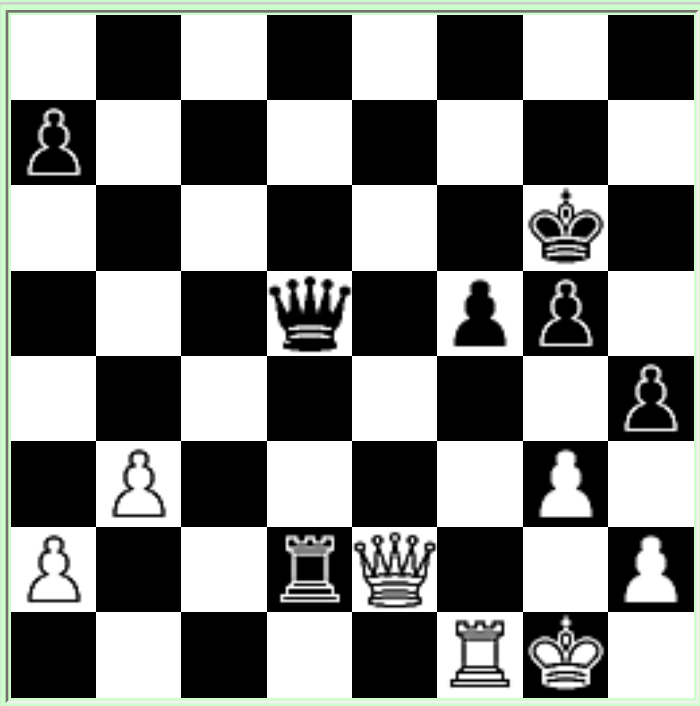


White is almost lost.

22. Kh1

[22. Qf2 Qxf2+ 23. Kxf2 Rd2+ loses a Pawn, but that may have been the best chance.]

22... Qd5+ 23. Kg1 Rd2

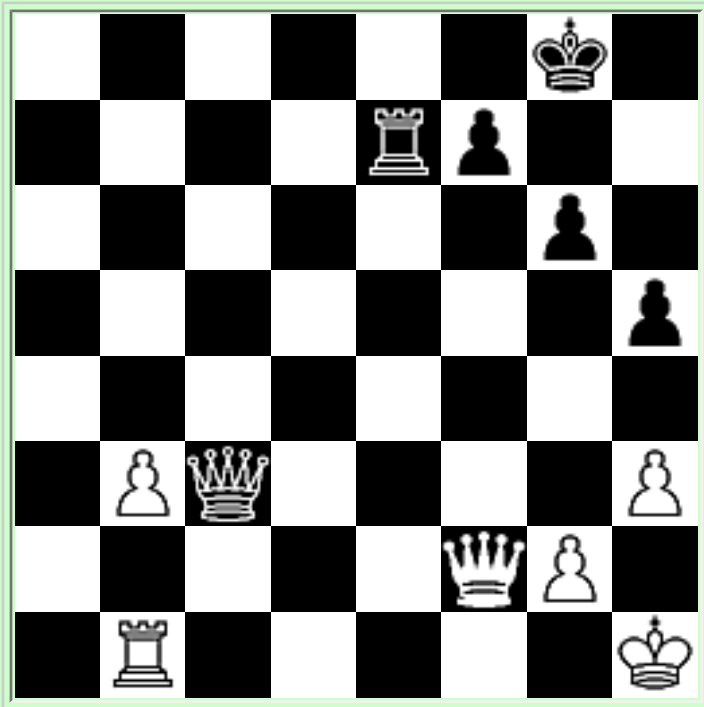


Winning? White must go for perpetual, Black must make a break for the Queen's-side.

24. Qe8+ Kg7 25. Qe7+ Kh6 26. Qf6+ Kh5 27. Qh8+ Kg4 28. Rf4+ gxf4 29. Qxh4+ Kf3 30. Qxf4+ Ke2 31. Qf1+ Ke3 32. Qf4+ Kd3 0-1

And, if you will forgive the immodesty, once you have seen this done, you can even imitate it.

Wilcox, RJ (154) - Regis, D (168) (Paignton #3) 1996



I did have the advantage earlier, but was now struggling to draw.

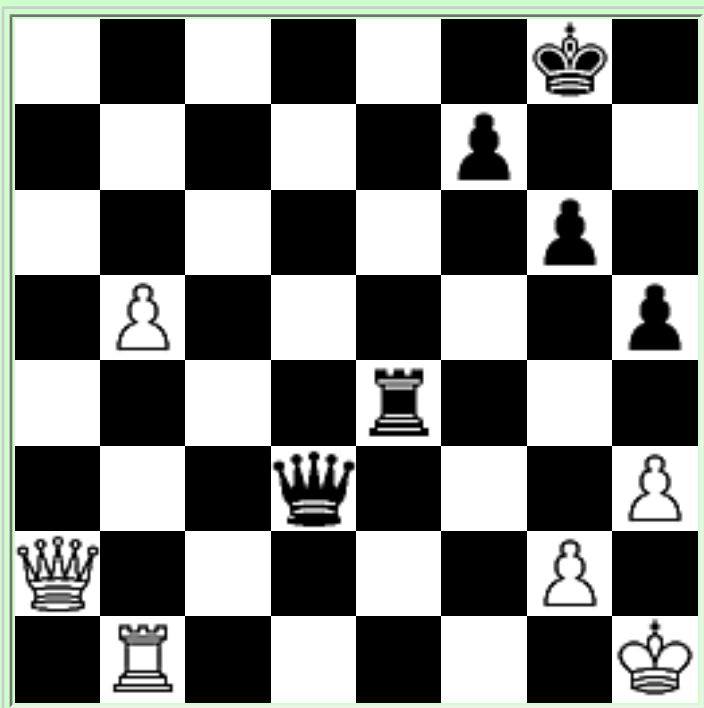
40. b4 Re4

Time control, and I offered a draw. Declined! So, Black must fight like fury. Activity is everything, going passive is equivalent to resigning.

41. b5

[41. Rf1]

41... Qd3 42. Qa2



I had to seal a move here. While I was fiddling with envelopes, Peter overheard him say to a friend of his "*I should win this won pretty quickly*" (!). Black is genuinely in difficulty (once that Pawn takes another step, Black can start to worry!) But Black has the move.

42... Re2 (Sealed)

43. Qa8+?

This "hopeful check" actually just exposes the Rook.

43...Kh7 44. Rf1 Re7

White obviously hoped Rf1 was strong; he and his colleagues had overlooked Black's best reply. This can be seen as a simple oversight, but also as reward for Black using his pieces as actively as possible.

45. Qf3 Qxb5 46. Qf6=

OK, we have have now a new phase. This is objectively a drawn position, I believe. I thought this at the time, but was happy to play on, knowing that White had to adjust his mood to suit the new situation. I had the example of the Miles-Webb game very much in my mind while playing.

46...Qe2 47. Ra1 Qe6! 48. Qd4

[48. Qxe6 fxe6 obtaining a passed Pawn is very much what I hoped for]

48... Qe5!? (bluff)

49. Qa4?

[49. Qxe5 Rxe5 50. Ra7= is absolutely level. Normally you try to keep pieces on when trying to draw, but while Black has an extra Pawn, with Pawns on only one side, it's a draw. White should have known this.]

49... Qd5 50. Rf1?

Passive. *[50. Rd1]*

50... Re2 51. Rg1 Re3 52. Kh2 Qe5+ 53. Kh1

[53. g3 Re2+ 54. Rg2 Rxe2+ 55. Kxe2 Qe2+ 56. Kg1 Qf3 57. Kh2 Qf2+ 58. Kh1 Qxe3-+]

53... Qf5 54. Qa2 h4

Collecting another advantage (weak g-Pawn, maybe a passed f-Pawn if White exchanges g- for h-Pawn).

[54... Rc3 55. Qe2 Rc2]

55. Qd2?

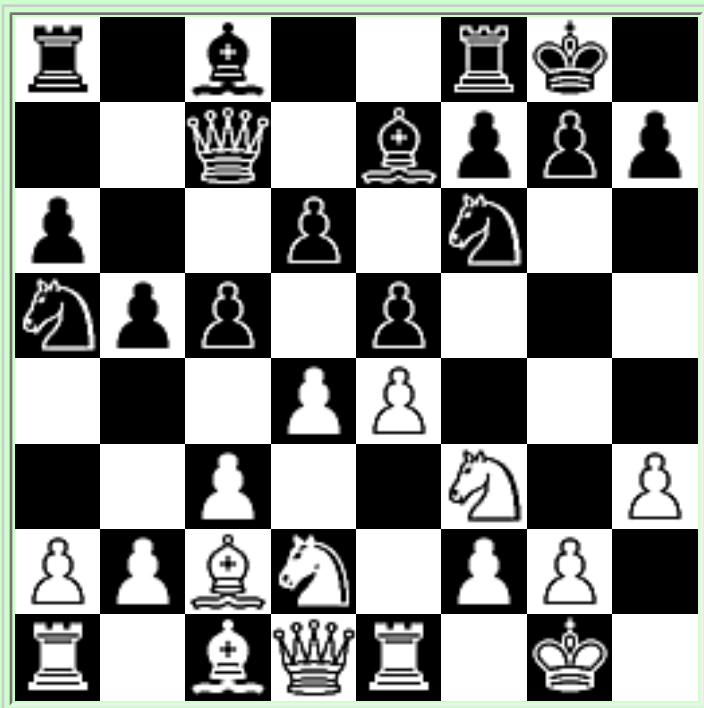
Another do-nothing move, and this time it's fatal. The position is still interesting and may be no more than drawn, but I hope you can see the same attitudes at work here.

55... Qe4 56. Qf2 Rxe3# 0-1

A couple from Capa: the first is the game about which Euwe made his remark.

Capablanca, Jose - Vidmar, Milan sr [New York] (12) [C98] 1927

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 Na5 9. Bc2 c5 10. d4 Qc7 11. Nbd2 O-O 12. h3

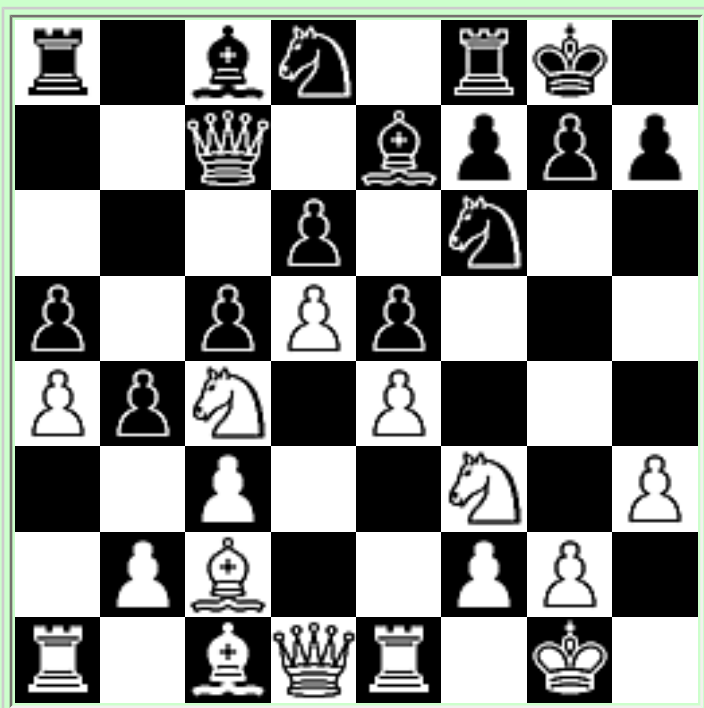


These days played before d2-d4, otherwise a fairly typical Lopez position.

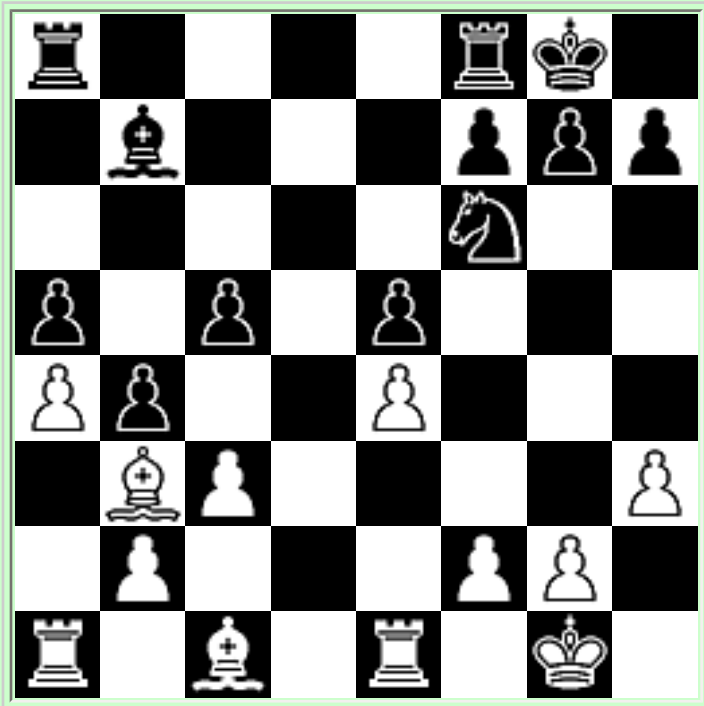
12... Nc6 13. d5 Nd8 14. a4

A typical undermining thrust in the Ruy Lopez; Black's Pawns offer a target for White and counterplay for Black!

14... b4 15. Nc4 a5



16. Nfxe5! Ba6 17. Bb3 dxe5 18. d6 Bxd6 19. Qxd6 Qxd6 20. Nxd6 Nb7 21. Nxb7 Bxb7



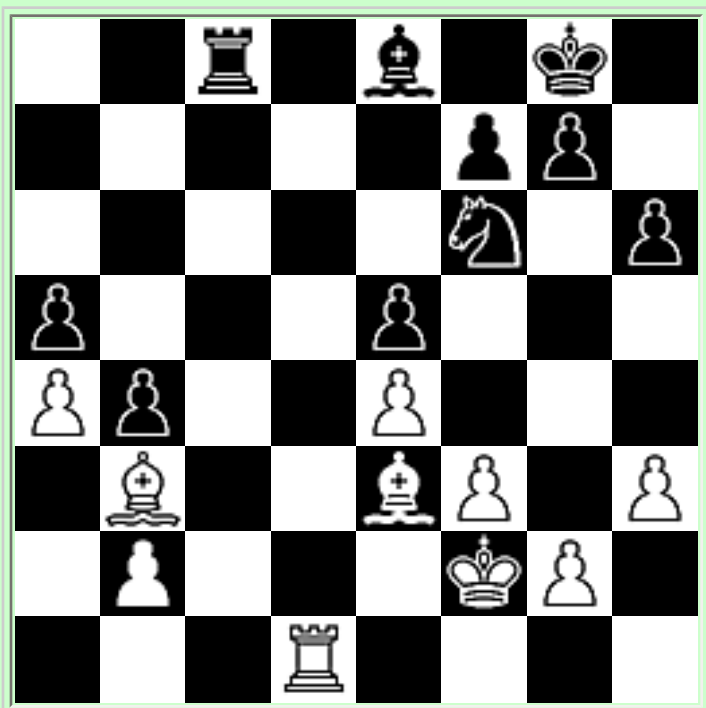
White has the two Bishops and pressure against Black's advanced but rather immobile Queen's-side Pawns.

"Whether this advantage is decisive or not does not interest Capablanca. He simply wins the ending! That's why he is Capablanca!" -- EUWE

22. cxb4 cxb4 23. f3 Rfd8 24. Be3 h6 25. Red1 Bc6 26. Rac1 Be8 27. Kf2

KUFTE - "King Up For The Ending"!

27... Rxd1 28. Rxd1 Rc8



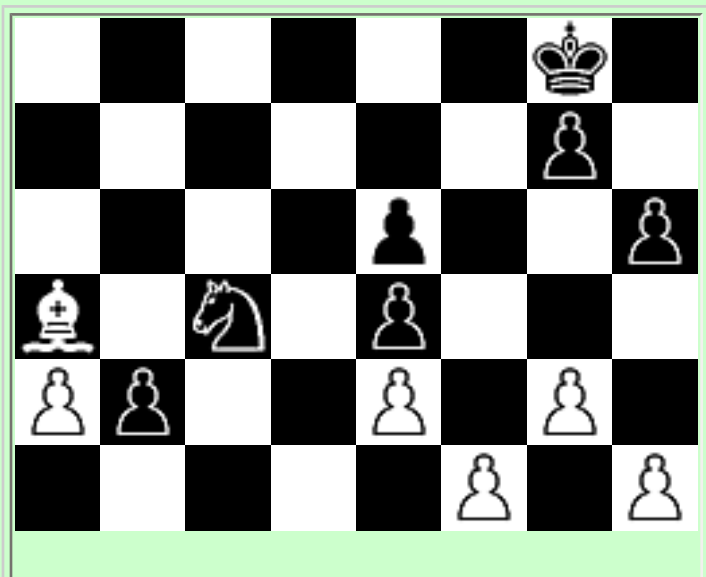
Poor Black's Rook has no entry point, as the unmoved White Pawn on b2 secures the c3 square. This is a concrete example of Tarrasch's statement that every Pawn move loosens the position.

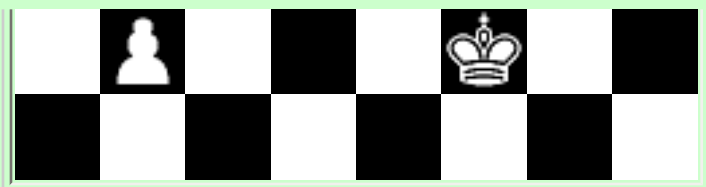
29. g4 Bd7 30. Bb6

Decisive. Now there are a couple of exchanges, which leave only White's best piece (Bb6) and Black's worst piece (Nf6) on the board! 30... Be6

[30... Ra8 31. Bc7 snookering the Rook [31. Rc1 and Rc5]]

31. Bxe6 fxe6 32. Rd8+ Rxd8 33. Bxd8 Nd7 34. Bxa5 Nc5





35. b3 Nxb3 36. Bxb4 Nd4 37. a5 1-0

Capa seemed born with this facility at endgames.

Capablanca, Jose - Corzo y Principe, Juan (Havana m) (09) [A83] 1901

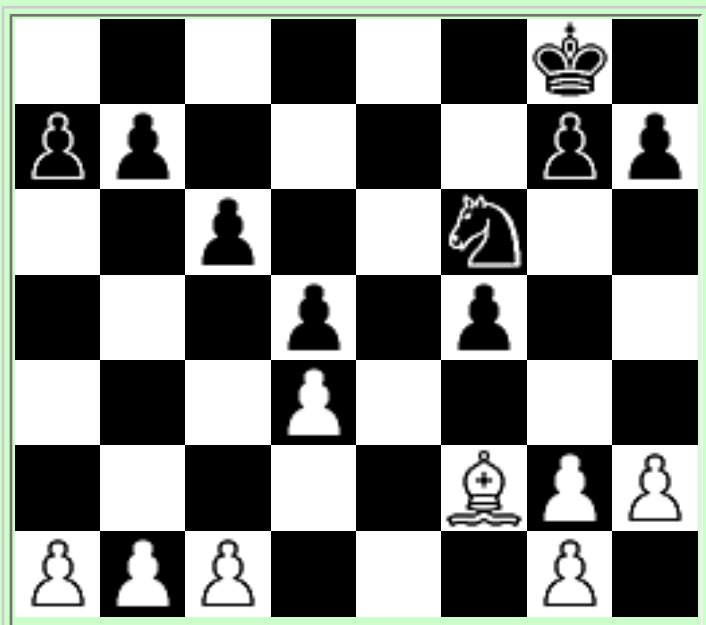
1. d4

This is the ninth game of the match for the Cuban Championship, which Capa played at the age of 12. He took 24 minutes over this game.

1... f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. Bxf6 exf6 6. Nxe4 d5 7. Ng3 Qe7+ 8. Qe2 Qxe2+ 9. Bxe2 Bd6 10. Nf3 O-O 11. O-O Bg4 12. h3

Black could try to play for a win with the two Bishops, but instead exchanges apparently seeking a draw.

12... Bxf3 13. Bxf3 Bxg3 14. fxg3 Nd7 15. Rfe1 Rae8 16. Kf1 f5 17. Rxe8 Rxe8 18. Re1 Rxe1+ 19. Kxe1 Nf6





20. Kd2 (tempting...) Ne4+ 21. Ke3 Nd6

[21... Nxc3 22. Kf4 Ne4

[22... Nf1 23. Be2 Nd2 24. Kxf5]

23. Kxf5]

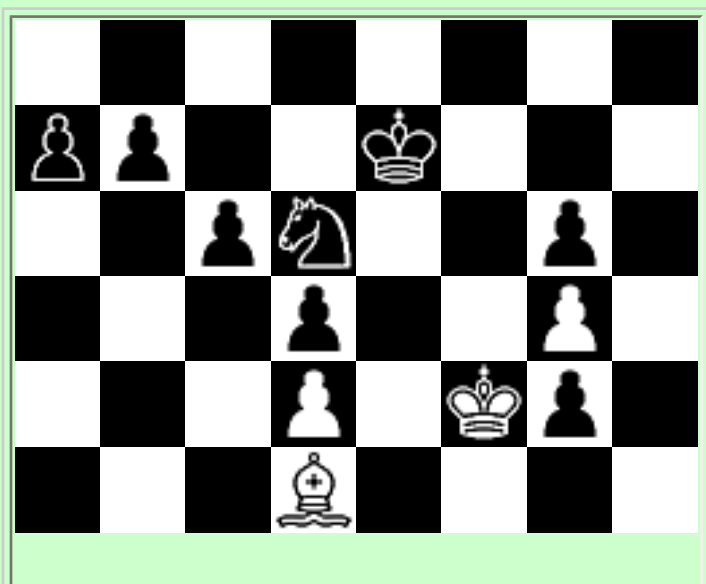
22. Be2 Kf7 23. Kf4 Kf6

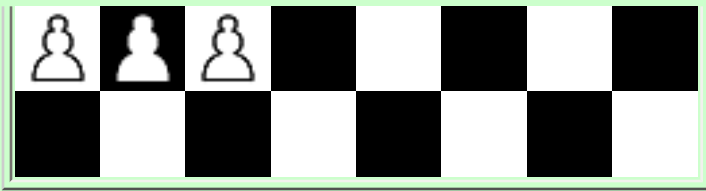
Chernev comments "*The position may look drawish, but it is to Capablanca's liking; he often manages to squeeze a win out of a theoretical draw*". I haven't seen a GM assessment of this position and Chernev (by no means a weak player) does not commit himself as to the 'proper' result of this endgame. Without wishing to enter the (possibly fruitless) debate about whether this position is in fact drawn, White does have the advantage of Bishop over Knight, with play on both sides of the board. If White can create tension in more than one area of the board, Black's Knight will find itself over-committed. While all the Black Pawns are on the board and are all on light squares, White's Bishop lacks scope, but if things open up a little, the Black Pawns may become vulnerable.

24. h4 g6

[24... h6 25. h5]

25. g4 h6 26. g5+ hxc5+ 27. hxc5+ Ke7 28. g4 fxg4 29. Bd3





Now the King's-side has opened up the strength of the Bishop begins to show itself.

29... Nf5

concedes a passed Pawn

[29... Kf7 (Hooper) 30. Kxg4 Nb5 31. c3 Nc7 "with good drawing chances"; neither Bishop nor King have an obvious entry point.]

30. Kxg4 Nxd4

[30... Ke6 31. Bxf5+ gxf5+ 32. Kf4 and who has the most tempi to lose on the Queen's-side? Chernev assumes Black will run out of moves, but it's worth being sure! Perhaps..

32... a5

[32...b6 33. b4 a6

[33... a5 34. bxa5 bxa5 35. a4]

34. a4 a5 35. bxa5 bxa5 36. c3]

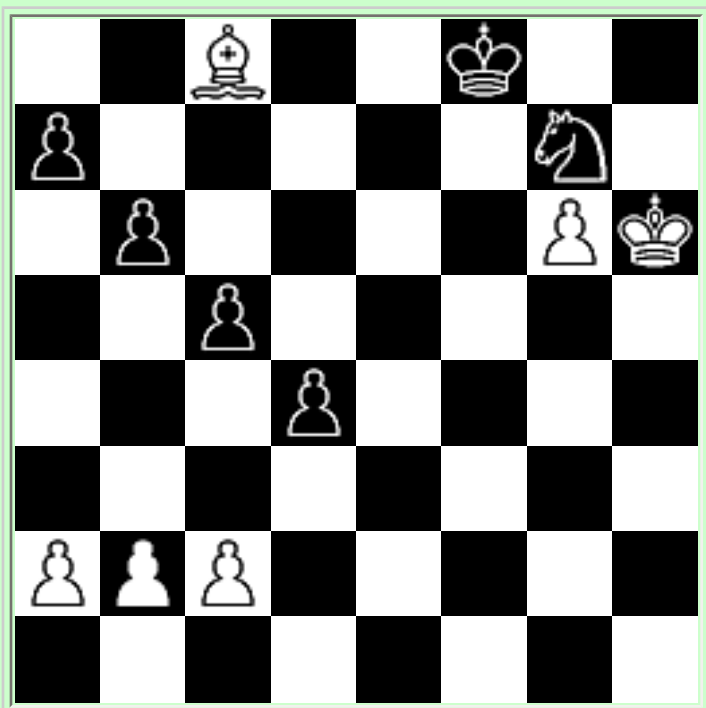
33. a4 b6 34. b3 b5 35. c3 b4 36. cxb4 axb4 37. a5]

31. Bxg6 c5 32. Kh5 Ne6 33. Kh6 Kf8 34. Bf5 Ng7

[34... Nd4 35. Bd7 Nxc2 36. g6 Kg8 37.

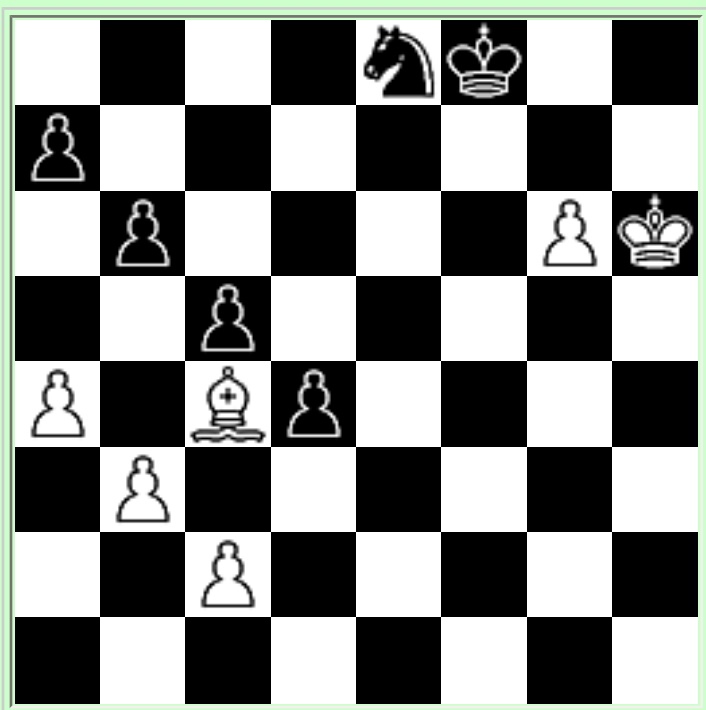
Be6+ Kh8 38. g7#]

35. Bc8 b6 36. g6 d4



Black's only hope is to do something with the Queen's-side Pawns, but they lack support.

37. b3 Kg8 38. a4 Kf8 39. Bg4 Ne8 40. Kh7 Ng7 41. Kh6 Ne8 42. Be2 Ng7 43. Bc4 Ne8



White begins a long King-march

44. Kg5 Ke7

[44... Kg7 45. Bb5 Nd6 46. Bd3 Ne8 47. Kf5]

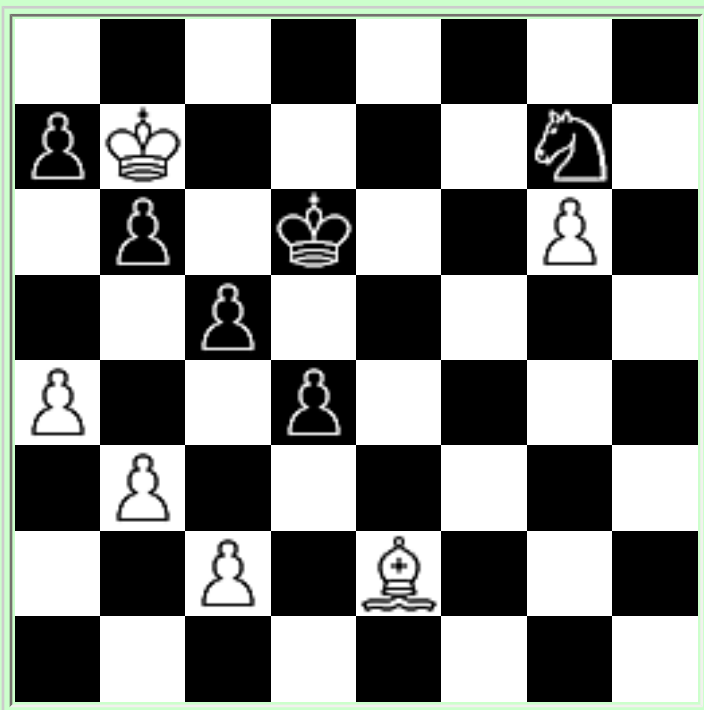
45. Kf5 Ng7+ 46. Ke5 Nh5

[46... Kd7 47. Kf6 Ne8+ 48. Kf7 Nd6+ 49. Kf8]

47. Be2 Ng7 48. Kd5 Ne8

[48... Kd7 49. Bg4+]

49. Kc6 Ng7 50. Kb7 Kd6



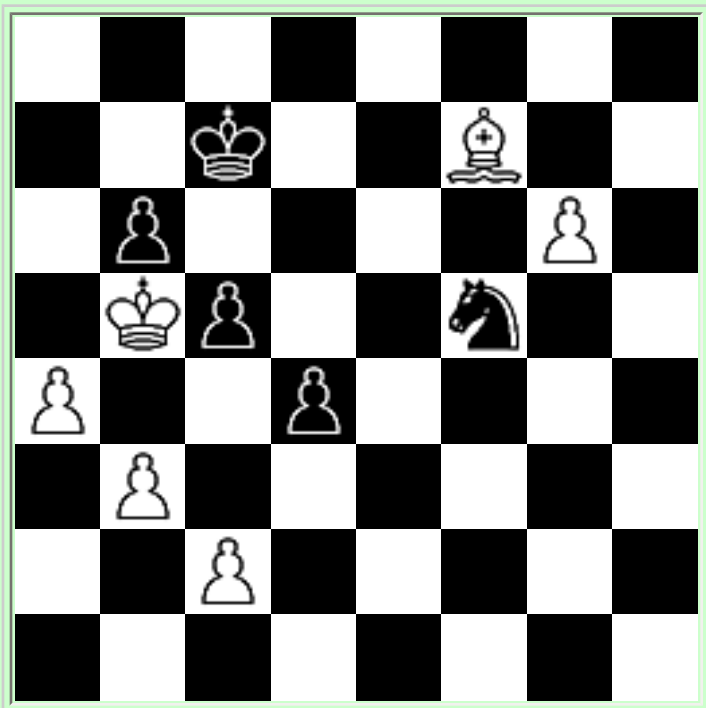
White attacks the Pawn chain at the base!

51. Kxa7 Kc7 52. Ka6 Ne8 53. Bf3 Ng7 54. Bd5 Ne8

[54... Nf5 55. Be4 Ng7 56. Kb5 Ne8 57. a5 Nd6+ 58. Ka6 Nxe4 59. axb6+ Kb8 60. g7 Nf6 61. Kb5 Kb7 62. Kxc5 Ng8 63. Kxd4]

55. Bf7 Ng7 56. Kb5

Now the White King covers the break at a5, and the Pawns at b6 and d5. **56... Nf5**



57. a5 Nd6+

[57... bxa5 58. Kxc5]

58. Ka6 bxa5

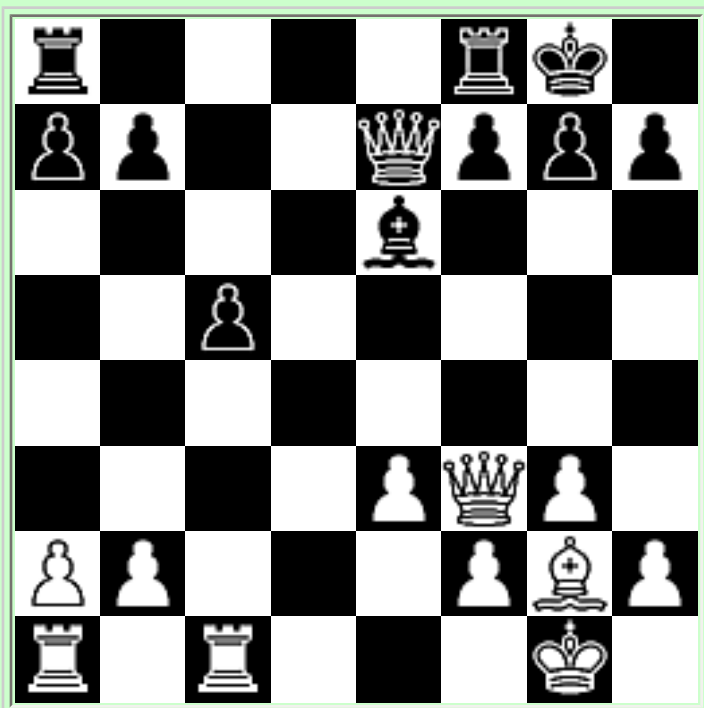
[58... Nf5 59. axb6+ Kb8 60. Kb5]

59. g7 1-0

Two last examples, which illustrate the same problem, although at rather different levels of the game...

Marshall-Capablanca, 1909

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3 Be6 7.Bg2 Be7 8.O-O Nf6 9.Bg5 Ne4 10.Bxe7 Qxe7 11.Ne5 Nxd4 12.Nxe4 dxe4 13.e3 Nf3+ 14.Nxf3 exf3 15.Qxf3 O-O 16.Rfc1



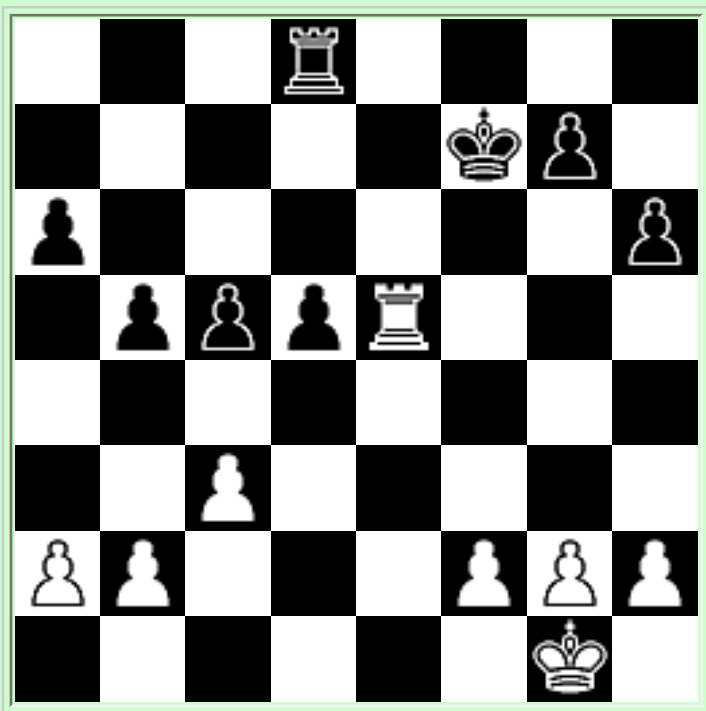
"He should have advanced his K-side pawns at once to counterbalance the advance of Black on the Q-side. White's inactivity on his stronger wing took away all the chances he had of drawing the game."
 CAPABLANCA

16...Rab8 17.Qe4 Qc7 18.Rc3 b5 19.a3 c4 20.Bf3 Rfd8 21.Rd1 Rxd1+ 22.Bxd1 Rd8 23.Bf3 g6 24. Qc6 Qe5 25.Qe4 Qxe4 26.Bxe4 Rd1+ {!} 27.Kg2 a5 28.Rc2 b4 29.axb4 axb4 30.Bf3 Rb1 31.Be2 b3 32.Rd2 Rc1 33.Bd1 c3 34.bxc3 b2 35.Rxb2 Rxd1 36.Rc2 Bf5 37.Rb2 Rc1 38.Rb3 Be4+ 39.Kh3 Rc2 40.f4 h5 41.g4 hxg4+ 42.Kxg4 Rxh2 43.Rb4 f5+ 44.Kg3 Re2 45.Rc4 Rxe3+ 46.Kh4 Kg7 47.Rc7+ Kf6 48.Rd7 Bg2 49.Rd6+ Kg7 0-1

There are some bones to pick in the details of this game, but the flow of it is very convincing. I believe that it is helpful to play over the whole of games like this quite quickly to start with, and then go back over the moves more slowly. Knowing what happens later can help you unpick the thread of the game to the point where a mistake was made, although here Capa points his finger firmly at the move of the King's Rook to defend the King's-side.

Democrito - DrDave: EICS rated blitz game EICS, Aarhus, Denmark (-), 1997

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. Nc3 Nf6 5. d3 O-O 6. O-O d6 7. Bg5 h6 8. Bxf6 Qxf6 9. Nd5 Qd8 10. c3 a6 11. Ba4 b5 12. Bc2 Ne7 13. Ne3 f5 14. exf5 Nxf5 15. Nxf5 Bxf5 16. d4 Bxc2 17. Qxc2 exd4 18. Nxd4 Qf6 19. Rad1 Rae8 20. Rfe1 d5 21. Qd2 Bd6 22. Nf3 c6 23. Qd4 Qxd4 24. Nxd4 Rxe1+ 25. Rxe1 c5 26. Nf3 Kf7 27. Ne5+ Bxe5 28. Rxe5 Rd8



Very much analogous, I think. Black can create a passed Pawn straight away, but I would advise White to try and create trouble or at least force some exchanges with f2-f4, Kg1-f2, g2-g4 and so on. Instead, my opponent plays "safe", which is actually fatal!

29. Kf1?! Kf6 30. Re2?

That Rook was fine where it was.

30...d4 31. cxd4 cxd4 32. f3?

Again, merely solid, not active.

32...d3 33. Rd2 Ke5 34. Ke1 Kd4 35. Kd1 Rd5 36. g3 Ke3 37. f4 g5 38. fxg5 hxg5 39. h4 Rf5 40. Ke1 gxh4 41. gxh4 Rf1+ 42. Kxf1 Kxd2 43. h5 Kc1 44. h6 d2 45. h7 d1=Q+ 46. Kf2 Qh5 White resigned 0-1



This document (windrawn.html) was last modified on 12th Feb 97 by

[Dr. Dave](#)

Exeter Chess Club: The Queen's-side attack

The King's-side attack is so exciting and pleasurable that it is sometime hard to remember that games can be won on the other side of the board. I can remember some youthful indignation when playing against the French Defence, when my ambitions on the King's-side came to nothing, while my opponent's pussyfooting manoeuvres snuck in for a touchdown on the neglected Queen's-side.

What is there to aim for in a queen-side attack? The aim is not mate, but to win or weaken the opponent's pawns on that side. Queen's-side attacks are more modest but more safe than attacking the King's-side, and, because there is no requirement to mate, may endure after an exchange of Queens.

One of the most familiar, although rather difficult, Queen's-side attacks is the minority attack, often seen in the Queen's Gambit (Exchange variation), when the pawn structure invites it. There are two examples below, but I have started some examples of Queen's-side attacks in symmetrical positions from Capablanca and Alekhine, and close with a splendid tactical coup from Garry Kasparov.

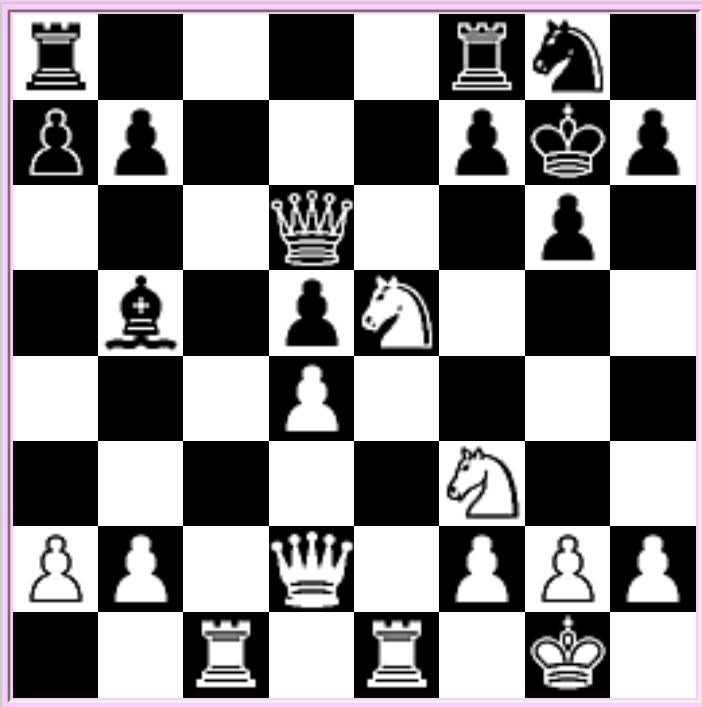
Contents

1. [Capablanca,Jose - Alekhine,Alexander \(1\) \[D30\] the queen's-side attack: \(St Petersburg \), 1913](#)
2. [Alekhine,Alexander - Capablanca,Jose \(34\) \[D51\] the queen's-side attack: Buenos, 1927](#)
3. [Kupchik,Abraham - Capablanca,Jose \(Lake \) \(2\) \[A46\] the queen's-side attack: sealing K-side first, 1926](#)
4. [Smyslov,Vasily V - Keres,Paul \(Moscow Wch \) \(17\) \[D51\] The queen's-side attack: minority attack, 1948](#)
5. [Alekhine,Alexander - Euwe,Max \(Amsterdam\) \(2\) \[D17\] the queen's-side attack: minority attack, 1935](#)
6. [Kasparov,Gary - Larsen,B \(8\) \[A55\] the queen's-side attack: Bugonjo, 1982](#)

Capablanca,Jose - Alekhine,Alexander (1) [D30] the queen's-

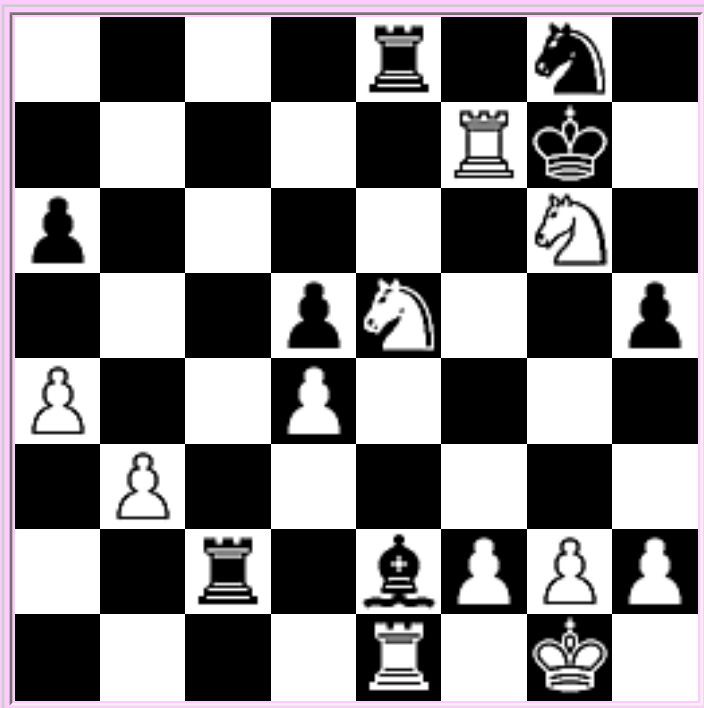
side attack: (St Petersburg), 1913

1. d4 d5 2. c4 c6 3. e3 Nf6 4. Nf3 e6 5. Nbd2 Nbd7 6. Bd3 Be7 7. O-O O-O
8. Qc2 dxc4 9. Nxc4 c5 10. Nce5 cxd4 11. exd4 Nb6 12. Ng5 g6 13. Ngf3
Kg7 14. Bg5 Nbd5 15. Rac1 Bd7 16. Qd2 Ng8 17. Bxe7 Qxe7 18. Be4 Bb5
19. Rfe1 Qd6 20. Bxd5 exd5



A symmetrical pawn position where the initiative is important. White siezes his chance on the Q-side, which leads to the gain of the c-file, which leads to access to the seventh rank, which leads to a King's-side rout.

21. Qa5 a6 22. Qc7 Qxc7 23. Rxc7 h6 24. Rxb7 Rac8 25. b3 Rc2 26. a4 Be2
27. Nh4 h5 28. Nhxg6 Re8 29. Rxf7+

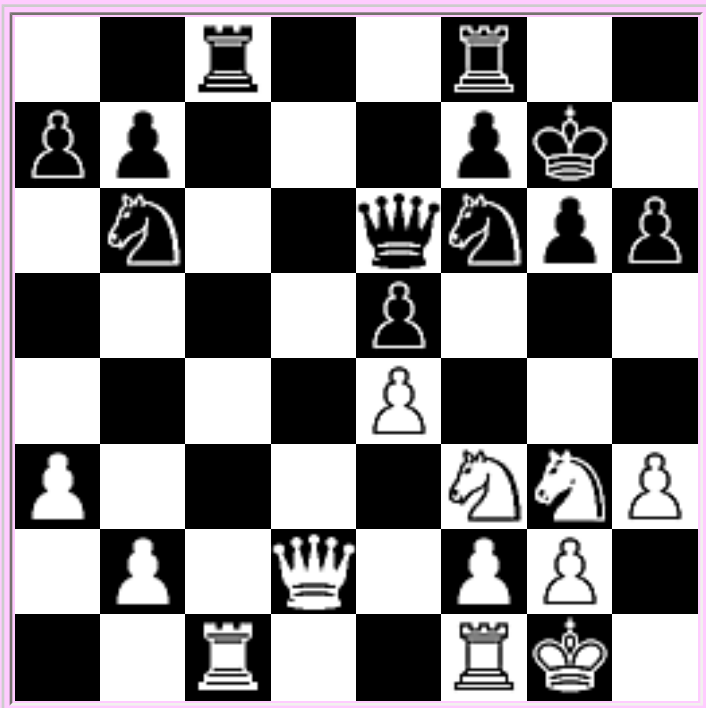


yeuch

29... Kh6 30. f4 a5 31. Nh4 Rxe5 32. fxe5 Kg5 33. g3 Kg4 34. Rg7+ Kh3
35. Ng2 1-0

Alekhine, Alexander - Capablanca, Jose (34) [D51] the queen's-side attack: Buenos, 1927

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. a3 Be7 7. Nf3 O-O 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. Ne4 N5f6 12. Ng3 c5 13. O-O Nb6 14. Ba2 cxd4 15. Nxd4 g6 16. Rc1 Bd7 17. Qe2 Rac8 18. e4 e5 19. Nf3 Kg7 20. h3 h6 21. Qd2 Be6 22. Bxe6 Qxe6

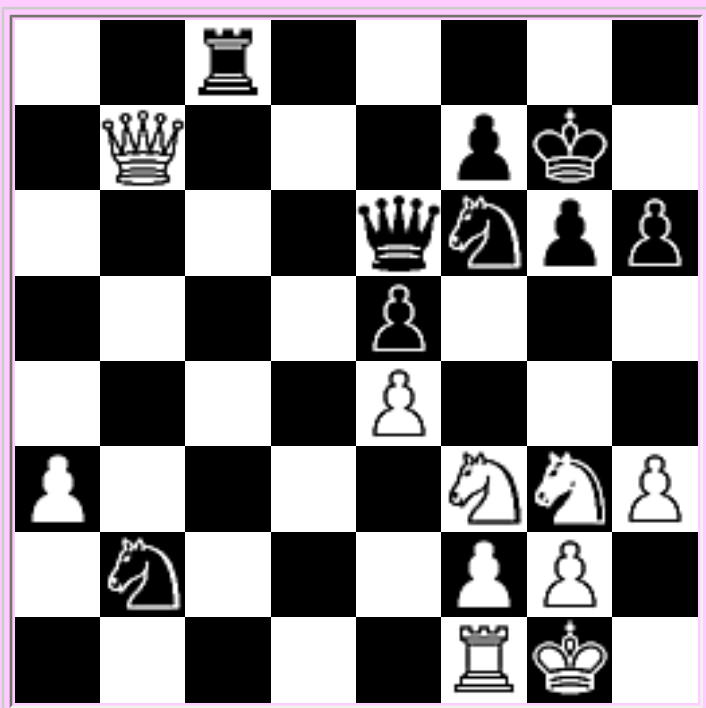


Symmetrical central pawns usually mean drawish positions, but White has an opportunity to make mischief on the Queen's-side

23. Qa5

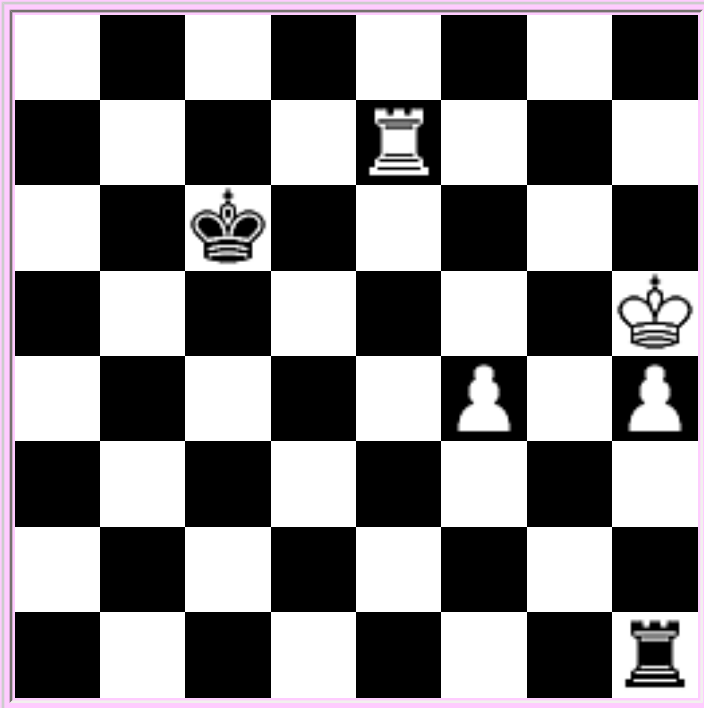
An irony: see the St.Petersburg game from 1914.

23... Nc4 24. Qxa7 Nxb2 25. Rxc8 Rxc8 26. Qxb7



The rest is a long answer to the question, can Alekhine win from a complex position, a pawn up against the greatest natural talent of the game?

26... Nc4 27. Qb4 Ra8 28. Ra1 Qc6 29. a4 Nxe4 30. Nxe5 Qd6 31. Qxc4
Qxe5 32. Re1 Nd6 33. Qc1 Qf6 34. Ne4 Nxe4 35. Rxe4 Rb8 36. Re2 Ra8
37. Ra2 Ra5 38. Qc7 Qa6 39. Qc3+ Kh7 40. Rd2 Qb6 41. Rd7 Qb1+ 42.
Kh2 Qb8+ 43. g3 Rf5 44. Qd4 Qe8 45. Rd5 Rf3 46. h4 Qh8 47. Qb6 Qa1 48.
Kg2 Rf6 49. Qd4 Qxd4 50. Rxd4 Kg7 51. a5 Ra6 52. Rd5 Rf6 53. Rd4 Ra6
54. Ra4 Kf6 55. Kf3 Ke5 56. Ke3 h5 57. Kd3 Kd5 58. Kc3 Kc5 59. Ra2 Kb5
60. Kb3 Kc5 61. Kc3 Kb5 62. Kd4 Rd6+ 63. Ke5 Re6+ 64. Kf4 Ka6 65. Kg5
Re5+ 66. Kh6 Rf5 67. f4 Rc5 68. Ra3 Rc7 69. Kg7 Rd7 70. f5 gxf5 71. Kh6
f4 72. gxf4 Rd5 73. Kg7 Rf5 74. Ra4 Kb5 75. Re4 Ka6 76. Kh6 Rxa5 77.
Re5 Ra1 78. Kxh5 Rg1 79. Rg5 Rh1 80. Rf5 Kb6 81. Rxf7 Kc6 82. Re7

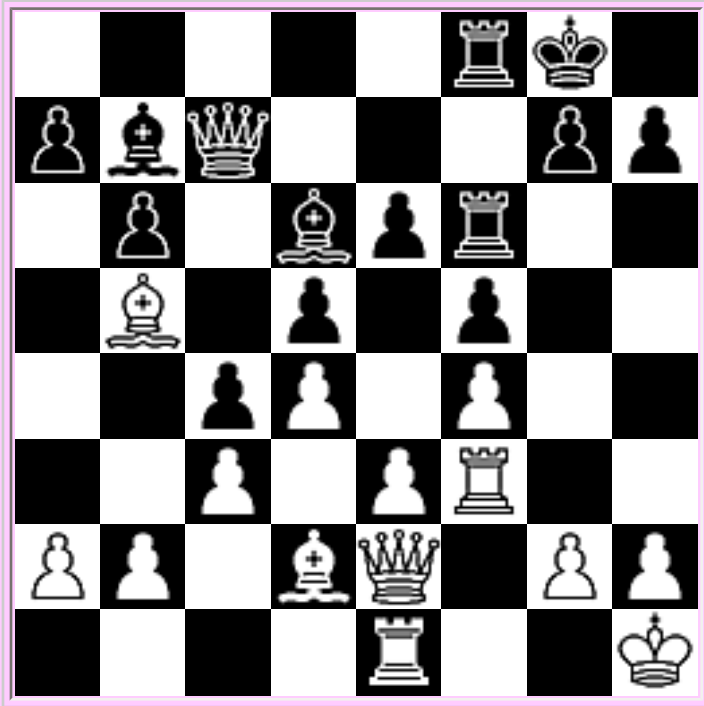


answer: yes

1-0

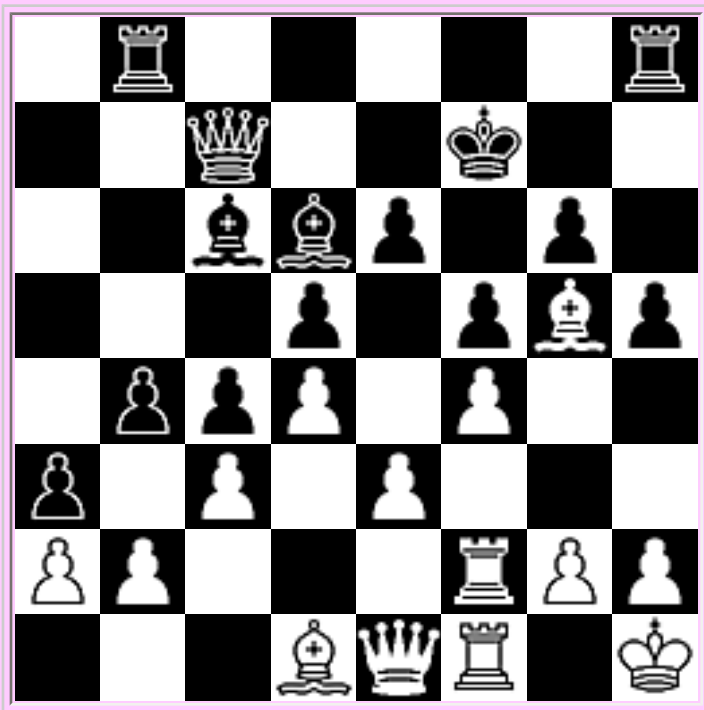
Kupchik, Abraham - Capablanca, Jose (Lake) (2) [A46] the queen's-side attack: sealing K-side first, 1926

1. d4 Nf6 2. Nf3 e6 3. e3 b6 4. Bd3 Bb7 5. O-O Ne4 6. Nbd2 f5 7. c3 Be7 8. Qc2 d5 9. Ne5 O-O 10. f3 Nxd2 11. Bxd2 Nd7 12. Nxd7 Qxd7 13. Rae1 c5 14. Qd1 Rf6 15. Qe2 Raf8 16. Bb5 Qc7 17. f4 c4 18. Kh1 Bd6 19. Rf3



Before launching on his Queen's-side attack, Black secures the King's-side . I found this very striking: I assumed his next move was the start of a King's-side offensive, because that's where the pieces are pointing. But the Pawns point the other way.

19... h5! 20. Ref1 Rh6 21. Be1 g6 22. Bh4 Kf7 23. Qe1 a6 24. Ba4 b5 25. Bd1 Bc6 26. Rh3 a5 27. Bg5 Rhh8 28. Qh4 b4 29. Qe1 Rb8 30. Rhf3 a4 31. R3f2 a3

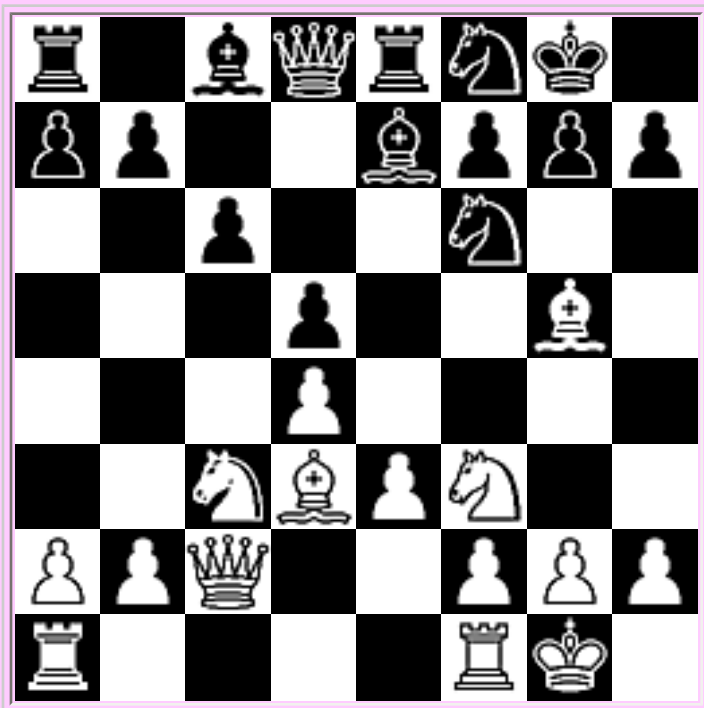


the dam is breached

32. b3 cxb3 33. Bxb3 Bb5 34. Rg1 Qxc3 35. Qxc3 bxc3 36. Rc2 Rhc8 37. Bh4 Bd3 38. Rcc1 Rxb3 39. axb3 a2 0-1

Smyslov, Vasily V - Keres, Paul (Moscow Wch) (17) [D51] The queen's-side attack: minority attack, 1948

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 c6 5. e3 Nbd7 6. cxd5 exd5 7. Bd3 Be7 8. Nf3 O-O 9. Qc2 Re8 10. O-O Nf8

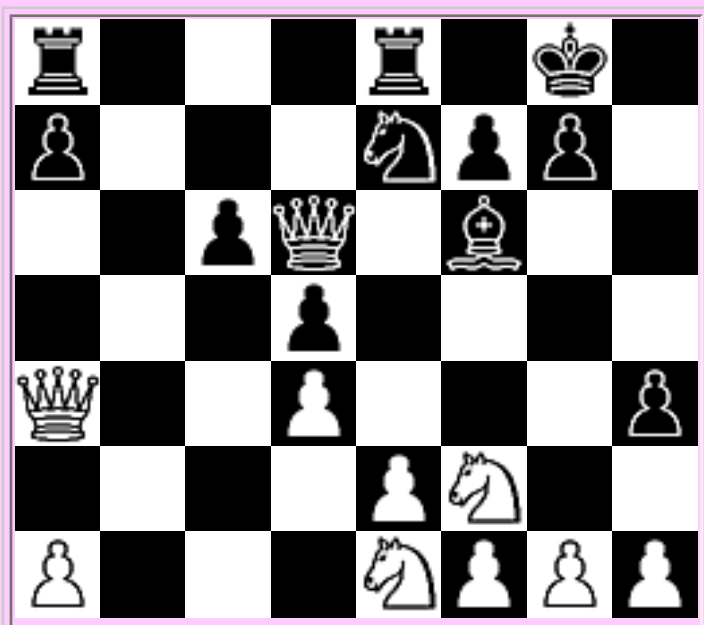


The classic starting-point for a minority attack. Black has a majority of Pawns on the Queen's-side but no open file; the half-open c-file means that White can attack there more easily than Black! White is not obliged to go in for the minority attack, but it is a good way to play for a win.

11. Rab1 Ng6 12. b4

The characteristic manoeuvre of the minority attack.

12... Bd6 13. b5 Bd7 14. bxc6 Bxc6 15. Qb3 Be7 16. Bxf6 Bxf6 17. Bb5 Qd6 18. Rfc1 h5 19. Ne2 h4 20. Bxc6 bxc6 21. Qa4 Ne7





White's attack has yielded a weak pawn to aim at, while Black's King's-side feint has yet to produce fruit.

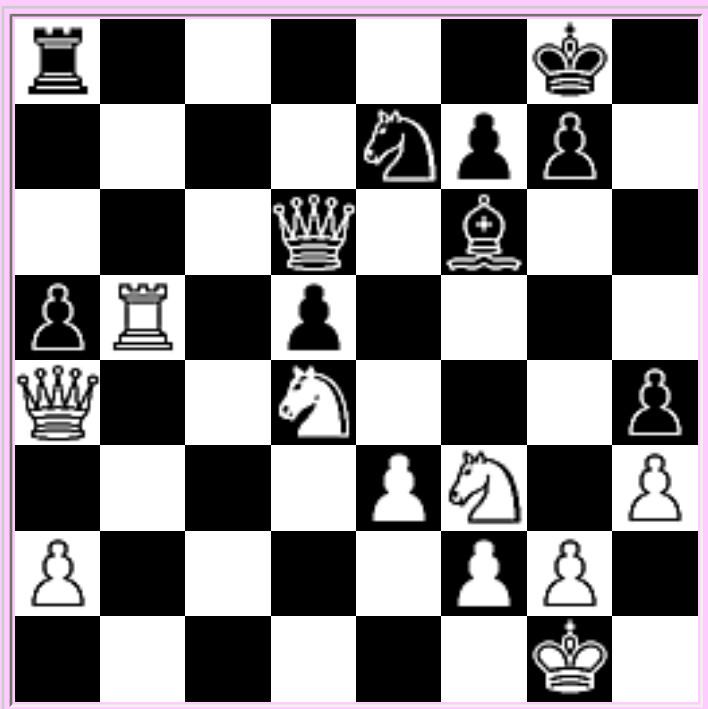
22. Rb7

Some commentators suggested this may be inaccurate, but that is what open files are for

22... a5 23. h3 Reb8 24. Rcb1 Rxb7 25. Rxb7 c5

Black must try this move before White can gang up on the pawn

26. Rb5 cxd4 27. Nexd4



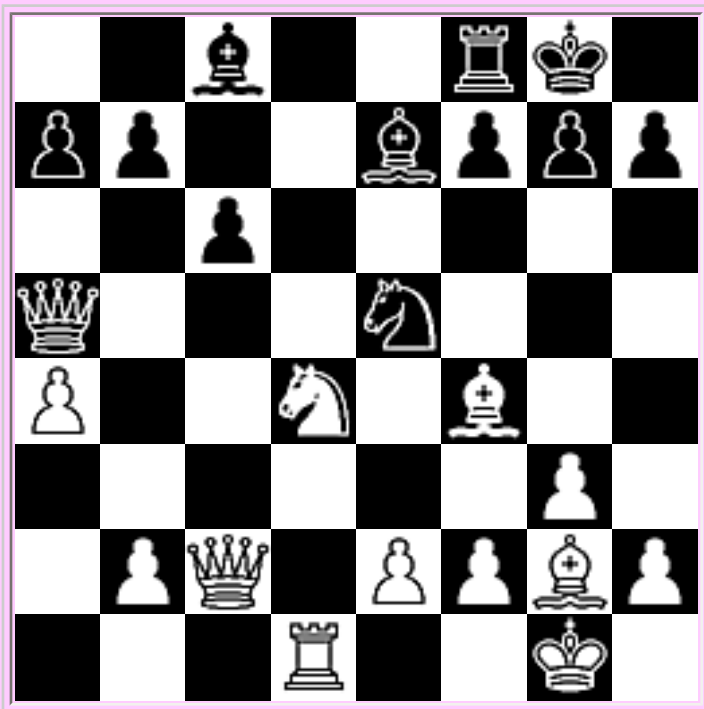
the weakness on c6 has vanished, but there is a new weakness on d5 and the a5 pawn is still under threat

27... Rc8 28. Nb3 Bc3 29. Qxh4 Rc4 30. g4 a4 31. Nbd4 Bxd4 32. Nxd4 Qe5 33. Nf3 Qd6 34. Ra5 Rc8 35. Rxa4 Ng6 36. Qh5 Qf6 37. Qf5 Qc6 38. Ra7 Rf8 39. Rd7 d4 40. Rxd4 Ra8 41. a4

1-0

Alekhine, Alexander - Euwe, Max (Amsterdam) (2) [D17] the queen's-side attack: minority attack, 1935

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4 Bf5 6. Ne5 Nbd7 7. Nxc4 Qc7 8. g3 e5 9. dxe5 Nxe5 10. Bf4 Nfd7 11. Bg2 Be6 12. Nxe5 Nxe5 13. O-O Be7 14. Qc2 Rd8 15. Rfd1 O-O 16. Nb5 Rxd1+ 17. Rxd1 Qa5 18. Nd4 Bc8



Black's Queen's side majority is a potential asset but because it cannot yet be advanced it is mostly a target.

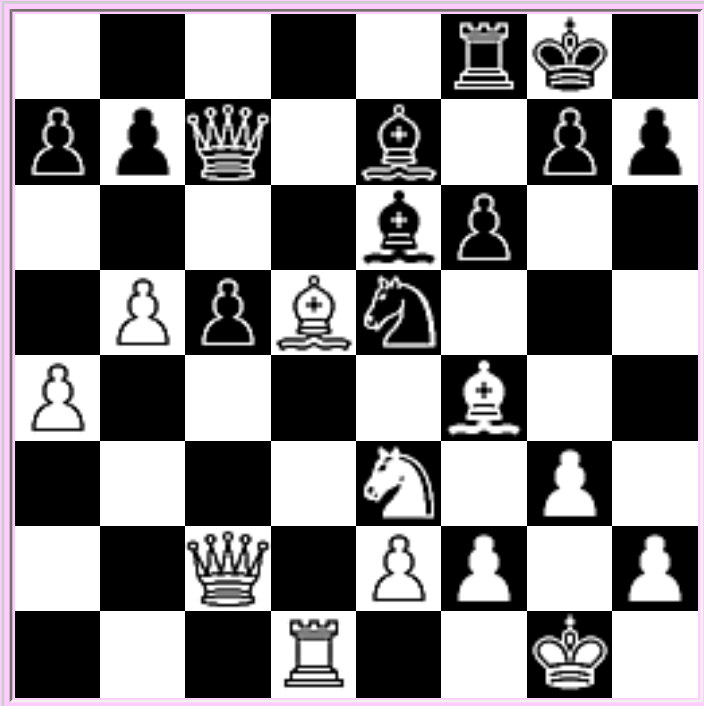
19. b4

Alekhine is always tactically alert

19... Qc7

[19... Qxb4/19...Bxb4 drop the Ne5]

20. b5 c5 21. Nf5 f6 22. Ne3 Be6 23. Bd5



Although the c-Pawn is passed Black's pawns are blocked and awkward. With the disappearance of Black's good bishop White's pieces start to create threats across the board, and the blockade of the c-Pawn stops Black creating any nuisance with it.

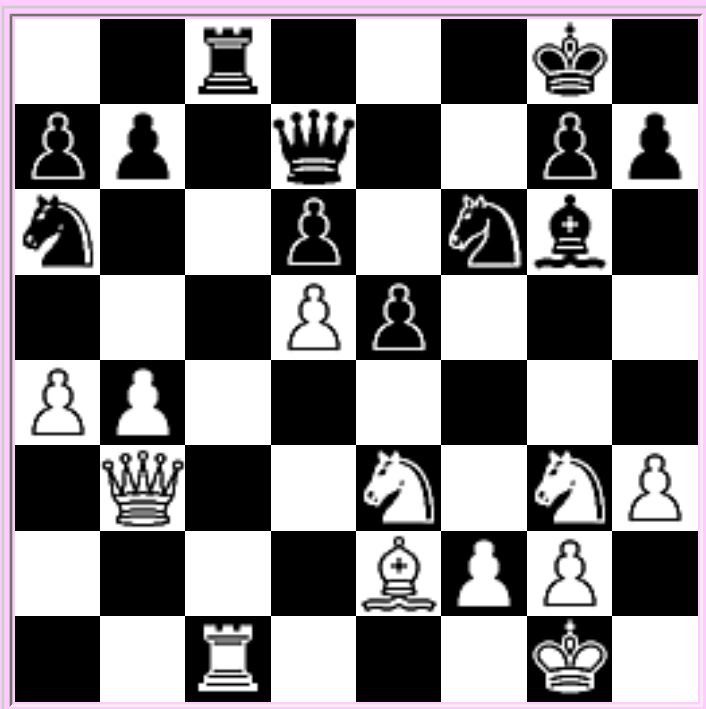
23... Bxd5 24. Rxd5 Qa5 25. Nf5 Qe1+ 26. Kg2 Bd8 27. Bxe5 fxe5 28. Rd7 Bf6 29. Nh6+ Kh8 30. Qxc5

A symbolic final move

1-0

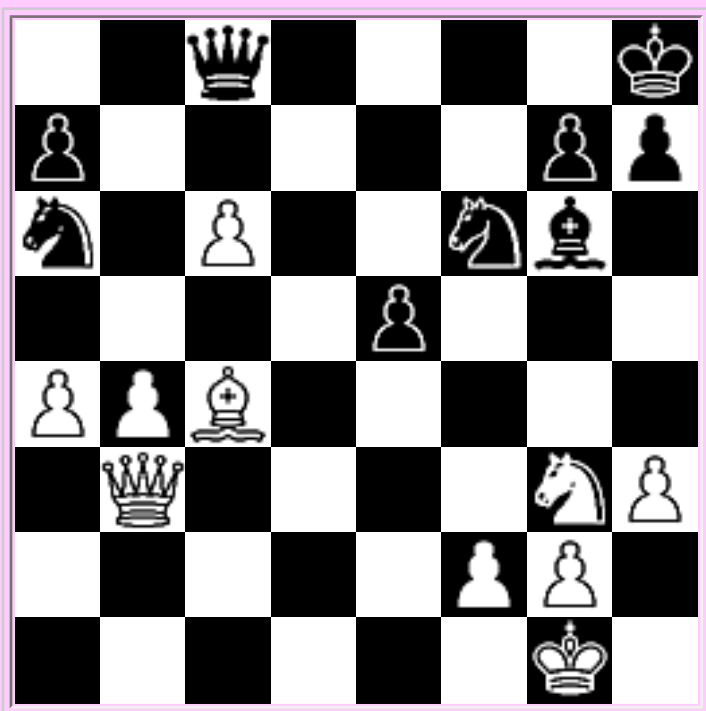
Kasparov, Gary - Larsen, B (8) [A55] the queen's-side attack: Bugonjo, 1982

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. e4 Be7 6. Be2 O-O 7. O-O c6 8. d5 Nc5 9. Qc2 cxd5 10. cxd5 Qc7 11. Nd2 Bd7 12. a4 Rac8 13. Ra3 Ne8 14. Rd1 Bg5 15. b4 Na6 16. Qb3 f5 17. Nc4 Bxc1 18. Rxc1 fxe4 19. Nxe4 Bf5 20. Ng3 Qd7 21. h3 Nf6 22. Raa1 Bg6 23. Ne3 Rxc1+ 24. Rxc1 Rc8



White is better, but the resource Kasparov finds is remarkable

**25. Rc6 bxc6 26. dxc6+ Qf7 27. Bc4 d5 28. Nxd5 Kh8 29. Nb6 (the point)
29... Qc7 30. Nxc8 Qxc8**



White has not sacrificed so much after all, and the Queen's-side pawns are rampant.

31. b5 Nc5 32. Qa3 Nce4 33. Qe7 Nxg3 34. c7 Bf5 35. fxg3 h5 36. a5 e4

37. b6 axb6 38. axb6 Kh7 39. Qc5 1-0

Back to [Chess Coaching Page](#)



This document (q_side.html) was last modified on 4 Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Capablanca - Master of the Attack

Peter Lane, 23 March 1998

"...go back a quarter of a century and look for the culmination of the art of the attack on the king in the play of Alekhine and Capablanca"

-- Vladimir VUKOVIC, *The Art of Attack in Chess* (1965).

Alekhine's attacking prowess is well known, but what about Capablanca's? Here, to redress the balance, are some examples from Capablanca. The first two games show a surprise knock-out from what may look a fairly balanced position, and a shock sacrifice leading to an overwhelming positional bind. The last two games show sustained attacking play, with sacrifices to open up the king, relying on relative piece mobility to force the checkmate. All the games are taken from **The Unknown Capablanca** by Hooper and Brandreth (H&B) -- notes are based on their comments.

84) Capablanca,J - Funaroff,M [C66]

New York, 17.06.1918

1.e4 e5 2.Nf3 Nc6 3.d4 d6

The Scotch opening aims for open play, and black's attempt to keep the game closed can only be a temporary measure.

4.Nc3 Nf6 5.Bb5 Bd7 6.O-O Be7 7.Re1 exd4

This move is now forced -- after white's defense of his e-pawn he is threatening Bxc6 Bxc6: dxe5. The pressure on e5 is a recurring theme in e-pawn openings.

8.Nxd4 Nxd4

Trying to simplify, but encouraging white's better centralisation. Best is 8... O-O.

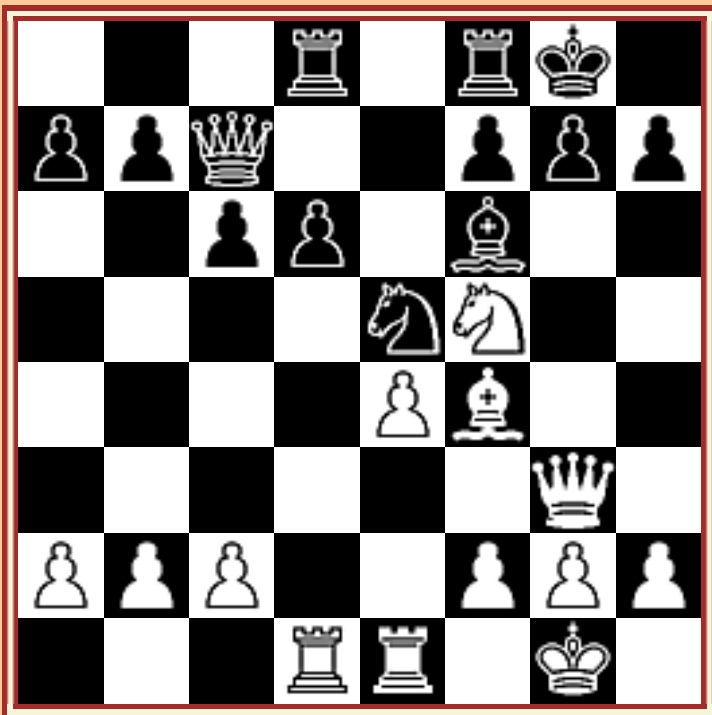
9.Qxd4 Bxb5 10.Nxb5 O-O 11.Qc3

"Instead of applying the old principle of developing his pieces as quickly as possible" RETI -- Capablanca puts each piece to optimum effect. Thinking about the position we might be attracted by a 'mate on g7: the N is bound for f5, and the Q for g3. Subtle ...

11...c6

This move weakens d6 and encourages the Nb5 to move as planned. Maybe ... Ne8 with ...Bf6, but white maintains a space advantage.

12.Nd4 Nd7 13.Nf5 Bf6 14.Qg3 Ne5 15.Bf4 Qc7 16.Rad1 Rad8



"Playing on the basis of a spatial advantage is in a sense a question of blind faith."
STEAN

White's pieces exert maximum impact, but it is hard to see how this could be increased. Indeed, black's only weakness is at d6 -- put the c-pawn back to c7 and all is perfect -- but who would dream of a decisive combination in this position? The key is the inter-relation of g3, f5 and e5 with d6 and g7. Even when you know, the next move is stunning.

17.Rxd6

"As usual, tactics flow from a positionally superior game." FISCHER

17...Rxd6 18.Bxe5

The bishop strikes through to c7 and g7 -- note now white has taken over black's e5 strong-point.

18...Rd1

A spirited counterblow. 18...Bxe5 19. Qxe5 with 'mate on g7 or an extra piece after Qxd6. 18...Qa5 was best, when 19. f4 Bxe5 20.fxe5 Rg6 21.Ne7+ leaves white an extra pawn, but many problems in converting it.

19.Rxd1 Bxe5

And now white moves his queen, and either h2 or b2 falls, with equality... Not likely!

20.Nh6+ Kh8 21.Qxe5 Qxe5 22.Nxf7+

A beautifully clear theme: back-rank 'mate.

1-0

85) Capablanca,J - Chase,A [C33]

New York, 23.02.1922

1.e4 e5 2.f4 exf4 3.Qf3

Surely the queen is in the way here?

3...Nc6 4.c3 Nf6 5.d4 d5 6.e5 Ne4 7.Bxf4 g5 8.Be3 h5



"The one inconvenient feature of this position is the awkward situation of his queen in the centre of the board. This can be easily removed, if the queen is sacrificed."
TAL

I wonder whether Tal would say the same about this position?

9.Nd2

"Is that sound?" CHERNEV

"Wait and see." JRC

9...Bg4 10.Nxe4 Bxf3 11.Nf6+ Ke7 12.Nxf3 Bh6 13.Nxg5 Bg7 14.Bd3 Bxf6 15.O-O

White's position is quite secure, with pressure on the f-file. If now 15...Bxe5 16.Nxf7 with a winning attack.

15...Qg8 16.Rxf6 Rf8 17.Raf1 Nd8

Black's pieces are powerless. White begins a Q-side break.

18.b4 Qg7 19.h4 Ke8 20.b5 b6 21.Be2 Ne6 22.Bf3 Nxg5 23.Bxg5 Qh7 24.Bxd5 Qd3 25.Bc6+

If 25...Ke7/d8 26.Rxf7+ Kc8 27.Rxf8+ Rxf8 28.Rxf8 'mate.

1-0

83) Capablanca, J - Anon [D37]

New York, 11.01.1916

1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Bd6

This bishop is mis-placed, better 4...Be7

5.Bg5 c6 6.e3 0-0 7.Rc1 dxc4 8.Bxc4 Nbd7 9.Bd3 Be7

If 9...e5 10.Ne4, see move 4!

10.0-0 b6 11.Qc2 Bb7 12.Ne5 g6

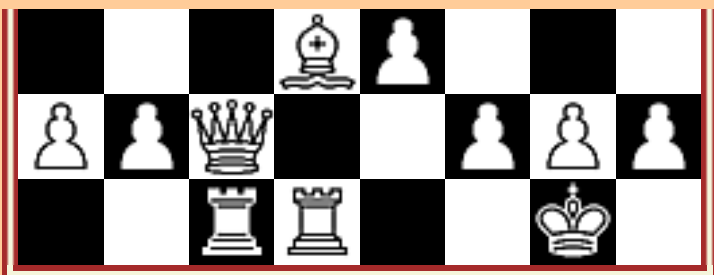
White threatened Nxd7 Qxd7: Bxf6 Bxf6: Bxh7+, but 12...h6 looks less weakening.

13.Bh6 Re8 14.Rfd1

Capablanca loves piece play: 14.f4-f5 looks strong.

14...Nxe5 15.dxe5 Nd5 16.Nxd5 exd5





Not 16...cxd5 17.Bb5 winning the exchange. White is well centralised, looking at some holes on black's K- and Q- sides. The dark squares around the black king look especially tender, but how to get at them? Here we see the pre-conditions for an attack, and can now watch Capablanca exploit them.

17.e6 f5

Avoiding 17...fxe6 18.Bxg6 hxg6 19.Qxg6+ Kh8 20.Qg7 'mate.

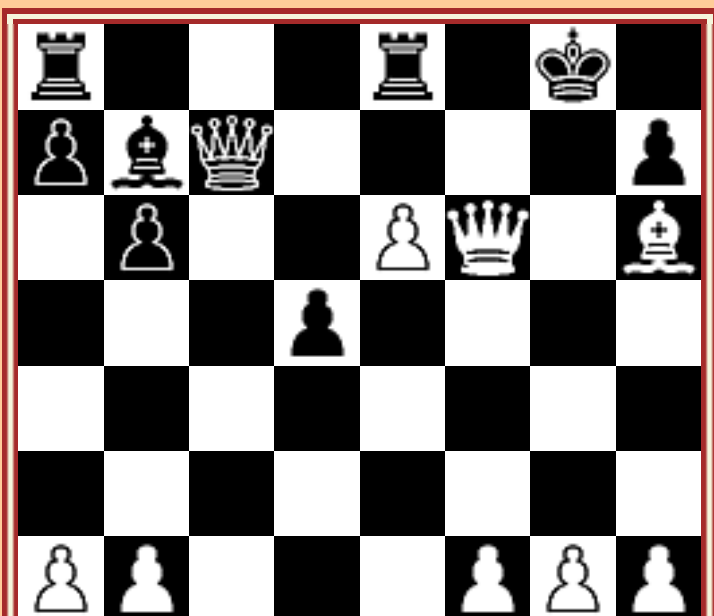
18.Bxf5 gxf5 19.Qxf5 Bf6

Averting the threat of Qg4/f7+ - g7 'mate.

20.e4 Qe7 21.exd5 cxd5

Perhaps 21...Rac8 is sounder, when white has compensation for the piece, e.g. 22.Rc4 cxd5 23.Rf4 Bxb2 24.Qg4+ Kh8 25.Rf7 Qxe6 26.Rf8+ Rxf8 27. Qxe6. White's next move is not too obvious -- forcing black to surrender his dark-square control.

22.Rc7 Qxc7 23.Qxf6





In this game we have a 'real' rook sacrifice, i.e. there is no forced sequence leading to 'mate', and so the evaluation depends on our feel for combinations. They say two connected passed pawns on the 6th are worth a rook, and I think one on the 6th is worth an out-of-play piece!

23...Qe7

Most natural. H&B give 23...Re7 24.Rd3 Rg7 25.Rc3 (25.Bxg7?? Qc1 and 'mate!') Rxc3+ 26.Kxc3 d4+ 27.f3 dxc3 28.e7 and wins, e.g. 28...Bxf3+ 29.Kxf3 Qb7+ 30.Kf2 with Qf8+.

Tarrasch claimed the sacrifices as unsound due to: 23...Rac8 but then 24.Qg5+ Kh8 25.Re1! (Qf6+ draws for the nervous) when a) 25...Re7 26.Qf6+ Kg8 27.Bf4 and b) 25...Qe7 26.Qe5+ Kg8 27.f4 each give white a strong attack. Worth a rook? Think about f4-f5-f6.

24.Qe5 Rf8 25.Rd3 Qf6 26.Rg3+ Kh8 27.Bg7+

Brilliant -- and part of a 32-board simultaneous display!

1-0

Capablanca,J - Stahr,J [D05]

Chicago, 26.03.1915

1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 c5 5.c3

"For his less serious encounters Capablanca often played this opening. It was later invented by Colle." B&H

White plans Nbd2:O-O:Qe2 and e4. The delayed punch in the centre often causes Black problems.

5...c4

Black should never release the central tension -- it gives white a free hand to attack. Better are ...Nc6 or ...Be7

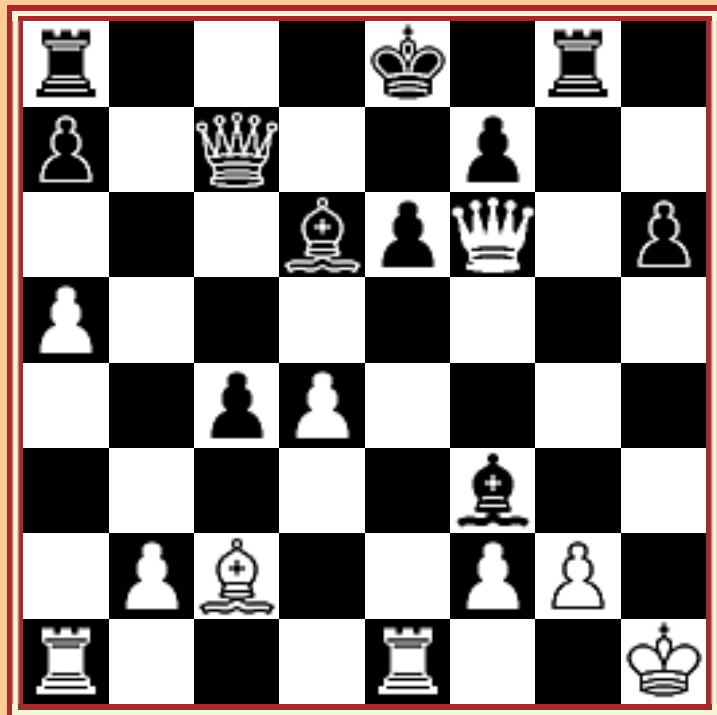
6.Bc2 Bd6 7.Nbd2 Nbd7 8.Qe2 Qc7 9.e4 dxe4 10.Nxe4 Nxe4 11.Qxe4 Nf6 12.Qh4 h6

If 12...O-O 13.Bg5! Black's knight exchange on e4 has brought the white queen out, and castling is impossible. The first game shows a similar mis-timed exchange, with catastrophic consequences.

13.O-O b5 Now if 13...O-O 14.Bxh6! **14.a4 b4 15.cxb4 Bxb4 16.Bf4 Bd6 17. Be5 Bb7**

Black begins a nearly successful counterattack -- "*the best policy against a simultaneous player*" B&H.

18.Bxf6 gxf6 19.Qxf6 Rg8 20.a5 Bxh2+ 21.Kh1 Bd6 22.Rfe1 Bxf3



Not 22...Qd8 23.Rxe6+ fxe6 24.Ba4+ or 22...Rg6 23. Rxe6+ fxe6 24.Ba4+ etc. But 22...Qe7 with an ending was sound. Black's king is stuck in the centre, and Capablanca treats us to a long attack leading to a central breakthrough -- always careful, as his own king is none-too-safe.

23.Qxf3 Qd8 24.Kg1 Rc8 25.Ba4+ Ke7 26.d5 Rg6 27.dxe6 fxe6

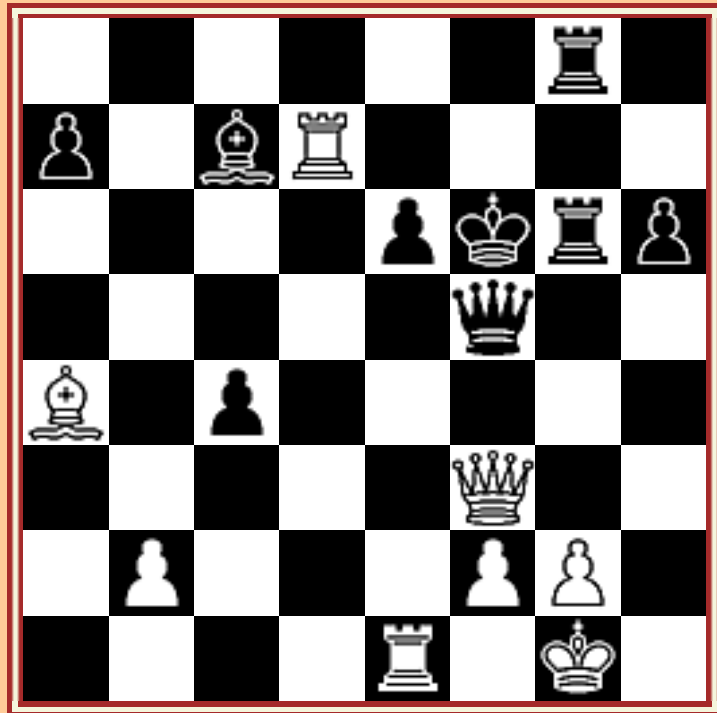
And not 27... Rxe6 28.Rxe6+ fxe6 29.Re1 when black has lost a defender of e6

and the g-file. e.g. 29...Rc5 30.Qg4 or 29...Qg8 30.Qe3.

28.Rad1 Qxa5 29.Qe4

Prepares the combination, now that all the pieces are in play. If immediately 29. Qb7+ Qc7.

29...Rcg8 30.Qb7+ Bc7 31.Rd7+ Kf6 32.Qf3+ Qf5



Black has defended well, and the anticipated 33.Qxf5+ exf5 34.Rxc7 Rxc7+ 35. Kh1 Rxf2 or even 33. Qc3+ Be5 34.Rxe5 Rxc7+ (...Qxe5 35.Rf7+ Kxf7 36.Qxe5 wins) lead to draws. But look again for Capablanca's heart-stopper.

33.Rxe6+ Kxe6 34.Qc6+ Ke5 35.Rd5+ 1-0

"As 35...Kf4 36.Qxc4+ Qe4 27.Qc1+ Kg4 38.Bd1+ Kh4 39. Rh5 is 'mate.'"

"Yet another rook sacrifice to open up a king, this time into the centre of the board. The backward moves of the Q and B should be noted, they are often the ones missed when calculating a combination. Capablanca's breakup of the black king's pawn-shelter is instructive, especially in the face of threats to the white king down the g-file."

Summary

What we have seen is a genius at play -- admiration is natural. But a lot can be learned from such games. Our combinations may not be as deep or as imaginative, but we can play for sound positional advantages and keep an eye out for the odd brilliancy. Capablanca's sacrifices are unnerving, but if we try to understand the judgement that stands behind the sacrifice -- the trade-off between material value and activity -- we will learn a lot about the dynamics of chess combat. Above all, Capablanca's games are about the initiative -- once he has the initiative, he will attack whatever weakness exists to force a resignation.

Back to [Chess Coaching Page](#)



This document (capattak.html) was last modified on 4 Jun 98 by

[Dr. Dave](#)

Exeter Chess Club: What makes a difference?

"There is really only one mistake in chess - underestimating your opponent"

-- TARTAKOVER

I found this session hard to prepare, and might try again! I have tried to find mistakes that are **typical** of a certain level of player - that is, mistakes of a characteristic kind, that better players no longer (or only rarely) make.

The hope is that these are the sorts of error most easily avoided. This document is subject to two caveats:

1. All chessplayers make mistakes all the time. Moreover, you cannot extract a win from a position by effort alone, or the application of only your genius, your opponent must make a mistake.

2. There are some mistakes that everybody makes. These probably include misjudging (or simply failing to spot) combinations and other opportunities, attacking without justification, inadequate technique, and thinking only for yourself.

So, mistakes are inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. I'm sure becoming more efficient or more consistent would for most of us result in a rise in grade without any great new insights being gained.

I originally started out trying to find examples of **good** ideas unique to each level (e.g. to find a good move by a Major player that a Minor player couldn't have found) but this was much harder. Instead, I have given in the County player section, examples that we might all aspire to, and also offer a 'good' game for each lower level ("the player at their best") which shows decent play using ideas which we may be able to see at all levels.

- [Books with annotated amateur games](#)
- {D} [Minor BCF 80-100 \(1240-1400 ELO\)](#)
 1. [The Minor player at their best:](#)
 2. [The Minor Player at work in the Opening](#)
 3. [The Minor Player at work in the Middle Game](#)
 4. [The Minor Player at work in the Endgame](#)
 5. [Good reading for Minor players:](#)
- {C} [Intermediate BCF 100-120 \(1400-1560 ELO\)](#)
 1. [The Intermediate player at their best:](#)
 2. [The Intermediate Player at work in the Opening](#)
 3. [The Intermediate Player at work in the Middle Game](#)
 4. [The Intermediate Player at work in the Endgame](#)
 5. [Good reading for Intermediate players:](#)
- {B} [Major BCF 120-150 \(1560-1800 ELO\)](#)
 1. [The Major player at their best:](#)
 2. [The Major Player at work in the Opening](#)
 3. [The Major Player at work in the Middle Game](#)
 4. [The Major Player at work in the Endgame](#)
 5. [Good reading for Major players:](#)
- {A} [County BCF 150-180 \(1800-2040 ELO\)](#)
 1. [The County player at their best:](#)
 2. [The County Player at work in the Opening](#)
 3. [The County Player at work in the Middle Game](#)
 4. [The County Player at work in the Endgame](#)

Books with annotated amateur games

Chess Master vs. Chess Amateur, Euwe and Meiden

The Amateur's Mind, Jeremy Silman

The Improving Annotator, Dan Heisman

Thinkers' Chess, Stephan Gerzadowicz (Correspondence games)

Magazines: Rabbits Review, Chess Circuit, Popular Chess

{D} Minor BCF 80-100 (1240-1400 ELO)

The games of Minor players are often marred by tactical oversights, and the games are often decided that way. Is there any point in commenting further? Yes, because of two very important reasons:

firstly, Alexander's observation that blunders only occur in losing positions (not always, but more than a grain of truth), and

secondly, that there are other things about their games which could be improved by greater understanding, even while blunders may appear.

In the opening, development is often started well and general rules are followed (e.g. move each piece once) but is at times too straightforward and is not always complete. After this the game may appear episodic, with not all the pieces being used to effect. In the endgame there may be some caution about using the King and theory is often not properly understood, but can win and advance pawns properly.

The Minor player at their best:

Morgan,A - Cooke,S (Exeter Juniors vs Exeter College, 1995)

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. Nf3 Nc6?!

Too straightforward - the c7 pawn needs to counterattack with c5.

6. e3 h6



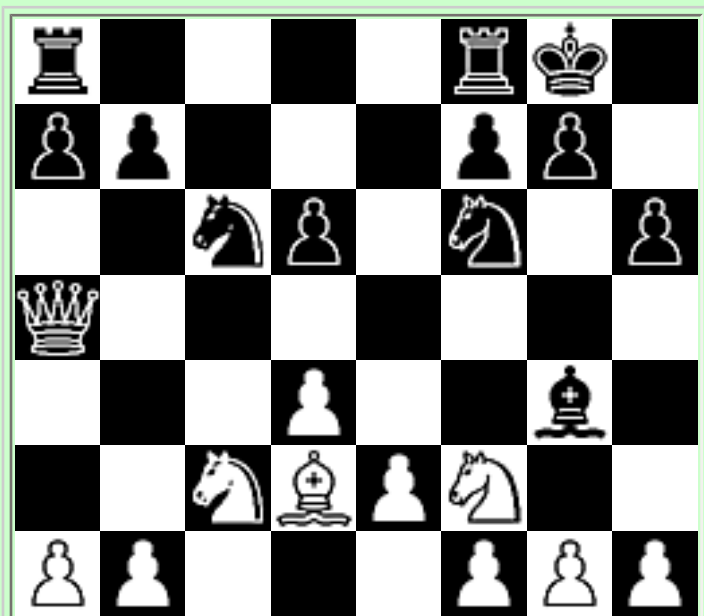
7. Bf4?!

again, not very crisp: either Bxf6 or Bh4 are better

7... Nh5 8. Be5 Bd6

[8... Nxe5 9. Nxe5 Nf6]

9. Bxd6 cxd6?! hard to understand 10. cxd5 exd5 11. Nxd5 Qa5+ 12. Nc3 Nf6 13. Bd3 O-O 14. O-O Bg4





15. h3?!

[15. Qe2 is usually the right square for this bit; you can then uncoil with h3 and e4]

15... Bh5 16. a3 a6 17. Be2

score reconstructed from here

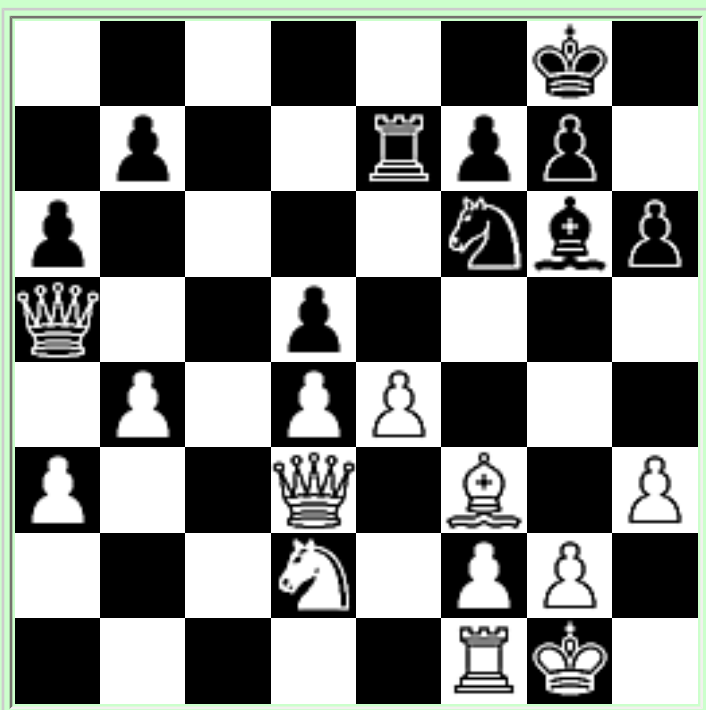
17... Rfe8 18. Qc2 Rac8 19. Rac1 Ne7 20. Qd1 Ned5 21. Nxd5 Nxd5 22. Rxc8 Rxc8

White has let Black become very active

23. Qb3 Rc7 24. Qd3 Bg6 25. e4 Nf6

[25... Nf4 26. Qe3 Rc2 27. Qxf4 Rxe2 28. Qxd6]

26. Nd2 Re7 27. Bf3 d5 28. b4?!



this gives Black an extra move to attack e4

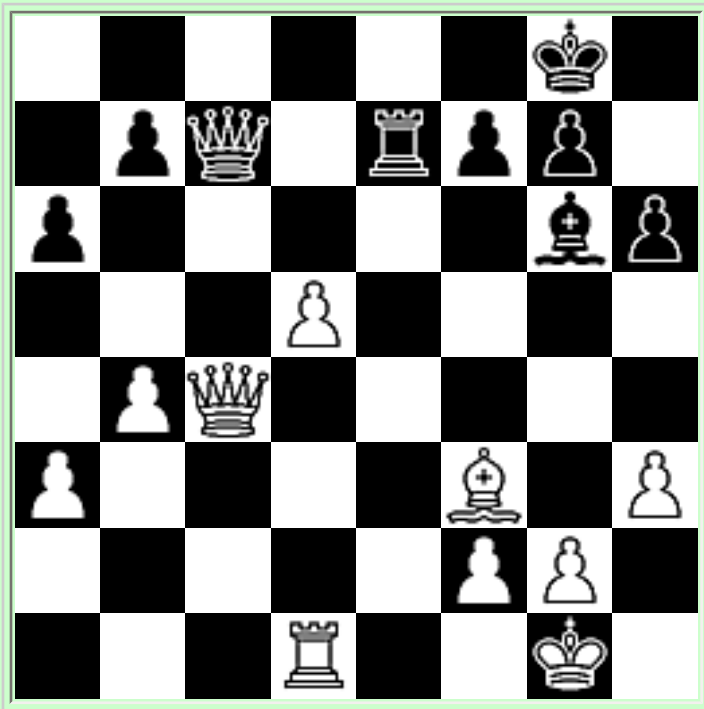
28... dxe4?!

[28... Qd8 29. Re1 Qe8 recovers the pawn]

29. Nxe4 Qf5 30. Nxf6+ Qxf6 31. Qc4

from my score

31... Qe6 32. d5 Qd7 33. Rd1 Qc7



34. Qc5

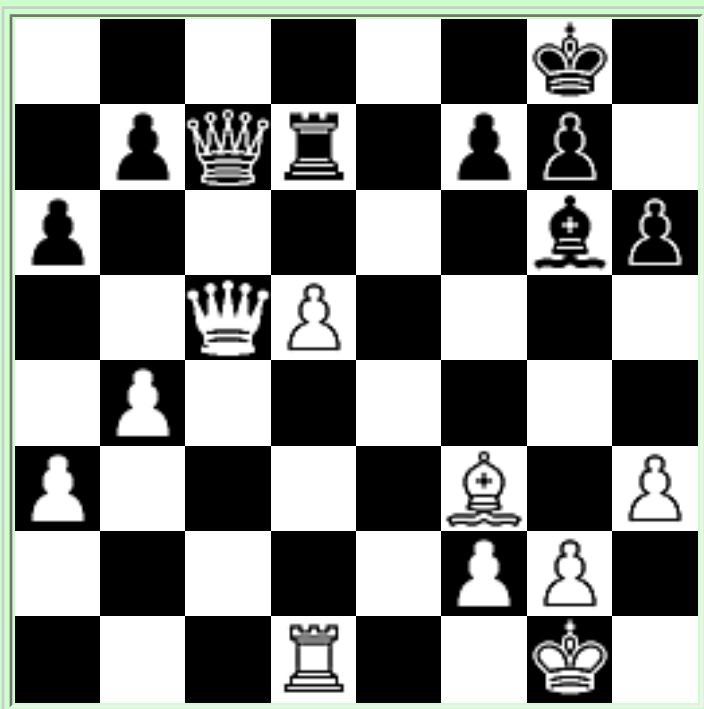
A good-looking move but White did have one stronger.

[34. Qxc7 Rxc7 35. d6 Rd7 36. Bxb7 Rxb7

[36... Bf5 37. Bxa6 is killing]

37. d7 Rxd7 38. Rxd7 Be4 39. Rd6]

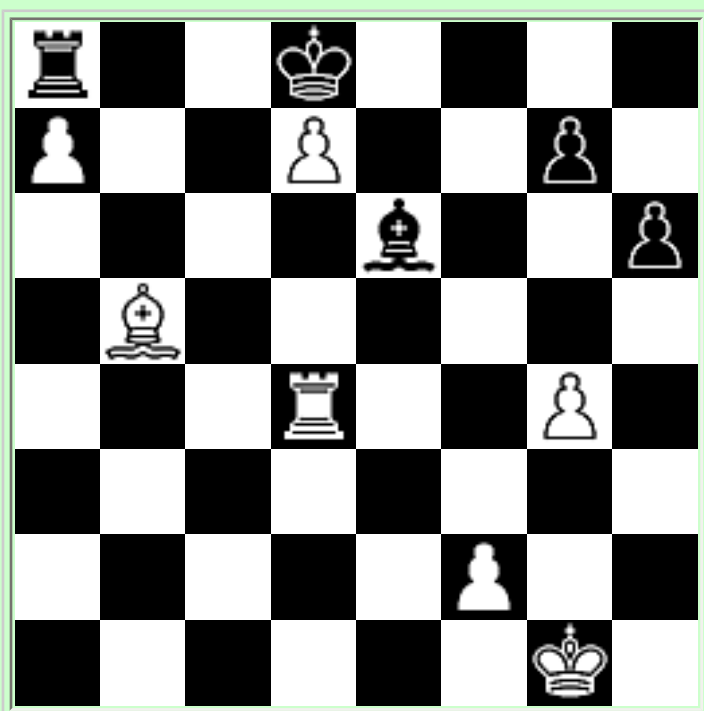
34... Rd7



35. Qxc7 Rxc7 36. d6 Rd7 37. g4

[37. Bxb7 is still right. I think Andrew saw it early enough but thought if he waited it would get better]

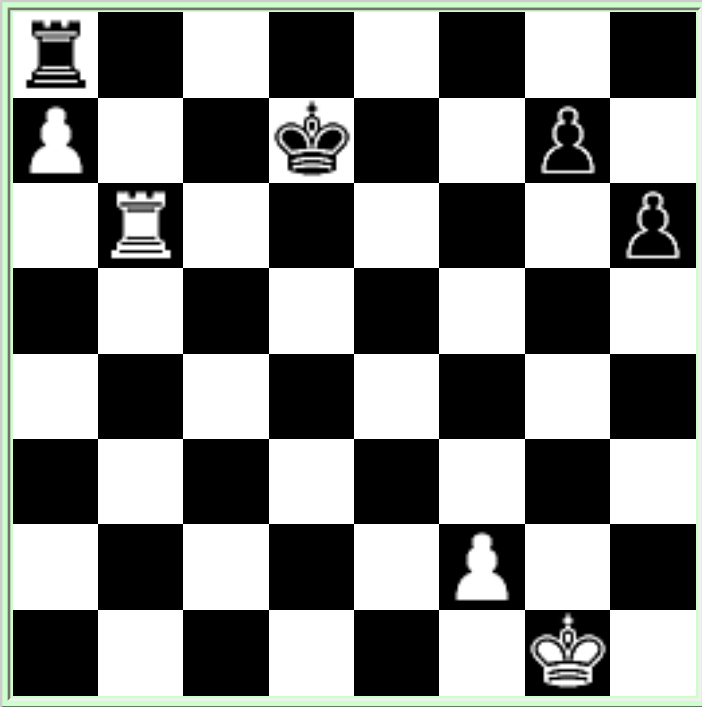
37... f5 38. a4 Kf7 39. Bxb7! fxg4 40. hxg4 Bc2 41. Bc6 Rd8 42. Rd2 Bb3 43. Rd4 Ke6 44. d7 Ke7 45. a5 Be6 46. b5 axb5 47. Bxb5 Rb8 48. a6 Kd8 49. a7 Ra8



50. Rd6

[50. Rf4 Kc7 51. Re4 Bxd7 52. Re7 Rxa7 53. Rxd7+ Kb6 54. Rxa7 Kxa7 55. f4]

50... Bxg4 51. Rb6 Bxd7 52. Bxd7 Kxd7



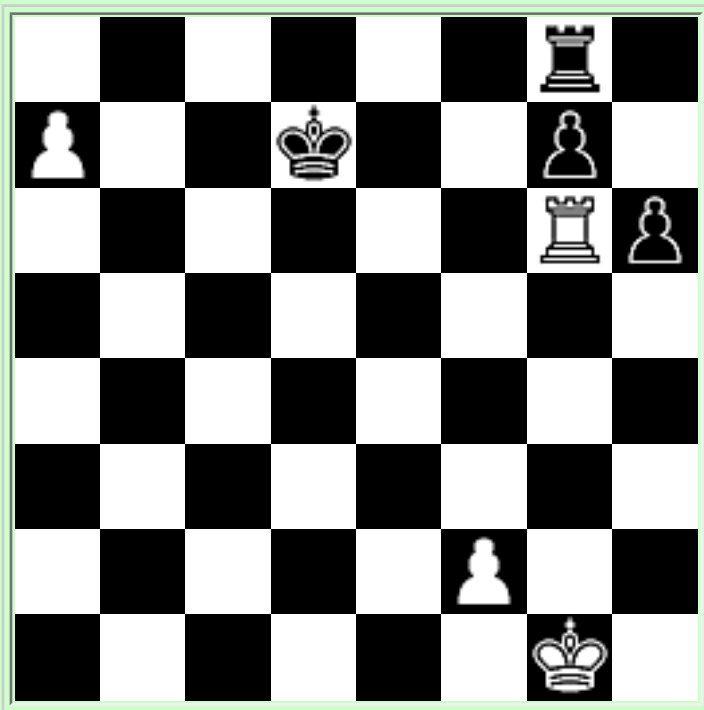
53. Rg6

[53. Rb7+ Kc6 54. Rxg7 Kb6 55. Kg2 Rh8

[55... Rxa7 56. Rxa7 Kxa7 57. Kg3 Kb7 58. Kg4 Kc7 59. Kh5 Kd7 60. Kxh6 Ke6 61. Kg6 Ke5 62. Kg5 Ke6 63. f4 Kf7 64. Kf5 Kg7 65. Ke6 Kf8 66. Kf6 Kg8 67. Ke7 Kg7 68. f5]

56. Kg3 Ra8 57. Kg4 Rh8 58. Kh5]

53... Rg8



54. f4

score reconstructed from here

[54. Kf1! Kc7 55. Rxc7+ Rxc7 56. a8=Q wins - a common theme I associate with a Lasker study]

54... Kc7 55. a8=Q Rxa8 56. Rxc7+ Kd6 57. Rg6+ Ke7 58. Rxc6 Rg8+ 59. Kf2 Rf8 60. Kg3 Rg8+ 61. Kf3 Rf8 62. Ke4 Kf7 63. Kf5 Rg8 64. Rh7+ Ke8 65. Ke6 Rg6+ 66. Ke5 Kf8 67. f5 Rg1 68. f6 Re1+ 69. Kf5 Rf1+ 70. Ke6 Rg1 71. f7 Rf1 72. Rh8+ Kg7 73. Rg8+

White lost on time

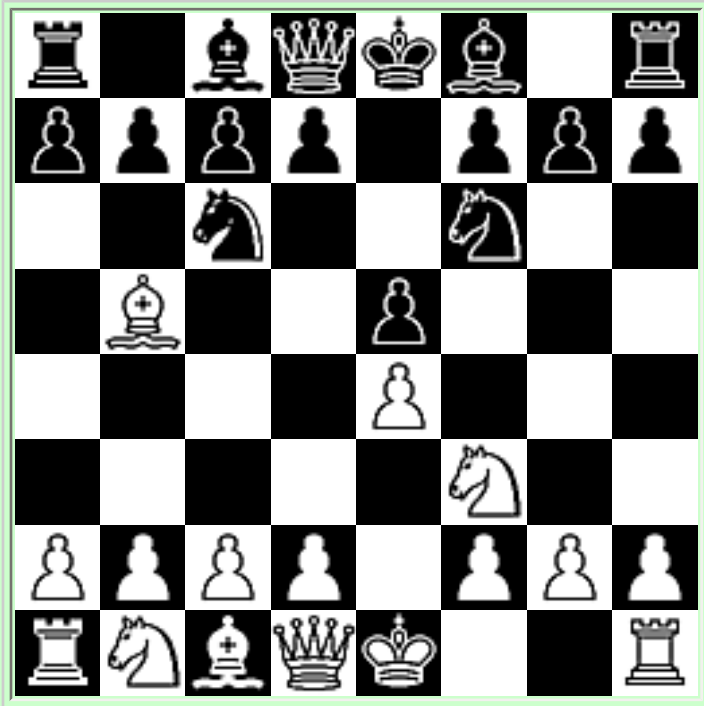
0-1

Unfortunate, but it shows what Minor players can turn on given the chance - I thought both players fought well.

The Minor Player at work in the Opening

Example: Smith-Moulton, 1996

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6



White to move

Moves chosen: 4. d3 Bb4+

Better move(s):

4. O-O, 4. d4;

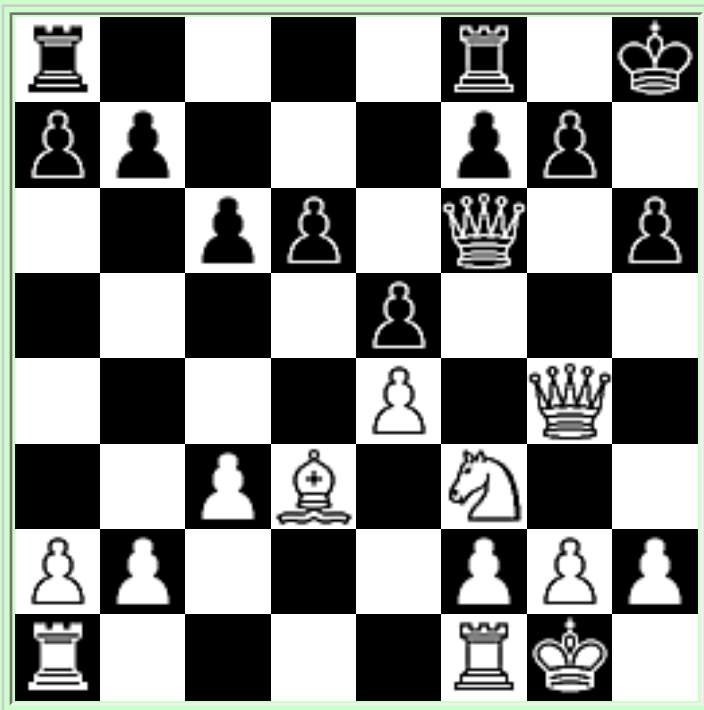
4...Bc5, 4...d6

Commentary:

These are common beginners' mistakes: 4. d3 is much too slow - White loses the advantage of the first move here - and 4...Bb4+ is pointless. Juniors also often end up in dismal Four Knights'/Giuoco Pianissimo lines which are blocked and static.

The Minor Player at work in the Middle Game

Example: Harding-Brown, 1996



White to move

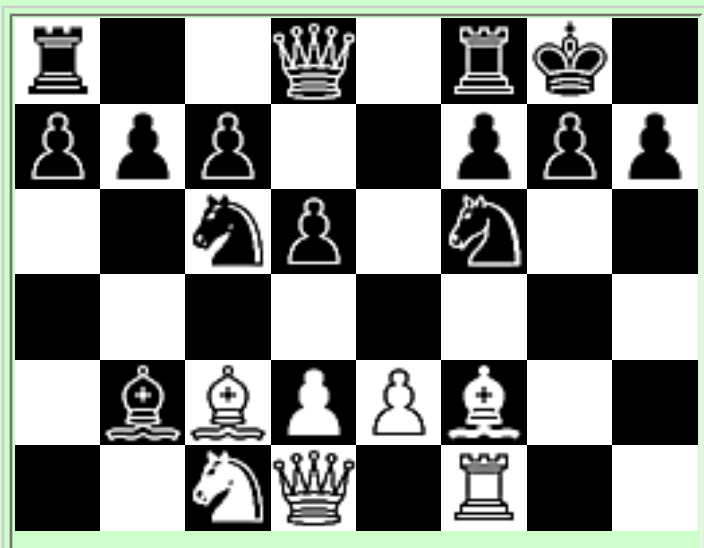
Move chosen: 15. Qd7

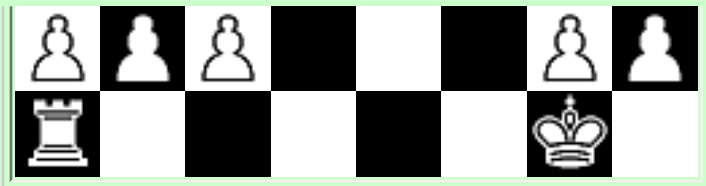
Better move(s): 15. Rad1

Commentary:

White is obviously winning here but the mistake I think is common: I would bring the Rooks into play before starting an attack.

Example: Moulton-Teasdale





Black to move

Move chosen: 10... Ng4

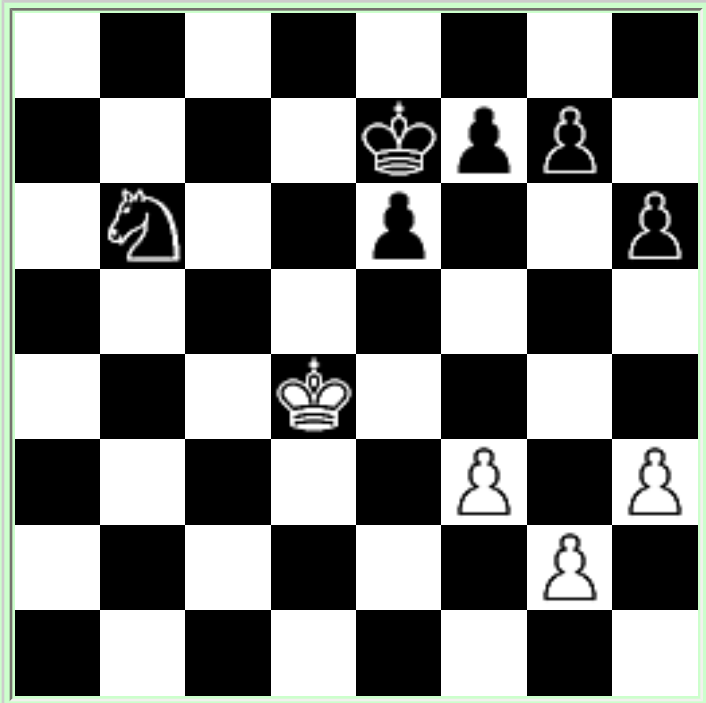
Better move(s): 10... Re8; 10... Bxc3; 10...Nxd4!

Commentary:

Same again: you have no right to attack unless (a) you are fully developed, and/or (b) you have some other advantage.

The Minor Player at work in the Endgame

Example: Kennedy-Morgan, 1995



Black to move

Move chosen: 39...Kd7

Better move(s): 39... Kd6!

Commentary:

It should become second nature to take this square.

Good reading for Minor players:

An Opening Repertoire for the Attacking Player - Keene/Levy

Chess Openings for Juniors and Attacking the King - John Walker

Logical Chess - Irving Chernev

Chess Endings: Essential Knowledge - Averbach

Winning Endgames - Tony Kosten

Winning Chess - Chernev/Reinfeld

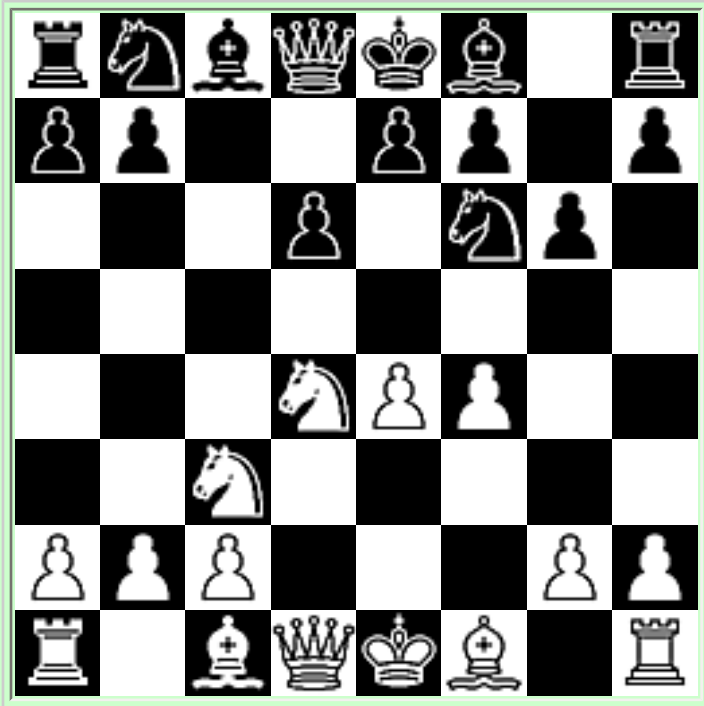
{C} Intermediate BCF 100-120 (1400-1560 ELO)

Intermediate players are usually pretty efficient - solid, get their pieces out properly, play sensibly against odd moves and have mastered the King's-side hack. There is a tendency to adopt fortress-like defensive blockades in the middle-game, and may overlook unobvious moves, or tactics in quiet positions. They know basic book wins in the endgame but may only defend rather than seeking counterplay.

The Intermediate player at their best:

Rosseinsky,J (2840) - Collins,C (1800) [B71] (Spectrum Torquay #2, 1996)

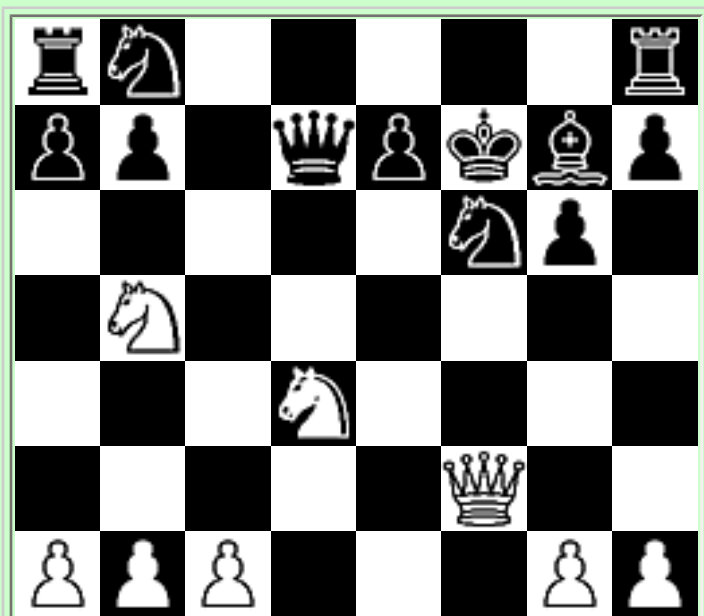
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4



6...Bg7? 7. e5 dxe5 8. fxe5 Ng8 9. Bb5+ Bd7 10. e6 Bxb5 11. exf7+ Kxf7
12. Qf3+ Nf6 13. Ncxb5!

Quality move

13...Qd7 14. O-O





14...Re8!?

[14... a6 15. Qb3+ Ke8

[15... e6 16. Nxe6 Qxe6 17. Qxe6+ Kxe6 18. Nc7+ Kf7 19. Nxa8]

16. Ne6 axb5 17. Nxc7+]

15. Qb3+ e6 16. Nf3

[16. Bf4! Kg8 17. Nxe6 [17. Rad1]]

**16... Nc6 17. Bf4 Kg8 18. Rad1 Qe7 19. Nc7 Ng4 20. Bg3 Kh8 21. Nxa8
Rxa8 22. Rd6 e5 23. Rd2**

[23. Re6!? Qc5+ 24. Kh1 Rf8 25. h3

[25. Rd1]

25... Nd4]

23... Re8

[23... Rf8!?!]

24. Bh4 Qc5+ 25. Kh1 Rf8 26. Rd5 Qe3 27. Qxb7 Nd4 28. Rd7 Qh6

[28... Nxf3 29. Rf7 Rxf7]

29. Rf7 Nxf3 30. Rxf8+ Bxf8 31. Qxf3 Be7 32. Bxe7??

[32. Qxg4! Qxh4

[32... Bxh4 33. Qc8+ Bd8 34. Qxd8+ Kg7 35. Qf8#]

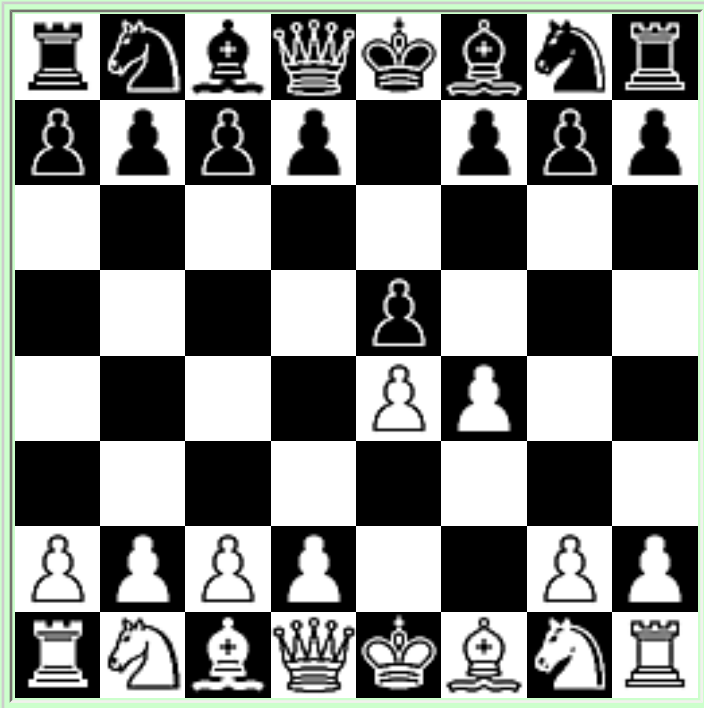
33. Qxh4 Bxh4 34. g3 Bf6 35. Re1 Kg7 36. c4]

32... Qxh2# 0-1

Tragedy!

The Intermediate Player at work in the Opening

Example: Regis-O'Grady 1996



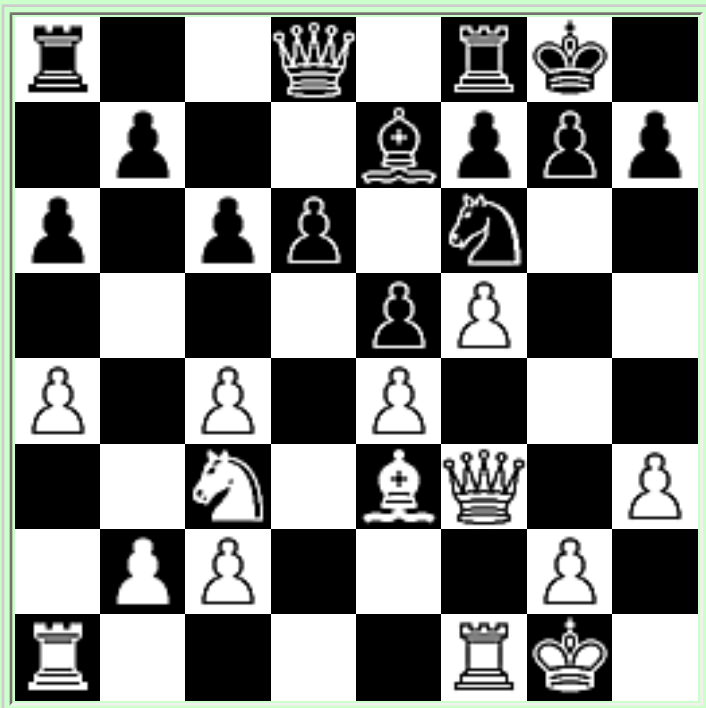
Black to move

Move chosen: 2...d6?!

Better move(s): 2...Bc5

Commentary:

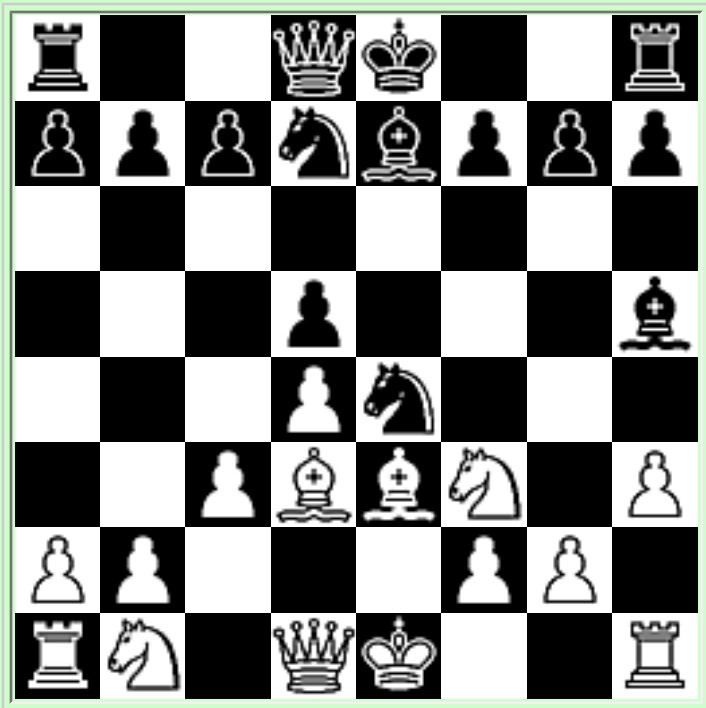
This apparently solid attempt is in fact a serious concession. White rapidly built up an attacking position on the King's-side where Black had little counterplay.



Good defence needs active pieces.

The Intermediate Player at work in the Middle Game

Example: Kruse-Regis, 1977



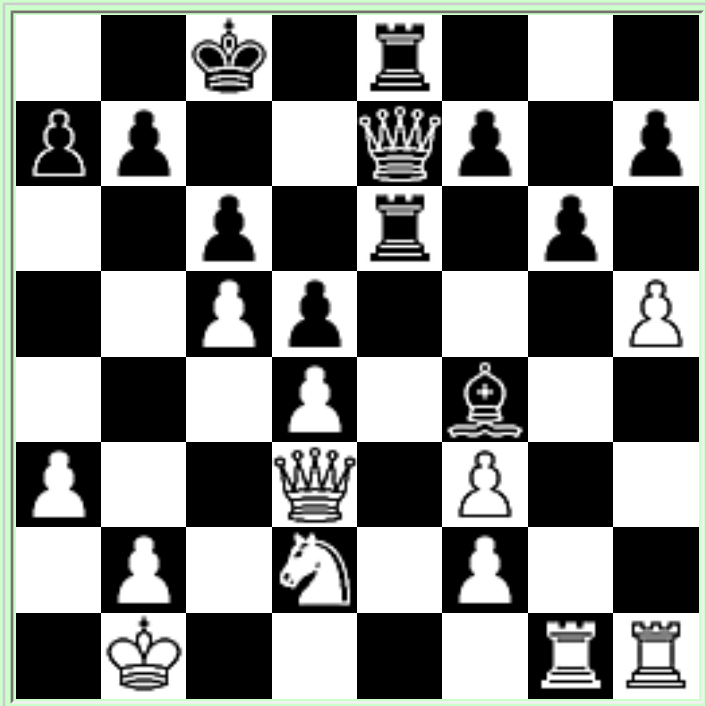
White to move

Move chosen: 10. Qc2?!

Better move(s): 10. Nbd2

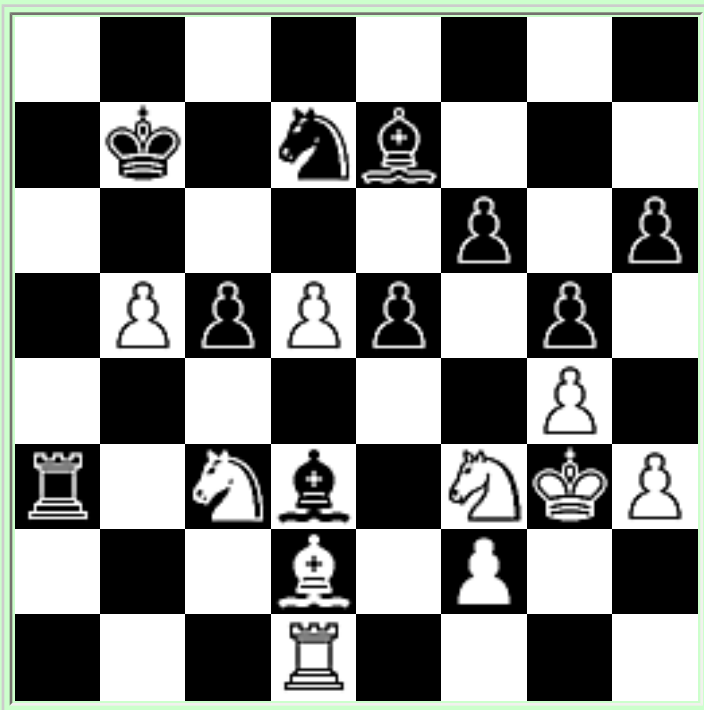
Commentary:

White ignores the positional elements of the position. Black whipped back 10...Bxf3 pretty quickly, and a few moves later had achieved the following crushing position - although only drew through inadequate technique. Lack of experience on both sides - White not imagining the positional trouble he could get into, Black not being able to take advantage of the trouble.



The Intermediate Player at work in the Endgame

Example: Blackmore - Isaac (116) (3), 1995



Black to move

Move chosen: draw agreed

Better move(s): 33...e4, 33...c4

Commentary:

Black has generally better pieces and two Bishops, while White has little play. Either pawn move gives the Black Knight a superb post.

Good reading for Intermediate players:

Repertoire books e.g. *Winning with...*

Think/Play like a Grandmaster - Kotov

Rate Your Endgame - Mednis/Crouch

Test Your Chess IQ (Book 1) - Livshitz

The Middle Game (I/II) - Euwe and Kramer

Simple Chess - Michael Stean

{B} Major BCF 120-150 (1560-1800 ELO)

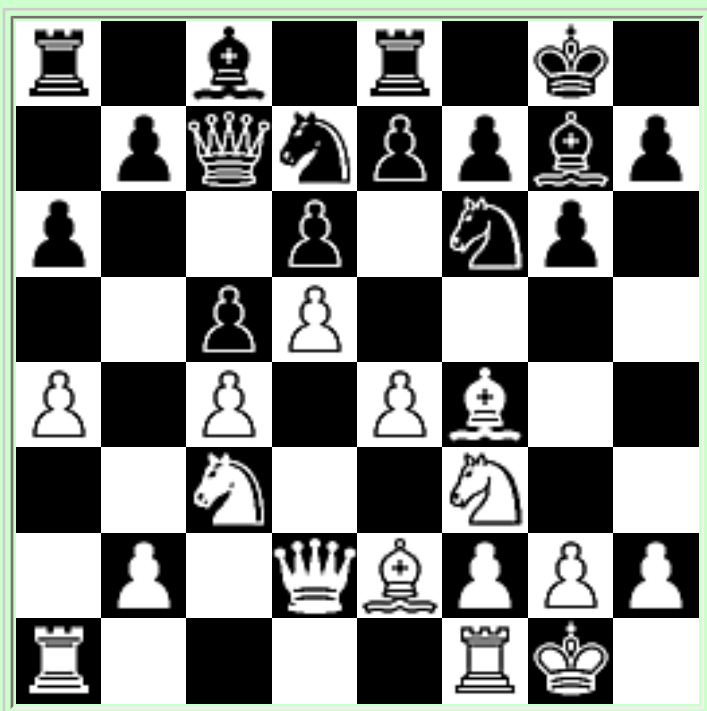
Major players usually have a well-worked-out opening repertoire and can set their opponents problems in each phase of the game. Even 200-grade players cannot dismiss the better Major contenders as easy prey.

There are standard plans and "clockwork" attacks which the Major player understands and plays well. Where a solid formation is adopted there is usually also a view to some flexibility and keeping the pieces at least potentially active. They will seek counterplay and know how to limit the play of their opponents. They usually notice all the relevant features of the position even if they choose the wrong move/plan.

The Major player at their best:

Abbott,M - Rudall,D (Exeter vs. Teignmouth, 1994)

1. d4 d6 2. c4 Nf6 3. Nc3 g6 4. e4 Bg7 5. Be2 O-O 6. Bg5 Nbd7 7. Nf3 c5 8. d5 a6 9. a4 Qa5 10. O-O Qc7 11. Qd2 Re8 12. Bf4



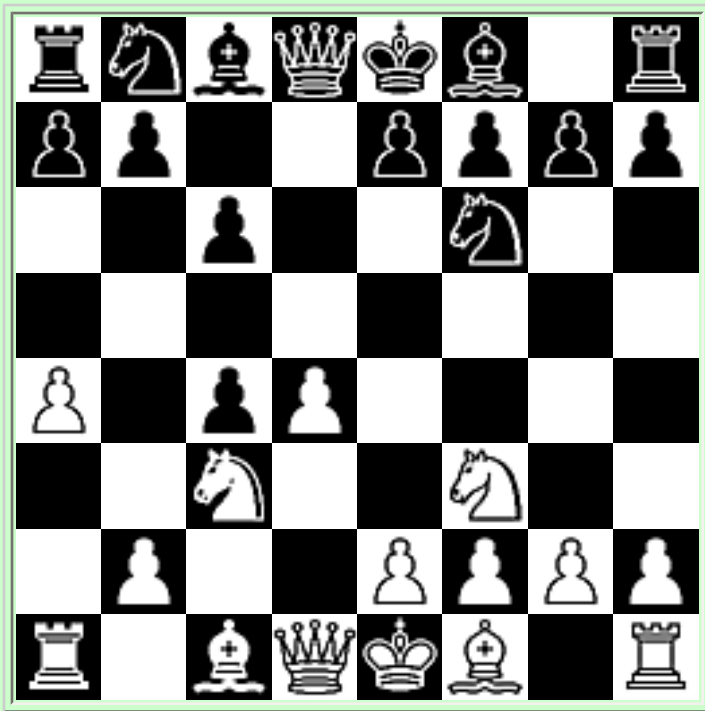
White inaugurates the standard attack and Black is crushed without mercy.

12...Nh5 13. Bh6 Ndf6 14. Bxg7 Nxg7 15. h3 Rf8 16. Qh6 Qb6 17. Rab1
Qc7 18. Ng5 Nge8 19. f4 Bd7 20. e5 Bf5 21. exf6 Nxf6 22. Rbd1 Qb6 23.
Rd2 Qb4 24. g4 Bc8 25. Nce4 Rd8 26. Nxf6+ exf6 27. Qxh7+ Kf8 28.
Qxf7# 1-0

The Major Player at work in the Opening

Example: Regis-Rivett, 1977

1. d4 d5 2. Nf3 Nf6 3. c4 c6 4. Nc3 dxc4 5. a4



Black to move

Move chosen: 5... Bd7

Better move(s): 5...Bf5, 5...Na6, 5...Bb4

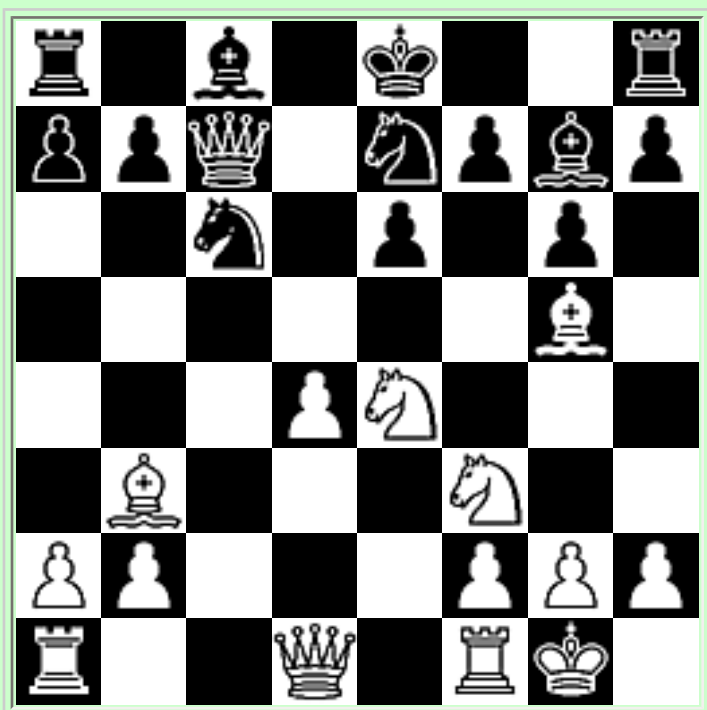
Commentary:

This is an interesting attempt in a well-known position. I suspect all three 'book' moves were known to

Black, but chose this 'inferior' alternative in order to set White a problem: how to recover the c-pawn? I still think the move is a mistake, but it is an intelligent one.

The Major Player at work in the Middle Game

Example: Tart-Regis, 1996



Black to move

Move chosen: 14...O-O (15. Nf6+)

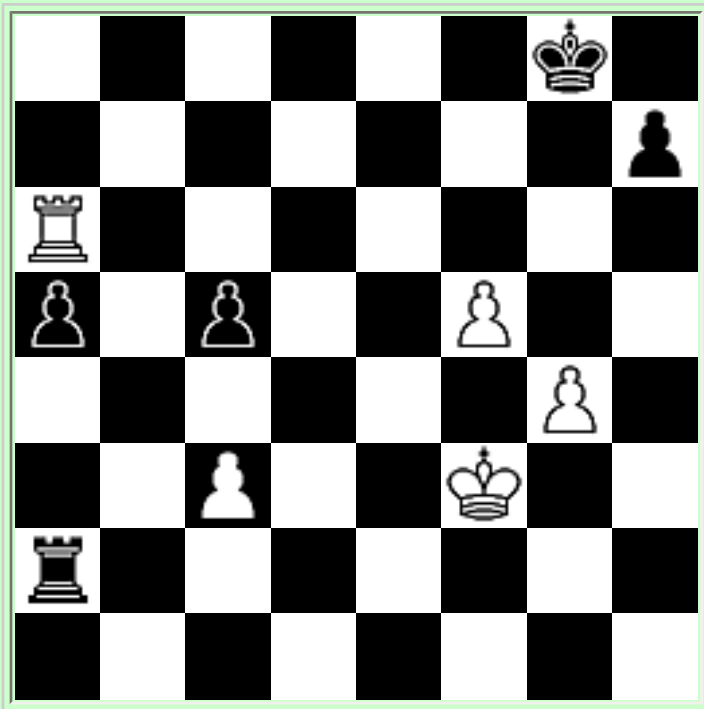
Better move(s): 14...h6 (15. Bf6 O-O)

Commentary:

The alternative continuation does concede the dark-squared Bishop but that is not fatal. Why did Black imagine he would be able to survive the Knight coming in on f6? Because there was no refutation within the horizon of Black's analysis. This failure of vision is I think typical, and results from lack of experience in attacking/defensive positions.

The Major Player at work in the Endgame

Example: Regis-Greet, 1995



White to move

Move chosen: 44. Kf4 and offered draw

Better move(s): 44. Kf4 and glare at opponent.

Commentary:

This is, of course, completely won for White...

44. Kf4 Ra3 45. Ke5 Kf7

[or 45... Rxc3 46. Kf6 h6 47. Kg6 Kf8 48. f6]

46. Ra7+ Ke8 47. Ke6 Kd8 48. f6

Post-time-control nerves played a part here, but also lack of confidence in the analysis or technique of the endgame. [At each level I looked at I found examples of games just stopping with a draw in a won endgame.]

Good reading for Major players:

Specialist monographs e.g. *The Complete...*

Practical Chess Endings - Keres

Batsford Chess Endings - Speelman et al.

Secrets of Grandmaster Play - Nunn/Griffiths

Reading as for intermediate players too.

{A} County BCF 150-180 (1800-2040 ELO)

The County player is an alert player of openings - they will often know some of the theory outside their own repertoire, and play their own lines with some depth - in fact, they play any sort of position pretty well.

They are beginning to master the art of analysis, being able to sustain assessment of a main line with variations throughout a tactical game, and in complex positions can isolate a theme and crystallise it. They defend much better than weaker players and swindle well.

In the endgame they do know a bit of theory, and can calculate well enough to improvise a strategy for unknown positions. How often I have embarked optimistically on a slightly worse endgame against county-strength players, only to be ground down without mercy. I often feel there are three games to be played at this level before you can secure the whole or half- point: once in the opening, middle and endgame.

Obviously there are still things that separate the lower from the higher (approaching 200) boards of county teams: things like judging positions on their merits rather than by analogy, and the coordination of their pieces. And of course, all the common threads (depth of analysis, thinking for the opponent, knowledge of theory) can all be expected to be stronger in the better player.

The County player at their best:

Peter Lane - Einar Einarsson (1995)

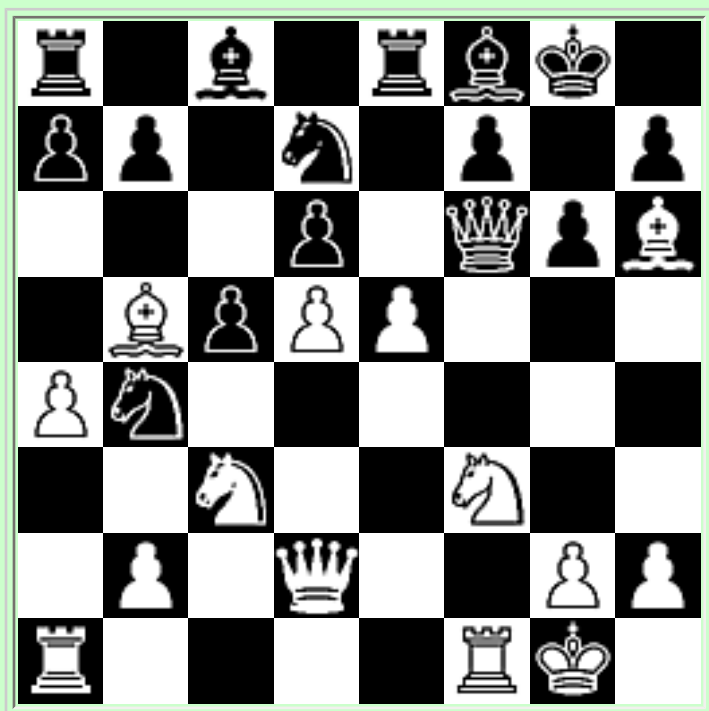
1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5 + Nfd7 9. a4 O-O 10. Nf3 Re8

a mistake, said Peter

11. O-O Na6 12. f5!

An unobvious move - Agust queried it, but Peter knew it was a winner.

12... Nb4 13. Bg5 Qc7 14. f6 Bf8 15. Qd2 Qd8 16. Bh6 Qxf6 17. e5



17... Rxe5

[17... dxe5 18. Bxf8 Rxf8 19. Ne4]

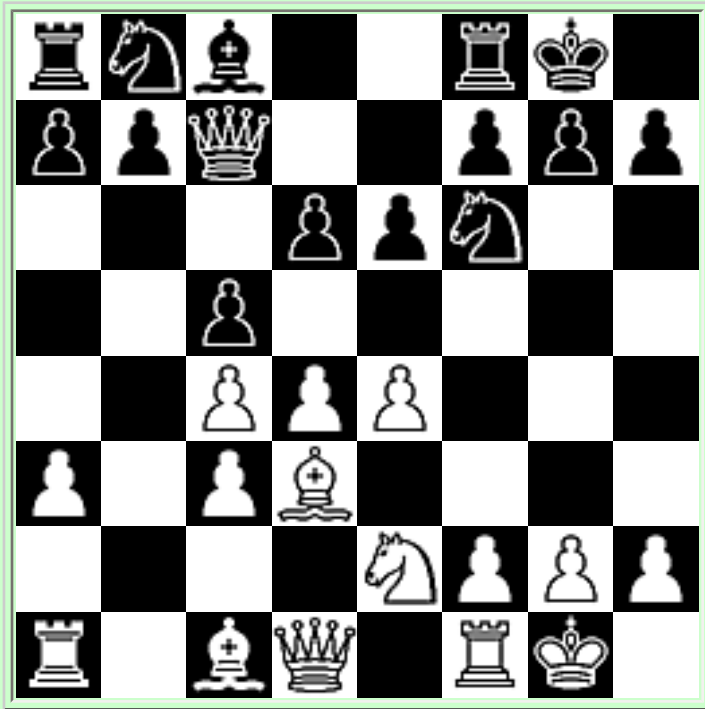
18. Nxe5 Bxh6 19. Rxf6 Bxd2 20. Nxd7 a6 21. Nb6 1-0

A crush against a strong opponent.

The County Player at work in the Opening

Example: Peter Lane - RJJ Gibbons, Exeter vs. Kingston, 1995

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. a3 Bxc3+ 6. bxc3 O-O (too early?) 7. Bd3 d6 8. Ne2 Qc7 9. e4 e5 10. O-O



Black to move

Move chosen: 10...Nc6

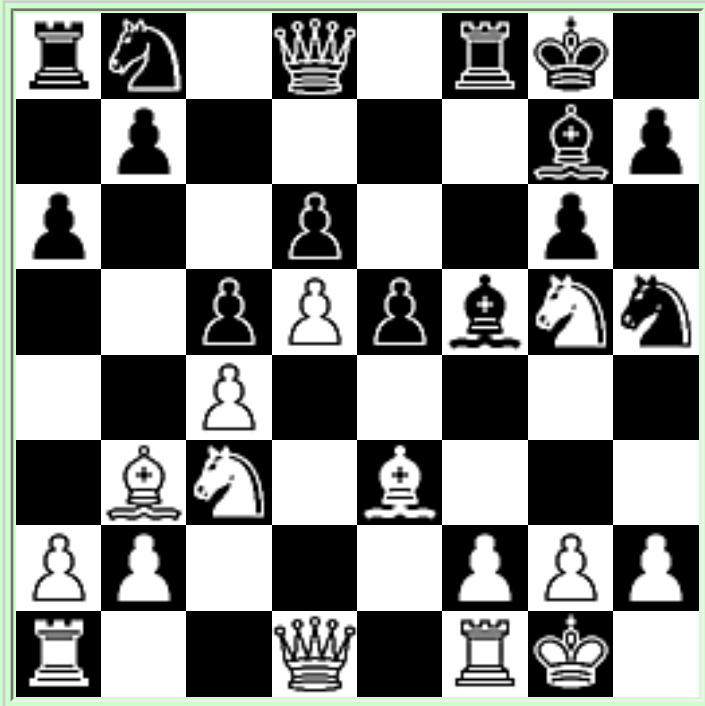
Better move(s): 10...Ne8

Commentary:

This is the difference between a general and a specific understanding of the position. Generally, ...Nc6 is the right sort of idea. But White's opening (with Ne2 rather than Nf3) is too dangerous for normal methods, so ...Ne8 and f5 was called for. I think even if you don't know what White has in mind (if you haven't been playing the Nimzo long) I would expect a good County player to see f2-f4-f5 coming and do something about it.

The County Player at work in the Middle Game

Example: Timms-Regis 1996



Black to move

Move chosen: 15...Nf4

Commentary:

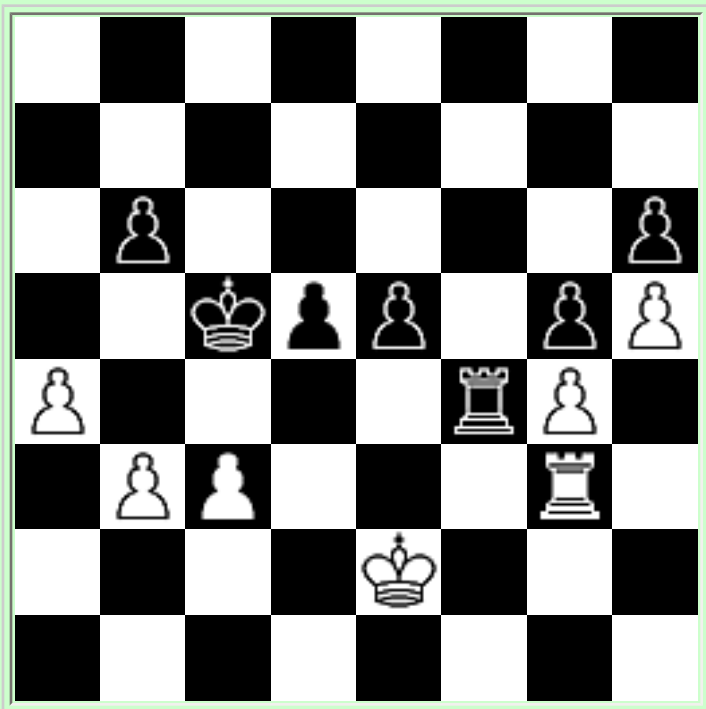
It's not a very hard move to spot or play, but it was necessary to envisage the forcing game continuation:

15... Nf4 16. Bxf4 exf4 17. Ne6 Bxe6 18. dxe6 Bxc3 19. bxc3 Qe7 20. Re1 Nc6 and ...Ne5

I think White had seen the Knight coming in to e6 and just jumped at the chance without really thinking it through; Black however anticipated the line in its entirety. When you can regularly see main lines like this and assess the resulting positions properly then you can expect good results against club players.

The County Player at work in the Endgame

Example: French-Greely, 1996



Black to move

Move chosen: 41...d4

and we saw only seven more moves: 42.cxd4+ exd4 43.Kd3 Kb4 44.Kd2 Re4 45.Kc2 Re3 46.Rg1 Rxb3 47.a5 bxa5 48.Ra1 Rc3+ 0-1

Commentary:

At last a won endgame which was won! How did you react when you saw the diagrammed position? Did you think White not much worse (level material)? Or did you think Black had a straightforward win? Black has a number of advantages which add up to a win: better King, better Rook, central control and a passed pawn. I think when you have the control and understanding to win these technical positions, you are well on your way to being a classy player.

French,P (1890) - Greely,P (1840)

Major Plate [DR]

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e6 6.Bg5 Be7 7.f4 h6?! 8.Bh4 Nc6?! [8...Nxe4! 9.Bxe7 Nxc3 10.Bxd8 Nxd1 11.Bc7 Ne3 12.Bxd6=]

9.Nxc6 bxc6 10.e5 Nd5 11.Bxe7 Qxe7 12.exd6 Qxd6 13.Nxd5 cxd5 14.Bb5+ Bd7 15.Bxd7+ Qxd7 16.0-0 Qb5 17.Qd4 Qb6 18.Rad1 Rc8 19.Qxb6 axb6 20.c3 Ke7 21.

f5 Rhd8 22.fxe6 fxe6 23.Rf3 Rf8 24.Rdf1 Rxf3 25.Rxf3 e5 26.Kf2 Ke6 27.Ke2 g5
28.g4 Ke7 29.Rf5 Ke6 30.h3 Ra8 31.a3 Rc8 32.h4 Rg8 33.h5 Rc8 34.Rf2 Rc4 35.
Rg2 Rf4 36.Ke3 Re4+ 37.Kd3 Rf4 38.a4 Kd6 39.Rg3 Kc6 40.Ke2 Kc5 41.b3
{ DIAGRAM } 41...d4 42.cxd4+ exd4 43.Kd3 Kb4 44.Kd2 Re4 45.Kc2 Re3 46.Rg1
Rxb3 47.a5 bxa5 48.Ra1 Rc3+ 0-1

Back to [Chess Coaching Page](#)



This document (diffrenc.html) was last modified on 6 Sep 96 by

[Dr. Dave](#)

Exeter Chess Club: Exeter Chess Club Centenary Simul 1996

"There is really only one mistake in chess -

underestimating your opponent"

-- TARTAKOVER

Contents

- [Statistics](#)
- [The gallant losers](#)
 - [Lane, G - Rowston, B \(89\), \(1-0, 17\)](#)
 - [Lane, G - Coates, AE, \(106\), \(1-0, 18+\)](#)
 - [Lane, G - Bazley, RJ \(110\), \(1-0, 29\)](#)
 - [Lane, G - Cubbon, R \(ug\), \(1-0, 32\)](#)
 - [Lane, G - Czerniawski, E \(ug\), \(1-0, 33\)](#)
 - [Lane, G - Ehtesham, YAH \(84\), \(1-0, 38\)](#)
 - [Lane, G - Hill, D \(160\), \(1-0, 38\)](#)
 - [Lane, G - Regis, D \(168\), \(1-0, 41\)](#)
- [A noble draw](#)
 - [Lane, G - Pope, S \(156\), \(1/2-1/2, 40\)](#)
- [The glorious winners](#)
 - [Lane, G - Leigh, M \(152\), \(0-1, 33\)](#)
 - [Lane, G - Homer, S \(129 - ha! 160?\), \(0-1, 29\)](#)
 - [Lane, G - Bellers, C \(162\), \(0-1, 25\)](#)
- [What makes a difference? Thumbnail sketches of classes of player](#)
 - [Minor BCF 80-100 \(1240-1400 ELO\)](#)
 - [Good reading for Minor players:](#)
 - [Intermediate BCF 100-120 \(1400-1560 ELO\)](#)
 - [Good reading for Intermediate players:](#)
 - [Major BCF 120-150 \(1560-1800 ELO\)](#)

- [Good reading for Major players:](#)
 - [County BCF 150-180 \(1800-2040 ELO\)](#)
 - [Books with annotated amateur games](#)

Last year, I led a session on "[What makes a difference? How 120-graded players beat 100s](#)", and another following up [last year's simul](#) by IM Gary Lane. This is an attempt to do the two at once. The conclusions, but not the examples, from that other session are appended.

Also, last year I tried to stress the **differences in quality** between classes (e.g. county players play on in endgames); and this time I want to look more perhaps at the **differences in degree** - like, we all play theory, but the better players play more of it as a rule. It's mostly opening and middlegame stuff this time (he didn't have to play too many endgames...). Gary commented that the play was of quite high standard: he may say that to all the boys, but we did take 3 1/2 points off him which is probably 3 1/2 more than he drops some nights!

He also commented that he was in more trouble when in unfamiliar openings. The most spectacular example of that was in [Chris'](#) game, but others also gave him trouble. Now that does not mean avoiding theory at all costs - unfamiliar means unfamiliar to Gary, not unknown to theory or unorthodox. When we played unorthodox (like the *Hedgehog*) we usually struggled ([Robin](#), [Bruce](#), [Eddie](#), [Ray](#)). When we played well-founded openings that we knew a bit about, we lasted longer ([Matthew](#), [Dave](#)).

Trouble also arose when the opponent had counterplay - this is almost what we mean by '*trouble*'. This is the problem with the *Hedgehog* - it's solid enough but you never know where your counterplay is coming from. Masters can make use of this system but club players tend to drift. In other formations you know what sort of plans are usually going to be available (*French*: attack on d4; *Sicilian*: attack on e4/down the c-file). Our play in the *Hedgehog* is more hopeful than well-founded; curling up and hoping may delay the end but cannot affect the result!

The second positional theme, which you can see in the games with the *Hedgehog* and other openings, was *share of centre*: you need to grab some of it (easiest: see the games by [Hunshank](#) and [Matthew](#)) or plan to disrupt it ([Bruce](#), [Sean](#)) or have a go at it later (harder: see [Dave's](#) treatment of the Modern).

The other problems we had were tactical: one over-cautious and one over-optimistic. Two problems with the same cure: analyse and live in knowledge, rather than guess and live in hope.

I think there were one or two Gary Lane sacrifices which were played more from inspiration than calculation ([Hunshank](#), [Robin](#)). Our response was to decline - on principle? This is declining from fear, not knowledge. Analyse and find out if there is a win for your opponent, don't panic and refuse material that you could have for free. You may get it wrong if you analyse, but you may guess wrong if you try to make some overall judgement. You can see some grown-up decisions in the games by [Dan](#) and [Chris](#).

The other problem was just the opposite: letting Gary get off a snap attack ([Alan](#) (not given below) and [Dave](#)). We seemed to hope that we would be OK, but were proved wrong. This may be poor positional judgement, but in fact analysing a couple of moves deeper may have revealed what sort of trouble we were getting into. Again, this is playing in hope, not knowledge.

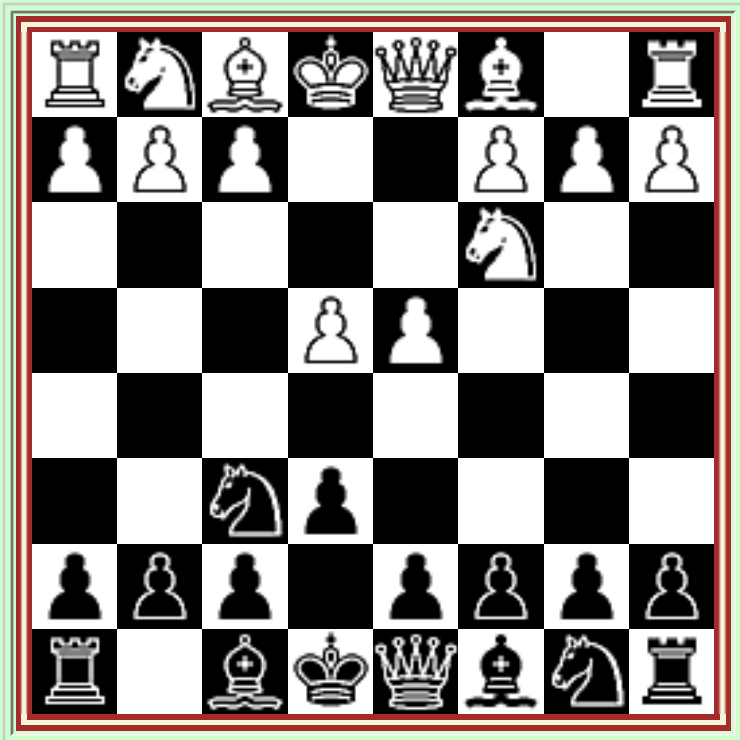
Statistics

| Player | Grade | Result | Moves | Theory | W | Castled | B |
|----------------|-------|---------|-------|--------|----|---------|-----|
| Rowston, B | 89 | 1-0 | 17 | 3B | 10 | 15 | |
| Coates, AE | 106 | 1-0 | 18+ | 5W | 11 | 12 | |
| Bazley, RJ | 110 | 1-0 | 29 | 2B | 7 | 17 | |
| Cubbon, R | ug | 1-0 | 32 | 3B/4W | 5 | 18 | |
| Czerniawski, E | ug | 1-0 | 33 | 3B | 6 | - | |
| Ehtesham, YAH | 84 | 1-0 | 38 | 6B | 10 | 20 | |
| Hill, D | 160 | 1-0 | 38 | 8B/10B | 14 | 17 | |
| Regis, D | 168 | 1-0 | 41 | 9W/9B | 8 | 6 | |
| Pope, S | 156 | 1/2-1/2 | 40 | 5W | 6 | 6 | |
| Leigh, M | 152 | 0-1 | 33 | 7W | 7 | 15 | |
| Homer, S | 129 | ha! | 160 | 0-1 | 29 | 3W | 6 6 |
| Bellers, C | 162 | 0-1 | 25 | 5W?? | 9 | - | |

The gallant losers

Lane, G - Rowston, B (89), (1-0, 17)

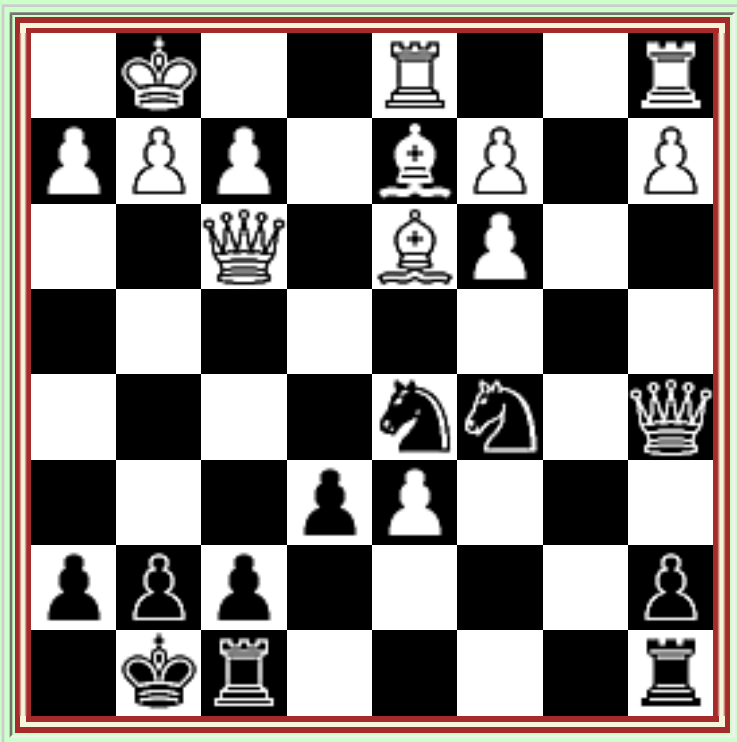
1.d4 Nf6 2.Nc3 e6 3.e4



3...Bb4 [3...d5]

There is no reason to avoid playing into healthy theory with ...d5, which also insists on a share of the centre. In this game Black hits back straightaway with ...c5, but in other games the challengers were more generous with the centre.

4.Bd3 c5! 5.dxc5 b6?! [5...Na6 6. Be3 Qa5] 6.cxb6 Bxc3+ 7.bxc3 Qxb6 8.Nf3 Bb7 9.Qe2 d6 10.O-O Nbd7 11.Be3 Qa5 12.Bd2 Nc5 13.e5 Bxf3 14.Qxf3 Nd5 15.exd6 O-O 16.Rfd1



Black is worse, but...

16...Nxc3 17.Bxc3 1-0

...that's fatal. This three-mover is a characteristic type of error: *after the forced sequence which I want to make, can my opponent then spring a trap?* This three-mover is also the sort of thing that I expect we would all come up with in answer to: why can't Black take the Pc3?

We all make mistakes in calculation (in consecutive rounds of the U170 Paignton congress this year my opponents missed mates in one, and I missed a disrupting check at the start of a combination one round later!).

It is plain that better players make fewer errors. This is partly experience (better players often play more, or played a lot more as juniors) but there are some habits we could all adopt. Kotov's recommends "**Blumenfeld's rule**" - before you play a move, write it down, and have another, fresh, look - "*through the eyes of a patzer*" - what have I missed?

Lane, G - Coates, AE, (106), (1-0, 18+)

1.e4 c6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Nd7 5.Nf3 [5.Bc4] 5...Ngf6 6.Bd3 [6.Ng3, 6.Nxf6 are known to theory] 6...Nxe4 7.Bxe4 Nf6

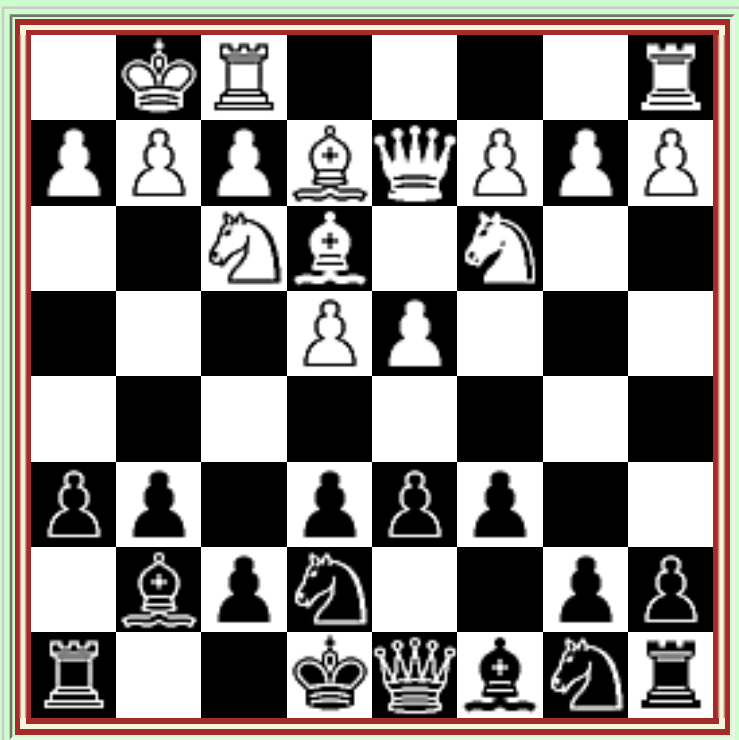


Black's handling of White's opening has been exemplary; White loses a tempo or the Bishop pair. I might venture the same comment as above; there was no reason to avoid the recommendations of theory.

8.Bd3 Bg4 9.c3 e6 10.h3 Bh5 11.O-O Be7 12.Re1 O-O 13.Bf4 Qd5 14.g4 Bg6 15.Bf1 h5 16.Ne5 hxg4 17.hxg4 Bh7 18.Bg2 ... more? 1-0

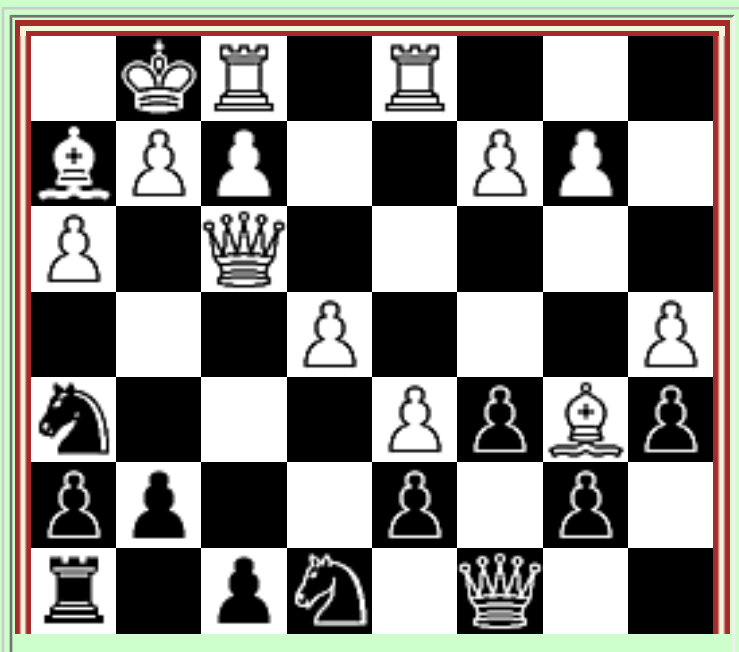
Lane, G - Bazley, RJ (110), (1-0, 29)

1.d4 e6 2.e4 g6 [2...b6] 3.Nc3 Bg7 4.Be3 c6 [4...b6] 5.Nf3 h6 6.Be2 Ne7 7.O-O d6 8.Qd2



Black's set-up has some positive points but this hedgehog approach places no difficulties in White's way except to decide where to point his cannons. Black needs to expand or create some counterplay somewhere, or else White will be able to pile up on a point that Black is too cramped to defend properly. Gary had this type of advantage in several games, and his approach was usually to sit on his plus and prevent Black breaking out, rather than rush to attack.

8...b6 score says ...P-QB3 [8...Nd7] **9.a4 Bd7 10.h3 a5 11.Bf4 Qc7 12.d5 Bxc3 13.Qxc3 e5 14.Nxe5 Rh7 15.Nxd7 Nxd7 16.Rad1 c5 17.Bb5 0-0-0 18. Qg3 Nf6 19.Qf3 Nh5 20.Bh2**





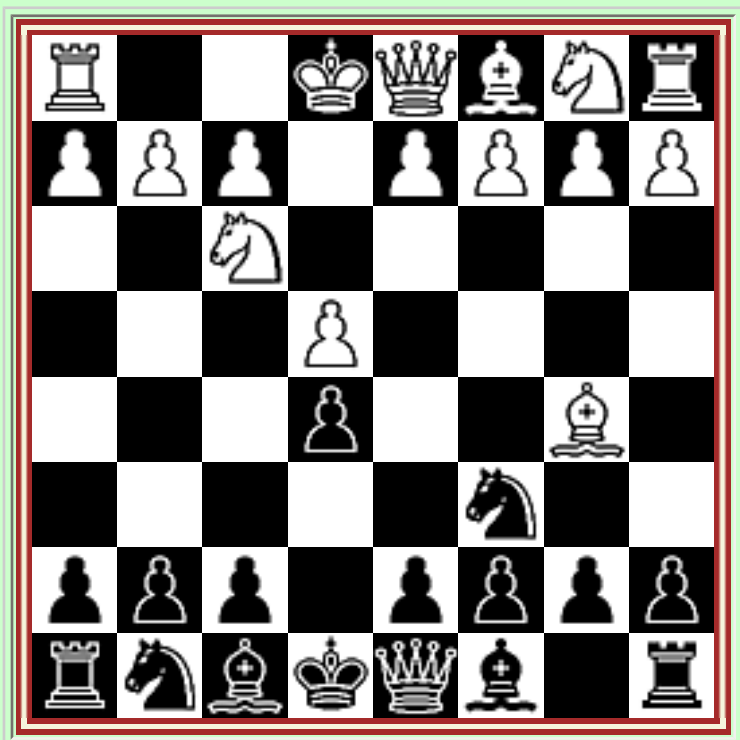
20...Ng8 [20...f5?!; 20...Rf8!?!]

Same problem: Black cannot curl up and hope, he needs space and counterplay.

21.e5 dxe5 22.d6 Qb7 23.Bc6 Qa6 24.Bxe5 Kb8 25.d7+ Ka7 26.Bc7 Ne7
27.Bxd8 Nxc6 28.Qxc6 Qb7 29.Bxb6+ 1-0

Lane, G - Cubbon, R (ug), (1-0, 32)

1.e4 e5 2.Nf3 Nc6 3.Bb5



3...Nge7 [3...Bc5; 3...d6] 4.Nc3 [4.c3]

I don't know who was avoiding what here; **3...Nge7** (Cozio Defence) is (just) known to theory but **4. Nc3** is not considered a testing reply. However, in response to an unknown variation a solid response is most practical.

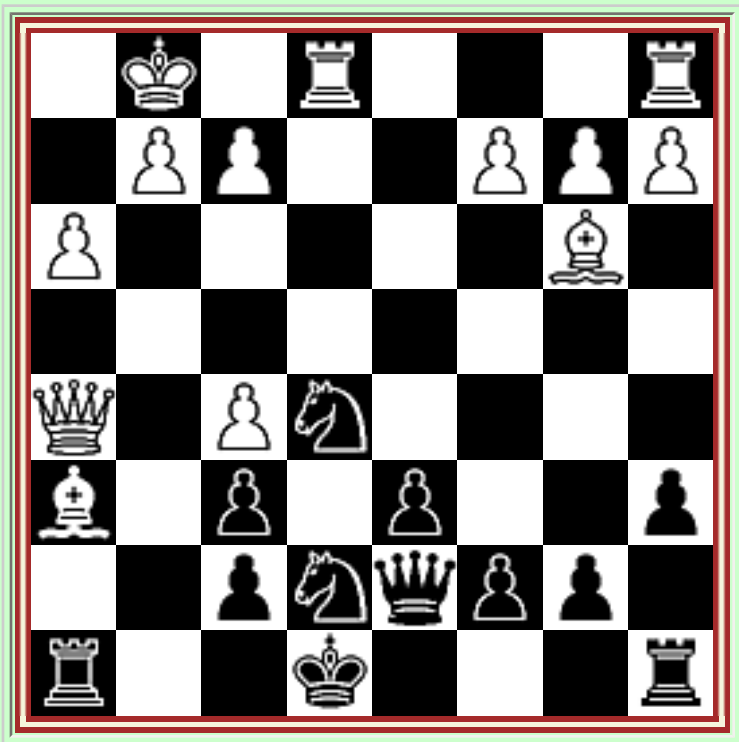
4...d6 5.O-O a6 6.Ba4 Bg4 7.h3 Bd7 8.Re1



8...h6 [8...g6; 8...Ng6] 9.Bb3 Ng6 10.d4 exd4 11.Nxd4 Be7 12.Nf5 Bf6 13.Nd5 Nge7 [13...0-0]

In his *Art of Attack*, Vukovic blames late castling for most of the slaughter that goes on at simul. That's not really true for most of this simul., but Black here is a bit too shy of it. The opposite fault is also seen ("*castling into it*"), but usually you can and should castle as soon as possible - not just to protect the King, but also to connect the Rooks, so you can contest open files.

14.Nxf6+ gxf6 15.Qh5 Ne5 16.Bxh6 Bxf5 17.exf5 Qd7



18.Rxe5 0-0-0

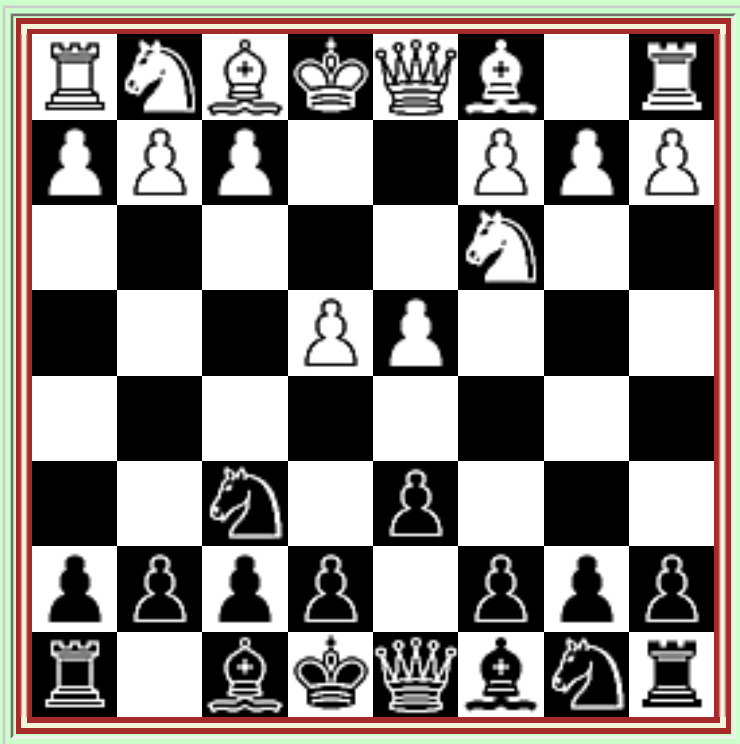
I can see a check on f7 coming, I can see Black in trouble, but I can't see the mate. Accepting had to be tried in the absence of a forced win, because declining is a forced loss. Also, a sacrifice to get at the King is a Frying Pan where both sides feel the heat, but giving up material is a Fire where only Black burns.

[18...fxe5 19.Qxf7+ (19.Bxf7+ Kd8 20.Be6 Qb5 21.Bb3 Qe8 22.Qxe8+ Kxe8; 19.Be6 Qc6 20.Qxf7+ Kd8 21.Bg5 Qe8 22.Qf6) 19...Kd8 20.Qg7 Re8 21.Bf7 Nxf5 22.Qg5+]

19.Qxf7 Melodramatic; retreating the Rook was OK too. **19...fxe5** Mistimed! **20.Be6 Rxd6 21.Bxd7+ Kxd7 22.f6 Re8 23.fxe7 Rxe7 24.Qf5+ Rhe6 25.Re1 c6 26.Re3 Kc7 27.Rg3 b5 28.Rg6 Rxd6 29.Qxd6 a5 30.h4 e4 31.h5 e3 32.fxe3 Rxe3 1-0**

Lane, G - Czerniawski, E (ug), (1-0, 33)

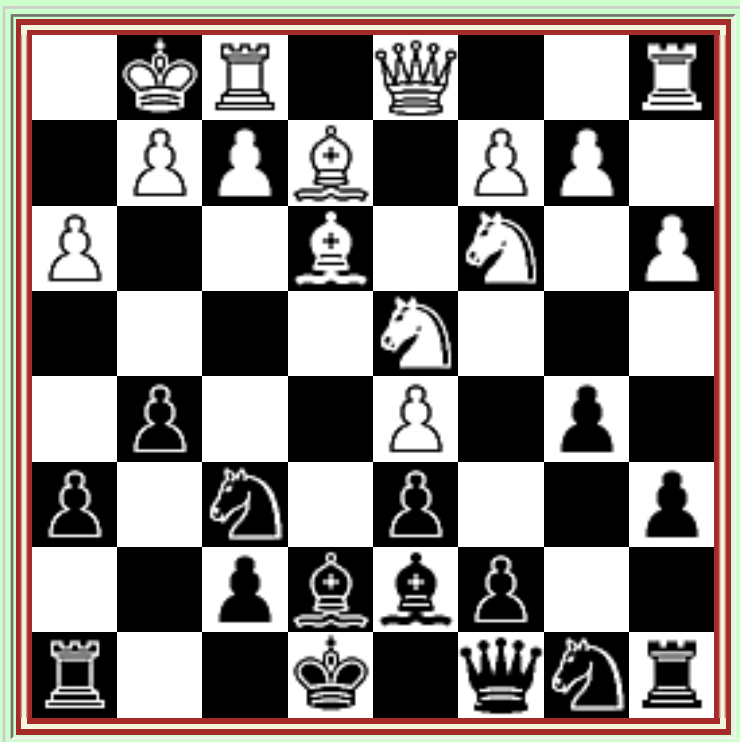
1.e4 d6 2.d4 Nf6 3.Nc3



3...e6 [3...g6, 3...c6]

Again, I think the hedgehog approach is giving White just what he wants.

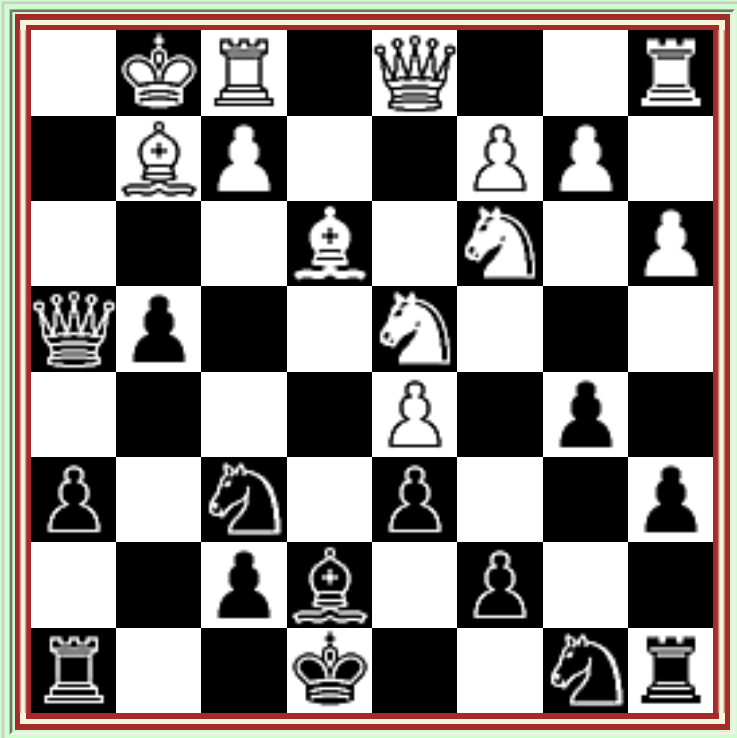
4.Nf3 h6 5.Be2 a6 6.O-O Be7 7.Be3 Bd7 8.h3 b5 9.a3 Bc6 10.d5 exd5 11. exd5 Bd7 12.Nd4 Qc8 13.Bf3 g5 14.Be2



14...Bxh3?!

Brave but misguided: White is better developed and should be able to shrug off the attack.

15.gxh3 Qxh3 16.Bf3! g4 [16...Nbd7 17.Bg2 Qh4 18.Nf3 Qh5 19.Qd4+-] 17. Bg2 Qh4

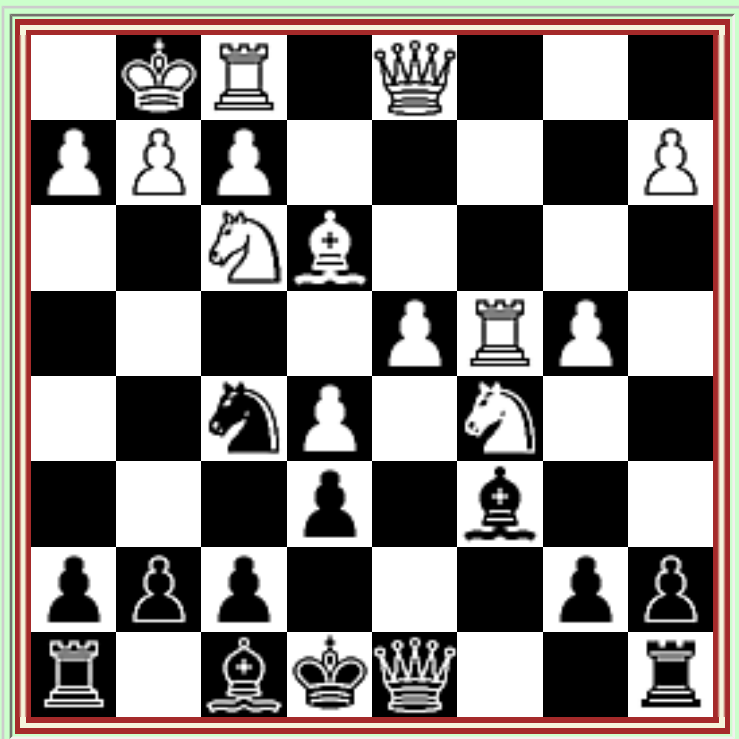


This next bit is a shame, but Black didn't really have much reason to be optimistic.

18.Nf5 Qh5 19.Ng7+ Kd8 20.Nxh5 Nxh5 21.Qxg4 Nf6 22.Qf5 Nbd7 23.Bd4 Rg8 24.Rfe1 Rg5 25.Qf3 Rb8 26.Ne4 Rg6 27.Nxf6 Bxf6 28.Qe4 Ne5 29.Kf1 Kc8 30.f4 Nc4 31.Qe8+ Kb7 32.Qc6+ Kc8 33.Bh3+ 1-0

Lane, G - Ehtesham, YAH (84), (1-0, 38)

1.d4 e6 2.e4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Be2 cxd4 [6...Nh6: the exchange gives White the chance of Nc3] 7.cxd4 Nge7 8.Nc3 Nf5 9.Na4 Qc7 10.O-O Bd7 11. Be3 Na5 12.Rc1 Qd8 13.Nc5 Bc6 14.b4 Nc4?! 15.Bxc4 dxc4 16.Rxc4

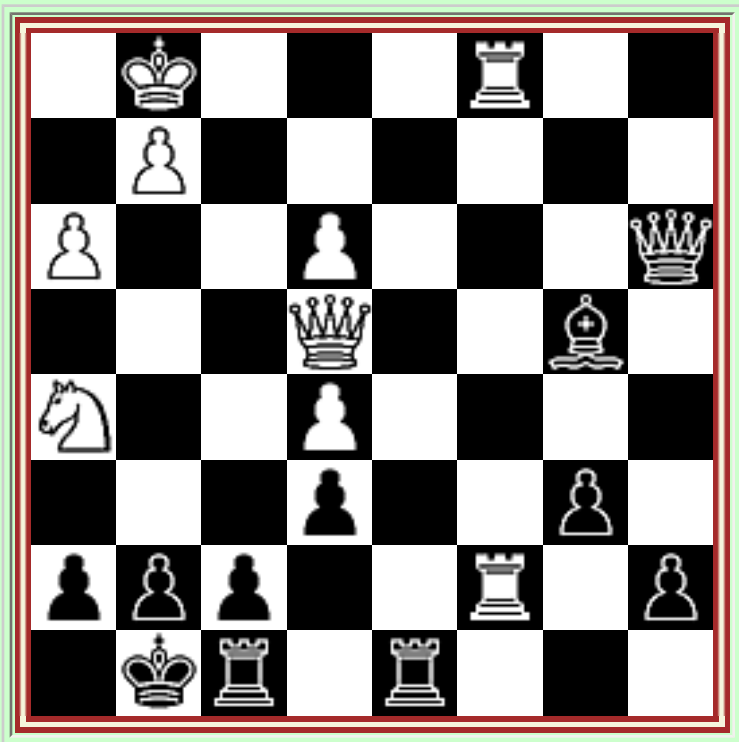


Black has dropped a Pawn, and is behind in development, but plans to put the White centre under pressure with good French moves. But right now...

16...Bd5 [16...Bb5!? 17. Nxb7 Qd5! and I think Black is better] **17.Rc2 b6 18. Nd3 Be7 19.Nf4 Be4 20.Rc1 0-0 21.a3 Bxf3 22.Qxf3 Nxd4**

Black breathes a sigh of relief! And soon picks up another one...

23.Qe4 Nf5 24.Rfd1 Qe8 25.Rc7 Rd8 26.Rdc1 Qa4 27.h3 Qxa3 28.Nh5 Nxe3 29.fxe3 Bxb4



30.Nxg7 [30. Qg4 is natural but 30...Qxe3+ and 31...Qxe5]

Was this bluff, miscalculation, inspiration, or necessity? White's pieces are good-looking but the Black Pawns will win the game, given time.

30...Bc5?!?

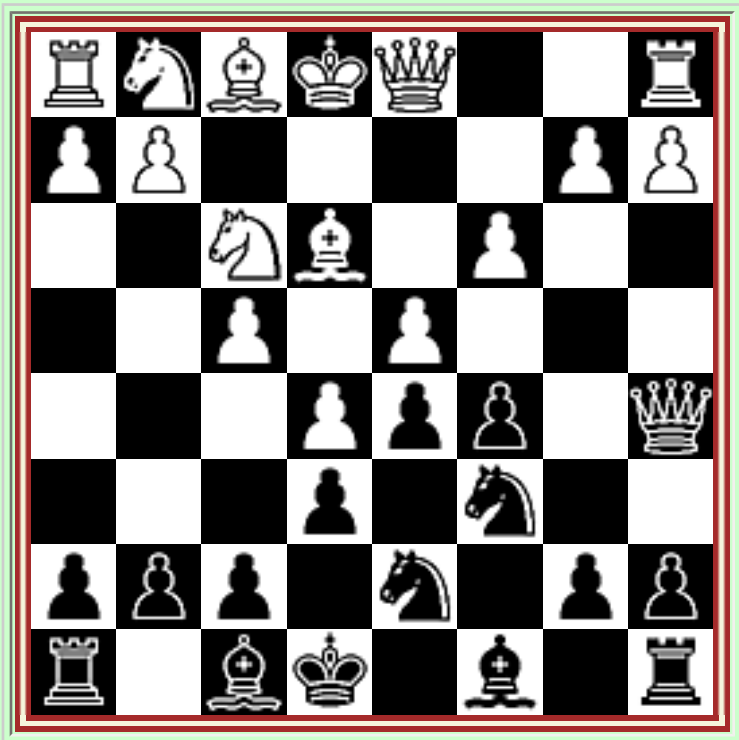
The first ? is for declining. Don't take his word for it! If you can't see a mate, make him show you! But the ! is for a move with a good point - disconnecting the Rooks and hitting the e-Pawn. Yet, the Knight can hop out with a threat to come to f6, and with a Rook on the seventh, White suddenly has a winning attack.

[30...Kxg7 31.Qg4+ Kh8 32.Qg5 Be7! [32...Bc5!?!] 33.Rxe7 Qxc1+ 34.Kh2 Qf1]
31.R1xc5 bxc5 32.Nh5 Qa1+ 33.Kh2 f5 34.exf6 Rf7 35.Qg4+ Kf8 36.Rxf7+ Kxf7 37.Qg7+ Ke8 38.Qe7# 1-0

You can see from the game and the overall statistics that Hunshank played out of his skin - our visitor may have felt lucky to get away with this.

Lane, G - Hill, D (160), (1-0, 38)

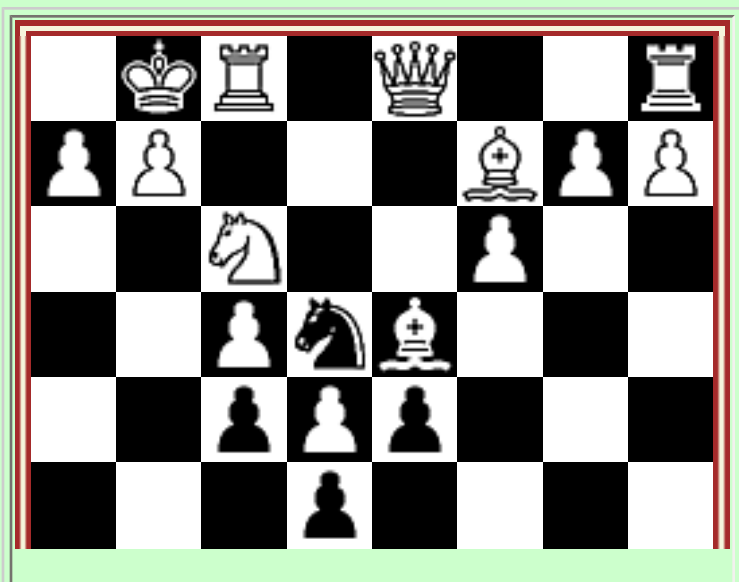
1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.c3 c5 6.f4 Nc6 7.Ndf3 Qa5 [7...Qb6; 7...Nb6] 8.Be3

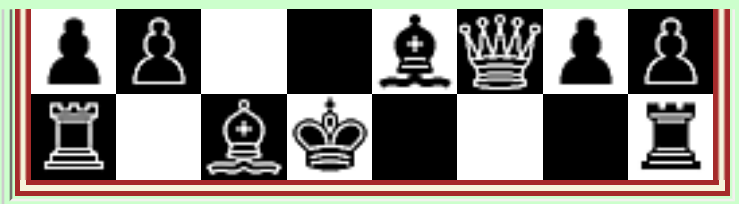


8...cxd4 9.Nxd4 Nxd4 10.Bxd4

I'm no expert in this line but the exchanges seem to have helped White.

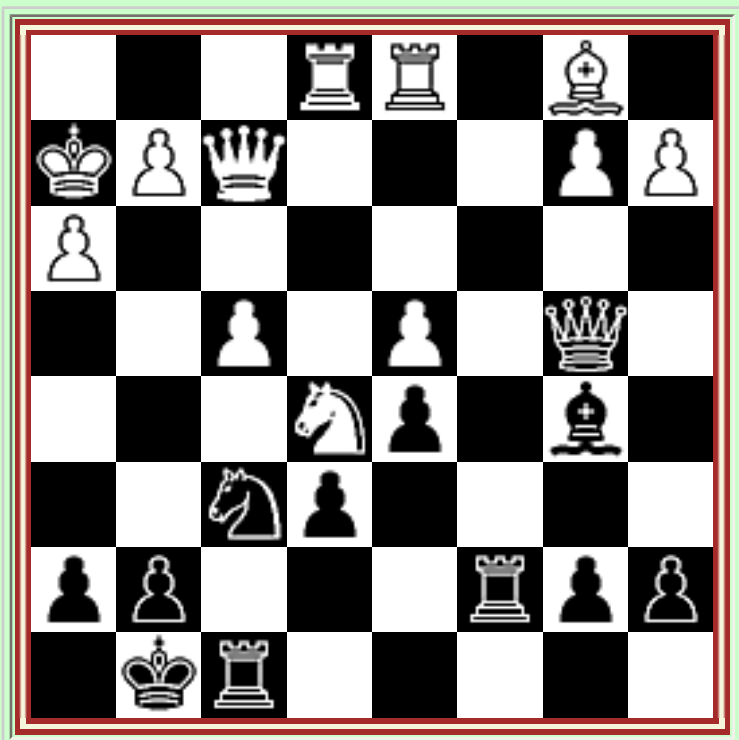
10...Qc7 11.Bd3 Nc5 12.Bc2 Bd7 13.Nf3 Ne4 14.0-0 f5





Black isn't over-developed but the strangle on e4 cannot be ignored. We now get one of the standard French Pawn formations.

15.exf6 Nxf6 16.Ne5 Bd6 17.Qf3 0-0 18.Rae1 Bc5 19.Bb1 Bxd4+ 20.cxd4 Bb5 21.Rf2 Qb6 22.Rd2 Rac8 23.h3 Rc7 24.Kh2 Qa5 25.Rdd1 Qb4 26.Qf2



White has been angling for a King's-side attack for some time - however, Black has started to make concrete progress on the other side. I wouldn't be brave enough to play Black's next, but it was played I think from *calculation* and not from either blind faith or desperation, and is (whatever its "objective" merits) to be applauded.

26...g5! 27.Qg3 [27.Nf3 g4 28.Nh4=+] 27...Qxb2 28.fxg5 [28.Qxg5+ Kh8 opens the g-file for Black] 28...Nh5 29.Qg4 Nf4 30.Nf3 Be2 winning the exchange

...more moves were played; Black is winning but eventually lost. Towards the end, the few survivors get put under increasing pressure!

31.Rd2 Qxd2 32.Nxd2 Bxg4 33.hxg4 Rc3 34.Nb3 b6 35.Nd2 Nd3? 36.Re3

oops **36...Rf2 37.Nf3 Nf4 38.Rxc3 Rxc3 1-0**

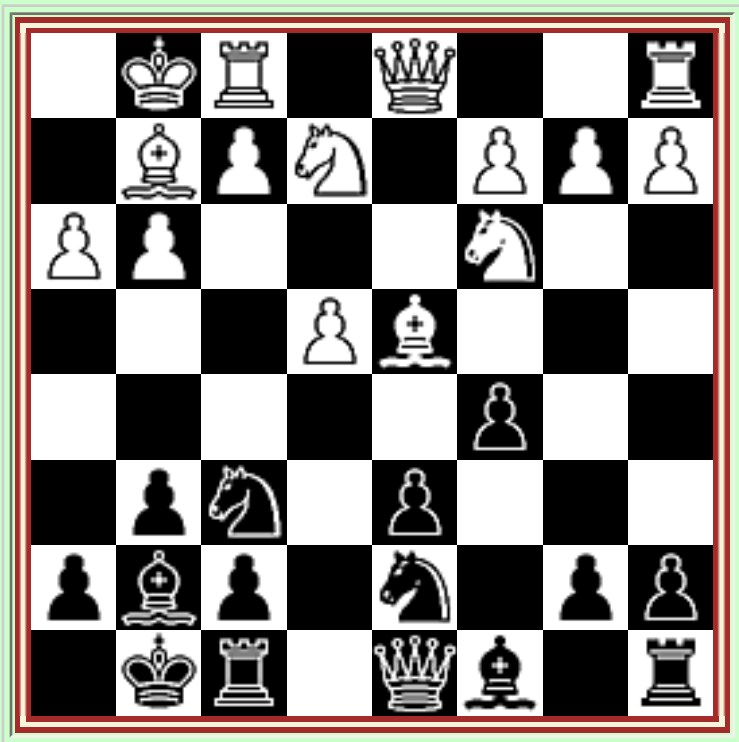
Lane, G - Regis, D (168), (1-0, 41)

1.e4 g6 2.d4 d6 3.Nc3 c6 4.g3 Nf6 5.Bg2 Bg7



This is not a hedgehog: Black has some very concrete plans to attack the White centre. The set-up with ...c6 is not particularly recommended against White's system, but Black believes he deterred the dangerous Austrian attack because of the finesse **4.f4 d5!?**

6.Nge2 0-0 7.h3 Nbd7 8.0-0 e5 9.Be3 exd4 10.Bxd4 c5

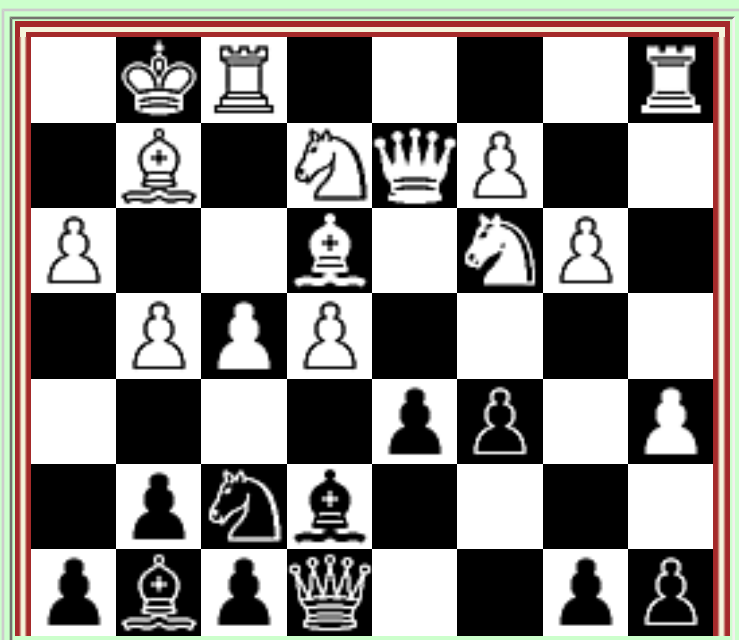


Exposing the d5 point, but Black reckons to get enough pieces covering it to play ...d5. This is correct, but only just!

11.Be3 Ne5 [threat ...Bxh3] 12.f4 Nc4 13.Bc1 Be6 14.b3 Nb6 15.Be3 Qe7 16.a4 Rad8 17.a5 Nc8

Black shouldn't have sat still for this, or should have tried ...Nb4.

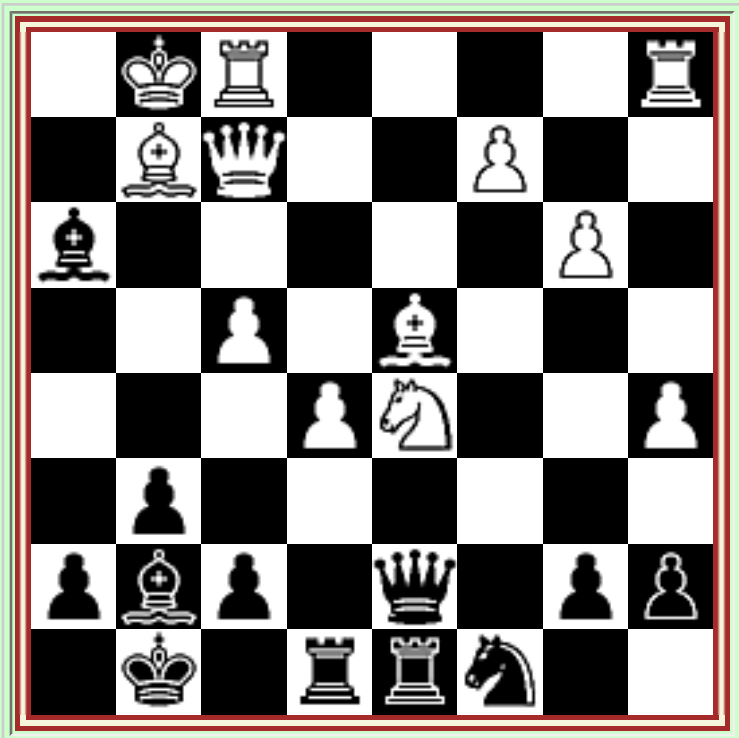
18.Qd2 Rfe8 19.g4 d5





Black has to play this or die: White controls every other inch of the board. Because it threatens ...d4 Black gets some exchanges and his pieces start to come out.

20.e5 Nxg4 21.hxg4 d4 22.Nxd4 cxd4 23.Bxd4 Bxg4 24.Nd5 Qd7 25.Qf2 Bh3

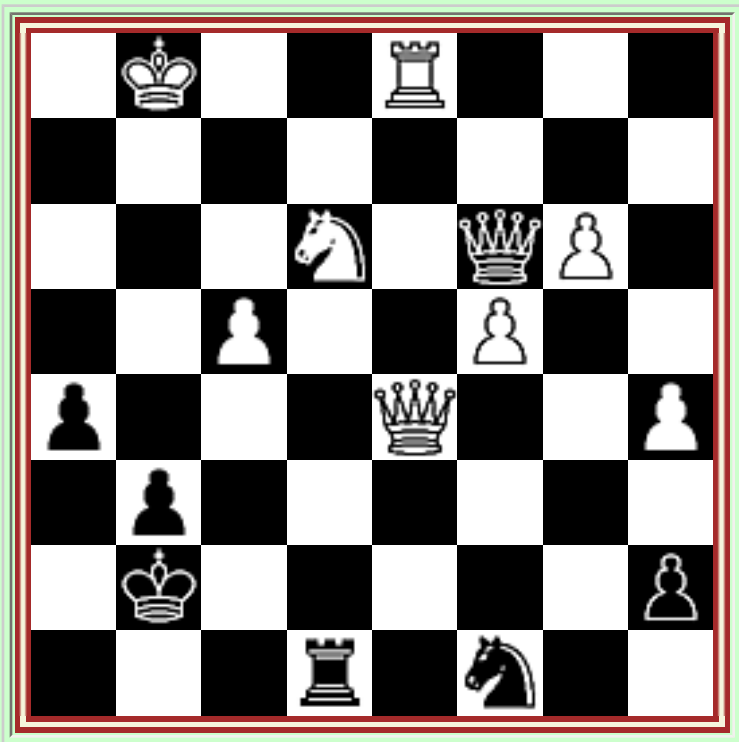


White still dominates the board.

26.c4 Bxg2 27.Qxg2 Qf5 28.Rad1 h5 29.Ne3 Qe6 30.Qxb7 f6

Again, Black must try this. He eventually gets his pieces out but has shed a lot of Pawns by then. Nonetheless, this is a much better approach than curling up and hoping.

31.exf6 Bxf6 32.Bxf6 Qxf6 33.Qf3 Rxd1 34.Rxd1 Qc3 35.Qd5+ Kg7



Black has counterplay but the poor Knight still lives in early retirement. Black allows the King to be exposed, and dies accordingly.

36.Ng2 Re2 37.f5 Qc2 38.Rf1 gxf5 (38...Ne7) 39.Rxf5 Ne7 40.Qd4+ Kh6 41.Qh8+ 1-0

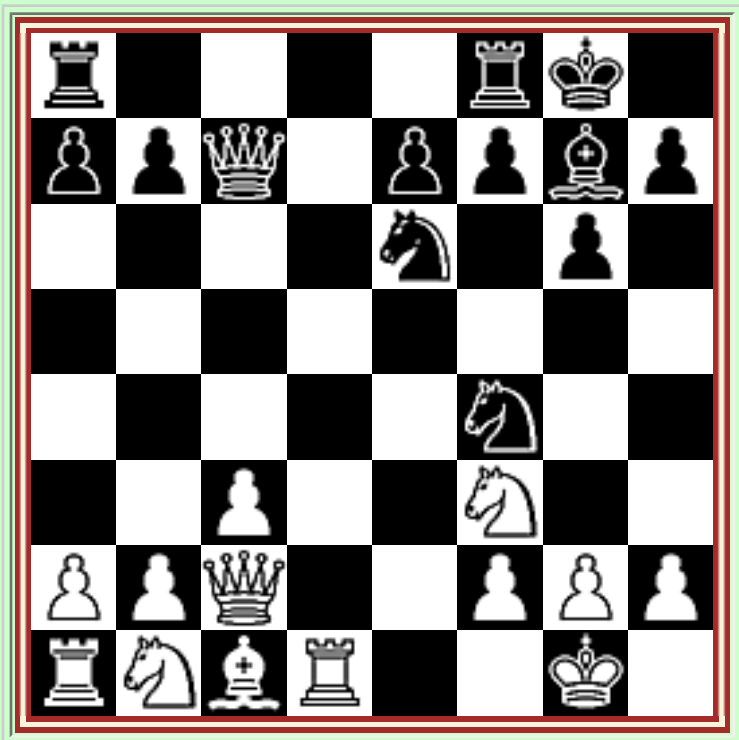
A noble draw

Lane, G - Pope, S (156), (1/2-1/2, 40)

1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.Nf3 g6 5.Be2 Bg7 6.0-0 0-0 7.c3 c5!

Belt that centre!

8.dxc5 Na6 9.Bc4 Be6 10.Qe2 Nxc5 11.Rd1 Nf4 12.Qc2 Qc7 13.Bxe6 Ncxe6

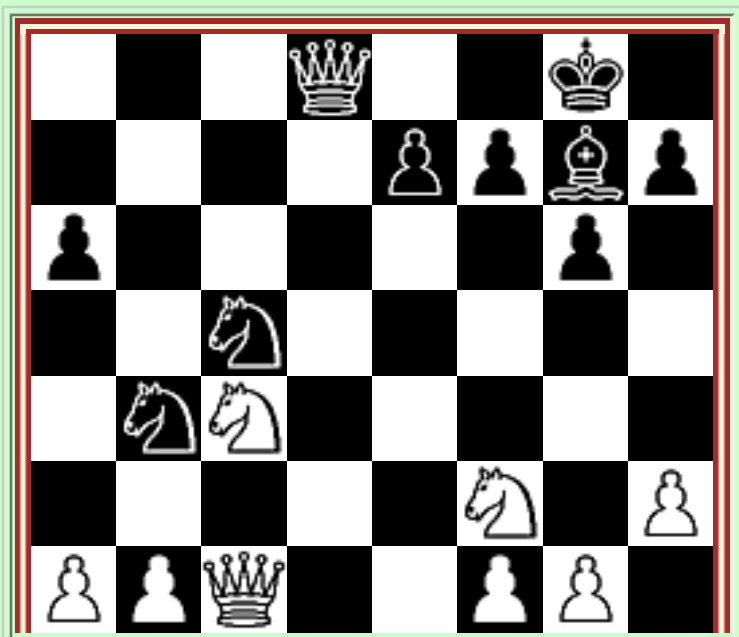


With the disappearance of the centre Pawns Black can even claim to be better mobilised.

14.Be3 Rfd8 15.Na3 a6 16.Rxd8+ Rxd8 17.Rd1 Nd5 18.Bc1 b5

A minority attack based more on opportunism than exploitation of a file; the Rooks in fact soon come off the board.

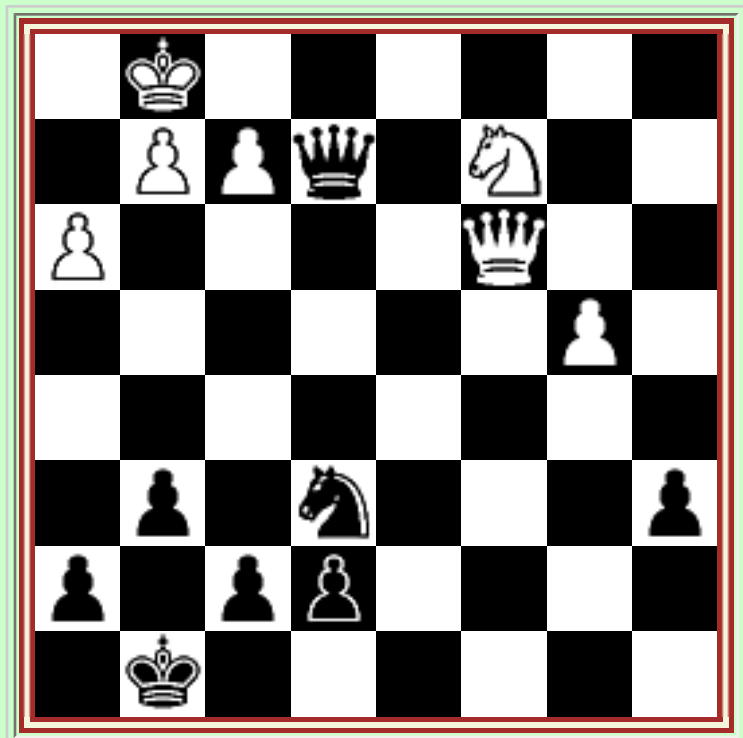
19.h3 b4 20.cxb4 Nxb4 21.Rxd8+ Qxd8 22.Qb3 Nd3 23.Qc2 Nec5 24.Nc4 Nb4





Black nabs a Pawn; White may have hoped that the Knights would get in a tangle.

25.Qe2 Nxa2 26.Bg5 Ne6 27.Be3 Nb4 28.Ne1 Qd5 29.Kf1 Bd4 30.b3 Qe4
31.Qd2 Nc6 32.Nc2 Bxe3 33.N4xe3 Ne5 34.Qa5 Qd3+ 35.Kg1 Qb5 36.Qa3
Nc6 37.b4 Ncd4 38.Qb2 Nxc2 39.Nxc2 Qe2 40.Qc3



1/2-1/2

You can't blame GL for offering the draw, or Sean for accepting it, but don't do this in a match, will you?

The glorious winners

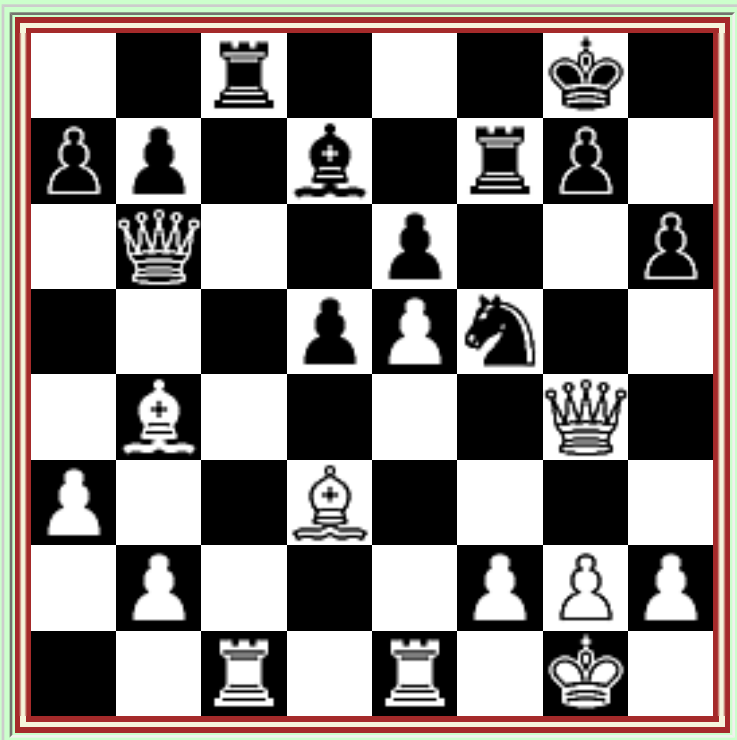
Lane, G - Leigh, M (152), (0-1, 33)

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Bd7 6.Be2 f6 7.O-O cxd4 8.cxd4
Qb6 9.Nc3 Rc8 10.Re1 fxe5 11.dxe5 Bb4



Black places his pieces actively; White doesn't seem to have got going yet.

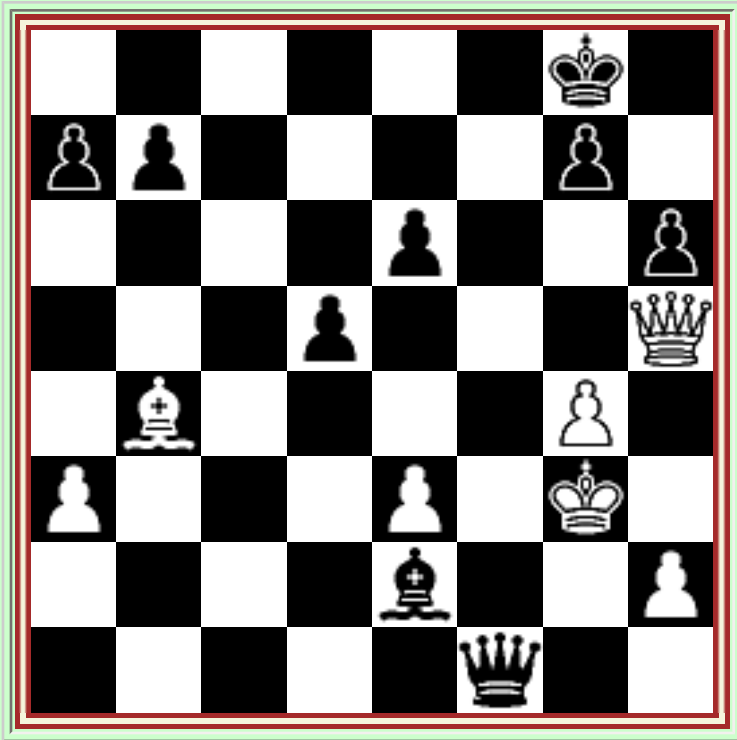
12.Bd2 Nge7 13.a3 Bxc3 14.Bxc3 Nf5 15.Bd3 O-O 16.Qe2 h6 17.Rac1 Ncd4
18.Nxd4 Nxd4 19.Qg4 Nf5 20.Bb4 Rf7



White seems to be doing better (two Bishops, etc.) but Black shows that his position is not without

chances, despite the dismal light-squared Bishop.

21.Qg6 Rxc1 22.Rxc1 Qd4 23.Bb1 Qxe5 24.g4 Rf6 25.Qh5 Qxb2 26.Rf1 Ne3 27.fxe3 Rxf1+ 28.Kxf1 Bb5+ 29.Kg1 Qxb1+ 30.Kf2 Qf1+ 31.Kg3 Be2

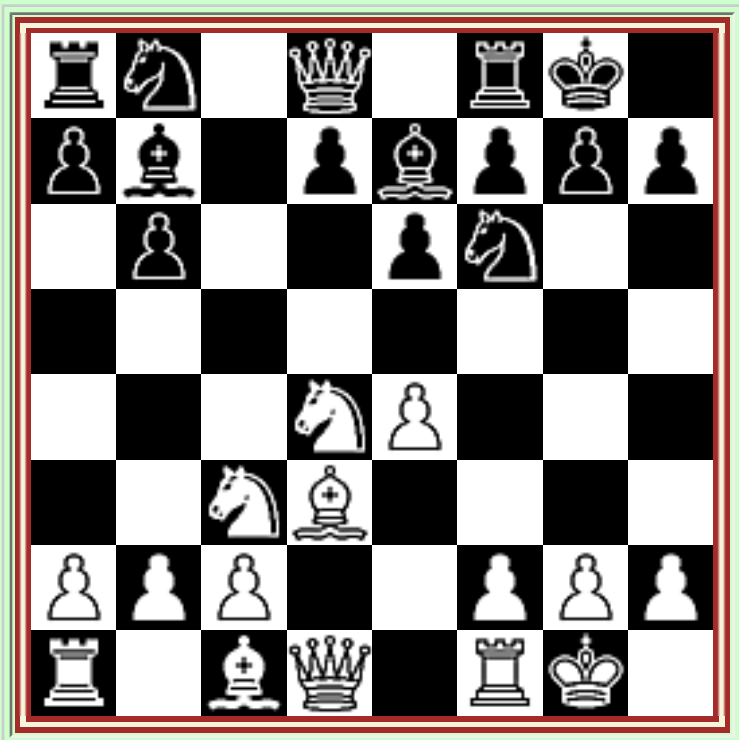


The light-squared Bishop has got the other side of the Pawns and now roams without hindrance - or opposition.

32.Qe5 [32.Qe8+ Kh7 33.Qxe6 Qf3+ 34.Kh4 g5+ 35.Kh5 Qh3#] 32...Qf3+ 33.Kh4 Qxg4# 0-1

Lane, G - Homer, S (129 - ha! 160?), (0-1, 29)

1.d4 Nf6 2.Nc3 c5 3.e3 b6 4.Nf3 e6 5.Bd3 Be7 6.O-O O-O 7.e4 cxd4 8.Nxd4 Bb7

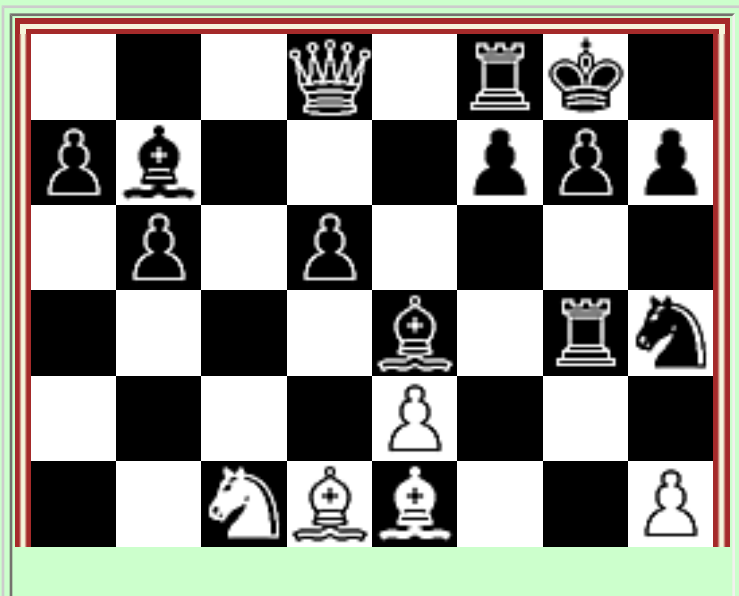


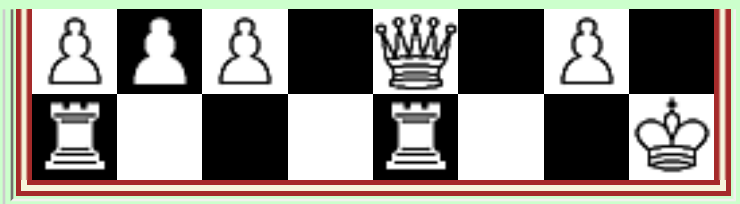
Sicilianish: no idea how they got that out of that start!

9.Re1 d6 10.Kh1 Nc6 11.Be3 Nxd4 12.Bxd4 e5

In all these later games White is not allowed to dominate the centre. White tries again to occupy space with f2-f4, but it is snapped off, giving a situation where both central pawns are isolated.

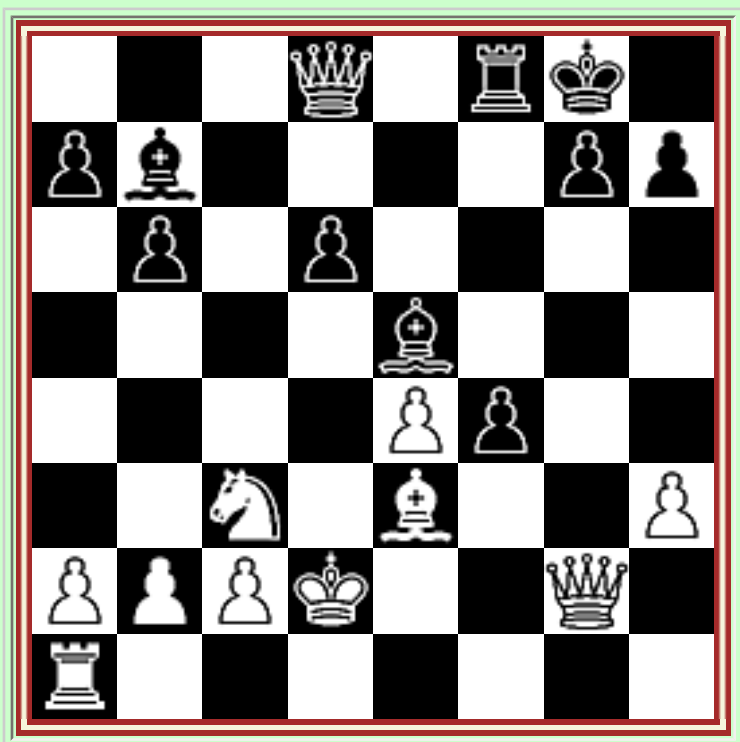
13.Be3 Rc8 14.f4 exf4 15.Bxf4 Rc5 16.Be3 Re5 17.Bd4 Rg5 18.Qf3 Ng4 19. Qe2 Bf6 20.Bg1 Be5 21.h3 Nf6 22.Be3 Nh5





White's nicely centralised pieces look a bit aimless; Black's risky attack pays off.

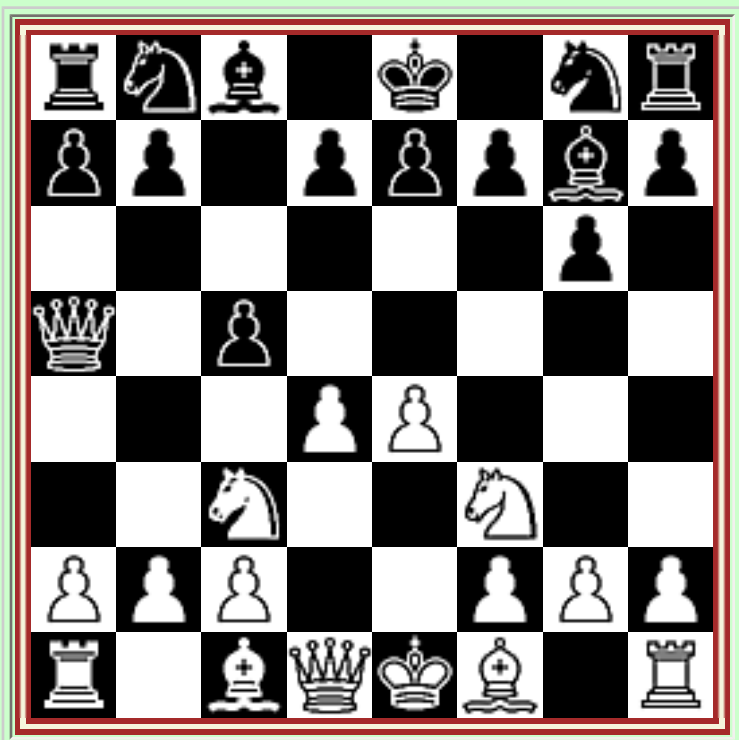
**23.Kg1 Nf4 [23...Bf4] 24.Qf3 Rxd2+ 25.Kf1 Nxd3 26.Qxg2 Nxe1 27.Kxe1 f5
28.Kd2 f4**



29.Bd4 [29.Bf2] 29...Bxd4 0-1

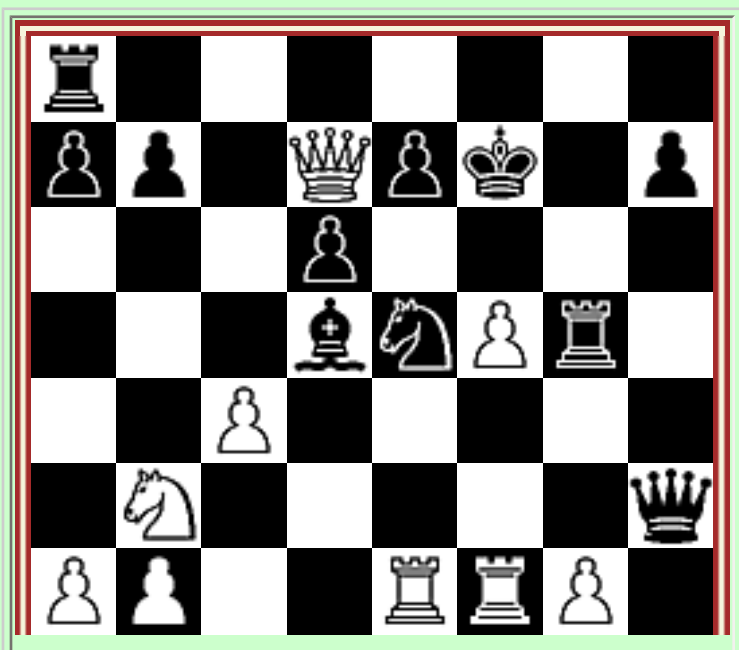
Lane, G - Bellers, C (162), (0-1, 25)

1.e4 g6 2.d4 Bg7 3.Nc3 c5 4.Nf3 Qa5



In an unfamiliar opening, White plays something active rather than something solid [5. **Be2**] and comes badly unstuck. Chris nabs a piece but doesn't just go solid but tries to create problems at every turn, and gradually gets the initiative. There are lots of little tactical points which Chris had steer around - at an increasing rate as others fell by the wayside.

5.Bc4? cxd4 6.Nxd4 Qc5 7.Bxf7+ Kxf7 8.Be3 Qa5 9.O-O Nf6 10.f4 d6 11. Nb3 Qh5 12.Qd3 Ng4 13.h3 Nxe3 14.Qxe3 Nc6 15.Rae1 Bxc3 16.Qxc3 Be6 17.f5 gxf5 18.exf5 Bd5 19.Qd3 Nb4 20.Qb5 Rhg8 21.Rf2 Qxh3 22.Ree2 Rg5 23.Qd7 Nc6 24.c4 Ne5





25.Qc7 25...Bxg2 0-1

[25...Bxg2 26.Rxg2 Nf3+ 27.Kf1 Qh1+ 28.Kf2 Rxg2+

A) 29.Kxf3 Qh3+ **A1)** 30.Kf4 Rg4#; **A2)** 30.Ke4 Rg4+ 31.Kd5 Qf3+ 32.Re4 Qxe4#;

B) 29.Ke3 Qg1+ 30.Kxf3 Qf1+ 31.Ke3 Rxe2+]

A classy combinational finish, some of which Chris saw at the time! The Bishop sac. is more or less forced anyhow, so that wasn't the hard bit.

What makes a difference? Thumbnail sketches of classes of player

Minor BCF 80-100 (1240-1400 ELO)

The games of Minor players are often marred by tactical oversights, and the games are often decided that way. Is there any point in commenting further? Yes, because of two very important reasons:

firstly, Alexander's observation that blunders only occur in losing positions (not always, but more than a grain of truth), and

secondly, that there are other things about their games which could be improved by greater understanding, even while blunders may appear.

In the opening, development is often started well and general rules are followed (e.g. move each piece once) but is at times too straightforward and is not always complete. After this the game may appear episodic, with not all the pieces being used to effect. In the endgame there may be some caution about using the King and theory is often not properly understood, but can win and advance pawns properly.

Good reading for Minor players:

An Opening Repertoire for the Attacking Player - Keene/Levy

Chess Openings for Juniors & Attacking the King - John Walker

Logical Chess - Irving Chernev

Chess Endings: Essential Knowledge - Averbach

Winning Endgames - Tony Kosten

Winning Chess - Chernev/Reinfeld

Intermediate BCF 100-120 (1400-1560 ELO)

Intermediate players are usually pretty efficient - solid, get their pieces out properly, play sensibly against odd moves and have mastered the King's-side hack. There is a tendency to adopt fortress-like defensive blockades in the middle-game, and may overlook unobvious moves, or tactics in quiet positions. They know basic book wins in the endgame but may only defend rather than seeking counterplay.

Good reading for Intermediate players:

Repertoire books e.g. *Winning with...*

Think/Play like a Grandmaster - Kotov

Rate Your Endgame - Mednis/Crouch

Test Your Chess IQ (Book 1) - Livshitz

The Middle Game (I/II) - Euwe & Kramer

Simple Chess - Michael Stean

Major BCF 120-150 (1560-1800 ELO)

Major players usually have a well-worked-out opening repertoire and can set their opponents problems in each phase of the game. Even 200-grade players cannot dismiss the better Major contenders as easy prey.

There are standard plans and "clockwork" attacks which the Major player understands and plays well. Where a solid formation is adopted there is usually also a view to some flexibility and keeping the pieces at least potentially active. They will seek counterplay and know how to limit the play of their opponents. They usually notice all the relevant features of the position even if they choose the wrong move/plan.

Good reading for Major players:

Specialist monographs e.g. *The Complete...*

Practical Chess Endings - Keres

Batsford Chess Endings - Speelman et al.

Secrets of Grandmaster Play - Nunn/Griffiths

Reading as for intermediate players too.

County BCF 150-180 (1800-2040 ELO)

The County player is an alert player of openings - they will often know some of the theory outside their own repertoire, and play their own lines with some depth - in fact, they play any sort of position pretty well.

They are beginning to master the art of analysis, being able to sustain assessment of a main line with variations throughout a tactical game, and in complex positions can isolate a theme and crystallise it. They defend much better than weaker players and swindle well.

In the endgame they do know a bit of theory, and can calculate well enough to improvise a strategy for unknown positions. How often I have embarked optimistically on a slightly worse endgame against county-strength players, only to be ground down without mercy. I often feel, as was once said about Alekhine, there are three games to be played at this level before you can secure the whole

or half- point: once in the opening, middle and endgame.

Obviously there are still things that separate the lower from the higher (approaching 200) boards of county teams: things like judging positions on their merits rather than by analogy, and the coordination of their pieces. And of course, all the common threads (spotting tactics, depth of analysis, thinking for the opponent as well as oneself, knowledge of theory of opening and endgame) can all be expected to be stronger in the better player.

To conclude:

1. All chessplayers make mistakes all the time. Moreover, you cannot extract a win from a position by effort alone, or the application of only your genius, your opponent must make a mistake.

2. There are some mistakes that everybody makes. These probably include misjudging (or simply failing to spot) combinations and other opportunities, attacking without justification, inadequate technique, and thinking only for yourself.

So, mistakes are inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. I'm sure becoming more efficient or more consistent would for most of us result in a rise in grade without any great new insights being gained.

Books with annotated amateur games

Chess Master vs. Chess Amateur, Euwe & Meiden

The Amateur's Mind, Jeremy Silman

The Improving Annotator, Dan Heisman

Thinkers' Chess, Stephan Gerzadowicz (Correspondence games)

Magazines: Rabbits Review, Chess Circuit

Back to [Chess Coaching Page](#)



This document (simul2.html) was last modified on 28th Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Meat and potatoes - three phases of a tough game.

Peter Lane and Dave Regis

Introduction:

Dave thought this would be a good idea to do as a coaching session because:

- *we're often looking at master games, not club games*
- *when we do look at a master game, we often play through it pretty quickly and often use it to illustrate only one chess point*
- *when we see master annotations, they tend to give a reassuring and definitive judgement about a position, instead of a hesitant assessment about which there may be disagreement*

A nice book on the 1972 Fischer-Spassky match is **Both Sides of the Chess Board**, where Robert Byrne and Ivo Nei both annotated the games, and you see their notes side by side. It's reassuring when they agree, and it's interesting when they don't! So, with this as a model, here is one amateur chess game, annotated in some depth by one of the players and one of the spectators, with all the mess apparent. I also showed it to Fritz, and where interesting I've included its annotations.

[The phrase 'meat and potatoes' I borrowed from Bobby Fischer's M60MG]

M.Beveridge (BCF174) - P.C.Lane (BCF174)

National Club Championship, Round 1

Hereford vs Exeter, 1996

Annotations: (PCL) [DR/Fritz2&3]

Fritz gives annotations like [RR4...Bb4+ Fritz3 0.16 (8/29): (00:04:51)]

TODAY'S LESSON: It was said of Alekhine that to win a game from him required you to win three games: once in the opening, again in the middlegame, and another in the endgame. This is a good goal to set yourself: make it as tough for your opponent as you can, and seek counterplay at every stage. (DR)

1.e4

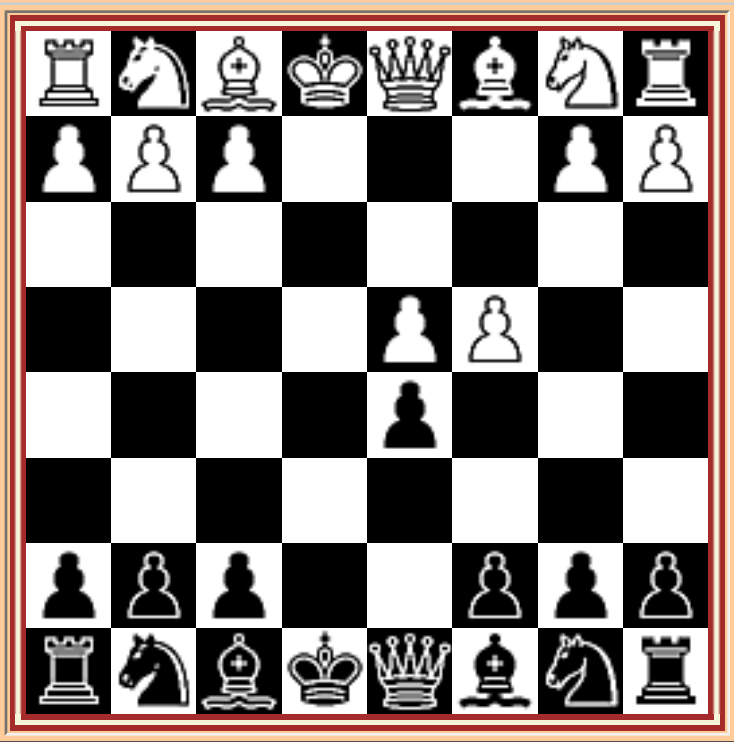
THE OPENING: White chooses an interesting variation, but underplays his hand. (DR)

1...e6

"I have never played the French Defence, which is the dullest of all openings" -- STEINITZ (DR)

A caricature: White wants an open, attacking game, and so plays e2-e4; Black prefers to play solidly and conservatively, and so plays the French, ...e7-e6. White groans, forced to play a closed game... but wait! We find lurking in the openings manuals a line which guarantees an open game, although promises no advantage. White, much cheered up, plays: (DR)

2.d4 d5 3.exd5 exd5 4.c4



One of White's more dynamic tries in the Exchange French, and also found after 4.Nf3 Bd6 5.c4, with transposition into a QGA (1.d4 d5 2.c4 dc 3.e3 e5 4.Nc3 ed 5.ed Nf6 6.Bxc4 Be7); similar structures can also be found in the Petroff. Black can play as in the game, or ...Bb4+...Ne7 with ...Bg4 as appropriate. (PCL)

What are the characteristics of this position? We will probably soon see an isolated Queen's Pawn position (White having more space, outpost on e5, possible break with d4-d5, attacking chances if he avoids exchanges, etc.). There are many of these IQP lines, but this one has some distinctive features. In the classical Queen's Gambit, Black often has a Pawn on e6, obliging the Bc8 to seek a home on the long diagonal.

Here, there is no such barrier, but a White Bishop on c4 is also unimpeded; it may be the Bc8 is actually best placed on b7, and Black may prefer not to have to restrain d4-d5 by ...c7-c6. (DR)

[1.d4 d5 2.c4 dxc4 **A**) 3.e4 c5 (3...e5 4.Nf3 exd4 5.Bxc4) ; **B**) 3.e3 e5 4.Bxc4 exd4 5.exd4 Nf6 6.Qb3 Qe7+ 7.Be3 PLaskett-Lukin, Plovdiv 1984; **C**) 3.Nf3 3... Nf6 4.e3 e6 5.Bxc4 c5 6.0-0 a6 7.a4 cxd4 8.exd4 Nc6] (DR)

4...Nf6 [RR4...Bb4+ Fritz3 0.16 (8/29): (00:04:51)] **5.Nc3** [RR5.cxd5 Fritz3 0.22 (8/30): (00:10:22) 5...Nxd5 6.Be2 Bb4+ 7.Bd2 Bxd2+ 8.Nxd2 Nf4 9.g3 Ng2+; 5.Nf3] **5...Be7** [RR5...dxc4 Fritz3 0.13 (8/26): (00:03:04) 6.Bxc4 Be7 7.Nf3 Nbd7 8.0-0; 5...Bb4]

For educational reasons I like to head for this position as often as possible - for

both sides! (PCL)

This is commendable: taking on both sides of a position in blitz and against computers is one of Karpov's training methods! (DR)

6.Bd3 ? (PCL)

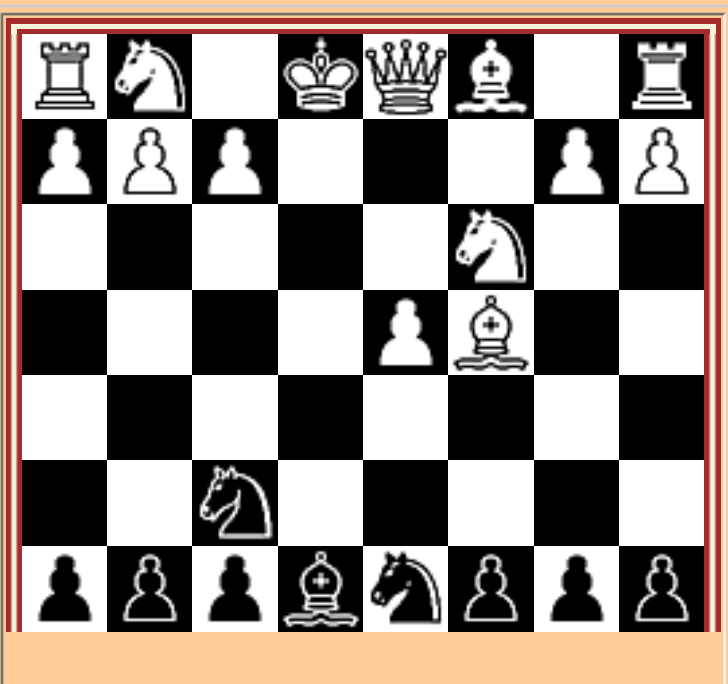
attracted by the thought of 6: ...O-O 7.Nxd5 with Bxh7+, but this merely loses a tempo. It is normal in the QGD to delay moving the king's bishop as long as possible, thus: 6.Nf3 O-O 7.Be3 c6 8.Bd3 dc 9.Bxc4 Nbd7 10.O-O Nb6 11.Bb3 Bg4 or Nbd5 12.Ne5 Be6 with equality.

Because the Bishop must be moved sometime, White may think to clarify the situation as early as possible & play Re1 (DR).

6...dxc4

Gaining a tempo, although conceding the centre. Both sides must now develop, placing their pieces very carefully, although there are probably several sound continuations for each side. Pete actually puts his pieces on the most solid and least ambitious squares available, which is not my style, but Black can look to long-term chances if we can survive the early middlegame. (DR)

7.Bxc4 Nbd7





8.Nge2 ?! (DR)

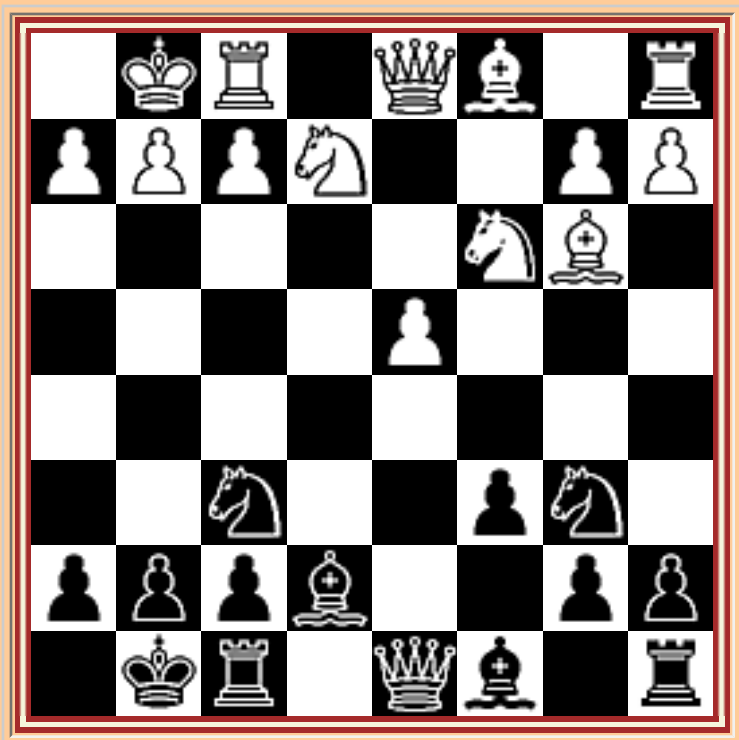
Presumably to avoid ...Bg4, but the knight is passive on this square, unable to move to (or defend) e5. A better avoidance is simply 8.h3. (PCL)

I see no virtues in this move over Nf3. Many of the themes of the IQP - outpost on e5, attacking the King's-side - seem suited to Nf3 much more than Ne2. The e-file is closed and the Bf8 committed to e7 over b4. (DR)

8...Nb6 9.Bb3 0-0 10.0-0 c6

Perhaps ...Nbd5 first is more accurate, to prevent Bf4. (PCL)

Restraint of the d-Pawn. The classic Steinitz plan (seen in his Championship match with Zukertort) is to blockade the d-Pawn by occupying d5, then seeking exchanges to expose the weakness of the Pawn and defuse any attack. There is a lot of play left, but broadly that is the Black approach.



11.Bf4

[11.Re1 Fritz3 - a reasonable try, seeing what Black will do before placing the

Bc1.] (DR)

11...Nbd5 12.Be5

Looks a good post for the Bishop, but a Knight would benefit more from this support. In fact, the Bishop proves to be exposed to exchange here - not a tragedy, but may lead to other awkwardness. (DR)

[12.Nxd5 Nxd5 13.Bxd5 cxd5 Fritz3 is a typically junky computer suggestion, which is all in Black's favour: exchanging pieces and giving up the Bishop pair is emphatically not in White's interests!] (DR)

12...Be6

THE EARLY MIDDLEGAME: White seeks a way to an advantage, but drops a Pawn. (DR)

Both sides need to find some ideas. Black's main concern is the pair of White bishops, and I expected 13.h3 to prevent ...Ng4, though the game shows White hoped to utilise d6 for a knight after the Nxe5 dxe5 exchange. Black may try ...Qb6...Rad8 to play ...c5. (PCL)

13.Rc1

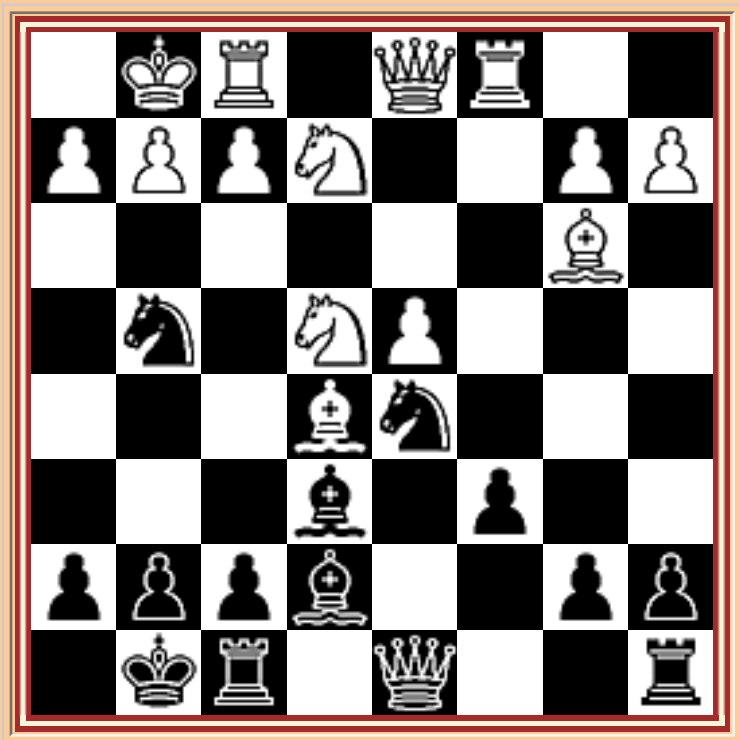
Nimzovitch in **My System** suggests Be3 Qe2 Rd1 Rc1 (and Nf3!) as White's ideal set-up. (PCL)

[RR13.Re1 Fritz3: Fritz's seems a more natural choice. White has three basic alignments for the Rooks: c1/d1, d1/e1, or c1/e1 (or maybe doubling, but that is unusual). Each is appropriate in some position or another: what about here? I'd suggest one on the open e-file, supporting the post on e5, and one behind the d-Pawn - in fact, not one on c1 at all!] (DR)

13...Ng4

Black is safely developed and is tempted by the exposure of the Bishop. (DR)

14.Ne4 !? (DR)



This sort of move is normally a good idea, typical of IQP positions, moving a piece nearer the King's-side. It's also the sort of move you need to keep coming up with in tense, complex positions if you are going to take on players in the 170+ class. Here it looks particularly good, since after an exchange on e5 the square d6 beckons, but... (DR)

14...Qb6

Getting the Queen out from under the central battle-zone, but I might have gone for a Rook move. (DR)

[RR14...Nxe5!? Fritz3 0.72 (8/26): (00:02:57) ...is a typically robust Pawn-grabbing attempt by the computer. Computers are great for finding (and making) moves like this; humans like Pete may be more cautious! It's actually not a move I'd think about for long even if I spotted the ...Qb8 idea, because White's pieces looked pretty active at the end of the analysis. 15.dxe5 Qb8 16.Nd4 (16.Qd4 Rd8; 16.f4 Ne3) 16...Qxe5 17.Re1; 14...Re8] (DR)

15.Bd6 ? (PCL) ? (DR)

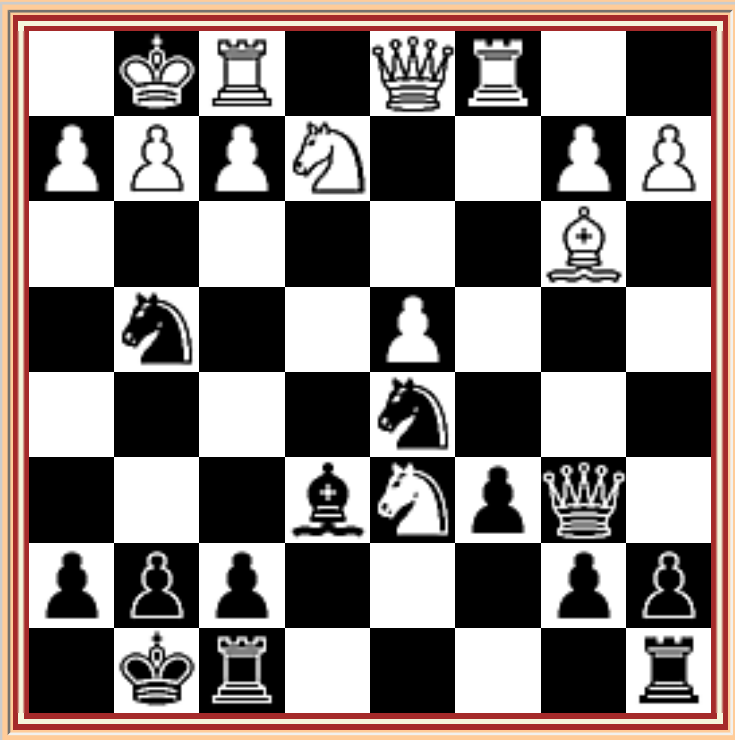
White is looking at the dark squares d6 and c5, and natural would be 15.N2c3-a4-c5, additionally activating that knight on e2. I planned 15.N2c3 Nxe5 16.dxe5 Rad8 as if 17.Na4 Qc7 and e5 looks weak (the lack of the Nf3 is felt). Instead,

White tries, ambitiously, to win the dark squares by exchanging the relevant Black bishop... (PCL)

Fails to a two-mover. Why, or how, was it overlooked? Sometimes these questions cannot be answered, even by the blunderer, but this one has a familiar theme. (DR)

[RR15.Bg3 Fritz3 -0.34 (8/25): (00:03:14)Is certainly safer, but also an admission that White's opening play has come to naught, and is psychologically difficult to play for that reason.] (DR)

15...Bxd6 16.Nxd6



16...Qc7 ! (PCL) ! (DR)

A mischievous retreat. I'm going to guess that White missed this, because it's a retreat by a piece that is already developed. (DR)

Very pleasant to play: pinning the knight to the h2-pawn ... (PCL)

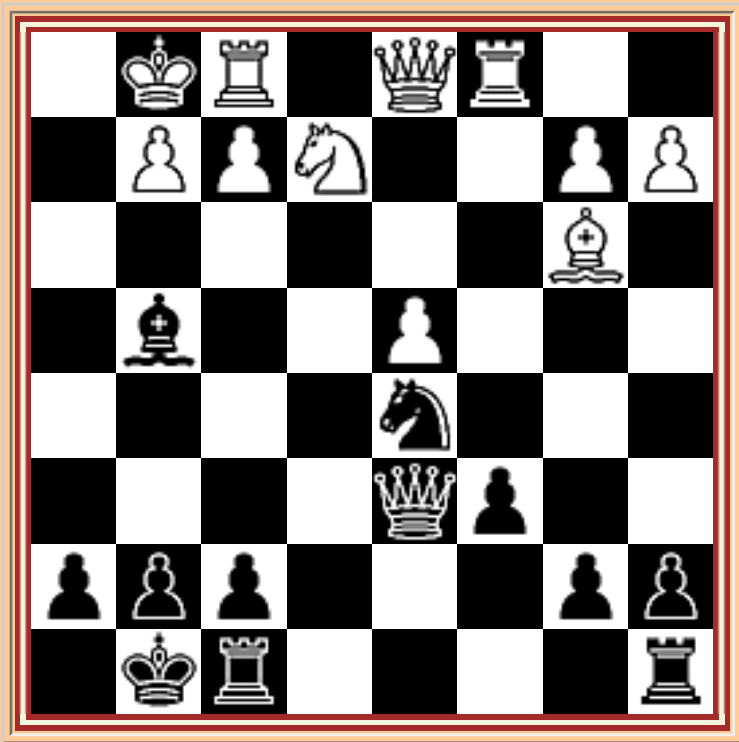
17.h3 Qxd6

...and winning it. Note 17: ...Ne3 18.fxe3 Nxe3 19.Qd3 Nxf1 20.Ne4 Qh2+ 21.Kxf1 Qh1+ 22.Ng1 and 20: ...Nh2 21.Qg3 leaves Black down two knights for a

rook. (PCL)

[17...Nge3?! is an obscure punt but you can have at least one point for noticing it. The main line "works" in that Black gets a Rook for two Knights but there is an amazing spuddle by sacrificing the Queen. Fritz3 ignored all this but Fritz2 fancied it! 18.fxe3!? (18.Nb5? Qb6 19.fxe3 Nxe3-+) 18...Nxe3 19.Nxf7!? Nxd1 20.Bxe6 Rae8 (20...Qe7! PCL) 21.Ng5+ Kh8 22.Rcxd1 (22.Rfxd1 h6; 22.Rxf8+ Rxf8 23.Rxd1 Qe7) 22...Rxf1+ 23.Rxf1 (23.Kxf1 Rxe6 24.Nxe6 Qf7+ 25.N2f4 g5 26.Nxg5 Qxf4+ 27.Nf3) 23...h6 24.Nf7+ Kh7 25.Nf4 g5 (25...Qb6) 26.Bf5+ Kg8 27.Nxh6+ Kg7] (DR)

18.hxg4 Bxg4



19.Qd2

“There exists a wide-spread and therefore dangerous delusion that with an extra pawn the win is achieved automatically.” BRONSTEIN (PCL)

So Black is a pawn up and the win is a matter of technique? If you insist, but I am not a strong enough player to lay claim to reliable technique, and it is worth detailing the thinking processes.

Firstly, the extra pawn is a bonus, but it only matures in the(distant) future, and must be disregarded for the present. White should obviously make every effort to

attack.

Secondly, the exchanges have removed a lot of the potential in White's position, and relieved the cramp in Black's. The plan must be an active one, and with dark-squared bishops I would perhaps attack the d-pawn, placing my bishop on f6, and hence defending g7 and e7. With light -squared bishops, doubling on the e-file with a view to entry on e2 is more logical. (PCL)

The endgame where such a Pawn may be converted is still some way off, and an extra h-Pawn is without doubt the most useless type of extra Pawn you can have. (DR)

THE LATE MIDDLEGAME: Black seeks central posts for the major pieces which prompts exchanges; White should have retained the Queens. (DR)

19...Rae8

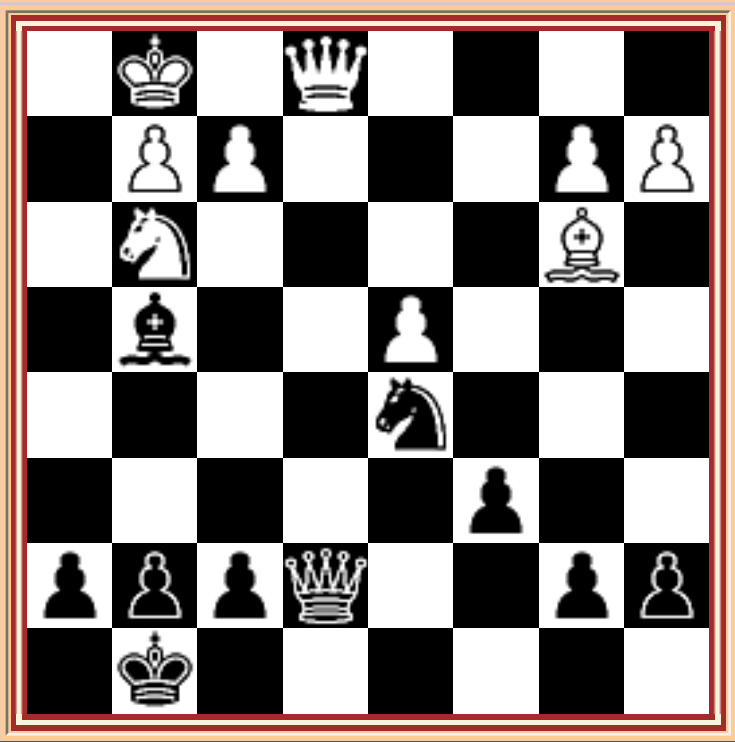
I don't understand the Rook placements in this game. I'd have gone for two other moves over this one! (DR)

P.S. Black cannot win a Pawn with 19...Bxe2 20. Qxe2 Nf4 21. Qf3 Qxd4? 22. Rc4, but if he considered the Ne2 to be a more useful piece than the Bg4 he might have considered the exchange in any event. I have often heard strong players say 'this sort of position is all about what pieces you want to keep on', and while I don't think the Knight looks any better than the Bishop, Mike van Wissen was convinced that the exchange was good for Black!

20.Ng3 Re7 21.Rfe1 Rfe8 22.Rxe7 Rxe7 23.Re1

Black can go wrong with ...Qb4 24.Qxb4 Nxb4 25.Rxe7 and ...Qf4 24.Rxe7 Qxd2 25.Re8 'mate (both ideas drifted through my mind). (PCL)

23...Rxe1+ 24.Qxe1 Qe7

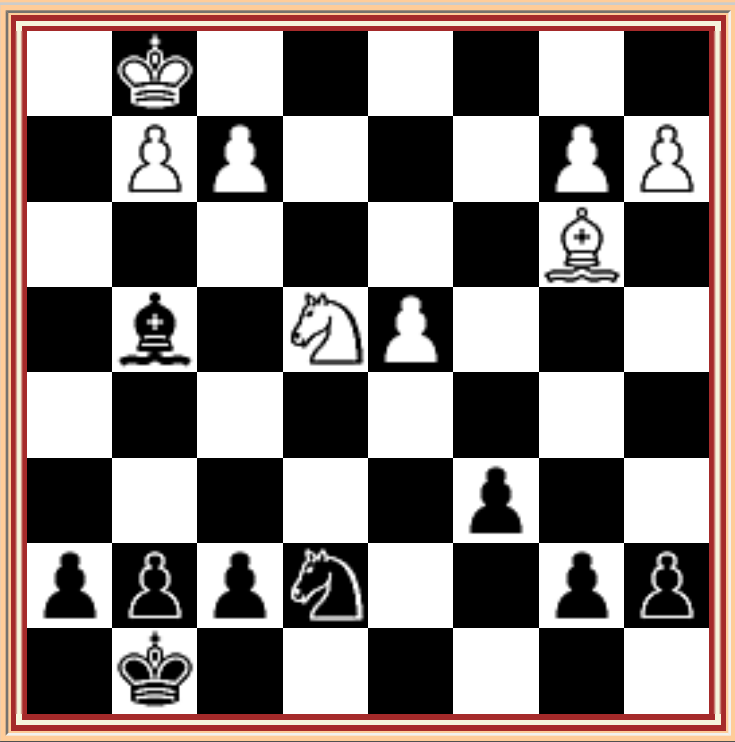


25.Qxe7 ? (PCL)

White's toughest line of resistance is 25.Qa5 b6 26.Qa4 Qd7 with a long struggle in prospect. Although exchanging rooks was necessary to remove the aggressive potential of the Black position, exchanging queens was an unnecessary simplification. (PCL)

Here I think White can dodge, because the Black Queen has no entry point; the complications produced by the presence of Queens may produce some counterplay. I think this error is crucial, and is one of the main instructional points of this game. [25.Qd2 idea Bxd5/Qa5; 25.Qa5!?] (DR)

25...Nxe7 26.Ne4



26...Nd5 [26...b6?! 27. Nd6 Bh5 28. f3!]

THE ENDGAME: after some difficult manoeuvres in which both sides make mistakes, Black obtains a winning game. Over the next few moves Fritz preferred alternatives at each step. We are entering a phase where the machine is suggesting moves that are good-looking but often unmotivated. (DR)

We now have a simplified ending where Black's win should be a matter of time. And accuracy I must add, as unfortunately Black plays some poor moves, and White grabs (nearly) every chance he is given! (PCL)

27.f3

[RR27.Nd6 Fritz3 -0.91 (9/18): (00:01:38) This is more active and probably better; 27. Bxd5 is probably also critical, tying White to the d5 Pawn at least for a while, but requires some courage!] (DR)

27...Be6 28.Kf2

[28.Nc5 Again, no harm in trying to mess Black up before either side activates the King.] (DR)

28...h6 ? (PCL) ?! (DR)

Error number 1, the king must be brought into play as a matter of urgency:
 28: ... Kf8 29.Nd6 b6 30.Nc4 Ke7 31.Ne5 Kd6 with an ideal setup, and not fearing
 29.Ng5 h6 30.Nxe6 fxe6. 'Centralise the king' is a basic maxim for the endgame,
 and the present sin must be justified - ...h6 was played with the aim of restricting
 the White knight's options, admirable in itself but misconceived, as the knight is
 only interested in the queen side - and another lesson is learnt. (PCL)

*[RR28...Kf8 Fritz3 1.03 (9/18): (00:03:25) 29.Ng5 Bf5 preserves the Bishop
 without loss of time.] (DR)*

29.Nc5

*[29.Nd6 b6 and Black will gain a tempo by attacking the Knight with the King.]
 (DR)*

29...b6 ? (PCL)

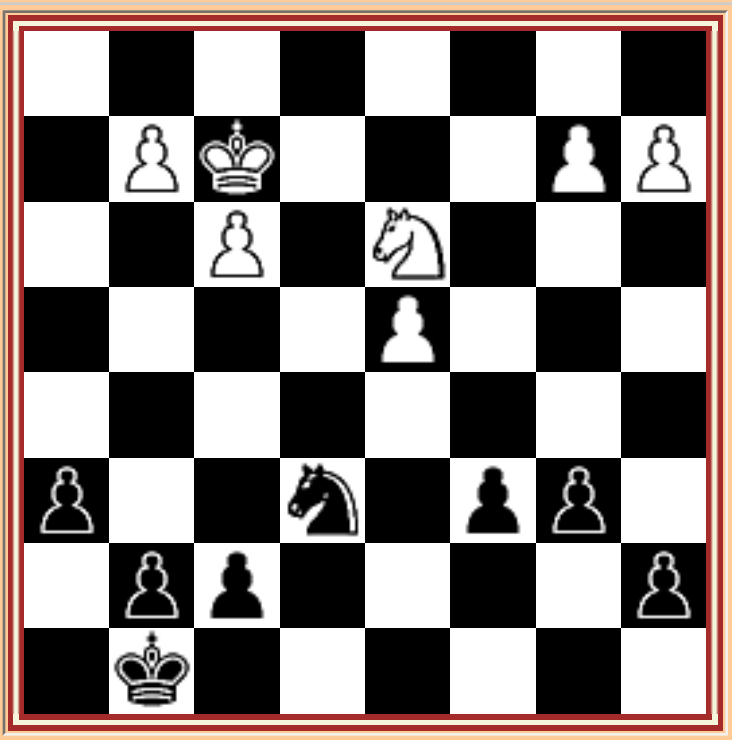
Error number 2, and now White has realistic drawing chances! ...Bc8 allows the
 king to centralise without any weakening of the queen side. Note 29.Nd6 b6 (now
 forced) 30.Nc4 Nc7 (31.Ne5 Bd5) was possible, but in Black's favour. (PCL)

*Stephan Gerzadowicz says that if you have a choice between a piece move and a
 Pawn move, and you can't decide: then **move the piece**, because you can't undo
 a poor Pawn move! (DR)*

30.Nd3 Nc7

This is all but forced. 30: ...Kf8 31.Ne5 c5 32.dc bc 33.Nd3 regains the pawn, or if
 31: ... Ne7 32.Bxe6 fxe6 and the knight on e5 is very strong, bearing down on the
 queen side. 30: ...f6 31.Nb4 Nxb4 32.Bxe6+ also is not simple. (PCL)

31.Bxe6 Nxe6

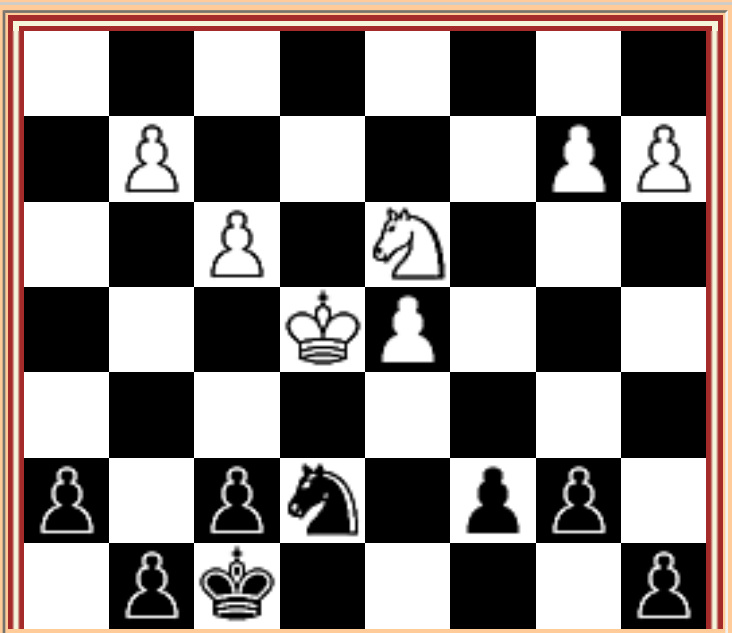


A Knight ending has arisen, where Black still has his extra h-Pawn and White's d-Pawn is still isolated. Guess what type of Pawn Knights find it most difficult to defend against? Right, Rook's Pawns! (DR)

32.Ke3 f6

stopping Ne5: if Nb4 Nxd4; Kxd4 c5+ (PCL)

33.Ke4 Kf7





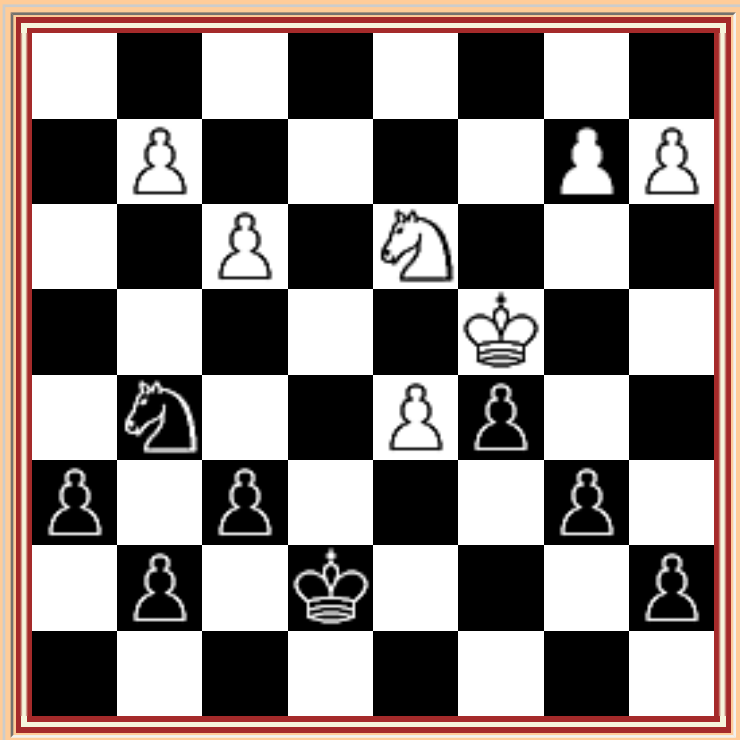
34.d5 ! (PCL) ! (DR)

White's king is almost enough for him to consider winning the game by infiltrating the queen side: this is the punishment for Black's 28th and 29th moves - 34:... cxd5+ 35.Kxd5 and the king walks over to a7. Black must blockade the centre to allow time to sort his pieces out, even at the cost of a White passed pawn on d5. (PCL)

34...Ng5+ 35.Kd4 c5+ ! (DR)

A grown-up winning attempt: a lesser player would have feared giving White the passed d-Pawn. [35...cxd5 36.Kxd5 h5 37.Kc6 with better chances for White] (DR)

36.Kc4 Ke7



Along with his passed Pawn White has some goals (exchanging off Pawns) and some choices (play with K+N on Q-side, or send K to Q-side and N to K-side, or what?) (DR)

37.b4

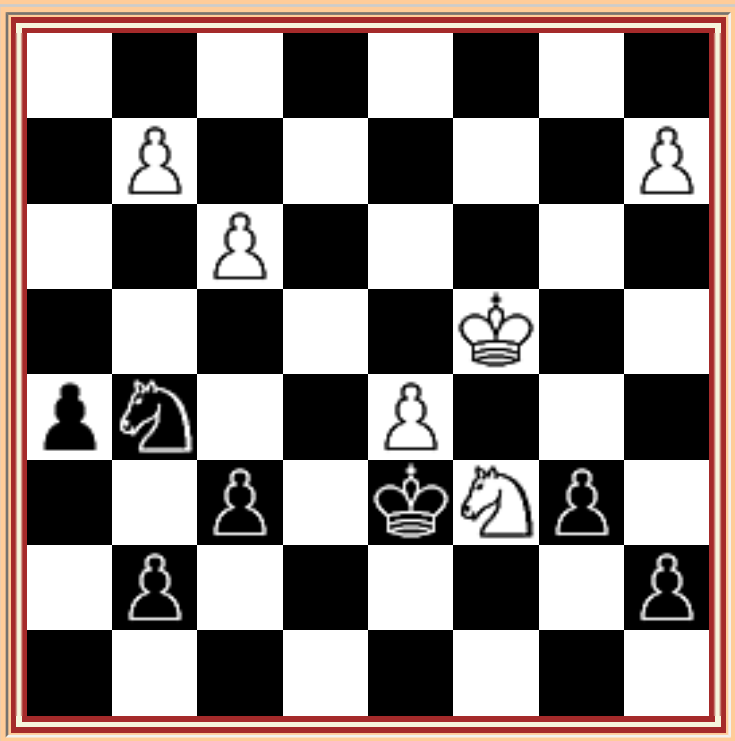
Seeing 37.Kb5 Kd6 38.Nf4 Ke5! and Black takes the advantage, White tries to lift the queen side blockade, and gain b4 for his knight. (PCL)

37...cxb4 38.Nxb4 Kd6? (PCL) [38...Kd7]

Error number 3. A very poor move, and an instructive error: d6 is a knight's move from b5 which is a knight's move from a7, the destination of the White knight. The aim of the king move is to take a step over to the queen side and potentially defend the b6/a7 pawn. This could be accomplished without being a tempo-gaining target with Kd7!

The game should now be drawn. (PCL)

39.Nc6 h5



40.Nd4 ? (PCL) ? (DR)

And White backs out of 40.Nxa7 Nxf3 41.gxf3 h4, though with 42.Nb5+ he gets back in time. Black would have to play 40:... Nf7-d6 (41.Kb5 Kc7 etc), when he is probably still better due to the king-side majority.

Unfortunately for White, having made the most out of his chances thus far, he flinches from the final realisation, and the delay is critical. (PCL)

He who says 'A' must say 'B', advises Tarrasch. Although Nxa7 is committal, it does offer counterplay. (DR)

[RR40.Nxa7! 40...Nxf3!? (40...h4 41.f4; 40...Kd7) 41.gxf3 h4 42.Nb5+ Kd7 43.Nd4 (43.Nc3 h3 44.Ne2) 43...h3 44.Ne2 h2 45.Ng3 f5 46.f4 g5 47.fxg5 f4 48.Nh1 saves it: White had to anticipate this save at move 40] (DR)

40...g6

against not only Nf5 but also f3-f4-f5, crippling the majority.(DR)

The game should now be won (PCL)

41.f4 ? (PCL)

Natural enough, but weakens the pawns. (cf. Black's error on move 29). White cannot now take the a7-pawn: 41.Nb5+ Kd7 42.Nxa7 Nxf3 43.Kb5 h4 44.Kxb6 Ne1xg2 queens the h-pawn in time. White has to defend against ...a6...h4...h3: gxh3 Nxh3-f4xd5, which is not easy, as creating a second chance on the queen side is time consuming. White obviously wants to regain his pawn, without allowing the line above. (PCL)

f4-f5 is no longer a threat, but ...Nxf3 may be (DR)

41...Ne4 42.Nb5+ Kd7 43.Nxa7

At this point White (audibly) asked his match captain whether a draw would be sufficient, or should he be playing for a win! Meanwhile Black, contemplating an attack on four weak pawns with an active knight, can finally claim to be winning. (PCL)

White finally gets the courage to play this, but Black is better than previously. (DR)

43...Ng3 !(!) (PCL) ?! (DR)

This is an interesting moment where our analysis and judgement differed. After careful consideration of my ?! Pete gave his move another exclamation mark! (DR)

The position we both reached is obviously critical. The details of the analysis actually decide the point, but they shouldn't obscure some principles in the position:

- because White has a passed Pawn it must be blockaded, preferably by the King because the King also attacks the Pawn
- the Black Knight goes around hitting White Pawns weakened by loosening moves

(PCL)

If now 44.Kb5 Ne2 45.Kxb6 Nxf4 46.a4 Nxc2 47.a5 Nf4 48.a6 Nxd5+- c7 or 48.Nb5 Nxd5+ 49.Kc5 Ne7-c8 and the King's-side pawns win (though this appears the line with most chances - the winning moves with the knight, leaving the king alone, would have been hard to find). Or 44.Nb5 Ne2+ 45.f5 g5 with ...Nf4: g3 Ne2 to follow.

White instead gives up the least disastrous pawn... (PCL)

[RR43...Nd6+!? Fritz3 0.25 (11/24): Going backwards is not the idea in endgames usually, but it keeps the King out, and comes at the King's-side from what looked like a better angle, although the two approaches converge. (DR)

A check is easier to respond to, so 43...Ng3 must be the better move order! (PCL)

A) 44.Kd4 Nf5+ 45.Ke4 (45.Kc4 Ne3+ 46.Kb5 Nxc2 47.f5 g5!) 45...Nh4 46.g3 Nf5 47.Kf3 (*) Kd6 (*I thought this won, but Pete found a draw for White by liquidating Pawns after 48. Nc8+ Kc5 49. d6 Nxd6 50. Ne7 g5 51. Ng8 Ne8 52. Ke4 e.g. 52...Kb4 53. Kf5 h4 54. gxh4 gxh4 55. Kg4 Ka3 56. Ne7 Kxa2 57. Nd5=; however Black can still win by 47...Nd4+! 48. Ke4 Ne2 or 48. Kf2 Nc2 49. Nb5 Nb4 50. Nc3 Kd6-+ e.g. 51. Ne4+ Kxd5 52. Nxf6 Ke6 53. Ne4 Nxa2*);

B) 44.Kd3 Nf5 45.Ke2 (45.Ke4 Nh4 46.g3 Nf5 47.Kf3 Kd6 is the same position (*) as in (A); 45. Kc4 Ne3+ 46. Kb5 Nxc2 47. Nxc2 47. f5 g5 -+) 45...Ne7-+(PCL); 43...h4-+] (DR)

44.Kd4 ?! (PCL)

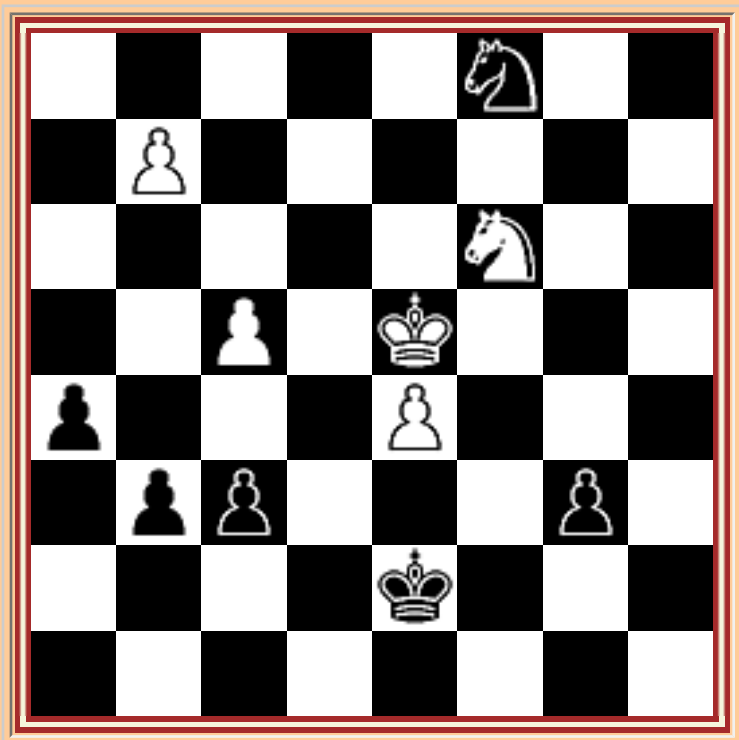
Putting the King where it can be easily checked. Knight endings are very tiresome, needing exact calculation more than general plans. [RR44.Kd3! Fritz3 -0.50 (11/22): (00:02:00) 44...Nf5!] (DR)

45. Ke2 Ne7-+ or 45. Ke4 Nh4 46. g3 Nf5 47. Kf3 returns us to the position (*) above. I saw 44. Nb5 Ne2 45. f5 g5 when ...Nf5-e2 wins. I also saw 44. Kb5!? Ne2 45. Kxb6 Nxf4 when I hoped I was better! (outside passed Pawn); afterwards I found 46. a4 Nxg2 47. a5 Nf4 48. Nb5 (48. a6 Nxd5+ and ...Nc7) 48...Nxd5+ 49. Kc5 Ne7 and ...Nc8-+ (PCL)

44...Ne2+! 45.Ke4 [45.Ke3 Nc3] 45...Nc3+ 46.Kd4 Nxa2 47.Nb5 Nc1

With the removal of the a-pawn, all Black's problems are over. The White King and Knight have no effective target, and it remains for Black to coordinate his pieces, and move on to the king side in earnest. First step is to return the knight to d6. (PCL)

48.Nc3



48...Nb3+ ?! (DR)

Drives the King forward! [48...h4!?!; 48...Kd6] (49. d6+! (PCL)) (DR)

These alternatives look less constructive! (PCL)

49.Kc4 Nc5 50.Kb5 Kc7 51.Kc4

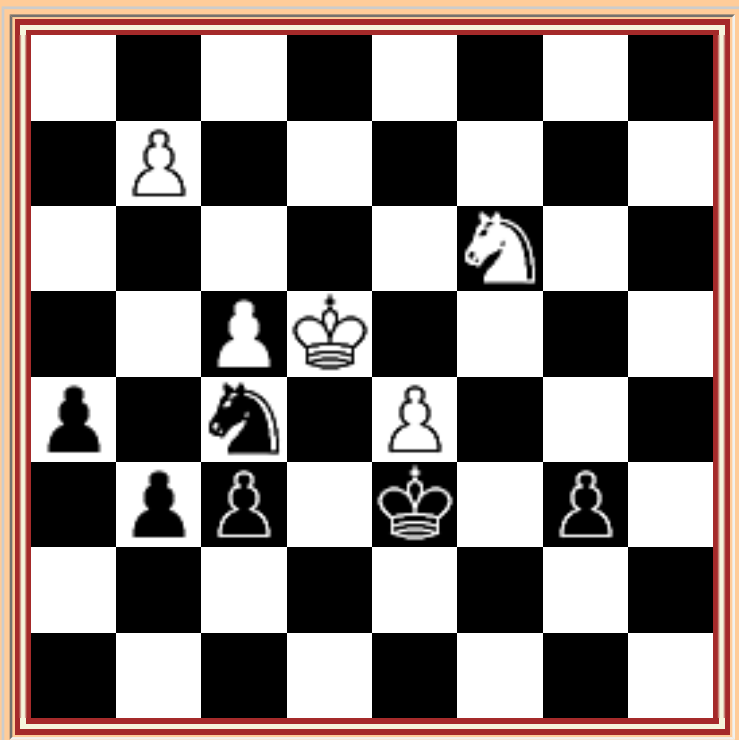
Note: 51.d6+ Kxd6 52.Kxb6 h4! 53:...Nd3-e1 wins a pawn. (PCL)

The King was OK where it was, I thought. (DR)

51...Nb7 52.Nb5+ Kd7 53.Kd4 Nd6 54.Nc3 Nf5+

and now back to the king side... (PCL)

55.Ke4 Kd6

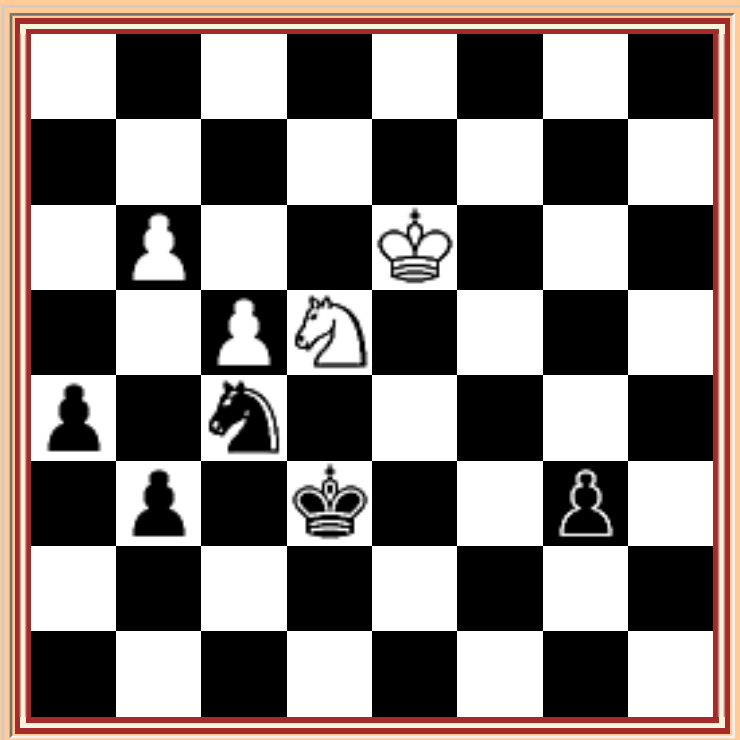


White is running out of moves! (DR)

56.Kd3

loses contact with the d-Pawn, but there wasn't much else (DR)

56...Nh4 57.g3 Nf5 58.Ne4+ Kxd5 59.Nxf6+ Ke6 60.Ne4



White has lost the asset of the d-Pawn, and allowed Black to exchange an extra near h-Pawn for a distant Passed b-Pawn. (DR)

60...Nd6 61.Nf2

Of course the exchange must be declined. (DR)

61...Kf5 62.Kd4 Nb5+ 63.Kd5

? (PCL)

... makes it easy, but if 63. Kd3 Black has two winning plans, ...h4 ...Kxf4-g3xh4 with two passed pawns, or ...Nxf4 : gxf4 Kxf4 with three pawns vs one knight! (PCL)

[63.Kd3 h4 or maybe ...Nc7-e6xf4] (DR)

63...Nc3+ 64.Kc6 Ne2

That's how it works: while your opponent battles with the Passed Pawn you eat the King's-side. (DR)

65.Kxb6 Nxg3 66.Kc6 [66.Kc5] 66...Kxf4 [66...h4 67.Kd5 Ne2] 67.Kd5 Nf5 [67...g5 is probably better, but it doesn't matter]

O-1

A long and hard struggle, typical of some of the complexities possible in endgame play. In particular note how a strong player will find resources in any position, and how accuracy must be maintained throughout.

The numerous errors are instructive: Black's delay in centralising his king, leading to queen side weaknesses. These weaknesses gave White the initiative, but he backed out of realising this to its optimum. (PCL).

This was a good game in many respects: exciting and close-fought, with more good ideas found by both sides than errors (no amateur game is really free of the latter.)

There are lots of instructional points here: the need for counterplay (25. Qxe7? 40. Nd4?) and the need for the courage of your convictions (35...c5+! 40. Nxa7!) being two that we didn't spend a lot of time on in the notes.

Perhaps the most instructional point of all is: I asked Peter if he would annotate this game for us, and discovered that he had already put a lot of time and effort into it for his own study.

Original analysis of our own games - not self-serving but hard work, checked and worried about - is perhaps the most valuable sort of study we can do. (DR)

Back to [Chess Coaching Page](#)



This document (mb_pcl.html) was last modified on 17 April 97 by

[Dr. Dave](#)

Exeter Chess Club: Swindle your way to success

or, "the hardest thing to win is a won game" (TARRASCH).

36. Ne1?

"Well, well. IM (and correspondence GM) Douglas Bryson once told me that he almost never plays a game that flows smoothly from start to finish; there is always a "moment" of sorts where someone misses a big defensive opportunity or the nature of the position changes more than one might reasonably expect. This was such a "moment"."

-- Jonathan Rowson British Chess Magazine October 1999 p.553

1. [Some general points](#)
 1. [Swindlers' attitudes](#)
 2. [Swindlers' methods](#)
 3. [Playing the opponent and not the board.](#)
2. [Swindle-proofing your game:](#)
 1. [Difficult moves to consider \(look again!\):](#)
 2. [Dangerous moments \(look again!\):](#)
 3. [Playing the board not the opponent](#)
 1. [Knowledge to keep in your mind:](#)
 2. [Attitudes to cultivate:](#)
 3. [Behaviour to practice during play:](#)
 4. [Training for between games:](#)
- [Swindling for beginners: some simple examples](#)
 1. [Swindling: a simple example](#)
 2. [Approaching a swindle](#)
 3. [What's the odds?](#)
 4. [Examples of swindles and other false results](#)
 1. [1. Pure Luck \(or mostly pure\)](#)
 2. [2. One Last Desperate Trap](#)

3. [3. Proper Grown-Up Defence](#)
 4. [4. Real swindles](#)
 1. [a. avoiding losing](#)
 2. [b. creating opportunities for a swindle](#)
 3. [c. exploiting your advantages](#)
 4. [d. getting the initiative](#)
 5. [e. giving up the exchange](#)
 6. [f. exploiting psychological factors](#)
 7. [g. being awkward](#)
 8. [h. defending the endgame](#)
 1. [perpetual check](#)
 2. [exchanging into a known drawn endgame](#)
 3. [the saving power of a passed pawn](#)
 4. [the positional draw](#)
-

STOP PRESS:

Good News:

There is a brand new book out by Ali Mortazavi which is all about swindling

Bad News:

The book was strongly criticised when reviewed by Jonathan Rogers in [KingPin](#) magazine.

Good News:

The review article in itself is very good reading on swindles, and would make a good complement to this document.

Bad News:

The diagrams in this document are a bit of a mix - sorry if it's slow or hard to read. [It looks OK on paper, is my only defence!]

Good News: *Also, Simon Webb's book "Chess for Tigers" is excellent for swindles.*

By swindling I do not mean:

- (a) hanging on grimly until your opponent blunders (this is Pure Luck)
- (b) setting one last trap (this is Desperation)

(c) defending the position well until the game turns in your favour (this is Proper Grown-Up Defending)

...although swindling contains elements of all of these. Real Swindling is where (1) your position is lost or losing, and (2) your opponent errs because of **something you have done**. So you do need to be lucky, but you have to make your own luck, or at least stack things a little less in your opponent's favour. Swindling has a similar appearance to **active defence**, but has a rather more urgent feel about it. "Setting a trap" is the simplest level of swindling, and in fact swindling is all about setting traps: some tactical, some positional, and some psychological. Successful swindling is also about setting traps well before things are desperate.

Some of the world's best players have always been great swindlers: Frank Marshall brought off so many that fans coined the term 'Marshall swindle', and Lasker won so many 'lost' positions that they speculated about witchcraft or hypnotism (psychological play was always a big part of Lasker's normal game, even if he wasn't losing).

Let's have a look at some general points, some simple examples, and then some deeper examples. I'd be happy if everyone had a go at the first two sections, which are mostly common sense, and then gradually work their way through the later parts.

Some general points

Swindlers' attitudes

If you are going to turn a game around, you must **admit you are losing**: be objective, don't kid yourself about your position, and do something about it before it really is too late.

If you are losing, **do something about it**: if the game continues normally you will lose.

Doing something about it means playing **differently**: you must throw the game off-course, and this probably means playing the move that is not objectively the best

Keep your eyes open: you must make the most of any and every opportunity.

Swindlers' methods

You must avoid losing: you can often decide on the right move by a process of elimination. If your opponent is going to win by promoting a passed Pawn in four moves, it's got to go! But never make simple concessions, make a mess.

Keep playing actively: you must have some activity to give yourself any chance of getting back into the game, or at least set your opponent some sort of problems (without which they will never go wrong!).

These and other principles are explained below:

1. [a. avoiding losing](#)
2. [b. creating opportunities for a swindle](#)
3. [c. exploiting your advantages](#)
4. [d. getting the initiative](#)
5. [e. giving up the exchange](#)
6. [f. exploiting psychological factors](#)
7. [g. being awkward](#)
8. [h. defending the endgame](#)

Playing the opponent and not the board.

Timely draw offers: when your counterplay is at its peak, or your opponent has already made one bad mistake, offer a draw in case their confidence has gone

Swindle-proofing your game:

Difficult moves to consider (look again!):

long moves

retreats

geometry (playing off the cushions)

Dangerous moments (look again!):

deceptively calm positions (may explode in your face)

deceptively familiar positions (are always slightly different)

reassuring moves (may drop you right in it)

while you are attacking (your opponent also has a right to exist)

after a crisis (danger may not be past)

when victory is in sight (vigilance is required)

Playing the board not the opponent

This of course is the opposite of the swindling strategy. If your opponent bears a lowly grade, or plays badly or incomprehensibly, don't assume your position will win itself, **keep playing chess**.

Health educators are given to considering four different aspects of human mind and activity in promoting healthy choices: knowledge, attitude and behaviour. Here's some advice on healthy chess from Amazia Avni:

Knowledge to keep in your mind:

- * **every game can be lost**
- * **every position can be ruined**
- * **details are important**

Attitudes to cultivate:

- * **constructive paranoia**

- * **self-criticism**

Behaviour to practice during play:

- * **active searching**
- * **thinking for your opponent**
- * **looking for the worst case**

Training for between games:

- * **studying positions with counterplay** as a main feature e.g. Open Sicilians
-

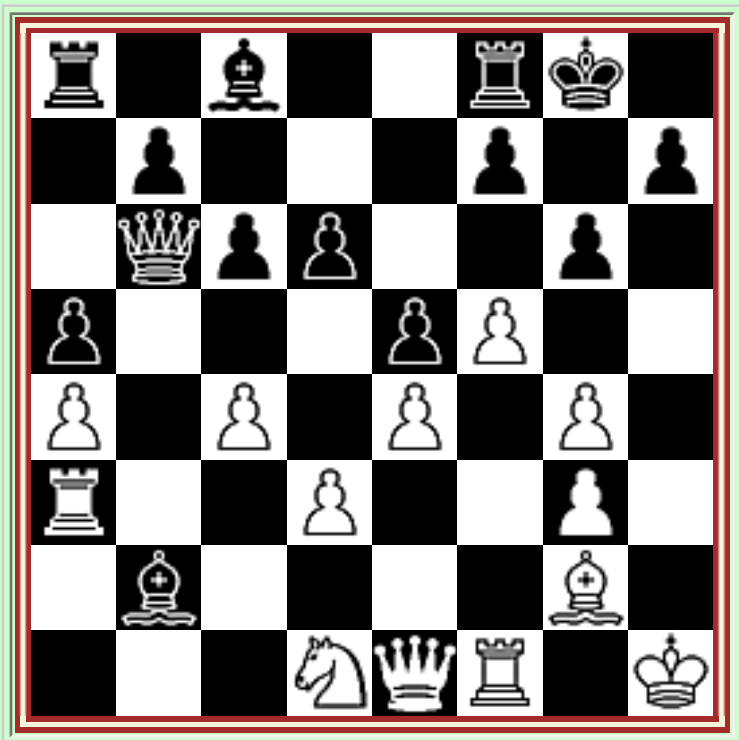
Swindling for beginners: some simple examples

Swindling: a simple example

Regis,D - Greet,An [A10] Torbay Open #5, 1994

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 Nf6 5. e4 O-O 6. Nge2 e5 7. O-O c6 8. d3 a6 9. a4 ANG thought this a mistake **9... a5 10. f4 ?? [10. h3]10... Qb6+ 11. Kh1 Ng4 12. Qe1 Na6 13. Nd1 Nc5 14. f5 Nb3 15. Ra3 Nxc1 16. Nxc1 Bh6 17. h3 Bxc1 18. hxg4 Bxb2**

Now, White is absolutely busted here, a Pawn down and haemorrhaging on the Black squares. 'Sensible' passive play would be useless here. White must find some way of throwing the game off course: Black must be given a position where he can make a mistake.

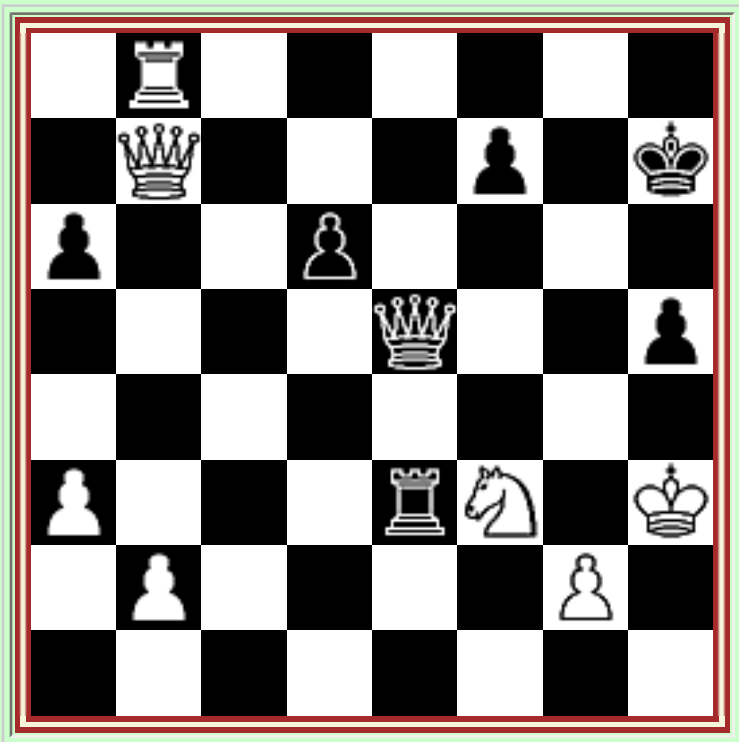


19. Qd2!? [19. Ra2 Bc1] **19... Bxa3** **20. f6 Kh8** **21. Qh6 Rg8** **22. Bf3 g5?** [22... Bc1!] **23. g5 Qd8** **24. Kg2** **23. Kg2 Rg6** **24. Qf8+ Rg8** **25. Qh6 1/2**

A very simple example, but it does reinforce points about successful swindling, viz. giving your opponent a chance to go wrong, and playing actively.

Approaching a swindle

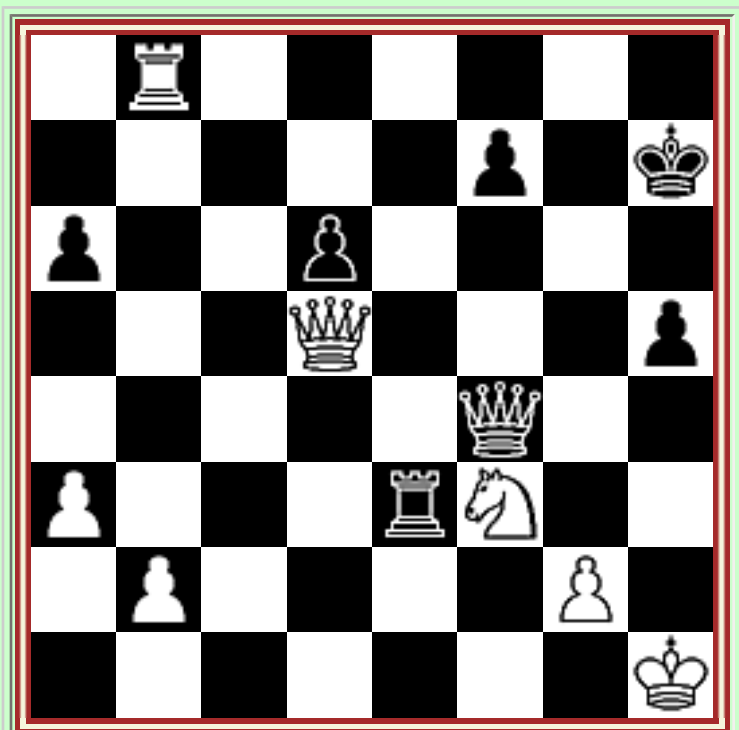
To be swindled your opponent must fall into some *tactical* or *positional* muddle. We'll look briefly at both. Here's how to approach a *tactical* swindle:



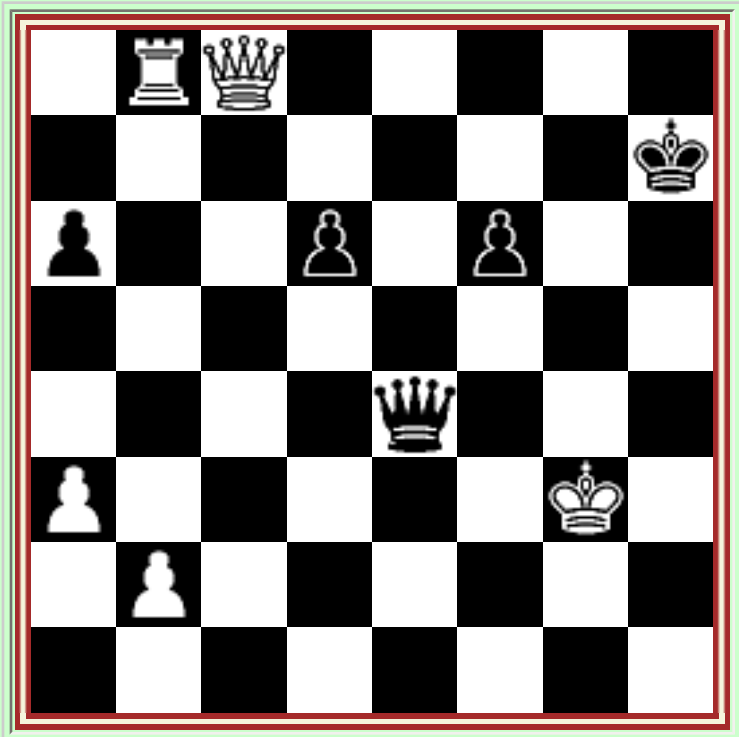
Bellers-Regis, 1997

Black has sacrificed a piece to expose the King, but there is no mate (...*h5-h4* fails to *Qxf7+*), so Black is losing. How can one approach a swindle in this position?

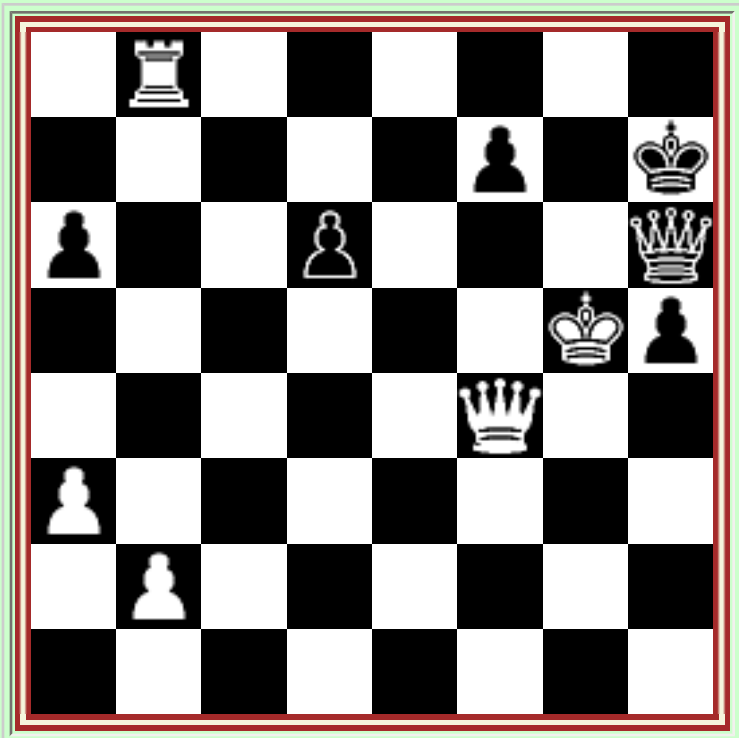
Start with: what can go wrong for White?



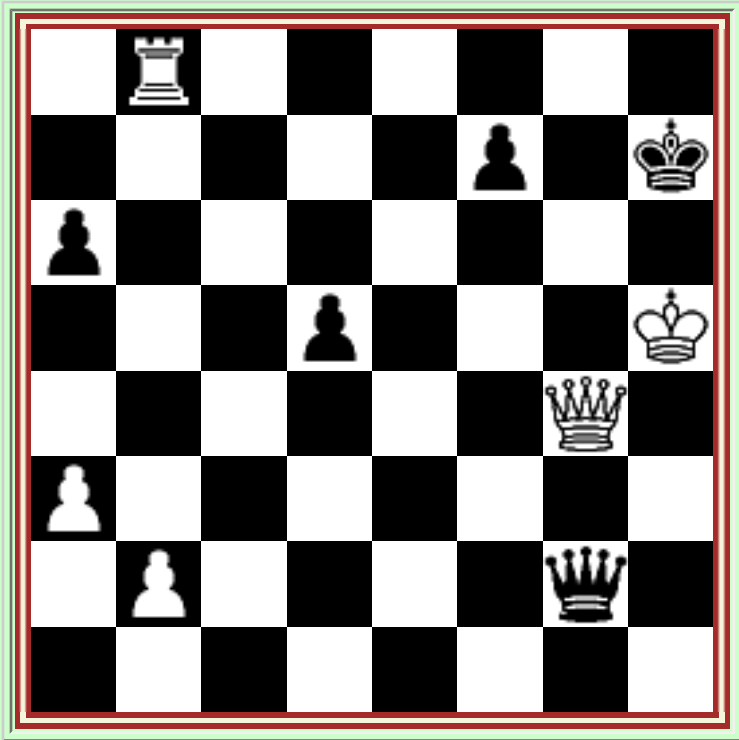
A. *hopes of perpetual check (1) by a standard pattern (...Re1+)*



B. *hopes of perpetual check (1) by exposing the King (although the White King may escape to the Queen's-side if the White Queen can interpose)*



C. if the Queen does interpose (1) this may lead the Queen into trouble (Kf5 Qe6 +)



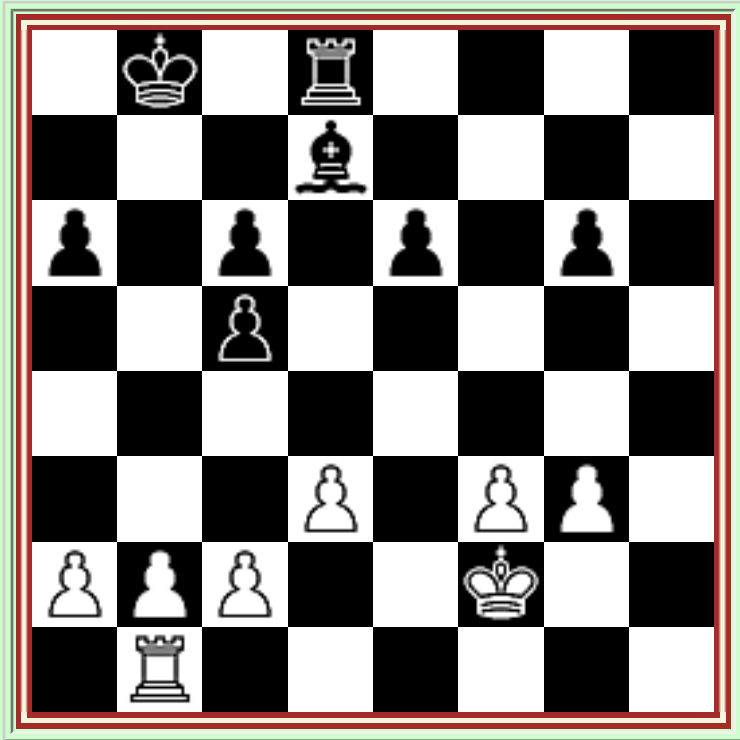
D. if the Queen does interpose (2) this may leave the Rook loose (...Qh2+)

So, we have four basic swindles to try for. You have to **weigh up quickly which is your best chance**, and play a move quickly (a) to make your opponent decide, and (b) give them as little time as possible to find what you have found. In this case (B) looks very achievable but uncertain to produce a desired change in fortune; the others are in their own ways certain, but difficult to achieve. You have to decide which is the most likely and go for that.

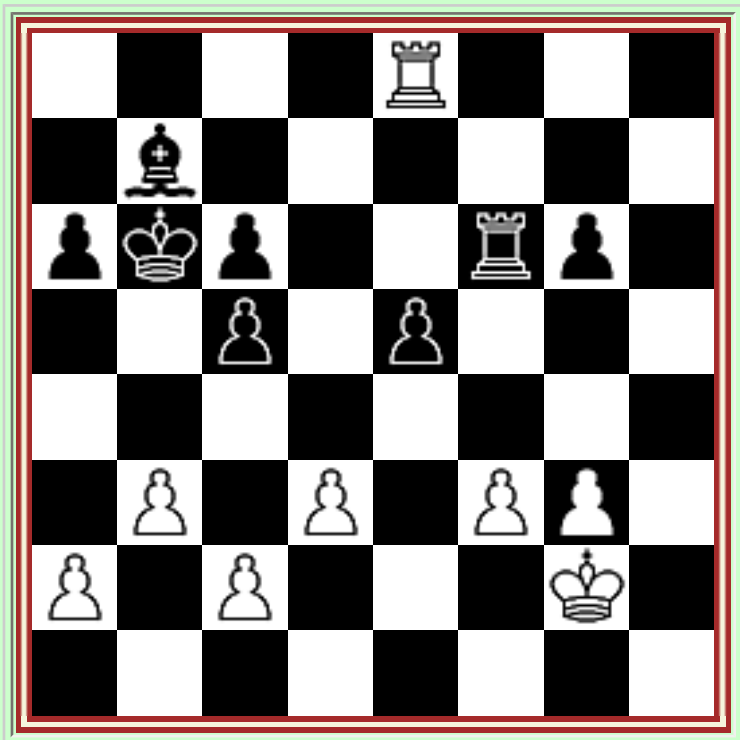
The actual game was adjourned here, so I resigned(!), but in a game I think I would have played quickly the non-committal ...Qf4, when I still have some hope of bringing off (B) and also I have some new chances of (A) (C) or (D). (A reality check suggests that simply Qb7-b4 holds, which is not that hard to find OTB, after which Black has to go for ...Rxf3+, but you have to try these things).

The other swindling considerations are **positional**: you must strive to make your pieces as active as possible and drive or tempt your opponent's into bad positions.

For example: you need to get from this lost position I had as White one day:



...to this:



27...Rh8 28.Kg2 Kc7 29.Re1 Kd6 30.Re4 Rb8 31.b3 Rf8 32.Ra4 Bc8 33.Rg4 Rf6 34.Rh4 e5 35.Rh8 Kc7 36.Rh7+ Kb6 37.Rh8 Bb7 38.Re8

Black's King and Bishop have got lost and the White Rook has been going around bullying Pawns... **1/2-1/2** Draw agreed! (a Timely Draw Offer). White has a nasty trap (...Rf5; g4, Rg5?? Kg3! e4) which ensures the win of a Pawn, and Black thought he'd bale out before things got worse! [*Black may still be winning but his confidence had gone.*]

How do you do this? Like I did: play actively, keep making threats, let your opponent lose the thread.

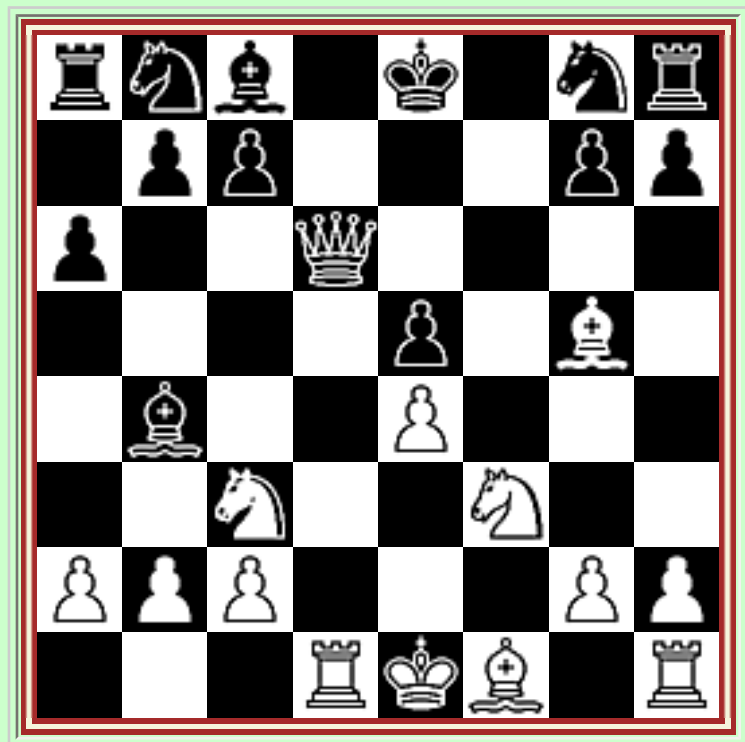
What's the odds?

Thinking about swindles always reminds me of those **games played at odds**. The fact that you can win a game at Queen odds must give you some hope!

Here's a vigorous example of odds-play by the great German:

Tarrasch- Schroeder, Nuremberg 189?

1.e4 e5 2.f4 d6 3.d3 f5 4.Nc3 fxe4 5.dxe4 a6 6.fxe5 dxe5 7.Nf3 Bb4 8.Bg5 Qd6 9.Rd1



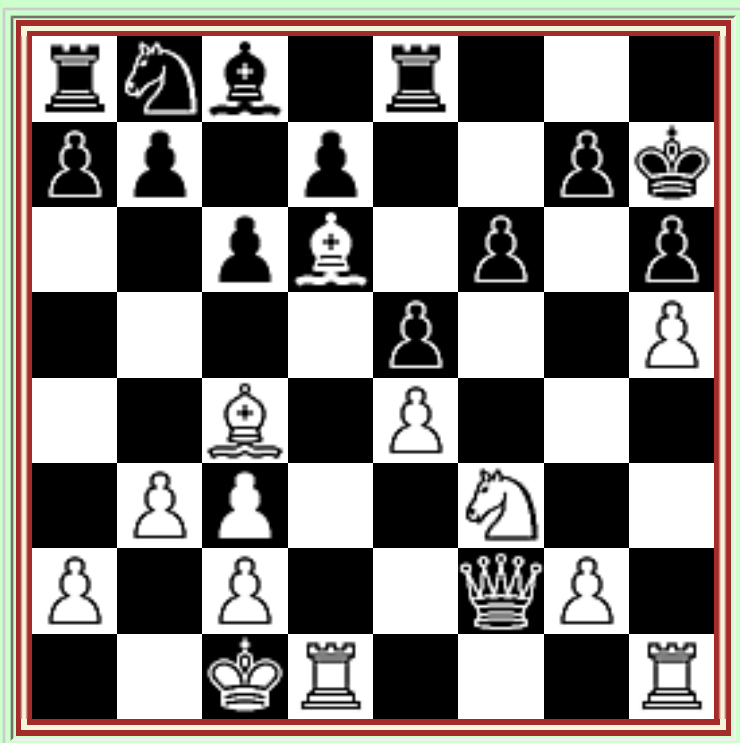
Here Tarrasch relies on the opponent to be too greedy to give any material back and simplify.

9...Qg6? [9...Qxd1+!] 10.Rd8+ Kf7 11.Bc4+ Be6 12.Nxe5# 1-0

There are other approaches to chess than Tarrasch's...

Nimzovich - Leelaus, Riga (Remove White's Queen & Black's g8 Knight), 1912

1.b3 e5 2.Bb2 f6 3.e4 c6 4.Nc3 Bb4 5.0-0-0 Bxc3 6.dxc3 0-0 7.Ba3 Re8? 8. Bd6 Qb6 9.Nf3 Qxf2 10.h4 h6 11.Bc4+ Kh7 12.h5



Nimzo plays in blockading style, even at these odds!

12...b5 13.Bf7 Re6 14.Nh4 Rxd6 15.Rxd6 Qc5 16.Rhd1 Qxc3 17.R1d3 Qe1 + 18.Kb2 Qxh4 19.Bg6+ Kg8 20.Re6 1-0

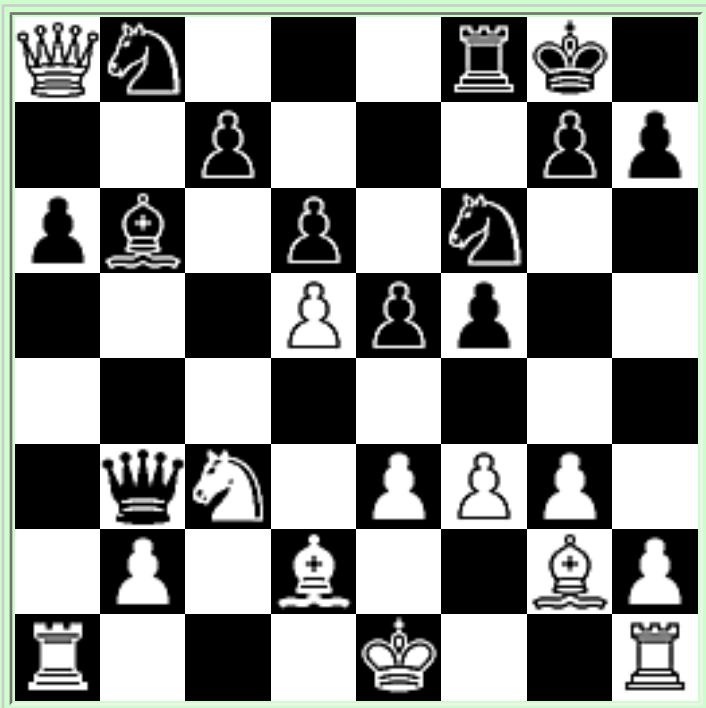
Examples of swindles and other false results

1. Pure Luck (or mostly pure)

Every so often your opponent just self-destructs. If you don't resign but hang around and watch this can be fun. When do you do this? When your opponent looks either over-confident or under-confident! Let's see some examples to clarify this.

Botvinnik,M - Bronstein,D (Wch19_Moscow, 09) [A91] 1951

1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 O-O 6. d5 Bb4 7. Bd2 e5 8. e3 d6 9. Nge2 a6 10. Qc2 Qe8 11. f3 b5 12. Qb3 Bc5 13. cxb5 Bd7 14. Na4 Ba7? 15. b6! Bxa4 [15... cxb6 16. Nxb6 Bxb6 17. Qxb6 is simply winning.]16. b7 Bxb3 17. bxa8=Q Bb6 18. axb3 Qb5 19. Nc3 Qxb3



White is a Rook up: I am tempted to say, simply a Rook up, but Botvinnik complicates matters immediately.

20. Rxa6? Nxa6 21. Qxa6 Nxd5

Now it's one Pawn for a piece! This 'simplification' hardly helped matters.

22. Qa4? [22. Nxd5 Qxd5 23. Ke2] 22... Qxa4 23. Nxa4 Bxe3 Two Pawns... also unnecessary. 24. Bf1 Ra8 25. b3 Bxd2+ 26. Kxd2 Kf8 27. Bd3 g6 28. Rc1

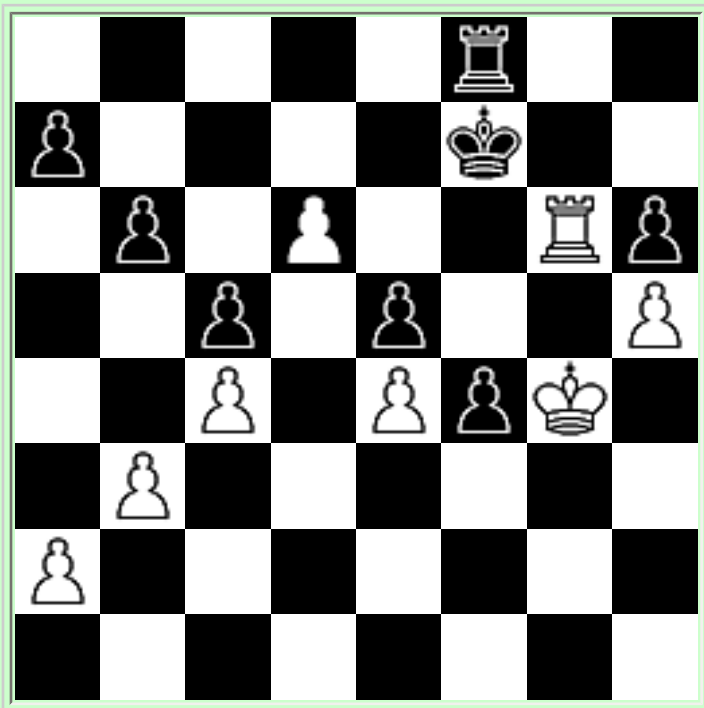
White is still winning but there are some difficulties.

**28... Rb8 29. Nc3 Nb4 30. Be2 Ra8 31. Na4 c6 32. Rc4 Rb8 33. Bd1 Ke7
34. Nb2 d5**

**35. Rh4? [35. Rc5!] 35... h5 36. g4 hxg4 37. fxg4 f4 38. g5 Rf8 39. Rh7+
Kd6 40. Rg7 e4 41. Rxc6+ Ke5** Black may even be better here...! **1/2-1/2**

It's hard to know what is going on here, maybe it's more than one thing. Perhaps we can get some more insight into it when considering this example:

Petrosian-Korchnoi, 1962



*"For a long time I had regarded my position as a winning one. Thus the whole opening phase of the struggle, when Korchnoi was unable to get out of trouble, had psychologically attuned me to the idea that the ending would be favourable to me ... and here comes the oversight **35 Rxc6??** I did not even see the threat ... **f4-f3**, possibly because it was in contrast to Black's hopeless position. Personally, I am of the view that if a strong master does not see such a threat at once he will not notice it, even if he analyses the position for twenty or thirty minutes." - PETROSIAN.*

Your opponent also has a right to exist... I should add again that here is the

value of the 'write it down and take a fresh look' advice - you are trying to give yourself a chance to un-stick yourself from any false assumptions.

Anyhow, one more example:

"The world no 10 was a little bit too casual in round one and loses a piece and a pawn for little compensation. Unabashed, he carries on as if nothing has happened and somehow wins quite smoothly." -- PEIN

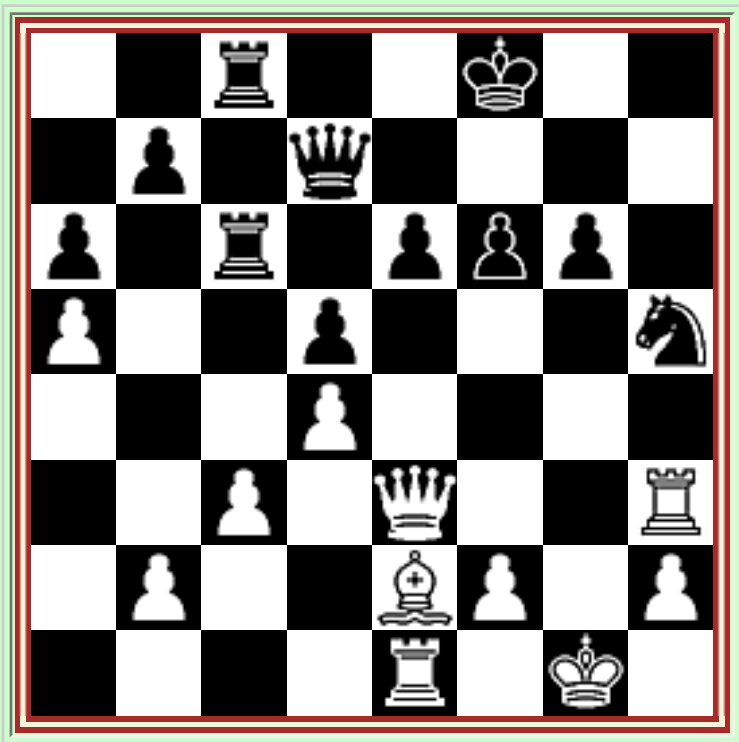
Wynarczyk,R - Adams,M ICI-Katalco QP

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.Qe2 b5 6.Bb3 Bc5 7.a4 b4? 8.Bxf7 +! Kxf7 9.Qc4+ d5 10.Qxc5 Qd6?? 11.Qxc6! Bd7 12.Qxd6 cxd6 13.d3 Rac8 14.c3 h6 15.exd5 Nxd5 16.c4 Bf5 17.Ke2 Nf6 18.Nbd2 Rhe8 19.Re1 Nd7 20.Nb3 d5 21.c5 Nxc5 22.Nxc5 Rxc5 23.Be3 Rc2+ 24.Kf1 d4 25.Bxd4 exd4 26.Nxd4 Bxd3+ 27.Kg1 Rxe1+ 28.Rxe1 Rxb2 29.f4 b3 30.Re3 Bc4 31.Rc3 Bd5 32.g3 Rb1+ 33.Kf2 b2 34.Rc7+ Kf6 35.g4 Rh1 36.g5+ hxg5 37.fxg5+ Kg6 0-1

We can see a lot of the same features here (giving back material, making concessions) as in the BB game.

2. One Last Desperate Trap

Not the best way to play but you can sometimes bring it off:



Regis, D - Tyton, Adam (Devon U175 vs. GMCCA, 1997), Position after 32.Qe3

What would you play here as Black?

32...e5!?

This is a filthy move positionally, but a good practical choice. Moves like

[32...Qh7; 32...Qf7] are just awaiting the undertaker: e.g. 32...Qf7 33.Bxh5 gxh5 34.Qh6+ Qg7+ 35.Qxg7+ Kxg7 36.Rxh5]

Although the move chosen exposes the Pawns to attack, it does activate the Black Queen and create some sort of activity in the centre, maybe threatening to open the c-file. White has only a few minutes left: he spots a trap: *[33.dxe5 fxe5 34.Qxe5 Qxh3]* and avoids it... but falls for:

33.Bxh5 gxh5 34.Rxh5?? Qg4+ 1-0

On reflection:

[34.Qh6+ Qg7+ 35.Qxg7+ Kxg7 36.Rxh5 exd4 37.cxd4 Rc2 is not an easy win because of the activity of the Black Rooks on the c-file, but;

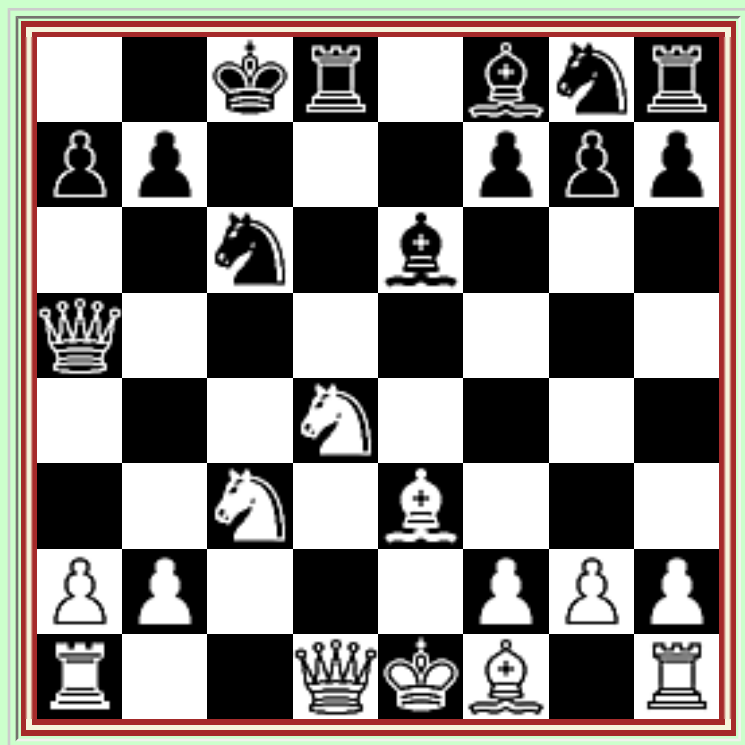
34.dxe5! fxe5 35.Rf3+ Kg8 36.Qxe5 Rg6+ 37.Kh1 is winning [37...Qg4? 38.Rg3]

3. Proper Grown-Up Defence

Another booklet's-worth, I think, but here's an example from the borderlands between defending and swindling:

Lasker,Em - Janowski,D (Berlin), 1910

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Be6 6.e4 dxe4 7.Nxe4 Nc6 8. Be3 cxd4 9.Nxd4 Qa5+ 10.Nc3 0-0-0



"The White Knight on d4 stands badly, and this must be White's undoing" -- TARRASCH

"One of the most famous 'won' positions in the story of chess" -- EUWE and KRAMER.

What is lost at master level is often worth plugging away in at club level. But the same approaches apply:

11.a3 Nh6? 12.b4 Qe5 13.Ncb5 Nf5! [13...a6 is to play into a characteristic Lasker trap 14.Qc1 axb5 15.Nxc6 bxc6 16.Qxc6+ Qc7 17.Qa6+ Qb7 18.Rc1+ Kb8 19.Bf4+] **14.Rc1!**

White's only hope is counterattack. With vigorous play, an iron nerve and some tactical alertness, Lasker pulls it off.

14...Nxe3 15.fxe3 Qxe3+ 16.Be2 Be7 17.Rc3! Bh4+!? [17...Qxc3+!] **18.g3 Qe4** [18...Qxc3+!?] **19.O-O Bf6 20.Rxf6! gxf6 21.Bf3 Qe5 22.Nxa7+ Kc7 23. Naxc6 bxc6 24.Rxc6+ Kb8 25.Rb6+ Kc8 26.Qc1+ Kd7 27.Nxe6 fxe6 28.Rb7 + Ke8 29.Bc6+ 1-0**

I wouldn't call that a swindle as such, but there's no doubt Lasker was a wizard at making his own luck through disrupting sacrifices and active play.

4. Real swindles

a. avoiding losing

Beckett,T - Regis,D [A04] King's Lynn vs. Cambridge Univ, NMCC, 1981

1. Nf3 c5 2. b3 Nc6 3. Bb2 d6 4. e4 e5 5. Nc3 Nge7 6. Bc4 g6 7. Ng5



Black, misled by White's quiet first move, is more or less lost. I could submit meekly to $7...Be6$ and the loss of a Pawn, but the bare light squares would lead inevitably to defeat. Instead: $7...d5!?$ is a good randomising move. Black is still losing, but White doesn't yet know how, and has to work it out!

8. exd5 Nd4 9. d6 Nd5 10. Nxd5 Qxg5 11. Bxd4 exd4 [11... Qxg2 12. Nf6+ Kd8 13. Bd5] 12. Nc7+ Kd8 13. Qf3 Bxd6 14. Nxa8

Black has undoubtedly gone from losing at move 7 to being even more lost, but now the rot sets in for White. He is behind in development, beset with choices, and starts eating up clock time.

14...Re8+ 15. Kf1 Bg4 16. Qxb7 Qxd2 17. f3 Bf5 18. Qd5 Re6 19. Qb7 Re7 20. Qc6 10 minutes left! 20... Bf4 21. Qd5+ Bd7 22. Nb6 axb6 23. Qa8+ Kc7 24. Qa7+ Kc6 25. Qa8+ 1/2-1/2

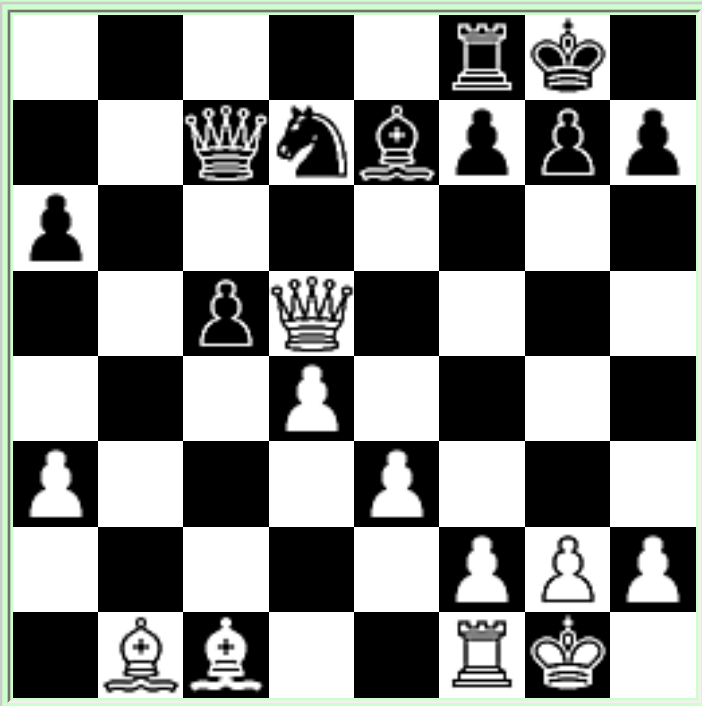
b. creating opportunities for a swindle

Give yourself a chance!

Alatsortev, Vladimir - Botvinnik, Mikhail (Leningrad training) [E52] 1933

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 b6 5. e3 Bb7 6. Bd3 O-O 7. O-O d5 8. cxd5 exd5 9. a3 Bd6 10. b4 Nbd7 11. Nb5 Be7 12. Ne5 a6 13. Nc3 c5 14. bxc5 bxc5 15. Rb1

15... Qc7?? 16. Nxd7 Nxd7 17. Qb3 Rab8 18. Nxd5 Bxd5 19. Qxd5 Rxb1 20. Bxb1

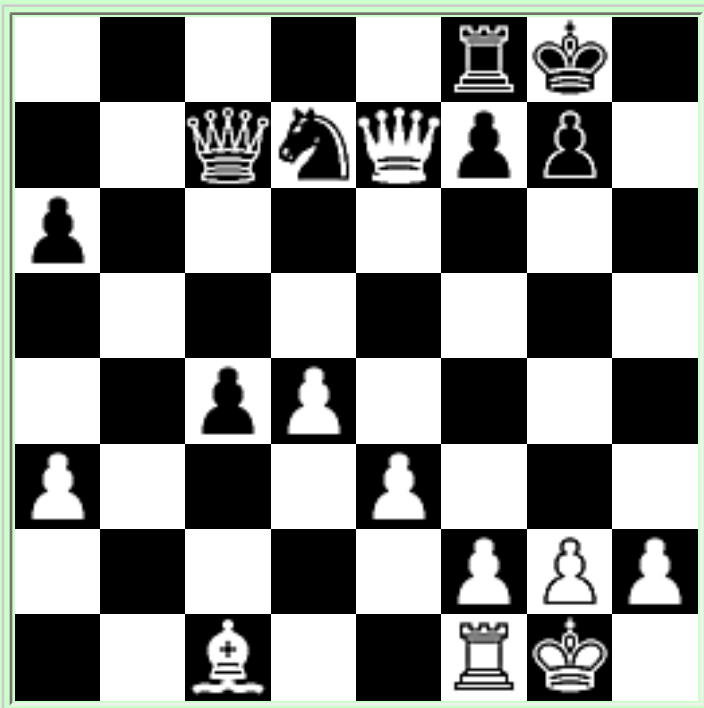


How Good is Your Swindling?

20... c4! Good Point 1: White now has an important decision to make, which is taxing anyhow... **21. Bxh7+?**

[21. Qe4! Nf6 22. Qc2 with the advance of the central Pawns. Note that Black's position here is worse than if he had chosen 20...cxd, but it's still 20...c4!" [20...cxd4 21. exd4 Nf6 22. Qf5 Rd8 is technically better]]

21... Kxh7 22. Qe4+ Kg8 23. Qxe7



with two Pawns, but... **23... c3** ... the other result of Black's 20th is Good Point 2: counterplay. **24. e4**

[24. a4 c2 25. Ba3 Rb8 26. Rc1 Qc6 27. h3 Qxa4 which is comfortable for Black]

24... c2 25. d5? Rb8 26. g3 Qc8

Not over yet, but Black's practical decision has transformed his chances.

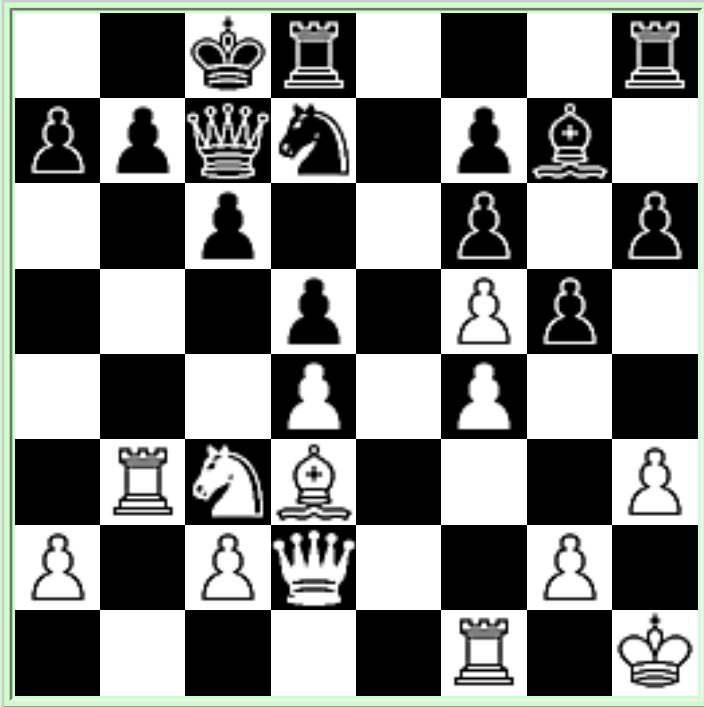
27. Qg5 Qc4 28. f3 Rb3 29. Qd2 Rd3 30. Qe2 Ne5 31. Kg2 Rd1 32. Qxc4 Nxc4 33. d6 Kf8 34. a4 Ke8 35. Kf2 Nd2 36. Re1 Nxf3 37. Rf1 Nxf2 38. Re1 Nf3 39. Rf1 Nd2 40. Re1 Nb3 41. Ba3 c1=Q 42. Bxc1 Rxc1 43. Rxc1 Nxc1 0-1

c. exploiting your advantages

Bracher, AR (Pembroke) - Keene, RD (Trinity) 1967

Games like this are often referred to as swindles, but bear many similarities to Proper Grown-Up Defence. Perhaps the difference is in the assessment of the position as lost at move 18: Black is busted.

1. d4 Nf6 2. Nc3 g6 3. e4 d6 4. Bg5 h6 5. Bxf6 exf6 6. f4 Bg7 [6... f5] 7. Nf3 c6?! 8. Bd3 Qb6? "Too extravagant." 9. O-O! Qxb2 10. Qd2 Qb6 11. Kh1 Bg4 12. Rab1 Qc7 13. Nh4! Nd7! 14. h3 g5! 15. Nf5! Bxf5 16. exf5 O-O-O 17. Rb3 d5



18. Nb5!!

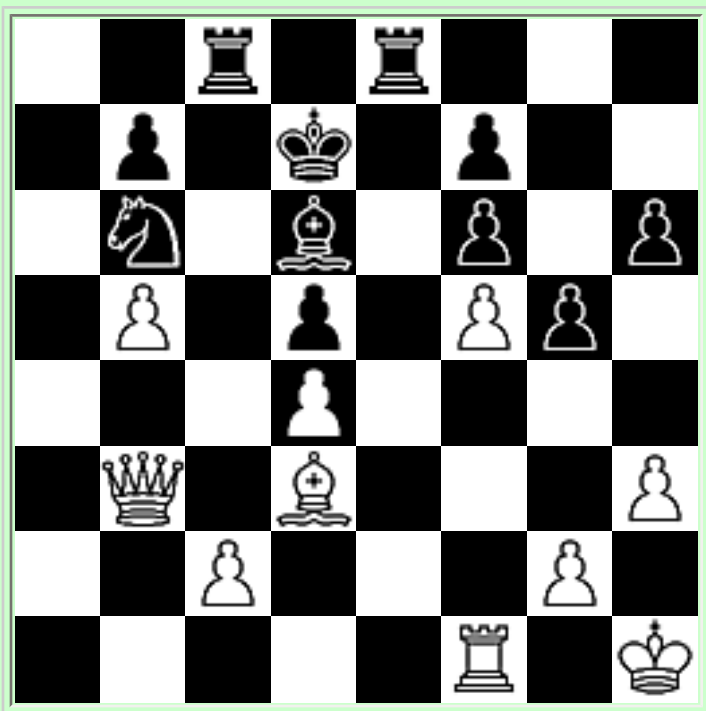
"A brilliant move which convinced me that it was time to offer a draw."

[18. Nxd5 Qd6 19. Nc3 Nb6 unclear] **18... cxb5** [18... Qb8 19. Qa5 a6 20. Nd6+!! Qxd6 21. Rxb7!+- "A real piece of Morphy."] **19. Rc3 a6 20. Rxc7+ Kxc7 21. Qc3+ Kb8 22. a4! Rc8 23. Qb3?** [23. Qa5+-] **23... Nb6 24. axb5 a5**

"Setting up a temporary defence. From here I had to move at lightning speed to force White through two more time controls and avoid adjudication."

Black has *avoided losing*. The next few moves show Black gradually uncoiling while White fiddles about. He gets his dead Bishop out, holds the Queen's-side and brings his Rooks to the central files.

25. Qa3 a4 26. Qd6+ Ka7 27. Qb4 Kb8! 28. Qd6+ Ka7 29. Qb4 Kb8 30. Qa5 Kc7 31. Ra1? [31. c4! idea Rc1 +-] **31... Bf8 32. Rxa4 Bd6 33. Ra1 Bxf4 34. Qb4 Bd6 35. Qb3 Rhe8 36. Rf1 Kd7**



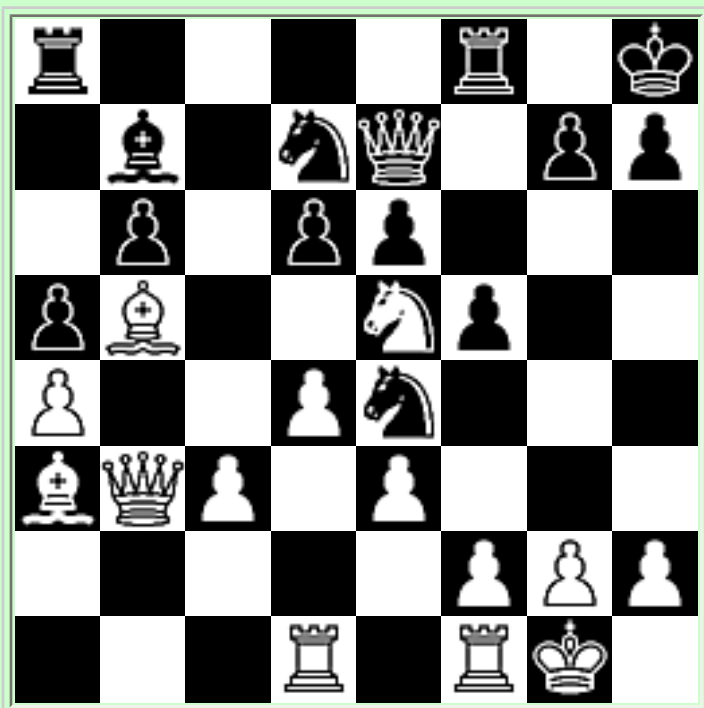
"Suddenly Black is back in the game... White found himself in continuous time pressure and a few more errors sufficed to lose."

37. Qb1 h5! 38. Re1? Bg3! 39. Rf1 Re7 40. Qd1 h4 41. Qf3 Kd6 42. Kg1 Rce8 43. Rd1 Re1+ 44. Rxe1 Rxe1+ 45. Bf1 Nc4 46. b6 Ne3 0-1

d. getting the initiative

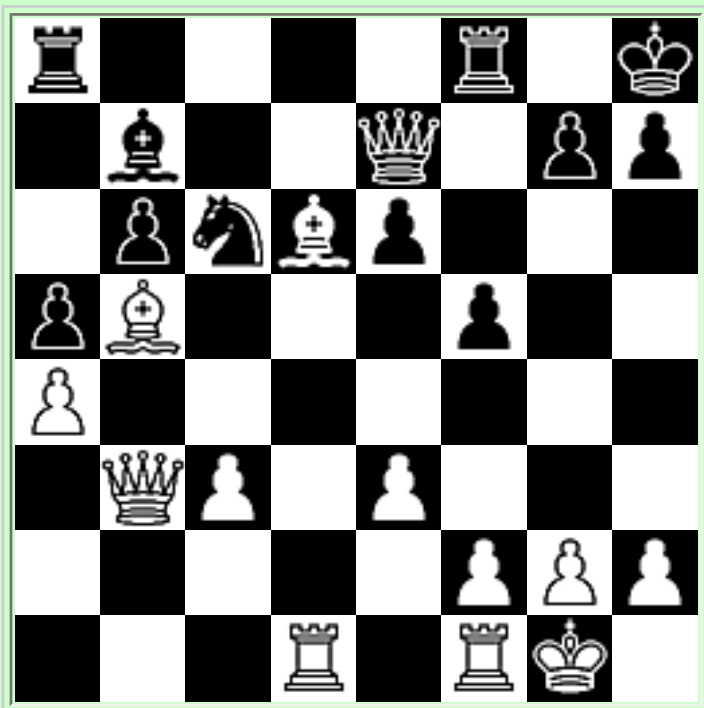
Gray,T (1695) - Regis,D [A40] Ian Miles Chp., Andover CC, 1983

1. d4 e6 2. c4 b6 3. Nf3 Bb7 4. e3 f5 !? 5. Nc3 Bb4 !? 6. Be2 Nf6 7. Qb3 ! 7... a5 (7 ... Na6!?) 8. a4 O-O 9. O-O Bxc3 10. bxc3 Qe7 [10... Ba6] 11. Ba3 d6 12. c5 Nbd7 13. cxd6 cxd6 14. Ne5 ! (zok) 14... Ne4 15. Rad1 Kh8 16. Bb5! (pow)



Black's opening set-up has been exposed as a hollow sham. Time for one of those randomising moves:

16... Nec5 17. dxc5 Nxe5 18. c6 (ugh) 18... Nxc6 19. Bxd6



How good is your swindling?

19... Qg5 !?

This hardly conceals its tactical point, but more seriously, Black also steals the

initiative. Once White takes a step back he never regains momentum.

20. Bf4

[20. g3 Rfe8 21. Bc7 Rac8 22. Bxb6 Qg4 23. Rd7!? Ne5! 24. Rxb7 Nf3+ 25. Kg2 draws by perpetual 25... Nh4+ 26. Kg1 Nf3+ 27. Kg2]

20... Qg6 21. f3 e5 22. Bg3 f4 23. exf4 exf4 24. Be1 Ne5 25. c4 Rac8 26. Qa3 Qf7 27. Rd6 Nxc4 28. Bxc4 Qxc4 29. Rxb6 Ba6 30. Rf2 Rfe8 31. Rb1 Re3 32. Qa1 Qc5 33. Kh1 ? [33. Rd1 Rce8 34. Qb1 Re2 35. Qa1 Qe3 36. h3] 33... Bd3??

Surprisingly, still enough to win a piece

[33... Rxe1+! 34. Rxe1 Qxf2] 34. Rb7 [34. Rd1 Rxe1+ 35. Rxe1 Qxf2 36. Re7 Rg8] 34... Qe5 35. Qxe5 Rxe5 36. Bc3 ?! 36... h6 ! 37. g3 Rxc3 38. gxf4 Rf5 39. Kg2 Rxf4 40. Kg3 g5 41. Rd2 Kg8 42. Ra7 Rxa4 43. Rb2 Rb4 44. Ra2 Be4 45. R2xa5 Rxf3+ 46. Kg4 Rf4+ 0-1

[46... Rf4+ 47. Kh5 Rh4#] [47. Kh3 Rb3#] [47. Kg3 Rb3#]

e. giving up the exchange

Giving up the exchange is often a good idea. It is a good randomising move, unbalancing the position, keeping the piece count the same, often achieving definite short-term compensation, as Rooks are often very hard to develop and use properly..

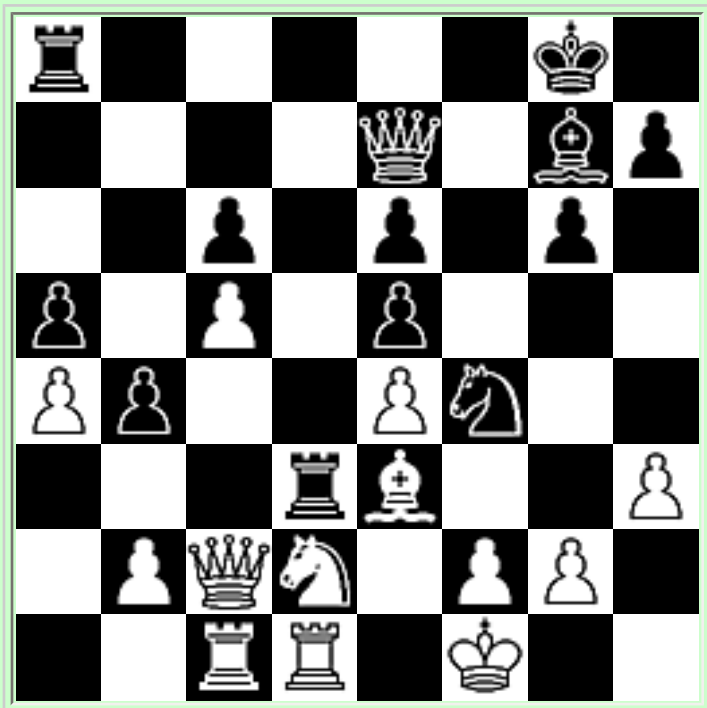
Grist, H-Regis, D, East Devon 5, 1994

1. e4 g6 2. d4 Bg7 3. Nf3 d6 4. h3 c6 5. Be3 b5 6. Be2 Nf6 7. Nbd2 Nbd7 8. O-O O-O 9. c3 a5 10. a4 b4? (10... bxa4 11. Rxa4) 11. c4

White has a clear plus; Black has no answer to White's dominant pawn centre.

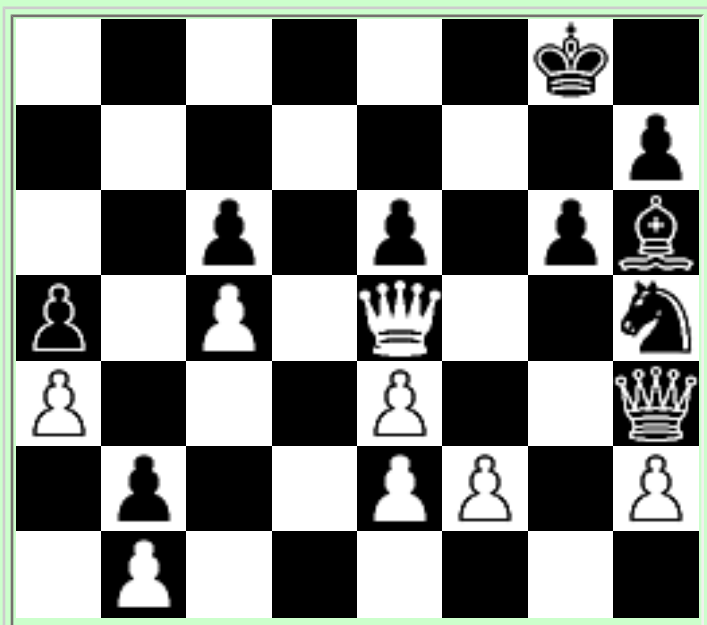
11...e5 12. dxe5 dxe5 13. c5 Qe7 14. Rc1 Rd8 15. Qb3 Nf8 16. Bc4 Nh5
(Slightly desparate; more natural is 16... Be6 17. Ng5 Bxc4 18. Nxc4 Ne6 19.

Nxe6 Qxe6 20. Qc2 Nh5) 17. Ng5 Be6 18. Nxe6 Nxe6 19. Bxe6 fxe6 20. Rfd1 Nf4 21. Kf1 Rd3 22. Qc2



Now the plausible ...Rad8 is met by Nc4-d6.

22...Rxe3 A spanner in the works. **23. fxe3 Nh5 24. Nf3 Rf8 25. Kg1 Bh6 26. Re1 b3** Cheeky... to tempt White's Q off the second rank. **27. Qc3** (it worked)
Now for another exchange sacrifice: **27...Rxf3 28. gxf3 Qh4 29. Qxe5**

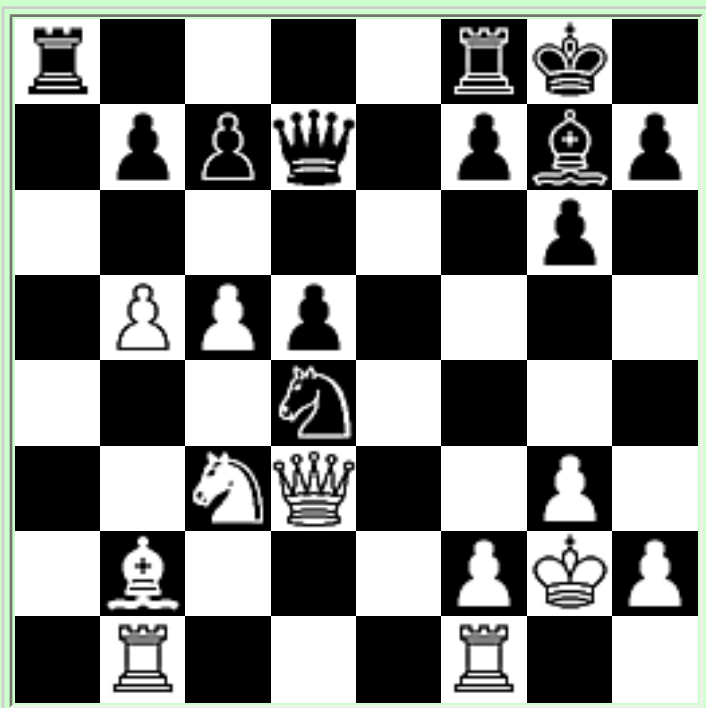




29...Qxh3?? Sadly I was too short of time to find 29... Nf4! 30. Qb8+ Kf7 31. Qc7+ Kg8 32. Qc8+ Bf8 33. exf4 Qg3+ 34. Kf1 Qxf3+ 35. Kg1 Qg3+ with perpetual check. **30. Kf2 Qh4+ 31. Ke2 Ng3+ 32. Kd3 Qd8+ 33. Kc4 Qc8 34. Qxg3 1-0**

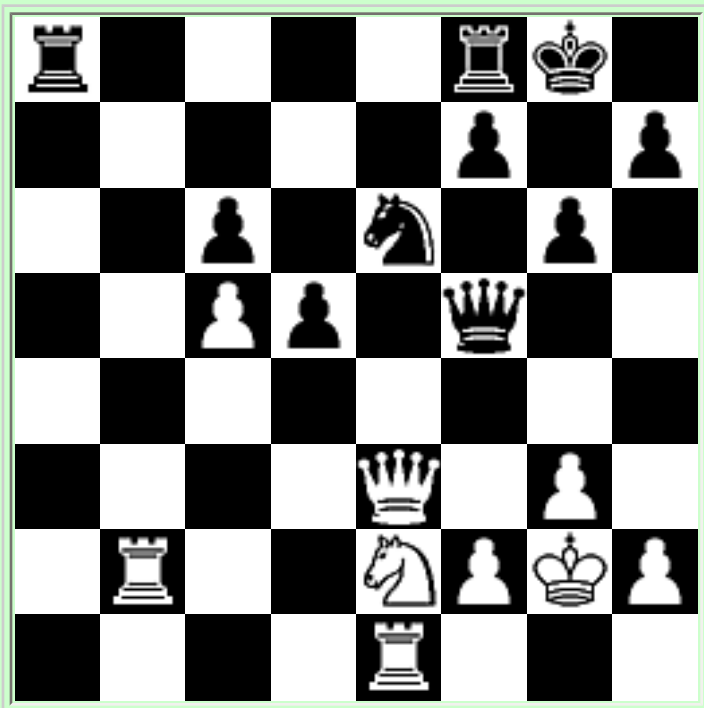
f. exploiting psychological factors

Regis,D (1940) - Abbott,M (1750) Exeter vs. Tiverton, 1996



White is a Pawn down for nothing.

21. Rfe1 c6 22. bxc6 bxc6 23. Ne2 Qf5 (Black is keen to exchange Queens)
24. Qc3 Ne6 25. Qe3 Bxb2 26. Rxb2



I played for this simplified position hoping that Black would seize the opportunity to exchange Queens...

26... Qe4+ 27. Qxe4 dxe4 ...But now Black has given up his strong Queen and his protected passed Pawn, and has also lost the initiative. 28. Rb6 Nxc5 29. Nc3 Ra6 30. Rxa6 Nxa6 31. Nxe4 Kg7 32. Ra1 Nb4 33. Ra7 Nd3 34. Rc7 c5 35. Nxc5 Nxc5 Q

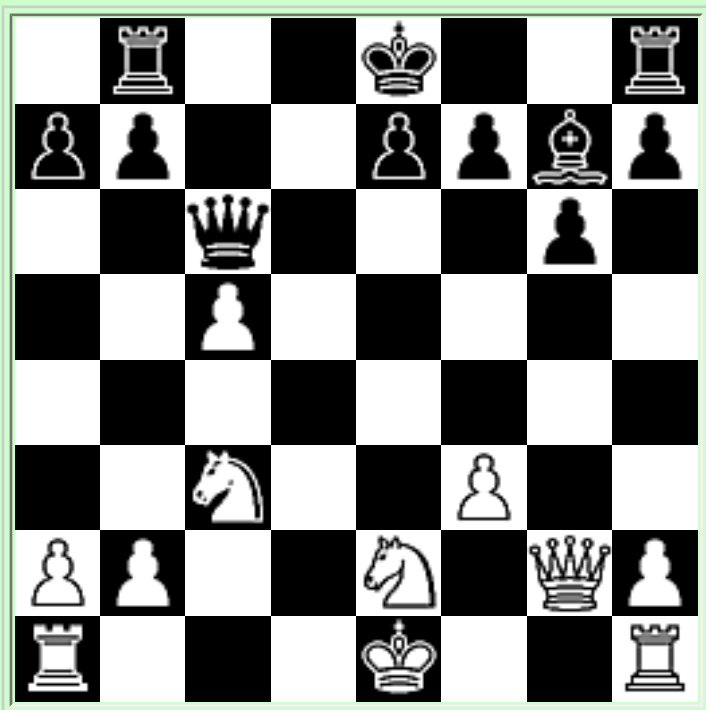
g. being awklard

Adams, M - van Wely, L (Tilburg) 1997

1. d4 Nf6 2. Bg5 Ne4 3. Bf4 d5 4. e3 Bf5 5. f3 Nf6 6. c4 c5? 7. cxd5 Nxd5 8. Bxb8 oops 8... Nxe3 [8... Rxb8 9. e4 Bxe4 10. fxe4 Nf6] 9. Bb5+ Bd7 10. Bxd7+ Qxd7 11. Qe2 Nxc2+ 12. Qxc2 Rxb8 13. dxc5

Black has a Pawn for the piece. but has given it up in the most awklard way.

13... g6 14. Nc3 Bg7 15. Nge2 Qc6



16. Qg5?

After the f-Pawn falls White's King will never be safe and Black has definite compensation.

[16. Qf2+-]

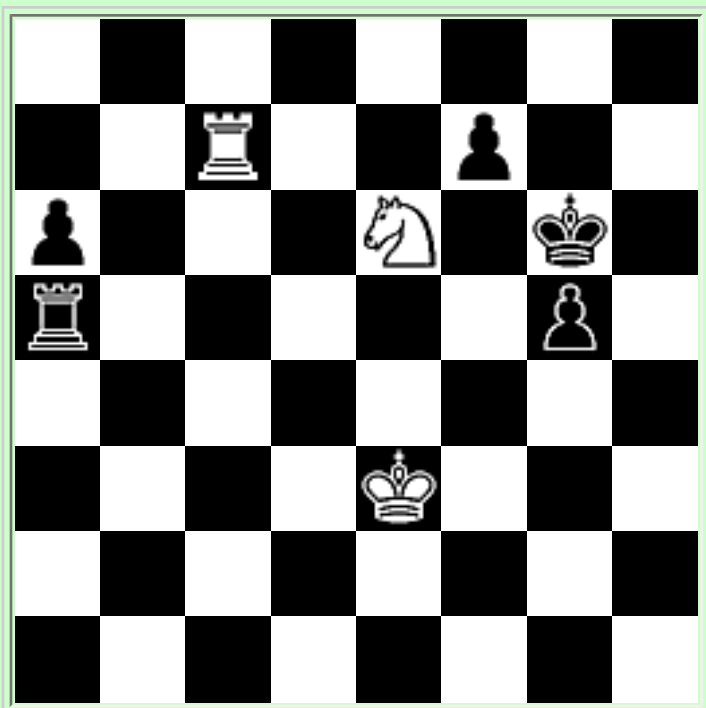
16... Qxf3 17. Rf1 Qh3 18. Rf2 O-O 19. Rd1 Qe6 20. Nd5 Bxb2 21. Qxe7 Qxe7 22. Nxe7+ Kg7

Black has two Pawns for the piece, but now White is running out of candidates for promotion. White returns the piece for two Pawns!

23. c6 Rbe8 24. Rd7 Ba3 25. Nxg6 hxg6 26. cxb7 Rd8 27. Rxd8 Rxd8 28. Rf3

How Good is Your Chess?

28... Bb4+ 29. Kf1 Rd1+ 30. Kg2 Bd6 31. Rb3 Bb8 Black has blockaded the Pawn while keeping the Rook active. Not over yet though: the a-Pawn can support the b-Pawn. **32. a4 Kf6 33. a5 Ra1 34. Rb5 Ke7 35. Rc5 Bd6 36. Rc6 Rb1 37. a6 Rb2 38. Kf3 Rb3+ 39. Kg2 Rb2 40. Kf3 Bxh2 41. Nd4 Kd7 42. Rc8 Rb6 43. Ra8 Rxa6 44. b8=Q Bxb8 45. Rxb8** Only Black can win this ending. **45... Ke7 46. Rb7+ Kf6 47. Rc7 Ra3+ 48. Kf4 g5+ 49. Ke4 Ra4 50. Rc6+ Kg7 51. Ke3 Ra5 52. Rc7 Kf6 53. Rc6+ Kg7 54. Rc7 a6 55. Ne6+ Kg6**



56. Nxg5 Simplifying to a known draw. **56... Rxc6** **57. Rc6+ Kf5** **58. Rxa6 Kg4** **59. Kf2** 1/2-1/2

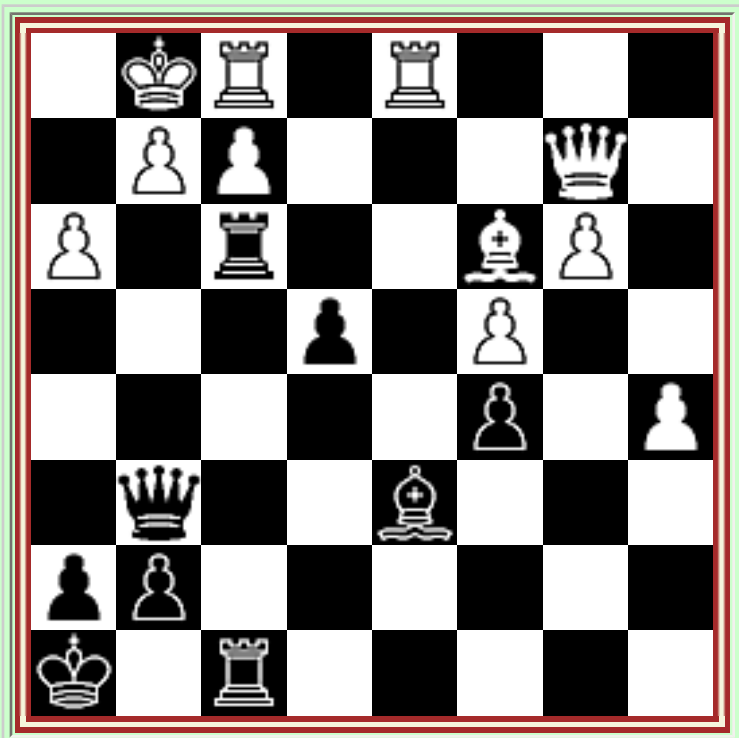
h. defending the endgame

The endgame is real swindler's territory. We have four main weapons:

perpetual check

which we have referred to above. Here's a perpetual I did bring off in the middlegame:

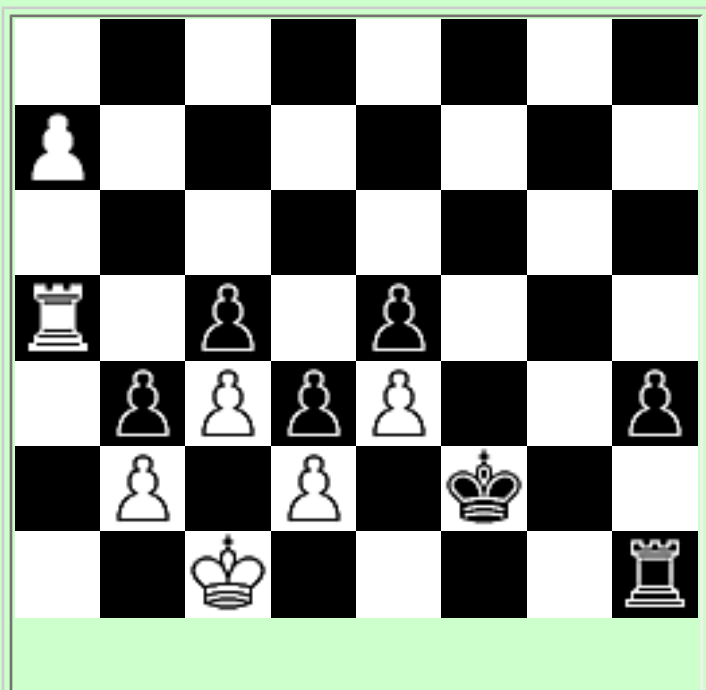
Wildsau (2375) - DrDave (1855) [C57]



31...Rxh3? 32.Rxd6 Qxd6 33.gxh3 Rf3 34.Bxg7+ Kg8 35.Bh8 Qg6+ 36.Kh2

36...Rxh3+ 37.Kxh3 Qh5+ 38.Kg3 Qg5+ 39.Kh2 Qh4+ 40.Kg1 Qg4+ 41. Kh2 Qh4+ 42.Kg1 Qg4+ 43.Kh1 Qh3+ 44.Kg1 Qg4+ Game drawn by repetition 1/2-1/2

Here's an endgame example, from a friendly between Steve Homer (White) and Agust Karlsson:



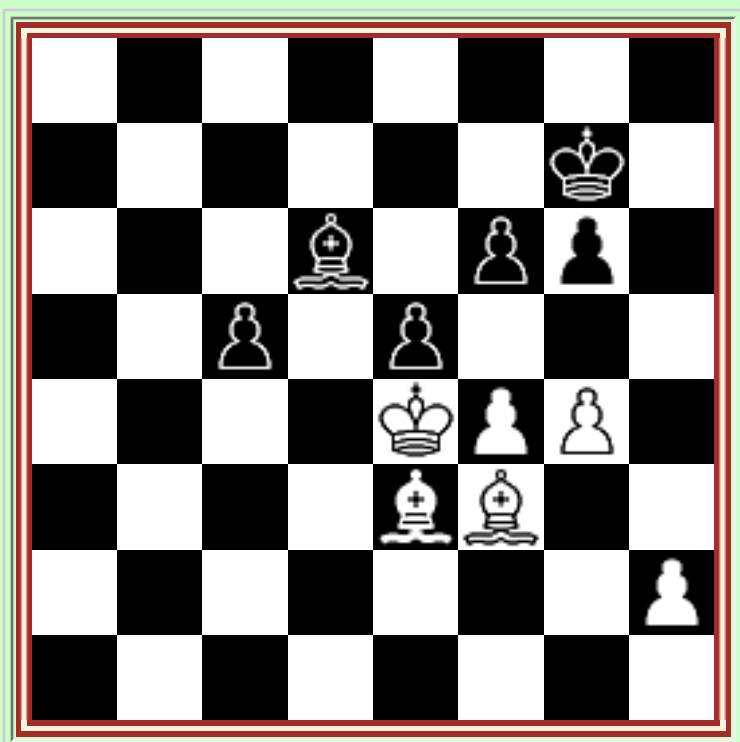


Maddening!

exchanging into a known drawn endgame

...which we have also seen above. Here's another example, from the master of the swindle (rumour has it that "Hewson" is a contraction of "Houdini's-son")

Lingham,R - Hewson,BWR, Douglas Phillips Quickplay, 1995

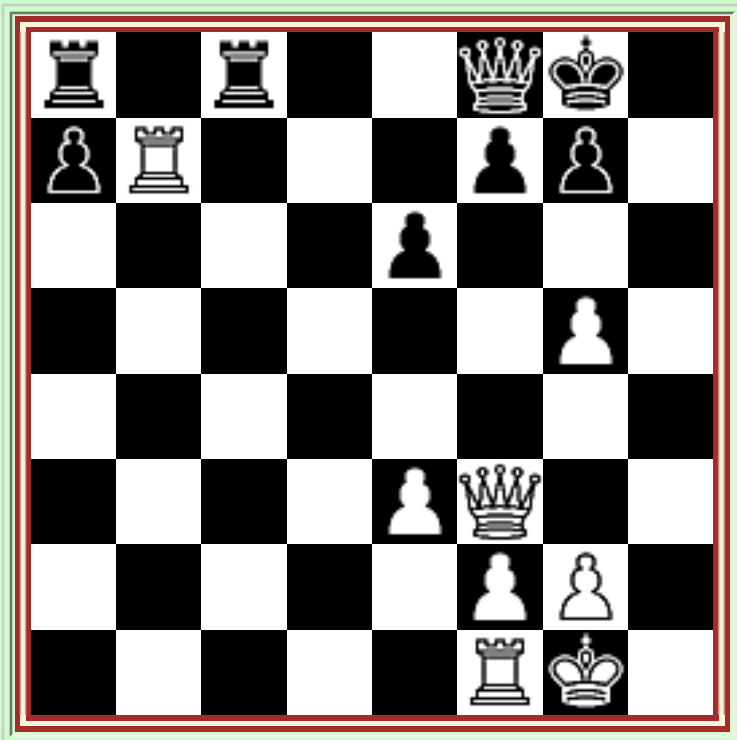


1...exf4 2.Bxf4 f5+ 3.gxf5 gxf5+ 4.Kxf5 Bxf4 5.Kxf4 1/2-1/2

the saving power of a passed pawn

...which we have also seen above. Here's a game - not a swindle, because I think Black may have more than one way to draw this position, but a good example of a resource that is often very useful

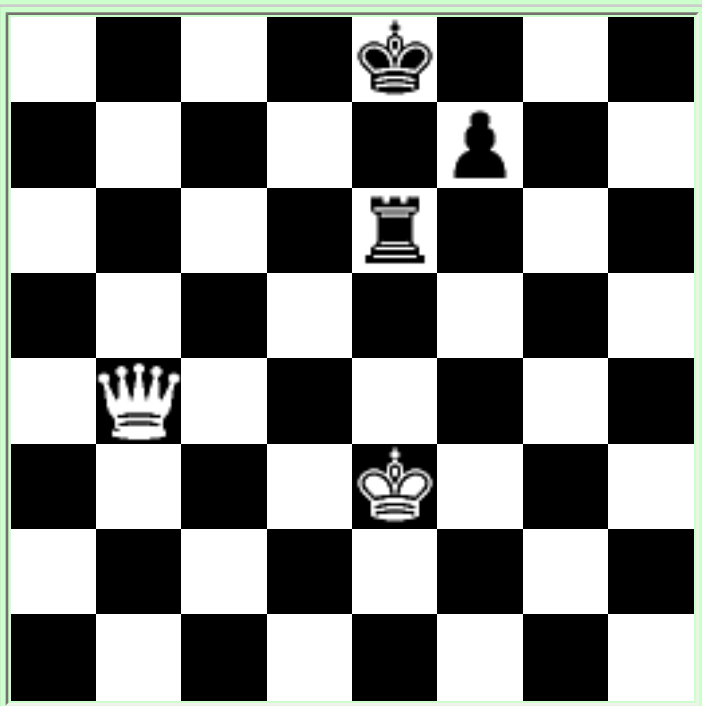
Rubinstein,Akiba - Capablanca,Jose [A46] Berlin (12), 1928



**24...a5 25.Rd1 a4 26.Rdd7 a3 27.Rxf7 a2 28.Rxg7+ Qxg7 29.Rxg7+ Kxg7
30.Qf6+ Kg8 31.Qg6+ Kf8 32.Qf6+ 1/2-1/2**

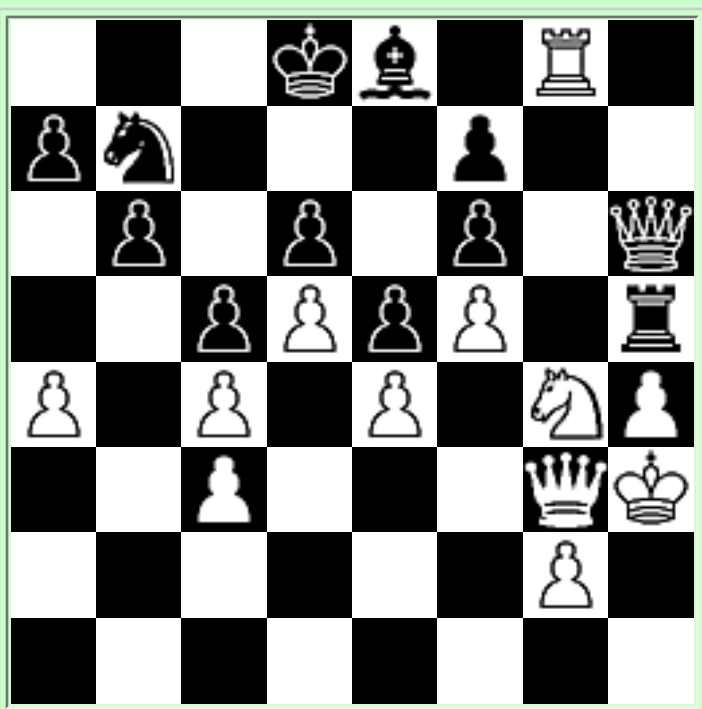
the positional draw

below!



There are many examples of more complex but still successful blockades. Kotov gives one that very nearly worked at GM level:

Kotov - Arnlaugsson (Amsterdam), 1954



"Having played Ng4 I went for a stroll. When I came back to the board I did not understand at first what was happening."

84... Qg5 85. Rxc5 fxc5 86. Qe3 Rxc4+ 87. Kg3 Rxc3+!! 88. Kxc3 f6

"Now I looked at the board in dismay. How was I going to win? Where could I force an entry?"

In fact, Kotov did get through in the end, but it's an idea worth knowing: sacrifice for a blockade.

Back to [Chess Coaching Page](#)



This document (swindles.html) was last modified on 3 June 97 by

[Dr. Dave](#)

Exeter Chess Club: Club Games from selected sessions.

I have been asking around for club players' games - not necessarily special ones, just games - with the thought that these 'ordinary' games may also be instructive. Some are presented below.

"Why don't you use more club games in the coaching sessions?"

-- This is a common comment. There are some good reasons why not:

1. The reason for showing master games is often to illustrate a particular point of strategy so the games I use are often 'classics' i.e. particularly clear or attractive.
2. These games are usually annotated by the players or other masters, perhaps in more than one publication, so the nuances are readily seen and I have confidence in repeating a comment I have read.
3. Lastly, they are often already typed in by someone else in a database!

But there are also some compelling reasons for using club players' games:

1. the openings, techniques and ideas seem much more accessible to club players who see the games - *"I could do that!"*
2. it is possible to talk through honestly the motivation behind a move, rather than see a maze of variations which may or may not have been seen at the time by the masters, and
3. any flaws may be as instructive to consider as any nuance in a master game.

If you would like to find games appropriate to your own level:

Bruce Rowston is a stalwart of the Minor sections with a BCF grade approaching 100. **Steve Webb** has recently graduated from Intermediate to Major (and may yet go further); **Mark Blackmore** also has made this transition in recent years, and the games below are his set that won the East Devon Major outright this year.

Steve Homer and **Andrew Pickering** are both county players with grades well over 170 - say, 2000 ELO plus.

The sets from Bruce and Mark are a natural sequence. Steve W pucked out some games he just found 'interesting', where he had to make a conscious effort to win. Steve H selected some games which showed a particular positional theme - the *positional sacrifice*. Andrew avoided making generalisations or drawing grand concusions from his experiences, but in his absence I might offer that his play often strikes me as being *enterprising* as opposed to merely competent, and this is why I invited him to show us a few of his adventures.

Andrew also wanted to show Nimzovitch's game against Opocensky, which clearly made an impression, and this is included.

It can be quite daunting to have your games inspected by an audience of your peers, so many thanks are due to these folk for the games and the obvious care that went into the notes.

The notes below are a mix of mine and the player's own; it should be obvious where the join is if it matters. -- Dr. Dave

Contents

1. [Bruce Rowston at work](#)

1. [Mason,DR - Rowston,B \[E15\] East Devon Minor #1, 1996](#)
2. [Rowston,B - Sewell,G \[A27\] East Devon Minor #2, 1996](#)
3. [Rowston,B - Penrose,M \[A00\] East Devon #3](#)
4. [Greenhalgh,I - Rowston,B \[\] East Devon #4](#)
5. [Rowston,B - Day,L \[\] East Devon #5](#)

2. [Steve Webb at work](#)

1. [Webb, S - Annetts, I \[D04\] Exeter vs. Tiverton, 1996](#)
2. [Webb, S - Pattinson, J \[D02\] Devon II vs. Leicestershire, 1996](#)
3. [Nash, R - Webb, S \[B10\] Barnstaple vs. Exeter, 1995](#)

3. [Mark Blackmore on a roll](#)

1. [Coburn - Blackmore, Mark \(142\) East Devon Major, 1996](#)
2. [Blackmore, Mark - Dean \(140\) East Devon Major, 1996](#)
3. [Dobber, P - Blackmore, Mark \(136\) East Devon Major, 1996](#)
4. [Blackmore, Mark - Pittman \(145\) East Devon Major, 1996](#)
5. [Spiegel, Jack - Blackmore, Mark \(144\) East Devon Major #5, 1996](#)

4. [Steve Homer at work](#)

1. [Wood, DA \(2200\) - Homer, SJ \(Surrey Open \) \(2040\) \(7\) \[C04\] praxis:](#)

- [positional sacrifice in club play, 1988](#)
 2. [Smith, AP \(2100\) - Homer, SJ \(Surrey Open \) \(2040\) \(5\) \[B60\] praxis: positional sacrifice in club play, 1996](#)
 3. [Homer, SJ \(2040\) - Parr, F \(Surrey Open \) \(2145\) \(2\) \[B07\] praxis: positional sacrifice in club play, 1988](#)
 4. [Homer, SJ \(2040\) - Stokes, PC \(Surrey Open \) \(1905\) \(6\) \[E30\] praxis: positional sacrifice in club play, 1988](#)
 5. [Rudd, J \(2200\) - Williams, SJ \(British Championship\) \(2200\) \[C05\] praxis: positional sacrifice in French Defence, 1996](#)
5. [Andrew Pickering at work](#)
 1. [Taylor, M \(1605\) - Pickering, A \(2000\) \(1503\) \[A21\] Exeter vs. Rainham](#)
 2. [Pickering, A \(2000\) - Belt, M \(1775\) \[B03\] Exeter Rooks vs. Exmouth, 1995](#)
 3. [Keely, L \(2000\) - Pickering, A \(2000\) \[B93\] Exeter vs. Huddersfield, National Major Plate, 1996](#)
 4. [Opochensky Karel - Nimzowitsch Aaron \(3\) \[A50\] It, Marienbad \(Czech Republic\), 1925](#)

Back to [Chess Coaching Page](#)



This document (clubgams.html) was last modified on 1st Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Bruce Rowston at work

Bruce Rowston at work

Mason,DR - Rowston,B [E15] East Devon Minor #1, 1996

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3

The main line Queen's Indian position.

4... d5

I can't help thinking this is dubious, immediately blocking the diagonal.

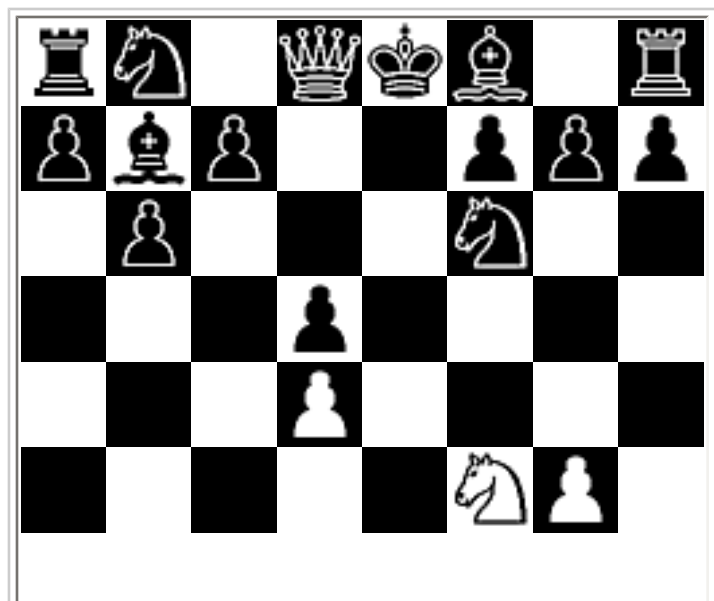
[4... Bb7]

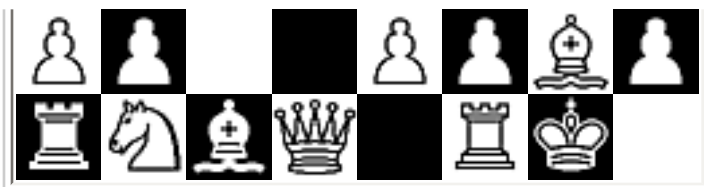
[4... Ba6]

5. cxd5 exd5

[5... Nxd5 6. e4 Nf6 7. Bb5+ Nfd7 8. d5]

6. Bg2 Bb7 7. O-O



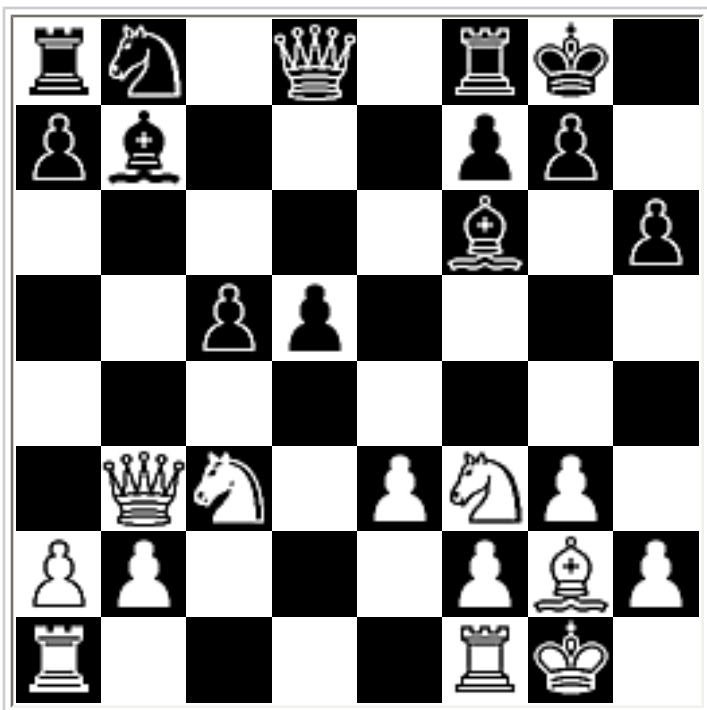


7... c5?!

A bit loose - no rush for this, White can't stop it.

[7... Be7]

8. Bg5 Be7 9. Nc3 O-O 10. dxc5 bxc5 11. e3 h6 12. Bxf6 Bxf6 13. Qb3

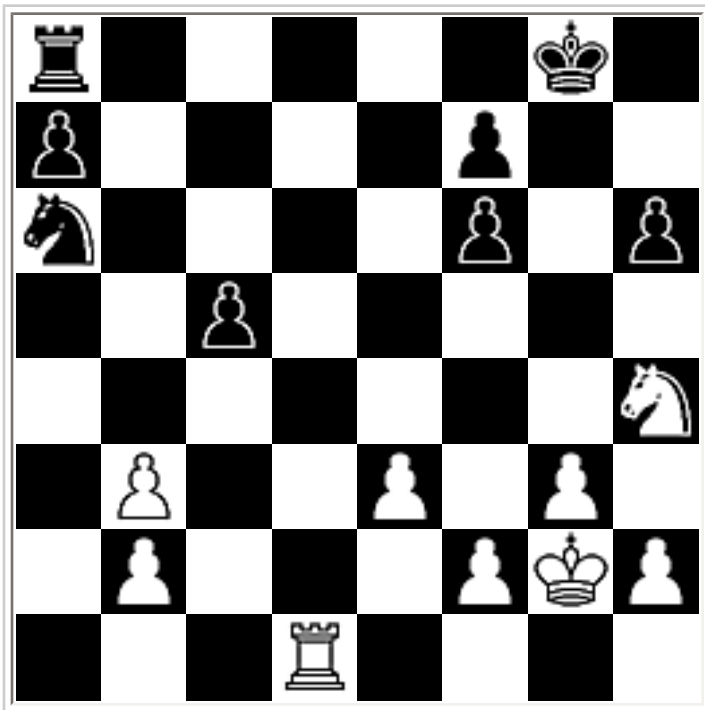


There is the looseness made plain.

13... Qb6

[13... Qd7 14. Rfd1 Rd8 +/- 15. Rac1 [15. Ne1] [15. Ne4]]

14. Nxd5 Qxb3 15. Nxf6+ gxf6 16. axb3 Na6 17. Rfd1 Rfd8 18. Nh4 Rxd1+ 19. Rxd1 Bxg2 20. Kxg2



20... Nb4

Optically right - occupying the furthest outpost on a file, in front of doubled isolated pawns - but strategically mistaken: where's the plan?

[20... Rb8 21. Rd3 c4 with counterplay]

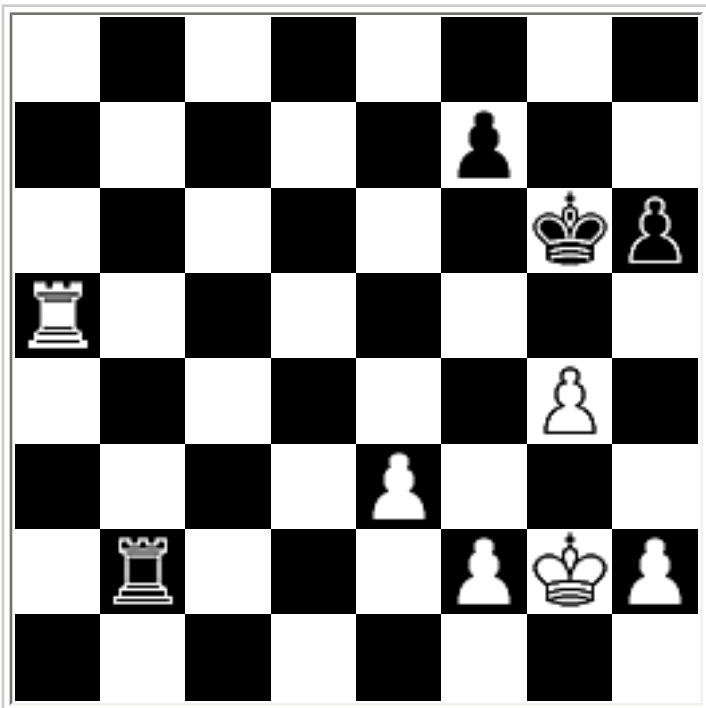
21. Nf5 Kh7 22. Rd7 Kg6 23. g4 a5 24. Nd6 Nd3 25. Nc4

[25. f4 Nxb2 26. f5+ Kg7]

[26... Kg5 27. Kg3 a4 28. Nxf7#]

27. Rxf7+ Kg8 28. Rxf6]

25... Ne5 (sadly, probably best) 26. Nxe5+ fxe5 27. Rd5 Rb8 28. Rxe5 Rxb3 29. Rxc5 Rxb2

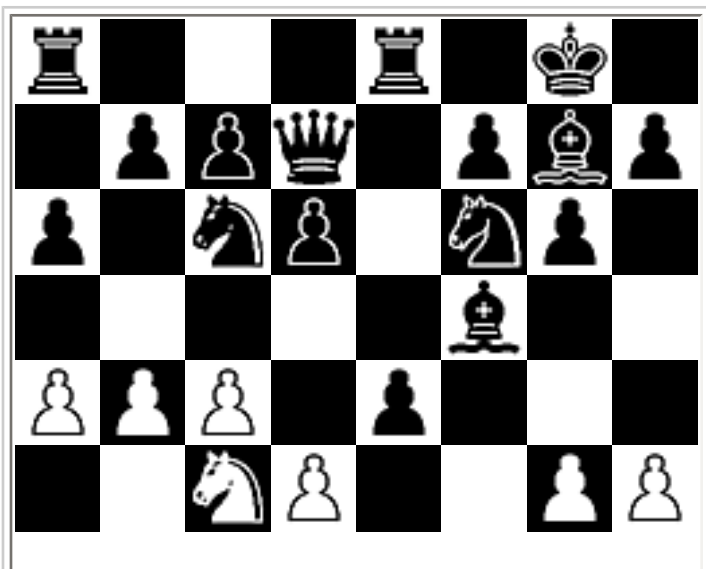


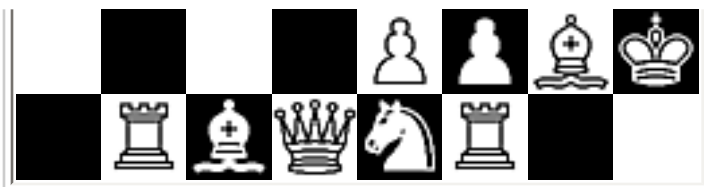
Black was sporting to resign here - I would have been rude enough to play on, having been swindled in such positions myself.

1-0

Rowston,B - Sewell,G [A27] East Devon Minor #2, 1996

1. c4 e5 2. Nc3 Nc6 3. Nf3 g6 4. g3 Bg7 5. Bg2 Nf6 6. O-O O-O 7. Rb1 d6 8. h3 Bf5 9. d3 Qd7 10. Kh2 Rfe8 11. b4 a6 12. a4 e4 13. Ne1





Good - the exchange would come naturally to many players, but the retreat is fine.

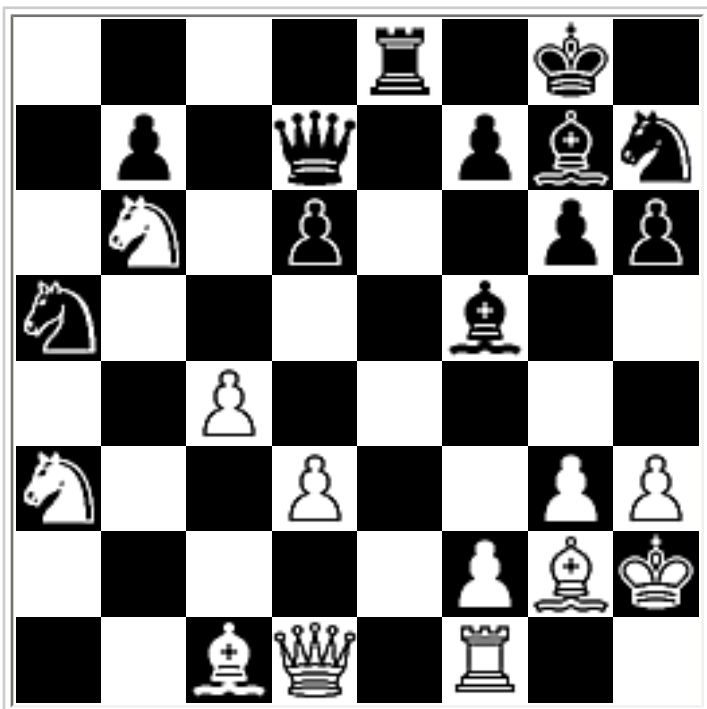
13... exd3 14. exd3

[14. Nxd3 Ng4+

[14... Be6 15. Nd5]

15. hxg4 Bxc3 16. gxf5]

14... h6 15. b5 axb5 16. axb5 Na5 17. Nc2 Ra7 18. b6 cxb6 19. Rxb6 Nh7 20. Nd5 Ra6 21. Na3 Rxb6 22. Nxb6



White's standard Queen's-side attack has yielded only a little pressure: White still has the b-pawn to pester.

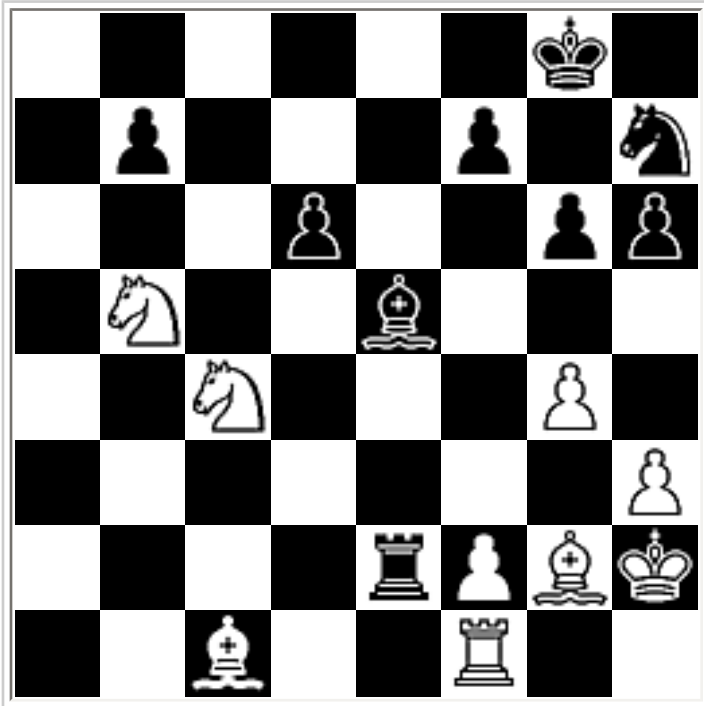
22... Qe6

[22... Qd8]

23. g4!

Alert

23... Bxd3 24. Qxd3 Qe2 25. Qxe2 Rxe2 26. Nb5 Nxc4?? 27. Nxc4 Be5+



28. f4

[28. Nxe5 dxe5 29. Bxb7]

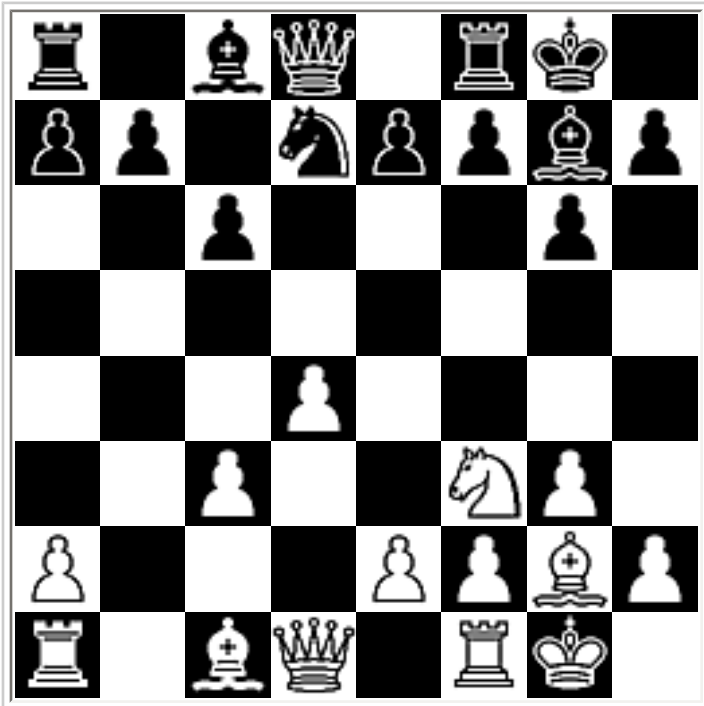
28... Bf6 29. Nbx6 g5 30. fxg5 hxg5 31. Nxb7 Kg7 32. Nbd6 Nf8 33. Nf5+ Kg6 34. Ncd6 Ne6 35. Ne4 Nf4 36. Bxf4 gxf4 37. Nxf6 Kxf6 38. Rxf4 Kg5 39. Rf1 f6 40. Kg3 Rb2 41. h4+ Kg6 42. h5+ Kg5 1-0

Rowston,B - Penrose,M [A00] East Devon #3

1. c4 Nf6 2. Nc3 d5 3. cxd5 Nxd5 4. Nf3 g6 5. g3 Bg7 6. Bg2 Nxc3 7. bxc3 O-O 8. O-O Nd7 9. d4

[9. Rb1]

9... c6



Pick a plan for White!

10. e3

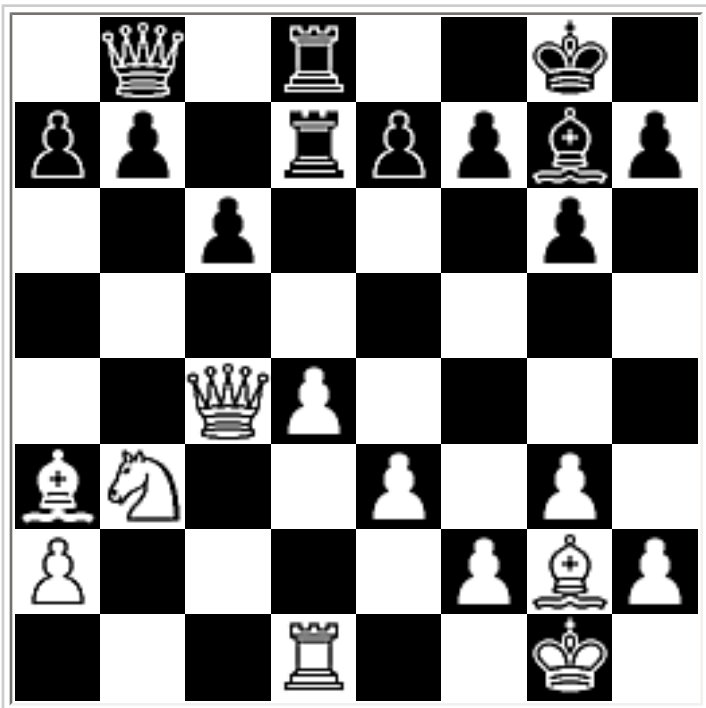
[10. Rb1]

[10. Ba3]

10... Nb6 11. Qe2 Be6 12. Nd2 Qc7 13. c4 Rfd8 14. Ba3 Rd7 15. Rac1 Rad8 16. Rfd1 Qb8 17. Nb3

Black sacrifices a two pieces for Rook and Pawn. Nominally this is equal but this normally favours the pieces - here Black may have been encouraged by the doubled Rooks, but they bite on granite on d4 while the White Bishops are too powerful

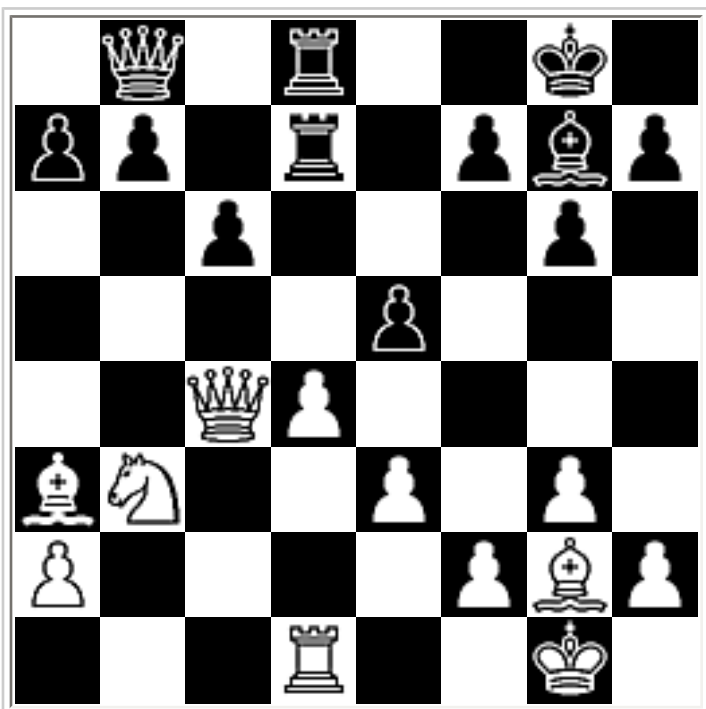
17... Bxc4 18. Rxc4 Nxc4 19. Qxc4



19... b6?

Hugh Alexander had a pet generalisation that players only make blunders in losing positions. I don't know if Black is actually lost but nothing seems attractive, while White has an obvious plan of parking the Knight on c5.

[19... e5 is the only active plan for Black, but it doesn't look promising here

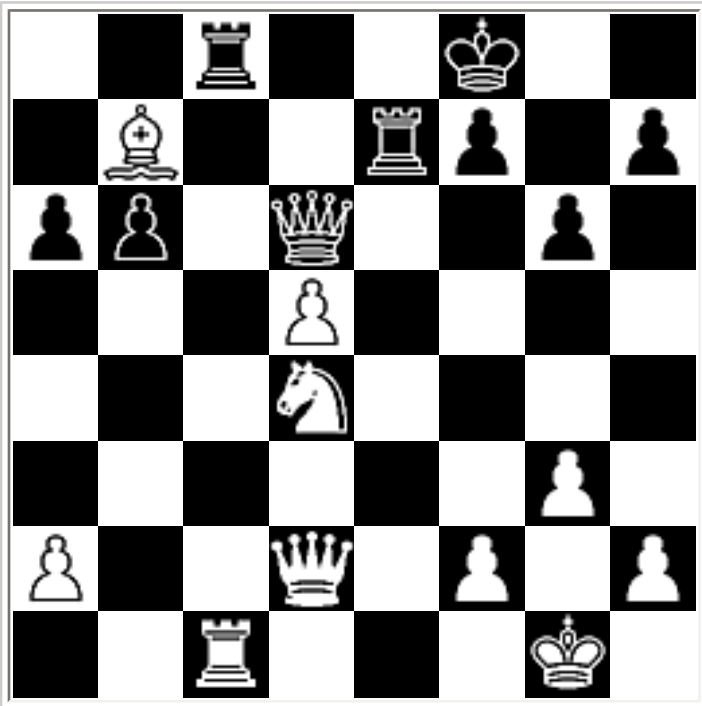


20. Nc5 [20. Bh3]

20. Bxc6 Rc8 21. Rc1 Bf8 22. Qe2 Rdc7 23. d5 e6 24. Bxf8 Kxf8 25. e4

White maintains his bind with some simple moves, which must have been very disheartening for Black!

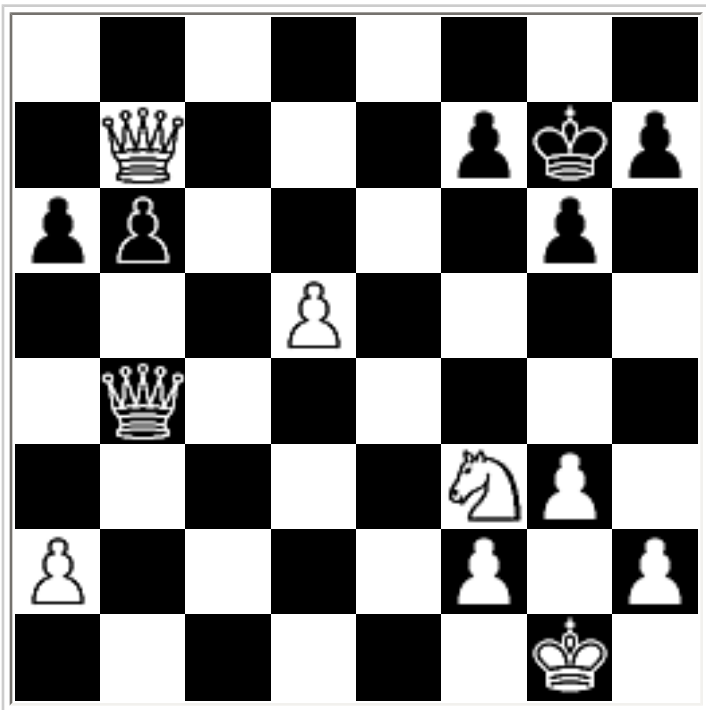
25... exd5 26. exd5 Re7 27. Qd2 Qd6 28. Nd4 a6 29. Bb7!



A move anyone would be proud of.

29... Rxc1+ 30. Qxc1 Qb4

[30... Rxb7 31. Qc8+ Kg7 32. Qxb7 Qb4 33. Nf3 wins easily



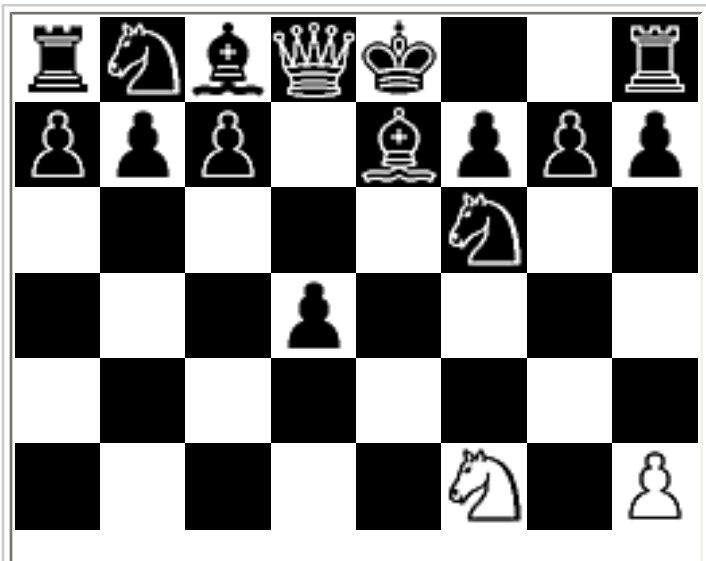
31. Nf3 a5 32. Qc8+ Re8 33. Qc7 Qg4

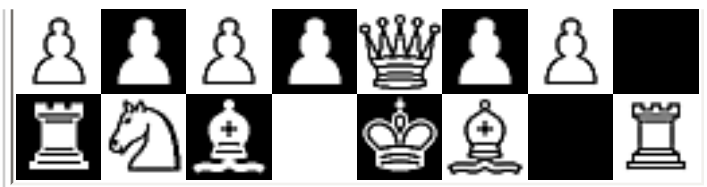
[33... Re2 34. d6 Qb1+ 35. Kg2 Qxa2!]

34. d6 1-0

Greenhalgh,I - Rowston,B [] East Devon #4

1. e4 e6 2. Nf3 d5 3. exd5 exd5 4. Qe2+ Be7 5. h3 Nf6

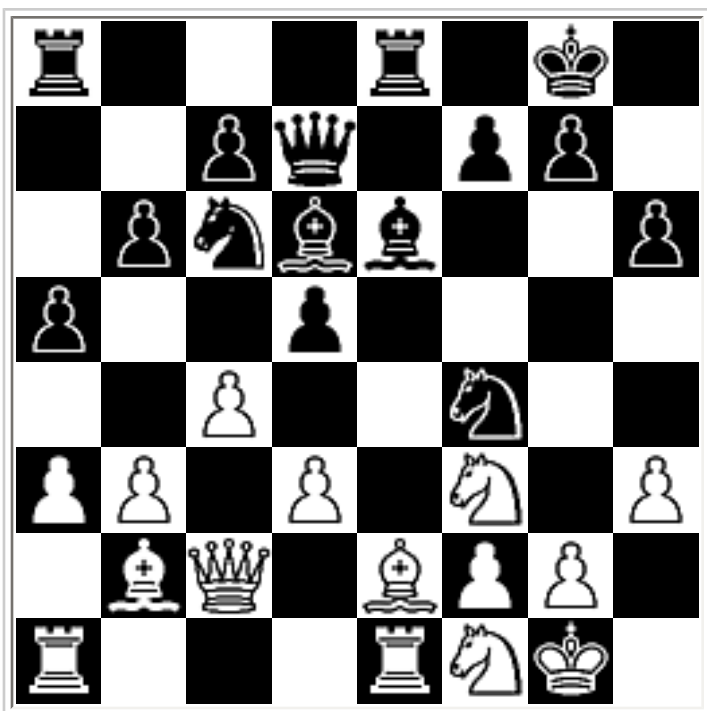




6. Qd3

surely d4 first is the way to untangle

6... h6 7. c4 O-O 8. Be2 Nc6 9. a3 a5 10. O-O Be6 11. Qc2 Qd7 12. d3 Bd6 13. Nbd2 b6 14. b3 Rfe8 15. Re1 Nh5 16. Nf1 Nf4 17. Bb2



17... Nxc2

A move that surely deserves a cheer, but exact analysis may sober the crowd a little.

18. Kxc2 Bxh3+ 19. Kg1??

just awful, allowing the Queen in with check.

[19. Kh1 and White should get out in one piece (or with one more piece) 19... Qg4 20. Ng3

[20. Ne3 Rxe3 21. Rg1 Rxf3 22. Rxc4 +/-]

20... Bxc2 21. fxc2 +/- 21... Qxc2

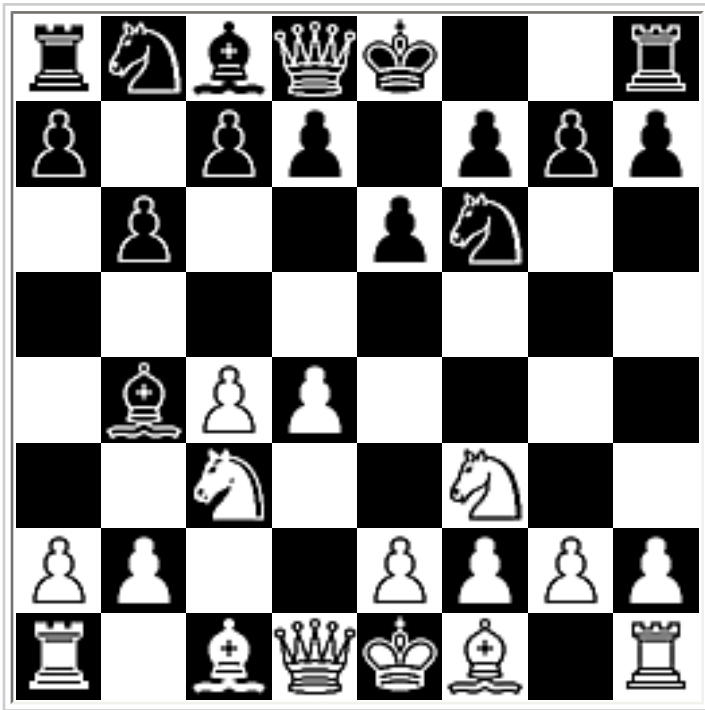
[21... Qh5 22. Nh2]

22. Rg1]

19... Qg4+ 20. Ng3 Bxg3 21. fxc3 Qxc3+ 22. Kh1 Re5 [22... Qg2#] 0-1

Rowston,B - Day,L [] East Devon #5

1. c4 e6 2. Nc3 Nf6 3. Nf3 b6 4. d4 Bb4



A well-known position in the Nimzo-/Queen's Indian complex

5. a3

But this is unusual - Black may take the knight without prompting. 5.a3 is most dangerous when White has the plan f3 and e4 available. I think this is a 'typical' difference, in that I would expect a Major player to have a concrete plan in mind

[5. g3] [5. Bg5] [5. Qb3]

5... Bxc3+ 6. bxc3 h6 over-cautious 7. Bf4

invites ...d6/...e5

7... Bb7 8. e3

[8. Nd2 has f3 and e4 in mind]

8... Ne4 9. Qc2 h5 10. h4 c5 11. Bd3 d5 12. cxd5 Qxd5 13. O-O c4 14. Bxe4 Qxe4 15. Qa4+ Qc6 16. Qxc6+ Bxc6 17. Rfe1

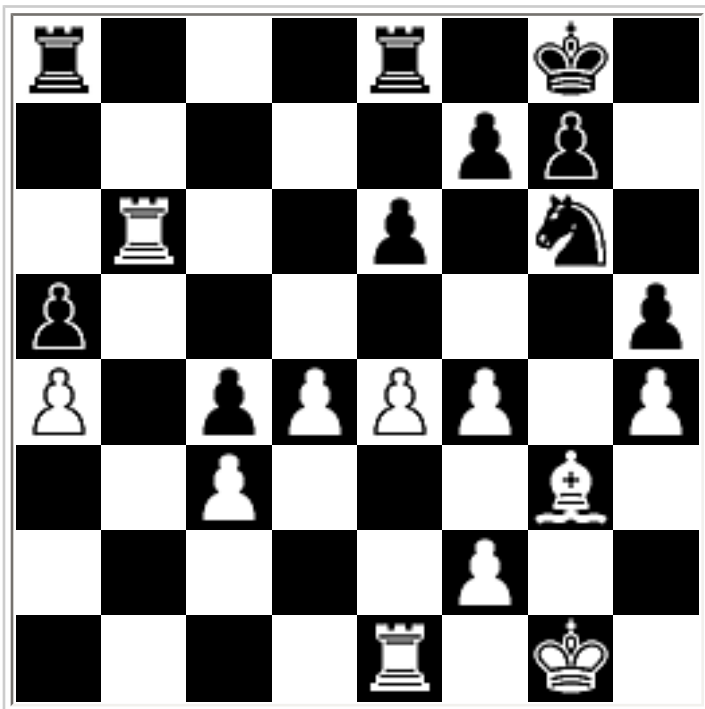
White has an interesting alternative here

[17. Ne5 Bd5

[17... Bb5 18. a4 Ba6 19. Rfd1]

18. e4 Bxe4 19. Nxc4 Bd3 20. Nd6+ Ke7 21. Rfd1 Bc2]

17... Bxf3 18. gxf3 Nc6 19. a4 a5 20. Rab1 Ne7 21. e4 Ng6 22. Bg3 O-O 23. Rxb6 Rfe8 24. f4

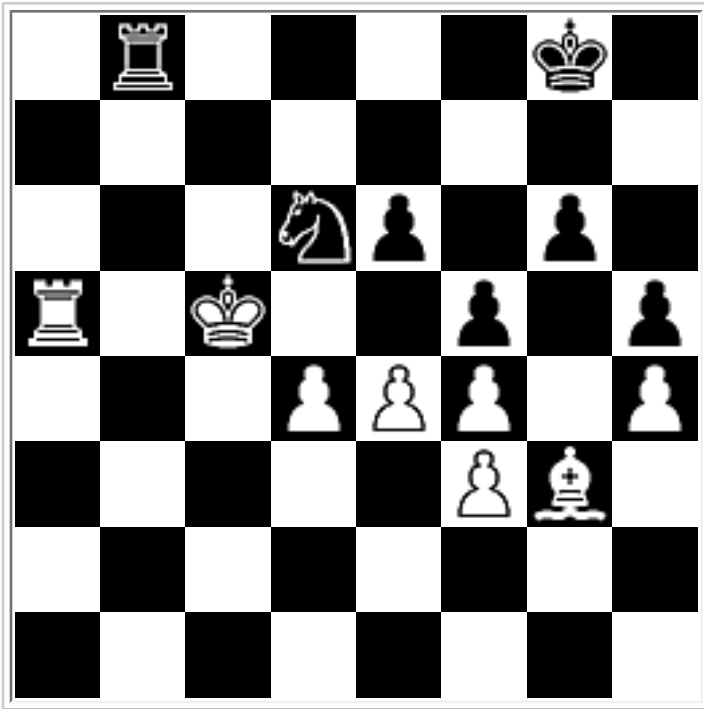


White should press on with d4-d5, but this just buries the Bishop.]

24... Reb8 25. Reb1 Rxb6 26. Rxb6 Ne7 27. f3 Nc8 28. Rc6 Rb8 29. Rxc4 Nb6 30. Rc5 Nxa4 31. Rxa5 Nxc3 32. Kf2 g6 33. Ke3 f5 34. Kd3 Nb5 35. Kc4

[35. *Be1Kf7*]

35... Nd6+ 36. Kc5



36... Nb7+ 0-1

[e.g. 36... Nb7+ 37. Kb5 Nxa5+ 38. Kxa5 Rb3 39. Bh2 Rxf3 40. e5 Rh3 41. Bg1 Rxh4 42. Be3 Rh3 43. Bc1 Rd3 44. Bb2 h4 +/-]

Back to [Chess Coaching Page](#)



This document (club1.html) was last modified on 1 oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Club Games - Steve Webb at work

Steve Webb at work

Webb, S - Annetts, I [D04] Exeter vs. Tiverton, 1996

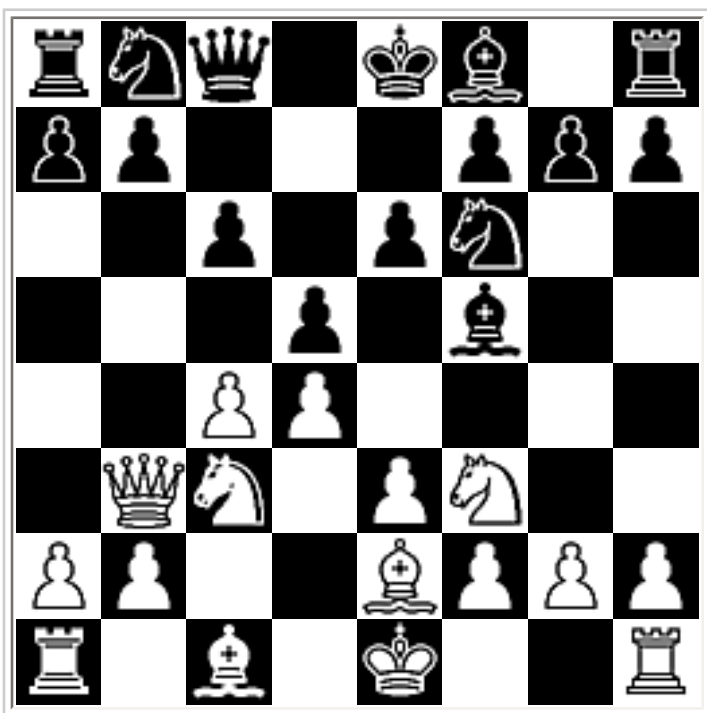
1. d4 d5 2. Nf3 Nf6 3. e3 Bf5

A familiar anti-Colle line, making Bd3/e3-e4 difficult. White correctly changes plan.

4. c4 e6 5. Qb3 Qc8

Passive but tenable; White has a harmonious development and an easier game.

6. Nc3 c6 7. Be2



It is common in Queen's Gambit lines for Black to wait for a move of this Bishop before taking the c-Pawn, so gaining a tempo. However, this exchange must be followed by a concrete plan to put White's centre under pressure, as Black has lost the strongpoint d5.

7... dxc4 8. Bxc4 Nbd7 9. O-O Nb6

[9... Be7 idea ...O-O, ...c5]

10. Be2 Bd6 11. Nd2 Bg6 12. e4 Be7

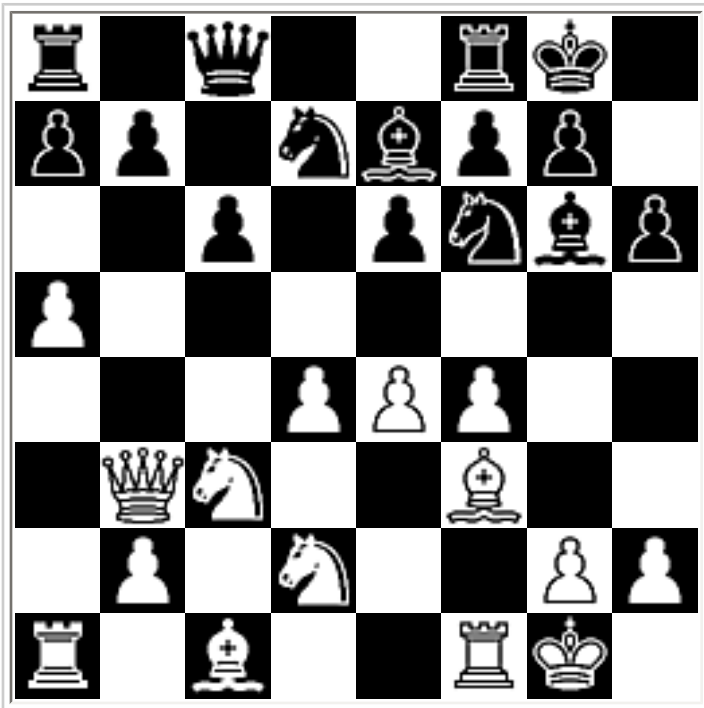
e4-e5 was threatened, but this is an admission that Black is worse.

[12... e5 13. d5 cxd5 14. exd5 Qc5]

13. a4

Rather than try to cash in immediately, White aims to control the whole board and deprive Black's pieces of squares. This is *accumulation theory*: don't try and force the issue, and keep collecting pluses throughout the game.

13... O-O 14. a5 Nbd7 15. f4 h6 16. Bf3



16... Bh5? drops a piece 17. e5 Bxf3 18. exf6 Bxf6 19. Nxf3 c5 20. Be3 cxd4 21. Nxd4

[21. Bxd4 to get the pieces off]

**21... Nc5 22. Qc2 Rd8 23. Rad1 b6 24. axb6 axb6 25. Qe2 Qb7 26. Ndb5
Be7 27. Qg4 Ne4 28. f5 Nf6 29. Qg3 Kh7 30. fxe6 fxe6 31. Bd4 Bc5 32.
Bxc5 bxc5 33. Rd6 Qe7 34. Rfd1 Ne8 35. Qd3+ 1-0**

Webb, S - Pattinson, J [D02] Devon II vs. Leicestershire, 1996

1. d4 d5 2. Nf3 Nc6

The classical argument is that ...Nc6 precludes ...c5 (although ...e5 may be aimed at). In the Colle ...c5 is a good strategy, but usually fits better with ...Nbd7 than ...Nc6. This is because if White plays e3-e4, Black can isolate the d-Pawn with ...cxd4/...dxe4. So White may precede e3-e4 with dxc5, and if so, Black will prefer to recapture ...Nd7xc5 than ...Be7xc5, hitting e4 - DR.

3. e3

[3. c4 is the Tchigorin Defence, which I did not want to go into.]

3... Nf6 4. c3 g6

[4... e6 5. Bd3 Bd6 6. Nbd2 e5]

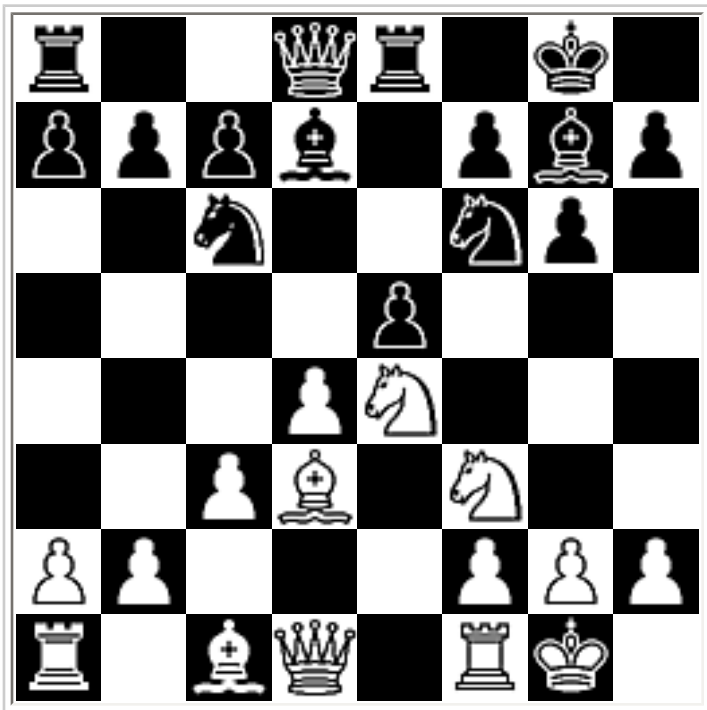
5. Bb5

[5. Bd3 Bg4]

5... Bd7 6. Nbd2 Bg7 7. Bd3 O-O

[7... Bg4]

8. O-O Re8 9. e4 dxe4 10. Nxe4 e5



=

White has followed Colle principles but this looks pretty level. How can White play for a win?

11. d5!? Nxd5 12. Qb3 Bc8?!

[12... Nb6 13. Neg5 Qe7]

[12... Nf4 13. Bc4 Be6 14. Neg5 Bxc4 15. Qxc4 Ne6]

13. Bg5 Nde7?!

[13... Nf6 14. Rad1 Qe7]

14. Rad1 Be6 15. Bc4 Bxc4

[15... Na5?? 16. Rxd8 Nxb3 17. Rxe8+ Rxe8 18. Bxb3+-]

16. Qxc4 Qc8 17. Nf6+ Bxf6 18. Bxf6

White has been making natural-looking moves and Black has been cowed into making a series of inferior and passive choices, and White now has good compensation for the Pawn.

18... Qf5 19. Qh4 idea g4 19... h5 20. Rfe1 Nc8? 21. Nxe5! Nxe5?? 22.

Rxe5 Qxe5 23. Bxe5 Rxe5 24. Rd8+ Kh7 25. f4 Rf5 26. Qf2 Nb6 27. Rxa8 Nxa8 28. Qxa7 Nb6 29. Qxb7 Nd5 30. g3 c5 31. a4 g5 32. fxg5 Ne3 great idea, but... **33. Qe4 1-0**

Nash, R - Webb, S [B10] Barnstaple vs. Exeter, 1995

1. e4 c6 2. Nc3

[2. d4 d5 3. Nc3 dxe4 4. Nxe4 is the main line approach; now 4... Bf5 5. Ng3 Bg6 6. h4 h6 7. h5 Bh7 8. Nf3 Nf6 9. Bd3 Bxd3 10. Qxd3 with good chances for equality]

2... d5 3. Nf3 dxe4 4. Nxe4 Bf5?!

[4... Bg4]

5. Ng3 Bg6 6. h4 h6 7. Ne5 Qd6!

[7... Bh7? 8. Qh5 g6 9. Qf3 Nf6

[9... Qd5 10. Qxd5 cxd5 11. Bb5+ Kd8 12. Nxf7+]

10. Qb3 Qd5 11. Qxb7 Qxe5+

[11... c5 12. Bb5+ Nbd7 13. Qxd5]

12. Be2 1-0, Lasker-Muller, Zurich 1934]

8. d4 Nd7 9. Nxc6

[9. Bc4 Qb4+ Webb 10. Bd2]

9... Qxc6



White has been successful with his coup and now holds the two Bishops. In order to take advantage of this, White must play actively, deny the Knights central posts, and try to open up lines for the Bishops. In the game none of this happens.

10. Bd3 Qd6

"Hoping to gain a tempo by attacking the d-Pawn" - SW - but risking loss of a tempo because of another Queen move! - DR

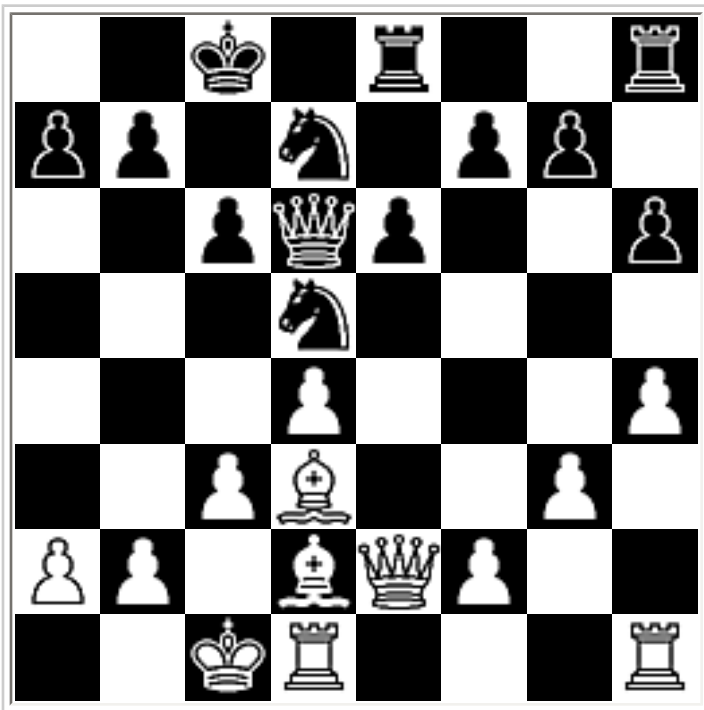
11. c3

[11. Be3 idea c2-c4]

11... Ngf6 12. Qe2 e6 13. Nf5

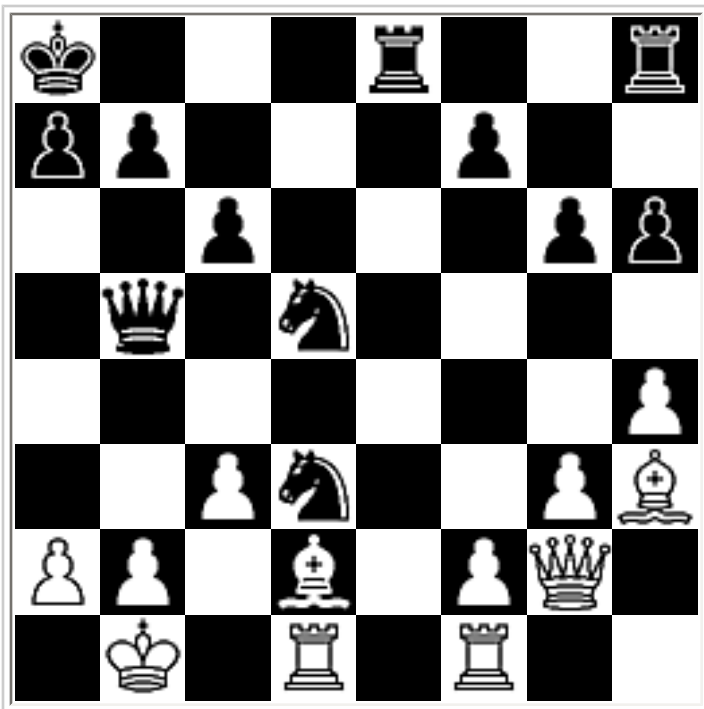
pretty but pointless

13... Qc7 14. Bd2 Nd5 15. g3 O-O-O 16. Ne3 Bd6?! 17. Nc4! Rde8 18. Nxd6 + Qxd6 19. O-O-O



White has the two Bishops but they are poorly placed. Black undogmatically opens lines to make use of his better pieces.

19... e5! 20. dxe5 Nxe5 21. Bf5+ Kb8 22. Kb1 Qc5 23. Qe4 g6! 24. Bh3 Ka8 25. Qg2 Nd3 26. Rhf1 Qb5



27. Kc2 Nxb2 28. Rb1 Qd3+ 29. Kc1

[29. Kxb2 Qxd2+]

29... Nc4 30. Rd1 Nxd2

[30... Nxc3]

31. Rb2 Nxc3 0-1

Back to [Chess Coaching Page](#)



This document (club2.html) was last modified on 1 Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Club Games - Mark Blackmore on a roll

Mark Blackmore on a roll

Annotations by the dead chuffed MB, interruptions by DR

Coburn - Blackmore, Mark (142) East Devon Major, 1996

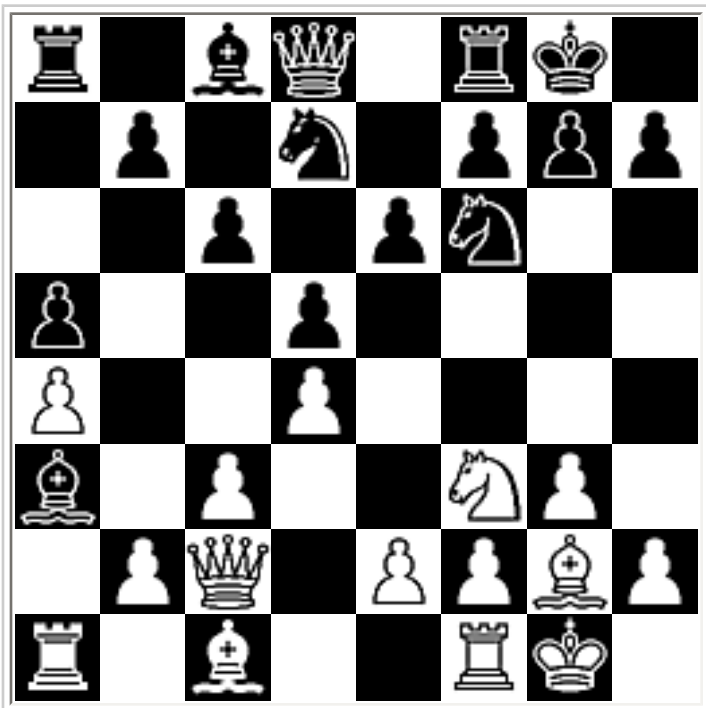
1. d4 Nf6 2. Nf3 e6 3. g3 Be7 4. Bg2 d5 5. O-O O-O 6. a4



I've never seen this before or since. Maybe he felt safe playing something different because of my lower grade. It was an advantage, I think - it's so much easier to beat someone if they refuse to take you seriously.

[6. c4 Nbd7 Catalan main line.]

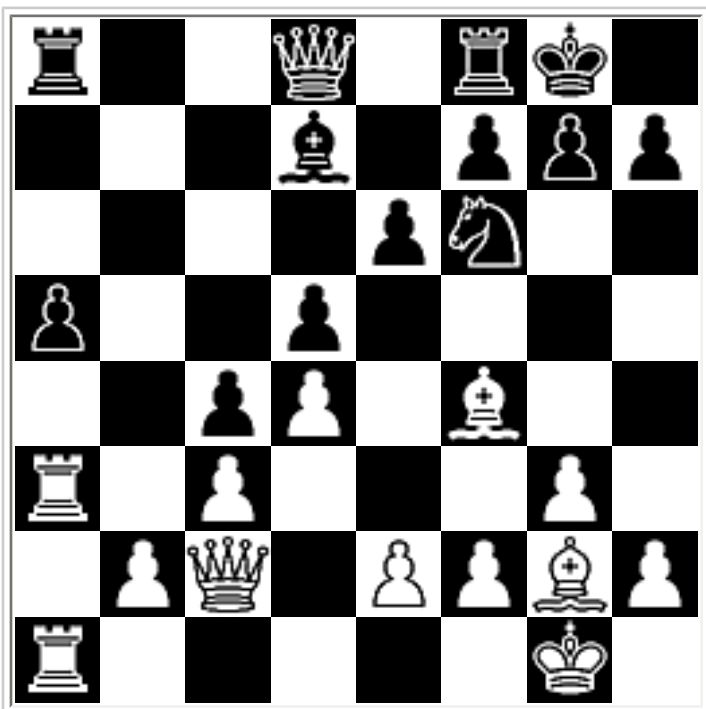
6... Nbd7 7. c3 a5 8. Na3 c6 9. Qc2 Bxa3



Aggression being the better part of valour, I thought I'd get my queenside advance in first.

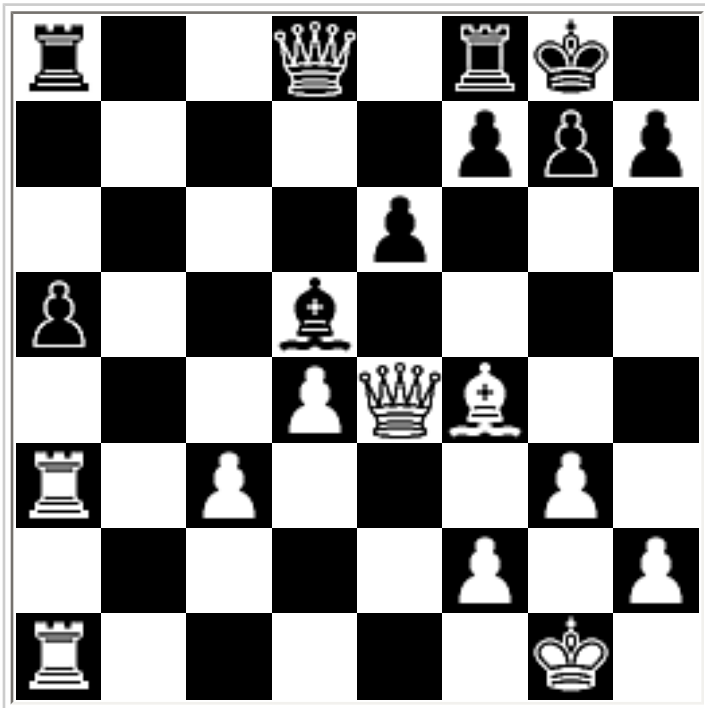
[Impertinent note from typesetter: I thought giving up this Bishop was very risky]

10. Rxa3 b5 11. Bf4 Nb6 12. axb5 cxb5 13. Ne5 Nc4 14. Nxc4 bxc4 15. Rfa1 Bd7



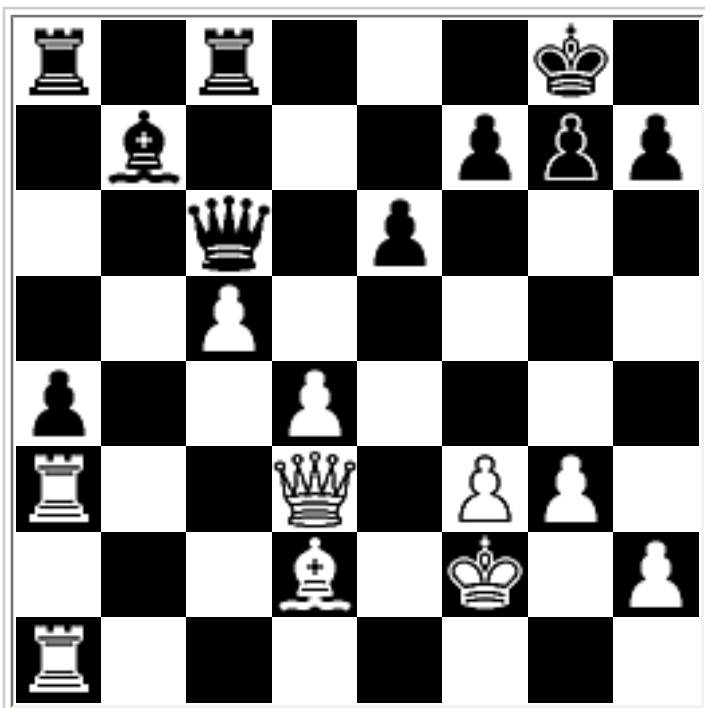
This is the good bit. My Bishop, currently attracting Norris McWhirter's attention as the world's worst piece, is about to become Man of the Match.

16. b3 Bb5 17. e4 cxb3 18. Qxb3 Bc4 19. Qc2 Nxe4 20. Bxe4 dxe4 21. Qxe4 Bd5



Ha! However, Bishop aside, I felt that White still had the edge. But those light squares will eventually prove fatal.

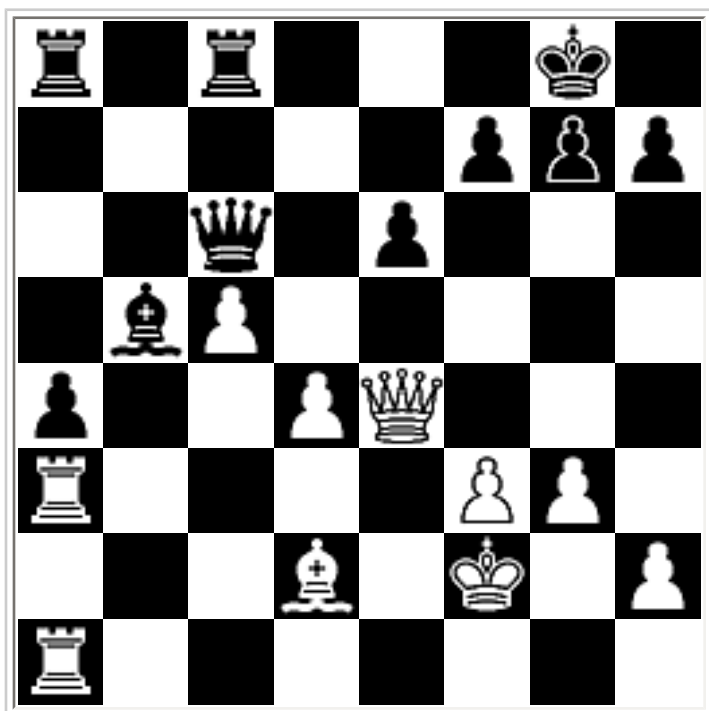
22. Qd3 Qb6 23. c4 Bb7 24. Bd2 Qc6 25. f3 a4 26. Kf2 Rfc8 27. c5



Now, I'm well aware that I'm more of a tactician than a strategist, but this struck me as a terrible positional error. Now those pawns are going nowhere, and the light squares are mine to do with as I please.

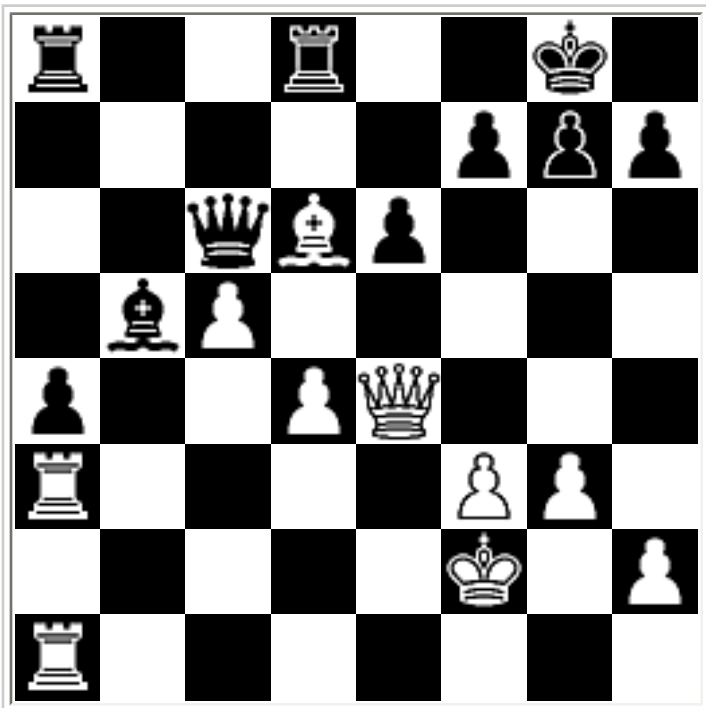
[Impertinent note from typesetter: Mark is clearly more of a strategist than his opponent! the rest of the game is a nice illustration of the strategical principle that opposite-coloured Bishops are a powerful factor in favour of the attacking side]

27... Ba6 28. Qe4 Bb5



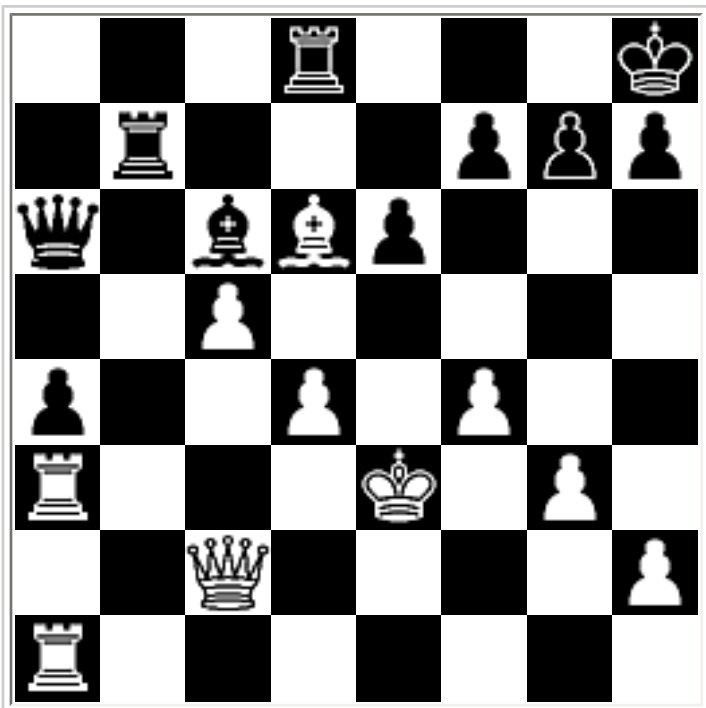
I'd have welcomed a Queen-swap - the b-file would be mine, so my passed Pawn would be quicker, I hoped. But to be fair, Coburn clearly agreed.

29. Bf4 Rd8 30. Bd6



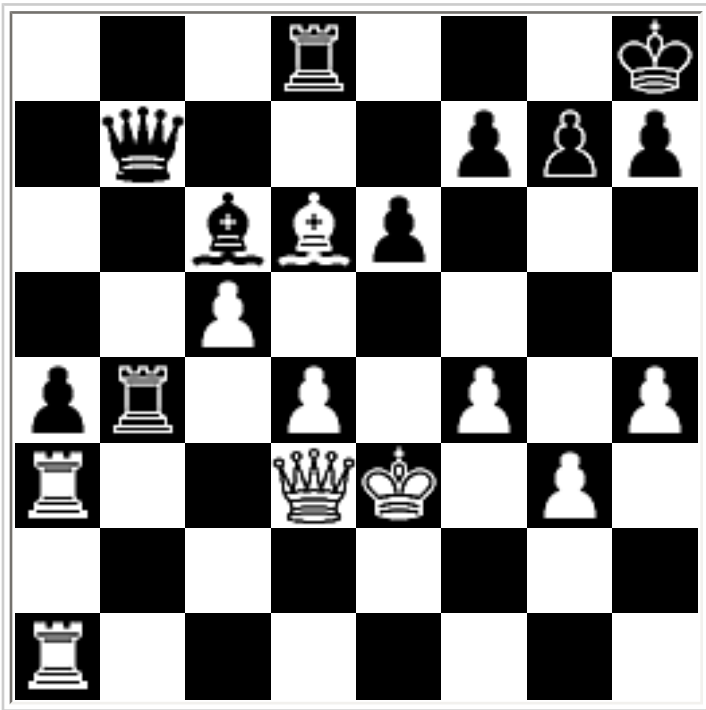
Looks impressive, but I was more concerned with making sure I could challenge on the b-file.

30... Ra7 31. Qg4 Kh8 32. Qe4 Rb7 33. Ke3 Qa6 34. Qc2 Bc6 35. f4



And the King's starting to look draughty.

35... Rb4 36. h4 Qb5 37. Qd3 Qb7

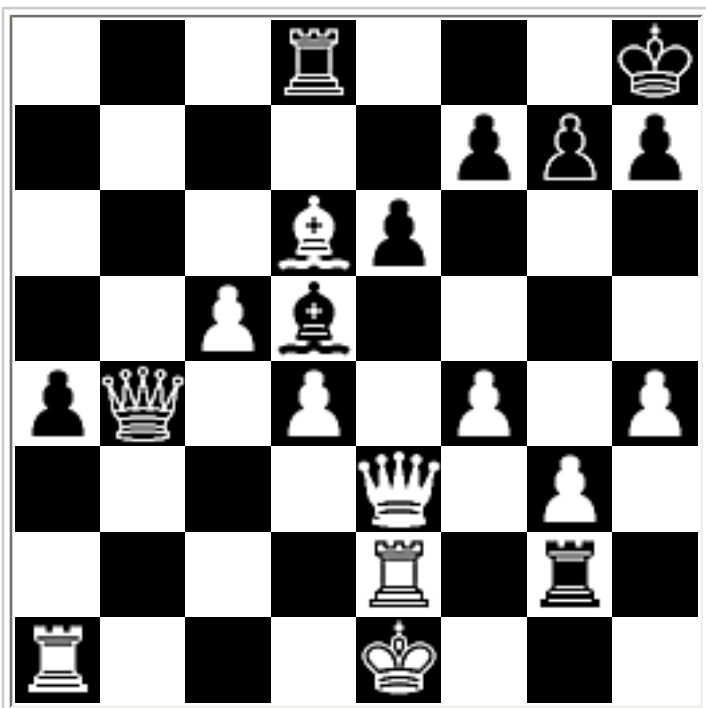


Too late now.

38. Kf2 Rb2+ 39. Kg1 Bb5

I liked this better than ...Bh1.

40. Qf3 Bc6 41. Qe3 Rg2+ 42. Kf1 Qb2 43. R3a2 Qb5+ 44. Re2 Bd5 45. Ke1 Qb4+



Some people are on the pitch! They think it's all over!

46. Kf1 Rxe2

He's dropping a Rook (at least). Possibly my best game, if only because it's the sort of position in which I'm usually convincingly outmanoeuvred.

0-1

Blackmore, Mark - Dean (140) East Devon Major, 1996

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nf3 e6 5. Bd3



I know this probably isn't the best, but I've had good results with this and feel more comfortable with it.

5... Bxd3 6. Qxd3 Qa5+ 7. c3 Qa6

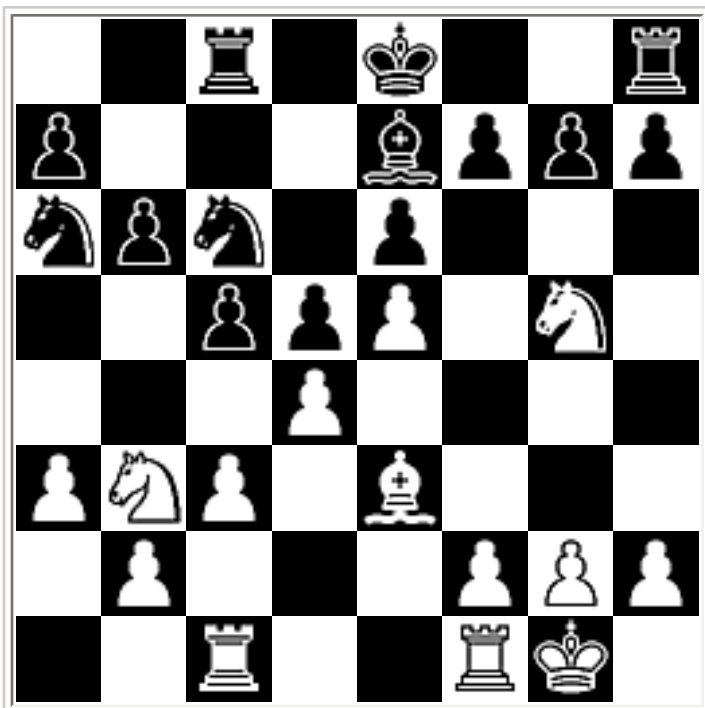


And Black equalises, Dean told me afterwards. A little optimistic, I felt.

8. Qxa6 Nxa6 9. Be3 c5 10. Nbd2 Rc8 11. O-O

[11. Ke2]

11... Ne7 12. Nb3 b6 13. Rac1 Nc6 14. a3 Be7 15. Ng5



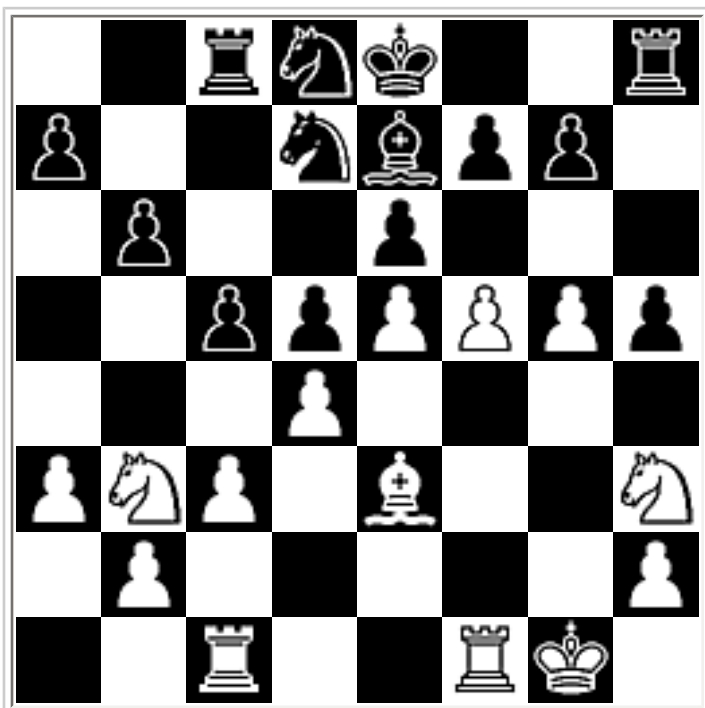
At this point, Dean said, he became convinced I had no idea I was doing. He was probably right.

15... h6 16. Nh3 Nab8 17. f4 Nd7



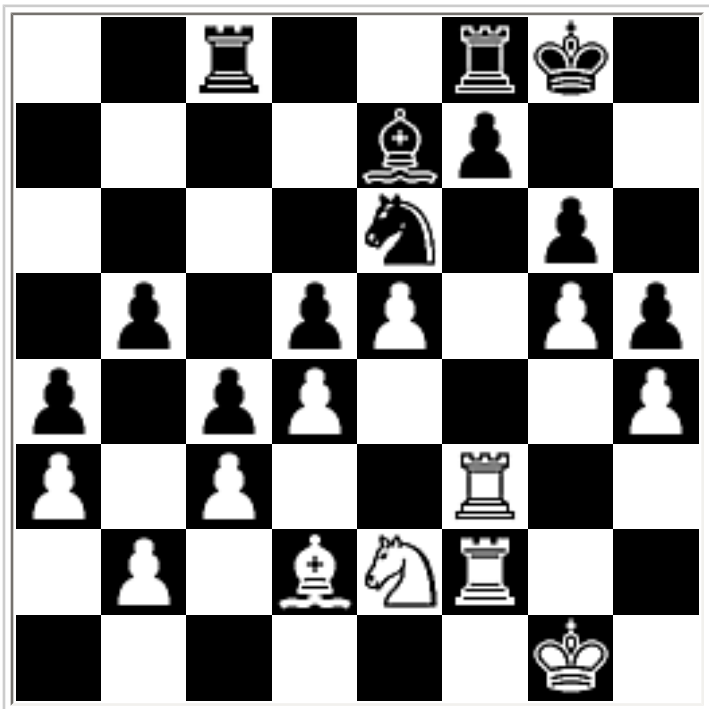
[17... f5 I thought was better.]

18. f5 Nd8 19. g4 h5 20. g5



Charge!

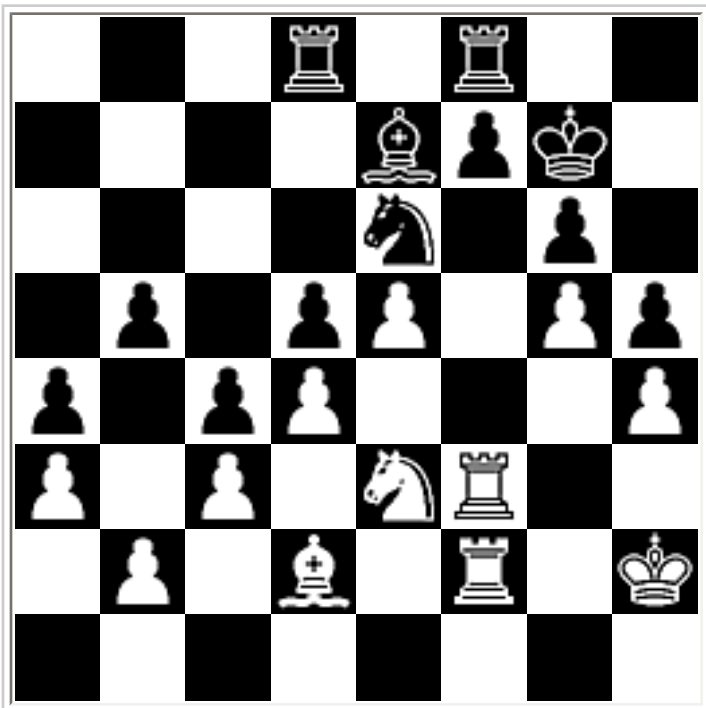
**20... exf5 21. Rxf5 g6 22. Rf2 Ne6 23. Rcf1 O-O 24. Rg2 Nb8 25. Nf4 Nxf4 26. Rxf4 Nc6 27. h4 c4
28. Nc1 b5 29. Rgf2 a5 30. R4f3 Nd8 31. Ne2 Ne6 32. Bd2 a4**



You think you're bored? Imagine how I felt!

[Impertinent note from typesetter: Black deprives himself of his only active plan, namely ...b4, with this move]

33. Ng3 Kg7 34. Nf1 Rcd8 35. Ne3 Rd7 36. Kh2 Rdd8



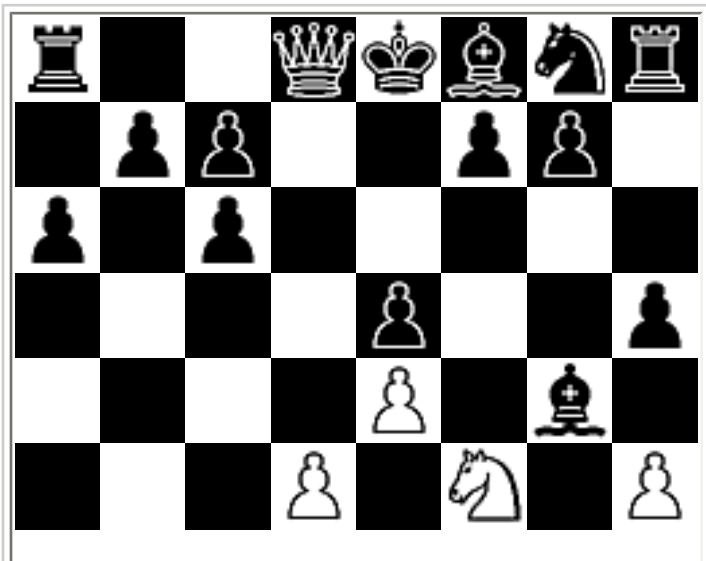
If there is a way through it was beyond me. Besides, I could feel myself slipping into a coma.

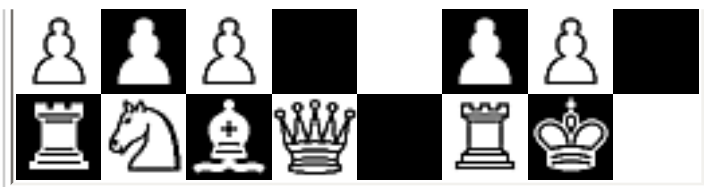
[The White dark-squared Bishop can put no pressure on the f6/f7 points. - DR]

1/2-1/2

Dobber, P - Blackmore, Mark (136) East Devon Major, 1996

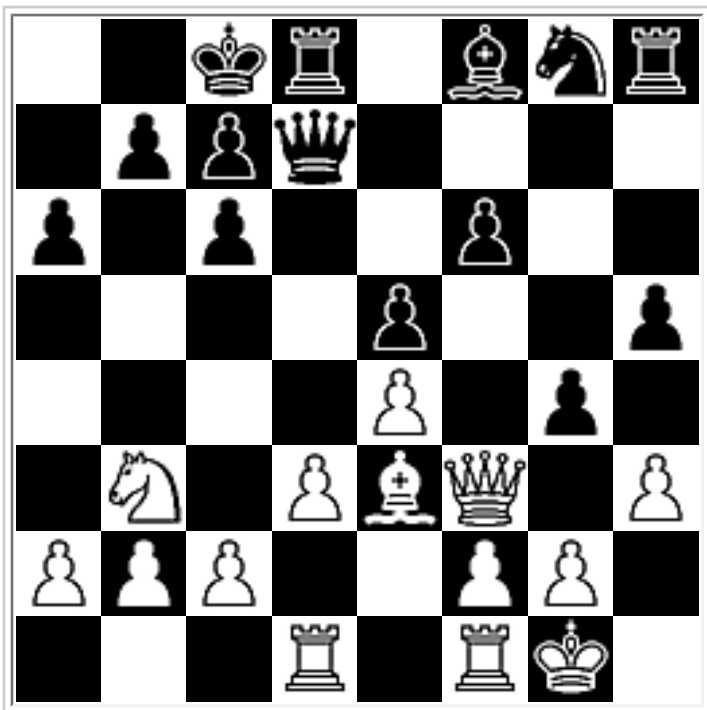
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O Bg4 6. h3 h5 7. d3





Here my knowledge of theory ran out, and I was wary of arsing it up and dropping my Bishop.

7... Bxf3 8. Qxf3 Qd7 9. Be3 O-O-O 10. Nd2 f6 11. Nb3 g5 12. Rad1 g4

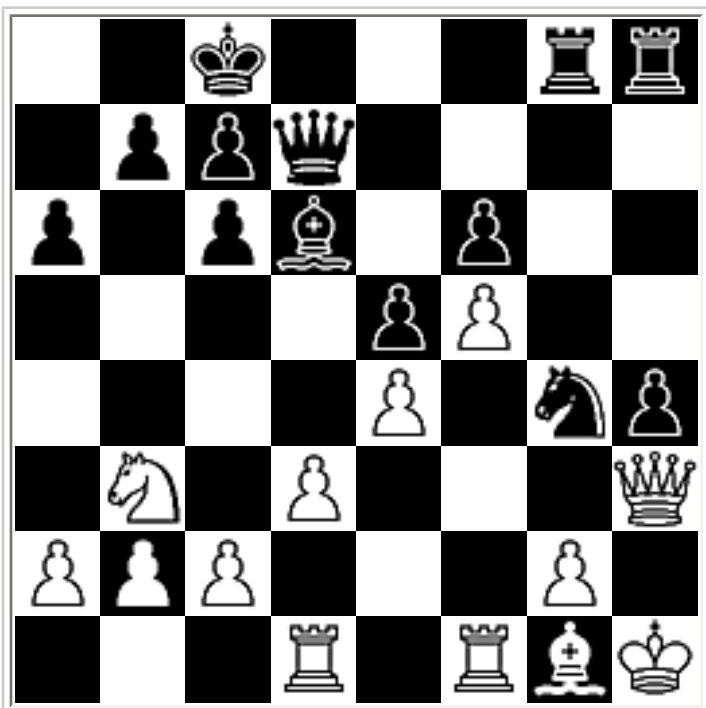


Even at the time I was thinking 'this can't work, look at my development', but I'm damned if I can find the refutation. It was worth it just to see the look on Dobber's face, anyway.

13. Qg3

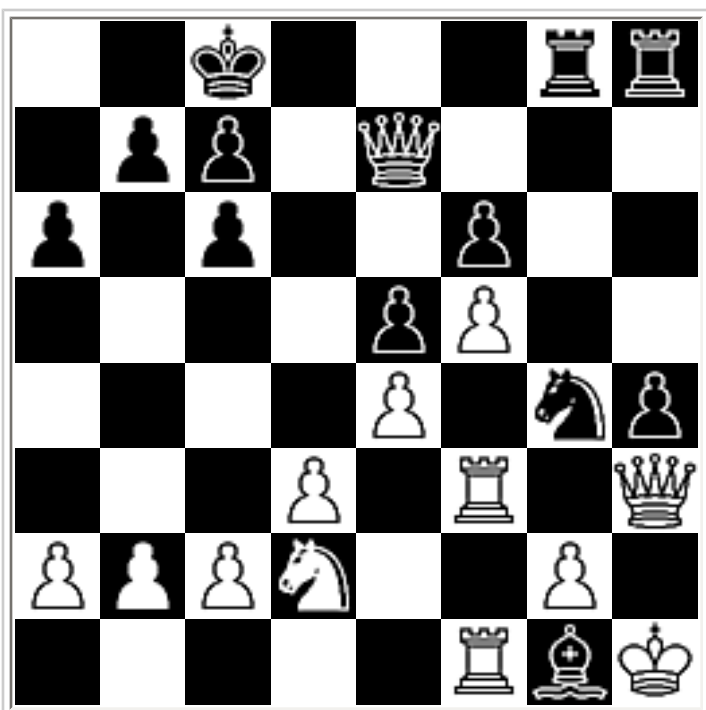
[Impertinent note from typesetter: in these opposite-side castling situations, unless there is an obvious coup in the centre, the medals go to the side who succeeds with an attack on the King. Black's pieces are actually all on the King's-side, where they belong, whereas White's pieces and especially Pawns do not look as though they are ready to attack on the opposite wing]

13... Bd6 Now d3-d4 is ruled out. 14. f4 Nh6 15. f5 gxh3 16. Qxh3 Ng4 17. Kh1 Rdg8 18. Bg1 h4



While this was fun, I couldn't actually find a spectacular win despite the position seeming to beg for one. I decided to get rid of his key defensive piece, after which which the threats from my Knight would be overwhelming.

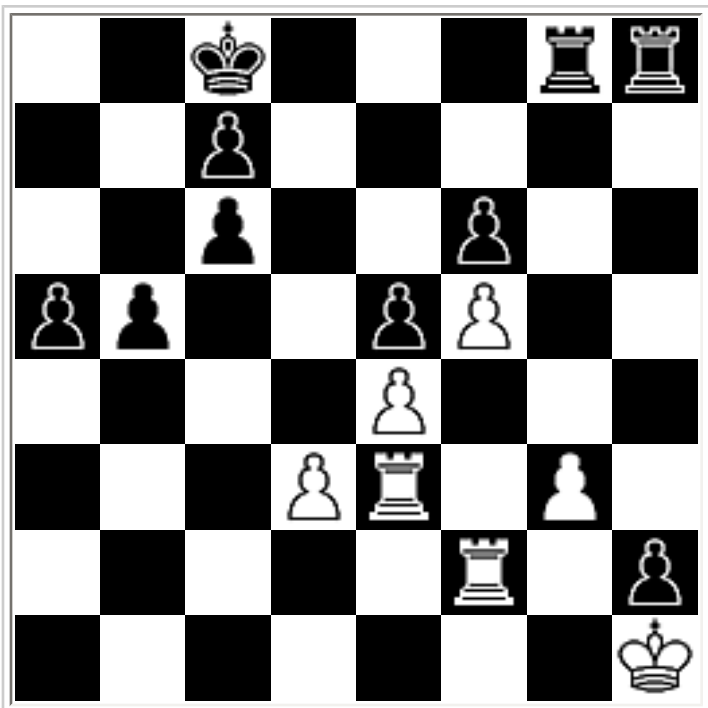
19. Nd2 Qe7 20. Rf3 Bc5 21. Rdf1 Bxg1



22. Kxg1

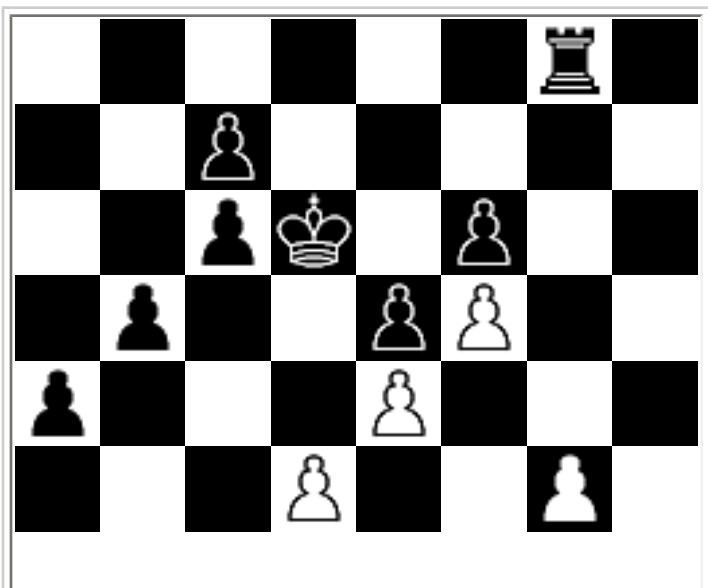
[22. Rxg1 Qc5]

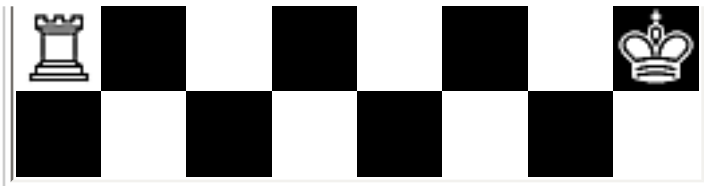
22... Qc5+ 23. Kh1 Qxc2 24. Nc4 b5 25. Ne3 Nxe3 26. Rxe3 Qxb2 27. Qh2 Qxa2 28. Qg1 h3 29. g3 h2 30. Qf2 Qxf2 31. Rxf2 a5



Afterwards Rh3 was suggested to me, which I'd missed, but in retrospect I'm glad I did. White would eventually pick up the Black f-pawn, and I'm more than capable of making a mess of that kind of position.

32. Rxh2 Rxh2+ 33. Kxh2 a4 34. Re2 Kd7 35. Ra2 Kd6

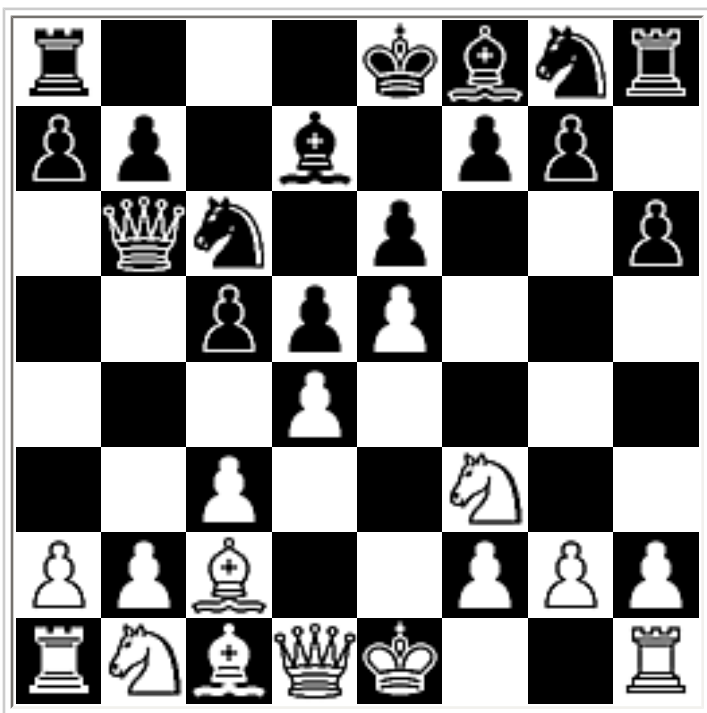




0-1

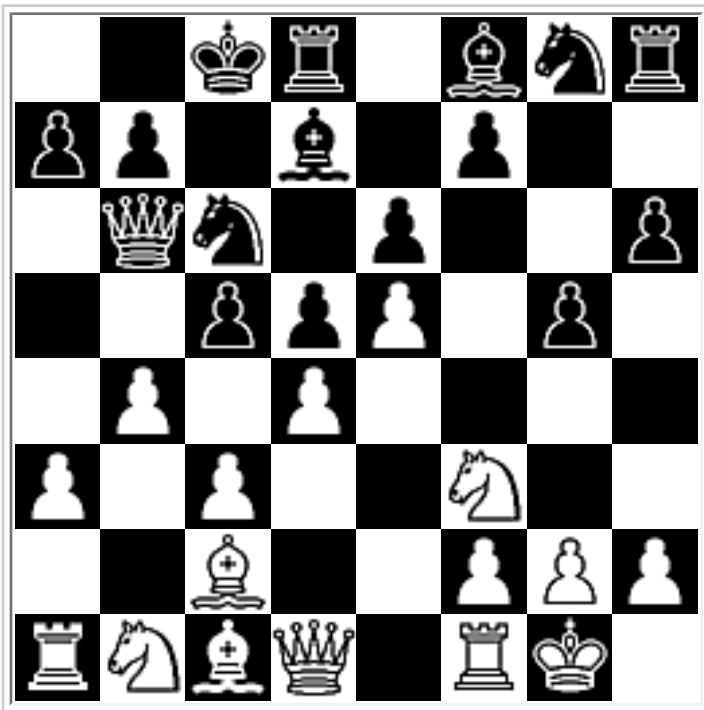
Blackmore, Mark - Pittman (145) East Devon Major, 1996

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Bd3 Bd7 7. Bc2 h6



To prevent Ng5 after ...O-O-O.

8. O-O O-O-O 9. a3 g5 10. b4?



Oops. I spent bloody ages working out why Pittman couldn't play ...Nxd4 after ...g4, Ne1, completely forgetting that he could play ...Qxd4 instead and my Rook is hanging. Desperate measures are now required.

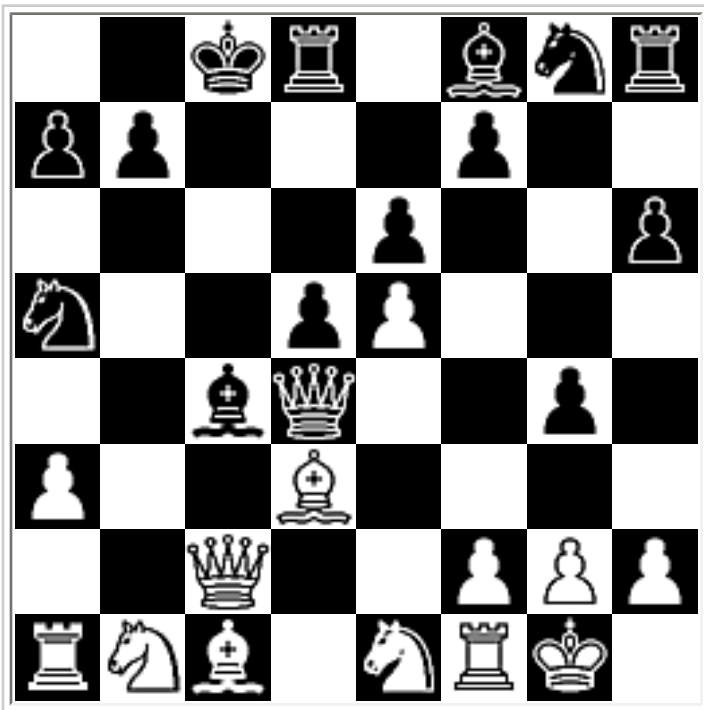
10... cxd4 11. cxd4 g4 12. b5

[12. Ne1 Nxd4

[12... Qxd4]

13. Be3]

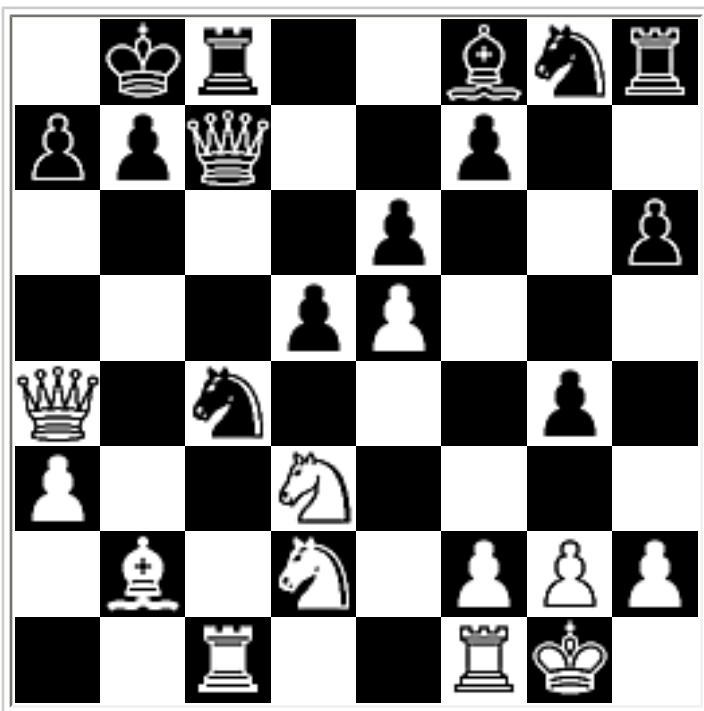
12... Na5 13. Ne1 Bxb5 14. Bd3 Qxd4 15. Qc2+ Bc4



Letting me off the hook.

[15... Nc4 stops Bb2]

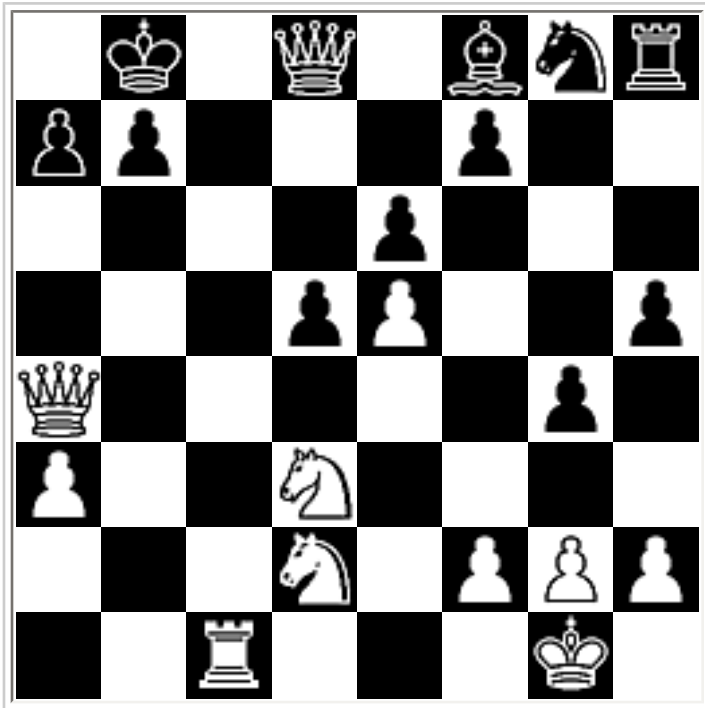
16. Bb2 Qc5 17. Nd2 Kb8 18. Rc1 Rc8 19. Bxc4 Nxc4 20. Nd3 Qc7 21. Qa4?!



21... Nxb2

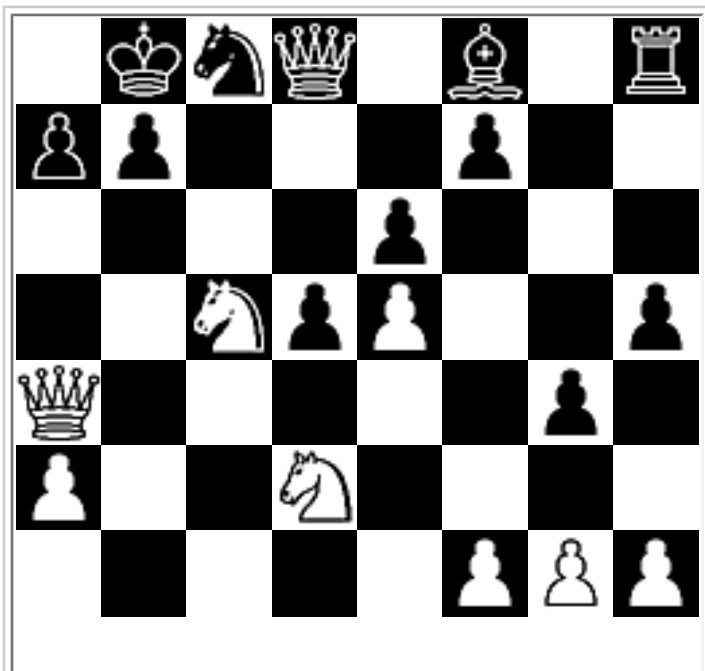
[21... Nxd2 may have been better]

22. Nxb2 Qd8 23. Nd3 Rxc1 24. Rxc1 h5



Even with two extra Pawns, Black now looks distinctly unhealthy. Still, the choice was fairly stark: win it now, or get stuffed in the endgame.

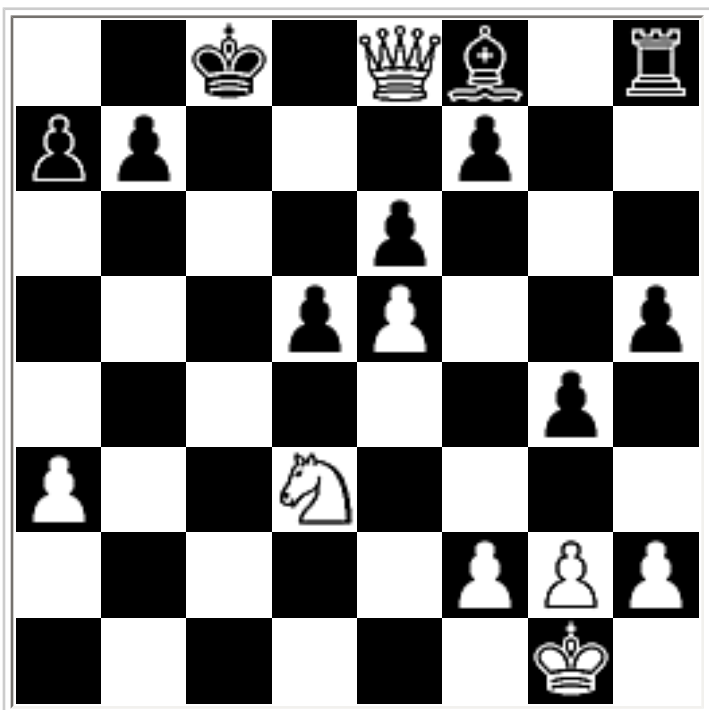
25. Nb3 Ne7 26. Nbc5 Nc8





I could hardly sit still at this point. Cheapo ahoy!

27. Nd7+ Ka8 28. Rxc8+ Qxc8 29. Nb6+ Kb8 30. Nxc8 Kxc8 31. Qe8+



More luck than judgement, admittedly.

[Typesetter again: but there were some grown-up decisions taken to throw the game out of a particular 'natural' continuation]

1-0

Spiegel, Jack - Blackmore, Mark (144) East Devon Major #5, 1996

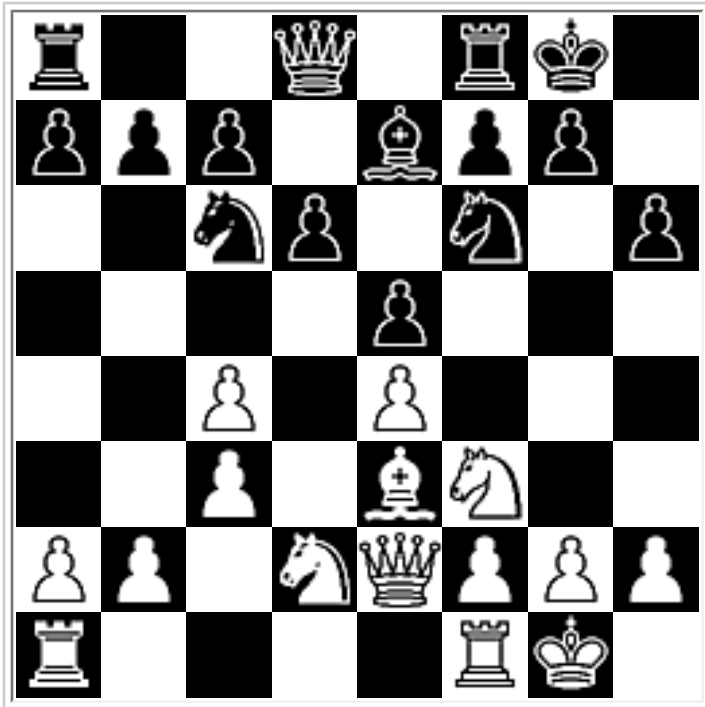
1. e4 e5 2. Bc4 Nc6 3. Nf3 Be7

[3... Nd4 The Shilling Gambit was tempting, but with 150 pounds at stake I felt it wasn't really the game.]

4. d3

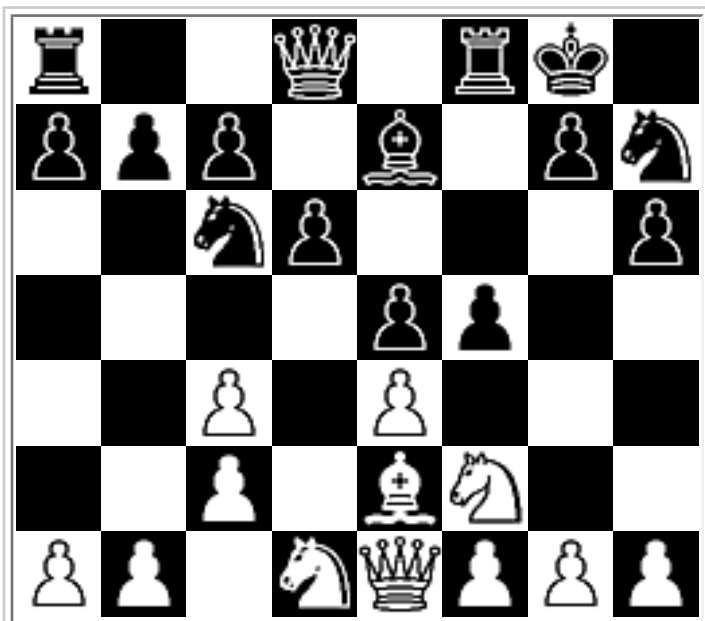
[4. d4]

4... Nf6 5. Be3 O-O 6. c3 d6 7. Nbd2 Be6 8. O-O h6 9. Qe2 Bxc4 10. dxc4



Some people would say that this move is an intelligent attempt to induce strategic weaknesses in my position. I, however, would say that this move is a pile of pants.

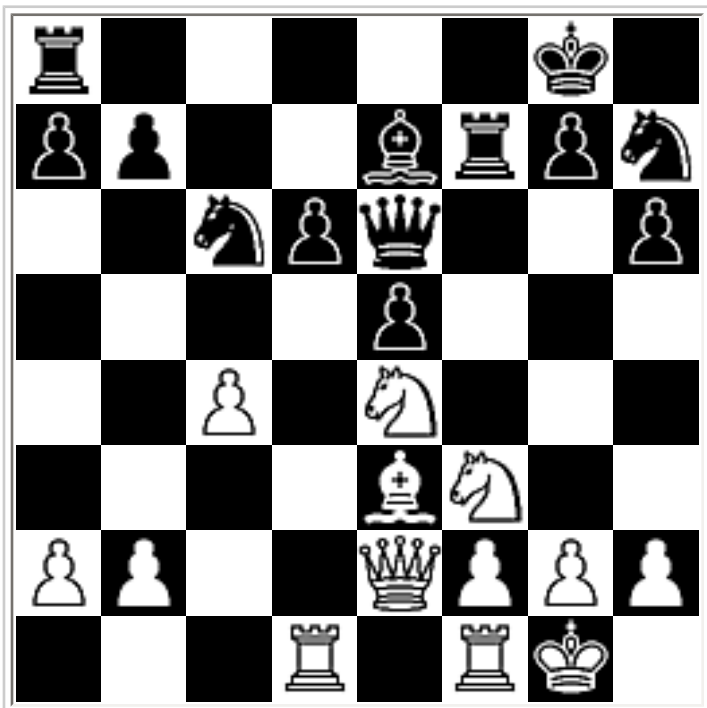
10... Nh7 11. Rad1 f5





Hey, I never claimed to be subtle.

12. exf5 Rxf5 13. Ne4 Qc8 14. c5 Qe6 15. cxd6 cxd6 16. c4 Rf7

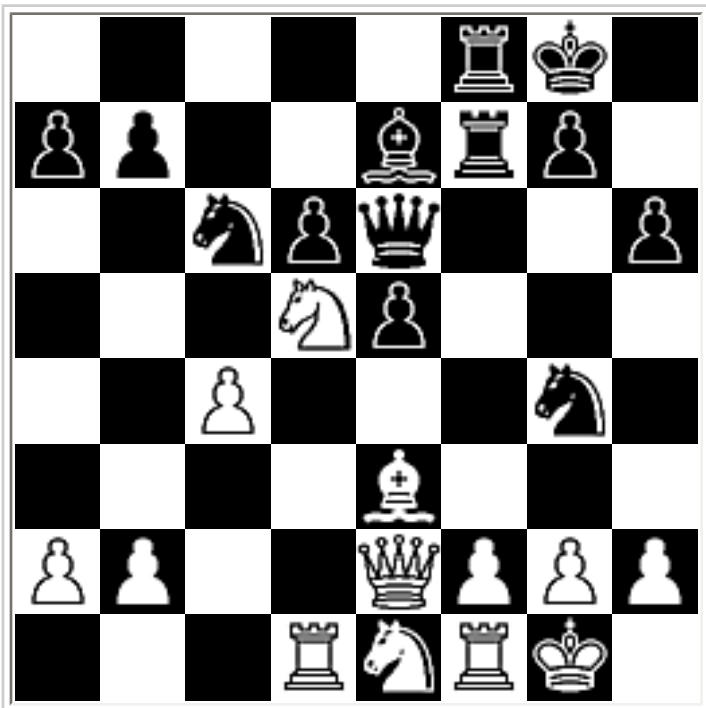


So I can play ...Nf6 without stranding my Rook.

17. Ne1

[Impertinent note from typesetter: White starts to drift. He should pick a plan and go for it hard. This is what Black did, and is why Black won.]

17... Nf6 18. Nc3 Raf8 19. Nd5 Ng4

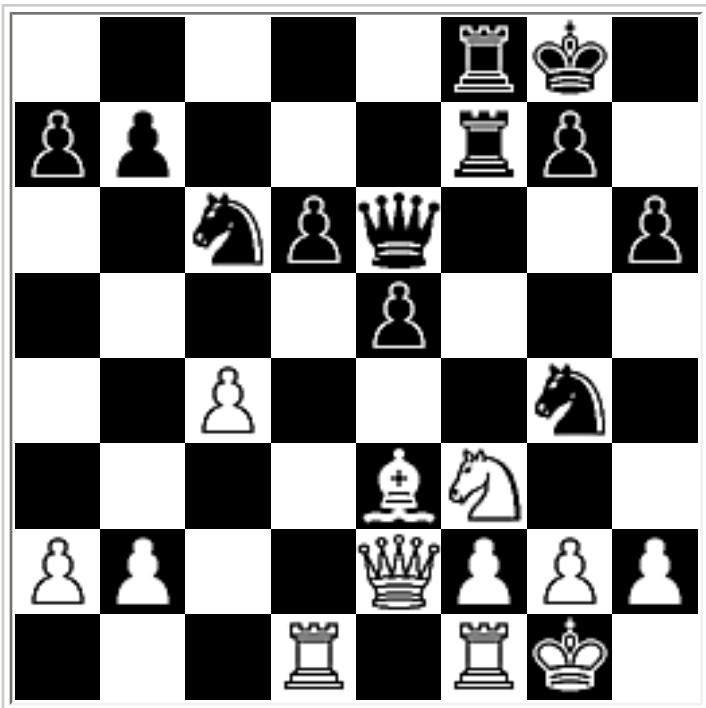


Viking Chess

20. Nxe7+ Rxe7

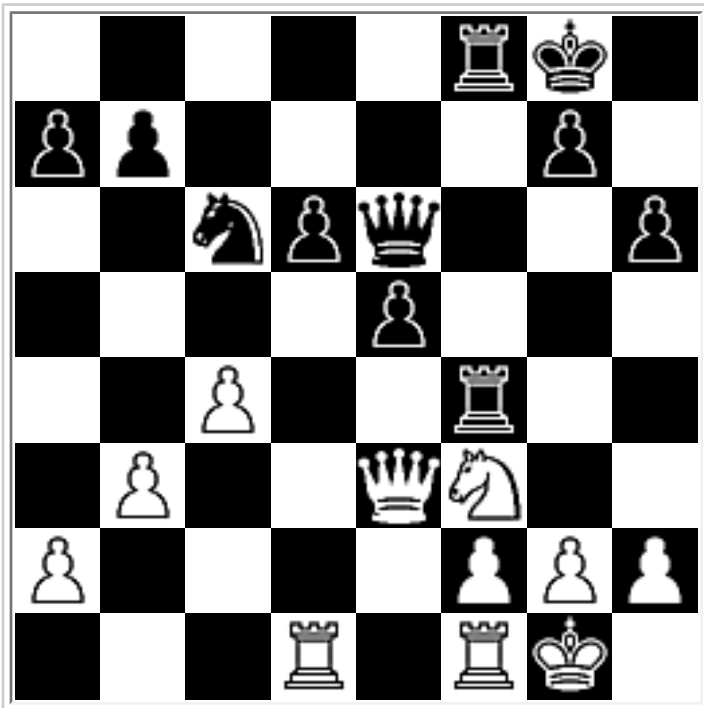
[20... Nxe7]

21. Nf3 Ref7



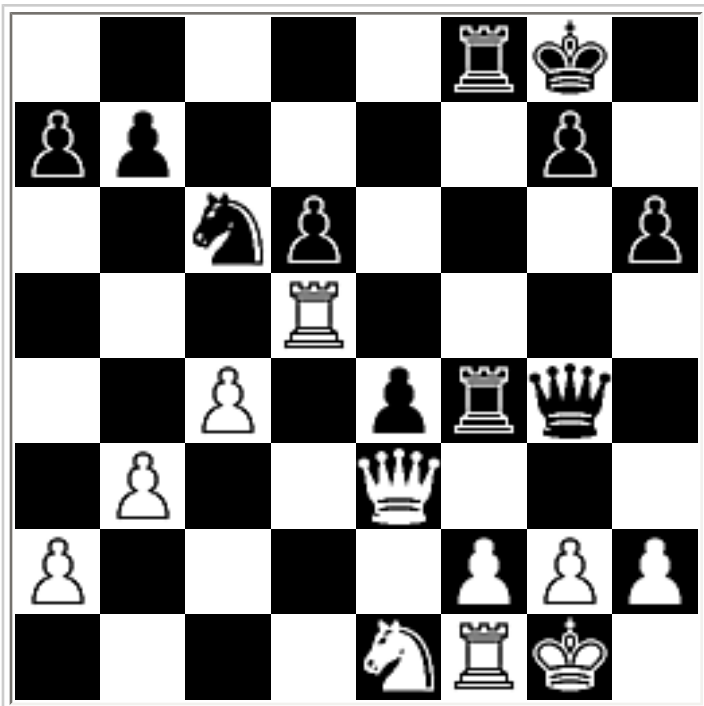
It's hard not to laugh at my transparency, but at the same time route one seems to be fairly effective.

Spiegel, certainly, was a nervous wreck at this point. **22. b3 Nxe3 23. Qxe3 Rf4**



He offered me a draw at this move. I politely declined.

24. Rd5 Qg4 25. Ne1 e4



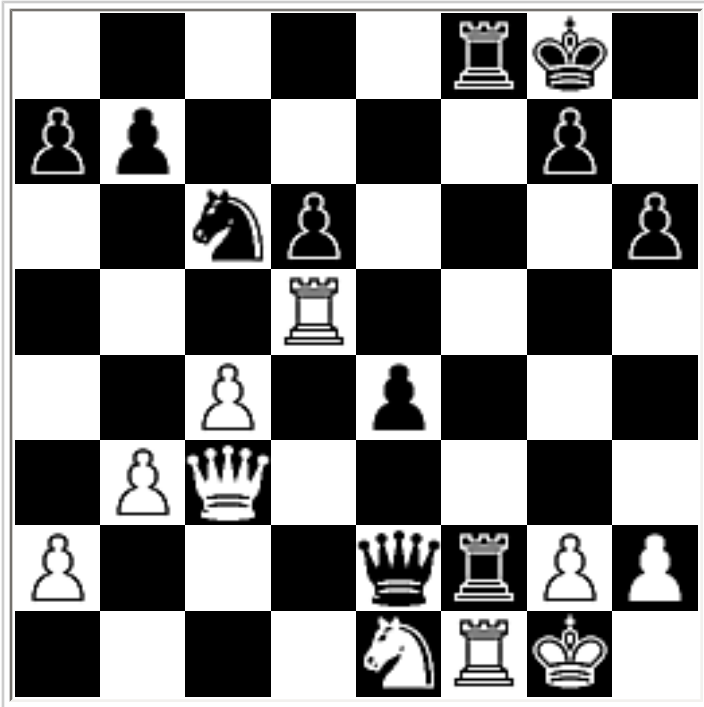
The final insult. White's whole plan has been based around winning my d-pawn, and I don't even have

the decency to defend it.

26. Qg3

[26. Rxd6]

26... Qe2 27. Qc3 Rxf2



And that was that.

0-1

Back to [Chess Coaching Page](#)



This document (club3.html) was last modified on 1 Oct 96 by

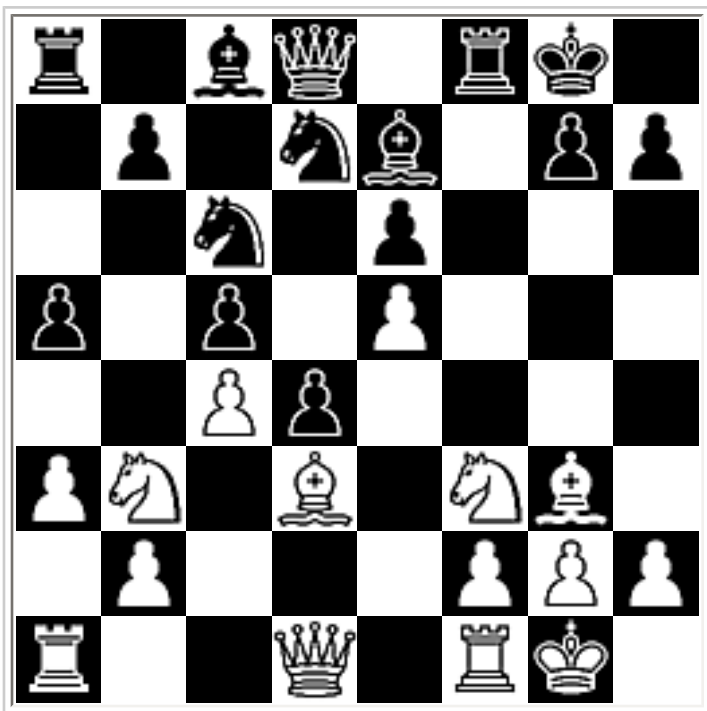
[Dr. Dave](#)

Exeter Chess Club: Club Games - Steve Homer at work

Steve Homer at work

Wood, DA (2200) - Homer, SJ (Surrey Open) (2040) (7) [C04]
praxis: positional sacrifice in club play, 1988

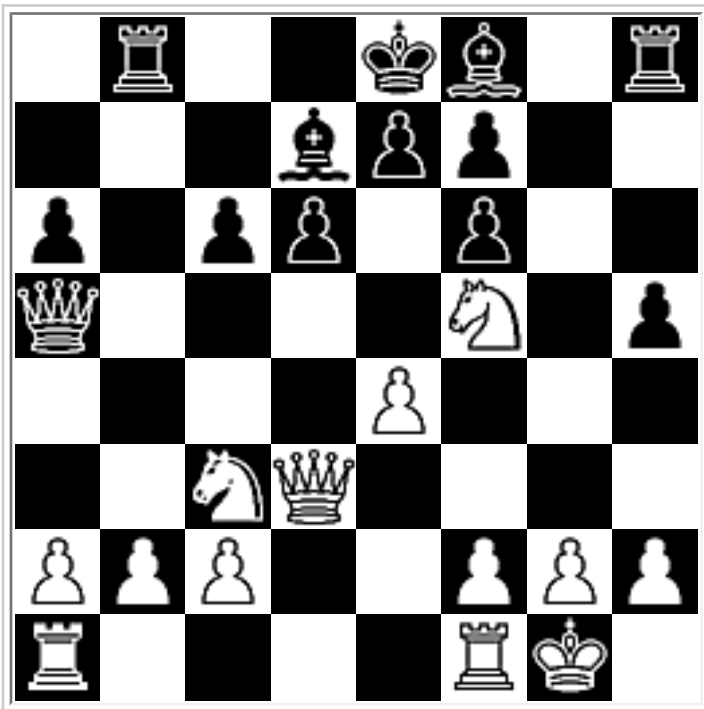
1. e4 e6 2. d4 d5 3. Nd2 Nc6 4. Ngf3 Nf6 5. e5 Nd7 6. Nb3 f6 7. Bf4 fxe5 8. dxe5 Be7 9. Bd3 O-O 10. Bg3 Nb4 11. Be2 c5 12. O-O a5 13. a3 Nc6 14. c4!? d4 15. Bd3



15... Rxf3!? 16. Qxf3 Ndx e5 17. Qe2 Nxd3 18. Qxd3 e5 19. Rfe1 Bd6 20. Nd2 Qf8 21. Qf3 Qe7 22. Ne4 Be6 23. Qe2 Bc7 24. Nd2 Qf7 25. Rac1 Re8 26. Ne4 Qe7 27. Qd3 b6 28. h4 h6 29. Nd2 Qf7 30. Qe4 Qd7 Q

Smith, AP (2100) - Homer, SJ (Surrey Open) (2040) (5) [B60]
praxis: positional sacrifice in club play, 1996

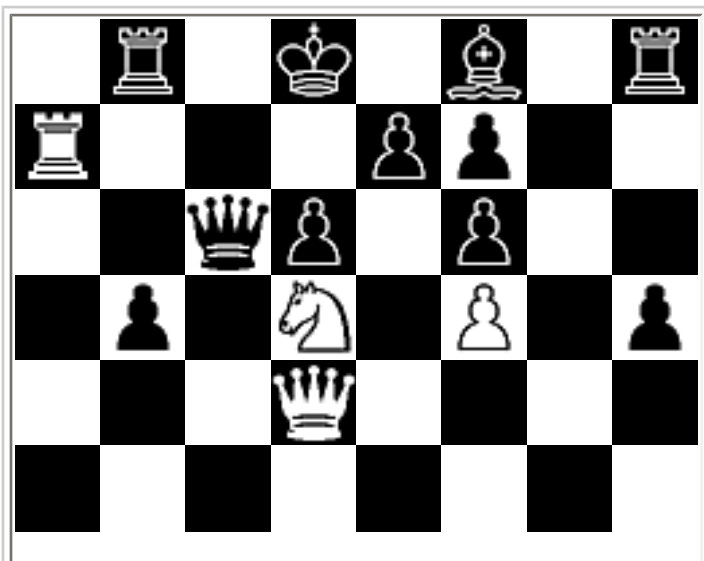
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bg5 Bd7 7. Bxf6 gxf6 8. Nf5 Qa5 9. Bb5 a6?! 10. Bxc6 bxc6 11. Qd3 Rb8 12. O-O h5

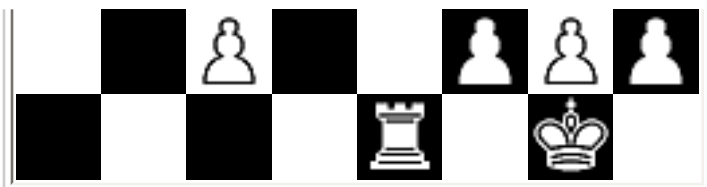


13. b4! Qb6

[13... Qxb4 14. Rab1]

14. a4 Bxf5 15. exf5 Bh6 16. b5! axb5 17. axb5 cxb5 18. Nd5 Qb7 19. Rfe1 Bf8 20. Qd4! Kd8 21. Ra7 Qc6





22. Qb4! Qxd5 23. Qa5+ Ke8 24. Qc7 1-0

Homer, SJ (2040) - Parr, F (Surrey Open) (2145) (2) [B07] praxis: positional sacrifice in club play, 1988

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. g3 Bg7

[4... Bg4]

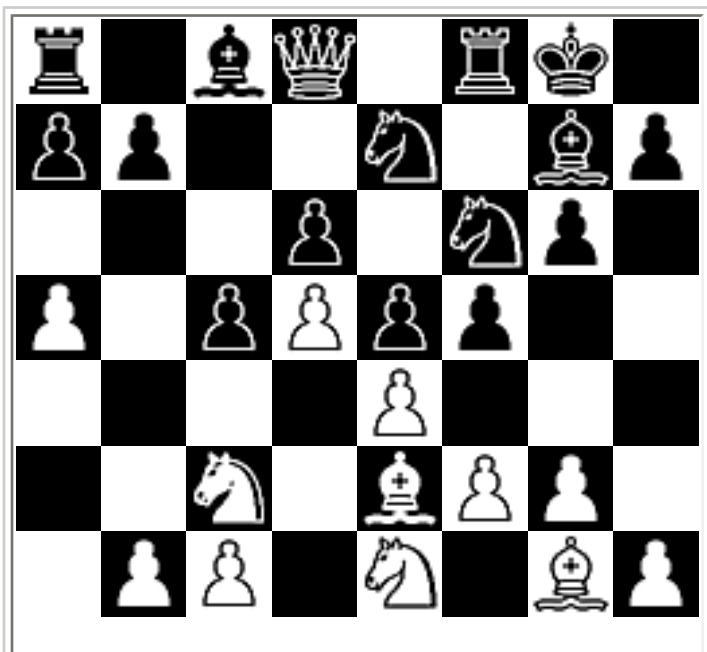
5. Bg2 O-O 6. Nge2 Nc6 7. O-O

[7. h3 e5 8. Be3]

7... e5 8. d5

[8. Be3 Ng4]

8... Ne7 9. a4 Ne8 10. Be3 f5 11. f3 Nf6 12. Kh1 c6 13. a5 c5



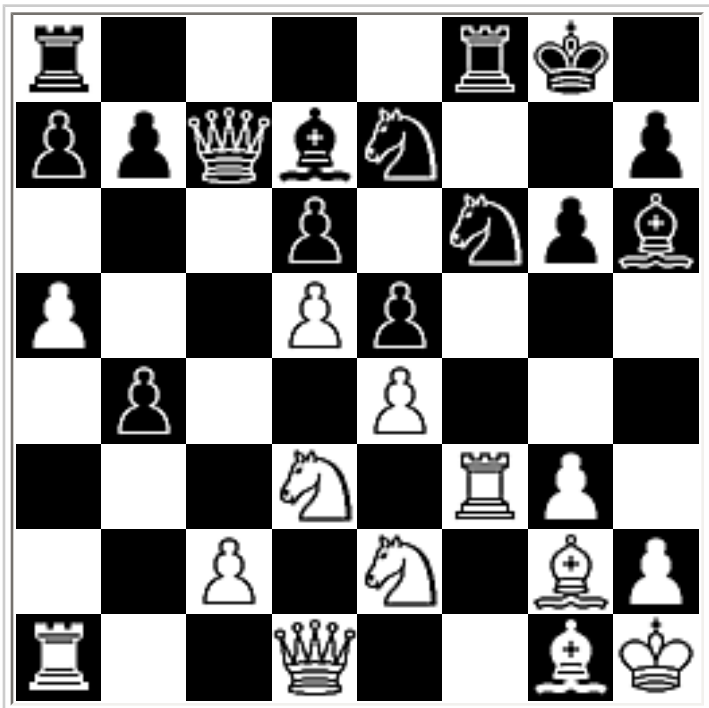


White is being outplayed.

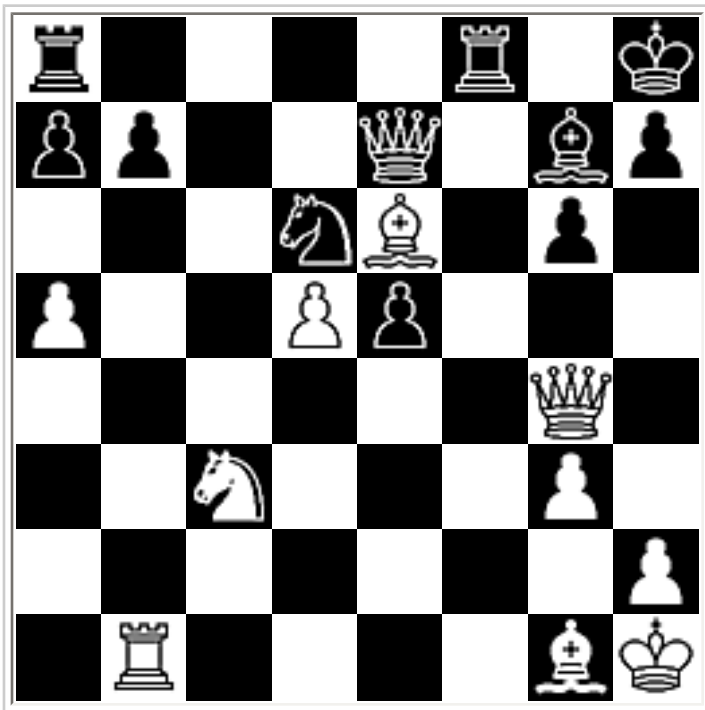
14. b4!? cxb4 15. Na4?!

[15. Nb5!? a6 16. Bb6 Qd7 17. Nc7 Rb8 \wedge ...Ne8 may recover]

15... Bd7 16. Nb2 fxe4 17. fxe4 Ng4 18. Bg1 Bh6 19. Rf3 Qc7 20. Nd3 Nf6



21. Nxe5 a good try 21... dxe5 22. d6 Qd8 23. dxe7 Qxe7 24. Rd3 Bc6 25. Rd5 Bxd5 26. exd5 Rfd8 27. c4 bxc3 28. Nxc3 Qb4 29. Qf3 Bg7 30. Rb1 Qe7 31. Bh3 Kh8 32. Be6 Rf8 33. Qe2 Ne8 34. Qg4 Nd6



Black is trying to get sorted.

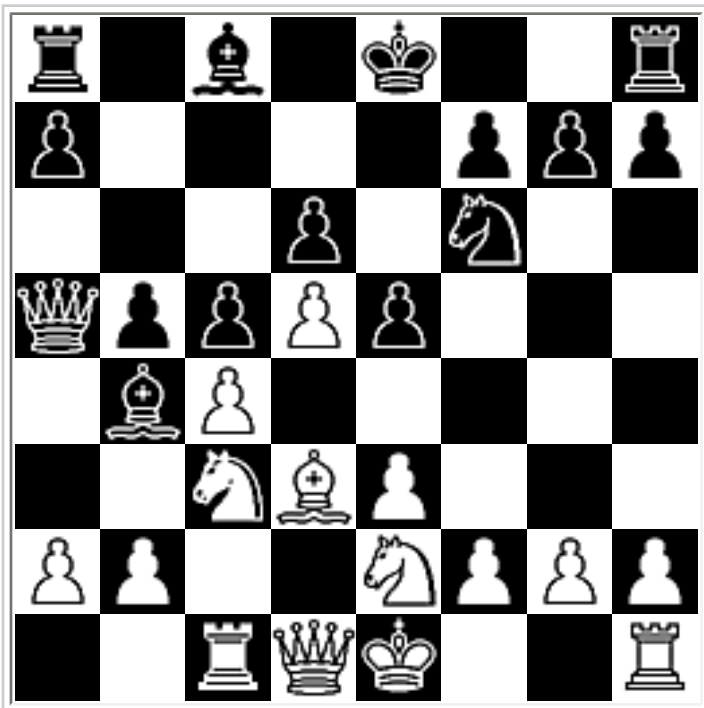
35. Qb4 Qf6 36. Bh3 a6 37. Bc5 Rad8 38. Rf1 Qg5 39. Bxd6 Rxf1+ 40. Bxf1 Qf6 (time) 0-1

**Homer, SJ (2040) - Stokes, PC (Surrey Open) (1905) (6) [E30]
praxis: positional sacrifice in club play, 1988**

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 c5 5. d5 d6

[5... Bxc3+]

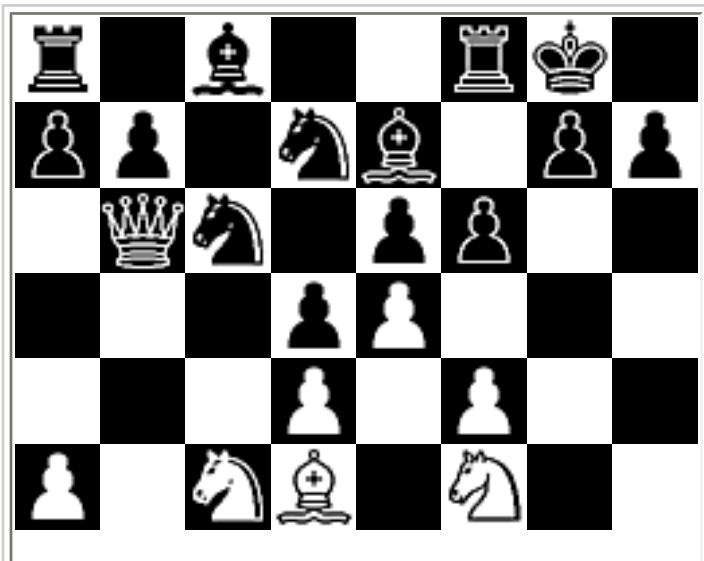
6. Rc1 e5 7. e3 Nbd7 8. Bd3 Qa5 9. Bxf6 Nxf6 10. Nge2 b5

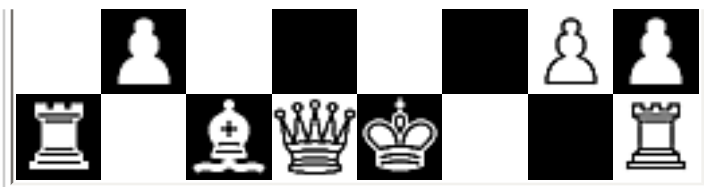


11. O-O Bxc3 12. Nxc3 b4 13. Ne4 Nxe4 14. Bxe4 Qxa2 15. Qc2 Qa5 16. f4
exf4 17. Rxf4 Qd8 18. Rcf1 f6 19. Bxh7 Bd7 20. Qg6+ Kf8 21. Rxf6+ gxf6
22. Rxf6+ 1-0

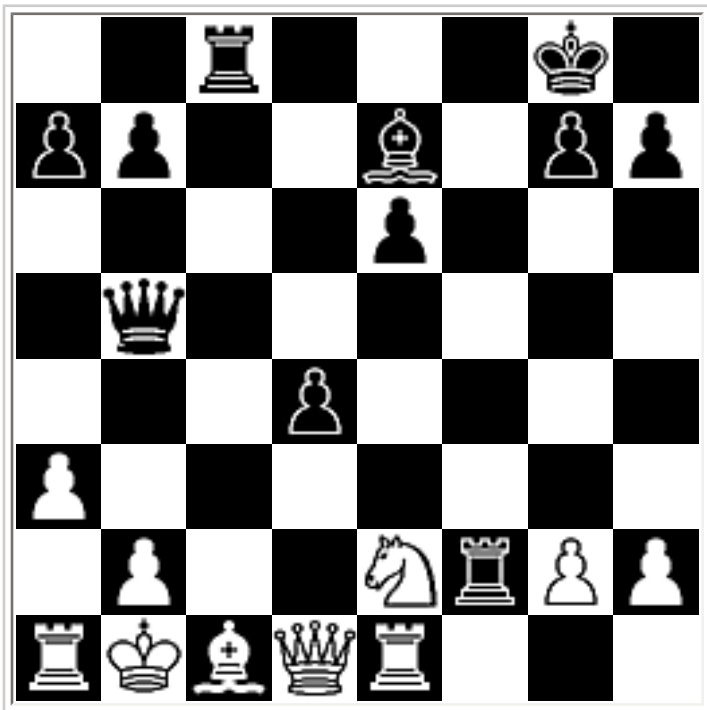
**Rudd, J (2200) - Williams, SJ (British Championship) (2200)
[C05] praxis: positional sacrifice in French Defence, 1996**

1. d4 e6 2. e4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. f4 c5 6. c3 Nc6 7. Ndf3 Qb6 8.
Ne2 cxd4 9. cxd4 f6 10. Nc3 Be7 11. Bd3 O-O 12. a3

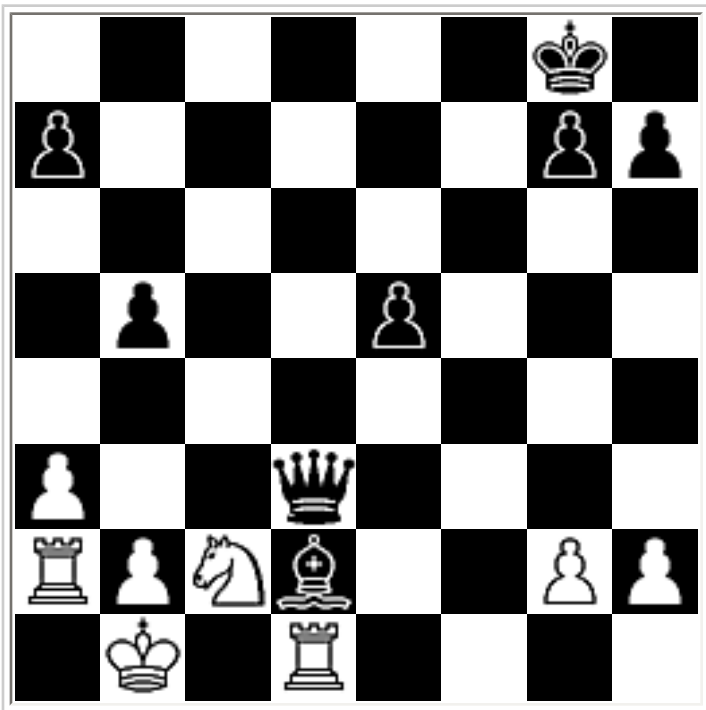




12... fxe5 13. dxe5 Ndx5!? 14. fxe5 Nxe5 15. Be2 Bd7!? 16. Nxe5!? Qf2+
17. Kd2 Qf4+ 18. Kc2 Qxe5 19. Bd3 d4 20. Ne2 Rf2 21. Kb1 Rc8 22. Re1
Bb5 23. Bxb5 Qxb5



24. Nxd4?! Rxc1+ 25. Qxc1 Qd3+ 26. Nc2 Bg5 27. Qd1 Rd2 28. Qxd2 Bxd2
29. Rd1 b5 30. Ra2 e5



0-1

Back to [Chess Coaching Page](#)

This document (club4.html) was last modified on 1 Oct 96 by



[Dr. Dave](#)

Exeter Chess Club: Club Games - Andrew Pickering at work

Andrew Pickering at work

Taylor, M (1605) - Pickering, A (2000) (1503) [A21] Exeter vs. Rainham

1. c4 e5 2. g3

[2. Nc3]

2... f5 3. Bg2 Nf6 4. e3

(This is a good formation, going for a central roller, but obviously you need to look out for weak squares)

4... Nc6 5. Nc3 g6 6. d4 e4 7. f3

(could have been saved up; Black isn't playing ...d5 yet)

7... exf3 8. Nxf3

(White has a central pawn but must aim at e2-e4)

8... d6 9. O-O Bg7 10. b3 O-O 11. Bb2 Re8

(highlighting the down side of Bb2)

12. Re1 Bh6



(Black now formed the plan of putting a Knight on d3 supported by the Pawn on e4. What Pawn on e4? Watch!)

13. d5 Ne5 14. Nxe5 dxe5 15. Qd3 e4 16. Qd4 Bg7 17. Ne2 Qe7 18. Qd2 Ng4 19. Bxg7 Qxg7 20. Nd4 Ne5

(getting there)

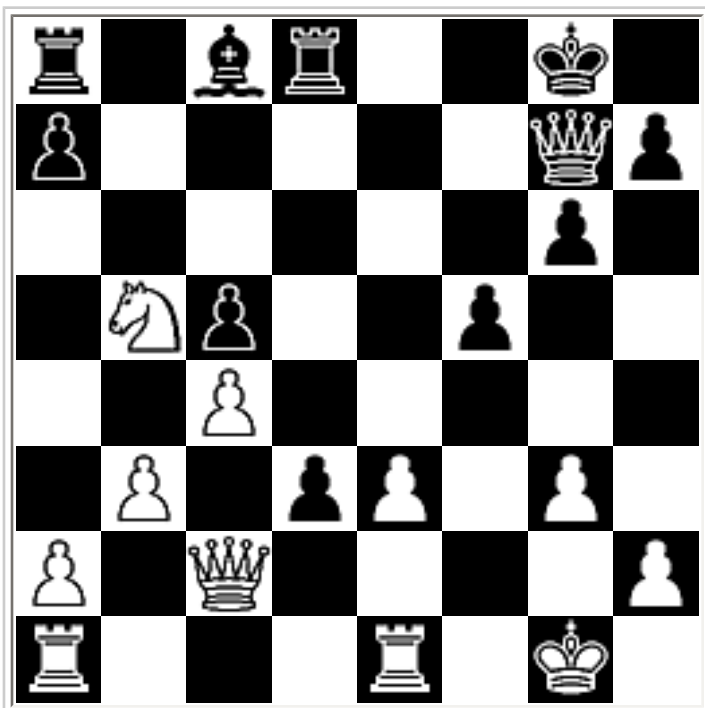
21. Bf1 c5

(I think this move is a nice example of why Andrew is better than most of us. Black has a great Knight and no weaknesses, but has no other assets and no obvious way of making use of the Knight. This move, seeking open lines, suddenly opens up all sorts of possibilities for the Rooks and Bishop.)

22. dxc6

[22. Nb5]

22... bxc6 23. Be2 Rd8 24. Qc2 c5 25. Nb5 Nd3 26. Bxd3 exd3



Black is winning.

27. Qc3 Qe7 28. Qd2 Bb7 29. Nc3 Rd6 30. Kf2 Re8 31. Rad1 Qf6 32. Nb5 Rdd8 33. Qc3

[33. Nxa7 Ra8 34. Nb5 Qc6 35. e4 Rxe4]

33... Qc6 34. e4 fxe4

[34... Rxe4]

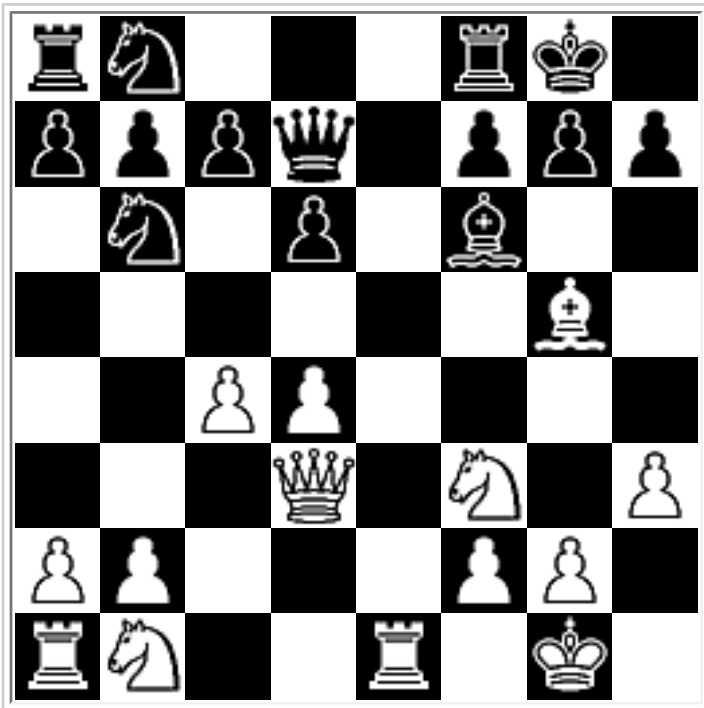
35. Re3 Rf8+ 36. Kg1 a6 37. Na3 Qd7 38. Nb1 Qg4 39. Rde1 Rf3 40. Qd2 Rdf8 41. Nc3 Qf5 42. Nd1 Rf1+ 43. Kg2 Bc8 44. g4 Qxg4+ 45. Rg3 Qf5 46. Qe3 Bb7 47. Rg5 Qf6 48. Rxc5 Rxe1 49. Qxe1 e3+ 50. Rd5 Qf3+ 51. Kg1 Bxd5 52. cxd5 d2 0-1

Pickering, A (2000) - Belt, M (1775) [B03] Exeter Rooks vs. Exmouth, 1995

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 exd6 6. Nf3 Be7

[6... g6]

7. h3 Bf5 8. Bd3 Qd7 9. O-O O-O 10. Re1 Bxd3 11. Qxd3 Bf6 12. Bg5



12... Nc6 13. Bxf6 gxf6 14. Nbd2 d5 15. c5 Nc8 16. Nf1 N8e7 17. Ng3 Rae8 18. Nh5 Qf5 19. Qxf5 Nxf5 20. Nxf6+ 1-0

Keely, L (2000) - Pickering, A (2000) [B93] Exeter vs. Huddersfield, National Major Plate, 1996

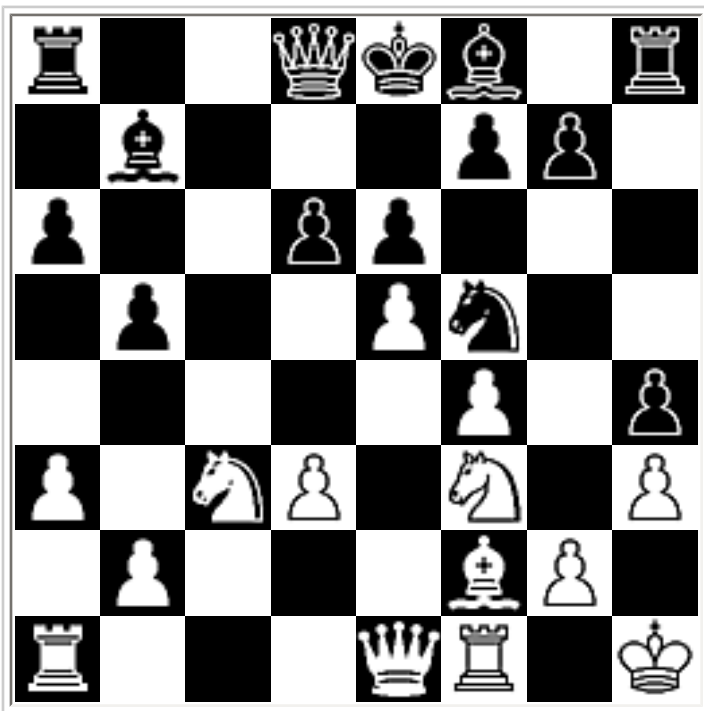
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e6 7. Bd3 b5 8. O-O Bb7 9. a3

[9. Qe1]

9... Nbd7 10. Kh1 Nc5 11. Qe1



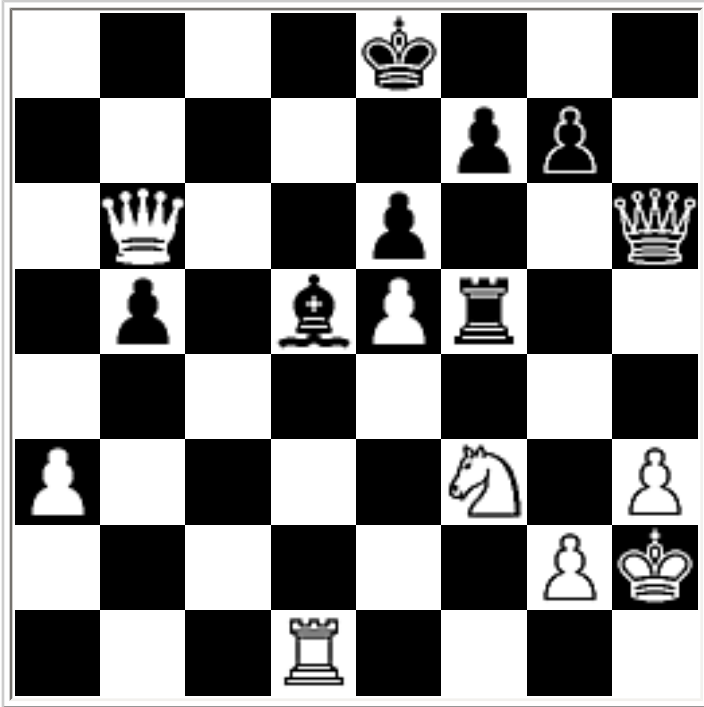
11... h5!? 12. Nf3 h4 13. e5 Nxd3 14. cxd3 Nd5 15. h3 Ne7 16. Be3 Nf5 17. Bf2



17... Rc8

[17... Bxf3!? 18. gxf3]

18. Nd4 Ng3+ 19. Bxg3 hxg3 20. Nf3 dxe5 21. fxe5 Qxd3 22. Qxg3 Rc4 23. Rad1 Qe3 24. Kh2 Rh5
25. Rfe1 Qh6!? 26. Re2 Bxa3 27. Nxb5 axb5 28. bxa3 Rc3 29. Red2 Bd5 30. Qg4 Rc4 31. Rd4 Rxd4
32. Qxd4 Rf5 33. Qb6



33... Rxf3 34. Qxb5+ Ke7 35. Qb4+ Ke8 36. gxf3 Qe3 37. Qb8+ Ke7 38. Qd6+ Ke8 39. Qb8+ Ke7
40. Qb4+ Ke8

(Time control)

41. Qd2 Qxf3 42. Rb1 Qe4 43. Re1 Qf3 44. a4 Qa3 45. a5 Qf3 46. a6 Qa3 47. Qe2 Qa4 48. Rf1
Bc4?? 49. Rf4 Qa2 50. Qxa2 Bxa2 51. Rd4 1-0

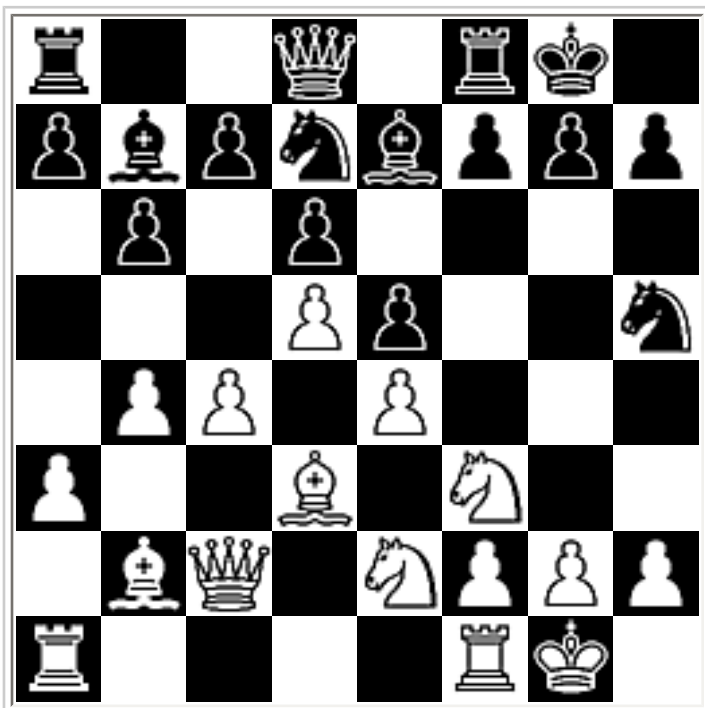
Opochensky Karel - Nimzowitsch Aaron (3) [A50] It, Marienbad (Czech Republic), 1925

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 b6 5. e4 Bb7 6. Bd3 Nc6 7. Nf3



7... Be7

Hoping to keep the dark-squared Bishop while still "muzzling" the Pawns. **8. a3 d6 9. O-O e5 10. d5**
 "The muzzling." **10... Nb8 11. b4 Nbd7 12. Bb2 O-O 13. Ne2? Nh5**



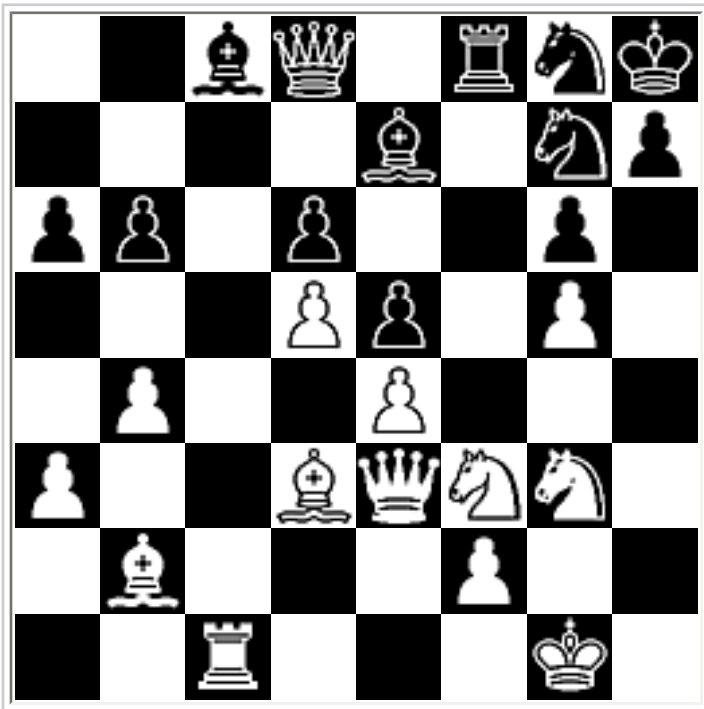
Nimzo says that White should attack on the Q-side - and this move loosens the centre, since ...c6 is now strong. Nimzo now tempts White to further excesses on the King's-side, expecting that Black's counterplay must be sufficient.

14. Qd2 g6 15. g4 Ng7 16. Ng3 c6 17. Qh6 Rc8 18. Rac1 a6

Black wants to play ...c6xd5 when it cannot be met by e4xd5.

[18... cxd5 19. exd5 f5 20. gxf5 gxf5 21. Kh1]

19. Rfd1 Rc7 20. h4 cxd5 21. cxd5 Rxc1 22. Rxc1 Nf6 23. Nh2 Kh8 24. Qe3 Nd7 25. Nf3 Nf6 26. Nh2 Ng8 27. g5 f6 28. Nf3 fxe5 29. hxe5 Bc8



White is running short of steam...

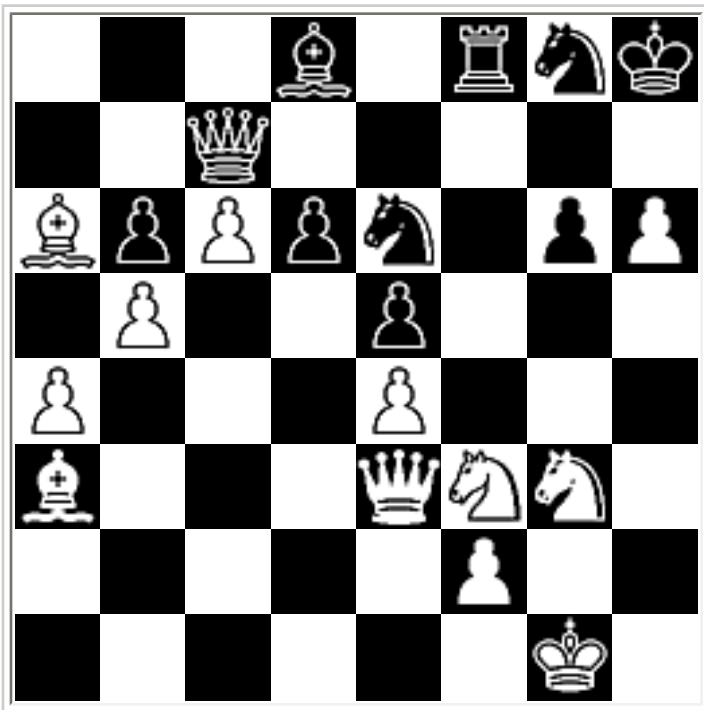
30. Rc6!?

...but not ideas!

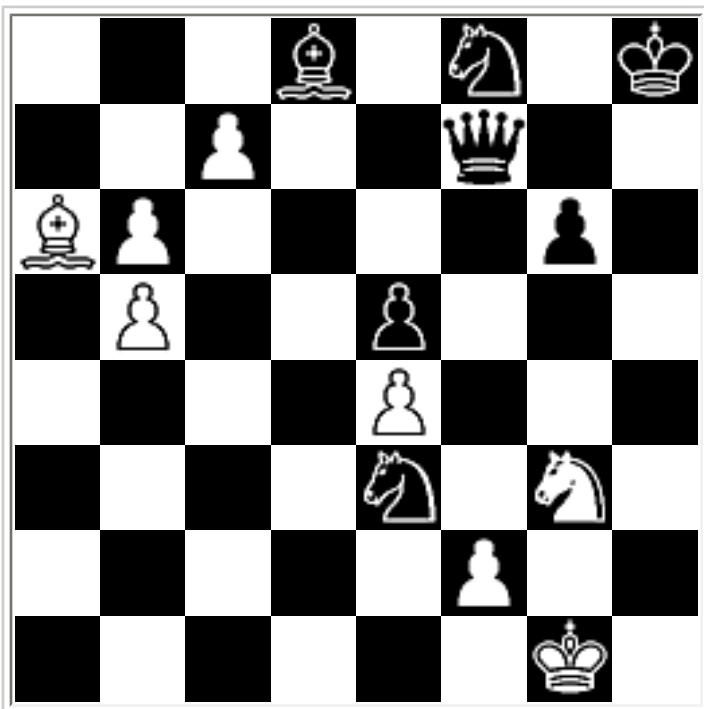
30... Bd7 31. Bxa6 Bxc6 32. dxc6 Qc7 33. b5 h6!

Black sheds a Pawn to get organised.

34. gxh6 Ne6 35. a4 Bd8 36. Ba3



36... Qf7 37. Nxe5 dxe5 38. Bxf8 Nxf8 39. a5 Nxb6 40. axb6 Ng4 41. c7 Nxe3



42. c8=Q

[42. cxd8=Q]

42... Qf3 43. fxe3 Qxg3+ 0-1

Back to [Chess Coaching Page](#)



This document (club5.html) was last modified on 1 Oct 96 by

[Dr. Dave](#)

Exeter Chess Club: Simple Chess for Club Players

Mark Blackmore

The aim of this session is to suggest some simple rules for how to get from 100 grade to the dizzy heights of 150. If applied firmly, I am convinced they will lead to better results without any extra study.

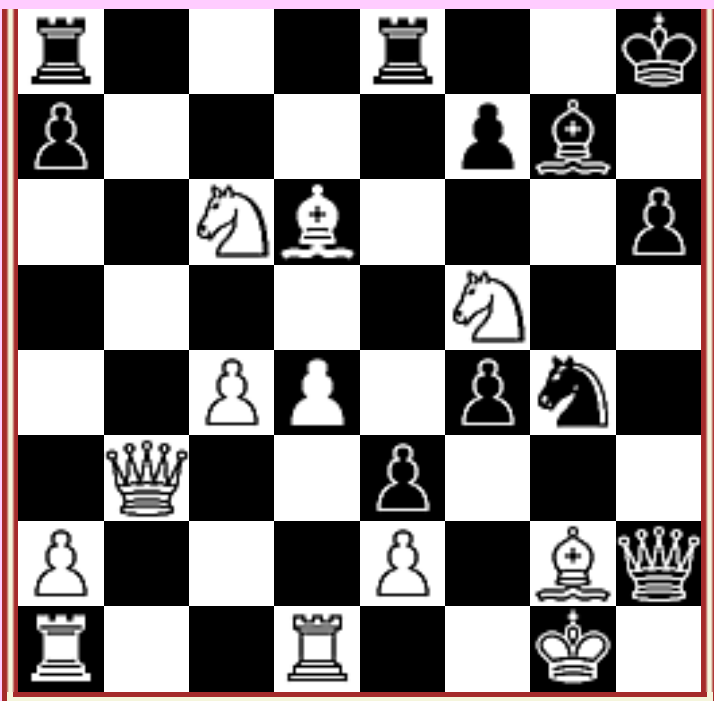
This first game is more or less the opposite of how you ought to model your play: an unattainable standard of mayhem...

Ivanchuk,V - Yusupov,A [E67] (cm 1/4), 1991 [MB]

1.c4 e5 2.g3 d6 3.Bg2 g6 4.d4 Nd7 5.Nc3 Bg7 6.Nf3 Ngf6 7.O-O O-O 8.Qc2 Re8 9.Rd1 c6 10.b3 Qe7 11.Ba3 e4 12.Ng5 e3 13.f4



13...Nf8 14.b4 Bf5 15.Qb3 h6 16.Nf3 Ng4 17.b5 g5 18.bxc6 bxc6 19.Ne5 gxf4 20.Nxc6 Qg5 21.Bxd6 Ng6 22.Nd5 Qh5 23.h4 Nxh4 24.gxh4 Qxh4 25. Nde7+ Kh8 26.Nxf5 Qh2+



That's the first move I've expected so far!

27.Kf1 Re6 28.Qb7 Rg6 29.Qxa8+

[29.Bxf4 Qxf4+ 30.Kg1 Qh2+ 31.Kf1 Qh1+ 32.Bxh1 Nh2+ 33.Ke1 Rg1#]

29...Kh7 30.Qg8+ Kxg8 31.Nce7+ Kh7 32.Nxg6 fxc6 33.Nxg7 Nf2 34.Bxf4 Qxf4 35.Ne6 Qh2 36.Rdb1 Nh3 37.Rb7+ Kh8 38.Rb8+ Qxb8 39.Bxh3 Qg3 0-1

Wonderful, exciting chess - but not, I believe, the way to get results. In fact, not even Yusupov believes this is the way to get results - this was actually a quickplay tie-break where nerves count as much as chess. Normally, Yusupov prefers the bear-hug.

Fischer, although very sharp, was also a very strong positional player, achieving good results with apparently straightforward means. As an example, we can cite:

Fischer - Panno, 1970

1.c4, Black resigns

After a solid opening by White, Black found he was unable to organise a defence. This illustrates how you needn't do anything very complicated to win games, just

applying good sense may be enough.

Let's see that approach at work in a slightly longer game.

Fischer - Spassky WCh [D59] (we (6), 1972 [MB])

1.c4 e6 2.Nf3 d5 3.d4 Nf6 4.Nc3 Be7 5.Bg5 0-0 6.e3 h6 7.Bh4 b6 8.cxd5
Nxd5 9.Bxe7 Qxe7 10.Nxd5 exd5 11.Rc1 Be6 12.Qa4 c5 13.Qa3 Rc8 14.
Bb5 a6 15.dxc5 bxc5 16.0-0 Ra7 17.Be2 Nd7 18.Nd4 Qf8



19.Nxe6 fxe6 20.e4! d4 21.f4 Qe7 22.e5 Rb8 23.Bc4 Kh8 24.Qh3 Nf8 25.
b3 a5 26.f5 exf5 27.Rxf5 Nh7 28.Rcf1 Qd8 29.Qg3 Re7 30.h4 Rbb7 31.e6
Rbc7 32.Qe5 Qe8 33.a4 Qd8 34.R1f2 Qe8 35.R2f3 Qd8 36.Bd3 Qe8 37.Qe4
Nf6 38.Rxf6 gxf6 39.Rxf6 Kg8 40.Bc4 Kh8 41.Qf4 1-0

This game makes chess seem so smooth, so easy - even so attainable.

If nothing else it should reinforce the importance of positional sense. Why did Gary Lane beat us all in the Simul., without seeming to do anything remarkable? I think one of the biggest obstacles to good positional play is muddy thinking - and I think there are three rules to avoid muddiness and improve your game.

Blackmore, M - Lane, P [C02] (Exeter Club Ch'p (6)), 1997 [MB]

The three rules of good positional play:

- (1) respect your opponent (don't play for cheapos)
- (2) ask yourself: what will the reply be?
- (3) think about a move before you make it - not after (Taimanov).

From Game 1 we can add Rule (0): don't hack!

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Bd7 6.Bd3 Rc8 7.a3 f6 8.O-O fxe5 9.Nxe5 Nf6

Illustrating the importance of rules (1) and (2). Peter was never going to miss the cheapo, so what else would he play?

[9...cxd4 10.cxd4 Nxd4 11.Qh5+]

10.Bg5 c4 11.Bxf6 Qxf6

Rules (1) and (3): White sees an opportunity to prevent Black from castling.

12.Nxd7 Kxd7 13.Bc2 Bd6 14.f4

Rule (2).

14...Kc7

The Black King is perfectly OK here.

15.a4 Rule (2) again:

15...Rcf8 If White was hoping for ...a5 he was disappointed.

16.Na3 Rule (2) again: what one-move threat does this move make, and what one-move reply is at least adequate?

16...a6 17.b4 Rule (2): White again is hopeful (...cxb3 e.p.)

17...Bxf4 18.Qg4 Rule (2): does this move really embarrass Black?

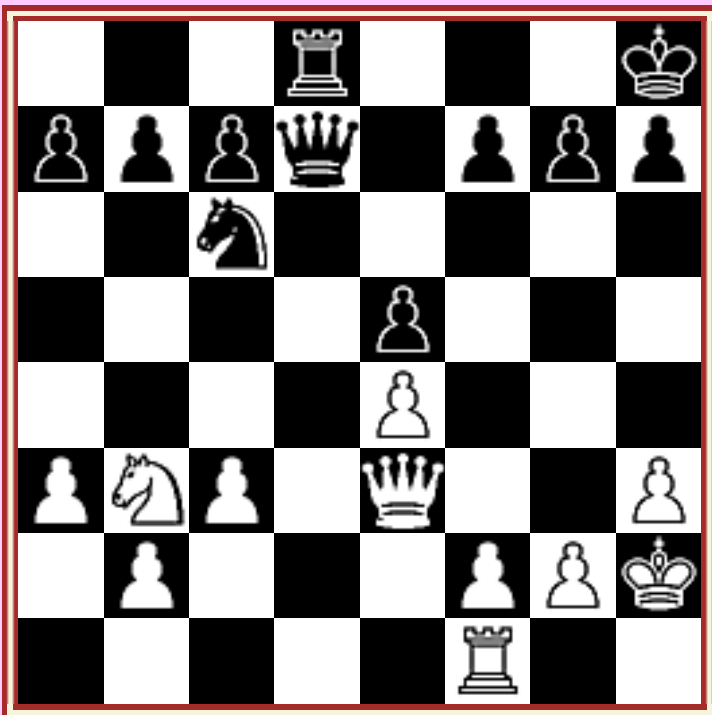
18...Be3+ 0-1

Of course, you can argue that I was always going to lose to Pete, but I think my point stands. If I'd followed my own rules, I would at least have put up a better fight.

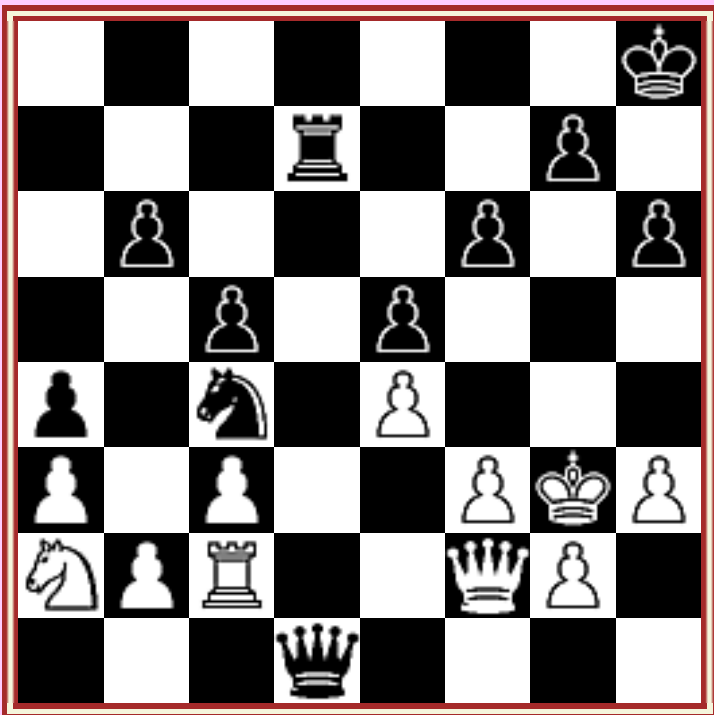
Ayress - Blackmore, M [C02] (5), 1997

The way to improve, I believe, is to do simple things well. Solid, harmonious moves, emphasising good piece play and good defence, provides the best basis for attacking and can win games just on its own merits. The ability to do this is, I am convinced, the main difference between a 100-grade and a 150-grade player.

1.e4 e5 2.Nf3 Nc6 3.c3 Nf6 4.d3 Be7 5.Be2 0-0 6.0-0 d6 7.Nbd2 Bg4 8.h3 Bh5 9.Nh2 Bxe2 10.Qxe2 d5 11.a3 dxe4 12.Nxe4 Nxe4 13.dxe4 Bc5 14. Be3 Qe7 15.Rad1 Rad8 16.Nf3 Kh8 17.Rd2 Rxd2 18.Nxd2 Rd8 19.Kh2 Bxe3 20.Qxe3 Qd7 21.Nb3



Without trying at all hard, Black has been gained a nice juicy open file. **21...b6 22. f3 a5 23.Rf2 Qd1 24.Nc1 f6 25.Re2 a4 26.Re1 Qd7 27.Re2 Na5** Adding to his collection of advantages. **28.Qf2 h6 29.Qe3 Nc4 30.Qf2 Qd1 31.Na2 c5 32. Rc2 Rd7 33.Kg3**



33...Rd2 34.Rxd2 Nxd2 winning because of the embarrassed White Knight. But it gets better: **35.Kg4 Nxe4 36.Qe3 Qd7+ 37.Kh4 g5+ 38.Kh5 Ng3+ 0-1**

Now here I obeyed all the rules and the game fell into my lap. Do the same, along with plenty of practice and you'll find you've picked up a lot of the basic positional stuff Dave keeps banging on about.

I'm convinced your results will improve.

Back to [Chess Coaching Page](#)

This document (simple.html) was last modified on 11 Feb 98 by



[Dr. Dave](#)

Exeter Chess Club: Towards Simpler Chess

...or, Walk before you run!

"(There has been) created a large population of people ... who have been educated far beyond their capacity to undertake analytic thought." - Sir Peter MEDAWAR, The Art of the Soluble, p.90.

"The reason that Capablanca was supreme during this period was not that his way of playing was more correct than that of his opposition, just that he was more effective in his execution of strategy. ... (Capablanca was) ruthless at exploiting the positional errors which his opponents continued to make in relatively simple positions. Reti, Nimzovitch and Breyer all greatly excelled Capablanca in imagination ... Alas, they lived in the age of Capablanca, the perfect chess machine, whose remorseless play seemed more than an argument against new ideas." - Bill HARTSTON, Kings of Chess, p.101.

"For players in your situation, I recommend studying classical positional chess and improving tactical vision." - GM Nigel DAVIES, to DR, personal communication.

A slightly provocative session, this, I think. I was prompted to put together these games partly through the last comment quoted above, but also two other observations:

1. How often club games (especially by juniors) are decided through **simple tactical errors**
2. How many games I had seen hypermodern openings treated effectively by **contemptuous attacking play**
3. How many times I had missed the **strategical** point of a position

The moral I think, is make sure you can walk before you run. There's not much point in studying the delicate handling of complex Ruy Lopez or Nimzo-Indian positions if you keep dropping pieces. A player with a plan will always beat one without, and it may be a simple plan will do fine.

Here, then, are a few games where the more simple-minded player wins, and fit one of the second two classes; it may be you can supply a couple of games decided through tactical errors?

- [\(31\) Charity,A - Teichmann,E \[B09\]](#) Hack your way to Success, or, if you want to lose to someone graded way below you, what should you do?
- [\(73\) Oddie,A - Cock,J \[B88\]](#) Hack your way to Success II, or, play with a plan, however

straightforward!

- [\(9\) Capablanca,J - Reti,R \[C14\]](#) Doing simple things well.
- [\(47\) Clissold,R \(1755\) - Regis,D \(1740\) \[A01\]](#) Playing with, and without, a plan.
- [\(45\) Booth,C \(1800\) - Regis,D \(1825\) \[A42\]](#) Missing the point.

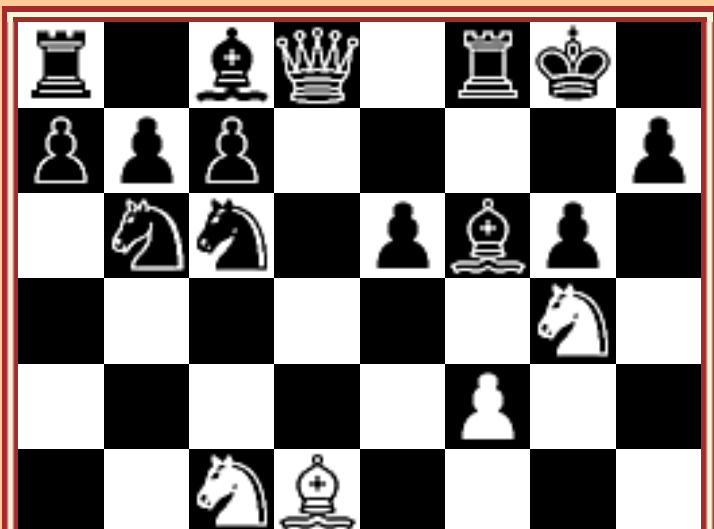
(31) Charity,A - Teichmann,E [B09]

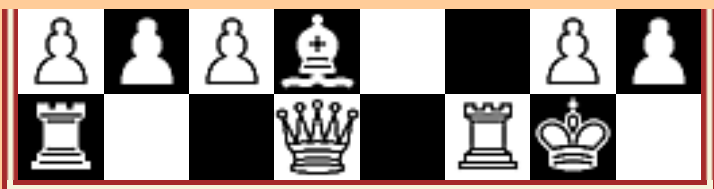
(Cambridge Open), 05.1980 [*DR (Dragon 1980)*]

1.e4 g6 2.d4 Bg7 3.Nc3 d6 4.f4 Nf6 5.Nf3 0-0



White plays a direct attacking line against Black's hypermodern opening. **6.Bd3 Nc6 7.e5 dxe5 8.dxe5 Nd5 9.Bd2 Nb6 10.0-0 f6 11.exf6 Bxf6 12.Ng5 e6**



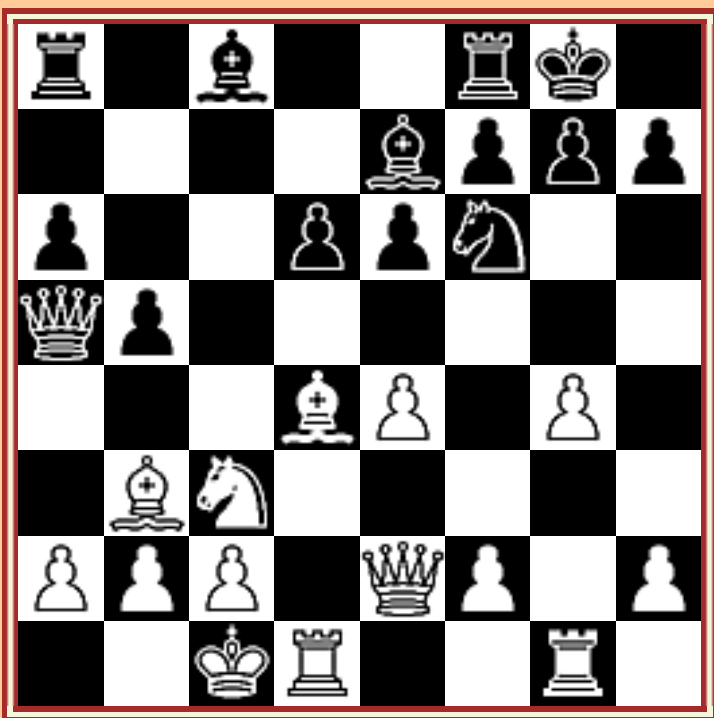


(Wild cheering from crowd, etc.) 13.Nxh7 Kxh7 14.Qh5+ (at this point Erik ceremoniously tore up his score sheet) 14...Kg8 15.Qxg6+ Bg7 16.Qh7+ Kf7 17.Bg6+ Ke7 18.Qxg7+ Kd6 19.Ne4+ Kd5 20.Qc3 Qe7 21.Qb3+ Nc4 22.Qb5+ Kd4 23.Bc3+ (Resigns)[23.Bc3+ Ke3 24.Rae1#] 1-0

(73) Oddie,A - Cock,J [B88]

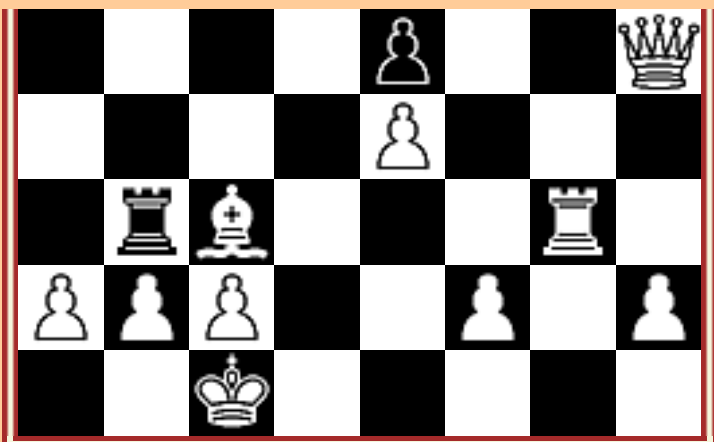
(Cambridge vs. Hertford), 1970 [AJO Dragon 1971]

1.e4 c5 2.Nf3 d6 3.d4 "Isn't this like a cheap trap?" Bent Larsen. 3...cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Bc4 e6 This was the first open Sicilian I had played for six years. At lunch on the day of the match I was instructed by AH Williams how to deal with this system: "Develop your lumps, play P-g4-g5, Qh5, R-d3-h3 and Qxh7 mate". 7.Bb3 Be7 8.Be3 0-0 9.Qe2 a6 10.0-0-0 Nxd4 11.Bxd4 Qa5 12.Rhg1 b5 13.g4



13...b4 14.g5 Ne8 15.Qh5 bxc3 16.Rd3 e5 17.Bxc3 Qc7 [17...g6 18.Qh6 Qc7 19.f4 exf4 20.Ba4 Bd7 21. Rh3 Bxh3 22.Bxe8 f6 23.Bxg6 Bd8 24.gxf6] 18.g6 hxg6 19.Rxg6 Rb8 20.Rdg3 Rxb3 21.Rh6 g6





[21...Bg5+ 22.Rxg5 g6 23.Rh8+ Kg7 24.Qh6+ Kf6 25.Rxg6+ fxg6 26.Qxf8+ Qf7 27.Qxf7+ Kxf7 28. axb3] **22.Rhxg6+ fxg6 23.Qxg6+ 1-0**

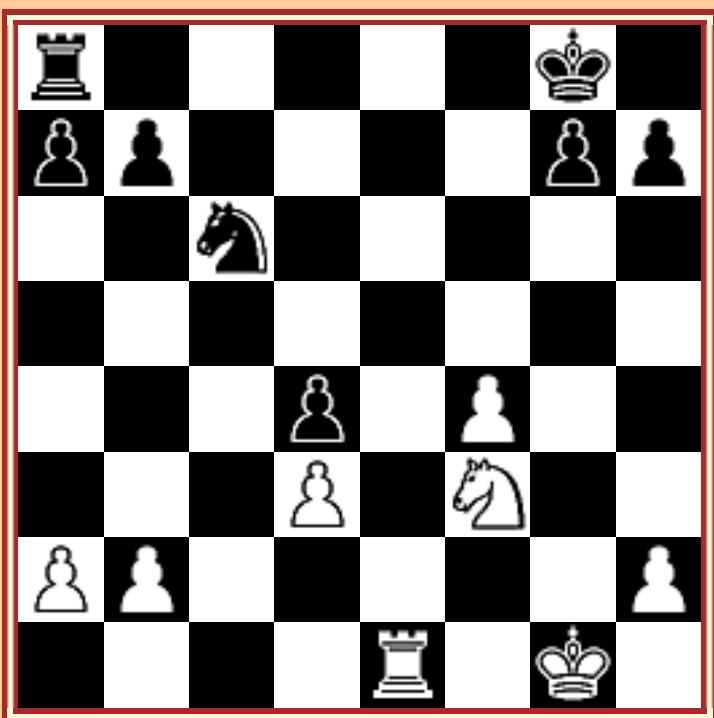
(9) Capablanca,J - Reti,R [C14]

New York (21), 1924

It is important to study this game to answer two questions:

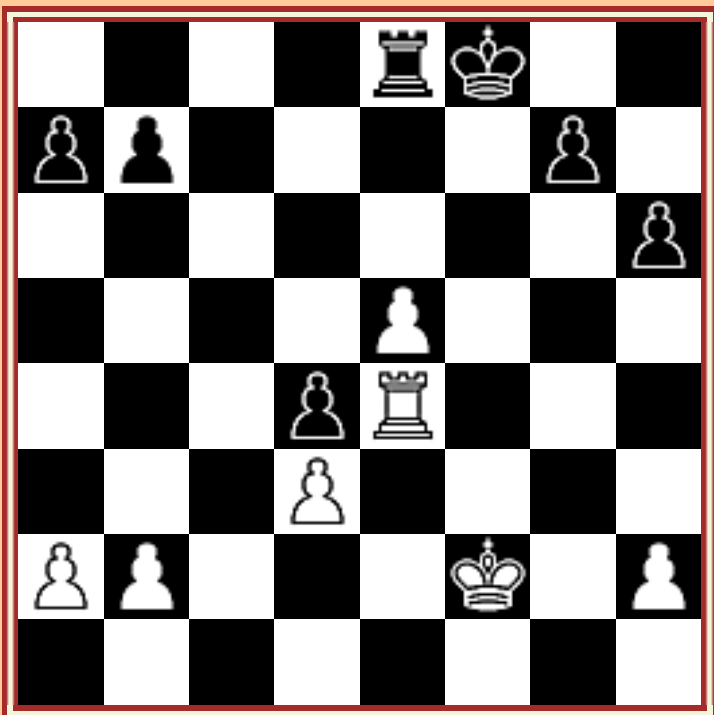
- (1) Why is White winning in the final position? and
- (2) Where did Black go wrong?

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.Bxe7 Qxe7 7.Qd2 0-0 8.f4 c5 9.Nf3 Nc6 10.dxc5 Nxc5 11.Bd3 f6 12.exf6 Qxf6 13.g3 Bd7 14.0-0 Nxd3 15.cxd3 Be8 16.Rfe1 Bg6 17.Nb5 e5 18.Nc3 d4 19.Ne4 Bxe4 20.Rxe4 exf4 21.Rxf4 Qd6 22.Re1 Rxf4 23.Qxf4 Qxf4 24.gxf4

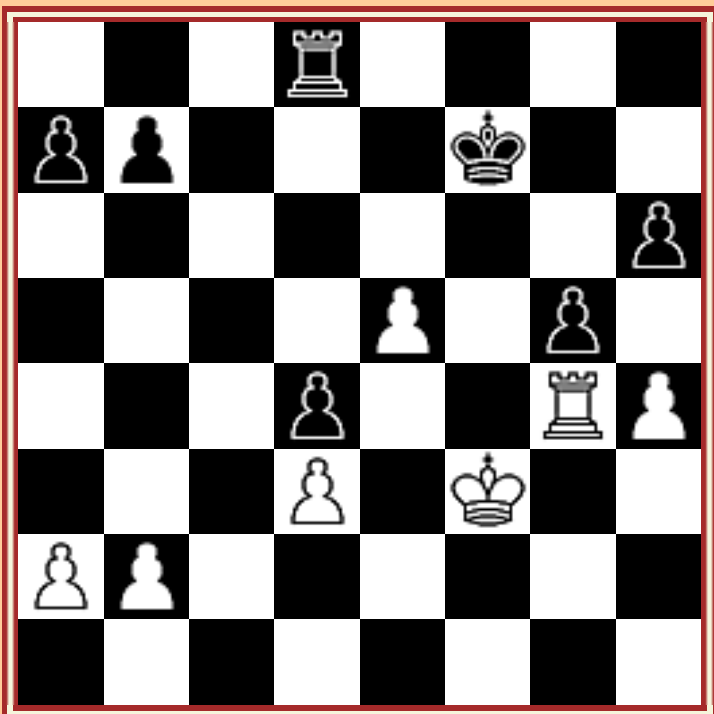


An endgame has arisen in which White may appear to have looser Pawns, although the Pd4 is easier to

attack. This is the sort of 'simple' position at which Capa excelled, and while you may be able to predict the result of this game, can you guess how it is decided? **24...Kf8 25.Re4 Re8 26.Kf2 h6 27.Ne5 Nxe5 28.fxe5**



White's "loose" f-Pawn has become a passed e-Pawn. **28...Kf7 29.Kf3 Rd8 30.Rg4 g5 31.h4**

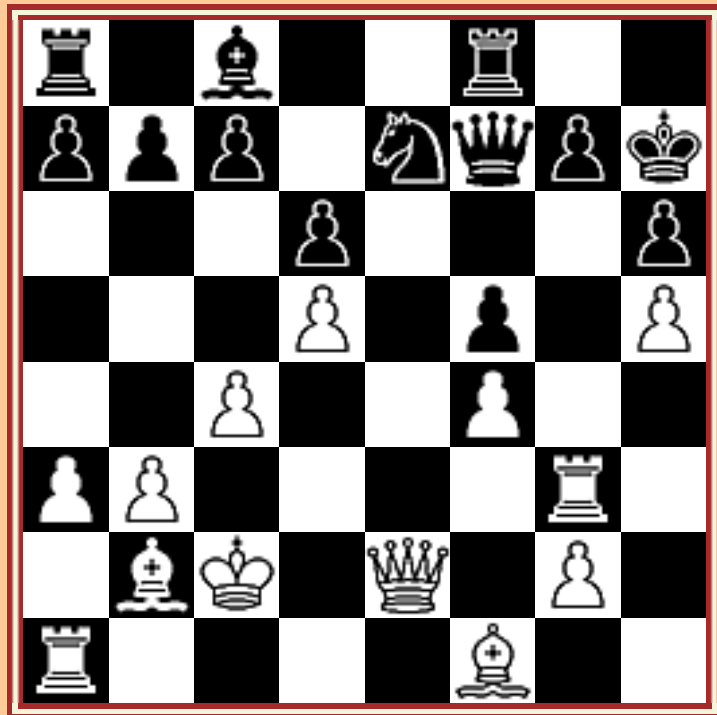


31...Kg6 32.hxg5 hxg5 33.Ke4 Kh5 34.Rg1 Kh4 35.e6 g4 36.e7 It is hard to imagine at move 24 that the game would end so suddenly and through such apparently simple means; and if this position at move 24 is bad for Black, where should Black have deviated? Reti, it must be remembered, was an endgame artist of some note. **1-0**

(47) Clissold,R (1755) - Regis,D (1740) [A01]

(Devon vs. Cheshire II) (1/4), 1993

1.b3 This is far from a one-idea opening, but my opponent said he often interpreted it as such - and with cooperation from Black like I gave him, whose to argue? **1...e5 2.Bb2 Nc6 3.c4** [3.e3 (or 3 g3) 3...d6 (the main lines involve 3...Nf6 and 4...d5)] **3...f5** (better must be ...Nf6 or ...d6) **4.e3 Nf6 5.d4** ?! [5. Nf3 d6 6.Be2 Be7 7.0-0 0-0 8.d4 e4 9.Ng5 +- BCO] **5...exd4** [5...d6 6.Nf3 e4 7.d5] **6.exd4 Bb4+ 7.Nd2 Ne4 8.Ngf3 Qe7 9.Qe2 0-0 10.a3 Nxd2** [10...Bc3 =/+ Fritz] **11.Nxd2 Bxd2+ 12.Kxd2 Qg5+** [12...Re8 = Fritz] **13.Kc2 Ne7 ?** [13...Rf7 14.Re1 Re7 15.Qd1 d6 16.d5 Ne5] **14.h4 Qf6 15.d5 Qf7 16.h5 h6 17.f4 d6 18.Rh3 Kh7 19.Rg3**

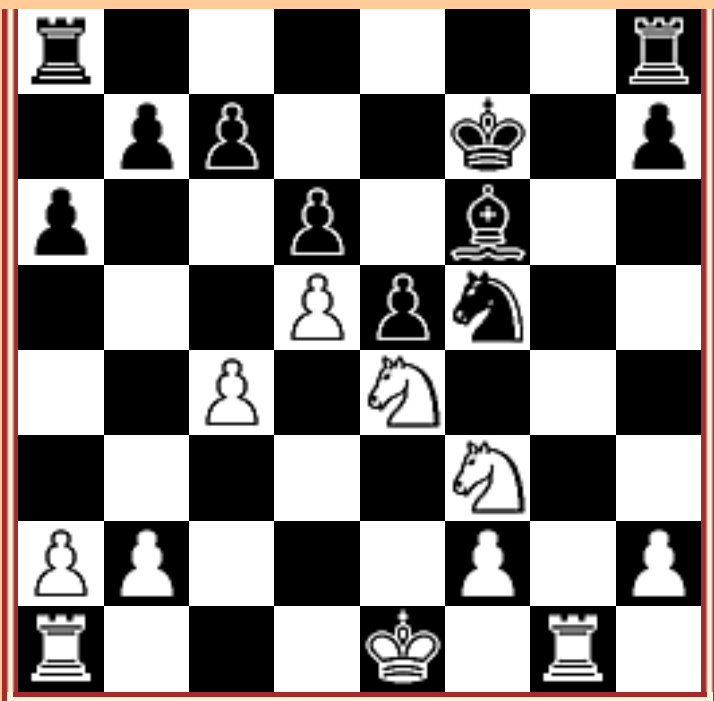


The one idea fulfilled. **19...g5 20.Re1 Ng8 21.fxg5 hxg5 22.Rxg5 Nf6 23.Rg6 Ne4 24.Rg7+ Qxg7 25. Bxg7 Kxg7 26.Qf3 Bd7 27.Bd3 Rae8 28.Bxe4 fxe4 29.Qg3+ Kh8 30.Qg6 e3 31.Qh6+ Kg8 32.Rxe3 Rf2+ 33.Kc3 Rxe3+ 34.Qxe3 Rxg2 35.Qxa7 Rg3+ 36.Kb4 c5+ 37.dxc6 Bxc6 38.Qb8+** (he was very proud of this game, and I wasn't) **1-0**

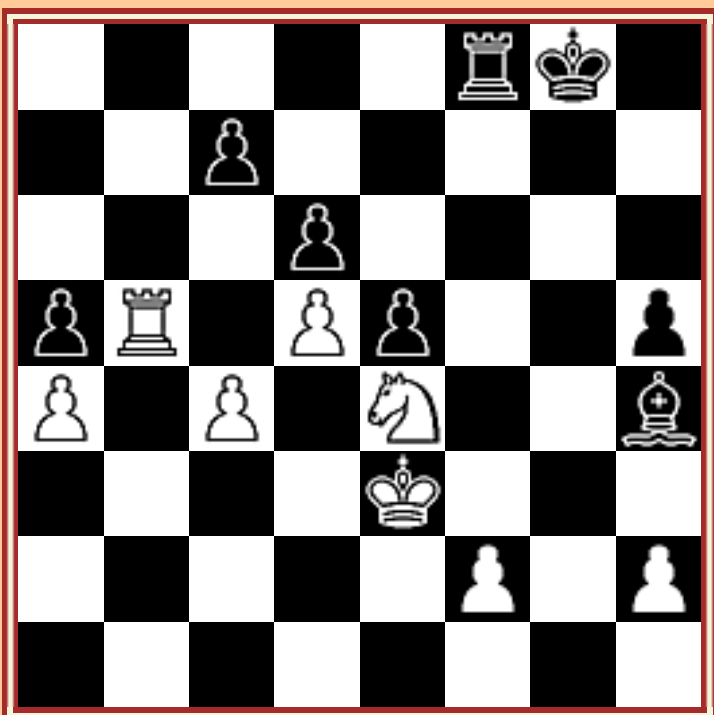
(45) Booth,C (1800) - Regis,D (1825) [A42]

National Major Plate Final, 1996

1.d4 g6 2.c4 Bg7 3.Nc3 d6 4.e4 Nc6 5.Be3 e5 6.d5 Nce7 7.g4 f5 8.gxf5 gxf5 9.Qh5+ Kf8 [9...Ng6 10. exf5 Qh4] **10.Bg5 Nf6 11.Bxf6 Bxf6 12.Bh3 a6 13.Nf3 Qe8 14.Qxe8+ Kxe8 15.Rg1 Kf7 16.exf5 Bxf5 17.Bxf5 Nxf5 18.Ne4**



This isn't totally straightforward because of the messy King's-side, but in all these King's Indian positions with a good Knight on e4, White can hope to saddle Black with a bad Bishop and break through with c5. I've known this for ages... **18...Rhg8 19.Kd2 Nh4 [19...Bh4] 20.Ke2 Nxf3 21.Kxf3 Raf8 22.b4 b6 23.a4 a5 [23...Bh4 24.a5] 24.Rxg8 Kxg8 25.bxa5 bxa5 26.Rb1 h5 27.Ke3 Bh4 28.Rb5**



Black is busted. **28...Rf4 29.Rxa5 Bxf2+ 30.Nxf2 Rxc4 31.Ne4 h4 32.Nd2 Rc3+ 33.Ke4 Kf7 34.Ra7 Kf6 35.a5 c6 [35...h3] 36.dxc6 Ke6 37.Rd7 Rxc6 38.Rd8 Rc3 39.Re8+ Kf7 40.Rh8 Ra3 [40...h3] 41.Nc4 Ra4 42.Kd5 Ra1 43.Rxh4 Rd1+ 44.Kc6 e4 45.Nxd6+ 1-0**

[RETURN](#) to menu page



This document (simpler.html) was last modified on 26 Jan 98 by

[David Regis](#)

Exeter Chess Club: Clock control for club players

Or, The Thirty-Third Piece

A. Introduction

Chess is played not with 32 pieces, but 33: the handling of the extra piece, the clock, sometimes being the deciding factor.

Time trouble is the most obvious manifestation of clock difficulties but there are other symptoms: I remember Brian Hewson being irritated just on principle that I had played an automatic move in a tense position - after the game it became clear that I had missed a mate in three at that point.

So, below I'll talk around time trouble but also time management in general, and what you might want to do about it. Often, simply diagnosing a problem is to start curing it.

- [A. Introduction](#)
- [B. Time trouble](#)
 - [B1. Causes of time trouble](#)
 - [Inadequate theoretical preparation](#)
 - [Inadequate practical preparation](#)
 - [A genuinely complicated game](#)
 - [Conscious entry into time trouble](#)
 - [Doubts concerning analysis](#)
 - [Doubts linked to own style](#)
 - [Doubts linked to opponent's style](#)
 - [Doubts linked to importance of the game](#)
 - [Doubts linked to previous course of the game](#)
 - [Doubts linked to own experience](#)
 - [B2. Effects of time trouble](#)
 - [Failure to react to changes in the position](#)
 - [Inclination towards obvious moves](#)
 - [Seeking exchanges](#)
 - [Postponing decisions](#)
 - [Playing safe and solid moves](#)
 - [Reliance on constant elements of the position](#)
 - [Less strategy, more tactics](#)
 - [Temptation to blitz the time-troubled opponent](#)
 - [B3. Treatment of time trouble](#)
- [C. Time management](#)
 - [C1. Regis, Hampton, 1993 \(Game 2\)](#)
 - [C2. Tal-Bronstein 1960 \(Game 6\)](#)
 - [C3. Botvinnik-Tal 1960 \(Game 7\)](#)
- [D. References](#)
 - [Game 1: \(59\) Korchnoi - Suetin \[C83\] Moscow \(XXVII USSR Ch.\), 1960](#)
 - [Game 2: Regis,D \(1935\) - Hampton,M \(1900\) \[E91\]](#)
 - [Game 3: Botvinnik ,M - Tal ,M \[E10\]: Match, Moscow \(Russia\) Match, Moscow \(Russia\) \(8\), 1960](#)
 - [Game 4: Gligoric,S - Tal,M \[A78\] Yugoslavia ct Yugoslavia ct \(4\), 1959](#)
 - [Game 5: Blackstock,L - Webb,S \[C09\] Borehamwood, 1977](#)

- o [Game 6: Tal, Mikhail, Bronstein, David, Baku ch-SU, 1961](#)
 - o [Game 7: Botvinnik, M \(2500\) - Tal, M \[E69\] WM Moskau, 1960](#)
-

B. Time trouble

Time trouble is time pressure that you cannot bear or want to be rid of: different players have different views about what is tolerable. The Grandmaster and psychologist Krogius gives a horror show of time trouble examples in his book on chess psychology. He classifies the examples as follows:

B1. Causes of time trouble

Inadequate theoretical preparation

Cures: better theoretical preparation (duh) but also improved experience: with more experience of different types of position you will have improved general assessment/intuition. It is an unrealistic goal to set yourself to be able to play any type of position, but if you have a weakness, work on it.

On the other hand it is not a complete cure: Bronstein has encyclopaedic knowledge, wonderful intuition... and a marked time trouble habit.

Inadequate practical preparation

Cures: more practice, practice at speed chess

A genuinely complicated game

"This is 'normal' time trouble and I have no intention of giving it up." - Botvinnik.

There is no doubt that some good players are prepared to put in a good half-hour or so in the early middlegame in the belief that the position deserves it and the expectation that it will be rewarded by an easier - maybe winning - game later.

I remember when Kramnik beat Kasparov on the Black side of a Semi-Slav he criticised Kasparov for making a move after only quarter of an hour or so. He said that this was too fast, and that he would have taken what the position deserved - *"maybe one hour"* (!).

Conscious entry into time trouble

In order to upset the normal run of events. - See Game 1.

Doubts concerning analysis

"Do not search for objectively the best move because frequently there is no such move. In most cases it is simply a matter of taste - simply look for a good move!" - Spielmann

In a complex position, do not always try to resolve it tactically, but maybe just play a good positional move. (Nimzovitch)

Cure: Have confidence in your own judgement and ability, at least the courage to learn from any mistake you might be making.

Doubts linked to own style

In World Championship matches Botvinnik very often fell into time trouble in complex, dynamic positions conjured up by those wizards of the chessboard, Bronstein and Tal. Bronstein's time trouble, by contrast, was in relatively simple positions where Botvinnik had a small - maybe insignificant - positional advantage.

Cure: Go for positions you feel at home in; study positions you need to feel at home in.

Doubts linked to opponent's style

e.g. against opponent who has a large plus score against you.

Cure: win a game...!

Doubts linked to importance of the game

e.g. this move is too important, I must be 110% sure...

Cure: put such thoughts aside if you can; play the board.

Doubts linked to previous course of the game

e.g. I should have won earlier: see Game 2

Cure: think about the position in front of you!

Doubts linked to own experience

e.g. a little knowledge dangerously distracting you from your own judgement

Cure: Have confidence in your own judgement and ability, at least the courage to learn from any mistake you might be making.

B2. Effects of time trouble

Failure to react to changes in the position Inclination towards obvious moves

Cure: Think if you can for a moment longer, try not to get in a rut of thinking.

Seeking exchanges
Postponing decisions
Playing safe and solid moves
Reliance on constant elements of the position

e.g grabbing back material too soon

Cure: To combat all of these tendencies, try to play the move that you think best meets the requirements of the position, not the requirements of your nerves.

Less strategy, more tactics

Cure: You do need to check for concrete traps, but as Nimzo says, you can sometimes short-circuit analysis of variations by a good positional move. This is appropriate even in quickplay finishes where you do not want to prolong the game.

Temptation to blitz the time-troubled opponent

Game 3: *"I made the last move instantaneously - as if seized by the time pressure of my opponent. I had formerly seen that I would win the exchange, but I had but to think a little; then I would have come up with the absolutely correct idea: the other Rook must go to c8 (winning the exchange but keeping the b7 Pawn.)"* - TAL

["Here it is: the hypnotic power of 'natural' moves!" - Krogius]

"It could be noticed from my opponent's expression that he had been rather surprised by the unexpected turn of events, but in spite of intense time pressure he successfully responded to the reversal of the conditions and immediately found the best continuation." - Tal

Cure:

"Instead, thoroughly analyse a plan several moves deep and play the moves rapidly" - Krogius

"Set a trap and play the moves rapidly." - Webb

It is even possible to use your opponent's propensity to time trouble: see Games 4 and 5

B3. Treatment of time trouble

"Time trouble is a completely surmountable difficulty... not only (through) training in chess technique, but chiefly with psychological training." - Krogius

Self-control is often a key to success in chess.

Follow the principal rules about chess thinking: what is my opponent's idea?

Diagnose your own causes of time trouble, and make a conscious attempt to develop your decisions and resilience in those circumstances.

Use your opponent's time: work out a provisional reply for each move, and use your opponent's time for looking at the clock

Botvinnik recommends playing training games where what you are trying to improve is use of time - making it more even or at least more appropriate to the position. He says that 90% of time trouble addicts can be cured using this method, although Averbakh adds "*if so, then it seems I am among the remaining 10%... and perhaps so is the author of the method...*"

C. Time management

You do see a variety of strategies for the use of time in club play: players who routinely use too much or too little time, players who have a marked "stop-go" cycle, and players who seem to be just haphazard in their use of time.

Undoubtedly you can't comment on this without respect to the position, but it is worth reflecting on your own patterns of chess play. I have routinely marked the times taken by myself and my opponent for years - a minor additional distraction and I have found it valuable food for thought. I believe it has led to me making better use of the clock, which is to say, to use time when I need to use it, and get on with it when I don't.

There are marked differences in the way people use the clock, but I might be permitted a general observation or two:

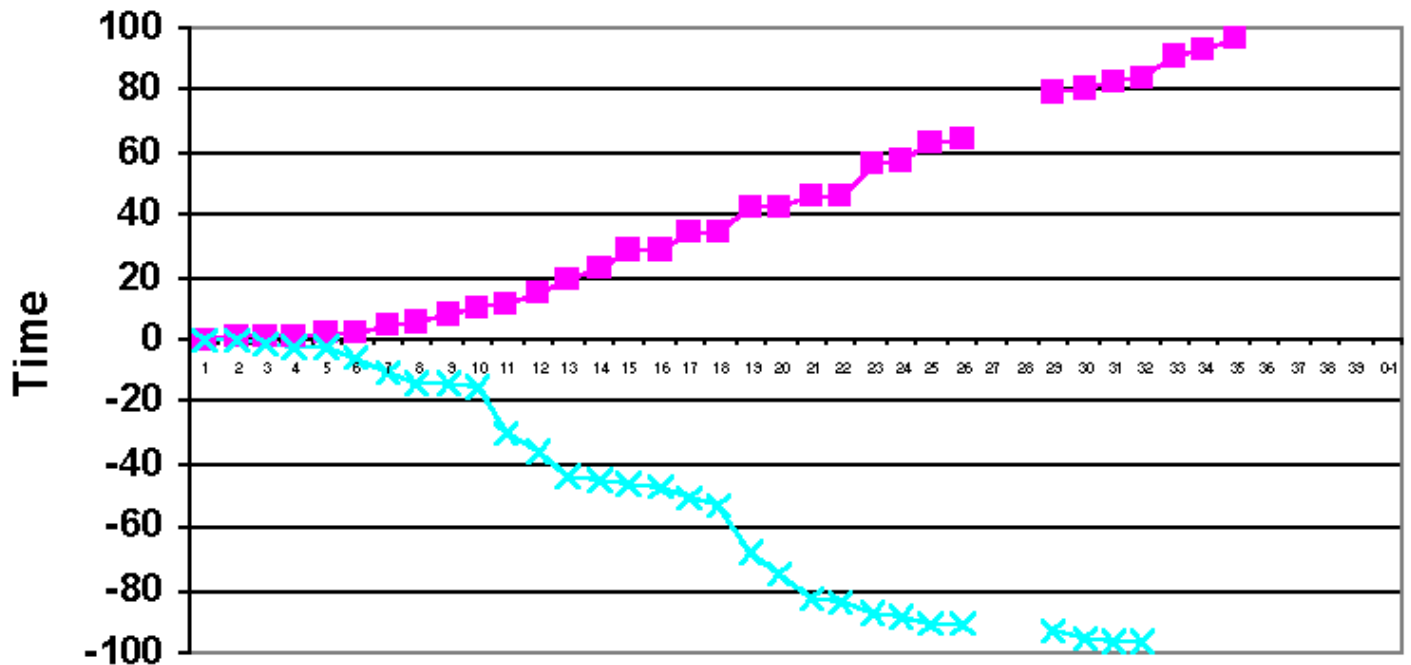
Better players use more of their time than worse ones. Moral: chess is hard, and the longer you think the better, provided you have something to think with - that is, you have an understanding of that type of position and have ideas about the issues at stake.

Better players think when they are supposed to: that is, when there is something to think about - as opposed to just dithering in a level position. They are better at judging the critical moments and turning points of a game, so that when they are short of time later, the moves may be easy to find because the game is decided by that point.

Here are a few natural histories of the chess clock:

C1. Regis, Hampton, 1993 (Game 2)

Regis-Hampton, 1993 - Total Time chart



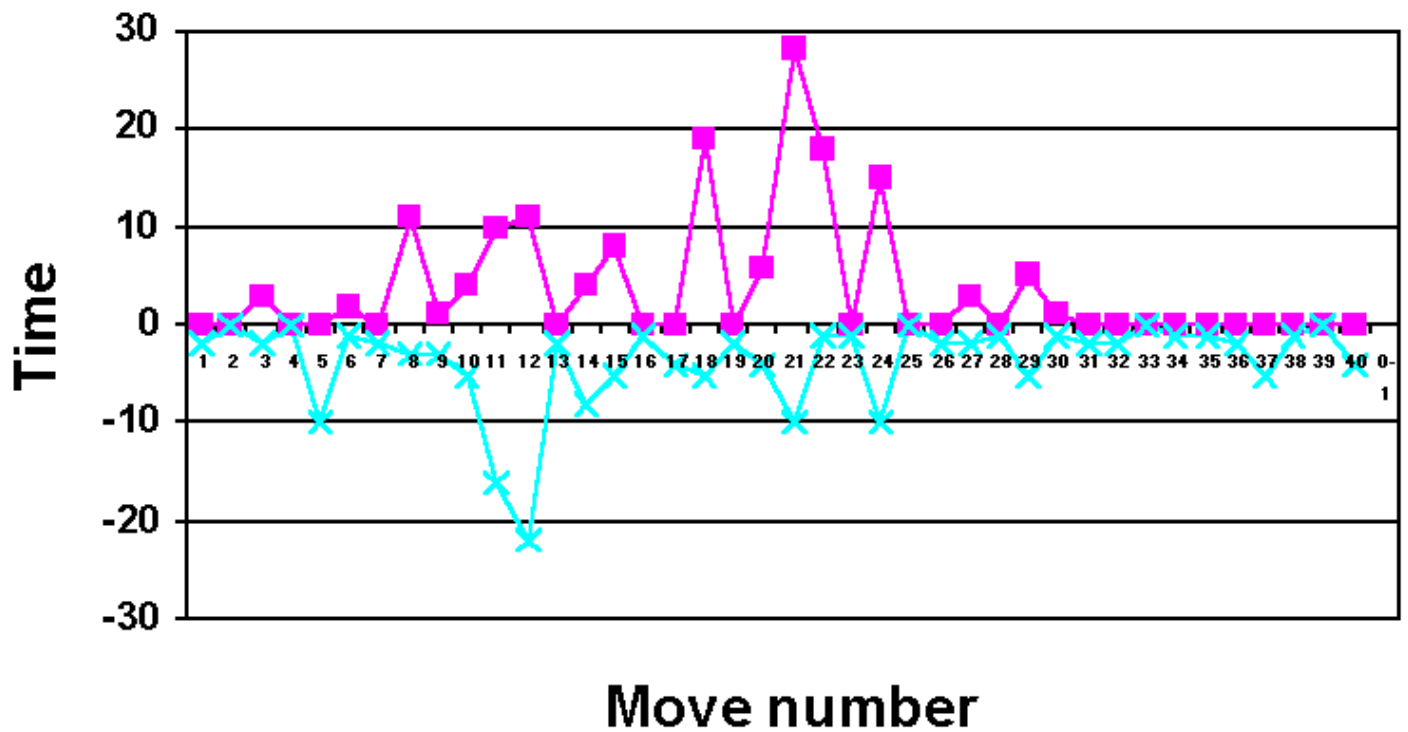
White's total elapsed time is shown above, and Black's below; control at 40 moves in 100 minutes. White lost on time at move 39.

This is the only game I have ever lost on time, and some of the reasons are to be found in the notes. It was quite in Krogius' class of *doubts linked to the earlier course of the game*.

But on the graph you can also see some interesting features of the use of time: Black having some periods of slow play, followed by fast play, whereas White's use is much more even - however, White was unable to speed up at the end of the game when approaching the time control. It may be the ideal style is more even than Black's and less even than White's!

C2. Tal-Bronstein 1960 (Game 6)

Tal-Bronstein 1960: Time per move Chart



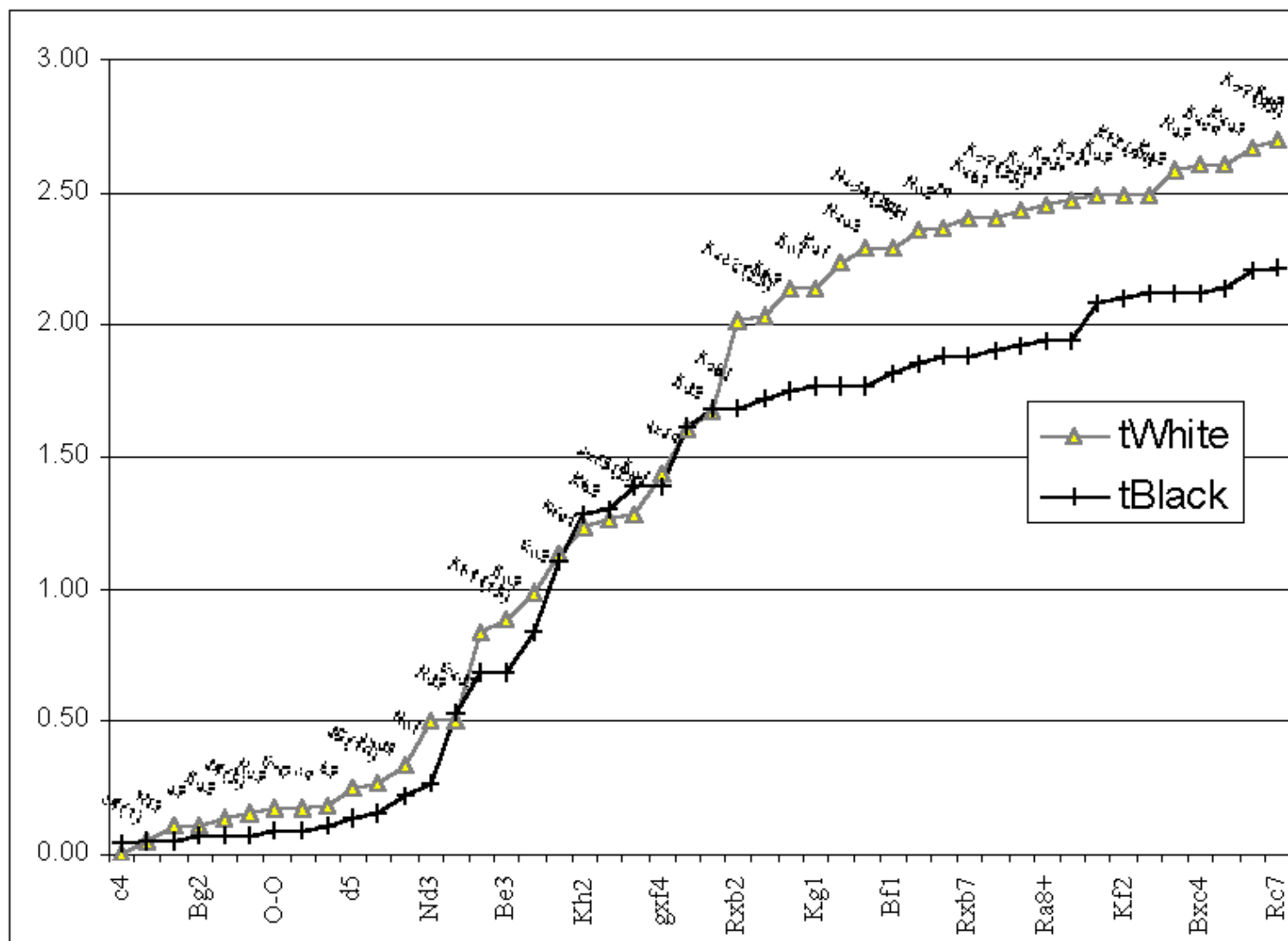
This chart shows the time taken for each move rather than total time, and is taken from the Furstenburg/Bronstein title "**The Sorcerer's Apprentice**". White above the line and Black below. Who won?

"...Tal played the first seven moves with great confidence, accepting my Pawn sacrifice. With his next five moves he tried to justify his decision."

"With hindsight one can see that from moves 18 to 24 Tal used a lot of time, trying to reduce the pressure of the Black pieces, but it was in vain. It would have been better to use this amount of time, about one hour, to play the opening more carefully."

"This is only one example and the reader who is interested in this aspect of chess should start recording times; it might well be that his chess improves immediately."

C3. Botvinnik-Tal 1960 (Game 7)



Move by move, with notes by Tal:

W13: "The text move is the most precise, but the time spent in thinking about it proved that Botvinnik had not played competitively for some time. Why was it necessary to waste ten minutes out of an allotted two and one-half hours to play the most evident and surely the strongest continuation of the previous move?"

B14: "Black took a long time to choose which plan he would use in the middle game."

B18: "A rather long think for this move - sixteen minutes. Black was calculating whether or not he should temporarily pass on his idea and carry it out later."

B23: "It is interesting that Black spent fifteen minutes thinking about the move that immediately followed the piece sacrifice. ... This is but a confirmation, if it can be expressed this way, of an intuitive sacrifice, a confirmation of the fact that Black did not calculate all of the variations beginning with the sacrifice and ending with mate."

B28: "(After disturbance by spectators) I consciously chose the less strong but safer continuation."

B36: "Beginning with the 26th move, Black has been playing lightning chess."

B41: "Forty moves had been made but the opponents remained in their places. Obviously, Botvinnik considered that since Black was playing at such a rapid speed, he must have made a mistake somewhere, and

as for me, I was still full of energy."

D. References

FURSTENBURG/BRONSTEIN - The Sorcerer's Apprentice.

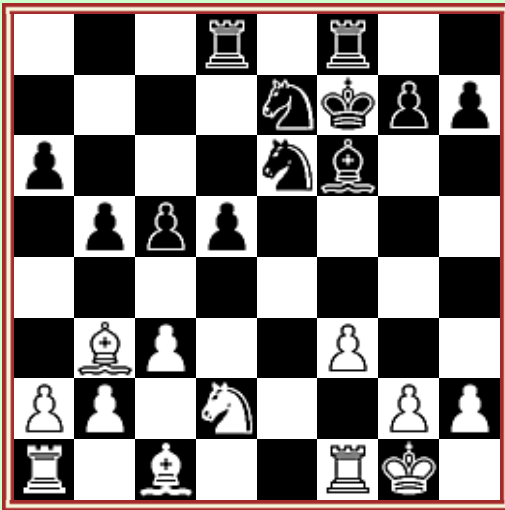
KROGIUS - Psychology in Chess.

TAL - Tal-Botvinnik 1960: Match for the World Championship 1960.

WEBB - Chess For Tigers.

Game 1: (59) Korchnoi - Suetin [C83] Moscow (XXVII USSR Ch.), 1960

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.Oe2 Be7 10.c3 O-O 11.Nd4 Qd7 12.f3 Nc5 13.Bc2 f6 14.exf6 Bxf6 15.Nxe6 Qxe6 16.Qxe6+ Nxe6 17.Bb3 Rad8 18.Rd1 Ne7 19.Nd2 Kf7 20.Rf1 c5u



Suetin has gained the advantage and steadily increases the pressure. Korchnoi was able to divert his opponent from the measured tempo if his play only by provoking his own time trouble.

21.f4 c4 22.Bd1 Nc6 23.Nf3 d4 24.Ng5+ Bxg5 25.fxg5+ Ke7 26.Re1 Kd6 27.cxd4 Nxd4 28.Bd2 Rde8 29.Rc1 Kd5 30.b3 Rxe1+ 31.Bxe1 Ne5 32.bxc4+ bxc4 33.Rb1 Rc8 34.Bc3 Nb5 35.Ba1 c3 36.a4 Nd6 37.Bb3+ Ke4 38.Re1+ Kf5 39.Bc2+ Ke6 40.Bb3+ Kf5 41.Bc2+ Ke6 42.Re3 Ndc4 43.Rxc3 Rd8 44.h3 g6 45.Bb3 Kf5 46.Kh2 Rc8 47.Rc2 Rc6 48.Re2 Rb6 49.Bc2+ Ke6 50.Bd4 Rd6 51.Bc3 Rb6 52.Kg3 Kd5 53.Kf4 Nc6 54.Re1 Rb7 55.Be4+ Kc5 56.Rc1 Rb3 57.Bg7 Nb4 58.Bf8+ Kd4 59.Rd1+ Nd3+ 60.Rxd3+ Rxd3 61.Bg7+ 1-0

Suetin incorrectly believed that he had the chance of an early win, began to hurry, committed some serious errors and lost. This game decided first place in the championship.

Game 2: Regis,D (1935) - Hampton,M (1900) [E91]

Clock control: Devon vs. Wilts devon vs. wilts, 1993

1.e4 Om 1...g6 Om 2.d4 1m 2...Bg7 Om 3.c4 1m

Black was visibly upset by this move.

I know from playing the Modern myself that few 1. e4 players will transfer to a Queen's-side opening, but that's always been where my heart is.

3...d6 1m **4.Nc3** 1m **4...Nf6** 2m The game is now more or less a King's Indian... [4...Nc6 Keeps in independent 'Modern' lines.]

5.Be2 2m **5...O-O** 2m **6.Nf3** 2m **6...c5** 6m

...or a Benoni. [6...e5 is the King's Indian]

7.d5 5m **7...Bg4** 10m **8.Nd2** 6m Over-eager. In any event, Black now starts a phase of thinking for a long while over his moves.

[8.Ng1 Bxe2 9.Ngxe2]

8...Bxe2 14m **9.Qxe2** 8m **9...Nfd7** 14m **10.O-O** 10m **10...Na6** 15m **11.f4** 11m **11...Qa5** 30m **12.Nf3** 15m

I was feeling quite pleased here: that I had both a chess and a psychological initiative out of the opening. I don't think I have played Benonis any more often than my opponent but have looked at this type of position and felt at ease with it. **12...Nc7** 36m

[12...Bxc3 13.bxc3 Qxc3 14.Bb2 Qa5 15.e5]

13.e5 20m **13...a6** 44m **14.Bd2** 23m **14...Qb6** 45m **15.e6** 29m looks good but perhaps I was not sufficiently developed for this...

[15.b3]

15...fxe6 46m **16.dxe6** 29m **16...Nf6** 47m

Black now has another long thinking phase, which leaves him in time trouble for the rest of the game. **17.Ng5** 35m

[17.Rae1 or 17 b3 17...Qxb2 18.Rb1 Qc2 19.Rxb7 Nfe8 20.Rc1 Qf5 21.Nd5]

17...d5 51m **18.cxd5** 35m **18...Nfxd5** 53m **19.Qf3** 42m **19...Nxc3** 68m **20.Bxc3** 43m **20...Bxc3** 75m **21.bxc3** 46m [21.Qxc3 Rf6 22.Qh3 h5 23.f5 c4+ 24.Kh1 Raf8 25.Nf7] **21...c4+** 83m **22.Kh1** 46m **22...h6** 84m **23.Nf7** 56m **23...Nxe6** 87m [23...Kg7 24.f5] **24.Nxh6+** 58m **24...Kh7** 88m **25.f5** 63m

[25.Qh3 Nxf4 26.Rxf4 Rxf4 27.Nf7+ (27.Re1 Kg7 28.Ng4 Rf7 29.Qh6+ Kg8-+;

27.Nf5+ Kg8 28.Nxe7+ Kg7 29.Nd5 Qb2 30.Rd1u) 27...Kg8 28.Qh8+ Kxf7[[threesuperior]] 29.Qxa8]

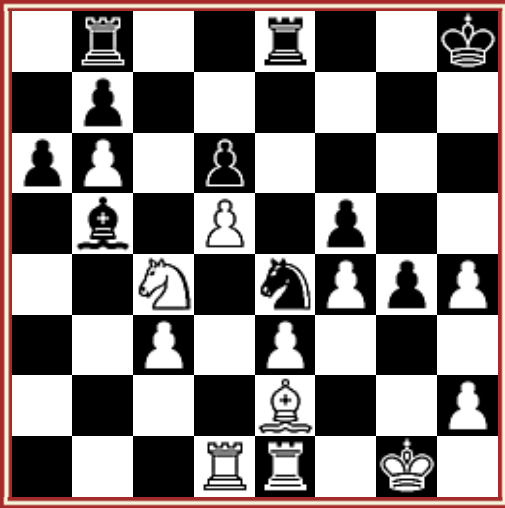
25...Kxh6 91m **26.Qh3+** 64m **26...Kg7** 91m **27.fxe6** ?m saves the pawn but now Black has a strong initiative.

White now starts to consume time in great forkfuls: I remember finding it very hard to forget the earlier part of the game where I thought I had done enough to win, and couldn't get on and defend.

27...Rxf1+ m **28.Rxf1** ?m **28...Rf8** m **29.Rg1** 79m [29.Re1 Qf2] **29...Rf2** 93m **30.Qh4** 81m **30...Qc5** 95m **31.a4** 83m **31...b5** 96m **32.a5** 84m which made me think ...b5 was wrong **32...Re2** 97m **33.Re1** 91m **33...Rf2** m **34.h3** 93m **34...Rf6** m **35.Qe4** 96m **35...Qf2** m **36.Rg1** ?m [36.Qe5 Qf5] **36...Qf5** m **37.Qb7** ?m **37...Rxe6** m **38.Rd1** ?m **38...Qe5** m **39.Qd7** ?m **39...Qe2** m **White lost on time**; I had even put 36...Qf5 down as a White move and was one out! [39...Qe2 40.Qd4+] **O-1**

Game 3: Botvinnik ,M - Tal ,M [E10]: Match, Moscow (Russia) Match, Moscow (Russia) (8), 1960

1.d4 Nf6 2.c4 e6 3.Nf3 c5 4.d5 exd5 5.cxd5 g6 6.Nc3 Bg7 7.Bg5 0-0 8.e3 Re8 9.Nd2 d6 10.Be2 a6 11.a4 Nbd7 12.0-0 Qc7 13.Qc2 Nb6 14.Bf3 c4 15.Bxf6 Bxf6 16.a5 Nd7 17.Nce4 Be5 18.Qxc4 Qd8 19.Qa2 f5 20.Nc3 g5 21.Nc4 g4 22.Be2 Qf6 23.Na4 Kh8 24.g3 h5 25.f4 Bd4 26.Qa3 Rb8 27.Nab6 h4 28.Rad1 Bxb6 29.axb6 Nc5 30.gxh4 Bd7 31.Qc3 Qxc3 32.bxc3 Bb5 33.Rfe1 Ne4



34.Rc1 Rbc8?? "I made the last move instantaneously - as if seized by the time pressure of my opponent. I had formerly seen that I would win the exchange, but I had but to think a little; then I would have come up with the absolutely correct idea: the other Rook must go to c8 (winning the exchange but keeping the b7 Pawn)." - TAL

["Here it is: the hypnotic power of 'natural' moves!" - Krogius]

[34...Rec8]

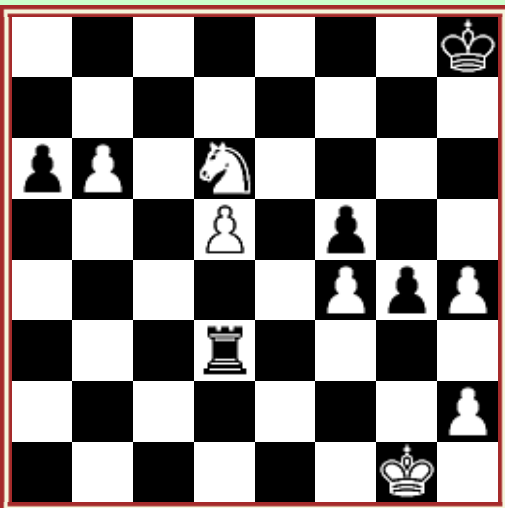
35.Na5 Bxe2 36.Rxe2 Nxc3 "It could be noticed from my opponent's expression that he had been rather surprised by the unexpected turn of events, but in spite of intense time pressure he successfully responded to the reversal of the conditions and immediately found the best continuation." - Tal **37.Rxc3!**

[37.Ree1 Ne2+]

37...Rxc3 38.Nxb7 "Black decided he still had chances to win..." - Tal **38...Rcxe3**

[38...Rxe3 is given in some sources]

39.Rxe3 Rxe3 40.Nxd6 Rd3?



"Adjourned. At first I was extremely optimistic..." - Tal

[40...Kg8 "was better, but Black was under the erroneous impression that all was in order"]

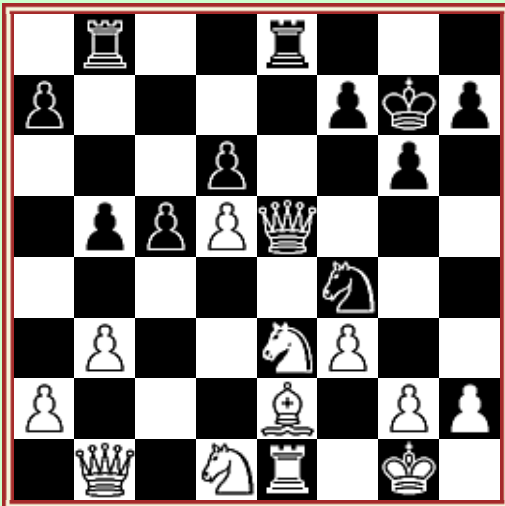
41.Nf7+ (sealed) "I immediately resigned." **1-0**

[41.b7 "during the game I was convinced that this guaranteed a win for Black" 41...Rb3 42.Nf7+ Kh7! 43.Nd8 a5 44.d6 a4 45.d7 a3 46.Ne6 a2-+;

41.Nf7+! Kg7 but now (41...Kh7? 42.d6!) 42.b7 Rb3 43.Nd8 a5 44.d6 a4 45.d7 a3 46.Ne6+!+- "Upon returning home my trainer and I had only to investigate the subtleties of this rather simple analysis. We began to play through the game and in the process of analysis we simultaneously we discovered that Black could have forced his win on his 34th move. There was nothing to say and we didn't sleep a wink the whole night."]

Game 4: Gligoric,S - Tal,M [A78] Yugoslavia ct Yugoslavia ct (4), 1959

1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6 7.Nf3 Bg7 8.Be2 0-0 9.0-0 Re8 10.Nd2 Na6 11.Rb1 Bd7 12.Re1 Rb8 13.b3 b5 14.Bb2 Nc7 15.Qc2 Qe7 16.Nd1 Bh6 17.f3 Nh5 18.Nf1 Nxd5 19.exd5 Bf5 20.Qc3 Bg7 21.Qc1 Bxb1 22.Bxg7 Kxg7 23.Qxb1 Nf4 24.Nfe3 Qe5



Black has a small advantage, difficult to exploit with regular means against an opponent with such a clear logical head. **25.Bxb5 Rxb5 26.Nf5+ gxf5!?** Tal chooses a sharp hazardous continuation, probably not the strongest but Gligoric became confused, thought for a long while, got into time trouble, made serious mistakes and lost.

[26...Qxf5 27.Qxf5 gxf5 28.Rxe8 Nxd5[[threesuperior]]]

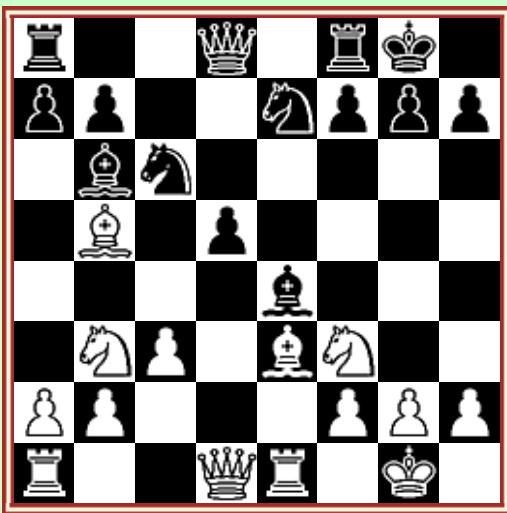
27.Rxe5 Rxe5 28.g3 Ne2+ 29.Kf2 Kg8 30.Ne3?

[30.f4! Re8 31.Qxf5]

30...Nd4 31.f4 Re4 32.g4!? Rxf4+ **33.Kg2 fxc4-+ 34.Nc4 Nf3 35.Qc1 Rf6 36.Qe3 Kf8 37.Qe4 Rb8 38.Qxh7 Re8 39.Qh8+ Ke7 40.Qg7 Nh4+ 41.Kg1 Nf3+ 42.Kg2 Rg6 43.Qc3 Nd4 44.b4 Kf8 45.Ne3 g3 46.h3 Rf6 0-1**

Game 5: Blackstock,L - Webb,S [C09] Borehamwood, 1977

1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 exd5 5.Ngf3 Nc6 6.Bb5 Bd6 7.dxc5 Bxc5 8.0-0 Nge7 9.Nb3 Bb6 10.Re1 0-0 11.Be3 Bf5 12.c3 Be4



"A non-forcing position: there is little to choose between several moves, and Black has such a wide choice of moves that it's impossible to analyse definite lines."

"White thought for about half-an-hour here".

13.Bxb6 Qxb6 14.Nfd4

"Again this took him a while - re-thinking what he'd thought about on the previous move."

14...Nxd4 15.Nxd4 Nc6

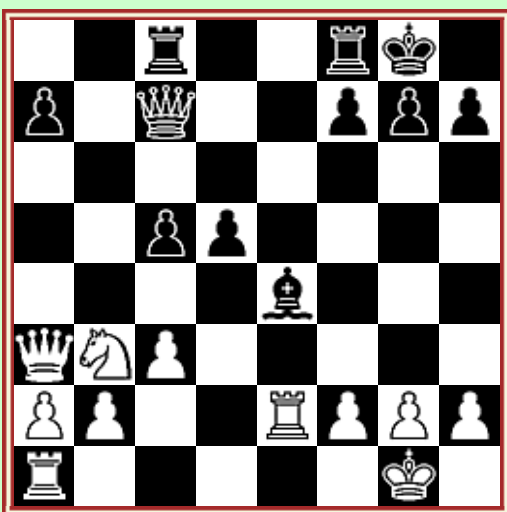
[15...a6 16.f3]

16.Bxc6= bxc6 17.Qb3 Qc7

"It's better to keep the Queens on anyway, but this is also leaves White without a clear plan."

"White has used about on hour of his 1 hour 45 to reach move 48".

18.Qa3 c5 19.Nb3 Rac8 20.Re2



"It's still very difficult for White to decide what he should be doing, e.g. which file for which Rook? There's not much to choose between them, but it gives him a nice harmless way of using up time."

20...Bf5! 21.Rae1 Be6

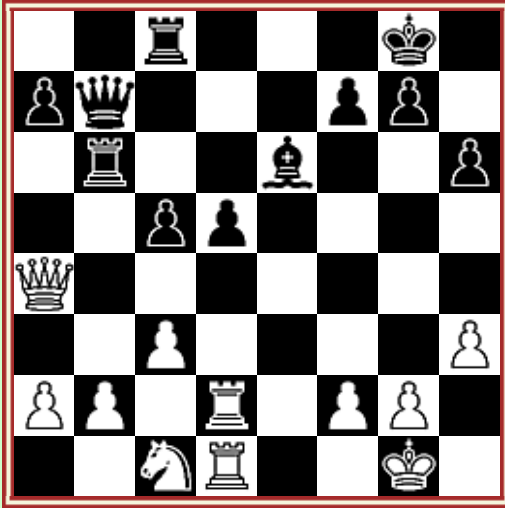
"Good all round: securing the d-Pawn and prolonging the position where White can't decide what to do."

22.Rd2 h6!

"Continuing to do nothing until he gets really short of time... but a move like ...Kh8 would have been a bit obvious!"

23.Red1 Rfd8 24.h3

"Les now has about 1 minute left for 24 moves, is concentrating hard, and is ready to meet 'nothing' moves with 'nothing' replies - so now is the time to start doing something."

24...Rd6 25.Qa4 Rb6 26.Nc1 Qb7**27.b3? d4! 28.cxd4?**

With more time White might have found a better move. But if he had played a better move here, Black had planned 28...Bxh3! "which is impossible to meet with less than a minute for 20 moves".

[28.b4!? dxc3 29.Rd8+ Rxd8 30.Rxd8+ Kh7 31.Qc2+ g6 32.Qxc3;

28.Qa3!?!]

28...Ra6 0-1**Game 6: Tal, Mikhail, Bronstein, David, Baku ch-SU, 1961**

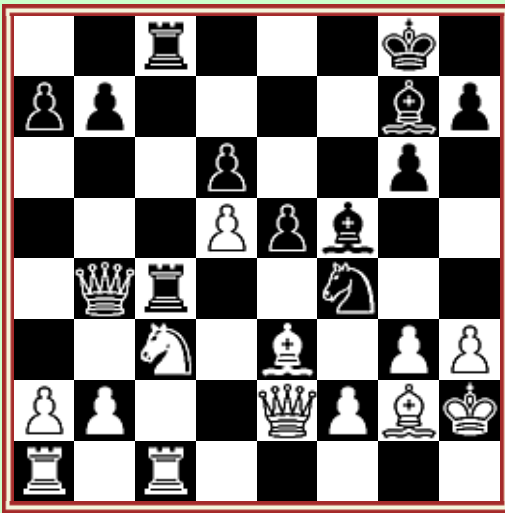
1.e4{0m}d5{2m}2.exd5{0m}Nf6{0m}3.c4{3m}c6{2m}4.d4{0m}cxd5{0m}5.Nc3{0m}g6{10m}6.Qb3{2m}Bg7{1m}7.cxd5{0m}O-O{2m}8.Nf3{11m}Nbd7{3m}9.Bg5{1m}Nb6{3m}10.Bc4{4m}Bf5{5m}11.Rd1{10m} Ne4!{16m} 12. O-O{11m} Nxc3{22m} 13. bxc3{0m}Rc8{2m} 14. Bb5{4m}h6!{8m} 15. Bh4{8m}g5!{5m} 16. Bg3{0m}Qxd5{1m} 17. Qb4{0m}Bg4{4m} 18. Rfe1{19m}Bxf3{5m} 19. gxf3{0m} e6!{2m}

"Probably the winning move" - DB}

20.Bd3{6m}Qxf3{4m}21.Rd2{28m}Rfd8{10m}22.Re3{18m}Qc6{1m}23.Bb5{0m}Qd5{1m}24. Rde2{15m} Nc4 {10m} 25. Bxc4 {0m} Rxc4 {0m} 26. Qb2{0m}Rdc8{2m}27.Be5{3m}Bxe5{2m}28.Rxe5{0m}Qc6{1m}29.R2e3{5m}b6{5m}30.Qa3 {1m}Rxc3{1m}31.Qxa7{0m}Rxe3{2m}32.Rxe3 {0m}Ra8{2m}33.Rc3{0m}Qe4{0m}34.Qc7 {0m}Rxa2{1m}35.Rc1{0m}Qxd4{1m}36.Qg3 {0m}Kg7{2m}37.h4{0m}Qxh4{5m}38.Qc3+ {0m}Kg6{1m}39.Qd3+{0m}Kh5{0m}40.Qe3 {0m} Ra4 {4m} 0-1

Game 7: Botvinnik,M (2500) - Tal,M [E69] WM Moskau, 1960

1.c4(0h:00) 1...Nf6(0h:02) 2.Nf3(0h:03) 2...g6(0h:03) 3.g3(0h:06) 3...Bg7(0h:03) 4.Bg2(0h:06) 4...O-O(0h:04) 5.d4(0h:08) 5...d6(0h:04) 6.Nc3(0h:09) 6...Nbd7(0h:04) 7.O-O(0h:10) 7...e5(0h:05) 8.e4(0h:10) 8...c6(0h:05) 9.h3(0h:11) 9...Qb6(0h:06) 10.d5(0h:15) 10...cxd5(0h:08) 11.cxd5(0h:16) 11...Nc5(0h:09) 12.Ne1(0h:20) 12...Bd7(0h:13) 13.Nd3(0h:30) 13...Nxd3(0h:16) 14.Qxd3(0h:30) 14...Rfc8(0h:32) 15.Rb1(0h:50) 15...Nh5(0h:41) 16.Be3(0h:53) 16...Qb4(0h:41) 17.Qe2(0h:59) 17...Rc4(0h:50) 18.Rfc1(1h:08) 18...Rac8(1h:06) 19.Kh2(1h:14) 19...f5(1h:17) 20.exf5(1h:16) 20...Bxf5(1h:18) 21.Ra1(1h:17) 21...Nf4(1h:23)



22.gxf4 (1h:26) 22...exf4 (1h:23) 23.Bd2 (1h:36) 23...Qxb2 (1h:37) 24.Rab1 (1h:40) 24...f3 (1h:41) 25.Rxb2 (2h:01) 25...fxe2 (1h:41) 26.Rb3 (2h:02) 26...Rd4 (1h:43) 27.Be1 (2h:08) 27...Be5+ (1h:45) 28.Kg1 (2h:08) 28...Bf4 (1h:46) 29.Nxe2 (2h:14) 29...Rxc1 (1h:46) 30.Nxd4 (2h:17) 30...Rxe1+ (1h:46) 31.Bf1 (2h:17) 31...Be4 (1h:49) 32.Ne2 (2h:21) 32...Be5 (1h:51) 33.f4 (2h:22) 33...Bf6 (1h:53) 34.Rxb7 (2h:24) 34...Bxd5 (1h:53) 35.Rc7 (2h:24) 35...Bxa2 (1h:54) 36.Rxa7 (2h:26) 36...Bc4 (1h:55) 37.Ra8+ (2h:27) 37...Kf7 (1h:56) 38.Ra7+ (2h:28) 38...Ke6 (1h:56) 39.Ra3 (2h:29) 39...d5 (2h:05) 40.Kf2 (2h:29) 40...Bh4+ (2h:06) 41.Kg2 (2h:29) 41...Kd6 (2h:07) 42.Ng3 (2h:35) 42...Bxg3 (2h:07) 43.Bxc4 (2h:36) 43...dxc4 (2h:07) 44.Kxg3 (2h:36) 44...Kd5 (2h:08) 45.Ra7 (2h:40) 45...c3 (2h:12) 46.Rc7 (2h:42) 46...Kd4 (2h:13) 0-1

Back to [Chess Coaching Page](#)

This document (clockcont.html) was last modified on 23 Feb 98 by



[Dr. Dave](#)

Exeter Chess Club: Lessons from Rubinstein

Peter Lane, 10 June 1997

Akiba Rubinstein made enormous contributions to the game of chess. In the first place, our opening books contain Rubinstein's lines in the Nimzo-Indian (**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3**), the Tarrasch Defense (**1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.Nf3 Nc6 6.g3**), the Four Knights' Game (**1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4**) and the French Defense (**1.e4 e6 2.d4 d5 3.Nc3 dxe4**). Secondly there is the legacy of his games, containing some superb endgames (Reuben Fine believing he ranked above Capablanca in this respect) and a middlegame style based upon a preference for the attack.

The games selected here will focus upon Rubinstein's attacking skill. My reasons for this are twofold. Firstly, I have been reading Vukovic's **'Art of Attack in Chess'**, and you can see this selection as my attempt to understand some of the principles! Secondly, his combinational style was a method which permeated all areas of the game, as we will see in his clash with Capablanca.

-
- [Game 1 : Rubinstein's Immortal](#)
 - [Rotlewi vs A.R., Lodz 1907/8, Queen's Gambit Declined.](#)
 - [Game 2 : Refuting Unsound Opening Play](#)
 - [A.R. vs Dr. Tartakower, Kissingen 1928, Budapest Defense.](#)
 - [Game 3 : Causing Chaos](#)
 - [A.R. vs Dr. Tarrasch, Hastings 1922, Dutch Defense.](#)
 - [Game 4 : Pawn Storm](#)
 - [A.R. vs Teichmann, Vienna 1908, Queen's Gambit Declined.](#)
 - [Game 5 : A Clash of Titans](#)
 - [A.R. vs J.R. Capablanca, San Sebastian 1911, Tarrasch Defense.](#)
 - [Further Reading:](#)

Game 1 : Rubinstein's Immortal

Rotlewi vs A.R., Lodz 1907/8, Queen's Gambit Declined.

1.d4 d5 2.Nf3 e6 3.e3 c5 4.c4 Nc6 5.Nc3 Nf6 6.dxc5 Bxc5 7.a3 a6 8.b4 Bd6 9.Bb2 O-O 10.Qd2?

Only 10.cxd5 exd5 11.Be2/d3 could save the opening.

10. ... Qe7! 11.Bd3 dxc4 12.Bxc4 b5 13.Bd3 Rd8 14.Qe2 Bb7 15.O-O Ne5 16.Nxe5 Bxe5 17.f4 Bc7 18.e4 Rac8 19.e5

2rr2k1/1bb1qppp/p3pn2/1p2P3/1P3P2/P1NB4/1B2Q1PP/R4RK1



White is asking for trouble. The open c- and d-files have been left uncontested, and the pawn advances have additionally opened diagonals for the Black bishops. A.R. moves over to a direct attack.

19. ... Bb6+ 20.Kh1 Ng4! 21.Be4

Of course 21.Qxg4 Rxd3 is strong. 21.Ne4 Rxd3 22.Qxd3 Bxe4 23.Qxe4 Qh4 24.h3 Qg3 25.hxg4 Qh4 'mate begins to reveal the danger White is in.

21. ... Qh4 22.g3

2rr2k1/1b3ppp/pb2p3/1p2P3/1P2BPnq/P1N3P1/1B2Q2P/R4R1K



22. ... Rxc3! 23.gxh4

if 23.Bxc3 Bxe4+ 24.Qxe4 Qxh2 'mate, or 23.Bxb7 Rxg3 24.Rf3 Rxf3 25.Bxf3 Nf7 + 26.Kg1 Ne4+ 27.Kf1 Nd2+ 28.Kg2 Nxf3 29.Qxf3 Rd2+ etc.

23. ... Rd2!! 24.Qxd2

if 24.Qxg4 Bxe4+ 25.Rf3 Rxf3 etc, 24.Bxc3 Rxd2 with Rxh2 'mate or Bxe4+ 'mate to follow, or 24.Bxb7 Rxe2 25.Bg2 Rh3! etc.

24. ... Bxe4+ 25.Qg2 Rh3! 0-1

'mate in three follows, 26.Rf3 Bxf3 27.Bd4 Bxd4 and Rxh2 'mate.

This game is breathtaking, but Rubinstein also played games in a style which is perhaps more easy to interpret and emulate. The next three I hope come into this category.

Game 2 : Refuting Unsound Opening Play

A.R. vs Dr. Tartakower, Kissingen 1928, Budapest Defense.

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Bb4+ 5.Nd2 Nc6 6.Nf3 f6

Black avoids the mainline, 6...Qe7 7.a3 Ngxe5 8.Nxe5 Nxe5 9.e3 Bxd2+ 10.Qxd2 and White is visibly superior. White's line is a recommendation of Dr. Bernstein, and designed to retain the two bishops - an important point for A.R., as we will see.

7.exf6 Qxf6 8.g3!

This is the Rubinstein touch - offering back the pawn in exchange for superior development.

8. ... Qxb2 9.Bg2 d6 10.O-O O-O

r1b2rk1/ppp3pp/2np4/8/1bP2Bn1/5NP1/Pq1NPPBP/R2Q1RK1



11.Nb3!

This move is quite subtle. Black's opening is based upon the hope of active piece play, but now his pieces are looking uncoordinated, and White is well developed. In situations of this kind, it is important to gain and keep the initiative, primarily through attacking and removing your opponent's best pieces. With this in mind, A. R. plans to exchange the Bb4 for a knight, drive back the Ng4, and use his two bishops and central control to break through.

11. ... Qf6 12.Ng5 h6 13.Ne4 Qf7

if 13. ... Qe7 14.a3 Bc5 (not Ba5 15.Nxa5 and Qd5+) 15.Nexc5 dxc5 16.Qd5+ Be6 17.Qxc5 Qxc5 18.Nxc5 Bxc4 19.Rfc1 Bxe2 20.Nxb7 wins a pawn.

14.a3 Ba5 15.Nxa5 Nxa5 16.h3! Ne5

We begin to see some of Black's problems: 16...Nf6? 17.Nxf6+ Qxf6 18.Qd5 +xa5 or 17...gxf6 18.Bxh6

17.c5!

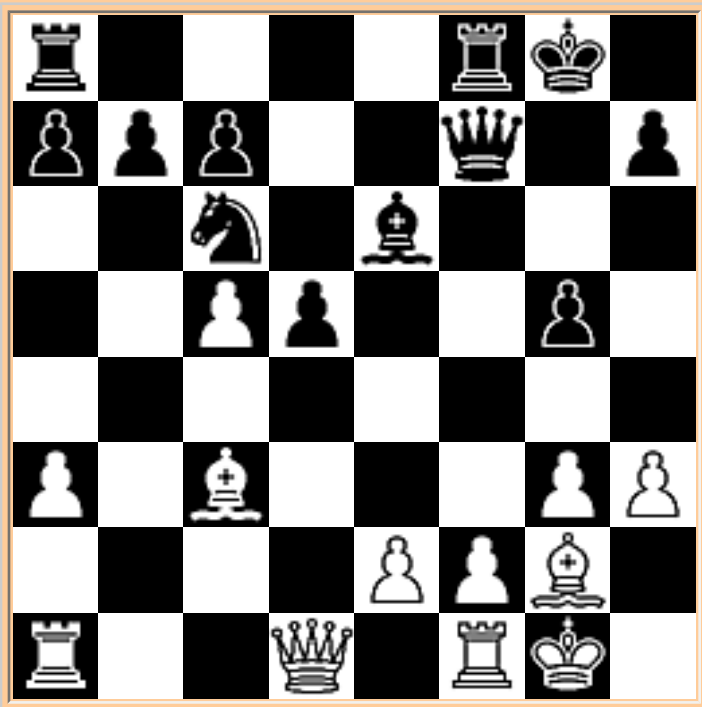
showing that e5 is not a strong point for the knight, only a cover for the d6 pawn. Notice how Black's pieces are kept on the run.

17. ... g5?

Black should centralise: 17...Nac4 18.cxd6 Rd8 maintains complications.

18.Bd2 d5 19.Nxg5 hxg5 20.Bxa5 Be6 21.Bc3 Nc6

r4rk1/ppp2qpp/2n1b3/2Pp2p1/8/P1B3PP/4PPB1/R2Q1RK1



Now watch A.R. infiltrate with his queen.

22.Qd2 Qf5 23.g4 Qf4 24.Bxd5 Bxd5

of course, 24...Qxd2 25.Bxe6+. Notice the deflection of the overloaded Black queen.

25.Qxd5+ Kh7 26.e3! Qf3 27.Qxg5 Qxh3 28.Qg7 'mate

(If 27...Q/Rf7 28.Qh4+ and 'mate.)

This game demonstrates three very important principles of Rubinstein's play:

- 1. Use of the bishops, note the Bf4-d2-c3 manoeuvre, changing the attack point from d6 to g7.**
- 2. Attacking the opponent's pieces to prevent development and consolidation.**
- 3. By maintaining the initiative in the centre, a weakened king's side can be punished with a swift kill.**

Game 3 : Causing Chaos

A.R. vs Dr. Tarrasch, Hastings 1922, Dutch Defense.

1.d4 e6 2.c4 f5 3.g3 c5

This line looks an active central attack, but creates weaknesses. Nf6 or Bb4+ are superior. Notice how A.R. develops smoothly, not attempting a refutation.

4.Nf3 cxd4 5.Nxd4 Nf6 6.Bg2 Nc6 7.O-O Bc5 8.e3 O-O 9.Nc3 a6

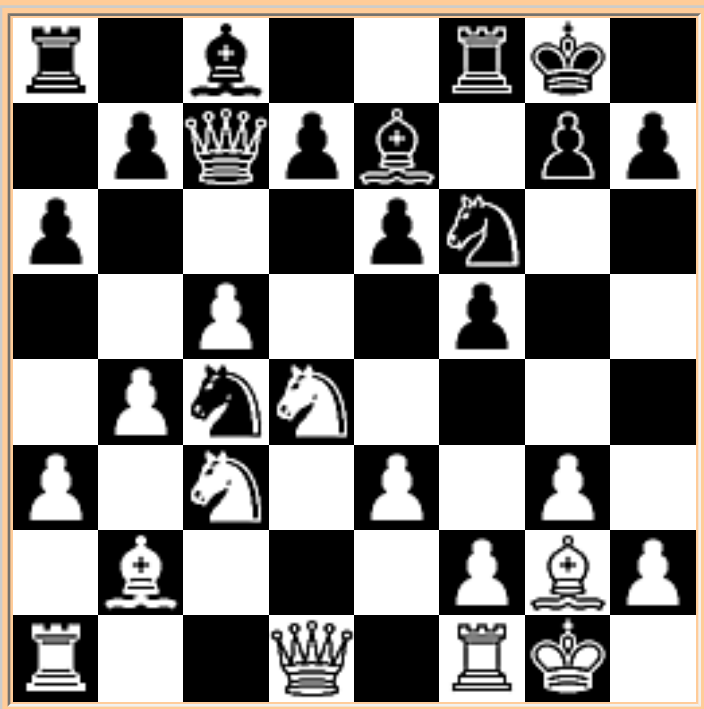
Neither b6 nor d6 are playable due to Nxc6, and Qc7 is met by Nb5, but this passive move gives A.R. the chance to gain some queen side space.

10.a3 Qc7 11.b4 Be7 12.Bb2 Ne5

if 12...d6 13.e4 opens the game to White's advantage, but this tempting line is flawed. Vukovic gives a useful comment to bear in mind: 'the use of force from a weaker position usually prompts a still more forceful reply from one's opponent'.

13.c5 Nc4

r1b2rk1/1pqp1pp/p3pn2/2P2p2/1PnN4/P1N1P1P1/1B3BP/R2Q1RK1



14.Nxf5!

And this is it! Qb3 would follow the capture of the knight, but that is not the full story...

14. ... Bxc5 15.bxc5 Qxc5 16.Nh6+

This is the real point. The combination has removed the dark square bishop, wrecked the Black king side, and gained the initiative, at the cost of a pawn. (Note 14...Nxb2 15.Nxe7+ and Qb3 won a pawn, but 15...Nxb2 16.Ne7+ Kf7 17.Qe2 seems no worse than the game, and White has lost a bishop.)

16. ... gxh6 17.Bc1 Qe5? 18.Qd3! Qc5

Oh dear, but if 18...Nb6 19.Bb2, or 18...d5 19.e4. Better was 17...d6 or Rb8 to continue developing.

19.a4! d6 20.e4

This is now playable, because his previous move prevented ...b5 **20. ... Kg7 21. Nd1!**

Painfully simple chess - the Nc4 must go!

21. ... Bd7 22.Ne3 b5 23.Nxc4 bxc4 24.Qd2 Ne8 25.e5!

r3nr2/3b2kp/p2pp2p/2q1P3/P1p5/6P1/3Q1PBP/R1B2RK1



The final disorganisation - a blow in the centre. White's bishops dominate the board. The Bc1 aims at h6, and threatens to move to a3 at an opportune moment; the Bg2 strikes down to a8, and is anxious to play a bigger role!

25. ... Rab8 26.Qxh6+ Kg8 27.Qg5+ Kf7 (if 27...Kh7 28.Qe7!) 28.Bf3! Rg8 29.Qh5+ Kg7 30.Be4! Qxe5

what else? 30...Rh8 31.Bh6+ Kg8 32.Qg5+ Kf7 33.Qf4+ wins.

31.Qxh7+ Kf8

if 31...Kf6 32.Qxg8 Qxe4 33.Bg5+ Kf5 34.Qh7+ etc.

32.Qxd7 Qxe4 33.Bh6+ 1-0

as White wins a rook after 33...Ng7 34.Bxg7+ Rxc7 35.Qxd7+xb8

This game shows the same three characteristics:

- 1. The bishops reign supreme.**
- 2. Removing the opponent's better pieces (Be7 and Nc4).**
- 3. Taking the initiative, and not letting it go.**

Game 4 : Pawn Storm

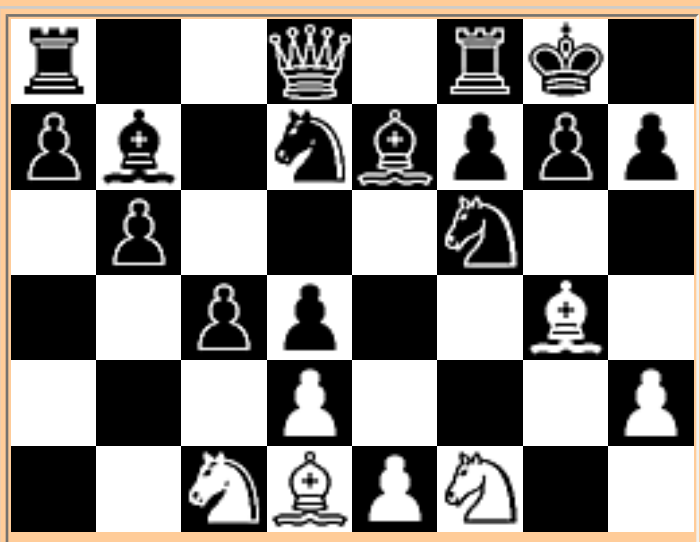
A.R. vs Teichmann, Vienna 1908, Queen's Gambit Declined.

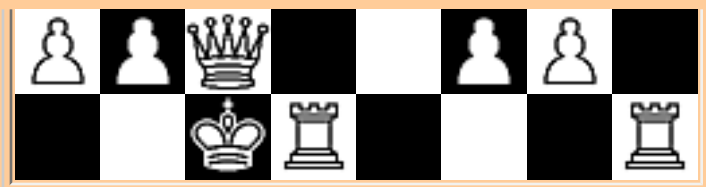
1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 Be7 6.Nf3 O-O 7.Qc2 b6

Better is 7...c5. For this line to be playable, Black must keep the queen's knight at home to cover the White squares, and play ...h6 in preference.

8.cxd5 exd5 9.Bd3 Bb7 10.O-O-O c5 11.h4

r2q1rk1/pb1nbppp/1p3n2/2pp2B1/3P3P/2NBPN2/PPQ2PPQKR3R





11. ... c4?

This move always seems to be a critical error by Black in Queen's side openings - it blocks the position, and White's attack is quicker. The position is one of opposite side castling, and the central formation is, at the moment, fixed. Therefore the plan is one of pushing pawns at the opponent's king. This is not because the pawns make the best attackers - pieces prefer to deliver 'mate' - but because we need to open lines of attack, especially files for the rooks. Black's plan is therefore indicated: 11...cxd4 to open the c-file, followed with ...Rc8...a6...b5

12.Bf5 Re8 13.Bxf6!

This is most instructive. When playing an attack involving a pawn storm every tempo becomes critical, and it is particularly important to prevent your opponent making good defensive moves. In this position Black wants to cover his h7 pawn with the move ...Nf8. White's plan is to push his g-pawn, and for this purpose the Bg5 is an obstruction. It would also be pleasant if the move g5 were to gain a tempo against a Nf6. Therefore this move, which gets rid of the obstruction, prevents the defensive Nf8, and forces Black to keep a knight on f6 ready to be attacked by the advancing pawn. Finding moves like this is necessary if your attack is to keep on rolling!

Finally we must remember to be flexible in attack, if Black had played 12...g6 13. Bxd7 and Bh6 would have followed.

13. ... Nxf6 14.g4 Bd6 15.g5 Ne4 16.h5 Qe7

The pawns just keep moving up the board, and Black has yet to move on the queen-side. Note: 16...Nxg5 17.Nxg5 Qxg5 18.Bxh7+ Kf8 19.h6 gxh6 20.Rdg1 and `etc' say the commentators. After 20...Qf6 21.Rh5 Qe6 22.Rgh1 does look good.

17.Rdg1 a6

r3r1k1/1b2qppp/pp1b4/3p1BPP/2pPn3/2N1PN2/PPQ2P2/2K3RR



This is the crucial point. White has brought all his pieces into optimal places, and the pawns are only a step from the enemy defenses, but how to break through? 18.g6 fxg6 ...h6 or 18.h6 g6 will not do. Of course, if the f-g-h pawns were removed, White would be up by two rooks, because the Black rooks cannot shield their king.

Therefore, White is free to sacrifice a piece to prevent any blockade.

18.Bxh7+! Kxh7 19.g6+ Kg8

if 19...fxg6 20.Nxe4 dxe4 21.Ng5+ Kg8 22.Qxc4+ or 21...Kh6 22.Nf7+ Qxf7 23.hxg6+ etc

20.Nxe4 dxe4 21.h6 f6?

Tougher is 21...fxg6 22.Nh4 g5 23.Ng6 Qf6 24.h7+ Kf7 25.h8(Q) Rxh8 26.Nxh8 + Ke7 leaving White to extricate his knight.

A.R. missed 21.Ng5 Bd5 22.gxf7+ Bxf7 23.f3! Bd5 (else 24.fxe4-e4) 24.h6! coupling a central break through with the king-side attack,

e.g. 24...Rac8 25.fxe4 Bxe4 26.h7+ Kh8 27.Qxe4! Qxg5 28.Qxe8+ wins.

22.hxg7 exf3

if 22...Qe6 23.Rh8+ Kxg7 24.Rh7+ and Rgh1 will force 'mate.

23.Rh8+ Kxg7 24.Rh7+ Kg8 25.Qf5 c3

if 25...Qe6 26.Qh5

26.Rxe7 1-0

as 26...Rxe7 27.Qxf6 and Rh1 'mates.

Game 5 : A Clash of Titans

A.R. vs J.R. Capablanca, San Sebastian 1911, Tarrasch Defense.

1.d4 d5 2.Nf3 c5 3.c4 e6 4.cxd5 exd5 5.Nc3 Nc6 6.g3

Black's opening was held by Tarrasch: *`to be the best, although I must add that I am almost completely alone in holding that opinion. It is based upon the undeniably correct idea that in the Queen's Gambit ...c5 is the freeing move for Black, and must therefore be made as soon as possible. With this defense Black gets a fine free game for his pieces, at the cost of isolating his Queen's Pawn'.*

And for those who worry about that `cost'? *`He who fears an isolated Queen's Pawn should give up chess'.* (Tarrasch referred to this debate as *Tarrasch contra mundum*).

A.R.'s enduring contribution was a plan involving a fianchetto of the king's bishop, bringing it to bear on the pawn at d5. This simple scheme was used by Karpov to defeat Kasparov twice in 1985.

6. ... Be6

Capablanca used this line against Marshall in 1909, winning his *`most accurate game'*, but 6...Nf6 7.Bg2 Be7 8.O-O O-O is preferable.

7.Bg2 Be7 8.O-O Rc8 9.dxc5 Bxc5 10.Ng5!

White can begin an attack while Black still lacks two moves for castling. Notice that the initiative is used to make the most of a development edge.

10. ... Nf6 11.Nxe6 fxe6 12.Bh3

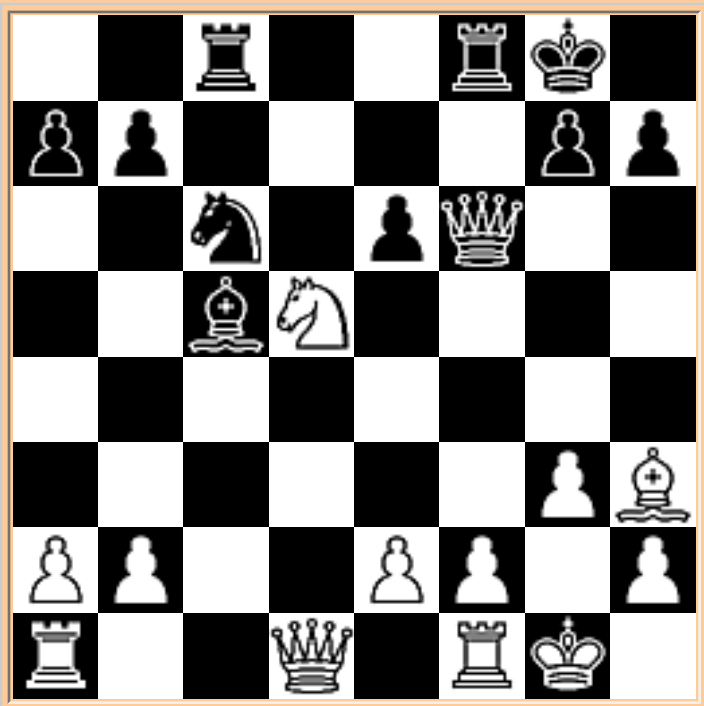
Again, the mobile bishop - h3-c8 is now the crucial light diagonal.

12. ... Qe7 13.Bg5 O-O

Black has finally caught up in development, but A.R. has been preparing his middle game plans - watch the board explode!

14.Bxf6 Qxf6 15.Nxd5!

2r2rk1/pp4pp/2n1pq2/2bN4/8/6PB/PP2PP1P/R2Q1RK1



15. ... Qh6

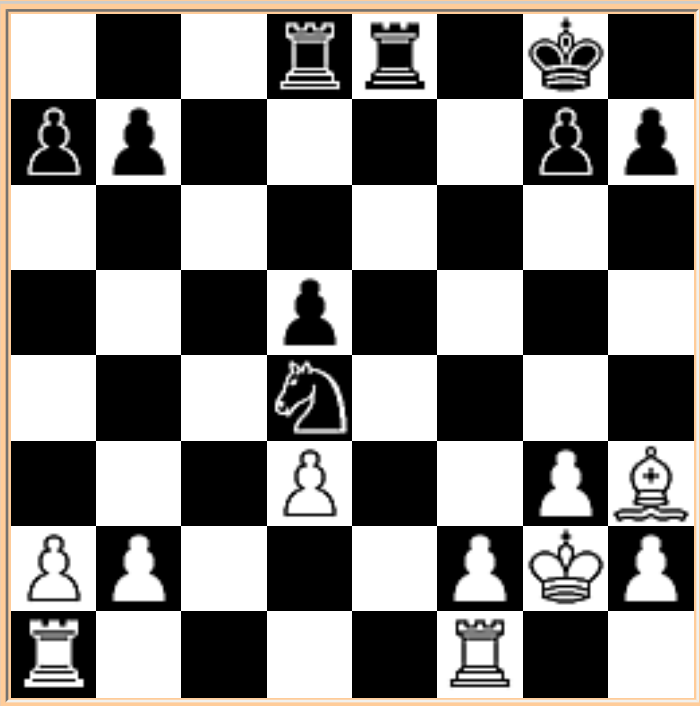
Of course, 15...exd5 16.Qxd5+ and Bxc8 or 15...Bxf2+ 16.Kg2 Qh6 17.Nf4 and 18.Bxe6+xc8 win quickly for White. Instead Capablanca puts another piece under attack, and prepares to pin the knight: who's winning?

16.Kg2 Rcd8 17.Qc1!!

A.R. of course! 17...Rxd5 fails to 18.Qxh6 and 19.Bxe6+, so White wins at least a pawn.

17. ... exd5 18.Qxc5 Qd2 19.Qb5 Nd4 20.Qd3 Qxd3 21.exd3 Rfe8

3rr1k1/pp4pp/8/3p4/3n4/3P2PB/PP3PKP/R4R2



22.Bg4

Black's better development make White's win hard work, at best. 22.Rae1 Nc2 23.Rxe8+ Rxe8 leaves both Nb4 and Ne1+xd3 threatened. White must work up something with his rooks, and try to dislodge that knight on d4. Both players are legends in the endgame, and the following moves unfold an epic battle.

22. ... Rd6 23.Rfe1 Rxe1 24.Rxe1 Rb6 25.Re5!

Rooks must be active. 25.b3 Ra6 and 25.Rb1 would be deplorably passive.

25. ... Rxb2 26.Rxd5 Nc6

as 26...Nb5 27.Rd8+ Kf7 28.Rd7+xb7 loses and 26..Nc2 leaves the knight out of the game. Now watch the White pieces jockeying for the best places: the rook to attack the pawns on the 7th rank, the bishop to cover the a2 pawn, not forgetting to drive the defending king away!

27.Be6+ Kf8 28.Rf5+ Ke8

if 28...Ke7 29.Bc4 with Rf7 to come.

29.Bf7+ Kd7

The king must come forward now to gain counterplay.

30.Bc4 a6

To prevent Rb5 swapping the rooks, and now White is free to gain some pawns.

31.Rf7+ Kd6 32.Rxg7 b5 33.Bg8 a5 34.Rxh7 a4 35.h4 b4 36.Rh6+

The Black pawns are beginning to look worrying, and White must take counter measures.

36. ... Kc5 37.Rh5+ Kb6 38.Bd5? b3?

Missing the chance to play 38...Rxa2! as 39.Bxa2 b3 40.Bxb3 axb3 will queen the pawn, but 39.Bc4 Rc2 40.Rb5+ Kc7 41.Bg8 is still winning.

On White's side a better line was 38.Bc4 b3 39.Rb5+ Kc7 40.Bxb3 axb3 41.axb3 winning comfortably.

We now get a finely calculated finish.

39.axb3! a3 40.Bxc6! Rxb3

if 40...a2 41.Rb5+ Ka6 42.Rb8

41.Bd5 a2 42.Rh6+ 1-0

because 42...Ka5/a7 43.Rh8-a8, or if 42...Kb5 43.Bc4+ and Ra6.

Further Reading:

Rubinstein's Chess Masterpieces, by Hans Kmoch.

The Art of Attack in Chess, by V. Vukovic.

Back to [Chess Coaching Page](#)



This document (lessrubn.html) was last modified on 10 June 97 by

[Dr. Dave](#)

Lessons From Lasker

Peter Lane, 30 October 1997

Dr. Emanuel Lasker was not only World Champion for 27 years from 1894 to 1921, but was also one of the great thinkers of the game. He introduced and regularly used many strategical concepts decades before Nimzowitsch's formulations in 'My System' and 'Chess Praxis'. He is known as one of the great fighters, and, in his games, we see no attachment to dogma or 'correctness'; the point of a game is to win. I imagine Simon Webb of 'Chess for Tigers' learnt a lot from Lasker.

In particular, club players can learn from Lasker's approach to each individual move. Often Lasker seemed less concerned with the objective evaluation of a move, and more with the competitive edge it would give him. His skill in defense is reflected in the attitude: 'a position can never be so bad as not to offer some means of defense'. Further, he stressed the importance of success in the final rounds in a tournament, when the prizes are decided.

How does Lasker win games? If his opponent made bad opening mistakes, he would gain an advantage and move over to the attack. If a weakness was created, he would fix a hold on that weakness, create a second weakness, and then force a breakthrough. Against passive play, he would work out a blockade of his opponent's aggressive possibilities, and then force his own attack through. With strong players he would create an ever-widening front of conflict, encouraging his opponent to think of winning, but also opening the possibility that the point could go either way. These four 'winning strategems' are demonstrated in the four games below.

The games here are taken from Fred Reinfeld and Reuben Fine 'Lasker's Greatest Chess Games : 1889-1914'. I initially found the games heavy going, intricate in their strategy. Of help is Nimzowitsch's 'Chess Praxis', which explains in detail many of the strategic themes.

- [1. Attack from Strength](#)
- [2. Accumulating Advantages](#)
- [3. Taking Control](#)
- [4. When Only a Win Will Do](#)

1. Attack from Strength

W.Steinitz vs Dr E.Lasker (London, 1899, Vienna Game)

'The player who has the advantage must willy-nilly go over to the attack. ... when you have an advantage you must of necessity attack.'

STEINITZ

In this game against Steinitz, we see Lasker build up a superior position due to opening errors by his opponent. From this position of strength, according to Steinitz, an attack must be made; and Lasker dutifully does so.

1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.d3 Nc6

Steinitz liked this line (4.d3), but did badly with it in later years. The most common response was 4:...d4.

5.fxe5 Nxe5 6.d4 Ng6 7.exd5 Nxd5 8.Nxd5?

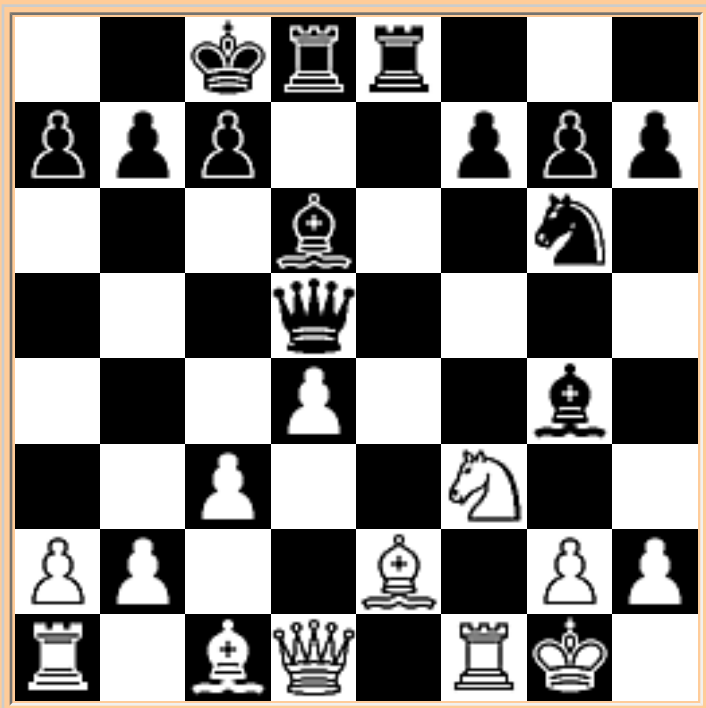
This wastes time: 7.e5 Ne4 8.Bd3 Nxc3 9.bxc3 or 8.Bc4 Nxc3 9.bxc3 Qh4+ 10.g3 Qe4+ 11.Qe2 are both fairly even.

8. ... Qxd5 9.Nf3 Bg4 10.Be2 O-O-O 11.c3?

11.O-O Bxf3 12.Rxf3! preserved the balance

11. ... Bd6 12.O-O Rhe8

2krr3/ppp2ppp/3b2n1/3q4/3P2b1/2P2N2/PP2B1PP/R1BQ1RK1



Black has a model development, and white now has problems on the queen-side. For example, if 13.c4 Qe6 14.Bd3 Nf4 15.Bxf4 Bxf4 leaves the centre weak. White now tries to force back the black pieces and gain some initiative on the king-side, based on the f-file, but his lack of development and central control give Lasker the chance for a surprise combination.

13.h3 Bd7 14.Ng5 Nh4! 15.Nf3

For a moment white's prospects brightened, but if 15.Rf2 Bg3, or 15.Bf3 Nxf3+ 16. Nxf3 Bb5 17.Re1 Bg3; 16.Qxf3 Qxf3 17.Rxf3 Re1+ 18.Rf1 Rde8 19.Bd2 Rxa1 20. Rxa1 Re2 21.Rd1 Bc6 22.Nf3 f6 with advantage to black because of his two bishops and piece pressure. This last line is a good illustration of the possibilities a centralised development can make available.

But now white has wasted several moves and weakened his king-side, which allows Lasker a decisive combination:

15. ... Nxg2! 16.Kxg2 Bxh3+!! 17.Kf2

17.Kxh3 allows Qf5+ 18.Kg2 Qg4+ 19.Kh1 Qh3+ 20.Kg1 Qg3+ 21.Kh1 Re4 27. Bg5 Rg4 23.Rg1 Qh3+ 24.Nh2 Qxh2 'mate.

17. ... f6!!

Not content with taking the rook, Lasker threatens to simply move some pawns up

the king-side. This calm approach to winning is very frustrating for the opponent: 'whatever you do, I'm going to get you'.

18.Rg1 g5 19.Bxg5 fxg5 20.Rxg5 Qe6

2krr3/ppp4p/3bq3/6R1/3P4/2P1N1b/PP2BK2/R2Q4



White has returned his extra material, but the Black position is still centralised, and the white king position is unsafe.

21.Qd3 Bf4 22.Rh1

If instead 22.Rh5 Qg4; 22.Rg7 Bf5 23.Qb5 Qe3+ 24.Ke1 Qxf3 etc.

22. ... Bxg5 23.Nxg5 Qf6+ 24.Bf3 Bf5 25.Nxh7 Qg6 26.Qb5

A last-ditch attempt at complications, but such 'attacks' (from a worse position) are doomed to failure even by Steinitz's theories.

26. ... c6 27.Qa5 Re7! 28.Rh5

If 28.Qxa7 Rg8 29.Qa8+ Kc7 30.Qa5+ Kb8 and wins.

28. ... Bg4 29.Rg5 Qc2+ 30.Kg3 Bxf3 0-1

An attractive game, showing the effect simple development has against opening errors. The combination followed simply from superior coordination. Noteworthy is Lasker's willingness to maintain his positional edge based on a centralised development.

2. Accumulating Advantages

A. Burn vs Dr E. Lasker (Paris 1900, Queen's Gambit Declined)

This game shows how to exploit a single weakness in the opponent's position.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c5 5.cxd5 cxd4

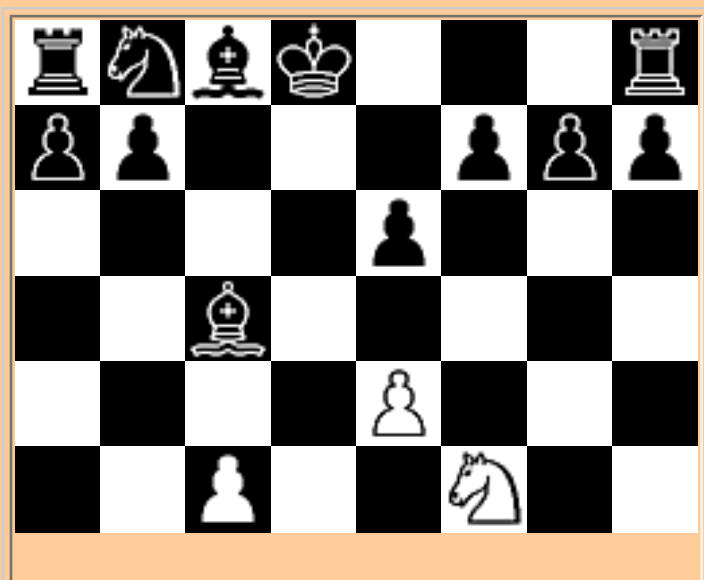
We call this Tarrasch's Defense now, 5: ...Nxd5 6.e4 Nxc3 7.bxc3 cxd4 8.cxd4 is the semi-Tarrasch; or 6.Nxd5 Qxd5 7.Be3! Na6 8.g3 cxd4 was equal in Kashdan-Alekhine (Folkestone, 1933).

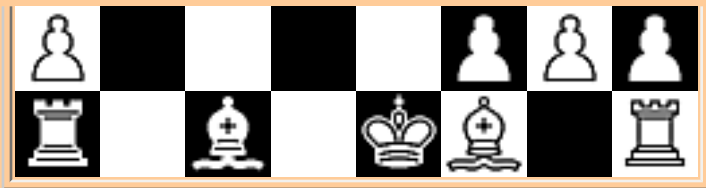
6.Qxd4

Instead 6.Qa4+ Bd7 (Qd7 7.dxe6) 7.Qxd4 exd5 8.Nxd5 wins a pawn for white. This is the Tarrasch Gambit, dangerous against weak defenders, as black gains a strong development edge.

6:...Nxd5 7.e4 Nxc3 8.Qxd8+ Kxd8 9.bxc3 Bc5

rnbk3r/pp3ppp/4p3/2b5/4P3/2P2N2/P4PPP/R1B1KB1R





Burn was obviously playing for a draw, and was therefore happy to exchange queens, even at the cost of his Q-side pawn structure. Instead, 7.Nxd5 Qxd5 8. Qxd5 exd5 9.Be3 allows white to gang up on the isolated queen pawn. In order to gain half a point, it is usually the case that you have to first play for the full point!

10.Ne5 Ke7!

Black avoids 10:...Ke8 11.Bb5+ Nd7 12.Ke2 a6 13.Bxd7+ Bxd7 14.Nxd7 Kxd7 15. Be3! either removing the bishops, when a draw is likely, or posting the bishop well for attack and defense.

This typical precision from Lasker prompts white to further entangle himself.

Instead, more secure was, 10.Nd4 Ke7 11.Be3 etc.

11.Nd3 Bb6 12.Ba3+ Ke8 13.Ne5 Nd7 14.Bb5

If 14.Nc4 Bc5 15.Nd6+ Ke7 16.Bxc5 Nxc5 17.e5 Bd7 when black's pawns are still better, though the Nd6 prevents Rc8. White prefers to look for further exchanges.

14:...Bc7! 15.Nd3

The difference is in the bishops. If instead 15.Bxd7+ Bxd7 16.Nxd7 Kxd7-c6 and black has much the better ending.

White's pieces are now pushed away.

15:...a6 16.Ba4 b5 17.Bb3 Bb7 18.f3 Rc8! 19.Kd2

Impossible is 19.c4 bxc4 20.Bxc4 Ba5+, and so c3 is fixed as a weakness.

19:...a5 20.Rab1 Bc6 21.Bc2

White retreats voluntarily before the planned ...Nb6...a4...Nc4+, but thereby allows black to organise his king-side attack.

21:...f6 22.g3?

To develop the king's rook, but this is a further weakening. Best is 22.Nc5 Nb6 23. Bd3 or 22:...Nxc5 23.Bxc5 Bf4+ 24.Ke2 Bxe4 25.Bxe4 Rxc5 26.Rxb5! level.

22:...Kf7 23.Ke2 g5! 24.g4 h5!

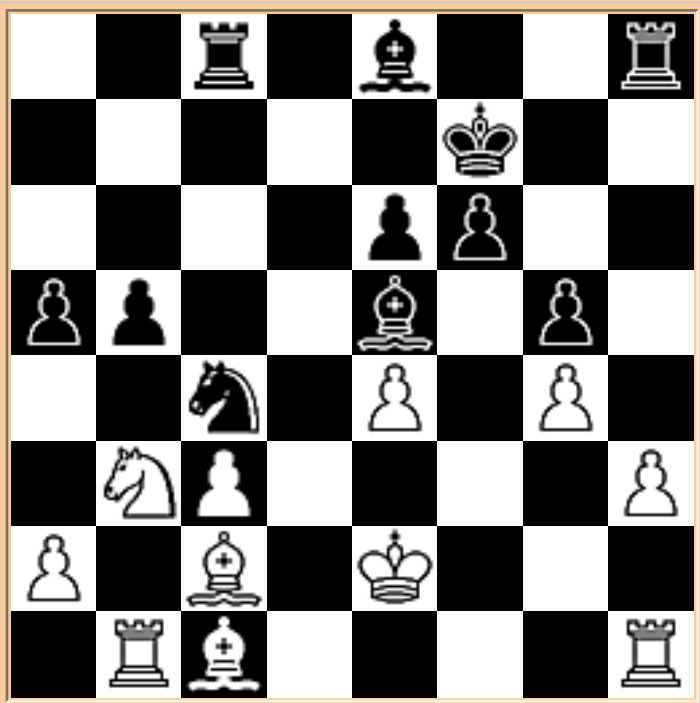
One weakness leads to another. The h-pawn is again weak, but 24:...g4 had to be stopped. Now Lasker will open the king-side at his leisure, meanwhile uncovering Q-side threats. Lasker is therefore playing according to the principle of two weaknesses.

25.h3 Bb8 26.Bb2 Nb6 27.Nc5 Be8 28.Nb3 Nc4! 29.Bc1

White is forced backwards off the board, if 29.Ba1 Na3 30.Rc1 hxg4 31.fxg4 Bf4 32.Nd2 Bc6 and white runs out of moves.

29:...hxg4 30.fxg4 Be5!

2r1b2r/5k2/4pp2/pp2b1p1/2n1P1P1/1NP4P/P1B1K3/1RB4R



The first direct attack on the c3-pawn; it can only be defended indirectly.

31.Nd4 Bxd4 32.cxd4 Na3!

Lasker forces two extra Q-side pawns - the opposite colour bishops not being a problem with the help of the rooks.

33.Bxa3 Rxc2+ 34.Kd3 Rxa2 35.Bd6 b4 36.Rbc1 Bb5+ 37.Ke3 Kg6!

Leaves white with nothing. 37:...Rxb3 38.Rxb3 Ra3+ 39.Kf2 Rxb3 40.Rc7+ Kg6 41.Bf8 Rh7 42.Rxb7 Kxb7 is less clear, though still a win.

38.Rc5 Ra3+ 39.Kf2 Bd3 40.Re1 Rxb3 41.Rc7 Ra2+ 42.Kg1 Rh4 43.e5 Rxb4+ 44.Kh1 Be4+ 0-1

A beautifully played endgame by Lasker, patiently and methodically exploiting his opponent's errors: 6.Qxd4 and 10.Ne5 were tame, and 22.g3? weakening, but black's position looked harmless enough. It was only as Lasker uncoiled that the lack of scope in white's position became evident. In particular, c3 always looked the lame point in white's position, but the one time Lasker attacked the pawn, it managed to jump to the d-file!

Lasker built his position up gradually, starting with Burn's weak opening play, and he employed prophylaxis against c4, to paralyse white's Q-side. Added to this, he opened the h-file, enabling the use of the principle of two weaknesses. After exploiting pressure against c3 to break through, he curtailed any counterplay with 37:...Kg6, and concluded with an attack on the king!

3. Taking Control

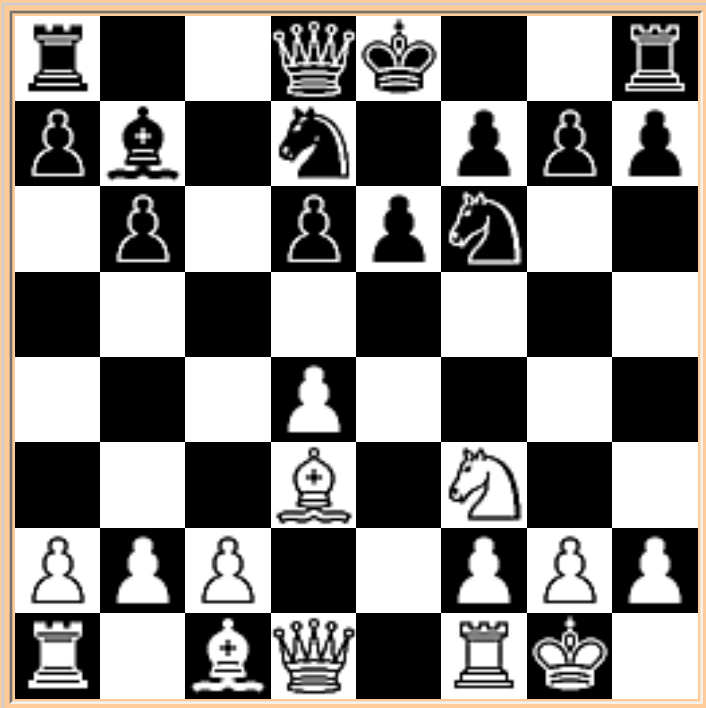
J.H. Blackburne vs Dr E.Lasker (London 1899, Queen's Pawn Opening)

One of the more important lessons to learn when playing competitive chess is how to improve this prospects in a level position. A good player will understand which are the key squares in a position, bring his pieces into connection with them, and, if his opponent cannot counter this reorganisation, will thereby gain the advantage.

In this game, the opening finishes fairly level, but Blackburne plays without a concrete plan, and Lasker can tie up the queen-side in a restriction operation later to become classic. Having thwarted his opponent's activity, Lasker can walk down the other side of the board.

1.d4 d5 2.Nf3 Nf6 3.e3 e6 4.Bd3 Nbd7 5.Nbd2 Bd6 6.e4 dxe4 7.Nxe4 b6 8.O-O Bb7 9.Nxd6+ cxd6

```
r2qk2r/pb1n1ppp/1p1ppn2/8/3P4/3B1N2/PPP2PPP/R1BQ1RK1
```



This position is as level as they come: two bishops for white, the extra central pawn for black. White should perhaps try c4,b3,Bb2 to give his second bishop a good diagonal. Black might play e5 and for c-file pressure. But the position is still a little fluid, and it is very easy to drift into an inferior position.

10.Re1 O-O 11.Bg5 Qc7 12.c3 Rfe8 13.Bb5 Bc6!

To avoid the doubling of the f-pawns after Bxf6, but striking in that he should allow the exchange of this bishop.

Blackburne has managed to drift and the Bg5 seems wasted, unless exchanged on f6 the bishop reaches a bad diagonal, but perhaps he didn't expect Lasker to exchange his own lovely bishop?!

Lasker had already foreseen the weakness of the light squares d5,c4,b5, (therefore the bishop exchange) which allows him to blockade the Q-side and make the Bg5 of little effect. The following sequence of moves, binding up the Q-side, should be studied carefully (and more may be found on the subject in 'Chess Praxis').

14.Bxc6 Qxc6 15.Qd3 h6 16.Bh4?

16.Bxf6 was indicated - this bishop is now useless.

16...Rac8 17.Rad1 Nd5!

A hypermodern move - piece occupation of the centre, and not pawn to d5. Note that pieces, especially knights, have an impact forward of an outpost, whereas the pawn can only sit tight.

18.Bg3 b5 19.Nd2 N7b6 20.a3 a5 21.Rc1 a4

2r1r1k1/5pp1/1nqpp2p/1p1n4/p2P4/P1PQ2B1/1P1N1PPP/2R1R1K1



Nimzowitsch would have been proud. The Q-side blockade allows Lasker the freedom to advance his majority on the other wing. White has been a bystander in the game - not comprehending, and so unable to counter, his opponent's strategy.

22.h4

A woefully late try to hold back the deluge, but the pawn merely becomes a target.

22...f5! 23.Bh2 Qd7 24.Qg3 f4 25.Qd3 e5 26.c4?

Cannot be good, giving up e4-control. But what else? White is practically a piece down.

26...bxc4 27.Nxc4 e4! 28.Qf1

Black wins after 28.Rxe4 Rxe4 29.Qxe4 Qb5 and 28.Nxb6 Rxc1 29.Rxc1 exd3 30.Nxd7 d2!

28...Nxc4 29.Rxc4 Rb8 30.Rc2 Kh8!

These last two moves of Lasker's form a vital part of the winning strategy. White had ideas of playing against e4 or d5 after a rook exchange, so Lasker gains a move by forcing defense of b2, then moves his king off the critical diagonal. Qc4 is now met by Rec8.

31.Rec1 Qg4! 32.f3 Qxh4 33.fxe4 Rxe4 34.Rc8+ Rxc8 35.Rxc8+ Kh7 36.Qb1 Nf6 37.d5

Obviously carefully calculated by Lasker. If 37.Re8 d5 ... Ng4 won, but now Re8 is threatened.

37...g6 38.Rc7+ Kh8!

Precision chess - if 38:...Kg8? the rook could not move, because of Qxg6+.

39.Rc1

Or 39.Rc8+ Kg7 40.Rc7+ Kf8 and a walk to the d-file.

39:...Re2 40.Kh1 Ng4 41.Rc8+ Kg7 42.Rc7+ Kf6 0-1

When I first played through this game, I knew it was good, but I didn't really understand it. The Q-side restraining operation is clear, I might even recognise it as an option before it turns up, and I could manage the K-side attack at the end, perhaps also cope with the white counterplay, but ... how to move from the one to the other? As I played through the game a few more times, I began to understand the 'bridging' passage from moves 26-30. It reminds me of the modulation between keys in a piece of music; without the bridge, the change falls flat.

Note the calmness of the strategical player. Having transformed the restrained Q-side into a central preponderance, Lasker takes time to rearrange his pieces, counter threats, and hit at the fresh targets. If you wonder how great players preserve a slight initiative and turn it into a crushing attack, it's because they find moves like 29...Rb8 and 30...Kh8.

4. When Only a Win Will Do

Dr A.Alekhine vs Dr E.Lasker (St.Petersburg 1914, Ruy Lopez)

The finish to this tournament is one of the great stories in Lasker's career. Entering a double-round final with Alekhine, Capablanca, Tarrasch and Marshall, Lasker was a full point and a half behind Capablanca. In order to win the tournament, every game had to be played to a win. And he succeeded! How?

‘The immortal Lasker playing his fourth move at St.Petersburg. Bishop takes knight, most drawish of all the variations in the Lopez, and there was Lasker needing a win but playing bishop takes knight against Capablanca. Psychological chess. Capablanca sweating away at the thought of a new wrinkle. Lasker sitting like a stone.’

from LAST ROUND by Kester Svendsen

What I think Lasker understood is that the only drawish variations are those forcing lines leading to a perpetual, all other variations preserve a balance, and enable either or both players to disturb the balance and play a full game. This is Lasker's big secret, if you like: in a balanced position he will not play the objectively best move, but will instead disturb the balance. The risk is not great, as the position is level; instead of a stand-off, we get a dynamic equilibrium. In a stand-off, it is easy to stand still, in equilibrium, you have to do a lot of work. In chess, if you don't do the necessary work, you lose. And this is what is meant by Lasker's psychological chess.

The game against Alekhine was played immediately before the one against Capablanca, but makes his winning technique far clearer.

1.e4 e4 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.Nc3 f6 6.d4 exd4 7.Qxd4

What is white up to in this opening? He has conceded the two bishops in order to double black's c-pawns. In a pawn endgame, white would win due to his extra king-side pawn, and therefore he exchanges queens.

Of course, ‘Before the endgame, the Gods have placed the middlegame’, and black has his two bishops; furthermore, his only weakness, the queen-side pawns, is easily defended by the king after O-O-O.

7. ... Qxd4 8.Nxd4 Bd6 9.Be3 Ne7 10.O-O-O O-O

Defend the Q-side? Yes, but Lasker takes the chance of provoking Alekhine to attack - remember, Lasker must win this game!

11.Nb3 Ng6

Black must concede c5, as 11:...b6 fails to 12.Bxb6!

12.Bc5 Bf4+ 13.Kb1 Re8 14.Rhe1 b6 15.Be3 Be5 16.Bd4 Nh4 17.Rg1 Be6

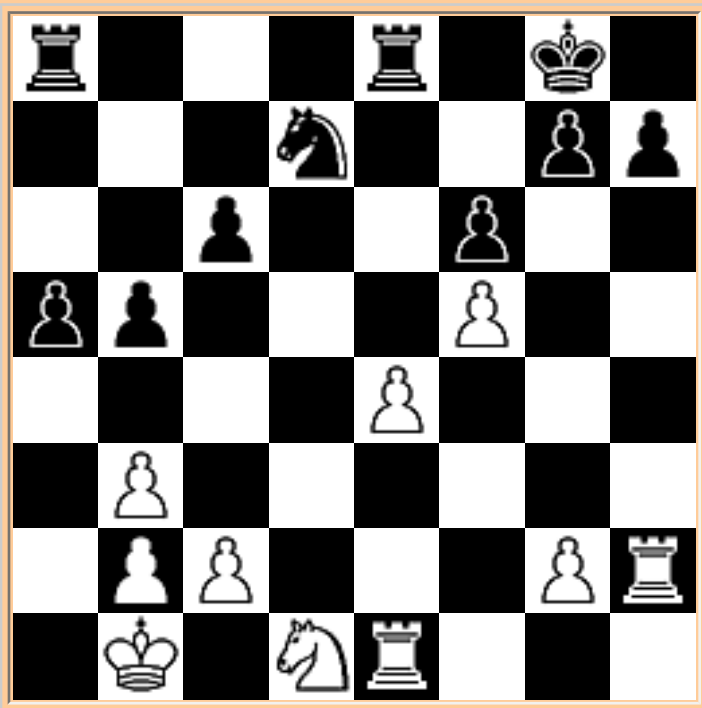
A good option was 17:...g5 with a king-side bind.

18.f4! Bd6 19.Bf2 Ng6 20.f5! Bxb3 21.axb3

Better than 21.fxg6 Be6 22.gxh7+ Kh8 23.Bxb6 Bxh2 etc.

21. ... Nf8 22.Bxb6 Bxh2 23.Rh1 cxb6 24.Rxh2 b5 25.Re1 Nd7 26.Nd1 a5!

r3r1k1/3n2pp/2p2p2/pp3P2/4P3/1P6/1PP3PR/1K1NR3



Lasker decides to play for a Q-side attack, and not against the weak e-pawn (much to Tarrasch's surprise!). The reason is, white can defend e4 as often as black can attack it, and so there is no gain. Lasker encourages the e-pawn to advance, widens the playing area to include the Q-side, and looks for

complications, which may be to his favour. This is how to play for a win, when a draw is of no interest.

27.Rh3 b4 28.Nf2 Nc5 29.Rhe3 a4 30.bxa4 Nxa4 31.e5 fxe5 32.Rxe5 Reb8!

Decentralising! But with threats, e.g. 33.R1e4 Nc3+ 34.bxc3 bxc3+ 35.Kc1 Ra1 'mate.

33.Ne4 b3 34.Re2 Nb6 35.cxb3 Nd5 36.g4 h6 37.g5 hxg5 38.Nxg5 Nf6

Avoiding 38: ...Rxb3? 39.Re8+ with 'mate.

39.Re7

Here, R5e3 or Rc5 or Rc2 give a draw, but the Re7/Rg2/Ne6 combination seems irresistible... **39. ... Rxb3 40.Rg2 Nd5**

Where to play the rook?

41.Rd7?

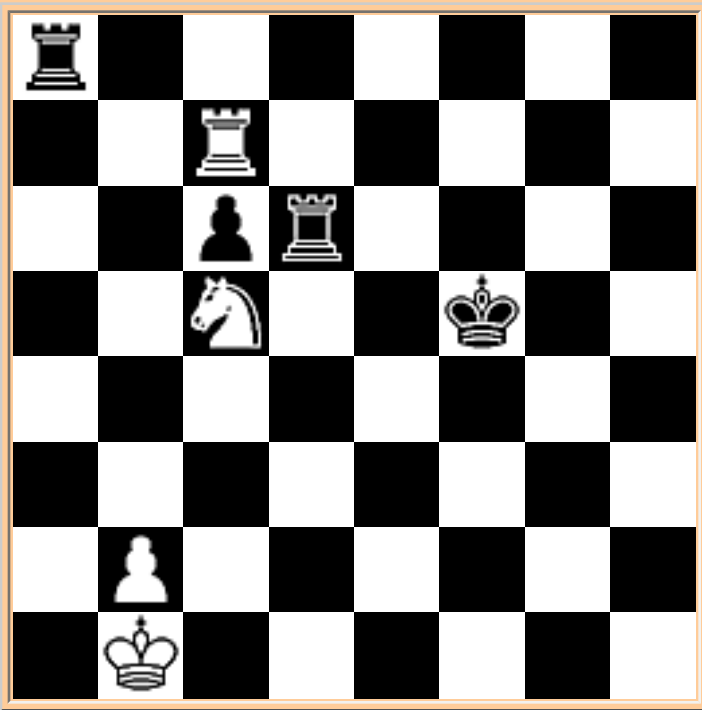
No, anywhere but there! 41.Re1 held the draw.

41. ... Rd3!! 42.Rxd5

Sad but true. Nc3+ winning the exchange is threatened. If 42.Rb7 Rd1+ 43.Kc2 Ne3+, or if 42.Kc1 Ra1+ 43.Kc2 Nb4 'mate.

42. ... Rxd5 43.Ne6 Kf7 44.Rxg7+ Kf6 45.Rc7 Rd6 46.Nc5 Kxf5

r7/2R5/2pr4/2N2k2/8/8/1P6/1K6



How to go about winning this? The trick is in piece play, black must get his king into the opposing position, and this becomes very easy if the white rook is exchanged. The play is therefore based around restriction of piece activity.

47.Rf7+ Ke5 48.Kc2 Rh6 49.Nd3+ Kd6 50.Rf5 Rb8 51.Kc3 Kc7 52.Rf7+ Kb6 53.Rd7 Rh3 54.Rd4 Rbh8

The knight's best square is d3, covering b2; other squares are passive (d1) or exposed (c4). Black will attack the knight with his rooks, the threat now being ... R8h4...Rh5...Rd5, forcing the exchange of rooks.

55.Rb4+ Kc7 56.Kc2 R8h4 57.Rb3 Rh2+

Tarrasch suggests 57: ...c5 58.Rc3 Kd6 59.Ra3 c4 60.Ra6+ Kd5 61.Nb4+ Kd4 and a quick win for black: *'But we must bear in mind that the advance of the QBP determines first prize! ... And the advance would still be possible if the other methods turned out to be insufficient.'*

58.Kc3 R4h3 59.Rb4 Rh5 60.Rg4 R2h3 61.Kc2 Rd5 62.Nf4 Rc5+

Not 62: ...Rd4 63.Rg7+ and wins!

63.Kb1 Rh1+ 64.Ka2 Ra5+ 65.Kb3 Rb5+ 66.Kc3 Kb6 67.Nd3 Rh3 68.Kc2 Rd5 69.Rb4+

Note that Lasker has gained a move, 69.Nf4 in this position allows 69:...Rd4, and therefore the rook must take up a passive position.

69. ... Kc7 70.Rb3 Rh2+ 71.Kc3 Kd6 72.Ra3 Rg2 73.Ra1 Rg3 74.Rd1 Kc7 75.Rd2 Kb6 76.Rd1 Kb5 77.Kc2

If 77.Rd2 Rc5+ 78.Kb3 (78.Kd4 Rc4+ 79.Ke5 Re3+ 80.Kf5 Rd4) Rd5 79. Kc2 Rf5 80.Rd1 c5 81.Rd2 Rh3 82.Rd1 Re3 83.Rd2 Rfe5 and exchanges rooks.

77. ... Kc4 78.b3+ Kb5

Black has now forced a serious weakness.

79.Rd2 Rh3 80.Rd1 Rh2+ 81.Kc3 Rd8 82.Rg1 Rh3 83.Rd1 Rdh8 84.Rg1

84.Rd2 Rh2 85.Rd1 Rh1 86.Rd2 R8h2 87.Nf2 Rf1

84. ... Rhh5 85.Kc2 Rd5 86.Rd1 Rg5 87.Rd2?

Another error. Correct was 87.Rf1, when black would double rooks on the seventh rank and attack the b-pawn. The win would still be quite difficult.

87. ... Rhg3 88.Nc1 Rg2 89.Ne2 Kb6! 0-1

As Re5 will force the rooks off, when black has an easy win.

Back to [Chess Coaching Page](#)

This document (Praxis\lesslask.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Lessons from Capablanca

Peter Lane, 22 January 1997

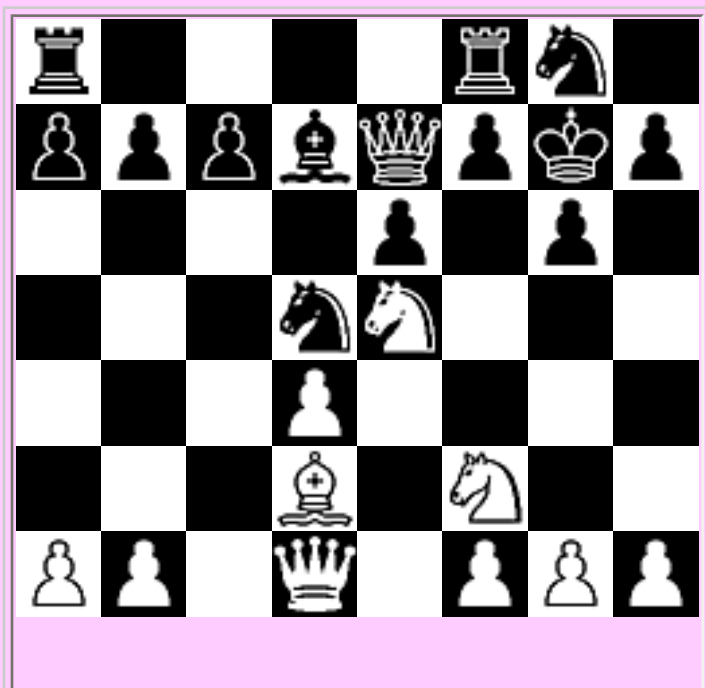
On Studying Master Games - a short digression

Polugayevsky, in the beginning of his book 'Grandmaster Performance', quotes some advice he was given when a young player:

"If you want to play well, in the first instance study games. Your own and other peoples'. Examine them from the viewpoint of the middlegame and the endgame, and only then from the viewpoint of the opening. This is more important than studying textbooks."

This advice can be found in many sources, and, as an aspiring player, I am happy to follow it. But how exactly should we "study games"? How to derive the maximum benefit from watching somebody else, given our own knowledge and preferences? A useful start might be the players' own analysis. However, I find John Nunn opaque at best, Bobby Fischer more teasing than explanatory, and try Capablanca:

r4rn1/pppbqpkp/4p1p1/3nN3/3P4/3B1N2/PP1Q1PPP/2R2RK1





[Capablanca-Alekhine, St.Petersburg 1913]

His explanation of **18. Be4** is that it exchanges:

"the almost useless B for a most valuable Kt. It would take a good many lines to explain this move properly, and then I might not be clearly understood, so I leave the student to work it out by himself".

Analysis seems more accessible when by the lesser lights: Irving Chernev springs readily to mind, and also writers more involved with teaching, such as Dvoretsky and co. Why is this?

Obviously, the mental makeup of a great player is different to that of a teacher, and their combination is a great rarity. Capablanca's comment *"where you guess, I know"* points very clearly at the existence of a gulf in understanding between the average player and the genius. This is all very well, but I still want some guidance on techniques of self-study, especially as printed analysis cannot be all things to all readers.

What we need (any psychologists listening?) is a method to help the individual identify, not only the crucial points of a game, but more those points from which the individual can learn. And this requires a skill at self-evaluation, which the injunction to study your own games is designed to develop. One method I use, with which I invite argument, is derived from a rule in the computer study of intelligence known as Martin's Law: *"You cannot learn anything unless you almost know it already"*. In the games below, I have tried to pick out those where it is possible to almost follow what is happening, and it is these where most can be learnt. At each point we must ask: - how does Capablanca assess the features in a position? - how do these features get drawn into a plan for the game?

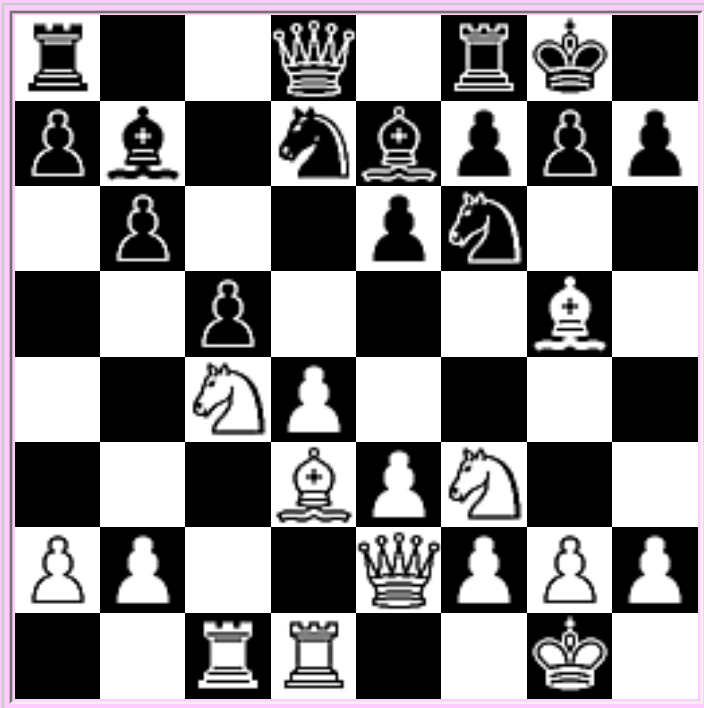
Game 1 : Stages in an attack J.R.C. - D. Janowski (Manhattan, 1918)

1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Bg5 Nbd7 5. e3 c6 6. Nbd2

This is an interesting idea of Capablanca's: aiming after ... dxc4 to play Nxc4-e5. It has the downside of taking away pressure from d5, a move white often makes after ...c5.

6. ... Be7 7. Bd3 dxc4 8. Nxc4 O-O 9. O-O c5 10. Rc1 b6 11. Qe2 Bb7 12. Rfd1

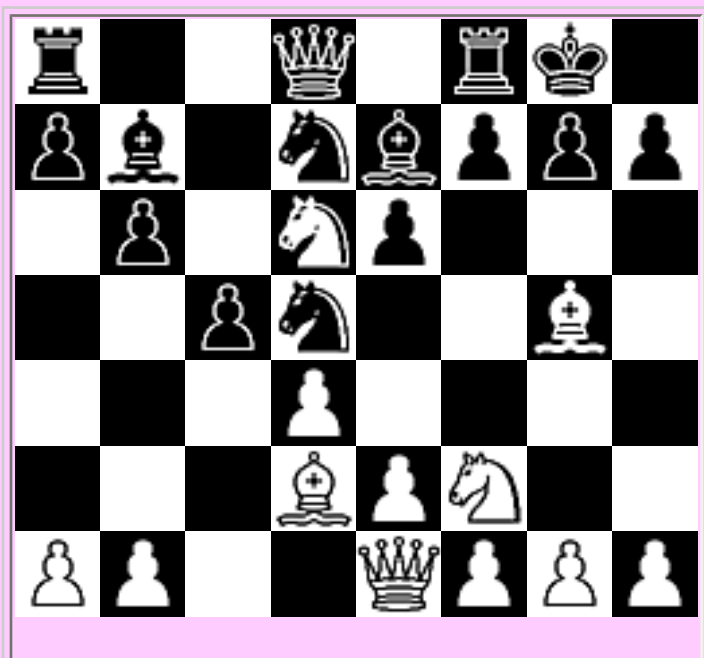
r2q1rk1/pb1nbppp/1p2pn2/2p3BQNP4/3BPN2/PP2QPPP/2RR2K1



This is a fairly typical position for white in the Queen's Gambit, with the exception of the N on c4. Any 1.d4 player should take note of the disposition of forces.

12. ... Nd5 13. Nd6!

r2q1rk1/pb1nbppp/1p1Np3/2pn2B1/3P4/3BPN2/PP2QPPP/2RR2K1





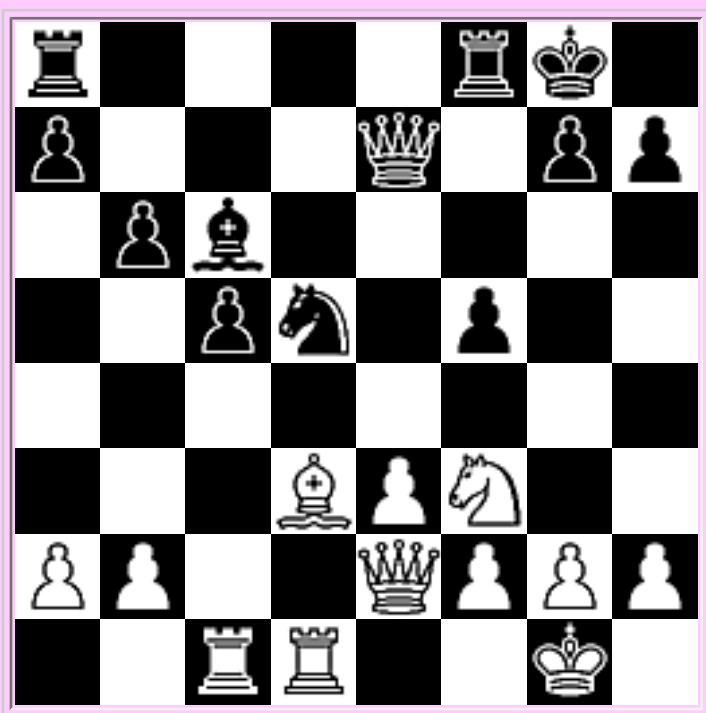
As black is not going to play 13. ... Bxg5 14. Nxb7 Qc7 15. Nxc5 Qxb7 16. Bxh7+ Kh8 17. Qh5 with a quick win for white, 13. ... Bc6 is forced. What is the purpose of this? To drive the B into the firing line of the Rc1! Capablanca comments: "*Later on it will be seen how this little advantage now acquired is largely the cause of Black's defeat.*"

13. ... Bc6 14. Ne4 f5 15. Bxe7 Qxe7 16. Ned2 e5

Forced in many ways, as else Nc4-e5 follows.

17. dxe5 Nxe5 18. Nxe5 Qxe5 19. Nf3 Qe7

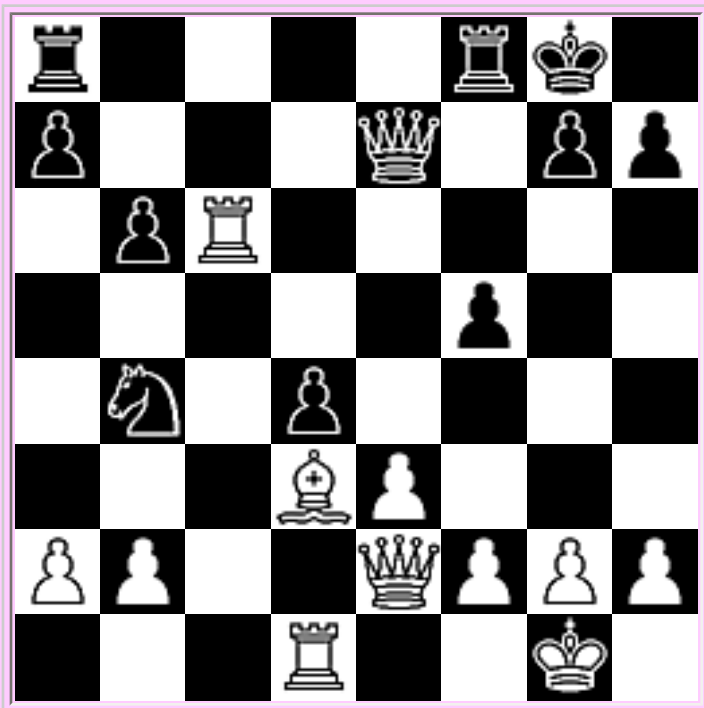
r4rk1/p3q1pp/1pb5/2pn1p2/8/3BPN2/PP2QPPP/2RR2K1



If instead 19. ... Qf6 20. Bc4 Rad8 21. e4 fxe4 22. Qxe4 Rfe8 23. Rxd5! Rxe4 24. Rxd8 'mate. 19. ... Qe6 looks better, though 20. Bc5 leaves white the edge.

20. Nd4! cxd4 21. Rxc6 Nb4

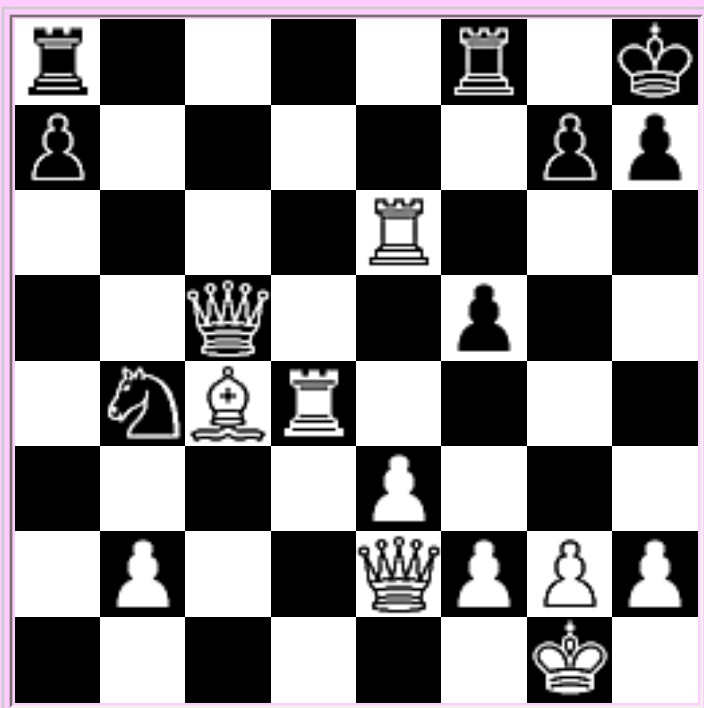
r4rk1/p3q1pp/1pR5/5p2/1n1p4/3BP3/PP2QPPP/3R2K1



White's Rxc6, made possible by move 13, gives him a comfortable position from which to work up an attack.

22. Bc4+ Kh8 23. Re6 d3 24. Rxd3 Qc5 25. Rd4 b5 26. Bxb5 Nxa2 27. Bc4 Nb4

r4r1k/p5pp/4R3/2q2p2/1nBR4/4P3/1P2QPPP/6K1



The scattered black forces can offer no resistance. White now creates some tactical threats.

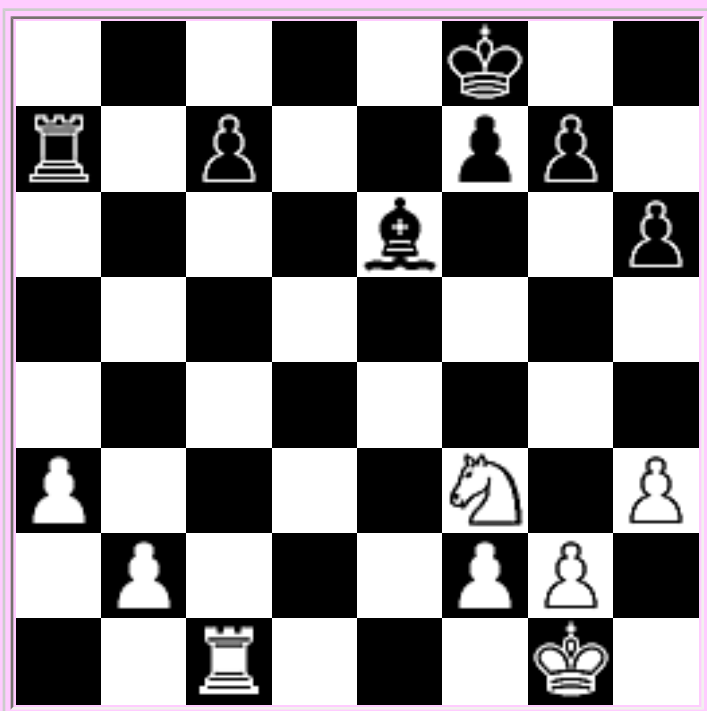
28. Qh5 g6 29. Rxg6 Rad8 30. Rg7 1-0

if 30. ... Kxg7 31. Qg5+ Kh8 32. Rxd8 when 33. Qf6 'mate can only be stopped by 32. ... Nd5 33. Rxf8+ Qxf8 34. Bxd5 winning easily.

My introduction made the point that we must begin looking at a master's game when we almost know what is going on, but perhaps we are missing some key feature of the position, or merely uncertain about whether we would make the moves ourselves. My tactic is to work backwards. Take the game above where I have supplied a number of diagrams. Beginning from the opening, we may wonder which of many plans would be most relevant, and despair of finding the answer. Beginning from the end, we should all see the tactics which lead black to resign ... so we have our opening into understanding the game. Go back one stage further, and ask whether we understand how to generate the position in which those tactics are playable. As our understanding improves, we can work back further in the game, and begin to see the various elements of strategy leading to the final assault as potentialities out of the opening.

Game 2 : Schematic thinking J.R.C. - Ragozin (Moscow, 1936)

5k2/r1p2ppRb2p/8/8/P4N1P/1P3PPQR3K1



This position, with a clear pawn extra and no worrying counterattack, looks like a trivial win for white, and indeed it should be. But ... how many times have such positions ended in draws? The simplicity

leaves each move transparent: we do not have to worry about the 'why' of each move, only the 'how do we think of it in the first place'. Have you seen the long detailed plans Alekhine gives of some of his endgames (the one against Znosko-Borovsky, Paris 1933 is a case in point)? Ever wondered what happens to the plan if the opponent deviates slightly? What is actually needed is something simpler, confined to the concerns of the present position, and with sufficient flexibility to allow for change. Capablanca has the following to say about this position:

"White's plan is to prevent the advance of the c-pawn (after which the b-pawn could become weak) and to control the entire board up to the fifth rank. This is achieved by moving the king to e3, and by placing the rook at c3, the knight at d4, and the pawns at b4 and f4. After he has attained such a position, White will be able to advance his Q- side pawns".

This is what is known as endgame technique, and involves thinking schematically: a concrete assessment of the position, a desired piece configuration, and no variations. I give the sequel in brief. The point is to watch the improvement in piece position - once the pieces are superior, the pawns can move up.

1. Nd4 Rb7 2. b4 Bd7 3. f4 Ke7 4. Kf2 Ra7 5. Rc3 Kd6 6. Rd3 Ke7 7. Ke3 Ra4 8. Rc3 Kd6 9. Rd3 Ke7 10. Rc3 Kd6

White has his desired position. To advance the Q-side pawns, he moves the king to their aid.

11. Ne2 g6 12. Rd3+ Ke6 13. Kd4 Ra6 14. Re3+ Kd6 15. Nc3 f5 16. b5 Ra8 17. Kc4 Be6+ 18. Kb4 c5+ 19. bxc6 Bg8 20. Nb5+ Kxc6

Black's king-side 'advance' has left the pawns weak. Capablanca now uses this, and not the a-pawn, to force a decision.

21. Rd3 g5 22. Rd6+ Kb7 23. fxg5 hxg5 24. Rg6 Rf8 25. Rxg5 f4 26. Nd4

stopping any counterplay with ... f3.

26. ... Rc8 27. Rg7+ Kb6 28. Rg6+ Kb7 29. Nb5 Rf8 30. Nd6+ Kb8 31. h4 1-0

Note the passed a-pawn is still on a3! And so what part did the extra pawn play? The potential of its advance led black to abandon the K- side, which allowed Capablanca to step in and win the game there instead. This is otherwise known as the "principle of two weaknesses".

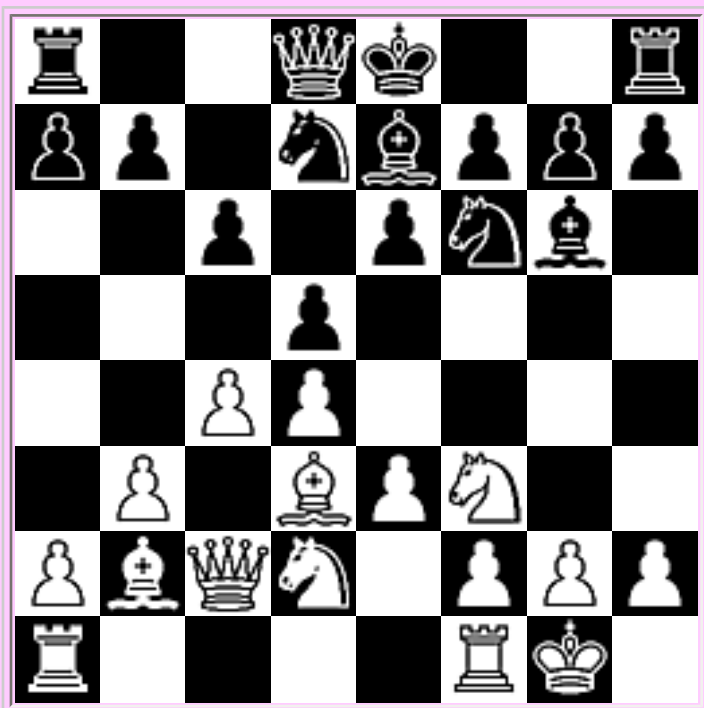
Game 3 : Tactical resolution J.R.C. - B. Villegas (1914)

1. d4 d5 2. Nf3 Nf6 3. e3 c6 4. Bd3 Bg4 5. c4 e6 6. Nbd2 Nbd7 7. O-O Be7

Black might have tried ...e5

8. Qc2 Bh5 9. b3 Bg6 10. Bb2

r2qk2r/pp1nbppp/2p1pnb1/3p4/2PP4/1P1BPN2/PBQN1PPP/R4RK1



White obviously has a good development. He has placed his pieces on good squares, and been left alone to do just that! Black played a little passively, in not trying for ...c5/...e5 as quickly as possible, and has wasted time with the bishop. White is now intending to play e4 and open the position up.

10. ... Bxd3 11. Qxd3 O-O 12. Rae1 Qc7 13. e4 dxe4

Black feels obliged to exchange in the centre, as else white may play e5 or exd5 at his leisure.

14. Nxe4 Nxe4 15. Rxe4 Bf6

The rook is in an imposing position, and black wants to frighten it with the idea of ...Nc5 : dxc5 Bxb2 and a good position. Note that 15. ... Nf6 would have

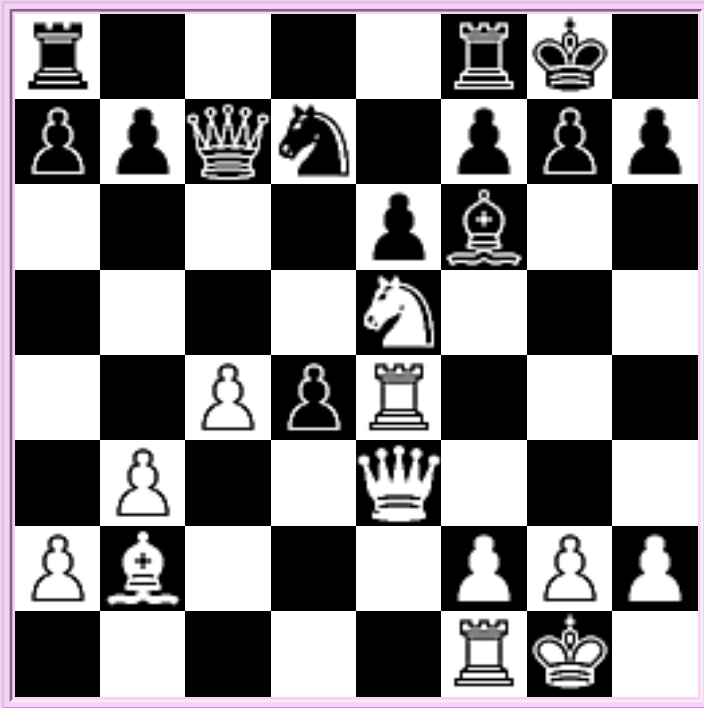
encouraged 16. Rh4 and d5 with a sharp attack.

16. Qe3 c5

Black at last makes his bid for freedom ... What is white intending to do about it?

17. Ne5 cxd4

r4rk1/ppqn1ppp/4pb2/4N3/2PpR3/1P2Q3/PB3PPP/5RK1



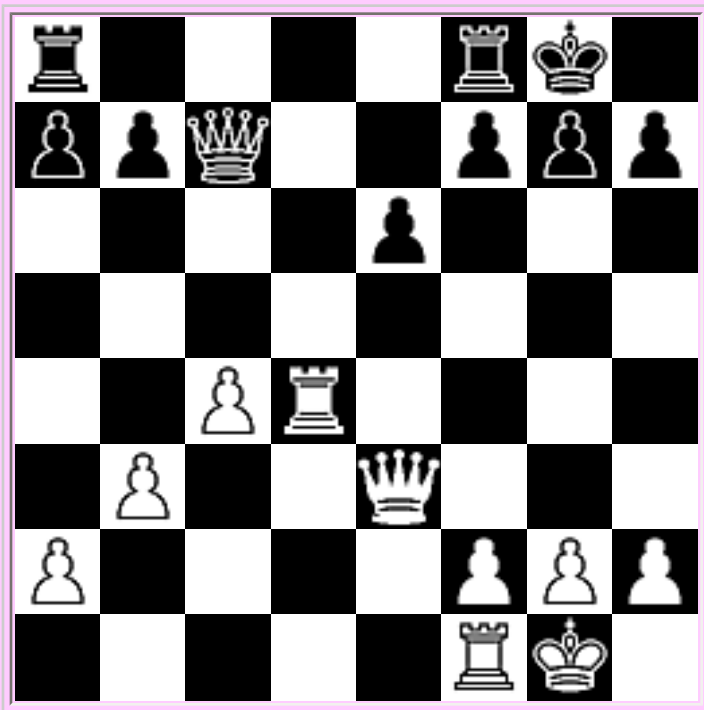
Black is now expecting 18. Bxd4 Nxe5 19. Bxe5 Bxe5 20. Rxe5 Rfd8 with control of the d-file in a major piece ending, but ...

18. Nxd7!

A surprise queen sacrifice: if now ...dxc3 19. Nxf6+ gxf6 20. Rg4+ Kh8 21. Bxf6 'mate ... Kh8 20. Rh4 h6 21. Rxh6+ gxh6 22. Ne8+xc7 with two pieces for a rook.

18. ... Qxd7 19. Bxd4 Bxd4 20. Rxd4 Qc7

r4rk1/ppq2ppp/4p3/8/2PR4/1P2Q3/P4PPP/5RK1



Black has now been forced into a major piece ending with WHITE controlling the d-file! White additionally has a Q-side majority, and has a simple plan: push the pawns, create a passed one, and queen it. This is the kind of game I find most instructive and impressive: white has an obvious way of playing for a win, but how can he be sure of winning? How to stop black counterattacking? The schematic play is rather like the ending given above, but here the advantage is maintained by short tactical sequences, involving definite calculations. (The difference is that the single advantage here is sufficient to win, whereas above, a second was required.)

21. Rfd1 Rfd8 22. b4 Rxd4 23. Qxd4 b6

Black must defend the a7 pawn, and also tries to cover c5, so that white's b4-c5 push leads to a weaker pawn earlier. Notice how white now: creates a hole for his king, and then puts his rook behind the (potential) passed pawn.

24. g3 Rc8 25. Rc1 Rd8

Where does the queen go?

26. Qe3!

One of those important moves to focus on. What does it do? It covers the rook on c1, it stops black playing Rd2, and still aims at c5. Note that white is now happy to give up the d-file, the action will be on the c-file.

26. ... Kf8 27. c5 bxc5

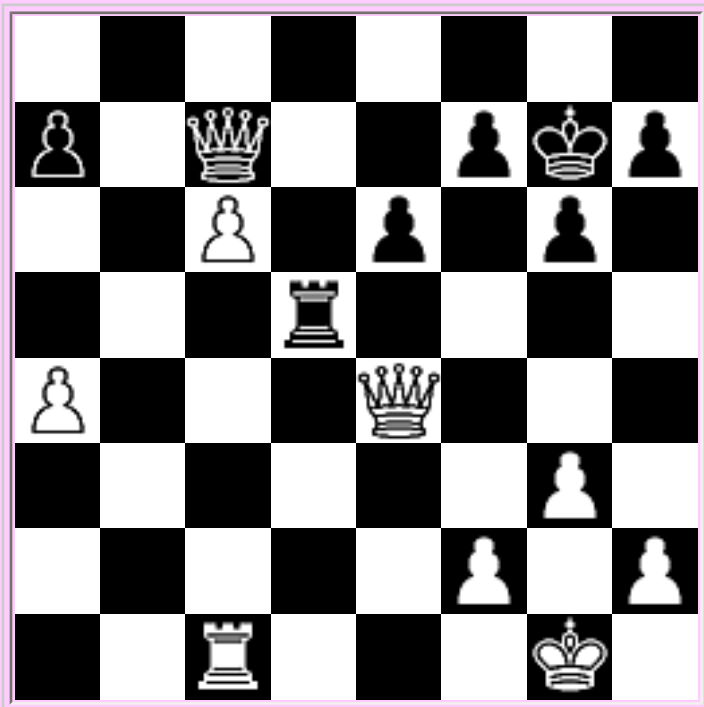
if now 28. bxc5 Qc6 stops the pawn

28. Qe4!

Another delightful queen move. Now controlling c6, the next port of call for the c-pawn.

28. ... Rd5 29. bxc5 g6 30. c6 Kg7 31. a4!

8/p1q2pkp/2P1p1p1/3r4/P3Q3/6P1/5P1P/2R3K1



And the final piece of genius. White's plan is Qb4-b7, but if played now, after ...Qxb7 : cxb7 Rb5 stops the pawn (which is why black played Kg7 and not Kg8, the latter allowed Rc8+). So, Capablanca covers the b5 square in advance!

31. ... Rd6

... puts the pawn under lock and key, but out comes the dynamite.

32. Qe5+! f6 33. Qxd6 Qxd6 34. c7 1-0

Simple, clear and logical. Notice the queen moves: Qd4-e3-e4-e5xd6, and the prophylactic a4. It is this careful attention to detail which made many balanced positions look a forced win in Capablanca's hands.

"Against Alekhine you never knew what to expect; against Capablanca you knew

what to expect, but you couldn't prevent it!" Sir George Thomas

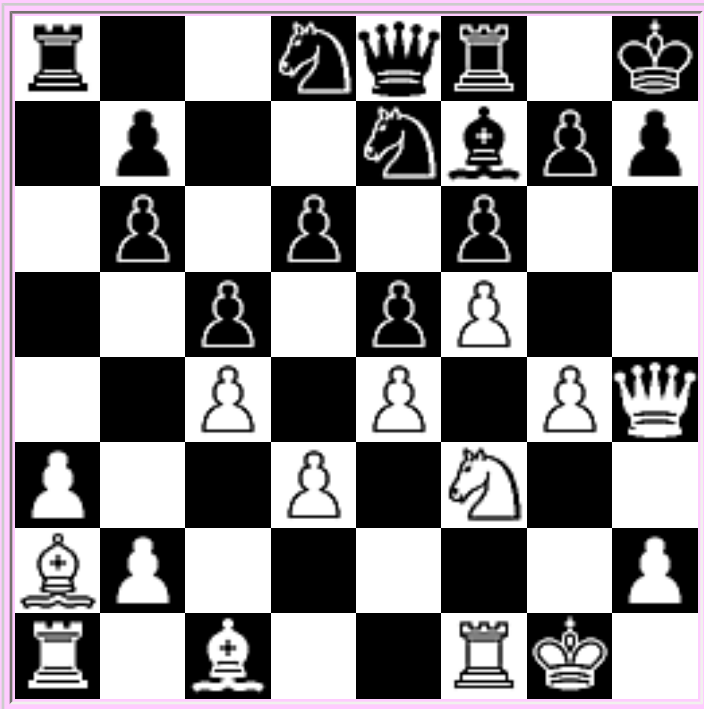
Game 4 : Switching the attack J.R.C. - Allies, (Buenos Aires, 1914)

1. f4 e5 2. e4 Bc5 3. Nf3 d6 4. Nc3 Nc6 5. Na4 Bb6 6. Bb5 Bd7 7. Nxb6
axb6 8. d3 Nge7 9. O-O O-O 10. f5

Capablanca has played a forthright opening, and his intentions are securely set on the king-side. If black could at all achieve ...d5 he would break out of the grip, but Capablanca maintains a close hold on the position.

10. ... f6 11. Bc4+ Kh8 12. a3 Be8 13. Be6 Bh5 14. Qe1 Qe8 15. Qh4 Nd8
16. Ba2 Bf7 17. c4 c5 18. g4

r2nqr1k/1p2nbpp/1p1p1p2/2p1pP2/2P1P1PQ/P2P1N2/BP5P/R1B2RK1

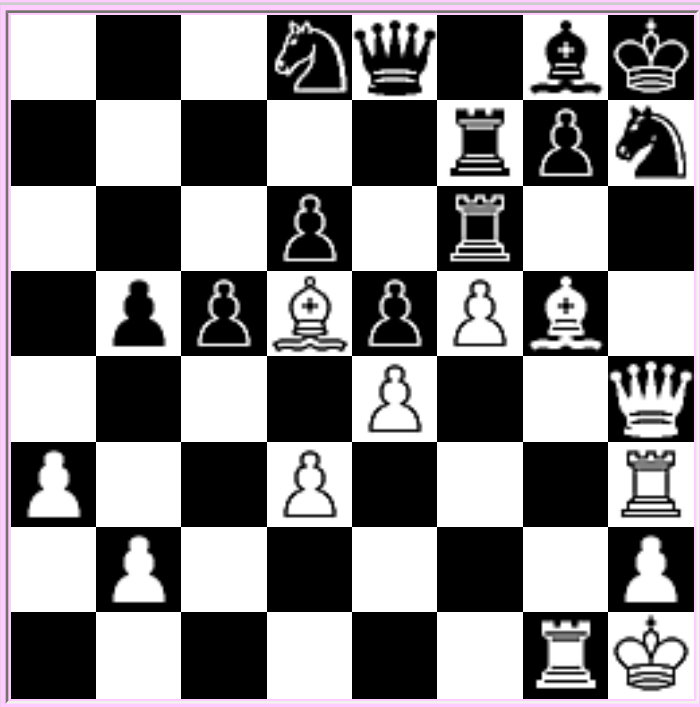


The king-side attack gathers momentum. The g-pawn's threat to move to the sixth rank will lead to an open file.

18. ... Ng8 19. Bd2 b5 20. g5 fxg5 21. Nxg5 Nf6 22. Rf3 bxc4 23. Nxh7!

A sacrifice out of the ordinary. There can be no conception of an immediate win, or forced sequence. Instead, Capablanca realises that, in his attempts to stave off immediate loss, black will bring his pieces into a tight knot around his king. Once this has been achieved, white's superior mobility will enable him to create some other threat.

23. ... Nxb7 24. Rh3 Bg8 25. Bxc4 Rf7 26. Kh1 b5 27. Bd5 Raa7 28. Rg1 Rf6 29. Bg5 Raf7



Now we have the 'tight knot' discussed above. Obviously, Capablanca is not about to release the pressure by taking one of those rooks. In fact, black is approaching a state of Zugzwang, where any move would lead to disaster, but still white needs to apply some extra pressure - but where?

30. b3!

This is almost an underhanded move ... The endgame principle of two weaknesses is known as 'switching the attack' in the middlegame, and you couldn't find a clearer example of it than this. The a-pawn's freedom is the fruit of the pressure down the h- and g-files.

30. ... Qf8 31. a4 bxa4 32. bxa4 Qe8 33. a5 Nc6 34. a6 Nb4

... and now a grand liquidation - even though a piece down. Capablanca's handling of relative piece dynamics makes a mockery of any absolute scale of values.

35. Bxf6 Nxd5 36. Bxg7+ Rxg7 37. Rxg7 Kxg7 38. Qh6+ Kh8 39. Qxd6

... and white won in a few more moves.

Game 5 : Zugzwang! F.J. Marshall - J.R.C., (New York, 1918)

1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 Nbd7 5. Bg5 Be7 6. e3 O-O 7. Rc1 c6 8. Qc2 dxc4 9. Bxc4 Nd5

Capablanca's move, leading to freeing exchanges.

10. Bxe7 Qxe7 11. O-O Nxc3 12. Qxc3 b6

This is very important, and, according to Capablanca, is the key to the variation. Black simplifies as much as possible, and then solves the development of his queen's bishop. He intends continuing with Nf6 ... Rfd8 ... Rac8 ... c5, freeing up the position.

13. e4 Bb7 14. Rfe1 Rfd8 15. d5

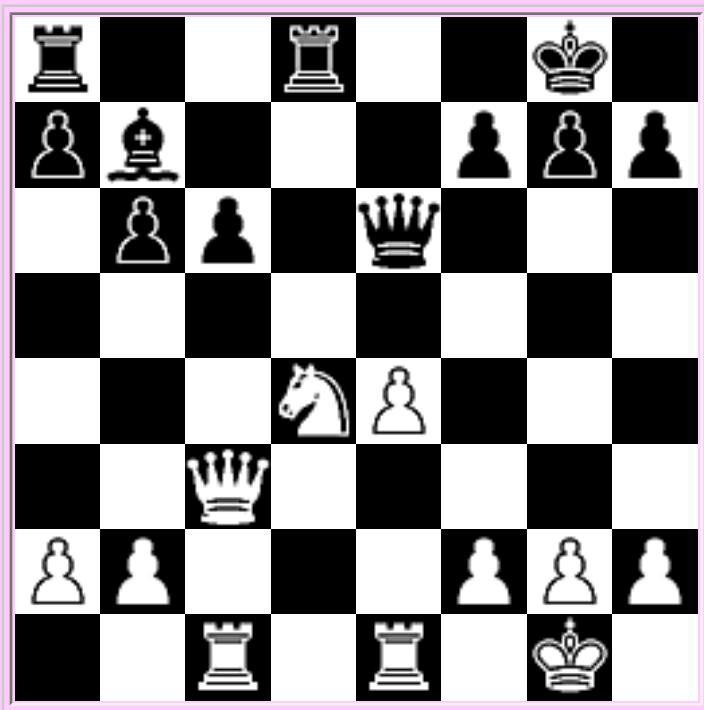
Marshall is not interested in black's freeing operation, and wants to open the game up for an attack ... 16. dxe6 would leave black with an awkward e-pawn.

15. ... Nc5 16. dxe6 Nxe6 17. Bxe6 Qxe6

Capablanca had thought the attack on a2 would force a defensive move, when ... c5 follows with a better position for black -

18. Nd4!

r2r2k1/pb3ppp/1pp1q3/8/3NP3/2Q5/PP3PPP/2R1R1K1



and if ... Qxa2 : Ra1 wins the queen! ... Qd7 to defend the pawn, and 19. Nf5 f6 20. Qg3 Kh8 (else Rcd1 Qf7 : Nh6+ wins the queen) 21. Rcd1 Qf7 22. h4 with a strong attack.

18. ... Qe5!!

Capablanca is not interested in defensive play, and instead offers a pawn and the queen exchange, but for what?

19. Nxc6 Qxc3 20. Rxc3 Rd2!

... a rook on the seventh! Now, white should play for a draw with 21. Ne7+ Kf8 22. Rc7 Re8 23. Rxb7 Rxe7 24. Rb8+ Re8 25. Rxe8+ Kxe8

21. Rb1 Re8 22. e5 g5!

if 22. f3 f5 23. exf5 Ree2 with double rooks on the seventh "*enough to frighten a man to death*" (Chernev). ... but this is a master move: stopping f4, allowing Kg7, and threatening Bxc6...Rxe5.

23. h4 gxh4 24. Re1

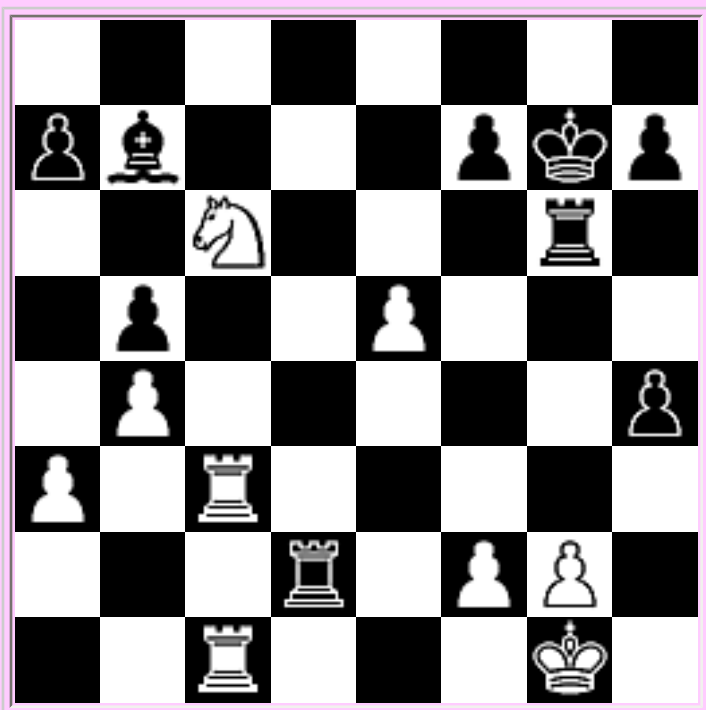
if 24. f4 h3 25. g3 h2+ 26. Kh1 (into the pin) Rc8 (pinning the knight twice) 27. Rbc1 Kf8 28. f5 Ke8 29. e6 (to stop Kd7) fxe6 30. fxe6 Rd6! wins the knight...

24. ... Re6 25. Rec1 Kg7 26. b4 b5

stopping the support of the knight ...

27. a3 Rg6

8/pb3pkp/2N3r1/1p2P3/1P5p/P1R5/3r1PPQR3K1



Note the focus on g2. White's pieces are totally tied up, and he is heading for zugzwang.

28. Kf1 Ra2 29. Kg1 h3 30. g3 a6

And now white must lose something ...

31. e6 Rxe6 32. g4

Knight moves still lose: 32. Nd8 h2+ 33. Kxh2 Rh6+-h1 'mate.

32. ... Rh6 33. f3

... trying to close the long diagonal. If 33. g5 h2+ 34. Kh1 Rxc6 35. Rxc6 Rxf2 to f6 wins with the pin.

33. ... Rd6 34. Ne7 Rdd2 35. Nf5+ (watch the mate threat!) Kf6 36. Nh4 Kg5 37. Nf5 Rg2+ 38. Kf1 h2 39. f4+ (and again!!) Kxf4 40. Resigns

"An ending worth very careful study", says Capablanca.

Conclusion

To finish off, a few points on Capablanca's style. First, rather like Tal, he was no opening theoretician. A number of standard Ruy Lopez or Queen's Gambit Declined positions, but otherwise he plays out of the book fairly quickly. For this reason, his games make good patterns for club players after sound openings, with a minimum of theory. For example, take his game against Tartakover, New York 1924 (yes, with the famous Rook ending!), for a simple and direct way of playing against the Dutch.

Second, there is a good reason why he is known as an endgame expert: a fine feel for piece coordination and clarity in achieving positional objectives are both brought out most starkly when material is reduced. Finally, thinking in small schemes, and making controlled progress towards a goal, but never afraid of the tactical resolution.

Further reading

Capablanca, R.J. *My Chess Career* (Try the new algebraic edition, which I believe will expand on the analysis, to make it more informative.)

Chernev, I. *Capablanca's Best Chess Endings*

The Most Instructive Games of Chess Ever Played

Cozens, W.H. *Lessons in Chess Strategy* (An excellent introduction to long-term planning.)

Shereshevsky, M.I. *Endgame Strategy* (One to read after *Capablanca's Best Chess Endings*. The best way to learn how to handle the pieces!)

Back to [Chess Coaching Page](#)



This document (lesscapa.html) was last modified on 16 Apr 97 by

[Dr. Dave](#)

Exeter Chess Club: Lessons From Mikhail Tal

Contents

1. [Two Opening Lessons](#)
 1. [Natural moves in the opening \[Walther - Tal,M, Munchen ol, 1958\]](#)
 2. [Trying to refute an opponent's opening \[Averbakh - Tal,M, Riga ch-SU, 1958\]](#)
2. [Three Middle-Game Lessons](#)
 1. [Natural moves in the middlegame \[Saigin - Tal,M, Riga, 1954\]](#)
 2. [A real sacrifice \[Tal - Simagin \(23rd USSR ch'p\) \[B07\], 1956\]](#)
 3. [Mixing it \[Aronson - Tal,M, Moskva ch-SU, 1957\]](#)
3. [Three Endgame Lessons](#)
 1. [Outside passed Pawn \[Tal,M - Yukhtman, Tbilisi sf-ch-SU, 1956\]](#)
 2. [Active King in the Ending \[Tal - Lisitsin \(Stean/Chernev\) \[B71\], 1956\]](#)
 3. [Activity of the pieces \[Tal,M - Djurasevic, Varna tt stud-WM, 1958\]](#)

So many words have been written about Tal that my own observations are perhaps rather superfluous. The brilliance of his play and the dramatic way his wins are often achieved are apparent to all.

For tonight's session, and with their instructional content in mind, I would just like to add that it was interesting to me how some of his most striking wins are introduced by apparently simple means - not striving for complications but building up with classically good moves. This may be partly a reflection of how familiar the GM play of the 1950s is to a club player of the 1990s - the Modern Benoni was by no means a staple when Tal played it - but nonetheless you feel that Capablanca would have chosen many of Tal's moves, even if he would have tried to reach a decision by different means.

Two Opening Lessons

Natural moves in the opening [Walther - Tal,M, Munchen ol, 1958]

1. e4 c5 2. Ne2 Nf6 3. d3 Nc6 4. Nd2



Most curious. It is not unusual to develop one or other Knight to the second rank, but both at once, and before developing either Bishop, is very odd. Any advantage Walther saw in getting Tal out of the books is outweighed by the unnatural formation and the need to get his pieces untangled. Tal does not strike immediately, but develops quietly, waiting for a suitable moment to arise.

4... d5 5. c3 dxe4 6. dxe4 g6 7. Qc2 Bg7 8. a4? O-O 9. Nc4? Na5 10. Nf4



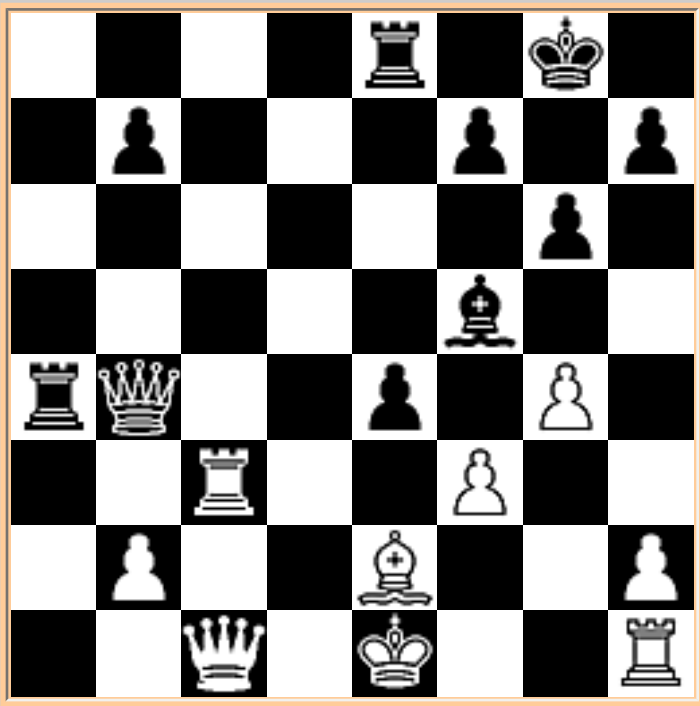
White is trying to get sorted but is a long way from castling. Tal gives White's formation a sharp push, and after some wobbling, it collapses.

10... e5! 11. Nd5 Nxe4 12. Qxe4 Nb3 13. Ra3 Bf5 14. Qe3 Nxc1 15. Qxc5 Re8 16. Qe3



On "body count" Black is a bare Pawn up, but as Bill Hartston says, its the pieces on the board that count, and White's are horribly uncoordinated.

16... Bf8 17. Nb4 a5 18. Nxa5 Qxa5 19. Qxc1 Bxb4 20. cxb4 Qxb4+ 21. Rc3 Qe4+ 22. Be2 Rxa4 23. f3 Qb4 24. g4 e4!

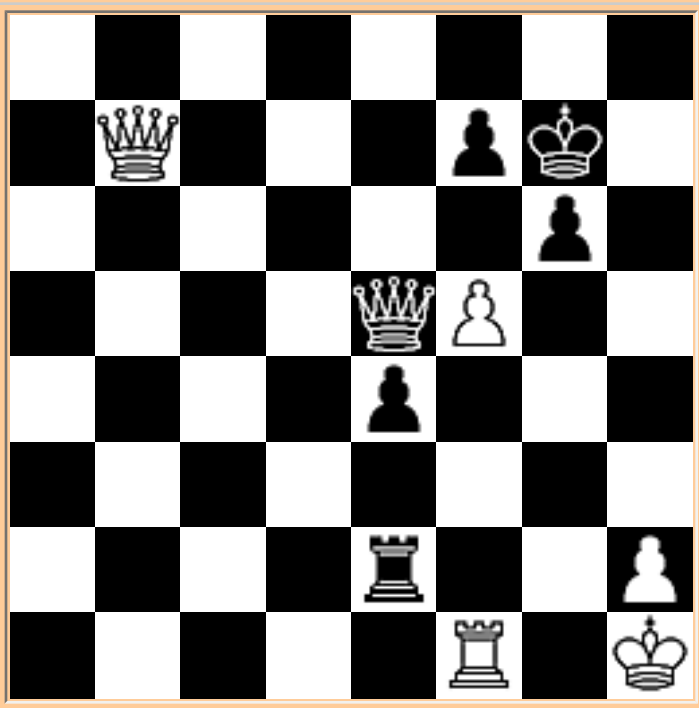


Properly opening up lines against White's uncastled King.

25. f4 Ra2! 26. gxf5 Rxb2 27. O-O!

At last! But Black's nicely centralised and active forces are still in control.

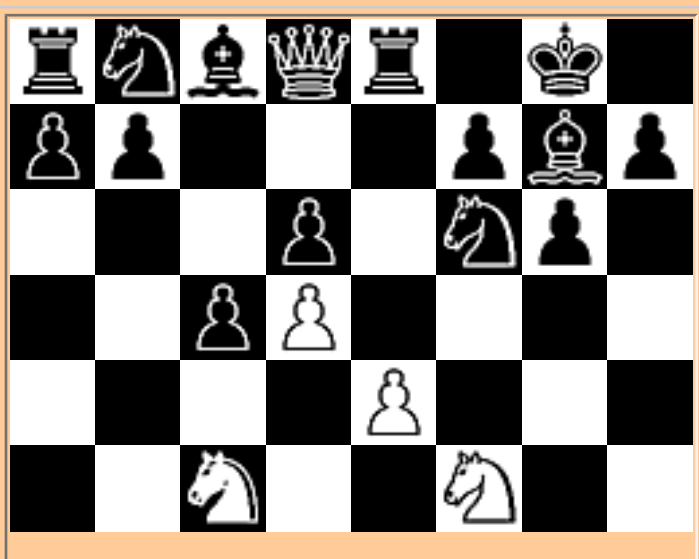
27... Rxe2 28. Rc8 Qb6+ 29. Kh1 Rxc8 30. Qxc8+ Kg7 31. fxg6 hxg6 32. f5 Qf6 33. Qxb7 Qe5

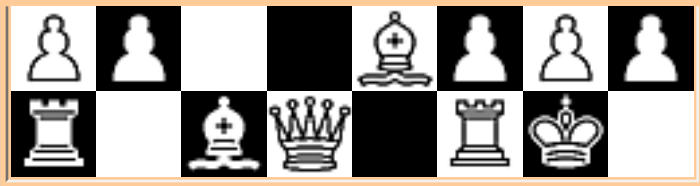


0-1

Trying to refute an opponent's opening [Averbakh - Tal,M, Riga ch-SU, 1958]

1. d4 Nf6 2. c4 e6 3. Nc3 c5 4. d5 exd5 5. cxd5 d6 6. e4 g6 7. Be2 Bg7 8. Nf3 O-O 9. O-O Re8





So far, so typical of the Modern Benoni. At the time this formation was still considered rather suspect (and maybe it still is in some circles), so Averbakh adopts a very active plan to 'punish' this cheeky opening, targeting d6.

10. Qc2 Na6 11. Bf4 Nb4 12. Qb1



White's formation is just for the moment in need of a few moves for perfect comfort. Tal decides the time to strike is now!

12... Nxe4 13. Nxe4 Bf5 14. Nfd2 Nxd5

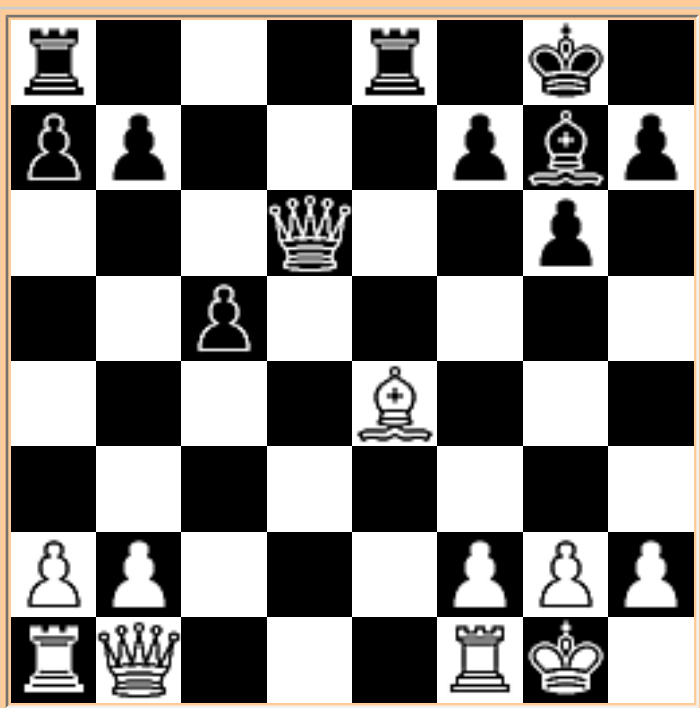


This sacrifice of a Knight for central Pawns is seen repeatedly in Tal's play, and his practical results have been excellent.

15. Bxd6?!

[15. Bg3 e.g. 15... Qe7 16. Bf3 Rad8]

15... Nf6 16. Bf3 Nxe4 17. Nxe4 Bxe4 18. Bxe4 Qxd6



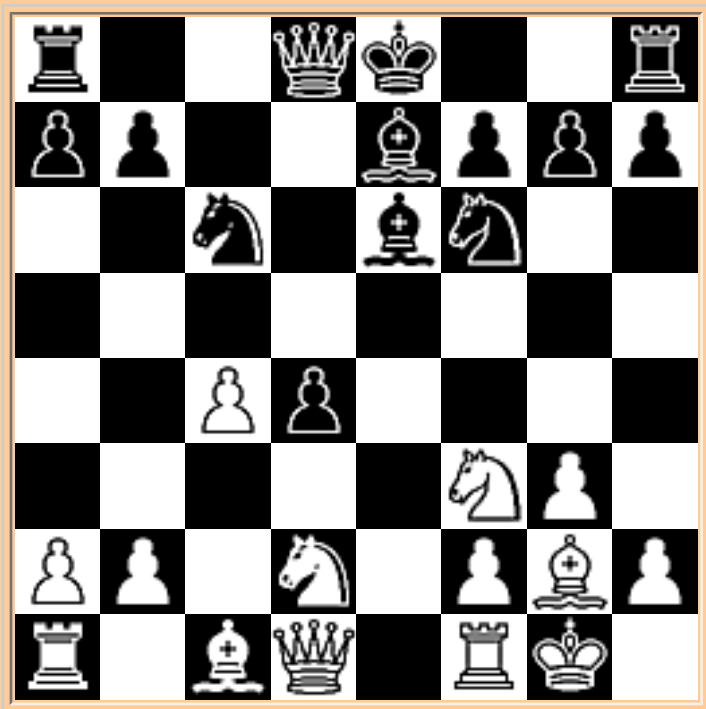
The scrapping has led to a winning position for Black. Opposite coloured Bishops only draw if they are the only things on the board!

19. Qc2 Re7 20. Bf3 Rae8 21. Rad1 Bd4 22. a4 b6 23. b3 Re5 24. Rd2 h5
25. Re2 Rxe2 26. Bxe2 h4 27. Kh1 Qf4 28. g3 Qf6 29. Qd1 Rd8 30. Bg4
Bxf2 31. Qe2 Rd2 32. Qe8+ Kh7 33. gxh4 Qd4 34. Bh3 Qd3 35. Bg2 Rd1 0-1

Three Middle-Game Lessons

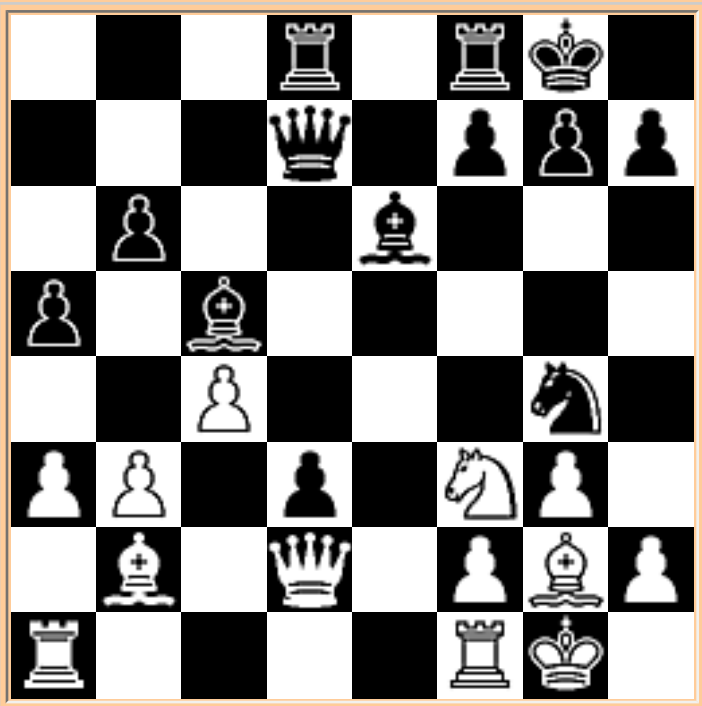
Natural moves in the middlegame [Saigin - Tal,M, Riga, 1954]

1. d4 Nf6 2. c4 c5 3. Nf3 e6 4. g3 cxd4 5. Nxd4 d5 6. Bg2 e5 7. Nf3 d4 8. O-O Nc6 9. e3!? Be7 10. exd4 exd4 11. Nbd2 Be6



White has allowed Black a passed Pawn, hoping that it will become weak.

12. Re1 O-O 13. b3 Qd7 14. Bb2 Rad8 15. a3 a5 16. Ne5 Nxe5 17. Rxe5 b6
18. Nf3 Bc5 19. Qd2 Ng4 20. Ree1 d3 21. Rf1



Black has a nice position, but what to do next?

21... Qd6

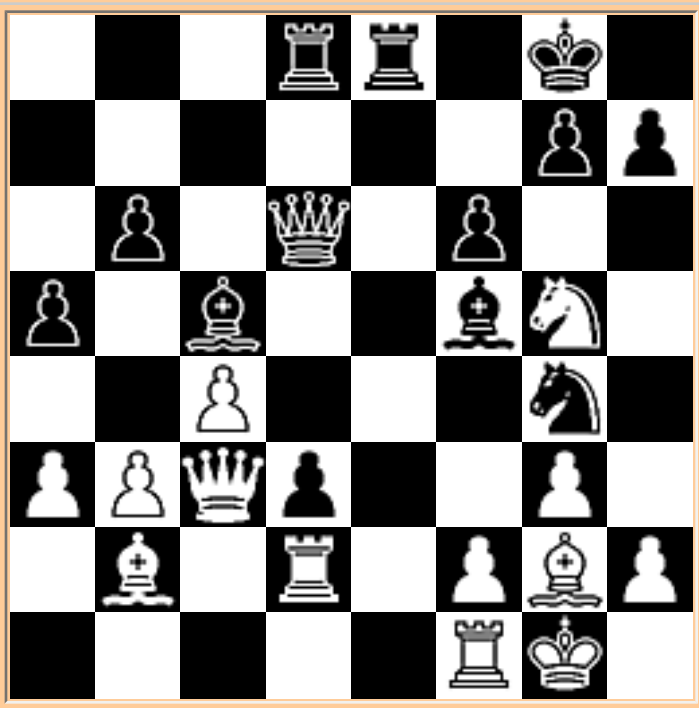
"Such quiet and apparently non-constructive moves are among the finest and most difficult to find in a game of chess." - Clarke.

22. Qc3

[22. b4 axb4 23. axb4 Bxb4]

[22. h3 Nxf2 23. Rxf2 Qxg3]

22... f6 23. Rad1 Rfe8 24. Rd2 Bf5 25. Ng5



Surely Black's position has reached its peak of potential. All we need now is a way of translating the good position into a decisive tactical blow - and of that art Tal has always been a master.

25... Ne3!! 26. fxe3

[26. Re1 Nxf2 27. Rxe8+ Rxe8 28. Kxf2 Qc6+ 29. f3

[29. Nf3 Be4]

29... Re1]

26... Bxe3+ 27. Kh1

[27. Rff2 Bxf2+ 28. Kxf2 Qc5+ 29. Kf1 Re1+ 30. Kxe1 Qg1+ 31. Bf1 Re8+]

[27. Rdf2 Bxf2+ 28. Rxf2

[28. Kxf2 Qc5+]

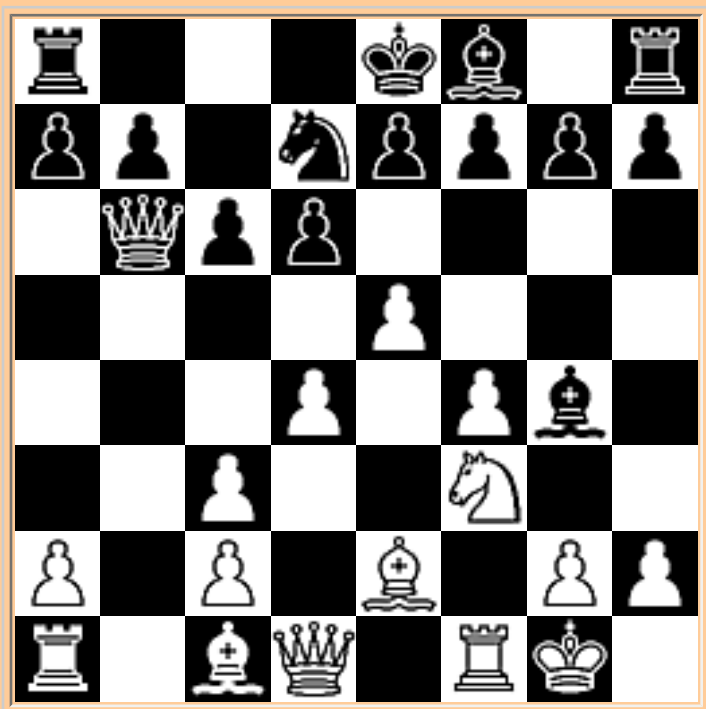
28... d2 29. Bd5+ Qxd5 30. cxd5 d1=Q+]

27... Bxd2 28. Qxd2 Re2 29. Qc3 Rxf2 0-1

[29... Rxf2 30. Kxf2 d2 31. Rd1 Bg4 32. Nf3 Qd3]

A real sacrifice [Tal - Simagin (23rd USSR ch'p) [B07], 1956]

1. e4 c6 2. d4 d6 3. Nc3 Nf6 4. f4 Qb6 5. Nf3 Bg4 6. Be2 Nbd7 7. e5 Nd5 8. O-O Nxc3 9. bxc3



9... e6

[9... Bxf3 10. Bxf3 dxe5 11. fxe5 Nxe5 12. Ba3]

10. Ng5 Bxe2 11. Qxe2 h6



12. Nxf7

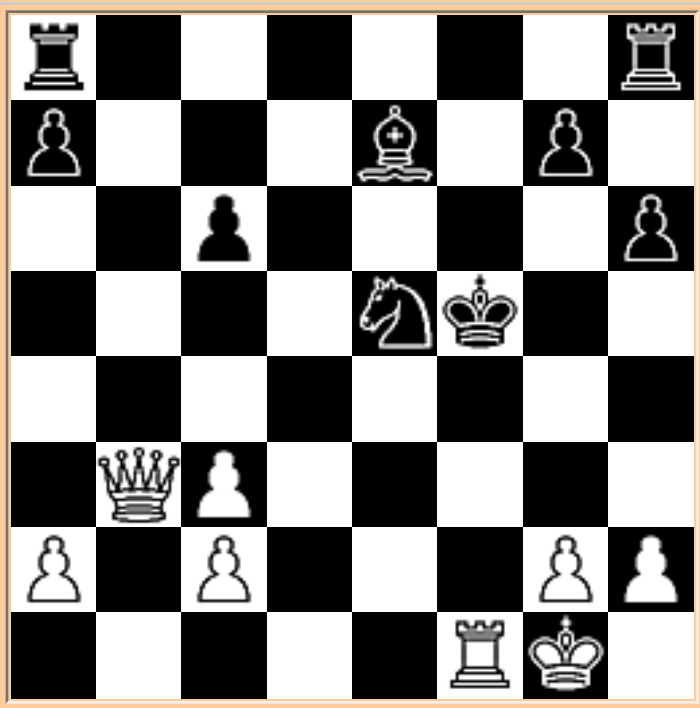
Easy to see, hard to play! Simagin undoubtedly expected this move and was deliberately inviting it, judging that Tal was bluffing. Bravery from both players, then!

Spielmann calls this type of move a 'real' sacrifice as opposed to those sacrificial combinations where the hoped-for gain is clear and short-term. We have seen already a Tal sacrifice in the game against Averbakh where the omens may have been good but the precise justification was not obvious.

12... Kxf7 13. f5 dxe5 14. fxe6+ Kxe6 15. Rb1 Qxb1 16. Qc4+ Kd6 17. Ba3 + Kc7 18. Rxb1 Bxa3 19. Qb3 Be7 20. Qxb7+ Kd6

[Now 21. Rd1! +- would have decided]

21. dxe5+ Nxe5 22. Rd1+ Ke6 23. Qb3+ Kf5 24. Rf1+



24... Ke4

[24... Kg6 25. Qe6+ Bf6 26. Qf5+ Kf7 27. Qxe5]

25. Re1+ Kf5 26. g4+ Kf6 27. Rf1+ Kg6 28. Qe6+ Kh7 29. Qxe5 Rhe8 30. Rf7 Bf8 31. Qf5+ Kg8 32. Kf2 Bc5+ 33. Kg3 Re3+ 34. Kh4 Rae8 35. Rxc7+ Kxc7 36. Qxc5 R8e6 37. Qxa7+ Kg6 38. Qa8 Kf6 39. a4 Ke5 40. a5 Kd5 41. Qd8+ Ke4 42. a6 Kf3 43. a7 Re2 44. Qd3+ R6e3 45. Qxe3+ 1-0

Mixing it [Aronson - Tal,M, Moskva ch-SU, 1957]

1. d4 e6 2. c4 f5 3. Nf3 Nf6 4. Nc3 Be7 5. g3 O-O 6. Bg2 d6 7. O-O Qe8 8. Re1 Qg6 9. e4 fxe4 10. Nxe4 Nxe4 11. Rxe4 Nc6 12. Qe2 Bf6 13. Bd2 e5 14. dxe5 dxe5 15. Bc3 Bf5 16. Nh4 Bxh4 17. Rxh4 Rae8



Tal's position looks OK but White's position also has virtues. The game now enters a scrappy phase where Tal's formidable powers of imagination and calculation shine.

18. Qe3 h6 19. b4! Qf6 20. b5 Nd8 21. Bd5+ Kh8 22. f4? exf4! 23. Qd2



Just when White might have thought he was getting somewhere...

23... Qb6+! 24. Bd4 Qg6 25. Qxf4

[25. Rxf4 Ne6 26. Bxe6 Bxe6]

25... Kh7! 26. Qxc7

[26. Qd2]

**26... Bb1 27. Be5 Ne6 28. Qd6 Qf5 29. Bf4 Ng5 30. Qb4 Be4 31. Bxe4 Rxe4
32. Rf1 Re2 33. Qd6 Rxa2 34. Qd5 Qc2 35. c5 Rd8! 36. Bd6 Re8! 0-1 (time)**



[36... Re8 37. Qf5+ Qxf5 38. Rxf5 Re1+ 39. Rf1 Nf3+]

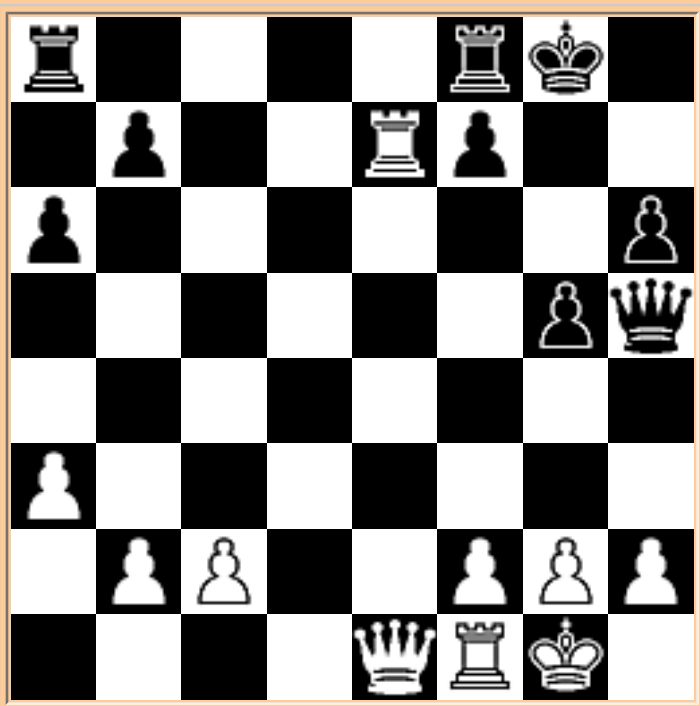
Three Endgame Lessons

Outside passed Pawn [Tal,M - Yukhtman, Tbilisi sf-ch-SU, 1956]

**1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 Nbd7 7. Bc4 h6
8. Bxf6 Nxf6 9. Qe2 e6 10. a3 Be7 11. Bb3 Bd7 12. O-O Qa5 13. Rad1 Qh5
14. Qe1**

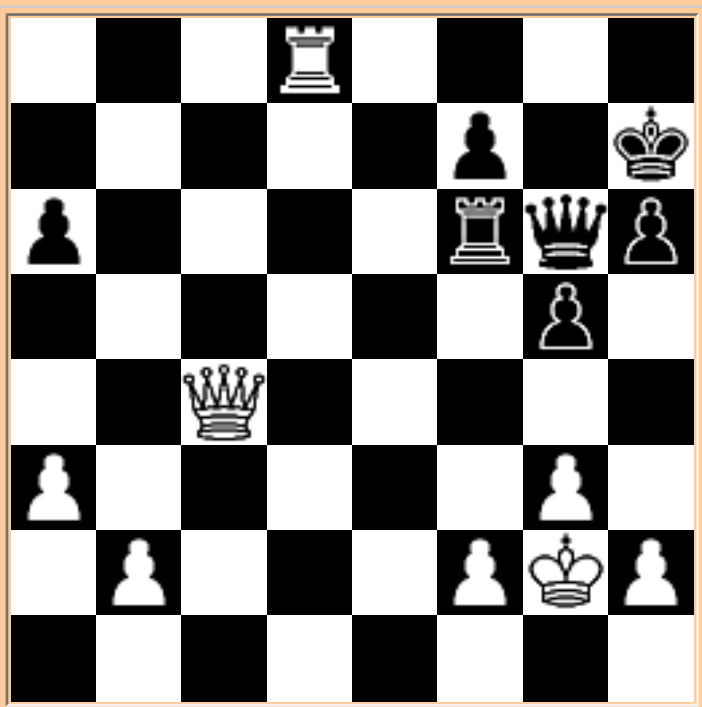


14... g5? 15. e5! Ng4 16. Nf3 Bc6 17. Bd5! Nxe5 18. Nxe5 exd5 19. Nxd5!
Bxd5 20. Rxd5 dxe5 21. Rxe5 O-O 22. Rxe7



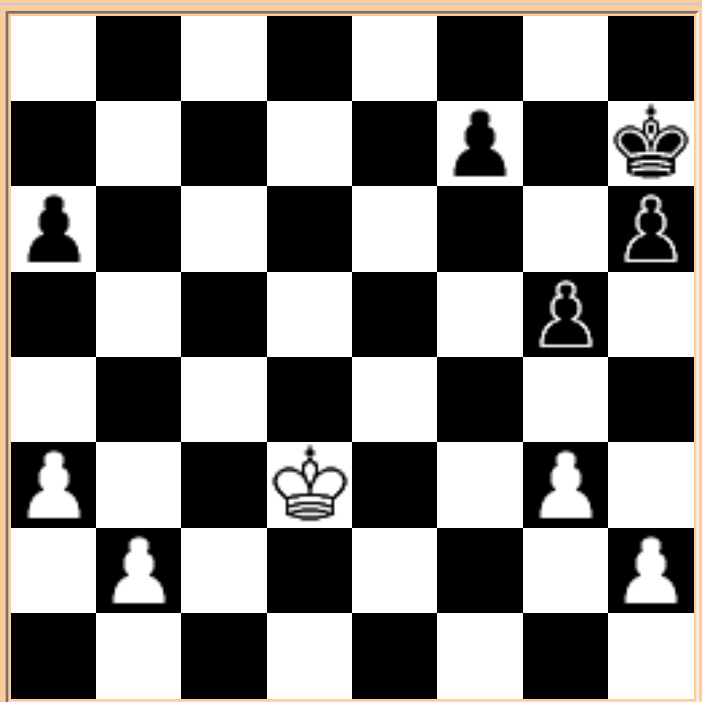
Peter Clarke remarks that drawing chances in major piece endings depend on (1) exposed opponent's King, (2) possession of an advanced or passed Pawn, and (3) weak enemy Pawns. Black has none of these!

22... Rac8 23. Qe4 b5 24. Re1 Rcd8 25. c4! bxc4 26. Qxc4 Qg6 27. Ra7 Rfe8 28. Rxe8+ Rxe8 29. g3 Re6 30. Kg2 Rf6 31. Ra8+ Kh7 32. Rd8!



Deliberately inviting...

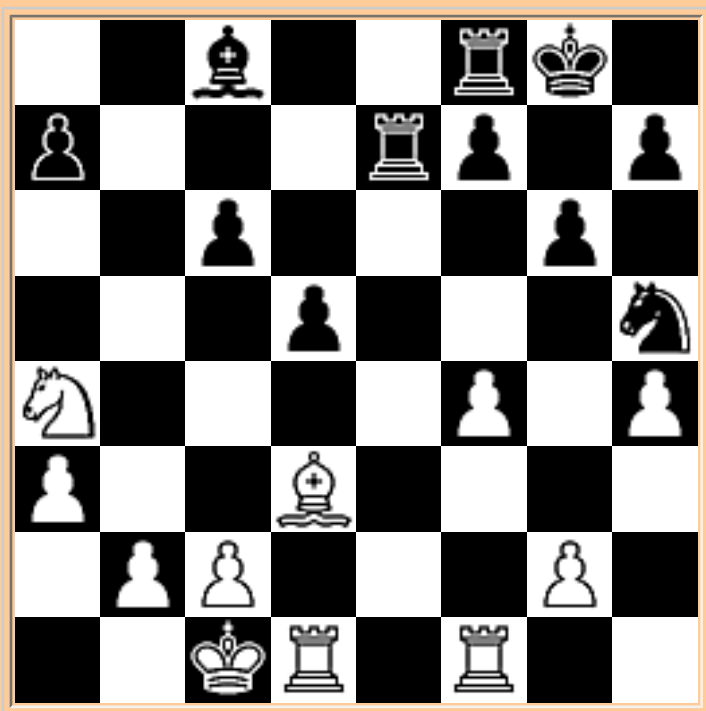
32... Rxf2+ 33. Kxf2 Qf6+ 34. Ke3 Qxd8 35. Qd3+ Qxd3+ 36. Kxd3



Tal had of course had foreseen this simple win: the outside passed Pawn wins. **36... Kg6 37. Ke4 Kf6 38. g4! Ke6 39. b4 h5 40. gxh5 f5+ 41. Kd4 Kf6 42. a4 g4 43. b5 1-0**

Active King in the Ending [Tal - Lisitsin (Stean/Chernev) [B71], 1956]

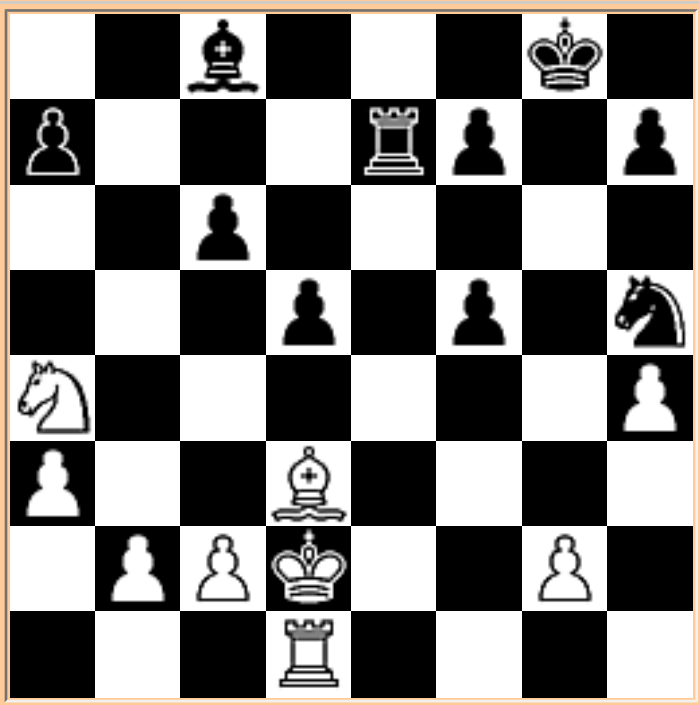
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Nc6 7. Nxc6 bxc6 8. e5 Nd7 9. exd6 exd6 10. Be3 Be7 11. Qf3 d5 12. O-O-O Bf6 13. Bd4 O-O 14. h4 Rb8 15. Qf2 Rb4 16. Bxf6 Nxf6 17. a3 Qb6 18. Qxb6 Rxb6 19. Na4 Rb7 20. Bd3 Nh5 21. Rhf1 Re7



How to save the f-pawn?

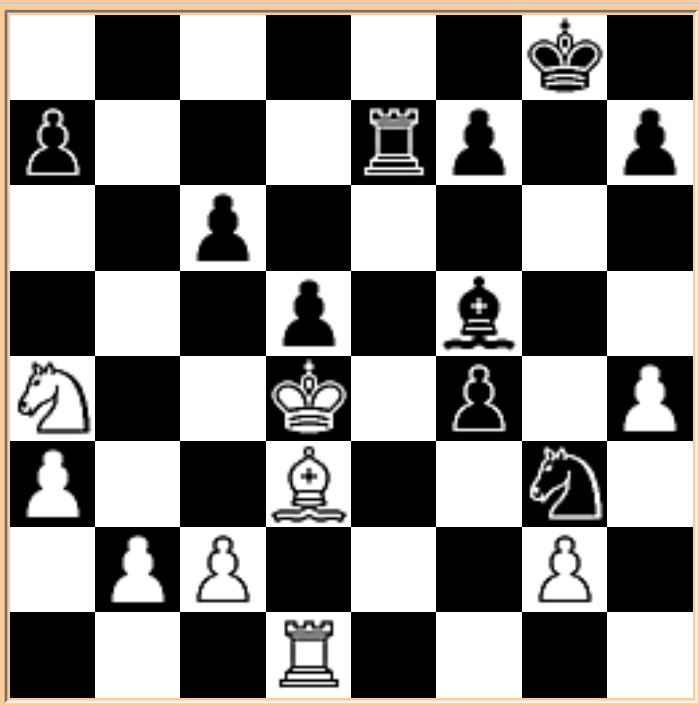
22. f5 !

Can't be done, but Tal gives it up for a high price - scrambled pawns. **22... gxf5 23. Rfe1 Rfe8 24. Rxe7 Rxe7 25. Kd2**



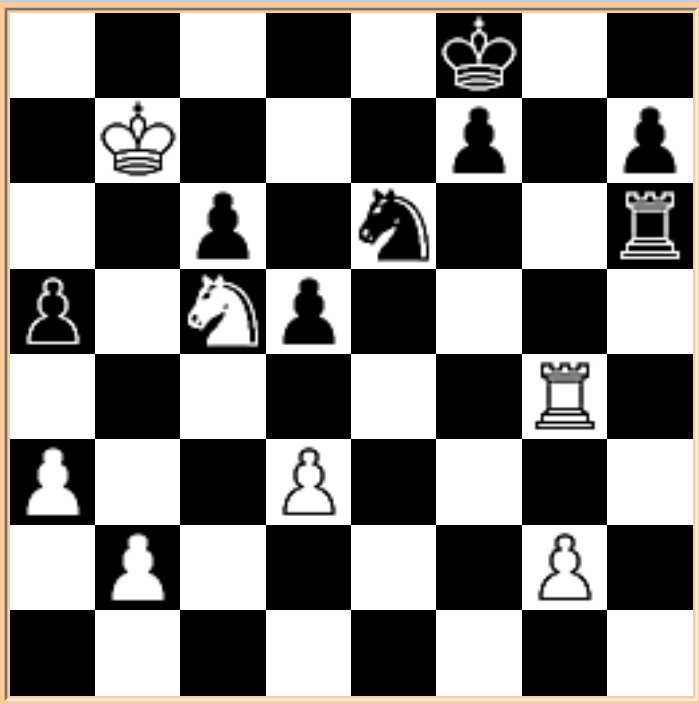
In Exeter we say "KUFTE!" (King Up For The Endgame!)

25... Ng3 26. Kc3 f4 27. Kd4 Bf5



And there it is, nicely posted in the middle of a lot of weak Black pawns.

**28. Rd2 Re6 29. Nc5 Rh6 30. Ke5 ! 30... Bxd3 31. cxd3 Rxh4 32. Kd6 Rh6+
33. Kc7 Nf5 34. Kb7 Nd4 35. Rf2 a5 36. Rxf4 Ne6 37. Rg4+ Kf8**



The game is decided all in the position of the two Kings.

38. Kxc6 ! 38... Nxc5+ 39. Kxc5 Re6 40. Kxd5 Rb6 41. b4 axb4 42. axb4 Ke7

Too late

43. Kc5 Rf6 44. Rd4 Rf5+ 45. Kb6 Rf6+ 46. Kc7 Rf5 47. Re4+ Kf6 48. Kc6 Rf2 49. g4 h5 50. gxh5 Kg5 51. b5 f5 52. Rb4 f4 53. b6 f3 54. b7 1-0

[54. b7 Rc2+ 55. Kd5 f2 56. b8=Q f1=Q 57. Qg3+ Kf6 58. Qe5+ Kf7 59. Rb7+ Rc7 60. Rxc7+ Kf8 61. Qh8#]

1-0

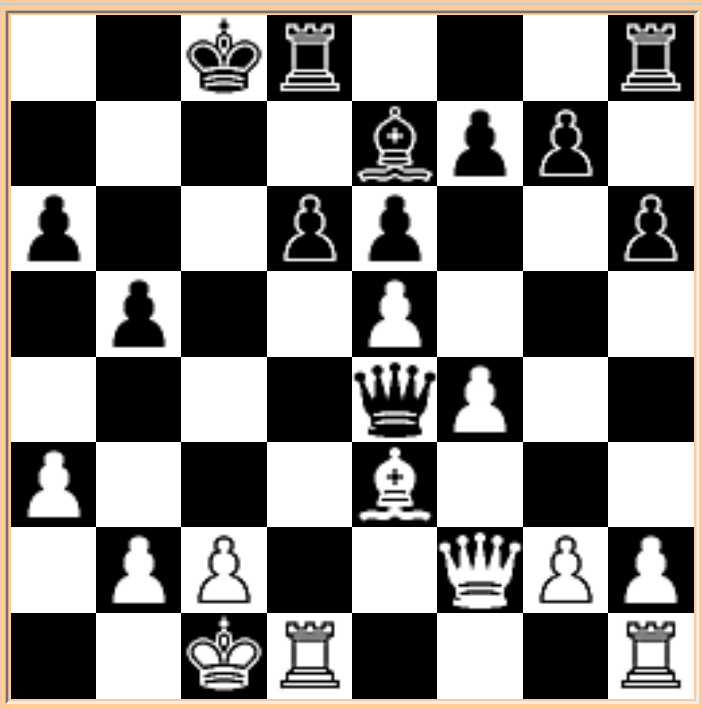
Activity of the pieces [Tal,M - Djurasevic, Varna tt stud-WM, 1958]

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bg5 e6 7. Qd2 a6 8. O-O-O h6 9. Bf4 Bd7 10. Nxc6 Bxc6 11. f3 Qb6 12. Bc4 O-O-O 13. Be3 Qc7 14. Qf2 Nd7 15. f4 b5 16. Be2 Qb7 17. a3! Be7?

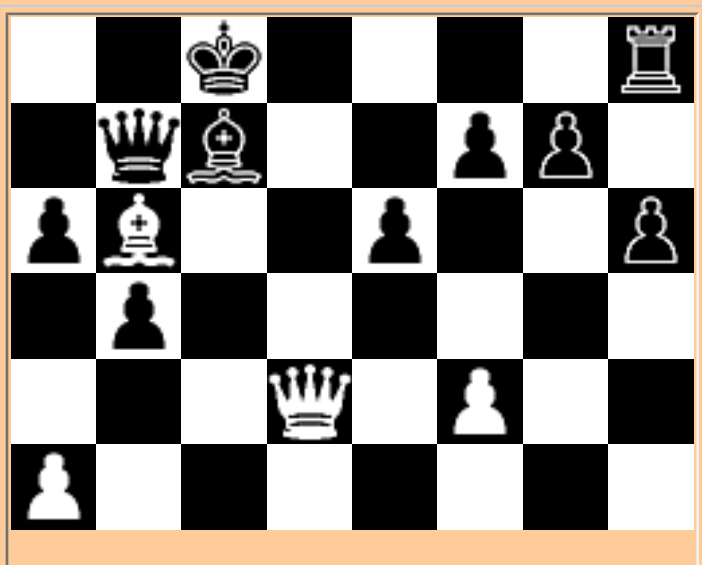
This apparently safe developing move is not to the point.

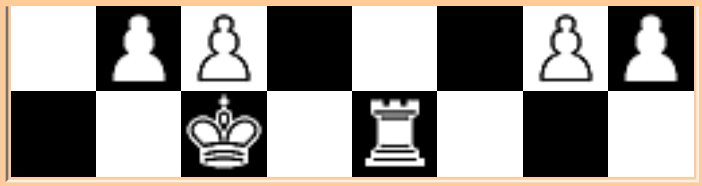
[17... Nf6]

18. Bf3 Nf6 19. e5 Ne4 20. Nxe4 Bxe4 21. Bxe4 Qxe4



22. Bb6! Rd7 23. Rhe1 Qb7 24. exd6 Rxd6 25. Rxd6 Bxd6 26. Qd4 Bc7





White can grab the pawn on g7, but... Purdy talks about 'contempt for Pawns' - what is more important is to keep active.

27. Bxc7!

"The most important feature of each phase of the game is the activity of the pieces." - Stean.

[27. Qxg7 Bxf4+ 28. Kb1 Re8 29. g3 when Black's active pieces have counterplay.]

27... Qxc7 28. Rd1 Rd8

Biting the bullet!

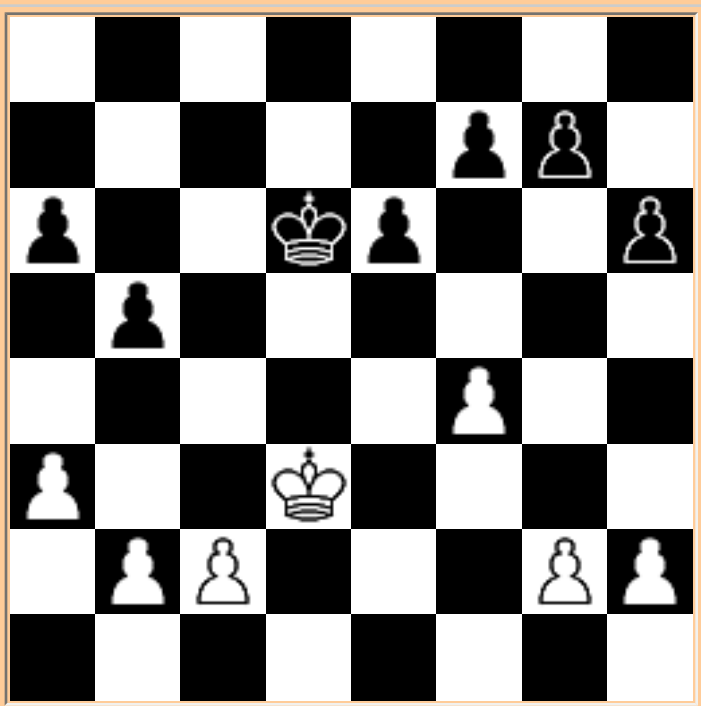
[28... Qc4 29. Qxc4+ bxc4 30. Rd4]

[28... f6 29. Qd6]

[28... Rg8 29. Rd3 Kb8 30. Rc3 Qd8 31. Qc5 Qd7 32. Qb6+ Qb7 33. Qd6+ Ka8 34. Rc6]

[28... Kb8 29. Rd3 Rc8 30. Rc3 Qb7 31. Rxc8+ Qxc8 32. Qxg7]

29. Qxd8+ Qxd8 30. Rxd8+ Kxd8 31. Kd2 Kd7 32. Kd3 Kd6



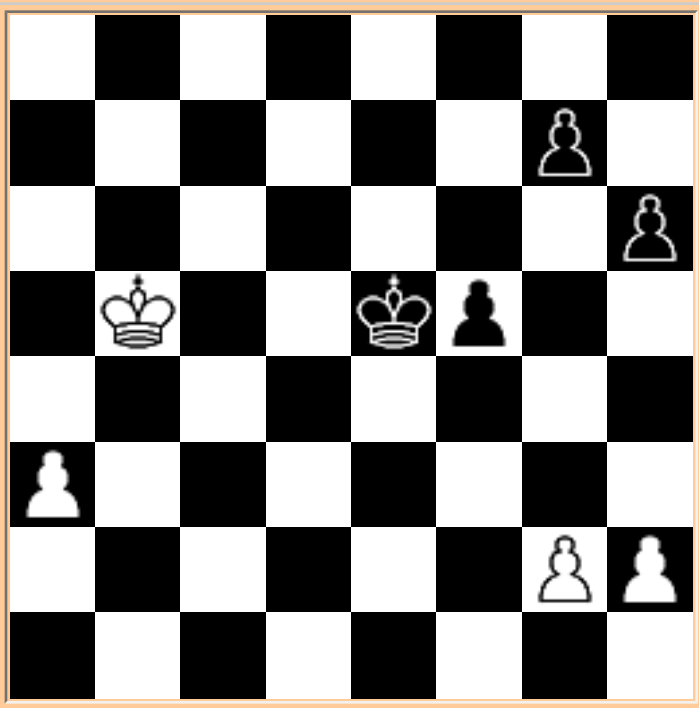
The exchanges have led to a position in which Tal again has a Queen's-side majority, but this is by no means a simple win because of the "outside" candidate. The reason this position is won is because the White Queen's-side majority is 3:2 as opposed to 4:3. This simpler formation can yield a passed Pawn more quickly.

33. c4 bxc4+

[33... Kc6 (passive defence) 34. Kd4 bxc4 35. Kxc4 Kd6 36. b4 Kc6 37. a4 Kb6 38. b5 axb5+ 39. axb5 g5 40. fxg5 hxg5 41. h3 f6 42. g3 f5 43. Kd3 Kxb5 44. h4]

[33... e5 (counterattack) 34. fxe5+ Kxe5 35. cxb5 axb5 36. b3 Kd5 37. a4 bxa4 38. bxa4 Kc5 39. Ke4 Kb4 40. Ke5 Kxa4 41. Kd6 Kb5 42. Ke7]

34. Kxc4 e5 35. fxe5+ Kxe5 36. b4 f5 37. b5 axb5+ 38. Kxb5



38... f4 39. a4 g5 40. a5 g4

[40... Kd6 41. Kc4 Kc6 42. Kd4 Kb5 43. Ke4 Kxa5 44. Kf5 Kb5 45. h3]

41. Kc4!

[41. Kc4! Ke4

[41... f3 42. gxf3 gxf3 43. Kd3]

[41... Kd6 42. Kd4]

42. a6 f3 43. a7 f2 44. a8=Q+]

1-0

Back to [Chess Coaching Page](#)



This document (lesstal.html) was last modified on 12 Dec 97 by

[Dr. Dave](#)

Exeter Chess Club:

Lessons from Bobby Fischer

Unfortunately Bobby can't be with us this evening, so I have agreed to stand in.

Fischer's legacy is rather mixed but there are two heirlooms of enormous value: the excitement he imparted to the game of chess in the West, and the quality of his games and annotations.

I can remember sitting with a chess set, on the sea-front with my Uncle Don at Lowestoft, going over the first game of the Fischer-Spassky match in 1972; passers-by knew all about the game! How different that must have been to the matches of the nineteen-fifties. The fact that he went on in the endgame to make what looked to me like a beginner's blunder only added to the attraction of the man.

His book, **My 60 Memorable Games**, was one of the first adult books on chess I bought, and while it was far too hard for me at the time (and still is, I fear) there is much to be mined in its pages. Each time I come back to it I learn something new, and I have selected some positions below which have taught me something in each phase of the game.

Lessons in the Opening

Fischer, Robert J - Celle, O (Davis sim) [C51] opening attack, 1964

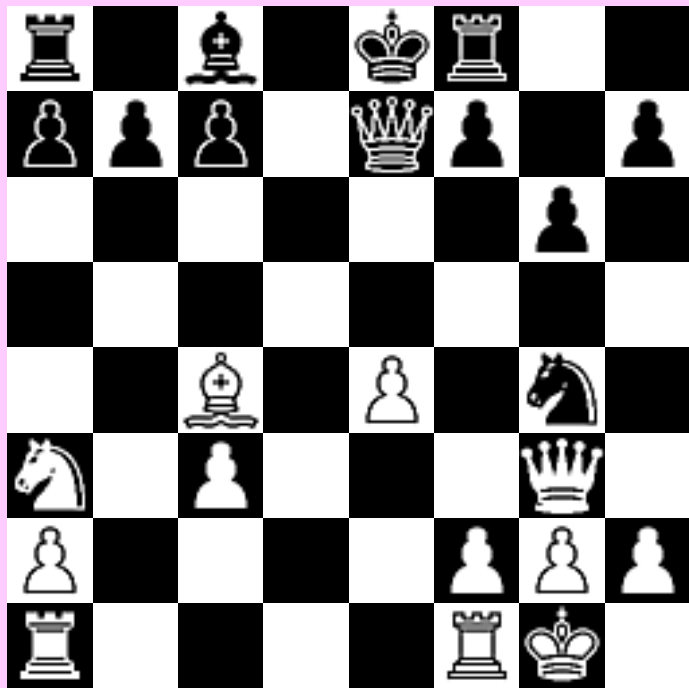
In an old-style opening Fischer gives a terrific display of attacking power against an uncastled King - just the sort of thing you want to see at a simultaneous display.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4

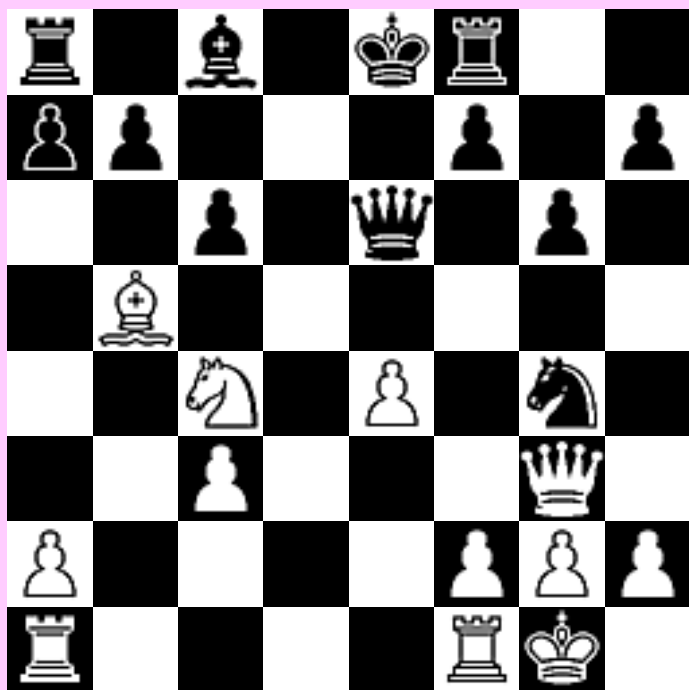
Evans' Gambit, an old favourite.

4... Bxb4 5. c3 Be7 6. d4 d6 7. dxe5 Nxe5 8. Nxe5 dxe5 9. Qh5 g6 10. Qxe5 Nf6 11. Ba3 Rf8 12. O-O Ng4 13. Qg3 Bxa3 14. Nxa3 Qe7!

White has a lead in development, but how can he take advantage of it?



15. Bb5+! c6 (x d6) 16. Nc4 Qe6



17. Rad1!

[17. Qc7 Qd7 18. Nd6+ Ke7 19. Nxc8+ Raxc8 20. Qxd7+ Kxd7]

17... cxb5 18. Qc7 Bd7 19. Nd6+ Ke7 20. Nf5+!

"Material is not what counts now, but open lines"

20... gxf5 21. exf5 Rac8 22. Rxd7+ Qxd7 23. f6+ Nxf6 24. Re1+ Ne4 25. Rxe4+ Kf6 26. Qxd7 Rfd8 27. Qg4 1-0

Petrosian, Tigran - Fischer, Robert (Buenos Aires m [A06] opening, 1971

Many years ago Reti described "Americanism" in the chess of Pillsbury and others, a sort of full-blooded practical-minded style - and in Fischer's play it is easy to see a parallel.

1. Nf3 c5 2. b3 d5 3. Bb2 f6



Now that's what I call a move. Having been reared on Chernev's adulation of Capablanca, I got the idea that you should play in the opening only the most natural and harmonious of moves. Now here is Fischer, in the Candidate's Final to qualify to play Spassky, and he is declaring his intention to refute his opponent's opening using three Pawn moves as Black.

This game had a terrible effect on me, I often still can't resist trying to refute my

opponent's odd moves immediately. Although Petrosian fumbles at the end you can see how Fischer's grip on the game never relaxes.

4. c4 d4! 5. d3 e5 6. e3 Ne7 7. Be2 Nec6! 8. Nbd2 Be7 9. O-O O-O 10. e4 a6 11. Ne1 b5 12. Bg4 Bxg4 13. Qxg4 Qc8 14. Qe2 Nd7 15. Nc2 Rb8 16. Rfc1 Qe8 17. Ba3 Bd6 18. Ne1 g6 19. cxb5 axb5 20. Bb2 Nb6 21. Nef3 Ra8 22. a3 Na5 23. Qd1 Qf7 24. a4 bxa4 25. bxa4 c4 26. dxc4 Nbxc4 27. Nxc4 Nxc4 28. Qe2 Nxb2 29. Qxb2 Rfb8 30. Qa2 Bb4 31. Qxf7+ Kxf7 32. Rc7+ Ke6 33. g4 Bc3 34. Ra2 Rc8 35. Rxc8 Rxc8 36. a5 Ra8 37. a6 Ra7 38. Kf1 g5 39. Ke2 Kd6 40. Kd3 Kc5 41. Ng1 Kb5 42. Ne2 Ba5 43. Rb2+ Kxa6 44. Rb1 Rc7 45. Rb2 Be1 46. f3 Ka5 47. Rc2 Rb7 48. Ra2+ Kb5 49. Rb2+ Bb4 50. Ra2 Rc7 51. Ra1 Rc8 52. Ra7 Ba5 53. Rd7 Bb6 54. Rd5+ Bc5 55. Nc1 Ka4 56. Rd7 Bb4 57. Ne2 Kb3 58. Rb7 Ra8 59. Rxh7 Ra1 60. Nxd4+ exd4 61. Kxd4 Rd1+ 62. Ke3 Bc5+ 63. Ke2 Rh1 64. h4 Kc4 65. h5 Rh2+ 66. Ke1 Kd3 0-1

Middlegame

Fischer,Robert - Robatsch,Karl (Varna ol final R) [B01] middlegame attack 1, 1962

In one of his games, Fischer describes having the attack on the fianchettoed Black King's position down to a science: open the h-file, "sac, sac, ...mate!"

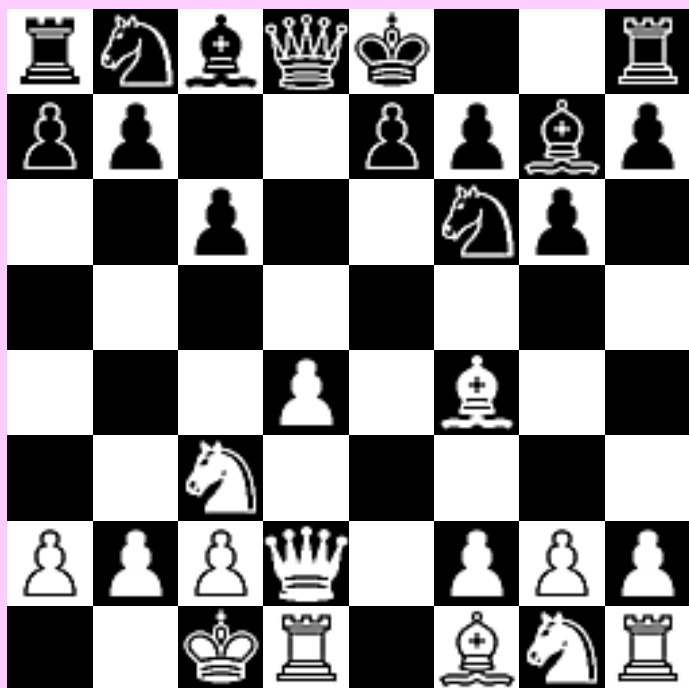
Once you see it done, you can imitate it with effect. It is less usual for these straightforward attacks to be successful at master level, but among club players my money is on the player with a plan they understand.

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qd8!? 4. d4 g6!?

Two !?s sometimes add up to a ?, sometimes a !

Robatsch's ideas have a hard reception here.

5. Bf4! Bg7 6. Qd2! Nf6 7. O-O-O c6



8. Bh6 O-O? 9. h4 Qa5 10. h5! gxh5

"Horrible, but Black must keep the h-file closed"

11. Bd3 Nbd7 12. Nge2 Rd8 13. g4! Nf8 14. gxh5 Ne6 15. Rdg1 Kh8 16. Bxg7+ Nxg7 17. Qh6 Rg8 18. Rg5 Qd8 19. Rhg1 Nf5?

[19... Qf8 20. d5! Bd7 21. d6 Nf5 22. Qxf8 Rgxf8

[22... Raxf8 23. Bxf5 Rxg5 24. Rxg5 h6 25. dxe7 Rb8 26. Rg3 Bxf5 27. Rf3]

23. Bxf5 h6 24. dxe7 Rfb8 25. Rg7 Bxf5 26. Rxf7]

20. Bxf5 1-0

Fischer,R - Stein,L (Sousse izt) [C92] middlegame attack, 1967

A far more complex attacking game. Lasker once said that no-one can hope to master chess who does not take on the Ruy Lopez in all its manifestations; Fischer's games feature many striking successes in a surprising variety of lines, from the Exchange to the Steinitz, and as below, what we now call the Zaitsev, played by the then Soviet Champion.

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3



9... Bb7

[9... Na5 10. Bc2 c5 Tchigorin]

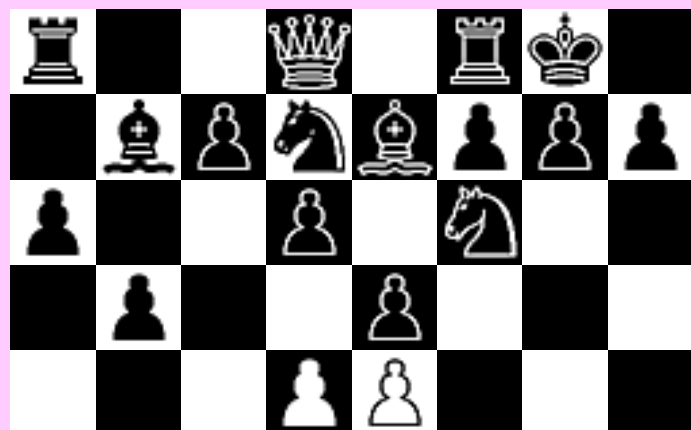
[9... Nb8 10. d4 Breyer]

10. d4 Na5

Heading for d7, the long way round

[10... Nb8 11. dxe5 dxe5 12. Qxd8 and now 12... Bxd8 is best, but awkward]

11. Bc2 Nc4 12. b3 Nb6 13. Nbd2 Nbd7



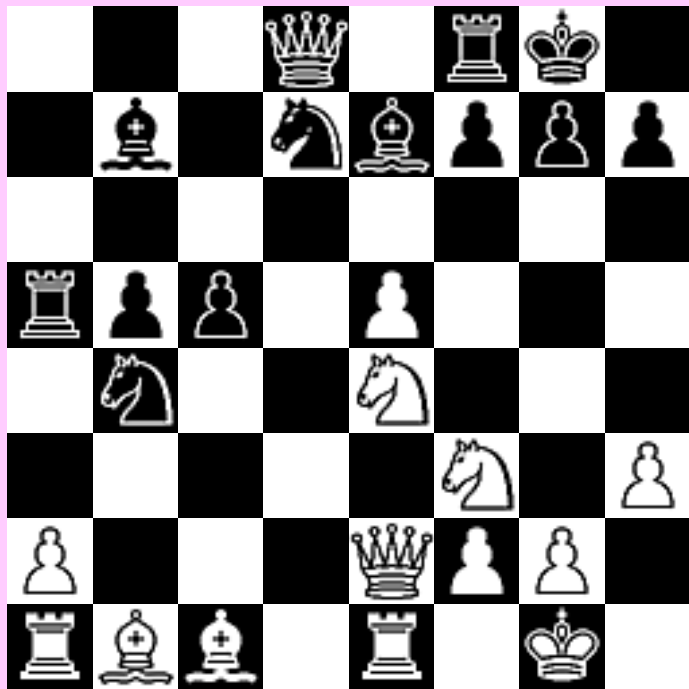


Made it! But it has taken a lot of time.

14. b4! exd4

going for counterplay, rather than hanging on to e5

15. cxd4 a5 16. bxa5 c5 17. e5! dxe5 18. dxe5 Nd5 19. Ne4 Nb4! 20. Bb1 Rxa5 21. Qe2!



21... Nb6?

A piece possibly better reserved for defending the King.

[21... Re8]

22. Nfg5!

"The threats are beginning to jell."

22... Bxe4!

[22... h6 23. Nh7!! Kxh7

[23... Re8 24. Nhf6+ Bxf6 25. Nxf6+ Qxf6

[25... gxf6 26. Qg4+ Kf8 27. Bxh6+ Ke7 28. e6 Kd6 29. Qg3+ Kc6 30. Be4+ N4d5 31. exf7 Rh8 32. Bxd5+ Nxd5+-]

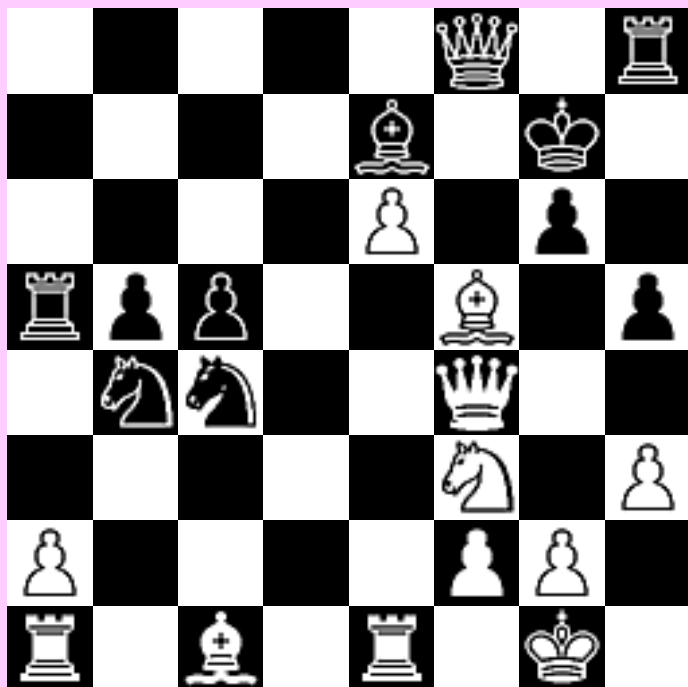
26. exf6 Rxe2 27. Rxe2]

24. Nxc5+ Kg8 25. Nxb7]

23. Qxe4 g6 24. Qh4 h5 25. Qg3 Nc4 26. Nf3?

[26. e6]

26... Kg7 27. Qf4 Rh8 28. e6! f5 29. Bxf5! Qf8



30. Be4?

[30. Nh4! Littlewood 30... Bxh4 31. Qxh4 Qxf5

[31... gxf5 32. Qg5+ Kh7 33. e7 Qe8 34. Re6]

[31... Qf6 32. Qg3]

32. Qe7+ Kg8 33. Qd8+ Kg7 34. Qc7+ Kg8 35. e7]

30... Qxf4 31. Bxf4 Re8?

[31... Rxa2 32. Rxa2

[32. Rad1 Ra7]

32... Nxa2 33. Ne5 g5 34. Bg3 with some initiative but no win yet]

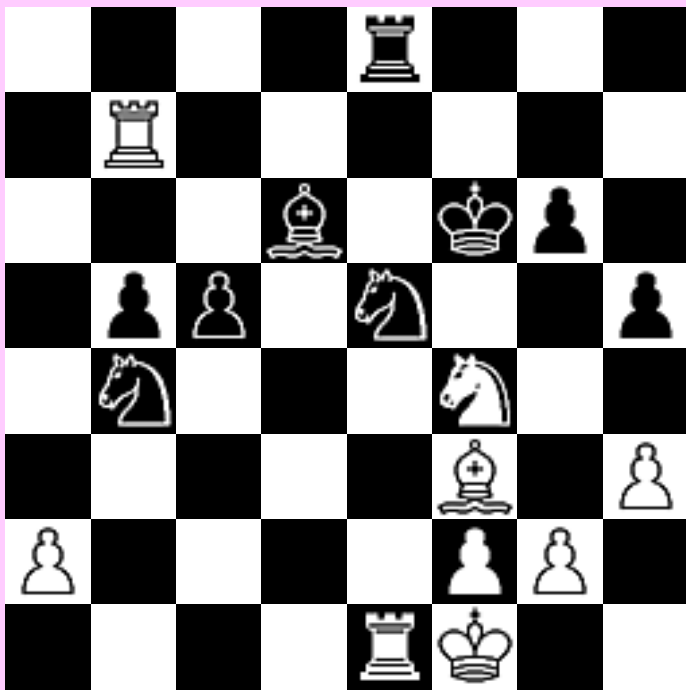
32. Rad1 Ra6 33. Rd7

[33. Bb7!]

33... Rxe6 34. Ng5 Rf6

[34... Ra6 35. Bb1 Kf6 36. Ne4+ Kf7 37. Nxc5]

35. Bf3 Rxf4 36. Ne6+ Kf6 37. Nxf4 Ne5 38. Rb7 Bd6 39. Kf1



winning

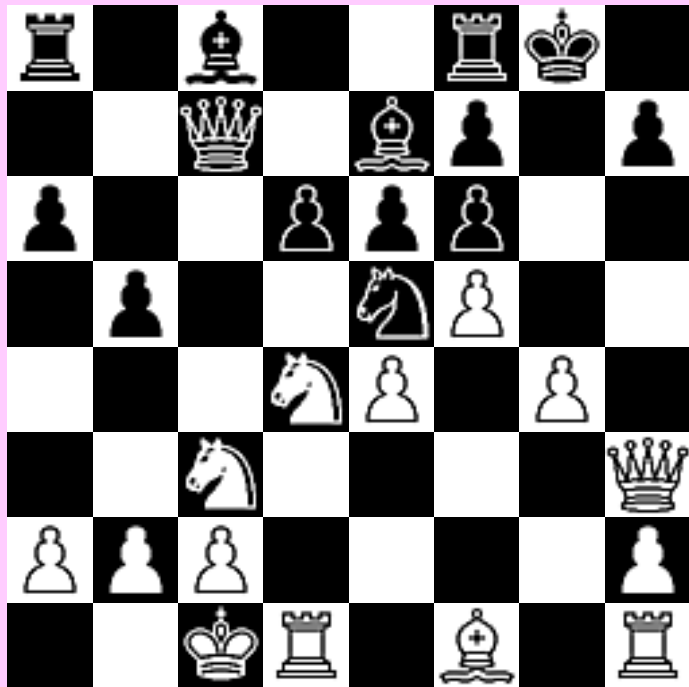
39... Nc2 40. Re4 Nd4 41. Rb6 Rd8 42. Nd5+ Kf5 43. Ne3+ (sealed) 43... Ke6 44. Be2! Kd7 45. Bxb5+ Nxb5 46. Rxb5 Kc6 47. a4 Bc7 48. Ke2 g5 49. g3 Ra8 50. Rb2 Rf8 51. f4 gxf4 52. gxf4 Nf7 53. Re6+ Nd6 54. f5 Ra8 55. Rd2! Rxa4 56. f6 1-0

Endgame

Gligoric,Svetozar - Fischer,Robert (Yugoslavia ct) [B99] endgame, 1959

This was an interesting game for me. I'd got the hang of Pawn weakness and while I knew that having a weakness didn't mean you should resign, I think it's fair to say I was much more impressed with Pawns than pieces!

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7 10. g4 b5 11. Bxf6 gxf6 12. f5 Ne5 13. Qh3 O-O



"Black's "ugly" defence is based on sound positional considerations: once he can consolidate, there is strong potential in the two Bishops coupled with the beautifully posted Knight and compact Pawn mass. These assets, in the long run, hopefully should outweigh the temporary weakness of his King and the immobile target on e6. "

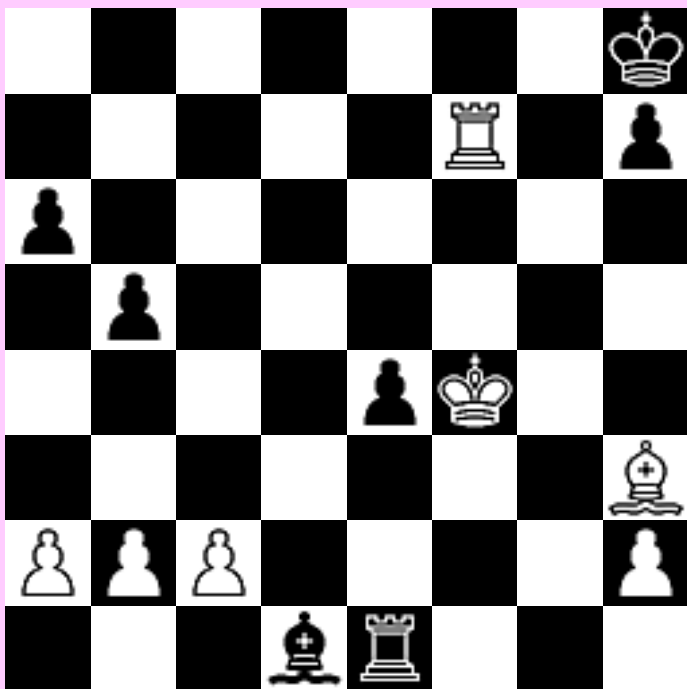
14. Nce2 Kh8 15. Nf4 Rg8 16. Rg1 d5 17. fxe6 dxe4 18. Nd5 Qc5 19. Nxe7 Qxe7 20. Nf5 Qxe6 21. Qh6 Bd7 22. Rd6 Nxg4 23. Rxg4 Qxf5 24. Rxg8+?

[24. Rf4]

24... Rxc8?

[24... Kxc8]

25. Rxf6 Qd5 26. Rd6 Qf5 27. Rf6 Qg5+ 28. Qxc5 Rxc5 29. Rxf7 Bg4 30. Kd2 Bf3 31. Ke3 Rg1 32. Bh3 Re1+ 33. Kf4 Bd1



"Playing, as Dr. Tarrasch wryly put it, "for the loss". Nowadays I would know better than to try to squeeze a win out of such a simplified position. "

34. Ke5!

Inviting Fischer to overextend.

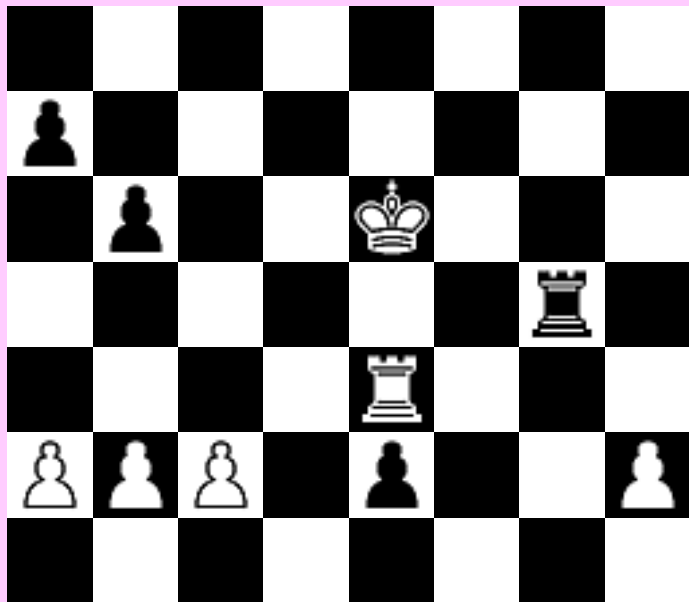
[34. Re7 Bxc2 35. Bf5=]

34... e3 35. Bf5 Rg1 36. Rxh7+ Kg8 37. Rc7 Bg4?

[37... e2 38. Kf6 Kh8 39. Rh7+ Kg8 40. Rc7 Kh8=]

38. Bxc4 Rxc4 39. Rc3 e2 40. Re3





"Fortunately, Black can still hold the draw"

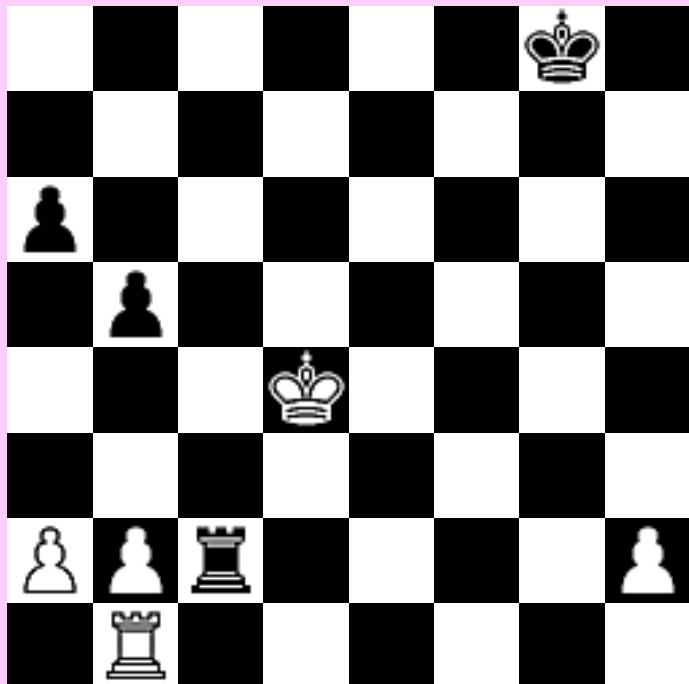
40... Rg2

[40... Rg7? 41. Kd4]

41. Kd4 e1=Q!

[41... Rxh2 42. Kd3+-]

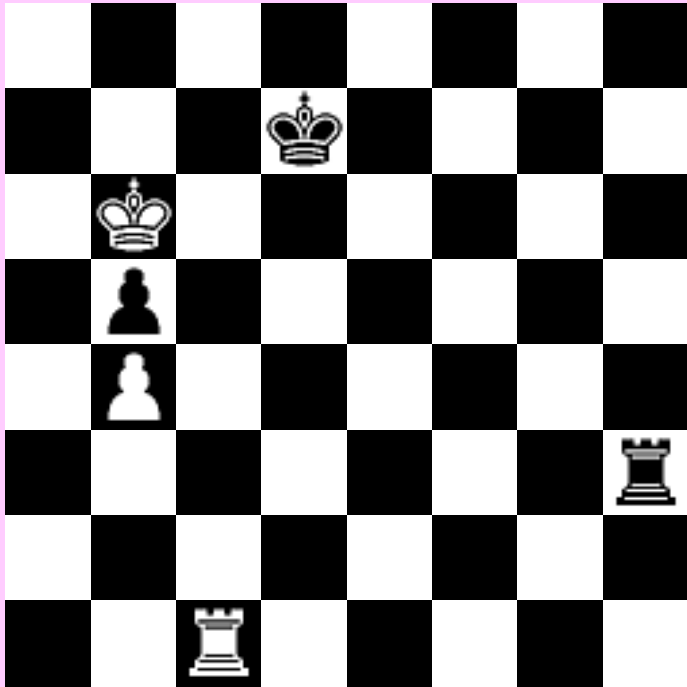
42. Rxe1 Rxc2 43. Rb1



43... Kf7!

[43... Rxh2 44. Kc5]

44. a3 Ke6 45. b3 Rxh2 46. Kc5 Kd7 47. Kb6 Ra2 48. Kxa6 Rxa3+ 49. Kb7 Kd6 50. Kb6 Kd7 51. b4 Rh3 52. Rc1



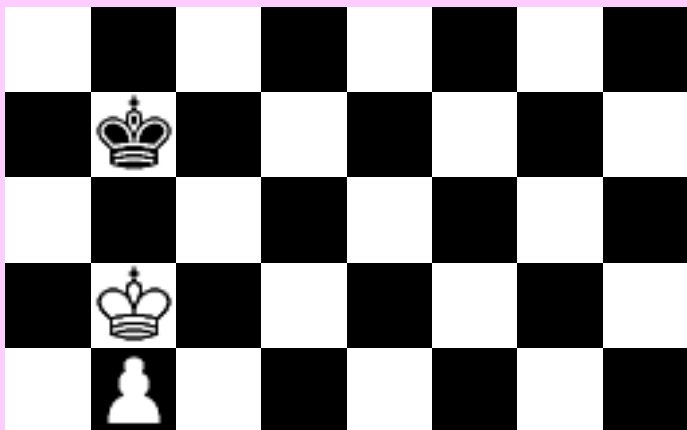
52... Rh8?

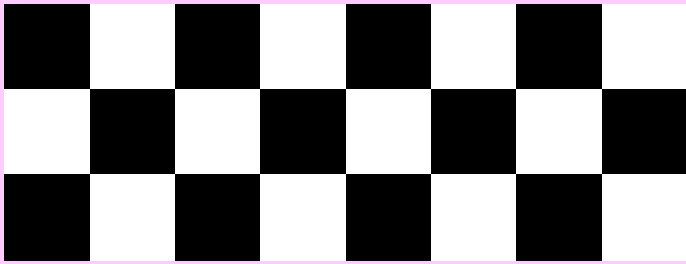
"After the game, Olafsson scolded me: "How can you play an ending like this so fast?" (I'd only been taking a few seconds a move for the last dozen moves or so.) "Because there's no danger. It's a dead draw," I replied. "

[52... Rh5 53. Rc5 Rxc5 54. Kxc5

[54. bxc5?? b4-+]

54... Kc7 55. Kxb5 Kb7





with the opposition, a book draw and easy to hold]

53. Kxb5?

"As Olafsson showed me, White can win with 53. Rc7+! It's hard to believe. I stayed up all night analysing, finally convincing myself and, incidentally, learning a lot about Rook and Pawn endings in the process."

(Gligoric failed to point it out in his notes to the Bled tournament book.)

[53. Rc7+! This helps keep the Black King away, so the White King can control the Queening square. If the Black Rook checks, White will interpose the Rook. 53... Kd6

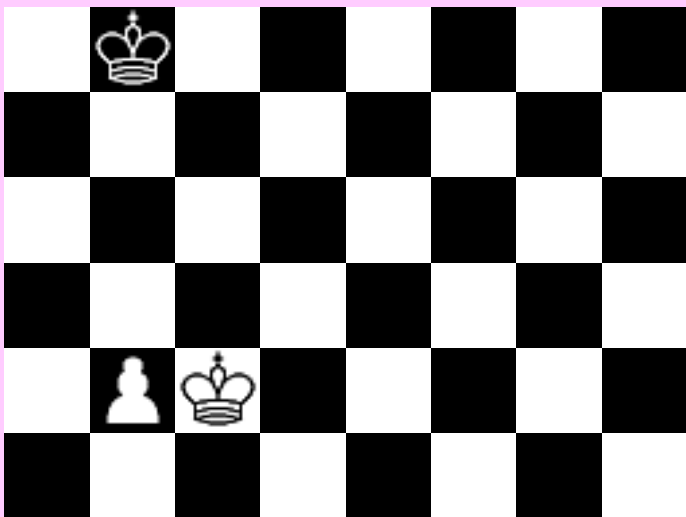
[53... Kd8 54. Rc5 Kd7 55. Kb7! Kd6 56. Rxb5]

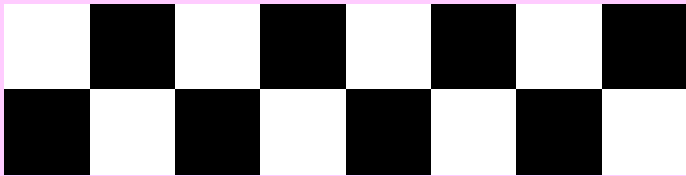
54. Rc6+ Kd7

[54... Kd5 55. Kxb5 Rb8+ 56. Rb6]

55. Kxb5 Rb8+ 56. Rb6 Rh8 57. Rb7+ Kc8 58. Ka6 Rh6+ 59. Ka7+-]

53... Rb8+ 54. Ka4 Ra8+ 55. Kb3 Rc8 56. Rxc8 Kxc8 57. Kc4 Kb8!





holding the "distant opposition"

[57... Kb7 58. Kb5 Kc7 59. Ka6 Kb8 60. Kb6 Ka8 61. Kc7 Ka7 62. b5 Ka8 63. Kb6 Kb8 64. Ka6 Ka8

[64... Kc7 65. Ka7]

65. b6 Kb8 66. b7

If you can play to the seventh without check, it's a win, because the King is on the queening square, and has to move off.

66... Kc7 67. Ka7 Kc6 68. b8=Q]

[now 57... Kb8! 58. Kc5

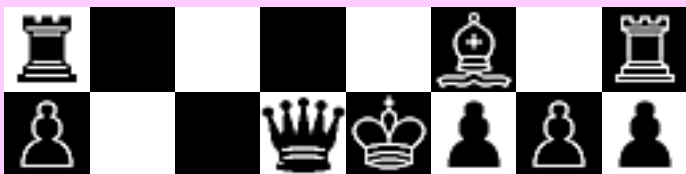
[58. Kd5 Kb7]

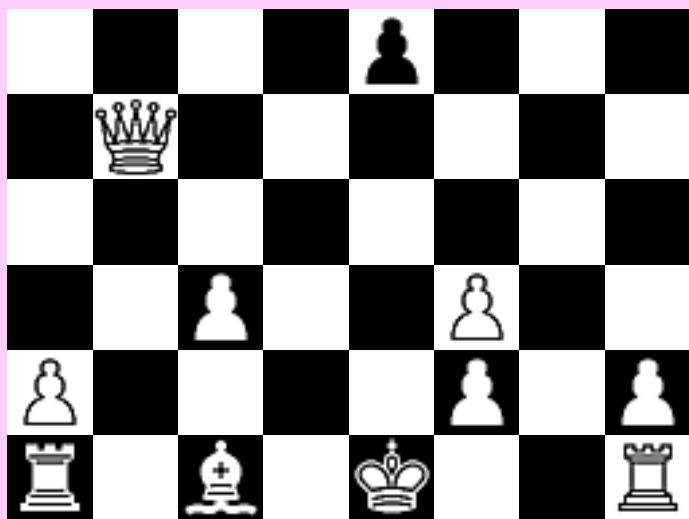
58... Kc7 59. Kb5 Kb7]

1/2-1/2

Fischer,R - Euwe,M (Leipzig ol) [B13] endgame, 1960

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. Nc3 Nc6 6. Nf3 Bg4 7. cxd5 Nxd5 8. Qb3 Bxf3 9. gxf3 e6 10. Qxb7 Nxd4 11. Bb5+ Nxb5 12. Qc6+ Ke7 13. Qxb5 Nxc3 14. bxc3 Qd7





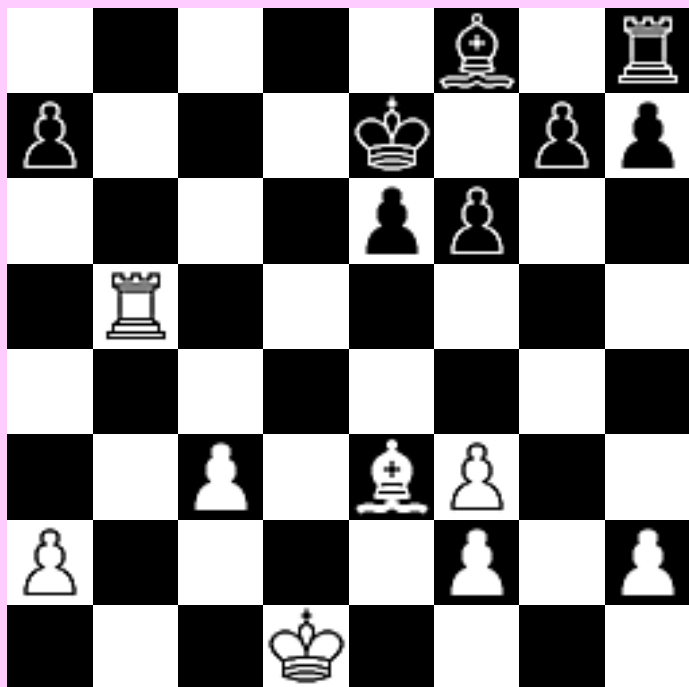
15. Rb1!

"...Horrible as White's Pawn structure may be, Black can't exploit it because he'll be unable to develop his King's-side normally. It's the little quirks like this that could make life difficult for a chess machine."

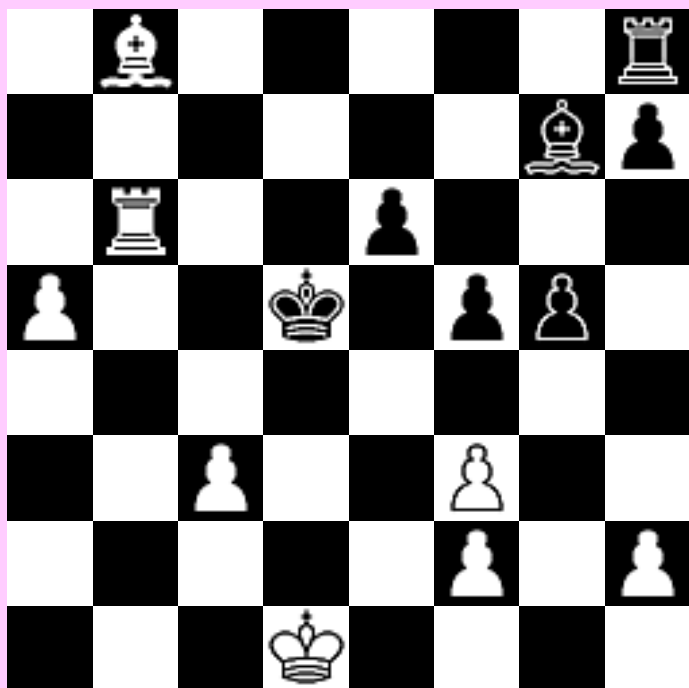
15... Rd8?

[15... Qxb5 16. Rxb5 Kd6 17. Rb7 f6 18. Ke2 Kc6 19. Rf7 a5 20. Be3 +/-]

16. Be3 Qxb5 17. Rxb5 Rd7 18. Ke2 f6 19. Rd1! Rxd1 20. Kxd1



20... Kd7 21. Rb8 Kc6 22. Bxa7 g5 23. a4 Bg7 24. Rb6+ Kd5 25. Rb7 Bf8 26. Rb8 Bg7 27. Rb5+ Kc6 28. Rb6+ Kd5 29. a5 f5 30. Bb8



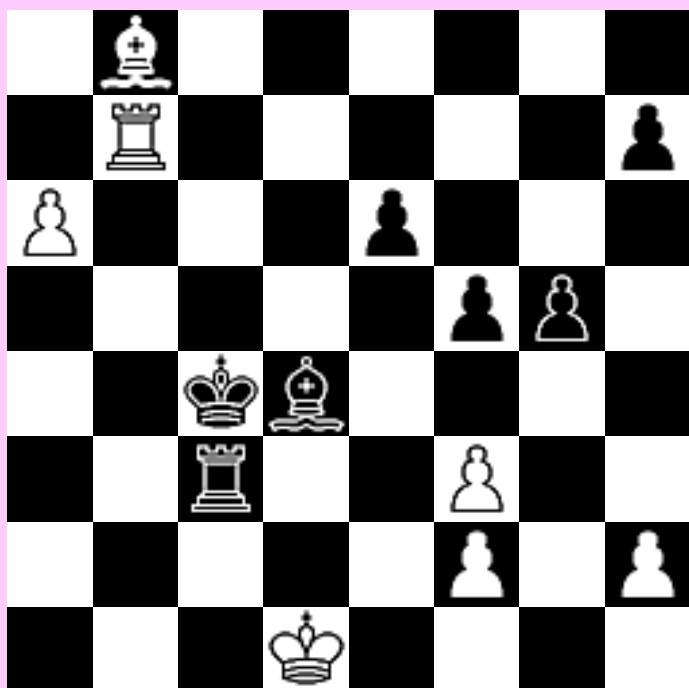
30... Rc8 31. a6 Rxc3 32. Rb5+ Kc4

[32... Kc6 33. Ra5 Bd4 34. Be5?

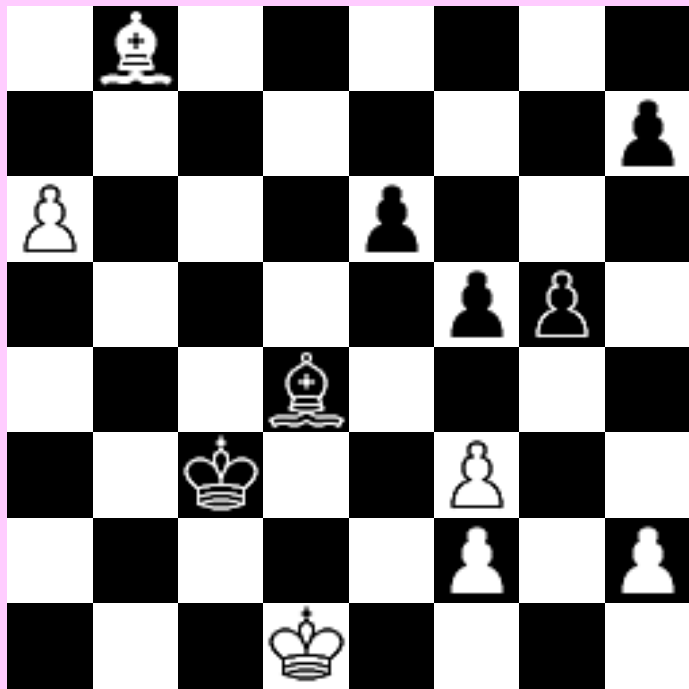
[34. Ke2]

34... Rc4!=]

33. Rb7 Bd4



34. Rc7+ Kd3 35. Rxc3+ Kxc3



36. Be5 1-0

Back to [Chess Coaching Page](#)



This document (lessfish.html) was last modified on 26 Feb 98 by

[Dr. Dave](#)

Exeter Chess Club: The development of chess style

Games are given in the [Style section of the Canon](#), and relevant examples may be found through the [Glossary](#). Steve Lopez has written [pen-portraits](#) of the players at the 1924 NY tournament, and there is a whole site devoted to the [World Champions](#).

[I wrote this to accompany the lollipops in 1994, but it holds up as well as it ever did ;-)]

"We perceive after a careful consideration of the evolution of the chess mind that such evolution has gone on, in general, in a way quite similar to that in which it goes on with the individual chess player, only with the latter more rapidly."

-- Richard RETI

"The delight in gambits is a sign of chess youth... In very much the same way as the young man, on reaching his manhood years, lays aside the Indian stories and stories of adventure, and turns to the psychological novel, we with maturing experience leave off gambit playing and become interested in the less vivacious but withal more forceful manoeuvres of the position player."

-- Emanuel LASKER



I asked elsewhere, what's your style - the *crunch* or the *crouch*? or a bit of both? To help you in this decision, you might be interested to play over some of the exemplary games of the previous World Champions. Which do you admire most, which seem to you to be most logical, which diagrammed positions attract you? You may find that once you understand your strengths and weaknesses better, you can make efforts to steer the game into channels that suit you and not your opponent. Moreover, as Reti and Lasker suggest, that we often start off playing like Morphy, and then start to get interested in slower play; I would not, however, be in too much of a hurry for this. Advanced players might like to play these games over one at a time in between reading the next section on some of the theories behind these games.

- [The style of the World Champions](#)
 1. [Before Steinitz](#)
 2. [Paul Morphy](#)
 3. [Wilhelm Steinitz, World Champion 1886-1894](#)
 4. [Emanuel Lasker 1894-1921](#)
 5. [Jose Capablanca 1921-1927](#)
 6. [Alexander Alekhine 1927-1935,1937-1946](#)
 7. [Max Euwe 1935-1937](#)
 8. [Mikhail Botvinnik 1948-57,1958-60,1961-63](#)
 9. [Vassily Smyslov, 1957-1958](#)
 10. [Mikhail Tal, 1960-1961](#)
 11. [Tigran Petrosian, 1963-1968](#)
 12. [Boris Spassky, 1968-1972](#)
 13. [Bobby Fischer, 1972-1975](#)
 14. [Anatoly Karpov, 1975-1986,1993?-](#)
 15. [Garry Kasparov, 1986-present \(1994\)](#)
- [A potted history of chess theory.](#)
 1. [A start on theory](#)
 2. [The Italian game](#)
 3. [The English school](#)
 4. [The modern era](#)
 5. [Hypermodernismus](#)
 6. [Post-war](#)

- [Further reading](#)
-

The style of the World Champions

Before Steinitz

Before Steinitz, the first official World Champion, the great names of chess are Andre Danican-**Philidor**, Howard **Staunton**, Adolf **Anderssen**, and Paul **Morphy**. We've seen Anderssen's two greatest games [elsewhere](#) - many would say these are two of the greatest games ever, loved by chess romantics everywhere. Staunton played splendid, direct chess, but not in the romantic style of the period - he was much more controlled and effective, as can be seen in his game against Elijah Williams, no mean positional player himself.

[Style section of the Canon](#)

Paul Morphy

Morphy was a razor-sharp attacker, one of the fastest and most accurate talents of the game. I have chosen his famous brilliancy against the great defender Paulsen, which spectators mocked until the game continuation made it obvious to them how much further Morphy had seen. I have given also his effective defensive game against the powerful [Andersson](#); Morphy effectively defined the perfect style for playing open games.

[Style section of the Canon](#)

Wilhelm Steinitz, World Champion 1886-1894

The first great chess thinker, whose often awkward-looking and defensive mature chess style was in total contrast to his dashing, gambiting contemporaries. He could attack when it was needed - indeed, he used to be known as the "*Austrian Morphy*" - but he suppressed his attacking talent in favour of a thoughtful, principled, positional style. His theories, particularly those of the closed game (see part ii below), were adopted and refined by his disciple Siegbert **Tarrasch**, who can be said to have taught the world how to play chess properly. The game against Andersson is characteristic - apparently awkward and cramped opening manoeuvres which gradually uncoil and engulf his opponent. Not until

Nimzovitch did we see more of this.

[Style section of the Canon](#)

Emanuel Lasker 1894-1921

The pragmatic philosopher who was also the wildest combatant in chess history, who was still winning games against the best in the world in his sixties. Although he had a great grasp and appreciation of Steinitz' theories, Lasker always played the man as well as the board. As an example, see his game against the scientific Tarrasch. Wild rumours circulated about his luck in poor positions, but his mastery was not just of chess but of psychology. It was like inviting his opponents to waltz on a cliff-top, confident that his footwork and nerve were stronger. It was a style impossible to imitate - you need always to be the strongest player - but elements of it may prove useful to anyone.

[Style section of the Canon](#)

Jose Capablanca 1921-1927

The game's greatest natural talent, whose elegant and seemingly effortless style awed his contemporaries and has charmed generations since. He made it all look so easy - beating the great Marshall like a child (see elsewhere on **Majorities**), and nudging Bernstein off the board with one of the neatest finishes ever. More than other masters, he was content with small advantages, and content to give them up for other pluses on the board. This capacity for winning with small advantages led Euwe to comment about one game:

"Whether this advantage is theoretically sufficient to win or not does not worry Capablanca. He simply wins the ending. That is why he is Capablanca!"

[Style section of the Canon](#)

Alexander Alekhine 1927-1935, 1937-1946

Alekhine's driving and sometimes unattractive personality powered his chess to bold and brilliant new levels in all phases of the game. His game against Marshall is almost the opposite of Capablanca's - no

less accurate, but a forceful and aggressive drive for mate which looks risky. I've also added a sparkling finish, played blindfold.

Sir George Thomas once remarked: "*Against Alekhine you never knew what to expect. Against Capablanca, you knew what to expect, but you couldn't prevent it!*"

Alekhine had a knack of finding "accidental" opportunities in apparently harmless variations. The "sting in the tail" is the hallmark of an Alekhine combination, but he beat Capablanca on technique, improbable as it seemed at the time.

[Style section of the Canon](#)

Max Euwe 1935-1937

The last real chess amateur and one of the game's great sportsmen, he devoted the rest of his chess life to writing, teaching and organisation. He played many positions well, but had a clear attacking talent. His game against Alekhine which helped secure the title is one of his best and best-known games.

[Style section of the Canon](#)

Mikhail Botvinnik 1948-57,1958-60,1961-63

The first product of the Soviet school, a disciplined and insightful player who remained at the top for decades. No non-Soviet was to win again until 1972. Botvinnik could play clear positions well but was unafraid of complications - perhaps the secret being that they too were clear to Botvinnik. His game against Chekhover is an impressive win, overpowering his opponent by virtue of his grasp of the position; the Matulovic game is much more recent, and shows Botvinnik taking on an apparently unpromising but difficult line from which he emerges better off.

[Style section of the Canon](#)

Vassily Smyslov, 1957-1958

Smyslov's attractively clear style took him to the top but his success served only to motivate Botvinnik

for the re-match. His game against Liberzon is a nice blend of dominating positional play and tactically accurate cashing-in. In the 1980s he had a second wind, playing his bright, crisp, modern chess all the way to the Candidate's Matches where he was stopped by Kasparov.

[Style section of the Canon](#)

Mikhail Tal, 1960-1961

Tal, the whirlwind from Riga, won the hearts of the fans and appalled the critics, all the way to a title match with Botvinnik where Botvinnik's clear head could never seem to keep the board under control for long enough. The game with Barcza is a nice attacking display, and the sacrifice against Smyslov shows that not even his closest rivals could stifle his driving urge to attack. Tal's collection of bold and risky attacking games continued to impress and inspire, but his poor health kept him out of the top rank after the re-match, in which a grim Botvinnik gradually wrenched the crown from Tal's hands.

[Style section of the Canon](#)

Tigran Petrosian, 1963-1968

The slowest, canniest player of recent years, whose boa-constrictor style concealed great strategical insight and tactical skill. His play harks back to the hypermoderns of the 'twenties who challenged what they saw as the dogma of Tarrasch and his school. The games show two sides of Petrosian: a determined if dour endgame from the Championship match, and a nice finish from a much brighter game in one of the matches against Spassky.

[Style section of the Canon](#)

Boris Spassky, 1968-1972

An attacking player with a well-rounded, classical style, he beat Petrosian at the second attempt. I have included two well-known quick wins, where he seemed to storm past world-class opposition in complex attacking games. His slower games also have a breeziness about them.

[Style section of the Canon](#)

Bobby Fischer, 1972-1975

Fischer's turbulent career finally led to the most famous chess match in history. His chess was always razor-sharp, rational and brilliant. One of the best ever. His win against Byrne is well-known but also characteristic - all vigour and straight lines, with active pieces compensating for the isolated d-Pawn. When Byrne resigned, watching grandmasters were still arguing that White was winning - can you find the win for Black? His sporting achievements (11-0 in the US championship, 6-0 in two(!) Candidates Matches) will probably never be equalled.

[Style section of the Canon](#)

Anatoly Karpov, 1975-1986,1993?-

Fischer never agreed to a match, but Karpov's long reign at the top was always totally convincing. A quiet man whose calm and deft chess was an overwhelming force for ten years. The games: GM John Nunn is a very dangerous and active player, but Karpov doesn't let him get started. Kasparov too is dangerous when he gets going, but the game given (from the 1985 Championship match) shows everything under control, and the win was always in hand. Currently Karpov holds the FIDE title. Karpov's style is often compared to Capa's (who he admires); the style of his great rival Viktor Korchnoi was often likened to that of Lasker.

[Style section of the Canon](#)

Garry Kasparov, 1986-present (1994)

To complete the parallel, Kasparov's play reminds us more of Alekhine. A dynamic attacker with a great appetite for work and a forceful opening repertoire, Kasparov has yet to be seriously challenged by anyone but Karpov. Nigel Short may change all that! [HTMLed 1996, written 1994!] The game shows the man at his best - a great 6-piece attack against the king, in the most tense arena of chess, in an opening that Karpov has played and won with for years. The split with FIDE has led to the creation of two 'world champions'.



So, what do you think? What games attracted you? Which ones looked or felt like your games, which do you admire most? Most players have a favourite or a hero in chess, and fondly imagine their play to be '*a bit like Morphy*'; the thing to do is to assess what is real and what is you kidding yourself, but then to see how to improve - how to choose your openings, what your weaknesses are, what sort of positions to steer for and avoid. Players of every style have won the championship. Make your style work for you.

A potted history of chess theory.

Behind this human story of successive champions and rivals is a parallel story of the rise and fall of chess ideas. The parallel is not exact, for although Steinitz' peerless play as Champion was the embodiment of his theories, his title was taken by Lasker, who founded no school; and although the Hypermoderns were the ones to watch in the 'twenties, none held the title.

*"Today we see in chess the fight of aspiring Americanism against the old European intellectual life: a struggle between the technique of Capablanca, a **virtuoso** in whose play one can find nothing tangible to object to, and between great European masters, all of them artists, who have the qualities as well as the faults of artists in the treatment of the subject they devote themselves to: they experimentalise and in striving after what is deep down. they overlook what is near to hand.*

...If Americanism is victorious in chess, it will also be so in life. For the idea of chess and the development of the chess mind we have a picture of the intellectual struggle of mankind." - Reti, MOIC.

A start on theory

Many chess ideas which were taken up later can first be found in the play and writing of PHILIDOR. In his 1749 book **L'Analyse des Echecs**, he discussed *holes*, *blockade*, *prophylaxis*, and the *positional sacrifice*, he described pawn weaknesses such as the *isolated*, *backward*, and *doubled pawns*, and discussed what we now term *pawn islands*. For 90 years he was praised but had no lasting influence on the play of the time, although he was re-discovered from time to time. He emphasised above all else play with the pawns, and said (in French) "*Pawns are the very soul of*

the game."

The Italian game

The play most characteristic of the late 1700s and later was dominated instead by the style of the Italian MODENESE SCHOOL - Italian players and writers like DEL RIO, LOLLI and PONZIANI, after whom the *Italian Game* (*Gioco Piano* and related openings) came into prominence. Fast development followed by *attack* was the name of the game, and beyond this it is difficult to see much theory at all; players were concerned with direct attack - to mate, or lose gloriously in the attempt. From this period we inherit all the older tactical variations of the *King's Gambit* and *Gioco Piano*, where sacrifices were common and their acceptance almost routine. This period should not be thought of as artless - it produced legions of fine analysts and several games of genius, and much was learned about the art of attack.

The play of the American Paul MORPHY brought some additional science to all this, not that everyone recognised it at the time. Through his games he showed that a successful attack must be based on a lead in *development*. Similarly, he showed that a player who is behind in development must not open lines to 'free their position', since these lines will provide avenues along which the better-developed side will attack - instead, they should keep things closed until they have caught up a bit.

Sadly, when players learned to decline or return sacrificed material, a lot of the steam went out of the Italian approach. e.g. an old line of the *Danish Gambit* goes **1 e4, e5; 2 d4, exd4; 3 c3, exc3; 4 Bc4, cxb2; 5 Bxb2**. If Black clings to the material White will have a good time, but MIESES showed **5...d5; 6 Bxd5, Nf6** secures open lines and probably the two Bishops. The best line for White here is probably **7 Bxf7+ Kxf7; 8 Qxd8, Bb4+ 9 Qd2, Bxd2+** when Black has no extra material but can play to win the ending with the *Queen's-side majority*. Technique was replacing romance in chess.

The English school

There was briefly an English school centred around Howard STAUNTON, who directly contradicted the Italian style by playing first for control of the *small centre*, or some other advantage, before any thought of direct attack on the king. Staunton (and his followers like Wyvill) embraced the *Fianchetto*, the *flank openings* (like the *English Opening*), but although he wrote a fine textbook he never defined or discussed his own system, and the style withered when Staunton retired. The attacking style persisted until the Modern era began with Steinitz.

The modern era

Wilhelm STEINITZ of Austria was a great player but also a great thinker and writer, so it was possible for his ideas to become widely known and adopted. He was a theorist primarily of *closed positions* (see the Steinitz Variation of the *Ruy Lopez* for a good example). To him we owe a deal of our understanding about two bishops, about play behind a row of pawns, about weak pawns (see his lines for Black in the *Queen's Gambit Accepted*, playing against an *isolated Queen's pawn*: **1 d4, d5; 2 c4, dxc4; 3 Nf3, Nf6; 4 e3, c5; 5 Bxc4, cxd4; 6 exd4** followed by ...Nc6-b4-d5). He also showed how to play defensively once you have accepted a gambit pawn (that you intend to keep). With Steinitz we associate positional play, accumulating advantages and playing against weaknesses - he did not discover weak points, but he showed that they were more important than had been assumed. By the 1890s most players had been influenced to a greater or lesser extent by Steinitz, and LASKER who took his crown paid tribute to the importance of Steinitz' theories.

Lasker and TCHIGORIN both played superb defensive chess - Lasker on a knife-edge, waiting for his opponent to stumble, and Tchigorin more solidly - it was Tchigorin who founded the great highway of the Ruy Lopez known as the *Closed Morphy* or *Tchigorin Defence* (1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 O-O, **Be7** {just this far is the *Closed Morphy*}; 6 Re1, b5; 7 Bb3, d6; 8 c3, Na5; 9 Bc2, c5 {the Tchigorin Defence; Black can delay the ...Na5/...c5 manoeuvre until after castling}). Tchigorin was a demon attacker, rather in the old Romantic mould. When Steinitz defeated Tchigorin in a match he said ironically "youth has triumphed" - meaning, the Modern Steinitz, much the older of the two, had defeated the Romantic.

Steinitz' awkward-looking chess attracted a lot of criticism, but even if there was no arguing with results there was no arguing with Steinitz, who was as pugnacious an opponent off the board as on it. In 1886 Steinitz played Zukertort for the World Championship, and critics of the day compared the clumsy-looking games unfavourably with the supposedly brilliant, error-free and superior chess of Morphy. Steinitz replied, not just by pointing out in an article Morphy's tactical blunders, but also indicating his **strategical** errors. Steinitz agreed that Morphy was a genius, but added that "*Morphy in 1886, had he been alive, would have beaten the Morphy of 1859*"...

"When it is so freely asserted that Morphy's style was all genius and inspiration ... Morphy possessed that most profound book knowledge of any master of his time, and never introduced a single novelty, whereas since his day the books have had to study the players..."

"We may all learn from Morphy and Anderssen how to conduct a King's side attack, and perhaps I myself may not have learnt enough. But if you want to learn how to avoid such an attack, how to keep the balance of the position on the whole board and how to expose the King

and invite a complicated attack that cannot be sustained in the long run, then you must go to the modern school for information...

"The progress of age can no more be disputed than Morphy's extraordinary genius" - STEINITZ

The technique of chess continued to evolve. His theories were adopted, adapted and publicised by the German player Siegbert TARRASCH, who, while often regarded as dogmatic, played in a fresh, direct style. He would always defend an isolated central pawn if it meant he could develop his pieces freely, and his defence to the Queen's Gambit does just this: **1 d4, d5; 2 c4, e6; 3 Nc3, c5; 4 cxd5, exd4; 5 Nf3, Nf6** and later Pxc5 (or ...cxd4,Nxd4) will give Black the IQP. It was Tarrasch who gave the line **1 d4, d5; 2 c4, e6; 3 Nc3, Nf6** its derisory name of *Orthodox Defence*. In the Ruy, he advocated the *Open Morphy Defence* with 5...Nxe4, again leading to an open position where Black has compensation for messy pawns in activity. This balance between pawn structure and piece activity is perhaps the key question in any chess position, and after Tarrasch we see a continuous exploration of these issues across a variety of positions.

Reti, in **Modern Ideas in Chess**, points to CAPABLANCA as being the first player to subjugate development to playing with a plan. For example, after **1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3 Ngf6 6.Nxf6+ Nxf6 7.Ne5** [Capablanca, Jose - Blanco Estera,Rafael [C10]; Havana (02), 1913] instead of another developing move Capa played **7. Ne5**, moving a piece twice but preventing the natural ...b6 and ...Bd7 which would get the Bc8 out of the box.

[The game finished 7...Bd6 8.Qf3 c6 9.c3 0-0 10.Bg5 Be7 11.Bd3 Ne8 12.Qh3 f5 13.Bxe7 Qxe7 14.0-0 Rf6 15.Rfe1 Nd6 16.Re2 Bd7 17.Rae1 Re8 18.c4 Nf7 19.d5 Nxe5 20.Rxe5 g6 21.Qh4 Kg7 22.Qd4 c5 23.Qc3 b6 24.dxe6 Bc8 25.Be2 Bxe6 26.Bf3 Kf7 27.Bd5 Qd6 28.Qe3 Re7 29.Qh6 Kg8 30.h4 a6 31.h5 f4 32.hxg6 hxg6 33.Rxe6 1-0]

Hypermodernismus

NIMZOVITCH founded the HYPERMODERN school, and wrote a very engaging text **My System** in which he expounded his views on the centre, *centralisation*, *prophylaxis*, and various pawn formations. The other Hypermoderns, of whom we may take RETI of Czechoslovakia as an example, proposed no really new theory of the middlegame but revolutionised the treatment of the opening. They said (and showed) that there was no need to try to grab the centre immediately - and in fact, you could safely let your opponent rush into the centre with pawns in the opening, using them as a target for attack. In fact, Reti said, to occupy the centre directly as White merely allowed Black either to blockade or blow up what White had established, whereas keeping things *unfixed* was possibly the most awkward thing White could do.

The hypermoderns would therefore develop the Bishops in *fianchetto*, and use side-swipes like c2-c4 to undermine the centre. For White, the *Reti* (1. Nf3 2. c4) and *Barcza* (1. Nf3 2. g3) openings, and for the Black *Alekhine's Defence* (1. e4 Nf6) and the *Grunfeld Defence*, are good examples of the hypermodern legacy. See the document on [hypermodern openings](#).

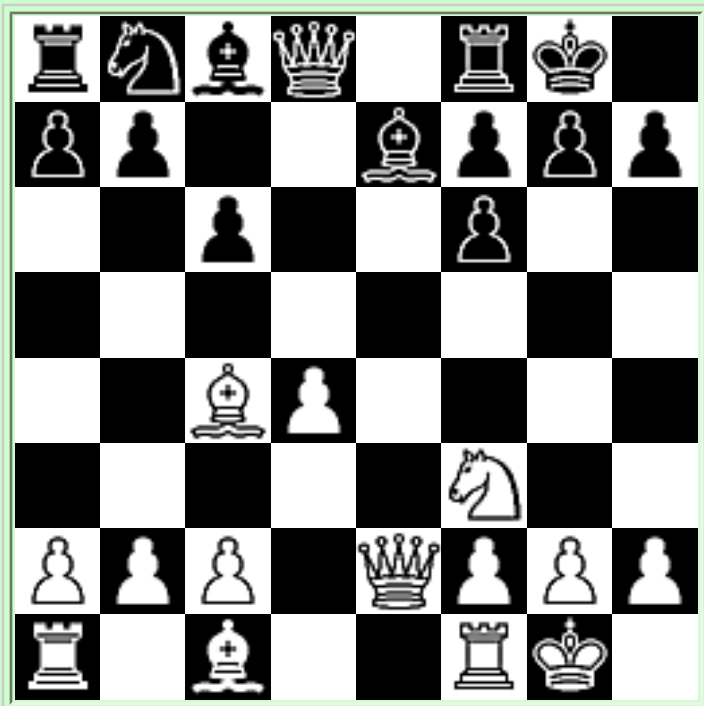
Post-war

This century has not produced any great new theories, rather an approach to chess which takes no theory for granted. It was actually Reti who claimed that

"It is the aim of the modern school not to treat every position according to one general law, but according to the principle inherent in the position"

It seems that this claim has become more true as time has gone on. Novel play in the opening has become increasingly sophisticated, and players will defend the most dreadful-looking pawn structures if they get some sort of activity for it. Chess has become more concrete, more dynamic, and more difficult. Let's have a look at a couple of examples:

[These are taken from the [planning handout](#)]



This position, arising after **1 e4, c6; 2 d4, d5; 3 Nc3, dxe4; 4 Nxe4, Nf6; 5 Nxf6, exf6** (now we more often play 5...gxf6); **6 Bc4, Bd6; 7 Qe2, Be7; 8 Nf3, O-O; 9 O-O**, was well-known to players and theorists of the 19th century. Lasker, for example, comments:

"White's plan consists in realising his pawn superiority on the Queen's side while remaining passive on the King's side. Black, on the other hand will attempt to force his opponent to advance one of his pawns on the King's wing, in order to start play against White's King's side with his pawns."

Lasker has in mind moves for White such as c4 and d5 to create a passed pawn, and for Black ...Bg4, ...Bd6, ...f5 and ...Qh5. In fact play went **9 ...Bd6; 10 Re1, Bg4; 11 Qe4! Bh5; 12 Nh4, Nd7; 13 Qf5**. Steinitz and Lasker would undoubtedly have criticised White's crude and 'unjustified' attack. What's going on? Ragozin, a strong and experienced Soviet master, must have been aware of Lasker's views, and of the theories of Steinitz, so why is he playing on the 'wrong' side? He has made in fact a much more dynamic and concrete assessment of the position which notes, not just the Q-side majority, but also: the awkwardly placed bishops, missing Nf6, the compromised f-pawns and White's development and control of space. Given time, Black could no doubt disentangle his pieces. Ragozin gives him no time at all.

13...Nb6; 14 Qxh5, Nxc4; 15 Bh6!! Qd7 (can you find the win after 15...gxh6?); 16 b3, Nb6; 17 Nf5, Kh8; 18 Re4, Bxh2+ 19 Kh1 and Black resigned.

This is the real contribution of the 20th century to chess theory, in which SOVIET players have been dominant. Players look beyond the geometry of pawn formations and have moved to a more flexible and more dynamic style of play. There are no new general principles, because modern players do not believe in general principles. Players like BRONSTEIN and BOLESZLAVSKY turned established ideas on their heads in the 1950s, championing Black's dynamic chances in the King's Indian and Sicilian.

The most dramatic recent example of this is Evgeny Sveshnikov's cherished variation of the Sicilian, sometimes known as the Pelikan: **1 e4, c5; 2 Nf3, Nc6; 3 d4, cxd4; 4 Nxe4, Nf6; 5 Nc3, e5; 6 Nb5, d6; 7 Bg5, a6; 8 Bxf6, gxf6; 9 Na3, f5!?** Black will use the extra central pawns and piece activity to stop White getting a proper hold on the weaknesses on ...d6 and ...f6/...h6.

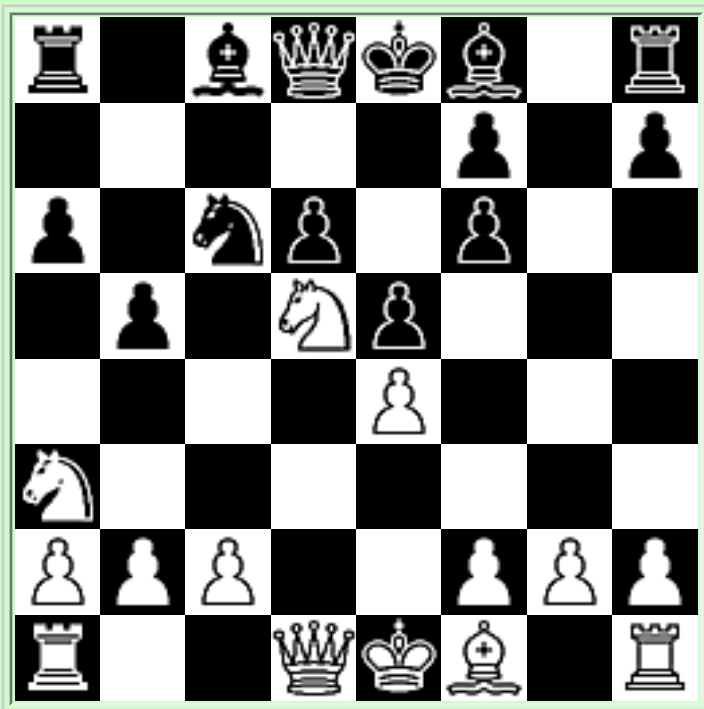
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6 DIAGRAM



Black has an obvious hole on d5; White sets out, in textbook fashion, to occupy it.

7. Bg5 a6 8. Na3 b5 9. Bxf6 gxf6 10. Nd5

Mission accomplished!



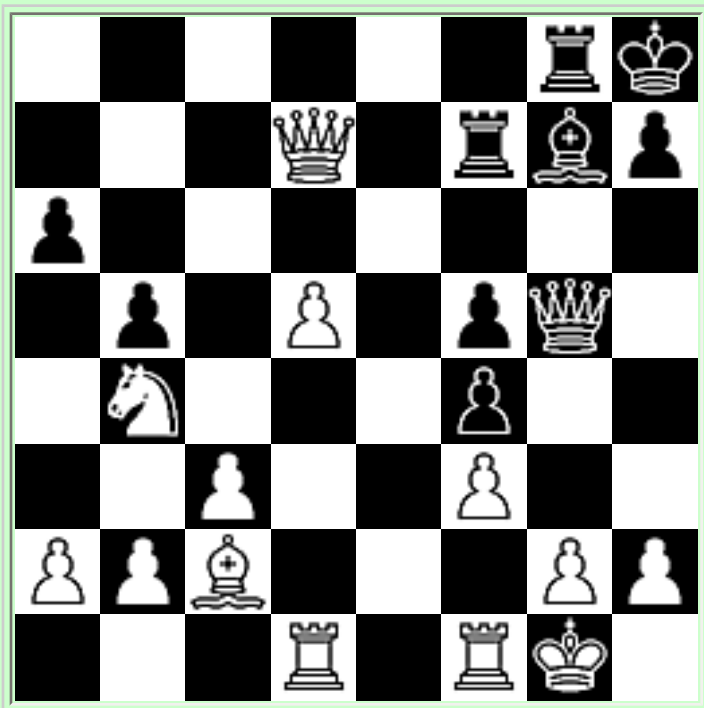
But at what cost? The outpost stands unsupported by any other White pieces, and the Na3 is at present a bit lost. Black's pawns are very muddled but control a lot of key squares (c4,d4 and f4). The muddling also gives Black the open g-file.

Let's see how things unfold

10... f5 11. Bd3 Be6 12. Qh5 Bg7 13. O-O f4 14. c3 O-O 15. Nc2 f5
DIAGRAM



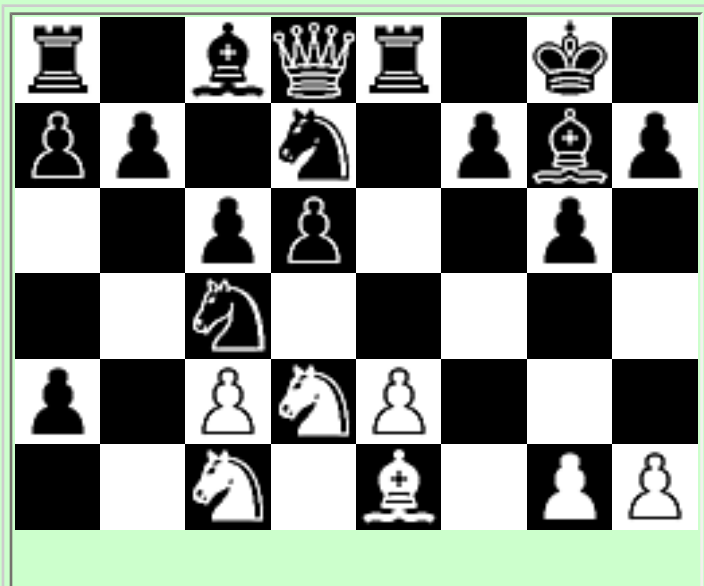
The muddled pawns dominate the centre and the King's side, while White's pieces are still looking for a decent plan. Black now attacks down the open g-file. **16. Ncb4 Nxb4 17. Nxb4 d5 18. exd5 Bd7 19. Bc2 Be8 20. Qe2 Kh8 21. Rad1 Qh4 22. f3 Rf6 23. Qe1 Qg5 24. Qxe5 Bd7 25. Qe7 Rg8 26. Qxd7 Rf7** DIAGRAM 0-1

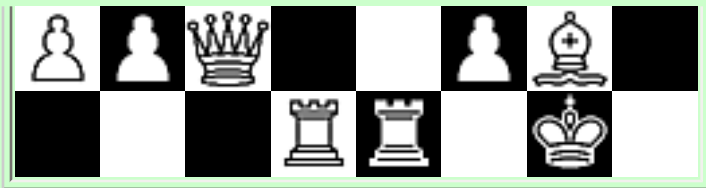


Games like this may make the classically-trained chessplayer despair, but they have added a great richness and excitement to our understanding of the game.

There is another good example of modern planning from Bronstein's superb book on the 1953 Candidates tournament **The Chess Struggle in Practice**.

In this line of the King's Indian, an opening he and Boleslavsky more or less re-invented, White has a significant space advantage, and Black has a 'backward' d-pawn on an open file, although he has covered the outpost on d5. Black has some good pieces: the Bg7 and Nc5 are well-placed, and the Bc8 and Re8 also have some potential.





Bronstein comments:

"I think now is the time to acquaint the reader with the mysteries of the Black d-pawn in the King's Indian. Even though it is situated on an open file and therefore always exposed to attack, it is not a very easy nut to crack. The simplest method for White is apparently to retreat the Knight from d4, but d4 is precisely where the B needs to be: its jobs are to supervise b5, c6, e6, and f5 and to buffer the influence of the Bg7. Only after White has taken steps against possible Black attacks (...a3, ...Be6, ...f5) can his Knight leave the centre, but during that time Black can regroup to cause worries elsewhere.

"So the weakness of the d-pawn proves to be imaginary. Contemporary methods of play in the opening recognise the illusory weakness of such pawns. But it was exactly this 'eternal' weakness of the Pd6 that led to the King's Indian being regarded as dubious.

Further reading

Bronstein's book contains many good examples of this 'modern' type of assessment. Pachman's and particularly Kotov's books are also very good in this respect. After that the best source of training in modern thinking are books of annotated games, among which my own favourites include Botvinnik. Mikhail Tal was not only a popular player, his annotations are also very highly regarded.

These all take periodic assessments of what is going on at key points in the games, and often give a few helpful variations with some commentary. For deeper study, some of the most determined attempts to find out what is going on throughout the whole of a game, together with concrete analysis, are to be found in Nunn and Griffiths' **Secrets of Grandmaster Play**, which can fairly be called a modern classic.

There is a sprinkling of light accounts of chess history in Kosteyev's **40 lessons...** books and Phillips' **The Chess Teacher**, and books which cover its *personalities* include those by Hartston (**Kings of Chess**) and Schoenberg (**Grandmasters of Chess**). The game as a whole has had its history written many times.

The *history of chess ideas* is covered also in several texts, including the excellent and comprehensive **Oxford Companion**. Ones that you may find relevant to this page include Euwe's **The development of chess style**, whose title I swiped, and Imre Konig's superb little book **Chess from Morphy to Botwinnik**.

Back to [Chess Coaching Page](#)



This document (style.html) was last modified on 12 Aug 96 by

[Dr. Dave](#)

Exeter Chess Club: Excuses for losing

This is what started it all:

Excuses for losing

Dan Scoones wrote:

Here is my off-the-cuff top ten list:

1. Dog ate scoresheet;
2. Dead batteries in hidden transmitter;
3. Went outside for fresh air, forgot about tournament;
4. Disturbed by own reflection in opponent's sunglasses;
5. Still despondent over 1964 death of Fred Reinfeld;
6. Inexplicably confused ECO A29 line 13 note 87c with ECO A13 line note 87c; lost queen;
7. Unlucky pairing with historical nemesis G. Kasparov;
8. During play, pondered both sides of ICC controversy; lost on time;
9. Studied book **How to Beat Bobby Fischer**; was unprepared for other opponents;
10. After making move, accidentally punched opponent instead of clock.

Having started, they came thick and fast:

"What went wrong with your plan?"

"He didn't follow it!"

-- Post mortem by participants after a Korchnoi simul.

"The player who plays best in a tournament never wins first. He finishes second behind the guy with the most luck. "

-- Savielly TARTAKOWER

"I have never had the satisfaction of beating a completely healthy opponent."

-- Amos BURN

"Analysis: irrefutable proof that you could have won a game that you lost."

-- Boden

"I can see the combinations as well as Alekhine, but I cannot get into the same positions"

-- Rudolf SPIELMANN

Subject: Re: Best Excuses for Losing a Game

From: rook@islandnet.com (Dan Scoones)

A few spares:

1. Adopted Alekhine's training methods; developed uncontrollable DT's;
2. "I'm not gonna pay a lot for these chess lessons!";
3. Two words: opponent's breath.

Dan

- I forgot to bring my favorite pencil which always brings me luck.
- My opponent did not stick to the book.
- The low Elo-rating of my opponent deceived me.

Martin Unger (h8150875@idefix.wu-wien.ac.at)

"I became confused of all the bad moves my opponent made, and that`s the reason I lost the game. "

-- Nils J Schjelderup

- He was scowling at me (if he is twice your size)
- He had a bulge under his armpit (if he is wearing sunglasses and a suit - might be carrying a gun)
- She looked like she was going to cry (a pretty girl)
- I was trying so hard not to laugh (at his stupid blunders) that I did not notice his trap.
- It's not fair! It was a trap!
- It was a cheapo.

Calvin Loh [lohengk@iscs.nus.sg (Loh Weng Keong Calvin)]

I find that I am often distracted by my opponent's time pressure.

--Duif

If "even a bad plan is better than no plan," does that mean that even a poor excuse is better than none? ;)

"j'adoube"

[Made by an opponent of mine when he picked up a piece, then realised he had to move another one]

[all of these i have heard used (or used myself)]

I was put off by my opponents T-shirt

[The complainant later won his state's title at the age of 16]

I got confused over which piece was guarded

[made by the same person, when a total of 6 pieces were left on the board]

I had a won position until I blundered.

I had a won position! It's in my notebook!

[used by guess who?]

He shouldn't have played on in a lost position

The tournament director got the draw wrong, I should have played xxx.

The tournament director got the draw wrong, I should have had white.

I wasn't taking the game seriously because it was only a club match.

I wasn't taking the game seriously because I couldn't win a prize.

I thought it was a different time control.

I don't like short time controls.

I didn't want to adjourn.

I'm playing a "swiss gambit"

I was playing for a draw

[and finally a selection which should meet any need...]

too noisy

too quiet

too hot

too cold

too busy to study opening books

too poor to afford ECO

too dark

too bright

all these from **Peter Ballard**

pballard@radlogic.com.AU Fri Nov 24 05:26:06 1995

And lastly, one of my very own:

"I wanted to adjourn but he made me play a move."

Back to [Chess Coaching Page](#)



This document (excuses.html) was last modified on 15 Nov 95 14:28 by

[Dr. Dave](#)

Exeter Chess Club: Is there luck in chess?

From **The Master Game, Book 2**, Jeremy James and William Hartston (1981). London: BBC.

'Chess,' said the Dutch grandmaster, Jan Hein Donner, '*is as much a game of chance as blackjack; or tossing cards into a top hat.*' There was a pained silence, then a polite babel of disagreement: it was a game of the utmost skill; a conflict between disciplined minds in which victory would inexorably go to the more perceptive, the more analytical player; a duel of the intellect in which luck played no part. Donner shrugged, lit another cigarette and said: '*Believe that if you like.*' Bent Larsen smiled the smile of a man who had heard his friend air such iconoclastic arguments in the past but was quite happy to contest them again, when the score of the fifth game of the World Championship match between Karpov and Korchnoi was brought in. Both men pulled out of their inside pockets the wallet sets all grandmasters seem to carry at all times and began to skim through the moves.

It happened that the teleprinter tape had been torn off after Karpov's 54th move as Black [...]. They studied the position for a few moments, mated Karpov in four moves and were surprised when another whole sheet of moves was brought from the teleprinter.

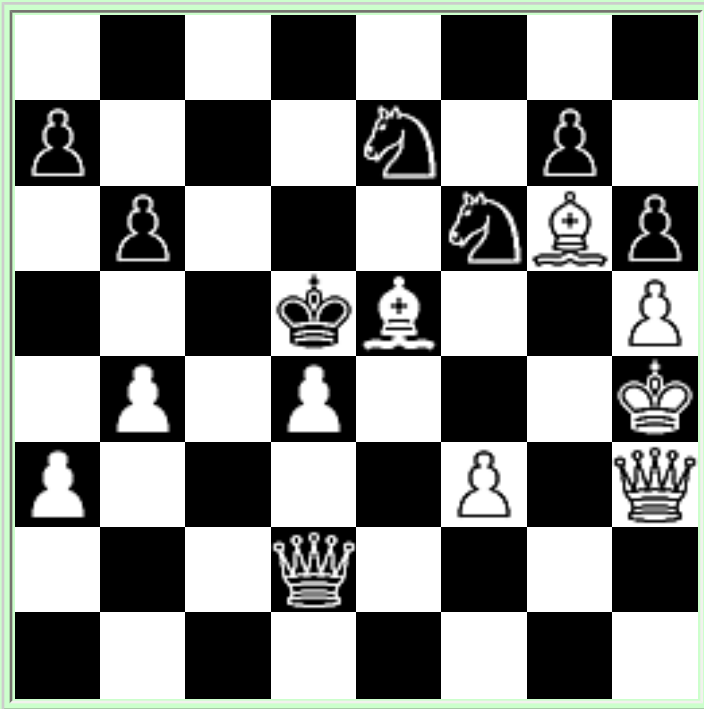
When they saw Korchnoi's 55th move - Be4+ - Larsen's eyebrows went up.

'*There you are,*' Donner said, quietly and without triumph as though some self-evident truth had been revealed, '*pure luck*'.

Kortschnoj,V (2665) - Karpov,An (2725) (05) [E42] Wch29-Baguiu City, 1978

1. c4 Nf6 2. d4 e6 3. Nc3 Bb4 4. e3 c5 5. Nge2 d5 6. a3 Bxc3+ 7. Nxc3 cxd4 8. exd4 dxc4 9. Bxc4 Nc6 10. Be3 O-O 11. O-O b6 12. Qd3 Bb7 13. Rad1 h6 14. f3 Ne7 15. Bf2 Nfd5 16. Ba2 Nf4 17. Qd2 Nfg6 18. Bb1 Qd7 19. h4 Rfd8 20. h5 Nf8 21. Bh4 f6 22. Ne4 Nd5 23. g4 Rac8 24. Bg3 Ba6 25. Rfe1 Rc6 26. Rc1 Ne7 27. Rxc6 Qxc6 28. Ba2 Qd7 29. Nd6 Bb7 30.

Nxb7 Qxb7 31. Qe3 Kh8 32. Rc1 Nd5 33. Qe4 Qd7 34. Bb1 Qb5 35. b4 Qd7
 36. Qd3 Qe7 37. Kf2 f5 38. gxf5 exf5 39. Re1 Qf6 40. Be5 Qh4+ 41. Bg3
 Qf6 42. Rh1 Nh7 43. Be5 Qg5 44. Qxf5 Qd2+ 45. Kg3 Nhf6 46. Rg1 Re8
 47. Be4 Ne7 48. Qh3 Rc8 49. Kh4 Rc1 50. Qg3 Rxc1 51. Qxc1 Kg8 52. Qg3
 Kf7 53. Bg6+ Ke6 54. Qh3+ Kd5



55. Be4+

[55. Bf7+ Kc6 56. Qe6+ Kb7 [56... Kb5 57. Qc4+ Ka4 58. Qa6#] 57. Qxe7+ Ka8 58. Qd8+
 Kb7 59. Qc7+ Ka6 [59... Ka8 60. Qb8#] 60. Bc4+ b5 61. Qc6#]

55... Nxe4 56. fxe4+ Kxe4 57. Qg4+ Kd3 58. Qf3+ Qe3 59. Kg4 Qxf3+ 60.
 Kxf3 g6 61. Bd6 Nf5 62. Kf4 Nh4 63. Kg4 gxh5+ 64. Kxh4 Kxd4 65. Bb8 a5
 66. Bd6 Kc4 67. Kxh5 a4 68. Kxh6 Kb3 69. b5 Kc4 70. Kg5 Kxb5 71. Kf5
 Ka6 72. Ke6 Ka7 73. Kd7 Kb7 74. Be7 Ka7 75. Kc7 Ka8 76. Bd6 Ka7 77.
 Kc8 Ka6 78. Kb8 b5 79. Bb4 Kb6 80. Kc8 Kc6 81. Kd8 Kd5 82. Ke7 Ke5 83.
 Kf7 Kd5 84. Kf6 Kd4 85. Ke6 Ke4 86. Bf8 Kd4 87. Kd6 Ke4 88. Bg7 Kf4 89.
 Ke6 Kf3 90. Ke5 Kg4 91. Bf6 Kh5 92. Kf5 Kh6 93. Bd4 Kh7 94. Kf6 Kh6 95.
 Be3+ Kh5 96. Kf5 Kh4 97. Bd2 Kg3 98. Bg5 Kf3 99. Bf4 Kg2 100. Bd6 Kf3
 101. Bh2 Kg2 102. Bc7 Kf3 103. Bd6 Ke3 104. Ke5 Kf3 105. Kd5 Kg4 106.
 Kc5 Kf5 107. Kxb5 Ke6 108. Kc6 Kf6 109. Kd7 Kg7 110. Be7 Kg8 111. Ke6
 Kg7 112. Bc5 Kg8 113. Kf6 Kh7 114. Kf7 Kh8 115. Bd4+ Kh7 116. Bb2 Kh6
 117. Kg8 Kg6 118. Bg7 Kf5 119. Kf7 Kg5 120. Bb2 Kh6 121. Bc1+ Kh7
 122. Bd2 Kh8 123. Bc3+ Kh7 124. Bg7 1/2-1/2

Back to [Chess Coaching Page](#) This document (luck.html) was last modified on 11 Jun 1996 by



[Dr. Dave](#)

Exeter Chess Club: ow to mate with Bishop and Knight

How to mate with Bishop and Knight.

Danny Sparkes and Norbert Friedrich.

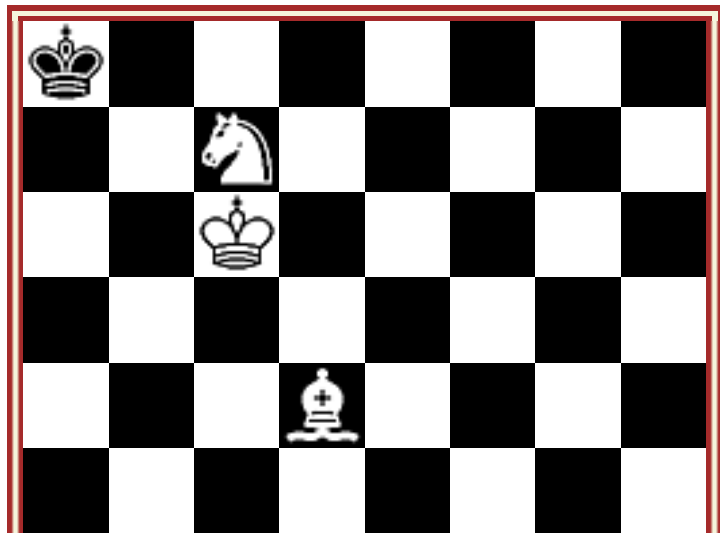
Danny Sparkes recently took us through the technique here, and had some fun at the expense of a range of computers and computer programmes who seem generally clueless about t. I don't have his notes but I do have tucked away some similar notes by Norbert Friedrich, who also has a mild dig at computer technique, and whose notes I have expanded on a little below. (If you have ChessBase 6.0 or above, the database will show some helpful extra detail of the patterns.)

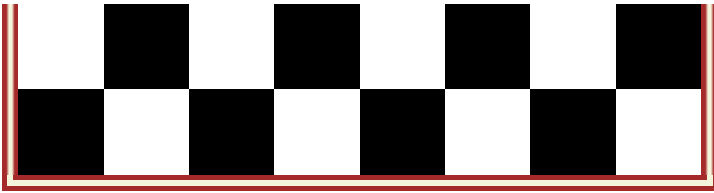
Why bother?

(1) You might have to do it, and under pressure. Susan Lalic was surprised by Galliamova recently, who headed for this endgame as a reasonable drawing attempt. Susan made the mate - in 45!

(2) It also illustrates how to co-ordinate three slightly awkward pieces - perhaps you may never have to prove the mate, but you will have to co-ordinate the activity of your minor pieces, and this is a suitable arena in which to rehearse.

(658) The basic technique [*Norbert Friedrich*]





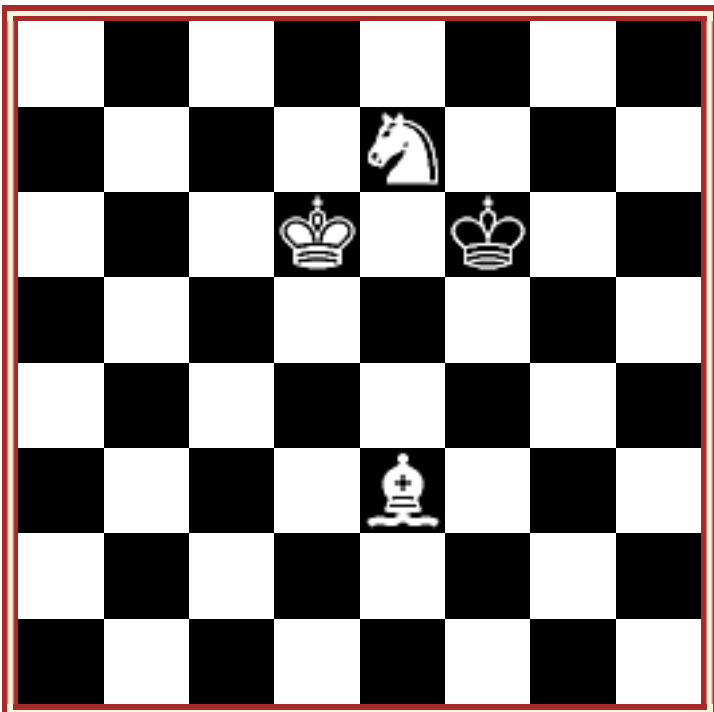
DRAWING A "W": To win KBN-K you first have to force the king to the 8th rank. If the king escapes to his safe corner then, "drawing an W" is a useful help to remember. The knight moves like a "W" (c7-d5-e7-f5-g7), the bishop does not allow Black's escape to the safe corner and the White king steps towards the winning corner on the 6th rank. Finding the mate then should not create problems anymore. **1.Nc7+ Kb8 2.Bc5 Kc8 3.Ba7 Kd8 4.Nd5 Ke8** Offers more resistance than Kc8

[4...Kc8 5.Ne7+ Kd8 6.Kd6 Ke8 7.Ke6 Kf8 (7...Kd8 8.Bb6+ Ke8 9.Ba5 Kf8 10.Nf5 Ke8 11.Ng7+ Kf8 12.Kf6 Kg8 13.Kg6 Kf8 14.Bb4+ Kg8 15.Bc5 Kh8 Now you must play a check to g8 with the Knight, but not from f6! 16.Nf5 Kg8 17.Nh6+ Kh8 18.Bd4#) 8.Nf5 Ke8 9.Bb6 Kf8 10.Bc7 Ke8 11.Ng7+ Kf8 12.Kf6 Kg8 13.Kg6 Kf8 14.Bd6+ Kg8 15.Nf5 Kh8 16.Be7 Kg8 17.Nh6+ Kh8 18.Bf6#]

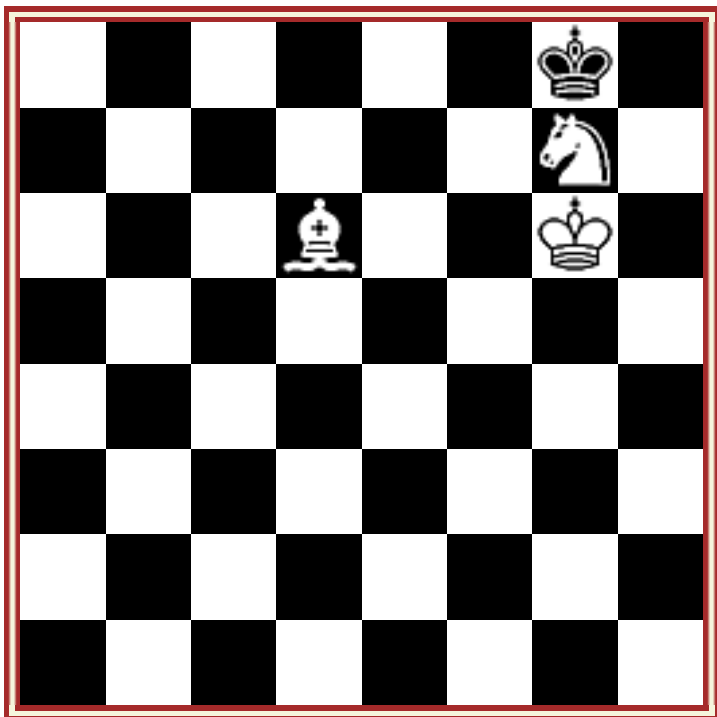
5.Kd6 Grit your teeth and allow the King to come forward two squares... **5...Kf7 6.Ne7** Stops the King coming to g6. **6...Kf6**

[6...Kg7 7.Be3]

7.Be3!

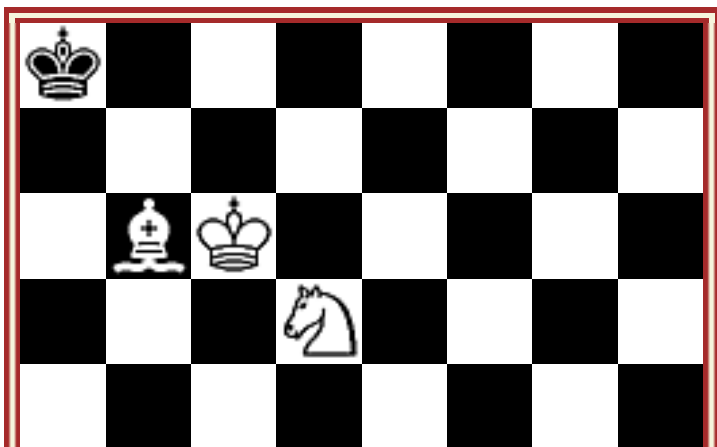


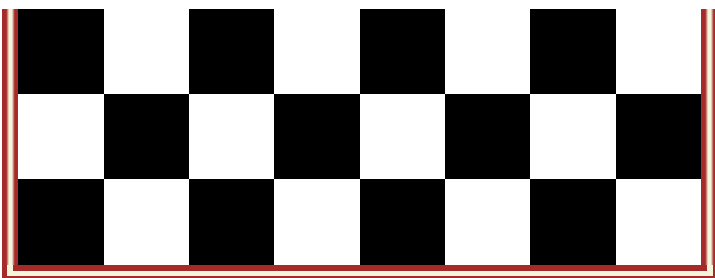
The second detail to remember. The King covers the red squares (ChessBase 6 format), the Knight covers the green squares, and the Bishop covers the yellow squares, and the 'net' effect is a box from which the Black King can only escape backwards. Neat, eh? **7...Kf7 8.Bd4** The net effect again. **8...Ke8 9.Ke6 Kd8 10. Bb6+** Again, the Bishop and Knight cooperate to block off all the escape squares on the c-file.. **10...Ke8 11.Nf5 Kf8 12.Bc7 Ke8 13.Ng7+ Kf8 14.Kf6 Kg8 15. Kg6 Kf8 16.Bd6+ Kg8**



Now it's mate in four: we must play check to g8, but not from f6. **17.Nf5 Kh8 18. Be7** A tempo move. **18...Kg8 19.Nh6+ Kh8 20.Bf6# 1-0**

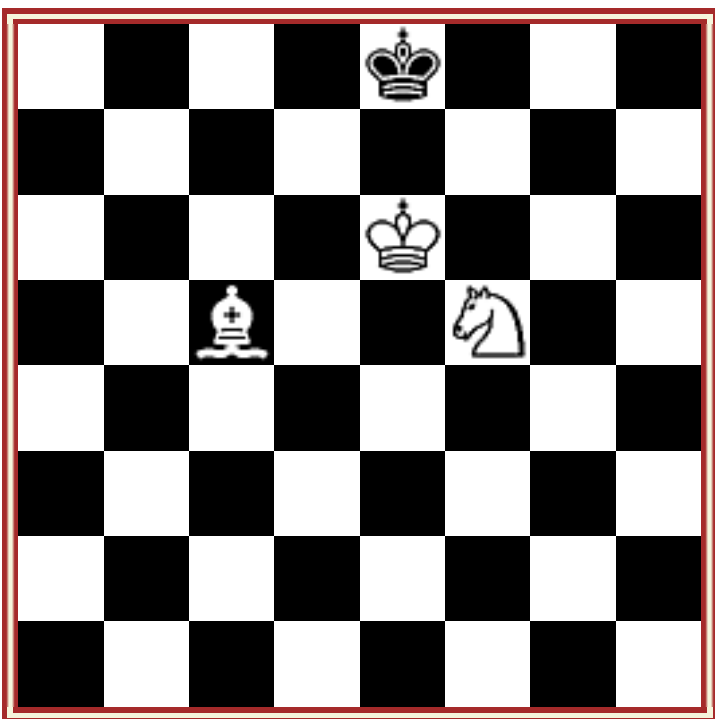
(659) Endgame Data Bases *[Norbert Friedrich]*





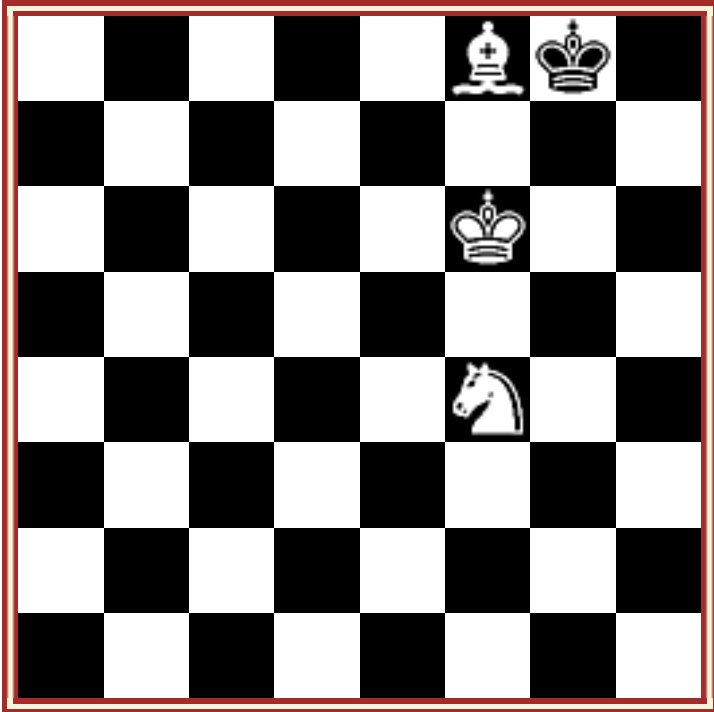
Any endgame database (Check those by Ken Thompson) will tell you that there might be faster wins or better defenses. Its mysterious move suggestions might be of scientific interest but are IMO hardly of a practical value: The following was recently posted in rec.games.chess.analysis by Steven Edwards. Note that the bishop is on e3 and the knight on d5, though that should not create a difference. Evaluation: Mate in 20 **1.Bb6** Bc5 Bd4 Bf2 Bf4 Bg1 Nc7+

[After playing the following moves: 1.Nc7+ Kb8 2.Bb6 Kc8 3.Ba7 Kd8 4.Nd5 Kc8 ... Evaluation: Mate in 13 5.Ne7+ Kd8 6.Kd6 Ke8 7.Ke6 Kd8 Kf8 8.Bb6+ Ke8 9.Nf5 Kf8 10.Bc5+ Bd4 Bd8 Be3 Bf2 (10.Be3 Ke8 11.Bg5 Kf8 12.Be7+ Kg8 13.Kf6 Kh7 14.Kf7 Kh8 15.Kg6 Kg8 16.Nh6+ Kh8 17.Bf6#) 10...Ke8



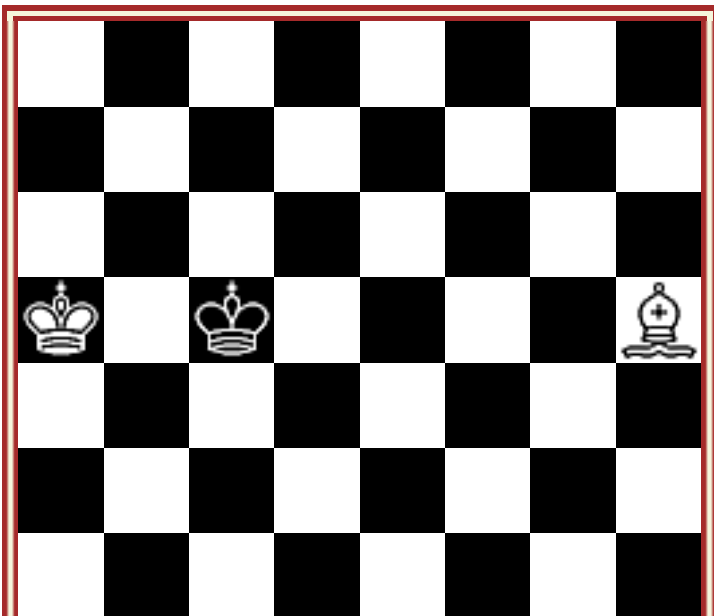
If letting the Black King off the back rank makes you nervous, you will have to see the mate in 6, which starts by threatening mate in one, by shielding the line of the Bishop. 11.Nd6+ Kf8 (11...Kd8 12.Bb6#) 12.Kf6 Kg8 13.Nf5 discovering an attack on the square just vacated. 13...Kh7 14.Kf7 Kh8 15.Kg6 Kg8 16.Nh6+ Kh8 17. Bd4#]

1...Kb8 2.Nc7 Kc8 3.Ba7 Kd8 4.Nd5 Ke8 5.Bd4 Kd6 5...Kd8 Kf7 6.Be5 Kc8 7.Nb6+ Ne7+ 7...Kd8 8.Bf6+ Kd6 8...Ke8 9.Kd6 Kf7 10.Nd5 Kf8 Kg6 11.Ke6 Ke8 12.Bg5 Bh4 Nc7+ Ne3 12...Kf8 13.Be7+ Kg7 14.Nf4 Kg8 Kh7 15.Kf6 Kh7 Kh8 16.Bf8 Kg8 Kh8



A different mate in four. **17.Ne6 Kh7 Kh8 18.Kf7 Kh8 19.Bg7+ Kh7 20.Nf8# Ng5# Line**

(661) Fine No.4/No.5 [RF]





The White pieces are in their worst possible positions. Mate can be achieved only at a8 or h1. As White you have a three-stage plan: (1) drive the King to the edge. (2) drive the King to a corner: it will (or should) head for a1/h8 (3) drive the King across to the other corner. **1...Kc6**

[1...Kc4 2.Bf7+]

2.Nb3 Kd6

[2...Kd5 3.Kb5 Kd6 4.Kc4 Ke5 5.Nc5 Kf5 6.Kd5 Kg5 7.Bf3 Kf5 8.Ne6 Kf6 9.Be4 Ke7 10.Ke5 Kf7 11.Nf4 Kg7 12.Bd5 Kh7 13.Kf6 Kh8 14.Ng6+ Kh7 15.Be6]

3.Kb5 Kd5 4.Bf7+ Ke5

[4...Kd6 5.Bc4 Ke5 6.Kc5 Ke4 7.Kd6 Kf5 8.Bd3+ Kf6 9.Nd2 Kf7 10.Nc4 Kf6 11.Ne5 Kg7 12.Ke7 Kh8 13.Kf6 Kg8 14.Nf7]

5.Kc5 Kf6 6.Bc4 Ke5 7.Nd2 Kf4 8.Kd6 Kf5

[8...Ke3 9.Nb3 Kf4 10.Bd3 Kg5 11.Ke5 Kh6 12.Kf6 Kh5 13.Bf5 Kh4 14.Kg6 Kg3 15.Kg5 Kf3 16.Bc2 Ke3 17.Kg4 Ke2 18.Kf4 Kf2 19.Bd1 Ke1 20.Bf3 Kf2 21.Nd4]

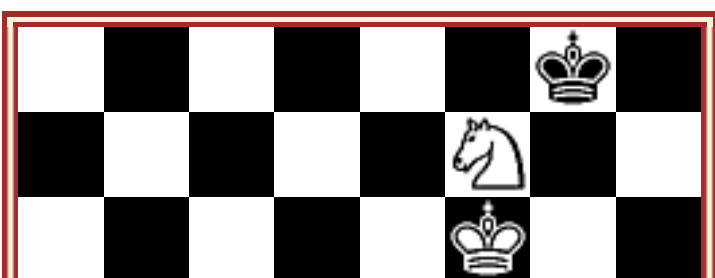
9.Bd3+ Kf6 10.Nf3 Kf7 11.Ke5! Kg7

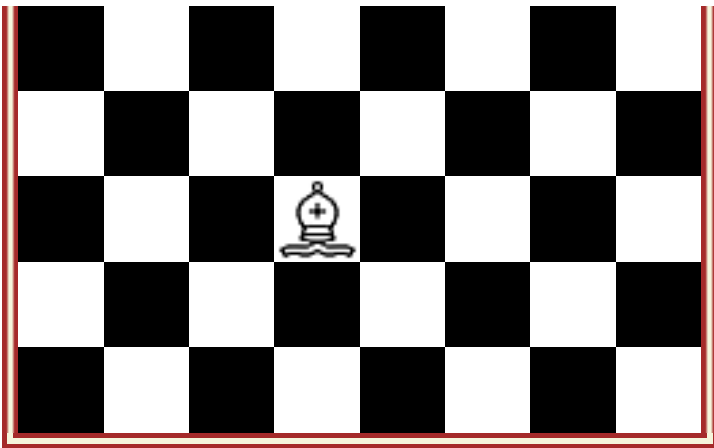
[11...Ke7 12.Bc4]

12.Ng5

[While we are going through, watch how the Knight moves!]

12...Kg8! 13.Kf6 Kf8 14.Nf7 Kg8





No.5 Black is near the 'safe' corner, and we need to get him to a mating corner. The way to do this was first shown by Philidor, and is to be found in the books by Fine and Averbakh. **15.Bf5 Kf8 16.Bh7 Ke8 17.Ne5 Kd8**

[17...Kf8? 18.Nd7+ Ke8 19.Ke6 Kd8 20.Kd6 Ke8 21.Bg6+ Kd8 22.Nc5 Kc8 23. Bd3! Kd8 24.Bb5! Kc8 25.Bd7+ Kb8 26.Kc6 Ka7 27.Kc7 Ka8 28.Kb6 Kb8 29.Na6+ Ka8 30.Bc6#]

18.Ke6 Kc7 19.Nd7! This is the bit you need to understand: it looks like the King has got out, but it hasn't. **19...Kc6?!** This natural move gets mated more quickly. There are a couple of important patterns to remember:

[19...Kb7 20.Bd3! Kc6 The 'net effect' box again. 21.Ba6 Kc7 22.Bb5 and the wall. 22...Kd8 Okay, last trick. The Knight goes to d5 to further restrict the King. 23. Nb6 Kc7 24.Nd5+ Kd8 25.Kd6 Kc8 26.Ke7 Kb7 27.Kd7 Kb8 28.Ba6 Ka7 29.Bc8 Kb8 30.Ne7 Ka7 (30...Ka8 31.Kc7 Ka7 32.Nc6+ Ka8 33.Bb7#) 31.Kc7 Ka8 32.Bb7 + Ka7 33.Nc6#]

20.Bd3! The King is in a little box. **20...Kb7**

[20...Kc7 21.Bb5! The King's escape is walled off. 21...Kc8 22.Kd6 Kd8 23.Nc5 Kc8 24.Bd7+ Kb8 25.Kc6 Ka7 26.Kc7 Ka8 mate in three 27.Kb6 Kb8 28.Na6+ Ka8 29.Bc6#]

21.Kd6 Kc8 22.Nc5 Kb8

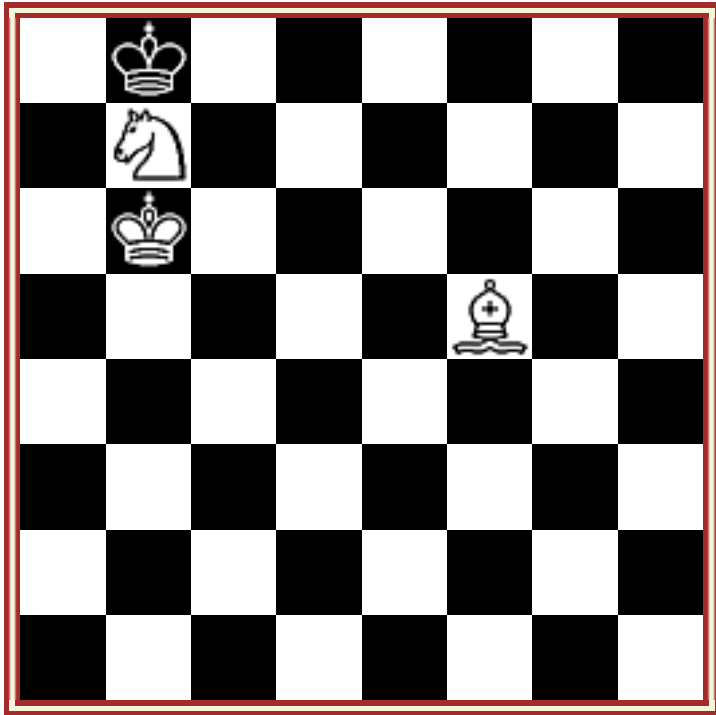
[22...Kd8 23.Bb5]

23.Kc6 This is not the fastest but is easier to remember and more artistic.

[23.Kd7 is Fine's slightly quicker method 23...Ka7 24.Kc7 Ka8 25.Kb6 Kb8 mate in

three 26.Ba6 Ka8 27.Bb7+ Kb8 28.Na6#]

23...Kc8 Can you guess White's next Knight move? **24.Nb7** This is why I say it's easier to remember and prettier! **24...Kb8 25.Kb6 Kc8 26.Bf5+ Kb8**



Now its mate in four. **27.Nc5 Ka8 28.Bd7** A tempo move. **28...Kb8 29.Na6+ Ka8 30.Bc6# 1-0**

Back to [Chess Coaching Page](#)

This document (.html) was last modified on by

[Dr. Dave](#)



Exeter Chess Club: Progress at East Devon

Contents

- [East Devon Premier 1998: Par for the course?](#)
 - [Friday afternoon...](#)
 - [Round 1: Impeccable](#)
 - [Round 2: Overconfident](#)
 - [Round 3: Romp](#)
 - [Round 4: Peccable](#)
 - [Round 5: Hat-trick](#)
 - [CONCLUSIONS](#)
 - [East Devon Premier 1999: The Red Queen's Race](#)
 - [Friday afternoon...](#)
 - [Round 1: Taste](#)
 - [Round 2: Rebound](#)
 - [Round 3: Escape](#)
 - [Round 4: Hack](#)
 - [Round 5: Short-sighted](#)
 - [CONCLUSIONS](#)
-

East Devon Premier 1998: Par for the course

Friday afternoon...

I had no sense of goals or urgency about this congress; just to enjoy it.

I always enjoy the Exeter congress, I can sleep in my own bed, eat my own food and play my own game. So why don't I do better?

Regis,D (1912) - Menadue,J (2064) [A34]

East Devon Premier (1), 27.02.1998

Round 1. An impeccable draw. Jeremy has won this tournament in the past... at least I'm not Black.

I did play JM once before in 1991 in this same tournament. After dozen moves or so Jeremy had played a book Pawn sacrifice, and a bit later offered me a draw. I thought, no, I'm here to beat people like you, refused the draw and went on to lose.

It was really Bent Larsen's fault, but I should have known better. I remember he criticised John Nunn for taking a draw against him in a better position, his argument being: *"You have all the time in the world to win prizes, at this time you should concentrate on becoming as good a player as possible."*

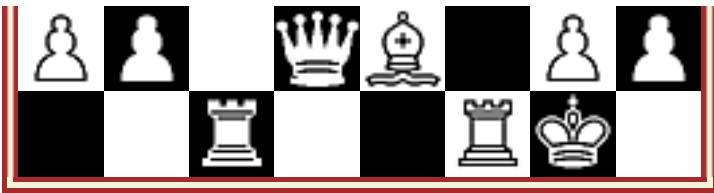
Now, I had been here before. In 1979 I had 4/4 going into the last round of the Thetford Minor, and my nearest rival had 3.5/4. After a few moves he offered the draw, and those fateful words went through my head again: *"You have all the time in the world to win prizes, at this time you should concentrate on becoming as good a player as possible."* So I refused, lost, and instead of 25 pounds won 2 pounds 50. Meanwhile, back in Exeter '98...

1.c4 c5 2.Nc3 b6 3.e4 g6 4.Nf3

[4.d4 cxd4 5.Qxd4 Nf6 6.e5 Nc6 7.Qf4 Nh5 8.Qe4]

4...Bg7 5.d4 cxd4 6.Nxd4 Bb7 7.Be3 d6 8.Be2 Nf6 9.f3 0-0 10.Qd2 Re8 11.0-0 Nbd7 12.Rac1





When I was at school, the Maroczy Bind, especially with the King Bishop developed centrally and not at g2, was reckoned to be more than Black wanted to deal with. However, critical and GM thinking these days recognises more virtues and more possibilities for the Black position.

12...a6

[12...Rc8 13.Rfd1 Qc7 14.b4 Qb8 15.a3 a6 16.Nb3 Bf8 17.Bf1 e6 18.Qf2 Bc6 19.a4 Ba8 20.Kh1 Ne5 21.Bd4 Nfd7 22.Na2 Bc6 1/2-1/2 Gheorghiu,F-Spiridonov/Baile 1982]

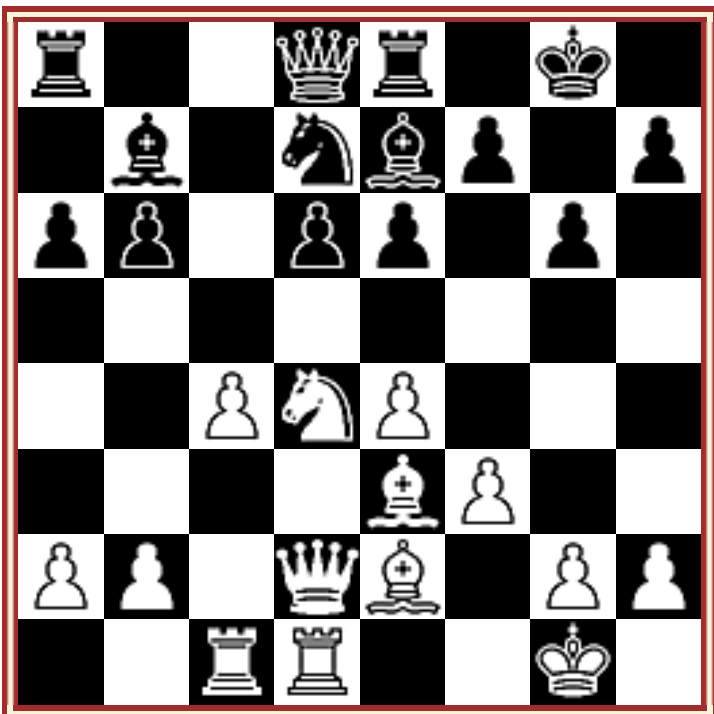
13.Nd5

[13.Rfd1 e6]

13...e6 14.Nxf6+

[14.Nc3 would have been more thoughtful]

14...Bxf6 15.Rfd1 Be7



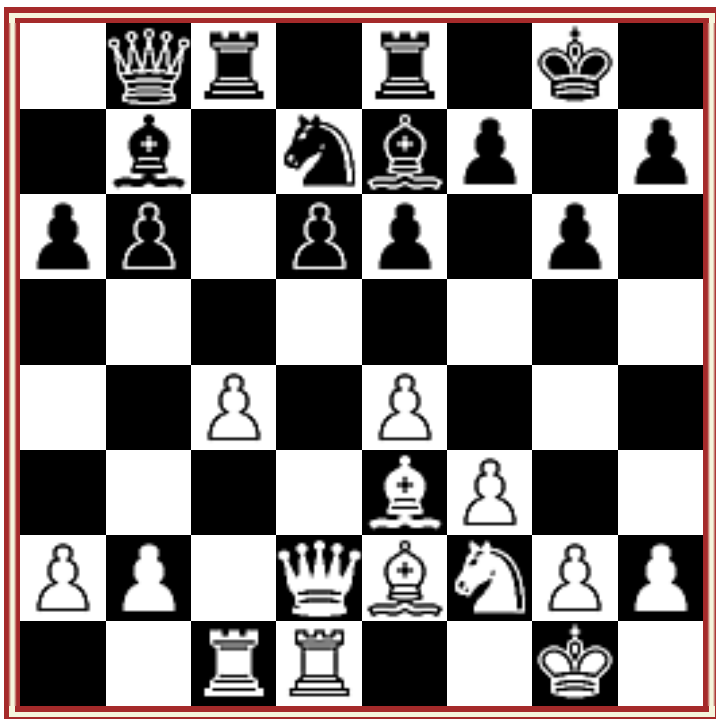
OK, one pair of pieces off for a chance to weaken the Black Pawns. I suspected Jeremy was just going to go to sleep and wait for me to make a mistake, so unless he was going for a break I had time to come up with something myself. I now had a bit of a think and decided I would re-organise my minor pieces to attack the King's-side. First, get the Knight to g4, but via the Queen's-side.

16.Nc2 Qb8 17.Nb4 Qc7 18.Nd3 Rac8 19.Nf2

Clearly Jeremy is not trying to force the pace!

[19.Bf4 Ne5 20.Nxe5 dxe5 21.Be3 Bc5 22.b4 Red8 23.Qc3]

19...Qb8



....he offered me a draw... and I shook his hand off!

[21...dxe5 22.Bxb6 Bxe4 23.c5 Bb7 24.Qa5 Qa8 25.Rd7] 1/2-1/2

Realistically, White has not that much here, if anything. But a reasonable result.

Fewkes,J (1840) - Regis,D (1912) [B06] East Devon Premier (2), 27.02.1998

Jim is one of the nicest guys in South West chess, and that's an area full of pussycats. I drew against Jim with difficulty a year or two ago, and was not confident playing him with Black. We had a Nimzo last time, but I'm still mostly playing the Modern...

Round 2. Pride goeth.

1.d4 g6 2.e4 Bg7 3.Nc3 d6 4.Be3

The best move I think - flexible and dangerous.

4...a6

Nigel Davies has been egging people on to play this - although that's all I knew about it. I have had some terrible games in this line, so anything looked better.

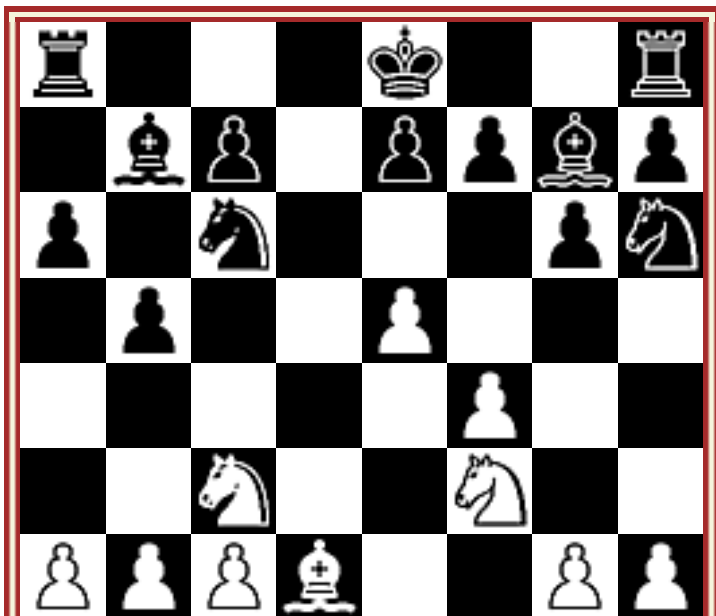
5.Qd2 b5 6.f4

mixing systems. Nowhere in the Austrian Attack is ...a6 and ...b5 a recognised defensive system, although Qd2 is also unusual - White normally rushes to develop the King's-side and get the Rook on f1.

6...Bb7 7.e5!?

Looked premature to me, but presents Black with some concrete problems. It looks now like better judgement than I gave Jim credit for during the game.

7...dxe5 8.dxe5 Qxd2+ 9.Bxd2 Nc6 10.Nf3 Nh6





So far I expected. Black should be able to work up a little initiative here, I thought.

11.Bd3 Nb4?!

Some signs of over-optimism. Black's King's-side pieces are playing no part in the game, so this grab for the two Bishops loses time. It's not uncommon for players to lose sight of issues like development and activity once the Queens are off, but it's not forgivable if you know this already!

[11...0-0-0; 11...Nf5 12.Bxf5 gxf5 13.e6 fxe6 (13...Nd8 14.Nh4) 14.0-0 e5]

12.Ke2 Nxd3 13.cxd3 0-0-0 14.a4

When I saw this my heart sank - Black can only grovel for a draw.

14...f6?

Panicky.

[14...bxa4 15.Nxa4 Nf5 16.Nc5 is not wonderful but may be survived; 14...b4 15.Ne4 a5 is the pig-headed approach to defence]

15.axb5 axb5 16.Nxb5 Bxf3+ 17.gxf3 Nf5 18.Rhc1 fxe5

[18...Nd4+ 19.Nxd4 Rxd4 20.Ba5 fxe5 21.Rxc7+ Kb8 22.Rxe7 is a bust]

19.Rxc7+ Kb8 20.Raa7 Rhe8

[20...exf4 21.Bxf4 e5 22.Rxg7 Nxg7 23.Bxe5+ Kc8 24.Rc7+ Kb8 25.Rxg7+ Kc8 26.Rc7+ Kb8 27.Rxh7+ Kc8 28.Na7#]

21.Bc3 Rd5?

I didn't even see the threat, let alone the defence.

[21...exf4 22.Bxg7 Nxg7 23.Nc3 (23.Rxe7 Nf5 24.Rxe8 Rxe8+ 25.Kd2 Re3) 23...Nf5 24.Na4 Rd6 25.Nc5+-]

22.Rcb7+ Kc8 23.Nc7 Rd7 24.Nxe8 Rxb7 25.Rxb7 Kxb7 26.Nxg7 Nxg7 27.fxe5 Ne6 28.Ke3 Kc6 29.Bb4 Nc7 30.Ke4 Nd5 31.Ba3 e6 32.Bd6 Kb5 33.Kd4 Nf4 34.Ke4 Nd5 35.Bf8 Ka4 36.Kd4 Kb5 37.Bh6 Ne7 38.Bf8 I didn't have the heart for any more.

Another miserable zero to add to my string of results with the Modern. I tell myself, this is just the downside to playing a complex opening which gives Black winning chances. Which is to say, I think if i played more classically, I'd get more draws as Black. **1-0**

Regis,D (1912) - Boulden,J (1644) [B23]East Devon Premier (3), 28.02.1998

Round 3. An entertaining romp where Black played with a certain carefree innocence. I always enjoy games like this where both sides are clearly out to get a result, rather than keeping the margin of the draw.

1.e4 c5 2.Nc3

[2.f4 d5 is a well-known equaliser]

2...Nc6 3.f4 d6

I have a feeling this is inaccurate: the better anti-Grand-Prix systems depend on this move not having been played.

[3...g6 4.Nf3 Bg7 I find White's main Grand Prix tries in this position unconvincing, and I don't know if White would do better to sidle out into either a standard fianchetto system with Bg2, or a reversed Dutch with Be2. The antidotes I have known for 20 years, but are still not always played by my opponents. e.g. 5.Bb5 (5.Bc4 e6! 6.f5 Nge7! 7.fxe6 fxe6! and White's Bishop may get blotted out of the game by Black's Pawns.) 5...Nd4! 6.Nxd4 (6.0-0; 6.a4) 6...cxd4 7.Ne2 Qb6 8.Bd3]

4.Nf3 g6 5.Bc4 Bg7 6.0-0 h5?!

Against a fianchetto system this might be better motivated (see notes to Frost-Regis below.

[6...h5 The idea being: 7.d3 Bg4 8.h3 e6 9.hxg4 hxg4 10.Ng5 (10.Nd2 Bd4+ 11.Rf2 Qh4) 10...Bd4+ 11.Rf2 g3 ...I might have continued unsuspecting down this line - right up to the point where Black didn't move the Bishop when prompted by

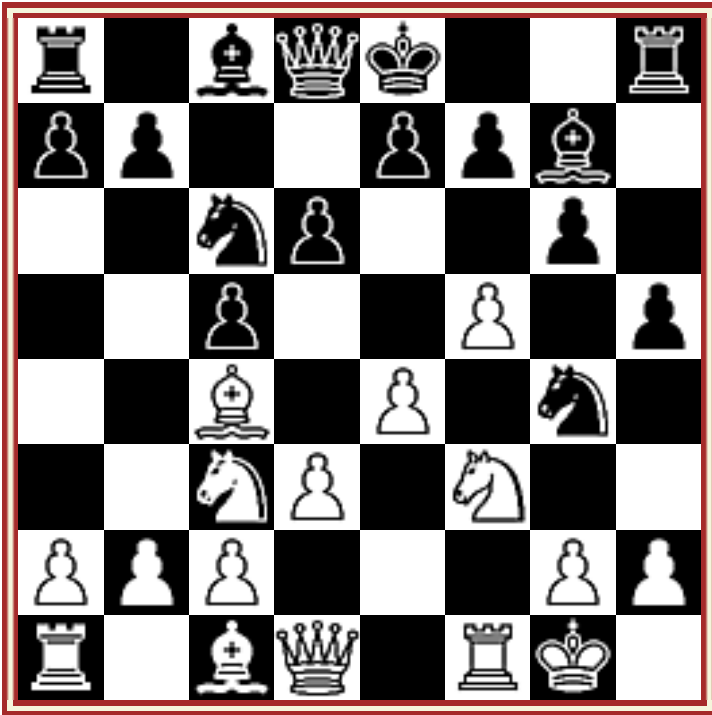
h3]

7.d3 Nh6 8.f5!?

I always play this as early as I can, although it concedes the e5 point.

8...Ng4?!

Optimistic!



White may be winning here, and I knew it.

9.fxg6?!

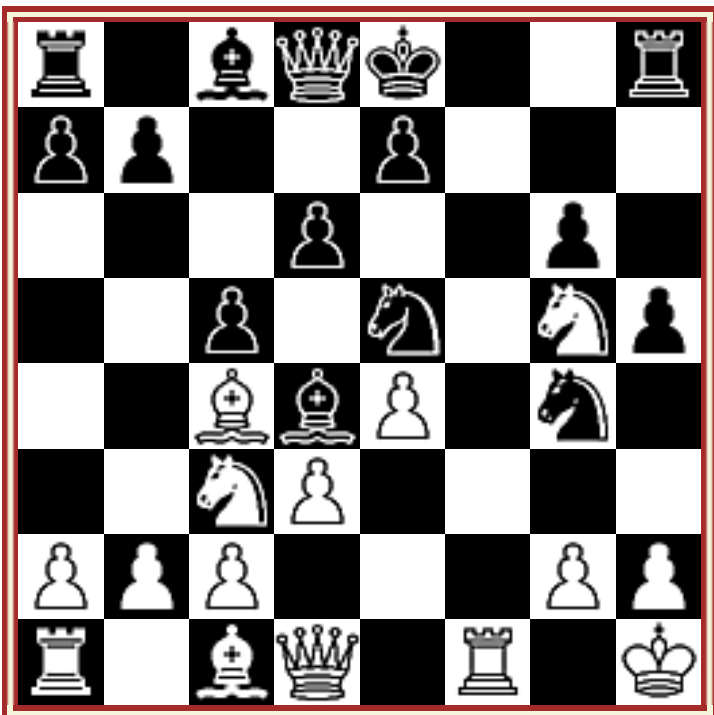
[9.h3! is best

A) 9...Bd4+ 10.Nxd4 cxd4 11.fxg6 fxg6 (11...dxc3 12.Bxf7+ Kd7 13.hxg4 hxg4 14.Qxg4+ Kc7 15.Qg3 Ne5 16.bxc3) 12.Bf7+ Kd7 13.Bxg6 dxc3 14.hxg4 hxg4 15.Bf5+;

B) 9...Nf6 10.Ng5;

9.Ng5!? is more accurate than the text, leaving the target on f7, but 9...Bd4+ 10.Kh1 Nce5 11.fxg6 fxg6 transposes (11...Nxc4 12.gxf7+ Kd7 13.dxc4)]

9...fxg6 10.Ng5 Bd4+ 11.Kh1 Nce5



This position we had both anticipated, but now White has a choice. It may be White has already frittered away any advantage.

12.Bb5+

[12.Nf7 Nxf7 13.Bxf7+ Kd7; 12.Bf7+ Kd7 13.Be6+ Kc7 14.Nd5+ Kb8 15.Nf7 Qf8 16.Bxc8 Qxc8; 12.Qe2]

12...Bd7 13.Ne6 Qc8

[13...Qa5 14.Bxd7+ Kxd7 (14...Nxd7 15.Nd5 Rc8 16.Bd2 Qa4) 15.Nxd4 cxd4 16.Nd5 Rhf8 17.Qe2 Rxf1+ 18.Qxf1 e6 19.b4 Qa4 20.Nf6+ Nxf6 21.Qxf6]

14.Nxd4 cxd4 15.Bxd7+ Qxd7 16.Nd5 0-0-0

Black's position now looks very promising.

17.c3 Rdf8 18.cxd4 Rxf1+ 19.Qxf1 Nxd3! 20.Be3 Nxe3?

Risky

[20...Nxb2 is entertaining 21.Qc1+ Kb8 22.Qxb2 e6 23.Nb6 axb6 24.d5 Rf8 25.Bxb6 exd5 26.exd5 Qf5 27.h3 Ne5 28.Qa3; 20...e6! is probably best, we thought]

21.Nxe3 Nxb2?? 22.Qc1+

And that's about it, I'm afraid.

22...Qc6 23.Qxb2 Qxe4 24.Rc1+ Kb8

[24...Kd8]

**25.Qc2 Qxc2 26.Rxc2 Rf8 27.Kg1 e6 28.Rf2 Rc8 29.Rf6 Rc1+ 30.Kf2 Ra1
31.Rxe6 Rxa2+ 32.Kf3 Kc7 33.Nd5+ Kd7 34.Re7+ Kc8 35.Rc7+ Kd8 36.
Rxb7 g5 37.Nb4 Kc8? 38.Nxa2 Kxb7 39.Ke4 a5 40.Kd5 Kc7 41.Nc3 g4 42.
Nb5+ Kd7 43.Nxd6 h4 44.Nc4 h3 45.gxh3 1-0**

Not a bad result, and I enjoyed the game, but not steady enough. I've got to learn to put these safely away.

Frost,N (1848) - Regis,D (1912) [B24]East Devon Premier (4), 01.03.1998

Round 4. A peccable draw. Nick is a strong and promising junior, which doesn't usually bother me although his grade has just overtaken my own.. I like to play slowly and rely on experience against young players, but juniors these days play so many games that this no longer counts for so much. I beat Nick earlier this year, but I never like playing Black.

1.e4 c5

Nick knew I played the Modern, so why not sidestep - particularly since I saw him play an unusual and rather stodgy Closed line with Nge2 against the Sicilian in a previous round.

2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.Nge2 d6 6.0-0

*[6.d3 e5 7.Nd5 Nge7 8.c3 Nxd5 9.exd5 sealing the hole on d5 9...Ne7 10.0-0 0-0
11.f4 Bd7 12.h3 Qc7 13.Be3 Rae8 14.Qd2 Nf5 15.Bf2 h5 16.Rae1 Qd8 17.Kh2 Bh6
18.h4 Qf6 19.Be4 exf4 20.Nxf4 Nxh4 21.Be3 Nf5 22.Bxf5 Qxf5 23.Qg2 Qg4 24.
Qe2 Qxe2+ 25.Rxe2 Re5 26.Ree1 Rfe8 27.Bf2 h4 28.Rxe5 Rxe5 29.d4 hxg3+ 30.
Kxg3 Rg5+ 31.Kh2 Rf5 32.Be3 cxd4 33.cxd4 Kh7 34.Rf2 g5 35.Ne2 Rxf2+ 36.Bxf2
f5 0-1 Smyslov, V-Botvinnik, M/Moscow Wch-m 1954]*

6...e5

As in Smyslov-Botvinnik. I play this formation as White and Black in several openings, and feel very happy with it. Moreover, I think the white side offers nothing.

7.d3 Nge7 8.Be3 0-0

[8...h5!? 9.h3 Be6 10.Nd5 Qd7 11.h4 Bxd5 12.exd5 Nd4 13.c3 Ndf5 14.Bg5 0-0 15.a4 Qc7 16.a5 b5 17.axb6 axb6 18.Qb3 b5 19.Rxa8 Rxa8 20.Qxb5 Rb8 21.Qa4 Rxb2 22.Qe8+ Bf8 23.Ra1 Qc8 24.Qxc8 Nxc8 25.Kf1 Nb6 26.c4 Be7 27.Be4 Bxg5 Kharitonov Andrei Y-Psakhis Lev/Cup World (open), Moscow (Russ 1989)]

9.Qd2 Nd4 10.Nd1



I was suffering from my usual emotional journey as Black: fear, relief, and then wild optimism. Hence...

10...f5?

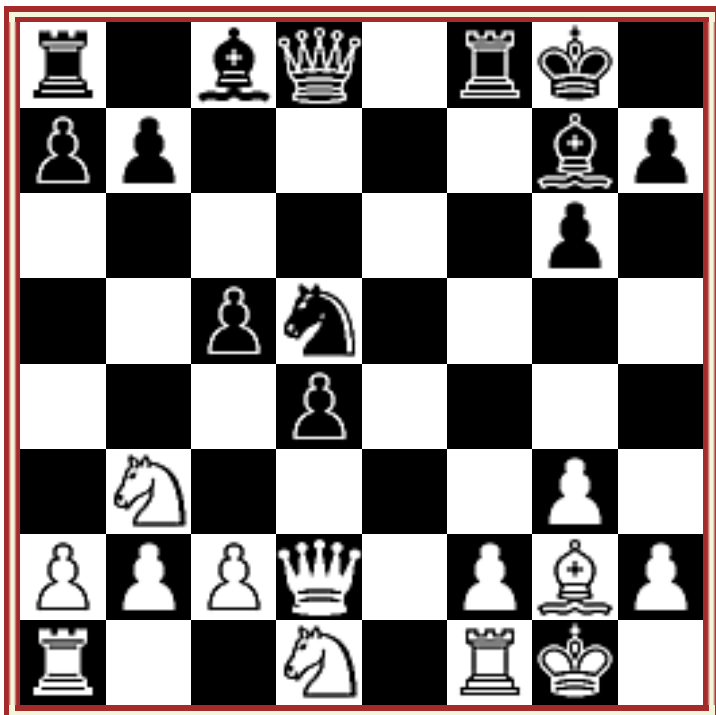
...but there were milder reactions available for one so undeveloped.

[10...Bg4 11.f3 Be6 12.c3 Nxe2+ 13.Qxe2 Rc8 14.f4 exf4 15.gxf4 d5; 10...Be6]

11.Nc1 fxe4 12.Bxd4 exd4

[12...cxd4 13.dxe4 d5]

13.dxe4 d5 14.exd5 Nxd5 15.Nb3!

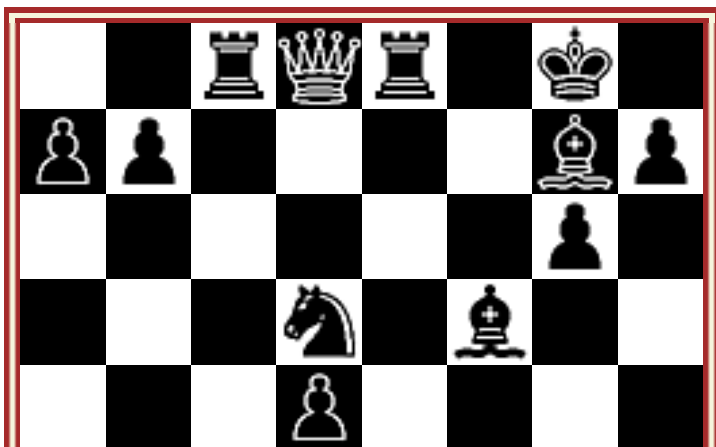


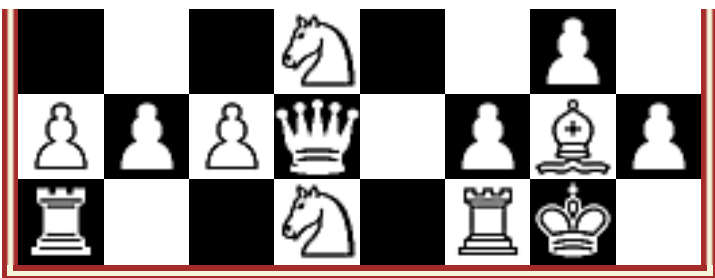
Oh dear, hadn't seen that preliminary move, so I'm dropping a Pawn. Right, play two aggressive developing moves while his pieces are getting sorted out and offer a draw.

15...Bf5 16.Nxc5

[16.c4!? Nf6 17.Nxc5 Rc8 18.Nxb7 Qd7]

16...Rc8 17.Nd3 Re8





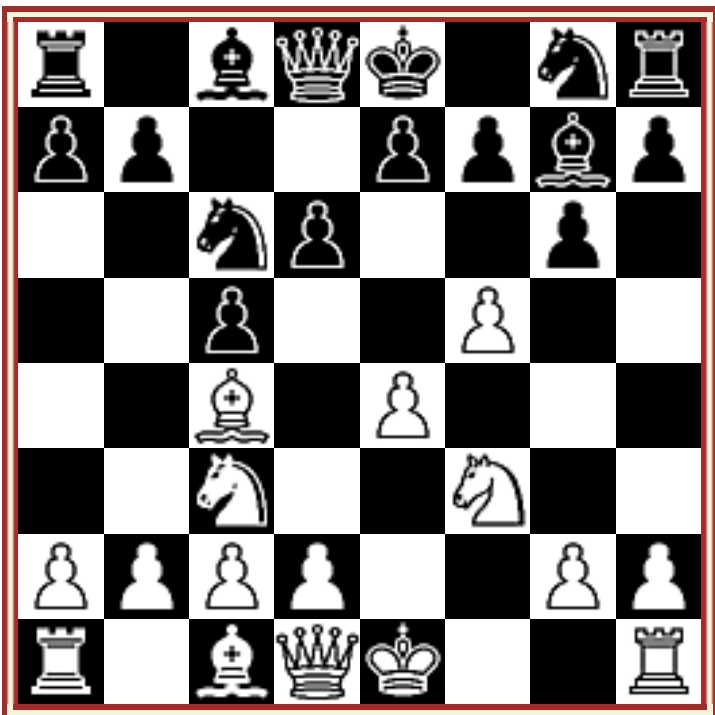
1/2-1/2

Perhaps experience did tell in the end - I'd have looked forward to unravelling this one as White. But that ..f5 move was painful to watch.

Hodge,D (1912) - Regis,D (2040) [B23] East Devon Premier (5), 01.03.1998

Round 5. Hat trick. Another junior, and David's results this year have been excellent. Before the game David reminded me we had played two dull English openings and had two draws. Actually, both were pretty exciting, but I was determined not to draw this one, and so against my better judgement decided to mix it.

1.e4 c5 2.Nc3 Nc6 3.f4 d6 4.Nf3 g6 5.Bc4 Bg7 6.f5!?



It seems this exact position has not often been met before.

[6.0-0 e6 7.f5 gxf5 8.d3 Nge7 9.Ng5 d5 10.Qh5 Ne5 11.exd5 exd5 12.Nxd5 Nxd5 13.Re1 Rf8 14.Nf3 Ne7 15.Nxe5 Qd4+ 16.Be3 Qxe5 17.Bg5 Qd4+ 18.Kh1 Bf6 19.c3 Qd6 20.Bh6 b5 21.Bb3 Rh8 22.Qxf7+ Kd8 23.Bf4 Qc6 24.d4 Bh4 25.dxc5 Rg8 26.Rad1+ Bd7 27.Re2 Qf6 28.Rxe7 Qxf7 29.Rxf7 Be7 30.c6 Ke8 31.Rxd7 Bc5 32.Rxh7 1-0 Watson, W-Gutman, L/Hastings 1984]

6...Nf6 7.0-0 Bd7!?

Looked a bit inconsequential to me. After the game David rattled off a variation showing why he thought it was indispensable, which I instantly forgot.

[7...0-0 8.d3 Na5 9.Bb3 Nxb3 10.axb3 e6 11.Qe1 Ng4 12.fxe6 fxe6 13.Qg3 Ne5 14.Bf4 Nf7 15.e5 dxe5 16.Be3 b6 17.Ne4 Bb7 18.Nfg5 Nfg5 19.Nxg5 Rf6 20.Qh3 h6 21.Nxe6 Bc8 22.Nxd8 Bxh3 23.Rxf6 Bxf6 24.Nb7 Bd7 25.Nd6 Bg7 26.b4 cxb4 27.Bxb6 a6 28.Bc5 Bf8 29.Bxb4 Rb8 30.Ne4 Rxb4 31.Nf6+ Kf7 32.Nxd7 Bd6 33.Ra5 Ke6 34.Nc5+ Bxc5+ 35.Rxc5 Rxb2 36.Rc6+ Kf5 37.Kf2 a5 38.Ke3 Ra2 39.Rc8 Ra4 40.c3 Kf6 41.Rc6+ Jovanovic Sasa-Mujagic R/It, Novi Sad 1988]

8.d3 a6 9.a4 e6

So far, so predictable.

10.fxe6 fxe6 11.Qe1 0-0 12.Bg5 Qb6?!



This was an interesting point in the game. By sending the Queen to the Queen's-side Black is saying that White is bluffing; it's up to White to show that he is not. Actually, I think Black is bluffing, the b-Pawn is a risky meal for Black, allowing White Rb1-b2xb7xd7/g7.

13.e5!?

[13.a5?! Nxa5 14.Rxa5 Qxa5 15.Qh4 Sacrifices an exchange for a tempo, but it's too hard to get the Nc3 and Bc4 over for the attack at the moment. Hence the text move, which does a number of jobs.]

13...dxe5 14.Ne4

White's position suddenly looks a lot better, and can fantasise about winning the e-Pawn if all else fails.

14...Nd5 15.a5

I was pleased to get this in - Black's Queen's-side play is often very powerful in this line, whereas now Black cannot break there easily.

15...Qc7 16.Qh4 Nd4 17.Nxd4 exd4



A critical point.

18.Nf6+!?

[18.Be7!? A quieter approach which may have been more successful: David showed the line

A) 18...Nxe7! best 19.Qxe7 which I thought was a swing in the air, but David saw that it threatens Bxe6 - if I had realised this I might have been tempted. 19...Qc6 (19...Rae8 20.Bxe6+ Kh8 21.Qxd7) 20.Ng5 Rxf1+ 21.Rxf1 Re8 22.Qf7+ Kh8 23.Re1 Rf8 and Black has a draw in hand;

B) 18...Rxf1+ is playing for a loss 19.Rxf1 Qxa5 (19...Ne3 20.Ng5 h6 21.Nxe6 Bxe6 22.Bxe6+ Kh7 23.Rf7) 20.Nxc5 Qc7 21.Qf2; 18.Bf6? Nxf6 19.Nxf6+ Bxf6 20.Rxf6 Rae8 21.Re1? Qxa5; 18.Bh6!? Bxh6 19.Qxh6 Bb5 (19...Ne3 20.Ng5+-) 20.Bxd5 exd5 21.Nf6+ Kh8 22.Nxd5=]

18...Nxf6 19.Bxf6 Bxf6 20.Rxf6 Qe5!

I'd missed this move, defending e6 and attacking f6. White has problems because he is a Pawn down, although Black may have problems realising it.

21.Rxf8+

[21.Raf1 Rxf6 22.Rxf6 Rf8 23.Rxf8+ Kxf8 24.Qd8+ (24.Qh6+ Kg8 25.Kf2) 24...Be8 (24...Kf7 25.Qxd7+ Kf8 26.Kf1) 25.h3 Qe3+ 26.Kh2 Qf4+ 27.Kg1]

21...Rxf8 22.Re1 Qf5 23.h3 Kg7 24.Qg3 Qf4?

Daft - Black had nothing to lose by badgering White for a while, looking for improvements in his position, and waiting for a mistake.

25.Qxf4 Rxf4 26.Bxe6 1/2-1/2

Not a game I ever had a chance to 'put away cleanly', but a good scrap. I felt I had lots of the right ideas, if not the analytical reach to implement them.

CONCLUSIONS:

2 1/2 out of 5 is no more than a par performance, which is not reassuring, because my league chess is usually below par. I had two good draws against two good players, and one not-so-good draw against Nick. I enjoyed the win, which could have been better played, and not the loss, which could have been a lot

better.

For an overall view: the whole thing looks to me now a bit under-committed, over-tired, not digging deep enough. Also, I didn't play very many moves this year - the two bale-out draws also smacked rather of lack of energy and patience, but that's perhaps just how I feel now it's over!

East Devon Premier 1999

Friday afternoon I have been taking a long hard look at my chess this year, because despite all the study and book knowledge (not just opening knowledge) over the last few years, the grade remains static. I've been trying to play more classically, and in a more open style, and with fewer of the over-sophisticated modern openings that I have played so much. So far this has seen a movement in the grade, although it was not so much a movement as a plummet. I had scraped a measly two draws from my last six games for club and county, so I was hoping this tournament was going to see a return to form. Although I've done a lot of thinking about other people's chess in recent years, it may be a case of, *Physician, heal thyself*.

[It would be easy to look to non-chess reasons for the decline; visitors to the Web site will recognise that I have found other calls on my time and energy over the last couple of years, but on the other hand I don't want to excuse poor chess by non-chess arguments.]

Talbot,A (1800) - Regis,D (1912) [D37] East Devon Premier (1), 26.02.1999

Round 1. A matter of taste. Black in Round One, outgrading my opponent, maybe a good time to skip the Modern and play something new.

1.d4 d5

Not usual for me - which is to say, I haven't played this for about 25 years. However, I've been getting some advice from Tony Dempsey, our resident master coach, that this is a better way to play to improve. OK, anything once.

2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4

Oh dear, don't know much about this, not to worry.

5...0-0 6.e3 c5 7.dxc5 Bxc5 8.Qc2 Na6?

Inaccurate, sidelining the Knight. It also leaves the c-file clear, which deterred my opponent from Queen's-side castling. I'd actually have preferred it if he had - the file is still open!

[8...Nc6! is main-line theory which I could only guess at.]

9.a3 dxc4 10.Bxc4 Bd7 11.Rd1 Qc8 12.Bd3 h6 13.0-0?!

Too slow.

[13.Ne5! immediately, gains the two Bishops or Black must disconnect Rooks]

13...Rd8 14.Ne5

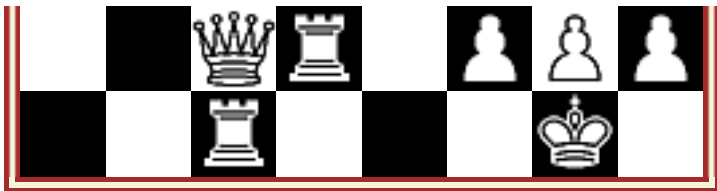
Now Black can organise in peace.

14...Be8! 15.Rd2 Be7 16.b4 Nh5

I was starting to cheer up here: I can recycle my dismal Knight on a6, and have just gained the two Bishops. White is still much more active, though, and as so often in chess that's what counts.

17.Rc1 Nxf4 18.exf4





18...Qc7

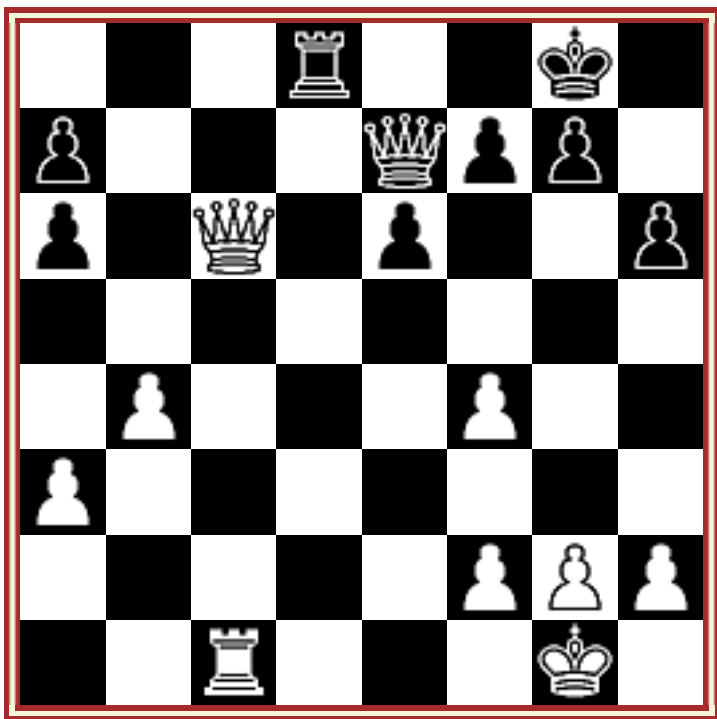
Casual...

[18...Nc7]

19.Bxa6 bxa6 20.Nd5!

Ouch - however, Black can survive, not least since the capture on a6 has freed the b7 square. It's hard to notice moves that are not available in the starting position, and White was surprised by my next move.

20...Qb7 21.Nxe7+ Qxe7 22.Rxd8 Rxd8 23.Nc6 Bxc6 24.Qxc6



1/2-1/2

Black has no reason to decline. Depressing - being on the worse of a draw without any active chances is no way to play in a Swiss, let alone any way to enjoy your game. Also, I hoped that playing this way would require lot less theory than other approaches, but I wasn't really finding the right moves by my own thinking.

Regis,D (1912) - Littlejohns,D (1800) [D37] East Devon Premier (2), 27.02.1999

Having avoided each other entirely for the eight years I've played chess in the South West, this is the third time I've played David Littlejohns this year. David's current grade of 150 doesn't reflect his past strength, but we've had a win each earlier, and were both looking for blood, I think.

Round 2: From the back foot **1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4**

[4.Bd3 is my usual preference, but I've had more advice...]

4...Nf6 5.Nc3 g6

Aagaard claims this is a poor line for Black, but at club level it seems to be thriving.

[I think Aagaard's book (Cadogan) is excellent - each chapter has an 'ideas' section and a theory section, with illustrative games. So often the balance between these is all wrong, but here the recipe is just right. Sadly, I hadn't read this book before the game!]

6.cxd5 Bg7 7.Qb3 0-0 8.Be2 Nbd7 9.Bf3 Nb6 10.Nge2



I have committed a chess sin here - playing a sharp and fashionable variation without understanding the ideas. White's plan here is to return the d-Pawn by d5-d6, and announce that Black's pieces are misplaced. Not knowing this, I had some problems handling the next phase.

10...a5

Unusual and not recommended, but my opponent has had a good time with it.

Alternatives are [10...Bg4; 10...Bf5]

11.a4

[11.0-0 a4 12.Qb5 Bd7 13.Qb4 1-0 Computer \-Haba Zdenek/It (open) 1991 (42)]

11...Qd6

Again, alternatives have been tried like [11...Bf5]

12.Bf4?

Plausible but mistaken.

More to the point is the way Dolmativ plays it:

[12.Nb5! Qb4+ 13.Qxb4 axb4 14.d6 exd6 15.Nxd6 (15.b3 Be6 16.Nc7 Rab8 17.Nxe6 fxe6 18.Bd2 Nbd5 19.0-0 Kf7 20.Rfc1 Rfc8 21.g4 Nc3 22.Nxc3 bxc3 23.Rxc3 Rxc3 24.Bxc3 Nd5 25.Bxd5 exd5 1-0 Dolmatov Sergey-Halldorsson Bragi/It (open) 1988 (54) 15...Rxa4 16.Rxa4 Nxa4 17.0-0 Be6 18.Nf4 Rd8 19.Nxb7 Rxd4 20.Nxe6 fxe6 21.Bc6 b3 22.Be3 Rb4 23.Bd2 Rb6 24.Bxa4 Rxb7 25.Bc3 Nd5 26.Bxg7 Kxg7 27.Ra1 Nf4 28.Kf1 Nd3 29.Ra3 Behling Robert-Derikum Axel/Bundesliga 1984/85 1984]

12...Qb4 13.Qd1 Nfxd5

I hadn't even realised this move was possible! Oh dear, another duff position from an openings experiment.

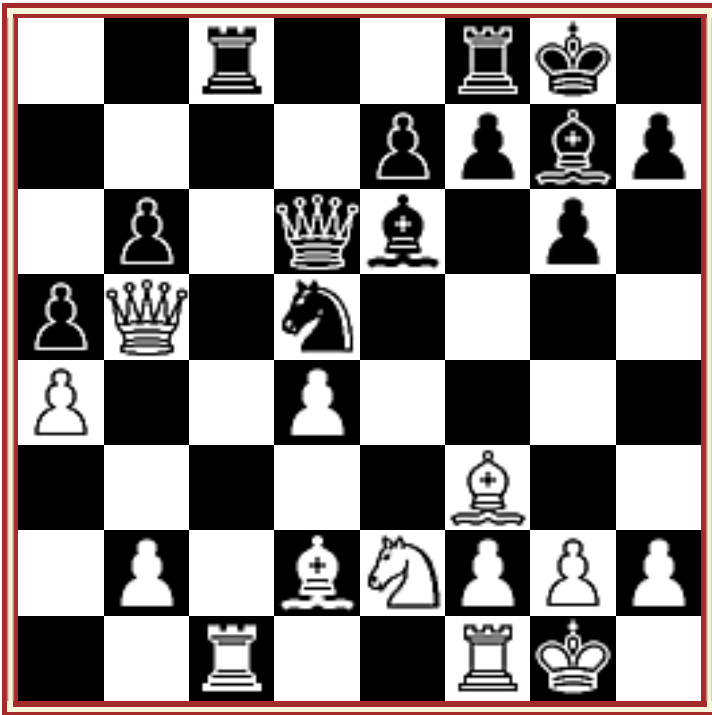
14.Bd2 Qd6 15.0-0

[15.Ne4 Qc6 16.Nc5 Nc4 and White's Knight looks a bit lonely.]

15...Bf5

Just in case the Ne4 idea re-appears. I felt like I was playing Black here - in a cramped position facing lively pieces.

16.Nxd5 Nxd5 17.Qb3 Be6 18.Qb5 b6 19.Rac1 Rac8



White has got a bit more active now. I had a long think here and came up with a plan to attack the Queen's-side, at cost of the Bishop pair.

20.Bxd5!? Bxd5 21.Bf4 Qe6 22.Bc7

Those were White's opening remarks to the jury; Black's rebuttal starts:

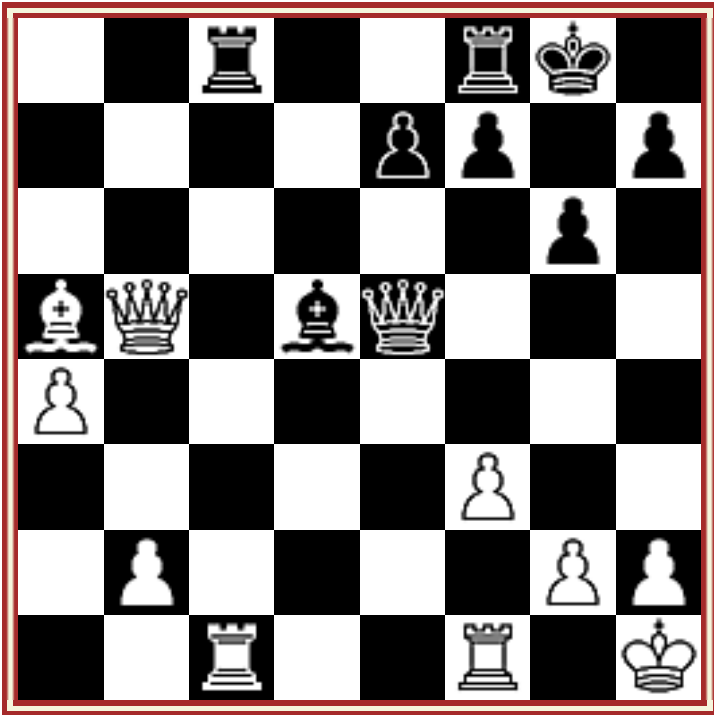
22...Qe4 23.f3 Bxd4+ 24.Kh1!

Black missed this one.

24...Qe3 25.Nxd4 Qxd4 26.Bxb6

White's King dodge means that this move comes with tempo.

26...Qe5 27.Bxa5



White's plan has been a complete success, rather surprisingly.

27...Qf5 28.Bc7 e6 29.b4 Qf6 30.Qc5 Qb2 31.a5 Qa3 32.b5 Qxc5 33.Rxc5 Ra8 34.a6 Rfc8 35.Ra1 Bb7 36.h3 Re8 (time control) 37.Ra5?

After resetting the clocks and stuff, I forgot the point of playing h3! Not to worry, it's still a cruise from here.

[37.axb7! Rxa1+ 38.Kh2 Ra7 (38...Re1 39.Bd6) 39.b8Q Rxb8 40.Bxb8 Rb7 41. Bc7 Kf8 42.b6]

37...Bc8 38.Rc6 Re7 39.Bd6 Rd7 40.Rb6 Rda7 41.Rb8 Rxb8 42.Bxb8 Ra8 43.a7 Kf8 44.b6 Ke8 45.Rc5 Kd7 46.Rc7+ 1-0

Quite satisfying in the end - all too often I collapse when faced with problems, but here I fought my way out.

Lee,N (1984) - Regis,D (1912) [D37] East Devon Premier (3), 27.02.1999

At last an opponent graded higher than me, but I'd sooner be White, of course.

Round 3. The one that got away

1.e4 c5

I've been bullied out of the Modern, so my second-string is the Sicilian. I don't know a lot about it, but I like it.

[1...e6 one day I'll get the courage to try this; Tony D has a theory that it provokes more mistakes from White than Black in club play]

2.Nf3 g6 3.d4 Bg7 4.d5 b5!?

I have known of the possibility of this outrageous move for many years, and as it's the only one that didn't transpose to openings I have never played, it got the vote. Unfortunately, as usual, I'm playing things I have never studied seriously, i.e. I knew the theory as far as move 4!

[4...d6 is a Schmidt Benoni 5.Be2 (5.Nc3)]

5.e5!

[5.Nbd2 a6 6.a4! bxa4 7.Nc4 d6 8.Bd2 Qc7 9.Ba5 Qb7 10.Rxa4 += Kluger-Jeney, Budapest 1962.; 5.c3 a6 6.a4 bxa4 (6...b4 7.cxb4 cxb4 8.a5 Black's QNP is artificially isolated 7.Qxa4 Nf6 8.Nbd2 0-0 9.Qa5 d6 10.Qxd8 Rxd8]

5...a6 6.a4 d6?

Having been caught bluffing I thought I'd sac a Pawn.

[but 6...bxa4! has to be better, when 7.Bf4 f6 8.Nc3 (8.d6 better) 8...fxe5 9.Nxe5 Nf6 10.Be2 0-0 11.Qd2 d6 Schmid-Bilek, Varna Olympiad 1962 12.Nf3 produces a position that offers chances to both sides]

7.exd6 Qxd6 8.axb5 Nf6 9.Nc3?

Developing is natural, but

[9.c4! would have revealed the pawn sac as even more bluff!]

9...0-0 10.g3 Bb7 11.Bf4 e5!?



this has to be tried; White visibly slumped

12.bxa6

[12.Bxe5 is very playable, in fact 12...Re8 13.Be2! (13.Qe2 is less good - although it stops Black getting two pieces for a Rook, it hobbles White's development even more 13...Qb6) 13...Rxe5 14.Nxe5 Qxe5 15.O-O axb5 16.Rxa8 Bxa8 17.Bxb5 With two Pawns, one passed, and probable exchanges coming up, White with the Rook may be better placed than Black with the two pieces.]

12...Nxa6

[12...exf4 13.axb7 Rxa1 14.Qxa1 Re8+ 15.Be2 Nxd5 16.Kf1 Nxc3 17.bxc3 Qe7 18.Bb5 Qxb7 19.Bxe8 Qxf3 20.Rg1]

13.Bg5

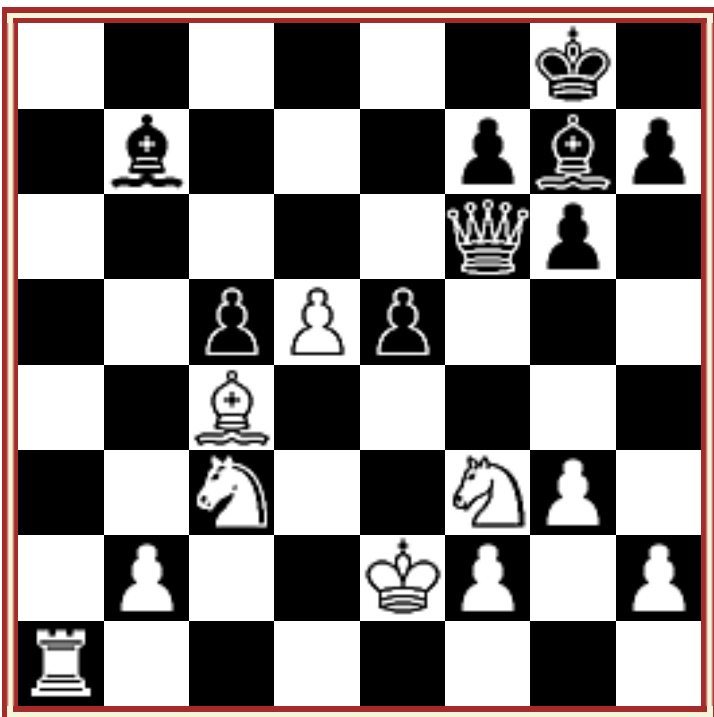
I felt the sun was coming out again. Lucky!

[13.Bxe5 Rfe8 14.Qe2]

13...Nb4 14.Rxa8 Rxa8 15.Bxf6 Qxf6 16.Bc4

[16.Bd3]

16...Ra1! 17.Qxa1 Nxc2+ 18.Ke2 Nxa1 19.Rxa1

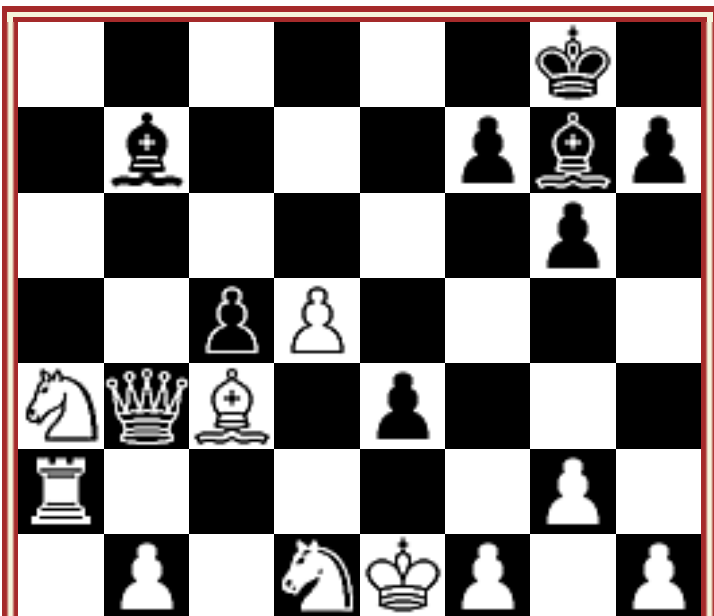


White, in addition to his other problems, was down to his last ten minutes. Black has problems too: although the material situation is nice, his pieces are passive and White has a very concrete plan to follow by advancing the d-Pawn.

19...e4!?

Activity at any price.

20.Nd2 Qb6 21.Na4 Qb4 22.Ra3





22...Be5?

[22...Bxb2 I didn't fancy this but it may be OK: 23.Rb3 Qxa4 24.Rxb7 (24.Rxb2) ; 22...Bh6! I didn't see this winning move! 23.Rc3]

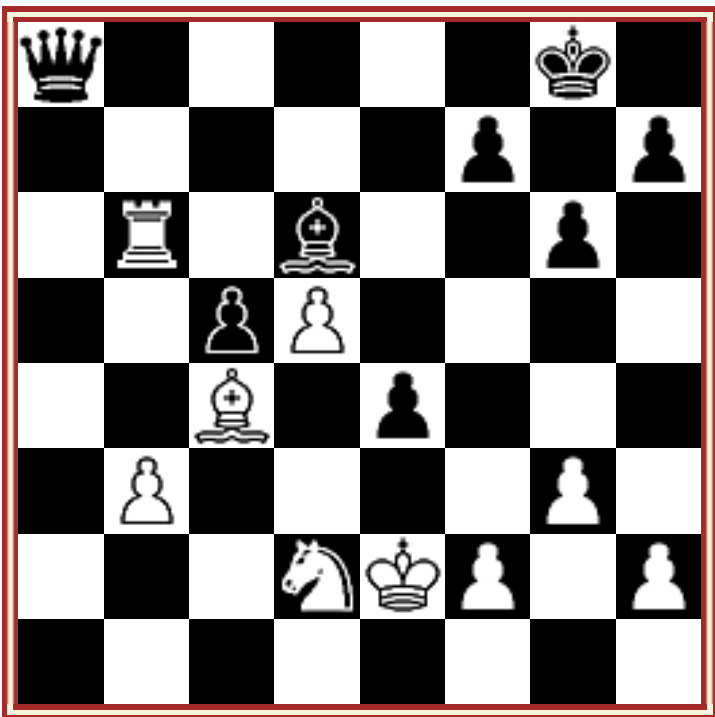
23.Rb3 Qxa4 24.Rxb7 Bd6

[24...Qc2! - forward rather than backward... 25.d6 Bxd6 26.Rxf7 Kh8 27.b3 Be5 28.Rd7 is still a struggle]

25.b3 Qa8

[25...Qe8]

26.Rb6



White may now be winning, but is down to less than two minutes....

26...Qd8 27.Rc6 f5 28.Ba6 Kf7 29.Nc4 Bc7

Black is slipping back down a slippery slope.

[29...Bf8 30.d6]

30.Rxc5

[30.d6!]

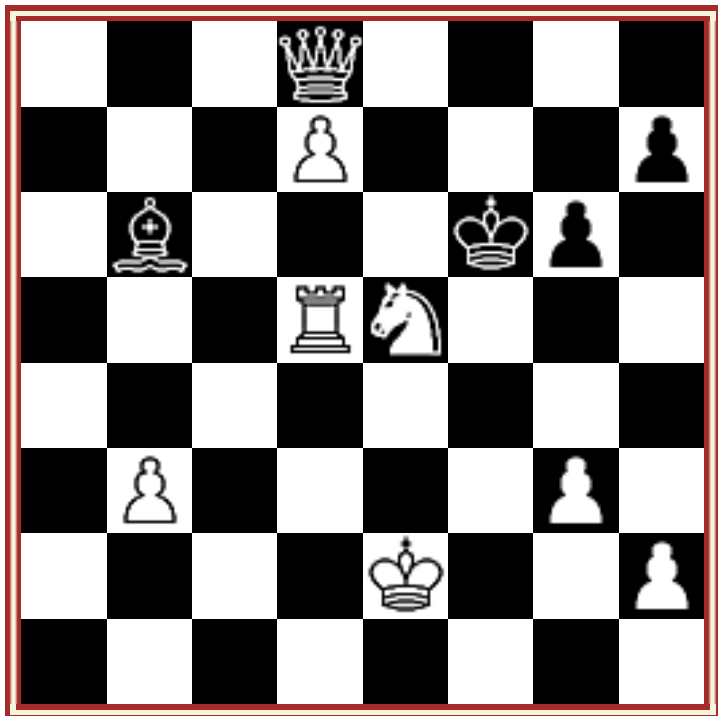
30...f4 31.d6 f3+ 32.Kd1 Bb6 33.Rd5 Bxf2 34.d7 Ke6 35.Re5+

Curiously, I too the e-Pawn here, illegally giving my opponent another two minutes on the clock, for which he was duly grateful.

35...Kf6 36.Rd5 e3

Things are hotting up!

37.Ne5 e2+ 38.Bxe2 fxe2+ 39.Kxe2 Bb6



Maybe I can afford to lose a piece now, having won one.

40.Nc6 Qa8 41.Rd6+ Kg7

[41...Kf5]

42.Nd4 Qb8??

[42...Qe4+ 43.Kd1 Kf7! 44.Nc6 We thought may be a draw at best for Black, but in fact Black may be able to pick up Pawns before White can consolidate. 44...Qb1 + 45.Kd2 Qb2+ 46.Ke1 (46.Kd1 Qxb3+ 47.Kd2 Qe3+) 46...Qf2+ 47.Kd1 Qg1+ 48.Kd2 Qxh2+ 49.Kc1 Qxg3]

43.Rxb6 Qxb6 44.d8Q 1-0

Regis,D (1912) - Piper,S (1864) [D37] East Devon Premier (4), 28.02.1999

Round 4: A hack I always avoid the Open Sicilian, but I like the positions for both sides. Maybe one day I'll get to grips with it, but occasionally I sidle in from other lines, and I do all right.

1.e4 c5 2.Nc3 a6 3.f4

[3.g3 might be a way of querying Black's move order, but I'm usually pleased to face the Closed as Black and I would have felt a fraud playing it.]

3...Nc6 4.Nf3 e6 5.d4

No more Grand Prix ideas left.

5...cxd4 6.Nxd4 Qc7

[6...Nge7 7.Be2 Nxd4 8.Qxd4 Nc6 9.Qf2! is my last idea, a cute retreat which can prove tricky for a Taimanov player. It's probably best not to exchange, or at least not then to chase the Queen, although Jim Plaskett's book says the whole line gives White nothing.]

7.Be2 b5 8.Bf3 Bb7

[8...b4 9.Nce2]

9.Be3

[9.0-0?? Nxd4 10.Qxd4 Bc5]

9...d6 Inconsistent and may be a plain loss of tempo. However, since White has not castled, and also has blocked the f-file, no harm comes of it.

[9...Na5 10.O-O Nc4 11.Bc1 Bc5 12.Kh1 Ne7 13.b3 Nb6 14.Bb2 O-O 15.a4 bxa4 16.Nxa4 Nxa4 17.Rxa4 Qxf4 18.e5 Bxf3 19.Nxf3 Qh6 20.Bc1 Qh5 0-1 Littlewood N-Penrose Jonathan (ENG)/BCF Ch, Whitby 1962 (48)]

10.O-O Nxd4 11.Bxd4 Ne7 12.Qd2 Nc6 13.Be3 Be7 14.Qf2 O-O 15.g4 b4 16.Ne2 Bf6 17.c3 bxc3 18.bxc3

[18.Nxc3 Bxc3 19.bxc3 when the two Bishops might amount to something, but I wanted to keep the Knight for the attack, and use the Bf6 as a target.]

18...g6 19.Rad1 Ne7 20.f5!?

Now or never - if I'm not playinmg this, I'm not in the game at all. White has actually pretty much achieved his opening goals, although Black has blown up the centre and Queen's-side. I actually thought we were likely to draw, since I thought it was likely that exchanges were going to appear.

20...exf5 21.exf5 Bxf3 22.Qxf3

It proves surprisingly hard to challenge the Queen on the long diagonal.

22...gxf5

[22...Bxc3? 23.f6!; 22...Rae8 was suggested by Black after the game, but 23.g5 Bh8 (23...Bxc3 24.f6) 24.f6 Nf5 25.Bf4]

23.gxf5 Kh8

[23...Bxc3 24.f6]

24.Kh1

[24.Kf2 I was worried about an impending Queen exchange, so this might be more likely to produce a result.]

24...Rg8 25.Ng3 Be5?

Not good, but Black has problems.

[25...Qxc3 26.Ne4 Qb2 27.Nxf6 Qxf6 28.Bd4]

26.f6

This has to be good news for White.

26...Ng6 27.Bh6 Rgc8 28.Bg7+ Kg8 29.Nf5 h5 30.Nh6+ Kh7 31.Qxh5

with big threats, which Black variously missed or couldn't cope with. It's not clear that White has got a decisive route through but may pick up enough on the way.

31...Qc6+

[31...Qb7+

A) 32.Kg1 Qa7+ 33.Rf2 Nf4 34.Qf5+ Ng6 35.Nxf7 Qxf7 36.Rg2 Rc5 37.Qh5+ Kg8 38.Qxg6 (38.Rxg6 Bd4+) 38...Qxg6 39.Rxg6 Rxc3 40.h4;

B) 32.Rf3 32...Nf4 the best defence is probably to deflect the Queen (32...Re8 Black can't successfully challenge e7 because there are too many other mates 33.Nxf7+ Kg8 34.Nh6+ Kh7 35.Ng4+ Kg8 36.f7+ Qxf7 37.Nh6+ Kh7 38.Rxf7 Bxg7 39.Nf5+ Kg8 40.Qxg6) 33.Qf5+ Ng6 34.Nxf7 Qxf7 35.Rg1 Rxc3 36.Rxc3 Bxc3 37.Qh5+ Kg8 38.Qxg6 Qxg6 39.Rxg6 with a measly extra Pawn]

32.Rf3 Qe4

[32...Rc7 33.Nxf7+ Kg8 34.Ng5; 32...Nf4 33.Qf5+ Ng6 34.Nxf7 Bf4 35.Qh5+ Kg8 36.Rg1 Qe4 37.Rxg6 Rxc3 38.Bh6+ Kxf7 39.Rg7+ Kxf6 40.Qg5+ Ke6 41.Re7#]

33.Nf5+

[33.Nf5+ Kg8 34.Ne7+ Nxe7 35.Qh8#]

1-0

White,I (1896) - Regis,D (1912) [D37] East Devon Premier (5), 28.02.1999

Round 5. **1.e4 c5 2.Nf3**

We had played before in the Autumn, and I had revealed my 'surprise' move 2...

g6. To avoid homework improvements I had a little think and came up with:

2...Nc6 3.Bb5

A new position for me. If I were playing the English as White, I would play immediately:

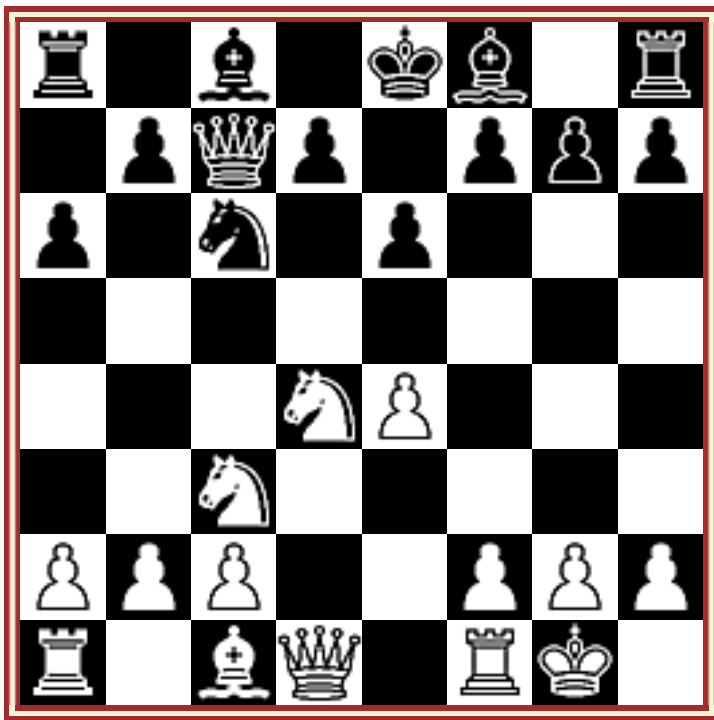
3...Qc7 4.Nc3

[4.c3 looks more thematic]

4...e6 5.O-O Nge7 6.d4

[6.Re1 looks more likely to create problems.]

6...cxd4 7.Nxd4 a6 8.Bxc6 Nxc6



I felt cheerful here, having achieved my opening aims. I thought we were improvising freely but this position is well-known to theory and is not at all comfortable for Black. The old Batsford book on this line gives lots of useful White wins and encouraging ideas for White, nothing for Black. As often in the Sicilian, Black is structurally OK but lagging in development, and the latter is more important for the moment.

9.Be3 Be7 10.Nxc6 bxc6

Not unlike the English: Black has grovelled the two Bishops and has kept the Pawns tidy, and needs to unravel while avoiding accidents. Again, White can take much comfort in his extra activity.

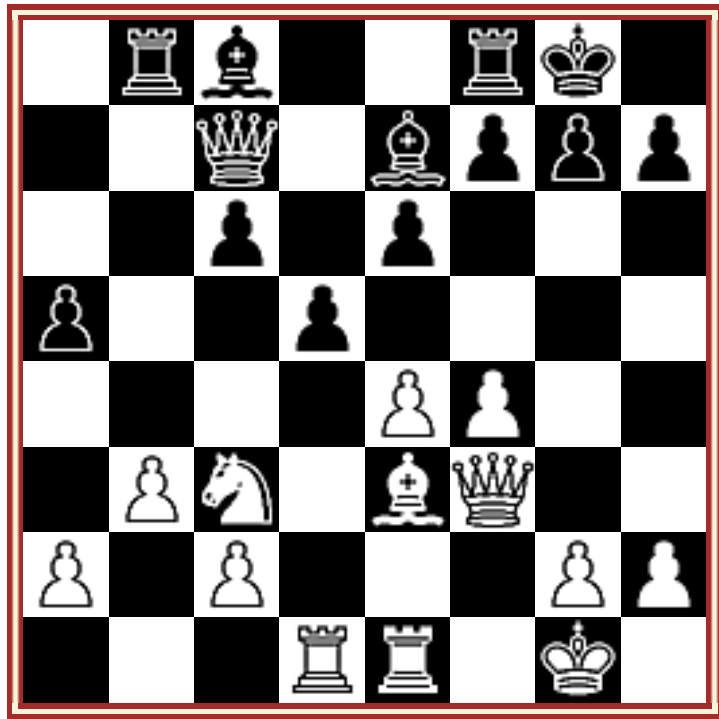
11.f4

[11.Qg4]

11...0-0 12.Qf3 d5 13.Rad1 Rb8

[During the game I couldn't resist looking at 13...f5 but 14.exd5! (14.e5 c5) 14...exd5 is no good for Black]

14.b3 a5 15.Rfe1



I now had a rush of blood to the head and decided I was winning by establishing a passed d-Pawn.

15...Bb4 16.Bd2 Qa7+ 17.Qf2! d4 18.Na4 Bxd2 19.Rxd2 c5 20.c3

Now I realised I had misjudged and miscalculated... **20...dxc3**

[20...Rd8? 21.Red1!]

21.Rc2!

I has also missed

21...Bd7 22.Qxc5?

what I was hoping for, frankly

22...Qa6 23.Rxc3

White has given Black all the opportunity he could hope for.

23...Bxa4! (=) Draw offer. The extra Pawn is meaningless and Black can re-organise the position comfortably now.

24.bxa4 Rfc8 25.Qe3 Rxc3 26.Qxc3 Qb6+ 27.Kf1 Qb4 28.Rc1 h6 29.Qc7 Rb7 30.Qc8+ Kh7 31.Qc2 Qd4

I was feeling more and more cheerful here.

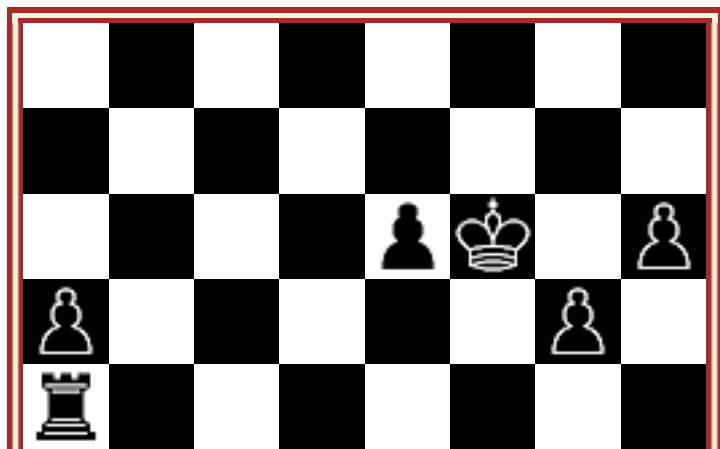
32.Rd1 Qe3 33.e5+ g6 34.Qd2 Qxd2 35.Rxd2 Rb4

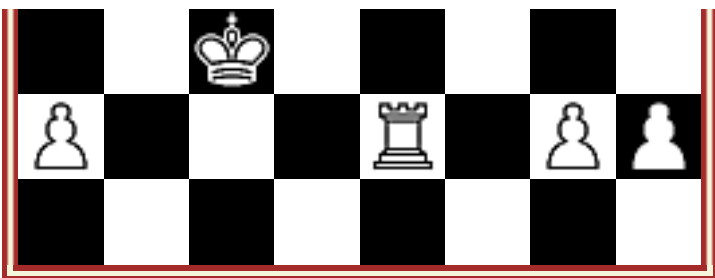
White is playing for the loss, I reckon

36.Ke2?

time anxiety, although he had three minutes for this last move.

36...Rxf4 37.Ke3 Rxa4 38.Kd3 g5 39.Re2 Kg6 40.Kc3 f5 41.exf6 Kxf6





Should be a win.

42.Kb3 Rb4+ 43.Kc3 e5 44.a3 Rd4 45.Rb2 Ra4 46.Rb6+ Kf5 47.Kb3 Rh4 48.h3 e4 49.Kc2 e3?

hasty - it may not be a bad move but I hadn't thought it through, so "?"

50.Kd3 Ra4

[50...Re4! I thought this was losing but it may be winning! 51.g4+ (51.Rb5+ Kf4 52.g3+ Kf3 53.Rf5+ Kg2) 51...Kf4 52.Rf6+ Ke5 53.Rf5+ Kd6 54.Rf1 e2 55.Re1 Kd5 56.Kc3 (56.Rxe2 Rxe2 57.Kxe2 Kc4)]

51.Kxe3 Rxa3+ 52.Kf2 h5 53.Rb8

this looks awfully drawn, but I fooled around for a while, while I still had some time

53...Ra2+ 4.Kg3 h4+ 55.Kh2 Re2 56.Rf8+ Kg6 57.Rg8+ Kh6 58.Rh8+ Kg7 59.Ra8 Re5 60.Ra7+ Kg6 61.Ra6+ Kh5

[61...Kf7 breaking for the Queen's-side allows the King's-side Pawns to be exchanged. 62.g3 hxg3+ 63.Kxg3 Ke7 64.h4 gxh4+ 65.Kxh4 Kd7 66.Kg4 Kc7 67.Kf4 Rc5 68.Ke4 Kb7 69.Rh6 a4 70.Rh3 Ra5 71.Ra3 Kb6 72.Kd4 Kb5 73.Kc3 Ra6 74.Kb2 Kb4 75.Rd3 is all nonsense for Black]

62.g4+ hxg3+ 63.Kxg3 1/2-1/2

CONCLUSION:

Three from five sounds OK, despite the ones that got away, but I only played one opponent (Nick Lee) who was graded higher than me, and that one I lost. I was desperate to regain a bit of form this tournament, since my league and club chess has been pretty poor, and from that point of view I was satisfied, particularly since I've been messing about with all sorts of new openings and have

given up some old favourites. It feels a little like the Red Queen's race, running hard but standing still.

Realistically, it's only in the longer term can I judge this new classical approach.

I'm happy as White, I think - although the lines I play are a bit sharper than usual, with White you have the luxury of slipping back to equality, and I'm sure this is the style I should be playing, and it's certainly a style I like.

The Black repertoire is a worry, though, I can't bear the Black side of double QP openings. Is this a nettle I need to grasp, or are there better, more unbalanced openings? I fancy the Slav more than the Orthodox, even so. See what happens for next year!

Back to [Chess Coaching Page](#)

This document (edev99.htm) was last modified on by



[Dr. Dave](#)

British Chess Federation: Coaching

Contents

- [BCF Coaching resources](#)
- [BCF Coaching recommended books](#)
- [BCF Coaching Conventions](#)
 - **BCF Coaching Convention, Bristol (March 1999)**
 - [Notes from meeting](#)
 - [John Richard's Guide to the Internet](#) (MS Powerpoint 95 file)
 - [Steve Boniface's Guide to the Laws for Coaches](#)
 - [Photos\(!\) from meeting](#) [N.B. 2 pix at 50kB]
- [British Chess Federation](#) homepage

The **British Chess Federation** is the organising body for chess in the United Kingdom. 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Tel: 01424 442500 Fax: 01424 718372 E-mail: office@bcf.org.uk

Gary Kenworthy is the **BCF director for coaching** - e-mail: gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes, Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends 01908-646763.

Back to [Exeter Chess Coaching Page](#)



This document (bcfcoach.html) was last modified on 14:15 11/03/99 by

[Dr. Dave](#)

British Chess Federation: Coaching Leaflets

Currently published

- "Chess Skills" pamphlet sets (1 & 2) for tactics training -- now issued in algebraic with answers [£1.95 per set, discounts for multiple copies]
- Leaflet "Advice on running a simultaneous display"
- Leaflet "Advice on publicising an event"
- Leaflet "A directory of junior chess clubs and activities"
- Pamphlet "Advice for young players and their parents"
- Pamphlet "Chess clubs for junior players - guidance for PARENTS"
- Pamphlet "Chess clubs for junior players - guidance for CLUBS"
- Booklet "The School Chess Club - information and ideas for organisers and teachers" [£2.50]

Prices and availability correct at March 1999. For current price and availability please contact the BCF office for an order form.

The **British Chess Federation** is the organising body for chess in the United Kingdom. 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Tel: 01424 442500 Fax: 01424 718372 E-mail: office@bcf.org.uk

Gary Kenworthy is the **BCF director for coaching** - e-mail: gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes, Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends 01908-646763.

Back to [Exeter Chess Coaching Page](#)



This document (bcfcoach.html) was last modified on 14:15 11/03/99 by

[Dr. Dave](#)

British Chess Federation: Recommended coaching books

A STARTER BOOK FOR ABSOLUTE BEGINNERS

- PURNELL'S CHESS FOR CHILDREN by MJ Richardson (Pergamon)
Some editions have the title PERGAMON'S CHESS FOR CHILDREN
- The alternative is STARTING CHESS by AJ GILLAM

A CO-ORDINATED COURSE FOR BEGINNERS

- MOVE ONE by R James (Faber)
- The alternative recommendation is THE BATSFORD CHESS COURSE by MJ Basman (Batsford), followed by THE SECOND BATSFORD CHESS COURSE by the same author

ADDITIONAL BOOKS FOR ESSENTIAL DAILY PRACTICE

- HOW TO PLAY THE OPENING LIKE A MASTER by MJ Basman
- SIMPLE CHECKMATES by AJ Gillam (Batsford), also SIMPLE CHESS TACTICS
- CHESS SKILLS pamphlets (BCF)

USEFUL BOOKS FOR THE IMPROVING PLAYER

- CHESS TRAPS FOR YOUR UNWARY OPPONENT by MJ Basman
- SPIKE'S CHESS PRIMER by DG Ellison (Crowood)
- CHESS FOR TIGERS by S Webb
- FIND THE MATE by MJ Basman

PLAYING IN SERIOUS COMPETITIONS

The young tournament player should select from the following list:-

- PLAY BETTER CHESS by LW Barden (Octopus)
- CHESSERCIZES by B Pandolfini (Octopus)
- CHESS OPENINGS FOR JUNIORS by JN Walker (OUP)
- ATTACKING THE KING by JN Walker (OUP)
- CHESS ENDINGS - ESSENTIAL KNOWLEDGE by Y Averbach (Pergamon)
- WINNING ENDGAMES by A Kosten (Crowood)
- NIGEL SHORT'S CHESS SKILLS by ND Short (Hamlyn)

- BLUNDERS AND BRILLIANCIES by I Mullen and M Moss (Pergamon)

COLLECTIONS OF GAMES

- WINNING CHESS by I Chernev and F Reinfeld (Faber) **(N.B. Not a game collection but a collection of tactical ideas from actual play - DR)**
- LOGICAL CHESS MOVE BY MOVE by I Chernev (Faber)

FOR PARENTS

- THE COMPLETE CHESS ADDICT by M Fox and R James (Faber)
- THE OXFORD COMPANION TO CHESS by Hooper & Whyld (OUP)

The **British Chess Federation** is the organising body for chess in the United Kingdom. 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Tel: 01424 442500 Fax: 01424 718372 E-mail: office@bcf.org.uk

Gary Kenworthy is the **BCF director for coaching** - e-mail: gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes, Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends 01908-646763.

Back to [Exeter Chess Coaching Page](#)



This document (bcfcoach.html) was last modified on 14:15 11/03/99 by

[Dr. Dave](#)

British Chess Federation: Coaching Conventions

For details of this programme of regional events, contact Gary or the BCF office

- BRISTOL, March 6th, 1999.

The **British Chess Federation** is the organising body for chess in the United Kingdom. 9a Grand Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Tel: 01424 442500 Fax: 01424 718372 E-mail: office@bcf.org.uk

Gary Kenworthy is the **BCF director for coaching** - e-mail: gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes, Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends 01908-646763.

Back to [Exeter Chess Coaching Page](#)



This document (bcfcoach.html) was last modified on 14:15 11/03/99 by

[Dr. Dave](#)

5:50 PM 3/13/99

REGIONAL COACHING CONVENTION, 6th March 1999, Bristol
=====

Present:

1. Gary Kenworthy (BCF director for coaching) - e-mail:
gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes,
Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends
01908-646763.
2. Steve Boniface, 11 Henrietta Street, Lower Easton, Bristol.
BS5 6HU. Tel. 01179 - 393262 (answerphone)
3. Jerry Humphreys, 9 Ernestville Road, Fishponds, Bristol.
BS16 3DB. Tel. 0117 - 965 - 0097 (with answering service).
4. Monica Vann, e-mail mvann@marlow.demon.co.uk. 1 Kennedy Close,
Marlow, Bucks. SL7 3JA. Tel: 01628 - 486676
5. Dave Regis, e-mail dregis@exeter.ac.uk, 2 Bagshot Avenue, Exeter,
Devon EX2 4RN. Tel. 01392 - 431785 (answerphone)

APOLOGIES:

Chris Baker (Regional Coach), Neville Belinfante,
John Dunleavy, John Richards, Vic Cross.

1. THE STATE OF PLAY (Gary K)

a. Gary emphasised that he did not see coaching as relevant only for promising juniors. Moreover, a good coach needs to understand both chess and teaching, and courses should recognise these two dimensions.

b. The history of coaching in the BCF is poorly understood, and all sorts of good work has gone on outside any BCF. Record-keeping and communication have been patchy at best and many important documents are not readily available e.g.:

- the old BCF coaching manual
- the revised BCF Certificate of Merit scheme
- the revised BCF coaching framework (titles [National. Master, Regional and Club coaches] , course summaries, criteria, who attended courses, who passed, etc.)

There is a general lack of circulation of these documents, and those that Gary knows about are often in need of revision. Gary appealed for:

- All courses past and present to be properly documented and copies sent to him
- Any other interesting materials or documents also to be sent to him.
- Volunteers for revising and composing documents please make themselves known (Dave R will happily review material).

c. Developments in Child Protection legislation mean that the BCF needs to be a lot more attentive to this area

d. Technology has opened up many new possibilities for coaching e.g. coaching on the Internet, game commentary on cassette tape or telephone, video presentations etc. Probably they all have advantages and disadvantages.

e. The BCF receives a substantial grant from the Government for education -- the better we are and doing and recording our educational work the more likely we are to retain and enhance that income.

2. COACHING AND THE INTERNET (Dave R)

- a. Dave gave an account of chess coaching at Exeter emphasising:
- it is principally an adult-to-adult, self-help group without 'master' input
 - we have tried hard to accompany all the sessions with handouts, which, thanks to advances in computing, are now very easy and cheap to produce
 - all the handouts are available free on the Internet, <http://www.ex.ac.uk/~dregis/DR/chess.html>
 - Exeter's web site has been designed as a place to post and exchange good ideas about coaching, and Dave would be pleased to host any outcomes of the conventions on the site.

b. John Richards of Bristol has composed a helpful and nicely-laid-out summary of key ideas and locations of chess-related materials on the Internet. Gary K took a copy and will circulate it.

c. Dave R has also written an article as a guide to the internet for beginners, published in Westward Ho! (WECU journal, edited by Bob Jones). Gary K took copy and may circulate.

3. TIPS AND TECHNIQUES (Gary K)

Gary discussed:

a. Demo. Boards -- see appendix

b. Pairs chess (tandem chess) -- where master and apprentice play alternate moves (without consultation) against moderate opposition. Useful for making you think!

c. Sparring partners and the developing effects of healthy rivalries

d. Use of video -- see appendix

4. THE LAWS OF CHESS AND COACHING (Steve B)

a. Steve gave an entertaining quiz on the laws, emphasising the special differences between normal play, quickplay, rapidplay and blitz.

b. Points can and are won and lost through players' knowledge of the laws. Coaches should make sure players can conduct themselves properly during the game and do things like claim draws, keep score, and react appropriately to opponent's transgressions, all according to the proper procedures.

c. Steve would *discourage*:

(i) Replying to opponent's moves without writing them down (as is permitted by the current laws), and

(ii) Writing your move down and then thinking for ages -- this is not bad practice when used to briefly check for blunders, but when all or most moves are changed, or the checking takes a long time,

it looks like written analysis and can be penalised accordingly.

d. Dave would discourage young players insisting on a rook move when castling was intended, if the opponent's rook was moved first (although he would object if it happened *twice* in the same game). However, as a claim for ...Rh8-f8 is perfectly correct, do also encourage everyone to use the correct sequence. Steve also would encourage young players to remind their opponents to press their clock after moving, at least as a general rule. Although, after several failures by the opponent, you may be forgiven for forgetting...

e. Touch-move, however, should never be overlooked.

e. Jerry also mentioned that he does not encourage claims for draws in the last two minutes with new players, although mention of the rule is probably necessary since opponents may claim.

f. When talking about the laws there are two wonderful distraction techniques used by audiences: (1) "what if...?" No set of laws can cover all contrived 'what if' circumstances, the point is to cover normal play. (2) "I heard a story that...". These interruptions are more forgivable, but are of more interest to arbiters and perhaps match captains than practical players and coaches. Although probably players do not discuss the laws enough, so if these stories attract interest...

5. COACHING AND THE BRAIN (Gary K)

a. Mednis in 'How to be a Complete Tournament Player' (Cadogan, p. 110) is one of the few authors to touch on the subject of mental and physical fitness.

b. Tiredness, nerves and stress all detract from good play and should not be neglected when coaching.

6. CHESS ASSISTANT (Monica V)

a. Chess Assistant is a relatively inexpensive but complete and comprehensive chess database, flagship of a suite of chess training programmes offered by Convekta.

b. It enables many facilities coaches could want -- analysis of games, setting-up of test positions, test-yourself programmes, imported comments from openings trees. It obviously offers many other facilities e.g. production of encyclopaedia-style trees, which are not directly relevant to coaching.

c. CA emphasises compatibility and reads in several other database formats; it can export information as PGN, RTF or MS Word files. It also links to many popular playing engines sold by third parties (CA has its own analysis engine included).

d. Versions for older machines and operating systems, and cut-down versions for viewing only, are all still available. Test yourself programmes are separate to CA, but CA can be used to test yourself in conjunction with a playing program such as Hiarcs, Rebel or Genius. It may be nice to mention that a trainer or coach with CA could set up training problems or instruction that could be used by the pupil (who does not have the complete CA program) on their computer by means of a free cut-down version of the program.

e. There are pieces of public domain (free) software around, says Dave, but the advantages of having everything in one package, with a wide range of compatibility and support, requiring less computing expertise are not denied.

7. A.O.B.

a. RECOMMENDED BOOKS

i. The Chess Teacher -- Alan Phillips (Oxford UP) -- a series of lessons covering many different aspects of the game in a sequential and cyclical manner -- written for coaches rather than students (Gary K)

ii. Chess Coaching -- John Littlewood (Crowood) -- a brisk review of coaching, bung-full of useful examples. Some of the tactical examples are flawed (poor editing and checking rather than the intended line being wrong) and some of the chapters feel rushed, but otherwise an excellent book with no real competitors (Dave R).

iii. Chess for Tigers -- Simon Webb (Maxwell Macmillan) -- an excellent and amusing practical guide to making the most of your style (Dave R)

iv. Many BCF materials exist and whatever state of revision they are in are worth a look (Gary K/Dave R):

-- "Chess Skills" pamphlet sets (1 & 2) for tactics training -- now issued in algebraic with answers

-- Pamphlet "How to run a school chess club "

-- Pamphlet "Advice for juniors"

-- Pamphlet "Advice for juniors about clubs"

-- Pamphlet "Advice for parents of junior chess players"

b. other materials and resources AVAILABLE

GK issued a revision of the Calendar (BCF 1999) but also strongly recommended consulting Neville Belinfante's calendar of events updated regularly on the Web. (URL??)

c. other materials and resources DESIRABLE:

(i) COACHING GUIDANCE NOTES from the BCF (1-2 sides of A4) on: use of demo. boards, use of video, list of recommended books and other materials, 'de-coaching' lessons (i.e. repairing commonly held misunderstandings).

(ii) Some sense of priority or sequence for the many rules and maxims players are offered. Gary suggested as an outline: (1) King safety (2) dynamic activity - quantity and quality of material (3) capacity to exchange key pieces (4) static and structural features (pawn formation).

APPENDIX ONE: Checklist for use of demonstration boards

=====

1. Choice of board: many types exist in all sizes, not all are suitable for every occasion.

Cost? Design, Wearability (worn slots, adhesion, de-magnetise)

Supply?

Transport? (collapsible)

Storage?

Construction: frames or ladders required? Health and Safety issues?
Visibility from a distance? Contrast of pieces? Reflective when lit?
Removal and departure?

2. Training of operators (and runners at tournaments): perhaps, like demo. boards, many types exist in all sizes, not all are suitable for every occasion!

3. When demonstrating, engage your audience:

- Don't look at the board, don't look at your feet, do look at the audience.
- React to the audience -- see if someone's puzzled or bursting with a question.
- Get them to participate -- ask them questions, ask what they know already, ask what they think is the best move and why, ask them what they think will happen later in the game.

APPENDIX TWO: Checklist for use of videos.

=====

1. Don't turn it on then leave the room. The video needs a minder.
2. Stop regularly and check to see how your audience is doing: see if someone's puzzled or bursting with a question.
3. The ideal condition is to have a demo. board alongside the TV so that when points arise they can be dealt with collectively before moving on.

APPENDIX THREE: Suggested contents of coaching pack

=====

1. Current BCF materials: Certificate of Merit
Coaching Scheme criteria
Notes for Juniors/Parents
2. BCF Materials in need of review/development

3. John Richards' Internet Notes

4. Steve Boniface's Legal Quiz

APPENDIX FOUR: Steve's legal quiz (and, thankfully, answers)

=====

(to follow separately)

(c) Steve Boniface, BCF Arbiter, Bristol

Note: the compositions below contain some matters of interpretation and opinion and should not be thought of as a definite guide, rather than an accompaniment for the official text of the Laws.

COACHING & LAWS I

=====

A) Read the Laws

Be honest. Which of these is most accurate for you?

- 1) I have never actually looked at the Laws of Chess
- 2) I have only consulted the Laws when I need to.
- 3) I have read through the Laws at least once.
- 4) I have read the Laws but don't really understand them.
- 5) I have a fair grasp of the Laws.
- 6) I have a good working knowledge of the Laws.

B) Do you have a copy of the Laws of Chess? Is it...?

- 1) A tiny light-blue paperback.
- 2) Kazic's yellow paperback (Competitor's Handbook
- 3) A small green hardback.
- 4) A small red hardback.
- 5) The BCF Yearbook of 1995.
- 6) A 6 page A4 document dated 1997.
- 7) Stewart Reuben's recent book (Organizer's Handbook)
- 8) I don't own a copy.

C) Are you aware of the changes from 1997?

- 1) What changes?
- 2) I've heard of some.
- 3) I know all the important changes.
- 4) I know all the changes.

COACHING & LAWS II

=====

D) Do you know the difference between the terms...?

- 1) Quickplay
- 2) Rapidplay
- 3) Blitz

E) Are you aware of the difference in the Laws depending on which of the above variations is involved concerning...?

- 1) Illegal positions
- 2) Illegal moves
- 3) Time penalties (for illegality)
- 4) Draw claims (last phase)
- 5) Flag falls
- 6) Recording moves
- 7) Winnable positions
- 8) Arbiter's duties

F) Do you know how to claim a draw in the correct manner, and for what reasons...?

- 1) In the 'normal' phase of a game
- 2) In a quickplay finish
- 3) In a rapidplay game
- 4) In a blitz game

G) MISCELLANEOUS - When can you / should you...?

- 1) Stop the clocks
- 2) Write your last move down
- 3) Claim a draw for repetition or under 50-move rule
- 4) Leave the playing area when it's your turn to move
- 5) Leave the playing venue when still playing

COACHING & LAWS III

=====

The guide to a trouble-free event:

1) Read the brochure carefully. (Beware of information on Teletext or the Web. It may have got there second- or third-hand). Apart from making sure you get to the right venue at the right time, there can be important information about:

- * Start times - these may vary from day to day
- * Rate of play - occasionally this may vary in different rounds
- * Default times - this has traditionally been an hour or half-an-hour, but events can now vary this.

2) Observe Laws and rules scrupulously. It would be devastating to lose an otherwise won game on a technicality or careless breach of the Laws. A few DOs and DON'Ts:

- * DO follow the touch-move rule. There is a myth that it does not apply in rapidplay or blitz. It does.
- * DO move the king before the rook in castling. Technically, you could be forced to move alone. This is rarely enforced but it's still the law.
- * DO keep your score up-to-date as far as possible. This will help you keep in control and avoid missing moves out.
- * DON'T visit the bookstall during play. It looks suspicious.
- * DON'T visit the analysis room during play.
- * DON'T talk to other players, especially not in the playing arena. You might be discussing the weather, but your opponent doesn't know that.

3) KNOWING THE LAWS CAN GAIN YOU POINTS! A surprising fact, but true. A few examples:

REPETITION RULE. Many players have a perfectly valid claim under this rule but spoil it by making the move before claiming. Read the rule

50-MOVE RULE. Much rarer, but in a long ending it may appear. Think twice about making a pawn move which would make the count start again.

CLAIM A DRAW IN THE LAST TWO MINUTES. It's your right. If you DON'T make a claim, you CANNOT be given a draw once your flag has fallen.

RESUMPTION AFTER ADJOURNMENT. Did you know that if your opponent who sealed is not present, you can seal in reply?

COACHING & LAWS IV

=====

The Player and the Arbiter

The main duty of an arbiter is to allow a chess event to happen efficiently and peacefully. He or she will answer questions, give advice, and arbitrate in disputes between the players. He also has almost unlimited powers within the playing area, and can impose penalties including expulsion from events. In this kind of case there would almost certainly be much wider repercussions, such as withdrawal of invitations from future events.

The player should treat the arbiter neither with fear nor with over-friendliness. Even if the controller and player are from the same club, the arbiter has been examined for impartiality, and no favours should be expected. As long as players observe the Laws, the arbiter will not interfere adversely. In fact, as when both players are unable to keep score, he will endeavour to do so for them.

However, if a Law is broken, even if inadvertently, there may be a penalty to suffer. Normally this is no more than loss of a few minutes

on the clock. The most common cause for such a penalty is failure to record the game properly until the last five minutes of a time control. This problem can be coached out of a player by:

- 1) Recording your own and your opponent's move immediately after each is played. The Laws now allow you to do this in retrospect, but for a player with recording problems this is better.

- 2) Some coaches recommend writing the chosen move down before it is played, and then making a final check for errors before executing it. However some players are abusing this method and using it to examine

candidate moves one by one, erasing each move in turn.

ARBITERS ARE NOW TREATING SUCH ABUSE AS WRITTEN ANALYSIS, AND ARE PENALISING IT ACCORDINGLY. Be very careful if you adopt this strategy.

The point is to check briefly for errors, not make notes on your thinking.

3) Train to record moves more accurately by keeping score in rapidplay and blitz games. It's not compulsory, but should leave the player feeling more in control. It may also help positively in draw claims.

If a decision goes against the player, it should normally be accepted with good grace. Occasionally a bad decision will be made, but a polite query is more likely to get results than a violent reaction. Remember that if you ask an arbiter's opinion then you should be prepared to accept it. If you believe it is an error in Law, you should be allowed to appeal to the Chief Controller or an appeals committee. However, this should be used sparingly, and only if you know the Law properly yourself!

COACHING & LAWS V - ANSWERS

=====

D) Do you know the difference between the terms...

- 1) Quickplay - a fast finish to a normal game
- 2) Rapidplay - a fixed-length game from 15 to 60 mins
- 3) Blitz - a fixed-length game under 15 minutes

E) Are you aware of the difference in the Laws depending on which of the above variations is involved concerning...

- 1) Illegal positions
Rapidplay and blitz: after 3 moves played with incorrect positions, board & clock stand
- 2) Illegal moves - Rapidplay: as normal on request
Blitz: loss if claimed before move
- 3) Time penalties (for illegality)
- Rapidplay: as normal on request

Blitz: none (lose or nothing)

4) Draw claims (last phase)

- Rapidplay: as normal

Blitz: no claims

5) Flag falls

- Rapidplay and Blitz. Arbiter does not call.

Both flags down = drawn.

6) Recording moves

- Rapidplay and Blitz: optional

(normal = till last 5m of controls)

7) Winnable positions

- Normal and Rapidplay: drawn if mate impossible with unskilled play.

Blitz: must have 'mating material' i.e. construct unavoidable mate

8) Arbiter's duties

- Rapidplay and Blitz: does not normally interfere unless requested

P.S. You may see that the intended harmonisation of the last set of changes, viz. to unify the laws governing the different rates of play, has been only partly successful.

F) Do you know how to claim a draw in the correct manner, and for what reasons:

1) In the 'normal' phase of a game

- repetition, 50-move, insufficient material

2) In a Quickplay finish

- as normal, plus claims in last two minutes

(i.e. opponent unable/unwilling to try and win by making progress on the board)

3) In a Rapidplay game

- as normal, plus claims in last two minutes

4) In a blitz game

- can't in last two minutes (+ differences in material)

G) MISCELLANEOUS - When can you / should you

1) Stop the clocks

- to summon arbiter

2) Write your last move down

- not later than just before making next
- 3) Claim a draw for repetition
 - when your turn to move or under 50-move rule
- 4) Leave the playing area when - it's your turn to move
 - = with arbiter's consent
- 5) Leave the playing venue when still playing
 - = with arbiter's consent

British Chess Federation: Coaches at work



Jerry Humpries, Dave Regis, Steve Boniface



Steve Boniface, Gary Kenworthy.

(Behind the camera): Monica Vann.

The **British Chess Federation** is the organising body for chess in the United Kingdom. 9a Grand

Parade, St Leonards-on-Sea, East Sussex TN38 0DD. Tel: 01424 442500 Fax: 01424 718372 E-mail: office@bcf.org.uk

Gary Kenworthy is the **BCF director for coaching** - e-mail: gkenworthy@cwcom.co.uk, 17 Buttermere Close, Bletchley, Milton Keynes, Buckinghamshire, MK2 3DG, evenings 01908 -833096, weekends 01908-646763.

Back to [Exeter Chess Coaching Page](#)



This document (bcfcoach.html) was last modified on 14:15 11/03/99 by

[Dr. Dave](#)

Exeter Chess Club: A Reader's Guide to Fine's "The Ideas Behind the Chess Openings"

Fine's "The Ideas Behind the Chess Openings" is a great book, but dated.

In understanding the motivations behind the major opening systems, and explaining the reasons behind the various move orders, it's great, but since 1943 judgements about chess openings have moved on a bit. Fine's probably OK on the advantages and disadvantages of a given move, but sometimes moves that he gives a thumbs-down to have been shown to be at least OK. However, I don't know anything more recent that is as good (as deep, as concise).

So, what we need is Fine with footnotes. Where Fine says on p.?? that moving the Bishop to c4 in the Sicilian is useless, we need a footnote (1) saying that "(1) This idea was revived in the 1970s with success, particularly by Fischer."

I don't know if any publisher has plans to do this, but we can do that right here. [Like Larry Evans' BCE corrections].

Page references depend on editions: it would be helpful to quote chapter and verse instead or as well.

Chapter 1:

Comment: Players rated less than 1600 (class C) can often achieve remarkable advantages out of the opening by simply playing "outdated" openings. Part of the reason is that their opponents are playing "lines", while they are playing *concepts*. Many double-K-pawn openings fall in this category. They have faded from master play because, with proper play, White simply doesn't get as much of an advantage as a master aspires to. But, the concepts are relatively clearcut, and in a game between two C players it hardly matters that theory has discovered equalizing resources for Black in all lines.

...Get "Fine". Read it. Follow his suggestions in actual play until:

a) you lose games because of his "out of date" suggestions

AND

b) you understand why "modern" lines are better.(KS)

Chapter ?: Sicilian

Comment: Ok, everyone talks about the inadequacy of the Sicilian section, but points I haven't noticed anyone mention before:

- a) No talk of Yugoslav attack at all
- b) Najdorf lines distributed over Scheveningen and other lines in discussion (EP)
- c) Bc4 approach in Najdorf is underestimated (DR)

Chapter ?: Pirc/Modern

Comment: Fine dismisses this setup in a paragraph under "Irregular Openings". This, if nothing else (other than KID & Sicilian) needs to be mentioned in detail. (EP)

Chapter ?: Scandinavian (Centre Counter)

Comment: Fine says that this "cannot be recommended", although it now seems very playable. We need only recall the WC Kasparov-Anand encounter, for example. (VL)

Chapter ?: Benoni/Benko Gambit.

Comment: These were fledging openings when Fine wrote the book, and he only gives a paragraph or two to each. I would *love* to see an "Ideas" write-up on the Benoni, since I don't understand it at all. (EP) [Also, King's Indian (DR)]

Chapter ?: Catalan System.

Comment: The book considers the closed variation the "main line", whereas the open variation is played much more today. Also, the discussion of the open variation is limited to the 5.Qa4+ lines, with no mention of the (more popular?) 5.Nf3 lines. A further minor note is that he seems to regard the QGA and QGD as the most common ways to get to it as opposed to 1.d4 Nf6 2.c4 e6 3.g3. (EP)

Credits

Thanks are due to the following contributors:

Eric Petrusic (EP); Ken Sloan (KS) ; Vitaly Livshits (VL)

Back to [Chess Coaching Page](#)



This document (.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Hate it?

Don't you just **hate it** when previously non-commercial sites suddenly [sprout adverts](#) with [huge unnecessary GIFs](#) and [pages with little content](#) full of [unprintable numbers of proprietary tags](#)?

Back to [Chess Coaching Page](#)

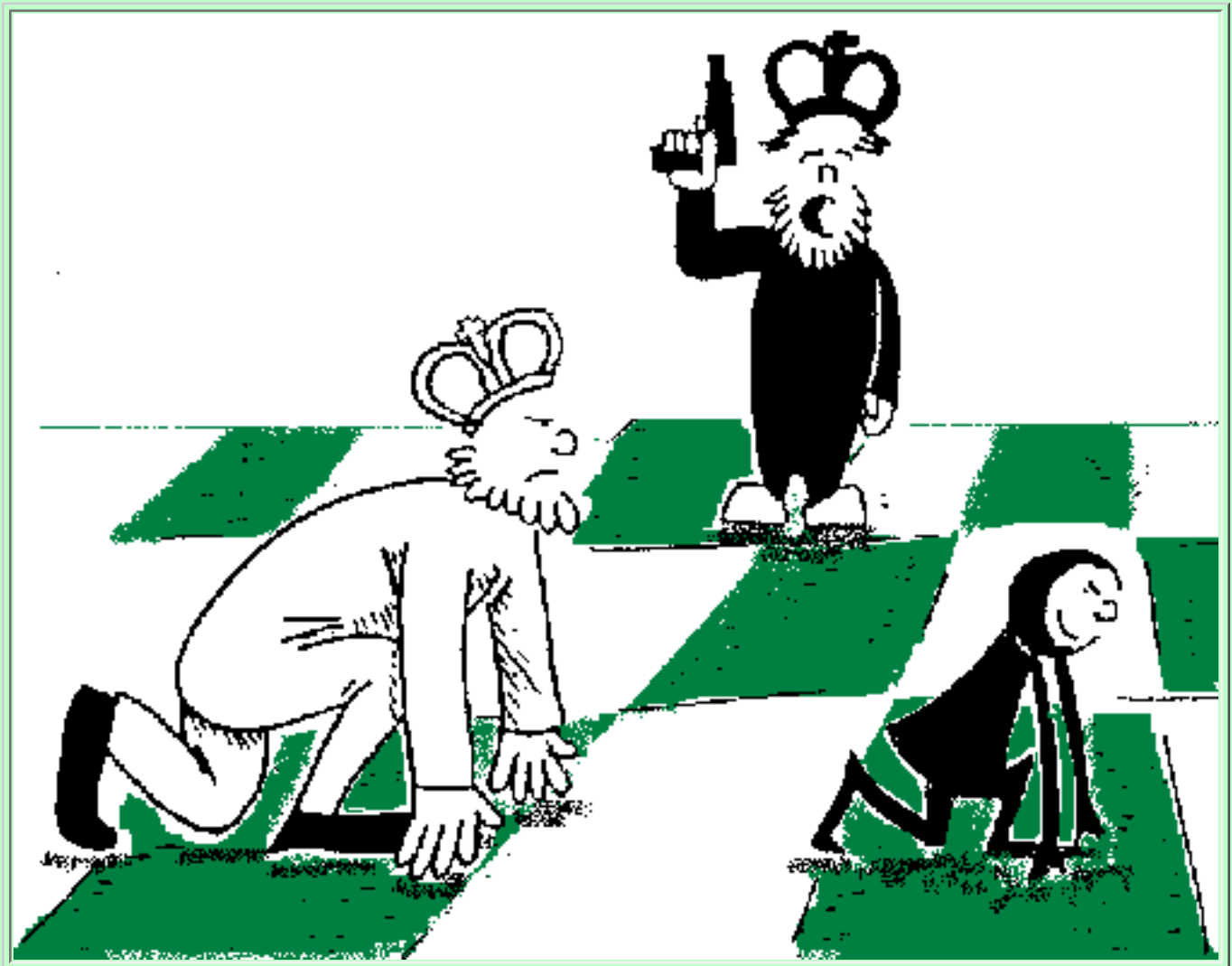


This document (hateit.html) was last modified on 1st October 97 by

[Dr. Dave](#)

[FRONT COVER]

Ten ways to succeed in the ENDGAME



by

Tim Onions

and

David Regis

Tips for young players on the endgame in chess

"Openings teach you openings. Endgames teach you chess!"

Sergei Gerzadowicz
US Postal Chess Master

Introduction

We have written this book to fill a gap in the reading material for juniors.

We have deliberately aimed at general principles and have also as far as possible avoided looking at variations. We hope that most of the book can be read and followed easily without use of a chess set. However, we do recommend that readers also try out what they learn on a board.

We hope you enjoy this book and that reading it will lead to more confident and better play.

Tim Onions & Dave Regis

[BACK COVER]

Tim Onions is a primary school teacher and manager of the Devon Under-11 Chess Team. He has 10 years experience of working with juniors and regularly organises junior chess tournaments and residential events.

Dave Regis is a researcher in health education who plays chess for Exeter and Devon. He runs coaching for Exeter Chess Club and Exeter Junior Chess Club. He once came last in his class at Art; the cartoons in this booklet are all his fault.

This is their first book.

Further copies from:

Tim Onions

12 Copp Path

DAWLISH

Devon EX7 9SR

Price: £3.50 +p&p

Back to [Chess Coaching Page](#)



This document (10ending.html) was last modified on 14 Aug 97 by

[Dr. Dave](#)

Devon County Chess Correspondence Teams

Latest match results

from Keith Franks (updated 24th July 2000).

C&DCCC Ward-Higgs Division 1 final table:-

| | | | |
|-----|----------------------|---------|-------------------------|
| 1B | PHILLIP TRUSSLER | 1-0 | N L Edwards |
| 2W | DAVID HODGE | 0.5-0.5 | A Law |
| 3B | BRIAN HEWSON | 0.5-0.5 | P Dodwell |
| 4W | CHRIS BELLERS | 0.5-0.5 | R Watson |
| 5B | KEN BLOODWORTH | 0.5-0.5 | B Cafferty |
| 6W | ALAN BRUSEY | 0-1 | John Cooper |
| 7B | DAVID EVANS | 0-1 | D J R Barnes |
| 8W | JOHN GORODI | 0-1 | P C Robertson |
| 9W | STEPHEN HILTON | 0-1 | J R Wilkinson |
| 10B | MISS HEATHER KING | 1-0 | Karl Mah (time default) |
| 11W | JAMES DAY | 0-1 | J F Catchpole |
| 12B | CHRIS BROOKWELL | 0.5-0.5 | W O'Rourke |
| 13W | JOHN DUNLEAVY | 1-0 | Kevin Greenacre |
| 14B | JOHN PARKER | 0.5-0.5 | Tim Lunn |
| 15W | SIMON BUTLER | 1-0 | J P Knee |
| 16B | PAUL ROBERTS | 0.5-0.5 | G Tanner |
| 17W | DR RICHARD HITCHCOCK | 0-1 | P Tolhurst |
| 18B | BOB JONES | 1-0 | L Cooper |
| 19W | GUY SPARKE | 0-1 | Dr D L Roberts |
| 20B | NIGEL COTTLE | 1-0 | Mike Nailard |
| 21W | STEVE BONIFACE | 0-1 | G Jordan |
| 22B | PAUL ROGERS | 0-1 | M B Squires |
| 23B | JOHN DUCKHAM | 1-0 | T R Anderson |
| 24W | DR MIKE HAMON | 0-1 | S Wood |
| 25B | DANIEL SPARKES | 0-1 | P C Dearlove |
| 26W | JOHN WALKER | 0-1 | W A Clews |

Devon Team 1 final score 10.5 / 26.

C&DCCC Brown-Pond Division 3 final table:-

1W EDWARD PRADY 0.5-0.5 J Lewis
2B STEPHEN THORPE-TRACEY 0-1 L Adlard
3W MIKE GIFFORD 1-0 I C Smith
4B SIMON CAGE 0-1 D H Tyrell
5W ROBERT STONE 0-1 Derek Gallimore
6B JOHN VASEY 1-0 K Wilks
7B TIM MORRIS 0-1 R W Hadfield
8W TERRY VASS 1-0 J Jarvis
9B FRANK CHAMBERS 0-1 G H Turner
10W ROB WILBY 0-1 N Crawley
11W MIKE STINTON 1-0 P J M James
12B MIKE CHESTER 1-0 By default
13W KEITH FRANKS 1-0 D C Picton
14B JOHN BEALE 0-1 R Webber
15W COLIN WARD 0-1 Jeff Fox
16B TONY TATAM 1-0 C H Bickley

Devon Team II final score 7.5 /16.

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)
[Dr. Dave](#)

DCCA Tournament reports: 1999/2000

from Chris Bellers, Competition Secretary, May 2000

Exeter Champions!

Congratulations to Exeter for winning the Bremridge Cup, as well as the Mamhead.

Division One (Bremridge) report

Exeter got off to a poor start in losing to Teignmouth. This was followed by a convincing win over Exmouth all stars (who later against Teignmouth fielded J Sherwin, who is Fischer's first scalp in 'My 60 Memorable Games'). However, a narrow defeat at the hands of Tiverton made ultimate victory considerably doubtful. However, thanks to late signings Jim Parkin and Ian Clarke, wins in the last three matches put the pressure on Tiverton to win their last match. With a weakened team, they could only manage a draw against Teignmouth, and the Cup was Exeter's.

Chris Bellers (unbeaten with 4½) and Dave Regis (4) played in all six matches, but special thanks to Keith Atkins and Tom Stephenson for stepping in with crucial contributions. Sean Pope played in five matches with a very useful 3 points.

Final scores: Exeter 8 (19½ game points), Tiverton 7 (19½ game points), Teignmouth 5 (14½ game points) and Exmouth 4 (18½).

| Exeter | | | Teignmouth | | | Latest | | | Exeter | | | Exmouth | | |
|--------|-----------|-----|------------|----------|--|--------|---------|-----|------------|----------|--|---------|--|--|
| A | Pickering | 0-1 | A | Brusey | | C | Bellers | ½-½ | M | Cox | | | | |
| C | Bellers | 1-0 | J | Walker | | D | Sparkes | 0-1 | K | Derrick | | | | |
| D | Regis | 0-1 | W | Ingham | | D | Regis | 1-0 | P | Trussler | | | | |
| R | Towers | 0-1 | J | Gorodi | | R | Towers | 1-0 | P | Rogers | | | | |
| A | George | ½-½ | W | Saplecha | | S | Pope | ½-½ | S | Boniface | | | | |
| K | Atkins | ½-½ | P | Grist | | S | Waters | 1-0 | R | Jones | | | | |
| | | 2-4 | | | | | | 4-2 | | | | | | |
| Exeter | | | Tiverton | | | Exeter | | | Teignmouth | | | | | |
| S | Homer | 0-1 | N | Frost | | C | Bellers | ½-½ | A | Brusey | | | | |
| A | Pickering | ½-½ | B | Hewson | | D | Sparkes | ½-½ | J | Walker | | | | |
| C | Bellers | 1-0 | J | Morrison | | D | Regis | 0-1 | W | Ingham | | | | |
| D | Regis | 1-0 | M | Abbot | | S | Pope | 1-0 | J | Gorodi | | | | |
| R | Towers | 0-1 | R | Scott | | K | Atkins | ½-½ | P | Grist | | | | |

| | | | | | | | | | |
|---|---------|-------|---|----------|---|------------|-------|---|----------|
| S | Pope | 0-1 | P | Kennedy | T | Stephenson | 1-0 | D | Ayress |
| | | 2½-3½ | | | | | 3½-2½ | | |
| | Exeter | | | Tiverton | | Exeter | | | Exmouth |
| J | Parkin | ½-½ | N | Frost | J | Parkin | 1-0 | M | Cox |
| S | Homer | ½-½ | B | Hewson | I | Clarke | 0-1 | K | Derrick |
| I | Clarke | 0-1 | J | Morrison | C | Bellers | ½-½ | P | Trussler |
| C | Bellers | 1-0 | M | Abbott | D | Sparkes | ½-½ | T | Thynne |
| D | Regis | 1-0 | R | Scott | D | Regis | 1-0 | D | Rogers |
| S | Pope | 1-0 | P | Kennedy | S | Pope | ½-½ | R | Jones |
| | | 4-2 | | | | | 3½-2½ | | |

Division Two (Mamhead) report

Congratulations to Exeter for winning the Mamhead Cup.

Exeter started the campaign by overwhelming Teignmouth 3½-½. This was followed by back to back victories against Tiverton, 2½-1½ and 3½-½, which clinched the Cup without the need to win the last match. With a weakened team, the side then lost narrowly to Teignmouth. Final scores: Exeter 6 (11 game points), Teignmouth 5 (8.5) and Tiverton 1 (4.5).

| Exeter | | Teignmouth | | Latest | Exeter | | Tiverton | | |
|--------|---------|------------|---|---------------|--------|------------|------------|---|----------|
| C | Bellers | 1-0 | J | Walker | C | Bellers | 1-0 | B | Hewson |
| R | Towers | ½-½ | W | Ingham | R | Towers | 0-1 | R | Scott |
| S | Pope | 1-0 | J | Gorodi | S | Pope | ½-½ | P | Kennedy |
| K | Atkins | 1-0 | P | Grist | K | Atkins | 1-0 | J | Knowles |
| | | 3½-½ | | | | | 2½-1½ | | |
| Exeter | | Tiverton | | | Exeter | | Teignmouth | | |
| C | Bellers | ½-½ | B | Hewson | J | Parkin | 1-0 | J | Walker |
| D | Sparkes | 1-0 | M | Abbott | S | Pope | 0-1 | W | Ingham |
| S | Pope | 1-0 | P | Kennedy | K | Atkins | ½-½ | J | Gorodi |
| K | Atkins | 1-0 | S | Thorpe-Tracey | T | Stephenson | 0-1 | W | Sapiecha |

3½-
½

1½-
2½

DCCA. Congress :: Paignton Sept. 1996

The last congress was held at Oldway Mansion, Paignton last September. Details, taken from the Devon Chess Record, as follows: -

Ron Bruce Premier

[Games next door!](#)

| | Player | Grd | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | tot | Prize |
|----|-------------------|------|------------|-----|-----|-----|-----|-----|-----|-----|----------|------------|
| 1 | Aston, Paul | 1984 | Torquay | 12+ | 32- | 31- | by+ | 19= | 7- | 24- | 2
1/2 | |
| 2 | Benson, Paul | 2010 | Widnes | 23= | 19= | 27- | 35- | 16+ | 38- | 33+ | 3 | |
| 3 | Brogden, John | 1959 | Yeovil | 24- | by+ | 18= | 11- | 15- | 17= | 29- | 2 | |
| 4 | Brusey, Alan | 1984 | Teignmouth | 27= | 11- | 12- | 34+ | 38= | 29+ | 9- | 3 | |
| 5 | Cafferty, Bernard | 2240 | Hastings | 17+ | 15+ | 23- | 24+ | 20- | 10+ | 31= | 4
1/2 | |
| 6 | Cock, John | 2008 | Cheltenham | 8= | 29+ | 10- | 12= | 18= | 32- | 30= | 3 | |
| 7 | Crickmore, Neil | 2168 | White Swan | 13+ | 21+ | 26- | 23= | 36- | 1+ | 18= | 4 | |
| 8 | Franklin, Michael | 2255 | Richmond | 6= | 9+ | 11+ | 26= | 27= | 35+ | 23= | 4
1/2 | |
| 9 | Gamble, Raymond | 1968 | Derby | 29= | 8- | 32+ | 18= | 32= | 30+ | 4+ | 4
1/2 | U-
2000 |
| 10 | George, Ian | 2032 | Camborne | 20- | 33+ | 6+ | 15+ | 23- | 5- | 22+ | 4 | |
| 11 | Harakis, Alex | 2175 | Hayes | 25= | 4+ | 8- | 3+ | 31- | 28+ | 32+ | 4
1/2 | |
| 12 | Hempson, Peter | 2235 | Sheffield | 1- | 17= | 4+ | 6= | 22- | 25+ | 38+ | 4 | |
| 13 | Hodge, David | 1944 | Teignmouth | 7- | 31- | 37+ | 29= | 17+ | 24+ | 19= | 4 | |
| 14 | Jackson, David | 1808 | Plymouth | 22- | 35= | 17= | w/d | | | | | |
| 15 | Jordon, John | 2090 | Bessenay | 37+ | 5- | 28= | 10- | 3+ | 19- | w/d | | |
| 16 | Judd, Ian | 1944 | Chichester | by= | 27= | 22- | 25- | 2- | 37- | w/d | | |
| 17 | Kambites, Mark | 2008 | Musketeers | 5- | 12= | 14= | 33= | 13- | 3= | 34= | 2
1/2 | |

| | | | | | | | | | | | | |
|----|---------------------|------|---------------|-----|-----|-----|-----|-----|-----|-----|----------|--------|
| 18 | Karayiannis, Costas | 2105 | Ilford | 19= | 38= | 3= | 9= | 6= | 21+ | 7= | 4 | |
| 19 | Lamb, Harry | 2255 | Bolton | 18= | 2= | 36= | 28= | 1= | 15+ | 13= | 4 | |
| 20 | Lane, Gary | 2405 | Brussels | 10+ | 30+ | 32+ | 39= | 5+ | 31+ | 26= | 6 | 1st |
| 21 | Lane, Peter | 1992 | Exeter | 31+ | 7- | 29= | 30- | 33+ | 18- | 28+ | 3
1/2 | |
| 22 | Leech, Aiden | 2105 | Maidenhead | 14+ | 39- | 16+ | 31- | 12+ | 36- | 10- | 3 | |
| 23 | Mack, Andrew | 2270 | Hayes | 2= | 25+ | 5+ | 7= | 10+ | 39- | 8+ | 5 | |
| 24 | McKenna, Jason | 2125 | Droylesden | 3+ | 34+ | 39- | 5- | 28= | 13- | 1+ | 3
1/2 | |
| 25 | Mercs, Peter | 1984 | Fiveways | 11= | 23- | 35- | 16+ | 29= | 12- | 37+ | 3 | |
| 26 | Mordue, Tyson | 2240 | Keynsham | 28+ | 36+ | 7+ | 8= | 39= | 27+ | 20= | 5
1/2 | 2nd= |
| 27 | Mulligan, Stephen | 2230 | Penketh | 4= | 16= | 7+ | 32+ | 8= | 26- | 35- | 3
1/2 | |
| 28 | Page, Martin | 2008 | Insurance | 26- | 37+ | 15= | 19= | 24= | 11- | 21- | 2
1/2 | |
| 29 | Parr, David | 2008 | Horsham | 9= | 6- | 21= | 13= | 25= | 4- | 3+ | 3 | |
| 30 | Parr, Frank | 2140 | Sutton | 33+ | 20- | 38= | 21+ | 35- | 9- | 6= | 3 | |
| 31 | Peters, Stephen | 2215 | Aylesbury | 21- | 13+ | 1+ | 22+ | 11+ | 20- | 5= | 4
1/2 | |
| 32 | Phillips, Alan | 2150 | Stockport | by+ | 1+ | 20- | 27- | 9= | 6+ | 11- | 3
1/2 | |
| 33 | Richards, John | 1879 | Horfield | 30- | 10- | by+ | 17= | 21- | 34= | 2- | 2 | |
| 34 | Wheeler, John | 2112 | Cosham | 38= | 24- | 9- | 4- | 37+ | 33= | 17= | 2
1/2 | |
| 35 | White, Mark | 2048 | Rose Forgrove | 39- | 14= | 25+ | 2+ | 30+ | 8- | 27+ | 4
1/2 | |
| 36 | Wismayer, Clive | 2075 | Athenaeum | by+ | 26- | 19= | 38+ | 7+ | 22+ | 39= | 5 | U-2150 |
| 37 | Wright, Andrew | 1576 | Plymouth | 15- | 28- | 13- | by+ | 34- | 16+ | 25- | 2 | |
| 38 | Lewis, D | 1768 | Earley | 24= | 18= | 30= | 36- | 4= | 2+ | 12- | 3 | |
| 39 | Baker, Chris | 2370 | Keynsham | 35+ | 22+ | 24+ | 20= | 26= | 23+ | 36= | 5
1/2 | 2nd= |

Challengers

| No | Player | Grd | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | total | prize |
|----|-----------------|-----|---------------|-----|-----|-----|-----|-----|-----|-----|----------|-------|
| 1 | Bartlett, S | 136 | St. Mabyn | 8= | 27= | 19- | 9= | 14+ | 6+ | 40= | 4 | |
| 2 | Biddell, E | 141 | Staines | 17+ | 18- | 27- | 35= | 7+ | 34+ | 3= | 4 | |
| 3 | Boomsma, B. H. | 155 | Torquay | 4+ | 21= | 26- | 33+ | 22+ | 38= | 2= | 4
1/2 | |
| 4 | Bye, N | 132 | | 3- | 5+ | 8= | 12+ | 40- | 36+ | 37- | 3
1/2 | |
| 5 | Chambers, J. F. | 120 | Paignton | 21- | 4- | 39- | 13+ | 32= | 14+ | 19+ | 3
1/2 | |
| 6 | Coburn, J | 144 | Fareham | 37- | 32+ | 21- | 15+ | 36= | 1- | wd | | |
| 7 | Coles J. F. | 134 | Chess Forum | 31- | 30= | 13= | 39= | 2- | 15+ | wd | | |
| 8 | Cooper, D. M. | 159 | Warley | 1= | 36= | 4= | 23= | 10+ | 37+ | 28= | 4
1/2 | |
| 9 | Davies C. W. | 130 | Rose Forgrove | 38- | 23= | 11= | 1= | 39- | 13+ | 29= | 3 | |
| 10 | Dean, R. A. | 137 | Pudsey | 27= | 12+ | 28= | 40- | 8- | 35= | 34= | 3 | |
| 11 | Glover, J | 143 | Loughborough | 35= | 34- | 9= | 14= | 12= | 18- | wd | | |
| 12 | Gorodi, J | 146 | Teignmouth | 13+ | 10- | 15= | 4- | 11= | 30= | 35+ | 3
1/2 | |
| 13 | Gorton, J. M. | 117 | London | 12- | 28- | 7= | 5- | 30- | 9- | wd | | |
| 14 | Grant-Ross P. | 132 | King's Head | 22= | 16- | 32= | 11= | 1- | 5- | by+ | 2 | |
| 15 | Hunt, R. K. | 128 | Streatham | 19- | 33= | 12= | 6- | 17= | 7- | 32- | 1 | |
| 16 | Hutchings, R. M | 157 | Barnstaple | 34= | 14+ | 40+ | 18+ | 24+ | 27= | 26= | 5 | 1st= |
| 17 | James S. B. | 142 | Slough | 2- | 39+ | 23- | 37- | 15= | 32= | wd | | |
| 18 | Jepps, G | 154 | Frome | 32+ | 2+ | 31- | 16- | 23- | 11+ | 33= | 3 | |
| 19 | Kearsley, R. J. | 150 | Mitcham | 15+ | 31- | 1+ | 22- | 37- | 33= | 5- | 2 | |
| 20 | Lewis, D | 146 | Earley | | | | | | | | | |
| 21 | Mercy, J. R. | | Sheffield | 5+ | 3= | 6+ | 26= | 31- | 22- | 23= | 3 | |

| | | | | | | | | | | | | |
|----|------------------|-----|----------------|-----|-----|-----|-----|-----|-----|-----|---|---------|
| 22 | Pinkerton, A | 155 | Fisherwick | 14= | 35= | 37+ | 19+ | 3- | 21+ | 24= | 4 | |
| 23 | Primmatt, A. D. | 142 | Haywards Heath | 24- | 9= | 17+ | 8= | 18+ | 28- | 21= | 3 | |
| 24 | Regis, D | 168 | Exeter | 23+ | 29+ | 38+ | 31+ | 16- | 26- | 22= | 4 | |
| 25 | Roberts, P. J. | 126 | Exeter | 29- | wd | | | | | | | |
| 26 | Robinson, J | 168 | Leicester | 33+ | 40= | 3+ | 21= | 28+ | 24+ | 16= | 5 | 1st= |
| 27 | Simpson, K | 165 | Mansfield | 10= | 1= | 2+ | 36+ | 38+ | 16= | 31= | 5 | |
| 28 | Soesan, J. M. | 155 | Kenilworth | by= | 18+ | 2= | 29+ | 26- | 23+ | 8= | 4 | veteran |
| 29 | Springall, J. H. | 150 | Slough | 25+ | 24- | 35+ | 28- | 34= | 39- | 9= | 3 | |
| 30 | Stegeman, B | | Utrecht | 40- | 7= | 33- | 32= | 13+ | 12= | 36+ | 3 | |
| 31 | Stegeman, F | | Utrecht | 7+ | 19+ | 18+ | 24- | 21+ | 40+ | 27= | 5 | 1st= |
| 32 | Sutton, M | 131 | Wellyn | 18- | 6- | 14= | 30= | 5= | 17= | 15+ | 3 | |
| 33 | Swystun, M. A. | 139 | Warley | 26- | 15= | 30+ | 3- | 35= | 19= | 18= | 3 | |
| 34 | Tonkin, D. S. | 133 | Penwith | 16= | 11+ | 36= | 38- | 29= | 2= | 10= | 3 | |
| 35 | Vasey, J. | 115 | Torquay | 11= | 22= | 29- | 2= | 33= | 10= | 12- | 2 | |
| 36 | Walker, J | 152 | Teignmouth | 39+ | 8= | 34= | 27- | 6= | 4- | 30- | 2 | |
| 37 | Wiggins, A. S. | 117 | Redditch | 6+ | 38- | 22- | 17+ | 19+ | 8- | 4+ | 4 | |
| 38 | Wilcox, R. J. | 154 | Wimbledon | 9+ | 37+ | 24- | 34+ | 27- | 3= | 39+ | 4 | |
| 39 | Williams, J. O. | 129 | Torquay | 36- | 17- | 5+ | 7= | 9+ | 29+ | 38- | 3 | |
| 40 | Stokes, G. N. | 153 | Solihull | 30+ | 26= | 16- | 10+ | 4+ | 31- | 1= | 4 | |

Minor Section

1st= G. W. Harrison (123) Gosforth 6/7

O. A. Namouk (121) Athaeneum

3rd R. W. Shepherd (115) Exeter 5

American A

1st R. Shapland (157) Barnstaple 4 1/2

2nd L. J. Wheatley (135) St. James 4

American B

1st H. Manning (123) Bucks 5 1/2/7

2nd= R. J. Nash (125) Barnstaple 4

M. R. Blythe (107) RoseForgrove

P. Gordon (113) Whitefield

American C

1st P. Wood (131) Hastings 5/7

2nd= G. W. Naldrett (134) Bracknell 4 1/2

G. F. Windows (137) Warley

Morning Tournament

1st= S. Webb (146) Exeter 4 1/2/5

G. C. Shepherd (133) Ch. Stretton

3rd= J. G. Sowerby (115) 3 1/2

M. I. Connor (119) Gt. Lever

Grading prizes;

U-130 R. N. Allen (129) Bristol 3

D. F. Burt (118) Parkstone

D. A. Patrick (128) Calderdale

U-100 B. V. Landau (109) Salford

I. Dudley (83) Teignmouth

[And now for some of the fun.....](#)

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Games from Paignton 1996

In the first of a series of exclusive items for the Devon Chess Record, Gary here analyses his Round 3 win, which went on to be awarded the Best Game Prize.

The veteran Alan Phillips was my opponent in the third round who has recently started playing actively again with promising results. His past record includes a share of the British Championship in 1954 with Leonard Barden and is renowned as the author of the instructive book 'The Chess Teacher'.

White: Gary Lane (2405)

Black: Alan Phillips (2150)

1. e4 e5 2. Bc4

The Bishop's Opening is an old favourite of mine. The game usually transposes to a quiet version of the Giuoco Piano after 2...Nf6 3 d3 Nc6 4 Nf3, but this move-order avoids the Petroff Defence and Latvian Gambit. **2.Nf6**

3. d3 c6

Louis Paulsen introduced this system in 1859 and it has fluctuated in popularity ever since.

4. Nf3 Be7

Clearly Black must be cautious about entering the complications arising from 4...d5 5 Bb3 when the cluster of black pawns in the centre act as targets which can be undermined. After 5...Bd6 6 Nc3 Be 7 Bg5 Qa5 8 0-0 Nbd7 play might proceed:

a) 9 Re1 0-0-0 10 d4!? exd4 11 Nxd4 Bg4 12 Qd2 dxe4? 13 Nxe4 Bc7 14 Nd6+ Kb8 15 Nxf7 h6 16 Bf4 1-0 Lane-Pergericht, Brussels 1990.

b) 9 exd5 cxd5 10 Re1 0-0 11 Qd2 b6 12 Bxf6 Nxf6 13 Nxe5 d4 14 Nb1 Bb4 15 c3 Bxb3 16 cxb4 Qa6 17 b5 Qa4 18 Na3 Bd5 19 Rec1 gives White the advantage, Nunn-Murey, Lucerne Ol 1982.

5. Bb3

Amazingly people still fall for the trick 5 Nxe5?? Qa5+ and the game is over. There is another plan that is worth considering: 5 Nbd2 g6 6 Nf1 Bg7 7 Ng3 Nbd7 8 a3 0-0 9 0-0 Nc5 10 Be3 Ne6 11 Qc1 d5 12 Ba2 Qc7 13 Re1 dxe4 14 dxe4 Bd7 15 Bh6 Nf4 16 Bxg7 Kxg7 17 Qe3 Bg4 18 h3 Bxf3 19 Qxf3= Larsen-Slipak, Mar del Plata 1995.

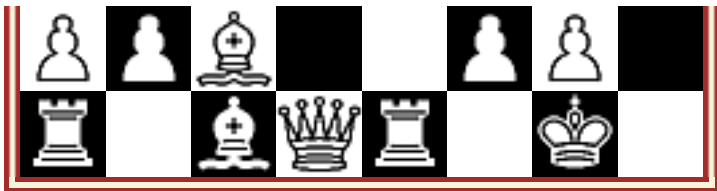
5.0-0 6. 0-0 d6**7. Re1 Na6**

Also possible 7...Nbd7 8 Re1 Qc7 9 d4 h6 10 Nbd2 Re8 11 Nf1 Nf8 12 Ng3 Be6 += S.Christopher-Milligan, London 1985.

8. c3 Nc5**9. Bc2 Bg4?!**

It is arguably a mistake to pin the knight despite it being such a natural looking move. The point is that after h3 and the usual plan of Nbd2-f1-g3 I will gain time by attacking the bishop.

10. Nbd2 Ne6**11. h3 Bh5 12. Nf1 Ne8****13. Ng3 Bg6 14. d4**



I am content to finally take a chance and exert some influence on the centre. The immediate aim is the simple plan of developing the rest of my forces, while contemplating some action on the kingside. In contrast Black has little room to manoeuvre and must adopt a wait and see policy. The bishop on g6 is out of the game for the moment and might as well just be a big pawn, unless he can play ... d5 to put pressure on e4.

14 ...Bf6

15. Be3 Qc7 16. a4

If he is going to do nothing I might as well try to control space on the queenside.

16 ...a5

17. Qe2 c5?! 18. d5!

I am happy to close the centre because Black will then have great difficulties in conjuring up counter-play. The key is that I can cheerfully line up my pieces on the kingside for the eventual pawn push while Black is simply a spectator.

18. Nf4

19. Qd2 Nh5 20. Nf5

Suddenly the threat of g4 is a worry to Black who has to find room for the knight to retreat.

20. Bd8

21. g4 Nhf6 22. Kh2

Making way for the rooks to add their influence. Patience is a virtue.

22.Qd7

23. c4

It is worth taking time to stamp out the possibility of ...b5.

23. ...h5

The opening of the h-file is to my advantage but Black has become frustrated by the leisurely way I am conducting the attack and decides to increase the tension.

24. Rg1 hxg4

25. hxg4 Nh7 26. Rg3 Nef6

27. Rh1 Re8 28. Bh6!



Black is busted.

28. ..Nxe4

The alternatives do not offer any hope of long-term survival:

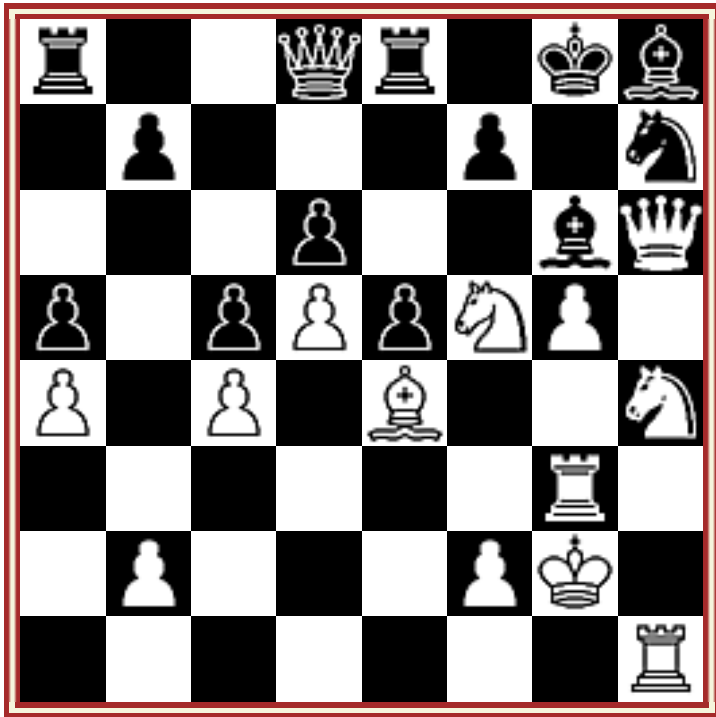
a) 28...gxh6 29 Qxh6 Bxf5 30 gxf5+ Kh8 31 Qg7#.

b) 28...Nxf8 29 Rxf8 g5 30 Qxh6 Bf6 31 Kg2 (intending Qxh7#) 31...Nf8 32 Ng5! Qd8 33 Nh7 b6 34 Nxf8 Rxf8 35 Qh7#.

29. Bxe4 g5 30. Qxh6 Bf6

31. Kg2 Qd8 32. g5 Bh8

33. N3h4 Resigns



Final position

I had hoped to finish in style with 33...Nf8 (forced) 34 Qxh8+! Kxh8 35 Nxf6+ + Kg8 36 Rh8#.

White: N. Crickmore (2168)

Black: P. Lane (1992) Exeter

[[Peter Lane's notes to this game](#)]

1. **d4 Nf6** 2. **c4 g6**

3. **Nc3 Bg7** 4. **e4 d6**

5. **f4** Neil's much favoured Four Pawns Attack with which he won Best Game Prize at Paignton last year. 5...**0-0** 6. **Nf3 c5**

7. **d5 e6** 8. **Be2 exd5**

9. **e5**

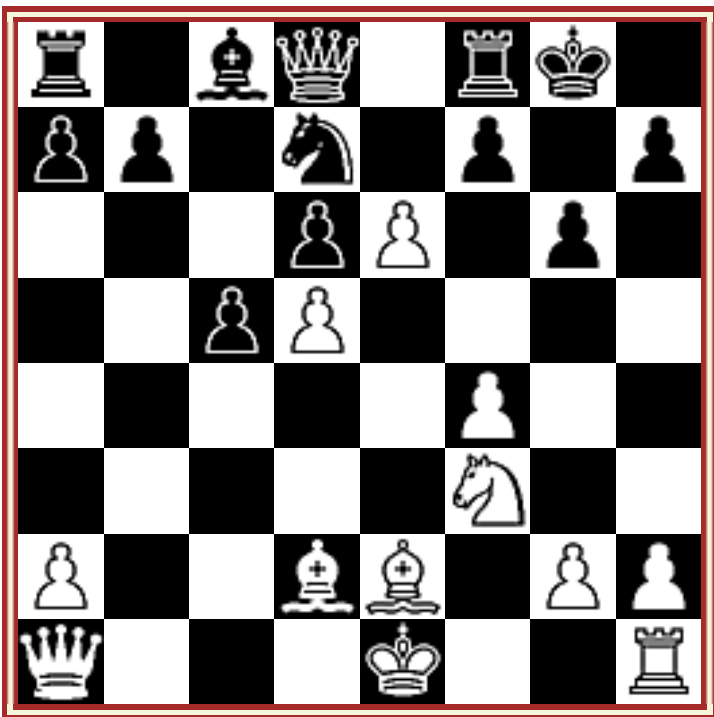


So far, move for move the same as last year's winner against Roland Cole: the Gunderam Gambit. Obviously Peter Lane doesn't subscribe to the Chess Record which gave Neil's full analysis on this opening.

9. ..**Ne4** Here Cole played **dxe5** 10. **cx d5 Nxc3**

11. **bxc3 Nd7** 12. **e6** Like trench warfare, the white pawns charge the enemy lines, seemingly oblivious to the heavy losses incurred, a typical feature of this opening. 12.**Bxc3+**

13. **Bd2 Bxa1** 14. **Qxa1**



The queen now doesn't move from a1 until the final move, which is exactly where it came to rest in the Cole game. **14.fxe6**

15. dxe6 Nb6 16. Ng5 Qf6

17. Bc3 Qe7 18. Bh8 h6

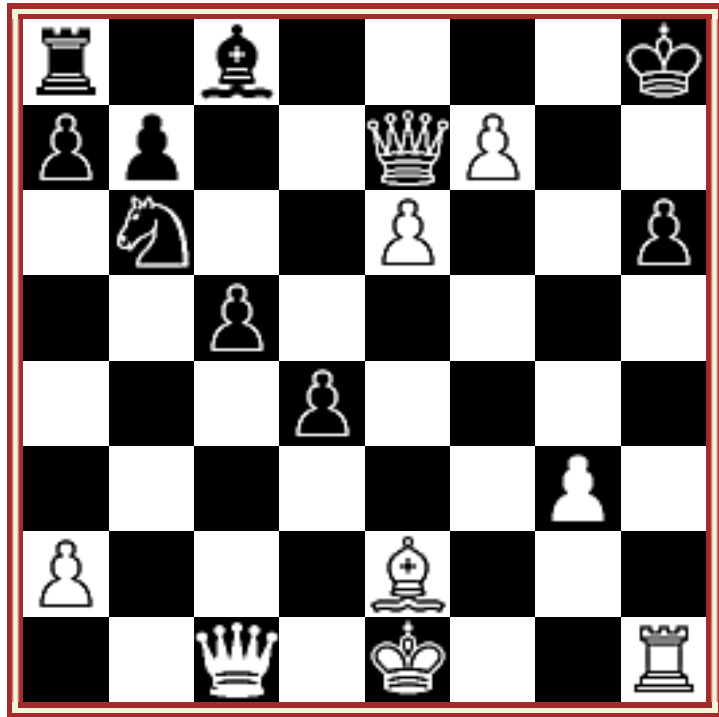
19. h4 Rxf4 20. g3 Rf8

21. h5 d5 22. hxg6 d4 At last the queen is shut out from that long diagonal, but

there's little hope of respite.

23. Nf7 Rxf7 24. gxf7+ Kxh8

25. Qc1 Resigns



Final position.

All four of black's pieces are helplessly marooned on the wrong side of the board and powerless to defend the isolated king. **1-0**

[\[Peter Lane's notes to this game\]](#)

After a bad start, losing his first two games, Teignmouth / Torquay Boys' Grammar School player David Hodge went on to score 4 from the next 5 games with the help of this fine win in round 5, which was subsequently made Runner-Up for the Best Game prize. Ivor Annetts won the prize for the Best Game outside the Premier.

White: Mark Kambites (2008)

Black: David Hodge (1944) Teignmouth

1. f4 e5 2. e4 exf4 By declining black's e-pawn white finds it lodged awkwardly on f4 for some time

3. Nf3 d5 4. exd5 Nf6

5. Bb5+ c6 6. dxc6 Nxc6

7. d4 Bd6 8. Qe2+ Be6



White is helping black's minor piece development, while fatally neglecting his own.

9. c4 0-0 10. 0-0 Nxd4

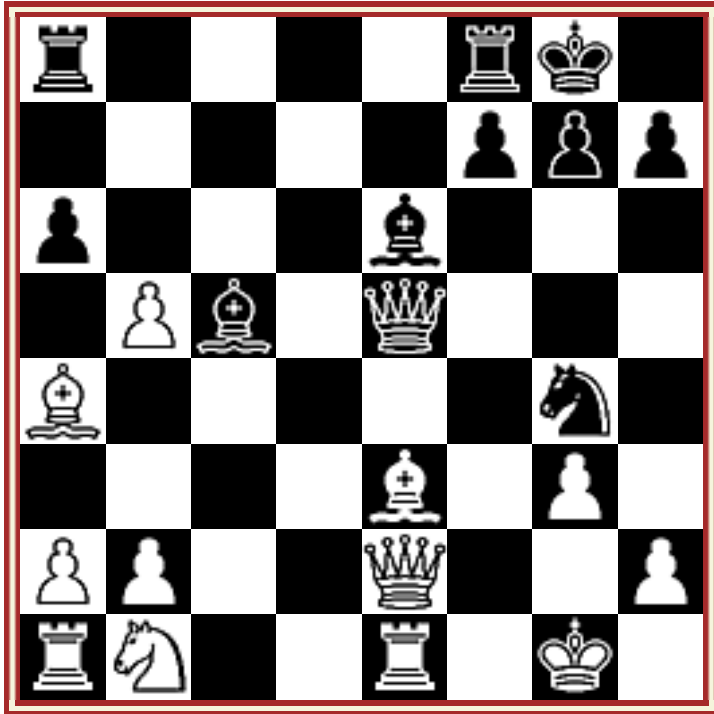
11. Nxd4 Qb6 12. Bxf4 Qxd4+

13. Be3 Black's queen and bishop now do a shimmy that keeps white snatching at shadows.

13.Qe5 14. g3 Bc5

15. Re1 a6 16. Ba4 b5

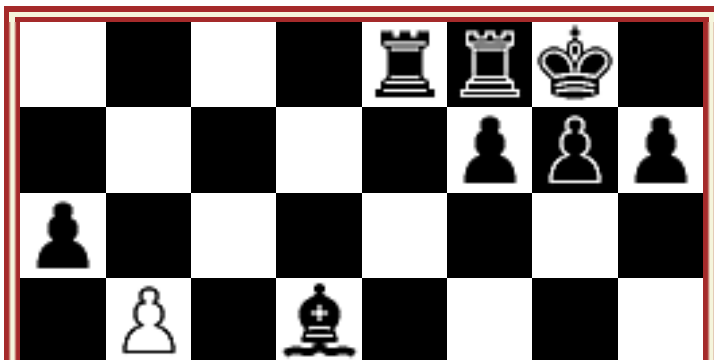
17. cxb5 Ng4

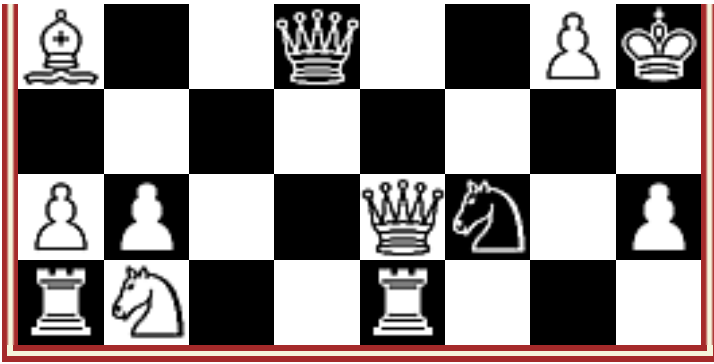


Now black throws another piece into the kingside attack which keeps the queenside pieces from the action. **18. Bxc5 Qxc5+** White's kingside, weakened on move 1, finally crumbles to dust. **19. Kg2 Bd5+** **20. Kh3** The king is hunted whether it goes to f1 or h3 **20.Nf2+**

21. Kh4 Qd4+ **22. g4 Rae8**

23. resigns





Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Exeter Chess Club:

N.Crickmore - P.C.Lane

(2/9/96 PAIGNTON {2})

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4 O-O 6. Nf3 c5 7. d5 e6 8. Be2 exd5 9. e5

Just prior to the game I had seen a copy of Neil's game from the previous year posted in the hallway - but I only read this far!

9... Ne4

[9... dxe5 10. fxe5 Ng4 11. Bg5 and white retains a dangerous d-pawn.]

10. cxd5 Nxc3 11. bxc3 Nd7 12. e6 Bxc3+

Apparently, I was following some analysis which concluded:

[12... fxe6 13. dxe6 Nb6 with good chances for black to win the e-pawn, and play against the weakened queenside.]

I doubted my chances in this line against Neil, and went for a more direct 'refutation'.

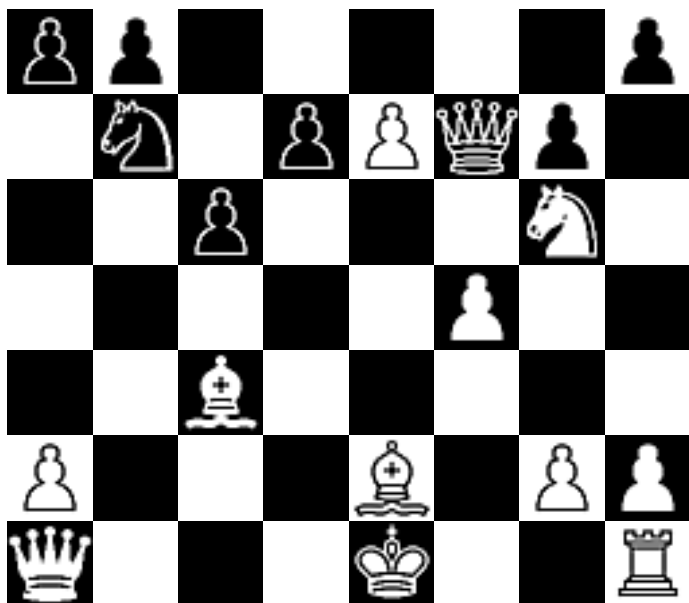
13. Bd2 Bxa1 14. Qxa1

White might try:

[14. exd7 Bg7 15. dxc8=Q Qxc8 but black's easy development and queenside majority keep the balance.]

14... fxe6 15. dxe6 Nb6 16. Ng5 Qf6 17. Bc3





White's previous two moves are natural ones, holding the long diagonal and the pawn on e6 to create a bind. Black must play actively to compensate for these.

17... Qe7

Black disdains the draw, losing time but believing the e-Pawn must fall. [17... Qxf4 Both players saw that after 18. Bh8 Other 18th moves for white are bad, e.g.

[18. e7 Re8]

[18. Nf3 Bxe6]

[18. h4 Qf2+ 19. Kd1 Qxg2]

18... Qb4+ he can draw by perpetual.]

18. Bh8

With the possible mate on g7, white indirectly guards the e-pawn, but the bishop's post on h8 removes the dangers to black in opening the h-file.

[18. Bg4 with a direct defence was refuted by 18... Rxf4]

18... h6

Two other options for black are Rxf4 and d5-d4, although if the push of the h-pawn does not win for white, he can only retreat the knight and lose the e-pawn.

19. h4!?

A most imaginative reply, and the only way to maintain the attack, although black comes out ahead after:

[19... hxg5 20. h5

[20. hxg5 Rxf4 21. Bc3

[21. Bf6 Qxe6 22. Rh8+ Kf7 23. Rh7+ Ke8 24. Re7+ Qxe7 25. Bxe7 Kxe7 26. Qg7 + Rf7 27. Qxg6 Bf5]

21... Qxe6 22. Rh8+ Kf7 23. Rh7+ Ke8]

20... Bxe6 21. h6

[21. hxg6 Bg4]

21... Qh7 22. Bg7

[22. Bc3 gxf4.]

22... Rxf4 DR]

and in each case, the attack comes to an end, with decisive material gain to black

19... Rxf4? 20. g3

20... Rf8?

This was the last chance to remove the knight. Only now does black have a lost position.

[20... hxg5 21. gxf4 Bxe6 22. hxg5 Bg4 is winning for black.]

21. h5! d5

[21... hxg5 now 22. hxg6 Bxe6

[22... Nd5 23. Rh7]

23. Rh7 wins]

[21... Nd5 also fails: it has two ideas: 22. hxg6 Nf6

[or 22... Ne3 23. Qc3 Ng2+ [23... Nf5 24. Nf7] 24. Kd1]

23. Nf7]

22. hxg6 d4 23. Nf7 Rxf7

[23... Qxe6 24. Rxh6 and Be5 wins]

24. gxf7+ Kxh8 25. Qc1!

missed this one

[25. Rxh6+ Kg7 26. Qc1 Bxe6 lets Black escape]

25... Qxe6 26. f8=Q+ 1-0

White played his attack in a bold and logical manner, although black avoided the most critical lines. Unless improvements can be found for white, the opening seems to be good for black.

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

31st Torbay Congress

Toorak Hotel, Torquay

15 - 17 November 1996

Congress secretary John Dunleavy reports: -

A total entry of 233 (6 up on last year) enjoyed a lot of sunshine and first class playing conditions in a hard-fought congress in which not one competitor scored 100%. 31 cash prize winners shared almost [[sterling]]2,000. The top seed, Croatian GM Bogdan Lalic, with a 52 BCF grading point advantage over the next highest graded player, duly won the [[sterling]]250 1st prize, but not without going a pawn down to A. P. Smith in the last round and having to concede a draw. It is a curious coincidence that GM John Nunn suffered similar frustration in this tournament two years ago, when he too was in pursuit of a Leigh Grand Prix maximum.

Results:

Open: (43 entered)

1st B. Lalic (Slough) 4 1/2

2nd= M. J. Franklin (Richmond) 4

E. Lea (Supermarine)

G. Lilley (Prescot)

A. P. Smith (Slough)

Grading prizes:

U175 D. J. Hodge (14yrs) (Teignmouth) 3 1/2

U160 P. Scott (16yrs) (Paignton) 3

Junior Book Prize:

Andrew Greet (Truro School)

Major (Under 155) 53 entered

1st E. B. Sandercock (Chalfont) 4 1/2

2nd= I. D. Evans (Bedford) 4

L. Evbuonwam (Wimbledon)

A. A. Frangleton (Exeter)

A. Wright (18yrs) (Torbay Juniors)

Grading prizes:

U140 I. S. Annetts (Tiverton) 3 1/2

U130 R. N. Allen (Bristol & Clifton)

S. McCabe (Ireland)

Junior Book Prize:

Nick Frost (Tiverton)

Intermediate (Under 125) 71 entered

1st= G. L. Bishop (Metropolitan) 4 1/2

J. Brief (Edgware)

R. Fisher (Sutton & Cheam)

D. R. Rogers (Exmouth)

Grading prizes:

U115= T. J. Chapman (Yeovil) 4

T. Heron (E.E.C.)

U105 P. Rivers (Carlisle)4

Junior Book Prize:

Robbie Scott (Tiverton)

Minor: Under 100 66 entered

1st= D. Buckley (Bushbury) 4 1/2

C. Kerrigan (Didcot)

D. C. Scott (Tiverton)

Grading prizes:

U90= R. Barnett (Stratford on Avon)

I. Greenhalgh (17) (S. Hams)

W. W. Pope (Bodmin)

U80= A. C. Mansfield (Taunton) 3 1/2

I Sarginson (Wellington)

N. Went (Thames View)

Junior Book Prize:

Sean Ariss (Torbay Juniors)

Ralph Newman Cup for the highest score by a Devon player plus a Dinner for 2 at the Toorak

D. R. Rogers (Exmouth) 4 1/2 in the Intermediate

D. C. Scott (Tiverton) 4 1/2 in the Minor

Scott won the prize on a tie-break.

And now for the game from Round 5 that cost Bogdan Lalic a maximum score.

White: A. P. Smith. (190) Slough

Black: B. Lalic (253) Slough

Sicilian Defence

1. e4 c5 2. Nf3 d6

3. d4 cxd4 4. Nxd4 Nf6

5. Nc3 a6 6. Bg5 e6

7. Be2 h6 8. Be3 Be7

9. O-O Nc6 10. f4 O-O

11. Qe1 Nxd4 12. Bxd4 b5

13. Bf3 Bb7 14. Rd1 Qc7

15. e5

There now ensues wholesale exchanges from which Lalic emerges a pawn down and with it the chance of undisputed 1st place and maximum Leigh Grand Prix points.

15. ...dxe5 16. fxe5 Nd5

17. Nxd5 Bxd5 18. Bxd5 exd5

19. e6 Bc5 20. exf7+ Rxf7

21. Qe6 Raf8 22. Qxd5 Bxd4+

23. Rxd4 Kh7 24. Rxf7 Rxf7

25. Qe4+ g6 26. Qd3 Qa5

27. h3 Qe1+ 28. Kh2 Qe5+

29. Kg1 Qe1+ Draw

nNnNn

Back to [Devon County Chess Association](http://www.devonchessclub.org.uk/DCCA/dcca9.html) home page, or the [Exeter Chess Home Page](http://www.exeterchessclub.org.uk/DCCA/dcca9.html)



[Dr. Dave](#)

County Results

CORNWALL v DEVON

5th October 1996

- 1 Menadue J F 188 1 - 0 Wheeler J F 189
- 2 George I.M. 179 1/2 - 1/2 Hewson B W 180
- 3 Grime R.J. 162 1/2 - 1/2 Lane P C R 174
- 4 Mantle J S J 160 1 - 0 Brusey A W 173
- 5 Addicott S 155 1 - 0 Pickering A 171
- 6 Nicholas J J 151 0 - 1 Musson R 177
- 7 Trudeau G 143 0 - 1 Hodge D J 168
- 8 Bartlett S 136 1/2 - 1/2 Regis D 168
- 9 Sellwood C 131 0 - 1 Bellers C J 162
- 10 Default 0 0 - 1 Kinder A S 161
- 11 Barkhysen A 117 1 - 0 Wheeler G W 160
- 12 Wilde T J E 113 0 - 1 Pope S 156
- 13 Garrett S 108 0 - 1 Scott P 155
- 14 Fanning S J 103 0 - 1 Towers R C 154
- 15 Hughes M 100 0 - 1 Walton E T A 154
- 16 Hughes G e103 0 - 1 Rudall D 153

5 1/2 -10 1/2

17 Matthews A 99 0 - 1 Leigh M 152

18 Stockton M 99 0 - 1 Taggart I 150

19 Garrett D H 106 0 - 1 Gorodi J G 146

20 Wilde S 89 0 - 1 Abbot M V 144

21 Spiller G 86 0 - 1 Frost N A 140

22 Middleton 77 1/2 - 1/2 Annetts I S 137

23 Curran M 73 0 - 1 Bloodworth K J129

24 Bagshaw T 68 0 - 1 Hay T J 109

0 1/2- 7 1/2

DEVON v GLOUCESTER

9th November 1996

1 Wheeler J F 189 1/2 - 1/2 Jones C J A 188

2 Hewson B W 180 0 - 1 Buchanan D 177

3 Lane P C R 174 0 - 1 Kambites M 176

4 Brusey A W 173 0 - 1 Lesniowski D 170

5 Pickering A 171 1/2 - 1/2 Bolt G 166

6 Hodge D J 168 1/2 - 1/2 Boyce J R 163

7 Bellers C J 162 1 - 0 White S M 162

8 Kinder A S 161 0 - 1 Taylor G P 160

9 Shapland R S 157 1 - 0 Jordan D 156

10 Pope S 156 1/2 - 1/2 Breakspear A 155

11 Towers R C 154 1/2 - 1/2 Comley R 144

12 Walton E T A154 1/2 - 1/2 Passmore M 139

13 Rudall D 153 1/2 - 1/2 Ponter I 136

14 Leigh M 152 1 - 0 Francis R 128

15 Taggart I 150 1 - 0 Horrocks J 124

16 Gorodi J G 146 1/2 - 1/2 Oliver C M 123

8 - 8

17 Abbot M V 144 1 - 0 Harris J B 122

18 Rosseinsky J 139 1 - 0 Bhagawati D 120

19 Frost N A 140 1 - 0 Default 0

20 Annetts I S 137 1/2 - 1/2 Stephens P 117

21 Adams D e135 1/2 - 1/2 Horlick W 115

22 Hodge F 135 1/2 - 1/2 Andriessen R 115

23 Hamon Dr M 136 1 - 0 Wood M J 107

24 Bloodworth K129 1 - 0 Baker P 107

25 Wright A 120 1 - 0 Guy M 100

26 Clarile G 133 1 - 0 Stephens A 98

27 Jones R H 134 1 - 0 Howells B 96

28 Roberts P J 126 1 - 0 Hunt A 87

29 Jolly M 125 1 - 0 Darvill A 85

30 Allen J E 124 1 - 0 Horlick S 85

31 Thelkeld I 116 1 - 0 Stephens D 74

32 Hay T J 109 1 - 0 Stephens R 31

14 1/2- 1 1/2

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Officers of the Association

Honorary Life Vice Presidents: Mrs. R. M. Bruce: K. J. Bloodworth

President:

I. S. Annetts, 24, Bartow's Causeway, Tiverton. EX16 6RH (01884-257308

E-mail: Ivora@chesssetter.demon.co.uk

Deputy President:

B. W. R. Hewson, 4, Drake's Meadow, Cheriton Fitzpaine, Crediton. EX17 7HU
(01363-866815

General Secretary:

R. H. Jones, Keverel Lodge, 40, Phillipps Avenue, Exmouth. EX8 3HZ (& Fax:
01395-223340

E-mail: 106424.1175@compuserve.com

Treasurer:

C. Deakin, 10, Woodland Close, Staverton, Totnes. TQ9 6PQ (01803-762653

Competitions & Affiliations Secretary;

I. S. Annetts (see above)

Match Captain:

T. J. Hay, 38, Fore Street, Bishopsteignton. Teignmouth TQ14 9QP (01626-
778573

fax 01626-778373

Junior Chess Secretary:

Mrs. J. Frost, 26, Glebelands Road, Tiverton. EX16 4EB (01884-256339

Congress Secretary:

E. A. Crickmore, 5, Hereford Close, Exmouth. EX8 (01395-268293

Congress Treasurer:

V. J. Dunleavy. 59, Belle Cross Rd., Kingsbridge. TQ7 1NL (01548-857623

Congress Auditor: G. J. Bridges.

Grading Officer:

D. Beckwith, 11, Marlborough Road, Exeter. EX2 4TJ (01392-71618

Postal Chess Secretary

I. Threlkeld, 4, Highfield Villas, Ilfracombe. EX34 9LE (& fax 01271-865573

E-Mail 100342.1204@compuserve.com

Publicity Officer:

W. G. Fairbairn, Peake Cross, Dartington, Totnes. TQ9 6DH (01803-862313

Archivist: D. Beckwith (see above)

Hon Auditor: F. W. Smith

WECU Delegates: V. J. Dunleavy; R. H. Jones.

B. C. F. Delegate: V. J. Dunleavy.

Back to [Devon County Chess Association](http://www.exeterchessclub.org.uk/DCCA/dcca1.html) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Affiliated Clubs & Secretaries:

Barnstaple: Castle Centre, Castle St. (Mondays 7.30) J. Bartlett; 1, Victoria Terrace, Barnstaple. (01271-72994)

Brixham: Seaman's Mission, Overgang. (Tuesdays 7 p.m.) R. E. Hurd, 100, Northfields Lane, Brixham. TQ5 8RJ (01803-853337)

Exchange: Exeter Community Centre, (Tuesdays 7 p.m.) R. C. Towers, 9a, Richmond Rd., Exeter. EX4 4JA (01392-420289 (home); 01392-383181 (work))

E-mail: Rich Towers @ Dial.Pipex.COM

Exeter: Exeter Community Centre (Tuesdays 7 p.m.) A. Maynard, 27, Downhead Rd., CREDITON. EX17 1HH (01363-773313)

Exeter School: D. Beckwith, 11, Marlborough Rd., Exeter. EX2 4TJ (01392-71618)

Exmouth: Room H121, Stork Building, Rolle Faculty. (Wednesdays 6 p.m.) F. R. Hodge, 30, Vansittart Drive, Exmouth. EX8 5PD (01395-278623)

Ilfracombe: The Lantern, High St. (Tuesdays) G. Russell, "Snowden", 42, Willow Close, Ilfracombe. EX32 9RP (01271-866709)

Isca Juniors: John Stocker School, Buddle Lane, Exeter. (Monday evenings 6.15)

D. Scott, 52, Queens Rd., Exeter EX2 9EP (01392-437968 fax 01884-258884)

Paignton: British Red Cross Building. J. Murr, Flat 3, Dawes Court, Fisher St., Paignton. TQ4 5UD (01803-663342)

Palace: J. A. Lawrence, Corner Cottage, 9, Great Headland Crescent, Paignton. (01803-522192)

Plymouth: Plymouth University (Mondays & Tuesdays) A. Tatam, 32, Amherst Rd., Pennycomequick, Plymouth. PL3 4HH (01752-661701)

Seaton: P. M. Rogers, Flat 1, Cyronia, 3, Clapps Lane, Beer. EX12 3HQ (01297-24162)

Sidmouth: 6th Form Common Room, Sidmouth College, (Tuesdays 6.30) C. H. Walker, 34, Newlands Close, Sidmouth. EX10 9NP (01395-513210)

South Hams: Regal Club, Kingsbridge, (Thursdays) C. B. Peach, 108, Fore St., Kingsbridge, TQ7 1AQ (01548-853235)

Teignmouth: Alice Cross Day Centre, (Tuesdays 6.30 & Saturdays) R. W. Chubb, West Cliff Park Drive, Dawlish. EX7 9EW (01626-888245)

Tiverton: Ondaatje Hall, Blundell's School. (Wednesdays 7 p.m.) Mrs. J. Frost, 26, Glebelands Rd., Tiverton. EX16 4EB (01884-256339)

Torbay Juniors: MacDonald's Restaurant, (Thursdays 7 p.m.) D. Carpenter, 2, Boundary Rd., Chelston, Torquay.

TQ2 6LR (01803-606235)

Torquay Boys Grammar School: Room 13, T. F. Thynne, 54, Silverwood Rd., Milber, Newton Abbot. TQ12 4LG Tel: 01626-67851 Fax: 01626-614613 (School)

Totnes: Meadowbrook, Dartington Community Centre, (Tuesdays) W. G. Fairbairn, Peake Cross, Dartington, Totnes. TQ9 6DH (01803-862313)

Back to [Devon County Chess Association](#) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Other Affiliated Bodies:

Devon Primary Schools Chess Association:

R. V. Cross, Flat 13, Windmill Court, Windmill Hill, Brixham. TQ5 9HG (01803-851404

Email: VictorCross@Compuserve.com

Devon Under 11 Team.

Manager: T. P. T. Onions, 12, Copp Path, DAWLISH. EX7 9SR : (01626-865309

Devon Under 9 Team:

Manager: Stewart Fuller (Tel: 01803 665829)

Devon: Under 11 Girls Team:

Manager: Mrs. N. R. Mortimer-Pike, 15, Courtland Road, Shiphay, TORQUAY TQ2 6JU: (01803-615393

South Devon Primary Schools Chess Association:

R. V. Cross, (see above)

Exeter & District Chess League:

Hon Sec: E. G. Sparke, 12, Westbourne Terrace, Budleigh Salterton, EX9 6BR (01395-442585

Affiliated clubs: Axminster, Exeter, Exmouth, Seaton, Tiverton.

Torbay Chess League:

Hon Sec: T. M. Dutton, 6, Rivers Close, Ivybridge, PL21 0JN (01752-892640

Affiliated Clubs: Paignton, Palace, S. Hams, Teignmouth, Torbay Juniors, Torquay Boys' Grammar School, Totnes.

North Devon Chess League:

R. J. Nash, Kolossi, Pottery Lane, Yelland, Barnstaple, EX31 5EL (01271-861175

Paignton Congress: V. J. Dunleavy (as above)

Torbay Congress: V. J. Dunleavy (as above)

East Devon Congress: E. G. Sparke (as above)

Devon Chess Record: This is a magazine devoted solely to the chess activities of Devon players. DCCA General Secretary, Bob Jones, runs it as an independent concern and copies are available from him. The current "flyer" is this: -

Back to [Devon County Chess Association](http://www.exeterchessclub.org.uk/DCCA/dcca3.html) home page, or the [Exeter Chess Home Page](#)



[Dr. Dave](#)

Tutorial on En Passant

The chess move known as "en passant" (which is a French phrase meaning "in passing") is very specialized and rarely comes up, but it is a legal and valid move, and is a part of chess just as much as castling is.

First, let us explore a brief history of chess relevant to why the en passant capture even exists, which will help in remembering how it works.

Back in the bad old days, chess was not played by modern rules, and was a relatively dull game. Prior to the modern rule changes (which went into effect during the Renaissance period in Europe), the Queen was one of the weakest pieces on the board, as it could only move one square at a time, much like the king. Pawns only moved one square at a time, even on the first move. There was no castling - this had to be done manually. Also, there was no pawn promotion - a pawn reaching the end of the board simply stopped there. This is not a complete list of differences, but it gives an idea as to what chess was like prior to the modern rules.

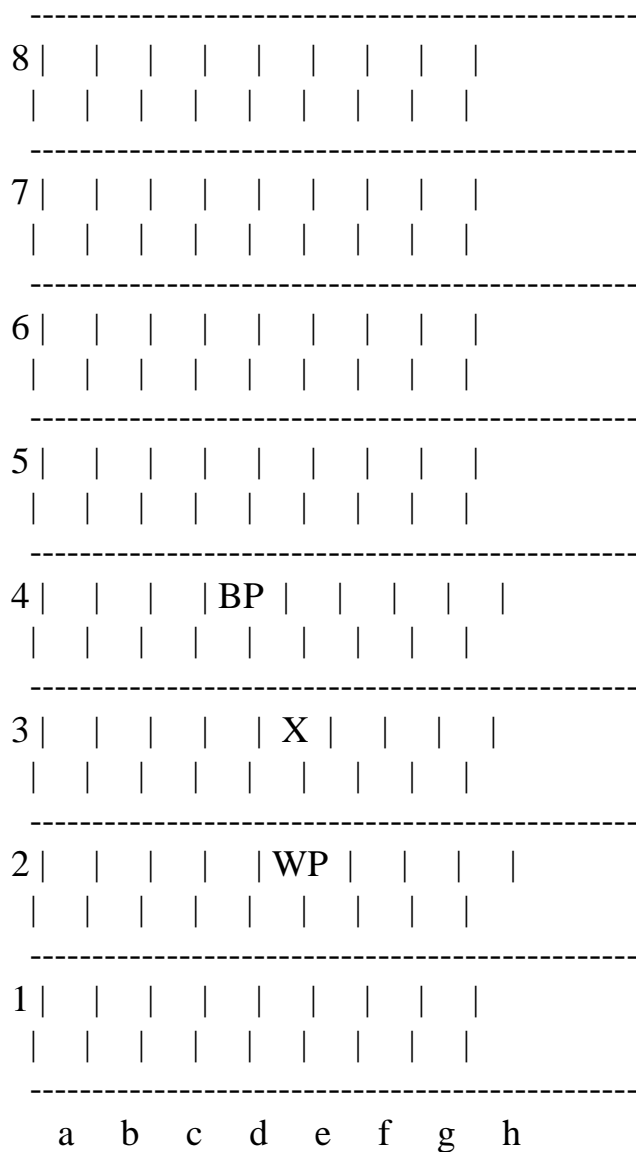
Obviously, the lack of a powerful Queen makes the game less exciting, reducing the possibilities for attack. The lack of pawn promotion, while making games less exciting because this threat did not exist, also resulted in many more drawn games, since there would be no way to checkmate with a king and a lone pawn, or to force it at all with any number of pawns. Also, having to take two turns to move any pawn to the fourth row, plus having to take a minimum of four moves to castle by hand, greatly slowed down the early phases of the game.

The game obviously needed some livening-up. The pieces were given more range, the Queen getting the biggest boost, pawns were allowed to promote, and to get rid of the dead weight at the beginning, castling was made a one-move affair, and pawns could advance two squares on the first move. This meant that contact with the enemy pieces would come much sooner in the game. However, one "problem" arose.

Consider the situation where pawns can only move one square forward. This would mean that assuming no pawns had been captured yet, any pawn proceeding forward must eventually risk being captured by an enemy

pawn. When the rule change involving pawns being able to move forward two squares took place, this was no longer true. Consider this position:

Black



White

where BP = Black Pawn, WP = White Pawn. The letters and numbers along the sides of the board are the coordinates for each square, the lower left being a1, the upper right being h8. The White Pawn is on e2, the Black Pawn on d4.

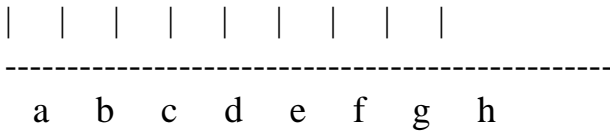
Notice that the Black Pawn is attacking the square e3, marked with an "X" in the diagram above. No piece can move there without the possibility of being captured by the Black Pawn. Under the old rules,

this would restrict the movement of the White Pawn, as it would have to move from e2 to e3 before it could go any farther. However, under the modern rules, since this White Pawn is on its home square, it has the choice of moving two squares forward, to e4, passing right over the e3 square. This would mean that the pawn on d4 would no longer be able to prevent the pawn on e2 from moving forward. This was a side effect the rule changes were not intended to create, so a solution was invented. That solution is en passant.

When a situation like the above occurs (or the reverse situation for Black, with the Black Pawn at home on e7 and the White Pawn d5, for example), and the Pawn on its home square takes the option of moving two squares forward, passing over the square guarded by the enemy pawn, only at this time can an en passant capture be made. In the above example, after the White pawn moves forward two squares, we reach this position:

Black

| | a | b | c | d | e | f | g | h | |
|---|---|---|---|----|----|---|---|---|---|
| 8 | | | | | | | | | 8 |
| | | | | | | | | | |
| 7 | | | | | | | | | 7 |
| | | | | | | | | | |
| 6 | | | | | | | | | 6 |
| | | | | | | | | | |
| 5 | | | | | | | | | 5 |
| | | | | | | | | | |
| 4 | | | | BP | WP | | | | 4 |
| | | | | | | | | | |
| 3 | | | | | X | | | | 3 |
| | | | | | | | | | |
| 2 | | | | | | | | | 2 |
| | | | | | | | | | |
| 1 | | | | | | | | | 1 |

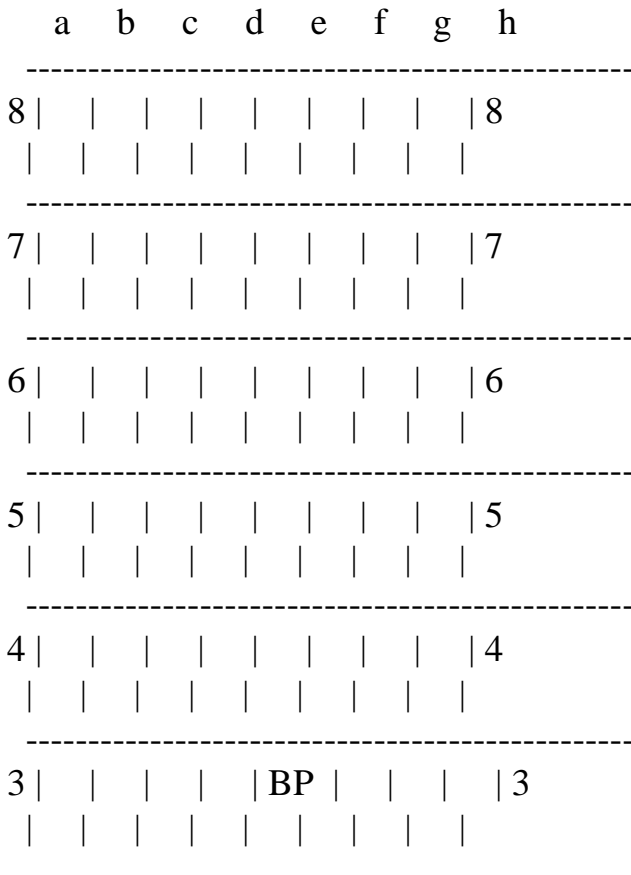


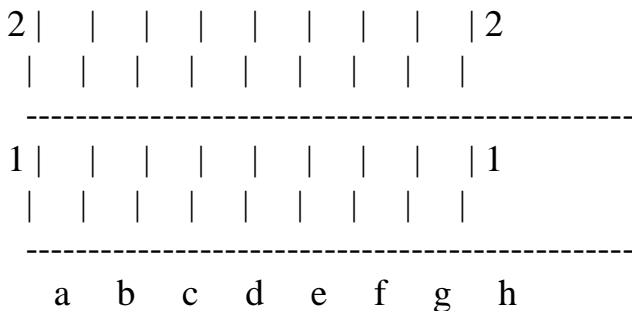
White

In this example, it is now Black's turn. To rectify the problem that has arisen from the rule changes, Black now has the option of capturing White's Pawn en passant. This is true only for the turn immediately following the White Pawn moving two squares forward, otherwise the option to capture en passant is forfeited.

To execute an en passant capture of White's Pawn on the very next turn, Black pretends (he does not physically move White's Pawn) that the White Pawn only moved one square, not two, and captures the Pawn just as if it were actually standing on the square marked with the "X", e3 in this case. The Black Pawn passes behind the White Pawn, to the square marked by the "X", and the White Pawn is removed from the board. The final position would leave the Black Pawn standing alone on e3, like so:

Black

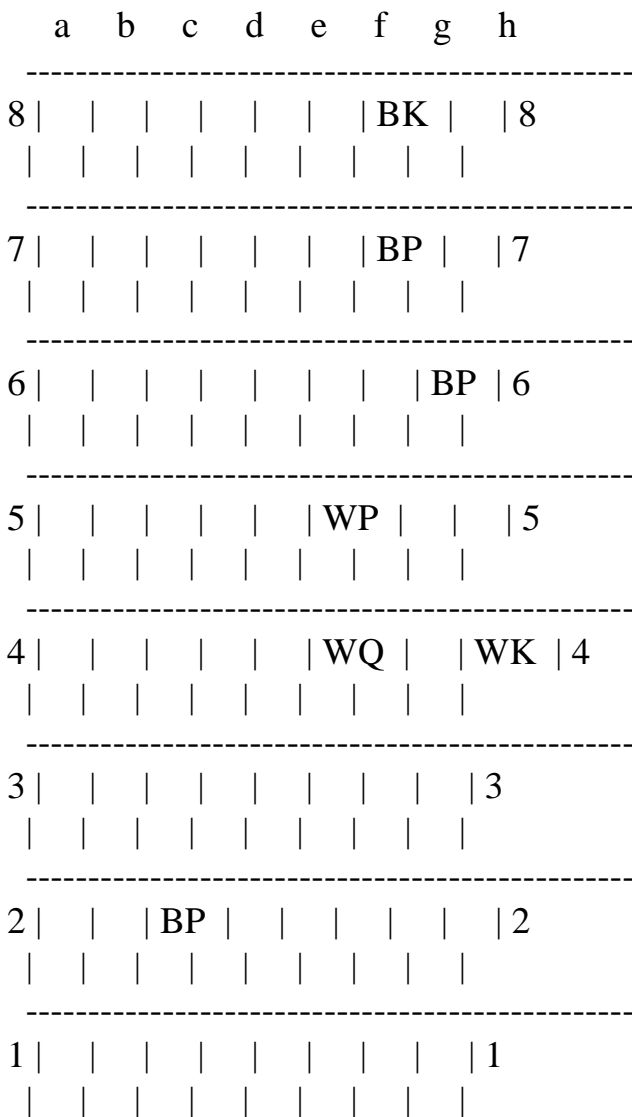




White

As mentioned above, this type of situation does not come up that often, but when it does, knowing about having this option can mean the difference between winning and losing. For example, consider this position, which you may want to set up on a board in order to follow along:

Black



a b c d e f g h

White

W = White B = Black P = Pawn Q = Queen K = King

White is obviously winning here, but Black still has one trick left up his sleeve. He can move his pawn from g7 to g5, giving us the following position:

Black

a b c d e f g h

8 | | | | | | | BK | 8

7 | | | | | | | | 7

6 | | | | | | | BP | 6

5 | | | | | WP | BP | | 5

4 | | | | | WQ | | WK | 4

3 | | | | | | | | 3

2 | | | BP | | | | | 2

1 | | | | | | | | 1

a b c d e f g h

White

This creates a situation known as a fork, when two pieces are attacked simultaneously by a single piece. The White King is in check, and the White Queen is being threatened at the same time. Also, notice that the Pawn on g5 is protected by the Pawn on h6, which means White cannot simply get out of this situation by capturing the Pawn with his King or Queen. Still, the best that White could do, if he did not know about en passant, would be to capture the Pawn on g5 with his Queen (F4-G5). Black would then capture the Queen with his Pawn (H6-G5), giving check a second time. White would then capture the Pawn with his King (H4-G5). It would then be Black's turn, and White would have no way of stopping Black from queening his Pawn on C2 (C2-C1). This would be enough for Black to win easily.

However, if White knows about en passant, the outcome is entirely different. Going back to the above diagram (after Black has just moved his Pawn forward two squares, forking White's King and Queen), White instead uses his Pawn on F5 to capture Black's Pawn en passant (F5-G6). This saves White's Queen, which is guarding the C1 square, and stops Black from successfully queening his Pawn, since now C2-C1 is now answered by F4-C1. Now it is White who has the easy win.

Please make this file freely available. If you find this file useful, please let me know by sending me (Joe Brooks) mail either through the FidoNet CHESS echo, or at one of the following addresses:

FIDONet net-mail address - 1:2609/202

Internet e-mail address - joe.brooks@newhor.uu.holonet.net.

Other freely available chess tutorial files by me to look for are:

GUIDELNS.TXT - Guidelines to playing better chess for beginners & amateurs.

NOTATION.TXT - A tutorial on the three common forms of chess notation - algebraic, coordinate, and descriptive.

RATINGS.TXT - An explanation of chess ratings & how to get one.

Good Chess Guidelines for Beginning & Amateur Players

First, a quick primer on the relative values of the pieces. These values only have meaning when deciding whether or not to trade pieces. One is not necessarily winning just because one has more material. Having said that, here it is:

Pawn = 1 Knight = 3 Bishop = 3.25 Rook = 5 Queen = 9

The King is never actually captured, and thus is not listed. The Bishop, while slightly more valuable than a Knight in most cases, is often traded on an equal basis with the Knight. Two Bishops, however, is almost always better than Two Knights, as the advantage of the Bishops is additive. In fact, one place they are definitely superior is in the endgame. You can force checkmate with Two Bishops vs. a lone King, but cannot force checkmate with two Knights vs. a lone king. Also, in chess parlance, the Pawn is not considered a "piece" - Pawns and pieces are usually referred to as separate things. Knights and Bishops are considered minor pieces, Rooks and Queens major pieces. If you hear someone say he is "a piece up", that generally means he is a minor piece ahead in material. If he were a Rook or Queen up, he would usually specify which. If you've managed to trade your Knight or Bishop for a Rook, you are said to be up the Exchange. Trading a Bishop for a Rook is called being up the minor Exchange, and trading a Knight for a Rook is called being up the major Exchange, though most often no distinction is made between the two, as the difference is small. Having defined a few terms, on to the guidelines.

1. Start with moving a center pawn 2 squares forward. This occupies and controls the center, meanwhile opening lines for your pieces to get into play (in chess parlance, we say the pieces are "developed" when brought into play). This also allows you to keep the side (or "wing") pawns intact so your King has a safe place to castle later. This rule is here because center-pawn openings are both the easiest to play and to understand, and should be concentrated on by the beginning player. It does not mean other choices are bad, they're just not good ones for beginning players.

2. Make only as many Pawn moves as is necessary in the opening to effectively develop the rest of your pieces or as necessary for

defense. This is usually no more than four in the early opening phase of the game. The end of the opening phase is generally considered to be reached when all the pieces have been developed and the King has castled.

3. Get all your pieces developed as quickly as possible. One piece will not accomplish anything by itself, and you basically can't do anything until you do this first.

4. Develop Knights before Bishops. People will give many reasons for this, but as William Lombardy, a US GrandMaster, once told me, those other reasons are basically so much hot air. The real reason is that Knights move more slowly than Bishops, and take longer to get where they're going. A Bishop can travel long range and be developed almost instantly to the desired square. While I think the other reasons may have some minor impact, I think he's essentially correct.

5. Develop Knights toward the center (not the edges). Remember, "A Knight on the rim is dim." This is because it only has half the scope there as in the center. You can prove this by putting a Knight in the center of the board, and counting the squares it attacks (you should get eight), and then putting it on the side, and counting how many squares it covers (four). Since this placement has a larger effect percentage-wise on the Knight than any other piece (try it - and notice what happens to the Rook!), and the Knight is also a slow moving piece, this rule actually applies to almost all pieces, but especially the Knight.

6. Castle early for King safety and to develop the Rooks, usually immediately after the development of Knights and Bishops, sometimes even before both Knights and both Bishops have come into play, depending on necessity. If you can wait until the Knights and Bishops are in play, however, this gives you the choice of deciding on which side to castle, though sometimes there is only one good choice, as one wing or the other may already be weakened, in which case delaying would give no benefit. See items #1 and #21.

7. Do not move a piece twice in the opening. Doing so delays getting your other pieces developed and delays castling.

8. Do not bring the Queen out too early. It is a valuable piece, and therefore an easy target for lesser pieces. If you bring it out too early, you are likely to find yourself moving the Queen over and over

to get it to safety (repeatedly violating guideline #7), and delaying the development of your pieces while your opponent essentially takes one free turn after another, developing his. If you need to move it so your King can castle queenside, generally moving it up to the second rank just to get it out of the way is ok. Moving it farther than this before you've finished development is usually inviting trouble.

9. Control the center squares. Traffic generally has to run through the center of the board in one way or another. Control the center of the board, and you usually will have more freedom to put your plans into effect than your opponent, as your pieces will have more scope & power from the center of the board, being able to get to any spot on the board relatively quickly.

10. Keep one or more Pawns in the center. This helps you achieve #9 above, as one way to control the center is by occupying it, and Pawns are the most difficult piece to budge.

11. Place your pieces on open lines (open lines are lines of movement that are unobstructed by pawns). Place Bishops on open diagonals, Rooks on open files (files are columns, ranks are rows).

12. Coordinate your pieces to work together. One common way to do this is to double pieces up, such as putting a Queen and Bishop on the same diagonal, or putting two Rooks on the same file or rank. They support each other's movement along the diagonal, file, or rank in question, and are essentially twice as powerful this way.

13. When protecting a piece, use the least valuable piece available to do so. Especially, protect Pawns with Pawns (forming a Pawn chain). Why tie up a valuable piece to protect a Pawn if it's not necessary? Not only does using less valuable pieces for protection free up the more powerful pieces, but the less valuable pieces are less likely to be scared away or dislodged from their defensive posts.

14. Avoid isolated Pawns if possible. Isolated pawns are those that can no longer be protected by an adjacent pawn (because there are no pawns on the adjacent files). Isolated pawns generally occur as a result of Pawn captures being made, so carefully look at the resulting Pawn structure when you have the choice of capturing with a Pawn or another piece. Isolated pawns are weak because they are subject to attack and must be defended by other pieces.

15. Especially avoid doubled isolated Pawns. Doubled Pawns are two pawns of the same color on the same file. The Pawn in back is weak because its movement is inhibited by the Pawn in front. This is not terribly weak by itself. However, doubled isolated Pawns are very weak, as they both cannot be supported by other pawns and cannot move freely, a bad combination.

16. Make moves that threaten, when possible. These moves limit your opponent's choices, and basically allow you to call the shots, as your opponent usually must respond to your threat before proceeding with his own threats. Alternately, do not get carried away with making your own threats to the point that you overlook your opponent's threats. Being the one who is calling the shots is called having the initiative.

17. Don't make pointless threats. This includes checks. Checking or attacking something simply for the sake of doing so has no value. If the threatened piece can simply move away with no detrimental consequences, and there is no advantage to you in making the move in the first place, then the threat is pointless. Doing this can even force your opponent to make a good move. Pointlessly threatening a Knight on the rim just forces your opponent to move it back towards the center of the board, for example. However, if the Knight is trapped there, then attacking it would allow you to win the piece.

18. When ahead in material, exchange pieces. For example, if the total value of your pieces on the board (see relative values listed above) is 16, and the total value of your opponents pieces is 11, this is roughly a 3 to 2 edge. Trade Rooks, however, and now the total value of your pieces is 11, your opponent's pieces have a total value of 6. This is almost a 2 to 1 edge, which is obviously better.

19. When behind in material, don't exchange pieces. This is essentially #18 looked at from the other side of the coin.

20. When you are attacked, try to exchange the attacking pieces to reduce the power of the attack. This takes precedence over #18 & #19, as the safety of the King is more important than anything else.

21. Don't weaken Pawns in front of your castled King. Generally this means don't move them unless you absolutely have to. Once moved forward they become easier targets for attack.

22. Try not to leave your pieces in positions where they are loose (undefended). Loose pieces become targets for attack, and are more likely to be lost than pieces that are defended.
23. Avoid creating holes in your position. A hole is a square that can no longer be defended by a Pawn. Since a Pawn is the most useful piece when it comes to threatening another piece to make it move away from a particular spot, this would mean a piece can lodge itself in this hole and be extremely hard to drive away. This is especially bad if the hole is near where your king is hiding out.
24. Bring your King into action in the endgame. Once the danger of the middle game is over and there are very few pieces on the board, the King need not cower in the corner anymore. He instead becomes a powerful attacking piece.
25. Find your opponent's weaknesses and exploit them. This may be anything from a set of doubled or isolated pawns to a vulnerable King position to something as esoteric (and beyond the scope of this file) as a weak square or a lack of development. To understand how to exploit these weaknesses, play over master games, and watch how they do it. Games of the old masters (Morphy, Tarrasch, Nimzovitch, Lasker, & Capablanca, for example) often illustrate these concepts better than modern games, as they are simply easier to follow and more straightforward in their style of play.
26. Don't sacrifice a piece without a clear reason, like a DEFINITE checkmate. Only masters are justified in making speculative sacrifices, and even they will not generally do so. Speculative sacrifices fail much more often than they succeed. If your name is Mikhail Tal, you can ignore this one.
27. Always assume your opponent will make the best move. Assume he will be fooled, and you will eventually set yourself up for trouble. Only by determining the best moves for both sides can accurate analysis be done.
28. Do not follow any of these preceding guidelines blindly or mechanically. Analysis always supersedes these guidelines. If your analysis says you have checkmate in three moves no matter how your opponent replies (you are said to "have mate in three"), then all the guidelines go out the window. Obviously, it doesn't matter if you

have to put your Knight on the rim to deliver checkmate. If you see a specific reason to break a guideline, such as mate or the win of material, particularly of a piece or more, and you believe your analysis is sound and the benefits outweigh the negatives of breaking that guideline, then by all means break it. These guidelines are simply to help you win, and are not hard and fast rules for every situation. This leads us to #29...

29. Be careful when grabbing material, as it can be used as a way of luring your pieces into positions where they will be useless to prevent an onslaught against your King, or even in preventing your pieces from ever developing and getting into the game. But as Bobby Fischer once said (paraphrased), "If you can't see a good reason not to take a piece, then take it." Simply put, don't get greedy over material at the expense of the safety of your King, but don't refuse outright gifts, either.

30. And fittingly last, if you are playing a game and are a Rook down or more, with no attack, passed pawn (a Pawn whose passage is unopposed by other pawns and thus is a serious threat to promote to a queen), or other significant compensation, against a knowledgeable player who is not likely to blunder badly enough for you to get back in the game, graciously resign and get on with the next game. There are exceptions to this, especially with timed play and/or when tournament prize money is on the line at the amateur level, but it is generally a sign of good sportsmanship to admit when you've been defeated and congratulate your opponent. This almost always occurs at the master level, regardless of circumstance - few would be caught dead playing drearily on until the inevitable mate is delivered. It should always occur when the games are friendly. Also, if you are the victor, be gracious about winning, don't gloat, and compliment your opponent on the things he did right.

Please make this file freely available. If you find this file useful, please let me know by sending me (Joe Brooks) mail either through the FidoNet CHESS echo, or at one of the following addresses:

FIDONet net-mail address - 1:2609/202

Internet e-mail address - joe.brooks@newhor.uu.holonet.net.

Other freely available chess tutorial files by me to look for are:

NOTATION.TXT - A tutorial on the three common forms of chess notation - algebraic, coordinate, and

descriptive.

ENPASANT.TXT - An explanation of the chess move known as "en passant".

RATINGS.TXT - An explanation of chess ratings & how to get one.

Exeter Chess Club: Chess Suppliers

"Would you tell me, please, which way I ought to go from here?"

"That depends a good deal on where you want to get to," - **Lewis Carroll**.

I've probably used nearly every firm here once, and they've all been at least OK. **Chess Direct** do everything you need, and also run a second-hand book list, although it's not as big as Barrie's.

- *British Chess Magazine*, The Chess Shop, 69 Masbro Road, London W14, (0171)603 2877,
- London Chess and Bridge Centre (*Chess Monthly* magazine), 369 Euston Road, London NW1 3AR, (0171)388 2404
- [The London Chess Center and Chess Monthly Magazine Web Site](#)
- *Popular Chess*, 235 Hackney Road, London E2 8NA, (&163; 2 for sample)
- *Kingpin Magazine*, 45b Empress Avenue, Ilford, Essex, IG1 3DE, (0181)554 8266 (The **Private Eye** of chess)
- Barrie E Ellen, The Book Shop, 262 London Road, Westcliffe-on-Sea, Essex SS0 7JG, (01702)338763,
- 'Peel and Stick' Products, Arty-Fax (Les Collard), 6 Winchester Avenue, Tupsley HEREFORD, HR1 1QJ,
- Audio Chess, IM Michael Basman, 7 Billockby Close, Chessington, Surrey, KT9 2ED,
- Batsford Books, 4 Fitzhardinge Street, London W1H 0AH,
- ChessBase Direct, IM Byron Jacobs, 23 Ditchling Rse, Brighton, Sussex BN1 4QL,
- Chess Suppliers, 15 Hope Street, Glasgow, (0141)248 2887,
- Chess Direct Ltd., P.O.Box 18, Mexborough, South Yorks, (01709)87 3653,
- ManCHESSter Supplies, 25 School Grove , Prestwich, Manchester, (0161)773 6294,
- Midland Chess Supplies, 19 Norton Close, Perry Croft, Tamworth, (01827) 551 145,
- Chess Sweaters, Karen Diesner, 53 Avondale Road, Edgeley, Stockport, Cheshire SK3 9NY, (0161)480 5381,
- Eureka Electronics Ltd, 26 Castle Street, Brighton, BN1 2HD, (01273) 202 016/202 017,
- Chess Computers, Doska Chess Supplies, 16 Carleton Gardens, Poulton-le-Fylde, Lancashire, FY6 7PB,
- Countrywide Chess Computers, Victoria House, 1 High Street Wilburton Cambs CB65 3RB, (01353)740323,
- CB Software, IM Malcolm Pein, 37 Marsh Lane, London NW7 4QJ, (0181)959

0670,

- Competence Computers, P.O.Box 759, Wimborne, Dorset, BH21 5YH,
- Francis Bowers Chess Supplies, 34 Middle Road, Whaplode, Spalding, Lincolnshire PE12 6TW, (01406)370 166,
- Tournament Chess Supplies, 51 Borough Road, Potters Bar Middx., (01707) 659 080, (0181)959 1758,
- Newbury's, 281 City Road, London, EC1V 1LA, (0171) 490 1708

Errors/omissions: please inform me!

Probably the best all-round magazine is **Chess Monthly**, from Chess and Bridge, Ltd., 369 Euston Road, London, England NW1 3AR. Phone (+44) 0171 388 2404. General manager is IM Malcolm Pein. 12 issues/year; subscription rates are (or were in 1995): UK £ 23.95/yr, £ 45/2 yrs. A4 format, fairly breezy, lots of pictures and light articles.

For myself I currently subscribe only to **BCM** and **Kingpin**; I used to subscribe to Barry Wood's old CHESS magazine but didn't resubscribe when I took up chess again.

Back to [Chess Coaching Page](#)



This document (suppliers.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: srbc.html

































































Semi-Random Baseline Chess

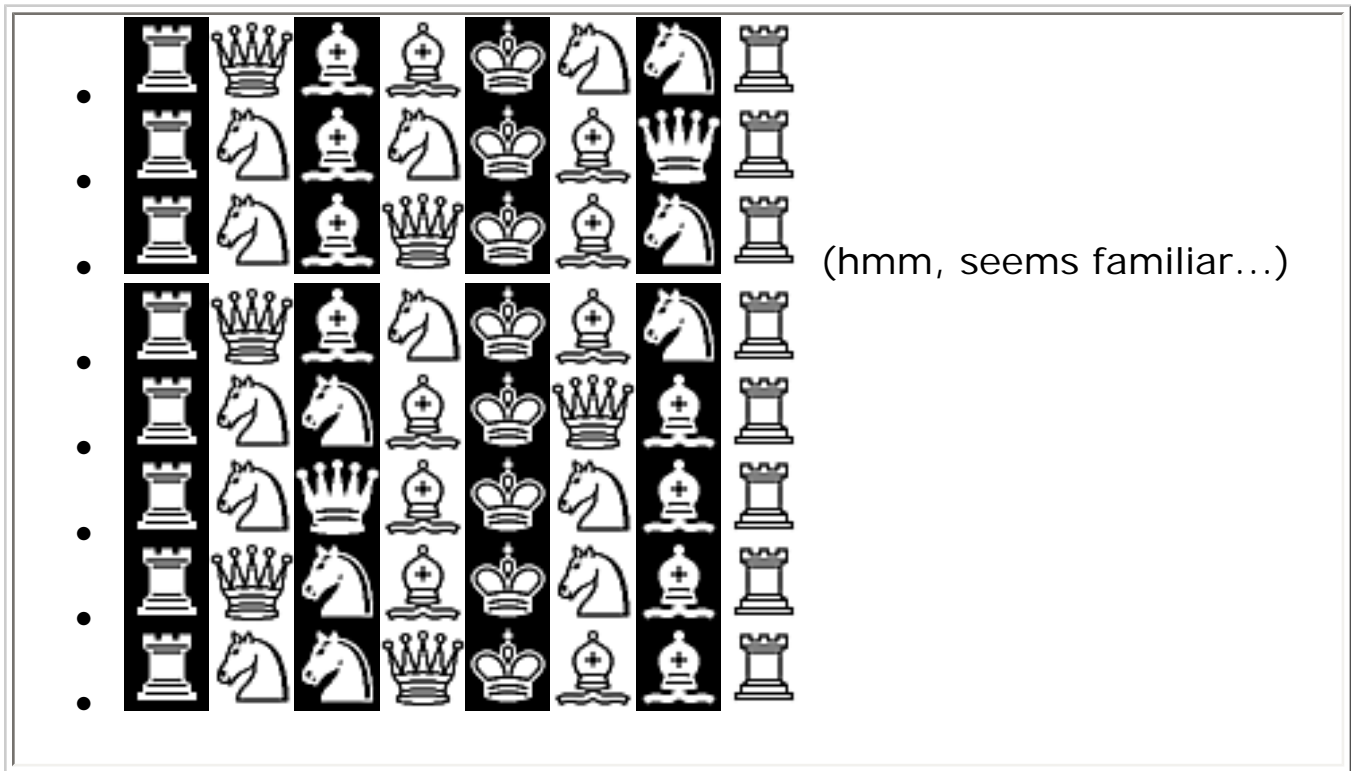
(wild style 1 on Free Internet Chess Servers)

White and Black play with piece arrangement, where each side's pieces are shuffled separately at random subject to two constraints:

- (1) because castling is such a big part of the game and adds so much more to planning ("I'll provoke a2-a3 so they won't castle queen's-side") the possibility of castling on either side should be preserved. After that, the pieces are randomly shuffled, subject to
- (2) there being bishops of either colour square.

This yields (I think) 18 different starting arrays, as follows:

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| • |  |  |  |  |  |  |  |  | (Horwitz bishops!) |
| • |  |  |  |  |  |  |  |  | |
| • |  |  |  |  |  |  |  |  | |
| • |  |  |  |  |  |  |  |  | |
| • |  |  |  |  |  |  |  |  | (I think Capablanca suggested
this variant once, just to scupper opening theory) |
| • |  |  |  |  |  |  |  |  | |
| • |  |  |  |  |  |  |  |  | |
| • |  |  |  |  |  |  |  |  | |



Back to [Chess Coaching Page](#)



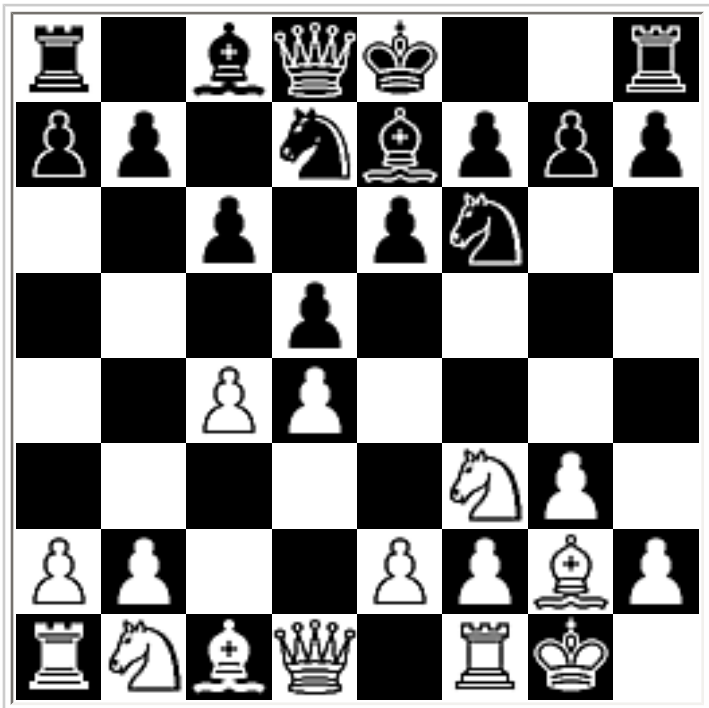
This document (srbc.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Canon

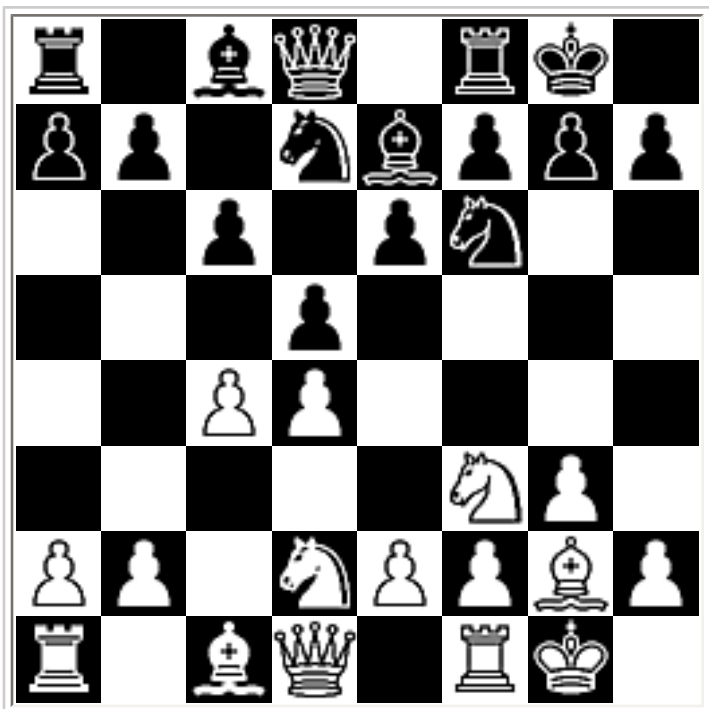
example game - for analysis (QUESTIONS) [E09] analysis: BCF (class III), 1994

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 Nbd7 6. O-O c6

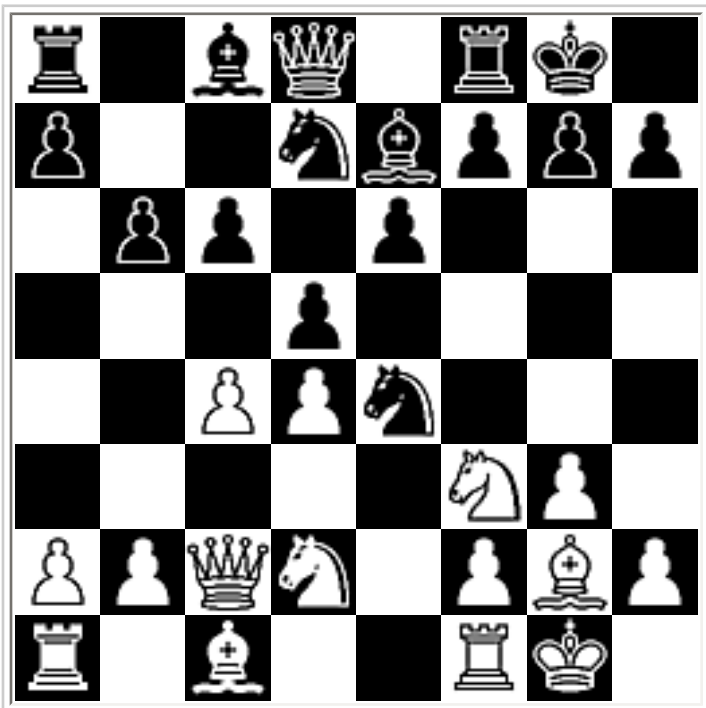


a. Can you suggest a more active line for Black instead of this move?

7. Nbd2 O-O

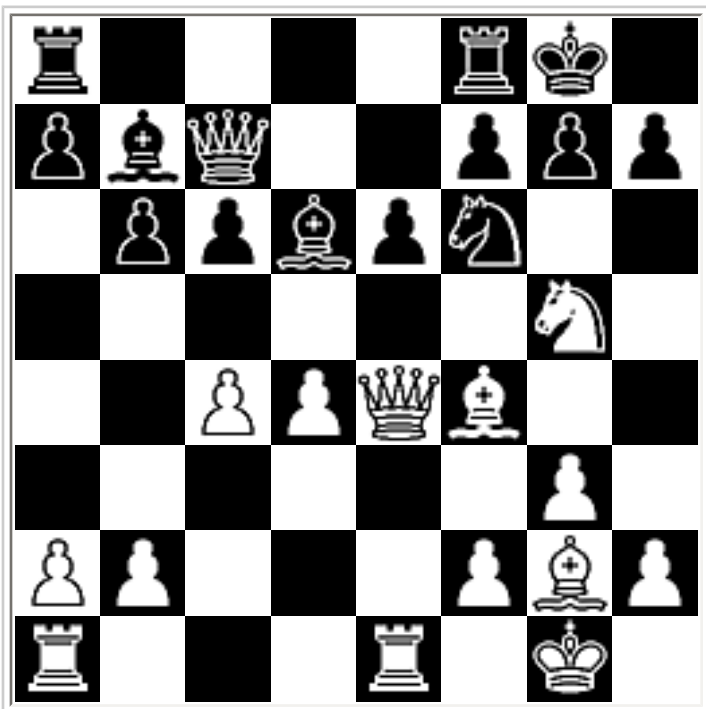


b. Would 7...dxc4 be better than this move? Give a simple reason for your answer. **8. Qc2 b6 9. e4 Nxe4**



c. This knight move turns out badly for Black: can you suggest a sounder line of play for Black to pursue?

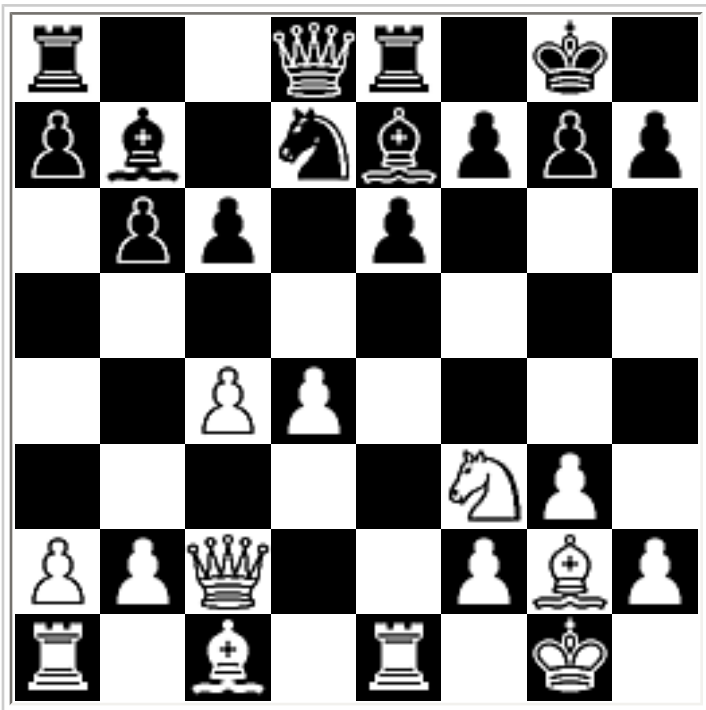
10. Nxe4 dxe4 11. Qxe4 Bb7 12. Re1 Re8 [12... Qc7 13. Bf4 Bd6 14. Ng5 Nf6



d. Is this line with 12...Qc7 better than the line played? Support your answer with two or three moves of analysis.

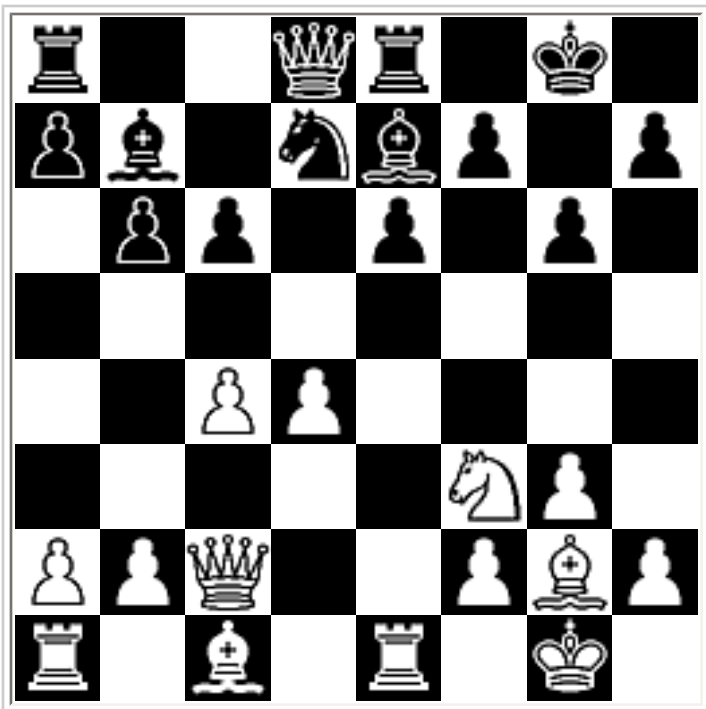
HINT: 15. Nxe6]

13. Qc2



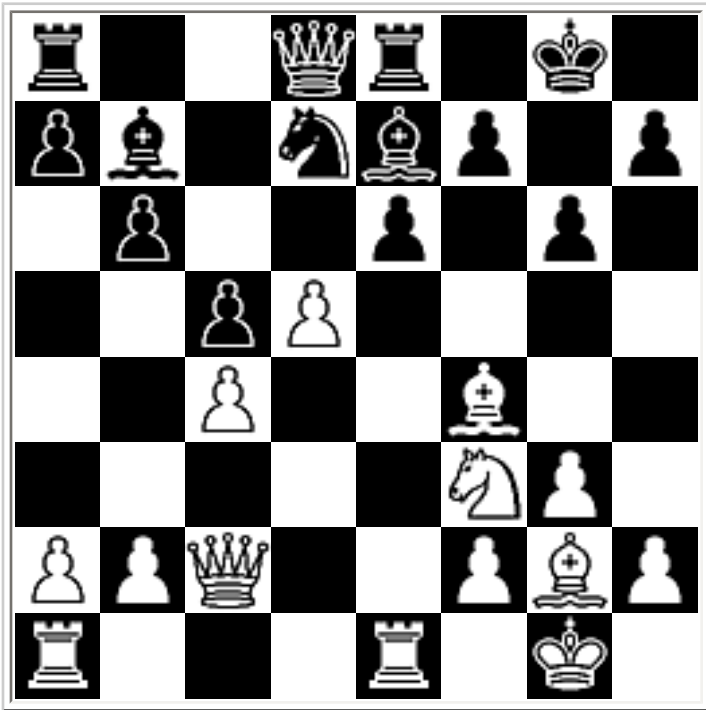
e. *Is this move a waste of time? Explain your reply briefly.*

13... g6



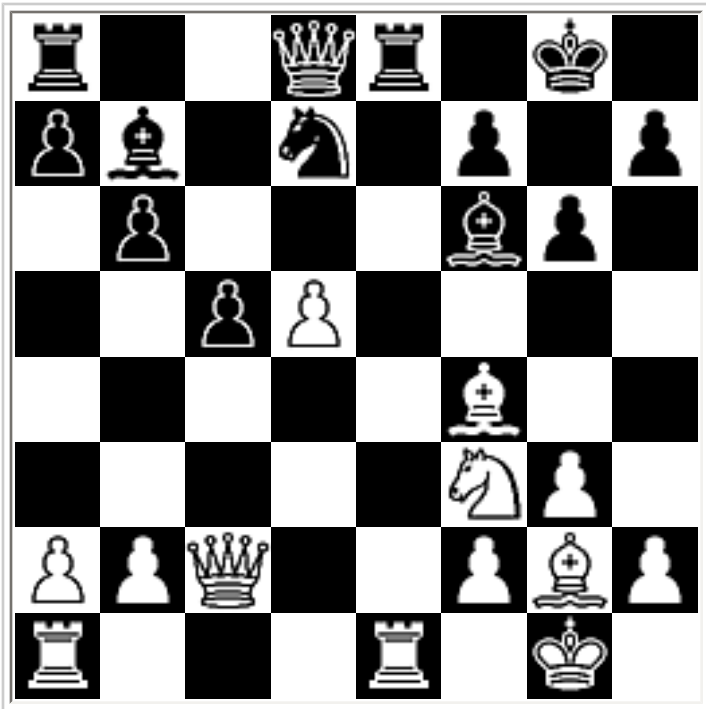
f-i. *What is the bad effect of this move for Black?*
f-ii. *Do you think 13...c5 would have been better?*

14. Bf4 c5 15. d5



g. Would you give this move a "!", "!?" or "?" ?

15... exd5 16. cxd5 Bf6



h-i. Should Black have played 16...Bxd5?

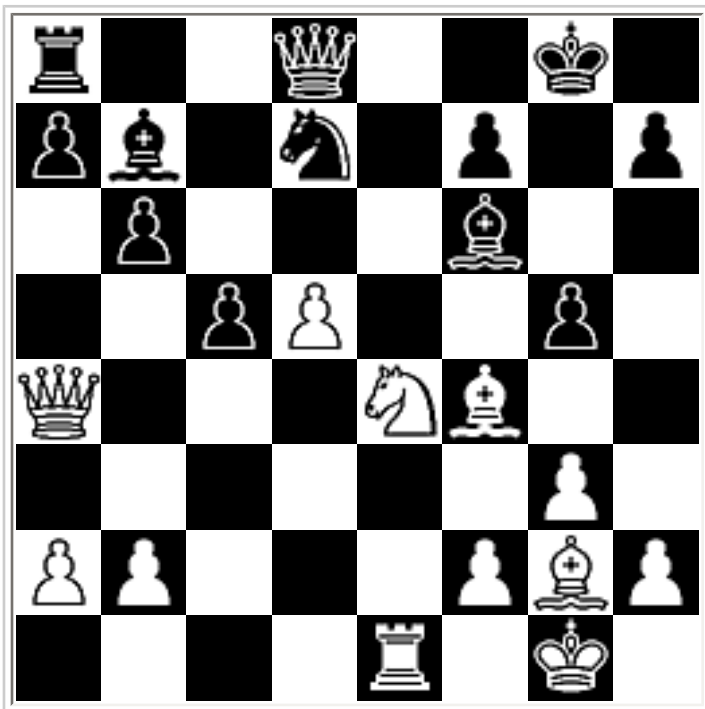
h-ii. Give 3 or 4 moves of analysis to support your answer.

17. Rxe8+ Qxe8 18. Re1 Qf8



i. How would White have answered instead (i) 19...Rd8, or (ii) 19...Nb8?

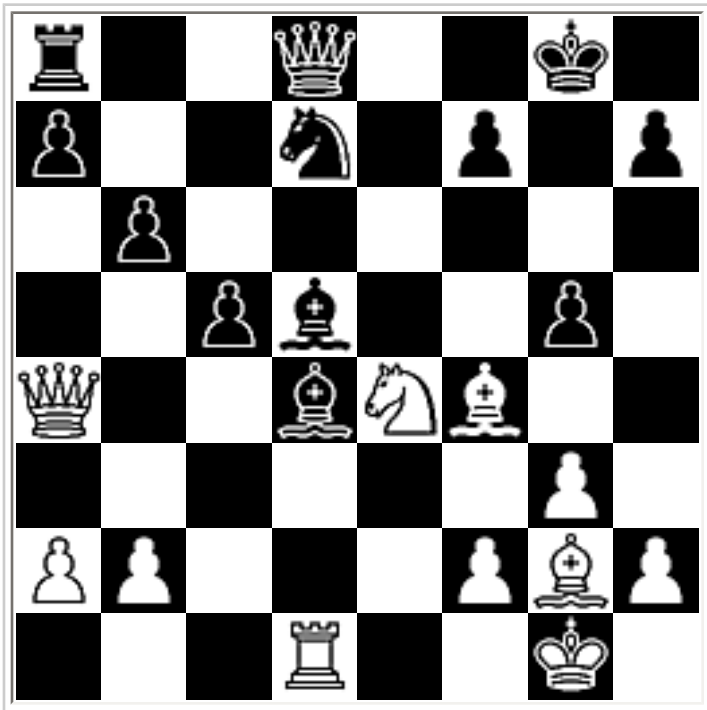
19. Qa4 Qd8 20. Nd2 g5 21. Ne4



21... Bxd5

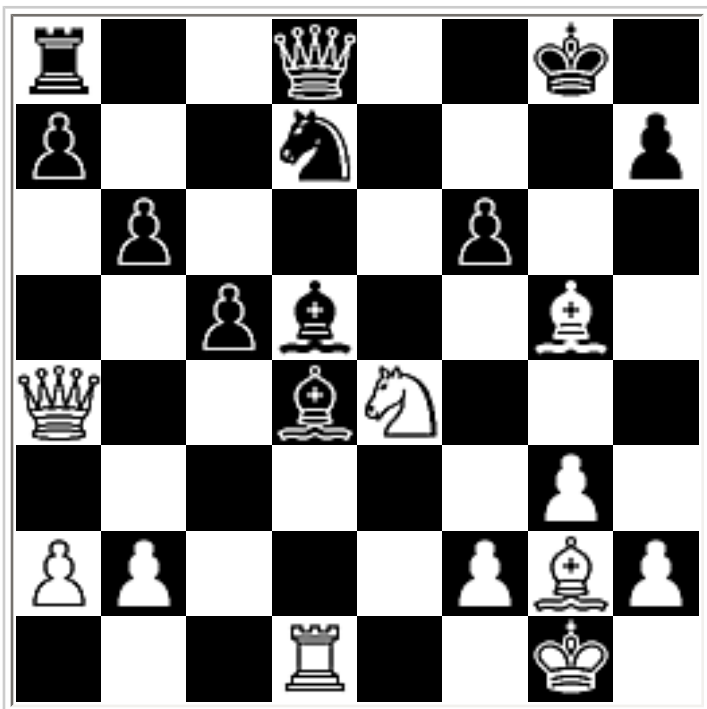
j. How would White have answered 21...gxf4? Give two or three moves of analysis.

22. Rd1 Bd4



k. How would White have answered 22...Be6? Give four or five moves of analysis

23. Bxg5 f6



l. White can now win quite quickly by playing either (A) 24.Bxf6, or (B) 24.Nxf6+, or (C) 24.Rxd4. Give analysis to demonstrate the win in each case. **24. Bxf6 1-0**



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



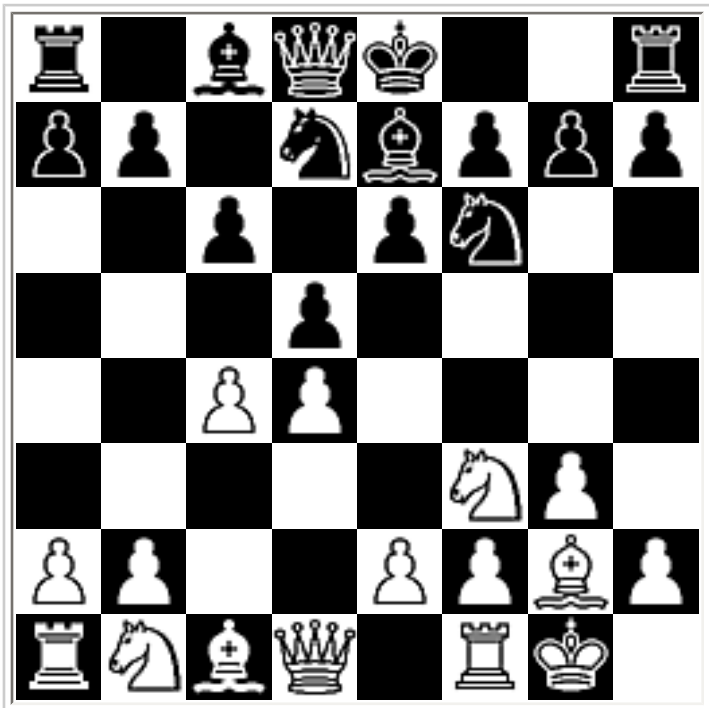
This document (Canon\bctest.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

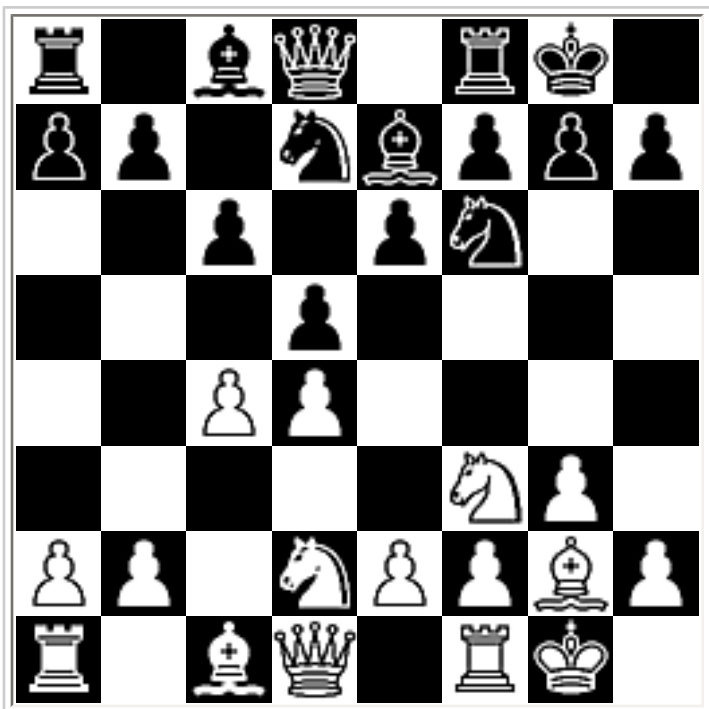
Exeter Chess Club Canon

BCF example game for analysis (ANSWERS) [E09] analysis: BCF example, 1995

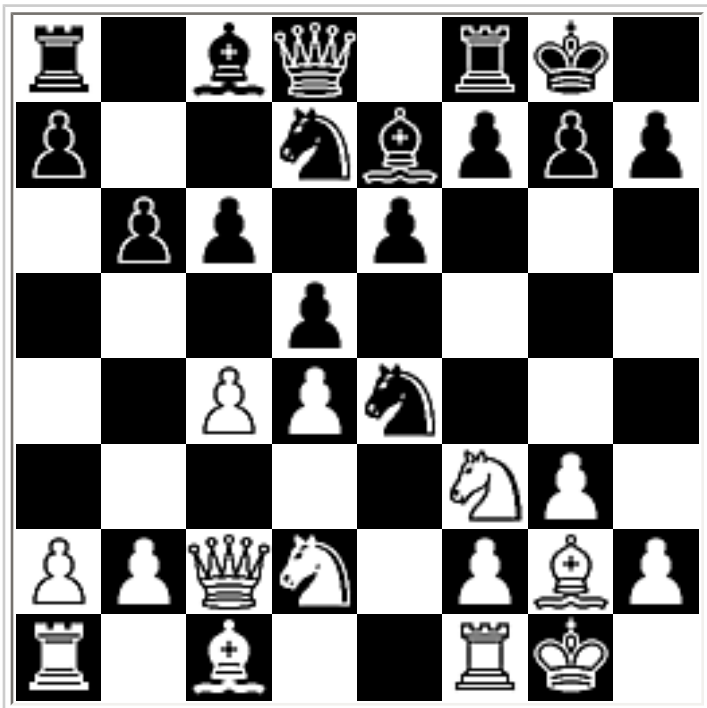
1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 Nbd7 6. O-O c6



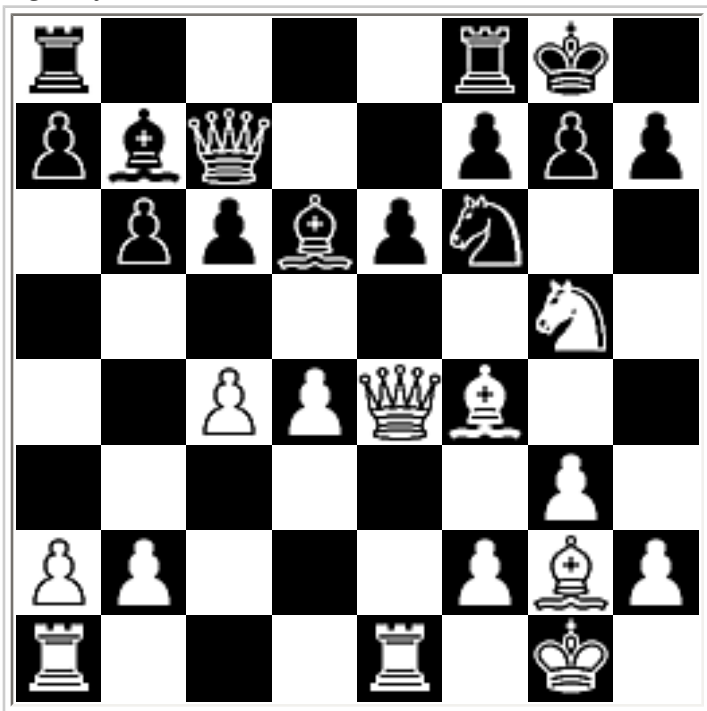
a. Can you suggest a more active line for Black instead of this move? [6... c5 {N.B. all answers are DR's and not BCF's!}] 7. Nbd2 O-O



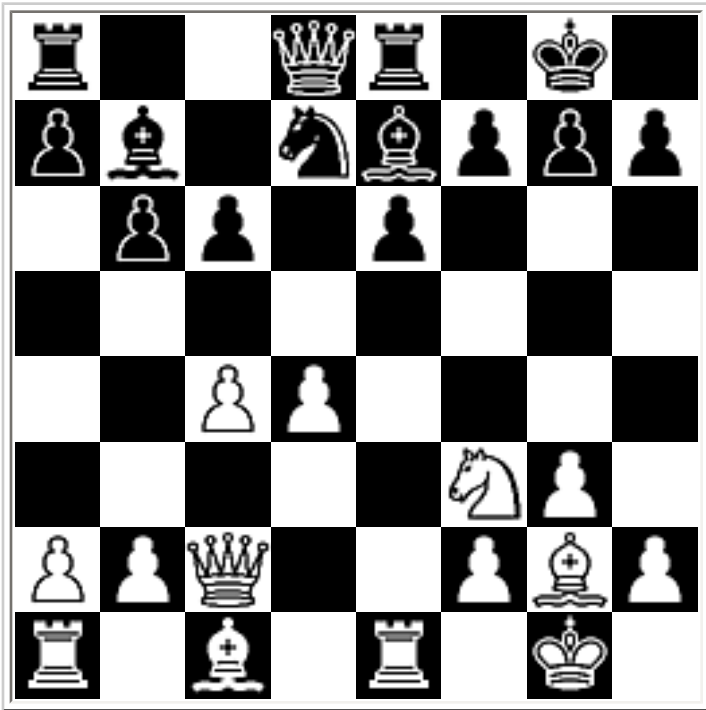
b. Would 7...dxc4 be better than this move? Give a simple reason for your answer. [7... dxc4] 8. Qc2 b6 9. e4 Nxe4



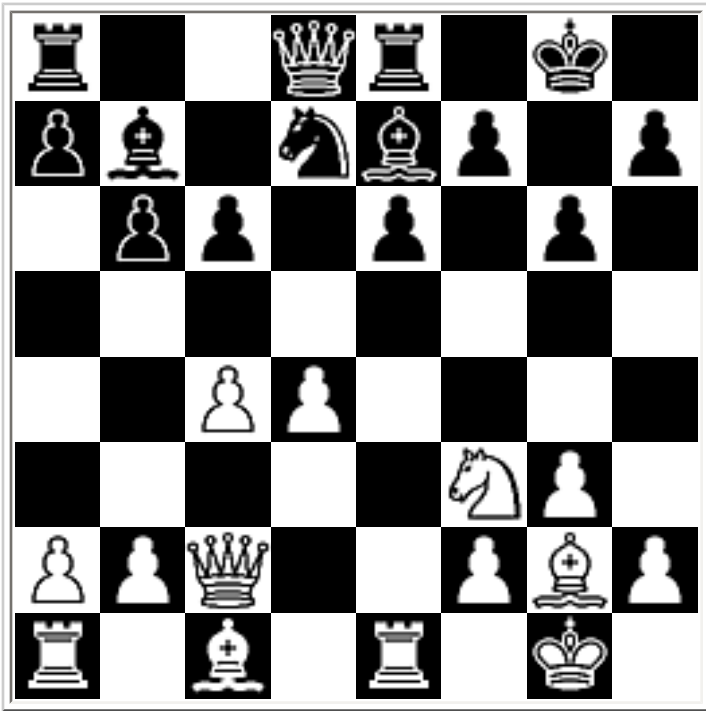
c. This knight move turns out badly for Black: can you suggest a sounder line of play for Black to pursue? [9... dxe4 10. Nxe4 Bb7] 10. Nxe4 dxe4 11. Qxe4 Bb7 12. Re1 Re8 [12... Qc7 13. Bf4 Bd6 14. Ng5 Nf6



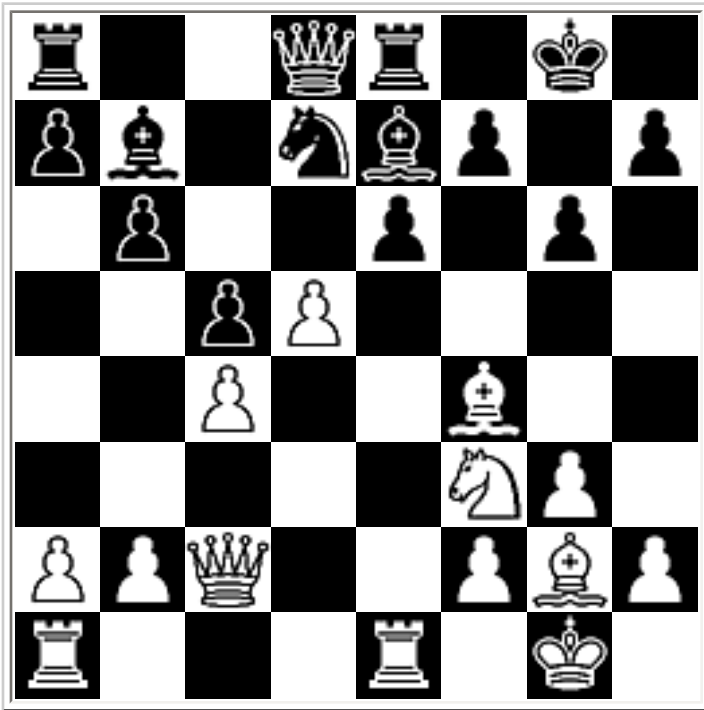
d. Is this line with 12...Qc7 better than the line played? Support your answer with two or three moves of analysis. 15. Nxe6 Nxe4 16. Nxc7 Rac8 17. Rxe4 Bxf4 18. Rxf4 Rxc7] 13. Qc2



e. Is this move a waste of time? Explain your reply briefly. No. Black threatened 13...c5 breaking up the White centre - 14.d5 in reply fail to 14...Nf6. 13... g6



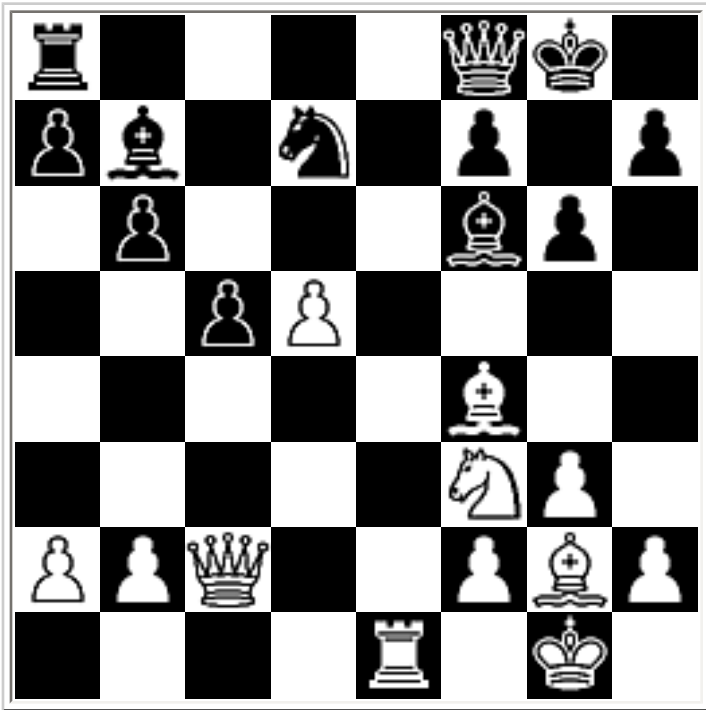
f-i. What is the bad effect of this move for Black? (Weakens f6/h6) f-ii. Do you think 13...c5 would have been better (Looks a lot more to the point but allows 14.Ng5 e.g. 14...Bxg5; 15. Bxb7, Rb8) [13... c5 14. Ng5 Bxg5 15. Bxb7 Rb8 16. Bxg5 Qxg5 17. Bc6 Red8] 14. Bf4 c5 15. d5



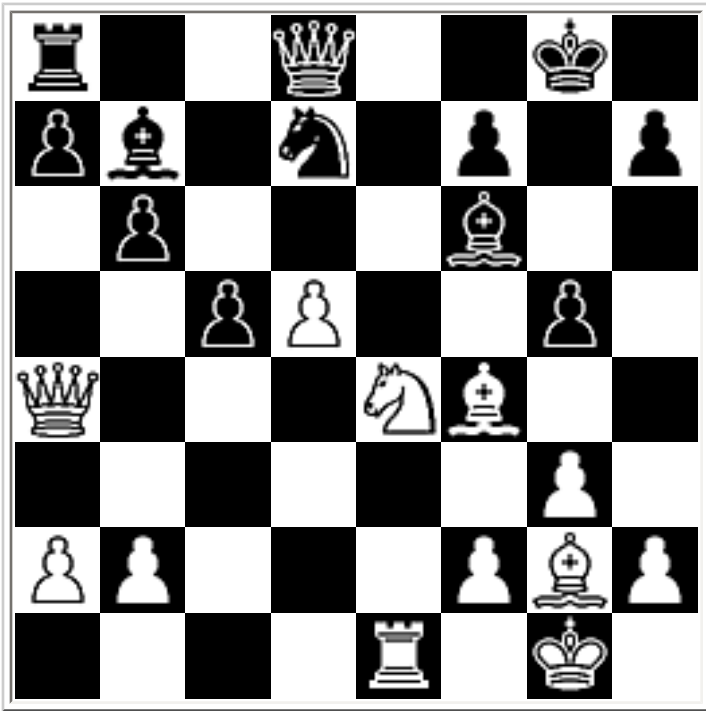
g. Would you give this move a "!", "!?" or "?" ? (I'd give it a ! for opening up lines to exploit White's advantage in mobility.) 15... exd5 16. cxd5 Bf6



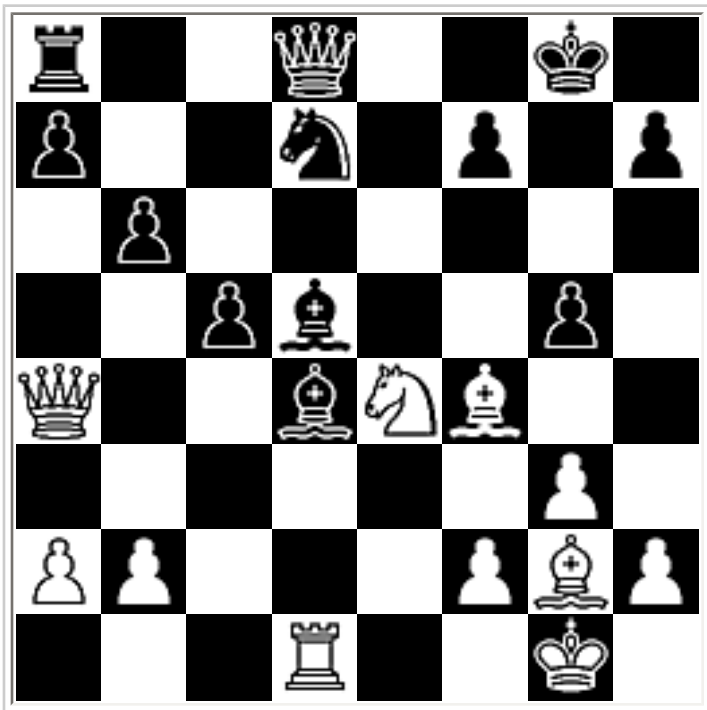
h-i. Should Black have played 16...Bxd5? h-ii. Give 3 or 4 moves of analysis to support your answer. [16... Bxd5 ? 17. Rad1 Be6 18. Rxe6 fxe6 19. Ne5] 17. Rxe8+ Qxe8 18. Re1 Qf8



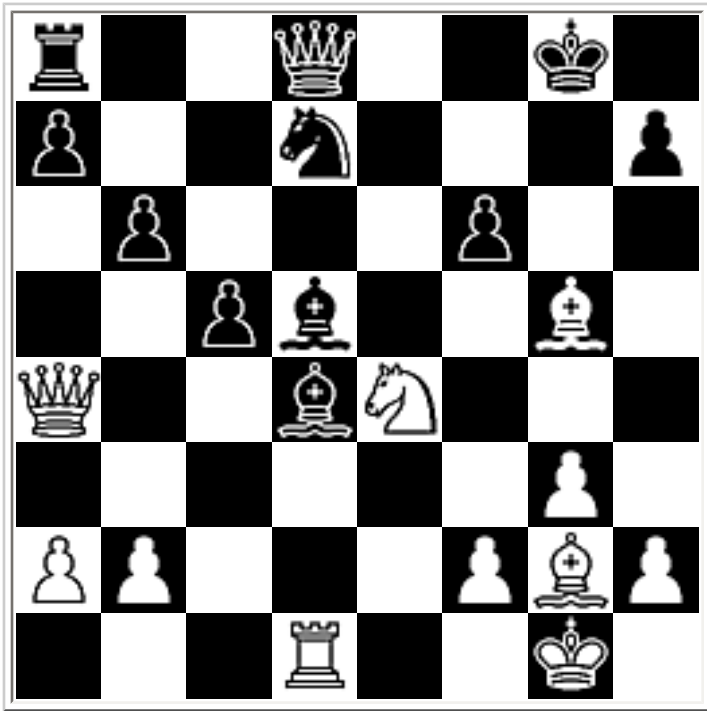
i. How would White have answered instead (i) 19...Rd8, or (ii) 19...Nb8? (i) 19...Rd8; 20.Bc7 (ii) 19...Nb8; 20.Re8 19. Qa4 Qd8 20. Nd2 g5 21. Ne4



21... Bxd5 j. How would White have answered 21...gxf4? Give two or three moves of analysis. [21...gxf4 22. Qxd7 Qxd7 23. Nxf6+ Kg7 24. Nxd7] 22. Rd1 Bd4



k. How would White have answered 22...Be6? Give four or five moves of analysis [22... Be6 23. Nxf6+ Qxf6 24. Bxa8 gxf4 25. Rxd7 Bxd7 26. Qxd7 Qxb2 27. Bd5] 23. Bxg5 f6



l. White can now win quite quickly by playing either (A) 24.Bxf6, or (B) 24.Nxf6+, or (C) 24.Rxd4. Give analysis to demonstrate the win in each case. [23... f6 24. Bxf6 Nxf6 25. Nxf6+ Bxf6 26. Bxd5+ Kf8] 24. Rxd4 [24. Nxf6+ Nxf6 25. Rxd4 cxd4 26. Bxf6] 24... cxd4 25. Nxf6+ Nxf6 26. Bxf6 Qxf6 27. Bxd5+ Kh8 28. Bxa8 1-0



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (Canon\bcfans.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Tactics\practact.html.txt

Exeter Chess Club: Practical Tactics Exeter Chess Club: Practical Tactics Introduction The elements of combination Sight of the board Combinational vision Varieties of error Getting your mind right Candidate moves The calculation of variations Good practice and further reading Bibliography Net reading Introduction "It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired" -- RETI [Coincidentally this document was followed by a useful UseNet post by NM Dan Scoones.] The way it works is this: My mum and dad taught me how to play chess, and when I was about 9 I went to the school chess club. I sat down to play a small boy, took the Black pieces and was mated in four moves (Scholar's Mate). To the best of my recollection I have never fallen for it since, and while I can't ever remember perpetrating that particular sequence on anyone else, I have delivered mate on f7 a number of times. Learning and applying tactics is just that: you learn to recognise a pattern, you see it coming if someone tries it on you, and you can apply it in similar positions in your own games. In fact, once you know the patterns, a lot of the calculation comes pretty easily. "Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one' " -- Richard RETI. It used to be thought - perhaps because of statements like this, and a little early psychological research - that there wasn't much difference in the abilities of strong and weak players at analysis: rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences [see [Simon Webb's panel tests](#)]. So, the patterns and judgements are important, but you must also train yourself to analyse. Sir Peter Medawar once remarked, rather testily: "[the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought](#)". [A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*] No less a tribute may be paid to the editors at [Batsford and Cadogan and Chess Digest](#): there is a population of chessplayers who know about [mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win a Rook Ending. This piece is dedicated to the first of these failings. The elements of combination](#) A combination is a forcing sequence, often involving a temporary sacrifice, which results in an advantage - checkmate, win of material or a winning positional bind. Here's a nice example, which I think is not out of most players' reach: have a go at solving it (White to move and win) before reading on. [Becker-Jung, Eberstadt-Bensheim, 1948 \(wKh1, Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2; bKf7,Qd7,Nc6,g6,Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5\) \[t + - + - + - T\] \[X x X d + j X -\] \[- + s X - X s +\] \[+ - + - P - + x\] \[- + p + - P - +\] \[+ - Q b N - P l\] \[p P - + n R - P\] \[R - + - + - + k\]](#) The different combinational themes are often called motifs. The theme or motif of this combination is the fork. There is almost no way you can find the combination in this position if you have not seen this pattern before. First, we examine the position for pointers. The Black pieces are not very well coordinated, and the Black King and Queen seem almost in reach - for example, if we had

protection for e6, we could think about e5-e6+ winning the Queen. In fact, f4-f5_ provides that protection, so 1. f5 (Knight moves) 2. e6+_ looks excellent, except that Knight moves 1...Ng6xe5_ , but it starts to look as though we might be on for something here. More details: we can, by Bxg6+_ , bring the Black King a little closer, and check it by f4-f5_ . In fact, we can check it immediately by e5-e6_ . Maybe some combination of these ideas might allow us to lure Black pieces to e6 and g6, and fork them by f4-f5. So, this fork becomes the idea of our combination. Next, the combination must now be calculated and the correct move order sorted out. We might try 1. Bxg6+ Kxg6 2. e6_ ... but Black might sidestep with 2...Qe7_ , or even take it 2...Qxe6, when 3. f5+ fails to 3...Qxe3_ ... Purdy coined the splendid term smite: you must learn to examine smiting moves, checks and captures. These are the most forcing and the key to starting most combinations. With this in mind we can reconsider our combination: the starting move 1. e6+_ is perhaps surprising, but once we consider the move at all we can see that it is very forcing, and after 1...Kxe6_ or 1...Bxe6_ we can play 2. f5(+) winning a piece. So, Black seems obliged to play 1. e6+ Qxe6_ . Now again, 2. f5_ fails to 2...Qxe3. Humph. The forcing sequence 2. Bxg6 + Kxg6 3. f5+ Bxf5_ seems almost to fizzle out, but then (aha!) 4. Nf4+_ forks King and Queen. Missed anything? No, all looks OK, so, Black has to lose a piece, probably by 1...Bxe6 when a couple of Pawns will be partial compensation. So, the elements of a combination are motif, idea, and calculation. You don't really change gear from one to the other when trying to come up with a combination in practice, but you do need to work on each separately if you are to improve. How did your attempt match up to my account of the solution? Missed the idea? Missed a defence? Muddled the move order? Hopefully what I describe below can improve your performance in each aspect. Even if that one seemed totally beyond you I'll at least show you how such a standard can be approached. _ "A thorough understanding of the typical mating combinations_ makes the most complicated sacrificial combinations leading up to them not only not_ difficult, but almost a matter of course." -- TARRASCH You must_ know all these motifs: K - knight forks L - last rank M - mating pattern N - network nobbled (Nterference) O - overloading P - pins Q - queening R - retreat S - sacrifice at castle gates T - two for the price of one [double attack] U - undermining (removing the guard) U2 - unmasking (discovery) V - vulnerable f7 W - weakening King's-side X - X-ray (skewer) [And there are others, I'm sure]. Once you are aware of these motifs you can apply them in your own games. See also Combinational vision below. "The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?" -- Reinfeld, to Thomas-Euwe, Carlsbad 1929. Sight of the board By which I mean, how deep can you analyse without losing track? The ability to play a game blindfold isn't that good a guide - I can remember a game where both players couldn't "see" that they could play Qa5xQh5 (or Qh5xQa5) for free! Playing a game blindfold against a computer is a test, though, and so is solving problems without moving the pieces. On a good day I can do six-move problems. I'm aiming at seven/eight. (But why do I still make one-move blunders? See below!) You can get this far solving positions one move deep, three moves, five moves and six moves deep. They are all knight forks, if you want a hint, although other motifs may make an appearance. knight fork combination (1), one move

[deep, 1997 \(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6\) \[t + - + j + - +\] \[+ - + s + - + -\] \[- X - + - + - +\] \[+ - + n + - + -\] \[- + r + - P - +\] \[+ - + - K - + -\] \[- + - + - + - +\] \[+ - + - + - + -\] 1. Nc7+ : if you can't spot that one, don't read on! KFC \(2\) chernev/reinfeld, 1949 \(wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4\) \[- + - + - + - +\] \[+ - + - + - J -\] \[- + - + - + - +\] \[+ - + - + - + -\] \[q + - S - + d +\] \[+ - + - + - N -\] \[- + - + - P - +\] \[+ - + - + - K -\] 1. Qxd4+ Qxd4 2. Nf5+ 1-0_ This 'decoy' of the Queen onto a forking square is very common in combinations with a Knight Fork motif. KFC \(3\), c/r, 1949 \(wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4; bKg8,Qe7,Nc6,e4,Bd7,Rc8,Pa7,b7,c7,d6,g4,h7\) \[- + t + - + j +\] \[X x X 1 D - + x\] \[- + s X - + - +\] \[+ - + - + - + -\] \[- + - P s N x P\] \[+ - + q + - P -\] \[p P p + - + - +\] \[R - + - + r K -\] 1. Nd5 is an obvious first move for a tactic, and forcing because the Black Knight is loose; once considered, you should be able to wrap it up: 1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0_ Black has better moves than 2... Qxe4, but if Black cannot recapture on e4, White wins a piece. KFC \(4\) zukertort - englisch, london, 1883 \(wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6\) \[- + - + j + - +\] \[X - P - + - X -\] \[- + d + s X - X\] \[+ - + n + - + -\] \[- + - + - + - +\] \[+ q + - + p P -\] \[- + - + - + k P\] \[+ - + - + - + -\] You've had your hint! It's a matter of nudging the Black pieces onto the right squares, which White can do neatly: 1. Qb5 Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0_ KFC \(5\) kofman-sakketi, corr., 1948 \(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7\) \[- + j + - + - +\] \[X x X - + x + x\] \[- + - + - + - +\] \[+ - + - + - + -\] \[- + n L - + - +\] \[+ - + - + - D p\] \[p P - + - + - +\] \[+ - + r R - + k\] White actually resigned here, but... 1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0_ Remember, this was a correspondence game, so time wasn't the issue - despair was. KFC \(6\) schlechtermieses, st.petersburg, 1909 \(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2; bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7\) \[- + j + - + - T\] \[X x X t + x X x\] \[- + - L x + - +\] \[+ - + - P - D -\] \[- + q P - + s +\] \[P - + - + r + -\] \[- P - + n + p P\] \[+ - R n + - K -\] Deep breath: 1... Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3 6. Nxg3 Ne3+_ with an easily winning endgame, so 0-1_ . Can you see the continuation after, say , 3. g2-g3, or other alternatives? \[3.Nf2 Qxh2+ 4.Kf1 Nxe5 5.Qc5 Nxf3 6.gxf3 - +; 3.h3 Qe1+ 4.Rf1 Qxf1+ 5.Kxf1 Rxd1+ 6.Rxd1 Ne3+ -+\] The other resource, besides these tactical problems, is simple chess studies: at their best they can make you pay close attention to the geometry of the board, like this one: chekhover, QN v Q, 1996 \(wKa1,Qh1,Nf3; bKe4,Qb8\) \[- D - + - + - +\] \[+ - + - + - + -\] \[- + - + - + - +\] \[+ - + - + - + -\] \[- + - + j + - +\] \[+ - + - + n + -\] \[- + - + - + - +\] \[K - + - + - + q\] 1. Ng5 is a very vigorous double-check, but the key is: 1. Ne5+_ In an actual game, you just play this straight away as the best winning attempt because there are so many ways for Black to go wrong. But for practice, can you follow it to the finish? These open-field combinations can be hard to keep track of, because of the apparently great number of choices at each turn. 1... Ke3 _ \[1.... Kf4 2. Qf3+ Kg5 3. Qg4 + Kh6 4. Qg6#\] \[1... Kf5 2. Qh3+ Ke4 or \[2... Kg5 3. Qg4+\] 3. Qf3+ Kd4 4. Nc6+\] 2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8 1-0_ Combinational vision Combinational vision is a product of experience and imagination, both of which broaden the chess mind. Experience_ : Once you have seen something, you might be able to implement an analogous idea in your own games. This is more than knowing the motifs; I mean you should continue to broaden your experience of combinations by examining new examples. An example from my own modest practice: I have known about knight](#)

forks for ages (ever since I kept finding them arriving on c7, checking and forking Ke8/Ra1). But once I had seen the famous finish of a Petrosian-Spassky game (see the entry for Petrosian in the Style section of Canon), I could see the same thing going on in my own game. This rather reminds me of the old psychological tests based on embedded figures; finding combinations seems a bit like that.

Imagination : I used to think that the creative imagination was something mysterious and intangible, which could neither be described nor trained. While there may always be something elusive about artistic creation, some thinking by people like Liam Hudson and Daniel Dennett gave me some cause to hope. Creativity is not a simple product of unfathomable inspiration, but a result of firstly, generating lots of (mostly junky) ideas, and then weeding them out to discover the ones that work. If this is true of the expressive arts, then it surely also applies to chess, where the ideas have such concrete prompts on the board, and the selection of the ideas that work can be put to the simple test of analysis. Put simply, this suggests that someone like Tal can come up with great ideas because they come up with loads of ideas, good, bad and indifferent, and then can select the great one. The problem with most of us is not that we are failing to come up with enough good ideas, but we are failing to come up with enough ideas, full stop. Our ability to spot combinations is limited by our tunnel vision, considering only a few moves of a stereotyped nature, and not having the habit of looking at every thing once, no matter how foolish at first sight. Developing imagination, then, is not a matter of learning how to do something terribly magical, but to some extent involves putting aside what you think you know (retreating pieces is bad, putting your Queen en prise is bad) and considering moves that only very good players - or very bad players! - look at. Varieties of error The way it is supposed to work is: A tactic appears for you: you get it right. But we also see: A tactic appears for you: you miss it. A tactic appears for your opponent: you miss it. A tactic appears for you: you see it but analyse it wrongly. A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome. A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon. A tactic appears for you: you get it right. The idea is easy, but can you analyse it to a finish? Regis,D - Lane,P (1994) [t - - D j + t +] [X x X l S x + q] [- + - + x - - +] [S - + - P - B -] [- + b + - - - +] [+ - P - + n + -] [p P - + - P p P] [+ - K r + - + r] 13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0_ Ah, if only it was all like that... A tactic appears for you: you miss it. Regis,D. - Aston,P (1994) [- + j + - L - T] [X - + t + r X x] [- + - + - - - +] [+ - P x Q - + -] [- + - + - - D] [+ n + - P - - -] [p P p + - + p P] [R - + - - - K -] 21. Qe8+?? _ [21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1] ...1-0 Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination. A tactic appears for your opponent: you miss it. Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply. Regis,D - Stirling,A (1984) 1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4 _ [t S l D j L - T] [X x X x + x X x] [- + - + x - - +] [+ - P - P - + -] [- + b + - S - +] [+ - N - - - - -] [p P - P - P p P] [R - B q K - N r] 7. Qg4 Qh4 ...0-1_ There are lots of opening traps like that: White bites off more than he can chew. A tactic appears for you: you see it but analyse it wrongly. Regis,D. -Stooks, Charles (1993) [- T l L - + t J] [S - + d + x + x] [- + - X - P x Q] [+ x X n X - + -] [- + p + p + - +] [+ - + p + - P -] [- P - + n + b P] [R - + - + r K -] 19. Nef4? _ (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5!

gets at least a draw! 20 Nxf4 also fails to 20...g5) 19... Nc6?? _ [19... Qb7] 20. Nh3 Qg4 21. Ng5 1-0

Simple over-optimism: I didn't consider 20...g5. A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome. Ward,D - Regis,D (1994) [- + - + t T j +] [+ x X - + - + -] [x + - X - + - X] [+ - + p L s X d] [p + p + n X - +] [+ - + - + p + p] [- P - + q B p +] [+ r + - R - + k] 26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6 _ [34. Kh2! ...when it's all a bit tricky!] 34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1

The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending. A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon. Wilcox, RJ (1830) - Regis, D (1945) (3) [B06] Paignton Challengers, 1996 [- + - + t + j +] [+ - + l T x L -] [- + - + - S x +] [X - + - D - + x] [p + x N p + - +] [N x P - + b + p] [- P - + - Q p +] [+ - + r + r + k] I though I could wrap things up here: 28... Nxe4?! _ was an obvious first choice, trying to win a Pawn. Does it win a Pawn? Oh no, because of Nxc4. No, I was right, it does win a Pawn, because I've always got both ...Bxh4 and ...Bxa4. So... 28... Nxe4?! _ [28... Qc7! wins, I think] 29. Bxe4 Qxe4 30. Nxc4 Qd5

And of course I realised here I'd blown it:30... Bxa4? 31. Nd6! This is very common: stopping analysis at the end of a sequence favourable to you. But after that, it's your opponent's move! As we start to comment more deeply on these examples, we see two sources of error: mistakes or bad habits in analysis, on the one hand, but also misjudgements on the other - errors in the general assessment of the board or the opponent. It is just the first of these I am concerned with here; else we are raising another big issue about attitude. Getting your mind right_ I don't know any exercises to improve your mental attitude, but awareness - particularly self-awareness - is important in eliminating all sources of error, not just tactical ones. I have written and collected material elsewhere about getting your mental attitude right: there are examples (good and bad) in the Psychology section of the Canon, there is some good advice on a Poster for Juniors, and in a compilation of Advice for the middlegame. However, in this document on tactics I'll mention the issue of attitude in this aside, and return to the matter at hand.

Combinations do not usually come out of nowhere - they are based on a superiority in position , and you can tell when a combination is likely to be around: Exposed or "stalemated" Kings are always vulnerable_ Undefended or 'hanging' pieces often lead to trouble . Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised.

. This last category can be hardest to spot, because it is so common. There is some sense in which, as Lasker described, there should be some justice in chess - have you done enough, to deserve to win? that is, have you a big enough advantage? This is to some extent a matter of judgement, but if you feel you have a good advantage in space or mobility, then you should look: "No combination without a considerable plus, no considerable plus without a combination [...] In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power and will of intellect, because the combination must exist, however deeply hidden." -- LASKER. I like this quote, but it has to be said that while there are 'just' and logical combinations where you (say) carry out a combination based on a campaign against the long-term weakness of a Pawn, there are also 'accidental'

combinations which seem to be based on nothing but the chance arrangement of pieces, and there are also traps - so diligence in searching for tactics is required at almost every move. you must routinely check all positions for tactical opportunities you must think for your opponent as well as yourself How can you make sure that you get better at this? Determination alone may not be enough: we need a bit more theory, and practice. Candidate moves The first bit of theory is the search for candidate moves; I also owe my appreciation of the idea of candidate moves to Kotov. "All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another." -- ALEXANDER KOTOV The idea is, to make sure you don't overlook some vital idea at the start of analysis. Varley - Hewson, WECU Jamboree [B18], 1993 Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid. Can Black get away with this, or can White show the flaw in Black's move order by the sacrifice Bxe6? What do you think? [t S - D j + - T] [X x + - + x X I] [- + x L x S - X] [+ - + - + - -] [- + b P - N - P] [+ - + - + - N -] [p P p + q P p +] [R - B - K - + r] 11. Bxe6 An enterprising sacrifice! White hopes to catch Black's King in the centre. 11... O-O! Unflappable Exeter player Brian Hewson calmly sidesteps the main line of a sacrifice (11...fxe6) threatening a pin on the e-file. 12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ... and Black consolidated and won. [0-1] It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move at the outset before analysing any one move deeply. Had White done this he could not fail to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8, and could not fail to realise that it refuted the sac. There is another example or two illustrating the 'candidate move' idea from Simon Webb's panel tests, and the commentary on Nunn's games in the Analysis section of the Canon. There are certain sorts of moves which are easy to spot (or train yourself to spot: like checks, captures, and so on. There are also certain classes of move which are difficult to make yourself consider - here are a few surprising/paradoxical moves. You should (a) make sure you know these models, (b) collect and review other examples, (c) see if there are either types of moves which you or somebody else found difficult to anticipate. Retreats Christiansen - Karpov (1993) 1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6 9.Nxc6 Bxc6 10.Bf4 Nh5 11. Be3 Bd6 (wait for it...) [t + - D j + - T] [X - + x + x X x] [- X I L x + - +] [+ - + - + - + s] [- + p + p + - +] [P - N - B - + -] [- P q + - P p P] [R - + - K b + r] 12.Qd1 1-0 The error made by Karpov above is actually a common one - missing an undeveloping retreat. Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on. Another example: Putting pieces en prise Fischer - Sherwin, USA Ch'p , 1957 [- + - + - T j +] [+ - + - + x X x] [- + - X - + - +] [+ - + b + - D -] [r + - + p + s +] [+ - T - + - + -] [p + - + q + p P] [+ - + - + r + k] 30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4 36. Be6 1-0 How about that one: a Queen moving backwards into a position where it can be captured! 'Silent' sacrifices You can get so used to looking for 'smiting' moves that apparently non-forcing, 'quiet' sacrifices can be surprising: Fischer,R - Benko,P, ch-USA, 1963 [t + - + d T - J] [X x + - + x L x] [- + x

S - + - +] [+ - + - + - + q] [- + - X p + - +] [+ - N b + - + p] [p P p + - + p +] [R - + - + r K -] Obviously, there is a mating attempt at h7 but [19. e5 f5 20. Qxe8 Nxe8 21. Ne2 Bxe5 22. Rxf5 Bf6=] 19. Rf6! This is what I mean: a silent sacrifice of the Rook, which actually leaves Black helpless. Chess may not be an art, but moves like this have a strong aesthetic effect, at least for me - I like the apparent subtlety of the sacrifice without a check or capture, and I like the drama of giving Black an apparently free move for the defence - which he cannot make use of. 19... Kg8 _ [19... h6 20. e5 [20. Rxh6++-] 20... Kg8+-] 20. e5 h6 21. Ne2 1-0 'Creeping moves' I keep alluding to Purdy's advice: "examine moves that smite!" But have a look at this: Spassky - Korchnoi, Kiev, 1968 1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3 Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21. hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 DIAGRAM _ [- + - + - L j +] [+ - S - D t + -] [x + q + - X x +] [+ - X - X - + -] [- + - + p + - +] [+ - N - B p + -] [p P - + - + p +] [+ - K r + - + -] The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. Nd5 Qe6! and Black holds. 26. Qb6 _ Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...Qe6 with Bxc5 and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game. 26... Kg7 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0 _ It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange. Here is a simple example: Wahltuch - Palmer, Manchester, 1912 1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 (_ Berlin Defence, Rio De Janiero Variation) 6. dxe5 _ [6. Bxc6] 6... Nxb5 7. a4 _ [t + l D j L - T] [X x X x + x X x] [- + s + - + - +] [+ s + - P - + -] [p + - + - + - +] [+ - + - + n + -] [- P p + - P p P] [R n B q + r K -] This is a gorgeously messy line 7... Nd6 _ [better 7... d6] 8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxc6 Qa5 14. Nxc6 Kd8 _ Have a look at the next diagram and see what you think. [t + l J - L - N] [X x + x S - + x] [- + - X - + - +] [D - + - + - X q] [p + - + - + - +] [+ - + - + - + -] [- P p + - P p P] [R n + - R - K -] 15. Nc3 _ [Obviously not 15. Qf7 Qxe1#] It is tempting to try a forcing move, but none work. "A quiet move in the midst of an attack is the sign of the master" - Du Mont 15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0 _ The calculation of variations The starting point for any consideration of analysis must be Kotov, again. Candidate moves must be established straight away and they must be clearly enumerated. Once we have established all the candidate moves, we then proceed to work out the variations arising from them one by one. In analysing complicated variations, one must examine each branch of the tree once and once only. This task cannot be split into parts, by examining one move fully and then looking for the next one. _ Kotov gives some example of positions where the analysis gets progressively more detailed: The 'tree of analysis' bare trunk bare trunk with coppice bush side-branch Through practice, I would have thought anyone could master the art of analysing "bare trunks" and "trunk-with-branch" - what is required here is the ability to visualise the board several moves ahead. Also, I think also the "coppice" type of position is not out of most players' reach. What is required here is organisation - to list the moves required at the

outset, and to work through them methodically. What is most challenging is the type of position which is genuinely complex, like the "bush", when it is difficult for most of us to analyse everything relevant. Are they any hints or tips for making best use of the time we have, while our analytical skills are still developing? Yes indeed: we have advice from de Groot, from Nunn/Griffiths, and from Nimzovitch. The chess master and psychologist De Groot, in commenting on transcriptions of players' verbal reflections, used to talk about 'progressive deepening'. If this strategy is to be adopted in must not resemble the feckless meandering described so amusingly by Kotov in his book *Think Like a GM*, switching dissatisfied from one move to another until you run out of time. However it has often seemed to me that rather than work six moves deep down line "A", then six moves each down line "B", it might be better to look (say) two moves deep in each of lines A-G, then go back to "A" and go four moves deep this time, and so on. It may be that you find the key to the position earlier than you would have done by a strictly sequential approach, and in any event, ideas which may be obvious from one line of analysis may come in handy when analysing other lines, where the same idea is not so obvious. There is an example illustrating the idea of 'progressive deepening' from Simon Webb's panel tests. Given a list of candidate moves, which lines do you start with? Purdy again: start with the most forcing moves. But if none look any better than the others? Nunn and Griffiths advise: "Just plunge in"; take a look at this one, where "Black has a decisive attack" but there is no forced mate. Corden - Nunn, Birmingham 1975 [Variation] [t + - + j + - T] [X x + - + x X x] [- + x + - - +] [+ b + x P l + -] [- + - + s + - +] [+ - + k + n + -] [p P p + - D p P] [R n B q + - + r] The first move to look at must be 15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5# ... "and straightaway you have learned a lot about the position". That is, you can regain at least one piece whenever you wish, still keeping the K exposed. After this you can work your way methodically through the other lines, with the conclusions from your quick first assessment already in mind. Sometime you can divert the task of analysis: play a good positional move relatively quickly. nimzovitch - tartakower (karlsbad) [E81], 1929 [t + d + - T - J] [+ - X l + x L x] [- X - X - S - +] [X - S p X - B x] [- + p + p + p +] [+ - N - + p + -] [p P - Q - N - +] [R - - - K b + r] [15. Bxf6 Bxf6 (Nimzo analysed briefly:) 16. Qh6 Bg7 17. Qxh5 h6 18. g5 f5 "now it is necessary to analyse several variations which are roughly equally good:" e.g. 19. gxf6 [or 19. gxh6_] 19... Rxf6 20. Bh3] "all of this is extremely complicated and therefore I played after no more than five minutes' thought"... 15. Bxf6! 15... Bxf6 16. Rxb5 Bg7 17. Nh1_ There followed: 17... f6 18. Qh2 h6 19. Ng3 Kh7 20. Be2 Rg8 21. Kf2 Rh8 22. Rh4 Qe8 23. Rg1 Bf8 24. Kg2 Nb7 25. Nh5_ "with a strong solid game and chances of attack" - NIMZO [...1-0] However, sometimes there is no such resource, and you must simply work your way through the variations as best you can. Good practice So much for theory. How do you put this into practice? Well, you practice! We must cultivate good habits in our analysis. "Let us repeat once more the methods by which we can increase our combinative skill: "(1) by careful examination of the different types and by a clear understanding of their motives and their premises "(2) By memorising a number of outstanding as well as of common examples and solutions "(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination." -- Euwe, *Strategy and Tactics in Chess*. Since Euwe wrote, some other methods have become more available. Gaining practice and

experience through tests: You have probably seen either the British Chess Magazine column Find the Winning Continuation, or the same idea in Chess magazine, called there Winning Combinative Play. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, Winning Chess. If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: Test your chess IQ, Vol.1 (for players up to 160), Test your chess IQ, Vol.2 (for 160-200) and Test your chess IQ, Vol.3 - Grandmaster Challenge (for 200+ grades). They both suffer from the drawback, in my view, of containing only combinations that work - there are no false but tempting opportunities offered to you, which is so often the case during a game. In fact, I believe that mass practice of tactical tests like this can lead to a false sense of optimism when presented with a promising tactical opportunity. Unless these tests have hidden points in the variations you are required to spot, or include 'false' opportunities, they must be supplemented by other activities. Some support for this is found in Gene Thompson's article for Chess Scene . More testing (literally) is the Chess Monthly magazine feature, How Good is your Chess? which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called Test Your Chess.) Here's an easy example of such a test from the B.C.F., with answers. Other Books for study Most of the above is 'practice makes perfect' style with little explanation. The theory of candidate moves and trees of analysis I found in Kotov, Think like a Grandmaster (a summary is also to be found in Kotov, Plan like a Grandmaster). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis. Another important book for theory is Nunn and Griffiths, Secrets of Grandmaster Play. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board. Gaining practice and experience through exercises: One of the best exercises is to play tactical games, against a player of about your own strength or better. If the point is to develop tactics, there can be no better way of doing this for most people than practicing against a computer - that will show you how thorough you really are! Playing-out of positions There are also some good ideas in Dvoretsky, Secrets of chess tactics. In particular, he describes the technique of playing-out of positions for which an analysis has been published. For example, he played on from positions found in the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the clock. This is a realistic test and you can check your conclusions against what Nunn has analysed. Of course, you can use a computer to play positions out. Examining your own games: Always a good idea - and it is quite possible to do so concentrating mostly on the number and type of tactical errors you make. Mistakes are perhaps inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. Also, make sure you are spotting opportunities for your opponent as well as yourself. I'm sure becoming more efficient or more consistent in this regard would result in a rise in grade for most of us, without any great new insights being gained. Blumenfeld's rule for avoiding blunders: After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this

fresh look, then you move. This is called... Blumenfeld's rule: "It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation:- When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a mate in one on, or left a piece or a pawn to be taken. Only when you have convinced yourself that there is no immediate catastrophe for you should you make the planned move." -- KOTOV You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look. I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything at the start_ of your thinking. You are not checking conclusions - you are checking assumptions_ . [If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while.] Net reading:_ Online exercises from John Coffey and David Hayes. Worked example from Gabriel Schwartzmann Kotov's classic Think Like a GM, the first chapter of which has been very influential. A nice piece of self-reflection from an amateur, Chess Scene. Bibliography "The pleasure of a chess combination lies in the feeling that a human mind is behind the game, dominating the inanimate pieces with which the game is carried on, and giving them the breath of life." -- RETI Alexander, The Penguin Book of Chess Positions Avni, Danger in Chess British Chess Magazine_, Find the Winning Continuation Chernev and Reinfeld, Winning Chess Chess_ magazine, Winning Combinative Play Chess_ magazine, How Good is your Chess? (Book of same name by Danny King) Dvoretsky, Secrets of chess tactics Kotov, Think like a Grandmaster)_ candidate moves, tree of analysis, analysis of master games Kotov, Plan like a Grandmaster) Livshits, Test your chess IQ, Vol.1 Livshits, Test your chess IQ, Vol.2 Livshits, Test your chess IQ, Vol.3 - Grandmaster Challenge Nunn and Griffiths, Secrets of Grandmaster Play Back to Chess Coaching Page This document (practact.html) was last modified on 20 Jan 97 by Dr. Dave

/^\[s/K(/g
/^\[s/Q/@/g
/^\[s/B/'/g
/^\[s/N)/g
/^\[s/R/,/g
/^\[s/P*/g

/^\[s/k/K/g
/^\[s/q/Q/g
/^\[s/b/B/g
/^\[s/n/N/g
/^\[s/r/R/g
/^\[s/p/P/g

/^\[s/J"/
/^\[s/D%/g
/^\[s/L!/g
/^\[s/S#/g
/^\[s/T^\&/g
/^\[s/X\$/g

/^\[s/j/k/
/^\[s/l/b/g
/^\[s/s/n/g
/^\[s/t/r/g
/^\[s/x/p/g

/^\[s/ //g
/^\[s/-/ /g
/^\[s/+0/g

/^\[s/d/q/g
/^\[s/@+/g

/^\[s^]/6/g
/^\[s//4/g

/^\[s/ N / H /g

/^\[s/ n / h /g

/^\[s/ J / Z /g

/^\[s/ j / z /g

/^\[s/ D / W /g

/^\[s/ d / w /g

/^\[s/ L / N /g

/^\[s/ l / n /g

/^\[s/ S / J /g

/^\[s/ s / j /g

/^\[s/ X / O /g

/^\[s/ x / o /g

/^\[s\[N \^[H /

/^\[s\[n \^[h /

/^\[s\[J \^[Z /

/^\[s\[j \^[z /

/^\[s\[D \^[W /

/^\[s\[d \^[w /

/^\[s\[L \^[N /

/^\[s\[l \^[n /

/^\[s\[S \^[J /

/^\[s\[s \^[j /

/^\[s\[X \^[O /

/^\[s\[x \^[o /

/^\[s/ N\]/ H\]/

/^\[s/ n\]/ h\]/

/^\[s/ J\]/ Z\]/

/^\[s/ j\]/ z\]/

/^\[s/ D\]/ W\]/

/^\[s/ d\]/ w\]/

/^\[s/ L\]/ N\]/

/^\[s/ l\]/ n\]/

/^\[s/ S\]/ J\]/

/^\[s/ s\]/ j\]/

/^\[s/ X\]/ O\]/

/^\[s/ x\]/ o\]/

/^\[s/Z/L/g

/^\[s/z/l/g

/^\[s/-*/g

/^\[s^\[-^\[*/g

/^\[s/-\]*/\]/g

/^\[s/ //g

/^\[s^\]\^\g

/^\[s/^\]/g

/^\[s/K/I/g
/^\[s/Q/!/g
/^\[s/B/G/g
/^\[s/N/H/g
/^\[s/R/\$/g
/^\[s/P)/g

/^\[s/k/K/g
/^\[s/q/Q/g
/^\[s/b/B/g
/^\[s/n/N/g
/^\[s/r/R/g
/^\[s/p/P/g

/^\[s/J/i/
/^\[s/D/l/g
/^\[s/L/g/g
/^\[s/S/h/g
/^\[s/T/4/g
/^\[s/X/0/g

/^\[s/j/k/
/^\[s/d/q/g
/^\[s/l/b/g
/^\[s/s/n/g
/^\[s/t/r/g
/^\[s/x/p/g

/^\[s/ //g
/^\[s/-/w/g
/^\[s+/d/g

/^\[s^]/}/g
/^\[s//{/g

Exeter Chess Club: Practical Tactics

Exeter Chess Club: Practical Tactics

Introduction

The elements of combination

Sight of the board

Combinational vision

Varieties of error

Getting your mind right

Candidate moves

The calculation of variations

Good practice and further reading

Bibliography

Net reading

Introduction

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired"

-- RETI

4CoNciqeNrabbyrhinqocumeNrwanfobboweqByaunefubUne)er
post by NM Dan Scoones._]

The way it works is this:

My mum and dad taught me how to play chess, and when I was about 9 I went to the school chess club. I sat down to play a small boy, took

the Black pieces and was mated in four moves (Scholar's Mate). To the best of my recollection I have never fallen for it since, and while I can't ever remember perpetrating that particular sequence on anyone else, I have delivered mate on f7 a number of times.

Learning and applying tactics is just that: you learn to recognise a pattern, you see it coming if someone tries it on you, and you can apply it in similar positions in your own games. In fact, once you know the patterns, a lot of the calculation comes pretty easily.

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one'
" -- Richard RETI.

It used to be thought - perhaps because of statements like this, and a little early psychological research - that there wasn't much difference in the abilities of strong and weak players at analysis: rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences [see [Simon Webb's panel tests](http://www.exeterchessclub.org.uk/./webb2.html#RTFTtoC11)]. So, the patterns and judgements are important, but you must also train yourself to analyse.

Sir Peter Medawar once remarked, rather testily:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

[A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*]

No less a tribute may be paid to the editors at Batsford and Cadogan and Chess Digest: there is a population of chessplayers who know about mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win a Rook Ending. This piece is dedicated to the first of these failings.

The elements of combination

A combination_ is a forcing sequence, often involving a temporary sacrifice, which results in an advantage - checkmate, win of material or a winning positional bind.

Here's a nice example, which I think is not out of most players' reach: have a go at solving it (White to move and win) before reading on.

Becker-Jung, Eberstadt-Bensheim, 1948

(wKh1,Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2;
bKf7,Qd7,Nc6,g6,Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5)

4r0 0 0 &6

4\$p\$q0k\$ 6

4 0n\$ \$n06

40 0 * 0p6

4 0P0 * 06

40 +B) *b6

4P* 0N, *6

4, 0 0 0K6

The different combinational themes are often called motifs.

The theme or motif of this combination is the fork.

There is almost no way you can find the combination in this position if you have not seen this pattern before.

First, we examine the position for pointers. The Black pieces are not very well coordinated, and the Black King and Queen seem almost in reach - for example, if we had protection for e6, we could think about e5-e6+ winning the Queen. In fact, f4-f5_ provides that protection, so 1. f5 (Knight moves) 2. e6+_ looks excellent, except that Knight moves 1...Ng6xe5_, but it starts to look as though we might be on for something here.

More details: we can, by Bxg6+_, bring the Black King a little closer, and check it by f4-f5_. In fact, we can check it immediately by e5-e6_. Maybe some combination of these ideas might allow us to lure Black pieces to e6 and g6, and fork them by f4-f5.

So, this fork becomes the idea of our combination.

Next, the combination must now be calculated and the correct move order sorted out.

We might try 1. Bxg6+ Kxg6 2. e6_ ... but Black might sidestep with 2...Qe7_, or even take it 2...Qxe6, when 3. f5+ fails to 3...Qxe3_...

Purdy coined the splendid term smite: you must learn to examine smiting moves, checks and captures. These are the most forcing and the key to starting most combinations. With this in mind we can reconsider our combination:

the starting move 1. e6+_ is perhaps surprising, but once we consider the move at all we can see that is it very forcing, and after 1...Kxe6_ or 1...Bxe6_ we can play 2. f5(+) winning a piece.

So, Black seems obliged to play 1. e6+ Qxe6_. Now again, 2. f5_ fails to 2...Qxe3. Humph.

The forcing sequence 2. Bxg6+ Kxg6 3. f5+ Bxf5_ seems almost to fizzle out, but then (aha!) 4. Nf4+_ forks King and Queen. Missed anything? No, all looks OK, so, Black has to lose a piece, probably by 1...Bxe6 when a couple of Pawns will be partial compensation.

So, the elements of a combination are motif, idea, and calculation. You don't really change gear from one to the other when trying to come up with a combination in practice, but you do need to work on each separately if you are to improve.

How did your attempt match up to my account of the solution? Missed the idea? Missed a defence? Muddled the move order? Hopefully what I describe below can improve your performance in each aspect. Even if that one seemed totally beyond you I'll at least show you how such a standard can be approached. _

"A thorough understanding of the typical mating combinations_ makes the most complicated sacrificial combinations leading up to them not only not_ difficult,

but almost a matter of course."

-- TARRASCH

You must_ know all these motifs:

- K - knight forks
- L - last rank
- M - mating pattern
- N - network nobbled (Nterference)
- O - overloading
- P - pins
- Q - queening
- R - retreat
- S - sacrifice at castle gates
- T - two for the price of one [double attack]
- U - undermining (removing the guard)
- U2 - unmasking (discovery)
- V - vulnerable f7
- W - weakening King's-side
- X - X-ray (skewer)

4ANqrheReaReorheRn,I'mnuRe6.

Once you are aware of these motifs you can apply them in your own games. See also Combinational vision below.

"The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?"

-- Reinfeld, to Thomas-Euwe, Carlsbad 1929.

Sight of the board

By which I mean, how deep can you analyse without losing track? The ability to play a game blindfold isn't that good a guide - I can remember a game where both players couldn't "see" that they could play Qa5xQh5 (or Qh5xQa5) for free! Playing a game blindfold against a computer is a test, though, and so is solving problems without moving the pieces. On a good day I can do six-move problems. I'm aiming at seven/eight. (But why do I still make one-move blunders? See below!)

You can get this far solving positions
one move deep,
three
moves, five
moves and six moves deep. They are all
knight forks, if you want a hint, although other motifs may make an
appearance.

knight
fork combination (1), one move deep, 1997

(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6)

4r0 0k0 06

40 0n0 0 6

4 \$ 0 0 06

40 0N0 0 6

4 0R0 * 06

40 0 (0 6

4 0 0 0 06

40 0 0 0 6

1. Nc7+_: if you can't spot that one, don't read on!

KFC

(2) chernev/reinfeld, 1949

(wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4)

4 0 0 0 06

40 0 0 " 6

4 0 0 0 06

40 0 0 0 6

4Q0 # 0q06

40 0 0) 6

4 0 0 * 06

40 0 0 (6

1. Qxd4+ Qxd4 2. Nf5+ 1-0_

This 'decoy' of the Queen onto a forking square is very common in
combinations with a Knight Fork motif.

KFC (3), c/r, 1949

(wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4;
bKg8,Qe7,Nc6,e4,Bd7,Rc8,Pa7,b7,c7,d6,g4,h7)
4 0r0 0k06
4\$P\$b% 0p6
4 0n\$ 0 06
40 0 0 0 6
4 0 *n)p*6
40 0Q0 * 6
4P*P0 0 06
4, 0 0R(6

1. Nd5 is an obvious first move for a tactic, and forcing because the Black Knight is loose; once considered, you should be able to wrap it up:

1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0_

Black has better moves than

2...Qxe4, but if Black cannot recapture on e4, White wins a piece.

KFC

(4) zukertort - englisch, london, 1883

(wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6)
4 0 0k0 06
4\$ * 0 \$ 6
4 0q0n\$ \$6
40 0N0 0 6
4 0 0 0 06
40Q0 0P* 6
4 0 0 0K*6
40 0 0 0 6

You've had your hint! It's a matter of nudging the Black pieces onto the right squares, which White can do neatly:

1. Qb5 Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0_

KFC

(5) kofman-sakketi, corr., 1948

(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7)

4 0k0 0 06

4\$P\$ 0p0p6

4 0 0 0 06

40 0 0 0 6

4 0N! 0 06

40 0 0 %P6

4P* 0 0 06

40 0R, 0K6

White actually resigned here, but...

1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0_

Remember, this was a correspondence game, so time wasn't the issue - despair was.

KFC

(6) schlechter-mieses, st.petersburg, 1909

(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2;

bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7)

4 0k0 0 &6

4\$P\$r0p\$P6

4 0 !p0 06

40 0 * % 6

4 0Q* 0n06

4* 0 0R0 6

4 * 0NOP*6

40 ,N0 (6

Deep breath:

1... Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3

6. Nxc3 Ne3+_ with an easily winning endgame, so

0-1_. Can you see the continuation after, say ,

3. g2-g3, or other alternatives?

43.)f2+ph204.(f1)pe55.+c5)pf36.gpf3 0;

3.h3 Qe1+ 4.Rf1 Qxf1+ 5.Kxf1 Rxd1+ 6.Rxd1 Ne3+ -+]

The other resource, besides these tactical problems, is simple chess studies: at their best they can make you pay close attention to the geometry of the board, like this one:

chekhover,
QN v Q, 1996

(wKa1,Qh1,Nf3; bKe4,Qb8)

4 % 0 0 06

40 0 0 0 6

4 0 0 0 06

40 0 0 0 6

4 0 0k0 06

40 0 0N0 6

4 0 0 0 06

4(0 0 0Q6

1. Ng5 is a very vigorous double-check, but the key is:

1. Ne5+ _

In an actual game, you just play this straight away as the best winning attempt because there are so many ways for Black to go wrong. But for practice, can you follow it to the finish? These open-field combinations can be hard to keep track of, because of the apparently great number of choices at each turn.

1... Ke3 _

41...(f42.+f30(g53.+g40(h64.+g6#6

41...(f52.+h30(e4

or [2... Kg5 3. Qg4+]

3. Qf3+ Kd4 4. Nc6+]

2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8

1-0_

Combinational vision

Combinational vision is a product of experience and imagination, both of which broaden the chess mind.

Experience_: Once you have seen something, you might be able to implement an analogous idea in your own games. This is more than knowing the motifs; I mean you should continue to broaden your experience of combinations by examining new examples. An example from my own modest practice: I have known about knight forks for ages (ever since I kept finding them arriving on c7, checking and

forking Ke8/Ra1). But once I had seen the famous finish of a Petrosian-Spassky game (see the entry for Petrosian in the ["Canon/canonidx.html#style" Style section of "Canon/canonidx.html" Canon](#)), I could see the same thing going on in my own game.

This rather reminds me of the old psychological tests based on embedded figures; finding combinations seems a bit like that.

Imagination_: I used to think that the creative imagination was something mysterious and intangible, which could neither be described nor trained. While there may always be something elusive about artistic creation, some thinking by people like Liam Hudson and Daniel Dennett gave me some cause to hope. Creativity is not a simple product of unfathomable inspiration, but a result of firstly, generating lots of (mostly junky) ideas, and then weeding them out to discover the ones that work. If this is true of the expressive arts, then it surely also applies to chess, where the ideas have such concrete prompts on the board, and the selection of the ideas that work can be put to the simple test of analysis.

Put simply, this suggests that someone like Tal can come up with great ideas because they come up with loads of ideas, good, bad and indifferent, and then can select the great one. The problem with most of us is not that we are failing to come up with enough good ideas, but we are failing to come up with enough ideas, full stop. Our ability to spot combinations is limited by our tunnel vision, considering only a few moves of a stereotyped nature, and not having the habit of looking at every thing once, no matter how foolish at first sight. Developing imagination, then, is not a matter of learning how to do something terribly magical, but to some extent involves putting aside what you think you know (retreating pieces is bad, putting your Queen en prise is bad) and considering moves that only very good players - or ["../webb2.html#RTFTtoC15">very bad players!](#) - look at.

Varieties of error

The way it is supposed to work is:

A tactic appears for you: you get it right.

But we also see:

A tactic appears for you: you miss it.

A tactic appears for your opponent: you miss it.

A tactic appears for you: you see it but analyse it wrongly.

A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

A
tactic appears for you: you get it right.

The idea is easy, but can you analyse it to a finish?

Regis,D
- Lane,P (1994)

4r0 %k0r06
4\$P\$b#p0Q6
4 0 0p0 06
4# 0 * ' 6
4 0B0 0 06
40 * 0N0 6
4P* 0 *P*6
40 (R0 0R6
13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0_

Ah, if only it was all like that...

A
tactic appears for you: you miss it.

Regis,D.
- Aston,P (1994)

4 0k0 ! &6
4\$ 0r0R\$P6
4 0 0 0 06
40 *p+ 0 6

4 0 0 0 % 6
40N0 * 0 6
4P*P0 0P*6
4, 0 0 (6

21. Qe8+?? _
[21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1]
...1-0

Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination.

A
tactic appears for your opponent: you miss it.

Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply.

Regis,D
- Stirling,A (1984)

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4_
4r#b%k! &6
4\$P\$P0p\$P6
4 0 0p0 06
40 * * 0 6
4 0B0 # 06
40) 0 0 6
4P* * *P*6
4, 'Q()R6
7. Qg4 Qh4 ...0-1_

There are lots of opening traps like that: White bites off more than he can chew.

A
tactic appears for you: you see it but analyse it wrongly.

Regis,D.
-Stooks, Charles (1993)

4 &b! Or"6

4# 0q0p0p6

4 0 \$ *p+6

40p\$N\$ 0 6

4 0P0P0 06

40 0P0 * 6

4 * 0N0B*6

4, 0 0R(6

19. Nef4?_ (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5)

19... Nc6?? _

[19... Qb7]

20. Nh3 Qg4 21. Ng5 1-0_

Simple over-optimism: I didn't consider 20...g5.

A

tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

Ward,D

- Regis,D (1994)

4 0 0r&k06

40p\$ 0 0 6

4p0 \$ 0 \$6

40 0P!n\$q6

4P0P0N\$ 06

40 0 0P0P6

4 * 0Q'P06

40R0 , 0K6

26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6 _

[34. Kh2! ...when it's all a bit tricky!]

34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1_

The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending.

A

tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

Wilcox,
RJ (1830) - Regis, D (1945) (3) [B06] Paignton Challengers, 1996

4 0 0r0k06
40 0b&p! 6
4 0 0 #p06
4\$ 0 % 0p6
4P0p)P0 06
4)p* 0B0P6
4 * 0 +P06
40 0R0R0K6

I though I could wrap things up here: 28... Nxe4?!_ was an obvious first choice, trying to win a Pawn. Does it win a Pawn? Oh no, because of Nxc4. No, I was right, it does win a Pawn, because I've always got both ...Bxh4 and ...Bxa4. So...

28... Nxe4?!_
428...+c7!wiNn,IrhiNK6
29. Bxe4 Qxe4 30. Nxc4 Qd5 _

And of course I realised here I'd blown it:30... Bxa4? 31. Nd6!

This is very common: stopping analysis at the end of a sequence favourable to you. But after that, it's your opponent's move!

As we start to comment more deeply on these examples, we see two sources of error: mistakes or bad habits in analysis, on the one hand, but also misjudgements on the other - errors in the general assessment of the board or the opponent. It is just the first of these I am concerned with here; else we are raising another big issue about attitude.

Getting your mind right_

I don't know any exercises to improve your mental attitude, but awareness - particularly self-awareness - is important in eliminating all sources of error, not just tactical ones. I have written and collected material elsewhere about getting your mental attitude right: there are examples (good and bad) in the <A HREF =

[../Canon/canonidx.html#psych](#)>Psychology section of the Canon, there is some good advice on a [Poster for Juniors, and in a compilation of Advice for the middlegame. However, in this document on tactics I'll mention the issue of attitude in this aside, and return to the matter at hand.

Combinations do not usually come out of nowhere - they are based on a superiority in position_, and you can tell when a combination is likely to be around:

Exposed or "stalemated" Kings are always vulnerable_

Undefended or 'hanging' pieces often lead to trouble_.

Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised._.

This last category can be hardest to spot, because it is so common. There is some sense in which, as Lasker described, there should be some justice in chess - have you done enough, to deserve to win? that is, have you a big enough advantage? This is to some extent a matter of judgement, but if you feel you have a good advantage in space or mobility, then you should look:

"No combination without a considerable plus, no considerable plus without a combination [...]

In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power and will of intellect, because the combination must exist, however deeply hidden."

-- LASKER.

I like this quote, but it has to be said that while there are 'just' and logical combinations where you (say) carry out a combination based on a campaign against the long-term weakness of a Pawn, there are also 'accidental' combinations which seem to be based on nothing but the

chance arrangement of pieces, and there are also traps - so diligence in searching for tactics is required at almost every move.

you must routinely check all positions for tactical opportunities
you must think for your opponent as well as yourself

How can you make sure that you get better at this? Determination alone may not be enough: we need a bit more theory, and practice.

Candidate moves

The first bit of theory is the search for candidate moves; I also owe my appreciation of the idea of candidate moves to Kotov.

"All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another."

-- ALEXANDER KOTOV

The idea is, to make sure you don't overlook some vital idea at the start of analysis.

Varley - Hewson, WECU Jamboree [B18], 1993

Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid. Can Black get away with this, or can White show the flaw in Black's move order by the sacrifice Bxe6_?

What do you think?

```
4r# %k0 &6
4$p0 0p$b6
4 0p!p# $6
40 0 0 0 6
4 0B* ) *6
40 0 0 ) 6
4P*P0Q*P06
4, ' ( 0R6
```

11. Bxe6_

An enterprising sacrifice! White hopes to catch Black's King in the centre.

11... O-O!_

Unflappable Exeter player Brian Hewson calmly sidesteps the main line of a sacrifice (11...fxe6) threatening a pin on the e-file.

12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ..._ and Black consolidated and won. [0-1]

It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move at the outset before analysing any one move deeply. Had White done this he could not fail_ to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8, and could not fail to realise that it refuted the sac.

There is another example or two illustrating the 'candidate move' idea from Simon Webb's panel tests, and the commentary on Nunn's games in the Analysis section of the Canon.](#)

There are certain sorts of moves which are easy to spot (or train yourself to spot: like checks, captures, and so on. There are also certain classes of move which are difficult to make yourself consider - here are a few surprising/paradoxical moves. You should (a) make sure you know these models, (b) collect and review other examples, (c) see if there are either types of moves which you or somebody else found difficult to anticipate.

Retreats

Christiansen
- Karpov (1993)

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6

9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 (wait for it...) _

4r0 %k0 &6

4\$ 0p0p\$P6

4 \$b!p0 06

40 0 0 0n6

4 0P0P0 06

4*) ' 0 6

4 *Q0 *P*6

4, 0 (B0R6

12.Qd1 1-0_

The error made by Karpov above is actually a common one - missing an undeveloping retreat.

Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on.

Another example:

Putting

pieces en prise

Fischer

- Sherwin, USA Ch'p , 1957

4 0 0 &k06

40 0 0p\$P6

4 0 \$ 0 06

40 0B0 % 6

4R0 0P0n06

40 & 0 0 6

4P0 0Q0P*6

40 0 0R0K6

30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4

36. Be6 1-0_

How about that one: a Queen moving backwards into a position where it can be captured!

'Silent' sacrifices

You can get so used to looking for 'smiting' moves that apparently non-forcing, 'quiet' sacrifices can be surprising:

Fischer,R

- Benko,P, ch-USA, 1963

4r0 0q& "6
4\$p0 0p!p6
4 0p# 0 06
40 0 0 0Q6
4 0 \$P0 06
40)B0 0P6
4P*P0 0P06
4, 0 OR(6

Obviously, there is a mating attempt at h7 but
419.e5f520.+pe8)pe821.)e2'pe522.,pf5'f6=6

19. Rf6! _

This is what I mean: a silent sacrifice of the Rook, which actually leaves Black helpless. Chess may not be an art, but moves like this have a strong aesthetic effect, at least for me - I like the apparent subtlety of the sacrifice without a check or capture, and I like the drama of giving Black an apparently free move for the defence - which he cannot make use of.

19... Kg8 _
419...h620.e5[20.,ph600 620...(g80 6
20. e5 h6 21. Ne2 1-0_

'Creeping
moves'

I keep alluding to Purdy's advice:
"examine moves that smite!" But have a look at this:

Spassky
- Korchnoi, Kiev, 1968

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8.
Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3
Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21.
hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 DIAGRAM_
4 0 0 !k06
40 # %r0 6

4p0Q0 \$p06
40 \$ \$ 0 6
4 0 0P0 06
40) 'P0 6
4P* 0 0P06
40 (R0 0 6

The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. Nd5 Qe6! and Black holds.

26. Qb6 _

Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...Qe6 with Bxc5 and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game.

26... Kg7 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0_

It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange. Here is a simple example:

Wahl Tuch

- Palmer, Manchester, 1912

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 (_Berlin Defence, Rio De Janiero Variation) 6. dxe5 _[6. Bxc6] 6... Nxb5 7.

a4_
4r0b%k! &6
4\$p\$p0p\$p6
4 0n0 0 06
40n0 * 0 6
4P0 0 0 06
40 0 0N0 6
4 *P0 *P*6
4,N'Q0R(6

This is a gorgeously messy line

7... Nd6_ [better 7... d6]

8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxg6 Qa5 14. Nxb8+ Kd8_

Have a look at the next diagram and see what you think.

4r0b" !)6
4\$p0p# 0p6
4 0 \$ 0 06
4% 0 0 \$Q6

4P0 0 0 06

40 0 0 0 6

4 *P0 *P*6

4,N0 , (6

15. Nc3 _

4OBviounbyNor15.+f7+pe1#6

It is tempting to try a forcing move, but none work.

"A quiet move in the midst of an attack is the sign of the master" - Du

Mont

15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0_

The calculation of variations

The starting point for any consideration of analysis must be Kotov, again.

Candidate moves must be established straight away and they must be clearly enumerated.

Once we have established all the candidate moves, we then proceed to work out the variations arising from them one by one.

In analysing complicated variations, one must examine each branch of the tree once and once only.

This task cannot be split into parts, by examining one move fully and then looking for the next one._

Kotov gives some example of positions where the analysis gets progressively more detailed:

The

'tree of analysis'

bare trunk bare trunk with coppice bush
side-branch

Through practice, I would have thought anyone could master the art of analysing "bare trunks" and "trunk-with-branch" - what is required here is the ability to visualise the board several moves ahead.

Also, I think also the "coppice" type of position is not out of most

players' reach. What is required here is organisation - to list the moves required at the outset, and to work through them methodically.

What is most challenging is the type of position which is genuinely complex, like the "bush", when it is difficult for most of us to analyse everything relevant. Are there any hints or tips for making best use of the time we have, while our analytical skills are still developing? Yes indeed: we have advice from de Groot, from Nunn/Griffiths, and from Nimzovitch.

The chess master and psychologist De Groot, in commenting on transcriptions of players' verbal reflections, used to talk about 'progressive deepening'. If this strategy is to be adopted it must not resemble the feckless meandering described so amusingly by Kotov in his book [Think Like a GM](http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html), switching dissatisfied from one move to another until you run out of time. However it has often seemed to me that rather than work six moves deep down line "A", then six moves each down line "B", it might be better to look (say) two moves deep in each of lines A-G, then go back to "A" and go four moves deep this time, and so on. It may be that you find the key to the position earlier than you would have done by a strictly sequential approach, and in any event, ideas which may be obvious from one line of analysis may come in handy when analysing other lines, where the same idea is not so obvious. There is an example illustrating the idea of 'progressive deepening' from Simon Webb's panel tests.

Given a list of candidate moves, which lines do you start with? Purdy again: start with the most forcing moves. But if none look any better than the others?

Nunn and Griffiths advise: "Just plunge in"; take a look at this one, where "Black has a decisive attack" but there is no forced mate.

Corden - Nunn, Birmingham 1975 [Variation]

4r0 0k0 &6

4\$p0 0p\$p6

4 0p0 0 06

40B0p*b0 6

4 0 0n0 06

40 0K0N0 6

4P*P0 %P*6

4,N'Q0 OR6

The first move to look at must be 15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5# _ ..."and straightaway you have learned a lot about the position". That is, you can regain at least one piece whenever you wish, still keeping the K exposed. After this you can work your way methodically through the other lines, with the conclusions from your quick first assessment already in mind.

Sometime you can divert the task of analysis: play a good positional move relatively quickly.

nimzovitch - tartakower (karlsbad) [E81], 1929

4r0q0 & "6

40 \$b0p!p6

4 \$ \$ # 06

4\$ #P\$ 'p6

4 OP0P0P06

40) OP0 6

4P* +) 06

4, 0 (B0R6

415.'pf6'pf6()imzoaNabyneqBRiefby:)16.+h6'g717.+ph5h6

18. g5 f5 "now it is necessary to analyse several variations which are roughly equally good:" e.g. 19. gxf6 [or 19. gxh6_]

19... Rxf6 20. Bh3]

"all of this is extremely complicated and therefore I played after no more than five minutes' thought"...

15. Bxf6!

15... Bxf6 16. Rxh5

Bg7 17. Nh1_ There followed:

17... f6 18. Qh2 h6 19. Ng3 Kh7 20. Be2 Rg8 21. Kf2 Rh8 22. Rh4 Qe8

23. Rg1 Bf8 24. Kg2 Nb7 25. Nh5_

"with a strong solid game and chances of attack" - NIMZO [...1-0]

However, sometimes there is no such resource, and you must simply work your way through the variations as best you can.

Good practice

So much for theory. How do you put this into practice? Well, you practice! We must cultivate good habits in our analysis.

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, Strategy and Tactics in Chess_.

Since Euwe wrote, some other methods have become more available.

Gaining practice and experience through tests:_

You have probably seen either the British Chess Magazine_ column Find the Winning Continuation, or the same idea in Chess_ magazine, called there Winning Combinative Play. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, Winning Chess.

If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: Test your chess IQ, Vol.1 (for players up to 160), Test your chess IQ, Vol.2 (for 160-200) and Test your chess IQ, Vol.3 - Grandmaster Challenge (for 200+ grades).

They both suffer from the drawback, in my view, of containing only combinations that work - there are no false but tempting opportunities offered to you, which is so often the case during a game. In fact, I believe that mass practice of tactical tests like this can lead to a false sense of optimism when presented with a promising tactical opportunity. Unless these tests have hidden points in the variations you are required to spot, or include 'false' opportunities, they must be supplemented by other activities. Some support for this is found in

Gene Thompson's article for Chess Scene_.

More testing (literally) is the Chess Monthly_ magazine feature, How Good is your Chess? which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called Test Your Chess.) Here's an easy example of such a test from the B.C.F., with answers.

Other Books for study_

Most of the above is 'practice makes perfect' style with little explanation. The theory of candidate moves and trees of analysis I found in Kotov, Think like a Grandmaster (a summary is also to be found in Kotov, Plan like a Grandmaster). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis.

Another important book for theory is Nunn and Griffiths, Secrets of Grandmaster Play. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board.

Gaining practice and experience through exercises:_

One of the best exercises is to play tactical games, against a player of about your own strength or better. If the point is to develop tactics, there can be no better way of doing this for most people than practicing against a computer - that will show you how thorough you really are!

Playing-out of positions_

There are also some good ideas in Dvoretsky, Secrets of chess tactics. In particular, he describes the technique of playing-out of positions for which an analysis has been published. For example, he played on from positions found in the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the clock. This is a realistic test and you can check your conclusions against what Nunn has analysed. Of course, you can use a computer to play positions out.

Examining your own games:_

Always a good idea - and it is quite possible to do so concentrating mostly on the number and type of tactical errors you make. Mistakes are perhaps inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. Also, make sure you are spotting opportunities for your opponent as well as yourself. I'm sure becoming more efficient or more consistent in this regard would result in a rise in grade for most of us, without any great new insights being gained.

Blumenfeld's rule_ for avoiding blunders:

After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this fresh look, then you move. This is called...

Blumenfeld's rule:

"It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation:-

When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a mate in one on, or left a piece or a pawn to be taken.

Only when you have convinced yourself that there is no immediate catastrophe for you should you make the planned move."

-- KOTOV

You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look.

I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything at the start_ of your thinking. You are not checking conclusions - you are checking assumptions_. [If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while.]

Net reading: _

Online exercises from <A HREF =
"http://www.xmission.com/~jrcoffey/chess.html">John Coffey and David
Hayes.

Worked example from <A HREF =
"http://www.yourmove.com/lecture.htm">Gabriel Schwartzmann

Kotov's classic <A HREF =
"http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html">Think Like
a GM, the first chapter of which has been very influential.

A nice piece of self-reflection from an amateur,
Chess Scene.

Bibliography

"The pleasure of a chess combination lies in the
feeling that a human mind is behind the game, dominating the inanimate
pieces with which the game is carried on, and giving them the breath
of life."

-- RETI

Alexander, The Penguin Book of Chess Positions

Avni, Danger in Chess

British Chess Magazine_, Find the Winning Continuation

Chernev and Reinfeld, Winning Chess

Chess_ magazine, Winning Combinative Play

Chess_ magazine, How Good is your Chess? (Book of same
name by Danny King)

Dvoretsky, Secrets of chess tactics

Kotov, Think like a Grandmaster)_candidate moves, tree of analysis,
analysis of master games

Kotov, Plan like a Grandmaster)

Livshits, Test your chess IQ, Vol.1

Livshits, Test your chess IQ, Vol.2

Livshits, Test your chess IQ, Vol.3 - Grandmaster Challenge

Nunn and Griffiths, Secrets of Grandmaster Play

[Back to Chess Coaching Page](#)

This document (practact.html) was last modified on 20 Jan 97
by
Dr. Dave

Exeter Chess Club: Practical Tactics

Exeter Chess Club: Practical Tactics

Introduction

The elements of combination

Sight of the board

Combinational vision

Varieties of error

Getting your mind right

Candidate moves

The calculation of variations

Good practice and further reading

Bibliography

Net reading

Introduction

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired"

-- RETI

/ConcidentallythisdocumentwasfollowedbyausefulUseNet post by NM Dan Scoones._]

The way it works is this:

My mum and dad taught me how to play chess, and when I was about 9 I went to the school chess club. I sat down to play a small boy, took

the Black pieces and was mated in four moves (Scholar's Mate). To the best of my recollection I have never fallen for it since, and while I can't ever remember perpetrating that particular sequence on anyone else, I have delivered mate on f7 a number of times.

Learning and applying tactics is just that: you learn to recognise a pattern, you see it coming if someone tries it on you, and you can apply it in similar positions in your own games. In fact, once you know the patterns, a lot of the calculation comes pretty easily.

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one'
" -- Richard RETI.

It used to be thought - perhaps because of statements like this, and a little early psychological research - that there wasn't much difference in the abilities of strong and weak players at analysis: rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences [see [Simon Webb's panel tests](#)]. So, the patterns and judgements are important, but you must also train yourself to analyse.

Sir Peter Medawar once remarked, rather testily:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

[A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*]

No less a tribute may be paid to the editors at Batsford and Cadogan and Chess Digest: there is a population of chessplayers who know about mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win a Rook Ending. This piece is dedicated to the first of these failings.

The elements of combination

A combination_ is a forcing sequence, often involving a temporary sacrifice, which results in an advantage - checkmate, win of material or a winning positional bind.

Here's a nice example, which I think is not out of most players' reach: have a go at solving it (White to move and win) before reading on.

Becker-Jung, Eberstadt-Bensheim, 1948

(wKh1,Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2;
bKf7,Qd7,Nc6,g6,Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5)

```
/t+*+*+*T\  
/OoOw+1O*\  
/*+jO*Oj+\  
/+*+*P*+o\  
/*+p+*P*+\  
/+*QbH*Pn\  
/pP*+hR*P\  
/R*+*+*+k\  

```

The different combinational themes are often called motifs.

The theme or motif of this combination is the fork.

There is almost no way you can find the combination in this position if you have not seen this pattern before.

First, we examine the position for pointers. The Black pieces are not very well coordinated, and the Black King and Queen seem almost in reach - for example, if we had protection for e6, we could think about e5-e6+ winning the Queen. In fact, f4-f5_ provides that protection, so 1. f5 (Knight moves) 2. e6+_ looks excellent, except that Knight moves 1...Ng6xe5_, but it starts to look as though we might be on for something here.

More details: we can, by Bxg6+_, bring the Black King a little closer, and check it by f4-f5_. In fact, we can check it immediately by e5-e6_. Maybe some combination of these ideas might allow us to lure Black pieces to e6 and g6, and fork them by f4-f5.

So, this fork becomes the idea of our combination.

Next, the combination must now be calculated and the correct move order sorted out.

We might try 1. Bxg6+ Kxg6 2. e6_ ... but Black might sidestep with 2...Qe7_, or even take it 2...Qxe6, when 3. f5+ fails to 3...Qxe3_...

Purdy coined the splendid term smite: you must learn to examine smiting moves, checks and captures. These are the most forcing and the key to starting most combinations. With this in mind we can reconsider our combination:

the starting move 1. e6+_ is perhaps surprising, but once we consider the move at all we can see that is it very forcing, and after 1...Kxe6_ or 1...Bxe6_ we can play 2. f5(+) winning a piece.

So, Black seems obliged to play 1. e6+ Qxe6_. Now again, 2. f5_ fails to 2...Qxe3. Humph.

The forcing sequence 2. Bxg6+ Kxg6 3. f5+ Bxf5_ seems almost to fizzle out, but then (aha!) 4. Nf4+_ forks King and Queen. Missed anything? No, all looks OK, so, Black has to lose a piece, probably by 1...Bxe6 when a couple of Pawns will be partial compensation.

So, the elements of a combination are motif, idea, and calculation. You don't really change gear from one to the other when trying to come up with a combination in practice, but you do need to work on each separately if you are to improve.

How did your attempt match up to my account of the solution? Missed the idea? Missed a defence? Muddled the move order? Hopefully what I describe below can improve your performance in each aspect. Even if that one seemed totally beyond you I'll at least show you how such a standard can be approached. _

"A thorough understanding of the typical mating combinations_ makes the most complicated sacrificial combinations leading up to them not only not_ difficult,

but almost a matter of course."

-- TARRASCH

You must_ know all these motifs:

K - knight forks

L - last rank

M - mating pattern

N - network nobbled (Nterference)

O - overloading

P - pins

Q - queening

R - retreat

S - sacrifice at castle gates

T - two for the price of one [double attack]

U - undermining (removing the guard)

U2 - unmasking (discovery)

V - vulnerable f7

W - weakening King's-side

X - X-ray (skewer)

/Andthereareothers,I'msure\.

Once you are aware of these motifs you can apply them in your own games. See also Combinational vision below.

"The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?"

-- Reinfeld, to Thomas-Euwe, Carlsbad 1929.

Sight of the board

By which I mean, how deep can you analyse without losing track? The ability to play a game blindfold isn't that good a guide - I can remember a game where both players couldn't "see" that they could play Qa5xQh5 (or Qh5xQa5) for free! Playing a game blindfold against a computer is a test, though, and so is solving problems without moving the pieces. On a good day I can do six-move problems. I'm aiming at seven/eight. (But why do I still make one-move blunders? See below!)

You can get this far solving positions
one move deep,
three
moves, five
moves and six moves deep. They are all
knight forks, if you want a hint, although other motifs may make an
appearance.

knight
fork combination (1), one move deep, 1997

(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6)

```
/t+*+l+*+\
/+*+j+*+*\
/*O*+*+*+\
/+*+h+*+*\
/*+r+*P*+\
/+*+*K*+*+\
/*+*+*+*+\
/+*+*+*+*+\
```

1. Nc7+_: if you can't spot that one, don't read on!

KFC
(2) chernev/reinfeld, 1949

(wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4)

```
/*+*+*+*+\
/+*+*+*L*\
/*+*+*+*+\
/+*+*+*+*\
/q+*J*+w+\
/+*+*+*H*\
/*+*+*P*+\
/+*+*+*K*\
```

1. Qxd4+ Qxd4 2. Nf5+ 1-0_

This 'decoy' of the Queen onto a forking square is very common in
combinations with a Knight Fork motif.

KFC (3), c/r, 1949

(wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4;
bKg8,Qe7,Nc6,e4,Bd7,Rc8,Pa7,b7,c7,d6,g4,h7)

/*+t+*+l+\
/OoOnW*+o\
/*+jO*+*+\
/+*+*+*+*\
/*+*PjHoP\
/+*+q+*P*\
/pPp+*+*+\
/R*+*+rK*\

1. Nd5 is an obvious first move for a tactic, and forcing because the Black Knight is loose; once considered, you should be able to wrap it up:

1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0_

Black has better moves than

2...Qxe4, but if Black cannot recapture on e4, White wins a piece.

KFC

(4) zukertort - englisch, london, 1883

(wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6)

/*+*+l+*+\
/O*P*+*O*\
/*+w+jO*O\
/+*+h+*+*\
/*+*+*+*+\
/+q+*+pP*\
/*+*+*+kP\
/+*+*+*+*\

You've had your hint! It's a matter of nudging the Black pieces onto the right squares, which White can do neatly:

1. Qb5 Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0_

KFC

(5) kofman-sakketi, corr., 1948

(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7)

/*+l+*+*+*\

/OoO*+o+o\

/*+*+*+*+*\

/+*+*+*+*+*\

/*+hN*+*+*\

/+*+*+*Wp\

/pP*+*+*+*\

/+*+rR*+k\

White actually resigned here, but...

1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0_

Remember, this was a correspondence game, so time wasn't the issue - despair was.

KFC

(6) schlechter-mieses, st.petersburg, 1909

(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2;

bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7)

/*+l+*+*T\

/OoOt+oOo\

/*+*No+*+*\

/+*+*P*W*\

/*+qP*+j+*\

/P*+*+r+*+*\

/*P*+h+pP\

/+*Rh+*K*\

Deep breath:

1... Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3

6. Nxc3 Ne3+_ with an easily winning endgame, so

0-1_. Can you see the continuation after, say ,

3. g2-g3, or other alternatives?

/3.Nf2Qxh2+4.Kf1Nxe55.Qc5Nxf36.gxf3*+;

3.h3 Qe1+ 4.Rf1 Qxf1+ 5.Kxf1 Rxd1+ 6.Rxd1 Ne3+ -+]

The other resource, besides these tactical problems, is simple chess studies: at their best they can make you pay close attention to the geometry of the board, like this one:

chekhover,
QN v Q, 1996

(wKa1,Qh1,Nf3; bKe4,Qb8)

```
/*W*+*+*+*\
/+*+*+*+*\  
/*+*+*+*+\  
/+*+*+*+*\  
/*+*+1+*+\  
/+*+*+h+*\  
/*+*+*+*+\  
/K*+*+*+q\  

```

1. Ng5 is a very vigorous double-check, but the key is:

1. Ne5+ _

In an actual game, you just play this straight away as the best winning attempt because there are so many ways for Black to go wrong. But for practice, can you follow it to the finish? These open-field combinations can be hard to keep track of, because of the apparently great number of choices at each turn.

1... Ke3 _

```
/1...Kf42.Qf3+Kg53.Qg4+Kh64.Qg6#\
```

```
/1...Kf52.Qh3+Ke4
```

or [2... Kg5 3. Qg4+]

3. Qf3+ Kd4 4. Nc6+]

2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8

1-0_

Combinational vision

Combinational vision is a product of experience and imagination, both of which broaden the chess mind.

Experience_: Once you have seen something, you might be able to implement an analogous idea in your own games. This is more than knowing the motifs; I mean you should continue to broaden your experience of combinations by examining new examples. An example from my own modest practice: I have known about knight forks for ages (ever since I kept finding them arriving on c7, checking and

forking Ke8/Ra1). But once I had seen the famous finish of a Petrosian-Spassky game (see the entry for Petrosian in the ["Canon/canonidx.html#style" Style section of "Canon/canonidx.html" Canon](#)), I could see the same thing going on in my own game.

This rather reminds me of the old psychological tests based on embedded figures; finding combinations seems a bit like that.

Imagination_: I used to think that the creative imagination was something mysterious and intangible, which could neither be described nor trained. While there may always be something elusive about artistic creation, some thinking by people like Liam Hudson and Daniel Dennett gave me some cause to hope. Creativity is not a simple product of unfathomable inspiration, but a result of firstly, generating lots of (mostly junky) ideas, and then weeding them out to discover the ones that work. If this is true of the expressive arts, then it surely also applies to chess, where the ideas have such concrete prompts on the board, and the selection of the ideas that work can be put to the simple test of analysis.

Put simply, this suggests that someone like Tal can come up with great ideas because they come up with loads of ideas, good, bad and indifferent, and then can select the great one. The problem with most of us is not that we are failing to come up with enough good ideas, but we are failing to come up with enough ideas, full stop. Our ability to spot combinations is limited by our tunnel vision, considering only a few moves of a stereotyped nature, and not having the habit of looking at every thing once, no matter how foolish at first sight. Developing imagination, then, is not a matter of learning how to do something terribly magical, but to some extent involves putting aside what you think you know (retreating pieces is bad, putting your Queen en prise is bad) and considering moves that only very good players - or ["../webb2.html#RTFTToC15">very bad players!](#) - look at.

Varieties of error

The way it is supposed to work is:

A tactic appears for you: you get it right.

But we also see:

A tactic appears for you: you miss it.

A tactic appears for your opponent: you miss it.

A tactic appears for you: you see it but analyse it wrongly.

A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

A
tactic appears for you: you get it right.

The idea is easy, but can you analyse it to a finish?

Regis,D
- Lane,P (1994)

/t+*Wl+t+\
/OoOnJo+q\
/*+*+o+*+\
/J*+*P*B*\
/*+b+*+*+\
/+*P*+h+*\
/pP*+*PpP\
/+*Kr+*+r\
13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0_

Ah, if only it was all like that...

A
tactic appears for you: you miss it.

Regis,D.
- Aston,P (1994)

/*+l+*N*T\
/O*+t+rOo\
/*+*+*+*+\
/+*PoQ*+*\
13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0_

/**+**+**+*W\
/+h+*P*+*\
/pPp+*+pP\
/R*+**+*K*\

21. Qe8+?? _

[21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1]

...1-0

Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination.

A

tactic appears for your opponent: you miss it.

Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply.

Regis,D

- Stirling,A (1984)

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4_

/tJnWIN*T\
/OoOo+oOo\
/**+*+o+*+\
/+*P*P*+*\
/*+b+*J*+\
/+*H*+**+*\
/pP*P*PpP\
/R*BqK*Hr\

7. Qg4 Qh4 ...0-1_

There are lots of opening traps like that: White bites off more than he can chew.

A

tactic appears for you: you see it but analyse it wrongly.

Regis,D.

-Stooks, Charles (1993)

/*TnN*+tL\
/J*+w+o+o\
/*+*O*PoQ\
/+oOhO*+*\
/*+p+p+*+\
/+*+p+*P*\
/*P*+h+bP\
/R*+*+rK*\
19. Nef4?_ (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5)
19... Nc6?? _
[19... Qb7]
20. Nh3 Qg4 21. Ng5 1-0_
Simple over-optimism: I didn't consider 20...g5.

A

tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

Ward,D

- Regis,D (1994)

/*+*+tTl+\
/+oO*+*+*\
/o+*O*+*O\
/+*+pNjOw\
/p+p+hO*+\
/+*+*+p+p\
/*P*+qBp+\
/+r+*R*+k\
26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6 _
[34. Kh2! ...when it's all a bit tricky!]
34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1_
The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending.

A

tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

Wilcox,
RJ (1830) - Regis, D (1945) (3) [B06] Paignton Challengers, 1996

```
/*+*+t+l+\
/+*+nToN*\
/*+*+*Jo+\
/O*+*W*+o\
/p+oHp+*+\
/HoP*+b+p\
/*P*+*Qp+\
/+*+r+r+k\
```

I though I could wrap things up here: 28... Nxe4?!_ was an obvious first choice, trying to win a Pawn. Does it win a Pawn? Oh no, because of Nxc4. No, I was right, it does win a Pawn, because I've always got both ...Bxh4 and ...Bxa4. So...

```
28... Nxe4?!_
/28...Qc7!wins,Ithink\
29. Bxe4 Qxe4 30. Nxc4 Qd5 _
```

And of course I realised here I'd blown it:30... Bxa4? 31. Nd6!

This is very common: stopping analysis at the end of a sequence favourable to you. But after that, it's your opponent's move!

As we start to comment more deeply on these examples, we see two sources of error: mistakes or bad habits in analysis, on the one hand, but also misjudgements on the other - errors in the general assessment of the board or the opponent. It is just the first of these I am concerned with here; else we are raising another big issue about attitude.

Getting your mind right_

I don't know any exercises to improve your mental attitude, but awareness - particularly self-awareness - is important in eliminating all sources of error, not just tactical ones. I have written and collected material elsewhere about getting your mental attitude right: there are examples (good and bad) in the [<A HREF =](#)

[../Canon/canonidx.html#psych](#)>Psychology section of the Canon, there is some good advice on a [Poster for Juniors, and in a compilation of Advice for the middlegame. However, in this document on tactics I'll mention the issue of attitude in this aside, and return to the matter at hand.

Combinations do not usually come out of nowhere - they are based on a superiority in position_, and you can tell when a combination is likely to be around:

Exposed or "stalemated" Kings are always vulnerable_

Undefended or 'hanging' pieces often lead to trouble_.

Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised._.

This last category can be hardest to spot, because it is so common. There is some sense in which, as Lasker described, there should be some justice in chess - have you done enough, to deserve to win? that is, have you a big enough advantage? This is to some extent a matter of judgement, but if you feel you have a good advantage in space or mobility, then you should look:

"No combination without a considerable plus, no considerable plus without a combination [...]

In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power and will of intellect, because the combination must exist, however deeply hidden."

-- LASKER.

I like this quote, but it has to be said that while there are 'just' and logical combinations where you (say) carry out a combination based on a campaign against the long-term weakness of a Pawn, there are also 'accidental' combinations which seem to be based on nothing but the

chance arrangement of pieces, and there are also traps - so diligence in searching for tactics is required at almost every move.

you must routinely check all positions for tactical opportunities
you must think for your opponent as well as yourself

How can you make sure that you get better at this? Determination alone may not be enough: we need a bit more theory, and practice.

Candidate moves

The first bit of theory is the search for candidate moves; I also owe my appreciation of the idea of candidate moves to Kotov.

"All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another."

-- ALEXANDER KOTOV

The idea is, to make sure you don't overlook some vital idea at the start of analysis.

Varley - Hewson, WECU Jamboree [B18], 1993

Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid. Can Black get away with this, or can White show the flaw in Black's move order by the sacrifice Bxe6_?

What do you think?

```
/tJ*Wl+*T\  
/Oo+*+oOn\  
/*+oNoJ*O\  
/+*+*+*+*\  
/*+bP*H*P\  
/+*+*+*H*\  
/pPp+qPp+\  
/R*B*K*+r\  

```

11. Bxe6_

An enterprising sacrifice! White hopes to catch Black's King in the centre.

11... O-O!_

Unflappable Exeter player Brian Hewson calmly sidesteps the main line of a sacrifice (11...fxe6) threatening a pin on the e-file.

12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ..._ and Black consolidated and won. [0-1]

It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move at the outset before analysing any one move deeply. Had White done this he could not fail_ to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8, and could not fail to realise that it refuted the sac.

There is another example or two illustrating the 'candidate move' idea from Simon Webb's panel tests, and the commentary on Nunn's games in the Analysis section of the Canon.](#)

There are certain sorts of moves which are easy to spot (or train yourself to spot: like checks, captures, and so on. There are also certain classes of move which are difficult to make yourself consider - here are a few surprising/paradoxical moves. You should (a) make sure you know these models, (b) collect and review other examples, (c) see if there are either types of moves which you or somebody else found difficult to anticipate.

Retreats

Christiansen
- Karpov (1993)

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6

9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 (wait for it...) _

```
/t+*Wl+*T\  
/O*+o+oOo\  
/*OnNo+*+\  
/+*+*+*+j\  
/*+p+p+*+\  
/P*H*B*+*\  
/*Pq+*PpP\  
/R*+*Kb+r\  
12.Qd1 1-0_
```

The error made by Karpov above is actually a common one - missing an undeveloping retreat.

Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on. Another example:

Putting
pieces en prise

Fischer
- Sherwin, USA Ch'p , 1957

```
/*+*+*Tl+\  
/+*+*+oOo\  
/*+*O*+*+\  
/+*+b+*W*\  
/r+*+p+j+\  
/+*T*+*+*\  
/p+*+q+pP\  
/+*+*+r+k\  
30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4  
36. Be6 1-0_
```

How about that one: a Queen moving backwards into a position where it can be captured!

'Silent' sacrifices

You can get so used to looking for 'smiting' moves that apparently non-forcing, 'quiet' sacrifices can be surprising:

Fischer,R

- Benko,P, ch-USA, 1963

```
/t+*+wT*L\  
/Oo+*+oNo\  
/*+oJ*+*+\  
/+*+*+*+q\  
/*+*Op+*+\  
/+*Hb+*+p\  
/pPp+*+p+\  
/R*+*+rK*\  

```

Obviously, there is a mating attempt at h7 but
/19.e5f520.Qxe8Nxe821.Ne2Bxe522.Rxf5Bf6=\

19. Rf6! _

This is what I mean: a silent sacrifice of the Rook, which actually leaves Black helpless. Chess may not be an art, but moves like this have a strong aesthetic effect, at least for me - I like the apparent subtlety of the sacrifice without a check or capture, and I like the drama of giving Black an apparently free move for the defence - which he cannot make use of.

```
19... Kg8 _  
/19...h620.e5[20.Rxh6++*\  
20. e5 h6 21. Ne2 1-0_
```

'Creeping
moves'

I keep alluding to Purdy's advice:
"examine moves that smite!" But have a look at this:

Spassky
- Korchnoi, Kiev, 1968

```
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8.  
Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3  
Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21.  
hxc6 hxc6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 DIAGRAM_  
/*+*+*NI+\  
/+*J*Wt+*\  

```



```
/o+q+*Oo+\
/+*O*O*+*\
/*+*+p+*+\
/+*H*Bp+*\
/pP*+*+p+\
/+*Kr+*+*\
```

The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. Nd5 Qe6! and Black holds.

26. Qb6 _

Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...Qe6 with Bxc5 and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game.

26... Kg7 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0_

It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange. Here is a simple example:

Wahl Tuch

- Palmer, Manchester, 1912

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 (_Berlin Defence, Rio De Janiero Variation) 6. dxe5 _[6. Bxc6] 6... Nxb5 7.

a4_

```
/t+nWIN*T\
/OoOo+oOo\
/*+j+*+*+\
/+j+*P*+*\
/p+*+*+*+\
/+*+*+h+*\
/*Pp+*PpP\
/RhBq+rK*\
```

This is a gorgeously messy line

7... Nd6_ [better 7... d6]

8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxg6 Qa5 14. Nxb8+ Kd8_

Have a look at the next diagram and see what you think.

```
/t+nL*N*H\
/Oo+oJ*+o\
/*+*O*+*+\
/W*+*+*Oq\
```

/p+*+*+*+\
/+*+*+*+*\
/*Pp+*PpP\
/Rh+*R*K*\

15. Nc3 _
/Obviouslynot15.Qf7Qxe1#\

It is tempting to try a forcing move, but none work.
"A quiet move in the midst of an attack is the sign of the master" - Du
Mont

15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0_

The calculation of variations

The starting point for any consideration of analysis must be Kotov, again.

Candidate moves must be established straight away and they must
be clearly enumerated.

Once we have established all the candidate moves, we then proceed
to work out the variations arising from them one by one.

In analysing complicated variations, one must examine each branch
of the tree once and once only.

This task cannot be split into parts, by examining one move fully
and then looking for the next one._

Kotov gives some example of positions where the analysis gets
progressively more detailed:

The
'tree of analysis'

bare trunk bare trunk with coppice bush
 side-branch

Through practice, I would have thought anyone could master the art of
analysing "bare trunks" and "trunk-with-branch" - what is required
here is the ability to visualise the board several moves ahead.

Also, I think also the "coppice" type of position is not out of most

players' reach. What is required here is organisation - to list the moves required at the outset, and to work through them methodically.

What is most challenging is the type of position which is genuinely complex, like the "bush", when it is difficult for most of us to analyse everything relevant. Are there any hints or tips for making best use of the time we have, while our analytical skills are still developing? Yes indeed: we have advice from de Groot, from Nunn/Griffiths, and from Nimzovitch.

The chess master and psychologist De Groot, in commenting on transcriptions of players' verbal reflections, used to talk about 'progressive deepening'. If this strategy is to be adopted it must not resemble the feckless meandering described so amusingly by Kotov in his book [Think Like a GM](http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html), switching dissatisfied from one move to another until you run out of time. However it has often seemed to me that rather than work six moves deep down line "A", then six moves each down line "B", it might be better to look (say) two moves deep in each of lines A-G, then go back to "A" and go four moves deep this time, and so on. It may be that you find the key to the position earlier than you would have done by a strictly sequential approach, and in any event, ideas which may be obvious from one line of analysis may come in handy when analysing other lines, where the same idea is not so obvious. There is an example illustrating the idea of 'progressive deepening' from Simon Webb's panel tests.

Given a list of candidate moves, which lines do you start with? Purdy again: start with the most forcing moves. But if none look any better than the others?

Nunn and Griffiths advise: "Just plunge in"; take a look at this one, where "Black has a decisive attack" but there is no forced mate.

Corden - Nunn, Birmingham 1975 [Variation]

```
/t+*+l+*T\  
/Oo+*+oOo\  
/*+o+*+*+\  
/+b+oPn+*\  
/*+*+j+*+\  
/+*+k+h+*\  
/pPp+*WpP\  

```

/RhBq+*+r\

The first move to look at must be 15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5# _ ..."and straightaway you have learned a lot about the position". That is, you can regain at least one piece whenever you wish, still keeping the K exposed. After this you can work your way methodically through the other lines, with the conclusions from your quick first assessment already in mind.

Sometime you can divert the task of analysis: play a good positional move relatively quickly.

nimzovitch - tartakower (karlsbad) [E81], 1929

/t+w+*T*L\

/+*On+oNo\

/*O*O*J*+\

/O*JpO*Bo\

/*+p+p+p+\

/+*H*+p+*\

/pP*Q*H*+\

/R*+*Kb+r\

/15.Bxf6Bxf6(Nimloanalysedbriefly:)16.Qh6Bg717.Qxh5h6

18. g5 f5 "now it is necessary to analyse several variations which are roughly equally good:" e.g. 19. gxf6 [or 19. gxh6_]

19... Rxf6 20. Bh3]

"all of this is extremely complicated and therefore I played after no more than five minutes' thought"...

15. Bxf6!

15... Bxf6 16. Rxh5

Bg7 17. Nh1_ There followed:

17... f6 18. Qh2 h6 19. Ng3 Kh7 20. Be2 Rg8 21. Kf2 Rh8 22. Rh4 Qe8

23. Rg1 Bf8 24. Kg2 Nb7 25. Nh5_

"with a strong solid game and chances of attack" - NIMZO [...1-0]

However, sometimes there is no such resource, and you must simply work your way through the variations as best you can.

Good practice

So much for theory. How do you put this into practice? Well, you practice! We must cultivate good habits in our analysis.

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, Strategy and Tactics in Chess_.

Since Euwe wrote, some other methods have become more available.

Gaining practice and experience through tests:_

You have probably seen either the British Chess Magazine_ column Find the Winning Continuation, or the same idea in Chess_ magazine, called there Winning Combinative Play. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, Winning Chess.

If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: Test your chess IQ, Vol.1 (for players up to 160), Test your chess IQ, Vol.2 (for 160-200) and Test your chess IQ, Vol.3 - Grandmaster Challenge (for 200+ grades).

They both suffer from the drawback, in my view, of containing only combinations that work - there are no false but tempting opportunities offered to you, which is so often the case during a game. In fact, I believe that mass practice of tactical tests like this can lead to a false sense of optimism when presented with a promising tactical opportunity. Unless these tests have hidden points in the variations you are required to spot, or include 'false' opportunities, they must be supplemented by other activities. Some support for this is found in

Gene Thompson's article for Chess Scene_.

More testing (literally) is the Chess Monthly_ magazine feature, How Good is your Chess? which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called Test Your Chess.) Here's an easy example of such a test from the B.C.F., with answers.

Other Books for study_

Most of the above is 'practice makes perfect' style with little explanation. The theory of candidate moves and trees of analysis I found in Kotov, Think like a Grandmaster (a summary is also to be found in Kotov, Plan like a Grandmaster). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis.

Another important book for theory is Nunn and Griffiths, Secrets of Grandmaster Play. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board.

Gaining practice and experience through exercises:_

One of the best exercises is to play tactical games, against a player of about your own strength or better. If the point is to develop tactics, there can be no better way of doing this for most people than practicing against a computer - that will show you how thorough you really are!

Playing-out of positions_

There are also some good ideas in Dvoretsky, Secrets of chess tactics. In particular, he describes the technique of playing-out of positions for which an analysis has been published. For example, he played on from positions found in the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the clock. This is a realistic test and you can check your conclusions against what Nunn has analysed. Of course, you can use a computer to play positions out.

Examining your own games:_

Always a good idea - and it is quite possible to do so concentrating mostly on the number and type of tactical errors you make. Mistakes are perhaps inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. Also, make sure you are spotting opportunities for your opponent as well as yourself. I'm sure becoming more efficient or more consistent in this regard would result in a rise in grade for most of us, without any great new insights being gained.

Blumenfeld's rule_ for avoiding blunders:

After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this fresh look, then you move. This is called...

Blumenfeld's rule:

"It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation:-

When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a mate in one on, or left a piece or a pawn to be taken.

Only when you have convinced yourself that there is no immediate catastrophe for you should you make the planned move."

-- KOTOV

You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look.

I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything at the start_ of your thinking. You are not checking conclusions - you are checking assumptions_. [If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while.]

Net reading: _

Online exercises from <A HREF =
"http://www.xmission.com/~jrcoffey/chess.html">John Coffey and David
Hayes.

Worked example from <A HREF =
"http://www.yourmove.com/lecture.htm">Gabriel Schwartzmann

Kotov's classic <A HREF =
"http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html">Think Like
a GM, the first chapter of which has been very influential.

A nice piece of self-reflection from an amateur,
Chess Scene.

Bibliography

"The pleasure of a chess combination lies in the
feeling that a human mind is behind the game, dominating the inanimate
pieces with which the game is carried on, and giving them the breath
of life."

-- RETI

Alexander, The Penguin Book of Chess Positions

Avni, Danger in Chess

British Chess Magazine_, Find the Winning Continuation

Chernev and Reinfeld, Winning Chess

Chess_ magazine, Winning Combinative Play

Chess_ magazine, How Good is your Chess? (Book of same
name by Danny King)

Dvoretsky, Secrets of chess tactics

Kotov, Think like a Grandmaster)_candidate moves, tree of analysis,
analysis of master games

Kotov, Plan like a Grandmaster)

Livshits, Test your chess IQ, Vol.1

Livshits, Test your chess IQ, Vol.2

Livshits, Test your chess IQ, Vol.3 - Grandmaster Challenge

Nunn and Griffiths, Secrets of Grandmaster Play

[Back to Chess Coaching Page](#)

This document (practact.html) was last modified on 20 Jan 97
by
Dr. Dave

Exeter Chess Club: Practical Tactics

Exeter Chess Club: Practical Tactics

Introduction

The elements of combination

Sight of the board

Combinational vision

Varieties of error

Getting your mind right

Candidate moves

The calculation of variations

Good practice and further reading

Bibliography

Net reading

Introduction

"It is a mistake to think that combination is solely a matter of talent, and that it cannot be acquired"

-- RETI

{CoNciqeNrabbyrhinqocumeNrwanfobboweqByaunefubUneHer
post by NM Dan Scoones._]

The way it works is this:

My mum and dad taught me how to play chess, and when I was about 9 I went to the school chess club. I sat down to play a small boy, took

the Black pieces and was mated in four moves (Scholar's Mate). To the best of my recollection I have never fallen for it since, and while I can't ever remember perpetrating that particular sequence on anyone else, I have delivered mate on f7 a number of times.

Learning and applying tactics is just that: you learn to recognise a pattern, you see it coming if someone tries it on you, and you can apply it in similar positions in your own games. In fact, once you know the patterns, a lot of the calculation comes pretty easily.

"Those chess lovers who ask me how many moves I usually calculate in advance, when making a combination, are always astonished when I reply, quite truthfully, 'as a rule not a single one'
" -- Richard RETI.

It used to be thought - perhaps because of statements like this, and a little early psychological research - that there wasn't much difference in the abilities of strong and weak players at analysis: rather, it was all about judgement and experience. There might not be a lot of difference between GMs and IMs, but there is increasing evidence that among we club players, there are large and important differences [see [Simon Webb's panel tests](http://www.exeterchessclub.org.uk/Tactics/linares.txt)]. So, the patterns and judgements are important, but you must also train yourself to analyse.

Sir Peter Medawar once remarked, rather testily:

"the spread of secondary and latterly of tertiary education has created a large population of people, often with well-developed literary and scholarly tastes, who have been educated far beyond their capacity to undertake analytic thought".

[A sentiment to be found in his splendid demolition of Teilhard de Chardin's *The Phenomenon of Man*, first printed in *Mind*, then collected in *The Art of the Soluble*]

No less a tribute may be paid to the editors at Batsford and Cadogan and Chess Digest: there is a population of chessplayers who know about mysterious Rook moves, Super-Quart Grips, the Inverse Phalanx, and the latest wrinkles in the Sicilian, but who cannot reliably spot three-move tactics or win a Rook Ending. This piece is dedicated to the first of these failings.

The elements of combination

A combination_ is a forcing sequence, often involving a temporary sacrifice, which results in an advantage - checkmate, win of material or a winning positional bind.

Here's a nice example, which I think is not out of most players' reach: have a go at solving it (White to move and win) before reading on.

Becker-Jung, Eberstadt-Bensheim, 1948

```
(wKh1,Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2;  
bKf7,Qd7,Nc6,g6,Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5)  
{rdwdwdw4}  
{0p0qdk0w}  
{wdn0w0nd}  
{dwdw)wdp}  
{wdPdw)wd}  
{dw!BHw)b}  
{P)wdN$w)}  
{$wdwdwdK}
```

The different combinational themes are often called motifs.

The theme or motif of this combination is the fork.
There is almost no way you can find the combination in this position if you have not seen this pattern before.

First, we examine the position for pointers. The Black pieces are not very well coordinated, and the Black King and Queen seem almost in reach - for example, if we had protection for e6, we could think about e5-e6+ winning the Queen. In fact, f4-f5_ provides that protection, so 1. f5 (Knight moves) 2. e6+_ looks excellent, except that Knight moves 1...Ng6xe5_, but it starts to look as though we might be on for something here.

More details: we can, by Bxg6+_, bring the Black King a little closer, and check it by f4-f5_. In fact, we can check it immediately by e5-e6_. Maybe some combination of these ideas might allow us to lure Black pieces to e6 and g6, and fork them by f4-f5.

So, this fork becomes the idea of our combination.

Next, the combination must now be calculated and the correct move order sorted out.

We might try 1. Bxg6+ Kxg6 2. e6_ ... but Black might sidestep with 2...Qe7_, or even take it 2...Qxe6, when 3. f5+ fails to 3...Qxe3_...

Purdy coined the splendid term smite: you must learn to examine smiting moves, checks and captures. These are the most forcing and the key to starting most combinations. With this in mind we can reconsider our combination:

the starting move 1. e6+_ is perhaps surprising, but once we consider the move at all we can see that is it very forcing, and after 1...Kxe6_ or 1...Bxe6_ we can play 2. f5(+) winning a piece.

So, Black seems obliged to play 1. e6+ Qxe6_. Now again, 2. f5_ fails to 2...Qxe3. Humph.

The forcing sequence 2. Bxg6+ Kxg6 3. f5+ Bxf5_ seems almost to fizzle out, but then (aha!) 4. Nf4+_ forks King and Queen. Missed anything? No, all looks OK, so, Black has to lose a piece, probably by 1...Bxe6 when a couple of Pawns will be partial compensation.

So, the elements of a combination are motif, idea, and calculation. You don't really change gear from one to the other when trying to come up with a combination in practice, but you do need to work on each separately if you are to improve.

How did your attempt match up to my account of the solution? Missed the idea? Missed a defence? Muddled the move order? Hopefully what I describe below can improve your performance in each aspect. Even if that one seemed totally beyond you I'll at least show you how such a standard can be approached. _

"A thorough understanding of the typical mating combinations_ makes the most complicated sacrificial combinations leading up to them not only not_ difficult,

but almost a matter of course."

-- TARRASCH

You must_ know all these motifs:

K - knight forks

L - last rank

M - mating pattern

N - network nobbled (Nterference)

O - overloading

P - pins

Q - queening

R - retreat

S - sacrifice at castle gates

T - two for the price of one [double attack]

U - undermining (removing the guard)

U2 - unmasking (discovery)

V - vulnerable f7

W - weakening King's-side

X - X-ray (skewer)

{ANqrheReaReorheRn,I'mnuRe}.

Once you are aware of these motifs you can apply them in your own games. See also Combinational vision below.

"The technician, whose vocabulary has been doubled by Dr. Euwe, will find that White could have saved his soul by a desperado combination. Had this failure anything to do with the fact that Dr. Euwe's terminology was not yet existent at that time!?"

-- Reinfeld, to Thomas-Euwe, Carlsbad 1929.

Sight of the board

By which I mean, how deep can you analyse without losing track? The ability to play a game blindfold isn't that good a guide - I can remember a game where both players couldn't "see" that they could play Qa5xQh5 (or Qh5xQa5) for free! Playing a game blindfold against a computer is a test, though, and so is solving problems without moving the pieces. On a good day I can do six-move problems. I'm aiming at seven/eight. (But why do I still make one-move blunders? See below!)

You can get this far solving positions
one move deep,
three
moves, five
moves and six moves deep. They are all
knight forks, if you want a hint, although other motifs may make an
appearance.

knight
fork combination (1), one move deep, 1997

(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6)

{rdwdkdwd}

{dwdndwdw}

{w0wdwdwd}

{dwdNdwdw}

{wdRdw)wd}

{dwdwIwdw}

{wdwdwdwd}

{dwdwdwdw}

1. Nc7+_: if you can't spot that one, don't read on!

KFC

(2) chernev/reinfeld, 1949

(wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4)

{wdwdwdwd}

{dwdwdwiw}

{wdwdwdwd}

{dwdwdwdw}

{Qdwhwdqd}

{dwdwdwHw}

{wdwdw)wd}

{dwdwdwIw}

1. Qxd4+ Qxd4 2. Nf5+ 1-0_

This 'decoy' of the Queen onto a forking square is very common in
combinations with a Knight Fork motif.

KFC (3), c/r, 1949

(wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4;
bKg8,Qe7,Nc6,e4,Bd7,Rc8,Pa7,b7,c7,d6,g4,h7)
{wdrdwkd}
{0p0b1wdp}
{wdn0wdwd}
{dwdwdwdw}
{wdw)nHp)}
{dwdQdw)w}
{P)Pdwdwd}
{ \$wdwdRIw }

1. Nd5 is an obvious first move for a tactic, and forcing because the Black Knight is loose; once considered, you should be able to wrap it up:

1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0_

Black has better moves than

2...Qxe4, but if Black cannot recapture on e4, White wins a piece.

KFC

(4) zukertort - englisch, london, 1883

(wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6)
{wdwdkdwd}
{0w)wdw0w}
{wdqdn0w0}
{dwdNdwdw}
{wdwdwdwd}
{dQdwdP)w}
{wdwdwdK)}
{dwdwdwdw}

You've had your hint! It's a matter of nudging the Black pieces onto the right squares, which White can do neatly:

1. Qb5 Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0_

KFC

(5) kofman-sakketi, corr., 1948

(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7)

{wdkdwdwd}

{0p0wdpdp}

{wdwdwdwd}

{dwdwdwdw}

{wdNgwdwd}

{dwdwdw1P}

{P)wdwdwd}

{dwdR\$wdK}

White actually resigned here, but...

1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0_

Remember, this was a correspondence game, so time wasn't the issue - despair was.

KFC

(6) schlechter-mieses, st.petersburg, 1909

(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2;

bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7)

{wdkdwdw4}

{0p0rdp0p}

{wdwgpdpd}

{dwdw)w1w}

{wdQ)wdnd}

{)wdwdRdw}

{w)wdNdP}

{dw\$NdwIw}

Deep breath:

1... Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3

6. Nxc3 Ne3+_ with an easily winning endgame, so

0-1_. Can you see the continuation after, say ,

3. g2-g3, or other alternatives?

{3.Hf2!ph2d4.If1Hpe55.!c5Hpf36.gpf3wd;

3.h3 Qe1+ 4.Rf1 Qxf1+ 5.Kxf1 Rxd1+ 6.Rxd1 Ne3+ -+]

The other resource, besides these tactical problems, is simple chess studies: at their best they can make you pay close attention to the geometry of the board, like this one:

chekhover,
QN v Q, 1996

(wKa1,Qh1,Nf3; bKe4,Qb8)
{w1wdwdwd}
{dwdwdwdw}
{wdwdwdwd}
{dwdwdwdw}
{wdwdkdwd}
{dwdwdNdw}
{wdwdwdwd}
{IwdwdwdQ}

1. Ng5 is a very vigorous double-check, but the key is:

1. Ne5+ _

In an actual game, you just play this straight away as the best winning attempt because there are so many ways for Black to go wrong. But for practice, can you follow it to the finish? These open-field combinations can be hard to keep track of, because of the apparently great number of choices at each turn.

1... Ke3 _

{1...If42.!f3dIg53.!g4dIh64.!g6#}

{1...If52.!h3dIe4

or [2... Kg5 3. Qg4+]

3. Qf3+ Kd4 4. Nc6+]

2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8

1-0_

Combinational vision

Combinational vision is a product of experience and imagination, both of which broaden the chess mind.

Experience_: Once you have seen something, you might be able to implement an analogous idea in your own games. This is more than knowing the motifs; I mean you should continue to broaden your experience of combinations by examining new examples. An example from my own modest practice: I have known about knight forks for ages (ever since I kept finding them arriving on c7, checking and

forking Ke8/Ra1). But once I had seen the famous finish of a Petrosian-Spassky game (see the entry for Petrosian in the ["Canon/canonidx.html#style"> Style section of \["Canon/canonidx.html"> Canon\]\(#\)](#)), I could see the same thing going on in my own game.

This rather reminds me of the old psychological tests based on embedded figures; finding combinations seems a bit like that.

Imagination_: I used to think that the creative imagination was something mysterious and intangible, which could neither be described nor trained. While there may always be something elusive about artistic creation, some thinking by people like Liam Hudson and Daniel Dennett gave me some cause to hope. Creativity is not a simple product of unfathomable inspiration, but a result of firstly, generating lots of (mostly junky) ideas, and then weeding them out to discover the ones that work. If this is true of the expressive arts, then it surely also applies to chess, where the ideas have such concrete prompts on the board, and the selection of the ideas that work can be put to the simple test of analysis.

Put simply, this suggests that someone like Tal can come up with great ideas because they come up with loads of ideas, good, bad and indifferent, and then can select the great one. The problem with most of us is not that we are failing to come up with enough good ideas, but we are failing to come up with enough ideas, full stop. Our ability to spot combinations is limited by our tunnel vision, considering only a few moves of a stereotyped nature, and not having the habit of looking at every thing once, no matter how foolish at first sight. Developing imagination, then, is not a matter of learning how to do something terribly magical, but to some extent involves putting aside what you think you know (retreating pieces is bad, putting your Queen en prise is bad) and considering moves that only very good players - or ["../webb2.html#RTFTtoC15">very bad players!](#) - look at.

Varieties of error

The way it is supposed to work is:

A tactic appears for you: you get it right.

But we also see:

A tactic appears for you: you miss it.

A tactic appears for your opponent: you miss it.

A tactic appears for you: you see it but analyse it wrongly.

A tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

A tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

A
tactic appears for you: you get it right.

The idea is easy, but can you analyse it to a
finish?

Regis,D
- Lane,P (1994)

{rdw1kdrd}
{0p0bhpdQ}
{wdwdpdwd}
{hwdw)wGw}
{wdBdwdwd}
{dw)wdNdw}
{P)wdw)P}
{dwIRdwdR}

13. Bxe6 fxe6 14. Qh5+ Kf8 15. Bh6+ Rg7 16. Ng5 Qe8 17. Nh7+ 1-0_

Ah, if only it was all like that...

A
tactic appears for you: you miss it.

Regis,D.
- Aston,P (1994)

{wdkdwgw4}
{0wdrdR0p}
{wdwdwdwd}
{dw)p!wdw}

{wdwdwdw1}
{dNdw)wdw}
{P)PdwdP}
{ \$wdwdwIw}

21. Qe8+?? _

[21. Qe6 Qd8 22. c6 or even 21. Rxd7 Kxd7 22.Rd1]

...1-0

Patzer sees a check... It didn't affect the outcome in the end but White had to start all over again to build up another combination.

A

tactic appears for your opponent: you miss it.

Oh, how many times... asleep, overconfident or confused, we ignore our opponent's best reply.

Regis,D

- Stirling,A (1984)

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4_

{rhb1kgw4}

{0p0pdp0p}

{wdwdpdwd}

{dw)w)wdw}

{wdBdwhwd}

{dwHwdwdw}

{P)w)w)P)}

{ \$wGQIwHR}

7. Qg4 Qh4 ...0-1_

There are lots of opening traps like that: White bites off more than he can chew.

A

tactic appears for you: you see it but analyse it wrongly.

Regis,D.

-Stooks, Charles (1993)

{w4bgwdri}
{hwdqdpdp}
{wdw0w)p!}
{dp0N0wdw}
{wdPdPdwd}
{dwdPdW)w}
{w)wdNdB}
{\$wdwdRIw}

19. Nef4?_ (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5)

19... Nc6?? _

[19... Qb7]

20. Nh3 Qg4 21. Ng5 1-0_

Simple over-optimism: I didn't consider 20...g5.

A

tactic appears for you: you see it and analyse it correctly, but wrongly assess the outcome.

Ward,D

- Regis,D (1994)

{wdwdr4kd}
{dp0wdwdw}
{pdw0wdw0}
{dwdPgn0q}
{PdPdN0wd}
{dwdwdPdP}
{w)wdQGPd}
{dRdw\$wdK}

26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6 _

[34. Kh2! ...when it's all a bit tricky!]

34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1_

The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending.

A

tactic appears for you: you see it and analyse it correctly, but stop analysis too soon.

Wilcox,
RJ (1830) - Regis, D (1945) (3) [B06] Paignton Challengers, 1996

{wdwdrdkd}
{dwdb4pgw}
{wdwdwhpd}
{0wdw1wdp}
{PdpHPdwd}
{Hp)wdBdP}
{w)wdw!Pd}
{dwdRdRdK}

I thought I could wrap things up here: 28... Nxe4?!_
was an obvious first choice, trying to win a Pawn. Does it win a
Pawn? Oh no, because of Nxc4. No, I was right, it does win a Pawn,
because I've always got both ...Bxh4 and ...Bxa4.
So...

28... Nxe4?!_
{28...!c7!wiNn,IrhiNK}
29. Bxe4 Qxe4 30. Nxc4 Qd5 _

And of course I realised here I'd blown it:30... Bxa4? 31. Nd6!

This is very common: stopping analysis at the end of a sequence
favourable to you. But after that, it's your opponent's move!

As we start to comment more deeply on these examples, we see two
sources of error: mistakes or bad habits in analysis, on the
one hand, but also misjudgements on the other - errors in the
general assessment of the board or the opponent. It is just the first
of these I am concerned with here; else we are raising another big
issue about attitude.

Getting your mind right_

I don't know any exercises to improve your mental attitude, but
awareness - particularly self-awareness - is important in eliminating
all sources of error, not just tactical ones. I have written and
collected material elsewhere about getting your mental attitude right:
there are examples (good and bad) in the <A HREF =

[../Canon/canonidx.html#psych](#)>Psychology section of the Canon, there is some good advice on a [Poster for Juniors, and in a compilation of Advice for the middlegame. However, in this document on tactics I'll mention the issue of attitude in this aside, and return to the matter at hand.

Combinations do not usually come out of nowhere - they are based on a superiority in position_, and you can tell when a combination is likely to be around:

Exposed or "stalemated" Kings are always vulnerable_

Undefended or 'hanging' pieces often lead to trouble_.

Pieces which are defended only as often as they are attacked can also lead to trouble, because their defenders are at least partly immobilised._.

This last category can be hardest to spot, because it is so common. There is some sense in which, as Lasker described, there should be some justice in chess - have you done enough, to deserve to win? that is, have you a big enough advantage? This is to some extent a matter of judgement, but if you feel you have a good advantage in space or mobility, then you should look:

"No combination without a considerable plus, no considerable plus without a combination [...]

In the beginning of the game ignore the search for combinations, abstain from violent moves, aim for small advantages, accumulate them, and only after having attained these ends search for the combination - and then with all the power and will of intellect, because the combination must exist, however deeply hidden."

-- LASKER.

I like this quote, but it has to be said that while there are 'just' and logical combinations where you (say) carry out a combination based on a campaign against the long-term weakness of a Pawn, there are also 'accidental' combinations which seem to be based on nothing but the

chance arrangement of pieces, and there are also traps - so diligence in searching for tactics is required at almost every move.

you must routinely check all positions for tactical opportunities
you must think for your opponent as well as yourself

How can you make sure that you get better at this? Determination alone may not be enough: we need a bit more theory, and practice.

Candidate moves

The first bit of theory is the search for candidate moves; I also owe my appreciation of the idea of candidate moves to Kotov.

"All candidate moves should be identified at once and listed in one's head. This job cannot be done piecemeal, by first examining one move and then look at another."

-- ALEXANDER KOTOV

The idea is, to make sure you don't overlook some vital idea at the start of analysis.

Varley - Hewson, WECU Jamboree [B18], 1993

Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid. Can Black get away with this, or can White show the flaw in Black's move order by the sacrifice Bxe6_?

What do you think?

```
{rhw1kdw4}  
{0pdwdp0b}  
{wdpgphw0}  
{dwdwdwdw}  
{wdB)wHw)}  
{dwdwdwHw}  
{P)PdQ)Pd}  
{ $wGwIwdR }
```

11. Bxe6_

An enterprising sacrifice! White hopes to catch Black's King in the centre.

11... O-O!_

Unflappable Exeter player Brian Hewson calmly sidesteps the main line of a sacrifice (11...fxe6) threatening a pin on the e-file.

12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ..._ and Black consolidated and won. [0-1]

It is often the case that players will analyse one line very deeply but fail to spot an early alternative - as mentioned above, Grandmaster Kotov advised many years ago to identify each candidate move at the outset before analysing any one move deeply. Had White done this he could not fail_ to notice the possibility of Black castling, and should then spot the classic pattern of Q and K lined up on the e-file which suggests a pin from a Black R on e8, and could not fail to realise that it refuted the sac.

There is another example or two illustrating the 'candidate move' idea from Simon Webb's panel tests, and the commentary on Nunn's games in the Analysis section of the Canon.](#)

There are certain sorts of moves which are easy to spot (or train yourself to spot: like checks, captures, and so on. There are also certain classes of move which are difficult to make yourself consider - here are a few surprising/paradoxical moves. You should (a) make sure you know these models, (b) collect and review other examples, (c) see if there are either types of moves which you or somebody else found difficult to anticipate.

Retreats

Christiansen
- Karpov (1993)

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Ba6 5.Qc2 Bb7 6.Nc3 c5 7.e4 cxd4 8.Nxd4 Nc6

9.Nxc6 Bxc6 10.Bf4 Nh5 11.Be3 Bd6 (wait for it...) _

{rdw1kdw4}
{0wdpdp0p}
{w0bgpdwd}
{dwdwdwn}
{wdPdPdwd}
{)wHwGwdw}
{w)Qdw)P}
{\$wdwIBdR}
12.Qd1 1-0_

The error made by Karpov above is actually a common one - missing an undeveloping retreat.

Other errors of this sort - hard types of move to spot - include long moves, sideways moves by Queens, captures by Pawns away from the centre, and so on. Another example:

Putting
pieces en prise

Fischer
- Sherwin, USA Ch'p , 1957

{wdwdw4kd}
{dwdwdp0p}
{wdw0wdwd}
{dwdBdw1w}
{RdwdPdnd}
{dw4wdwdw}
{PdwdQdP}
{dwdwdRdK}
30. Rxf7 Rc1+ 31. Qf1!! h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4
36. Be6 1-0_

How about that one: a Queen moving backwards into a position where it can be captured!

'Silent' sacrifices

You can get so used to looking for 'smiting' moves that apparently non-forcing, 'quiet' sacrifices can be surprising:

Fischer,R

- Benko,P, ch-USA, 1963

{rdwdq4wi}
{0pdwdpgp}
{wdphwdwd}
{dwdwdwdQ}
{wdw0Pdwd}
{dwHBdwdP}
{P)PdwdPd}
{ \$wdwdRIw }

Obviously, there is a mating attempt at h7 but
{19.e5f520.!pe8Hpe821.He2Gpe522.\$pf5Gf6=}

19. Rf6! _

This is what I mean: a silent sacrifice of the Rook, which actually leaves Black helpless. Chess may not be an art, but moves like this have a strong aesthetic effect, at least for me - I like the apparent subtlety of the sacrifice without a check or capture, and I like the drama of giving Black an apparently free move for the defence - which he cannot make use of.

19... Kg8 _
{19...h620.e5[20.\$ph6ddw}20...Ig8dw}
20. e5 h6 21. Ne2 1-0_

'Creeping
moves'

I keep alluding to Purdy's advice:
"examine moves that smite!" But have a look at this:

Spassky
- Korchnoi, Kiev, 1968

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8.
Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3
Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21.
hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7 DIAGRAM_
{wdwdwgkd}
{dwhw1rdw}

{pdQdw0pd}
{dw0w0wdw}
{wdwdPdwd}
{dwHwGPdw}
{P)wdwdPd}
{dwIRdwdw}

The situation in this Candidates' Match game is tense. Although White undoubtedly holds the advantage, Moscow players analysing while the game was going on could find no clear continuation, e.g. 26. Nd5 Qe6! and Black holds.

26. Qb6 _

Surprising and elegant, this 'creeping move' impressed many, including Kotov who has cited it more than once. The move prepares to answer ...Qe6 with Bxc5 and leads to a swift win. To Kotov, this was a far more brilliant move than the Queen sacrifice that ended the game.

26... Kg7 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0_

It's hardest of all to spot a 'creeping' move in the middle of a combinational exchange. Here is a simple example:

Wahl Tuch

- Palmer, Manchester, 1912

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 (_Berlin Defence, Rio De Janiero Variation) 6. dxe5 _[6. Bxc6] 6... Nxb5 7.

a4_

{rdb1kgw4}
{0p0pdp0p}
{wdndwdwd}
{dndw)wdw}
{Pdwdwdwd}
{dwdwdNdw}
{w)Pdw)P}
{\$NGQdRIw}

This is a gorgeously messy line

7... Nd6_ [better 7... d6]

8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5+ g6 13. Nxc6 Qa5 14. Nxc8+ Kd8_

Have a look at the next diagram and see what you think.

{rdbiwgh}
{0pdphwdp}
{wdw0wdwd}
{1wdwdw0Q}

{Pdwdwdwd}
{dwdwdwdw}
{w)Pdw)P}
{\$Ndw\$wIw}
15. Nc3 _
{OBviounbyNor15.!f7!pe1#}

It is tempting to try a forcing move, but none work.

"A quiet move in the midst of an attack is the sign of the master" - Du Mont

15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0_

The calculation of variations

The starting point for any consideration of analysis must be Kotov, again.

Candidate moves must be established straight away and they must be clearly enumerated.

Once we have established all the candidate moves, we then proceed to work out the variations arising from them one by one.

In analysing complicated variations, one must examine each branch of the tree once and once only.

This task cannot be split into parts, by examining one move fully and then looking for the next one._

Kotov gives some example of positions where the analysis gets progressively more detailed:

The
'tree of analysis'

bare trunk bare trunk with coppice bush
 side-branch

Through practice, I would have thought anyone could master the art of analysing "bare trunks" and "trunk-with-branch" - what is required here is the ability to visualise the board several moves ahead.

Also, I think also the "coppice" type of position is not out of most

players' reach. What is required here is organisation - to list the moves required at the outset, and to work through them methodically.

What is most challenging is the type of position which is genuinely complex, like the "bush", when it is difficult for most of us to analyse everything relevant. Are there any hints or tips for making best use of the time we have, while our analytical skills are still developing? Yes indeed: we have advice from de Groot, from Nunn/Griffiths, and from Nimzovitch.

The chess master and psychologist De Groot, in commenting on transcriptions of players' verbal reflections, used to talk about 'progressive deepening'. If this strategy is to be adopted it must not resemble the feckless meandering described so amusingly by Kotov in his book [Think Like a GM](http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html), switching dissatisfied from one move to another until you run out of time. However it has often seemed to me that rather than work six moves deep down line "A", then six moves each down line "B", it might be better to look (say) two moves deep in each of lines A-G, then go back to "A" and go four moves deep this time, and so on. It may be that you find the key to the position earlier than you would have done by a strictly sequential approach, and in any event, ideas which may be obvious from one line of analysis may come in handy when analysing other lines, where the same idea is not so obvious. There is an example illustrating the idea of 'progressive deepening' from Simon Webb's panel tests.

Given a list of candidate moves, which lines do you start with? Purdy again: start with the most forcing moves. But if none look any better than the others?

Nunn and Griffiths advise: "Just plunge in"; take a look at this one, where "Black has a decisive attack" but there is no forced mate.

Corden - Nunn, Birmingham 1975 [Variation]

```
{rdwkdw4}
{0pdwdp0p}
{wdpdwdwd}
{dBdp)bdw}
{wdwdndwd}
{dwdKdNdw}
{P)PdW1P)}
```

{ \$NGQdwdR }

The first move to look at must be 15. Ba4 Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5# _ ..."and straightaway you have learned a lot about the position". That is, you can regain at least one piece whenever you wish, still keeping the K exposed. After this you can work your way methodically through the other lines, with the conclusions from your quick first assessment already in mind.

Sometime you can divert the task of analysis: play a good positional move relatively quickly.

nimzovitch - tartakower (karlsbad) [E81], 1929

{rdqdw4wi}
{dw0bdpgp}
{w0w0whwd}
{0whP0wGp}
{wdPdPdPd}
{dwHwdPdw}
{P)w!wHwd}
{ \$wdwIBdR }

{ 15.Gpf6Gpf6(HimzoaNabyneqBRiefby):16.!h6Gg717.!ph5h6
18. g5 f5 "now it is necessary to analyse several variations which are roughly equally good:" e.g. 19. gxf6 [or 19. gxh6_]
19... Rxf6 20. Bh3]

"all of this is extremely complicated and therefore I played after no more than five minutes' thought"...

15. Bxf6!

15... Bxf6 16. Rxh5

Bg7 17. Nh1_ There followed:

17... f6 18. Qh2 h6 19. Ng3 Kh7 20. Be2 Rg8 21. Kf2 Rh8 22. Rh4 Qe8
23. Rg1 Bf8 24. Kg2 Nb7 25. Nh5_

"with a strong solid game and chances of attack" - NIMZO [...1-0]

However, sometimes there is no such resource, and you must simply work your way through the variations as best you can.

Good practice

So much for theory. How do you put this into practice? Well, you practice! We must cultivate good habits in our analysis.

"Let us repeat once more the methods by which we can increase our combinative skill:

"(1) by careful examination of the different types and by a clear understanding of their motives and their premises

"(2) By memorising a number of outstanding as well as of common examples and solutions

"(3) Frequent repetition (in thought, if possible) of important combinations, so as to develop the imagination."

-- Euwe, Strategy and Tactics in Chess_.

Since Euwe wrote, some other methods have become more available.

Gaining practice and experience through tests:_

You have probably seen either the British Chess Magazine_ column Find the Winning Continuation, or the same idea in Chess_ magazine, called there Winning Combinative Play. There are also books of tactical positions for solving, one I quite liked for the basics was Chernev and Reinfeld, Winning Chess.

If you are determined to get better, try the Russian chess training programme contained in three books by Livshits: Test your chess IQ, Vol.1 (for players up to 160), Test your chess IQ, Vol.2 (for 160-200) and Test your chess IQ, Vol.3 - Grandmaster Challenge (for 200+ grades).

They both suffer from the drawback, in my view, of containing only combinations that work - there are no false but tempting opportunities offered to you, which is so often the case during a game. In fact, I believe that mass practice of tactical tests like this can lead to a false sense of optimism when presented with a promising tactical opportunity. Unless these tests have hidden points in the variations you are required to spot, or include 'false' opportunities, they must be supplemented by other activities. Some support for this is found in

Gene Thompson's article for Chess Scene_.

More testing (literally) is the Chess Monthly_ magazine feature, How Good is your Chess? which takes you through a real game and gives you points (There is a book of these under the same name by Danny King; BCM have a similar feature called Test Your Chess.) Here's an easy example of such a test from the B.C.F., with answers.

Other Books for study_

Most of the above is 'practice makes perfect' style with little explanation. The theory of candidate moves and trees of analysis I found in Kotov, Think like a Grandmaster (a summary is also to be found in Kotov, Plan like a Grandmaster). This book also describes how Kotov used to analyse complicated master games, writing down his conclusions for comparison. Both books give test positions with a full tree of analysis.

Another important book for theory is Nunn and Griffiths, Secrets of Grandmaster Play. It is a deliberately educative book, showing, firstly, what a complete analysis of a game looks like, but also giving lots of practical tips and observations, and trying to show how much players really see at the board.

Gaining practice and experience through exercises:_

One of the best exercises is to play tactical games, against a player of about your own strength or better. If the point is to develop tactics, there can be no better way of doing this for most people than practicing against a computer - that will show you how thorough you really are!

Playing-out of positions_

There are also some good ideas in Dvoretsky, Secrets of chess tactics. In particular, he describes the technique of playing-out of positions for which an analysis has been published. For example, he played on from positions found in the Nunn/Griffiths book with his pupils (Yusupov and Dolmatov) as if the position had arisen in a game against the clock. This is a realistic test and you can check your conclusions against what Nunn has analysed. Of course, you can use a computer to play positions out.

Examining your own games:_

Always a good idea - and it is quite possible to do so concentrating mostly on the number and type of tactical errors you make. Mistakes are perhaps inevitable, but to be worked on - for example, try to eliminate one-move mistakes, then two-movers, and so on. Also, make sure you are spotting opportunities for your opponent as well as yourself. I'm sure becoming more efficient or more consistent in this regard would result in a rise in grade for most of us, without any great new insights being gained.

Blumenfeld's rule_ for avoiding blunders:

After you have decided but before moving, write the move down, and before playing it, check it again for any tactical features you may have missed. After this fresh look, then you move. This is called...

Blumenfeld's rule:

"It often happens that a player carries out a deep and complicated calculation, but fails to spot something elementary right at the first move. In order to avoid such gross blunders, the Soviet master B. Blumenfeld made this recommendation:-

When you have finished your calculations, write down the move you have decided upon on the score sheet. Then examine the position for a short time 'through the eyes of a patzer'. Ask whether you have left a mate in one on, or left a piece or a pawn to be taken.

Only when you have convinced yourself that there is no immediate catastrophe for you should you make the planned move."

-- KOTOV

You've all seen people do this. I've also seen people do it badly. The idea is to snap yourself out of the trance of analysis and take a fresh look.

I have seen players write down a losing move while nodding and smirking, look over the board again still nodding, and then play the move. Useless - just going through the motions. I guess they were just revising their latest thoughts on the position. You must jump! snap! start! your thinking again, to see if you have overlooked anything at the start_ of your thinking. You are not checking conclusions - you are checking assumptions_. [If they had genuinely re-started their thinking there would have been a change in body language - not a smooth progression from choosing to writing to blundering, nodding all the while.]

Net reading: _

Online exercises from <A HREF =
"http://www.xmission.com/~jrcoffey/chess.html">John Coffey and David
Hayes.

Worked example from <A HREF =
"http://www.yourmove.com/lecture.htm">Gabriel Schwartzmann

Kotov's classic <A HREF =
"http://dab.psi.net/ChapterOne/uscf/browse/thinklike.html">Think Like
a GM, the first chapter of which has been very influential.

A nice piece of self-reflection from an amateur,
Chess Scene.

Bibliography

"The pleasure of a chess combination lies in the
feeling that a human mind is behind the game, dominating the inanimate
pieces with which the game is carried on, and giving them the breath
of life."

-- RETI

Alexander, The Penguin Book of Chess Positions

Avni, Danger in Chess

British Chess Magazine_, Find the Winning Continuation

Chernev and Reinfeld, Winning Chess

Chess_ magazine, Winning Combinative Play

Chess_ magazine, How Good is your Chess? (Book of same
name by Danny King)

Dvoretsky, Secrets of chess tactics

Kotov, Think like a Grandmaster)_candidate moves, tree of analysis,
analysis of master games

Kotov, Plan like a Grandmaster)

Livshits, Test your chess IQ, Vol.1

Livshits, Test your chess IQ, Vol.2

Livshits, Test your chess IQ, Vol.3 - Grandmaster Challenge Nunn and Griffiths, Secrets of Grandmaster Play

[Back to Chess Coaching Page](#)

This document (practact.html) was last modified on 20 Jan 97
by
Dr. Dave

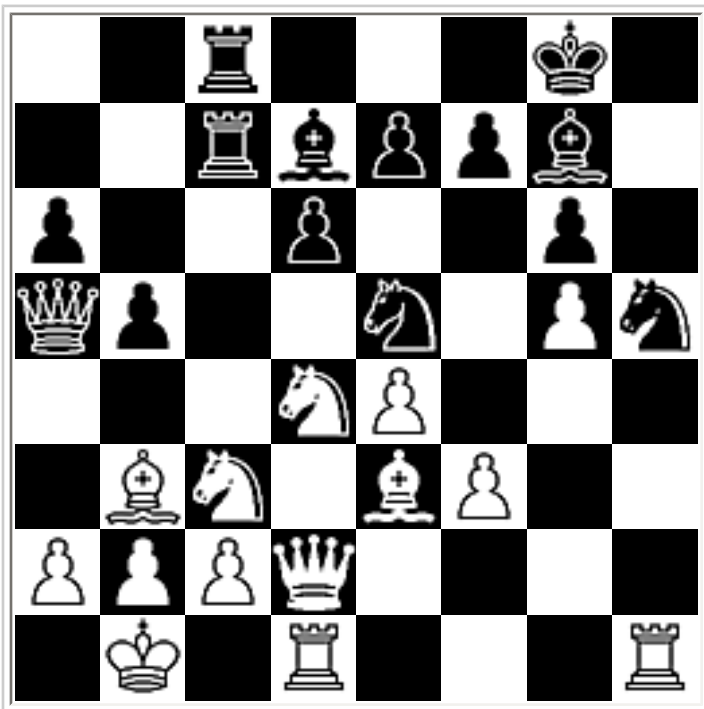
/^\[s/ K / k /
/^\[s/ Q / q /g
/^\[s/ B / b /g
/^\[s/ N / n /g
/^\[s/ R / r /g
/^\[s/ P / p /g
/^\[s/ J / K /g
/^\[s/ j / K /g
/^\[s/ D / Q /g
/^\[s/ d / Q /g
/^\[s/ T / R /g
/^\[s/ t / R /g
/^\[s/ L / B /g
/^\[s/ l / B /g
/^\[s/ S / N /g
/^\[s/ s / N /g
/^\[s/ X / P /g
/^\[s/ x / P /g
/^\[s^\[K ^[k /
/^\[s^\[Q ^[q /
/^\[s^\[B ^[b /
/^\[s^\[N ^[n /
/^\[s^\[R ^[r /
/^\[s^\[P ^[p /
/^\[s^\[J ^[K /
/^\[s^\[j ^[K /
/^\[s^\[D ^[Q /
/^\[s^\[d ^[Q /
/^\[s^\[T ^[R /
/^\[s^\[t ^[R /
/^\[s^\[L ^[B /
/^\[s^\[l ^[B /
/^\[s^\[S ^[N /
/^\[s^\[s ^[N /
/^\[s^\[X ^[P /
/^\[s^\[x ^[P /
/^\[s/ K\]/ k\]/
/^\[s/ Q\]/ q\]/
/^\[s/ B\]/ b\]/
/^\[s/ N\]/ n\]/
/^\[s/ R\]/ r\]/
/^\[s/ P\]/ p\]/

/^\[s/ J\]/ K\
/^\[s/ j\]/ K\
/^\[s/ D\]/ Q\
/^\[s/ d\]/ Q\
/^\[s/ T\]/ R\
/^\[s/ t\]/ R\
/^\[s/ L\]/ B\
/^\[s/ l\]/ B\
/^\[s/ S\]/ N\
/^\[s/ s\]/ N\
/^\[s/ X\]/ P\
/^\[s/ x\]/ P

Exeter Chess Club: Compensation for material?

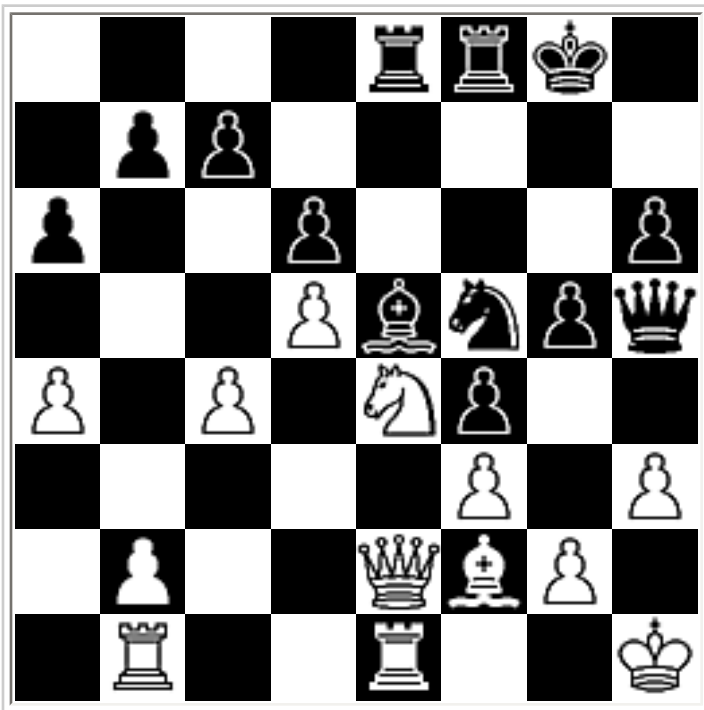
Mostly, situations of material imbalance are fairly clear. Typically extra material wins: even with an otherwise level position, the extra firepower can make an attack pay, or make the opponent's defences overstretched.

Occasionally, normal material values are overturned. This is most obvious in situations of sacrifice: the mutual possibilities of exchange sacrifices $Rh1 \times Nh5$ and $\dots Rc7 \times Nc3$ in the Sicilian Dragon are well-known, if not always easy to judge. The sacrifices remove a key defender and open lines against the King.



These attacking possibilities are not all we need to know. A while ago, I showed you one of my classier messes:

A tactic appears for you: you see it and analyse correctly, but wrongly assess the outcome.



Ward,D - Regis,D (1994)

26... Bd4 27. Bxd4 Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34. Rf6

[34. Kh2! ...when it's all a bit tricky!]

34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+ 0-1

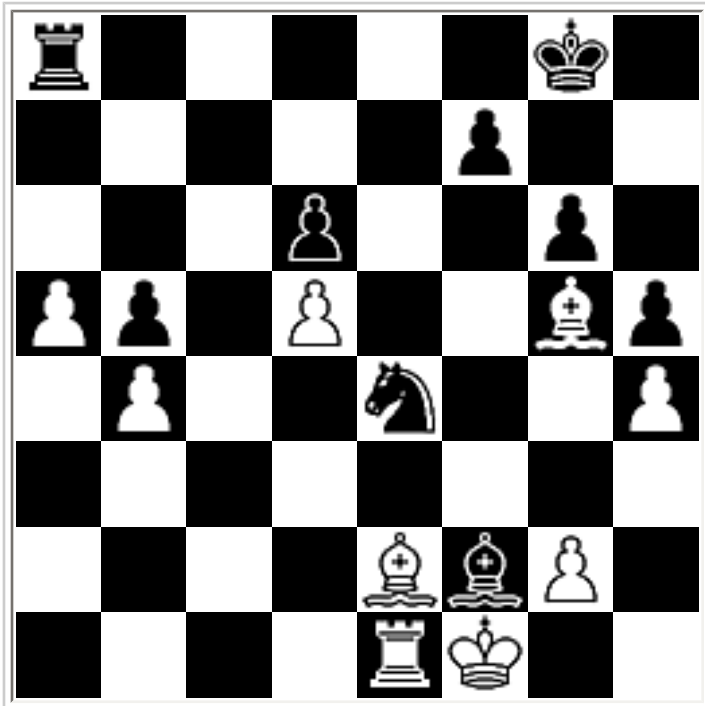
The tactic was obvious enough, what I failed to assess was how good White's pieces would be in the ending. Best was probably to recapture on d4 with the knight on #27.

What is at issue here are situations which suit particular pieces. Here are some unusual exploitations of material imbalance. Some are exceptions to the usual material rules, but perhaps we should rather think of these as illustrations of some unbroken positional rules - Rooks always need open files.

Several of these examples I got from Jan Timman's recent and hugely enjoyable games collection **Selected Games** (cadogan), where I was struck by several games with a material imbalance. I don't know if Jan gets these more often than other GMs or just enjoys them more! Anyhow, I hope you get something out of these examples.

The exchange

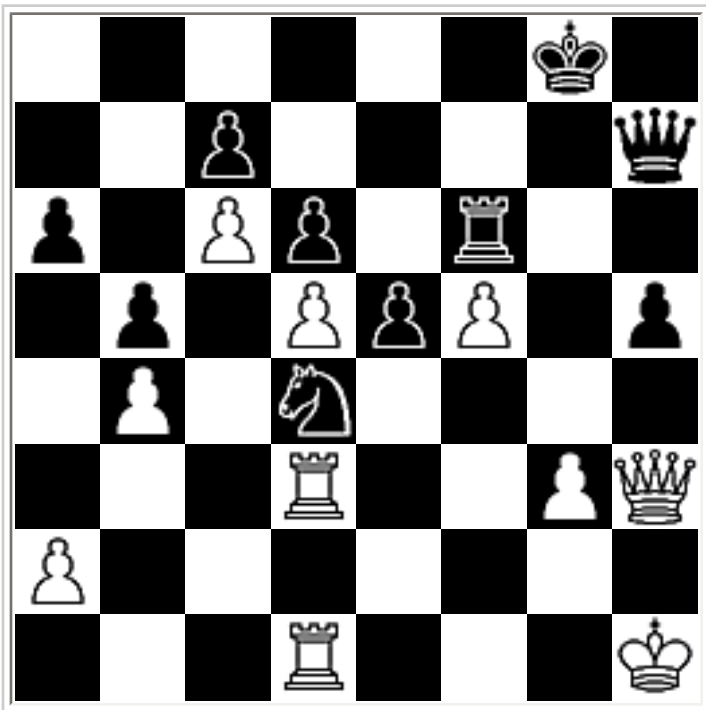
Compensation for the exchange: Bronstein, David - Boleslavsky, Isaak (Moskva ch_SU, 1961)



A simple case: an exchange for extra passed Pawns

35. Bxb5 Bxe1 36. Kxe1 Nxc5 37. hxc5 Kf8 38. Bc6 Ra7 39. Kd2 Ke7 40. Kc3 f6 41. gxf6+ Kxf6 42. Kc4 Ke5 43. Kb5 g5 44. Kb6 Rf7 45. a6 g4 46. a7 Rf8 47. Bd7 Kf4 48. b5 h4 49. Bxc4 Kxc4 50. Kc6 1-0

Compensation for the exchange (R v N) Lasker - Janowsky, 1909



1. Rf1 Qf7

[1... Nxf5 2. Rdf3]

[1... Rxf5 2. Rxf5 Nxf5]

[2... Qxf5 3. Qxf5 Nxf5 4. Rf3 Nd4 ? 5. Rf6 Kg7 6. Rxd6 cxd6 7. c7]

3. Rf3]

2. Qg2

cooperative

[2. Kh2 e.g. 2... Qxd5 3. Qxh5]

2... Rxf5 3. Rxf5 Qxf5 4. Re3

[4. Ra3 e4 5. Rxa6 e3 6. Ra3 e2]

[4. Rd1 Nf3 5. Rf1 e4]

4... Qb1+ 5. Kh2 Qxb4 6. g4 h4

limiting White's counterplay

7. Kh3 Qc4 8. Qe4 Kg7 9. Kxh4 Qf1 10. a3

[10. Kg5 Qf6+ 11. Kh5 Qh6#]

10... a5 11. Kg3 Qg1+ 12. Kh3 Qf2 13. g5 b4 14. axb4 axb4 15. Kg4 Qg1+

[15... b3]

16. Kh5 Qh2+ 17. Kg4 b3 18. Re1 Qc2 19. Kh5

[19. Qxc2 bxc2 20. Rc1 Kg6 21. Kh4 e4 22. Kg4 e3 winning]

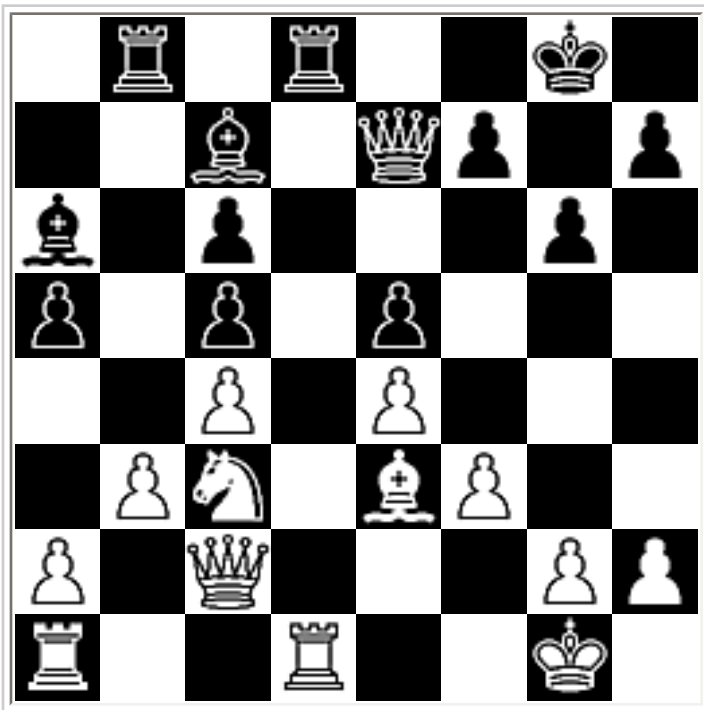
19... Qxe4 20. Rxe4 Nc2 21. Rxe5 b2

[21... dxe5 22. d6 also wins for Black (Tarrasch), but why bother?]

**22. Re7+ Kf8 23. Rxc7 b1=Q 24. Rc8+ Ke7 25. Rc7+ Kd8 26. Rd7+ Ke8
27. Rxd6 Nd4 0-1**

**Compensation for the exchange: Ljublinsky Victor (RUS) - Botvinnik M (Moscow)
[C77], 1943**

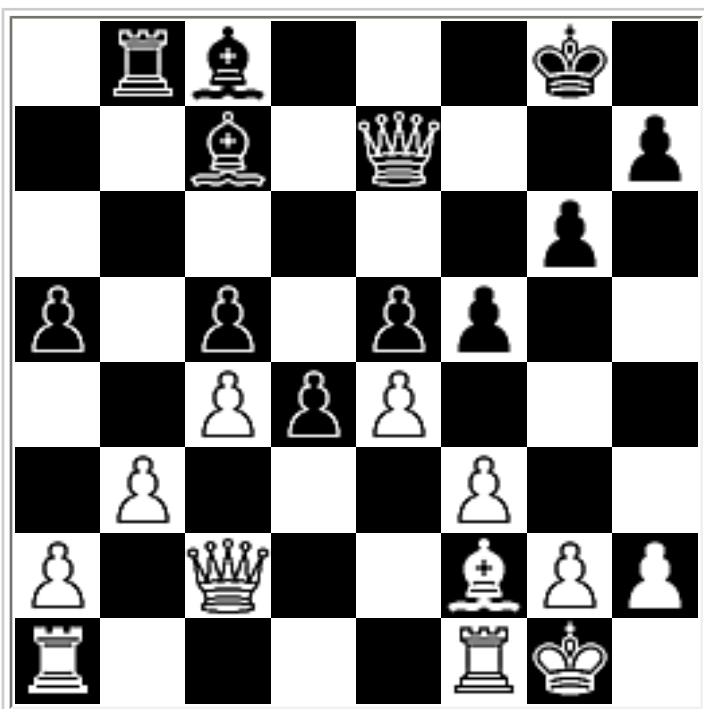
25. Qc2



25... Rd4 26. Ne2?

[26. Bxd4 cxd4 27. Na4 c5 28. Nb2 and with Nd3 White achieves an ideal blockading position.]

26... Bc8 27. Nxd4 cxd4 28. Bf2 c5 29. Rf1 f5



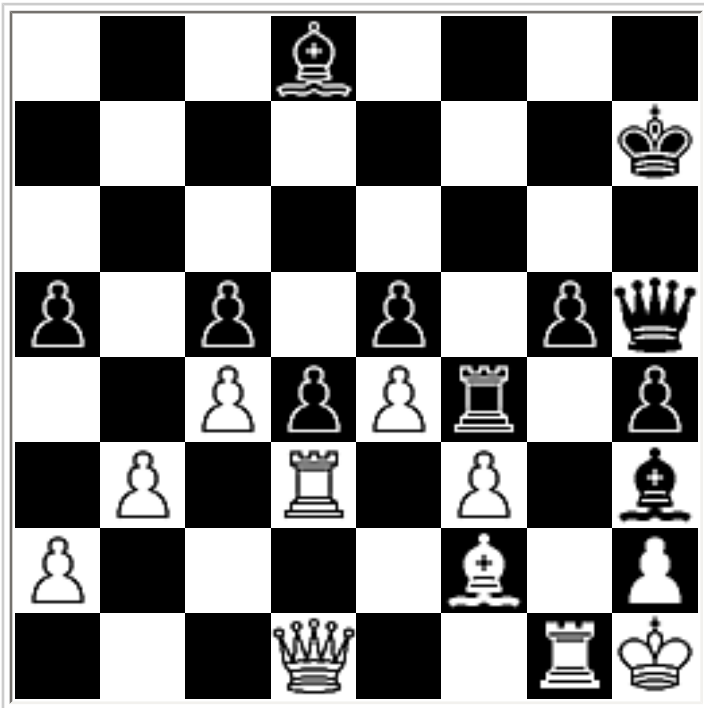
The Rooks have no open files, while the Bishops give the King a Hard Stare. The d-Pawn is also a constant danger.

30. Bg3 Bd7 31. Rad1 f4 32. Bf2 g5 33. g4?

perhaps White intends to seal the King's-side, but of course Black does not permit this.

[33. a3 and opening a file on the Queen's-side is essential]

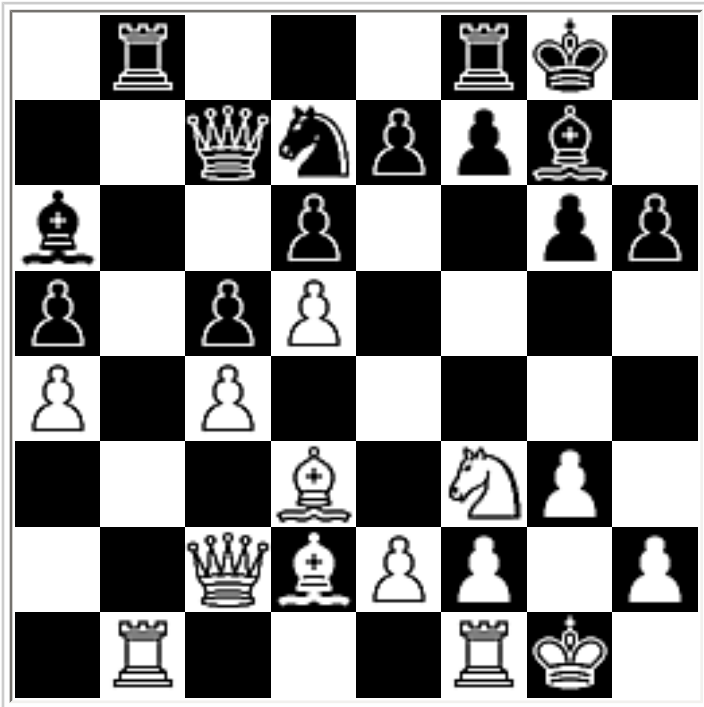
33... fxg3 34. Bxg3 Bh3 35. Rf2 h5 36. Rfd2 h4 37. Bf2 Rf8 38. Rd3 Rf4 39. Kh1 Kh7 40. Rg1 Bd8 41. Qe2 Qf7 42. Qd1 Qh5



43. Be3 Qxf3+ 44. Qxf3 Rxf3 45. Bxg5 Rxd3 46. Bxd8 Re3 47. Bb6 Rxe4 48. Bxc5 Re2 49. Rd1 Bg4 50. h3 Bxh3 51. b4 Bf5 52. Bd6 d3 53. bxa5 h3 0-1

Compensation for the exchange: Selesniev Alexey - Alekhine Alexander (Triberg) [A47], 1921

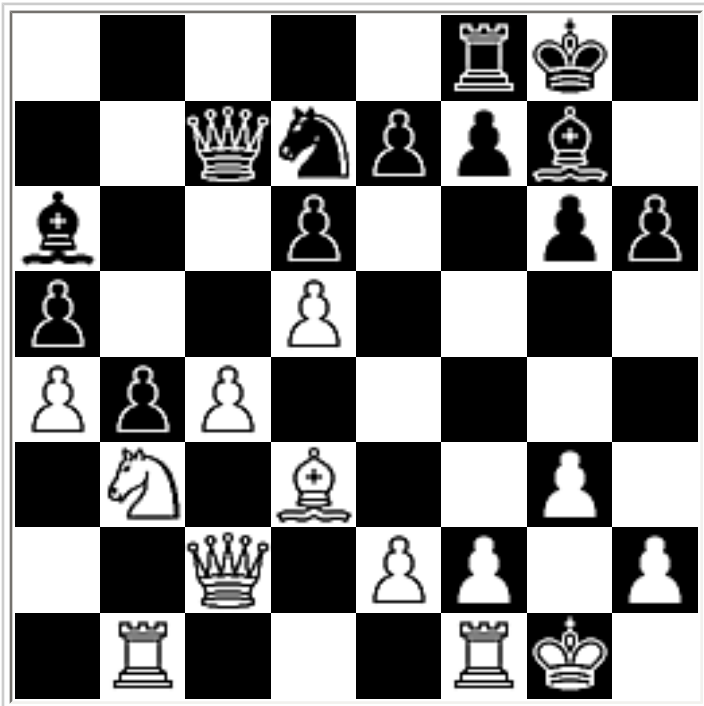
20. Bd3



20... Rb4 21. Bxb4 cxb4 22. Nd2 Nc5?!

[22... Rc8]

23. Nb3 Nd7



Black has great play on the dark squares, especially c5, and a protected passed Pawn. Additionally, the

White Pawns at a4 and c4 are targets.

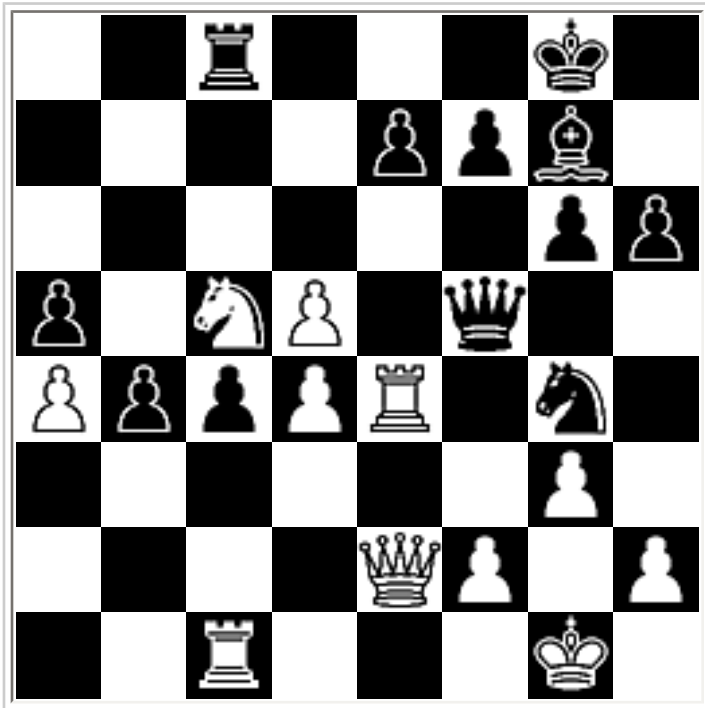
24. c5

A good bid for counterplay: the Rooks need open lines and the Pawn was blocking the Bishop. However, the Black Queen's-side Pawns now become very dangerous.

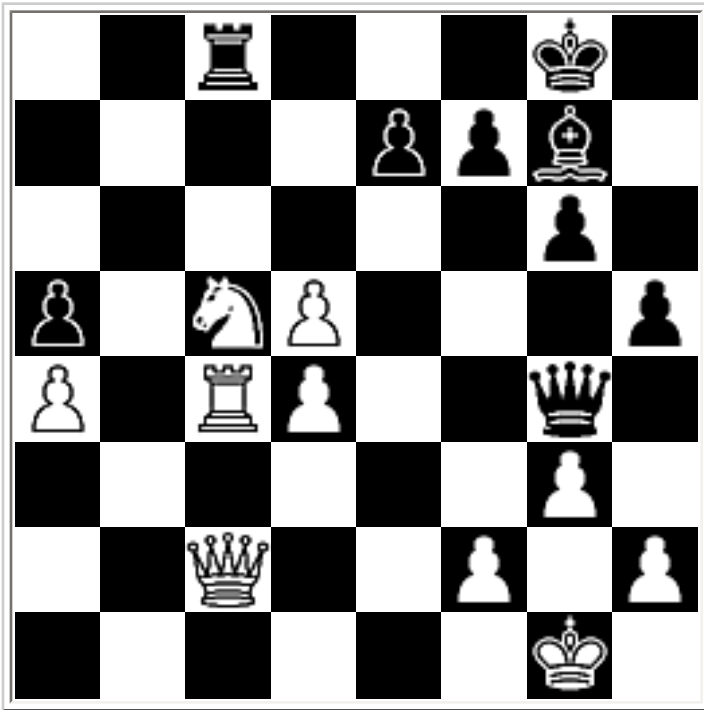
24... Bxd3 25. exd3 dxc5 26. Rfe1 Ne5 27. Re3

[27. Qxc5!?!]

27... Rc8 28. Rc1 Qd7 29. d4 Ng4 30. Re4 c4 31. Nc5 Qf5 32. Qe2



32... b3 33. Rxc4 b2 34. Qxb2 Qxg4 35. Rxc4 h5 36. Qc2



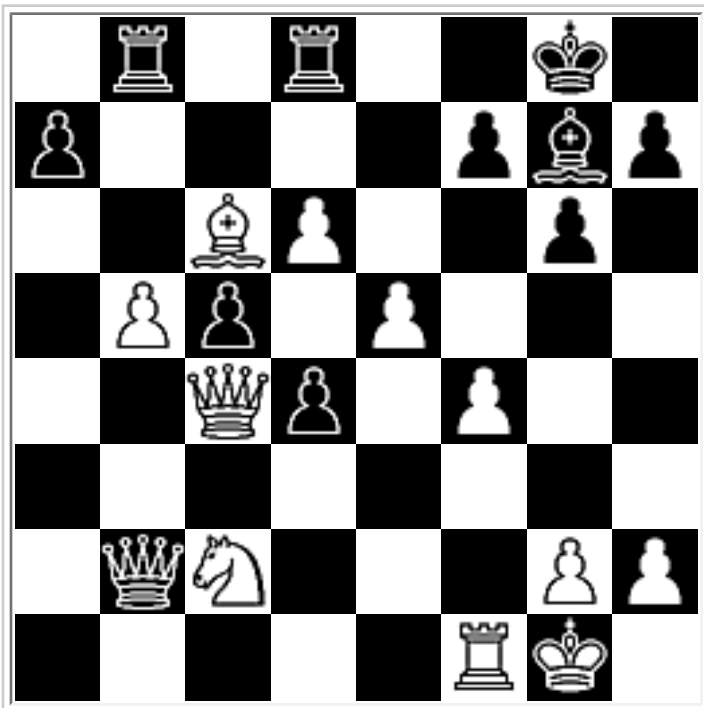
The return of the exchange has given White some play...

36... h4

...but this ushers in a new phase of the game: Alekhine has the initiative, and there is no more dangerous prospect for a player!

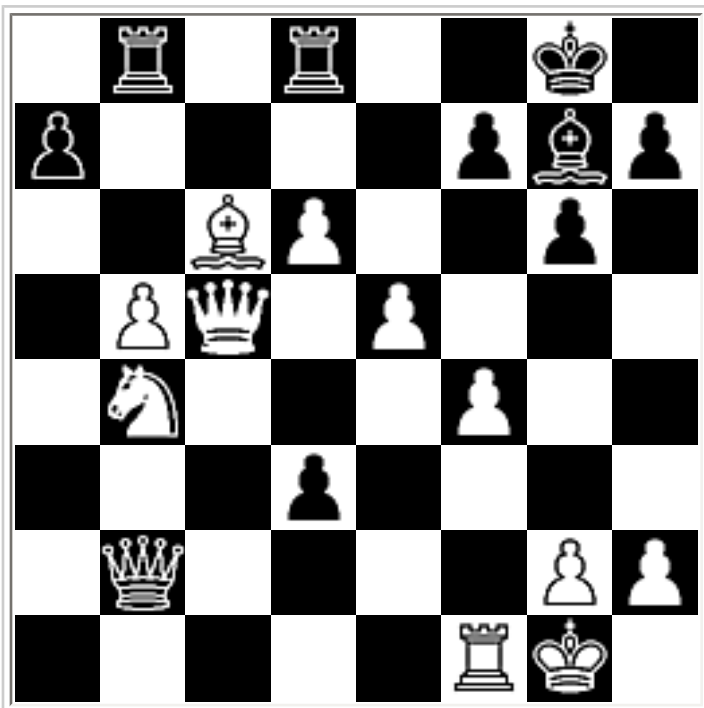
[...] 74. Nh3+ Kf1 0-1

A complex exchange sacrifice: Portisch L - Timman J (5, Antwerp) [B06], 1992



An imbalance of the exchange is overlaid with a fascinating battle between passed d-Pawns.

26. Qxc5 d3 27. Nb4!

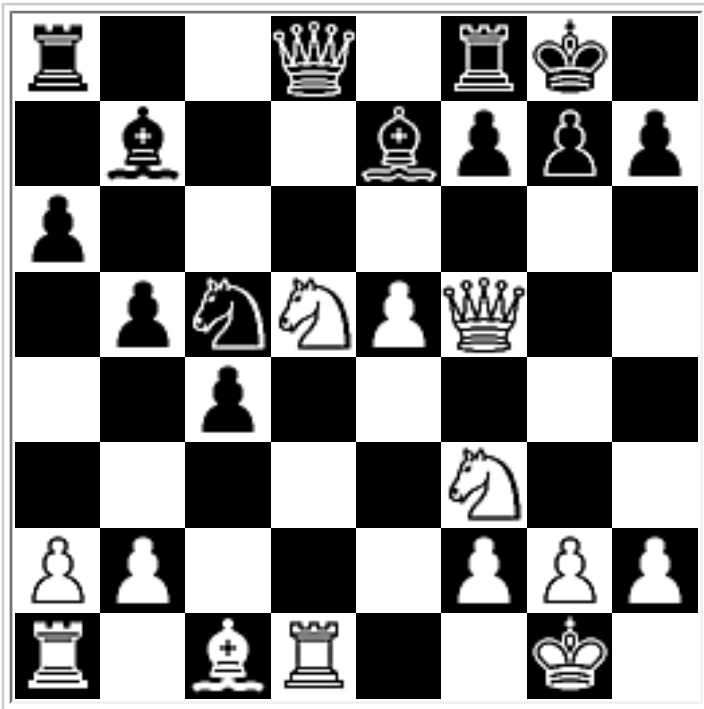


27... d2 28. Nd3 Qb3 29. Nf2 Qa4 30. g3 a6 31. b6 Rdc8 32. b7! Rxc6 33. Qa7 Rxb7 34. Qxb7 Rc1 35. Qf3 Qd4 36. Kg2 Re1! 37. Nd1 Bf8 38. Qf2 Qd5 + 39. Kg1 Rxf1+ 40. Kxf1 f6 41. exf6 Bxd6 42. Qe3 Kf7 43. Ke2 Bc5! 44. Qc3 Qe4+ 45. Kf1 Qh1+ 46. Ke2 Qxh2+ 47. Kf3 Qh1+ 0-1

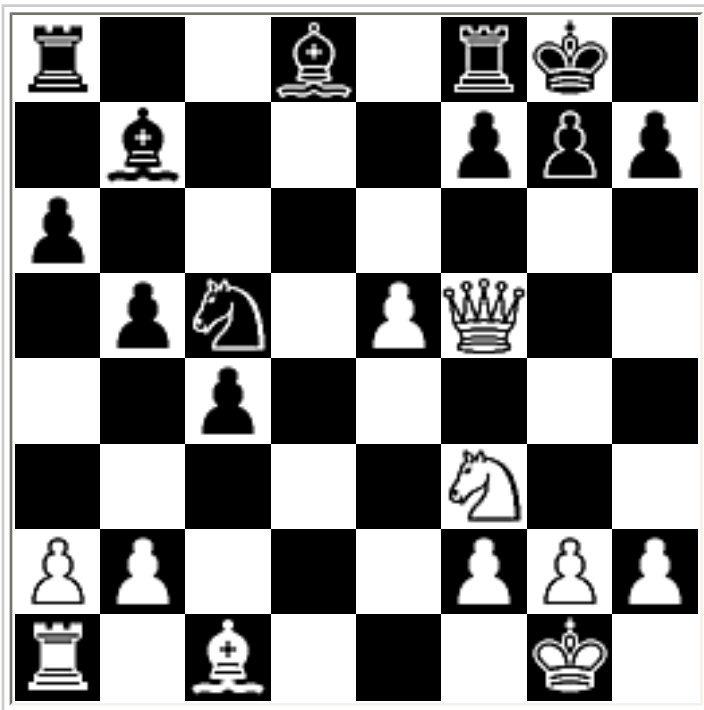
Queen for Rook and Minor Piece

This is usually a straightforward win. The Queen has problems if it is the only White piece left, and if the defender's position can hold the Queen off.

The Queen in an open position: Euwe, M - Grunfeld, E (Zandvoort) Q vs. RB, 1936

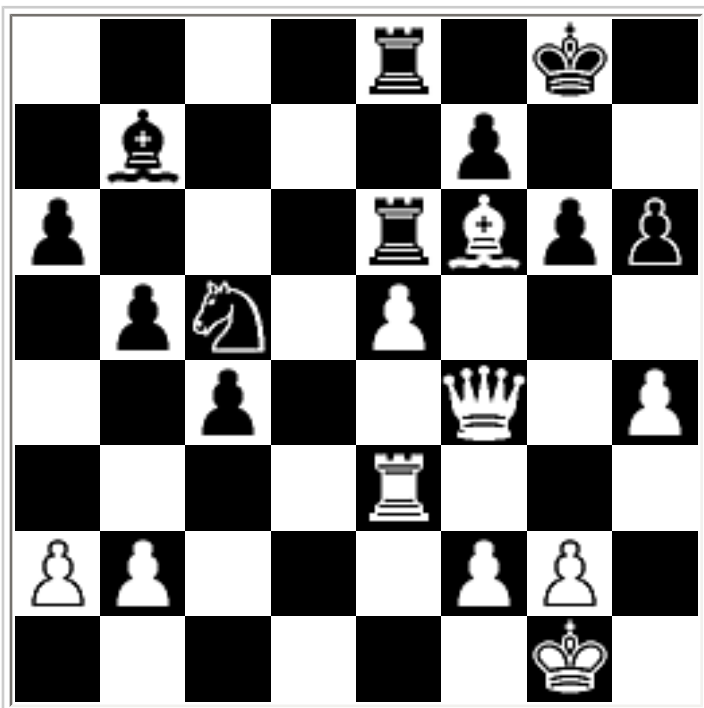


18. Nf6+ Bxf6 19. Rxd8 Bxd8



In this open position the Queen is boss and White wins quickly by direct attack.

20. Ng5 Bxg5 21. Bxg5 Rfe8 22. Re1 Re6 23. Re3 Rae8 24. h4 h6 25. Bf6 g6 26. Qf4



26... Kh7 27. Bg5 f5 28. exf6 0-1

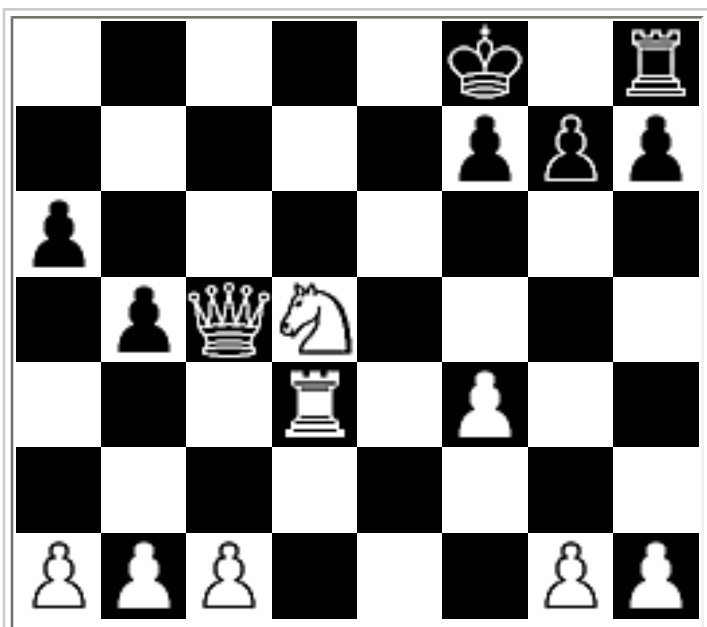
Keres,Paul - Fischer,Robert (Yugoslavia ct Rd: 1 [B99] Q v RN, 1959



12. e5 Bb7 13. exf6 Bxf3

"so I chopped it off!" - RJF

14. Bxf3 Bxf6 15. Bxa8 d5 16. Bxd5 Bxd4 17. Rxd4 exd5 18. Nxd5 Qc5 19. Re1+ Kf8

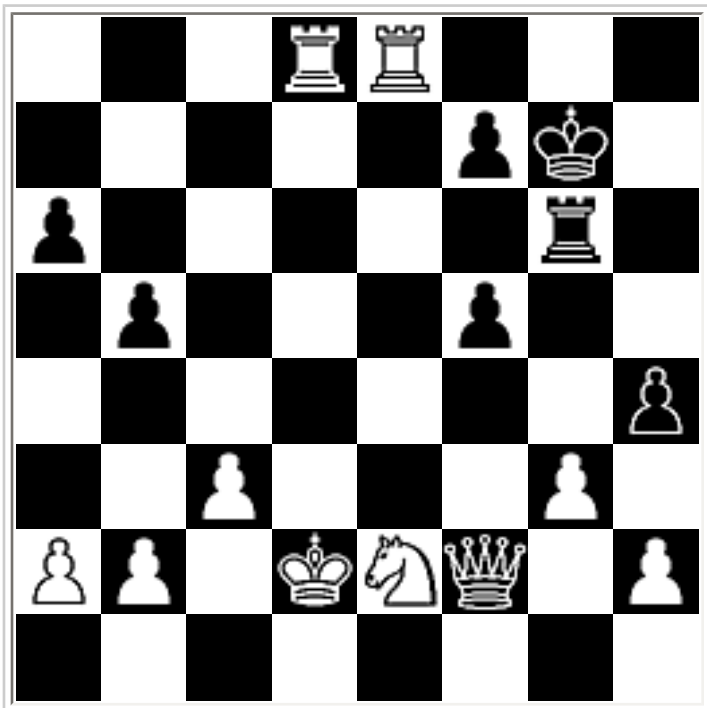




20. c3 h5 21. f5 Rh6 22. f6

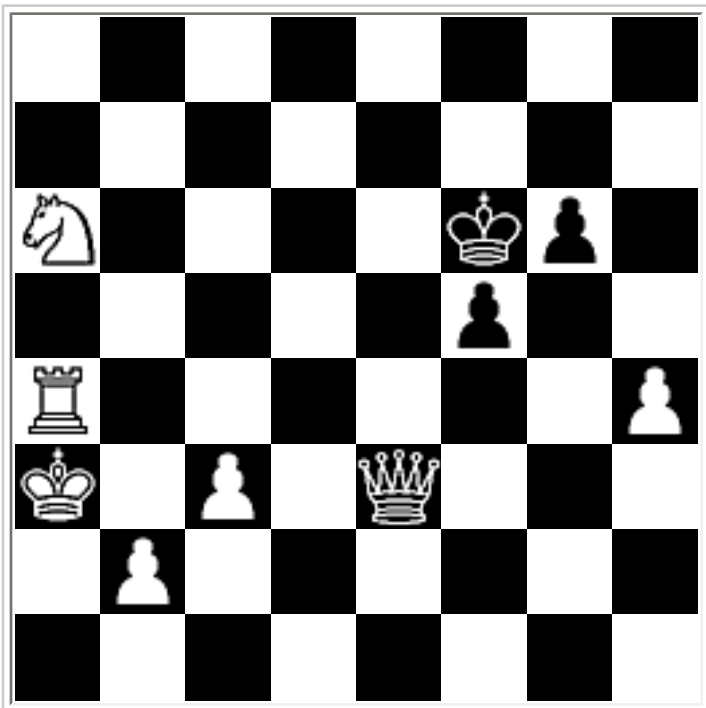
conceding ("*throwing away*" - RJF) a pawn in order to try and keep Black tied up

22... gxf6 23. Nf4 h4 24. Rd8+ Kg7 25. Ree8 Qg1+ 26. Kd2 Qf2+ 27. Ne2 Rg6 28. g3 f5



Keres may have been optimistic about this line but Black is sorted out and can plan the win. The Queen in an open position, with play on both wings, is a monster. Black soon obtains a passed Pawn and play against the exposed King.

29. Rg8+ Kf6 30. Rxc6+ fxc6 31. gxh4 Qxh2 32. Rd4 Qh1 33. Kc2 Ke5 34. a4 Qf1 35. Nc1 Qf2+ 36. Kb3 bxa4+ 37. Ka3 Qc2 38. Nd3+ Kf6 39. Nc5 Qc1 40. Rxa4 Qe3 41. Nxa6



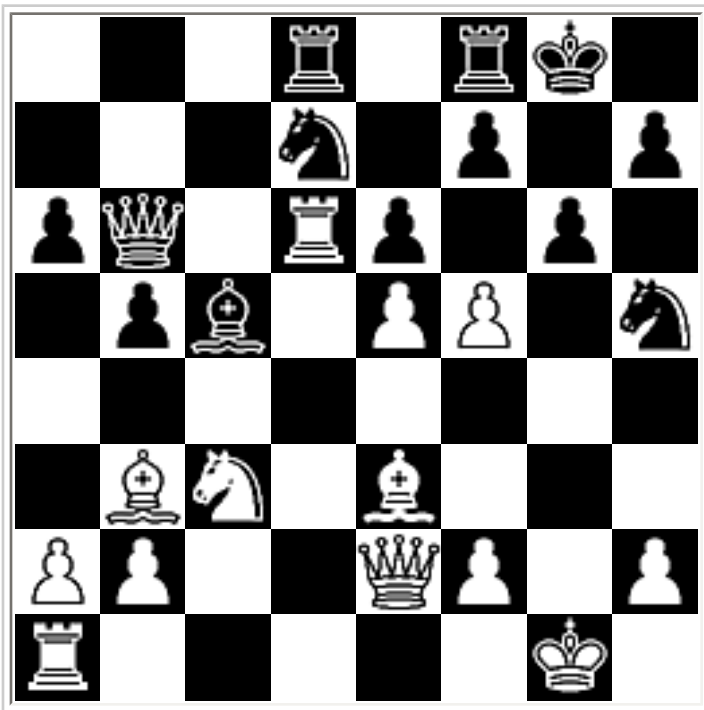
41... f4 42. Rd4 Kf5 43. Nb4 Qe7 44. Kb3 Qxh4 45. Nd3 g5 46. c4 Qg3 47. c5 f3 48. Kc4 f2

"Bzzzt! Game over, thank you for playing..."

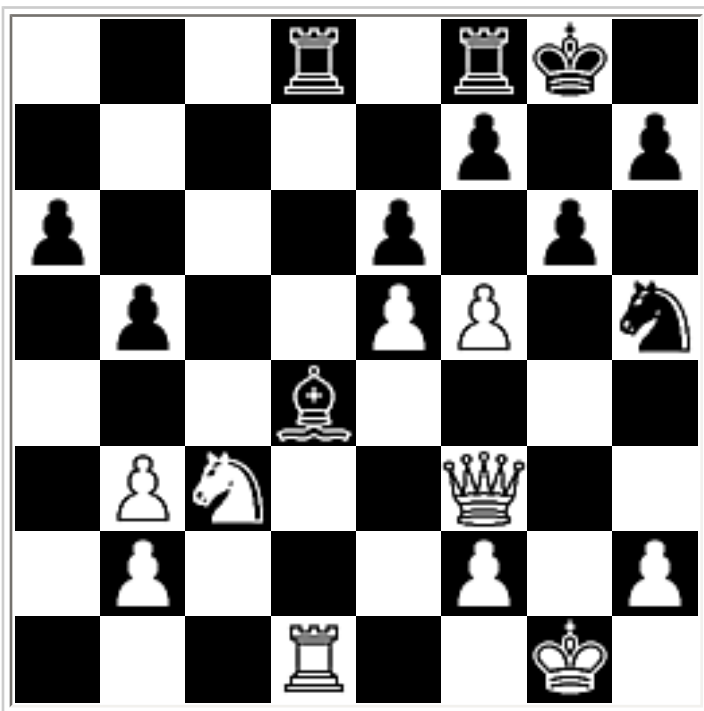
49. Nxf2 Qxf2 50. c6 Qxb2 51. Kc5 Qc3+ 52. Kd5 g4 53. Rc4 Qe5# 0-1

Timman J - Seirawan Yasser (10, Surakarta) [D29] Q v RB, 1983

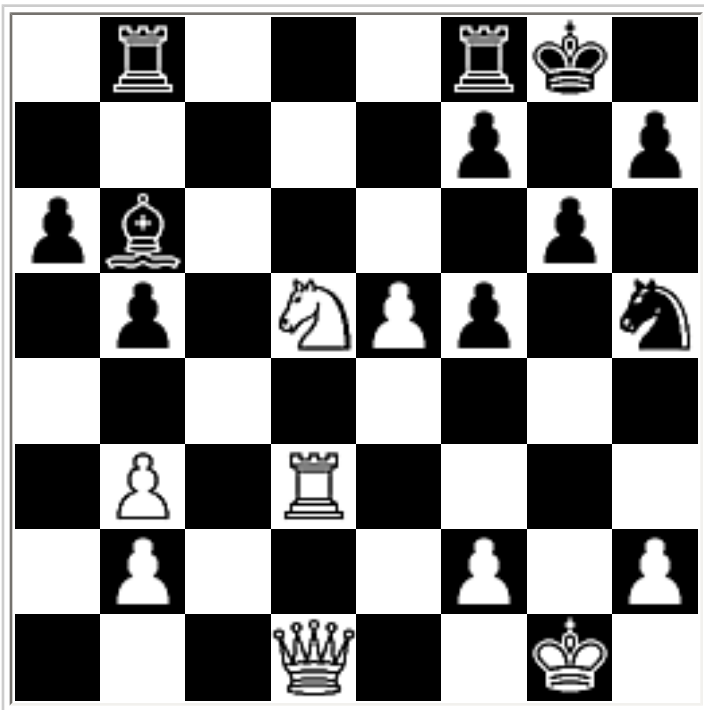
19. Rd6



19... Bxe3! 20. Rxb6 Bxb6 21. Rd1 Nc5 22. Qf3 Nxb3 23. axb3 Bd4



24. Rd3 exf5?! 25. Qd1 Bb6 26. Nd5 Rb8

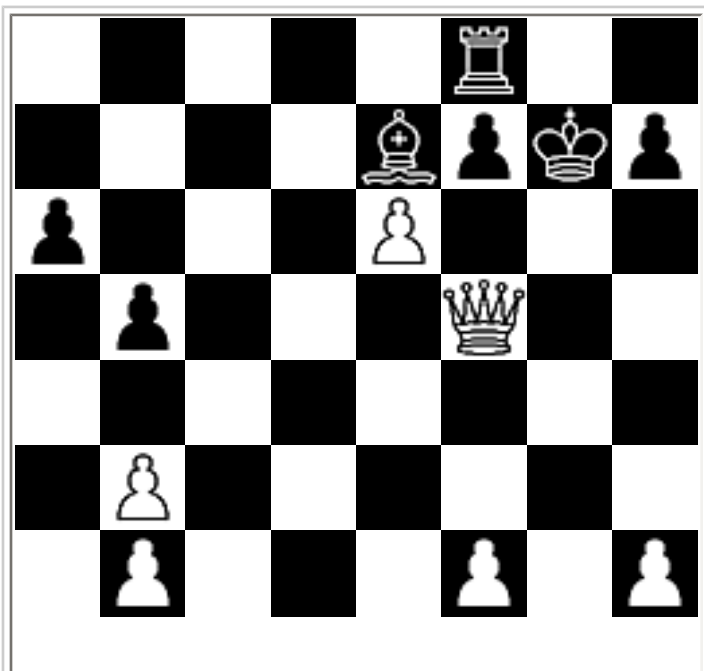


Where can White find a winning plan of campaign?

27. Rh3!

[27. Nxb6 Rxb6 28. Rd6 Rfb8 when neither a mating attack nor a passed Pawn seems likely.]

27... Bd8 28. Rxh5 gxh5 29. Qxh5 Kh8 30. Qxf5 Rg8+ 31. Kf1 Rg7 32. Nf4 Kg8 33. e6 Be7 34. Nh5 Rf8 35. Nxg7 Kxg7



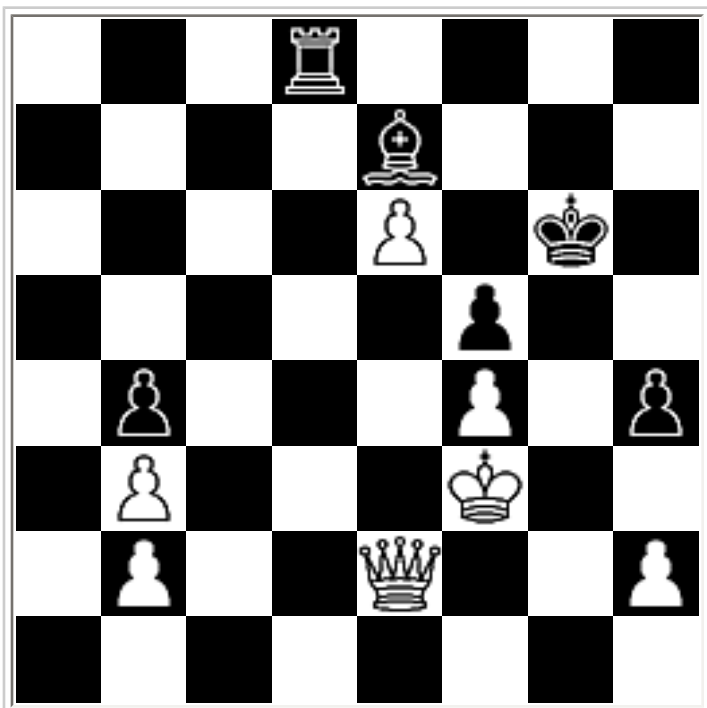


White has regained his extra material and should be able to get a win on technique.

36. Qe5+

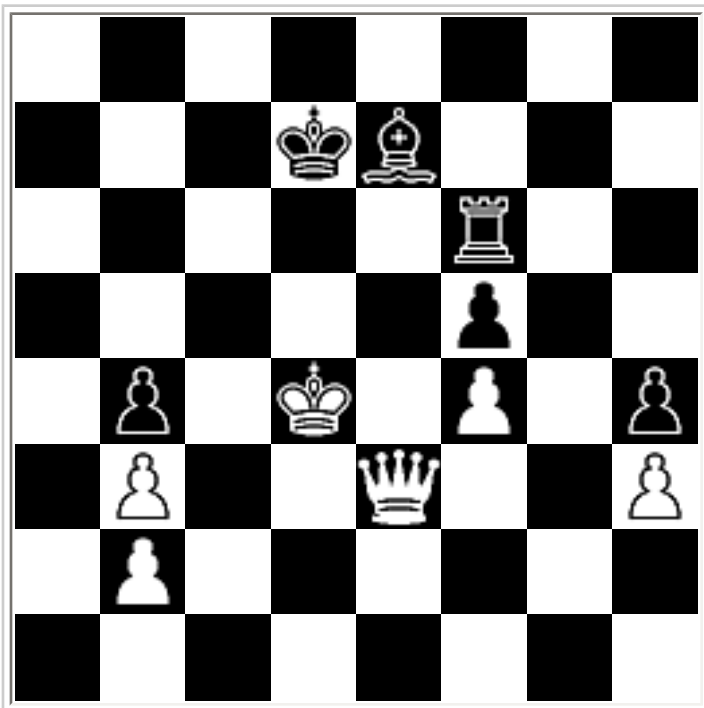
[36. b4! keeps the Queen's-side Pawns vulnerable]

36... Kg6 37. Kg2 b4 38. f4 f5 39. Kf3 h5 40. Qe2 h4 41. Qxa6 Rd8 42. Qe2

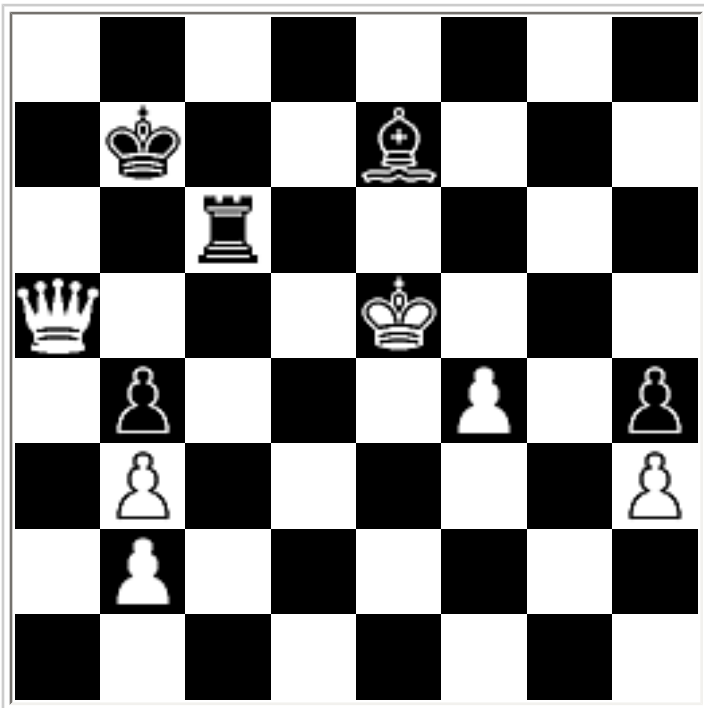


(Adjourned: how can the White King effect an entry?)

42... Rd6 43. Qe3 Rd8 44. Ke2 Kf6 45. Qe5+ Kg6 46. Qe3 Kg7 47. Qg1 + Kf6 48. h3 Rf8 49. Kd3 Kxe6 50. Qe3+ Kd7 51. Kd4 Rf6



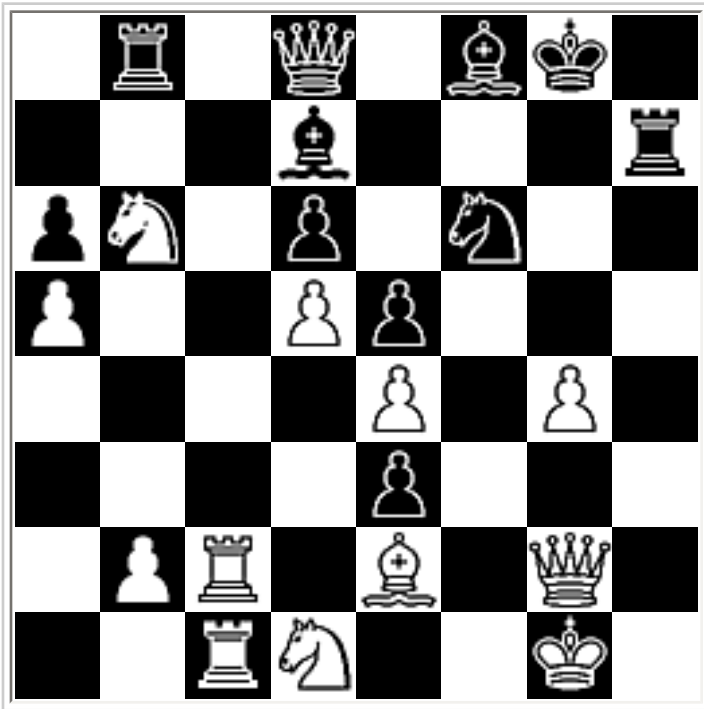
52. Qg1! Rf8 53. Kd5 Rf6 54. Qg8 Ra6 55. Qb8 Rh6 56. Qb7+ Kd8 57. Ke5 Rf6 58. Qb8+ Kd7 59. Qg8 Rc6 60. Kxf5 Rf6+ 61. Ke5 Rc6 62. Qd5+ Kc7 63. Qa5+ Kb7



Nearly zugzwang!

64. Qa4 Bf8 65. Qb5+ Kc7 66. Qa5+ Rb6 67. Qa7+ Rb7 68. Qa6 Bg7+ 69. Kd5 Rb6 70. Qa7+ Rb7 71. Qa5+ Kb8 72. Qd8+ Ka7 73. Qxh4 Ka6 74. Qd8 Bxb2 75. f5 Bc3 76. f6 Rh7 77. Kc6 1-0

Ivanchuk Vasily - Timman J [04, Hilversum] [E99] Q v RN, 1991



"The game annotated below does not really come within the confines of what is commonly understood to be top chess." -- Timman

33... Nh5

[33... Bh6!]

34. gxh5+!

else the Knight comes to f4, winning

34... Rg7 35. Nxd7 Rxd7 36. Kxg2 Qxd7 37. Nxe3

White is getting sorted

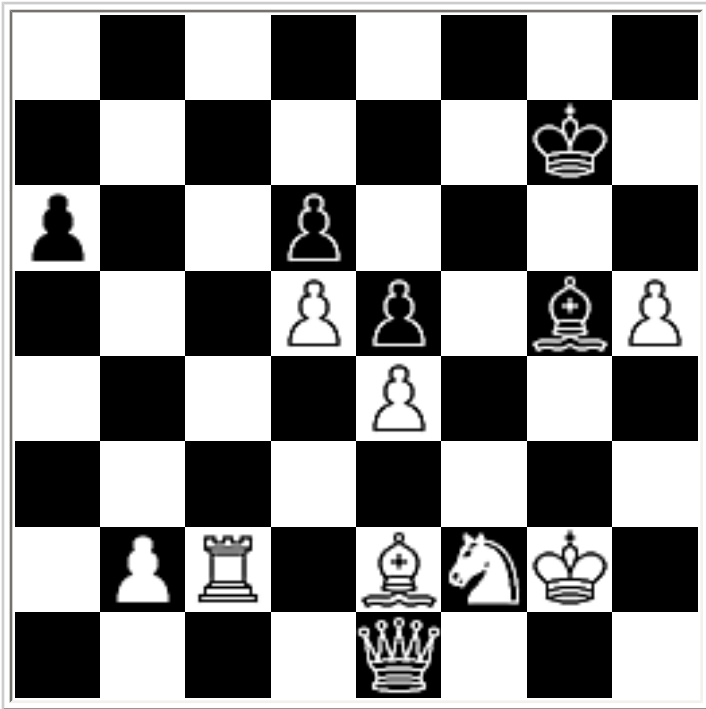
37... Bh6!?

[37... Qa4 38. Bf3 Qxa5 39. Nf5 with a blockade]

38. Ng4 Bg5 39. Rc7 Qa4 40. R1c4 Qxa5 Time-control 41. Nf2?

[41. Rc8+ Rxc8 42. Rxc8+ Kg7 43. Rc2]

41... Qe1! 42. Rc8+ Rxc8 43. Rxc8+ Kg7 44. Rc2



now the Knight is passive

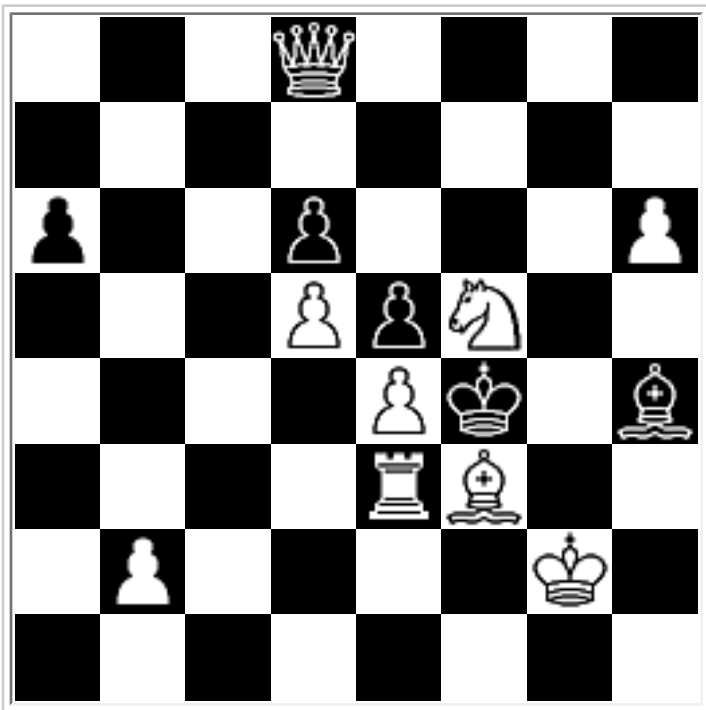
44... Bh4?

[44... Be3 45. Bf3 Bd4

[45... a5!]

46. Ng4]

45. Bf3 Kh6 46. Re2 Qc1 47. Ng4+ Kg5 48. Ne3 Kf4 49. h6! Qc8 50. Nf5 Qd8 51. Re3



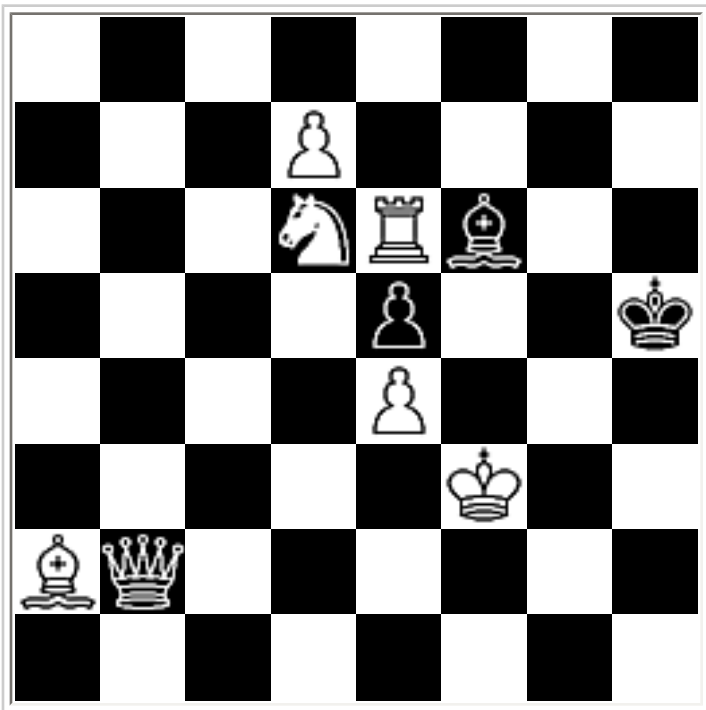
51... Bg5?!

"a groundless winning attempt"

52. h7 Bf6

[52... Qh8 was intended, but 53. Be2 Qxh7 54. Rf3+ Kxe4 55. Bd3+ Kxd5 56. Ne3 +]

53. Be2 Bh8 54. Bd3 Qc7 55. Rf3+ Kg5 56. Rg3+ Kf6 57. Rh3 Qc1 58. Nxd6 Qxb2+ 59. Kf1 a5 60. Nc4 Qa1+ 61. Ke2 a4 62. d6 Qd4 63. Rh6+ Kg7 64. Re6 Kxh7 65. Re7+ Kg6 66. d7 Bf6 67. Re6 a3 68. Nd6 Qb6 69. Bc4 a2 70. Bxa2 Qb2+ 71. Kf3 Kh5!!



a miracle has occurred

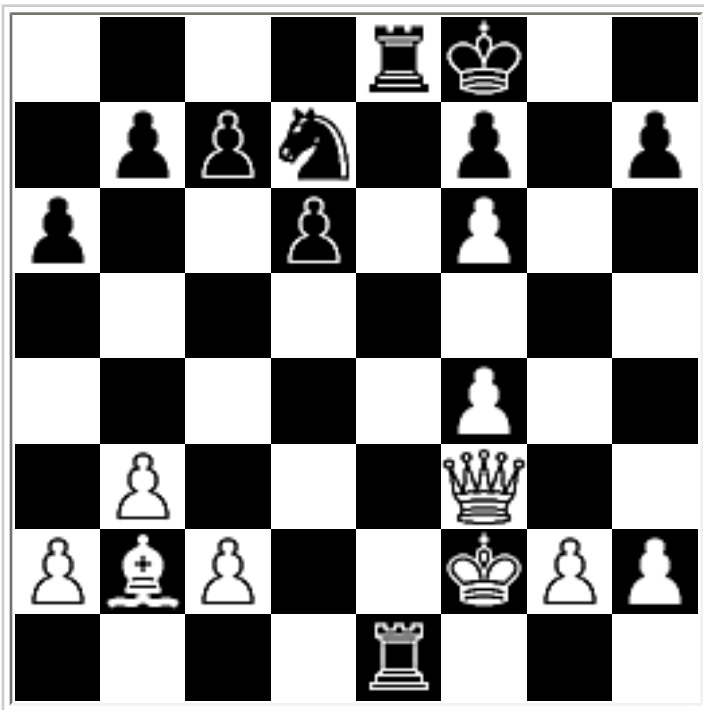
72. Rxf6 Qc3+ 73. Kg2 Qd2+ 74. Rf2 Qxd6 75. Be6=

...drawn on move 103!

Queen for two Rooks

Where the Rooks are connected and can cooperate in attacking Pawns, they are clearly stronger, and this is usually the case.

Janowski,D - Lasker,Emanuel (Paris) [C48] Q vs. 2 RR (Q with attack), 1909



25. Qxb7

[25. Qh5 R1e2+

[25... R8e6 26. f5 R6e4 27. Bc3 R1e3 28. Qh6+ Ke8 29. Qxe3]

[25... R8e4 26. Bc3 R1e3 27. Qxh7 Ke8 28. h4]

[25... R8e3 26. Bc3]

26. Qxe2]

25... R1e2+ 26. Kf3 Rxc2 27. Bd4 a5 28. Qb5 Nc5 29. Qxa5 Nd3

[∧ ...Ne1+ and ...Rxc2]

30. Be3 d5

[∧ ...Ne1+; Qxe1, d4]

31. Bd2 c5 32. Kg3 Nc1

[32... d4 33. f5 (∧ Bh6+ and Qb5) 33... Nc1

[33... Ne5 34. Bh6+ Kg8 35. Qb5 Rd8 36. Qf1 d3 37. Qe1 d2

[37... Nc6 38. Qe3]

38. Bxd2 Rcx d2 39. Qxe5]

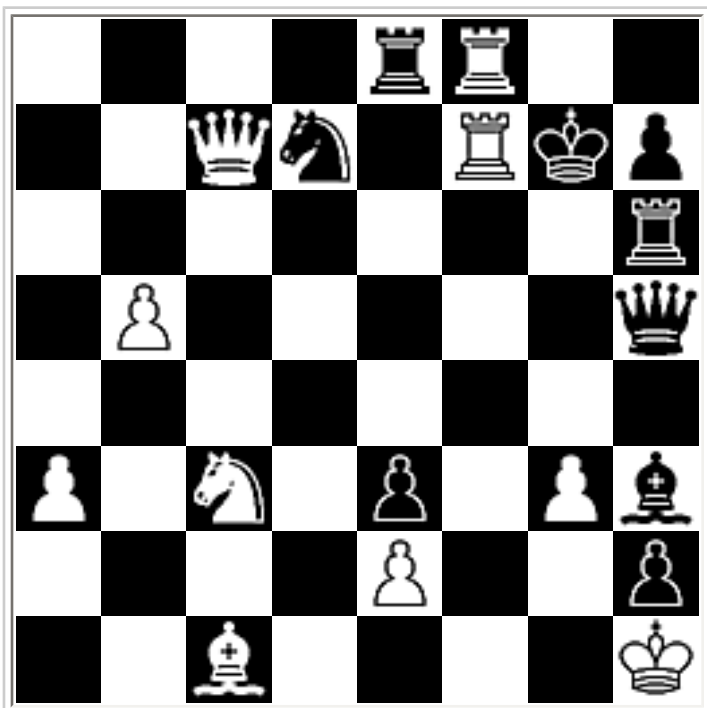
34. Bh6+ Kg8 35. Qb5 Rd8 36. Qf1 Nxa2 37. Qf4]

33. Bxc1 1-0

[33. Bxc1 Rxc1 34. Qd2 when the d-pawn falls]

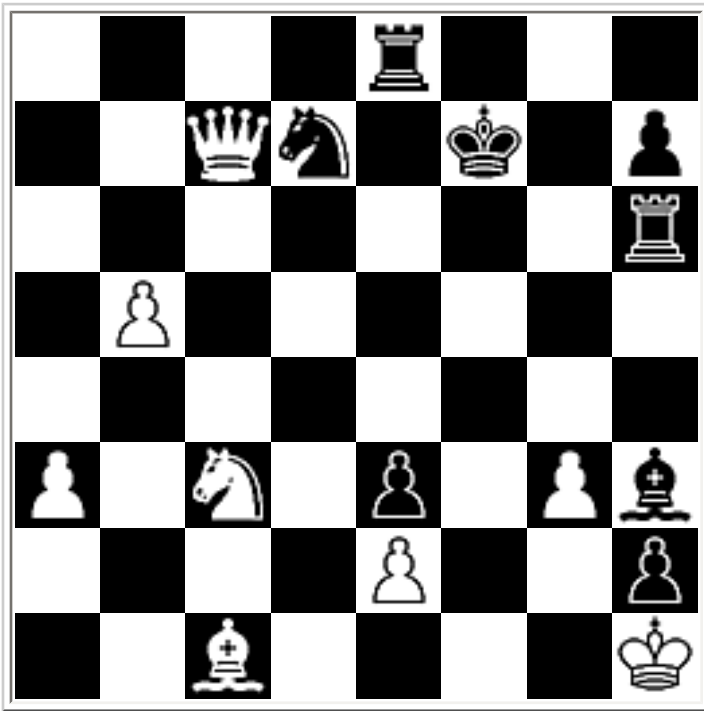
Ivanchuk V - Timman J [13, Tilburg] [A29] Q v RR, 1990

37. R1f7+

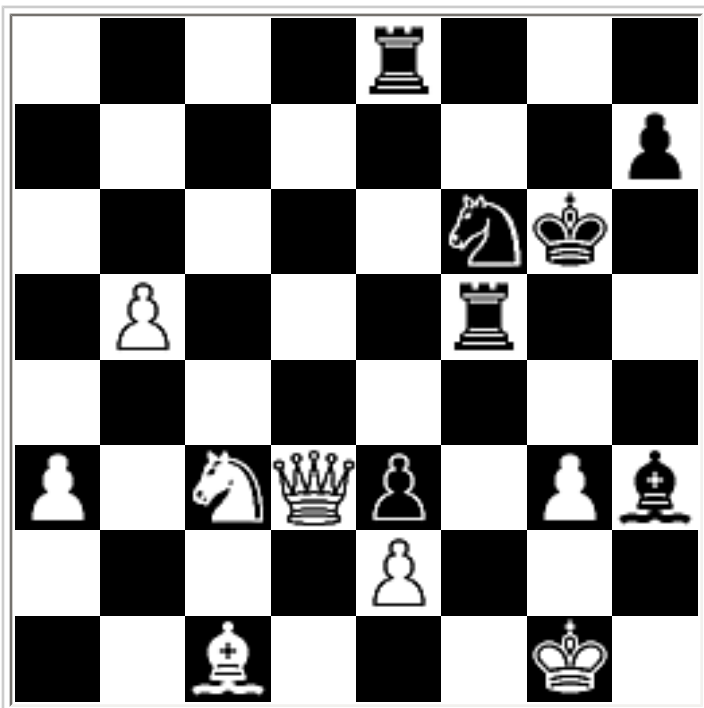


"White has no choice but to allow this liquidation, but the two Rooks are much stronger than the Queen."

37... Qxf7 38. Rxf7+ Kxf7



39. Qf4+ Kg6 40. Kxh2 Rh5 41. Qd6+ Nf6 42. Kg1 Rf5 43. Qd3



43... Kh5?

[43... Ree5!? just fails to mate]

[43... Kg7!]

44. g4+! Kxg4 45. Bxe3 Rg8 46. Kh2 Kh4 47. Bg5+

(the move Timman had overlooked; the Black King is persistently misplaced)

47... Kxg5 48. Kxh3 Nh5?

"I was getting short of time at this point, and - worse - was still aiming to win."

[48... Rg6!]

49. Nd5 Rg6 50. Qe3+ Nf4+ 51. Nxf4 Rxf4 52. b6 Kf5 53. Qc5+ Ke4 54. Qe7+ Kf5 55. Qxh7 Re4 56. b7 Re3+ 57. Kh4 1-0

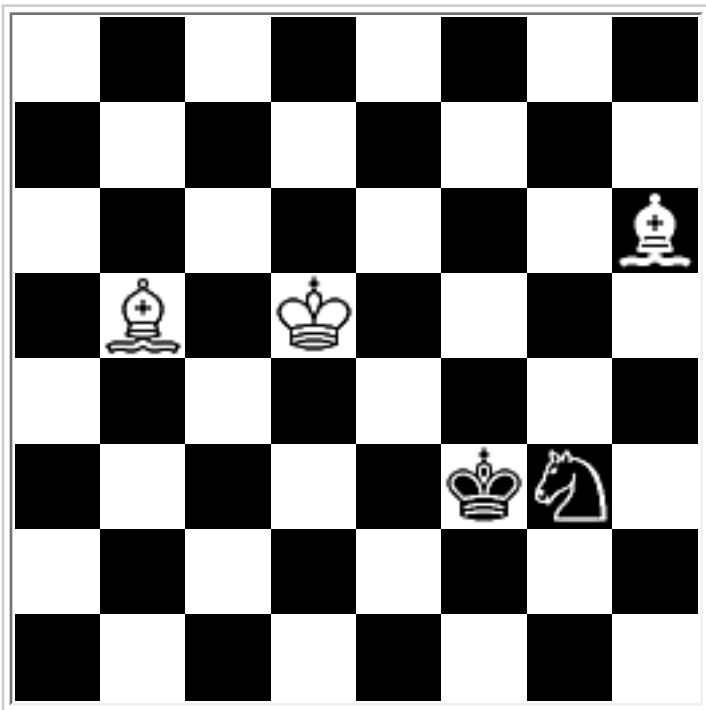
A curiosity

Agust always says that you should teach chess backwards, like the Russians: learn how to mate with the King and two Queens against bare King, then King and Queen, then King and Rook...

Agust also says he is glad he learned to mate with Bishop and Knight, and sorry he neglected the endgame of Bishop and Rook against Rook. Here's another that many of us may have neglected...

Timman J - Speelman J (10, Linares) [D35] KBB v KN, 1992

66. Bxb5



66... Nf5 67. Bf8 Ne3+ 68. Kd4 Ng2 69. Kd3 Nf4+ 70. Kd2 Ng2 71. Bc6+ Kf2 72. Bd6 Nh4 73. Bc5+ Kg3 74. Bb6 Ng2 75. Bd5 Nh4 76. Ke2 Kf4 77. Bb3 Nf5 78. Bc7+ Kg5 79. Be5 Kg4 80. Bc2 Ng3+ 81. Kf2 Nf5 82. Bd1+ Kg5 83. Kf3 Nh4+ 84. Ke4 Nf5 85. Ba4 Ne7 86. Bd7 Ng8 87. Bf4+ Kg6 88. Ke5 Nf6 89. Bb5 Kf7 90. Bc4+ Kg6 91. Ke6 1-0

Timman in his notes regrets that the theory of this endgame indicates a win can be forced only after more than 50 moves, and so there is little incentive, under the restored 50-move rule, to study this type of endgame. He concludes:

"The chess world is becoming dull and superficial" -- Timman

Back to [Chess Coaching Page](#)



This document (material.html) was last modified on by

[Dr. Dave](#)

Dave's Top 10 Chess Lists

IN PREPARATION

Last modified: 03 Jun 1998

In no particular order:

1. [Top 10 Games](#)
added 3rd June 1998
2. [Top 10 Players](#)
3. [Top 10 Authors](#)
added 22 May 1997
4. [Top 10 Books by other authors](#)
5. [Top 10 Openings](#)
Added 28 May 98
6. [Top 10 Endings](#)
7. [Top 10 Combinations](#)
8. [Top 10 Games by me](#)
9. [Top 10 Chess Quotes](#)
Added 31 Oct 97
10. [Top 10 Other "Top 10"s](#)

Honourable mention: Top 10 swindles

[RETURN](#) to menu page



This document (top10chs.html) was last modified on 22 May 1997

[David Regis](#)

Top 10 Games

1. Reti,R - Bogoljubow,E [A13] Top 10 games: New York, 1924

A game with everything right: strong strategic theme, neat tactical finish. 25 moves of great polish.

1.Nf3 d5 2.c4 e6 3.g3 Nf6 4.Bg2 Bd6 5.0-0 0-0 6.b3 Re8 7.Bb2 Nbd7 8.d4 c6 9.Nbd2 Ne4 10.Nxe4 dxe4 11.Ne5 f5 12.f3 exf3 13.Bxf3 Qc7 14.Nxd7 Bxd7 15.e4 15...e5 16.c5 Bf8 17.Qc2 exd4 18.exf5 Rad8 19.Bh5 Re5 20. Bxd4 Rxf5 21.Rxf5 Bxf5 22.Qxf5 Rxd4 23.Rf1 Rd8 24.Bf7+ Kh8 25.Be8 1-0

2. Byrne,R - Fischer,R [E60] Top 10 games: , 1963

A wonderfully clear, crisp game - everything I like about Fischer's chess.

1.d4 Nf6 2.c4 g6 3.g3 c6 4.Bg2 d5 5.cxd5 cxd5 6.Nc3 Bg7 7.e3 0-0 8.Nge2 Nc6 9.0-0 b6 10.b3 Ba6 11.Ba3 "...at worse completely safe. To turn this into a mating position in eleven more moves is more witchcraft than chess!" -- KIRBY 11...Re8 12.Qd2 e5 13.dxe5 Nxe5 14.Rfd1 Nd3 15.Qc2 15...Nxf2 16.Kxf2 Ng4+ 17.Kg1 Nxe3 18.Qd2 Nxg2 Eliminating the defensive bishop rather than snatching at material 19.Kxg2 d4 20.Nxd4 Bb7+ 21.Kf1 As Byrne resigned, GMs in the press room were still arguing that White was winning. 21...Qd7 White resigns. 0-1

3. Reti,R - Alekhine,A [A00] Top 10 games: Baden Baden (8), 1925

It's not so much the chess by itself that impresses me here as the man: such sustained courage and drive.

1.g3 e5 2.Nf3 e4 3.Nd4 d5 4.d3 exd3 5.Qxd3 Nf6 6.Bg2 Bb4+ 7.Bd2 Bxd2+ 8.Nxd2 0-0 9.c4 Na6 10.cxd5 Nb4 11.Qc4 Nbx5 12.N2b3 c6 13.0-0 Re8 14. Rfd1 Bg4 15.Rd2 Qc8 16.Nc5 Bh3 17.Bf3 Bg4 18.Bg2 Bh3 19.Bf3 Bg4 20. Bh1 h5 21.b4 a6 22.Rc1 h4 23.a4 hxg3 24.hxg3 Qc7 25.b5 axb5 26.axb5 26...Re3 27.Nf3 cxb5 28.Qxb5 Nc3 29.Qxb7 Qxb7 30.Nxb7 Nxe2+ 31.Kh2 Ne4 32.Rc4 Nxf2 33.Bg2 Be6 34.Rcc2 Ng4+ 35.Kh3 Ne5+ 36.Kh2 Rxf3 37. Rxe2 Ng4+ 38.Kh3 Ne3+ 39.Kh2 Nxc2 40.Bxf3 Nd4 0-1

4. Bernstein,O - Capablanca,J [D63] Top 10 games: style: Capablanca the elegant, 1914

A chestnut, but a most deft and elegant chestnut

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bg5 0-0 6.e3 Nbd7 7.Rc1 b6 8.cxd5 exd5 9.Qa4 Bb7 10.Ba6 Bxa6 11.Qxa6 c5 12.Bxf6 Nxf6 13.dxc5 bxc5 14.0-0 Qb6 15.Qe2 c4 16.Rfd1 Rfd8 17.Nd4 Bb4 18.b3 Rac8 19.bxc4 dxc4 20.Rc2 Bxc3 21.Rxc3 Nd5 22.Rc2 c3 23.Rdc1 Rc5 24.Nb3 Rc6 25.Nd4 Rc7 26.Nb5 Rc5 27.Nxc3 Nxc3 28.Rxc3 Rxc3 29.Rxc3 Qb2 0-1

5. Samisch - Nimzovitch [E18] Top 10 games: pawn mobility: restraint, 1923

Neither deft nor elegant, but has the same mark of genius.

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3 Bb7 5.Bg2 Be7 6.Nc3 0-0 7.0-0 d5 8.Ne5 c6

9.cxd5 cxd5 10.Bf4 a6 (idea b5) 11.Rc1 b5 12.Qb3 Nc6 "the ghost!" (idea Na5-c4) 13.Nxc6 Bxc6 14.h3 Qd7 15.Kh2 Nh5 (or Qd2 & Nd7-b6-c4) 16. Bd2 f5 17.Qd1 b4 18.Nb1 Bb5 19.Rg1 Bd6 20.e4 fxe4 ! 21.Qxh5 Rxf2 22. Qg5 Raf8 23.Kh1 R8f5 24.Qe3 Bd3 25.Rce1 h6 0-1 samisch-nimzo. (zugzwang! if Kh2 or g4, Rf3 winning wQ) 26.g4 0-1

6. Bogoljubov Efim - Alekhine Alexander [A90] Top 10 games: Hastings, 1922

The most brilliant game ever played?

1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Bb4+ 5.Bd2 Bxd2+ 6.Nxd2 Nc6 7.Ngf3 0-0 8.0-0 d6 9.Qb3 Kh8 10.Qc3 e5 11.e3 a5 12.b3 Qe8 13.a3 Qh5 14.h4 Ng4 15. Ng5 Bd7 16.f3 Nf6 17.f4 e4 18.Rfd1 h6 19.Nh3 d5 20.Nf1 Ne7 21.a4 Nc6 22. Rd2 Nb4 23.Bh1 Qe8 24.Rg2 dxc4 25.bxc4 Bxa4 26.Nf2 Bd7 27.Nd2 b5 28. Nd1 Nd3 29.Rxa5 b4 30.Rxa8 bxc3 31.Rxe8 c2 32.Rxf8+ Kh7 33.Nf2 c1Q+ 0-1

7. Tal, M - Simagin (Leningrad ch-SU) [B07] Top 10 games: Lessons from Tal: sacrifice (, 1956

So many Tal brilliancies, but this early (flawed) example remains my favourite.

1.e4 c6 2.d4 d6 3.Nc3 Nf6 4.f4 Qb6 5.Nf3 Bg4 6.Be2 Nbd7 7.e5 Nd5 8.0-0 Nxc3 9.bxc3 9...e6 [9...Bxf3 10.Bxf3 dxe5 11.fxe5 Nxe5 12.Ba3] 10.Ng5 Bxe2 11.Qxe2 h6 12.Nxf7 Easy to see, hard to play! Spielmann calls this a 'real' sacrifice as opposed to those sacrificial combinations where the hoped-for gain is clear and short-term. 12...Kxf7 13.f5 dxe5 14.fxe6+ Kxe6 15.Rb1 Qxb1 16.Qc4+ Kd6 17.Ba3+ Kc7 18.Rxb1 Bxa3 19.Qb3 Be7 20.Qxb7+ Kd6 21.dxe5+ Nxe5 22.Rd1+ Ke6 23.Qb3+ Kf5 24.Rf1+ 24...Ke4 [24...Kg6 25. Qe6+ Bf6 26.Qf5+ Kf7 27.Qxe5] 25.Re1+ Kf5 26.g4+ Kf6 27.Rf1+ Kg6 28. Qe6+ Kh7 29.Qxe5 Rhe8 30.Rf7 Bf8 tal-simagin (23rd USSR ch'p)/sacrifice: unclear ('genuine' - Spielmann) 1956/1-0 (45) 1-0

8. Pillsbury, H - Tarrasch, S [D55] Top 10 games: Hastings Hastings, 1895

That's how to start your international tournament career: an all-out King's-side attack against the great Dr.Tarrasch, burning his boats on the Queen's-side as he goes. I found Pillsbury's vigour and enterprise so exciting when I first came across it, and still do.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.Nf3 Nbd7 6.Rc1 0-0 7.e3 b6 8.cxd5 exd5 9.Bd3 Bb7 10.0-0 c5 11.Re1 c4 12.Bb1 a6 13.Ne5 b5 14.f4 Re8 15.Qf3 Nf8 16.Ne2 Ne4 17.Bxe7 Rxe7 18.Bxe4 dxe4 19.Qg3 f6 20.Ng4 Kh8 21.f5 Qd7 22.Rf1 Rd8 23.Rf4 Qd6 24.Qh4 Rde8 25.Nc3 Bd5 26.Nf2 Qc6 27.Rf1 b4 28.Ne2 Qa4 29.Ng4 Nd7 30.R4f2 Kg8 31.Nc1 c3 32.b3 Qc6 33.h3 a5 34.Nh2 a4 35.g4 axb3 36.axb3 Ra8 37.g5 Ra3 38.Ng4 Bxb3 39.Rg2 Kh8 40.gxf6 gxf6 41.Nxb3 Rxb3 42.Nh6 Rg7 43.Rxg7 Kxg7 44.Qg3+ Kxh6 45.Kh1 Qd5 46.Rg1 Qxf5 47.Qh4+ Qh5 48.Qf4+ Qg5 49.Rxg5 fxe5 50.Qd6+ Kh5 51. Qxd7 c2 52.Qxh7# 1-0

9. Petrosian, T - Spassky, B [E66] Top 10 games: Wch26-Moscow (10),

1966

The famous finale is but the cymbal crash after a long drum-roll; Petrosian dominates Spassky on the board but also psychologically.

1.Nf3 Nf6 2.g3 g6 3.c4 Bg7 4.Bg2 0-0 5.0-0 Nc6 6.Nc3 d6 7.d4 a6 8.d5 Na5 9.Nd2 c5 10.Qc2 e5 [10...Rb8!?] 11.b3? [11.a3 b6 12.b4 Nb7 13.Rb1 <<] 11...Ng4 12.e4 [12.Bb2 f5 13.Rae1!?] 12...f5 13.exf5 gxf5 14.Nd1!? [14.Bb2! Bd7 15.Rae1 b5 16.Nd12] 14...b5 15.f3? [15.Bb2 Rb8 16.f3 Nf6 17.Bc3 Bh6 18.Re1] 15...e4! 16.Bb2 exf3 17.Bxf3 Bxb2 18.Qxb2 Ne5 19.Be2 f4! [19...Ra7!?] 20.gxf4 [20.Rxf4 Rxf4 21.gxf4 Ng6 22.Ne4 Nxf4 23.Ndf2 Ra7] 20...Bh3? Petrosian is a master of chess judo: inviting his opponent forward until he topples. Here he launches an attack without having a piece further forward than the second rank! [20...Rxf4 21.Ne3 Qg5+ 22.Kh1 Rxf1+ 23.Ndx1 Ra7w] 21.Ne3! ! 21...Bxf1 [21...Rxf4? 22.Rxf4 Qg5+ 23.Rg4! (23.Kh1 Qxf4 24.Rg1+5) 23...Nxc4 24.Nxc4 Bxc4 25.Bxc4 Qxc4+ 26.Kh1 Qd4! 27.Rg1+ Kh8 28.Qxd4+ cxd4 29.Rg4! _|_] 22.Rxf1 Ng6 <= [22...Nd7 23.Bg4 Qf6] 23.Bg4 Nxf4? [23...Rxf4? 24.Be6+ Kf8 25.Rxf4+ Nxf4 26.Qh8+-; 23...Qf6! 24.Be6+ Kh8 25.Qxf6+ Rxf6 26.f5 Ne5 27.Ne4!1] 24.Rxf4! Rxf4 25.Be6+ Rf7 26.Ne4 Qh4 [26...Raa7 27.Nf5 Qf8 28.Qf6+-] 27.Nxd6 Qg5+ [27...Qe1+ 28.Kg2 Qxe3 29.Bxf7+ Kf8 30.Qh8+ Ke7 31.Nf5+ Kxf7 32.Qg7+ and 33.Nxe3 +-] 28.Kh1 Raa7 In just eight moves Petrosian has tripped and leg-locked his opponent. The finish is attractive, and worth noting. [28...Qxe3 29.Bxf7+ Kf8 30.Qh8+ Ke7 31.Nf5+ Kxf7 32.Qg7+ and 33.Nxe3] 29.Bxf7+ Rxf7 30.Qh8+! 1-0

10. Karpov,A - Kasparov,G [D55] Top 10 games: style: Karpov keeping control (4), 1985

I am not one of those who found Karpov's calm and neat chess disappointing after Fischer's dynamism; on the contrary, his calm and neat chess is wholly admirable.

1.d4 d5 2.c4 e6 3.Nc3 Be7 4.Nf3 Nf6 5.Bg5 h6 6.Bxf6 Bxf6 7.e3 0-0 8.Qc2 Na6 9.Rd1 c5 10.dxc5 Qa5 11.cxd5 Nxc5 12.Qd2 Rd8 13.Nd4 exd5 14.Be2 Qb6 15.0-0 Ne4 16.Qc2 Nxc3 17.Qxc3 Be6 18.Qc2 Rac8 19.Qb1 Rc7 20.Rd2 Rdc8 21.Nxe6 fxe6 22.Bg4 Rc4 23.h3 Qc6 24.Qd3 Kh8 25.Rfd1 a5 26.b3 Rc3 27.Qe2 Rf8 28.Bh5 b5 29.Bg6 Bd8 30.Bd3 b4 31.Qg4 Qe8 32.e4 Black's exposed pawns are given a push. The trouble with having three pawn islands is the same problem plate spinners have: one is easy, two is harder... 32...Bg5 33.Rc2 Rxc2 34.Bxc2 Qc6 35.Qe2 Qc5 36.Rf1 Qc3 37.exd5 exd5 38.Bb1 Qd2 39.Qe5 Rd8 40.Qf5 Kg8 41.Qe6+ Kh8 42.Qg6 Kg8 43.Qe6+ Kh8 44.Bf5 Qc3 45.Qg6 Kg8 46.Be6+ Kh8 47.Bf5 Kg8 48.g3 Kf8 49.Kg2 Qf6 50.Qh7 Qf7 51.h4 Bd2 52.Rd1 Bc3 53.Rd3 Rd6 54.Rf3 Ke7 55.Qh8 d4 56.Qc8 Rf6 57.Qc5+ Ke8 58.Rf4 Qb7+ 59.Re4+ Kf7 60.Qc4+ Kf8 61.Bh7 Rf7 62.Qe6 Qd7 63.Qe5 Black has to let a plate drop. 1-0

Honourable mention:

[RETURN](#) to menu page



This document (top10gam.html) was last modified on by

[David Regis](#)

Top 10 Players

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Honourable mention:

[RETURN](#) to menu page



This document (top10pla.html) was last modified on by

[David Regis](#)

Top 10 Authors

1. Botvinnik

the master at work (e.g. *100 Selected Games*)

2. Bronstein

the master at play (e.g. *200 Open Games*)

3. Chernev

warm, witty, impressive breadth of knowledge; his books taught me how to play chess, so he has a lot to answer for (e.g. *Logical Chess*)

4. Clarke

unshowy style but his books are gold (e.g. *Petrosian's Best Games*)

5. Dvoretsky

enormously rich material, nice asides (e.g. *Secrets of Chess Tactics*)

6. Larsen

deep thoughts lightly expressed, candid and playful (e.g. *Selected Games*)

7. Nunn

thorough, brilliant, tells a cracking yarn (e.g. *Best Games*)

8. Purdy

brisk, brilliant, polemic, pedagogic (e.g. *Search for Chess Perfection*)

9. Reti

writing to lift the human spirit (e.g. *Modern Ideas in Chess*)

10. Tal

frank, engaging and entertaining by turns (e.g. *Tal-Botvinnik Match 1960*)

Honourable mention: Nimzovitch

[RETURN](#) to menu page



This document (top10ann.html) was last modified on 22 May 97 by

[David Regis](#)

Top 10 Books by other authors

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Honourable mention:

[RETURN](#) to menu page



This document (top10boo.html) was last modified on by

[David Regis](#)

Top 10 Openings

Just ten that I have enjoyed playing over the years.

1. **Giuoco Piano, Bernstein Variation**

My first real opening, and a lesson that greed is a sin in chess, if nowhere else.

2. **Queen's Gambit, Rubinstein Variation**

Wonderful vigorous opening in the style of Pillsbury: sieze the centre, aim at the King, fire!

3. **Trompovsky Opening**

My introduction to closed openings, a little weird wonder and an advert for Knight power, which I sadly had to abandon when it became fashionable.

4. **English Opening, Staunton system**

The drift to the West continued; no need to memorise lines, just a flexible start to a pawn roller that can hit you on any part of the board.

5. **Sicilian Defence**

When I started with this opening, I couldn't believe my luck: lots of chance to win and it didn't fizzle out like 1...e5 does. And having been so struck by the English, it made sense to play it as Black...

6. **Modern Defence**

...except that the Sicilian is a headache to learn, and you keep falling into 'pet systems'. Not with the Modern! I love this opening, no-one knows or cares about the theory, and a great way to play for a win as Black.

7. **King's Indian Attack**

Another bright idea: a pet system to play as White, using all the moves I usually play.

8. **English Opening, Botvinnik system**

After an intermission of several years where I didn't really play chess, I felt on my return like playing something a bit more assertive than all this creepy-mousy stuff. So there was born the new DrDave, playing the the Wrestler's Gambit: step towards your opponent, get hold, and twist until they break...

9. **Blackmar-Diemer Gambit**

I still don't believe a word I read about this outrageous gambit, but I've had a lot of fun with it.

10. **King's Gambit**

A bit more assertive than the English Opening, and an attempt to play more tactically... An opening that made me realise how wobbly club players are: give them a shove and they fall over. Also a lot of fun, but you never get to play it, and there's an awful lot of theory to keep up.

Honourable mention: Two Knight's Defence. I've never played it seriously since I was a junior, but I recommend it to all the juniors. A glorious scrap!

[RETURN](#) to menu page



This document (top10op.html) was last modified on by

[David Regis](#)

Top 10 Endgames

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Honourable mention:

[RETURN](#) to menu page



This document (top10end.html) was last modified on by

[David Regis](#)

Top 10 Combinations

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Honourable mention:

[RETURN](#) to menu page



This document (top10com.html) was last modified on by

[David Regis](#)

My Own Top 10 Games

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Honourable mention:

[RETURN](#) to menu page



This document (top10own.html) was last modified on by

[David Regis](#)

Top 10 Chess Quotes

1. INDIAN PROVERB

"Chess is a sea in which a gnat may drink and an elephant may bathe"

2. Irving CHERNEV

"Of chess it has been said that life is not long enough for it, but that is the fault of life, not chess."

3. Andrew SOLTIS

"Pawns are born free, yet are everywhere in chains..."

4. Richard RETI

"It is the aim of the modern school, not to treat every position according to one general law, but according to the principle inherent in the position."

5. Alexander ALEKHINE

"During a chess competition a chessmaster should be a combination of a beast of prey and a monk."

6. William LOMBARDY

"All openings are sound below master level."

7. Richard RETI

"Now we see wherein lies the pleasure to be derived from a chess combination. It lies in the feeling that a human mind is behind the game dominating the inanimate pieces with which the game is carried on, and giving them the breath of life."

8. Mortimer COLLINS

"There are two classes of men; those who are content to yield to circumstances and who play whist; those who aim to control circumstances, and who play chess."

9. Raymond CHANDLER in *The Long Goodbye*

" as elaborate a waste of human intelligence as you could find anywhere outside an advertising agency."

10. Savielly TARTAKOWER

10. "A chess game is divided into three stages: the first, when you hope you have the advantage, the second when you believe you have an advantage, and the third... when you know you're going to lose!"

Honourable mention: (After White takes another Pawn):

"They're like peanuts, you know." -- Stephan GERZADOWICZ

[RETURN](#) to menu page



This document (top10quo.html) was last modified on 31 Oct 97 by

[David Regis](#)

Top 10 Chess Quotes

1. INDIAN PROVERB

"Chess is a sea in which a gnat may drink and an elephant may bathe"

2. Irving CHERNEV

"Of chess it has been said that life is not long enough for it, but that is the fault of life, not chess."

3. Andrew SOLTIS

"Pawns are born free, yet are everywhere in chains..."

4. Richard RETI

"It is the aim of the modern school, not to treat every position according to one general law, but according to the principle inherent in the position."

5. Alexander ALEKHINE

"During a chess competition a chessmaster should be a combination of a beast of prey and a monk."

6. William LOMBARDY

"All openings are sound below master level."

7. Richard RETI

"Now we see wherein lies the pleasure to be derived from a chess combination. It lies in the feeling that a human mind is behind the game dominating the inanimate pieces with which the game is carried on, and giving them the breath of life."

8. Mortimer COLLINS

"There are two classes of men; those who are content to yield to circumstances and who play whist; those who aim to control circumstances, and who play chess."

9. Raymond CHANDLER in The Long Goodbye

"as elaborate a waste of human intelligence as you could find anywhere outside an advertising agency."

10. Savielly TARTAKOWER

10. "A chess game is divided into three stages: the first, when you hope you have the advantage, the second when you believe you have an advantage, and the third... when you know you're going to lose!"

Honourable mention: (After White takes another Pawn):

"They're like peanuts, you know." -- Stephan GERZADOWICZ

[RETURN](#) to menu page



This document (top10quo.html) was last modified on 31 Oct 97 by

[David Regis](#)

Exeter Chess Club: Credits

Argh

One of the consequences of moving from [Exeter University](#) was dropping a couple of files behind the back of the monitor, and to my regret one of those files was the credits list. Ten years on from establishing the site there, my recollection is mainly that the list of people I should thank is legion, but sadly my memory isn't up to reconstructing just who. So, to all those people over the years who:

- helped me crack the task of making diagrams automatically, especially Andy Duplain, who enhanced his already-wonderful utility CBASCII for me
- read a pre-release draft of the site, especially jud
- variously:
 - answered my questions on rec.games.chess.*
 - found games or positions for me
 - pointed out my many errors of notation, HTML hacking (yes, the site is still lovingly hand-crafted by craftsmen in Devon), chess understanding, etc. etc
 - sent me kind e-mails, and especially
 - *made a contribution*

...to all, my sincere thanks. Couldn't have done it without you.

Back to [Chess Coaching Page](#)



This document (credits.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Tributes to Dr.Dave

```
[Event "ICS"]
[Site "[EvilTwin]"]
[Date "1996.1.24"]
[Round "?"]
[White "FrankNStein"]
[Black "EvilTwin"]
[Result "0-1"]
```

```
1. e4 c5 2. Nc3 Nc6 3. Bc4 e6 4. Nf3 Nge7 5. d4 cxd4 6. Nxd4 d5 7.
Nxc6 7... bxc6 8. exd5 exd 9. Bb3 Ng6 10. Qe2+ Be7 11. Bg5 O-O 12.
Bxe7 Nxe7 13. O-O Re8 14. Qg4 13... Re8 14. Rae1 Bf5 15. h3 Qd7 16.
Kh2 Ng6 17. Qf3 Qd6+ 18. g3 Qd7 19. Nxd5 cxd5 20. Bxd5 Rac8 21. Rxe8+
Rxe8 22. Bc6 Ne5 23. Bxd7 Nxf3+ 24. Kg2 Bxd7 25. Kxf3 Bc6+ 26. Kg4 Re2
27. Rd1 h6 28. Rd6 Rxc2 29. f4 29... g6 30. f5 Rc4+
```

```
{*FrankNStein says:*}
{*\\
Baaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaastaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaard*}
{*\\      !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!*}
```

```
{FrankNStein resigns} 0-1
```

```
[Event "?"]
[Site "Abercynon vs. Exeter"]
[Date "1996.??.??"]
[Round "?"]
[White "Hill, A."]
[Black "Regis, D."]
[Result "0-1"]
[ECO "D94"]
[WhiteElo "1680"]
[BlackElo "1820"]
```

```
1. Nf3 g6 2. c4 Bg7 3. e3 Nf6 4. d4 d5 {I thought the
```

Grunfeld offered more chances to play actively than the King's Indian with ...d6}

5. Nc3 O-O 6. Be2 dxc4 7. Bxc4 Nfd7 {Black is a tempo up on a variation of the Queen's Gambit Accepted, but it's not a very good variation and even with the extra tempo Black's position is difficult to activate.} **8. O-O Nc6**

(8... Nb6 9. Bb3 Nc6)

(8... c5)

9. a3 e5 10. d5 Ne7 11. e4 Nb6 12. Be2 h6 13. Be3 f5 14. exf5 Nxf5 15. Bc5 Nd6 16. Qc2 Bf5 17. Qb3 Rf7 18. Qb4 a5 19. Qb3 Nd7 20. Be3 Qe7 21. Rad1 Raf8 22. Nb5 Nf6 23. Nh4 Nfe4 24. Nxf5 Nxf5

(24 ... Rxf5!? 25. f3 Ng5 26. Bc5 e4)

25. d6 Nexd6 26. Nxd6 Nxd6 27. Bc5 Kh7 28. Bc4 Rf4 29. Bd5 e4

```
% +-----+
% | -+--+r-+ |
% | +pp-q-bk |
% | -+-n-+pp |
% | p-BB+--+ |
% | -++pr-+ |
% | PQ+--+-- |
% | -P-+-PPP |
% | +-+R+RK- |
% +-----+
```

{Both sides were getting rather short of time: about 15m left for the next 10 tricky moves. White, having played very well up to here, grabs a hot pawn.}

30. Qxb7

(30. Bxb7 a4 31. Qe3 Bxb2)

{Black takes a deep breath, and...}

30... Rxf2 {!?

(30... e3 {may also have been worth a punt})

(30... Nxb7 {is safer, to say the least} 31. Bxe7 Re8 32. g3 Rf5 33. Bxe4 Rxe7 34. Bxb7 Bxb2)

31. Rxf2 Rxf2 32. Bxd6 {!}

(32. Bxf2 Nxb7)

(32. Kxf2 Qf6+ 33. Kg1 Nxb7)

32... Qf6 {(with a nonchalant expression: either

recapture loses the Queen!))

(32... Qxd6 33. Bg8+ Kxg8 34. Rxd6 cxd6 35. Kxf2)

33. Bc5 Rxb2 {?}

(33... Rxc2+)

34. Bd4 {?}

(34. Qc8 {! is much better, but may still be worth only a draw after} 34... Rxc2+ 35. Kh1 Rxh2+ 36. Kxh2 Qf4+ 37. Kg1 Qg3+ 38. Kf1 Qf3+ 39. Ke1 Qh1+ 40. Kd2 {?}

(40. Kf2{!} Qf3+ {draw(!) by perpetual check})

40... Qg2+ 41. Ke1 Bc3+ 42. Rd2 Qxd2+ 43. Kf1 Qxd5 {winning})

34... Rxc2+ {?}

(34... Qxd4+ {simple, really, and forcing, so I should have spotted it, but I had fallen into a rut of thinking about the move actually played.} 35. Rxd4 Bxd4+ 36. Kf1 Rxb7 37. Bxb7)

35. Kxg2

(35. Kh1 {! declining, was the critical line: Now}

35... Qf3

36. Qb3 Bxd4 37. Qxf3 exf3 38. Rxd4 {when Black has some chances with the pawns against the piece, but the Queen's side pawns are split.})

(or 35... Qf4 36. Bg8+ Kh8 37. Bxc7+ Kxc7 38. Rd7+ Kh8 39. Kxg2 Qf3+ 40. Kg1 Qg4+ 41. Kf2 Qf3+ 42. Ke1 Qh1+ 43. Ke2 {with a draw by perpetual})

(not 43. Kd2 e3+ 44. Kxe3 Qxb7))

(or 35... Rxh2+ 36. Kxh2 Qf4+ 37. Kg1 Qg4+ 38. Kf2 Qxd1 39. Bxc7 Qd2+ 40. Kg3 Qe3+ {when Black should probably take the draw by perpetual check})

35... Qf3+ 36. Kg1 Qxd1+ 37. Kg2 {(?)}

(37. Kf2 {is a little harder to catch} 37... Bxd4+ 38. Kg3 Qf3+ 39. Kh4 Bf6#)

37... Qf3+

0-1

(37... Qf3+ 38.Kg1 Bxd4# {The Black Bishop, which has been sitting bored at home on g7 all game, finally has its moment.})

At this point, after some grunts (expressions of disbelief, I think), my opponent paid me his compliment...

```
[Event "ICS"]  
[Site "[D-FICS]"]  
[Date "1996.1.26"]  
[Round "?"]  
[White "DrDave"]  
[Black "Walt"]  
[Result "1-0"]
```

1. e4

{*Walt tells you: a very good afternoon*}

```
1... Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Bc4 e6 5. Nf3 Be7  
6. O-O O-O 7. Bb3 Nxc3 8. bxc3 b6 9. Ne5 Bb7 10. d4 Nd7  
11. Bf4 Bf6 12. Qe2 Nxe5 13. Bxe5 Bxe5 14. Qxe5 Qd6 15. Rfe1 Qc6  
16. f3 Qxc3 17. Rad1 Rad8 18. Re3 Qc6 19. c4 Qd6 20. Qxd6 Rxd6  
21. c5 bxc5 22. dxc5 Rxd1+ 23. Bxd1 Rd8 24. Bc2 Kf8 25. Ra3 a6  
26. Bd3 Ra8 27. Kf2 a5 28. Bb5 c6 29. Bd3 h6 30. Ke3  
30... Ke7  
31. Be4 f5 32. Bc2 g6 33. f4 Kf6 34. Kd4 g5 35. g3 Bc8  
36. Ba4 Bd7 37. Rb3 Ra7 38. Rb6 gxf4 39. gxf4 h5 40. Bxc6 Bxc6  
41. Rxc6 Rd7+ 42. Rd6 Ke7 43. Ke5 Rxd6 44. cxd6+ Kd7 45. a4  
45... h4  
46. h3 Kd8 47. Kxe6 Ke8 48. Kxf5 Kd7 49. Ke5 Kd8 50. Ke6 Ke8  
51. d7+ Kd8 52. f5
```

{*Walt tells you: you played me a set of dirty schwindles... I should have won :)*}

{Walt resigns} 1-0

Back to [Chess Coaching Page](#)



This document (tributes.html) was last modified on 22nd May 1996 by

[Dr. Dave](#)

Exeter Chess Club: Petrosian-Pachman

[Event "It Bled"]
[Site "It Bled"]
[Date "1961.??.??"]
[EventDate "?"]
[Round "?"]
[Result "1-0"]
[White "Petrosian Tigran"]
[Black "Pachman Ludek"]
[ECO "A04"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "42"]

1.Nf3 c5 2.g3 Nc6 3.Bg2 g6 4.O-O Bg7
5.d3 e6 6.e4 Nge7 7.Re1 O-O 8.e5 d6
9.exd6 Qxd6 10.Nbd2 Qc7 11.Nb3 Nd4 12.Bf4 Qb6
13.Ne5 Nxb3 14.Nc4 {Very nice tempo move. --Fischer} Qb5 15.axb3 a5
16.Bd6 Bf6
17.Qf3 Kg7 18.Re4 {Now Petrosian is preparing for a very beautiful
finish.--Fischer} Rd8 19.Qxf6+ Kxf6 20.Be5+ Kg5
21.Bg7 {This is a real problem move. --Fischer} 1-0

Back to [Chess Coaching Page](#)



This document (pp.html) was last modified on by

[Dr. Dave](#)

Comment on Poe's view of chess

Barry Wood wrote a piece on this, reprinted in Reinfeld's Treasury of Chess Lore.

He suggests (I paraphrase), read Poe's passage.

Now say to yourself: "Poe has only just learned to play chess, and is still unsure of the moves of the pieces".

Read it over again.

Does that fit? Chess is like driving a car, after a bit you don't notice the gear changes and so on, you just enjoy the drive. Poe is still struggling with 'which one's the clutch again?'.

I don't wonder where the pieces go, when I look at a board, the natural moves and sequences of moves just start flowing. It took me a while to get into chess, but it was worth the effort. I don't think Poe ever was shown, or was not good enough to appreciate, what the complexity of chess can do for the beauty of the game (just think of the finish of Bernstein-Capablanca, the "Immortal", the "Evergreen", the Levitsky-Marshall finish - can you imagine a draughts equivalent?)

String quartets can be magnificent, but chess is an orchestra.

D

[RETURN](#) to menu page



This document (poe.html) was last modified on 4 Dec 1995 by

Reference: D.Regis@Exeter.ac.uk



[Dr. Dave](#)

Exeter Chess Club: The mind of a Grandmaster

Nigel Short speaks:

"I'm going to give him a good rogering"

"T.D.F." (= Trap, Dominate, Fuck)

"I'm going to give it to him good and hard"

Chapter One, page 9, Dominic Lawson's **The Inner Game**.

If psychoanalytic/psychodynamic/depth psychology approaches to chess interest you, there is Ernest Jones' very well-known account of the life of Paul Morphy, and Cockburn's **Idle Passion: Chess and the dance of death**. Both see the symbolism of chess as strongly patricidal. P.C. Wason in his review in CHESS magazine noted Cockburn's revealing comment that

"My father defeated me in our early games."

and inferred that the author's dismissal of chess was simply jealousy: better players can indulge in far superior patricidal fantasies...

Back to [Chess Quotes Page](#) | Back to [Chess Coaching Page](#)



This document (nosher.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: Chess Psychology Research

- [AU: SAARILUOMA_P, HOHLFELD_M](#)
[\(10\) TI: APPERCEPTION IN CHESS PLAYERS LONG-RANGE PLANNING](#)
- [AU: GRUBER_H, RENKL_A, SCHNEIDER_W](#)
[\(11\) TI: EXPERTISE AND MEMORY DEVELOPMENT - CROSS-SECTIONAL COMPARISON IN ...](#)
- [AU: COOKE_NJ, ATLAS_RS, LANE_DM, BERGER_RC](#)
[\(13\) TI: ROLE OF HIGH-LEVEL KNOWLEDGE IN MEMORY FOR CHESS POSITIONS](#)
- [AU: ERICSSON_KA, KRAMPE_RT, TESCHROMER_C](#)
[\(14\) TI: THE ROLE OF DELIBERATE PRACTICE IN THE ACQUISITION OF EXPERT ...](#)
- [AU: SWELLER_J](#)
[\(15\) TI: SOME COGNITIVE-PROCESSES AND THEIR CONSEQUENCES FOR THE ...](#)
- [AU: WALCZAK_S, DANKEL_D](#)
[\(25\) TI: ACQUIRING TACTICAL AND STRATEGIC KNOWLEDGE WITH A ...](#)
- [AU: VICENTE_KJ, BREWER_WF](#)
[\(26\) TI: RECONSTRUCTIVE REMEMBERING OF THE SCIENTIFIC LITERATURE](#)
- [AU: REYNOLDS_RI](#)
[\(29\) TI: RECOGNITION OF EXPERTISE IN CHESS PLAYERS](#)
- [AU: FRYDMAN_M, LYNN_R](#)
[\(36\) TI: THE GENERAL INTELLIGENCE AND SPATIAL ABILITIES OF GIFTED YOUNG ...](#)
- [AU: HORGAN_DD](#)
[\(39\) TI: CHILDREN AND CHESS EXPERTISE - THE ROLE OF CALIBRATION](#)
- [AU: GOBET_FR](#)
[\(40\) TI: LEARNED HELPLESSNESS IN CHESS PLAYERS - THE IMPORTANCE OF TASK ...](#)
- [AU: FREYHOF_H, GRUBER_H, ZIEGLER_A](#)
[\(41\) TI: EXPERTISE AND HIERARCHICAL KNOWLEDGE REPRESENTATION IN CHESS](#)
- [AU: SAARILUOMA_P](#)
[\(42\) TI: ERROR IN CHESS - THE APPERCEPTION-RESTRUCTURING VIEW](#)

- [AU: HOLDING_DH](#)
[\(43\) TI: THEORIES OF CHESS SKILL](#)
- [AU: BACHMANN_T, OIT_M](#)
[\(44\) TI: STROOP-LIKE INTERFERENCE IN CHESS PLAYERS IMAGERY - AN UNEXPLORED ...](#)
- [AU: CHARNESS_N](#)
[\(45\) TI: THE IMPACT OF CHESS RESEARCH ON COGNITIVE SCIENCE](#)
- [AU: MAZUR_A, BOOTH_A, DABBS_JM](#)
[\(48\) TI: TESTOSTERONE AND CHESS COMPETITION](#)
- [AU: GARLAND_DJ, BARRY_JR](#)
[\(49\) TI: EFFECTS OF INTERPOLATED PROCESSING ON EXPERTS RECALL OF SCHEMATIC ...](#)
- [AU: SAARILUOMA_P](#)
[\(52\) TI: VISUOSPATIAL AND ARTICULATORY INTERFERENCE IN CHESS PLAYERS](#)
- [AU: CHABRIS_CF, HAMILTON_SE](#)
[\(53\) TI: HEMISPHERIC-SPECIALIZATION FOR SKILLED PERCEPTUAL ORGANIZATION BY ...](#)
- [AU: NICOLAS_S](#)
[\(6\) TI: MEMORY IN THE WORK OF BINET,ALFRED \(1857-1911\)](#)
- [AU: SAARILUOMA_P](#)
[\(7\) TI: LOCATION CODING IN CHESS](#)
- [AU: ERICSSON_KA, CHARNESS_N](#)
[\(8\) TI: EXPERT PERFORMANCE - ITS STRUCTURE AND ACQUISITION](#)
- [AU: ABERNETHY_B, NEAL_RJ, KONING_P](#)
[\(9\) TI: VISUAL PERCEPTUAL AND COGNITIVE DIFFERENCES BETWEEN EXPERT...](#)

Back to [Chess Coaching Page](#)



This document (Absidx.html) was last modified on 30 July 96 by

[Dr. Dave](#)

(10) TI: APPERCEPTION IN CHESS PLAYERS LONG-RANGE PLANNING

AU: SAARILUOMA_P, HOHLFELD_M

NA: UNIV HELSINKI,DEPT PSYCHOL,FABIANINKATU 28,SF-00100 HELSINKI
10,FINLAND

UNIV TUBINGEN,DEPT PSYCHOL,W-7400 TUBINGEN 1,GERMANY

JN: EUROPEAN JOURNAL OF COGNITIVE PSYCHOLOGY 1994 Vol.6 No.1 pp.1-22

AB: Chess players' long-range planning or chess-strategic thinking is based on more or less poorly definable and intuitive notions such as weak-square, initiative, space advantage, etc. Since these concepts are fuzzy and thus close to everyday concepts, chess players' long-range planning provides a good environment to study apperception with poorly definable notions. The three experiments provided data indicating that problem subspace abstraction has both benefits and costs. Active representation blockades alternative representations unless subjects restructure. As a result, chess players often make serious cognitive errors by abstracting the wrong problem subspaces. Even in strategical positions, the problem subspaces generated are self-consistent and bound by unconscious content-specific principles.

KP: SKILL

(11) TI: EXPERTISE AND MEMORY DEVELOPMENT - CROSS-SECTIONAL COMPARISON IN THE DOMAIN OF CHESS

LA: German

AU: GRUBER_H, RENKL_A, SCHNEIDER_W

NA: UNIV MUNICH, INST PADAGOG PSYCHOL & EMPIR PADAG, LEOPOLDSTR 51, D-80802 MUNICH, GERMANY

JN: ZEITSCHRIFT FUR ENTWICKLUNGSPSYCHOLOGIE UND PADAGOGISCHE PSYCHOLOGIE 1994 Vol.26 No.1 pp.53-70

AB: The present paper addresses two main research questions: (1) What are the differences between experts within the domain of chess and dropouts of expert careers? (2) How do chess-specific and general memory skills change within several years? At two measurements times, 27 experts and novices were studied. The subjects' average age was 12 and 16 years, respectively. The dropouts proved to have worse memory performance on chess-specific tasks than experts, even at the time of first measurement. Thus, the assumption of selective dropouts was confirmed which questions the validity of cross-sectional expert-novice comparisons. Both experts and novices improved their chess-specific memory performance between the first and second measurement times. For experts domain-specific factors seem to account for this result, for novices this effect is due to general developmental factors.

KP: PERFORMANCE

(13) TI: ROLE OF HIGH-LEVEL KNOWLEDGE IN MEMORY FOR CHESS POSITIONS

AU: COOKE_NJ, ATLAS_RS, LANE_DM, BERGER_RC

NA: RICE UNIV,HOUSTON,TX,77251

JN: AMERICAN JOURNAL OF PSYCHOLOGY 1993 Vol.106 No.3 pp.321-351

AB: Current theories of chess expertise assume that experts can recall meaningful chess positions so well because their encoding and retrieval relies on prior learning of thousands of specific "chunks" of information. However, these theories neglect the role of high-level knowledge that is more abstract than the perceptual chunk. We investigated the role of high-level information in skilled chess memory in three experiments. In the first two experiments, experienced chess players were presented with a high-level verbal description of the position either before or after its presentation. If this type of knowledge facilitates the perception and subsequent recall of chess positions, then recall performance should be better in the description-before condition in which the information is available at the time of perception. In these two experiments, subjects performed better when given the description prior to viewing the position, supporting the proposal that a level of knowledge, beyond that of a set of chunks, is used to perceive a chess position. In the third experiment, subjects reconstructed multiple positions (between 1 and 9) immediately after seeing the entire set. Results indicated that experienced players could reconstruct multiple positions at a level beyond chance or guessing. Again, these results can be better explained in terms of high-level conceptual knowledge associated with each position than in terms of perceptual chunks.

KP: RECALL, PERCEPTION, EXPERTISE, PLAYERS, SKILL

(14) TI: THE ROLE OF DELIBERATE PRACTICE IN THE ACQUISITION OF EXPERT PERFORMANCE

AU: ERICSSON_KA, KRAMPE_RT, TESCHROMER_C

NA: UNIV COLORADO, INST COGNIT SCI, BOULDER, CO, 80309

MAX PLANCK INST HUMAN DEV & EDUC, BERLIN, GERMANY

JN: PSYCHOLOGICAL REVIEW 1993 Vol.100 No.3 pp.363-406

DT: Review

AB: The theoretical framework presented in this article explains expert performance as the end result of individuals' prolonged efforts to improve performance while negotiating motivational and external constraints. In most domains of expertise, individuals begin in their childhood a regimen of effortful activities (deliberate practice) designed to optimize improvement. Individual differences, even among elite performers, are closely related to assessed amounts of deliberate practice. Many characteristics once believed to reflect innate talent are actually the result of intense practice extended for a minimum of 10 years. Analysis of expert performance provides unique evidence on the potential and limits of extreme environmental adaptation and learning.

KP: CHESS POSITIONS, AGE-DIFFERENCES, BALLET DANCERS, INDIVIDUAL-DIFFERENCES, COGNITIVE PLASTICITY, SKELETAL-MUSCLE, MNEMONIC SKILL, MEMORY, INFORMATION, SCHOOL

(15) TI: SOME COGNITIVE-PROCESSES AND THEIR CONSEQUENCES FOR THE ORGANIZATION AND PRESENTATION OF INFORMATION

AU: SWELLER_J

NA: UNIV NEW S WALES,SCH EDUC STUDIES,POB 1,KENSINGTON,NSW 2033,AUSTRALIA

JN: AUSTRALIAN JOURNAL OF PSYCHOLOGY 1993 Vol.45 No.1 pp.1-8

DT: Review

AB: It has been known for a considerable time that when dealing with complex intellectual tasks, the limited processing capacity of working memory is critical. Nevertheless, many commonly used instructional techniques ignore this factor and consequently impose an excessive cognitive load that interferes with the major learning mechanisms of schema acquisition and automation. For example, when solving unfamiliar problems, strategies are frequently employed that are effective in arriving at a solution but because of the cognitive load imposed, are ineffective with respect to learning. Empirical evidence suggests that if learning is the goal, solving large numbers of conventional problems may not be appropriate. Instead, goal-free problems and worked examples can reduce extraneous cognitive load and facilitate schema acquisition and automation. Similarly, when presenting new material, information structures that require learners to unnecessarily split their attention between multiple sources of information or assimilate redundant material can impose an excessive cognitive load that interferes with learning. Finally, while considerable empirical evidence about these effects is available, it is suggested that they will occur only when material is used which imposes a heavy cognitive load because of its intrinsic structure. Where the intrinsic structure of information imposes a relatively light cognitive load, the cognitive load imposed by instructional design may not be critical.

KP: MATHEMATICS PROBLEMS, ACQUISITION, MEMORY, CHESS, TEXT

- (25) TI: ACQUIRING TACTICAL AND STRATEGIC KNOWLEDGE WITH A
GENERALIZED-METHOD FOR CHUNKING OF GAME PIECES
AU: WALCZAK_S, DANKEL_D
NA: UNIV TAMPA,DEPT COMP & INFORMAT SCI,TAMPA,FL,33606
UNIV FLORIDA,DEPT COMP & INFORMAT SCI,GAINESVILLE,FL,32611
JN: INTERNATIONAL JOURNAL OF INTELLIGENT SYSTEMS 1993 Vol.8 No.2
pp.249-270
AB: The physical configuration of playing pieces on a game board
contains a plethora of information which can be used by the game
player. Current computer game programs deal well with some
positional and tactical information that is built into the
program, but are incapable of acquiring and using strategic
information. We present a technique for capturing strategic and
tactical chunks or patterns of pieces in game domains. The
chunking technique models the cognitive method employed by expert
level human game players and acquires knowledge that is mostly
domain independent. Induction is performed on the collection of
chunks captured for a particular adversary to identify the
playing style of that adversary.
KP: CHESS

(29) TI: RECOGNITION OF EXPERTISE IN CHESS PLAYERS

AU: REYNOLDS_RI

NA: YESHIVA UNIV,NEW YORK,NY,10033

JN: AMERICAN JOURNAL OF PSYCHOLOGY 1992 Vol.105 No.3 pp.409-415

AB: What kinds of information facilitate the identification of expert performance? How well can chess players of different performance levels identify the level of players who produced a chess position, or the moves leading to it? Fifteen chess players with U.S. Chess Federation (USCF) ratings from 1300 to 2210 judged six unfamiliar chess positions taken from games between players with USCF ratings from 1400 to 2600. The moves immediately preceding the starting position were successively revealed, with rating and confidence estimations made at each move. Estimation error decreased as a function of number of moves revealed ($p < .001$). Higher rated players consistently made lower estimation errors ($p < .01$). Judges at all personal levels were more accurate about positions arising between players close in rating to themselves. A self-reference heuristic is proposed in which estimation of expertise is made relative to the judge's own projected performance.

KP: CLINICAL JUDGMENT, SEARCH

(36) TI: THE GENERAL INTELLIGENCE AND SPATIAL ABILITIES OF GIFTED YOUNG
BELGIAN CHESS PLAYERS

AU: FRYDMAN_M, LYNN_R

NA: UNIV ULSTER,DEPT PSYCHOL,COLERAINE BT52 1SA,LONDONDERRY,NORTH
IRELAND

UNIV MONS,B-7000 MONS,BELGIUM

JN: BRITISH JOURNAL OF PSYCHOLOGY 1992 Vol.83 No.Pt2 pp.233-235

AB: Thirty-three tournament-level young Belgian chess players aged 8
to 13 were tested with the French WISC (Wechsler Intelligence
Scale for Children) The mean full scale IQ = 121, verbal IQ = 109
and performance IQ = 129. The results suggest that a high level
of general intelligence and of spatial ability are necessary to
achieve a high standard of play in chess. The high spatial
ability of these young chess players suggested by the high
performance IQs may go some way towards explaining why males tend
to be more numerous than females among high-standard chess
players.

(39) TI: CHILDREN AND CHESS EXPERTISE - THE ROLE OF CALIBRATION

AU: HORGAN_DD

NA: MEMPHIS STATE UNIV,DEPT FDN EDUC,MEMPHIS,TN,38152

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.44-50

AB: Three studies of calibration are reported. Calibration refers to the accuracy with which one can predict one's own performance. In the first study child chess players, non-chess playing parents, and statistics students were asked to predict chances of winning chess games against hypothetical opponents. These subjective probabilities were compared to the actual probabilities, based on the Elo rating system. Better players' predictions were better calibrated. Confidence and ratings are negatively correlated, indicating that with lower ratings, players are overconfident. Skilled child players' predictions were better calibrated than any of the adults'. In the second study subjects were asked to estimate chances of winning in conjunctive situations, e.g., winning all the rounds in a tournament. Again, better child players were more accurate in their predictions and more accurate than adults. In the third study, child players were asked to predict their chances of winning in a non-chess domain after hearing a hypothetical win/loss history. Higher-rated players' predictions were again better calibrated, even though the domain was outside their expertise. The motivational and cognitive implications of calibration are discussed.

KP: INFORMATION

(40) TI: LEARNED HELPLESSNESS IN CHESS PLAYERS - THE IMPORTANCE OF TASK SIMILARITY AND THE ROLE OF SKILL

AU: GOBET_FR

NA: CARNEGIE MELLON UNIV,DEPT PSYCHOL,PITTSBURGH,PA,15213

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.38-43

AB: The effects of noncontingency between subjects' responses and outcomes were examined with respect to treatment-and-posttest similarity and skill in the task. The experimental design consisted of three groups. The first group had to solve chess problems with objective solutions and received veridical feedback; each member of the second group faced problems with no objective solutions, and received the same feedback as the member of the first group he was yoked with, but without any control on it; the control group received a waiting task. It was found at the end of the experiment that the group with unsolvable problems was more depressed than the two other groups. The mid-strength players were the most sensitive to the manipulation, and the weakest players showed little effect of learned helplessness. It was also found that the effects were proportional to the degree of similarity between the treatment and the posttest. The results limit the domain of applicability of the learned-helplessness model.

KP: HUMANS, MODEL

(41) TI: EXPERTISE AND HIERARCHICAL KNOWLEDGE REPRESENTATION IN CHESS

AU: FREYHOF_H, GRUBER_H, ZIEGLER_A

NA: MAX PLANCK INST PSYCHOL RES,LEOPOLDSTR 24,W-8000 MUNICH,GERMANY

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.32-37

AB: In two experiments the structure of knowledge representation in chess experts and average players was examined.

Pattern-recognition theory explains expertise through the existence of many small, unrelated knowledge units. Recent research stresses the structure of knowledge representations. However, the standard paradigm does not allow for the detection of relations between chunks; the theoretical shift has to be accompanied by a methodological shift. In Experiment 1, by means of a partitioning task, evidence was provided for a hierarchical representation of chess positions. Chess masters formed larger and more complex knowledge units than average players. In Experiment 2, the typicality of the positions was varied. The more typical the positions were, the larger and more coherent the constructed knowledge units were. The greatest differences between both groups occurred in more typical positions. This reflects the experts' ability to relate several knowledge units with one another.

KP: MEMORY SKILL, POSITIONS, RECALL, PERCEPTION

(42) TI: ERROR IN CHESS - THE APPERCEPTION-RESTRUCTURING VIEW

AU: SAARILUOMA_P

NA: UNIV HELSINKI,DEPT PSYCHOL,FABIANINKATU 28,SF-00100 HELSINKI
10,FINLAND

JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.17-26

AB: Five protocol-analysis experiments with tactical, endgame, and strategic positions were conducted to study cognitive errors in chess players' thinking. It will be argued that chess players' errors can be only partially explained in terms of unspecified working-memory overload, because the working-memory loads caused by the solution paths are usually small. It is therefore necessary to consider apperceptive mechanisms also, as these control information intake.

Subjects fail either because they are not able to see the right prototypical problem space at all, or because they fail to close them as a result of missing some crucial task-relevant cue. This makes chess players lose their "belief in the idea" and restructure, after which the apperceptive information-selection mechanisms make the finding of the solution still more unlikely.

KP: SKILL

- (44) TI: STROOP-LIKE INTERFERENCE IN CHESS PLAYERS IMAGERY - AN UNEXPLORED POSSIBILITY TO BE REVEALED BY THE ADAPTED MOVING-SPOT TASK
AU: BACHMANN_T, OIT_M
NA: UNIV TARTU,DEPT PSYCHOL,78 TIIGI ST,TARTU 2400,ESTONIA,USSR
ACAD SCI ESSSR,INST CYBERNET,TAULINN 0108,ESTONIA,USSR
JN: PSYCHOLOGICAL RESEARCH-PSYCHOLOGISCHE FORSCHUNG 1992 Vol.54 No.1
pp.27-31
AB: A group of highly skilled chess players and two control groups of subjects (nonskilled players and nonplayers) participated in a moving-spot task (cf. Attneave & Curlee, 1983). They had to move either a spot or one of several chess pieces within an imaginary grid according to instructions given by the experimenter (the imaginary motion of the imaginary object consisted of a quasirandom sequence of steps in the direction-up, right, left, or down). The general findings were as follows: (1) chess players' error rates were lower than those in the nonplayer group; (2) in a moving-spot condition there were no significant differences in the efficiency of skilled vs. nonskilled player groups; (3) in a moving chess-piece condition, ranges of spatial errors differed for chess-player and nonplayer groups, depending on the symbolic meaning of the chess pieces in the former group; (4) in a moving chess-piece condition we also found tendencies for Stroop-like interference in the group of skilled players (e. g., bishop moving illegally up, fight, etc.); (5) all groups benefitted from the use of a checkerboard instead of an 8 x 8 grid as the imaginary spatial framework within which to move a piece; (6) the post hoc analysis showed that the two small selected subgroups of subjects comprising those who used either pure visual strategy or pure chess-annotation strategy were susceptible to some Stroop-like interference and that the set of pieces with the highest incongruity of moves (bishop, knight) yielded higher error rates than the set of pieces that had congruity of moves (king, rook). Taken together, these results seem to indicate that visuospatial tasks like Attneave and Curlee's (1983) moving-spot task are performed neither on the basis of a static "picture-in-the-head" type of visual image, for which it is just the same whether one or another type of piece is imaginarily moved, nor on the basis of purely symbolic or propositional operations that bear no relation to the visual-configurational and spatial-localizational representations. Imagery seems to constitute a dynamic process of interplay between visuospatial and verbal-propositional codes.

(48) TI: TESTOSTERONE AND CHESS COMPETITION

AU: MAZUR_A, BOOTH_A, DABBS_JM

NA: SYRACUSE UNIV,MAXWELL SCH,SYRACUSE,NY,13244

PENN STATE UNIV,SOCIOL,UNIV PK,PA,16802

GEORGIA STATE UNIV,PSYCHOL,ATLANTA,GA,30303

JN: SOCIAL PSYCHOLOGY QUARTERLY 1992 Vol.55 No.1 pp.70-77

AB: The hormone testosterone (T) has a central role in recent theories about allocation of status ranks during face-to-face competition. It has been methodologically convenient to test the hypothesized T mechanism in physically taxing athletic contests, where results have been supportive, although their generalizability to normal social competition is questionable. Competition among chess players is a step closer to normal social competition because it does not require physical struggle, and it is the arena for tests of the T mechanism which are reported here. We find that winners of chess tournaments show higher T levels than do losers. Also, in certain circumstances, competitors show rises in T before their games, as if in preparation for the contests. These results generally support recent theories about the role of T in the allocation of status ranks.

KP: HUMAN MALES, AGGRESSIVE-BEHAVIOR, SALIVARY TESTOSTERONE, PLASMA TESTOSTERONE, SERUM TESTOSTERONE, RESPONSES, CORTISOL

(49) TI: EFFECTS OF INTERPOLATED PROCESSING ON EXPERTS RECALL OF SCHEMATIC INFORMATION

AU: GARLAND_DJ, BARRY_JR

NA: EMBRY RIDDLE AERONAUT UNIV,DEPT HUMANITIES & SOCIAL SCI,DAYTONA BEACH,FL,32114

UNIV GEORGIA,ATHENS,GA,30602

JN: CURRENT PSYCHOLOGY-RESEARCH & REVIEWS 1992 Vol.10 No.4 pp.273-280

AB: The present study, using schematic sport diagrams, examined the perceptual chunking hypothesis (Chase & Simon, 1973a; 1973b) that visual patterns are represented by labels in a limited-capacity, short-term memory. This study, which employed three subject-skill levels and an interpolated processing paradigm, indicated that for experts, information extracted during an 8-second study period has great longevity and durability. Interpolated processing demands, along with an additional encoding activity of a second diagram presentation, had minimal effects on recall performance. This evidence supports the position that meaningful and familiar information abstracted during a brief exposure period is immediately processed in long-term memory, thus facilitating subsequent retrieval.

KP: CHESS POSITIONS, MEMORY

(52) TI: VISUOSPATIAL AND ARTICULATORY INTERFERENCE IN CHESS PLAYERS
INFORMATION INTAKE

AU: SAARILUOMA_P

NA: UNIV HELSINKI,DEPT PSYCHOL,FABIANINKATU 28,SF-00100 HELSINKI
10,FINLAND

JN: APPLIED COGNITIVE PSYCHOLOGY 1992 Vol.6 No.1 pp.77-89

AB: Modularity of the human information processing system has been widely accepted. Research based on this theoretical construction has been successful in many areas of cognitive psychology. Surprisingly little work has, however, been done towards understanding the consequences of modularity in thinking skills. In this paper the functions of visuospatial and articulatory processing will be compared in the context of chess skill to obtain information concerning the cognitive resources needed in this skill. Two experiments on chess players' information intake will be made, in which the effects of visuospatial and an articulatory secondary tasks will be compared. In both experiments a visuospatial secondary task causes strong interference, while an articulatory task has no effect on processing. So chess is a highly visual task but articulation, contrary to some pre-theoretical beliefs, has no real significance.

(53) TI: HEMISPHERIC-SPECIALIZATION FOR SKILLED PERCEPTUAL ORGANIZATION BY CHESSMASTERS

AU: CHABRIS_CF, HAMILTON_SE

NA: HARVARD UNIV,DEPT PSYCHOL,1206 WILLIAM JAMES HALL,33 KIRKLAND ST,CAMBRIDGE,MA,02138

JN: NEUROPSYCHOLOGIA 1992 Vol.30 No.1 pp.47-57

AB: The right cerebral hemisphere may be relatively specialized for parsing simple visual stimuli according to default rules, such as the Gestalt laws of perceptual organization, whereas the left cerebral hemisphere may be relatively specialized for overriding such default rules. We extend this model to 'semantically rich domains' by performing a divided-visual-field experiment on 16 chessmasters. Such subjects are able to recall and recognize complex chess positions by chunking the basic elements of the stimuli-the chess pieces-into meaningful groupings according to certain rules that are specific to the semantic structure of the chess domain. We show that the right hemisphere is superior to the left at parsing according to the default rules of chess chunking, but that the left hemisphere is superior to the right at grouping pieces together in violation of those rules. These results suggest that the right hemisphere is better able to acquire and apply new sets of default parsing rules for specific contexts. We conclude, consistent with other neuropsychological evidence, that the right hemisphere is critical for chess skill.

KP: CHESS POSITIONS, MENSTRUAL-CYCLE, MEMORY, INFORMATION, RECALL, TASK

(7) TI: LOCATION CODING IN CHESS

AU: SAARILUOMA_P

NA: UNIV HELSINI,DEPT PSYCHOL,FABIANINKATU 28,SF-00014
HELSINKI,FINLAND

JN: QUARTERLY JOURNAL OF EXPERIMENTAL PSYCHOLOGY SECTION A-HUMAN
EXPERIMENTAL PSYCHOLOGY 1994 Vol.47 No.3 pp.607-630

AB: Whether the chunks used in memorizing chess positions are general and relatively encoded schemata or very precisely coded instances is a problem that has raised some controversy within the psychology of chess skill. As chess research has had a strong impact on expertise research, this problem is important in many areas of skills research other than chess. To resolve it, four experiments were set up. In the experiments it was shown that subjects were better at recalling correctly located non-transposed chunks than transposed chunks, which were similar in structure but incorrectly located on the chessboard. The results imply that the representation of chess-specific patterns in the memory of a chess player contains not only information about the forms of chess-specific patterns, but also about their absolute locations on the chessboard. This provides an explanation for the well-known interaction between skill and type of position and its disappearance in recent experiments by Lories and Saariluoma. It can be argued that the difficulty of recalling random positions is not chiefly caused by the total absence of chunks but by their dislocation.

KP: MEMORY, POSITIONS, SKILL, RECALL, PLAYERS, ORGANIZATION, INFORMATION, PERCEPTION, KNOWLEDGE, BRIDGE

(8) TI: EXPERT PERFORMANCE - ITS STRUCTURE AND ACQUISITION

AU: ERICSSON_KA, CHARNESSE_N

NA: FLORIDA STATE UNIV,DEPT PSYCHOL,TALLAHASSEE,FL,32306

UNIV WATERLOO,DEPT PSYCHOL,WATERLOO N2L 3G1,ONTARIO,CANADA

JN: AMERICAN PSYCHOLOGIST 1994 Vol.49 No.8 pp.725-747

AB: Counter to the common belief that expert performance reflects innate abilities and capacities, recent research in different domains of expertise has shown that expert performance is predominantly mediated by acquired complex skills and physiological adaptations. For elite performers, supervised practice starts at very young ages and is maintained at high daily levels for more than a decade. The effects of extended deliberate practice are more far-reaching than is commonly believed. Performers can acquire skills that circumvent basic limits on working memory capacity and sequential processing. Deliberate practice can also lead to anatomical changes resulting from adaptations to intense physical activity. The study of expert performance has important implications for our understanding of the structure and limits of human adaptation and optimal learning.

KP: SEARCH, SPORT, SKILL, CHESS, AGE

(9) TI: VISUAL PERCEPTUAL AND COGNITIVE DIFFERENCES BETWEEN EXPERT, INTERMEDIATE, AND NOVICE SNOOKER PLAYERS

AU: ABERNETHY_B, NEAL_RJ, KONING_P

NA: UNIV QUEENSLAND,DEPT HUMAN MOVEMENT STUDIES,ST LUCIA,QLD 4072,AUSTRALIA

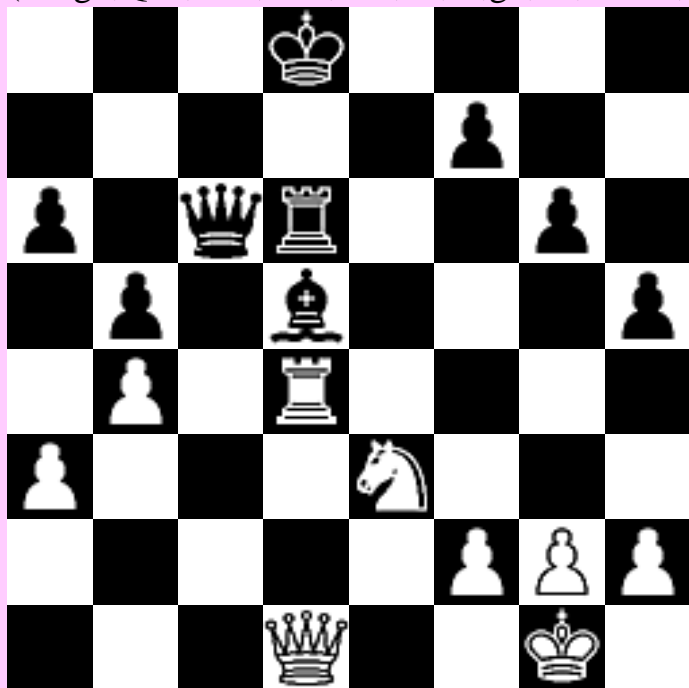
JN: APPLIED COGNITIVE PSYCHOLOGY 1994 Vol.8 No.3 pp.185-211

AB: The performance of seven expert, seven intermediate, and 15 novice snooker players was compared on a range of general visual tests and sport-specific perceptual and cognitive tests in an attempt to determine the locus of the expert advantage. No significant expert-novice differences were apparent on standard optometric tests of acuity, ocular muscle balance, colour vision, and depth perception, nor on the relative frequency of unilateral and cross-lateral eye-hand dominances. Experts, however, were found to be superior in their ability to both recall and recognize rapidly-presented slides depicting normal game situations, but were no better than novices in recalling information from slides in which the balls were arranged randomly on the table. The expert group's superiority on the perceptual recall and recognition tasks was consistent with a deeper level of encoding for structured (meaningful) material. Experts were also shown, through the use of thinking-aloud and evaluation paradigms, to use a greater depth of forward planning in choosing appropriate shot options and to evaluate existing situations with greater accuracy, discriminability, and prospective planning than did novices. The cognitive advantage is shown to be a potential contributor but not a total explanation of the superior performance of the experts on the perceptual tasks. The findings of this study are consistent with existing works on expertise in board games and 'open' skill sports in indicating that the expert's advantage is not a general but a specific one, arising not from physical capacities but from acquired processing strategies.

KP: PHYSICS PROBLEMS, VERBAL REPORTS, KNOWLEDGE, SKILL, CHESS, PERFORMANCE, MEMORY, ADVANTAGE, BRIDGE, TASK

concentration of force - problem Problem: introduction to tactics, introduction, 1997

(wKg1,Qd1,Ne3,Rd4,Pa3,b4,f2,g2,h2; bKd8,Qc6,Bd5,Rd6,Pa6,b5,f7,g6,h5)



1-0

Back to [Chess Coaching Page](#)

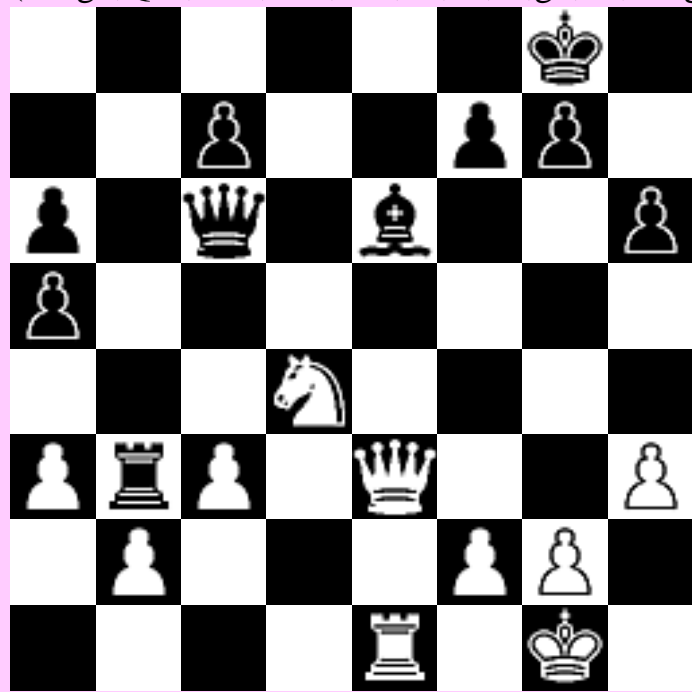
This document (Canon\canon498.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

double attack - problem Problem: introduction to tactics, introduction, 1997

(wKg1,Qe3,Nd4,Re1,Pa3,b2,c3,f2,g2,h3; bKg8,Qc6,Be6,Rb3,Pa5,a6,c7,f7,g7,h6)



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon499.html) was last modified on 13 Aug 2005 by

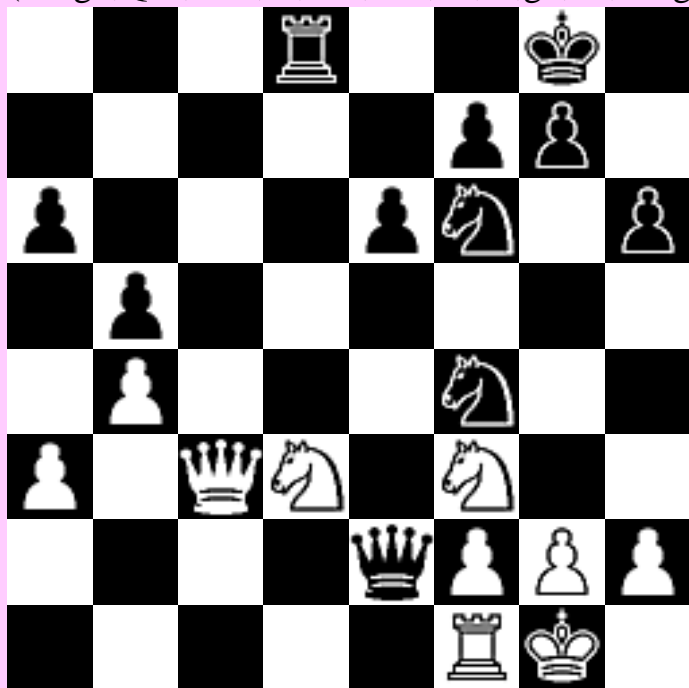


[Dr. Dave](#)

make good things happen - problem

Problem: introduction to tactics, introduction, 1997

(wKg1,Qc3,Nd3,f3,Rf1,Pa3,b4,f2,g2,h2; bKg8,Qe2,Nf4,f6,Rd8,Pa6,b5,e6,f7,g7,h6)



1-0

Back to [Chess Coaching Page](#)

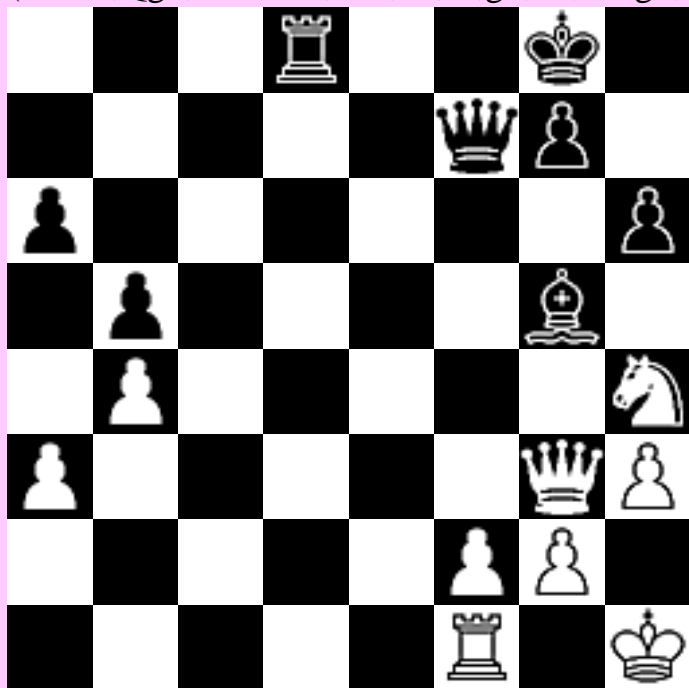
This document (Canon\canon500.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Problem: introduction to tactics, introduction, 1997

(wKh1,Qg3,Nh4,Rf1,Pa3,b4,f2,g2,h3; bKg8,Qf7,Bg5,Rd8,Pa6,b5,g7,h6)



1... Qc4 1-0

Back to [Chess Coaching Page](#)

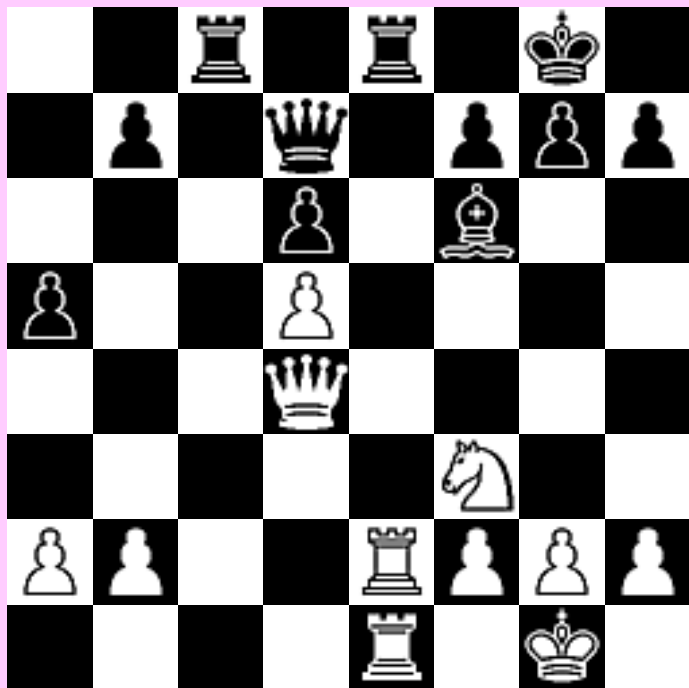
This document (Canon\canon501.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

adams - torre [C62]back rank, 1920

1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 !? 4... Nc6 5. Bb5 Bd7 6. Bxc6 Bxc6 7. Nc3 Nf6 8. O-O Be7 9. Nd5 Bxd5 10. exd5 O-O 11. Bg5 c6 12. c4 cxd5 13. cxd5 Re8 14. Rfe1 a5 15. Re2 Rc8 16. Rae1 Qd7 17. Bxf6 ! 17... Bxf6



(white has a tactical point available, an idea which when pursued wins him the game) 18. Qg4 Qb5 [18... Qxg4 19. Rxe8+ Rxe8 20. Rxe8#] 19. Qc4 Qd7 20. Qc7 Qb5 21. a4 Qxa4 22. Re4 Qb5 (the bQ has very nearly run out of squares to defend e8 from...) 23. Qxb7 [23. Qc6 Qxc6 24. dxc6 Rxe4 25. Rxe4 bxc6] 1-0

Back to [Chess Coaching Page](#)

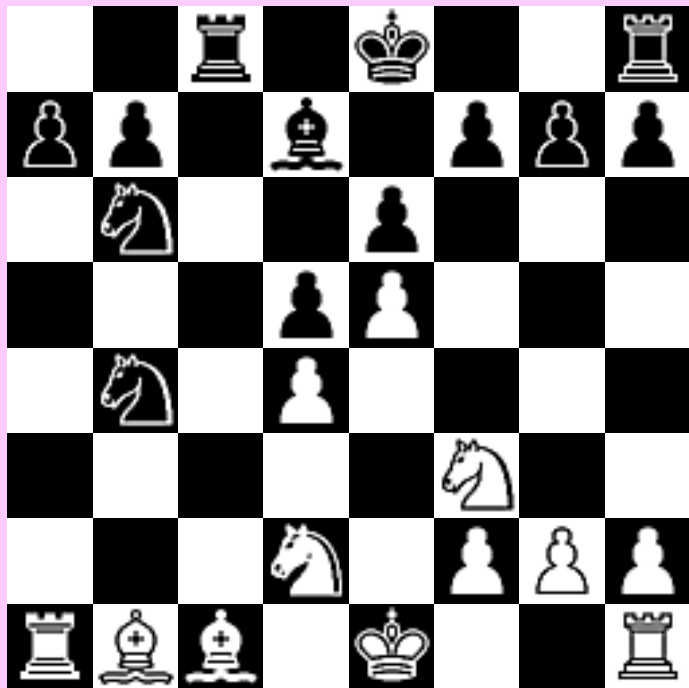
This document (Canon\canon087.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

farooqi - kazzaz,nice [C05]back rank, 1974

1. e4 e6 2. d4 d5 3. Nd2 c5 4. Ngf3 Nf6 5. e5 Nfd7 6. c3 Nc6 7. Bd3 Qb6 8. Qb3 cxd4 9. Qxb6 Nxb6 10. cxd4 Bd7 11. a3 Rc8 12. b4 Bxb4 13. axb4 Nxb4 14. Bb1



overlooking... 14... Rxc1+ 0-1

[Back to Chess Coaching Page](#)

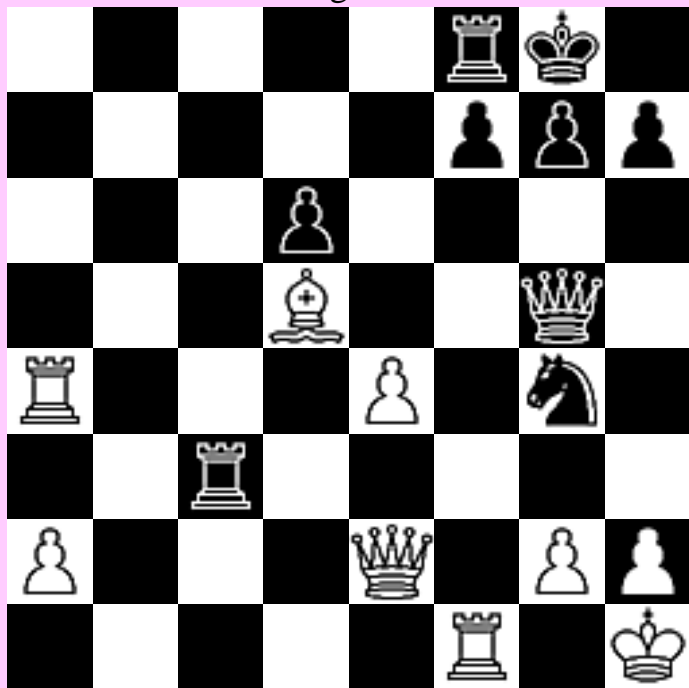
This document (Canon\canon088.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

fischer - sherwin [B86]candidate moves, 1957

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bc4 e6 7. O-O b5 8. Bb3 b4 9. Nb1 Bd7 10. Be3 Nc6 11. f3 Be7 12. c3 bxc3 13. Nxc6 Bxc6 14. Nxc3 O-O 15. Rc1 Qb8 16. Nd5 exd5 17. Rxc6 dxe4 18. fxe4 Qb5 19. Rb6 Qe5 20. Bd4 Qg5 21. Qf3 Nd7 22. Rb7 Ne5 23. Qe2 Bf6 24. Kh1 a5 25. Bd5 Rac8 26. Bc3 a4 27. Ra7 Ng4 28. Rxa4 Bxc3 29. bxc3 Rxc3



30. Rxf7 Rc1+ 31. Qf1 h5 32. Qxc1 Qh4 33. Rxf8+ Kh7 34. h3 Qg3 35. hxg4 h4 36. Be6 1-0

Back to [Chess Coaching Page](#)

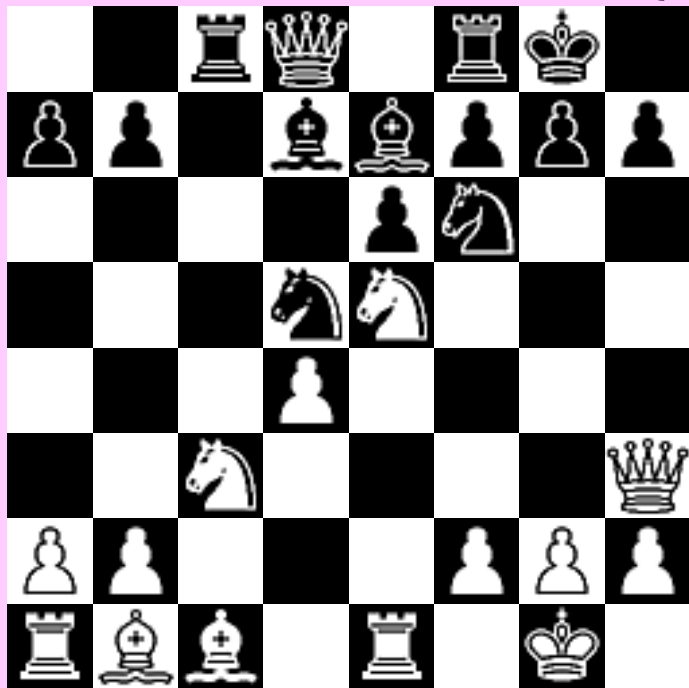
This document (Canon\canon089.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tactics: from WL SOAC [D42]combined operations, 1994

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. e3 d5 5. Nc3 cxd4 6. exd4 Be7 7. cxd5 Nxd5 8. Bd3 Nc6 9. O-O O-O 10. Re1 Ncb4 11. Bb1 Nf6 12. Ne5 Nbd5 13. Qf3 Bd7 14. Qh3 Rc8



[14... Bc6] 15. Nxd5 1-0 the Nf6 is overloaded 15... exd5 16. Nxd7 wins a piece, because if 16... Qxd7 17. Bxh7+ Kh8 18. Bf5+ a painful discovery 18... Kg8 19. Bxd7 1-0

Back to [Chess Coaching Page](#)

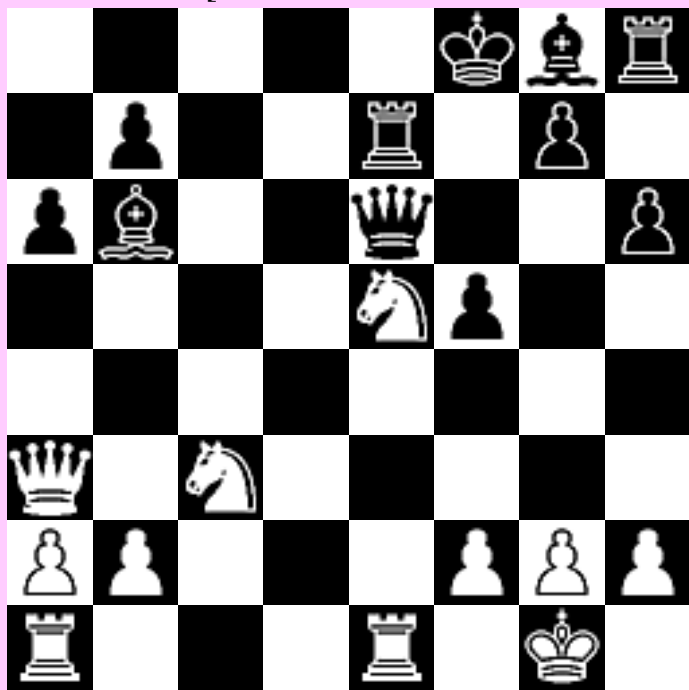
This document (Canon\canon090.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fuderer - O'Kelly (Bled) [C60]combined themes, 1950

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 [3... f5 4. d4] 4. Ba4 f5 5. d4! exd4 6. e5! Bc5 7. O-O Nge7 8. Bb3! Na5
 9. c3 Nxb3 10. Qxb3 d5 11. exd6 Qxd6 12. cxd4 Bb6 [12... Bxd4 13. Nxd4 Qxd4 14. Re1!] 13.
 Re1! h6 14. Nc3 Kf8 15. Bf4! Qf6 [15... Qxf4 16. Rxe7 Kxe7 17. Nd5+] 16. Qa3! Be6 [16...
 Qf7 17. Nd5! Qxd5 18. Qxe7+ Kg8 19. Qe8+ Kh7 20. Ng5+! hxg5 21. Qh5+ Kg8
 22. Re8#] [16... c6 17. Rxe7 Qxe7 18. Bd6] 17. d5 Bg8 18. Be5 Qf7 19. d6 cxd6 20. Bxd6
 Re8 21. Ne5 [21. Ne5 Qe6 22. Bxe7+ Rxe7



and a combination of unmasking and overloading: 23. Ng6+ Qxg6 24. Qxe7#] 1-0

Back to [Chess Coaching Page](#)

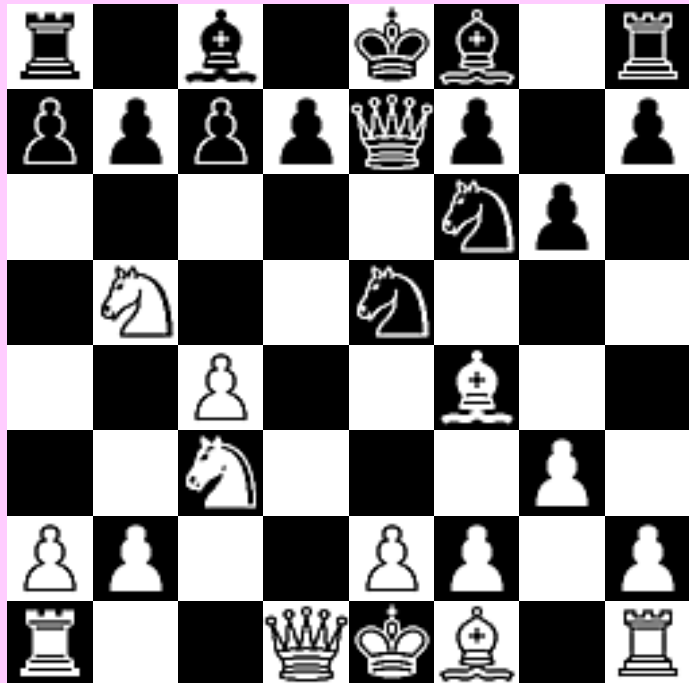
This document (Canon\canon091.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

iskov - bartrina,olot [A29]design for check mate, 1974

1. c4 Nf6 2. Nc3 e5 3. Nf3 Nc6 4. g3 g6 5. d4 exd4 6. Nxd4 Ne5 7. Bf4 Qe7 8. Ndb5



plausible, but... 8... Nf3# 0-1

Back to [Chess Coaching Page](#)

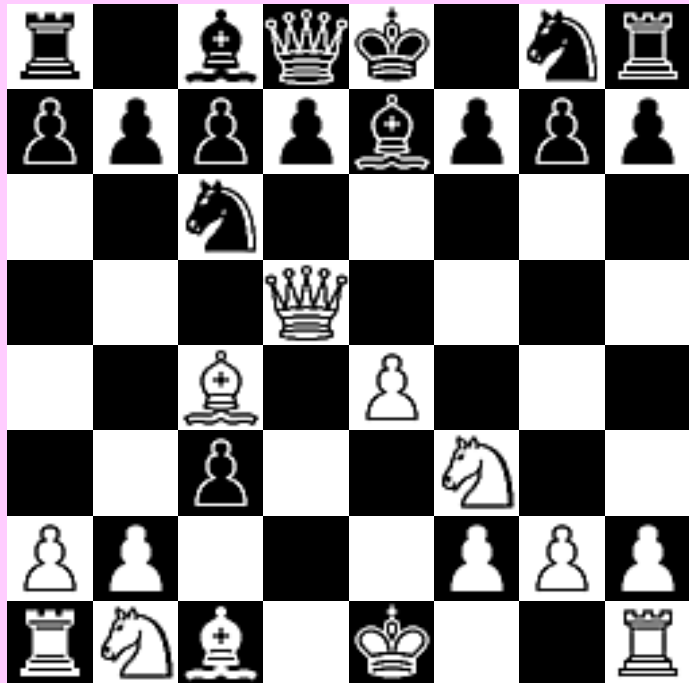
This document (Canon\canon092.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

midjord - scharf,nice [C50]design for check mate, 1974

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7 4. d4 exd4 5. c3 dxc3 6. Qd5



resigns?? 6... d6 [6... Nh6 7. Bxh6 O-O 8. Bc1 [8. Nxc3 gxh6 and Black survives!] 8... Nb4 9. Qd1 c2] 7. Qxf7+ Kd7 8. Be6# 1-0

Back to [Chess Coaching Page](#)

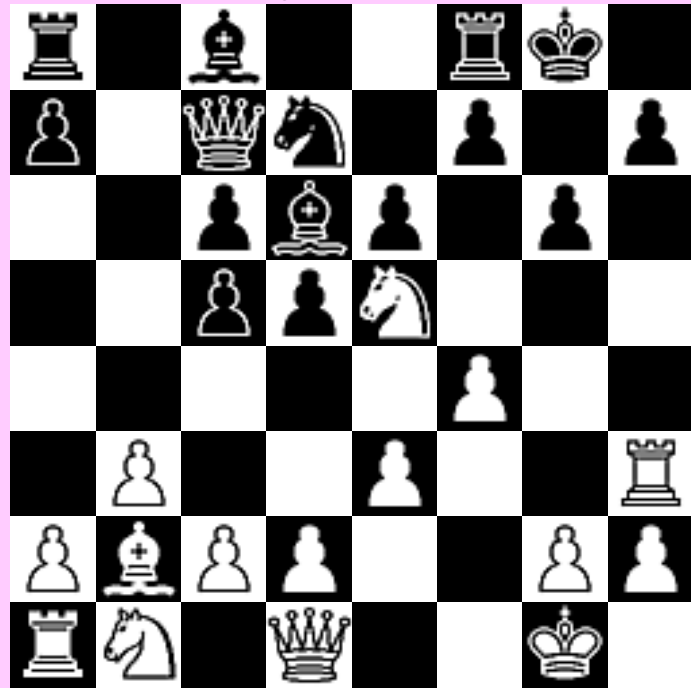
This document (Canon\canon093.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

plachetka - zinn,decin [A06]design for check mate, 1974

1. Nf3 c5 2. b3 Nf6 3. Bb2 Nc6 4. e3 d5 5. Bb5 e6 6. Ne5 Qc7 7. O-O Bd6 8. Bxc6+ bxc6 9. f4 O-O 10. Rf3 Nd7 11. Rh3 g6



looks sufficient, but... 12. Qh5 1-0 1-0

Back to [Chess Coaching Page](#)

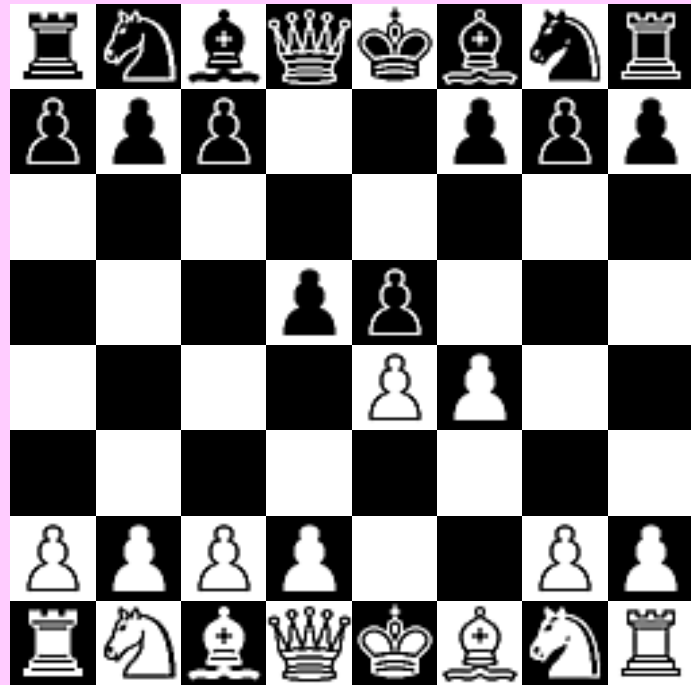
This document (Canon\canon094.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

rigaud - cooper,nice [C31]design for check mate, 1974

1. e4 e5 2. f4 d5



3. fxe5 a beginner's blunder 3... Qh4+ 4. g3 Qxe4+ 5. Kf2 Bc5+ 0-1

Back to [Chess Coaching Page](#)

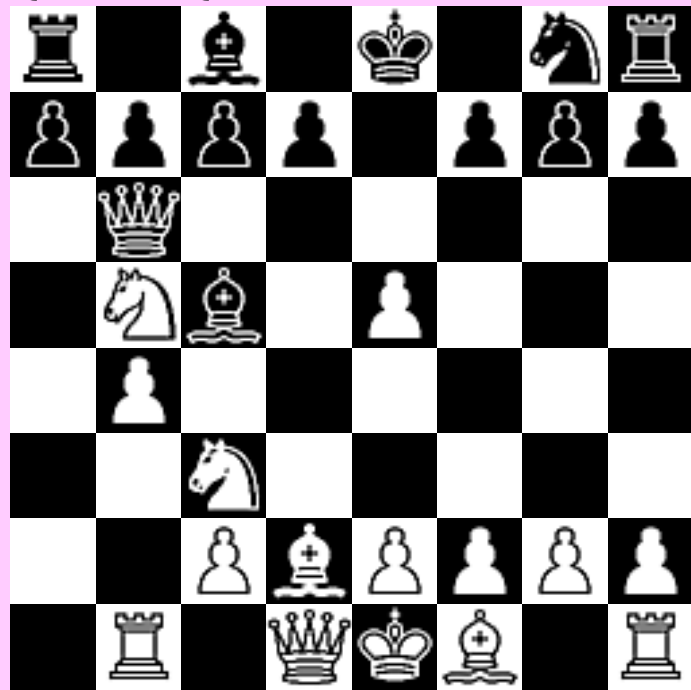
This document (Canon\canon095.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

eros - keane,kuortane [A40]design for check mate, 1976

1. d4 e5 2. dxe5 Nc6 3. Nf3 Qe7 4. Bf4 Qb4+ 5. Bd2 Qxb2 6. Nc3 Nb4 7. Nd4 Bc5 8. Rb1 Qa3 9. Ndb5 Qa5 10. a3 Qb6 11. axb4



(has black just lost a piece?) 11... Bxf2# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon096.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

holte - labin,kuortane [E50]design for check mate, 1976

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Nf3 O-O 6. dxc5 Ne4 7. Qd4 f5 8. Ne5 Qf6 9. f4 Qh4+ 10. Ke2 Qf2+ 11. Kd1 Bxc3 12. bxc3 Qh4 13. Ke2 Nc6 14. Qd1



(black to play and mate in two) 14... Qf2+ 15. Kd3 Nxc5# 0-1

Back to [Chess Coaching Page](#)

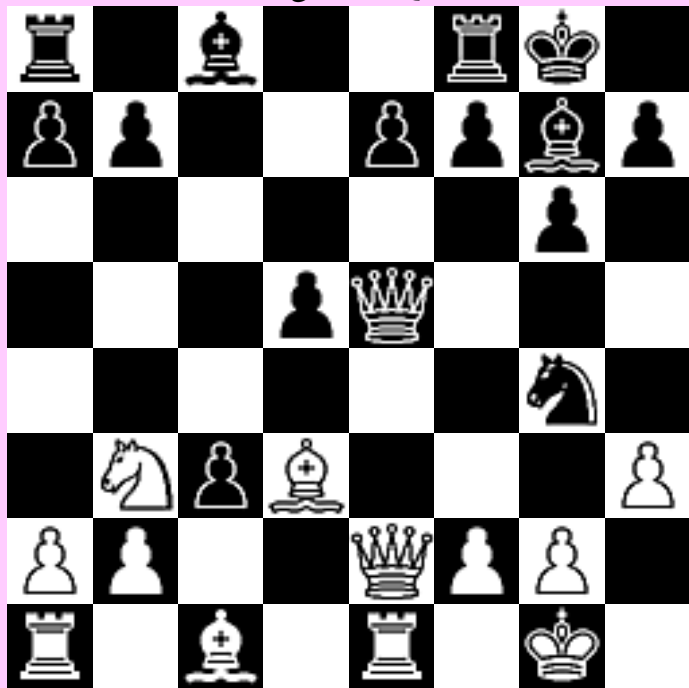
This document (Canon\canon097.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lizares - o'siochru,haifa [D04]design for check mate, 1976

1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 Nbd7 5. Bd3 g6 6. Nbd2 Bg7 7. O-O O-O 8. Re1 Qc7 9. e4 cxd4 10. e5 dxc3 11. Nb3 Ng4 12. Qe2 Ndx5 13. Nxe5 Qxe5 14. h3



this is a horrible blunder, but white has been getting in more and more of a mess 14... Qh2+ 0-1

Back to [Chess Coaching Page](#)

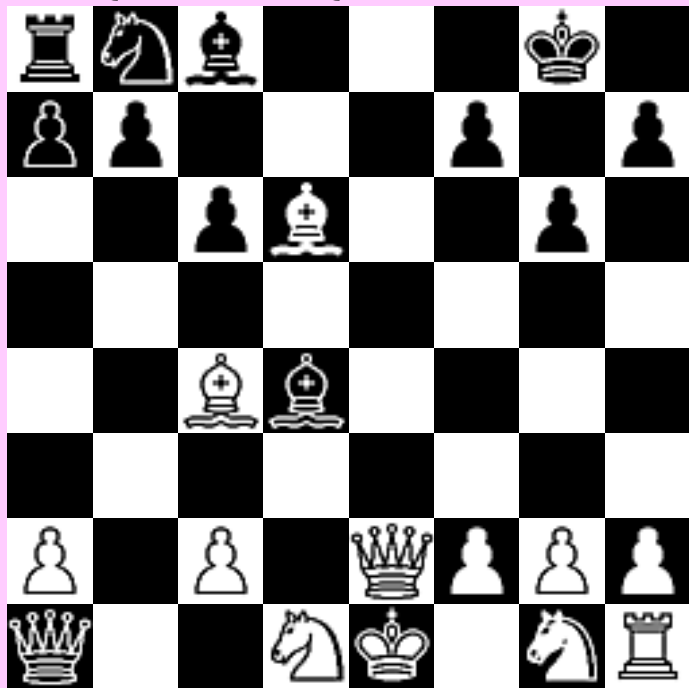
This document (Canon\canon098.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

sand_denes,kuortane [B07]design for check mate, 1976

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Bc4 Bg7 5. Qe2 O-O 6. e5 Ne8 7. Bg5 c6 8. exd6 Nxd6 9. Bxe7 Qb6 10. Bxf8 Qxb2 11. Nd1 Qxa1 12. Bxd6 Bxd4



(white to play and win) 13. Qe8+ Kg7 14. Bf8+ Kf6 15. Qe7+ (black resigns) 15... Kf5 16. Bd3+ Kg4 17. h3+ Kh5 18. Be2+ Bg4 19. Bxg4# 1-0

Back to [Chess Coaching Page](#)

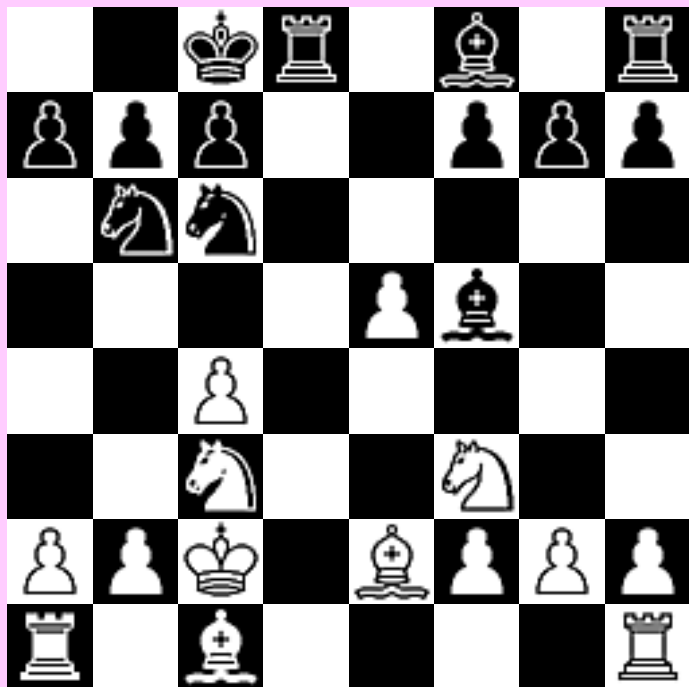
This document (Canon\canon099.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

wahyuwidayat - chia,singapore_indonesia [B01]design for check mate, 1976

1. e4 d5 2. exd5 Nf6 3. d4 Nxd5 4. c4 Nb6 5. Nc3 e5 6. dxe5 Qxd1+ 7. Kxd1 Nc6 8. Nf3 Bg4 9. Be2 O-O-O+ 10. Kc2 Bf5+



(white resigns - why?) 11. Kb3 Na5# (so white has to lose a piece with 11 Ne4) 0-1

Back to [Chess Coaching Page](#)

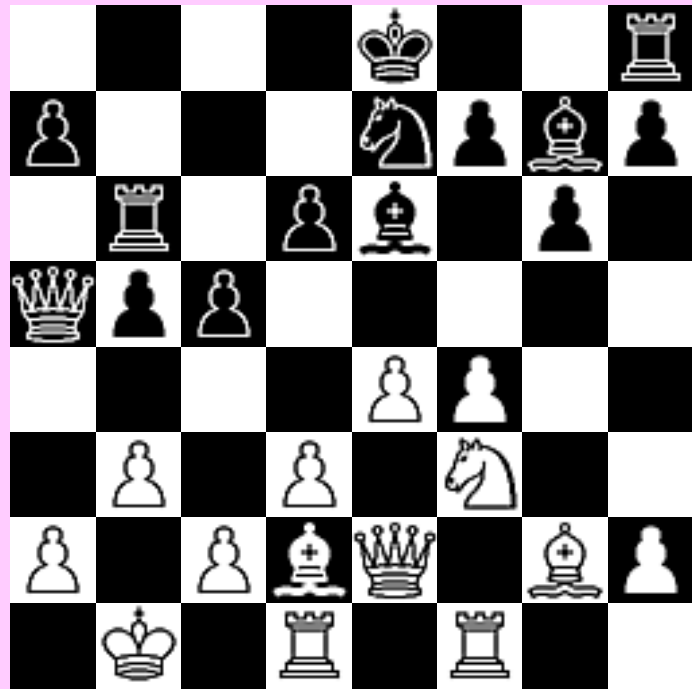
This document (Canon\canon100.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Jackson (1855) - regis (1740) [B25]design for check-mate, 1993

1. e4 c5 2. Nc3 g6 3. g3 Bg7 4. Bg2 Nc6 5. d3 d6 6. f4 e5 7. Nf3 Nge7 8. Be3 exf4 9. gxf4 [9. Bxf4] 9... Nd4 10. Qd2 Bg4 11. Rf1 [11. O-O] 11... Rb8 12. O-O-O b5 13. Ne2 Nxe2+ 14. Qxe2 Qa5 15. Kb1 Be6 16. b3 Rb6 17. Bd2



?? (black to play and win) 17... b4 ?? [17... Qxa2+ 18. Kxa2 Ra6+ 19. Ba5 Rxa5+ 20. Kb1 Ra1#] 18. a4 Bd7 19. e5 Bxa4 20. Bc1 [20. bxa4 Qxa4 21. Ne1 Ra6 22. Bc6+ Nxc6 23. Bc3 bxc3 24. exd6+ Kd7 25. Qg4+ Kxd6 26. Qe6+ fxe6 27. h3 Qa1#] 20... O-O [20... Nd5 21. Bb2 Nc3+ 22. Bxc3 bxc3 23. exd6+ Kf8 24. Qe7+ Kg8 25. Ng5 Bxb3 (I hadn't noticed that this stopped the mate on f7 when playing move 20) 26. Qe8+ Bf8 27. Qxf8+ Kxf8 28. Nxh7+ Rxh7 29. cxb3 Rxb3+ 30. Kc1 Qa3+ 31. Kc2 Qb2#] 21. Nd2 Bb5 22. Bb2 Nf5 23. Nc4 Bxc4 24. dxc4 (Draw agreed after tea: I had only 15 minutes to make move 40. I did think white might be better (2B + central control) although ...Nd4 can't be met by Bxd4. To make use of the Pg6 I'd have to exchange at least queens +/- BB/RR) 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon101.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Gibaud - Lazard [A45]design for checkmate (Paris), 1924

1. d4 Nf6 2. Nd2 e5 3. dxe5 Ng4 4. h3 Ne3 0-1

Back to [Chess Coaching Page](#)

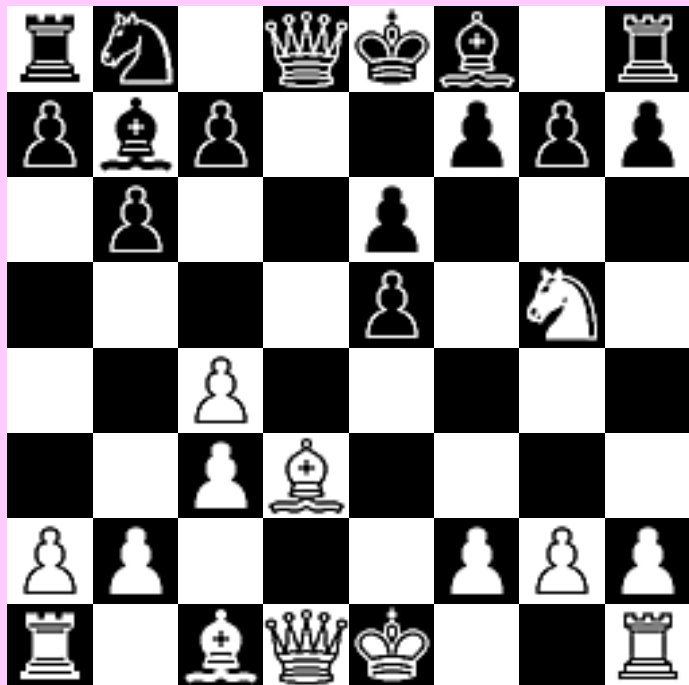
This document (Canon\canon102.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

de veauce - cafferty,birmingham [A17]discovered attack, 1974

1. c4 Nf6 2. Nc3 e6 3. Nf3 b6 4. e4 Bb7 5. e5 Ne4 6. Bd3 Nxc3 7. dxc3 d6 [7... Be7] 8. Ng5 dxe5



what has Black overlooked? [8... g6] 9. Nxf7 Qf6 10. Nxh8 g6 11. Qg4 Qxh8 12. Qxe6+ Be7 13. Bg5 1-0

Back to [Chess Coaching Page](#)

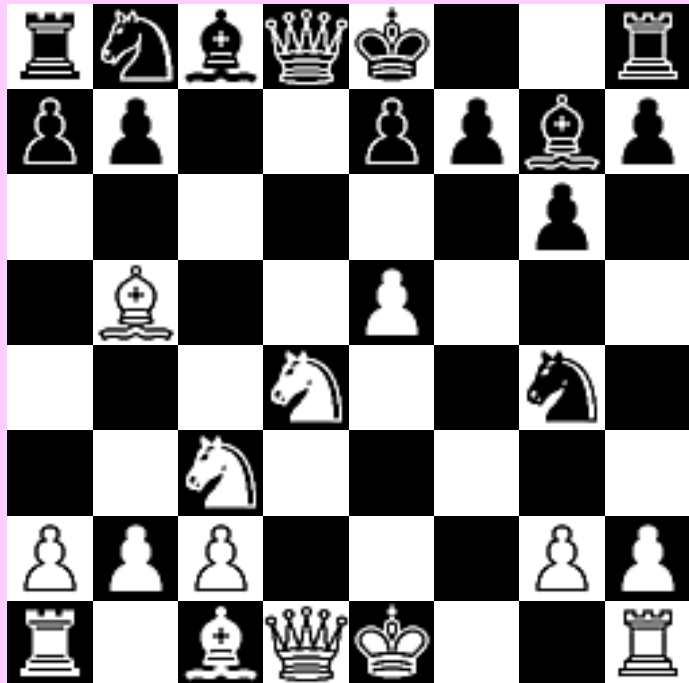
This document (Canon\canon103.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

szmetan - sbia,nice [B71]discovered attack, 1974

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Bg7 ? 7. e5 dxe5 8. fxe5 Ng4 9. Bb5+



9... Kf8 ?? [9... Nc6] 10. Ne6+ this was also the course of eales-de veauce, 1968! 1-0

Back to [Chess Coaching Page](#)

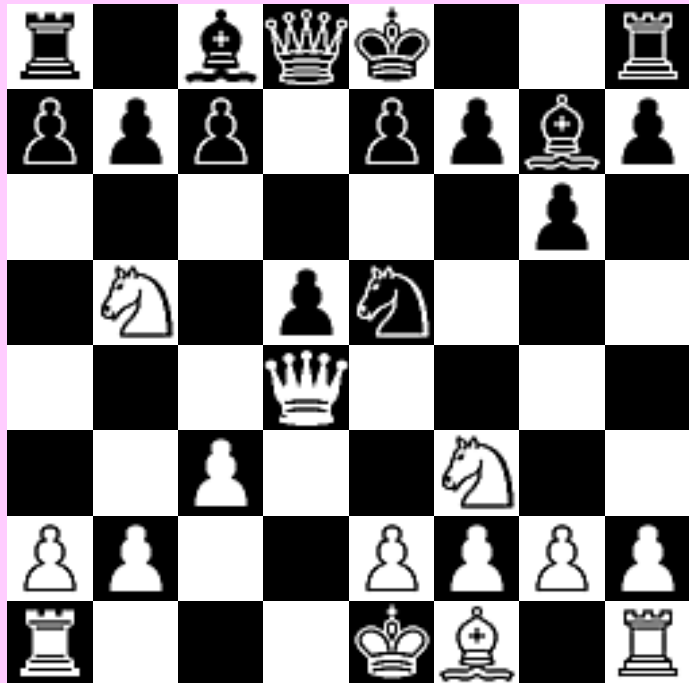
This document (Canon\canon104.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

campbell - midjord,haifa [A48]discovered attack, 1976

1. d4 Nf6 2. Nf3 g6 3. Nc3 Bg7 4. Bf4 d5 5. Be5 Nc6 6. Nb5 Nxe5 7. dxe5 Ng4 8. c3 Nxe5 9. Qd4



(white pins the knight against the bishop on g7, but...) 9... Nxf3+ 10. exf3 Bxd4 11. cxd4 c6 12. Nc3 Qb6 0-1

Back to [Chess Coaching Page](#)

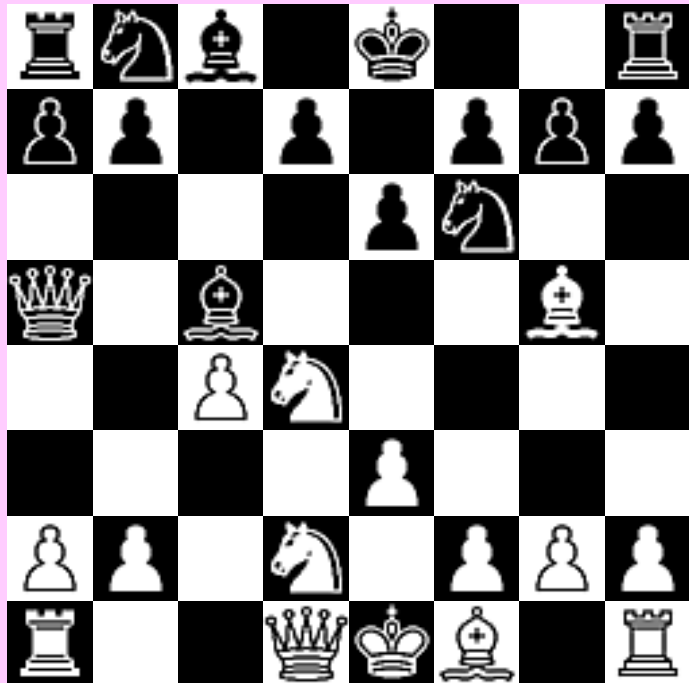
This document (Canon\canon105.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

klausen - baretic,kuortane [E10]discovered attack, 1976

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. Bg5 cxd4 5. Nxd4 Bc5 6. e3 Qa5+ 7. Nd2



(black to play and win) 7... Bxd4 8. exd4 Qxg5 9. g3 Nc6 10. Nf3 Qa5+ 11. Ke2 O-O 0-1

Back to [Chess Coaching Page](#)

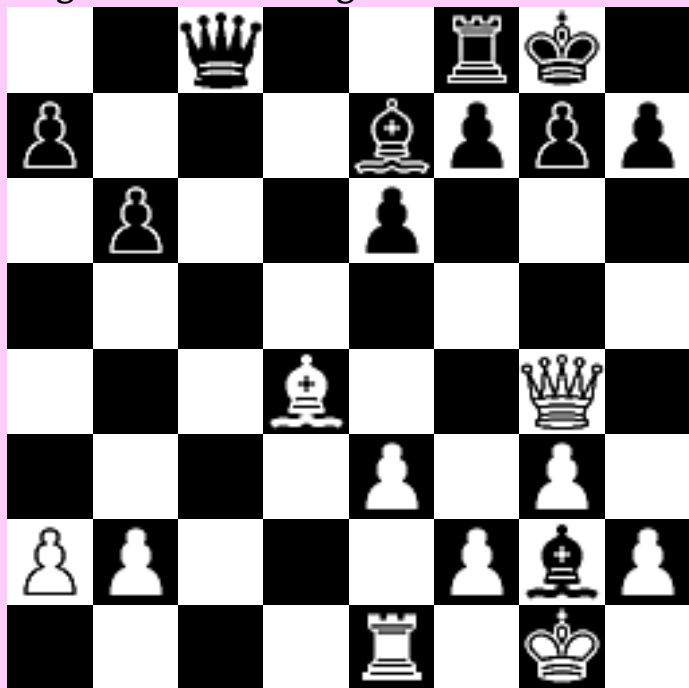
This document (Canon\canon106.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis (1780) - kelly (1740) [E16]discovered attack, 1993

1. d4 e6 2. Nf3 b6 3. g3 Bb7 [3... Nf6 (reserving the ...Ba6 line) 4. Bg2] 4. Bg2 Nf6 5. c4 Bb4+ [5... Be7 6. O-O O-O (or 7 d5) 7. Nc3 Ne4 8. Qc2 Nxc3 9. Qxc3 f5 10. b3 Bf6 11. Bb2 d6 12. Rad1 a5 13. Ne1 Bxg2 14. Nxc2 Nc6 15. Qd2 Qd7 16. d5 Nd8 17. Bxf6 Rxf6 18. dxe6 Nxe6 = polugaevsky-korchnoi 1980] 6. Bd2 Be7 [6... Bxd2+ bco/eco] 7. O-O O-O 8. Nc3 d5 ! pachman [8... Na6 9. Ne5 Bxg2 10. Kxg2 Qc8 11. e3 c5 12. Qf3 cxd4 13. exd4 Nb4 14. Bg5 += bco] 9. cxd5 [9. Ne5 c6 10. cxd5 cxd5 11. Rc1 Nfd7 12. Nxd7 Qxd7 13. Bf4 Rc8 ! += pachman] 9... Nxd5 [9... Nxd5 10. Qc2 Nd7 11. Rfd1 c5 12. dxc5 Nxc5 13. Bf4 += bco] 10. Re1 [10. Qc2 += bco/eco 10... c5 11. dxc5 Bxc5 12. Rfd1 Qc8 13. Rac1 Nf6 ! = pachman] 10... Nxc3 [10... c5 11. e4 Nxc3 12. Bxc3 cxd4 13. Nxd4 Nd7 ! = pachman 14. Qe2 Rc8 15. Rad1] 11. Bxc3 [11. bxc3] 11... c5 12. Rc1 Nc6 13. e3 ?! (building for e4 looked like the only sensible plan for white) [13. Ne5 Rc8 14. Qa4 Nxe5 15. Bxb7 Rc7 16. Bg2 cxd4 17. Qxd4 (if Bxd4, b5!) 17... Bf6 18. Qe4] 13... Rc8 14. Qe2 ?! (allows ...Nxd4 attacking the queen and thus forestalling Bxb7 in reply) 14... cxd4 (I offered a draw here. White had been moving with a lot of speed and confidence, while I was trying to reconstruct some half-remembered theory. MK has recently won the Paignton congress, with grade = 178! so disdained offer) 15. Nxd4 Nxd4 16. Bxd4 Bxg2 17. Rxc8 [17. Kxg2 Qd5+ 18. Kg1 Qxa2 19. Ra1 Qc4 20. Rxa7] 17... Qxc8 18. Qg4



(this looks like a useful intermezzo, but what has white overlooked?) 18... e5 [18... e5 19. Qxc8 Rxc8 20. Kxg2 exd4 21. exd4 Bf6 22. d5 Bxb2 23. d6 Rd8 24. d7 Kf8] 0-1

Back to [Chess Coaching Page](#)

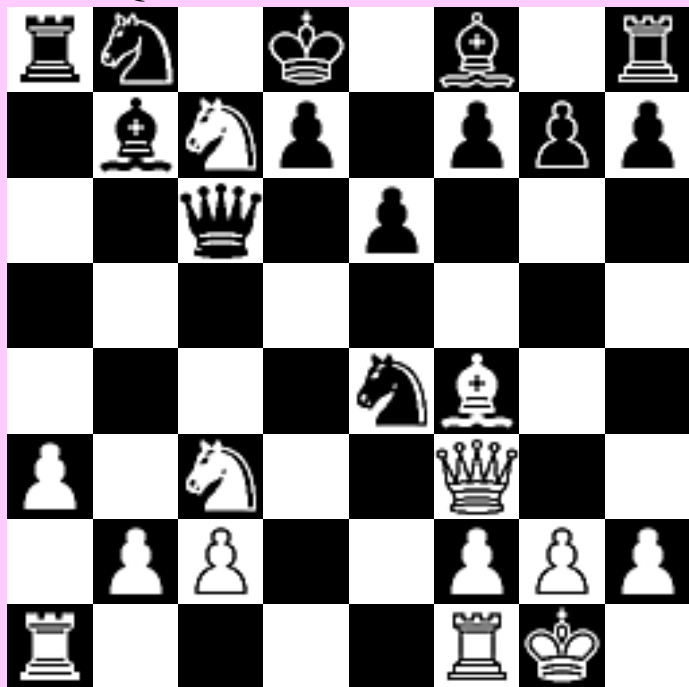
This document (Canon\canon107.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

ozaki - woodhams,haifa [B43]discovered attack intermezzo -, discovered atta, 1976

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 a6 5. Nc3 Qc7 6. Be2 b5 7. a3 Bb7 8. O-O Nf6 9. Bxb5 axb5 10. Ndx5 Qc6 11. Bf4 Nxe4 12. Nc7+ Kd8 13. Qf3



(white s been a bit to anxious to force things - black now has a forcing line of his own) 13... Nxc3 14. Qxc6 Ne2+ 15. Kh1 Bxc6 0-1

Back to [Chess Coaching Page](#)

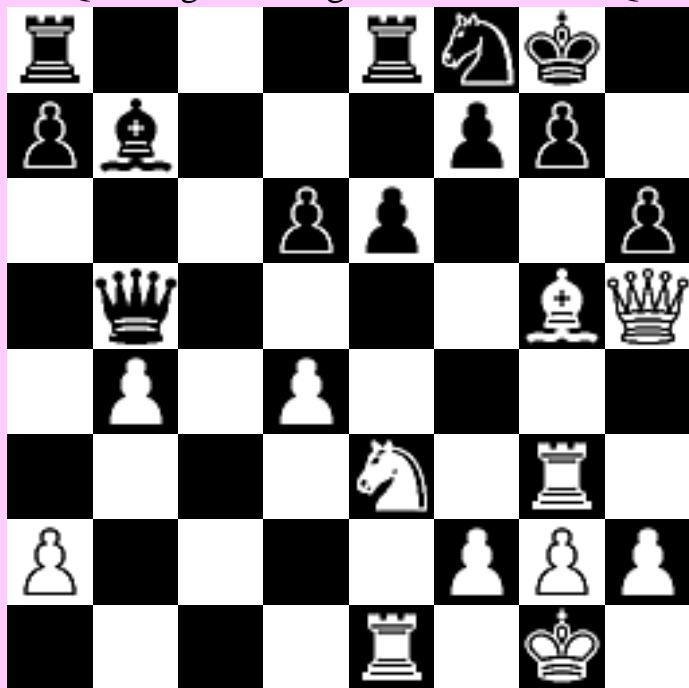
This document (Canon\canon108.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

torre - lasker, Moscow [A46] discovered check windmill, 1925

1. d4 Nf6 2. Nf3 e6 3. Bg5 c5 4. e3 cxd4 5. exd4 Be7 6. Nbd2 d6 7. c3 Nbd7 8. Bd3 b6 9. Nc4 Bb7 10. Qe2 Qc7 11. O-O O-O 12. Rfe1 Rfe8 13. Rad1 Nf8 14. Bc1 Nd5 15. Ng5 b5 16. Na3 b4 17. cxb4 Nxb4 18. Qh5 Bxg5 19. Bxg5 Nxd3 20. Rxd3 Qa5 21. b4 Qf5 22. Rg3 h6 23. Nc4 Qd5 24. Ne3 Qb5



25. Bf6 Qxh5 26. Rxg7+ Kh8 27. Rxf7+ Kg8 28. Rg7+ Kh8 29. Rxb7+ Kg8 30. Rg7+ Kh8 31. Rg5+ Kh7 32. Rxh5 Kg6 33. Rh3 Kxf6 34. Rxh6+ Kg5 35. Rh3 Re8 36. Rg3+ Kf6 37. Rf3+ Kg6 38. a3 a5 39. bxa5 Rxa5 40. Nc4 Rd5 41. Rf4 Nd7 42. Rxe6+ Kg5 43. g3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon109.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tactics: lombardy SOAC [C68]don't play h3! ?, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. O-O Bg4 6. h3



6... h5 7. Nc3 [7. hxg4 hxg4 8. Nxe5 Qh4 9. f4 g3] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon110.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Mohrlok - Kramer (Varna) [C60]double attack

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. d4 b5 6. Bb3 Nxd4 7. Nxd4 exd4 8. c3 [8. Qxd4?? c5 9. Qd5 Be6 10. Qh5 c4] 8... d3 [8... Bb7] 9. a4 Bd7 [9... Bb7] 10. axb5 axb5?? 11. Qh5 [11. Qh5 g6 12. Qd5] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon111.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nemet - Knezevic (Umag) [A00]double attack, 1972

1. g4 d5 2. g5 e5 3. c4 dxc4 4. Na3 Bxa3 5. bxa3??



[5. Qa4+] 5... Qd4 [5... Qd4 6. Rb1 Qe4] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon112.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lechtsky - trevelyan,nice [C64]double attack, 1974

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O d5 7. exd5 Nxd5 8. Qa4 Bd7



missing... 9. Qc4 1-0

Back to [Chess Coaching Page](#)

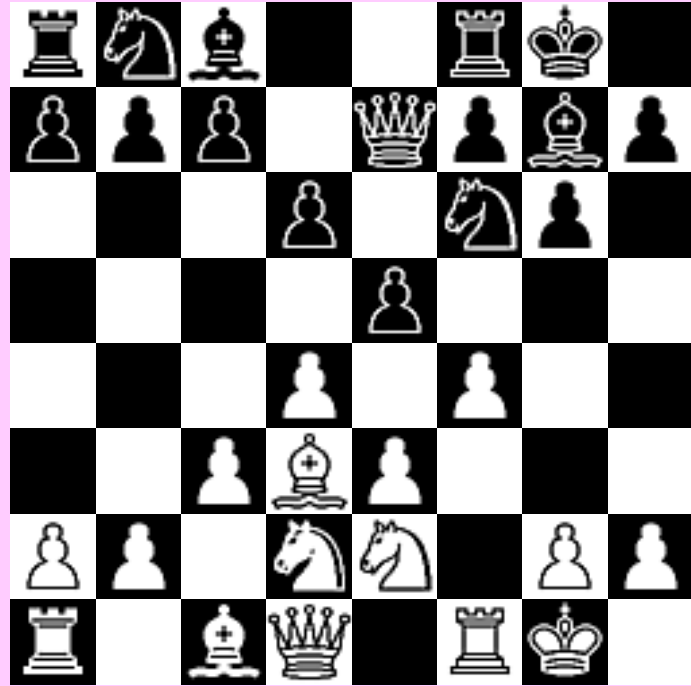
This document (Canon\canon113.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

ochoa - browne,winnipeg [A45]double attack, 1974

1. d4 Nf6 2. e3 g6 3. Bd3 Bg7 4. c3 O-O 5. Nd2 d6 6. f4 e5 7. Ne2 Qe7 8. O-O



8... exd4 9. exd4 Qe3+ 0-1

Back to [Chess Coaching Page](#)

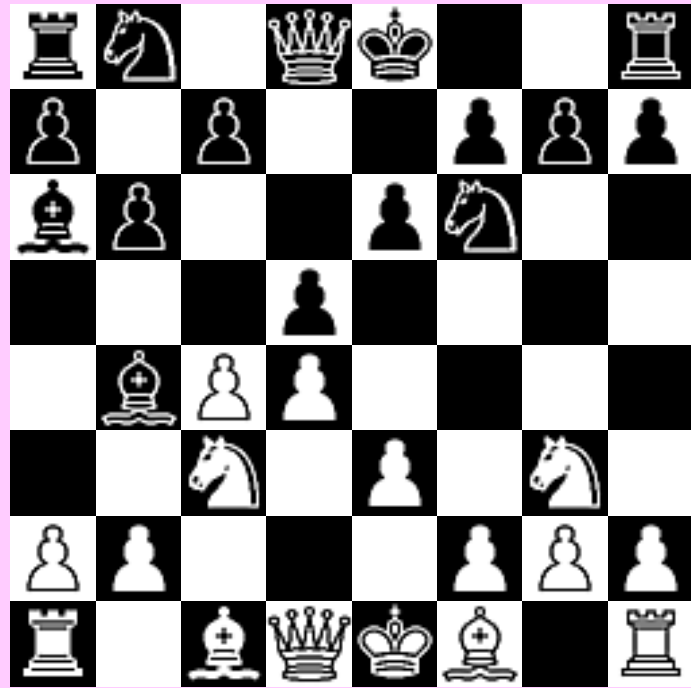
This document (Canon\canon114.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

timman - cosulich,venice [E45]double attack, 1974

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. Nge2 Ba6 6. Ng3 d5



?? 7. Qa4+ 1-0

Back to [Chess Coaching Page](#)

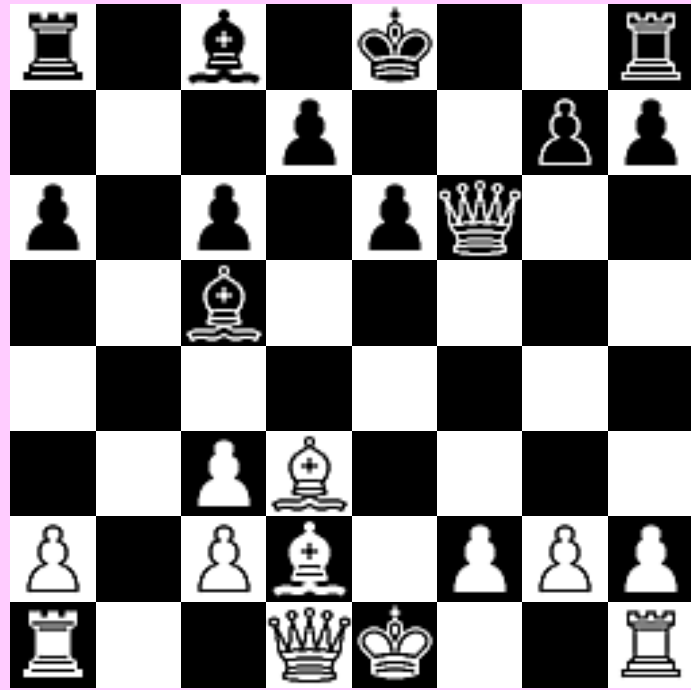
This document (Canon\canon115.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bademian - batrez,haifa [B46]double attack, 1976

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6 5. Nc3 a6 6. Be2 Nf6 7. Nxc6 bxc6 8. e5 Nd5 9. Bd2 Nxc3
10. bxc3 Bc5 11. Bd3 f5 12. exf6 Qxf6



(white to play and win) 13. Qh5+ 1-0

Back to [Chess Coaching Page](#)

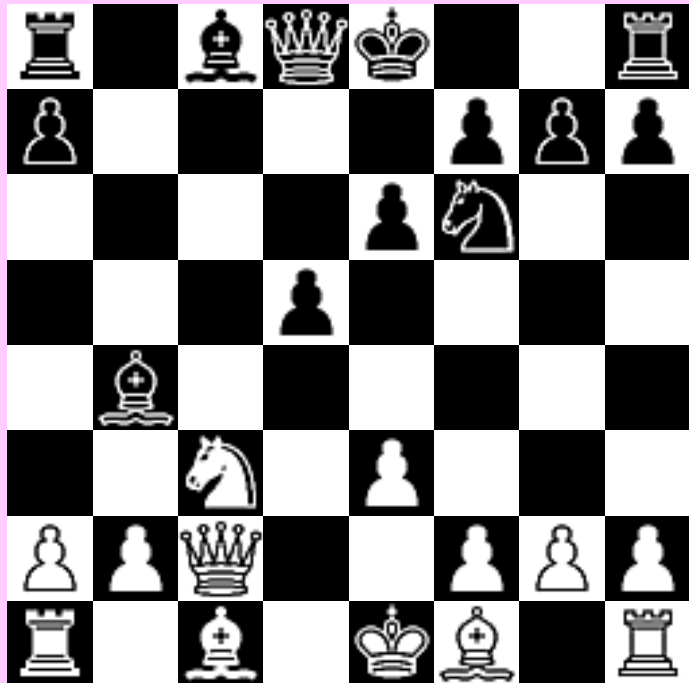
This document (Canon\canon116.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

garrido - mcdaniel,haifa [A33]double attack, 1976

1. d4 Nf6 2. c4 c5 3. Nf3 cxd4 4. Nxd4 Nc6 5. Nc3 e6 6. e3 Bb4 7. Qc2 d5 8. Nxc6 bxc6 9. cxd5 cxd5



(that was the wrong pawn to recapture - why?) 10. Qa4+ Bd7 11. Qxb4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon117.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

small - cornford NZ ch'p [B01]double attack, 1976

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 Nf6 5. Be2 c6 6. Nf3 Bg4 7. Ne5 Bxe2 8. Qxe2 e6 9. O-O Nbd7 10. Re1 Be7



(white to play) 11. Nxf7 O-O 12. Ng5 e5 13. dxe5 Ne8 14. Qc4+ 1-0

Back to [Chess Coaching Page](#)

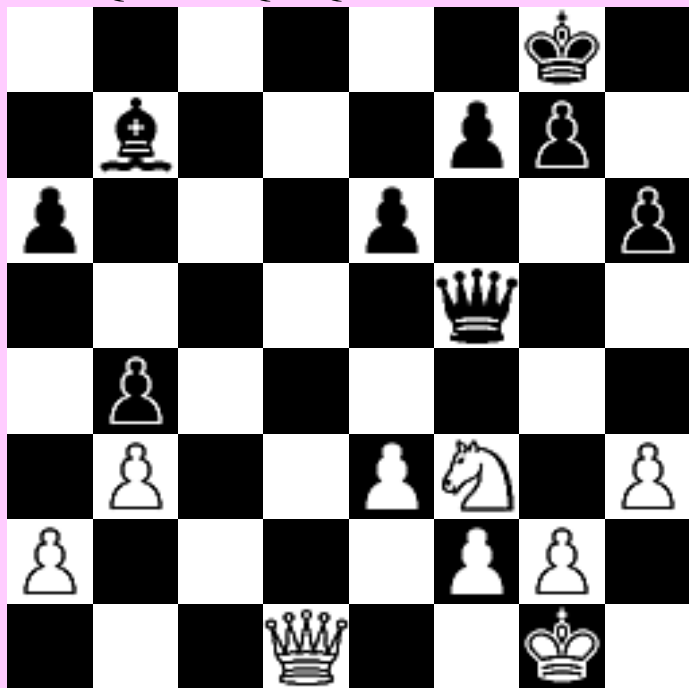
This document (Canon\canon118.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

watsonson - regis [A01]double attack, 1980

1. b3 b5 2. Bb2 Bb7 3. e3 e6 4. Nf3 a6 5. c4 b4 6. d4 Nf6 7. Bd3 Be7 8. Nbd2 d5 9. Qc2 Nbd7 10. O-O c5 11. Rac1 Rc8 12. Qb1 O-O 13. Rfe1 cxd4 14. Bxd4 Nc5 15. Ng5 Nxd3 16. Qxd3 dxc4 17. Rxc4 Rxc4 18. Qxc4 h6 19. Ngf3 Qa5 20. Qc2 Rc8 21. Qb2 Qf5 22. Rc1 Rxc1+ 23. Qxc1 Bd6 24. h3 Ne4 25. Nxe4 Qxe4 26. Qa1 Qc2 27. Be5 Bxe5 28. Nxe5 Qe4 29. Nf3 Qg6 30. Qf1 Qf5 31. Qd1



(31...Bxf3! ideas Qxh3 & Qb1+) 31... Kh7 [31... Bxf3 32. Qxf3 (or if 32 gxf3, Qxh3) 32... Qb1+ 33. Kh2 Qxa2 34. e4 Qd2] 32. Nd4 Qe4 33. Nf3 a5 34. Kh1 Qg6 35. Kh2 1/2

Back to [Chess Coaching Page](#)

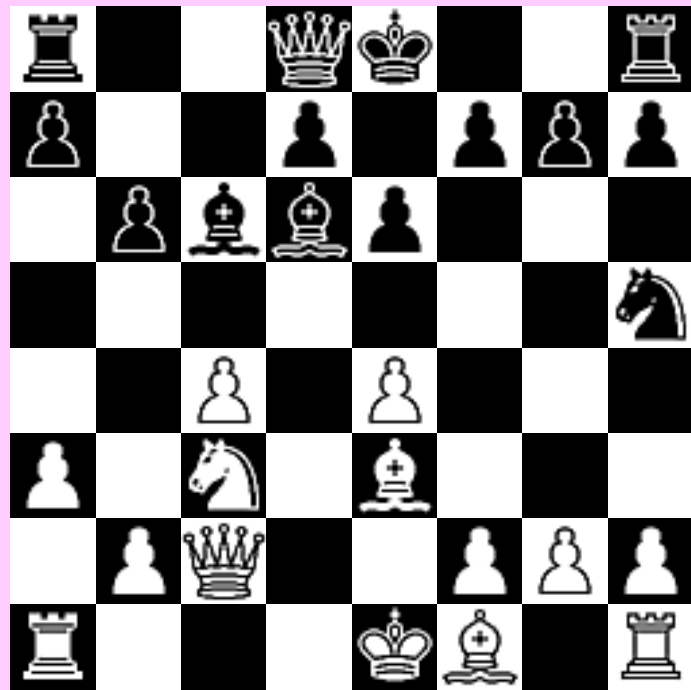
This document (Canon\canon119.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

christiansen - karpov, 1993. [E12]double attack, 1993

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 Ba6 5. Qc2 Bb7 6. Nc3 c5 7. e4 cxd4 8. Nxd4 Nc6 9. Nxc6 Bxc6 10. Bf4 Nh5 11. Be3 Bd6



what has karpov overlooked? 12. Qd1 1-0

Back to [Chess Coaching Page](#)

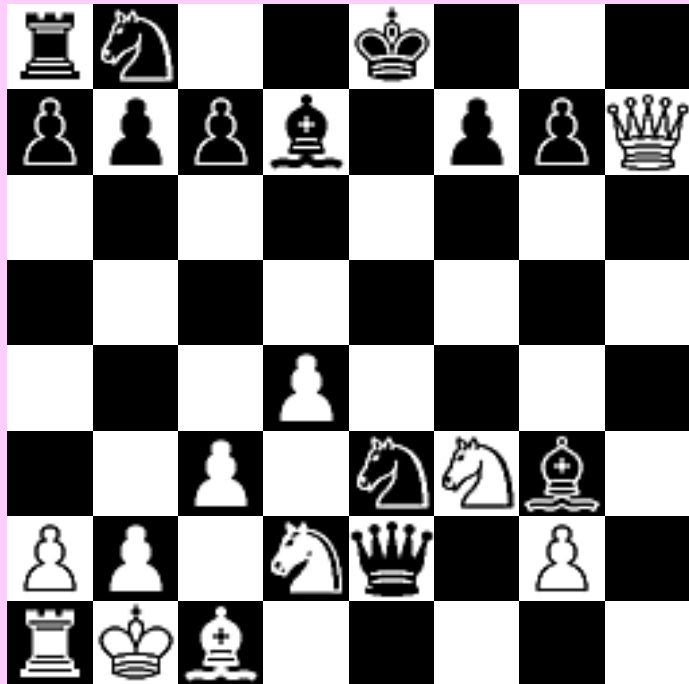
This document (Canon\canon120.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lemmety - sabanes,kuortane [A02]double attack (bishop fork), 1976

1. f4 e5 2. fxe5 d6 3. exd6 Bxd6 4. Nf3 Nf6 5. e3 Ng4 6. c3 Bd7 7. d4 Nxh2 8. Be2 Bg3+ 9. Kd2 Ng4 10. Qc2 Qe7 11. Rxh7 Rxh7 12. Qxh7 Qxe3+ 13. Kc2 Qxe2+ 14. Nbd2 Ne3+ 15. Kb1



(black to play and win) 15... Bf5+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon121.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

horvath - paulsen,kuortane [C60]double attack (fork), 1976

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 b5 6. Bb3 d6 7. dxe5 Nxe4



(white to play and win) 8. Qd5 Be6 9. Qxc6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon122.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

moen - store,guasdal [C11]double attack queen fork, 1976

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7 5. f4 b6 6. Nf3 Ba6 7. Bxa6 Nxa6 8. O-O g6 9. Nb5 c6 10. Nd6 + Bxd6 11. exd6 Nf6 12. f5 exf5



(white to play and win) 13. Qe2+ 1-0

Back to [Chess Coaching Page](#)

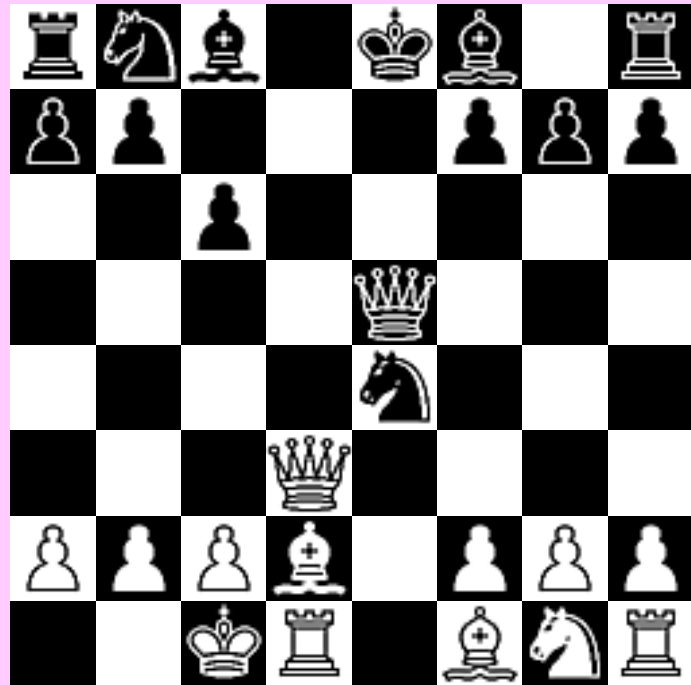
This document (Canon\canon123.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

reti - tartakower,vienna [B15]double check, 1910

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Qd3 e5 6. dxe5 Qa5+ 7. Bd2 Qxe5 8. O-O-O Nxe4



(hasty!) 9. Qd8+ Kxd8 10. Bg5+ Kc7 11. Bd8# (pretty to watch) 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon124.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

campbell - kennefick [D00]double check, 1976

1. d4 Nf6 2. Nc3 d5 3. Nf3 g6 4. Bf4 Bg7 5. Nb5 Na6 6. Qd2 Ne4 7. Qe3 c6 8. Nc3 Qa5 9. O-O-O Nb4
10. a3 Nxc3 11. Bd6 Nba2+ 12. Kd2



"even the laziest king flees wildly in the face of double check" - nimzovich 12... Ne4+ 13. Kd3 Qb5+
14. c4 Qxc4# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon125.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kfc (4)

englisch-zukertort, london, 1883 (wKg2,Qb3,Nd5,Pc7,f3,g3,h2; bKe8,Qc6,Ne6,Pa7,f6,g7,h6) 1. Qb5
Qxb5 2. c8=Q+ Kf7 3. Qxe6+ Kxe6 4. Nc7+ Kd7 5. Nxb5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon126.html) was last modified on 13 Aug 2005 by



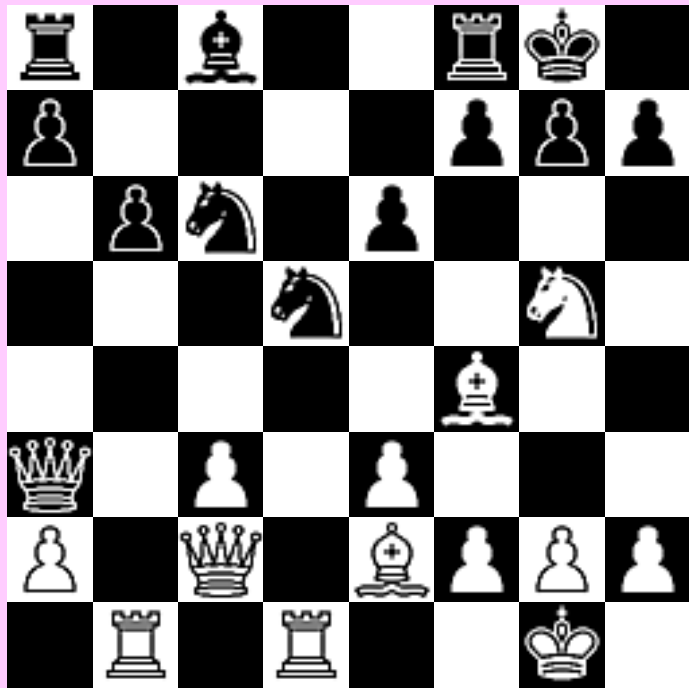
[Dr. Dave](#)

capablanca - mattinson [E38]example: tactics arising from, 1920

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5 5. dxc5 Nc6 6. Nf3 Bxc5 7. Bf4 d5 8. e3 Qa5 9. Be2 Bb4 10. O-O Bxc3 11. bxc3 O-O 12. Rab1 ! 12... Qa3 13. Rfd1 b6 14. cxd5

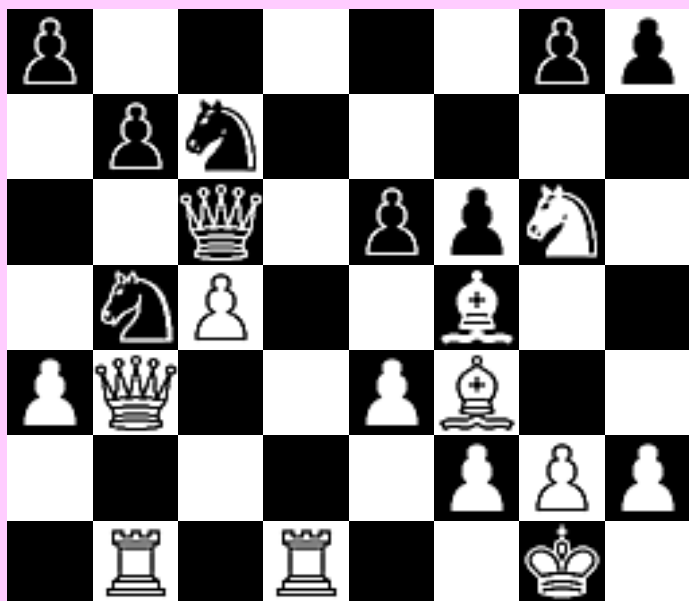


14... Nxd5 [14... exd5 15. c4 Bb7 16. cxd5] 15. Ng5

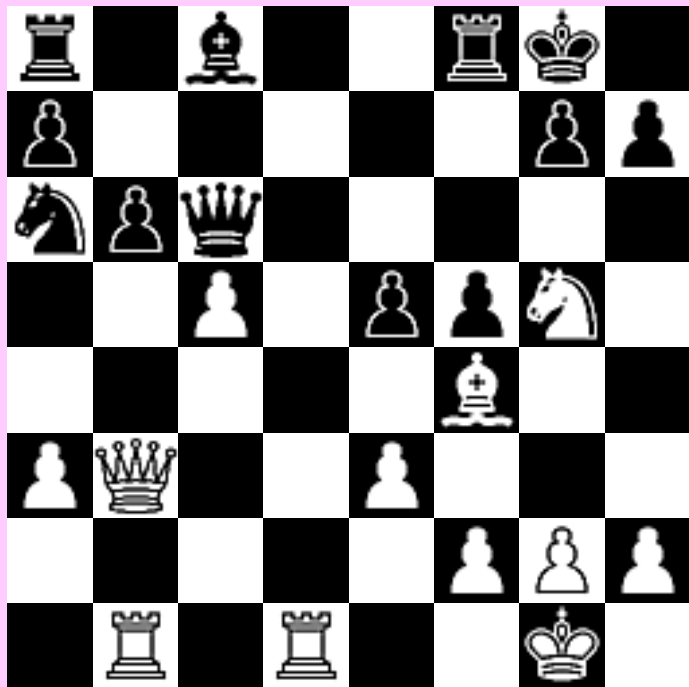


[15. Ng5 g6] 15... f5 [15... Nf6 16. Bd6] 16. Bf3 Qc5 17. c4 Ndb4 18. Qb3 e5 19. a3





19... Na6 [19... exf4 20. axb4 Qe7 21. Bxc6] 20. Bxc6 [20. Bxc6 Qxc6 21. c5+



or 21...Be6 22.Nxe6 threatening Philidor's legacy 21... Kh8 22. Nf7+ Rxf7 23. Rd8 + or 22...Kg8 23.Nh6++ Kh8 24.Qg8+] 1-0

Back to [Chess Coaching Page](#)

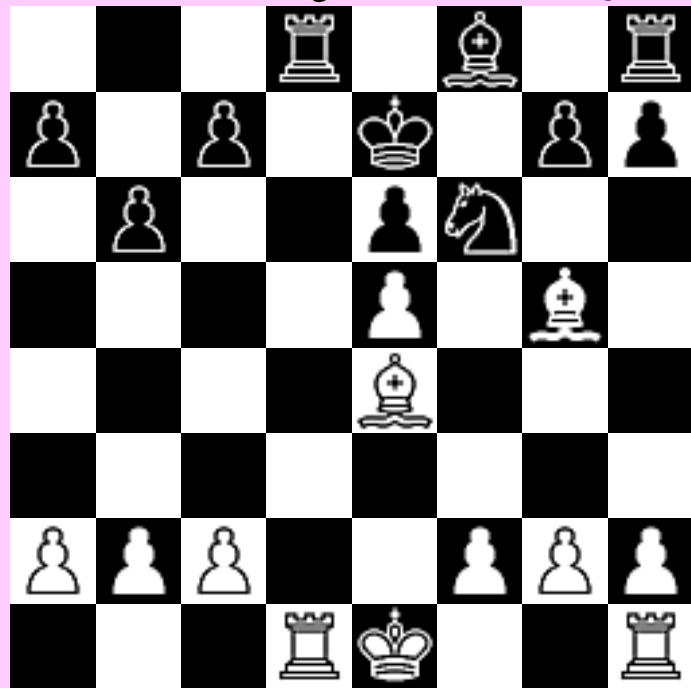
This document (Canon\canon127.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

misuida - graul,sandomierz [C10]forks by bishop, 1976

1. e4 e6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Nf3 b6 6. Bb5 Bb7 7. Ne5 Bxe4 8. Bxd7+ Ke7 9. Bc6 f6
10. Bxe4 fxe5 11. Bg5+ Nf6 12. dxe5 Qxd1+ 13. Rxd1 Rd8



(white to play and win) 14. exf6+ gxf6 resigns 15. Bxf6+ 1-0

Back to [Chess Coaching Page](#)

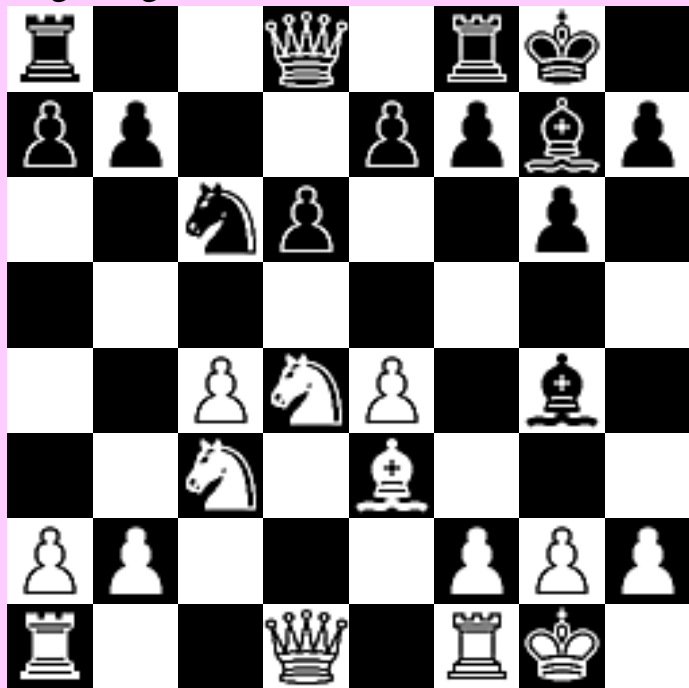
This document (Canon\canon128.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

spassov - kritiansen,kringsja [B38]inter mezzo, 1976

1. Nf3 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. d4 O-O 6. Be2 c5 7. O-O cxd4 8. Nxd4 Nc6 9. Be3 Ng4 10. Bxg4 Bxg4



(now if Qxg4, Nxd4 recovers the piece - but White has an intermezzo) 11. Nxc6 Qd7 12. Nxe7+ Kh8 13. f3 1-0

Back to [Chess Coaching Page](#)

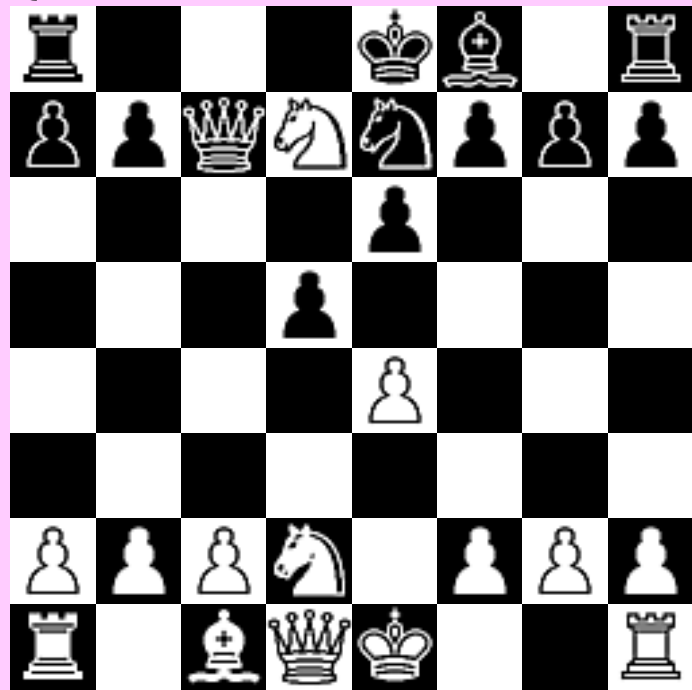
This document (Canon\canon129.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

savon - poutiainen,erevan [C03]inter mezzo: NOT, 1976

1. e4 e6 2. d4 d5 3. Nd2 Ne7 4. Ngf3 c5 5. dxc5 Nd7 6. Bb5 Qa5 7. Bxd7+ Bxd7 8. Ne5 Qxc5 9. Nxd7 Qc7



(naturally he doesn't want to move the king, but he has to!) 10. Nxf8 1-0

Back to [Chess Coaching Page](#)

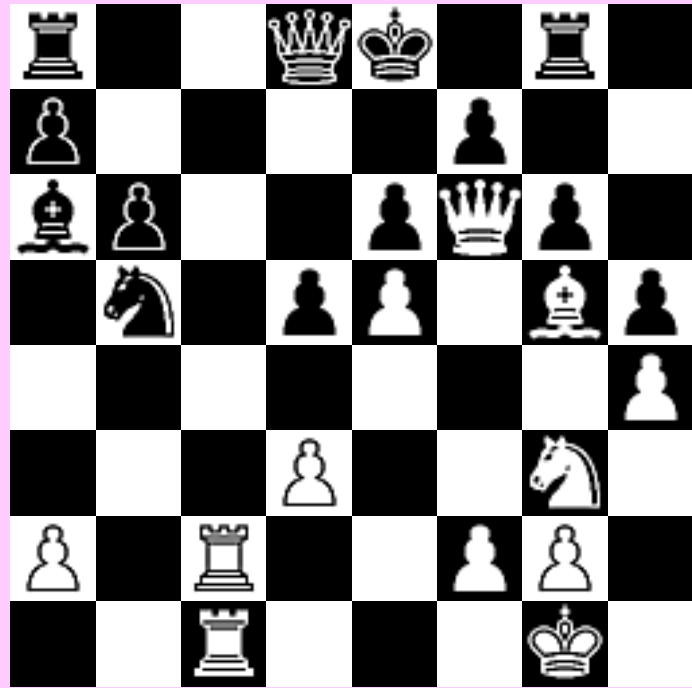
This document (Canon\canon130.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein - Goldenov [t00interference, 1944

(wKg1,Qf6,Ng3,Bg5,Rc1,c2,Pa2,d3,e5,f2,g2,h4; bKe8,Qd8,Nb5,Ba6,Ra8,g8,Pa7,b6,d5,e6,f7,g6,h5)



1. Rc8! 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon131.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

crotto - hindle,haifa [B71]interference fork, pin, back r, interference fo, 1976

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Bg7 7. e5 dxe5 8. fxe5 Ng4



(white now has a lovely intereference move) 9. Bb5+ Bd7 10. Qxg4 Bxb5 11. Ndx5 Bxe5 12. Bh6 a6
13. Rd1 Qb6 14. Qc8+ (black resigns, not before time!) 14... Qd8 15. Rxd8+ 1-0

Back to [Chess Coaching Page](#)

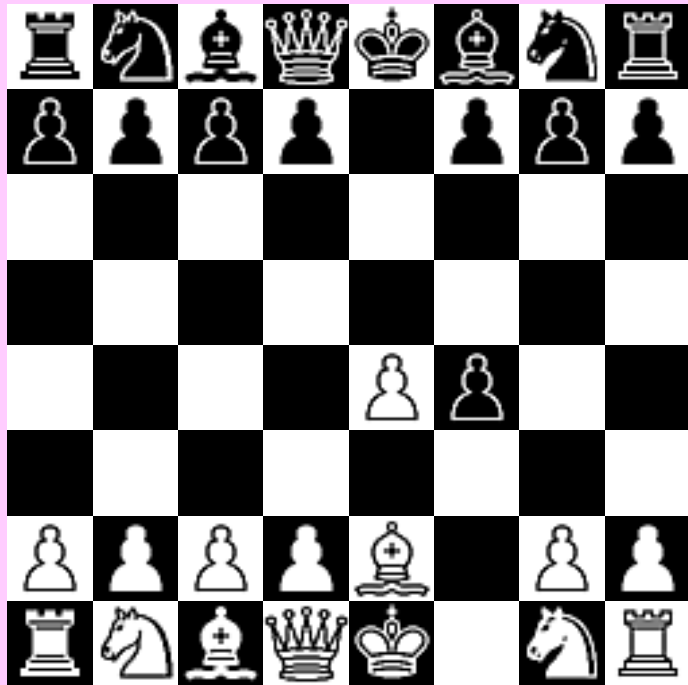
This document (Canon\canon132.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tartakower,s - capablanca,jr [C33]intermezzo: new york, 1924

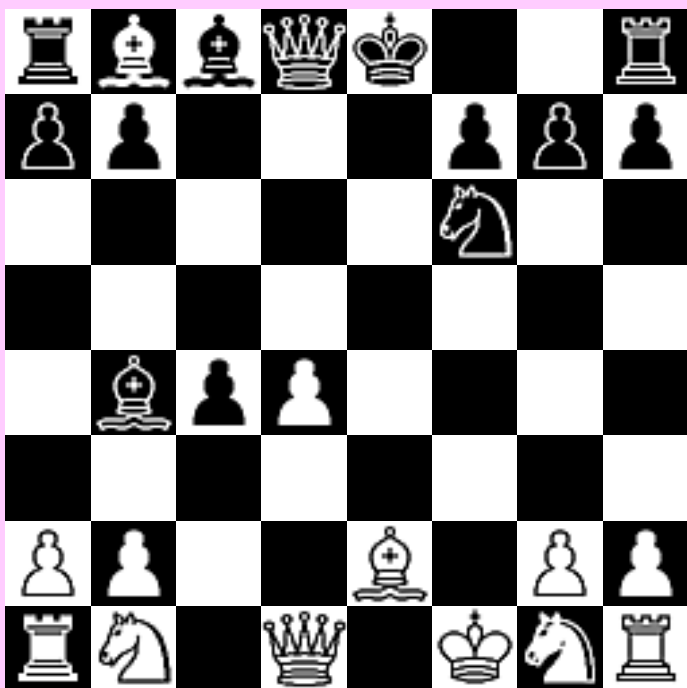
1. e4 e5 2. f4 exf4 3. Be2



3... d5 4. exd5 Nf6 5. c4 c6 6. d4 Bb4+



a nice intermediate check [6... cxd5 7. Bxf4 dxc4 8. Bxc4 Bb4+ 9. Nc3 O-O 10. Nge2 Bg4 11. O-O Nbd7 12. Qb3 escapes from the pins with the initiative and better piece positions] 7. Kf1 ? afraid of ghosts [7. Nc3 Ne4] [7. Bd2 Ne4 [7... Bxd2+ 8. Qxd2] 8. Nf3] 7... cxd5 8. Bxf4 [8. c5] 8... dxc4 accurately simplifying 9. Bxb8



9... Nd5 doesn't just defend the piece, but starts to eye the White King [9... Rxb8 10. Qa4+ Bd7 11. Qxb4] 10. Kf2 Rxb8 11. Bxc4 O-O 12. Nf3 White, who hoped to attack, errs in his defence [12. Bxd5 Qxd5 13. Nc3] 12... Nf6 13. Nc3 b5 14. Bd3 Ng4+ 15. Kg1 Bb7 16. Bf5 Bxf3 17. gxf3 Black has induced a loosening of the King position 17... Ne3 18. Bxh7+ Kh8 [18... Kxh7 19. Qd3+ and White is bouncing back] 19. Qd3 Bxc3 20. bxc3 Nd5 21. Be4 Nf4 22. Qd2 Qh4 23. Kf1 f5 24. Bc6 Rf6 White has nothing left 25. d5 Rd8 26. Rd1 Rxc6 27. dxc6 Rxd2 28. Rxd2 Ne6 29. Rd6 Qc4+ 30. Kg2 Qe2+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon133.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kretschmer - Keller (Dresden) [B30]knight fork, 1950

1. e4 c5 2. Nf3 Nc6 3. c4 e6 4. Nc3 Nf6 5. e5? Ng4 6. Qe2 Qc7 7. Nb5 Qb8 8. d4 cxd4 9. Bf4 Bb4+ 10. Kd1



10... d3! 0-1

Back to [Chess Coaching Page](#)

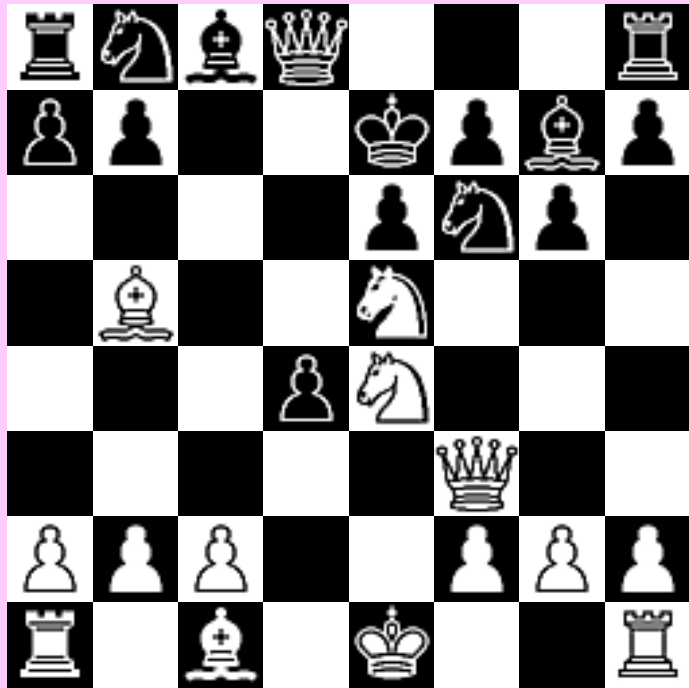
This document (Canon\canon134.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bobolovic - Archipkin (Alma Ata) [B50]knight fork, 1968

1. e4 c5 2. Nf3 d6 3. Nc3 Nf6 4. e5 dxe5 5. Nxe5 g6 [5... e6] 6. Bc4 e6 7. Qf3 Bg7? 8. Bb5+ Ke7 9. d4 cxd4 10. Ne4



10... Qa5+? 11. Bd2 Qxb5 12. Qa3+ [12. Qa3+ Kd8 [12... Ke8 13. Nd6+]] 13. Nxf7+ Kd7 [13... Kc7 14. Qd6#] 14. Qd6+ Ke8 15. Qd8+ Kxf7 16. Nd6#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon135.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

mcdaniel - kanai,haifa [B01]knight fork, 1976

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. Qe2 Nc6 6. f4 Nxd4 7. Qe4 Bf5 8. Bb5+ Qxb5 9. Qxf5 Bb4 10. Qg5



(white counterattacks on g7, but black can win simply) 10... Bxc3+ 11. bxc3 Nxc2+ 12. Kf2 Qc5+ 13. Kf1 Nxa1 14. fxe5 Ne7 0-1 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon136.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

stean - porat,netanya [C12]knight fork, 1976

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. e5 h6 6. Be3 Ne4 7. Qg4 Kf8 8. Nge2 c5 9. a3 Bxc3+ 10. bxc3 Qa5 11. f3 cxd4 12. Bxd4 Nc6 13. fxe4 Nxd4 14. exd5



(what has white overlooked?) 14... Nxc2+ 0-1

Back to [Chess Coaching Page](#)

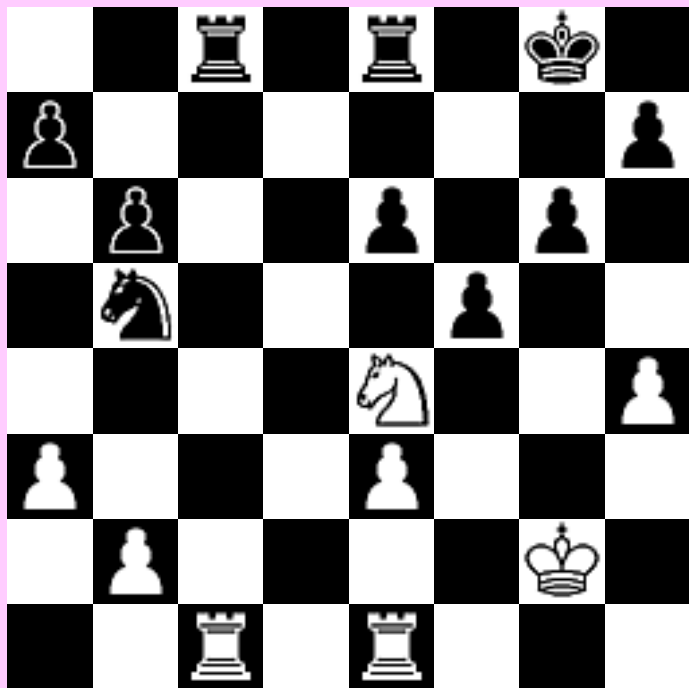
This document (Canon\canon137.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

reshevsky - fischer Los Angeles m (5) [D42]knight fork, 1961

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 Nxd5 5. Nf3 c5 6. e3 Nc6 7. Bd3 Be7 8. O-O O-O 9. a3 cxd4 10. exd4 Nf6 11. Bc2 b6 12. Qd3 Bb7 13. Bg5 g6 14. Rfe1 Re8 15. h4 Rc8 16. Rac1 Nd5 17. Ne4 f5 18. Nc3 Bxg5 19. Nxg5 Nf4 20. Qe3 Qxd4 21. Nb5 Qxe3 22. fxe3 Nxg2 23. Kxg2 Nd4+ 24. Be4 Bxe4+ 25. Nxe4 Nxb5



(white to play) 26. Nf6+ Kf7 27. Nxe8 Rxe8 28. a4 Nd6 29. Rc7+ Kf6 30. Rec1 h6 31. Rxa7 Ne4 32. Ra6 Rd8 33. Rc2 Rd3 34. Rxb6 Rxe3 35. a5 f4 36. Rf2 Nxf2 37. Kxf2 Re5 38. b4 Re3 39. a6 Ra3 40. Rc6 g5 41. hxg5+ hxg5 42. b5 g4 43. Rc8 Kf5 44. b6 g3+ 45. Ke1 Ra1+ 46. Ke2 g2 47. Rf8+ Ke4 48. Rxf4+ Kxf4 49. b7 g1=Q 50. b8=Q+ Kf5 51. Qf8+ Ke4 52. Qa8+ Kd4 53. Qd8+ Kc4 54. Qd3+ Kc5 55. Qc3+ Kd6 56. Qd2+ Ke5 57. Qb2+ Kf5 0-1

Back to [Chess Coaching Page](#)

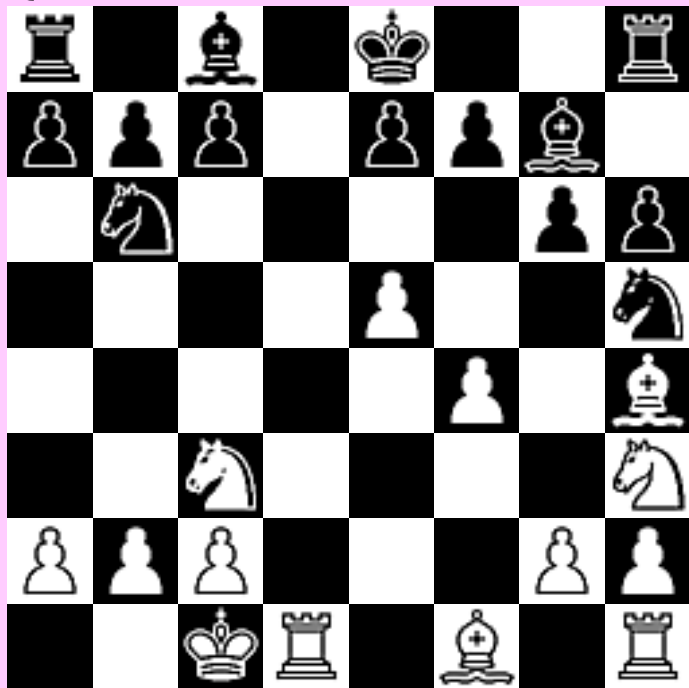
This document (Canon\canon138.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

fuller - sakurai,haifa [B07]knight fork back rank, 1976

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Bg5 Nbd7 5. f4 h6 6. Bh4 Bg7 7. e5 Nh5 8. Nh3 dxe5 9. dxe5 Nb6 10. Qxd8+ Kxd8 11. O-O-O+ Ke8



(white has an obvious attacking move Nb5 - but what's wrong with the obvious defence Rb8 ?) 12. Nb5 1-0

Back to [Chess Coaching Page](#)

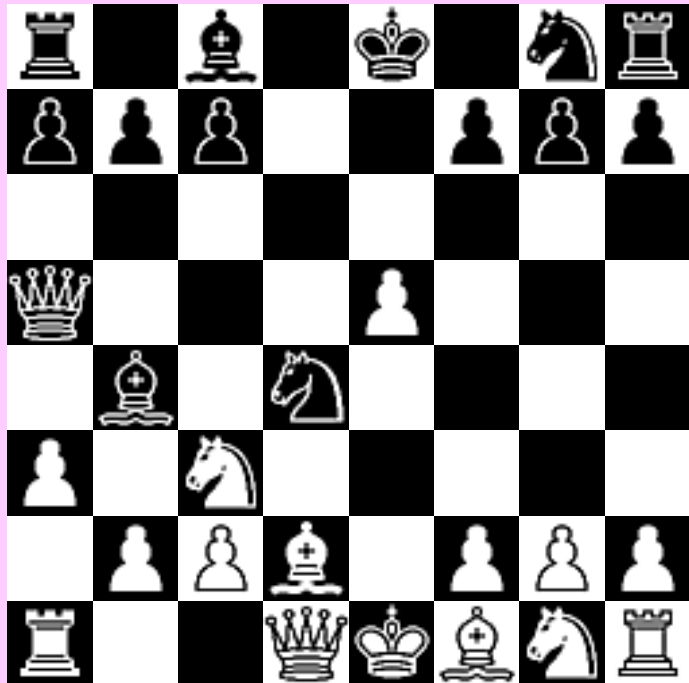
This document (Canon\canon139.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lombardy [B01]knight fork with sac, 1994

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. dxe5 Bb4 6. Bd2 Nc6 7. a3 Nd4



?! [7... Qxe5+] 8. axb4 [8. f4 Bf5 9. Rc1] 8... Qxa1 9. Qxa1 [9. Bc1] [9. Bd3] 9... Nxc2+ 10. Kd1 Nxa1 11. Bc4 Be6 0-1

Back to [Chess Coaching Page](#)

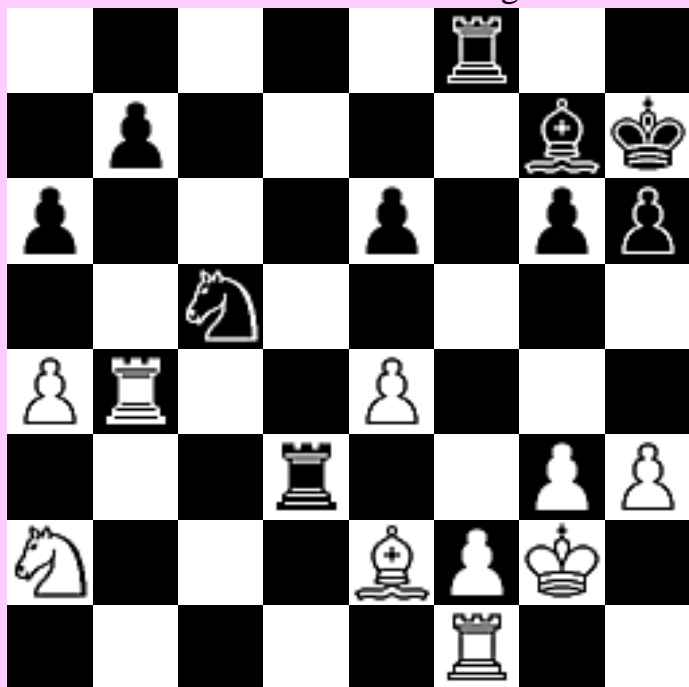
This document (Canon\canon140.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Hort,V - Nunn,J [E92]masterly attack: cashing in (K, masterly attack, 1986

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. Be3 h6 8. h3 exd4 9. Nxd4 Re8 10. Qc2 Qe7 11. Bf3 c5 12. Nde2 Nc6 13. Qd2 Be6 14. b3 Kh7 15. Rd1 Rad8 16. g3 a6 17. a4 Nd4 18. Bxd4 cxd4 19. Nxd4 d5 20. Nxe6 fxe6 21. Qc2 Nd7 22. Na2 dxc4 23. O-O Qa3 24. Rb1 cxb3 25. Qxb3 Qxb3 26. Rxb3 Nc5 27. Rb4 Rf8 28. Kg2 Rd3 29. Be2



[comment](#) 29... Rd2 30. Nc1 Bd4 31. Bf3 Rf7 32. Ne2 Be5 33. Nc1 Rc2 34. Nb3 Nd3 35. Rb6 Rb2 36. a5 Bc3 37. Bg4 Bxa5 38. Bxe6 Rbxf2+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon141.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Comments

These are quoted comments too long to be included as comments in Fritz 3, which for some reason only allows you a maximum 240 characters. Question not the decisions of programmers, for they work in mysterious ways. [Quotations cited under 'fair use' policy; readers should buy these [books](#) and write nice letters about them to the chess comics.]

Euwe-Keres

"Every positional achievement, in this case the pawn on d6 which engages the attention of the black pieces, is important not in itself but in its link with other combinational factors. In this position the factors for White are:-

- *the unguarded pawn at c5*
- *the weakened cover of the Black king*
- *the constant possibility of advancing the pawn to d7*
- *control over c7 and e7, combined with the attempt to control either the e- or c-file*

For Black the factors are:-

- *the chance to surround the Pd6 on three sides*
- *the attack on the Q-side by a majority of pawns*
- *the possibility Nh5 to drive the Q from her strong post.*

By comparing and weighing the chances for each side the masters normally reach more or less objective conclusions which are called the assessment of the position."

-- BRONSTEIN

(He added that if these factors could be given numbers, chess could be played by machines.)

White should therefore play 22.b3 to slow up the Q-side advance, or 22.Rxe6 fxe6 23.Qe5 with enhanced play against the many Black weaknesses. Instead White plays something inconsequential, and the position fizzled out to a draw.

[It is possible Euwe got the assessment exactly right, but still chose the wrong plan - or thought that **22.a3** was part of the correct plan.]

Nunn-Olafsson

"But already this opening has certain puzzling aspects. Why should White consistently maintain his initiative, both in the variations we have looked at and in those to come? Why should Black's position be so awkward? The question really boils down to a more basic one: why is the Ruy Lopez (which this opening has virtually become) so difficult for Black to combat? Look at the present position: Black's pieces are sensibly developed; he has as much space as White; his pawns are strong. Yet he has problems.

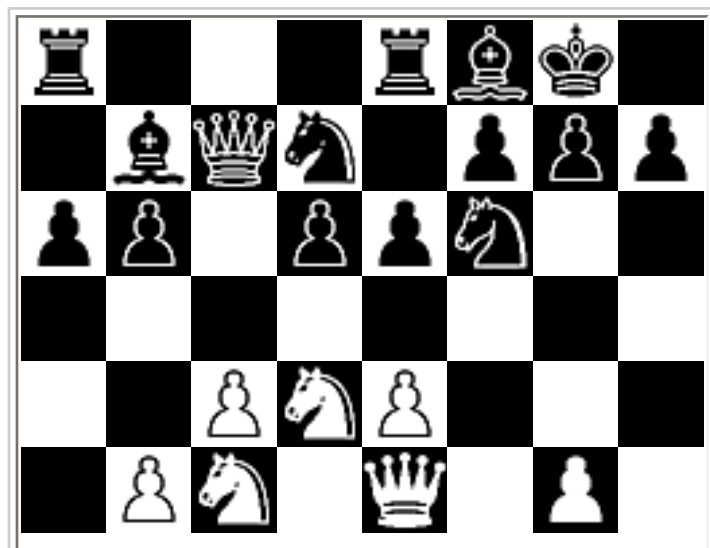
"The answer seems to be that in this type of Ruy Lopez position Black can easily get caught in a situation where his game cannot unfold. Here for instance, White has his plans of Ng3-f5 and later d4, but it is less easy for Black to find something profitable to do without weakening himself or making some serious concession. His pieces may look reasonably placed, but they cannot readily achieve anything constructive or relevant. I should make it clear that this does not have to happen in a Lopez; it is far from being a bad opening for him. But in practice one error (6...Qe7) can leave him in misery. And so, if a player seems to have a respectable game (in a Ruy Lopez or any other opening for that matter), yet still loses, his misfortune may often be traced back to this lack of life in his position."

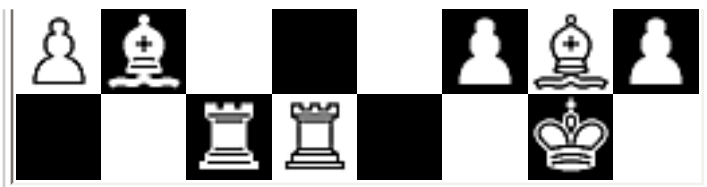
-- NUNN AND GRIFFITHS

cf. also:

Vukic Milan - Suba Mihai [A30/03], Vinkovci, 1977

1.Nf3 Nf6 2.g3 b6 3.Bg2 Bb7 4.0-0 e6 5.c4 c5 6.d4 cxd4 7.Qxd4 d6 8.Nc3 a6 9.Rd1 Qc7 10.b3 Nbd7 11.Bb2 Be7 12.e4 0-0 13.Qe3 Rfe8 14.Nd4 Bf8 15.Rac1





"A frequent picture in the Hedgehog. White's position looks ideal. That's the naked truth about it, but the 'ideal' has by definition one drawback - it cannot be improved." -- SUBA
Dynamic Chess Strategy

Suba is quite mysterious about 'potential'. But as evidence, his book **Dynamic Chess Strategy** contains many practical examples of this Hedgehog Sicilian-style opening against the English (1. c4), where Black's flexible position threatens to erupt on ...b5 or ...d5. White finds it difficult to threaten anything on his own part without allowing Black's game to unfold suddenly.

15...Rad8 16.h3 g6 17.Kh2 Bg7 18.Qe2 Qb8 19.Qc2 Rc8 20.Qd2 Nc5 21.Re1 Qa8 22.f3 Qb8 23. Rcd1 Ba8 24.Nde2 Red8 25.Nd4 Ncd7 26.Qf2 Ne5 27.Qe2 Nc6 28.Nc2 Nh5 29.f4 b5 30.cxb5 axb5 31.Bf3 Ne7 32.Nd4 b4 33.Na4 Nf6 34.e5 dxe5 35.fxe5 Bxf3 36.Nxf3 Nfd5 37.Rc1 Bh6 38.Rc4 Ne3 39. Rcc1 N7d5 40.Rxc8 Rxc8 41.Qf2 Nf5 42.Re2 Be3 43.Qe1 Qb5 44.Nd2 Qd3 45.Nf1 Rc2 46.Rg2 Rxc2 + 47.Kxc2 Qe4+ 0-1

Hort-Nunn

"Very often, the side with a large positional advantage has to make a decision as to when to cash it in for some material (a pawn in this case). This is one of the most difficult areas of chess judgement. Too soon, and you will not have extracted the best value for the positional advantage. But it is also possible to manoeuvre too long; the optimum moment passes, and then the defender's chances start to increase again."

"Here I should have been satisfied with winning a pawn by 29...Ra3 (...) when Black should win... The move played is a misjudgement."

-- NUNN

Chiburdanidze-Nunn

"Never reticent when it comes to launching an attack, Chiburdanidze has spotted the slight weakness created by ...h6 and decides to go for the king. Now the game takes on a clear-cut form: White's kingside attack against Black's queenside counterplay."

"There are two common errors when faced by such a direct attack. The first is to be terrified by the attack, resulting in unnecessary and time-wasting defensive moves. The second error is made by players who know perfectly well that such flank attacks shouldn't really succeed and believe that any old plan will be enough to show the opponent the error of his (or her) ways. Both errors can be fatal.

"King's Indian (and Dragon) players have learnt to treat this type of flank attack with contempt, possibly because there isn't much they can do to stop it! The attack usually takes quite a long time to generate serious threats, but this is no excuse for delaying counterplay, since when the threats finally materialise they are usually quite powerful.

"As the subsequent play shows, accurate play by Black should serve to refute the attack, but Chiburdanidze was probably under few illusions about the objective merit of her plan. The motivation for such moves is often psychological; an attacking player prefers (and plays better in) an attacking position, and heads for one regardless of the objective assessment."

13... a4

"The move played involves a pawn sacrifice, but I didn't spend long on the consequences of acceptance because giving up the initiative is not in Chiburdanidze's style."

14. g5 hxg5 15. Bxg5 Qa5 16. Qb1 cxd5 17. cxd5 b5 18. a3 Rfb8 19. h5 b4 20. Nc4 Qc7 21. axb4 Rxb4 22. hxg6 fxg6 23. Bxf6 Bxf6 24. Qc1 Nb3

"Precise calculation was necessary before playing this move; letting the queen in to h6 appears dangerous, but the King's Indian bishop holds the position together."

-- NUNN

Nunn-Marin

"...(like) the Samisch King's Indian, and the Yugoslav Attack against the Dragon. In all three cases White combines a flank attack with a solid central pawn structure."

9. g4 h6 10. O-O-O Bb7 11. Bd3 Ne5 12. Rhe1 Nfd7 13. f4 b4

"Black declines the first sacrifice, only to be offered a larger one next move. The problem with declining such sacrifices is that the attack may gather strength anyway, and you may be forced to accept material later under less favourable circumstances."

-- NUNN

Nunn analyses [13...Nxb4 14. e5 b4! =]

Nunn-Mestel

[18. h6 when:

18...Bh8 19. h7+ Kxh7 20. h5 +-

18... dxc3 19. hxg7 Kxg7 20. Rxd6 +-

18... Bxh6!! 19. Bxh6 Nxb3 20. axb3 dxc3]

Nunn comments about the variations at move 17:

"When conducting a sacrificial attack, it is very important to consider lines in which the defender returns material in order to exchange some attacking pieces. If the attacker has made positional as well as material concessions, then the defender may even be satisfied with a final material balance in the opponent's favour, as he may even have a positional advantage or even a counterattack in compensation."

"The move 18...Bxh6! is very hard to see, because it is very unusual for Black to give up his 'Dragon' bishop voluntarily, least of all for a mere pawn."

-- NUNN

Capablanca's schematic thinking

"Once in a lobby of the Hall of Columns of the Trade Union Centre in Moscow a group of masters were analysing an ending. They could not find the right way to go about things and there was a lot of arguing about it. Suddenly Capablanca came into the room. He was always find of walking about when it was his opponent's turn to move. Learning the reason for the dispute the Cuban bent down to the position, said 'Si, si,' and suddenly redistributed the pieces all over the board to show what the correct formation was for the side trying to win. I haven't exaggerated. Don Jose literally pushed the pieces around the board without making moves. He just put them in fresh positions where he thought they were needed."

"Suddenly everything became clear. The correct scheme of things had been set up and now the win was easy. We were delighted by Capablanca's mastery..."

-- KOTOV, [*Think like a Grandmaster*](#), tr. Cafferty, pub. 1971 Batsford.

Capablanca-Ragozin

"White's plan is to prevent the advance of the enemy c-pawn which might make his own pawn at b2 weak, and to control the whole board as far as the fifth rank. This is achieved by playing the King to e3, the Rook to c3, the Knight to d4 and the pawns to b4 and f4. When this has been achieved White will advance his Q-side pawns"

-- CAPABLANCA, Moscow 1936 Tournament Bulletin, quoted by KOTOV in *Play like a Grandmaster*, tr. Cafferty, pub. 1978 Batsford. ("*Note - no variations!*" KOTOV)

and...

"... I was surprised to see that Capablanca did not initiate any active manoeuvres and instead adopted a waiting game. In the end, his opponent made an imprecise move, the Cuban won a second Pawn and soon the game."

"'Why didn't you try to convert your material advantage straight away?' I ventured to ask the great chess virtuoso. He smiled indulgently: 'It was more practical to wait'."

-- Botvinnik

Tal-Botvinnik

"After the game I demonstrated some very interesting (at least, I thought they were interesting) variations. Mikhail Moiseyevitch, I think only out of politeness, listened to me and then said: "This is all very well, but - at first I was afraid of the piece sacrifice, but later I decided that I should exchange the Rooks, keeping the Queens on the board." I was surprised by these words. This assessment of the position seemed too abstract. But when we began analysing the position, I realised that Botvinnik was absolutely right. If I had exchanged the Queens, White's Pawns would have been stronger than Black's Knight. Provided Black's Queen had remained on the board, however, White's King would have been in real danger.

"Of course, such an abstract approach to evaluating chess positions should not be regarded as a universal remedy; on the other had, in the course of the game one should not rely only on calculation of concrete variations."

-- Tal

#19 Tal.

Najdorf-Bronstein, 1953

"Modern chess strategy has refined and widened many concepts. A player in deciding what move to play does not work on the external appearance of the position, but on a concrete assessment of the various possibilities open to both sides. Thus here Black can occupy d4 with a Knight, but he has to take account of the fact that then he has no real chance to strengthen his position further, while White can get definite Queen's-side threats by Ra1-b1, b2-b4 and so on in conjunction with the pressure exerted by his fianchettoed Bishop.

"One of the most important factors is the immunity from attack of the White Pawn as Black's Knight in fact would shield it from pressure along the d-file. That is why Black instead of the "strategic ...Nc6-d4" prefers the combinative ...Rfd8 aiming at the White d-Pawn."

-- Bronstein.

Kotov-Pilnik, 1952

"I offer a draw,' said the Argentinian. My reply was, 'I want to play on a bit yet,' although I felt in my bones that I should win from this position. Pilnik then insisted, 'You have no advantage, except perhaps a bit more space. On the other hand my Pawns are safely guarded.' I could not resist asking him, 'Guarded by what?' 'By my Bishop,' he replied, and I could not make my mind up whether he was serious or joking. Just in case I decided not to spoil his illusions, lest he should suddenly find a way of rearranging his Pawns.

-- Kotov.

Assessment:

1. Black's bad Bishop, obstructed by Pawns on the light squares.
2. White has more active pieces
3. Black has weaknesses at a6 and f7

Plan

45: Exchange N, play R to c1
combine attacks on two weaknesses
add to pressure on f7 by h4-h5 (threat h5-h6), and after ...g6xh5, Bxh5

Psychology in Chess: Bronstein-Botvinnik

"Instructive examples of correct psychological preconditioning are furnished by Botvinnik's games. During his matches against Bronstein (1951) and Smyslov (1954) the score before the last round was 11 1/2: 11 1/2. A draw would secure the World Championship title for Botvinnik.

"(In the 1951 match) The decisive game began. Bronstein with a smile of cunning on his face advanced his QP: 1 P-Q4. The hall was silent. People made guesses as to what opening Botvinnik would play? Somebody's voice predicted "It will be the Orthodox Defence. True, Black has to defend for a long time, but the position is stable. Botvinnik needs a stable position today."

"But no! The first moves already refute the prognosis. We see the sharp and tense variation known to theory as the "Botvinnik Variation". The champion bravely challenges his opponent, as if saying: "Although I would like a draw I am not going to beg for it myself!"

"I would like to make clear to the reader that I do not wish to deprecate the Orthodox Defence, which was used by Lasker and Capablanca. The point is that Botvinnik hardly ever used to play this system of development. The champion chose the safest, most thoroughly analyzed and, perhaps, the most aggressive continuation in his repertoire. One can only guess what the feelings of his opponent were, but the movements of the White pieces suggest that he was assailed by doubt. One can see a sort of resignation in the action of the White army. Perhaps he was recalling the successful course of his battle in the preceding twenty-third game of the match, or perhaps his balance was upset by Black's coolly executed, precise and relentless attack. The denouement was not long in coming: after gaining a won position the champion offered a draw "just in case". It was accepted.

"[...]

"In my game against Gheorghiu at Sochi in 1964 ... I did not think only of defence. Although a draw would secure me first place and the Grandmaster norm... Gheorghiu did not expect such an aggressive, even if positionally justified, style of play. When the game ended in victory for me he remarked: "I did not think one could play like that when going

for the first place." "Not only 'can', but must" -- I mentally answered the Rumanian."

-- KROGIUS

Ragozin-Boleslavsky

This position was well-known to players and theorists of the 19th century. Lasker, for example, comments:

"White's plan consists in realising his pawn superiority on the Queen's side while remaining passive on the King's side. Black, on the other had will attempt to force his opponent to advance one of his pawns on the King's wing, in order to start play against White's King's side with his pawns."

Lasker has in mind moves for White such as *c4* and *d5* to create a passed pawn, and for Black ...*Bg4*, ...*Bd6*, ...*f5* and ...*Qh5*. In fact play went **9 ...Bd6; 10 Re1, Bg4; 11 Qe4! Bh5; 12 Nh4, Nd7; 13 Qf5**. Steinitz and Lasker would undoubtedly have criticised White's crude and 'unjustified' attack. What's going on? Ragozin, a strong and experienced Soviet master, must have been aware of Lasker's views, and of the theories of Steiniz, so why is he playing on the 'wrong' side? He has made in fact a much more dynamic and concrete assessment of the position which notes, not just the Q-side majority, but also: the awkwardly placed bishops, missing *Nf6*, the compromised f-pawns and White's development and control of space. Given time, Black could no doubt disentangle his pieces. Ragozin gives him no time at all.

Capablanca-Bogolyubov, 1922

"Black's Queen, Rook and Knight are aggressively placed, and compared to White's pieces, have greater freedom. All White's pieces are defensively placed and his c-pawn and e-pawn are subject to attack. The only way to defend both pawns would be Nd2, but then Black could play ...Qb4 and he could advance his a-pawn with no difficulty."

"So far everything has been in Black's favour, and, if there were no other factors in the position, White's game would be lost. However, there is a feature which is very much in White's favour, namely, the position of the Bishop at h7. This Bishop is not only completely cut off from play, but, even worse, there is no way of bringing it into the game. White is playing, as it were, with an extra piece."

-- CAPABLANCA

Sunye Neto-Nunn

"One of the most important chess skills is being able to recognise when the position is turning against you strategically, and to spot this early enough to counter it. Here White intends Nec3 followed by O-O, with a firm grip on the important central squares d5 and e4, so I decided that quick action was necessary. Black must take advantage of the fact that White's King is temporarily stuck in the centre. The only way to do this is to play ...e4, clearing the way for the c6 Knight to jump into f3 via e5. The consequences of this are not at all clear-cut, but I played the move quickly because everything else allows White to consolidate his grip."

-- NUNN

Nunn-Chandler

"As a young player I was puzzled by games in which White played the manoeuvre Nc2-e2-g3 against the Pirc. It seemed to me that the Knight was not very well placed on g3, because Black's g6 pawn prevented the Knight advancing. Indeed its one and only duty seemed to be to defend the pawn on e4. Then, in 1984, I lost a game with Black against Murray Chandler, in which he used precisely this manoeuvre. The crucial distinction is whether White is attacking or defending. If White doesn't hold the initiative then the Knight on g3 is truly inactive, but if White holds the initiative and has pressure in the centre then the Knight can be very useful. The Rooks and Queen operating on the open files are so dangerous for Black that he cannot counter them directly; instead, Black must somehow aim for counterplay. The only weakness in White's position is the vulnerable Pawn on e4. If this is secure, then White has plenty of time to improve his position. The function of the g3 Knight is precisely to support the e4 Pawn and give White the freedom of action he needs to step up the pressure.

In the current position, Black is attacking e4 twice, but at the moment he cannot consider taking the Pawn because of the exposed Knight on d7."

-- NUNN

Nunn-Sokolov

"Conducting an attack requires good judgement. Sometimes the attack demands quick action and there is no time to bring up reinforcements, but sometimes it is better to bring all the pieces into play before attempting a knock-out blow. Which if these holds true depends on whether or not the defender is threatening to consolidate quickly. If his

weaknesses are structural, then the attacker may have time to bring all his reserves into action before the final onslaught. Here, for example, [variations]. It is clear that these lines would both be easy wins for White if he had a Rook on d1, so 18 Rad1 deserves consideration. A few moments' thought shows that Black has nothing better to do than to play 18...h4, but then White can play Nxf6+ having gained an important tempo."

-- NUNN

Nunn-Short

"If White wishes to play for a direct attack he can try 15. g4 [variation]. In olden times White would often attack by g4 and Ng3 in the Closed Spanish; once in a while White would break through with a Nf5 sacrifice, but now it is recognised that so long as all Black's pieces can reach the King's-side, a direct attack should not work. Thus, the emphasis has switched to diversionary Queen's-side play, with a King's-side attack being reserved for a favourable moment when Black's pieces have been lured away. Moreover, the King's-side attack is usually based on f4 rather than g4, since only f4 offers the chance of activating the light-squared Bishop on c2.

White's preliminary a4 gives him control of the a-file; this may not appear relevant to the conduct of a King's-side attack, but watch what happens later!"

-- NUNN

Nunn-Portisch

"The traditional way of assessing such positions is to say that Black has an inferior pawn structure, but in compensation he has the two Bishops (). Looked at this way, Portisch's plan appears strange. However, a static evaluation takes no account of the potential activity of Black's pieces. His main problem is the future of the c8 Bishop; he doesn't want to play ...Bd7, because that would prevent the manoeuvre ...Nd7 and ...Bf6, which is his best chance of activating the other minor pieces. After ...Be6, the Bishop would be a target for a later Nf3-d4 or f2-f4-f5, and it would block the e-file, making it impossible to develop pressure against the e4-pawn by ...Re8. The only real solution is to get rid of the Bishop by ...Bg4 followed by ...Bxf3. This plan has to be executed immediately or else White plays Qd3, preparing to meet ...Bg4 by Nd4. Perhaps there is even an argument for 10. Qd3!?, although this might tempt Black to develop his Bishop another way - by 10...a5 followed by ...Ba6.*

The exchange on f3 not only relieves Black's slightly cramped position, it also gives him a

grip on e5."

-- NUNN

Nunn-Dlugy

"If you want to lose a miniature, then here are three helpful tips. First of all, it is a big help if you are Black. losing in under 20 moves requires a special talent which few possess. Secondly, choose a provocative opening, for example an opening in which you try to realise strategic ambitions, but at the cost of backward development and delayed castling. Thirdly, if something goes slightly wrong, don't reconcile yourself to defending a bad position - seek a tactical solution instead! Don't worry about the fact that tactics are bound to favour the better developed side; just go ahead anyway. Follow this advice and at least you will get home early."

-- NUNN

(*) *"Annotate like Raymondo"* is good further reading... - DR



Back to [index](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (Canon\comments.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Nunn,J - Georgiev,Kiril (Linares) [B17]masterly attack: opponent may, 1988

1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Ng5 h6 6. Ne6 Qa5+ 7. Bd2 Qb6 8. Bd3



8... fxe6 9. Qh5+ Kd8 10. Ba5 "...something important had been overlooked..." -- NUNN 10... Ngf6 11. Bxb6+ axb6 12. Qe2 g5 13. Nf3 Bg7 14. O-O Nd5 15. g3 b5 16. c3 Rf8 17. Rfe1 Kc7 18. Bc2 Bf6 19. Qe4 h5 20. Qg6 g4 21. Ng5 N7b6 22. Bb3 Nc4 23. Bxc4 bxc4 24. Qxh5 Kb8 25. Nxe6 Rg8 26. Qf7 Rh8 27. Qg6 Ra5 28. Qxg4 Nc7 29. Qf4 Bxe6 30. Rxe6 Bg5 31. Qe4 Nxe6 32. Qxe6 Rd5 33. b3 cxb3 34. axb3 Bf6 35. Kg2 Rdh5 36. h4 Rd8 37. Qg4 Rhd5 38. h5 e5 39. Re1 exd4 40. Qf4+ R8d6 41. c4 Bg5 42. Qg4 Rc5 1-0

Back to [Chess Coaching Page](#)

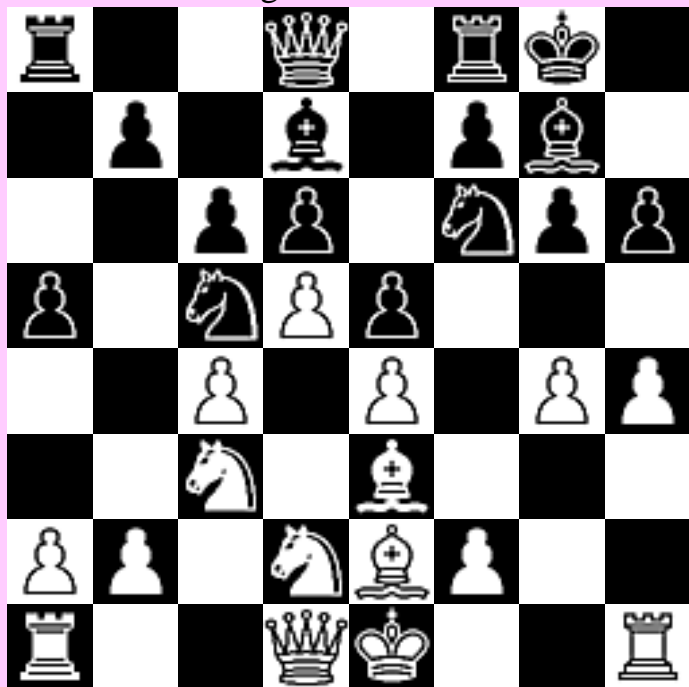
This document (Canon\canon142.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Chiburdanidze,M - Nunn,John [E92]masterly attack: unjustified (, masterly attack, 1988

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. d5 a5 8. h3 Na6 9. Bg5 Nc5 10. Nd2 h6
11. Be3 Bd7 12. g4 c6 13. h4



[comments](#) 13... a4 14. g5 hxg5 15. Bxg5 Qa5 16. Qb1 cxd5 17. cxd5 b5 18. a3 Rfb8 19. h5 b4 20.
Nc4 Qc7 21. axb4 Rxb4 22. hxg6 fxg6 23. Bxf6 Bxf6 24. Qc1 Nb3 25. Qh6 Be8 26. Rd1 Nd4 27. Bg4
Rxc4 28. Rxd4 exd4 29. Be6+ Bf7 30. Qxg6+ Bg7 31. Rh3 dxc3 32. Rf3 Rf8 33. Rh3 Bxe6 34. dxe6
Rf6 35. Qe8+ Bf8 36. Rg3+ Kh7 37. Qh5+ Bh6 38. Qg4 Qg7 39. Qe2 Qxg3 0-1

Back to [Chess Coaching Page](#)

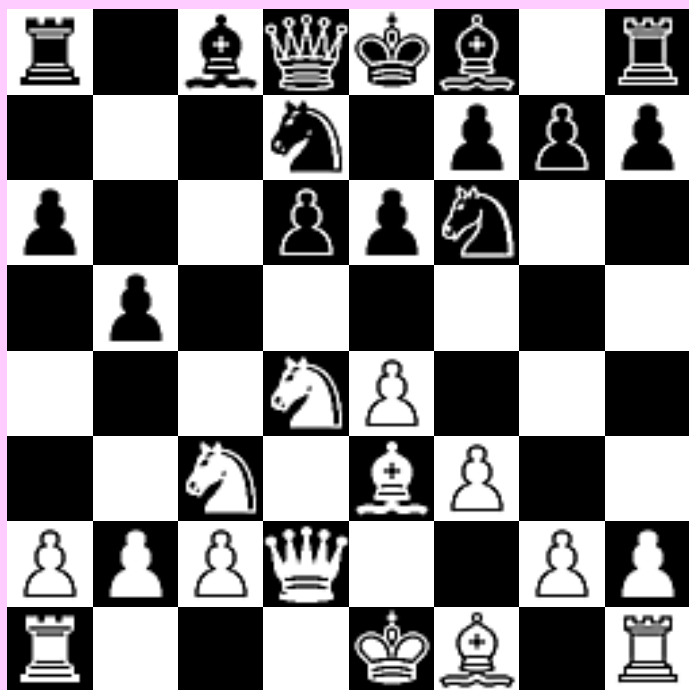
This document (Canon\canon143.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nunn,J (2585) - Marin,M (2475) [B80]masterly attack: with stable c, masterly attack, 1987

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be3 e6 7. Qd2 b5 8. f3 Nbd7



[comment](#) 9. g4 h6 10. O-O-O Bb7 11. Bd3 Ne5 12. Rhe1 Nfd7 13. f4 b4 14. Nd5 Nxd3+ 15. Qxd3 exd5 16. exd5 Be7 17. Nc6 Bxc6 18. dxc6 Nf6 19. Bb6 Qxb6 20. Rxe7+ Kf8 21. Qxd6 Kg8 22. g5 hxg5 23. fxg5 Rc8 24. c7 Qxd6 25. Rxd6 Ng4 26. Rd8+ Kh7 27. Red7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon144.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

robatsch - garcia,sochi [A40]no retreat, 1974

1. c4 c5 2. Nf3 g6 3. d4 Bg7 4. e4 Qa5+ 5. Nc3 Nc6 6. d5 Nd4 7. Bd2 Qb6 8. Nxd4 Bxd4 9. Rb1 d6 10. Nb5



10... Bg7 which encourages... [10... Bd7] 11. Qa4 Bd7 12. Ba5 Qa6 13. Nc7+ Kf8 14. Qa3 1-0

Back to [Chess Coaching Page](#)

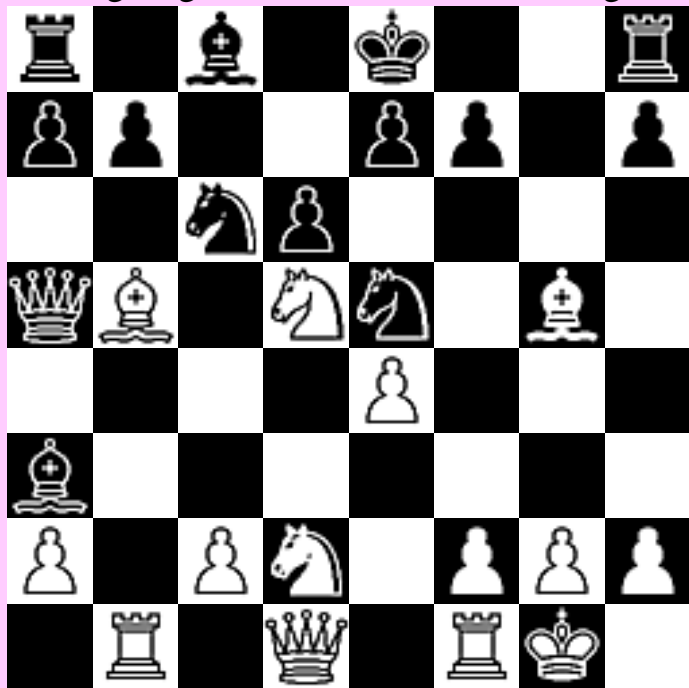
This document (Canon\canon145.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

alexandria - finta,budapest W [A41]no retreat, 1976

1. Nf3 d6 2. d4 c5 3. dxc5 Qa5+ 4. Nc3 Qxc5 5. e4 Nf6 6. Be3 Qa5 7. Nd2 Ng4 8. Bf4 g5 9. Bb5+ Nc6
10. Bxg5 Bg7 11. Nd5 Bxb2 12. O-O Nge5 13. Rb1 Ba3



(black is awkwardly placed: is there a decisive blow yet?) 14. Nb3 Qd8 15. Bxe7 1-0

Back to [Chess Coaching Page](#)

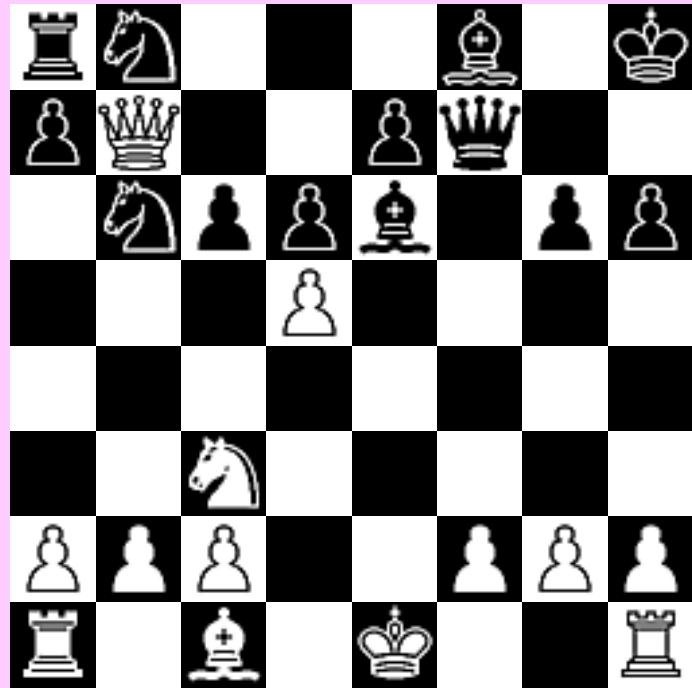
This document (Canon\canon146.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

mickeleit - dragun,kuortane [B02]no retreat, 1976

1. e4 Nf6 2. e5 Nd5 3. Nf3 d6 4. Bc4 Nb6 5. Bxf7+ Kxf7 6. Ng5+ Kg8 7. Qf3 Qe8 8. e6 g6 9. d4 h6 10. Nf7 Bxe6 11. Nxh8 Kxh8 12. Nc3 Qf7 13. Qxb7 c6 14. d5



not the best piece to provoke into moving 14... Bc8 15. Qc7 Na6 0-1

Back to [Chess Coaching Page](#)

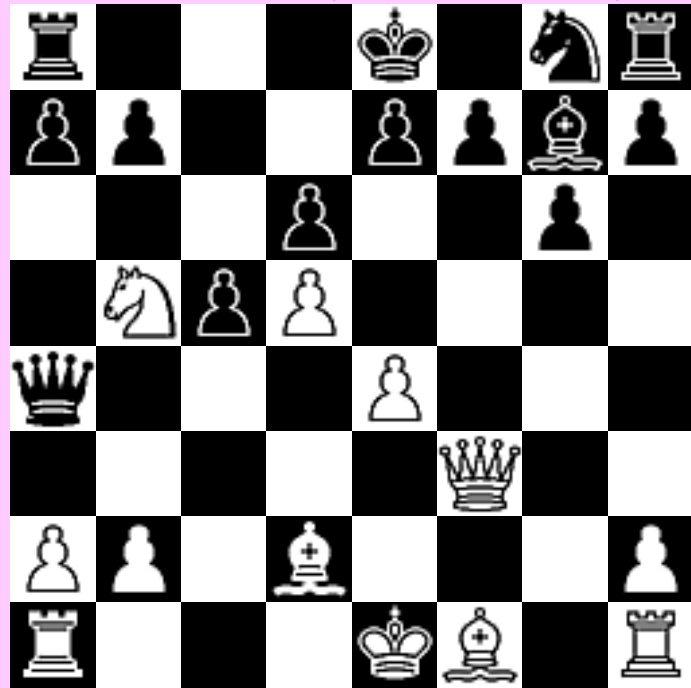
This document (Canon\canon147.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

mohring - diaz,bucuresti [A42]no retreat, 1976

1. d4 g6 2. c4 Bg7 3. Nc3 d6 4. e4 Nc6 5. d5 Nd4 6. Be3 c5 7. Nge2 Qb6 8. Na4 Qb4+ 9. Bd2 Qxc4 10. Nec3 Qb4 11. Nb5 Bg4 12. f3 Bxf3 13. gxf3 Nxf3+ 14. Qxf3 Qxa4



(white to play) 15. b3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon148.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

ostojic - poutianen [B04]no retreat, 1976

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Nb6 5. a4 a5 6. Bd3 g6 7. exd6 cxd6 8. O-O Bg7 9. Re1 O-O 10. c3 Bd7 11. Bc2 Bc6 12. Bb3 Nd5 13. Na3 Nd7



(black's pieces are in each other way: how can white make use of this?) 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon149.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Noah's Ark trap - Steinitz Variation [C60]no retreat, 1996

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. d4 b5 6. Bb3 exd4 7. Nxd4 Nxd4 8. Qxd4? c5 9. Qd5 Be6
10. Qc6+ Bd7 11. Qd5 c4



0-1

Back to [Chess Coaching Page](#)

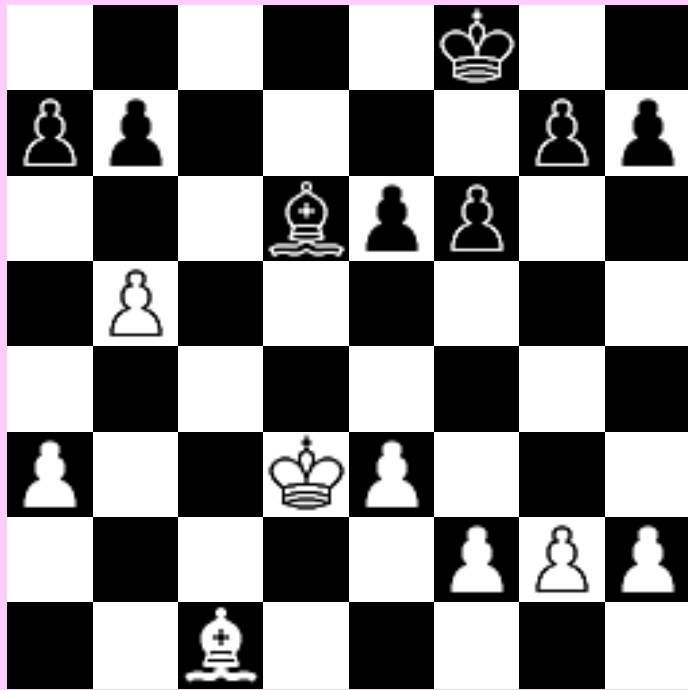
This document (Canon\canon150.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

spassky - fischer, Reykjavik WCh (1) [E56]no retreat, 1972

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 Bb4 5. e3 O-O 6. Bd3 c5 7. O-O Nc6 8. a3 Ba5 9. Ne2 dxc4 10. Bxc4 Bb6 11. dxc5 Qxd1 12. Rxd1 Bxc5 13. b4 Be7 14. Bb2 Bd7 15. Rac1 Rfd8 16. Ned4 Nxd4 17. Nxd4 Ba4 18. Bb3 Bxb3 19. Nxb3 Rxd1+ 20. Rxd1 Rc8 21. Kf1 Kf8 22. Ke2 Ne4 23. Rc1 Rxc1 24. Bxc1 f6 25. Na5 Nd6 26. Kd3 Bd8 27. Nc4 Bc7 28. Nxd6 Bxd6 29. b5



(fischer's next move is very hard to understand) 29... Bxh2 30. g3 h5 31. Ke2 h4 32. Kf3 Ke7 33. Kg2 hxg3 34. fxg3 Bxg3 35. Kxg3 Kd6 36. a4 Kd5 37. Ba3 Ke4 38. Bc5 a6 39. b6 f5 40. Kh4 f4 41. exf4 Kxf4 42. Kh5 Kf5 43. Be3 Ke4 44. Bf2 Kf5 45. Bh4 e5 46. Bg5 e4 47. Be3 Kf6 48. Kg4 Ke5 49. Kg5 Kd5 50. Kf5 a5 51. Bf2 g5 52. Kxg5 Kc4 53. Kf5 Kb4 54. Kxe4 Kxa4 55. Kd5 Kb5 56. Kd6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon151.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

pernici - herrera [C00]no retreat & design for check, 1976

1. e4 e6 2. d3 d5 3. Nd2 d4 4. Ngf3 c5 5. g3 Ne7 6. Bg2 Nbc6 7. O-O Ng6 8. Nc4 e5 9. h4 Bg4 10. Qd2 h6 11. Nh2 Bd7



(black had no idea what was about to happen to her - have you?) 12. h5 Nge7 13. Nd6# 1-0

Back to [Chess Coaching Page](#)

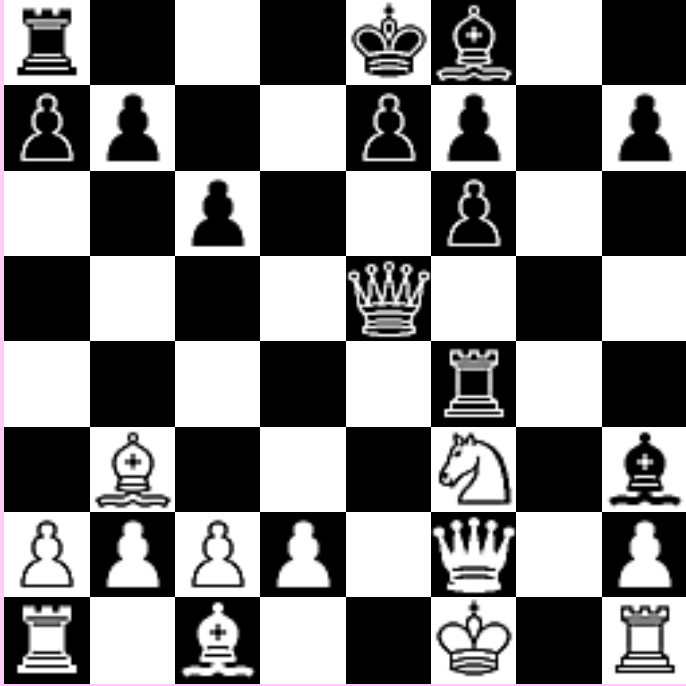
This document (Canon\canon152.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

feller - solmundarson,haifa [B10]no retreat pins and mates, 1976

1. e4 c6 2. Nc3 d5 3. Qf3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6 6. Bc4 Nd7 7. Qh5 Ne5 8. Bb3 Qa5 9. Qh4 Rg8 10. f4 Rxc2 11. fxe5 Qxe5+ 12. Kf1 Rg4 13. Qf2 [13. Qxh7 (or 13 Qe1, Rf4+ 14 Nf3, Rxf3+) 13... Rf4+ 14. Nf3 Rxf3+ 15. Kg2 Qe2+ 16. Kg1 Rf1#] 13... Rf4 14. Nf3 Bh3+



(white resigned - why ?) 15. Kg1 Rg4+ 16. Qg3 Rxc3+ 17. Kf2 Rg2+ 18. Kf1 Qe2# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon153.html) was last modified on 13 Aug 2005 by



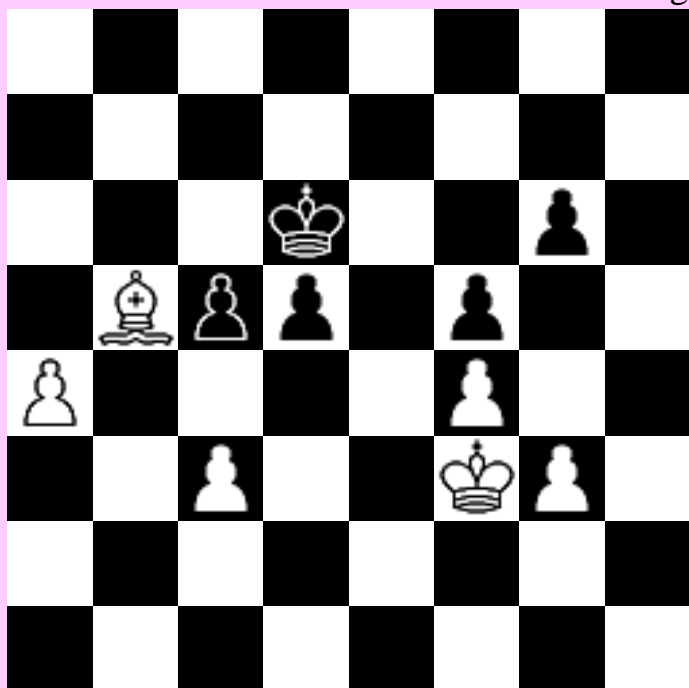
[Dr. Dave](#)

Butler,D - Sapiecha,W. (Teignmouth Hand [B21]no retreat: the eternal ...Qxb, no retreat: the, 1996

1. e4 c5 2. f4 e6 3. Nf3 Nc6 4. Be2 [4. Nc3 Nge7 5. Bb5 d5 6. Qe2] 4... d6 5. O-O Be7 6. Nc3 a6 7. d4 cxd4 8. Nxd4 Qb6 This is awkward but White finds a superb trap 9. Be3 Qxb2 10. Na4



10... Qb4 [10... Qa3 11. c3 b5 12. Nxc6 bxa4 13. Bd4] 11. c3 Qa5 12. Nxc6 bxc6 13. Bb6 Qxb6+ 14. Nxb6 Rb8 15. Nxc8 Rxc8 16. Bxa6 Rb8 17. Rb1 Rxb1 18. Qxb1 Bd8 19. Rd1 d5 20. exd5 exd5 21. Re1+ [21. c4] 21... Ne7 22. Bc8 O-O 23. Bd7 g6 24. Qb8 h5 25. Qe5 f6 26. Qxe7 no need for this - Black is very tied down [26. Qe6+] 26... Bxe7 27. Rxe7 c5 28. Re8 Kf7 29. Rxf8+ Kxf8 30. a4 Ke7 31. Bb5 Kd6 32. Kf2 h4 33. Kf3 f5 34. g3 hxg3 35. hxg3



35... c4 awful: gives White an entry point 36. a5 Kc5 37. a6 Kb6 38. Ke3 1-0

Back to [Chess Coaching Page](#)

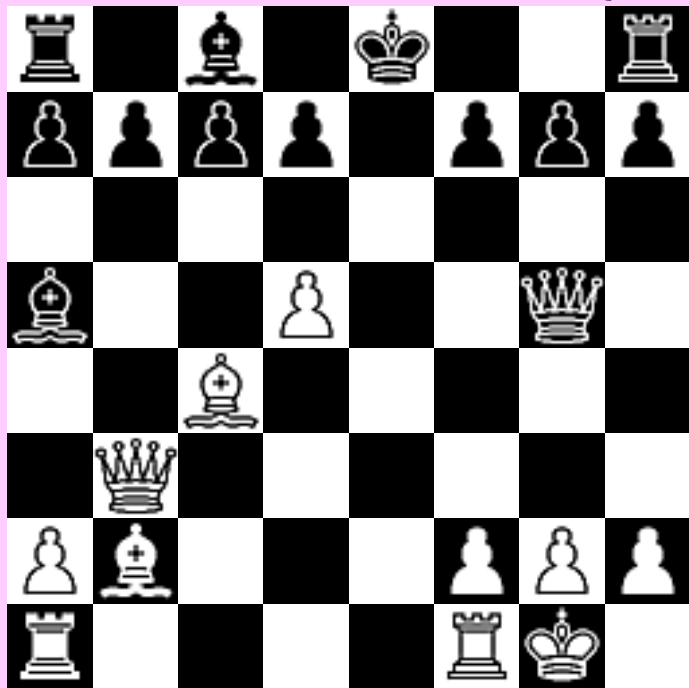
This document (Canon\canon154.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer - Fine NY (skittles game) [C52]over loading, 1963

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O dxc3 8. Qb3 Qe7 9. Nxc3 Nf6
10. Nd5 Nxd5 11. exd5 Ne5 12. Nxe5 Qxe5 13. Bb2 Qg5



(white's Bb2 stares menacingly at g7, but the Qg5 protects it) 14. h4 Qxh4 15. Bxg7 Rg8 16. Rfe1+
Kd8 (now the Qh4 can be deflected from the d8-h4 diagonal to allow Bf6+) 17. Qg3 1-0

Back to [Chess Coaching Page](#)

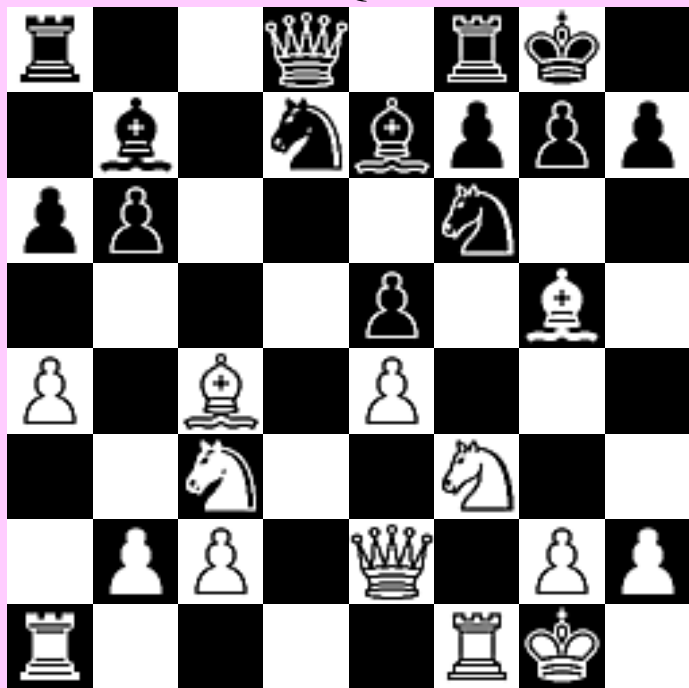
This document (Canon\canon155.html) was last modified on 13 Aug 2005 by



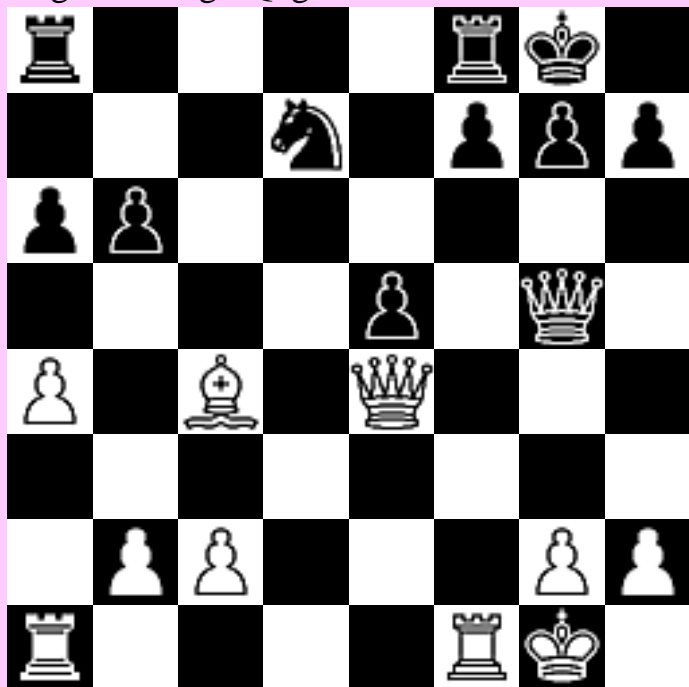
[Dr. Dave](#)

tactics: wl [B93]over loading, 1994

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e5 7. Nf3 Nbd7 8. a4 b6 [8... Qc7] 9. Bc4 Be7 10. O-O O-O 11. Qe2 Bb7 12. fxe5 dxe5 13. Bg5



13... Nxe4 a likely unmasking, but Black has not seen far enough [13... Rc8] 14. Nxe4 Bxe4 15. Qxe4 Bxg5 16. Nxg5 Qxg5



17. Rxf7 Kh8 18. Rxd7 1-0

Back to [Chess Coaching Page](#)

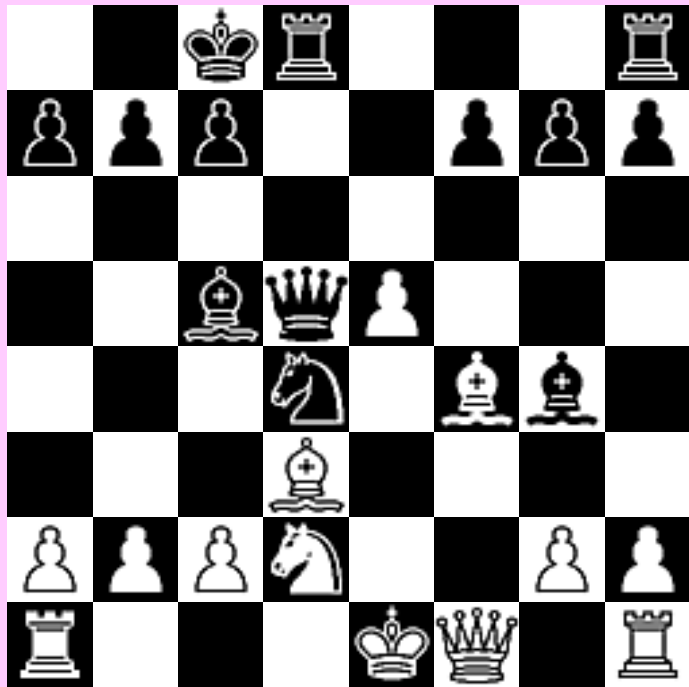
This document (Canon\canon156.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tagirov - Janosevic (Zagreb) [C29]overloading, 1947

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nxe4? [5. Qe2] [5. Nf3] 5... dxe4 6. d4 exd3 7. Bxd3 Nc6 8. Nf3 Bc5 9. Bf4 Bg4 10. Qe2 [10. Qd2] 10... Nd4 11. Qf1 Qd5! 12. Nd2 [12. O-O-O Qxa2] 12... O-O-O



13. Be4 [13. c3 Ne6!] [13. h3 Be2!] [13. Rc1 g5 14. Bxg5 Qxe5+ 15. Ne4 Qxe4+ 16. Bxe4 Nxc2+ 17. Bxc2 [17. Rxc2 Rd1#] 17... Rhe8+ 18. Be3 [18. Be4 Rxe4+ 19. Be3 Rxe3 + 20. Kf2 Rd2+ 21. Kg1 Rc3+ 22. Qf2 Rxc1#] 18... Rxe3+ 19. Kf2 Rd2+ 20. Kg1 Re1#] [13. Ne4 Be2 14. Bxe2 Nxc2+] 13... Qxe4+ [13... Qxe4+ 14. Nxe4 Nxc2+] 0-1

Back to [Chess Coaching Page](#)

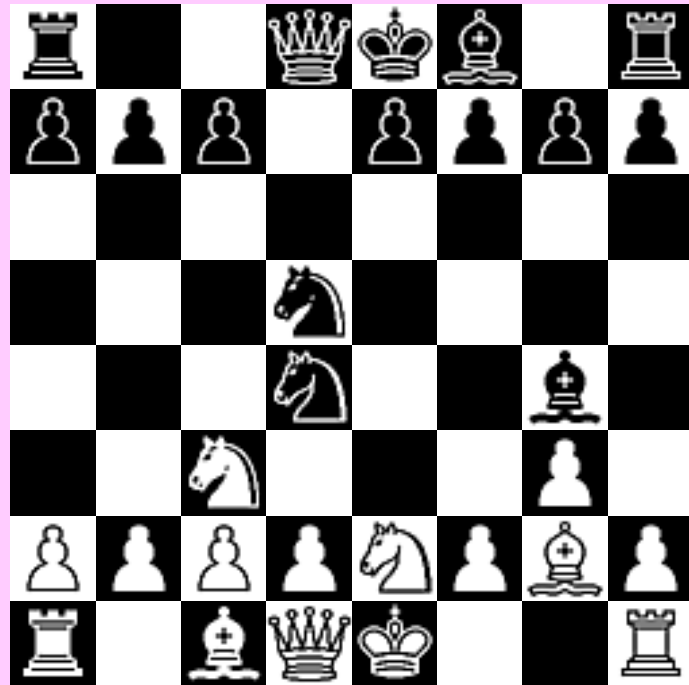
This document (Canon\canon157.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tactics: lombardy [B02]pin and design for mate, 1994

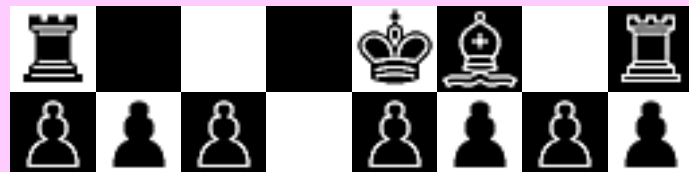
1. e4 Nf6 2. Nc3 d5 3. exd5 Nxd5 4. Nge2 Nc6 5. g3 Bg4 6. Bg2 Nd4

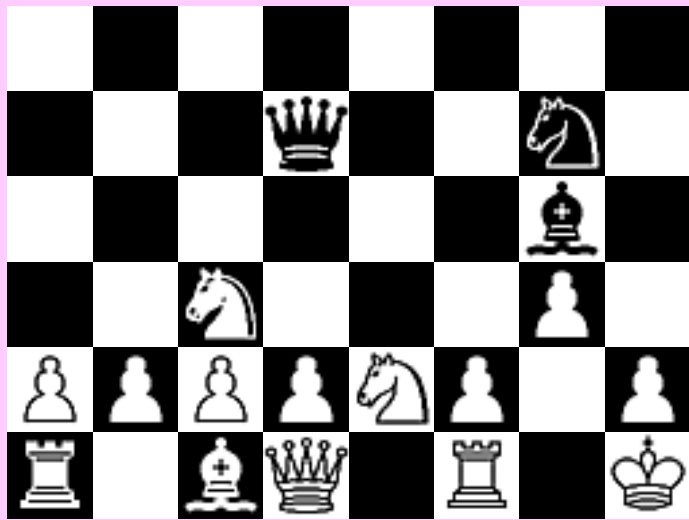


7. Bxd5 [7. f3] 7... Qxd5



8. f3 [8. Nxd5 Nf3+ 9. Kf1 Bh3#] [8. O-O Nf3+ 9. Kh1 Ng5+]





10. Nxd5 Bf3+ 11. Kg1 Nh3#] 8... Qxf3 9. Rf1 Qg2 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon158.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Ahrend - Dyckhoff (Nemaske) [C56]pins, 1937

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Nxe4 6. Re1 d5 7. Nc3?! [7. Bxd5 Qxd5 8. Nc3] 7... dxc3 8. Bxd5



8... Be6! 9. Rxe4? [9. Bxe4] 9... Ne7! unpinning and winning 0-1

Back to [Chess Coaching Page](#)

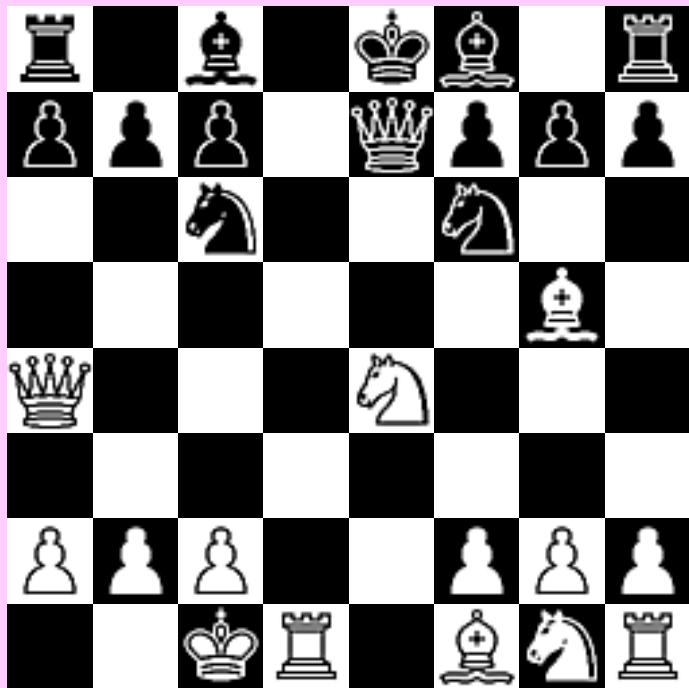
This document (Canon\canon159.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein - NN (Moscow simul.) [C22]pins, 1950

1. e4 e5 2. d4 exd4 3. Qxd4 Nc6 4. Qa4 Nf6 5. Nc3 d5? 6. Bg5 pin 1 6... dxe4 7. Nxe4 Qe7 pin 2 8. O-O-O!



8... Qxe4? 9. Rd8+!! Kxd8 10. Qxe4 pin 3 1-0

Back to [Chess Coaching Page](#)

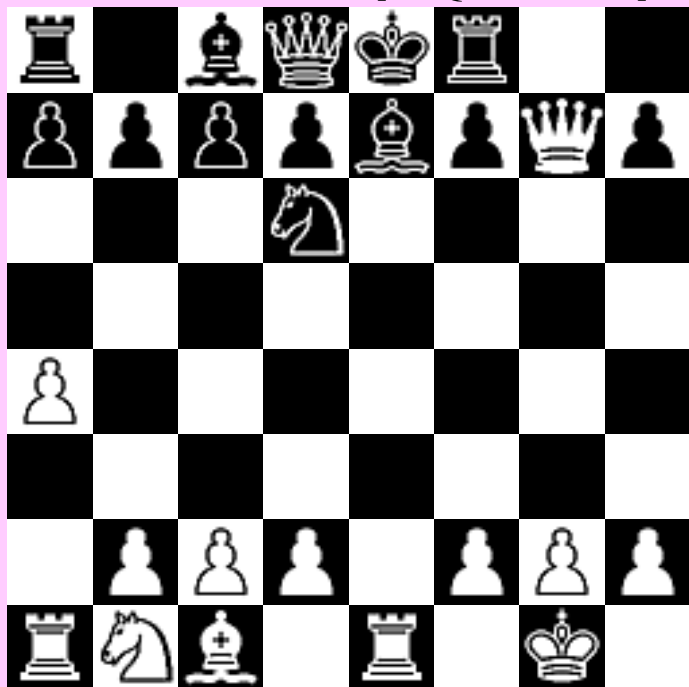
This document (Canon\canon160.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Ljubojevic - Calvo (Lanzarote) [C67]pins, 1973

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. Re1 [5. d4 Nd6 [5... Be7] 6. dxe5 Nxb5 7. a4] 5... Nd6
 6. Nxe5 Be7 7. Qh5?! [7. Bd3] 7... Nxe5 [7... g6 8. Qh6 Nxb5 9. Qg7 Rf8 10. Ng4 f5 11.
 Nf6+ Rxf6 12. Qxf6] 8. Qxe5 Nxb5? [8... O-O] 9. Qxg7 Rf8 10. a4! Nd6



11. Nc3! Nf5 [11... c6 12. Qf6 Nc4 13. d3] 12. Nd5! f6 13. Qxh7 d6 14. Qg6+ 1-0

Back to [Chess Coaching Page](#)

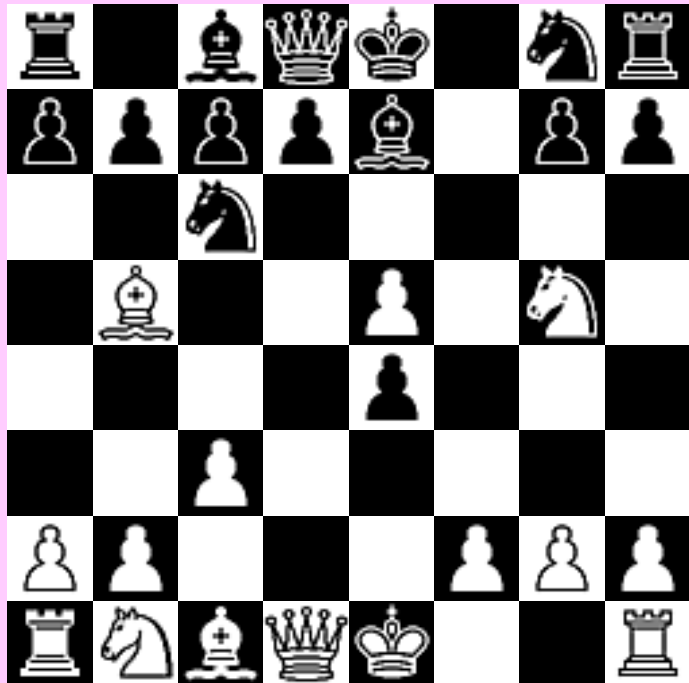
This document (Canon\canon161.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Vasiukov - Gitterman (23rd USSR Ch'p) [C64]pins, 1977

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. c3 f5 5. d4 fxe4 6. Ng5 Be7 7. dxe5



7... Nxe5?? [7... Bxg5 is forced 8. Qh5+] 8. Ne6! 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon162.html) was last modified on 13 Aug 2005 by



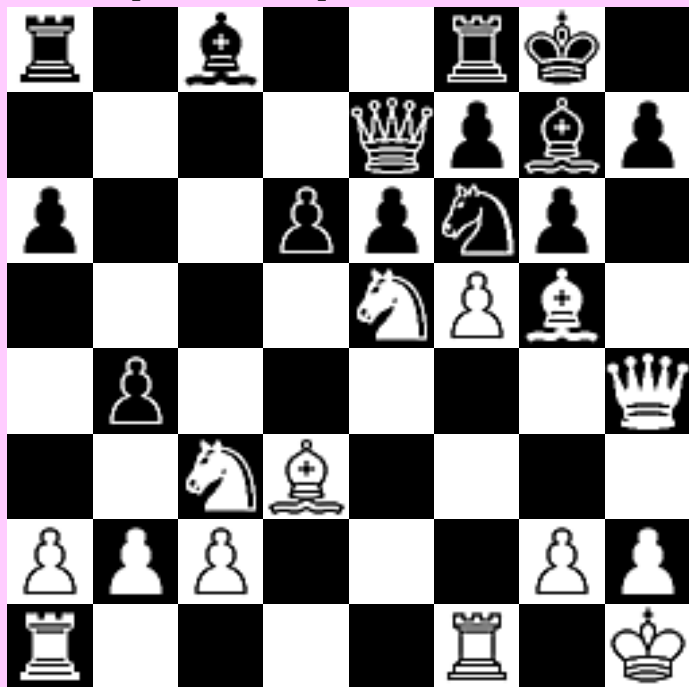
[Dr. Dave](#)

Griffiths,P - Evans [B93]pins - 1 - decisive (Siegen), 1970

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 Qc7 7. Bd3 Nc6 8. Nf3 g6 9. O-O Bg7 10. Qe1 e6 11. Kh1 O-O 12. Qh4 b5 13. f5 Qe7 14. Bg5



14... b4 [14... Ne5] 15. e5 1-0 15... Nxe5 16. Nxe5



16... dxe5 [16... bxc3 17. Ng4] 17. Ne4 1-0

Back to [Chess Coaching Page](#)

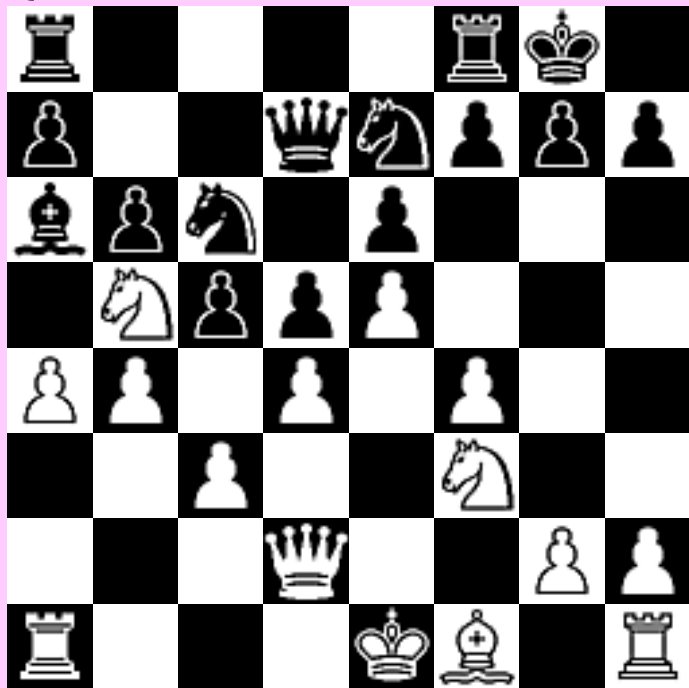
This document (Canon\canon163.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

alekhine - nimzovitch,san remo [C17]pins - 2 - double pin, 1930

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. Bd2 Ne7 6. Nb5 Bxd2+ 7. Qxd2 O-O 8. c3 b6 9. f4 Ba6 10. Nf3 Qd7 11. a4 Nbc6 12. b4



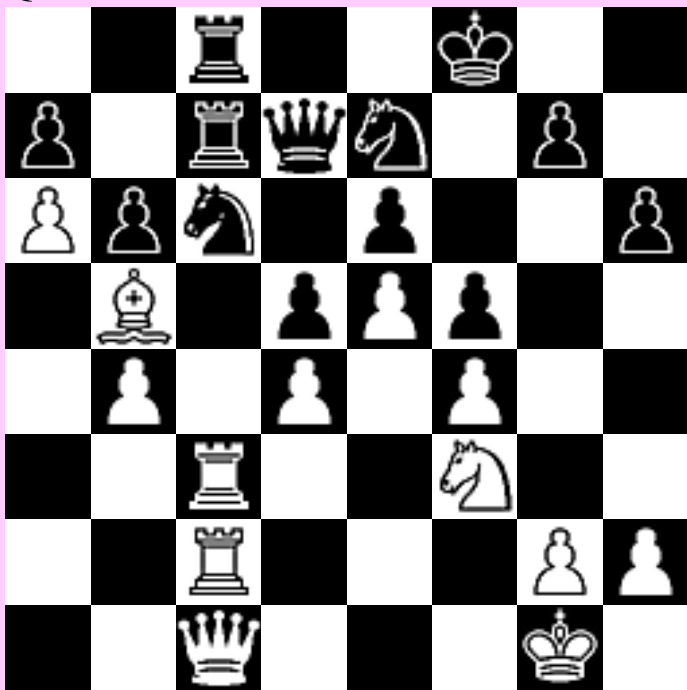
12... cxb4 [12... c4 13. Na3 Nd8 14. Nc2 when White is free to belt down the King's side] 13. cxb4 Bb7 14. Nd6 f5 15. a5 Nc8 16. Nxb7 Qxb7 17. a6 Qf7 [17... Qe7 18. Bb5 Nd8 [18... Nxb4 19. Rb1]] 18. Bb5 N8e7 19. O-O h6 20. Rfc1 Rfc8 21. Rc2



21... Qe8

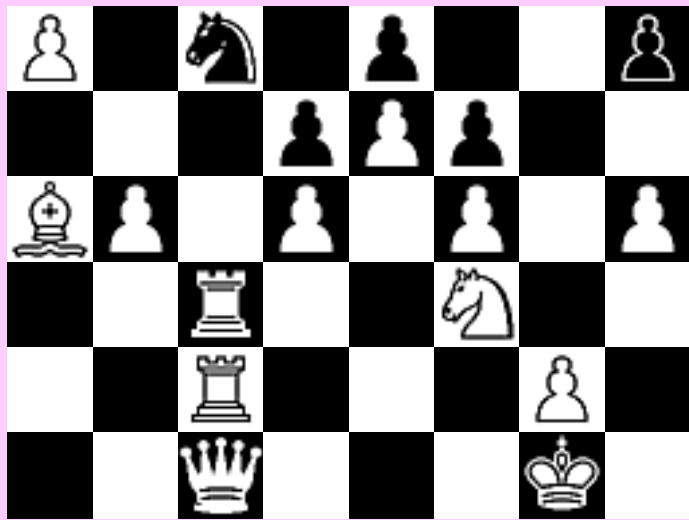


hoping to make a stand on c6, but enters the worst pin in the world [21... Nd8 22. Rac1 Rxc2 23. Rxc2 Rc8 24. Bd7 Rxc2 25. Qxc2 concedes the c-file, when the Q can't be kept put for long] 22. Rac1 Rab8 23. Qe3 Rc7 else White wins by Qe3-a3-a4 24. Rc3 Qd7 25. R1c2 Kf8 26. Qc1 Rbc8



pin number two, down the c-file - worth another diagram. How can White increase the pressure? 27. Ba4 b5 28. Bxb5 Ke8 29. Ba4 Kd8 30. h4





zugzwang 30... Qe8 31. b5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon164.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

von freyemann - forgacz, st. petersburg [A83] pins - 3 - triple pin, 1909

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. f3 Qa5 6. Qd2 e3 7. Bxe3 e5 8. dxe5 Qxe5 9. O-O-O d5 10. Bf4 Qf5 11. Re1+ Kf7 12. Bd3 Qd7 13. Nh3 Qd8 14. Ng5+ Kg8 15. Ne6 Bxe6 16. Rxe6 g6 17. Bg5 Nbd7 18. Qf4 Kf7 19. Rhe1 h6 20. Bh4 Bg7



Black is in a TRIPLE pin; how is White to increase the pressure? [20... g5 21. Qf5 Rg8 22. Bf2 Black's position remains precarious] 21. Ne4 dxe4 [21... Rf8 22. Nxf6 Nxf6 23. Bxf6 Bxf6 24. Rd6 g5 25. Qf5 Qxd6 26. Qg6#] 22. Bc4 the power of discovered check 22... Kg8 23. Rxf6+ Kh7 24. Rxg6 Nf6 [24... Kxg6 25. Qxe4+ Kh5 26. Qg4#] 25. Qf5 1-0

Back to [Chess Coaching Page](#)

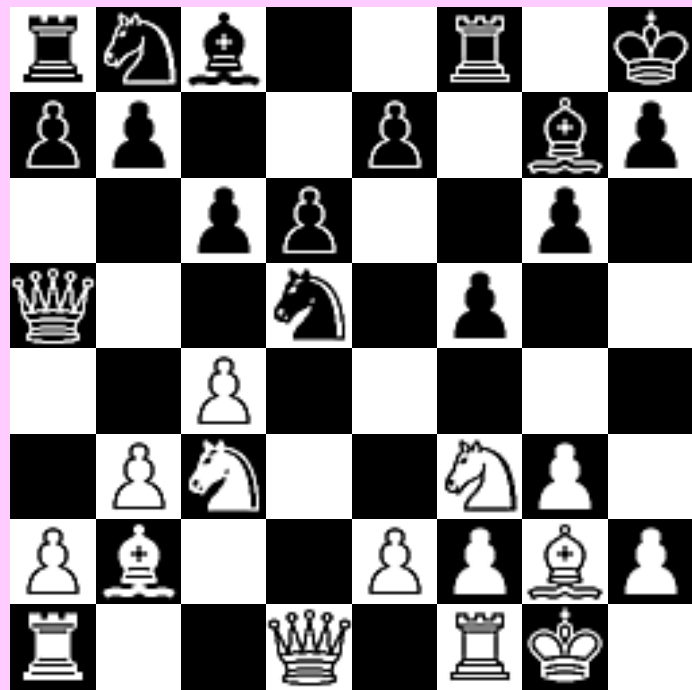
This document (Canon\canon165.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

robatsch - jansa,sochi [A87]pins, counter pins, 1974

1. c4 f5 2. Nf3 Nf6 3. g3 g6 4. b3 Bg7 5. Bb2 O-O 6. Bg2 d6 7. d4 c6 8. O-O Kh8 [8... Qc7] 9. d5 Qa5
10. Nc3 Nxd5



?? 11. cxd5 Bxc3 12. Qd2 Qxd5 13. Qxc3+ e5 14. Nxe5 1-0

Back to [Chess Coaching Page](#)

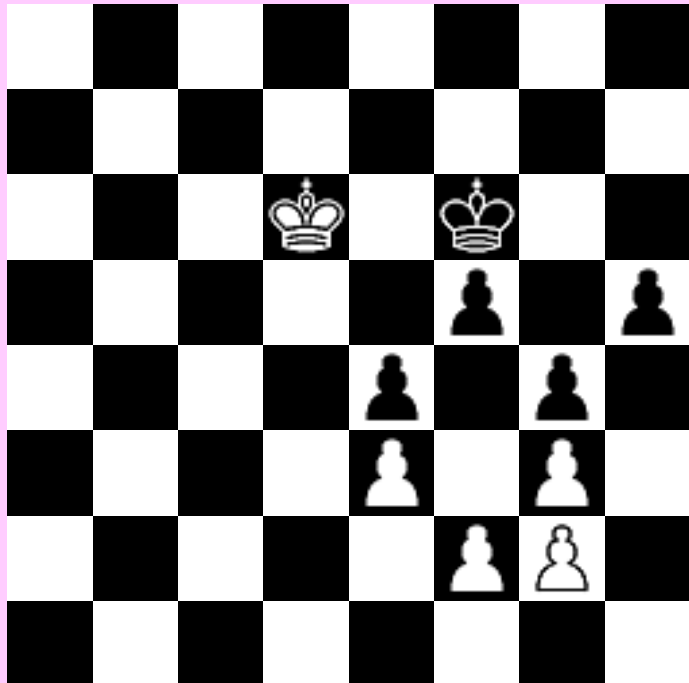
This document (Canon\canon166.html) was last modified on 13 Aug 2005 by



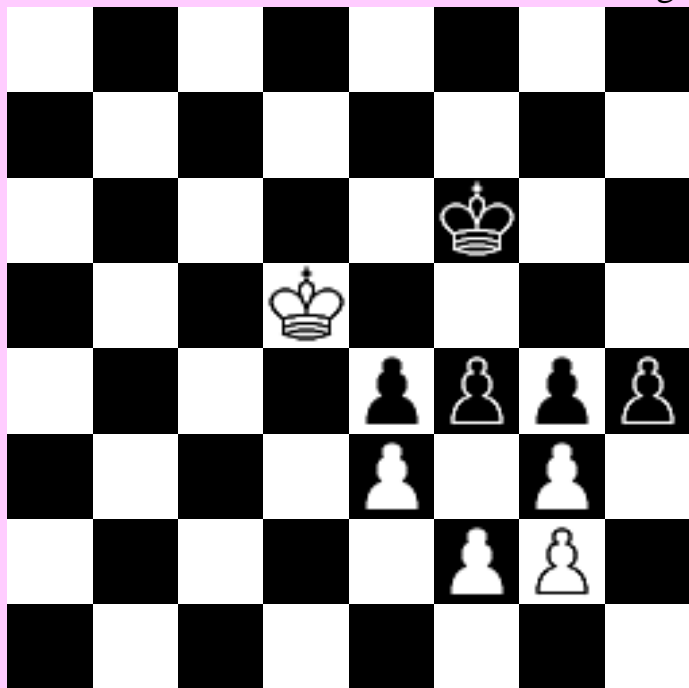
[Dr. Dave](#)

pomar - cuerdas [t50queening breakthrough, 1990

(wKd6,Pe3,f2,g2,g3; bKf6,Pe4,f5,g4,h5)



a real-life version of the famous breakthrough 1... f4 2. Kd5 [2. gxf4 h4] 2... h4



3. Kxe4 f3 4. gxf3 h3 0-1

Back to [Chess Coaching Page](#)

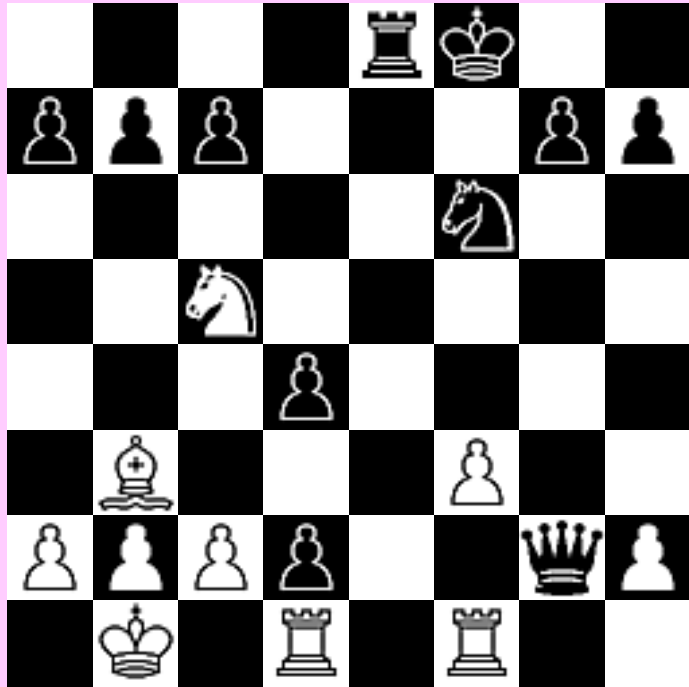
This document (Canon\canon167.html) was last modified on 13 Aug 2005 by



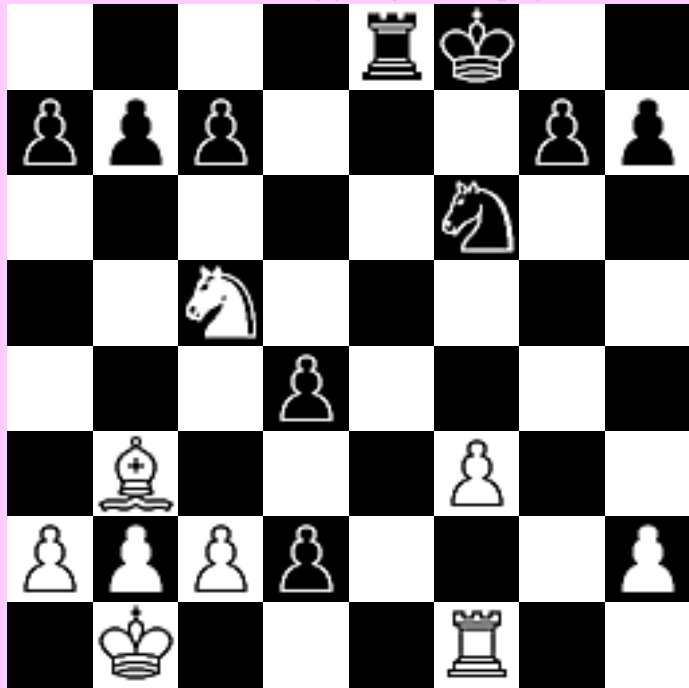
[Dr. Dave](#)

Barnes, T. (London) - Morphy, P [C41] queening combination, 1858

1. e4 e5 2. Nf3 d6 3. d4 f5 4. dxe5 fxe4 5. Ng5 d5 6. e6 Bc5 7. Nf7 Qf6 8. Be3 d4 9. Bg5 Qf5 10. Nxh8 Qxg5 11. Bc4 Nc6 12. Nf7 Qxg2 13. Rf1 Nf6 14. f3 Nb4 15. Na3 Bxe6 16. Bxe6 Nd3+ 17. Qxd3 exd3 18. O-O-O Bxa3 19. Bb3 d2+ 20. Kb1 Bc5 21. Ne5 Kf8 22. Nd3 Re8 23. Nxc5



white is lost but struggling - morphy finds a characteristically clear line 23... Qxf1 24. Ne6+ [24. Rxf1



24... Re1+ 25. Rxe1 dxe1=Q#] 24... Rxe6 [24... Rxe6 25. Bxe6 Qxd1#] 0-1

Back to [Chess Coaching Page](#)

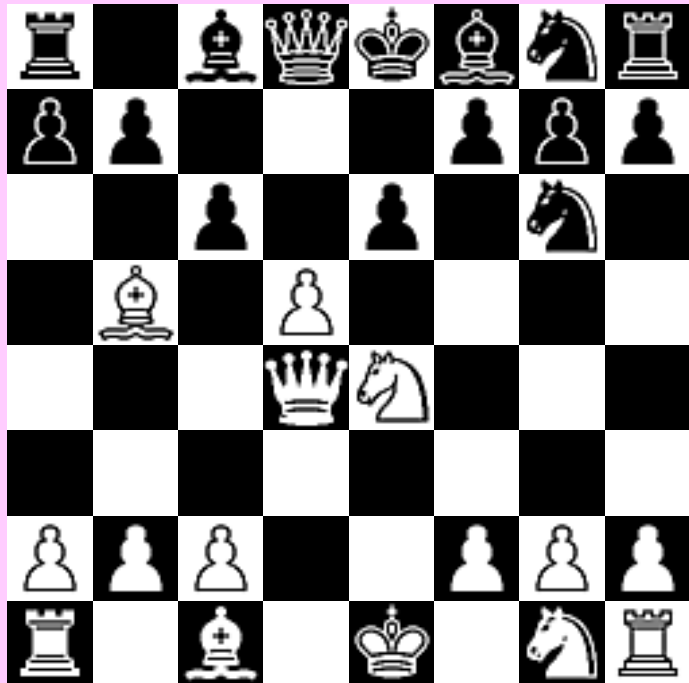
This document (Canon\canon168.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Trap in - Nimzovitch Defence [B00]queening combination, 1996

1. e4 Nc6 2. d4 d5 3. Nc3 dxe4 4. d5 Ne5 5. Qd4 Ng6 6. Nxe4 e6? 7. Bb5+ c6



8. dxc6 Qxd4 9. cxb7+ Kd8 10. bxa8=Q 1-0

Back to [Chess Coaching Page](#)

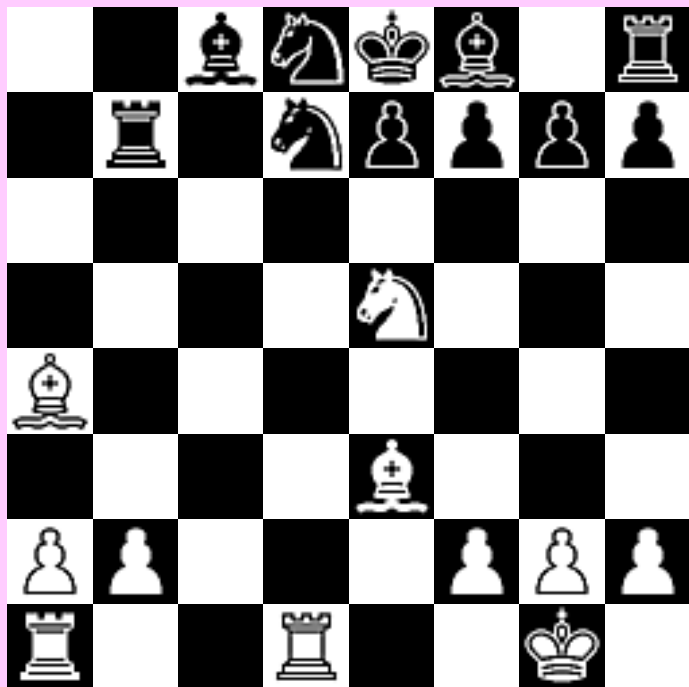
This document (Canon\canon169.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Gibson,L - Curnow,DA (Charlton Open) [B21]removing the guard bishop pin, 1975

1. e4 c5 2. d4 cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Nf3 d6 6. Bc4 a6 7. O-O Nf6 8. e5 ? 8... dxe5 9. Qxd8+ Nxd8 10. Nxe5 b5 11. Nxb5 axb5 12. Bxb5+ Nd7 13. Rd1 Ra7 14. Be3 Rb7 15. Ba4



(black resigned - why?) [15. Ba4 f6 16. Rac1 fxe5 17. Rxc8 e6 18. Bc6 Ra7] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon170.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

legueltel - studev,kuortane [D35]removing the guard check, 1976

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 Nbd7 6. Nf3 O-O 7. cxd5 exd5 8. Bd3 Re8 9. Qc2 c5 10. dxc5 Nxc5 11. Bxf6 Nxd3+ 12. Qxd3 Bxf6 13. Qxd5



(black to play) 13... Bxc3+ 0-1

Back to [Chess Coaching Page](#)

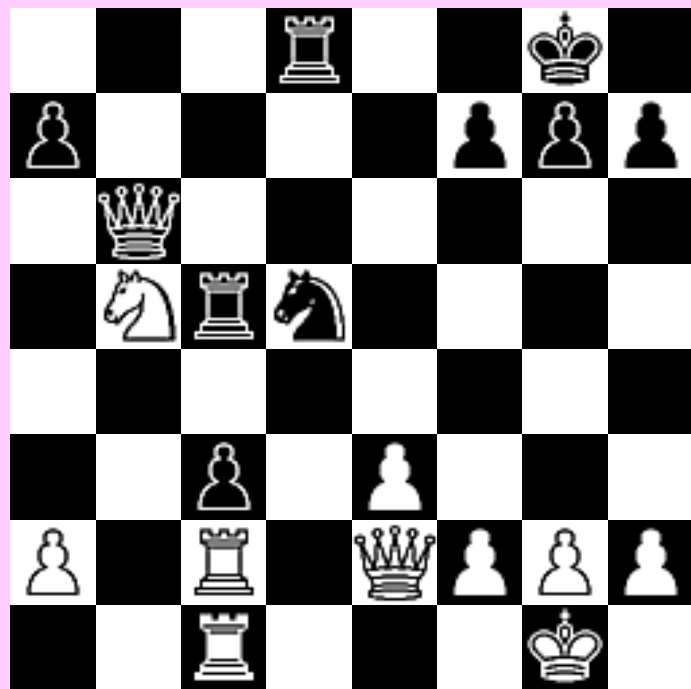
This document (Canon\canon171.html) was last modified on 13 Aug 2005 by



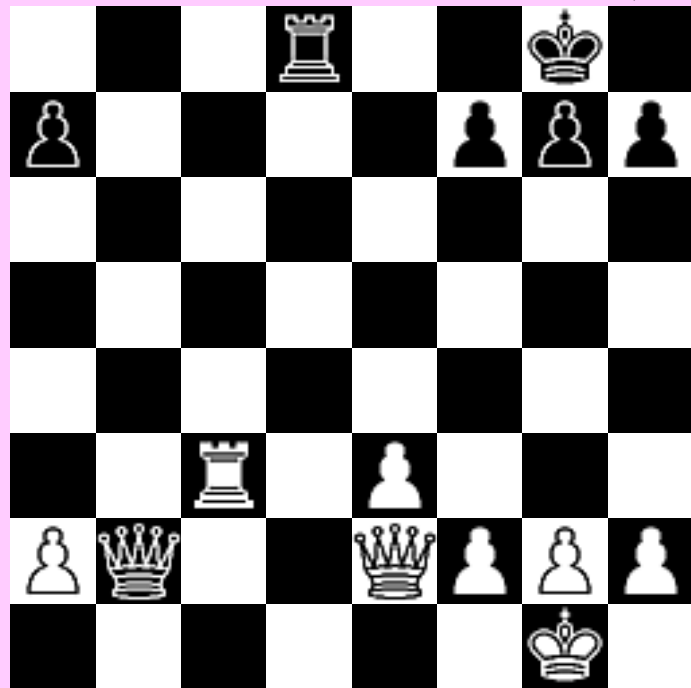
[Dr. Dave](#)

Bernstein - Capablanca, Moscow [D63] removing the guard deflection, 1914

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Rc1 b6 8. cxd5 exd5 9. Qa4 Bb7 10. Ba6 Bxa6 11. Qxa6 c5 12. Bxf6 Nxf6 13. dxc5 bxc5 14. O-O Qb6 15. Qe2 c4 16. Rfd1 Rfd8 17. Nd4 Bb4 18. b3 Rac8 19. bxc4 dxc4 20. Rc2 Bxc3 21. Rxc3 Nd5 22. Rc2 c3 23. Rdc1 Rc5 24. Nb3 Rc6 25. Nd4 Rc7 26. Nb5 Rc5



(now white jumps at the chance to rid himself of the bold pawn at c3, but there is a sting in the tail...)
 27. Nxc3 Nxc3 28. Rxc3 Rxc3 29. Rxc3 (there is now a very pretty unveiling) 29... Qb2



[29... Qb2 30. Qc4 [30. Rd3 Qc1+ 31. Qf1 Qxf1+ 32. Kxf1 Rxd3] [30. Rc2 Qb1+ 31. Qf1 Qxc2] [30. Qc2 Qa1+ 31. Qc1 Rd1+ 32. Qxd1 Qxd1#] 30... Rd1+ 31. Qf1] 0-1

Back to [Chess Coaching Page](#)

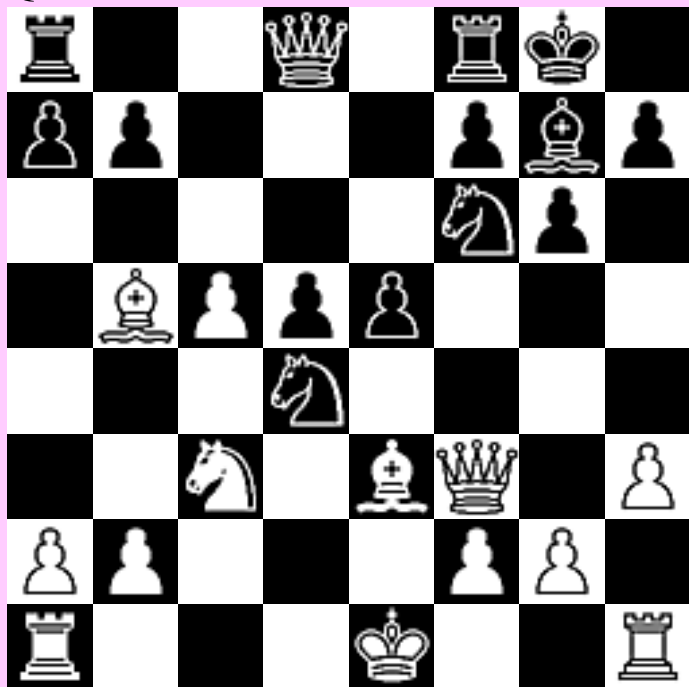
This document (Canon\canon172.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

guddahl - karlsson,kringsja [E61]removing the guard double atta, removing the gu, 1976

1. d4 Nf6 2. c4 c5 3. e3 g6 4. Nf3 Bg7 5. Nc3 O-O 6. Bd3 cxd4 7. exd4 d5 8. c5 Bg4 9. h3 Bxf3 10.
Qxf3 Nc6 11. Be3 e5 12. Bb5 Nxd4



(white resigns - why ?) 13. Bxd4 exd4 14. Ne2 Qa5+ 0-1

Back to [Chess Coaching Page](#)

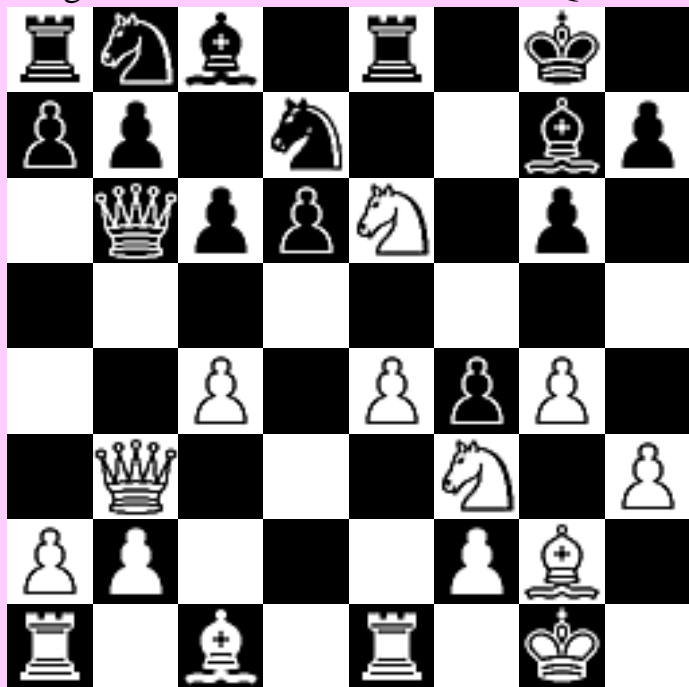
This document (Canon\canon173.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

berry - evans, lone pine [A88] removing the guard knight fork, removing the gu, 1976

1. Nf3 g6 2. c4 Bg7 3. Nc3 f5 4. d4 Nf6 5. g3 O-O 6. Bg2 d6 7. O-O c6 8. Re1 Nh5 9. h3 e5 10. e4 f4
11. g4 exd4 12. Ne2 Nf6 13. Nexd4 Qb6 14. Qb3 Nfd7 15. Ne6 Re8



(black resigns - why?) 16. Qxb6 Nxb6 17. Nc7 1-0

Back to [Chess Coaching Page](#)

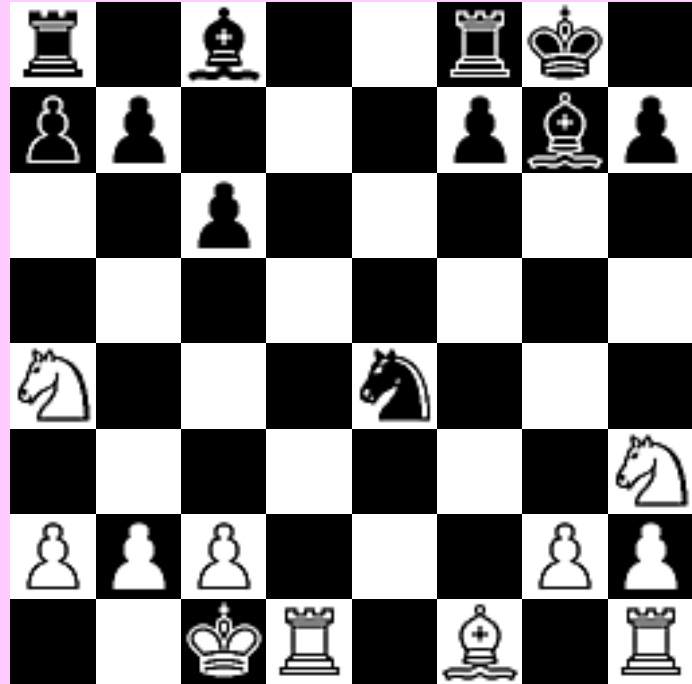
This document (Canon\canon174.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

philippe - kennefick,haifa [D01]removing the guard knight fork, removing the gu, 1993

1. d4 Nf6 2. Nc3 d5 3. Bg5 Nbd7 4. f3 c6 5. e4 dxe4 6. fxe4 e5 7. dxe5 Qa5 8. Bxf6 gxf6 9. exf6 Nxf6
10. Qd4 Bg7 11. O-O-O O-O 12. Qa4 Qxa4 13. Nxa4 Nxe4 14. Nh3



(black to play and win) 0-1

Back to [Chess Coaching Page](#)

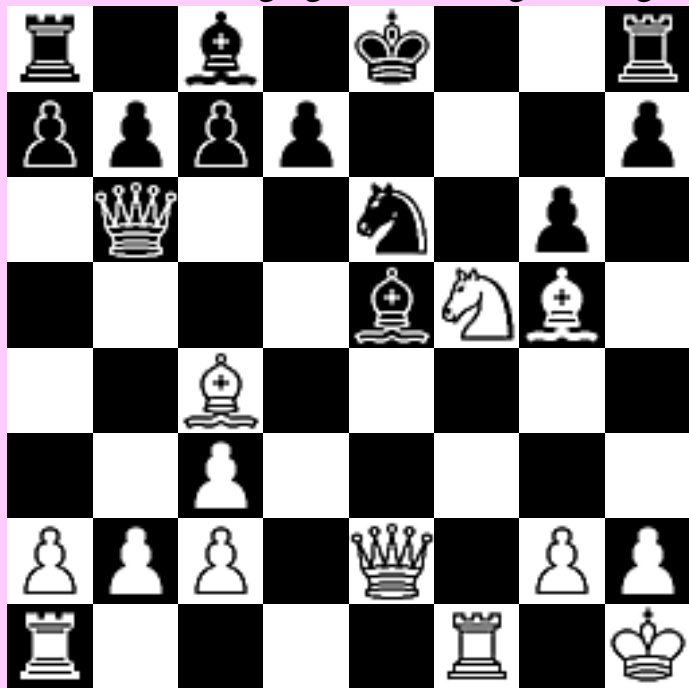
This document (Canon\canon175.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

trapl - ornstein,decin [C55]resign for check mate, 1976

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. O-O Nxe4 5. Nc3 Nxc3 6. dxc3 Qf6 7. Ng5 Nd8 8. f4 Qb6+ 9. Kh1 f6
10. Ne4 f5 11. Ng3 g6 12. fxe5 Bg7 13. Bg5 Ne6 14. Nxf5 Bxe5 15. Qe2



(black resigned - why ?) 15... d6 [15... Bd6 16. Ng7+ Nxg7 17. Bf7+] 16. Bxe6 [16. Ng7+ Nxg7 17. Bf7+] 16... Bxe6 17. Ng7+ Kd7 18. Nxe6 Kxe6 19. Qg4+ Kd5 20. Qf3+ Kc4 21. b3+ Kb5 22. a4+ Ka6 23. Qd3+ Ka5 24. b4+ Qxb4 25. cxb4+ Kxb4 26. Qb3+ Kc5 27. Be3+ Bd4 28. Qb5# 1-0

Back to [Chess Coaching Page](#)

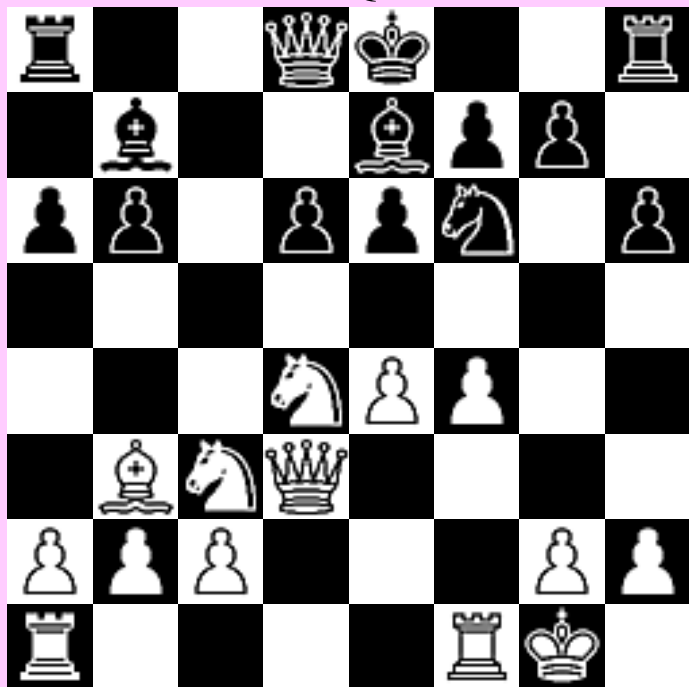
This document (Canon\canon176.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

stein,m - browne,w [B94]sacrifice on e6 by knight in S, sacrifice on e6, 1974

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 Nbd7 7. Bc4 e6 8. O-O h6 9. Bxf6 Nxf6 10. Bb3 b6 11. f4 Bb7 12. Qd3 Be7



13. Nxe6 a common theme in these Paulsen/Scheveningen Sicilian positions 13... fxe6 14. Bxe6 b5 15. e5 Qb6+ 16. Kh1 dxe5 17. Qg6+ Kd8 18. Qf7 Qc5 19. fxe5 Bxg2+ 20. Kxg2 Rf8 21. Rad1+ Kc7 22. Qxg7 Rg8 23. exf6 Rxg7+ 24. fxg7 Bd6 25. Rf7+ Kc6 26. Bd5+ Kb6 27. Bxa8 Qg5+ 28. Kh1 Be5 29. b4 a5 30. Rb7+ Kc6 31. g8=Q Qxg8 32. Rb8+ Stean won the brilliancy prize for this game 1-0

Back to [Chess Coaching Page](#)

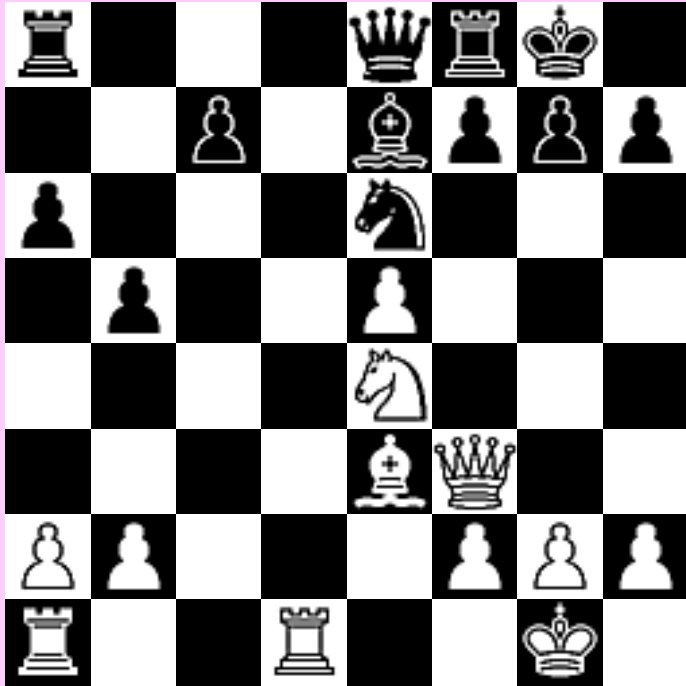
This document (Canon\canon177.html) was last modified on 13 Aug 2005 by



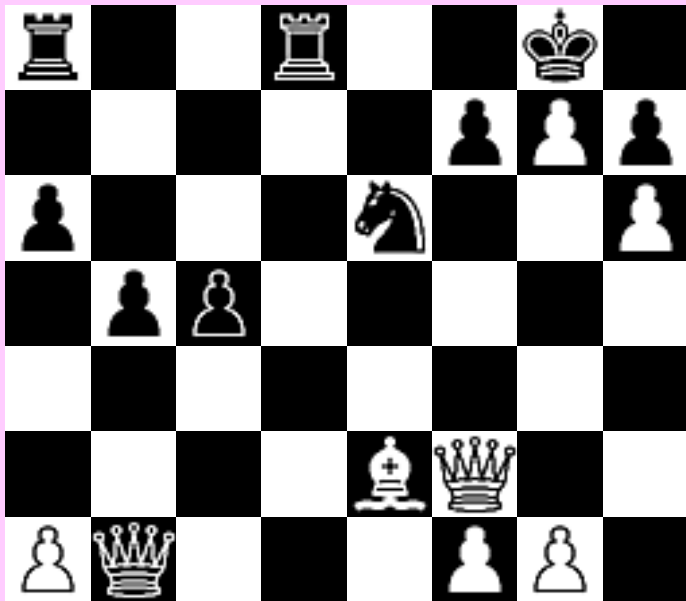
[Dr. Dave](#)

Karpov, An (2700) - Kortschnoj, V (2695) [C80] sacrifice on f6 (Wch30-Merano), sacrifice on f6, 1981

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. Nbd2 Nc5 10. c3 d4 11. Bxe6 Nxe6 12. cxd4 Ncxd4 13. Ne4 Be7 14. Be3 Nxf3+ 15. Qxf3 O-O 16. Rfd1 Qe8?



Allowing a stock sacrifice at the highest level. 17. Nf6+ Bxf6 [17... gxf6 18. exf6 Bd6 [18... Bxf6 19. Qxf6 Qc6 20. Bh6 Rfd8 21. Rxd8+ Rxd8 22. Re1 Qd5 23. h3 and Re3] 19. Rd4 Kh8 20. Rh4 Rg8 (else Qh5) 21. Rxh7+ Kxh7 22. Qh5#] 18. exf6 Qc8 19. fxe7 Now taking the Pawn with the King will always be dangerous. However, allowing the King to be entombed is also dangerous! 19... Rd8 [19... Kxg7 20. Bh6+] [19... Nxe7 20. Rd4] 20. h4 c5 21. Rac1 Qc7 22. h5 last chance 22... Qe5?! 23. h6 Qxb2





24. Rd7! Rxd7 25. Qxa8+ Rd8 26. Qxa6 Qe2 27. Rf1 Rd1 28. Qa8+ Rd8 29. Qc6 b4 30. Qa4 Qd3 31. Rc1 Qd5 32. Qb3 Qe4 time pressure looms for Korchnoi. 33. Qc2 Qxc2 34. Rxc2 f5 35. f4 Kf7 36. g4 Rd5 37. gxf5 Rxf5 38. Rd2 Rf6 39. Rd7+ Kg8 40. f5! Rxf5 41. Re7 Nxf7 42. Rxf7+ Kh8 43. Rc7 Kg8 44. Bxc5 Rg5+ 45. Kf2 Rg6 46. Be3 1-0

Back to [Chess Coaching Page](#)

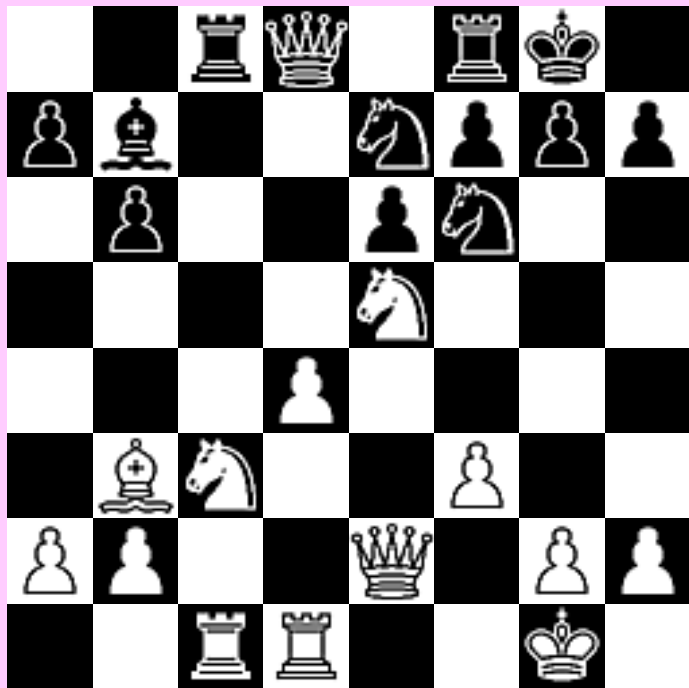
This document (Canon\canon178.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

botvinnik - batuyev (leningrad) [D60]sacrifice on f7 by N, 1931

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Bd3 dxc4 8. Bxc4 c5 9. O-O cxd4 10. exd4 Nb6 11. Bb3 Nbd5 12. Ne5 Nd7 13. Bxe7 Nxe7 14. Qe2 Nf6 15. Rfd1 b6 16. Rac1 Bb7 17. f3 Rc8



18. Nxf7 Rxf7 19. Qxe6 Qf8 20. Ne4 Rxc1 21. Rxc1 Nfd5 22. Nd6 Ba8 23. Re1 g6 24. Nxf7 Qxf7 25. Qxe7 1-0

Back to [Chess Coaching Page](#)

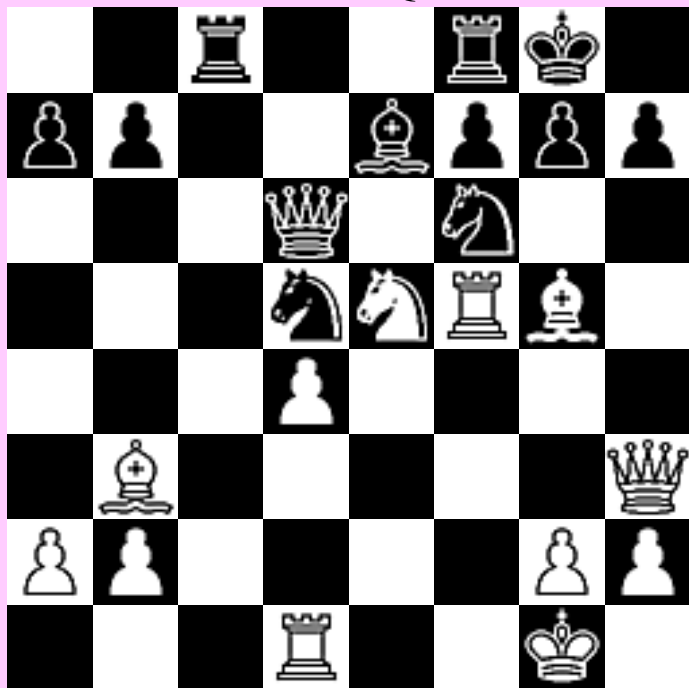
This document (Canon\canon179.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

botvinnik - vidmar (nottingham) [D60]sacrifice on f7 by N, 1936

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Bd3 c5 8. O-O cxd4 9. exd4 dxc4 10. Bxc4 Nb6 11. Bb3 Bd7 12. Qd3 Nbd5 13. Ne5 Bc6 14. Rad1 Nb4 15. Qh3 Bd5 16. Nxd5 Nbx5 17. f4 Rc8 18. f5 exf5 19. Rxf5 Qd6



20. Nxf7 Rxf7 21. Bxf6 Bxf6 22. Rxd5 Qc6 23. Rd6 Qe8 24. Rd7 1-0

Back to [Chess Coaching Page](#)

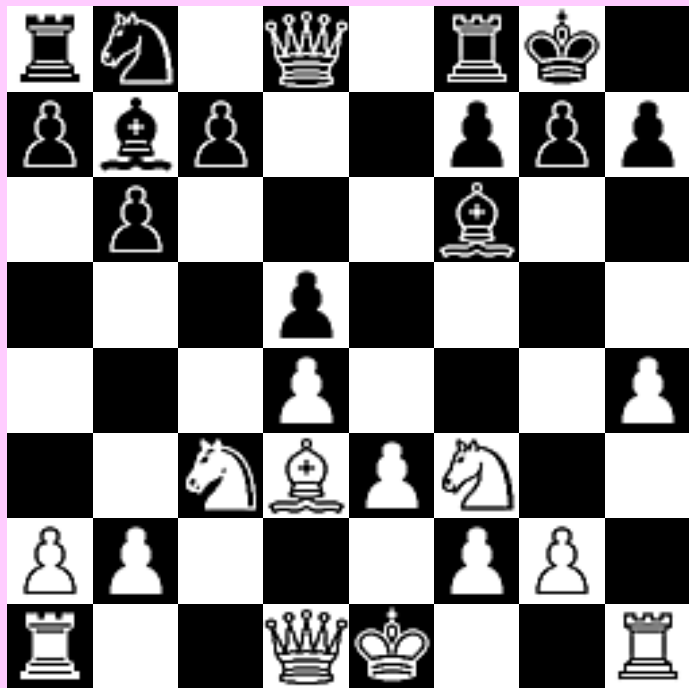
This document (Canon\canon180.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

marshall - burn [D55]sacrifice on g6 by B (and h7), 1900

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 b6 7. Bd3 Bb7 8. cxd5 exd5 9. Bxf6 Bxf6 10. h4



the Bxh7 theme looms - Black adopts radical therapy 10... g6 11. h5 Re8 12. hxg6 hxg6 13. Qc2 Nd7



Marshall must have thought for SECONDS over this next one... 14. Bxg6 fxg6 15. Qxg6+ Bg7 16. Ng5 Qf6 17. Rh8+ Kxh8 18. Qh7# 1-0

Back to [Chess Coaching Page](#)

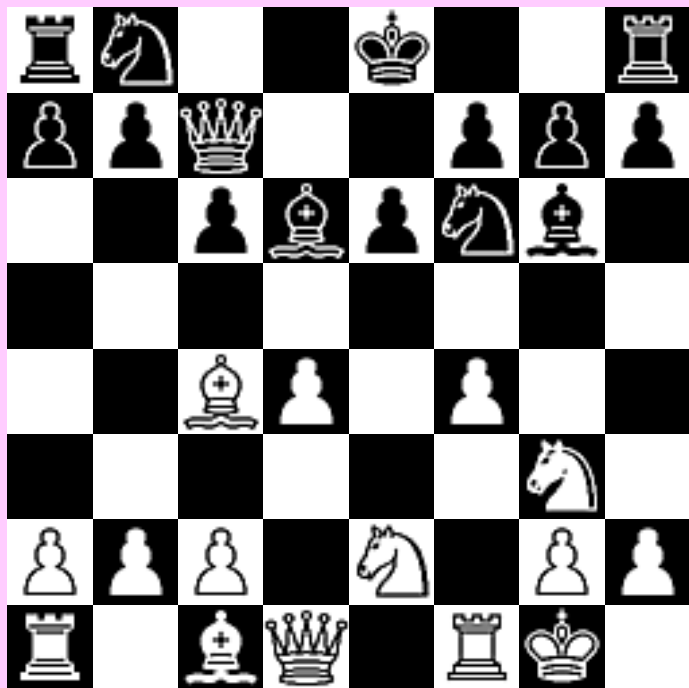
This document (Canon\canon181.html) was last modified on 13 Aug 2005 by



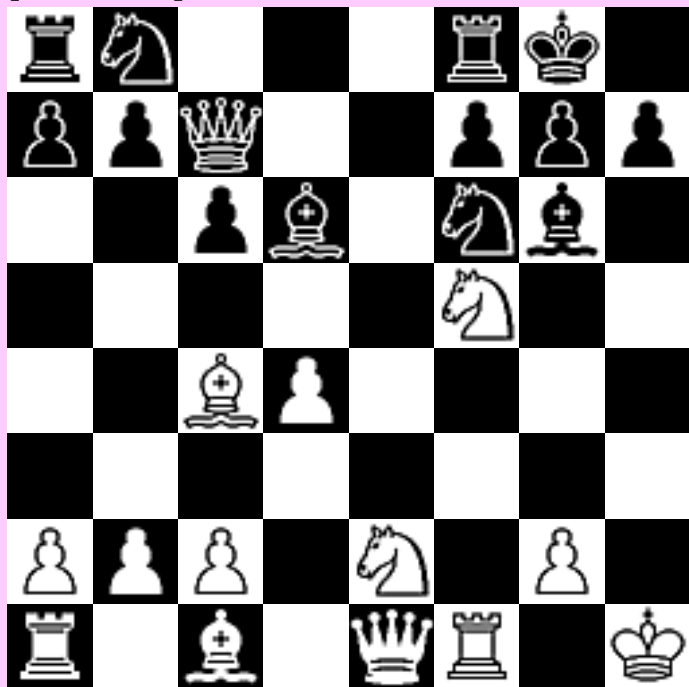
[Dr. Dave](#)

Shianovsky,VI. - Spiridinov,N [B18]sacrifice on g7 by N (Kiev), 1966

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. Bc4 e6 7. N1e2 Nf6 8. O-O Bd6 9. f4 Qc7

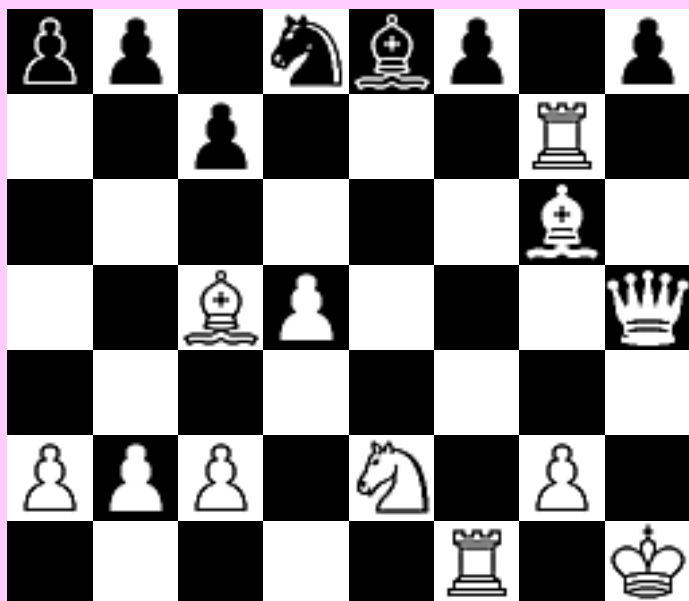


[9... Nh5] 10. f5 exf5 11. Nxf5 Bxh2+ 12. Kh1 O-O [12... Bxf5] 13. Qe1 Bd6



14. Nxf7 Kxf7 15. Rxf6 Nd7 [15... Kxf6 16. Qh4+ Kg7 17. Bh6+ Kg8 18. Qf6] 16. Qh4 Rfe8 17. Bh6+ Kh8 18. Raf1 Qd8 19. Bg5 Be7 20. Rxf6





1-0 20... fxg6 21. Rf7 Nf8 22. Nf4 mates in 5 I think, e.g. 22... h5 [22... Bxg5 23. Nxc6+ Kg8 24. Rxf8+ Kg7 25. Rf7+ Kxg6 26. Qxh7#] 23. Nxc6+ Kg8 24. Nxe7+ Rxe7 25. Rg7+ Kxg7 26. Bf6+ Kh7 27. Qxh5# 1-0

Back to [Chess Coaching Page](#)

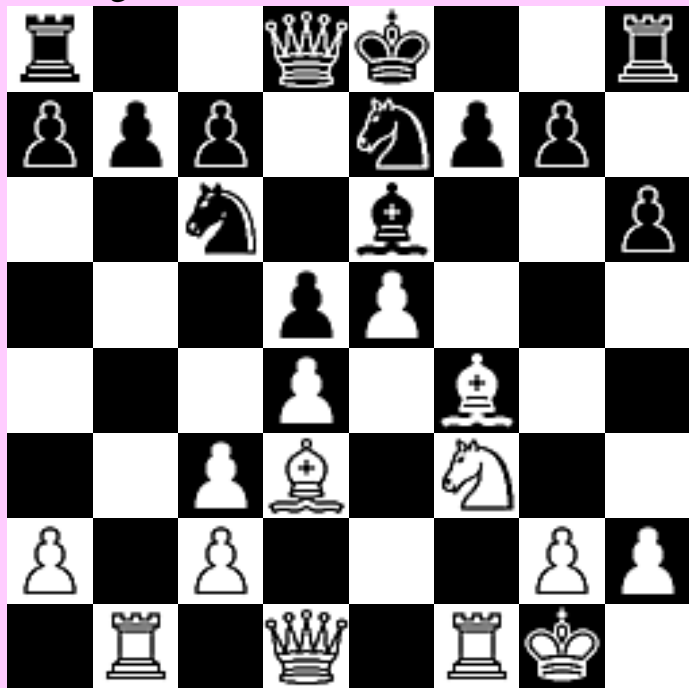
This document (Canon\canon182.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

blackburne - blanchard (london) [C30]sacrifice on h6 by B, 1891

1. e4 e5 2. f4 Bc5 3. Nc3 Nc6 4. Nf3 exf4 ? 5. d4 Bb4 6. Bxf4 d5 7. e5 Bxc3+ 8. bxc3 Be6 9. Bd3 h6 10. O-O Nge7 11. Rb1



a rook's first duty is to seize the open files (or half-open ones) 11... b6 12. Qd2 O-O



optimistic 13. Bxh6 sacrifices like this don't take much thought... 13... gxh6 14. Qxh6 Ng6 15. Ng5 Re8 16. Rxf7 [16. Qh7+ or 16. Bxg6 both win] 16... Bxf7 17. Qh7+ Kf8 18. Qxf7# 1-0

Back to [Chess Coaching Page](#)

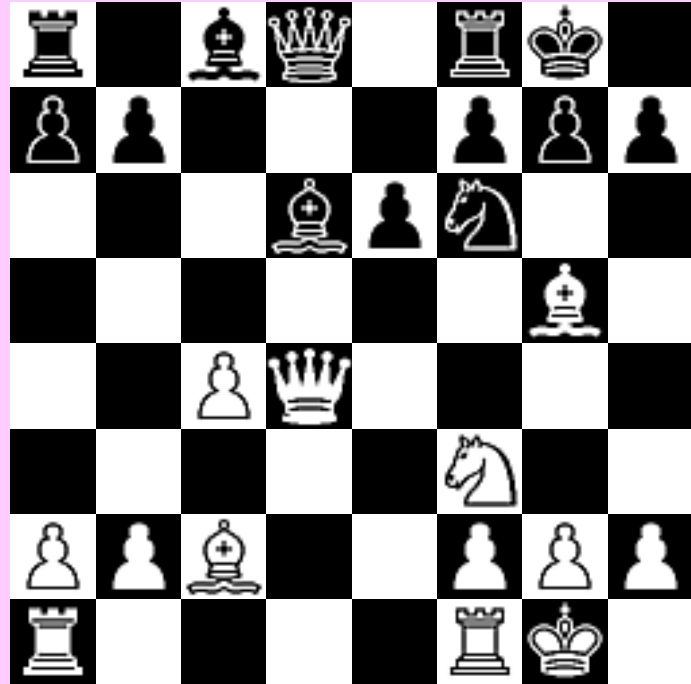
This document (Canon\canon183.html) was last modified on 13 Aug 2005 by



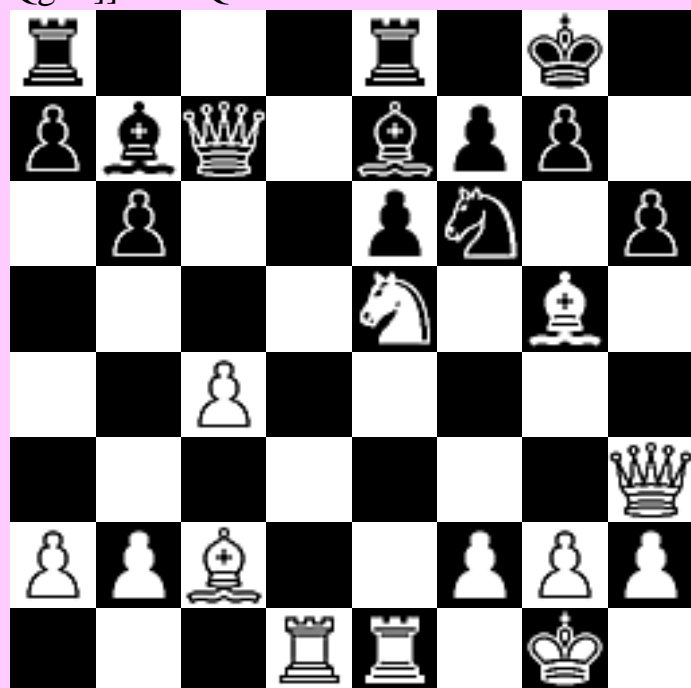
[Dr. Dave](#)

Mikhailchishin,A - Olsen,P (Groningen) [D46]sacrifice on h6 by B, 1990

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c6 5. e3 Nbd7 6. Bd3 Bd6 7. e4 dxe4 8. Nxe4 Nxe4 9. Bxe4 Nf6 10. Bc2 O-O 11. O-O c5 12. Bg5 cxd4 13. Qxd4!



13... Be7 [13... Bxh2+ 14. Kxh2 Ng4+] 14. Qc3 [14. Qh4 was another game I know of, but have been unable to trace the players 14... h6 15. Bxh6 gxh6 16. Qxh6 this is a speculative, or 'real' sacrifice 16... Qa5 17. Ng5 e5 18. Bh7+ Kh8 19. Be4+ Kg8 20. Rfe1 Bg4 21. Re3 Rad8 22. Rg3 Rd4 23. Ne6 fxe6 24. Rxg4+ [24. Rxg4+ Kf7 25. Qg6#]] 14... Qc7 15. Rad1 b6 16. Ne5 Re8 17. Rfe1 Bb7 18. Qh3 h6



This is a sacrificial combination, or 'pseudo-sacrifice'. 19. Bxh6 gxh6 20. Qg3+ Kh8 21. Nxf7# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon184.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

greco - anon [C00]sacrifice on h7 by B (Greek Gi, sacrifice on h7, 1792

1. e4 e6 2. d4 Nf6 3. Bd3 Nc6 4. Nf3 Be7 5. h4 O-O 6. e5 Nd5



the simplest setting for the sacrifice - sometimes known as the Greek Gift after El Greco's pioneering analysis 7. Bxh7+ Kxh7 8. Ng5+ Kg8 9. Qh5 Bxg5 10. hxg5 f5 11. g6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon185.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Markland,PR. - Klundt,K [B22]sacrifice on h7 by B (Madrid), 1971

1. e4 c5 2. c3 Nf6 3. e5 Nd5 4. d4 cxd4 5. cxd4 d6 6. Nf3 Nc6 7. Nc3 Nxc3 8. bxc3 e6 9. exd6 Bxd6 10. Bd3 Qa5 11. O-O !? 11... Qxc3 12. Rb1 O-O ? 13. Rb3 Qa5



(i) bN missing from f6 (ii) wN can go to g5 without losing the attack (iii) wQ can get to g4/h5 (iv) other pieces can support the attack 14. Bxh7+ Kxh7 15. Ng5+ Kg6 16. Rh3 Bd7 17. Ne4 [17. Ne4 1-0 17... f6 18. Nxd6 f5 19. Qh5+ Kf6 20. Bg5#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon186.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

colle - o'hanlon (nice) [D05]sacrifice on h7 by B (hard), 1930

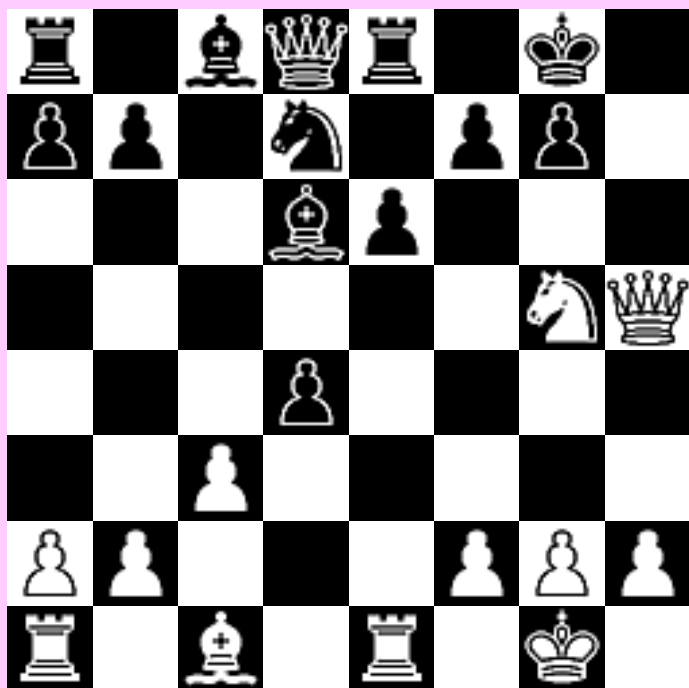
1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c3 e6 5. Bd3 Bd6 6. Nbd2 Nbd7 7. O-O O-O 8. Re1 Re8 9. e4 dxe4 10. Nxe4 Nxe4 11. Bxe4 cxd4



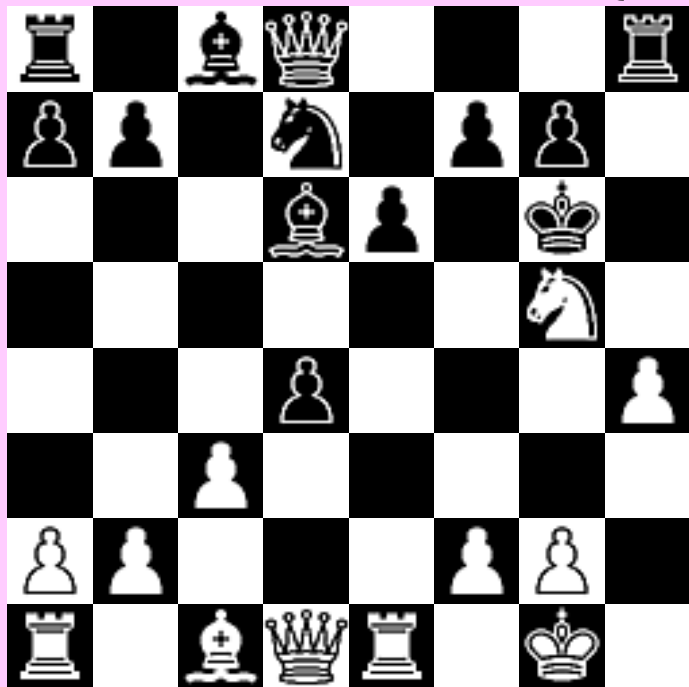
12. Bxh7+ Kxh7 13. Ng5+



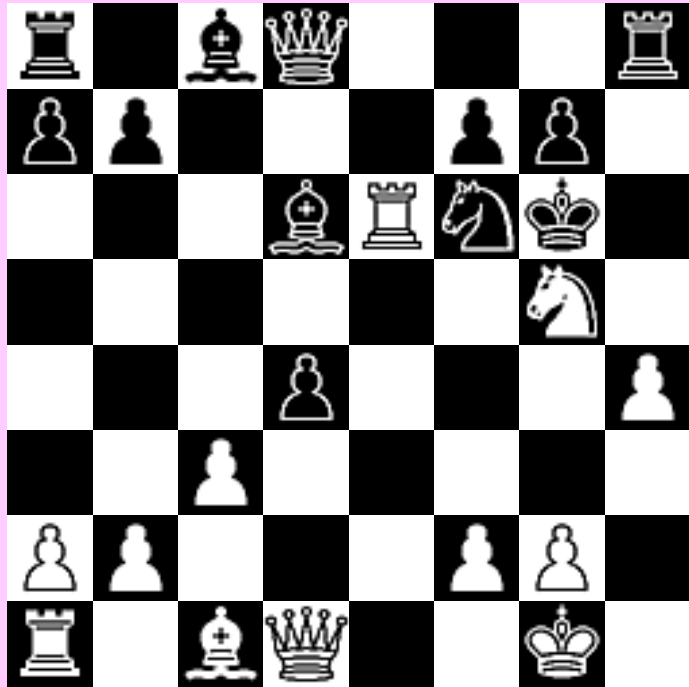
13... Kg6 [13... Kg8 This is the only real alternative. Analysis by Euwe and Kramer suggests that White's attack is worth a draw but no more. The variations and ideas are very typical and worth playing over. 14. Qh5



14... Nf6 [14... Ne5 15. Rxe5 [15. Qh7+ Kf8 16. Ne4 Ng6 17. Nxd6 Qxd6 18. h4 Ke7 19. h5 Rh8 20. Bg5+ Ke8 [20... Kf8 21. hxc6 Rxc6 22. gxc6 wins] 21. Qxg7 Rxc6 22. Qf6 Qe7 and Black is better] 15... Bxe5 16. Qxf7+ Kh8 17. Qh5+ (Euwe) and White has nothing better than perpetual check [17. b3! (Ed. Lasker) idea Ba3 17... Qe7 [17... Bd6 18. Qh5+ Kg8 19. Qh7+ Kf8 20. Qh8+ Ke7 21. Qxg7#] [17... Bf6 18. Qh5+ Kg8 19. Qh7+ Kf8 20. Ba3+ Be7 21. Qh8#] 18. Qh5+ Kg8 19. Qh7+ Kf8 20. Qh8#]] [14... Qf6 15. Qh7+ Kf8 16. Ne4 Qe5 17. cxd4 Qd5 ? [17... Qxd4 18. Qh8+ Ke7 19. Bg5+ wins] [17... Qxh2+ 18. Qxh2 Bxh2+ 19. Kxh2 is about level] 18. Qh8+ Ke7 19. Qxg7 with strong attack] 15. Qxf7+ Kh8 16. Re4 Nxe4 [16... Bxh2+ 17. Kxh2 Nxe4 18. Qh5+ Kg8 19. Qh7+ Kf8 20. Qh8+ Ke7 21. Qxg7 + Kd6 22. Nf7+ wins the Q] 17. Qh5+ Kg8 18. Qh7+ Kf8 19. Qh8+ Ke7 20. Qxg7#] 14. h4 Rh8



[14... f5 15. h5+ Kf6 16. Qxd4+ Be5 17. Qh4 g6 18. f4 +-] 15. Rxe6+ Nf6



[15... fxe6 16. Qd3+ Kf6 17. Qf3+ Kg6 18. Qf7+ Kh6 19. Nxe6+] 16. h5+ Kh6 [16... Rxh5 17. Qd3+ Kh6 18. Qh7#] 17. Rxd6 Qa5 18. Nxf7+ Kh7 19. Ng5+ Kg8 20. Qb3+ 1-0

Back to [Chess Coaching Page](#)

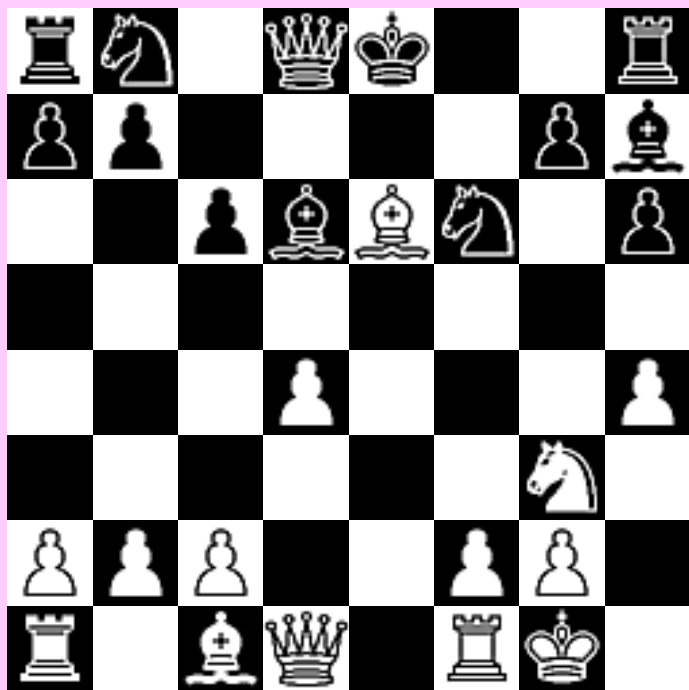
This document (Canon\canon187.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

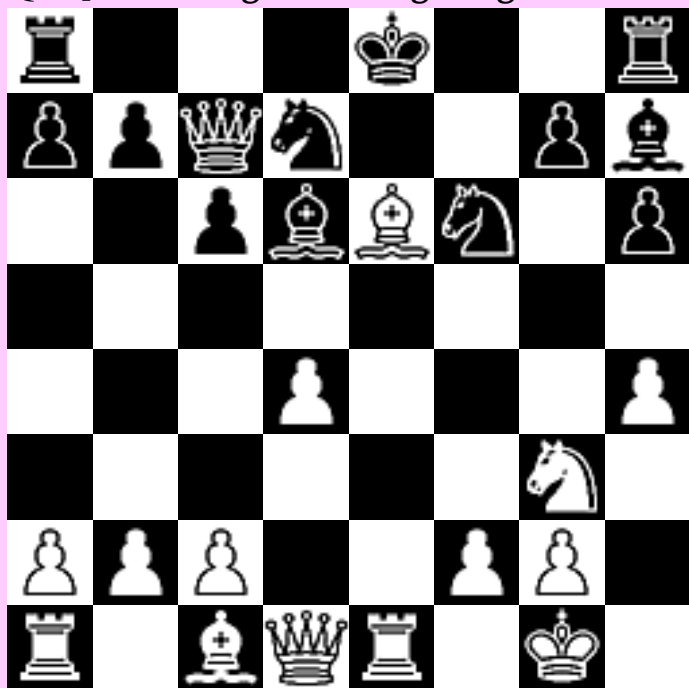
tal - botvinnik [B18]sacrifice: accept and defend, 1960

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. N1e2 Nf6 7. h4 h6 8. Nf4 Bh7 9. Bc4 e6 10. O-O Bd6 11. Nxe6 fxe6 12. Bxe6



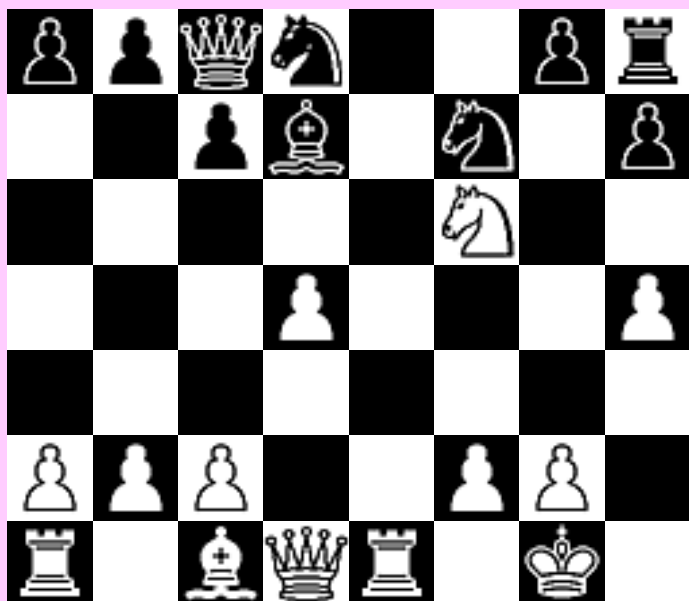
Tal has won with so many of these speculative sacrifices. Botvinnik is a hard man to convince... 12...

Qc7 [12... Bxg3 13. fxg3 Bg8 14. Qe1 Qe7 15. Bc8 tal] 13. Re1 Nbd7

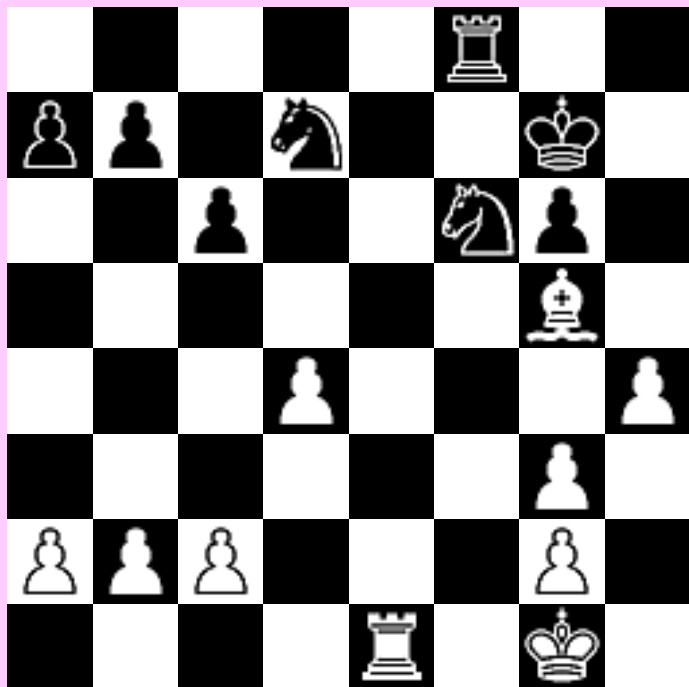


a confident move: White has a choice of limp discoveries 14. Bg8+ Kf8 15. Bxh7 Rxh7 16. Nf5





Black has yet to consolidate, and offers a pawn in order to do so 16... g6 17. Bxh6+ Kg8 18. Nxd6 Qxd6 19. Bg5 Re7 another attacking piece is exchanged 20. Qd3 Kg7 21. Qg3 Rxe1+ 22. Rxe1 Qxg3 23. fxc3 Rf8



White's pawns are numerically impressive but practically ineffective. 24. c4 Ng4 25. d5 cxd5 26. cxd5 Ndf6 27. d6 Rf7 28. Rc1 Rd7 29. Rc7 Kf7 30. Bxf6 Nxf6 31. Kf2 Ke6 32. Rxd7 Kxd7 33. Kf3 Kxd6 34. Kf4 Ke6 35. g4 Nd5+ 36. Ke4 Nf6+ 37. Kf4 Nd5+ 38. Ke4 Nb4 39. a3 Nc6 40. h5 g5 41. h6 Kf6 42. Kd5 Kg6 43. Ke6 Na5 44. a4 Nb3 45. Kd6 a5 46. Kd5 Kxh6 47. Kc4 Nc1 48. Kb5 Nd3 49. b3 Nc1 50. Kxa5 Nxb3+ 51. Kb4 Nc1 52. Kc3 Kg6 53. Kc2 Ne2 54. Kd3 Nc1+ 55. Kc2 Ne2 56. Kd3 Nf4+ 57. Kc4 Kf6 58. g3 Ne2 0-1

Back to [Chess Coaching Page](#)

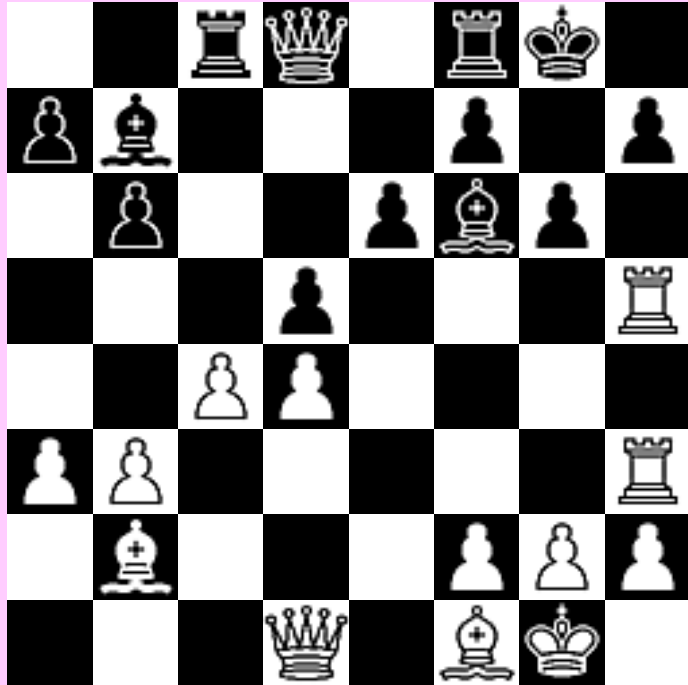
This document (Canon\canon188.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

keres - smyslov (zurich) [A34]sacrifice: declined, 1953

1. c4 Nf6 2. Nc3 e6 3. Nf3 c5 4. e3 Be7 5. b3 O-O 6. Bb2 b6 7. d4 cxd4 8. exd4 d5 9. Bd3 Nc6 10. O-O Bb7 11. Rc1 Rc8 12. Re1 Nb4 13. Bf1 Ne4 14. a3 Nxc3 15. Rxc3 Nc6 16. Ne5 Nxe5 17. Rxe5 Bf6 18. Rh5 g6 19. Rch3



a dramatic offer at the highest level of tournament competition 19... dxc4 declined! analysis shows Smyslov's intuition to be absolutely correct [19... gxh5 20. Qxh5 Re8 21. a4 this key move was discovered only after the game; Smyslov's refusal was based more on judgement than analysis 21... Qd6 22. c5] 20. Rxh7 c3 21. Qc1 Qxd4 22. Qh6 Rfd8 23. Bc1 Bg7 24. Qg5 Qf6 25. Qg4 c2 26. Be2 Rd4 27. f4 Rd1+ 28. Bxd1 Qd4+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon189.html) was last modified on 13 Aug 2005 by



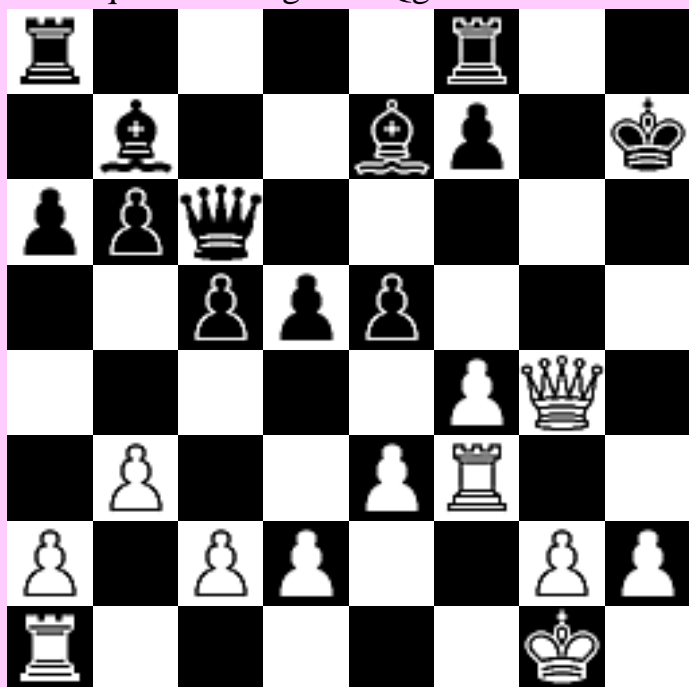
[Dr. Dave](#)

lasker,em - bauer,i (amsterdam) [A03]sacrifice: double B sac, 1889

1. f4 d5 2. e3 Nf6 3. b3 e6 4. Bb2 Be7 5. Bd3 b6 6. Nf3 Bb7 7. Nc3 Nbd7 8. O-O O-O 9. Ne2 c5 10. Ng3 Qc7 11. Ne5 Nxe5 12. Bxe5 Qc6 13. Qe2 a6



Black has done nothing to interrupt White's clockwork attack 14. Nh5 Nxh5 15. Bxh7+ Kxh7 16. Qxh5+ Kg8 17. Bxg7 this was the first time such a sacrifice was played; now, we would call this part of technique 17... Kxg7 18. Qg4+ Kh7 19. Rf3 e5



White will recover his investment with interest 20. Rh3+ Qh6 21. Rxh6+ Kxh6 22. Qd7 Bf6 23. Qxb7

Kg7 24. Rf1 Rab8 25. Qd7 Rfd8 26. Qg4+ Kf8 27. fxe5 Bg7 28. e6 Rb7 29. Qg6 f6 30. Rxf6+ Bxf6 31. Qxf6+ Ke8 32. Qh8+ Ke7 33. Qg7+ 1-0

Back to [Chess Coaching Page](#)

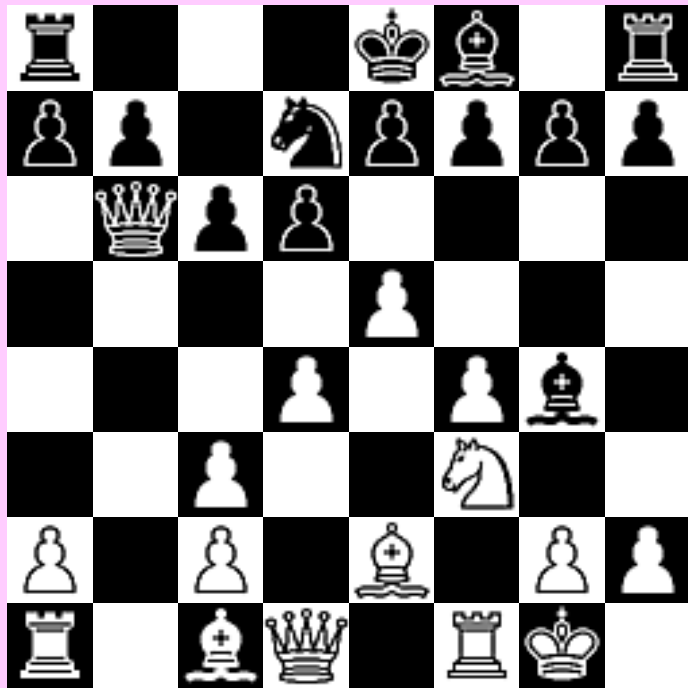
This document (Canon\canon190.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tal - simagin (23rd USSR ch'p) [B07]sacrifice: unclear ('genuine', 1956

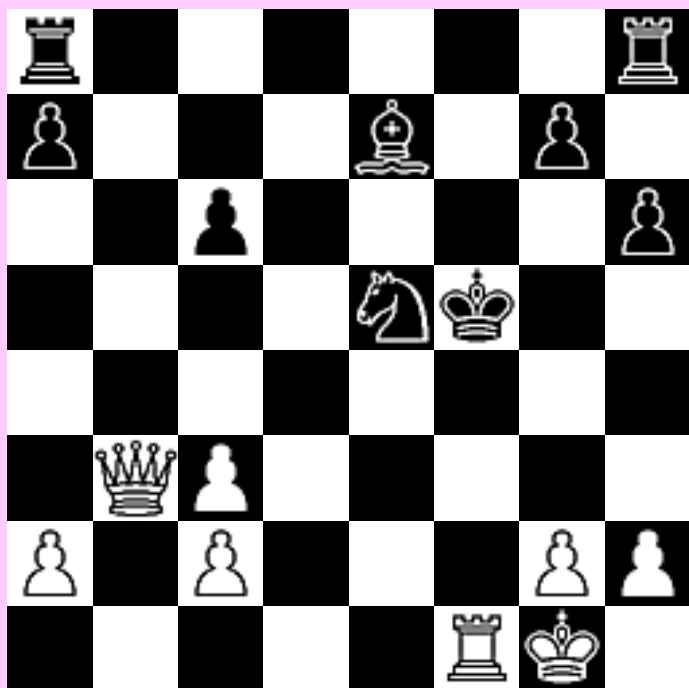
1. e4 c6 2. d4 d6 3. Nc3 Nf6 4. f4 Qb6 5. Nf3 Bg4 6. Be2 Nbd7 7. e5 Nd5 8. O-O Nxc3 9. bxc3



9... e6 [9... Bxf3 10. Bxf3 dxe5 11. fxe5 Nxe5 12. Ba3] 10. Ng5 Bxe2 11. Qxe2 h6



12. Nxf7 Easy to see, hard to play! Spielmann calls this a 'real' sacrifice as opposed to those sacrificial combinations where the hoped-for gain is clear and short- term. 12... Kxf7 13. f5 dxe5 14. fxe6+ Kxe6 15. Rb1 Qxb1 16. Qc4+ Kd6 17. Ba3+ Kc7 18. Rxb1 Bxa3 19. Qb3 Be7 20. Qxb7+ Kd6 21. dxe5+ Nxe5 22. Rd1+ Ke6 23. Qb3+ Kf5 24. Rf1+



24... Ke4 [24... Kg6 25. Qe6+ Bf6 26. Qf5+ Kf7 27. Qxe5] 25. Re1+ Kf5 26. g4+ Kf6 27. Rf1+ Kg6 28. Qe6+ Kh7 29. Qxe5 Rhe8 30. Rf7 Bf8 31. Qf5+ Kg8 32. Kf2 Bc5+ 33. Kg3 Re3+ 34. Kh4 Rae8 35. Rxg7+ Kxg7 36. Qxc5 R8e6 37. Qxa7+ Kg6 38. Qa8 Kf6 39. a4 Ke5 40. a5 Kd5 41. Qd8 + Ke4 42. a6 Kf3 43. a7 Re2 44. Qd3+ R6e3 45. Qxe3+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon191.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

taylor - regis,portsmouth [B27]skewer cheapo, 1984

1. e4 c5 2. Nf3 g6 3. d4 Bg7 4. Nc3 Nc6 5. Be3 Qa5 6. Qd2 d6 7. O-O-O Bg4 8. d5 Nd4 9. Bxd4 [9. Nxd4 Bxd1 [9... cxd4 10. Bxd4 Bxd4 11. Qxd4] 10. Nb3 Bxc3 11. Qxd1 Qb4 12. bxc3 Qxe4] 9... cxd4 10. Nb5



(black has been struggling to mess white up but white has been playing a straight bat - until now!) 10... Bh6 11. Ng5 Qxd2+ 12. Rxd2 Bxg5 13. Nc7+ Kd8 14. Nxa8 Bxd2+ 15. Kxd2 Kc8 16. Nb6+ axb6 17. Kd3 Nf6 ... 0-1 1-0

Back to [Chess Coaching Page](#)

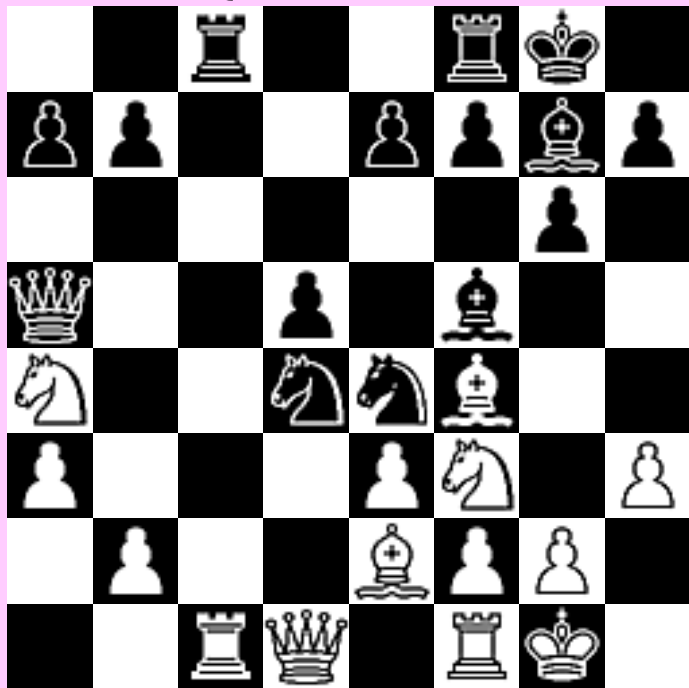
This document (Canon\canon192.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knaak - litkiewicz,DDR ch [D90]un masking/x-ray, 1974

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. cxd5 cxd5 5. Nc3 Nc6 6. Bf4 g6 7. e3 Bg7 8. h3 O-O 9. Be2 Bf5 10. O-O Ne4 11. Na4 Qa5 12. Rc1 Rac8 13. a3 Nxd4



?? can you see the idea, and the flaw? 14. exd4 unmasking the defence to c1 14... Rxc1 15. Bxc1 1-0

Back to [Chess Coaching Page](#)

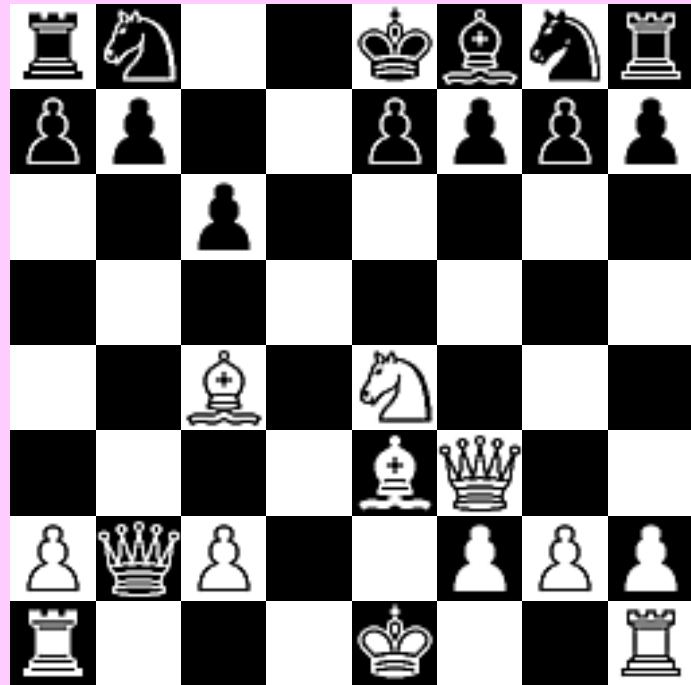
This document (Canon\canon202.html) was last modified on 13 Aug 2005 by



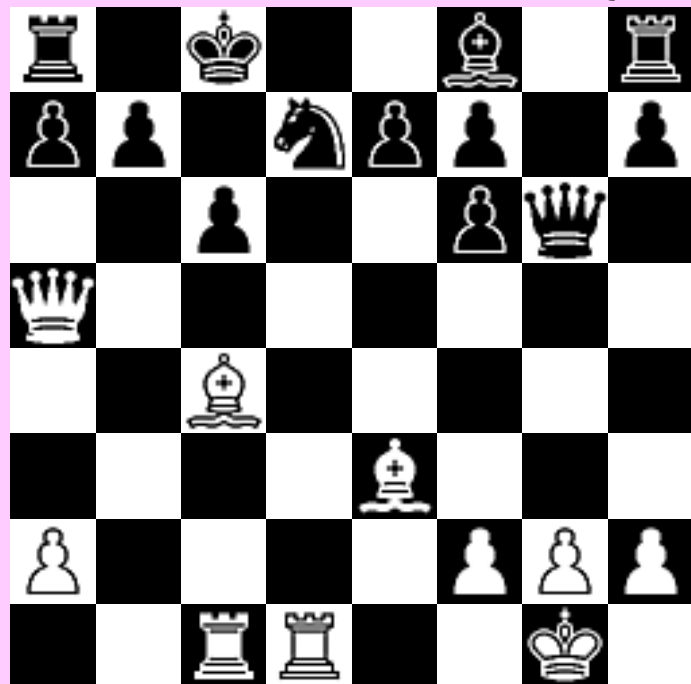
[Dr. Dave](#)

Maric - Popovic (Novi Sad) [B11]unmasking, 1945

1. e4 c6 2. Nc3 d5 3. Nf3 Bg4 4. d4 dxe4 5. Nxe4 Bxf3 6. Qxf3 Qxd4 7. Be3! Qxb2 8. Bc4!



8... Nf6 [8... Qxa1+ 9. Ke2 unmasking the attack of Rh1 9... Qxh1 10. Qxf7+ Kd8 [10... Kd7 11. Be6+ Kc7 12. Qf4+ Kd8 13. Qxf8+ [13. Bb6+ axb6 14. Qxf8+ Kc7 15. Qc8#] 13... Kc7 14. Qc8#] 11. Qxf8+ Kd7 12. Nc5+ Kc7 13. Ne6+ Kd6 14. Bf4+ Kd7 15. Qd8#] [8... Qb4+ is best] 9. O-O Qxc2? 10. Qf5 Kd8 11. Qa5+ Kc8 12. Rfd1 Nbd7 13. Nxf6 gxf6 [13... exf6 14. Bd3 [14. Bf4 b6 15. Ba6+ Kd8] 14... Qb2 15. Bf5] 14. Rac1 Qg6



15. Ba6 unmasking the attack of the Rook on c6 1-0

Back to [Chess Coaching Page](#)

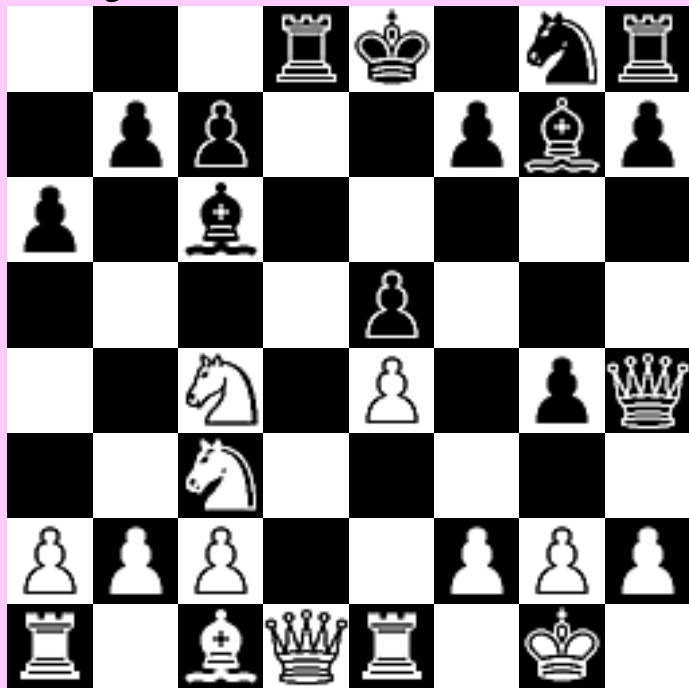
This document (Canon\canon203.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Korchnoi - Portisch (Wijk aan Zee) [C60]unmasking, 1968

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. O-O Bd7 6. Re1 g5?! 7. d4 g4 8. Bxc6 Bxc6 9. Nfd2 Qh4 10. Nc4 Bg7 11. dxe5 dxe5 12. Nc3 Rd8



13. Nd5?? [13. Qe2] 13... Bxd5 14. exd5 g3! 0-1

Back to [Chess Coaching Page](#)

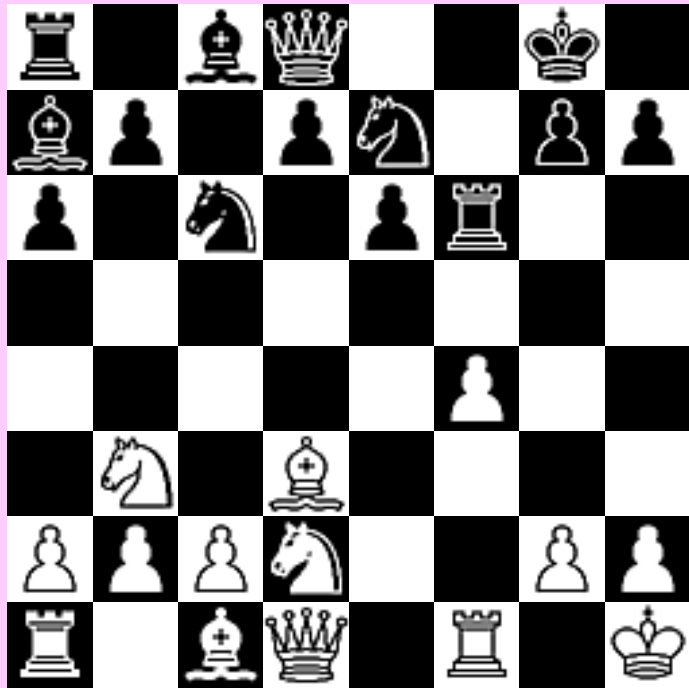
This document (Canon\canon204.html) was last modified on 13 Aug 2005 by



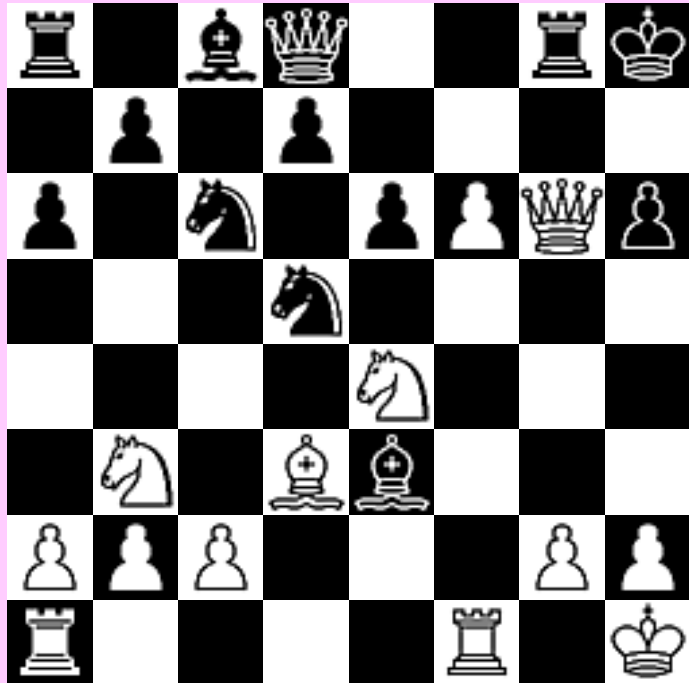
[Dr. Dave](#)

Lechtinsky - Pachman (Czechoslovakia) [B42]unmasking, 1968

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 a6 5. Bd3 Bc5 6. Nb3 Ba7 7. O-O Nc6 8. Kh1 Nge7 9. f4 O-O 10. e5 f5 11. exf6 Rxf6 12. N1d2



12... Nd5? [12... Nf5! threat ...Ng3+! mating 13. Ne4 Rh6 threat ...Ng3+! & ...Rxf2+!] 13. Ne4 Rf8 14. f5! h6 [14... exf5 15. Bc4 fxe4 16. Qxd5+ Kh8 17. Bg5 Qe8 18. Rxf8+ Qxf8 19. Rf1 Qe8 20. Qxe4!] 15. Bxh6 gxh6 16. Qg4+ Kh8 17. Qg6 Be3 18. f6 Rg8



19. Qh7+! [19. Qh7+ Kxh7 20. Ng5+ Kh8 21. Nf7#] 1-0

Back to [Chess Coaching Page](#)

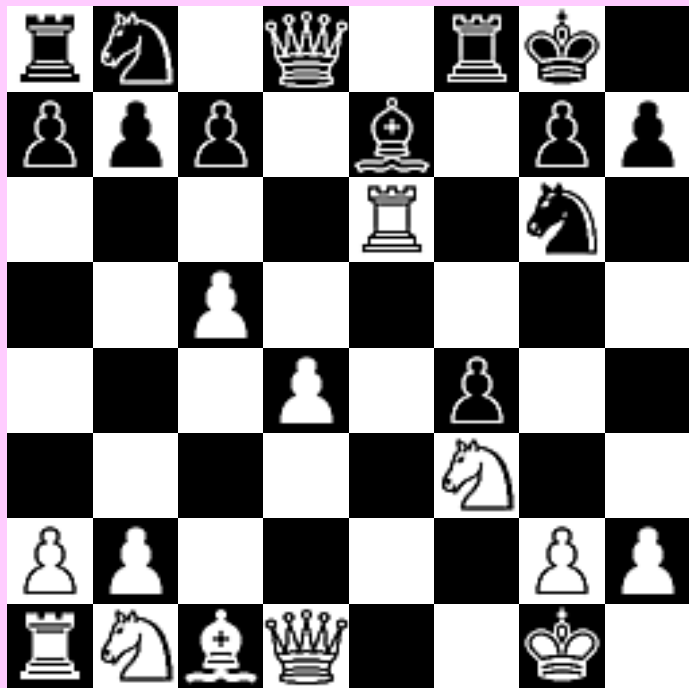
This document (Canon\canon205.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein,D - Zaitsev,I. (URS ch) [C36]unmasking, 1969

1. e4 e5 2. f4 exf4 3. Nf3 d5 4. exd5 Nf6 5. Bc4 Nxd5 6. O-O Be6? 7. Bb3 Bd6 8. c4 Ne7 9. d4 Ng6 10. c5! Be7 11. Bxe6 fxe6 12. Re1 O-O 13. Rxe6



13... Bxc5? 14. Qb3! Bxd4+ 15. Nxd4 Qxd4+ 16. Be3! 1-0

Back to [Chess Coaching Page](#)

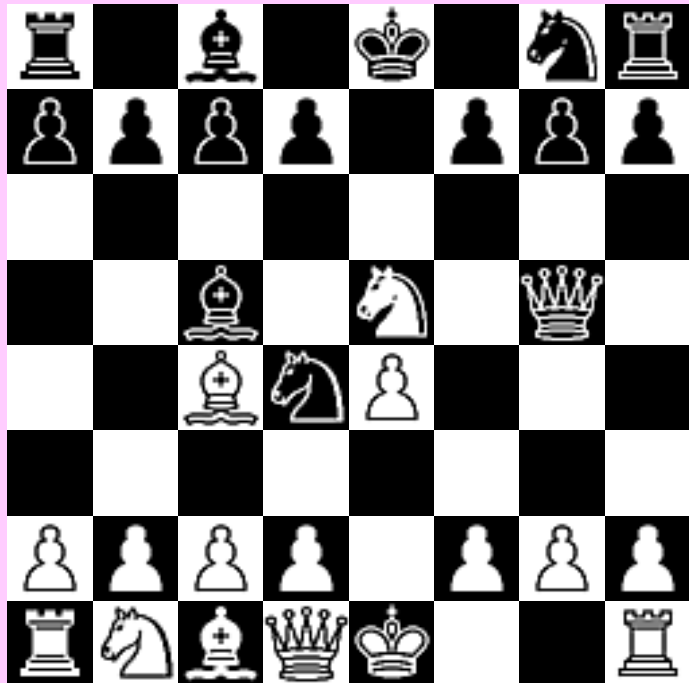
This document (Canon\canon206.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Britton,R - McMahon,D (Sheffield) [C64]unmasking, 1996

1. e4 e5 2. Nf3 Nc6 3. Bb5 Bc5 4. Nxe5 Nd4 5. Bc4 Qg5



6. Ng4 d5 7. Bxd5 Bxg4 8. f3 Nxf3+ 9. gxf3 Qh4+ 10. Ke2 Qf2+ 11. Kd3 Bxf3 12. Qf1 Qd4# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon207.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

miltzki - sandrin,kuortane [C41]vulnerable f 7, 1976

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6 5. c3 Be7



(white to play and win) 6. Qb3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon208.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Van Geet - four different postal games [A00]vulnerable f7

1. Nc3 d5 2. e4 dxe4 3. Nxe4 e5 4. Bc4 Be7 5. Qh5



5... Nh6 6. d4 O-O 7. dxe5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon209.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Roberts - NN (East Devon) [C23]vulnerable f7, 1996

1. e4 e5 2. Bc4 Be7 3. Qh5 1-0

Back to [Chess Coaching Page](#)

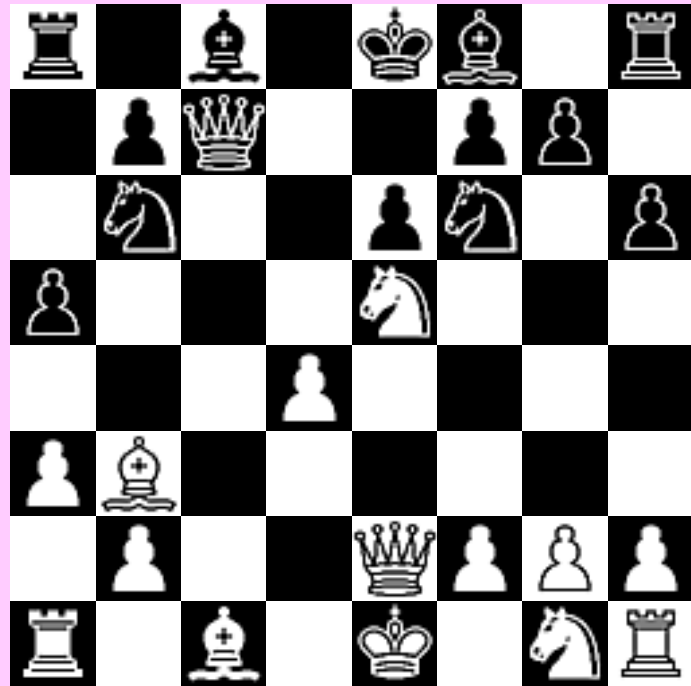
This document (Canon\canon210.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kasparov - karpov (linares) [B17]who needs to improve tactical, 1994

1. e4 c6 2. d4 d5 3. Nd2 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bb3 h6 9. N5f3 a5 10. c3 c5 11. a3 Qc7 12. Ne5 cxd4 13. cxd4



13... a4 [13... Bxa3] 14. Bc2 Bd7 15. Nxd7 Nbx7 16. Qd1 Bd6 17. Ne2 Nd5 18. Bd2 b5 19. Nc3 Nxc3 20. Bxc3 Nf6 21. Qd3 Nd5 22. Bd2 Ke7 23. Rc1 Qc4 24. Ke2 Rhb8 25. g3 Qxd3+ 26. Bxd3 b4 27. Ra1 bxa3 28. bxa3 Rb3 29. Bc2 Rxa3 30. Rxa3 Bxa3 31. Ra1 Bb2 32. Rxa4 Rxa4 33. Bxa4 Bxd4 34. f4 Kd6 35. Kf3 f5 36. h4 Bb2 37. g4 fxg4+ 38. Kxg4 Nf6+ 39. Kf3 Nd5 40. Bc2 Bf6 41. h5 1/2

Back to [Chess Coaching Page](#)

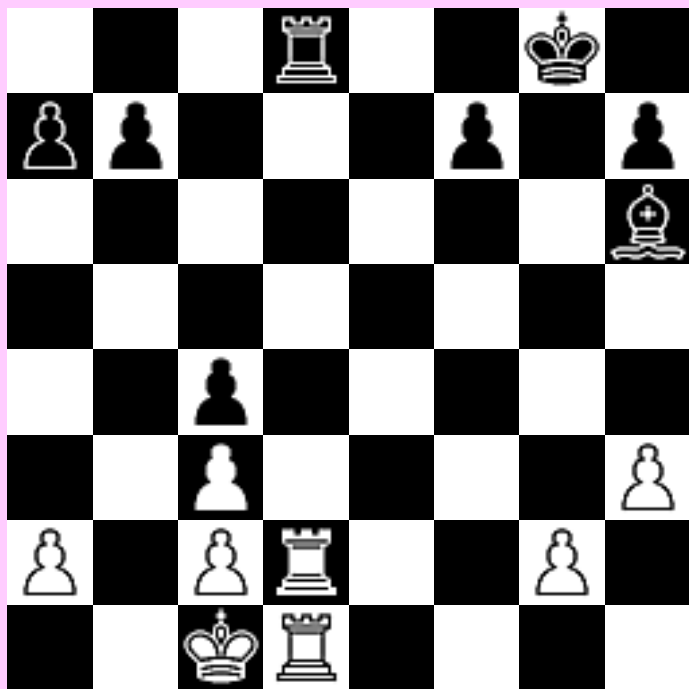
This document (Canon\canon211.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kaplan,J - Bronstein,D (Hastings) [C11]zugzwang, 1975

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Be7 6. Bxf6 gxf6 7. Nf3 Nd7 [7... b6] 8. Qd2 c5 9. d5 f5 10. dxe6 fxe4 11. exd7+ Qxd7 12. Qc3 O-O 13. Nd2 Qf5 14. O-O-O Qxf2 15. Nxe4 "White ties himself up regaining an unimportant Pawn" [15. Bc4] 15... Qf4+ 16. Nd2 Bg4 17. Re1 Bg5 18. Bd3 Rae8 19. Ref1 Qe3 20. h3 Be2 21. Rf5 Bh6 22. Bxe2 Qxc3 23. bxc3 Rxe2 24. Rd5 Rxd2 25. Rxd2 Rd8 26. Rhd1 c4



Zugzwang! 0-1

Back to [Chess Coaching Page](#)

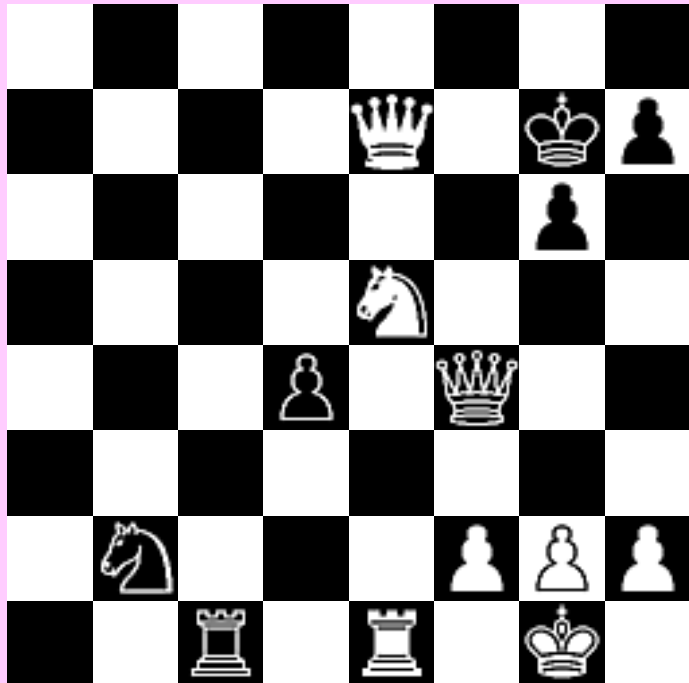
This document (Canon\canon212.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kosteevtactical test: 2nd category, 1994

(wKg1,Qe7,Ne5,Re1,Pf2,g2,h2; bKg7,Qf4,Nb2,Rc1,Pd4,g6,h7)



1... Kh6 is this possible? 2. Ng4+ Qxg4 [2... Kh5 3. Qxh7+ Kg5 [3... Kxg4 4. Qxg6+] 4. h4+ Kxg4 5. Qxg6+ Kxh4 6. g3+] 3. Rxc1 1-0

Back to [Chess Coaching Page](#)

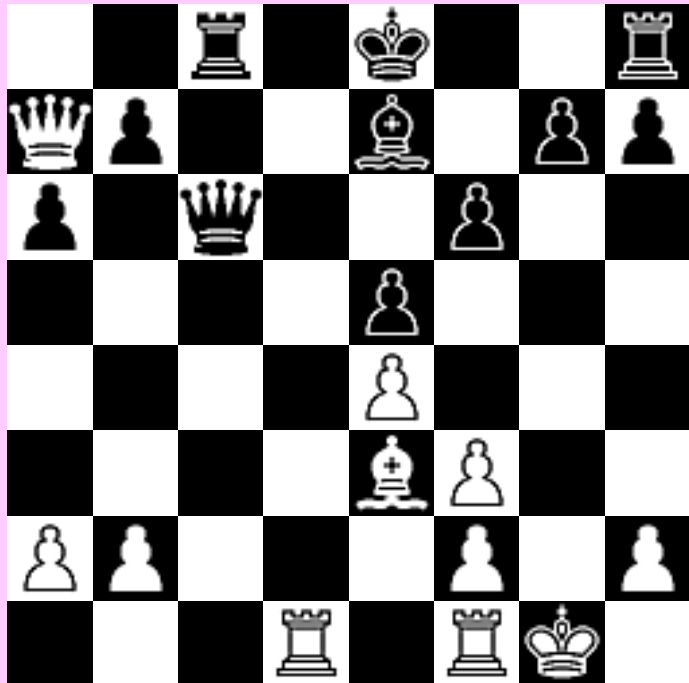
This document (Canon\canon193.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kosteevtactical test: 3rd category, 1994

(wKg1,Qa7,Be3,Rd1,f1,Pa2,b2,e4,f2,f3,h2; bKe8,Qc6,Be7,Rc8,h8,Pa6,b7,e5,f6,g7,h7)



1. Rc1 Qd7 2. Rxc8+ Qxc8 3. Rc1 Qd7 4. Qb8+ Bd8 5. Rc8 O-O 6. Bc5 Re8 7. Bb6 Bxb6 8. Rxe8+ Kf7
9. Rf8+ Kg6 10. Qe8+ Qxe8 11. Rxe8 Bd4 1-0

Back to [Chess Coaching Page](#)

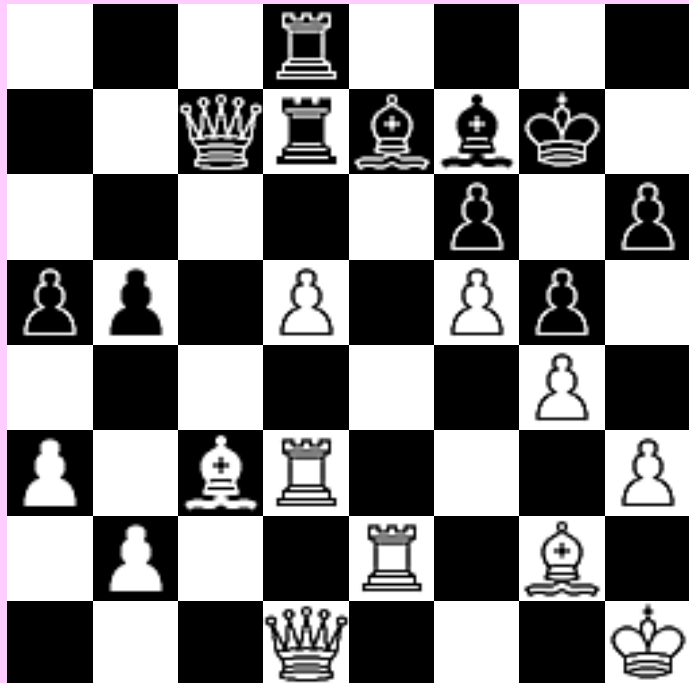
This document (Canon\canon194.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kosteevtactical test: 4th category, 1994

(wKh1,Qd1,Bc3,g2,Rd3,e2,Pa3,b2,d5,f5,g4,h3; bKg7,Qc7,Be7,f7,Rd7,d8,Pa5,b5,f6,g5,h6)



1. Rxe7 Rxe7 2. d6 Qc4 [2... Qd7 3. dxe7 Qxd3 4. exd8=Q it is this line that makes the combination work] 3. b3 Qc5 [3... Qxb3 4. Qxb3 Bxb3 5. dxe7 Re8] 4. dxe7 1-0

Back to [Chess Coaching Page](#)

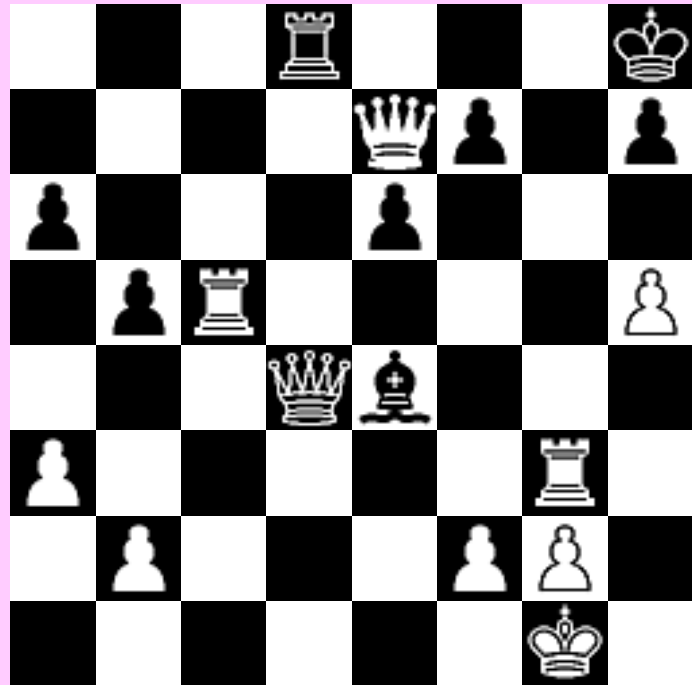
This document (Canon\canon195.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Eliskases - HolzIProblem-like, 1999

(wKg1,Qe7,Rc5,g3,Pa3,b2,f2,g2,h5; bKh8,Qd4,Be4,Rd8,Pa6,b5,e6,f7,h7)



1. Rd5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon487.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Levitt,J - Kveinys (problem_like),A

Problem-like: Augsburg, Augsburg, 1994 (wKe3,Ne2,Ba3,Ra1,c1,Pa4,d4,e5,f4,g2,h2; bKf7,Nd7,d8,Ra8,c8,Pa6,b6,d5,f5,g6,h7) 1. Rc3 Rxc3+ ?! [1... Rc6] 2. Nxc3 Ke6 3. Rc1 Rc8 ?? 4. Ne4 1-0

Back to [Chess Coaching Page](#)

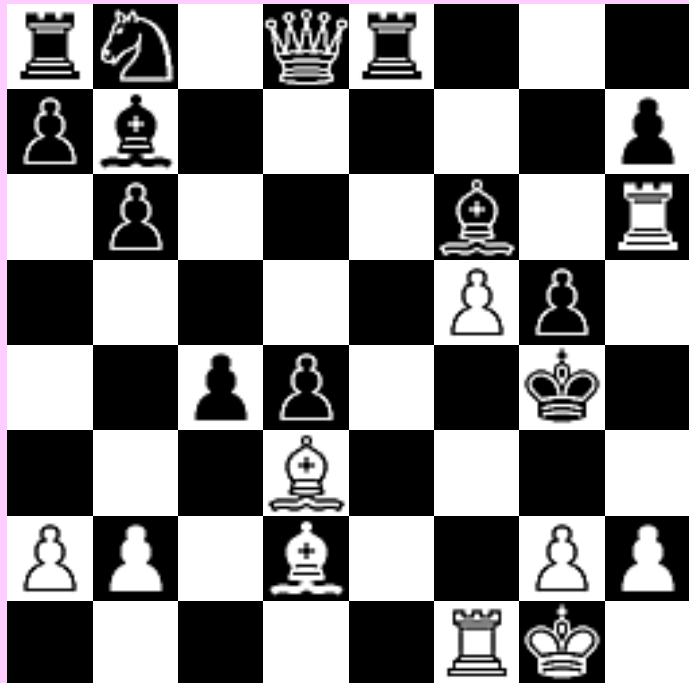
This document (Canon\canon488.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Johner,H - Johner,P Problem-like: Frankfurt, Frankfurt, 1905

(wKg1,Bd2,d3,Rf1,h6,Pa2,b2,f5,g2,h2; bKg4,Qd8,Nb8,Bb7,f6,Ra8,e8,Pa7,b6,c4,d4,g5,h7)



1. Be4 [1. h3+ Kg3 2. Be4 Rxe4 3. Rf3#] 1... Bxe4 [1... Rxe4 2. h3+ Kg3 3. Rf3#] 2. h3 + Kg3 3. Be1# 1-0

Back to [Chess Coaching Page](#)

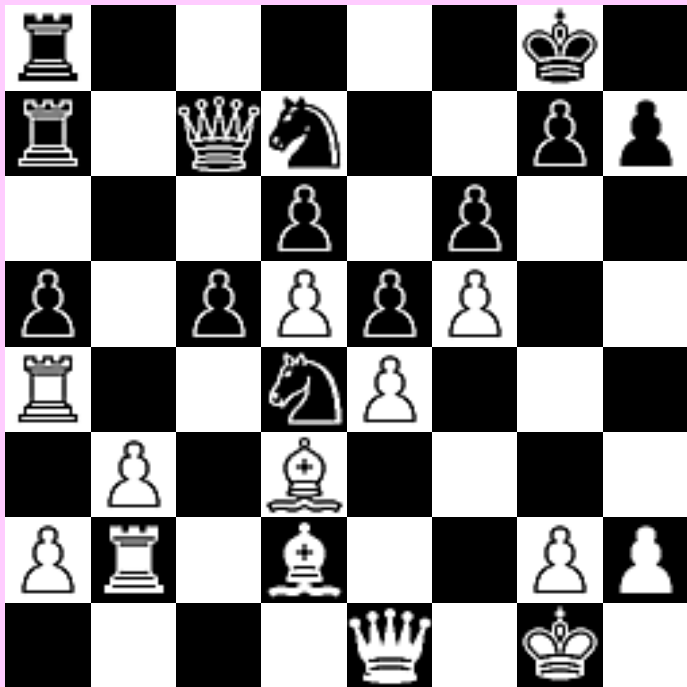
This document (Canon\canon489.html) was last modified on 13 Aug 2005 by



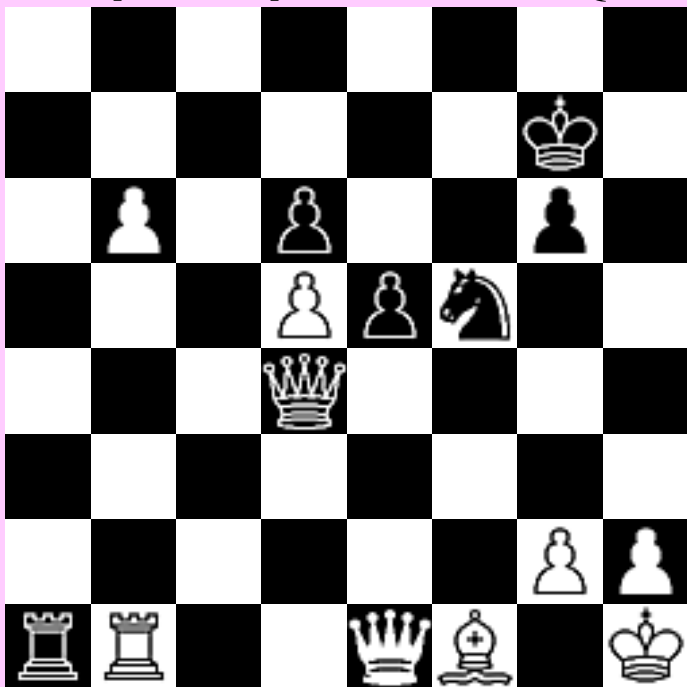
[Dr. Dave](#)

Karpov,A - Taimanov,M [B28]Problem-like: Leningrad, 1977

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 a6 5. c4 e5 6. Nb3 [6. Nf5] 6... Nf6 7. Nc3 Bb4 8. f3 O-O 9. Be3 d6 10. Rc1 b6! 11. Bd3 Bc5 12. Qd2 Be6 13. Nxc5 bxc5 14. O-O Nd4?! 15. Nd5! Nd7 [15... Nxd5 16. cxd5 Bd7 17. b4] 16. f4 Rb8 17. f5 Bxd5 18. cxd5 Qb6 19. Rf2 f6 20. Rc4 a5 21. Ra4 Ra8 22. Qe1 Ra7?! [22... Rfb8! 23. b3 Qc7 24. Bd2 Rb4!] 23. b3 Rfa8 24. Rb2 [24. Bd2 Nxb3 25. axb3 Qxb3] 24... Qc7 25. Bd2



25... Nb6! 26. Rxa5 c4! 27. Bf1 Rxa5 28. Bxa5 Qc5 29. Bxb6 Qxb6 30. Kh1 cxb3 31. axb3 g6! (Opening a second front) 32. fxg6 hxg6 33. b4 Kg7 34. b5 [34. Bd3 Ra3 35. Qf1 Nb3] 34... f5! 35. exf5?! [35. Bd3] 35... Nxf5 36. Rb3 Qd4 37. b6 [37. Rb1] 37... Ra1 38. Rb1



A wonderful final piece of geometry. 38... Ng3+ [38... Ng3+ 39. hxg3 [39. Qxg3 Rxb1] 39... Ra8] 0-1

Back to [Chess Coaching Page](#)

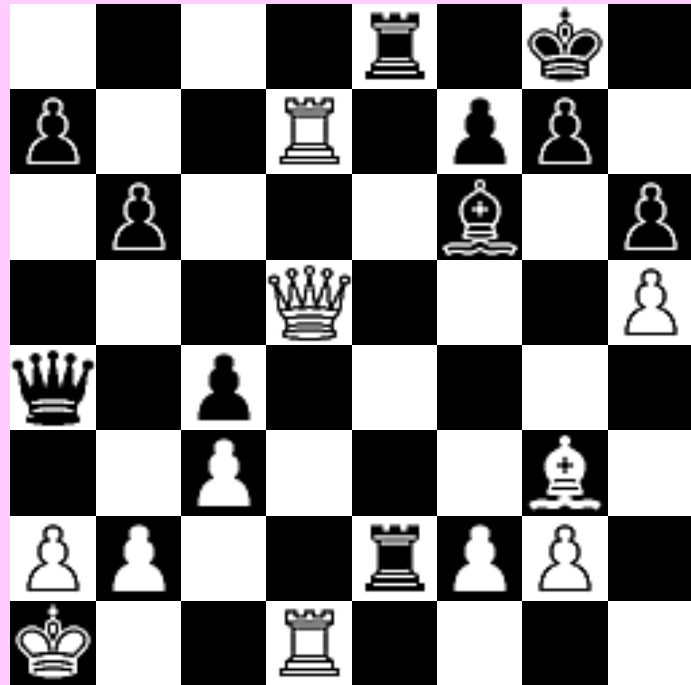
This document (Canon\canon490.html) was last modified on 13 Aug 2005 by



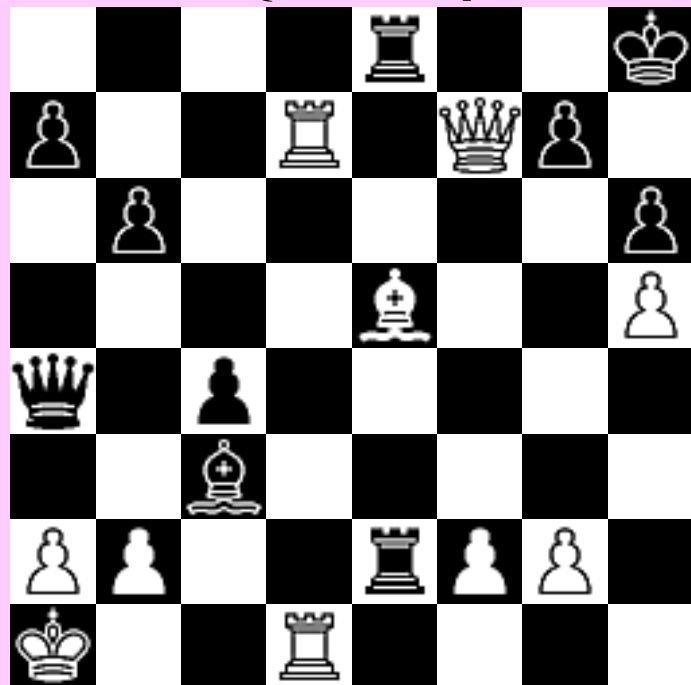
[Dr. Dave](#)

Miles Anthony - Pritchett C (5) [D01] Problem-like: London LB, London LB, 1982

1. d4 Nf6 2. Nc3 d5 3. Bg5 Nbd7 4. Nf3 h6 5. Bh4 e6 6. Qd3 Be7 7. O-O-O b6 8. e4 dxe4 9. Nxe4 Bb7 10. Nxf6+ Bxf6 11. Bg3 O-O 12. Qe3 Qc8 13. Bc4 c5 14. d5 exd5 15. Bxd5 Bxd5 16. Rxd5 Re8 17. Qd2 Nf8 18. Rd1 Qa6 19. Kb1 Ng6 20. h4 Qb5 21. Nd4 Qa4 22. Nf5 Ne7 23. Nxe7+ Rxe7 24. h5 Rae8 25. Qd3 Re4 26. Qb3 Qa6 27. c3 Qe2 28. Qc2 Qb5 29. Qd3 Qa4 30. Rd7 Re2 31. Ka1 c4 32. Qd5



32... Bxc3? 33. Qxf7+ Kh8?? [33... Kh7! 34. Be5 Qxd7 35. Qxd7 Bxe5 "unclear"] 34. Be5!!



[34. Be5 Qxd7 35. Qxd7 Bxe5 36. Qxe8+ check!] 1-0

Back to [Chess Coaching Page](#)

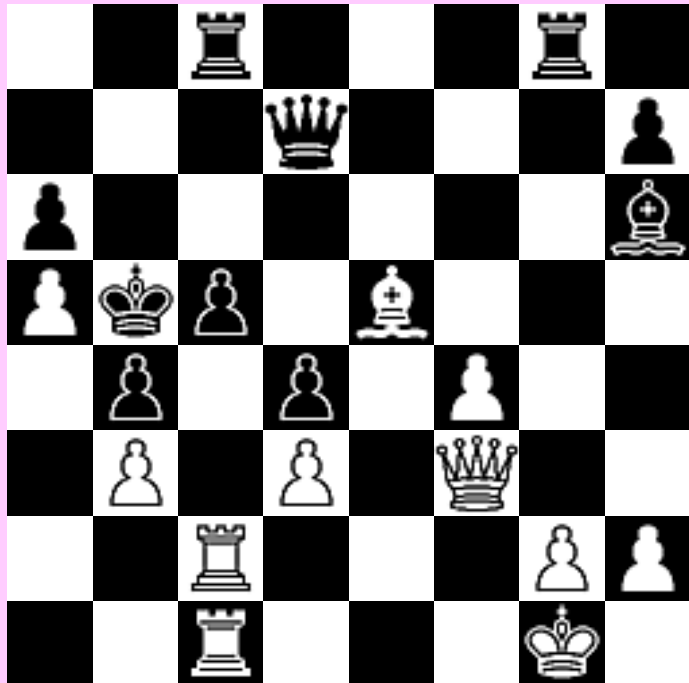
This document (Canon\canon491.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tarrasch,S - Mariotti & Allies Problem-like: Naples, Naples, 1914

(wKg1,Qf3,Be5,Rc1,c2,Pa5,b3,d3,f4,g2,h2; bKb5,Qd7,Bh6,Rc8,g8,Pa6,b4,c5,d4,h7)



1. Bc7 Qxc7 [1... Rxc7 2. Qb7+ Rxb7 3. Rxc5#] 2. Rxc5+ Qxc5 3. Qb7+ Kxa5 4. Ra1# 1-0

Back to [Chess Coaching Page](#)

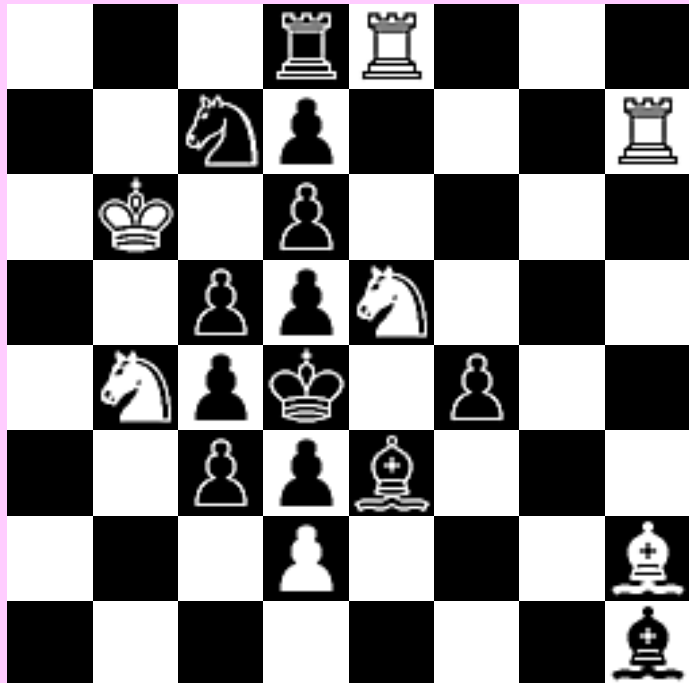
This document (Canon\canon492.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

BROWN - problem Problem: CHERNEV, CHERNEV, 1997

(wKb6,Nb4,e5,Bh2,Re8,h7,Pd2; bKd4,Nc7,Be3,h1,Rd8,Pc3,c4,c5,d3,d5,d6,d7,f4)



1. Nec6+ dxc6
2. dxe3+ fxe3
3. Rh4+ Be4
4. Rhxe4+ dxe4
5. Be5+ dxe5
6. Rxd8+ Nd5+
7. Rxd5+ cxd5
8. Nc6# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon493.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Neumann

Problem: Hungarian Ch'p (wKh1,Qh6,Bc2,Re2,g4,Pa3,b2; bKh8,Qc7,Ne8,Bd6,Rd7,f8,Pa6,b5,c4,f6,h7)
1. Re7 =

Back to [Chess Coaching Page](#)

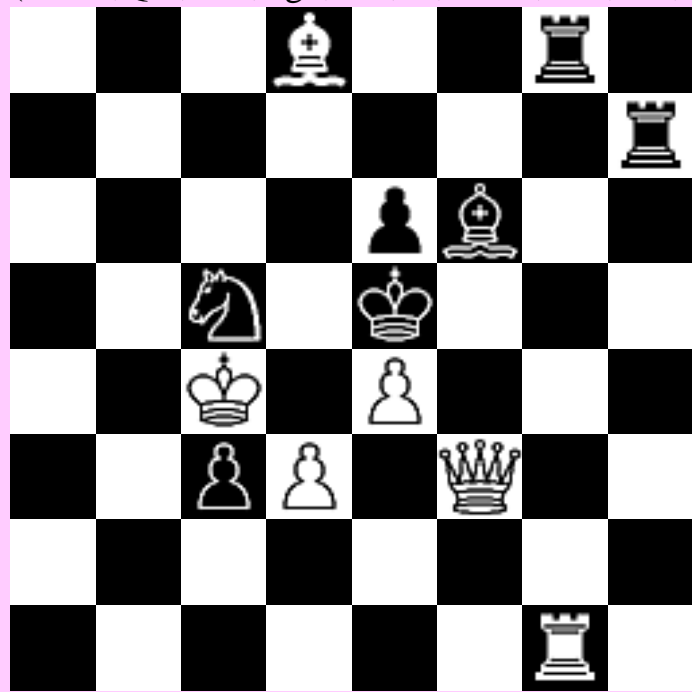
This document (Canon\canon494.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Platchutta,J - problem Problem: Leipziger Illustrierte Zeitung, Leipzi, 1958

(wKc4,Qf3,Bd8,Rg1,Pd3,e4; bKe5,Nc5,Bf6,Rg8,h7,Pc3,e6)



1. Rg7 Rgxg7 [1... Rhxg7 2. Qg3+ Rxg3 3. Bc7#] 2. Bc7+ Rxc7 3. Qg3# 1-0

Back to [Chess Coaching Page](#)

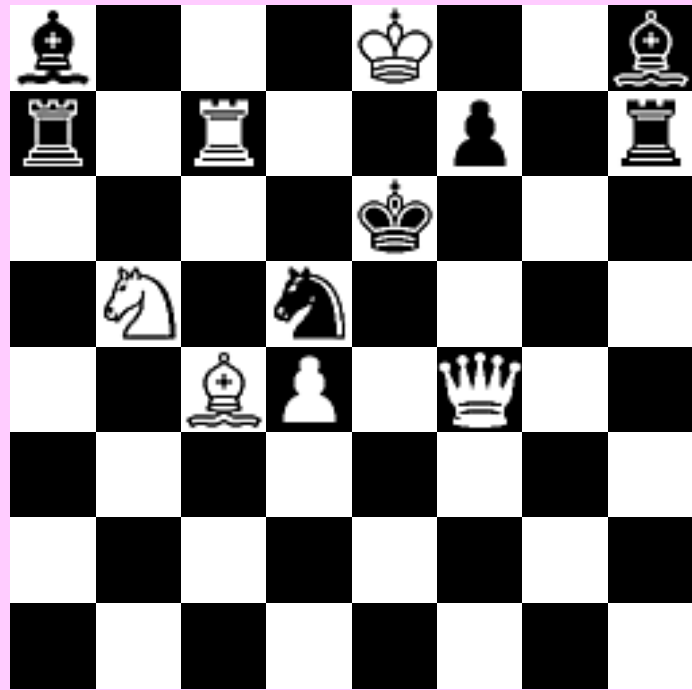
This document (Canon\canon495.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Loshinsky,LI. - problem (m2)Problem: Tijdschrift v.d. N.S.B., Tijdschrift v, 1930

(wKe8,Qf4,Nb5,Bc4,Rc7,Pd4; bKe6,Nd5,Ba8,h8,Ra7,h7,Pf7)



1. Bb3 1-0

Back to [Chess Coaching Page](#)

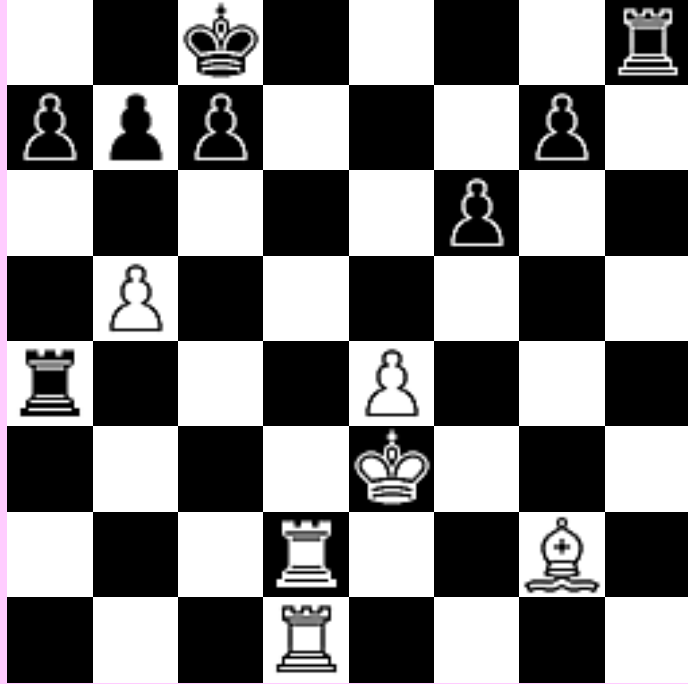
This document (Canon\canon496.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kan - Simagin Problem: XX USSR Ch'p, 1965

(wKe3,Bg2,Rd1,d2,Pb5,e4; bKc8,Ra4,h8,Pa7,b7,c7,f6,g7)



White to play missed: 1. Rd8+ Rxd8 2. Bh3+ Rd7 3. Rxd7 b6 4. Rd4+ 1/2

Back to [Chess Coaching Page](#)

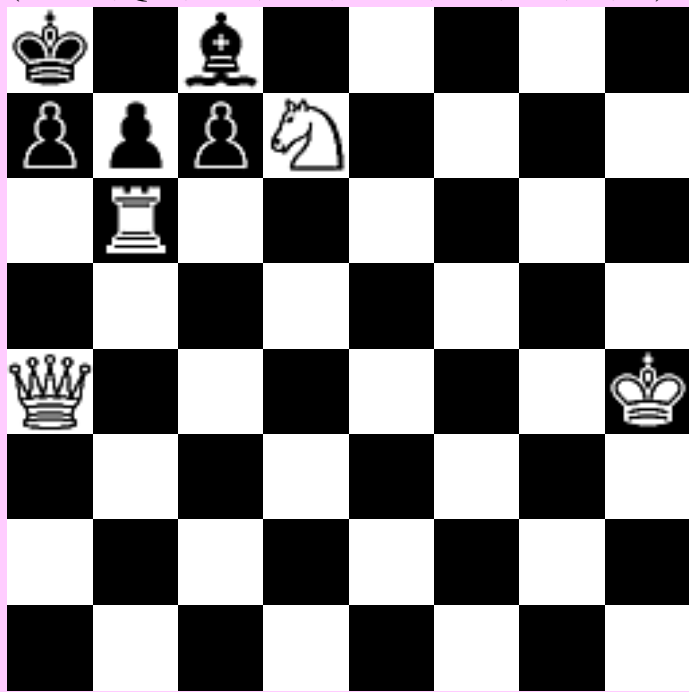
This document (Canon\canon497.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Aleksandrov (Kubbel Memorial) - problem Problem: paradox, paradox, 1991

(wKh4,Qa4,Nd7,Rb6; bKa8,Bc8,Pa7,b7,c7)



1. Qc6 a5 2. Ra6# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon502.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

blackburne's shilling gambit [C50]basman, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nd4 4. Nxe5



[4. Nxd4] 4... Qg5 5. Nxf7 Qxg2 6. Rf1 Qxe4+ 7. Be2 Nf3# 0-1

Back to [Chess Coaching Page](#)

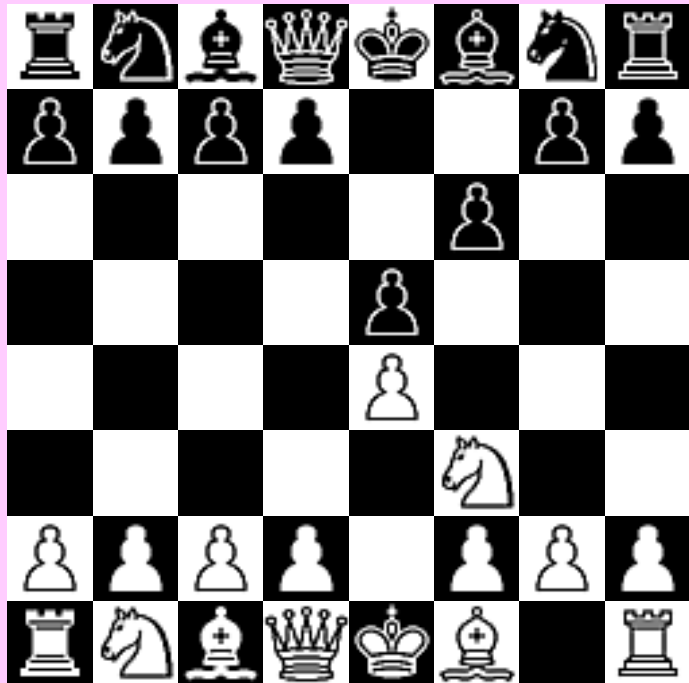
This document (Canon\canon237.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

damiono's defence trap [C40]basman, 1994

1. e4 e5 2. Nf3 f6



3. Nxe5 fxe5 4. Qh5+ Ke7 [4... g6 5. Qxe5+ Qe7 6. Qxh8] [4... Ke7] 5. Qxe5+ Kf7 6. Bc4+ Kg6 [6... d5 7. Bxd5+ Kg6] 7. Qf5+ Kh6 8. d4+ g5 9. h4 d5 10. hxg5+ Kg7 11. Qe5+ Kg6 12. Qxh8 dxc4 13. Qxh7# 1-0

Back to [Chess Coaching Page](#)

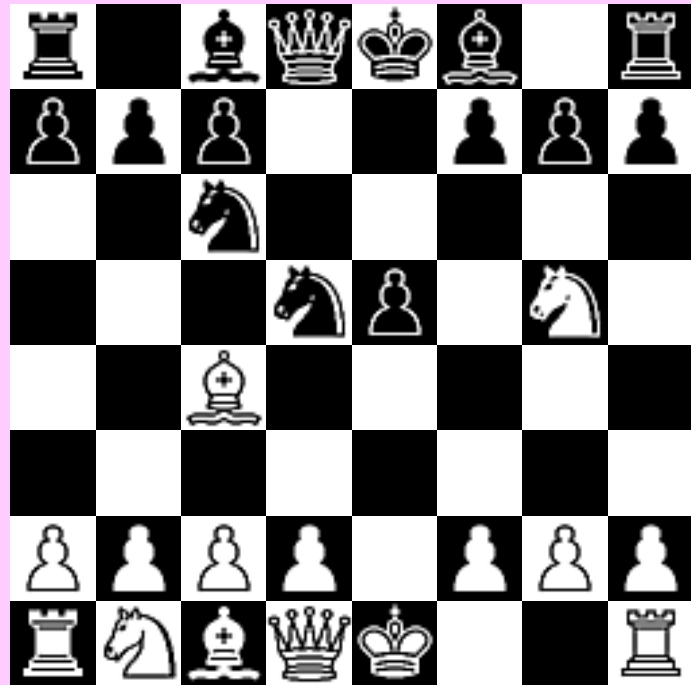
This document (Canon\canon238.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

fried liver attack [C57]basman, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 threat Nxf7 4... d5 5. exd5 Nxd5



[5... Na5] 6. Nxf7 the Fried Liver 6... Kxf7 7. Qf3+ Ke8 ? 8. Bxd5 Nd4 9. Qf7# 1-0

Back to [Chess Coaching Page](#)

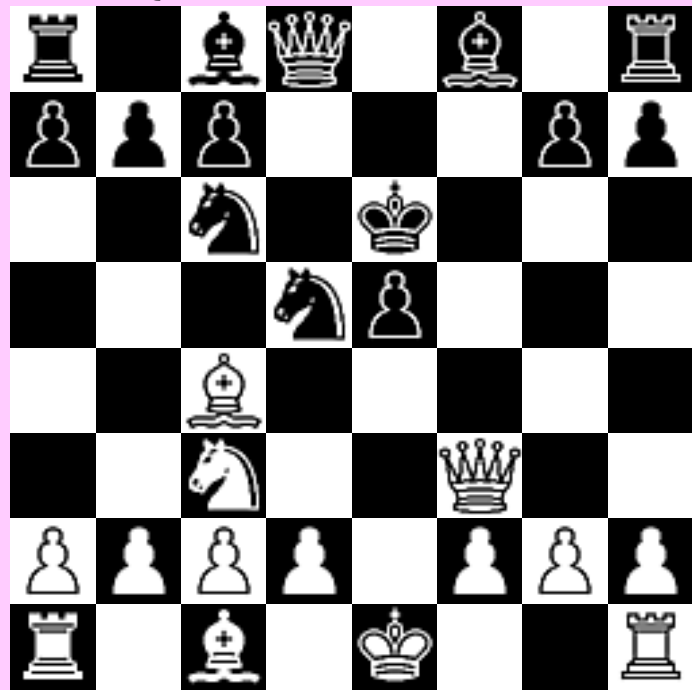
This document (Canon\canon239.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

fried liver variation [C57]basman, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 threat Nxf7 4... d5 5. exd5 Nxd5 6. Nxf7 the Fried Liver 6... Kxf7 7. Qf3+ Ke6 8. Nc3



8... Nd4 ? 9. Bxd5+ Ke7 10. Qf7+ Kd6 11. Ne4# 1-0

Back to [Chess Coaching Page](#)

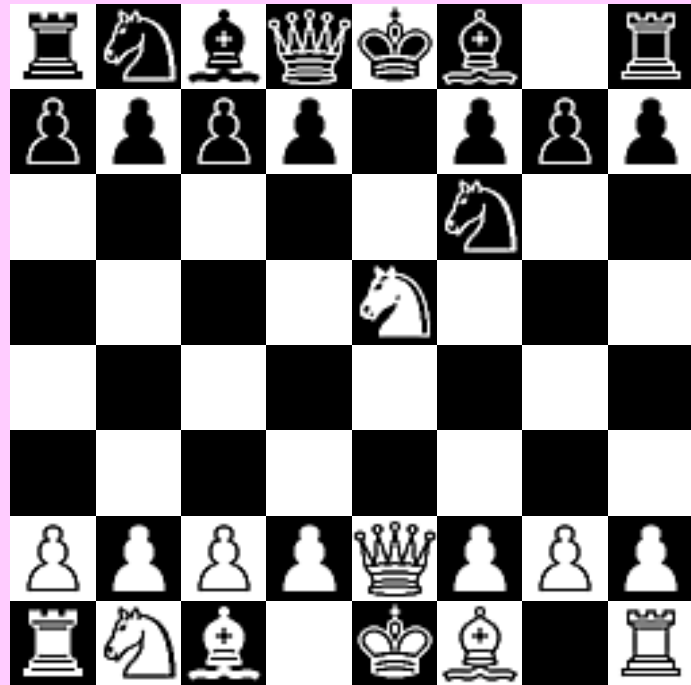
This document (Canon\canon240.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

petroff defence trap [C42]basman, 1994

1. e4 e5 2. Nf3 Nf6 3. Nxe5 Nxe4 [3... d6] 4. Qe2 Nf6



5. Nc6+ Qe7 6. Nxe7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon241.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

scholar's mate [C23]basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5



threat Qxf7 3... Nf6 missing the threat... [3... Qe7] 4. Qxf7# 1-0

Back to [Chess Coaching Page](#)

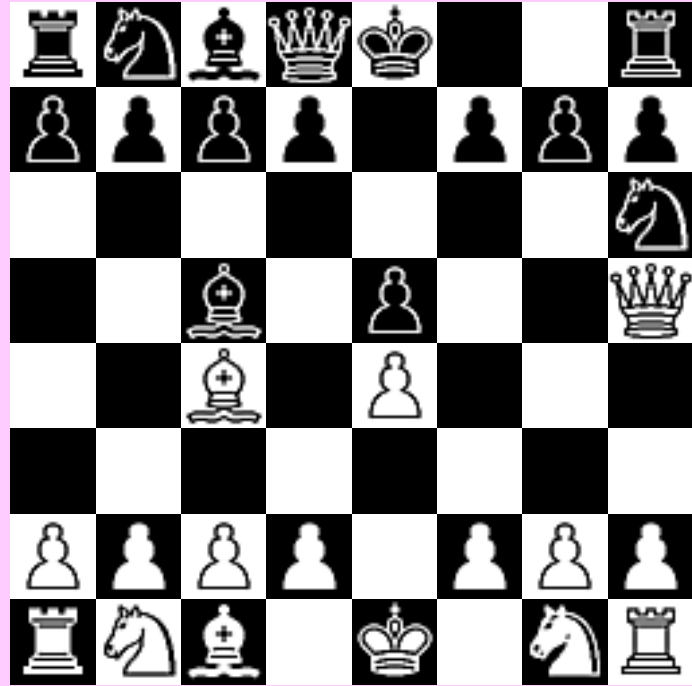
This document (Canon\canon242.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

scholar's mate variation [C23]basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5 threat Qxf7 3... Nh6



4. d4 Bxd4 5. Bxh6 gxh6 6. Qxf7# 1-0

Back to [Chess Coaching Page](#)

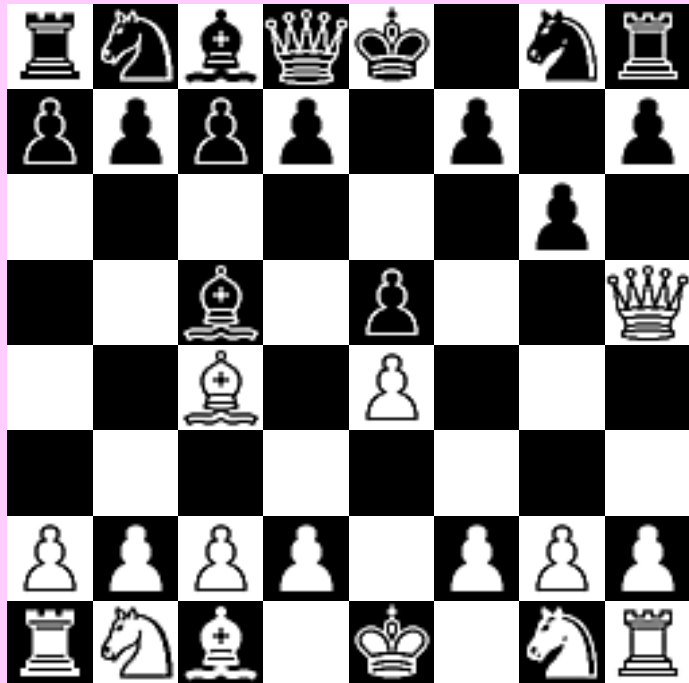
This document (Canon\canon243.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

scholar's trap [C23]basman, 1994

1. e4 e5 2. Bc4 Bc5 3. Qh5 threat Qxf7 3... g6



4. Qxe5+ Qe7 5. Qxh8 1-0

Back to [Chess Coaching Page](#)

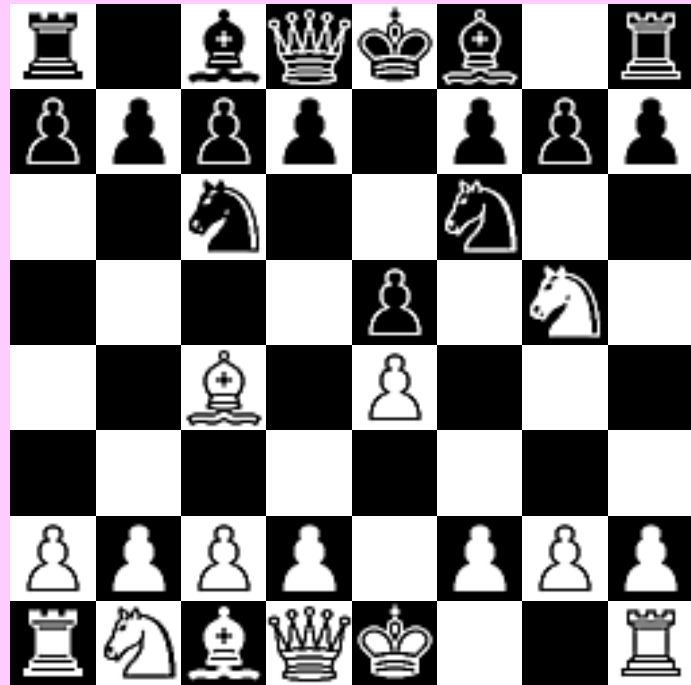
This document (Canon\canon244.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

vulnerable f7 [C57]basman, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5



threat Nxf7 4... h6 missing the threat [4... d5] 5. Nxf7 Qe7 6. Nxh8 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon245.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C50]blackburne's shilling gambit, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nd4



4. Nxe5 [4. c3] 4... Qg5 5. Nxf7 Qxg2 6. Rf1 Qxe4+ 7. Be2 Nf3# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon246.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[D52]cambridge springs, 1994

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Nf3 Qa5 7. Bd3



[7. cxd5] [7. Nd2] 7... Ne4 8. Qc2 Nxg5 9. Nxg5 dxc4 10. Bxc4 Qxg5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon247.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[B10]caro-kann 'pin-mate', 1994

1. e4 c6 2. Nc3 d5 3. Nf3 dxe4 4. Nxe4 Nf6 5. Qe2



5... Nbd7 [5... Bf5] 6. Nd6# 1-0

Back to [Chess Coaching Page](#)

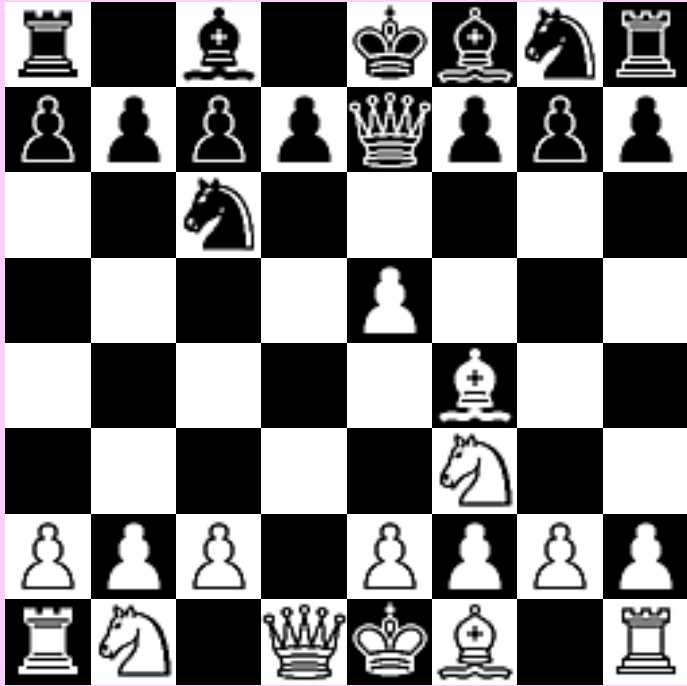
This document (Canon\canon248.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[A40]englund gambit, 1994

1. d4 e5 2. dxe5 Nc6 3. Nf3 Qe7 4. Bf4



[4. Qd5] [4. Nc3] 4... Qb4+ 5. Bd2 Qxb2 6. Bc3 [6. Nc3] 6... Bb4 7. Qd2 Bxc3 8. Qxc3 Qc1# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon271.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C51]evans' gambit, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Nxb4



5. Nxe5 [5. c3] 5... Qf6 6. O-O Qxe5 7. c3 Nc6 8. d4 Nxd4 9. cxd4 Bxd4 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon272.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C15]french winawer, 1994

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 [5... dxe4] 6. Qg4 dxe4 7. Qxg7



7... Qf6 8. Bh6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon273.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C55]giuoco piano, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Nc3



[4. d3] 4... Nxe4 5. Bxf7+ Kxf7 6. Nxe4 d5 7. Ng3 =

Back to [Chess Coaching Page](#)

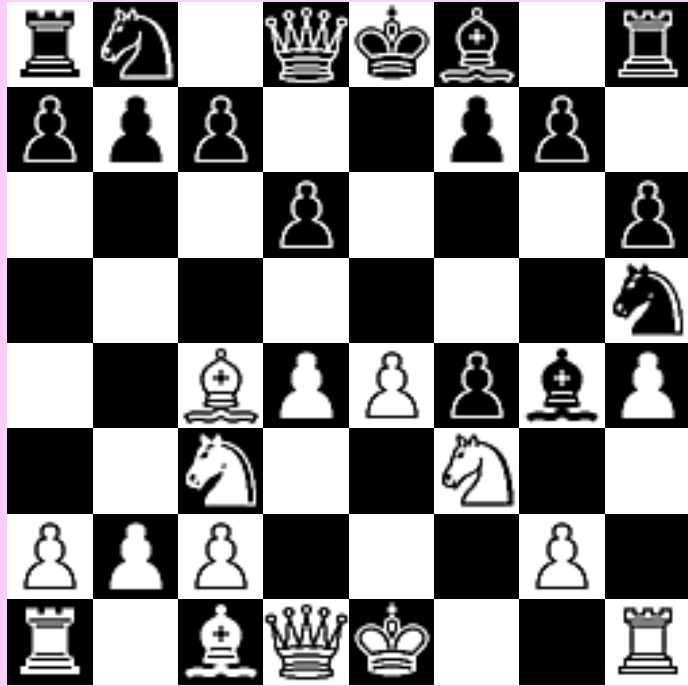
This document (Canon\canon274.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

legall's mate in modern setti [C34]ken shinn in chess, dec, 1975

1. e4 e5 2. f4 exf4 3. Nf3 d6 4. Bc4 h6 5. h4 Nf6 6. Nc3 Bg4 7. d4 Nh5



8. Ne5 =

Back to [Chess Coaching Page](#)

This document (Canon\canon275.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C39]kga kieseritsky, 1994

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Bg7 6. Nxg4 d5 7. exd5



[7. Nf2] 7... Qe7+ 8. Kf2 [8. Be2 Bxg4] 8... Bd4+ 9. Kf3 h5 10. Nf2 Bg4+ 11. Nxg4 hxg4+ 12. Kxg4 f5+ 0-1

Back to [Chess Coaching Page](#)

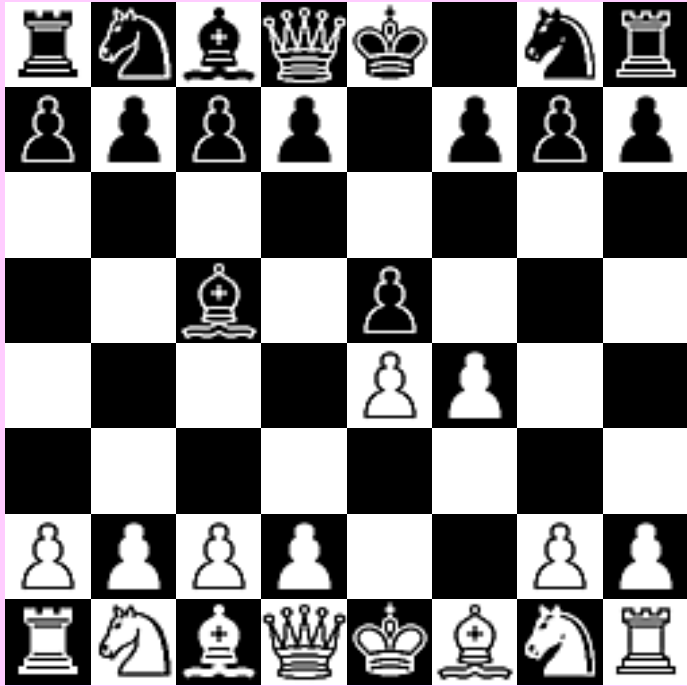
This document (Canon\canon276.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C30]king's gambit declined, 1994

1. e4 e5 2. f4 Bc5



3. fxe5 Qh4+ 4. Ke2 Qxe4# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon277.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[E70]king's indian, 1994

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Bg5 e5



[5... h6] [5... O-O] 6. dxe5 dxe5 7. Qxd8+ Kxd8 8. Nd5 Nbd7 9. O-O-O Ke8 10. Nxc7+ 1-0

Back to [Chess Coaching Page](#)

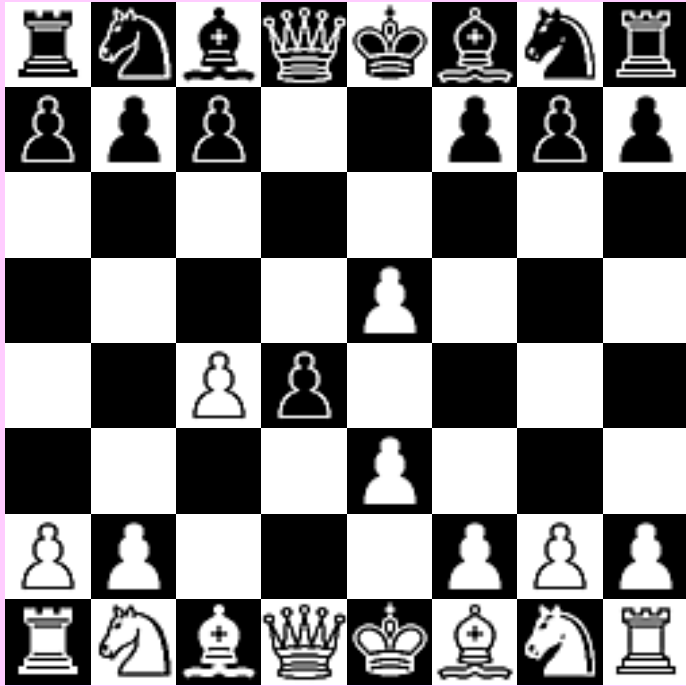
This document (Canon\canon278.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[D08]lasker trap, 1994

1. d4 d5 2. c4 e5 3. dxe5 d4 4. e3



[4. Nf3] 4... Bb4+ 5. Bd2 dxe3 6. Bxb4 exf2+ 7. Ke2 fxg1=N+ 8. Rxg1 Bg4+ 0-1

Back to [Chess Coaching Page](#)

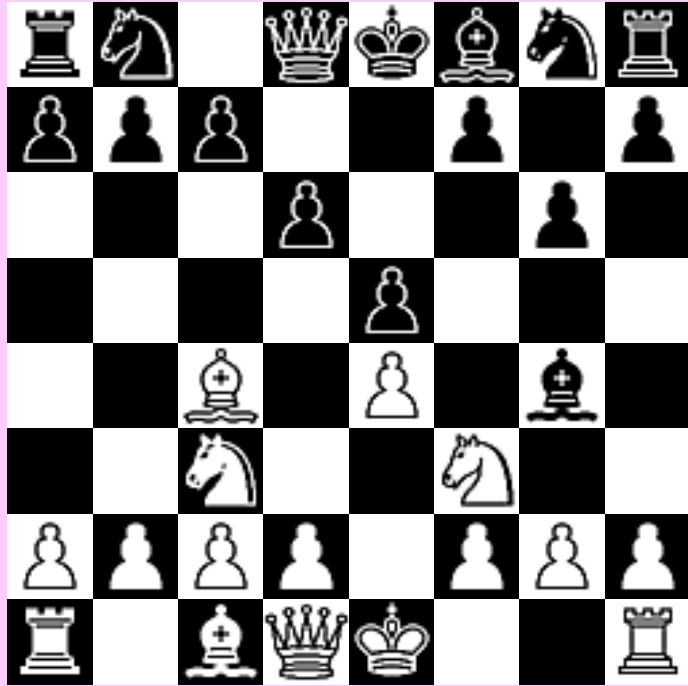
This document (Canon\canon279.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

legall - st.brie [C23]legall's mate, 2006

1. e4 e5 2. Bc4 d6 3. Nf3 Bg4 4. Nc3 g6



5. Nxe5 Bxd1 6. Bxf7+ Ke7 7. Nd5# 1-0

Back to [Chess Coaching Page](#)

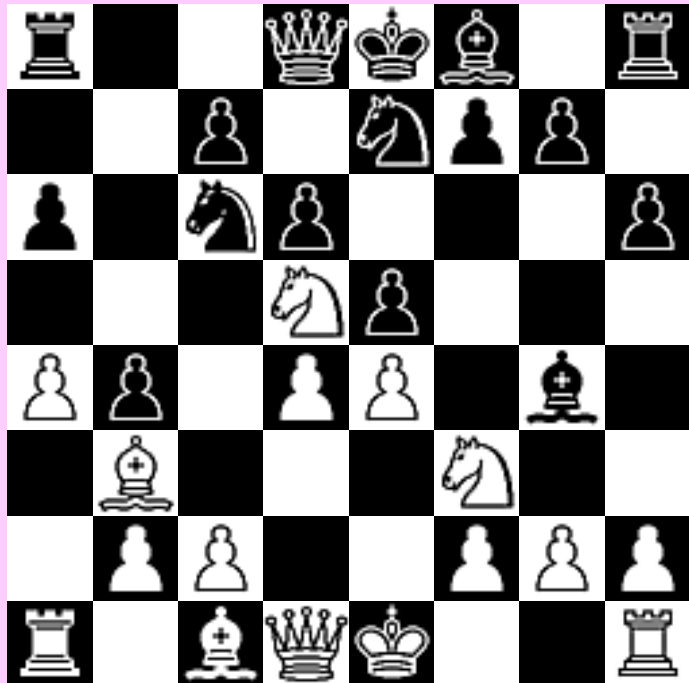
This document (Canon\canon280.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

benjafield,dg - wippell,cj [C60]legall's trap, 1938

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nge7 [3... a6] 4. Nc3 a6 5. Ba4 b5 6. Bb3 h6 7. d4 d6 8. a4 b4 9. Nd5 Bg4



10. Nxe5 Bxd1 [10... Nxe5 11. f3 Nxf3+ 12. gxf3 Bh3 +-] 11. Nf6+ gxf6 12. Bxf7# 1-0

Back to [Chess Coaching Page](#)

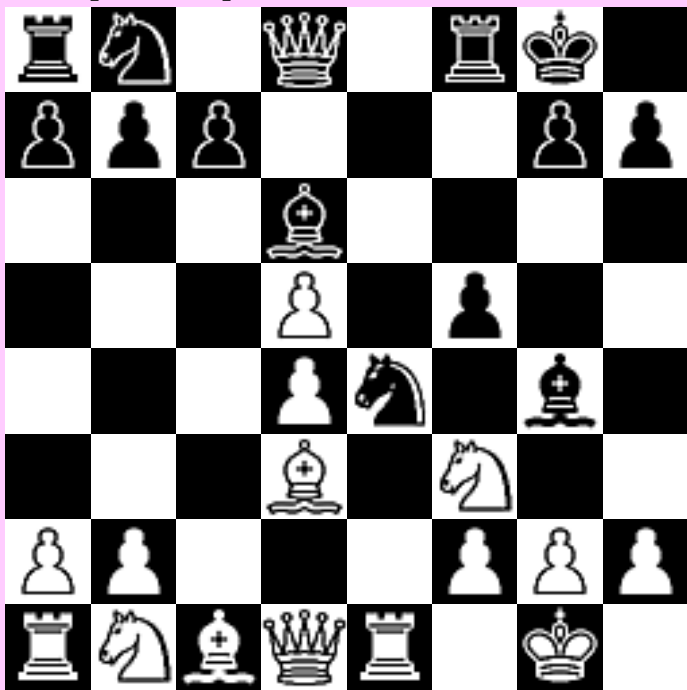
This document (Canon\canon281.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C42]marshall trap, 1994

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Bd6 [6... Be7] 7. O-O Bg4 8. c4 O-O 9. cxd5 [9. Nc3] 9... f5 10. Re1



10... Bxh2+ 11. Kxh2 Nxf2 12. Qc2 Nxd3 13. Qxd3 Bxf3 14. Qxf3 Qh4+ 15. Qh3 Qxe1 Marshall got a chance to play this against Janowski! 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon282.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C55]max lange, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Bc5 6. e5 d5 7. exf6 dxc4 8. Re1+ Be6 9. Ng5 Qxf6



[9... Qd5] 10. Nxe6 fxe6 11. Qh5+ double attack 11... g6 12. Qxc5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon283.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C55]max lange, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. O-O Bc5 6. e5 d5 7. exf6 dxc4 8. Re1+ Be6 9. Ng5 Qd5
10. Nc3 Qf5 11. Nce4 Bf8



? [11... O-O-O] 12. Nxf7 Kxf7 13. Ng5+ Kg8 14. g4 Qxf6 [14... Qxg4+ 15. Qxg4 Bxg4 16. f7#] 15. Rxe6 Qd8 16. Qf3 Qd7 17. Re7 Qxe7 [17... Bxe7 18. Qf7#] 18. Qd5+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon284.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C65]monticelli trap, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 Ne7



5. Nxe5 [5. O-O] 5... c6 6. Nc4 [6. Bc4 Qa5+] 6... Ng6 [6... cxb5 7. Nd6#] 7. Ba4 b5 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon285.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C60]noah's ark trap, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. d4 b5 6. Bb3 exd4 7. Nxd4 [7. Bd5] 7... Nxd4 8. Qxd4



8... c5 9. Qd5 Be6 10. Qc6+ Bd7 11. Qd5 c4



0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon286.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C42]petroff, 1994

1. e4 e5 2. Nf3 Nf6 3. Nxe5



3... Nxe4 [3... d6] 4. Qe2 Nf6 [4... Qe7 5. Qxe4 d6 6. d4 dxe5 7. dxe5 loses only a pawn] 5. Nc6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon292.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C41]philidor game, 1994

1. e4 e5 2. Nf3 d6 3. Bc4 Bg4 [3... Nf6] 4. d3 Ne7 5. Bxf7+ Kxf7 6. Ng5+ Kg8 7. Qxg4 =

Back to [Chess Coaching Page](#)

This document (Canon\canon293.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[D51]queen's gambit declined, 1994

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. cxd5 exd5 6. Nxd5 [6. e3] 6... Nxd5 7. Bxd8 Bb4+ 8. Qd2 Bxd2+ 9. Kxd2 Kxd8 0-1

Back to [Chess Coaching Page](#)

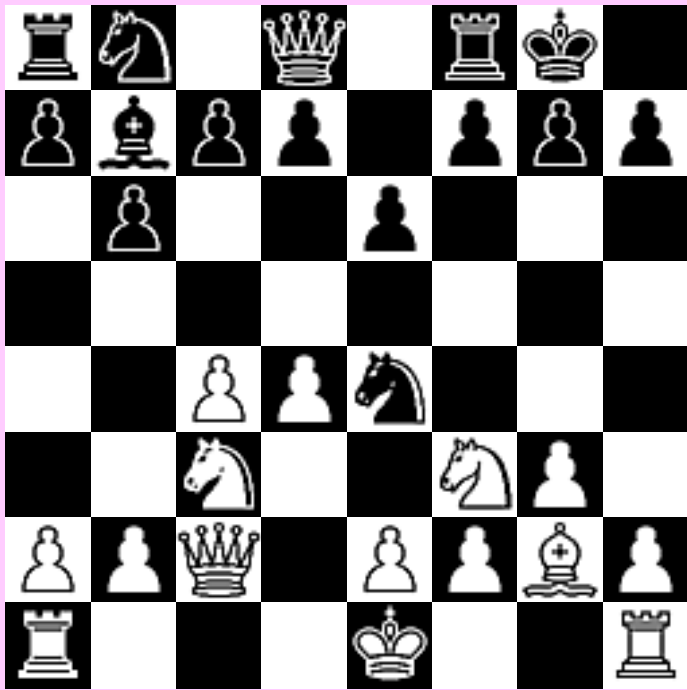
This document (Canon\canon294.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[E16]queen's indian, 1994

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Bb4+ 6. Bd2 Bxd2+ 7. Qxd2 O-O 8. Nc3 Ne4 [8... d5]
9. Qc2



9... Nxc3 10. Ng5 Ne4 11. Bxe4 Bxe4 12. Qxe4 Qxg5 13. Qxa8 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon295.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C88] ruy lopez, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. d4



8... Nxd4 [8... d6] 9. Bxf7+ Rxf7 10. Nxe5 Nc6 [10... Ne6 11. Nxf7 Kxf7 12. e5 Ne8 13. Qf3+] 11. Nxf7 Kxf7 12. e5 Ne8 13. Qd5+ Kf8 14. Re3



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon310.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C60] ruy lopez, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 b5 6. Bb3



6... Nxd4 7. Bxf7+ Kxf7 8. Nxe5+ Ke6 9. Qxd4 c5 10. Qc3 Nxe4 11. Qe3 Kxe5 12. Nc3 d5 13. Nxe4 d4 14. Qf3 Bd7 15. O-O Be7 16. Re1 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon311.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

nimzovich [C66] ruy lopez, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O d6 5. d4 Nxe4 [5... Bd7] 6. d5 a6 7. Bd3 Nf6 8. dxc6 e4 9. Re1 d5 10. Be2 exf3 11. cxb7 Bxb7



12. Bb5# 1-0

Back to [Chess Coaching Page](#)

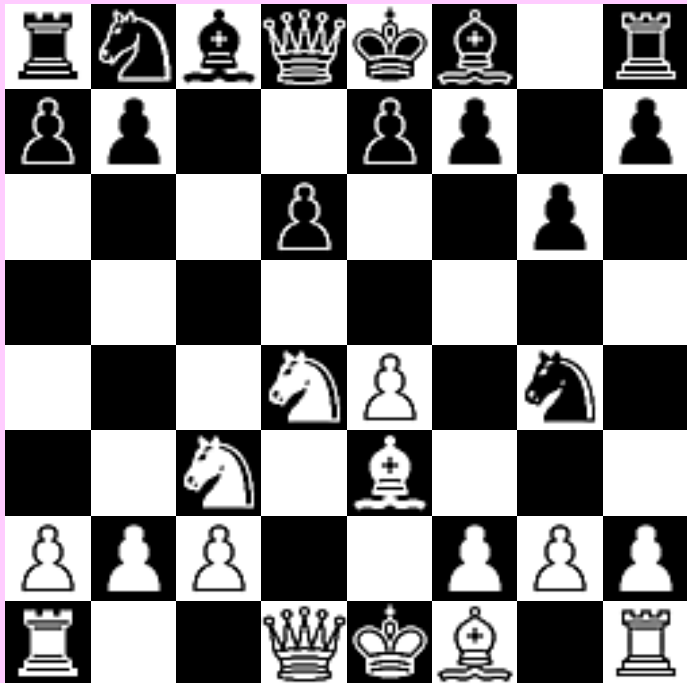
This document (Canon\canon312.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[B72]sicilian dragon, 1994

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Ng4



[6... Bg7] 7. Bb5+ Bd7 8. Qxg4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon313.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C83]tarrasch trap, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. c3



9... Be7 [9... Bc5] 10. Re1 O-O 11. Nd4 Qd7 [11... Nxe5 12. f3 Bd6] 12. Nxe6 fxe6 [12... Qxe6 13. Rxe4] 13. Rxe4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon314.html) was last modified on 13 Aug 2005 by



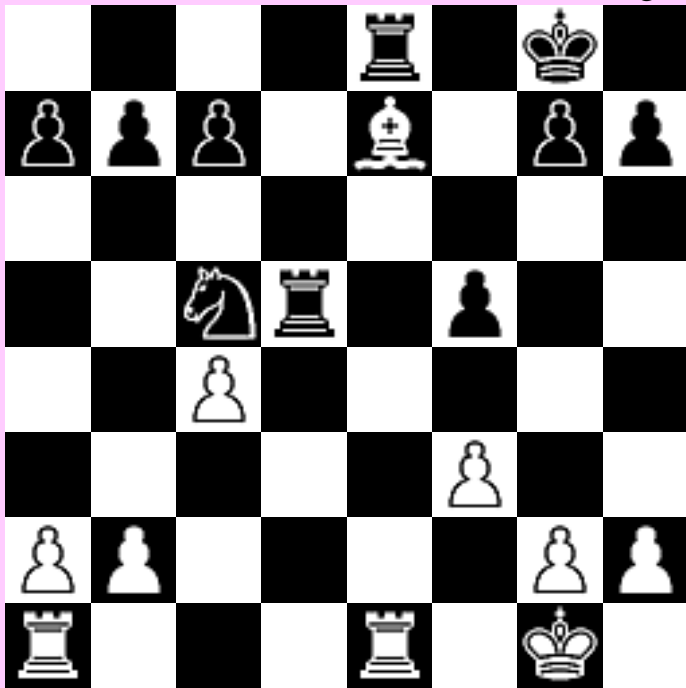
[Dr. Dave](#)

[C62]tarrasch trap, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. d4 Bd7 5. Nc3 Nf6 6. O-O Be7 7. Re1



7... O-O [7... exd4 Black must surrender the centre, which is not the idea of this variation] 8. Bxc6 Bxc6 9. dxe5 dxe5 10. Qxd8 Raxd8 [10... Rfxd8 allows 15 Kf1 - see later] 11. Nxe5 Bxe4 [11... Nxe4 12. Nxc6] 12. Nxe4 Nxe4 13. Nd3 f5 14. f3 Bc5+ 15. Nxc5 [15. Kf1 Bb6 16. fxe4 fxe4+] 15... Nxc5 16. Bg5 Rd5 [16... Rde8 17. Be7] 17. Be7 Re8 18. c4



Tarrasch won a game with this against Marco AFTER publishing it as analysis! 1-0

Back to [Chess Coaching Page](#)

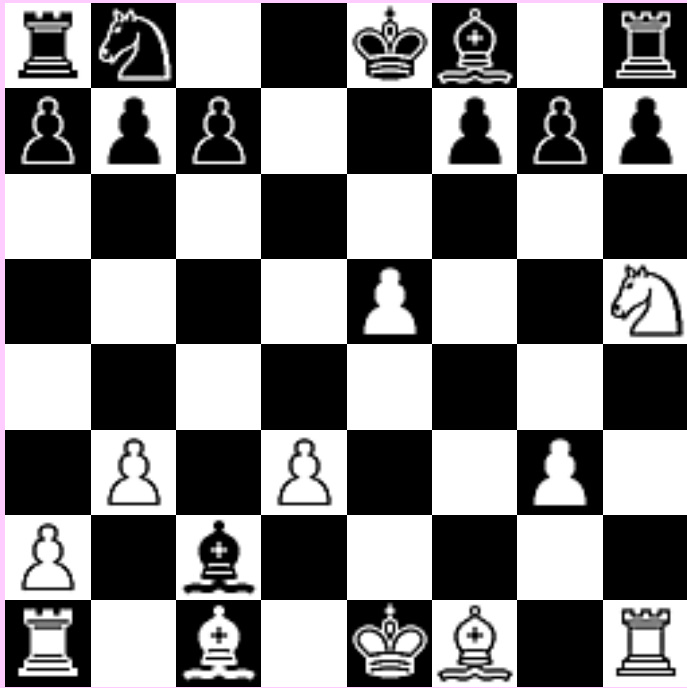
This document (Canon\canon315.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[C29]wurzburger trap, 1994

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. d3 Qh4+ [5... Nxc3] 6. g3 Nxg3 7. Nf3 Qh5 8. Nxd5 Bg4 [8... Nxh1 9. Nxc7+ Kd8 10. Nxa8] 9. Nf4 Bxf3 10. Nxh5 Bxd1 11. hxg3 Bxc2 12. b3



1-0

Back to [Chess Coaching Page](#)

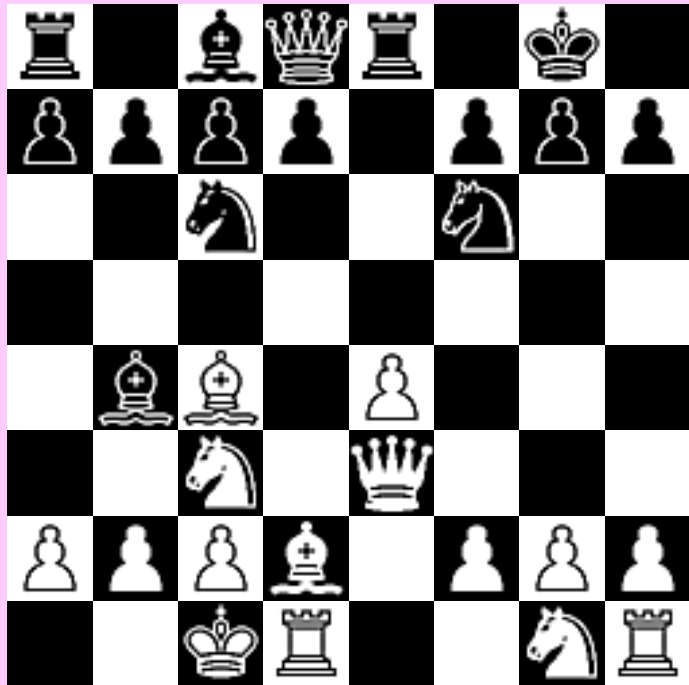
This document (Canon\canon316.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

winawer - steinitz [C22]z-b, 1896

1. e4 e5 2. d4 exd4 3. Qxd4 Nc6 4. Qe3 Nf6 5. Nc3 Bb4 6. Bd2 O-O 7. O-O-O Re8 8. Bc4



8... Bxc3 ? 9. Bxc3 Nxe4 gives White a strong attack 10. Qf4 Nf6 11. Nf3 d6 12. Ng5 Be6 13. Bd3 h6 14. h4 winawer-steinitz, nuremburg 1896 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon317.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

alekhine's defence trap [B03]z-b, 1994

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. f4 dxe5 6. fxe5 Nc6 [6... c5] 7. Nf3 Bg4 8. Be2 Bxf3 9. Bxf3



9... Qxd4 10. Bxc6+ bxc6 11. Qxd4 1-0

Back to [Chess Coaching Page](#)

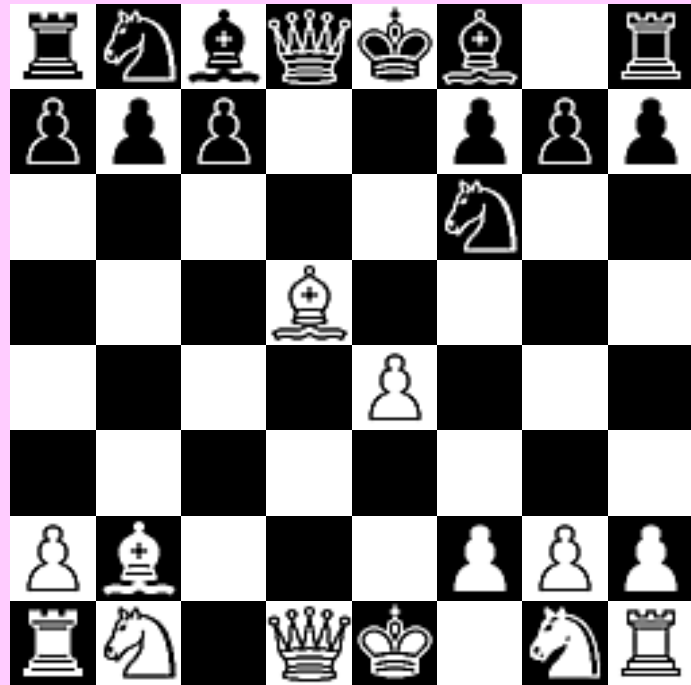
This document (Canon\canon318.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

centre game trap [C21]z-b, 1994

1. e4 e5 2. d4 exd4 3. c3 dxc3 4. Bc4 cxb2 5. Bxb2 d5 6. Bxd5 Nf6



7. Bxf7+ Kxf7 8. Qxd8 but... 8... Bb4+ 9. Qd2 else White is a piece down! 9... Bxd2+ 10. Nxd2 1-0

Back to [Chess Coaching Page](#)

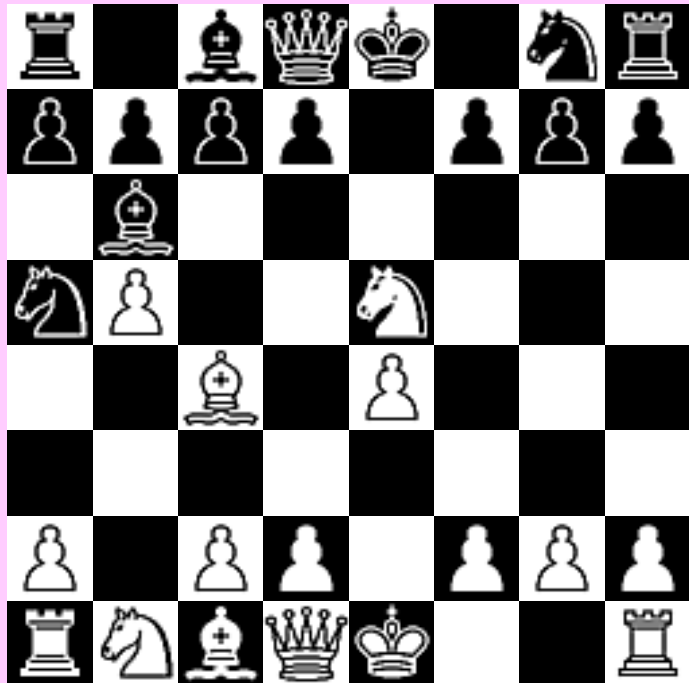
This document (Canon\canon319.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

evans' gambit trap [C51]z-b, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bb6 5. b5 Na5 6. Nxe5



6... Nxc4 [6... Nh6] 7. Nxc4 Bxf2+ 8. Kxf2 Qf6+ 9. Qf3 Qxa1 [9... Qd4+ 10. Qe3 Qxc4] 10. Nc3 traps the queen 1-0

Back to [Chess Coaching Page](#)

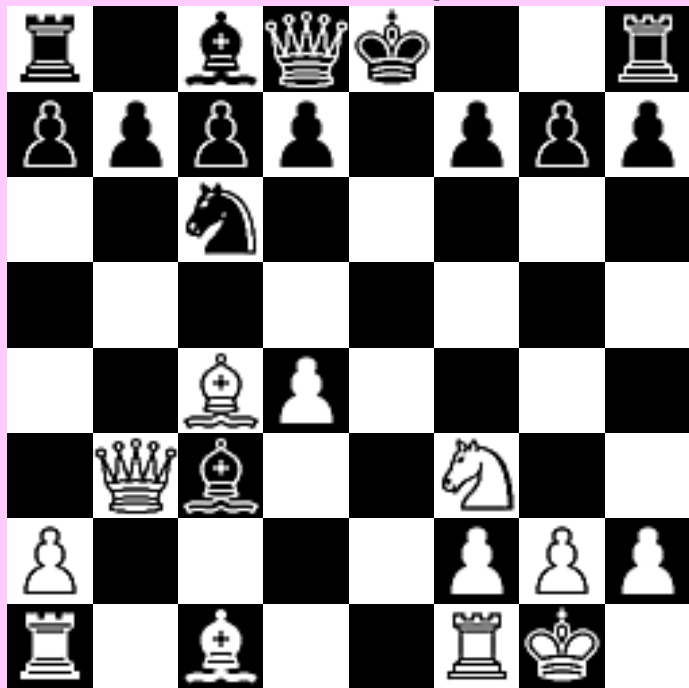
This document (Canon\canon320.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

greco's trap [C54]z-b, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4 8. O-O Nxc3 bernstein's variation 9. bxc3 Bxc3 10. Qb3



10... Bxa1 [10... d5 11. Bxd5 O-O 12. Bxf7+ Kh8] 11. Bxf7+ Kf8 12. Bg5 Ne7 13. Ne5 Bxd4 14. Bg6 d5 15. Qf3+ Bf5 16. Bxf5 Bxe5 17. Be6+ Bf6 18. Bxf6 winning 1-0

Back to [Chess Coaching Page](#)

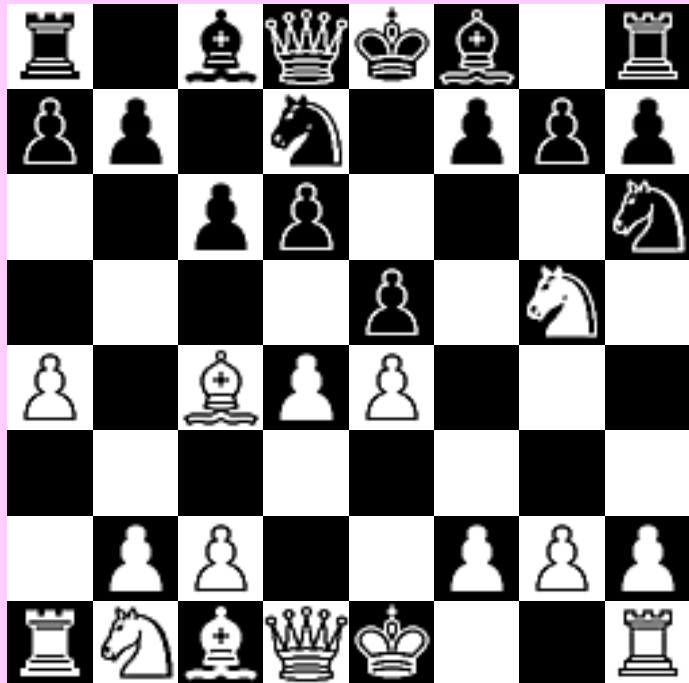
This document (Canon\canon321.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

philidor's defence trap [C41]z-b, 1994

1. e4 e5 2. Nf3 d6 3. d4 Nd7 4. Bc4 c6 5. Ng5 Nh6 6. a4



sets a very subtle trap... 6... Be7 7. Bxf7+ Nxf7 8. Ne6 Qb6 9. a5



that's (partly) what the pawn move was for 9... Qb4+ 10. Bd2 Qc4 11. Nc7+ Kd8 12. b3 winning the Queen! 1-0

Back to [Chess Coaching Page](#)

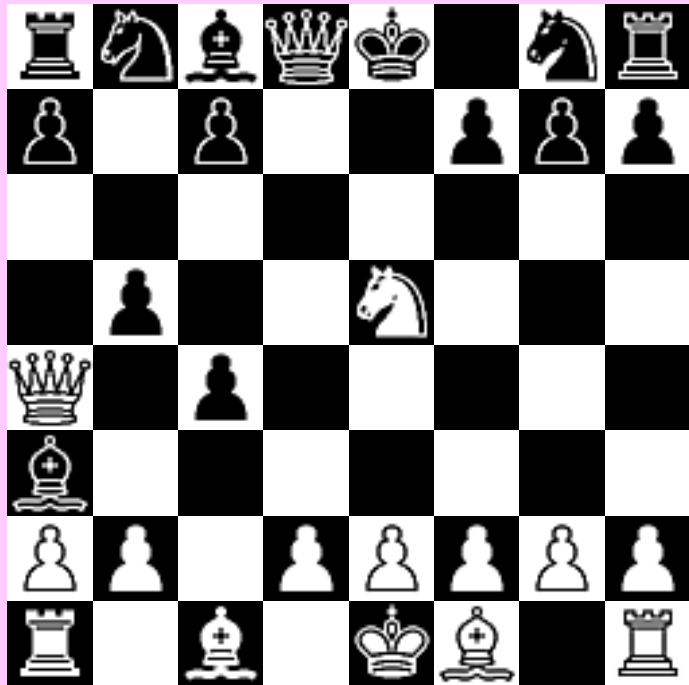
This document (Canon\canon322.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

two traps in reti's opening [A09]z-b, 1994

1. Nf3 d5 2. c4 dxc4 3. Na3 e5 4. Nxe5 Bxa3 5. Qa4+ b5



6. Qxb5+ loses a piece [6. Qxa3 best 6... Bb7 7. b3 7.e3 7... Qd6 8. Bb2



? 8... c3 9. Qxd6 cxd6 10. Bxc3 dxe5 11. Bxe5 black has won a piece] 6... c6 7. Nxc6 Nxc6 8. Qxc6+ Bd7 9. Qe4+ Be7 1-0

Back to [Chess Coaching Page](#)

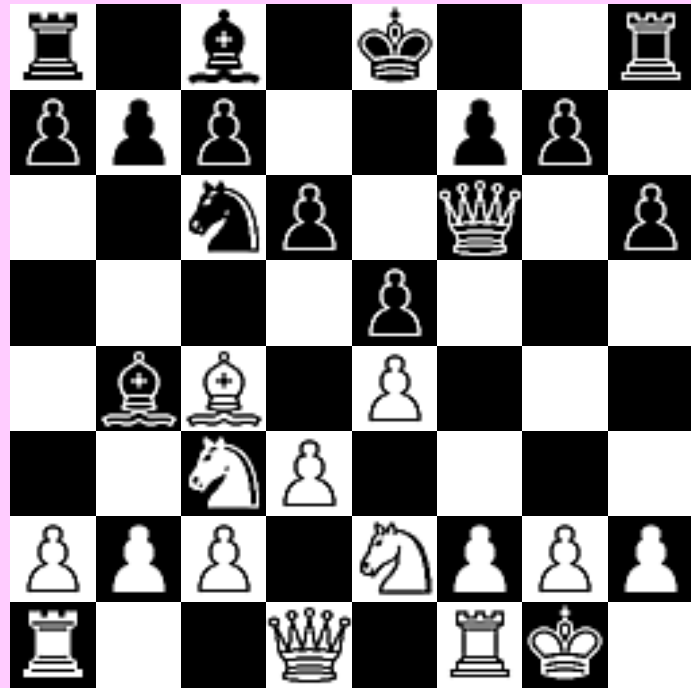
This document (Canon\canon323.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

vienna game trap [C28]z-b, 1994

1. e4 e5 2. Nc3 Nc6 3. Bc4 Nf6 4. d3 Bb4 5. Bg5 h6 6. Bxf6 Qxf6 [6... Bxc3+ 7. bxc3 Qxf6] 7. Nge2 d6 8. O-O



threats Nd5 & f4 1-0

Back to [Chess Coaching Page](#)

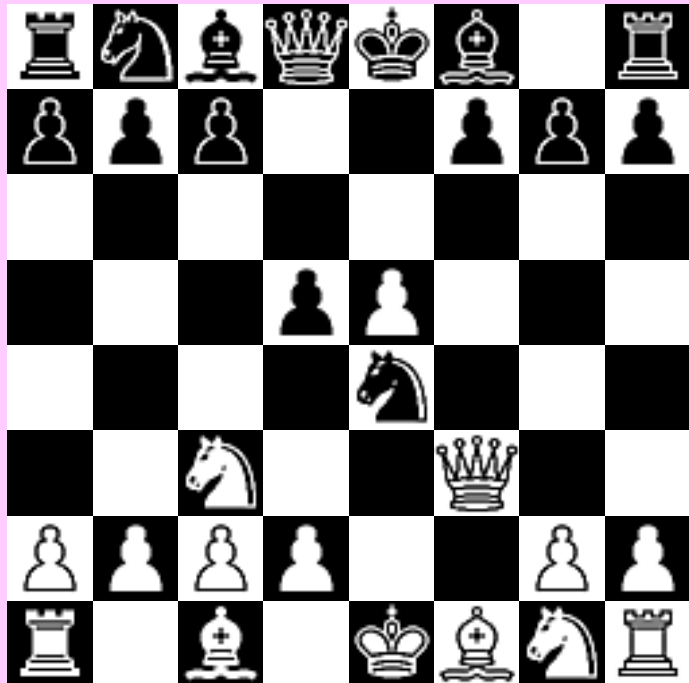
This document (Canon\canon324.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

vienna game traps [C29]z-b, 1994

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Qf3



(better is Nf3) [5. d3 Qh4+ artificial: better is ...Nxc3 & ...Be7 6. g3 Nxg3 7. Nf3 Qh5 8. Nxd5 Nxh1 9. Nxc7+ Kd8 10. Nxa8] 5... Nc6 6. Nxe4 [6. Bb5] 6... Nd4 7. Qd3 dxe4 8. Qxe4 Bf5 9. Qf4 Nxc2+ 1-0

Back to [Chess Coaching Page](#)

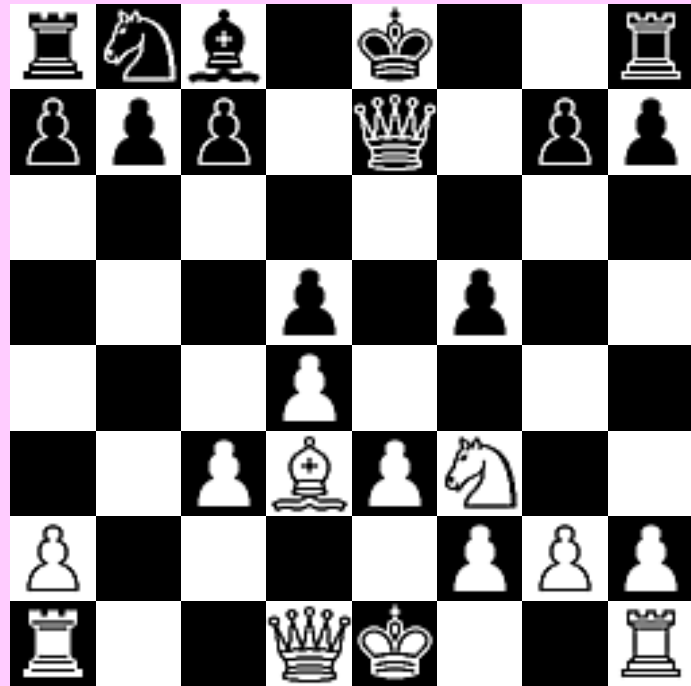
This document (Canon\canon325.html) was last modified on 13 Aug 2005 by



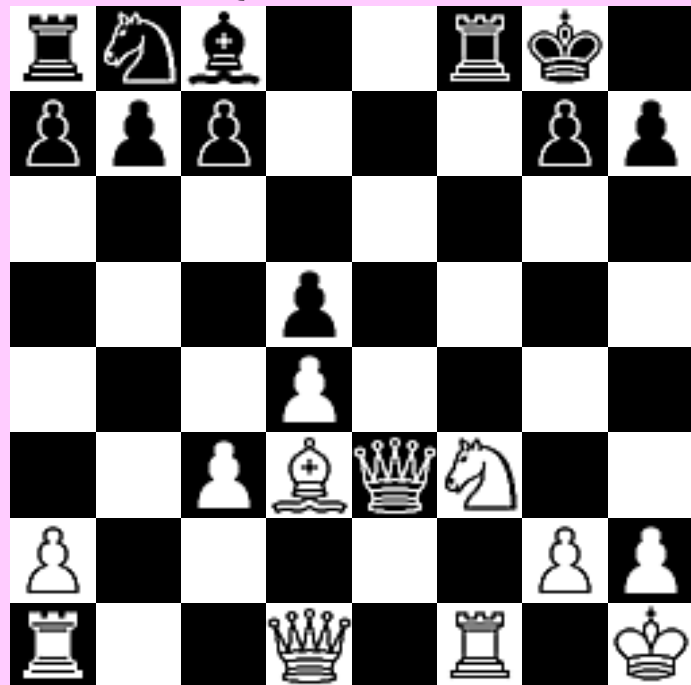
[Dr. Dave](#)

WHITE - BLACK [A85]rules: complete development be, rules: complete

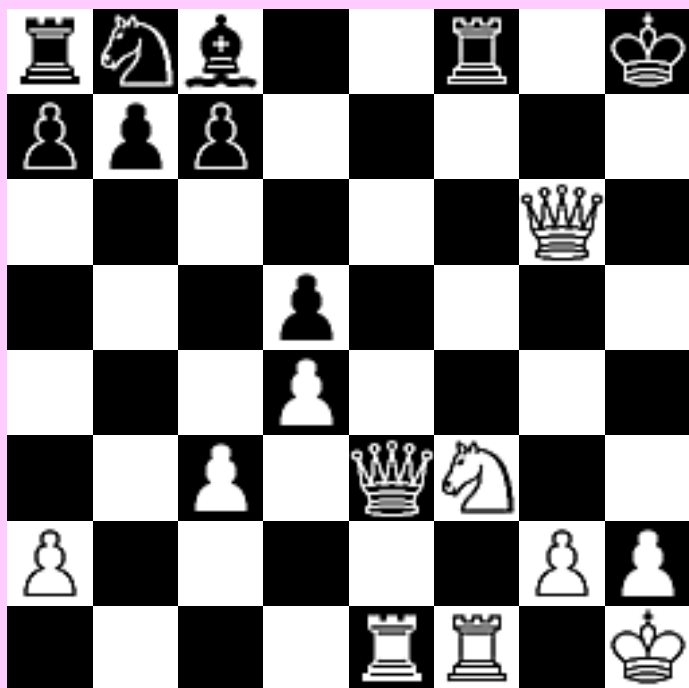
1. d4 f5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 d5 6. Nf3 Ne4 7. Bxe7 Qxe7 8. cxd5 Nxc3 9. bxc3 exd5 10. Bd3



Black should get developed 10... f4 ? 11. O-O ! letting the pawn go in favour of more development 11... fxe3 12. fxe3 Qxe3+ 13. Kh1 O-O



We can see the damage done: the Black pieces still in barracks 14. Qc2 g6 15. Bxg6 hxg6 16. Qxg6+ Kh8 17. Rae1



The Black Q-side pieces are in no position to save the King 17... Qf4 18. Nd2 Qd6 19. Rxf8+ Qxf8 20. Re8 Qxe8 21. Qxe8+ Kg7 22. Qxc8 1-0 0-1

Back to [Chess Coaching Page](#)

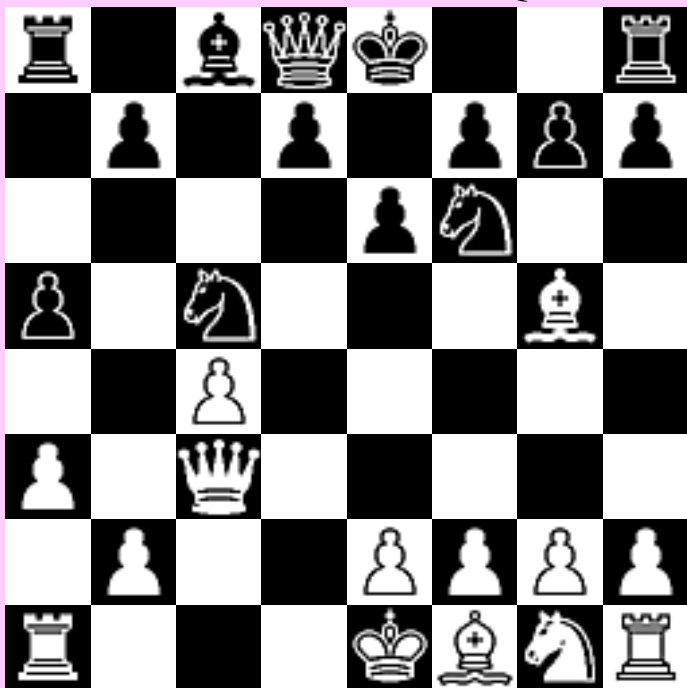
This document (Canon\canon296.html) was last modified on 13 Aug 2005 by



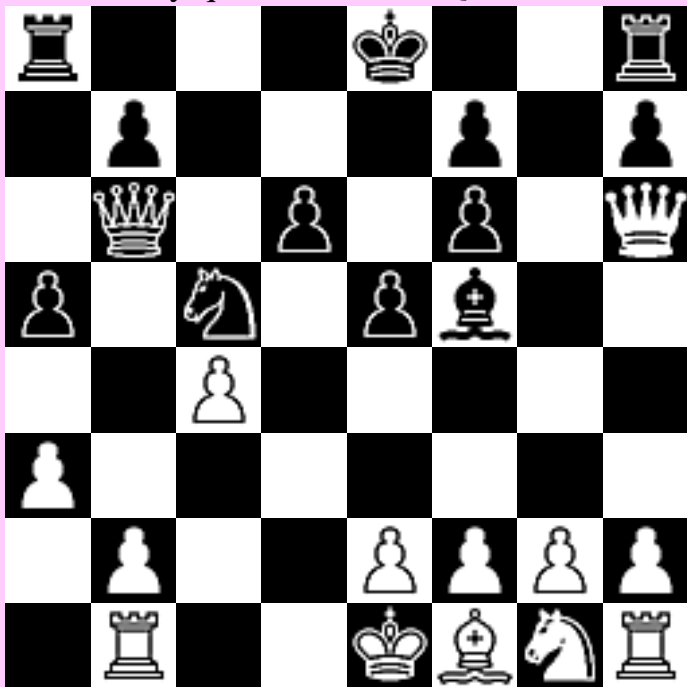
[Dr. Dave](#)

premature attack [E38]rules: complete development be, rules: complete, 1993

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5 5. dxc5 Na6 6. a3 Bxc3+ 7. Qxc3 Nxc5 8. Bg5 a5

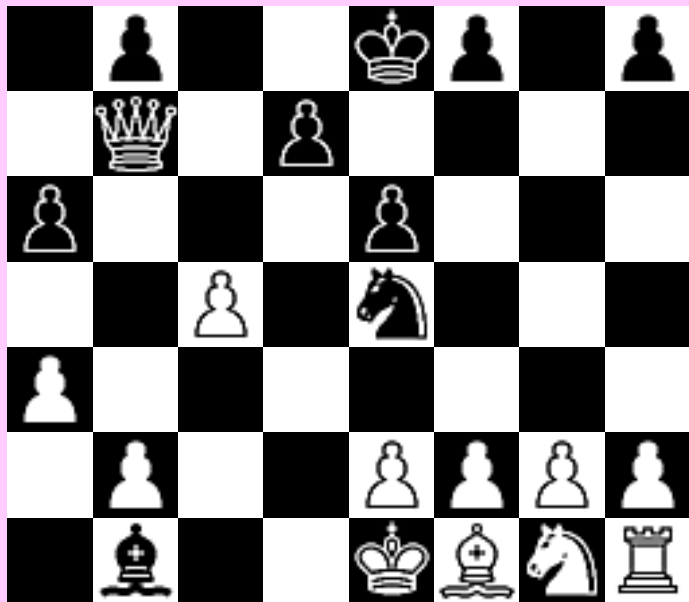


unnecessary queen moves 9. Qe5 d6 10. Bxf6 gxf6 11. Qf4 e5 12. Qh6 Qb6 13. Rb1 Bf5



14. Qxf6 (and grabbing material!) 14... Bxb1 15. Qxh8+ Ke7 16. Qxa8 Ne4





17. e3 Qxb2 18. Nf3 Qc1+ 19. Ke2 Nc3# 1-0

Back to [Chess Coaching Page](#)

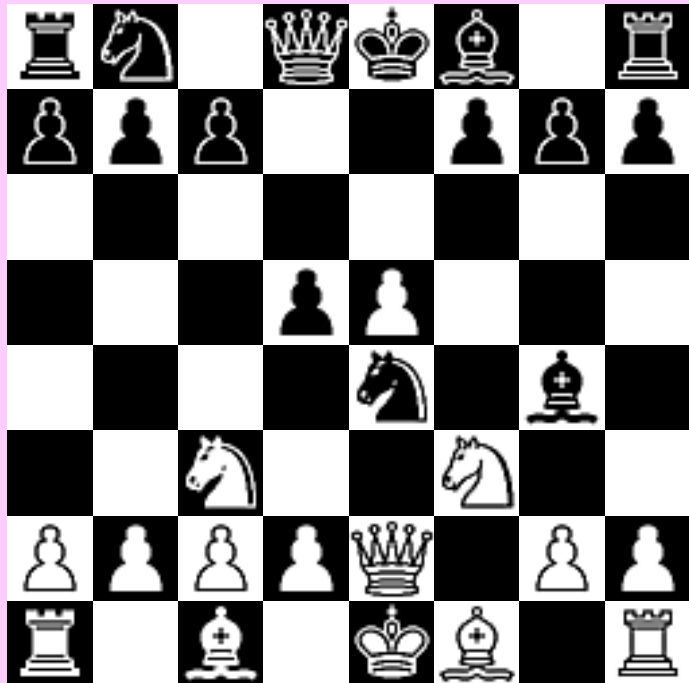
This document (Canon\canon297.html) was last modified on 13 Aug 2005 by



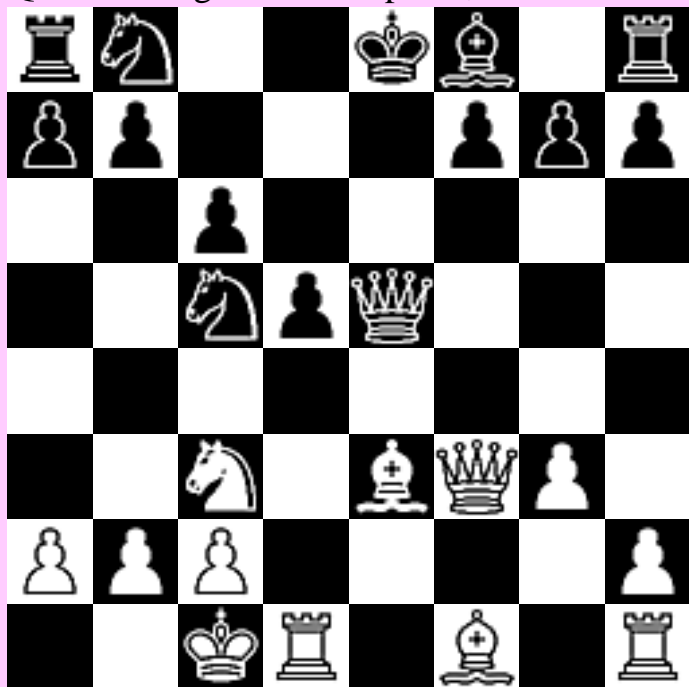
[Dr. Dave](#)

spielmann - flamberg, mannheim [C29]rules: development, 1914

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nf3 Bg4 6. Qe2

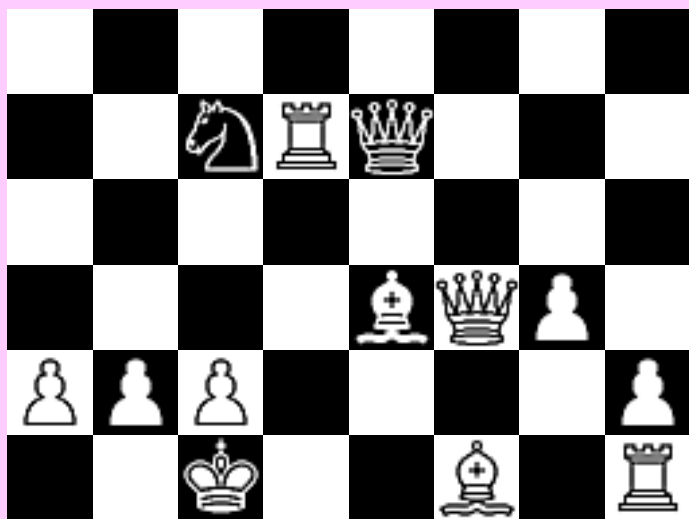


Black now jumps the wrong way 6... Nc5 ? [6... Nxc3] 7. d4 Bxf3 8. Qxf3 Qh4+ 9. g3 Qxd4 10. Be3 Qxe5 Black gets another pawn, but has been too greedy 11. O-O-O c6

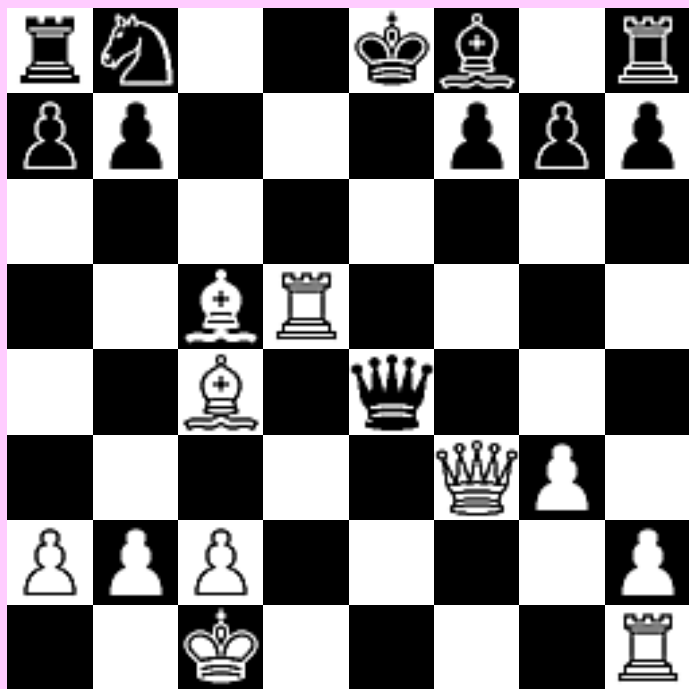


Time to strike 12. Nxd5 cxd5 13. Rxd5





Black is sliced apart 13... Qe6 [13... Qe4 14. Bb5+ Nc6 15. Bxc5 Qxf3 16. Bxc6+ bxc6 17. Re1+ Be7 18. Rxe7+ Kf8 19. Rxa7+ Ke8 20. Rxa8+] 14. Bc4 Qe4 15. Bxc5



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon298.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

morphy: development II [C44]rules: development (reti#2), 1994

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. Ng5

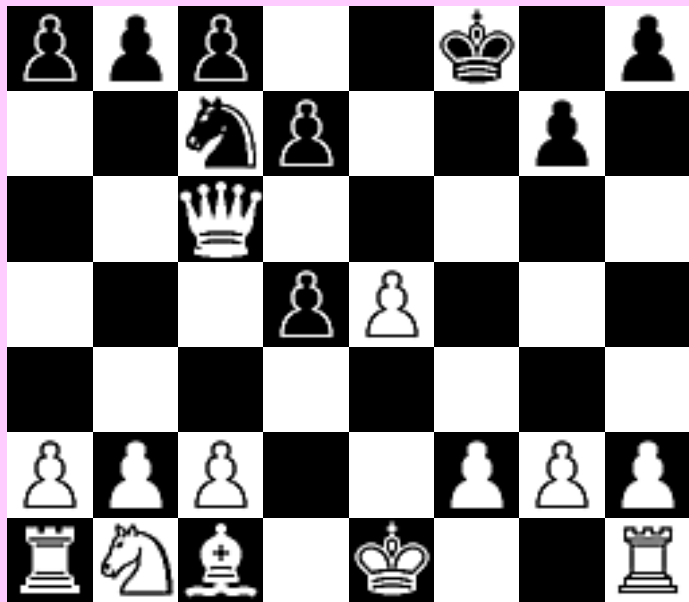


when morphy faced this position he chose the superior 5... Nh6 [5... Ne5 apparently neat, but not best 6. Bxf7+ Nxf7 7. Nxf7 Kxf7 8. Qh5+ g6 9. Qxc5



from a contemporary game] 6. Bxf7+ Nxf7 7. Nxf7 Kxf7 8. Qh5+ g6 9. Qxc5 d6





the superiority of the Morphy method is plain 1-0

Back to [Chess Coaching Page](#)

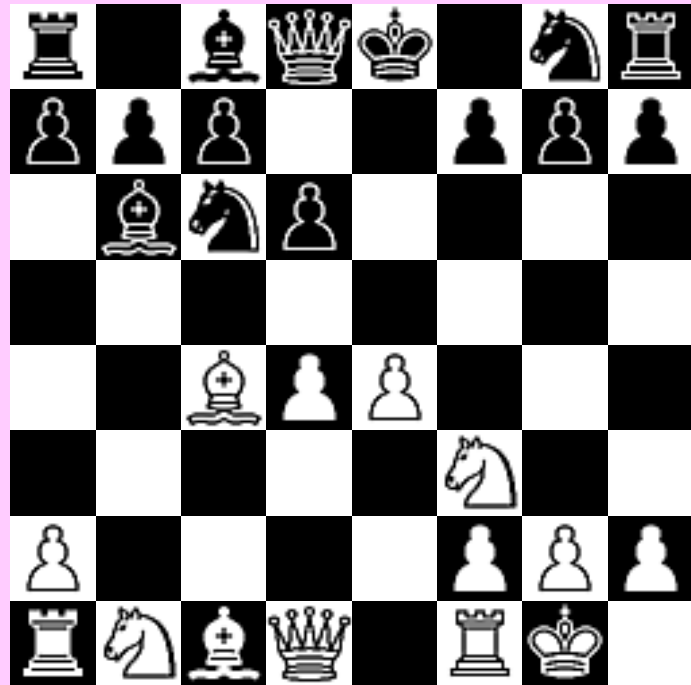
This document (Canon\canon299.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

morphy: development I [C51]rules: development (reti), 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O d6 8. cxd4 Bb6



9. Nc3 morphy =

Back to [Chess Coaching Page](#)

This document (Canon\canon300.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

reti - capablanca,berlin [C74]rules: development lead, 1928

1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. c3 a6 5. Ba4 f5 6. d4 fxe4 7. Ng5 exd4 8. Nxe4 Nf6 9. Bg5 Be7 10. Qxd4



? greedy [10. Bxf6 Bxf6 11. Qh5+ g6 12. Qd5] 10... b5 11. Nxf6+ gxf6 12. Qd5 bxa4 [12... fxg5 13. Bb3] 13. Bh6



White has an apparent initiative, but it has no body 13... Qd7 ! [13... Bd7 14. Qh5+] 14. O-O Bb7 15. Bg7 O-O-O 16. Bxh8 Ne5 17. Qd1 [17. Qd4 Nf3+ 18. gxf3 Rg8+ 19. Kh1 Bxf3#] 17... Bf3 18. gxf3 Qh3 0-1

Back to [Chess Coaching Page](#)

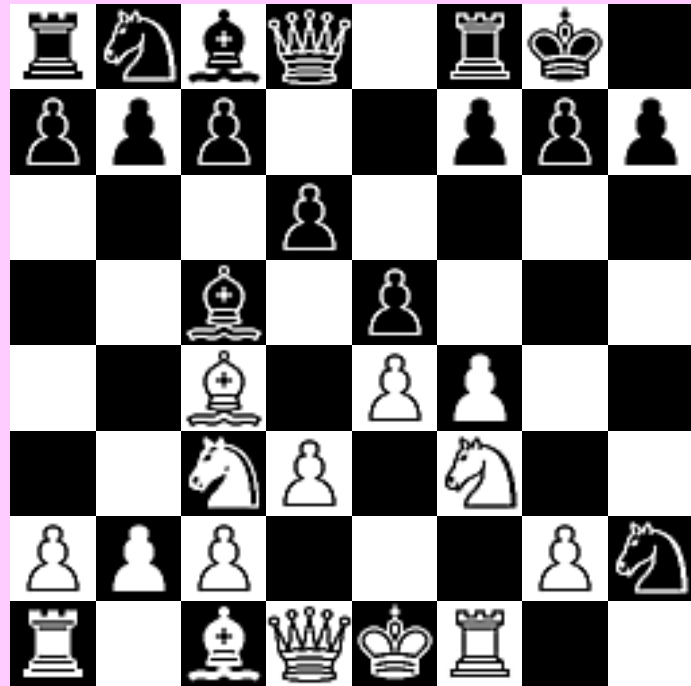
This document (Canon\canon301.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Neumann,G - Dufresne [C30]rules: don't snatch material (, rules: don't sn, 1863

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. Bc4 Nf6 5. Nc3 O-O 6. d3 Ng4 ? moves a piece twice - not good, but not fatal 7. Rf1 Nxh2



this is the real culprit 8. Rh1 Ng4 9. Qe2 Bf2+ 10. Kf1 Nc6



Black has a pawn, but White has an open h-file, the attack, and the move 11. f5 Bc5 12. Ng5 Nh6 13. Qh5 Qe8 14. Nxh7 Kxh7 15. Bxh6 g6 16. Qxg6+ fxg6 17. Bxf8# brutal 1-0

Back to [Chess Coaching Page](#)

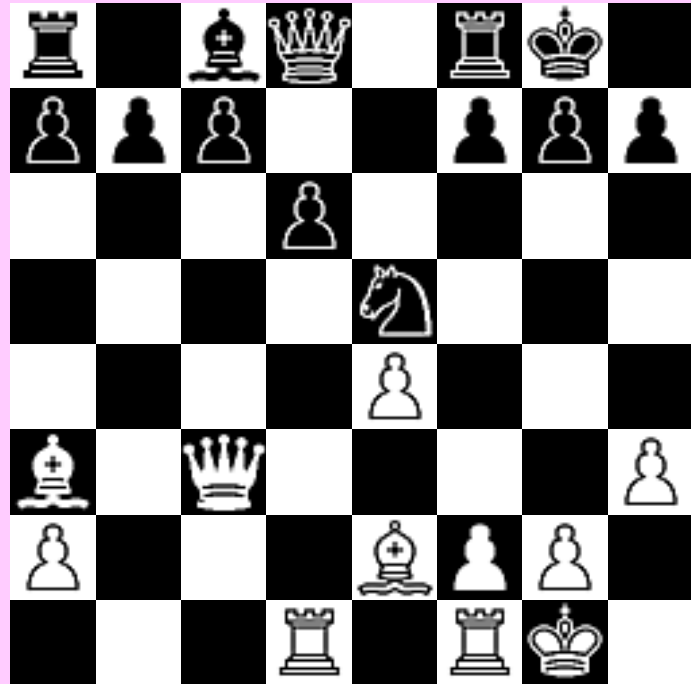
This document (Canon\canon302.html) was last modified on 13 Aug 2005 by



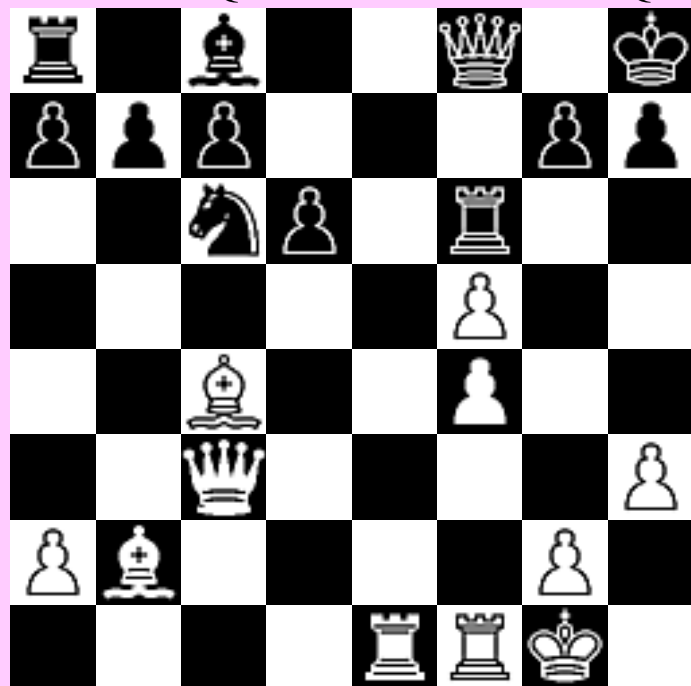
[Dr. Dave](#)

Morphy (2500) - Amateur (blindfold simultaneo,New Orl [C52] rules: if ahead,complete devel, rules: if ahead, 1851

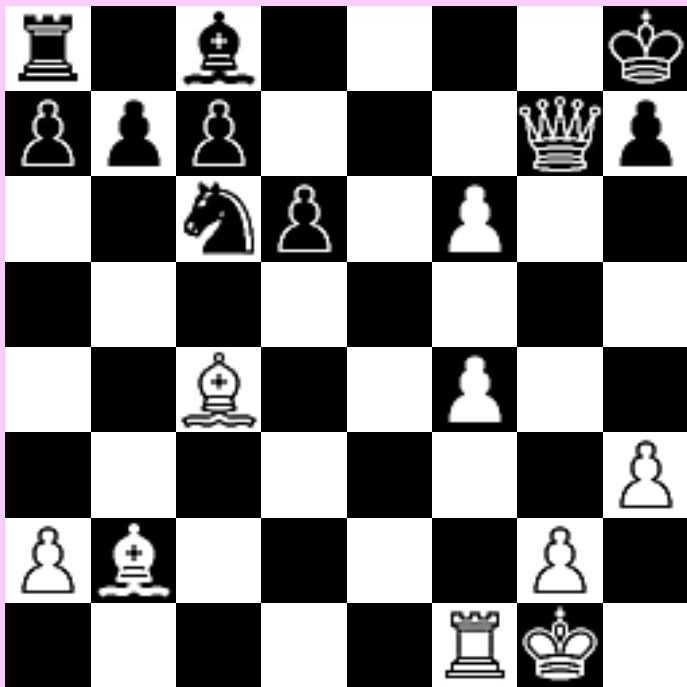
1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O dxc3 8. Ba3 [8. Qb3] 8... d6 9. Qb3 Nh6 10. Nxc3 Bxc3 11. Qxc3 O-O 12. Rad1 Ng4 13. h3 Nge5 14. Nxe5 Nxe5 15. Be2



15... f5 loses the game: Black is cramped and wants to open lines to get his pieces out but the only player who can use the open lines is White. The finish is very striking [15... f6] 16. f4 Nc6 17. Bc4+ Kh8 18. Bb2 Qe7 19. Rde1 Rf6 20. exf5 Qf8



wait for it... 21. Re8 Qxe8 22. Qxf6 Qe7 23. Qxg7+ Qxg7 24. f6 [24. f6



Black resigns; for those like me who can't see to the end from here as well as Morphy could blindfold: 24... Qf8 25. f7+ Ne5 26. fxe5 h5 27. e6+ Kh7 28. Bd3+ Kh6 29. Rf6+ Kg5 30. Rg6+ Kf4 31. Kf2 e.g. 31... Bxe6 32. g3#] 1-0

Back to [Chess Coaching Page](#)

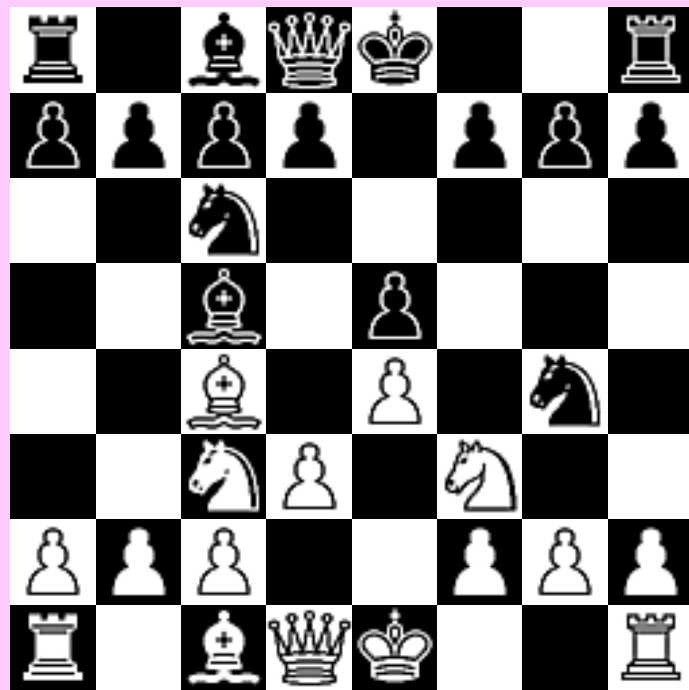
This document (Canon\canon303.html) was last modified on 13 Aug 2005 by



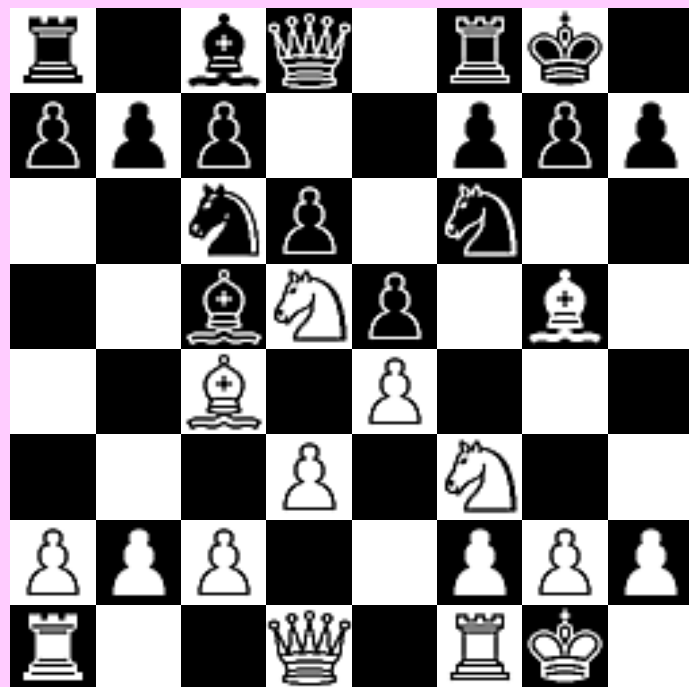
[Dr. Dave](#)

WHITE - BLACK [C50]rules: move pieces once,especi, rules: move pie

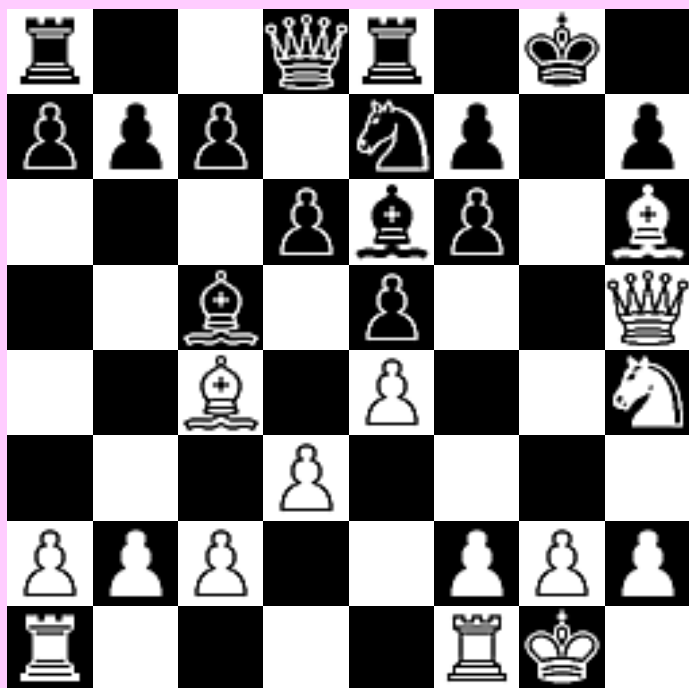
1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 Ng4



? waste of time - better ...d6 6. O-O O-O 7. Bg5 Nf6 White has essentially gained two moves 8. Nd5 White is justified in this move as there is an immediate opportunity which may be lost if action is not taken now. 8... d6



9. Nxf6+ gxf6 10. Bh6 Re8 11. Nh4 Ne7 12. Qh5 Be6



13. Bxe6 fxe6 14. Qg4+ Ng6 15. Nxe6 very simple 1-0 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon304.html) was last modified on 13 Aug 2005 by



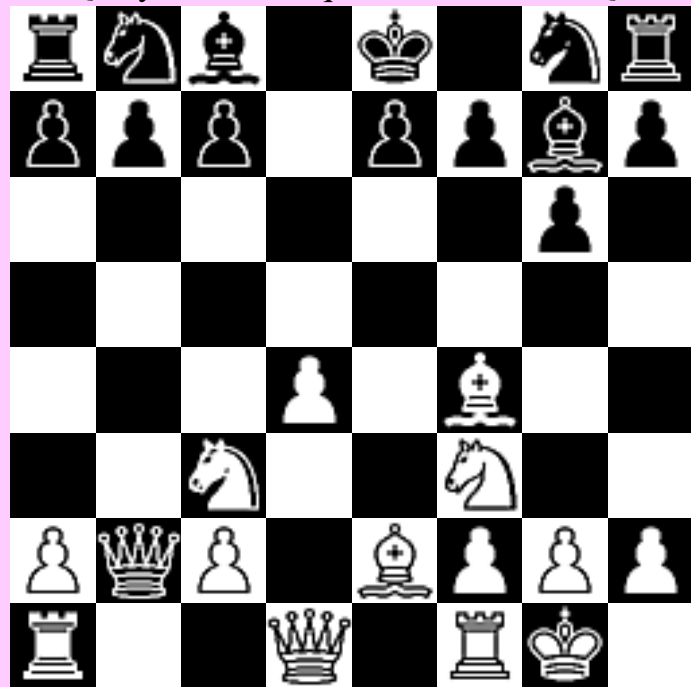
[Dr. Dave](#)

WHITE - BLACK [B01]rules: move pieces once,especi, rules: move pie

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qe5+ 4. Be2 g6 5. Nf3

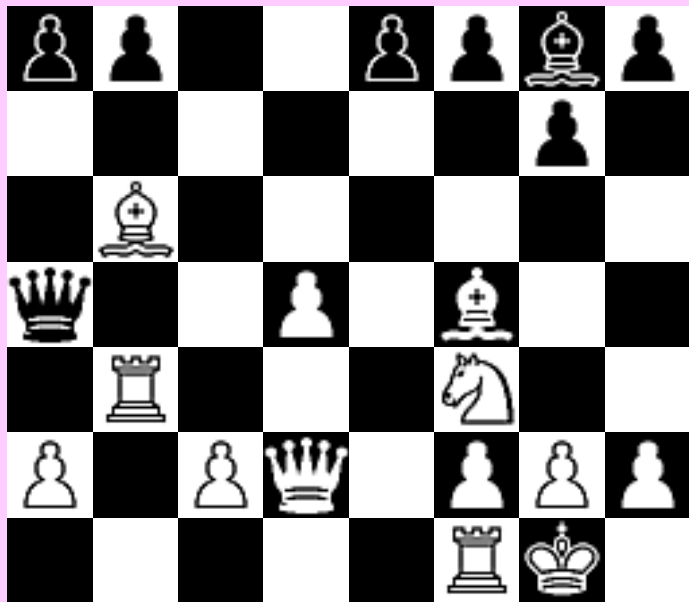


5... Qc5 yet another queen move 6. d4 Qb6 7. O-O Bg7 8. Bf4 Qxb2

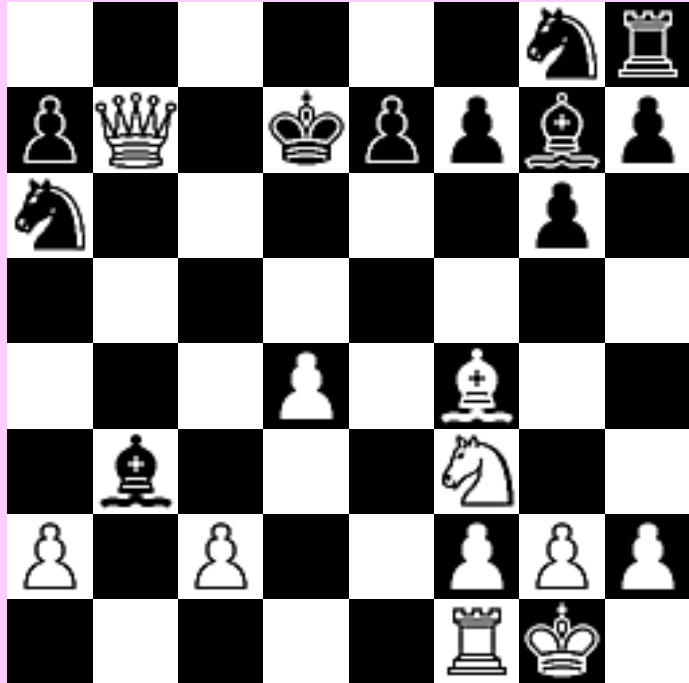


Black may as well have a pawn, but White's lead in development is now too great 9. Qd2 c6 10. Rab1 Qa3 11. Nb5 cxb5 12. Rb3 Qa4 13. Bxb5+





the wandering queen has been caught by the busy White pieces 13... Bd7 14. Bxa4 Bxa4 15. Qb4 Bxb3 16. Qxb7 Na6 17. Qxa8+ Kd7 18. Qb7+



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon305.html) was last modified on 13 Aug 2005 by



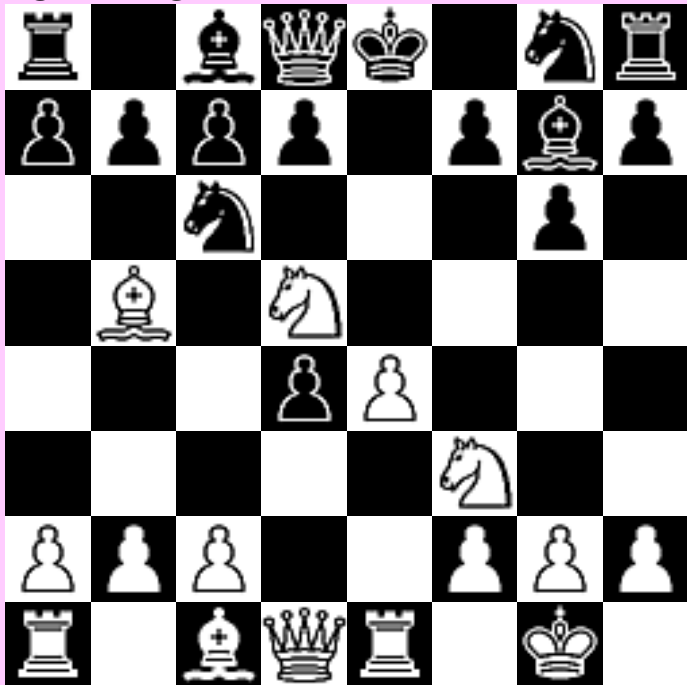
[Dr. Dave](#)

[C60]rules: move pieces once,especi, rules: move pie, 1993

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nge7 4. Nc3 g6 5. d4 exd4 6. Nd5

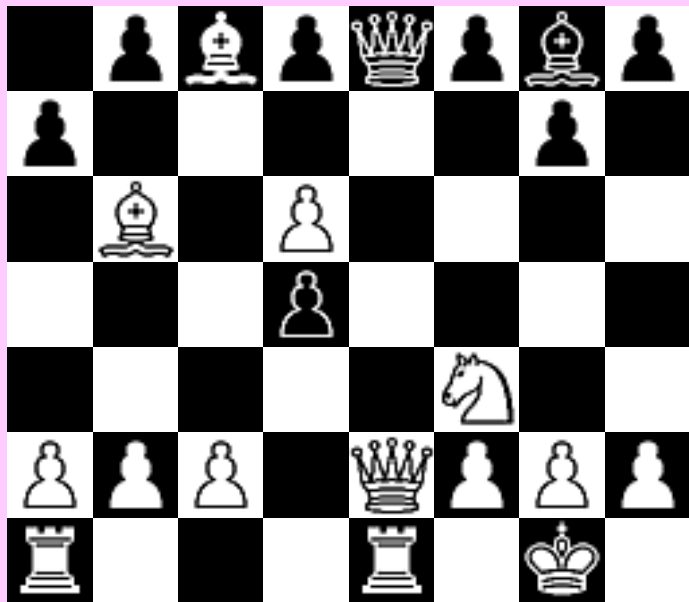


A loss of time by White in pursuit of the initiative 6... Ng8 ...so White has lost no time after all [6... Bg7 7. Bg5 h6 8. Bf6 Bxf6 9. Nxf6+ Kf8] 7. O-O Bg7 8. Re1



Black must find a way to complete development, although ...Nge7, Bg5! is awkward 8... Nce7 this isn't the way... 9. Bf4 Nxd5 10. exd5+ Kf8 11. Qe2 a6 oblivious 12. Bxc7 Qe7





13. Bd6 1-0

Back to [Chess Coaching Page](#)

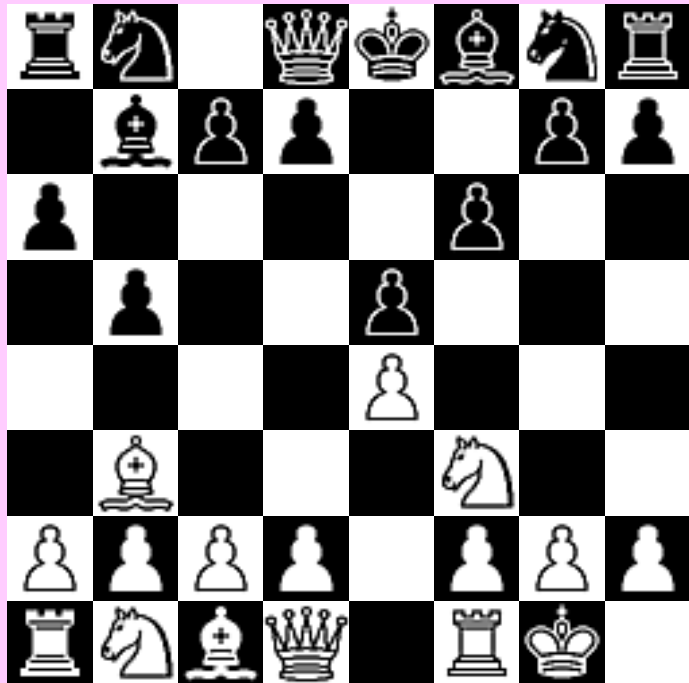
This document (Canon\canon306.html) was last modified on 13 Aug 2005 by



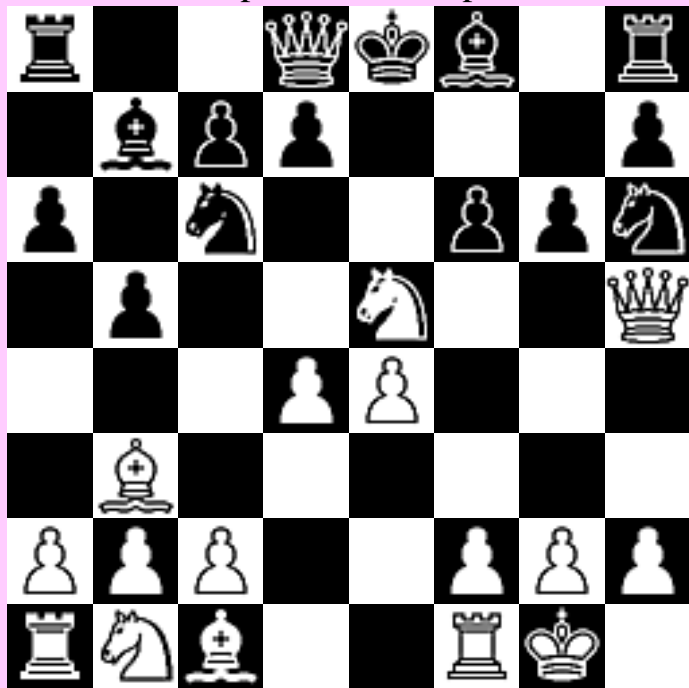
[Dr. Dave](#)

WHITE - BLACK [C40]rules: pieces not pawns

1. e4 e5 2. Nf3 f6 3. Bc4 a6 4. O-O b5 5. Bb3 Bb7



The first Black piece is developed, but it is already too late. 6. Nxe5 Nh6 7. d4 Nc6 8. Qh5+ g6



another knight offer finishes the game 9. Nxc6 hxg6 10. Qxc6+ Ke7 11. e5 d5 12. exd6+ Kxd6 13. Bf4+ Kd7 14. Bxh6 Rxh6 15. Qg4+ Ke8 16. Re1+ Be7 17. Be6 Qxd4 18. Qg8+ Bf8 19. Qf7+ 1-0 1-0

Back to [Chess Coaching Page](#)

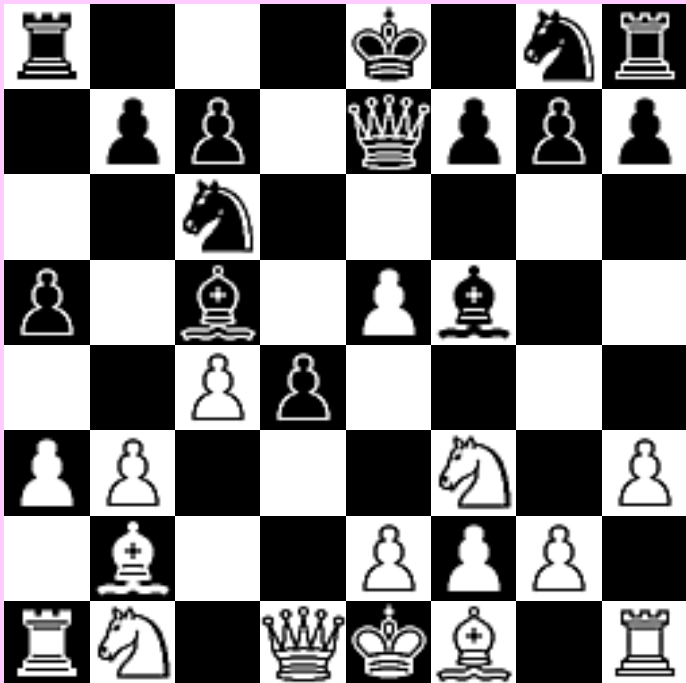
This document (Canon\canon307.html) was last modified on 13 Aug 2005 by



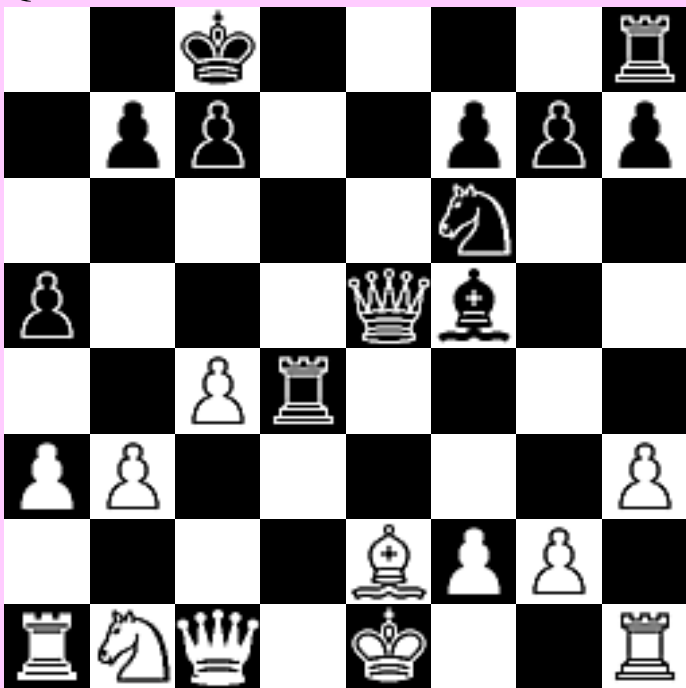
[Dr. Dave](#)

[D08]rules: pieces not pawns, 1993

1. d4 d5 2. c4 e5 3. dxe5 d4 4. Nf3 Nc6 5. h3 Bc5 6. a3 a5 7. b3 Bf5 8. Bb2 Qe7



Black has sacrificed a pawn for development; White now grabs another pawn instead of holding tight and trying to catch up 9. Nxd4 Qxe5 10. e3 O-O-O 11. Be2 Nxd4 12. Bxd4 Bxd4 13. exd4 Rxd4 14. Qc1 Nf6



The few developed White pieces have disappeared; the Black pieces crash through 15. Nc3 Rd3 16. Nd1 Re8 17. Ne3 Rxe3 18. fxe3 Qg3+ 19. Kf1 Ne4 20. Qe1 Qxe3 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon308.html) was last modified on 13 Aug 2005 by



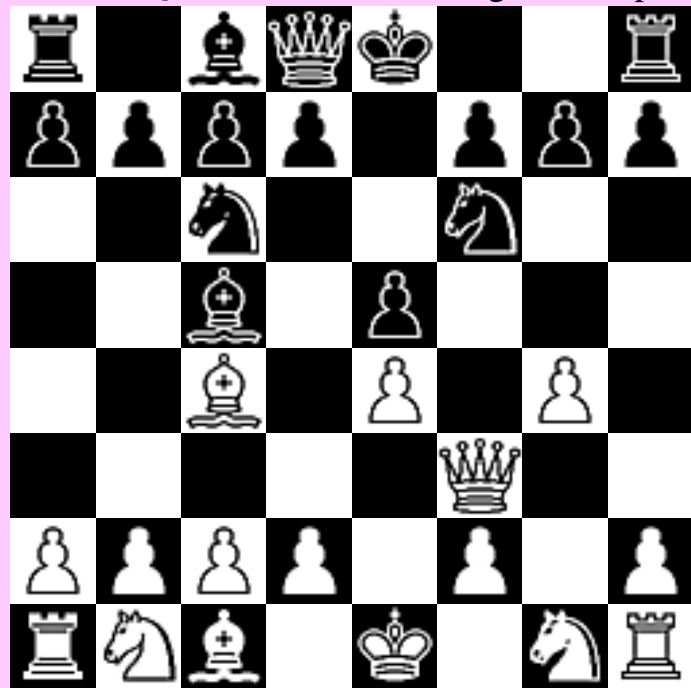
[Dr. Dave](#)

various mistakes [C23]rules: various, 1993

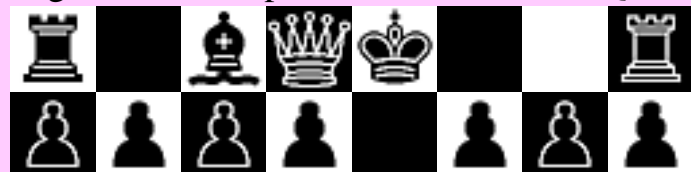
1. e4 e5 2. Bc4 Nc6 3. Qf3

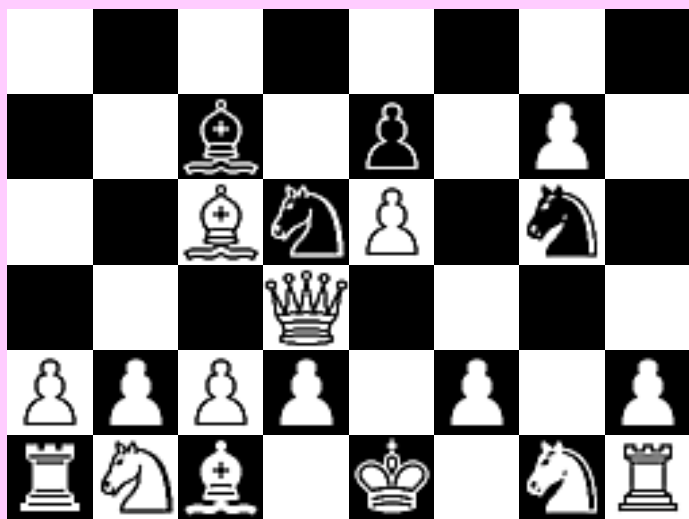


hold the Queen back 3... Nf6 4. g4 develop before attacking; pieces before pawns 4... Bc5



5. g5 move each piece once 5... Nd4 6. Qd3 Ng4

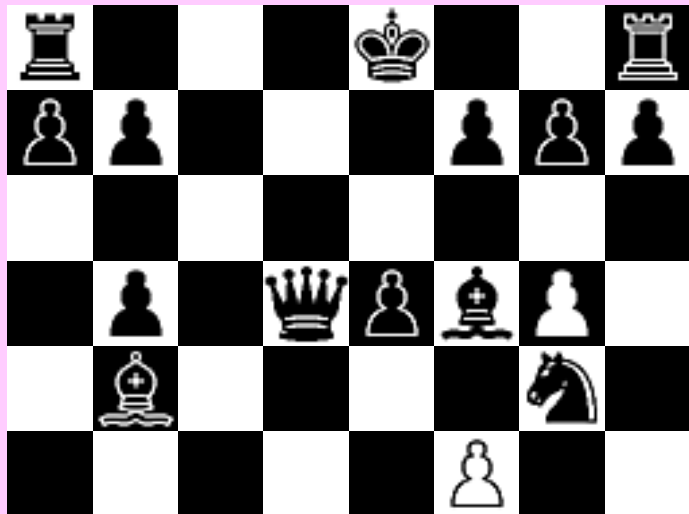


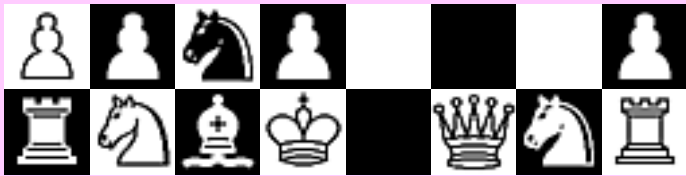


7. f3 pieces not pawns 7... d5 (you are allowed two pawn moves) 8. exd5 Bf5 9. Qc3 Bb4



the Queen is in trouble: 10. Qxb4 Nxc2+ 10. Bb5+ c6 11. Qc4 cxb5 12. Qf1 Nxc2+ 13. Kd1 Qxd5





the Black pieces are in control; the Whites are in bed... 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon309.html) was last modified on 13 Aug 2005 by



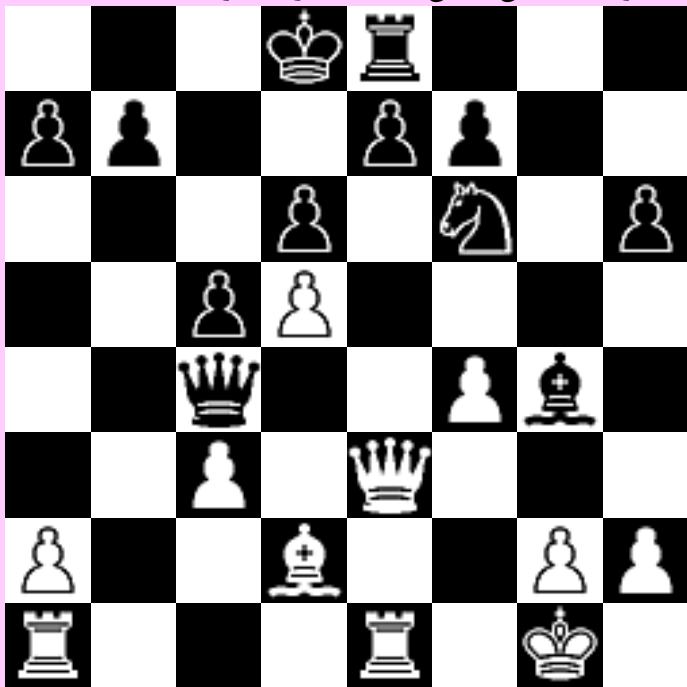
[Dr. Dave](#)

o'shaughnessy - basman [A40]castling: Basman's king safe i, castling: Basma, 1990

1. d4 h6 2. c4 g5



Basman has made a career out of this sort of thing. 3. Nc3 Bg7 4. e3 c5 5. d5 Bxc3+ 6. bxc3 d6 7. Bd3 Nf6 8. Ne2 Qa5 9. Bd2 Nbd7 10. f4 gxf4 11. exf4 Nb6 12. O-O Bd7 13. Ng3 O-O-O 14. Re1 Rde8 15. Nf5 Kd8 16. Qe2 Qa4 17. Ng7 Bg4 18. Qe3 Nxc4 19. Bxc4 Qxc4 20. Nxe8 Rxe8



Basman has argued that Kings are safe in the middle (actually in this game he did castle) as long as you don't move the central pawns. It all depends on whether your opponent can open lines, which depends on

pawn mobility. 21. h3 Bd7 22. Qf3 Bf5 23. g4 Be4 24. Qe3 Bxd5 25. Qe2 Qa4 26. Rac1 Bc6 27. c4 Ne4
28. Qd3 f5 29. Kh2 Qxa2 30. Rc2 Qa4 31. gxf5 Rg8 32. Rxe4 Qa1 33. Ba5+ Qxa5 34. Rce2 Qa1 35.
Re1 Qg7 36. Qf1 Qg3+ 37. Kh1 a5 38. f6 exf6 39. f5 Re8 0-1

Back to [Chess Coaching Page](#)

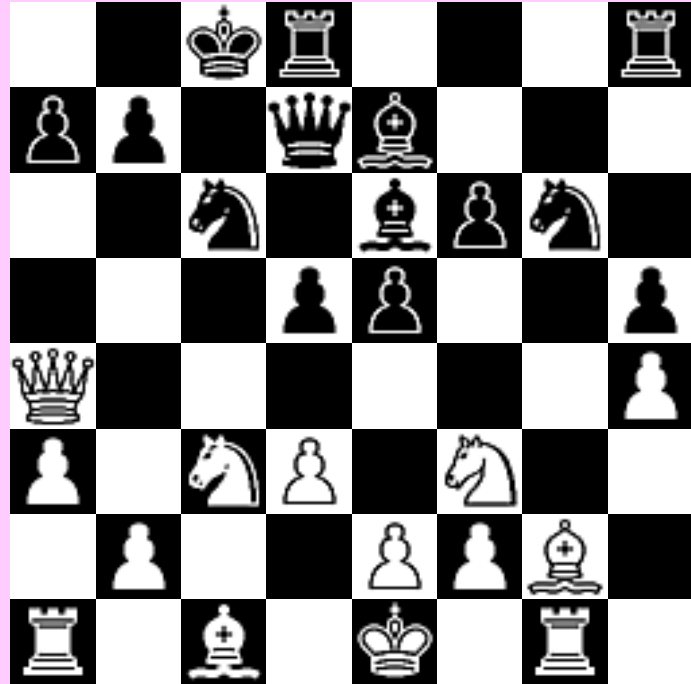
This document (Canon\canon249.html) was last modified on 13 Aug 2005 by



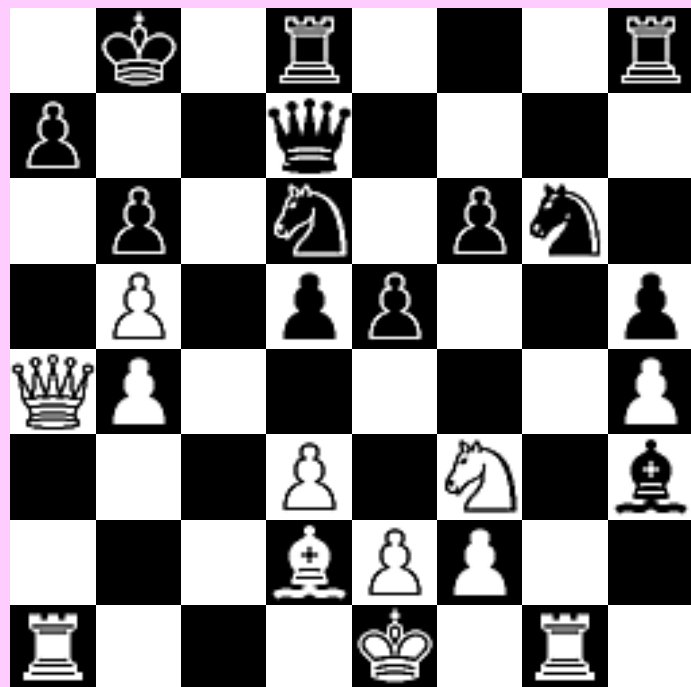
[Dr. Dave](#)

basman - wall (UK chp Eastbourne) [A00]castling: Basman's king safe i, castling: Basma, 1990

1. h3 e5 2. a3 d5 3. c4 c6 4. cxd5 cxd5 5. g4 Nc6 6. Bg2 Be6 7. d3 Nge7 8. Nc3 Ng6 9. Nf3 Be7 10. g5 f5 11. gxf6 gxf6 12. Rg1 Qd7 13. h4 h5 14. Qa4 O-O-O



White's pieces must restrain the Black central pawns. 15. b4 b6 16. Bd2 Kb8 17. b5 Na5 18. Na2 Nb7 19. Nb4 Bxb4 20. axb4 Nd6 21. Bh3 Bxh3



White starts a pincer movement. 22. Rxg6 Rhg8 23. Rxf6 Rg7 24. Bg5 Qc8 25. Rc1 Rc7 26. Rc6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon250.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

nn - nncastling: a castling trap, 1997

(wKe1,Qd1,Nc3,f3,Bh4,Ra1,h1,Pa2,b2,c2,d4,e4,f2,g2,h2; bKe8,Qd8,Nf6,Bc8,g7,Rb8,h8,Pa7,c6,c7,d6,e5,f7,g6,h6) 1... Rxb2 2. dxe5 dxe5 3. Qxd8+ Kxd8 4. O-O-O+ Ke7 5. Kxb2 1-0

Back to [Chess Coaching Page](#)

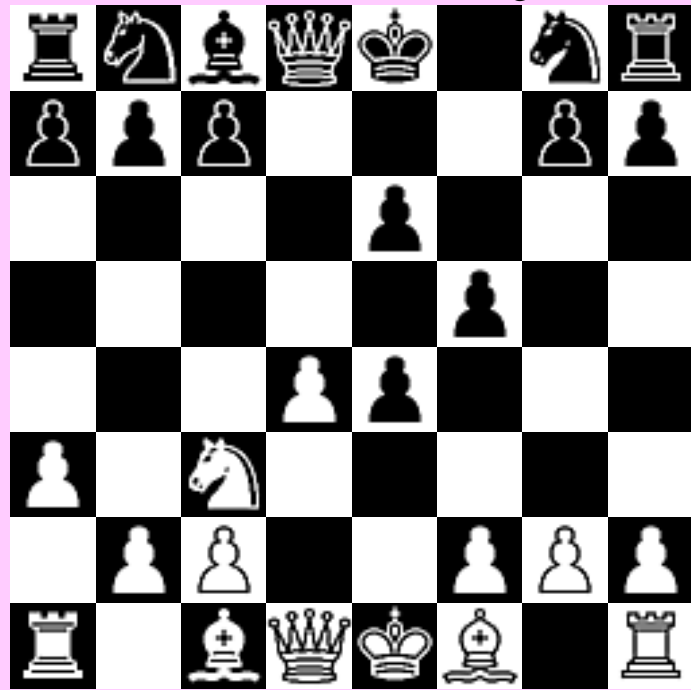
This document (Canon\canon251.html) was last modified on 13 Aug 2005 by



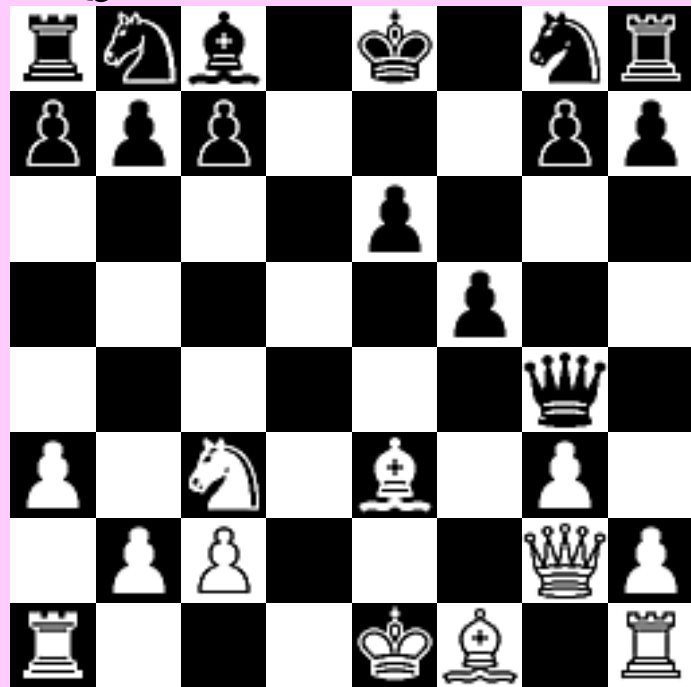
[Dr. Dave](#)

alekhine - nimzovitch [C15]castling: a vulnerable uncastl, castling: a vul, 1930

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 f5



?! The only way to hang on to the pawn, but it would have been safer to let it go. (Nimzo did know this, but must have thought himself capable of the defence.) 7. f3 exf3 8. Qxf3 Qh4+ 9. g3 Qxd4 10. Be3 Qg4 11. Qg2



Whiteu~Ae Ae~zaAAeeiaeuoazx*eaeeiEaqmstpkijnt*CaaaaCeiezw*eIDEA

tkmtwyyueCeeiooUOeuUeo



im



vaeoAe*u*ueue*waieueCaiAEoee



e



o



faaf



ueCioUe



oaeAC



m



v



gi



11... Nf6 12. Be2 Qg6 13. O-O-O Nc6 14. Nb5 Qf7 15. Bc5 a6 16. Bf3 Nd8 17. Qd2 Nd5 18. Bxd5 axb5 19. Rhe1 Bd7 20. g4 Nc6 21. gxf5 Qxf5 22. Bxe6 Bxe6 23. Qd7+ 1-0

Back to [Chess Coaching Page](#)

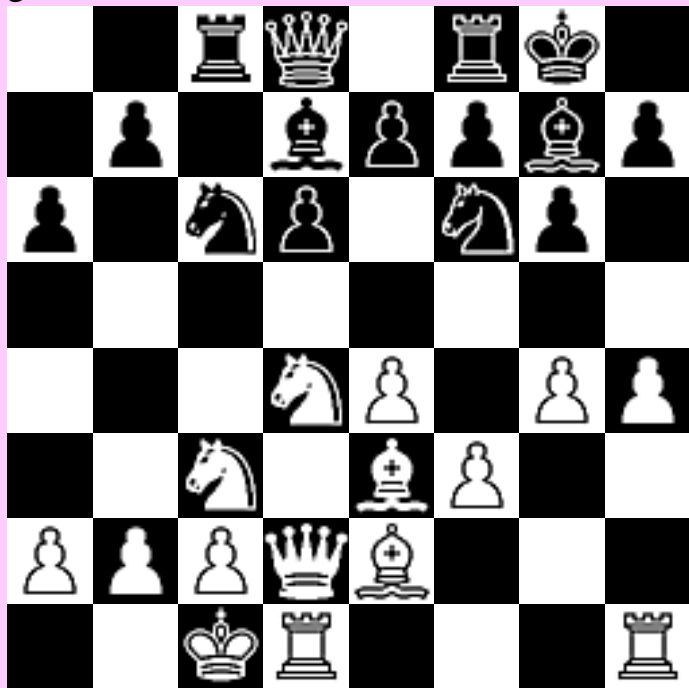
This document (Canon\canon252.html) was last modified on 13 Aug 2005 by



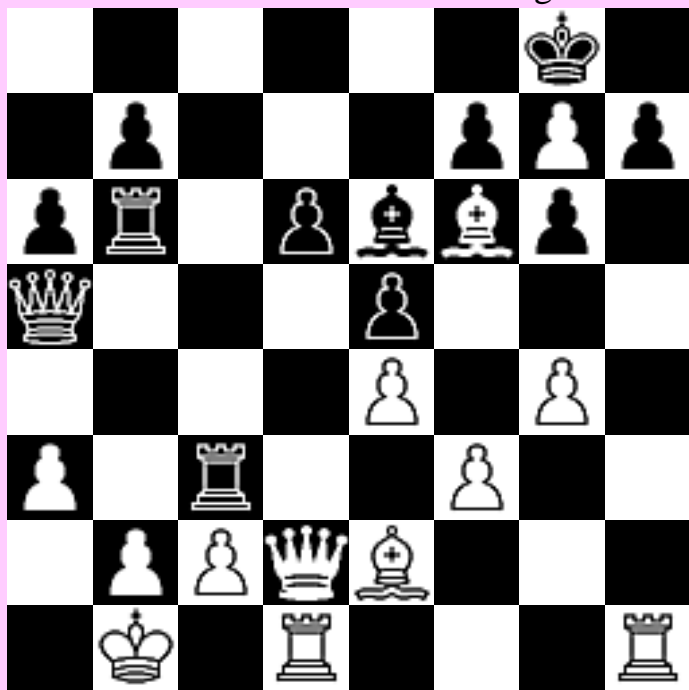
[Dr. Dave](#)

nn - nn [B75]castling: castling Queen's-sid, castling: castl, 1993

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Qd2 a6 9. O-O-O Bd7 10. g4 Rc8 11. Be2 O-O 12. h4



opposite-side castling and asymmetric pawns/files usually adds up to a race to mate the opponent's King. Both sides will throw pawns forward to open up lines for the attack. 12... Nxd4 13. Bxd4 Qa5 14. Kb1 e5 ! 15. Be3 Be6 16. a3 Rfd8 17. Bg5 Rd7 18. h5 Rdc7 19. h6 Rxc3 !? 20. hxg7 R8c6 21. Bxf6 Rb6



! exciting stuff! 22. Bb5 !! 22... Rxb5 23. Qxd6 Rc8 24. Qf8+ Rxf8 25. gxf8=Q+ Kxf8 26. Rxh7 1-0

Back to [Chess Coaching Page](#)

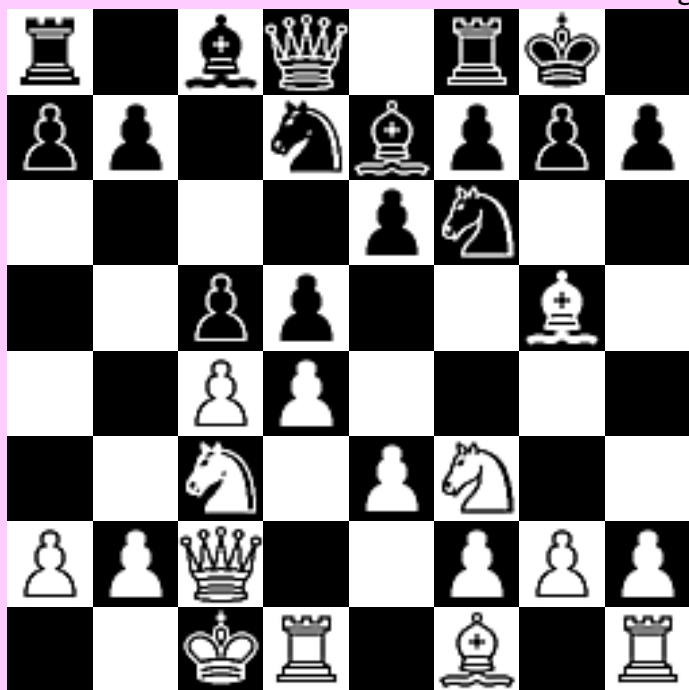
This document (Canon\canon253.html) was last modified on 13 Aug 2005 by



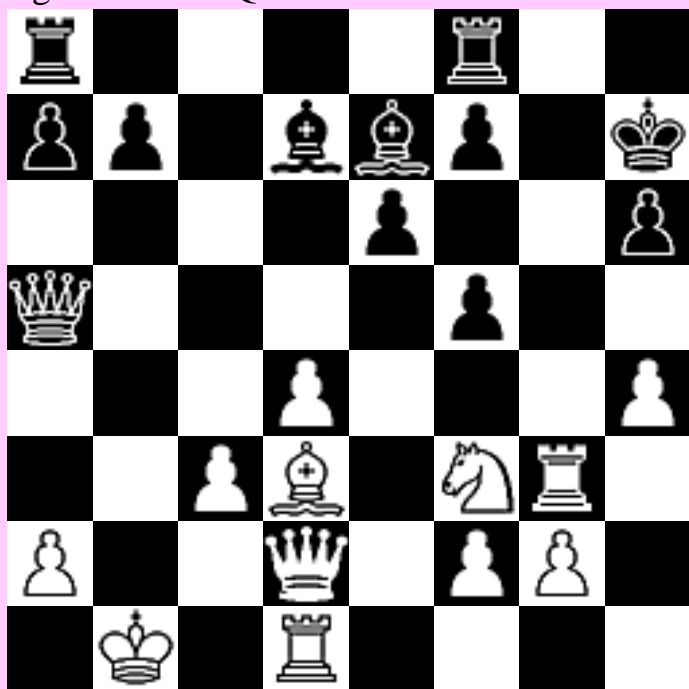
[Dr. Dave](#)

Kasparov, Gary - Marovich, D. (Banja Luka) [D61]castling: castling Queen's-sid, castling: castl, 1979

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Qc2 c5 8. O-O-O



8... Qa5 9. Kb1 h6 10. h4 dxc4 11. Bxc4 Nb6 12. Bxf6 gxf6 13. Be2 cxd4 14. exd4 Bd7 15. Rh3 Na4 16. Rg3+ Kh8 17. Qd2 Nxc3+ 18. bxc3 Kh7 19. Bd3+ f5



20. Ne5 Bb5 21. Rf3 f6 22. Nc4 Qc7 23. Qe2 Bxc4 24. Bxc4 e5 25. Rxf5 Ba3 26. Qe4 Kh8 27. Rh5 Qh7 28. Qxh7+ Kxh7 29. dxe5 Kg6 30. g4 fxe5 31. Rd7 Rae8 32. Rxb7 Rxf2 33. Rxa7 Bf8 34. Ra6+ Kh7 35. Rf5 1-0

Back to [Chess Coaching Page](#)

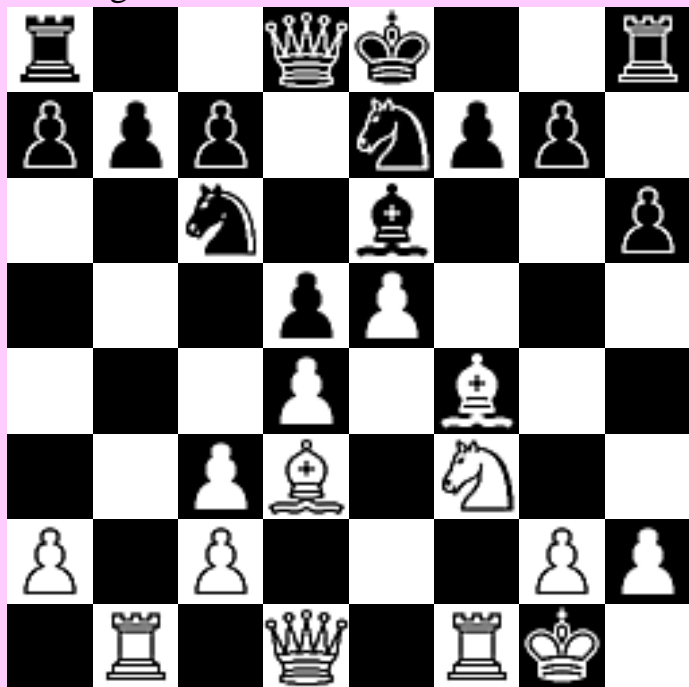
This document (Canon\canon254.html) was last modified on 13 Aug 2005 by



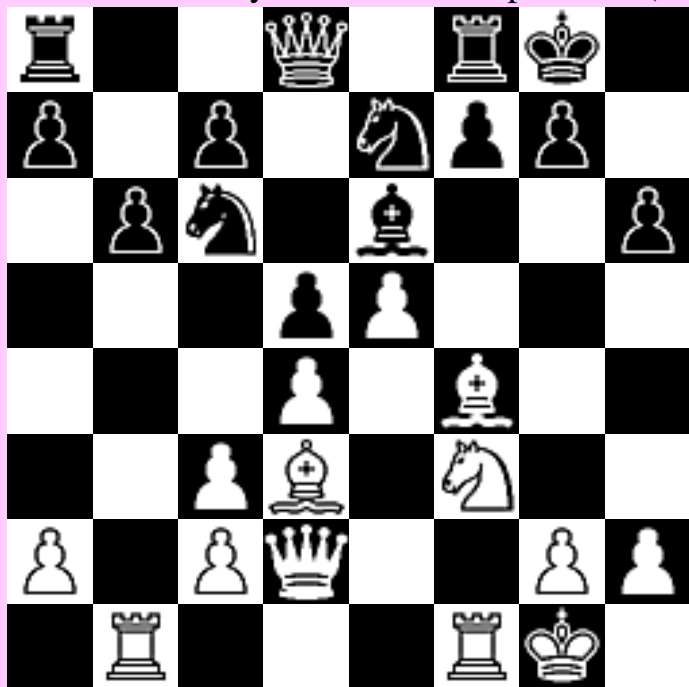
[Dr. Dave](#)

blackburne - blanchard (london) [C30]castling: castling into it, 1891

1. e4 e5 2. f4 Bc5 3. Nc3 Nc6 4. Nf3 exf4 ? 5. d4 Bb4 6. Bxf4 d5 7. e5 Bxc3+ 8. bxc3 Be6 9. Bd3 h6 10. O-O Nge7 11. Rb1



a rook's first duty is to sieze the open files (or half-open ones) 11... b6 12. Qd2 O-O



optimistic 13. Bxh6 sacrifices like this don't take much thought... 13... gxh6 14. Qxh6 Ng6 15. Ng5 Re8 16. Rxf7 [16. Qh7+ or 16.Bxg6 both win] 16... Bxf7 17. Qh7+ Kf8 18. Qxf7# 1-0

Back to [Chess Coaching Page](#)

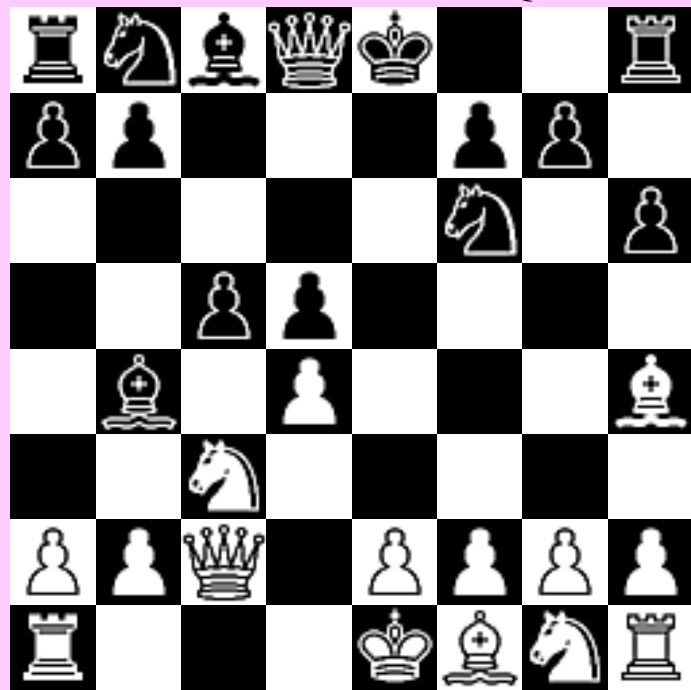
This document (Canon\canon255.html) was last modified on 13 Aug 2005 by



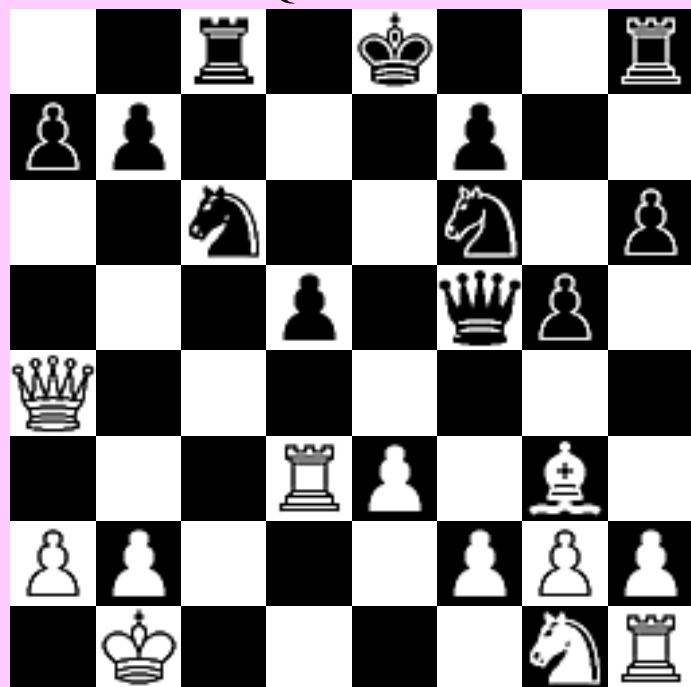
[Dr. Dave](#)

Keres,Paul - Botvinnik,Mikhail (Leningr/Mo [E35]castling: castling into it Que, castling: castl, 1941

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. cxd5 exd5 6. Bg5 h6 7. Bh4 c5



8. O-O-O? Bxc3 9. Qxc3 g5 10. Bg3 cxd4 11. Qxd4 Nc6 12. Qa4 Bf5 13. e3 Rc8 14. Bd3 Qd7 15. Kb1 Bxd3+ 16. Rxd3 Qf5



17. e4 Nxe4 18. Ka1 O-O 19. Rd1 b5 20. Qxb5 Nd4 21. Qd3 Nc2+ 22. Kb1 Nb4 0-1

Back to [Chess Coaching Page](#)

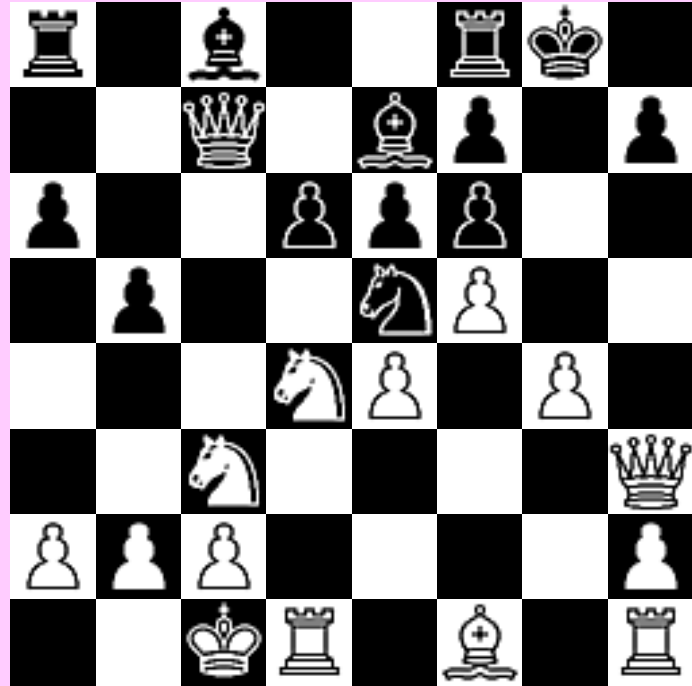
This document (Canon\canon256.html) was last modified on 13 Aug 2005 by



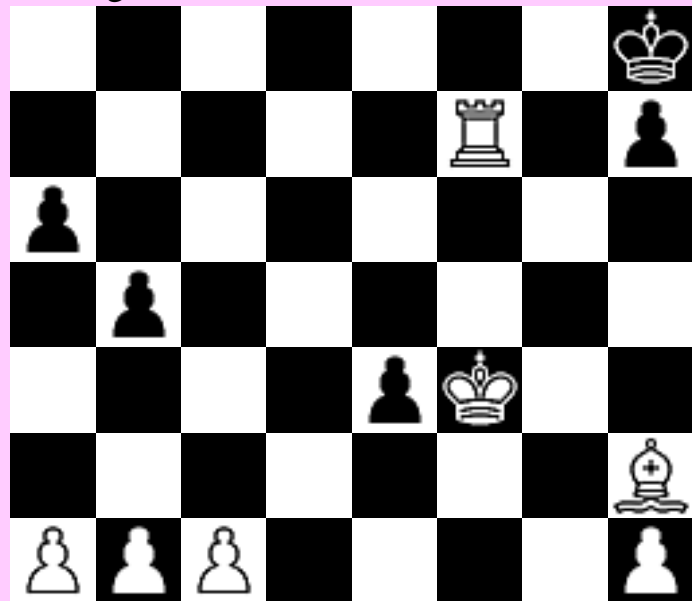
[Dr. Dave](#)

Gligoric, Svetozar - Fischer, Robert (Yugoslavia [B99] castling: castling into it?, 1959

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7 10. g4 b5 11. Bxf6 gxf6 12. f5 Ne5 13. Qh3 O-O

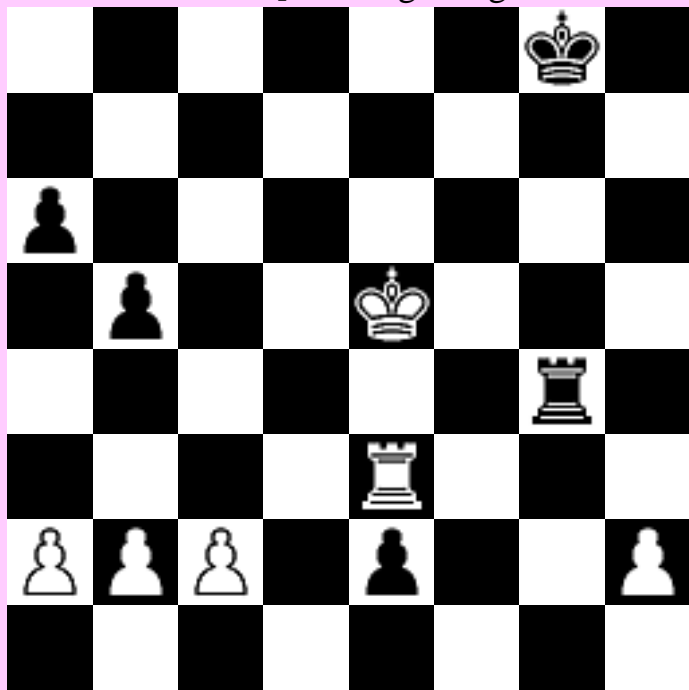


Black's "ugly" defence is based on sound positional considerations: once he can consolidate, there is strong potential in the two Bishops coupled with the beautifully posted Knight and compact Pawn mass. These assets, in the long 14. Nce2 Kh8 15. Nf4 Rg8 16. Rg1 d5 17. fxe6 dxe4 18. Nd5 Qc5 19. Nxe7 Qxe7 20. Nf5 Qxe6 21. Qh6 Bd7 22. Rd6 Nxc4 23. Rxc4 Qxf5 24. Rxc8+? [24. Rf4] 24... Rxc8? [24... Kxc8] 25. Rxf6 Qd5 26. Rd6 Qf5 27. Rf6 Qg5+ 28. Qxc5 Rxc5 29. Rxf7 Bg4 30. Kd2 Bf3 31. Ke3 Rg1 32. Bh3 Re1+ 33. Kf4 Bd1

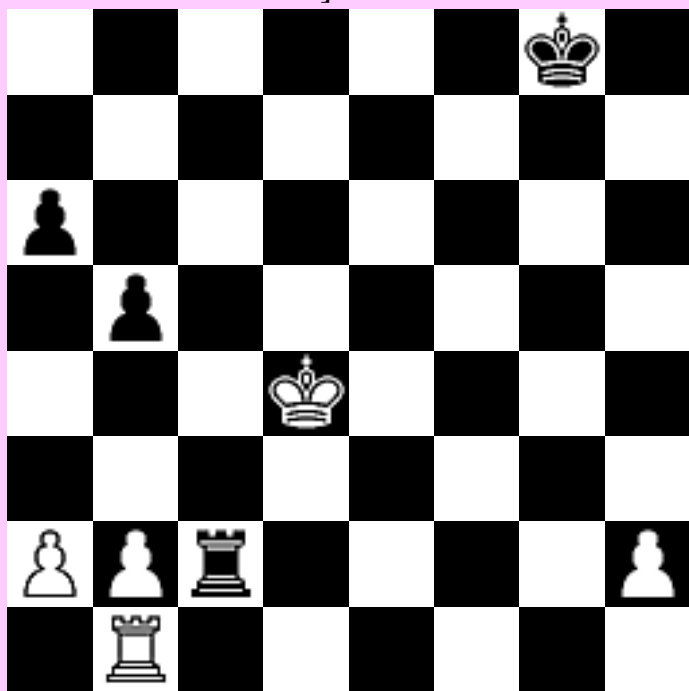




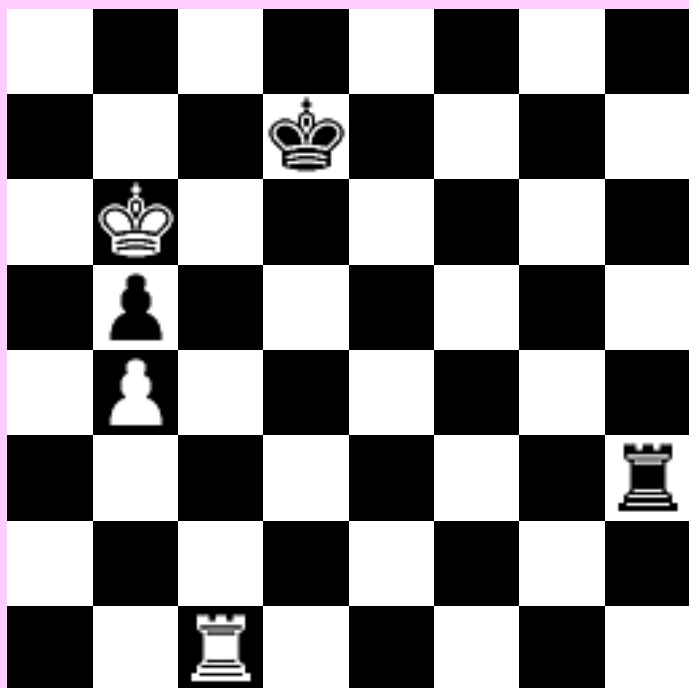
Playing, as Dr.Tarrasch wryly put it, "for the loss". Nowadays I would know better than to try to squeeze a win out of such a simplified position. 34. Ke5! Inviting Fischer to overextend. [34. Re7 Bxc2 35. Bf5=] 34... e3 35. Bf5 Rg1 36. Rxh7+ Kg8 37. Rc7 Bg4? [37... e2 38. Kf6 Kh8 39. Rh7+ Kg8 40. Rc7 Kh8=] 38. Bxg4 Rxg4 39. Rc3 e2 40. Re3



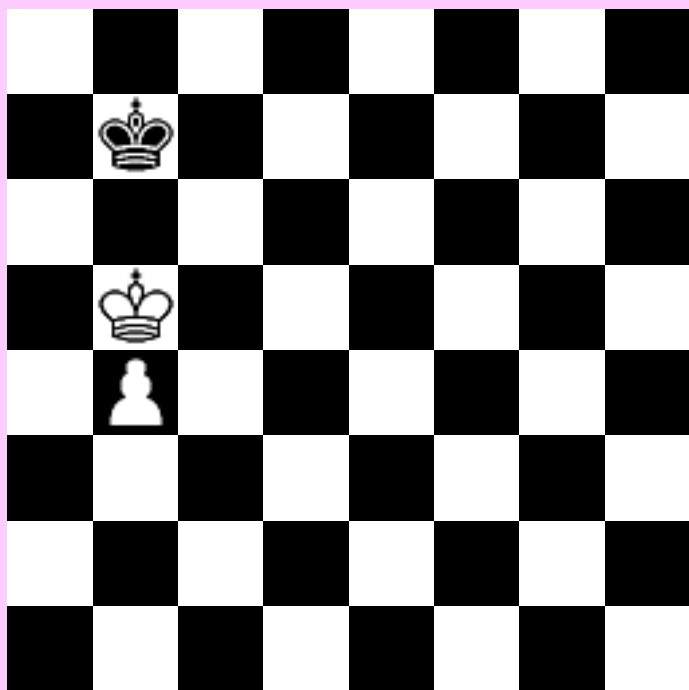
"Fortunately, Black can still hold the draw" 40... Rg2 [40... Rg7? 41. Kd4] 41. Kd4 e1=Q! [41... Rxh2 42. Kd3+-] 42. Rxe1 Rxc2 43. Rb1



43... Kf7! [43... Rxh2 44. Kc5] 44. a3 Ke6 45. b3 Rxh2 46. Kc5 Kd7 47. Kb6 Ra2 48. Kxa6 Rxa3+ 49. Kb7 Kd6 50. Kb6 Kd7 51. b4 Rh3 52. Rc1

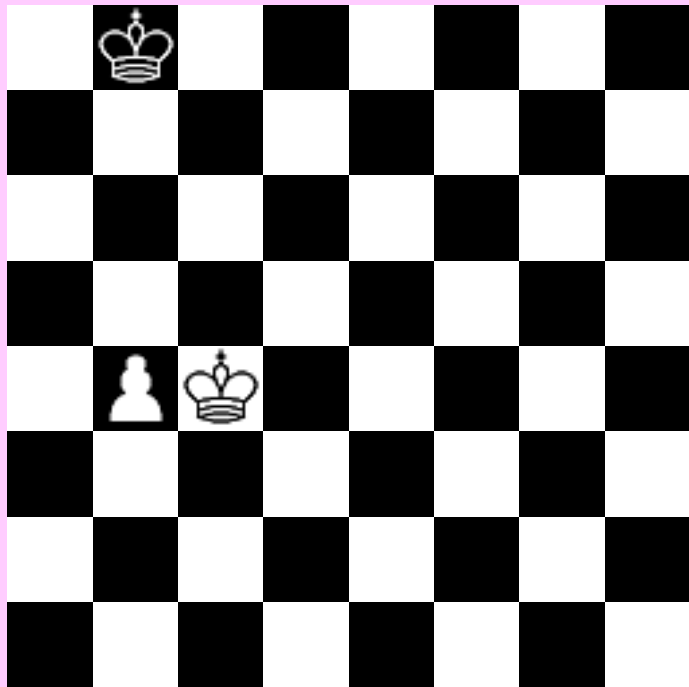


52... Rh8? After the game, Olafsson scolded me: "How can you play an ending like this so fast?" (I'd only been taking a few seconds a move for the last dozen moves or so.) "Because there's no danger. It's a dead draw," I replied. [52... Rh5 53. Rc5 Rxc5 54. Kxc5 [54. bxc5?? b4-+] 54... Kc7 55. Kxb5 Kb7



with the opposition, a book draw and easy to hold] 53. Kxb5? "As Olafsson showed me, White can win with 53. Rc7+! It's hard to believe. I stayed up all night analysing, finally convincing myself and, incidentally, learning a lot about Rook and Pawn endings in the process." (Gligoric failed to [53. Rc7+! This helps keep the Black King away, so the White King can control the Queening square. If the Black Rook checks, White will interpose the Rook. 53... Kd6 [53... Kd8 54. Rc5 Kd7 55. Kb7! Kd6 56. Rxb5] 54. Rc6+ Kd7 [54... Kd5 55. Kxb5 Rb8+ 56. Rb6] 55. Kxb5 Rb8+ 56. Rb6 Rh8 57. Rb7+ Kc8 58. Ka6 Rh6+ 59. Ka7+-] 53... Rb8+ 54. Ka4 Ra8+ 55. Kb3

Rc8 56. Rxc8 Kxc8 57. Kc4 Kb8!



holding the "distant opposition" [57... Kb7 58. Kb5 Kc7 59. Ka6 Kb8 60. Kb6 Ka8 61. Kc7 Ka7 62. b5 Ka8 63. Kb6 Kb8 64. Ka6 Ka8 [64... Kc7 65. Ka7] 65. b6 Kb8 66. b7 If you can play to the seventh without check, it's a win, because the King is on the queening square, and has to move off. 66... Kc7 67. Ka7 Kc6 68. b8=Q] [57... Kb8! 58. Kc5 [58. Kd5 Kb7] 58... Kc7 59. Kb5 Kb7] 1/2

Back to [Chess Coaching Page](#)

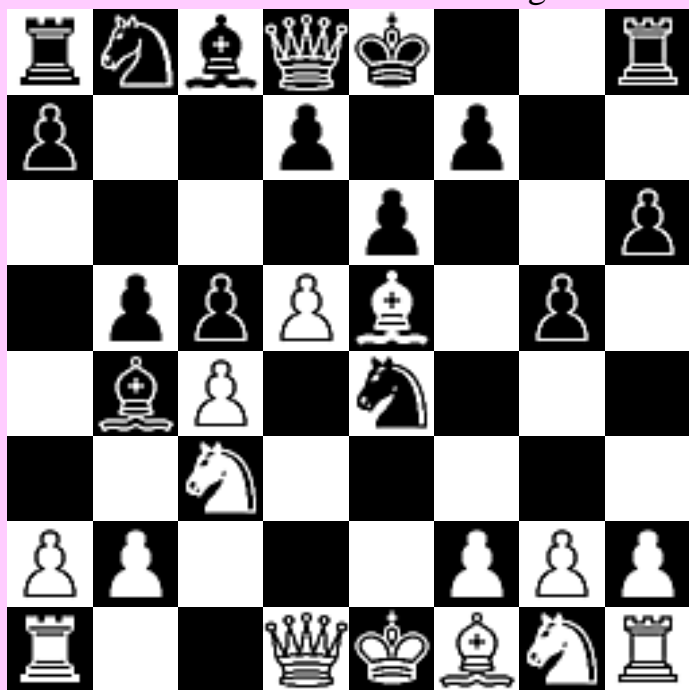
This document (Canon\canon257.html) was last modified on 13 Aug 2005 by



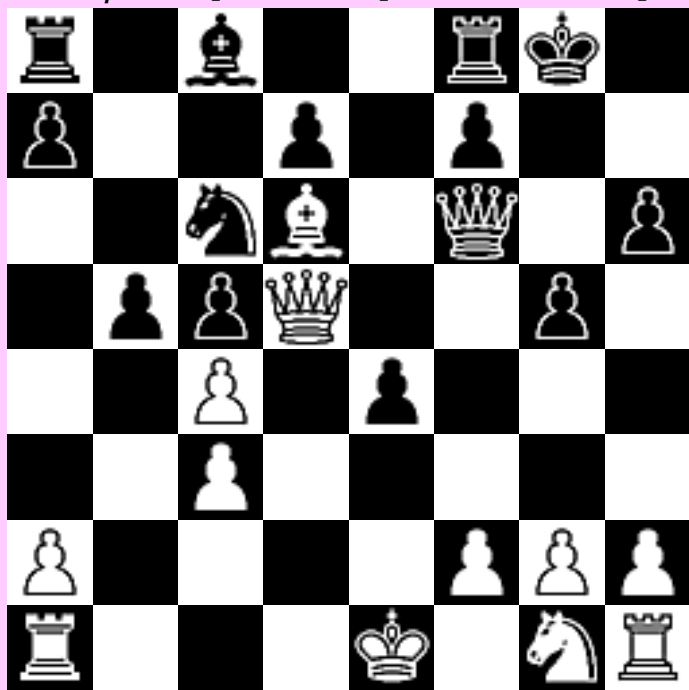
[Dr. Dave](#)

Guimard,CE. - Unzicker,W [E30]castling: castling into it? (B, castling: castl, 1960

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 h6 5. Bh4 c5 6. d5 b5 7. e4 g5 8. Bg3 Nxe4 9. Be5



9... O-O!? 10. Bd3 [10. Qh5 d6! 11. Qxh6 [11. Bd3 Nxc3 12. Qxh6 Ne4+ 13. Ke2 dxe5 14. Bxe4 f5 15. Qg6+ Kh8 16. Qh6+=] 11... dxe5 12. Bd3 exd5 13. cxd5 Bf5-/+] 10... exd5 [10... Nxc3 transposes] 11. Bxe4 [11. cxd5 Re8] 11... dxe4 12. Qd5 Nc6 13. Bd6!? Bxc3+ 14. bxc3 Qf6!



holds! 15. Ne2 Re8 16. O-O b4 17. Ng3 bxc3 18. Rae1 Bb7 19. Bxc5 Na5 20. Qxd7 Bc6 21. Qh3 Nxc4 22. Nh5 Qg6 23. Qxc3 Ne5 24. Bd4 0-1

Back to [Chess Coaching Page](#)

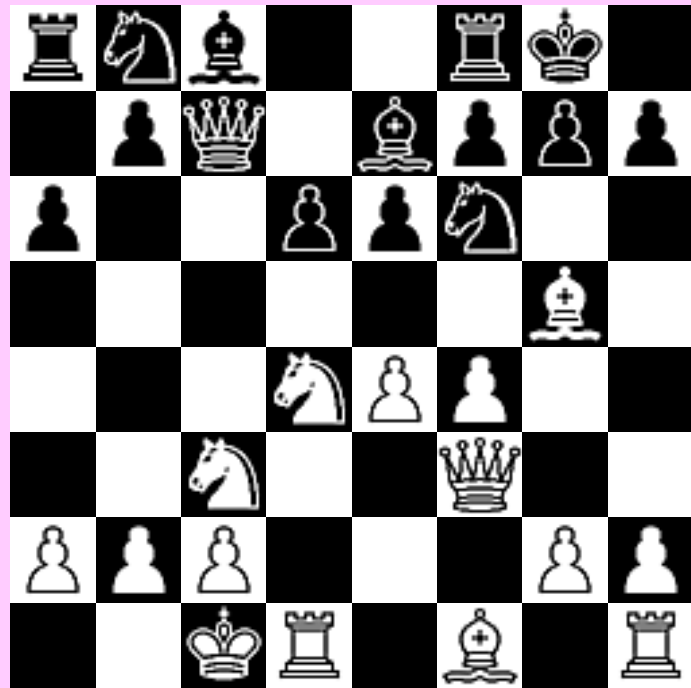
This document (Canon\canon258.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

WHITE - Holloway [B98]castling: castling into it? [E, castling: castl, 1978

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O O-O?!



Nigel Holloway's infamous Suicide Variation. 10. Bd3 [10. Qg3 Nbd7 11. Bd3 b5 12. Rhe1 b4 13. Nd5 exd5 14. Nf5+- Hartston-Holloway, GB chp 1973 "being Bill Hartston, he claimed that he thought of this over the board".] 10... Nc6 11. Nxc6 bxc6 12. e5 dxe5 13. Qh3 [13. Ne4 Nd5 14. Bxe7 Nxe7 15. Ng5 h6 16. Nh7 Rd8-/+ Helman-Holloway, NCC 1973] 13... h6 14. Bxh6 gxh6 15. Qxh6 Rd8& 16. g4 [16. Rhe1 "or almost anything else"] =

Back to [Chess Coaching Page](#)

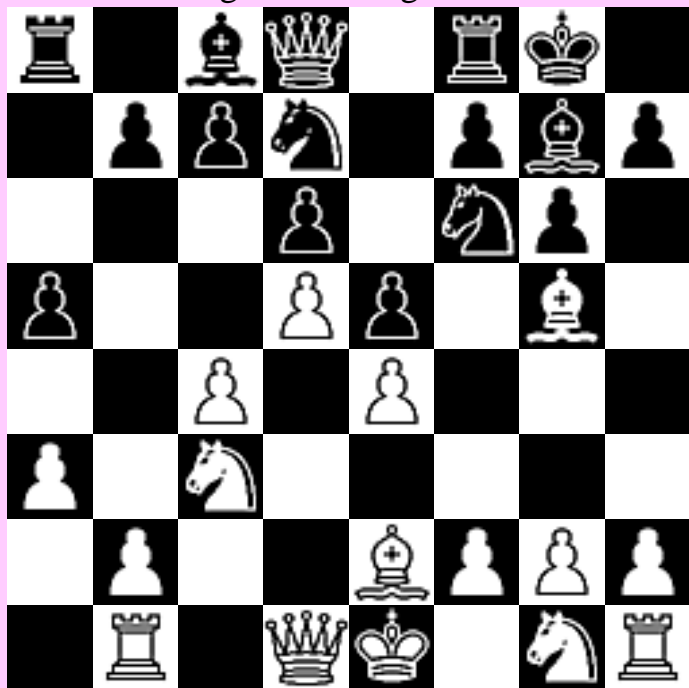
This document (Canon\canon259.html) was last modified on 13 Aug 2005 by



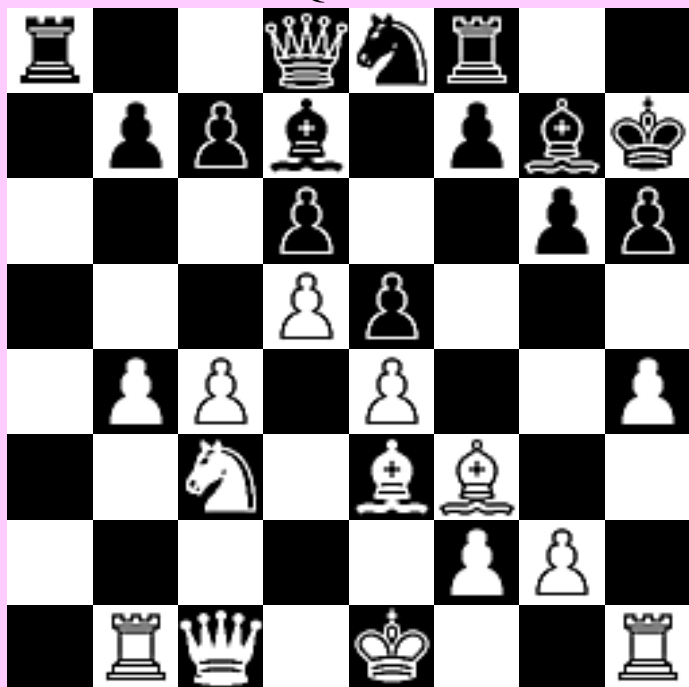
[Dr. Dave](#)

Speelman - Mestel (BBC TV) [A42]castling: delayed castling, 1979

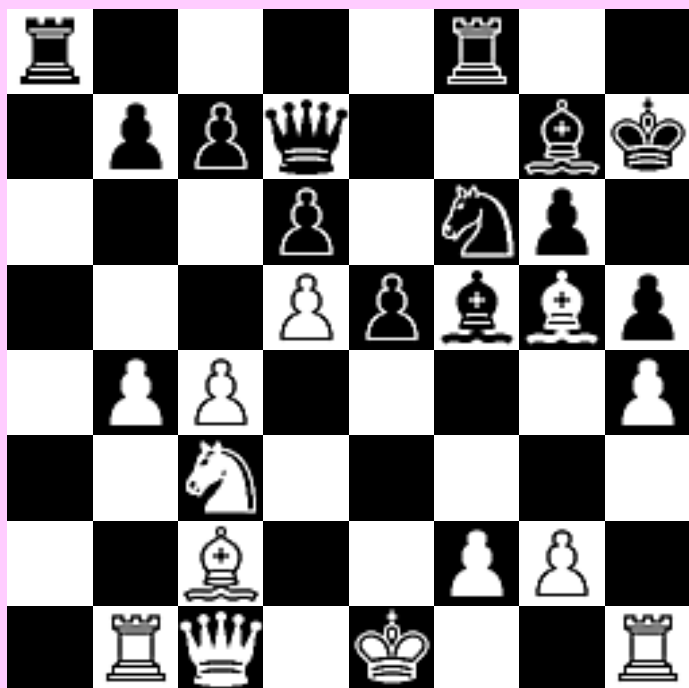
1. d4 d6 2. c4 g6 3. Nc3 Bg7 4. e4 e5 5. d5 Nd7 6. Be2 a5 7. a3 Ngf6 8. Bg5 O-O 9. Rb1



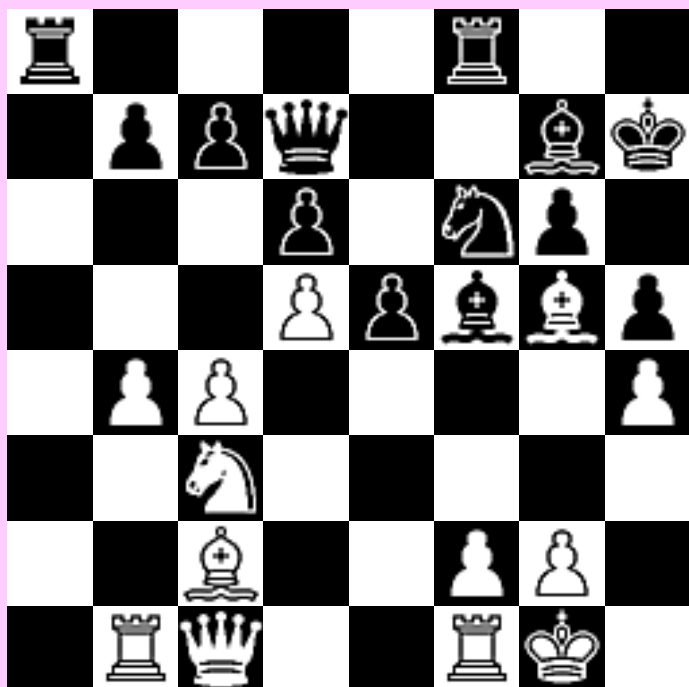
"Speelman, an original player, is trying a novel plan here. He delays castling, and uses the extra move to make progress on both wings." 9... h6 10. Be3 Nc5 11. Bf3 Bd7 12. b4 axb4 13. axb4 Na4 14. Nge2 Ne8 15. Nxa4 Rxa4 16. Qc1 Kh7 17. Nc3 Ra8 18. h4!



18... h5 19. Bd1 f5 20. exf5 Bxf5 21. Bc2 Nf6 22. Bg5 Qd7



23. O-O!



"Finally! Now Black can no longer counter with a general advance of the King's-side Pawns." -- James/Barden 23... c6 24. dxc6 Qxc6 25. Bxf5 gxf5 26. Nd5 a Pawn sac! 26... Nxd5 27. cxd5 Qxd5 [27... Qd7] 28. Rd1 Qe4 29. Rxd6 f4 30. f3 Qe2 31. Rb2 Qb5 32. Qb1+ Kh8 33. Rbd2 e4 34. Bh6 Qe5 35. Qxe4 Rfe8? 36. Bxg7+ Qxg7 [36... Kxg7 37. Qg6 +] 37. Qxf4 Ra1+ 38. Kh2 Rf8 39. Qxf8+ Qxf8 40. Rd8 Kg7 41. Rxf8 Kxf8 42. Rd7 1-0

Back to [Chess Coaching Page](#)

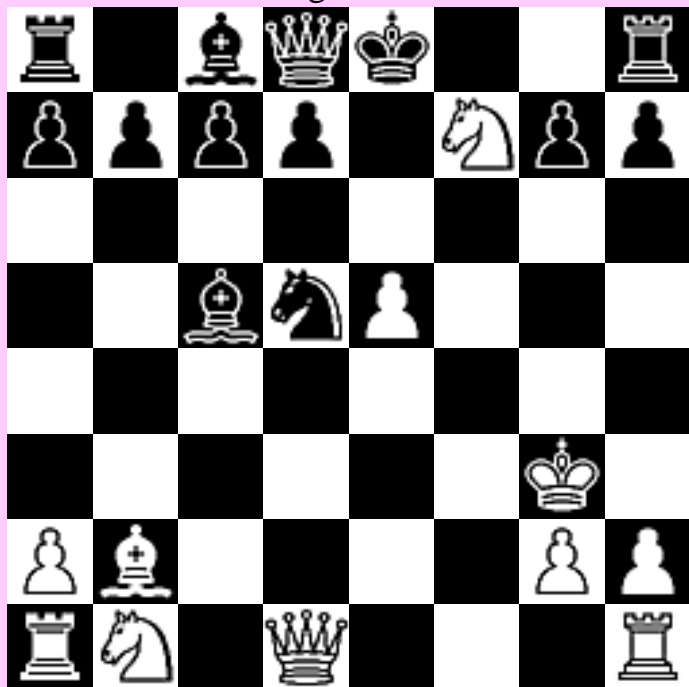
This document (Canon\canon260.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Hoffmann - Petroff (Zt,Warsaw (Poland)) [C54]castling: into it?, 1844

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. e5 Ne4 7. Bd5 Nxf2 8. Kxf2 dxc3+ 9. Kg3 cxb2 10. Bxb2 Ne7 11. Ng5 Nxd5 12. Nxf7



12... O-O 13. Nxd8 Bf2+ 14. Kh3 d6+ 15. e6 Nf4+ 16. Kg4 Nxe6 17. Nxe6 Bxe6+ 18. Kg5 Rf5+ 19. Kg4 h5+ 20. Kh3 Rf3# 0-1

Back to [Chess Coaching Page](#)

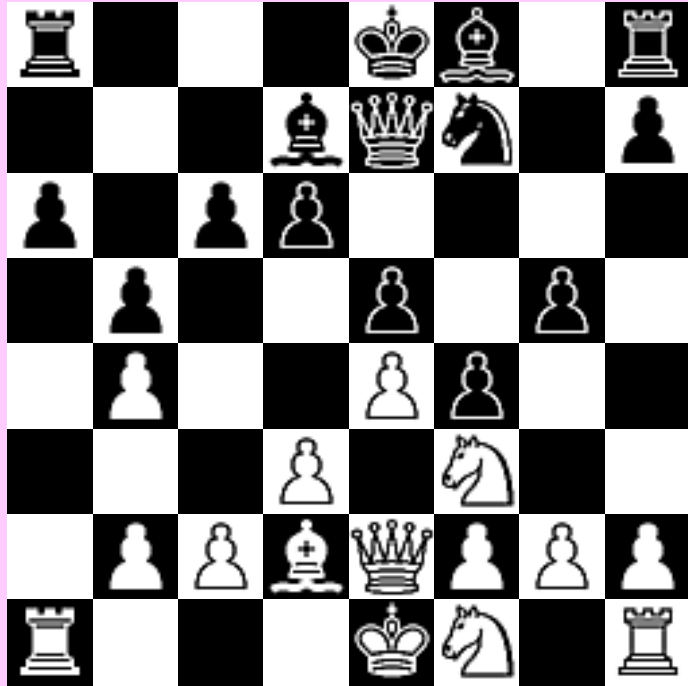
This document (Canon\canon261.html) was last modified on 13 Aug 2005 by



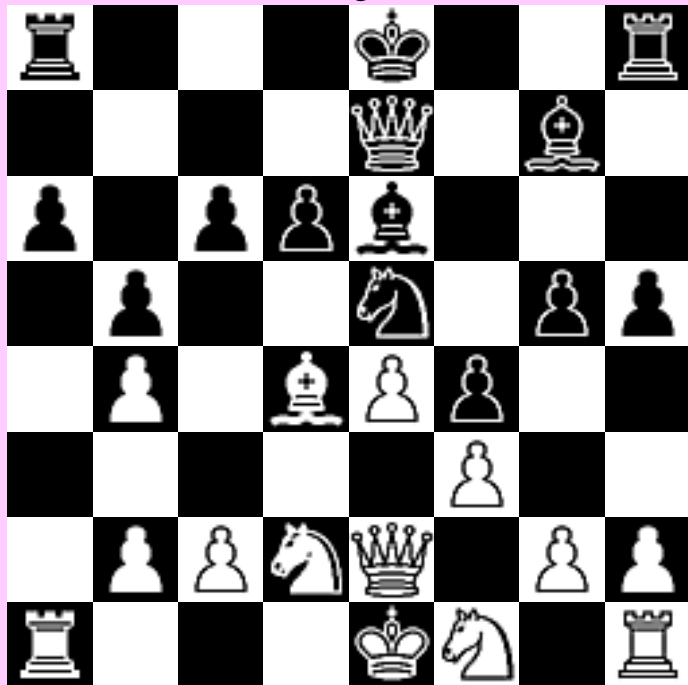
[Dr. Dave](#)

Yates Frederick D - Alekhine Alexander (San Remo) [C60] castling: late castling, 1930

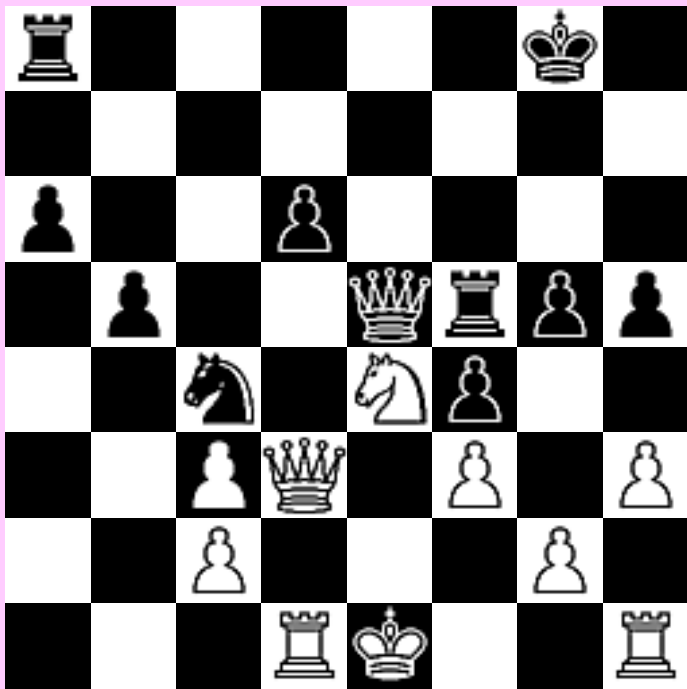
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Nc3 Bd7 6. d3 g6 7. Nd5 b5 8. Bb3 Na5 9. Bg5 f6 10. Bd2 c6 11. Ne3 Nxb3 12. axb3 Nh6 13. b4 f5 14. Qe2 Nf7 15. Nf1 Qe7 16. Ng3 f4 17. Nf1 g5



18. Bc3 h5 19. N3d2 Bg4 20. f3 Be6 21. d4 Bg7 22. Qd3 exd4 23. Bxd4 Ne5 24. Qe2



24... O-O 25. h3 c5 26. Bc3 cxb4 27. Bxb4 Nc6 28. Bc3 Bxc3 29. bxc3 Qf6 30. e5 Nxe5 31. Ne4 Qe7 32. Nfd2 Bc4 33. Nxc4 Nxc4 34. Rd1 Qe5 35. Qd3 Rf5



36. O-O d5 37. Qxd5+ Qxd5 38. Rxd5 Rxd5 39. Nf6+ Kf7 40. Nxd5 Rd8 41. Nb4 Rd2 42. Ra1 a5 43. Nc6 Rxc2 44. Nxa5 Ne3 45. Rb1 Rxc2+ 46. Kh1 Rg3 47. Nc6 Rxh3+ 0-1

Back to [Chess Coaching Page](#)

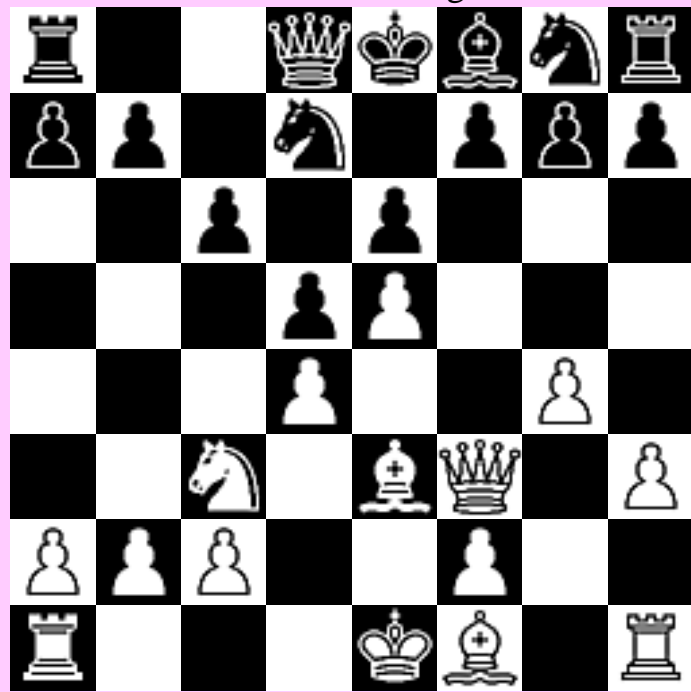
This document (Canon\canon262.html) was last modified on 13 Aug 2005 by



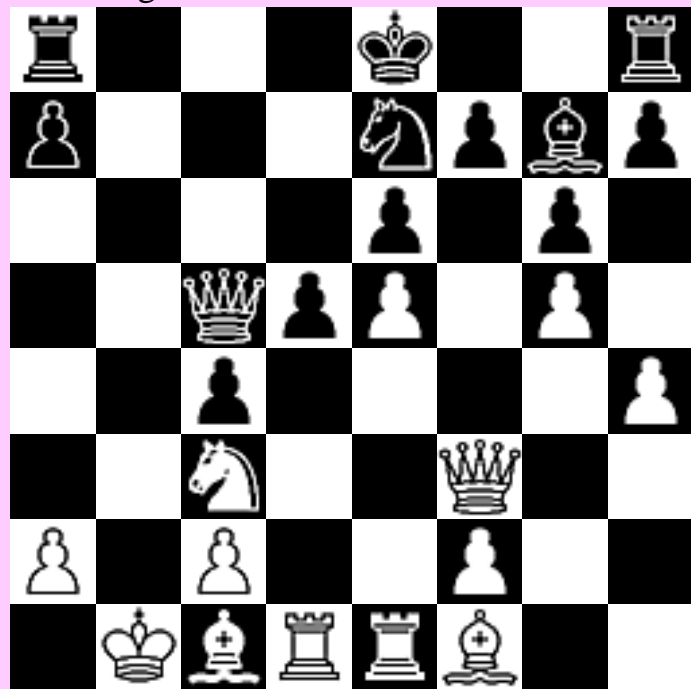
[Dr. Dave](#)

Terpugov,E - Petrosian,T. (Moscow Zenit_Sp [A41]castling: late castling, 1957

1. d4 Nf6 2. Nf3 d6 3. Nc3 Bg4 4. e4 c6 5. h3 Bxf3 6. Qxf3 Nbd7 7. Be3 e6 8. g4 d5 9. e5 Ng8



10. O-O-O b5 11. Bd3 Nb6 12. Kb1 Nc4 13. Bc1 Qb6 14. g5 Ne7 15. h4 c5 16. dxc5 Qxc5 17. Rhe1 g6 18. b3 Bg7 19. bxc4 bxc4 20. Bf1



20... O-O 21. Ka1 Rfb8 22. Nb1 Nc6 23. Qg3 Rxb1+ 24. Kxb1 Rb8+ 25. Ka1 c3 26. Bd2 Nb4 27. Bd3 Qc4 0-1

Back to [Chess Coaching Page](#)

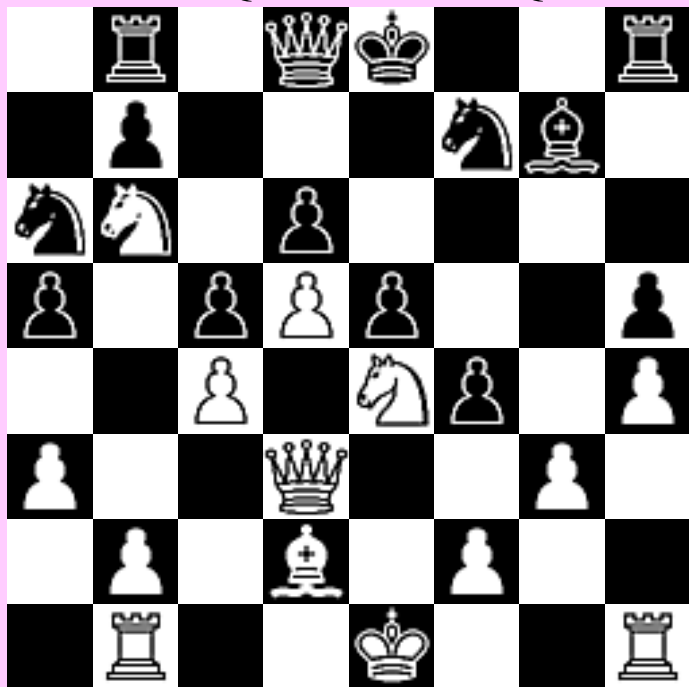
This document (Canon\canon263.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Petrosian, T - Barendregt, J. (Beverwijk) [A44] castling: late castling, 1960

1. c4 g6 2. d4 Bg7 3. Nc3 d6 4. e4 c5 5. d5 e5 6. Be2 Nh6 7. h4 f5 8. Bg5 Qb6 9. Rb1 Nf7 10. Bd2 a5
 11. Nf3 h6 12. g3 Na6 13. a3 Qd8 14. Qc2 h5 15. exf5 gxf5 16. Ng5 Qf6 17. Na4 f4 [17... Qd8 18.
*Ne6 Bxe6 19. dxe6 Nh6 20. Bxh5+ Ke7 21. Bxh6 Bxh6 22. Qxf5+-] 18. Nb6 Bf5 19.
 Bd3 Bxd3 20. Qxd3 Rb8 21. Ne4 Qd8*



22. Bxa5 O-O 23. Qd1 f3 24. b4 Nh6 25. Rb3 Ng4 26. O-O Bf6 27. Qxf3! Qe7 [27... Bxh4 28. Qh1
*Be7 29. Qxh5 Nf6 30. Qg6+ Kh8 31. Kg2] [27... Rf7 28. Qf5 Rh7 29. f3] 28. Qf5 Rf7
 29. Qxh5 Rg7 30. f3 Bxh4 31. fxg4 Rh7 32. Qf5 1-0*

Back to [Chess Coaching Page](#)

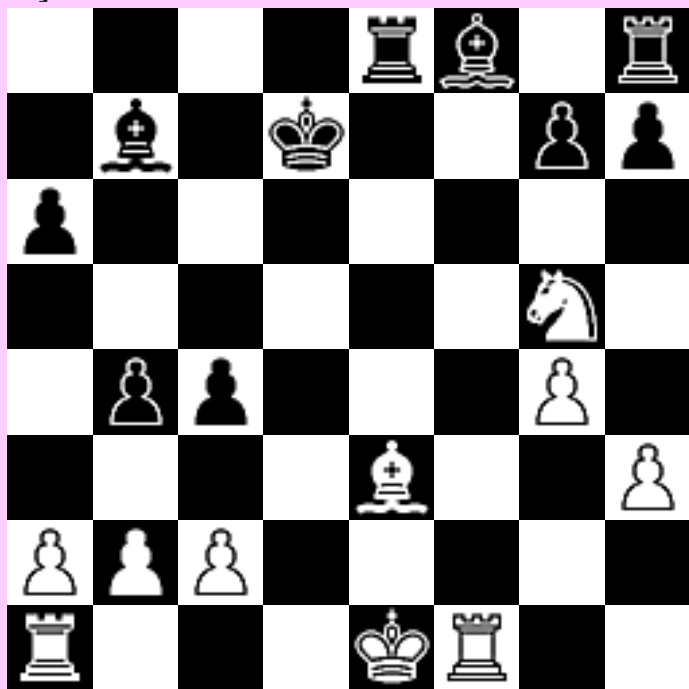
This document (Canon\canon264.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Wohl,A (2405) - Curtis,J. (Doeberl Cup Can (2290) (3) [B82] castling: with check, 1996

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e6 7. Qf3 Qc7 8. Be3 b5 9. Bd3 Bb7 10. g4 b4
11. Nce2 d5 12. e5 Ne4 13. f5 Nd7 14. fxe6 Nxe5 15. exf7+ Qxf7 16. Qxf7+ Kxf7 17. Rf1+ [17. O-O
+] 17... Ke8 18. h3 Nc5 19. Nf4 Nc4 20. Bxc4 dxc4 21. Nfe6 Nxe6 22. Nxe6 Kd7 23. Ng5 Re8



24. O-O-O+ Kc8 25. Nf7 Rg8 26. Bf4 Bc5 27. Nd6+ Bxd6 28. Bxd6 Rd8 29. Rf4 Kd7 30. Rxc4 Ke6 31.
Rcd4 Rge8 32. Bxb4 Rxd4 33. Rxd4 h5 34. gxh5 Rh8 35. Rd6+ Kf5 36. Rd7 Bc8 37. Rxc7 Rxc7 38.
Rc7 Rh8 39. Bc3 Rg8 40. b3 Kf4 41. h4 Bf5 42. Bd2+ Kg4 43. Rc4+ Kh5 44. Bg5 Re8 45. Kd2 Re6 46.
a4 Bg4 47. Rc7 Re2+ 48. Kd3 Rh2 49. Rh7+ Kg6 50. Rh6+ Kg7 51. Ke4 Bd1 52. Kd3 Bh5 1-0

Back to [Chess Coaching Page](#)

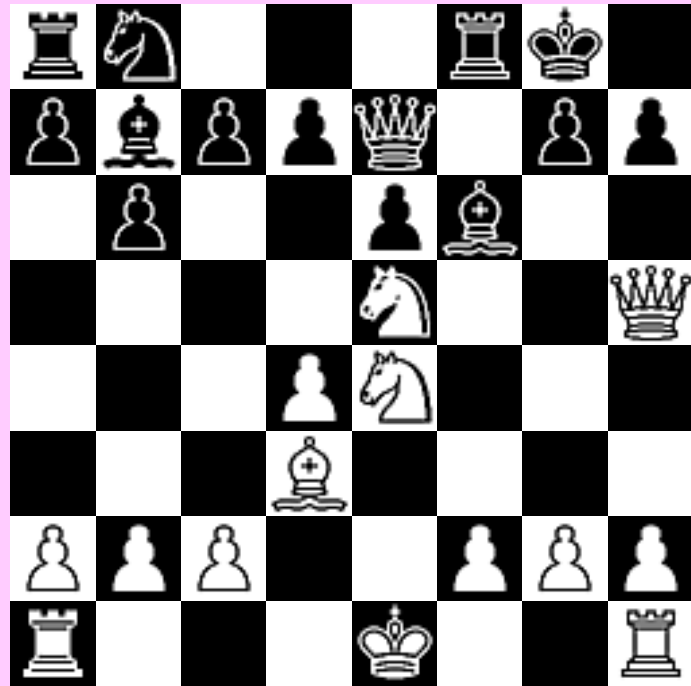
This document (Canon\canon265.html) was last modified on 13 Aug 2005 by



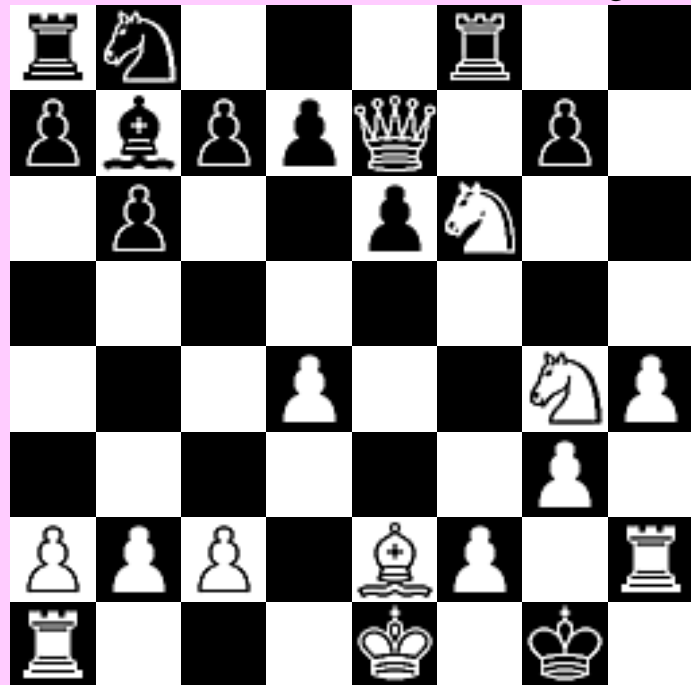
[Dr. Dave](#)

Lasker Ed. - Thomas (London) [A83]castling: with checkmate?, 1912

1. d4 f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 e6 5. Nxe4 Be7 6. Bxf6 Bxf6 7. Nf3 O-O 8. Bd3 b6 9. Ne5 Bb7 10. Qh5 Qe7



11. Qxh7+ Kxh7 12. Nxf6+ Kh6 13. Neg4+ Kg5 14. h4+ Kf4 15. g3+ Kf3 16. Be2+ Kg2 17. Rh2+ Kg1



18. Kd2# [18. O-O-O# is given by many sources, but is incorrect] 1-0

Back to [Chess Coaching Page](#)

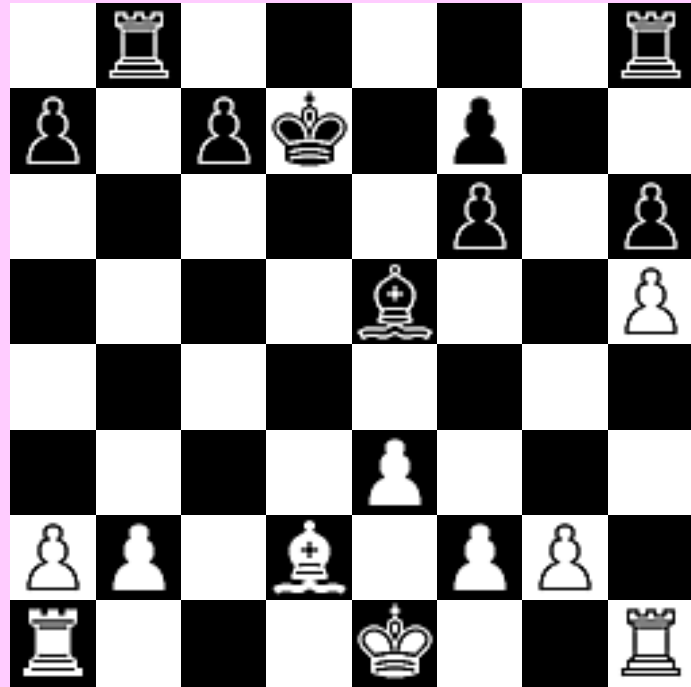
This document (Canon\canon266.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Varga,Z - Fastberg (Budapest) [A00]castling: with double attack, 1989

1. h4 d5 2. c4 e5 3. cxd5 Qxd5 4. Nc3 Qd8 5. Nf3 Nc6 6. h5 h6 7. e3 Nf6 8. Bb5 Bd6 9. d4 exd4 10. Nxd4 Bd7 11. Bxc6 bxc6 12. Qf3 Qc8 13. Bd2 Rb8 14. Ne4 Be5 15. Nxc6 Bxc6 16. Nxf6+ gxf6 17. Qxc6+ Qd7 18. Qe4 Qe7 19. Qa4+ Qd7 20. Qxd7+ Kxd7



21. Bc3 Bxc3+ 22. bxc3 Rb2 23. O-O-O+ 1-0

Back to [Chess Coaching Page](#)

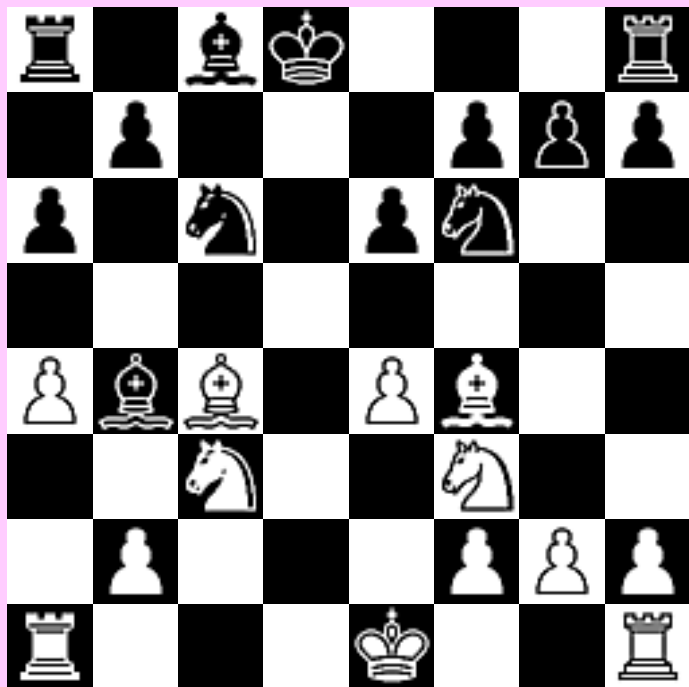
This document (Canon\canon267.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Mikhailov,V (2355) - Weteschnik,M. (FS IM A Budapes (2100) (5) [D21]castling: with double attack, 1995

1. d4 d5 2. c4 dxc4 3. Nf3 c5 4. Nc3 e6 5. Bf4 Nf6 6. e4 a6 7. a4 Nc6 8. dxc5 Bxc5 9. Qxd8+ Kxd8 10.
Bxc4 Bb4



11. e5 Ne4 12. O-O-O+ 1-0

Back to [Chess Coaching Page](#)

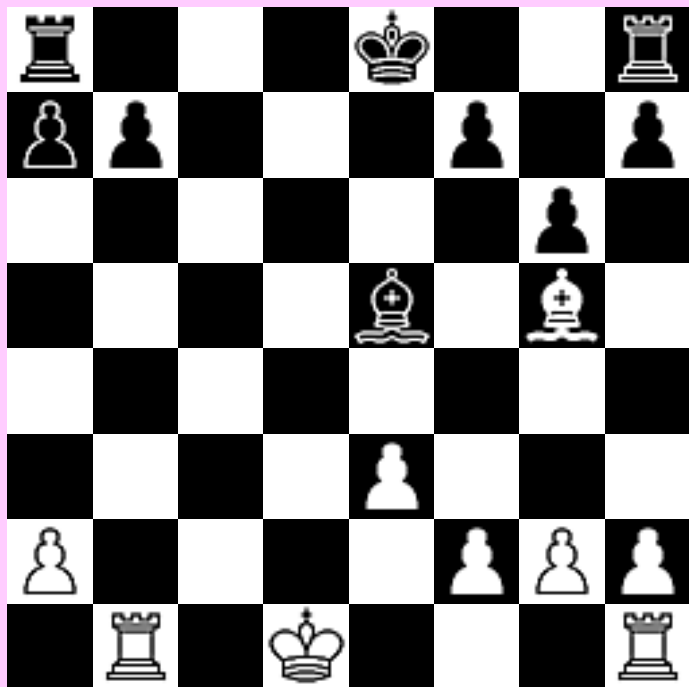
This document (Canon\canon268.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Hejberg,Ca - Dongart,D. (Politiken Copen (2155) (9) [D91] castling: with double attack, 1996

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Bg5 Ne4 6. cxd5 Nxc3 7. bxc3 Qxd5 8. e3 c5 9. Bb5+ Bd7
10. Rb1 cxd4 11. Bxd7+ Nxd7 12. cxd4 e5 13. dxe5 Qxd1+ 14. Kxd1 Nxe5 15. Nxe5 Bxe5



16. Rxb7 f6 17. Bh4 O-O-O+ 0-1

Back to [Chess Coaching Page](#)

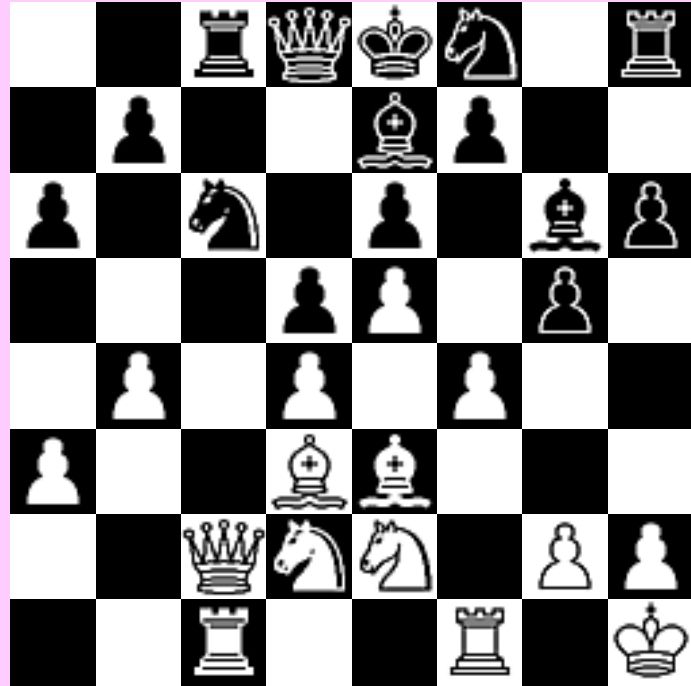
This document (Canon\canon269.html) was last modified on 13 Aug 2005 by



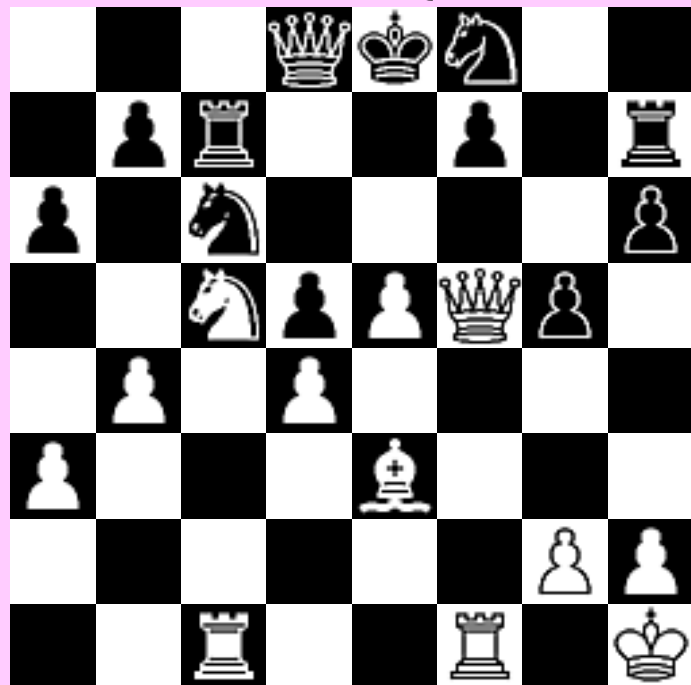
[Dr. Dave](#)

bryson - basman (cr) [B00]castling:Basman's king threate, castling:Basman, 1986

1. e4 g5 2. d4 h6 3. Bd3 d6 4. Ne2 c5 5. c3 Nf6 6. O-O Nc6 7. Kh1 Bg4 8. f3 Bh5 9. Be3 e6 10. Nd2
Be7 11. a3 cxd4 12. cxd4 d5 13. e5 Nh7 14. Qc2 Nf8 15. b4 Bg6 16. f4 Rc8 17. Rac1 a6



a bit French, which is odd for Basman, whose games usually look Martian... If you know about the French, you will know that White's position looks better - Black lacks counterplay against the attack. 18. f5 exf5 19. Bxf5 Bxf5 20. Qxf5 Rh7 21. Nc3 Rc7 22. Nb3 Rd7 23. Na4 Rc7 24. Nac5 Bxc5 25. Nxc5



Black has blockaded the central files, but the Bishop files are haemorrhaging. 25... Ne7 26. Qf6 Rc6 27.

e6 Nxe6 28. Nxb7 Qc7 29. Rxc6 Qxc6 30. Nc5 Nxc5 31. dxc5 Qe6 32. Bd4 Kd7 33. Qf2 f5 34. Re1 Qc6 35. Qe2 f4 36. a4 Qxa4 37. Qe6+ Kd8 38. Qb6+ Kc8 39. Bf6 Rf7 40. Qe6+ Fittingly, the decision comes down the King's e-file. 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon270.html) was last modified on 13 Aug 2005 by



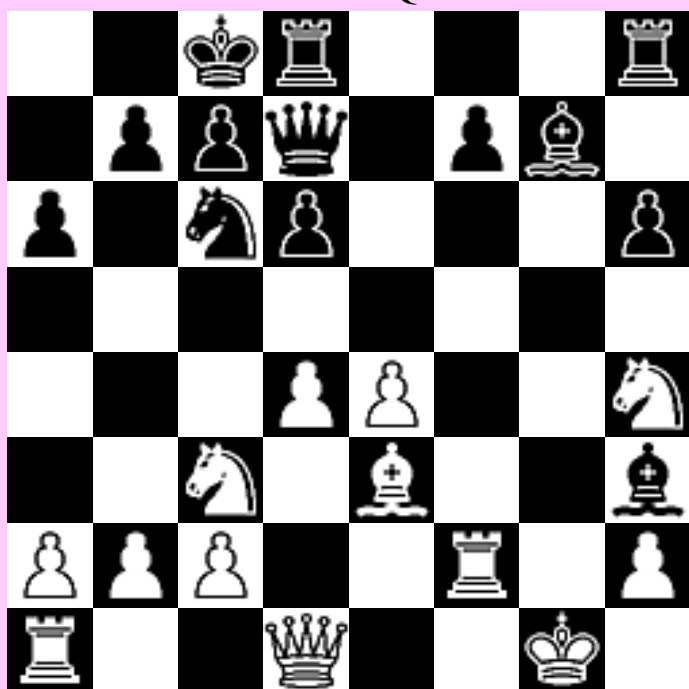
[Dr. Dave](#)

korchnoi - malich,amsterdam IBM [C34]opening books I : based on auth, opening books I , 1972

1. e4 e5 2. f4



"...at the time I was writing a book...: The King's Gambit. Sp I had to try and find out for myself what it was all about! I tried, stood very badly and with difficulty managed to draw..." 2... exf4 3. Nf3 h6 4. Bc4 d6 5. d4 g5 6. g3 ?! 6... Bg7 7. O-O Bh3 8. Rf2 Nc6 9. Bb5 ?! 9... Nge7 =+ 10. gxf4 gxf4 11. Bxf4 a6 12. Bxc6+ Nxc6 13. Nc3 Qd7 14. Be3 O-O-O 15. Nh4



15... Rhg8 ?! 16. Kh1 Ne7 ?! 17. Rxf7 Rdf8 18. Rxf8+ ?! 18... Rxf8 ~ 19. Qd2 Qg4 20. Ng2 ?! 20...

Qf3 ?! (Nc6) 21. Rg1 Nc6 22. Nd1 Qxe4 23. Nf2 Qf3 24. Nxb3 Qxb3 25. Ne1 Rf1 ?! 26. c3 Ne7 27. Qg2 Rxg1+ 28. Bxg1 Qxg2+ ?! 29. Kxg2 = 29... Kd7 30. Kf3 Ke6 31. Ng2 b5 32. Kg4 Nd5 33. Ne3 Nf6 + 34. Kf4 c5 35. dxc5 dxc5 36. Bf2 Bf8 37. Nf5 Nd5+ 38. Ke4 Nf6+ 1/2

Back to [Chess Coaching Page](#)

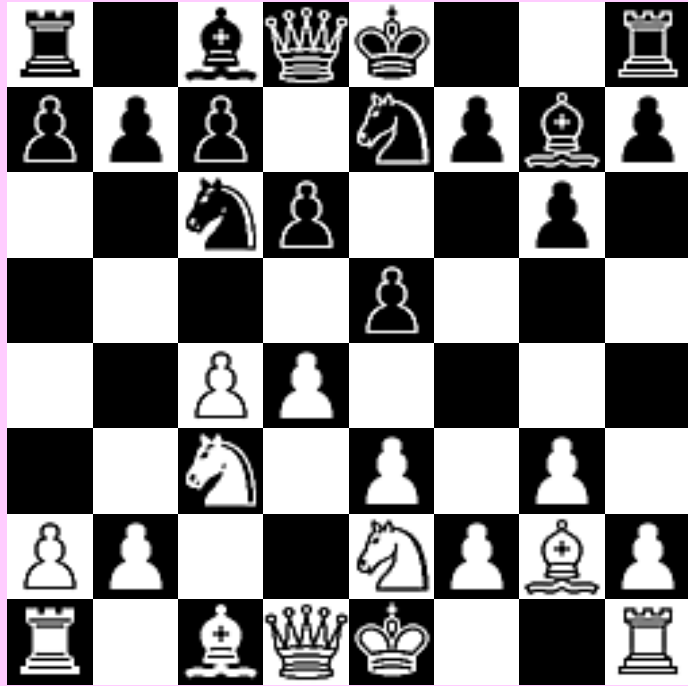
This document (Canon\canon287.html) was last modified on 13 Aug 2005 by



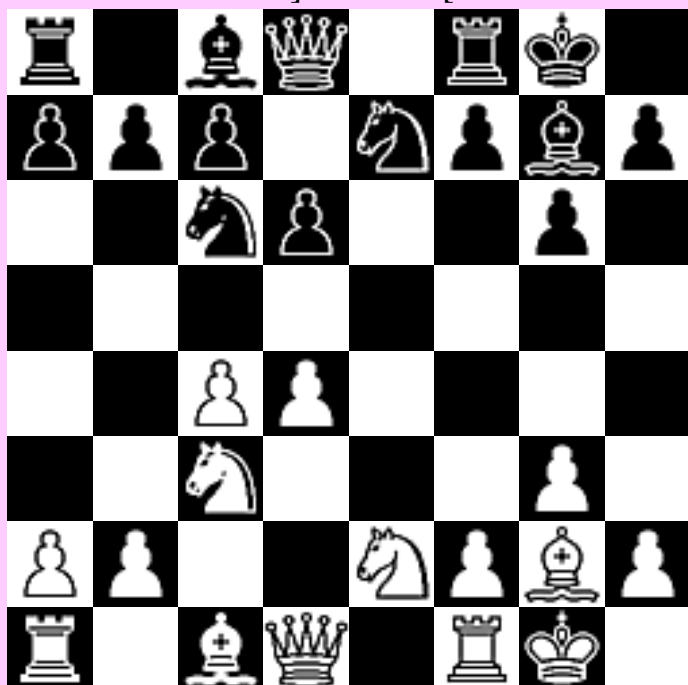
[Dr. Dave](#)

regis - nash [A25]opening books II: conflicting, 1993

1. c4 e5 2. g3 g6 3. Bg2 Bg7 4. Nc3 Ne7 5. e3 Nbc6 6. Nge2 d6 7. d4



I hated this game and immediately looked it up to see what I had done wrong. I have an old book by Shatskes which quotes an analysis from Botvinnik, and a new book by Ribli & Kallai. Are two heads better? They gave opposite advice! 7... exd4 [7... exd4 8. exd4 O-O 9. O-O Bg4 10. h3 Bxe2 11. Nxe2 Nf5 12. d5 Ne5 13. Qc2 Re8 (! shatskes) 14. Bd2 a5 15. Rad1 (! ribli) 15... Qb8 16. Bc1 Qa7 17. Be4 Ne7 18. Be3 Qa6 19. b3 a4 20. Nc3 axb3 21. axb3 b6 22. Nb5 Qc8 23. Kh2 Nd7 24. Rfe1 Nc5 25. Bf3 Nf5 26. Bg4 ! uhlmann-taimanov 1984] 8. Nxd4 [8. exd4 O-O 9. O-O



9... Nf5 ? botvinnik ! ribli (9 ... Bg4! = botvinnik ? ribli - although there are probably still finesses to be found) 10. d5 Ne5 11. b3 a5 ? (11 ... a6; 12 Bb2, b5; 13 cxb5, axb5; 14 Qc2, b4; 15 Ne4, Ba6 botvinnik ; 11 ...b5!?! seirawan) 12. Bb2 Nd7 13. a3 Nc5 14. b4 Nd7 15. Qb3 botvinnik-reshevsky 1938] 8... O-O 9. O-O Re8 [9... Bd7 10. Nde2 Qc8 11. Nf4 Ne5 12. Qe2 Re8 13. Bd2 c6 14. Ne4 Qc7 15. Bc3 Rad8 16. h3 d5 += smyslov-radulovic 1964] 10. b3 ? 10... Nxd4 11. exd4 Nf5 12. Ne2 c6 13. Bb2 Bd7 14. Qd2 Bh6 15. Qd3 Bg7 16. Qd2 Bh6 17. Qc2 Bg7 18. Rad1 Ne7 19. Nc3 ? 19... Bf5 20. Be4 d5 21. Bxf5 Nxf5 22. Ne2 Qd7 23. Nf4 Re4 24. f3 Ne3 25. Qc1 Ree8 26. cxd5 cxd5 27. Rd3 Nxf1 28. Kxf1 Rac8 29. Rc3 Rxc3 30. Qxc3 Bh6 31. Bc1 Qb5+ 32. Kg1 Bg7 33. h4 Qc6 34. Qd2 Bxd4 + 35. Qxd4 Qxc1+ 36. Kh2 Qc2+ 37. Kh3 Qc8+ 38. g4 Rd8 39. Nxd5 Rxd5 40. Qxd5 Qb8 1/2

Back to [Chess Coaching Page](#)

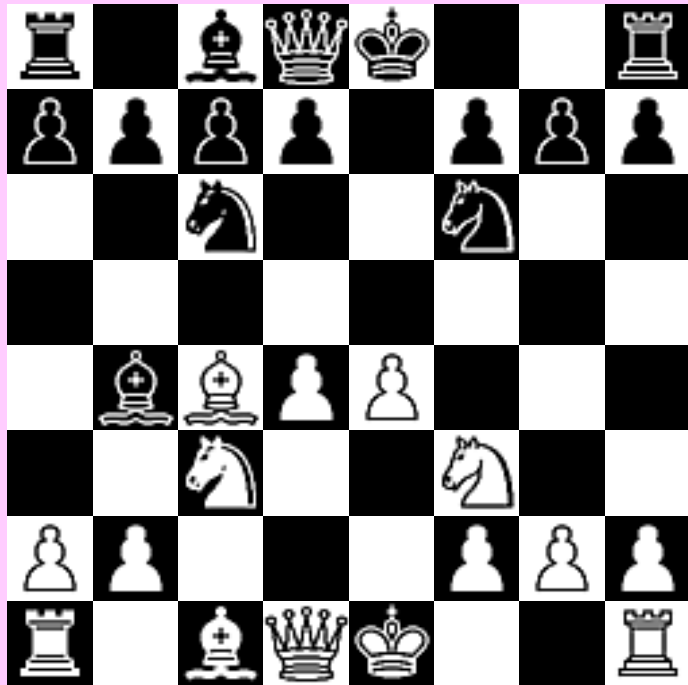
This document (Canon\canon288.html) was last modified on 13 Aug 2005 by



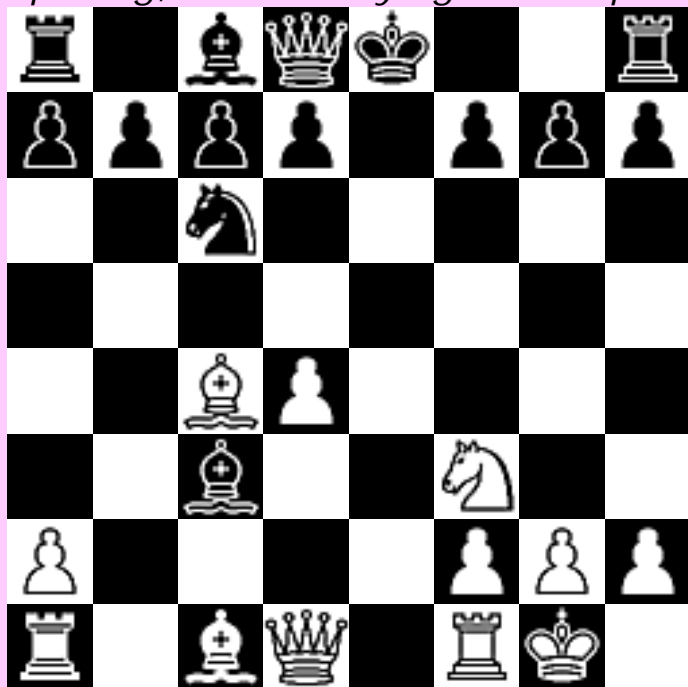
[Dr. Dave](#)

various openings [C21]opening theory: gambit play, 1994

1. e4 e5 2. d4 [2. Nf3 Nc6 3. d4 [3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3



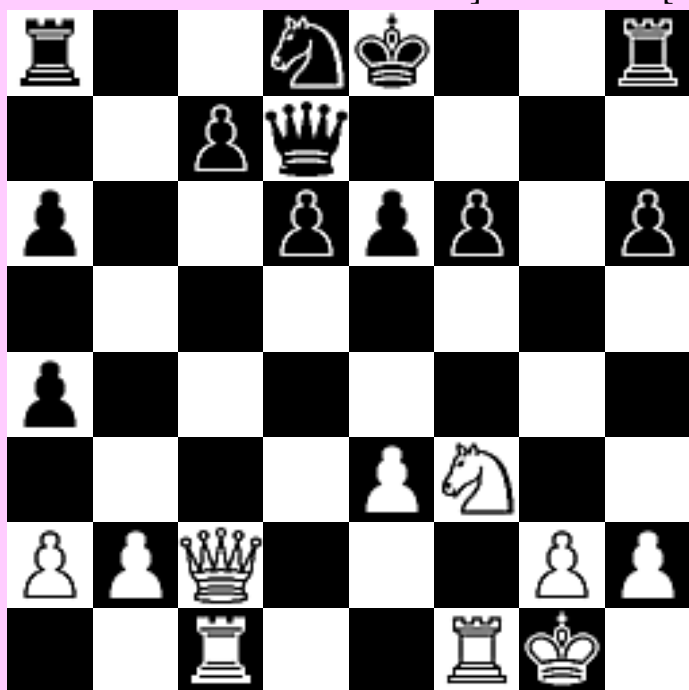
7... d5 (iii) don't snatch material in the opening [7... Nxe4 (iv) don't snatch material in the opening, but destroying central pawns is allowed 8. O-O Nxc3 9. bxc3 Bxc3



a famous gambit position [9... d5 (i) don't be afraid to return material to complete your development] 10. Ba3 and now Black's greed for material must be tempered with caution [10. Qb3] 10... Bxa1 yields a fine attacking position for White] 8. exd5 Nxd5 9. O-O 3... exd4 4. c3

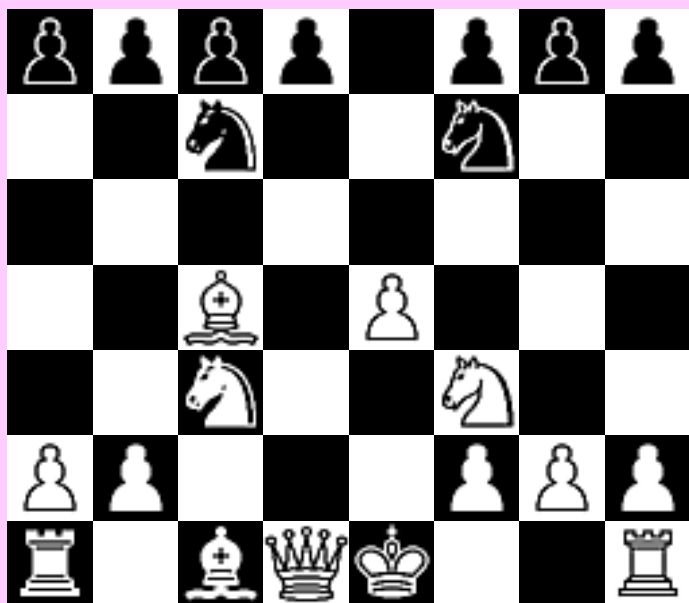


the Goering gambit [4. Bc4 Scotch Gambit 4... Bc5 5. O-O d6 6. c3 dxc3 7. Nxc3 Be6 [7... Nf6 8. Bg5] 8. Bxe6 fxe6 9. Qb3 Qc8 10. Be3 Bxe3 11. fxe3 Nf6 12. Ng5 Nd8 13. Rac1 a6 14. Na4 Qd7 15. e5 h6 [15... dxe5 16. Nc5] [15... b5 16. exf6 bxa4 17. Qc2 gxf6 18. Ne4 O-O 19. Nxf6+ Rxf6 20. Rxf6] 16. Nf3 b5 [16... Nd5] 17. exf6 bxa4 18. Qc2 gxf6



19. Qg6+ Ke7 ? [19... Qf7 20. Qxf7+ Nxf7 21. Rxc7 O-O +/-] 20. Ne5 dxe5 21. Qxf6+ Staunton-von Jaenisch, 1853] 4... dxc3 [4... d3 not quite satisfactory according to modern theory] 5. Bc4 Nf6 [5... cxb2 6. Bxb2 Bb4+ 7. Nc3 Nf6 8. Qc2 d6 9. O-O-O yields a vigorous initiative for the pawns] 6. Nxc3

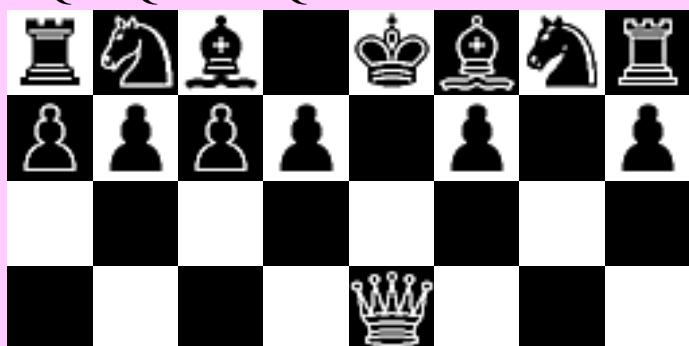


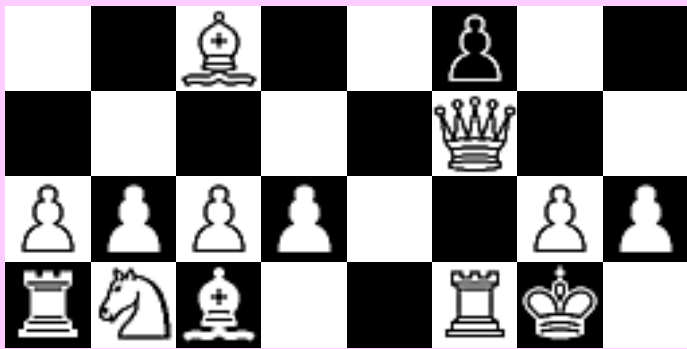


6... Bb4 7. O-O Bxc3 8. bxc3 d6 9. e5 dxe5 10. Ng5 Be6 11. Bxe6 fxe6 12. Qb3 with some initiative and a promise to regain the pawn] [2. f4 exf4 3. Nf3 g5 [3... Be7 a more modern approach like the Cunningham Variation is more awkward for White] 4. Bc4 g4

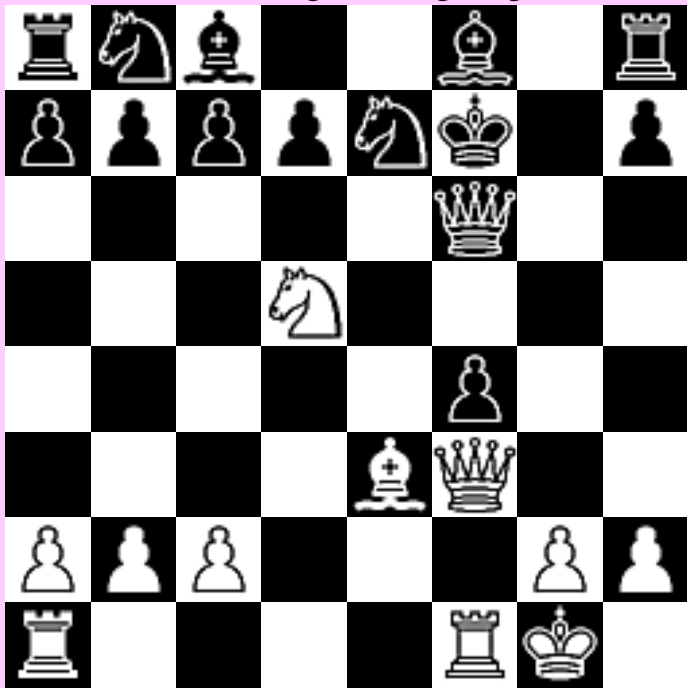


the famous Muzio Gambit: White does not shrink from sacrifice of pieces as well as pawns 5. O-O gxf3 6. Qxf3 Qf6 7. e5 Qxe5

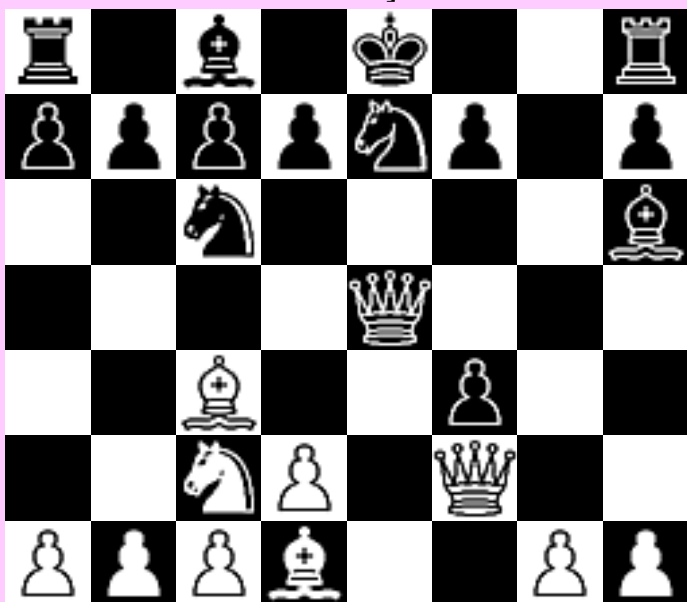




interestingly, the most promising line may be to sacrifice some more 8. d3 [8. Bxf7+ the double Muzio Gambit - outrageous! 8... Kxf7 9. d4 Qxd4+ [9... Qf5 10. g4 Qg6 11. Bxf4 Nf6 12. Be5 d6 13. Bxf6 Bxg4 14. Qg2 Rg8 15. Kh1 Bf5 16. Qd5+] 10. Be3 Qf6 11. Nc3 Ne7 12. Nd5

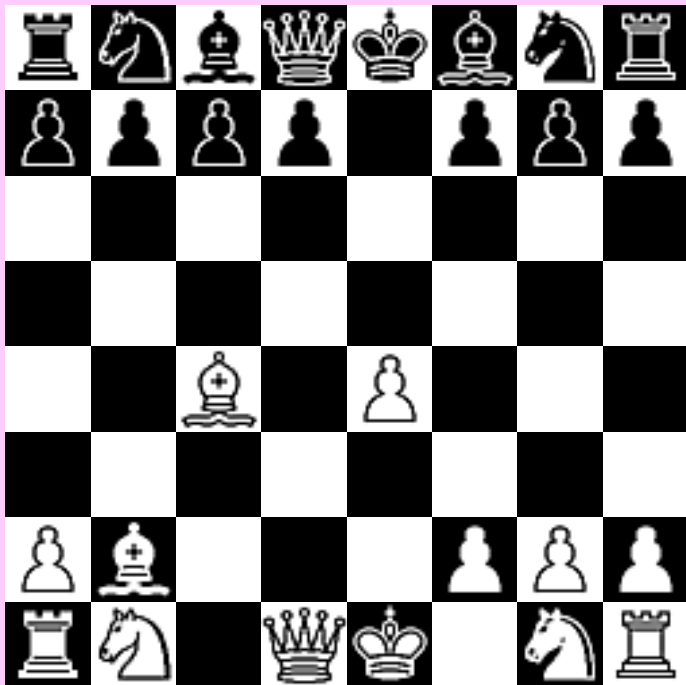


with an attack for the material - is it enough? 12... Nxd5 13. Qxd5+ Qe6 14. Rxf4+ Kg8 15. Qg5+ Qg6 16. Rxf8+ Kxf8 17. Rf1+] 8... Bh6 9. Nc3 Ne7 10. Bd2 Nbc6 11. Rae1

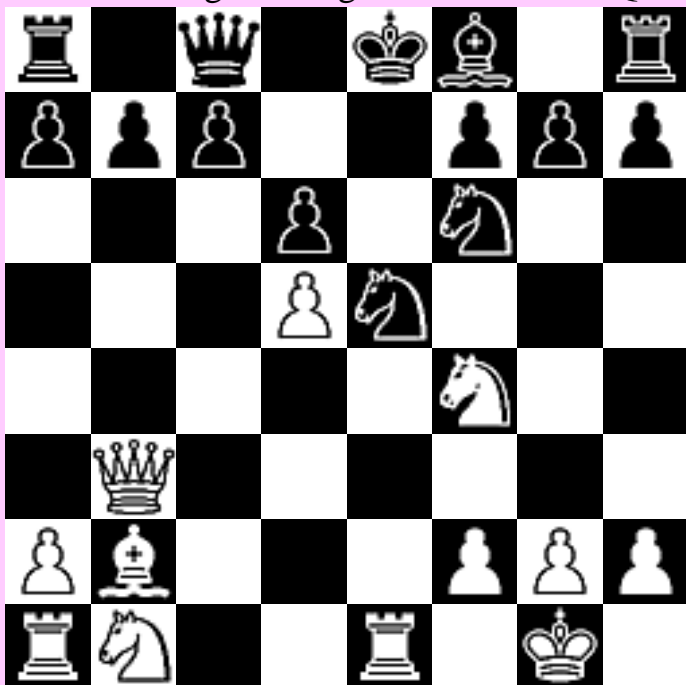




still with some initiative] 2... exd4 3. c3 dxc3 [3... d3 4. Bxd3 declining the gambit in this way is quite common, although probably not the best method in this case] 4. Bc4 cxb2 5. Bxb2

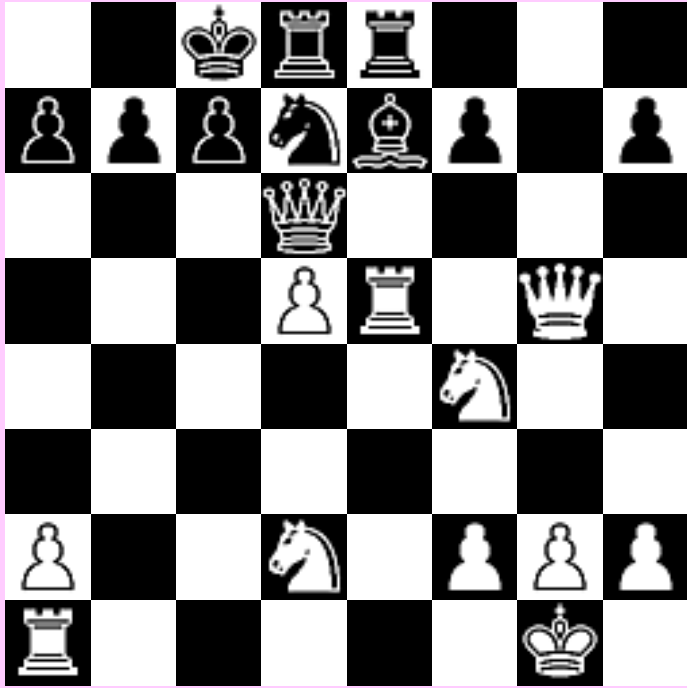


White's pawn sacrifices have yielded a dangerous attacking position. How should you defend against a gambit like this? 5... d5 (i) do not be afraid to return some or all of your gains in order to catch up in development [5... d6 6. Ne2 [6. f4] 6... Nc6 7. O-O Be6 neutralising the glare of the Bishop towards f7 and seeking exchanges 8. Bd5 Nf6 9. Qb3 Qc8 10. Nf4 Bxd5 11. exd5 Ne5 12. Re1

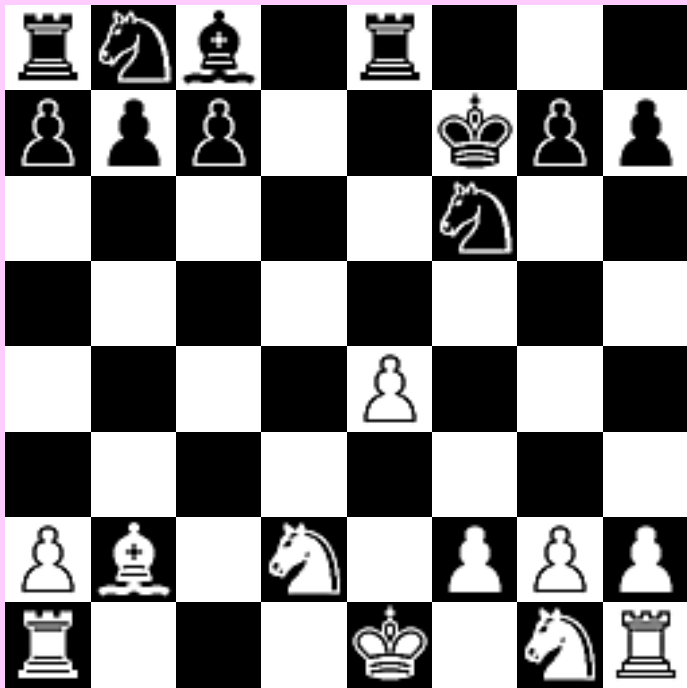


12... Be7 ! absolutely the correct and modern idea. Black returns material to complete development, and

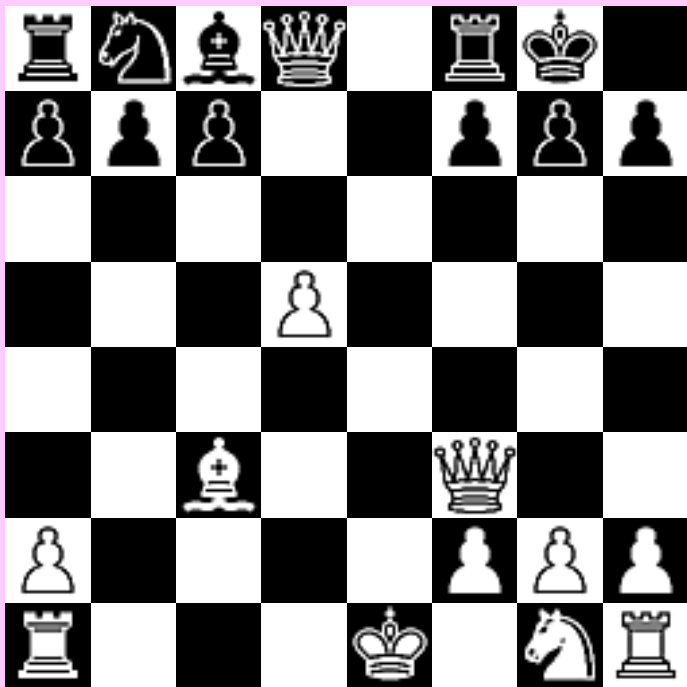
will emerge with the upper hand 13. Bxe5 dxe5 14. Rxe5 Qd7 ! 15. Qg3 [15. Qxb7 O-O when White's position is uncoordinated and under-developed] 15... O-O-O 16. Qxg7 Qd6 17. Qg5 Rhe8 18. Nd2 Nd7



Black has exchanged his extra material for a superior position. White's strategy has been a shambles, and must concede the exchange. 19. Rxe7 Qxe7 20. Qg3 Qb4 21. Nf3 Rg8 22. Qh4 Qc3 23. Rb1 Qxf3 resigns: Mieses-Maroczy, Monte Carlo 1902. The exact moves have been improved on since, but this strategy of Black was the death-knell for the romantic sacrificial openings.] 6. Bxd5 Bb4+ [6... Nf6 7. Bxf7+ Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2 Re8



the rival majorities look exciting, but the opposite-coloured bishops dampen it a little. Chances in any event are even] 7. Nc3 Bxc3+ 8. Bxc3 Nf6 (ii) seek to reduce the attacking potential of your opponent through exchanges 9. Qf3 Nxd5 10. exd5 O-O



white still has some attacking chances but Black looks secure (no weaknesses and has an extra pawn: =+
keres =

Back to [Chess Coaching Page](#)

This document (Canon\canon289.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Browne,W - Karpov,A (Bath TV tourname [E12]opening theory: opening preparation, Opening pr, 1983

1. d4 Nf6 2. c4 "In order to have a chance of reaching the final, he must win this game, so if I now play ...e6 he'll probably allow a Nimzo." - AK. 2... e6 "In our last game where I had White we had a QGD which I prepared carefully for and I obtained a good position, so I'm sure he'll try something else. Since he knows I must go in for complications, he'll want to come up something 3. Nf3 "I can choose now between ...b6 and ...d5. He'll probably answer the first by a3 or Nc3 and will have prepared something, but I don't mind seeing what it is. " - AK. 3... b6 "Hmm, just as I thought! ... He knows that I've often played 4. a3 here, but I ... have have actually prepared something special for him." - WB. 4. a3 "Theory now gives 4...Ba6 with equality, so I wonder what he intends to play against it. I'm still more curious to find out the answer to 4. ..Bb7." - AK. 4... Bb7 "Didn't I say that 4...Ba6 would lead to sharper play than he wants today?" - WB. 5. Nc3 "The only viable move is..." - AK. 5... d5 "If he recaptures with the Knight, I have a high success rate with this line..." - WB. 6. cxd5 exd5 "This recapture is not so common, but it's interesting" - AK: "in other words, he selects a variation for which it is least likely that Browne has prepared anything!" - Pflieger/Treppner. 7. Qa4+ "Very strange. What's he up to? He expects ...Nd7, so I'll play ...c6." - AK. 7... c6 "Just as I anticipated! Do I know this guy or don't I? ... I can go into the line I've been planning. I've got something in mind and it's quite possible he'll fall into it." - WB. 8. g3 Be7 9. Bg2 O-O 10. O-O Nbd7 "He's following the game he played against Timman last year at the Lucerne Olympiad. There were several games with this variation at the time, with everybody choosing Bf4, what about Bg5...?" - WB. 11. Bg5 Nh5 12. Bd2 Re8 13. Rad1 Bd6 14. e4 dxe4 15. Ng5 Expecting 15...Nhf6. 15... Ndf6 "Damn it! Another theoretical novelty squandered! I could have beaten most players with it, but this guy just finds one good defensive move after another. That means already to date I've wasted two TNs on this machine..." - [15... Nhf6 16. Ngxe4 Be7 17. Bf4] 1/2

Back to [Chess Coaching Page](#)

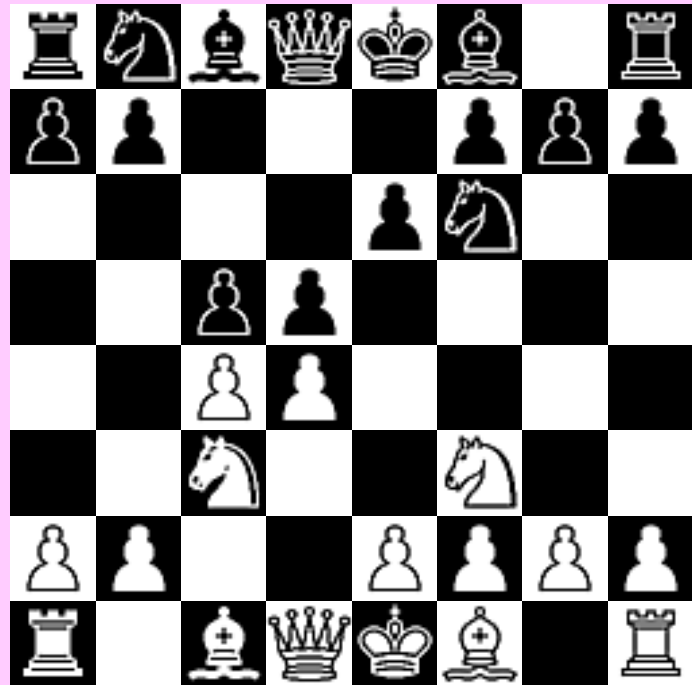
This document (Canon\canon290.html) was last modified on 13 Aug 2005 by



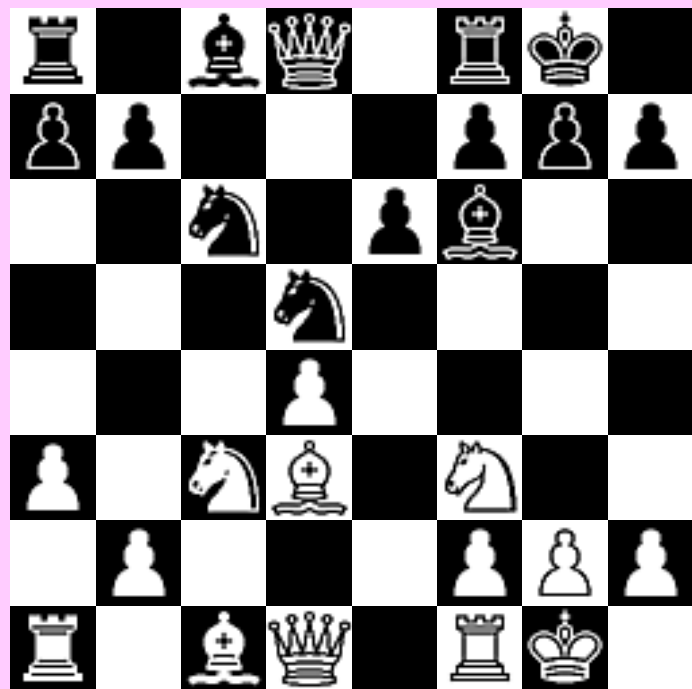
[Dr. Dave](#)

spassky - fischer (21) [B46]opening theory: transposition, 1972

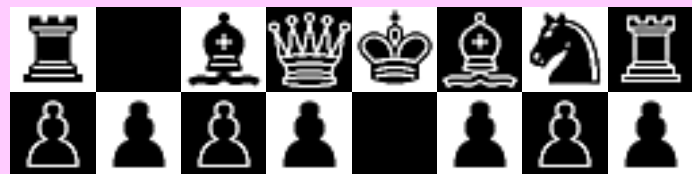
1. e4 [1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 c5

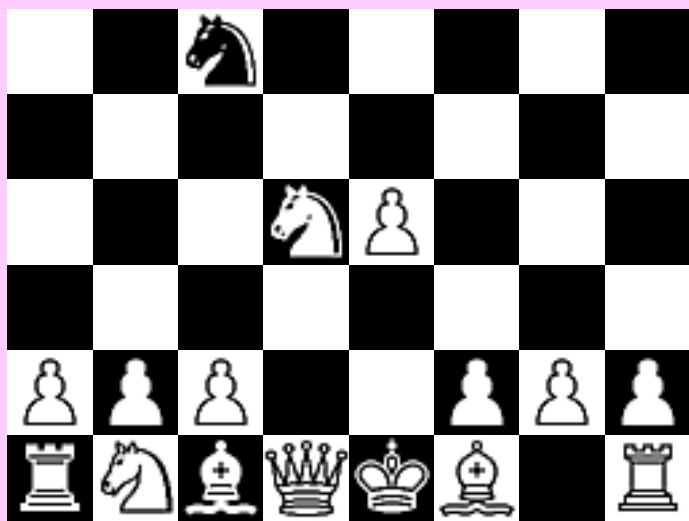


The Semi-Tarrasch Defence to the Queen's Gambit (Declined). 5. cxd5 Nxd5 6. e3 Nc6 7. Bd3 Be7 8. O-O O-O 9. a3 cxd4 10. exd4 Bf6

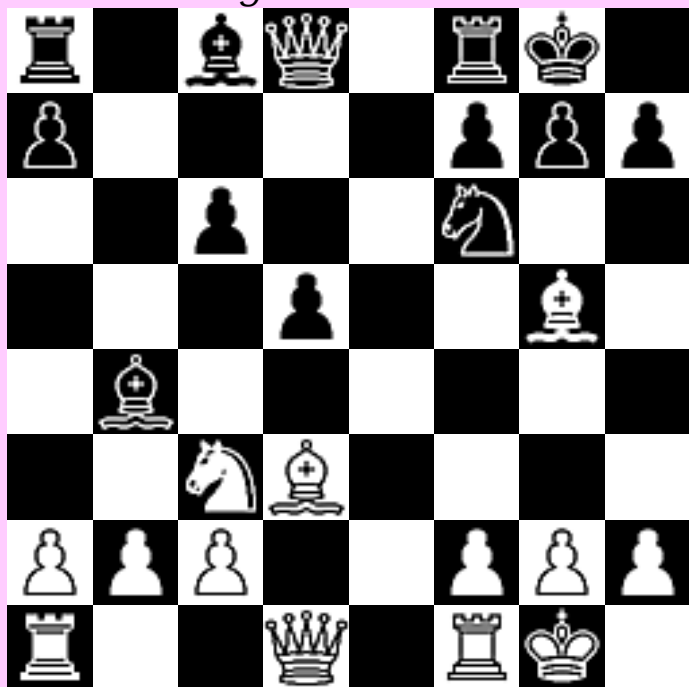


]1... c5 [1... e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4

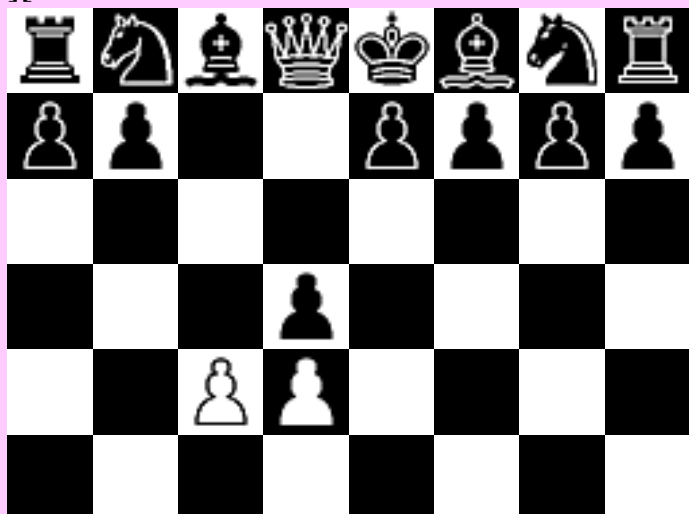


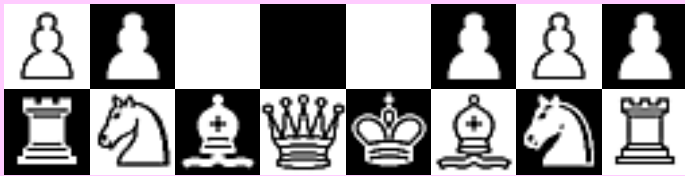


The Scotch opening 4... Nf6 5. Nc3 Bb4 6. Nxc6 bxc6 7. Bd3 d5 8. exd5 cxd5 9. O-O O-O 10. Bg5 c6

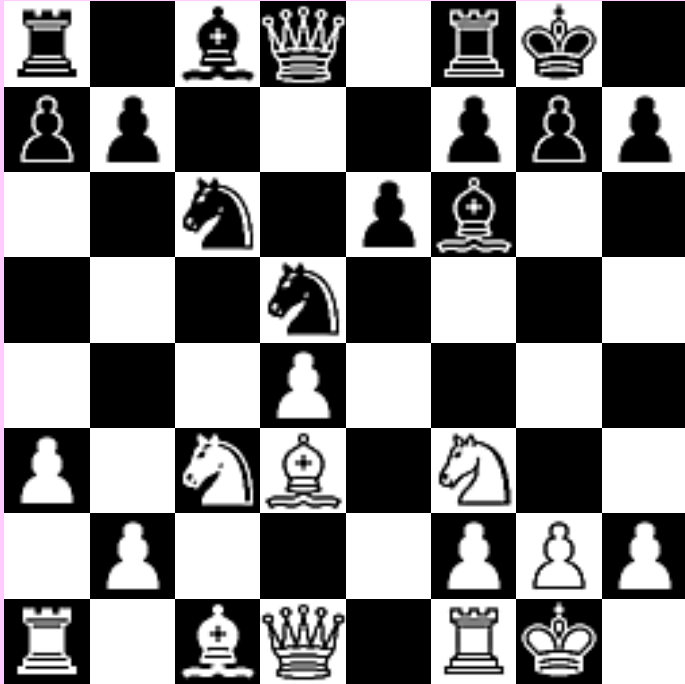


][1... c6 2. d4 d5 3. exd5 cxd5 4. c4

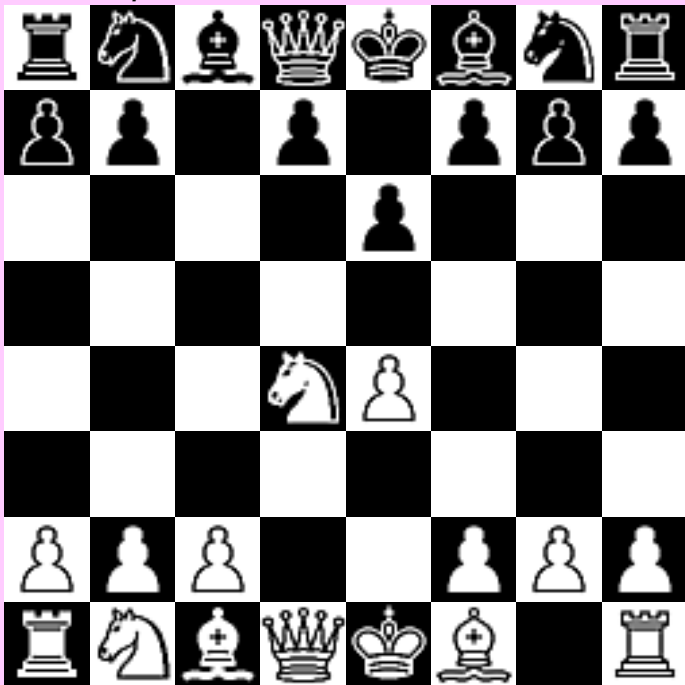




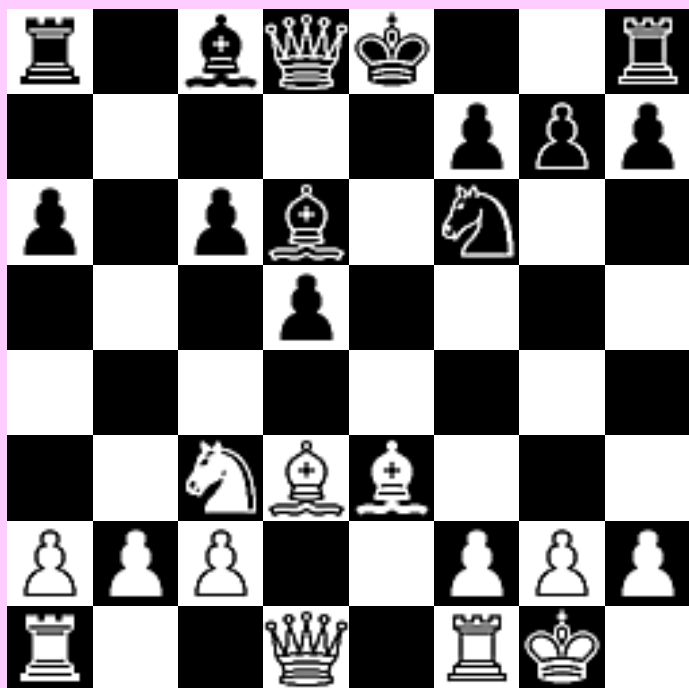
From the Panov-Botvinnik Attack in the Caro-Kann Defence... 4... Nf6 5. Nc3 e6 6. Nf3 Be7 7. cxd5 Nxd5 8. Bd3 Nc6 9. O-O O-O 10. a3 Bf6



...to a position known from the Semi-Tarrasch!] 2. Nf3 e6 3. d4 cxd4 4. Nxd4



From the Sicilian Defence... 4... a6 5. Nc3 Nc6 6. Be3 Nf6 7. Bd3 d5 8. exd5 exd5 9. O-O Bd6 10. Nxc6 bxc6



... to a position known from the Scotch! 11. Bd4 O-O 12. Qf3 Be6 13. Rfe1 c5 14. Bxf6 Qxf6 15. Qxf6 gxf6 16. Rad1 Rfd8 17. Be2 Rab8 18. b3 c4 19. Nxd5 Bxd5 20. Rxd5 Bxh2+ 21. Kxh2 Rxd5 22. Bxc4 Rd2 23. Bxa6 Rxc2 24. Re2 Rxe2 25. Bxe2 Rd8 26. a4 Rd2 27. Bc4 Ra2 28. Kg3 Kf8 29. Kf3 Ke7 30. g4 f5 31. gxf5 f6 32. Bg8 h6 33. Kg3 Kd6 34. Kf3 Ra1 35. Kg2 Ke5 36. Be6 Kf4 37. Bd7 Rb1 38. Be6 Rb2 39. Bc4 Ra2 40. Be6 h5 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon291.html) was last modified on 13 Aug 2005 by



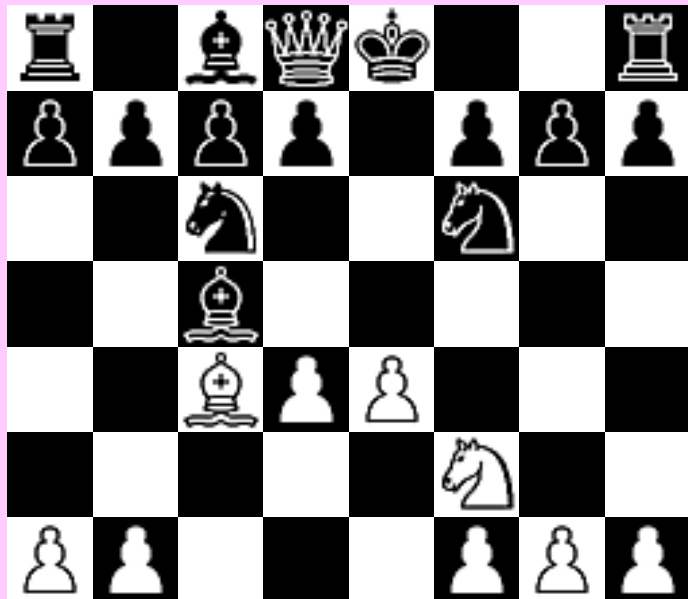
[Dr. Dave](#)

bcf scheme openings: guioco p [C54]BCF 1, 1994

1. e4 The BCF have a Certificate of Merit scheme which requires (amongst other things) knowledge of a range of openings in each Class. The openings for Classes 1-3 are given here: at level 4 you are expected to specialise. 1... e5 2. Nf3 Nc6 3. Bc4 Bc5



This defines the Giuoco Piano: play might continue 4. c3 [4. d3 Nf6 5. Nc3 d6 *If I ever see an Exeter Junior play this again I will personally force them to eat a poisoned pawn. Dull, dull, dull. Not just because it's symmetrical but because it is slow and blocked: neither side can easily play d4/...d5.*] [4. b4 this is the other lively approach: Evans' Gambit. 4... Bxb4 5. c3 Ba5 6. d4 and White is a move up or two on our main line below, at cost of a pawn.] 4... Nf6 [4... Bb6 5. d4 Qe7 6. O-O d6] 5. d4 exd4 6. cxd4

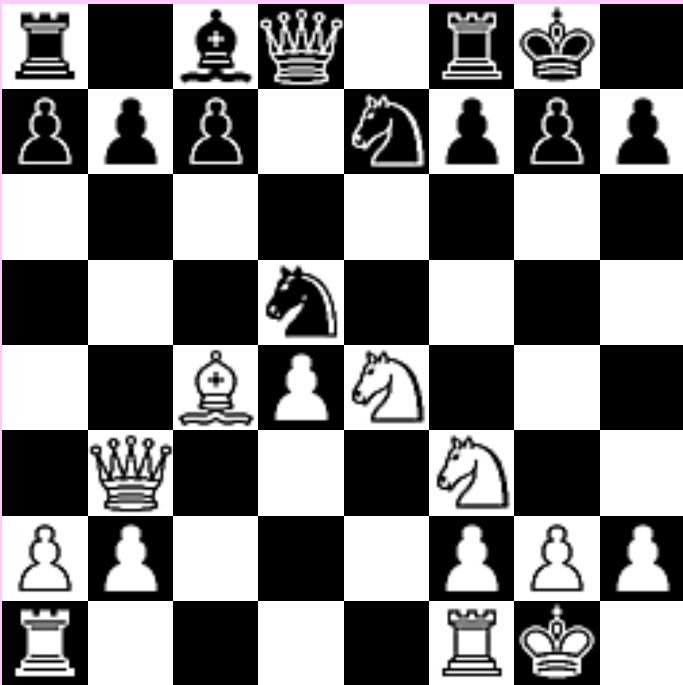




This is Plan A for White in nearly all King's-side openings. Black must fight back or be rolled over. 6... Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5



Black hits back in the centre, making use of the position of the Bishop on c4. 9. exd5 Nxd5 10. Qb3 Nce7 11. O-O O-O 12. Ne4



both sides have free play and an exciting open game has resulted =

Back to [Chess Coaching Page](#)

This document (Canon\canon213.html) was last modified on 13 Aug 2005 by



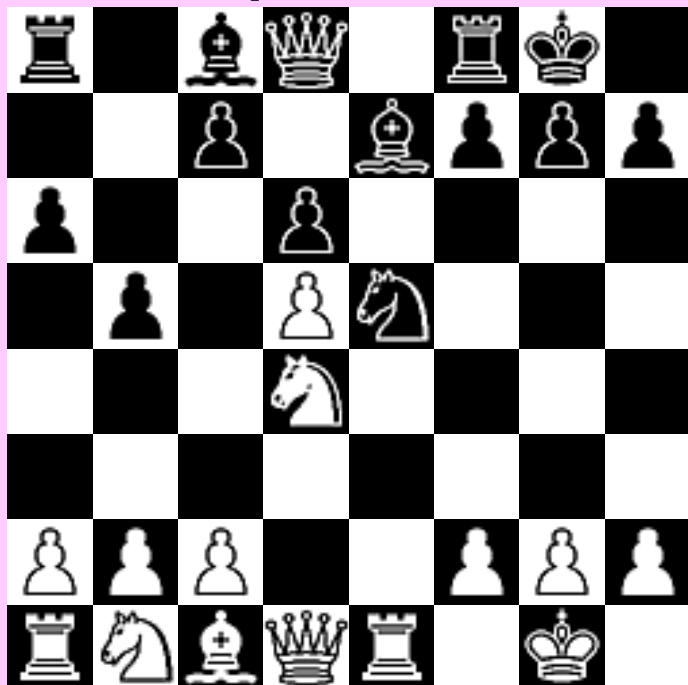
[Dr. Dave](#)

ruy lopez [C60]BCF 1, 1994

1. e4 e5 2. Nf3 Nc6 3. Bb5



3... a6 4. Ba4 Nf6 5. d4 A good line for juniors [5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 This is White' s main line try for advantage: compare the plan in the main line of the Giuoco Piano] 5... exd4 6. O-O Be7 7. Re1 b5 8. Bb3 d6 9. Bd5 Nxd5 10. exd5 Ne5 11. Nxd4 O-O



With a good open game =

Back to [Chess Coaching Page](#)

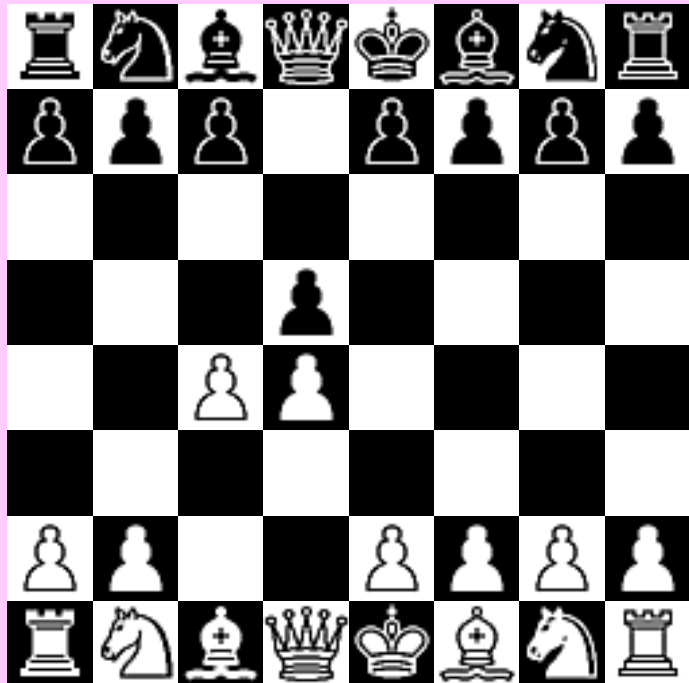
This document (Canon\canon214.html) was last modified on 13 Aug 2005 by



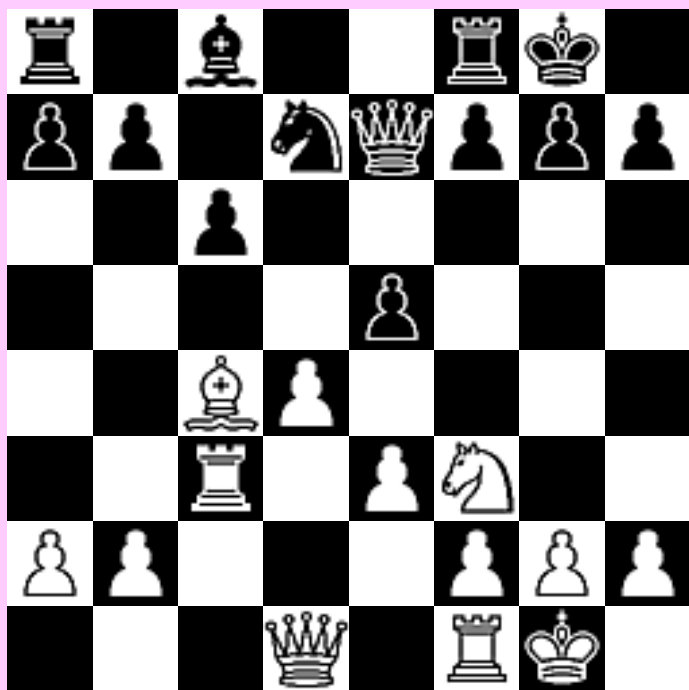
[Dr. Dave](#)

queen's gambit declined [D68]BCF 2, 1994

1. d4 d5 2. c4



The Queen's Gambit. Black cannot keep the pawn so usually develops quietly for a while. 2... e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 Be7 6. Nf3 O-O 7. Rc1 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O Nxc3 12. Rxc3 e5



This move secures an opening for the Black Bishop. Play is equal. =

Back to [Chess Coaching Page](#)

This document (Canon\canon215.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

sicilian defence [B21]BCF 2, 1994

1. e4 c5



Black denies White the model centre with pawns on e4 and d4 2. d4 [2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be2 Nbd7 7. O-O e6 8. f4 b5 9. Bf3 Bb7



Black has an extra central pawn but lacks space and a move or two of development. Black will try and restrain White by hitting at the e-pawn.] 2... cxd4 3. c3 dxc3 4. Nxc3 Nc6 5. Bc4 d6 6. Nf3



The Morra Gambit, where White sacrifices a pawn for speedy development. =

Back to [Chess Coaching Page](#)

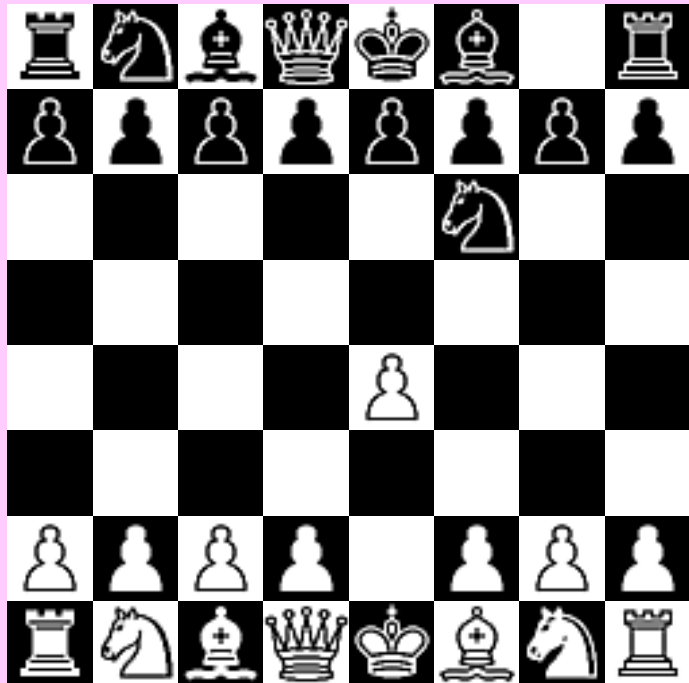
This document (Canon\canon216.html) was last modified on 13 Aug 2005 by



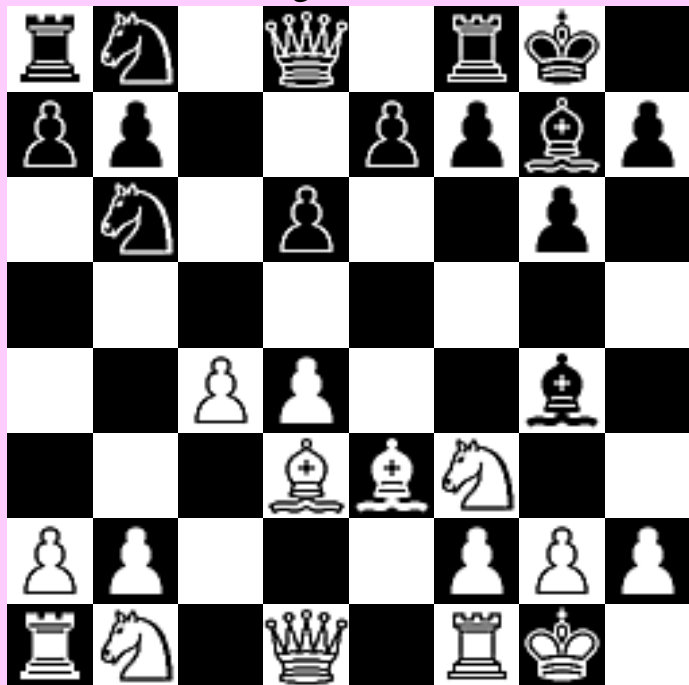
[Dr. Dave](#)

alekhine's defence [B02]BCF 3, 1994

1. e4 Nf6



Black tempts the pawns forward. 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 cxd6 6. Be3 g6 7. Nf3 Bg7 8. Bd3 O-O 9. O-O Bg4



White has not attempted to hang on to every inch of the centre and is a little more comfortable for the moment. Black will aim to play ...d5 or ...e5 soon before White can consolidate. =

Back to [Chess Coaching Page](#)

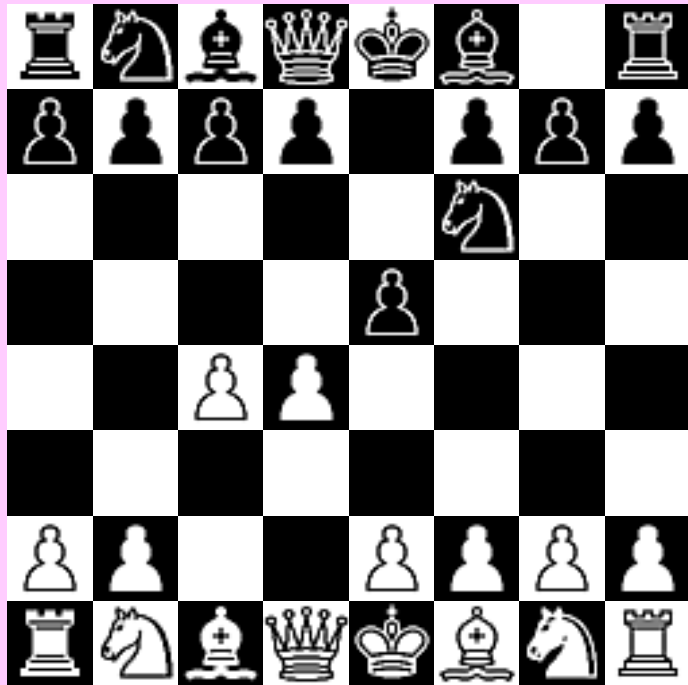
This document (Canon\canon217.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

budapest defence [A52]BCF 3, 1994

1. d4 Nf6 2. c4 e5



3. dxe5 Ng4 4. Bf4 Nc6 5. Nf3 Bb4+ 6. Nbd2 Qe7 7. e3 Ngxe5 8. Be2 Nxf3+ 9. Bxf3 Ne5 10. Be2 d6



Black has free development but a little less control over the centre. =

Back to [Chess Coaching Page](#)

This document (Canon\canon218.html) was last modified on 13 Aug 2005 by



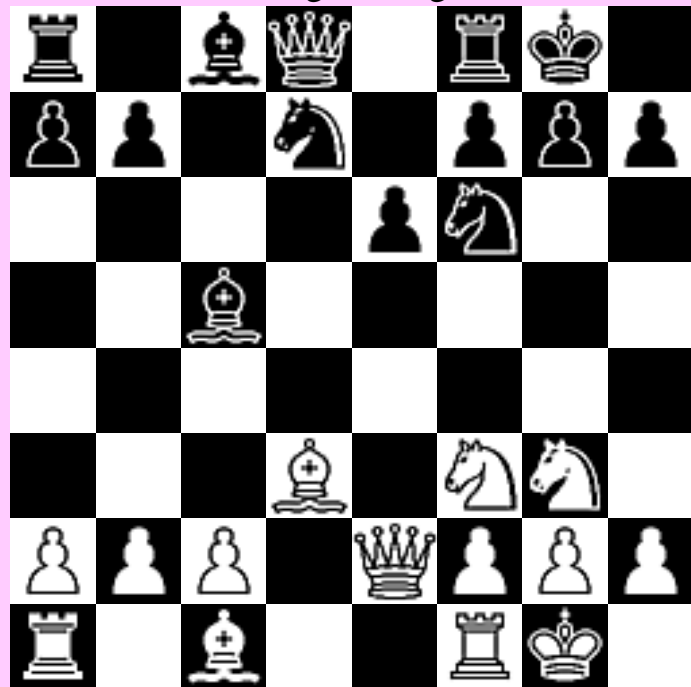
[Dr. Dave](#)

caro - kann defence [B17]BCF 3, 1994

1. e4 c6



Rather than even things up with ...e5 Black sets up a counterblow with ...d5 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Ng3 e6 7. Bd3 c5 8. O-O cxd4 9. Nxd4 Bc5 10. Nf3 O-O 11. Qe2



A level game - even a rather dull one - has arisen. =

Back to [Chess Coaching Page](#)

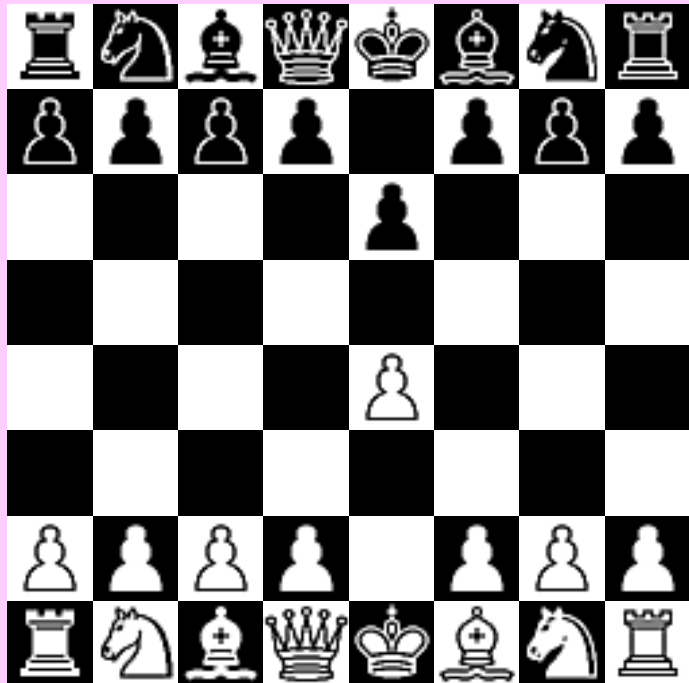
This document (Canon\canon219.html) was last modified on 13 Aug 2005 by



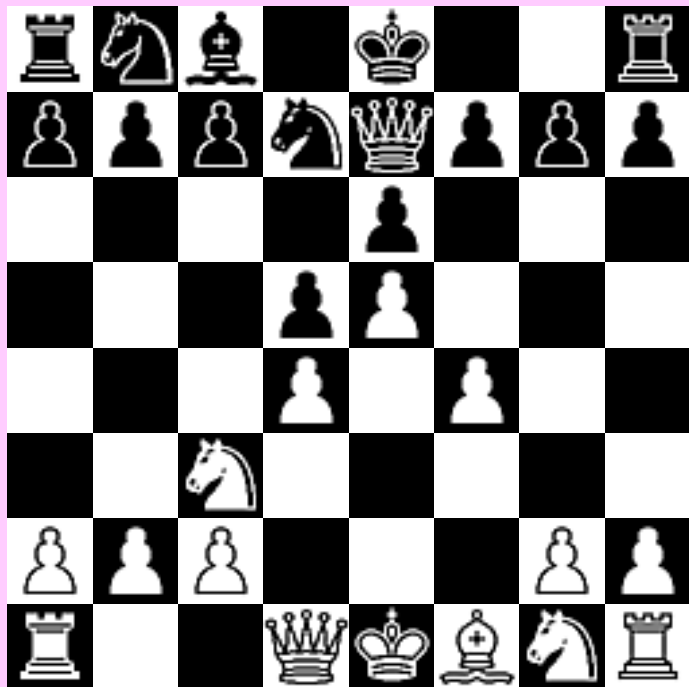
[Dr. Dave](#)

french defence [C14]BCF 3, 1994

1. e4 e6

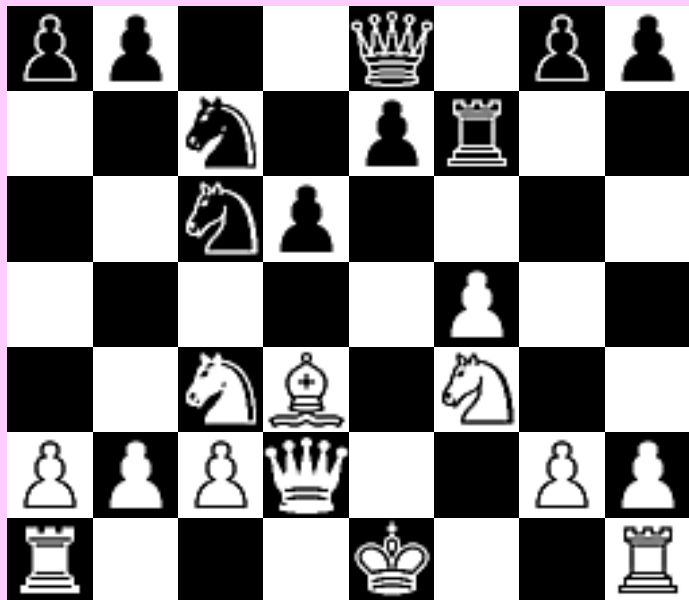


Another counter-punching line (like the Caro-Kann). It is both better and worse than the Caro: Black has more chances to win, but so does White! 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. f4



White has siezed the centre: Black retaliates. 7... O-O 8. Nf3 c5 9. Bd3 f5 10. exf6 Rxf6 11. Qd2 Nc6 12. dxc5 Nxc5





White's central pawns have disappeared and the only hope for advantage is to hold back the e-pawn. =

Back to [Chess Coaching Page](#)

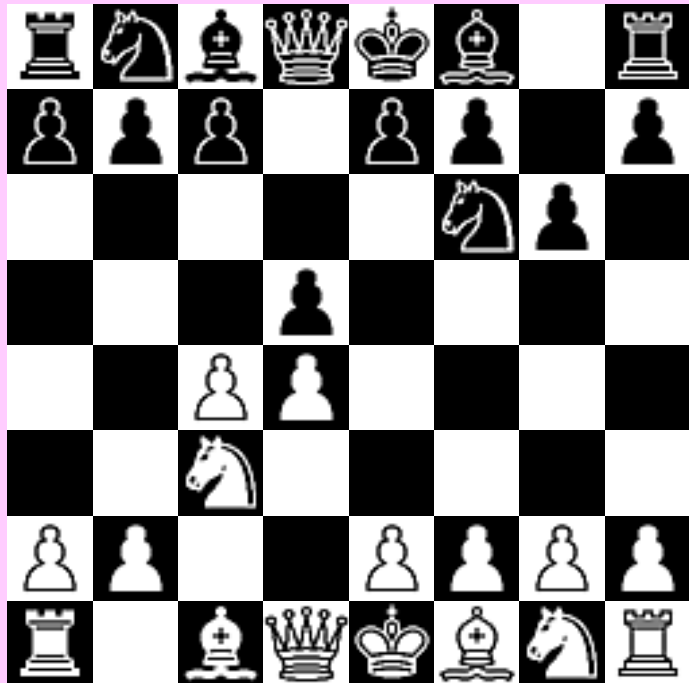
This document (Canon\canon220.html) was last modified on 13 Aug 2005 by



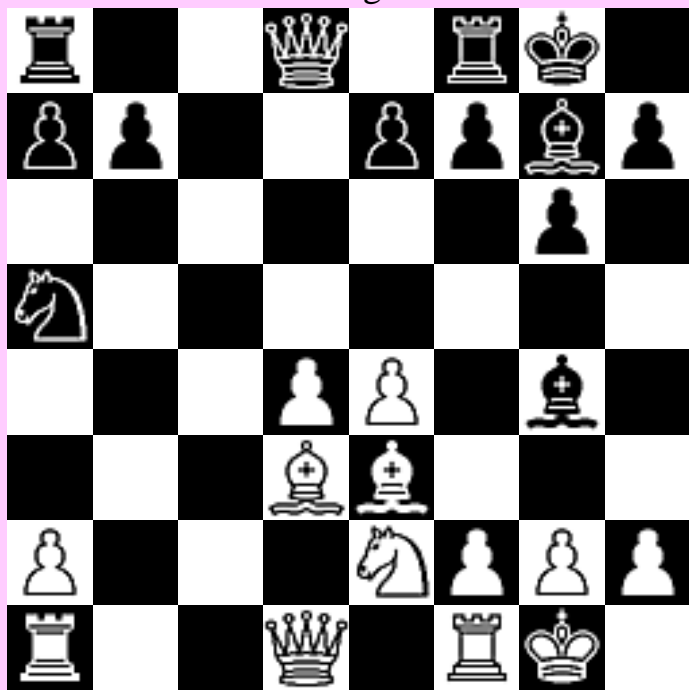
[Dr. Dave](#)

grunfeld defence [D86]BCF 3, 1994

1. d4 Nf6 2. c4 g6 3. Nc3 d5



A good open approach to the Queen's Pawn opening, and one which makes no positional concessions. Rapid development and hitting hard at the centre are the hallmarks of this defence, which make it appeal to sharp players. 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 c5 7. Bc4 Bg7 8. Ne2 cxd4 9. cxd4 Nc6 10. Be3 O-O 11. O-O Na5 12. Bd3 Bg4



White's centre is impressive but the White pieces are huddled rather defensively behind it. Black will try and mess up the advance of the pawns and then get the a- and b-pawns rolling to create a passed pawn. =

Back to [Chess Coaching Page](#)

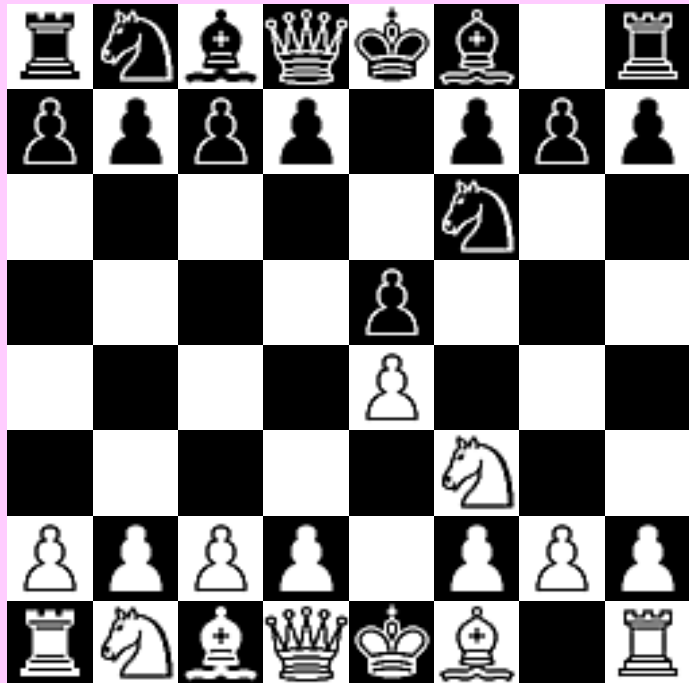
This document (Canon\canon221.html) was last modified on 13 Aug 2005 by



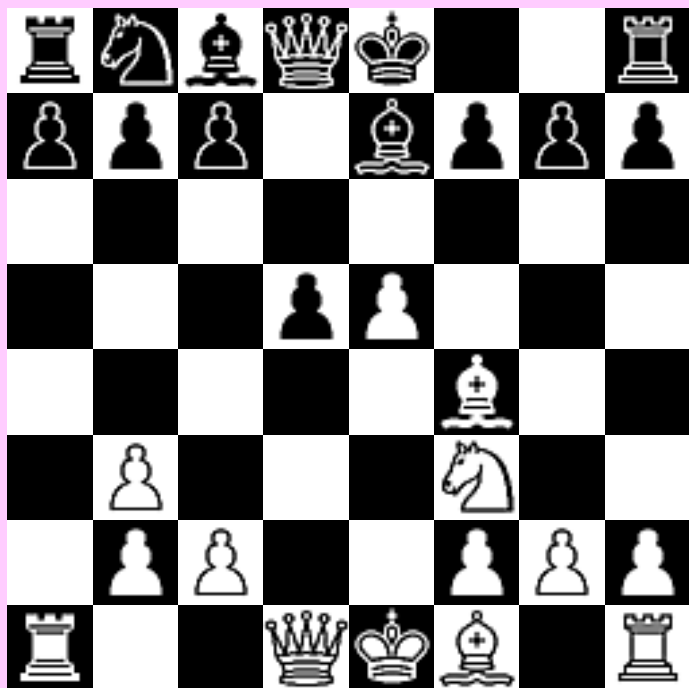
[Dr. Dave](#)

petrov defence [C43]BCF 3, 1994

1. e4 e5 2. Nf3 Nf6



I think the Petroff is a great way for Black to avoid the stodgy Four Knights' style of development after 2. Nf3 Nc6 3. Nc3. 3. d4 [3. Nc3 Bb4 This reversed Ruy Lopez is fine for Black: the pawn on e5 is no more under threat than the one on e4. Black should castle next and play ...Re8.] [3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7 7. O-O Nc6 8. Re1 Bg4 is the other main line, which is quite well-known to theory. Sometimes Black can get away with ...O-O-O and a King's-side pawn storm!] 3... Nxe4 4. dxe5 d5 5. Nbd2 Nc5 6. Nb3 Nxb3 7. axb3 Be7 8. Bf4



About even. =

Back to [Chess Coaching Page](#)

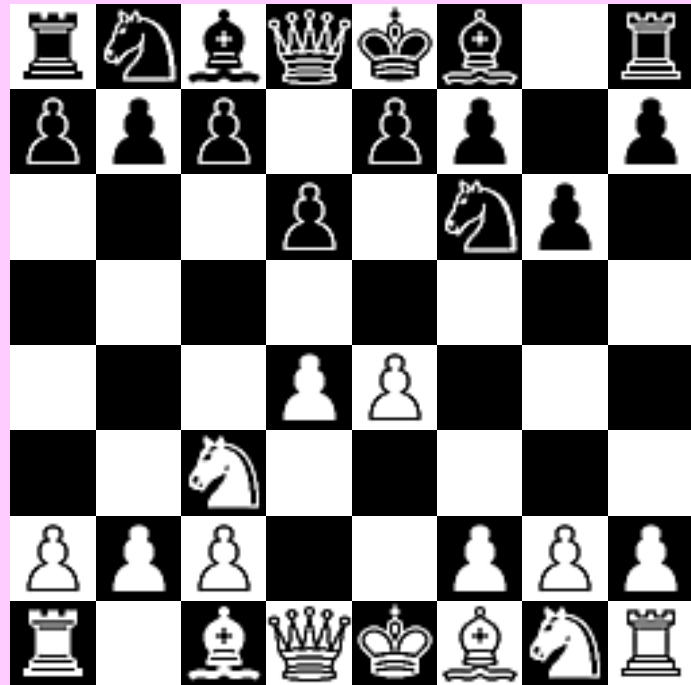
This document (Canon\canon222.html) was last modified on 13 Aug 2005 by



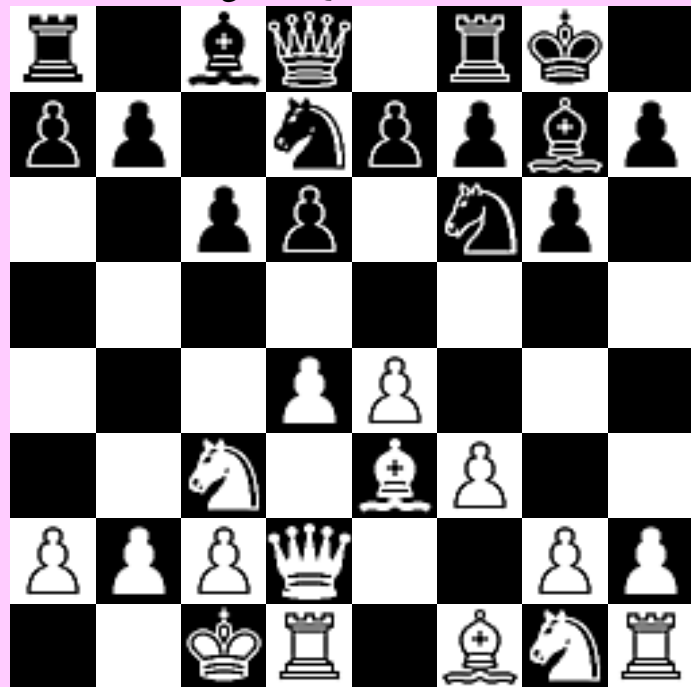
[Dr. Dave](#)

pirc defence [B07]BCF 3, 1994

1. e4 d6 2. d4 Nf6 3. Nc3 g6



Black concedes central space for dynamic chances. White can seize the moment to attack the King's-side. 4. Be3 Bg7 5. Qd2 c6 6. f3 Nbd7 7. O-O-O O-O



A sharp game with opposite-side attacks will develop. =

Back to [Chess Coaching Page](#)

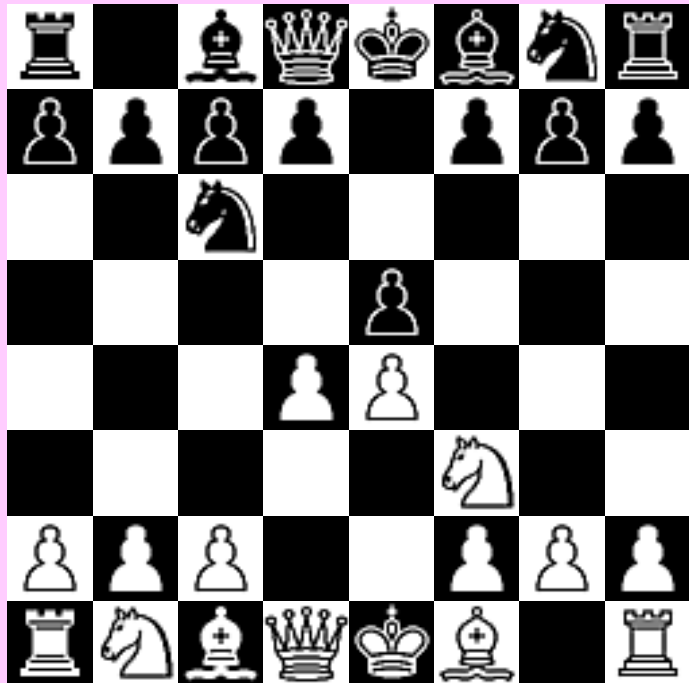
This document (Canon\canon223.html) was last modified on 13 Aug 2005 by



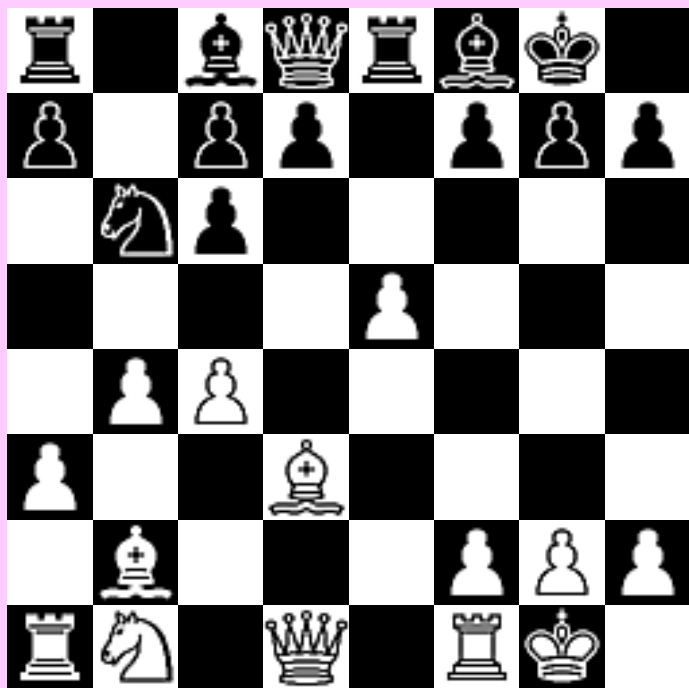
[Dr. Dave](#)

scotch game [C45]BCF 3, 1994

1. e4 e5 2. Nf3 Nc6 3. d4



This guarantees a more open game than you sometimes get in the Ruy Lopez. 3... exd4 4. Nxd4 Nf6 [4... Bc5 5. Be3 Qf6 6. c3 Nge7 7. Bc4 is the currently fashionable line.] 5. Nxc6 bxc6 6. e5 Nd5 7. Bd3 Nb4 8. Be2 Bc5 9. a3 Nd5 10. O-O O-O 11. Bd3 Re8 12. c4 Nb6 13. b4 Bf8 14. Bb2



with an exciting game in which White is very active but very loose! Black must develop quickly and hit back at the centre. =

Back to [Chess Coaching Page](#)

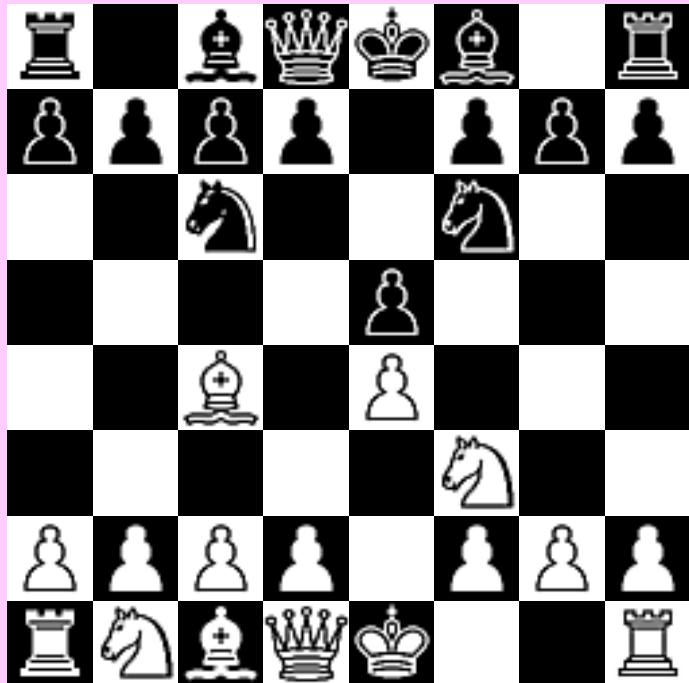
This document (Canon\canon224.html) was last modified on 13 Aug 2005 by



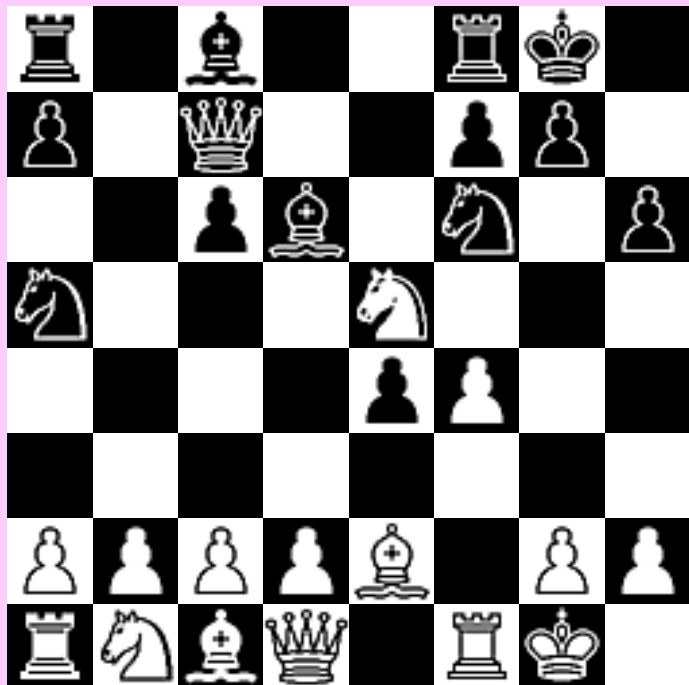
[Dr. Dave](#)

two knight's defence [C59]BCF 3, 1994

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6



Another nice way for Black to avoid White's intentions. The main line involves a gambit: 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 O-O 12. O-O Qc7



Black's development is worth a pawn, but the Knight on a5 is not well placed for a King's-side attack at the moment. =

Back to [Chess Coaching Page](#)

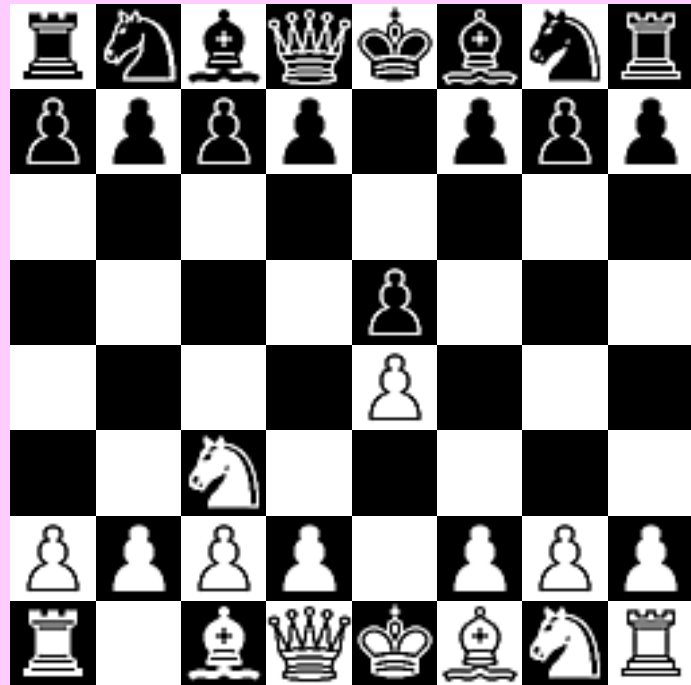
This document (Canon\canon225.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

vienna game i [C29]BCF 3, 1994

1. e4 e5 2. Nc3



Unthreatening but White has a range of plans available. I like the Vienna and think it's a good 'second-string' defence for juniors. 2... Nf6 Quite the best reply. 3. f4 d5 4. fxex5 Nxe4 5. Nf3 Bg4 6. Be2 Nc6 7. d3 Bxf3 8. Bxf3 Nxc3 9. bxc3 Nxe5 10. Qe2



=

Back to [Chess Coaching Page](#)

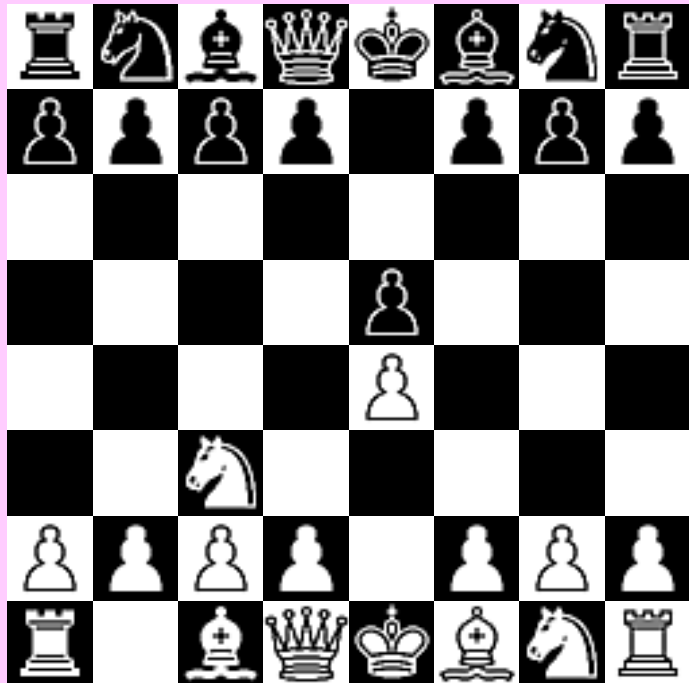
This document (Canon\canon226.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

vienna game ii [C29]BCF 3, 1994

1. e4 e5 2. Nc3



2... Nf6 3. f4 d5 4. fxe5 Nxe4 5. Nf3 Be7 6. d4 O-O 7. Bd3 f5 8. exf6 Bxf6 9. O-O Nc6 10. Ne2



A more blocked position has arisen, but exchanges along the e- and f-files are likely. =

Back to [Chess Coaching Page](#)

This document (Canon\canon227.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

marshall's defence, QGD. [D06] BCF 3: QGD (analysis from alek, BCF 3: QGD (ana, 1994

1. d4 d5 2. c4 Nf6



The BCF don't mention this but it is a tempting reply for many juniors. Better is ...c6 or ...e6, but White also has a tempting way to go wrong here. 3. cxd5 Nxd5 4. e4 This is the commonest reply among juniors, but is incorrect. Black can easily equalise by [4. g3 or 4. Nf3 (stopping ...e5) are better, when I reckon Black is best advised to aim for a Grunfeld set-up.] 4... Nf6 5. Bd3 e5 6. dxe5 Ng4 7. Nf3 Nc6 8. Bf4 Nb4 9. Bb5+ Bd7 10. Bxd7+ Qxd7 11. Qxd7+ Kxd7 12. O-O Nc2 13. Rd1+ Kc8 14. h3 Nh6 alekhine =

Back to [Chess Coaching Page](#)

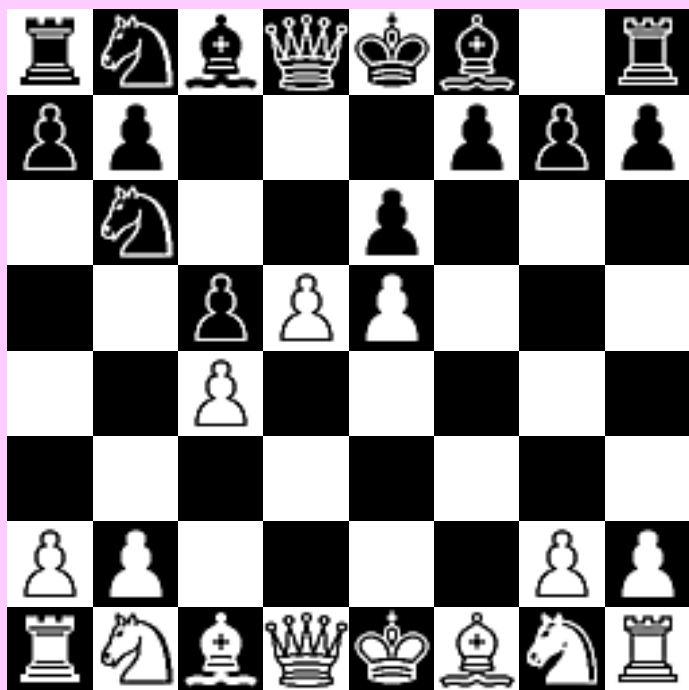
This document (Canon\canon228.html) was last modified on 13 Aug 2005 by



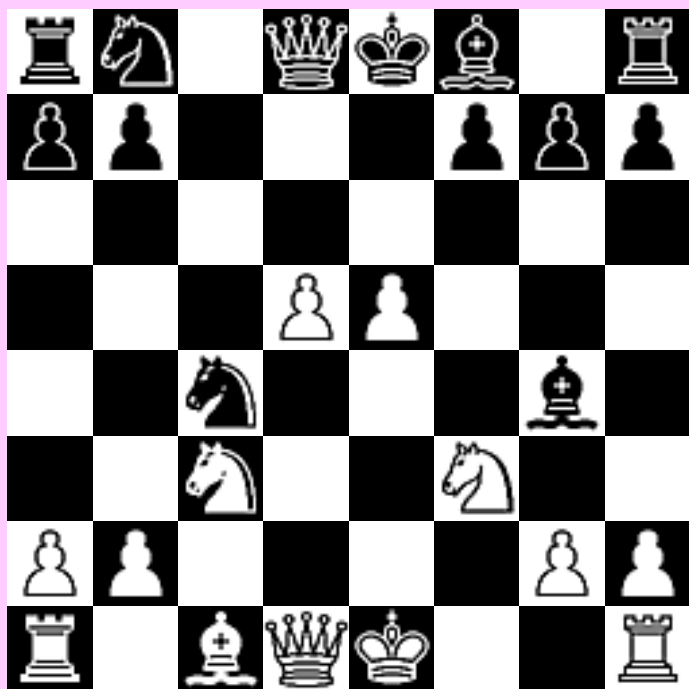
[Dr. Dave](#)

modern hypermodern openings [B03]BCF 4: alekhine's defence, 1994

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. f4 dxe5 6. fxe5 c5 7. d5 e6

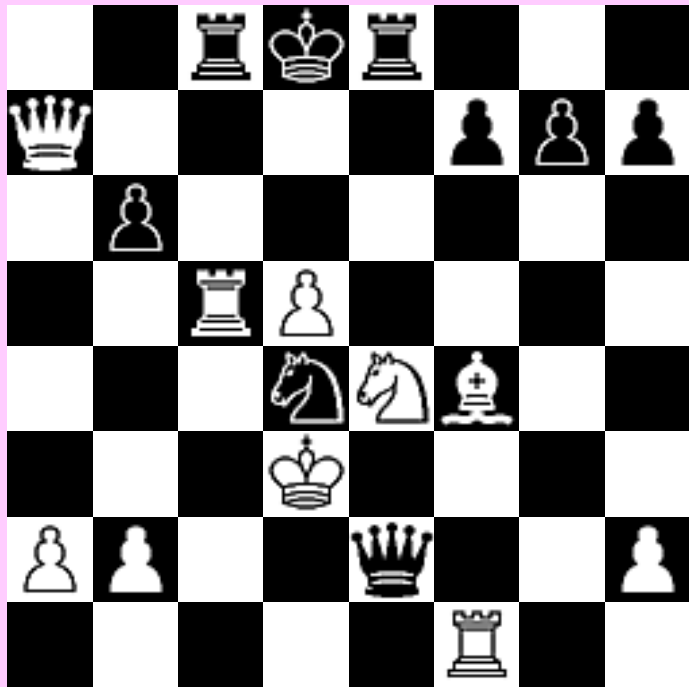


Black has tempted the pawns forward to within punching distance. 8. Nc3 exd5 9. cxd5 c4 10. Nf3 Bg4 11. Bxc4 Nxc4



Those pawns look great but Black is able to hit out at them. 12. Qa4+ Nd7 13. Qxc4 Bxf3 14. gxf3 Nxe5 15. Qe4 Qh4+ 16. Ke2 Qh5 17. Bf4 Kd7 18. Qa4+ Kd8 19. Rhf1 Rc8 20. Qa5+ b6 21. Qxa7 Bc5 22. Rac1 Re8 23. Ne4 Nxf3 24. Rxc5 Nd4+ 25. Kd3 It is fitting that the White King dies having come too

far forward in the centre! 25... Qe2+



0-1 cursoux-letzelter, 1977 =

Back to [Chess Coaching Page](#)

This document (Canon\canon229.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

playing actively vs q - side openings [A97]BCF 4: dutch defence, 1994

1. d4 f5 2. c4 Nf6 3. g3 e6 4. Bg2 Be7 5. Nf3 O-O



I recommend the Dutch for Black against the d-pawn opening. Black has a plan of development and attack which is easy to remember and understand. 6. O-O d6 7. Nc3 Qe8 8. Re1 [8. b3 a5 9. Bb2 Na6 10. e3 c6 11. Qe2 Bd7 12. e4 fxe4 13. Nxe4 Qh5] 8... Qg6



=

Back to [Chess Coaching Page](#)

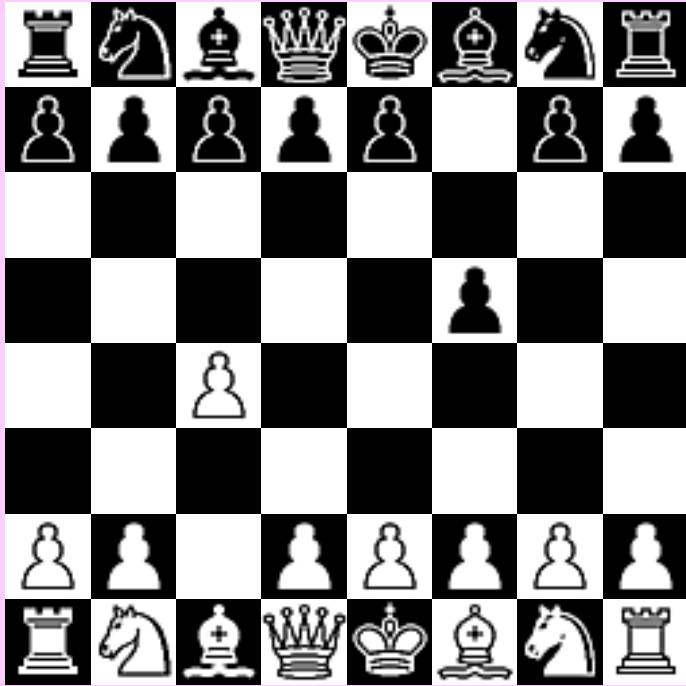
This document (Canon\canon230.html) was last modified on 13 Aug 2005 by



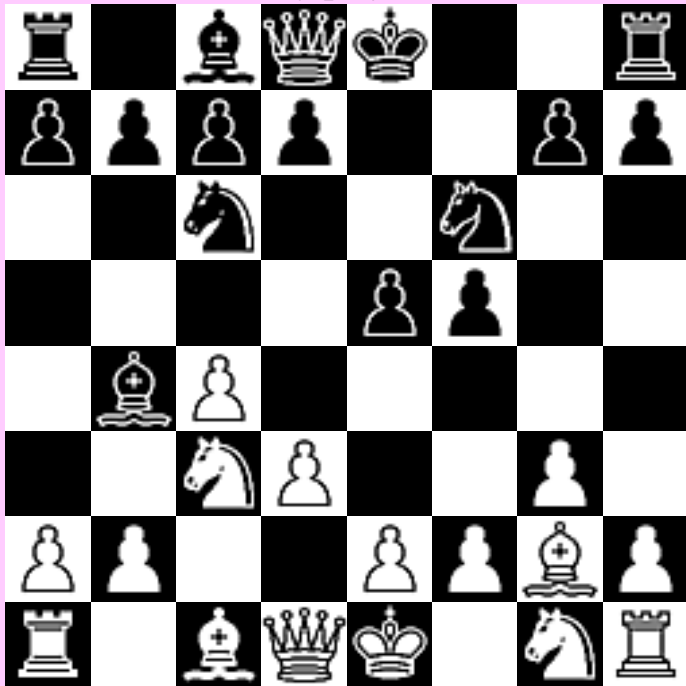
[Dr. Dave](#)

[A25]BCF 4: dutch vs english, 1994

1. c4 f5



White can obviously play 2. d4, which is the ordinary Dutch. 2. Nc3 Nf6 3. g3 Nc6 4. Bg2 e5 5. d3 Bb4



[5... Be7] =

Back to [Chess Coaching Page](#)

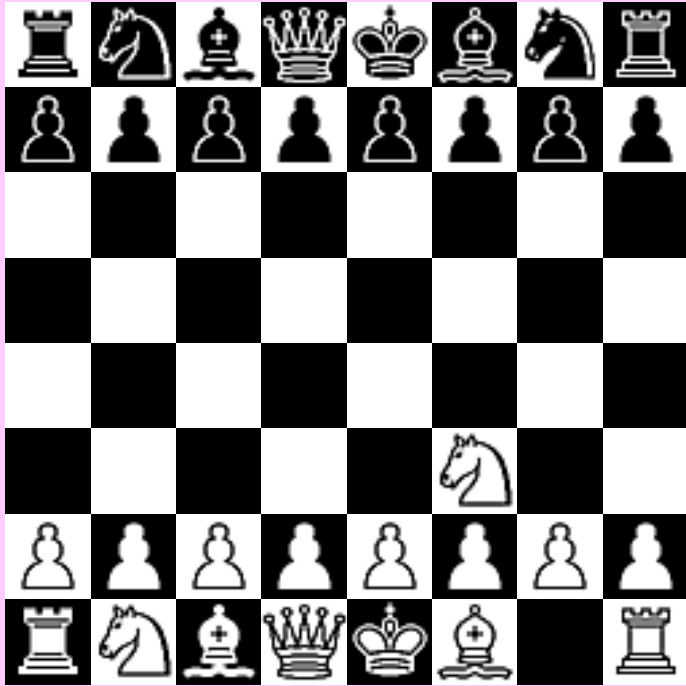
This document (Canon\canon231.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[A04]BCF 4: dutch vs reti, 1994

1. Nf3



awkward if Black wants a Dutch, because White has a gambit: 1... f5 [1... e6 Tries to sneak into a Dutch... 2. g3 [2. d4 f5] 2... f5 3. Bg2] 2. e4 fxe4 3. Ng5 Nf6 4. d3



this is dangerous for Black =

Back to [Chess Coaching Page](#)

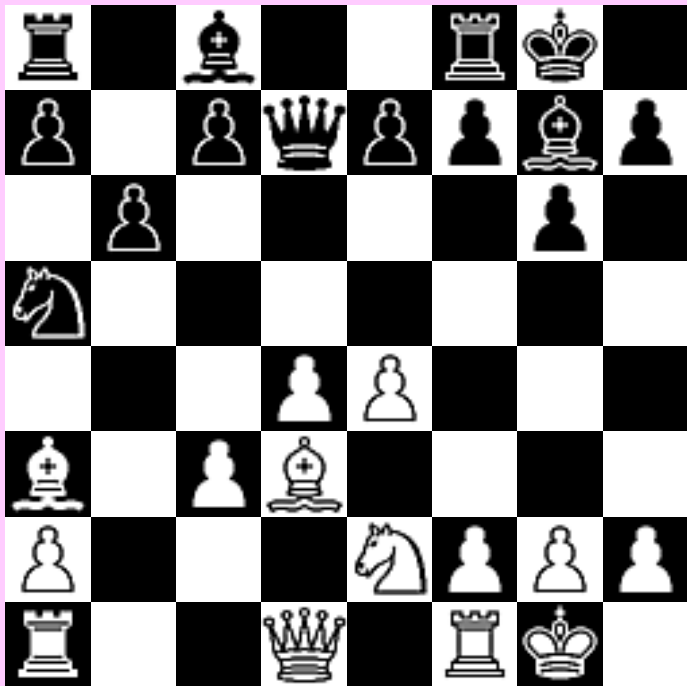
This document (Canon\canon232.html) was last modified on 13 Aug 2005 by



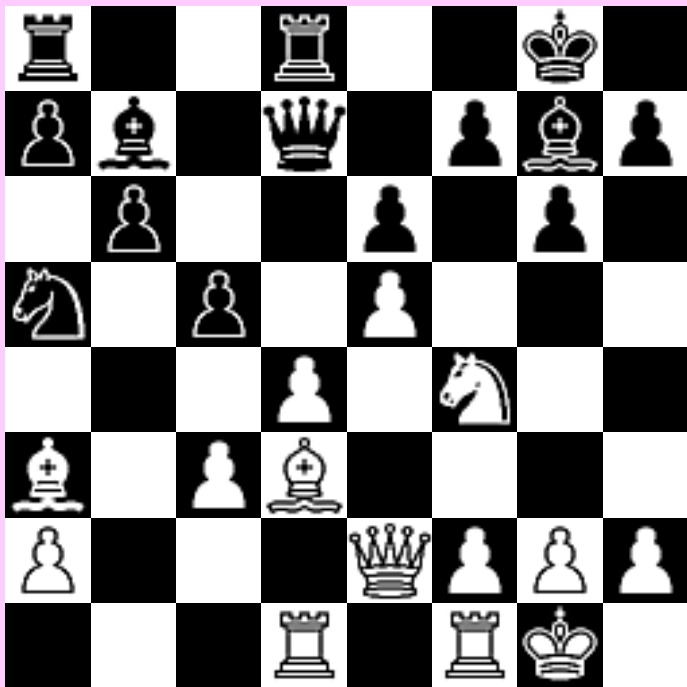
[Dr. Dave](#)

lilienthal - korchnoi [D86]BCF 4: hypermodern openings: m, BCF 4: hypermod, 1954

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 Bg7 7. Bc4 O-O 8. Ne2 Nc6 9. O-O Qd7 10. Ba3 [10. Be3] 10... Na5 11. Bd3 b6

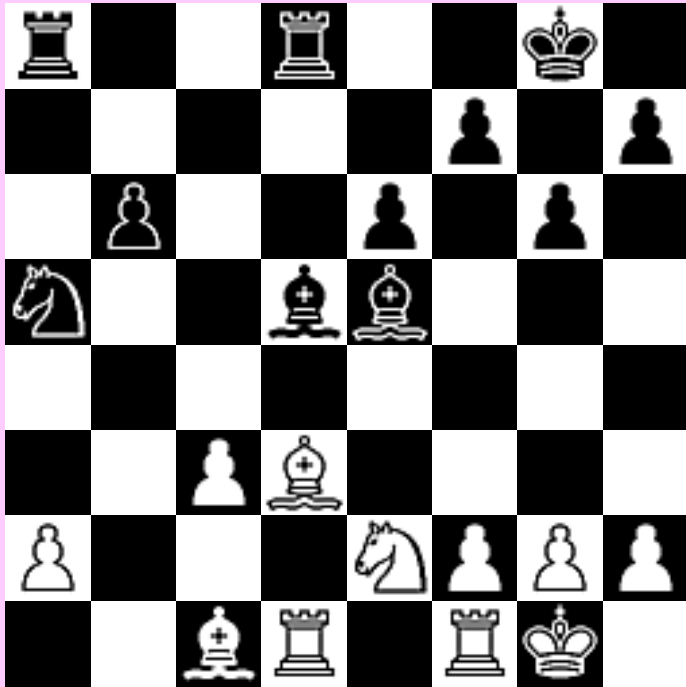


12. Nf4 ? 12... Bb7 13. Qe2 Rfd8 14. Rad1 e6 15. e5 c5



White's proud centre is awfully brittle. 16. dxc5 [16. Be4 Qa4] [16. Bb1 Qc6 konstantinopolsky] [16. Nh5 gxh5 17. Qxh5 h6 18. Bc1 Qd5 19. f3 [19. Qh3 cxd4] 19... cxd4 20. Bxh6 Qxe5] 16... Qc7 17. cxb6 Qxe5 18. Qxe5 Bxe5 19. Ne2 [19. Bb4 axb6 20. Nh3

Bd5 21. Rfe1] 19... axb6 20. Bc1 Bd5



-+ a position which shows that the hypermodern idea is an idea only about the opening, not the importance of the centre in the middlegame. Black is better here partly because he is better centralised (the duff c3 pawn helps!) 21. Bg5 f6 22. f4 fxg5 23. fxe5 Nc4 24. Bxc4 Bxc4 25. Rxd8+ Rxd8 26. Re1 Rd2 27. Ng3 Rxa2 28. Ne4 Bd5 29. Nf6+ Kf7 30. Nxd5 exd5 31. Rb1 Ra6 32. Rb5 Ke6 33. Kf2 Kxe5 34. Kf3 Ra3 35. Kg4 Rxc3 36. Rxb6 Rc2 37. Kg3 d4 38. Rb7 d3 39. Rxh7 d2 40. Rd7 Ke4 41. Kg4 Rc4 42. Rxd2 Ke3+ 43. Kxg5 Kxd2 44. Kxg6 Ke3 45. h3 Kf4 46. g4 Rc5 47. Kh6 Rg5 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon233.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

playing black in q - side openings [D55]BCF 4: playing solid against d, BCF 4: playing, 1994

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 [4... Nbd7 5. Nf3 [5... cxd5 6. Nxd5 Nxd5 7. Bxd8 Bb4+ 8. Qd2 Bxd2+ 9. Kxd2 Kxd8 and Black has won a piece] 5... c6 6. e3 Qa5



This is the Cambridge Springs Defence.] 5. e3 O-O 6. Nf3



See the Queen's Gambit line given above. =

Back to [Chess Coaching Page](#)

This document (Canon\canon234.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[A13]BCF 4: playing solid vs. engli, BCF 4: playing, 1994

1. c4 e6 2. Nc3 d5 3. g3 Nf6 4. Bg2 Be7 5. Nf3 O-O 6. cxd5 exd5



Black has few problems here. =

Back to [Chess Coaching Page](#)

This document (Canon\canon235.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[A13]BCF 4: playing solid vs. reti, 1994

1. Nf3 d5 2. c4 [2. g3 Nf6 3. Bg2 e6 4. O-O] 2... e6



=

Back to [Chess Coaching Page](#)

This document (Canon\canon236.html) was last modified on 13 Aug 2005 by



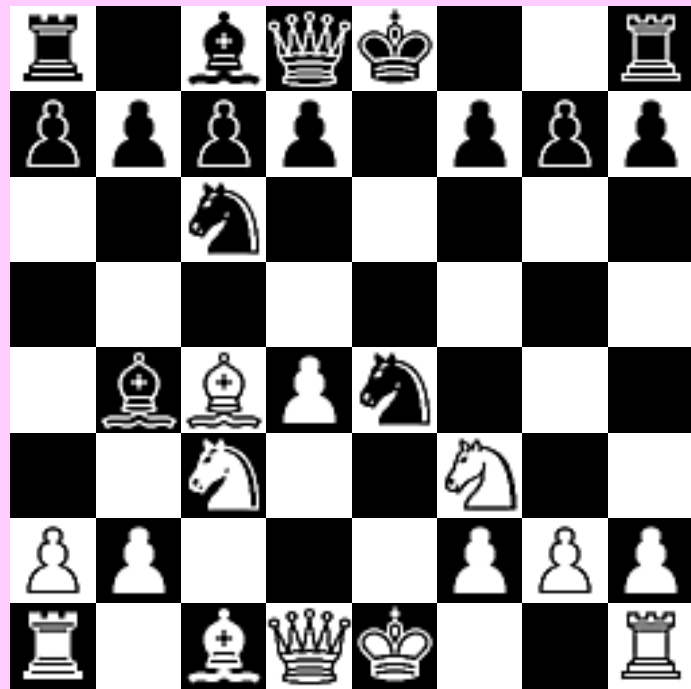
[Dr. Dave](#)

Sinner, M - Landenburger, A [C54] Model game 1.1: quick kill (Ba, Model game 1.1:, 1989

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6

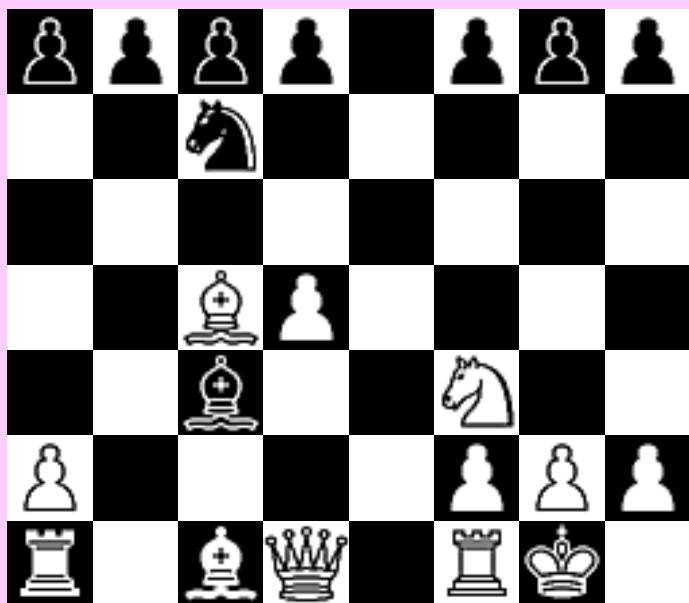


5. d4 exd4 6. cxd4 Bb4+ 7. Nc3 Nxe4

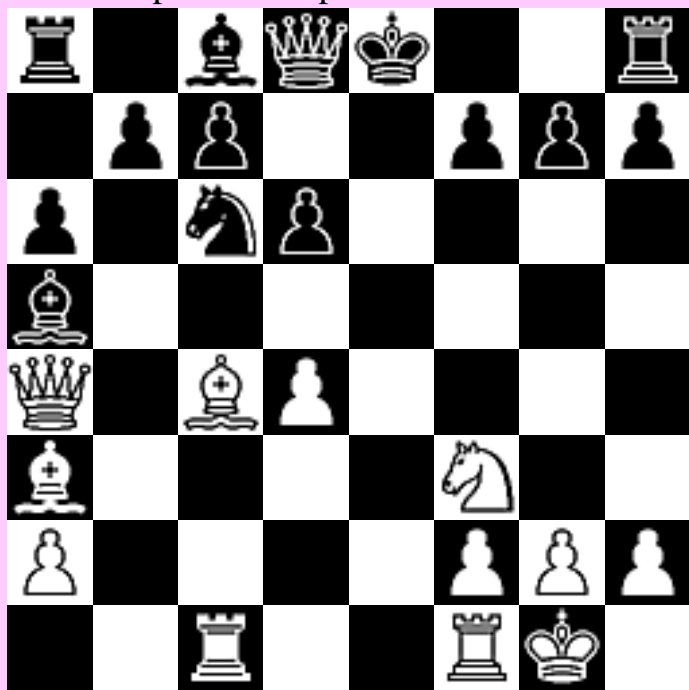


Black gains a pawn but loses a move 8. O-O speedy development is the key to the 4.c3 variation 8... Nxc3 9. bxc3 the tempo-eating Black Knight has disappeared 9... Bxc3

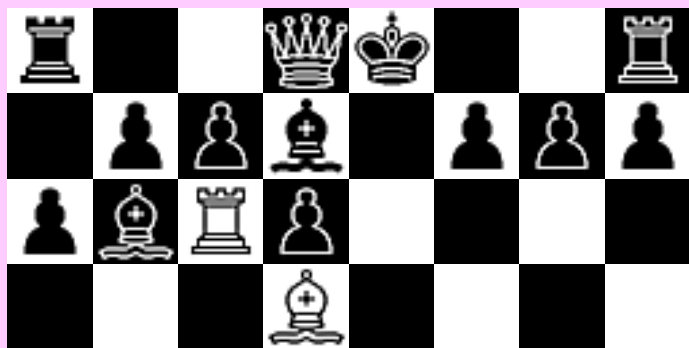


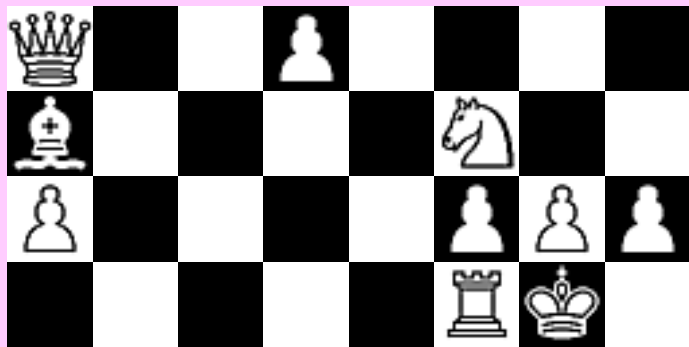


10. Ba3 a great sacrifice: the bishop on c3 is offered more bait 10... d6 [10... Bxa1 11. Re1+ Ne7 12. Bxe7] 11. Rc1 Ba5 12. Qa4 development with attack (d4-d5 gains a Knight) leaves Black no time to catch up in development 12... a6

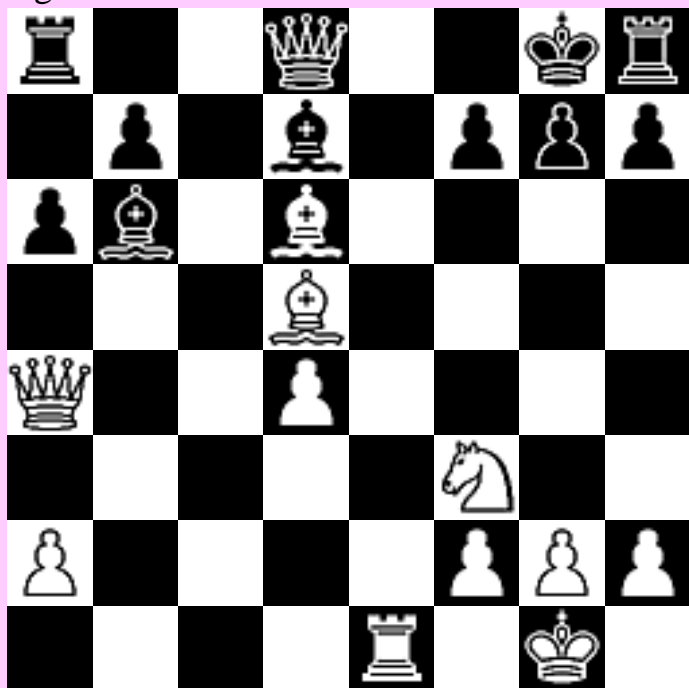


13. Bd5 Bb6 14. Rxc6 Bd7





recapturing obviously lost the house, but this tricky move gives White a problem [14... *bxc6* 15. *Qxc6+ Bd7* 16. *Re1+ Kf8* 17. *Bxd6+ [17. Qxa8 Qxa8 18. Bxa8]* 17... *cxd6* 18. *Qxd6+ Kg8* 19. *Bxa8]* 15. *Re1+ Kf8* 16. *Rxd6 !* a most attractive idea 16... *cxd6 [16... Bxa4 17. Rxd8#]* 17. *Bxd6+ Kg8*



White's pieces dominate the game, and there is probably now more than one way to win 18. *Bxf7+ [18. Ng5 Be8 [18... Qxg5 19. Qxd7 h5 20. Qxf7+ Kh7 21. Be4+ Kh6 22. Bf4 Bxd4 23. Qg6#]* 19. *Rxe8+ Qxe8 20. Qxe8+ Rxe8 21. Bxf7#]* 18... *Kxf7* 19. *Qb3+ Kg6* 20. *Ne5+ 1-0*

Back to [Chess Coaching Page](#)

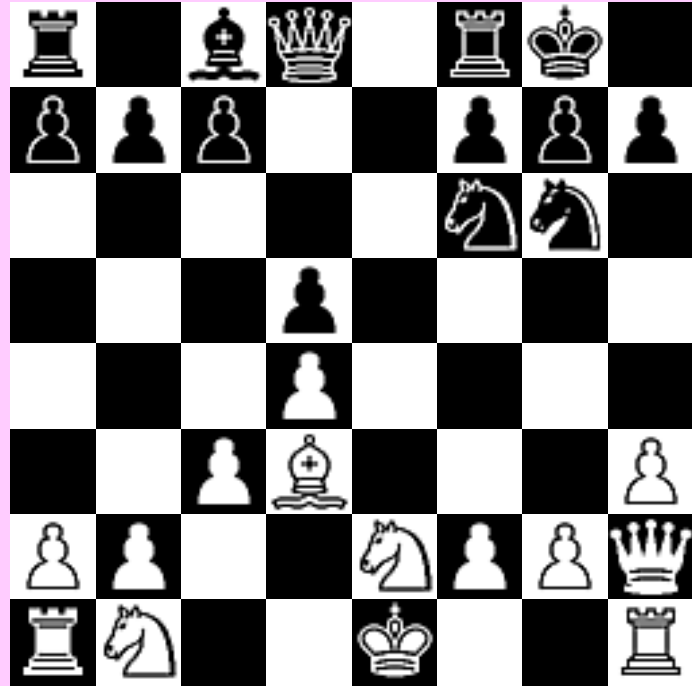
This document (Canon\canon001.html) was last modified on 13 Aug 2005 by



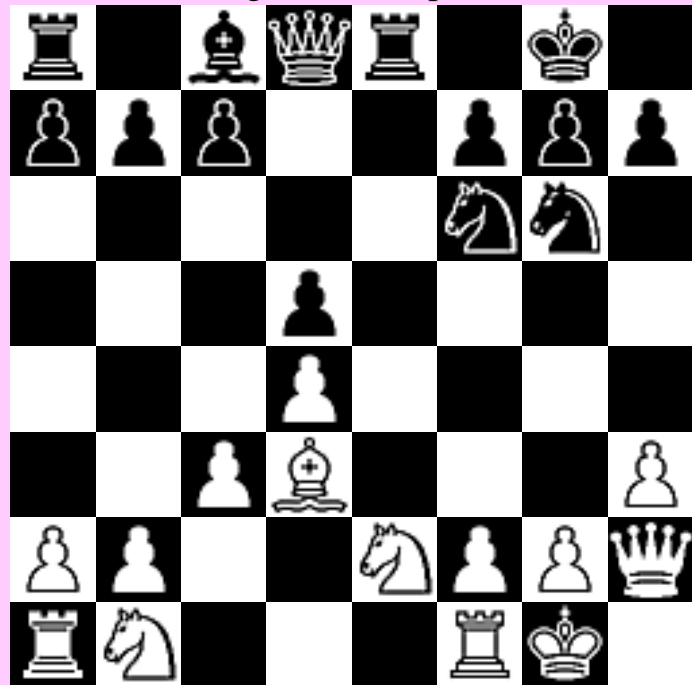
[Dr. Dave](#)

kovacs - korchnoi [C01]Model game 1.2: attack with ro, Model game 1.2:, 1995

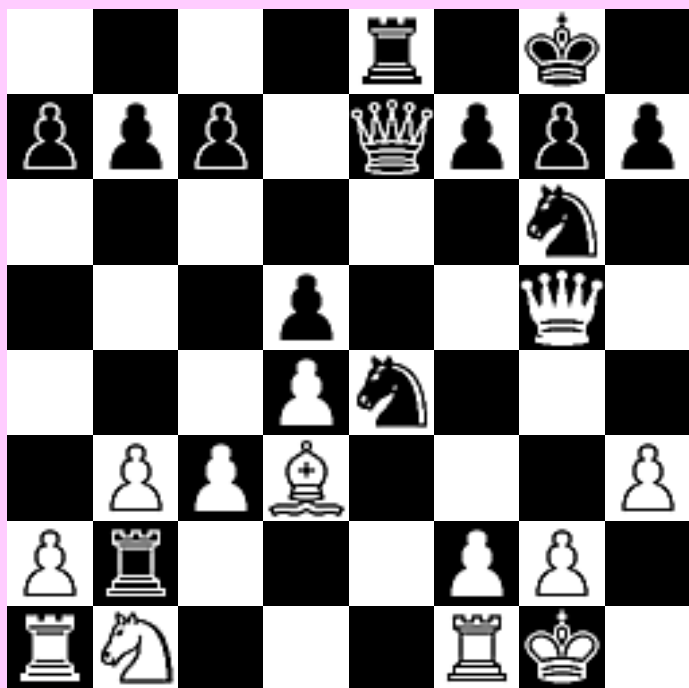
1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 Nc6 5. c3 Bd6 6. Qf3 Nce7 7. Bf4 Nf6 8. h3 Bxf4 9. Qxf4 O-O 10. Ne2 Ng6 11. Qh2



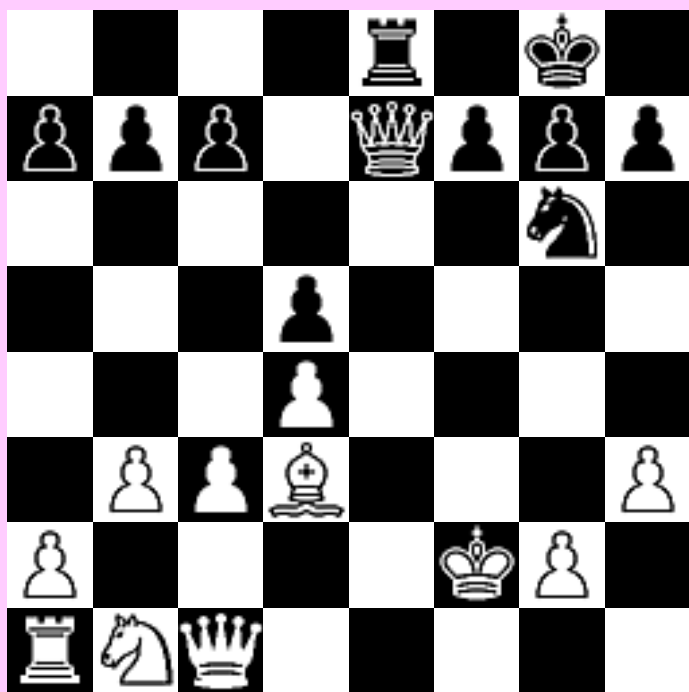
Black has an edge in development 11... Re8 12. O-O



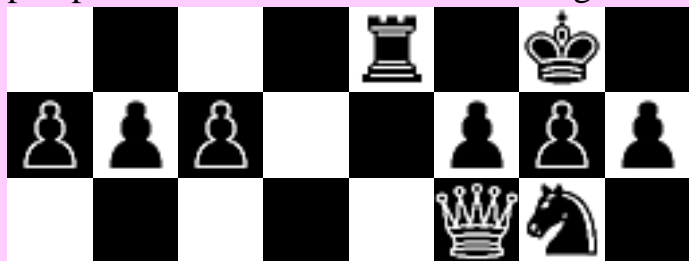
has White unravelled his development without problem? 12... Bf5 a good spoiling move 13. Bxf5 Rxe2 14. b3 Qe7 15. Bd3 Rb2 16. Qg3 Re8 17. Qg5 Black's major pieces are wonderfully active 17... Ne4

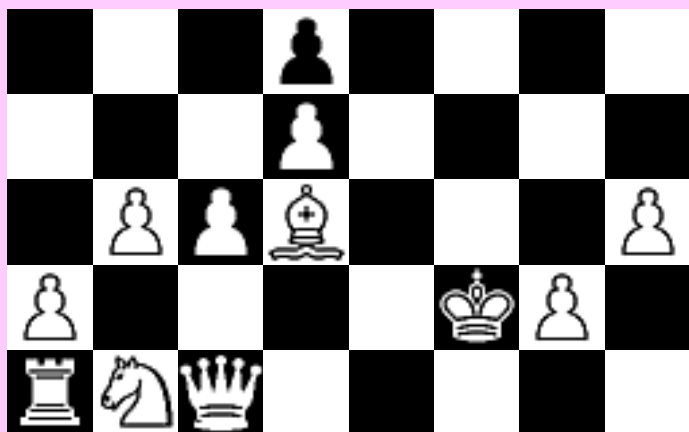


18. Qc1 a natural try... [18. Qxe7 exchanges one of the only developed White pieces, when ...Nf4 and ...R7e2 should keep Black's large advantage] 18... Rxf2 19. Rxf2 Nxf2 20. Kxf2

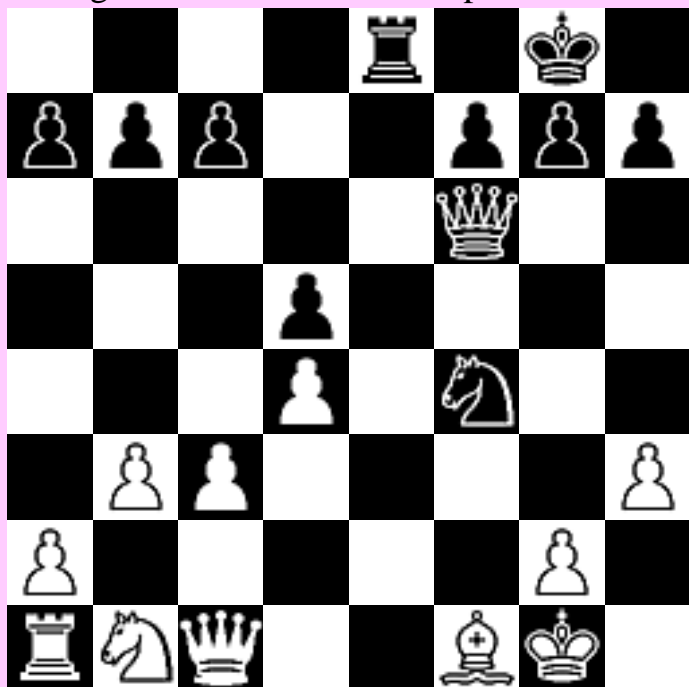


White's extra piece is the sleeping Knight on b1; when you realise the Rook is also asleep, Black's prospects for a successful attack look good 20... Qf6+





21. Kg1 Nf4 forward with tempo 22. Bf1



22... Re2 a bold incursion 23. Nd2 Nxh3+ Black plays with great energy, as he must 24. Kh2 [24. gxh3 Qf2+ 25. Kh1 Qh2#] 24... Nf4 threat Qh4+ 25. Kg3 [25. Bxe2 Nxe2 26. Nf3 Nxc1 27. Rxc1 Qh6+] 25... Nd3 26. Qd1 Qf4+ 27. Kh3 Nf2# the Rook never stirred... 0-1

Back to [Chess Coaching Page](#)

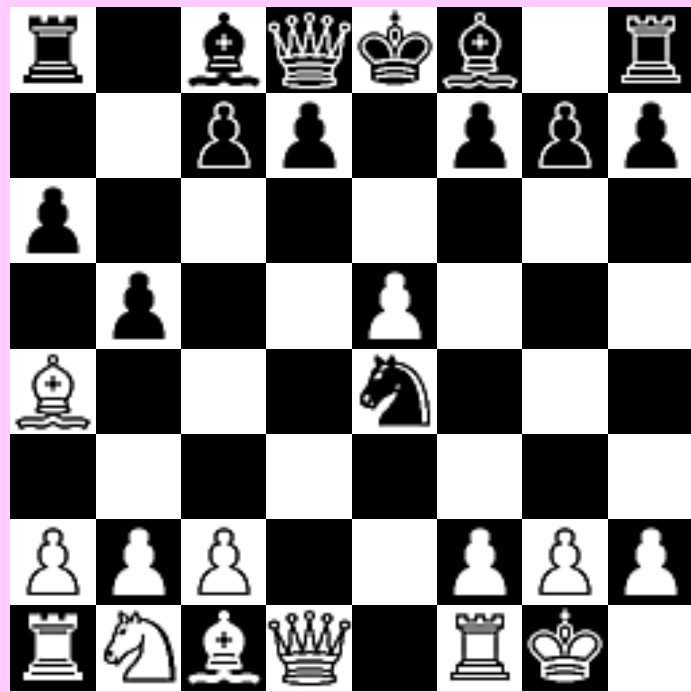
This document (Canon\canon002.html) was last modified on 13 Aug 2005 by



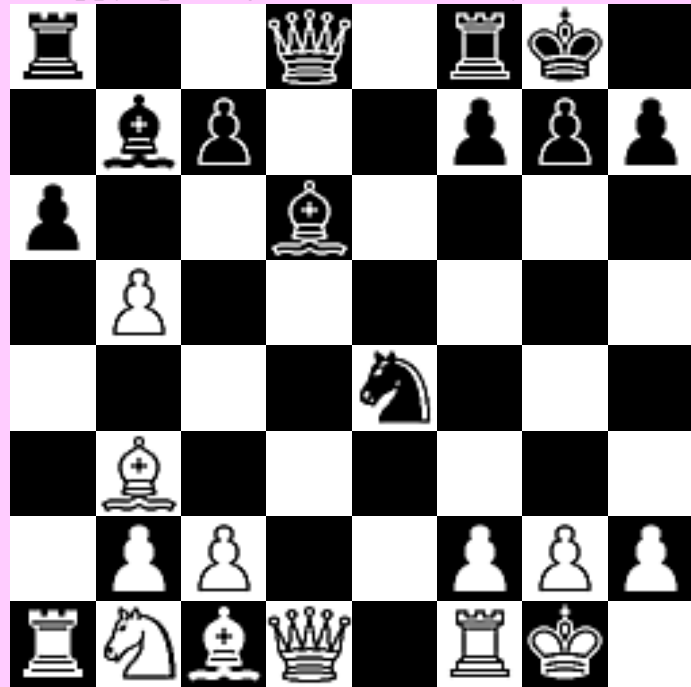
[Dr. Dave](#)

flamberg - bogolyubov [C60]Model game 1.3: attack with bi, Model game 1.3:, 1995

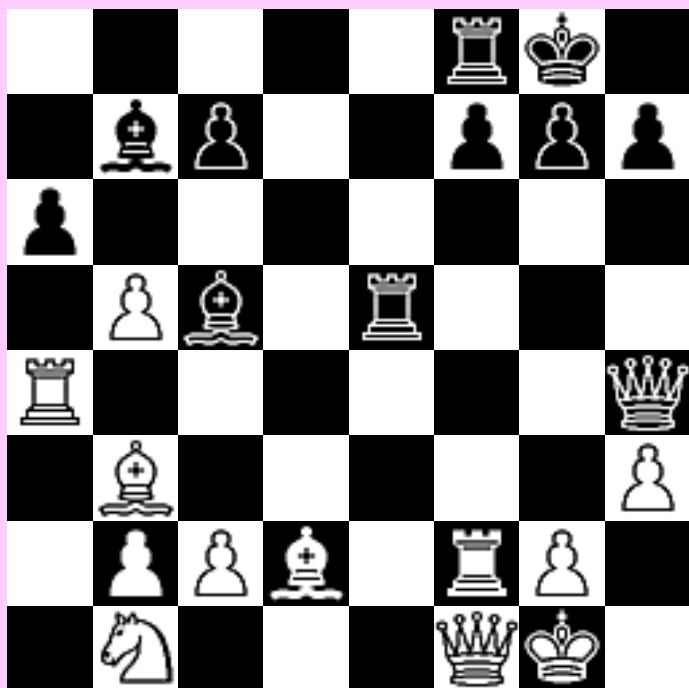
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d4 Nxe4 6. O-O b5 7. Nxe5 Nxe5 8. dxe5



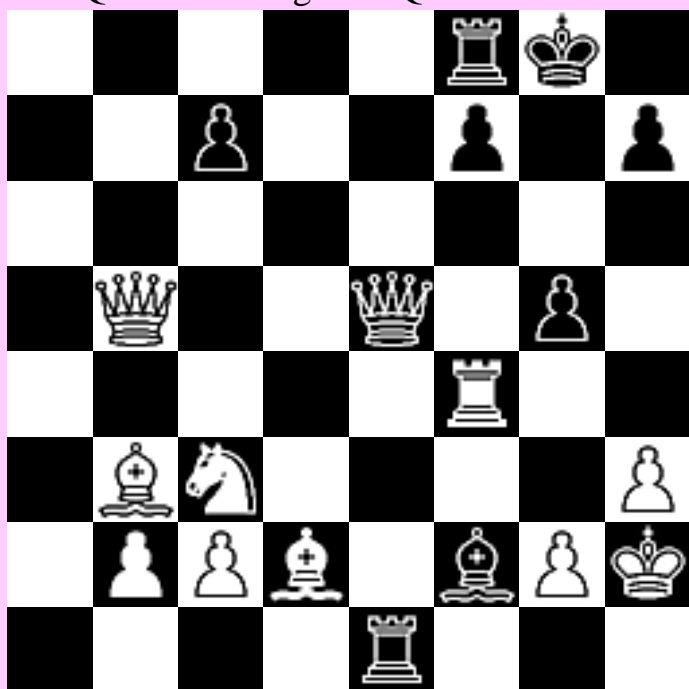
a trappy opening; ...bxa4 is met by Qd5 8... d5 9. exd6 Bxd6 10. Bb3 Bb7 11. a4 O-O 12. axb5



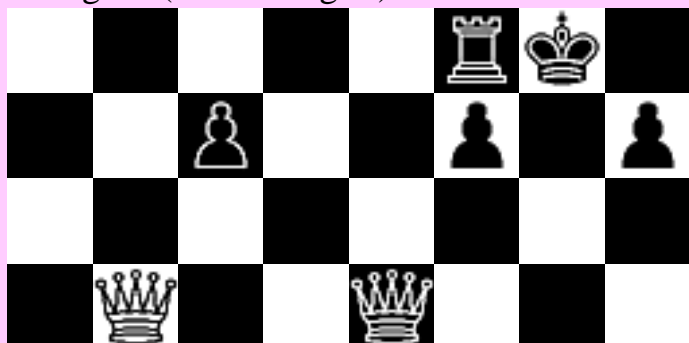
the Black Bishops are giving the White King a Hard Stare 12... Qh4 13. h3 Nxf2 14. Rxf2 Bc5 15. Qf1 Rae8 16. Bd2 (else ...Bxf2+ and ...Re1+) 16... Re5 still no need to take the b-pawn. Black must press on, having sacrificed the piece 17. Ra4

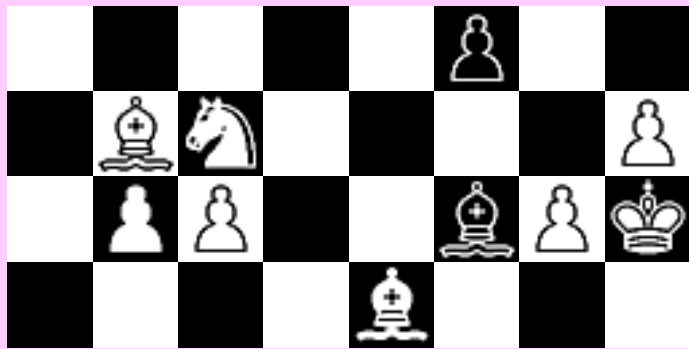


17... Qe7 18. bxa6 Bxa6 19. Qxa6 Re1+ 20. Kh2 [20. Bxe1 Qxe1+ 21. Qf1 Bxf2+] 20... Bxf2 21. Nc3 Qe5+ 22. Rf4 g5 23. Qb5



23... gxf4 (threat ...Bg3+) 24. Bxe1





24... Bg3+ 25. Bxg3 [25. Kg1 Qe3+ 26. Bf2 Qxf2+ 27. Kh1 Qe1+ 28. Qf1 Qxf1#] 25... fxc3+ 26. Kg1 Qe3+ 27. Kh1 Qe1+ 28. Qf1 Qxf1# 0-1

Back to [Chess Coaching Page](#)

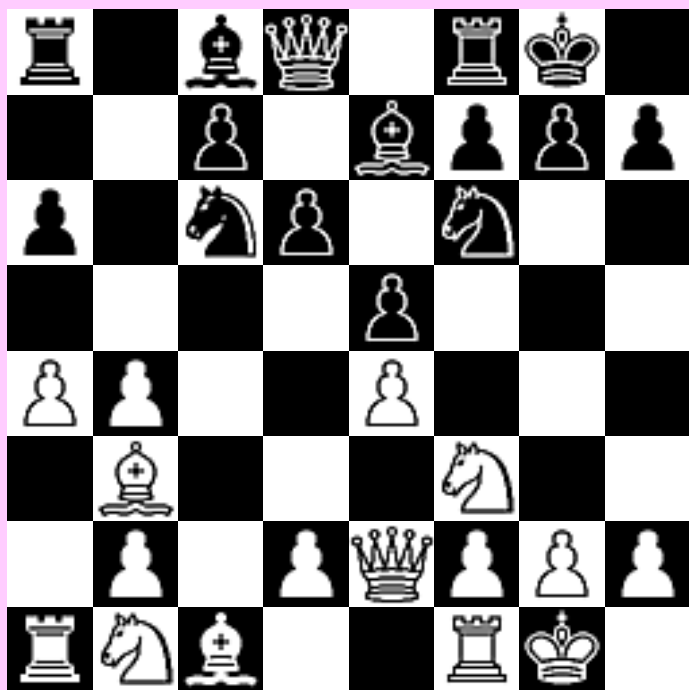
This document (Canon\canon003.html) was last modified on 13 Aug 2005 by



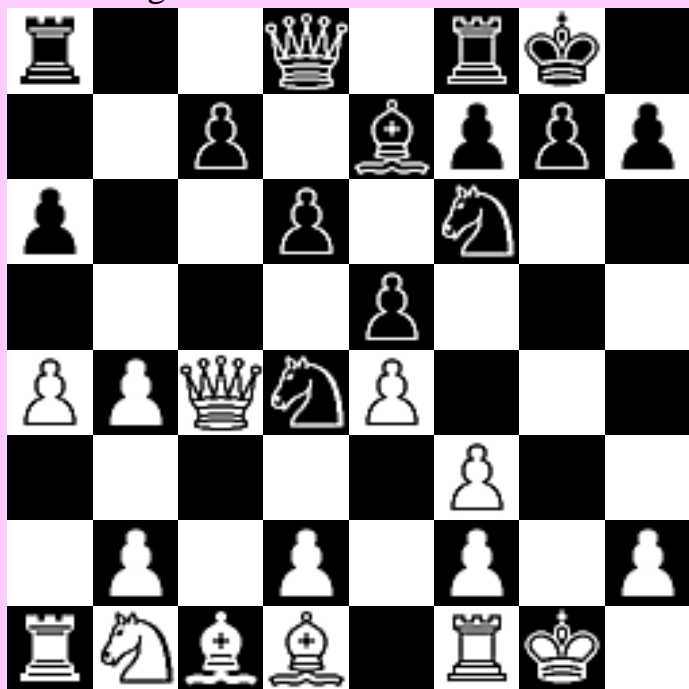
[Dr. Dave](#)

pegoraro - scheipel [C86]Model game 1.4: attack with kn, Model game 1.4:, 1995

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Qe2 b5 7. Bb3 O-O 8. c3 d6 9. a4 b4 10. cxb4



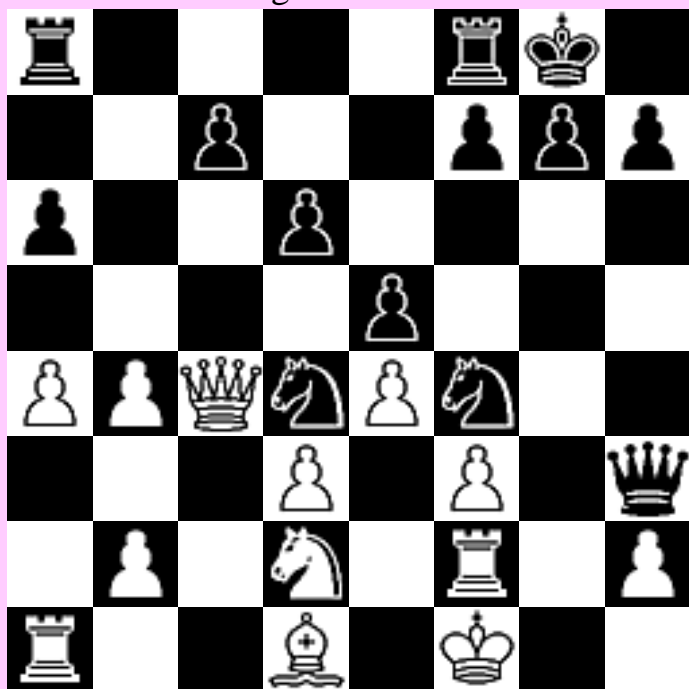
for the pawn Black has some initiative. In particular the d4 square is a potential launching-pad 10... Bg4 (threat ...Nd4) 11. Qc4 [11. h3 Nd4 12. Qd3 Nxf3+ 13. gxf3 Bxh3 is even worse] 11... Bxf3 12. gxf3 Nd4 13. Bd1



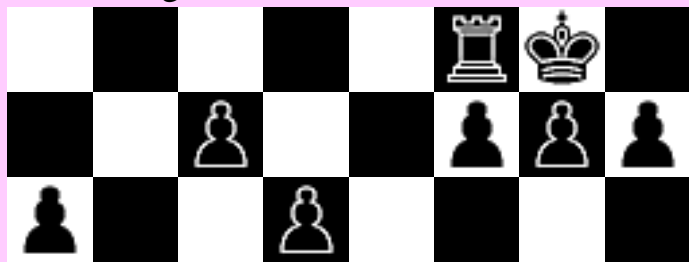
13... Nh5 14. d3 Bg5 the master touch: the defender of the f4 square is exchanged 15. Kh1 Bf4 16. Bxf4 Nxf4

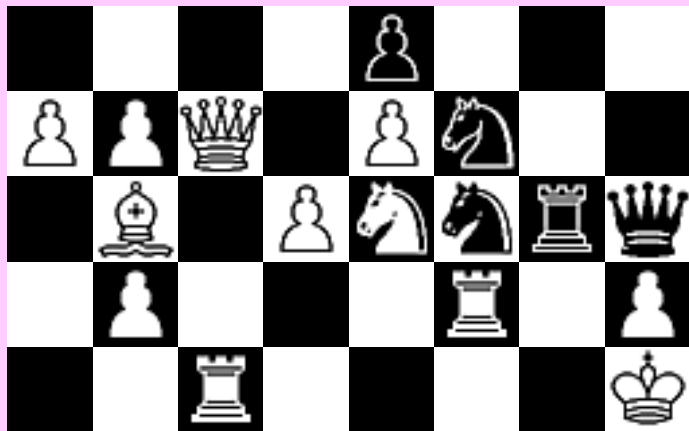


most players dream of one such Knight outpost, but two is just greedy... 17. Rg1 Nh3 18. Rg2 Qh4 19. Nd2 Nxf2+ 20. Kg1 Nh3+ 21. Kf1 Nf4 22. Rf2 Qh3+

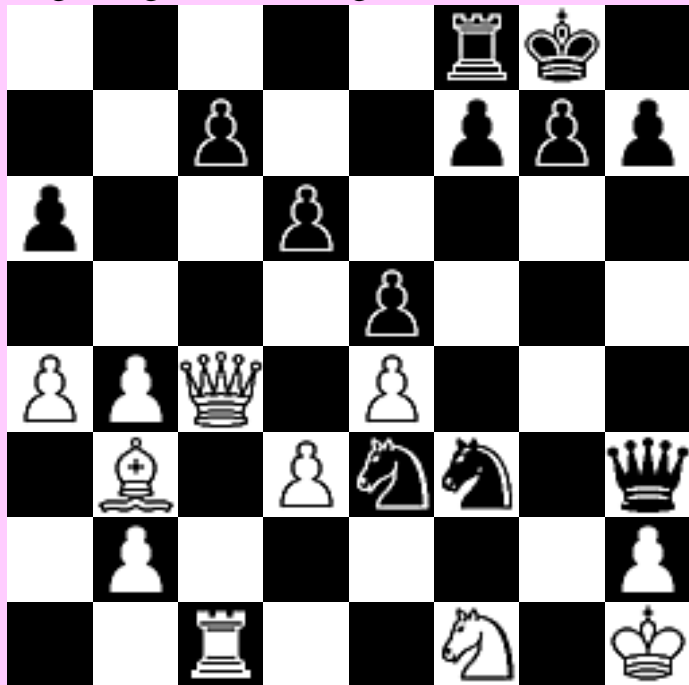


White is helpless 23. Kg1 [23. Ke1 Ng2+ 24. Rxf2 Qxf2] 23... Rae8 24. Nf1 Re6 25. Ne3 Rg6+ 26. Kh1 Rg3 27. Rc1 Nxf3 28. Bb3





White's position is desperate [28. Bxf3 Rxf3 29. Rxf3 Qxf3+ 30. Kg1 Ne2#] 28... Rg2 29. Rxf3 Qxf3+ 30. Kg1 Ne2# 28... Rg2 29. Rxf3 Qxf3+ 30. Kg1 Ne2# 28... Rg2 29. Rxf3 Qxf3+ 30. Kg1 Ne2#



the Knights dominate the board, and White cannot stop the mate without huge losses 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon004.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Howitz,B - Bledow,LE (Berlin) [C53]Model game 2.1: reinfeld (expo, Model game 2.1:, 1837

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Bb6 5. d4 Qe7 6. d5 Nd8

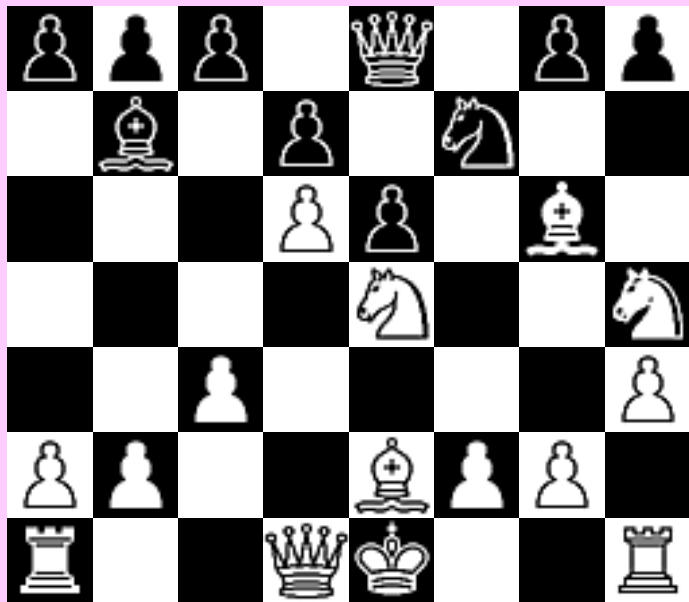


a good time for White to castle 7. Be2 the first sin: moving a piece twice before completing development 7... d6 8. h3 a second sin: wasting moves with pawn pushes 8... f5 9. Bg5 Nf6 10. Nbd2 O-O 11. Nh4



the third sin: moves a piece twice and opens the f-file 11... fxe4 12. Nxe4





12... Nxe4 13. Bxe7 Bxf2+ 14. Kf1 Ng3# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon005.html) was last modified on 13 Aug 2005 by



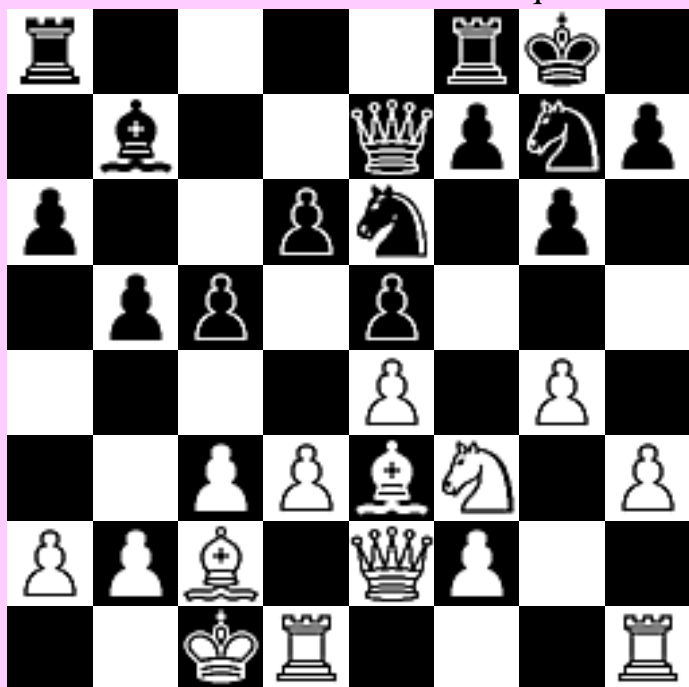
[Dr. Dave](#)

castling - but weakening the king's side [C77]Model game 2.2: reinfeld's DON, Model game 2.2:, 1995

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 d6 6. c3 Be7 7. h3 O-O 8. Qe2 Ne8 9. g4 b5 10. Bc2 Bb7 11. Nbd2 Qd7 12. Nf1 Nd8 13. Ng3 Ne6 14. Nf5

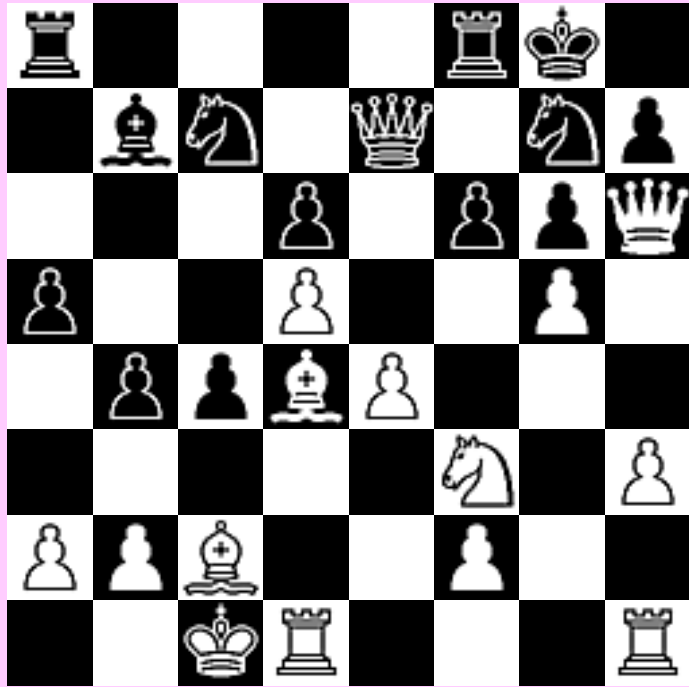


in a blocked position, loss of time cannot be taken advantage of so easily. In this game, both sides reposition the knights. 14... g6 but this is a permanent weakening of the castled king's position 15. Nxe7+ removes the defender of the dark squares 15... Qxe7 16. Be3 N8g7 17. O-O-O c5

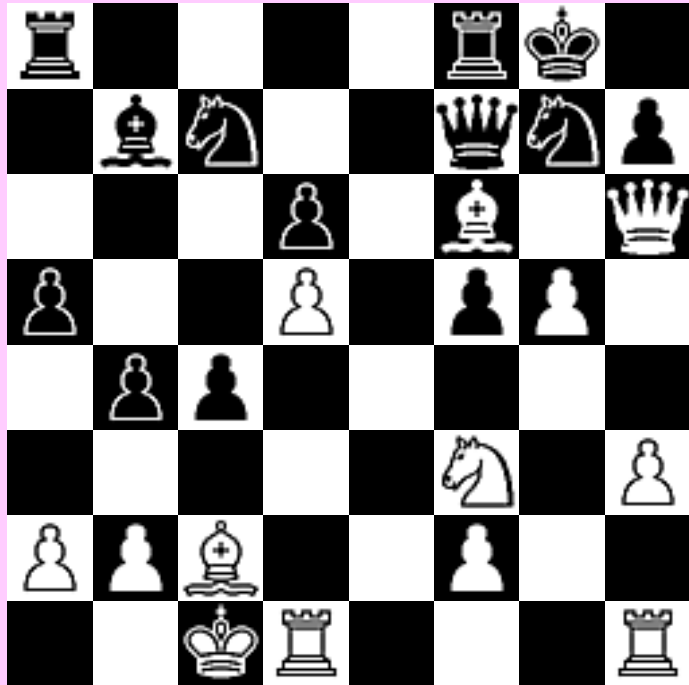


White has completed development and can play for direct attack 18. d4 exd4 19. cxd4 c4 20. d5 Nc7 21.

Qd2 a5 22. Bd4 f6 23. Qh6 b4 24. g5



pounding at the dark squares 24... f5 25. Bf6 Qf7 26. exf5 gxf5



27. g6 Qxg6 [27... Qxf6 28. Qxh7#] 28. Bxg7 resigns 28... Qxg7 29. Rhg1 1-0

Back to [Chess Coaching Page](#)

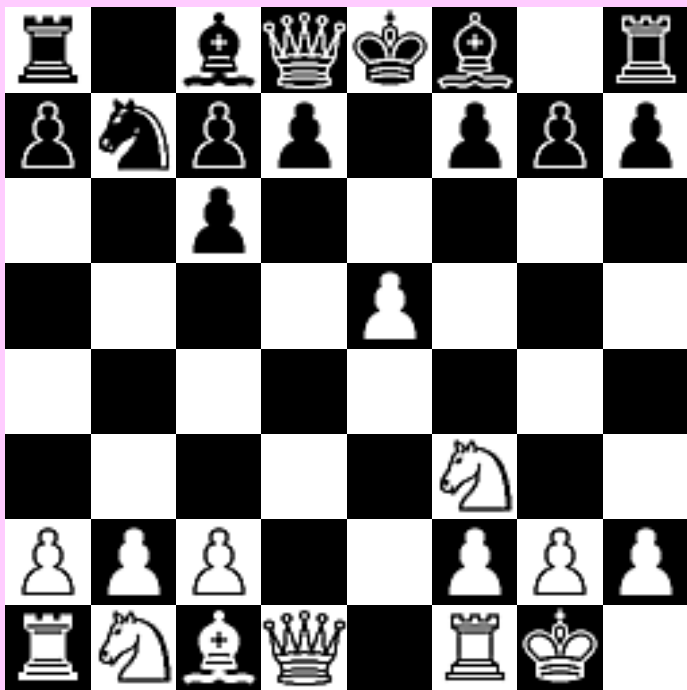
This document (Canon\canon006.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Billington - Spears (Birmingham) [C67] Model game 2.3: DON'Ts (neglec, Model game 2.3:, 1906

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 6. Bxc6 bxc6 7. dxe5 Nb7



8. Nd4 Be7 9. Nf5 Bf8 10. Re1 g6



11. Nd6+ Bxd6 [11... cxd6 12. exd6+ Be7 13. Rxe7+ Kf8 14. Bh6+ Kg8 15. Qd4] [11... Ke7 12. Bg5+ Ke6 13. Qg4+] 12. exd6+ Kf8 13. Bh6+ Kg8 14. Qd4 f6 15. Qc4# 1-0

Back to [Chess Coaching Page](#)

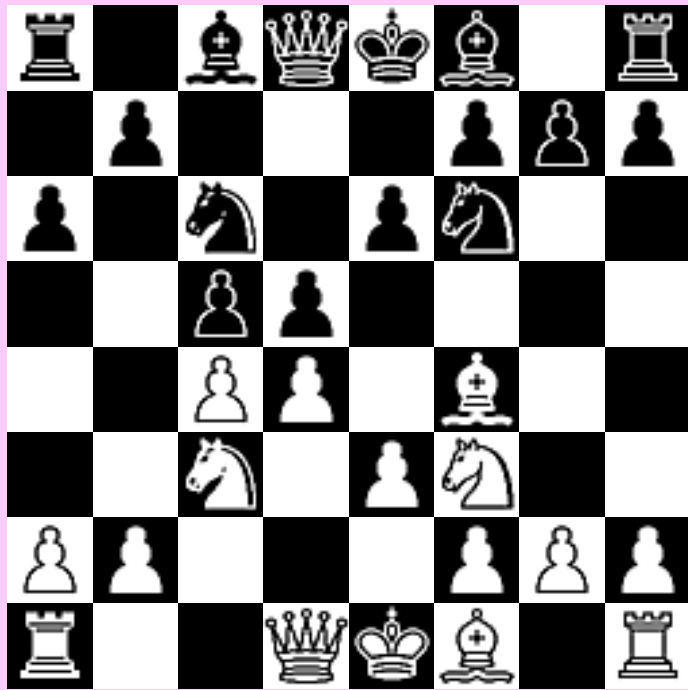
This document (Canon\canon007.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Schenkein - Schlechter (Vienna) [D02] Model game 2.4: reinfeld (pawn, Model game 2.4:, 1913

1. d4 d5 2. Bf4 Nf6 3. Nf3 e6 4. e3 c5 5. c4 Nc6 6. Nc3 a6



7. Qa4 not good [7. Be2 dxc4 8. Bxc4 b5 9. Bd3 Bb7] 7... Bd7 8. Qd1 Qa5 much more to the point: immune from Bd2, threatens ...Ne4 9. Qb3 the third move with the Q should have warned White to be careful 9... dxc4 10. Qxb7



a carelessly optimistic move: what right has White to be winning pawns? 10... Ra7 0-1

Back to [Chess Coaching Page](#)

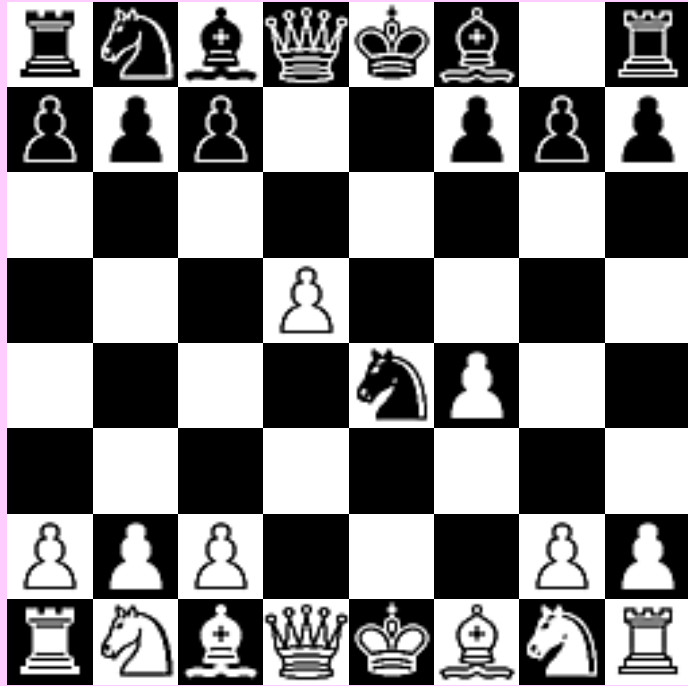
This document (Canon\canon008.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Ruzicka - Singer [C32]Model game 2.5: reinfeld (too, 1929

1. e4 e5 2. f4 d5 3. exd5 e4 4. d3 Nf6 5. dxe4 Nxe4



6. g3 yeuch [6. Nf3] 6... Bc5 7. Qe2 O-O 8. Qc4 Qe7 9. Qe2 Bg4 10. Qxg4 Bf2+ 11. Ke2 [11. Kd1 Nc3+ 12. bxc3 [12. Kd2 Qe3#] 12... Qe1#] 11... Nf6+ 12. Kxf2 Nxe4+ 0-1

Back to [Chess Coaching Page](#)

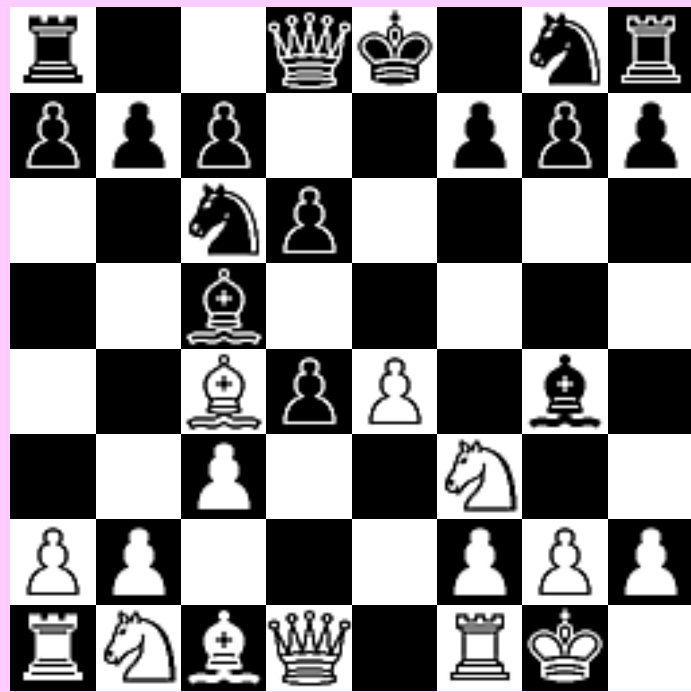
This document (Canon\canon009.html) was last modified on 13 Aug 2005 by



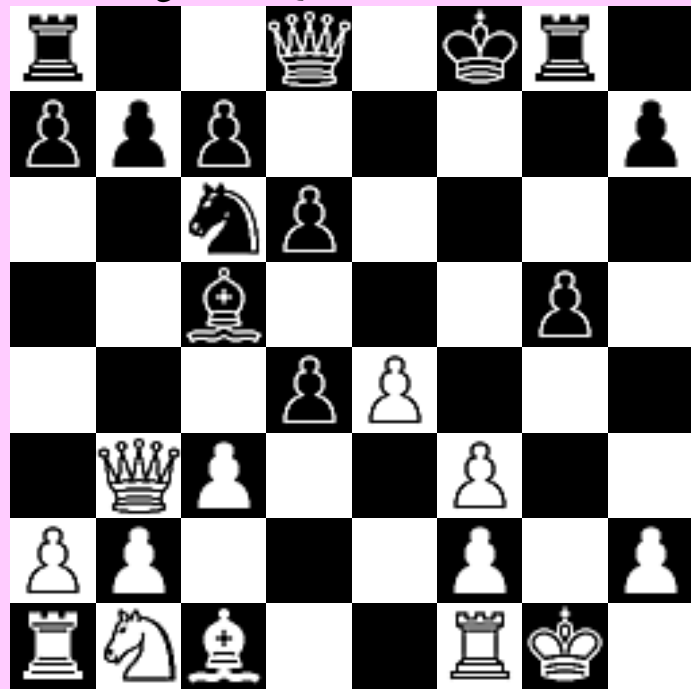
[Dr. Dave](#)

good development must be comp [C44]Model game 2.6: reinfeld, 1995

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. O-O d6 6. c3 Bg4

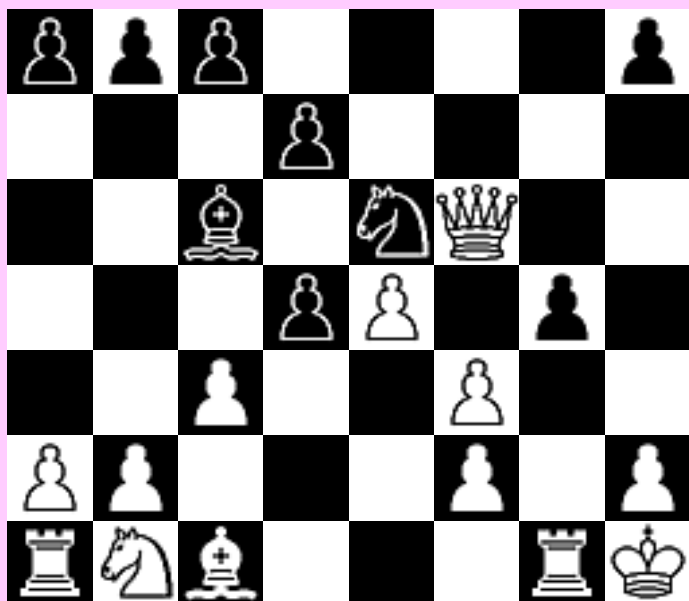


so far, so good 7. Qb3 Bxf3 8. Bxf7+ Kf8 9. Bxg8 Rxg8 10. gxf3 g5

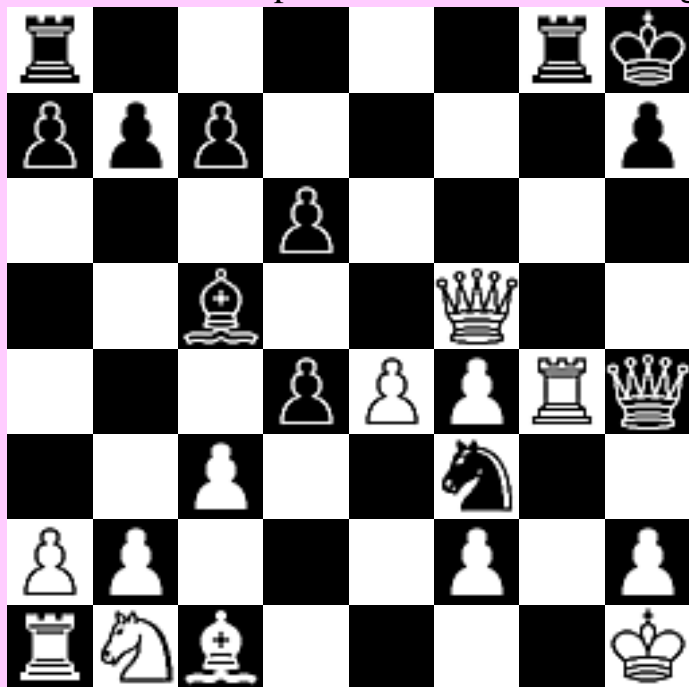


exchanges have removed White's K-side pieces, but the Q-side is still in bed 11. Qe6 Ne5 12. Qf5+ Kg7
13. Kh1 [13. Bxg5 Kh8 14. h4 h6] 13... Kh8 14. Rg1 g4





the attack needs open lines 15. f4 Nf3 16. Rxc4 Qh4



17. Rg2 Qxh2+ 18. Rxh2 Rg1# the Q-side remains asleep 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon010.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kunitz - Salamon [D00]Model game 2.7: (failure to gu, Model game 2.7:, 1907

1. d4 d5 2. e4 dxe4 3. f3 [3. Nc3] 3... exf3 4. Nxf3 Bg4 5. Be3 Nc6 6. c3



White has offered a gambit but has little to show for it 6... e5 too optimistic - ...e6 was safer, keeping lines closed 7. d5 Nce7 8. Qa4+ Bd7 9. Qe4 f6 10. Bd3



White is now nicely placed - Black must be very careful 10... Ng6 examine moves that smite - checks and captures 11. Qxg6+ this is a check and a capture! 11... hxg6 12. Bxg6+ Ke7 13. Bc5# 1-0

Back to [Chess Coaching Page](#)

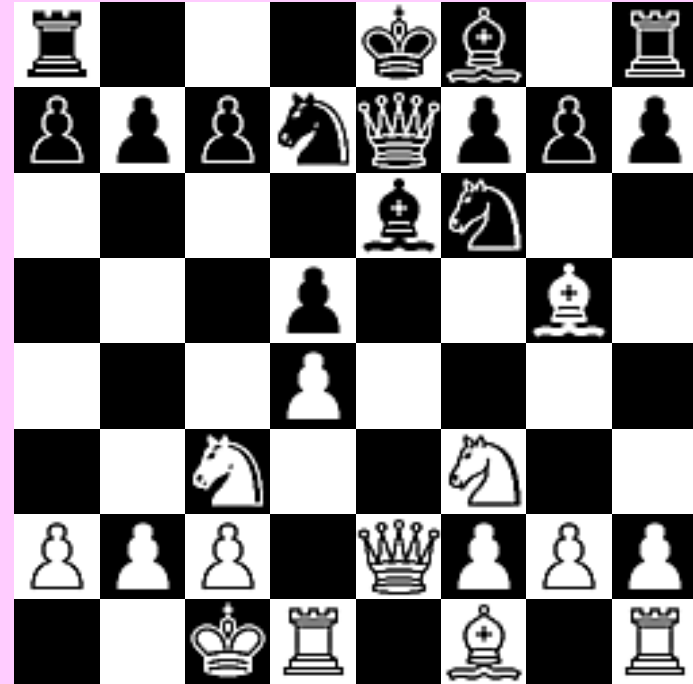
This document (Canon\canon011.html) was last modified on 13 Aug 2005 by



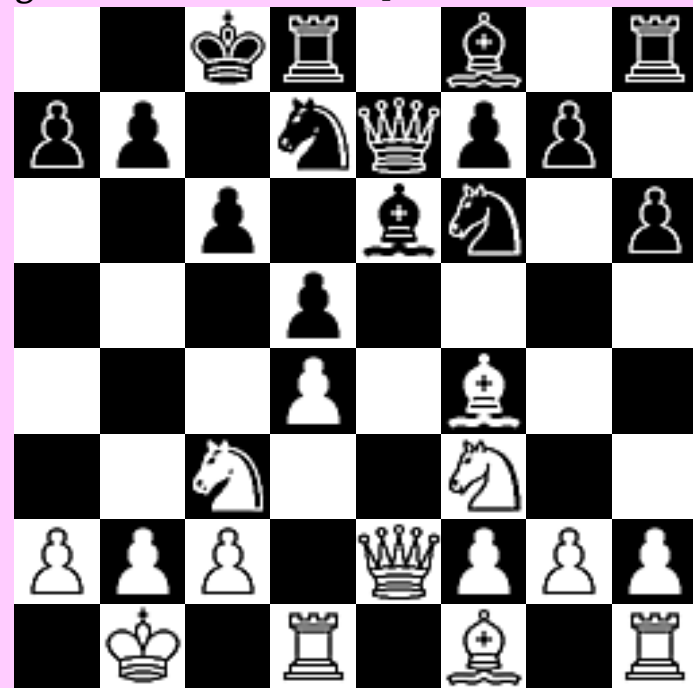
[Dr. Dave](#)

Taubenhaus (Tauber?) - Finotti (Hamburg?) [C42] Model game 2.8: (underestimati, Model game 2.8:, 1939

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Bg5 Be6 8. Nc3 Nbd7 9. d4 d5 10. O-O-O



10... c6 weakens the side Black wants to castle on 11. Kb1 [11. Ne1 this ridiculous move is given in one source] 11... h6 12. Bf4 O-O-O



13. Qa6 Nh5 there's no helping some people 14. Qxc6+ bxc6 15. Ba6# 1-0

Back to [Chess Coaching Page](#)

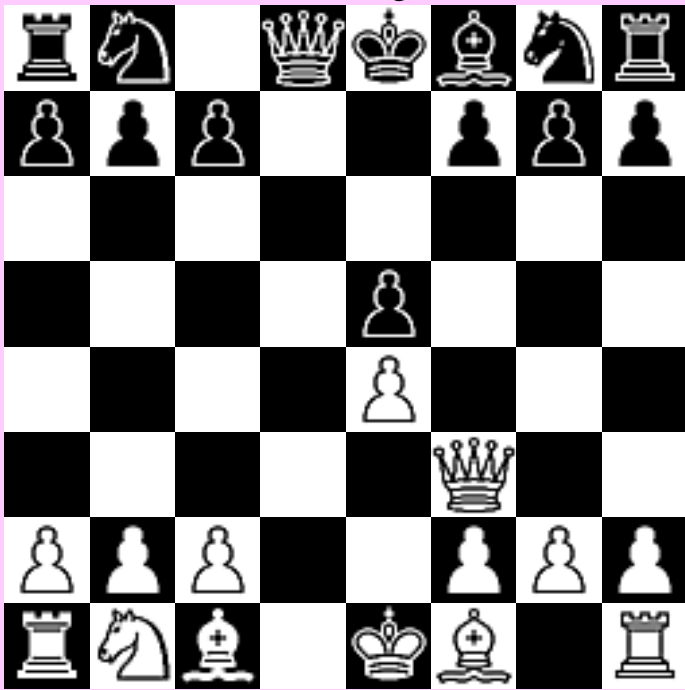
This document (Canon\canon012.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

morphy - duke/count [C41]Model game 3.1: lightning deve, Model game 3.1:, 1858

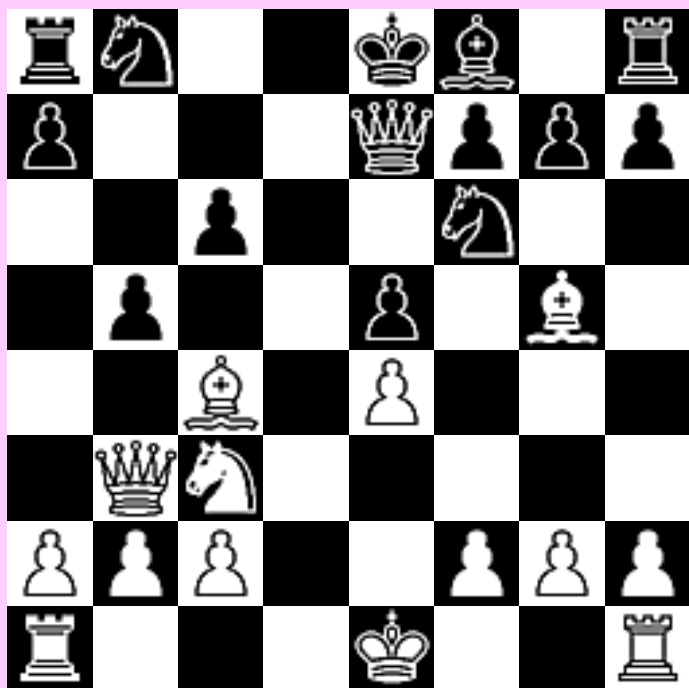
1. e4 e5 2. Nf3 d6 3. d4 Bg4 4. dxe5 Bxf3 5. Qxf3 dxe5



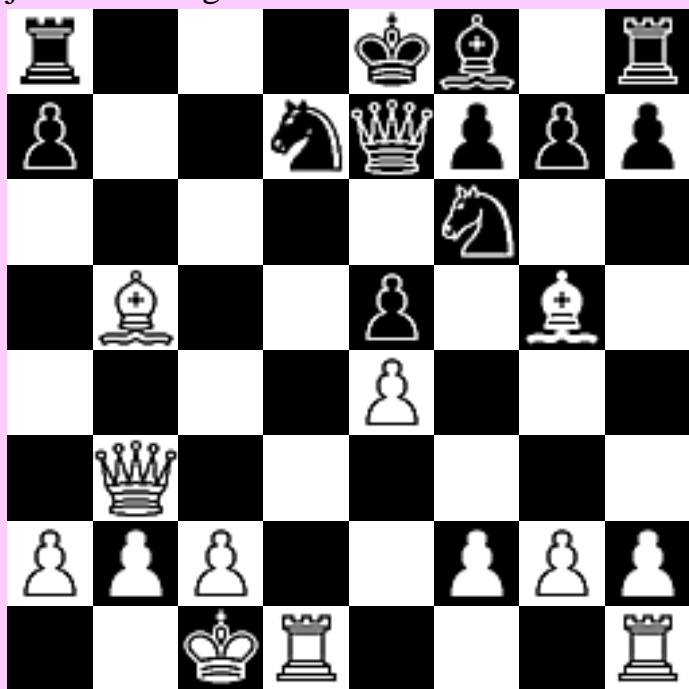
Morphy had many contemporaries who could attack as well as he, but more than anyone Morphy knew how to create an attack out of the opening through accurate play. Here he already has a development advantage and the two bishops. 6. Bc4 Nf6



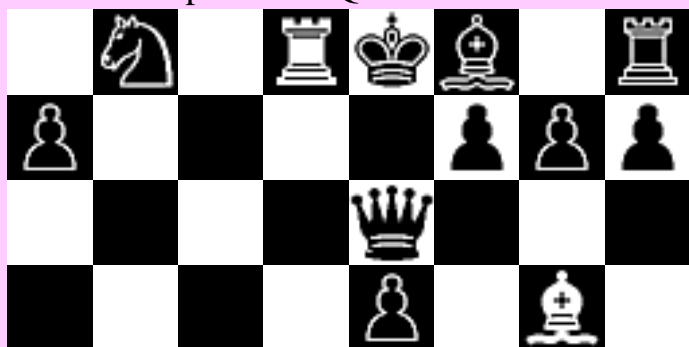
7. Qb3 keeping the initiative going 7... Qe7 8. Nc3 c6 9. Bg5 White needs only two more moves to complete his development - breathtakingly efficient work. 9... b5

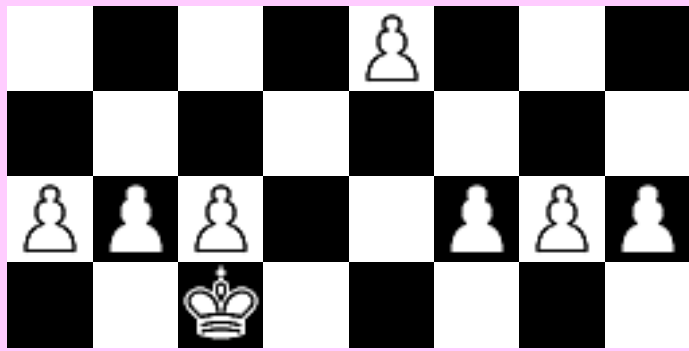


just the wrong sort of move 10. Nxb5 cxb5 11. Bxb5+ Nbd7 12. O-O-O



Black's pieces are treading on each other's toes. 12... Rd8 13. Rxd7 Rxd7 14. Rd1 a nicely-coordinated crossfire of pins 14... Qe6 15. Bxd7+ Nxd7 16. Qb8+ apparently dramatic... 16... Nxb8 17. Rd8#





this masterpiece of economic development and slashing attack has become rightly famous; the final position is very neat 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon013.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

morphy - meek [A43]Model game 3.2: Opening lines, 1857

1. e4 e6 2. d4 c5 3. d5 e5 4. f4 d6 5. Nf3 Bg4 6. fxe5 Bxf3 7. Qxf3 dxe5



White has a development advantage and a passed d-pawn, all in seven moves! 8. Bb5+ Nd7 9. Nc3 Ngf6 10. Bg5 Be7



11. d6 a decoy 11... Bxd6 12. O-O-O 1-0

Back to [Chess Coaching Page](#)

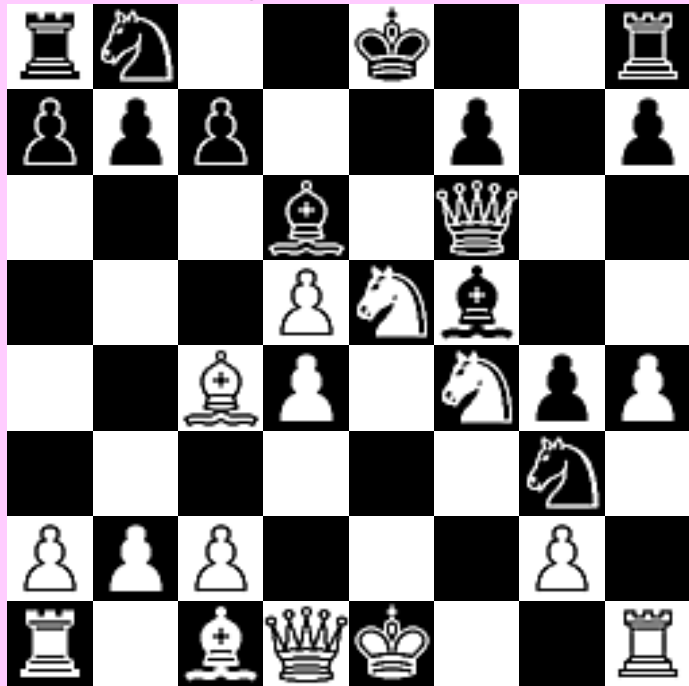
This document (Canon\canon014.html) was last modified on 13 Aug 2005 by



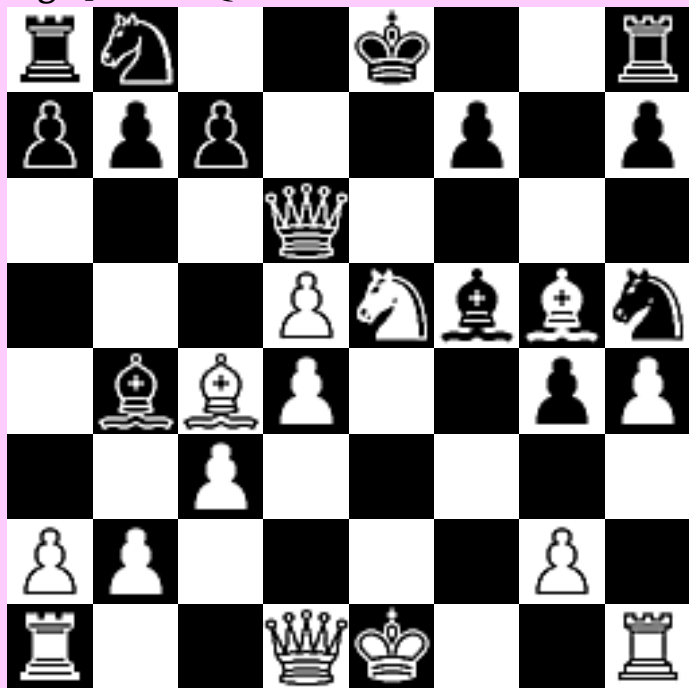
[Dr. Dave](#)

morphy - medley [C39]Model game 3.3: development ab, Model game 3.3:, 1858

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 Nf6 6. Bc4 d5 7. exd5 Bd6 8. d4 Nh5 9. Nc3 Bf5 10. Ne2 Qf6 11. Nxf4 Ng3

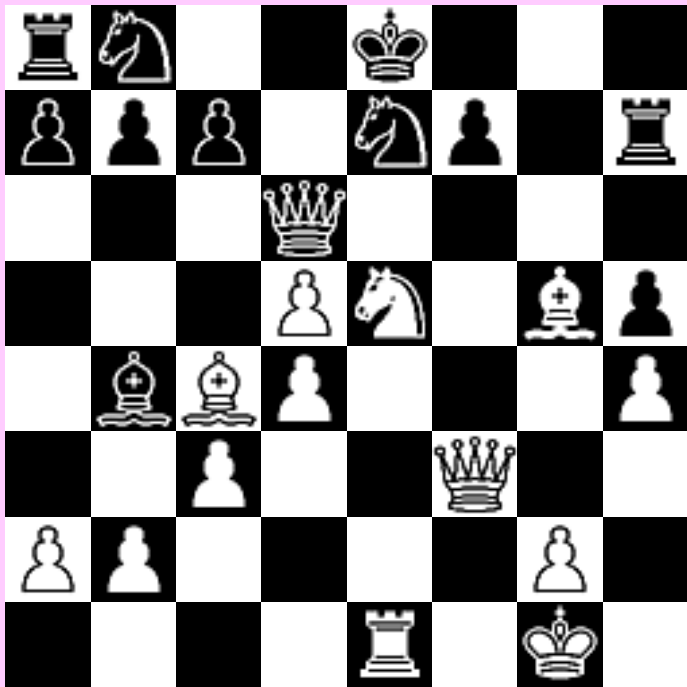


a confused picture, where White's central hold is more secure 12. Nh5 Nxh5 13. Bg5 Bb4+ [13... Qg7] 14. c3 Qd6

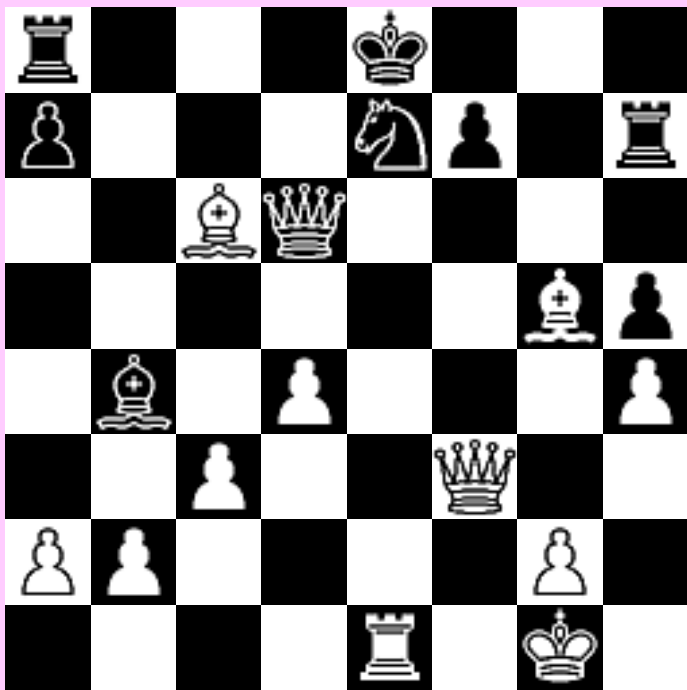


White is offered material 15. O-O but completing development is more important 15... Ng7 16. Rxf5 Nxf5 17. Qxg4 Ne7 18. Re1 the last White piece enters the fight, and Black faces early defeat 18... h5

19. Qf3 Rh7



Well, White's pieces are well-placed, but how to push Black over the edge? 20. Bb5+ c6 21. dxc6 bxc6 22. Nxc6 Nbxc6 23. Bxc6+



the White force is perfectly coordinated and Black is helpless to defend all his pieces 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon015.html) was last modified on 13 Aug 2005 by



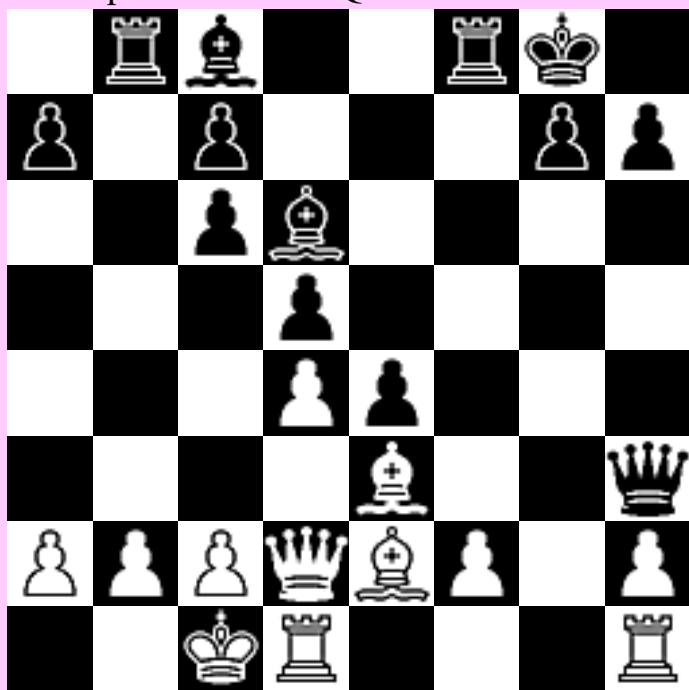
[Dr. Dave](#)

bird - morphy [C41]Model game 3.4: A thunderbolt, 1858

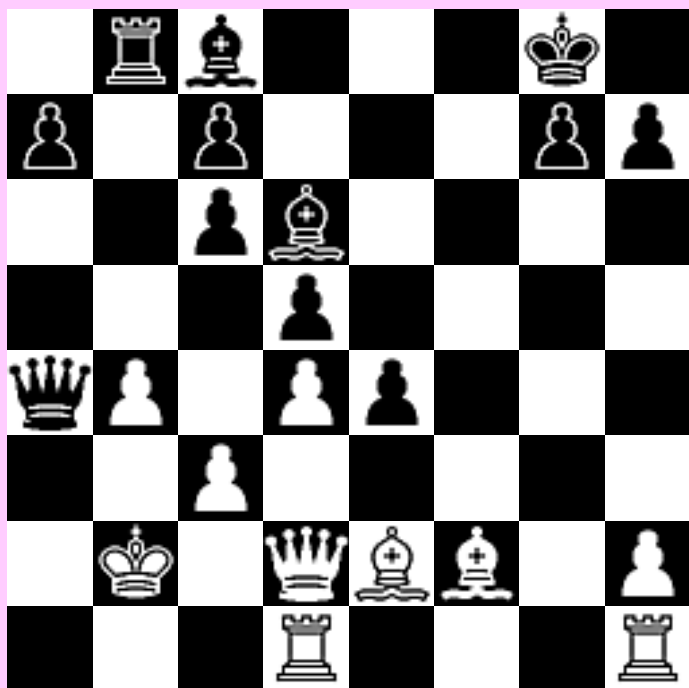
1. e4 e5 2. Nf3 d6 3. d4 f5 4. Nc3 fxe4 5. Nxe4 d5 6. Ng3 e4 7. Ne5 Nf6 8. Bg5 Bd6 9. Nh5 O-O 10. Qd2 Qe8 11. g4



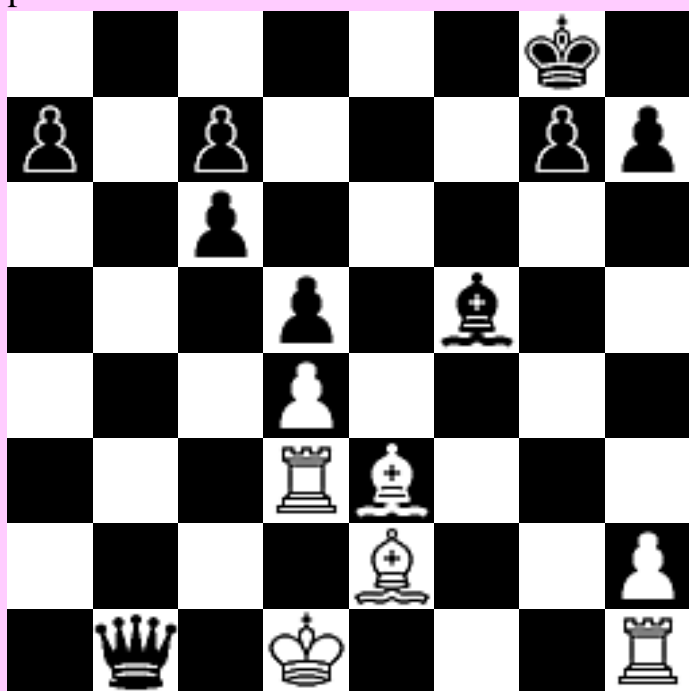
White is pushing his luck 11... Nxc6 12. Nxc6 Qxh5 13. Ne5 Nc6 Black is achieving his usual brisk development 14. Be2 Qh3 15. Nxc6 bxc6 16. Be3 Rb8 17. O-O-O



not an easy decision 17... Rxf2 bold but probably too optimistic 18. Bxf2 Qa3 the point 19. c3 Qxa2 20. b4 Qa1+ 21. Kc2 Qa4+ 22. Kb2



22... Bxb4 23. cxb4 Rxb4+ 24. Qxb4 Qxb4+ 25. Kc2 Black has some material back, and his initiative persists 25... e3 a clearance sacrifice 26. Bxe3 Bf5+ 27. Rd3 Qc4+ 28. Kd2 Qa2+ 29. Kd1 Qb1+



White is in an insoluble muddle 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon016.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tarrasch - eckart [C05]Model game 4.1: Castling into, 1889

1. e4 e6 2. d4 d5 3. Nd2

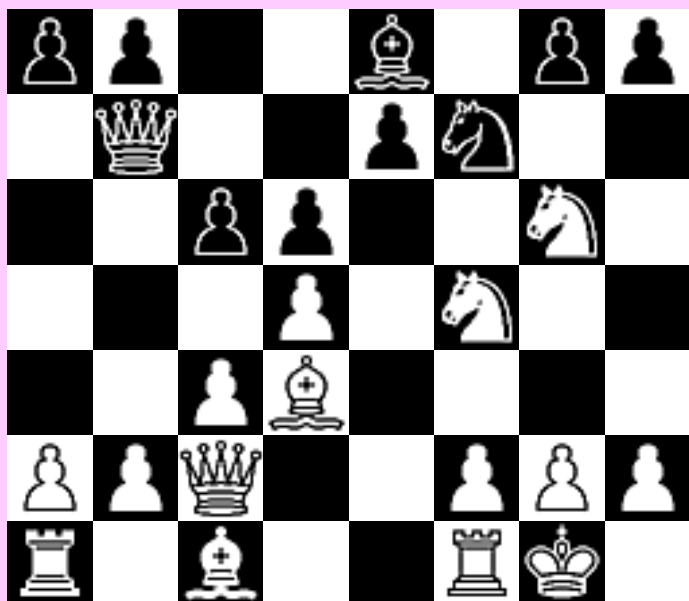


This distinctly unclassical move has been a major line ever since: it avoids the ...Bb4 pin, allows c2-c3 reinforcing the d-pawn, and has a mind to go later to f3, while the Ng1 goes via e2 to f4 or g3. 3... Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 Qb6 8. Nf3 Be7 9. O-O O-O 10. Nf4 Nd8 11. Qc2



Black's king is in the firing line with little support. 11... f5 12. exf6 Nxf6 13. Ng5





Black must make some concession on the King's-side 13... g6 14. Bxg6 In such positions, this sacrifice is a matter of technique more than imagination. 14... hxg6 15. Qxg6+ Kh8 16. Qh6+ Kg8 17. Ng6



The gang of thuggish White pieces cannot be stopped. 1-0

Back to [Chess Coaching Page](#)

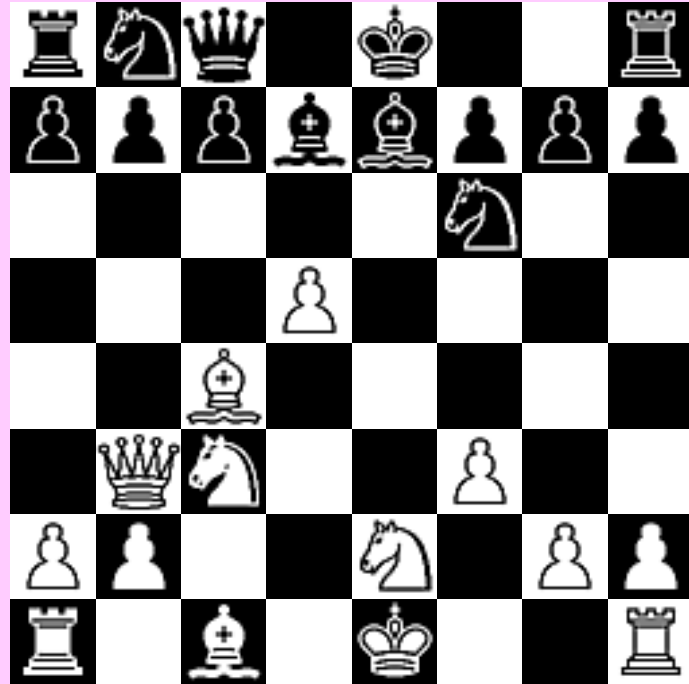
This document (Canon\canon017.html) was last modified on 13 Aug 2005 by



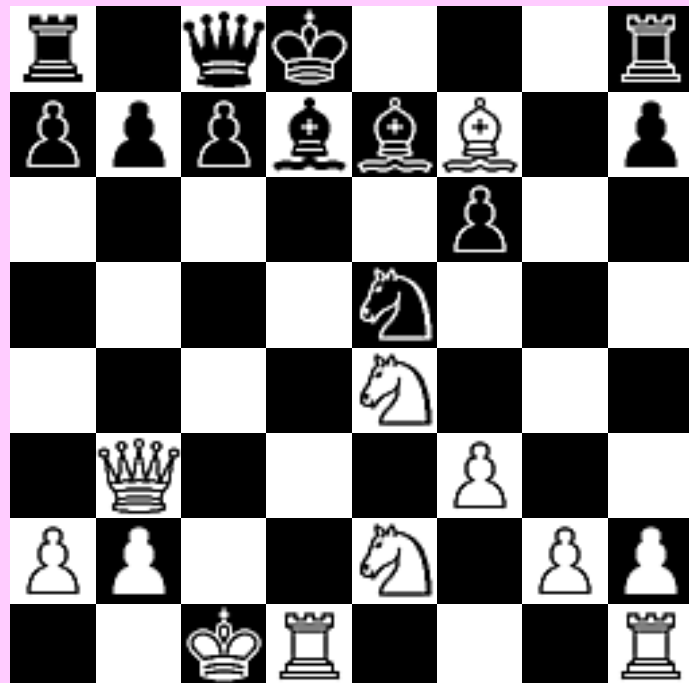
[Dr. Dave](#)

tarrasch - kurschner [D20]Model game 4.2: King in the mi, Model game 4.2:, 1889

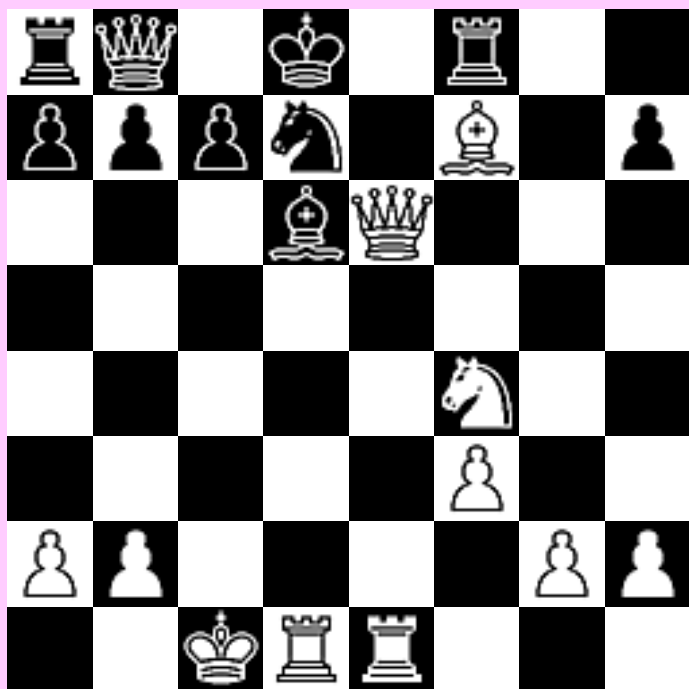
1. d4 d5 2. c4 dxc4 3. e3 Bf5 4. Bxc4 e6 5. Qb3 Be4 6. f3 Bc6 7. Ne2 Nf6 8. e4 Be7 9. Nbc3 Qc8 10. d5
exd5 11. exd5 Bd7



White has done everything right so far and the right moves have not been hard to anticipate. His next is a nice way of proceeding with effect. 12. d6! Bxd6 13. Bxf7+ Nothing has been sacrificed but the King will not be comfortable for a long while, if ever. 13... Kd8 14. Bg5 Nc6 15. Ne4 Be7 16. Bxf6 gxf6 17. O-O-O Ne5



Tarrasch keeps finding moves that mortally threaten the Black King. 18. Nf4 Qb8 19. Qe6 Rf8 20. Nxf6 Bd6 21. Nxd7 Nxd7 22. Rhe1



Winning. Tarrasch has a reputation for being a preachy old stick-in-the-mud, but his play was often sharp and witty, and many of the lines he recommended have lasted to this day. [22. *Rhe1 Nc5* 23. *Qe7+ Kc8* 24. *Qxf8+ Bxf8* 25. *Re8#*] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon018.html) was last modified on 13 Aug 2005 by



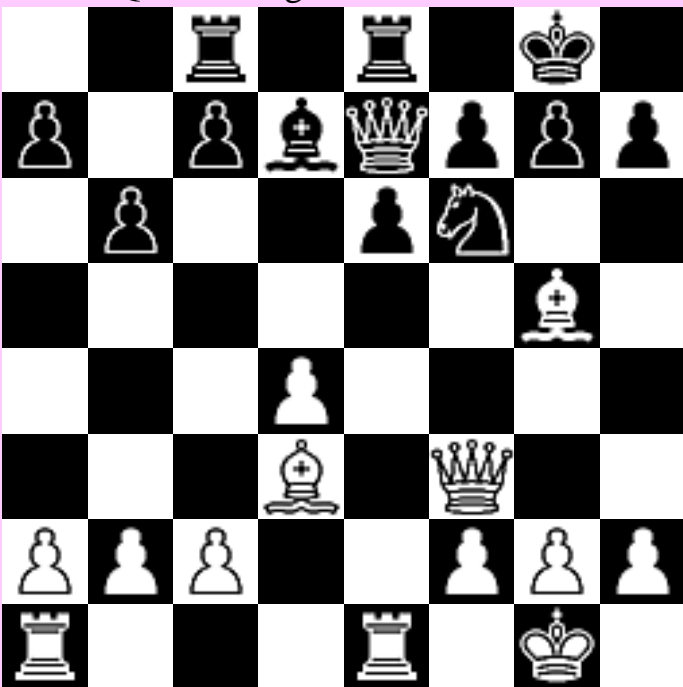
[Dr. Dave](#)

Tarrasch - Mieses [C10] Model game 4.3: Weakening defe, Model game 4.3:, 1916

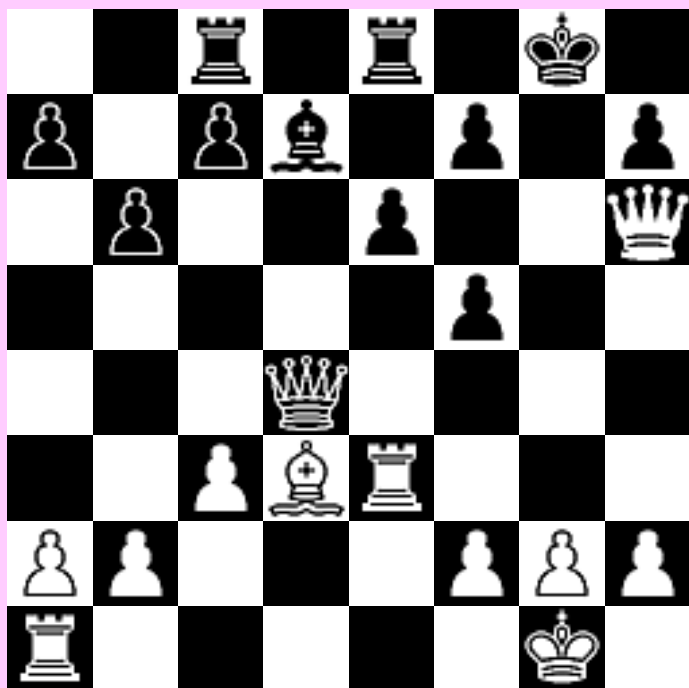
1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Ngf6 6. Bd3 Be7 7. O-O Nxe4 8. Bxe4 Nf6 9. Bd3 b6



White's advantage looks slight, a matter of a move or two. 10. Ne5 O-O 11. Nc6 Qd6 12. Qf3 Bd7 13. Nxe7+ Qxe7 14. Bg5 Rac8 15. Rfe1 Rfe8



Black still looks solid, but now White is able to turn his space and bishop pair to attack. Black insists on retaining material, but loses the King. 16. Qh3 Qd6 17. Bxf6 gxf6 18. Qh6 f5 19. Re3 Qxd4 20. c3



Suddenly Black is full of holes and dead in the water. 1-0

Back to [Chess Coaching Page](#)

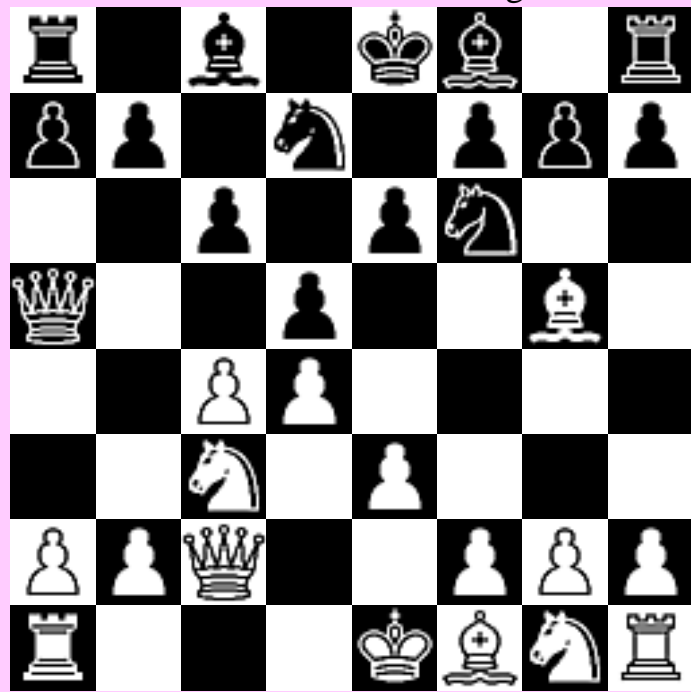
This document (Canon\canon019.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Marshall - Tarrasch [D51] Model game 4.4: A Pin in Nurem, Model game 4.4:, 1905

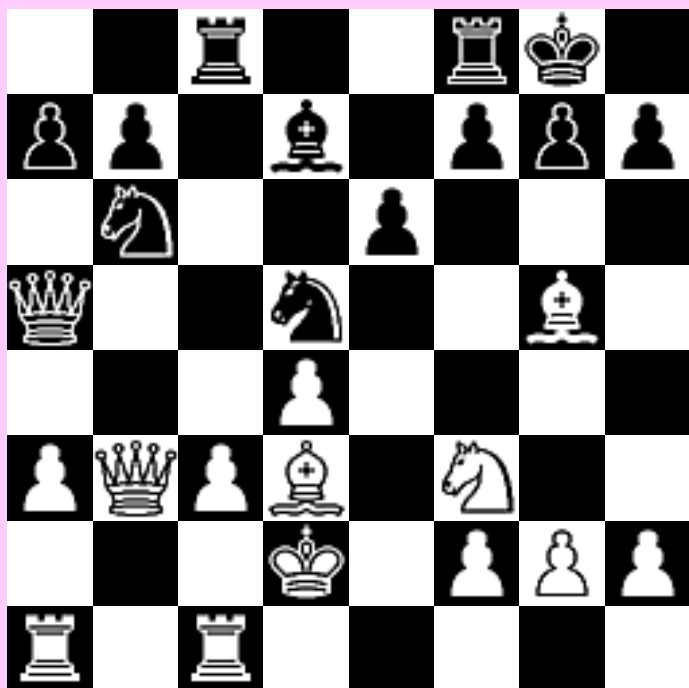
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. Qc2 Qa5



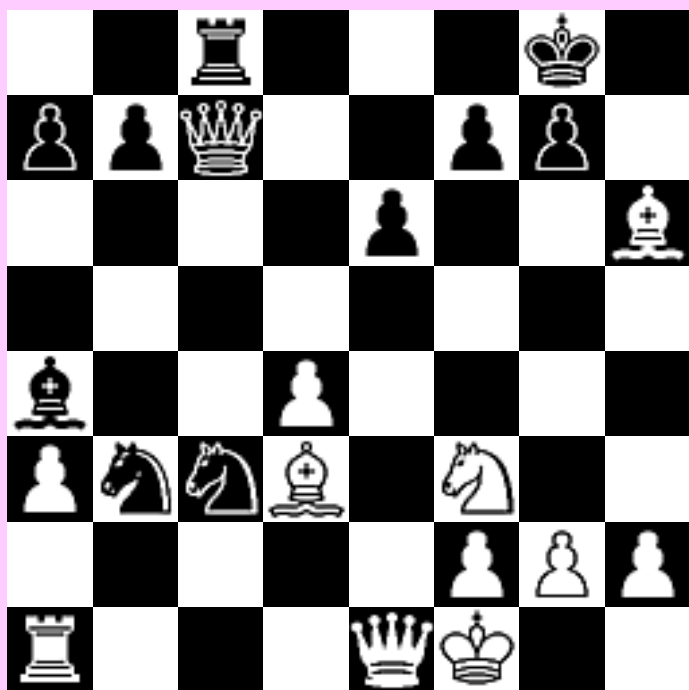
The Cambridge Springs Defence, which envisages a quick attack on c3, usually with a view to buying enough time to play ...c5 or ...e5. 7. cxd5 Nxd5 8. Nf3 ? Guards the Bg5 but ignores the Nc3 8... Bb4 9. Kd2



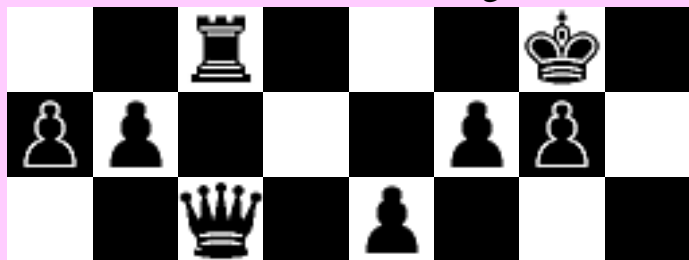
That this move was chosen is a measure of White's problems. 9... c5 10. a3 Bxc3+ 11. bxc3 cxd4 12. exd4 N7b6 13. Bd3 Bd7 14. Rhc1 Rc8 15. Qb3 O-O

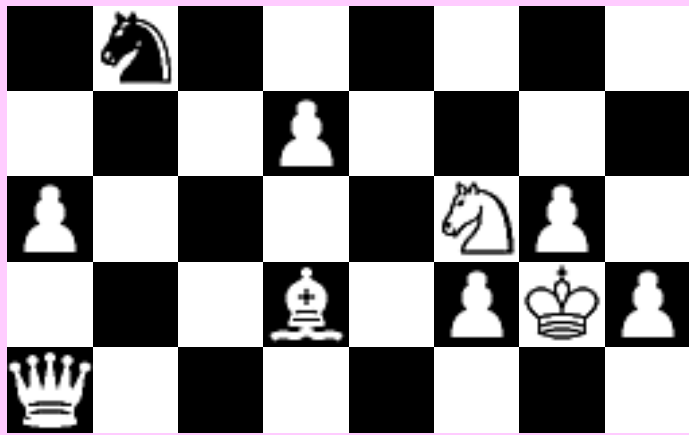


Black has a powerful initiative, enough already to win a pawn. 16. Ke2 [16. Rc2 Ba4] 16... Rxc3 17. Rxc3 Qxc3 18. Qb1 h6 19. Bd2 Qc7 20. Kf1 Nc4 21. Bc1 Ba4 22. Qa2 Rc8 23. Qe2 Nc3 24. Qe1 Na5 25. Bxh6 Nb3

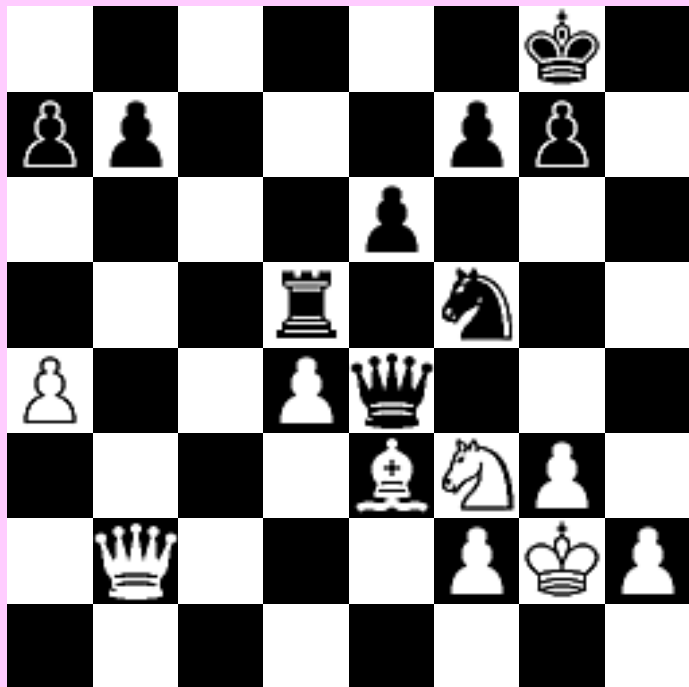


White must concede the exchange. 26. Bd2 Nxa1 27. Qxa1 Bb5 28. Bxb5 Nxb5 29. g3 Qc6 30. Kg2



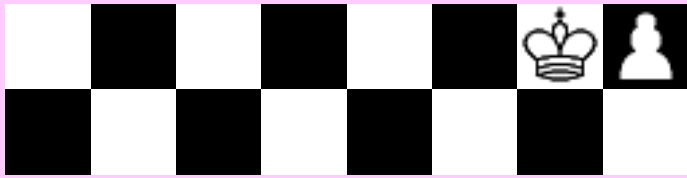


The rest is an exercise in conversion. 30... Rd8 31. Be3 Qe4 32. Qb2 Rd5 33. a4 Nd6 34. Bf4 Nf5 35. Be3



A nicely balanced Black formation using the White squares. 35... Nxe3+ 36. fxe3 Qxe3 37. g4 f5 38. g5 Qe4 39. Qc3 f4 40. Qc8+ Kh7 41. Qc3





Time to force a decision 41... e5 42. h4 [42. dxe5 Rd3] 42... Rxd4 43. g6+ Kh6 44. Kh2 Qe2+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon020.html) was last modified on 13 Aug 2005 by



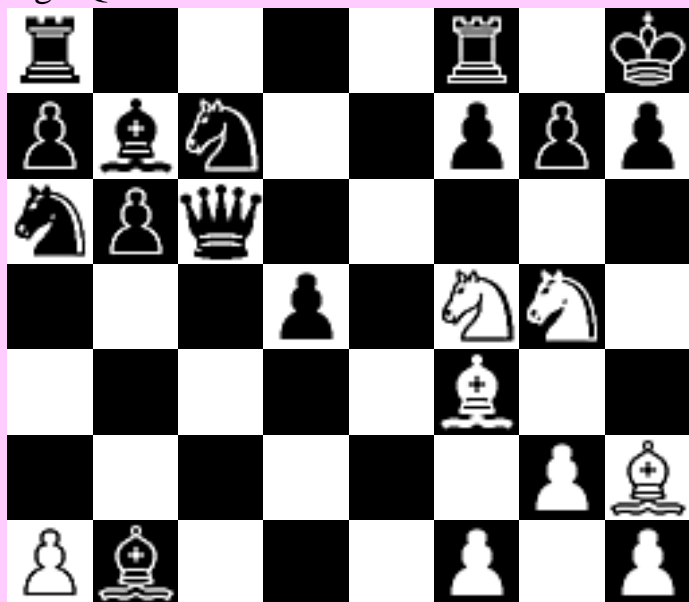
[Dr. Dave](#)

kasparov - marjanovic (malta) [E17]Model game 5.1: attack with co, Model game 5.1:, 1980

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. O-O O-O 7. d5 exd5 8. Nh4 A powerful new move which has revitalised this gambit line. Garry Kasparov has invested his chess with great energy and attacking flair, and has come up with a stream of new opening moves and re-assessments. 8... c6 9. cxd5 Nxd5 10. Nf5 Nc7 11. Nc3 d5 12. e4 the attack needs open lines 12... Bf6 13. exd5 cxd5 14. Bf4 Nba6 15. Re1 Qd7 16. Bh3 Kh8

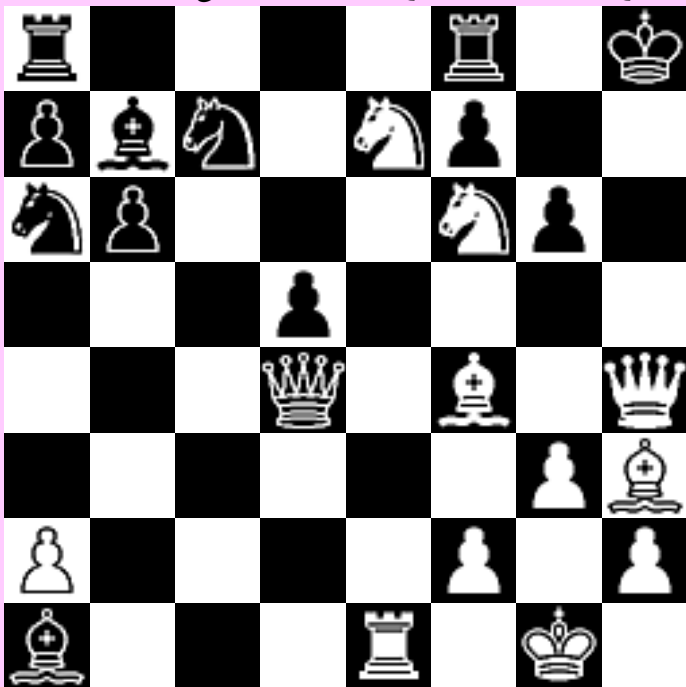


Black's pieces on the Queen's side are too far from the King. White feeds his last minor piece across: 17. Ne4 Bxb2 he must have thought he might as well grab a pawn, but the White formation is menacing 18. Ng5 Qc6





White probably has more than one way to win this position. It's a striking example of the notion that every successful attack is based on the idea of superior concentration of force against a relatively immobile target. 19. Ne7 Qf6 20. Nxf7 Qd4 21. Qh5 the last straw 21... g6 22. Qh4 Bxa1 23. Nf6+



Every White piece but the King is playing a part in the attack; no piece but the Black Queen is doing anything to defend. [23. Nf6+ Kg7 24. Qh6+ Kxf6 25. Bg5#] 1-0

Back to [Chess Coaching Page](#)

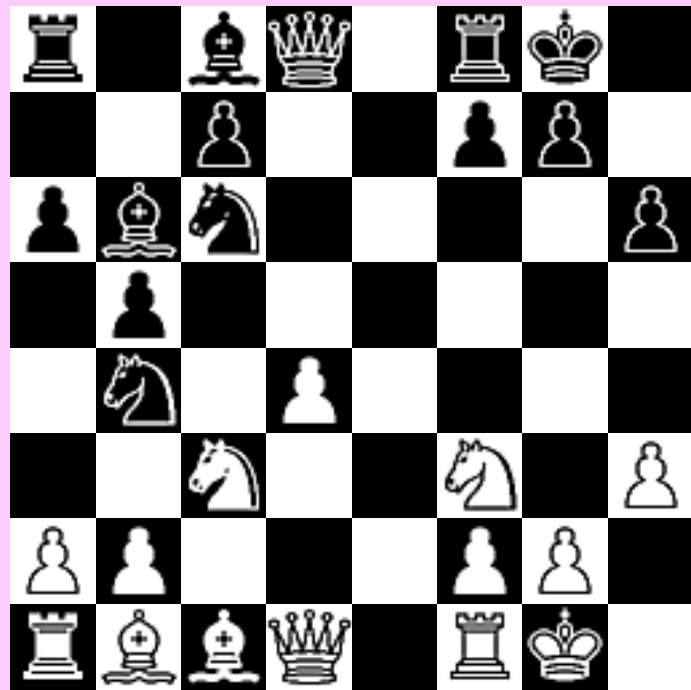
This document (Canon\canon021.html) was last modified on 13 Aug 2005 by



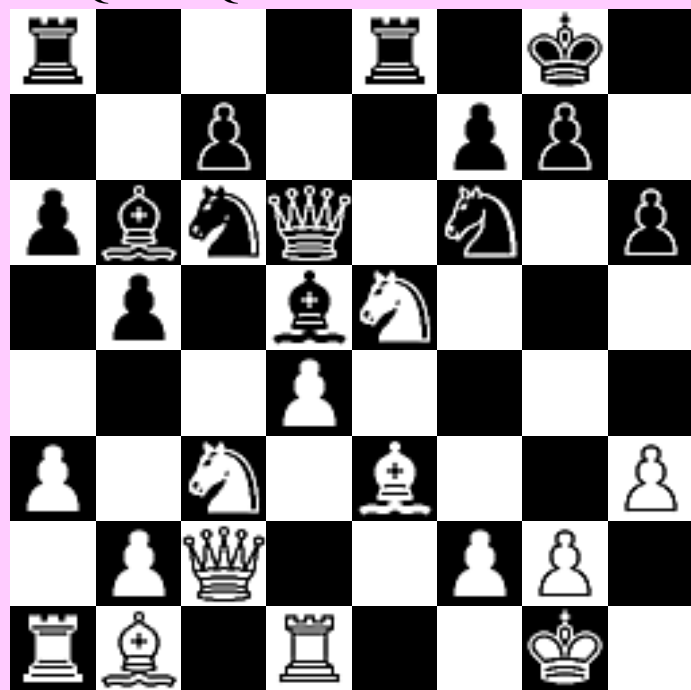
[Dr. Dave](#)

anderssen - morphy (4) [C60]attack only when justified, 1858

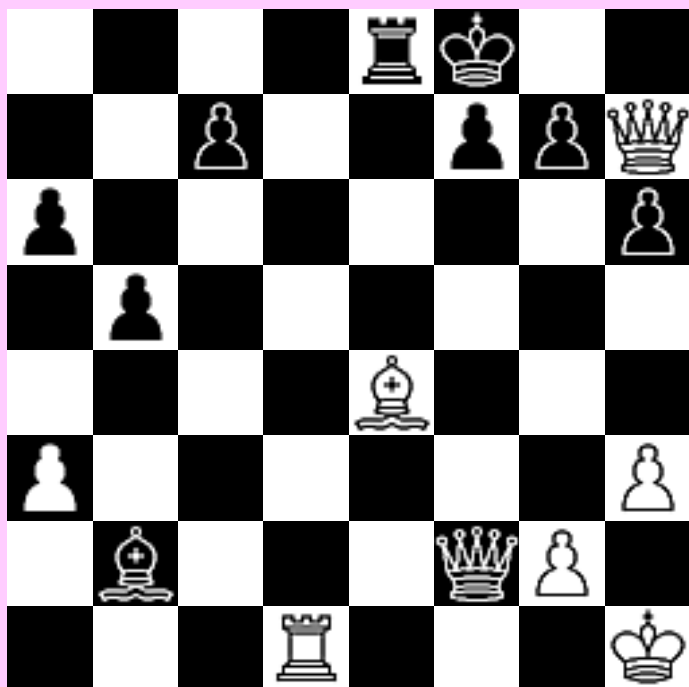
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 Bc5 6. c3 b5 7. Bc2 d5 8. exd5 Nxd5 9. h3 O-O 10. O-O h6 11. d4 exd4 12. cxd4 Bb6 13. Nc3 Ndb4 14. Bb1



Horwitz bishops, a persistent threat. 14... Be6 15. a3 Nd5 16. Be3 Nf6 17. Qd2 Re8 18. Rd1 Bd5 19. Ne5 Qd6 20. Qc2



White is trying hard, but there is little objectively to encourage an attack You need to have the right to attack, afforded by any or all of (a) a lead in development, (b) more space, (c) concentration of force near the enemy King. 20... Nxd4 21. Bxd4 Bxd4 22. Nxd5 Qxe5 23. Nxf6+ Qxf6 24. Qh7+ Kf8 25. Be4 Rad8 26. Kh1 Bxb2 27. Rab1 Rxd1+ 28. Rxd1 Qxf2



Morphy pots another pawn - coolly played! Andersson is running out of pieces to attack with 29. Qh8+ Ke7 30. Qh7 Be5 31. Bf3 Qg3 32. Kg1 Qg6 33. Qxg6 fxc6 34. Bb7 Rb8 35. Bxa6 c6 36. Kf2 Bd6 37. Rd3 Kd7 38. Ke2 Ra8 39. Bb7 Rxa3 40. Rd1 Kc7 41. Bc8 Ra2+ 42. Kf3 Bc5 43. Be6 Rf2+ 44. Kg3 Rf6 45. Rd7+ Kb6 46. Bg4 Bd6+ 47. Kh4 c5 48. Bf3 c4 49. Rxc7 Rf4+ 50. Bg4 c3 51. g3 Rxc4+ 0-1

Back to [Chess Coaching Page](#)

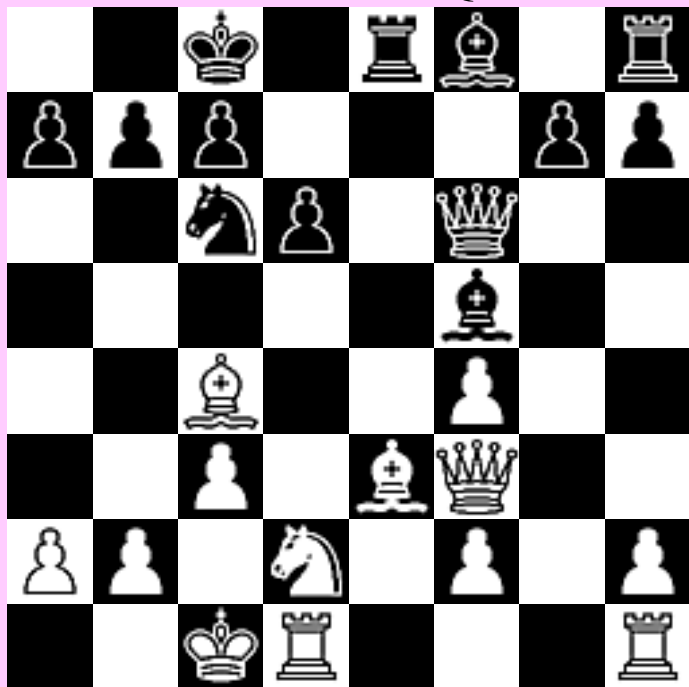
This document (Canon\canon043.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Schulder - Boden (London) [C41]attack: King castled Queens-side, attack: King ca, 1853

1. e4 e5 2. Nf3 d6 3. c3 f5 4. Bc4 Nf6 5. d4 fxe4 6. dxe5 exf3 7. exf6 Qxf6 8. gxf3 Nc6 9. f4 Bd7 10. Be3 O-O-O 11. Nd2 Re8 12. Qf3 Bf5 13. O-O-O



walks into a common mating pattern 13... d5 14. Bxd5 Qxc3+ 15. bxc3 Ba3# Vukovic gives instead a position from MacDonnell-Boden, London 1869 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon044.html) was last modified on 13 Aug 2005 by



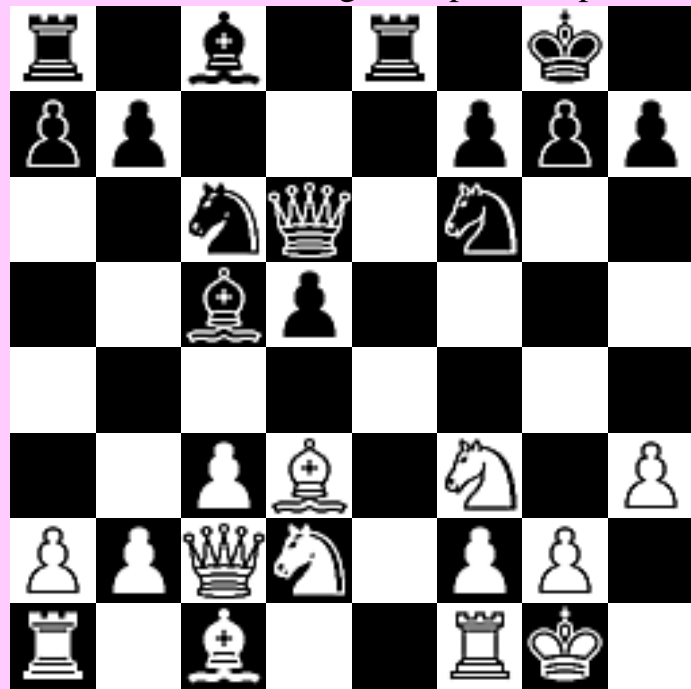
[Dr. Dave](#)

tatai - korchnoi (beersheva) [C01]attack: a weakened K-side - ch, attack: a weake, 1995

1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 c5 5. Nf3 Nc6 6. Qe2+ Be7 7. dxc5 Nf6 8. h3 O-O

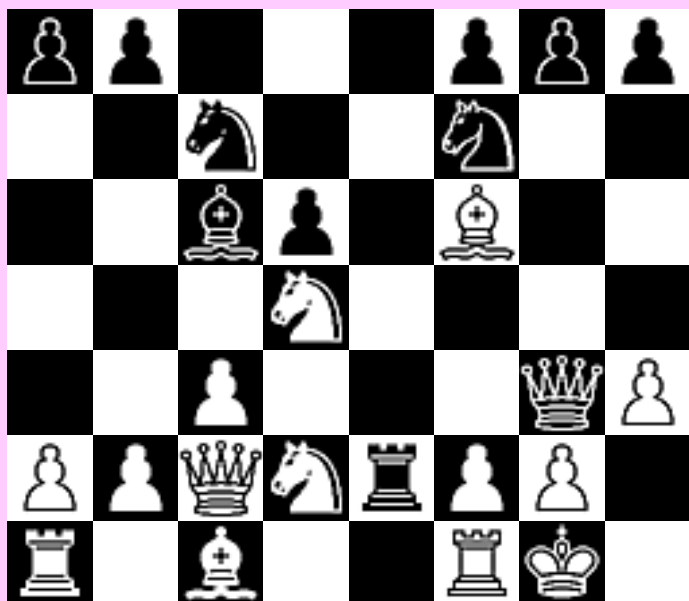


White must have thought his position perfectly safe. 9. O-O Bxc5 10. c3 Re8 11. Qc2 Qd6 12. Nbd2



Black's next is a reinforcement to the principle that the pawns in front of the castled king should only be moved when necessary. 12... Qg3 13. Bf5 Re2 14. Nd4





Black has a forced win. 14... Nxd4 [14... Nxd4 15. cxd4 Bxd4 16. Bxc8 Rxf2] 15. cxd4 1-0

Back to [Chess Coaching Page](#)

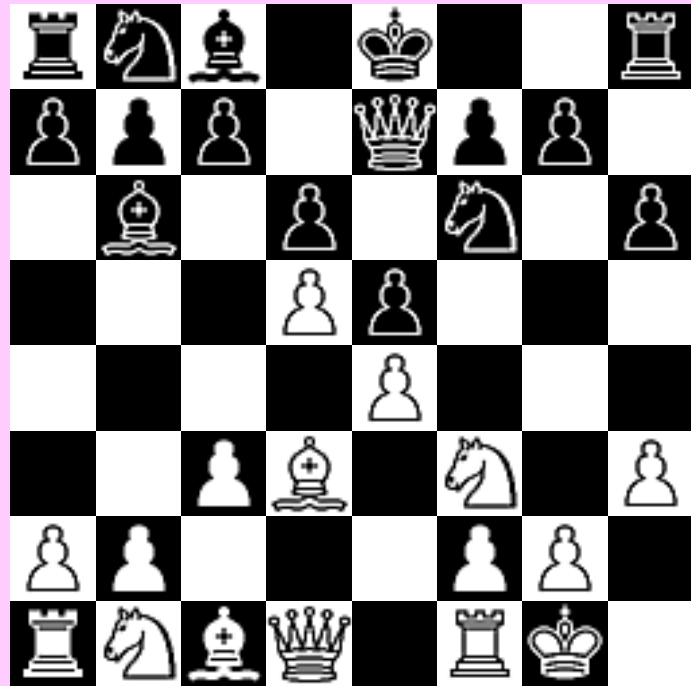
This document (Canon\canon045.html) was last modified on 13 Aug 2005 by



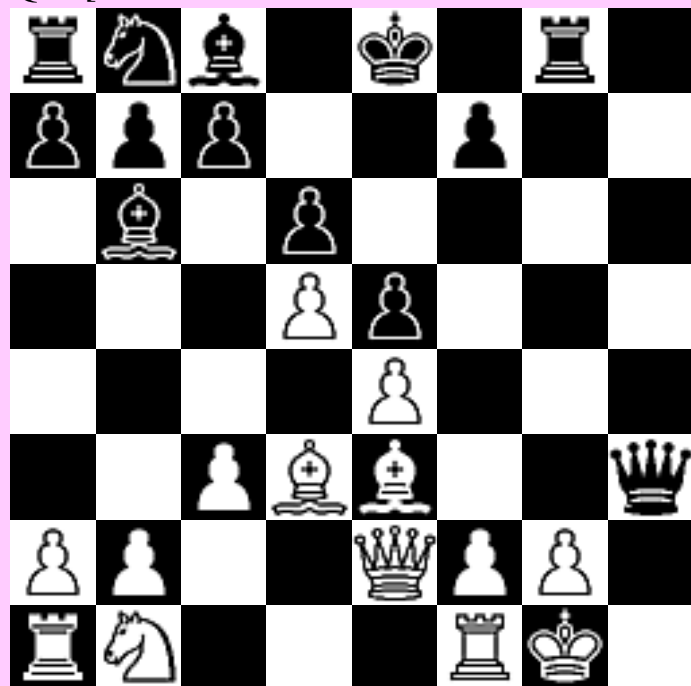
[Dr. Dave](#)

liubarski - soultanbieff (liege) in CHERN [C53]attack: a weakened K-side=chan, attack: a weake, 1928

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Bb6 5. d4 Qe7 6. O-O Nf6 7. d5 Nb8 8. Bd3 d6 9. h3 a weakening, defensive move (cf. sacrifices on h6) 9... h6



a strong attacking move! 10. Qe2 g5 11. Nh2 g4 Black levers open the K-side 12. hxg4 Rg8 13. Bxh6 Nxc4 14. Be3 [14. Nxc4 Bxc4 15. Qc2 Bf3 16. g3 Qh4] 14... Nxc4 15. Kxh2 Qh4+ 16. Kg1 Qh3 [16... Qh3



17. g3 Rh8 now 18. f3 Bxe3+ 19. Rf2 Qxc3# 18. f3 Bxe3+ 19. Qxe3 Qh2#] 0-1

Back to [Chess Coaching Page](#)

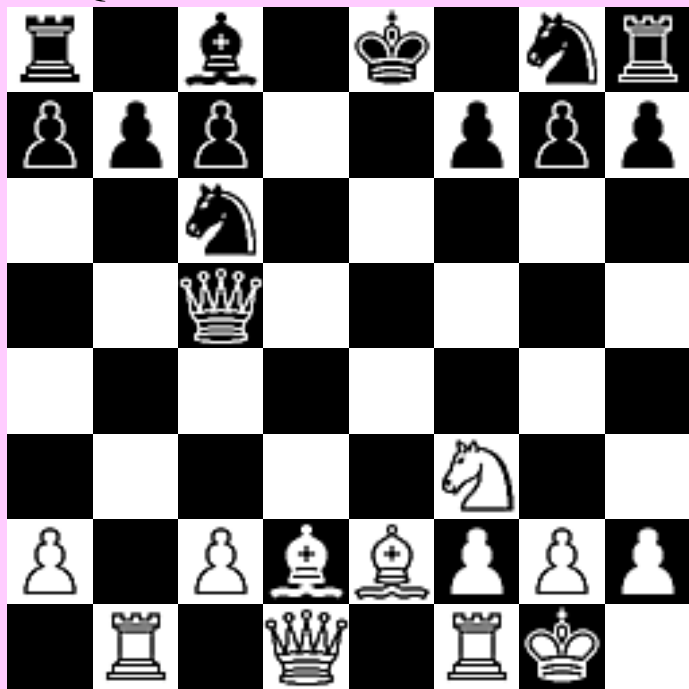
This document (Canon\canon046.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Morphy,P - Anderssen,A. (Paris m) [B01]attack: based on lead in devel, attack: based o, 1858

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. dxe5 Qxe5+ 6. Be2 Bb4 7. Nf3 Bxc3+ 8. bxc3 Qxc3+ 9. Bd2 Qc5 10. Rb1 Nc6 11. O-O



11... Nf6 12. Bf4 O-O 13. Bxc7 Nd4 14. Qxd4 Qxc7 15. Bd3 Bg4 16. Ng5 Rfd8 17. Qb4 Bc8 18. Rfe1 a5 19. Qe7 Qxe7 20. Rxe7 Nd5 21. Bxh7+ Kh8 22. Rxf7 Nc3 23. Re1 Nxa2 24. Rf4 Ra6 25. Bd3 1-0

Back to [Chess Coaching Page](#)

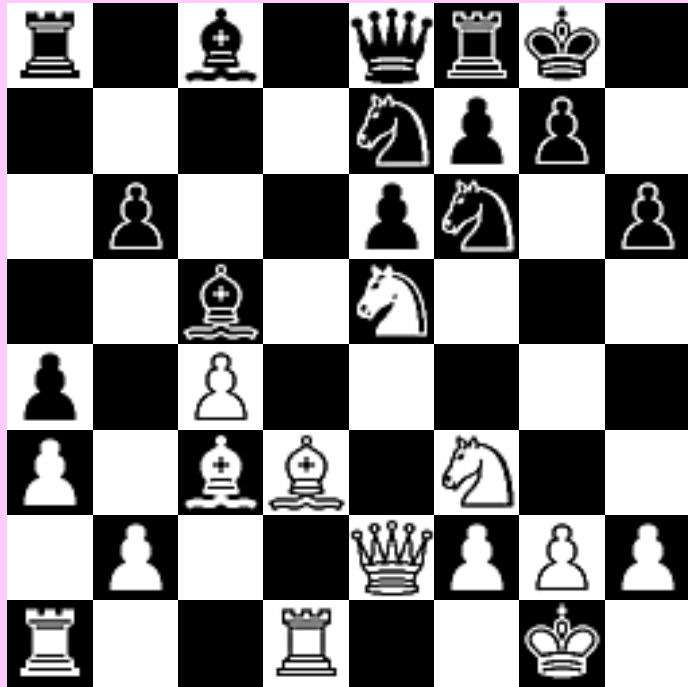
This document (Canon\canon047.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Hecht,HJ. - Keene,R. (Brunnen) [B17]attack: based on more active c, attack: based o, 1966

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Bc4 Ngf6 6. Ng5 e6 7. Qe2 Nb6 8. Bd3 h6 9. N5f3 c5 10. dxc5 Bxc5 11. Ne5 O-O 12. Ngf3 Nbd5 13. a3 a5 14. O-O b6 15. c4 Ne7 16. Rd1 Qe8 17. Bd2 a4 18. Bc3



18... Nf5 19. g4 Nd6 20. g5 hxg5 21. Nxc5 Bb7 22. Bc2 g6 23. Nd7 Qxd7 [23... Nxd7 my poor computer couldn't figure this out at all: neither could I! I think the right reply is 24. Nh7 Qe7 [24... Kxh7 25. Qh5+ Kg8 26. Qh8#] 25. Nxf8 Qg5+ 26. Kf1 Nxf8] 24. Bxf6 Qc6 25. Rd5 exd5 26. Qh5 Bxf2+ 27. Kxf2 Ne4+ 28. Nxe4 gxh5 29. Rg1+ Kh7 30. Nc5+ 1-0

STOP PRESS: solution found!

From: "Panther"
 To:
 Subject: Canon Game
 Date: Tue, 4 Jul 2000 22:20:22 +0200

In the game Hecht,HJ-Keene,R(Brunnen), there is a forcing move after 23.....Nxd7

24.Qh5! if gxh5 then 25.Bh7#

Tx,
PantherZA

Back to [Chess Coaching Page](#)

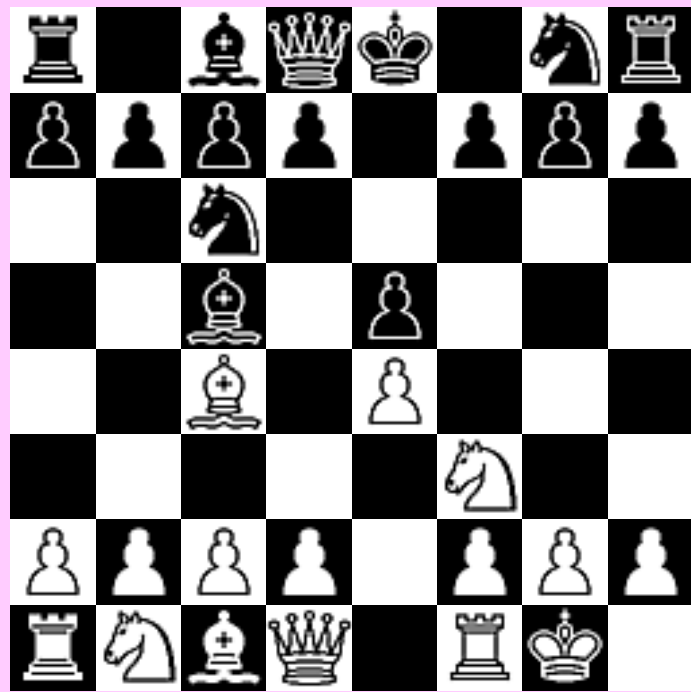
This document (Canon\canon048.html) was last modified on 13 Aug 2005 by



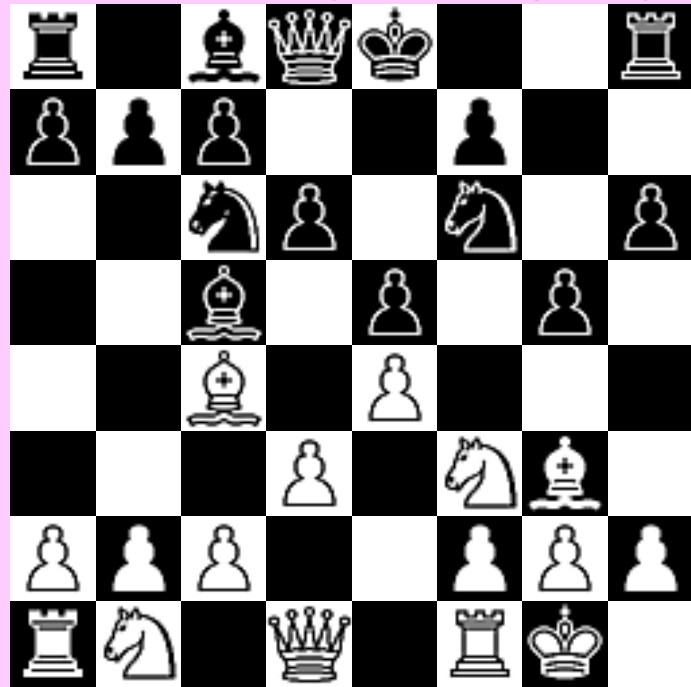
[Dr. Dave](#)

Dubois - Steinitz Wilhelm (London (Eng [C50]attack: castling into it, 1862

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O

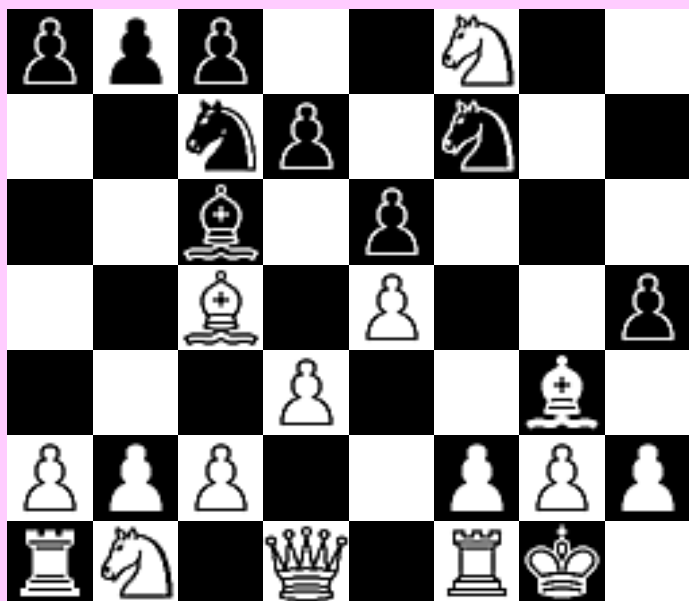


4... Nf6 5. d3 d6 6. Bg5 h6 7. Bh4 g5 8. Bg3



Black, not having castled, can advance the King's-side Pawns 8... h5 9. Nxf7





10... hxg3 11. Nxd8 Bg4 12. Qd2 Nd4 13. Nc3 Nf3+ 14. gxf3 Bxf3 15. hxg3 Rh1# 0-1

Back to [Chess Coaching Page](#)

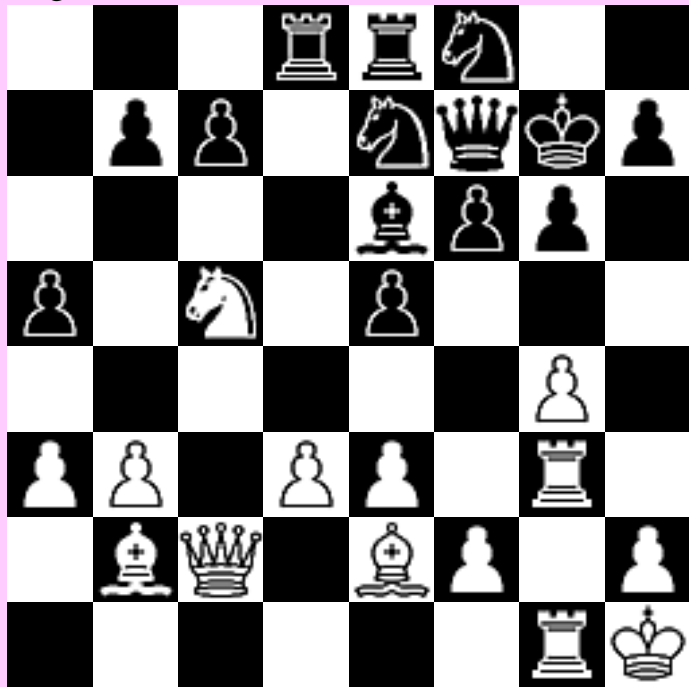
This document (Canon\canon049.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer, Robert J - Andersson, Ulf [A01] attack: diagonal - a1-h8 'long, attack: diagona, 1970

1. b3 e5 2. Bb2 Nc6 3. c4 Nf6 4. e3 Be7 5. a3 O-O 6. Qc2 Re8 7. d3 Bf8 8. Nf3 a5 9. Be2 d5 10. cxd5 Nxd5 11. Nbd2 f6 12. O-O Be6 13. Kh1 Qd7 14. Rg1 Rad8 15. Ne4 Qf7 16. g4 g6 17. Rg3 Bg7 18. Rag1 Nb6 19. Nc5 Bc8 20. Nh4 Nd7 21. Ne4 Nf8 22. Nf5 Be6 23. Nc5 Ne7 24. Nxg7 Kxg7



25. g5 Nf5 26. Rf3 b6 27. gxf6+ Kh8 28. Nxe6 Rxe6 29. d4 exd4 30. Bc4 d3 31. Bxd3 Rxd3 32. Qxd3 Rd6 33. Qc4 Ne6 34. Be5 Rd8 35. h4 Nd6 36. Qg4 Nf8 37. h5 Ne8 38. e4 Rd2 39. Rh3 Kg8 40. hxg6 Nxg6 41. f4 Kf8 42. Qg5 Nd6 43. Bxd6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon050.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Schiffers - Harmonist [C54]attack: diagonal - a2-g8 'Ital, attack: diagona, 1887

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx2 d5 9. exd5
Nxd5 10. Qb3 Nce7 11. O-O O-O 12. Rfe1 c6 13. a4 Qc7 14. Rac1 Nf4 [14... Qf4] 15. Ng5 Neg6 16.
Re8 Rxe8 17. Bxf7+ Kh8 18. Bxe8 Ne2+ 19. Kh1 Nxc1 20. Nf7+ Kg8 21. Nh6+ Kf8 22. Qg8+ Ke7 23.
Bxg6 hxg6 [23... gxh6 24. Qf7+ Kd6 25. Ne4#] 24. Qxg7+ Kd8 25. Qf8+ Kd7 26. Ne4 Qd8
27. Qd6+ Ke8 28. Nf6+ 1-0

Back to [Chess Coaching Page](#)

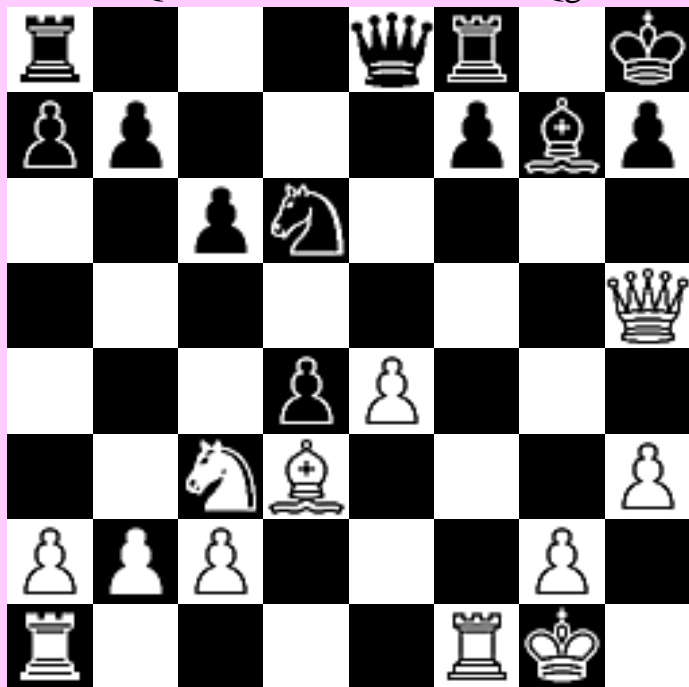
This document (Canon\canon051.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer,R - Benko,P [B09]attack: diagonal - b1-h7 'clas, attack: diagona, 1963

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. f4 Nf6 5. Nf3 O-O 6. Bd3 The Bishop seems to 'bite on granite' but supports the f4-f5 break. 6... Bg4 7. h3 Bxf3 8. Qxf3 Nc6 9. Be3 e5 10. dxe5 dxe5 11. f5 gxf5 12. Qxf5 Nd4 13. Qf2 Ne8 14. O-O Nd6 15. Qg3 Kh8 16. Qg4 c6 17. Qh5 Qe8 18. Bxd4 exd4



The stage is nearly set for e4-e5, but it doesn't mate yet because of f7-f5 19. Rf6 Kg8 20. e5 h6 21. Ne2 1-0

Back to [Chess Coaching Page](#)

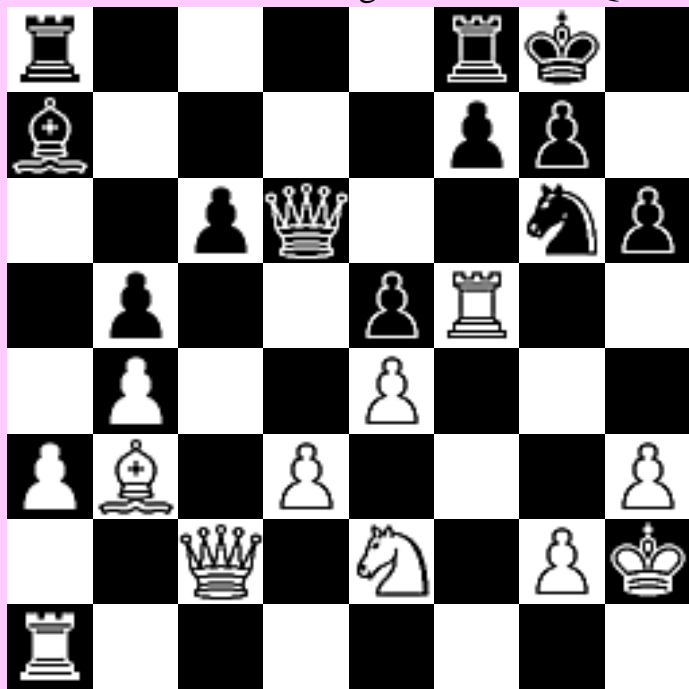
This document (Canon\canon052.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Spielmann R - Tarrasch S [C30]attack: file - f1-f8 (Karlsbad, attack: file -, 1923

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. c3 Bg4 5. fxe5 dxe5 6. Qa4+ Bd7 7. Qc2 Nc6 8. b4 Bd6 9. Bc4 Nf6 10. d3 Ne7 11. O-O Ng6 12. Be3 b5 13. Bb3 a5 14. a3 axb4 15. cxb4 O-O 16. Nc3 c6 17. h3 Qe7 18. Ne2 Bb8 19. Kh2 Ba7 20. Bg5 h6 21. Bxf6 Qxf6 22. Nfd4 Qd6 23. Nf5 Bxf5 24. Rxf5



24... Nf4 25. Rf1 g6 26. R1xf4 exf4 27. e5 Qe7 28. Rf6 Kg7 29. d4 Bxd4 30. Bxf7 Bxe5 31. Qxg6+ 1-0

Back to [Chess Coaching Page](#)

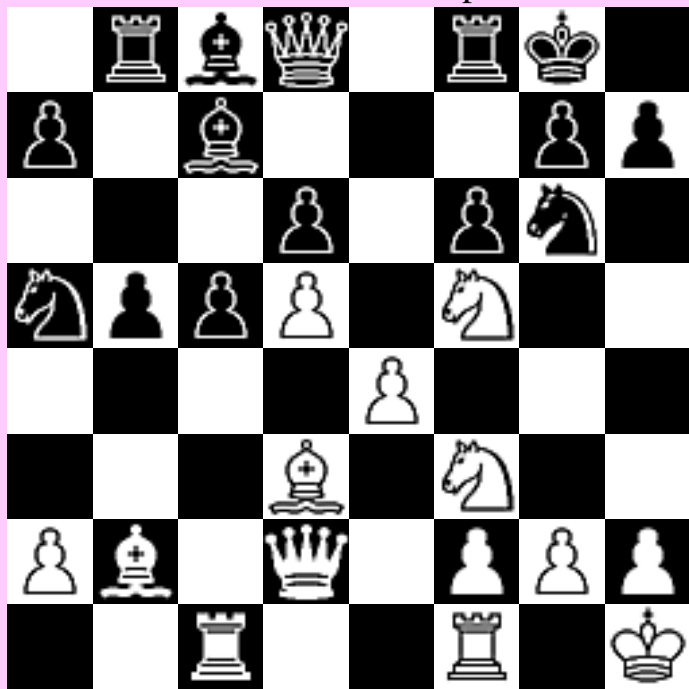
This document (Canon\canon053.html) was last modified on 13 Aug 2005 by



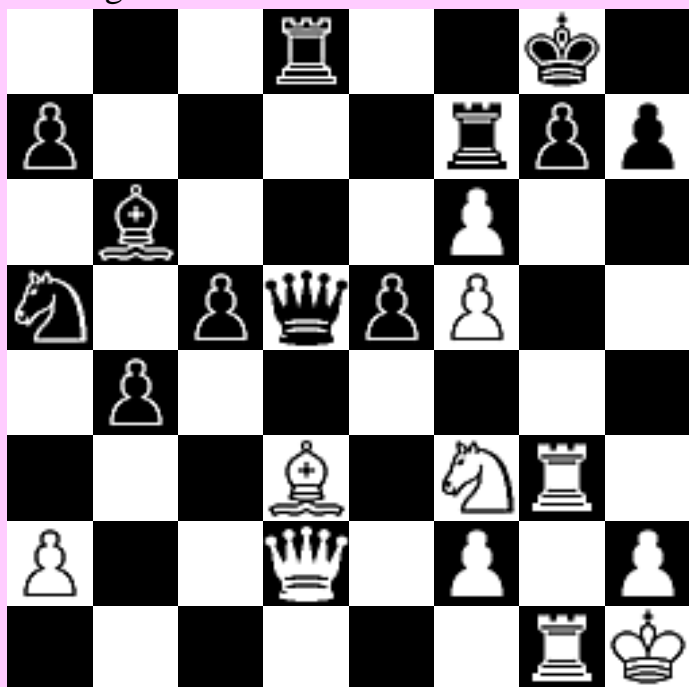
[Dr. Dave](#)

Anderssen,A - Zukertort,J [C51]attack: file - g1-g8 (Barmen), 1869

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O Bb6 8. cxd4 d6 9. d5 Na5 10. Bb2 Ne7 11. Bd3 O-O 12. Nc3 Ng6 13. Ne2 c5 14. Qd2 f6 White has space and development, but Black doesn't mean to let him have open lines. 15. Kh1 Bc7 16. Rac1 Rb8 17. Ng3 b5 18. Nf5

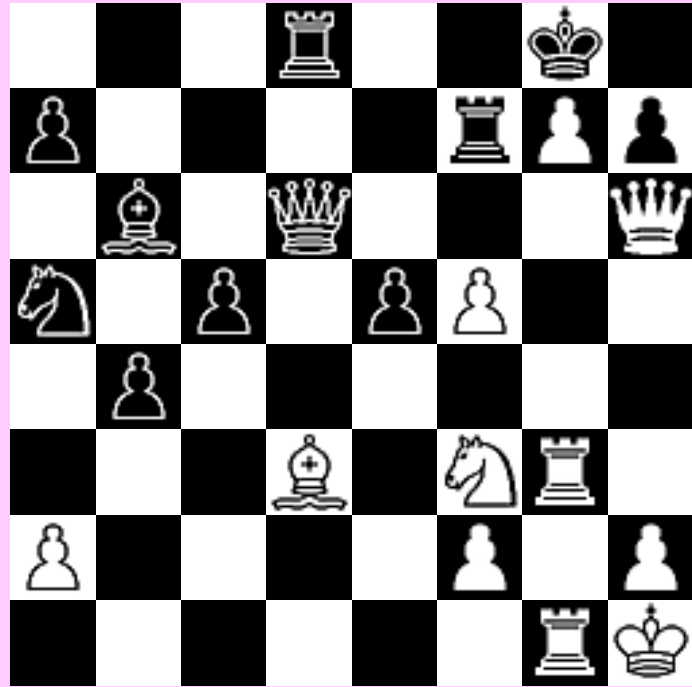


18... b4 19. Rg1 Bb6 20. g4 Ne5 21. Bxe5 dxe5 22. Rg3 Rf7 23. g5 Bxf5 24. exf5 Qxd5 25. gxf6 Rd8 26. Rcg1



The Queen's-side and centre are rotting away, but it almost doesn't matter because of White's attack on

the g-file. 26... Kh8 27. fxg7+ Kg8 28. Qh6 Qd6



And a final flourish: 29. Qxh7+ Kxh7 30. f6+ Kg8 31. Bh7+ Kxh7 32. Rh3+ Kg8 33. Rh8# (applause) 1-0

Back to [Chess Coaching Page](#)

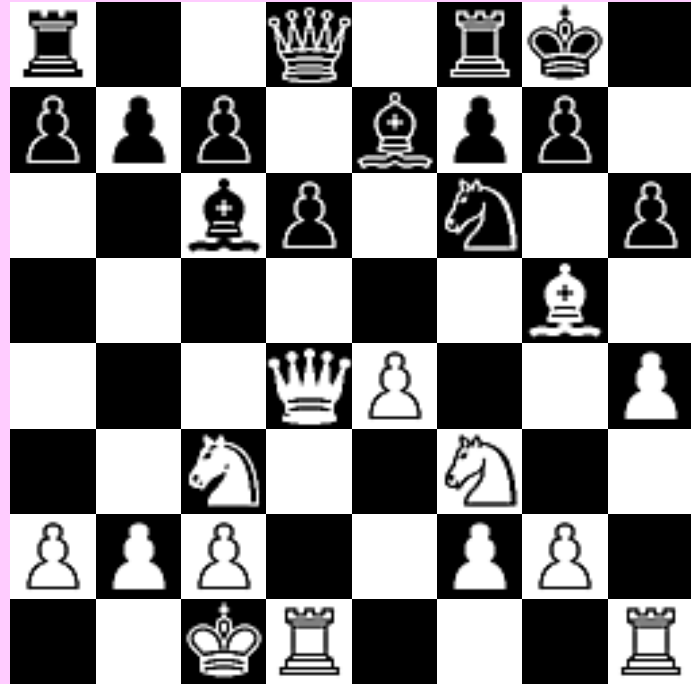
This document (Canon\canon054.html) was last modified on 13 Aug 2005 by



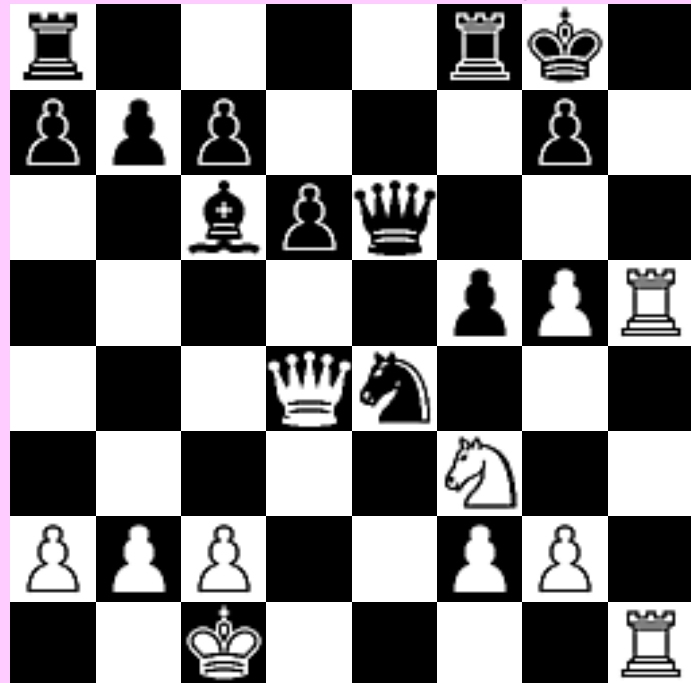
[Dr. Dave](#)

Alekhine - Van Mindeno,NLD. [C62]attack: file - h1-h8 (remove d, attack: file -, 1938

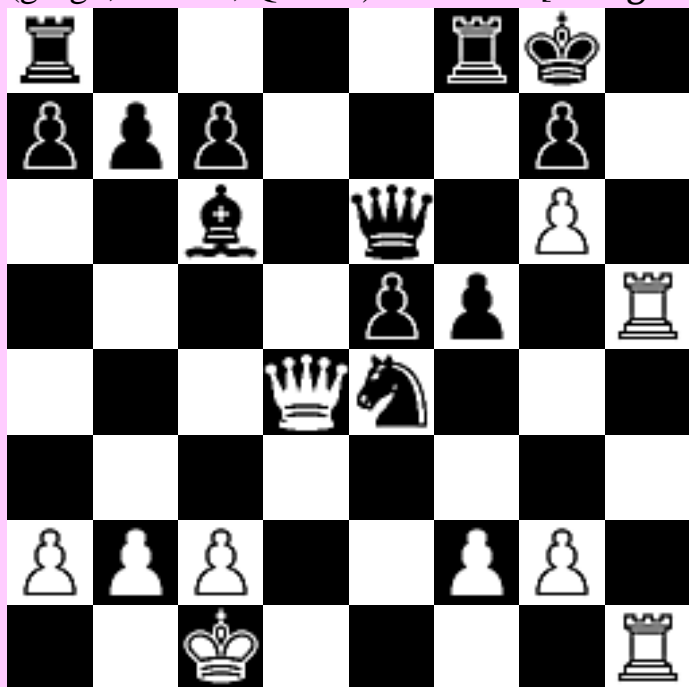
1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. d4 exd4 5. Qxd4 Bd7 6. Bxc6 Bxc6 7. Nc3 Nf6 8. Bg5 Be7 9. O-O-O O-O 10. h4 h6



White has an advantage in space. The following Bishop offer is well known, sacrificing a piece to open the h-file against the King. 11. Nd5 hxg5 12. Nxe7+ but that's the mark of the master: exchanging a defender of the King's-side, when the recapture hxg5 will remove the other 12... Qxe7 13. hxg5 Nxe4 14. Rh5 Qe6 15. Rdh1 Threatening mate. 15... f5



how does White finish? The three pieces that can hit the f7 square and threaten mate all seem stymied (g5-g6, Nf3-e5, Qd4-c4)... 16. Ne5 [16. g6 Qxg6 17. Qc4+ d5] 16... dxe5 17. g6



A marvelously energetic display. [17. g6 Qxg6 18. Qc4+] 1-0

Back to [Chess Coaching Page](#)

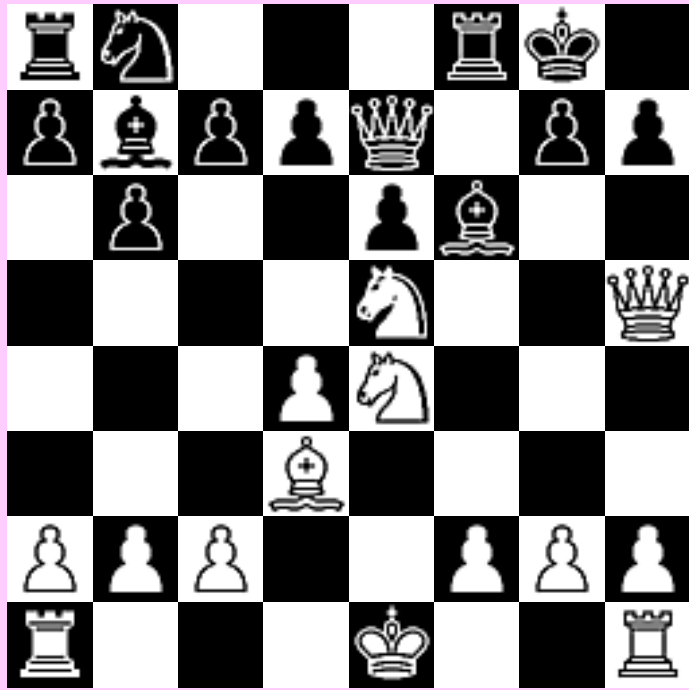
This document (Canon\canon055.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lasker,ed - thomas,g (london) [A80]attack: king hunt, 1910

1. d4 f5 2. Nc3 Nf6 3. Nf3 e6 4. Bg5 Be7 5. Bxf6 Bxf6 6. e4 fxe4 7. Nxe4 b6 8. Bd3 Bb7 9. Ne5 O-O
10. Qh5 Qe7



the idea is easy to think up but hard to play! 11. Qxh7+ Kxh7 12. Nxf6+ Kh6 13. Neg4+ Kg5 14. h4+ Kf4 15. g3+ Kf3 16. Be2+ Kg2 17. Rh2+ Kg1 18. Kd2# 1-0

Back to [Chess Coaching Page](#)

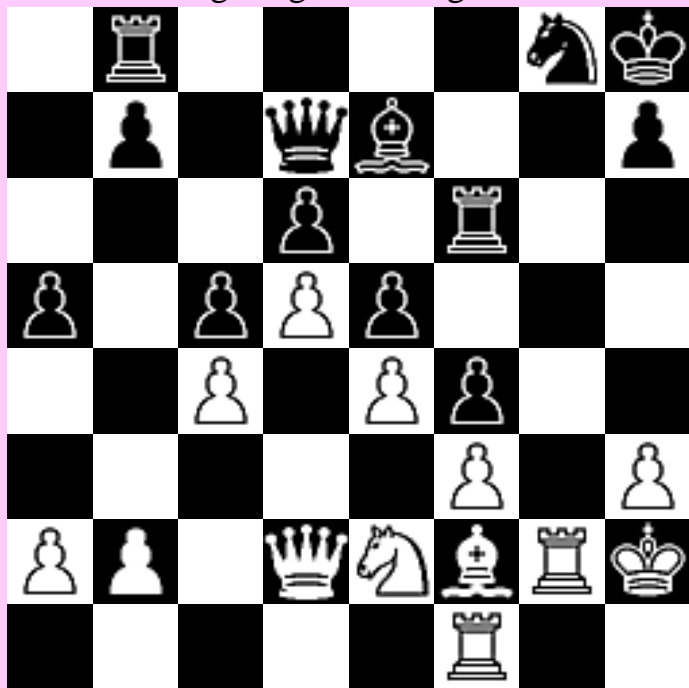
This document (Canon\canon056.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

averbach,y - kotov,a (SWZ izt) [A55]attack: king hunt, 1953

1. d4 Nf6 2. c4 d6 3. Nf3 Nbd7 4. Nc3 e5 5. e4 Be7 6. Be2 O-O 7. O-O c6 8. Qc2 Re8 9. Rd1 Bf8 10. Rb1 a5 11. d5 Nc5 12. Be3 Qc7 13. h3 Bd7 14. Rbc1 g6 15. Nd2 Rab8 16. Nb3 Nxb3 17. Qxb3 c5 18. Kh2 Kh8 19. Qc2 Ng8 20. Bg4 Nh6 21. Bxd7 Qxd7 22. Qd2 Ng8 23. g4 f5 24. f3 Be7 25. Rg1 Rf8 26. Rcf1 Rf7 27. gxf5 gxf5 28. Rg2 f4 29. Bf2 Rf6 30. Ne2



and then the move that made Kotov's reputation... 30... Qxh3+ 31. Kxh3 Rh6+ 32. Kg4 Nf6+ 33. Kf5 Nd7 34. Rg5 Rf8+ 35. Kg4 Nf6+ 36. Kf5 Ng8+ 37. Kg4 Nf6+ 38. Kf5 Nxd5+ 39. Kg4 Nf6+ 40. Kf5 Ng8+ 41. Kg4 Nf6+ 42. Kf5 Ng8+ 43. Kg4 Bxg5 44. Kxg5 Rf7 45. Bh4 Rg6+ 46. Kh5 Rfg7 47. Bg5 Rxg5+ 48. Kh4 Nf6 49. Ng3 Rxg3 50. Qxd6 R3g6 51. Qb8+ Rg8 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon057.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Stein - Langeweg (Plovdiv Echt) [C55]attack: king hunt (cf. sacrifi, attack: king hu, 1983

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. O-O Nxe4 7. cxd4 Be7 8. d5 Nb8 9. Re1 Nd6 10. Bd3 O-O 11. Nc3 Ne8



the classic Bxh7 sacrifice suggests itself, but White first uses another characteristic sacrifice of a pawn
 12. d6 cxd6 the White pieces now have the d5 point for launching, while Black will find it very hard to unravel even if the attack falters [12... Nxd6 13. Bxh7+ Kxh7 14. Rxe7 Qxe7 15. Nd5 Qd8 16. Ng5+ Kg6 17. Nf4+ Kf6 18. Nh7+ Ke7 19. Qe2+ Ne4 20. Qxe4+ Kd6 21. Qd5 + Ke7 22. Qe5#] 13. Bxh7+ usually this is impossible when the bB is on e7 13... Kxh7 14. Rxe7 Qxe7 15. Nd5 (black resigns) [15. Nd5 Qd8 16. Ng5+ Kg6 17. Nf4+ Kxg5 18. h4+ Kf6 19. Qd4+ Kf5 20. Qd5+ Kf6 21. Qg5#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon058.html) was last modified on 13 Aug 2005 by



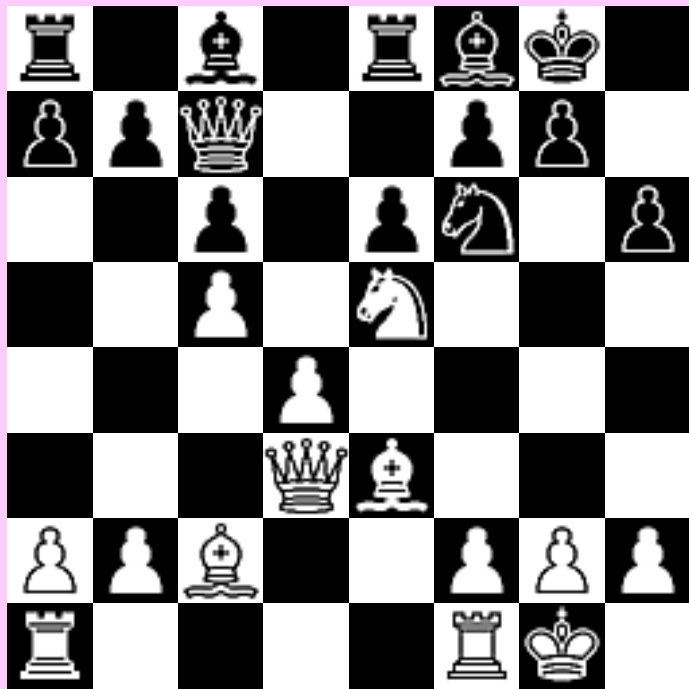
[Dr. Dave](#)

Pillsbury - Winawer [D46]attack: knight on e5 (Budapest, attack: knight, 1896

1. d4 d5 2. c4 e6 3. Nc3 c6 4. e3 Nf6 5. Nf3 Nbd7 6. Bd3 Bd6 7. O-O O-O



8. e4 dxe4 9. Nxe4 Nxe4 10. Bxe4 Nf6 11. Bc2 h6 12. Be3 Re8 13. Qd3 Qc7 14. c5 Bf8 15. Ne5



15... Bxc5 16. Bxh6 Bxd4 17. Qxd4 gxh6 18. Qf4 Nd5 19. Qxh6 f6 20. f4 Re7 21. Ng6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon059.html) was last modified on 13 Aug 2005 by



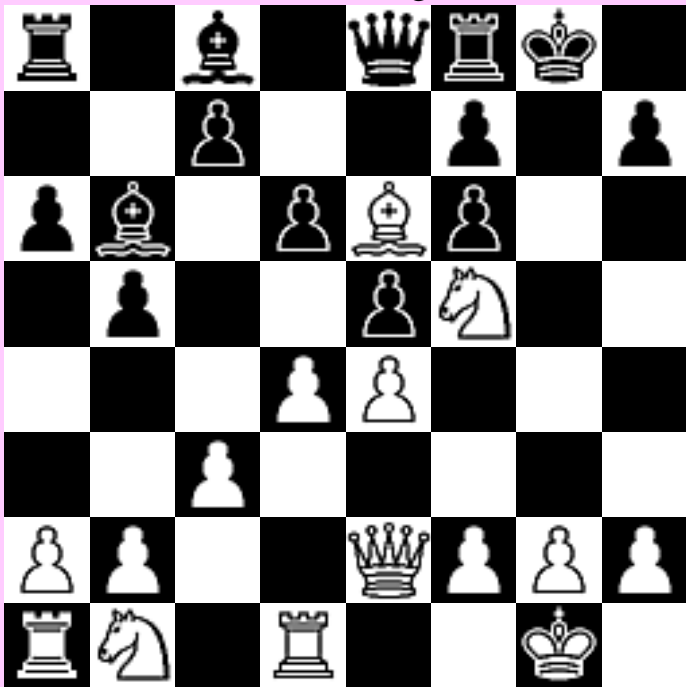
[Dr. Dave](#)

yates - rubinstein,budapest [C60]attack: knight on f5, 1926

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. Qe2 b5 6. Bb3 Bc5 7. c3 O-O 8. O-O d6 I don't know this line, but the active ...Bc5 looks inconsistent with this solid defensive move 9. Rd1 Qe7 [9... Bg4] 10. d4 Bb6 11. Bg5 Nd8 12. Nh4



So often the f5 square is the forward post for a King's-side attack in the open games with e4/e5. 12... Ne6 13. Nf5 Qe8 14. Bxf6 gxf6 15. Bxe6



resigns 15... fxe6 16. Qg4+ Qg6 17. Ne7+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon060.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tal - donner (wijk aan zee) [C18]attack: opening lines 1, 1968

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bxc3+ 6. bxc3 Qc7 7. Nf3 b6 8. a4 ! 8... Ba6 9. Bxa6 Nxa6 10. Qe2 Nb8 11. a5 ! 11... bxa5 12. Ba3

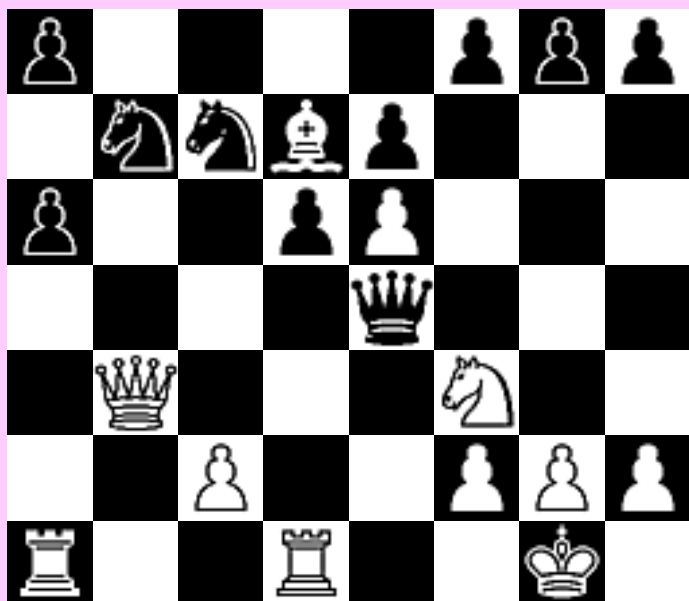


using the loose dark squares 12... Nd7 ?! 13. dxc5 Ne7

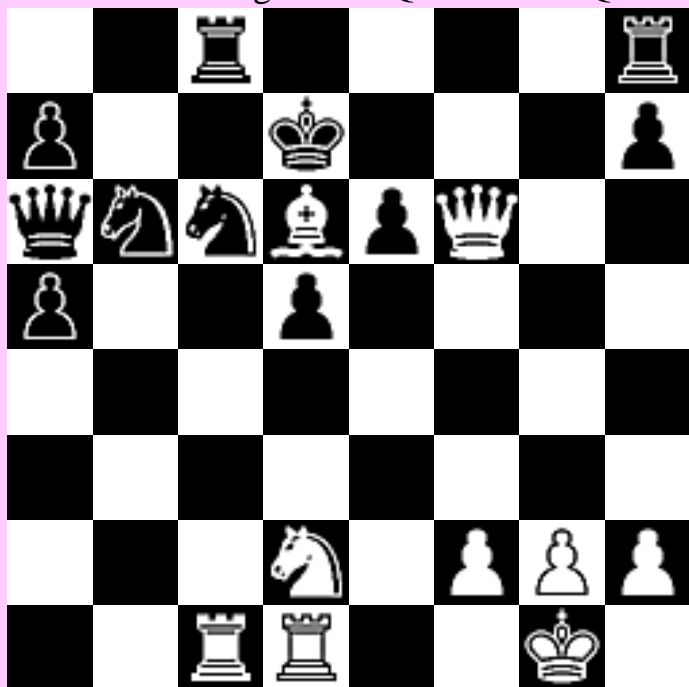


White's dark-squared bishop has little scope while the pawn is on c5... 14. c6 ! a clearance sacrifice 14... Qxc6 15. O-O Qxc3 16. Rfd1 Nc6 17. Bd6 Qc4 18. Qe3 Qe4 19. Qb3 Nb6





White has the advantage, but how can he break through? 20. c4 Qxc4 21. Qa3 Qa6 22. Rac1 Rc8 23. Nd2 f6 24. exf6 gxf6 25. Qf3 Kd7 26. Qxf6



26... Rhe8 [26... Kxd6 27. Ne4+ Kc7 28. Qf4+ Kd8 29. Qd6+ Ke8 regains the piece while the attack surges on] 27. Ne4 White has shed many pawns to open lines - any endgame will be lost, of course, but this doesn't feel like the sort of game that will last that long. 27... Ne7 28. Nc5+ Rxc5 29. Bxc5 Nc4 30. Bxe7 1-0

Back to [Chess Coaching Page](#)

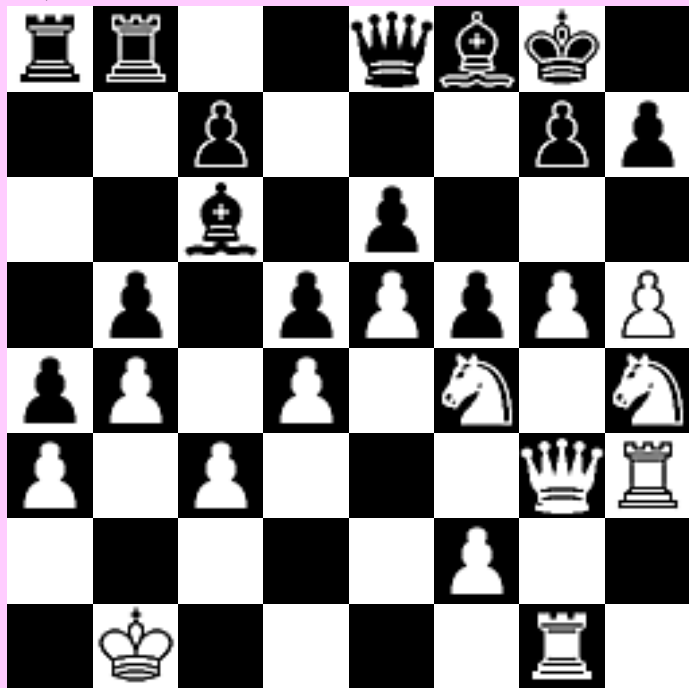
This document (Canon\canon061.html) was last modified on 13 Aug 2005 by



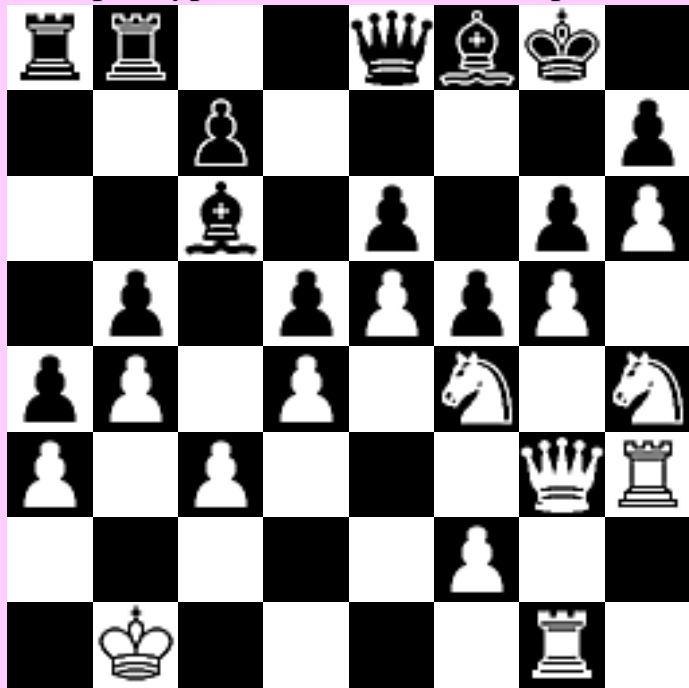
[Dr. Dave](#)

vukovic: typical themes [t10attack: opening lines 2, 1995

(wKb1,Qg3,Nf4,h4,Rg1,h3,Pa3,b4,c3,d4,e5,f2,g5,h5; bKg8,Qe8,Bc6,f8,Ra8,b8,Pa4,b5,c7,d5,e6,f5,g7, h7)

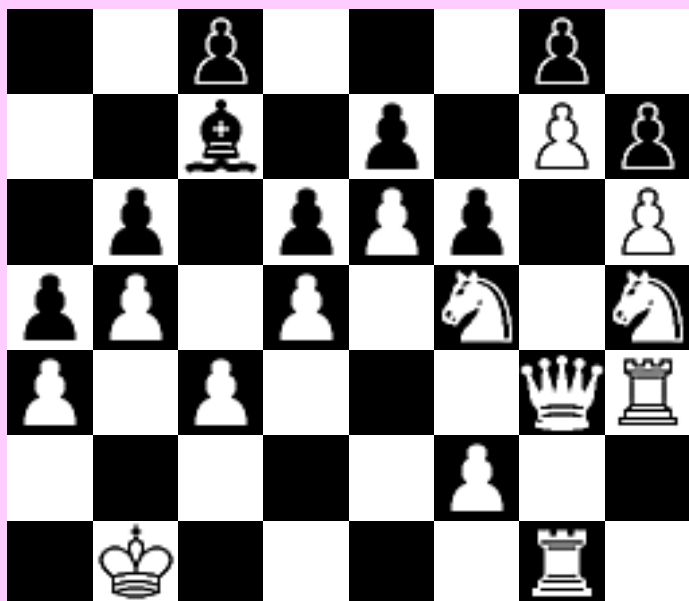


Perhaps a typical situation: how to open a file? 1. Nhg6 !! this is the only way [1. h6 g6

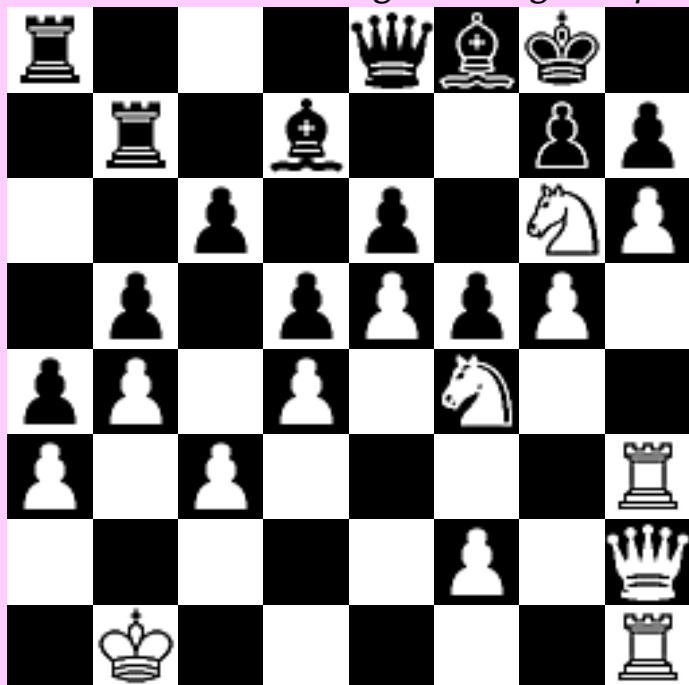


with a blockade 2. Nh5 Kh8 3. Nf6 Qf7 holds draw] [1. g6 h6





with a blockade 2. Nf3 Bd7 3. Ng5 c6 nothing doing yet] 1... Bd7 2. Rgh1 [2. h6 hxg6 3. h7+ Kh8 4. Rh6 gxh6 5. gxh6 probably not enough] 2... c6 3. Qh2 Rb7 4. h6



now lines will be opened 4... hxg6 5. hxg7 Bxg7 6. Rh8+ I remember John Nunn saying he remembered this blocking manoeuvre when playing Korchni, and used it to good effect. 1-0

Back to [Chess Coaching Page](#)

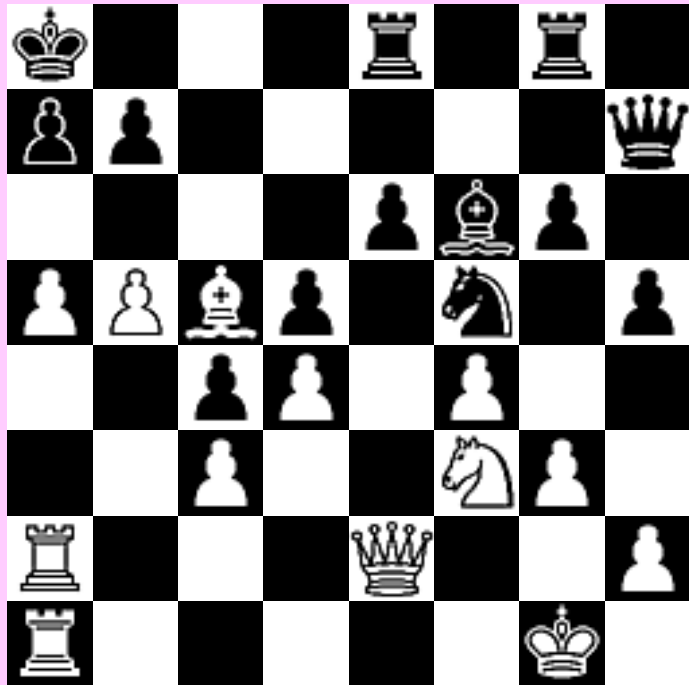
This document (Canon\canon062.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nunn - Korchnoi (rapid blindfold 3rd attack: opening lines 3, 1994)

(wKg1,Qe2,Nf3,Bc5,Ra1,a2,Pa5,b5,c3,d4,f4,g3,h2; bKa8,Qh7,Nf5,Bf6,Re8,g8,Pa7,b7,c4,d5,e6,g6,h5)



Black has the threat ...g5. How can White open a file against the King? 1. a6 is met by ...b6; 1. b6 by ...a6. Nunn, playing blindfold here, recalled reading Vukovic, and came up with: 1. Bb6 a6 [1... g5 2. a6 axb6 3. axb7+ Kb8 4. Ra8+ Kc7 5. Rc8+ Rxc8 6. bxc8=Q+ Kxc8 7. Qxe6+] [1... Rg7 2. a6 axb6 3. axb7+ Kxb7 4. Ra7+ Kc8 5. Ra8+ Kd7 6. R1a7+ Kd6 7. Qe5+ Bxe5 8. fxe5#] [1... Nd6 2. a6 axb6 3. axb7+ Kb8 4. Ra8+ Kc7 5. b8=Q+ Rxb8 6. R8a7+ Rb7 7. Qxe6 Rf8 8. Qxd5 Qd7 9. Ne5 Bxe5 10. fxe5] [1... Kb8 2. a6 axb6 3. axb7 Qxb7 4. Ne5 Ne7 5. Nd7+ Qxd7 6. Ra8+ Kc7 7. R1a7+ Kd6 8. Qe5+ Bxe5 9. fxe5#] 2. bxa6 bxa6 3. Rb2 [3. Rb1 Nunn says he nearly played this move, because the position reminded him of a Winawer French when there is a Pawn on c2. Fortunately he analysed a line with Qe2-b2 when the pawn on c2 vanished and the danger from h7 re-appeared!] 3... g5 4. fxg5 Bxg5 5. Nxg5 Rxg5 6. Bc5 h4 7. Rb6 1-0 7... hxg3 [7... Qa7 8. Rxe6 Rxe6 9. Qxe6 Qb7 10. Rf1 hxg3 11. h4 "I had to resign one move before you had to resign!" -- KORCHNOI] 8. Rxa6+ Kb8 9. Qb2+ Kc8 10. Ra8+ Kc7 11. Qb6+ Kd7 12. Qb7# 1-0

Back to [Chess Coaching Page](#)

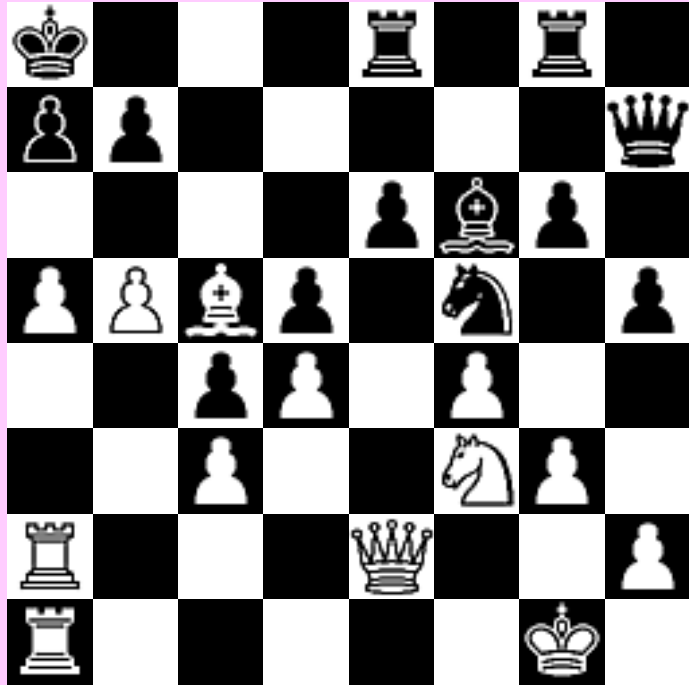
This document (Canon\canon063.html) was last modified on 13 Aug 2005 by



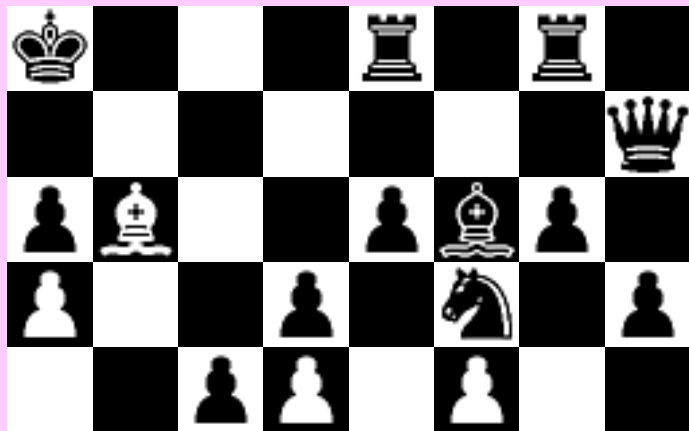
[Dr. Dave](#)

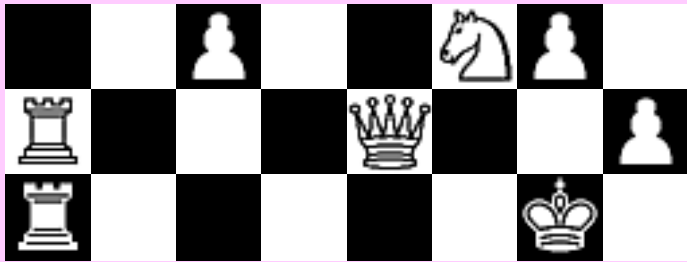
Nunn,J (2605) - Korchnoi (Amber_blind) (2615) [B12]attack: opening lines 3 /error, attack: opening, 1994

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nf3 e6 5. Be2 c5 6. O-O Nc6 7. c3 Rc8 8. a3 h6 9. b4 c4 10. a4 Nge7 11. Na3 Ng6 12. Nc2 Nh4 13. Ne3 Nxf3+ 14. Bxf3 Bd3 15. Be2 Bxe2 16. Qxe2 h5 17. f4 g6 18. g3 Ne7 19. Ng2 Nf5 20. Ne1 Kd7 21. Nf3 Be7 22. Ba3 Qf8 23. Ra2 Kc7 24. Rfa1 Qh6 25. Bc1 Kb8 26. b5 Rce8 27. Ng5 Qg7 28. Ba3 Bd8 29. a5 f6 30. Nf3 Qd7 31. exf6 Bxf6 32. Rb1 Ka8 33. Bc5 Qh7 34. Rba1 Rhg8



Black has the threat ...g5. How can White open a file against the King? a5-a6 is met by ...b6; b5-b6 by ...a6. Nunn, playing blindfold here, recalled reading Vukovic, and came up with: 35. Bb6 a6 [35... g5 36. a6 axb6 37. axb7+ Kb8 38. Ra8+ Kc7 39. Rc8+ Rxc8 40. bxc8=Q+ Kxc8 41. Qxe6+] [35... Rg7 36. a6 axb6 37. axb7+ Kxb7 38. Ra7+ Kc8 39. Ra8+ Kd7 40. R1a7+ Kd6 41. Qe5+ Bxe5 42. fxe5#] [35... Nd6 36. a6 axb6 37. axb7+ Kb8 38. Ra8+ Kc7 39. b8=Q+ Rxb8 40. R8a7+ Rb7 41. Qxe6 Rf8 42. Qxd5 Qd7 43. Ne5 Bxe5 44. fxe5] [35... Kb8 36. a6 axb6 37. axb7 Qxb7 38. Ne5 Ne7 39. Nd7+ Qxd7 40. Ra8+ Kc7 41. R1a7+ Kd6 42. Qe5+ Bxe5 43. fxe5#] 36. bxa6 bxa6





Lots of chess research suggests that players use familiar patterns to assist their thinking about the current position, and that these patterns are arranged and recalled in 'chunks', or groups of characteristic pieces.

37. Rb2 [37. Rb1 Nunn says he nearly played this move, because the position reminded him of a Winawer French when there is a Pawn on c2. Fortunately he analysed a line with Qe2-b2 when the pawn on c2 vanished and the danger from h7 re-appeared!] 37... g5 38. fxg5 Bxg5 39. Nxg5 Rxg5 40. Bc5 h4 41. Rb6 [41. Rb6 1-0 41... hxg3 [41... Qa7 42. Rxe6 Rxe6 43. Qxe6 Qb7 44. Rf1 hxg3 45. h4 "I had to resign one move before you had to resign!" -- KORCHNOI] 42. Rxa6+ Kb8 43. Qb2+ Kc8 44. Ra8+ Kc7 45. Qb6+ Kd7 46. Qb7#] 1-0

Back to [Chess Coaching Page](#)

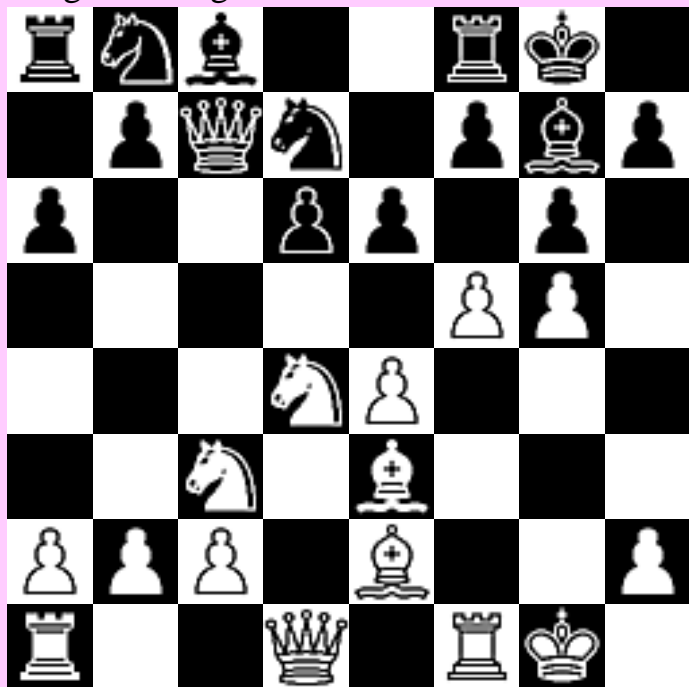
This document (Canon\canon064.html) was last modified on 13 Aug 2005 by



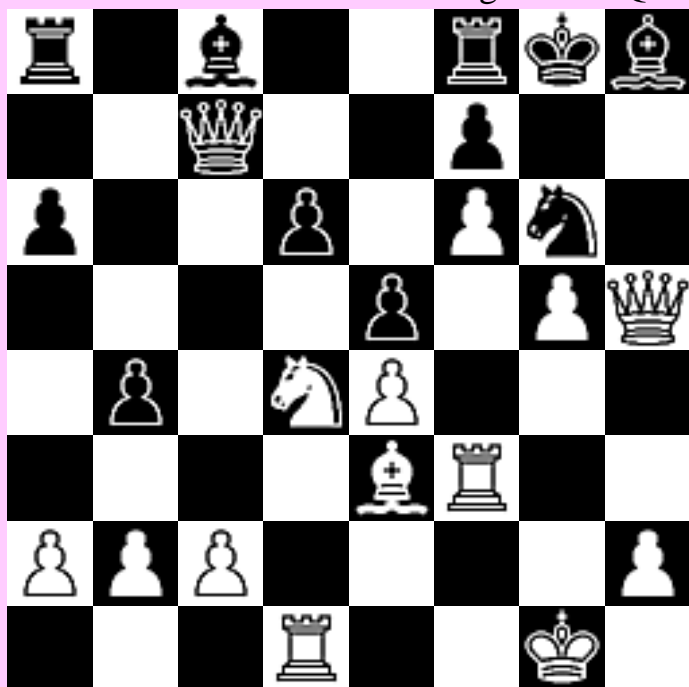
[Dr. Dave](#)

nn - nn [B70]attack: pawn storm: both sides, attack: pawn st, 1993

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be2 Bg7 7. O-O O-O 8. Be3 a6 9. f4 !? 9... Qc7 10. g4 e6 11. g5 Nfd7 12. f5



there are lots of published short White wins in the Sicilian, but the longer games where Black survives and/or wins the endgame are not so often published! 12... Ne5 13. f6 Bh8 14. Qe1 h6 15. Qh4 h5 16. Rad1 b5 17. Bxh5 b4 18. Nce2 gxh5 19. Qxh5 Nbc6 20. Rf4 Nxd4 ! 21. Nxd4 Ng6 22. Rf3 e5



provokes the final phase 23. Nf5 Bxf5 24. exf5 Nf4 25. Bxf4 exf4 26. Rh3 Qc5+ 27. Kf1 Qc4+ 28. Rdd3

1-0

Back to [Chess Coaching Page](#)

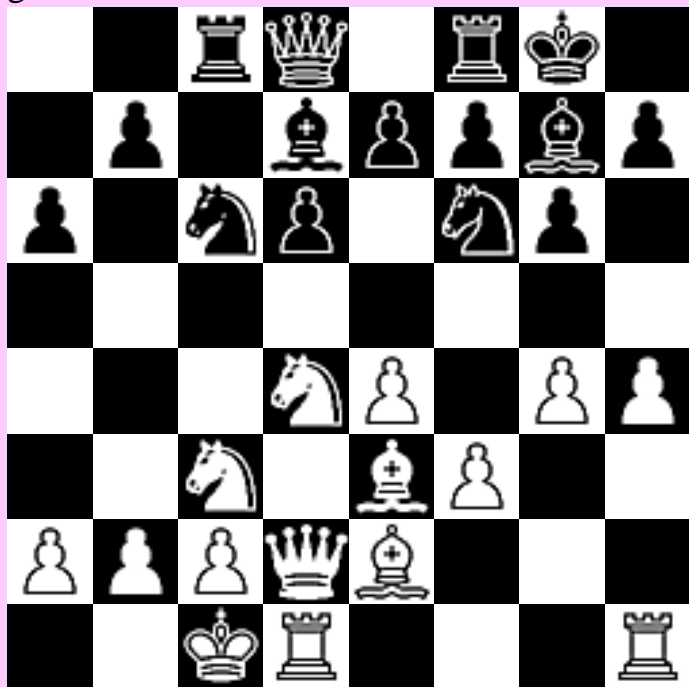
This document (Canon\canon065.html) was last modified on 13 Aug 2005 by



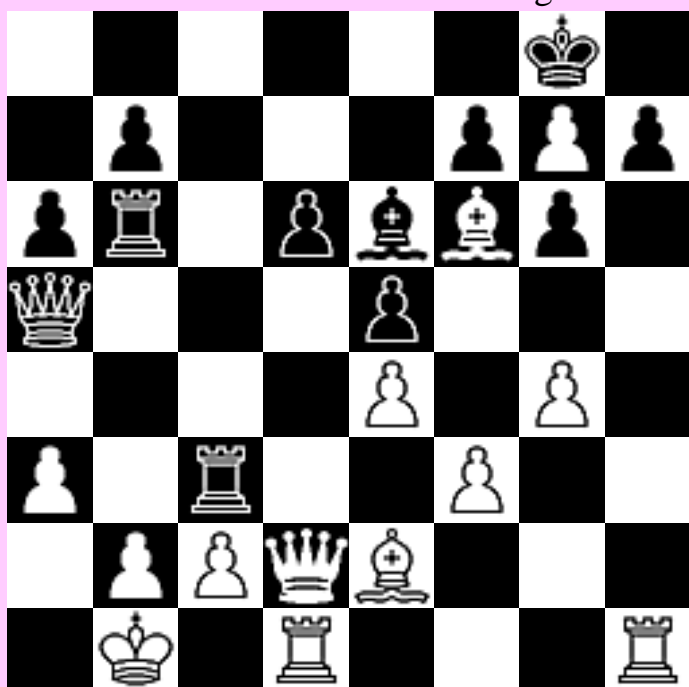
[Dr. Dave](#)

Farre - Gudmundsson [B75]attack: pawn storm: opposite c, attack: pawn st, 1958

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 Nc6 8. Qd2 a6 9. O-O-O Bd7 10. g4 Rc8 11. Be2 O-O 12. h4



opposite-side castling and asymmetric pawns/files usually adds up to a race to mate the opponent's King. Both sides will throw pawns forward to open up lines for the attack. 12... Nxd4 13. Bxd4 Qa5 14. Kb1 e5 ! 15. Be3 Be6 16. a3 Rfd8 17. Bg5 Rd7 18. h5 Rdc7 19. h6 Rxc3 !? 20. hxg7 R8c6 21. Bxf6 Rb6



! exciting stuff! 22. Bb5 !! 22... Rxb5 23. Qxd6 Rc8 24. Qf8+ Rxf8 25. gxf8=Q+ Kxf8 26. Rxh7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon066.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nielsen - Bohm,Hans [C52]attack: rank - eighth (cr), 1979

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 d6 7. Qb3 Qd7 8. dxe5 dxe5 9. O-O

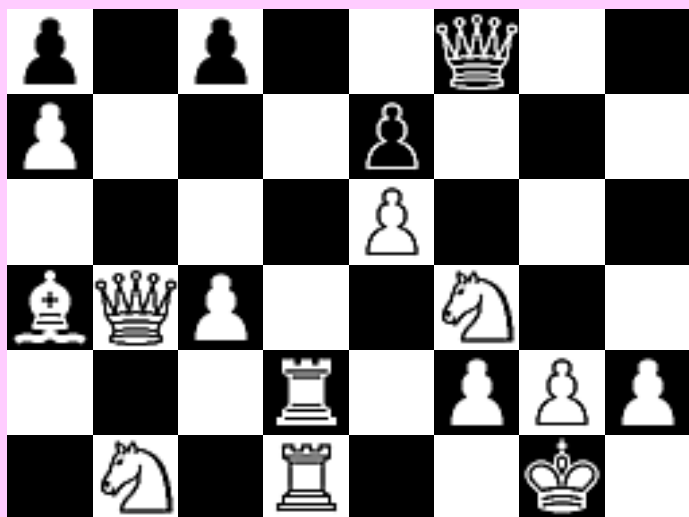


9... Bb6 10. Rd1 Qe7 11. a4 a6 12. Ba3 Qf6 13. a5 Ba7 14. Bd5 Nge7



15. Ra2 O-O 16. Bxc6 bxc6 17. Rad2 Rb8





18. Rd8 Bg4? (shock? or, in this correspondence game, more likely a desire to get it over with in an attractive way?) [18... Ng6 19. Bxf8 Nxf8 20. Qc2+- [20. Qxb8 Bxb8 21. Rxc8 Ba7 22. Ra8 Bc5 23. Nbd2 is promising but unnecessary]] 19. Qxb8 1-0

Back to [Chess Coaching Page](#)

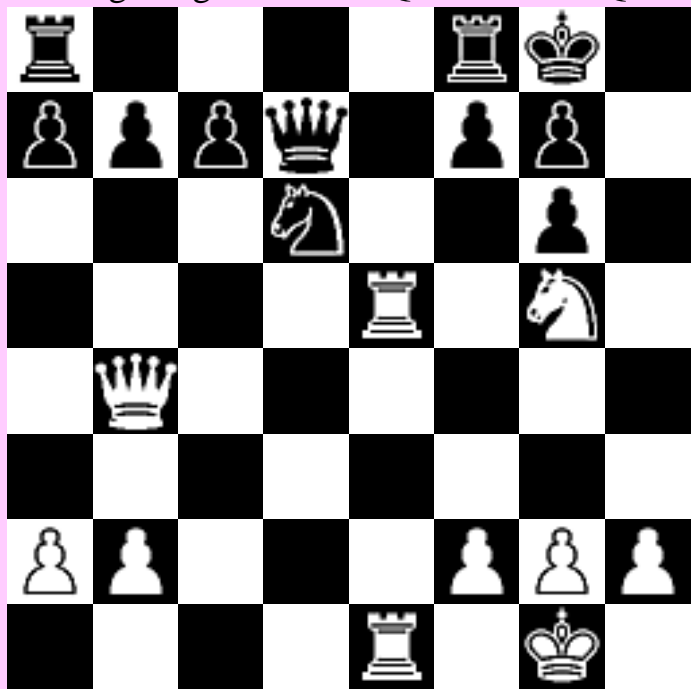
This document (Canon\canon067.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bastian,Herbert - Eng,Holger [C54]attack: rank - seventh (Bad Ne, attack: rank -, 1984

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx2 d5 9. exd5 Nxd5 10. Qb3 Nce7 11. O-O O-O 12. Rfe1 Nb6 13. Bd3 Bf5 14. Rxe7 Bxd3 15. Rae1 Bg6 16. Nh4 Nc8 17. Nxc6 hxc6 18. R7e5 Qxd4 19. Nf3 Qd7 20. Ng5 Nd6 21. Qb4



Black cannot resist... 21... f6 ...but this fatally weakens the seventh rank. 22. Re7 Qb5 23. Rxc7+ Kxc7 24. Re7+ Rf7 [24... Kg8 25. Qh4] 25. Rxf7+ Nxf7 26. Ne6+ 1-0

[Back to Chess Coaching Page](#)

This document (Canon\canon068.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Karpov,An (2725) - Kortschnoj,V (2665) [C08]attack: sacrifice on f6 (Wch29, attack: sacrifi, 1978

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Bb5+ Bd7 6. Qe2+ Qe7 7. Bxd7+ Nxd7 8. dxc5 Nxc5 9. Nb3 Qxe2+ 10. Nxe2 Nxb3 [10... Na4 11. Nbd4 O-O-O 12. b3 Nc5 13. f3 Ne7 14. Bb2 Nc6 15. O-O-O Rg8 16. Kb1 Gipslis,A-Furman,S USSR-ch37 Moscow 1969 1/2-1/2] 11. axb3 Bc5 12. Bd2! [12. Nc3!] 12... Ne7 13. Nf4+/- (Mednis 81) "Karpov has prepared this move with several leading experts, so I cannot bring myself to put a question mark." (Larsen 78) [13. Bc3 O-O 14. O-O Nc6 15. Rfd1 Rfd8 16. Kf1 d4 17. Be1 Matanovic,A-Ivkov,B Madonna di Campiglio 1973 1/2-1/2] 13... O-O 14. O-O?! [14. Nd3! Bb6 15. Bb4! Rfe8 16. Bxe7 Rxe7+ 17. Kd2^ (Filip 78, Mednis 81)] 14... Rfd8 15. Nd3 Bb6= (Filip 78) 16. c3 "White forestalls the advance of the d-pawn, which he could now meet by 17 c4; however, it is hard to discern any advantage for him. The active placement of Black's pieces renders the weakness of this d-pawn insignificant." (Tal 78) 16... f6 [16... d4 17. c4] 17. Rfd1 Kf7 18. Kf1 Nf5?! [18... Nc6!?!= (Tal 78, Keene 78, Mednis 81)] [18... Rd7!?! (Tal 78, Filip 78)] 19. Be1! Ne7 20. Nb4! Rd7 21. Rd3 Rad8 22. Rad1+/- (Filip 78) 22... Ke6 23. Bd2! "White's pieces unhurriedly take up good positions. Karpov's plans include an exchange of bishops, since the resulting endgame holds out some prospects for him." (Tal 78) [23. f3 Nc6= (Filip 78)] [23. f4!?! Nf5 24. Nc2+/- (Filip 78)] 23... Nc6 "At this stage I thought Black had comfortable equality, but my optimism was dispelled by Karpov's next few moves. By impressively accurate play he main- tained his grip and lured Black's rook to the horribly passive square QN3." >> 24. Nxc6 >> (Keene 78) [24. Nc2 Ne5 25. Rh3 h6 26. Be3+/- = (Filip 78)] 24... bxc6 25. b4! Kf7 [25... c5!?! (Tal 78)] 26. Be3! Bxe3 27. Rxe3 Rb8 28. Re2 Rb5 29. Ra1 Rdb7 30. Rd2 Ke6 31. Ra6 "Before putting his rook on the second rank, White wins a very important tempo against the possible ... c6-c5." (Tal 78) 31... R5b6 32. Ra2 Kd6 33. Ke2 Re7+ 34. Kd3 a6?! "Being short of time, Black commits one of the most typical time pressure [*mistakes*]: making unnecessary pawn moves. On a6 the pawn is at least as vulnerable as on a7 and it reduces the rook on b6 to passive defense." (EM 81) 35. Rd1?! "Karpov tri ed to blitz an opponent in time trouble, which probably brought on this oversight." (Tal 78) [35. Re2! "... swapping Black's active rook and leaving him with the miserable beast on QN3." (Keene 78) 35... Rxe2 36. Kxe2 c5 [36... d4 37. Ra5!] 37. bxc5+ Kxc5 38. Kd3+/- (Mednis 81)] [35. g3 (Keene 78)] 35... Kc7 36. Raa1?! [36. Rda1 Kb7 37. Ra4! (Keene 78, Mednis 81)] 36... Kd8 37. f3 [37. Re1 Rxe1 38. Rxe1 a5= (Filip 78)] [37. b3! Re5 38. f4 Re4 39. g3+/- (Tal 78, Filip 78)] 37... Re5! 38. Kd4 Kc7!= [38... Re2 39. Re1 Rxcg2 40. Kc5 "... too dangerous." (Larsen 78)] 39. Re1 Kd6= (Mednis 81) 40. f4 [40. h4 (Larsen 78)] 40... Rxe1 41. Rxe1 a5! 42. bxa5 Rxb2 [42... Rxb2 43. Ra1 c5+ 44. Ke3 [44. Kd3 Rb7 45. a6 Ra7 46. c4 d4 47. Ra5 Kc6 48. g3 Kb6= Keene] 44... Kc7 45. a6 Kb8 46. Ra5 Rxcg2 47. Rxc5 Rxh2 48. Rxd5 Rg2 49. Kf3 Rg1 50. Kf2 Rg4 51. Kf3= Tal] 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon069.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Adorjan,A (2560) - Kudrin,S. (New York op) (2505) [E15] attack: uncastled King's posit, attack: uncastl, 1987

1. d4 Nf6 2. Nf3 e6 3. c4 b6 4. g3 Ba6 5. Nbd2 Bb7 6. Bg2 c5 7. e4 cxd4 [7... Nxe4? 8. Ne5 d5 [8... Nd6 9. Bxb7 Nxb7 10. Qf3+-] [8... Nc3 9. Qh5 g6 10. Qh3+-] [8... f5 9. Nxe4 IDEA Qh5+-] 9. cxd5 exd5 [9... Nxd2 10. Nxf7+-] 10. Qa4+ Nd7 11. Nxe4 dxe4 12. Bh3 Bc8 13. Qc6 Rb8 14. Nxf7+-] 8. e5 Ng4 9. O-O Qc7 10. Re1 Bc5? 11. Ne4! [11. h3? Ne3-/+] 11... d3 [11... Nc6 12. Bf4 O-O 13. a3! a5 14. Qd2 f6 15. exf6 e5 16. fxg7 Kxg7 17. Nxc5 bxc5 18. Nxe5+-] [11... Bxe4 12. Rxe4 f5 13. exf6 Nxf6 14. Bf4 Qc8 15. Nxd4 Nxe4 16. Bxe4 Nc6 17. Nxc6 dxc6 18. Qh5+ Kf8 19. Qf3+-] 12. Nfg5! Nxe5 13. Bf4 d6 [13... f6 14. Qh5+ Ke7 15. Nxf6! gxf6 16. Rxe5! fxe5 17. Qf7+ Kd6 18. Bxe5+ +-] 14. Qh5 Kf8 [14... d2 15. Nxe6! dxe1=Q+ 16. Rxe1+-] [14... g6 15. Nf6+! Ke7 [15... Kd8 16. Qh6 Bxg2 17. Kxg2 Qe7 18. Bxe5 dxe5 19. Qg7+-] 16. Qh6+-] 15. Nxc5 bxc5 16. Rxe5! dxe5 [16... Bxg2 17. Rxc5!+- Vegh,E] 17. Bxe5 Qd7 18. Bxb7 Qxb7 19. Nxe6+! Kg8 20. Nxc7 Nc6 21. Nf5! Nxe5 22. Qg5+ Ng6 23. Qf6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon070.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Wojciechowski - Weiss (Munich) [C15]attack: uncastled king - rooks, attack: uncastl, 1936

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. Nge2 dxe4 5. a3 Bxc3+ 6. Nxc3 f5



?! The only way to hang on to the pawn, but it would have been safer to let it go. (Black players do know this, but must have thought themselves capable of the defence.) 7. f3 exf3 8. Qxf3 Qh4+ [8... Qxd4 9. Qg3 Nf6 10. Qxg7 Qe5+ 11. Be2 Rg8 12. Qh6 Rg6 13. Qh4 Bd7 14. Bg5 Bc6 15. O-O-O Bxg2 16. Rhe1 Be4 17. Bh5 Nxh5 18. Rd8+ Kf7 19. Qxh5 Kg7 20. Nxe4 fxe4 21. Bh6+ Kf6 22. Rf8+ 1-0 Alekhine Alexander-Nimzowitsch Aaron/Bled 1931] 9. g3 Qxd4 10. Be3 Qg4 11. Qg2



White must preserve the Q having sacrificed two pawns 11... Nf6 12. Be2 Qg6 13. O-O-O Nc6 14. Nb5 Qf7 15. Bc5 a6 16. Bf3 Nd8 17. Qd2 Nd5 18. Bxd5 axb5 19. Rhe1



White's major pieces are the main artillery in the attack against the uncastled King 19... Bd7 20. g4 Nc6 21. gxf5 Qxf5 22. Bxe6 Bxe6 23. Qd7+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon071.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Steinitz Wilhelm - Blackburne H (It,London (Engl [C77]attack: very slow K-side attac, attack: very sl, 1876

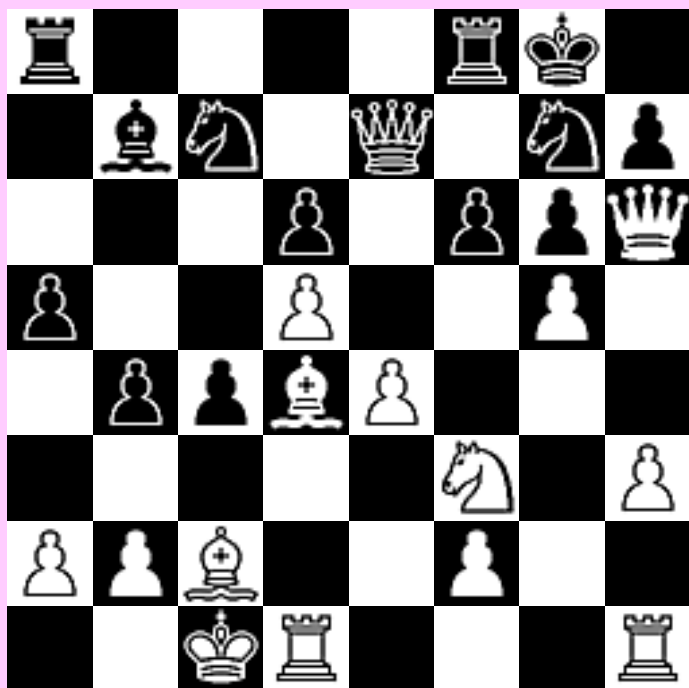
1. e4 e5 2. Nf3 Nc6 3. Bb5 Steinitz' first important Lopez. 3... a6 4. Ba4 Nf6 5. d3 d6 6. c3 Be7 7. h3 O-O 8. Qe2 Ne8 9. g4 b5 10. Bc2 Bb7 11. Nbd2 Qd7 12. Nf1



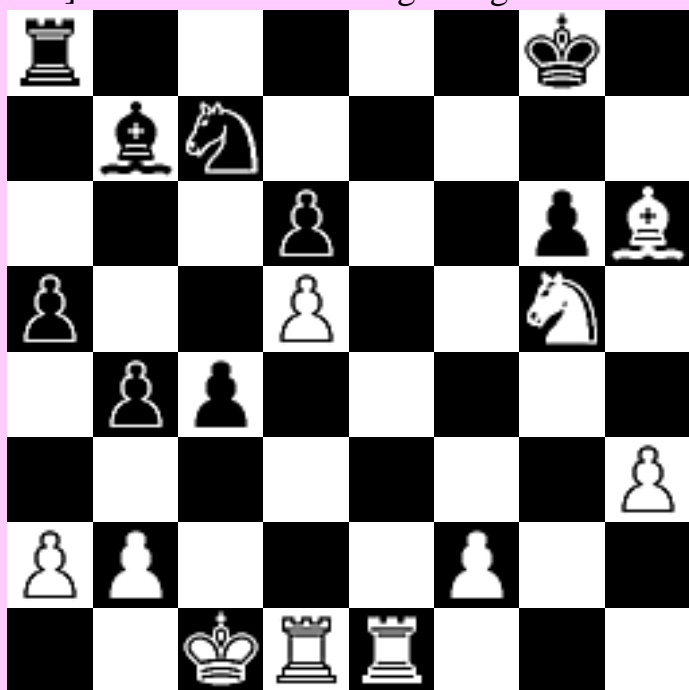
The Steinitz trademark. 12... Nd8 13. Ne3 Ne6 14. Nf5 g6



The moment the dark squares are weakened, White snaps off their chief protector. 15. Nxe7+ Qxe7 16. Be3 N8g7 17. O-O-O c5 18. d4 exd4 19. cxd4 c4 20. d5 Nc7 21. Qd2 a5 22. Bd4 f6 23. Qh6 b4 24. g5



24... f5 [24... Nge8 25. h4 Qg7 26. Qxg7+ Nxg7 [26... Kxg7 27. h5] 27. gxf6 Nh5 28. Ng5 Nxf6 29. h5 Nxh5 [29... Kg7 30. hxg6 hxg6 31. Rh7+] 30. Rxh5 gxh5 31. Rg1+-] 25. Bf6 Qf7 26. exf5 gxf5 27. g6 Qxg6 28. Bxg7 Qxh6+ [28... Qxg7 heroic, but 29. Rhg1 Rf7 30. Bxf5 +-] 29. Bxh6 Rf6 30. Rhg1+ Rg6 31. Bxf5 Kf7 32. Bxg6+ hxg6 33. Ng5+ Kg8 34. Rge1



White's domination of the centre and King's-side, and Black's failure to achieve counterplay on the Queen's-side (or centre), have been the hallmarks of this game. 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon072.html) was last modified on 13 Aug 2005 by



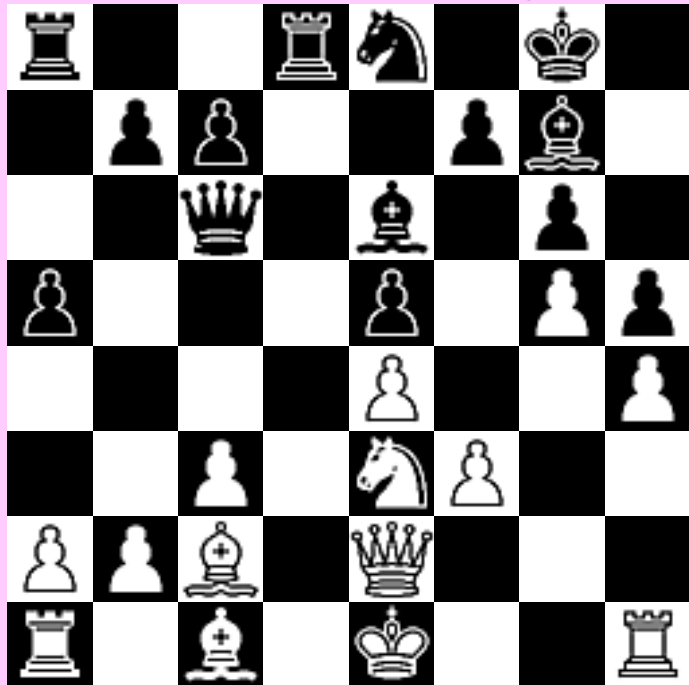
[Dr. Dave](#)

Steinitz Wilhelm - Zukertort Johannes (WCh,New Y [C65]attack: very slow K-side attac, attack: very sl, 1886

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 a modest move but not without point 4... d6 5. c3 g6 6. d4 Bd7 7. Nbd2 Bg7 8. dxe5 Nxe5 9. Nxe5 keeping the e5 point closed 9... dxe5 10. Qe2 O-O 11. f3 a5

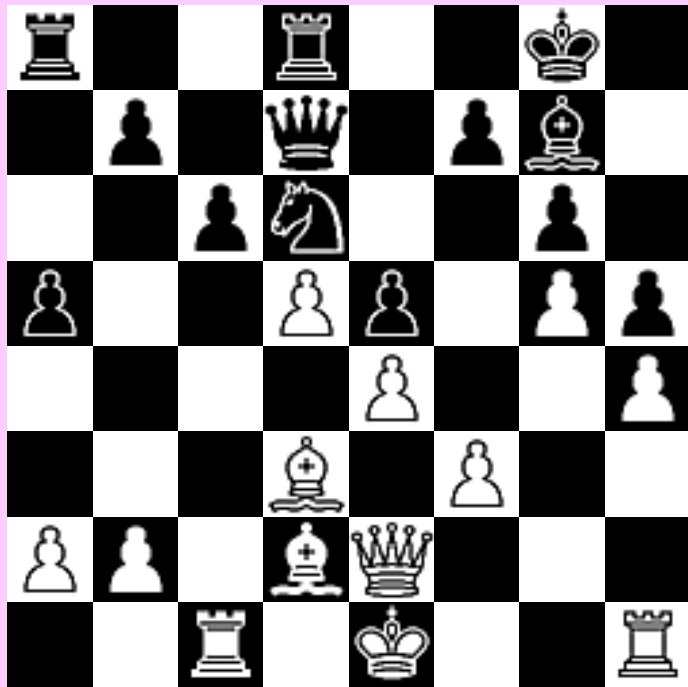


to discourage O-O-O, but costs time and a square or two. 12. Bd3 Qe7 13. Nf1 Be6 14. g4 Rfd8 15. h4 Qd7!? [15... h5] 16. Bc2 h5 17. g5 Ne8 18. Ne3 Qc6

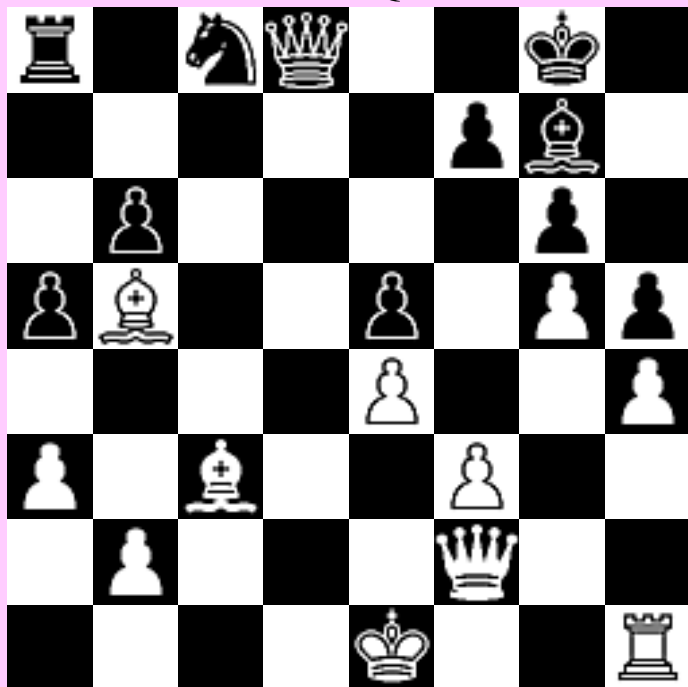


19. c4 White sees no prospect of an immediate King's-side breakthrough but still subordinates his development to other strategical goals. 19... Nd6 20. Bd3 Rab8 21. Nd5 Bxd5?! 22. cxd5 Qd7 23. Bd2

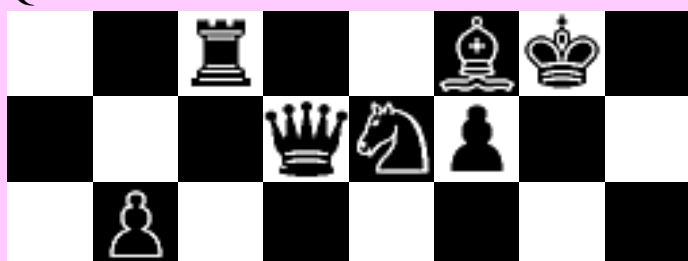
Ra8 24. Rc1 c6

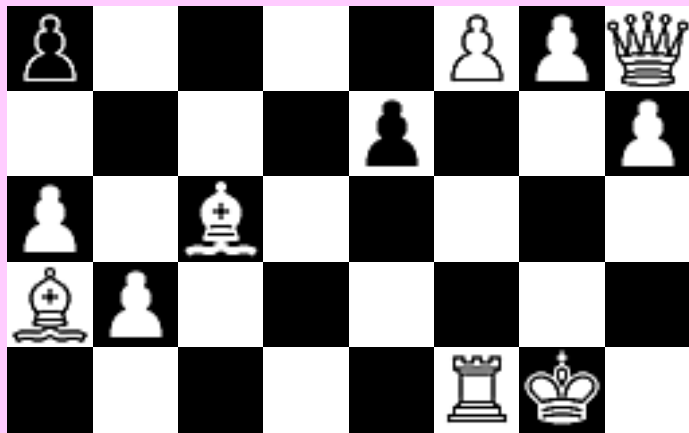


25. Rc5! cxd5 26. Rxd5 Qa4 27. a3 b6 28. Bc3 Qe8 29. Qf2 Nc8 30. Bb5 Qe7 31. Rxd8+ Qxd8



With his strategical goals realised (two Bishops and a bind on each wing), White takes the time to castle!
 32. O-O Na7 33. Bc4 Nc6 34. Bd5 Rc8 35. f4 Qd7 36. f5 Ne7 37. Ba2 gxf5 38. exf5 Bf8 39. Qf3 e4 40. Qxh5





and the King's-side attack at last succeeds [40. Qxh5 Ng6 [40... Rxc3 41. Bxf7+ Kg7 42. f6#] 41. Qxg6+ Bg7 42. Qxg7#] 1-0

Back to [Chess Coaching Page](#)

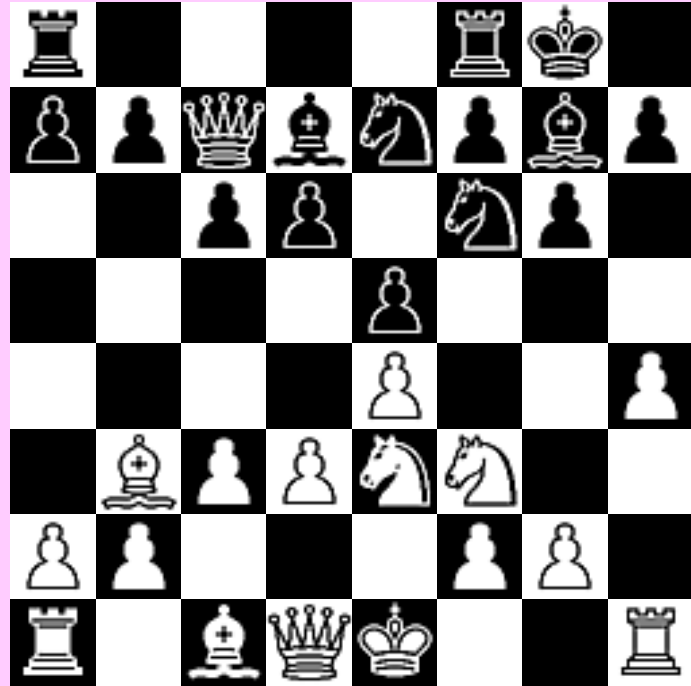
This document (Canon\canon073.html) was last modified on 13 Aug 2005 by



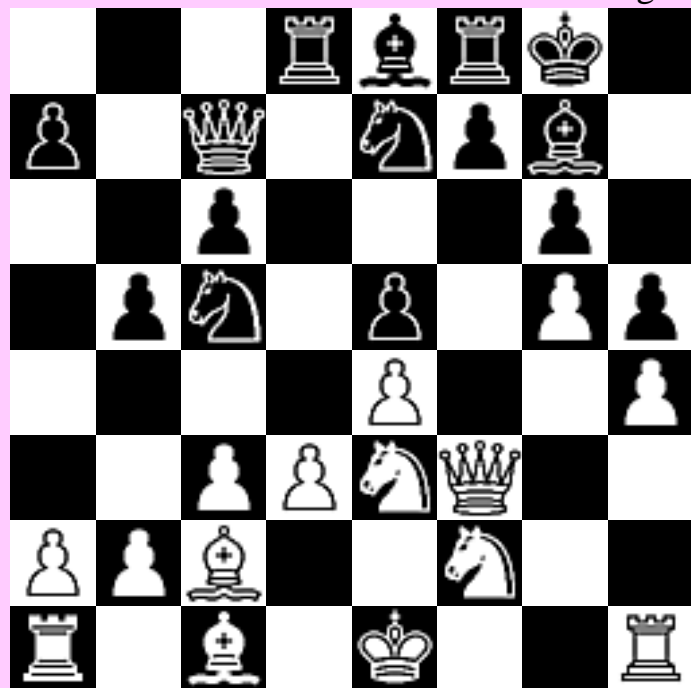
[Dr. Dave](#)

Steinitz Wilhelm - Lasker Emanuel (Ch W (M),NY/P [C65]attack: very slow K-side attac, attack: very sl, 1894

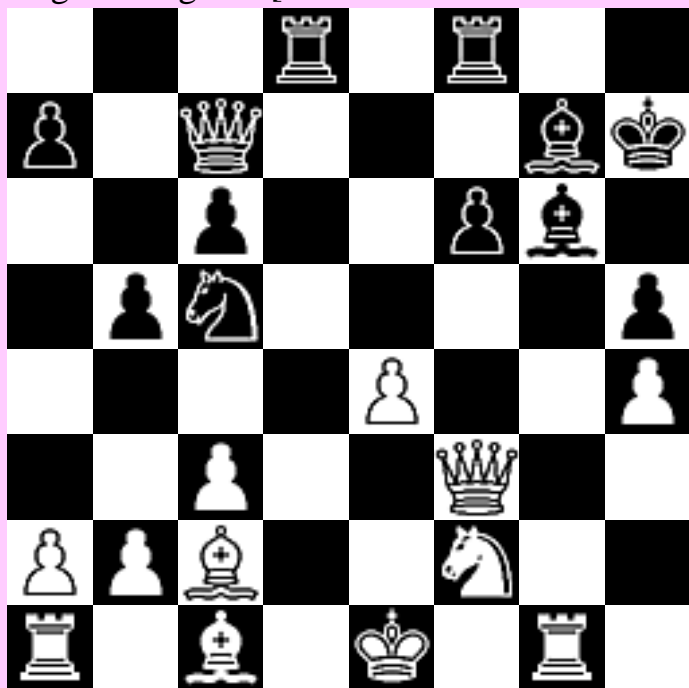
1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 d6 5. c3 Bd7 6. Ba4 g6 7. Nbd2 Bg7 8. Nc4 O-O 9. Ne3 Ne7 10. Bb3 c6 11. h4 Qc7



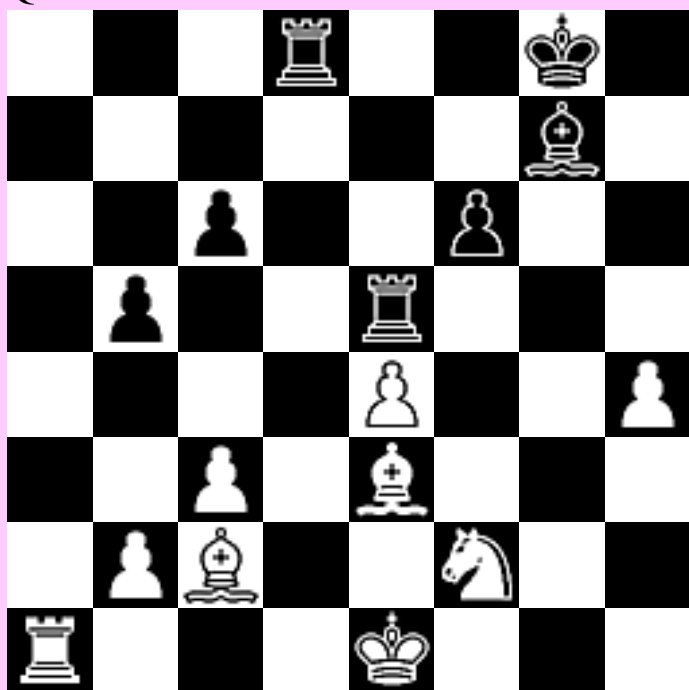
White is several moves from completing development while Black has already connected Rooks. This game is a fine testament to the lesser importance of development in closed games, in which Steinitz often neglected castling while 12. Ng5 d5 13. f3 Rad8 14. g4 dxe4 15. fxe4 h6 16. Qf3! Be8 [16... hxc3 17. hxc3 Nh7 18. Nf5 gxf5 19. Qh3 Rfe8 20. Qxh7+ Kf8 21. gxf5 IDEA f5-f6] 17. Bc2 Nd7 18. Nh3 Nc5 19. Nf2 b5 20. g5 h5



White has completed most of the possible preparations for attack. 21. Nf5! gxf5 [21... Nc8] 22. exf5 f6 [22... Nd5 23. Qxh5 f6 24. g6 Bh8 25. Qg4 IDEA h4-h5-h6] 23. g6 Black returns material. 23... Nxc6 [23... Bd7 24. Qxh5 Rfe8 25. Qh7+ Kf8 26. h5 IDEA h5-h6] 24. fxg6 Bxc6 25. Rg1 e4 [25... Kh7!? 26. Be3!? IDEA O-O-O] 26. dxe4 Kh7



27. Rxc6 Kxc6 28. Qf5+ Kf7 29. Qxh5+ Kg8 30. Qxc5 Qe5 31. Be3 a6 32. a4 Rfe8 33. axb5 axb5 34. Qxe5 Rxe5



and the endgame is won 35. Ra6 Rc8 36. Ng4 Re7 37. Bc5 Ree8 38. Ne3 Bf8 39. Bd4 Kf7 40. h5 Be7 41. Bb3+ Kf8 42. Nf5 1-0

Back to [Chess Coaching Page](#)

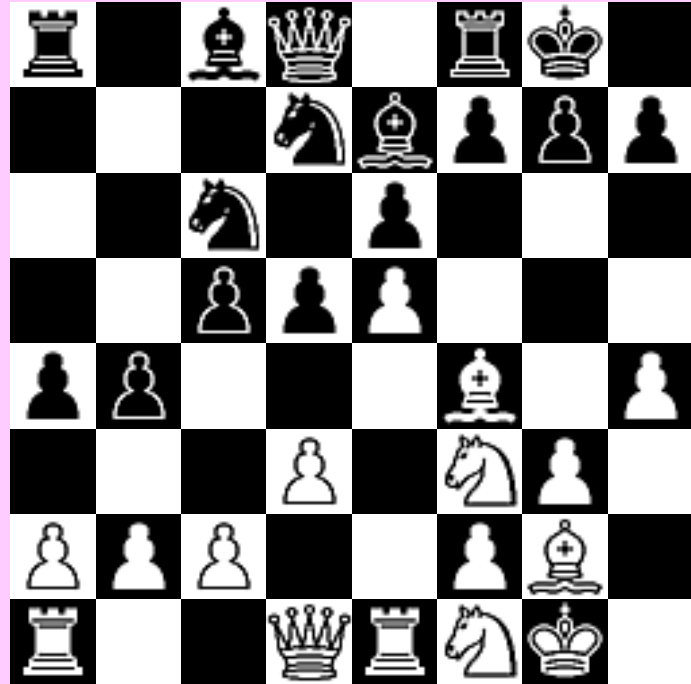
This document (Canon\canon074.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer, Robert J - Miagmarsuren, Lahmsuran (sousse) [A08] attack: very slow K-side attac, attack: very sl, 1967

1. e4 e6 2. d3 d5 3. Nd2 Nf6 4. g3 c5 5. Bg2 Nc6 6. Ngf3 Be7 7. O-O O-O 8. e5 Nd7 9. Re1 b5 10. Nf1 b4 11. h4 a5 12. Bf4 a4



White's attack is slow but has an important target! Fischer's next move was considered an innovation at the time, making a pawn move in the area of Black's attack, but actually it slows Black up a bit. 13. a3 bxa3 14. bxa3 Na5 [14... Nd4 15. Ne3 Ba6 16. c4 dxc4 [16... Nb3 17. cxd5 Nxa1 18. Qxa1 exd5 19. Nxd5 Bxd3 20. e6 Nf6 21. Nxe7+ Qxe7 22. Ne5 Bg6 23. Nc6 Qb7 24. Bd6] 17. Nxd4] 15. Ne3 Ba6 16. Bh3 d4



Obviously White must move the Knight, but where? 99% of players would choose g4... 17. Nf1 The d1-h5 diagonal is left clear for the Queen. 17... Nb6 18. Ng5 Nd5

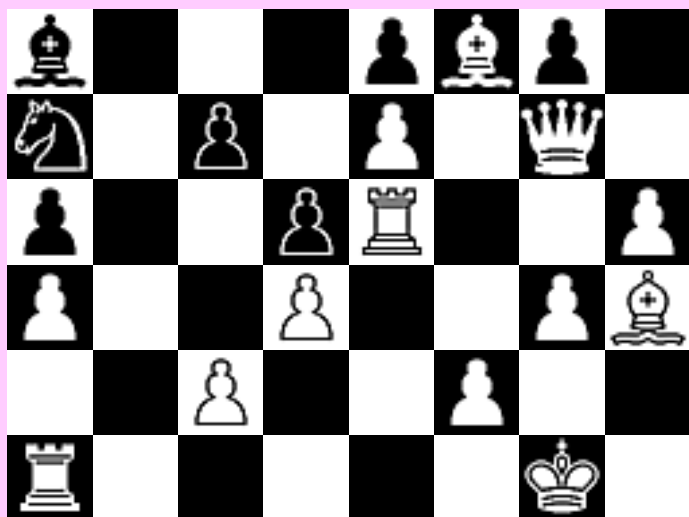


With the centre closed White has been quietly shifting over towards the lonely Black King, but he does not want to lose the Bf4. 19. Bd2 Bxg5 20. Bxg5 Qd7 21. Qh5 Rfc8 22. Nd2 Nc3



Black is definitely getting somewhere with his attack, but White is ready for the big push. 23. Bf6 Qe8 [23... gxf6 24. exf6 Kh8] 24. Ne4 g6 25. Qg5 Nxe4 26. Rxe4





Black's attack has ground to a halt, while White powers on. 26... c4 27. h5 cxd3 28. Rh4 Ra7 29. Bg2
An unobvious move, preparing to go to e4. 29... dxc2 30. Qh6 Qf8 31. Qxh7+ 1-0

Back to [Chess Coaching Page](#)

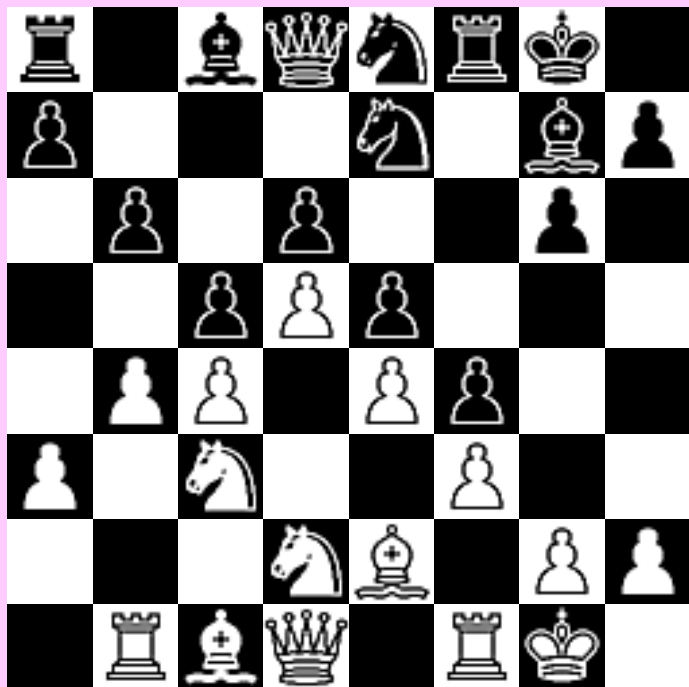
This document (Canon\canon075.html) was last modified on 13 Aug 2005 by



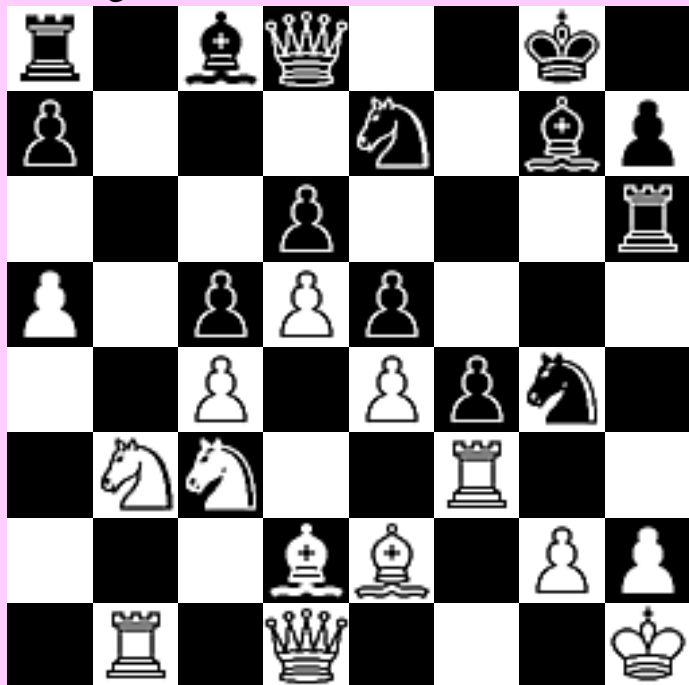
[Dr. Dave](#)

Kortchnoi, Viktor - Fischer, Robert J (blitz) [E97] attack: very slow K-side attac, attack: very sl, 1970

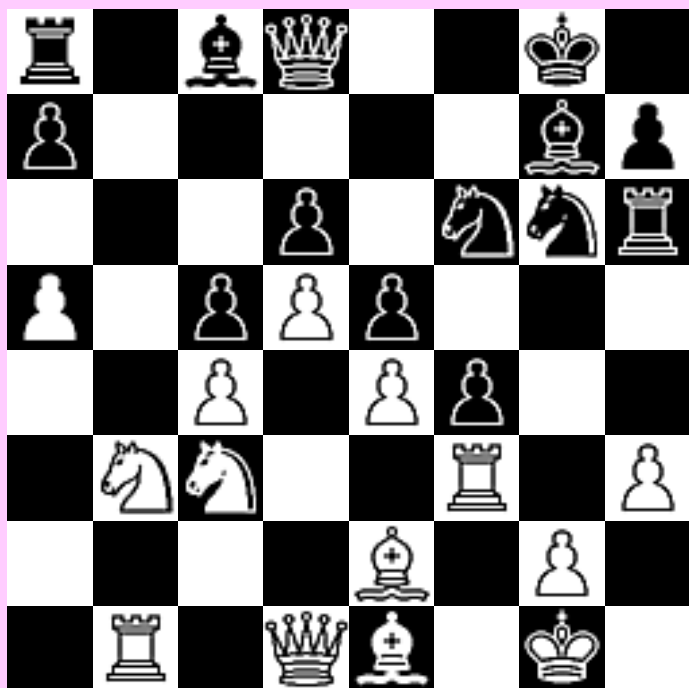
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Nf3 e5 7. O-O Nc6 8. d5 Ne7 9. Nd2 c5 10. a3 Ne8 11. b4 b6 12. Rb1 f5 13. f3 f4



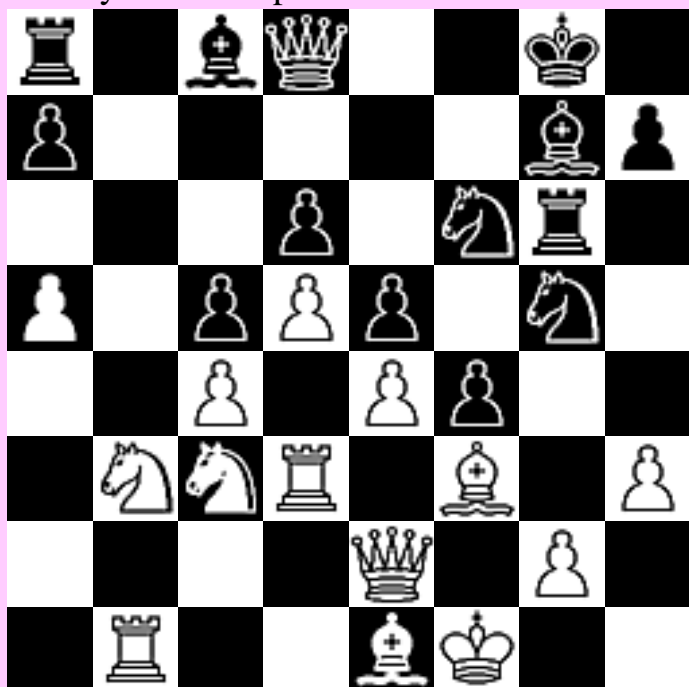
In these King's Indian positions with locked central Pawns each side must look for chances on the wing
 14. a4 g5 15. a5 Rf6 16. bxc5 bxc5 17. Nb3 Rg6 18. Bd2 Nf6 19. Kh1 g4 20. fxg4 Nxg4 21. Rf3 Rh6



Black makes the first threatening gesture. 22. h3 Ng6 23. Kg1 Nf6 24. Be1



Black must prepare a breakthrough on h3. 24... Nh8 Another precise Fischer Knight manoeuvre: still not an easy move to spot for most of us! 25. Rd3 Nf7 26. Bf3 Ng5 27. Qe2 Rg6 28. Kf1



Coming, ready or not! 28... Nxh3 29. gxh3 Bxh3+ 30. Kf2 Ng4+ 31. Bxg4 Bxg4 It's easy to understand the appeal of the KID after such a game. 0-1

Back to [Chess Coaching Page](#)

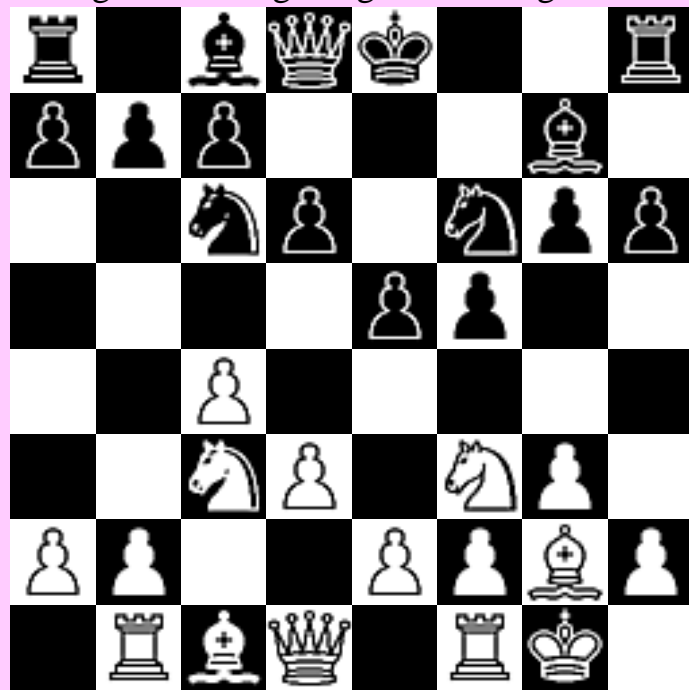
This document (Canon\canon076.html) was last modified on 13 Aug 2005 by



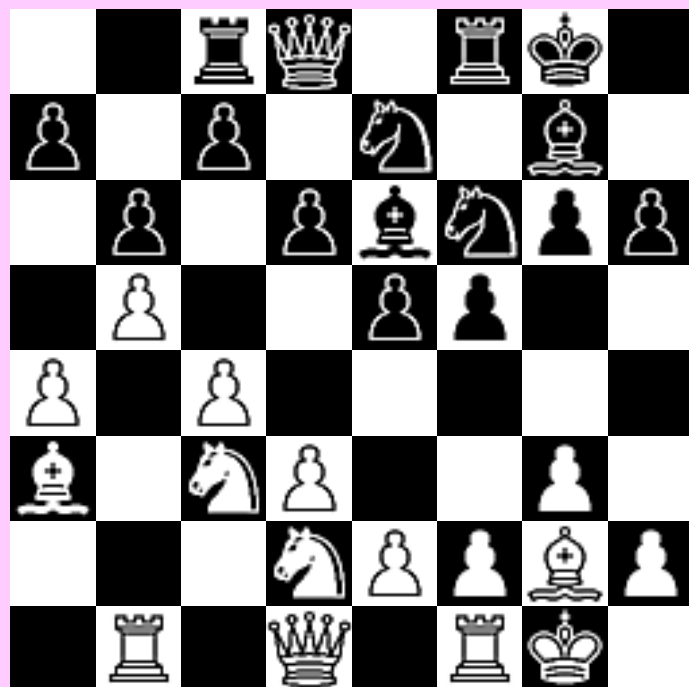
[Dr. Dave](#)

psakhis - kasparov (la manga) [A26]attack: very slow K-side attac, attack: very sl, 1990

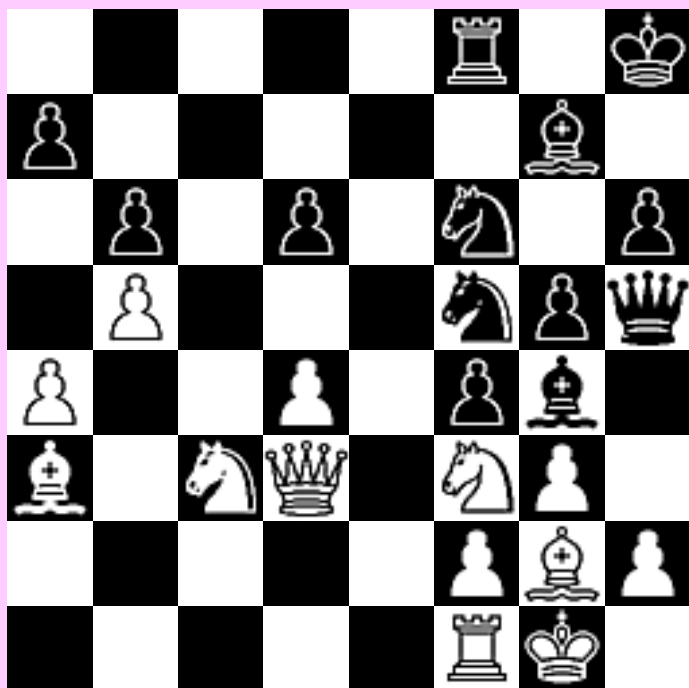
1. c4 g6 2. Nc3 Bg7 3. g3 Nc6 4. Bg2 d6 5. Nf3 e5 6. d3 f5 7. O-O Nf6 8. Rb1 h6



The Closed Sicilian reversed. The centre is not locked but under mutual restraint. 9. b4 O-O 10. b5 Ne7
 11. a4 Be6 12. Ba3 Rc8 13. Nd2 b6



Black must take greater care to secure the Queen's-side before going all-out for the King: the centre and Queen's-side are genuinely vulnerable to White's attack. 14. e3 g5 15. d4 exd4 16. exd4 f4 17. Re1 Bg4 18. Nf3 Qd7 19. c5 Rce8 20. Rc1 Nf5 21. Qd3 Kh8 22. cxd6 cxd6 23. Rxe8 Qxe8 24. Rf1 Qh5



The Black pieces circle like vultures. 25. Ne4 Nxe4 26. Qxe4 Bh3 27. Ne5 Bxg2 28. Kxg2 g4 29. Bxd6 Rf6 30. Bb8 Qh3+ 0-1

Back to [Chess Coaching Page](#)

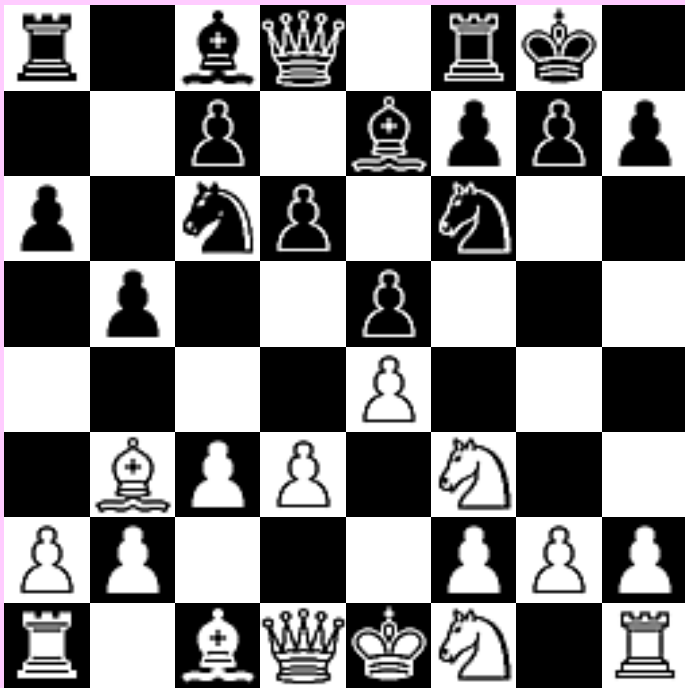
This document (Canon\canon077.html) was last modified on 13 Aug 2005 by



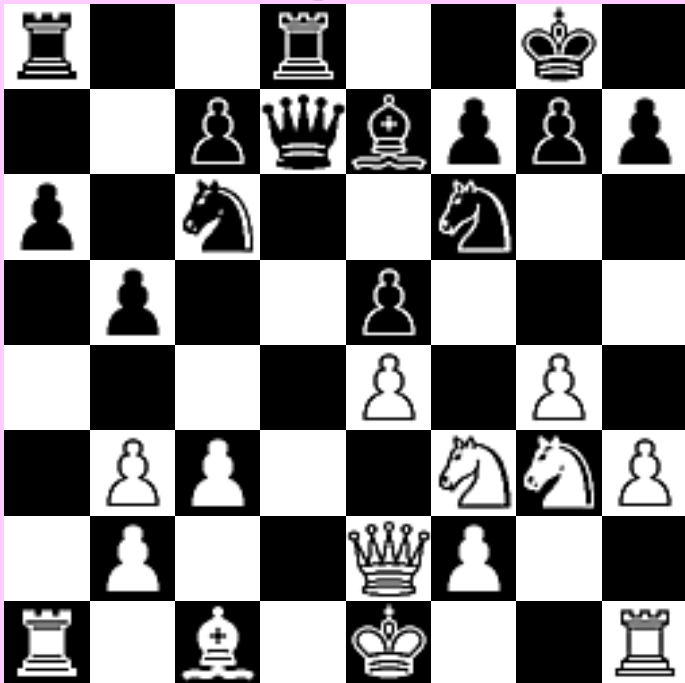
[Dr. Dave](#)

Capablanca,Jose - Baird,David (New York) [C60]attack: very slow K-side attac, attack: very sl, 1911

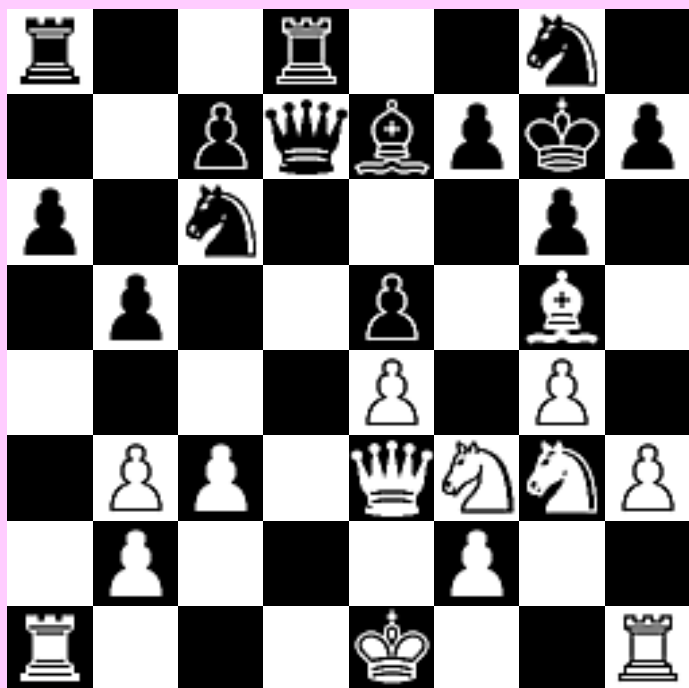
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 b5 6. Bb3 d6 7. c3 Be7 8. Nbd2 O-O 9. Nf1



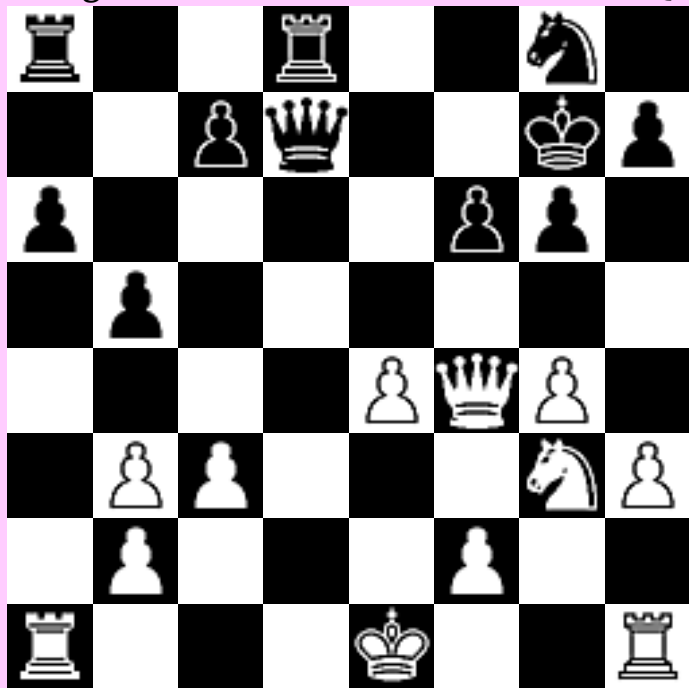
Delaying castling, a Steinitz trademark in this line. 9... Be6 10. h3 Bxb3 11. axb3 d5 12. Qe2 Holding e4, a common Lopez device. Now, with the centre quiet but with little obvious Black play elsewhere, White moves all the pieces over to attack the King. 12... dxe4 13. dxe4 Qd7 14. g4 Rfd8 15. Ng3



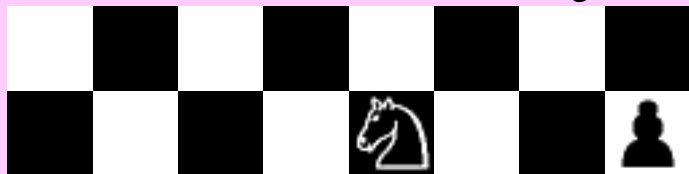
15... g6 [15... Qd3 16. Qxd3 Rxd3 17. Ke2 Rdd8 and the a-file is tender] 16. Bg5 Kg7 17. Qe3 Ng8

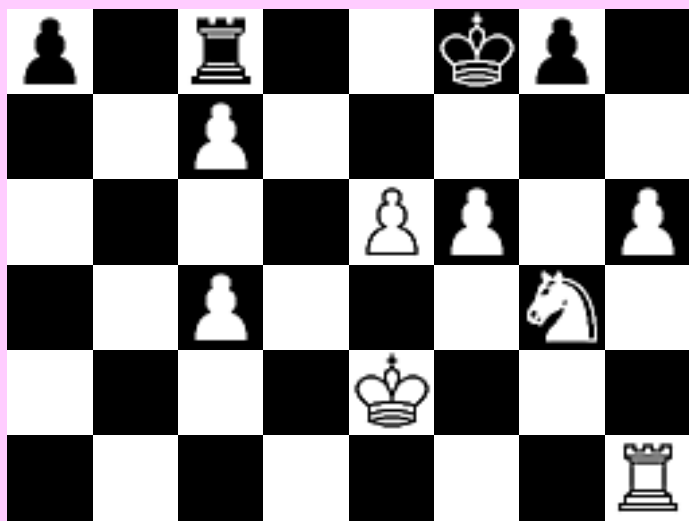


White has good prospects of attack. Black rather nervously drops a Pawn, which Capa accepts gratefully. 18. Bxe7 Ngxe7? [18... Qxe7 19. h4 ^] 19. Qg5 Ng8 [19... Qe6 20. Nf5+ Nxf5 21. gxf5 Qf6 +/-] 20. Nxe5 Nxe5 21. Qxe5+ f6 22. Qf4+-

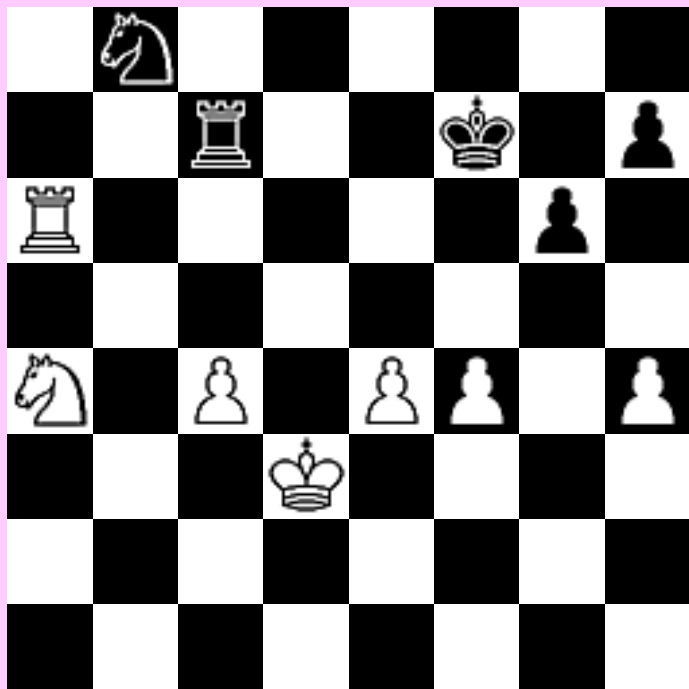


White is clearly winning, but there is no need for: 22... Qd6? exchanging into a dead lost ending. [22... Qe7] 23. Qxd6 Rxd6 24. Rd1 Rad8 25. Rxd6 Rxd6 26. Ke2 Kf7 27. h4 Ne7 28. f4 b4 29. g5 bxc3 30. bxc3 Rb6 31. b4 c5 32. bxc5 Rc6 33. gxf6 Kxf6

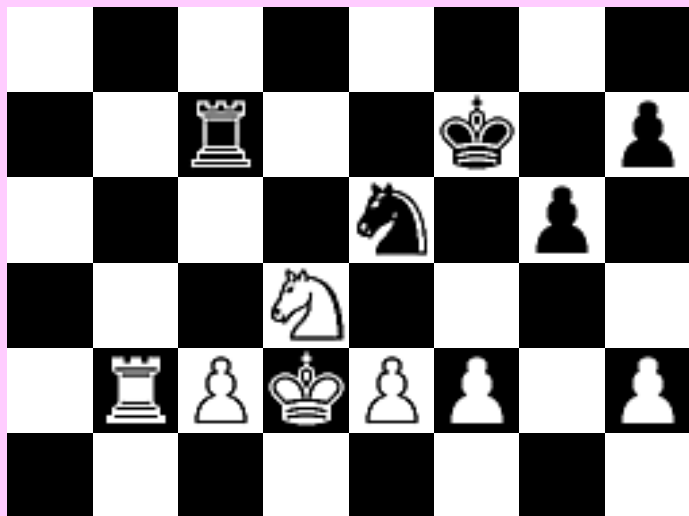


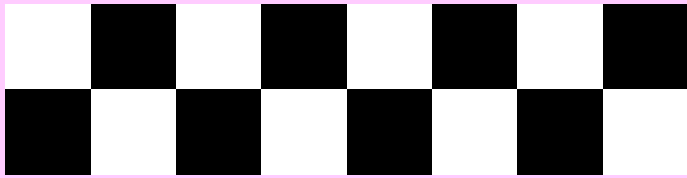


34. Ra1 Rxc5 35. Rxa6+ Kf7 36. Kd3 Rc7 37. Ne2 Ng8 38. c4 Nf6 39. Nc3 Nd7 40. Na4 Nb8



41. Rb6 Nc6 42. Nc3 Na5 43. Rb4 Nb7 44. Nd5 Nc5+ 45. Kd4 Ne6+





46. Ke5 and the King invasion decides 46... Ra7 47. Rb5 Nd8 48. c5 Nc6+ 49. Kd6 Nd4 50. Rb6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon078.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Ermenkov,E - Gruen,GP. [B03]attack: weakening Pawn shield, 1983

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. f4 dxe5 5. fxe5 Nc6 6. c3 Bf5 7. Bd3 Bxd3 8. Qxd3 e6 9. Nf3 Be7 10. O-O O-O 11. Nbd2 Nb8 12. Ne4 Nd7 13. Neg5 g6 14. Qe4 Kg7 15. c4 Nb4 16. Qh4 h5 17. Qf4 Qe8 18. Ne4 Rh8 19. Nfg5 Rf8 20. Nf6 Qd8 (and resigns) 21. Nxe6+ fxe6 22. Qh6+ Kf7 23. Qh7# 1-0

Back to [Chess Coaching Page](#)

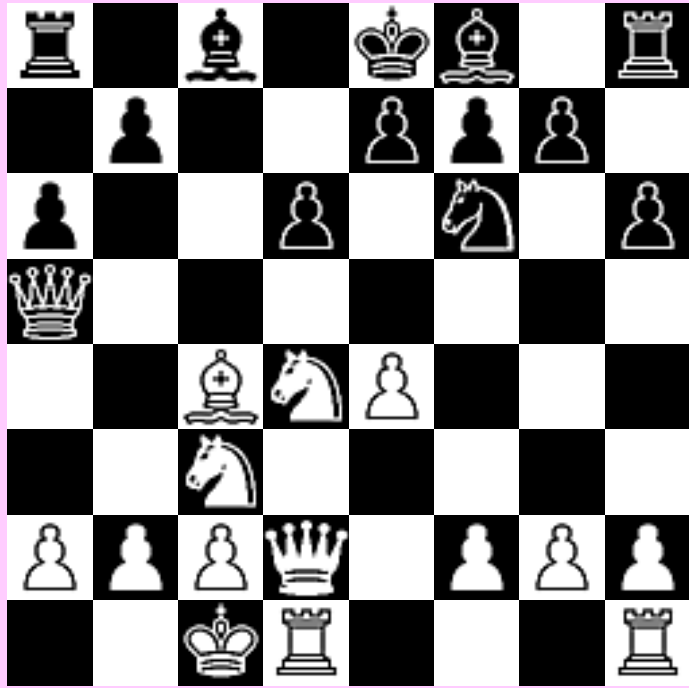
This document (Canon\canon079.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Spassky,B - Petrosian,T. (Wch27_Moscow) [B94]attack: with opposite-side cas, attack: with op, 1969

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 Nbd7 7. Bc4 Qa5 [7... h6?! 8. Bxf6 Nxf6 9. Qe2! e6 10. O-O-O Qc7 11. f4 e5 12. Nd5+/- Tal] [7... e6] 8. Qd2 h6?! (Geller) [8... e6 IDEA b5, Bb7 Gligoric] 9. Bxf6 Nxf6 10. O-O-O



10... e6 [10... e5 11. Nf5 Bxf5 12. exf5 Rc8 13. Bb3 Be7 14. Rhe1+/- x d5] [10... g6? 11. f4 Bg7 12. Rhe1+/-] 11. Rhe1 [11. Bb3 Bd7 12. f4+/- - 1/326] 11... Be7? [11... Bd7! IDEA O-O-O= Tal, Boleslavsky] 12. f4 O-O 13. Bb3 Re8 [13... Bd7 14. Kb1 IDEA f5+/-] [13... Rd8!?] 14. Kb1 Bf8 [14... Bd7 15. e5 dxe5 16. fxe5 Nh7 17. Nf5! Bc6 18. Nxe7+ Rxe7 19. Nd5+-] 15. g4! with the King tucked away on the other side, opening lines on the King's-side is both possible and desirable 15... Nxg4 [15... Nd7 16. h4 Nc5 17. g5 +/- -> >> Geller] [15... Bd7 16. Rg1+/- -> >> Bondarevsky] [15... e5!? 16. fxe5 [16. Nf5 Bxf5 17. gxf5 exf4 18. Nd5! Qd8 19. Qxf4+/-] 16... dxe5 17. Nf5 Bxf5 18. gxf5 Rad8 19. Qg2 Qc7 20. Rxd8 Rxd8 21. Rg1 Kh8 22. Nd5+/- -> >> Boleslavsky] 16. Qg2 Nf6 [16... e5 17. Nf5 Bxf5 18. exf5 Nf6 19. Qxb7+/-] [16... Qh5 17. Rd3 IDEA Rh3+/-] 17. Rg1 Bd7 [17... Qc5!? (Averbakh) 18. Nf3! IDEA e5+/- [18. f5 Kh8 19. fxe6 Bxe6! 20. Nxe6 fxe6 21. Rdf1 Qe5 22. Ne2 Nh5-/+]] 18. f5 Kh8? [18... exf5 19. exf5 [19. Qg6? Kh8 20. Bxf7 fxe4!-/+] 19... b5 20. Qg6 Kh8 21. Bxf7 b4<-/->] 19. Rdf1 [IDEA fxe6, Rxf6] 19... Qd8? [19... e5? 20. Ne6! fxe6 21. fxe6 Bxe6 22. Rxf6+-] [19... Qe5!? (O'Kelly, Geller, Bondarevsky) 20. Nf3 Qf4 [20... Qc5 21. h4 IDEA Ng5] [20... Qa5 21. fxe6 Bxe6 22. Bxe6 fxe6 23. e5 dxe5 24. Nh4+/- -> Bondarevsky] 21. Qh3 IDEA Ng5] 20. fxe6 fxe6 [20... Bxe6 21. Nxe6 fxe6 22. Ne2 IDEA Nf4+/- -> Smyslov [22. e5 dxe5 23. Ne4!+/- Geller, Boleslavsky]] 21. e5!+- [IDEA Ne4: a clearance sacrifice] 21... dxe5 22. Ne4 Nh5[] [22... Nxe4 23. Rxf8+

+ -] [22... exd4 23. Rxf6+-] 23. Qg6! exd4 [23... Nf4 24. Rxf4! exf4 25. Nf3 Qb6 26. Rg5!! Bc6 [26... Qd8 27. Ne5+-] 27. Nf6 Be4 28. Qxh6+!!+- (Geller)] 24. Ng5 [24. Ng5 hxg5 25. Qxh5+ Kg8 26. Qf7+ Kh7 27. Rf3 IDEA Rh3#] 1-0

Back to [Chess Coaching Page](#)

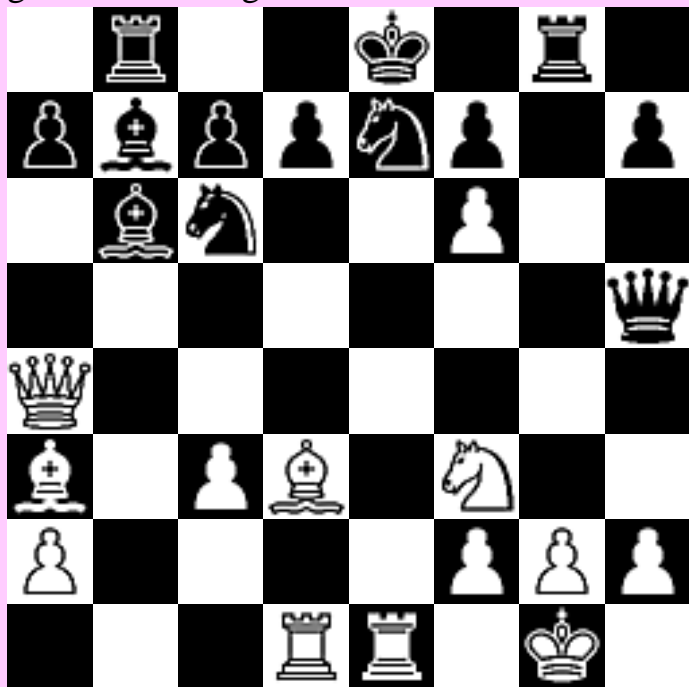
This document (Canon\canon080.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Anderssen,A - Dufresne,J [C52]attacking never bettered: Berl, attacking never, 1852

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O d3 8. Qb3 Qf6 9. e5 Qg6 10. Re1 Nge7 11. Ba3 b5 12. Qxb5 Rb8 13. Qa4 Bb6 14. Nbd2 Bb7 15. Ne4 Qf5 16. Bxd3 Qh5 17. Nf6+ gxf6 18. exf6 Rg8 19. Rad1



White must have seen the finish from here 19... Qxf3 20. Rxe7+ Nxe7 21. Qxd7+ Kxd7 22. Bf5+ Ke8 23. Bd7+ Kf8 24. Bxe7# magnificent 1-0

Back to [Chess Coaching Page](#)

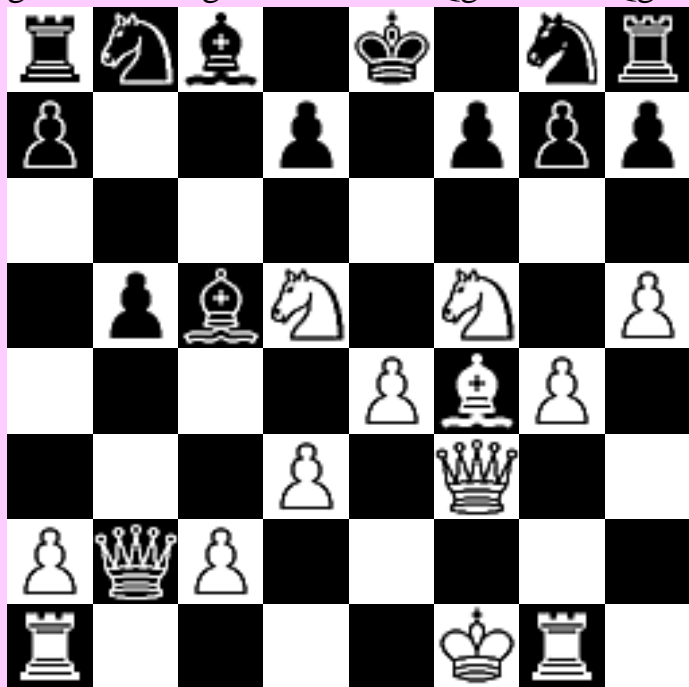
This document (Canon\canon081.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Anderssen,A - Kieseritzky,L [C33]attacking never bettered: Lond, attacking never, 1851

1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 b5 5. Bxb5 Nf6 6. Nf3 Qh6 7. d3 Nh5 8. Nh4 Qg5 9. Nf5 c6 10. g4 Nf6 11. Rg1 cxb5 12. h4 Qg6 13. h5 Qg5 14. Qf3 Ng8 15. Bxf4 Qf6 16. Nc3 Bc5 17. Nd5 Qxb2



the most famous double-rook sacrifice of all 18. Bd6 Qxa1+ 19. Ke2 Bxg1 20. e5 Na6 21. Nxc7+ Kd8
22. Qf6+ Nxf6 23. Be7# 1-0

Back to [Chess Coaching Page](#)

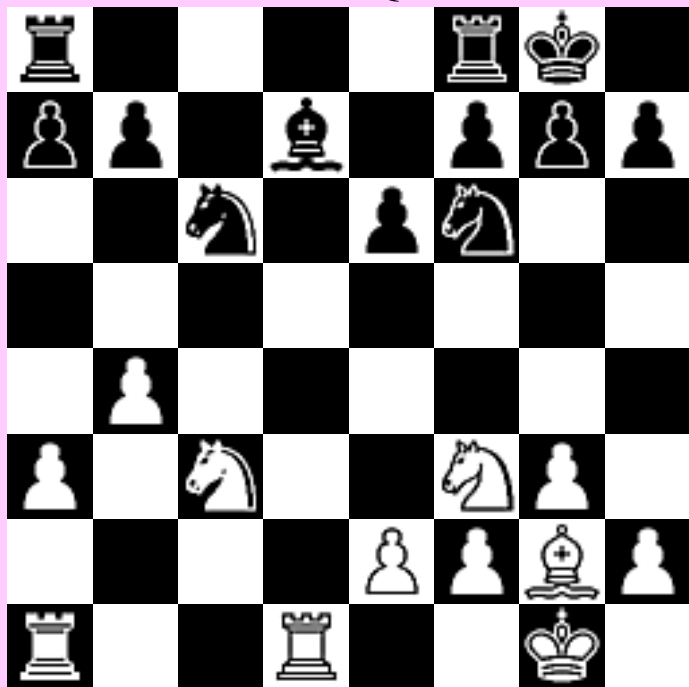
This document (Canon\canon082.html) was last modified on 13 Aug 2005 by



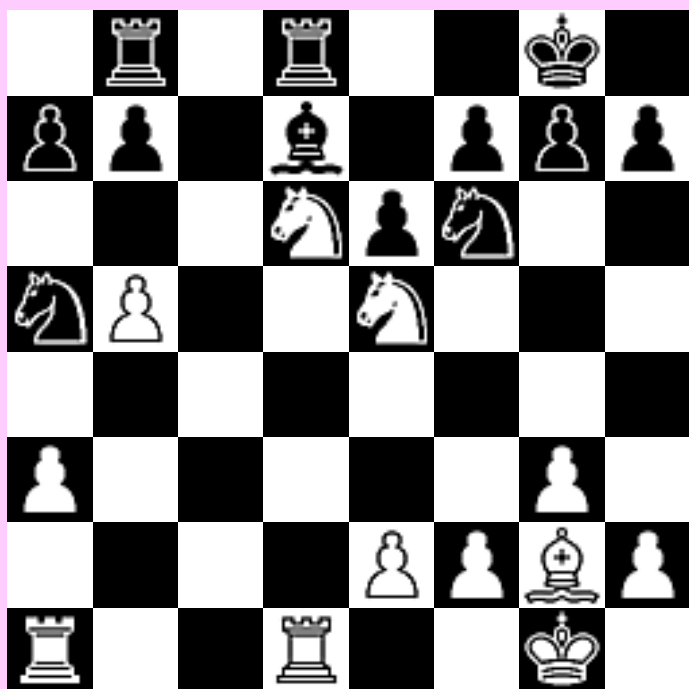
[Dr. Dave](#)

Mestel, A. Jonathan - Kinsman, Andrew P H [E06] attacking technique: activity/symmetry, London, 1994

1. c4 Nf6 2. g3 d5 3. cxd5 Nxd5 4. Bg2 e6 5. Nf3 Be7 6. d4 O-O 7. O-O c5 8. a3 Nc6 9. dxc5 Bxc5 10. b4 Be7 11. Bb2 Bf6 12. Qb3 Bd7 13. Rd1 Bxb2 14. Qxb2 Qf6 15. Qxf6 Nxf6 16. Nc3



Assess [16. Nc3] 16... Rac8? [16... Rfc8] 17. Nb5! [17. b5] 17... Rfd8 18. Nd6 Rb8 19. b5 Na5 20. Ne5



White pieces are so active that normal squares have become weak! 20... Be8 21. Rac1 Kf8 22. f4 [22. Rc7? Nd5] 22... Nd7?! [22... Nd5] 23. Ndx7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon083.html) was last modified on 13 Aug 2005 by



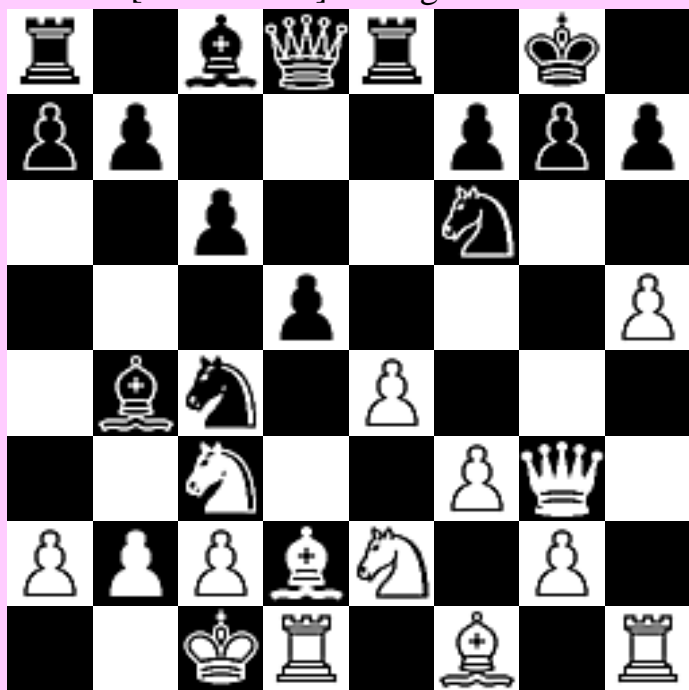
[Dr. Dave](#)

Morozevich,Alexandr - Hebden,Mark (It (open)) [C22]attacking technique: fighting/technical, It (op, 1994

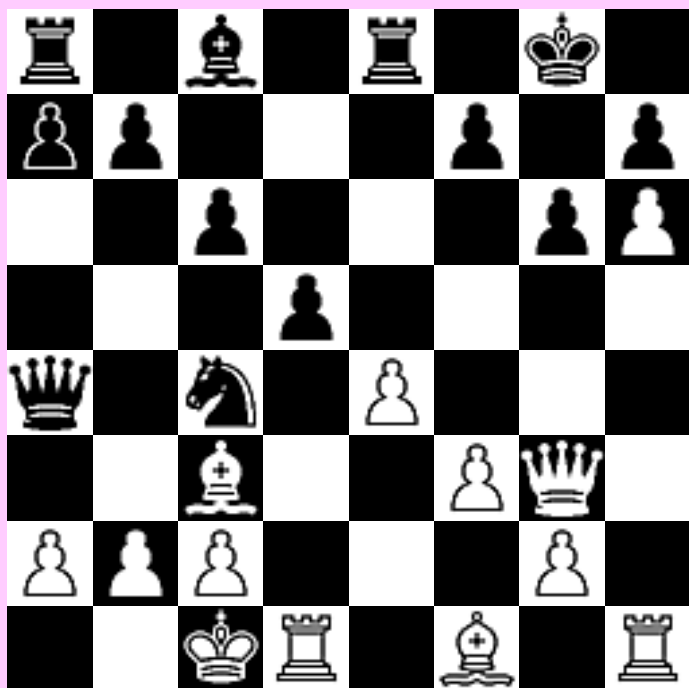
1. e4 e5 2. d4 "The fighting stage" 2... exd4 3. Qxd4 Nc6 4. Qe3 Nf6 5. Nc3 Bb4 6. Bd2 O-O 7. O-O-O Re8 8. Qg3



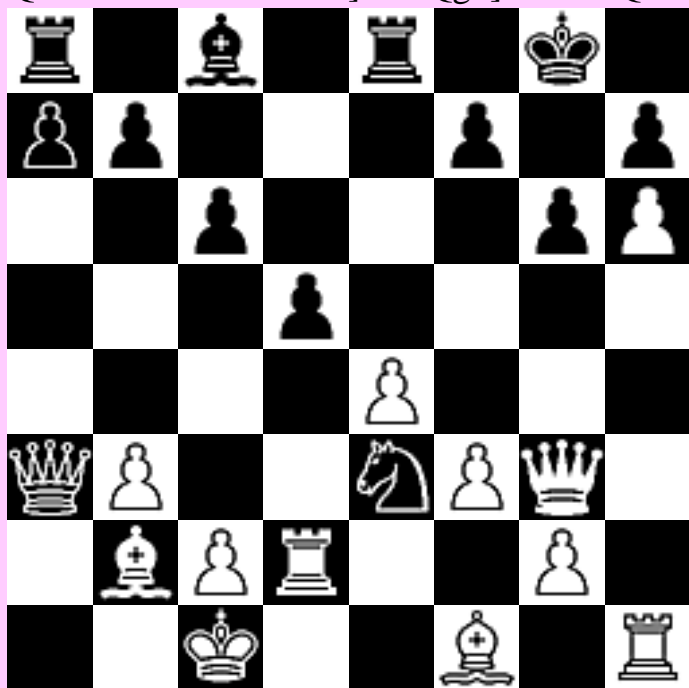
8... d6?! [8... Rxe4 9. Bd3 [9. Bg5 Bxc3 10. Qxc3 h6] 9... Rg4 10. Qh3 d6!] 9. f3 Ne5 10. h4 c6 11. h5 d5?! [11... Be6] 12. Nge2 Nc4



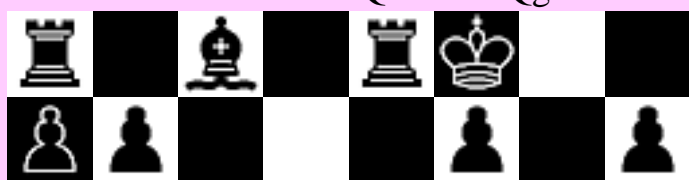
13. h6! [13. Bh6 Ng4! [13... g6? 14. Bg5] 14. fxg4 gxh6] 13... g6 14. Bg5 "attacking not just the King but the King's-side" - CC 14... Qb6 15. Na4! Qa5 16. Bxf6 Qxa4 17. Nc3! Bxc3 18. Bxc3

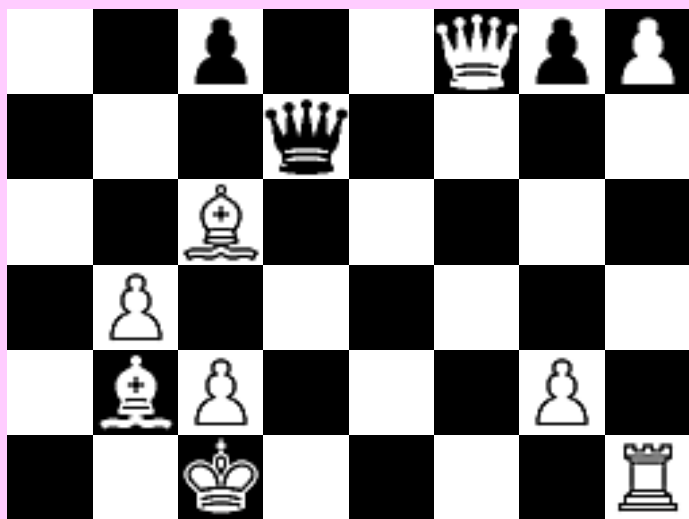


White is now winning - the game has entered the "technical" phase. Why is White winning? 18... Ne3 [18... Qxa2 19. Bxc4 Qxc4 [19... dxc4 20. Qe5?? "Flashy" - CC [20. Qg5] 20... Qa1+ 21. Kd2 Qxd1+ 22. Kxd1 Rxe5] 20. Qg5] 19. b3 Qxa2 20. Rd2 Qa3+ 21. Bb2



21... Qe7 [21... Nxf1 22. Rxf1 Qe7 23. exd5 cxd5 24. Rxd5 Be6 25. Qe5? [25. Re1! f6! is surviving for the moment. [25... Rad8? 26. Qe5 f6 27. Qxe6+! Qxe6 28. Rxe6]] 25... f6] 22. Be2! dxe4 23. fxe4 Qxe4 24. Qg5 Nd5 25. Rxd5 Qxd5 26. Qf6 Kf8 27. Bc4





1-0 [27. Bc4 Qf5 28. Ba3+ c5 29. Bxc5+ Qxc5 30. Qxf7#] 1-0

Back to [Chess Coaching Page](#)

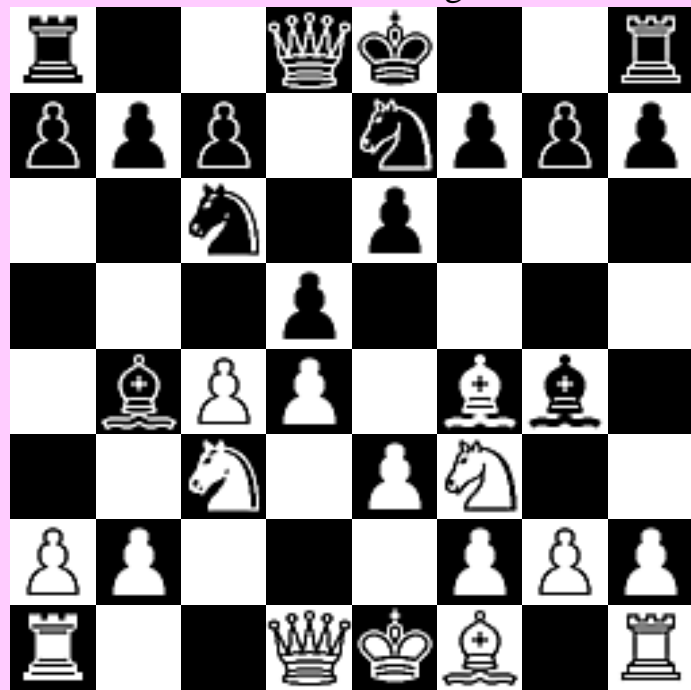
This document (Canon\canon084.html) was last modified on 13 Aug 2005 by



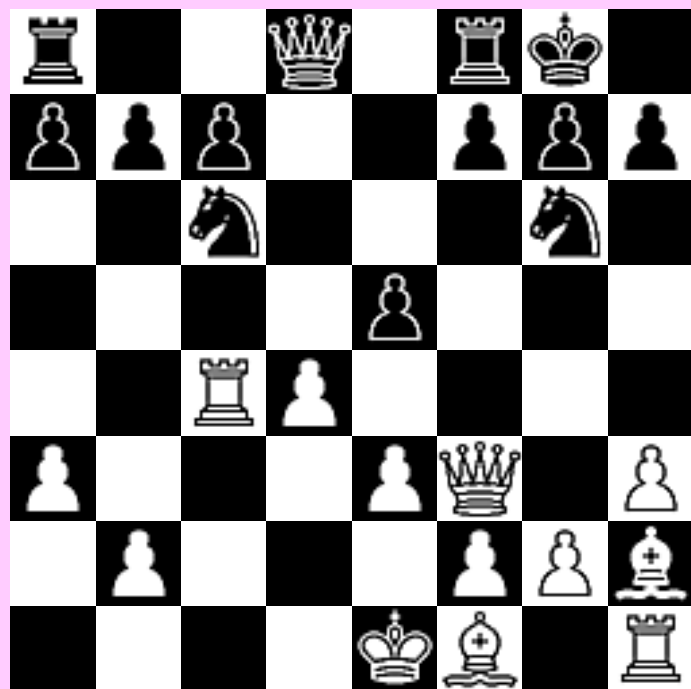
[Dr. Dave](#)

Akesson,Ralf - Morozevich,Alexandr [D02]attacking technique: initiative, It (open) [Cro, 1994

1. Nf3 Nc6 2. d4 d5 3. Bf4 Bg4 4. e3 e6 5. c4 Bb4+ 6. Nc3 Nge7

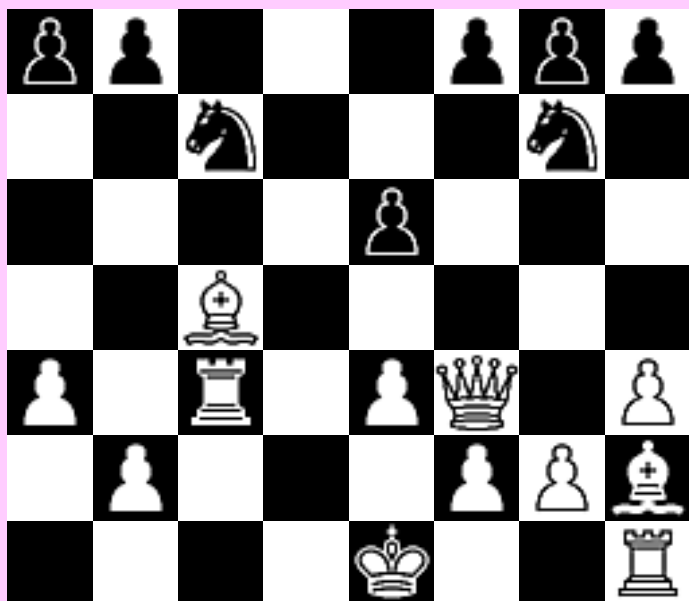


Tchigorin. 7. h3 Bh5 8. Rc1 O-O 9. a3 Bxc3+ 10. Rxc3 dxc4 11. Rxc4?! Ng6 12. Bh2 Bxf3! 13. Qxf3 e5=/+

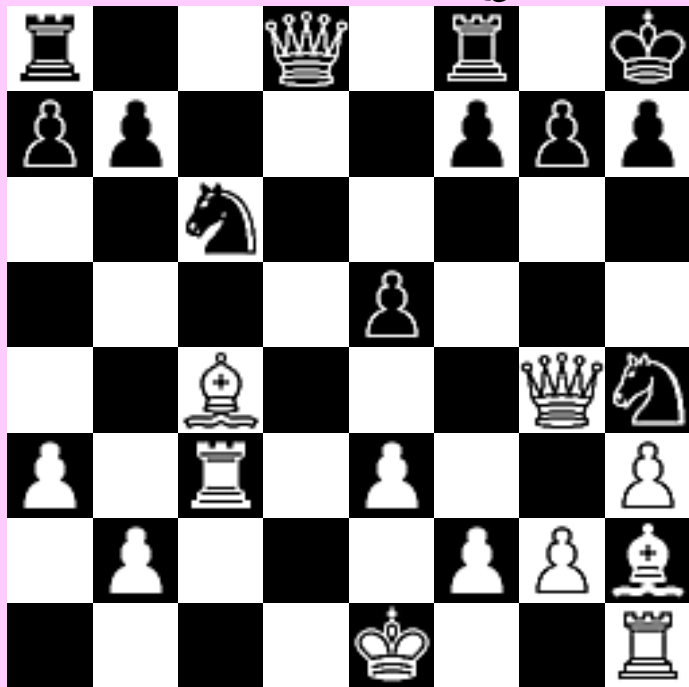


14. d5 Na5 15. Rc3 c6 16. dxc6 Nxc6 17. Bc4

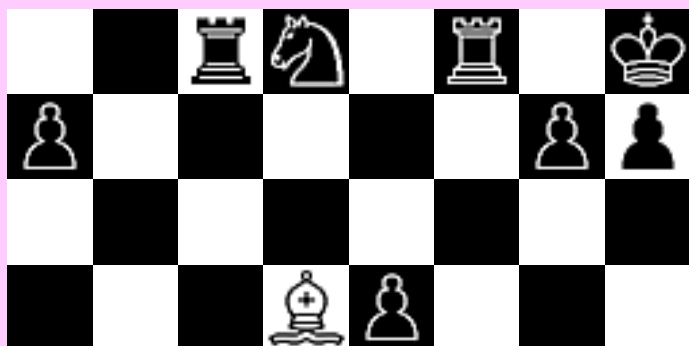


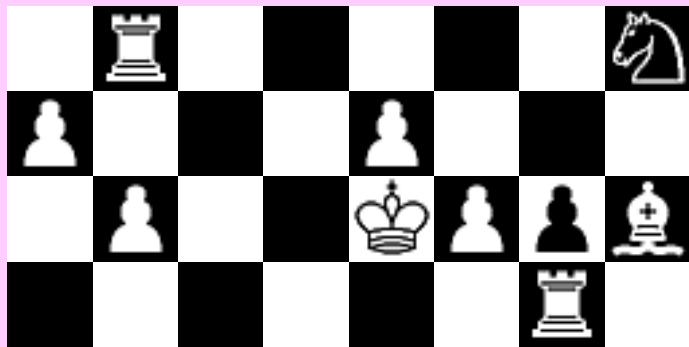


17... Nh4?! [17... Kh8!] 18. Qg4 Kh8

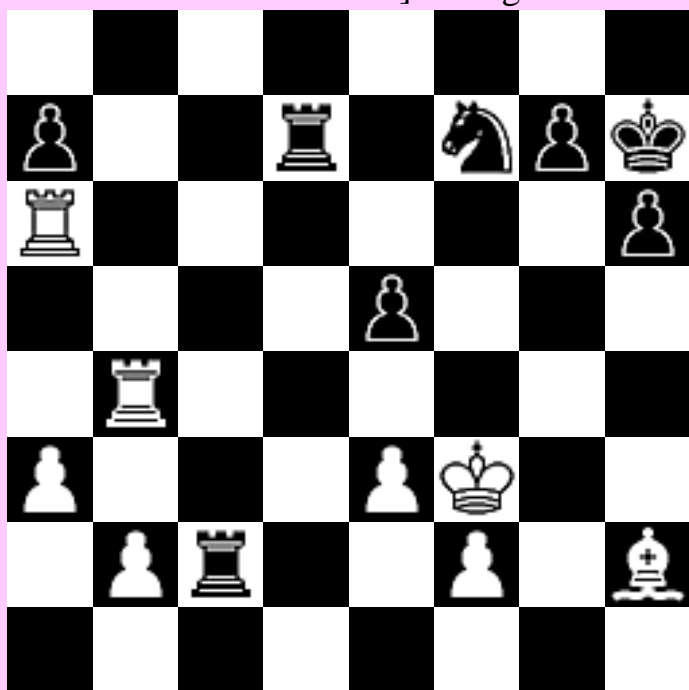


19. Rd3? [19. O-O f5!] [19. e4!] 19... Qe7! 20. Rd7 f5! "Black cannot afford to slow down" - if White consolidates Black will probably stand worse. Probably Black is better from here on, but it's still fighting chess for several moves to come. 21. Rxe7 fxg4 22. Rxb7 gxh3 23. Bd5! hxg2 24. Rg1 Rac8 25. Ke2 Nd8 26. Rb4



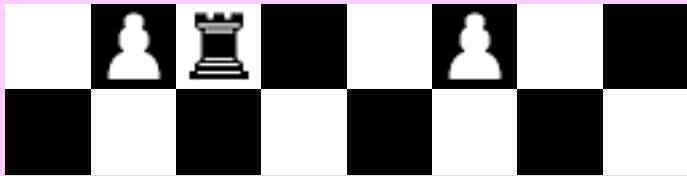


26... Rc2+! chivvies the White King onto the d-file e.g. 27. Kd3 Rc5! 28. Rxh4 [28. Bxg2 Nxc6 29. Rxg2 Nc6 30. Rb7 Rd8+] 28... Rxd5+ 29. Ke2 Nf7 30. Rxg2 Rc8 pestering again 31. Rb4 White also keeps active as he must, but is still behind in development. 31... h6 Why? [31... h6 g6 is weak but the Rc8 must be free, and if the g-Pawn moves instead, the King is exposed on the seventh rank.] 32. Rg6 Kh7 33. Ra6 Rc2+ 34. Kf3 Rd7-/+



[34... Rd7 Black still holds the initiative in a technical position.] 35. Bg3 h5 36. Ra5 [36. Ke4 g5 37. f4 h4 38. fxg5 hxg3 39. g6+ Kg7 40. gxf7 Rxf7] 36... Re7





37. Rab5 g5 38. Rb7 Rxb7 39. Rxb7 Kg6 40. b4 h4 41. Bh2 e4+! 42. Kg2 [42. Kxe4 Rxf2] 42... Nh6!
43. Rxa7 Ng4 44. Bg1 Nxe3+ 45. Kh3 Nd5 46. Ra8 Rc3+ 47. Kg2 [47. Kg4? Nf6#] [47. Kh2 Nf4
48. Rg8+? [48. Kh1 is the game] 48... Kf7 49. Rxc5 Rh3#] 47... Nf4+ 48. Kh1 Rc1 49. Kh2 Ne2 50.
f4 Nxc1 51. fxc5 Nf3+ 0-1

Back to [Chess Coaching Page](#)

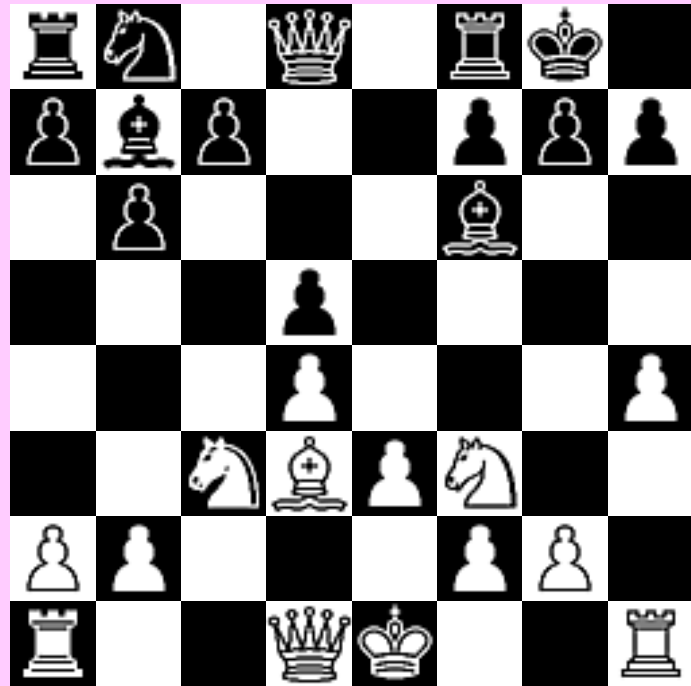
This document (Canon\canon085.html) was last modified on 13 Aug 2005 by



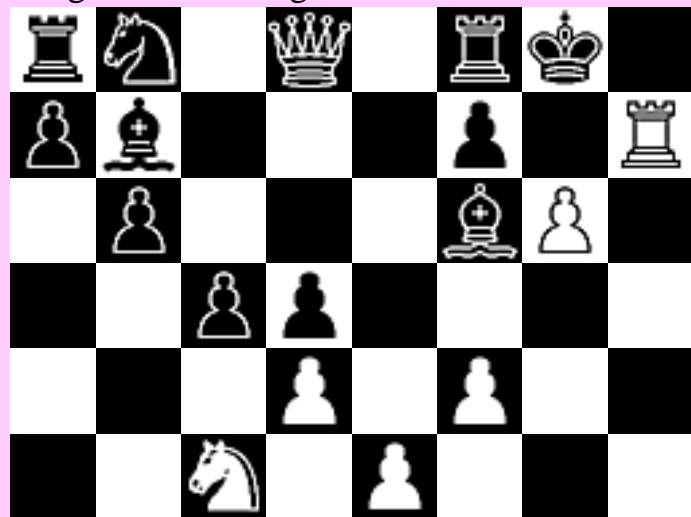
[Dr. Dave](#)

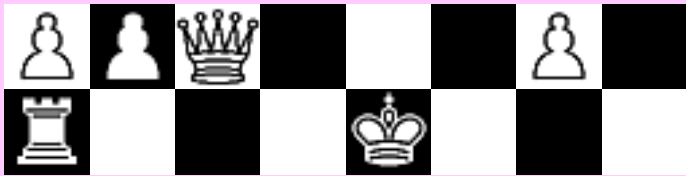
Marshall Frank - Burn A [D55] attacking technique: three pieces= mate, Reserv, 1900

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 b6 7. Bd3 Bb7 8. cxd5 exd5 9. Bxf6 Bxf6 10. h4



Assess 10... g6 [10... g6] [10... c5! Attack on wing met by play in the centre. 11. Bxh7 +?! [11. Qc2 g6 12. h5 Qe8 13. O-O-O c4 14. Be2 b5] [11. g4 Vukovic 11... Re8 12. Kf1 [12. g5 Bxd4] 12... g6 [12... Nc6?! 13. g5 cxd4 14. gxf6 dxc3 15. Bxh7+] 13. g5 Bg7 14. h5 Nc6 15. Rh4 Rc8 16. Kg2 Nb4 17. Bb1 Rc7 18. a3 Nc6 19. hxg6 [19. dxc5 Ne5!] 19... hxg6 [19... fxg6 20. Rxh7] 20. Ne2 Rce7 21. Nf4 cxd4 22. exd4 [22. Nxd4 Ne5 [22... Nxd4 23. exd4 Re1]] 22... Re4 23. Bxe4 dxe4 24. Nh2 [24. Ne5 Nxd4] 24... Nxd4 25. Kg1 Qxg5+ 26. Rg4 Qf5 27. Qa4 Bc6 28. Qxa7 Nf3+-- Vukovic] 11... Kxh7 12. Ng5+ Kh6 13. Qc2 g6 14. h5 Kxg5 15. f4+ Kh6 16. hxg6 + Kg7 17. Rh7+ Kg8





18. O-O-O [18. *gxf7+ Rxf7* 19. *Qg6+ Bg7* Three pieces are a mate, two pieces are a bluff.] 18... *Bg7* 19. *Rdh1 Qf6* 20. *gxf7+ Rxf7* 21. *g4 cxd4* 22. *g5 Qf5* 23. *Rxg7+ Kxg7* 24. *Qh2 Rf8* 25. *g6 Qxg6* 26. *Rg1 Nd7* 27. *Rxg6+ Kxg6* 28. *Nb5 Rac8+* 29. *Kd1 Rf6* 30. *Nd6 Rxd6* 31. *f5+ Kxf5* 32. *Qxd6 Nf6* 33. *exd4 Bc6* 34. *Qa3 Ra8* 35. *Qh3+ Kg6* 36. *Qg3+ Kf5* 37. *Qh3+ Kg6* 38. *Qg3+ Kf7* 39. *Qc7 + Bd7* 40. *Qb7 Rh8* 41. *Qxa7 b5* 42. *Kc2 Rc8+* 43. *Kb3 Rc4* 44. *a3 Ke7* 45. *Ka2 Ne8* 46. *Qb8 Nc7* 47. *Qb7 Kd6* 48. *Qb6+ Bc6* 49. *Qb8 Kd7* 50. *Qh8 Ba8* 51. *Qh3+ Kc6* 52. *Qh6+ Kb7* 53. *Qg7 Ka7* 54. *Qd7 Bb7* 55. *Qe7 Bc8* 56. *Qg7 Kb7* 57. *Qe5 Bd7* 58. *Qd6 Be8* 59. *Qf6 b4* 60. *axb4 Rxb4* 61. *b3 Rb6* 62. *Qh8 Re6* 63. *Ka3 Re4* 64. *Kb2 Kb6* 65. *Qf6+ Ne6* 66. *Qe7 Bc6* 67. *Qd6 Rxd4* 68. *Kc3 Nc7* 69. *Qd8 Kb7* 70. *Qe7 Re4* 71. *Qg7 Bb5* 72. *Qh7 d4+* 73. *Kb4 Re5* 74. *Qh2 Rd5* 75. *Qd2 d3* 76. *Kc3 Rc5+* 77. *Kb4 Rc2* 78. *Qd1 Nd5+ 0-1* Teschner Rudolf-Spassky B V/Riga (Latvia) 1959] 11. *h5! Re8* 12. *hxc6 hxc6* 13. *Qc2 Bg7?* 14. *Bxc6! fxc6* 15. *Qxc6 Nd7* [15... *Qf6* 16. *Qxe8+*] 16. *Ng5!* This is the difference to the Teschner game! Three pieces are a mate: ... 16... *Qf6* 17. *Rh8+* ...one to be sacrificed... [17. *Rh8+ Kxh8* 18. *Qh7#* ...two to mate.] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon086.html) was last modified on 13 Aug 2005 by



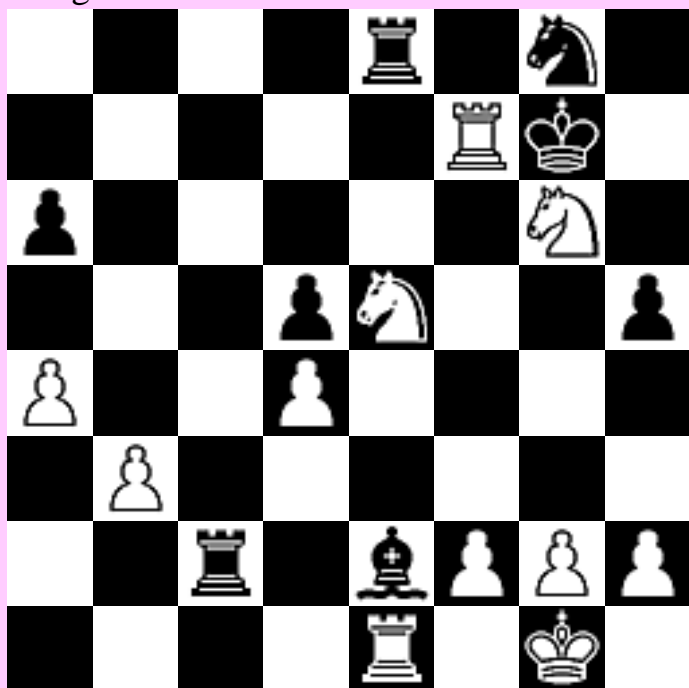
[Dr. Dave](#)

Capablanca,Jose - Alekhine,Alexander [D30]the queen's-side attack: (St P, the queen's-sid, 1913

1. d4 d5 2. c4 c6 3. e3 Nf6 4. Nf3 e6 5. Nbd2 Nbd7 6. Bd3 Be7 7. O-O O-O 8. Qc2 dxc4 9. Nxc4 c5 10. Nce5 cxd4 11. exd4 Nb6 12. Ng5 g6 13. Nngf3 Kg7 14. Bg5 Nbd5 15. Rac1 Bd7 16. Qd2 Ng8 17. Bxe7 Qxe7 18. Be4 Bb5 19. Rfe1 Qd6 20. Bxd5 exd5



A symmetrical pawn position where the initiative is important. White siezes his chance on the Q-side, which leads to the gain of the c-file, which leads to access to the seventh rank, which leads to a King's-side rout. 21. Qa5 a6 22. Qc7 Qxc7 23. Rxc7 h6 24. Rxb7 Rac8 25. b3 Rc2 26. a4 Be2 27. Nh4 h5 28. Nhxg6 Re8 29. Rxf7+



yeuch 29... Kh6 30. f4 a5 31. Nh4 Rxe5 32. fxe5 Kg5 33. g3 Kg4 34. Rg7+ Kh3 35. Ng2 1-0

Back to [Chess Coaching Page](#)

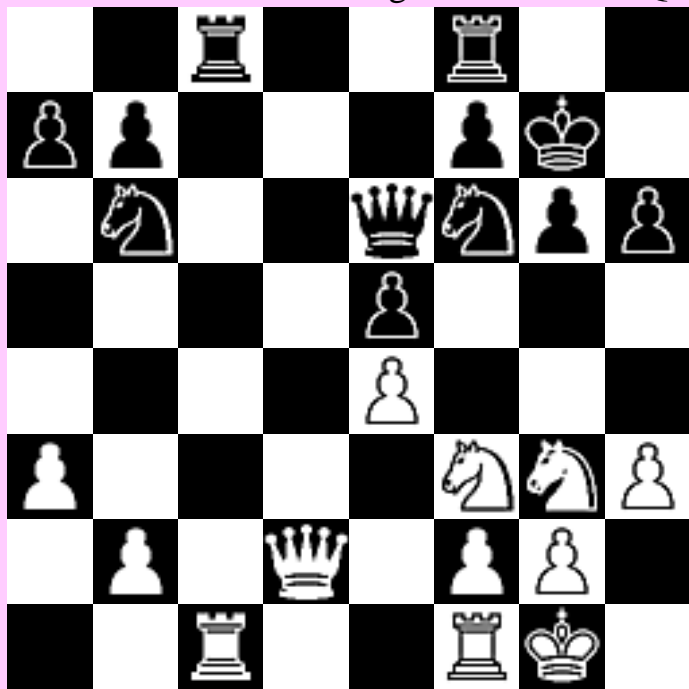
This document (Canon\canon196.html) was last modified on 13 Aug 2005 by



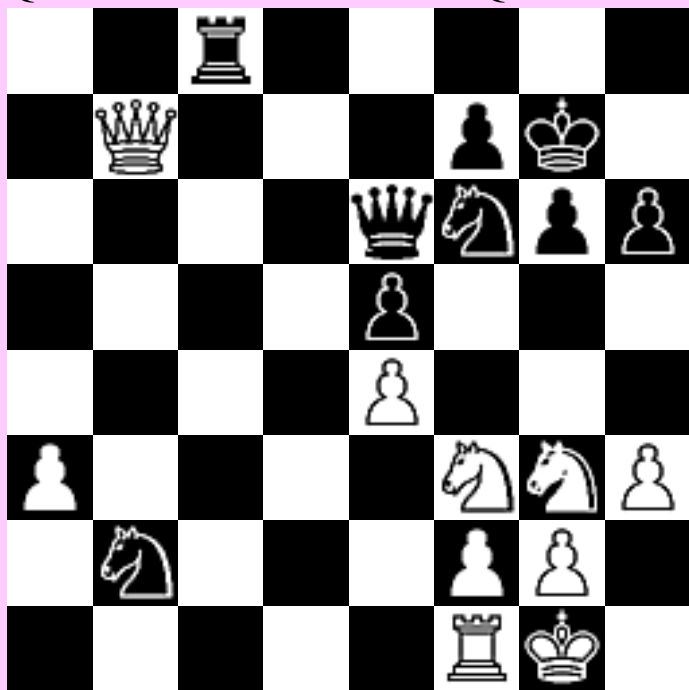
[Dr. Dave](#)

Alekhine, Alexander - Capablanca, Jose [D51] the queen's-side attack: Bueno, the queen's-sid, 1927

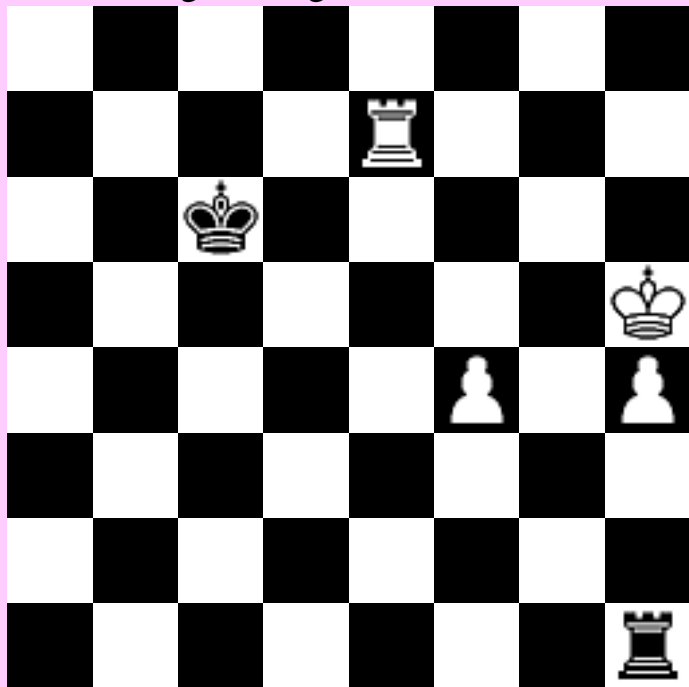
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. a3 Be7 7. Nf3 O-O 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. Ne4 N5f6 12. Ng3 c5 13. O-O Nb6 14. Ba2 cxd4 15. Nxd4 g6 16. Rc1 Bd7 17. Qe2 Rac8 18. e4 e5 19. Nf3 Kg7 20. h3 h6 21. Qd2 Be6 22. Bxe6 Qxe6



Symmetrical central pawns usually mean drawish positions, but White has an opportunity to make mischief on the Queen's-side 23. Qa5 An irony: see the St.Petersburg game from 1914. 23... Nc4 24. Qxa7 Nxb2 25. Rxc8 Rxc8 26. Qxb7



The rest is a long answer to the question, can Alekhine win a complex position a pawn up against the greatest natural talent of the game? 26... Nc4 27. Qb4 Ra8 28. Ra1 Qc6 29. a4 Nxe4 30. Nxe5 Qd6 31. Qxc4 Qxe5 32. Re1 Nd6 33. Qc1 Qf6 34. Ne4 Nxe4 35. Rxe4 Rb8 36. Re2 Ra8 37. Ra2 Ra5 38. Qc7 Qa6 39. Qc3+ Kh7 40. Rd2 Qb6 41. Rd7 Qb1+ 42. Kh2 Qb8+ 43. g3 Rf5 44. Qd4 Qe8 45. Rd5 Rf3 46. h4 Qh8 47. Qb6 Qa1 48. Kg2 Rf6 49. Qd4 Qxd4 50. Rxd4 Kg7 51. a5 Ra6 52. Rd5 Rf6 53. Rd4 Ra6 54. Ra4 Kf6 55. Kf3 Ke5 56. Ke3 h5 57. Kd3 Kd5 58. Kc3 Kc5 59. Ra2 Kb5 60. Kb3 Kc5 61. Kc3 Kb5 62. Kd4 Rd6+ 63. Ke5 Re6+ 64. Kf4 Ka6 65. Kg5 Re5+ 66. Kh6 Rf5 67. f4 Rc5 68. Ra3 Rc7 69. Kg7 Rd7 70. f5 gxf5 71. Kh6 f4 72. gxf4 Rd5 73. Kg7 Rf5 74. Ra4 Kb5 75. Re4 Ka6 76. Kh6 Rxa5 77. Re5 Ra1 78. Kxh5 Rg1 79. Rg5 Rh1 80. Rf5 Kb6 81. Rxf7 Kc6 82. Re7



answer: yes 1-0

Back to [Chess Coaching Page](#)

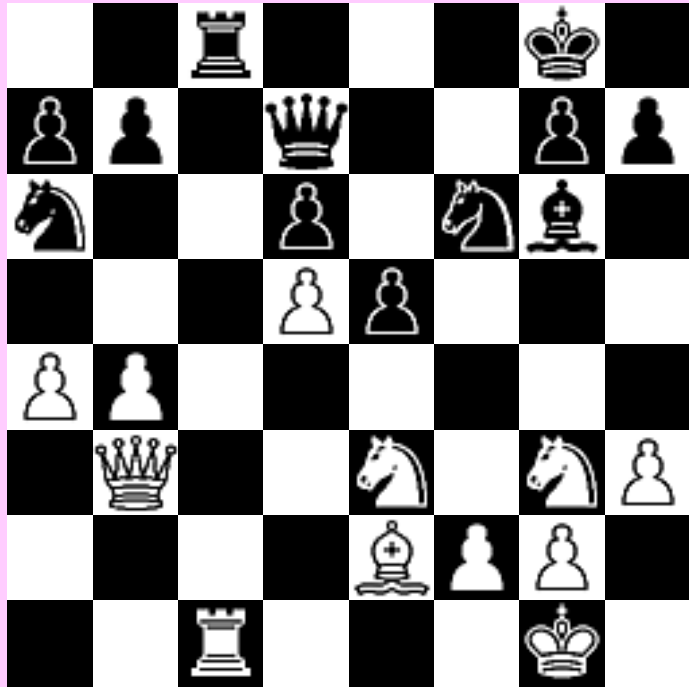
This document (Canon\canon197.html) was last modified on 13 Aug 2005 by



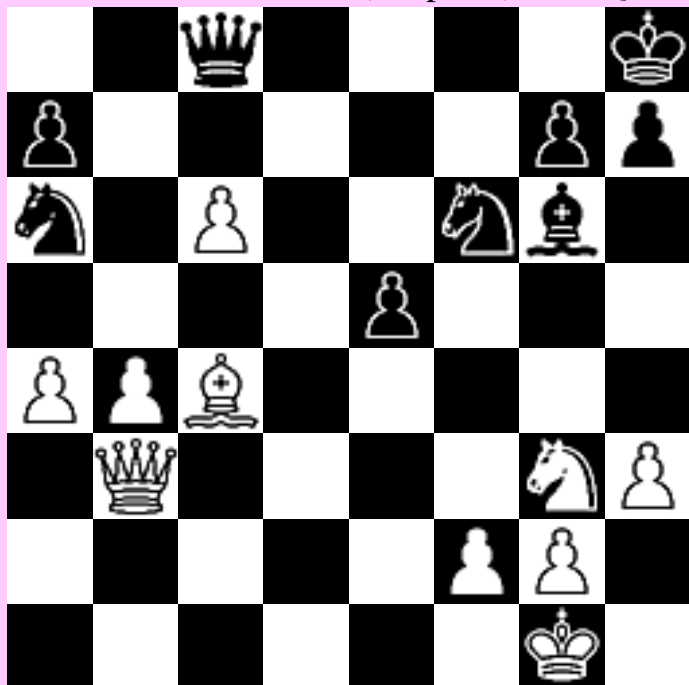
[Dr. Dave](#)

Kasparov, Gary - Larsen, B [A55] the queen's-side attack: Bugon, the queen's-sid, 1982

1. d4 Nf6 2. c4 d6 3. Nc3 e5 4. Nf3 Nbd7 5. e4 Be7 6. Be2 O-O 7. O-O c6 8. d5 Nc5 9. Qc2 cxd5 10. cxd5 Qc7 11. Nd2 Bd7 12. a4 Rac8 13. Ra3 Ne8 14. Rd1 Bg5 15. b4 Na6 16. Qb3 f5 17. Nc4 Bxc1 18. Rxc1 fxe4 19. Nxe4 Bf5 20. Ng3 Qd7 21. h3 Nf6 22. Raa1 Bg6 23. Ne3 Rxc1+ 24. Rxc1 Rc8



White is better, but the resource Kasparov finds is remarkable 25. Rc6 bxc6 26. dxc6+ Qf7 27. Bc4 d5 28. Nxd5 Kh8 29. Nb6 (the point) 29... Qc7 30. Nxc8 Qxc8



White has not sacrificed so much after all, and the Queen's-side pawns are rampant 31. b5 Nc5 32. Qa3

Nce4 33. Qe7 Nxc3 34. c7 Bf5 35. fxg3 h5 36. a5 e4 37. b6 axb6 38. axb6 Kh7 39. Qc5 1-0

Back to [Chess Coaching Page](#)

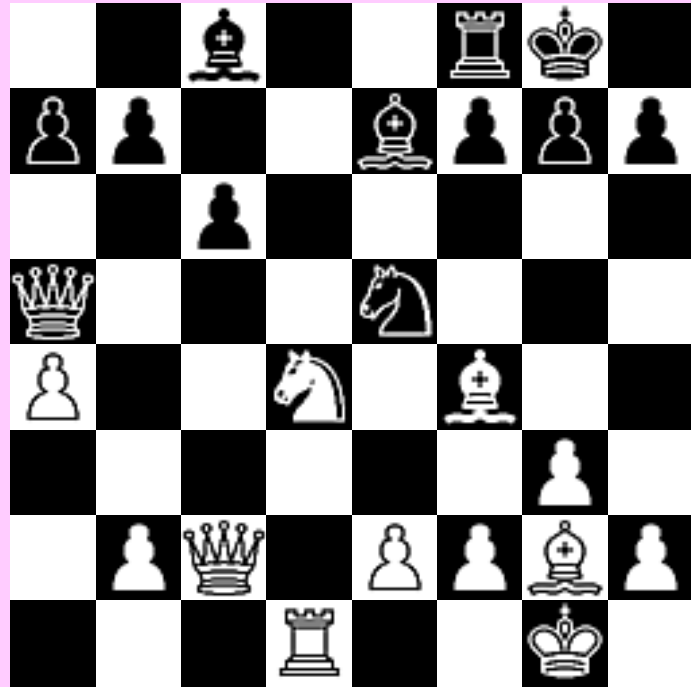
This document (Canon\canon198.html) was last modified on 13 Aug 2005 by



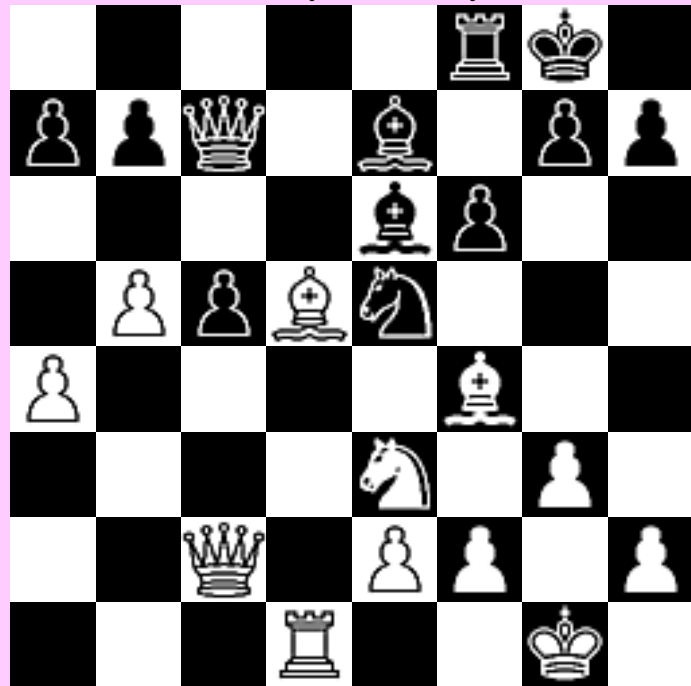
[Dr. Dave](#)

Alekhine, Alexander - Euwe, Max (Amsterdam) [D17] the queen's-side attack: minor, the queen's-sid, 1935

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4 Bf5 6. Ne5 Nbd7 7. Nxc4 Qc7 8. g3 e5 9. dxe5 Nxe5 10. Bf4 Nfd7 11. Bg2 Be6 12. Nxe5 Nxe5 13. O-O Be7 14. Qc2 Rd8 15. Rfd1 O-O 16. Nb5 Rxd1+ 17. Rxd1 Qa5 18. Nd4 Bc8



Black's 's side majority is a potential asset but because it cannot yet be advanced it is mostly a target. 19. b4 Alekhine is always tactically alert 19... Qc7 [19... Qxb4] 20. b5 c5 21. Nf5 f6 22. Ne3 Be6 23. Bd5



Black's pawns are blocked and awkward. With the disappearance of Black's good bishop White's pieces

start to create threats across the board, and the blockade of the c-pawn stops Black creating any nuisance with it. 23... Bxd5 24. Rxd5 Qa5 25. Nf5 Qe1+ 26. Kg2 Bd8 27. Bxe5 fxe5 28. Rd7 Bf6 29. Nh6+ Kh8 30. Qxc5 A symbolic final move 1-0

Back to [Chess Coaching Page](#)

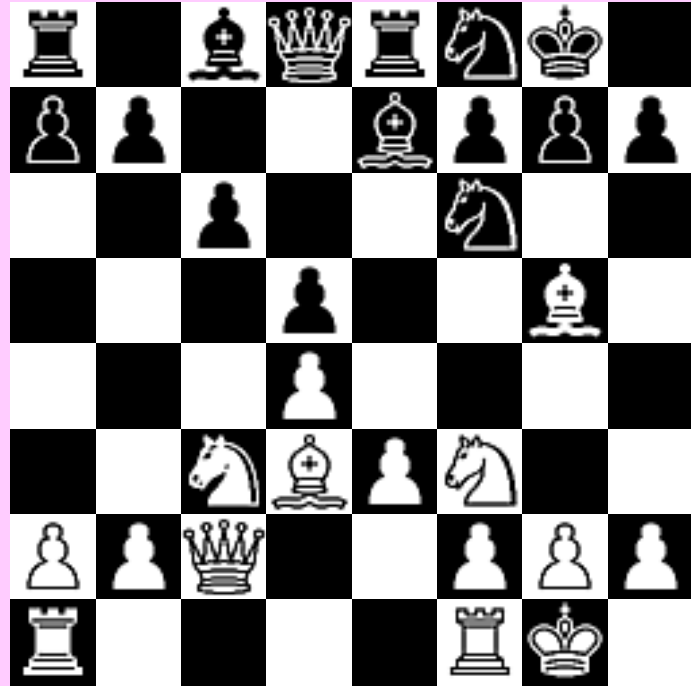
This document (Canon\canon199.html) was last modified on 13 Aug 2005 by



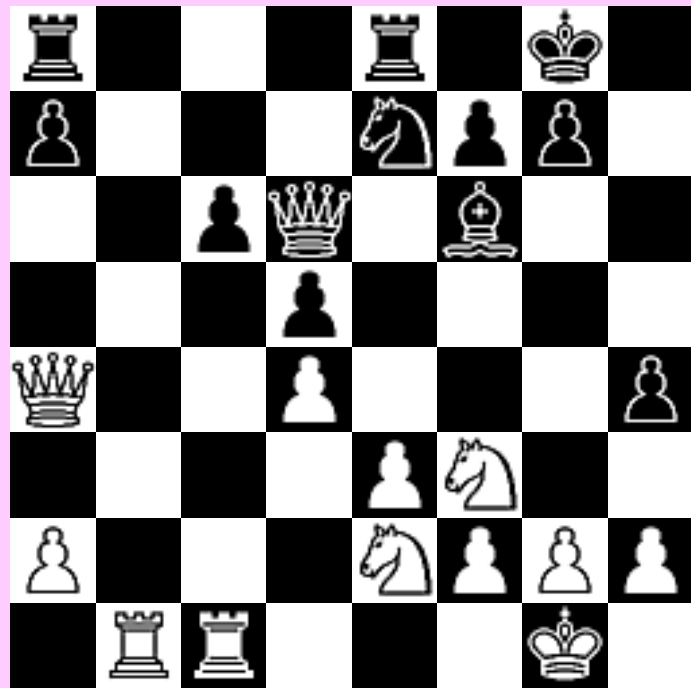
[Dr. Dave](#)

Smyslov, Vasily V - Keres, Paul (Moscow Wch) [D36] the queen's-side attack: minor, the queen's-sid, 1948

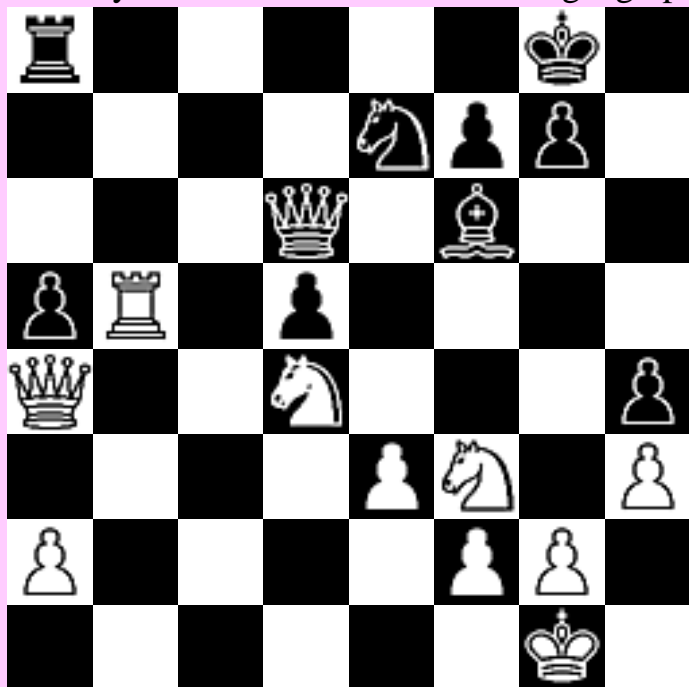
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 c6 5. e3 Nbd7 6. cxd5 exd5 7. Bd3 Be7 8. Nf3 O-O 9. Qc2 Re8 10. O-O Nf8



the classic starting-point for a queen-side attack. The aim is not mate, but to win or weaken the opponent's pawns on that side. Queen's-side attacks are more modest but more safe than King's-side attack. 11. Rab1 Ng6 12. b4 [minority attack](#) 12... Bd6 13. b5 Bd7 14. bxc6 Bxc6 15. Qb3 Be7 16. Bxf6 Bxf6 17. Bb5 Qd6 18. Rfc1 h5 19. Ne2 h4 20. Bxc6 bxc6 21. Qa4 Ne7



White has a weak pawn to aim at, while Black's King's-side feint has yet to produce fruit. 22. Rb7 may be inaccurate, but that is what open files are for 22... a5 23. h3 Reb8 24. Rcb1 Rxb7 25. Rxb7 c5 Black must try this move before White can gang up on the pawn 26. Rb5 cxd4 27. Nexd4



the weakness on c6 has vanished, but there is a new weakness on d5 and the a5 pawn is still under threat 27... Rc8 28. Nb3 Bc3 29. Qxh4 Rc4 30. g4 a4 31. Nbd4 Bxd4 32. Nxd4 Qe5 33. Nf3 Qd6 34. Ra5 Rc8 35. Rxa4 Ng6 36. Qh5 Qf6 37. Qf5 Qc6 38. Ra7 Rf8 39. Rd7 d4 40. Rxd4 Ra8 41. a4 1-0

Back to [Chess Coaching Page](#)

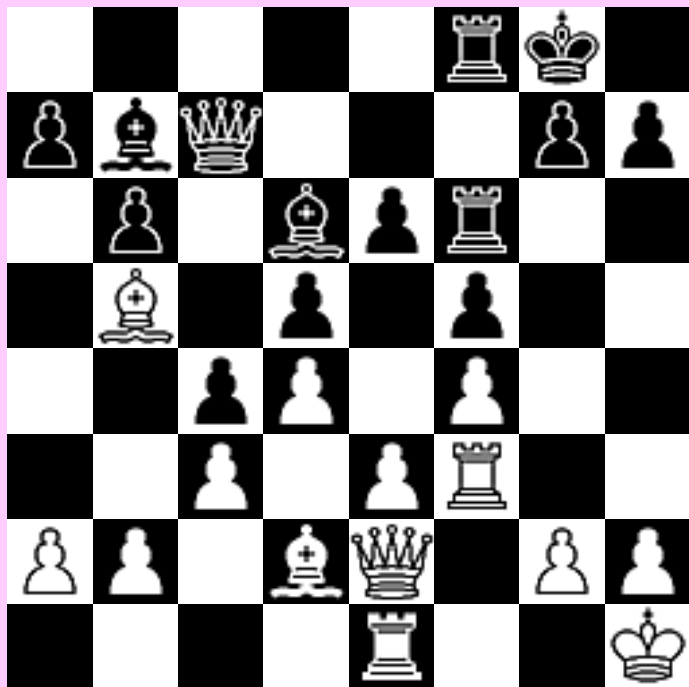
This document (Canon\canon200.html) was last modified on 13 Aug 2005 by



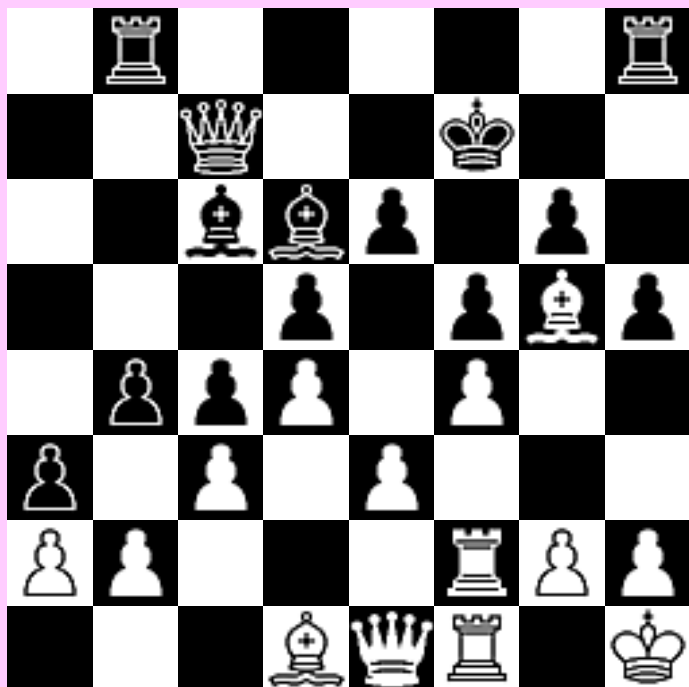
[Dr. Dave](#)

Kupchik, Abraham - Capablanca, Jose (Lake) [A47] the queen's-side attack: seali, the queen's-sid, 1926

1. d4 Nf6 2. Nf3 e6 3. e3 b6 4. Bd3 Bb7 5. O-O Ne4 6. Nbd2 f5 7. c3 Be7 8. Qc2 d5 9. Ne5 O-O 10. f3 Nxd2 11. Bxd2 Nd7 12. Nxd7 Qxd7 13. Rae1 c5 14. Qd1 Rf6 15. Qe2 Raf8 16. Bb5 Qc7 17. f4 c4 18. Kh1 Bd6 19. Rf3



before launching on his Queen's-side attack, Black secures the King's-side 19... h5 20. Ref1 Rh6 21. Be1 g6 22. Bh4 Kf7 23. Qe1 a6 24. Ba4 b5 25. Bd1 Bc6 26. Rh3 a5 27. Bg5 Rhh8 28. Qh4 b4 29. Qe1 Rb8 30. Rhf3 a4 31. R3f2 a3



the dam is breached 32. b3 cxb3 33. Bxb3 Bb5 34. Rg1 Qxc3 35. Qxc3 bxc3 36. Rc2 Rhc8 37. Bh4 Bd3
38. Rcc1 Rxb3 39. axb3 a2 0-1

Back to [Chess Coaching Page](#)

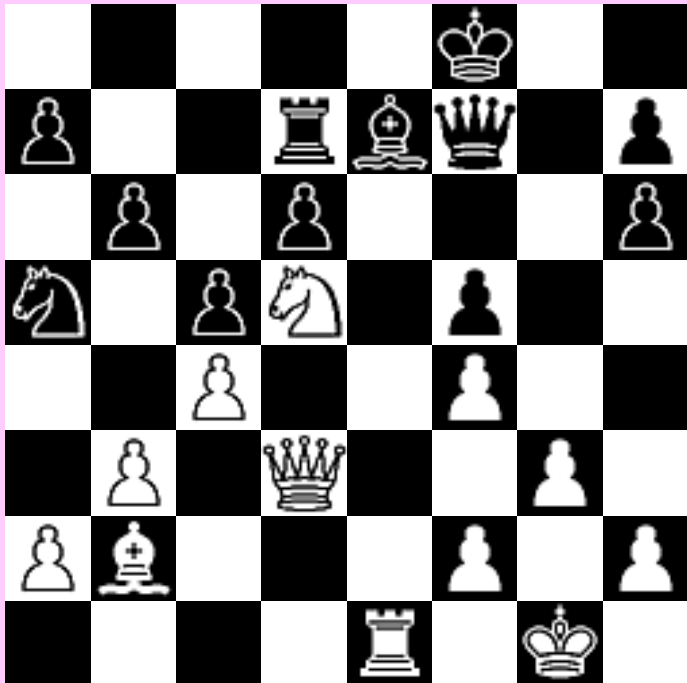
This document (Canon\canon201.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

the positional elements [t30a summary diagram, 1993

(wKg1,Qd3,Nd5,Bb2,Re1,Pa2,b3,c4,f2,f4,g3,h2; bKf8,Qf7,Na5,Be7,Rd7,Pa7,b6,c5,d6,f5,h6,h7)



PIECE POSITION: open file & diagonal, knight outpost, weak king position, more space, control of centre, poor piece position, bad bishop PAWNS: backward pawn, isolated pawn, doubled pawns, pawn chain, pawn islands 1. Nxe7 no use keeping the pieces sitting around looking impressive - you must learn to cash in! Winning chess means: converting a positional advantage into a material one, or often exchanging one sort of positional advantage for another 1... Rxe7 2. Qxd6 Nb7 3. Qxh6+ Ke8 [3... Kg8 4. Qg5+ Kf8 5. Rxe7 Qxe7 6. Qxf5+ Kg8 7. Bf6] 4. Qc6+ Kf8 [4... Kd8 5. Rd1+ [5. Bf6] 5... Rd7 6. Bf6+ Ke8 7. Qc8+ Nd8 8. Qxd8+ Rxd8 9. Rxd8#] 5. Rxe7 Qxe7 6. Qc8+ Kf7 7. Qxf5+ Ke8 8. Qe5 1-0

Back to [Chess Coaching Page](#)

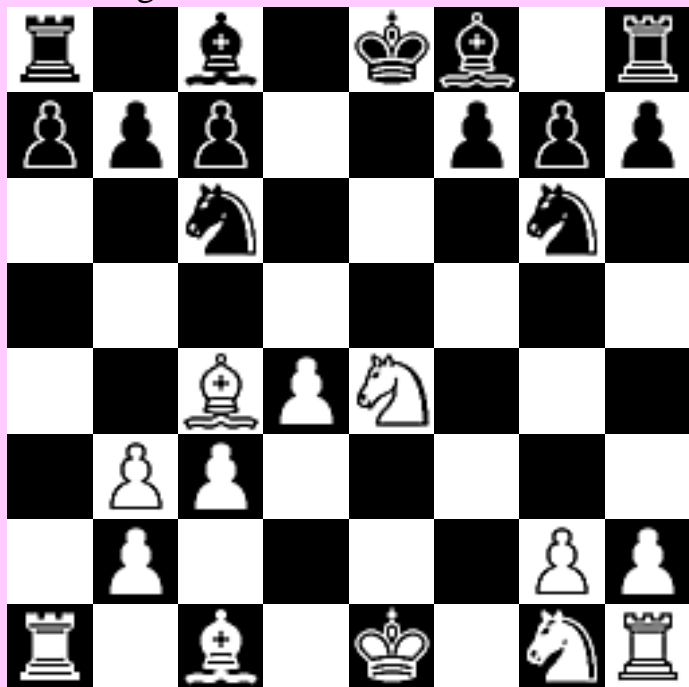
This document (Canon\canon326.html) was last modified on 13 Aug 2005 by



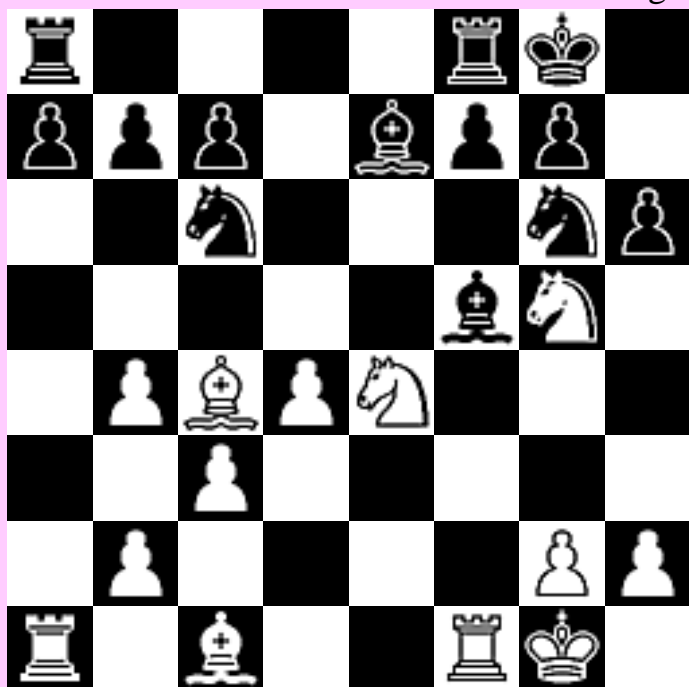
[Dr. Dave](#)

steinitz - blackburne,vienna (dubois) [C29]accumulation theory, 1882

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. d3 dxe4 5. fxe5 Ng4 6. Nxe4 Nc6 7. c3 Qd5 8. Qb3 Qxb3 9. axb3 Ngxe5 10. d4 Ng6 11. Bc4

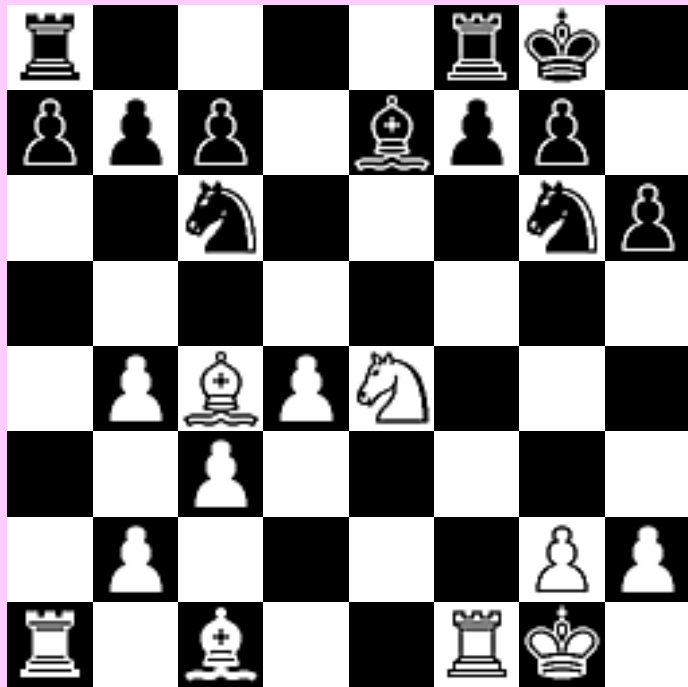


White has emerged from the opening with an advantage in this queenless middle-game. The Queens are off, but the number of other pieces and the character of the play is more like a middle game. 11... Be7 12. Nf3 h6 13. b4 O-O 14. O-O Bf5 15. Nfg5

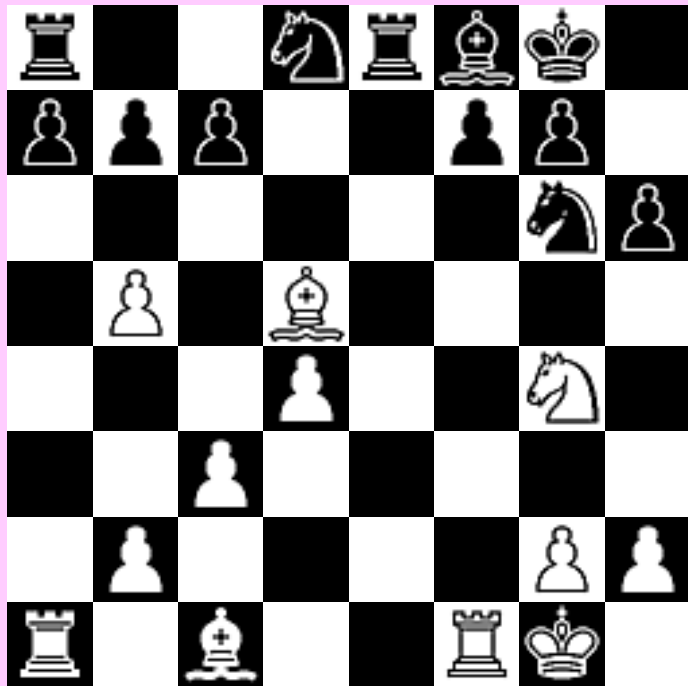


! A little tactic (Rxf5) to keep a positional advantage - in this case, the fine position of the Ne4. 15...

Bxe4 16. Nxe4

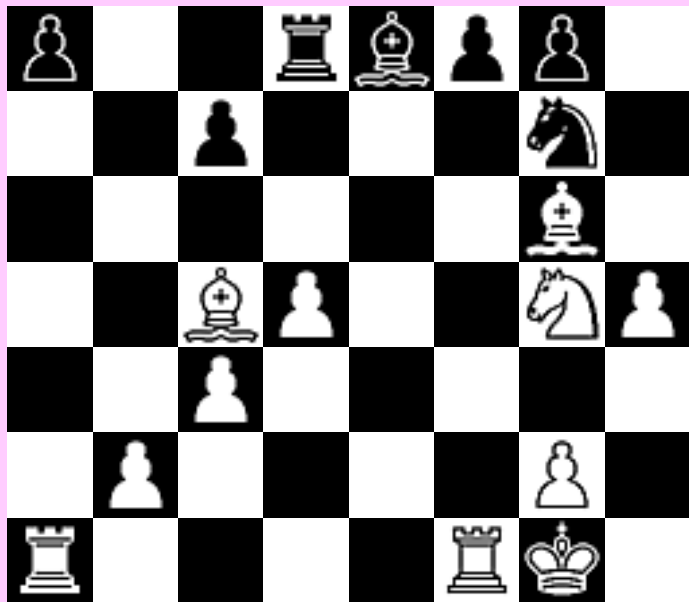


Black has conceded the two bishops. White's doubled b-pawns cannot be attacked and cannot therefore be considered weak - on the contrary, together with the Bc4 and the open a-file, they give White the advantage on the Q-side. 16... Nd8 17. b5 Re8 18. Ng3 Bf8 19. Nf5 Ne7 20. Ne3 Ne6 21. Ng4 Ng6 22. Bd5 Nd8

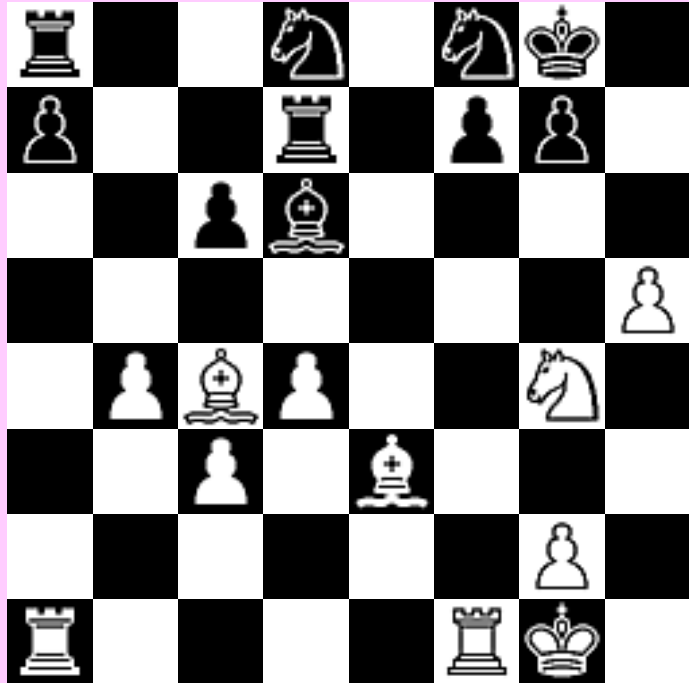


23. Bxh6 "Tactics flow from a superior position" - Fischer. White wins a pawn. But instead of trying now to swap into a winning endgame, he keeps his two bishops & well-placed rooks moving forward, so when exchanges come he wins quickly. 23... c6 24. bxc6 bxc6 25. Bc4 Re7 26. Bg5 Rd7 27. h4 Be7

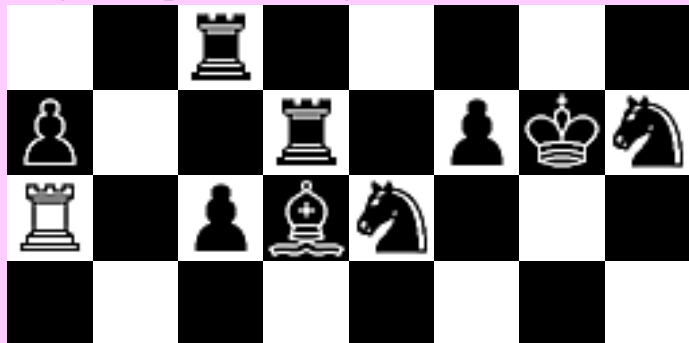


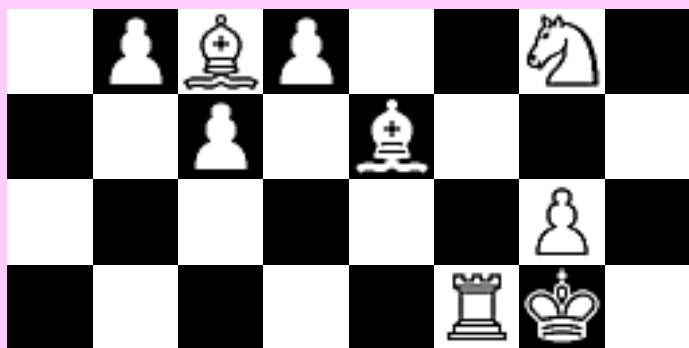


28. h5 White works with these little tactics all the time, not to win material, but to win positional advantages. 28... Nf8 White's tactic has resulted in another Black retreat. 29. Be3 Bd6 30. b4



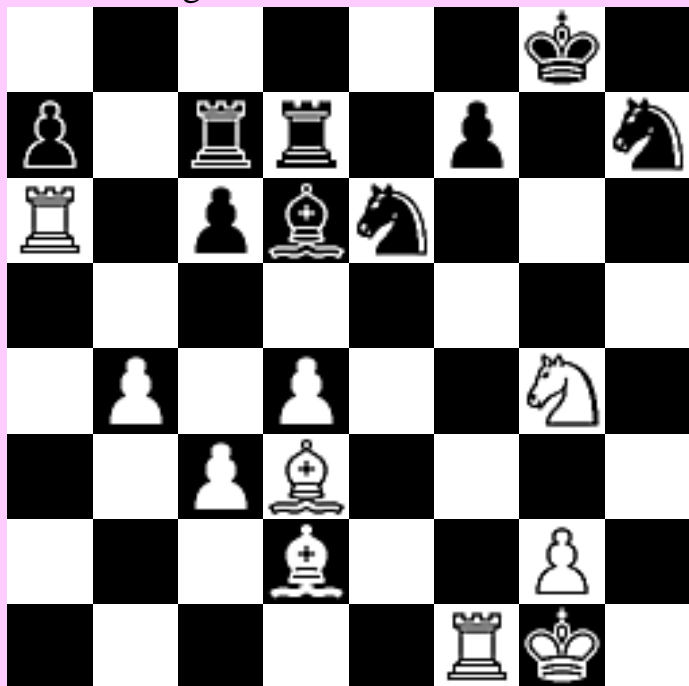
White has the advantage and the initiative on both sides of the board. Black has no rest, and the poor knights hop about in agitation. 30... Nde6 31. Ra6 Rc8 32. h6 Nh7 33. hxg7 Kxg7



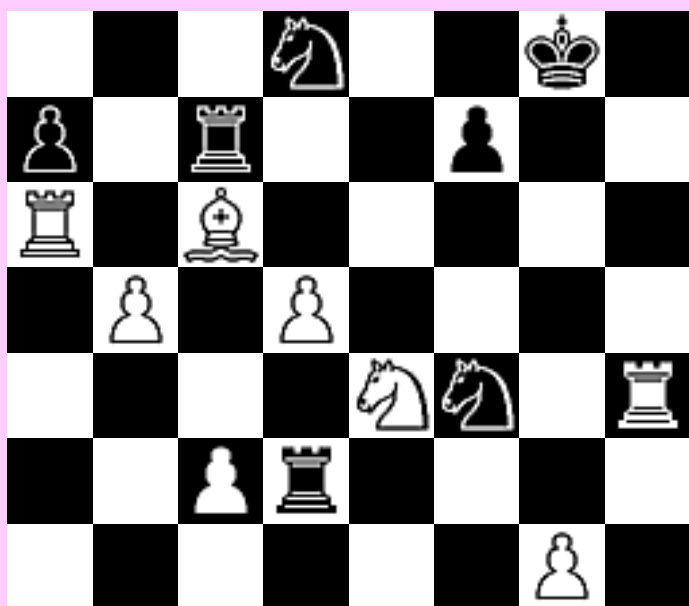


Black's pawns are split, his pieces awkward. There is still no need to swap off in order to win the ending.

34. Bh6+ Kg8 35. Bd3 Rcc7 36. Bd2

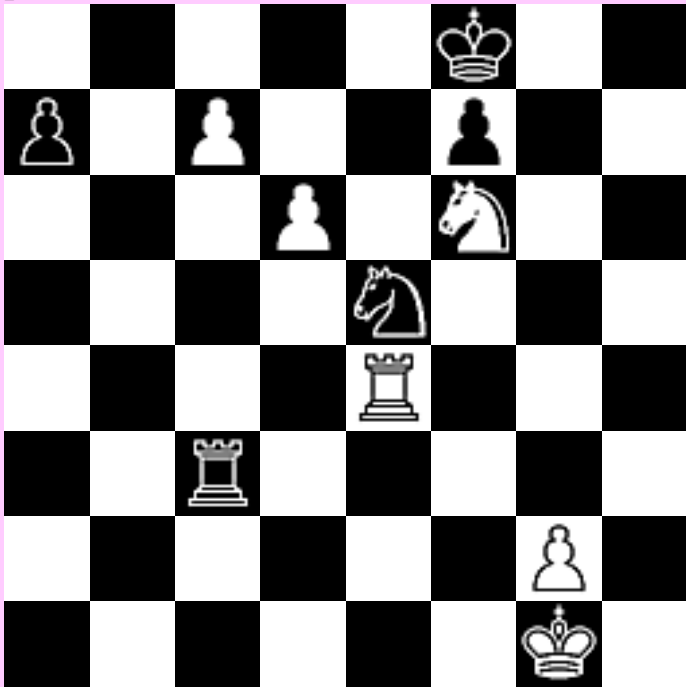


Idea Bxh7 and Nf6+ 36... Nef8 37. Nh6+ Kh8 38. Be4 Re7 39. Bxc6 Re2 40. Nf5 Rxd2 41. Nxd6 Ng5 42. Re1 Nge6 43. Rf1 Nd8 44. b5 Rd3 45. Rf5 Nfe6 46. Ne4 Ng7 47. Rf6 Kg8 48. Rh6 Nge6 49. d5 Nf4 50. Rh4





White's pressure on the position is such that Black will even help the pawns forward if it will free the game a little. We do now get an end-game type of position, where the play is concerned with passed pawns. 50... Nxc6 51. Nf6+ Kf8 52. Rxc6 Rxc6 53. bxc6 Ng6 54. c7 Rxc3 55. d6 Ne5 56. Re4



A complete crush against a dangerous opponent. 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon327.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

steinitz - fleissig (dubois) [C00]accumulation theory, 1882

1. e4 e6 2. e5 d5 3. exd6 Bxd6 4. d4 Ne7 5. Bd3 Ng6 6. Nf3 Nc6 7. Nc3 Nb4 8. Bc4 c6 9. Ne4 Bc7 10. O-O O-O 11. Re1

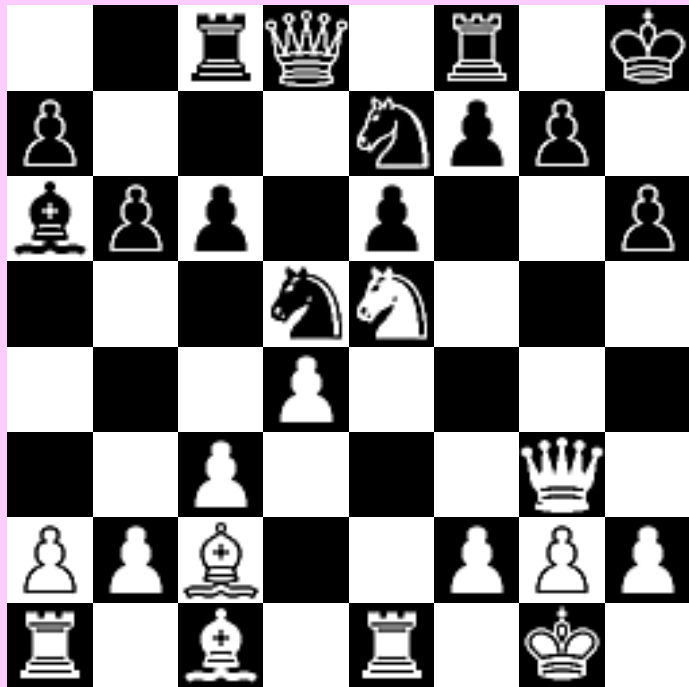


Black should aim to play ...e5. Instead, he hopes to draw the game by holding still and being quiet. White gradually improves his position... 11... Nd5 12. Nc5 Nh4

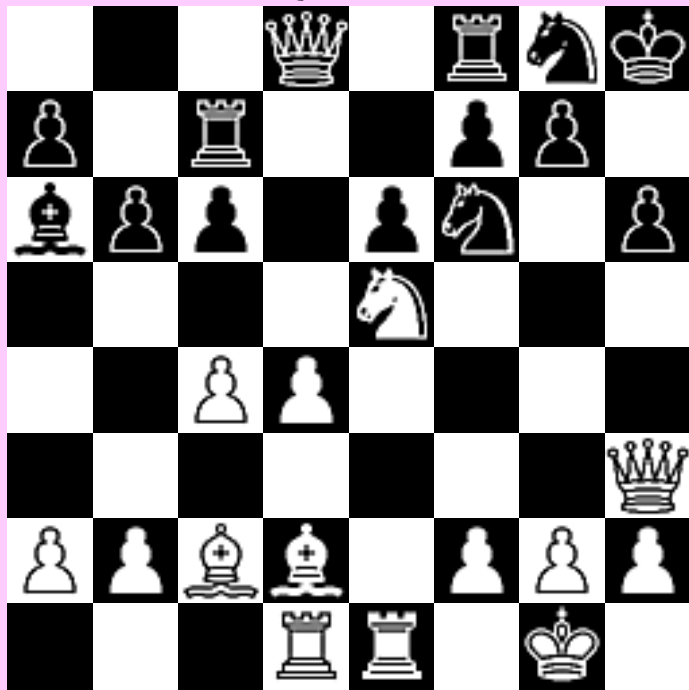


13. Ne5 White avoids exchanges while Black is cramped. Eventually Black decides he cannot bear the Ne5 and exchanges off his 'good' Bc7 when his Bc8 is hemmed in 13... Nf5 14. c3 Bxe5 15. Rxe5 White has the two bishops and an outpost on e5 (...f6 would weaken e6). 15... Nf6 16. Re1 It is the Nc5 that belongs on e5 16... h6 a weakness that Black should have made only if forced to! 17. Qf3 Nd5 18. Bb3

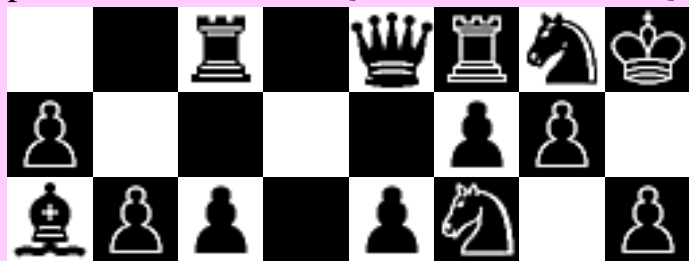
b6 19. Nd3 Ba6 20. Ne5 Rc8 21. Bc2 Nfe7 22. Qg3 Kh8 23. Qh4 Kg8 24. Qg3 Kh8

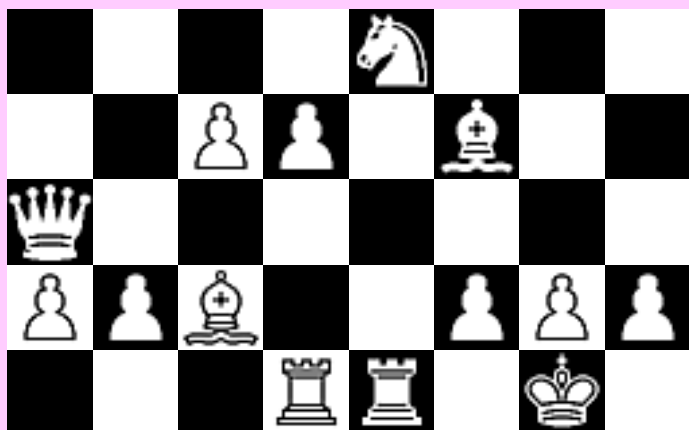


White is teasing Black with Bxh6 (that weakness); Black is horribly passive. 25. Qh3 Ng8 26. Qh5 Rc7 27. Bd2 Ndf6 28. Qh3 Nd5 29. c4 Ndf6 30. Rad1

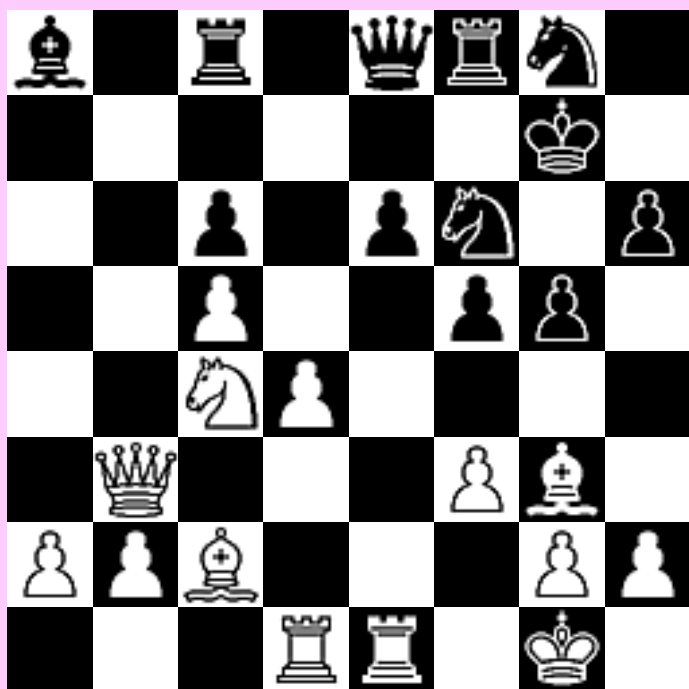


White is on no hurry to try and cash in, and develops his last piece. Each advantage is quietly put in his pocket for later. 30... Qe8 31. Bf4 Rc8 32. Qa3





Classic manoeuvre: when Black is huddled defensively on the K-side, this sudden shift to the Q-side wins. Black suddenly realises his predicament and lashes out on the K-side, but his pieces are too badly placed to worry White. 32... Bb7 33. Qxa7 Ba8 34. Qxb6 g5 35. Bg3 Nd7 36. Qb3 f5 37. f3 Kg7 38. c5 Ndf6 39. Nc4



Black has had enough, even though White has no piece beyond the halfway line 1-0

Back to [Chess Coaching Page](#)

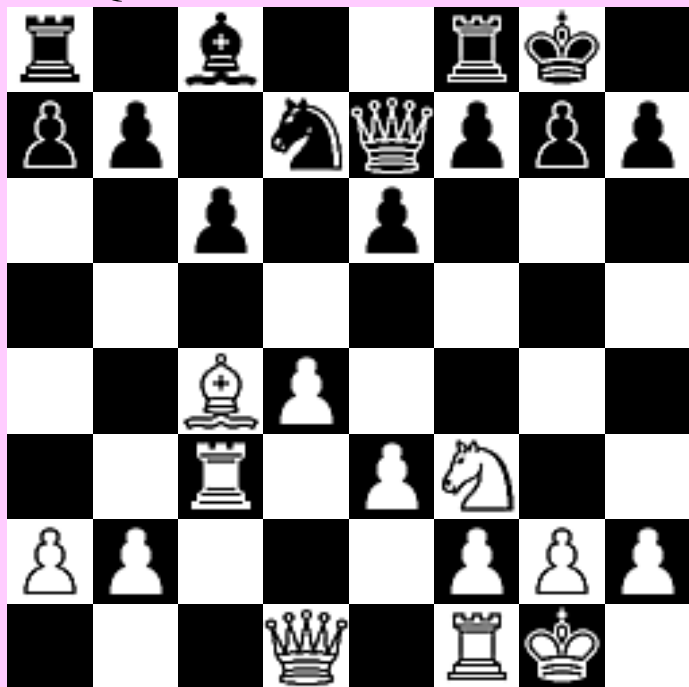
This document (Canon\canon328.html) was last modified on 13 Aug 2005 by



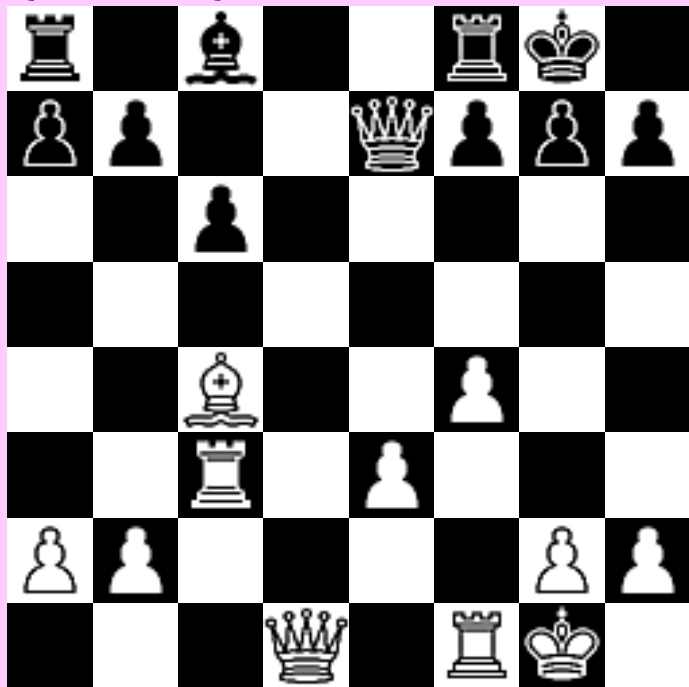
[Dr. Dave](#)

euwe - thomas and stahlberg_trifunov [D69]bishops: active bishop used fo, bishops: active, 1934

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Rc1 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O Nxc3 12. Rxc3

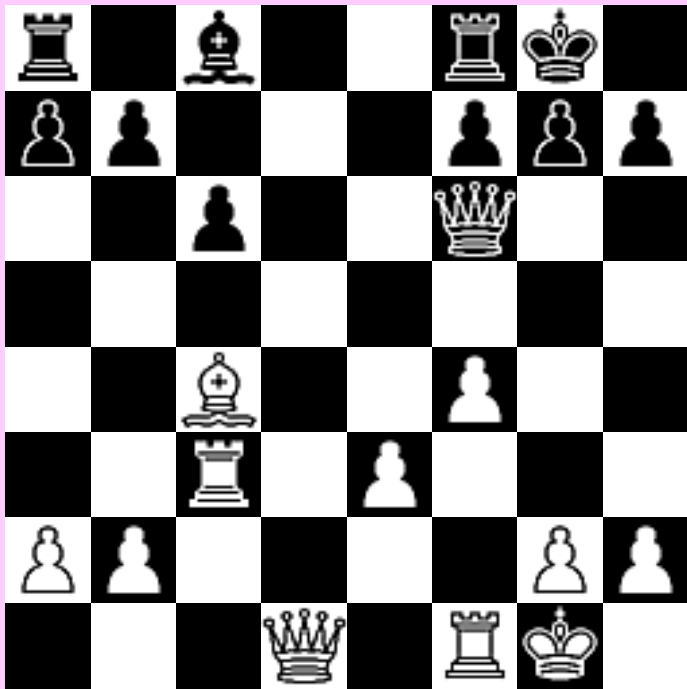


Black now plays the final part of Capablanca's freeing manoeuvre. 12... e5 13. dxe5 Nxe5 14. Nxe5 Qxe5 15. f4 Qe7

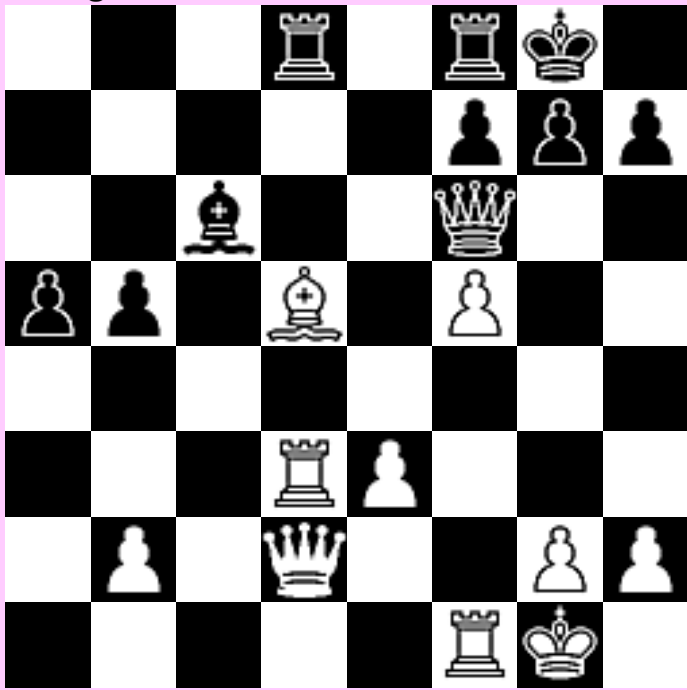


White has a temporary advantage in development, which is particularly clear in the positions of the Bishops. If White does not seize the moment, the advantage will vanish, and Black's last move gives

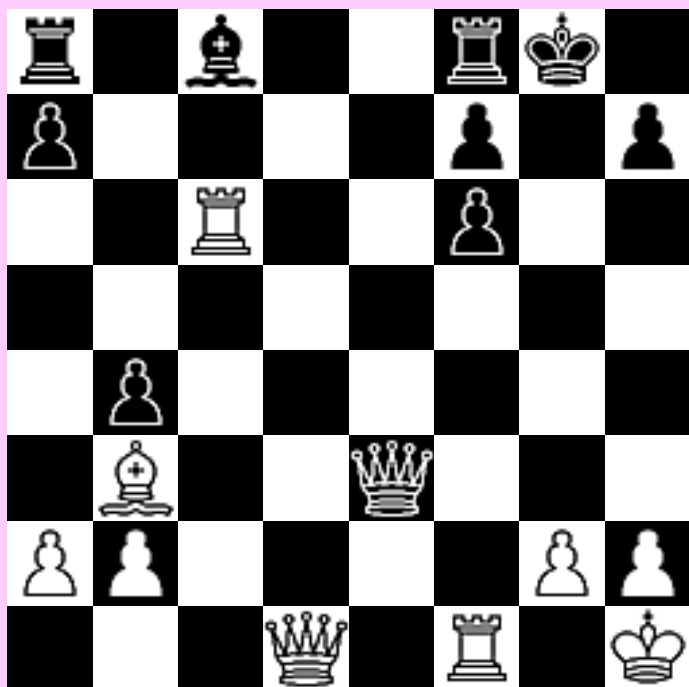
White the chance he needs. [15... Qf6



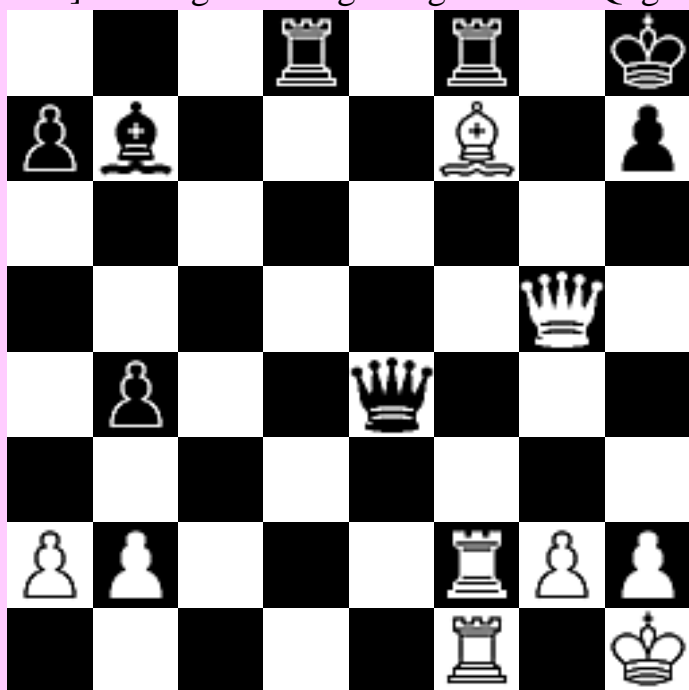
This is the right square for the Queen: the rush of the f-pawn is prevented. White can try to support it with the e-pawn but by then Black can get sorted. 16. f5 [16. e4 Rd8 17. Qc2 Be6 18. e5] 16... a5 17. a4 [17. a3 b5 18. Ba2 b4 19. Rc5 Ba6 20. Re1 Bb5] 17... Rb8 18. Qc2 Bd7 [18... b5 19. axb5 cxb5 20. Bxb5 Rxb5 21. Rxc8] 19. Rd3 Rbd8 20. Qd2 b5 [20... Bc8 21. Qxa5 Rxd3 22. Bxd3 Qxb2 23. f6] 21. axb5 [21. Rd6 Bc8] [21. Bxb5 cxb5 22. Rxd7 Rxd7 23. Qxd7 Qxb2 24. Qxb5 Qxb5 25. axb5 Rb8 with meagre chances for White - Euwe] 21... cxb5 22. Bd5 Bc6



23. e4 [23. Bxc6 Rxd3 24. Qxd3 Qxc6 with Black's Queen-side majority being the most important feature of the game] 23... Bxd5 24. exd5 Qb6+ 25. Qf2 Qxf2+ 26. Kxf2 draw agreed, stahlberg-trifunovich, 1951] 16. f5 b5 17. Bb3 b4 18. f6 gxf6 19. Rxc6 Qxe3+ 20. Kh1



Now White can count up several advantages - good Bb3, good Rooks, exposed enemy King. Black may still organise a defence, given time. 20... Bb7 Now each Bishop looks good, but the other advantages have yet to be neutralised. [20... Be6 costs a pawn: 21. Bxe6 fxe6 22. Qg4+ Qg5 [22... Kh8 23. Rc7] 23. Qxe6+ Kh8 24. Rxf6 Rg8 [24... Rfe8 25. Qf7] 25. Rf2] [20... f5 21. Qh5] 21. Rcx6 Qe4 22. Qd2 Kh8 [22... Rad8 23. Qg5+ Kh8 24. Rxf7] 23. Bxf7 Rac8 [23... Rad8 with good drawing chances 24. Qg5 [24. Qf2 Qe7 25. Bb3 Rxf6 26. Qxf6+ Qxf6 27. Rxf6 Bd5] 24... Rg8 25. Bxg8 Rxg8 26. Rf8 Qxg2+ =] 24. R6f2 Rcd8 [24... Qg4] 25. Qg5



25... Rd6 [25... Qd4 26. Bd5 Qg7 [26... Rxf2 27. Qxd8+ Kg7 28. Qg5+ Kf8 29. Qg8+ Ke7 30. Re1 + Kd6 31. Bxb7] 27. Rxf8+ Rxf8 28. Rxf8+ Qxf8 29. Qe5+ Qg7 30. Qe8+] 26. Bd5 1-0 26... Rxf2 27. Qg8# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon329.html) was last modified on 13 Aug 2005 by



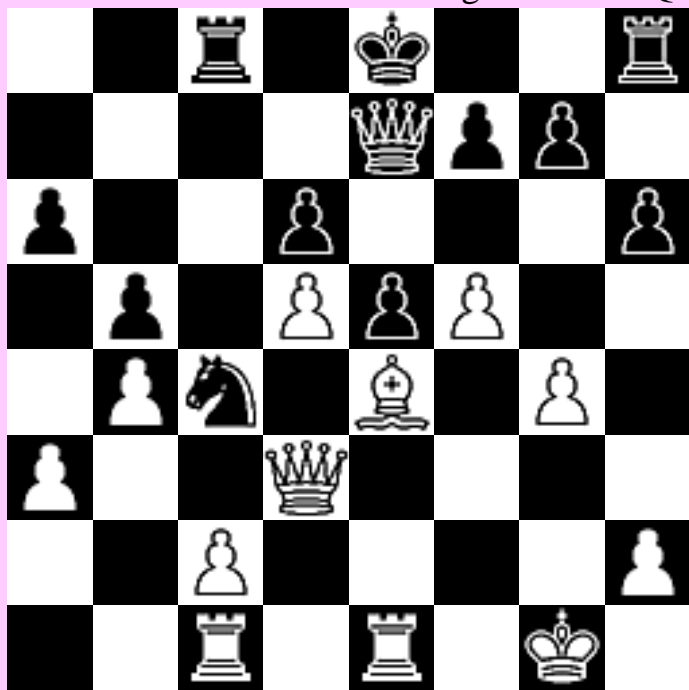
[Dr. Dave](#)

barden - rossolimo (CHERNEV) [B85]bishops: bad bishop, 1956

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. f4 e6 7. Be2 Qc7 8. O-O Nc6 9. Be3 Bd7 10. g4 Nxd4 11. Bxd4 Bc6 12. Bf3 e5 13. Be3 Be7 14. f5



?! optically active but solidifies the pawn structure. Black resolves to exchange the Be3, leaving White with a 'tall pawn' on f3. 14... h6 15. Qd2 b5 16. Rad1 Rc8 17. a3 Qb7 18. Qd3 Nd7 ! 19. b4 Nb6 20. Bc1 Nc4 21. Nd5 Bxd5 22. exd5 Bg5 23. Rfe1 Qe7 24. Be4 Bxc1 25. Rxc1



Black's knight is by far the better minor piece. Black's King's Rook is not yet active, so... 25... h5 26. Qg3 hxg4 27. Qxg4 Qf6 28. Bd3 Rh4 29. Qg3 Nb6 30. Re4 [30. Be4 Rc4] 30... Rh5 31. Rg4 Nxd5 32. Rxg7 Nf4 33. Rg8+ Kd7 34. Rxc8 Kxc8 35. Qg8+ Kb7 ! The check on e4 does White no good;

meanwhile the Knight on f4 (a dark square) adds venom to Black's King's-side initiative. 36. Kh1 Qh6
37. Qg1 Nxd3 38. cxd3 Rxh2+ [38... Rxh2+ 39. Qxh2 Qxc1+ 40. Kg2 Qd2+ 41. Kg1
Qxh2+ 42. Kxh2 Kc6] 1-0

Back to [Chess Coaching Page](#)

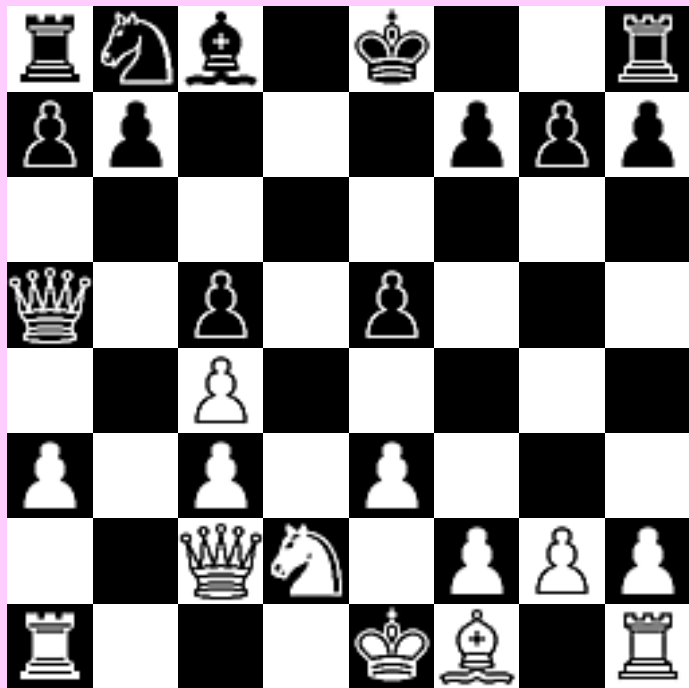
This document (Canon\canon330.html) was last modified on 13 Aug 2005 by



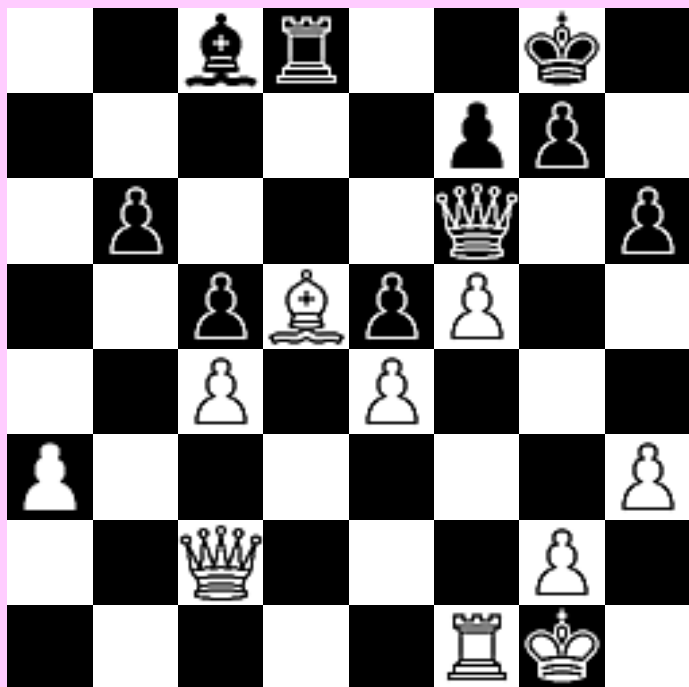
[Dr. Dave](#)

botvinnik - kann [E21]bishops: bad bishop?, 1939

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. a3 Bxc3+ 6. bxc3 Qa5 7. Bd2 Ne4 8. Qc2 Nxd2 9. Nxd2 d6
10. e3 e5 11. dxe5 dxe5

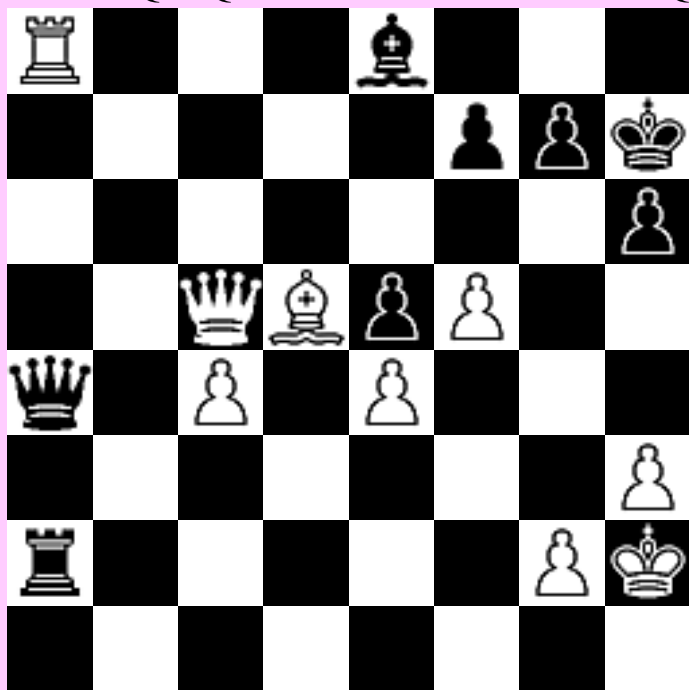


White won a couple of games with this pawn formation: the weakness of the c- pawns is less important than the outpost on d5. 12. Bd3 h6 13. O-O O-O 14. f4 Nd7 15. f5 Nf6 16. Ne4 Qd8 17. Nxf6+ Qxf6 18. Be4 Rb8 19. Rad1 b6 20. h3 Ba6 21. Bd5 b5 22. cxb5 Rxb5 23. c4 Rb6 24. Rb1 Rd8 25. Rxb6 axb6 26. e4 Bc8



The Bd5 is not bad - rather, it is the Bc8 that has no scope. Meanwhile, the b-pawn is a glaring weakness on the half-open file. First, White whips the Queen to a7 before Black stops it with ...Bd7. 27. Qa4 Bd7

28. Qa7 Be8 29. Rb1 Rd6 30. a4 Kh7 31. a5 Undermining the pawns. 31... bxa5 32. Qxa5 Ra6 33. Qxc5 Ra2 34. Qe3 Qa6 35. Rb8 Great move 35... Qa4 36. Kh2 Ra3 37. Qc5 Ra2 38. Ra8



Black's Queen is over-worked. 38... Qxa8 [38... Qc2 39. Rxa2 Qxa2 40. Qe7 is hopeless: the Bishop, e-pawn and f-pawn are all under attack.] 39. Bxa8 Rxa8 40. Qxe5 Bc6 41. Qc7 1-0

Back to [Chess Coaching Page](#)

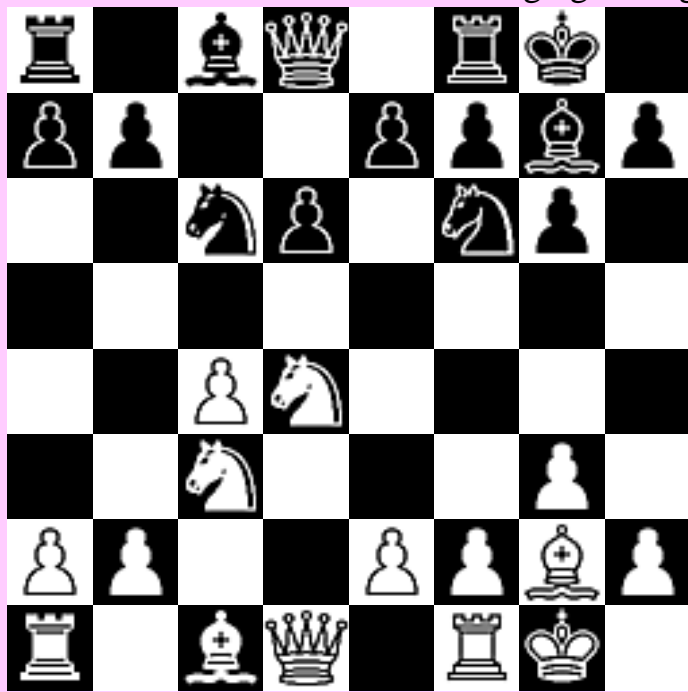
This document (Canon\canon331.html) was last modified on 13 Aug 2005 by



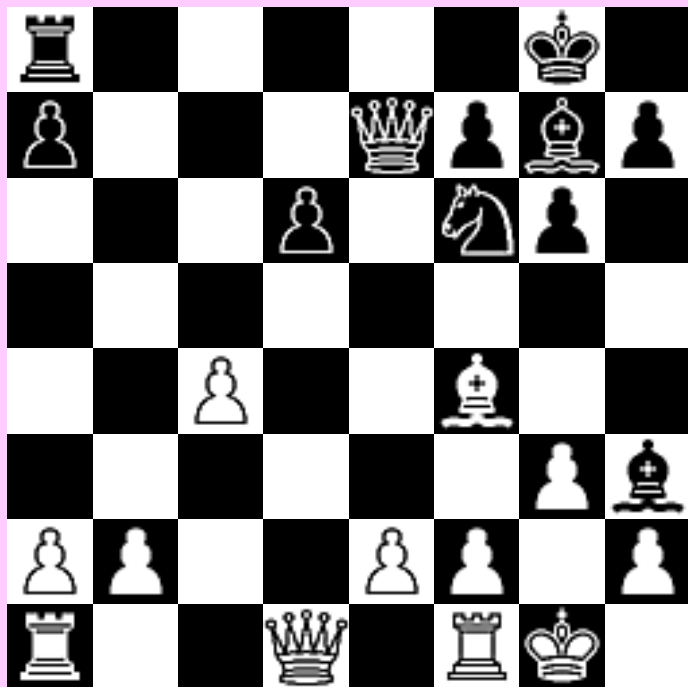
[Dr. Dave](#)

Ludgate,A - Yedlin,I. (LONDON YMCA). [A39]bishops: munch on long diagona, bishops: munch, 1976

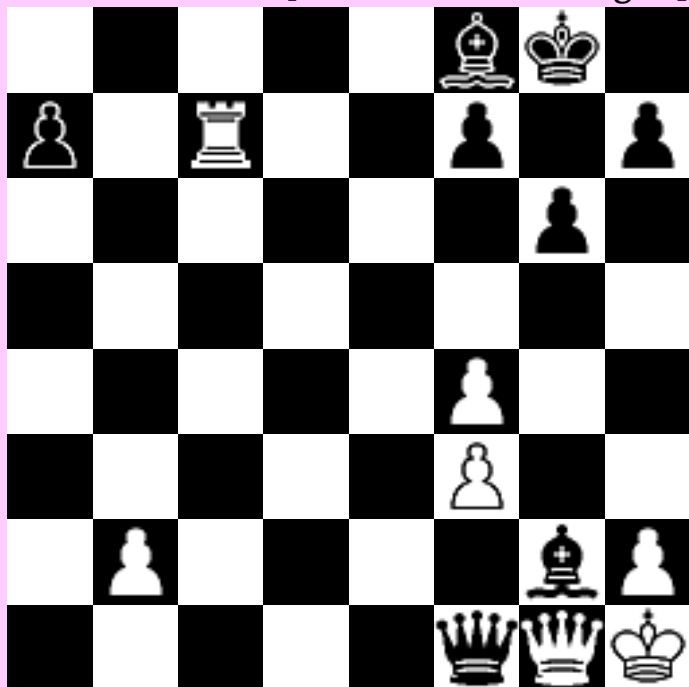
1. c4 Nf6 2. Nc3 c5 3. Nf3 Nc6 4. g3 g6 5. Bg2 Bg7 6. O-O O-O 7. d4 cxd4 8. Nxd4 d6



9. Bxc6 [9. Nxc6 bxc6 10. Bxc6 Rb8 11. Qa4 Be6 12. b3 Bh3 13. Rd1 Ng4 14. Bd2 Qb6 15. e3 e6 16. Bf3 Ne5 17. Be2 f5 18. Rac1 Qb7 ...0-1 Franklin-Hartston 1965] [9. Nc2 Be6 10. b3 Ng4 11. Bd2 Qd7 12. Rc1 Nf6 13. e4 Bh3 14. Qe2 Bxg2 15. Kxg2 e6 16. Rfd1 += Averbach-Shamkovich 1966] 9... bxc6 10. Nxc6 Qd7 11. Nd5 [11. Nd4 Bb7] 11... Re8 [11... Nxd5 12. cxd5 Bb7 Euwe] 12. Ncxe7+ Rxe7 13. Nxe7+ Qxe7 14. Bf4 Bh3



15. Re1 [15. Bxd6 Qb7 16. f3 Bxf1 17. Qxf1 Qxb2] 15... Qe4 ! 16. f3 Qxc4 recovering control of d5 17. Rc1 Qxa2 18. Qxd6 Nd5 19. Be5 Qb3 !! 20. Kh1 [20. Bxg7 Qe3+ 21. Kh1 Qf2 22. Rg1 Ne3] 20... Bf8 [20... Qe3 21. Qxd5] 21. Qa6 [21. Qc6 Rc8 22. Qa6 Rxc1 23. Rxc1 Qe3] 21... Qe3 22. Bf4 [22. Bc3 Qf2 23. Rg1 Ne3] 22... Nxf4 23. gxf4 Re8 "Never start an attack until your Queen's Rook is developed!" 24. Qf6 [24. Rc2 Qxf3+ 25. exf3 Rxe1+] 24... Qf2 25. Qg5 Rxe2 26. Rxe2 Qxe2 "He gave me the White Bishop, I got into the white squares ... and I mated him!" -- YEDLIN [26... Qxe2 27. Qg3 [27. Rc7 Qf1+ 28. Qg1 Bg2#



]27... Qxb2 28. Rg1 Bf5 29. Rd1 a5 30. h3 a4 31. Kg1 a3] 1-0

Back to [Chess Coaching Page](#)

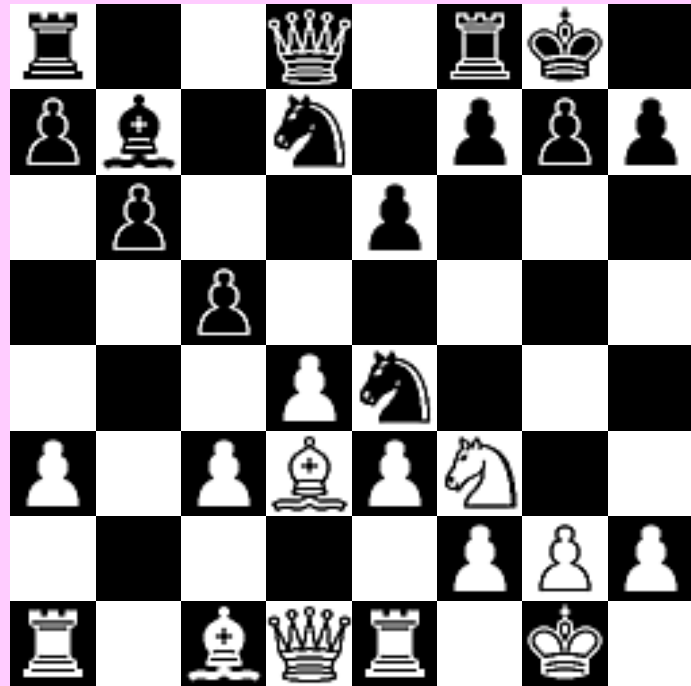
This document (Canon\canon332.html) was last modified on 13 Aug 2005 by



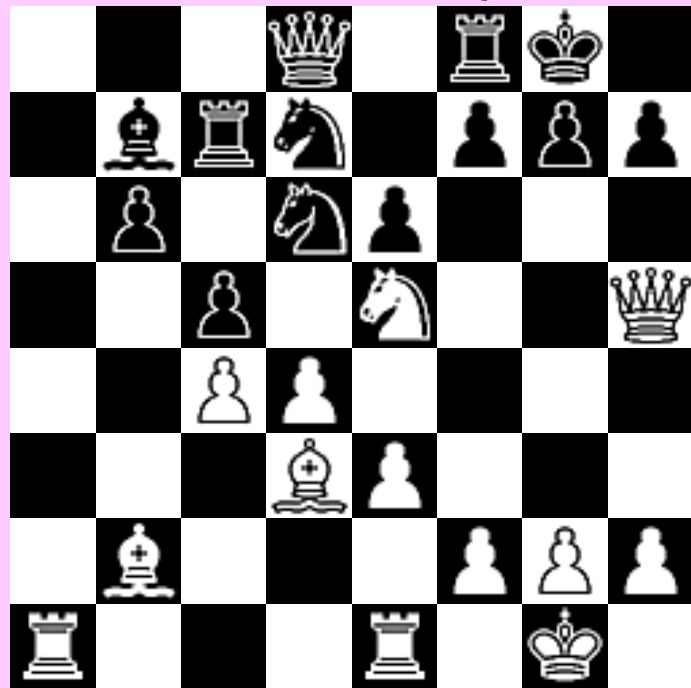
[Dr. Dave](#)

Taimanov - Averbach [E52]bishops: munching on long diag, bishops: munchi, 1953

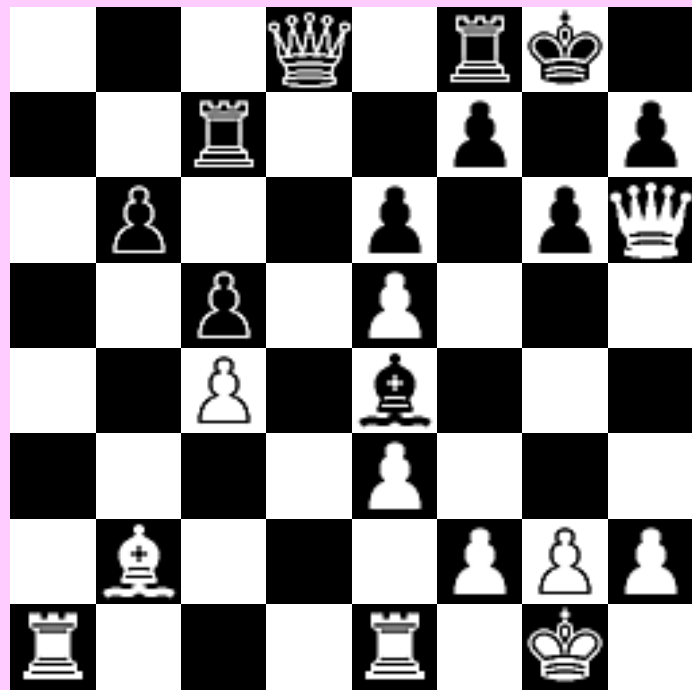
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5 6. Nf3 b6 7. O-O Bb7 8. a3 Bxc3 9. bxc3 dxc4 10. Bxc4 c5 11. Bd3 Nbd7 12. Re1 Ne4



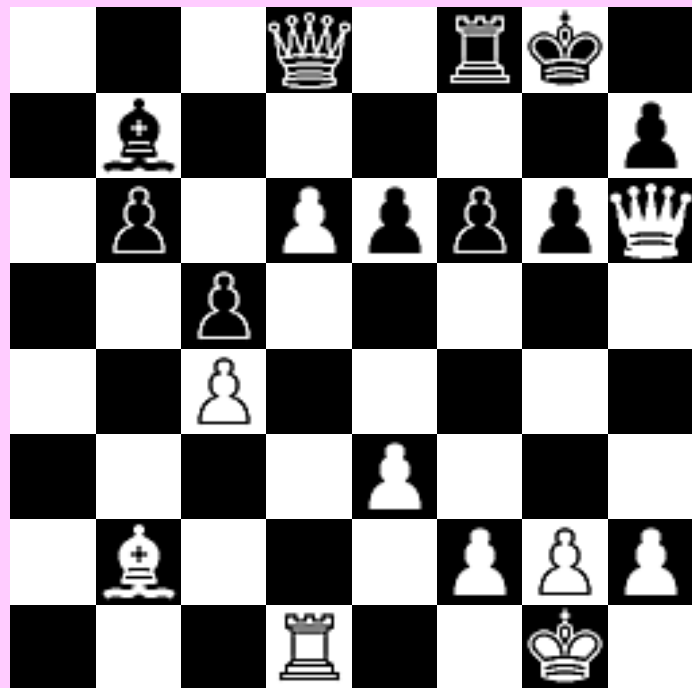
13. Bb2 An inauspicious start: the Bishop moves from its original square, where it has two moves available, to this one, where it can only gobackwards! 13... Rc8 14. c4 A glint of daylight. Both sides now try to find a way of contesting squares across the whole front. 14... Ndf6 15. Ne5 Rc7 16. a4 Nd6 17. a5 Nd7 18. axb6 axb6 19. Qh5



Clearly, things are not going well for Black. He now faces a difficult choice: his chosen move has an obvious defect, but the others were not any more palatable and he has a plan to create a roadblock. 19... g6 [19... Nf6 20. Qh3] [19... h6 20. Ng4] [19... Be4 20. Red1] 20. Qh6 Nxe5 21. dxe5 Ne4 22. Bxe4 Bxe4

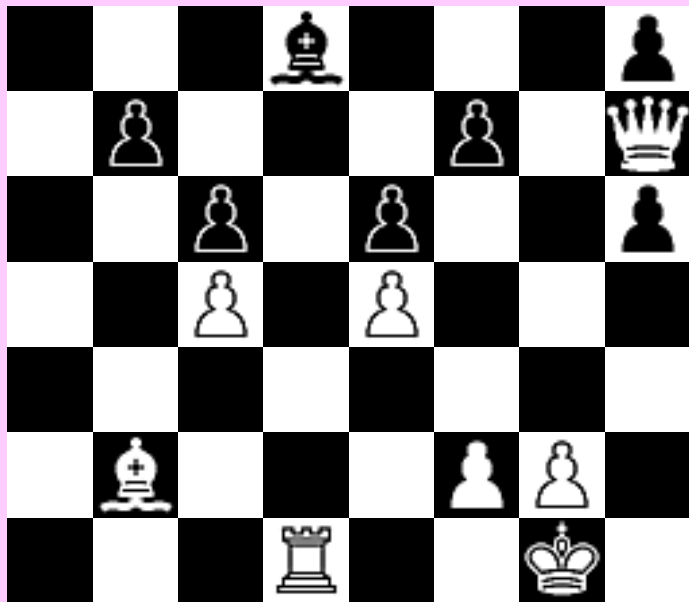


23. Red1 Rd7 Averbach offered a draw here... 24. Rd6! Bb7 25. Rad1 Rxd6 26. exd6 f6



Black hurries to construct a new barrier. 27. d7 Bc6 28. h4 Bxd7 29. h5 gxh5 [29... g5 30. Bxf6 Rxf6 31. Qxg5+ Kf7 32. h6 e5 [32... Qe7 33. Rxd7 Qxd7 34. Qg7+ Ke8 35. Qxf6] 33. Rd6] 30. e4 e5





31. f4 exf4 Black is three Pawns up but lots of squares down. [31... Qe7 32. fxe5 fxe5 33. Rd5]
32. Rd6 Qe8 33. Bxf6 Rf7 34. Rd5 1-0

Back to [Chess Coaching Page](#)

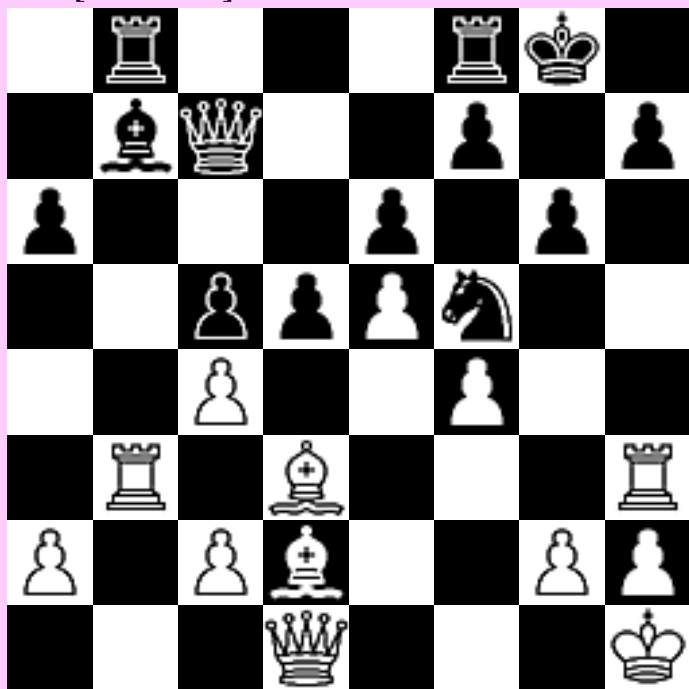
This document (Canon\canon333.html) was last modified on 13 Aug 2005 by



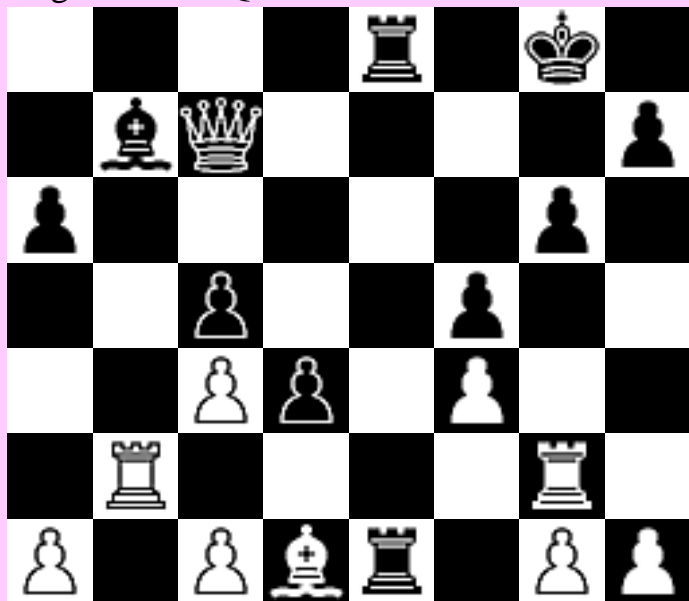
[Dr. Dave](#)

renet - taimanov,montpellier (TAIMAN [B47]bishops: opposite coloured bis, bishops: opposi, 1986

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. Be2 Qc7 7. O-O Nf6 8. Kh1 Bb4 9. Nxc6 bxc6 10. f4 O-O [10... Bxc3 11. bxc3 Nxe4 12. Qd4 Nf6 13. Ba3] 11. e5 Bxc3 12. bxc3 Nd5 13. Rf3 [13. Bf3] 13... c5 14. c4 Ne7 15. Rb1 Nf5 16. Bd3 Bb7 17. Rh3 g6 18. Bd2 Rab8 19. Rb3 d5



20. Bxf5 ? Many players believe that opposite-coloured bishops are a drawing factor. This is true in many endings and some blocked middle-games, but often the side with the initiative can get a middle-game attack. Who has the initiative here? 20... exf5 21. Rbg3 Without the participation of his bad bishop, White's attack soon founders. 21... f6 22. exf6 [22. Qh5 Qg7] 22... d4 23. Rb3 Rxf6 24. Qb1 Re6 25. Rhg3 Re2 26. Qd1 Rbe8





the difference in the power of the two bishops is enormous, and White will never be able to play a light-squared bishop to f3 to exchange off the Bb7 27. h3 Qc6 28. Rbf3 Qe6 29. Rb3 Bc6 30. Kh2 Qxc4 0-1

Back to [Chess Coaching Page](#)

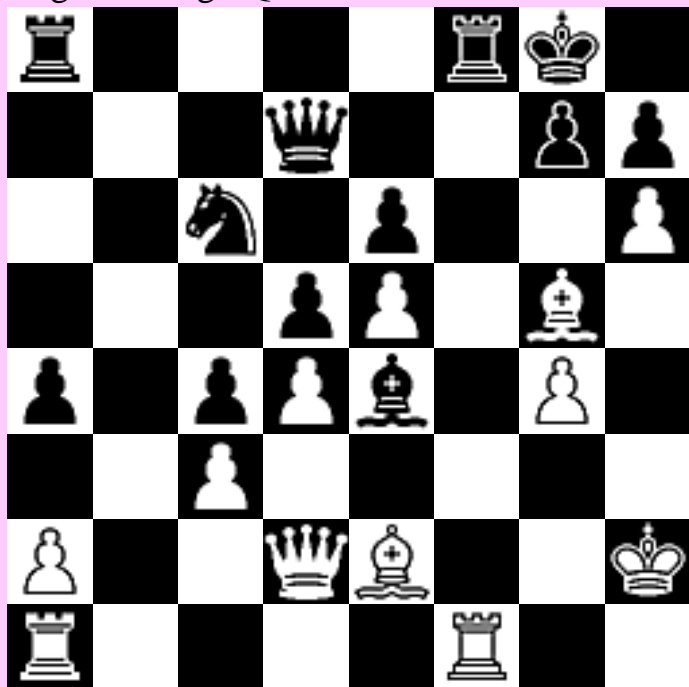
This document (Canon\canon334.html) was last modified on 13 Aug 2005 by



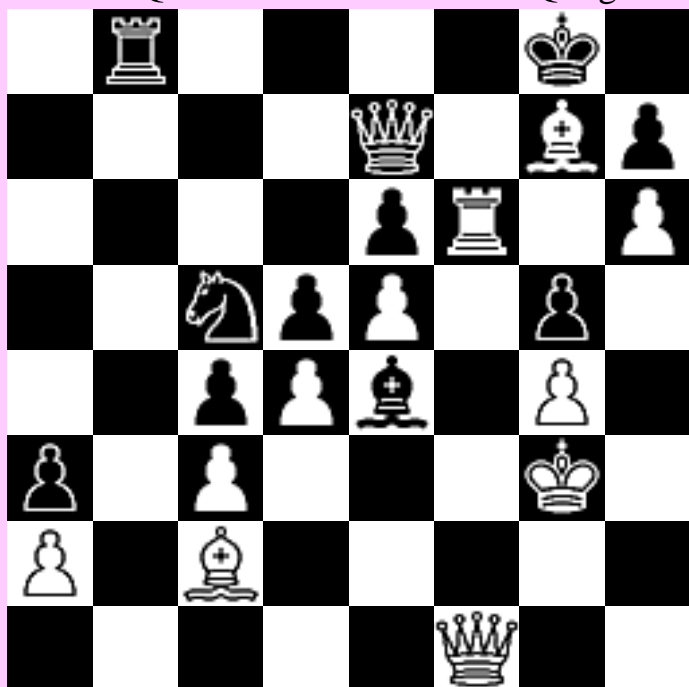
[Dr. Dave](#)

macdonnell,g - de la bourdonnais [B21]bishops: opposite-coloured bis, bishops: opposi, 1834

1. e4 c5 2. f4 e6 3. Nf3 d5 4. e5 Nc6 5. c3 f6 6. Na3 Nh6 7. Nc2 Be7 8. d4 O-O 9. Bd3 c4 10. Be2 Bd7 11. O-O b5 12. Ne3 a5 13. Kh1 fxe5 14. fxe5 Nf5 15. g4 Nxe3 16. Bxe3 Be8 17. Qd2 Bg6 18. Ng5 Bxg5 19. Bxg5 Qd7 20. h4 b4 21. Kh2 bxc3 22. bxc3 a4 23. h5 Be4 24. h6

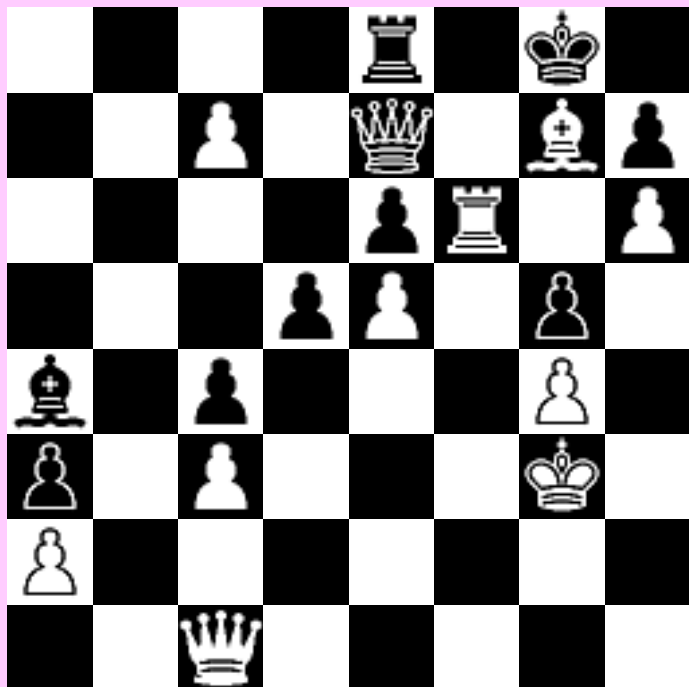


a powerful wedge 24... g6 25. Bf6 Rab8 26. Bg7 Qe7 27. Kg3 Rxf1 28. Rxf1 a3 29. Rf6 Na5 30. Bd1 Nb3 31. Qf2 Nc1 32. Ba4 Nd3 33. Qf1 g5 34. Bc2 Nc5



curiously enough, the presence of bishops of opposite colours, instead of lightening the task of the

defence, makes it more difficult because White's bishop becomes impregnable TARTAKOWER/
DuMONT 35. dxc5 Bxc2 36. c6 Ba4 37. c7 Re8 38. Qc1



decisive 38... Qxc7 39. Qxg5 Bc2 40. Bf8+ Bg6 41. Bxa3 Qd7 42. Bd6 d4 43. Qf4 Qc8 44. Qxd4 Qc6
45. Qa7 1-0

Back to [Chess Coaching Page](#)

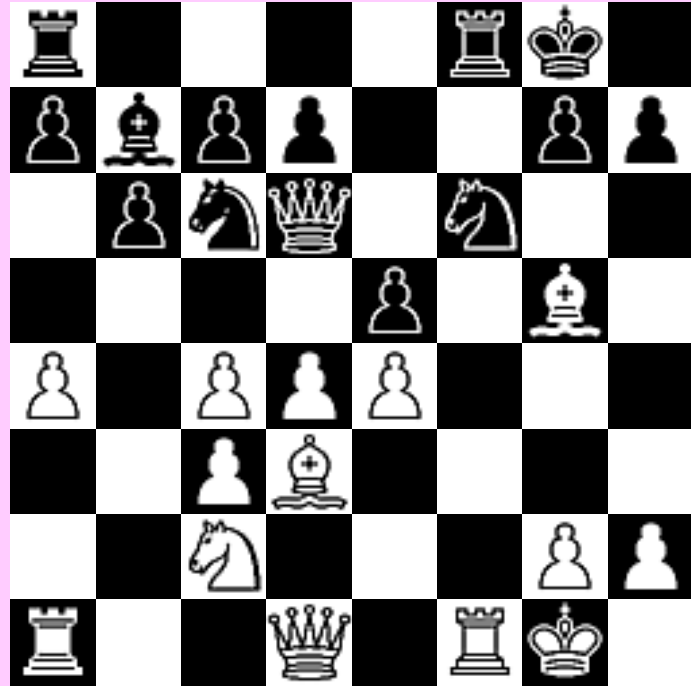
This document (Canon\canon335.html) was last modified on 13 Aug 2005 by



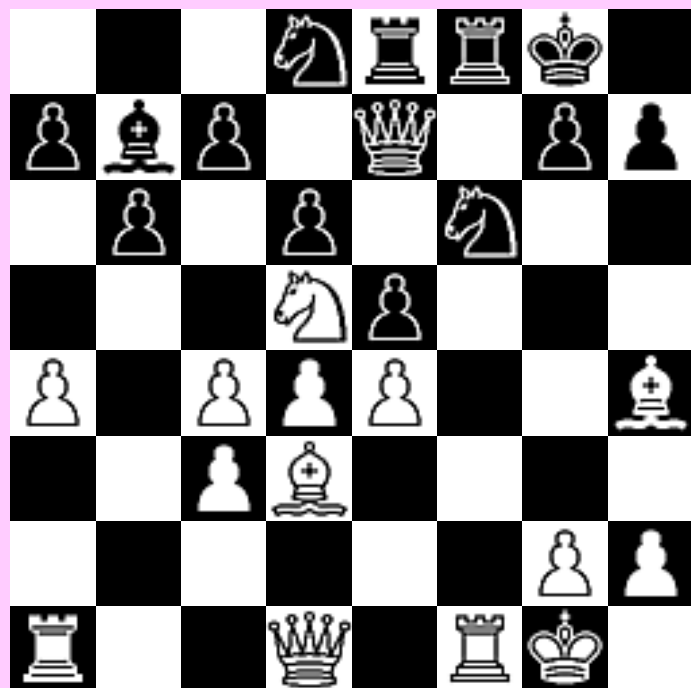
[Dr. Dave](#)

Bronstein D - Golombek H (Moscow) [E43]bishops: two bishops in NID, 1956

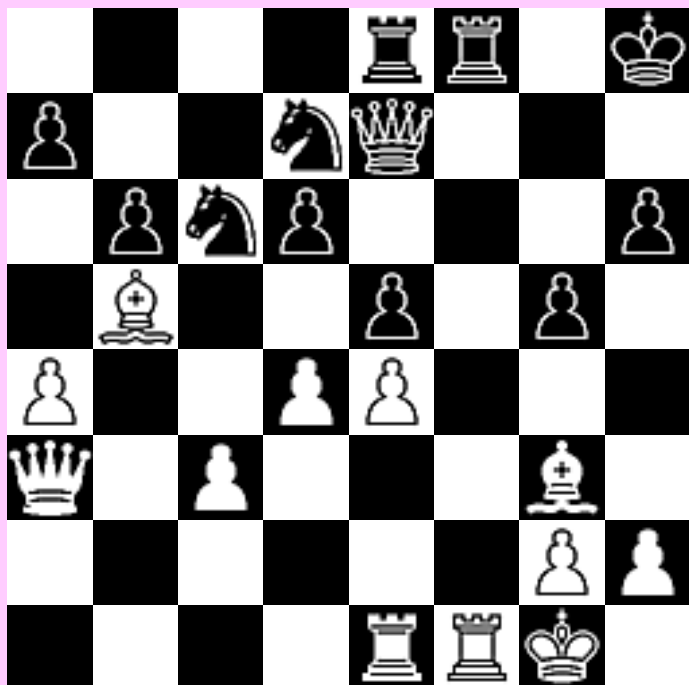
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 b6 5. e3 Bb7 6. Bd3 Ne4 7. O-O Bxc3 8. bxc3 O-O 9. Ne1 f5 10. f3 Nf6 11. a4 Nc6 12. e4 fxe4 13. fxe4 e5 14. Bg5 Qe7 15. Nc2 Qd6



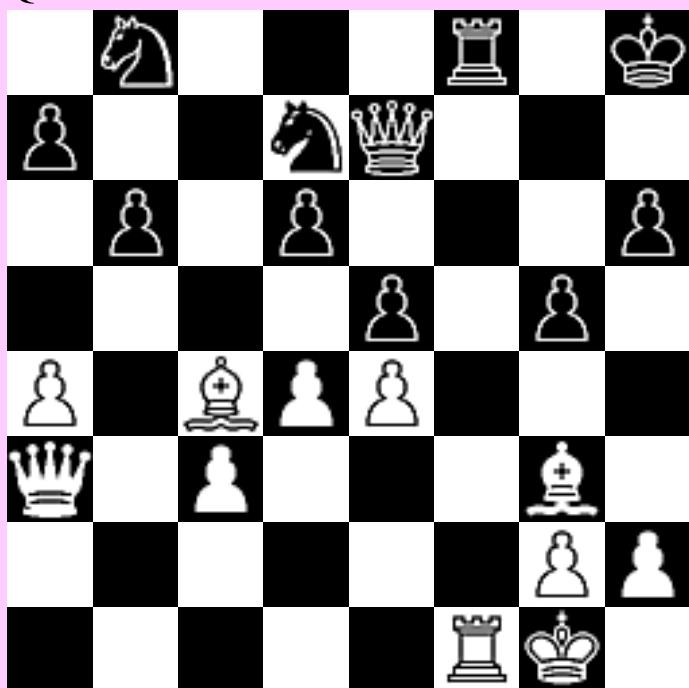
Black is doing his best to get White to play d4-d5, when as well gaining the square c5, Black would expect the blocked pawn formation to favour the Knights. White finds an interesting way of resisting the encouragement. 16. Bh4 Rae8 17. Bg3 Qe7 18. Ne3 d6 [18... exd4 19. Nf5] 19. Bh4 Nd8 20. Nd5



This leap into the (still) empty d5 point provokes Black into giving up the remaining Bishop. It should not be supposed that Golombek was unaware of the dangers in this, but considered it relatively best, given the pressure on f6. 20... Bxd5 21. cxd5 c6 22. Qb3 Kh8 23. Rae1 h6 24. Qa3 g5 25. Bg3 Nd7 26. dxc6 Nxc6 27. Bb5

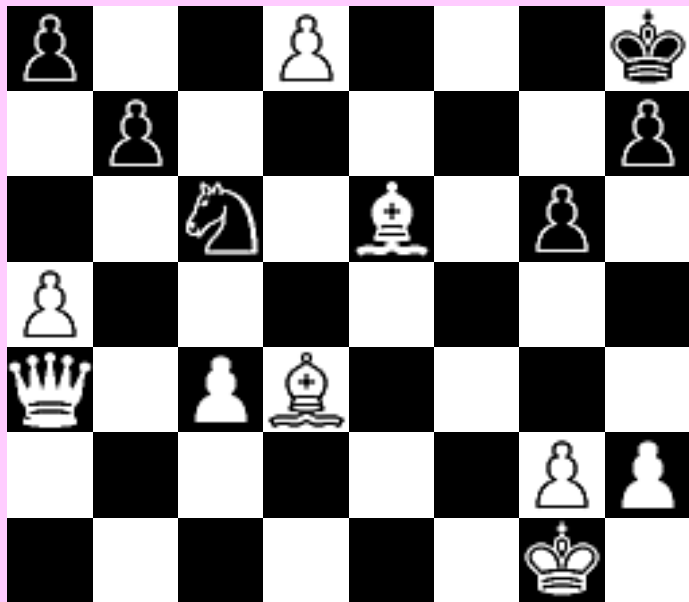


After the pins on the King's-side have finally been disposed of, White starts up in the same trade on the Queen's-side! 27... Rxf1+ 28. Rxf1 Ncb8 this decentralising move doesn't look right 29. Bc4 Rf8



Black's position now falls apart 30. Rxf8+ Qxf8 31. dxe5 Nc5 32. exd6 Nxe4 [Have the Knights finally secured a defence?] 33. d7 ! 33... Nc5 [33... Qxa3 34. d8=Q+ Kg7 35. Qg8+ Kf6 36. Qf7#] 34. Be5+ Kh7 35. Bd3+





Golombek comments that these weren't mere Bishops, but Archbishops! 1-0

Back to [Chess Coaching Page](#)

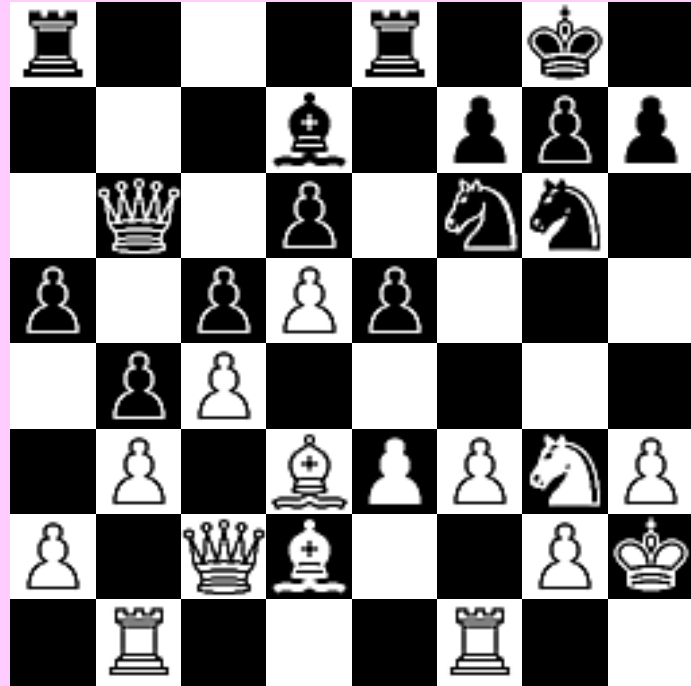
This document (Canon\canon336.html) was last modified on 13 Aug 2005 by



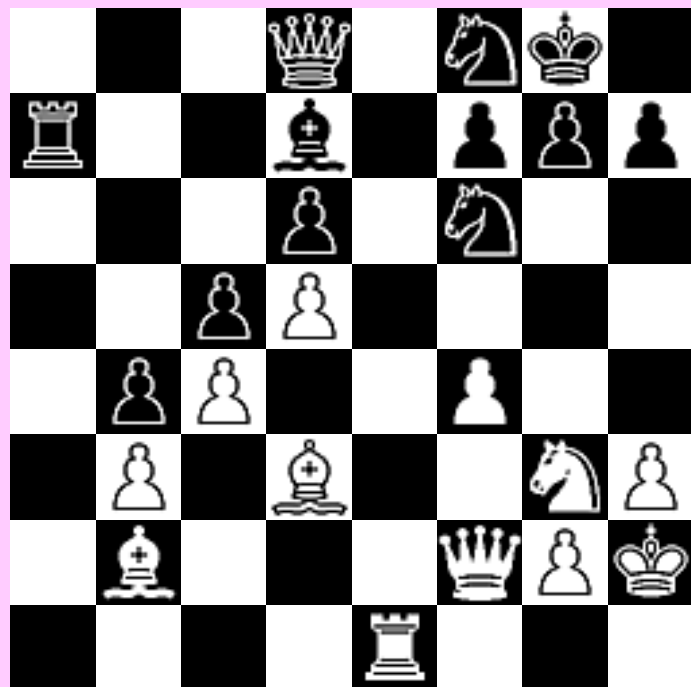
[Dr. Dave](#)

rubinstein - nimzovitch (berlin) [E32]bishops: two bishops in closed, bishops: two bi, 1928

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d6 5. e3 c5 6. Bd3 Nc6 7. Nge2 e5 8. d5 Bxc3+ 9. Qxc3 Ne7 10. Qc2 O-O 11. O-O Ng6 12. Ng3 Re8 13. f3 Bd7 14. Bd2 a6 15. h3 b5 16. b3 Qb6 17. Kh2 a5 18. Rab1 b4

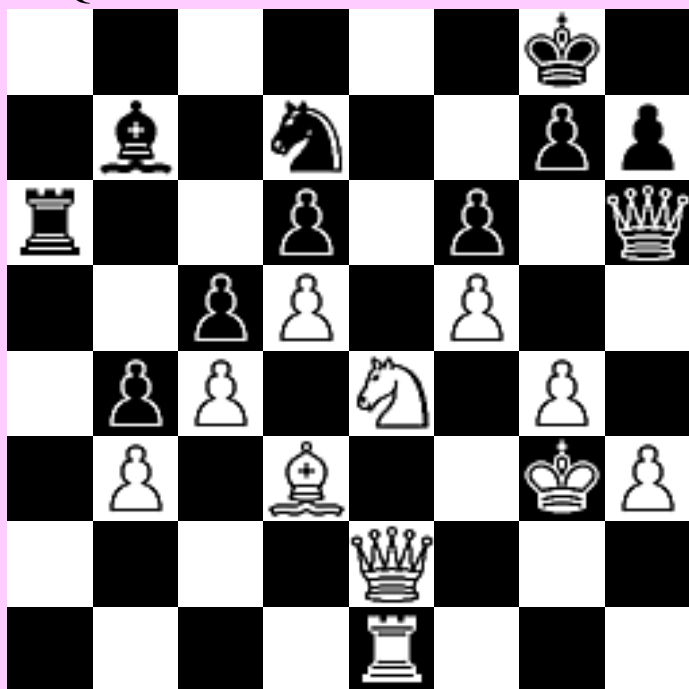


The Bishops need open lines. 19. f4 exf4 20. exf4 Nf8 21. Bc1 Qd8 22. Qf2 a4 23. Bb2 Ng6 24. Rbd1 axb3 25. axb3 Ra7 26. Rde1 Rxe1 27. Rxe1 Nf8



White now trades one advantage for another: two bishops for better knight. Despite the exchanges Black remains cramped and uncoordinated, and White's remaining 'bad' bishop has a powerful supporting role

in the attack. 28. Bxf6 Qxf6 29. Ne4 Qh6 30. f5 Ra3 31. Rb1 Ra6 32. g4 f6 33. Kg3 Bc8 34. Re1 Bb7 35. Qe2 Nd7



Black is just about to get himself sorted, when... 36. Nxd6 Rxd6 37. Qe8+ Nf8 38. Re7 g6 39. Qf7+ Kh8 40. Re8 Rd8 41. Qxf6+ Kg8 42. Qe6+ Kg7 43. f6+ 1-0

Back to [Chess Coaching Page](#)

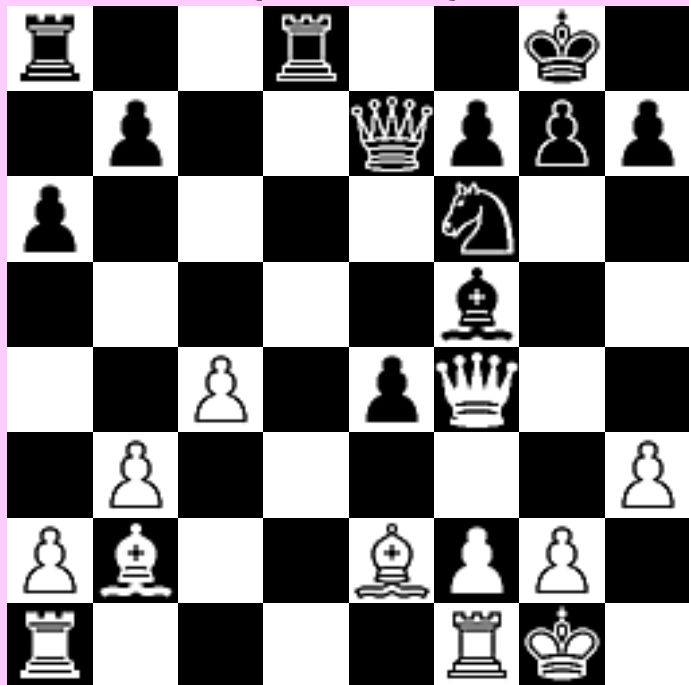
This document (Canon\canon337.html) was last modified on 13 Aug 2005 by



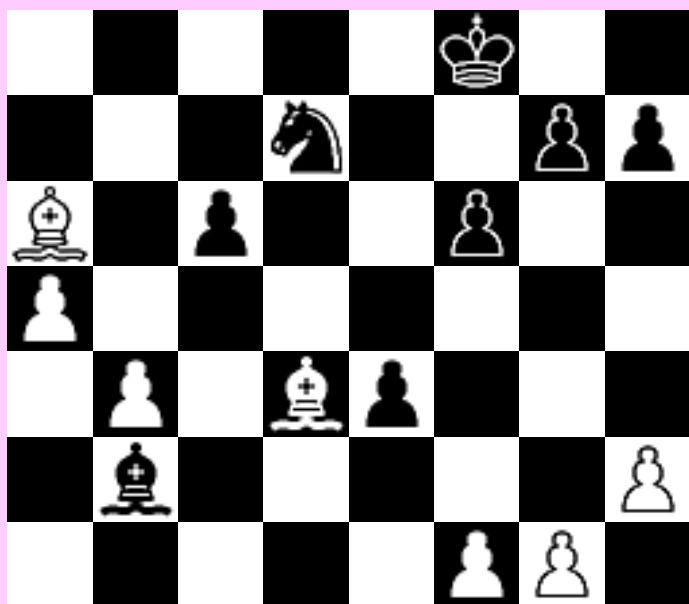
[Dr. Dave](#)

ditmas,h - regis,d (march) [C07]bishops: two bishops in ending, bishops: two bi, 1979

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 5. Ng3 cxd4 6. Bc4 Qd6 7. O-O Nc6 8. Nb3 Nf6 9. Nbx4 Nxd4 10. Nxd4 a6 11. b3 Qc7 12. Bb2 Bd6 13. h3 O-O 14. Bd3 e5 15. Nf5 White threatens to grab the Bishop pair - Black responds by making his remaining Bishop bad! 15... e4 16. Nxd6 Qxd6 17. Be2 Qe7 18. c4 Rd8 19. Qc1 Bf5 20. Qf4



Black must make a further concession: in the event I buried the Bishop on g6 and the Bishops shepherded through the Queen's-side majority. 20... Bg6 21. Rfd1 Rxd1+ 22. Rxd1 Rd8 23. Qe5 Re8 24. Qxe7 Rxe7 25. b4 Rd7 26. Rxd7 Nxd7 27. c5 Kf8 28. c6 bxc6 29. Bxa6 f6 30. Bd4 Bf7 31. a4 Bb3 32. a5





The Black Bishop is at last active and the f-pawn may move, but it's all too late. The a-pawn cannot be stopped without loss. 1-0

Back to [Chess Coaching Page](#)

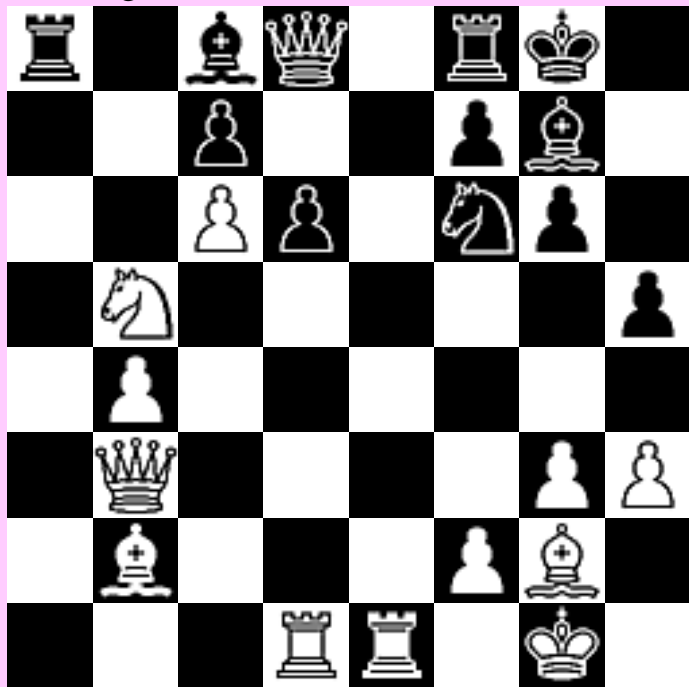
This document (Canon\canon338.html) was last modified on 13 Aug 2005 by



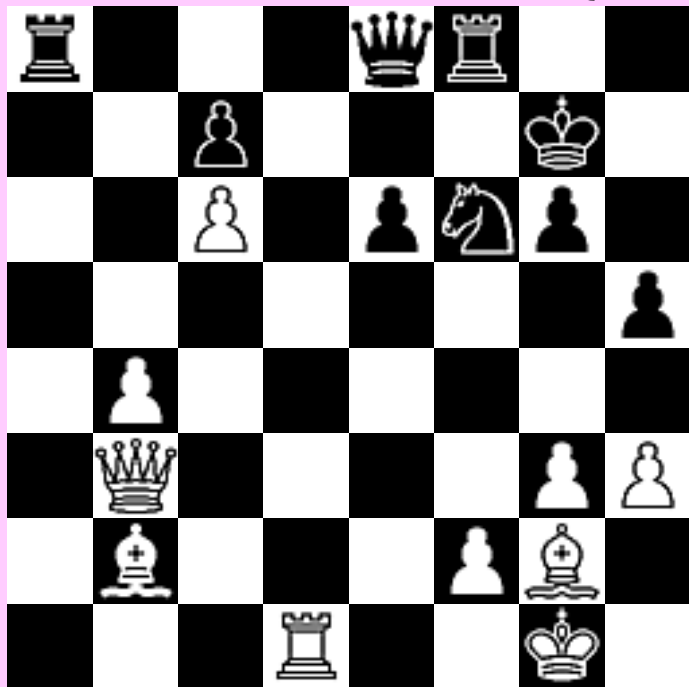
[Dr. Dave](#)

Botvinnik M - Reshevsky Samuel H (USA) [A25]bishops: two bishops in open g, bishops: two bi, 1938

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2 Nge7 7. d4 exd4 8. exd4 O-O 9. O-O Nf5 [9... Bg4] 10. d5 Ne5 11. b3 a5 12. Bb2 Nd7 13. a3 Nc5 14. b4 Nd7 15. Qb3 Nd4 16. Nxd4 Bxd4 17. Rad1 Bg7 18. Rfe1 axb4 19. axb4 Nf6 20. h3 h5 21. c5 Bf5 22. Nb5 Bd7 23. c6 bxc6 24. dxc6 Bc8



25. Nxd6 Be6 26. Rxe6 fxe6 27. Nf5 Qe8 28. Nxc7 Kxc7



29. Rd7+ Rf7 30. Be5 Kg8 31. Rxc7 Rxc7 32. Bxc7 Ra1+ 33. Kh2 Ra7 34. Be5 Rf7 35. c7 Nd7 36. Qc2 Rf8 37. c8=Q 1-0

Back to [Chess Coaching Page](#)

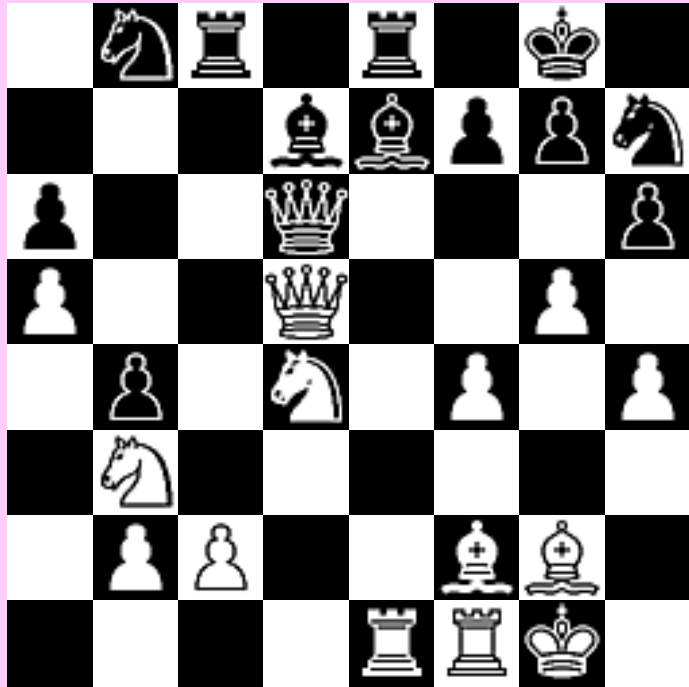
This document (Canon\canon339.html) was last modified on 13 Aug 2005 by



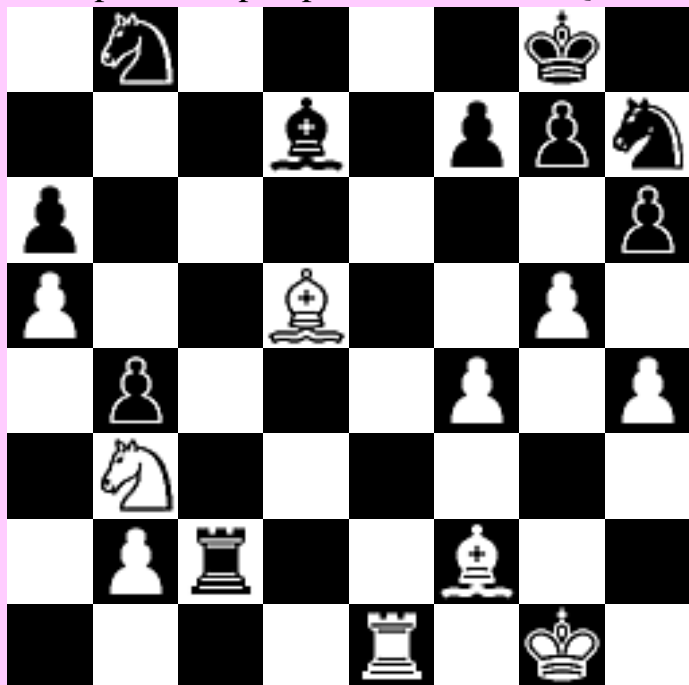
[Dr. Dave](#)

nunn - tal (wijk ann zee) (NUNN & GR [B47]bishops: two bishops in open m, bishops: two bi, 1982

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. g3 Qc7 7. Bg2 Nf6 8. O-O h6 9. Nb3 Be7 10. a4 d6 11. f4 O-O 12. g4 Bd7 13. h4 b5 14. g5 Nh7 15. Be3 b4 16. Ne2 d5 17. exd5 exd5 18. Qxd5 Rac8 19. a5 Nb8 20. Ned4 Bg4 21. Rae1 Rfd8 22. Qe4 Re8 23. Bf2 Bd7 24. Qd5 Qd6



A club player might worry about giving up the c-pawn, but a GM knows how powerful are the two Bishops in an open position. 25. Nf5 Qxd5 26. Nxe7+ Rxe7 27. Bxd5 Rxe1 28. Rxe1 Rxc2



How would you feel as Black here? The end is actually swift. 29. Re7 Bc6 30. Bxf7+ Kf8 31. Rc7 hxg5

32. Bc5+ 1-0

Back to [Chess Coaching Page](#)

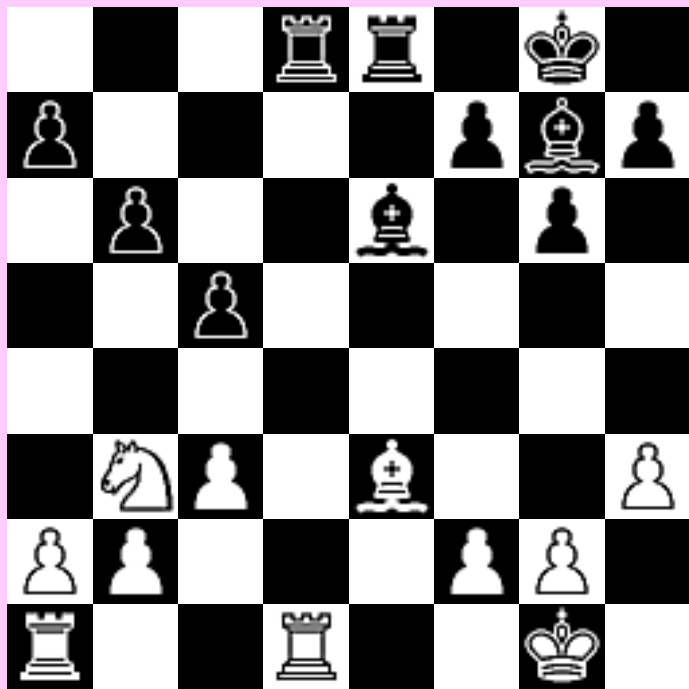
This document (Canon\canon340.html) was last modified on 13 Aug 2005 by



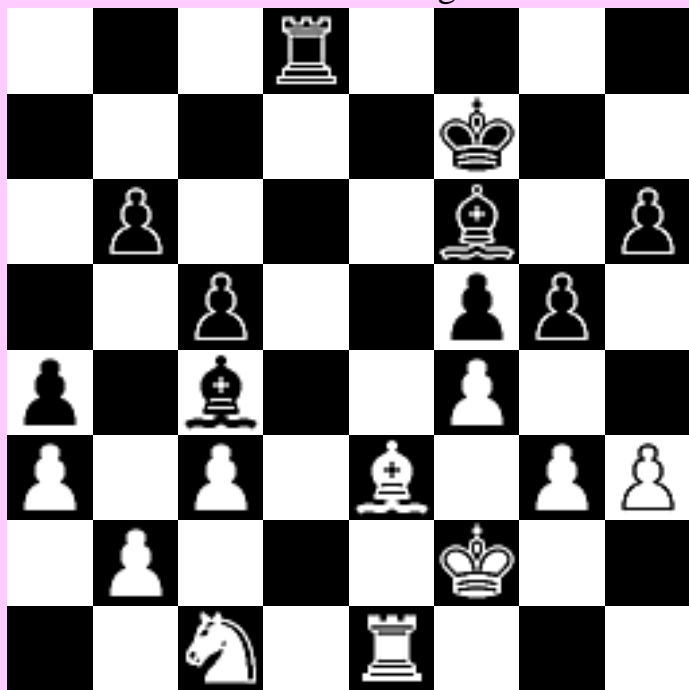
[Dr. Dave](#)

Englisch - Steinitz [C60] bishops: two bishops in semi-o, bishops: two bi

1. e4 e5 2. Nf3 Nc6 3. Bb5 g6 4. d4 exd4 5. Nxd4 Bg7 6. Be3 Nf6 7. Nc3 O-O 8. O-O Ne7 9. Qd2 d5 10. exd5 Nexd5 11. Nxd5 Qxd5 12. Be2 Ng4 13. Bxg4 Bxg4 14. Nb3 Qxd2 15. Nxd2 Rad8 16. c3 Rfe8 17. Nb3 b6 18. h3 Be6 19. Rfd1 c5



Already denying the Knight a central square. This is the recipe: the Knight more than any other piece needs a secure advanced and/or central post. 20. Bg5 f6 21. Bf4 Kf7 22. f3 g5 23. Rxd8 Rxd8 24. Be3 h6 25. Re1 f5 26. f4 Bf6 27. g3 a5 28. Nc1 a4 29. a3 Bc4 30. Kf2



Black is now rather better. 30... gxf4 31. Bxf4 Bg5 32. Bxg5 hxg5 33. Ke3 Kf6 34. h4 gxh4 35. gxh4 Re8+ 36. Kf2 Rxe1 37. Kxe1 Ke5 38. Ne2 Bxe2 39. Kxe2 Kf4 40. c4 Kg4 41. Ke3 f4+ ! 42. Ke4 f3 43. Ke3 Kg3 0-1 englisch-steinitz 0-1

Back to [Chess Coaching Page](#)

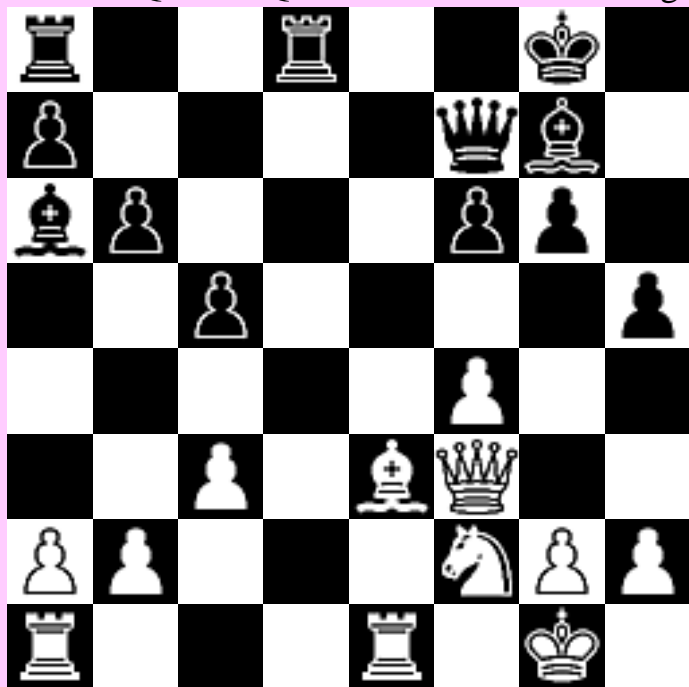
This document (Canon\canon341.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

rosenthal - steinitz [C46]bishops: two bishops in semi-o, bishops: two bi, 1873

1. e4 e5 2. Nc3 Nc6 3. Nf3 g6 4. d4 exd4 5. Nxd4 Bg7 6. Be3 Nge7 7. Bc4 d6 8. O-O O-O 9. f4 Na5 10. Bd3 d5 11. exd5 Nxd5 12. Nxd5 Qxd5 13. c3 Rd8 14. Qc2 Nc4 15. Bxc4 Qxc4 16. Qf2 c5 17. Nf3 b6 18. Ne5 Qe6 19. Qf3 Ba6 20. Rfe1 f6 21. Ng4 h5 22. Nf2 Qf7



Same imbalance: BB vs. BN. 23. f5 bidding for some scope 23... g5 denying scope 24. Rad1 Bb7 not just tweaking the Queen, but denying e4 to the Knight 25. Qg3 Rd5 26. Rxd5 Qxd5 27. Rd1 Qxf5 28. Qc7 Bd5 29. b3 Re8 30. c4 Bf7 31. Bc1 Re2 32. Rf1 Qc2 33. Qg3 Qxa2 0-1

Back to [Chess Coaching Page](#)

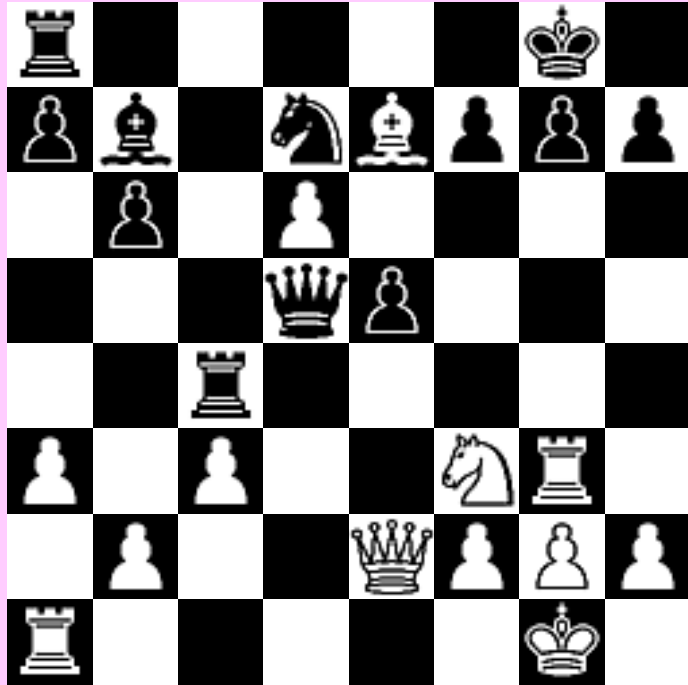
This document (Canon\canon342.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

alekhine - nimzovitch,kecsemet (NIMZO) [C11]centralisation, 1927

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. exd5 Nxd5 5. Ne4 Nd7 6. Nf3 Be7 7. Bd3 b6 8. O-O Nb4 9. Bc4 Bb7 10. Qe2 O-O 11. a3 Nd5 12. Rd1 c5 ?! 13. Bb5 Nc7 14. Bxd7 Qxd7 15. dxc5 Qc6 16. Nd6 ! Alekhine has a fine feel for the initiative. 16... Bxd6 17. cxd6 Ne8 18. Bg5 ! 18... Nf6 19. Rd4 Nd7 20. Be7 Rfc8 21. c3 e5 22. Rg4 Qd5 23. Rg3 Rc4



Black's centralised pieces can defend and offer counterthreats 24. Rd1 [24. Ng5 g6 (idea ...f5: 24...h6? 25 Rd1, Qc6; 26 Nxf7)] 24... Qe4 25. Qf1 Qc2 26. Rd2 Qa4 27. Re2 Re4 28. Rxe4 Qxe4 29. Qc1 h6 30. h3 Kh7 31. Qd1 g6 32. Rg4 Qd5 33. Qc2 Rg8 34. Rh4 f6 35. c4 Qe6 36. Nd2 Qf5 37. Qd1 g5 38. Rg4 Qg6 39. Rg3 f5 40. Rc3 e4 (draw agreed in time trouble) 1/2

Back to [Chess Coaching Page](#)

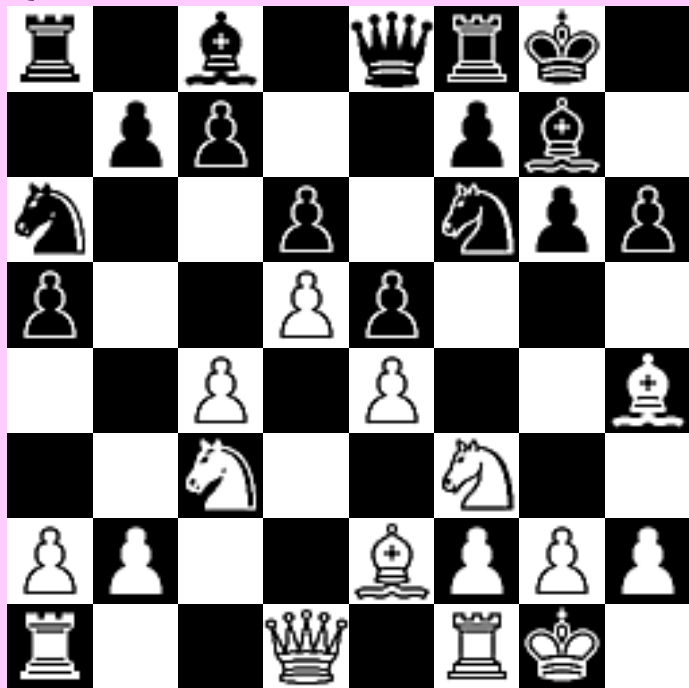
This document (Canon\canon343.html) was last modified on 13 Aug 2005 by



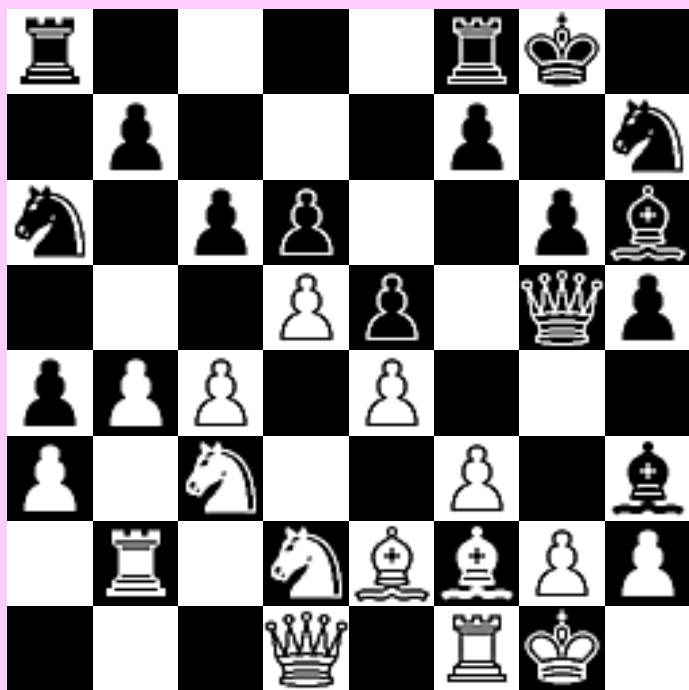
[Dr. Dave](#)

Georgadze - Koeprejtšjik [Kupreichik [E92]centralisation, 1979

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. d5 a5 8. O-O Na6 9. Bg5 h6 10. Bh4 Qe8

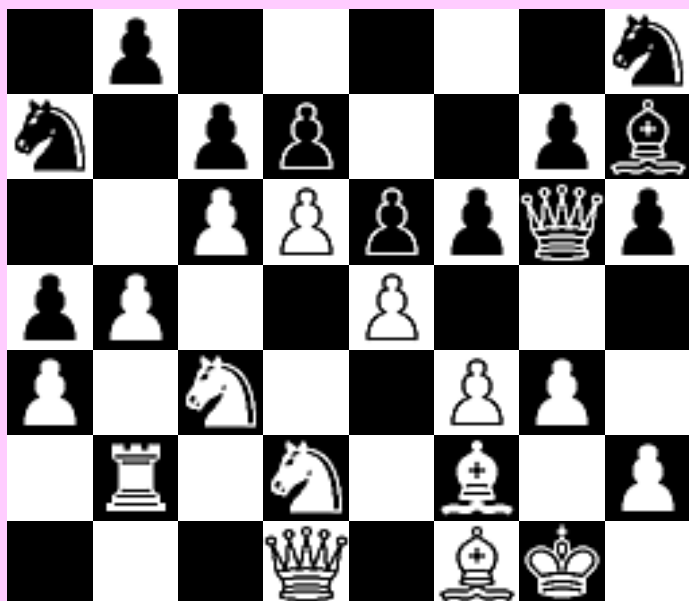


11. Nd2 Nh7 12. a3 Bd7 13. Rb1 a4 14. Nb5 h5 15. f3 Bh6 16. Bf2 Qe7 17. b4 c6 18. Nc3 Qg5 19. Rb2 Bh3

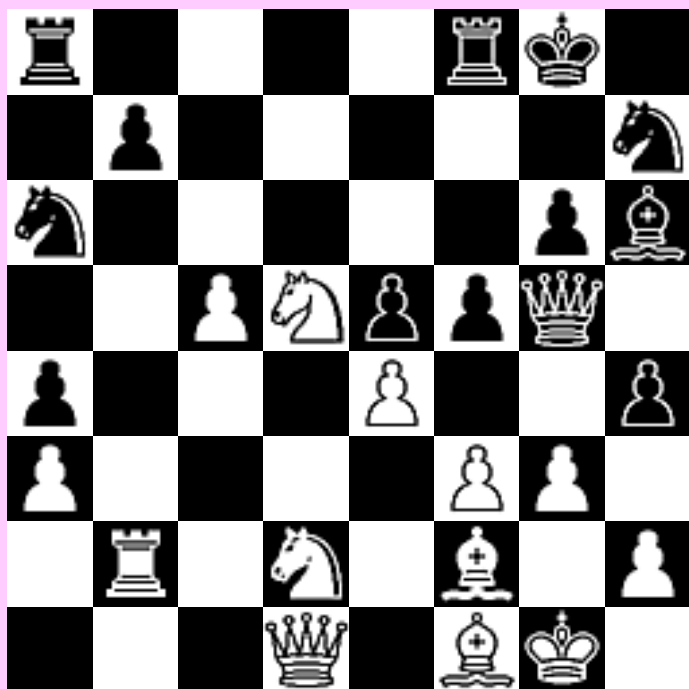


Black wins the exchange, but the attack doesn't hit home. 20. g3 Bxf1 21. Bxf1 f5 22. c5

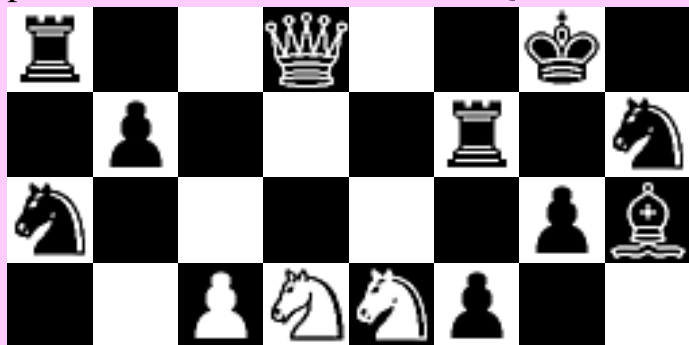


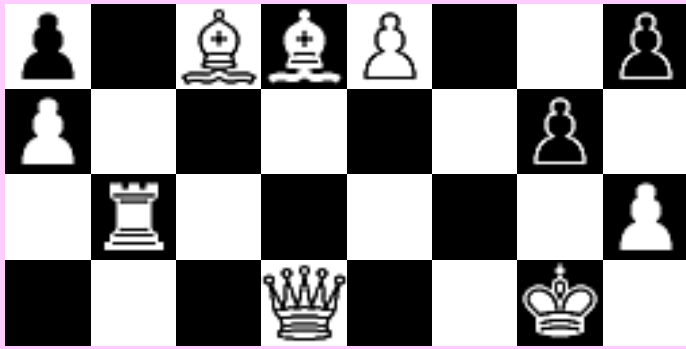


The two sides strike their characteristic blows on each side. 22... cxd5 23. Nxd5 dxc5 24. bxc5 h4



White's Bishops support the King, and keep a keen eye on the centre and Queen's-side. White's Knights are also fulfilling a dual role in attack and defence from the central files, and in fact this centralisation of pieces is w 25. f4 exf4 26. Nf3! Qd8 27. Bc4 Rf7 28. Ne5 fxc3 29. Bd4





A striking formation! The scattered Black army cannot cope with the many threats generated by the combined White minor pieces. 29... Ng5 30. Nxf7 Nxf7 31. Rxb7 Bg5 32. Rxf7 Kxf7 33. Nf4+ Ke8 34. Qxa4+ Qd7 35. Bb5 Bxf4 36. Bxd7+ Ke7 37. exf5 Nc7 38. Bf6+ [38. Bf6+ Kxf6 39. Qxf4] 1-0

Back to [Chess Coaching Page](#)

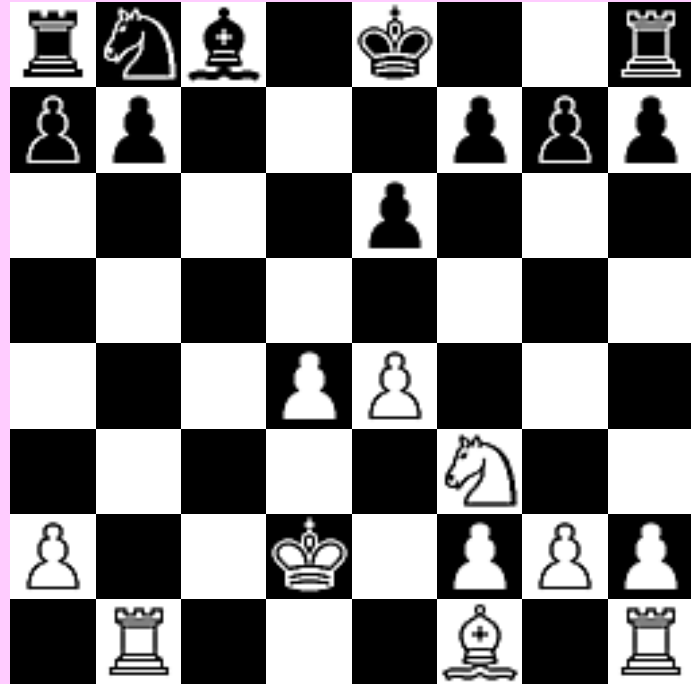
This document (Canon\canon344.html) was last modified on 13 Aug 2005 by



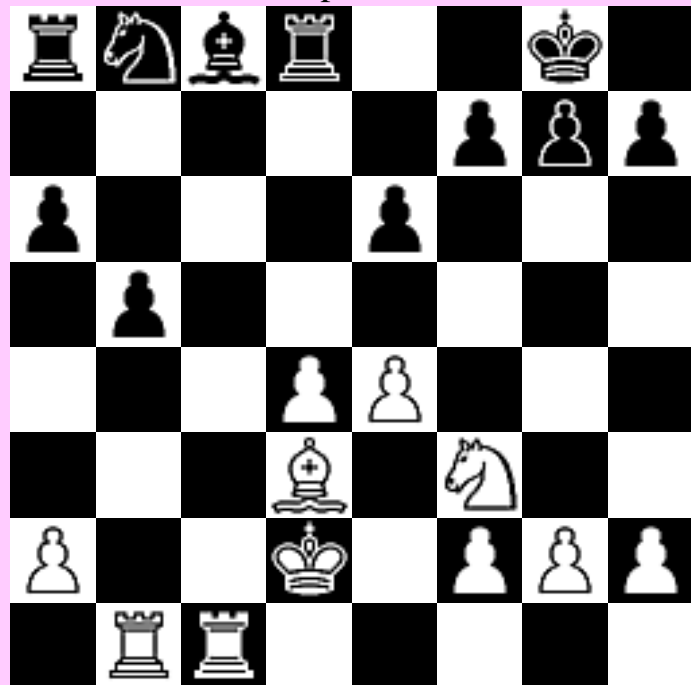
[Dr. Dave](#)

Rubinstein,A - Schlechter,C. (San Sebastian) (13) [D41] centralisation, 1912

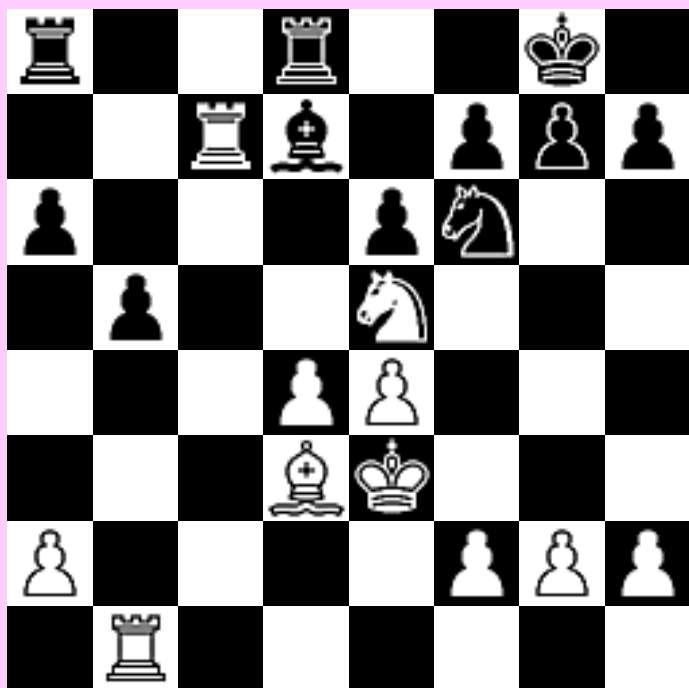
1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 c5 5. cxd5 Nxd5 6. e4 Nxc3 7. bxc3 cxd4 8. cxd4 Bb4+ 9. Bd2 Qa5 10. Rb1 Bxd2+ 11. Qxd2 Qxd2+ 12. Kxd2



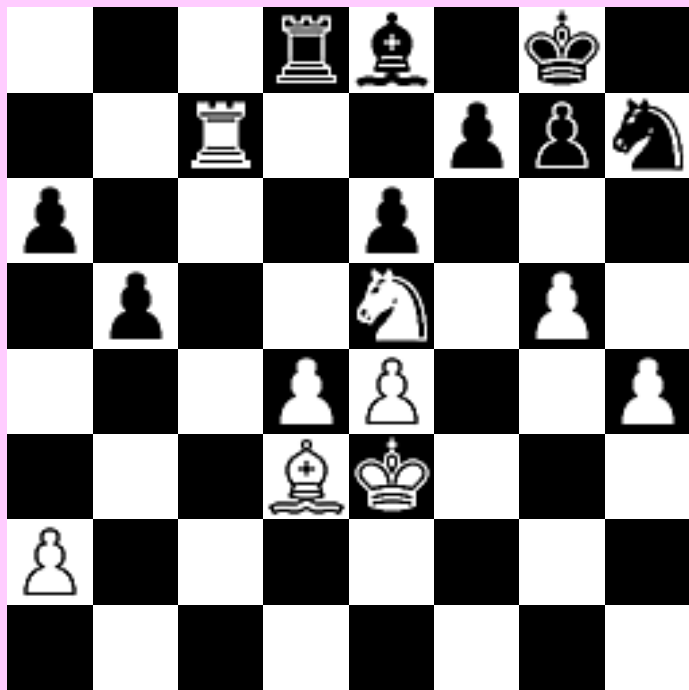
White has the same material but much better mobilised. Black has got some benefit from the exchanges but has lost all three pieces that were once developed. 12... O-O 13. Bb5 a6 14. Bd3 Rd8 15. Rhc1 b5



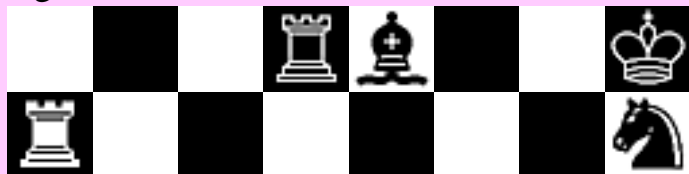
White is completely developed and plans his invasion. 16. Rc7 Nd7 17. Ke3 Nf6 18. Ne5 Bd7

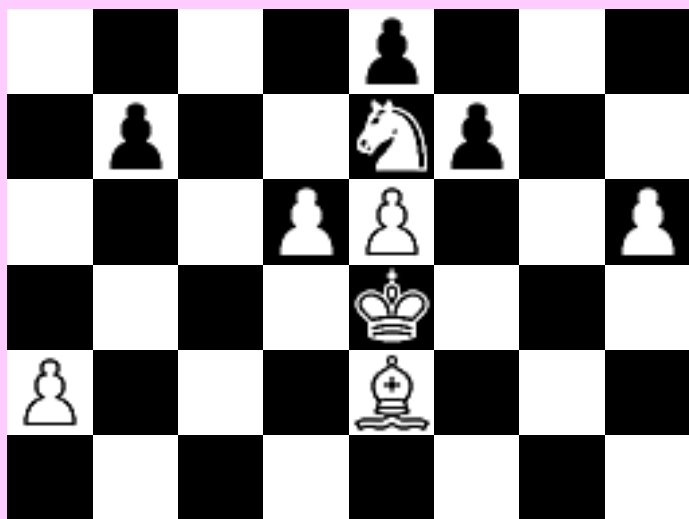


White's centralised pieces have scope on both sides of the board. His next few moves aim at reducing the already limited scope of the Black pieces. 19. g4 h6 20. f4 Be8 21. g5 hxg5 22. fxg5 Nh7 23. h4 Rdc8 24. Rbc1 Rxc7 25. Rxc7 Rd8



Grunfeld-type endings with a Black Queen's-side majority are structurally quite OK for Black, but here the Black pieces are so poorly placed Schlechter decides to abandon a Pawn in the hope of mobilising some piece power. 26. Ra7 f6 27. gxf6 gxf6 28. Ng4 Bh5 29. Nh6+ Kh8 30. Be2 Be8 31. Rxa6 Kg7 32. Ng4 f5 33. Ra7+ Kh8 34. Ne5





White's listed pieces still dominate the board. They harass Black on both sides and at first glance appeared to me to outnumber the Black army! 34... fxe4 35. Bxb5 Nf6 36. Bxe8 Rxe8 37. Kf4 Kg8 38. Kg5 Rf8 39. Kg6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon345.html) was last modified on 13 Aug 2005 by



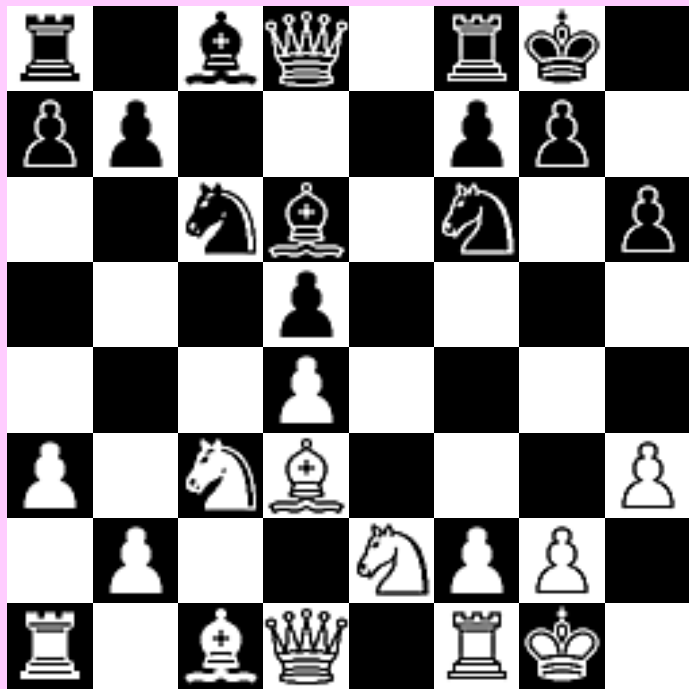
[Dr. Dave](#)

Stolberg, M - Botvinnik, Mikhail [E48]centralisation (*USSR), 1940

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5 6. Nge2 c5

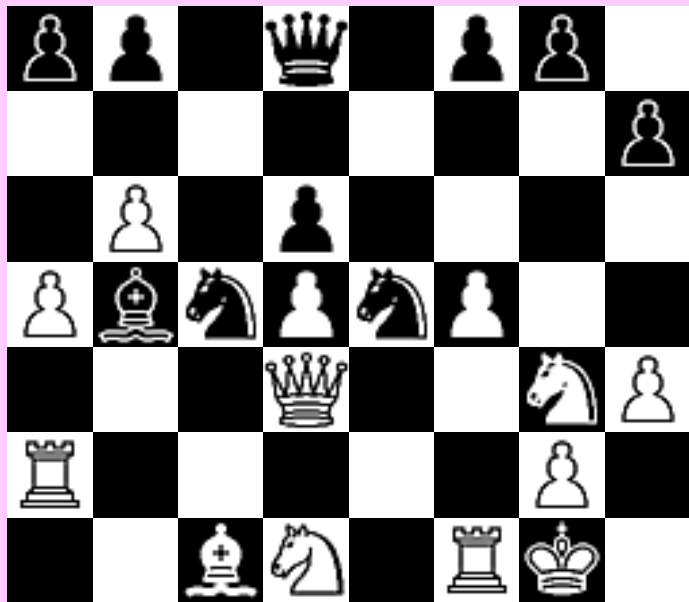


7. O-O Nc6 8. cxd5 exd5 9. a3 cxd4 10. exd4 Bd6 11. h3 h6

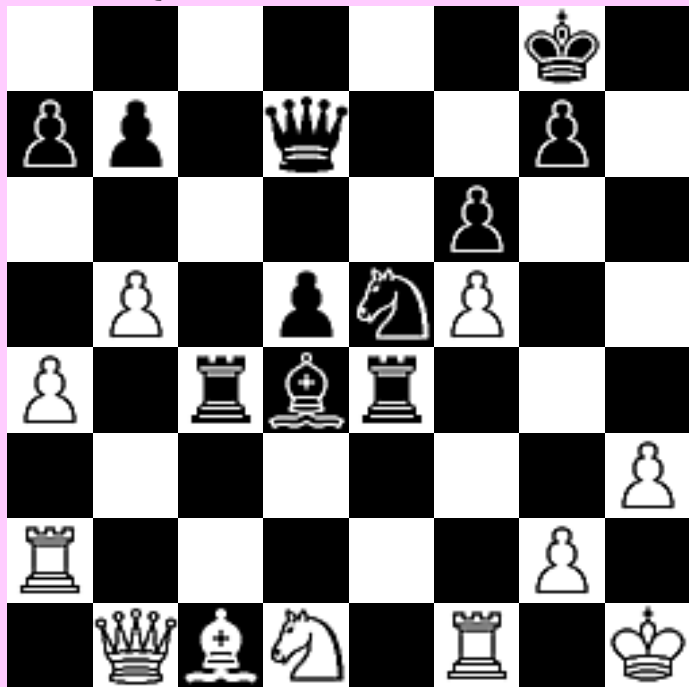


12. b4 Re8 13. Qb3 Be6 14. Bd2 Qd7 15. f4 Bf5 16. Qc2 Be4 17. b5 Bxd3 18. Qxd3 Na5 19. Ng3 Nc4 20. Bc1 Rac8 21. Ra2 Bf8 22. a4 Bb4 23. Nd1 Ne4

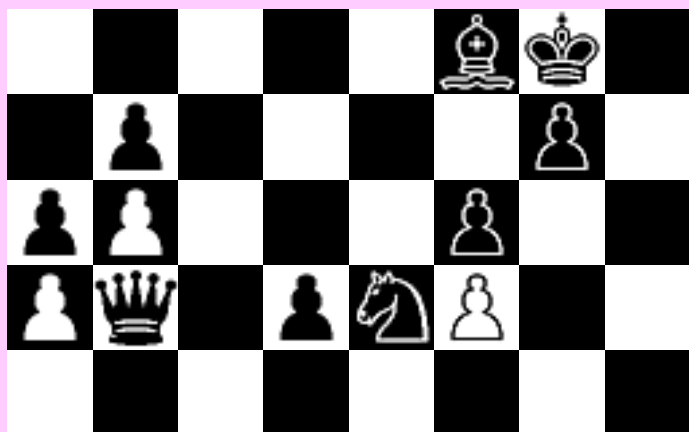


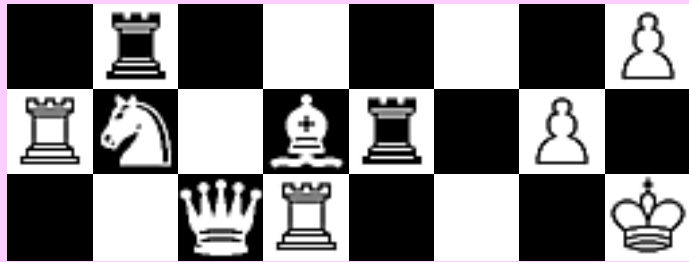


24. f5 Nxc3 25. Qxc3 Bd6 26. Qf3 Be7 27. Qg3 Bf6 28. Bxh6 Bxd4+ 29. Kh1 f6 30. Bc1 Re4 31. Qd3 Ne5 32. Qb1 Rc4



33. a5 Bc5 34. b6 a6 35. Nb2 Rc3 36. Bd2 Rb3 37. Qc2 Qb5 38. Rc1 Bf8 39. Rd1 Re2 40. Qc1





40... Rxh3+ 41. gxh3 d4 0-1

Back to [Chess Coaching Page](#)

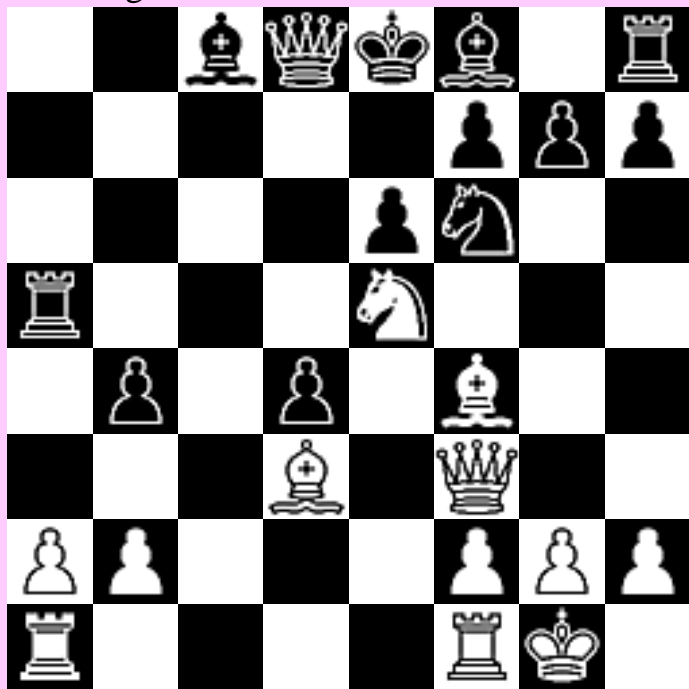
This document (Canon\canon346.html) was last modified on 13 Aug 2005 by



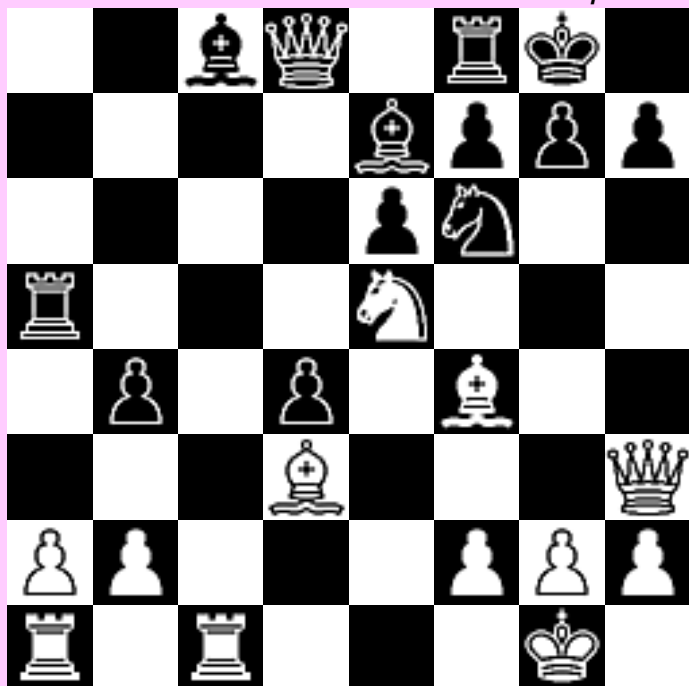
[Dr. Dave](#)

capablanca - levenfish,moscow (LITTLEWOOD) [D49] centralisation/coordination, 1935

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Nf3 Nbd7 6. Bd3 dxc4 7. Bxc4 b5 8. Bd3 a6 9. e4 c5 10. e5 this is the sharp main line of the Meran variation 10... cxd4 11. Nxb5 Nxe5 12. Nxe5 axb5 13. Qf3 stahlbergs's line 13... Ra5 14. O-O b4 15. Bf4

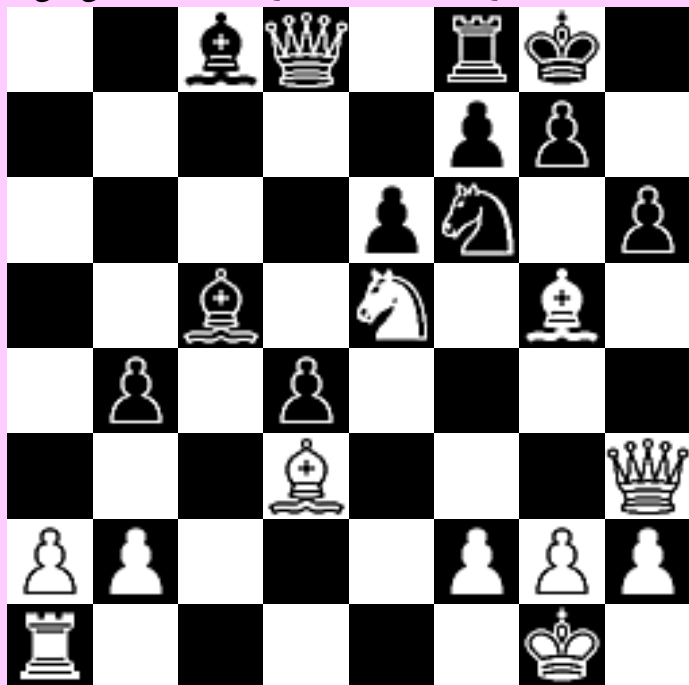


White's natural piece development continues; Black's set-up is rather awkward 15... Be7 [15... Bd6 16. Qc6+ Ke7 17. Nxf7 wins a pawn] 16. Rfc1 O-O 17. Qh3

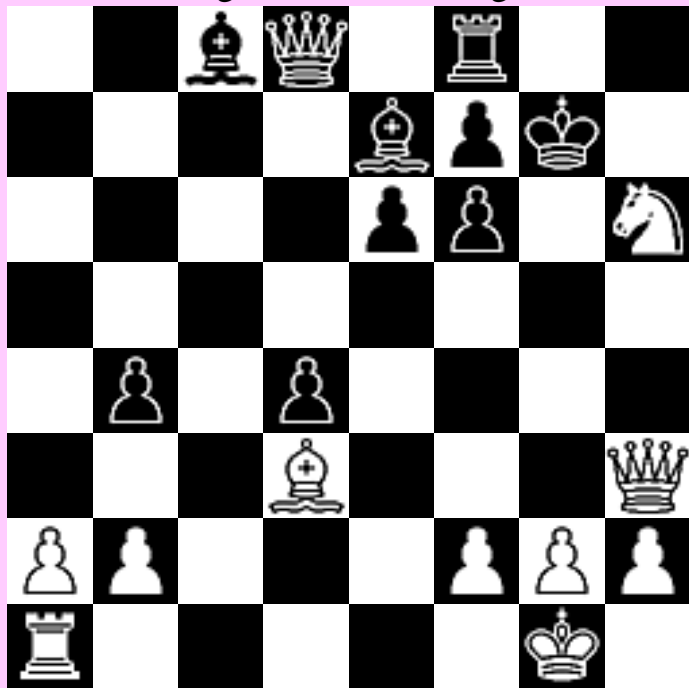


moves to attack with the threat of Nc6 17... Rc5 [17... Bb7 offers better chances 18. Bg5 [18.

Ng4 g6 19. Bc7 Qd5 20. Bxa5 Qxa5 with some compensation] 18... h6] 18. Rxc5 Bxc5 19. Bg5 h6



20. Ng4 making immediate use of the weakness induced 20... Be7 21. Bxf6 [21. Nxf6+ is even better] 21... gxf6 22. Nxf6+ Kg7



23. Qg4+ Kh8 [23... Kxh6 24. Qh4+ Kg7 25. Qh7#] 24. Qh5 Kg7 25. Nxf7 Rh8 [25... Rxf7 26. Qh7+ Kf8 27. Qh8#] 26. Qg6+ 1-0

Back to [Chess Coaching Page](#)

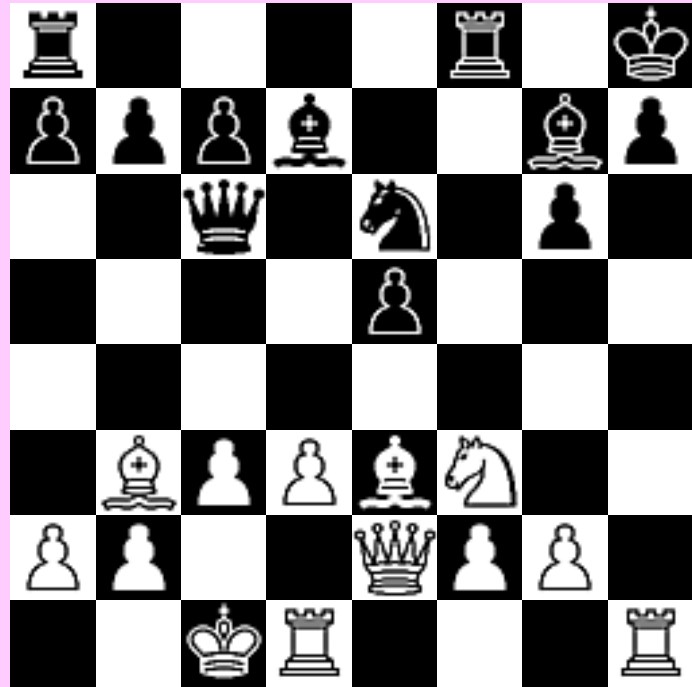
This document (Canon\canon347.html) was last modified on 13 Aug 2005 by



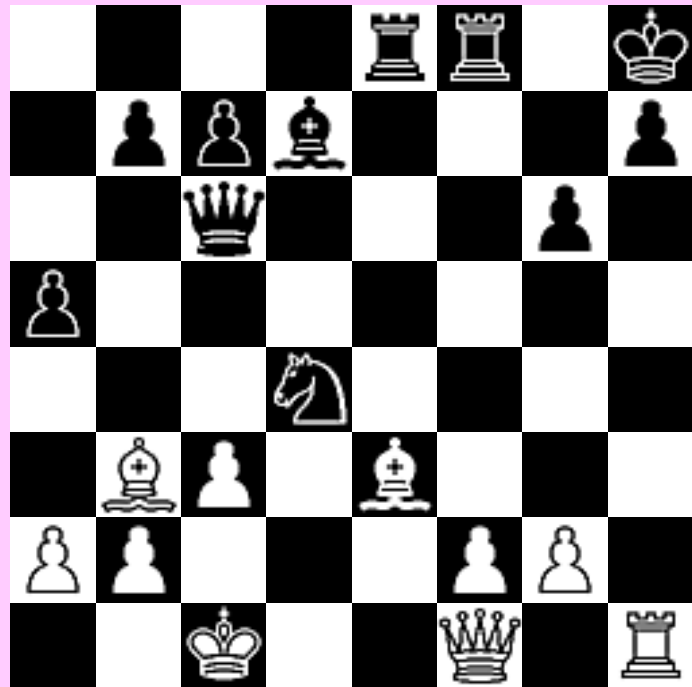
[Dr. Dave](#)

steinitz - tchigorin (havana) [C65]coordination, 1892

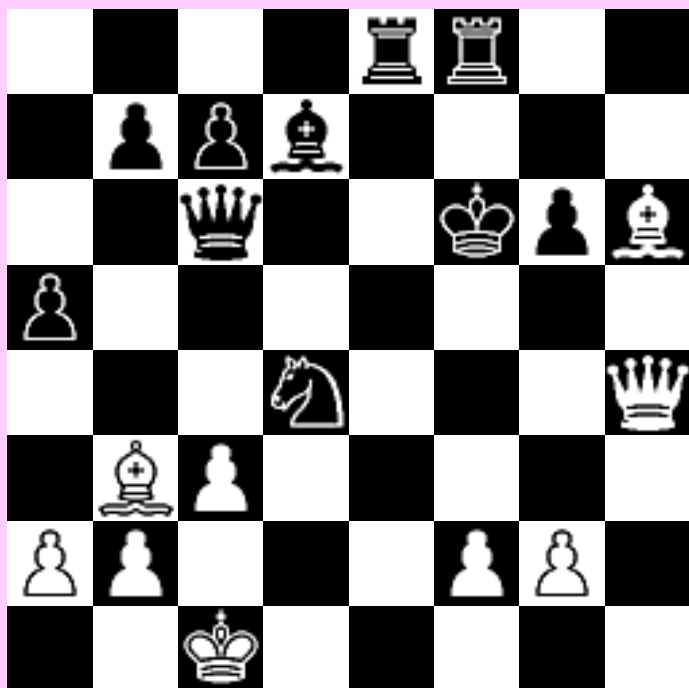
1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 d6 5. c3 g6 6. Nbd2 Bg7 7. Nf1 O-O 8. Ba4 Nd7 [8... d5] 9. Ne3 Nc5 10. Bc2 Ne6 11. h4 Ne7 12. h5 d5 13. hxg6 fxg6 14. exd5 Nxd5 15. Nxd5 Qxd5 16. Bb3 Qc6 17. Qe2 Bd7 18. Be3 Kh8 19. O-O-O



late castling was a characteristic of Steinitz 19... Rae8 20. Qf1 a5 21. d4 exd4 22. Nxd4 Bxd4 23. Rxd4 Nxd4



? 24. Rxh7+ Kxh7 25. Qh1+ Kg7 26. Bh6+ Kf6 27. Qh4+



Black's pieces can only stand around and watch the Q+BB bully the king 27... Ke5 28. Qxd4+ Kf5 29. Qf4# 1-0

Back to [Chess Coaching Page](#)

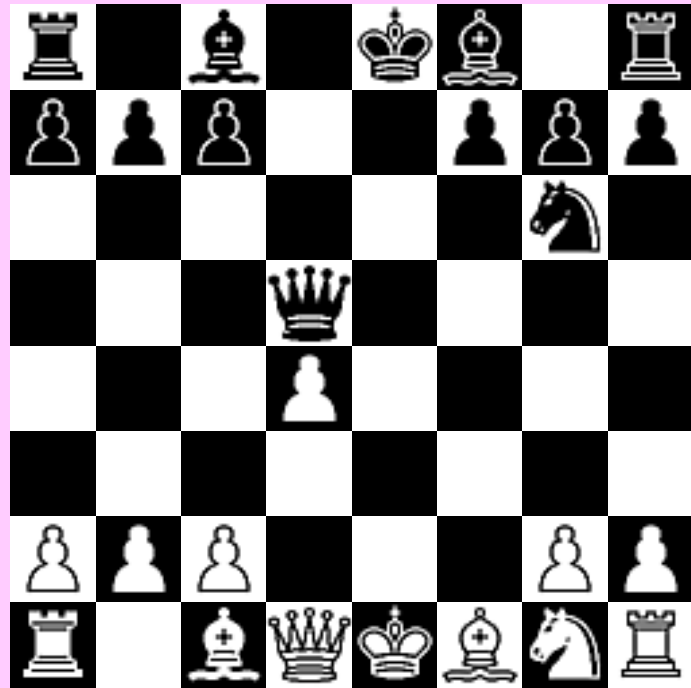
This document (Canon\canon348.html) was last modified on 13 Aug 2005 by



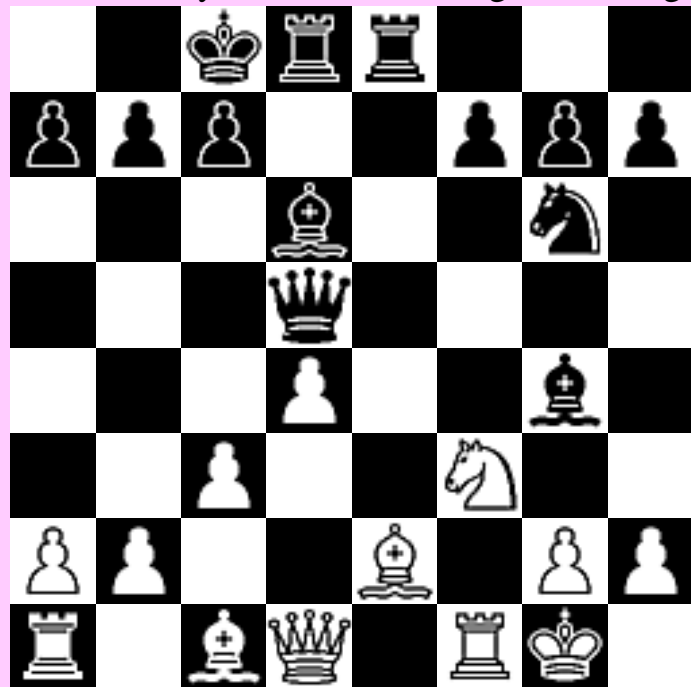
[Dr. Dave](#)

steinitz - lasker,london [C29]coordination, 1899

1. e4 e5 2. Nc3 Nf6 3. f4 d5 4. d3 not active enough 4... Nc6 5. fxe5 Nxe5 6. d4 Ng6 7. exd5 Nxd5 8. Nxd5 Qxd5

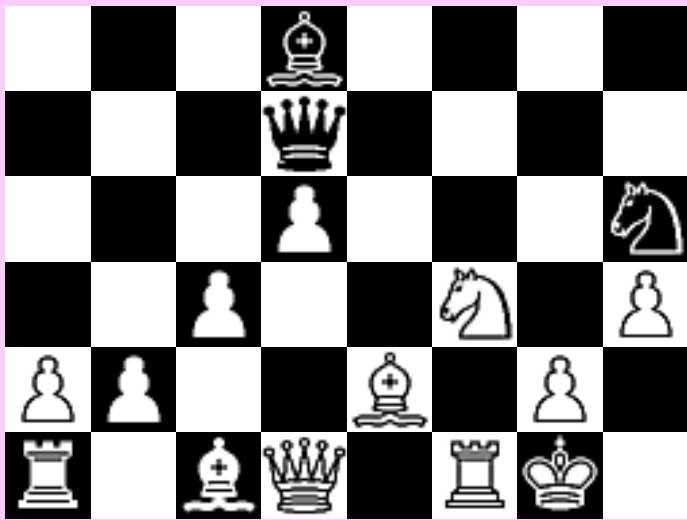


Black already has some advantage 9. Nf3 Bg4 10. Be2 O-O-O 11. c3 Bd6 12. O-O Rhe8

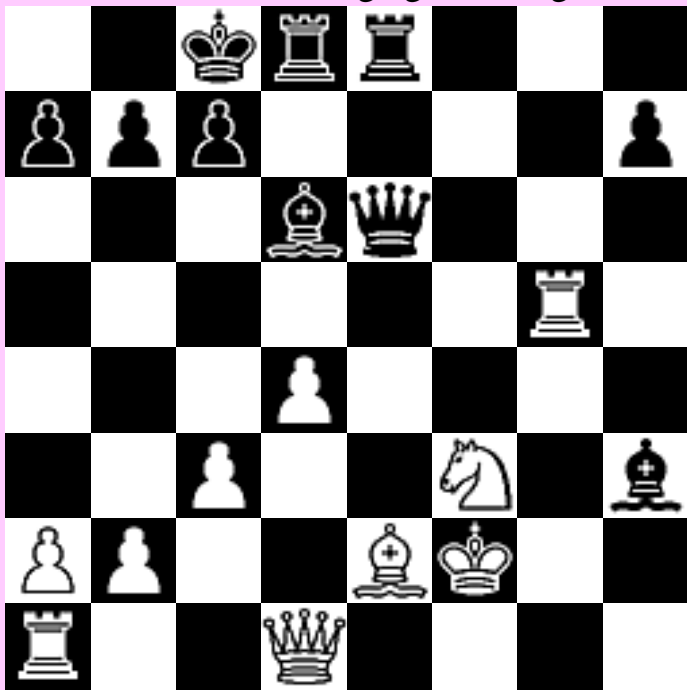


the final mobilisation 13. h3 Bd7 14. Ng5 Nh4 15. Nf3

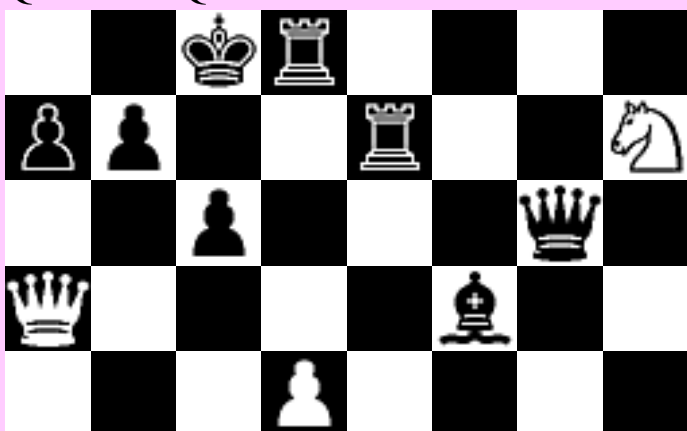


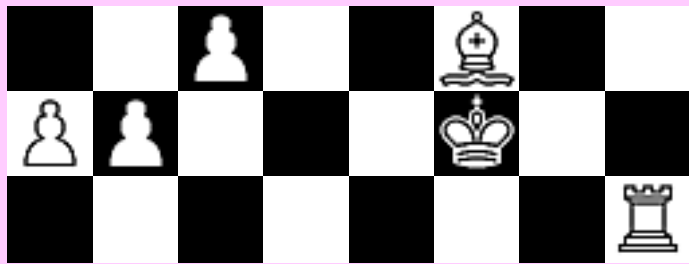


15... Nxg2 16. Kxg2 Bxh3+ 17. Kf2 [17. Kxh3 Qf5+ 18. Kg2 Qg4+ 19. Kh1 [19. Kf2 Qg3#] 19... Qh3+ 20. Kg1 Qg3+ 21. Kh1 Re4] 17... f6 very cool... the bishop is too valuable to the attack to be wasted on ...Bxf1 18. Rg1 g5 19. Bxg5 else ...g4 19... fxg5 20. Rxg5 Qe6



material is level, but that's all 21. Qd3 Bf4 22. Rh1 Bxg5 23. Nxg5 Qf6+ 24. Bf3 Bf5 25. Nxh7 Qg6 26. Qb5 c6 27. Qa5 Re7





White's scattered pieces cannot co-ordinate 28. Rh5 [28. Qxa7 Rxh7 29. Qa8+ Kc7 30. Qa5+ Kd7 wins] 28... Bg4 29. Rg5 Qc2+ 30. Kg3 Bxf3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon349.html) was last modified on 13 Aug 2005 by



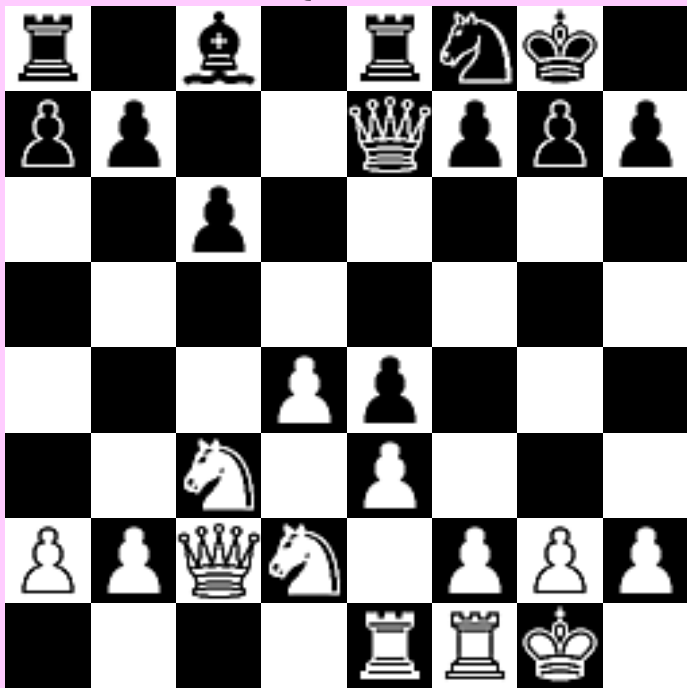
[Dr. Dave](#)

botvinnik - robatsch (amsterdam) [D36]coordination (LITTLEWOOD), 1966

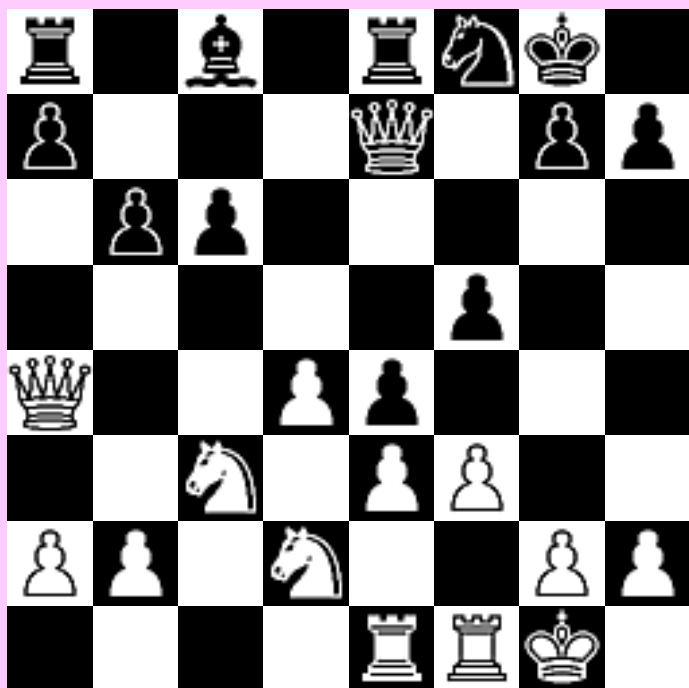
1. c4 Nf6 2. Nc3 e6 3. d4 d5 4. cxd5 exd5 5. Bg5 c6 6. e3 Be7 7. Qc2 O-O [7... Ne4 ? 8. Bxe7 Qxe7 9. Nxd5] 8. Bd3 Nbd7 9. Nf3 Re8 10. O-O



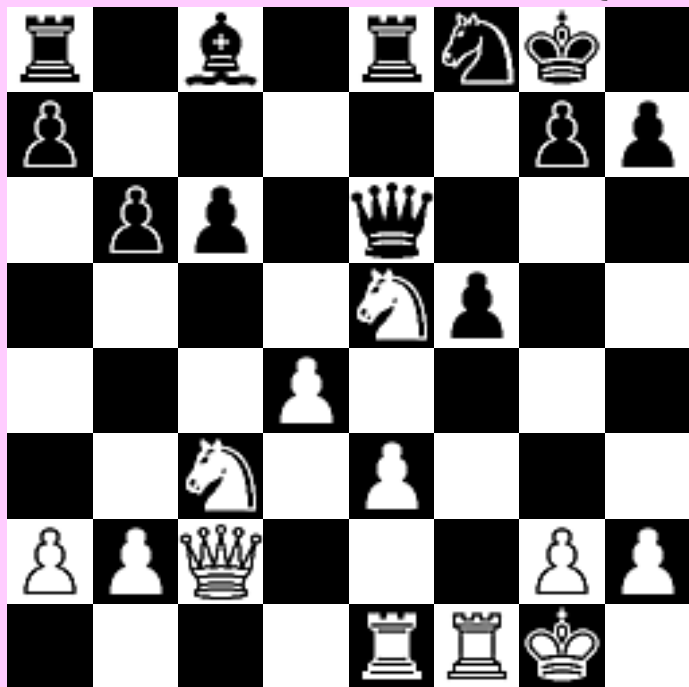
10... Nf8 [10... h6 11. Bf4 Nh5 12. Nxd5 cxd5 13. Bc7] 11. Rae1 Ne4 [11... Be6 was better] 12. Bxe7 Qxe7 13. Bxe4 dxe4 14. Nd2



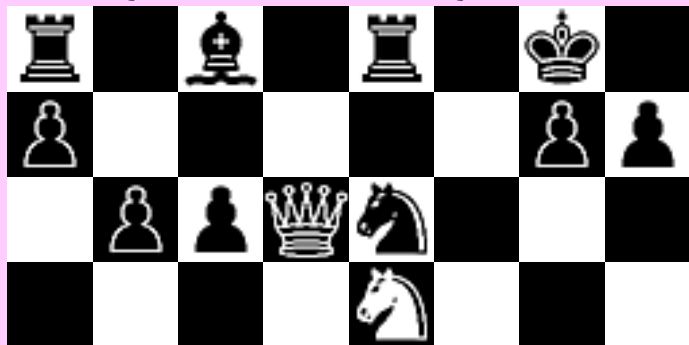
Black has been allowed a stand in the centre, but it may be only an Aunt Sally. 14... b6 ? too slow [14... f5] 15. Qa4 f5 16. f3

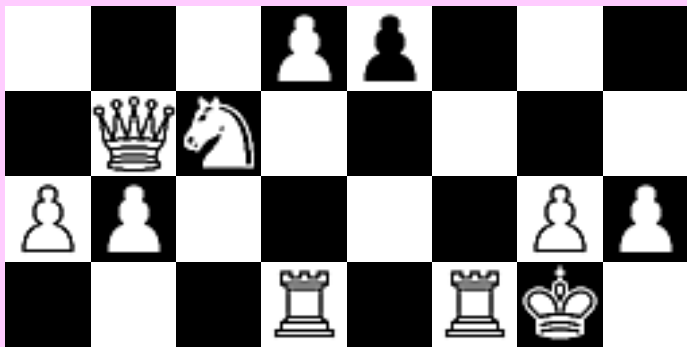


ouch 16... exf3 17. Nxf3 Bd7 18. Ne5 Qe6 19. Qc2 Bc8



20. e4 Qd6 21. Rd1 Ne6 22. Qb3 fxe4





hoping for Nxe4, Qd5 23. Rf7 Stunning, but based on a concrete lead in development and nicely posted pieces 23... a5 [23... Nxd4 24. Rf8+ Kxf8 25. Qf7#] [23... Ng5 24. Nxe4] [23... Rf8 24. Rxf8+ Kxf8 25. Nxe4 Qd5 26. Qf3+ Ke7 27. Qf7+ Kd8 28. Nc3 Qd6 29. d5] [23... e3 24. Ne4 Qd5 25. Qxe3 Nxd4 26. Nf6+ gxf6 27. Qg3+ Bg4 28. Qxg4+ Kh8 29. Qg7#] 24. Nxe4 [24. Nxe4 Qd5 25. Rxg7+ Kxg7 [25... Kh8 26. Nf6 Qxb3 27. Rxh7#] 26. Qg3+ Kf8 [26... Kh8 27. Nf7#] [26... Kh6 27. Nf7+ Kh5 28. Nf6#] 27. Rf1+ Ke7 28. Rf7+ Kd8 29. Qh4+] 1-0

Back to [Chess Coaching Page](#)

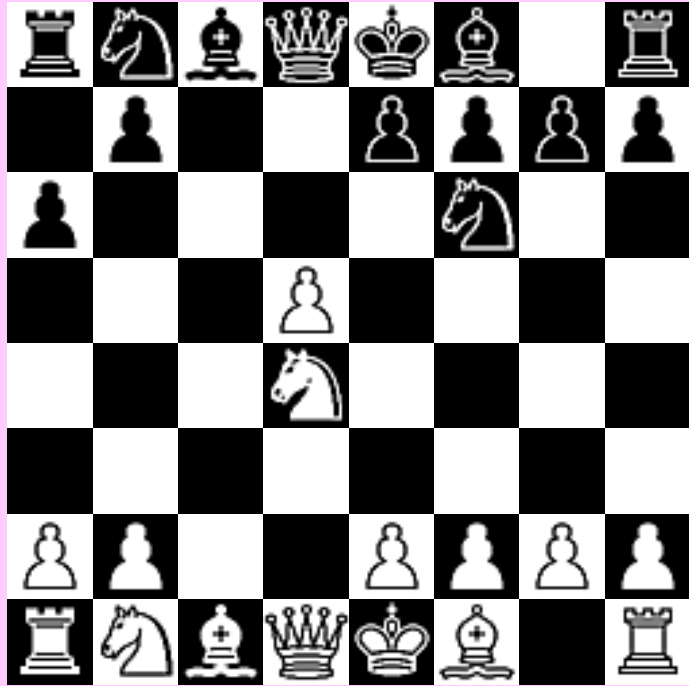
This document (Canon\canon350.html) was last modified on 13 Aug 2005 by



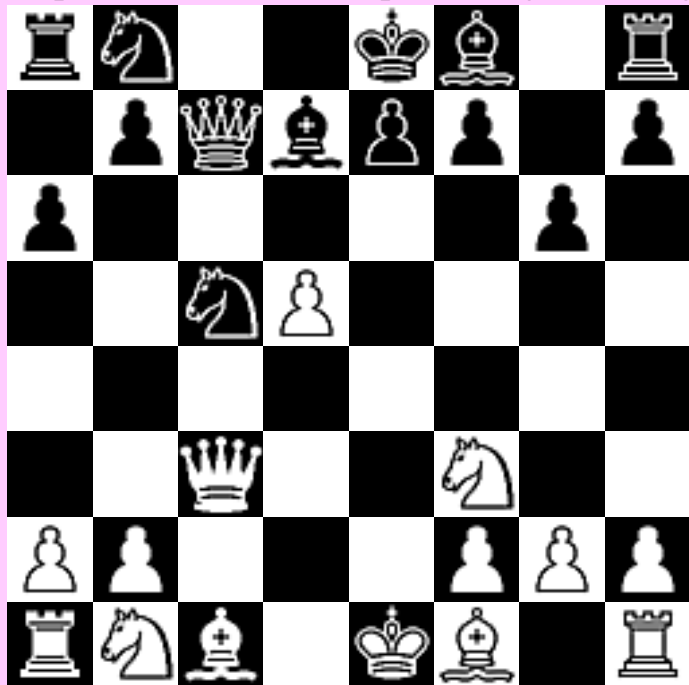
[Dr. Dave](#)

alekhine - wolf (pistyay) [D06]initiative, 1922

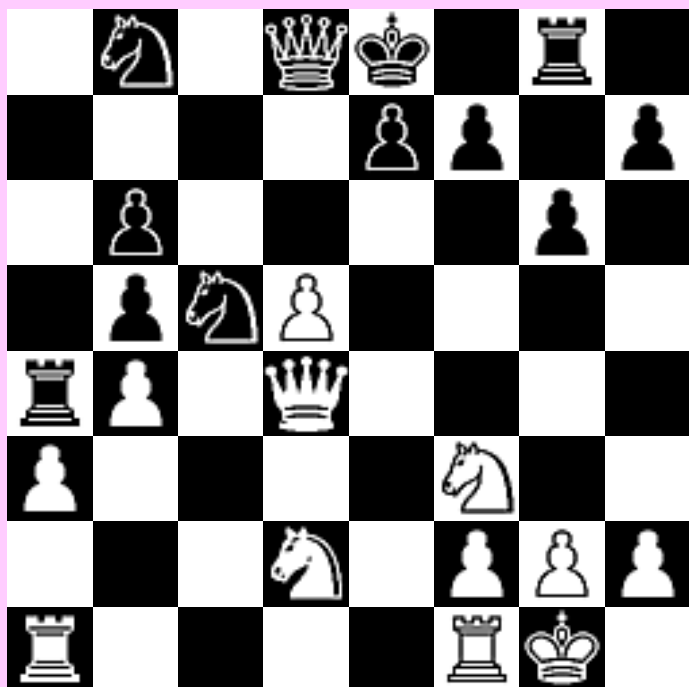
1. d4 d5 2. Nf3 c5 3. c4 cxd4 4. cxd5 Nf6 5. Nxd4 a6



A famous (and much discussed) demonstration of the initiative. 6. e4 to keep the d5 pawn 6... Nxe4 7. Qa4+ now any interposition on d7 stops the attack on d5 7... Bd7 [7... Qd7 8. Bb5] 8. Qb3 hitting the b7 pawn 8... Nc5 9. Qe3 preventing ...e5 9... g6 10. Nf3 Qc7 11. Qc3



preventing ...Bg7. All these queen moves are apparently against theory ("don't waste time with too many Queen moves") but they are all to get Black tied down before completing his own development. 11... Rg8 12. Be3 b6 13. Nbd2 Bg7 14. Bd4 exchanging off Black's best piece 14... Bxd4 15. Qxd4 Bb5 16. Bxb5+ axb5 17. O-O Ra4 18. b4 Qd8 19. a3



no rush: Black is in no position to retaliate. White's vigorous play has kept Black short of the two or three moves need to untangle the position, and White is now clearly winning with centralised pieces and better development(!) 19... Nbd7 20. Rfe1 Kf8 21. d6 Ne6 22. Rxe6 fxe6 23. Ng5 Qb8 24. Nxe6+ Kf7 25. Ng5+ Kf8 26. Qd5 Rg7 27. Ne6+ Kg8 28. Nxf7+ Kxf7 29. dxe7 Nf6 30. Qxb5 Ra7 31. Re1 Qd6 32. e8=N+ Nxe8 33. Qxe8 Qxd2 34. Qe5+ Kf7 35. h4 Rxa3 36. Qe8+ Kg7 37. Re7+ Kh6 38. Qf8+ Kh5 39. Re5+ Kg4 40. Rg5+ 1-0 [40. f3+ Kg3 41. Rg5+ Qxg5] 1-0

Back to [Chess Coaching Page](#)

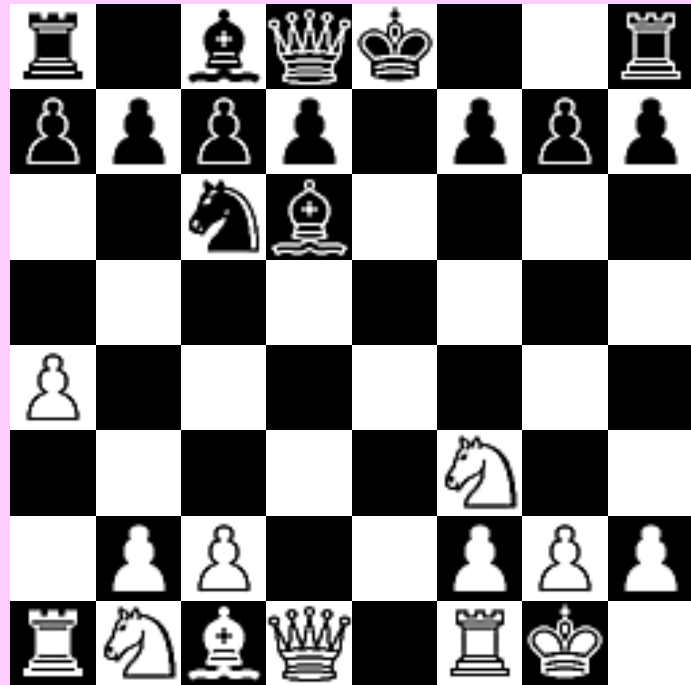
This document (Canon\canon351.html) was last modified on 13 Aug 2005 by



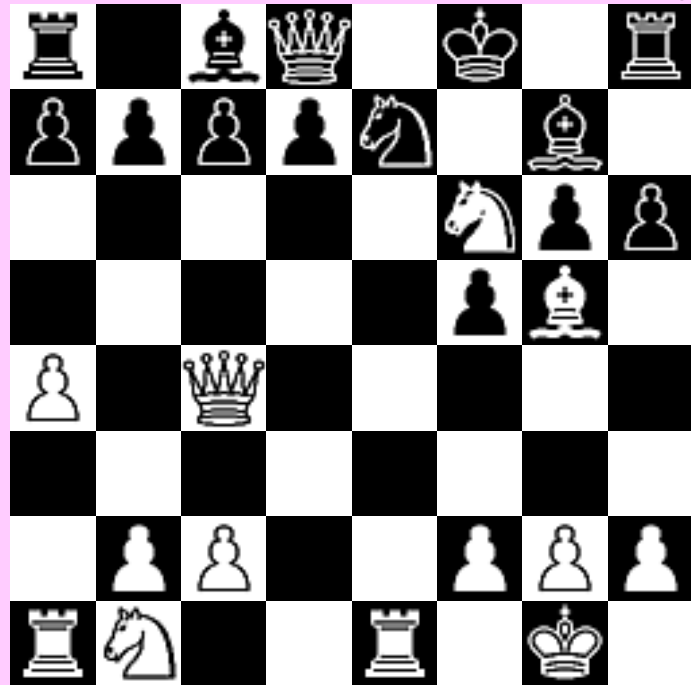
[Dr. Dave](#)

alekhine (simul.) - poindle (CHERNEV) [C67]initiative, 1936

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 6. dxe5 Nxb5 7. a4 Nd6 8. exd6 Bxd6

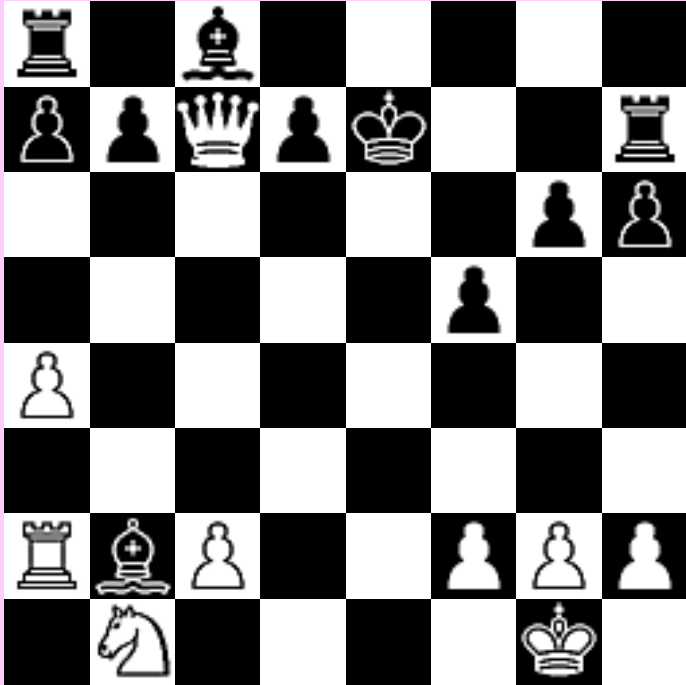


9. Ng5 directly contradicts usual opening advice, but straightforward development would have allowed Black time to get sorted out - this move denies Black that time 9... Be7 10. Qh5 g6 11. Qh6 Bf8 12. Re1 + Ne7 [12... Be7 13. Qg7 Rf8 14. Nxe7 d5 15. Nf6#] 13. Ne4 f5 [13... Bxe7 14. Nf6+ Kf8 15. Bxe7#] 14. Nf6+ Kf7 15. Qh4 Bg7 16. Bg5 h6 17. Qc4+ Kf8



White has been trying, but has he got anywhere but in a mess? 18. Rxe7 the characteristic Alekhine touch - the 'sting in the tail' just as you thought he was pushing his luck too far 18... Qxe7 [18... Kxe7

19. Nd5+] 19. Nh7+ Rxh7 20. Bxe7+ Kxe7 21. Qxc7 Bxb2 22. Ra2



White's material advantage is not very big, but Alekhine keeps his opponent pestered with threats throughout 22... Bf6 23. c4 Kf7 24. Re2 Rh8 25. Qd6 a5 26. Nc3 Ra6 [26... Bxc3 27. Re7+ Kf8 28. Rxd7+ Kg8 29. Qd5+ Kf8 30. Qf7#] 27. Qd5+ Kg7 [27... Kf8 28. Qc5+ Kg7 29. Nd5 Re6 30. Rxe6 dxe6 31. Qc7+] 28. Nb5 Re6 29. Nd6 Rd8 30. Kf1 threat Nxc8, Rxc8; Qxd7 + [30. Kf1 Kf8 [30... Rxe2 31. Qf7+ Kh8 32. Qxf6+] 31. Nxc8 Rxc8 [31... Rxe2 32. Qd6+ Be7 33. Nxe7 Re6 34. Nxg6+ Kg7 35. Qg3 Rxg6 36. Qe5+ Kg8 37. Qxa5 Re8 38. Qxf5 Rge6 39. Qd5 Kf8 40. g3 Rc6 41. Qxd7 Rxc4] 32. Qxd7 Rec6 33. Re6 Rxe6 34. Qxc8+ Re8 35. Qxb7] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon352.html) was last modified on 13 Aug 2005 by



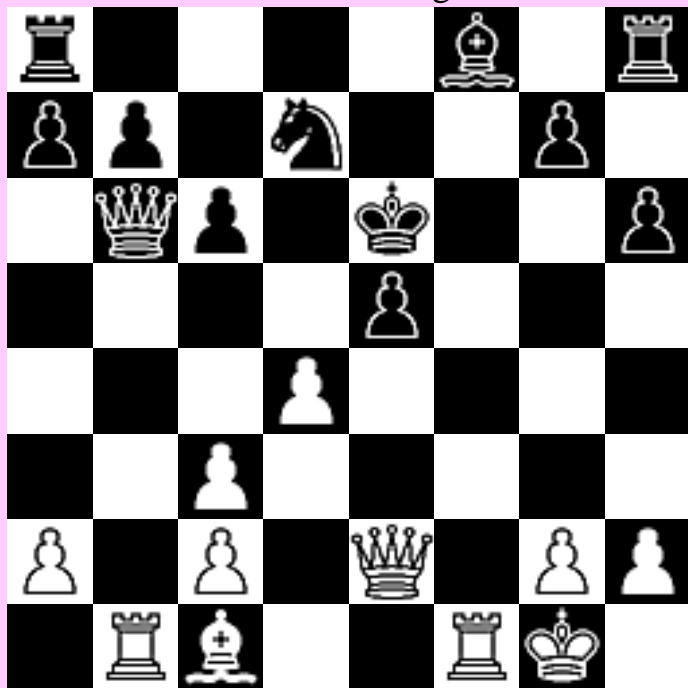
[Dr. Dave](#)

tal - simagin [B07]initiative, 1956

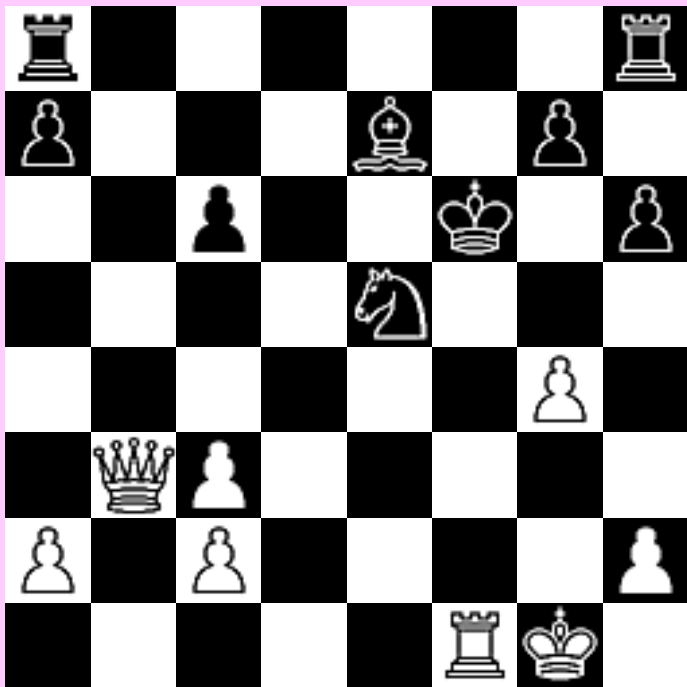
1. e4 c6 2. d4 d6 3. Nc3 Nf6 4. f4 Qb6 5. Nf3 Bg4 6. Be2 Nbd7 7. e5 Nd5 8. O-O Nxc3 9. bxc3 e6 10. Ng5 Bxe2 11. Qxe2 h6



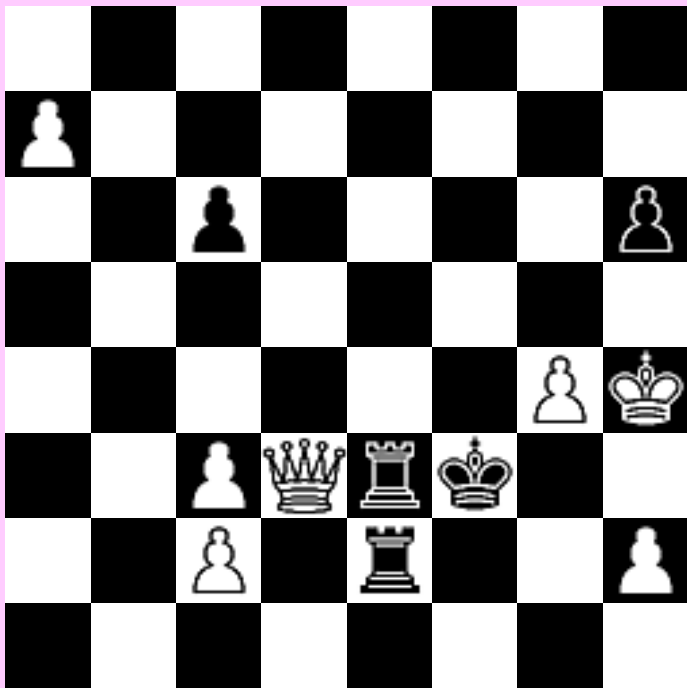
It takes a moment to spot the sacrifice, but who would play it without seeing a concrete outcome? Black of course saw it and is calling White's bluff. 12. Nxf7 Kxf7 13. f5 dxe5 14. fxe6+ Kxe6 15. Rb1



Mischievous! 15... Qxb1 16. Qc4+ Kd6 17. Ba3+ Kc7 18. Rxb1 Bxa3 19. Qb3 Be7 20. Qxb7+ Kd6 21. dxe5+ Nxe5 22. Rd1+ Ke6 23. Qb3+ Kf5 24. Rf1+ Ke4 25. Re1+ Kf5 26. g4+ Kf6 27. Rf1+



White's initiative persists, and Black still can't get his rooks working. 27... Kg6 28. Qe6+ Kh7 29. Qxe5 Rhe8 30. Rf7 Bf8 31. Qf5+ Kg8 32. Kf2 Bc5+ 33. Kg3 Re3+ 34. Kh4 Rae8 35. Rxc5 R8e6 37. Qxa7+ Kg6 38. Qa8 Kf6 39. a4 Ke5 40. a5 Kd5 41. Qd8+ Ke4 42. a6 Kf3 43. a7 Re2 44. Qd3 + R6e3



And for my last trick: 45. Qxe3+ 1-0

Back to [Chess Coaching Page](#)

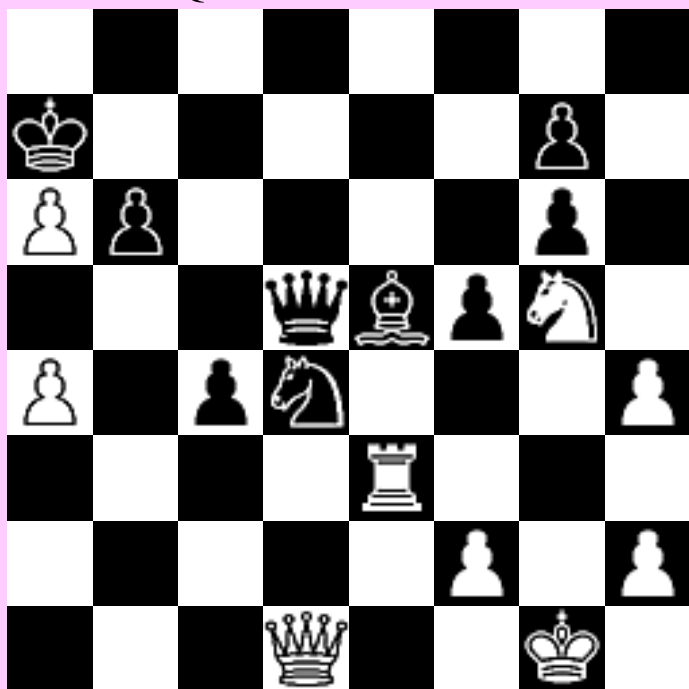
This document (Canon\canon353.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

duckstein,a - petrosian (varna) [B30]king: active even with Qs on, 1962

1. e4 c5 [1... c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 5. Ng3 Bg6 6. Nf3 Nd7 7. Bd3 e6 8. O-O Qc7 9. c4 O-O-O 10. Bxg6 hxg6 11. Qa4 Kb8 12. b4 Nh6 13. Qb3 Nf5 14. a4 e5 15. dxe5 Nxe5 16. Nxe5 Qxe5 17. Bb2 Qc7 18. c5 a5 19. Rad1 Rxd1 20. Rxd1 Rh4 21. bxa5 Bxc5 22. a6 b6 23. Re1 Ka7 24. Be5 Qd7 25. Ne4 Bd4 26. g3 Bxe5 27. gxh4 Nd4 28. Qd1 Qd5 29. Re3 Nf5 30. Re1 Nd4 31. Qd3 f5 32. Ng5 c5 33. Re3 c4 34. Qd1



34... Kxa6 35. Ra3 Bf6 36. h3 f4 37. Qg4 Ka5 38. Nf3 Kb4 39. Nxd4 Kxa3 40. Nc2+ Kxa4 0-1] 2. Nf3 Nc6 0-1

Back to [Chess Coaching Page](#)

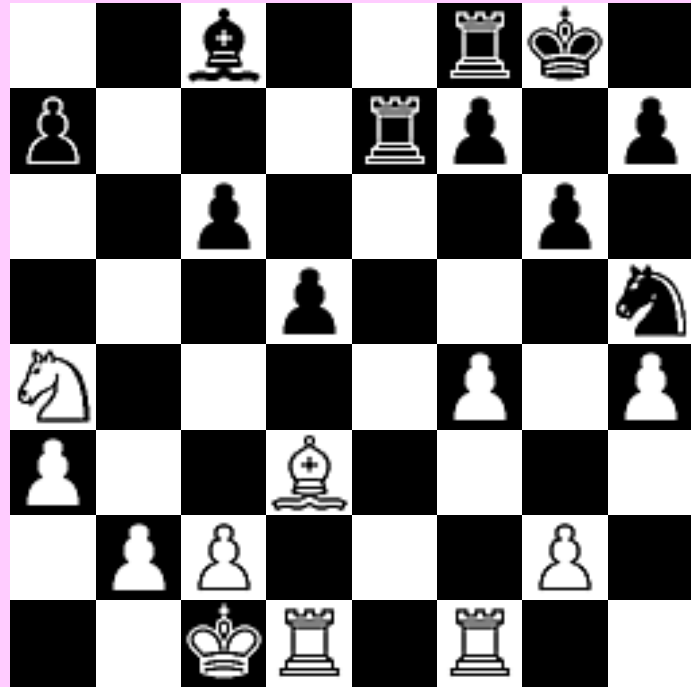
This document (Canon\canon354.html) was last modified on 13 Aug 2005 by



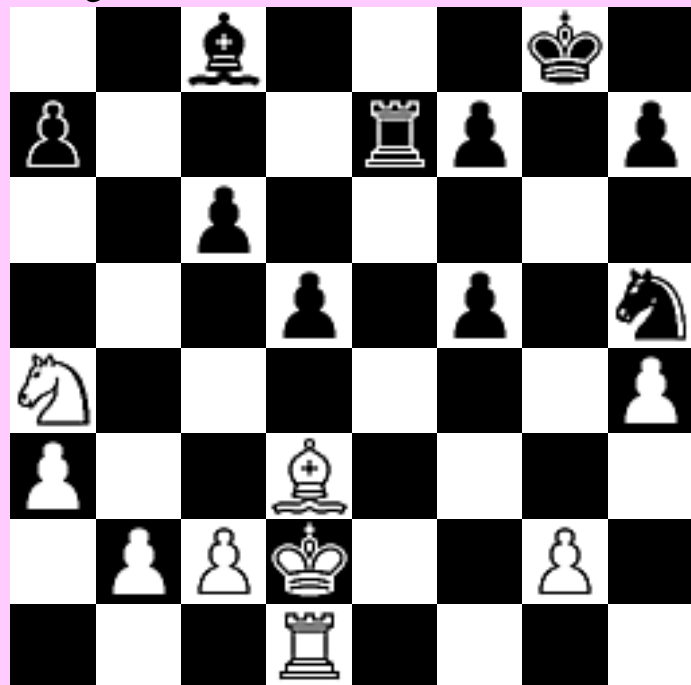
[Dr. Dave](#)

Tal - Lisitsin (STEAN/CHERNEV) [B71] king: active in ending, 1956

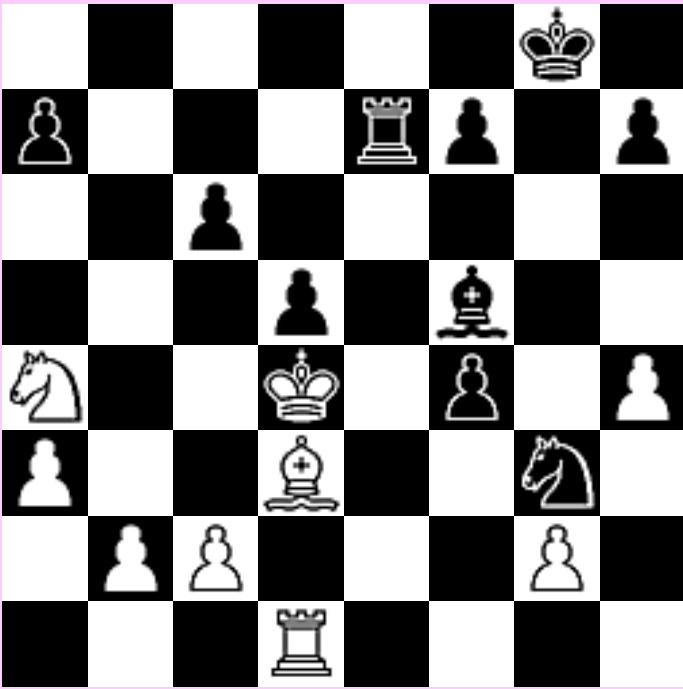
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Nc6 7. Nxc6 bxc6 8. e5 Nd7 9. exd6 exd6 10. Be3 Be7 11. Qf3 d5 12. O-O-O Bf6 13. Bd4 O-O 14. h4 Rb8 15. Qf2 Rb4 16. Bxf6 Nxf6 17. a3 Qb6 18. Qxb6 Rxb6 19. Na4 Rb7 20. Bd3 Nh5 21. Rhf1 Re7



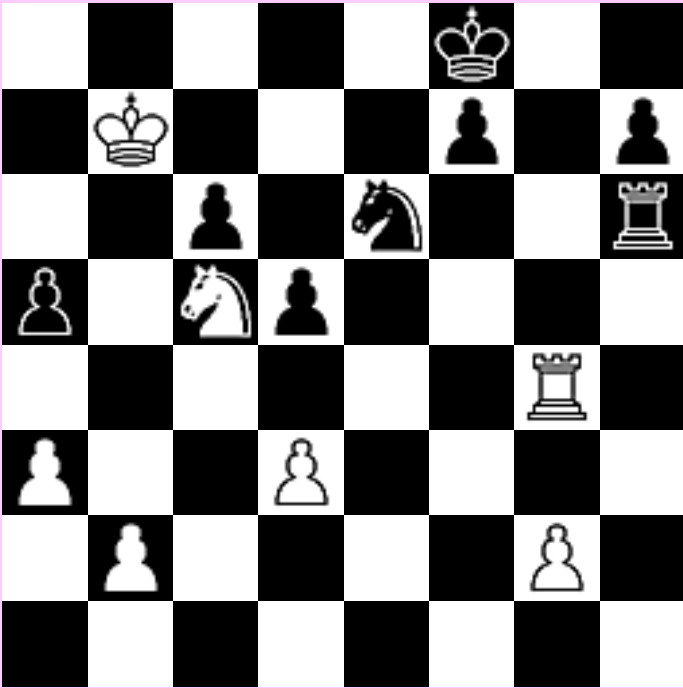
How to save the f-pawn? 22. f5 ! Can't be done, but Tal gives it up for a high price - scrambled pawns. 22... gxf5 23. Rfe1 Rfe8 24. Rxe7 Rxe7 25. Kd2



In Exeter we say "KUFTE!" (King Up For The Endgame!) 25... Ng3 26. Kc3 f4 27. Kd4 Bf5



And there it is, nicely posted in the middle of a lot of weak Black pawns. 28. Rd2 Re6 29. Nc5 Rh6 30. Ke5 ! 30... Bxd3 31. cxd3 Rxh4 32. Kd6 Rh6+ 33. Kc7 Nf5 34. Kb7 Nd4 35. Rf2 a5 36. Rxf4 Ne6 37. Rg4+ Kf8



38. Kxc6 ! 38... Nxc5+ 39. Kxc5 Re6 40. Kxd5 Rb6 41. b4 axb4 42. axb4 Ke7 Too late 43. Kc5 Rf6 44. Rd4 Rf5+ 45. Kb6 Rf6+ 46. Kc7 Rf5 47. Re4+ Kf6 48. Kc6 Rf2 49. g4 h5 50. gxh5 Kg5 51. b5 f5 52. Rb4 f4 53. b6 f3 54. b7 1-0 [54. b7 Rc2+ 55. Kd5 f2 56. b8=Q f1=Q 57. Qg3+ Kf6 58. Qe5+ Kf7 59. Rb7+ Rc7 60. Rxc7+ Kf8 61. Qh8#] 1-0

Back to [Chess Coaching Page](#)

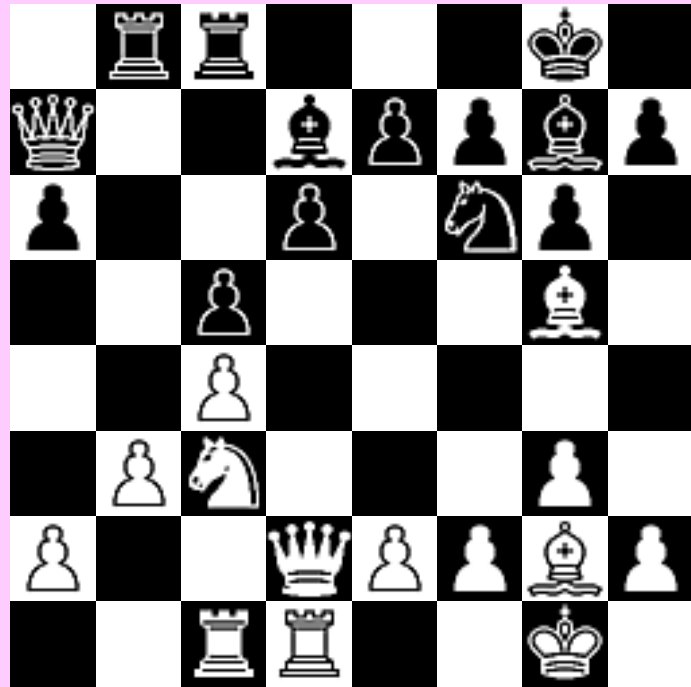
This document (Canon\canon355.html) was last modified on 13 Aug 2005 by



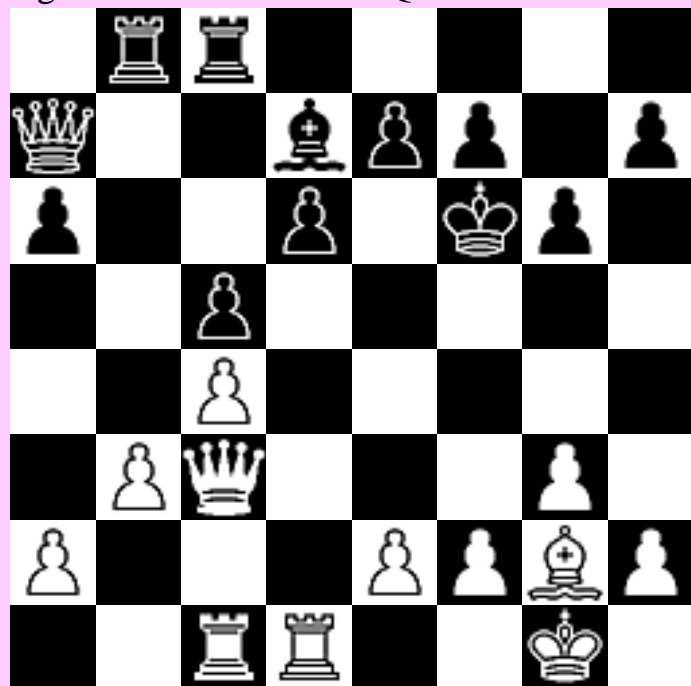
[Dr. Dave](#)

regis,d (1800) - langosz,g (cambridge open) (1700) [A37]king: wandering in the midleg, king: wandering, 1980

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 c5 5. Nf3 Nc6 6. O-O Nf6 7. d4 cxd4 8. Nxd4 Bd7 9. Bg5 O-O 10. Rc1 a6 11. b3 Qc7 12. Nxc6 [12. Nd5 Nxd5 13. cxd5 Bxd4 14. dxc6 Bxf2+ 15. Rxf2 Bxc6 16. Bh6 Rfc8 17. Bd5] 12... bxc6 13. Qd2 Rfc8 14. Na4 Rab8 15. Rfd1 c5 16. Nc3 Qa7



White can now force a weakening of the Pawns. Black thinks he can avoid it... 17. Bxf6 Bxf6 18. Nd5 Kg7 19. Nxf6 Kxf6? 20. Qc3+



oops 20... Kg5 21. Qg7 I pinched this idea from Petrosian! [21. Rd5+ Bf5 22. e4 e6 23. Rxd6

is also winning] 21... Be6 [21... Bc6 22. f4+ Kg4 23. h3+ Kxg3 24. Qh6 Bxg2 25. Rd3 + Bf3 26. Rxf3#] 22. h4+ Kg4 23. Kh2 Rh8 24. Bf3+ Kf5 25. e4# 1-0

Back to [Chess Coaching Page](#)

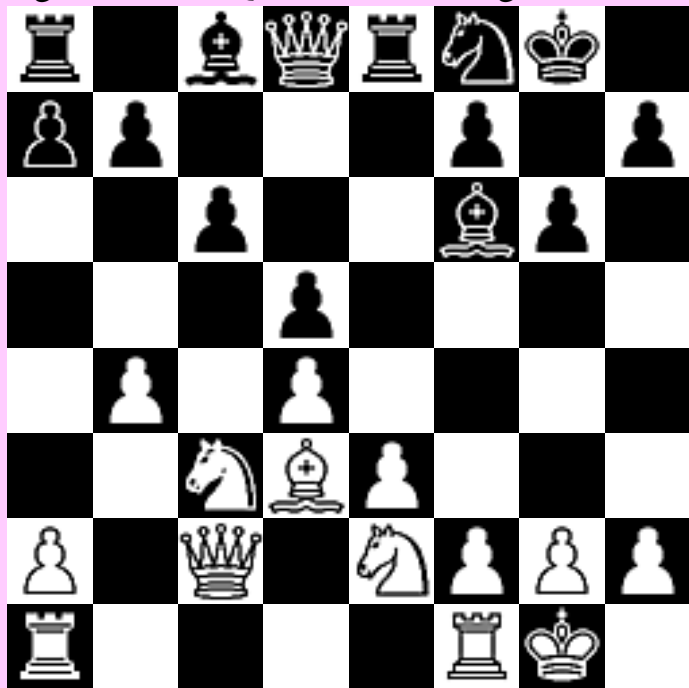
This document (Canon\canon356.html) was last modified on 13 Aug 2005 by



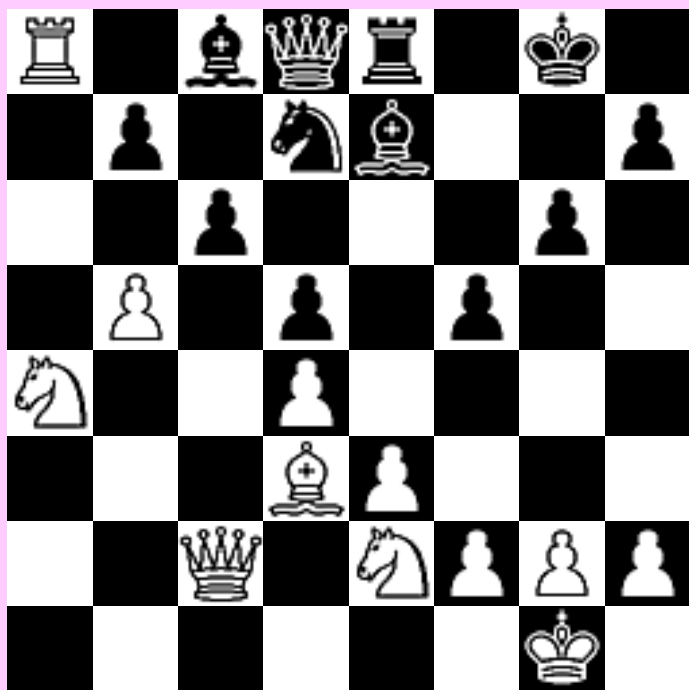
[Dr. Dave](#)

steinitz - lee,london (DuBOIS) [D53]minority attack, 1899

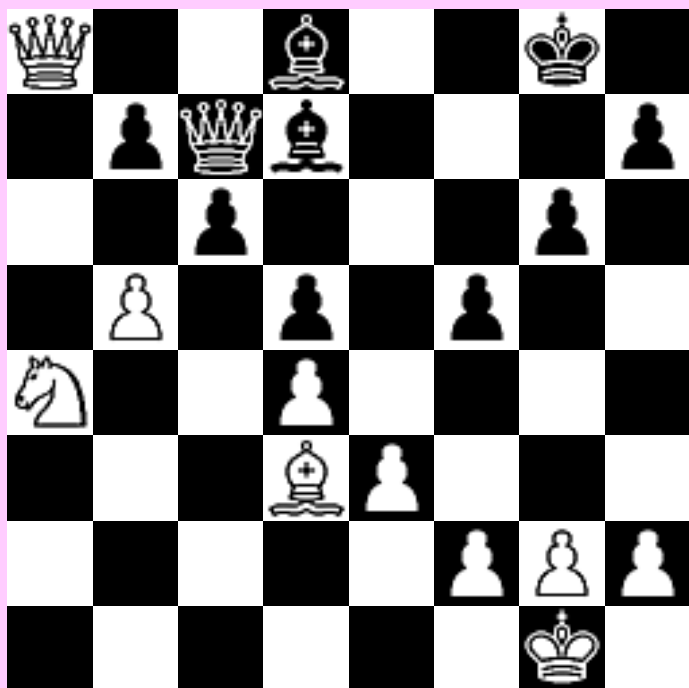
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Bxf6 Bxf6 7. cxd5 exd5 8. Qb3 c6 9. Bd3 Re8 10. Nge2 Nd7 11. Qc2 Nf8 12. O-O g6 13. b4



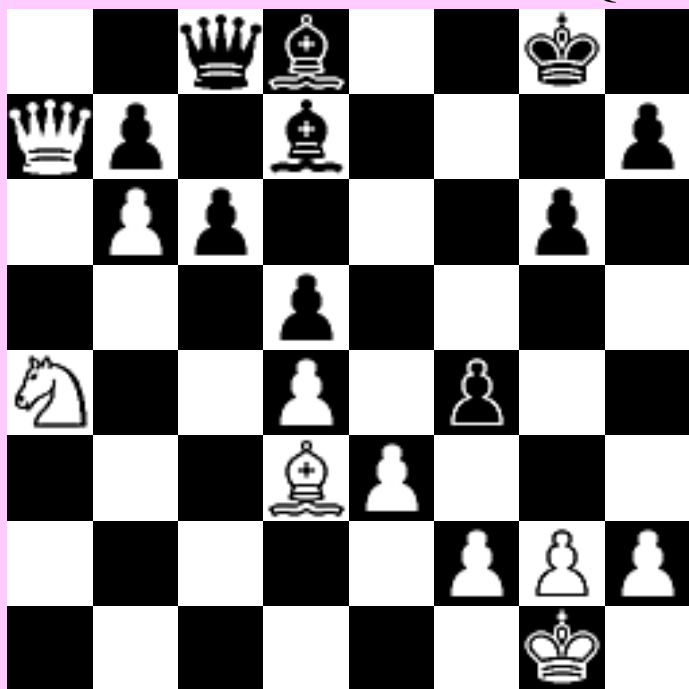
The first recorded minority attack, in the QGD Exchange. Later (and currently) popular, it was poorly understood at the time. 13... a6 14. a4 Be7 15. b5 axb5 16. axb5 Rxa1 17. Rxa1 f5 18. Ra8 Nd7 19. Na4



The Queen's-side is full of holes. 19... Nb6 20. Nxb6 Qxb6 21. Nc3 Bd7 22. Qa2 Rxa8 23. Qxa8+ Bd8 24. Na4 Qc7



White's idea has been a success 25. b6 Qc8 26. Qa7 f4



ingenious, essential, adequate 27. Nc5 fxe3 28. Nxb7 exf2+ 29. Kf1 Bf5 30. Bxf5 Qxf5 31. Nxd8 Qd3+ 32. Kxf2 Qd2+ 33. Kf3 Qd3+ 34. Kg4 Qf5+ 35. Kg3 Qd3+ 36. Kh4 Qxd4+ 37. g4 Qf6+ 38. Kg3 Qe5+ 1/2

Back to [Chess Coaching Page](#)

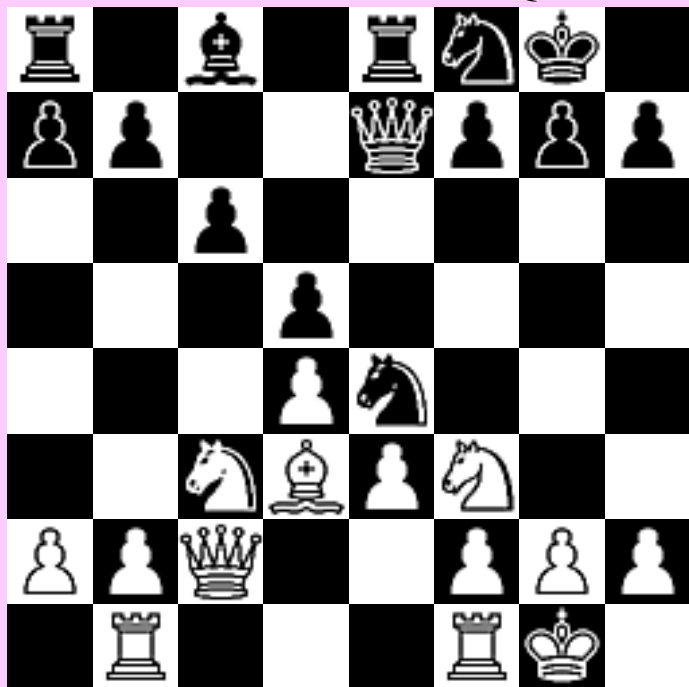
This document (Canon\canon357.html) was last modified on 13 Aug 2005 by



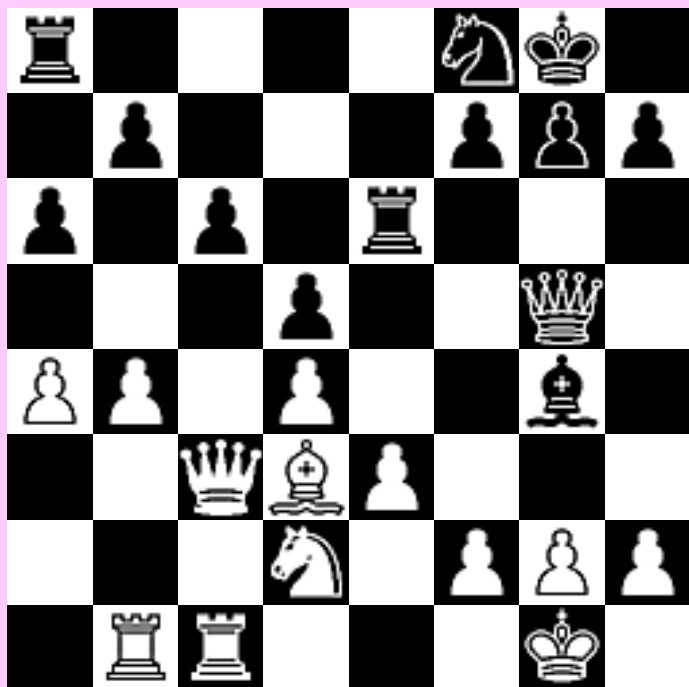
[Dr. Dave](#)

evans - opsahl (CHERNEV) [D36]minority attack in the QGD exc, minority attack, 1950

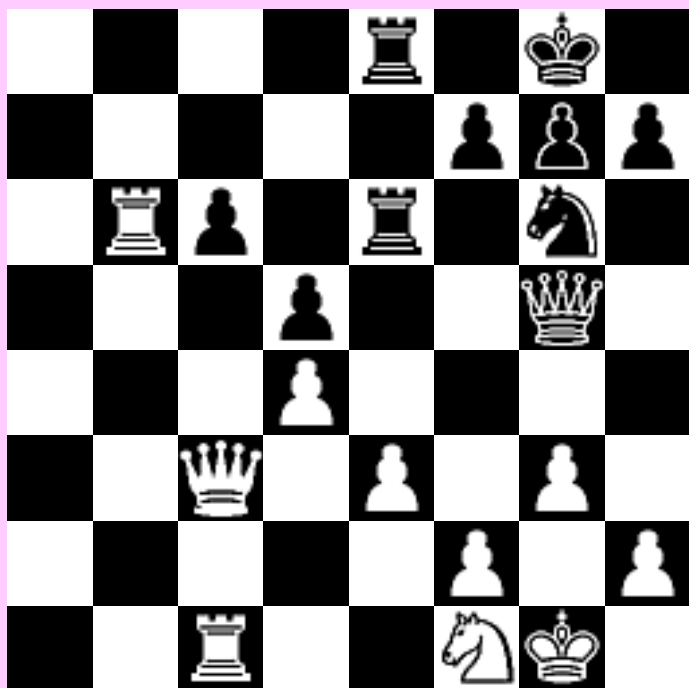
1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Nbd7 5. e3 Be7 6. Qc2 O-O 7. cxd5 exd5 8. Nf3 c6 9. Bd3 Re8 10. O-O Nf8 11. Rab1 Ne4 12. Bxe7 Qxe7



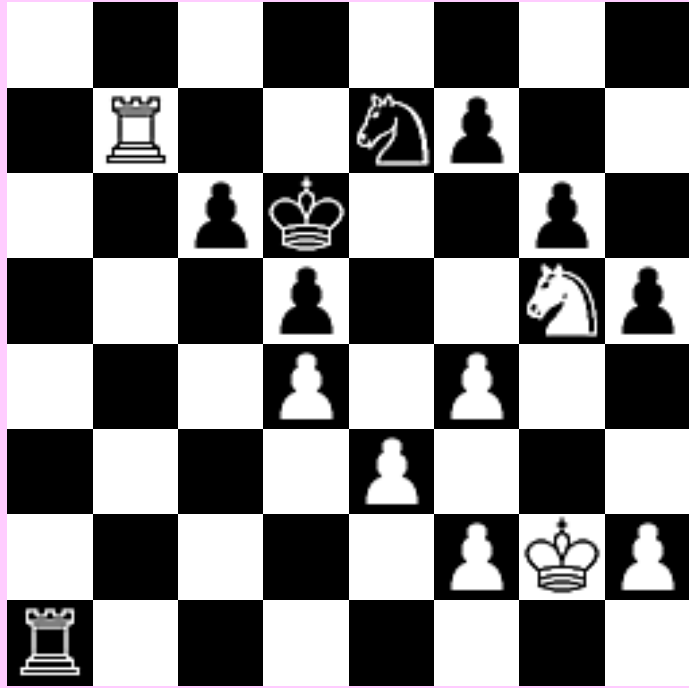
The classic setting for the minority attack. 13. b4 a6 14. a4 Nxc3 15. Qxc3 Bg4 16. Nd2 Qg5 17. Rfc1 Re6



Drumming up some King's-side counterplay. 18. b5 ! 18... axb5 19. axb5 Bh3 20. g3 Rae8 21. bxc6 bxc6 22. Bf1 ! 22... Bxf1 23. Nxf1 Ng6 24. Rb6

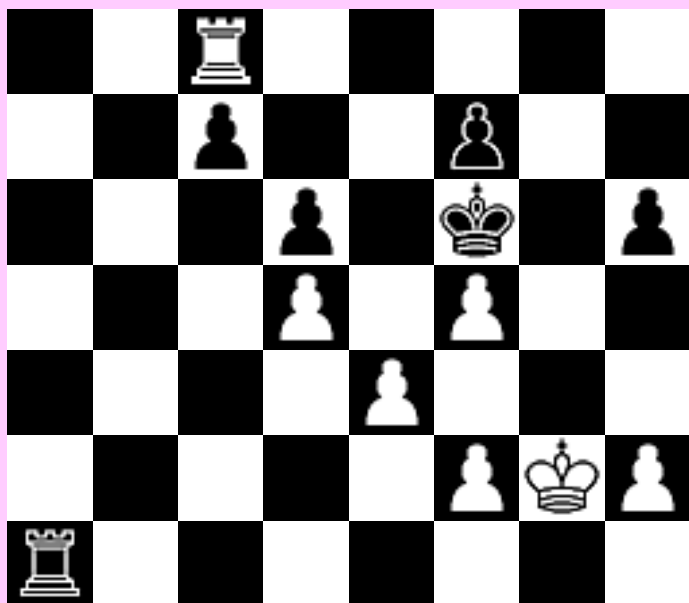


A critical moment - if Black has to go back now he is really up against the ropes. 24... Ne7 [24... Nh4 25. Rxc6 The Rook on c6 stops the Black Rook on e6 joining the attack. I think the White King is safe here. 25... Nf3+ 26. Kh1 h5 27. Qb3 [27. Qd3]] 25. Qb4 h5 26. Rb8 Rxb8 27. Qxb8+ Kh7 28. Qf4 ! 28... Qxf4 29. gxf4 [The h-pawn cannot really be attacked, and with Queens off White can use the King] 29... g6 30. Nd2 Rd6 31. Kf1 Kg7 32. Ra1 Rd7 33. Nb3 Rb7 34. Nc5 Rb2 35. Ra7 Kf6 36. Ra6 Rb1+ 37. Kg2 Rb2 38. Ra7 Rb1 39. Rc7 Ra1 40. Nd3 Ke6 41. Nc5+ Kf6 42. Nd7+ Ke6 43. Nf8+ Kf6 44. Nh7+ Ke6 45. Ng5+ Kd6 46. Rb7

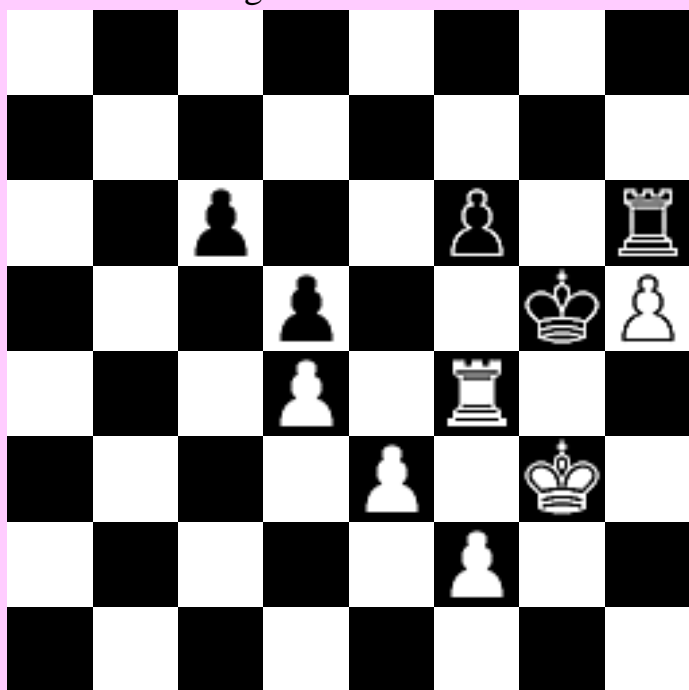


46... f6 ? [46... f5] 47. Nh7 Ke6 48. Nf8+ Very neat 48... Kf7 [48... Kd6 49. Rd7#] 49. Nxc6 Kxc6 50. Rxe7 White has a pawn and hopes of collecting more. 50... Kf5 51. Rc7





51... Rc1 52. Rc8 Kg6 53. Kg3 Rc2 54. h4 Kf5 55. Rh8 Kg6 56. f5+ Kxf5 57. Rxh5+ Now White has a passed pawn. 57... Kg6 58. Rh8 Kf5 59. Rg8 Rc1 60. Kg2 Ra1 61. h5 Ra7 62. Rg3 Rh7 63. Rh3 Kg5 64. Kf3 Offering to trade the pawn for a winning King raid. 64... Rh6 65. Rh1 Kf5 66. Kg3 Kg5 67. Rh4 Kf5 68. Rf4+ Kg5



69. Rg4+ ! Again offering the pawn, but again Black dare not accept. 69... Kf5 [69... Kxh5 is rather like the game continuation: 70. Rh4+ Kg5 71. Rxh6 Kxh6 72. Kf4 Kg6 73. f3 Kg7 74. Kf5 Kf7 75. f4 Ke7 76. Kg6 Ke6 77. f5+ Ke7 78. Kg7] 70. Kh4 Rh8 71. Rg7 Ra8 72. h6 Ra1 73. Rg3 Rh1+ 74. Rh3 Rg1 75. Rf3+ Kg6 76. Rg3+ The winning clearance 76... Rxg3 77. Kxg3 Kxh6 78. Kg4 Kg6 79. Kf4 Kg7 80. Kf5 Kf7 81. f3 1-0

Back to [Chess Coaching Page](#)

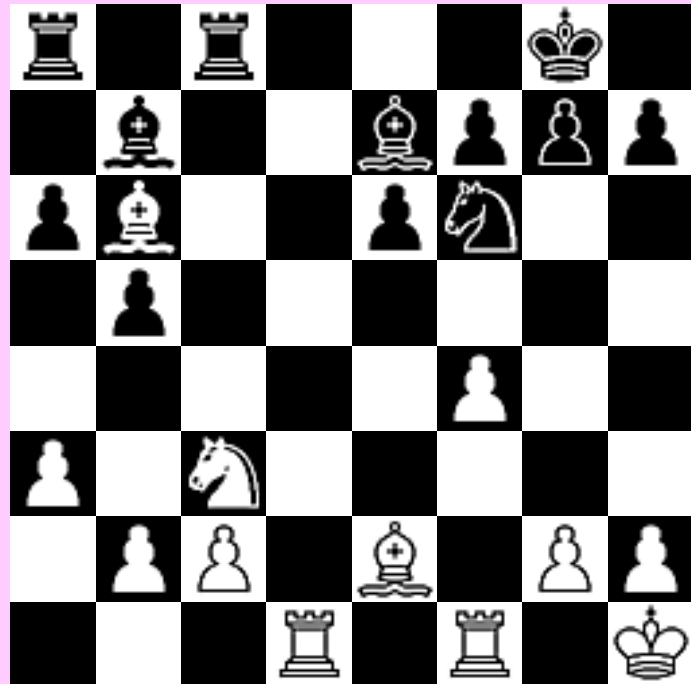
This document (Canon\canon358.html) was last modified on 13 Aug 2005 by



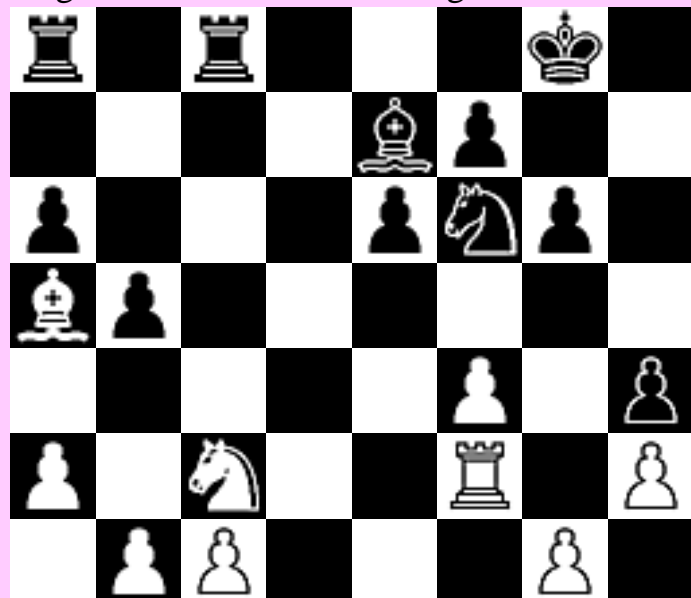
[Dr. Dave](#)

vogt - andersson (STEAN) [B85]minority attack in the Sicilia, minority attack, 1996

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 This is nearly always Black's fourth move in the Sicilian, to force the N on b1 in front of the c-pawn. Left alone, White may play c2-c4, stopping counterplay with d7-d5 or b7-b5, and removing danger on the c-file. 5. Nc3 e6 6. Be2 a6 7. f4 Qc7 8. O-O Be7 9. Kh1 Nc6 10. Be3 Nxd4 11. Qxd4 O-O 12. Rad1 b5 Already making use of the minority. The move b7-b5 is sometimes a way of threatening the e-pawn, but more often keeps the c-pawn backward on an open file. 13. e5 !? 13... dxe5 14. Qxe5 Qb8 ! 15. Qxb8 Rxb8 16. Ba7 Ra8 17. Bb6 Bb7 18. a3 Rfc8

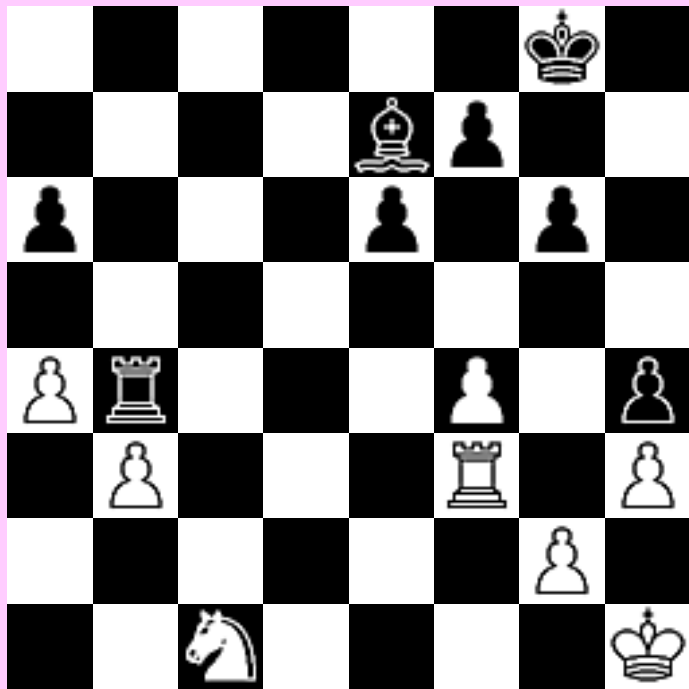


! Chess magazines are full of quick White kills against the Sicilian. Why do players bother with it, then? Because the longer games where the attack founders and Black wins the endgame are too long for magazines. Watch... 19. Ba5 g6 20. h3 ? 20... h5 21. Bf3 Bxf3 22. Rxf3 h4





Now White has a weakness on g2 as well as c2. 23. Rd2 Rc4 24. b3 Rc6 25. a4 b4 26. Ne2 Rac8 27. c4 bxc3 28. Rxc3 The weakness has been replaced by one on b3. 28... Nd5 29. Rxc6 Rxc6 30. Rb2 Bf6 31. Ra2 Rc8 32. Bd2 [32. b4 Rb8] 32... Rb8 33. Nc1 Nb4 34. Bxb4 Rxb4 35. Rf2 The risks of the h2-h3 move is now clear. 35... Be7 36. Rf3



36... Bd6 37. Ne2 Re4 38. Rd3 [38. Rf2 Bc5] 38... Bc5 39. Rc3 Bf2 40. Rc2 Kg7 41. Ng1 Rxf4 ...0-1 vogt-andersson 1978 1-0

Back to [Chess Coaching Page](#)

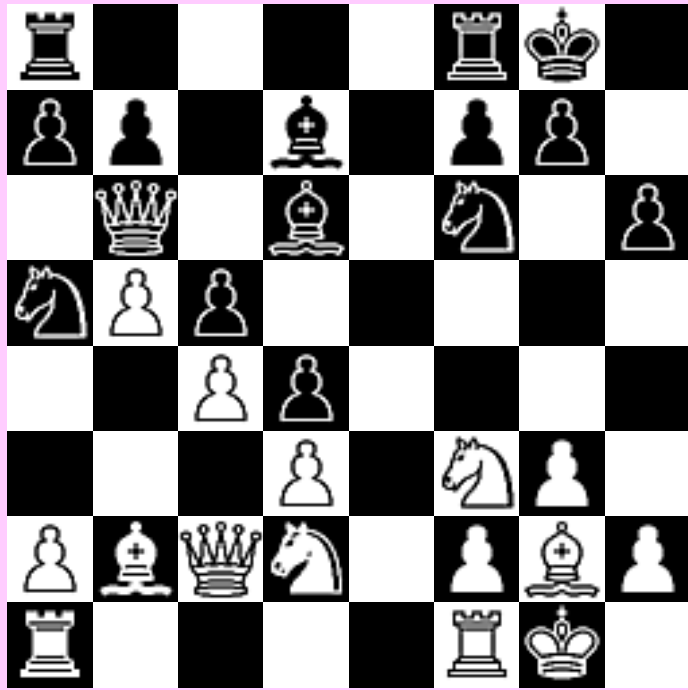
This document (Canon\canon359.html) was last modified on 13 Aug 2005 by



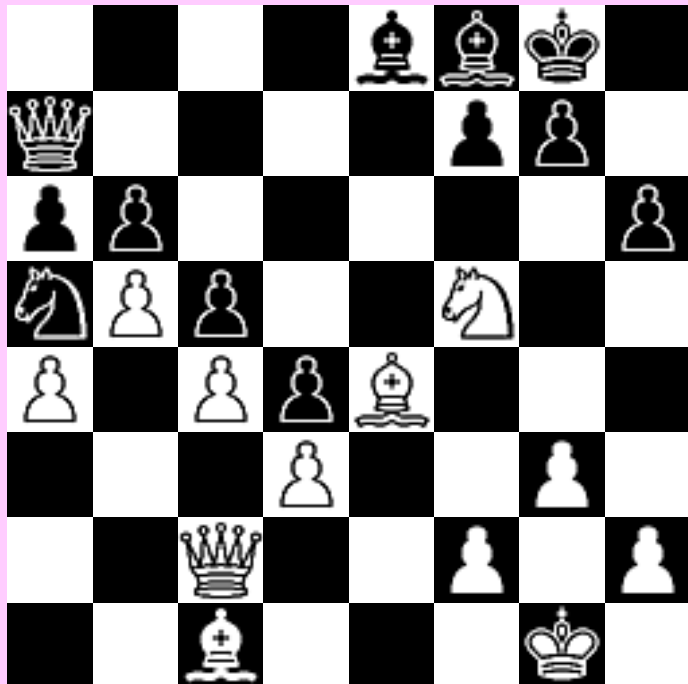
[Dr. Dave](#)

Kotov - Taimanov (Zuerich) [A13]offside piece, 1953

1. c4 Nf6 2. g3 e6 3. Bg2 d5 4. Nf3 d4 5. b4 c5 6. Bb2 Qb6 7. Qb3 Nc6 8. b5 Na5 9. Qc2 Bd6 10. e3 e5
11. exd4 exd4 12. O-O O-O 13. d3 Bd7 14. Nbd2 h6



White now starts a King's side mobilisation, more in faith than calculation, but certain that the Na5 cannot easily get across to the other side of the board. Taimanov might have tried to recycle it with ... Qd8, ...b6 and ... Nb7- 15. Rae1 Rae8 16. Bc1 Rxe1 17. Rxe1 Re8 18. Rxe8+ Bxe8 19. Nh4 Kotov comments that White will welcome the exchange of Black's King's-side pieces while the Knight is still stuck out on a5. 19... a6 20. a4 Qa7 21. Nf5 Bf8 22. Ne4 Nxe4 23. Bxe4 b6



24. Qd1 The last White piece aims at the King. 24... axb5 25. axb5 Bd7 26. Qh5 Be6 27. Bf4 Nb3 The

Knight finally has its moment, but this is a swipe in the air. 28. Qd1 Qa2 29. h4 Na1 30. h5 Nc2 31. Be5 Qb2 32. Bc7 Na3 33. Qg4 Qc1+ 34. Kg2 Nb1 Bronstein ironically compares Black's manoeuvres to the Knight's Tour... 35. Bf4 Nd2?? Hugh Alexander used to say that blunders only occur in lost positions - a case in point! 36. Qe2 1-0

Back to [Chess Coaching Page](#)

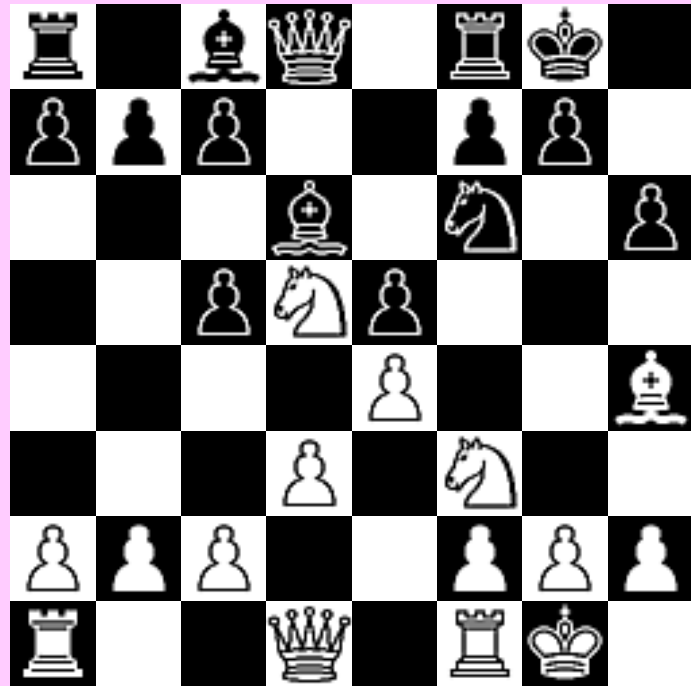
This document (Canon\canon360.html) was last modified on 13 Aug 2005 by



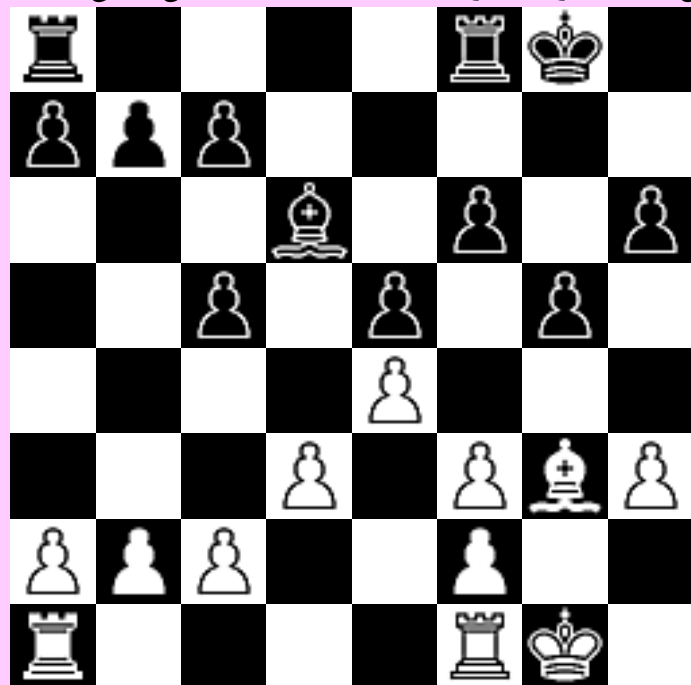
[Dr. Dave](#)

Winter, W - Capablanca, JR (Hastings) [C49] offside piece position, 1919

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 dxc6 7. d3 Bd6 8. Bg5 h6 9. Bh4 c5 10. Nd5



Capablanca famously remarked about this position, that Winter should have realised that a player of Capablanca's calibre would never have allowed such a move if it were good! 10... g5 11. Nxf6+ Qxf6 12. Bg3 Bg4 13. h3 Bxf3 14. Qxf3 Qxf3 15. gxf3 f6



Neither bishop is good, but White's is actually dead and buried, while Black can advance on the Queen's-

side. 16. Kg2 a5 17. a4 Kf7 18. Rh1 Ke6 19. h4 Rfb8 20. hxg5 hxg5 21. b3 c6 22. Ra2 b5 23. Rha1 c4



Black is a piece ahead for the purposes of his attack. 24. axb5 cxb3 25. cxb3 Rxb5 26. Ra4 Rxb3 27. d4 Rb5 28. Rc4 Rb4 29. Rxc6 Rxd4 0-1

Back to [Chess Coaching Page](#)

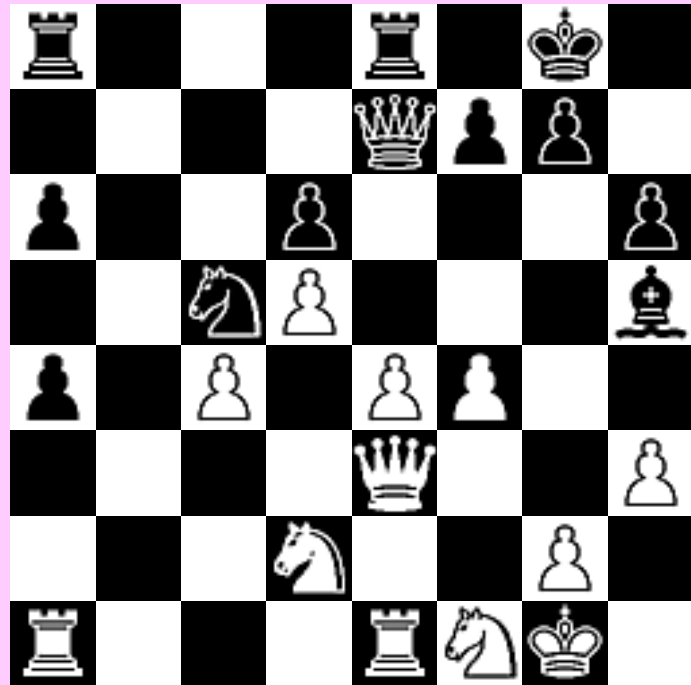
This document (Canon\canon361.html) was last modified on 13 Aug 2005 by



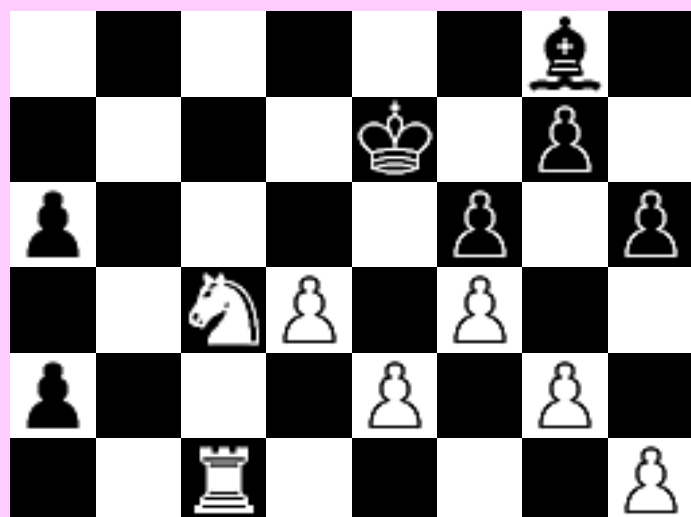
[Dr. Dave](#)

capablanca - bogolyubov,london (2) [C91]offside piece position, 1922

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. d4 exd4 10. cxd4 Bg4 11. Be3 Na5 12. Bc2 Nc4 13. Bc1 c5 14. b3 Na5 15. Bb2 Nc6 16. d5 Nb4 17. Nbd2 Nxc2 18. Qxc2 Re8 19. Qd3 h6 20. Nf1 Nd7 21. h3 Bh5 22. N3d2 Bf6 23. Bxf6 Qxf6 24. a4 c4 25. bxc4 Nc5 26. Qe3 bxa4 27. f4 Qe7



White has an opportunity to bury the Bishop. The best plan then is to attack on the Queen's-side, for, come what may, White's extra piece will decide the game. 28. g4 Bg6 29. f5 Bh7 30. Ng3 Qe5 31. Kg2 Rab8 32. Rab1 f6 33. Nf3 Rb2+ 34. Rxb2 Qxb2+ 35. Re2 Qb3 36. Nd4 ! It looks risky to offer the exchange when Black has passed pawns, but Capa reckons they will lack support. 36... Qxe3 37. Rxe3 Rb8 38. Rc3 Kf7 39. Kf3 Rb2 40. Nge2 Bg8 41. Ne6 Nb3 42. c5 This is the proof of the judgement: White has engineered a break and the a-pawn is still where it was on move 26. 42... dxc5 43. Nxc5 Nd2 + 44. Kf2 Ke7 45. Ke1





! 45... Nb1 46. Rd3 a3 47. d6+ Kd8 48. Nd4 ! White has counted carefully. 48... Rb6 49. Nde6+ Bxe6
50. fxe6 Rb8 51. e7+ Ke8 52. Nxa6 1-0 1-0

Back to [Chess Coaching Page](#)

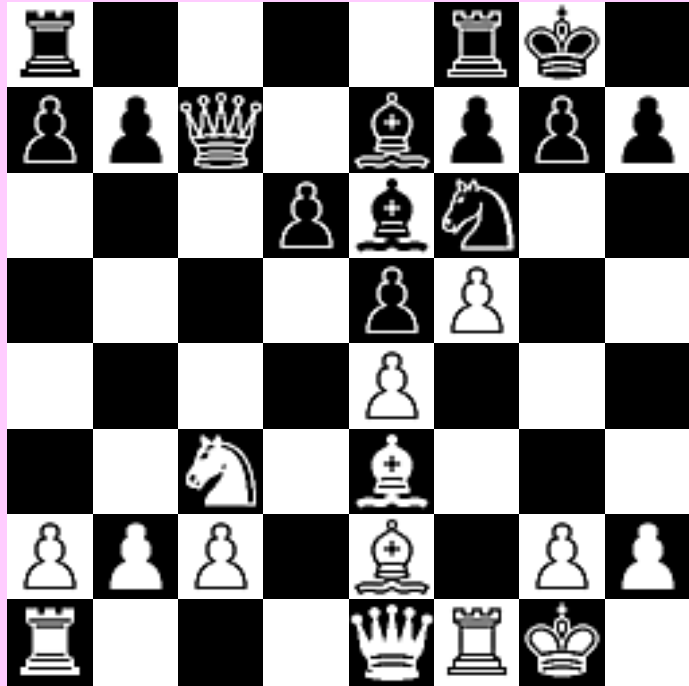
This document (Canon\canon362.html) was last modified on 13 Aug 2005 by



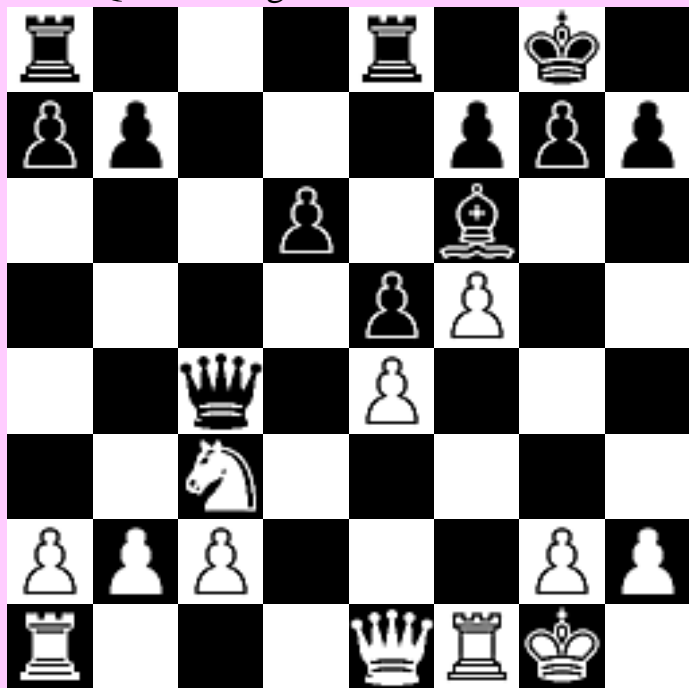
[Dr. Dave](#)

smyslov - rudakowsky (CHERNEV) [B83]outpost for knight on d5, 1945

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Be2 Be7 7. O-O O-O 8. Be3 Nc6 9. f4 Qc7 10. Qe1 Nxd4 11. Bxd4 e5 12. Be3 Be6 13. f5

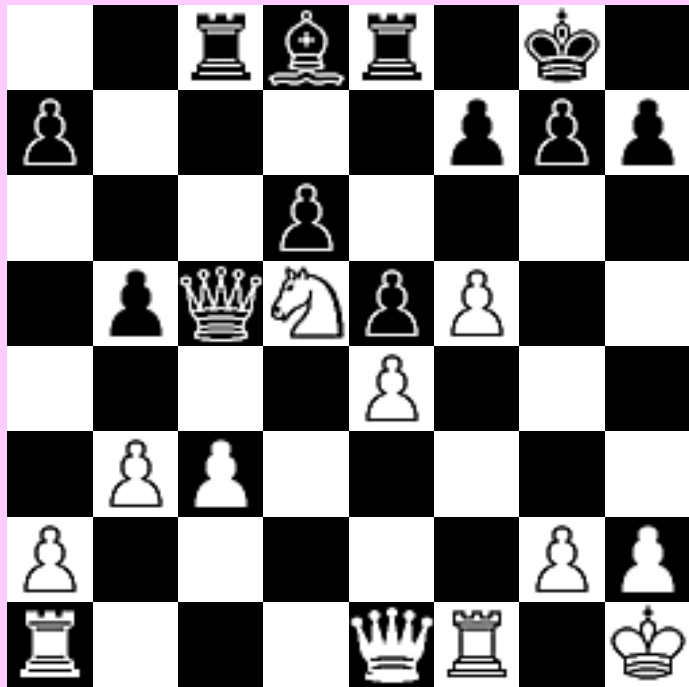


13... Bc4 ? Black needs that Bishop. White now has a simple plan: exchange off the other defender of the d5 square, improve the position of his pieces, and look for the win! [13... Bd7 14. Rd1 Bc6] 14. Bxc4 Qxc4 15. Bg5 ! 15... Rfe8 16. Bxf6 Bxf6



17. Nd5 ! 17... Bd8 [17... Qxc2 18. Rf2 Qc6 19. Rc1 Qd7 20. Nc7] 18. c3 b5 19. b3 Qc5+ 20.

Kh1 Rc8



White now transfers his attention to the King 21. Rf3 Kh8 22. f6 gxf6 23. Qh4 Rg8 24. Nxf6 Rg7 25. Rg3 Bxf6 26. Qxf6 Rcg8 27. Rd1 Black's position cracks. 27... d5 28. Rxg7 ! [28. Rxg7 Rxg7 29. Rxd5 Qf8 30. Rd8] 1-0

Back to [Chess Coaching Page](#)

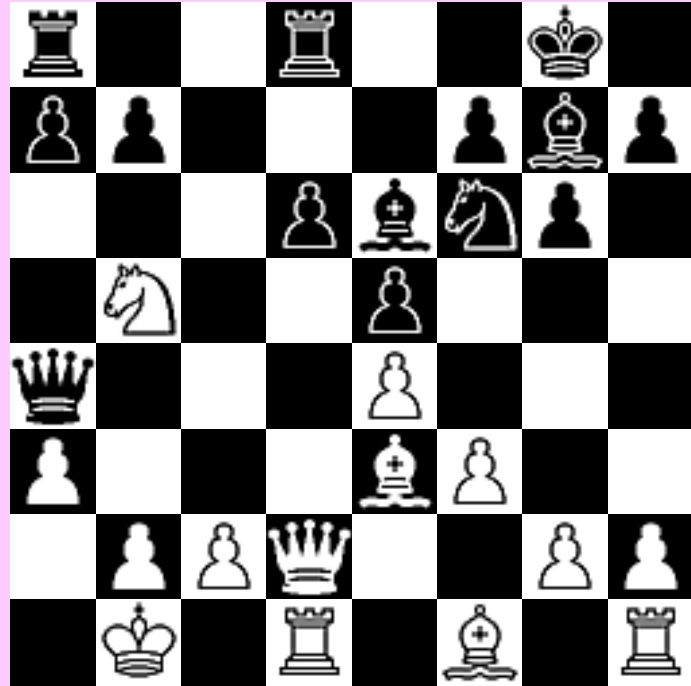
This document (Canon\canon363.html) was last modified on 13 Aug 2005 by



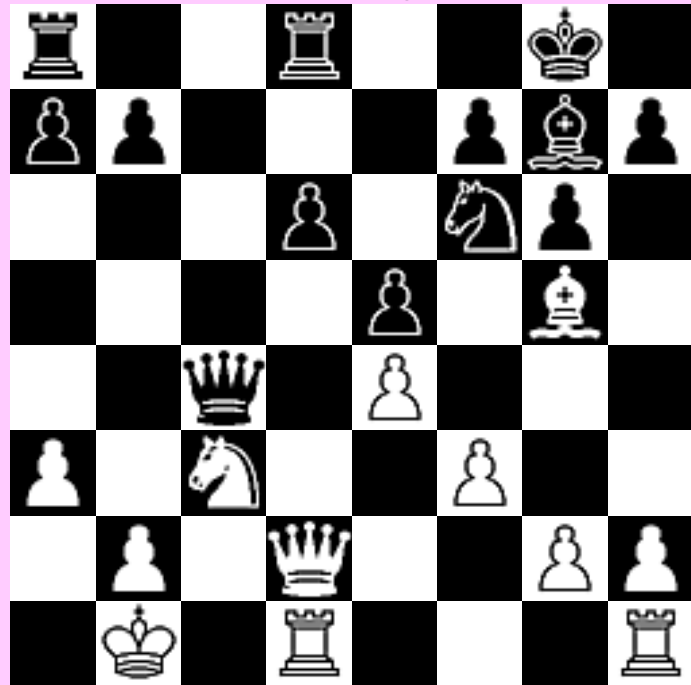
[Dr. Dave](#)

Boleslavsky - Lisitsin, Moscow (CHERNEV) [B76] outpost for knight on d5, 1953

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. O-O-O Nxd4
10. Bxd4 Qa5 11. Kb1 e5 12. Be3 Be6 13. a3 Rfd8 14. Nb5 Qa4



taking the d6 pawn loses a piece, but White has a great pawn sacrifice of his own 15. c4 Bxc4 16. Nc3
Qb3 17. Bxc4 Qxc4 18. Bg5



The same theme as the main Smyslov game, but a more close-run thing. 18... Qe6 19. Bxf6 Qxf6 20.
Nd5 Qh4 21. Qe2 Bf8 22. Qf1 Rac8 23. g3 Qg5 24. h4 Qh6 not ...Qxg3, Rd2! 25. g4 g5 26. hxg5 Qxg5

27. Rh5 Qg6 28. g5 h6 29. Rxh6 Qxg5 30. Rh5 black resigns: 30... Qg6 31. Qh1 Qe6 32. Rh8+ Kg7 33. Qh7# boleslavsky-lisitsyn, moscow 1953 1-0

Back to [Chess Coaching Page](#)

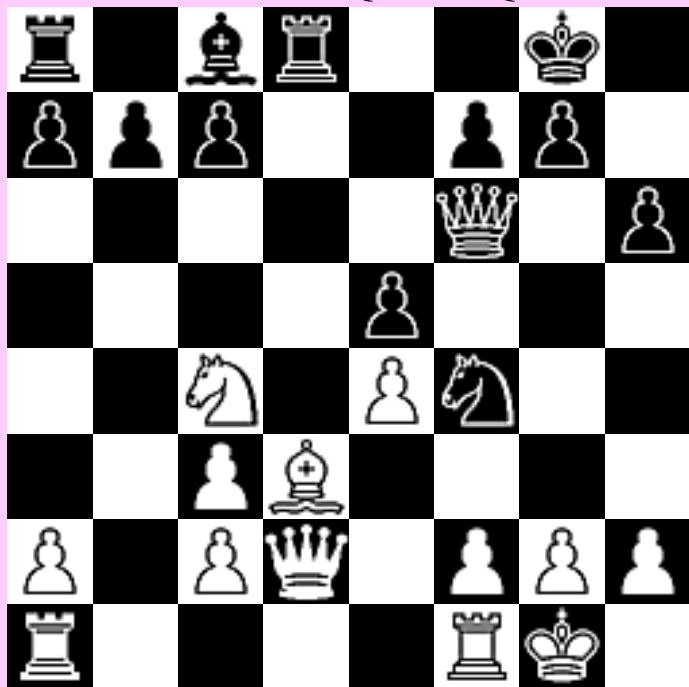
This document (Canon\canon364.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

coria - capablanca,buenos aires [C49]outpost for knight on f4 used, 1914

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Bxc3 [7... Bg4 8. Nd5 with winning attack 8... Nd4 9. c3 c6 10. Qd2 Qd7 11. Bxf6 Bxf3 12. Qg5 Qg4 13. Ne7+ Kh8 14. Bxg7#] 8. bxc3 Qe7 9. Nd2 h6 10. Bh4 Nd8 11. d4 Ne6 12. dxe5 dxe5 13. Bd3 Nf4 14. Nc4 Rd8 15. Bxf6 Qxf6 16. Qd2



There doesn't look to be much in it at the moment, but... 16... Bh3 17. Ne3 Bxg2 18. Nf5 [18. Nxc2 Qg5 19. f3 Nh3+ 20. Kh1 Qxd2] 18... Bxe4 19. Ng3 Nh3# 0-1

Back to [Chess Coaching Page](#)

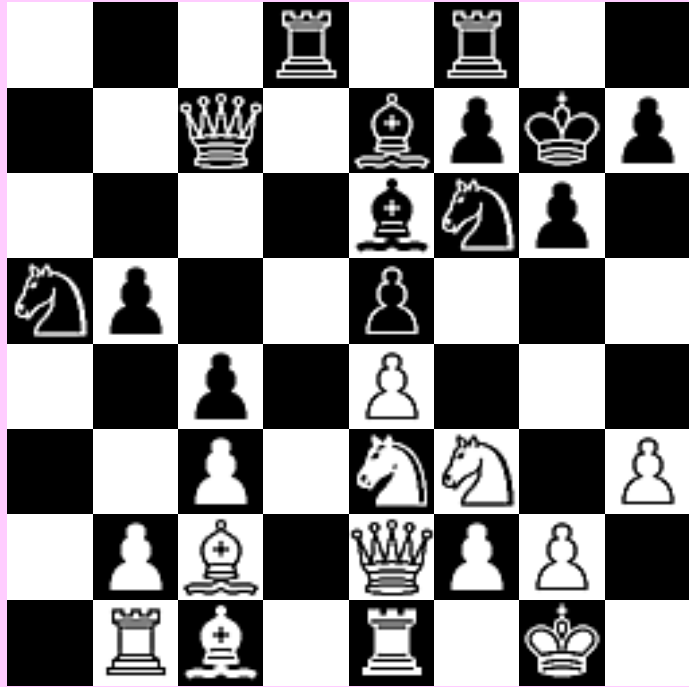
This document (Canon\canon365.html) was last modified on 13 Aug 2005 by



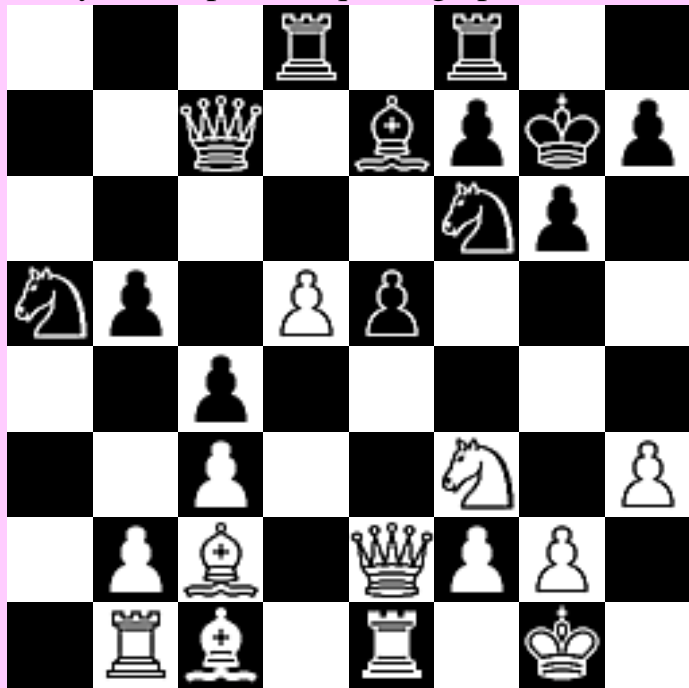
[Dr. Dave](#)

tal - bronstein [C96]overprotection, 1956

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Na5 10. Bc2 c5 11. d4 Nc6 12. Nbd2 Qb6 13. dxc5 dxc5 14. Nf1 Be6 15. Ne3 Rad8 16. Qe2 g6 17. Ng5 c4 ! 18. a4 Kg7 19. axb5 axb5 20. Rb1 Na5 21. Nf3 Qc7



Every White piece is queuing up behind the e-pawn, waiting for... 22. Nd5 ! 22... Bxd5 23. exd5



White's pieces control many central squares, and the Bishops have new avenues of attack. 23... Rfe8 24. Qxe5 Qxe5 25. Nxe5 Nxd5 26. Ra1 Nb3 27. Bxb3 cxb3 28. Bh6+ ! 28... Kg8 ?! 29. Nc6 Rc8 30. Rad1 Rxc6 31. Rxd5 f6 32. Rxb5 g5 33. Rxb3 Kf7 34. Rb7 Re6 35. Rxe6 Kxe6 36. h4 Rg8 37. f4 Bc5+ 38. Kf1 gxh4 39. Rb5 Rc8 40. f5+ Kd6 41. b4 h3 42. Rxc5 h2 43. Bf4+ 1-0 tal-bronstein (STEAN) 1-0

Back to [Chess Coaching Page](#)

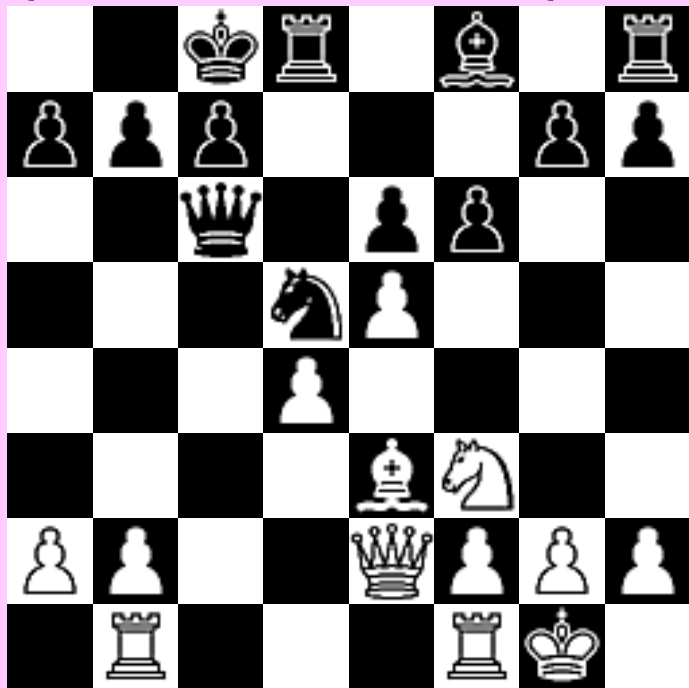
This document (Canon\canon366.html) was last modified on 13 Aug 2005 by



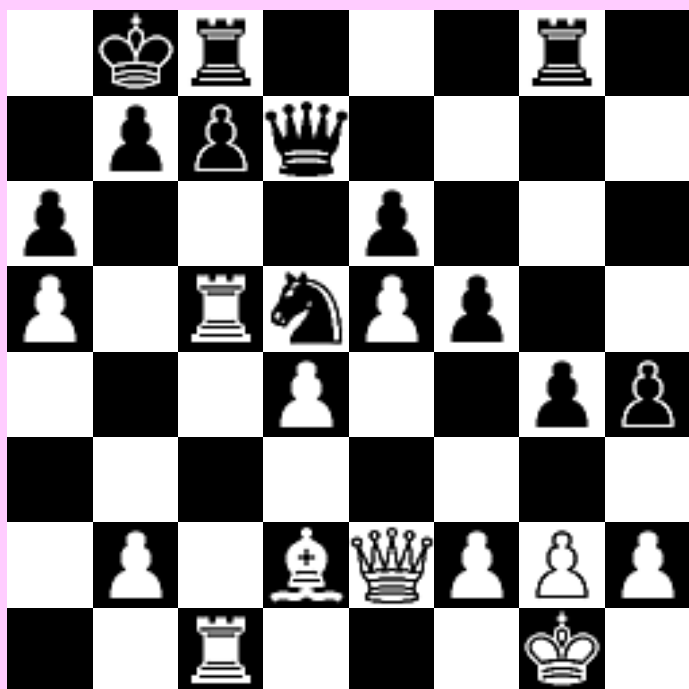
[Dr. Dave](#)

amateurs - nimzo [B00]overprotection, 1993

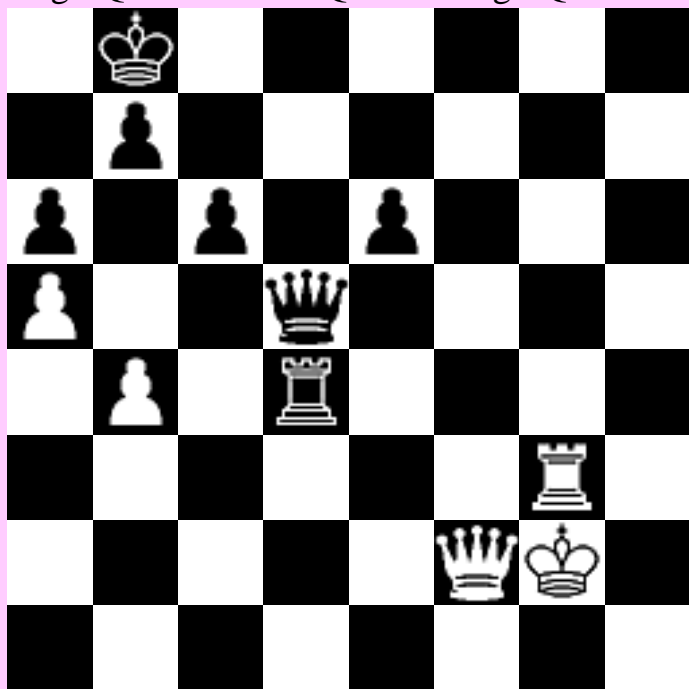
1. e4 Nc6 2. d4 d5 3. e5 f6 4. Bb5 Bf5 5. Nf3 Qd7 6. c4 Bxb1 ! 7. Rxb1 O-O-O 8. cxd5 Qxd5 9. Bxc6 Qxc6 10. O-O e6 11. Be3 Ne7 12. Qe2 Nd5



Nimzovich comments that the Pd4 is effectively an isolated one. Black has blockaded the d4 pawn and the Bishop behind it. Nimzo used to get a bit mysterious about overprotection, but we can see that the d5 point is both... 13. Rfc1 ...an outpost and a jumping-off point or channel for the Black pieces that can reach it, as well as fulfilling a blockading function. 13... Qd7 14. Rc4 Kb8 15. Qd2 Rc8 16. Ne1 Be7 17. Nd3 Rhd8 18. Qc2 f5 19. Rc1 g5 20. Nc5 Bxc5 21. Rxc5 Rg8 22. Qe2 h5 ! 23. Bd2 h4 24. a4 g4 25. a5 a6



! The knight on d5 supports c7 and can free the Rook for other duties. The White Bishop isn't really participating in the attack, and won't unless the a-pawn gets to a6 - hence the last move. 26. b4 c6 27. Rb1 Qf7 28. Rb3 f4 29. Qe4 f3 30. Rc1 fxe2 31. Kxg2 Rcf8 32. Rf1 g3 ! 33. hxg3 hxg3 34. f4 Ne7 35. Be1 Nf5 36. Rh1 Rg4 37. Bxg3 Qg6 38. Qe1 Nxe3 39. Rxe3 Rxf4 40. Rhh3 Rxd4 41. Qf2 Rxe3+ 42. Rxe3 Qe4+ 43. Kh2 Qxe5 44. Kg2 Qd5+



0-1 The d5 square remained pivotal to the end. 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon367.html) was last modified on 13 Aug 2005 by



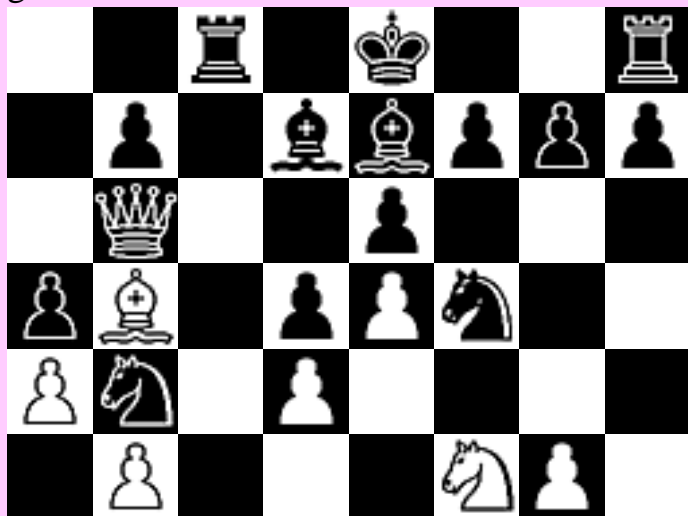
[Dr. Dave](#)

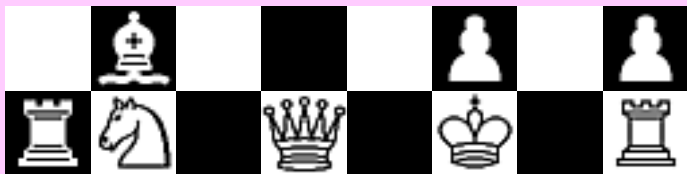
Paulsen - Tarrasch (Nimzo) [C02] Pawn chains, 1993

1. e4 e6 2. d4 d5 3. e5 c5

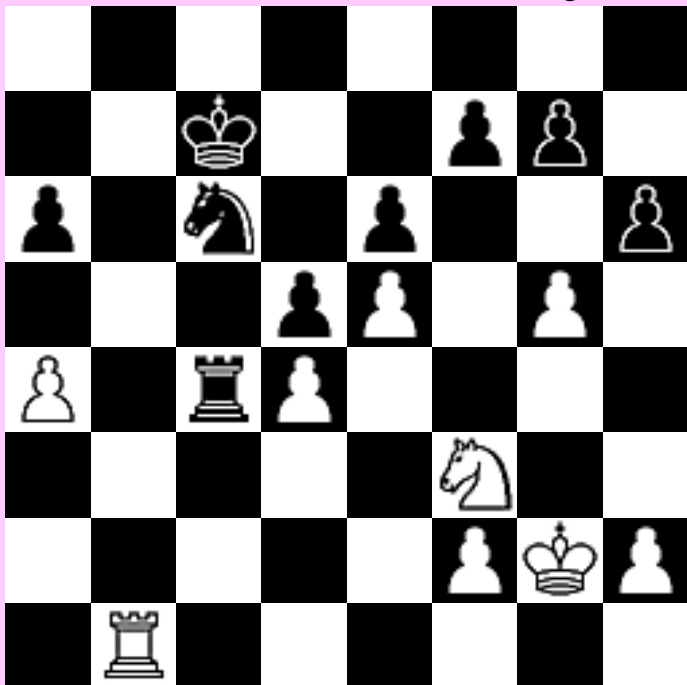


The classic setting for a battle of pawn chains. Nimzo enriched this line with many ideas and beautiful games. He said White should aim for control of d4 and break with f5, rather than play dxc5 or c2-c4 which weaken the centre. 4. c3 Nc6 5. Nf3 Qb6 6. Bd3 [6. a3 or 6 Be2: now both 6...c4 and the modern 6...f6 are played. ...f6 contradicts Nimzo's principle that pawn chains should be attacked at the base, but after exf6, Nxf6 the e6 pawn is not easy to attack and Black gets active play.] 6... cxd4 7. cxd4 Bd7 8. Be2 [8. O-O Because the Bishop seems obliged to move again we now see either the move 6.Be2 straightaway, or the following gambit: 8... Nxd4 9. Nxd4 Qxd4 10. Nc3 a6] 8... Nge7 9. b3 Nf5 10. Bb2 Bb4+ Black's consistent pressure on d4 produces a concession. 11. Kf1 Be7 (...0-0! nimzo) The idea of Be7 is to meet g4 with ...Nh4, keeping the balance of attack and defence of d4. 12. g3 a5 ?! 13. a4 Rc8 14. Bb5 Nb4





White is starting to consolidate after a long period of defence. 15. Bxd7+ ? (15 Nc3! nimzo) That's White's good bishop and Black's bad one. 15... Kxd7 16. Nc3 Nc6 17. Nb5 Na7 18. Nxa7 ? 18... Qxa7 19. Qd3 Qa6 ! Black sizes the opportunity to exchange Queens, as the endgame favours Black (most French endgames do). 20. Qxa6 bxa6 21. Kg2 Rc2 22. Bc1 Rb8 23. Rb1 Rc3 24. Bd2 Rcx3 25. Rxb3 Rxb3 26. Bxa5 Rb2 27. Bd2 Bb4 28. Bf4 h6 29. g4 Ne7 30. Ra1 Nc6 31. Bc1 Rc2 32. Ba3 Rc4 33. Bb2 Bc3 34. Bxc3 Rxc3 35. Rb1 Kc7 36. g5 Rc4



Black's pressure produces results: a particularly clear instance of when two weaknesses are fatal to the defence. 37. gxh6 gxh6 38. Kg3 Rxa4 39. Kg4 Ra3 40. Rd1 Rb3 41. h4 Ne7 42. Ne1 Nf5 43. Nd3 a5 44. Nc5 Rc3 45. Rb1 Nxd4 46. Na6+ Kd8 47. Rb8+ Rc8 48. Rb7 Ke8 49. Nc7+ Kf8 50. Nb5 Nxb5 51. Rxb5 Ra8 ... 0-1 1-0

Back to [Chess Coaching Page](#)

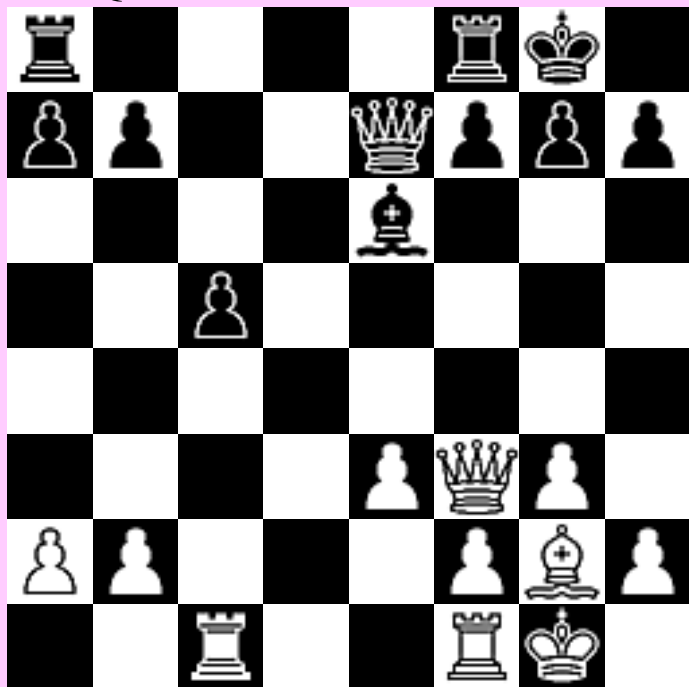
This document (Canon\canon368.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Marshall, Frank - Capablanca, Jose [D33] pawn mobility: Queen's-side majority, New York, 1909

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 exd5 5. Nf3 Nc6 6. g3 Be6 7. Bg2 Be7 8. O-O Nf6 9. Bg5 Ne4 10. Bxe7 Qxe7 11. Ne5 Nxd4 12. Nxe4 dxe4 13. e3 Nf3+ 14. Nxf3 exf3 15. Qxf3 O-O 16. Rac1



"He should have advanced his King's-side pawns at once to counterbalance the advance of Black on the Queen's-side. White's inactivity on his stronger wing took away all the chances he had of drawing the game." CAPABLANCA 16... Rab8 17. Qe4 Qc7 18. Rc3 b5 19. a3 c4 20. Bf3 Rfd8 21. Rd1 Rxd1+ 22. Bxd1 Rd8 23. Bf3 g6 24. Qc6 Qe5 25. Qe4 Qxe4 26. Bxe4 Rd1+ 27. Kg2 a5 28. Rc2 b4 29. axb4 axb4 30. Bf3 Rb1 31. Be2 b3 32. Rd2 Rc1 33. Bd1 c3 34. bxc3 b2 35. Rxb2 Rxd1 36. Rc2 Bf5 37. Rb2 Rc1 38. Rb3 Be4+ 39. Kh3 Rc2 40. f4 h5 41. g4 hxg4+ 42. Kxg4 Rxh2 43. Rb4 f5+ 44. Kg3 Re2 45. Rc4 Rxe3+ 46. Kh4 Kg7 47. Rc7+ Kf6 48. Rd7 Bg2 49. Rd6+ Kg7 0-1

Back to [Chess Coaching Page](#)

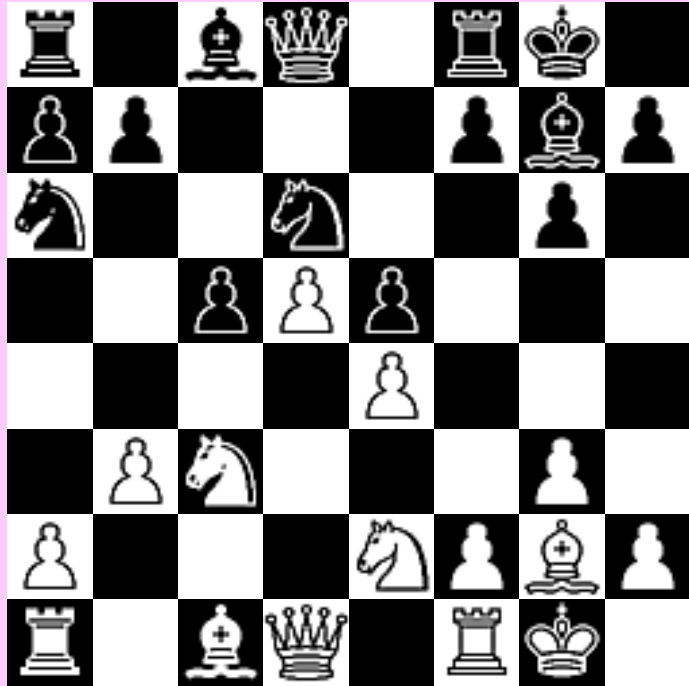
This document (Canon\canon369.html) was last modified on 13 Aug 2005 by



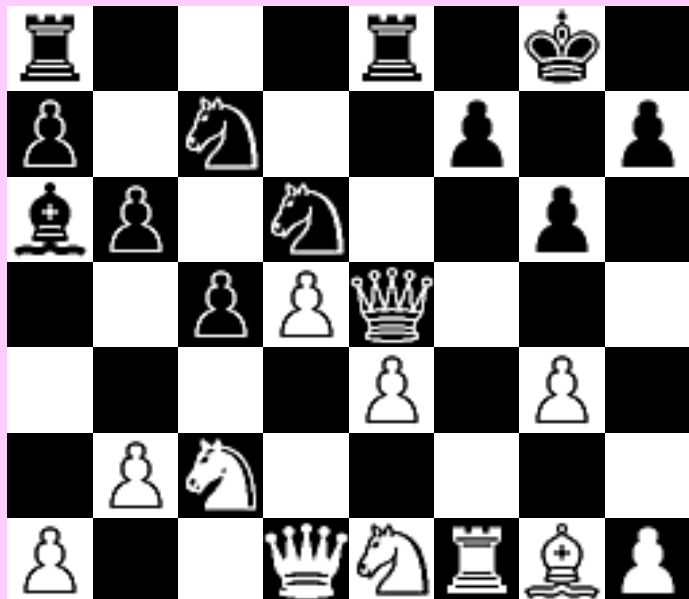
[Dr. Dave](#)

Euwe - Pilnik (Amsterdam) [D72] pawn mobility: passed Pawn blo, pawn mobility:, 1950

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 d5 5. cxd5 Nxd5 6. e4 Nb6 7. Ne2 c5 8. d5 O-O 9. O-O e6 10. Nbc3 Na6 11. Nf4 e5 12. Nfe2 Nc4! 13. b3 Nd6

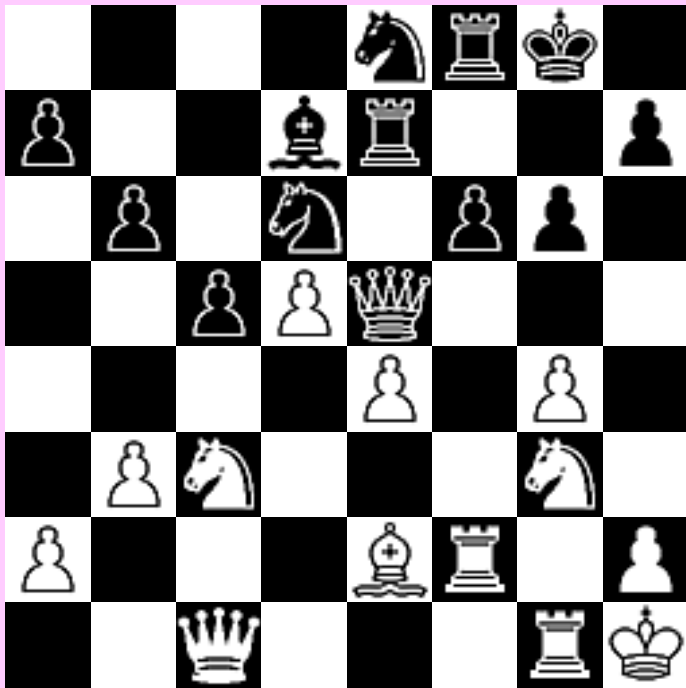


"White has a difficult game: his majority has produced a passed Pawn, and is thereby crippled. The blockader radiates influence. On the Queen's-side he can support the advance of his own majority, and on the other flank he puts the re 14. Be3 b6 15. Qd2 Re8 In Keene's book on Nimzovitch, Bent Larsen describes this as a typical Nimzovitch idea: the blockading Knight. 16. f4 (?) [16. f3 idea Rf2, Bf1] 16... Nc7 17. Rf2 (?) [17. h3 Ba6 18. f5 Ncb5 =+] 17... exf4 White's 16th move allows Black to open up the long diagonal. 18. Bxf4 [18. gxf4 Nxe4 19. Bxe4 Rxe4] 18... Ba6 [18... Nxe4 19. Bxe4 Rxe4 20. Nxe4 Bxa1 21. N2c3!] 19. Re1 Qe7 20. g4 Be5 21. Bxe5 Qxe5

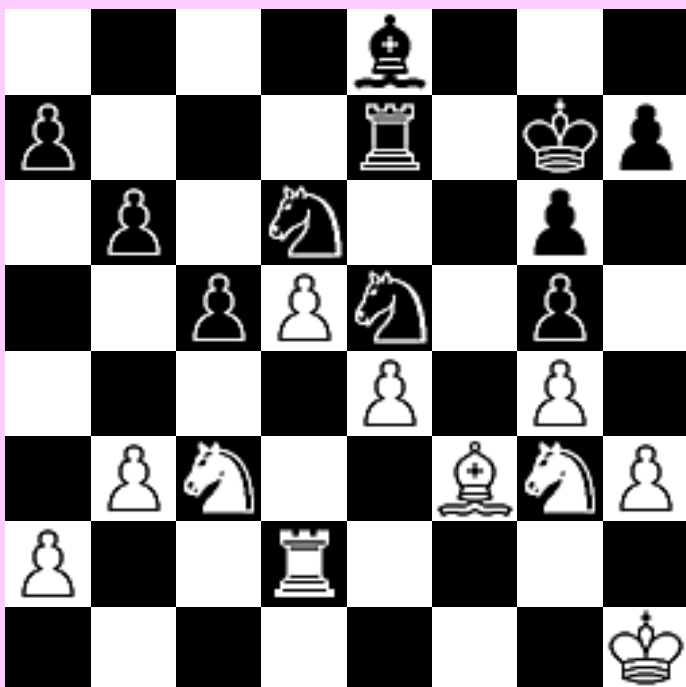




The Black Queen is now also blockading, but is not so effective because Queens must always flee from the attack of a less valuable piece. 22. Ng3? [22. Kh1! obliges 22... Bxe2 with some relief of pressure, since [22... f6 23. Ng1 Nf7 24. Nf3 Qd6 25. e5 fxe5 26. Ne4 is good for White]] 22... Re7 23. Bf1 Bc8 24. Be2 Bd7 25. Ref1 Rf8 26. Qc1 Nce8! 27. Kh1 f6 28. Rg1

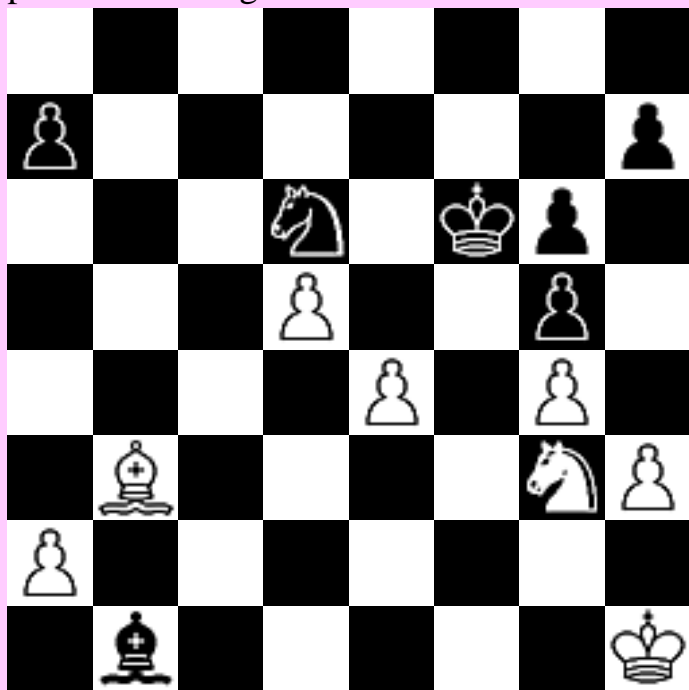


28... Ng7 [28... Nf7, intending to move the Queen and play the Knights to d6 and e5, is crisper] 29. Bf3 Qg5 30. Qxg5 fxg5 31. Rgf1 Nge8 32. Be2 Rxf2 33. Rxf2 Kg7 34. h3 Nf6 35. Bf3 Be8 36. Re2 Nd7 37. Rd2 Ne5

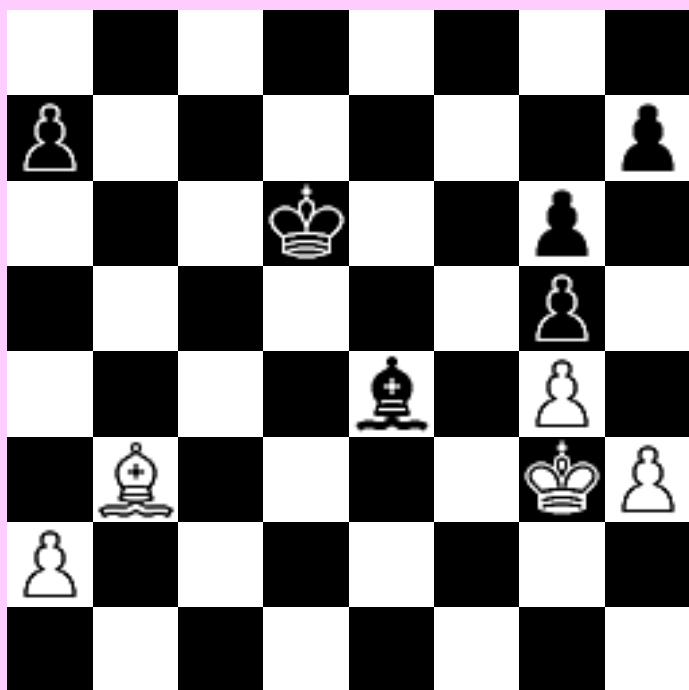


Now the White Pawns are under "lock and key", Black can turn to his own plans. 38. Be2 b5 39. Rc2

Rc7 40. Nd1 c4 41. bxc4 bxc4 42. Nc3? [42. Nb2 c3 43. Nd3 with some counterplay, hoping to get the e-Pawn under way] 42... Kf6 43. Nb1 Rb7 44. Nd2 Ba4 45. Rc1 Rb2! Black plans to exchange Rooks. 46. Nxc4 Nexc4 47. Bxc4 Bc2 48. Bb3 Rb1 49. Rxb1 Bxb1

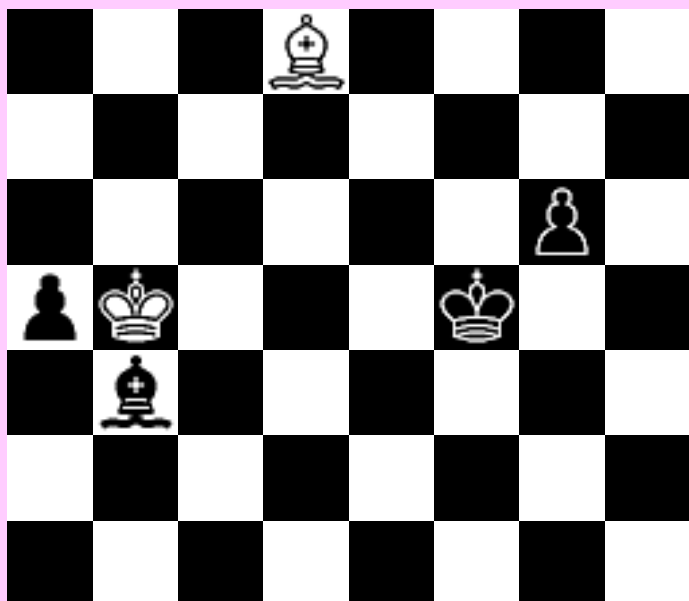


White's proud Pawns now fall. 50. Ne2 Bxe4+ 51. Kh2 Ke5 52. Nc3 Bd3 53. Kg3 Ne4+ 54. Nxe4 Bxe4 55. d6 Kxd6

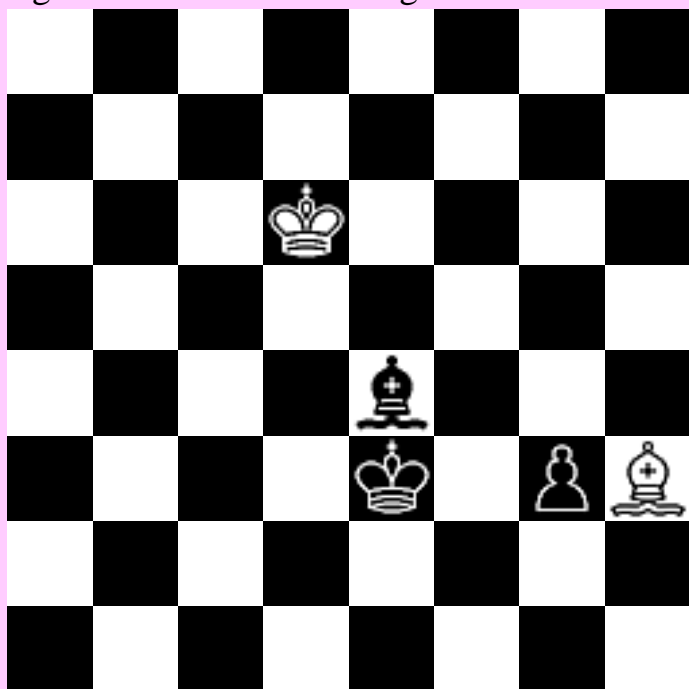


Black is a Pawn up, but not a very good Pawn: what is most important is the better Bishop. 56. Bg8 h6 57. Bf7 Bd5 58. Bxg6 [58. Bxd5 Kxd5 is lost for White] 58... Bxa2 59. h4 a5 60. hxg5 hxg5 61. Kf3 a4 62. Ke3 Be6 63. Kd4 Bxg4 64. Kc3 Bd1 65. Bf5 Ke5 [65... g4 66. Bxg4 Bxg4 67. Kb2 draws by wrong Rook's Pawn] 66. Bd7 Kf4 67. Kb4 Bc2 68. Kc3 Bb3 69. Kb4





69... Bf7 ! wins because of the bad defensive King position and because the Bishop cannot get around the right-hand side of the Pawn (White would need an i-file, and probably a j- and k-file too!) 70. Kxa4 Bg6 71. Kb4 Bf5 72. Bc6 g4 73. Kc5 Be4 74. Bd7 g3 75. Bh3 Ke3 76. Kd6



76... Bf5! 77. Bg2 Kf2 [77... Kf2 78. Bd5 [78. Bh1 Bg4 79. Bd5 Bf3] 78... Bg4 79. Bh1 Bf3] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon370.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein,David - Rojahn [C58]pawn mobility: pawn roller, 1956

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. d3 h6 7. Nf3 e4 8. dxe4!? Nxc4 9. Qd4 Nb6
10. c4 c5 11. Qd3 Bg4 12. Nbd2 Be7 13. O-O O-O 14. Ne5 Bh5 15. b3 Nbd7 16. Bb2 Nxe5 17. Bxe5
Nd7 18. Bc3 Bf6 19. Rae1 Bxc3 20. Qxc3 Qf6 21. e5 Qf5 22. f4 Bg6 23. Ne4 Rab8 24. Qf3 Bh7 25. g4
Qg6 26. f5 Qb6 27. Qg3 f6 28. e6 Ne5 29. h4 Kh8 30. g5 Rbc8 31. Kh1 Qd8 32. g6 Bxg6 33. fxg6 b5
34. d6 Qb6 35. d7 Nxd7 36. exd7 Rcd8 37. Nxf6 Qc6+ 38. Qg2 Qxg2+ 39. Kxg2 gxf6 40. Re7 1-0

Back to [Chess Coaching Page](#)

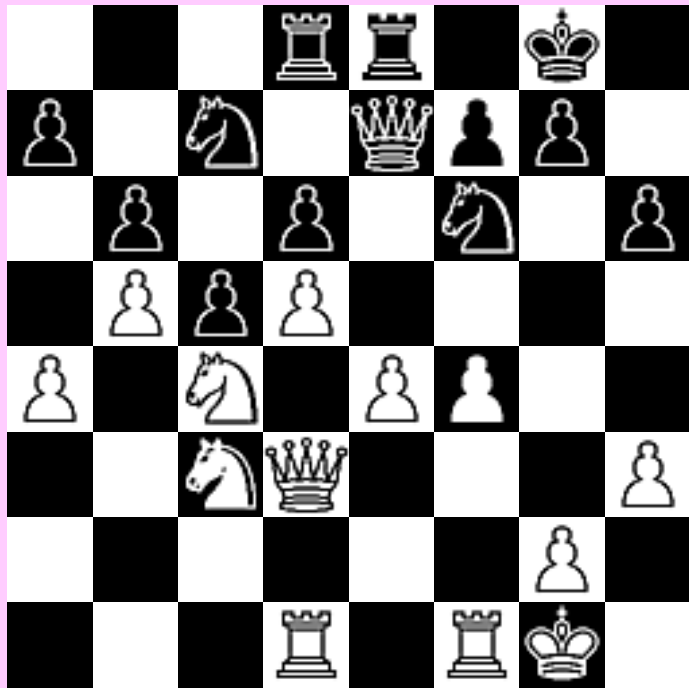
This document (Canon\canon371.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

karpov - miles [A50]pawn mobility: pawn roller, 1981

1. d4 b6 2. c4 Bb7 (in fact the game started 1 c4) 3. d5 e6 4. a3 Nf6 5. Nc3 Bd6 6. Nf3 exd5 7. cxd5 O-O 8. Bg5 Re8 9. e3 Be7 !? 10. Bc4 ! 10... h6 11. Bf4 Nh5 12. Be5 Bf6 13. Bd4 Ba6 14. Bxa6 Nxa6 15. O-O c5 16. Bxf6 Nxf6 17. Qd3 Qc8 18. Nd2 d6 19. Nc4 Rd8 20. e4 Nc7 21. b4 Na6 22. b5 Nc7 23. a4 Qd7 24. f4 Re8 25. Rad1 Rad8 26. h3 Qe7



Compared with the usual Benoni, Black has no counterplay and is reduced to trying to prevent the break with e4-e5. 27. e5 Tough. 27... dxe5 28. d6 Qf8 29. fxe5 Nh7 30. Qf3 Ne6 31. Qb7 Ra8 32. Nd5 g6 33. Ne7+ Kg7 34. Nc6 1-0 karpov-miles 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon372.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

korchnoi - szabo [A22]pawn mobility: pieces behind p, pawn mobility: , 1963

1. c4 e5 2. Nc3 Nf6 3. g3 Bc5 4. Bg2 O-O 5. e3 Re8 6. Nge2 Nc6 7. O-O d6 8. d4 Bb6 9. h3 Bf5



? Following classical opening principles, but this is not a classical opening - rather, White is perfectly placed to harass the Black minor pieces which are strutting about without adequate cover. 10. d5 Nb8 11. g4 Bd7 12. Ng3 h6 13. Kh2 a5 14. f4 exf4 15. exf4 Nh7



White seems to have a pawn majority on both sides! 16. g5 Na6 17. gxh6 Qh4 18. hxg7 Nf6 19. f5 Be3 20. Nce4 ! 20... Nxe4 21. Nxe4 Bxc1 22. Rxc1 Nc5 23. Qg4 Rxe4 24. Bxe4 Qxg4 25. hxg4 Nxe4 26.

Rce1 Nc5 27. f6 Re8 28. Rxe8+ Bxe8 29. Re1 Ba4 30. Re3 1-0 (threat Rh3) korchnoi-szabo 1963) 1-0

Back to [Chess Coaching Page](#)

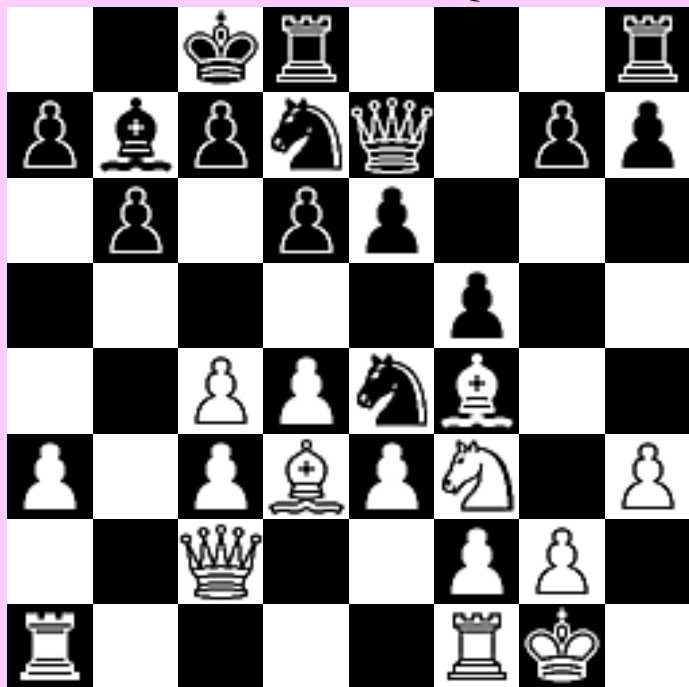
This document (Canon\canon373.html) was last modified on 13 Aug 2005 by



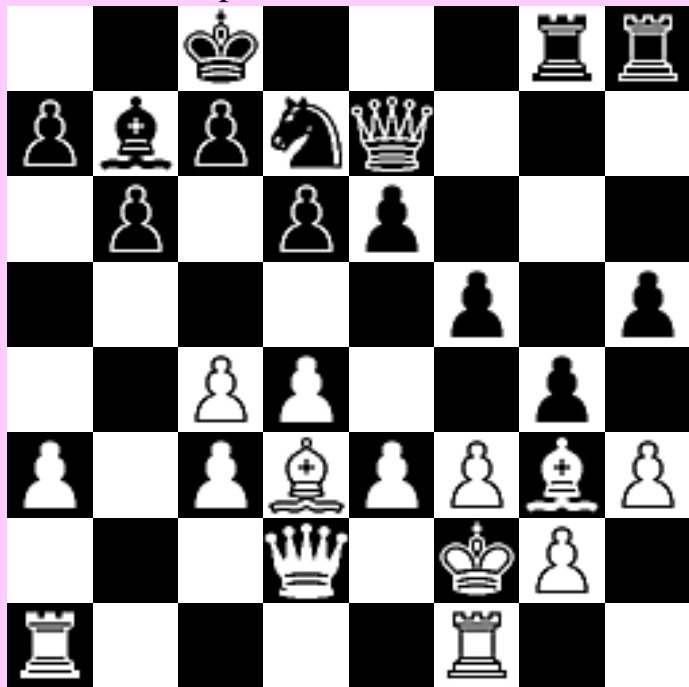
[Dr. Dave](#)

dodd - regis [A40]pawn mobility: pieces behind p, pawn mobility: 1981

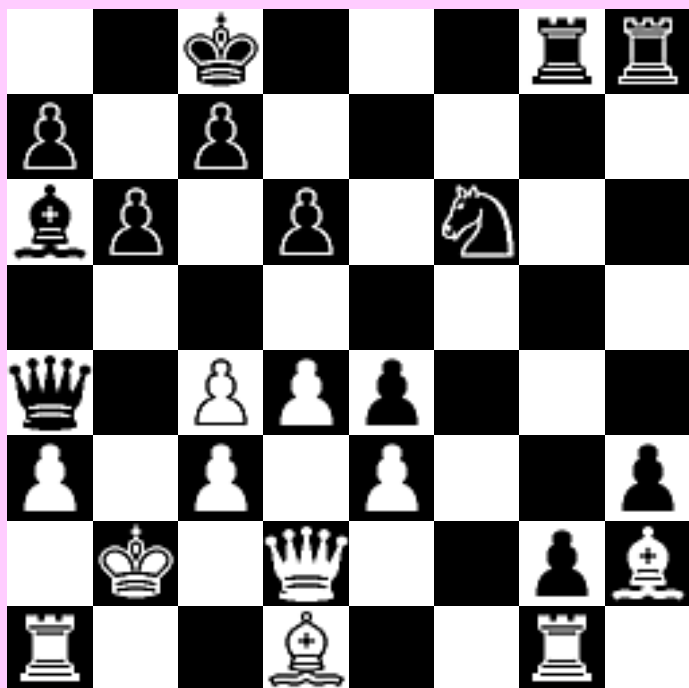
1. d4 e6 2. c4 b6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 Bb7 6. Bf4 d6 7. e3 Nd7 8. Nf3 Qe7 9. Be2 Ngf6 10. O-O Ne4 11. Bd3 O-O-O 12. Qc2 f5 13. h3



This is my homage to Korchnoi-Szabo: I never put a piece in front of my pawns for years! Why not? Ask the Bishop on f4... 13... h6 14. Nd2 Nxd2 15. Qxd2 g5 16. Bg3 h5 17. f3 Rdg8 18. Kf2 g4



19. Bf4 gxh3 20. Rg1 e5 21. Bh2 hxg2 22. Bg3 h4 23. Bh2 e4 24. fxe4 fxe4 25. Be2 h3 26. Ke1 Nf6 27. Kd1 Qd7 28. Kc1 Ba6 29. Kb2 Qa4 30. Bd1



30... Qxc4 White will not survive without a light-squared bishop to keep the Knight out of g4. 31. Bb3 Qe2 32. Qxe2 Bxe2 33. Bxg8 Rxc8 34. Bf4 Bf3 35. Rac1 Rh8 36. Bh2 Ng4 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon374.html) was last modified on 13 Aug 2005 by



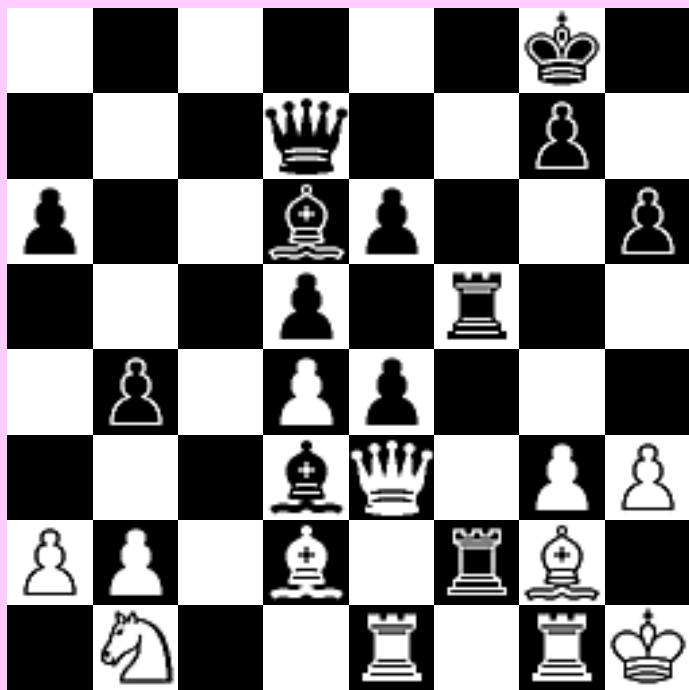
[Dr. Dave](#)

Samisch - Nimzovitch [E06] pawn mobility: restraint, 1923

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. Nc3 O-O 7. O-O d5 8. Ne5 c6 9. cxd5 cxd5 10. Bf4 a6 (idea b5) 11. Rc1 b5 12. Qb3 Nc6



"the ghost!" (idea Na5-c4) 13. Nxc6 Bxc6 14. h3 Qd7 15. Kh2 Nh5 (or Qd2 & Nd7-b6-c4) 16. Bd2 f5 17. Qd1 b4 18. Nb1 Bb5 19. Rg1 Bd6 20. e4 fxe4 ! 21. Qxh5 Rxf2 22. Qg5 Raf8 23. Kh1 R8f5 24. Qe3 Bd3 25. Rce1 h6



0-1 samisch-nimzo.(zugzwang! if Kh2 or g4, Rf3 winning wQ) 26. g4 0-1

Back to [Chess Coaching Page](#)

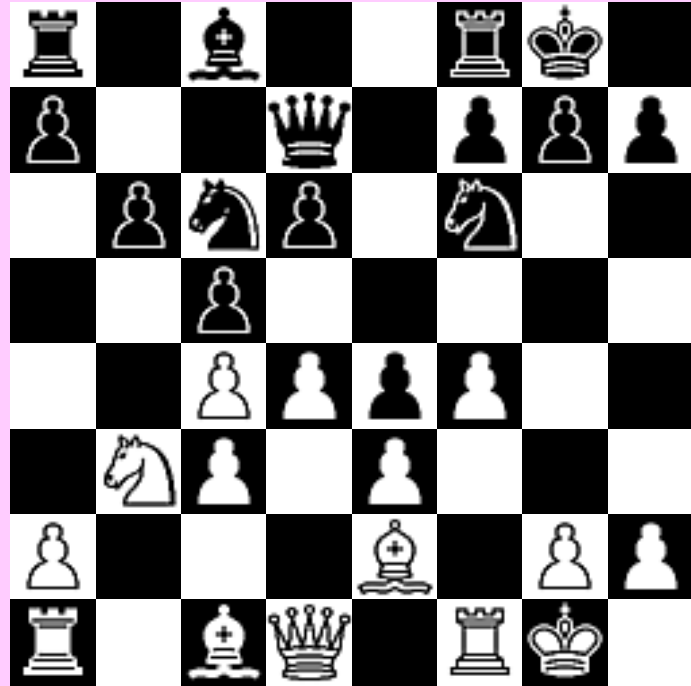
This document (Canon\canon375.html) was last modified on 13 Aug 2005 by



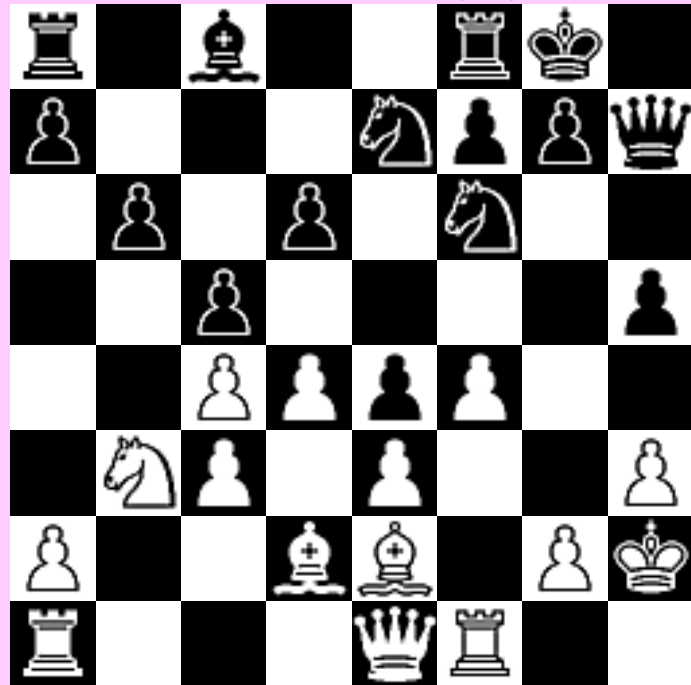
[Dr. Dave](#)

Johner - Nimzovitch [E50] pawn mobility: restraint and b, pawn mobility:, 1923

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 c5 6. Nf3 Nc6 7. O-O Bxc3 8. bxc3 d6 9. Nd2 b6 10. Nb3 e5 11. f4 e4 12. Be2 Qd7

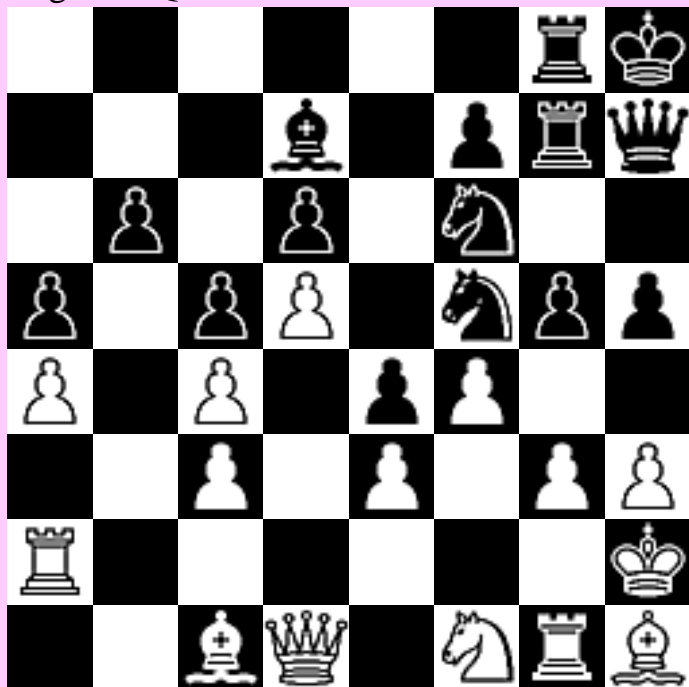


Pardon? Well, White's Queen's-side pawns are scrambled, so the only break for White is on the K-side, so Black wants to control the g2-g4 move. 13. h3 Ne7 14. Qe1 h5 15. Bd2 Qf5 16. Kh2 Qh7



Another mysterious Queen move, again in order to deter g2-g4. In fact, Black so efficiently controls the King's-side that it is actually Black who arranges the decisive break there. 17. a4 Nf5 18. g3 a5 19. Rg1

Nh6 20. Bf1 Bd7 21. Bc1 Rac8 22. d5 Kh8 23. Nd2 Rg8 24. Bg2 g5 25. Nf1 Rg7 26. Ra2 Nf5 27. Bh1 Rcg8 28. Qd1



28... gxf4 29. exf4 Bc8 30. Qb3 Ba6 31. Re2 Nh4 32. Re3 Bc8 33. Qc2 Bxh3 34. Bxe4 Bf5 35. Bxf5 Nxf5 36. Re2 h4 37. Rgg2 hxg3+ 38. Kg1 Qh3 39. Ne3 Nh4 40. Kf1 Re8 johner-nimzo. (NIMZO) 1-0

Back to [Chess Coaching Page](#)

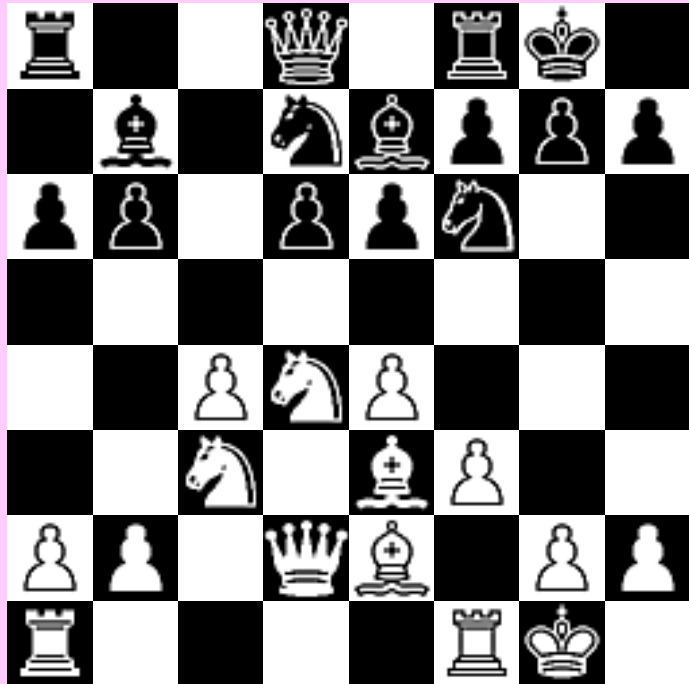
This document (Canon\canon376.html) was last modified on 13 Aug 2005 by



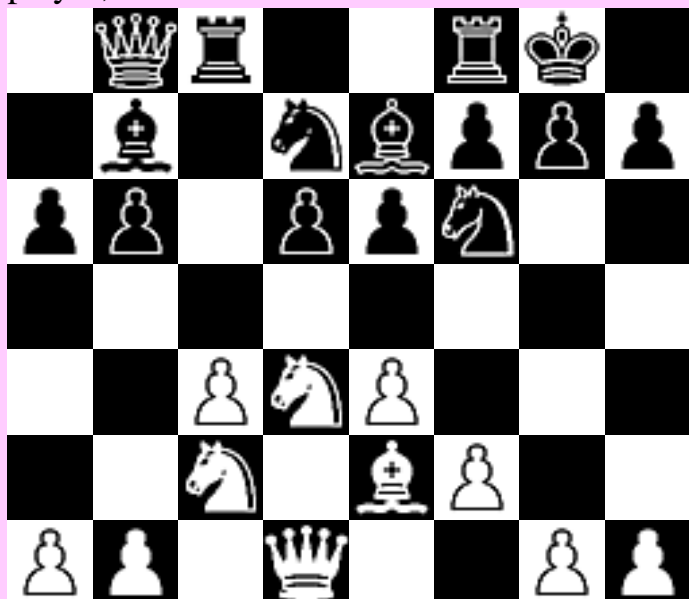
[Dr. Dave](#)

webb - hartston,uk ch'p [A31] potential, 1974

I included this game here because I was interested in Bill Hartston's comment at move 14, but I have also included Webb's commentary on the psychological battle. 1. Nf3 Nf6 2. d4 c5 3. c4 cxd4 4. Nxd4 b6 ! "an unusual move... gets an exclamation mark because White is S.Webb. I like to fianchetto my KB in such positions, and this is the one move which prevents me from doing so" (if he thought Bill would play this, he would play 3.g3) 5. Nc3 Bb7 6. f3 d6 7. e4 e6 8. Be2 Be7 9. O-O O-O 10. Be3 Nbd7 which plan? f4/g5? g4/ g5? double rooks on d-file? It's not much use knowing you've got a good position if you don't know what to do with it! 11. Qd2 a6

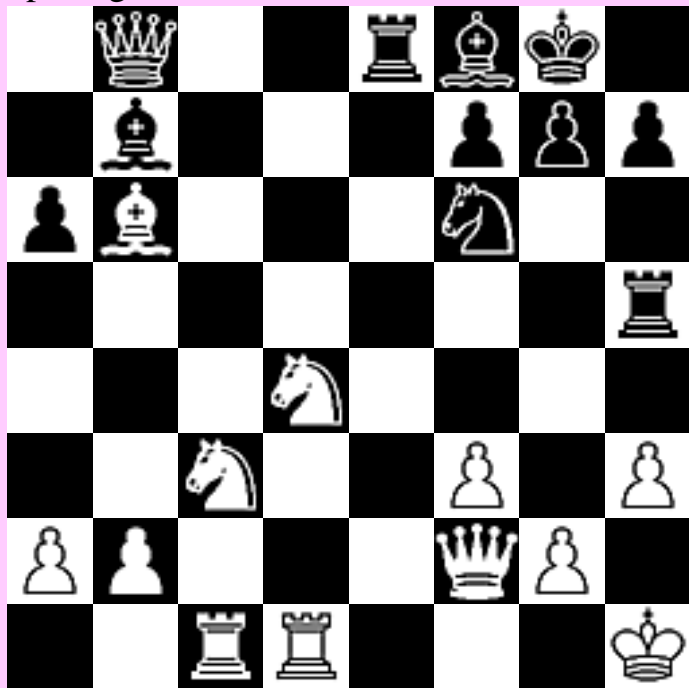


WRH: "Now the position bears a very strong resemblance to a Sicilian. I felt quite happy now since I seem to have spent half my life playing Sicilian positions of this type, which my opponent, not a 1 e4 player, had to be less 12. Rfd1 ...familiar with the problems" 12... Qc7 13. Rac1 Rac8 14. Bf1 Qb8





WRH: White has made a series of natural moves and maintains a spatial advantage; nevertheless I believe that Black already has the better prospects. The Black pieces... are beautifully placed to leap into action 15. Qf2 Rfe8 ...d6-d5 breakthrough". SW: "By this stage I was definitely running out of things to. I still don't know what I did wrong, apart from choosing the wrong opening!" 16. Kh1 Bf8 17. Nc2 Ne5 18. Bxb6 I would have preferred to defend the c-pawn, but 18. b3 b5 and 18. Na3 d5! are very unpleasant for White. 18... Nxc4 19. Bxc4 Rxc4 20. Ne3 Rc6 21. Ba5 -+, # BB 21... d5 22. exd5 exd5 23. Nf5 [23. Ncxd5 Nxd5 24. Rxd5 Rxc3] [23. Ncxd5 Nxd5 24. Rxc6 Nxe3] 23... d4 opening lines 24. Nxd4 Rc5 25. Bb6 Rh5 26. h3



26... Ng4 ! 27. fxg4 Rxh3+ 28. Kg1 Qh2+ 29. Kf1 Rg3 30. Rc2 Rxg4 no hurry - W cannot organise a defence 31. Qg1 Qh6 32. Nf5 doesn't help 32... Qf6 33. Rf2 Qxb6 34. Qh2 a5 35. Qh3 Rg6 threat ...Ba6 + & ...Bc5 36. Nd5 ? 36... Qb5+ 37. Kg1 Bxd5 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon392.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

nunn - olafsson (teesside) [C54]potential, 1982

1. e4 e5 2. Bc4 Nf6 3. d3 Nc6 4. Nf3 Bc5 5. O-O d6 6. c3 Qe7 [6... O-O 7. Nbd2 a6 8. Bb3 Ba7] 7. Nbd2 a6 8. Bb3 O-O 9. Re1 Be6 10. Nf1 [10. Bc2] 10... Ba7 11. Bc2



Like a Ruy Lopez [comment](#) 11... Kh8 12. Ng3 [12. Bg5] 12... Qd7 13. d4 [13. h3 ! 13... Bxh3 14. gxh3 Qxh3 15. Be3 ! 15... Bxe3 16. Rxe3 Ng4 17. Re2 wins 17... f5 18. exf5 e4 19. dxe4 Nce5 20. Nxe5 Qh2+ 21. Kf1 dxe5 22. Rd2 and Qf3] 13... Bg4 [13... exd4 14. cxd4 Bg4 15. Be3 Bxf3 16. gxf3 +-] 14. d5 [14. Be3 Bxf3 15. gxf3 =+] 14... Ne7 15. h3 Bxf3 [15... Bxh3 draws, says nunn] 16. Qxf3 Nfg8 17. Bd2 g6 18. c4 f5 19. exf5 Nxf5 20. Nxf5 gxf5 21. Bc3 Rae8 22. b4 Ne7 23. h4 Rg8 24. h5 Rg7 25. c5 Reg8 26. g3 h6 [26... f4 27. Rxe5 dxe5 28. Bxe5 Qh3 29. Re1 fxg3 30. fxg3 b6 31. Qd3 Qxh5 32. Kg2 idea Rh1 wins] 27. Rad1 Qe8 28. Rxe5 dxe5 29. Bxe5 b6 30. d6 Nc6 31. Bf6 Qe6 32. Bxg7+ Rxg7 33. Qxc6 bxc5 34. Qa8+ Rg8 35. Qxa7 Rxg3+ 36. Kh2 Qe5 37. Qxc5 1-0

Back to [Chess Coaching Page](#)

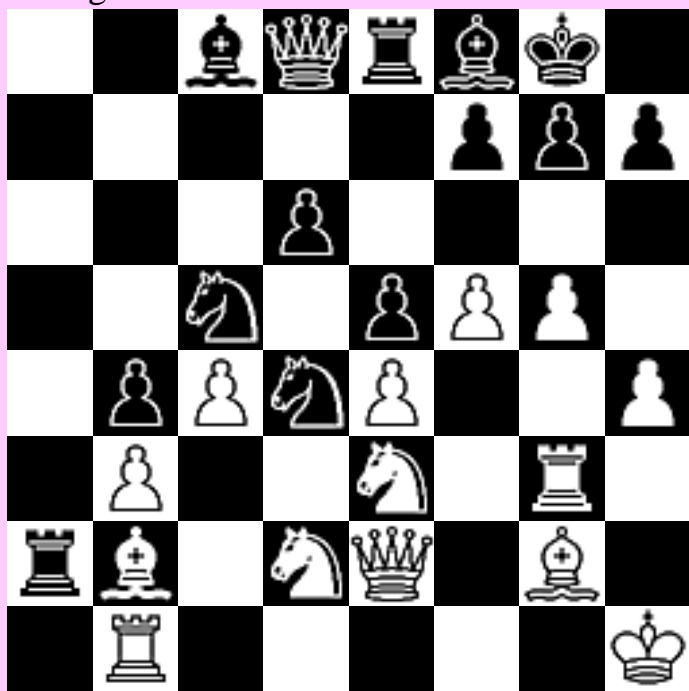
This document (Canon\canon393.html) was last modified on 13 Aug 2005 by



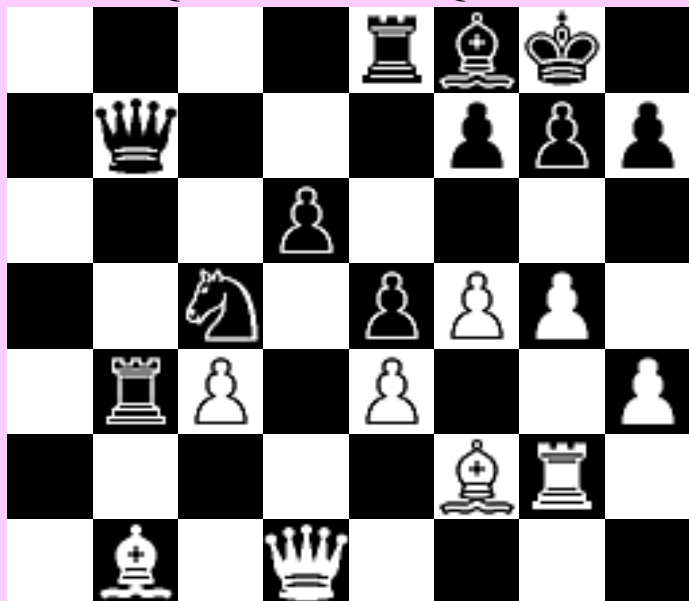
[Dr. Dave](#)

bisguier,a - petrosian,t NY [A33]queen's side attack, 1955

1. d4 Nf6 2. c4 c5 3. Nf3 cxd4 4. Nxd4 Nc6 5. Nc3 e6 6. g3 Bc5 7. Nb3 Be7 8. Bg2 O-O 9. O-O d6 10. e4 Ne5 11. Qe2 Qc7 12. Nd2 a6 13. b3 b5 In these Maroczy Bind positions, Black needs this break or ... d5. 14. f4 Nc6 15. Bb2 [15. *cxb5 axb5* 16. *Nxb5 Qb6+* 17. *Kh1 Ba6* 18. *a4 Nd4* 19. *Od1 Bxb5* 20. *axb5 Rxa1*] 15... b4 16. Nd1 a5 17. Ne3 a4 18. Rab1 axb3 19. axb3 Ra2 Black has secured an initiative on the Queen's-side. 20. g4 Nd7 21. g5 Re8 22. Kh1 Nc5 23. h4 Qd8 24. Rf3 Bf8 25. Rg3 e5 26. f5 Nd4



Petrosian has offered no points of attack and has made concrete gains on the other side. Bisguier has been announcing his intentions to attack for some time, but where is the threat? 27. Qf1 [27. *Bxd4 exd4* 28. *Nd5 Bxf5*] 27... Ncxb3 28. Nxb3 Nxb3 29. Qe1 Nc5 30. Qxb4 Bb7 31. Nd5 Ra4 32. Qd2 Bxd5 33. Qxd5 Rb4 34. Bf3 Qa8 cute: White dare not exchange. 35. Qd2 Qb7





Black holds the pieces rather than the pawns (which have vanished) in Nimzo- style restraint. 36. Rg2 Rb8 37. Bd1 Qxe4 38. Bc2 Qxc4 39. g6 Rxb2 40. gxh7+ Kh8 41. Rbg1 Qxh4+ 42. Rh2 Qf4 0-1

Back to [Chess Coaching Page](#)

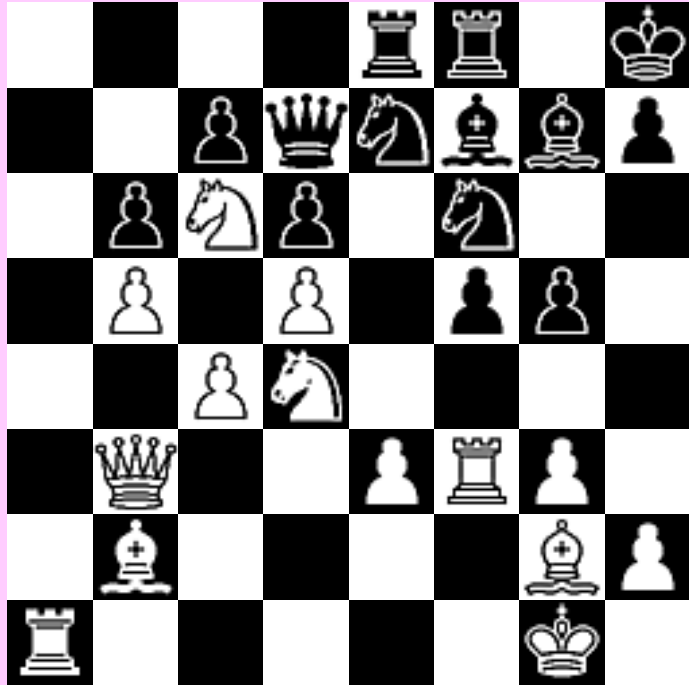
This document (Canon\canon394.html) was last modified on 13 Aug 2005 by



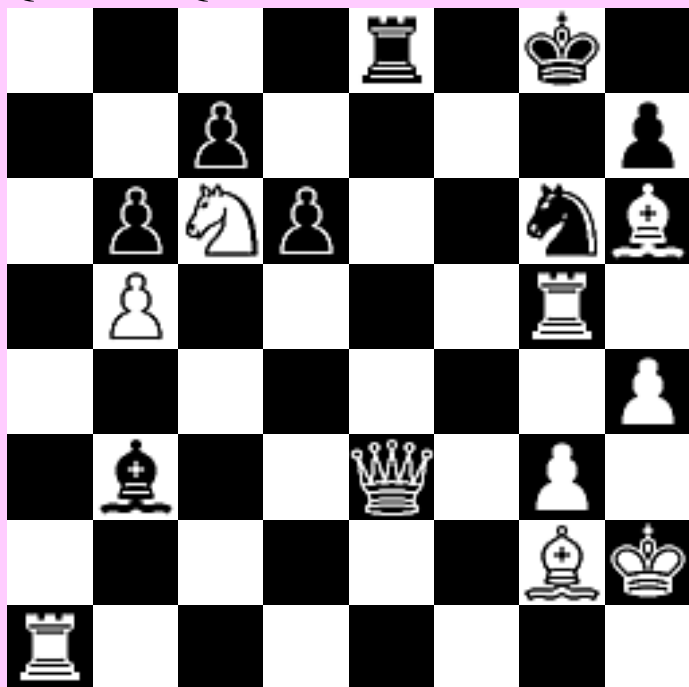
[Dr. Dave](#)

smyslov_liberzon,URS. - ch [A25]queen's side attack, 1968

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Rb1 d6 6. b4 a6 7. e3 f5 8. Nge2 Nf6 9. d3 O-O 10. O-O Bd7 11. a4 Rb8 12. b5 axb5 13. axb5 Ne7 14. Ba3 Be6 15. Qb3 b6 16. d4 e4 17. d5 Bf7 18. Nd4 Qd7 19. Bb2 g5 20. Nce2 Kh8 21. Ra1 Ng6 22. f4 exf3 23. Rxf3 Ne7 24. Nc6 Rbe8 25. Ned4



White's Queen's-side invasion is obvious: the game now suddenly speeds up as Black tries to stir up trouble 25... Nfxd5 26. cxd5 Bxd5 27. Nxf5 Rxf5 28. Bxg7+ Kg8 29. Rxf5 Bxb3 30. Rxg5 Ng6 31. Bh6 Qe6 32. h4 Qxe3+ 33. Kh2



After all the excitement, a quick body count shows White ahead 33... Qc3 34. Rf1 Bc4 35. Rf2 Qe1 36. Rgf5 Bxb5 37. Bd2 Qb1 38. Bd5+ Kh8 39. Bc3+ Ne5 40. Nxe5 dxe5 41. Rxe5 1-0

Back to [Chess Coaching Page](#)

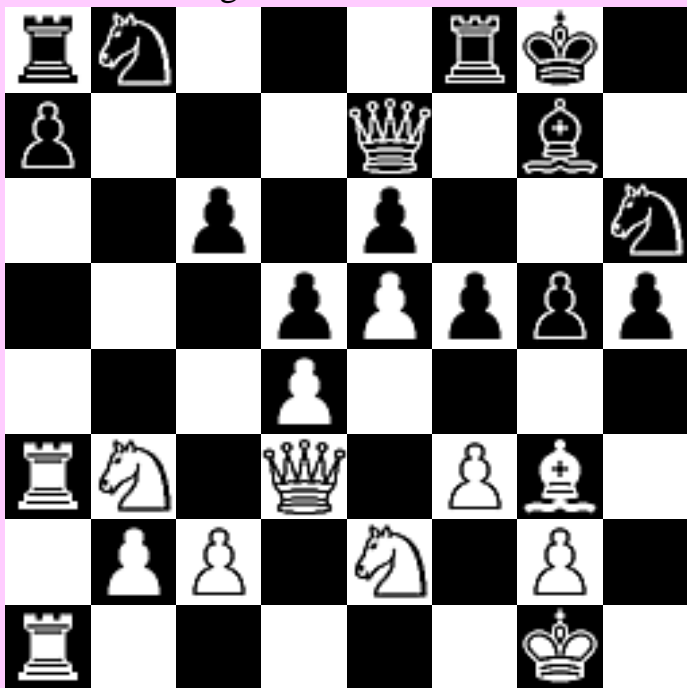
This document (Canon\canon395.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

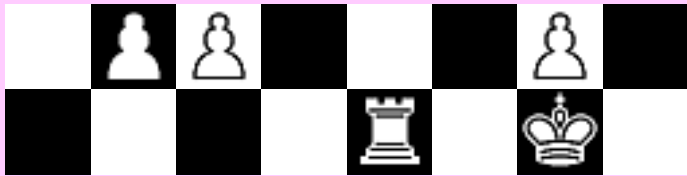
le moir,d - niedzwiedzki,a [B06]queen's-side attack, 1999

1. e4 g6 2. h4 h5 3. Bc4 e6 4. Nc3 Bg7 5. d4 c6 6. Nf3 b5 7. Bd3 b4 8. Ne2 Ba6 9. O-O Nh6 10. a3 Bxd3 11. Qxd3 bxa3 12. Rxa3 O-O 13. Bf4 d5 14. Nd2 Qxh4 15. Rfa1 Ng4 16. Bg3 Qe7 17. f3 Nh6 18. Nb3 f5 19. e5 g5



Black has two weaknesses on the Queen's-side so must try to make something out of the King's-side space, but the inactivity of the Queen's-side pieces bodes ill 20. Nc5 knight outpost (14. Nd2!) 20... f4 21. Be1 Nf5 [21... Bxe5 22. dxe5 Qxc5+ 23. Bf2 Qe7 24. Qg6+] 22. Rb3 open file 22... Bxe5 23. Rb7 seventh rank 23... Bc7 24. Ba5 pin 24... Rc8 25. Re1 open file 25... Qd6 [25... a6 26. Nxf4 gxf4 27. Qxf5 exf5 28. Rxe7 Bxa5 29. Rg7+ Kf8 30. Ne6+ Ke8 31. Rg8#] 26. Nc3 Nd7 [26... Bxa5 27. Rxe6 Qf8 28. Rg6+ Kh8 29. Ne6 Qe8 30. Rh6+ Kg8 31. Rg7+ Nxg7 32. Qh7+ Kf7 33. Qxg7#] 27. Nxe6 Nh4 28. Bb4 c5 29. dxc5 central control 29... Qe7 30. Nxd5





the Queen's-side, centre and King's-side fall like dominoes to White's piece attack 1-0

Back to [Chess Coaching Page](#)

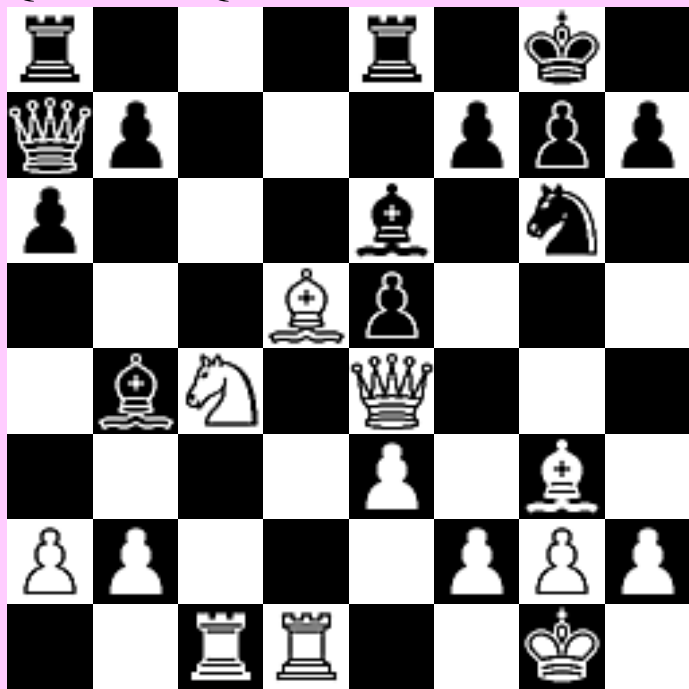
This document (Canon\canon396.html) was last modified on 13 Aug 2005 by



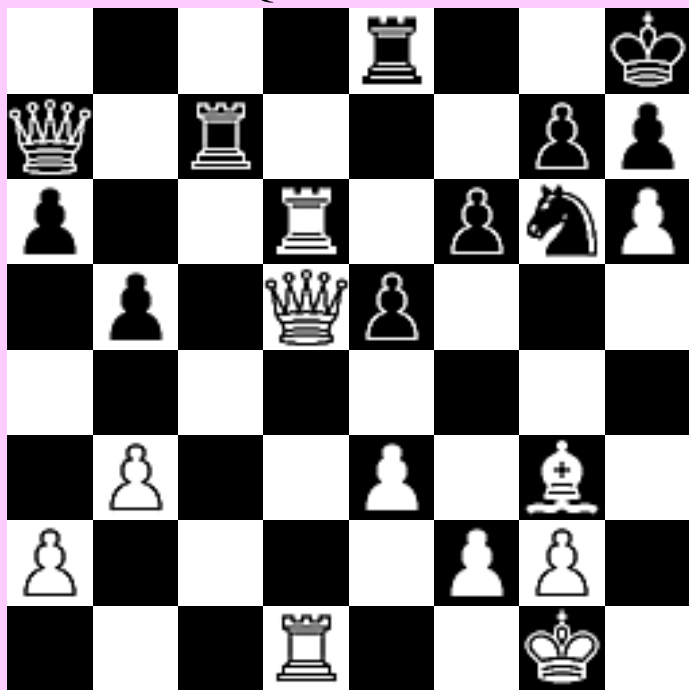
[Dr. Dave](#)

rubinstein - maroczy,gothenburg [D63]queen: dominant when centralis, queen: dominant, 1920

1. d4 Nf6 2. Nf3 d5 3. c4 e6 4. Bg5 Be7 5. e3 Nbd7 6. Nc3 O-O 7. Rc1 Re8 8. Qc2 dxc4 9. Bxc4 c5 10. O-O cxd4 11. Nxd4 a6 12. Rfd1 Qa5 13. Bh4 Ne5 14. Be2 Ng6 15. Bg3 e5 16. Nb3 Qc7 17. Qb1 ! 17... Qb8 18. Bf3 Qa7 19. Na5 ! 19... Bb4 20. Nc4 Bd7 21. Nd5 Nxd5 22. Bxd5 Be6 23. Qe4



! The Queen enters the fray, reinforcing several points of attack at once. The Black pieces are not easily able to harass her. 23... Bxd5 24. Rxd5 Rac8 25. Rcd1 Bf8 26. b3 b5 27. Nd6 Bxd6 28. Rxd6 Rc7 29. h4 ! 29... f6 30. Qd5+ Kh8 31. h5 Nf8 32. h6 Ng6



The Queen now makes the decisive invasion. 33. Qe6 Rf8 34. Rd7 gxf6 35. Bh4 1-0

Back to [Chess Coaching Page](#)

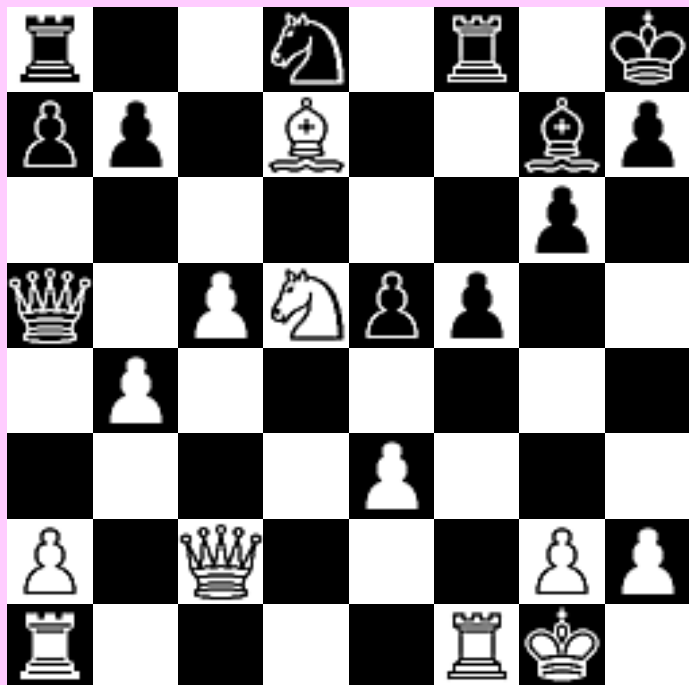
This document (Canon\canon397.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d (1935) - smith,a (1820) [B02]queen: wandering in the middle, queen: wanderin, 1993

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. d4 d6 5. exd6 cxd6 6. Nc3 [6. Be3 g6 7. h4 h5] 6... g6 7. Be3 Bg7 8. Bd3 Nc6 9. Nge2 O-O 10. O-O f5 [10... Bg4] 11. c5 [11. a3 or Qd2] 11... dxc5 12. dxc5 Nd7 13. Bc4+ Kh8 14. Nf4 Nf6 15. Ne6 Bxe6 16. Bxe6 Ng4 17. Nd5 Qa5 18. Qc2 [18. Qc1 Nxe3 19. fxe3] 18... Nxe3 19. fxe3 Nd8 20. Bd7 e5 [20... e6 21. Nf4 e5 (I analysed 21...Rf6; 22 Qc4 idea b4) 22. Nd5 Nc6 23. a3 e4 24. Bxc6 bxc6 25. Nf4 Rfe8 (fritz fancied ...Rad8 when b4 to stop ...Rd7 allows ...Bxa1) 26. b4 Qa6 27. Ra2 Rad8 28. Rd1 Rxd1+ 29. Qxd1 Qc4] 21. b4



You can tell Black is going to suffer. There are hundreds of trapped queen miniatures (see Tactics examples) 21... Qa3 22. Rab1 Rb8 23. Ba4 [23. Bb5 a6 24. Rb3 Qxb3 25. Qxb3 axb5 26. Nb6 Rf7 27. Rd1 Rc7 28. Rd6] 23... e4 [23... Rc8 24. Nc3] 24. Bb5 Nc6 25. Rb3 Nxb4 26. Rxb4 Rfd8 27. Ra4 Qb2 28. Qxb2 Bxb2 29. Bc4 Rdc8 30. Rb1 Bg7 31. Rxa7 Rxc5 32. Raxb7 Rxb7 33. Rxb7 Rxc4 34. Rb8+ Bf8 35. Rxf8+ Kg7 36. Ra8 Rc1+ 37. Kf2 Rc2+ 38. Kg3 g5 39. Ra7+ Kg6 40. Ra6 + Kg7 41. a4 Rc5 42. Rd6 Ra5 43. Nb6 Ra6 44. h4 h6 45. h5 Ra5 [45... Kh7 46. Kf2 Kg7 47. g3 Kh7 48. Ke2 Kg7 49. Kd2 Kh7 50. Kc3 Kg7 51. Kb4] 46. Rd5 Ra6 47. Rb5 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon398.html) was last modified on 13 Aug 2005 by



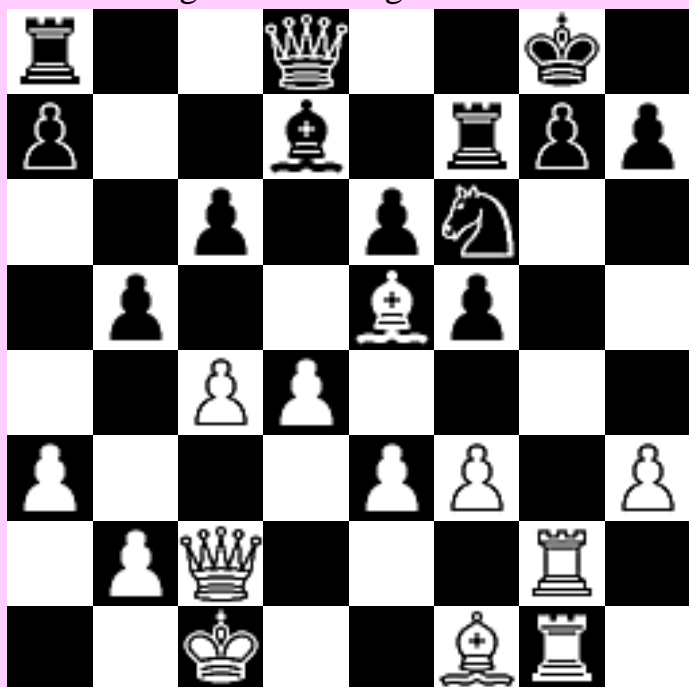
[Dr. Dave](#)

tarrasch - von scheve,leipzig (etc.) [D37]rooks on files: half-open, 1894

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Be7 5. Bf4 c6 6. e3 Nbd7 7. h3 Ne4



Tarrasch says: White will now pull the d-pawn to e4, attack it with f3, recapture with gxf3, attack down the g-file, and win. (I PREDICT THE FUTURE - CHESSPLAYER'S AMAZING CLAIM) 8. Nxe4 dxe4 9. Nd2 Bb4 10. a3 Bxd2+ 11. Qxd2 O-O 12. Qc2 f5 13. Bd6 Re8 14. O-O-O Nf6 15. Be5 Bd7 16. f3 exf3 17. gxf3 b5 18. Rg1 Rf8 19. Rd2 Rf7 20. Rdg2



All predictions fulfilled! 20... a5 21. Qf2 Ne8 22. Rg5 Qe7 23. Qh4 Nf6 24. Qh6 Ra7 25. Bd6 Qxd6 26.

Rxg7+ Kf8 27. Rxh7+ Ke7 28. Rxf7+ Kxf7 29. Rg7+ Kf8 30. Qxf6+ 1-0

Back to [Chess Coaching Page](#)

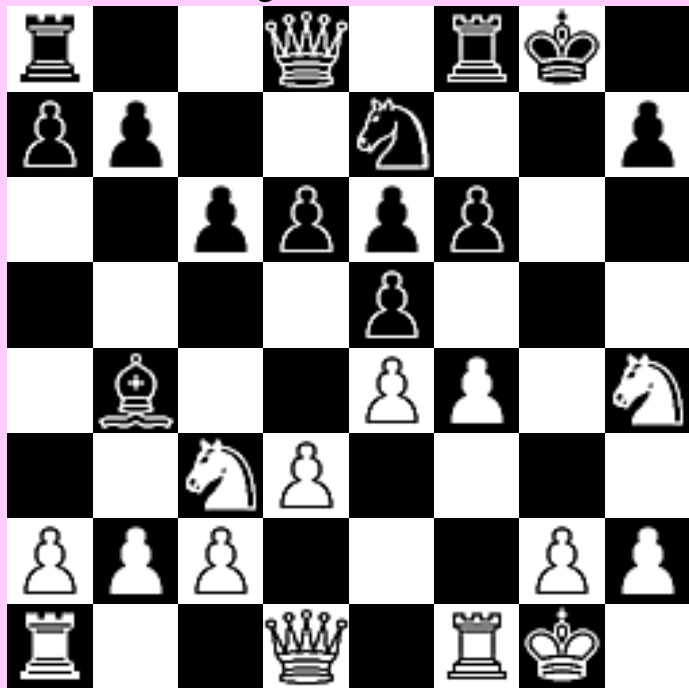
This document (Canon\canon399.html) was last modified on 13 Aug 2005 by



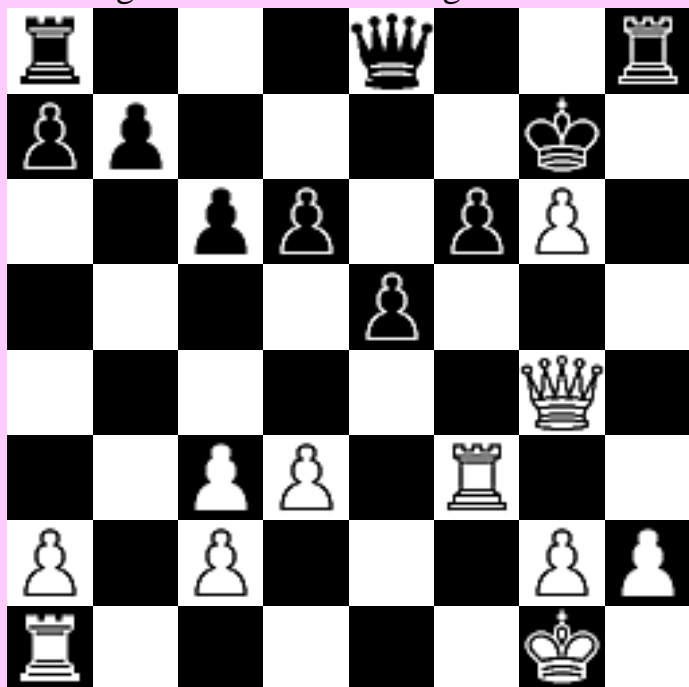
[Dr. Dave](#)

tarrasch - janowski,ostend [C49]rooks on files: half-open, 1907

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Ne7 8. Nh4 c6 9. Bc4 Bg4 10. f3 Be6 11. Bxf6 gxf6 12. Bxe6 fxe6 13. f4

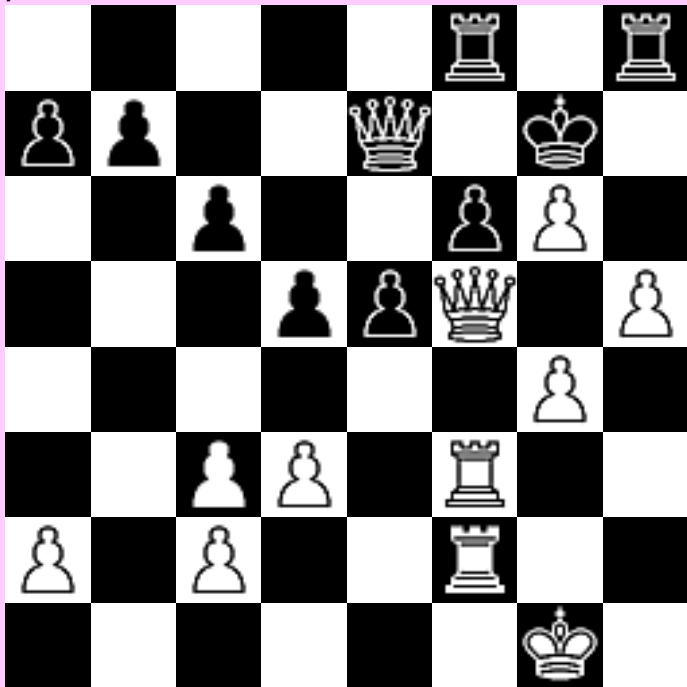


The White Rooks need open lines. Because of White's superior mobility he gets chances at files before Black can start on the g-file (which is soon closed). 13... Ng6 14. Nxc6 hxc6 15. Qg4 Qe8 16. f5 exf5 17. exf5 Bxc3 [*The Bishop cannot get to the King's-side as easily as the Knight*] 18. bxc3 Kg7 19. Rf3 Rh8 20. fxg6

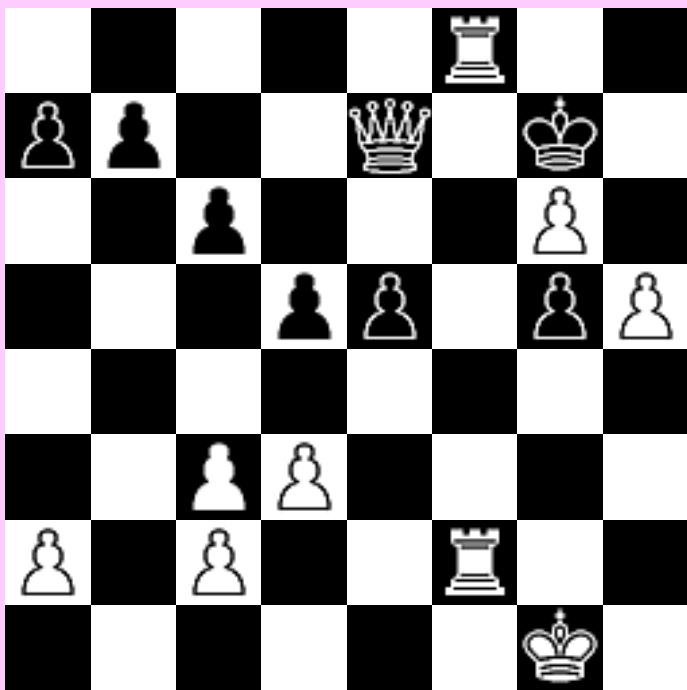


Now White has lots of files to choose from. 20... Qe7 [20... Qxc6 21. Qd7+ mopping up

pawns] 21. h4 d5 22. Raf1 Raf8 23. h5 Rh6 24. R1f2 Rhh8 25. Qf5 Qd6 26. g4 Qe7



White has a crushing bind, which he exploits with a neat combination. 27. g5 fxg5 28. Qxf8+ Rxf8 29. Rxf8



29... Qxf8 [29... Qc5 30. d4 exd4 31. R2f7+ Kh6 32. Rh8#] 30. h6+ Kxh6 31. Rxf8 Kxg6 32. Kg2 e4 33. dxe4 dxe4 34. Kg3 1-0

Back to [Chess Coaching Page](#)

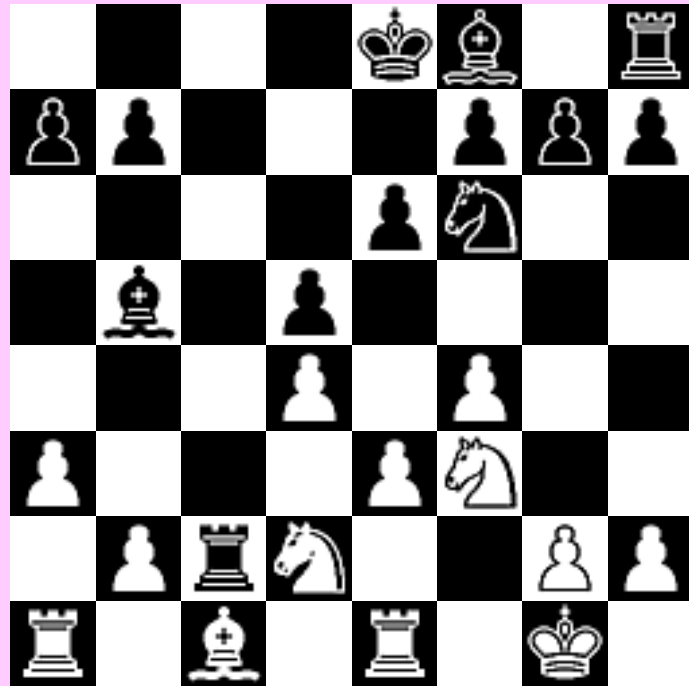
This document (Canon\canon400.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Van Vliet - Znosko_Borovsky (CHERNEV) [D00]rooks on files: open, 1907

1. d4 d5 2. e3 c5 3. c3 e6 4. Bd3 Nc6 5. f4 Nf6 6. Nd2 Qc7 ! 7. Ngf3 ?! 7... cxd4 8. cxd4 Nb4 9. Bb1 Bd7 10. a3 Rc8 11. O-O Bb5 12. Re1 Nc2 13. Bxc2 Qxc2 14. Qxc2 Rxc2



15. h3 Bd6 16. Nb1 Ne4 17. Nfd2 Bd3 18. Nxe4 Bxe4 19. Nd2 Kd7 20. Nxe4 dxe4 21. Rb1 Rhc8 22. b4 R8c3 23. Kf1 Kc6 24. Bb2 Rb3 25. Re2 Rxe2 26. Kxe2 Kb5 27. Kd2 Ka4 28. Ke2 a5 29. Kf2 axb4 30. axb4 Kxb4 31. Ke1 Kb5 ! 32. Kd2 Ba3 33. Kc2 Rxb2+ 34. Rxb2+ Bxb2 35. Kxb2 Kc4 36. Kc2 b5 0-1 van vliet-znosko-borovsky 1907 (CHERNEV) 1-0

Back to [Chess Coaching Page](#)

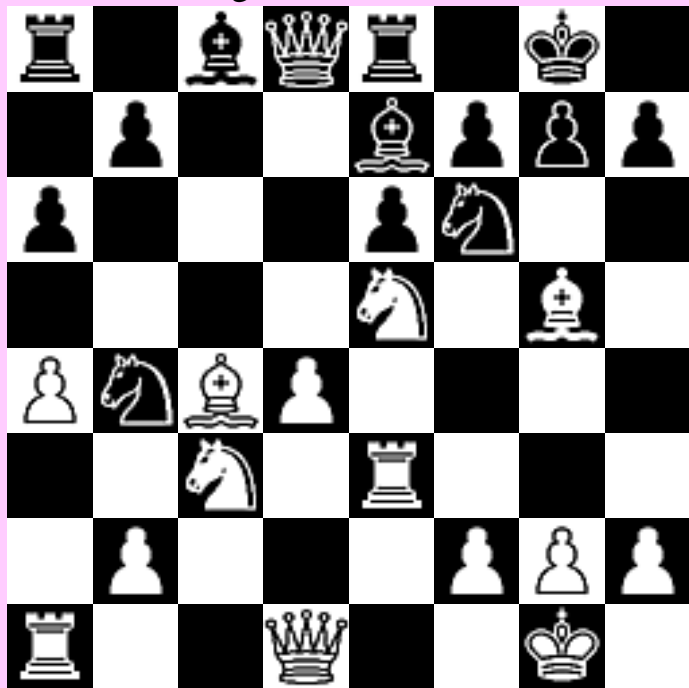
This document (Canon\canon401.html) was last modified on 13 Aug 2005 by



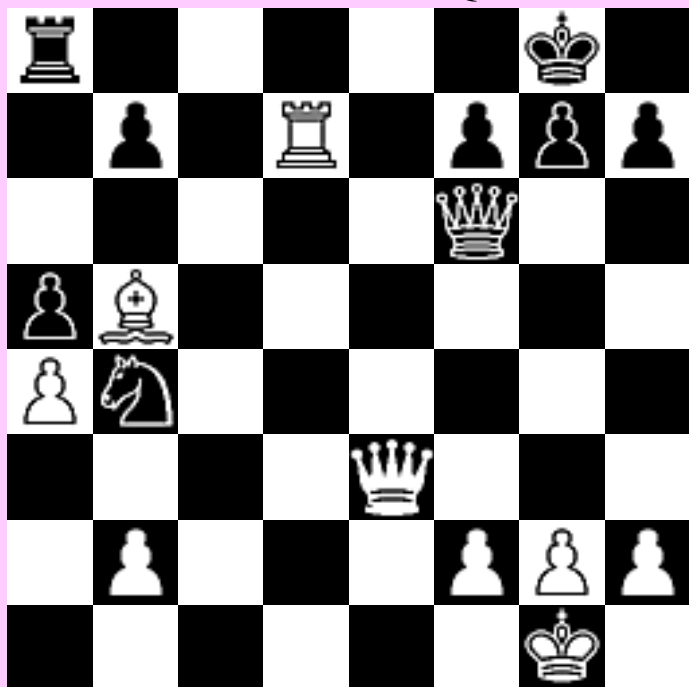
[Dr. Dave](#)

miles - clarke [D27]rooks on rank and files, 1976

1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 c5 5. Bxc4 e6 6. Nc3 a6 7. a4 cxd4 8. exd4 Be7 9. O-O Nc6 10. Re1 Nb4 11. Bg5 O-O 12. Ne5 Re8 13. Re3



13... Bd7 After playing 13.Re3 Miles spotted 13...Nfd5 14.Nxd5 Nxd5 15.Rh3 Bxg5 16.Qh5 but wasn't convinced that it worked (16...Qf6!?) - Clarke also thought about it but avoided it. It does show the risks and opportunities of the Re3-h3idea 14. Qb3 a5 15. Bxf6 Bxf6 16. Nxd7 Qxd7 17. Bb5 Nc6 18. d5 thematic 18... exd5 19. Nxd5 Qd6 20. Rd1 Rxe3 21. Qxe3 Nb4 22. Nxf6+ Qxf6 23. Rd7



23... Qxb2 24. Qe7 h6 25. Qxf7+ Kh8 26. h4 Qa1+ 27. Kh2 b6 28. g3 Rc8 29. Re7 Qd4 30. Bd7 1-0 miles-clarke 1976 (Re8+ Rxe8; Qxe8+ Kh7; Bf5+ mates) 1-0

Back to [Chess Coaching Page](#)

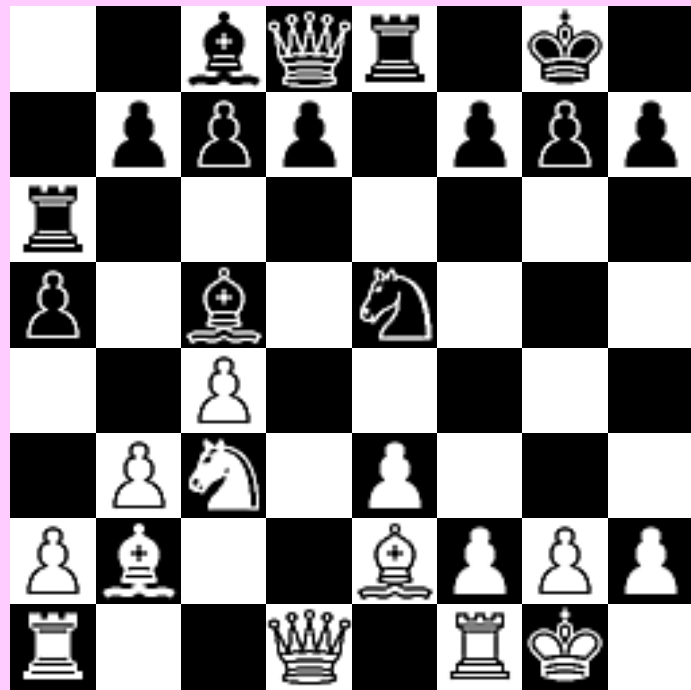
This document (Canon\canon402.html) was last modified on 13 Aug 2005 by



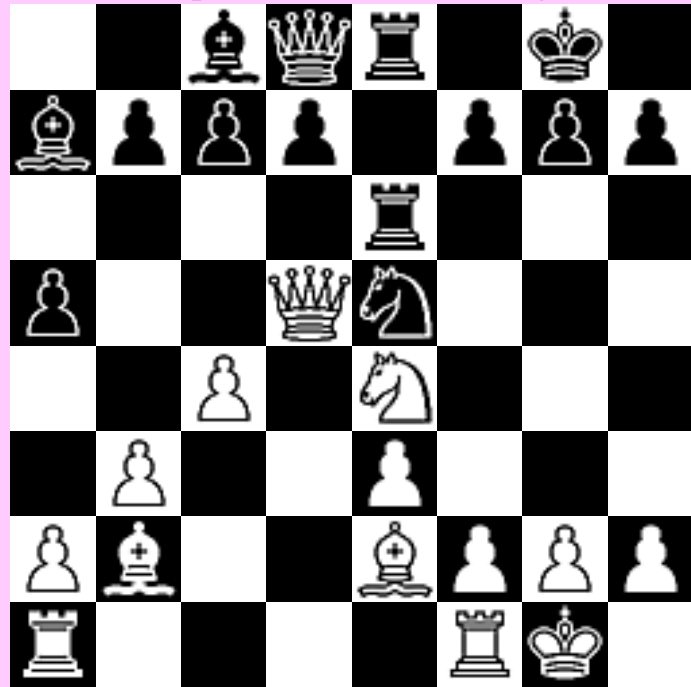
[Dr. Dave](#)

Whiteley - Agnos [A52]rooks on ranks and files, 1994

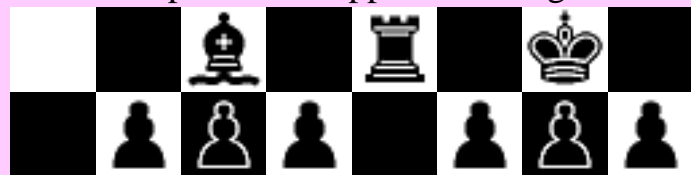
1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Nf3 Bc5 5. e3 Nc6 6. Be2 O-O 7. O-O Ncxe5 8. Nxe5 Nxe5 9. Nc3 Re8 10. b3 a5 11. Bb2 Ra6

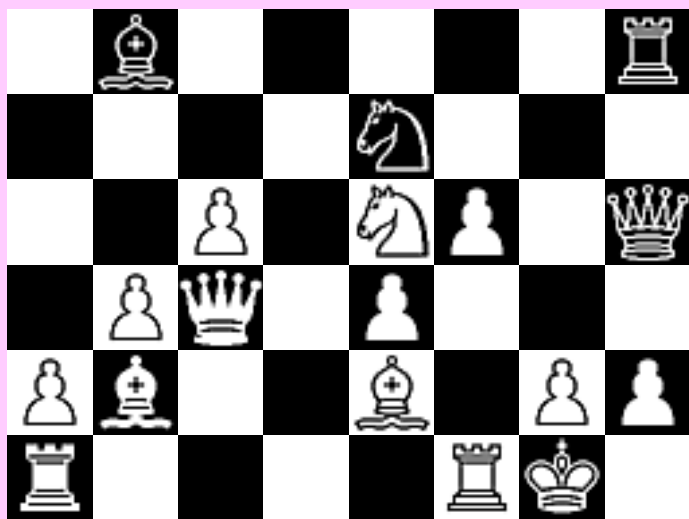


"A hacker's paradise" - CHESS magazine 12. Ne4 Ba7 13. Qd5 Rae6

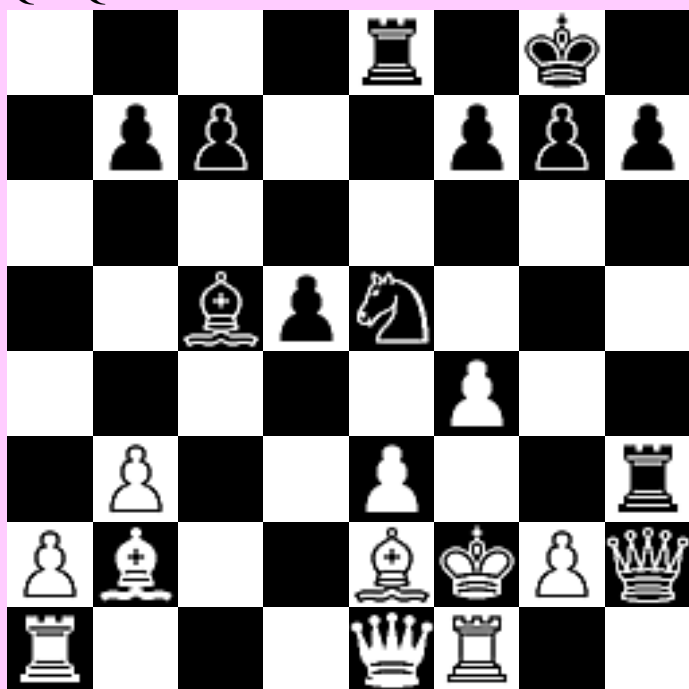


The Rook pauses to support the Knight on the half-open e-file 14. Qxa5 Bb6 15. Qc3 Qh4 16. f4 Rh6





We all knew that's where it really wanted to go. 17. h3 d5 18. Ng5 Qg3 19. c5 Bxh3 20. Nxh3 Rxh3 21. Qe1 Qh2+ 22. Kf2 Bxc5



Resigns 0-1 23. Bd4 Qxf4+ 24. exf4 Bxd4# 1-0

Back to [Chess Coaching Page](#)

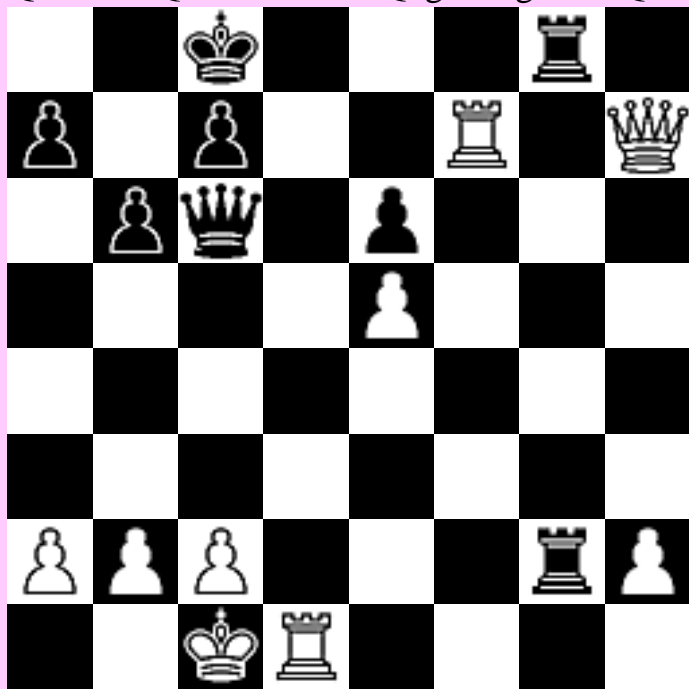
This document (Canon\canon403.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Korchnoi - Chekover (Leningrad (1/2 USSR [C10])rooks: tactics with rooks on s, rooks: tactics, 1951

1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Bd3 Ngf6 6. Nxf6+ Nxf6 7. Nf3 Be7 8. Bg5 h6 9. Bxf6 Bxf6 10. Qe2 Qd6 11. O-O-O Bd7 12. Be4 O-O-O 13. Ne5 Bxe5 14. dxe5 Qc5 15. Qf3 Bc6 16. Bxc6 Qxc6 17. Qxf7 Rdf8 18. Qxg7 Rhg8 19. Qxh6 Rxf2 20. Qh7 Rfxg2 21. Rhf1 b6 22. Rf7



22... R8g6 23. c3 Rxb2 (with the K on b1 this would mate) 24. Rd8+! Kb7 25. Rxc7+ Qxc7 26. Rd7 1-0

Back to [Chess Coaching Page](#)

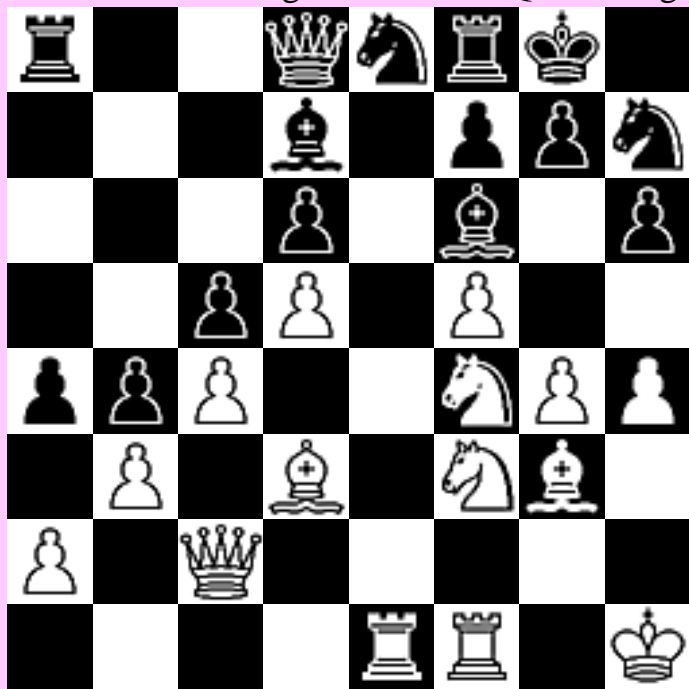
This document (Canon\canon404.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tarrasch - marco [C42]space I: breakthrough sacrific, space I: breakt, 1902

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 Be7 6. Bd3 Nf6 7. O-O O-O 8. h3 Be6 9. c4 c6 10. Ng5 Na6 11. Nc3 Nc7 12. f4 h6 13. Nf3 ! 13... Qc8 14. Qc2 Rb8 15. f5 Bd7 16. Bf4 b5 17. b3 c5 18. d5 b4 19. Ne2 a5 20. g4 Nh7 21. h4 Qd8 22. Bg3 a4 23. Kh1 Ra8 24. Rae1 ! 24... Ne8 25. Nf4 Bf6



White's ination of space is crushing, but Tarrasch needs a way in. The focus of the White structure is at e6, and here he finds a decisive sacrifice. 26. Ne6 ! 26... axb3 27. axb3 Qb6 28. Nxf8 Kxf8 29. g5 hxg5 30. hxg5 Nxf8 31. Qh2 Kg8 32. Nxf8 Bxf8 33. f6 g6 34. Bxf6 1-0 tarrasch-marco 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon405.html) was last modified on 13 Aug 2005 by



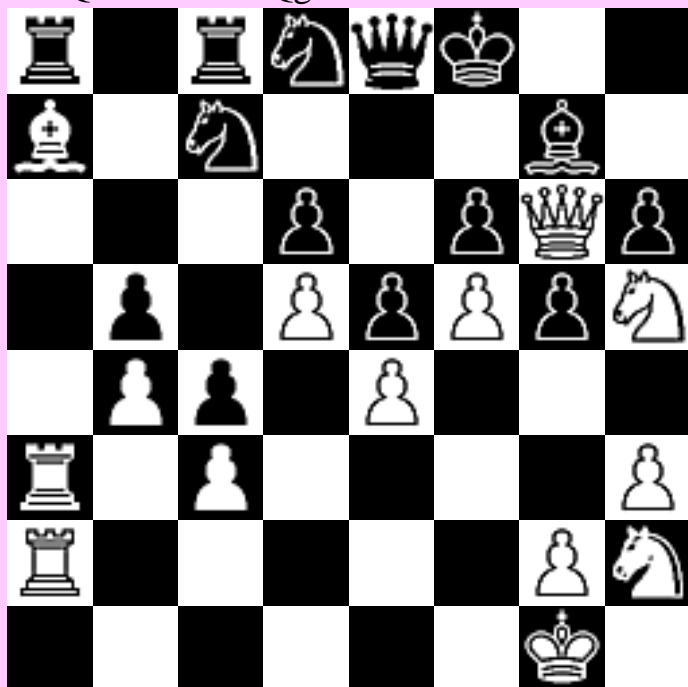
[Dr. Dave](#)

karpov - unzicker [C98]space II: infiltration on the, 1993

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Na5 10. Bc2 c5 11. d4 Qc7 12. Nbd2 Nc6 13. d5 Nd8 14. a4 Rb8 15. axb5 axb5 16. b4 Nb7 17. Nf1 Bd7 18. Be3 Ra8 19. Qd2 Rfc8 20. Bd3 g6 21. Ng3 Bf8 22. Ra2 c4 23. Bb1 Qd8



Black's lack of space will cost the game. White weaves his way in through the loose Queen's-side while Black's cramped pieces can neither defend the Queen's-side nor create counterplay on the King's-side.
 24. Ba7 Ne8 25. Bc2 Nc7 26. Rea1 Qe7 27. Bb1 Be8 28. Ne2 Nd8 29. Nh2 Bg7 30. f4 f6 31. f5 g5 32. Bc2 Bf7 33. Ng3 Nb7 34. Bd1 h6 35. Bh5 Qe8 36. Qd1 Nd8 37. Ra3 Kf8 38. R1a2 Kg8 39. Bxf7+ Nxf7 40. Qh5 Nd8 41. Qg6 Kf8 42. Nh5



1-0

Back to [Chess Coaching Page](#)

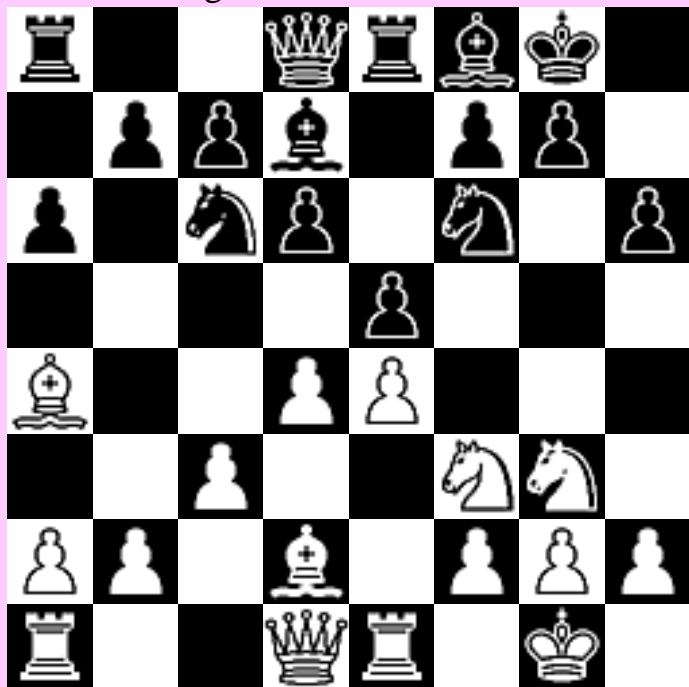
This document (Canon\canon406.html) was last modified on 13 Aug 2005 by



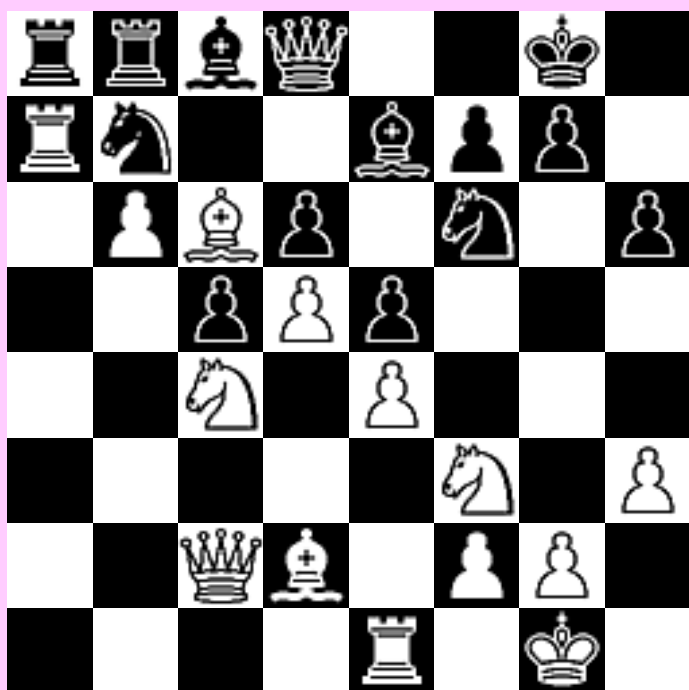
[Dr. Dave](#)

karpov - westerinen,nice [C87]space III: infiltration on the, space III: infi, 1974

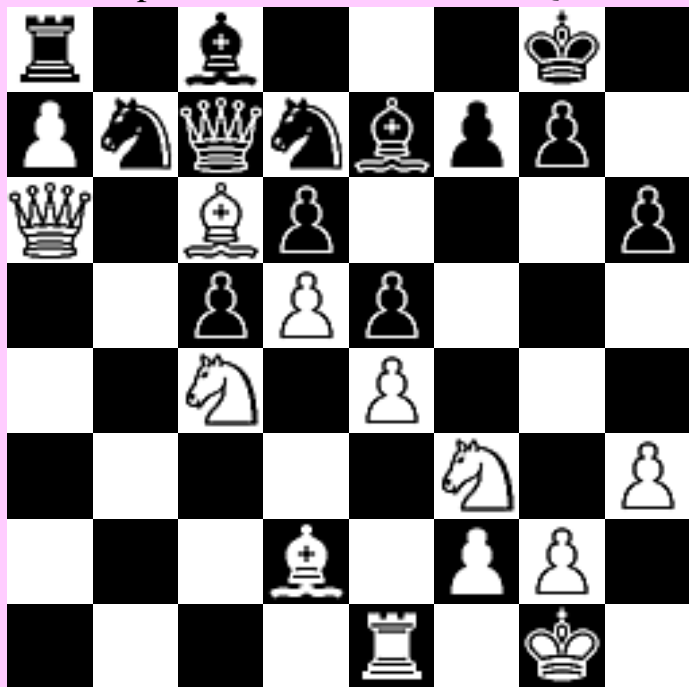
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. O-O Bd7 6. d4 Nf6 7. c3 Be7 8. Nbd2 O-O 9. Re1 Re8 10. Nf1 h6 11. Ng3 Bf8 12. Bd2



modest, but White is not so much concerned to point a battering-ram at a weak spot (there aren't any) as maintain a flexible position where Black will be less able to re-arrange the pieces to stop White's latest threat. 12... b5 13. Bc2 Na5 14. b3 c5 15. d5 Nh7 16. h3 Be7 17. Nf5 Nb7 18. a4 bxa4 19. b4 a5 20. Bxa4 axb4 21. cxb4 Bf8 22. Bc6 Qc7 23. b5 Nf6 24. Qc2 Re8 25. Ne3 Bc8 26. Nc4 Be7 27. b6 Qd8 28. Ra7



The point of using an open file is to provide an invasion points for rooks, although it's unusual for a Rook to arrive on the seventh, supported by a Pawn. Black cannot bear this, but the exchange concedes a monster pawn on a7. 28... Nd7 29. Qa4 Rxa7 30. bxa7 Ra8 31. Qa6 Qc7



Black's pieces are standing on each other's toes and cannot escape the attack of White's pieces. The Black Rook has nowhere to move to. 32. Bxd7 Qxd7 [32... Bxd7 33. Nb6] 33. Nb6 Nd8 34. Qa1 1-0

Back to [Chess Coaching Page](#)

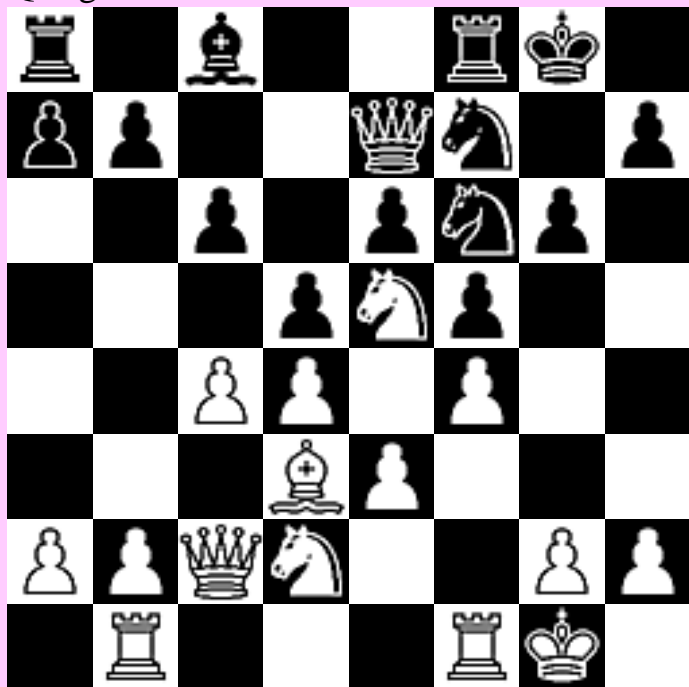
This document (Canon\canon407.html) was last modified on 13 Aug 2005 by



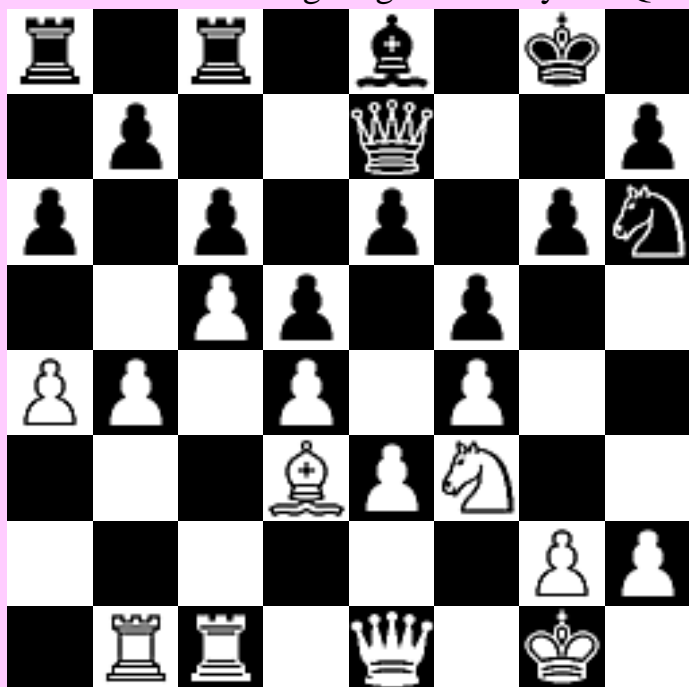
[Dr. Dave](#)

Capablanca, Jose - Treybal, Karel (Karlsbad_10) [D30]space IV: play on both wings, 1929

1. d4 d5 2. c4 c6 3. Nf3 e6 4. Bg5 Be7 5. Bxe7 Qxe7 6. Nbd2 f5 7. e3 Nd7 8. Bd3 Nh6 9. O-O O-O 10. Qc2 g6 11. Rab1 Nf6 12. Ne5 Nf7 13. f4

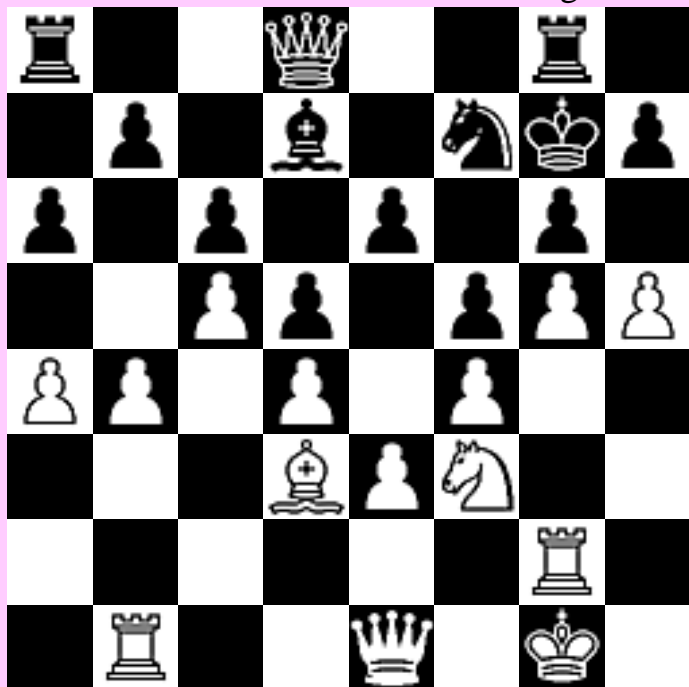


the Anti-Stonewall formation: White has a Queen's-side initiative 13... Bd7 14. Ndf3 Rfd8 15. b4 Be8 16. Rfc1 a6 17. Qf2 Nxe5 18. Nxe5 Nd7 seeking exchanges... 19. Nf3 ...but not finding them 19... Rdc8 20. c5 Nf6 21. a4 Ng4 a gesture only 22. Qe1 Nh6

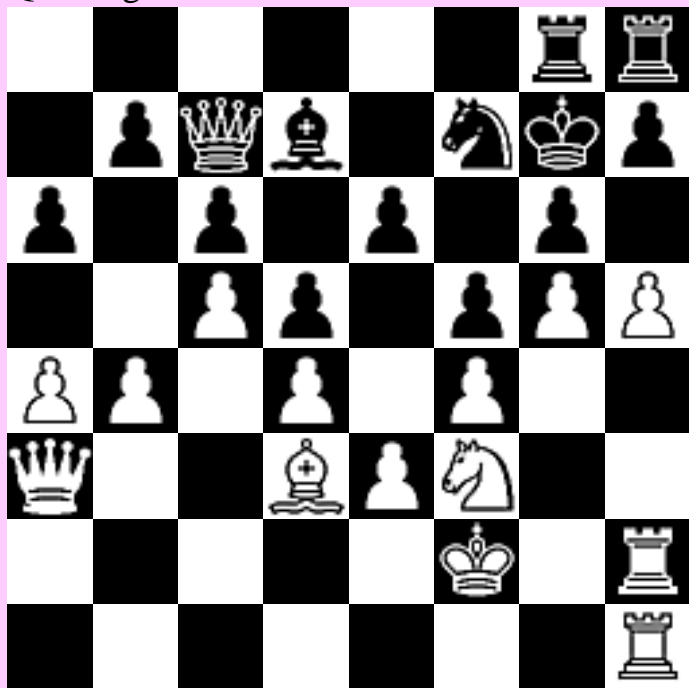


Black is defending the Queen's-side quite well: White switches tack. This is the key to understanding

space - although Black can theoretically defend any one point, White can make the Black pieces trip up in their rush to do so. 23. h3 Nf7 24. g4 Bd7 25. Rc2 Kh8 26. Rg2 Rg8 27. g5 Qd8 28. h4 Kg7 29. h5

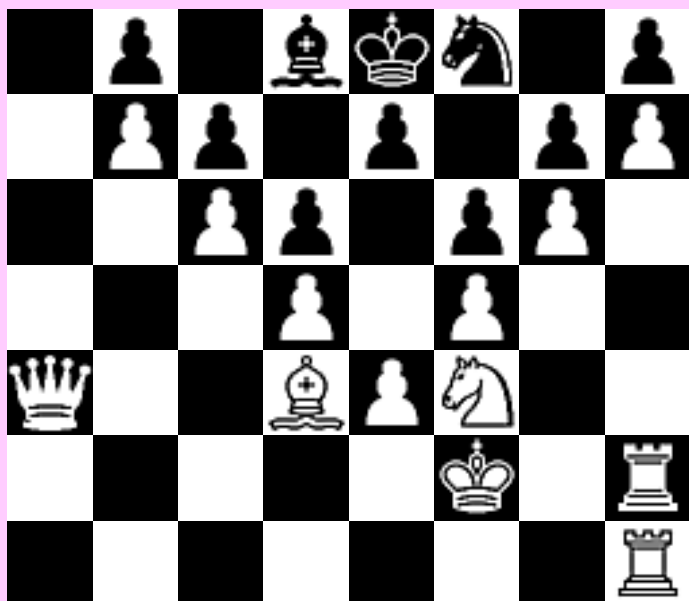


White has the initiative on both sides of the board: Black's cramped and passive pieces will find it hard to cover everything 29... Rh8 30. Rh2 Qc7 31. Qc3 Qd8 32. Kf2 Qc7 33. Rbh1 Rag8 34. Qa1 Rb8 35. Qa3 Rbg8

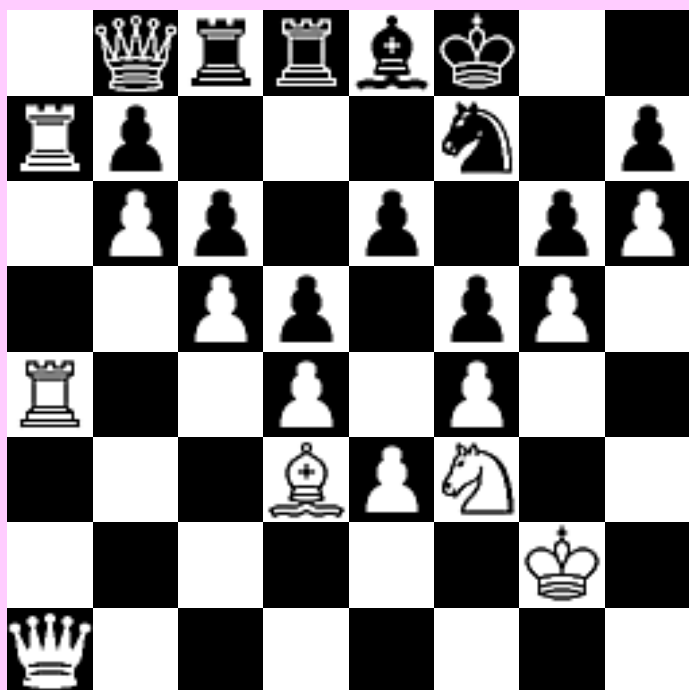


Just when Black has had to cover the h-file... 36. b5 ...White opens a file on the Q-side. Black's pieces have to rush back, but get in a tangle because they have so few squares. 36... axb5 [36... cxb5 37. h6 + Kf8 38. c6 +] 37. h6+ Kf8 38. axb5 Ke7 39. b6 Qb8

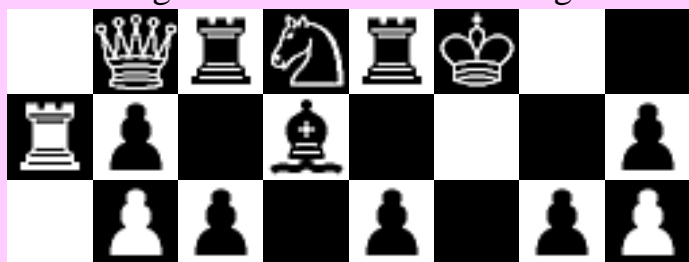


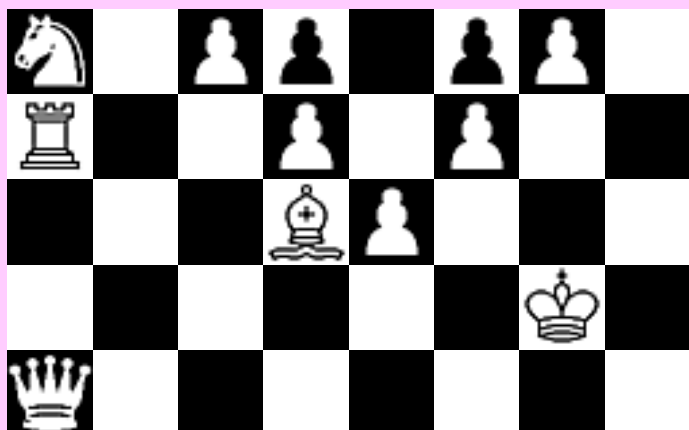


a sad decision: now Black won't be able to oppose rooks on the a-file. This is the concrete manifestation of what I described earlier: White switching the focus of activity from side to side until Black is wrong-footed. 40. Ra1 Rc8 41. Qb4 Rhd8 42. Ra7 Kf8 43. Rh1 Be8 44. Rha1 Kg8 45. R1a4 Kf8 46. Qa3 Kg8 47. Kg3 Bd7 48. Kh4 White spends a little time wondering where to put his King; he has the luxury of seeing how it looks on a few squares before the final push. 48... Kh8 49. Qa1 Kg8 50. Kg3 Kf8 51. Kg2 Be8

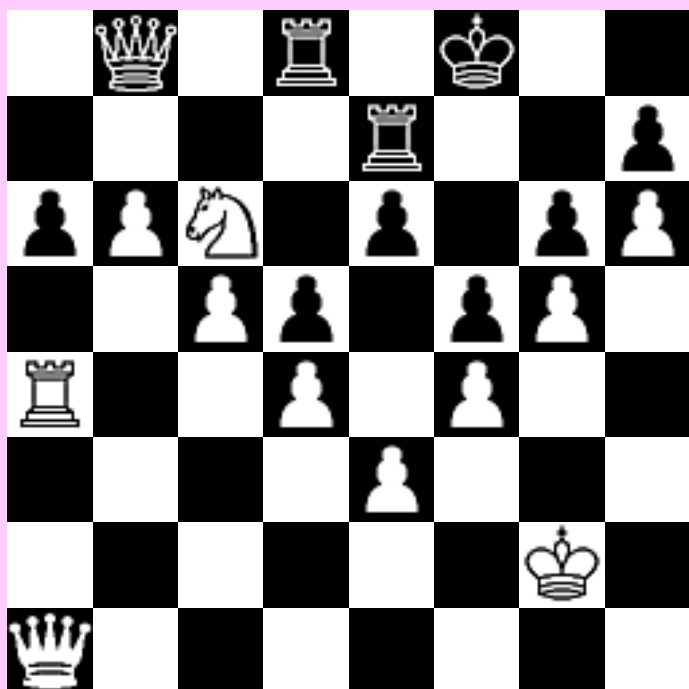


the last ingredient for the breakthrough is the Knight 52. Nd2 Bd7 53. Nb3 Re8 54. Na5 Nd8





Ready or not, here we come 55. Ba6 bxa6 56. Rxd7 Re7 else the a-pawn will simply go after Nb3 57. Rxd8+ Rxd8 58. Nxc6



this 'family' fork is decisive 1-0

Back to [Chess Coaching Page](#)

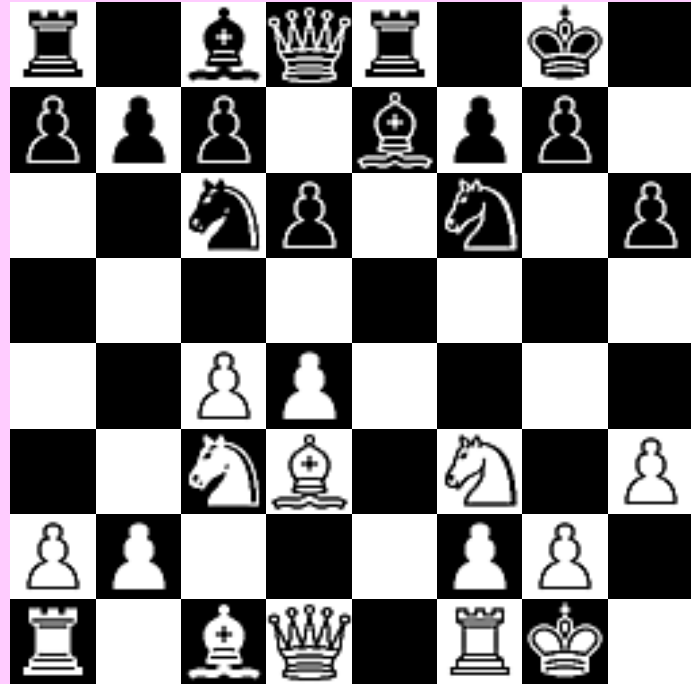
This document (Canon\canon408.html) was last modified on 13 Aug 2005 by



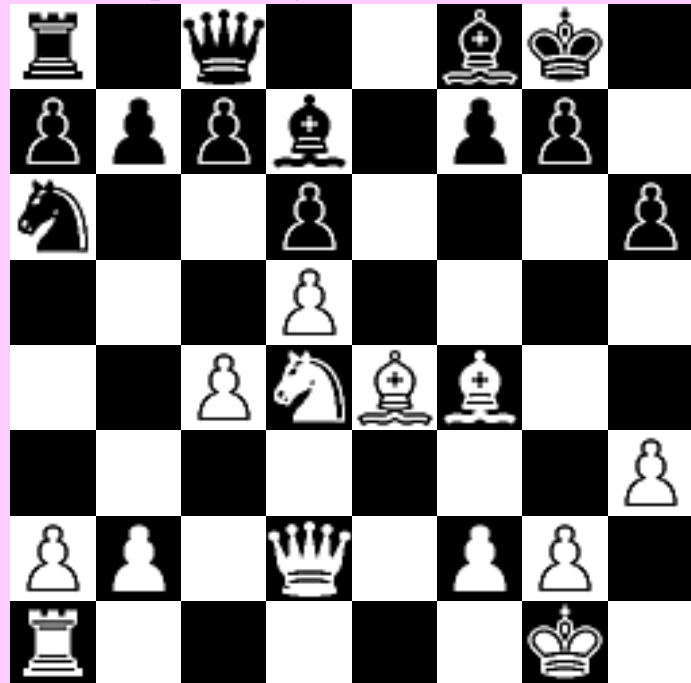
[Dr. Dave](#)

Fischer, Robert - Gheorghiu, Florin [Buenos Aire [C42]space V: in a semi-open game, 1970

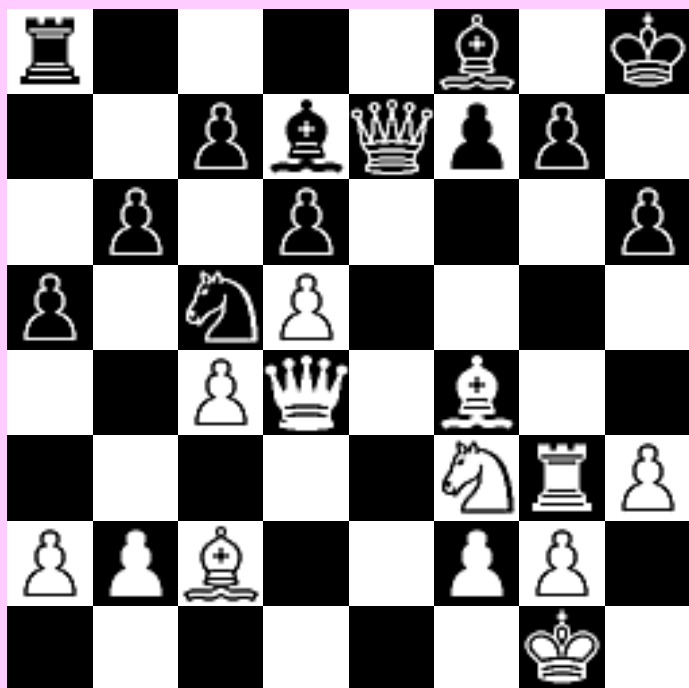
1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 Be7 6. Bd3 Nf6 7. h3 O-O 8. O-O Re8 9. c4 Nc6 10. Nc3 h6



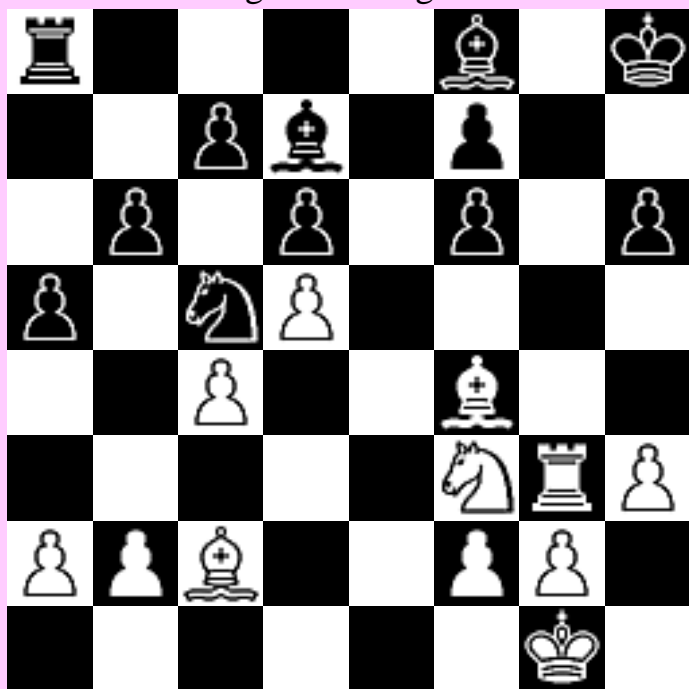
Black is solid but looks comfortable 11. Re1 Bf8 12. Rxe8 Qxe8 13. Bf4 Bd7 14. Qd2 Qc8 15. d5 Nb4 16. Ne4! preserving the Bd3 16... Nxe4 17. Bxe4 Na6 18. Nd4



now Black needs some ideas 18... Nc5 19. Bc2 a5 20. Re1 Qd8 21. Re3! b6 22. Rg3 Kh8 23. Nf3 Qe7 24. Qd4



White's advantage is settling into concrete threats on the King's-side 24... Qf6 25. Qxf6 gxf6



Black has achieved an exchange, but at cost of weak pawns, which we already know about 26. Nd4 Re8 27. Re3! confidence! 27... Rb8 Black reckons the Rook is a drawing factor 28. b3 b5 29. cxb5 Bxb5 30. Nf5 and White gains material 30... Bd7 31. Nxb6 Rb4 32. Rg3! Bxb6 33. Bxb6 Ne4 34. Bg7+ Kh7 35. f3 1-0

Back to [Chess Coaching Page](#)

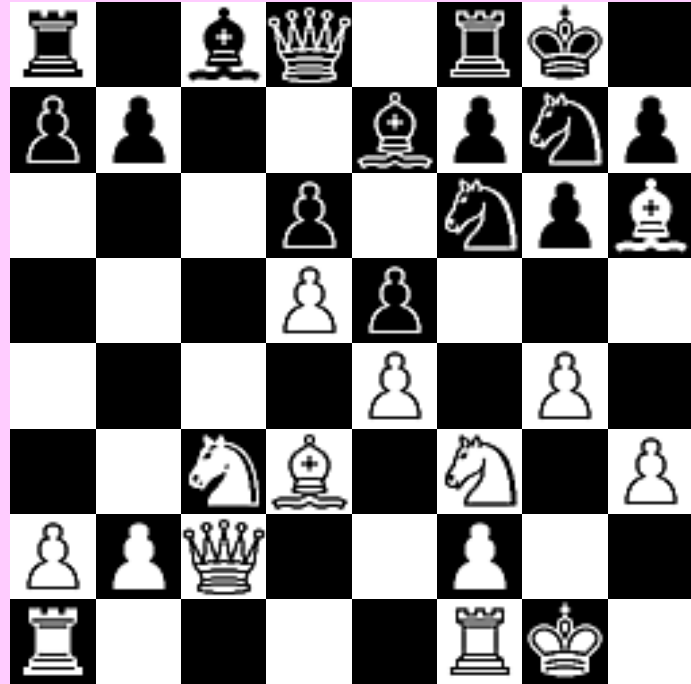
This document (Canon\canon409.html) was last modified on 13 Aug 2005 by



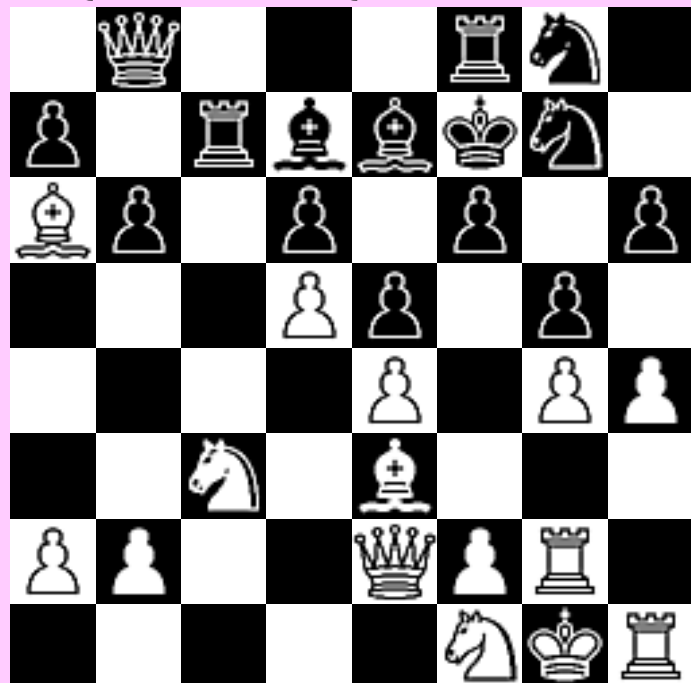
[Dr. Dave](#)

tarrasch - showalter,vienna [C50]space: enables play on each wi, space: enables, 1898

1. e4 e5 2. Nf3 Nc6 3. Bc4 Be7 4. d4 d6 5. d5 Nb8 6. Bd3 Nf6 7. c4 O-O 8. h3 c6 9. Nc3 Na6 10. Be3 Nc7 11. O-O Nce8 12. Qc2 ! 12... cxd5 13. cxd5 g6 14. Bh6 Ng7 15. g4



! squashing the Black Knights 15... Nfe8 16. Kh2 Kh8 17. Rg1 Bd7 18. Rg2 Rc8 19. Rag1 b6 20. Qd2 Nf6 21. Ne1 Ng8 22. Be3 g5 23. Nf3 f6 24. h4 h6 25. Rh1 Kh7 26. Kg1 Kg6 27. Nh2 Rc7 28. Nf1 Qc8 29. Qe2 Kf7 30. Ba6 Qb8



White dictates the pace on both sides of the board. On which wing will the big push come? 31. Nb5 ! a

feint to the left... 31... Bxb5 32. Bxb5 Rfc8 33. hxc5 ...penetration on the right... 33... hxc5 34. Bc6 ... and back on the left, this move seals in the Black major pieces. Black eventually decides he can't bear the bishop there and sacrifices a Rook for it, but for now the manoeuvre ...Bf8 /...Ne7 is threatened. 34... Bf8 35. Qf3 threatening the pawn on g5 35... Rxc6 36. dxc6 Ne6 37. Rh7+ Bg7 38. Ng3 Rxc6 39. Nf5 Qc8 40. Rgh2 Black's Queen-side pieces are obviously out of the main battle, but even the King's-side pieces are as much targets as they are defenders. 40... Ne7 41. Nxc7 Nxc7 42. Bxc5 Qe6 1-0 [42... Qe6 43. Bxf6 Qxf6 44. Rxc7+ Ke6 [44... Kxc7 45. Rh7+ Kxh7 46. Qxf6 Ng6 47. g5 Rc7 48. Qxd6] 45. Rxe7+ Kxe7 46. Rh7+ Ke6 47. Qb3+ d5 48. Qxd5#] 1-0

Back to [Chess Coaching Page](#)

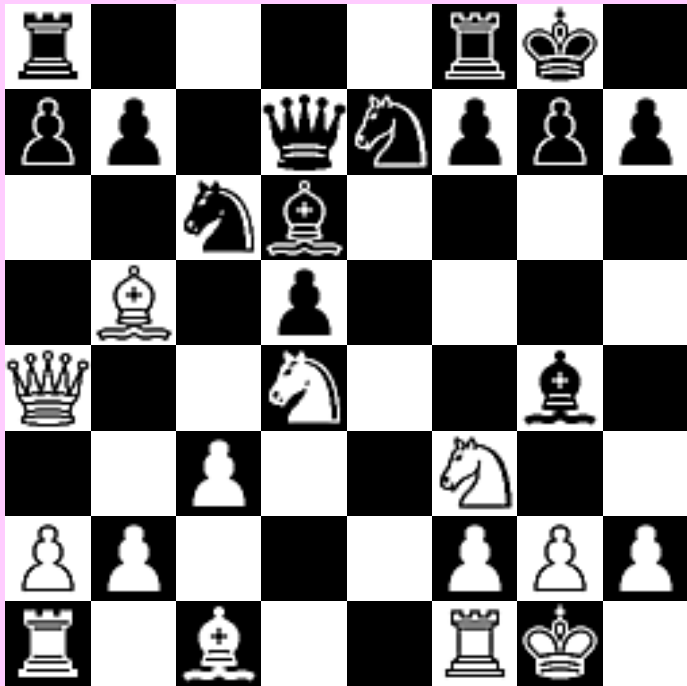
This document (Canon\canon410.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Karpov,An - Kortschnoj,V. Moscow cf (Wch) [C09]weak pawns IQP: (blockade in m, weak pawns IQP:, 1974

1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. O-O cxd4 8. Nb3 Nge7 9. Nbx d4 O-O 10. c3 Bg4 11. Qa4 Qd7



One GM watching the whole match had been about pawns - isolated, doubled, blockaded - so they might as well play without pieces! 12. Be3 a6 13. Be2 Nxd4 14. Qxd4 Nc6 15. Qd2 Rfe8 16. Rad1 Rad8 17. Bb6 Bc7 18. Bxc7 Qxc7 19. Rfe1 h6 20. h3 Bf5 21. Bf1 Rxe1 22. Qxe1 Qb6 23. Rd2 Be4 24. Qe2 Na5 25. Qd1 Qf6 26. Nh2 Qb6 27. Nf3 Nc6 28. Nd4 Ne5 29. f3 Bg6 30. Qe1 Nd7 31. Qf2 Qa5 32. a3 Qc7 33. Nb3 Bf5 34. Nd4 Bg6 35. Nc2 Nf6 36. Ne3 Qe5 37. c4 b5 38. cxd5 h5 39. a4 Re8 40. axb5 axb5 41. Bxb5 Qxe3 42. Bxe8 Qxe8 43. d6 Bf5 44. Rd1 Qb5 45. Qd4 Nd7 46. Re1 Be6 47. Kh2 Qg5 48. h4 Qd8 49. b4 Nf6 50. Qe5 Ne8 51. Re4 Qxd6 52. Qxd6 Nxd6 53. Rd4 Nb7 54. g4 Kh7 55. Kg3 Kg6 56. Kf4 hxg4 57. fxg4 f6 58. Rd1 Kh6 59. Rd4 Kg6 60. h5+ Kh6 61. b5 g6 62. hxg6 Kxg6 63. b6 Kf7 64. Rd2 Ke7 65. Rc2 Bd5 66. Rc7+ Ke6 67. Rh7 Nd6 1/2

Back to [Chess Coaching Page](#)

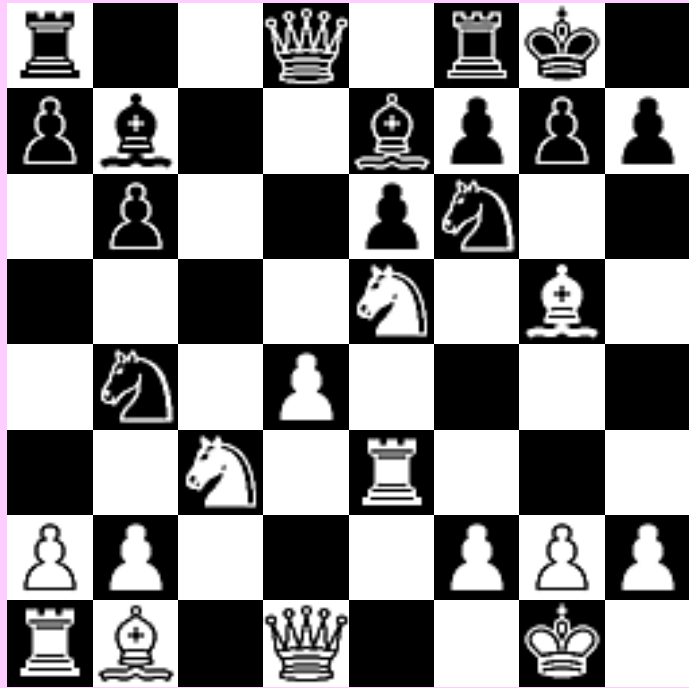
This document (Canon\canon411.html) was last modified on 13 Aug 2005 by



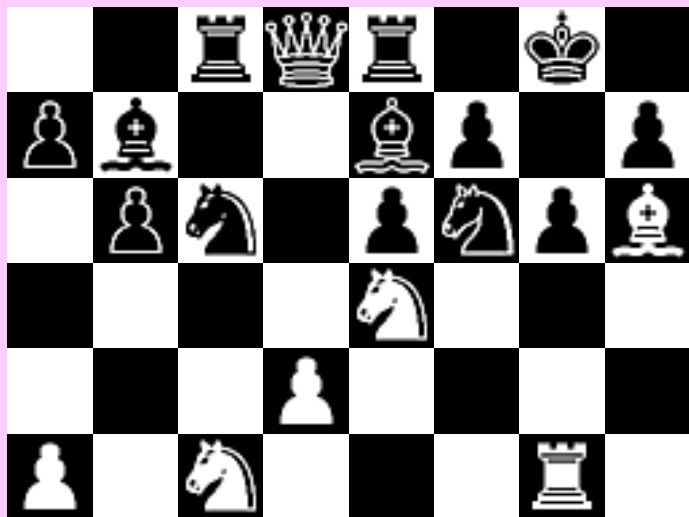
[Dr. Dave](#)

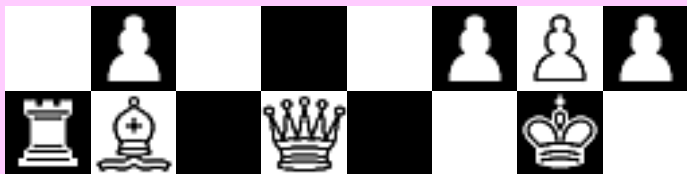
keene,r - miles,aj (Hastings) [D42] weak pawns IQP: Attack with sp, weak pawns IQP:, 1975

doesn't quite work as well 1. c4 e6 2. d4 d5 3. Nc3 Nf6 4. Nf3 c5 5. cxd5 Nxd5 6. e3 cxd4 7. exd4 Be7 8. Bd3 the position actually arose by a different move order 8... O-O 9. O-O Nc6 10. Re1 Nf6 [10... Ncb4 11. Bb1 Nf6 12. Bg5 Bd7 13. Ne5 is similar to the game] 11. Bg5 Nb4 right idea against IQP but too early 12. Bb1 b6 13. Ne5 Bb7 14. Re3

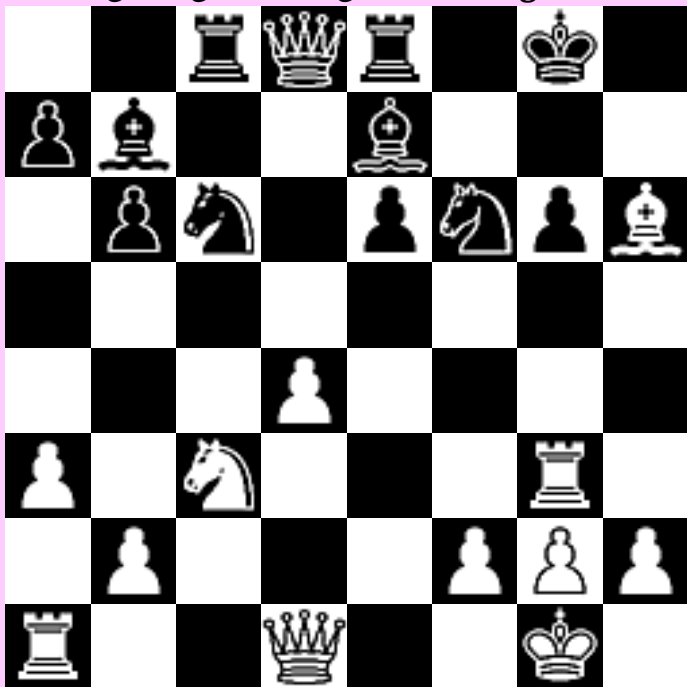


This is the key move of the game, and thematic for this section. White gets away brilliantly with it in this game, but obviously the downside of this manoeuvre is that the Rook is very exposed once it is committed to the attack. 14... g6 or [14... Ng4 15. Bxe7 Nxe3 16. Bxh7+ Kh8 17. Qh5 Ng4 18. Bg6+ Nh6] 15. Rg3 [15. Rg3 Re8 16. Bh6 Bf8 17. Bxf8 Rxf8 18. Qd2 +- keene 18... Rc8 19. Nxg6 hxg6 20. Bxg6 fxg6 21. Qh6 Kf7 22. Rxc8 Rxc8] 15... Rc8 [15... Nc6 16. Bh6 Qxd4 17. Qxd4 Nxd4 18. Bxf8 Kxf8 19. h3 Rd8] 16. Bh6 Re8 17. a3 Nc6





18. Nxf6 hxg6 19. Bxg6 [19. Bxg6 Bd6 20. Bxf7+ Kxf7 21. Rg7+ Kf8 22. Qf3] 19... fxg6



[19... Bf8 20. Bc2+ Kh8 21. Bxf8 Rxf8 22. Qd2 Ng8 23. Rh3+ Kg7 24. Rh7+ Kf6 25. d5] 20. Qb1 [20. Qc2 or] 20... Ne5 21. dxe5 Ne4 22. Nxe4 Kh7 23. Nf6+ Bxf6 24. Qxg6+ Kh8 25. Bg7+ Bxg7 26. Qxg7# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon412.html) was last modified on 13 Aug 2005 by



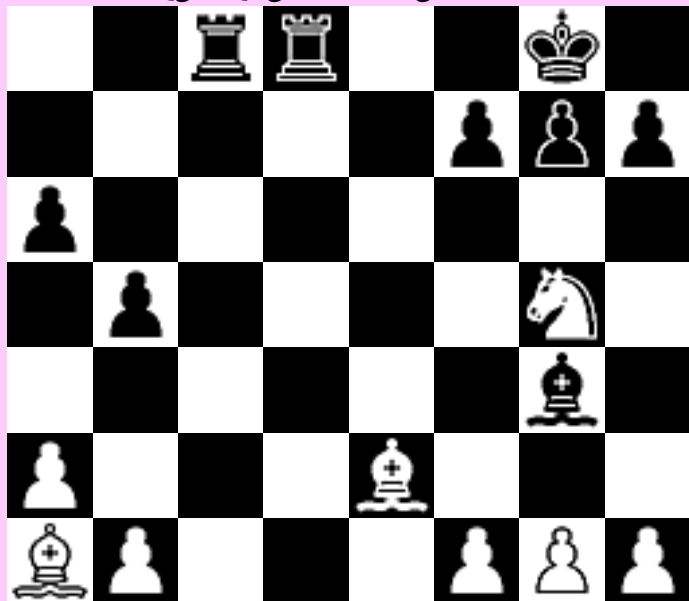
[Dr. Dave](#)

stoltz - thomas,zaandamk [E57]weak pawns IQP: advance d4-d5, 1946

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c5 5. e3 Nc6 6. a3 cxd4 7. exd4 dxc4 8. Bxc4 Be7 9. O-O O-O 10. Re1 a6 11. Ba2 b5



White's advantage seems trifling - a good Rook on e1 and the move - but is rapidly converted through the characteristic d4-d5 break. White can see no tactical opportunity in particular, but a general optimism based on open lines 12. d5 exd5 13. Nxd5 Nxd5 14. Qxd5 Qd6 [14... Bb7 15. Bg5 with a strong initiative based on his more active pieces 15... Bxg5 [15... Na5 16. Qf5 Bxg5 17. Nxg5 g6 18. Nxf7] 16. Nxg5 Qxd5 17. Bxd5 h6 18. Ne4] 15. Rxe7 Qxe7 16. Qxc6 Bg4 17. Be3 Rac8 18. Qd5 Rfd8 19. Qg5 Qxg5 20. Nxg5





20... Rd7 21. f3 Bf5 22. g4 Bd3 23. Rd1 Rcd8 24. Bb6 Bc4 25. Rxd7 Rxd7 26. Bxc4 bxc4 27. Ne4 f5
28. gxf5 Kf7 29. Ba5 Rd5 30. Bc3 h5 31. Kf2 Kg8 32. f6 1-0

Back to [Chess Coaching Page](#)

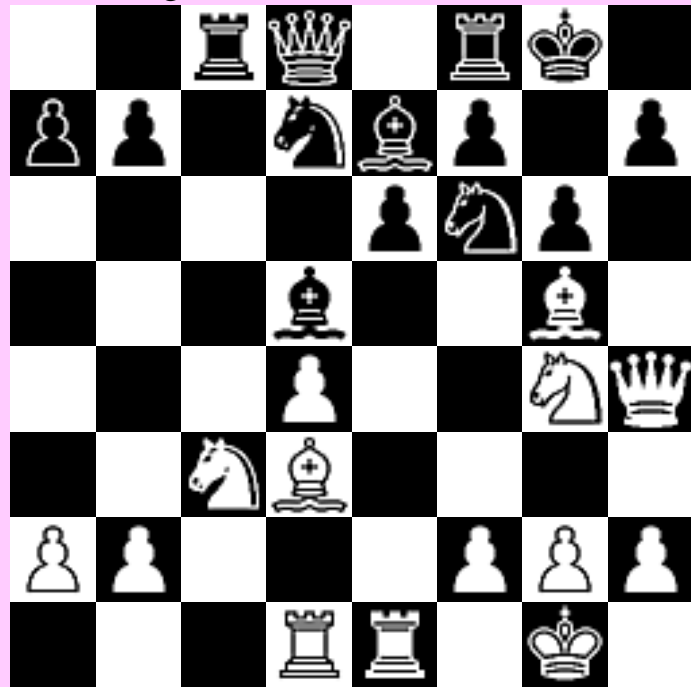
This document (Canon\canon413.html) was last modified on 13 Aug 2005 by



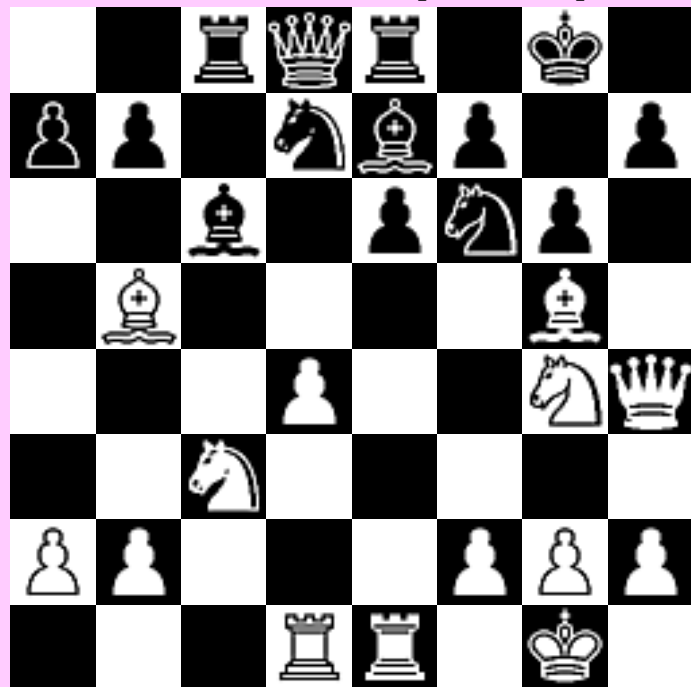
[Dr. Dave](#)

dittman - fuchs [E40]weak pawns IQP: advance d4-d5, 1956

1. c4 Nf6 2. d4 e6 3. Nc3 Bb4 4. e3 d5 5. Nf3 c5 6. Bd3 cxd4 7. exd4 dxc4 8. Bxc4 Nbd7 9. O-O O-O
 10. Bg5 Nb6 11. Bd3 Bd7 12. Ne5 Be7 13. Qf3 Bc6 14. Qh3 g6 15. Rad1 Bd5 [15... Nbd5] 16. Qh4
 Rc8 17. Ng4 Nbd7 18. Rfe1

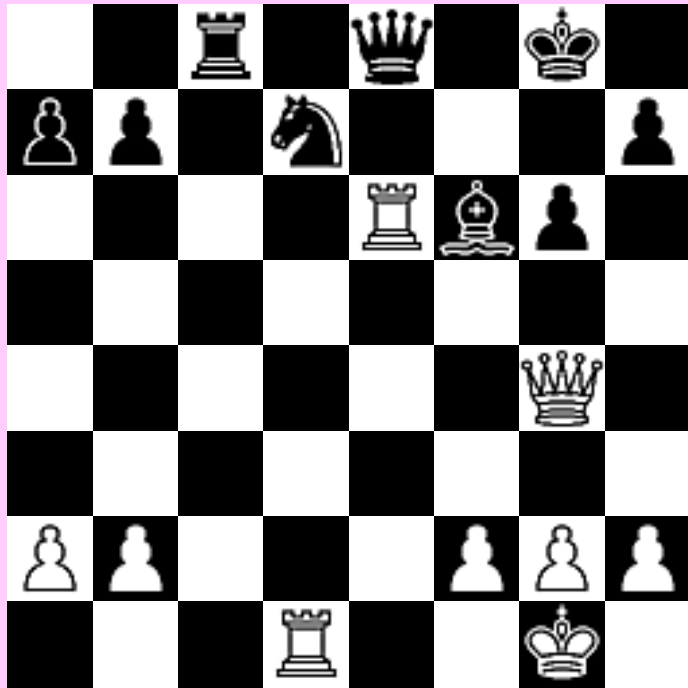


a firm blockade? 18... Re8 [18... a6] 19. Bb5 Bc6



that's removed the blockade - but can White advance it? the decision demands prior exact analysis 20. d5
 Bxb5 [20... Nxd5 21. Bxe7 Qxe7 22. Qxe7 Rxe7 23. Nxd5 Bxd5 24. Bxd7 Rxd7 25.
 Nf6+] [20... exd5 21. Rxe7 Rxe7 22. Nxf6+] [20... Bxd5 21. Nxd5 Nxd5 22. Bxe7

Qxe7 23. Qxe7 Rxe7 24. Rxd5] 21. dxe6 fxe6 22. Nxb5 Nxc4 23. Qxc4 Bxc4 24. Nd6 Bf6 25. Nxe8 Qxe8 26. Rxe6



26... Qf7 [26... Be7 27. Qe2 Kf7 28. Re1] 27. Red6 Nb6 28. Rxb6 Rf8 29. Rb3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon414.html) was last modified on 13 Aug 2005 by



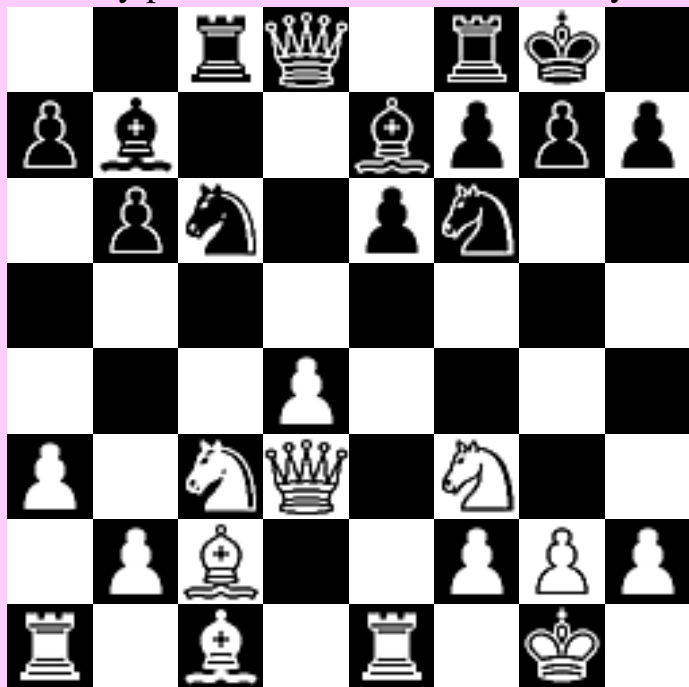
[Dr. Dave](#)

Petrosian, T - Balashov, Y [E57] weak pawns IQP: advance d4-d5, 1974

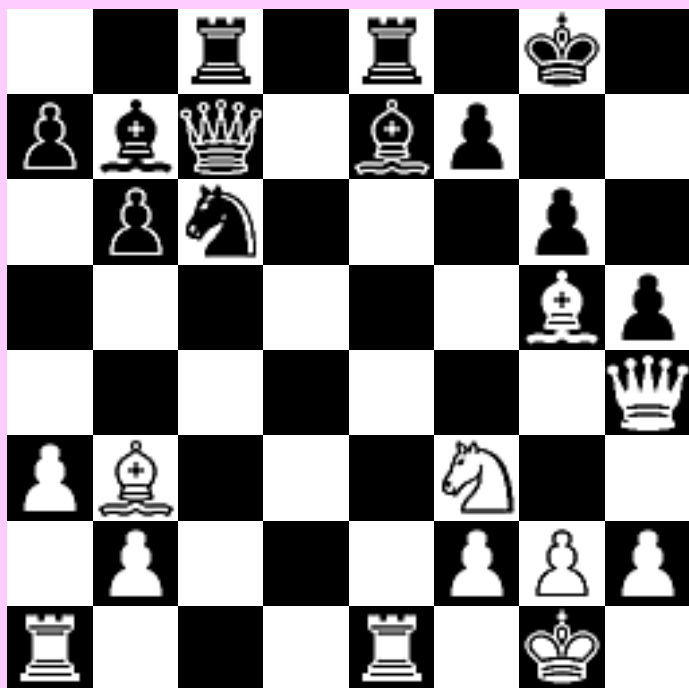
1. c4 Nf6 2. Nc3 e6 3. d4 Bb4 4. e3 c5 5. Bd3 d5 6. Nf3 O-O 7. O-O dxc4 8. Bxc4 Nc6 9. Bd3 cxd4 10. exd4 Be7 11. Re1



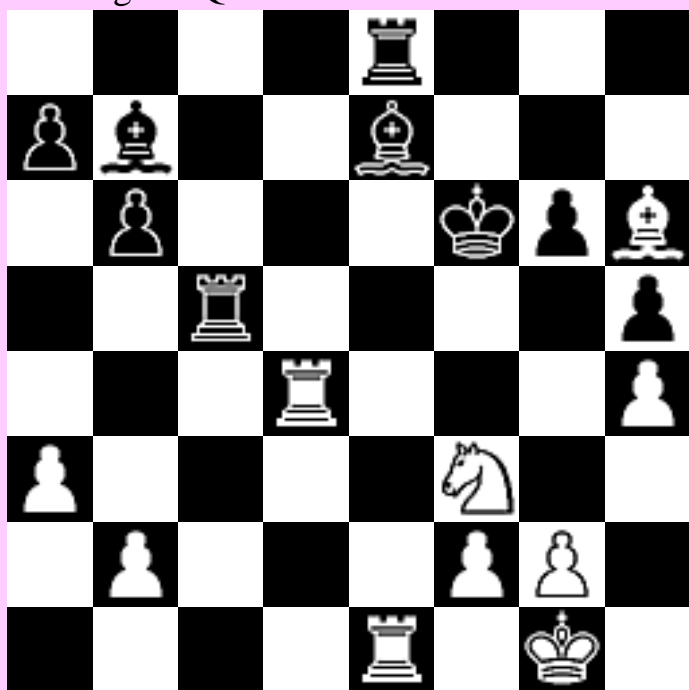
This key position can arise from a variety of openings. 11... b6 12. a3 Bb7 13. Bc2 Rc8 14. Qd3



14... Re8 15. d5! exd5 16. Bg5 with the e-file open, Qxh7-h8 is mate. 16... Ne4 [16... g6? 17. Rxe7 Qxe7 18. Nxd5] 17. Nxe4 dxe4 18. Qxe4 g6 19. Qh4 Qc7 [19... Rc7!?] 20. Bb3 h5



A difficult decision. Kotov suggests analysing to a finish from here (!) [20... Bf8 21. Bf4 & Ng5] 21. Qe4 Kg7 22. Bxf7 Kxf7 23. Bh6 Qd6 24. Qc4+ Kf6 25. Rad1 Nd4 26. Qxd4+ Qxd4 27. Rxd4 The exchange of Queens is a false comfort. 27... Rc5 28. h4



and threats of mate are decisive. (Having seen the end, can you follow it from the last diagram.) 1-0

Back to [Chess Coaching Page](#)

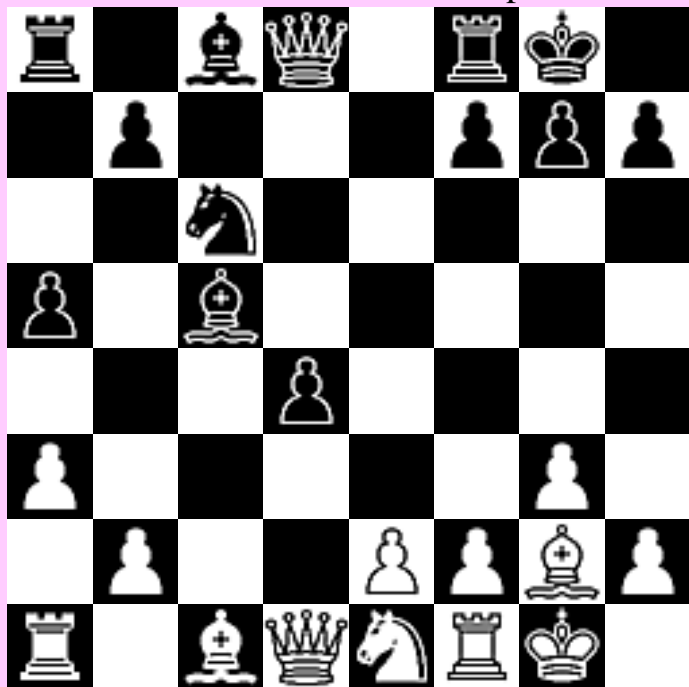
This document (Canon\canon415.html) was last modified on 13 Aug 2005 by



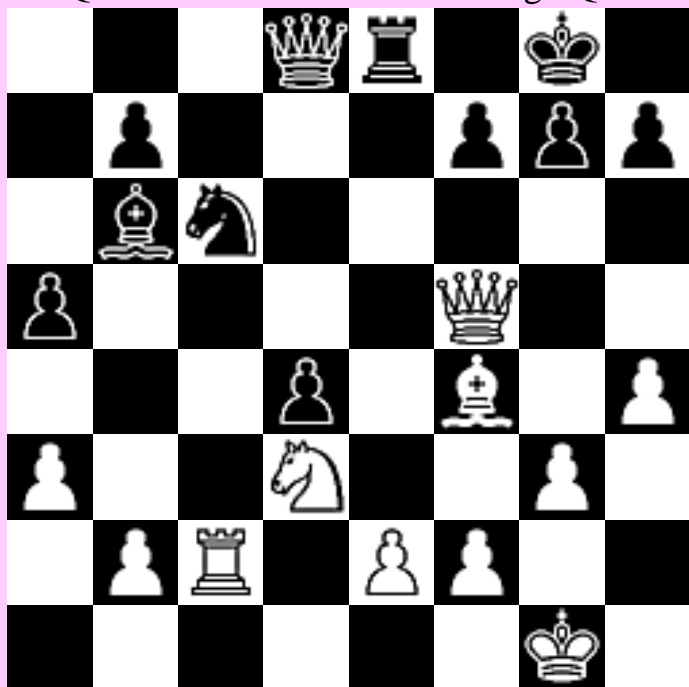
[Dr. Dave](#)

Petrosian - Peters (Lone Pine) [D41]weak pawns IQP: advances but b, weak pawns IQP:, 1976

1. c4 Nf6 2. Nc3 c5 3. g3 Nc6 4. Bg2 e6 5. Nf3 Be7 6. d4 d5 7. cxd5 Nxd5 8. O-O O-O 9. Nxd5 exd5 10. dxc5 Bxc5 11. a3 a5 12. Ne1 provocative 12... d4

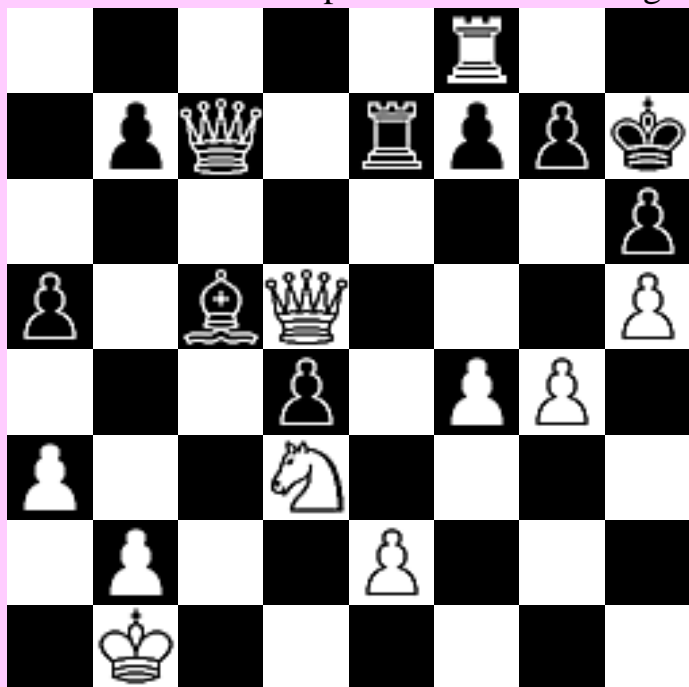


provoked! 13. Nd3 Bb6 14. Bd2 Re8 15. Rc1 Bg4 16. Re1 Rc8 17. h3 Bf5 18. Qb3 Be4 19. Bxe4 Rxe4 20. Qb5 Na7 21. Rxc8 Nxc8 22. Bg5 Qd6 23. Rc1 Na7 24. Qf5 Re8 25. Bf4 Qd8 26. Rc2 Nc6 27. h4



the Nd3 is an ideal blockader, and Black's defensive pieces are uninspiring 27... h6 28. Qb5 Na7 29. Qf5 Nc6 30. Kf1 Re6 31. Qb5 typical Petrosian cat-and-mouse 31... Na7 32. Qb3 Nc6 33. h5 Ne7 34. Ke1

Nd5 35. Qb5 Nf6 36. Kd1 Nd5 37. Be5 Ne7 38. g4 Nc6 39. Bg3 Na7 40. Qb3 Nc6 41. Kc1 Re4 42. f3 Re3 43. Kb1 should have castled Queen's-side... 43... Ne7 44. Bh4 White jumps at the opportunity to exchange off Black's better minor piece 44... Qd6 45. Bxe7 Rxe7 46. Rc8+ yeuch 46... Kh7 47. Rf8 Qc7 48. f4 Bc5 this Bishop has been out of the game for the most part 49. Qd5



decisive centralisation 49... Re5 [49... Bd6 50. Qf5+ g6 51. Qf6 mating] 50. Rxf7 1-0

Back to [Chess Coaching Page](#)

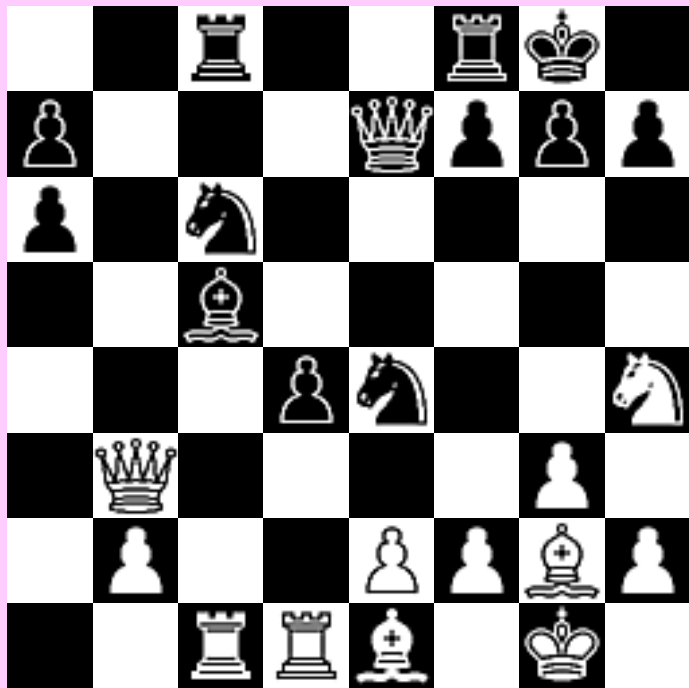
This document (Canon\canon416.html) was last modified on 13 Aug 2005 by



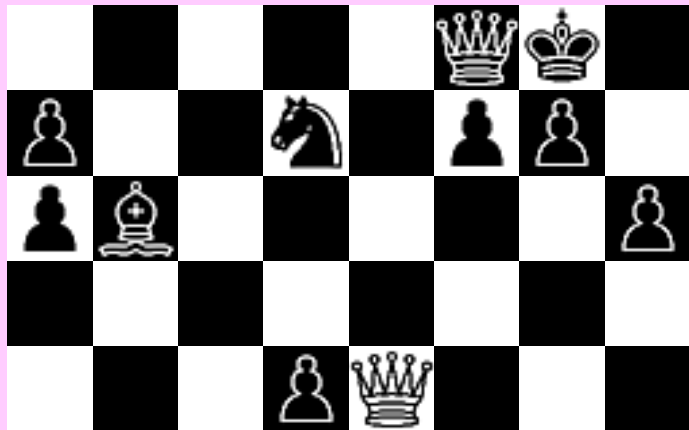
[Dr. Dave](#)

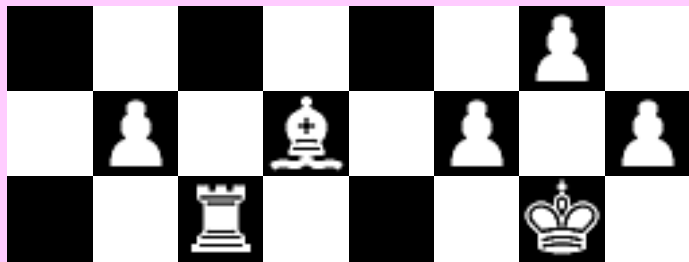
Lasker, Emanuel - Tarrasch, S. (St. Petersburg) [D30] weak pawns IQP: advances but w, weak pawns IQP:, 1914

1. d4 d5 2. Nf3 c5 3. c4 e6 4. cxd5 exd5 5. g3 Nc6 6. Bg2 Nf6 7. O-O Be7 8. dxc5 Bxc5 9. Nbd2 d4 10. Nb3 Bb6 11. Qd3 ! ...Bf5 must be stopped somehow. The Queen is of course a poor blockader (the best is a Knight) but the priority is the blockade. 11... Be6 12. Rd1 (Nxd4 is threatened) 12... Bxb3 13. Qxb3 Now the Bb6 is a poor match for the Bg2. Black still has bags of space but must turn this to account before White re-arranges himself. 13... Qe7 14. Bd2 ! 14... O-O 15. a4 Ne4 16. Be1 a move made in the faith that the tide of Black's activity will turn 16... Rad8 17. a5 Bc5 18. a6 We see this device also in the defence of hanging pawns. It opens up a second front for White's probing rooks. 18... bxa6 19. Rac1 Rc8 20. Nh4



! 20... Bb6 21. Nf5 Qe5 22. Bxe4 Another confident move, but White is still boss of the White squares. White gains the exchange for a pawn, and it's the only pawn that can stop the Black d-pawn. 22... Qxe4 23. Nd6 Qxe2 24. Nxc8 Rxc8 25. Qd5 Qe6 26. Qf3 h6 27. Bd2 Ne5 28. Rxc8+ Qxc8 29. Qe4 Nd7 30. Rc1 ! 30... Qf8





31. Bxh6 Nc5 32. Qg4 f5 33. Qg6 Qf7 34. Qxf7+ Kxf7 35. Bg5 Nd3 [35... d3 36. Be3 Ne4 37. Bxb6 axb6 and Black has a choice of whether to lose his d-pawn on d3 or d2.] 36. Rb1 Ke6 37. b3 Kd5 38. f3 a5 39. h4 Nc5 40. h5 d3 Black is still swinging hard but still not landing anything 41. Kf1 a4 42. bxa4 Nxa4 43. Bf6 (cheeky!) 43... Ke6 44. Bxg7 Kf7 45. Be5 Nc5 46. Rd1 1-0

Back to [Chess Coaching Page](#)

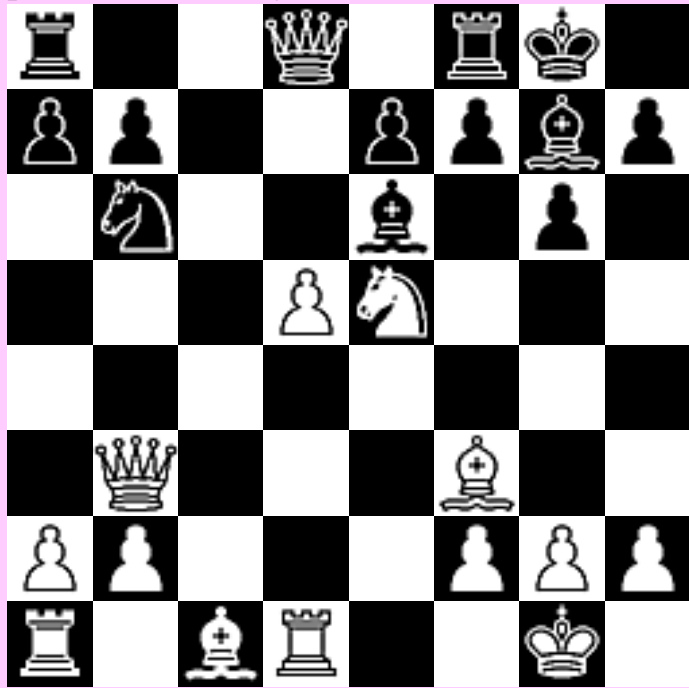
This document (Canon\canon417.html) was last modified on 13 Aug 2005 by



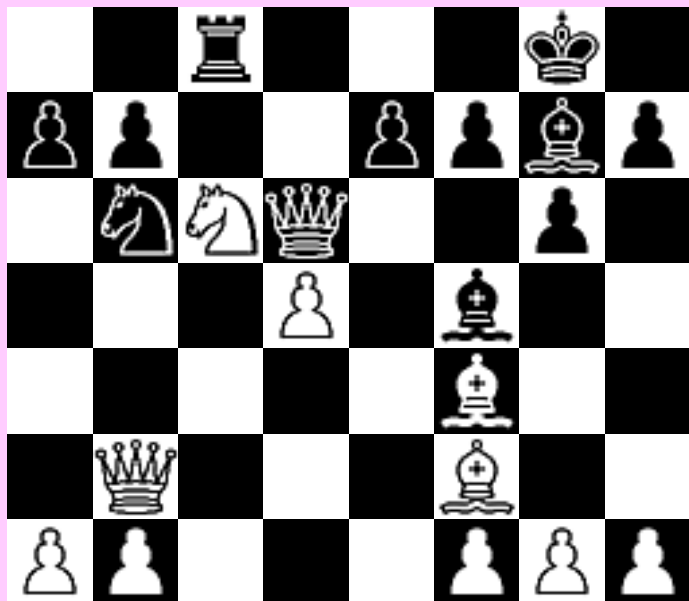
[Dr. Dave](#)

Stolyarov - Peters (Berkeley) [B50]weak pawns IQP: advances, can', weak pawns IQP:, 1979

1. e4 c5 2. Nf3 d6 3. c3 Nf6 4. Be2 g6 5. O-O Bg7 6. e5 dxe5 7. Nxe5 Nbd7 8. d4 cxd4 9. cxd4 O-O 10. Nc3 Nb6 11. Bf3 Nfd5 [11... Nbd5 12. Qb3] 12. Nxd5 [12. Re1] 12... Nxd5 13. Qb3 Nb6 14. Rd1 [14. Qc3] 14... Be6 ordinarily the attacker tries to advance the isolani. But my game against Petrosian ... showed me that this is not always desirable. In that game, his knight on d3 immobilised my pawn at d4 and my kB behind it. 15. d5



Forced and forcing: Q moves allow 15...Bd5 15... Bf5 In this game, tactical threats do the job, but the principle is the same: the attacker yields some of the energy in his position when he advances the isolani, unless he can continue to advance it. 16. Bf4 Rc8 17. Rac1 Rxc1 18. Rxc1 Qd6 ! without this move, Black would be in trouble 19. Re1 Rc8 20. Nc6





initiating wild complications ... tacitly admitting the soundness of my strategical conception 20... Qxf4
21. Nxe7+ Kf8 22. Qa3 Rc1 23. Nxf5+ [23. Bd1 Qe4 24. Nxf5+ Kg8 25. Ne7+ ?!] 23... Kg8
24. Ne7+ ? [24. Bd1] 24... Kh8 25. Rf1 [25. Bd1 ?] [25. Kf1 ?] [25. Qa5 ! 25... Bf6 26. d6
Bc3 27. Qxc3+ Rxc3 28. bxc3 Qxd6 -+] 25... Rxf1+ 26. Kxf1 Qc1+ 27. Ke2 Qc2+ 28. Kf1
Nc4 29. Qb4 [29. Qxa7 Qc1+ 30. Ke2 Qxb2+ 31. Kd3 Qc3+ 32. Ke4 [32. Ke2 Qd2+ 33.
Kf1 Qd3+] 32... Nd2+ 33. Kf4 Qe5+ 34. Kg4 Qh5+ 35. Kf4 Bh6+ 36. Kg3 Nf1#] 29... Qd3+ 30. Ke1
Nxb2 0-1

Back to [Chess Coaching Page](#)

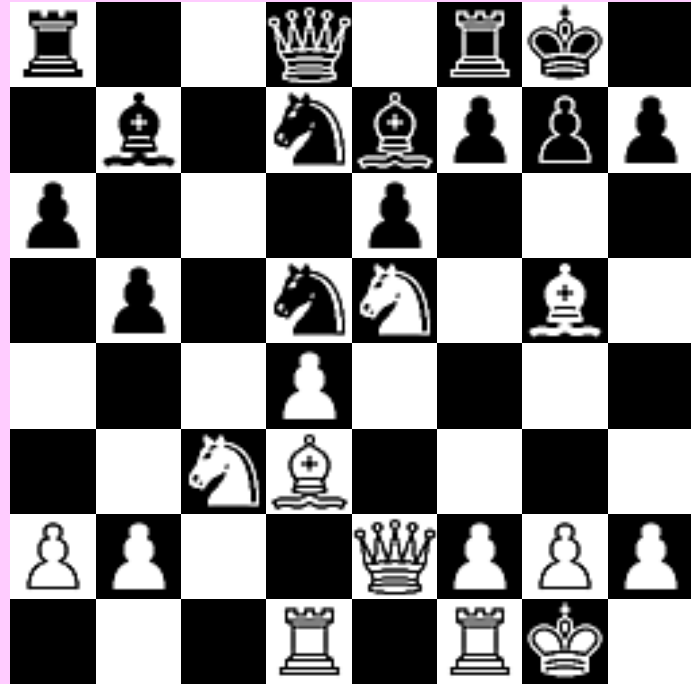
This document (Canon\canon418.html) was last modified on 13 Aug 2005 by



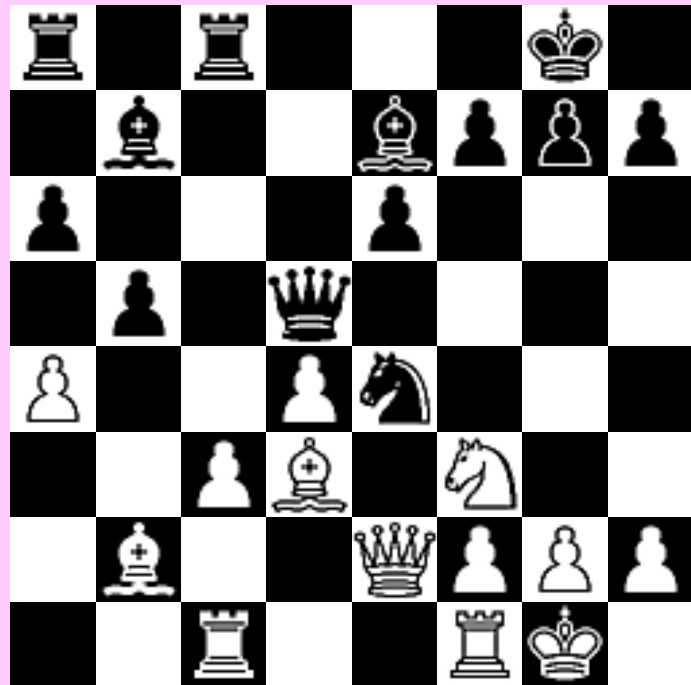
[Dr. Dave](#)

Lasker, Emanuel - Reshevsky, Samuel (Nottingham [D26] weak pawns IQP: and weakness o, weak pawns IQP:, 1936

1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 e6 5. Bxc4 c5 6. Nc3 a6 7. O-O b5 8. Bd3 cxd4 9. exd4 Bb7 10. Bg5 Be7 11. Qe2 O-O 12. Rad1 Nbd7 13. Ne5 Nd5

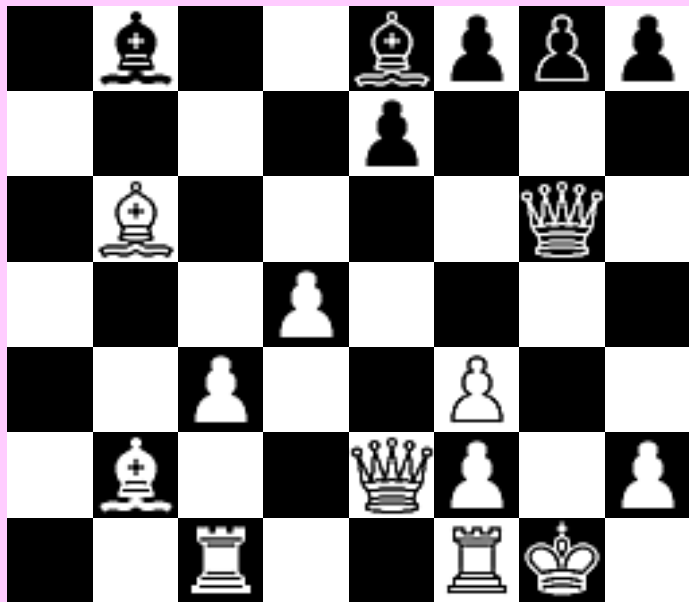


14. Bc1 Nxc3 15. bxc3 Nf6 16. a4 Qd5 17. Nf3 Rfc8 18. Bb2 Ne4 19. Rc1



19... Ng5 20. axb5 axb5 21. Bxb5 Nxf3+ 22. gxf3 Qg5+





[22... Qg5+ 23. Kh1 Qg4] 0-1

Back to [Chess Coaching Page](#)

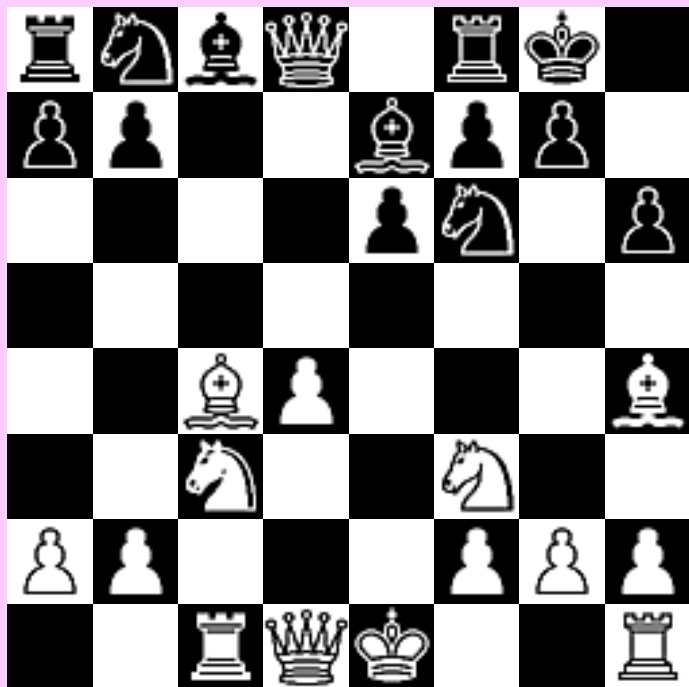
This document (Canon\canon419.html) was last modified on 13 Aug 2005 by



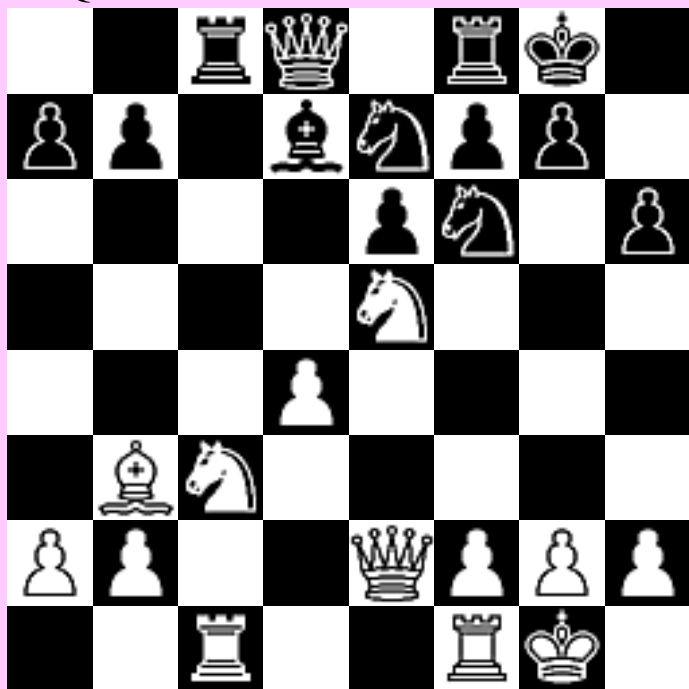
[Dr. Dave](#)

Kortchnoi,V (2695) - Karpov,An (2700) [D53]weak pawns IQP: avoid exchange, weak pawns IQP:, 1981

1. c4 e6 2. Nc3 d5 3. d4 Be7 4. Nf3 Nf6 5. Bg5 h6 6. Bh4 O-O 7. Rc1 dxc4 8. e3 c5 9. Bxc4 cxd4 10. exd4!?

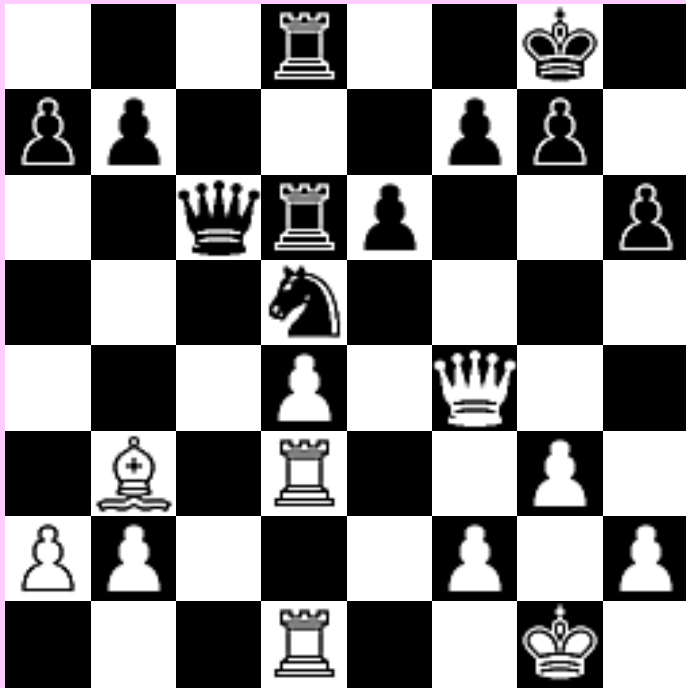


Playing for the win. 10... Nc6 11. O-O Nh5 12. Bxe7 Nxe7 13. Bb3 [13. Ne5] 13... Nf6 14. Ne5 Bd7 15. Qe2 Rc8

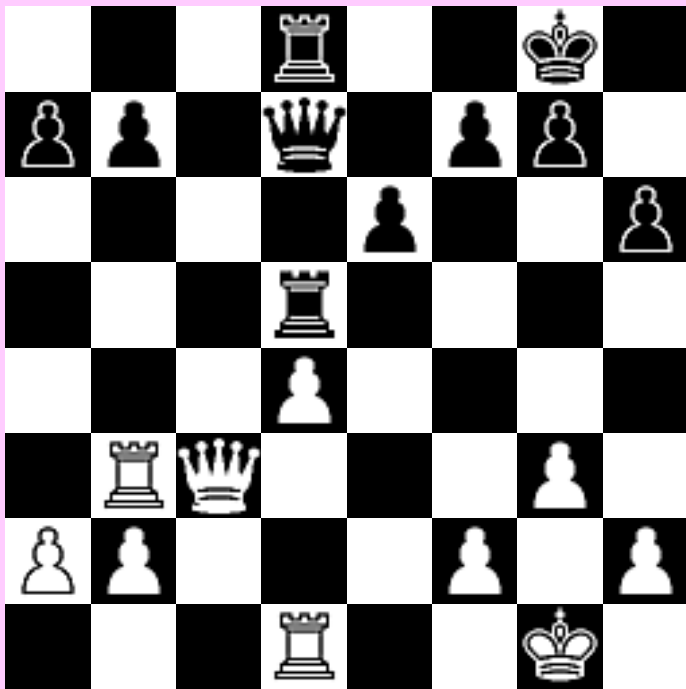


16. Ne4? The wrong plan, with no real justification. Keep the pieces on! 16... Nxe4 17. Qxe4 Bc6 18. Nxc6 Rxc6 19. Rc3?! [19. Rxc6 Nxc6 20. d5 exchanges the IQP leaving nothing much

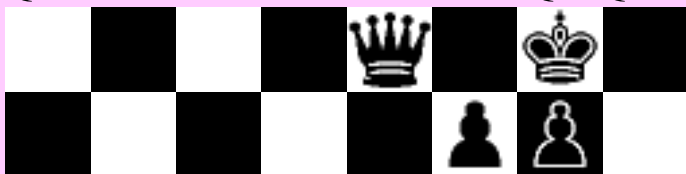
left to play for.] 19... Qd6 20. g3?! Rd8 21. Rd1 Rb6 22. Qe1 Qd7 23. Rcd3 Rd6 24. Qe4 Qc6 25. Qf4 Nd5

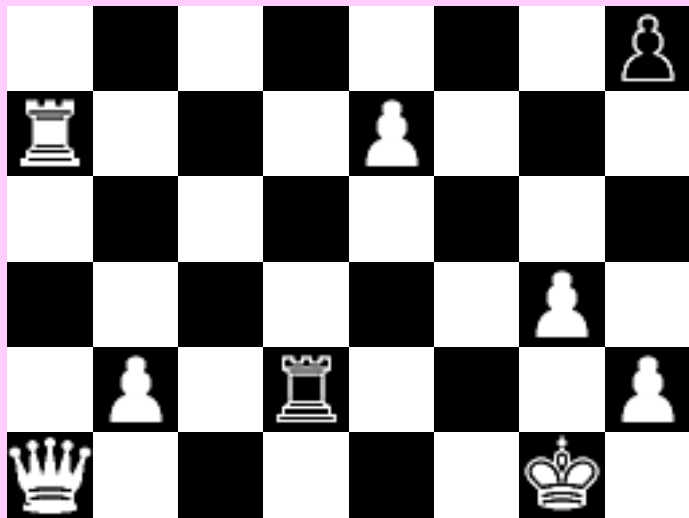


26. Qd2 Qb6 27. Bxd5? The Bishop was a compensating plus. [27. a3 Ne7 28. Qf4 Nf5 29. d5 Ne7 30. Qe3 e.g. 30... Qxe3 31. fxe3 exd5 [31... Nxd5 32. e4] 32. e4 d4 33. e5 Rb6 [33... R6d7 34. e6] 34. Rf1] 27... Rxd5 28. Rb3 Qc6 29. Qc3 Qd7



30. f4 looks impetuous, but ...e5 was threatened 30... b6 31. Rb4 b5 32. a4 bxa4 33. Qa3 a5 34. Rxa4 Qb5 35. Rd2 e5 36. fxe5 Rxe5 37. Qa1 Qe8 38. dxe5 Rxd2 39. Rxa5





White has allowed a monster Rook on the seventh 39... Qc6 40. Ra8+ Kh7 41. Qb1+ g6 42. Qf1 Qc5+ [42... Qxa8 43. Qxf7+ Kh8 44. Qf6+ Kg8 45. Qxg6+ Kh8] 43. Kh1 Qd5+ 0-1

Back to [Chess Coaching Page](#)

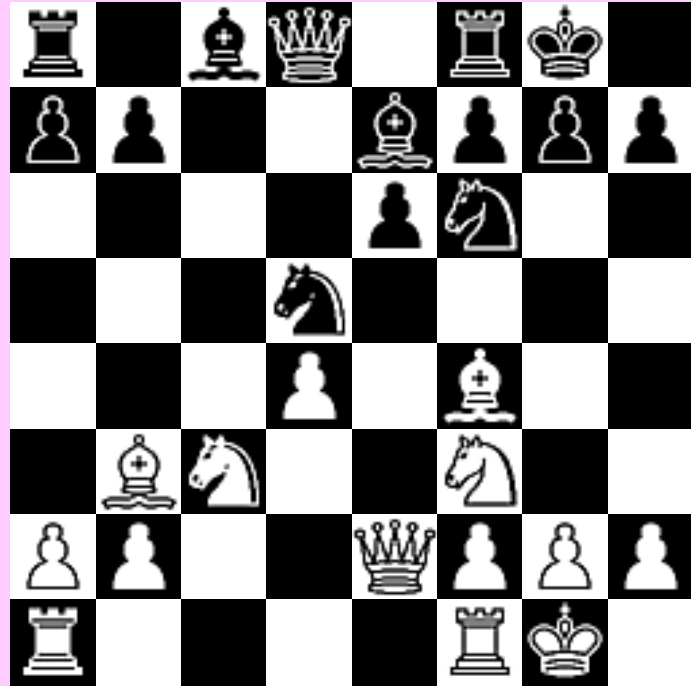
This document (Canon\canon420.html) was last modified on 13 Aug 2005 by



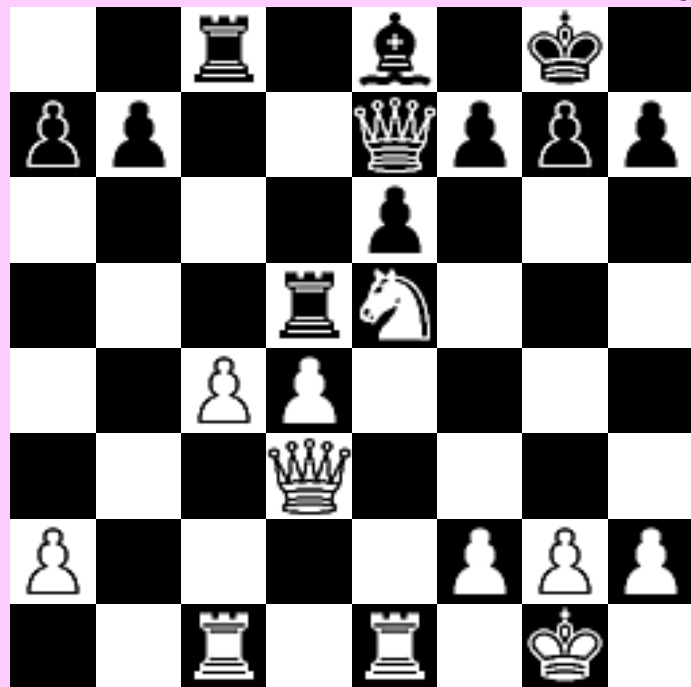
[Dr. Dave](#)

zukertort - steinitz USA MATCH #9 [D26]weak pawns IQP: in QGA (blocka, weak pawns IQP:, 1886

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 dxc4 5. e3 c5 6. Bxc4 cxd4 7. exd4 Be7 8. O-O O-O 9. Qe2 Nbd7 10. Bb3 Nb6 11. Bf4 Nbd5



Steinitz pioneered the defence of the Queen's Gambit Accepted, and used this blockade which is still recognised as the standard and best plan for Black. 12. Bg3 Qa5 13. Rac1 Bd7 14. Ne5 Rfd8 15. Qf3 Be8 16. Rfe1 Rac8 17. Bh4 Nxc3 18. bxc3 Qc7 19. Qd3 Nd5 20. Bxe7 Qxe7 21. Bxd5 Rxd5 22. c4



This metamorphosis to hanging pawns is also now well-known. 22... Rdd8 23. Re3 Determined to

attack! 23... Qd6 24. Rd1 f6 25. Rh3 h6 26. Ng4 Qf4 27. Ne3 Ba4 28. Rf3 Qd6 29. Rd2 Bc6 30. Rg3 f5
31. Rg6 [31. Nd1 Lasker] 31... Be4 32. Qb3 Kh7 The tension mounts. 33. c5 Rxc5 34. Rxe6 Rc1+
35. Nd1 Qf4 36. Qb2 Rb1 37. Qc3 Rc8 38. Rxe4 Qxe4 A dramatic finish, but it was all decided
beforehand. "If Zukertort has a plan in mind, he is a match for Steinitz, possibly even his peer. ... Every
move of Zukertort's pointed towards a vigorous cooperation the pieces united to attack 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon421.html) was last modified on 13 Aug 2005 by



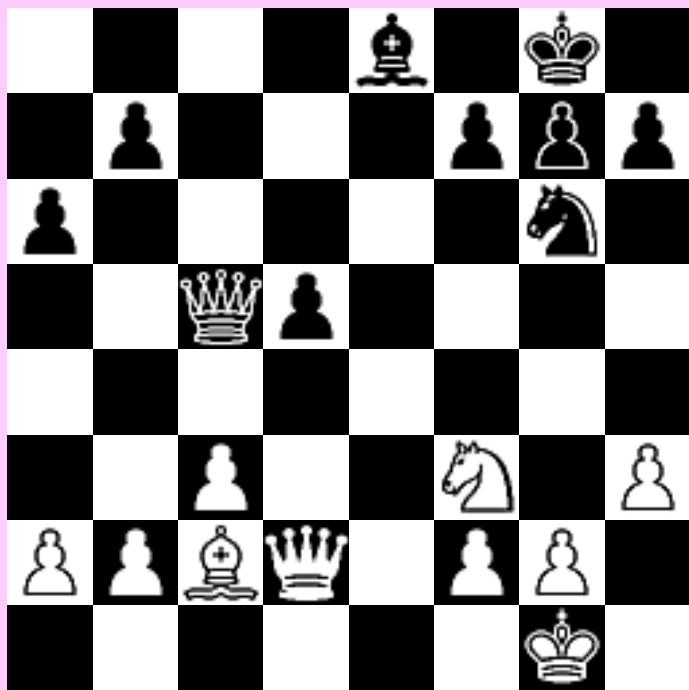
[Dr. Dave](#)

hartman - yanofsky, canadian open [C09] weak pawns IQP: in endgame - I, weak pawns IQP:, 1985

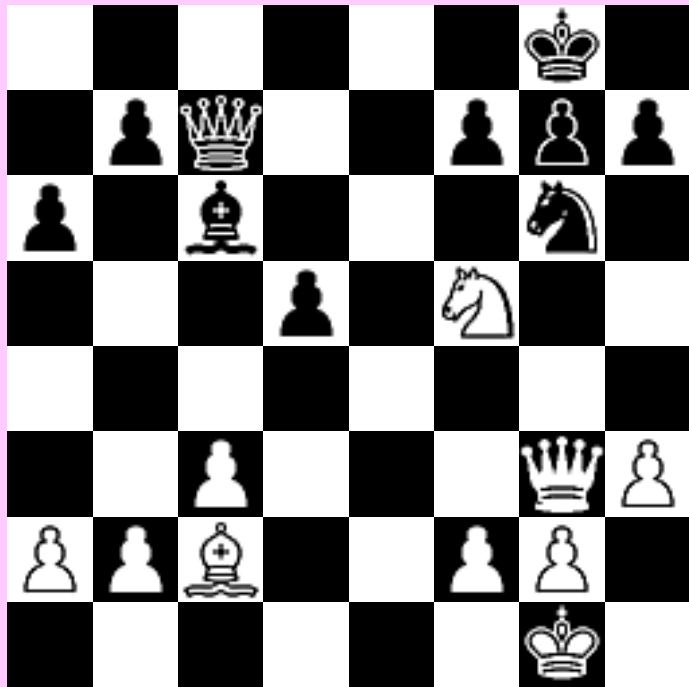
1. e4 e6 2. d4 d5 3. Nd2 c5 4. Ngf3 Nc6 5. exd5 exd5 6. Bb5 cxd4 7. Nb3 Bd6 8. O-O Nge7 9. Bg5 O-O
 10. Nbx d4 Qc7 [10... f6] 11. h3 Ng6 12. Bd3 a6 [12... Qb6] 13. Re1 += 13... Qb6 [13... Bd7] 14.
 Nb3 Be6 15. Be3 Qc7



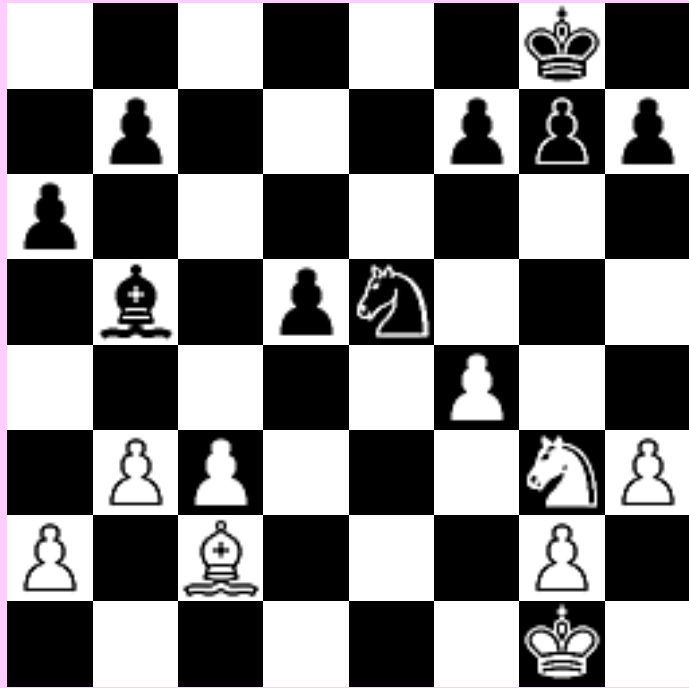
a well-known formation 16. Bc5 ! getting rid of Black's better bishop 16... Nce5 [16... Rad8
 avoiding exchanges, is better] 17. Nxe5 Bxc5 18. Nxc5 Qxc5 19. Qd2 Rfe8 20. c3 Rad8 21. Nf3
 Bd7 22. Bc2 Rxe1+ 23. Rxe1 Re8 24. Rxe8+ Bxe8



25. Nd4 Bc6 26. Qe3 Qd6 27. Nf5 Qc7 28. Qg3

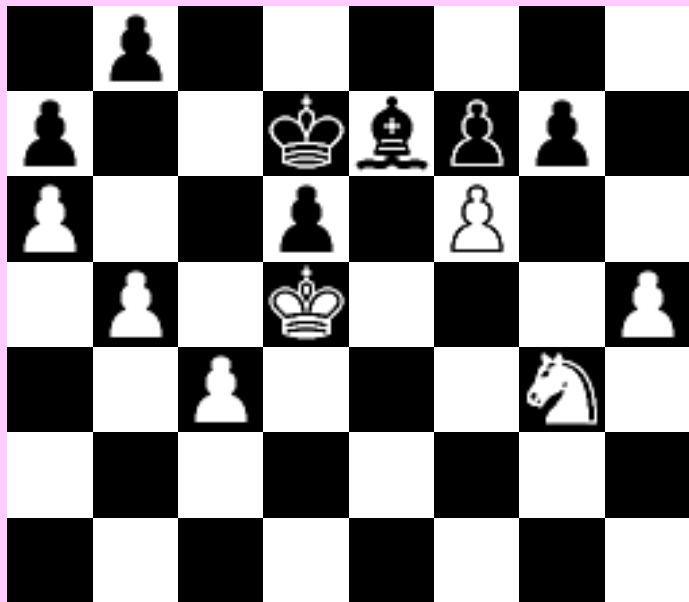


If Black refuses to exchange Queens, White can start a strong attack with h4 28... Qxg3 29. Nxd4 Ne5 preserving his better piece 30. b3 Bb5 31. f4



31... Ng6 losing his better piece. White now builds up slowly while Black has no counterplay. In theory Black may be OK (Hartman says he's lost) but in practice below master level White will win these positions over and over again [31... Nd7] 32. Bxg6 hxg6 33. Kf2 Kf8 34. Ke3 Ke7 35. Kd4 Kd6 36. a4 Bc6 37. a5 Bb5 38. h4 f6 39. Nh1 Bf1 40. g4 Bh3 41. g5 Be6 42. b4 Bf5 43. Ng3 Be6 44. gxf6 gxf6 45. f5





White has two points of attack. 45... Bxf5 46. Nxf5+ gxf5 47. h5 Ke6 48. Ke3 +- 1-0

Back to [Chess Coaching Page](#)

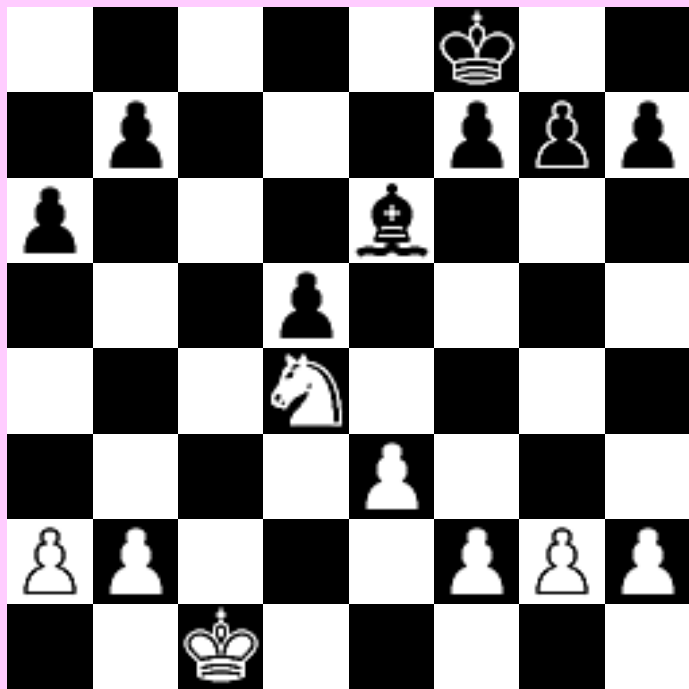
This document (Canon\canon422.html) was last modified on 13 Aug 2005 by



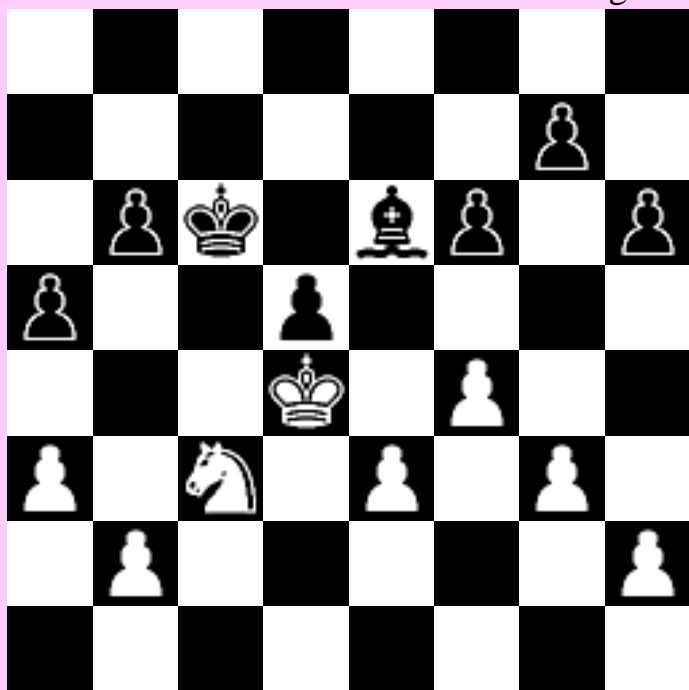
[Dr. Dave](#)

flohr - capablanca,moscow [D62]weak pawns IQP: in endgame, de, weak pawns IQP:, 1935

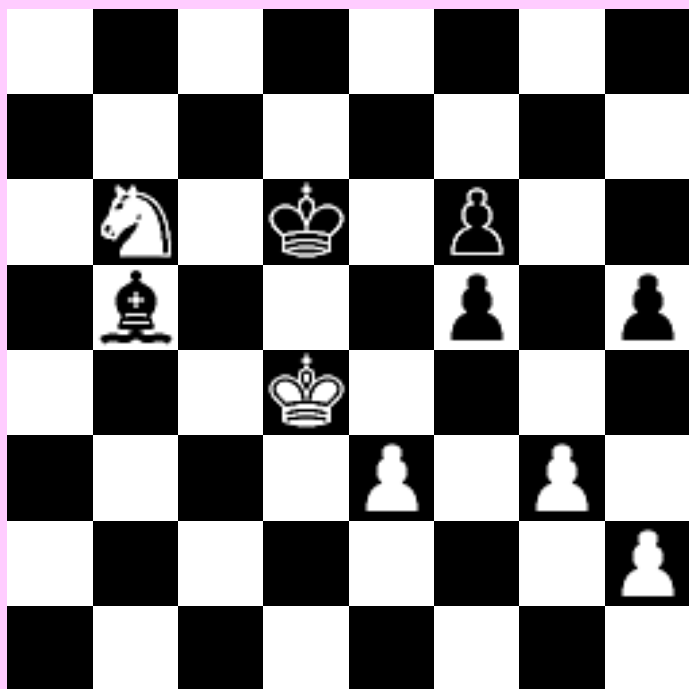
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 Nbd7 5. Bg5 Be7 6. e3 O-O 7. Qc2 c5 8. cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Bd3 cxd4 12. Nxd4 Qb4+ 13. Qd2 Nc5 14. Bb5 Qxd2+ 15. Kxd2 a6 16. Bd3 Be6 17. Rac1 Rfc8 18. Rc2 Nxd3 19. Kxd3 Rxc2 20. Kxc2 Kf8 21. Kd2 Rc8 22. Rc1 Rxc1 23. Kxc1



the classic and critical situation: White has the better minor piece and a weakness to harry. Traditionally two weaknesses are regarded as decisive, but is the Bishop a 'weakness' or just a disadvantage? can White force others? 23... Ke7 24. Kd2 Kd6 25. Kc3 b6 26. f4 Bd7 27. Nf3 f6 28. Kd4 a5 29. Nd2 Bc8 30. Nb1 Be6 31. Nc3 Kc6 32. a3 h6 33. g3



White has optimised his pieces, but where next? Perhaps a King's-side pawn advance would have been worth a punt 33... h5 34. b4 axb4 35. axb4 Kd6 36. b5 g6 37. Na4 Kc7 38. Nc3 Kd6 39. f5 gxf5 40. Ne2 Bd7 41. Nf4 Be8 42. Nxd5 Bxb5 43. Nxb6



White has transformed his advantage but allowed simplification 43... Bc6 44. Nc4+ Ke6 45. Nb2 Bb5 46. Nd1 Be2 47. Nf2 Bf1 48. Nd3 Bxd3 49. Kxd3 Ke5 50. Ke2 Ke4 51. h3 Kd5 52. Kf3 Ke5 Euwe says this game was a turning-point in players' perception of the IQP: if a technician like Flohr couldn't make the weakness tell, perhaps it wasn't a loss. The traditional recipe calls for TWO WEAKNESSES for a win in the ending. 1/2

Back to [Chess Coaching Page](#)

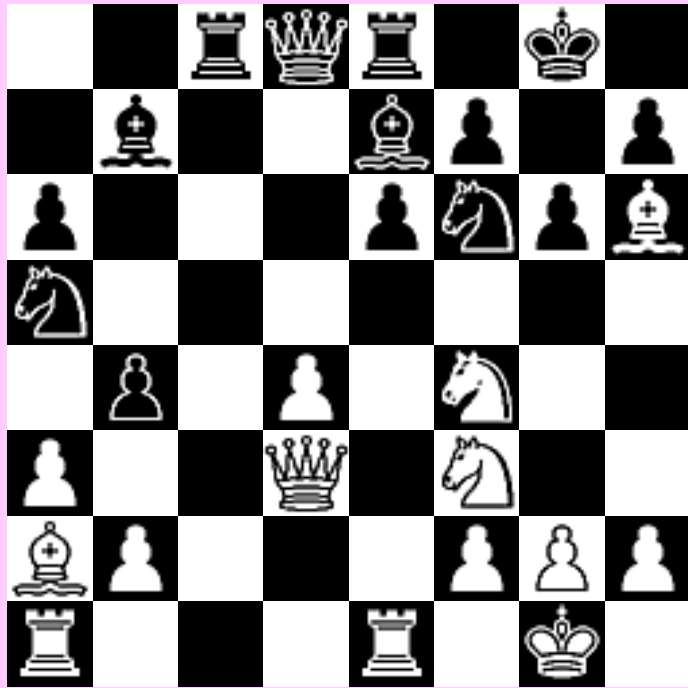
This document (Canon\canon423.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Najdorf,Miguel - Polugaevsky,Lev [D42]weak pawns IQP: middlegame cou, weak pawns IQP:, 1971

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 c5 6. Nf3 d5 7. O-O dxc4 8. Bxc4 Nc6 9. Bd3 cxd4 10. exd4 Be7 11. a3 a6!? 12. Bc2 b5 13. Qd3 Bb7 14. Re1 g6 [14... Rc8? 15. d5 exd5 16. Bg5 g6 17. Rxe7 Qxe7 18. Nxd5] 15. Bb3 Rc8 16. Bh6 Re8 17. Ba2 b4 18. Ne2?! over-optimistic [18. Na4] 18... Na5 19. Nf4



19... b3! 20. Bxb3 Be4 21. Qd1?! [21. Rxe4 objectively best 21... Nxb3 22. Qxb3 Nxe4 23. Nxe6 Qd6-/+] 21... Nxb3 22. Qxb3 Bc2 23. Qa2 Ng4! 24. Nxe6 Qb6! 25. Ng7 Bb3 26. Qb1 Red8 27. Nf5 gxf5 28. Rxe7 Nxe6 29. Qd3 Qf6 30. Ra7 Bc4 31. Qd2 Bd5 32. Ne5 Ng4 33. Qf4 Nxe5 34. dxe5 Qg6 35. g3 Be4 36. Re1 Rd3 37. e6 Qxe6 [37... Qxe6 38. f3 Qb6+] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon424.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Spassky,B - Petrosian,T [D42]weak pawns IQP: modern balance, weak pawns IQP:, 1966

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. Nc3 e6 6. Nf3 Be7 7. cxd5 Nxd5 8. Bd3 Nc6 9. O-O O-O

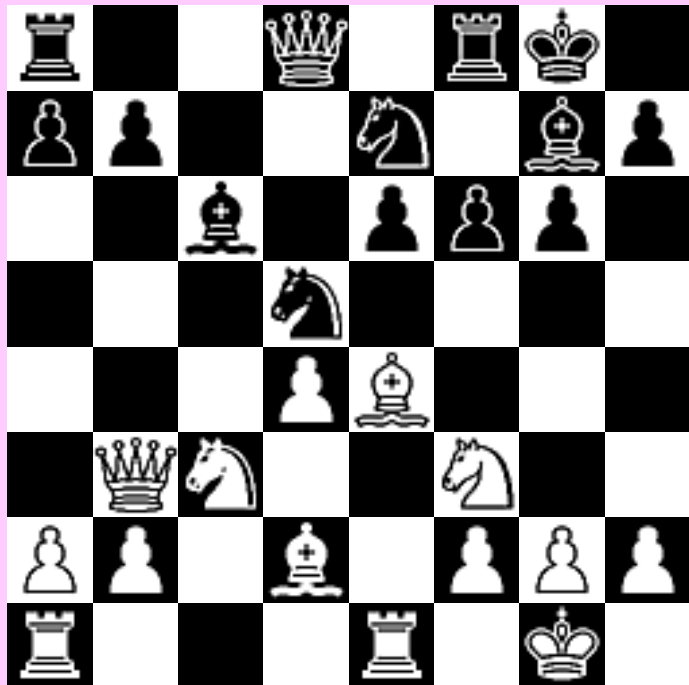


This well-known position can arise from a number of openings, including the QGA, Semi-Tarrasch and c3 Sicilian. Petrosian's method of playing for equality is now well-known. 10. Re1 Bf6 [10... Nf6] 11. Be4 Nce7 12. Qc2 [12. Ne5!? Bd7 13. Qd3 g6 14. Bh6 Bg7 15. Bxg7 Kxg7 16. Bxd5! +/- = but difficult to win] 12... g6

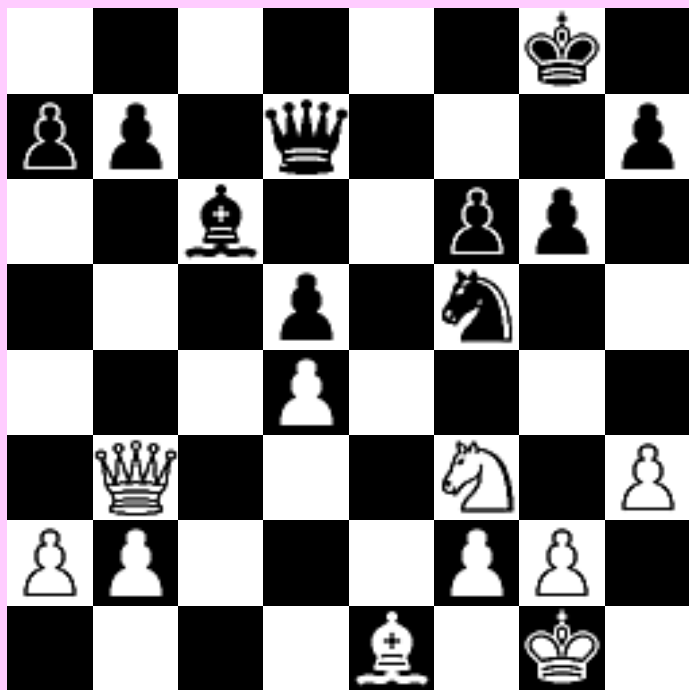


looks weak, but White finds it hard to organise an attack. 13. Bh6 Bg7 14. Bg5 [14. Qd2!?] 14... f6!

15. Bd2 Bd7 16. Qb3 [16. h4 Bc6 17. h5 Nf5 18. hxg6 hxg6 19. g4 Nfe7=] 16... Bc6=



17. Bxd5 [17. Re2 Qd7=] 17... exd5 18. Ne4 Rf7 19. Nc5 Nf5 20. h3 Bf8 21. Ne6 Qd7 22. Nxf8 Rfxf8 23. Bb4 Rfe8 24. Rxe8+ Rxe8 25. Re1 Rxe1+ 26. Bxe1



1/2

Back to [Chess Coaching Page](#)

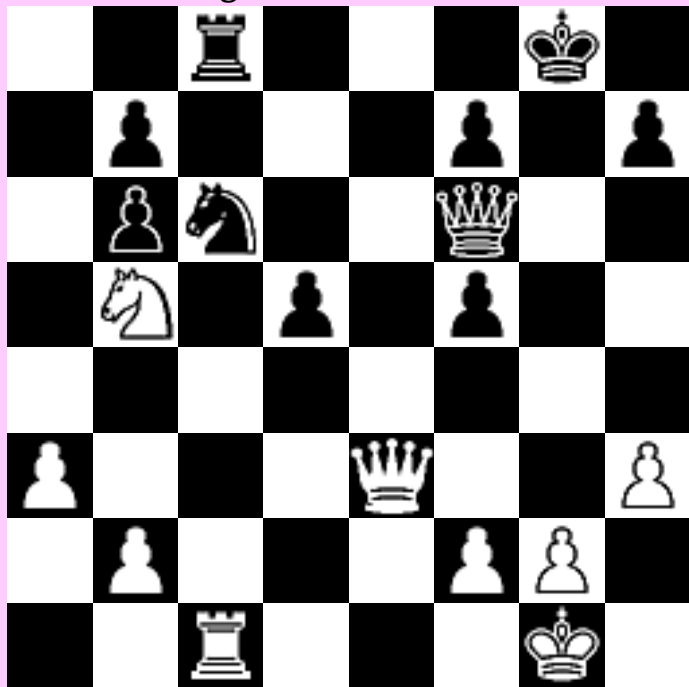
This document (Canon\canon425.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Deep Blue - Kasparov [B22]weak pawns: (introduction), 1996

1. e4 c5 2. c3 d5 3. exd5 Qxd5 4. d4 Nf6 5. Nf3 Bg4 6. Be2 e6 7. h3 Bh5 8. O-O Nc6 9. Be3 cxd4 10. cxd4 Bb4 11. a3 Ba5 12. Nc3 Qd6 13. Nb5 Qe7 [13... Qd5] 14. Ne5 Bxe2 15. Qxe2 O-O 16. Rac1 Rac8 17. Bg5 Bb6 18. Bxf6 gxf6 [18... Qxf6 19. Nd7] 19. Nc4 Rfd8 [19... Nxd4 20. Nxd4 Bxd4 21. Qg4+] 20. Nxb6 axb6 21. Rfd1 f5 22. Qe3 Qf6 23. d5 Rxd5 24. Rxd5 exd5



Just horrible: every one of the six Black Pawns is isolated, or isolated and doubled! Kasparov stakes everything on a King's-side hack but Deep Blue grabs the material and steers clear of the tactics. 25. b3! Kh8 [25... Ne7! 26. Rxc8+ Nxc8 27. Qe8+ Kg7 28. Qxc8 Qa1+ 29. Kh2 Qe5+ 30. g3 Qe2=] 26. Qxb6 Rg8 27. Qc5 d4 28. Nd6 f4 29. Nxb7 Ne5 30. Qd5 f3 31. g3 Nd3 [31... Qf4 32. Rc8! [32. Kh2?? Rxc3 33. fxc3 Qd2+]] 32. Rc7 Re8 33. Nd6 Re1+ 34. Kh2 Nxf2 35. Nxf7+ Kg7 36. Ng5+ Kh6 37. Rxh7+ [37. Rxh7+ Kg6 38. Qg8+ Kf5 39. Nxf3] 1-0

Back to [Chess Coaching Page](#)

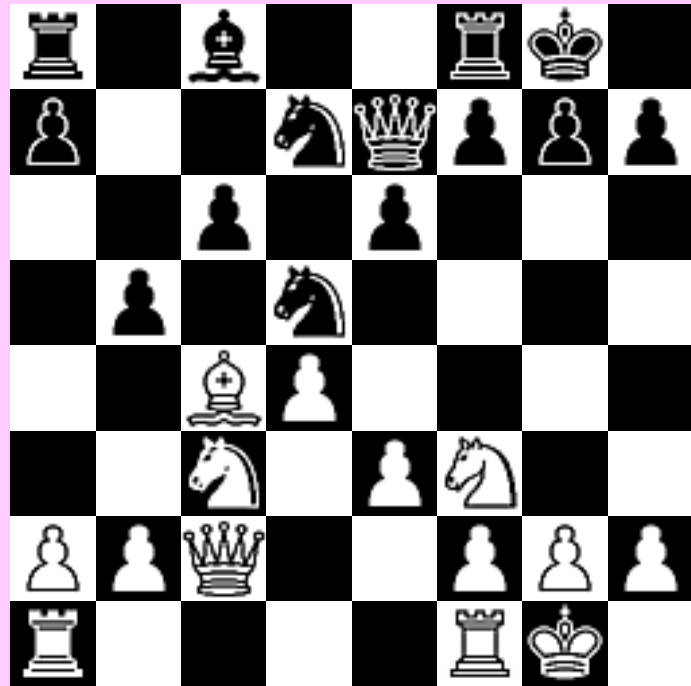
This document (Canon\canon426.html) was last modified on 13 Aug 2005 by



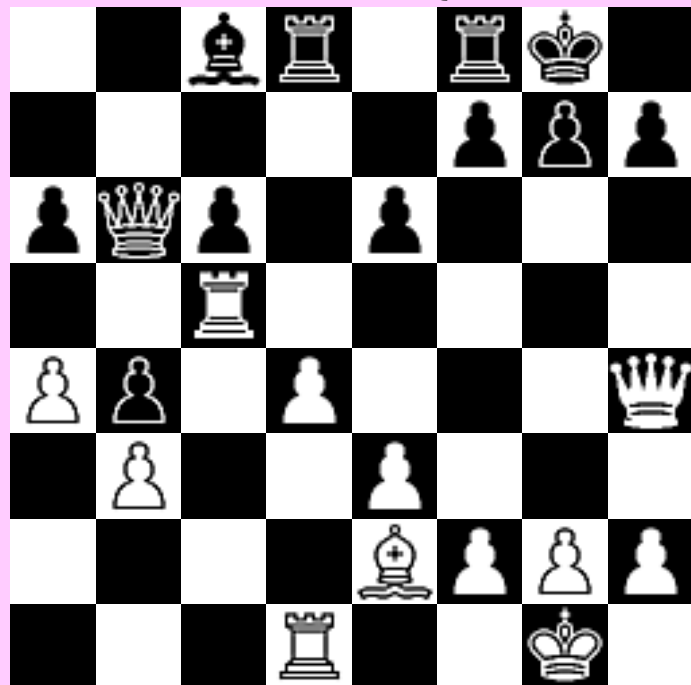
[Dr. Dave](#)

chekhover,v - rudakowsky,i (moscow) CHERNEV [D61]weak pawns: backward pawn, 1945

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nc3 Nbd7 7. Qc2 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O b5

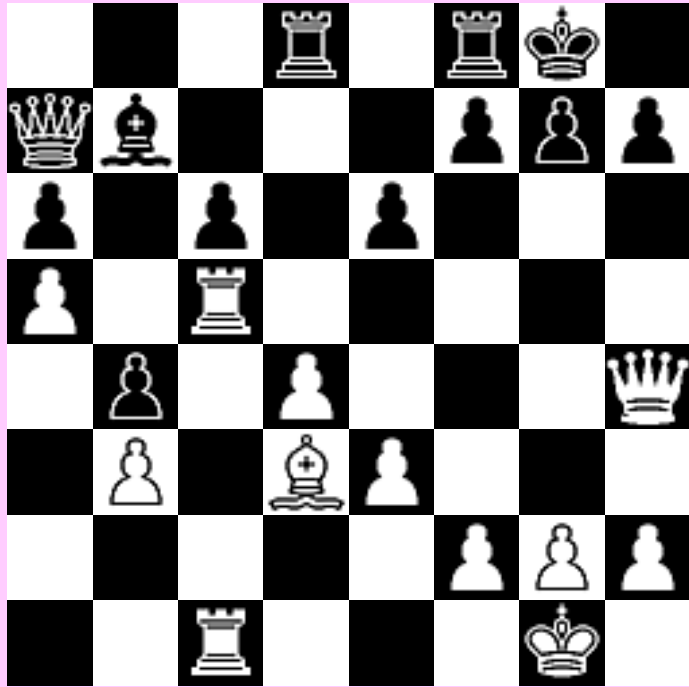


Now the c-pawn is backward Black must undertake to advance it. 12. Be2 a6 13. Ne4 Bb7 14. Ne5 Rac8 15. Nxd7 Qxd7 16. Nc5 Qc7 17. Rfd1 Rcd8 18. Rac1 Bc8 19. Qe4 Nf6 20. Qh4 Qa5 21. a3 b4 22. a4 Nd7 23. b3 Nxc5 24. Rxc5 Qb6

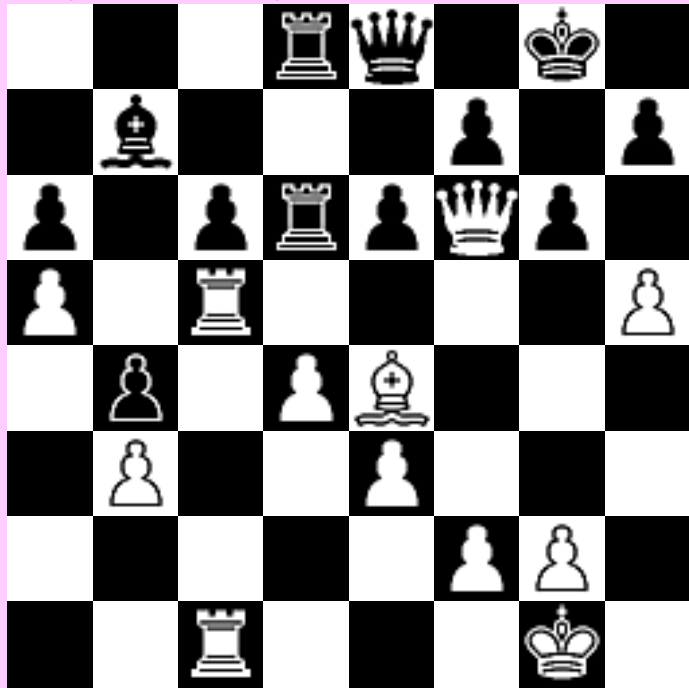


The Rook stops the advance of both the c- and e-pawns, which means Black's Bishop and other pieces

will remain constrained. 25. Rdc1 Bb7 26. a5 Qa7 27. Bd3



Chernev suggests adding up the legal moves of the pieces of each side. He reckons White's pieces are worth twice as much as Black's! We now enter a new phase, where a second front is opened on the King's-side. 27... g6 28. Qf6 Rd6 29. Qe7 Rfd8 30. h4 R8d7 31. Qf6 Qa8 32. Be4 Qe8 33. h5 Rd8



Something has to give. 34. Bxc6 Bxc6 35. h6 Kf8 36. Rxc6 Rxc6 37. Rxc6 Rd7 [37... Qxc6 38. Qxd8+ Qe8 39. Qd6+ Kg8 40. Qxa6 threat Qb7 40... Qe7 41. Qb6] 38. Rc8 Qxc8 39. Qh8+ 1-0

Back to [Chess Coaching Page](#)

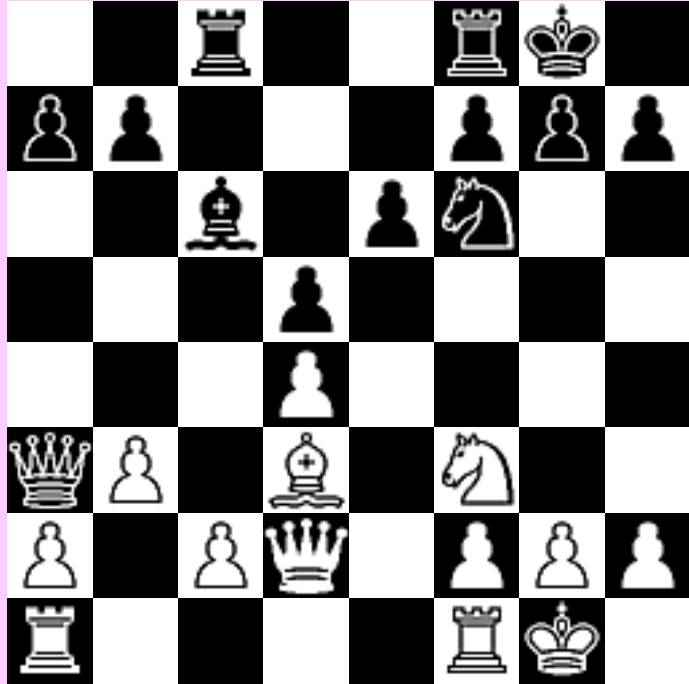
This document (Canon\canon427.html) was last modified on 13 Aug 2005 by



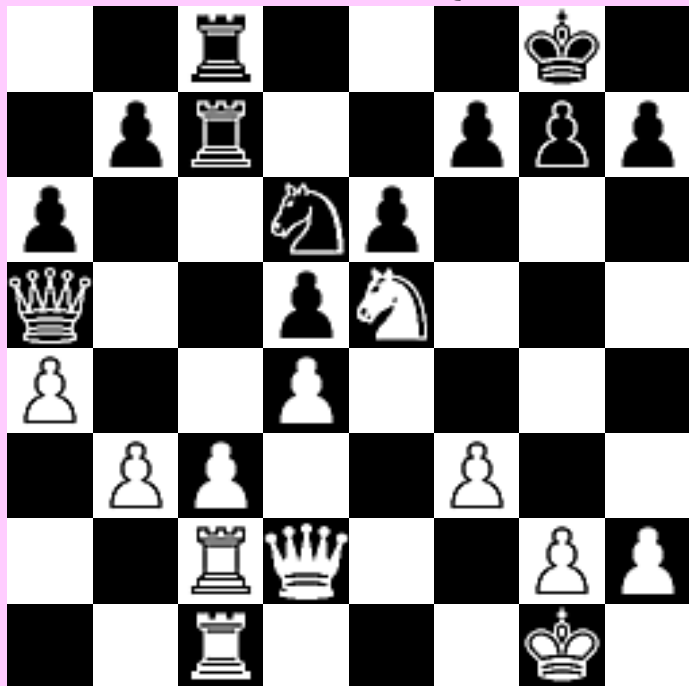
[Dr. Dave](#)

Bogoljubow, Efim - Capablanca, Jose (New York) (9) [D05] weak pawns: backward pawn, 1924

1. d4 Nf6 2. Nf3 d5 3. e3 e6 4. Bd3 c5 5. b3 Nc6 6. O-O Bd6 7. Bb2 O-O 8. Nbd2 Qe7 9. Ne5 cxd4 10. exd4 Ba3 11. Bxa3 Qxa3 12. Ndf3 Bd7 13. Nxc6 Bxc6 14. Qd2 [14. Qc1 Alekhine] 14... Rac8

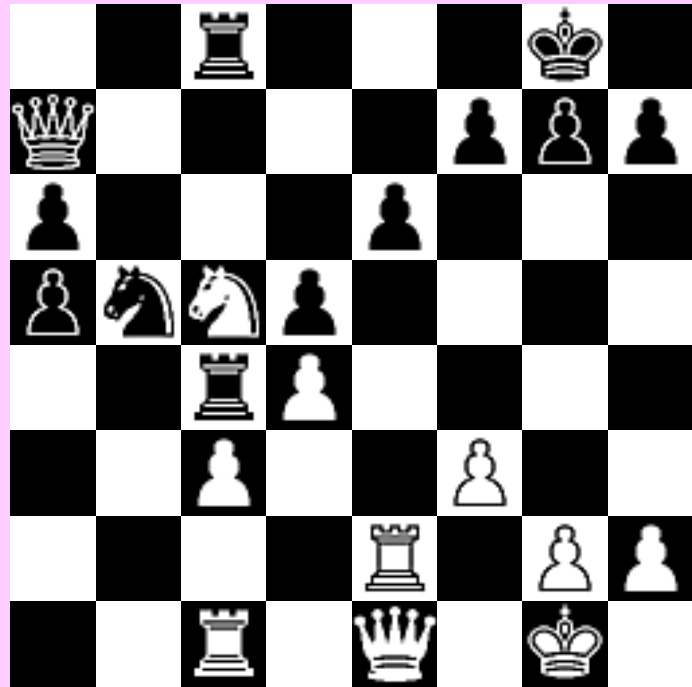


15. c3 a6 16. Ne5 Bb5 17. f3 [17. Bxb5 axb5] [17. c4 dxc4 18. Nxc4 with an IQP [18. bxc4 with hanging Pawns]] 17... Bxd3 18. Nxd3 Rc7 19. Rac1 Rfc8 20. Rc2 Ne8! 21. Rfc1 Nd6 22. Ne5 [22. Nc5 Alekhine] 22... Qa5 23. a4



[23. Nd3] 23... Qb6! Capablanca is no combinative player, but operations like this - "executive"

combinations (in which an already existing positional advantage is exploited in the most mathematical way) - are his speciality. -- EUWE 24. Nd3 Too late now, but nothing else saves the game. [24. b4 a5 25. bxa5 [25. b5 Nc4 26. Nxc4 Rxc4 27. Ra1 e5!] 25... Qxa5] [24. Rb2 Nf5 25. Rbb1 (else ... Nxd4) 25... f6 26. Ng4 [26. Nd3 Rxc3 27. Rxc3 Qxd4+] 26... e5] 24... Qxb3 25. Nc5 Qb6 26. Rb2 Qa7 27. Qe1 b6 28. Nd3 Rc4 29. a5 bxa5 30. Nc5 Nb5 31. Re2



31... Nxd4 32. cxd4 R8xc5 0-1

Back to [Chess Coaching Page](#)

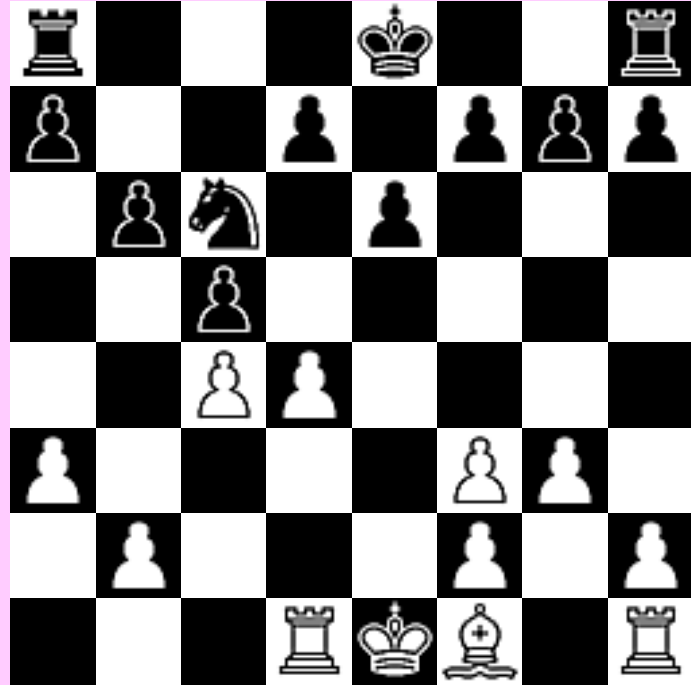
This document (Canon\canon428.html) was last modified on 13 Aug 2005 by



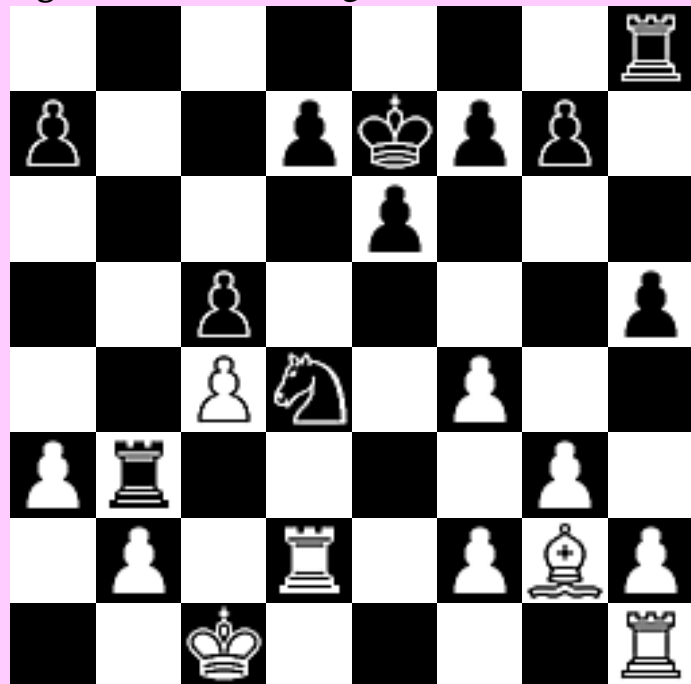
[Dr. Dave](#)

hutchings - keene [E12]weak pawns: backward pawn & ot, weak pawns: bac, 1982

1. c4 Nf6 2. Nc3 b6 3. Nf3 Bb7 4. d4 e6 5. g3 Bb4 This Nimzo-Indian move threatens to double the c-pawns by Bxc3: White resolves to avoid this. 6. Bd2 c5 7. a3 Bxc3 8. Bxc3 Ne4 9. Qc2 Nxc3 10. Qxc3 Qf6 11. Rd1 Bxf3 So the doubling happens on f3 not c3! 12. Qxf3 Qxf3 13. exf3 Nc6



14. dxc5 ? [14. d5 Nd4 wasn't pretty, but Black has fewer trumps in this position 15. Bg2] 14... bxc5 15. Bg2 Rb8 16. Rd2 Rb3 17. Kd1 Ke7 18. f4 Nd4 19. Kc1 h5



! 20. h4 ? (But why not play this natural move?) 20... Rhb8 21. Bf1 (...Penny dropped!) [21. Re1

Rxg3 22. fxg3 Nb3+ 23. Kc2 Nxd2 24. Kxd2 Rxb2+ 25. Kd3 Rxg2] 21... Rf3 22. Kd1
Rxa3 ! 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon429.html) was last modified on 13 Aug 2005 by



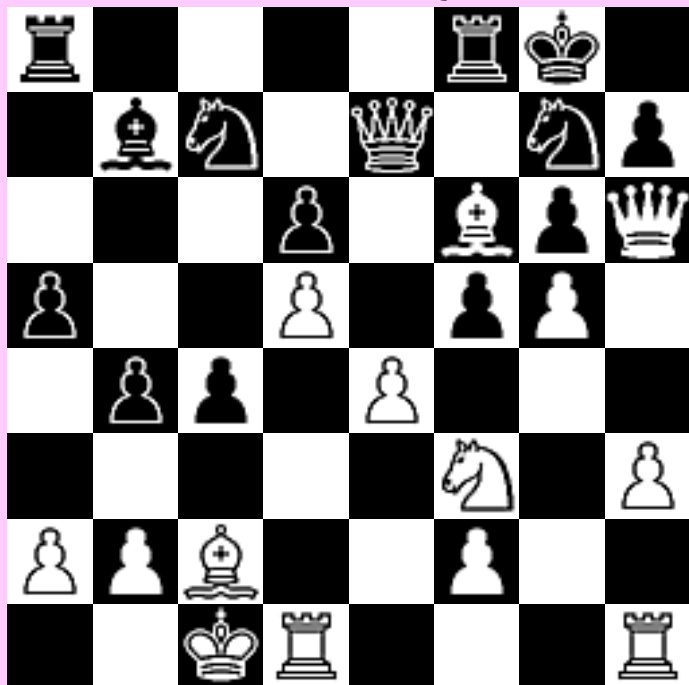
[Dr. Dave](#)

steinitz,w - blackburne,j (london) [C77]weak pawns: creating holes, 1876

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 d6 6. c3 Be7 7. h3 O-O 8. Qe2 Ne8 9. g4 b5 10. Bc2 Bb7 11. Nbd2 Qd7 12. Nf1 Nd8 13. Ne3 Ne6 14. Nf5 g6 15. Nxe7+ Qxe7



"Morphy would probably have been very much surprised if anybody had told him that only ten moves later White pieces would be settled permanently on f6 and h6" 16. Be3 N8g7 17. O-O-O c5 18. d4 exd4 19. cxd4 c4 20. d5 Nc7 21. Qd2 a5 22. Bd4 f6 23. Qh6 b4 24. g5 f5 25. Bf6



here we are... 25... Qf7 26. exf5 gxf5 27. g6 Qxg6 28. Bxg7 Qxh6+ 29. Bxh6 Rf6 30. Rhg1+ Rg6 31.

Bxf5 Kf7 [31... Rxc7] 32. Bxc6+ hxg6 33. Ng5+ Kg8 34. Rge1 1-0

Back to [Chess Coaching Page](#)

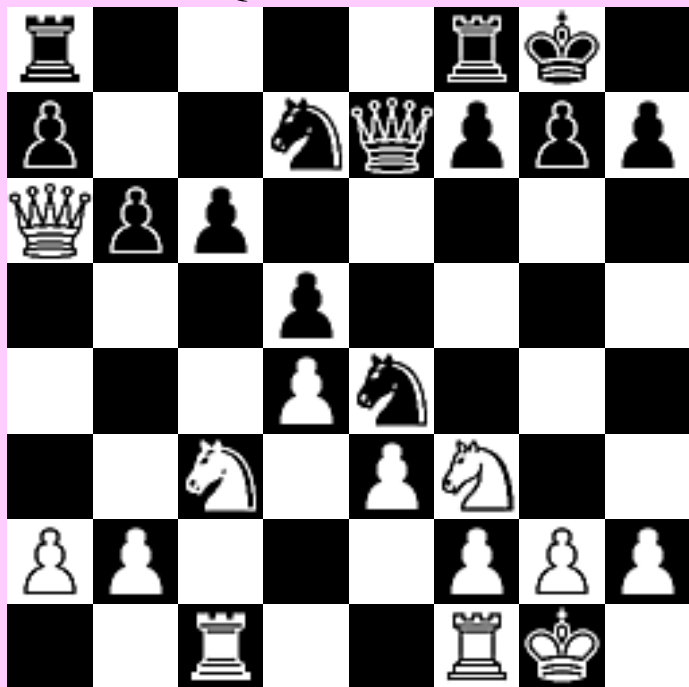
This document (Canon\canon430.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Marshall - Kline (New York) [D63]weak pawns: creating holes, 1913

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. Nf3 Nbd7 6. e3 O-O 7. Rc1 b6 8. cxd5 exd5 9. Qa4 Bb7 10. Ba6 Bxa6 11. Qxa6 c6 12. O-O Ne4 13. Bxe7 Qxe7



14. Qb7 Rfc8 15. Nxd5 Qd6 16. Rxc6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon431.html) was last modified on 13 Aug 2005 by



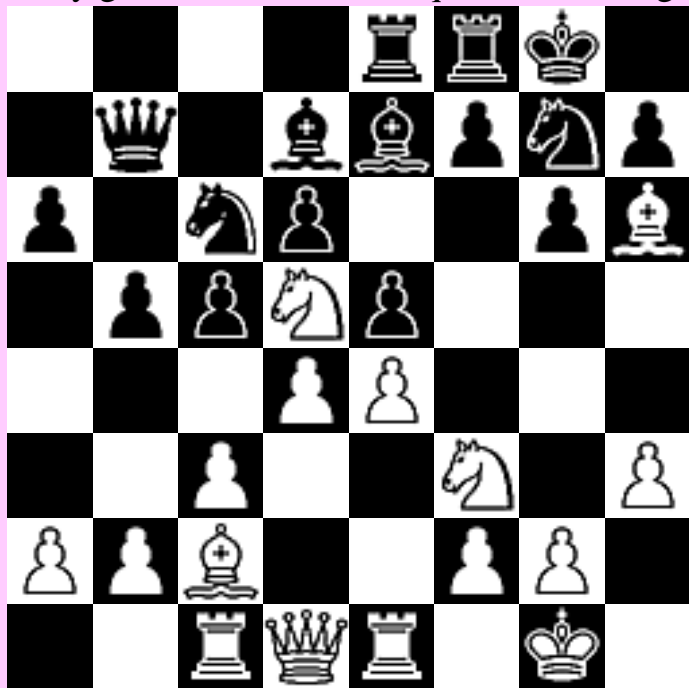
[Dr. Dave](#)

znosko_borovsky vs mackenzie,weston - super_mare (2) [C90] weak pawns: creating holes, 1924

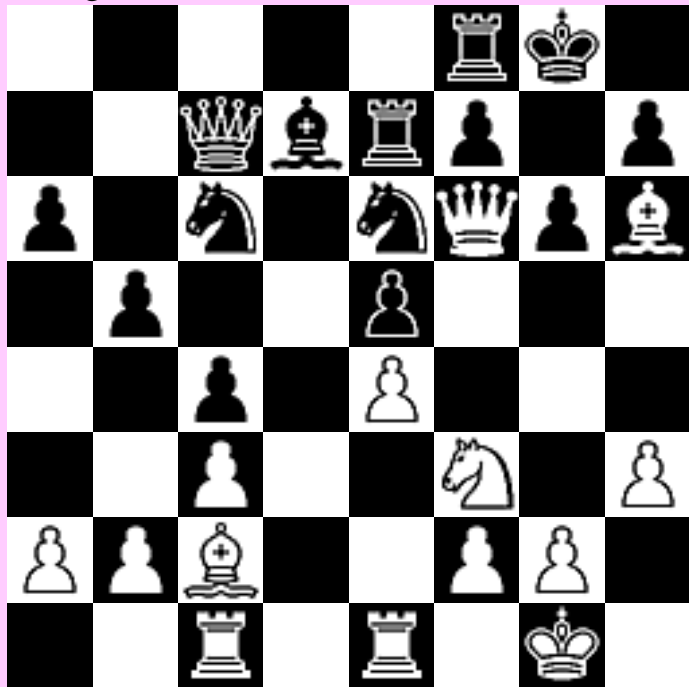
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 Na5 9. Bc2 c5 10. d4 Qc7 11. h3 Nc6 12. Be3 O-O 13. Nbd2 Bd7 14. Rc1 Ne8 15. Nf1



A characteristic Lopez position with Black on the defensive and White thinking about a K-side build-up with e.g. Nf1-g3-f5. 15... g6 ?! Well, this has the advantage of keeping the Knight out of f5, but there are costs! Once Steinitz showed how, and Tarrasch explained it for everyone, it became possible to see many games won on 'technique'. 16. Bh6 Ng7 17. Ne3 Rae8 18. Nd5 Qb7



19. Nxe7+ ! The key move, removing the defender of the dark squares. 19... Rxe7 20. dxc5 dxc5 21. Qd6 Already using the dark squares. 21... c4 22. Qf6 Nh5 23. Qh4 Ng7 24. Be3 ! White conceives a re-arrangement. 24... Ne6 25. Qf6 Qc7 26. Bh6



Black is in dire straits. 26... Rc8 27. Rcd1 Ree8 28. Nh2 Qd8 29. Ng4 That's rubbing it in! 29... Qe7 30. Qxe7 1-0 [30. Qxe7 Rxe7 31. Nf6+ Kh8 32. Rxd7] 1-0

Back to [Chess Coaching Page](#)

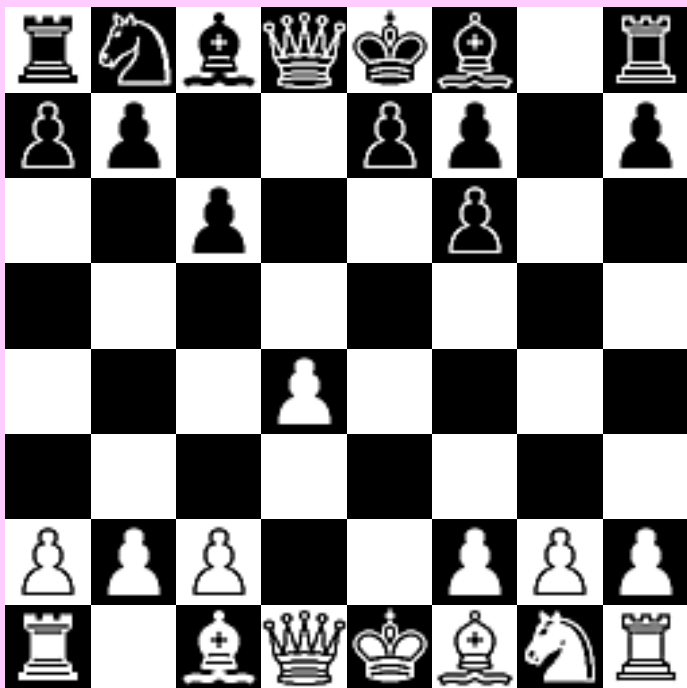
This document (Canon\canon432.html) was last modified on 13 Aug 2005 by



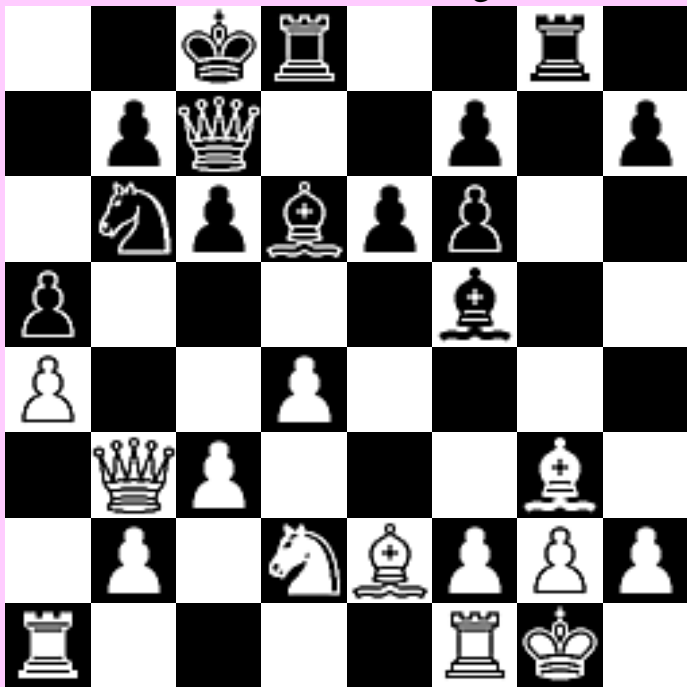
[Dr. Dave](#)

Bhend,E - Hort,V (Kecsemet) [B16]weak pawns: doubled Pawns with, weak pawns: dou, 1964

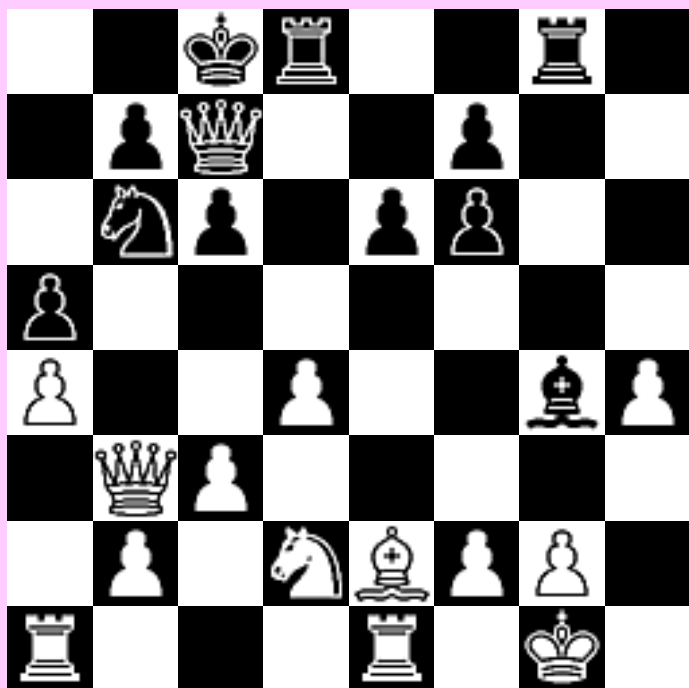
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6



All a bit early to call - we observe the Pawn differences, but not much else. Black has a doubled Pawn, and an extra open file. 6. c3 Bf5 7. Nf3 e6 8. Bf4 Bd6 9. Bg3 Qc7 10. Qb3 Nd7 11. Be2 O-O-O 12. Nd2 Nb6 13. a4 a5 14. O-O Rhg8



Black's Rooks have done their duty in occupying the files: Black executes a simple King's-side attack. 15. Rfe1 Bxg3 16. hxg3 h5 17. Bf3 Bg4 18. Be2 h4 19. gxh4



Some brisk tactics finish the job. 19... Bh3 20. Bf1 Rxc2+ 21. Bxc2 Rg8 22. Kf1 Rxc2 23. Nf3 Qf4 24. Re3 Nd5 25. c4 Nxe3+ 26. Qxe3 Rg1+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon433.html) was last modified on 13 Aug 2005 by



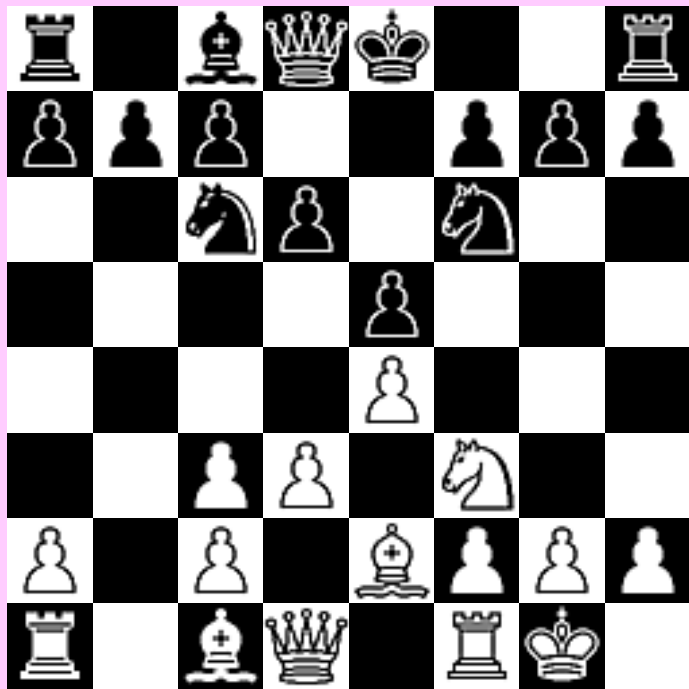
[Dr. Dave](#)

Doubled c_pawns - Peter Lane [C46]weak pawns: doubled c-pawns wi, weak pawns: dou

1. e4 e5 2. Nc3 Nc6 3. Nf3 Bb4 4. d3 d6 5. Be2 Nf6 6. O-O Bxc3 [6... O-O



]7. bxc3



with Pb2, White can plan and play c3,d4,d5,c4,c5 with Pc2/c3, Black can stop this plan dead by ...b6 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon434.html) was last modified on 13 Aug 2005 by



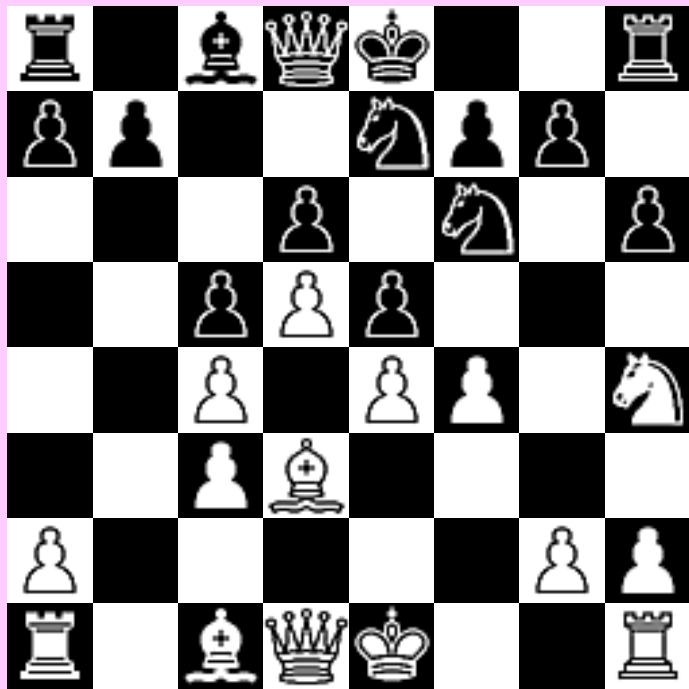
[Dr. Dave](#)

Spassky,B (2660) - Fischer,R. (Wch28_Reykjavik (2785) [E41] weak pawns: doubled c-pawns wi, weak pawns: dou, 1972

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. e3 Nc6 6. Bd3 Bxc3+ 7. bxc3 d6 8. e4 e5

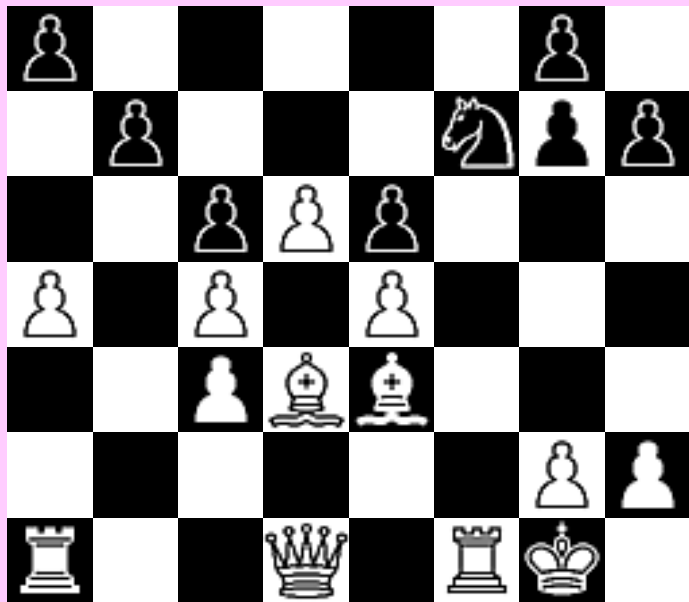


9. d5 Ne7 10. Nh4 h6 11. f4

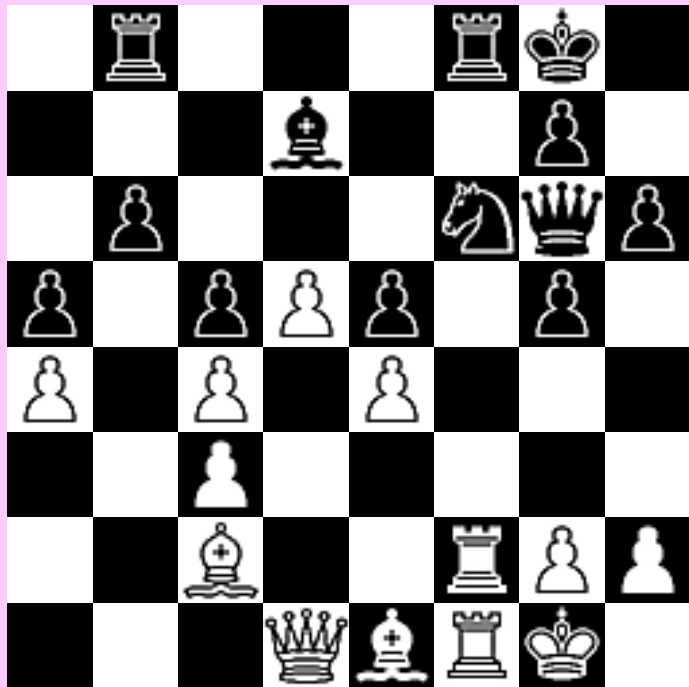


11... Ng6 12. Nxc6 fxg6 13. fxe5 dxe5 14. Be3 b6 15. O-O O-O 16. a4

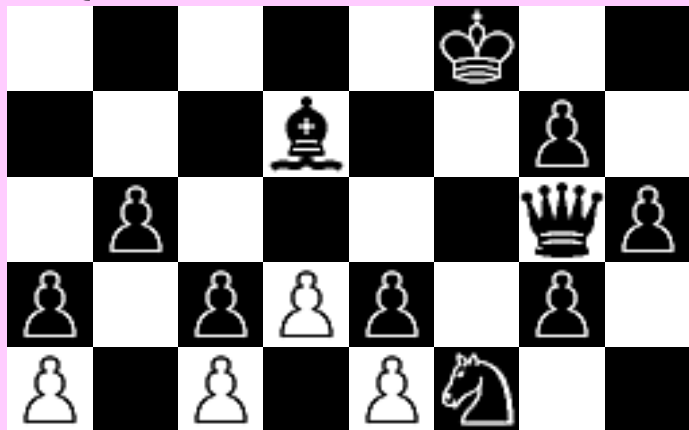


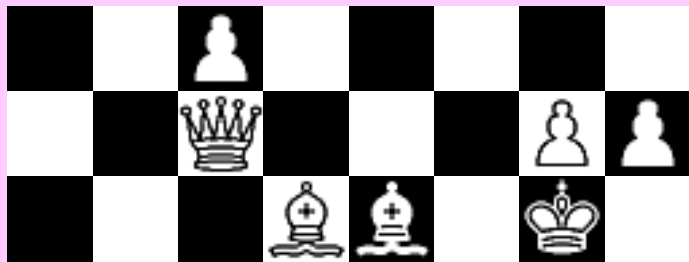


16... a5 17. Rb1 Bd7 18. Rb2 Rb8 19. Rbf2 Qe7 20. Bc2 g5 21. Bd2 Qe8 22. Be1 Qg6



23. Qd3 Nh5 24. Rxf8+ Rxf8 25. Rxf8+ Kxf8 26. Bd1 Nf4 27. Qc2





27... Bxa4 0-1

Back to [Chess Coaching Page](#)

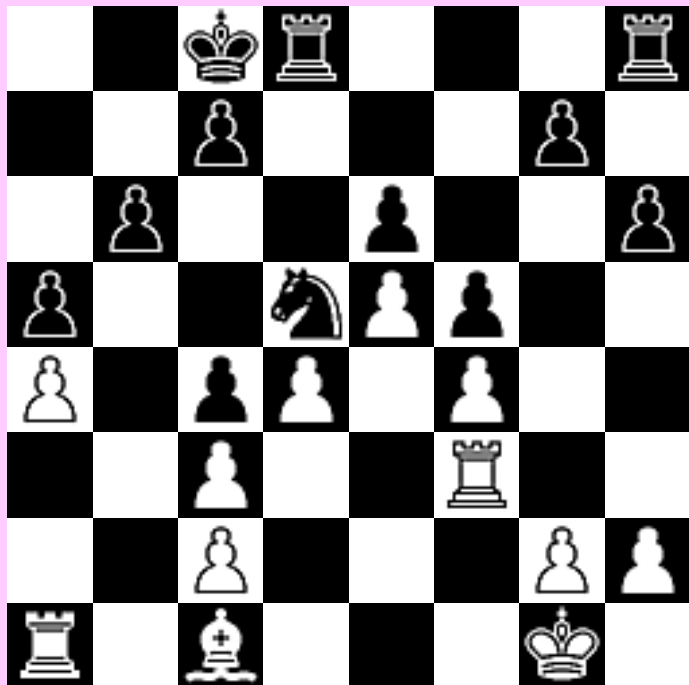
This document (Canon\canon435.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Debbage,I - Lane,PC. [C16]weak pawns: doubled c-pawns wi, weak pawns: dou, 1995

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. a3 Bxc3+ 6. bxc3 b6 7. Qg4 f5 8. Qg3 Ba6 9. Bxa6 Nxa6 10. Qd3?! [10. Ne2! Nb8!? 11. Nf4 Nc6! 12. Nxe6!? "Discuss..."] 10... Nb8 [10... Qa4 prevents c4 11. Nf3 Ne7 12. Ng5 Kd7 13. h4 Nb8 14. Rg1 Nbc6 15. g4 Na5 16. Rb1 Nc4 White's King's-side counterplay is not enough: -+ Atkinson-Cooke 1965] 11. Ne2 Nc6 12. O-O Na5 13. Nf4 Nc4 14. Qe2 O-O-O 15. Nd3 h6 16. a4 a5 17. Nb2 Qc6 18. Nxc4 Qxc4 19. Qxc4 dxc4 20. f4?? Ne7 21. Rf3 Nd5



Black wins with a Queen's-side advance: the Bishop is very bad and the Knight holds sway on both sides of the board. 0-1

Back to [Chess Coaching Page](#)

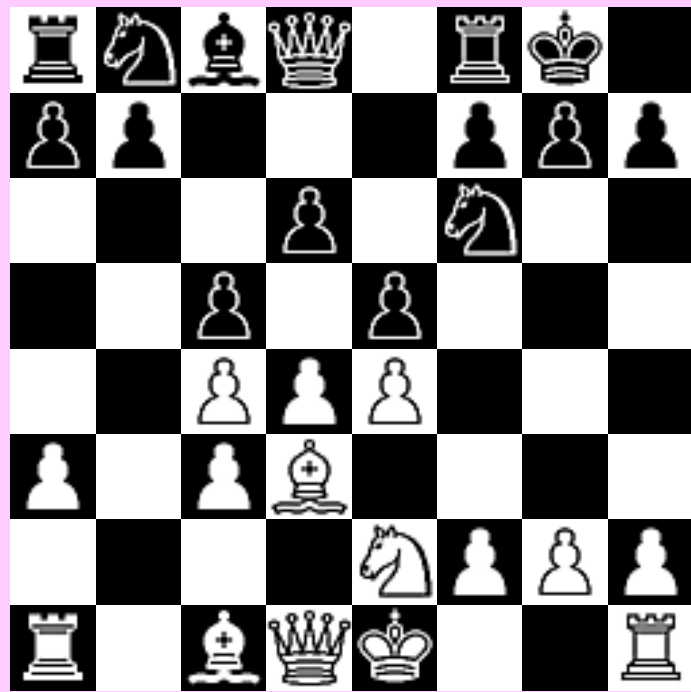
This document (Canon\canon436.html) was last modified on 13 Aug 2005 by



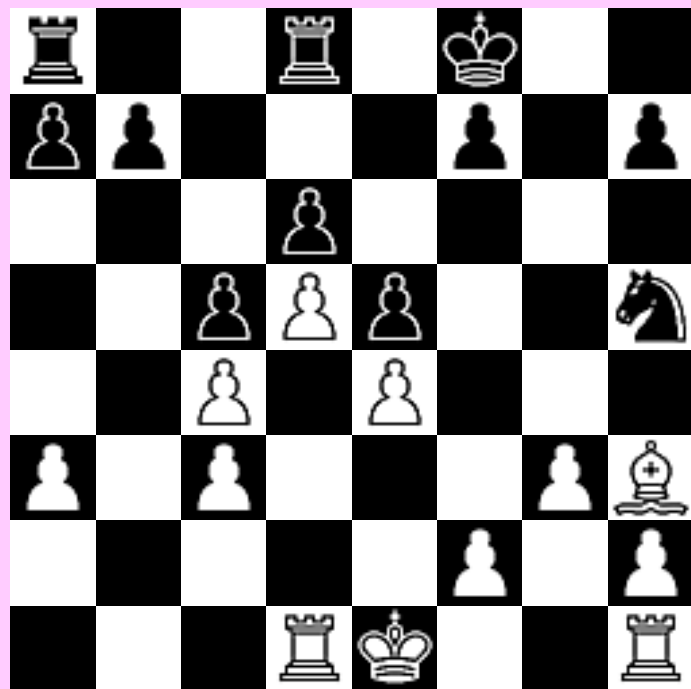
[Dr. Dave](#)

Lane,PC. - Bartlett,J [E28]weak pawns: doubled c-pawns wi, weak pawns: dou, 1996

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. a3 Bxc3+ 6. bxc3 O-O 7. Bd3 d6 8. Ne2 e5 9. e4



9... Re8 10. Ng3 Nc6 11. d5 Ne7 [11... Na5 12. Bg5 h6 13. Bxf6 Qxf6 14. Qa4] 12. Bg5 Ng6 13. Nh5 Bg4 14. Nxf6+ gxf6 15. Bxf6 Bxd1 16. Bxd8 Rxd8 17. Rxd1 Nf4 18. Bf1! Kf8 19. g3 Nh5 20. Bh3



White went on to win: the 'bad' Bishop has a fine diagonal and the Knight has no good squares. 1-0

Back to [Chess Coaching Page](#)

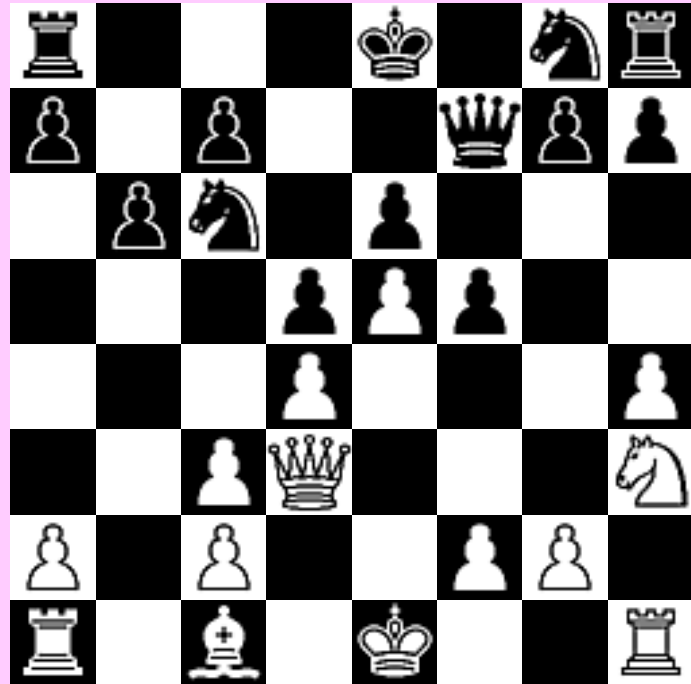
This document (Canon\canon437.html) was last modified on 13 Aug 2005 by



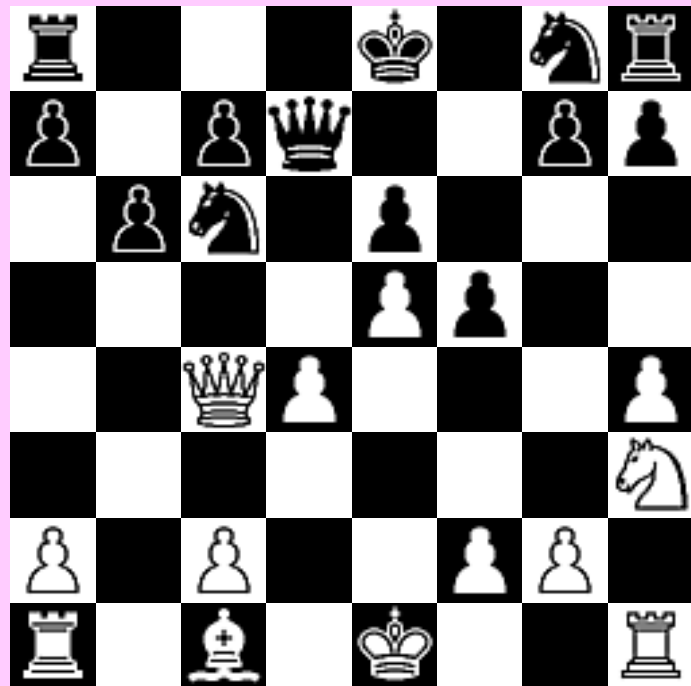
[Dr. Dave](#)

Thomas,N - Lane,PC. [C16]weak pawns: doubled c-pawns wi, weak pawns: dou, 1996

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. Qg4 f5 6. Qh5+ Qf7 7. Qf3 b6 8. h4 Ba6 9. Bxa6 Nxa6 10. Qd3 Bxc3+ 11. bxc3 [11. Qxc3] 11... Nb8 12. Nh3 Nc6

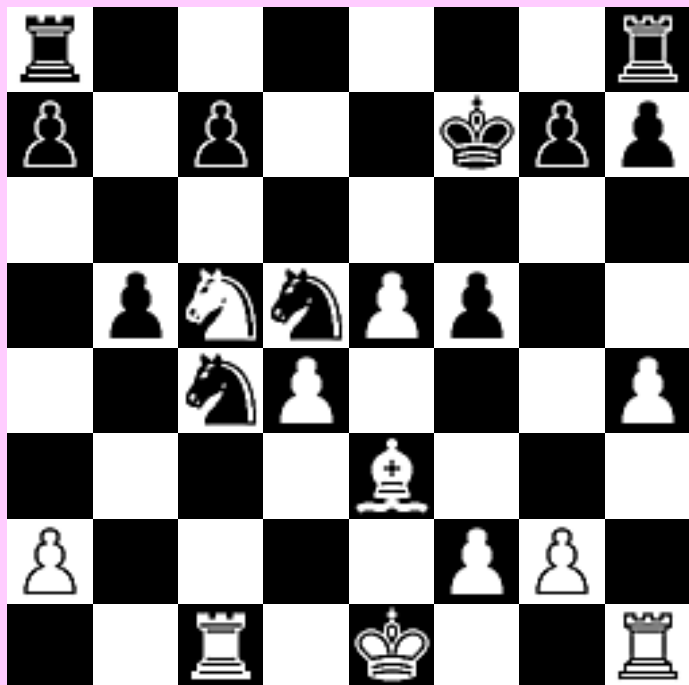


13. c4! makes good use of the Queen on d3 [13. Nf4 Na5 and Black has achieved a favourable blockade] 13... dxc4 14. Qxc4 Qd7



White's Bishop still has some problems, and the struggle for dominance by the minor pieces is still determined by the pawn structure, the legacy of the exchange on c3. 15. Be3 Na5 16. Qb4 Qc6 17. Nf4

Ne7 18. c4 Nxc4 19. Rc1 b5 20. Nxe6 Nd5 21. Qc5 Qxc5 22. Nxc5 Kf7



Dynamic equality: Black's knights have achieved favourable outposts but Black has not enough play on the Queen's-side for a win, given the backward c-pawn and strong White Knight. 1/2

Back to [Chess Coaching Page](#)

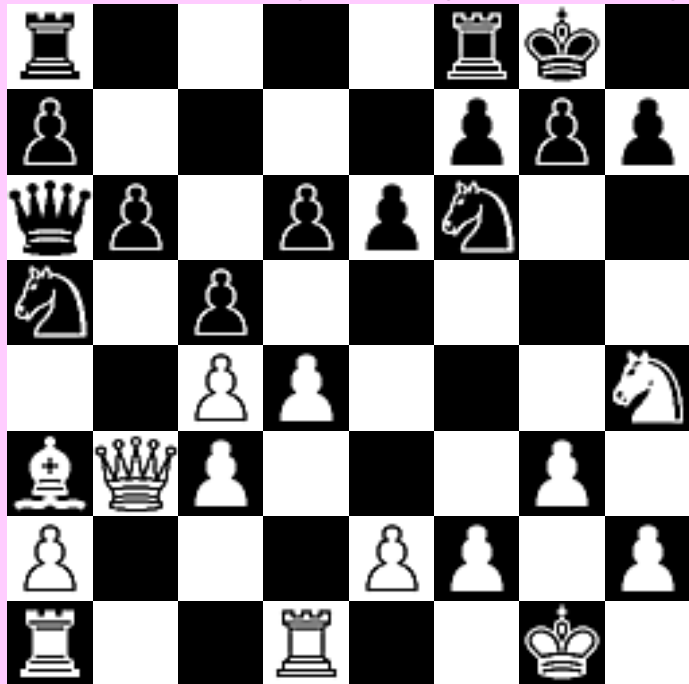
This document (Canon\canon438.html) was last modified on 13 Aug 2005 by



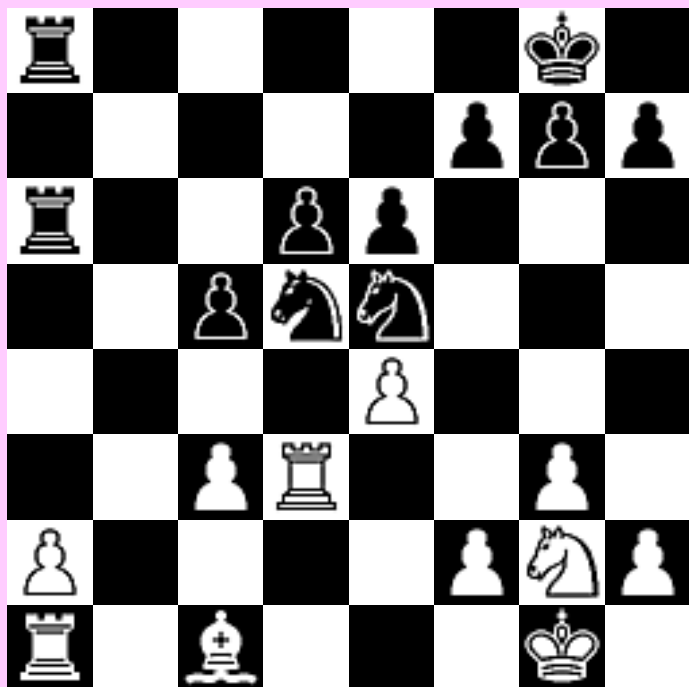
[Dr. Dave](#)

mattison - nimzovich (carlsbad) CHERNEV [E21]weak pawns: doubled pawns 1: u, weak pawns: dou, 1929

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 Bxc3+ 5. bxc3 d6 6. Qc2 Qe7 7. Ba3 c5 8. g3 b6 9. Bg2 Bb7 10. O-O O-O 11. Nh4 Bxg2 12. Kxg2 Qb7+ 13. Kg1 Qa6 14. Qb3 Nc6 15. Rfd1 Na5



16. Qb5 Qxb5 17. cxb5 Nc4 18. Bc1 a6 19. bxa6 Rxa6 20. dxc5 bxc5 21. Ng2 Nd5 22. Rd3 Rfa8 23. e4 Ne5



0-1

Back to [Chess Coaching Page](#)

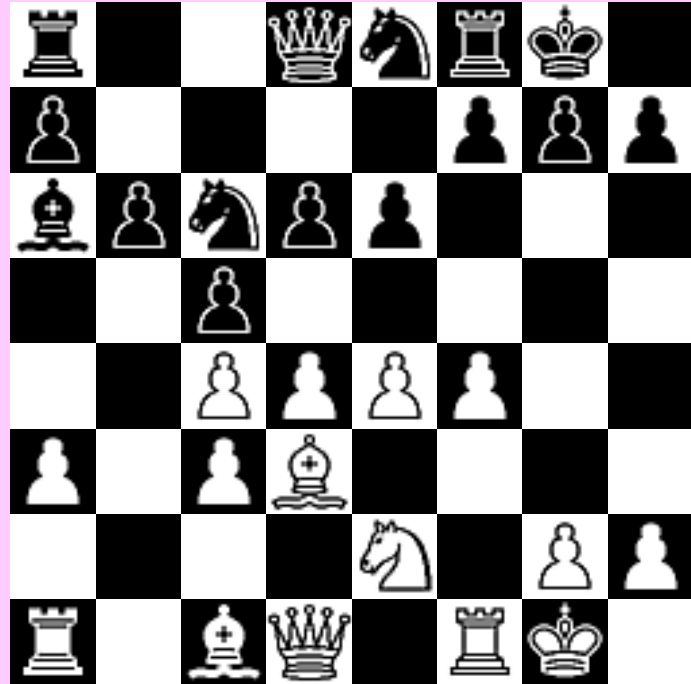
This document (Canon\canon439.html) was last modified on 13 Aug 2005 by



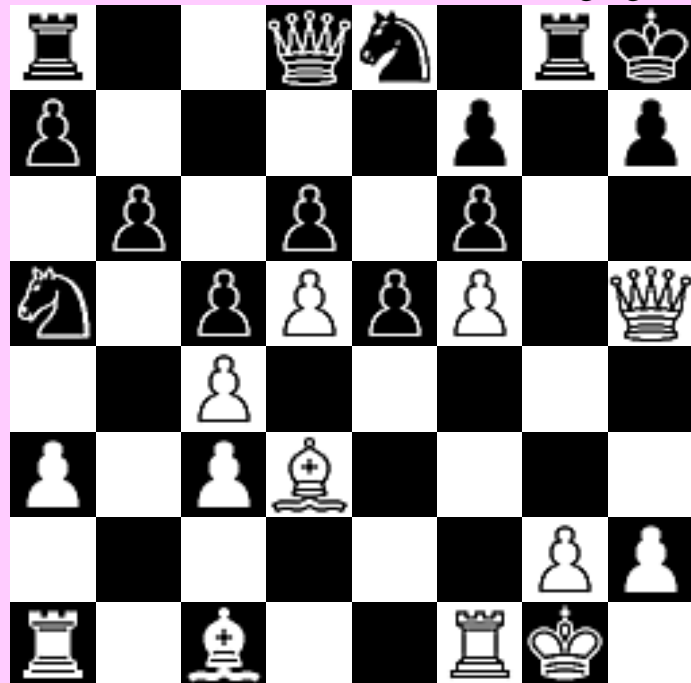
[Dr. Dave](#)

bronstein - najdorf,budapest [E29]weak pawns: doubled pawns 3: &, weak pawns: dou, 1950

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 6. e3 Nc6 7. Bd3 O-O 8. Ne2 d6 9. e4 Ne8 10. O-O b6 11. f4 Ba6



12. f5 e5 13. f6 Kh8 14. d5 Na5 15. Ng3 gxf6 16. Nf5 Bc8 17. Qh5 Bxf5 18. exf5 Rg8



19. Rf3 Rg7 20. Bh6 Rg8 21. Rh3 1-0

Back to [Chess Coaching Page](#)

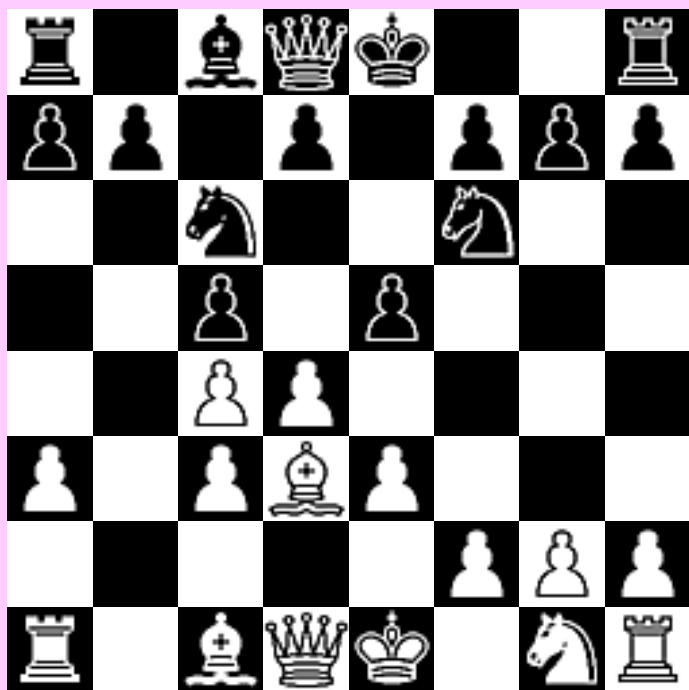
This document (Canon\canon440.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

spassky - tal (HAJTUN) [E26]weak pawns: doubled pawns 4: i, weak pawns: dou, 1958

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3 c5 6. e3 Nc6 7. Bd3 e5

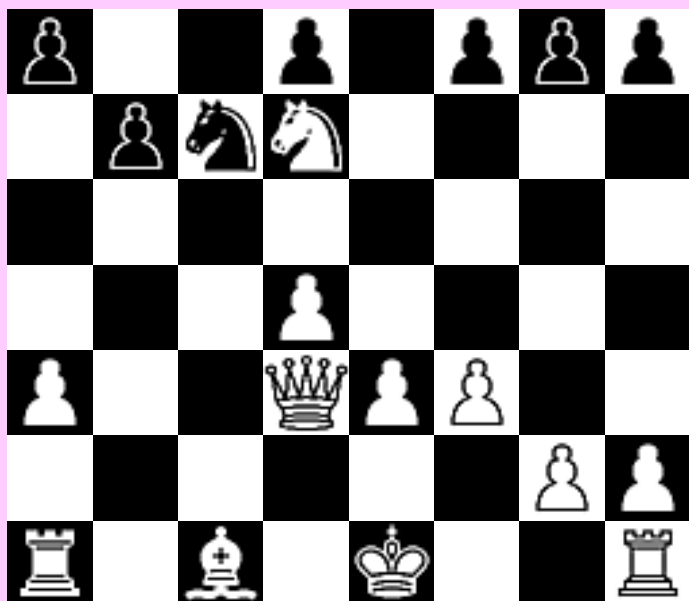


8. Ne2 e4 9. Bb1 b6 10. Ng3 Ba6 11. f3 Bxc4



12. Nf5 O-O 13. Nd6 Bd3 14. Bxd3 exd3 15. Qxd3 cxd4 16. cxd4 Ne8





17. Nf5 d5 18. a4 Nd6 19. Nxd6 Qxd6 20. Ba3 Nb4 21. Qb3 a5



22. O-O Rfc8 23. Rac1 Qe6 24. Bxb4 axb4 25. Kf2 Qd6 26. h3 Kf8 27. Rc2 Rxc2+ 28. Qxc2 g6 29. Rc1 Qd7 30. Qc6 Qxc6 31. Rxc6 Ra6 32. a5 b3 33. axb6 b2 34. b7 b1=Q 35. Rc8+ Kg7 36. b8=Q Ra2+ 37. Kg3 Qe1+ 38. Kh2 Qxe3 39. Rg8+ Kf6 40. Qd6+ Qe6 41. Qf4+ Qf5 42. Qd6+ Qe6 43. Qg3 Qe3 44. h4 Re2 45. Qd6+ Qe6 46. Qf4+ Qf5 47. Qh6 Ke7 48. Qf8+ Kf6 49. Qg7+ Ke7 50. Ra8 Qd7 51. Qf8+ Kf6 52. Ra6+ Re6 53. Qh8+ Ke7 54. Ra8 Re1 55. Kg3 h5 56. Kf2 Re6 57. Rc8 Rd6 58. Qf8+ Kf6 59. Re8 Re6 60. Qh8+ Kf5 61. Qh6 Kf6 62. Qh8+ Kf5 63. Rd8 Qc6 64. Rc8 Qa6 65. Kg3 Qd6+ 66. Kh3 Re1 67. g3 Rg1 68. f4 Re1 69. Rc2 Qe6 70. Rf2 Rh1+ 71. Kg2 Qe4+ 72. Rf3 Kg4 73. Qc8+ f5 [73... f5 74. Qc3 Re1] 0-1

Back to [Chess Coaching Page](#)

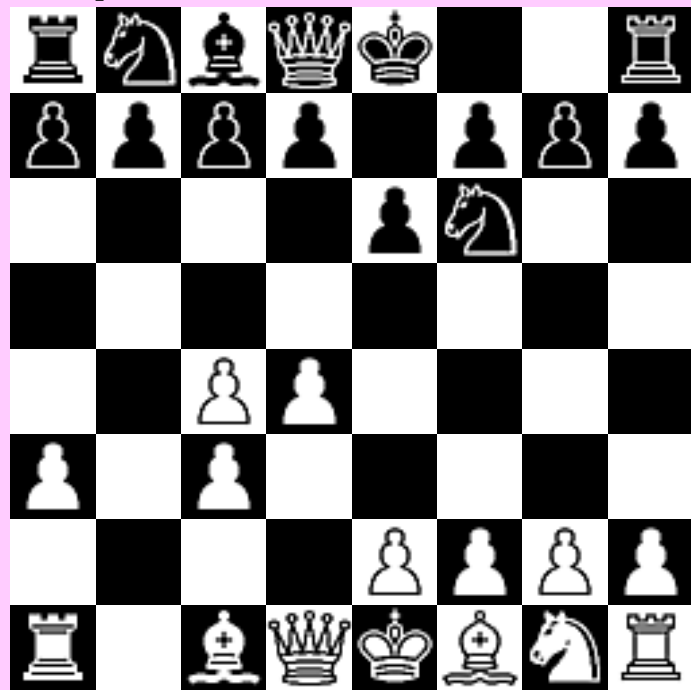
This document (Canon\canon441.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

miscellaneous opening variati [C68]weak pawns: doubled pawns 6: s, weak pawns: dou, 1996

1. e4 [1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. a3 Bxc3+ 5. bxc3

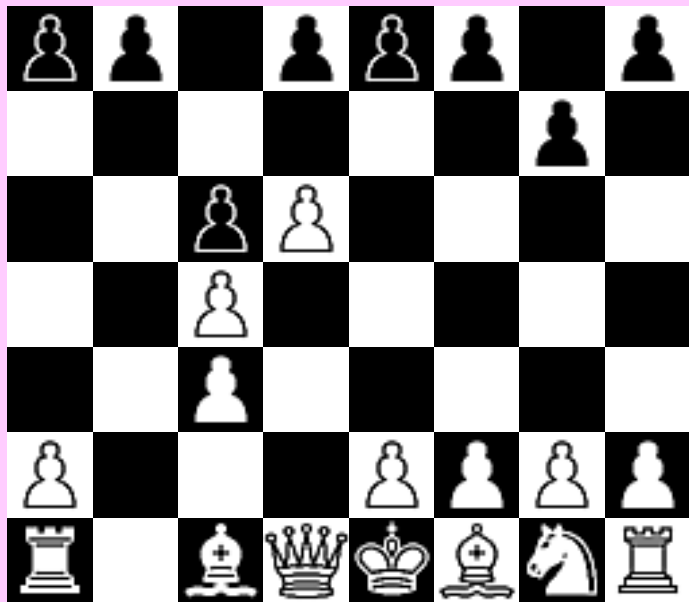


Nimzo-Indian Defence (Samisch variation)] [1. c4 c5 2. Nc3 g6 3. Nf3 Bg7 4. d4 cxd4 5. Nxd4 Nc6 6. Nc2 Bxc3+ 7. bxc3



Symmetrical English] [1. d4 g6 2. c4 Bg7 3. Nc3 c5 4. d5 Bxc3+ 5. bxc3

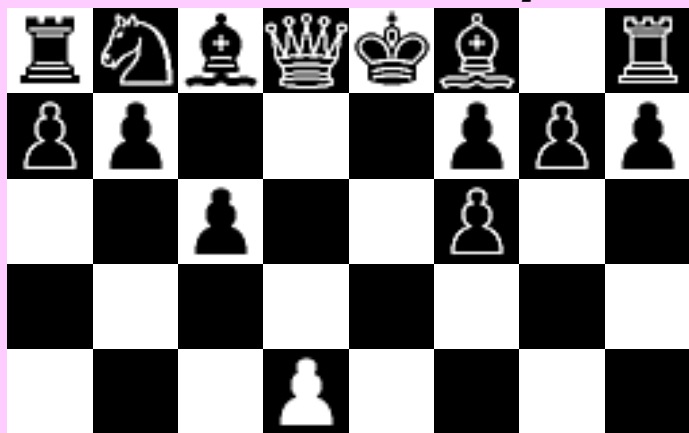


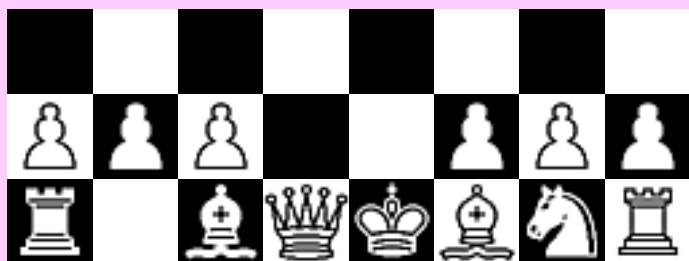


Modern Defence] 1... e5 [1... c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 *Caro-Kann Defence*
4... Nf6 5. Nxf6+ gxf6

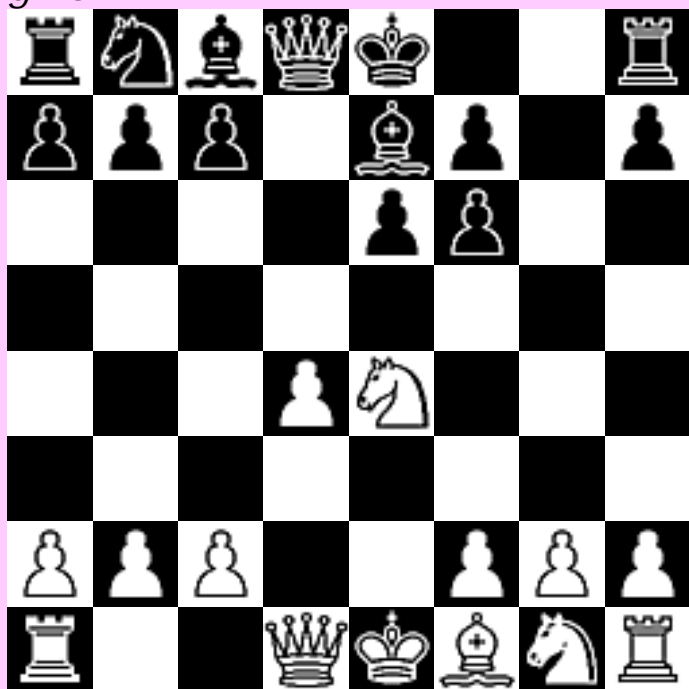


Bronstein-Larsen variation [5... exf6





Tartakower Variation]] [1... e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Be7 6. Bxf6 gxf6



French Defence, Burn Variation] [1... e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bxc3+ 6. bxc3



French Defence, Winawer Variation] 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6



Ruy Lopez, Exchange Variation 1-0

Back to [Chess Coaching Page](#)

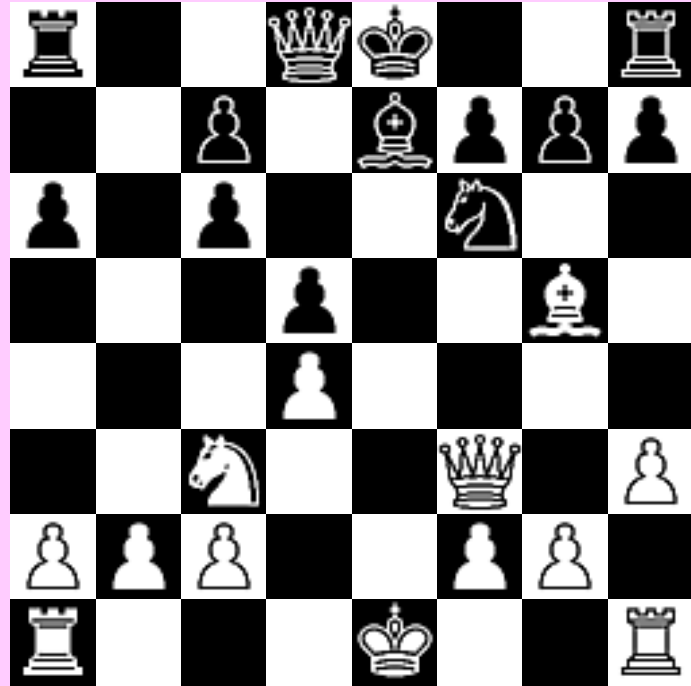
This document (Canon\canon442.html) was last modified on 13 Aug 2005 by



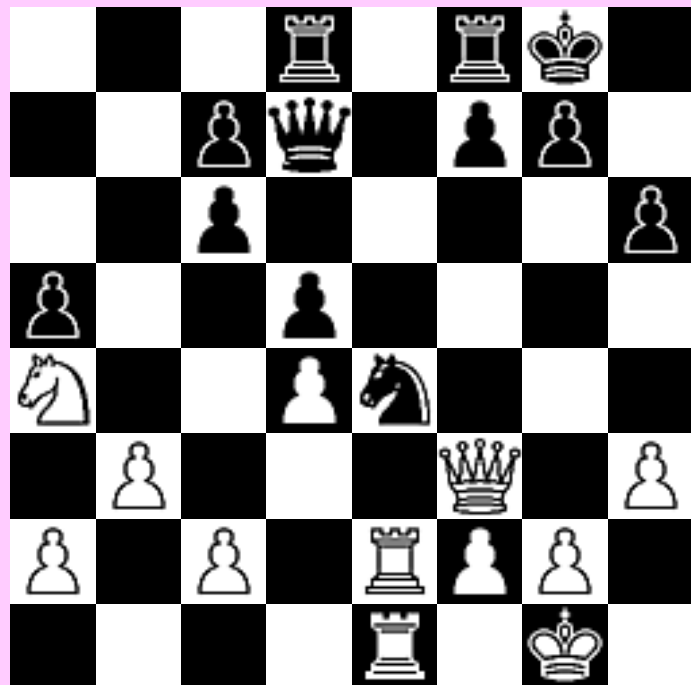
[Dr. Dave](#)

Fischer - Petrosian #9 [C10]weak pawns: doubled pawns 7: i, weak pawns: dou, 1970

1. e4 e6 2. d4 d5 3. Nc3 Nc6 4. Nf3 Nf6 5. exd5 exd5 6. Bb5 Bg4 7. h3 Bxf3 8. Qxf3 Be7 9. Bg5 a6 10. Bxc6+ bxc6

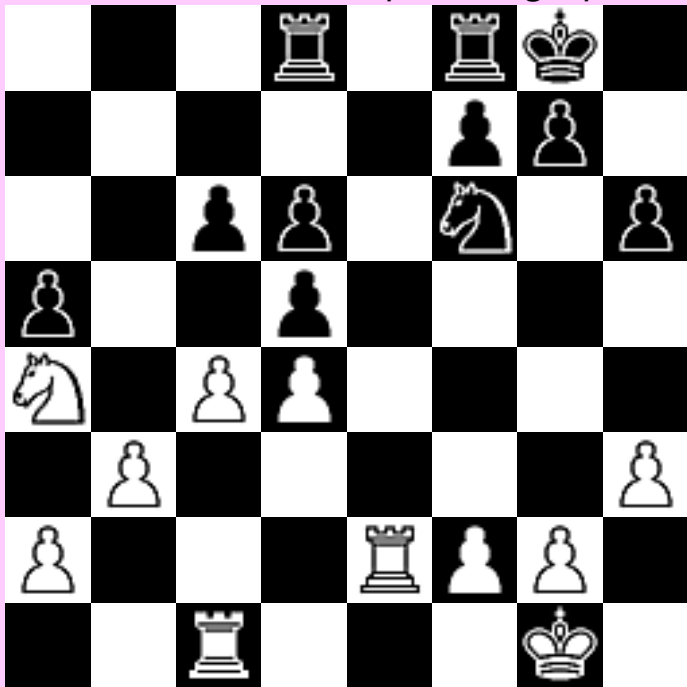


The appearance of the doubleton. 11. O-O O-O 12. Rfe1 h6 13. Bh4 Qd7 14. Re2 While Black is still getting sorted out, White quietly takes over the e-file. 14... a5 15. Rae1 Bd8 16. b3 Rb8 17. Na4 Ne4 18. Bxd8 Rbxd8

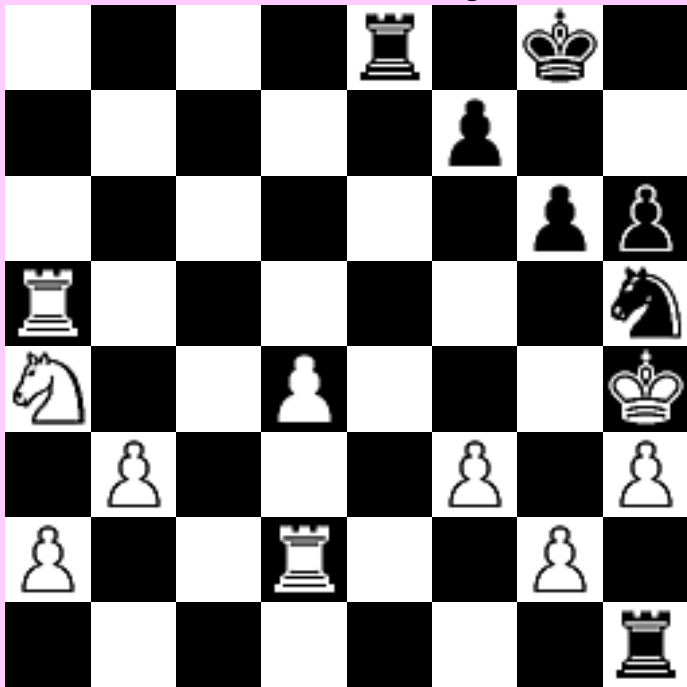


19. Qf4 White is threatening an invasion on c5 after f2-f3. 19... Qd6 20. Qxd6 cxd6 21. c4 [*Just as*

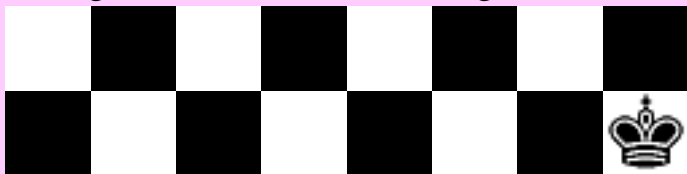
Black seemed to be patching up his pawns, this comes!] 21... Nf6 22. Rc1

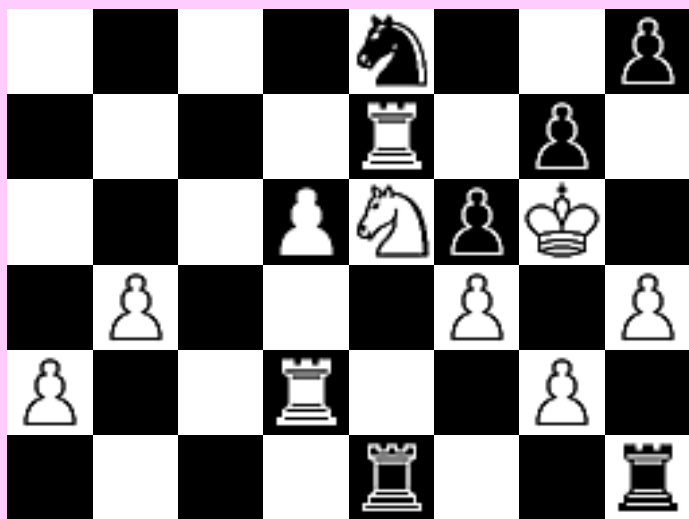


Black's pawns are still very wobbly, but it is only through having more active pieces as well that White can show this clearly. 22... Rb8 [22... dxc4 23. Rxc4 Rc8 24. Rec2] 23. cxd5 cxd5 24. f3 Nh5 25. Rc6 Nf4 26. Rd2 Rfe8 Counterplay rather than passive defence is a good rule in (rook) endings. 27. Rxd6 Re1+ 28. Kf2 Rh1 29. Kg3 Nh5+ 30. Kh4 g6 31. Rxd5 Re8 32. Rxa5



White shows a certain amount of disrespect for the force of the counter- attack. 32... Ree1 33. Nc3 Nf4 34. Kg4 Ne6 35. Re5 f5+ 36. Kg3 f4+ 37. Kh4 Kh7 38. Ne4 g5+ 39. Kg4





White has judged things properly: Black has one trick left but White has material to burn. 39... Ng7 40. Nxf5+ No more teasing, let's make things clear here. 40... hxg5 41. Rxe1 Rxe1 42. Kxg5 Ne6+ 43. Kf5 Re2 44. Rxe2 Nxd4+ 45. Ke5 Nxe2 46. a4 1-0

Back to [Chess Coaching Page](#)

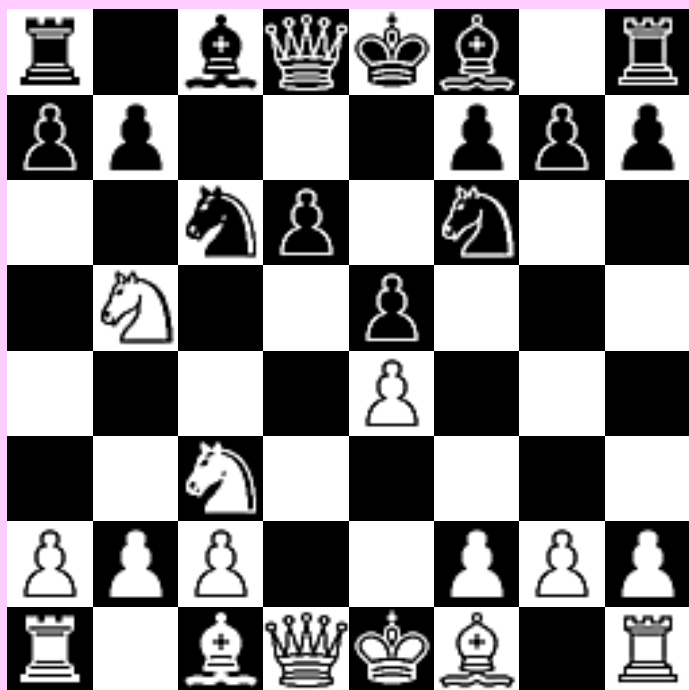
This document (Canon\canon443.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

zinn - sveshnikov,decin [B33]weak pawns: dynamic chances, 1974

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6



One of the most puzzling of modern variations: didn't the games on Knight outposts suggest that Black is virtually lost? Well, he is if White proceeds smoothly and Black has no counterplay. 7. Bg5 a6 8. Na3 b5 9. Bxf6 gxf6 10. Nd5

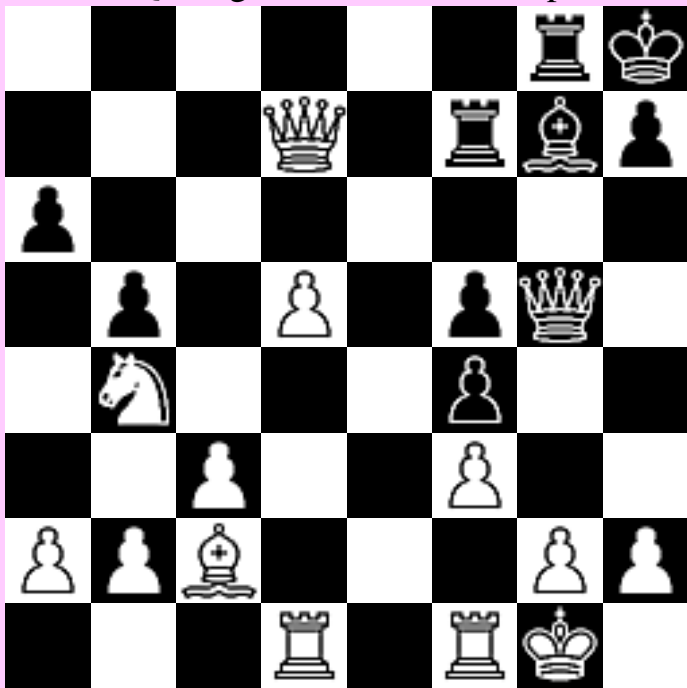


All according to plan A, but there are some differences: Black has an interesting collection of K-side pawns which may allow ...f6-f5 and ...Rg8, and White's Knight on a3 is taking no part in the struggle.

10... f5 11. Bd3 Be6 12. Qh5 Bg7 13. O-O f4 14. c3 O-O 15. Nc2 f5



Black is making maximum use of the f-pawns and White looks at least as loose as Black. 16. Ncb4 Nxb4 17. Nxb4 d5 18. exd5 Bd7 19. Bc2 Be8 20. Qe2 Kh8 21. Rad1 Qh4 22. f3 Rf6 23. Qe1 Qg5 24. Qxe5 Bd7 25. Qe7 Rg8 Black follows his pawn sacrifice with a Bishop! 26. Qxd7 Rf7



The f-pawns keep White's pieces from defending the King, and White has no answer to the vacating sacrifice ...Bd4. 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon444.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rubinstein - Nimzovitch (*Karlsbad) [D32]weak pawns: evolution of hangi, weak pawns: evo, 1929

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 exd5 5. Nf3 Nc6 6. Bf4 cxd4 7. Nxd4 Bb4

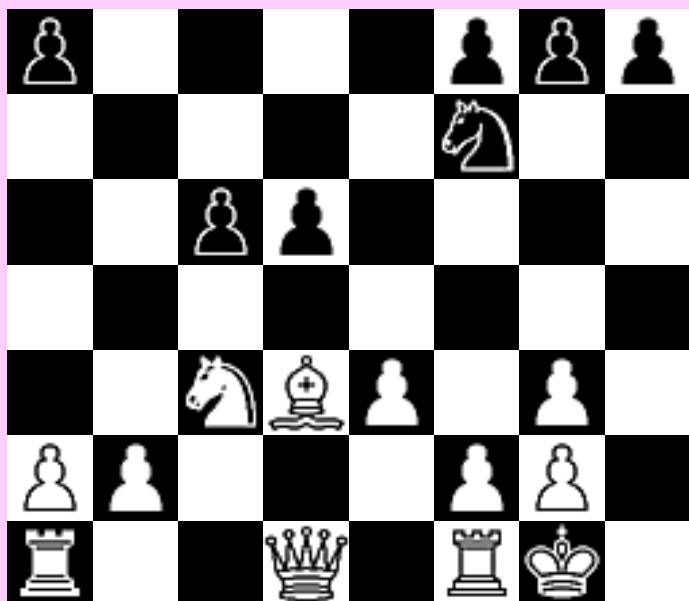


(isolated pawn) 8. e3 Nf6 9. Nxc6 bxc6



(pawn island) 10. Bd3 O-O 11. O-O Bd6 12. Bg3 Bxg3 13. hxg3 c5





(hanging pawns) 14. Rc1 Be6 15. Qa4 Qb6 16. Qa3 c4



Nimzo called this posture "blockaded security" 17. Be2 a5 active use of the a-pawn was a Nimzo favourite 18. Rfd1 Qb4 19. Rd4 Rfd8 20. Rcd1 Rd7 21. Bf3 Rad8 22. Nb1 ?! 22... Rb8 23. R1d2 Qxa3 24. Nxa3 Kf8 25. e4 dxe4 26. Rxd7 Nxd7 27. Bxe4 Nc5 28. Rd4 Nxe4 29. Rxe4 Rxb2 30. Nxc4 Rb4 31. Nd6 Rxe4 32. Nxe4 Bxa2 ... 0-1 rubinstein-nimzovich 0-1

Back to [Chess Coaching Page](#)

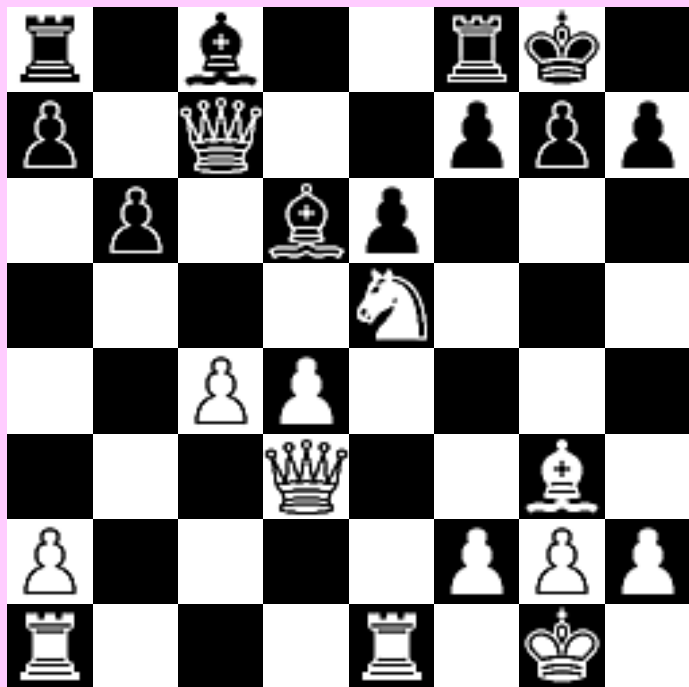
This document (Canon\canon445.html) was last modified on 13 Aug 2005 by



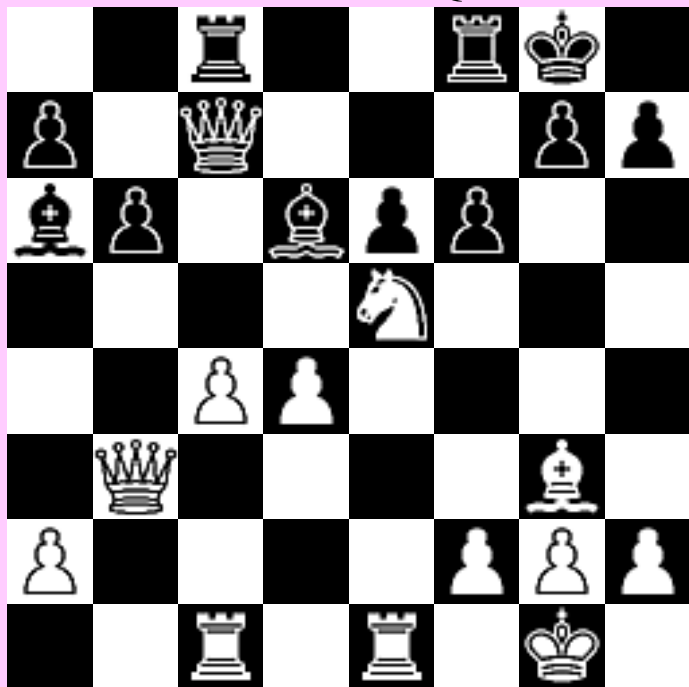
[Dr. Dave](#)

Spielmann,R - Nimzowitsch Aaron (San) (9) [B29]weak pawns: hanging Pawns, 1911

1. e4 c5 2. Nf3 Nf6 3. Nc3 d5 4. exd5 Nxd5 5. Bc4 e6 6. O-O Be7 7. d4 Nxc3 8. bxc3 O-O 9. Ne5 Qc7
10. Bd3 Nc6 11. Bf4 Bd6 12. Re1 cxd4 13. cxd4 Nb4 14. Bg3 Nxd3 15. Qxd3 b6 16. c4

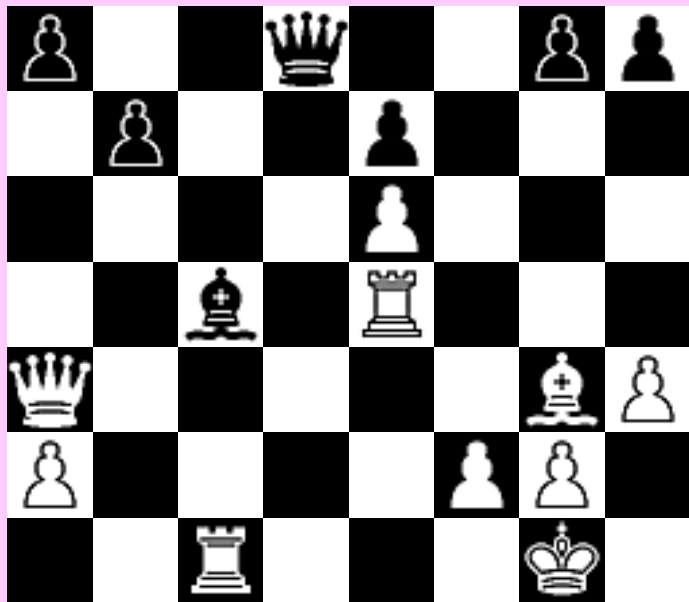


16... Ba6 17. Rac1 Rac8 18. Qb3 f6

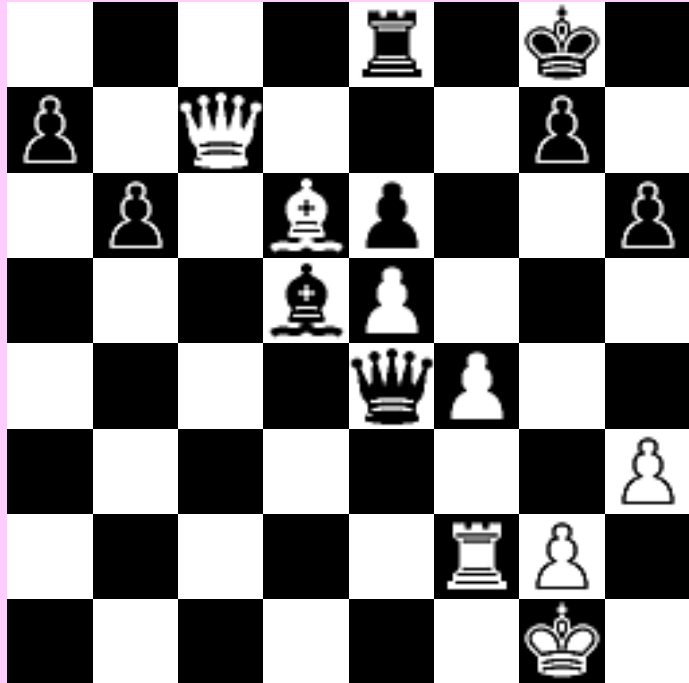


19. Qa4 fxe5 20. dxe5 Ba3 21. Qxa3 Bxc4 22. Re4 Qd7 23. h3

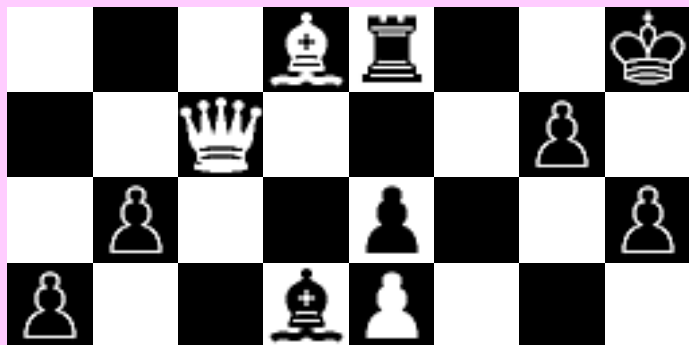


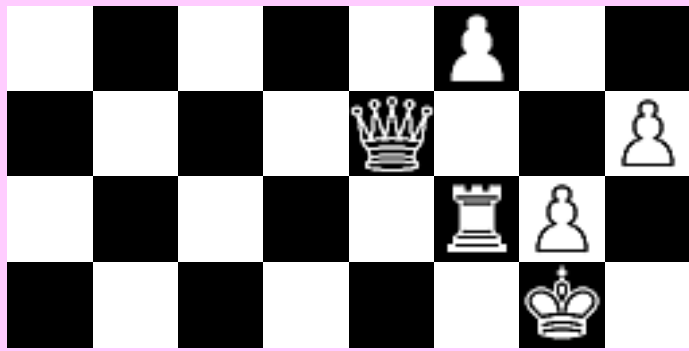


23... Bd5 24. Re2 Qb7 25. f4 Qf7 26. Rec2 Rxc2 27. Rxc2 Qg6 28. Qc3 Bxa2 29. Bh4 Bd5 30. Be7 Re8 31. Bd6 Qe4 32. Qc7 h6 33. Rf2



33... Qe1+ 34. Rf1 Qe3+ 35. Rf2 a5 36. Be7 Qe1+ 37. Rf1 Qe3+ 38. Rf2 Kh8 39. Bd8 Qe1+ 40. Rf1 Qe3+ 41. Rf2





41... Qe1+ 42. Rf1 Qg3 43. Rf2 Rf8 44. Qxb6 Rxf4 45. Be7 a4 46. Kf1 Qxg2+ 0-1

Back to [Chess Coaching Page](#)

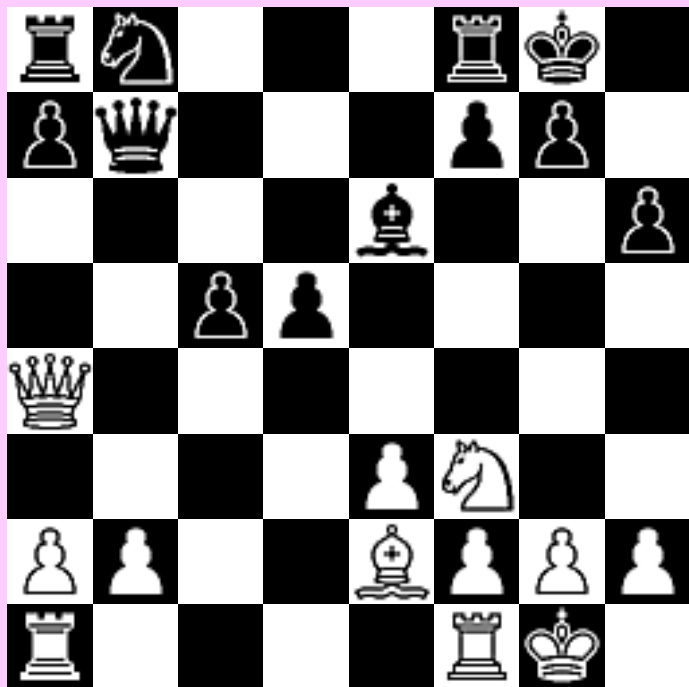
This document (Canon\canon446.html) was last modified on 13 Aug 2005 by



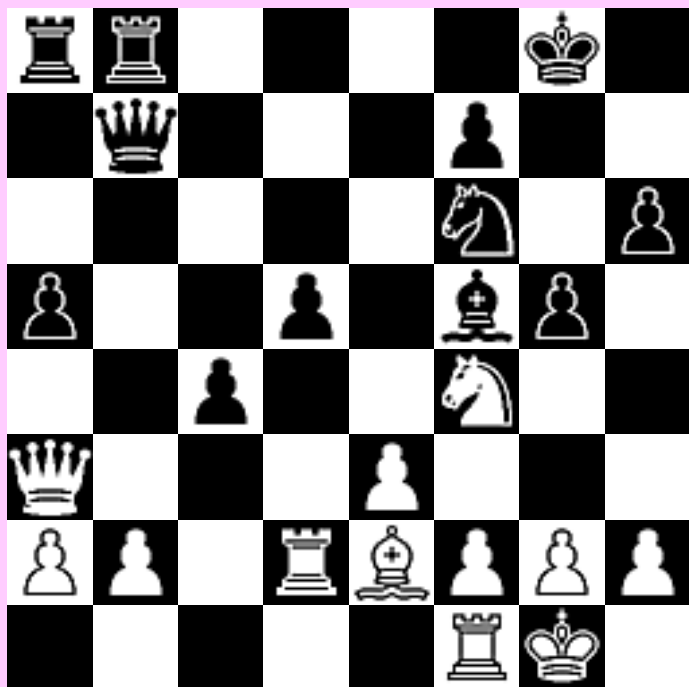
[Dr. Dave](#)

Bertok - Fischer [D59]weak pawns: hanging pawns (str, weak pawns: han, 1962

1. d4 d5 2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. Bg5 O-O 6. e3 h6 7. Bh4 b6 8. cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Be2 Be6 12. O-O c5 13. dxc5 ?! 13... bxc5 14. Qa4 Qb7



! White is not well-placed to harass the pawns, while Fischer is making use of his own trumps. 15. Qa3 Nd7 16. Ne1 a5 17. Nd3 c4 18. Nf4 Rfb8 19. Rab1 ? (Nxe6) 19... Bf5 20. Rbd1 Nf6 21. Rd2 g5



It's "make your mind up" time! 22. Nxd5 [22. Nh5 Ne4 23. Rc2 Qb4] 22... Nxd5 23. Bxc4 Be6 24. Rfd1 ? 24... Nxe3 (oops) 25. Qxe3 Bxc4 26. h4 Re8 27. Qg3 Qe7 28. b3 Be6 29. f4 g4 30. h5 Qc5+ 31.

Rf2 Bf5 0-1

Back to [Chess Coaching Page](#)

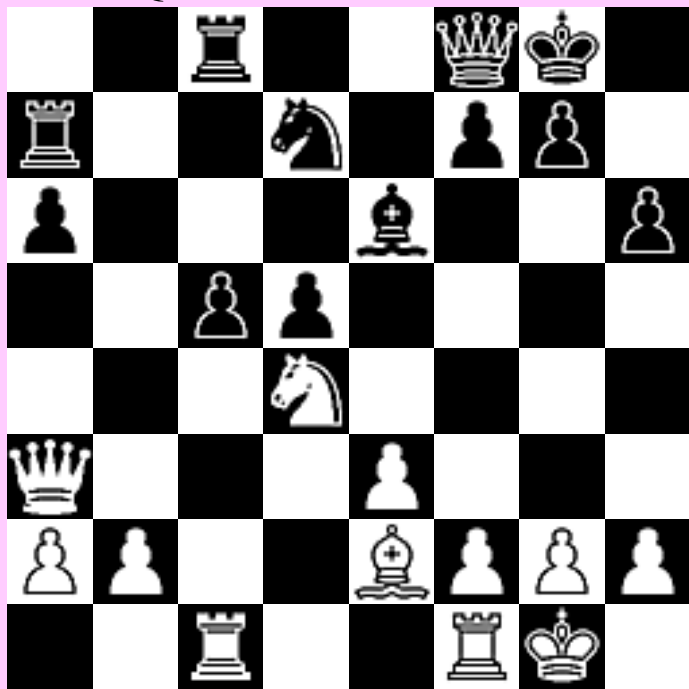
This document (Canon\canon447.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer - Spassky WCh [D59]weak pawns: hanging pawns (wea, weak pawns: han, 1972

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 h6 7. Bh4 b6 8. cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Rc1 Be6 12. Qa4 c5 13. Qa3 Rc8 14. Bb5 a6 15. dxc5 bxc5 16. O-O Ra7 17. Be2 Nd7 18. Nd4 Qf8



19. Nxe6 fxe6 20. e4 d4 21. f4 Qe7 22. e5 Rb8 23. Bc4 Kh8 24. Qh3 Nf8 25. b3 a5 26. f5 exf5 27. Rxf5 Nh7 28. Rcf1 Qd8 29. Qg3 Re7 30. h4 Rbb7 31. e6 Rbc7 32. Qe5 Qe8 33. a4 Qd8 34. R1f2 Qe8 35. R2f3 Qd8 36. Bd3 Qe8 37. Qe4 Nf6 38. Rxf6 gxf6 39. Rxf6 Kg8 40. Bc4 Kh8 41. Qf4 1-0

Back to [Chess Coaching Page](#)

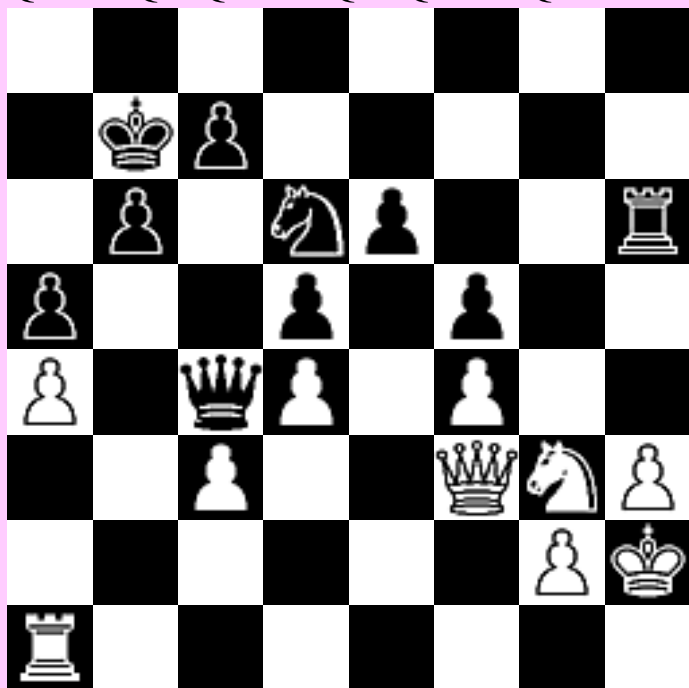
This document (Canon\canon448.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Gligoric - Keres (Zuerich) [E43]weak pawns: pawn islands, 1953

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 b6 5. a3 Bxc3+ 6. bxc3 Bb7 7. f3 Nc6 8. e4 d6 9. Bd3 Na5 10. Ne2 Qd7 11. O-O Ba6 12. Ng3 Bxc4 13. Bxc4 Nxc4 14. Qe2 Qc6 15. Bg5 h5 16. Bh4 O-O-O 17. f4 Rdg8 18. Bxf6 gxf6 19. Nxh5 f5 20. Ng3 fxe4 21. Nxe4 Rh3 22. Ng3 Rh6 23. Rf3 Rgh8 24. h3 f5 25. Nf1 Rg8 26. Rg3 Rxc3 27. Nxc3 a5 28. a4 Rg6 29. Kh2 Kb7 30. Ra2 d5 31. Qh5 Qe8 32. Re2 Nd6 33. Re5 Qf7 34. Qf3 Qd7 35. Qh5 Qf7 36. Qf3 Rh6 37. Re2 Qd7 38. Ra2 Qc6 39. Ra1 Qc4



40. Kg1 Qb3 41. Ne2 Qc2 42. g4 fxg4 43. hxg4 Rh4 44. Rc1 Qh7 45. c4 Rh3 46. Qg2 Qd3 47. cxd5 Ne4 48. dxe6 Qe3+ 49. Kf1 Rf3+ 0-1

Back to [Chess Coaching Page](#)

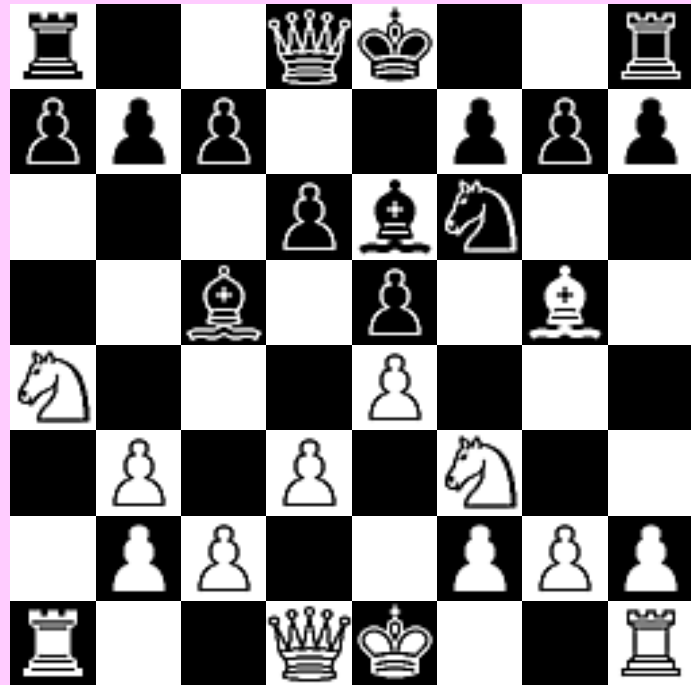
This document (Canon\canon449.html) was last modified on 13 Aug 2005 by



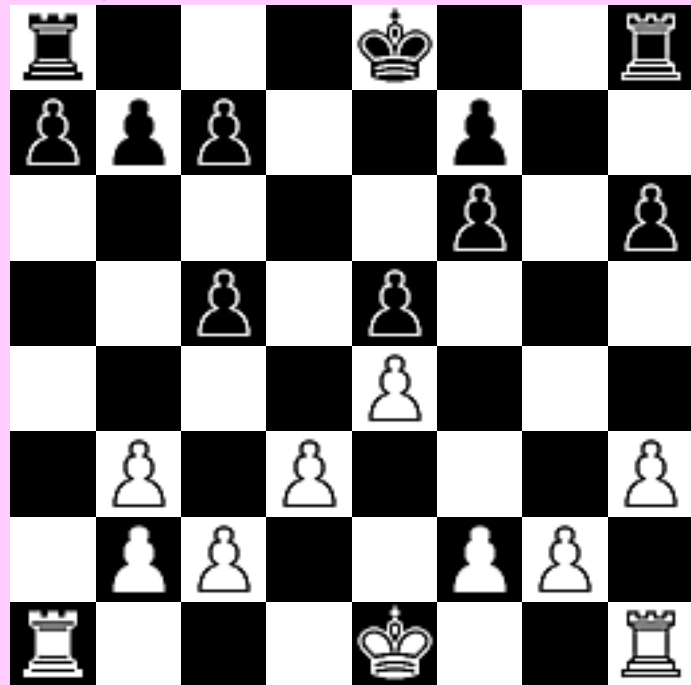
[Dr. Dave](#)

Hug - Barle (Pula izt) [C50]weak pawns: pawn islands, 1975

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5 Na5 7. Bb3 Nxb3 8. axb3 Be6 9. Na4

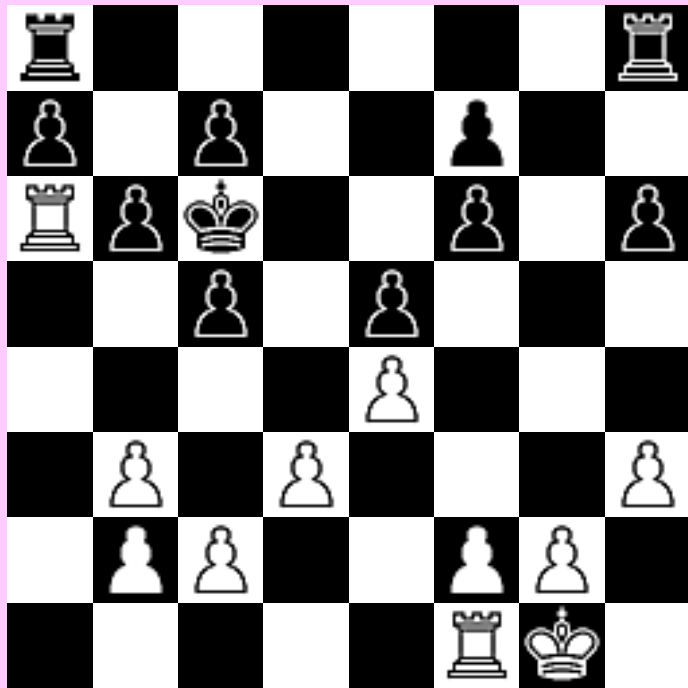


9... h6 [9... Bb6 10. Nxb6 axb6 or 10...cxb6; 11.d4! with a superior pawn structure
 11. Rxa8 Qxa8 12. Bxf6 gxf6 13. Nh4 Pritchett] 10. Bh4 Bg4 [10... g5 11. Bg3 Nd7
 12. Nxc5 Nxc5 13. b4 Nd7 14. d4] 11. Nxc5 dxc5 12. h3 Bxf3 13. Qxf3 Qd6 14. Bxf6 Qxf6 15.
 Qxf6 gxf6

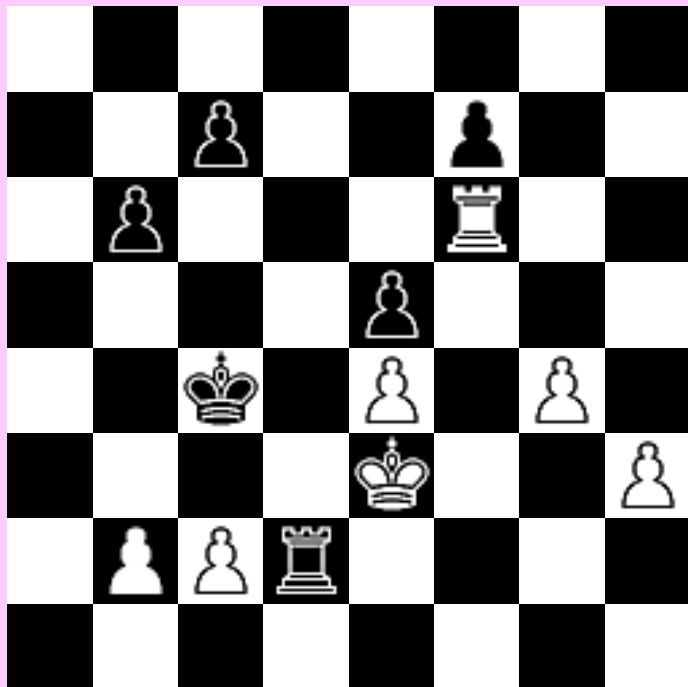


Here we have the doubled f-pawns again. White can start an immediate attack on them with O-O and f2-f4 - thanks to his own doubleton on the b-file, which gives an open a-file! 16. Ra5! accurate: forces a

permanent weakness on a7. Black must divert his King to the Q-side when a shift to the f-file catches him wrong-footed. Black is probably already lost. [16. O-O Ke7 17. f4 h5 18. Rf2 Rh7 19. Raf1 and Black can defend the one weakness on the f-file.] 16... b6 17. Ra6 Kd7 18. O-O Kc6



19. f4 Kb7 20. Raa1 Rh7 21. fxe5 fxe5 22. Rf6 White now wins a pawn while Black struggles for counterplay. 22... a5 23. Rf5 Re8 24. Raf1 Re7 25. Rh5 Re6 26. Rhf5 Re7 27. g4 Kc6 28. Rf6+ Kb5 29. R1f5 a4 30. bxa4+ Kxa4 31. Rh5 c4 32. dxc4 Kb4 33. Rhxh6 Rxh6 34. Rxh6 Rd7 35. Rf6 Kxc4 36. Kf2 Rd2+ 37. Ke3



37... Rh2 [37... Rxc2 doesn't help, e.g. 38. Rxf7 c5 39. Rf2 Rxf2 40. Kxf2 Kb3] 38. Rc6 + Kb5 39. Rxc7 Rxh3+ 40. Kf2 Rh2+ 41. Kg3 Re2 42. Kf3 Re1 43. Re7 f6 44. g5 fxg5 45. Rxe5+ Kc4 46. Rxc7 Rf1+ 47. Ke2 Rb1 48. b3+ Kc3 49. Rb5 Rc1 50. Rxb6 Rxc2+ 51. Ke3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon450.html) was last modified on 13 Aug 2005 by



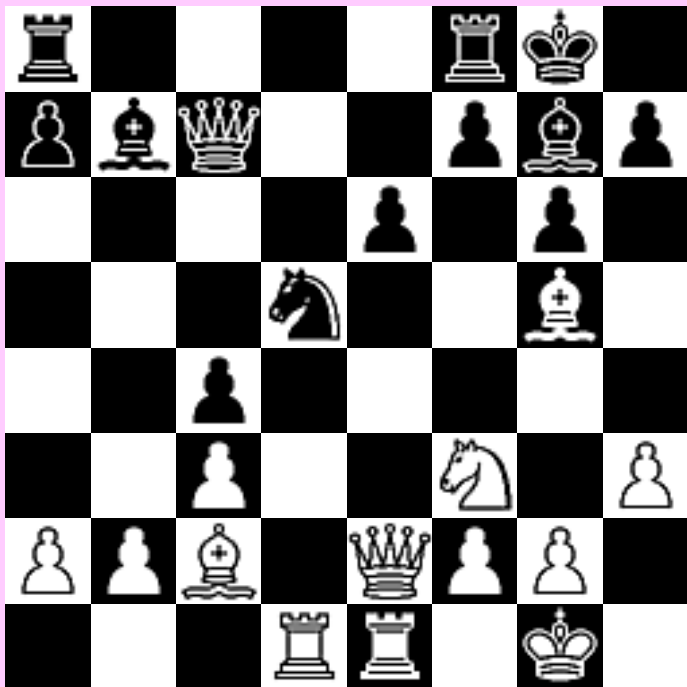
[Dr. Dave](#)

geller's quiet system - Bronstein [B07]weak pawns: pawn islands, 1993

1. e4 g6 2. d4 Bg7 3. c3 d6 4. Nf3 Nf6

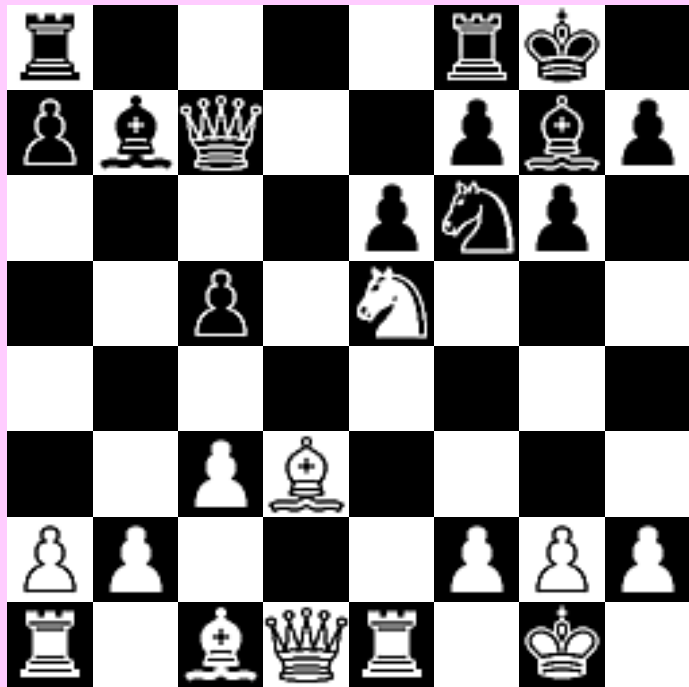


5. Nbd2 [5. Bd3 (best)] 5... O-O 6. Be2 [6. h3 b6 7. Bc4 e6 8. O-O Bb7 9. Qe2 c5 10. dxc5 bxc5 11. e5 dxe5 12. Nxe5 Nd5 13. Ndf3 Nd7 14. Bg5 Qc7 15. Nxd7 Qxd7 16. Rad1 Qc7 17. Rfe1 Nb6 18. Bd3 c4 19. Bc2 Nd5

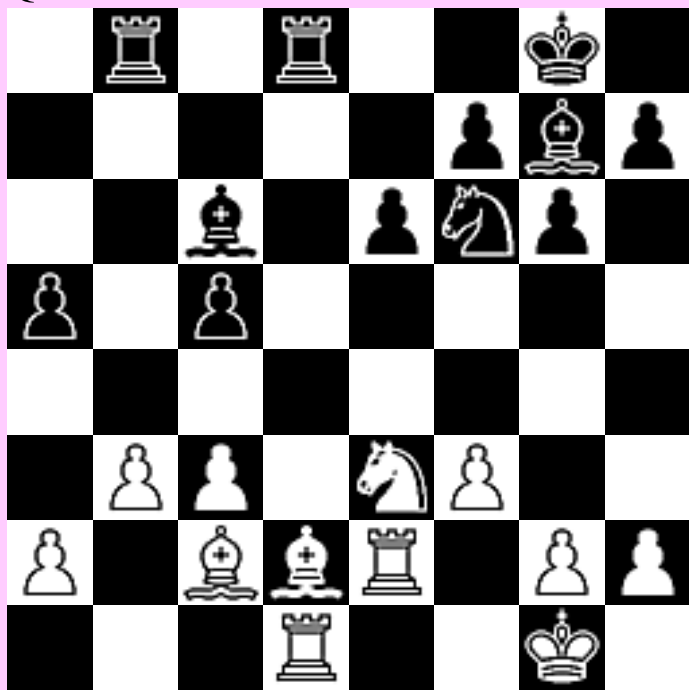


simagin-bronstein, moscow 1967 [0-1,44] 6... b6 7. O-O e6 (to stop e4-e5-e6 and discourage d5 in reply to the coming ...c5. Benko has played 7...Bb7 without immediate harm) 8. Re1 Bb7 9. Bd3

c5 10. dxc5 bxc5 11. e5 dxe5 12. Nxe5 Nc6 13. Ndc4 Nxe5 14. Nxe5 Qc7



=+ k/b (better bishops, play on b-file, and some central influence from Pe6) 15. Qe2 Rab8 16. Bd2 Ba8 17. Nc4 Nh5 18. Be4 Bd5 19. b3 Rfd8 20. Rad1 Nf6 21. Bc2 Qb7 22. Na5 Qb6 23. Nc4 Qa6 24. Ne3 Qxe2 25. Rxe2 Bc6 26. f3 a5



filip-bronstein, moscow 1967 [0-1, 85] =

Back to [Chess Coaching Page](#)

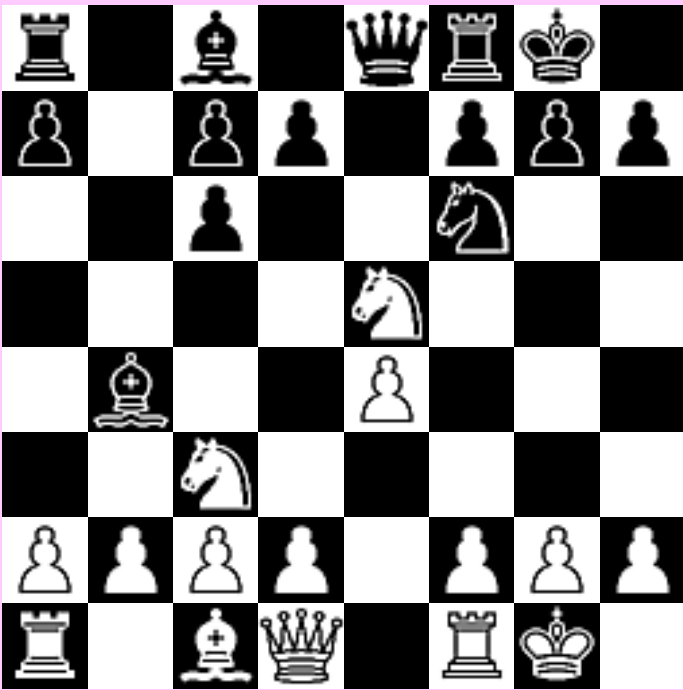
This document (Canon\canon451.html) was last modified on 13 Aug 2005 by



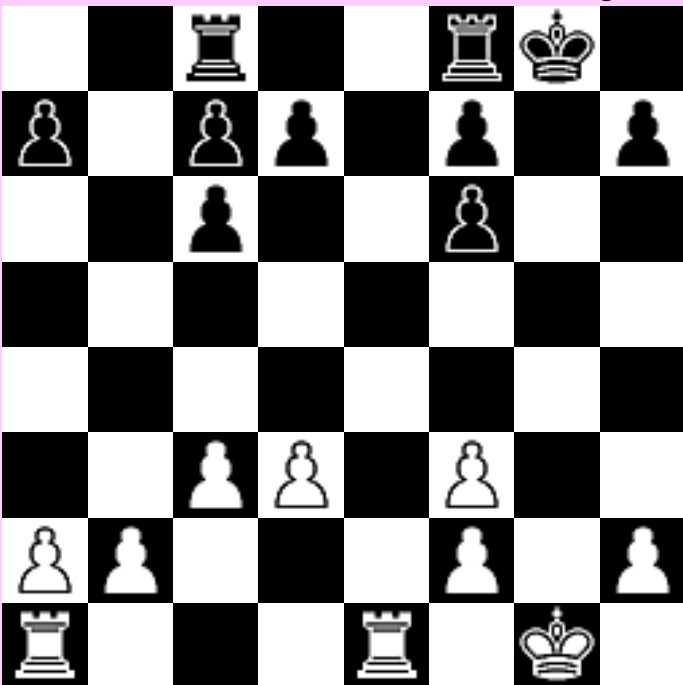
[Dr. Dave](#)

Capablanca, Jose - Kupchik, Abraham (Havana) (7) [C49]weak pawns: pawn islands, 1913

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 bxc6 7. Nxe5 Qe8

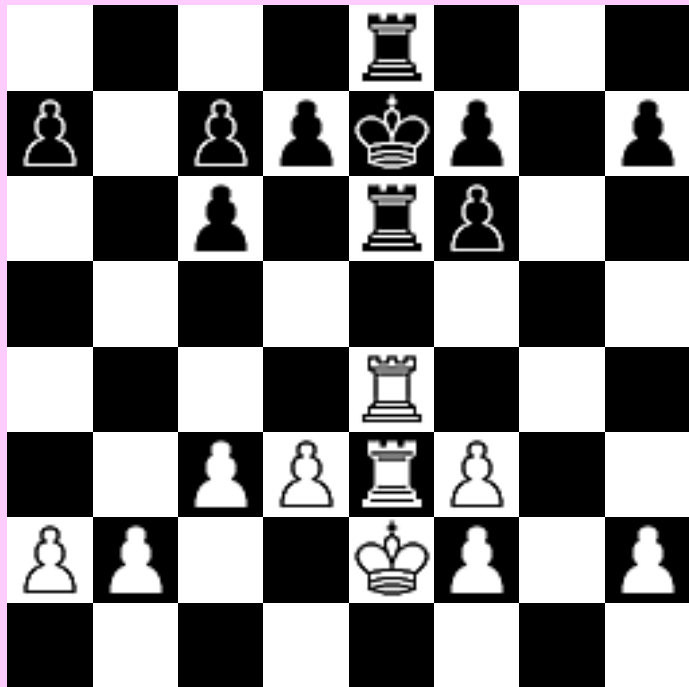


8. Nd3 Bxc3 9. dxc3 Qxe4 [9... Nxe4 10. Re1] 10. Re1 Qh4 11. Qf3 Ba6 12. Bf4 Rac8 13. Be5 (idea IDEA Nc5) 13... Bxd3 14. cxd3 Qg4 15. Bxf6 Qxf3 16. gxf3 gxf6

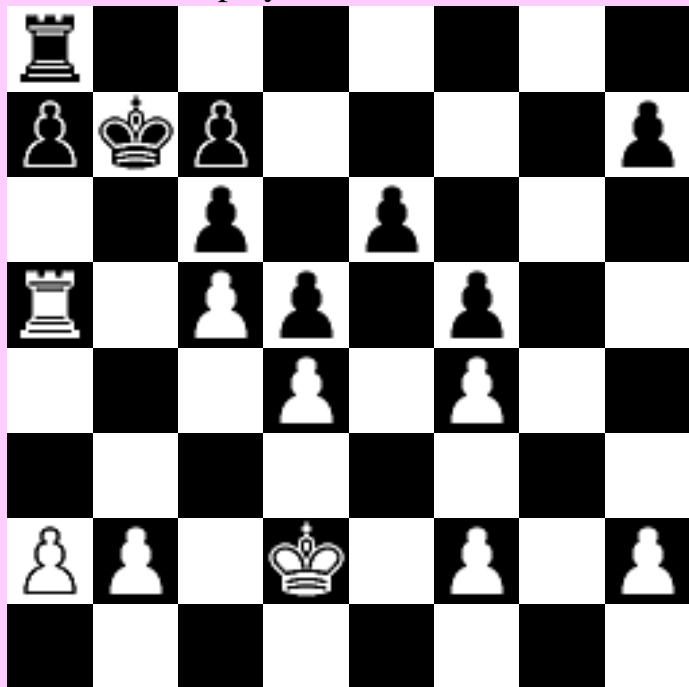


Assessment: +/- better Pawns, fewer Pawn islands, more active pieces. The weakest spot in the Black position is the isolated a-Pawn, and it is here that an attack should be directed. 17. Re4 First, Capablanca mobilises and centralises his pieces. There is never any sense of rush when Capa plays an ending. This

ease of mobilisation is a dynamic advantage to add to the static ones just listed. 17... Rfe8 18. Rae1 Re6 19. R1e3 Rce8 20. Kf1 Kf8 21. Ke2 Ke7

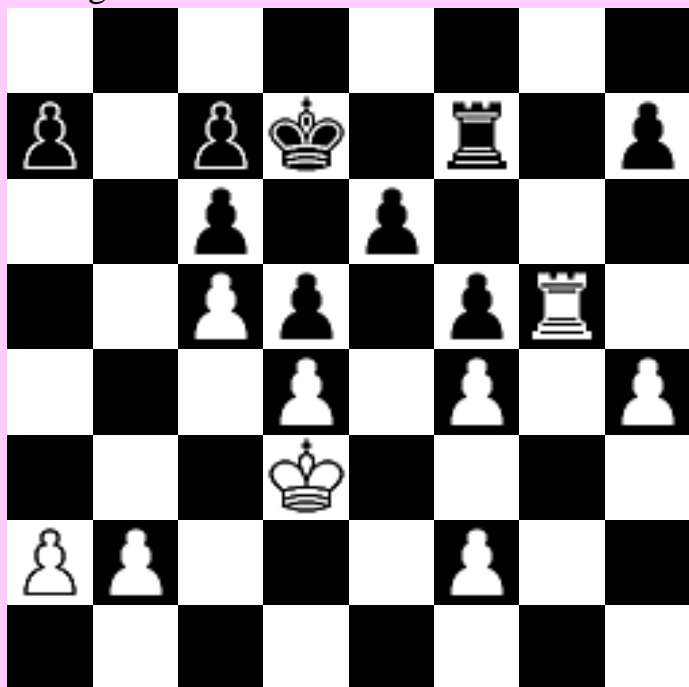


Now, White can attack the a-pawn. 22. Ra4 Ra8 23. Ra5 restrains the Pawns 23... d5!? I can sympathise with the bid for space but this is not forced and has the disadvantage of leaving the c-Pawns without support. 24. c4! Kd6 [24... dxc4 leaves all Black's Pawns isolated and most of them doubled!] [24... d4 25. Re4 Kd6 26. b4 Re5 27. Ra6 'hopeless', said Capa] 25. c5+ Kd7 26. d4 Black's pawns have become fixed, cutting off the Queen's-side. 26... f5 Hoping to nip out to h6 with some play. 27. Rxe6! fxe6 28. f4 Clearing the third rank for a Rook 28... Kc8 29. Kd2 Kb7?!

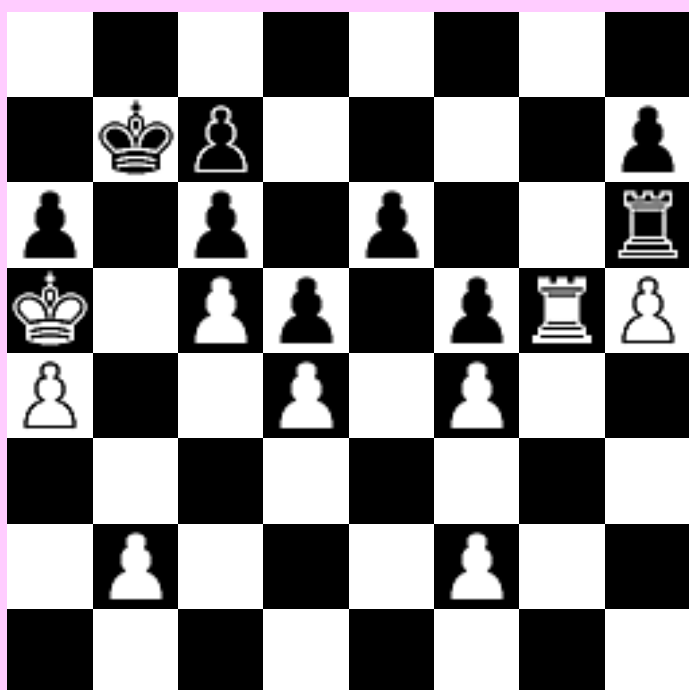


Black has achieved a solid defence of the a-Pawn and White can achieve little else there. But White has access to both sides of the board via the third rank. [29... Rb8!? 30. Kc3 [30. b3 blocks the third rank] [30. Kc2 Rb4 31. Kc3 Rc4+ 32. Kd3 Rb4] 30... Rb7 may have been better] 30. Ra3 Rg8

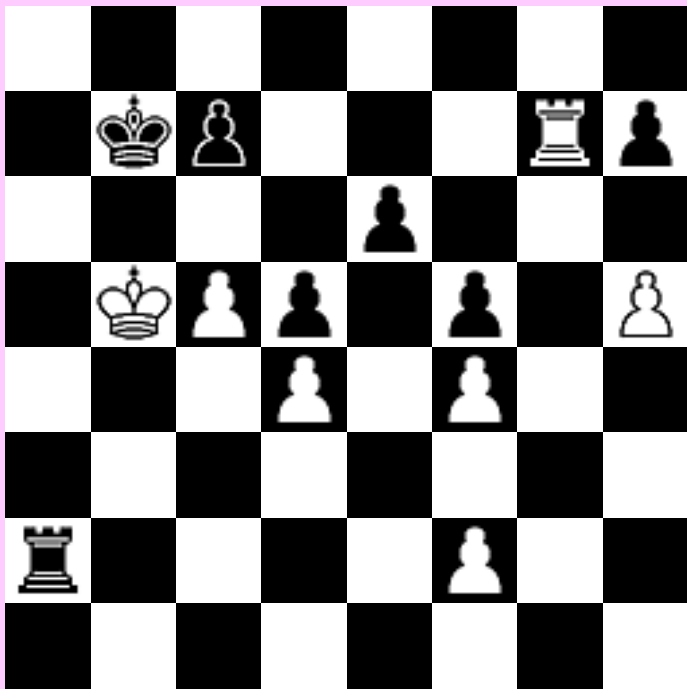
31. Rh3 Rg7 This defence from the side keeps the Black Rook more active than moving it to defend from h8, but I'm sure Black also considered ...Rg1!?, giving up a Pawn to get the Rook active. It looks a bit speculative here but is the right sort 32. Ke2 Ka6 33. Rh6 Re7 34. Kd3 Kb7 35. h4 Kc8 36. Rh5 Kd7 37. Rg5 Rf7



Again, Black has achieved a solid, if passive, defence. White now returns his attention to the Queen's-side. 38. Kc3 Kc8 39. Kb4 Rf6 40. Ka5 Kb7 41. a4 a6 42. h5 Rh6



White is poised on both fronts but can improve the position of his pieces no further. It is time to try and force the issue. 43. b4 Rf6 44. b5!?! [44. Rg7! Rh6 first would have been better, according to Capa: 45. b5 axb5 46. axb5 cxb5 [46... Rxh5 47. b6] 47. Kxb5 e.g. 47... Rxh5 48. c6+ Kb8 49. Ka6] 44... axb5 45. axb5 Rf8 Off to seize the a-file! [45... Rf7 46. h6 Re7 47. Rg7 is hopeless: so Black must counterattack.] 46. Rg7 Ra8+ 47. Kb4 cxb5 48. Kxb5 Ra2



Black has gained some activity. Of course, White does not retreat and defend with Rg2. 49. c6+ Kb8 50. Rxh7 White has an h-pawn. Can the lone Black Rook do enough to compensate? 50... Rb2+ 51. Ka5 Ra2 + 52. Kb4 Rxf2 53. Re7 Rxf4?! Natural, but not exact. [53... Rb2+ 54. Kc3 Rh2 55. Rxe6 Ka7 56. h6 Kb6 which isn't great but Black is also fighting with the King now] [53... Rh2? 54. Rxe6 Rxh5 55. Re5 Ka7 56. Kc5] 54. h6 Rxd4+ 55. Kb5 Rd1 56. h7 A Pawn on the seventh seems worth three in the bush! Black can only hope to harass the King with checks, but these are soon exhausted. 56... Rb1+ 57. Kc5 Rc1+ 58. Kd4 Rd1+ 59. Ke5 Re1+ 60. Kf6 Rh1 61. Re8+ Ka7 62. h8=Q Rxh8 63. Rxh8 Kb6 64. Kxe6 Kxc6 65. Kxf5 Kc5 66. Ke5 c6 67. Rh6 Kb5 68. Kd4 1-0

Back to [Chess Coaching Page](#)

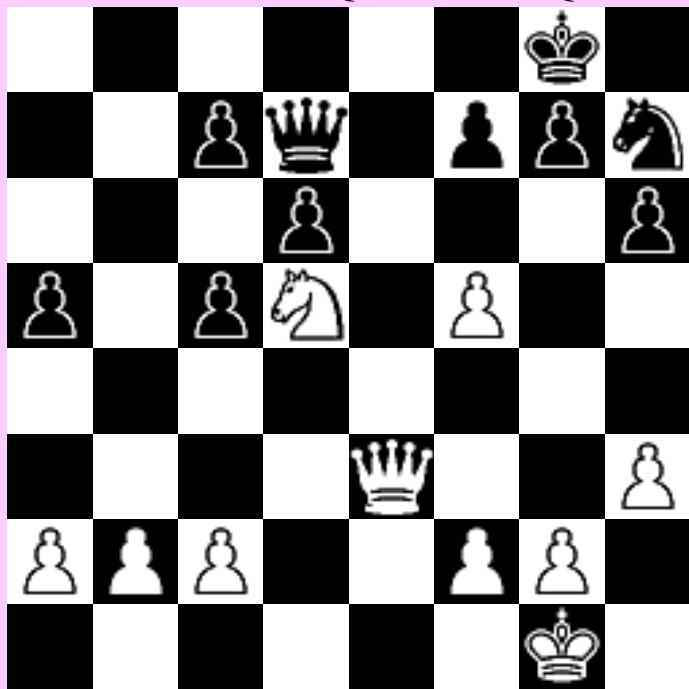
This document (Canon\canon452.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Capablanca,Jose - Conde,Adrian (Hastings) (8) [C73]weak pawns: pawn islands, 1919

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O d6 6. Bxc6+ bxc6 7. d4 exd4 8. Nxd4 Be7 9. Nc3 Bd7 10. Bg5 O-O 11. Qd3 Re8 12. Rfe1 h6 13. Bh4 c5 14. Nf5 Bxf5 15. exf5 Qd7 16. h3 a5 17. Re2 Nh7 18. Bxe7 Rxe7 19. Rxe7 Qxe7 20. Nd5 Qd7 21. Re1 Re8 22. Rxe8+ Qxe8 23. Qe3 Qd7



24. Qe7 Qxe7 25. Nxe7+ Kf8 26. Nd5 Ke8 [26... c6 27. Nb6 Ke8 [27... d5 28. Nd7+ Ke7 29. Nxc5] 28. Nc4] 27. Nxc7+ Kd7 28. Nd5 Kc6 29. c4 Nf6 [29... Ng5 30. f3] 30. Nxf6 gxf6 31. a4 d5 32. b3 d4 33. f4 Kd6 34. g4 Ke7 35. Kf2 Kd6 36. Kf3 Ke7 37. Ke4 Kd6 38. h4 Kd7 39. b4 axb4 40. a5 Kc7 41. g5 fxg5 42. fxg5 hxg5 43. hxg5 b3 44. Kd3 Kd7 45. g6 fxg6 46. fxg6 1-0

Back to [Chess Coaching Page](#)

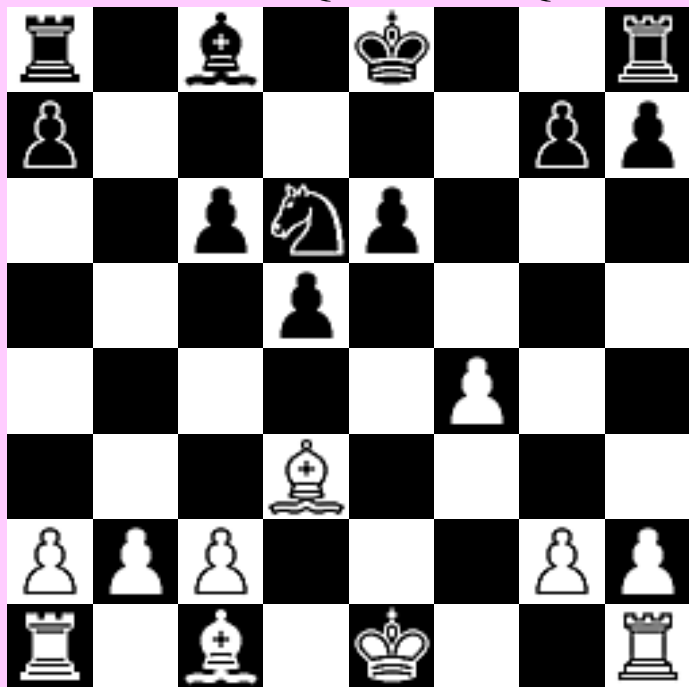
This document (Canon\canon453.html) was last modified on 13 Aug 2005 by



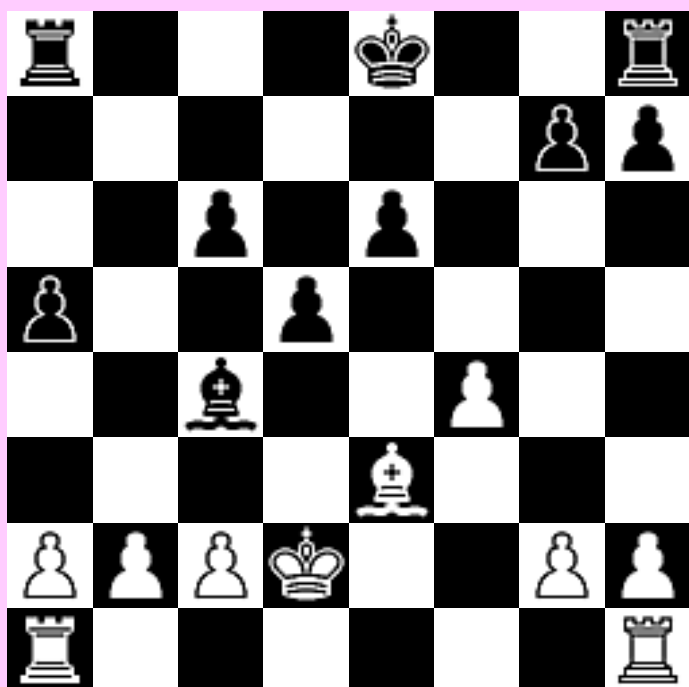
[Dr. Dave](#)

Bernstein - Mises [B45] weak pawns: weak colour comple, weak pawns: wea, 1921

1. e4 c5 2. Nc3 e6 3. Nf3 Nc6 4. d4 cxd4 5. Nxd4 Nf6 6. Nxc6 bxc6 7. e5 Nd5 8. Ne4 f5 9. exf6 Nxf6 10. Nd6+ Bxd6 11. Qxd6 Ne4 12. Qd4 Nf6 13. Qd6 Ne4 14. Qb4 d5 15. Bd3 Qd6 16. Qxd6 Nxd6 17. f4

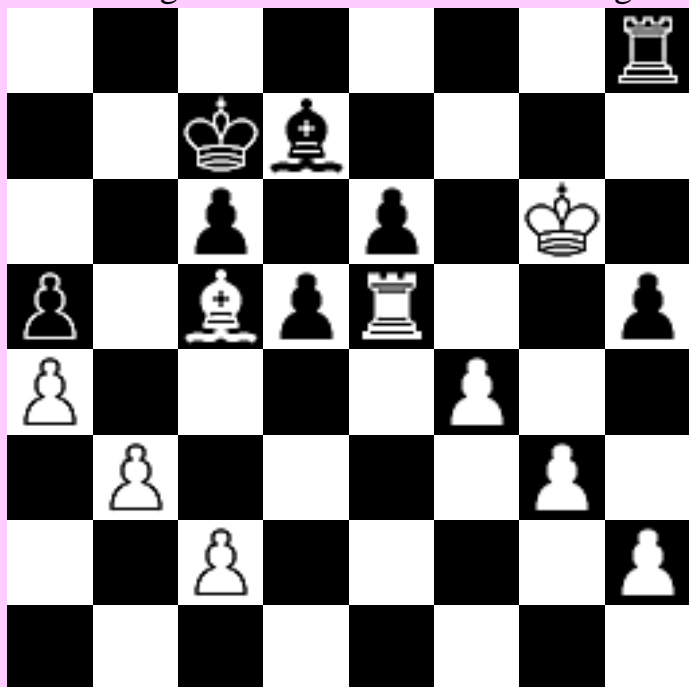


! A key move, preventing the advance e6-e5 when Black's position is fine. The rest of the game features an iron determination to prevent any freeing move by Black, and a gradual invasion on the dark squares. 17... a5 18. Be3 Ba6 19. Kd2 Nc4+ 20. Bxc4 Bxc4



It is sometimes assumed that the presence of opposite-coloured bishops is a powerful drawing factor.

This is true of some simple or blocked positions, but here all Black's pieces stand badly because of the weak dark squares. 21. a4 Kd7 22. b3 Ba6 23. Bb6 Bc8 24. Ke3 Ra6 25. Bc5 Kc7 26. Kd4 Bd7 27. Rhe1 h5 28. Re5 g6 29. Rg5 Rg8 30. Ke5 Be8 31. Re1 Ra8 32. Kf6 Bd7 33. g3 Rae8 34. Ree5 Rh8 35. Rxc6 Rh7 36. Rg7 Re8 37. Rxc7 Rxc7 38. Kg6 Rh8



While there's life... 39. Kg7 ! [39. Rxc7 Bc8+] 39... Rd8 40. Rxc7 Be8 White needs to be sure of his ground here, as he has an alternative plan of advancing the h-pawn. 41. Rh7 Rd7+ 42. Kh6 Rxc7+ 43. Kxc7 How many moves will it take White to Queen a Pawn? How many for Black? 43... Bh5 44. h4 Bd1 45. c3 Bxb3 46. g4 Kd7 47. g5 e5 48. f5 Bxa4 49. f6 1-0 bernstein-meises 1-0

Back to [Chess Coaching Page](#)

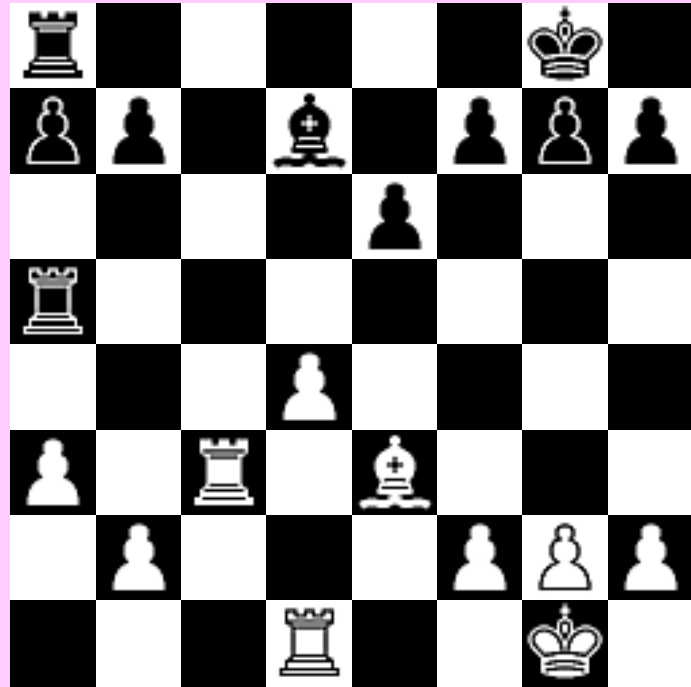
This document (Canon\canon454.html) was last modified on 13 Aug 2005 by



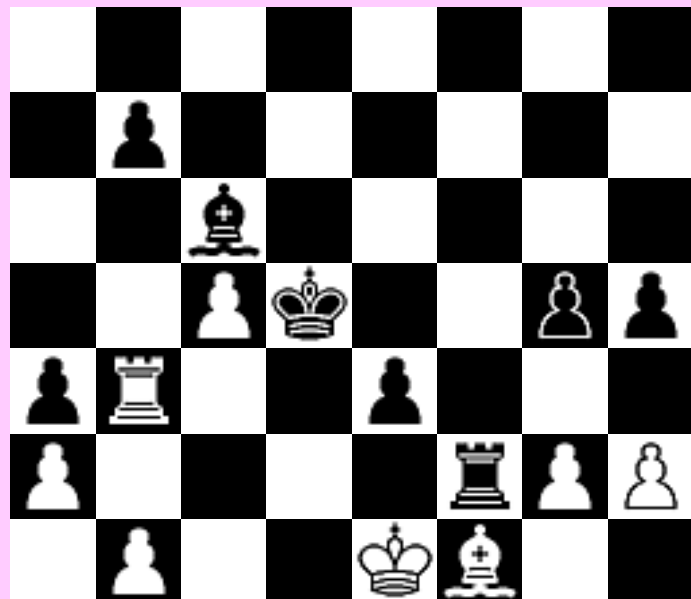
[Dr. Dave](#)

Von Gottschall,H - Nimzowitsch Aaron (Hannover) [C00]weak squares: colour complex, 1926

1. e4 e6 2. d4 d5 3. Bd3 c5 4. c3 dxe4 5. Bxe4 Nf6 6. Bf3 Nbd7 7. Ne2 Be7 8. O-O O-O 9. Be3 cxd4 10. cxd4 Nb6 11. Nbc3 Qd7 12. Rc1 Rd8 13. Qb3 Nfd5 14. Nxd5 Nxd5 15. Bxd5 Qxd5 16. Qxd5 Rxd5 17. Nc3 Ra5 18. Rfd1 Bb4 19. a3 Bxc3 20. Rxc3 Bd7

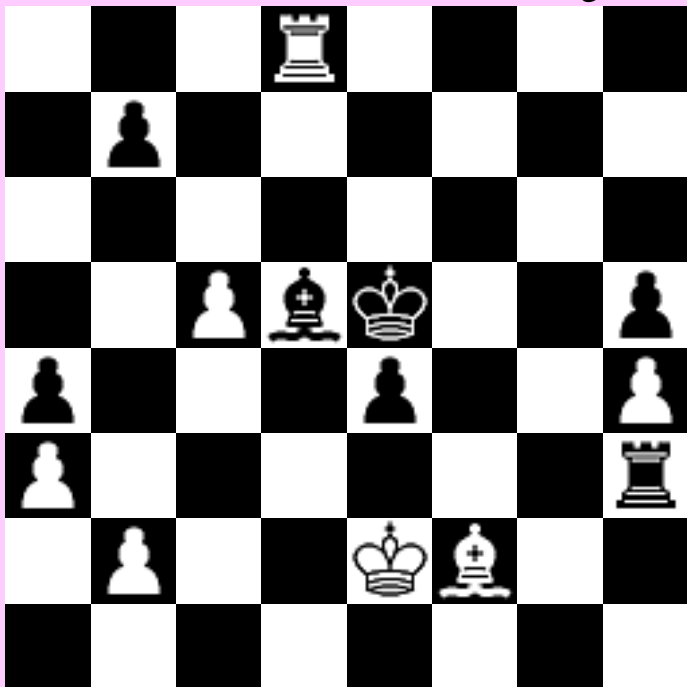


"A dead draw? By no means. There is still a great deal in the position and the game is only just beginning." -- Nimzovitch. 21. Rc5 Rxc5 22. dxc5 Bc6 23. f3 f6 24. Kf2 Kf7 25. Rd4 a5 26. g3? [26. b3 Bd5 27. Rd3 hangs on to c4 at least] 26... a4 This cripples the White Queen's-side majority, leaving Black to create a passed pawn on the other wing. 27. f4 h5 28. h3 Rh8 29. Rd1 Kg6 30. Rd4 Kf5 31. Bd2 Rf8 32. Be1 e5 The candidate. 33. fxe5 fxe5 34. Rh4 g5 35. Rb4 Ke6+ 36. Ke2 e4 37. Bf2 Rf3 38. Rb6 Ke5 39. Rb4 Kd5





Zugzwang 40. h4 [40. Rb6 h4 41. gxh4 gxh4 42. Bxh4 Kxc5] [40. Rd4+ Kxc5 41. Rxa4 +?? Rxf2+ 42. Kxf2 Bxa4] 40... gxh4 41. gxh4 Rh3 42. Rd4+ Ke5 43. Rd8 Bd5



"The win is not too difficult now; in spite of annoying checks the Black army, now welded into a homogenous whole, creeps ever nearer." -- Nimzovitch. 44. Re8+ Be6 45. Rd8 Kf4 46. Rf8+ Bf5 47. Rf7 Rh2 48. Re7 Bg4+ 49. Ke1 Kf3 50. Rf7+ Kg2 51. Kd2 Kf1 52. Ke3 Bf3 53. Bg3 Rxb2 54. Bd6 Rb3 + 55. Kd4 Kf2 56. Rg7 e3 57. Bg3+ Kf1 58. Rf7 e2 59. Re7 Bc6 0-1

Back to [Chess Coaching Page](#)

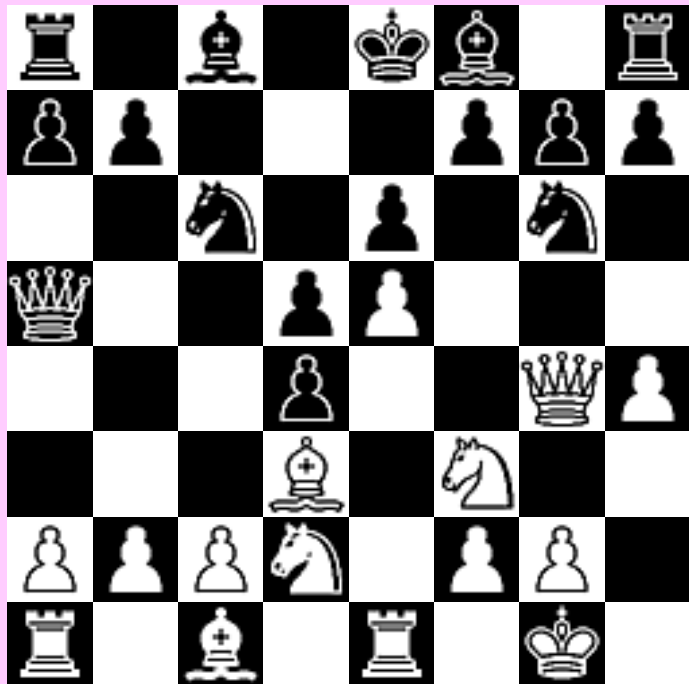
This document (Canon\canon455.html) was last modified on 13 Aug 2005 by



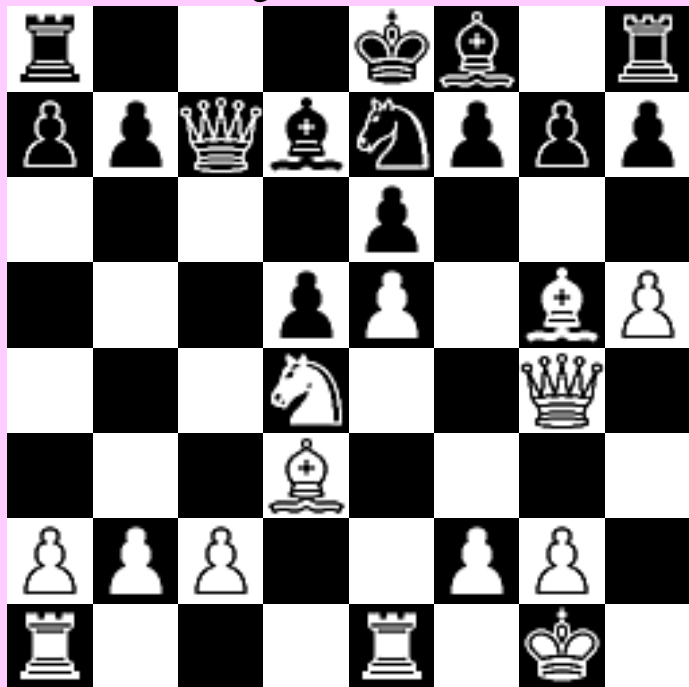
[Dr. Dave](#)

Nimzowitsch Aaron - Menchik,V. (Karlsbad) [C02]weak squares: colour complex, 1929

1. e4 e6 2. d4 d5 3. e5 c5 4. Qg4 cxd4 5. Nf3 Nc6 6. Bd3 Qa5+ 7. Nbd2 Nge7 [7... Qc7] 8. O-O Ng6 9. Re1 Be7 10. h4 Bf8

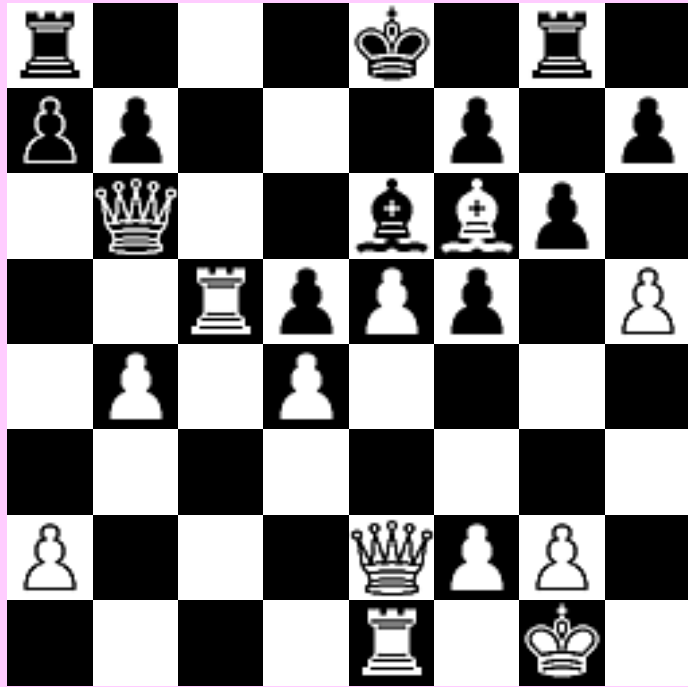


An indication of distress in the Black control room. 11. h5 Nge7 12. Nb3 Qc7 13. Nbx d4 Nxd4 14. Nxd4 Bd7 15. Bg5



15... g6 16. Rac1 Nf5 17. Bf6 Rg8 18. Bxf5 exf5 19. Qe2 Qb6 20. c3 Bc5 21. b4 Nudges the dark-squared Bishop into exchange. 21... Bxd4 22. cxd4 Be6 23.

Rc5



White's domination of the dark squares is complete. 23... Kd7 24. Qf3 Qxb4 25. Rxd5+ Ke8 26. Rc1 Bxd5 27. Qxd5 Qb6 28. Qf3 gxh5 29. Qa3 Qe6 30. Rc7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon456.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Riumin - Ragozin (Leningrad) [E34]weak squares: colour complex, 1934

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 d5 5. e3 O-O 6. Nf3 Nc6 7. a3 Bxc3+ 8. Qxc3 Bd7 9. b4 a5 10. b5 Na7 11. a4 c6 12. Ba3 Re8 13. Rb1 dxc4 14. b6 [14. *Bxc4 cxb5* 15. *axb5 Rc8* 16. *Qd3 Nd5*] [14. *Qxc4 cxb5* 15. *axb5 Rc8* 16. *Qb3 Nd5* with White-square control for Black in each case] 14... Nb5! 15. axb5 cxb5 16. Ne5 [16. *Bb2*] [16. *Bc1*] 16... b4 17. Qc1 Bb5 18. Be2 Rc8 19. Bxb4 axb4 20. Rxb4 Ba6 and Black soon won 0-1

Back to [Chess Coaching Page](#)

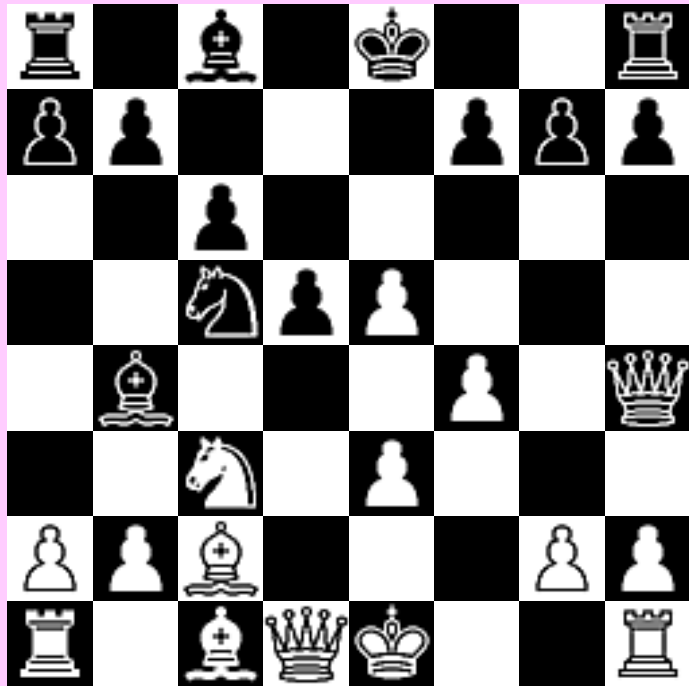
This document (Canon\canon457.html) was last modified on 13 Aug 2005 by



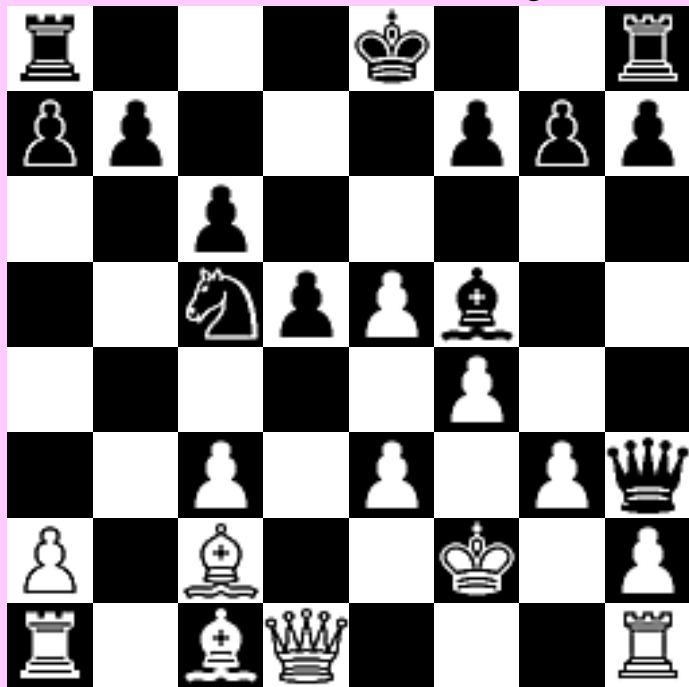
[Dr. Dave](#)

Makogonov, Vladimir - Botvinnik, Mikhail (Sverdlo [D45]weak squares: colour complex, 1943

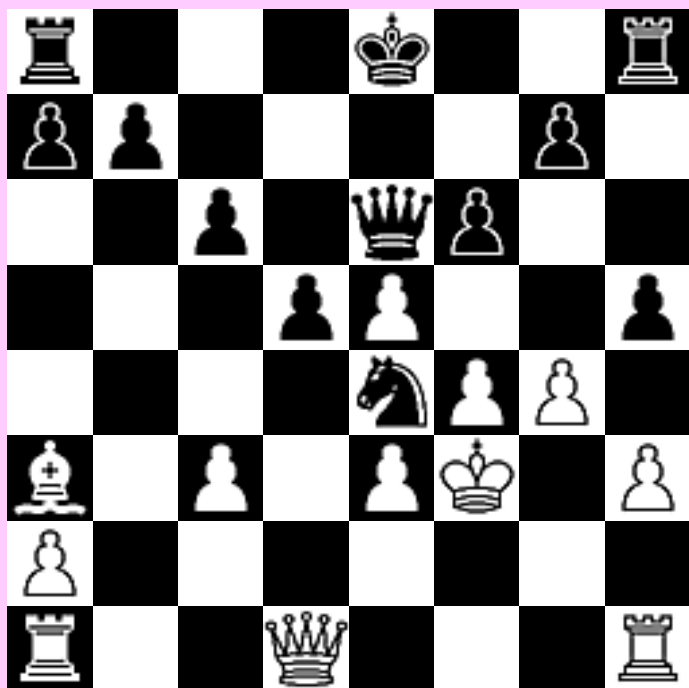
1. d4 d5 2. c4 e6 3. Nc3 c6 4. e3 Nf6 5. Nf3 Nbd7 6. Ne5 Nxe5 7. dxe5 Nd7 8. f4 Bb4 9. cxd5 exd5 10. Bd3 Nc5 11. Bc2 Qh4+



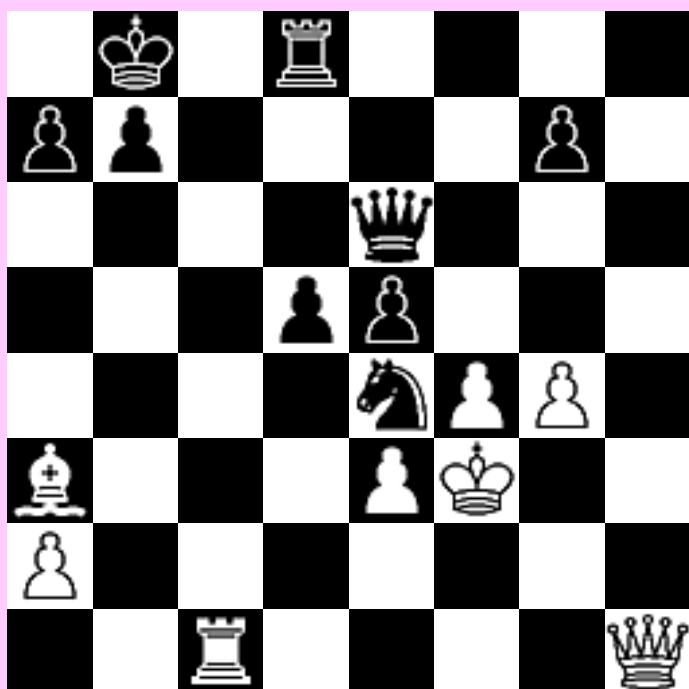
A difficult decision for White. 12. g3 [12. Kf1] 12... Qh3 13. Kf2 Bxc3 14. bxc3 Bf5



Black seeks to exchange the defender of the light squares. 15. Bxf5 Qxf5 16. g4! As uncooperative as possible! The Pawn covers a couple of light squares (f5/h5), and restricts access to a third (h3). But the King is now rather exposed... 16... Qe6 17. Ba3 Ne4+ 18. Kf3 h5 19. h3 f6!



White can only save the e-Pawn by exposing the King with exf6. 20. c4 hxg4+ 21. hxg4 Rxf1 22. Qxf1 O-O-O 23. Rd1 fxe5 24. cxd5 cxd5 25. Rc1+ Kb8



Winning. 26. Qh4 Re8 27. f5 Qf7 28. Rc2 g6 29. Bb2 a6 30. Ke2 Ka7 31. Qh2 Qf6 32. fxg6 Qxg6 33. Qg2 Rf8 34. Bxe5 Rf2+ 35. Qxf2 Nxf2 36. Bd4+ b6 37. Rc7+ Kb8 38. Be5 Nxf4 39. Bf4 Ne5 40. Re7 Qc2+ 41. Ke1 Kc8 42. Bxe5 Qxa2 43. Rc7+ Kd8 44. Rc1 a5 45. Bd4 b5 46. Ra1 Qb3 47. Kf2 a4 48. Kf3 Qc2 49. Kf4 Kd7 50. Ke5 Qe4+ 51. Kf6 Qe7+ 52. Kg6 a3 53. Rf1 b4 54. Rf7 Qxf7+ 55. Kxf7 b3 0-1

Back to [Chess Coaching Page](#)

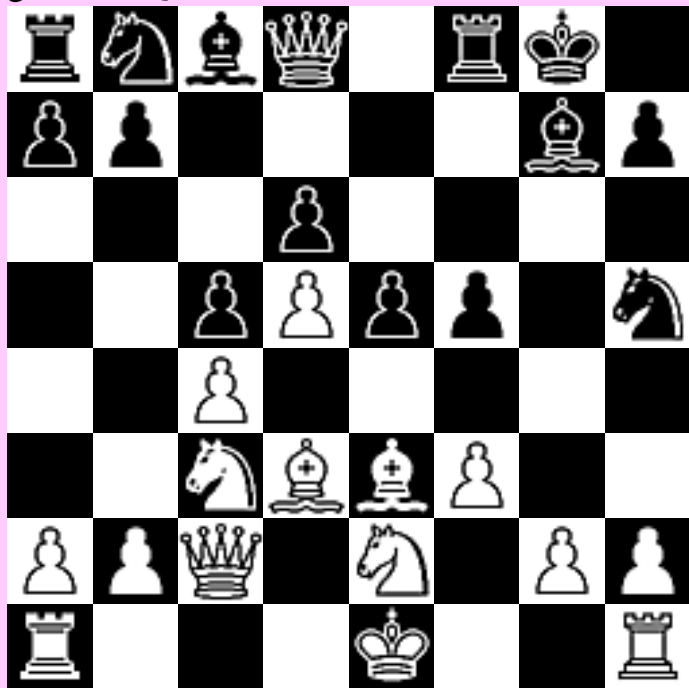
This document (Canon\canon458.html) was last modified on 13 Aug 2005 by



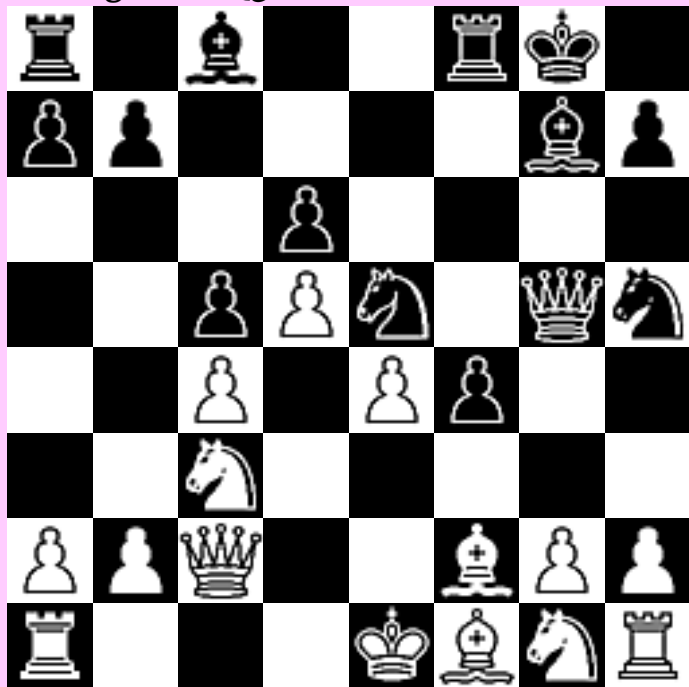
[Dr. Dave](#)

kotov - gligoric,zurich [E87]weak squares: colour complex, 1953

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5 c5 8. Bd3 Nh5 9. Nge2 f5 10. exf5 gxf5 11. Qc2

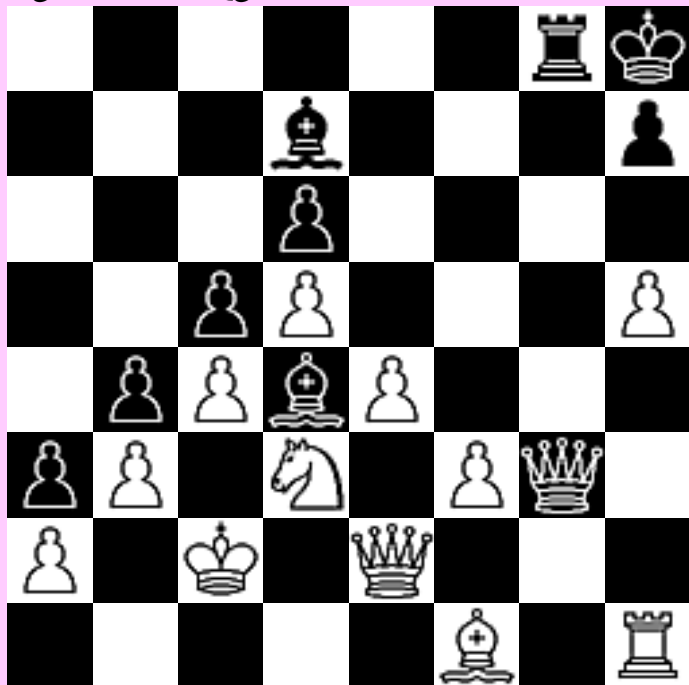


White looks to have powerful pressure against the exposed Black pawns. 11... e4 Startling! 12. fxe4 f4 (the point) 13. Bf2 Nd7 14. Ng1 [14. e5 Nxe5 15. Bxh7+ Kh8 when Black's pieces are too strong] 14... Qg5 15. Bf1 Ne5



when Black's coup has yielded a stranglehold over the Black squares. 16. Nf3 Qe7 17. Nxe5 Qxe5 18. O-O Nf6 19. h3 Bd7 20. Bd3 a6 21. Nb1 (hoping to get to f3) 21... f3! 22. gxf3 Nh5 23. Nd2 Nf4 24.

Bf1 b5 25. h4 Kh8 26. Rg1 Bf6 27. Nb3 Rab8 28. Be1 b4 29. Kb1 Ra8 30. Bg3 Rg8 31. Qh2 Rxc3! 32. Rxc3 Ne2 33. Qxe2 Qxc3 34. Nc1 a5 [34... Rg8] [34... Qxh4] 35. Nd3 Bd4 36. h5 Qh4 37. Bg2 Rg8 38. Rh1 Qg3 39. Bf1 a4 40. Kc2 a3 41. b3



Bronste in commented that it is a tribute to White's defensive resourcefulness that he can hold the game - two Pawns up! 1/2

Back to [Chess Coaching Page](#)

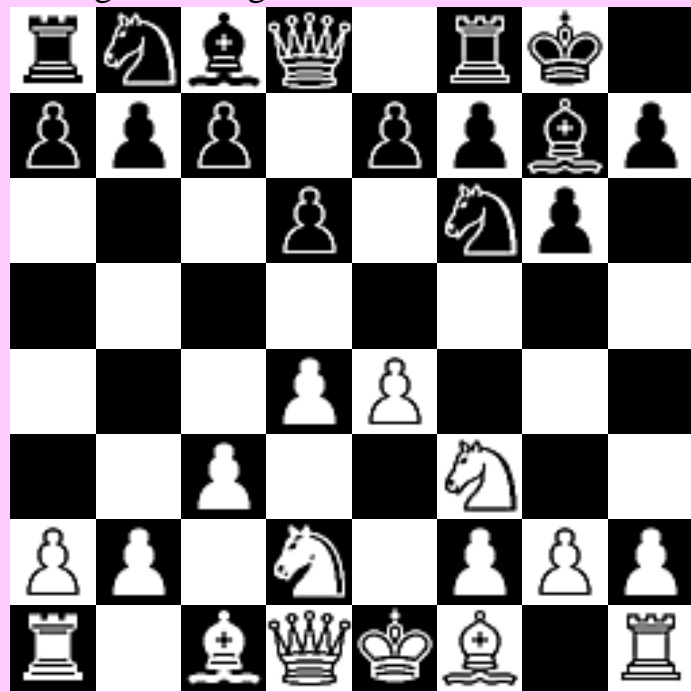
This document (Canon\canon459.html) was last modified on 13 Aug 2005 by



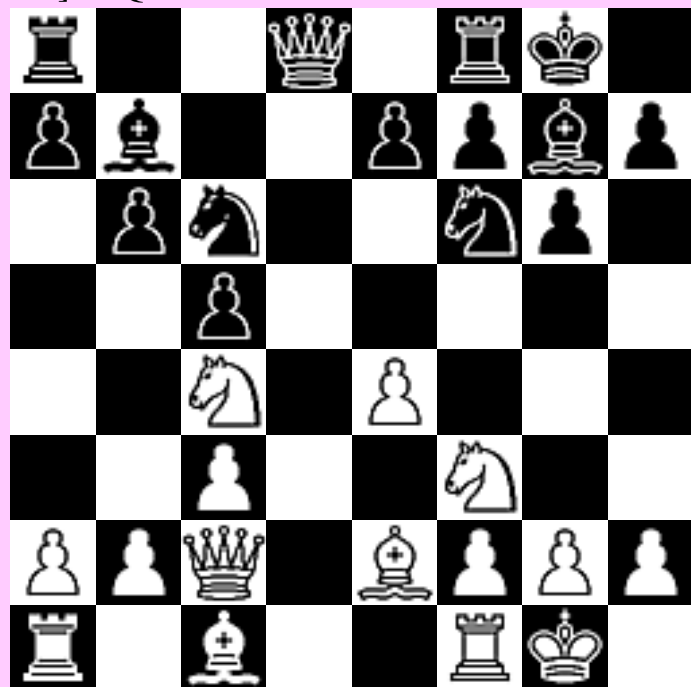
[Dr. Dave](#)

Petrosian, Tigran - Mecking, Henrique (Palma de [B07]weak squares: colour complex, 1969

1. d4 g6 2. e4 Bg7 3. Nf3 d6 4. c3 Nf6 5. Nbd2 (Geller's quiet system, aimig at a small plus) 5... O-O

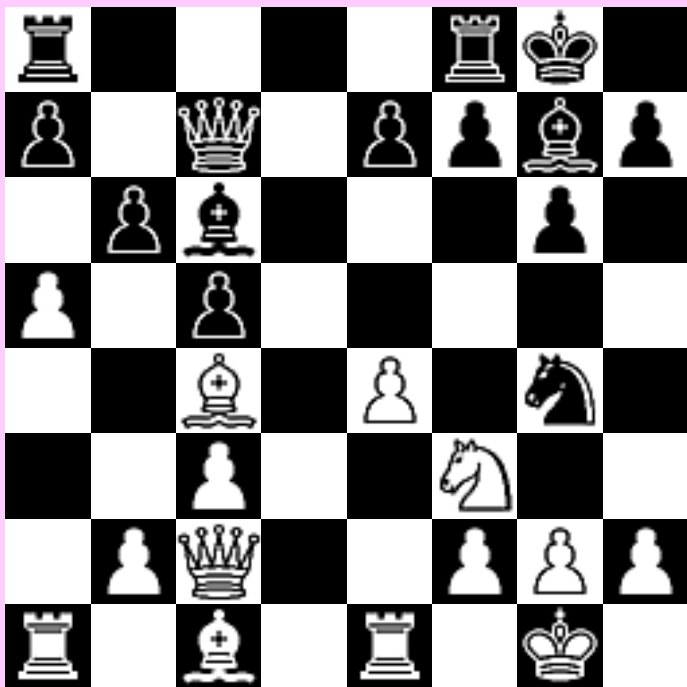


6. Be2 c5 [6... Nc6 planning ...e5 is given as best by Nunn] 7. dxc5 dxc5 8. O-O Nc6 [8... b6] 9. Qc2 b6 10. Nc4 Bb7



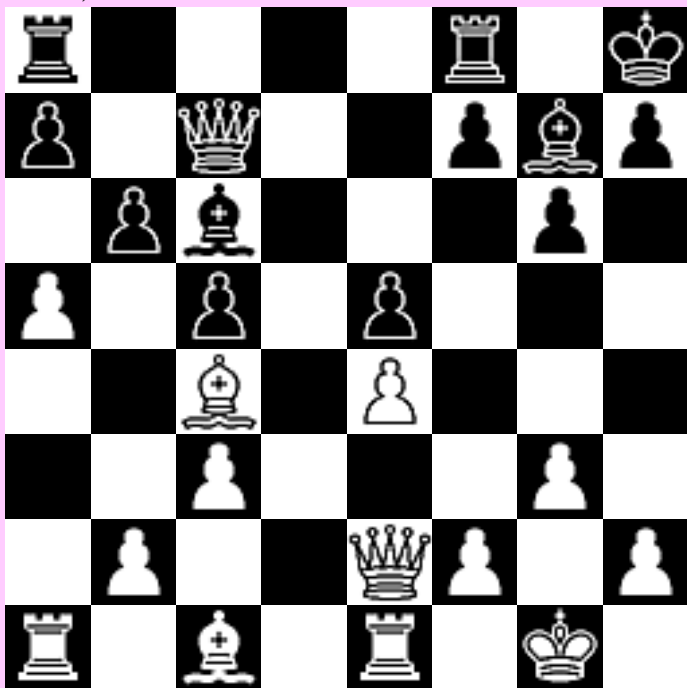
11. a4 (you can see the outlines of a light-square strategy for White) 11... Qc7 12. Re1 (typical Petrosian - getting ready to defend a point not yet attacked) 12... Na5 13. Bf1 [13. Nxa5 Bxe4] 13... Nxc4 14. Bxc4 Ng4 (anxious for active play. Black can occupy the d-file but there are not yet any entry points)

15. a5 += Nunn, but Petrosian wins without fuss. Where did Black go wrong? 15... Bc6



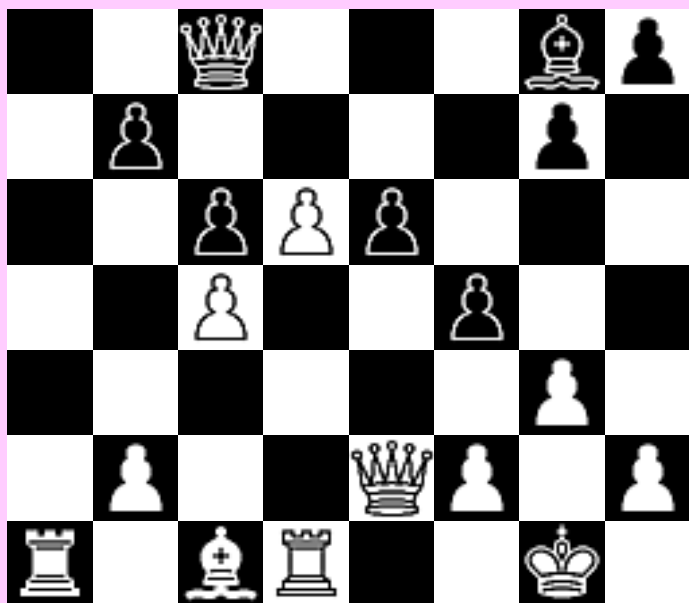
[15... bxa5 does not really win a Pawn, as the Black Queen's-side Pawns are weak]

16. Qe2 Ne5 17. Nxe5 Bxe5 18. g3 Bg7 19. Bf4 e5 20. Bc1 (Typical Petrosian. Having tempted ...e5, the Bishop returns to base. The other effect of this move is that it might make Black do something hasty later.) 20... Kh8

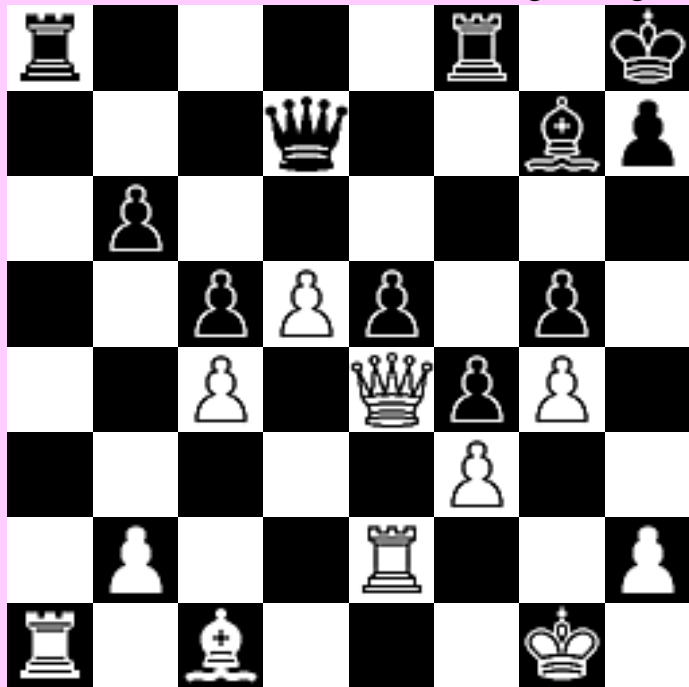


21. Bd5 (exchanging the defender of the light squares) 21... Bxd5 22. exd5 f5 23. c4 Rae8 24. Rd1 (White can draw up a battle plan: (1) fix the Black Pawns, (2) tie Black's pieces to their defence, (3) penetrate on the White squares.) 24... f4 25. axb6 axb6

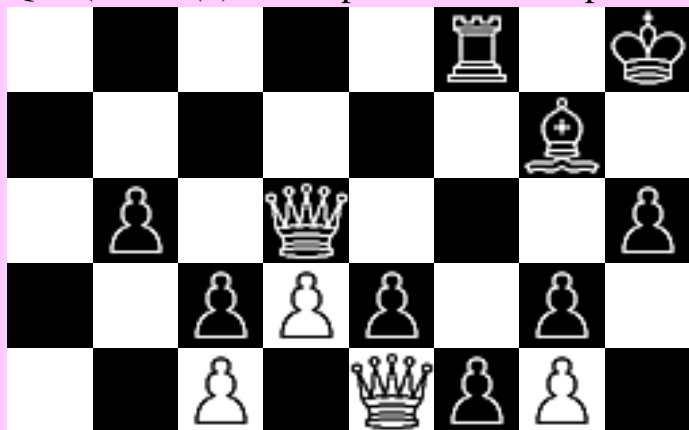


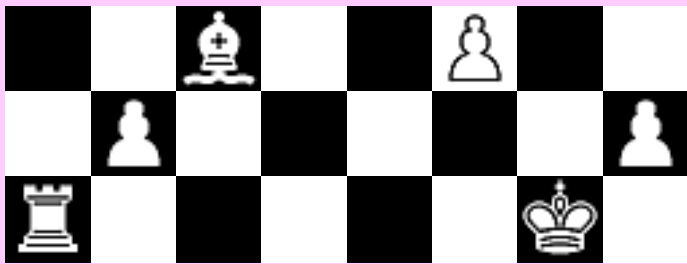


26. Qe4 Qd7 27. Re1 Qf7 28. Re2 g5 29. g4 Qd7 30. f3 Ra8

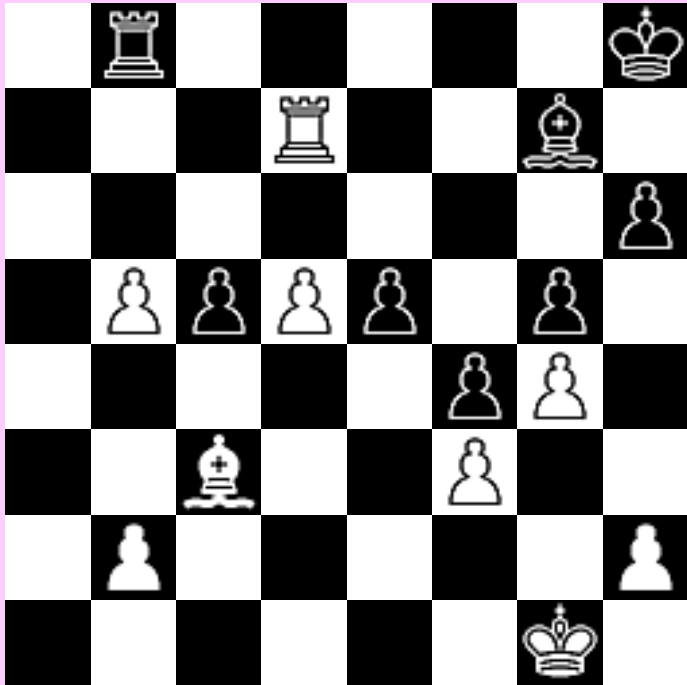


Phase (1) complete: the Black Pawns are fixed on dark squares. 31. Rxa8 Rxa8 32. Bd2 Re8 33. Bc3 Qd6 (Phase (2) is complete: the Black pieces are tied to defence.) 34. Re1 h6 35. Ra1 Rf8





(Now begins the final phase: invasion on the light squares.) 36. Ra7 Re8 37. Qf5 b5 (activity at last?) 38. Rd7 Qf8 39. Qxf8+ Rxf8 40. cxb5 Rb8



41. Rxg7 1-0

Back to [Chess Coaching Page](#)

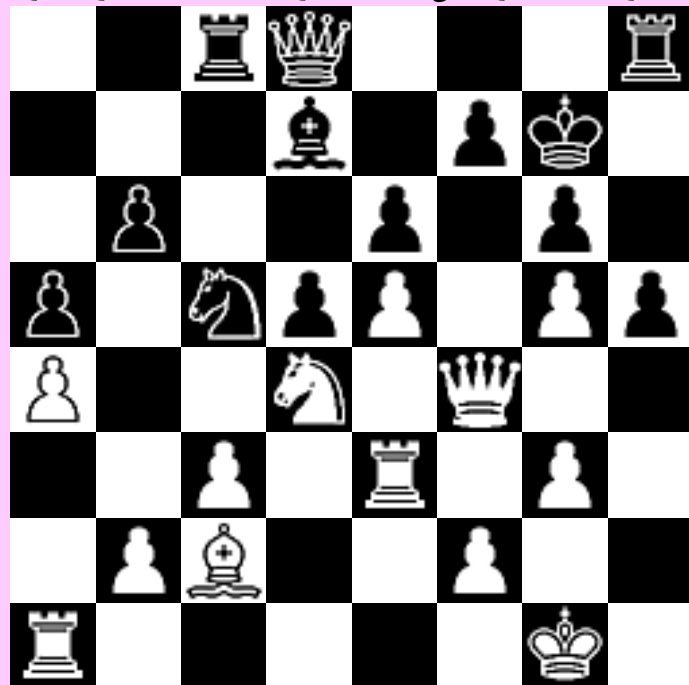
This document (Canon\canon460.html) was last modified on 13 Aug 2005 by



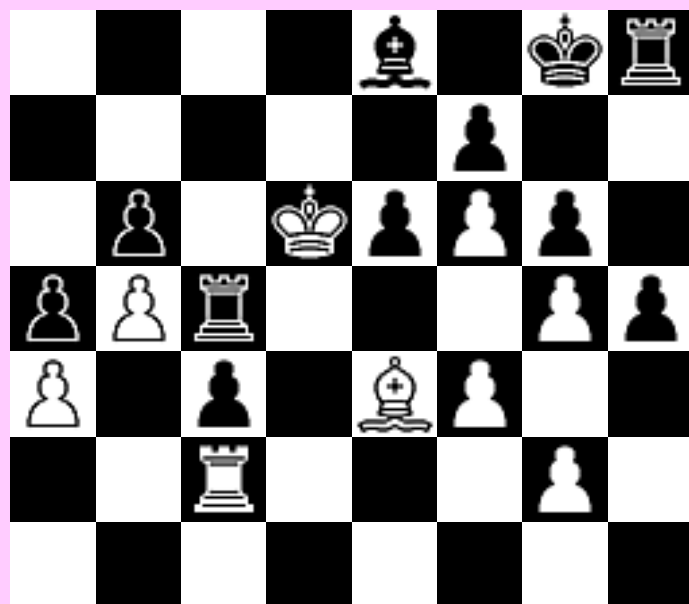
[Dr. Dave](#)

Petrosian, Tigran - Mecking, Henrique (Wijk aan [D03] weak squares: colour complex, 1971)

1. d4 Nf6 2. Nf3 e6 3. Bg5 c5 4. e3 d5 5. c3 Nc6 6. Nbd2 cxd4 7. exd4 Be7 8. Bd3 h6 9. Bf4 Nh5 10. Be3 Nf6 11. Ne5 Nxe5 12. dxe5 Nd7 13. Bd4 Nc5 14. Bc2 a5 15. Qg4 g6 16. O-O Bd7 17. Rfe1 Qc7 18. a4 Na6 19. Qe2 Kf8 20. Nf3 Kg7 21. Be3 Nc5 22. Nd4 Ra6 23. Bc1 Raa8 24. g3 b6 25. h4 h5 26. Qf3 Qd8 27. Bd2 Qe8 28. Bg5 Qd8 29. Qf4 Rc8 30. Re3 Bxg5 31. hxg5



31... Ra8 32. Qf6+ Qxf6 33. exf6+ Kh7 34. Kg2 Rae8 35. f4 Rb8 36. Ree1 Nb7 37. Rh1 Kg8 38. Nf3 Nd6 39. Ne5 Be8 40. Bd3 Rc8 41. Kf3 Bc6 42. Rh2 Be8 43. Ke3 Rc7 44. Kd4 Nb7 45. b4 Nd8 46. Rh4 Nb7 47. Ra2 Nd6 48. Rh1 Nb7 49. b5 Nc5 50. Bc2 Nd7 51. Ra3 Nc5 52. c4 Nd7 53. Rc3 Nxe5 54. Kxe5 dxc4 55. Be4 Rc8 56. Kd6 Rc5 57. Rhc1





57... h4 1-0

Back to [Chess Coaching Page](#)

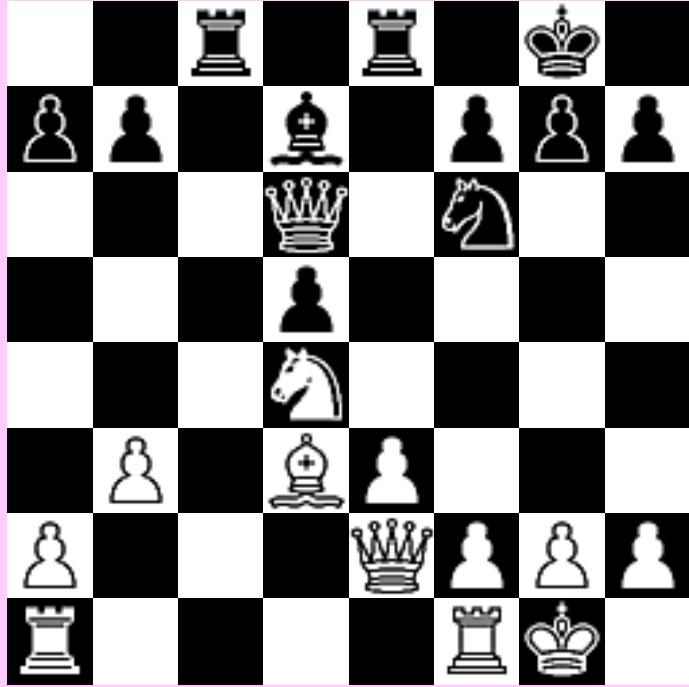
This document (Canon\canon461.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Polugaevsky Lev - Mecking H (Mar del Plata) [D45]weak squares: colour complex, 1971

1. c4 c6 2. Nf3 d5 3. e3 Nf6 4. Nc3 e6 5. b3 Nbd7 6. Bb2 Bd6 7. d4 O-O 8. Bd3 Re8 9. Qc2 e5 10. cxd5 cxd5 11. dxe5 Nxe5 12. Nxe5 Bxe5 13. Ne2 Qd6 14. Bxe5 Qxe5 15. O-O Bd7 16. Nd4 Rac8 17. Qe2 Qd6



18. Qb2 The Queen goes on the opposite coloured squares to the Bishop, covering the Queen's-side squares, and preparing to advance the Pawns there if opportunity allows. 18... a6 ?! Placing a Pawn on the same colour as his Bishop. 19. Rac1 Ng4 20. Nf3 Qb6 21. Rxc8 Rxc8 22. Rc1 Nf6 23. Rxc8+ Bxc8 24. Qc3 Bd7 25. Nd4 Ne8 26. a4 ! On its way to a5. 26... Qc7 [26... a5 27. Bb5 Bxb5 28. Nxb5 and things are ready to drop.] 27. Qxc7 Nxc7 28. a5 Kf8 29. Kf1 Ke7 30. Ke2 g6 (a further weakness) 31. Kd2 Ne6 32. Nxe6 [32. Kc3] 32... fxe6 33. f4 e5 34. g3 Kd6 35. Kc3 Be6 36. Kb4 exf4 [36... d4] 37. gxf4 Bg4 38. Kc3 Bf3 39. Kd4 Bg2 40. h4 Bf3 41. b4 following the well-knowb endgame rule, 'do not hurry'. 41... Bh1 42. Be2 Bg2 43. Bg4 Be4 44. Bc8 Kc7 45. Be6 Kd6 46. Bg8 h6 47. Bf7 h5 48. Be8 Bc2 49. Bf7 Be4 50. f5 ! 50... Bxf5 51. Bxd5 Bc8 52. e4 Ke7 53. Ke5 g5 54. hxg5 h4 55. g6 h3 56. g7 h2 57. g8=Q h1=Q 58. Qf7+ Kd8 59. Qf8+ 1-0

[Back to Chess Coaching Page](#)

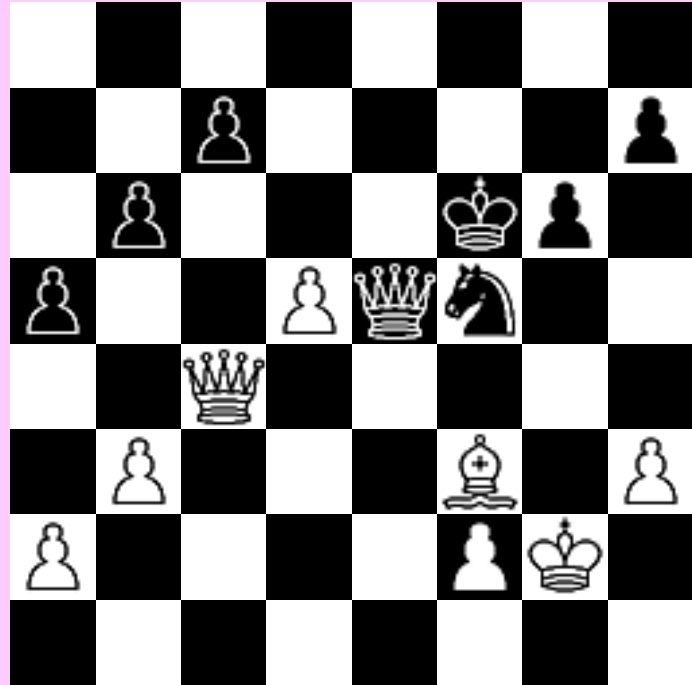
This document (Canon\canon462.html) was last modified on 13 Aug 2005 by



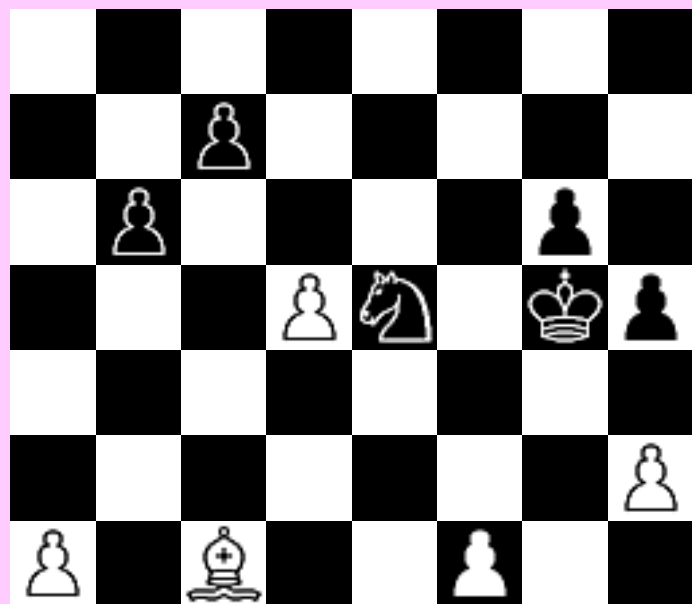
[Dr. Dave](#)

Mecking, Henrique - Petrosian, Tigran (San Antonio [C11] weak squares: colour complex, 1972

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Be7 6. Nxf6+ Bxf6 7. Bxf6 Qxf6 8. c3 O-O 9. Bd3 Nc6 10. Qh5 g6 11. Qf3 Qg7 12. Ne2 e5 13. d5 Ne7 14. O-O f5 15. Bc4 Kh8 16. Rad1 f4 17. Rfe1 Nf5 18. Nc1 Nd6 19. Bf1 e4 20. Qe2 f3 21. gxf3 Rxf3 22. Nb3 Bg4 23. Nd4 Raf8 24. Nxf3 Bxf3 25. Qd2 Qd7 26. h3 Kg8 27. Re3 Bxd1 28. Qxd1 Qf5 29. Re2 Qg5+ 30. Bg2 Rf5 31. c4 Nxc4 32. Rxe4 Nd6 33. Re3 Re5 34. Rxe5 Qxe5 35. Qc1 Qe7 36. Qc3 b6 37. b3 a5 38. Kf1 Qg7 39. Qc1 Qe5 40. Bf3 Nf5 41. Qg5 Kg7 42. Kg2 Qf6 43. Qf4 Qd6 44. Qe4 Kf6 45. Qc4 Qe5



46. b4 axb4 47. Qxb4 h5 48. Be4 Nd6 49. Bf3 Kf7 50. Qb3 Kg7 51. Qd3 Kf6 52. Bd1 Nf5 53. Bc2 Kg5 54. Qd2+ Qf4 55. Qc3 Nh4+ 56. Kf1 Nf3 57. Qd3 Qc1+ 58. Bd1 Ne5 59. Qd4 Qc4+ 60. Qxc4 Nxc4 61. Bc2 Ne5





62. Ke2 Kf4 63. h4 g5 64. hxg5 Kxg5 65. Ke3 Ng4+ 66. Kf3 h4 67. Bd1 Nf6 68. Bb3 Kf5 69. Kg2 Kg4
70. Bd1+ Kf4 71. Bb3 Ne4 72. Bc2 Nc3 73. Bb3 Ne4 74. Bc2 Nf6 75. Bb3 Kg4 76. Kh2 Ne4 77. Kg2 h3
+ 78. Kg1 Kf3 79. Bd1+ Kf4 80. Bc2 Nf6 81. Bb3 Ng4 82. Ba4 h2+ 83. Kg2 Nxf2 84. Kxh2 Nd3 85.
Kg2 Ke3 86. Kg3 Nc1 0-1

Back to [Chess Coaching Page](#)

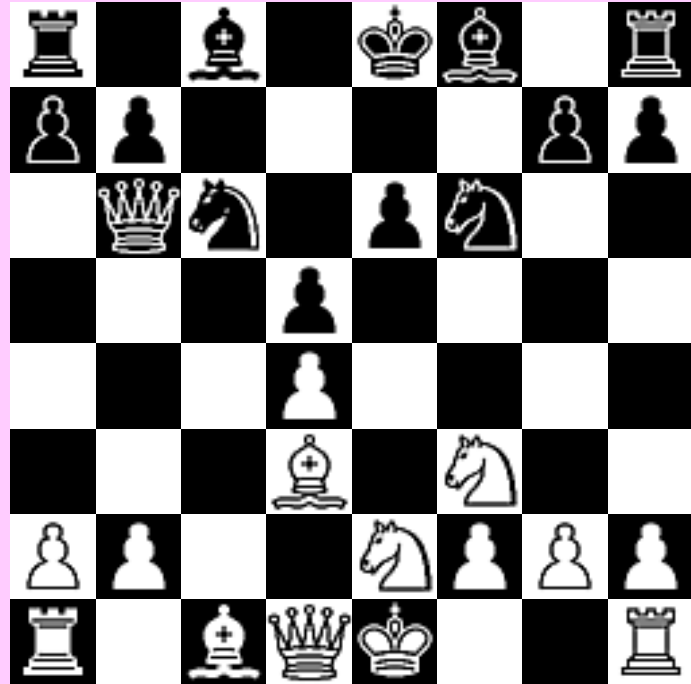
This document (Canon\canon463.html) was last modified on 13 Aug 2005 by



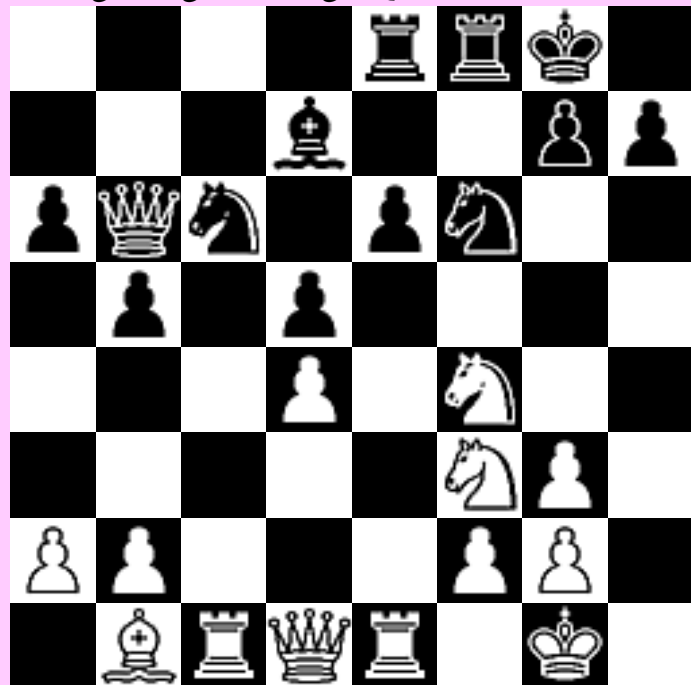
[Dr. Dave](#)

Karpov, Anatoly - Hort, Vlastimil (Budapest (2) [C06] weak squares: colour complex, 1973

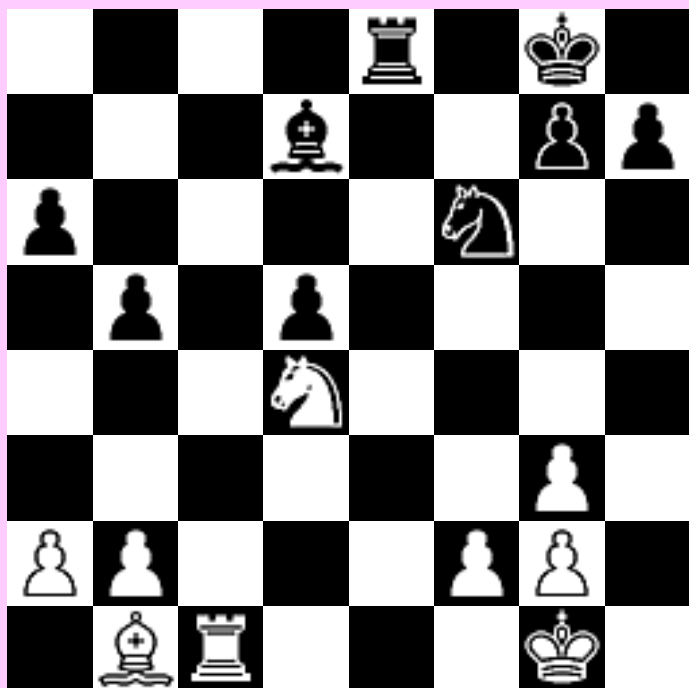
1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. c3 c5 6. Bd3 Nc6 7. Ne2 Qb6 8. Nf3 cxd4 9. cxd4 f6 10. exf6 Nxf6



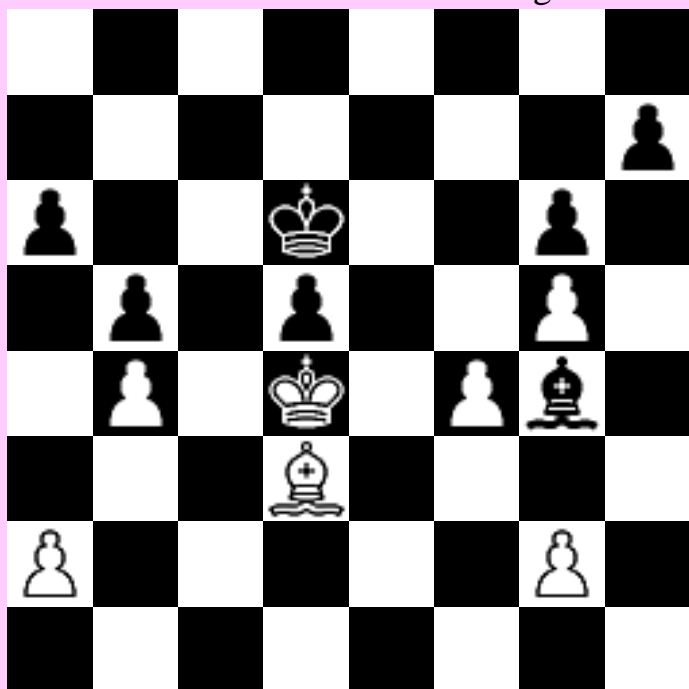
11. O-O Bd6 12. Nc3 O-O 13. Be3 Qd8 14. Bg5 Bd7 15. Re1 Qb8 16. Bh4 a6 17. Rc1 b5 18. Bb1 Bf4 19. Bg3 Bxg3 20. hxg3 Qb6 21. Ne2 Rae8 22. Nf4



22... Nxd4 23. Qxd4 Qxd4 24. Nxd4 e5 25. Nfe6 Bxe6 26. Rxe5 Bd7 27. Rxe8 Rxe8



28. f3! Rc8 29. Rxc8+ Bxc8 30. Kf2 Kf7 31. Ke3 Ke7 32. b4 g6 33. g4 Nd7 34. f4 Nf8 35. g5 Kd6 36. Kf3 Ne6 37. Nxe6 Bxe6 38. Ke3 Bg4 39. Bd3 Be6 40. Kd4 Bg4



the rest is straightforward 41. Bc2 Be6 [41... Be2 42. f5] 42. Bb3 Bf7 43. Bd1 Be6 (else 44.Bg4) 44. Bf3 Bf7 45. Bg4 1-0

Back to [Chess Coaching Page](#)

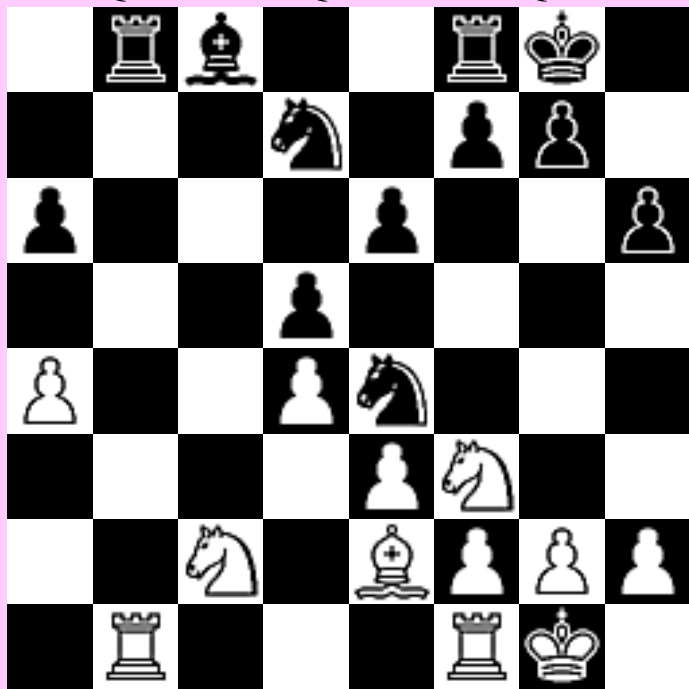
This document (Canon\canon464.html) was last modified on 13 Aug 2005 by



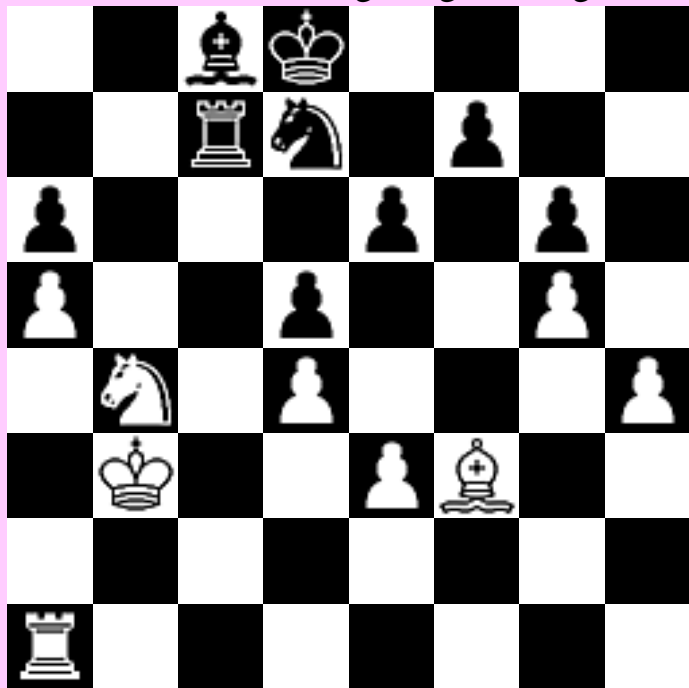
[Dr. Dave](#)

Kotov,A - Pilnik,H. (Sweden izt) (9) [D56]weak squares: colour complex, 1952

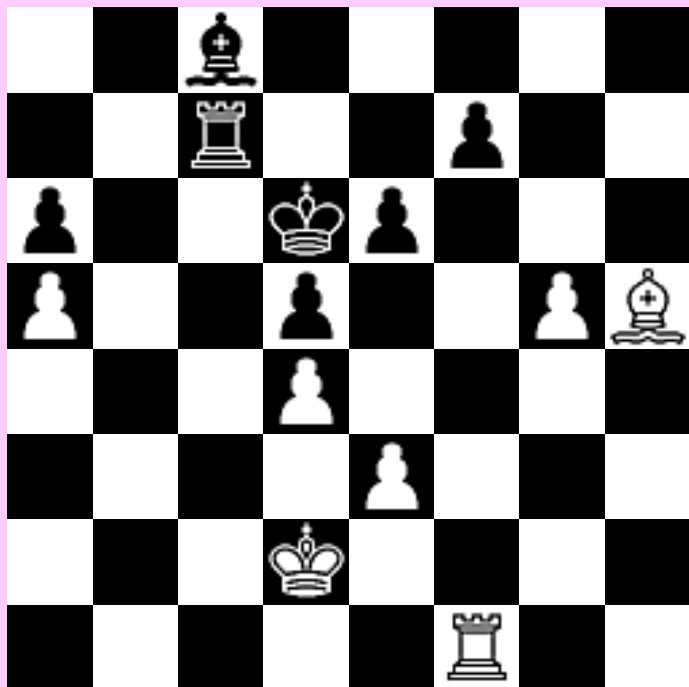
1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Be7 5. e3 O-O 6. Nf3 h6 7. Bh4 Ne4 8. Bxe7 Qxe7 9. Qc2 c6 10. Be2 Nd7 11. O-O Nef6 12. Rad1 a6 13. a3 b5 14. cxd5 cxd5 15. a4 b4 16. Na2 Rb8 17. Nc1 b3 18. Nxb3 Qb4 19. Na1 Qxb2 20. Rb1 Qxc2 21. Nxc2 Ne4



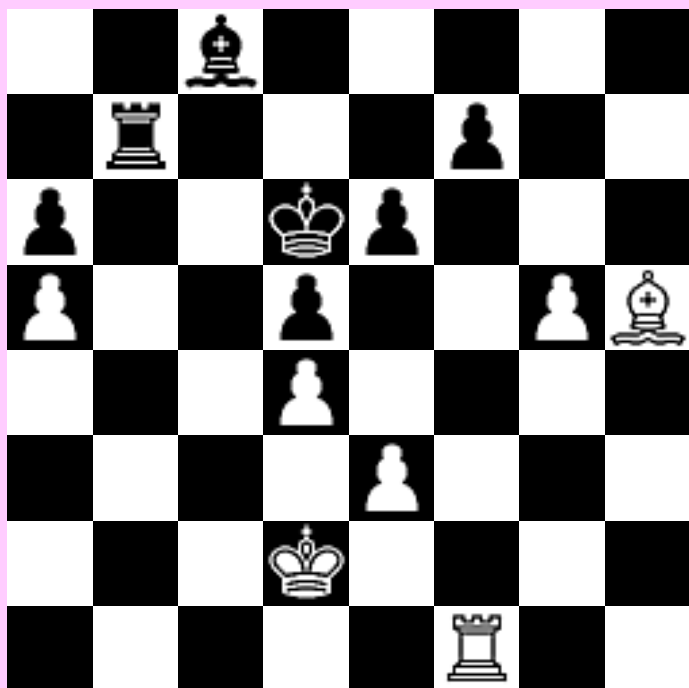
22. Bd3 Nc3 23. Rxb8 Nxb8 24. a5 Bb7 25. Ra1 Rc8 26. Kf1 Kf8 27. Nd2 Ne4 28. Ke2 Nxd2 29. Kxd2 Rc7 30. Nb4 Ke7 31. Be2 Kd8 32. Nd3 Nd7 33. f4 Bc8 34. g4 Nf6 35. Bf3 Rb7 36. Kc3 Rc7+ 37. Kb3 Rb7+ 38. Nb4 Rc7 39. g5 hxg5 40. fxg5 Nd7 41. h4 g6



comment 42. Be2 Nb8 43. Nd3 Ke7 44. Ne5 Nc6 45. Kb2 planning Nxc6 & Ra1-c1, when the Bishop ending will be lost 45... Rb7+ 46. Kc3 Kd6 47. Nxc6 Rc7 48. Kd2 Rxc6 49. Rf1 Rc7 50. h5 gxh5 51. Bxh5



Of course, the only square from which the Black Bishop can actually defend both weak Pawns isd9!
51... Rb7 52. Kc3 Rc7+ 53. Kb3 Rb7+ 54. Kc3 Rc7+ 55. Kd2 Rb7



56. Rxf7 Rb2+ 57. Ke1 Rg2 58. Rg7 Bd7 59. Bf3 Rh2 60. Rg8 Ke7 61. Rg7+ Kd6 62. Be2 Rh1+ 63. Kf2 Rh2+ 64. Kf3 Be8 65. g6 Rh8 66. Bxa6 e5 67. dxe5+ Kxe5 68. Bb7 Rf8+ 69. Kg3 Kf6 70. Rc7 Bxg6 71. a6 d4 72. exd4 Rg8 73. Kf2 1-0

Back to [Chess Coaching Page](#)

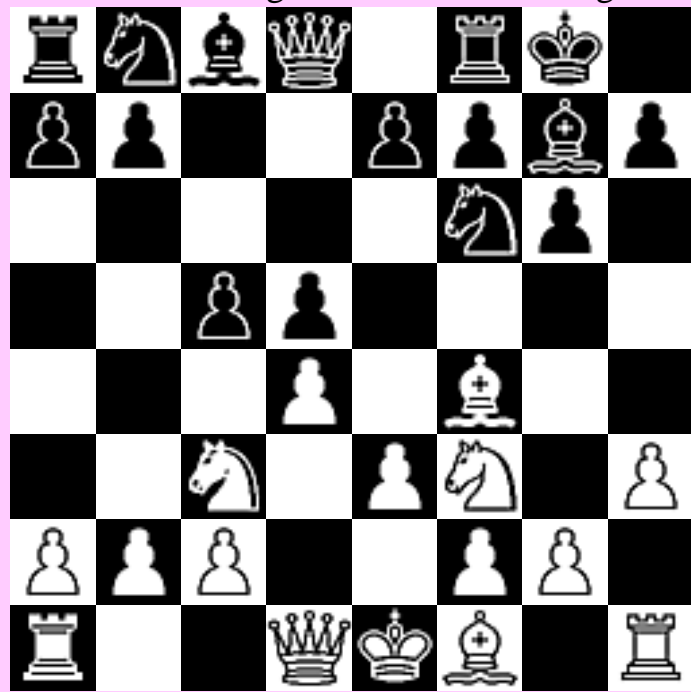
This document (Canon\canon465.html) was last modified on 13 Aug 2005 by



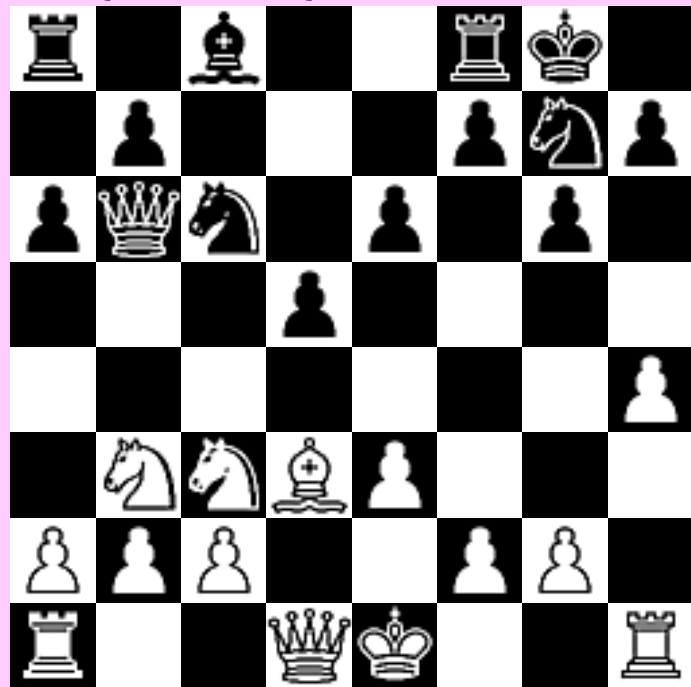
[Dr. Dave](#)

Capablanca, Jose - Yates, Frederick (NY) [D00] weak squares: colour complex i, weak squares: c, 1924

1. d4 Nf6 2. Nf3 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O 6. h3 c5

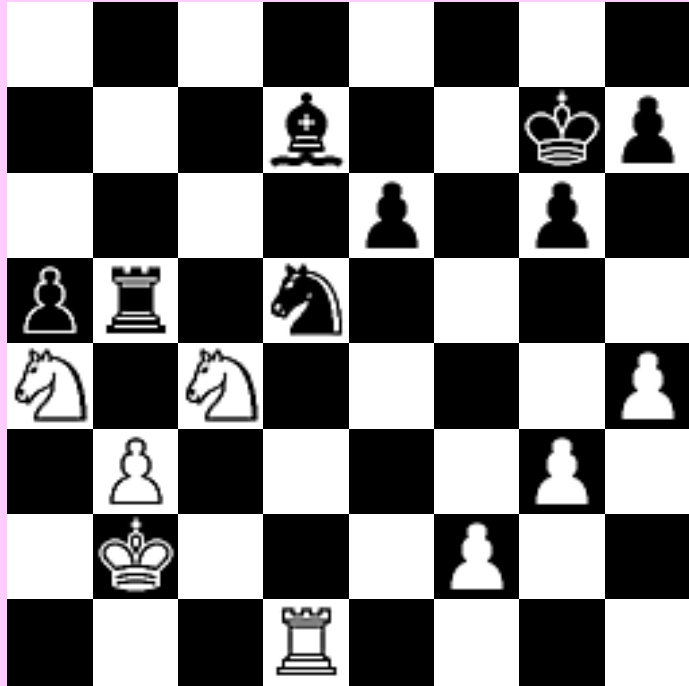


7. dxc5 Looks like it gives up the centre, and the dark squares like e5. But Capa has seen a little further... Can the e-Pawn be tempted to e6? Yes, if the Queen is distracted from the defence of d5... 7... Qa5 8. Nd2 Qxc5 9. Nb3 Qb6 10. Be5 e6 11. Nb5 Ne8 12. Bxg7 Nxg7 13. h4 a6 14. Nc3 Nc6 15. Bd3

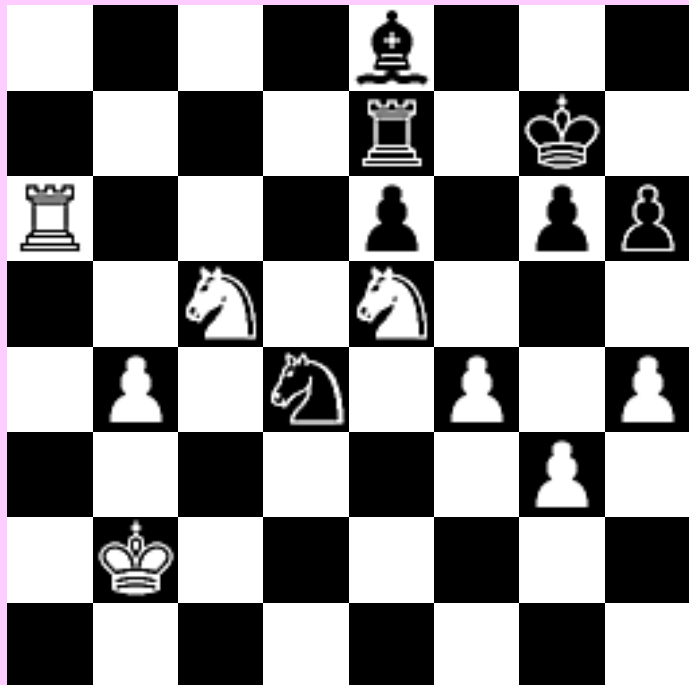


White has good prospects against the central pawns and dark squares. Pflieger and Treppner comment that the player who can conceive of such a plan at #7 has probably achieved all that can be achieved in

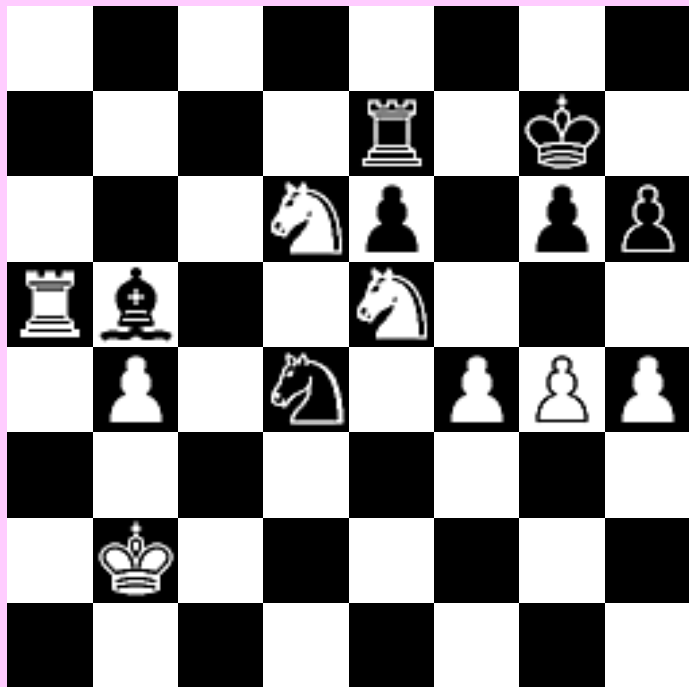
the opening. 15... f5 16. Qd2 Ne5 17. Be2 Nc4 18. Bxc4 dxc4 19. Qd4 Qc7 20. Qc5 Qxc5 21. Nxc5 b6
 22. N5a4 Rb8 23. O-O-O b5 24. Nc5 Rb6 25. a4 Nh5 26. b3 cxb3 27. cxb3 bxa4 28. N3xa4 Rc6 29. Kb2
 Nf6 30. Rd2 a5 31. Rhd1 Nd5 32. g3 Rf7 33. Nd3 Rb7 34. Ne5 Rcc7 35. Rd4 Kg7 36. e4 fxe4 37. Rxe4
 Rb5 38. Rc4 Rxc4 39. Nxc4 Bd7



We now see a cute knight wheel. White's campaign against the dark squares can still be seen on the board. 40. Nc3 Rc5 41. Ne4 Rb5 42. Ned6 Rc5 43. Nb7 Rc7 44. Nbxa5 Bb5 45. Nd6 Bd7 46. Nac4 Ra7
 47. Ne4 h6 48. f4 Be8 49. Ne5 Ra8 50. Rc1 Bf7 51. Rc6 Bg8 52. Nc5 Re8 53. Ra6 Re7 54. Ka3 Bf7 55.
 b4 Nc7 56. Rc6 Nb5+ 57. Kb2 Nd4 58. Ra6 Be8



Black has blockaded the b-pawn. White may be able to force the b-pawn through in time but there is also play to be had on the King's-side. 59. g4 Kf6 60. Ne4+ Kg7 61. Nd6 Bb5 62. Ra5



dark squares again! 62... Bf1 63. Ra8 g5 (impatient, but Black was being strangled) 64. fxg5 hxg5 65. hxg5 Bg2 66. Re8 Rc7 67. Rd8 Nc6 68. Ne8+ Kf8 69. Nxc7+ Nxd8 70. Kc3 Bb7 71. Kd4 Bc8 72. g6 Nb7 73. Ne8 Nd8 74. b5 Kg8 75. g5 Kf8 76. g7+ Kg8 77. g6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon466.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botvinnik, Mikhail - Euwe, Max (Leningrad) [C83] An Introduction to Strategy an, An Introduction, 1934

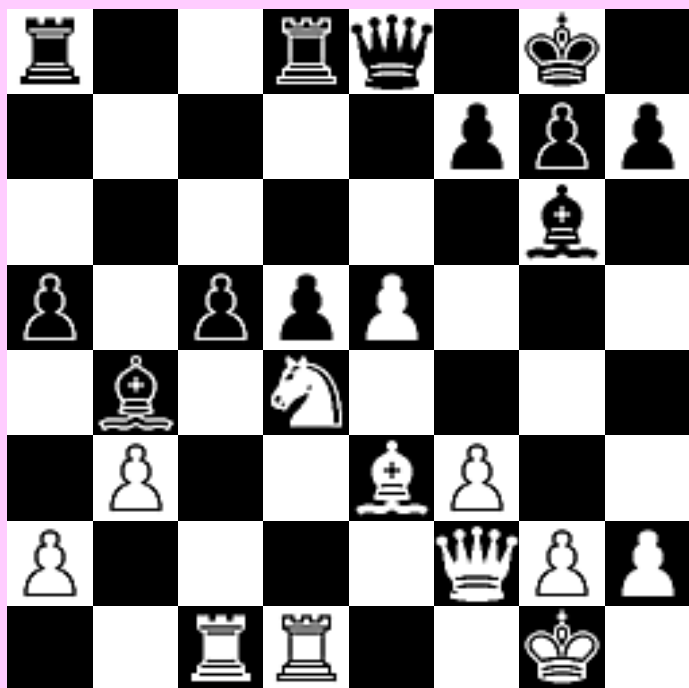
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6



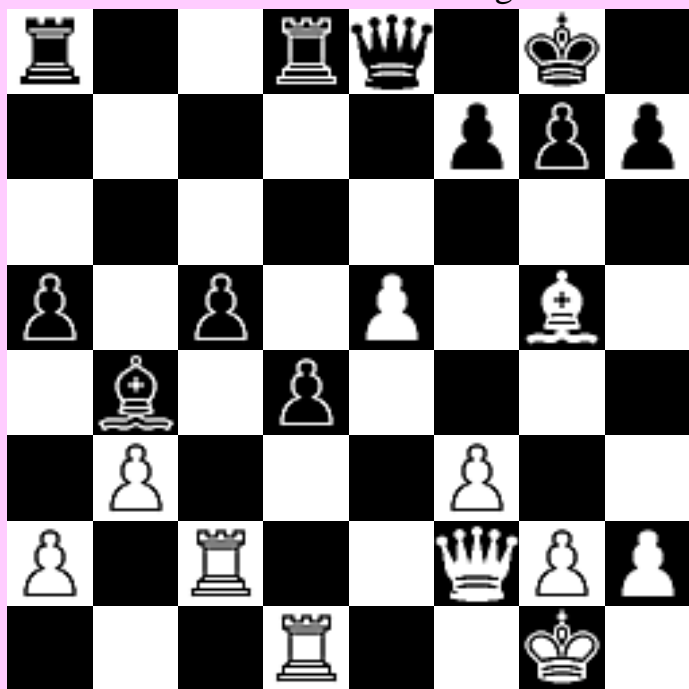
9. c3 Be7 10. Nbd2 O-O 11. Qe2 Nc5 12. Nd4 Nxb3 13. N2xb3 Qd7 14. Nxc6 Qxc6 15. Be3 Bf5 16. Rfd1 Rfd8



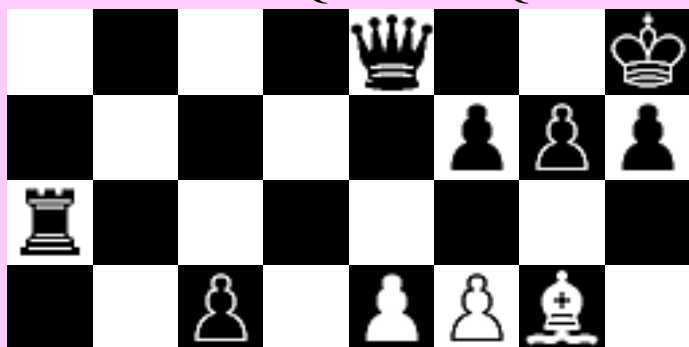
The strategical point of this game is Black's aim of advancing c7-c5, and White's of making use of the King's-side Pawn majority. But this must all be negotiated tactically, move by move. 17. f3 Bf8 18. Qf2 a5 19. Rd2 b4 20. Rc1 Qa4 21. Nd4 Bg6 22. b3 Qe8 23. cxb4 Bxb4 24. Rdd1 c5

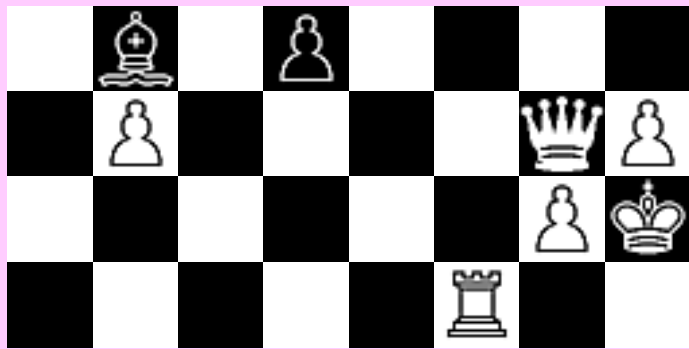


25. Nc2 Bxc2 26. Rxc2 d4 27. Bg5



27... Rd5 28. f4 a4 29. Qf3 axb3 30. axb3 Rd7 31. f5 Rda7 32. Qg3 Ra1 33. Rcc1 Rxc1 34. Rxc1 Kh8 35. Rf1 Ra6 36. h3 Qa8 37. Kh2 Qe8





38. Rf3 Ba5 39. Bf4 Bc7 40. Rf1 Ra8 41. Re1 Qc6 42. e6 Bxf4 43. Qxf4 fxe6 44. fxe6 Re8 45. e7 h6 46. Qf5 Qd6+ 47. Kh1 Kg8 48. Re6 Qd7 49. Qe5 1/2

Back to [Chess Coaching Page](#)

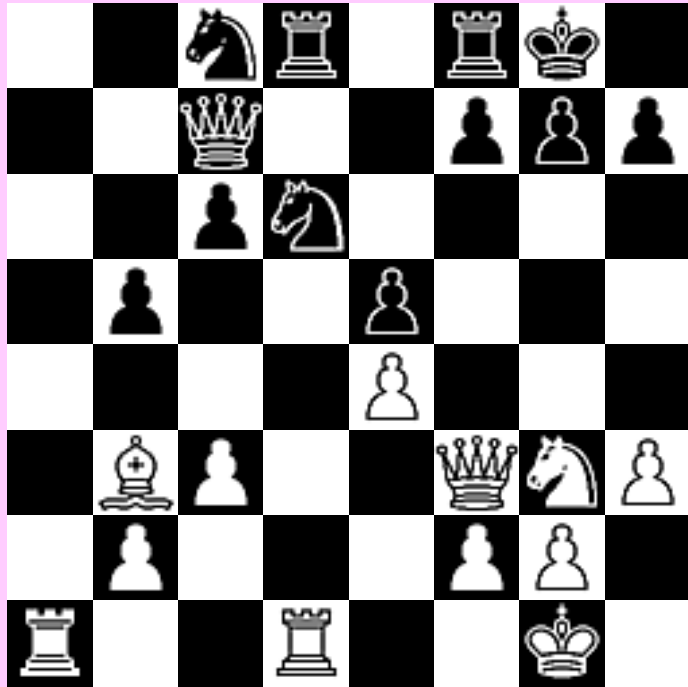
This document (Canon\canon467.html) was last modified on 13 Aug 2005 by



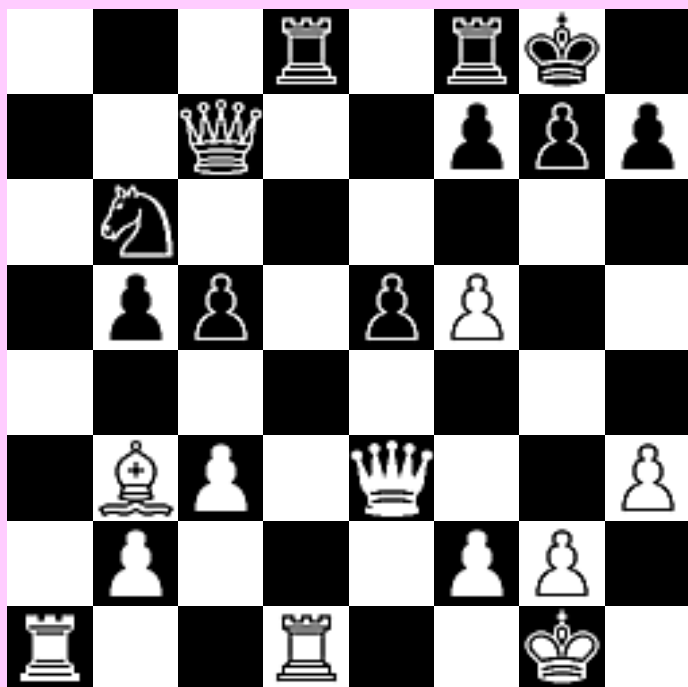
[Dr. Dave](#)

Alekhine Alexander - Junge Klaus (Crakow) SILMAN [C86]An Introduction to Various Adv, An Introduction, 1942

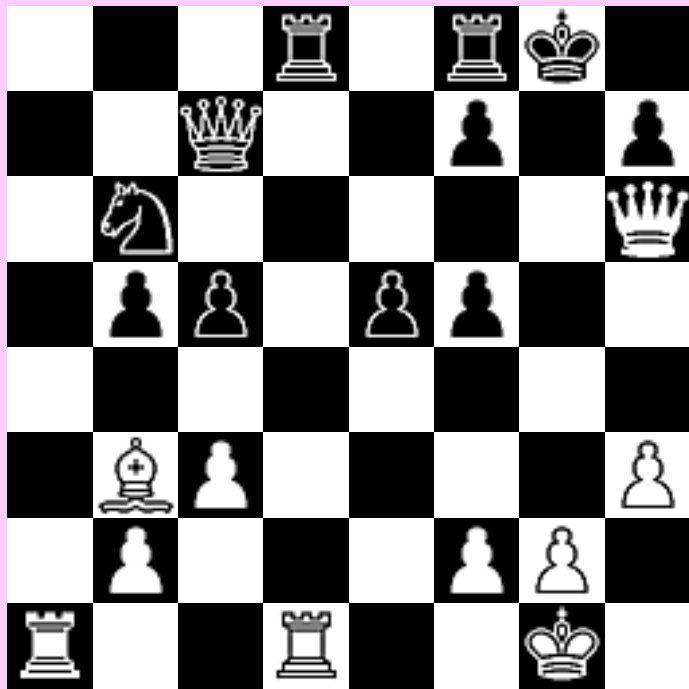
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Qe2 b5 7. Bb3 O-O 8. c3 d5 9. d3 dxe4 10. dxe4 Bg4 11. h3 Bh5 12. Bg5 Ne8 13. Bxe7 Bxf3 14. Qxf3 Nxe7 15. Rd1 Nd6 16. Nd2 c6 17. Nf1 Qc7 18. a4 Rad8 19. Ng3 Nec8 20. axb5 axb5



Open files, Knight outposts and diagonals. How should White proceed? 21. Nf5 Nb6 22. Qe3 Nxf5 23. exf5 c5



The King's-side Attack 24. f6 gxf6 25. Qh6 f5



Diagnosis for a combination: (i) exposed King, (ii) loose pieces This is a double hint! 26. Bxf7+ Qxf7
27. Rxd8 Na4 28. b3 1-0

Back to [Chess Coaching Page](#)

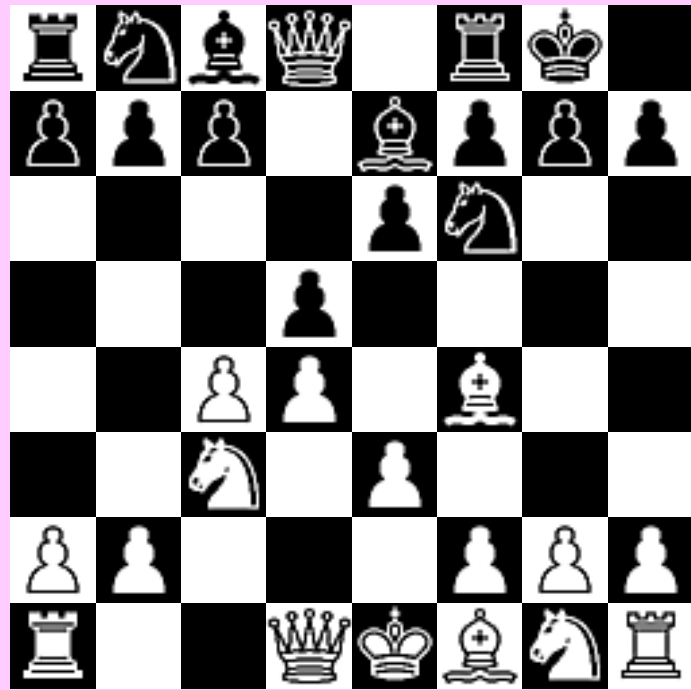
This document (Canon\canon468.html) was last modified on 13 Aug 2005 by



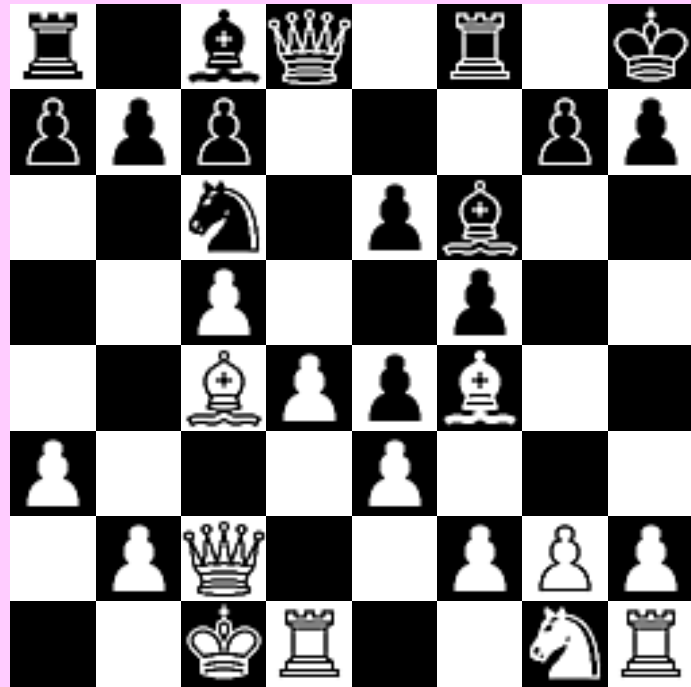
[Dr. Dave](#)

steinitz - lasker (ROMANOVSKY) [D35]planning 1 (st. petersburg), 1895

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bf4 Be7 5. e3 O-O

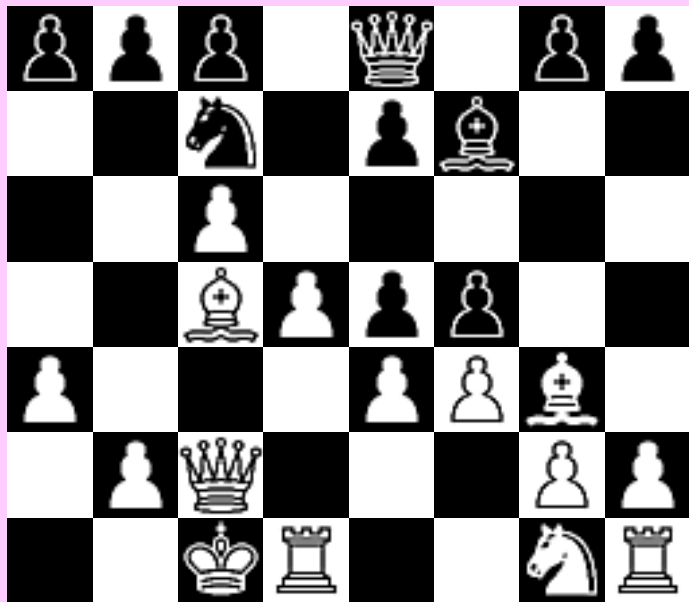


6. c5 Ne4 7. Nxe4 dxe4 8. Qc2 f5 9. Bc4 Nc6 10. a3 Bf6 11. O-O-O Kh8

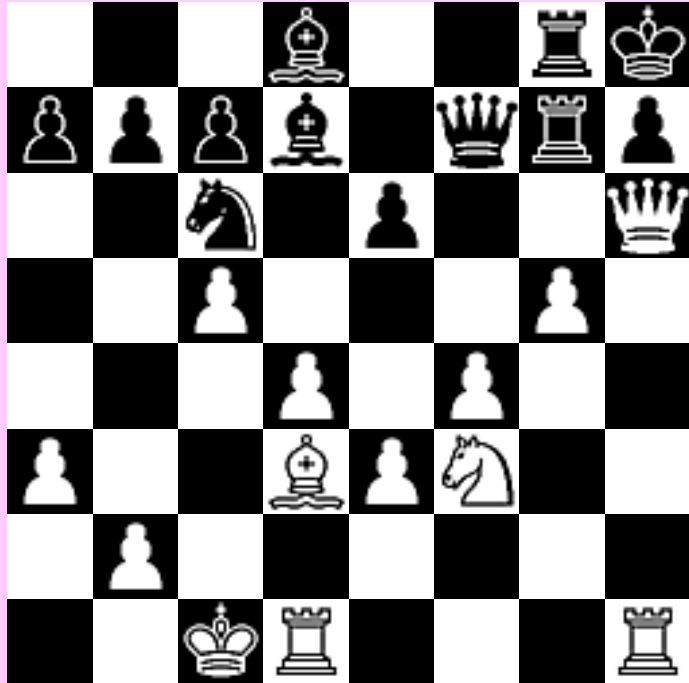


12. f3 Qe7 13. Bg3 f4



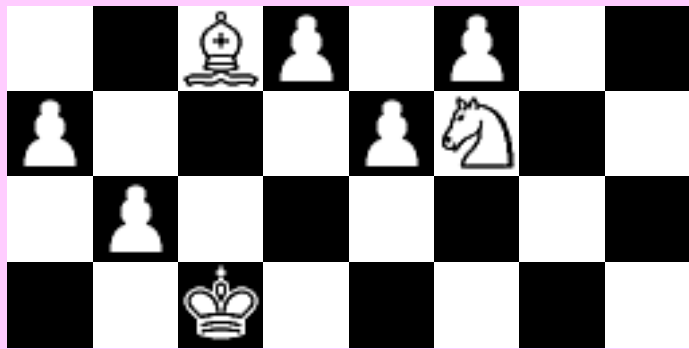


14. Qxe4 fxc3 15. hxc3 g6 16. Qxc6 Bd7 17. f4 Rf7 18. g4 Rg7 19. Qh6 Rxc4 20. Bd3 Rg7 21. Nf3 Qf7 22. g4 Rg8 23. g5 Bd8



24. Rh2 Rg6 25. Qh5 R6g7 26. Rdh1 Qxh5 27. Rxh5 Rf8 28. Rxh7+ Rxh7 29. Rxh7+ Kg8 30. Rxd7 Rf7 31. Bc4





1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon377.html) was last modified on 13 Aug 2005 by



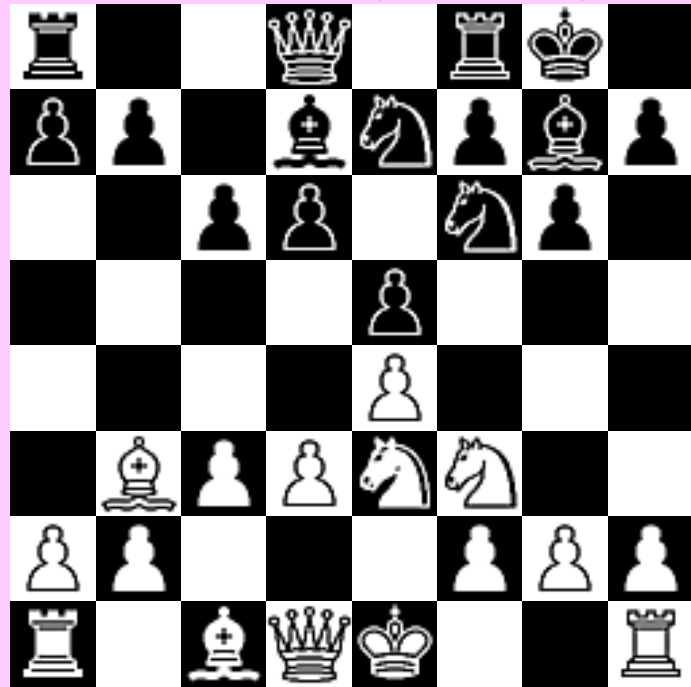
[Dr. Dave](#)

steinitz - lasker (ROMANOVSKY) [C65]planning 2 (new york), 1894

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3

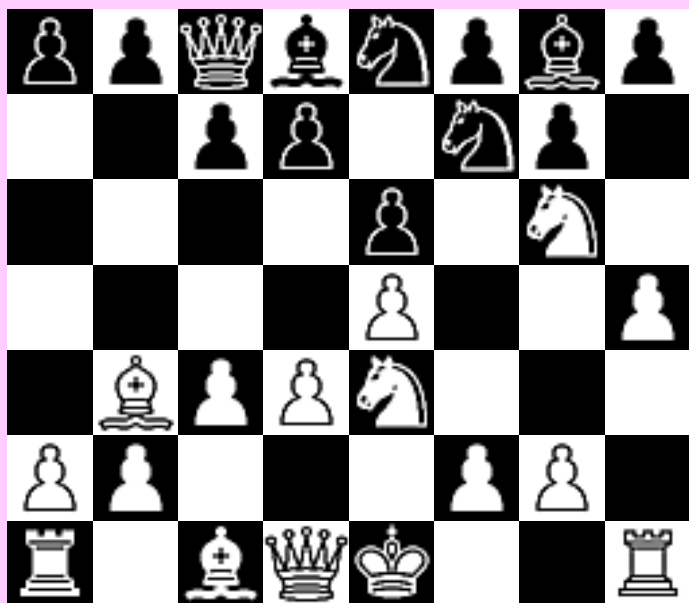


4... d6 5. c3 Bd7 6. Ba4 g6 7. Nbd2 Bg7 8. Nc4 O-O 9. Ne3 Ne7 10. Bb3 c6

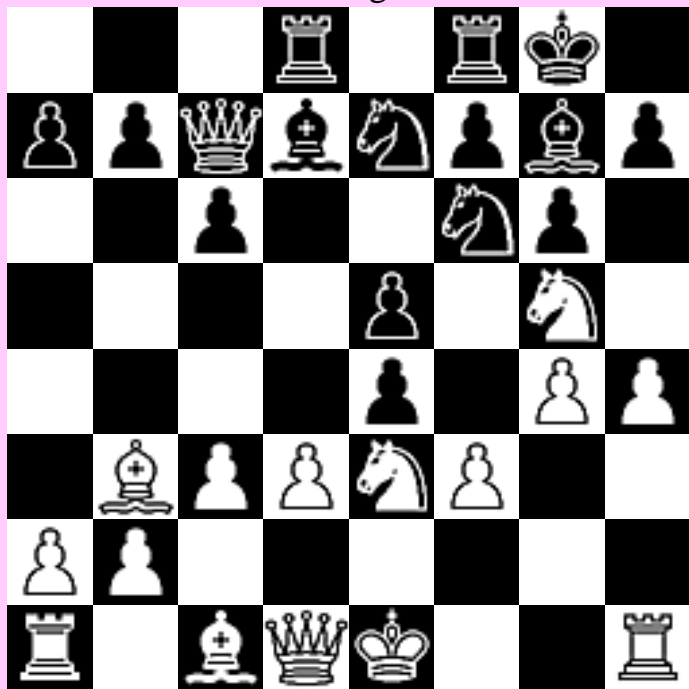


11. h4 Qc7 12. Ng5

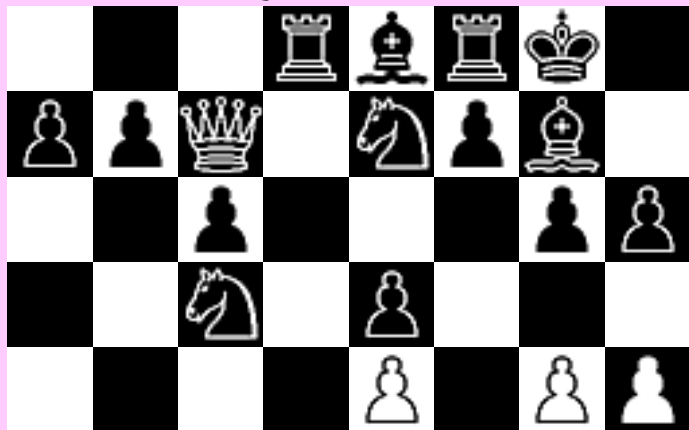


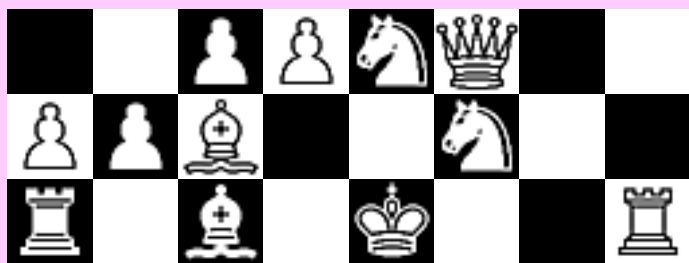


12... d5 13. f3 Rad8 14. g4 dxe4

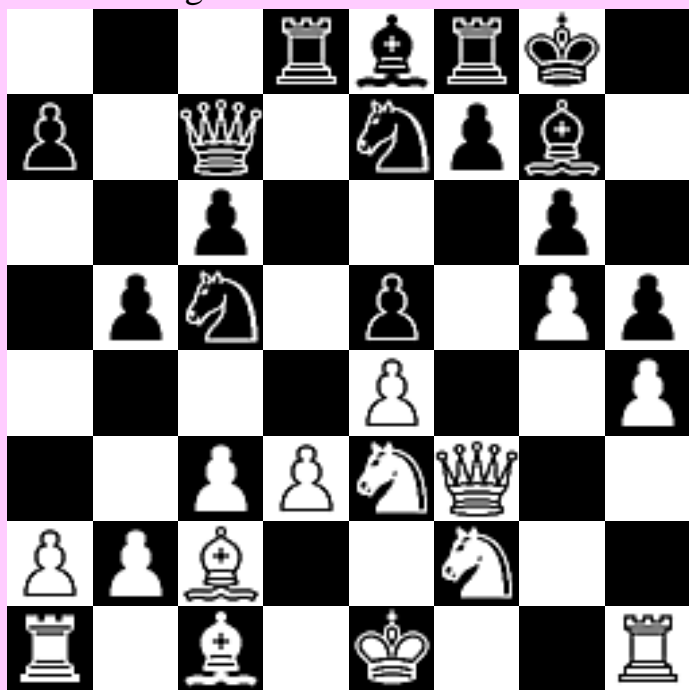


15. fxe4 h6 16. Qf3 Be8 17. Bc2 Nd7 18. Nh3 Nc5 19. Nf2

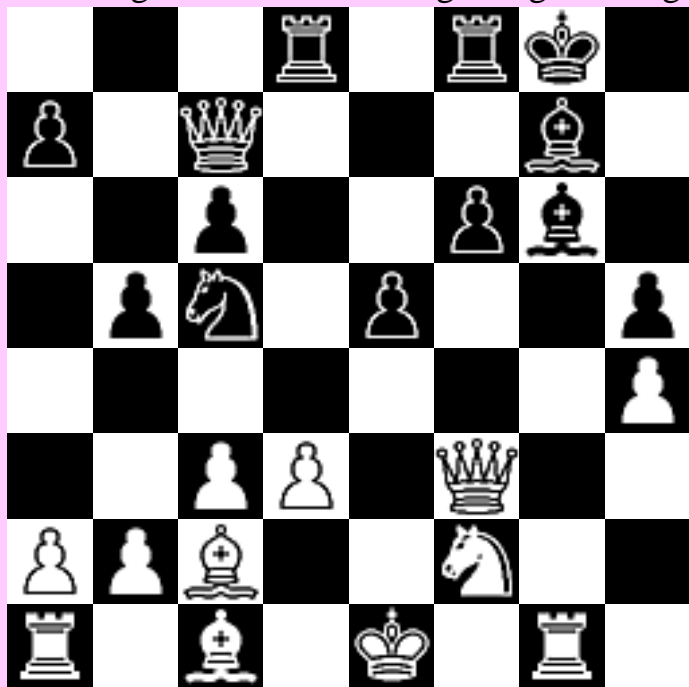




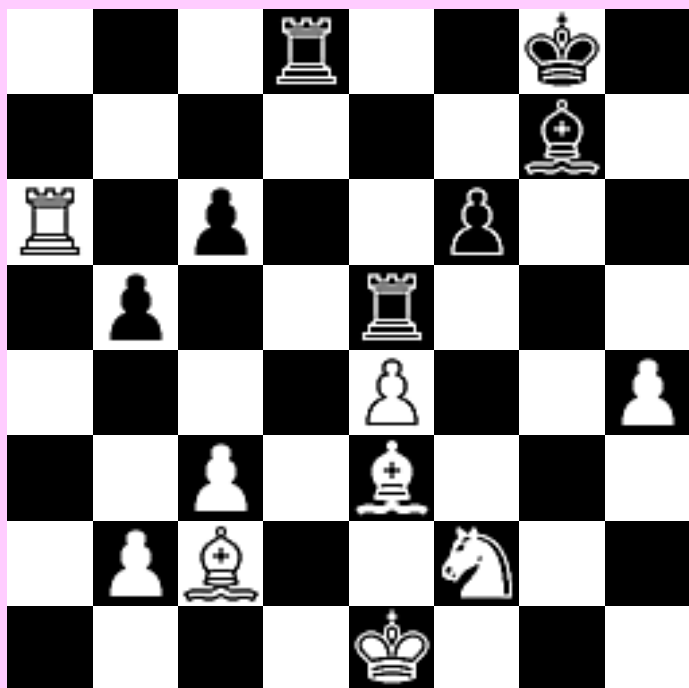
19... b5 20. g5 h5



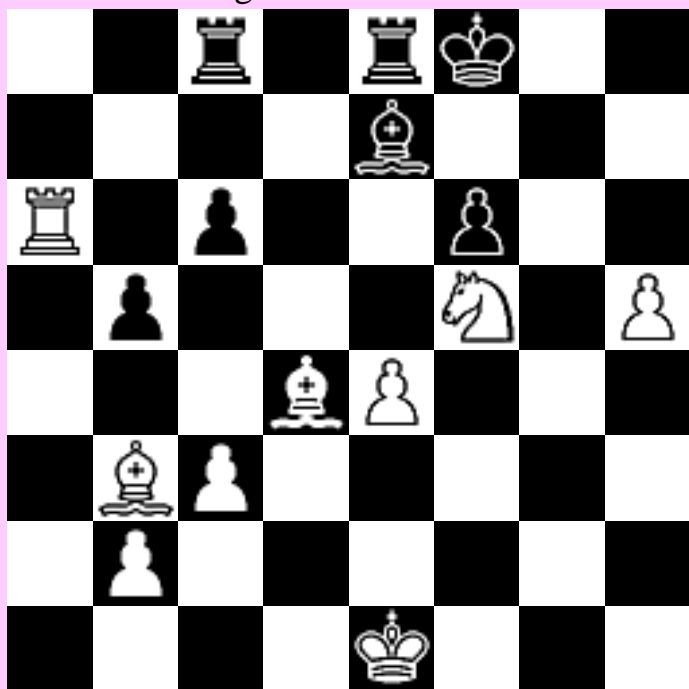
21. Nf5 gxf5 22. exf5 f6 23. g6 Nxf6 24. fxf6 Bxf6 25. Rg1



25... e4 26. dxe4 Kh7 27. Rxf6 Kxf6 28. Qf5+ Kf7 29. Qxh5+ Kg8 30. Qxc5 Qe5 31. Be3 a6 32. a4 Rfe8 33. axb5 axb5 34. Qxe5 Rxe5 35. Ra6



35... Rc8 36. Ng4 Re7 37. Bc5 Ree8 38. Ne3 Bf8 39. Bd4 Kf7 40. h5 Be7 41. Bb3+ Kf8 42. Nf5



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon378.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: USCF-style ASCII diagrams

The Petroff Defence for beginners

```

,R;N,B;Q,K;B, _;R
;P,P;P,P;_,P;P,P
, _i _ , _i _ , _i N, _i _
i _ , _i _ , _i P, _i _ , _
, _i _ , _i _ , p i _ , _i _
i _ , _i _ , _i _ , n i _ , _
, p i p , p i p , _ i p , p i p
; r , n i b , q i k , b i _ , r

```

An Exeter Junior Chess Club booklet

Back to [Chess Coaching Page](#)

This document (uscf_8x8.html) was last modified on by



[Dr. Dave](#)

ussr chess exercise - problem [t30planning problem: (norwood), 1994

(wKe1,Qd1,Nb1,g1,Bc1,f1,Ra1,h1,Pa2,b2,c2,e4,f2,g2,h2; bKe8,Qd8,Nb8,g8,Bc8,f8,Ra8,h8,Pa7,b7,d6,
e5,f7,g7,h7)



Remove pairs of pieces of equal value (e.g. Ra1/Rh8, Nb1/Bf8) until the remaining position is as favourable to White as you can make it 1. Nc3 (hint) 1-0

Back to [Chess Coaching Page](#)

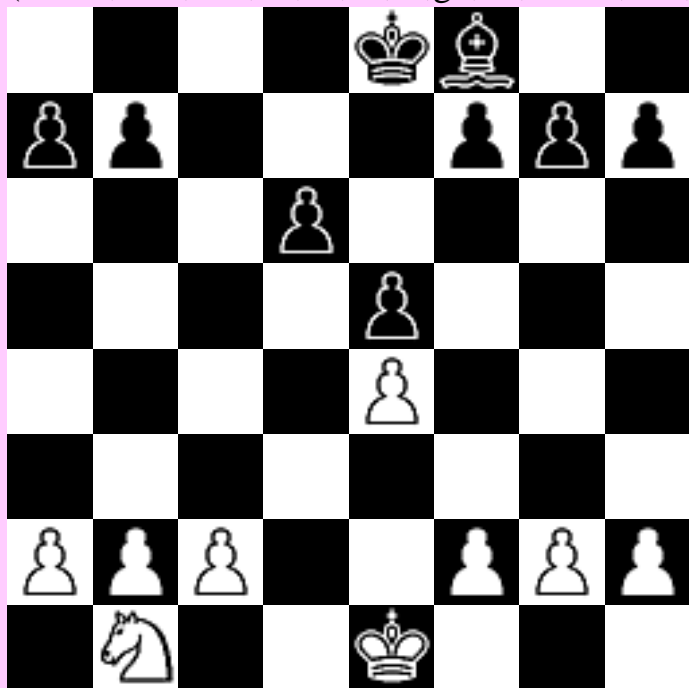
This document (Canon\canon379.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

ussr chess exercise - answer [t30planning problem: answer (norw, planning proble, 1994

(wKe1,Nb1,Pa2,b2,c2,e4,f2,g2,h2; bKe8,Bf8,Pa7,b7,d6,e5,f7,g7,h7)



everything else helps Black defend - now the wN will come to d5 unopposed 1. Nc3 1-0

Back to [Chess Coaching Page](#)

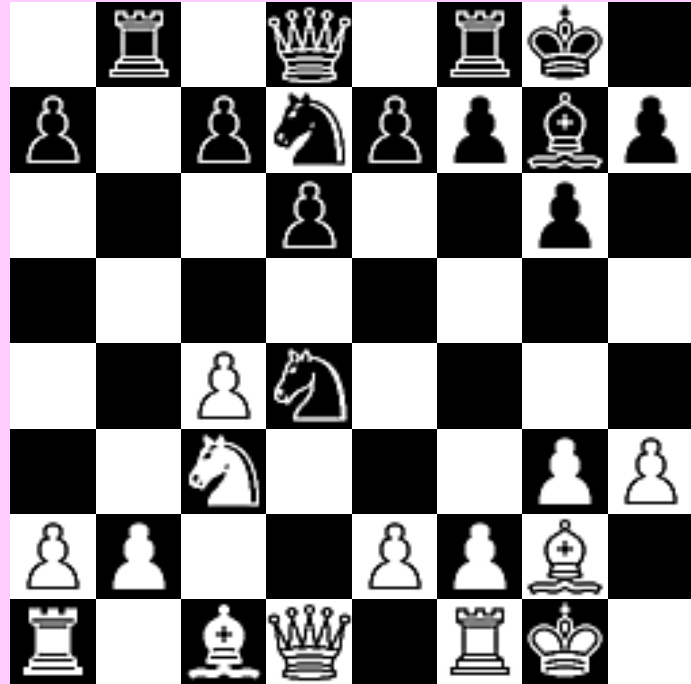
This document (Canon\canon380.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

najdorf - petrosian,zurich [E62]planning: Black adopts formati, planning: Black, 1953

1. d4 Nf6 2. c4 d6 3. Nf3 g6 4. g3 Bg7 5. Bg2 O-O 6. O-O Nc6 7. Nc3 Bg4 8. h3 Bxf3 9. Bxf3 Nd7 10. Bg2 Nxd4 11. Bxb7 Rb8 12. Bg2



Black's next move is a mistake, for it leaves him without a good plan. See Najdorf-Geller 12... c5 13. e3 Ne6 14. Qc2 a5 15. Bd2 Ne5 16. b3 Qd7 17. Kh2 Nc6 18. Rad1 Ned8 19. Be1 Kh8 20. Na4 Qc8 21. Bc3 Bxc3 22. Nxc3 Qf5 23. Qxf5 gxf5 24. Rd5 Ne6 25. Rxf5 Nb4 26. Rh5 Ng7 27. Rh4 Nf5 28. Rf4 e6 29. Rd1 Rb6 30. Na4 Rbb8 31. Be4 Ng7 32. Rxd6 Nxa2 33. Nxc5 1-0

Back to [Chess Coaching Page](#)

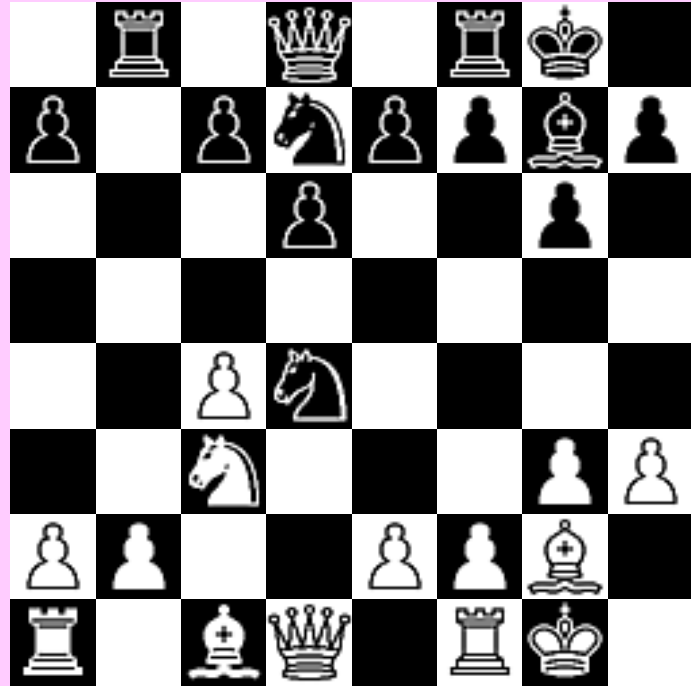
This document (Canon\canon381.html) was last modified on 13 Aug 2005 by



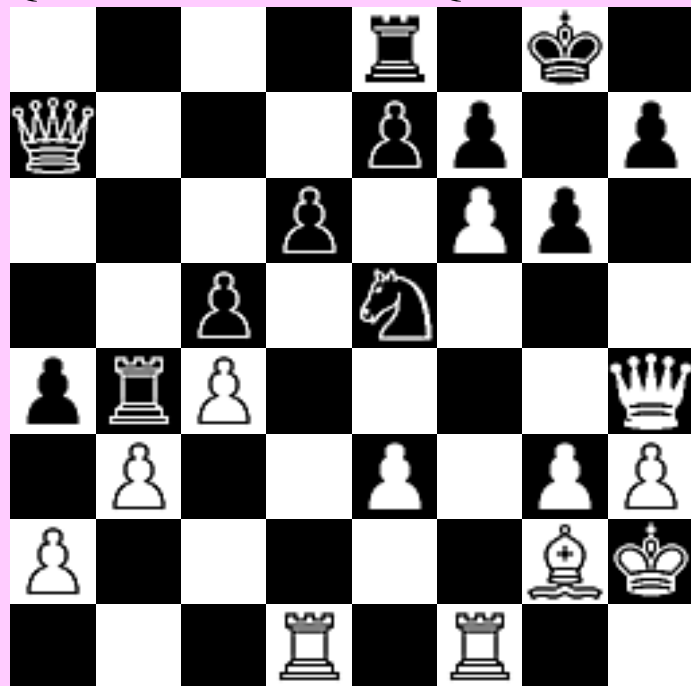
[Dr. Dave](#)

Najdorf - Geller (BRONSTEIN) [E62]planning: Black leaves c5 free, planning: Black, 1953

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 O-O 5. Nf3 d6 6. O-O Nc6 7. Nc3 Bg4 8. h3 Bxf3 9. Bxf3 Nd7 10. Bg2 Nxd4 11. Bxb7 Rb8 12. Bg2



(a) Black's plan is to attack down the half-open b-file (BRONSTEIN) (b) White will play b2-b3, and Black will want to harrass with a7-a5-a4 (c) to support a5-a4 Black will need an N on c5, so don't play ... c7-c5 (!) 12... Rb4 13. e3 Ne6 14. Qe2 Ne5 15. f4 Nd7 16. Nd5 Rb8 17. Qc2 c6 18. Nc3 Qc7 19. Rb1 a5 20. Bd2 Nec5 21. Ne2 Qb6 22. Kh2 Rfc8 23. Bc3 Bxc3 24. Nxc3 Qa6 25. b3 Rb6 26. Ne4 Nxe4 27. Qxe4 Re8 28. f5 Ne5 29. f6 Qa7 30. Rbd1 Rb4 31. Qd4 c5 32. Qh4 a4



The culmination of Black's plan 33. Rxd6 axb3 34. axb3 Rxb3 35. fxe7 Qxe7 36. Qxe7 Rxe7 37. Bd5 Rxe3 38. Rd8+ Kg7 39. Rc8 Nd3 40. Ra8 Re2+ 41. Kg1 Rd2 42. Raa1 Nb4 0-1

Back to [Chess Coaching Page](#)

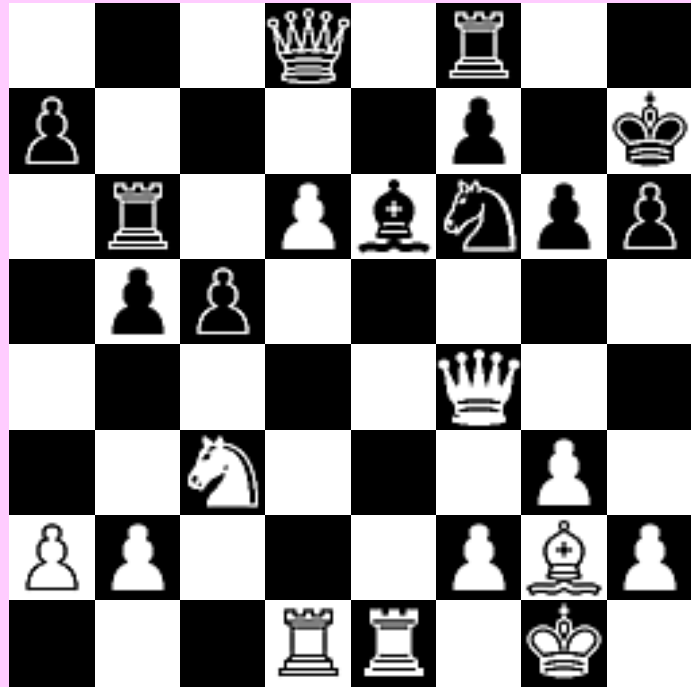
This document (Canon\canon382.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

euwe - keres,zurich (BRONSTEIN/K [D72]planning: assessment of positi, planning: asses, 1953

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 d5 5. cxd5 Nxd5 6. e4 Nb6 7. Ne2 c5 8. d5 e6 9. O-O O-O 10. Nec3 exd5 11. exd5 N8d7 12. Ne4 Nf6 13. Nbc3 Nbd7 14. d6 Rb8 15. Bg5 h6 16. Bxf6 Bxf6 17. Nxf6+ Nxf6 18. Re1 Be6 19. Qf3 b5 20. Qf4 Kh7 21. Rad1 Rb6



[assessment and plan](#) 22. a3 Re8 23. Ne4 Nxe4 24. Rxe4 Qd7 25. Qe5 Rd8 26. Qxc5 Rxd6 1/2

Back to [Chess Coaching Page](#)

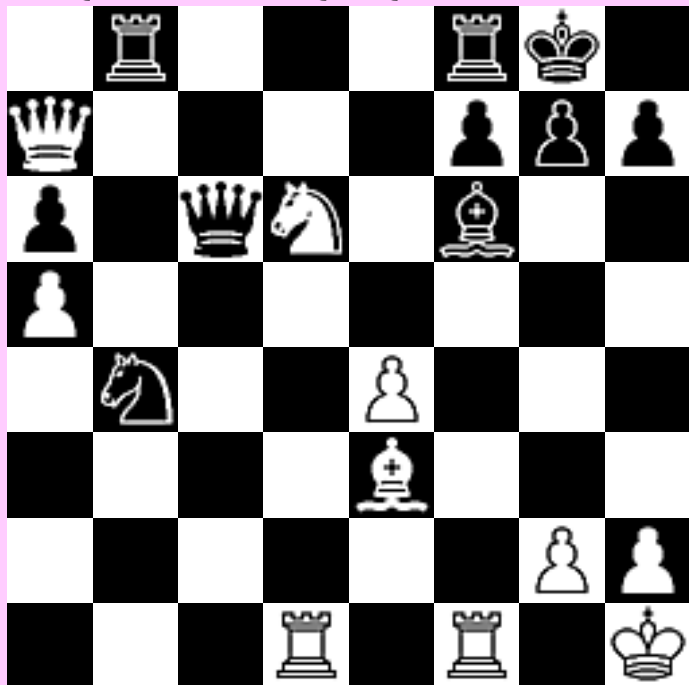
This document (Canon\canon383.html) was last modified on 13 Aug 2005 by



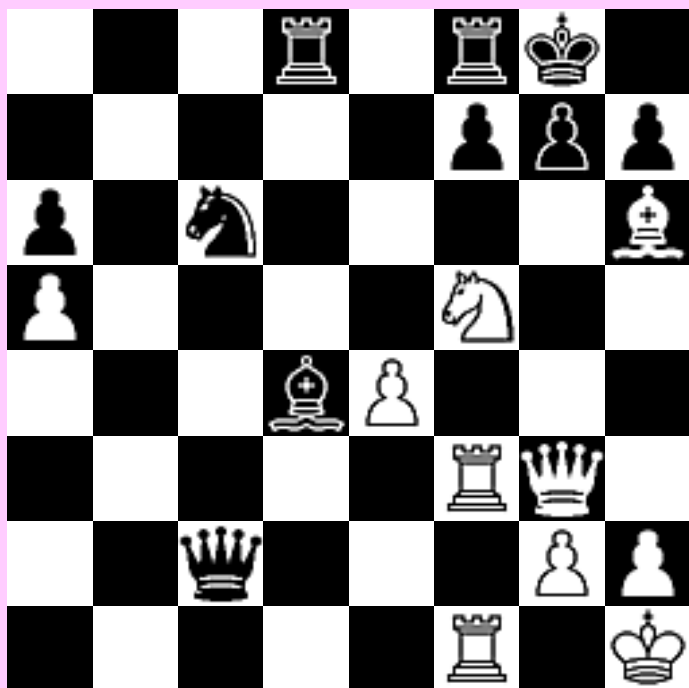
[Dr. Dave](#)

karpov - polugaevsky,moscow (KOTOV) [B92]planning: concentration of pie, planning: conce, 1974

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be2 e5 7. Nb3 Be7 8. O-O Be6 9. f4 Qc7 10. a4 Nbd7 11. Kh1 O-O 12. Be3 exf4 13. Rxf4 Ne5 14. a5 Nfd7 15. Rf1 Bf6 16. Nd5 Bxd5 17. Qxd5 Qxc2 18. Nd4 Qxb2 19. Rab1 Qc3 20. Nf5 Qc2 21. Rbe1 Nc5 22. Nxd6 Ncd3 23. Bxd3 Nxd3 24. Rd1 Nb4 25. Qxb7 Rab8 26. Qa7 Qc6



27. Rxf3! was discussed. "Sacrifice? Why? There is a regrouping immediately available that underlines the hopelessness of Black's position" -- KARPOV. 27. Bf4 Ra8 28. Qf2 Rad8 29. Qg3 Qc3 30. Rf3 Qc2 31. Rdf1 Bd4 32. Bh6 Nc6 33. Nf5



It does look pretty hopeless now... 33... Qb2 34. Bc1 Qb5 35. Nh6+ Kh8 36. Nxf7+ Rxf7 37. Rxf7 Bf6
38. Qf2 Kg8 39. Rxf6 gxf6 40. Qxf6 1-0

Back to [Chess Coaching Page](#)

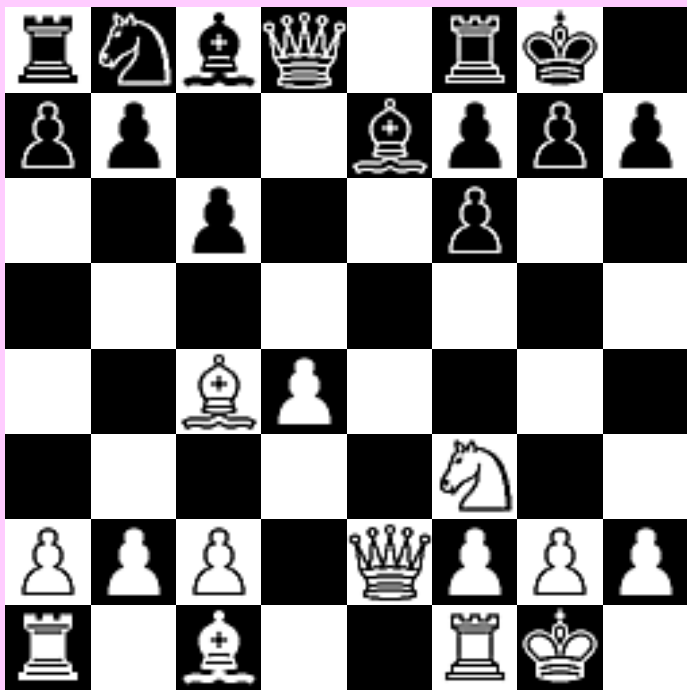
This document (Canon\canon384.html) was last modified on 13 Aug 2005 by



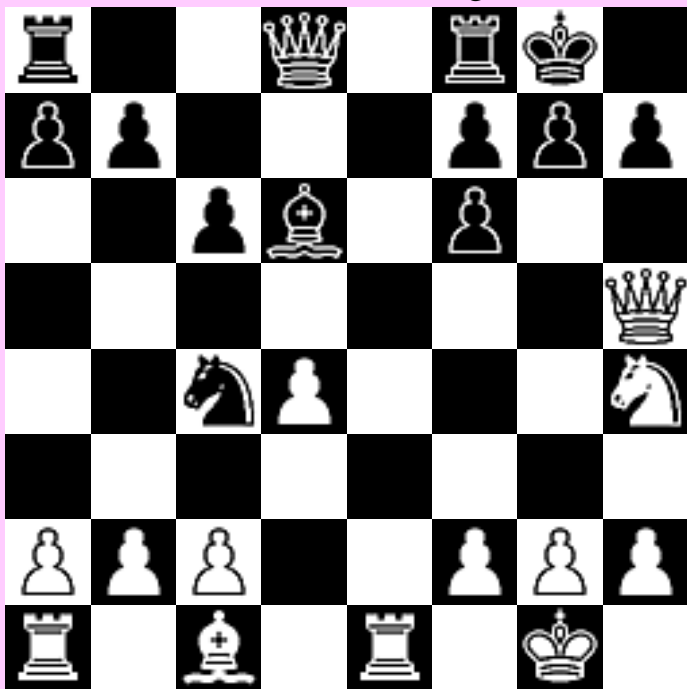
[Dr. Dave](#)

ragozin - boleslavsky,sverdlovsk (SUETIN) [B15]planning: dynamic vs. classica, planning: dynam, 1942

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6. Bc4 Bd6 7. Qe2+ Be7 8. Nf3 O-O 9. O-O



[comment](#) 9... Bd6 10. Re1 Bg4 11. Qe4 Bh5 12. Nh4 Nd7 13. Qf5 Nb6 14. Qxh5 Nxc4



15. Bh6 Qd7 [15... gxh6 16. b3 Nb6 17. Nf5 Kh8 18. Qxh6 Rg8 19. Re8] 16. b3 Nb6 17. Nf5 Kh8 18. Re4 Bxh2+ [18... Rg8 19. Bxg7+ Rxg7 20. Nxc4 Kxc4 21. Rg4+ Kf8 22. Re1 winning] [18... g6 19. Bg7+ Kg8 20. Qxh7+ Kxh7 21. Rh4+ Kg8 22. Rh8#] 19. Kh1 1-0

Back to [Chess Coaching Page](#)

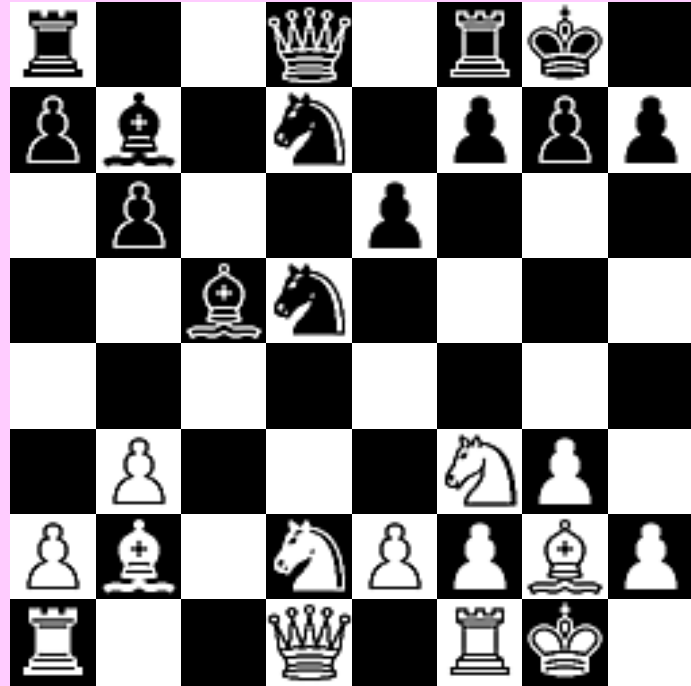
This document (Canon\canon385.html) was last modified on 13 Aug 2005 by



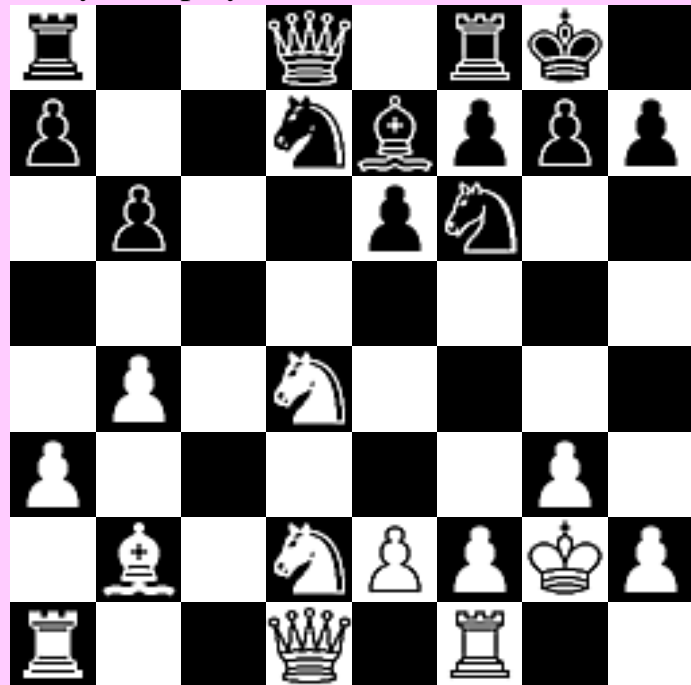
[Dr. Dave](#)

botvinnik,m - donner,jh (amsterdam) [A14]planning: knight outpost, 1965

1. c4 Nf6 2. Nf3 e6 3. g3 d5 4. Bg2 Be7 5. O-O O-O 6. b3 b6 7. Bb2 Bb7 8. cxd5 Nxd5 9. d4 c5 10. dxc5 Bxc5 11. Nbd2 Nd7



Many club players would dismiss this as drawish 12. a3 N5f6 13. b4 Be7 14. Nd4 Bxg2 15. Kxg2



You may be able to see the outlines of what Botvinnik has in mind now. There is an open c-file, and White seeks an entry point along it. 15... Qc7 16. Qb3 Rfc8 17. Rfc1 Qb7+ 18. Qf3 Nd5 19. e4 N5f6 20. b5 a6 21. Nc6 Bf8



White's advantage is clear. 22. a4 axb5 23. axb5 Rxa1 24. Rxa1 Ra8 25. Rd1 Ne8 26. Nc4 Nc5 27. e5 Rc8 28. Ra1 Rc7 29. Ra7 Qxa7 30. Nxa7 Rxa7 31. Nxb6 1-0

Back to [Chess Coaching Page](#)

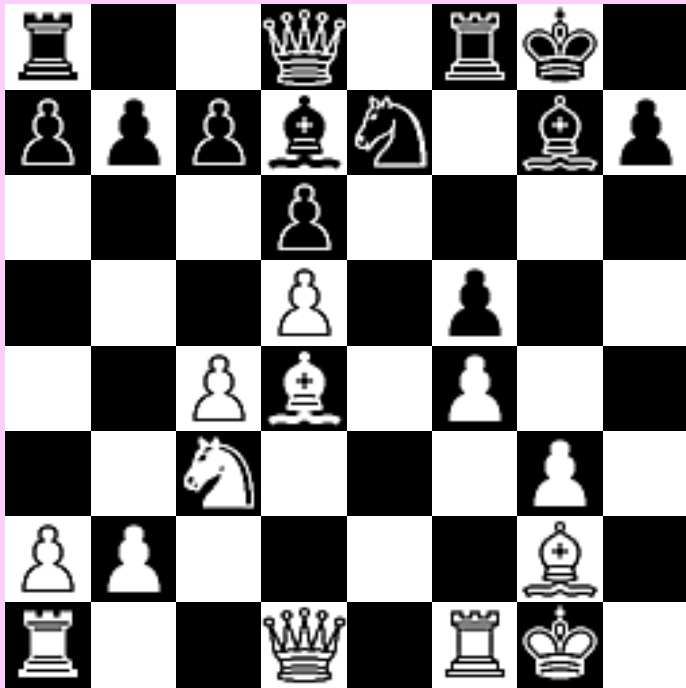
This document (Canon\canon386.html) was last modified on 13 Aug 2005 by



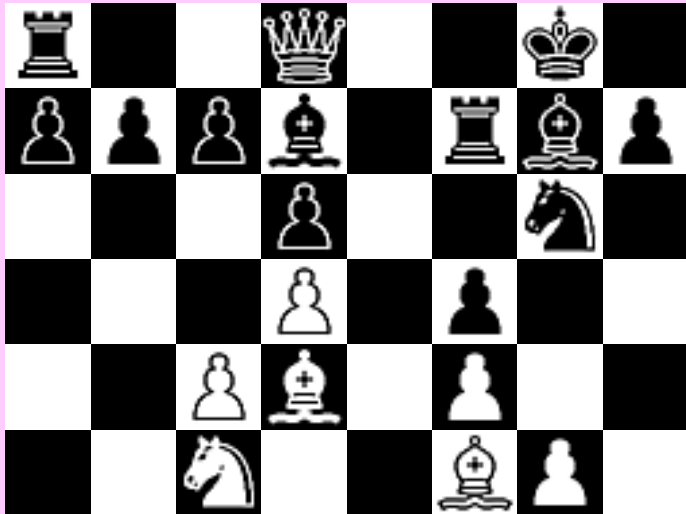
[Dr. Dave](#)

petrosian - fischer, portoroz [A16] planning: manoeuvring, 1958

1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O 5. Nf3 d6 6. O-O Nc6 7. d3 Nh5 8. d4 [8. Rb1 f5 9. Qc2 a5 10. a3 f4 11. b4 axb4 12. axb4 Bg4 13. e3 e5 14. b5 Ne7 15. Ne4 Qd7 16. Bd2 h6 17. Bc3 g5 18. exf4 gxf4 19. Qe2 Ng6 20. Ra1 Rxa1 21. Bxa1 b6 22. Bc3 Qf5 23. Bd2 Kh8 24. Bc1 Bf6 25. Kh1 Ng7 26. Bb2 Ne6 27. Qc2 Qh5 28. Ned2 Ng5 29. Nxc3 Bxc3 30. Be4 Be2 31. Kg1 f3 32. Re1 Bxd2 33. Rxe2 Bg5 34. Re1 Qh3 35. Bxf3 Rxf3 36. d4 Nf4 37. gxf4 Bxf4 0:1 0-1 Petrosian T- Vasiukov Evgeni (RUS)/2* (*) 1956, Moscow ch O] 8... e5 9. d5 Ne7 10. e4 f5 11. exf5 gxf5 12. Nxe5 Nxc3 13. hxg3 "Petrosian... plays for control of the centre squares." (Fischer). 13... Bxe5 14. f4 Bg7 15. Be3 Bd7 16. Bd4

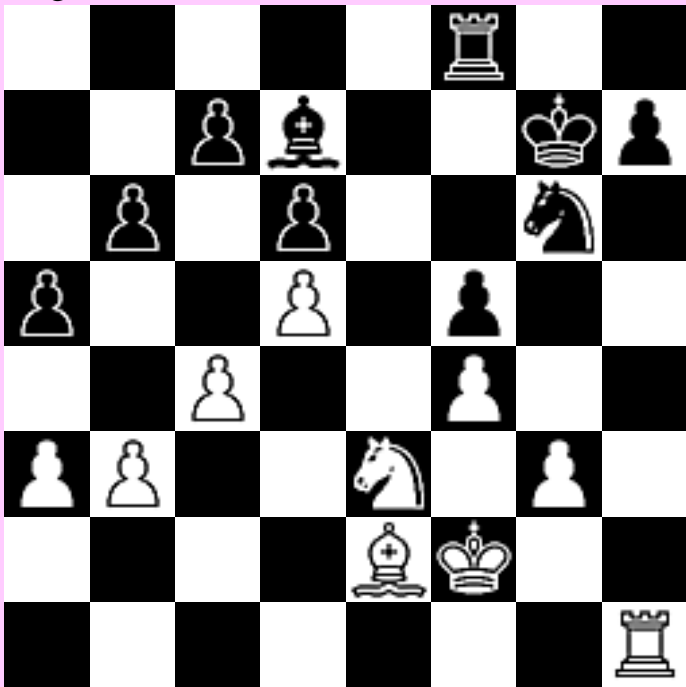


"Forcing the exchange of Black's most active piece." 16... Ng6 17. Re1 Rf7 [17... Bxd4+ 18. Qxd4 h5 and ...h4 gets rid of the isolated pawn.] 18. Bf3

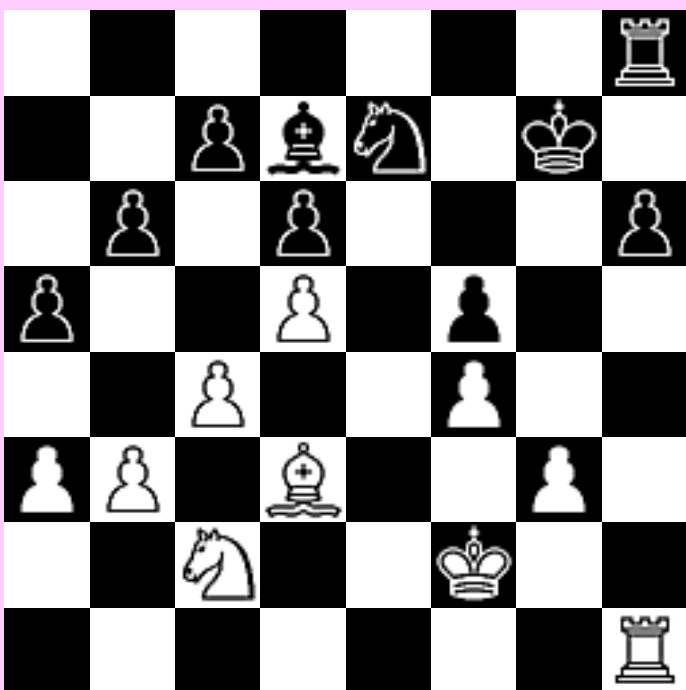




"Black doesn't get a second chance." 18... Qf8 19. Kf2 Re8 20. Rxe8 Qxe8 21. Bxg7 Rxg7 22. Qd4 b6 23. Rh1 [23. b4 ! Fischer] 23... a5 24. Nd1 Qf8 25. Ne3 [25. Bh5] 25... Rf7 26. b3 Qg7 27. Qxg7+ Kxg7 28. a3 Rf8 29. Be2

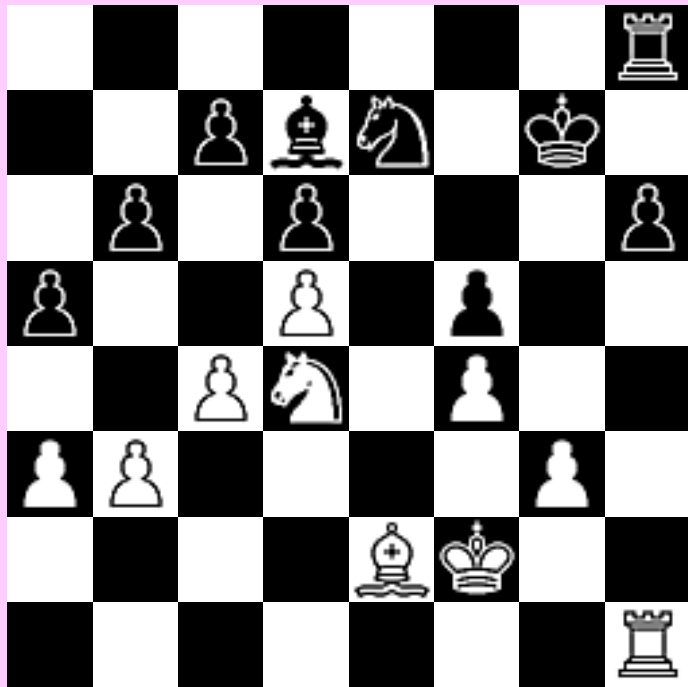


"White constantly finds ways to improve his position." 29... Ne7 30. Bd3 h6 31. Rh5 Be8 32. Rh2 Bd7 33. Rh1 Rh8 34. Nc2



"Heading for an even stronger outpost on d4. Each time Petrosian achieved a good position, he managed

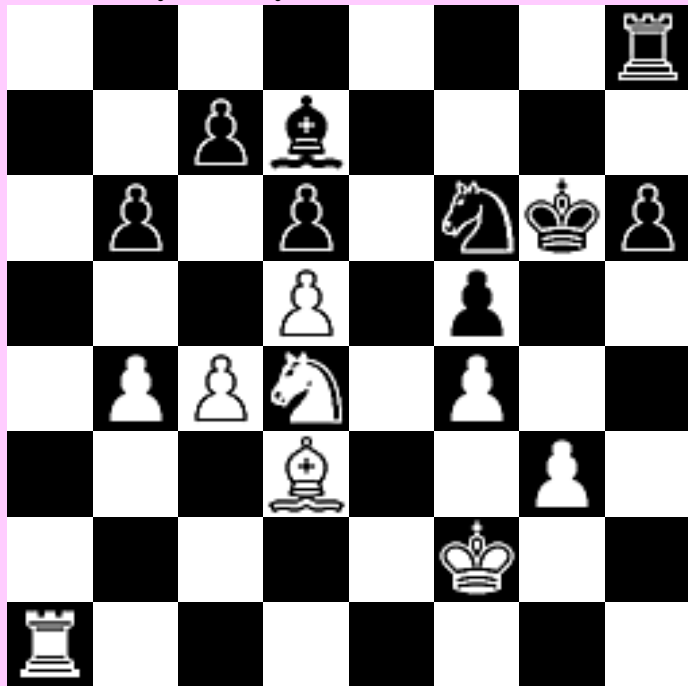
to manoeuvre into a better one." 34... Kf6 35. Nd4 Kg7 36. Be2



"Feigning an invasion with Bh5, Re1 and Ne6. White has two wings to operate on..." 36... Ng8

"Panicking and giving him the opportunity to sneak in b4 when Black can't react with ...axb4 and ...Ra8.

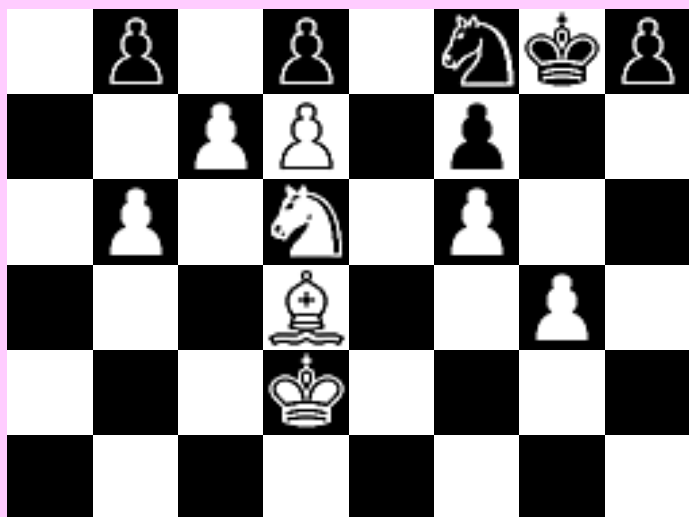
Petrosian likes to play cat-and-mouse, hoping his opponents will go wrong in the absence of a direct threat..they usually do 37. b4 Nf6 38. Bd3 axb4 39. axb4 Kg6 40. Ra1



"White has finally achieved his ideal set-up, but Black's game is still tenable." 40... Ng4+ 41. Ke2 Re8+

42. Kd2 Nf6 43. Ra6 Rb8 44. Ra7 Rc8 45. c5





"This Pawn sac caught me completely by surprise. It's the only line that gives Black any trouble." 45... bxc5 46. bxc5 dxc5 47. Nf3 Kf7 48. Ne5+ Ke7 49. Nxd7 Nxd7 50. Bxf5 Rf8 51. g4 Kd6 ? 52. Bxd7 Kxd7 53. Ke3 Re8+ 54. Kf3 Kd6 55. Ra6+ Kxd5 56. Rxh6 c4 57. Rh1 [57. Rh7 wins] 57... c3 58. g5 c5 59. Rd1+ Kc4 60. g6 c2 61. Rc1 Kd3 62. f5 Rg8 63. Kf4 Kd2 64. Rxc2+ Kxc2 65. Kg5 c4 66. f6 c3 67. f7 1/2

Back to [Chess Coaching Page](#)

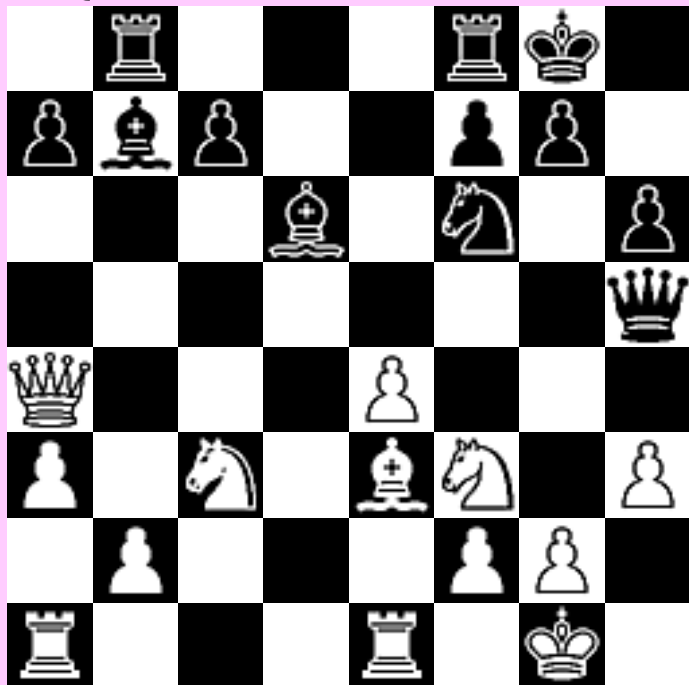
This document (Canon\canon387.html) was last modified on 13 Aug 2005 by



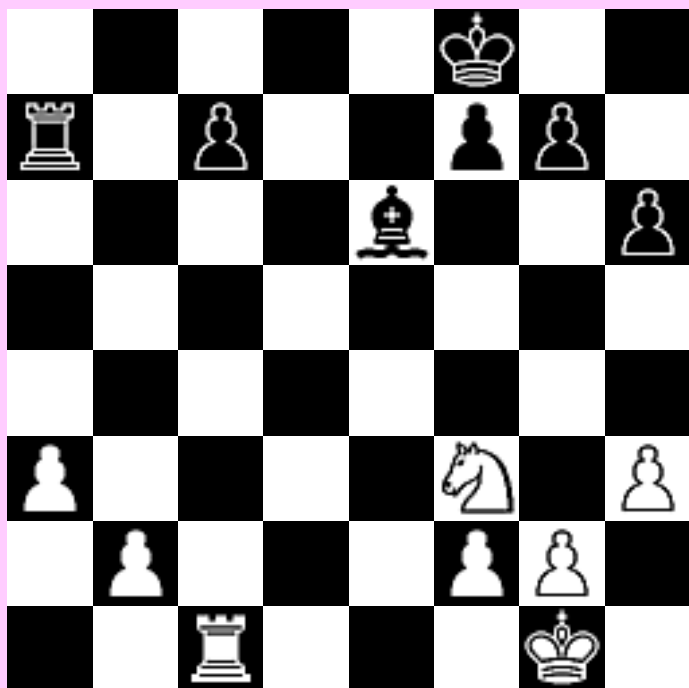
[Dr. Dave](#)

capablanca - ragozin (moscow) (KOTOV) [E22]planning: piece positions (com, planning: piece, 1936

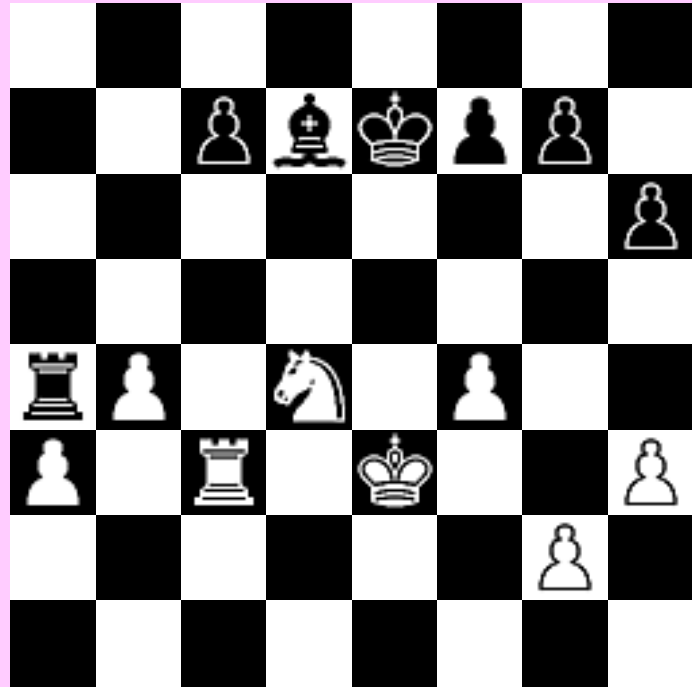
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3 Nc6 5. e3 d5 6. Nf3 O-O 7. a3 dxc4 8. Bxc4 Bd6 9. Bb5 e5 Black initiates some unwarranted complications 10. Bxc6 exd4 11. Nxd4 bxc6 12. Nxc6 This gain of a pawn ultimately decides the game. 12... Qd7 13. Nd4 Qg4 14. O-O Ba6 15. h3 Qh4 16. Nf3 Qh5 17. Re1 Rab8 18. Qa4 Bb7 19. e4 h6 20. Be3



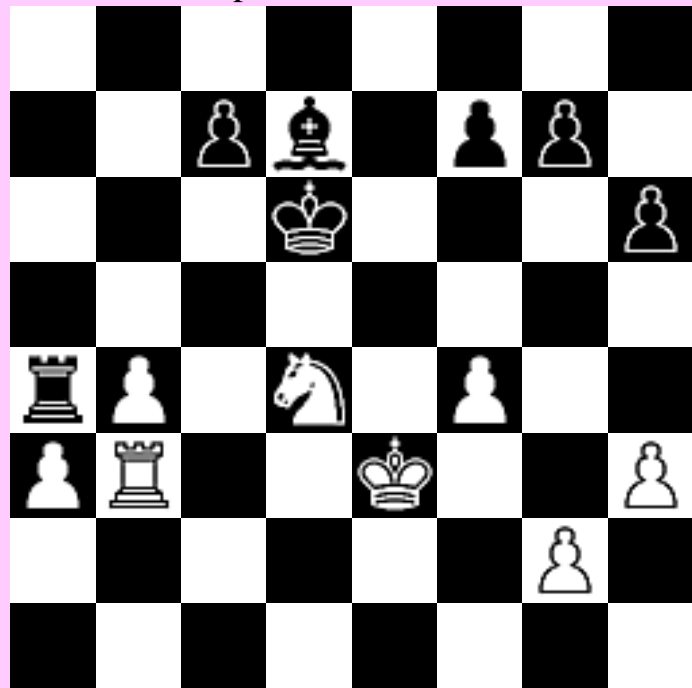
Black is struggling to hold the Queen's-side. 20... Rfe8 21. Bd4 Nh7 22. Bxa7 Ra8 23. Qb5 Qxb5 24. Nxb5 Rxe4 25. Rxe4 Bxe4 26. Nd2 Bd3 27. Nxd6 Rxa7 28. N6e4 Nf8 29. Nc5 Bf5 30. Nf3 Ne6 31. Rc1 Kf8 32. Nxe6+ Bxe6



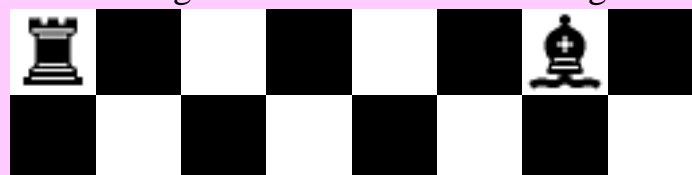
[comment](#) 33. Nd4 Rb7 34. b4 Bd7 35. f4 Ke7 36. Kf2 Ra7 37. Rc3 Kd6 38. Rd3 Ke7 39. Ke3 Ra4 40. Rc3

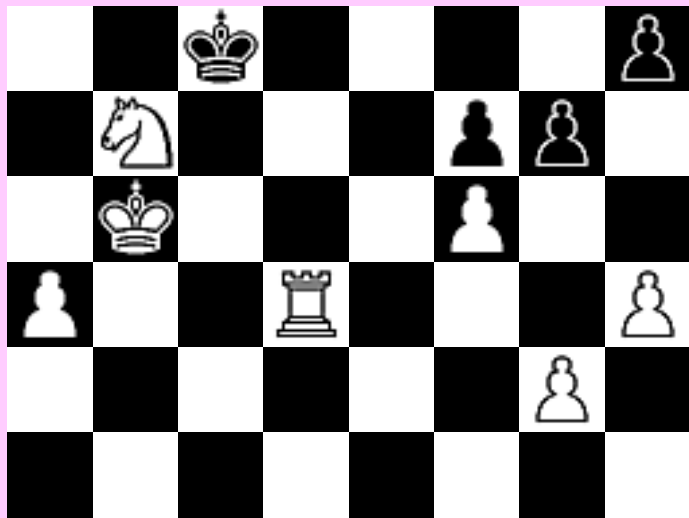


mission accomplished 40... Kd6 41. Rd3 Ke7 42. Rb3 Kd6



the Knight is needed on c3 now to support the advance of the Q-side pawns, so we have a little shuffle
 43. Ne2 g6 44. Rd3+ Ke6 45. Kd4 Ra6 46. Re3+ Kd6 47. Nc3 f5 48. b5 Ra8 49. Kc4 Be6+ 50. Kb4 c5+
 51. bxc6 Bg8 52. Nb5+ Kxc6 53. Rd3 g5





A slightly disparate-looking move. The Black pawns fall now and the win becomes straightforward. 54. Rd6+ Kb7 55. fxg5 hxg5 56. Rg6 Rf8 57. Rxg5 f4 58. Nd4 Rc8 59. Rg7+ Kb6 60. Rg6+ Kb7 61. Nb5 Rf8 62. Nd6+ Kb8 63. h4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon388.html) was last modified on 13 Aug 2005 by



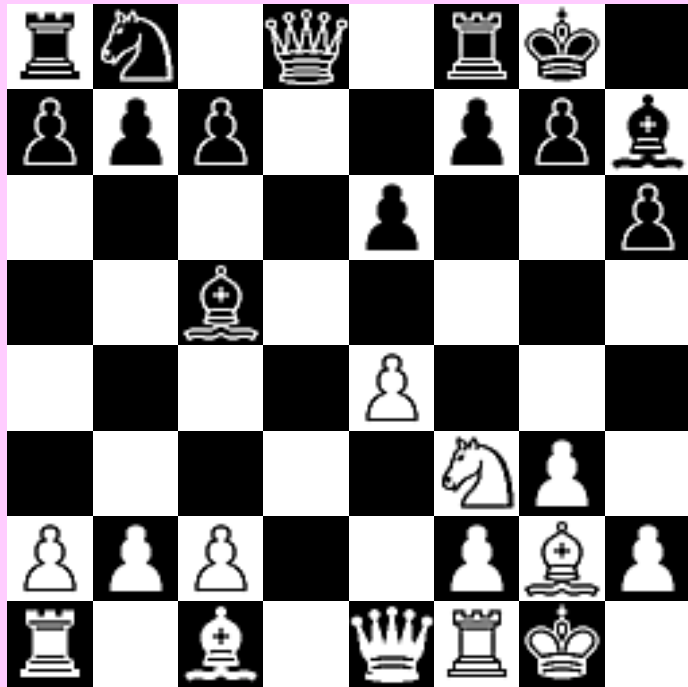
[Dr. Dave](#)

petrosian - euwe,zurich [A07]planning: planless play in ope, planning: planl, 1953

1. Nf3 Nf6 2. g3 d5 3. Bg2 Bf5 4. d3 e6 5. Nbd2 h6 6. O-O Bc5 7. Qe1 O-O 8. e4

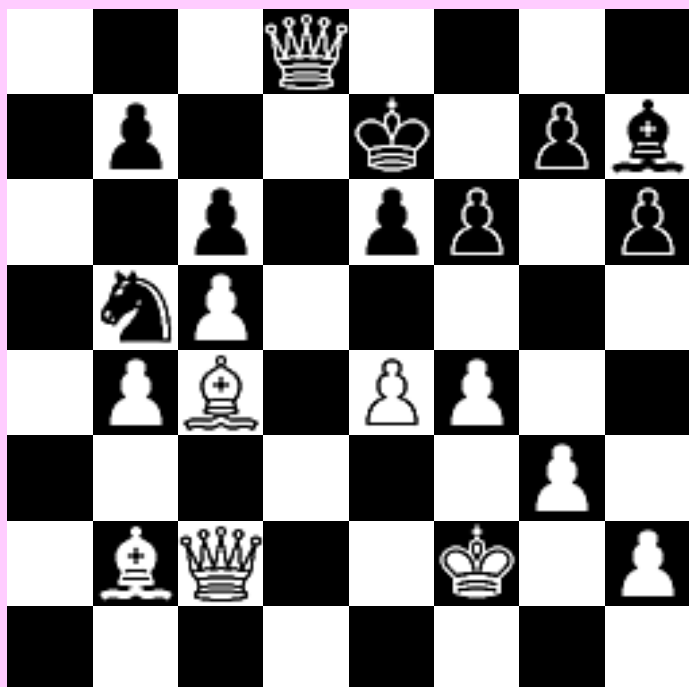


8... dxe4 9. Nxe4 Nxe4 10. dxe4 Bh7

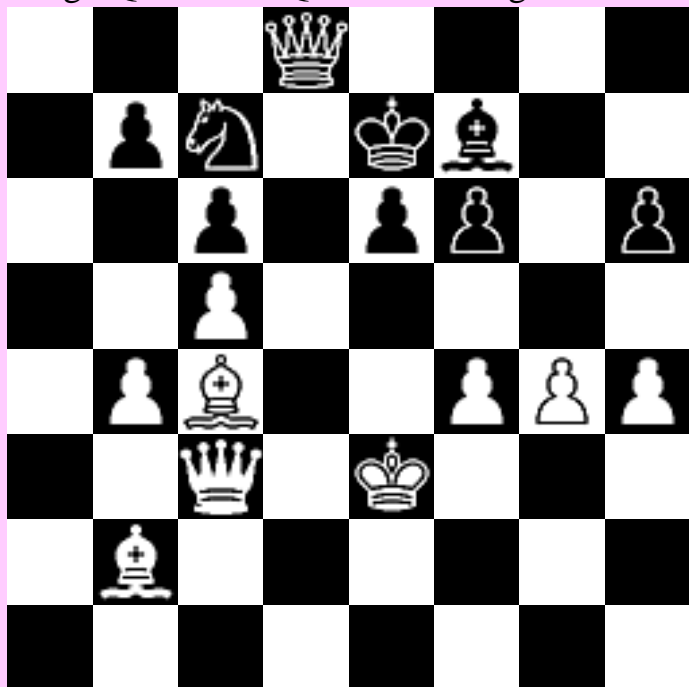


BRONSTEIN: "By move ten, Black should not only have formed a plan, but be sticking to it too"
KOTOV: "8. ..Bh7 was better, but while he was exchanging, he should have taken the opportunity to exchange the B" 11. b4 Be7 12. Bb2 Na6 13. a3 c6 14. Rd1 Qc8 15. c4 Nc7 16. Qc3 Bf6 17. Ne5 Rd8 18. Bf3 Ne8 19. Rxd8 Qxd8 20. Rd1 Qc7 21. c5 a5 22. Bg2 axb4 23. axb4 Rd8 24. Rxd8 Qxd8 25. Qc2

Nc7 26. Bf1 Nb5 27. f4 Kf8 28. Kf2 Bxe5 29. Bxe5 f6 30. Bb2 Ke7 31. Bc4



That poor Bishop at last gets of h7, but White's Bishops are already making hay. 31... Bg6 32. Ke3 Bf7 33. g4 Qc7 34. e5 Qd8 35. exf6+ gxf6 36. h4 Nc7 37. Qc3



The critical move. Black has some drawing chances based on the exposed White King and the presence of opposite-colored bishops should the Queens come off. 37... Nd5+ 38. Bxd5 Qxd5 39. Qxf6+ Ke8 40. Qh8+ Kd7 41. Qg7 Ke8 42. Bf6 Qb3+ 43. Bc3 Qd1 44. Qh8+ Kd7 45. Qb8 Qc1+ 46. Bd2 Qg1+ 47. Kd3 Qf1+ 48. Kc2 Qa6 49. h5 Qa2+ 50. Kd3 Qb1+ 51. Ke2 Qe4+ 52. Kf2 Qd4+ 53. Be3 Qxb4 54. Qf8 Qb2+ 55. Kg3 No more checks: White's turn. 55... Qf6 56. Qd6+ Kc8 57. Bd4 Qd8 58. Qxd8+ Kxd8 59. Bg7 Kc7 60. Bxh6 b6 61. cxb6+ Kxb6 62. Kh4 1-0

Back to [Chess Coaching Page](#)

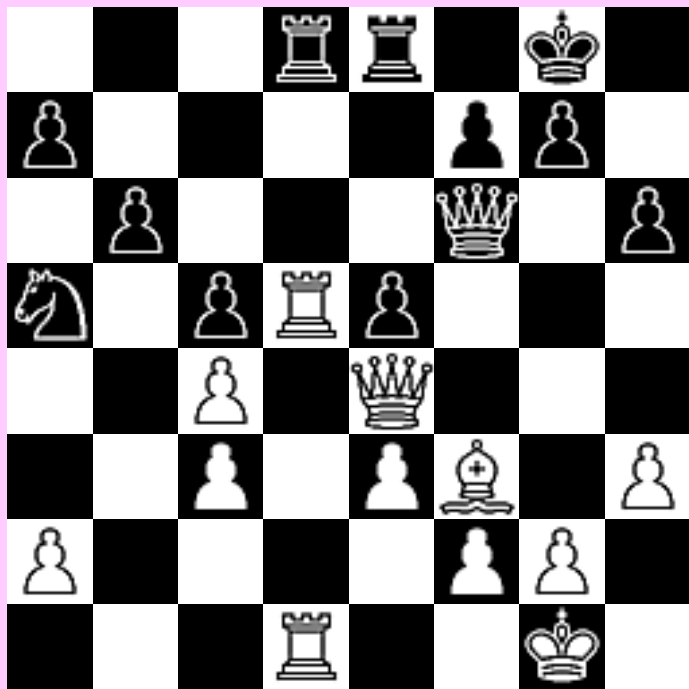
This document (Canon\canon389.html) was last modified on 13 Aug 2005 by



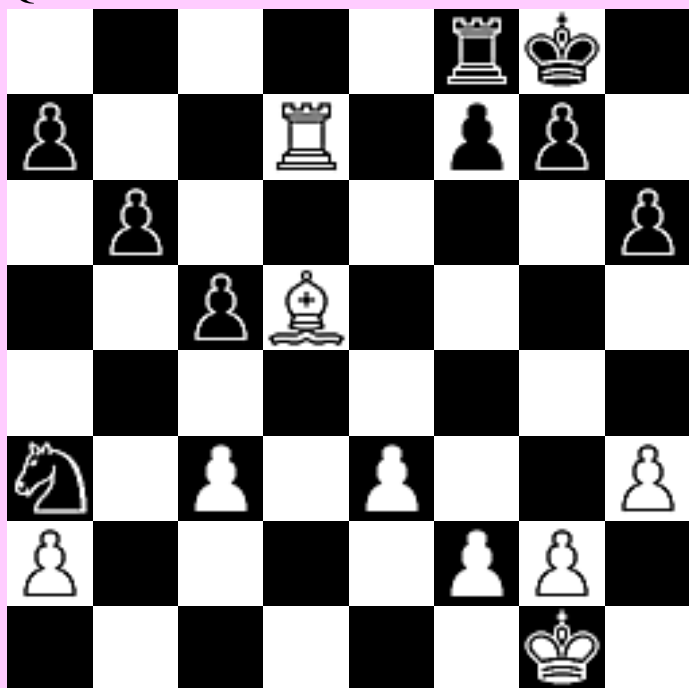
[Dr. Dave](#)

botvinnik - chekhover,ussr [E21]planning: strength of doubled, 1938

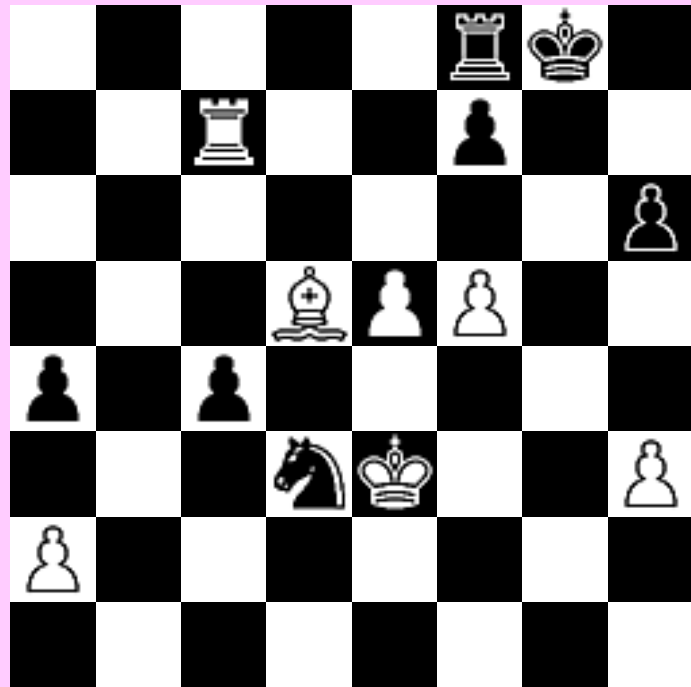
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 O-O 5. Bg5 d6 6. e3 Qe7 7. Be2 e5 8. Qc2 Re8 9. O-O Bxc3 10. bxc3 h6 11. Bh4 c5 12. Rae1 Bg4 13. Bxf6 Qxf6 14. Qe4 Bxf3 15. Bxf3 Nc6 16. dxc5 dxc5 17. Rd1 Rad8 18. Rd5 b6 19. Rfd1 Na5 20. h3



A static assessment might finger the c-pawns as a weakness, but they offer support-points and control other key squares. White in fact is better because he is better centralised. See also Botvinnik-Kann, using the same structure. 20... Rxd5 21. Rxd5 Qe7 22. Bg4 Qb7 23. Bf5 Qb8 24. Rd7 Rd8 25. Qxe5 Nxc4 26. Qxb8 Rxb8 27. Be4 Na3 28. Bd5 Rf8



With the Rook and King tied to the defence of the f-pawn, Black must play the game with only his Knight! 29. e4 a5 30. c4 b5 31. cxb5 Nxb5 32. e5 a4 33. f4 Nd4 34. Kf2 g5 35. g3 gxf4 36. gxf4 Ne6 37. Ke3 c4 38. f5 Nc5 39. Rc7 Nd3



40. e6 fxe6 41. fxe6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon390.html) was last modified on 13 Aug 2005 by



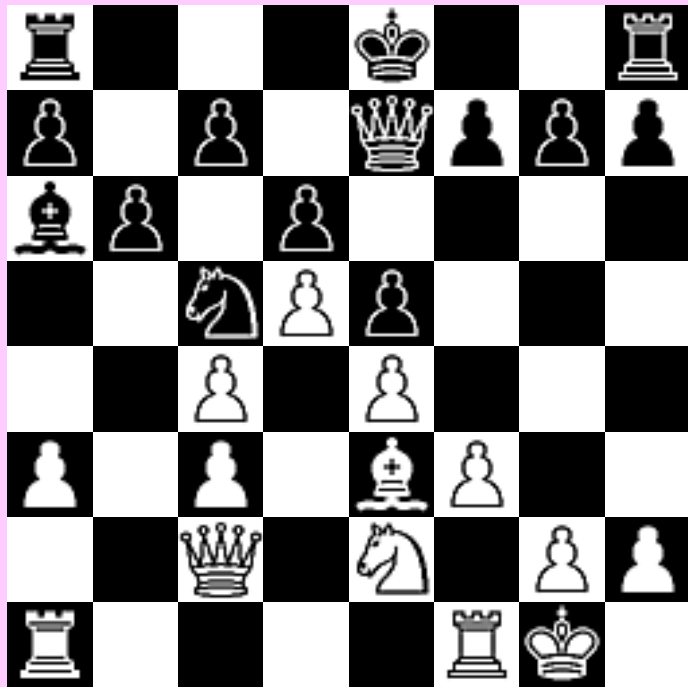
[Dr. Dave](#)

pope,m - regis,d (march) [A25]planning: wyvill formation, 1978

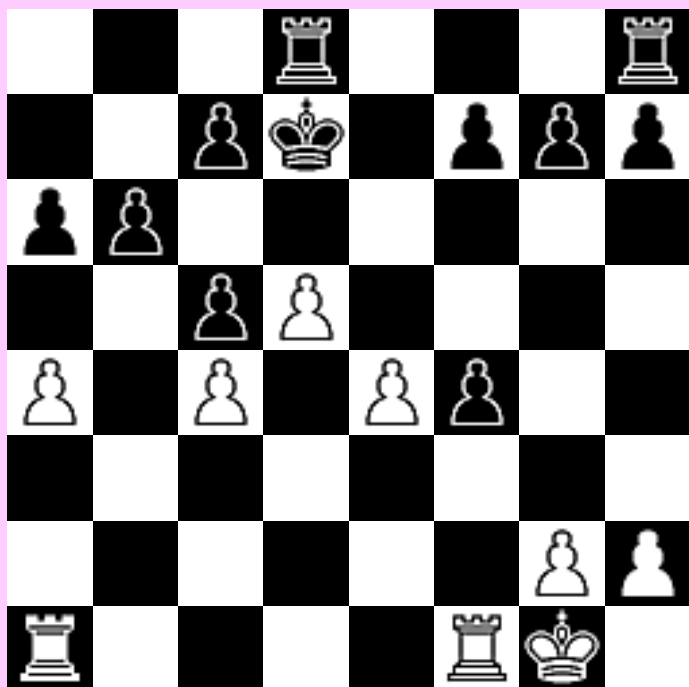
1. c4 e5 2. Nc3 Nc6 3. e3 Bb4 4. a3 Bxc3 5. bxc3 d6 6. d4 Nf6



After re ading Euwe/Kramer's MIDDLE GAME I could suddenly beat 120-grade opposition just by looking at the pawns. 7. d5 See the section on the Wyvill formation (D6): White should not make this move so casually. 7... Nb8 heading for c5 8. f3 Nbd7 9. Bd3 b6 10. Qc2 Nc5 11. Ne2 Nxd3+ 12. Qxd3 Qe7 13. e4 Nd7 14. O-O Nc5 15. Qc2 Ba6 16. Be3



giving up a pawn he will probably lose anyhow. We can only hope that Black has enough technique to win the endgame... 16... Bxc4 17. Bxc5 Bxe2 18. Qxe2 dxc5 19. Qb5+ Qd7 20. Qxd7+ Kxd7 21. c4 a6 22. a4 Rad8 (very mysterious Rook move) 23. f4 exf4



Structurally sound (backward pawn) but brings White's pieces into the game. 24. Rxf4 f6 25. Raf1 Rde8 26. h4 Re5 27. Kf2 [27. g4 Rhe8 28. Re1 c6] 27... Rhe8 28. Kf3 c6 29. Rd1 cxd5 30. Rxd5+ Rxd5 31. exd5 Re1 32. Re4 Ra1 33. Re6 Rxa4 34. Rxb6 Rxc4 35. Rxa6 Rxh4 36. Ra7+ Kd6 37. Rxg7 Kxd5 38. g3 Rh1 39. Kg4 c4 40. Rf7 c3 41. Rc7 Kd4 42. Rd7+ Ke3 43. Rc7 Kd2 44. Rd7+ Kc2 45. Rd6 Rd1 46. Rxf6 Rd4+ 47. Kh3 Kc1 48. Ra6 c2 0-1

Back to [Chess Coaching Page](#)

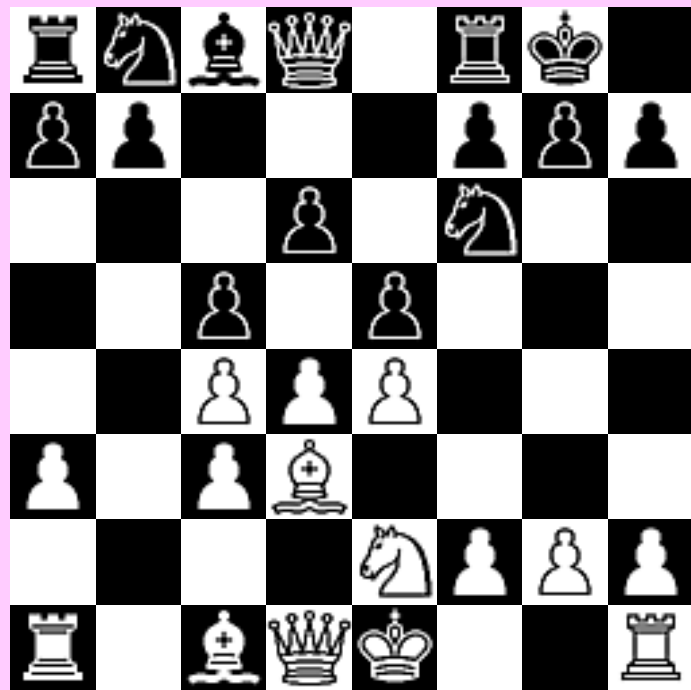
This document (Canon\canon391.html) was last modified on 13 Aug 2005 by



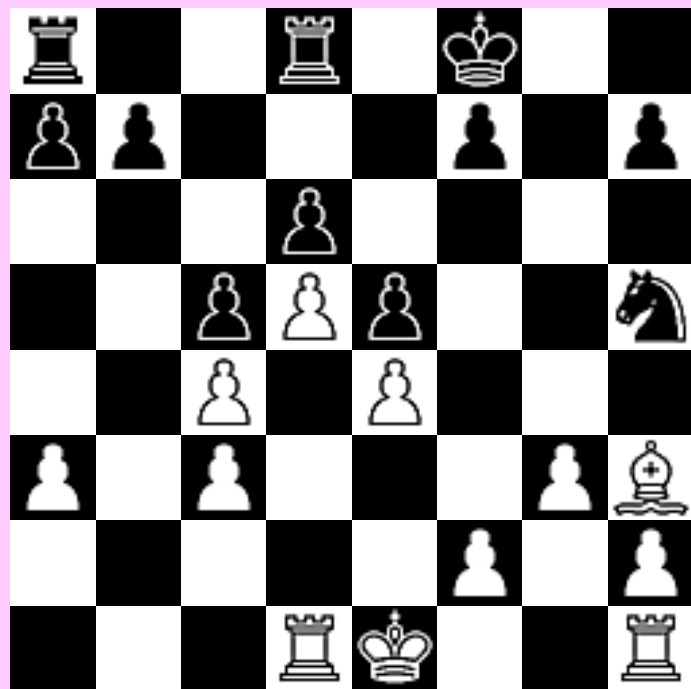
[Dr. Dave](#)

Lane,PC. - Bartlett,J [E28]doubled c-pawns : Bishops on t, doubled c-pawns, 1995

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. a3 Bxc3+ 6. bxc3 O-O 7. Bd3 d6 8. Ne2 e5 9. e4



9... Re8 10. Ng3 Nc6 11. d5 Ne7 [11... Na5 12. Bg5 h6 13. Bxf6 Qxf6 14. Qa4] 12. Bg5 Ng6 13. Nh5 Bg4 14. Nxf6+ gxf6 15. Bxf6 Bxd1 16. Bxd8 Rxd8 17. Rxd1 Nf4 18. Bf1! Kf8 19. g3 Nh5 20. Bh3



White went on to win: the 'bad' Bishop has a fine diagonal and the Knight has no good squares. 1-0

Back to [Chess Coaching Page](#)

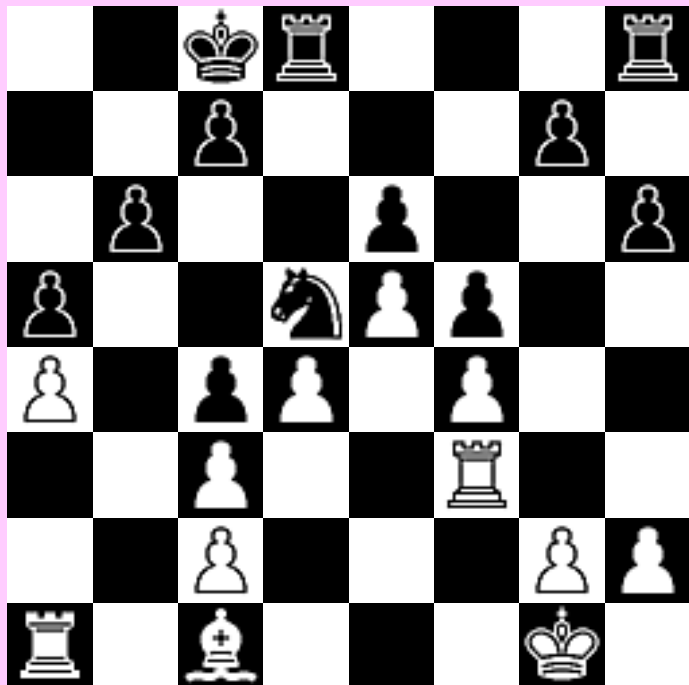
This document (Canon\canon590.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Debbage,I - Lane,PC. [C16]doubled c-pawns : Knights on t, doubled c-pawns, 1995

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. a3 Bxc3+ 6. bxc3 b6 7. Qg4 f5 8. Qg3 Ba6 9. Bxa6 Nxa6 10. Qd3?! [10. Ne2! Nb8!? 11. Nf4 Nc6! 12. Nxe6!? "Discuss..."] 10... Nb8 [10... Qa4 prevents c4 11. Nf3 Ne7 12. Ng5 Kd7 13. h4 Nb8 14. Rg1 Nbc6 15. g4 Na5 16. Rb1 Nc4 White's King's-side counterplay is not enough: -+ Atkinson-Cooke 1965] 11. Ne2 Nc6 12. O-O Na5 13. Nf4 Nc4 14. Qe2 O-O-O 15. Nd3 h6 16. a4 a5 17. Nb2 Qc6 18. Nxc4 Qxc4 19. Qxc4 dxc4 20. f4?? Ne7 21. Rf3 Nd5



Black wins with a Queen's-side advance: the Bishop is very bad and the Knight holds sway on both sides of the board. 0-1

Back to [Chess Coaching Page](#)

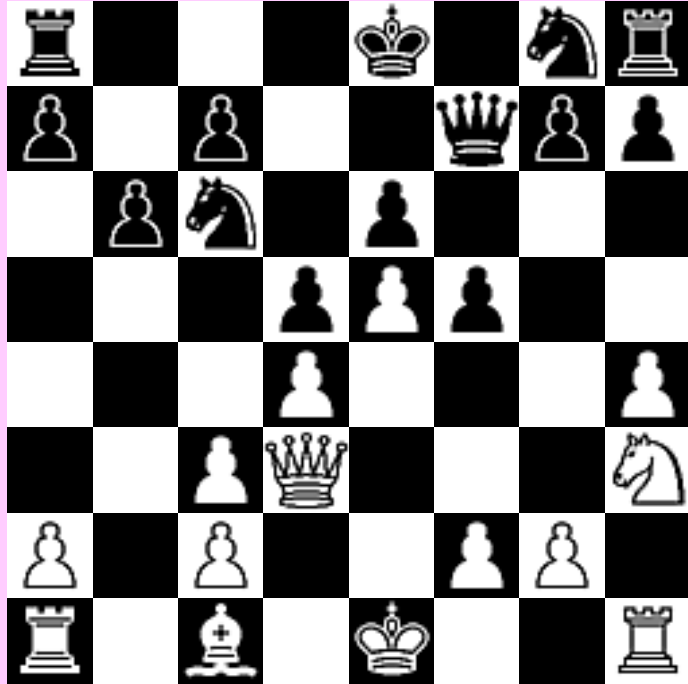
This document (Canon\canon591.html) was last modified on 13 Aug 2005 by



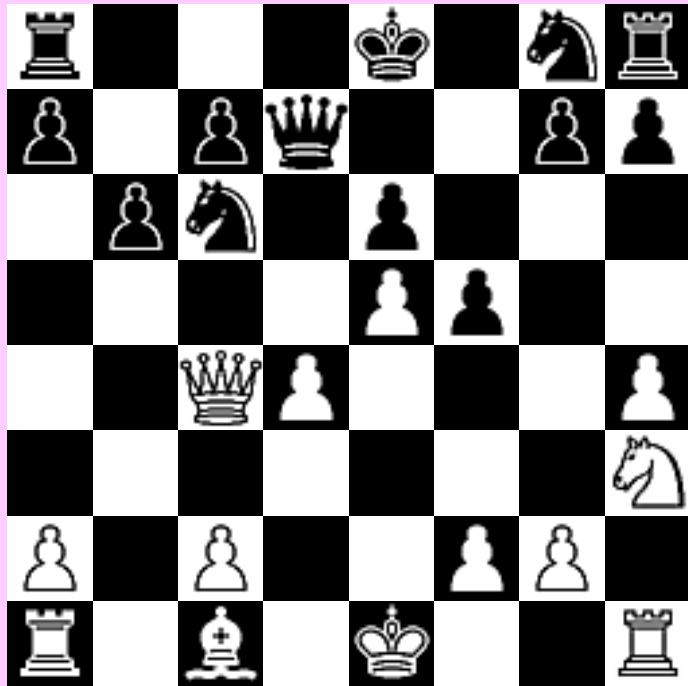
[Dr. Dave](#)

Thomas,N - Lane,PC. [C16]doubled c-pawns : both players, doubled c-pawns, 1996

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 Qd7 5. Qg4 f5 6. Qh5+ Qf7 7. Qf3 b6 8. h4 Ba6 9. Bxa6 Nxa6 10. Qd3 Bxc3+ 11. bxc3 [11. Qxc3] 11... Nb8 12. Nh3 Nc6

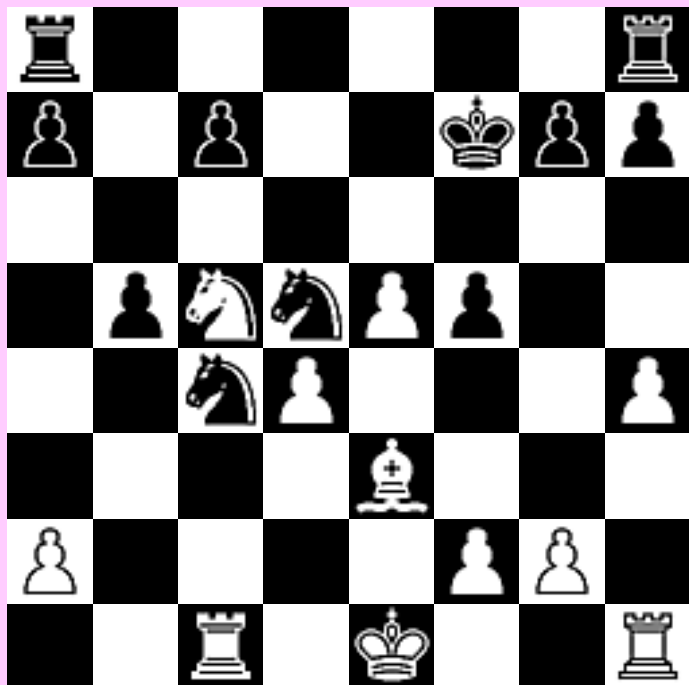


13. c4! makes good use of the Queen on d3 [13. Nf4 Na5 and Black has achieved a favourable blockade] 13... dxc4 14. Qxc4 Qd7



White's Bishop still has some problems, and the struggle for dominance by the minor pieces is still determined by the pawn structure, the legacy of the exchange on c3. 15. Be3 Na5 16. Qb4 Qc6 17. Nf4

Ne7 18. c4 Nxc4 19. Rc1 b5 20. Nxe6 Nd5 21. Qc5 Qxc5 22. Nxc5 Kf7



Dynamic equality: Black's knights have achieved favourable outposts but Black has not enough play on the Queen's-side for a win, given the backward c-pawn and strong White Knight. 1/2

Back to [Chess Coaching Page](#)

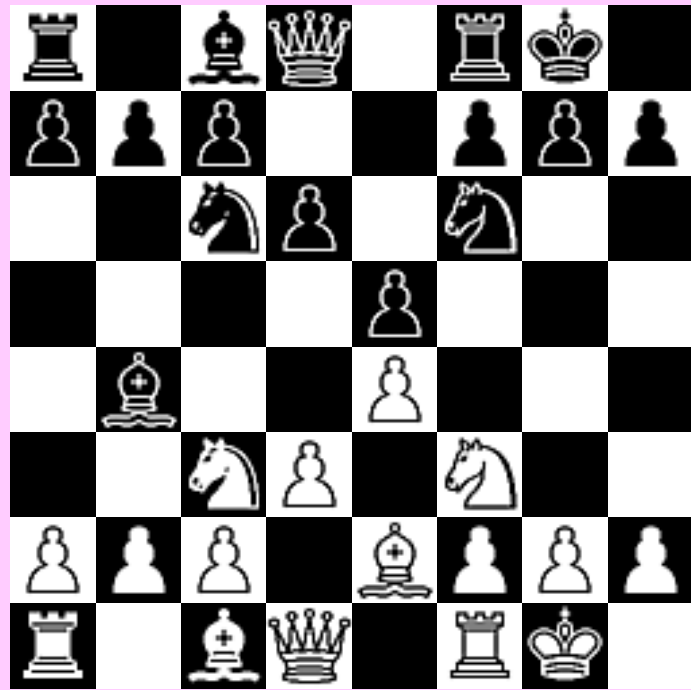
This document (Canon\canon592.html) was last modified on 13 Aug 2005 by



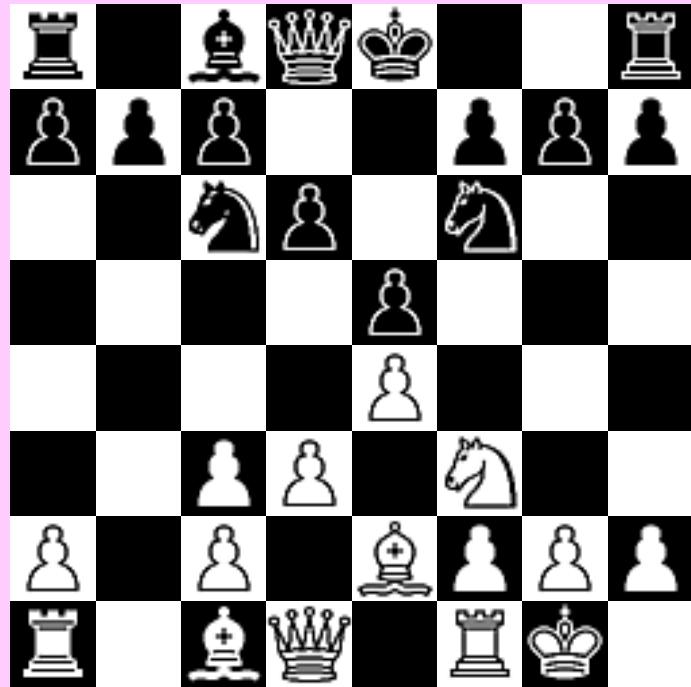
[Dr. Dave](#)

Doubled c_pawns - Peter Lane (2) [C46]doubled c-pawns : intro, 1996

1. e4 e5 2. Nc3 Nc6 3. Nf3 Bb4 4. d3 d6 5. Be2 Nf6 6. O-O Bxc3 [6... O-O



]7. bxc3



0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon593.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

mate with two BishopsBCCA, 1996

(wKb1; bKc3,Ba3,b3) 1... Bd5 [1... Bd1 2. Ka2 Kb4 3. Kb1 Kb3 4. Ka1 Bb2+ 5. Kb1 Bc2#] 2. Ka1 Kb3 3. Kb1 Be4+ 4. Ka1 Bb2# 0-1

Back to [Chess Coaching Page](#)



















This document (Canon\canon657.html) was last modified on 13 Aug 2005 by











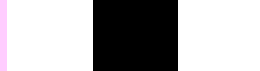













[Dr. Dave](#)










BROWN















CHERNEV, 1997 (wKb6,Nb4,e5,Bh2,Re8,h7,Pd2; bKd4,Nc7,Be3,h1,Rd8,Pc3,c4,c5,d3,d5,d6,d7,f4) 1.






Nec6+ dxc6 2. dxe3+ fxe3 3. Rh4+ Be4 4. Rhxe4+ dxe4 5. Be5+ dxe5 6.      8.  5.  7.    5.  c  5 8.  c6# %     











 %     %   



             

%     %      %

       %       % 

     %

     %     

 1  0

[Back to Chess Coaching Page](#)

This document (Canon\canon658.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,BN. - KingHowToMate

(wKc6,Nb5,Bd4; bKa8) DRAWING A "W": To win KBN-K you first have to force the king to the 8th rank. If the king escapes to his safe corner then, "drawing an W" isa useful help to remember. The knight moves like a "W" (c7-d5-e7-f5-g7), the bishop does not al 1. Nc7+ Kb8 2. Bc5 Kc8 3. Ba7 Kd8 4. Nd5 Ke8 Offers more resistance than Kc8 [4... Kc8 5. Ne7+ Kd8 6. Kd6 Ke8 7. Ke6 Kf8 [7... Kd8 8. Bb6+ Ke8 9. Ba5 Kf8 10. Nf5 Ke8 11. Ng7+ Kf8 12. Kf6 Kg8 13. Kg6 Kf8 14. Bb4+ Kg8 15. Bc5 Kh8 Now you must play a check to g8 with the Knight, but not from f6! 16. Nf5 Kg8 17. Nh6+ Kh8 18. Bd4#] 8. Nf5 Ke8 9. Bb6 Kf8 10. Bc7 Ke8 11. Ng7+ Kf8 12. Kf6 Kg8 13. Kg6 Kf8 14. Bd6+ Kg8 15. Nf5 Kh8 16. Be7 Kg8 17. Nh6+ Kh8 18. Bf6#] 5. Kd6 Grit your teeth and allow the King to come forward two squares... 5... Kf7 6. Ne7 Kf6 7. Be3! The second detail to remember 7... Kf7 8. Bd4 Ke8 9. Ke6 Kd8 10. Bb6+ Ke8 11. Nf5 Kf8 12. Bc7 Ke8 13. Ng7+ Kf8 14. Kf6 Kg8 15. Kg6 Kf8 16. Bd6+ Kg8 Now we must play check to g8, but not from f6. 17. Nf5 Kh8 18. Be7 Kg8 19. Nh6+ Kh8 20. Bf6# 1-0

Back to [Chess Coaching Page](#)

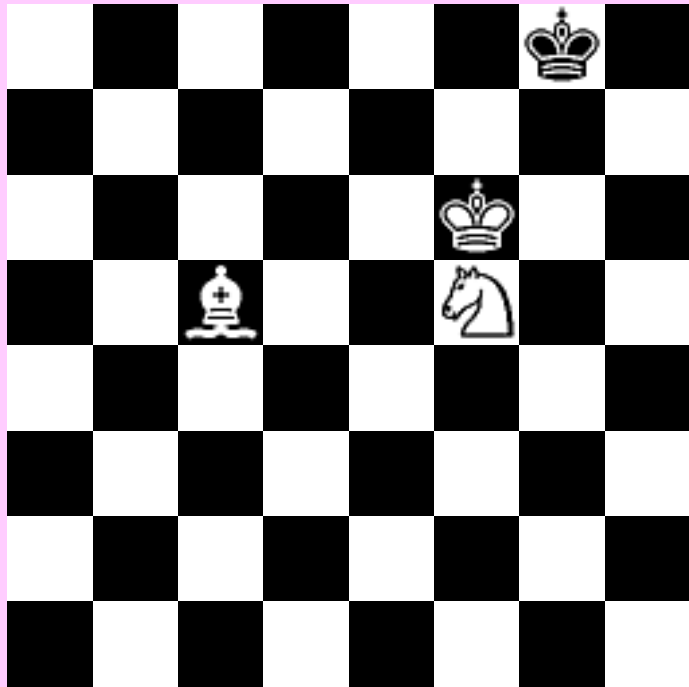
This document (Canon\canon659.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,BN. - KingHowToMate, Endgame Data Bases [*Norbert Friedric*]

(wKc6,Nd5,Be3; bKa8) Any endgame database (Check those by Ken Thompson) will tell you that there might be faster wins or better defenses. Its mysterious move suggestions might be of scientific interest but are IMO hardly of a practical value: The followi 1. Bb6 Bc5 Bd4 Bf2 Bf4 Bg1 Nc7+ [1. Nc7+ Kb8 2. Bb6 Kc8 3. Ba7 Kd8 4. Nd5 Kc8 After playing the following moves: 5. Ne7+ Kd8 6. Kd6 Ke8 7. Ke6 Kd8 ... Evaluation: Mate in 13 8. Bb6+ Ke8 9. Nf5 Kf8 10. Bc5+ Kf8 [10. Be3 Ke8 11. Bg5 Kf8 12. Be7+ Kg8 13. Kf6 Kh7 14. Kf7 Kh8 15. Kg6 Kg8 16. Nh6+ Kh8 17. Bf6#] 10... Ke8 Bd4 Bd8 Be3 Bf2 11. Nd6+ Kf8 [11... Kd8 12. Bb6#] 12. Kf6 Kg8 13. Nf5



If letting the Black King off the back rank makes you nervous, you will have to see the mate in 6, which starts by threatening mate in one, by shielding the line of the Bishop. 13... Kh7 14. Kf7 Kh8 15. Kg6 Kg8 16. Nh6+ Kh8 17. Bd4#] 1... Kb8 2. Nc7 Kc8 3. Ba7 Kd8 4. Nd5 Ke8 5. Bd4 discovering an attack on the square just vacated. 5... Kd8 Kd6 6. Be5 Kc8 7. Nb6+ Kf7 7... Kd8 8. Bf6+ Ne7+ 8... Ke8 9. Kd6 Kf7 10. Nd5 Kf8 Kd6 11. Ke6 Ke8 12. Bg5 Kg6 12... Kf8 13. Be7+ Kg7 14. Nf4 Kg8 Bh4 Nc7+ Ne3 15. Kf6 Kh7 Kh7 16. Bf8 Kg8 Kh8 17. Ne6 Kh7 Kh8 18. Kf7 Kh8 19. Bg7+ Kh7 20. Nf8# Kh8 =

Back to [Chess Coaching Page](#)

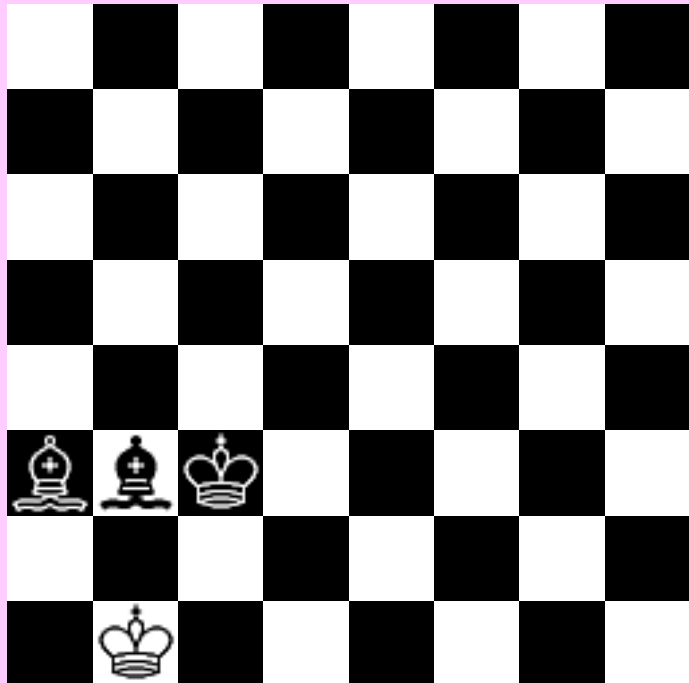
This document (Canon\canon660.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King, BB. - KingHowToMate, BCCA, 1996

(wKb1; bKc3, Ba3, b3)



1... Bd5 [1... Bd1 2. Ka2 Kb4 3. Kb1 Kb3 4. Ka1 Bb2+ 5. Kb1 Bc2#] 2. Ka1 Kb3 3. Kb1 Be4+ 4. Ka1 Bb2# 0-1

Back to [Chess Coaching Page](#)

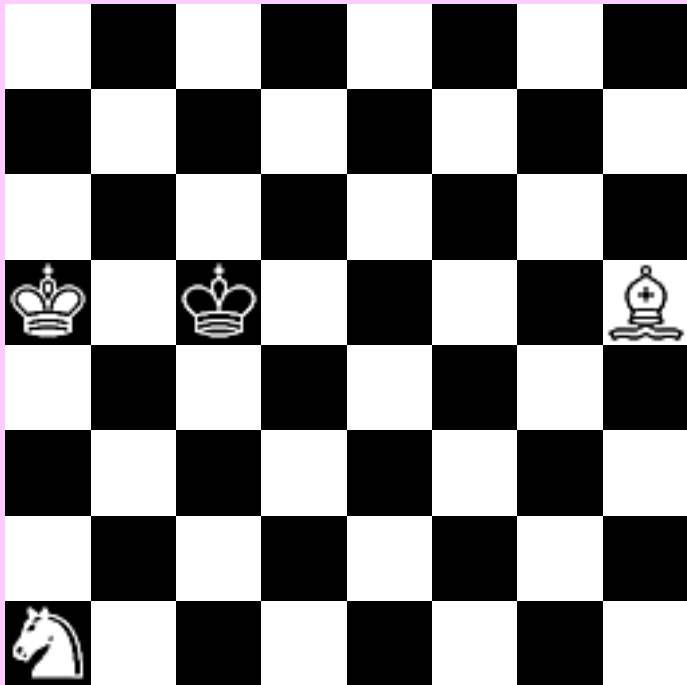
This document (Canon\canon661.html) was last modified on 13 Aug 2005 by



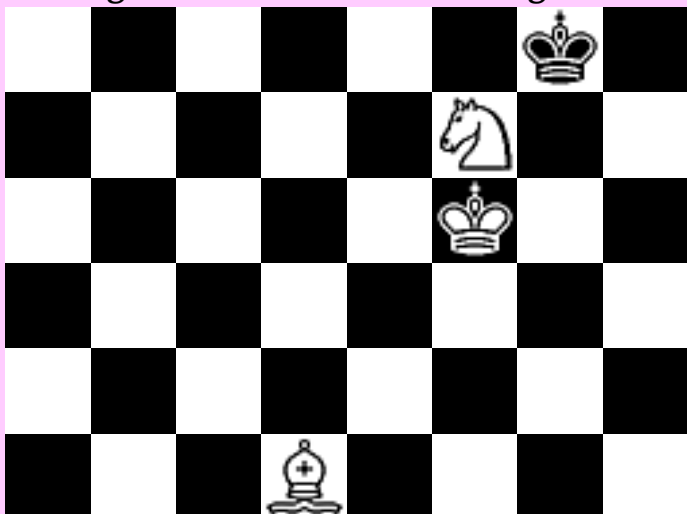
[Dr. Dave](#)

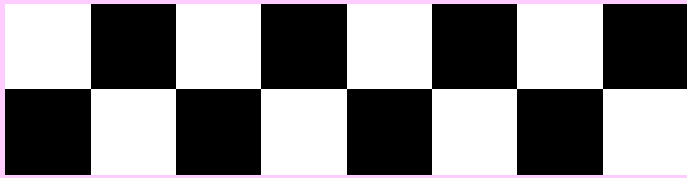
King, BN. - KingHowToMate Fine No.4/No.5

(wKa5,Na1,Bh5; bKc5)



The White pieces are in their worst possible positions. Mate can be achieved only at a8 or h1. As White you have a three-stage plan: (1) drive the King to the edge. (2) drive the King to a corner: it will head for a1/h8 (3) drive the 1... Kc6 [1... Kc4 2. Bf7+] 2. Nb3 Kd6 [2... Kd5 3. Kb5 Kd6 4. Kc4 Ke5 5. Nc5 Kf5 6. Kd5 Kg5 7. Bf3 Kf5 8. Ne6 Kf6 9. Be4 Ke7 10. Ke5 Kf7 11. Nf4 Kg7 12. Bd5 Kh7 13. Kf6 Kh8 14. Ng6+ Kh7 15. Be6] 3. Kb5 Kd5 4. Bf7+ Ke5 [4... Kd6 5. Bc4 Ke5 6. Kc5 Ke4 7. Kd6 Kf5 8. Bd3+ Kf6 9. Nd2 Kf7 10. Nc4 Kf6 11. Ne5 Kg7 12. Ke7 Kh8 13. Kf6 Kg8 14. Nf7] 5. Kc5 Kf6 6. Bc4 Ke5 7. Nd2 Kf4 8. Kd6 Kf5 [8... Ke3 9. Nb3 Kf4 10. Bd3 Kg5 11. Ke5 Kh6 12. Kf6 Kh5 13. Bf5 Kh4 14. Kg6 Kg3 15. Kg5 Kf3 16. Bc2 Ke3 17. Kg4 Ke2 18. Kf4 Kf2 19. Bd1 Ke1 20. Bf3 Kf2 21. Nd4] 9. Bd3+ Kf6 10. Nf3 Kf7 11. Ke5! Kg7 [11... Ke7 12. Bc4] 12. Ng5 [While we are going through, watch how the Knight moves!] 12... Kg8! 13. Kf6 Kf8 14. Nf7 Kg8





No.5 Black is near the 'safe' corner, and we need to get him to a mating corner. The way to do this was first shown by Philidor, and is to be found in the books by Fine and Averbakh. 15. Bf5 Kf8 16. Bh7 Ke8 17. Ne5 Kd8 [17... Kf8? 18. Nd7+ Ke8 19. Ke6 Kd8 20. Kd6 Ke8 21. Bg6+ Kd8 22. Nc5 Kc8 23. Bd3! Kd8 24. Bb5! Kc8 25. Bd7+ Kb8 26. Kc6 Ka7 27. Kc7 Ka8 28. Kb6 Kb8 29. Na6+ Ka8 30. Bc6#] 18. Ke6 Kc7 19. Nd7! This is the bit you need to understand: it looks like the King has got out, but it hasn't. 19... Kc6?! This natural move gets mated more quickly. There are a couple of important patterns to remember: [19... Kb7 20. Bd3! Kc6 *The box again.* 21. Ba6 Kc7 22. Bb5 *and the wall.* 22... Kd8 *Okay, last trick. The Knight goes to d5 to further restrict the King.* 23. Nb6 Kc7 24. Nd5+ Kd8 25. Kd6 Kc8 26. Ke7 Kb7 27. Kd7 Kb8 28. Ba6 Ka7 29. Bc8 Kb8 30. Ne7 Ka7 [30... Ka8 31. Kc7 Ka7 32. Nc6+ Ka8 33. Bb7#] 31. Kc7 Ka8 32. Bb7+ Ka7 33. Nc6#] 20. Bd3! The King is in a little box. 20... Kb7 [20... Kc7 21. Bb5! *The King's escape is walled off.* 21... Kc8 22. Kd6 Kd8 23. Nc5 Kc8 24. Bd7+ Kb8 25. Kc6 Ka7 26. Kc7 Ka8 *mate in three* 27. Kb6 Kb8 28. Na6+ Ka8 29. Bc6#] 21. Kd6 Kc8 22. Nc5 Kb8 [22... Kd8 23. Bb5] 23. Kc6 This is not the fastest but is easier to remember and more artistic. [23. Kd7 *is Fine's slightly quicker method* 23... Ka7 24. Kc7 Ka8 25. Kb6 Kb8 *mate in three* 26. Ba6 Ka8 27. Bb7+ Kb8 28. Na6#] 23... Kc8 Can you guess White's next Knight move? 24. Nb7 This is why I say it's easier to remember and prettier! 24... Kb8 25. Kb6 Kc8 26. Bf5+ Kb8 27. Nc5 Ka8 28. Bd7 Kb8 29. Na6+ Ka8 30. Bc6# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon662.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,Pawn - KingKing & Pawn: win with opposition

(wKd6,Pe6; bKd8) 1... Ke8 2. e7 Kf7 3. Kd7 1-0

Back to [Chess Coaching Page](#)

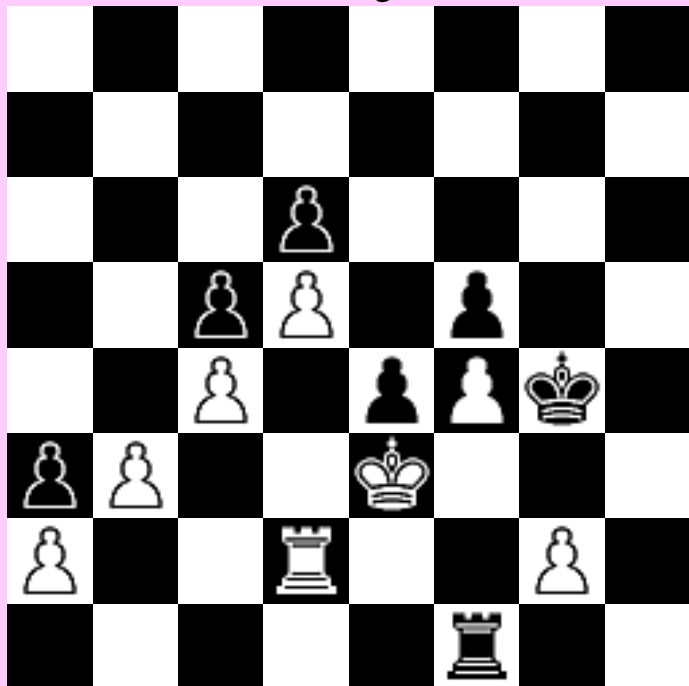
This document (Canon\canon663.html) was last modified on 13 Aug 2005 by



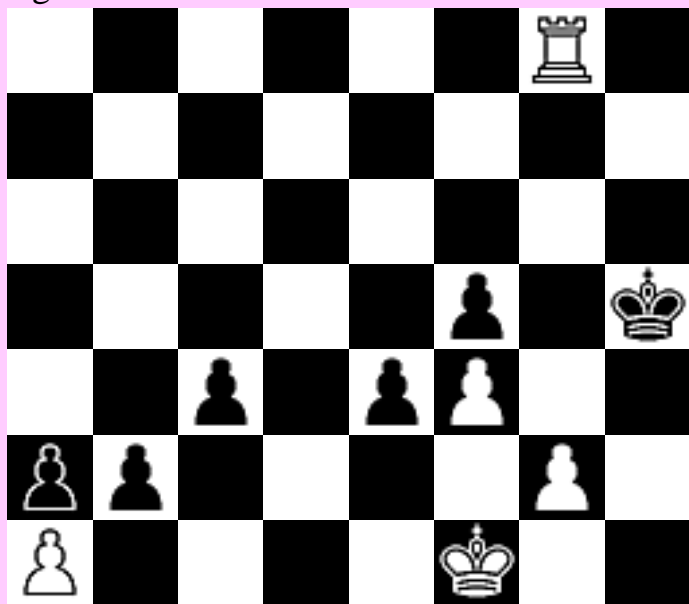
[Dr. Dave](#)

BOOT (1740) - DrDave (1765) [A41]Passed Pawns must be Pushed!, Rated Blitz match, 1808

1. e4 g6 2. d4 d6 3. c4 e5 4. d5 f5 5. Nc3 Nf6 6. Bg5 h6 7. Bxf6 Qxf6 8. Bd3 a5 9. Nb5 Qf7 10. Nf3 Na6
 11. O-O Nc5 12. Re1 fxe4 13. Bxe4 Nxe4 14. Rxe4 Bf5 15. Re3 Bg7 16. Rc1 b6 17. Nh4 O-O 18. Rf3
 Qd7 19. Nxf5 gxf5 20. Qd2 Kh7 21. Rh3 Rg8 22. f4 e4 23. Nc3 Rae8 24. Qe3 Bh8 25. Rc2 Qg7 26. Rg3
 Qd4 27. Qxd4 Bxd4+ 28. Kf1 Rxc3 29. hxc3 Kg6 30. Ke2 Kh5 31. Nb5 Bc5 32. Nxc7 Re7 33. Ne6 Kg4
 34. Rc3 h5 35. Nxc5 bxc5 36. Re3 Rb7 37. b3 a4 38. Kf2 a3 39. Re1 Re7 40. Re3 Rb7 41. Kg1 Rh7 42.
 Kf2 Rh6 43. Re1 h4 44. gxh4 Rxh4 45. Ke3 Rh2 46. Re2 Rh1 47. Rd2 Rf1



48. b4 cxb4 49. c5 dxc5 50. d6 Re1+ 51. Kf2 Rh1 52. d7 Rh8 53. d8=Q Rxd8 54. Rxd8 c4 55. g3 b3 56.
 Rg8+ Kh5





57. axb3 cxb3 58. Rh8+ Kg6 59. Rh1 a2 60. Ra1 b2 61. Rxa2 b1=Q 62. Re2 Qd3 63. Re3 Qd4 64. Ke2
Kh5 Elapsed times: White 765, Black 615 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon664.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,Pawn - KingPawn [t50]basic draw

(wKd6,Pe6; bKd8) 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon665.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,Pawn - KingPawn [t50]basic win

(wKc7,Pd7; bKe7) 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon666.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,Queen - King,Rook

Q vs R Ending: (wKf6,Qh5; bKg8,Rg7) 1. Qd5+ Kh7 2. Qf5+ Kg8 [2... Kh8 3. Qc8+ Kh7 4. Qe8] 3. Qh5 Rg1 [3... Rc7 4. Qd5+ Kh7 5. Qd3+ Kg8 6. Qd8+ Kh7 7. Qxc7+] [3... Ra7 4. Qd5+ Kh7 5. Qh1+ Kg8 6. Qg1+ Kf8 7. Qxa7 Ke8 8. Qe7#] [3... Kf8 4. Qh6 [4. Qh8+ Rg8 5. Qh7 Rg6+ 6. Kxg6 Ke8 7. Qc7 Kf8 8. Qd8#] 4... Ke8 5. Qxg7 Kd8 6. Qb7] 4. Qe8+ Kh7 5. Qe4+ Kg8 6. Qa8+ Kh7+- 7. Qa7+ Kg8 8. Qxg1+ Kf8 9. Qg7+ Ke8 10. Qe7# 1-0

Back to [Chess Coaching Page](#)

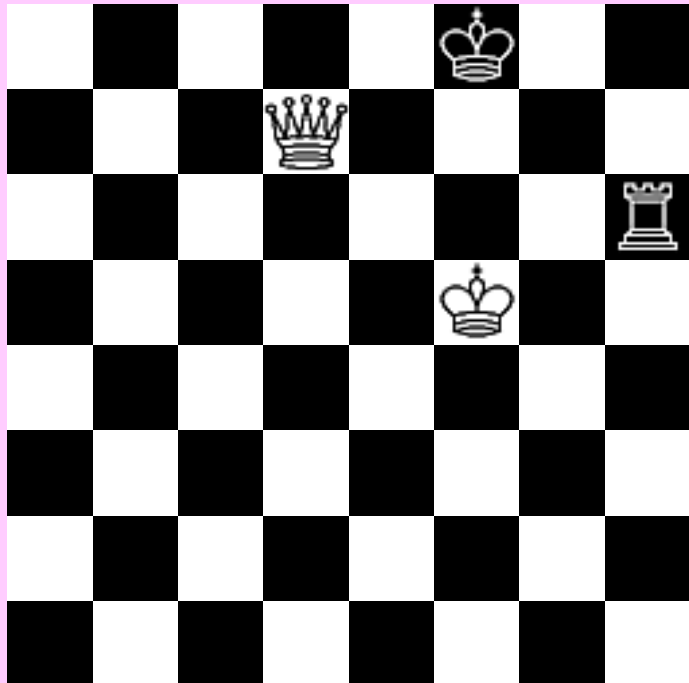
This document (Canon\canon667.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

King,Queen - King,RookQ vs R ending, 1998

(wKf5,Qd7; bKf8,Rh6)



Black is trying to hold out the White King 1. Kg5 Rh8 [1... Rh1 2. Qc8+ Kg7 3. Qb7+] [1... Rb6 2. Qd8+] [1... Ra6 2. Qc8+] [1... Rh2 2. Qd6+] 2. Kg6 Rg8+ 3. Kf6 1-0

Back to [Chess Coaching Page](#)

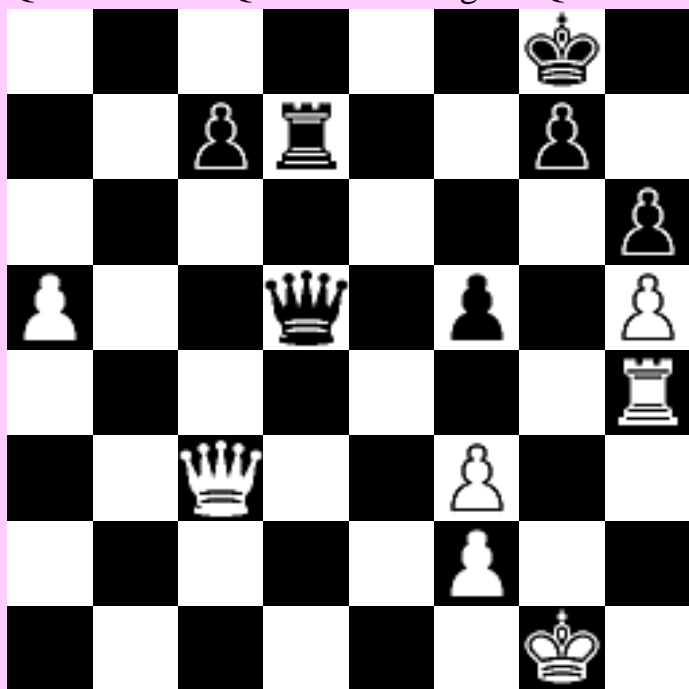
This document (Canon\canon668.html) was last modified on 13 Aug 2005 by



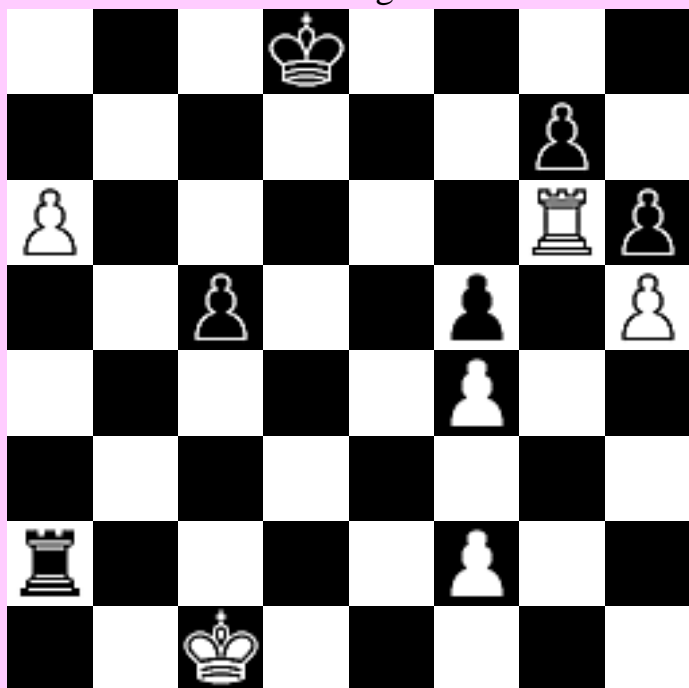
[Dr. Dave](#)

Karpov An - Yusupov A [A18]Rook Ending: RP/RP (Linares 51/18), Linares 51/, 1991

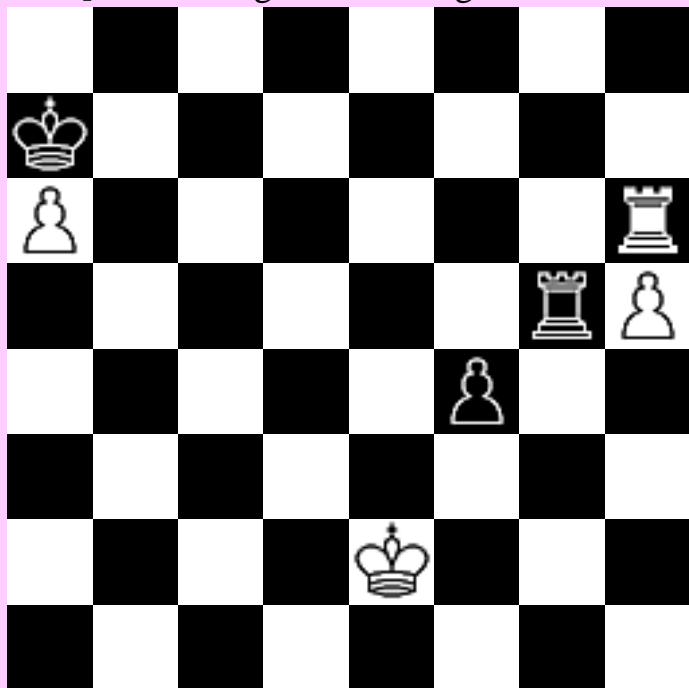
1. c4 e6 2. Nc3 Nf6 3. e4 d5 4. e5 d4 5. exf6 dxc3 6. bxc3 Qxf6 7. d4 e5 8. Nf3 exd4 9. Bg5 Qe6+ 10. Be2 Be7 11. cxd4 Bxg5 12. Nxc3 Qe7 13. Qd2 O-O 14. O-O h6 15. Nf3 Bg4 16. Rfe1 Nc6 17. h3 Bxf3 18. Bxf3 Qf6 19. Re4 Rad8 20. Rd1 b6 21. Qe3 Na5 22. Rc1 Rd7 23. h4 Qd8 24. h5 Nc6 25. d5 Ne7 26. Rg4 f5 27. Rf4 Nc8 28. c5 bxc5 29. Qxc5 Nb6 30. Rd4 Rf6 31. a4 Rfd6 32. Rcd1 Re7 33. a5 Nd7 34. Qxa7 Ne5 35. Qc5 Nxf3+ 36. gxf3 Qe8 37. Rh4 Red7 38. Qc4 Qa8 39. Qc3 Rxd5 40. Rxd5 Qxd5



41. a6 Qa2 42. Qc4+ Qxc4 43. Rxc4 Rd1+ 44. Kg2 Ra1 45. Rc6 Kf8 46. f4 Ra3! 47. Kf1 Ra2 48. Ke1 Ke8 49. Kd1 Kd8! 50. Rg6 c5 51. Kc1



"There comes a point when you have to stop making your moves by common sense, and instead, after analysing a concrete path to a draw, you must force events." - AY 51... Kc7! 52. Rxc7+ Kb6 53. Rg6+ Ka7 54. Rc6 [54. Rxc6 Rxf2] 54... Rxf2 55. Rxc5 Rxf4 [55... Kxa6 may be better, except that Black would have to keep thinking carefully how to draw with time running out.] 56. Rc6 Rg4 57. Kd2 Rg5 58. Rxc6 f4 59. Ke2



59... f3+ "Black has absolutely no need for this Pawn, then try not to be distracted by non-essential details (like, a 'non-essential' Pawn)" - AY Artur has confidence because he has studied this position. GM Gurevich managed to lose o 60. Kxf3 Rc5 61. Rh8 (adjourned: the game could be given up here but Karpov saw no reason not to test Yusupov's technique.) White will attack the side away from the defending King with his own King. Black cannot touch the Pawn with the King here, but wi 61... Rg5 62. Ke4 Rc5 63. Kf4 Rc4+ 64. Ke5 Rc5+ 65. Ke6 Rg5 66. Kf7 Rc5! [66... Rd5? lacks checking distance and loses 67. h6 Rd6 68. h7 Rd7+ 69. Ke6] 67. Rh7 [67. h6 Rc7+! [67... Rh5? 68. Kg7] 68. Kf6 Rc6+] 67... Kxa6 68. h6 Rc7+ 1/2

Back to [Chess Coaching Page](#)

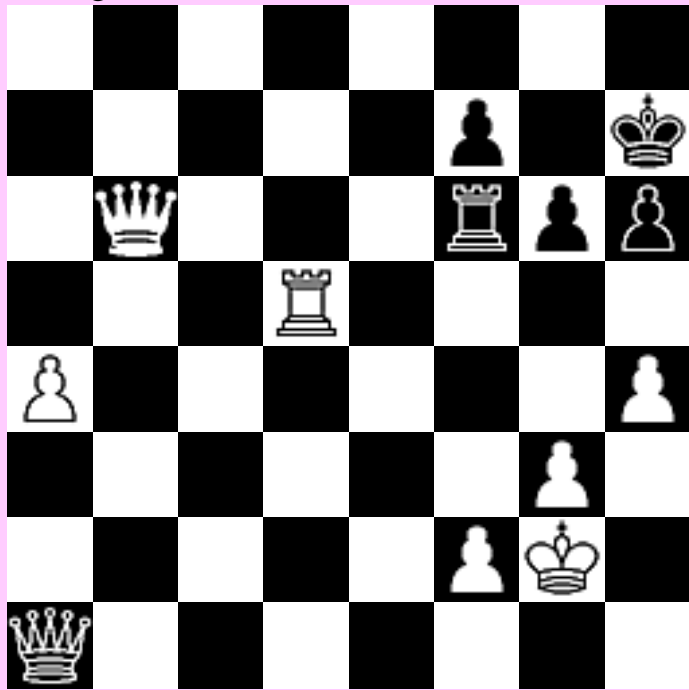
This document (Canon\canon669.html) was last modified on 13 Aug 2005 by



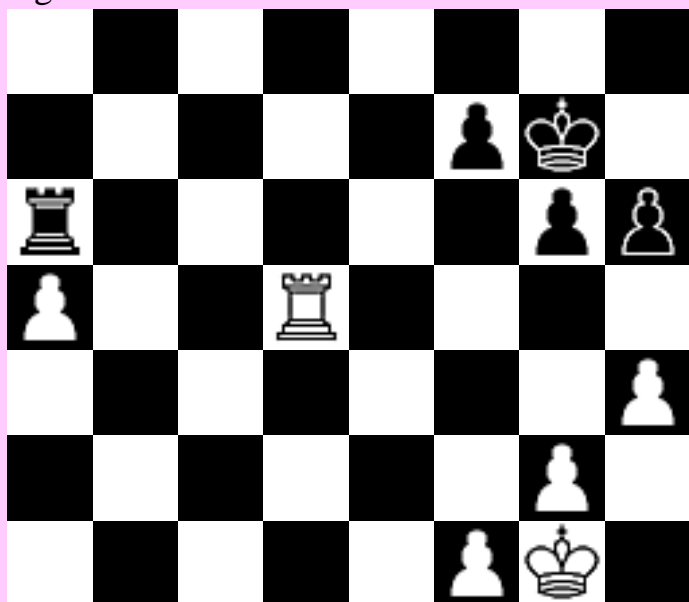
[Dr. Dave](#)

Alekhine,A - Capablanca,J [D51]Rook Ending: active Rook (Buenos Aires), Wch13-, 1927

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. a3 Be7 7. Nf3 O-O 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. Ne4 N5f6 12. Ng3 c5 13. O-O Nb6 14. Ba2 cxd4 15. Nxd4 g6 16. Rc1 Bd7 17. Qe2 Rac8 18. e4 e5 19. Nf3 Kg7 20. h3 h6 21. Qd2 Be6 22. Bxe6 Qxe6 23. Qa5 Nc4 24. Qxa7 Nxb2 25. Rxc8 Rxc8 26. Qxb7 Nc4 27. Qb4 Ra8 28. Ra1 Qc6 29. a4 Nxe4 30. Nxe5 Qd6 31. Qxc4 Qxe5 32. Re1 Nd6 33. Qc1 Qf6 34. Ne4 Nxe4 35. Rxe4 Rb8 36. Re2 Ra8 37. Ra2 Ra5 38. Qc7 Qa6 39. Qc3+ Kh7 40. Rd2 Qb6 41. Rd7 Qb1+ 42. Kh2 Qb8+ 43. g3 Rf5 44. Qd4 Qf8 45. Rd5 Rf3 46. h4 Qh8 47. Qb6 Qa1 48. Kg2 Rf6

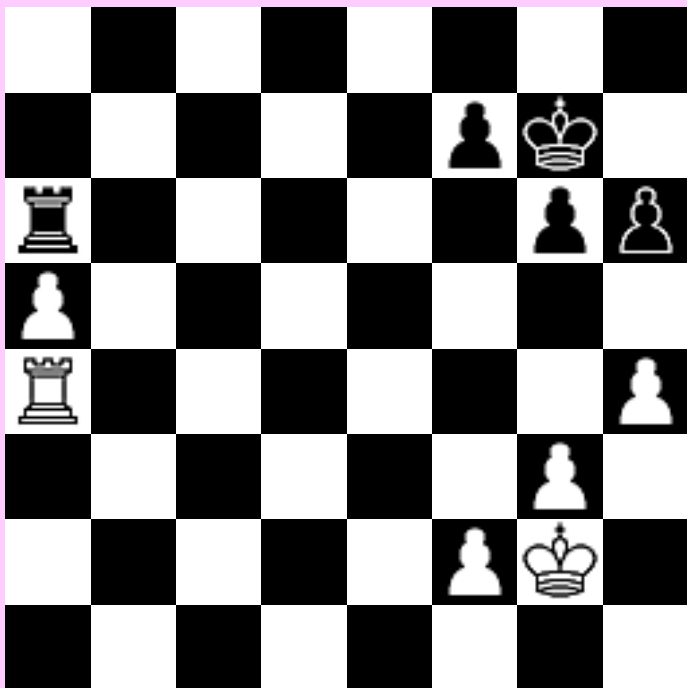


It's all in the details. White swaps Queens when he can keep his Rook active. 49. Qd4 Qxd4 50. Rxd4 Kg7 51. a5 Ra6 52. Rd5





52... Rf6 53. Rd4 Ra6 54. Ra4!



That's the one. Now White wants his King in. 54... Kf6 55. Kf3 Ke5 56. Ke3 h5 57. Kd3 Kd5 58. Kc3 Kc5 59. Ra2! (pass: Black decides to put the King on guard duty) 59... Kb5 [59... Ra7 60. a6 Kb6 61. Kb4] 60. Kb3 Kc5 [60... Rxa5 61. Rxa5+ Kxa5 62. Kc4] 61. Kc3 Kb5 62. Kd4! Rd6+ 63. Ke5 Re6+ 64. Kf4 Ka6 65. Kg5! Re5+ 66. Kh6 Rf5 67. f4 [67. Kg7 Rf3 White triangulates. 68. Kg8 Rf6 69. Kf8 Rf3 70. Kg7 Rf5 71. f4!] 67... Rc5! 68. Ra3 Rc7 69. Kg7 Rd7 70. f5! gxf5 71. Kh6 f4! Black's doing his considerable best. 72. gxf4 Rd5 73. Kg7 Rf5 74. Ra4 Kb5 75. Re4! Ka6 76. Kh6 Rxa5 77. Re5 Ra1 78. Kxh5 Rg1 79. Rg5 Rh1 80. Rf5 Kb6 81. Rxf7 Kc6 82. Re7! 1-0

Back to [Chess Coaching Page](#)

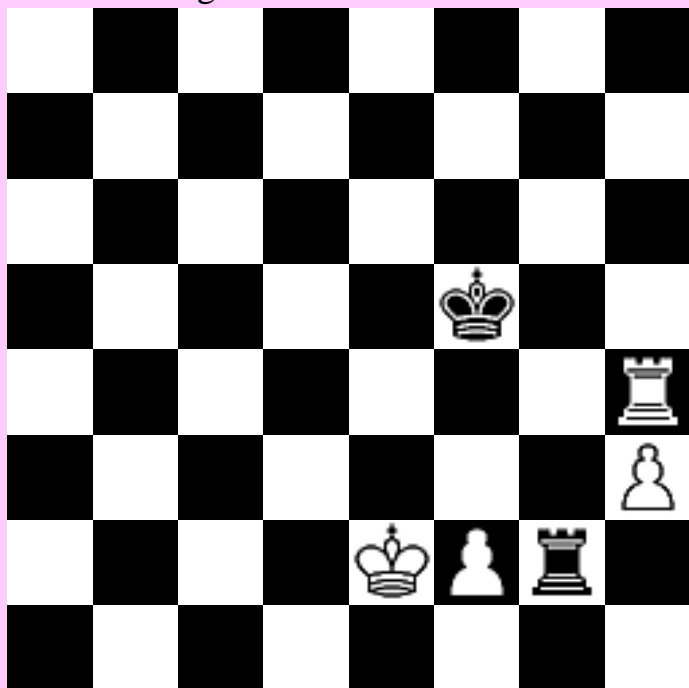
This document (Canon\canon670.html) was last modified on 13 Aug 2005 by



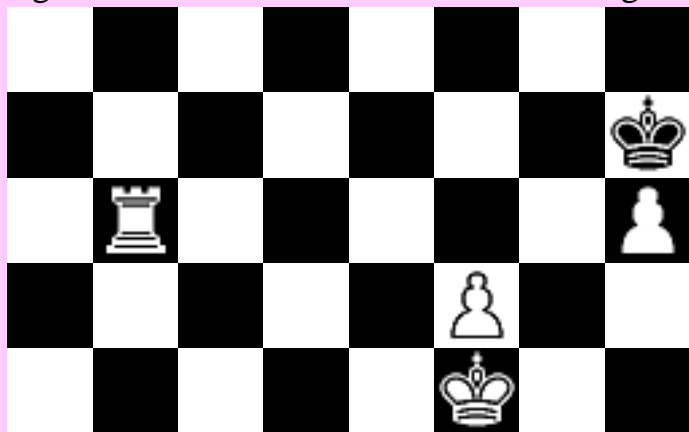
[Dr. Dave](#)

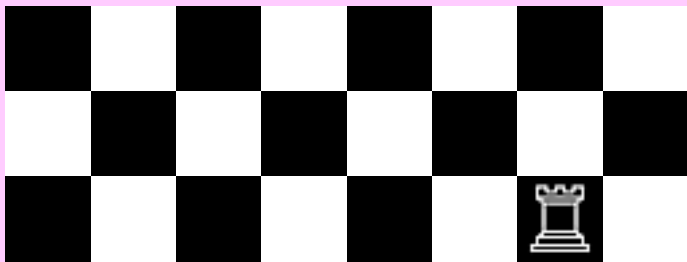
Bondarevsky I - Keres Paul GM (EST) [D95]Rook [t50]RP+BP, Leningrad-Moskva {25.01.39}, 1939

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. e3 Bg7 5. Qb3 c6 6. Nf3 O-O 7. Bd2 e6 8. Bd3 b6 9. O-O Bb7 10. e4 c5
 11. exd5 cxd4 12. Na4 e5 13. Nxe5 Nxd5 14. Nc5 Ne7 15. Nxb7 Qc7 16. Ng4 h5 17. Nd6 Qxd6 18. c5
 bxc5 19. Nh6+ Bxh6 20. Bxh6 Rd8 21. Bc4 Kh7 22. Bd2 Nbc6 23. Bxf7 Rab8 24. Qh3 Ne5 25. Bf4 Rf8
 26. Rae1 N7c6 27. Bxg6+ Qxg6 28. Bxe5 Rbe8 29. Bd6 Rxe1 30. Rxe1 Qxd6 31. Re6 Qd5 32. Qd3+
 Qf5 33. Qxf5+ Rxf5 34. Rxc6 Re5 35. Kf1 d3 36. Rd6 c4 37. b3 Rb5 38. Ke1 cxb3 39. axb3 Rxb3 40.
 Kd2 Rb2+ 41. Ke3 Re2+ 42. Kf3 Rd2 43. Ra6 Rd1 44. Kg3 Kg7 45. Rxa7+ Kf6 46. Rd7 Kf5 47. Kf3 h4
 48. h3 d2 49. Rd8 Kf6 50. Rd3 Kf5 51. Rd6 Ke5 52. Rd8 Kf6 53. Rd4 Kf5 54. Rd7 Ke6 55. Ke2 Rg1
 56. Rxd2 Rxc2 57. Rd4 Kf5 58. Rxh4

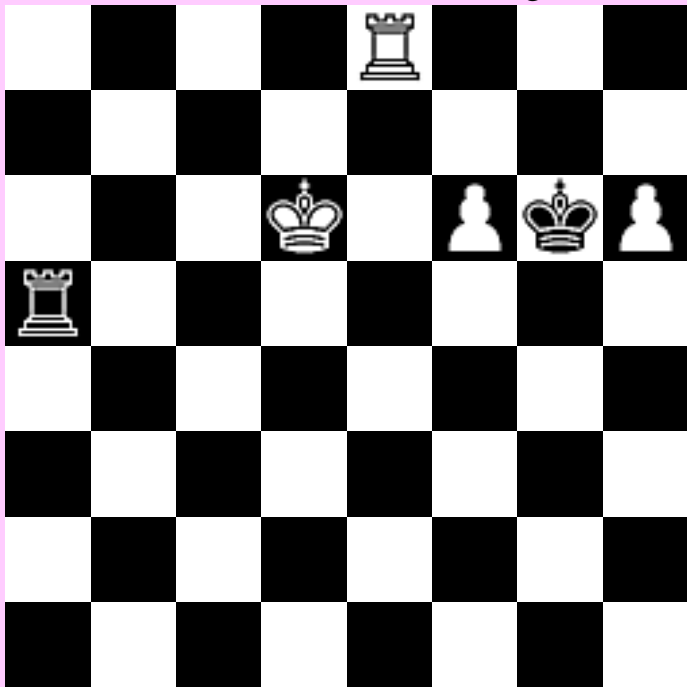


58... Rg1 59. Kf3 Ra1 60. Rg4 Ra3+ 61. Kg2 Rb3 62. f3 Rb2+ 63. Kg3 Rb1 64. h4 Rg1+ 65. Kh3 Rb1
 66. Kg2 Rb2+ 67. Kg3 Rb1 68. h5 Rb6 69. Rh4 Rh6 70. Ra4 Rb6 71. Ra5+ Kf6 72. Kg4 Rb1 73. Ra6+
 Kg7 74. f4 Rg1+ 75. Kf5 Rh1 76. h6+ Kh7 77. Re6 Rb1 78. Ke5 Rb5+ 79. Ke4 Rb1 80. f5 Rb2 81. Kf4
 Rg2 82. Ke5 Ra2 83. Rb6 Ra1 84. Kf4 Rg1





Black is in a good defensive position. 85. Ra6 Rg2 86. Rc6 Rg1 87. Rd6 Rg2 88. Ra6 Rg1 89. Re6 Rg2 90. Ke5 Ra2 91. Kd6 Ra5 92. f6 Kg6 93. Re8



And now a cute finish to draw. 93... Ra6+ 94. Ke7 Rxf6 95. Rg8+ Kh7 96. Rg7+ Kh8 97. Kxf6 1/2

Back to [Chess Coaching Page](#)

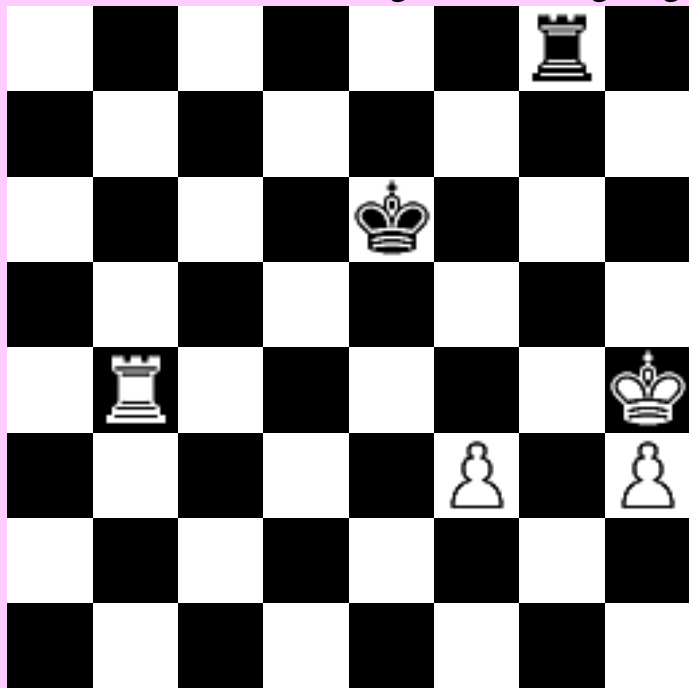
This document (Canon\canon671.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Keres Paul GM (EST) - Sokolsky A [C71]Rook [t50]RP+BP, Moskva Chigorin-mem (28.11., 1947

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. c4 Bg4 6. d3 Nge7 7. h3 Bxf3 8. Qxf3 Ng6 9. Nc3 Be7 10. Be3 Bg5 11. O-O O-O 12. Qg4 h6 13. Ne2 Bxe3 14. fxe3 Qg5 15. Qg3 Qxg3 16. Nxc3 Nge7 17. Kf2 g6 18. Ke2 Kg7 19. Kd2 h5 20. a3 h4 21. Ne2 f5 22. Nc3 fxe4 23. Nxe4 Rf5 24. Rg1 Raf8 25. Bd1 Rf1 26. Bf3 Rxa1 27. Rxa1 Nd8 28. b4 Ne6 29. Rb1 b6 30. a4 Rb8 31. Nc3 Ng5 32. Nd5 Nxf3+ 33. gxf3 Nxd5 34. cxd5 Ra8 35. Rc1 Ra7 36. e4 Kf6 37. Ke3 g5 38. d4 exd4+ 39. Kxd4 Ke7 40. e5 dxe5+ 41. Kxe5 Kd7 42. Rg1 Ra8 43. Rxc5 Re8+ 44. Kd4 Re1 45. Rg7+ Kd6 46. Rg6+ Kd7 47. Rg4 Kd6 48. Rg6+ Kd7 49. a5 Rb1 50. Kc4 Rc1+ 51. Kd3 Rd1+ 52. Ke3 Rxd5 53. axb6 cxb6 54. Rxb6 a5 55. Ke4 Rh5 56. Kf4 axb4 57. Rxb4 Ke6 58. Kg4 Rh8 59. Kg5 Rg8+ 60. Kxh4



You can win these positions, by working your pieces right in and trying to achieve "Lucena" without allowing the "short side draw". This cannot be forced. Black should resist the advance, get the King to the King's-side and o 60... Kf5 61. Rg4 Rh8+ 62. Kg3 Ra8 63. h4 Ra1 Right square, wrong moment. White gets the Rook active behind the h-Pawn and threatens to run it with the King cut off. 64. h5 Ra6 65. Rh4 Rh6 66. Rf4+ Kg5 67. Rg4+ Kf5 68. Kh4 Rh8 69. Rg5+ Kf6 70. Kg4 Kf7 71. Rf5+ Kg7 72. Kg5 Rg8 73. Rf6 Kh7+ Well, the King has made it to h7 but the Black Rook now need to be on the far rank (a1-h1). 74. Rg6 Ra8 75. f4 Ra1 76. Re6 Rg1+ 77. Kf6 Rf1 78. f5 Rf2 79. Re5 Rh2 80. Re7+ Kh6 81. Re8 Kh7 82. Ke6 Re2+ 83. Kf7 Ra2 84. f6 Ra6 85. Ke7 Ra7+ 86. Kf8 Ra6 87. f7 Ra7 88. Rc8 Ra1 89. Ke7 1-0

Back to [Chess Coaching Page](#)

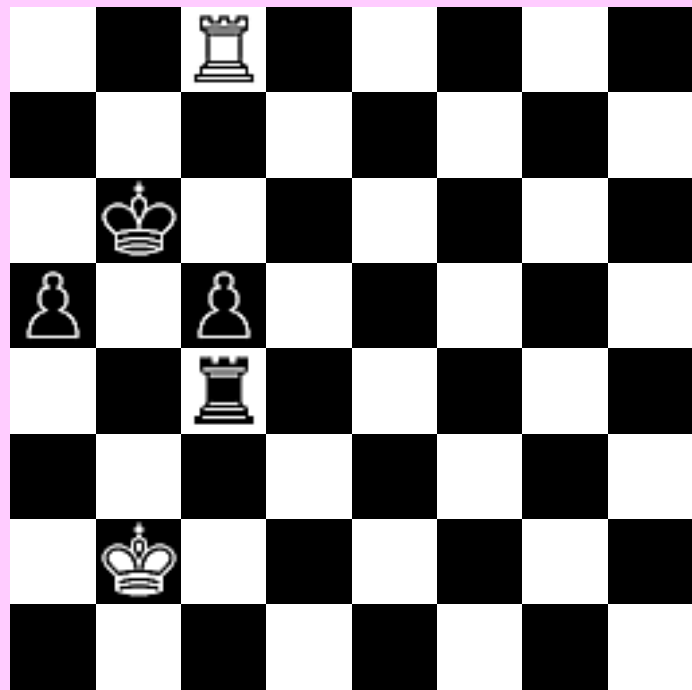
This document (Canon\canon672.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Marshall,F - Rubinstein,A [D32]Rook [t50]RP+BP (San Sebastian), San Sebasti, 1911

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 exd5 5. Nf3 Nc6 6. Bg5 Be7 7. Bxe7 Ngxe7 8. e3 cxd4 9. Nxd4 Be6 10. Nxe6 fxe6 11. Qg4 Nf5 12. e4 d4 13. O-O-O Qh4 14. Qxh4 Nxh4 15. Nb5 O-O-O 16. e5 Rhf8 17. Nd6+ Kb8 18. f4 g5 19. Bb5 gxf4 20. g3 Nf3 21. Bxc6 bxc6 22. Rhf1 fxg3 23. hxg3 Kc7 24. Ne4 Kb6 25. b4 Rf5 26. Nd6 Rff8 27. Ne4 Kb5 28. Nc5 Nxe5 29. Rxf8 Rxf8 30. Nxe6 Rf2 31. Rxd4 Rxa2 32. Nc7+ Kb6 33. Ne6 Rg2 34. Ng5 Rxc3 35. Nxh7 Kb5 36. Kc2 Nc4 37. Rd7 Ra3 38. Rb7+ Nb6 39. Nf6 Kxb4 40. Nd7 Kb5 41. Kb2 Ra4 42. Kb3 c5 43. Ne5 Rb4+ 44. Kc3 a5 45. Rb8 Ka4 46. Kc2 Nd5 47. Rc8 Kb5 48. Nd7 Rc4+ 49. Kb2 Nb6 50. Nxb6 Kxb6



This is the game that made this type of ending notorious. Rubinstein, such a master of endings and particularly Rook endings, may have fancied his chances here... 51. Kb3 Rb4+ 52. Kc3 Kb5 53. Rb8+ Ka4 54. Rc8 Rb3+ 55. Kc2 Rb5 56. Rh8 Kb4 57. Rh1 a4 58. Kb2 a3+ 59. Ka2 Ka4 60. Rc1 Ra5 61. Rb1 c4 62. Rb8 Rc5 63. Ra8+ Kb4 64. Rxa3 c3 65. Rb3+ Kc4 66. Rb8 1/2

Back to [Chess Coaching Page](#)

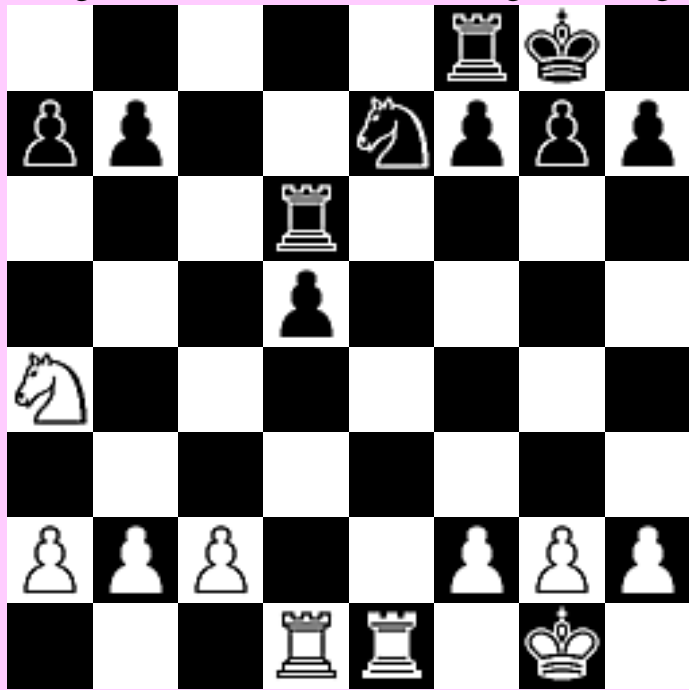
This document (Canon\canon673.html) was last modified on 13 Aug 2005 by



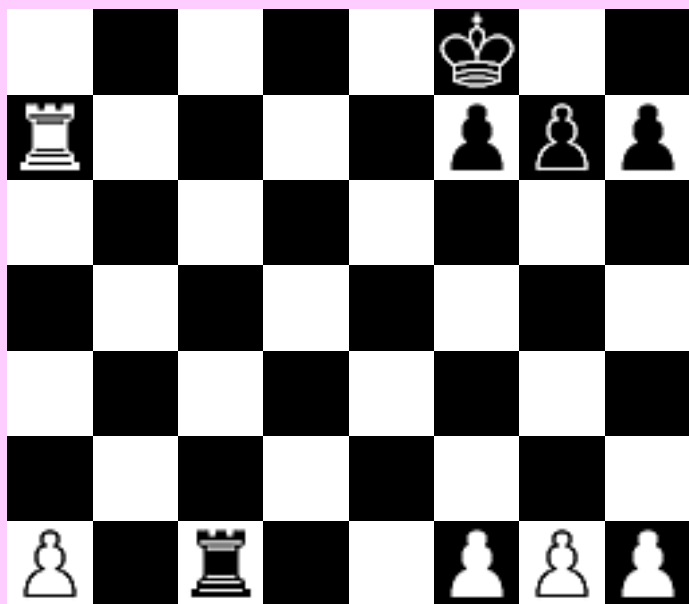
[Dr. Dave](#)

Bakulin - Dvoretzky, M Rook [t50] active Rook in defence, Moscow, 1974

(wKg1,Na4,Rd1,e1,Pa2,b2,c2,f2,g2,h2; bKg8,Ne7,Rd6,f8,Pa7,b7,d5,f7,g7,h7)



18... Re6 I tried to think of something after [18... Nc6 I became suspicious of the endgame after 19. c4 d4 20. Nc5 b6 21. Nd3 Vaganian, a specialist in the French Defence, assessed this position as highly unfavourable to Black.] 19. Nc5 Rxe1+ 20. Rxe1 Another intriguing idea immediately occurred to me: 20... Rc8! [20... Ng6 21. Nxb7 Rb8 22. Nc5 Rxb2 23. Re8+ Nf8 looks very dubious 24. g3 f6 25. Nd7 Kf7 26. Rxf8+ Ke7 27. Rb8] 21. Rxe7 Kf8 An eye for combinations is sometime essential even in 'boring' endgames! 22. Rxb7 [22. Re2 Rxc5=] 22... Rxc5 23. c3 d4 24. Kf1 [24. Rb3?? d3 25. Kf1 Re5] 24... dxc3 25. bxc3 Rxc3 26. Rxa7 Rc2





I knew for certain that this was a draw, and a fairly simple one at that, and so went for my combination without hesitation. 27. g3 g6 28. Kg2 Kg7 29. Kf3 h5 30. h4 Kf6 31. Ke3 Rc3+ 32. Ke4 Rc2 33. f3 Re2 + 34. Kf4 Rb2 35. Ra6+ Kg7 36. Ra3 Kf6 37. Ra6+ Kg7 38. Ra4 Kf6 [38... Rf2!?] 39. g4 hxg4 40. fxg4 Rf2+ 41. Kg3 Rc2 42. Rf4+ [42. g5+ Ke5] 42... Ke6 43. a4 [43. Rf2 Rc3+ 44. Kf4 f6] 43... f5 44. gxf5+ gxf5 45. Rf2 Rc4 46. Ra2 Rc3+ 47. Kf4 Rc4+ 48. Kg3 [48. Kg5 Rg4+ 49. Kh5 Kf6 50. a5?? Rg8] 48... Rc3+ 49. Kg2 Rc4 50. h5 Rh4 1/2

Back to [Chess Coaching Page](#)

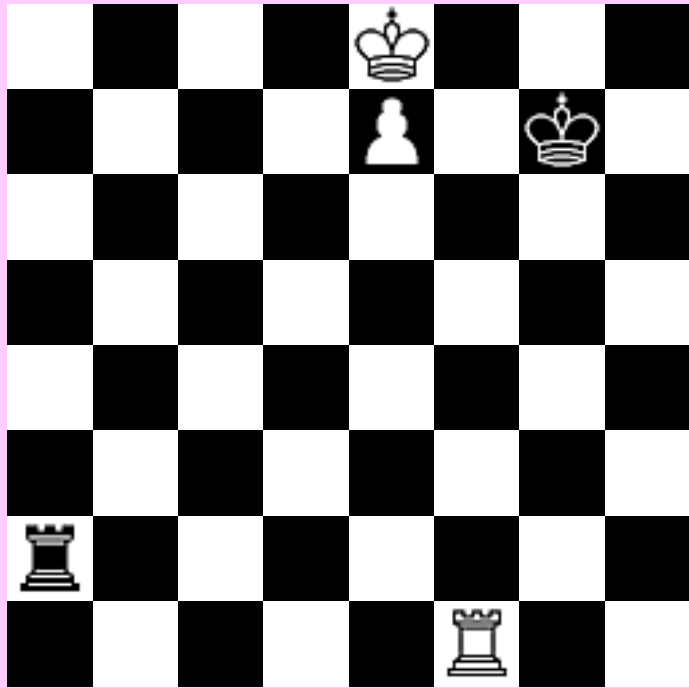
This document (Canon\canon674.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rook [t50]checking distance

(wKe8,Rf1,Pe7; bKg7,Ra2)



1... Ra8+ 2. Kd7 Ra7+ 3. Kd6 Ra6+ 4. Kd5 Ra5+ 5. Kc6 Ra6+ 6. Kb7 Re6 1/2

Back to [Chess Coaching Page](#)

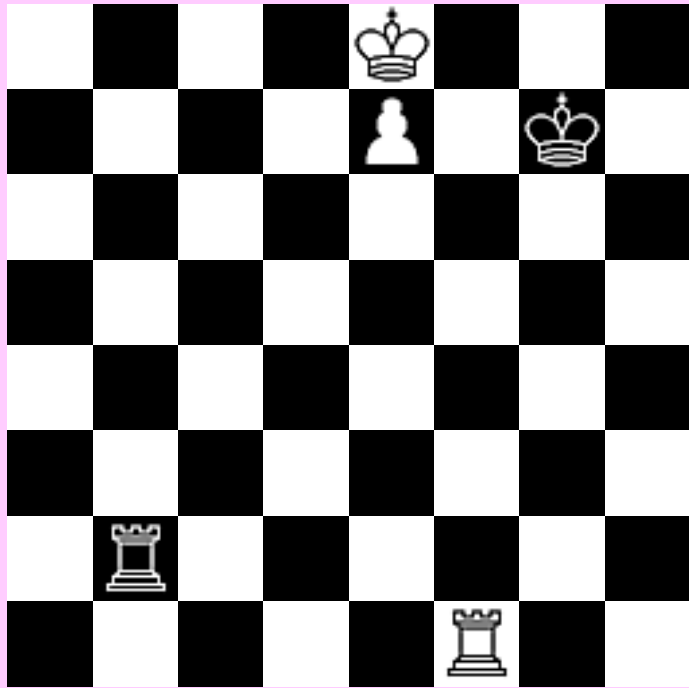
This document (Canon\canon675.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rook [t50]checking distance not OK

(wKe8,Rf1,Pe7; bKg7,Rb2)



1... Rb8+ 2. Kd7 Rb7+ 3. Kd6 Rb8 4. Kc7 Ra8 5. Ra1! Obtaining a Queen

Back to [Chess Coaching Page](#)

This document (Canon\canon676.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

and Rook [t50]q.v. 1-0

Back to [Chess Coaching Page](#)

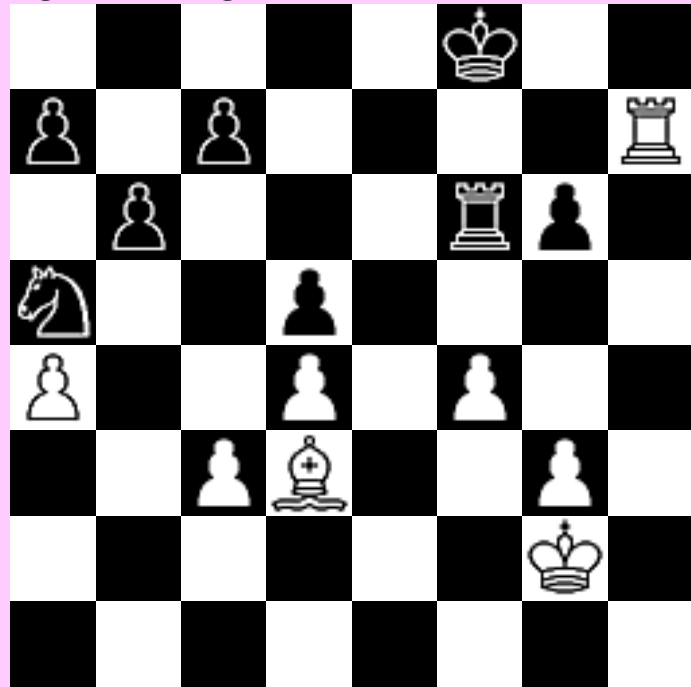
This document (Canon\canon677.html) was last modified on 13 Aug 2005 by



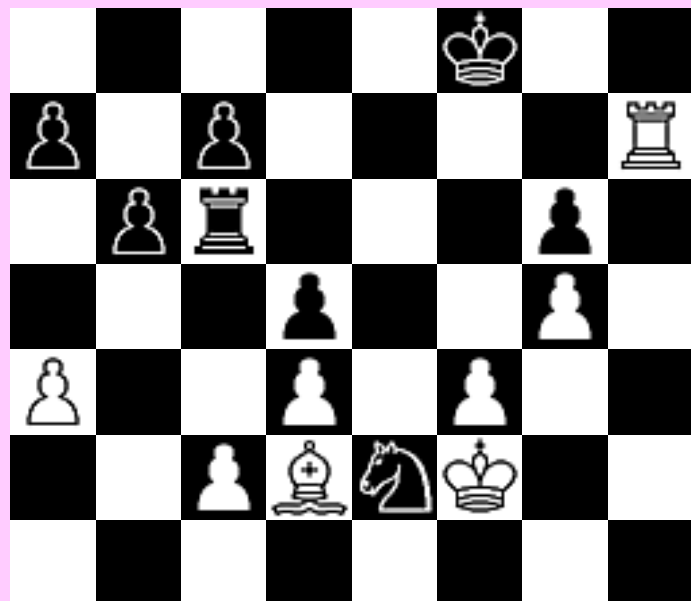
[Dr. Dave](#)

Capablanca,J - Tartakower,S [A80]Rook [t50]seventh rank (new, rook ending: se, 1924

1. d4 f5 2. Nf3 e6 3. c4 Nf6 4. Bg5 Be7 5. Nc3 O-O 6. e3 b6 7. Bd3 Bb7 8. O-O Qe8 9. Qe2 Ne4 10. Bxe7 Nxc3 11. bxc3 Qxe7 12. a4 Bxf3 13. Qxf3 Nc6 14. Rfb1 Rae8 15. Qh3 Rf6 16. f4 Na5 17. Qf3 d6 18. Re1 Qd7 19. e4 fxe4 20. Qxe4 g6 21. g3 Kf8 22. Kg2 Rf7 [22... Qc6 23. Qxc6 Nxc6 24. c5 Re7] 23. h4 d5 24. cxd5 exd5 25. Qxe8+ Qxe8 26. Rxe8+ Kxe8 27. h5 Rf6 [27... gxh5 28. Rh1 Kf8 29. Rxh5 Kg8 30. Rxd5] 28. hxg6 hxg6 29. Rh1 Kf8 [29... Ke7 30. Rh7+ Rf7 else 31. Rg7 31. Bxg6] 30. Rh7

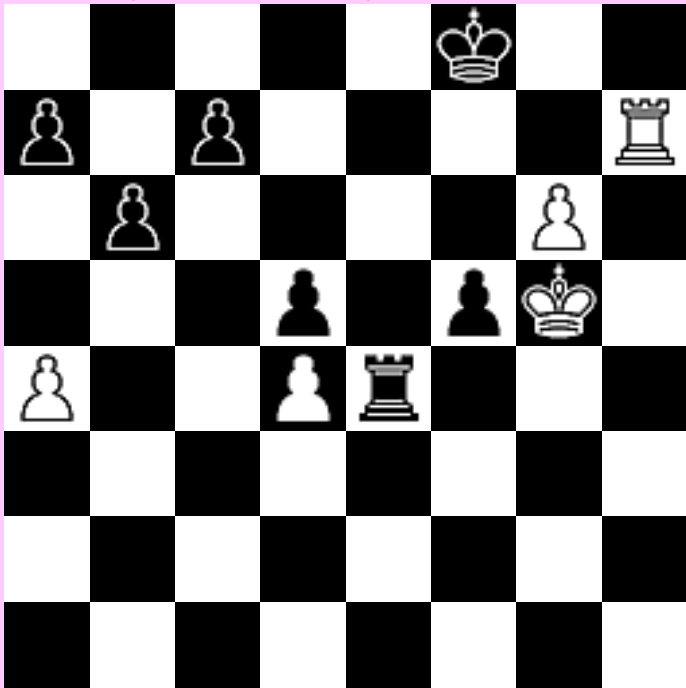


rook on the seventh 30... Rc6 31. g4 [31. Rd7 ? 31... Nc4 32. Rxd5 Ne3+] 31... Nc4 32. g5 Ne3 + 33. Kf3

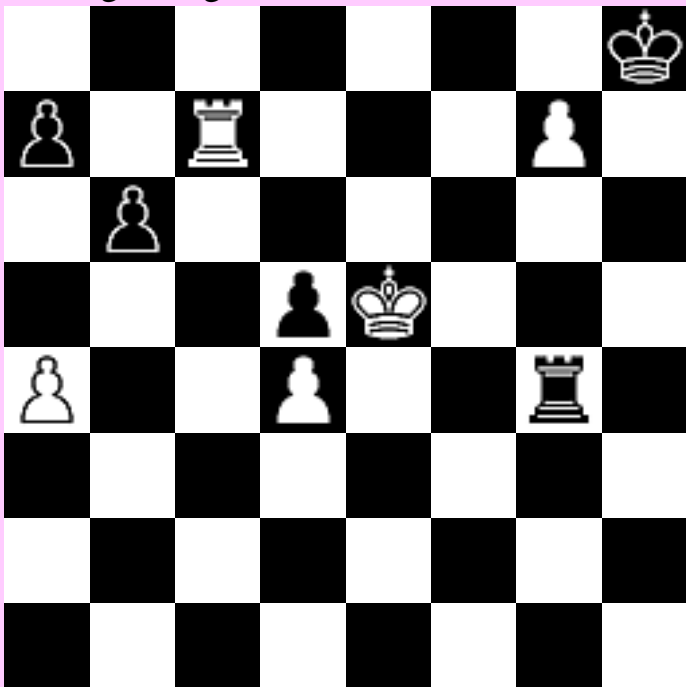




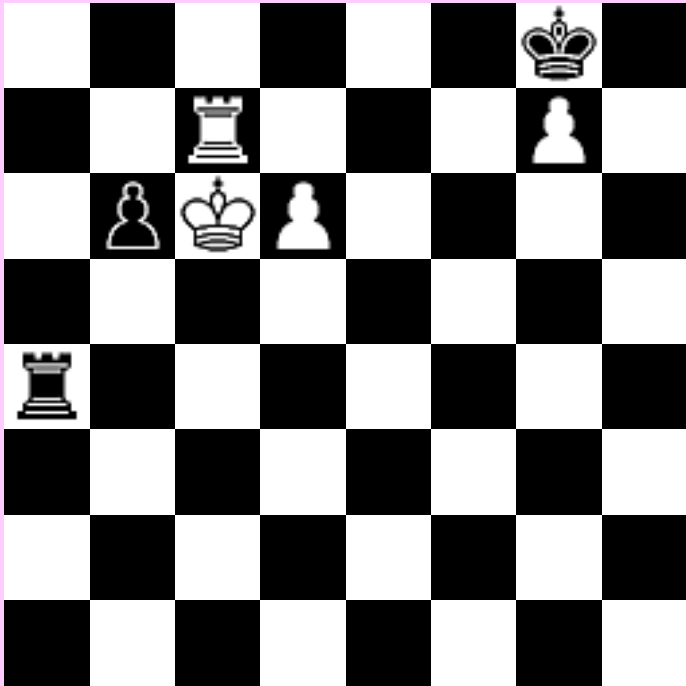
33... Nf5 [33... Nd1 this counterattack fails, because of White's strong King and K-side pawns 34. Rh6 Kg7 35. f5 Nxc3 36. Kf4 Ne4 37. Bxe4 dxe4 38. f6+ Rxf6+ 39. gxf6+ Kxh6 40. Kxe4 Kh7 41. Kd5 Kg8 42. Kc6 g5 43. Kxc7 g4 44. d5 g3 45. d6 g2 46. d7 g1=Q 47. d8=Q+ Kh7 48. Qe7+ Kh6 49. Qg7+ Qxg7+ 50. fxg7 Kxg7 51. Kb7 Kf7 52. Kxa7 Ke7 53. Kxb6 Kd7 54. Kb7] 34. Bxf5 gxf5 35. Kg3 Rxc3+ 36. Kh4 Rf3 37. g6 Rxf4+ 38. Kg5 Re4



39. Kf6 using the f-pawn as cover 39... Kg8 40. Rg7+ Kh8 41. Rxc7 Re8 42. Kxf5 Re4 43. Kf6 Rf4+ 44. Ke5 Rg4 45. g7+



45... Kg8 [45... Rxg7 46. Rxg7 Kxg7 47. Kxd5 Kf7 48. Kd6 ! 48... Ke8 49. Kc7 Ke7 50. d5] 46. Rxa7 Rg1 47. Kxd5 Rc1 48. Kd6 Rc2 49. d5 Rc1 50. Rc7 Ra1 51. Kc6 Rxa4 52. d6



[52. d6 ! by declining the Kxb6 capture White's K gets shelter 52... Rd4 53. d7 Rc4 + 54. Kb7 Rd4 55. Kc8] 1-0

Back to [Chess Coaching Page](#)

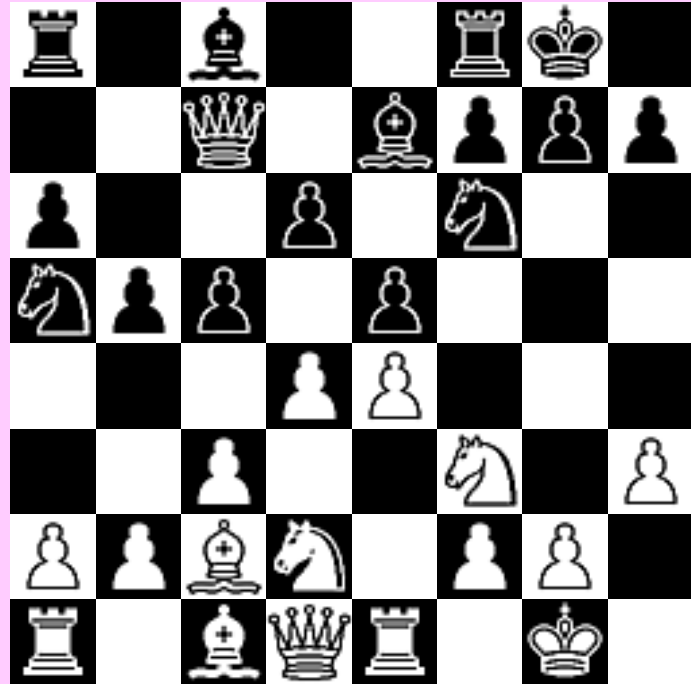
This document (Canon\canon678.html) was last modified on 13 Aug 2005 by



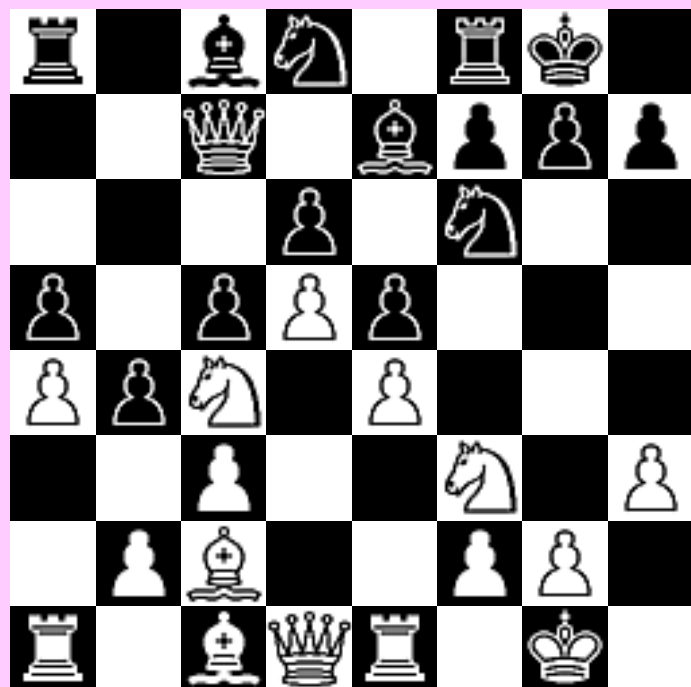
[Dr. Dave](#)

Capablanca,Jose - Vidmar,Milan sr [New York (12) [C98]a Capablanca ending, 1927

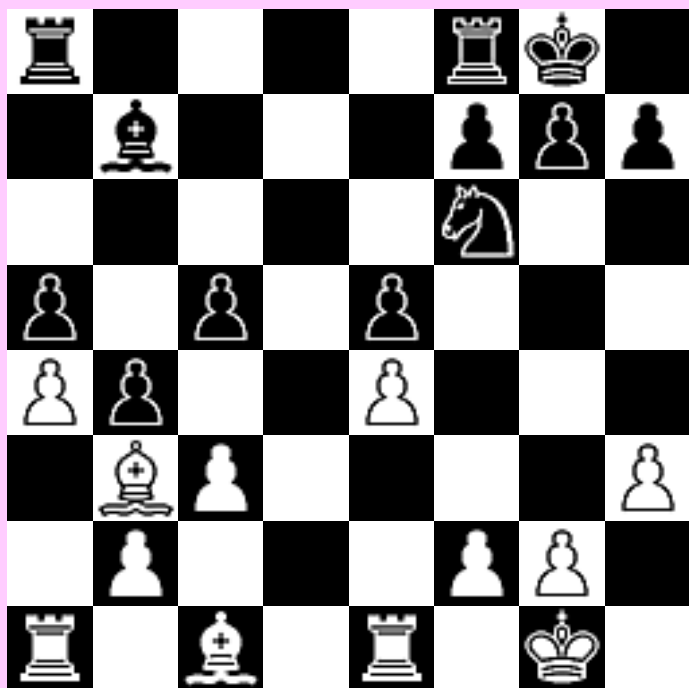
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 Na5 9. Bc2 c5 10. d4 Qc7 11. Nbd2 O-O 12. h3



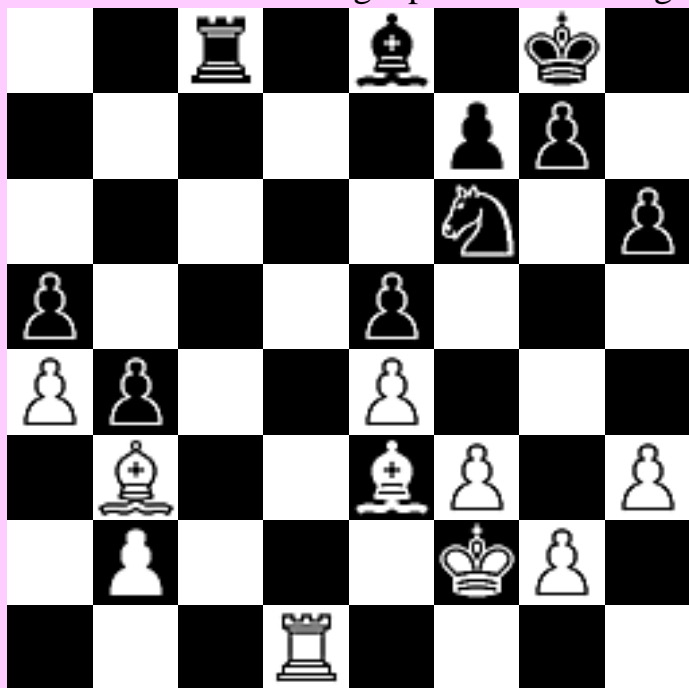
These days played before d2-d4, otherwise a fairly typical Lopez position. 12... Nc6 13. d5 Nd8 14. a4 a typical undermining thrust in the Ruy Lopez; Black's Pawns offer a target for White and counterplay for Black! 14... b4 15. Nc4 a5



16. Nfxe5! Ba6 17. Bb3 dxe5 18. d6 Bxd6 19. Qxd6 Qxd6 20. Nxd6 Nb7 21. Nxb7 Bxb7

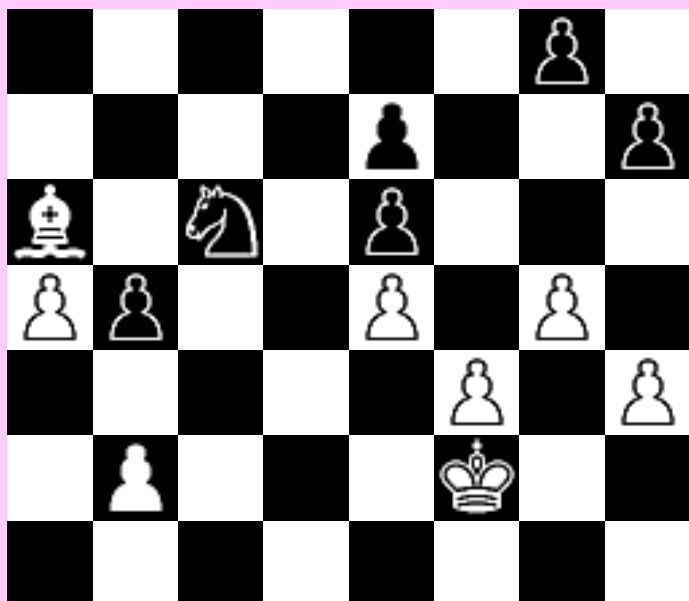


White has the two Bishops and pressure against Black's advanced but rather immobile Queen's-side Pawns. "Whether this advantage is decisive or not does not interest Capablanca. He simply wins the ending! That's why he is Capablanc 22. cxb4 cxb4 23. f3 Rfd8 24. Be3 h6 25. Red1 Bc6 26. Rac1 Be8 27. Kf2 KUFTE - "King Up For The Ending"! 27... Rxd1 28. Rxd1 Rc8



Poor Black's Rook has no entry point, as the unmoved White Pawn on b2 secures the c3 square. This is a concrete example of Tarrasch's statement that every Pawn move loosens the position. 29. g4 Bd7 30. Bb6 Decisive. Now there are a couple of exchanges, which leave only White's best piece (Bb6) and Black's worst piece (Nf6) on the board! 30... Be6 [30... Ra8 31. Bc7 snookering the Rook [31. Rc1 & Rc5]] 31. Bxe6 fxe6 32. Rd8+ Rxd8 33. Bxd8 Nd7 34. Bxa5 Nc5





35. b3 Nxb3 36. Bxb4 Nd4 37. a5 1-0

Back to [Chess Coaching Page](#)

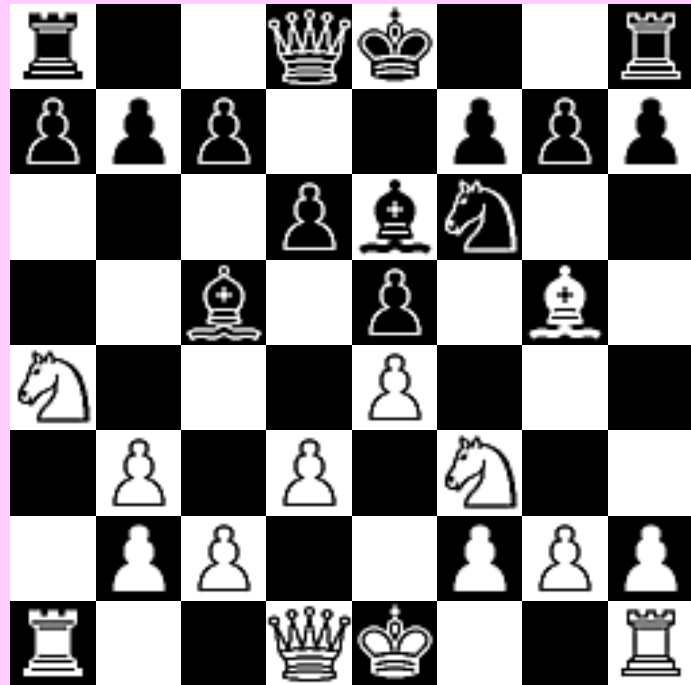
This document (Canon\canon679.html) was last modified on 13 Aug 2005 by



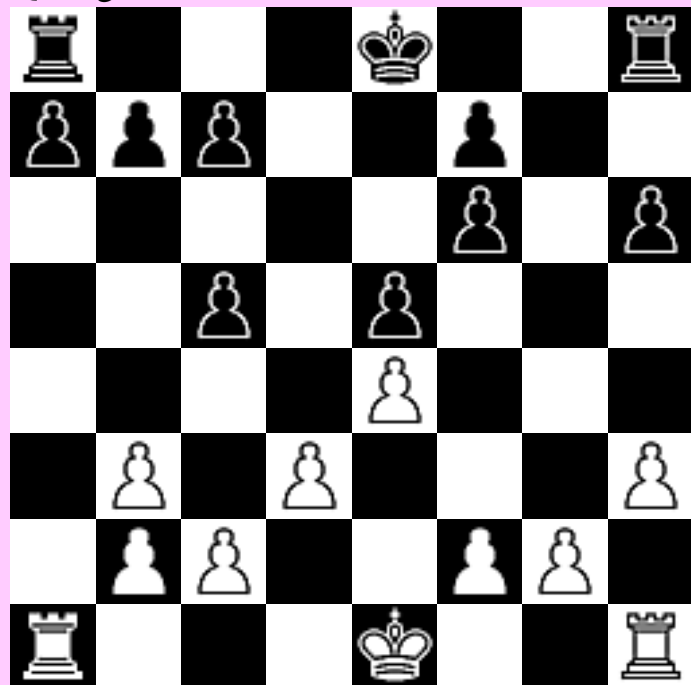
[Dr. Dave](#)

Hug - Barle (Pula izt) [C50]a rook [t50]two weaknesses, 1975

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. Nc3 Nf6 5. d3 d6 6. Bg5 Na5 7. Bb3 Nxb3 8. axb3 Be6 9. Na4

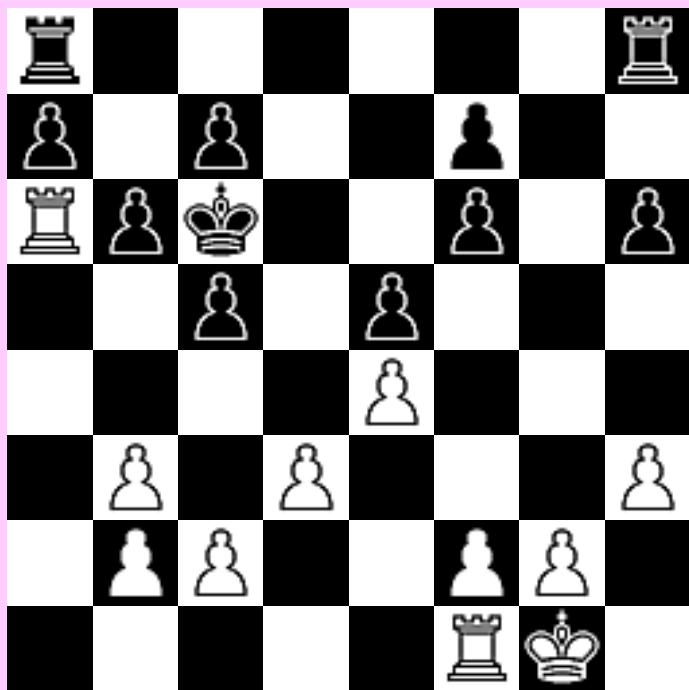


9... h6 [9... Bb6 10. Nxb6 axb6 or 10...cxb6; 11.d4! with a superior pawn structure 11. Rxa8 Qxa8 12. Bxf6 gxf6 13. Nh4 Pritchett] 10. Bh4 Bg4 [10... g5 11. Bg3 Nd7 12. Nxc5 Nxc5 13. b4 Nd7 14. d4] 11. Nxc5 dxc5 12. h3 Bxf3 13. Qxf3 Qd6 14. Bxf6 Qxf6 15. Qxf6 gxf6

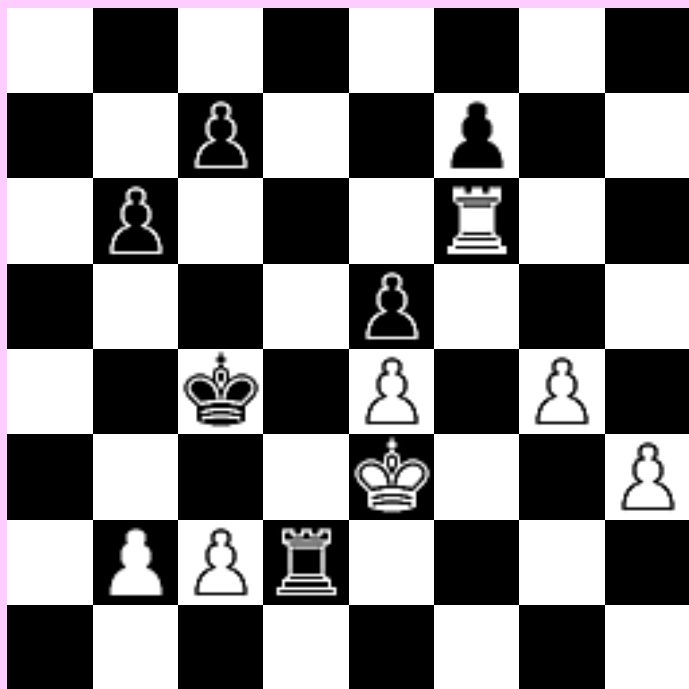


Here we have the doubled f-pawns again. White can start an immediate attack on them with O-O and f2-f4 16. Ra5! accurate: forces a permanent weakness on a7. Black must divert his King to the Q-side when

a shift to the f-file catches him wrong-footed. Black is probably already lost. [16. O-O Ke7 17. f4 h5 18. Rf2 Rh7 19. Raf1 and Black can defend the one weakness on the f-file.] 16... b6 17. Ra6 Kd7 18. O-O Kc6



19. f4 Kb7 20. Raa1 Rh7 21. fxe5 fxe5 22. Rf6 White now wins a pawn while Black struggles for counterplay. 22... a5 23. Rf5 Re8 24. Raf1 Re7 25. Rh5 Re6 26. Rhf5 Re7 27. g4 Kc6 28. Rf6+ Kb5 29. R1f5 a4 30. bxa4+ Kxa4 31. Rh5 c4 32. dxc4 Kb4 33. Rhxh6 Rxh6 34. Rxh6 Rd7 35. Rf6 Kxc4 36. Kf2 Rd2+ 37. Ke3



37... Rh2 [37... Rxc2 doesn't help, e.g. 38. Rxf7 c5 39. Rf2 Rxf2 40. Kxf2 Kb3] 38. Rc6 + Kb5 39. Rxc7 Rxh3+ 40. Kf2 Rh2+ 41. Kg3 Re2 42. Kf3 Re1 43. Re7 f6 44. g5 fxg5 45. Rxe5+ Kc4 46. Rxg5 Rf1+ 47. Ke2 Rb1 48. b3+ Kc3 49. Rb5 Rc1 50. Rxb6 Rxc2+ 51. Ke3 1-0

Back to [Chess Coaching Page](#)

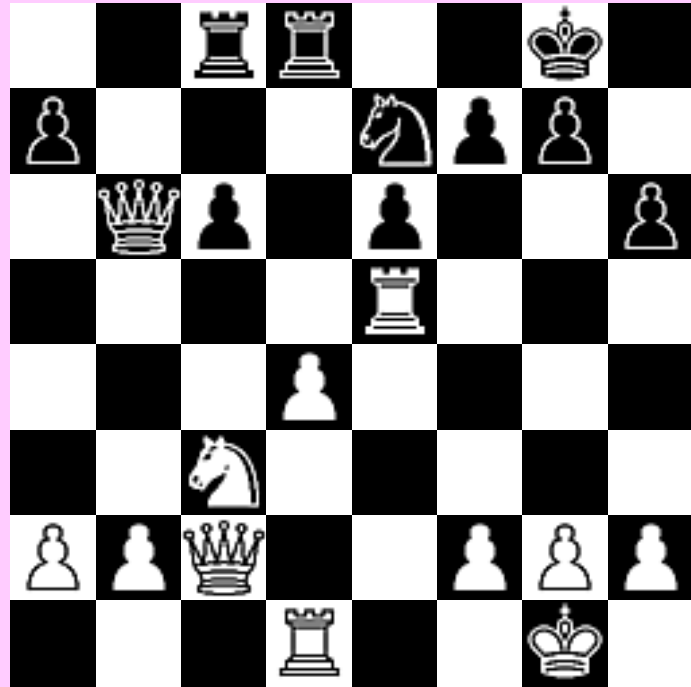
This document (Canon\canon680.html) was last modified on 13 Aug 2005 by



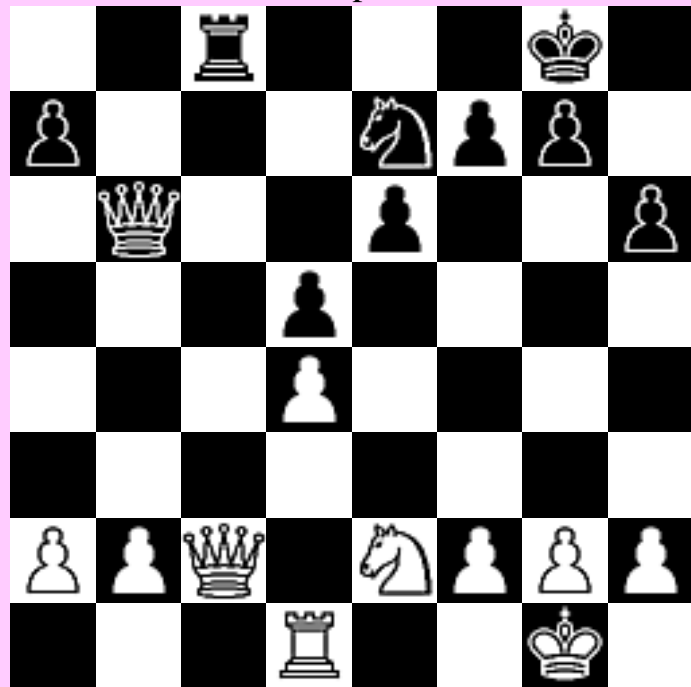
[Dr. Dave](#)

Lasker, Emanuel - Capablanca, Jose (Havana m10) [D61] a rook/knight [t50]two weak, a rook/knight e, 1921

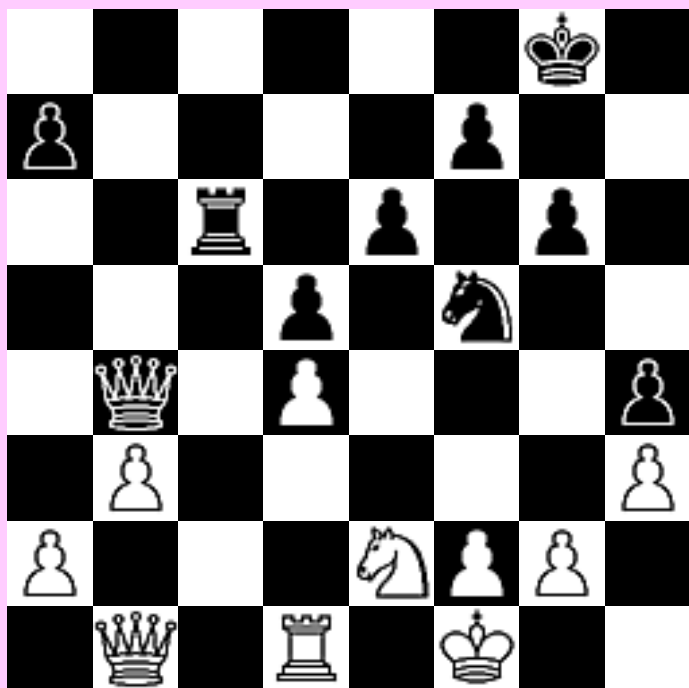
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Qc2 c5 8. Rd1 Qa5 9. Bd3 h6 10. Bh4 cxd4 11. exd4 dxc4 12. Bxc4 Nb6 13. Bb3 Bd7 14. O-O Rac8 15. Ne5 Bb5 16. Rfe1 Nbd5 17. Bxd5 Nxd5 18. Bxe7 Nxe7 19. Qb3 Bc6 20. Nxc6 bxc6 21. Re5 Qb6 22. Qc2 Rfd8



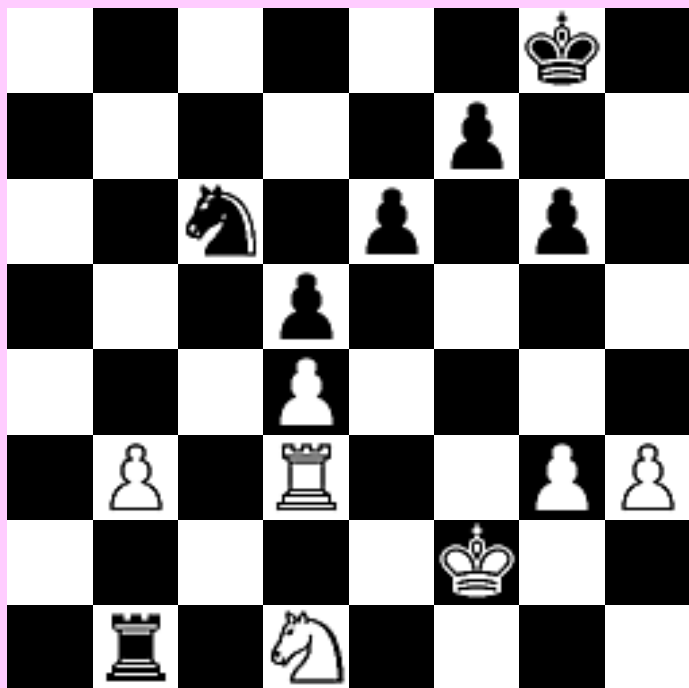
There are two isolated pawns: which is weaker? 23. Ne2 Rd5 24. Rxd5 cxd5



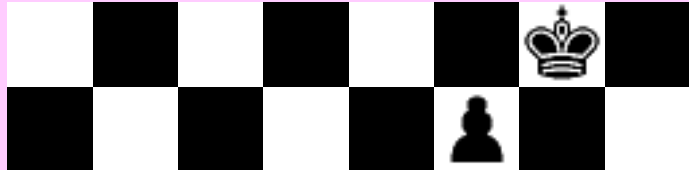
Now there is only one. It is not exposed on a half-open file, so can White defend? 25. Qd2 Nf5 26. b3 h5 27. h3 h4 a typical preparatory probe 28. Qd3 Rc6 29. Kf1 g6 30. Qb1 Qb4

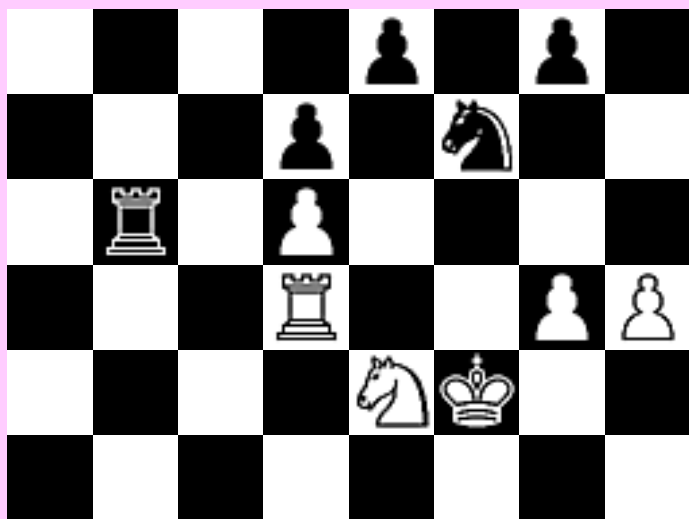


Black's pressure on the d-pawn cannot be increased. So Black opens up a new point of attack. 31. Kg1 a5 Lasker said when he saw this that he was lost. 32. Qb2 a4 33. Qd2 Qxd2 34. Rxd2 axb3 35. axb3 Rb6 36. Rd3 Ra6 37. g4 hxg3 38. fxg3 Ra2 39. Nc3 Rc2 40. Nd1 Ne7 41. Nc3 Rc1+ 42. Kf2 Nc6 43. Nd1 Rb1

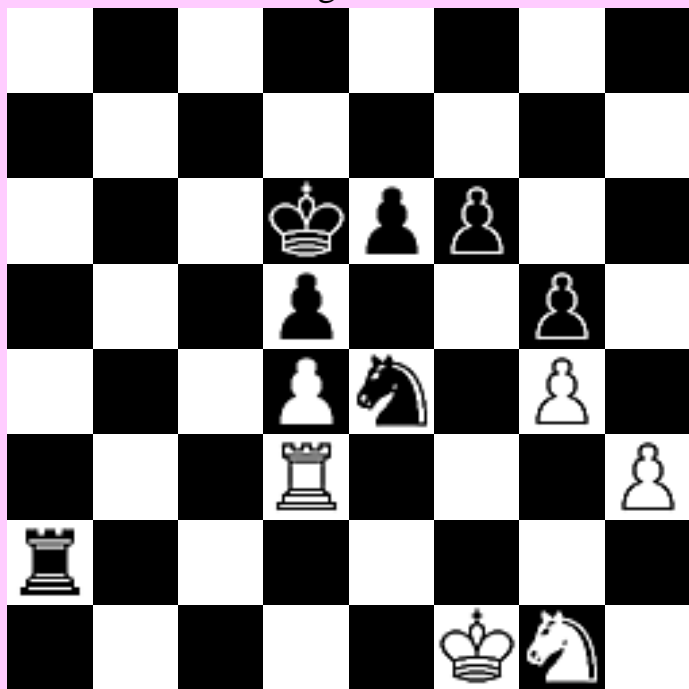


Black has his two points of attack. 44. Ke2 I think not really a blunder, more a desire for clarity. [44. Ne3 Na5 picks up the b-pawn anyhow] 44... Rxb3 45. Ke3 Rb4 46. Nc3 Ne7 47. Ne2 Nf5+ 48. Kf2

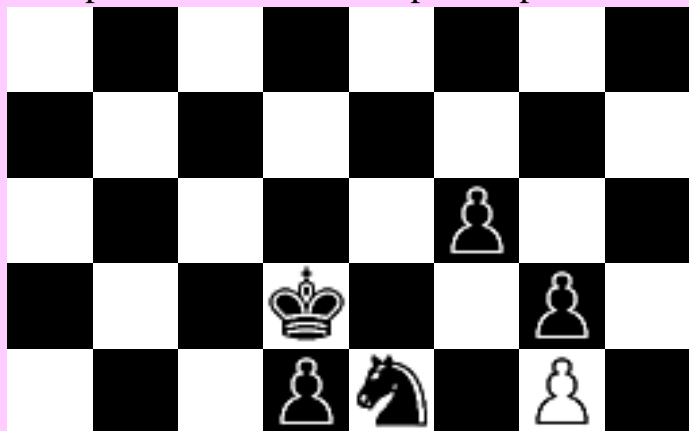


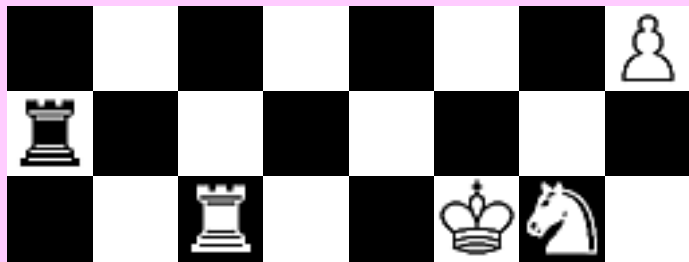


White still has two points to defend. 48... g5 49. g4 Nd6 50. Ng1 Ne4+ 51. Kf1 Rb1+ 52. Kg2 Rb2+ 53. Kf1 Rf2+ 54. Ke1 Ra2 55. Kf1 Kg7 56. Re3 Kg6 57. Rd3 f6 58. Re3 Kf7 59. Rd3 Ke7 60. Re3 Kd6 61. Rd3 Rf2+ 62. Ke1 Rg2 63. Kf1 Ra2



Both sides are repeating moves: Capablanca because he can, Lasker because he has to! 64. Re3 e5 the final push: Black creates a passed pawn 65. Rd3 exd4 66. Rxd4 Kc5 67. Rd1 d4 68. Rc1+ Kd5





poor White can do nothing 0-1

Back to [Chess Coaching Page](#)

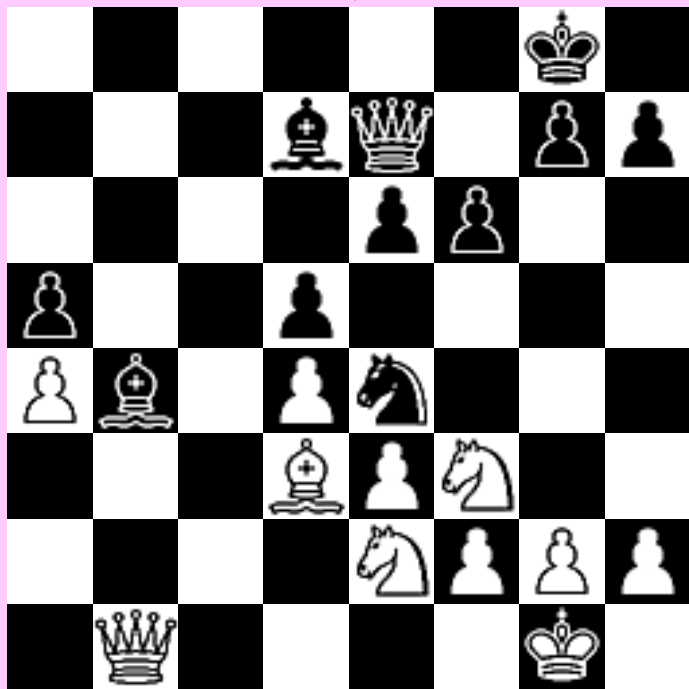
This document (Canon\canon681.html) was last modified on 13 Aug 2005 by



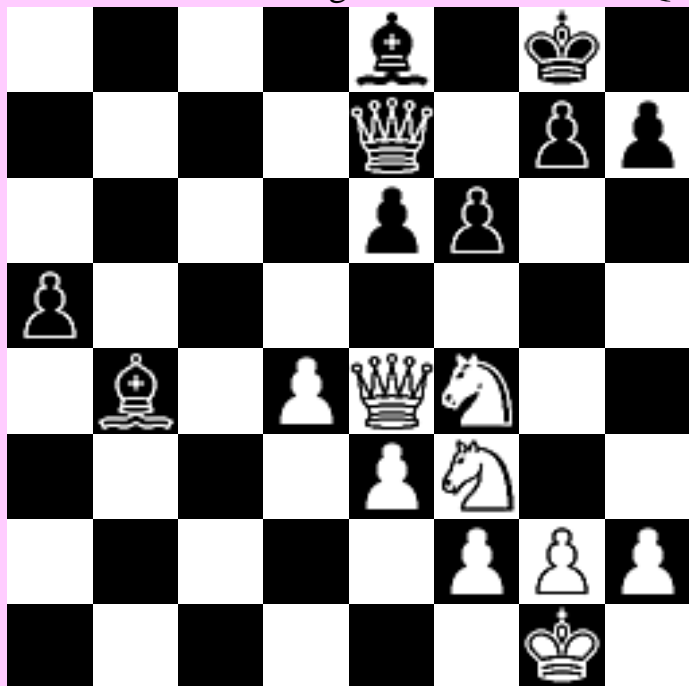
[Dr. Dave](#)

Turnkey/Fritz 4 - Hodgson,J (East Kilbride Op [D10]an endgame principle: differen, an endgame prin, 1996

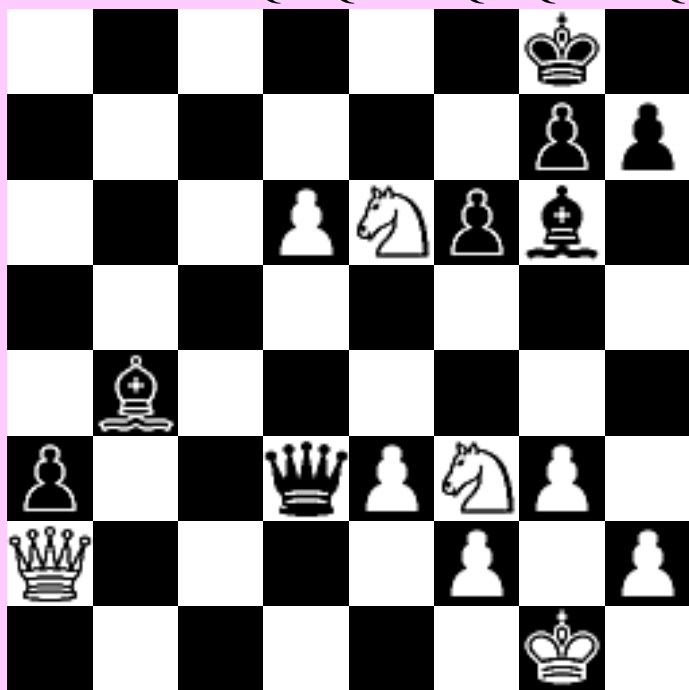
1. c4 c6 2. d4 d5 3. Nc3 Nf6 4. e3 a6 Keeping it solid, avoiding a tactical free-for-all. Good strategy against a computer - or against Hodgson. 5. Bd3 b5 6. cxd5 cxd5 7. Qb3 Nc6 8. Nf3 e6 9. Bd2 Na5 10. Qc2 Nc4 11. Rc1 Bb7 12. O-O Rc8 13. Rfd1 Bd6 14. b3 ("Dare I say it? White's position is lacking any byte!") 14... Nxd2 15. Qxd2 O-O 16. Ne2 Ne4 17. Qe1 Qe7 18. a4 Bb4 19. Qf1 ("A sure sign that all is not well in RAM-land") 19... bxa4 20. bxa4 a5 21. Rxc8 Rxc8 22. Rc1 f6 23. Rxc8+ Bxc8 24. Qb1 Bd7



25. Bxe4? "Astonishing... the computer places a higher value on centre Pawns than outside Pawns"- fine advice for themiddle-game! 25... dxe4 26. Qxe4 Bxa4 27. Nf4 Be8!



28. Nxe6 a4 29. Qd5 Qd7 30. Qc4 Qb5 31. Qc2 a3 32. Qa2 Bf7 33. d5 Qd3 34. g3 Bg6 35. d6



[35. d6 Bxd6! 36. Nf4+ Bf7 37. Qxf7+ Kxf7 38. Nxd3 a2] 0-1

Back to [Chess Coaching Page](#)

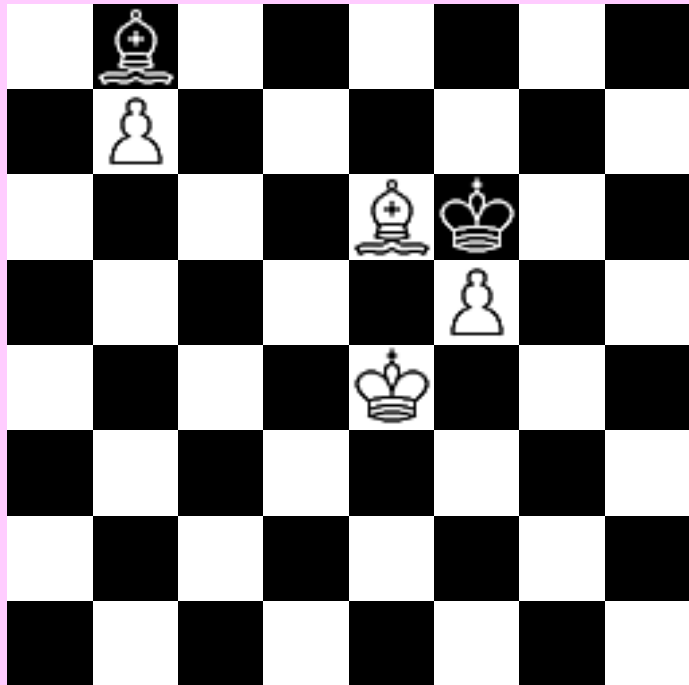
This document (Canon\canon682.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bishop [t50]B/B (cb 1.1), 1995

(wKe4,Be6,Pb7,f5; bKf6,Bb8)



1. Kf3 Bc7 ? Black must prevent Kg4, so ...Kg5 is necessary [1... Kg5 the game is drawn 2. Bc8 Bc7 3. Ke4 Kf6 4. Kd5 Bh2 5. Kc6 Ke7 6. Kb6 Bb8] 2. Kg4 Bb8 [2... Kg7 3. Kg5 Bd8+ 4. f6+ Bxf6+ 5. Kf5] 3. Kh5 Bf4 4. Bc8 Bc7 [4... Kg7 5. Kg4 Bc7 6. Kg5 Kf7 7. f6] 5. Kh6 Bb8 6. Kh7 Kf7 7. Be6+ Kf6 8. Kg8 Bd6 9. Bc8 again, Black is in zugzwang, and must give way allowing the f-pawn to advance; once it reaches f7, the bK must go to f8, and the wK can go 'round to support the other pawn. 9... Ke7 10. Kg7 1-0

Back to [Chess Coaching Page](#)

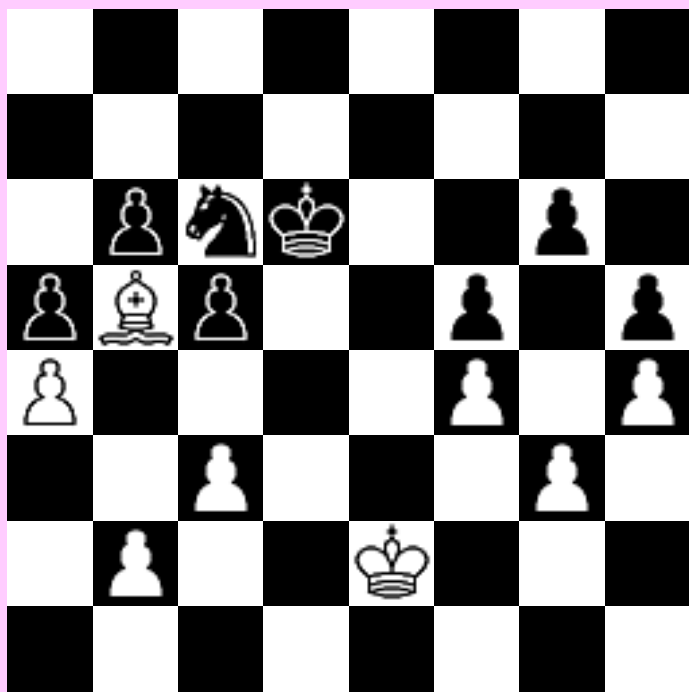
This document (Canon\canon683.html) was last modified on 13 Aug 2005 by



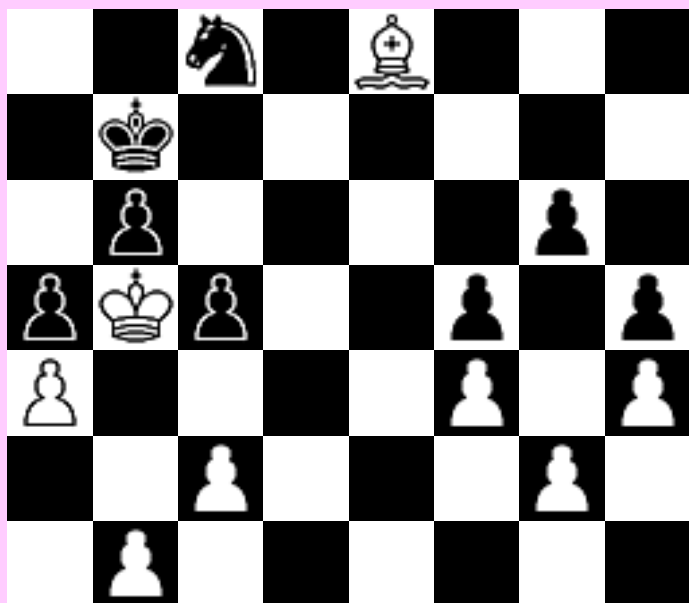
[Dr. Dave](#)

fischer - taimanov #4 [B47]bishop [t50]B/N, 1971

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Qc7 5. Nc3 e6 6. g3 a6 7. Bg2 Nf6 8. O-O Nxd4 9. Qxd4 Bc5 10. Bf4 d6 11. Qd2 h6 12. Rad1 e5 13. Be3 Bg4 14. Bxc5 dxc5 15. f3 Be6 16. f4 Rd8 17. Nd5 Bxd5 18. exd5 e4 19. Rfe1 Rxd5 20. Rxe4+ Kd8 21. Qe2 Rxd1+ 22. Qxd1+ Qd7 23. Qxd7+ Kxd7 24. Re5 b6 25. Bf1 a5 26. Bc4 Rf8 27. Kg2 Kd6 28. Kf3 Nd7 29. Re3 Nb8 30. Rd3+ Kc7 31. c3 Nc6 32. Re3 Kd6 33. a4 Ne7 34. h3 Nc6 35. h4 h5 36. Rd3+ Kc7 37. Rd5 f5 38. Rd2 Rf6 39. Re2 Kd7 40. Re3 g6 41. Bb5 Rd6 42. Ke2 Kd8 43. Rd3 Kc7 44. Rxd6 Kxd6

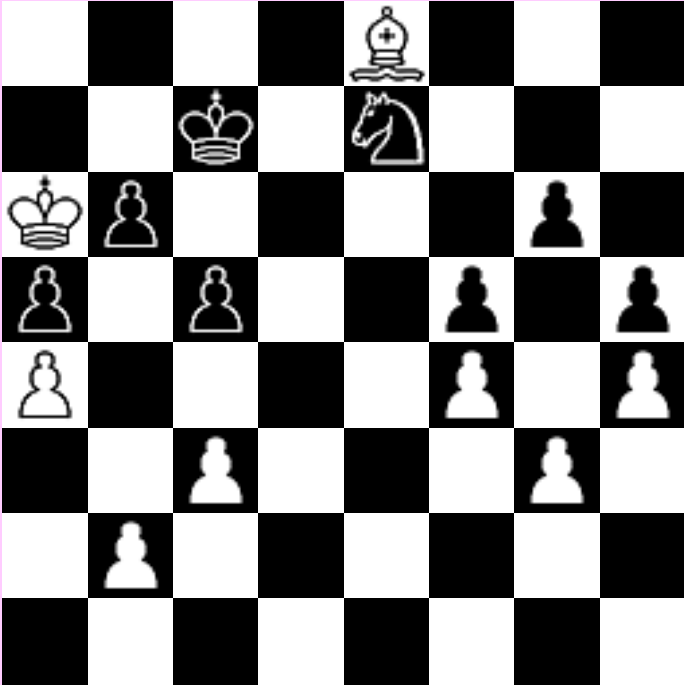


White has the classic advantage of Bishop against Knight with pawns on both sides of the board. Black also has the disadvantage of having his pawns advanced and fixed, with an entry point on the Queen's-side. 45. Kd3 Ne7 46. Be8 Kd5 47. Bf7+ Kd6 48. Kc4 Kc6 49. Be8+ Kb7 50. Kb5 Nc8

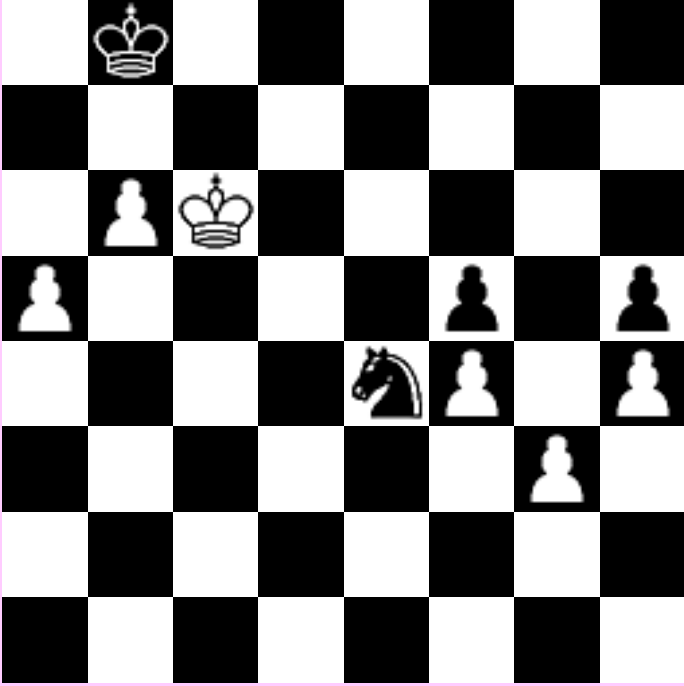




Black is being stretched. 51. Bc6+ Kc7 52. Bd5 Ne7 53. Bf7 Kb7 54. Bb3 Ka7 55. Bd1 Kb7 56. Bf3+ Kc7 57. Ka6 Nc8 58. Bd5 Ne7 59. Bc4 Nc6 60. Bf7 Ne7 61. Be8



zugzwang 61... Kd8 62. Bxg6 Nxg6 63. Kxb6 Kd7 64. Kxc5 Ne7 65. b4 axb4 66. cxb4 Nc8 67. a5 Nd6 68. b5 Ne4+ 69. Kb6 Kc8 70. Kc6 Kb8 71. b6



1-0

Back to [Chess Coaching Page](#)

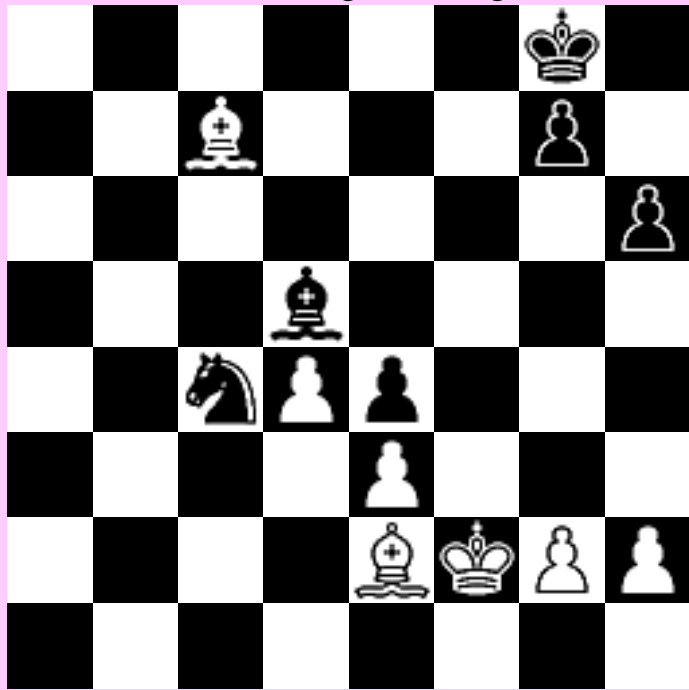
This document (Canon\canon684.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

euwe - alekhine [t50bishop [t50]BB/BN (3rd matc, bishop ending:, 1937

(wKf2,Bc7,e2,Pd4,e3,g2,h2; bKg8,Nc4,Bd5,Pe4,g7,h6)



the bishops are at their worst in blocked positions, and in positions where the pawns are all on the same side. Here, even an extra pawn may not be enough to win 1... Kf7 2. h4 g5 else Bf4 and h5 frees the wK 3. Bh5+ Ke7 [3... Kf6 4. Bd8+ Kf5 5. g4+] [3... Kg7 4. Bd8 gxh4 5. Bxh4 and Bh4-g3-f4] 4. Bg4 Bb7 white can make no further progress with the Bishops, so offers to exchange the strong Knight 5. Be5 Nxe5 6. dxe5 gxh4 7. Kg1 Ba6 8. Kh2 Kf7 and White eventually had to settle for a draw. Endings with the pawns all on one side are ALMOST ALWAYS drawn if the superior side has 3 pawns or less, USUALLY drawn if he has 4 pawns 1/2

Back to [Chess Coaching Page](#)

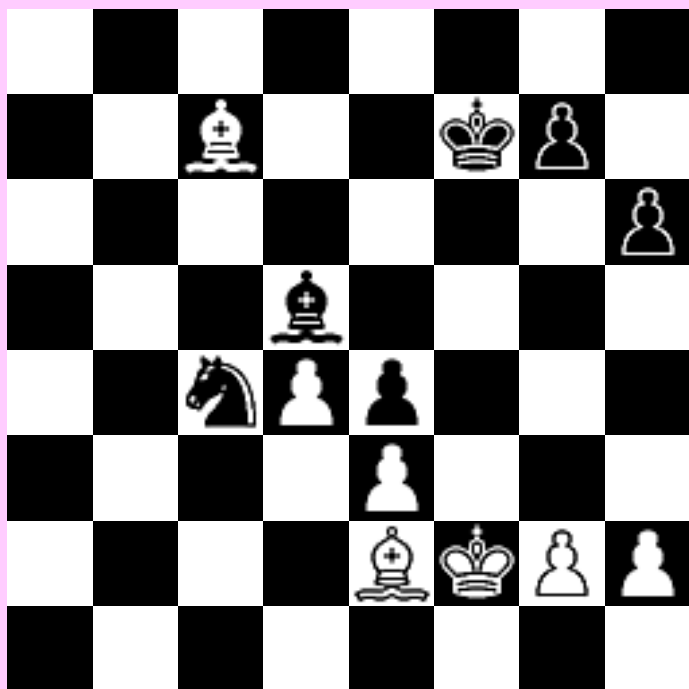
This document (Canon\canon685.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

euwe - alekhine (complete) [t50 [D46]bishop [t50]BB/BN (3rd) net, bishop ending:, 1937

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 e6 5. e3 Nbd7 6. Bd3 Bb4 7. O-O O-O 8. a3 Bxc3 9. bxc3 Qc7 10. Nd2 e5 11. Bb2 e4 12. Be2 b5 13. cxb5 cxb5 14. a4 bxa4 15. c4 dxc4 16. Nxc4 Nb6 17. Nxb6 axb6 18. Rxa4 Bb7 19. Rxa8 Rxa8 20. Qb1 Re8 21. Rc1 Qd6 22. Qc2 h6 23. Qc7 Qxc7 24. Rxc7 Rc8 25. Rxc8+ Bxc8 26. f3 Bb7 27. Kf2 Ne8 28. Ba3 Bd5 29. Be7 f5 30. fxe4 fxe4 31. Bd8 Nd6 32. Bxb6 Nc4 33. Bc7 Kf7



34. h4 g5 35. Bh5+ Ke7 36. Bg4 Bb7 37. Be5 Nxe5 38. dxe5 gxh4 39. Kg1 Ba6 40. Kh2 Kf7 41. Kh3 Bf1 42. Bf5 Ke7 43. Kh2 Be2 44. Kh3 Bf1 45. Bxe4 Ke6 46. Kxh4 Kxe5 47. Bf3 Kf6 48. Kh5 Kg7 49. e4 Bd3 50. e5 Bg6+ 51. Kg4 Kf7 52. Bd5+ Ke7 53. Kf4 Bh7 54. g3 Kf8 55. Be4 Bg8 56. Bf3 Ke7 57. Kg4 Ke6 58. Kf4 Ke7 59. Bg4 Bb3 60. Bc8 Kf7 1/2

Back to [Chess Coaching Page](#)

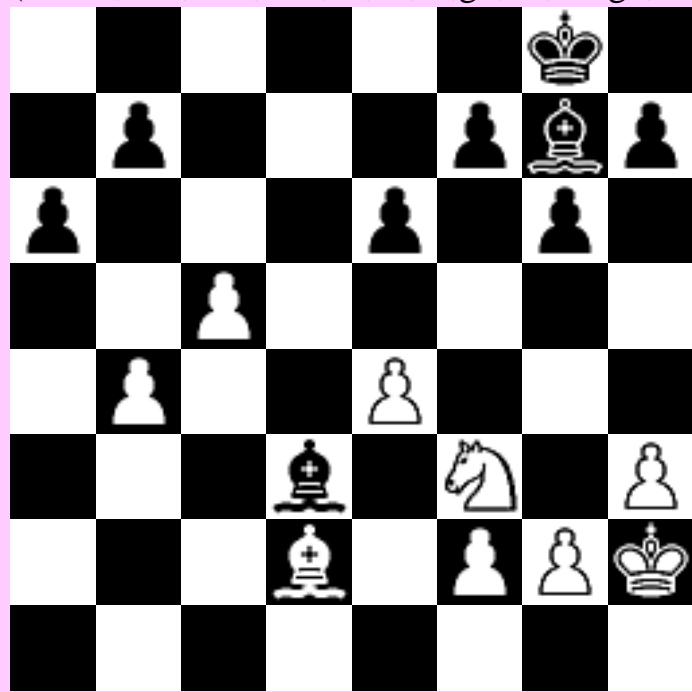
This document (Canon\canon686.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

scheltinga - fine [t50]BB/BN (amsterda, bishop ending:, 1936

(wKh2,Nf3,Bd2,Pb4,c5,e4,f2,g2,h3; bKg8,Bd3,g7,Pa6,b7,e6,f7,g6,h7)



another theme is to exchange a B for N leaving pawns on the colour of the B 1. e5 Be4 2. Bc3 Bxf3 3. gxf3 Kf8 4. Kg3 Ke8 5. Kf4 Kd7 6. Ke4 Kc6 7. Kd4 Kb5 8. Bd2 h5 9. f4 Bf8 10. f3 a5 0-1

Back to [Chess Coaching Page](#)

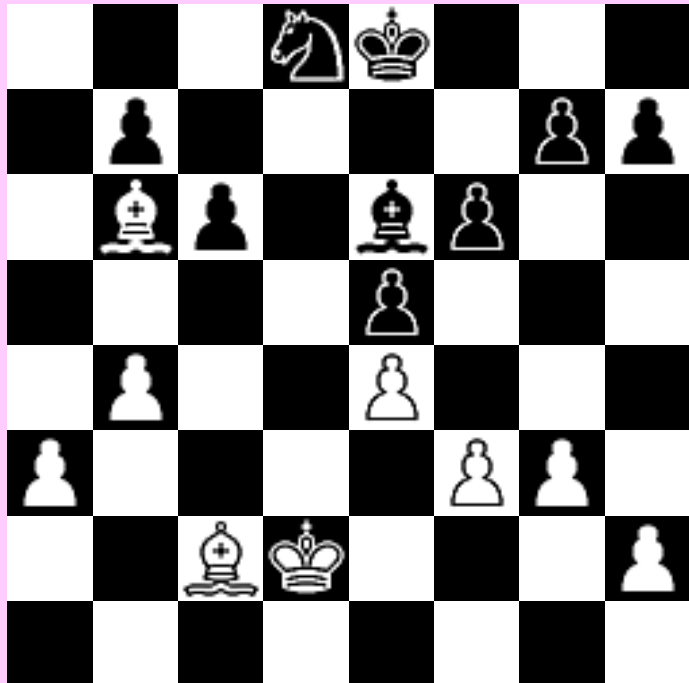
This document (Canon\canon687.html) was last modified on 13 Aug 2005 by



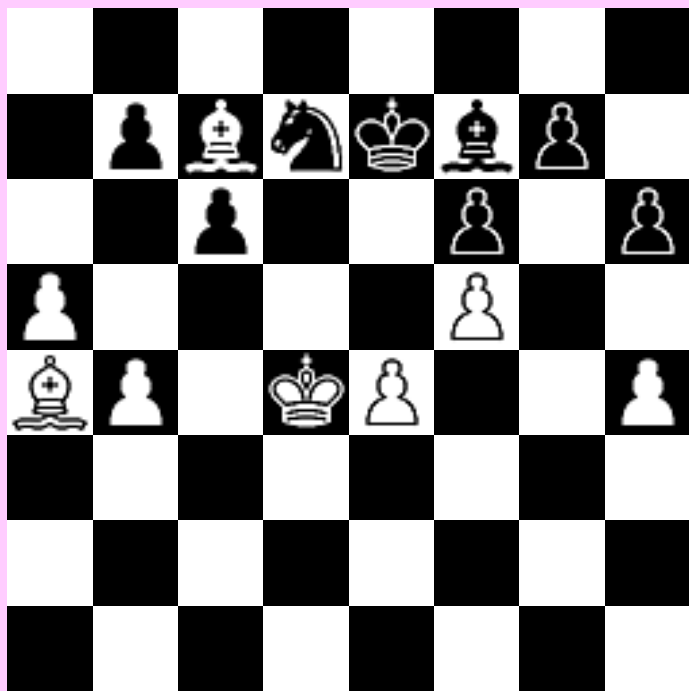
[Dr. Dave](#)

perlis - baird [t50bishop [t50]BB/BN (barmen), 1905

(wKd2,Bb6,c2,Pa3,b4,e4,f3,g3,h2; bKe8,Nd8,Be6,Pb7,c6,e5,f6,g7,h7)



1. f4 exf4 2. gxf4 Ba2 3. Kc3 Ne6 4. Be3 Nf8 5. a4 Nd7 6. Bd3 Kd8 7. Kd4 Nf8 8. f5 ! 8... Nd7 9. Bf4 Ke7 10. h4 Bb3 11. a5 h6 12. Be2 Ba2 13. Bd1 Bf7 14. Bc7 ! 14... Ba2 15. Ba4 Bf7



White cannot improve his position any more, and breaks through with sacrifice to create a passed pawn
 16. Bxc6 bxc6 17. a6 c5+ 18. Ke3 [18. bxc5 Nb8 19. Bxb8 Be8 20. Kd5 was simpler] 18... Nb6 19. Bxb6 Be8 20. Bxc5+ 1-0

Back to [Chess Coaching Page](#)

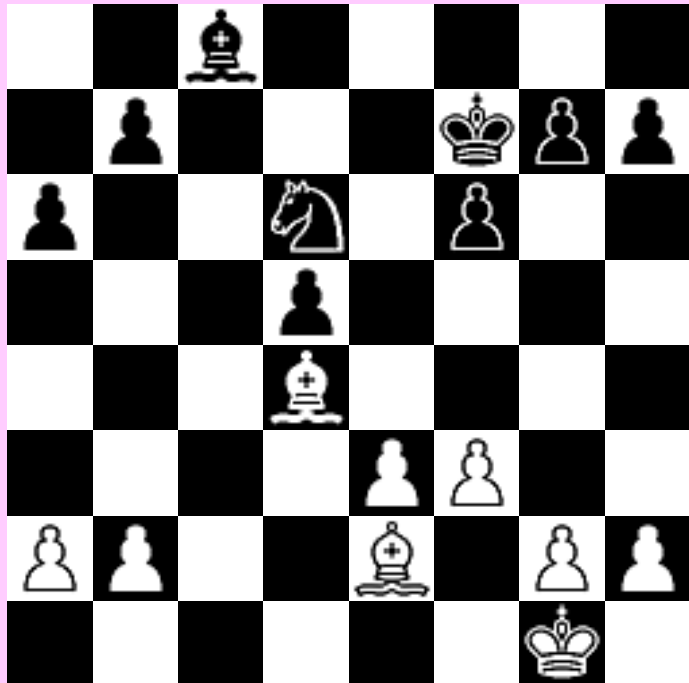
This document (Canon\canon688.html) was last modified on 13 Aug 2005 by



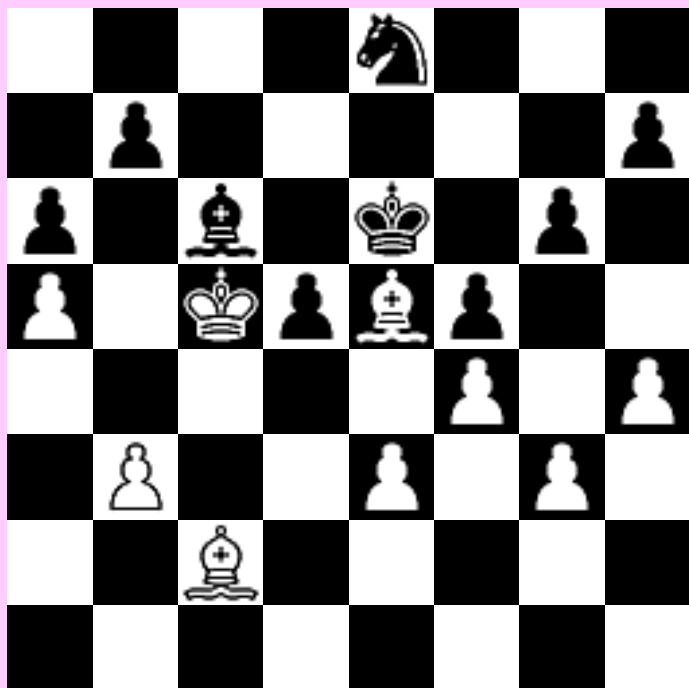
[Dr. Dave](#)

rubinstein - gajdos [t50bishop [t50]BB/BN (bremen), 1905

(wKg1,Bd4,e2,Pa2,b2,e3,f3,g2,h2; bKf7,Nd6,Bc8,Pa6,b7,d5,f6,g7,h7)



an isolated pawn may be serious enough for a forced loss 1. Kf2 Bd7 2. Ke1 Nb5 [2... Bb5] 3. Bc5 Ke6 4. Kd2 f5 a positional blunder 5. b3 Nd6 6. a4 Nc8 7. Kc3 Ne7 8. Bd4 g6 9. Kb4 Bc6 10. Kc5 Kd7 11. a5 Nc8 12. Bd1 Na7 13. h4 Nb5 14. Bc2 Nc7 15. g3 Ne8 16. Be5 ! 16... Ke6 17. f4



17... Kd7 18. b4 Nc7 19. Bxc7 ! 19... Kxc7 20. Bb3 h5 21. Ba2 Kd7 22. Bxd5 Bxd5 23. Kxd5 Kc7 24. Ke5 1-0

Back to [Chess Coaching Page](#)

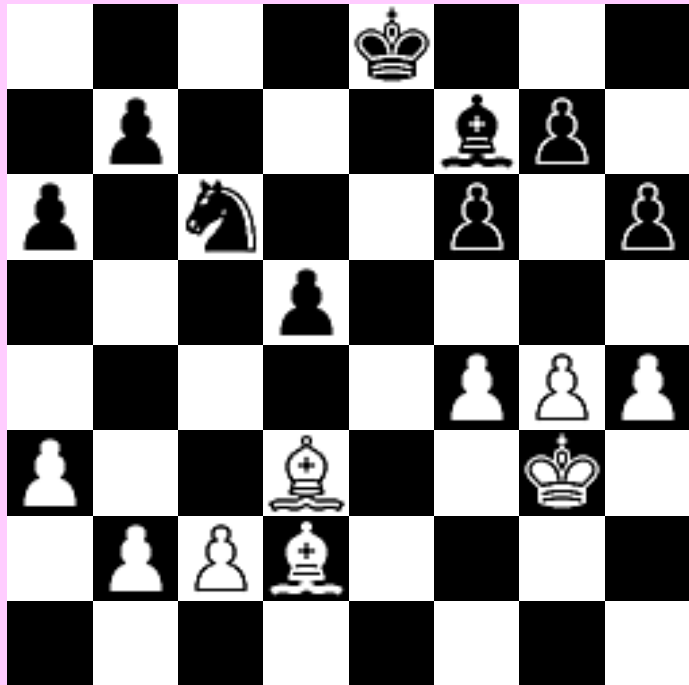
This document (Canon\canon689.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bishop [t50]BB/BN (cb), 1995

(wKg3,Bd2,d3,Pa3,b2,c2,f4,g4,h4; bKe8,Nc6,Bf7,Pa6,b7,d5,f6,g7,h6)



a tough one: White has to work hard for an opening before running out of pawns; Black's pieces are more active 1. g5 hxg5 2. hxg5 fxg5 3. fxg5 Ne5 4. Bf5 g6 5. Bc8 Nc4 6. Bc1 [6. *Bc3 Nd6* 7. *Bh3 Ne4+*] 6... Nd6 7. Bg4 Ke7 8. Kf4 Be6 9. Bf3 Bf5 10. Bxd5 Bxc2 11. Ke5 Bf5 12. Be3 idea Bc5 12... Nf7+ 13. Kd4 Nd8 14. Kc5 Bc8 15. b4 Bd7 16. Bd2 [16. *Bd4 Ne6+*] 16... Bb5 ?! 17. Be4 Kf7 18. Kd6 Bc4 19. Kd7 Nc6 20. Kc7 Nd4 21. Bxb7 Nb5+ 22. Kb6 Nxa3 23. Bxa6 Be6 24. Kc5 Bf5 25. b5 Nxb5 26. Bxb5 1-0

Back to [Chess Coaching Page](#)

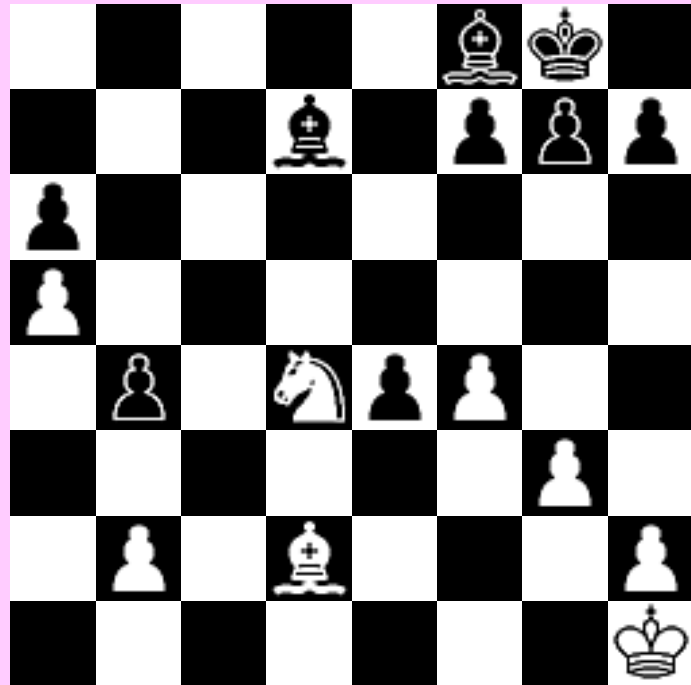
This document (Canon\canon690.html) was last modified on 13 Aug 2005 by



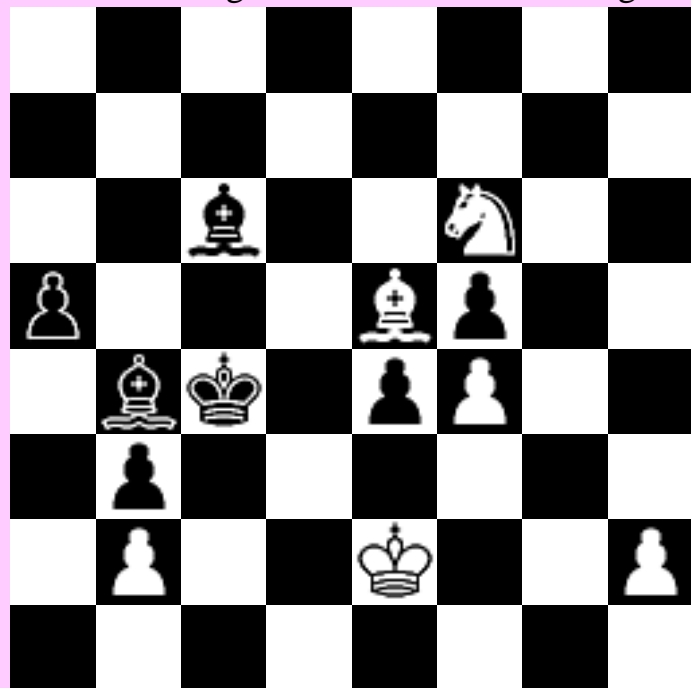
[Dr. Dave](#)

zagorovsky - bryson [t50bishop [t50]BB/BN (corr), 1994

(wKh1,Nd4,Bd2,Pa5,b2,f4,g3,h2; bKg8,Bd7,f8,Pa6,b4,e4,f7,g7,h7)



here Black is a pawn up, but must play carefully because he is unable to cramp the knight 35... Bc5 36. Be3 b3 ! 37. Kg2 !! 37... Be6 [37... Ba4 38. Kf2 Bb4 39. Bc1 ! and Kf2-e3xe4] [37... Bg4 38. Kf2 Bd1 39. Nc6 !] 38. Kf2 [38. Nxe6 Bxe3 39. Nc7 Bc5 40. Nxa6 Ba3 41. Kf2 [41. Kf1 Kf8 42. Ke2 Ke7 43. Kd2 Kd6 ! 44. bxa3 e3+ 45. Kxe3 b2] 41... Bxb2 42. Nc5 Bd4+] 38... Bd5 39. Nf5 Bb4 40. Bd4 g6 41. Nh6+ Kf8 42. Ng4 f5 43. Nf6 Bc6 44. Nxh7+ Ke7 45. Ng5 Kd6 46. Ke3 Bxa5 47. g4 Be1 48. Be5+ Kd5 49. gxf5 gxf5 50. Nh7 a5 51. Nf6+ Kc4 52. Ke2 Bb4



0-1 53. h4 a4 54. h5 a3 55. bxa3 [55. h6 a2 56. h7 a1=Q 57. h8=Q Qe1#] 55... Bc3 56. Bxc3
Kxc3 57. h6 b2 58. Nxe4+ Bxe4 59. h7 b1=Q 60. h8=Q+ Kb3 0-1

Back to [Chess Coaching Page](#)

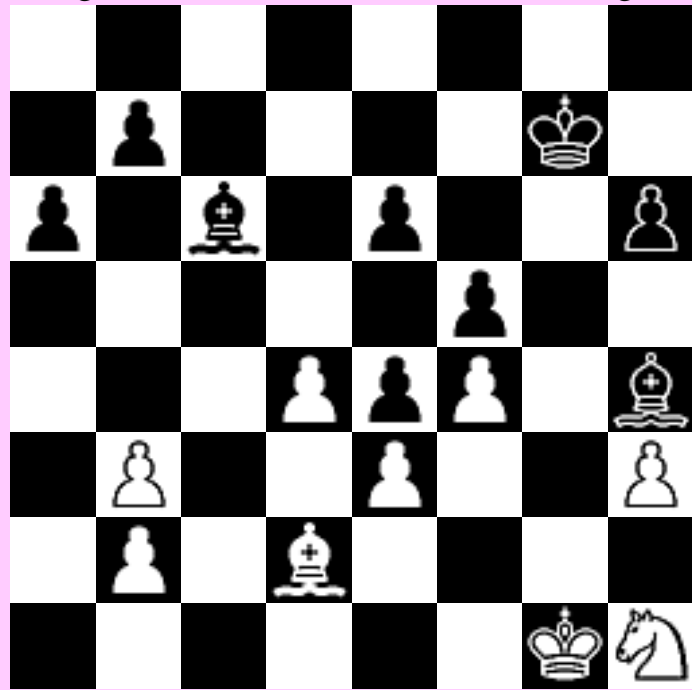
This document (Canon\canon691.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

soultanbieff - flohr [t50]bishop [t50]BB/BN (folkesto, bishop ending:, 1933

(wKg1,Nh1,Bd2,Pb2,b3,d4,e3,f4,h3; bKg7,Bc6,h4,Pa6,b7,e4,e6,f5,h6)



Against a doubled pawn the two bishops will generally be able to force a gain of material, or an outside passed pawn. 1... Kg6 2. Kg2 Bd5 3. b4 Kf7 4. Ng3 Ke8 5. Ne2 Kd7 6. Nc3 Kc6 7. Kh2 Bb3 8. Kg2 Bc4 9. Kg1 Bd3 10. Kg2 Bc4 11. Nb1 b6 12. Kg1 Bd3 13. Nc3 Be7 14. Kf2 Bxb4 15. Nxe4 Be7 16. Nc3 Bh4+ 17. Kg1 Bc4 18. Kg2 a5 19. Kg1 b5 20. Kg2 h5 21. Kg1 Bb3 22. Kg2 b4 23. Ne2 Bd5+ 24. Kf1 Bc4 25. Be1 Bxe1 26. Kxe1 Bxe2 27. Kxe2 a4 0-1

Back to [Chess Coaching Page](#)

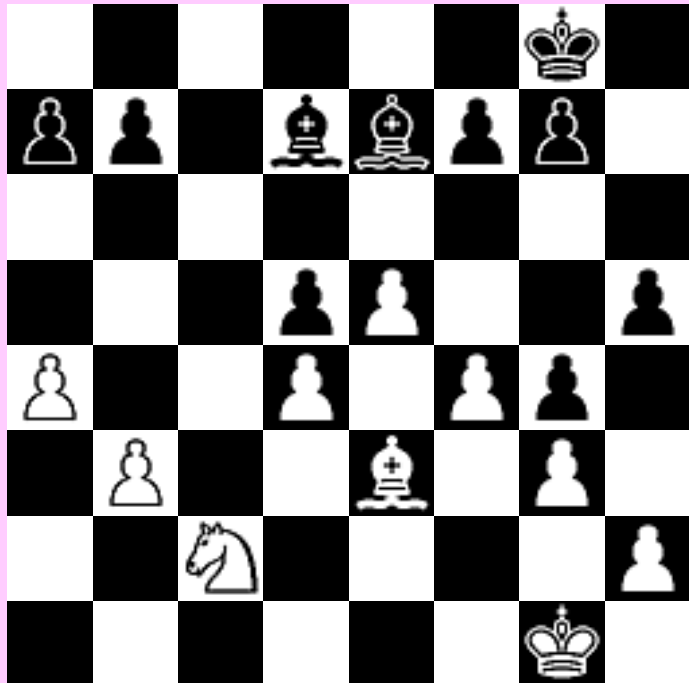
This document (Canon\canon692.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

kasenfuss - fine [t50bishop [t50]BB/BN (kemerer), 1937

(wKg1,Nc2,Be3,Pa4,b3,d4,e5,f4,g3,h2; bKg8,Bd7,e7,Pa7,b7,d5,f7,g4,g7,h5)



where there is a weak colour complex the two bishops can usually clear a path for the king by constricting the enemy pieces 1... Bf5 2. Ne1 Bb1 3. Bd2 Kh7 4. Kf2 Kg6 5. Ke3 Kf5 6. a5 g5 outside passed pawn 7. Nd3 Bc2 8. Nc5 gxf4+ 9. gxf4 b6 10. axb6 axb6 11. Nd7 b5 12. b4 h4 13. Nc5 g3 14. hxg3 hxg3 15. Kf3 Bh4 16. Be3 Bd1+ 17. Kg2 Kg4 18. Bd2 Bf3+ 19. Kg1 Kf5 20. Be3 Be4 21. Bd2 g2 22. Nxe4 Kxe4 23. Kxg2 Kxd4 24. Kh3 Be7 25. Kg4 Kd3 and the d-pawn decides 1-0

Back to [Chess Coaching Page](#)

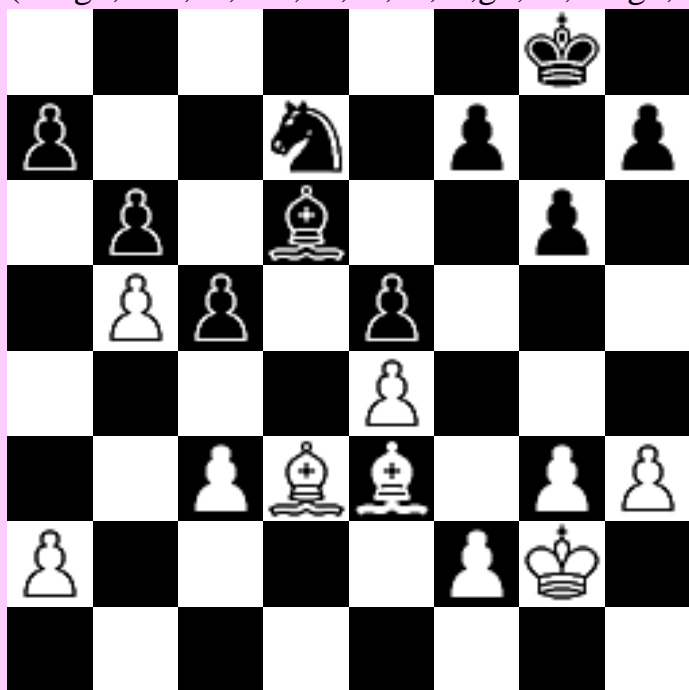
This document (Canon\canon693.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bellars - goodman [t50bishop [t50]BB/BN (paignton, bishop ending:, 1977

(wKg2,Bd3,e3,Pa2,b5,c3,e4,f2,g3,h3; bKg8,Nd7,Bd6,Pa7,b6,c5,e5,f7,g6,h7)



cf. 2.8 25... Kf8 26. f4 Ke7 27. Kf3 Nf8 28. a4 Ne6 29. f5 Nf8 30. g4 f6 31. g5 Nd7 32. h4 Nf8 33. Bc4 Nd7 34. Bg8 Nf8 35. gxf6+ ? (time trouble) [35. Bxh7 Nxh7 36. fxg6 Nf8 37. g7] [35. Kg4 best, idea h5 when White will have a passed pawn and King entry (step 3)] 35... Kxf6 36. Bg5+ Kg7 37. Bd5 Nd7 38. Be6 Nf6 39. c4 ? closing the last entry point for the wK! 39... Ne8 40. Bd8 can White win at all? Black is cramped but what is White's plan? As it happens... 40... Bc7 ? 41. f6+ Kf8 ?? 42. Be7# 1-0

Back to [Chess Coaching Page](#)

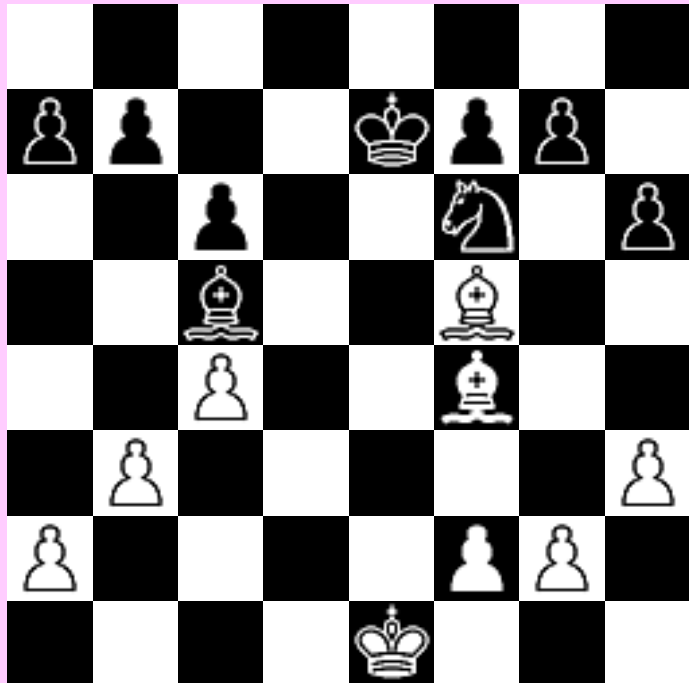
This document (Canon\canon694.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

berger - tchigorin [t50bishop [t50]BB/BN theory I, 1907

(wKe1,Bf4,f5,Pa2,b3,c4,f2,g2,h3; bKe8,Nf6,Bc5,Pa7,b7,c6,f7,g7,h6) 1... Ke7



(1) weaken opponent's pawns, (2) cramp their pieces, (3) get your K in as far as possible, (4) exchange whatever piece is still blockading the K, and (5) penetrate finally with K, capture material 2. Be5 [2. Bc8] 2... Ne8 3. Ke2 Bd6 4. Bc3 b6 ? [4... Kd8] 5. g3 f6 ? step 1 is completed, and now after a couple of errors there is a forced win! 6. f4 Bc5 7. Be4 Kd7 8. b4 Be7 9. Kf3 Nd6 10. Bd3 Ke6 11. g4 g5 step 2 is now completed [11... Kd7 12. Kg3 Kc7 13. Kh4 f5+ 14. Kh5] [11... Kf7 12. Bd4 Ke6 13. a3 Kf7 14. c5 bxc5 15. Bxc5 Nc8 16. Bf5 Bxc5 17. bxc5 Ne7 18. Bd7 zugzwang - the wK will go to the Q-side] 12. a3 Nf7 13. Bf5+ Kd6 14. Bg6 Nd8 15. fxg5 hxg5 16. Ke4 Ne6 17. Bf7 Ng7 [17... Nf4 18. Kf5 Nxf3 19. Bxf6 Bxf6 20. Kxf6 and if the N moves, the g-pawn goes] 18. Be1 Kd7 19. Bc3 Bd8 20. b5 ! 20... Ke7 21. Bg8 Kf8 22. Bh7 cxb5 23. cxb5 Ke7 step 3 now complete: the wK now has a clear path 24. Bb4+ Ke6 25. Bg8+ Kd7 26. Kd5 zugzwang 26... Be7 [26... Kc7 27. Bf8 Ne8 28. Be6 Kb7 29. Bd7 Nc7+ 30. Ke4 a6 31. a4 axb5 32. axb5 Kb8 33. Bd6 Kb7 34. Bc6+ Kc8 35. Kf5] 27. Bxe7 Kxe7 step 4 now complete 28. Kc6 Ne8 29. a4 Nd6 30. Kc7 Ne4 31. Bb3 Nc5 32. Bc2 Ke6 33. Kb8 [33. Kc6 ? game continuation 33... Ke5 34. a5 Ne6 35. axb6 Nd4+ 36. Kb7 axb6 37. Bd3 when 37... f5 38. gxf5 Nxb5 draws by wrong RP] 33... Kd6 [33... a6 34. Kc7 axb5 35. axb5 Ke5 36. Kxb6 Kd6 37. Ka7 Kc7 38. b6+ Kc6 39. Be4+] 34. Kxa7 Kc7 35. a5 bxa5 36. b6+ Kc6 37. Be4+ Nxe4 38. b7 1-0

Back to [Chess Coaching Page](#)

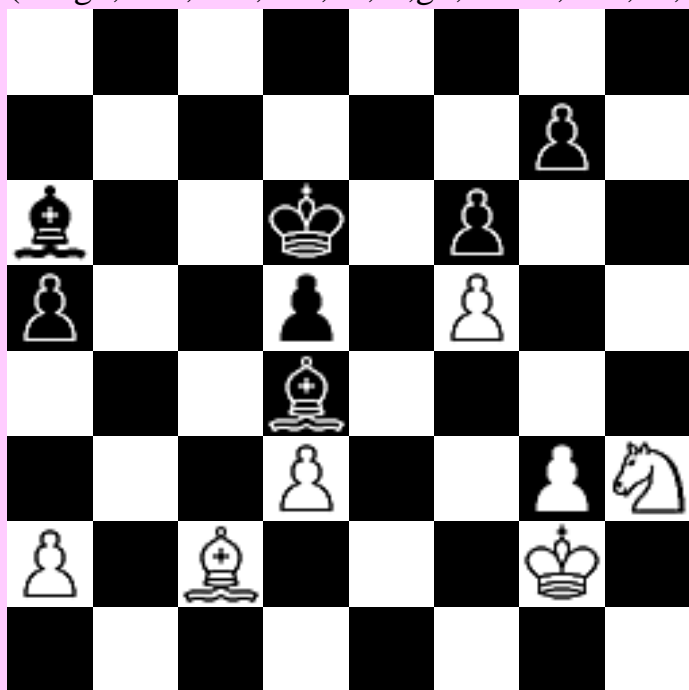
This document (Canon\canon695.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tarrasch - rubinstein [t50bishop [t50]BB/BN theory II, bishop ending:, 1912

(wKg2,Nh3,Bc2,Pa2,d3,f5,g3; bKd6,Ba6,d4,Pa5,d5,f6,g7)



Here, the first three steps can be regarded as complete 1... Ke5 2. g4 Be3 'stalemating' the knight - a common idea 3. Kf3 [3. Nf2 Bxf2 4. Kxf2 Kf4] 3... Kd4 4. Bb3 Bb7 [4... Bxd3 also wins 5. Bxd5 Bf1 6. Bb7 Bxh3 7. Ba6 Kc3 8. Kg3 Kb2 some delicate footwork on both sides here! it's the opposite coloured B possibilities that are at issue 9. Bc4 Bf1 10. Bxf1 Kxa2 11. Kf3 Bh6 12. Bb5 Kb3 13. Ke4 a4 14. Kd4 a3] 5. Ke2 Ba6 6. Bc2 [6. Bxd5 transposes to the previous note] 6... Bb5 7. a4 Bd7 8. Kf3 Kc3 9. Kxe3 d4+ 10. Ke2 Kxc2 11. Nf4 Bxa4 12. Ne6 Bb3 13. Nxd4+ Kb2 14. Nb5 a4 15. Ke3 a3 16. Nxa3 Kxa3 17. Kd4 Kb4 0-1

Back to [Chess Coaching Page](#)

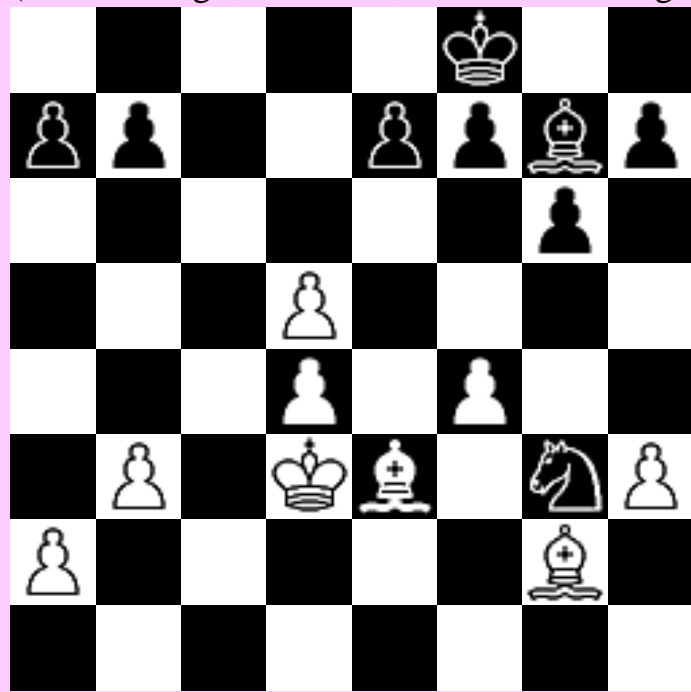
This document (Canon\canon696.html) was last modified on 13 Aug 2005 by



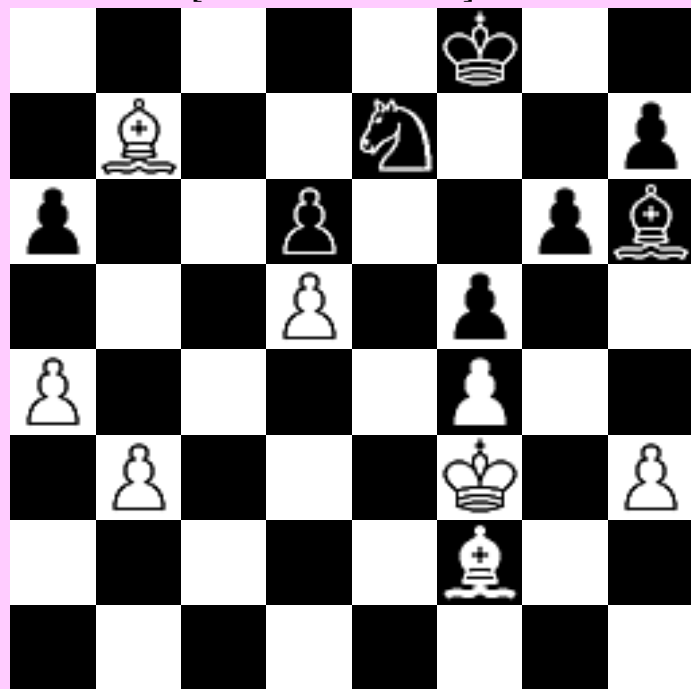
[Dr. Dave](#)

leonhardt - bernstein [t50bishop [t50]BB/NN theory II, bishop ending:, 1905

(wKd3,Be3,g2,Pa2,b3,d4,d5,f4,h3; bKf8,Ng3,Bg7,Pa7,b7,e7,f7,g6,h7)



1. d6 exd6 [1... b6 2. d7] 2. Bxb7 Nf5 3. Bf2 Bh6 4. Ke4 Ne7 5. d5 !cramping the Black pieces 5... f5 + 6. Kf3 a6 [6... a5 7. Bb6] 7. a4



threatening b4-b5 and if ...axb, the a-pawn will not recapture but run to a8. So, if the pawn gets to a5, it cannot be stopped 7... Bg7 8. Ke2 [8. b4 Bc3 9. b5 axb5 10. axb5 Ke8 11. Ba7 Kd7 and if now 12. b6 ? 12... Bd4 and the win is not straightforward] 8... Bc3 the second step is

over; now we have the fourth idea 9. Kd3 Bb4 10. Bxa6 h6 [10... Nxd5 11. Kc4 Nc7 12. Kxb4 Nxa6+ 13. Kb5 Nc7+ 14. Kb6 Nd5+ 15. Kb7 winning] 11. Bb7 g5 12. fxg5 hxg5 13. Kc4 Bd2 14. b4 and soon won 1-0

Back to [Chess Coaching Page](#)

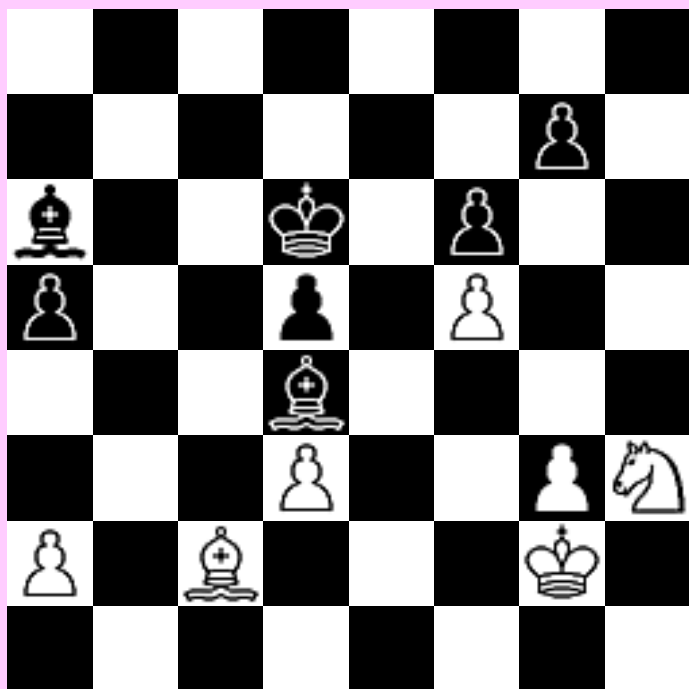
This document (Canon\canon697.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tarrasch - rubinstein (san sebastian) [C48]bishop [t50]BB/NN theory II, bishop ending:, 1912

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bc5 5. Nxe5 Nd4 6. Ba4 O-O 7. d3 d5 8. Bg5 c6 9. Qd2 Re8 10. f4 b5 11. Bb3 h6 12. Bh4 Nxe4 13. Bxd8 Nxd2 14. Kxd2 Rxd8 15. Ne2 Nxe2 16. Kxe2 Re8 17. Kf1 Bb7 18. c3 f6 19. Ng4 h5 20. Nf2 Be3 21. Bd1 h4 22. g3 a5 23. Bf3 b4 24. Kg2 bxc3 25. bxc3 Ba6 26. c4 Rad8 27. cxd5 cxd5 28. Rhd1 Re7 29. Ng4 hxg3 30. hxg3 Bd4 31. Rac1 Rb7 32. Rc2 Kf7 33. Nf2 Rb2 34. Rxb2 Bxb2 35. Rd2 Bd4 36. Nh3 Ke6 37. Rc2 Kd6 38. f5 Rc8 39. Bd1 Rxc2+ 40. Bxc2



40... Ke5 41. g4 Be3 'stalemating' the knight - a common idea 42. Kf3 [42. Nf2 Bxf2 43. Kxf2 Kf4] 42... Kd4 43. Bb3 Bb7 [43... Bxd3 also wins 44. Bxd5 Bf1 45. Bb7 Bxh3 46. Ba6 Kc3 47. Kg3 Kb2 some delicate footwork on both sides here! it's the opposite coloured B possibilities that are at issue 48. Bc4 Bf1 49. Bxf1 Kxa2 50. Kf3 Bh6 51. Bb5 Kb3 52. Ke4 a4 53. Kd4 a3] 44. Ke2 Ba6 45. Bc2 [45. Bxd5 transposes to the previous note] 45... Bb5 46. a4 Bd7 47. Kf3 Kc3 48. Kxe3 d4+ 49. Ke2 Kxc2 50. Nf4 Bxa4 51. Ne6 Bb3 52. Nxd4+ Kb2 53. Nb5 a4 54. Ke3 a3 55. Nxa3 Kxa3 56. Kd4 Kb4 0-1

Back to [Chess Coaching Page](#)

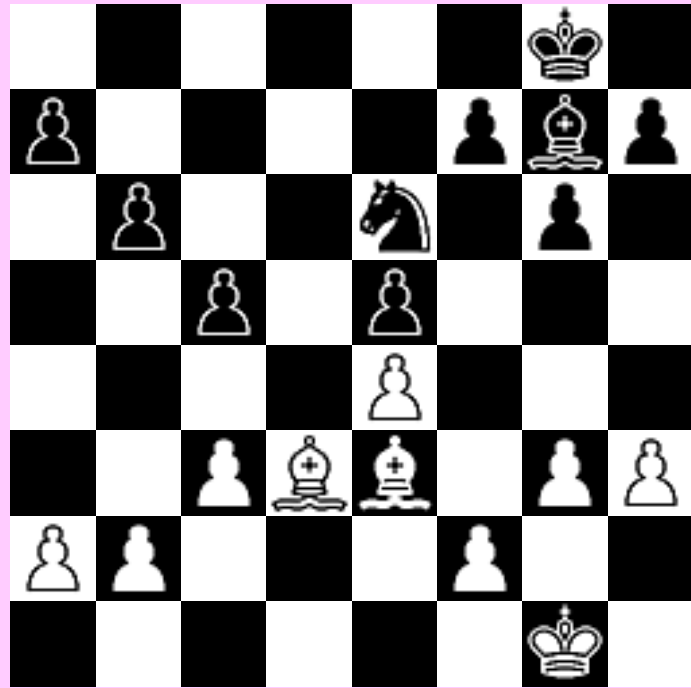
This document (Canon\canon698.html) was last modified on 13 Aug 2005 by



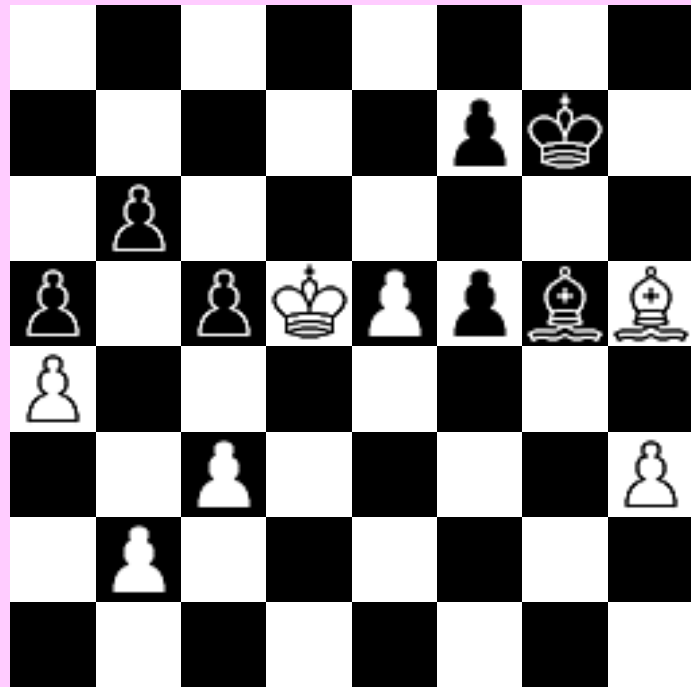
[Dr. Dave](#)

bellers - james [t50]bishop [t50]OCB (paignton), 1976

(wKg1,Bd3,e3,Pa2,b2,c3,e4,f2,g3,h3; bKg8,Ne6,Bg7,Pa7,b6,c5,e5,f7,g6,h7)



Finally there is opposite coloured bishops theme in the following game belongs in the 'blocked pawn structure' section, but soon becomes blocked 29... Bf6 ? 30. f4 exf4 ? 31. gxf4 Kg7 32. Kg2 Bd8 33. Kf3 h5 34. Bf2 Bc7 35. Be3 Bd8 36. Bc4 Be7 37. Bd2 Bd8 38. e5 Bh4 39. Be3 Be1 40. Ke4 Bh4 41. a4 a5 42. Bf1 Bd8 43. Kd5 Bh4 44. Be2 Bd8 45. f5 gxf5 46. Bxh5 Ng5 47. Bxg5 Bxg5



cb hoped for a draw, but the Bg5 is too bad 48. Kc6 Bd8 49. c4 Kf8 50. Kd7 Bh4 51. Kc7 Bg3 52. Kxb6 Bxe5 53. b3 Bc3 54. Kxc5 1-0

Back to [Chess Coaching Page](#)

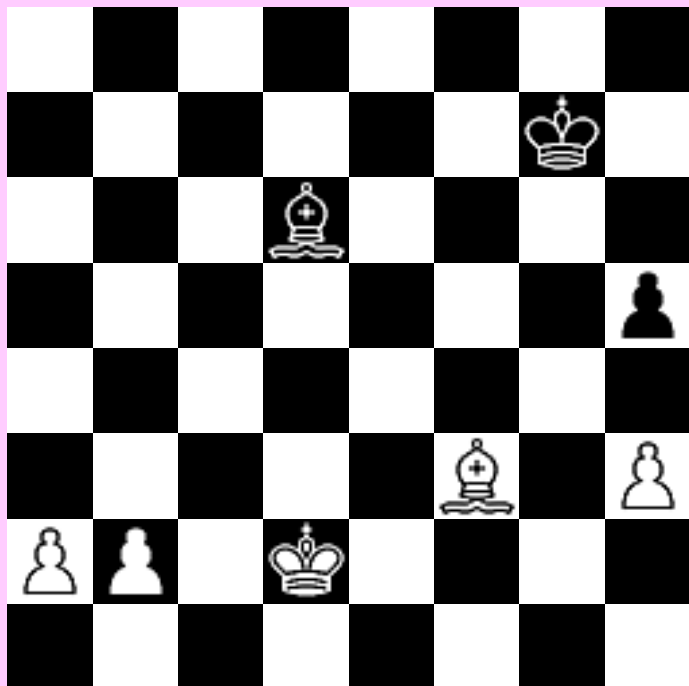
This document (Canon\canon699.html) was last modified on 13 Aug 2005 by



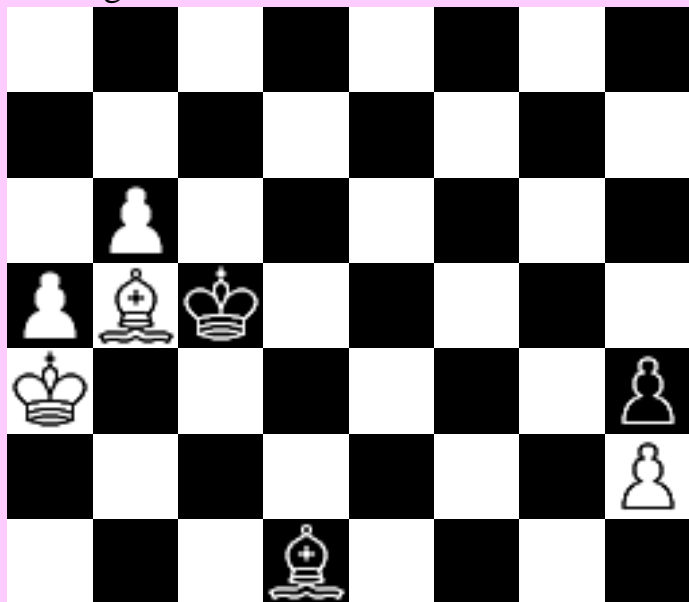
[Dr. Dave](#)

walther - fischer [B99]bishop [t50]OCB as draw, 1960

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Nbd7 9. O-O-O Qc7 10. Bd3 b5 11. Bxf6 Nxf6 12. Rhe1 Bb7 13. Kb1 Rc8 [13... b4] 14. g4 Nd7 15. g5 Nb6 16. f5 e5 17. f6 gxf6 18. gxf6 Bf8 19. Nd5 Nxd5 20. exd5 Kd8 21. Nc6+ Bxc6 22. dxc6 Qxc6 23. Be4 Qb6 24. Qh5 Kc7 25. Bf5 Rd8 26. Qxf7+ Kb8 27. Qe6 Qc7 28. Re3 Bh6 29. Rc3 Qb7 30. f7 Bg7 31. Rcd3 Bf8 32. Qxe5 dxe5 33. Rxd8+ Ka7 34. R1d7 h5 35. Rxb7+ Kxb7 36. c3 Kc7 37. Ra8 [37. Re8] 37... Kd6 38. Rxa6+ Ke7 39. Re6+ Kxf7 40. Rxe5 b4 41. cxb4 Bxb4 42. h3 Kf6 43. Rb5 Bd6 44. Be4 Re8 45. Rf5+ Kg7 46. Bf3 Re1+ 47. Kc2 Rf1 48. Rd5 Rf2+ 49. Rd2 Rxd2+ 50. Kxd2



50... h4 51. Kd3 Kf6 52. Kc4 Ke7 53. Kb5 Kd7 54. a4 [54. b4] 54... Kc7 55. b4 Kb8 56. a5 Ka7 57. Kc4 Bg3 58. b5 Bf2 59. Be2 Be3 60. Kb3 Bd2 61. b6+ Kb7 62. Ka4 Kc6 63. Bb5+ Kc5





1/2

Back to [Chess Coaching Page](#)

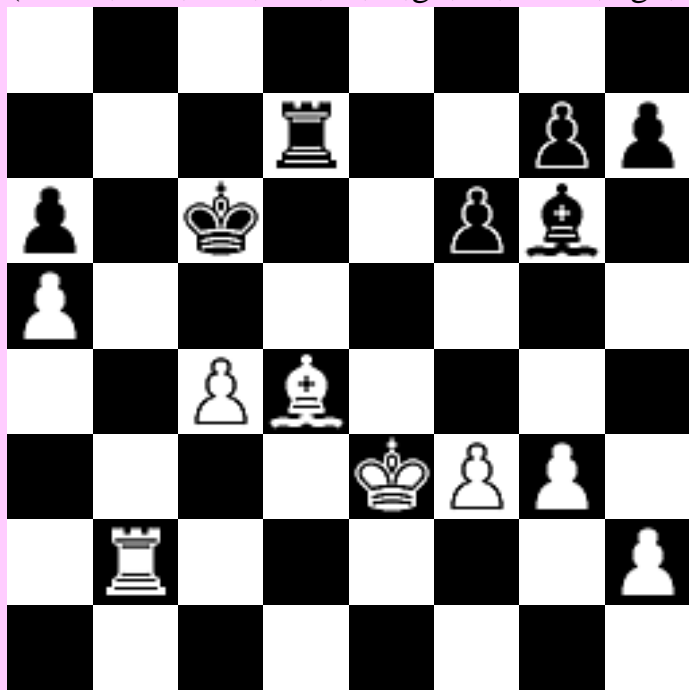
This document (Canon\canon700.html) was last modified on 13 Aug 2005 by



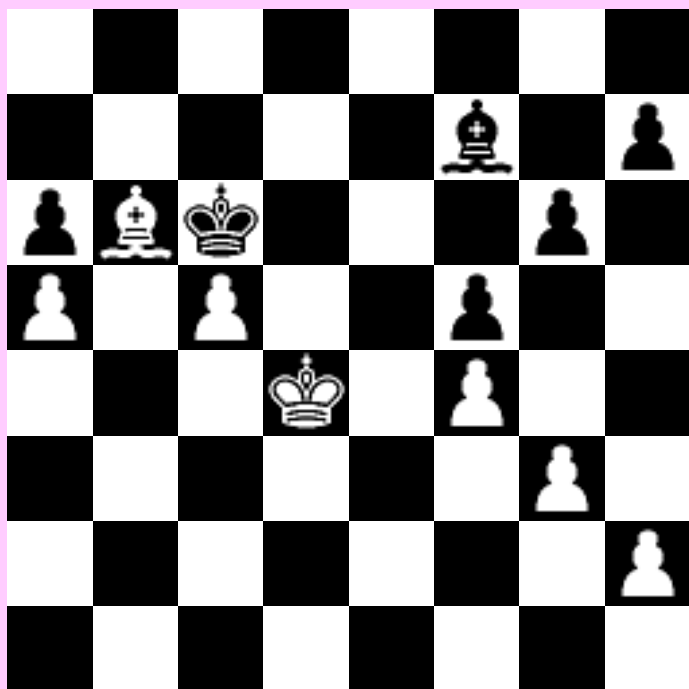
[Dr. Dave](#)

soesan - bellers [t50bishop [t50]OCB don't alway, bishop ending:, 1976

(wKe3,Bd4,Rb2,Pa5,c4,f3,g3,h2; bKc6,Bg6,Rd7,Pa6,f6,g7,h7)



1... Rb7 2. Rxb7 Kxb7 3. Bc5 Bf7 4. Kd4 Kc6 5. Bf8 g6 6. Be7 f5 7. f4 Kd7 8. Bc5 Kc6 9. Bb6 Kd6 10. c5+ Kc6



?! Now the wK penetrates and the bishop is short of squares. The rest of the game is an object lesson in how difficult it is to defend with a bishop when the pawns are on the same colour. [10... Ke6 11. c6 Be8 12. Kc5 also wins] 11. Ke5 Be8 12. Ke6 Kb5 13. Ke7 Bc6 14. Kf7 Kc4 15. Kg7 Kd5 16. Kxh7

Be8 17. Kg7 Ke6 18. h4 Kd5 19. Kf8 Bd7 20. Kf7 Bc6 21. Kxg6 Ke6 22. h5 Be8+ 23. Kg5 Bd7 24. Bc7 Kf7 25. Be5 Kg8 26. Kf6 1-0

Back to [Chess Coaching Page](#)

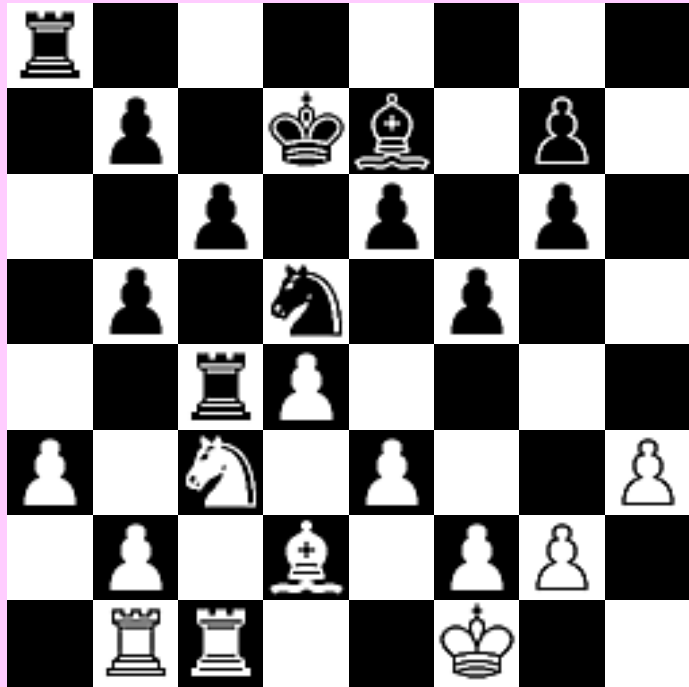
This document (Canon\canon701.html) was last modified on 13 Aug 2005 by



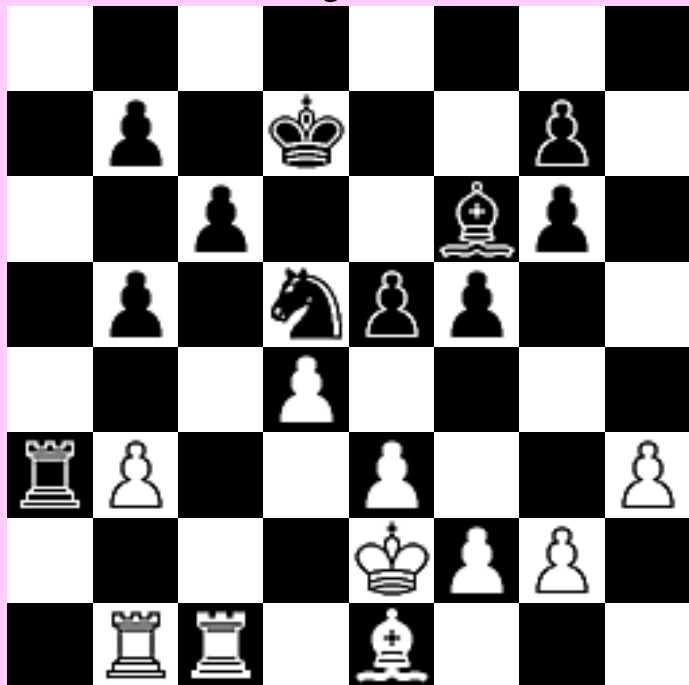
[Dr. Dave](#)

Capablanca, Jose - Janowsky, Dawid (NY 03) [D15]bishop [t50] same colour, 1916

1. d4 Nf6 2. Nf3 d5 3. c4 c6 4. Nc3 dxc4 5. e3 Bg4 6. Bxc4 e6 7. h3 Bh5 8. O-O Be7 9. Qb3 Qb6 10. Ne5 Nbd7 11. Qxb6 axb6 12. Nxd7 Kxd7 13. Bd2 b5 14. Bd3 Bg6 15. Bxg6 hxg6 16. Rfc1 Ra6 17. a3 Rha8 18. Na2 Nd5 19. Rab1 f5 20. Kf1 Ra4 21. Nc3 Rc4

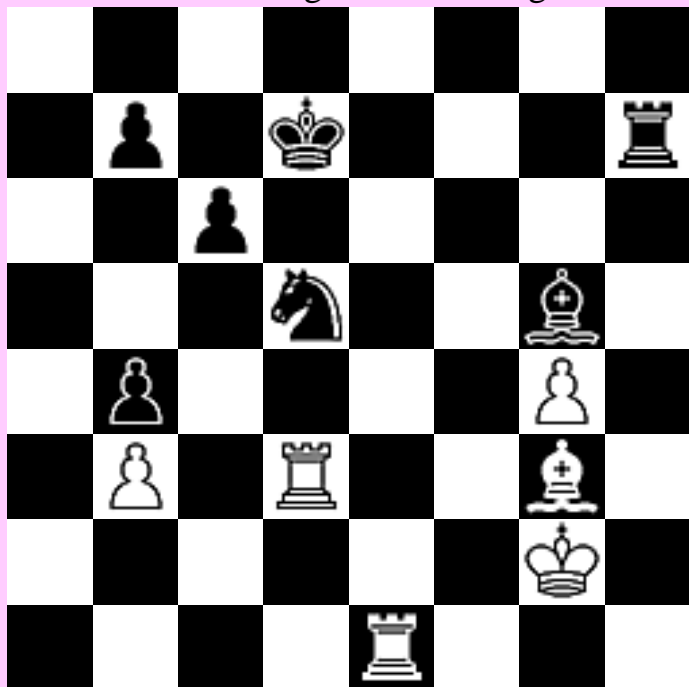


Concedes the exchange for some attack 22. b3 Rxc3 23. Bxc3 Rxa3 24. Be1 Bf6 25. Ke2 e5

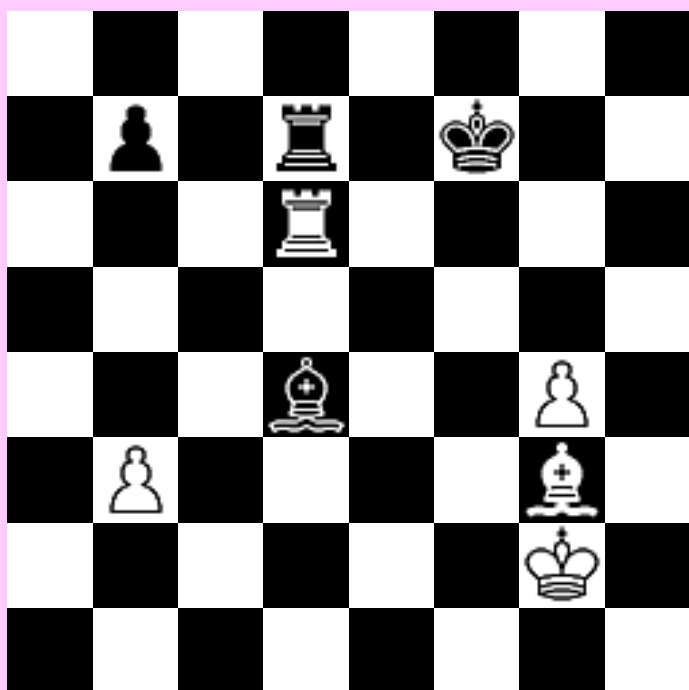


Black's pieces are placed as well as they can be, so now we see the break. However, this may only serve in the long run to open lines for the Rook. 26. dxe5 Bxe5 27. f4 Bd6 28. Bc3 Ra2+ 29. Kf3 Bc5 30. Rd1

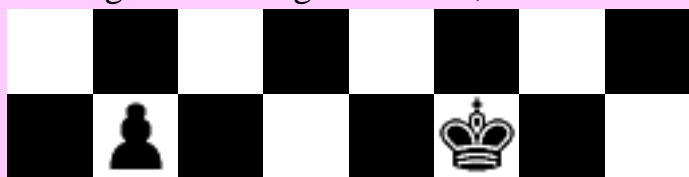
Ke6 31. Rd3 Bf8 32. Be5 b4 33. Rc1 g5 34. g4 g6 35. e4 fxe4+ 36. Kxe4 Re2+ 37. Kf3 Rh2 38. Kg3 Re2 39. h4 gxh4+ 40. Kxh4 Be7+ 41. Kg3 g5 42. Kf3 Rh2 43. Re1 Rh3+ 44. Ke4 Rh4 45. fxg5 Bxg5 46. Kf3 Rh3+ 47. Bg3+ Kd7 48. Kg2 Rh7

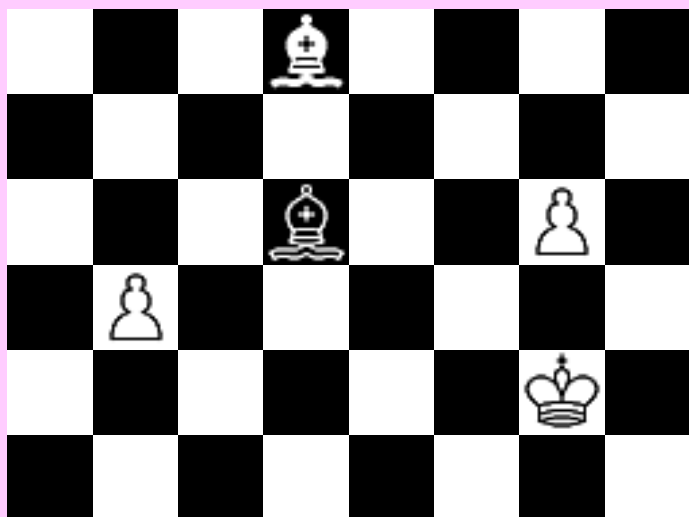


White decides to give back the exchange to get chances to advance the g-pawn. 49. Re5 Bf6 50. Rxd5+ cxd5 51. Rxd5+ Ke8 52. Rb5 Rd7 53. Rxb4 Kf7 54. Rb6 Bd4 55. Rd6

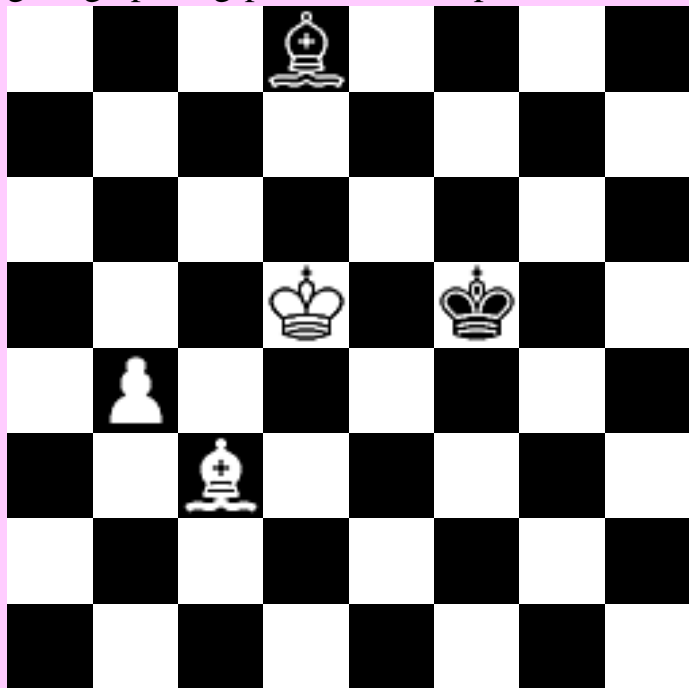


Forcing the exchange of Rooks, which are often a strong drawing factor. 55... Rxd6 56. Bxd6





56... Kg6 57. Kf3 Bf6 58. Bf4 Kf7 59. Ke4 Ke6 60. Be3 Be7 61. g5 Bd8 62. Kf4 Bc7+ 63. Kg4 Be5 64. Kh5 Kf7 65. Kh6 Kg8 66. Bb6 Bc3 67. Kg6 Bd2 68. Kf6 Bc3+ 69. Ke6 Bd2 70. g6 Bc3 71. Kd5 Bd2 72. Bd4 b5 73. Ke4 b4 74. Be3 Bc3 75. Kd3 Be1 76. Bd2 Bf2 77. Ke4 Bc5 78. Kd5 Be7 79. Kc4 Kg7 giving up the g-pawn for the b-pawn 80. Bxb4 Bd8 81. Bc3+ Kxg6 82. b4 Kf5 83. Kd5



0-1. The change of front has left White with a pawn which can Queen on a dark square, and the Black King with difficulties in approaching. Black resigned, but Averbach later worked out an amazing save (used by Fischer vs. T [83. Kd5 Kf4 ! and Black rushes around the back.] 1-0

Back to [Chess Coaching Page](#)

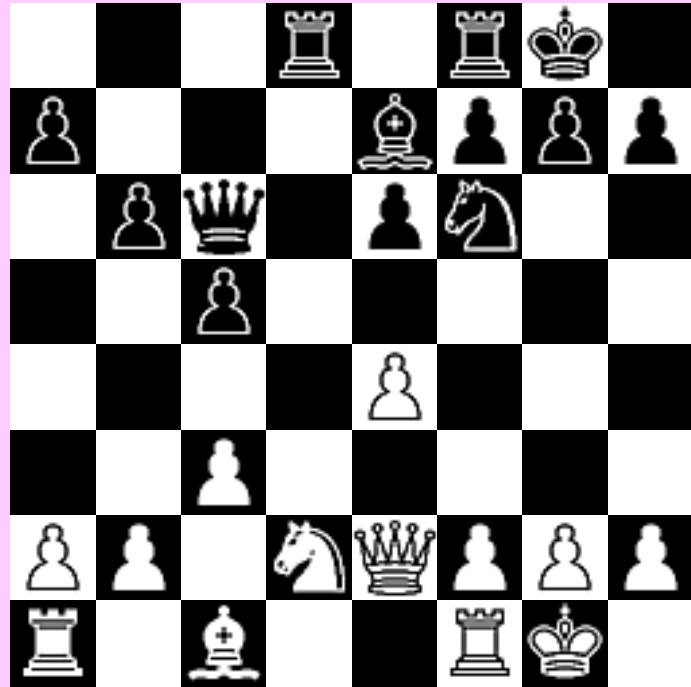
This document (Canon\canon702.html) was last modified on 13 Aug 2005 by



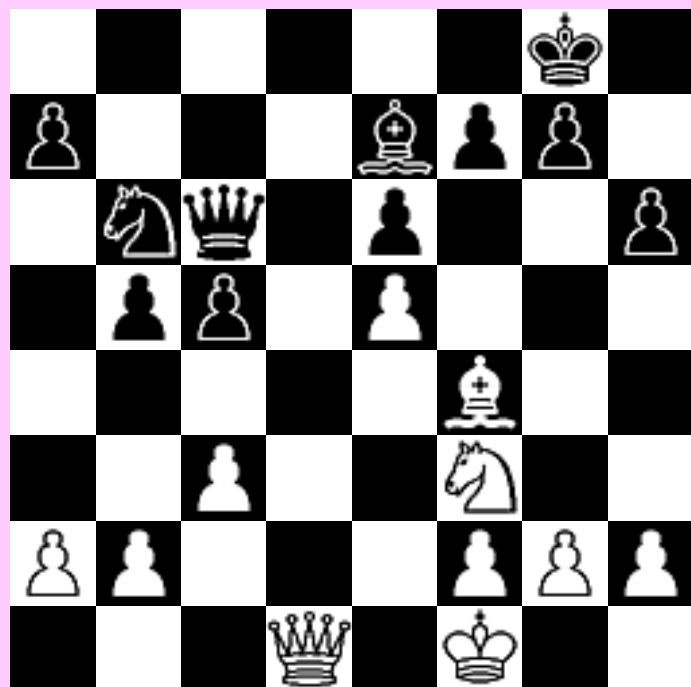
[Dr. Dave](#)

Menchik,V - Capablanca,JR (Hastings 1930/3 [A47]bishop [t50] same colour, 1996

1. d4 Nf6 2. Nf3 b6 3. e3 Bb7 4. Bd3 c5 5. O-O Nc6 6. c3 e6 7. Ne5 d6 8. Nxc6 Bxc6 9. Qe2 Be7 10. Bb5 Qd7 11. Bxc6 Qxc6 White is slipping behind in development and activity. 12. Nd2 O-O 13. dxc5 dxc5 14. e4 Rad8

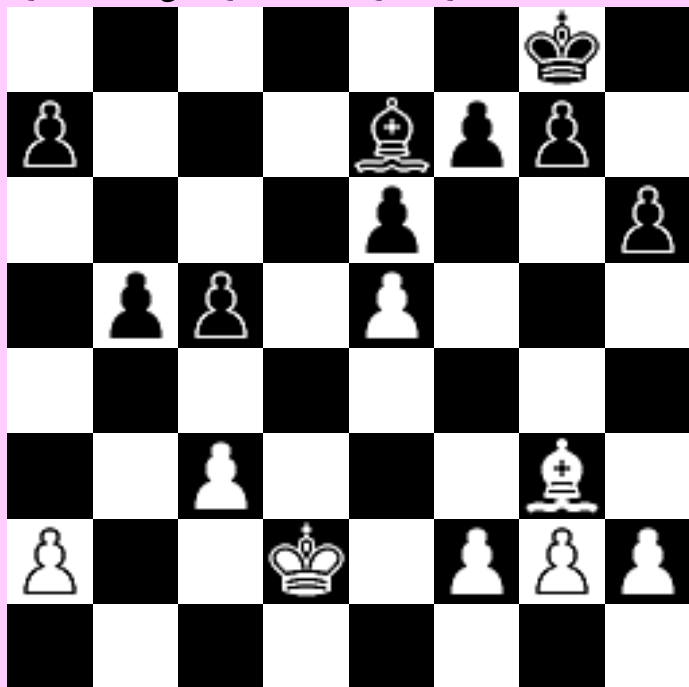


White would of course like to move her Knight, but the next puts a pawn on a dark square. 15. e5 Nd5 16. Nf3 Rd7 17. Rd1 Rfd8 18. Bd2 b5 19. Kf1 Nb6 20. Bf4 h6 21. Rxd7 Rxd7 22. Rd1 Rxd1+ 23. Qxd1

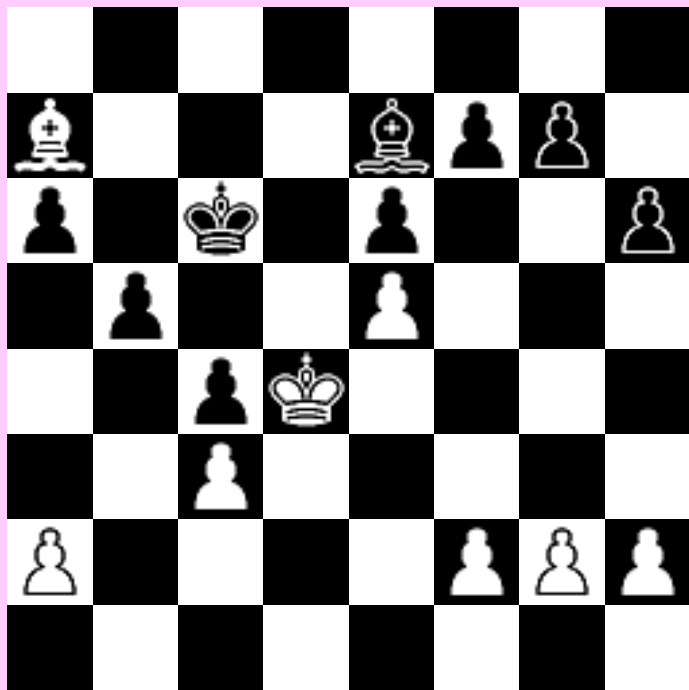


Black's next pushes the Bishop out of action on g3, then Black makes a raid on the Queen's-side. 23...

Qe4 24. Bg3 Qc4+ 25. Qe2 Qxe2+ 26. Kxe2 Na4 27. Kd2 Nxb2 28. Kc2 Nc4 29. Nd2 Nxd2 30. Kxd2



The Bishop ending that follows is very difficult for White: a pawn down with a duff Bishop. 30... c4 31. Bf4 a6 32. Be3 Kf8 33. Bb6 Ke8 34. Ke3 Kd7 35. Kd4 Kc6 36. Ba7



White is running out of squares for the Bishop. 36... f5 37. a4 Doing Black's work for him. 37... g6 38. f4 h5 39. axb5+ Kxb5 40. g3 a5 41. Ke3 Bc5+ 42. Bxc5 Kxc5 1-0

Back to [Chess Coaching Page](#)

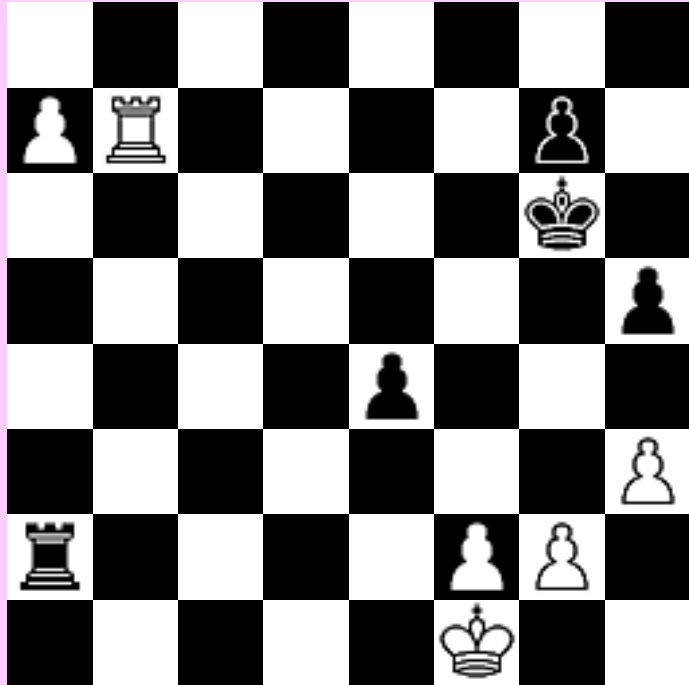
This document (Canon\canon703.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tartakower,S - Nimzowitsch Aaron (6) [E22]endgame finesse: Bad Aussee m, Bad Aussee m, 1928

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qb3 Bxc3+ 5. Qxc3 Ne4 6. Qc2 d5 7. e3 c5 8. cxd5 exd5 9. Bd3 Qa5+
10. Kf1 O-O 11. dxc5 Nc6 12. Bxe4 dxe4 13. Bd2 Qa6+ 14. Ne2 Bg4 15. Bc3 Qc4 16. h3 Bf5 17. Qb3
Qa6 18. a4 Rad8 19. Qb5 Rd5 20. Qxa6 bxa6 21. Nd4 Rxc5 22. Nxf5 Rxf5 23. Rd1 h5 24. Ke2 Rc5 25.
Rd6 Rc8 26. Rhd1 a5 27. R1d5 Nb4 28. Rd8+ Rxd8 29. Rxc5 Nd3 30. Rxa5 Nc1+ 31. Ke1 Nd3+ 32.
Kf1 Nc1 33. Bd4 Nb3 34. Rxa7 Nxd4 35. exd4 Rxd4 36. a5 Rb4 37. a6 Rxb2 38. Rb7 Ra2 39. a7 Kh7
40. Rxf7 Kg6 41. Rb7



41... Kf6 42. Ke1 g6 [42... g5 43. Kd1 g4 44. hxg4 hxg4 45. g3! Ke5 46. Kc1 e3 47.
fxe3 Ke4 48. Rf7! Kxe3 49. Kb1 Ra6 50. Kc2 Kd4 51. Kb3 Kc5 52. Rf5+! Kd4! [52...
Kb6 53. Rf6+ Kxa7 54. Rxa6+ Kxa6 55. Kc4+-] 53. Rf4+ Kc5 54. Ra4+-] 43. Kd1 Ke5 44. Kc1 Kd5
45. Kb1 Ra6 46. Kb2 Kc6 47. Rg7 Kc5! 48. h4 Ra5! 49. g4? It takes a good endgame player to fall for
this trap! [49. g3 Ra6 50. Kc3 Ra3+ [50... Ra2 51. Rxg6 Ra3+ [51... Rxa7 52. Rg5+] 52.
Kd2 Rxa7 53. Ke3] 51. Kd2 Kd4 52. Rd7+ Kc5 [52... Ke5 53. Kc2 Ke6 54. Kb2 Ra6 55. Rg7
Kd5 56. Kc3 Kc5 57. Rxg6!] 53. Ke2 Kc6 54. Rg7 Kd5 55. Rxg6 Rxa7 56. Rg5+ Kd4 57. Rxh5
Ra2+ 58. Kf1 e3 59. fxe3+ Ke4 60. Rg5 Kf3 61. Kg1+-] 49... hxg4 50. h5 g3! 51. fxg3 e3! 52. Rxg6
Rxa7 53. Kc2 Ra2+ 54. Kd1 Kd4 55. h6 e2+ 56. Ke1 Ke3= 57. Re6+ Kf3 58. Rf6+ Ke3 59. Re6+ Kf3
60. h7 Ra1+ 61. Kd2 Rd1+ 62. Kc2 Rd8 63. g4 Rh8 64. Kd2 Rxh7 65. Rxe2 Rd7+ 66. Ke1 Ra7 67. Rf2
+ Kg3 68. Rf8 Kxg4 1/2

Back to [Chess Coaching Page](#)

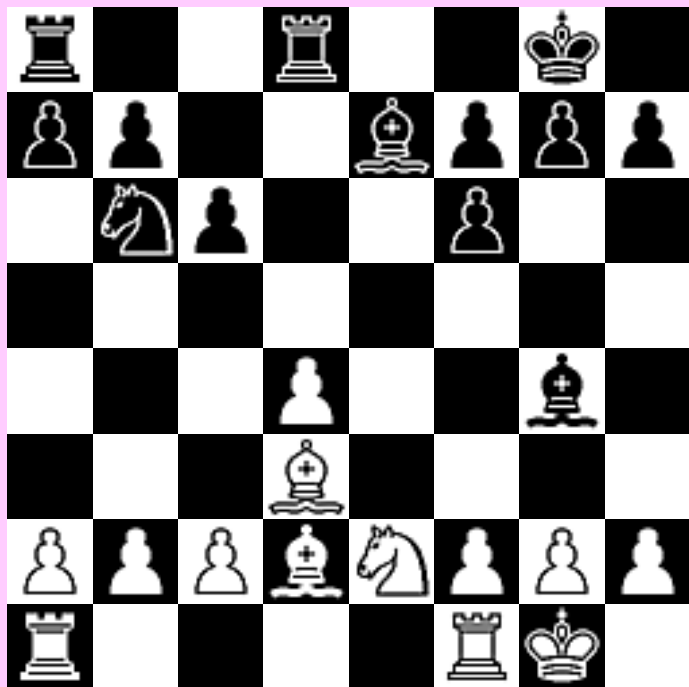
This document (Canon\canon704.html) was last modified on 13 Aug 2005 by



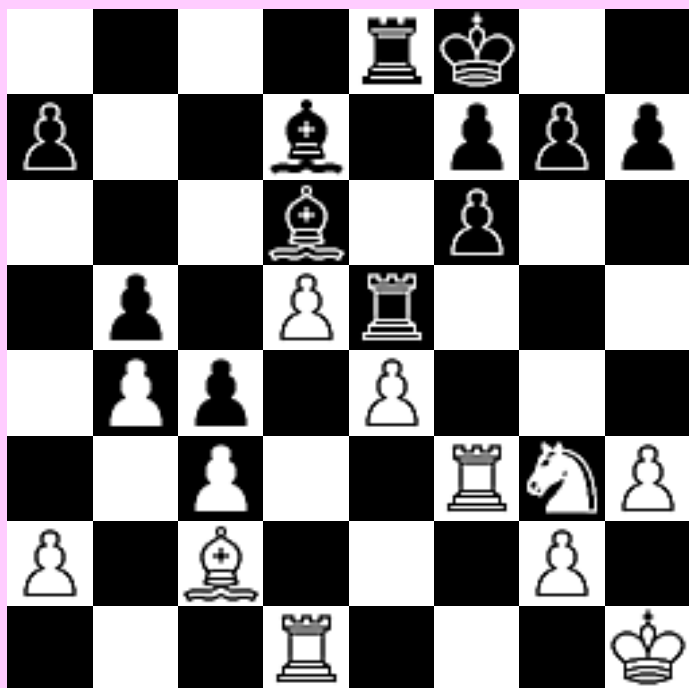
[Dr. Dave](#)

Calvo - Anderssen (Copenhagen) [B15]endgame technique, 1977

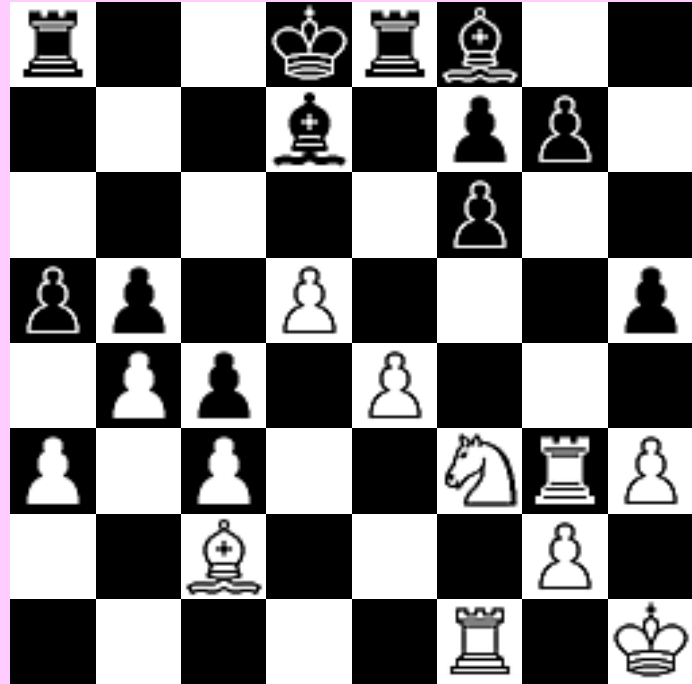
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6. Bc4 Qe7+ 7. Qe2 Bg4 8. Qxe7+ Bxe7 9. Bd2 O-O 10. Ne2 Nd7 11. O-O Nb6 12. Bd3 Rfd8



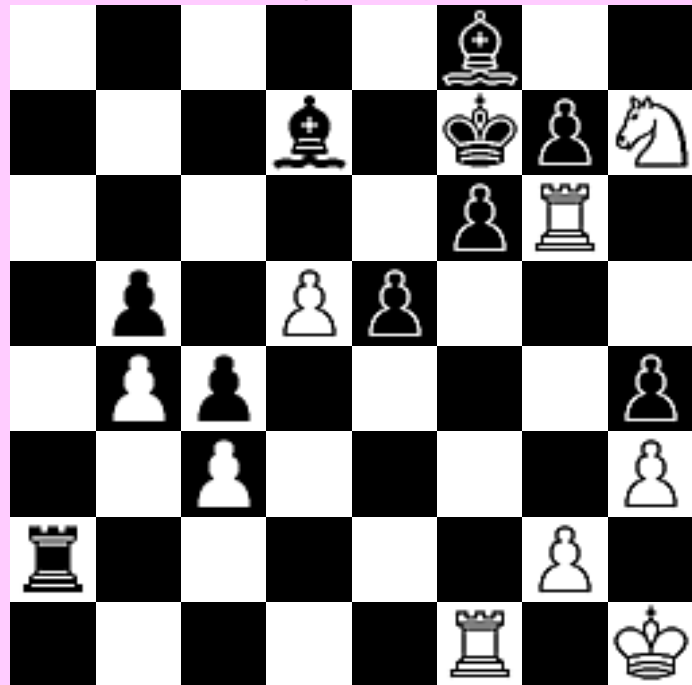
By this stage Anderssen had used up 1 1/2 hours on his clock, obviously trying very hard to find the most accurate moves, and already he is getting some pressure down the Queen's file. Calvo, on the other hand, was playing qui 13. Rfe1 Bf8 14. c3 c5 15. Be3 Nd5 16. Ng3 Rac8 17. Be4 Nxe3!? 18. fxe3 b5 19. d5!? Bd7 20. Bc2 c4 21. e4 Re8 22. Rf1 Re5 23. Rad1 Bc5+ 24. Kh1 Kf8 25. h3 Rce8 26. b4 Bd6 27. Rf3



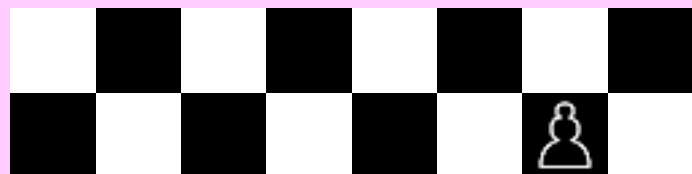
else ...f5 IDEA ...Re3 27... h5 28. Rdf1 Ke7 29. Ne2 a5 30. a3 Ra8 31. Nd4 Kd8 32. Rg3 Bf8 33. Nf3 Re8

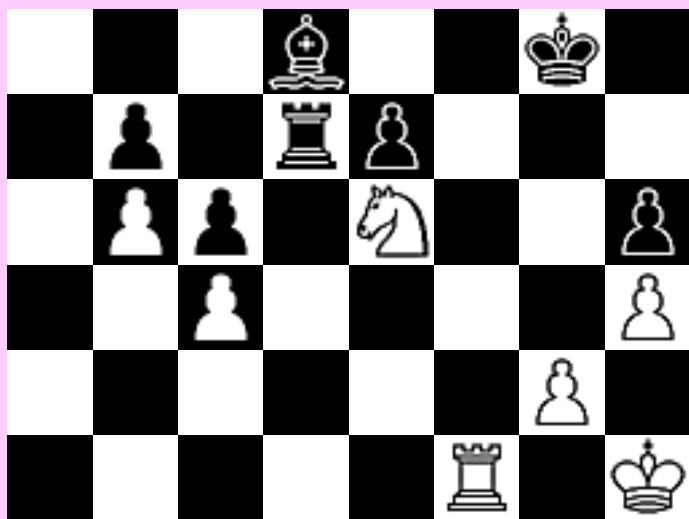


34. e5!? fxe5 35. Ng5 f6 36. Nh7 axb4 37. axb4 Ra2! 38. Bg6 h4 39. Bxe8 Kxe8 40. Rg6 Kf7

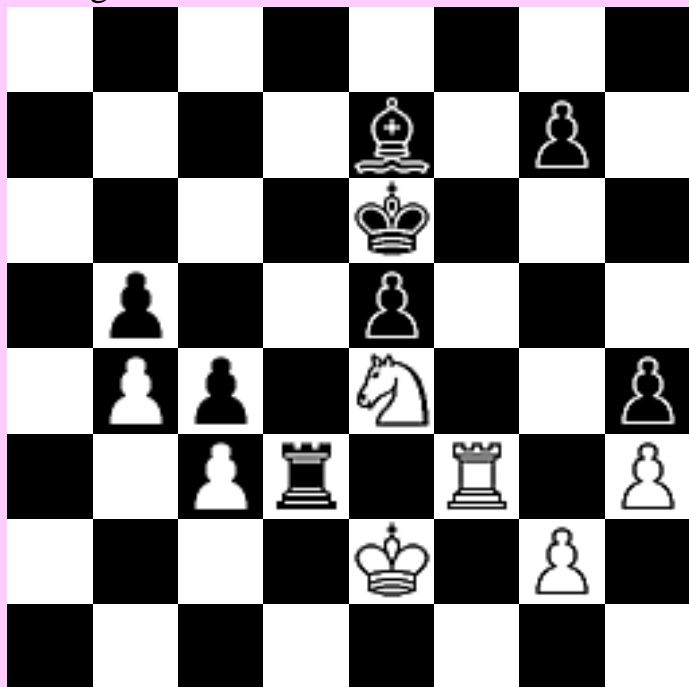


41. Nxf6 [41. Nxf8 Kxf8 42. Rg5 Kg8 43. Rh5 Rd2=/&] 41... Kxg6 42. Nxd7 Bd6 43. Nc5 Rd2 44. Ne4 Rxd5

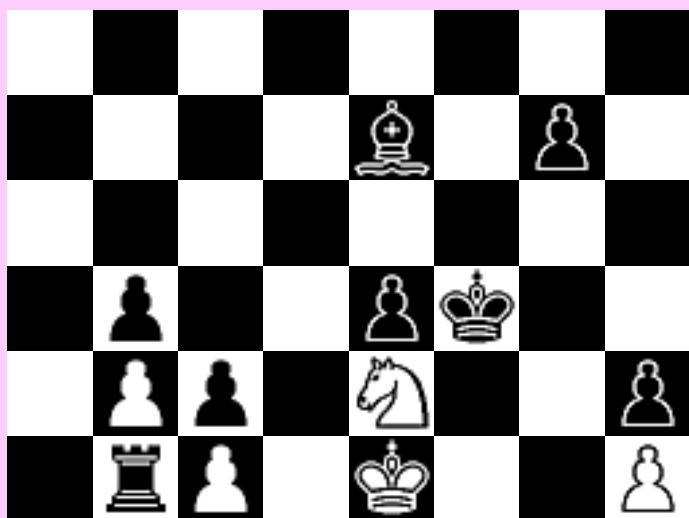


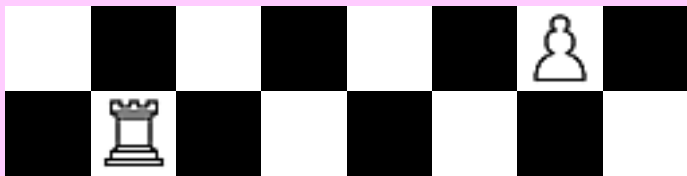


45. Kg1 Be7 46. Kf2 Kf5 47. Ke3+ Ke6 48. Ke2 Rd3 49. Rf3

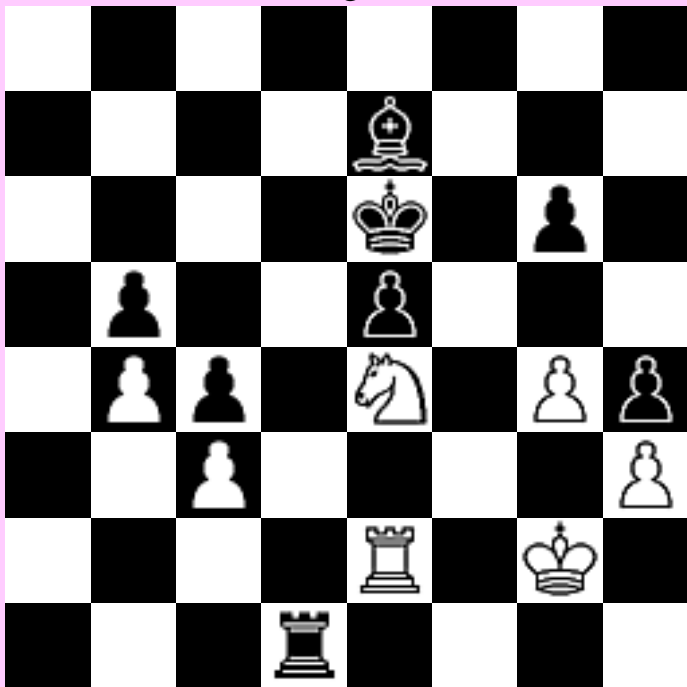


Black cannot exchange Rooks now because the Knight is immovable. 49... Rd8 50. Rf1 Ra8 51. Rd1 Ra3 52. Rb1 Kf5 53. Ke3 Rb3

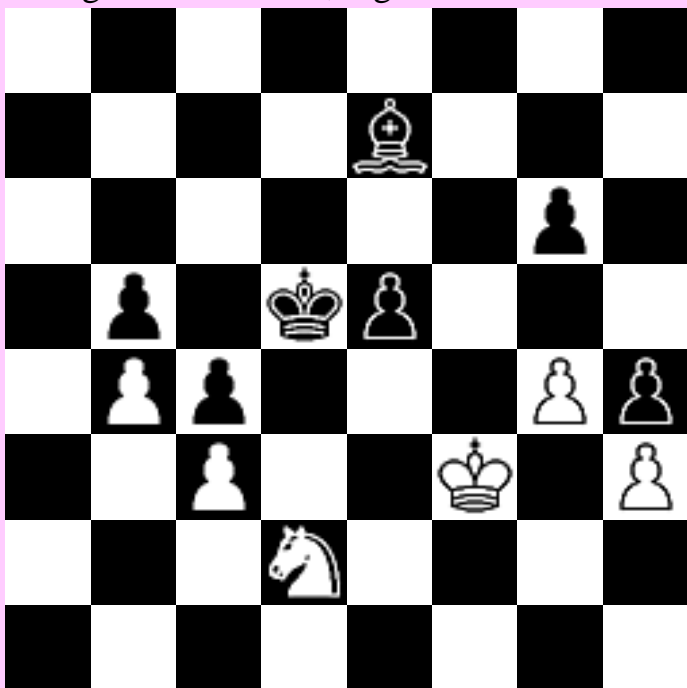




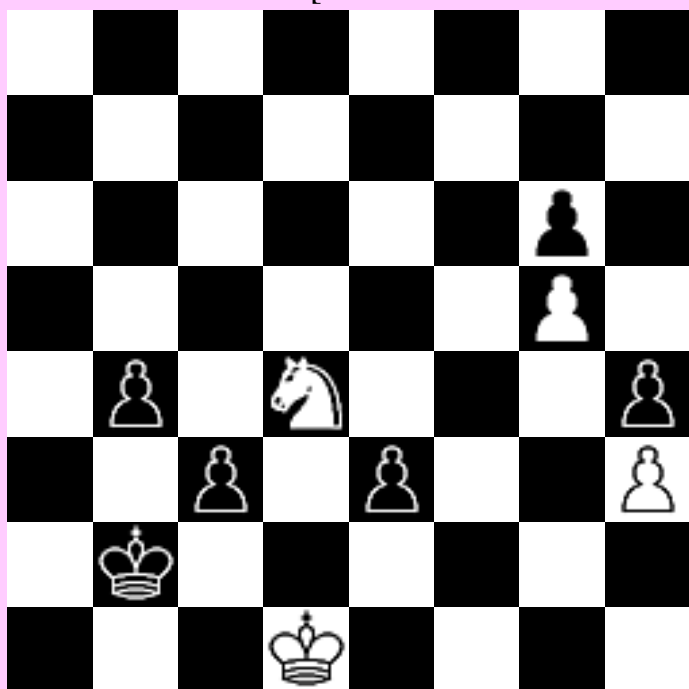
54. Rf1+ Ke6 55. Kf2 g6 56. Re1 Kf5 57. Re2 Ra3 58. g3 Ra1 59. Kf3 Rf1+ 60. Kg2 Rd1 61. g4+ Ke6



Black must have it in mind to dislodge the Knight by ...Rf4 and ...Kd5. The White King may come to e3 but then Black also has threats against the h-pawn and can drop the Bishop to f8 and then play up to h6 with check, nudging the K 62. Rd2? Sheer impatience, this looks like. "No doubt White could have defended slightly more accurately during the last few moves, but in a position like this he is bound to go wrong sooner or later, regardless of whether it was dra 62... Rxd2+ 63. Nxd2 Kd5 64. Kf3



64... Bxb4 65. cxb4 c3 66. Nb3 Kc4 67. Nc1 Kxb4 68. Ke2 Ka3 69. Kd1 Kb2 70. Nd3+ Kb1 71. Nb4 e4
72. Nc2 e3 73. Nd4 [73. Nxe3 b4 74. Nc2 b3-+] 73... b4 74. g5 Kb2



Zugzwang 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon705.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Calvo - Anderssen (Copenhagen) [B15]endgame technique, 1977

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6. Bc4 Qe7+ 7. Qe2 Bg4 8. Qxe7+ Bxe7 9. Bd2 O-O 10. Ne2 Nd7 11. O-O Nb6 12. Bd3 Rfd8 By this stage Anderssen had used up 1 1/2 hours on his clock, obviously trying very hard to find the most accurate moves, and already he is getting some pressure down the Queen's file. Calvo, on the other hand, was playing quiet 13. Rfe1 Bf8 14. c3 c5 15. Be3 Nd5 16. Ng3 Rac8 17. Be4 Nxe3!? 18. fxe3 b5 19. d5!? Bd7 20. Bc2 c4 21. e4 Re8 22. Rf1 Re5 23. Rad1 Bc5+ 24. Kh1 Kf8 25. h3 Rce8 26. b4 Bd6 27. Rf3 else ...f5 IDEA ...Re3 27... h5 28. Rdf1 Ke7 29. Ne2 a5 30. a3 Ra8 31. Nd4 Kd8 32. Rg3 Bf8 33. Nf3 Re8 34. e5!? fxe5 35. Ng5 f6 36. Nh7 axb4 37. axb4 Ra2! 38. Bg6 h4 39. Bxe8 Kxe8 40. Rg6 Kf7 41. Nxf6 [41. Nxf8 Kxf8 42. Rg5 Kg8 43. Rh5 Rd2=/&] 41... Kxg6 42. Nxd7 Bd6 43. Nc5 Rd2 44. Ne4 Rxd5 45. Kg1 Be7 46. Kf2 Kf5 47. Ke3 + Ke6 48. Ke2 Rd3 49. Rf3 Black cannot exchange Rooks now because the Knight is immovable. 49... Rd8 50. Rf1 Ra8 51. Rd1 Ra3 52. Rb1 Kf5 53. Ke3 Rb3 54. Rf1+ Ke6 55. Kf2 g6 56. Re1 Kf5 57. Re2 Ra3 58. g3 Ra1 59. Kf3 Rf1+ 60. Kg2 Rd1 61. g4+ Ke6 Black must have it in mind to dislodge the Knight by ...Rf4 and ...Kd5. The White King may come to e3 but then Black also has threats against the h-pawn and can drop the Bishop to f8 and then play up to h6 with check, nudging the K 62. Rd2? Sheer impatience, this looks like. "No doubt White could have defended slightly more accurately during the last few moves, but in a position like this he is bound to go wrong sooner or later, regardless of whether it was drawn 62... Rxd2+ 63. Nxd2 Kd5 64. Kf3 Bxb4 65. cxb4 c3 66. Nb3 Kc4 67. Nc1 Kxb4 68. Ke2 Ka3 69. Kd1 Kb2 70. Nd3+ Kb1 71. Nb4 e4 72. Nc2 e3 73. Nd4 [73. Nxe3 b4 74. Nc2 b3-+] 73... b4 74. g5 Kb2 Zugzwang 0-1

Back to [Chess Coaching Page](#)

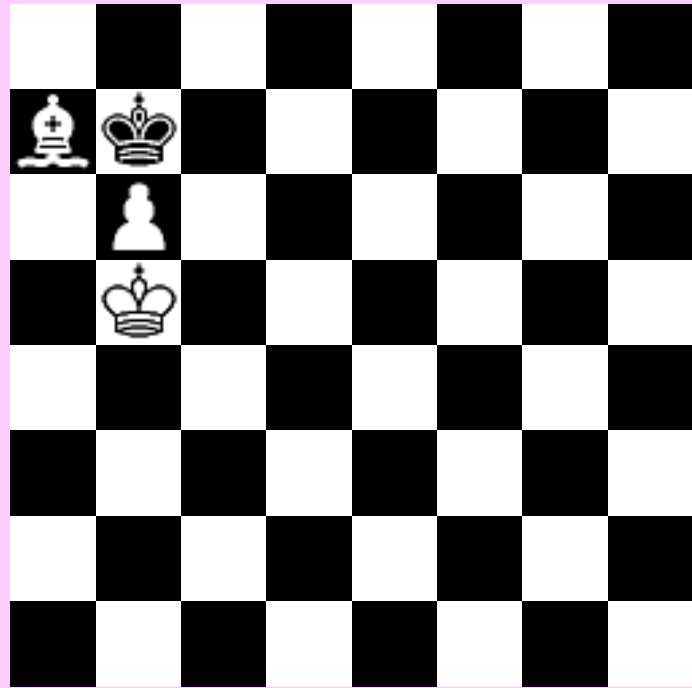
This document (Canon\canon706.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KBP vs. K, 1996

(wKb5,Ba7,Pb6; bKb7)



1. Kc5 Ka8 2. Kc6 1/2

Back to [Chess Coaching Page](#)

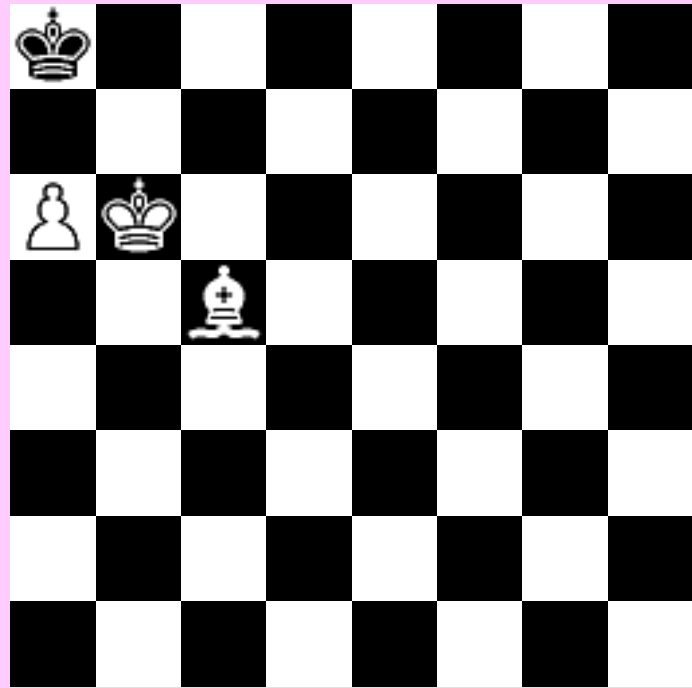
This document (Canon\canon707.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KBP vs. K, 1996

(wKb6,Bc5,Pa6; bKa8)



1. Bd4 Kb8 2. Be5+ Ka8 3. a7 1/2

Back to [Chess Coaching Page](#)

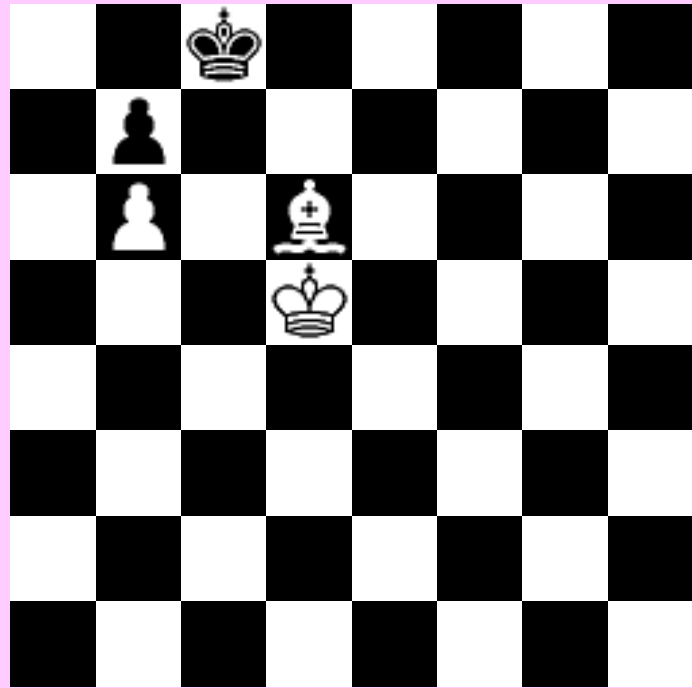
This document (Canon\canon708.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KBP vs. KP, 1996

(wKd5,Bd6,Pb6; bKc8,Pb7)



1. Ke6 Kd8 2. Bc7+ Kc8 3. Kd6 1/2

Back to [Chess Coaching Page](#)

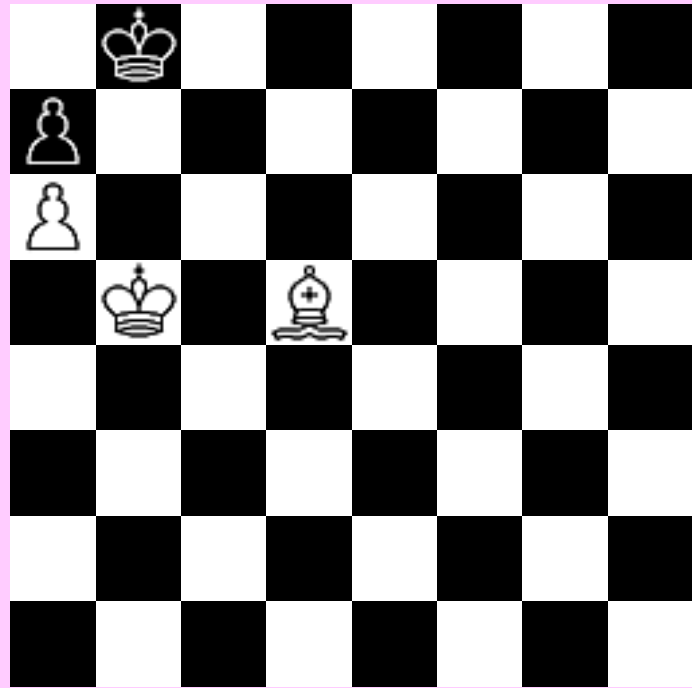
This document (Canon\canon709.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KBP vs. KP, 1996

(wKb5,Bd5,Pa6; bKb8,Pa7)



1. Kc6 Kc8 [1... Ka8 2. Kc7#] 2. Be6+ Kb8 3. Bd7 Ka8 4. Kc7 1/2

Back to [Chess Coaching Page](#)

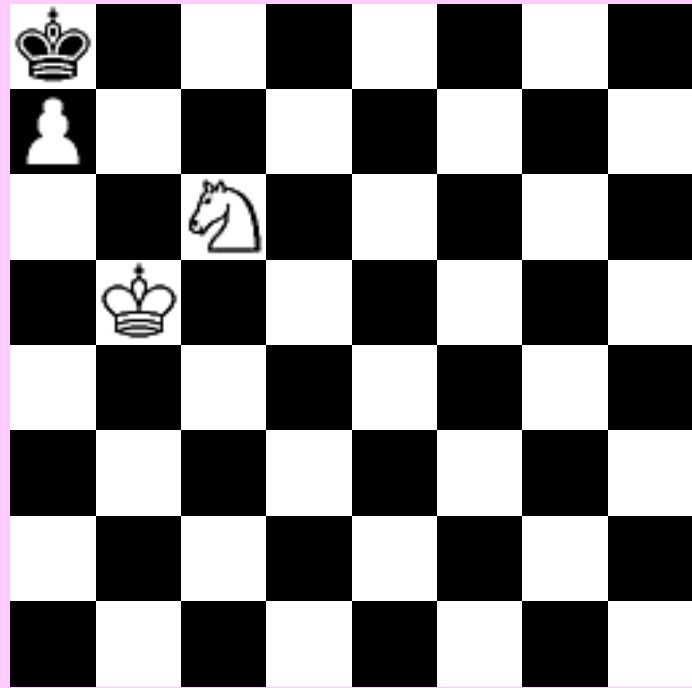
This document (Canon\canon710.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KNP vs. K, 1996

(wKb5,Nc6,Pa7; bKa8)



1. Ka5 1/2

Back to [Chess Coaching Page](#)

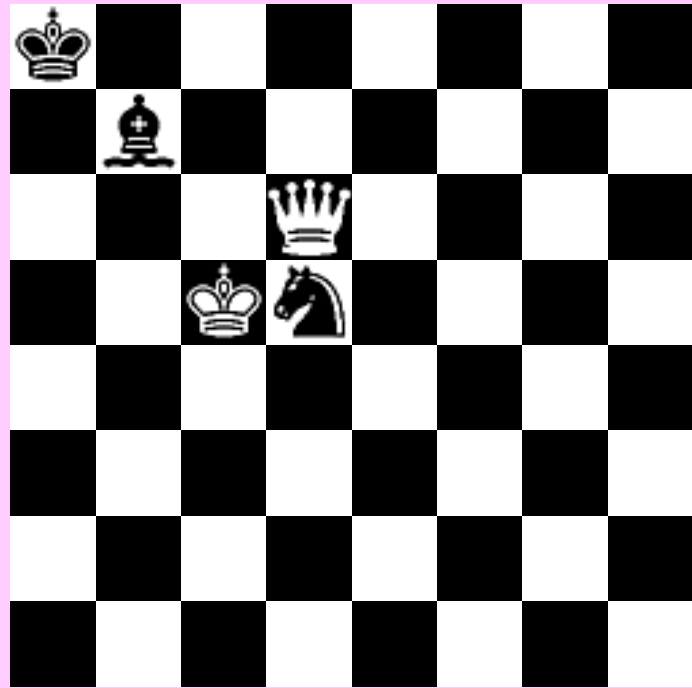
This document (Canon\canon711.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KQ vs. KNB, 1996

(wKc5,Qd6; bKa8,Nd5,Bb7)



1. Qd8+ Ka7 2. Kb5 Ba6+ 3. Kc5 Bb7 4. Qb6+ Ka8 5. Kd6 Kb8 1/2

Back to [Chess Coaching Page](#)

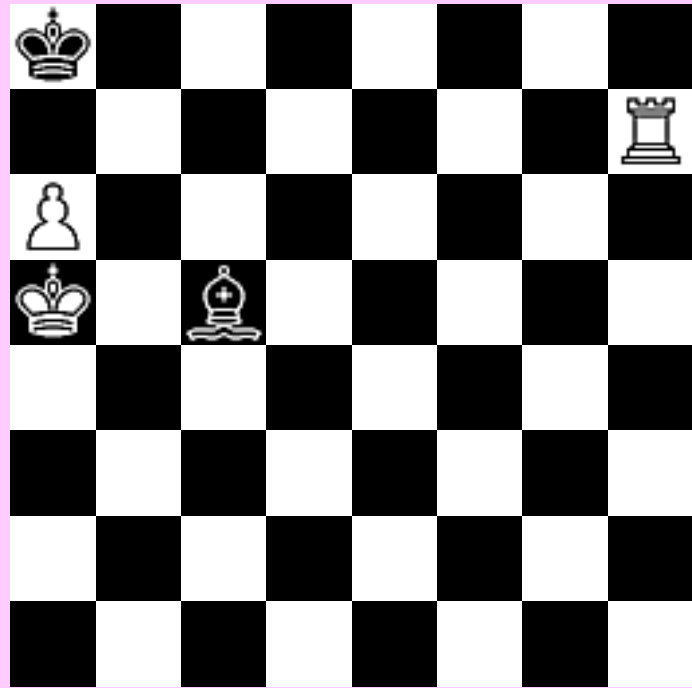
This document (Canon\canon712.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KRP vs. KB, 1996

(wKa5,Rh7,Pa6; bKa8,Bc5)



1. Kb5 Be3 2. Re7 Bf2 3. Kc6 Bg3 4. Rg7 Bf2 5. Kc7 Ka7 1/2

Back to [Chess Coaching Page](#)

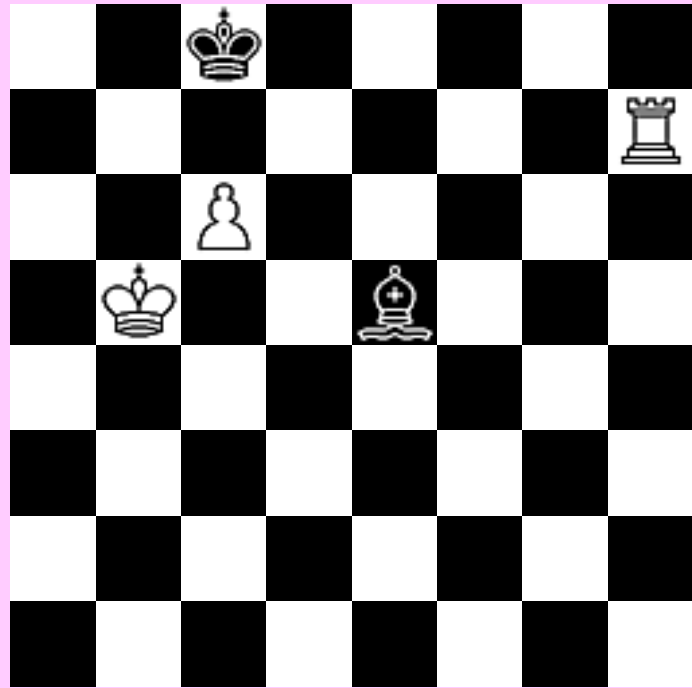
This document (Canon\canon713.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KRP vs. KB, 1996

(wKb5,Rh7,Pc6; bKc8,Be5)



1. Re7 Bf4 2. Rf7 Bd6 3. Rd7 Bf4 4. Kb6 Be3+ 5. Kb5 Bf4 1/2

Back to [Chess Coaching Page](#)

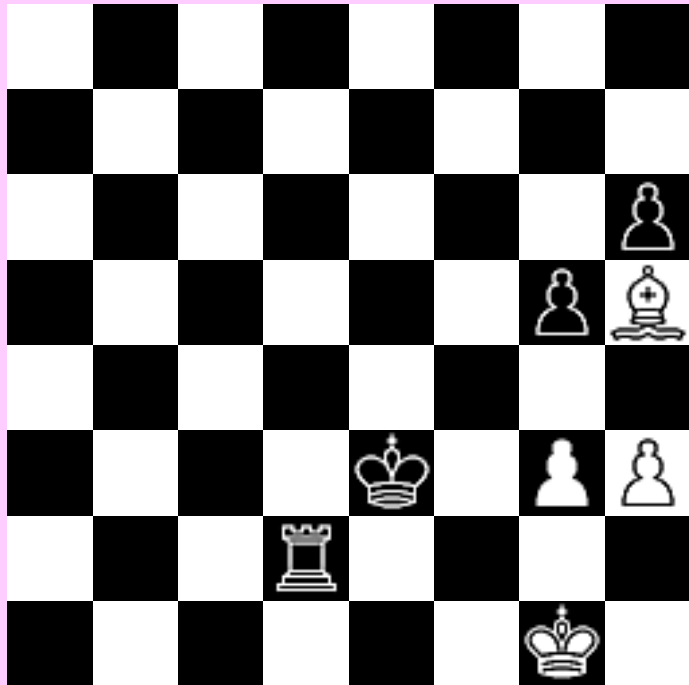
This document (Canon\canon714.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzky[t50]blockade KRPP vs. KBPP, ending: blockad, 1996

(wKg1,Bh5,Pg3,h3; bKe3,Rd2,Pg5,h6)



1/2

Back to [Chess Coaching Page](#)

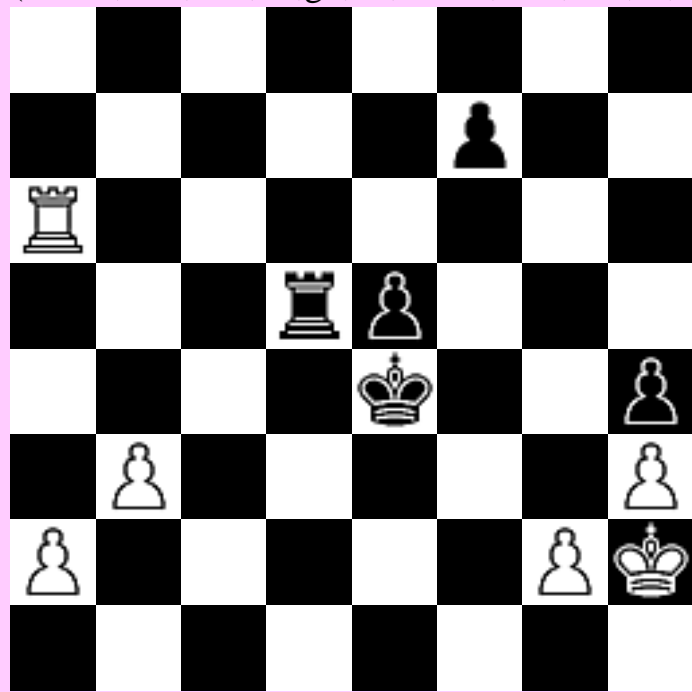
This document (Canon\canon715.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

jones - bellers [k11king [t50]1 - exchanging in, king ending: 1, 1975

(wKh2,Ra6,Pa2,b3,g2,h3; bKe4,Rd5,Pe5,f7,h4)



What makes players do the following? White swaps off his active rook, failing to see just 2 or 3 moves ahead. It is amazing how often this occurs. 1. Ra4+ [1. Rf6 or indeed almost anything else would have been better!] 1... Rd4 2. Rxd4+ exd4 3. Kg1 Kd3 4. Kf2 Kc2 0-1

Back to [Chess Coaching Page](#)

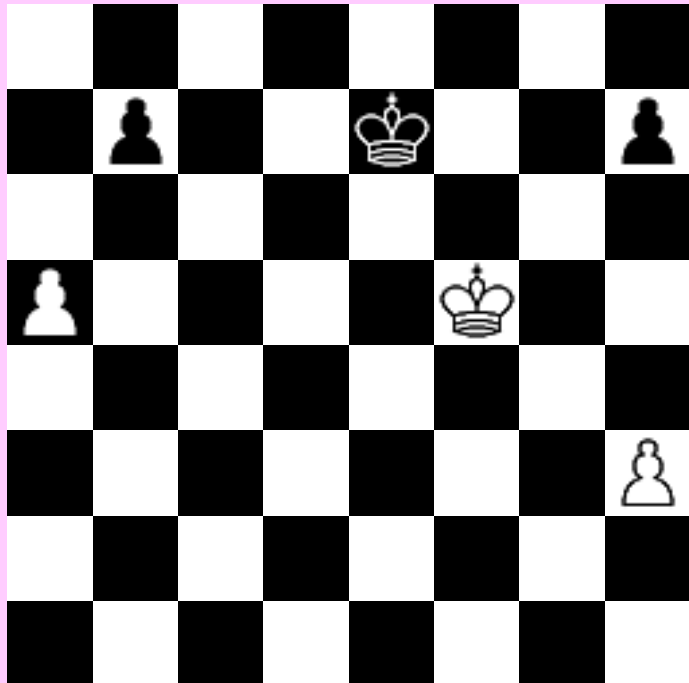
This document (Canon\canon716.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

cb [k12king [t50]2 -theory:opposit, king ending: 2, 1995

(wKf5,Pa5,h3; bKe7,Pb7,h7)



1. Kg5 [1. Ke5 ? 1... Kd7 2. Kf6 [2. Kd5 h5 the bK is too near the a-pawn for White to win] 2... Kc6 Black can queen the pawn in seven moves] [1. h4 Kf7 with the opposition 2. h5 h6] 1... Kf7 2. Kh6 Kg8 3. h4 Kh8 4. Kh5 [4. Kg5 Kg7 draws with the opposition] [4. h5 Kg8 5. Kg5 Kf7 [5... Kg7 even this draws: 6. h6+ Kf7 7. Kf5 Ke7 8. Ke5 Kd7 9. Kf6 Kd6 10. Kg7 Ke7 11. Kxh7 Kf7] 6. Kf5 h6] 4... Kg8 5. Kg4 taking the distant opposition 5... Kf8 6. Kf4 Ke8 7. Kg5 ! [7. Ke4 Kd7 8. Kf5 [8. Kd5 h5] 8... Kc6 9. Kg5 Kb5] 7... Kf7 8. Kf5 again with the opposition but also with the pawn held back on h4 8... Ke7 9. Ke5 Kd7 10. Kf6 Kc6 11. h5 Kb5 12. Kg7 Kxa5 13. h6 b5 14. Kxh7 b4 15. Kg7 ! 15... b3 16. h7 b2 17. h8=Q b1=Q [17... Kb4 King & Knight or centre pawn loses (Rook or Bishop pawns on the seventh draw) 18. Qb8+ Kc3 19. Kf6 Kc2 20. Qc7+ Kd1 21. Qb6 Kc2 22. Qc5+ Kd3 23. Qb4 Kc2 24. Qc4+ Kd2 25. Qb3 Kc1 26. Qc3+ Kb1 27. Ke5 Ka2 28. Qc2 Ka1 29. Qa4+ Kb1 30. Kd4 Kc1 31. Qc4+ Kb1 32. Kc3 Ka1 33. Qa4+ Kb1 34. Qc2+ Ka2 35. Qxb2#] 18. Qa8+ Kb4 19. Qb7+ Kc3 20. Qxb1 1-0

Back to [Chess Coaching Page](#)

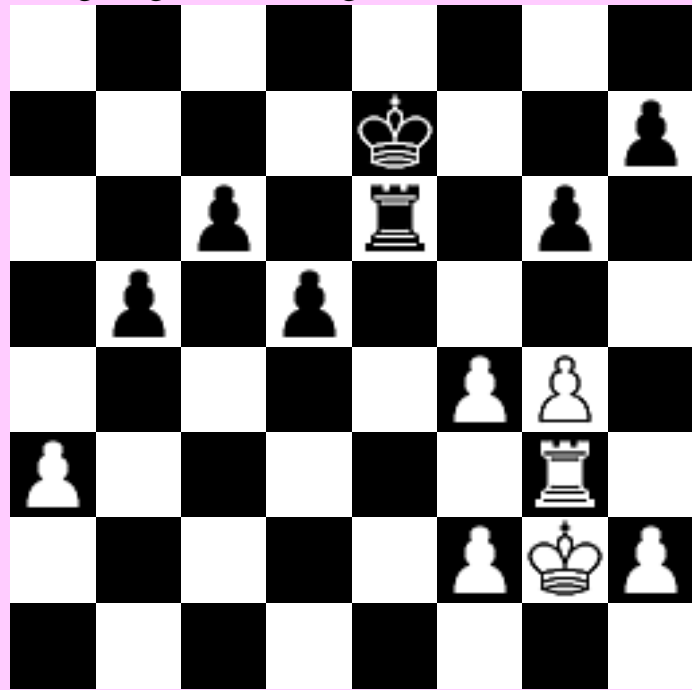
This document (Canon\canon717.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

hibbitt - bellers [k13king [t50]3 - exchanging to, king ending: 3, 1995

(wKg2,Rg3,Pa3,f2,f4,g4,h2; bKe7,Re6,Pb5,c6,d5,g6,h7)



How do you assess this position? Black has a menacing array of Queen's-side pawns and threatens simply ...Kd6, ...c5 etc. White's only chance is to create diversions on the King's-side and hope that it compensates. 1. Re3 ? 1... d4 2. Rxe6+ Kxe6 3. Kf3 Kd5 4. Ke2 ? [4. f5 gxf5 5. g5 Ke5 6. h4 f4 ! [6... c5 7. h5 c4 8. h6 wins for White] 7. Kg4 d3 8. Kf3 Kf5 -+] 4... Ke4 resigns. Note how potent ...f4 can be at the right time. 0-1

Back to [Chess Coaching Page](#)

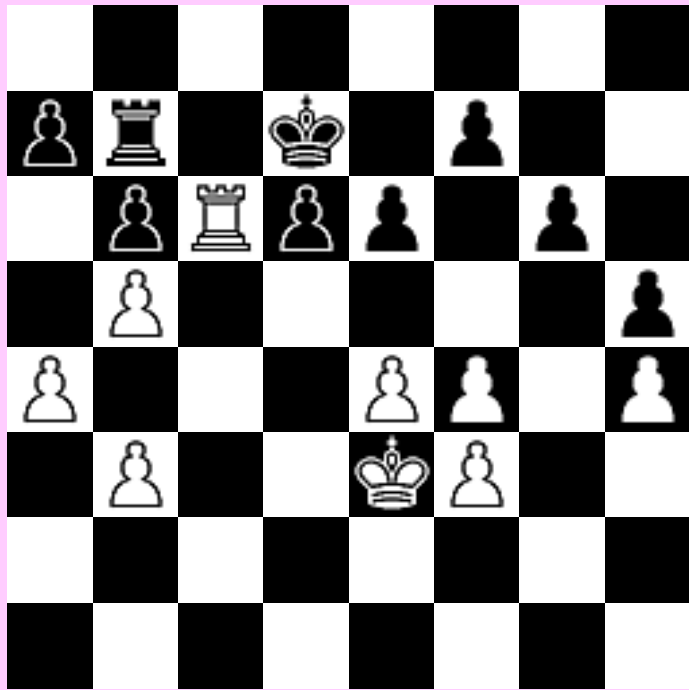
This document (Canon\canon718.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bellers - pritchard [k14king [t50]4 - exchange with, king ending: 4, 1995

(wKe3,Rc6,Pa4,b3,b5,e4,f3,f4,h4; bKd7,Rb7,Pa7,b6,d6,e6,f7,g6,h5)



White has been pressing throughout, but Black now threatens to equalise with ...Rc7. 31. f5 !? (that break again) 31... exf5 32. exf5 Rc7 33. fxc6 fxc6 34. Rxc7+ Kxc7 35. Kd4 perhaps hasty! [35. Ke4 Kd7 36. f4 Ke6 37. Ke3 Kf5 38. Kf3 d5 39. b4 d4 -+] 35... Kd8 [35... g5 36. hxg5 h4 37. g6 h3 38. g7 h2 39. g8=Q h1=Q with good chances for White 40. Qf7+ Kd8] 36. Ke4 Ke7 37. Kd5 [37. f4 Ke6 38. Ke3 d5 39. b4 Kf5 40. Kf3 d4 41. a5 d3 42. Ke3 Kg4 43. Kxd3 Kxh4 44. Ke4 Kg4 -+] 37... Kd7 [37... g5 wins!] 38. b4 Ke7 39. a5 Kd7 40. a6 Ke7 41. Kc6 d5 and resigns: 42. Kb7 d4 43. Kxa7 d3 44. Kxb6 d2 45. a7 d1=Q 46. a8=Q 1-0

Back to [Chess Coaching Page](#)

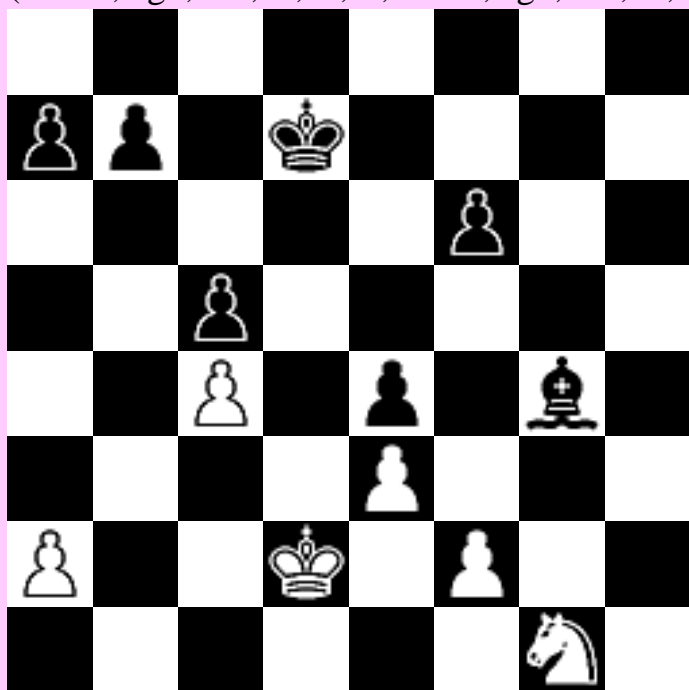
This document (Canon\canon719.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bellers - hodgson [k15king [t50]5 - allowing exch, king ending: 5, 1977

(wKd2,Ng1,Pa2,c4,e3,f2; bKd7,Bg4,Pa7,b7,c5,e4,f6)



Against a youthful Julian Hodgson, White is paying the price of playing Grob's Attack! 24. Ne2 Bxe2 25. Kxe2 Kc6 26. f3 exf3+ 27. Kxf3 b5 28. cxb5+ Kxb5 29. Ke4 Kc4 resigns. But is the position before 25.Ne2 totally lost? The Knight is tied down, but the Bishop has to stay on g4 to keep it there, and meanwhile the Knight is guarding all the entry squares 0-1

Back to [Chess Coaching Page](#)

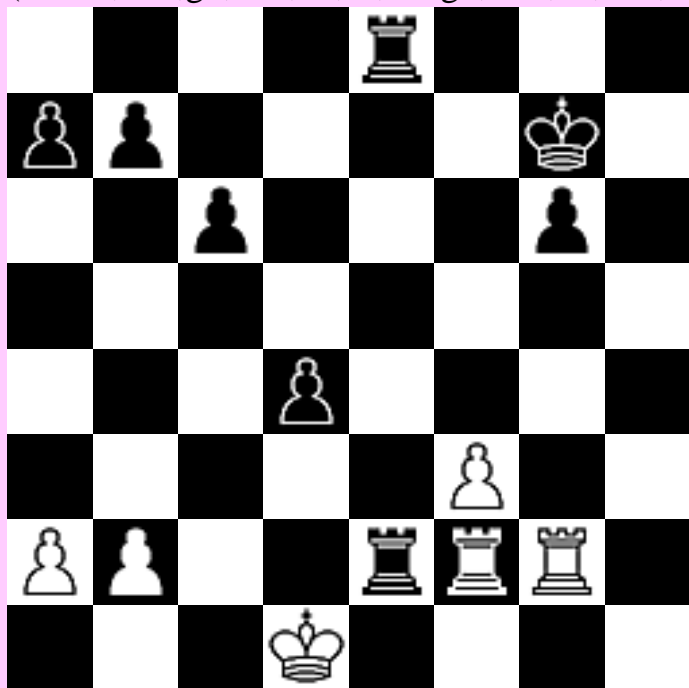
This document (Canon\canon720.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

sarahs - bellers [k16king [t50]6 - exchanging to, king ending: 6, 1995

(wKd1,Rf2,g2,Pa2,b2,f3; bKg7,Re2,e8,Pa7,b7,c6,d4,g6)



Black is two pawns up with a passed d-pawn and control of the e-file. What is the best way forward?
Double Rook endings can be difficult to win. 29... d3 completing the stranglehold 30. b4 b6 31. a4 Rxf2
32. Rxf2 Re2 33. Rxe2 dxe2+ 34. Kxe2 Kf6 35. Ke3 Ke5 36. a5 bxa5 37. bxa5 c5 1-0

Back to [Chess Coaching Page](#)

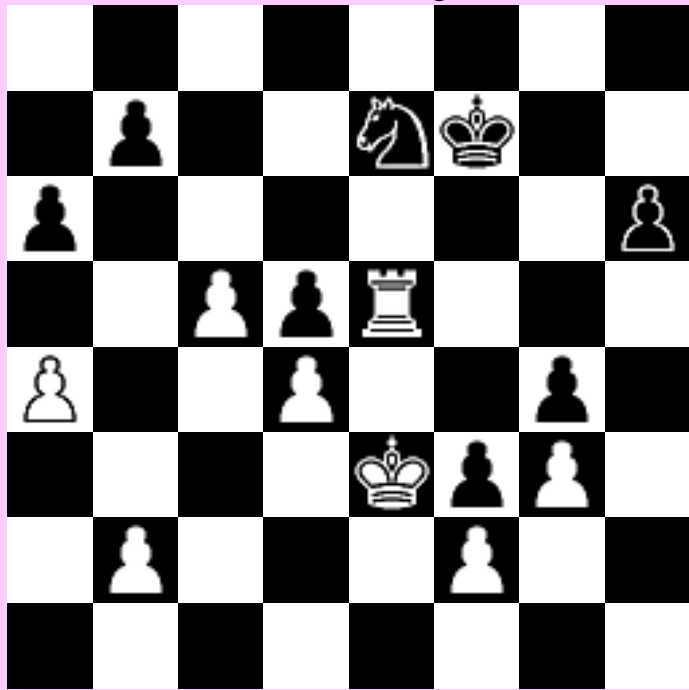
This document (Canon\canon721.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

bellers - evans [k17king [t50]7 - a hasty excha, king ending: 7, 1977

(wKe3,Re5,Pa4,b2,c5,d4,f2,g3; bKf7,Ne7,Pa6,b7,d5,f3,g4,h6)



White swaps off into a won K+P ending, but it isn't as easy as White first thought. Simply 47.b2-b4 would have been stronger.
46. Rxe7+ Kxe7 47. Kf4 h5 48. b4 Kf6 49. b5 axb5 50. axb5 Ke6 51. c6 [51. Kg5 wins easily] 51... bxc6 52. bxc6 Kd6 53. Kg5 Kxc6 54. Kxh5 Kb5 55. Kxg4 Kc4 56. Kxf3 Kxd4 57. Ke2 Kc3 58. Kd1 Kd3 59. g4 Ke4 60. g5 Kf5 61. f4 1-0

Back to [Chess Coaching Page](#)

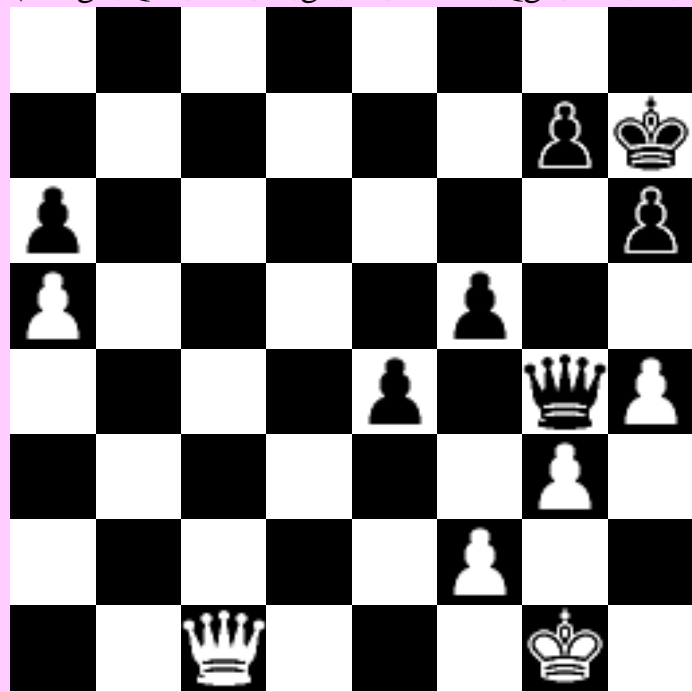
This document (Canon\canon722.html) was last modified on 13 Aug 2005 by



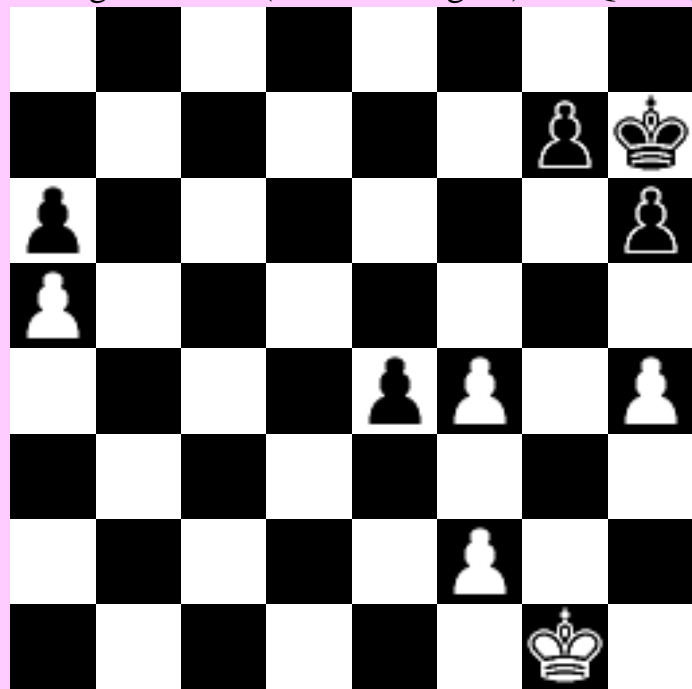
[Dr. Dave](#)

thornley - bellers [k18king [t50]8 - sac to exchan, king ending: 8, 1995

(wKg1,Qc1,Pa5,f2,g3,h4; bKh7,Qg4,Pa6,e4,f5,g7,h6)



White is a pawn down but seems to have everything covered. Black must do something active to break through. 54... f4 (that move again) 55. Qxf4 Qxf4 56. gxf4



how do you assess this position? 56... Kg6 57. Kg2 Kf5 58. h5 [58. Kg3 h5] 58... Kxf4 59. Kf1 Kf3 60. Ke1 e3 61. fxe3 Kxe3 62. Kd1 Kf4 63. Kd2 Kg5 64. Kc3 Kxh5 65. Kc4 g5 66. Kc5 g4 67. Kb6 g3 68. Kxa6 g2 69. Kb7 g1=Q 70. a6 Kg5 resigns: advanced Rook pawns do draw against K+Q but not K

+Q+P! 1-0

Back to [Chess Coaching Page](#)

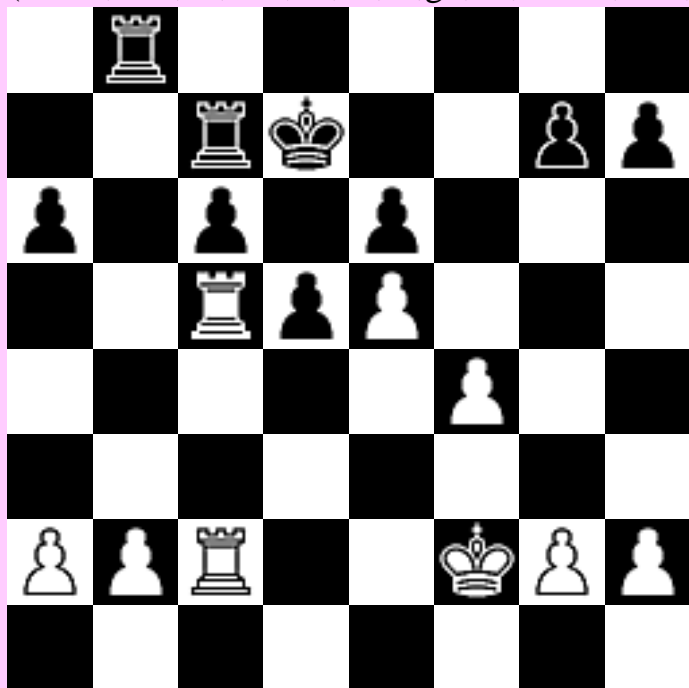
This document (Canon\canon723.html) was last modified on 13 Aug 2005 by



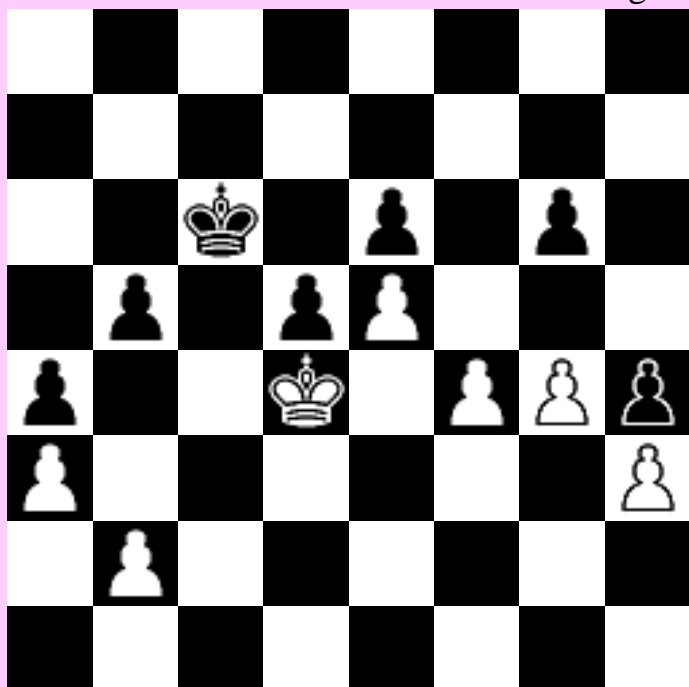
[Dr. Dave](#)

furnewell - frost [k19king [t50]9 - to exchange o, king ending: 9, 1995

(wKf2,Rc2,c5,Pa2,b2,e5,f4,g2,h2; bKd7,Rb8,c7,Pa6,c6,d5,e6,g7,h7)



I'm not sure how to categorise this one: Black thought he was transposing into a won K+P ending because of the protected passed d-pawn, White presumably thought it was won. Who was right? 25... Rb5 White has the choice: leaving the rooks on may have been easier 26. Rxb5 cxb5 27. Rxc7+ Kxc7 28. Ke3 Kc6 29. Kd4 a5 30. a3 a4 31. h3 g6 32. g3 h5 33. g4 h4



But 34. f5 [34. Ke3 Kc5 35. f5 draws easily! 35... exf5 36. gxf5 gxf5 37. Kf4 d4 38.

*e6 Kd6 39. Kxf5 d3 40. Kf6 d2 41. e7 Kd7 42. Kf7 d1=Q 43. e8=Q+] 34... exf5 35.
gxf5 gxf5 36. Ke3 Kd7 37. Kf3 Ke6 38. Kf4 d4 0-1*

Back to [Chess Coaching Page](#)

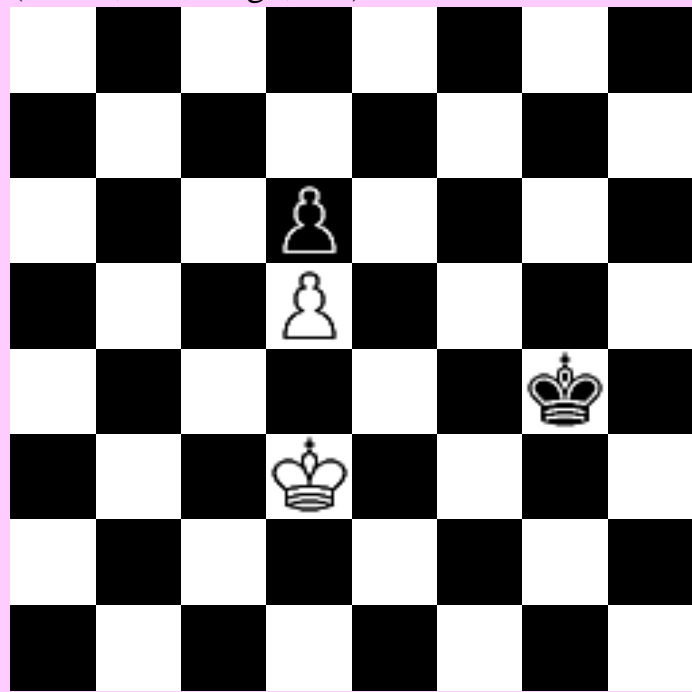
This document (Canon\canon724.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

coull - stanciuking [t50]thessaloniki women's ol, thessalon, 1988

(wKd3,Pd5; bKg4,Pd6)



1. Ke4 Kg5 2. Ke3 Kf5 3. Kd4 Kf4 4. Kd3 Ke5 5. Ke3 Kxd5 6. Kd3 Kc5 7. Kc3 d5 8. Kd3 d4 9. Kd2 Kc4 10. Kc2 d3+ 11. Kd2 Kd4 12. Kd1 Kc3 13. Kc1 d2+ 14. Kd1 Kd3 1/2

Back to [Chess Coaching Page](#)

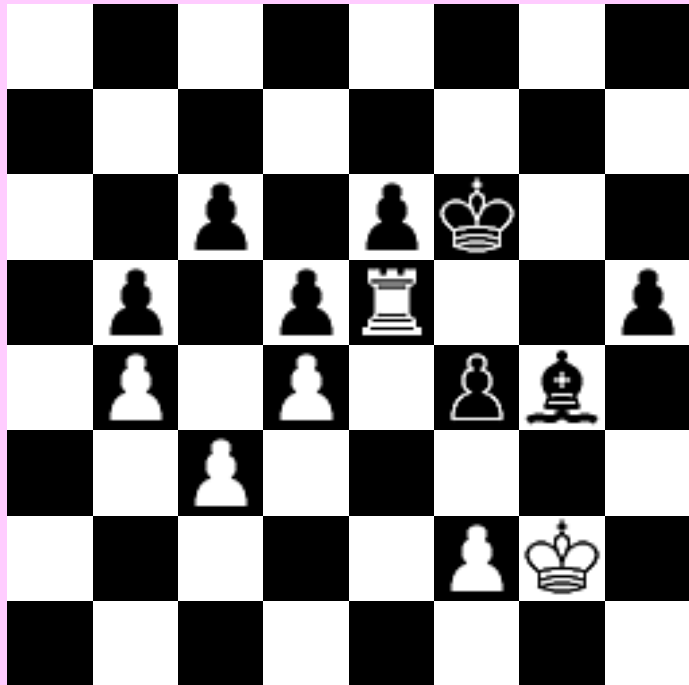
This document (Canon\canon725.html) was last modified on 13 Aug 2005 by



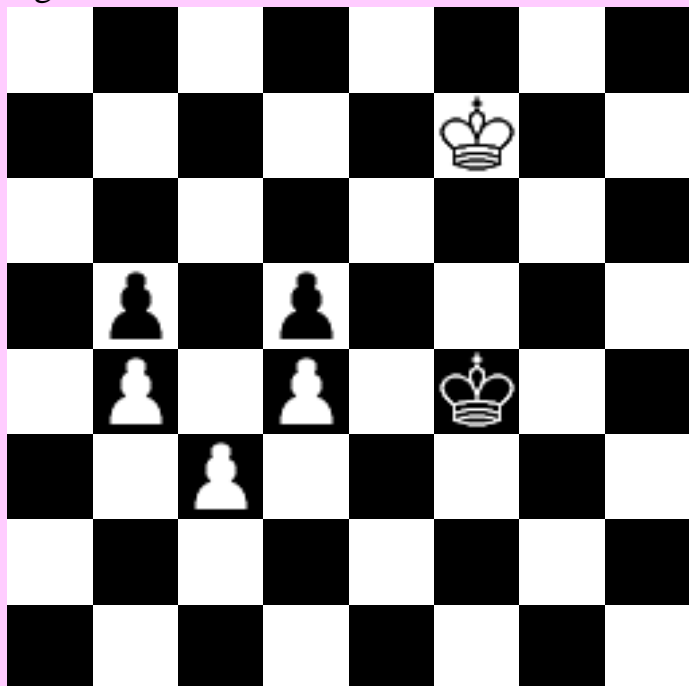
[Dr. Dave](#)

bellers - saqui [k20king ending:10 - arising from, 1983

(wKg2,Re5,Pb4,c3,d4,f2; bKf6,Bg4,Pb5,c6,d5,e6,f4,h5)



Finally, an ending to demonstrate the resources that may exist when all seems lost. The key to this ending is the greater mobility of the rook, and the ability of the wK to gain entry on the White squares. 43. Re1 Ke7 44. Rh1 f3+ 45. Kg3 Kf7 46. Kf4 Kf6 47. Ra1 Ke7 48. Ke5 Kf7 49. Kd6 two pawns now go, but it's still got to be won 49... Bf5 50. Kxc6 Bd3 51. Kd6 Kf6 52. Rh1 Kg5 53. Kxe6 Bc4 54. Ke5 Kg4 55. Rg1+ Kh3 56. Rg3+ Kh2 57. Rxf3 h4 58. Rf4 h3 59. Rg4 Be2 60. Rg7 Bf3 61. Kd6 Bg2 62. f4 Kg1 63. Rh7 h2 64. f5 Be4 65. Rxh2 Kxh2 66. f6 Bg6 67. Ke6 Kg3 68. f7 Bxf7+ 69. Kxf7 Kf4



Black has wriggled well but this K+P ending is won for White 70. Ke6 Ke4 71. Kd6 Kd3 72. Kxd5

Kxc3 73. Kc5 Kb3 74. d5 1-0

Back to [Chess Coaching Page](#)

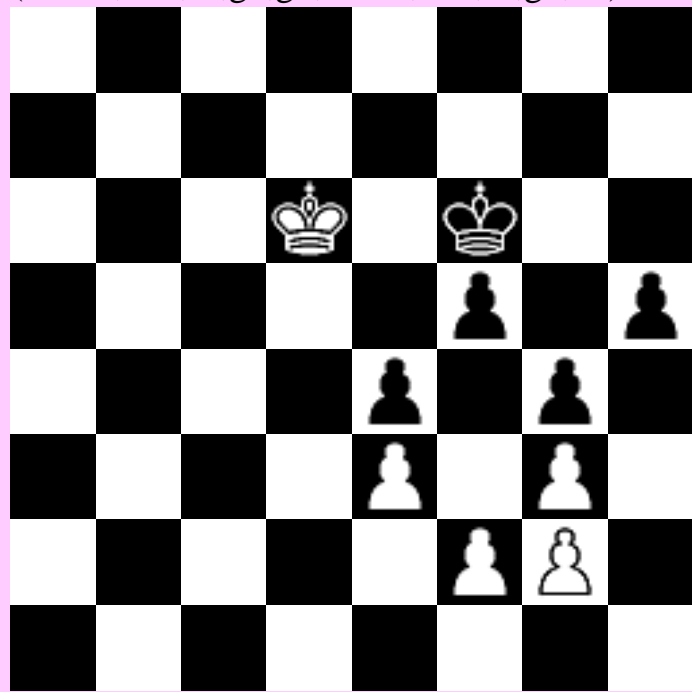
This document (Canon\canon726.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

pomar - cuerdas [t50king ending:11 practical break, king ending:11, 1990

(wKd6,Pe3,f2,g2,g3; bKf6,Pe4,f5,g4,h5)



a real-life version of the famous breakthrough 1... f4 2. Kd5 [2. gxf4 h4] 2... h4 3. Kxe4 f3 4. gxf3 h3 0-1

Back to [Chess Coaching Page](#)

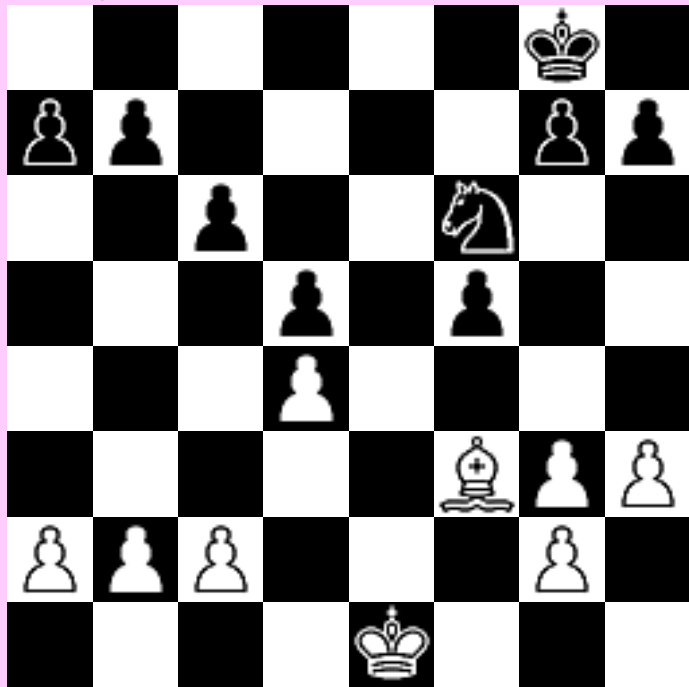
This document (Canon\canon727.html) was last modified on 13 Aug 2005 by



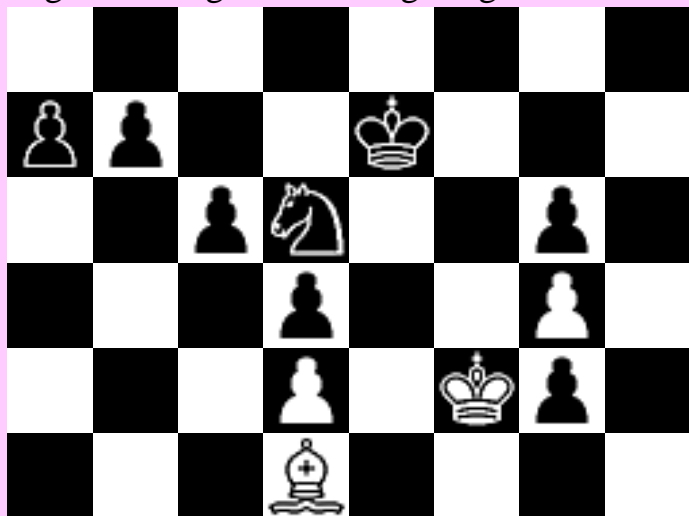
[Dr. Dave](#)

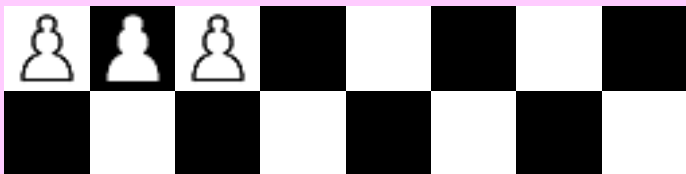
Capablanca, Jose - Corzo y Principe, Juan (Havana m [A83]minor piece [t50]Bishop vs., minor piece end, 1901

1. d4 This is the ninth game of the match for the Cuban Championship, which Capa played at the age of 12. He took 24 minutes over this game. 1... f5 2. e4 fxe4 3. Nc3 Nf6 4. Bg5 c6 5. Bxf6 exf6 6. Nxe4 d5 7. Ng3 Qe7+ 8. Qe2 Qxe2+ 9. Bxe2 Bd6 10. Nf3 O-O 11. O-O Bg4 12. h3 Black could try to play for a win with the two Bishops, but instead exchanges apparently seeking a draw. 12... Bxf3 13. Bxf3 Bxg3 14. fxg3 Nd7 15. Rfe1 Rae8 16. Kf1 f5 17. Rxe8 Rxe8 18. Re1 Rxe1+ 19. Kxe1 Nf6

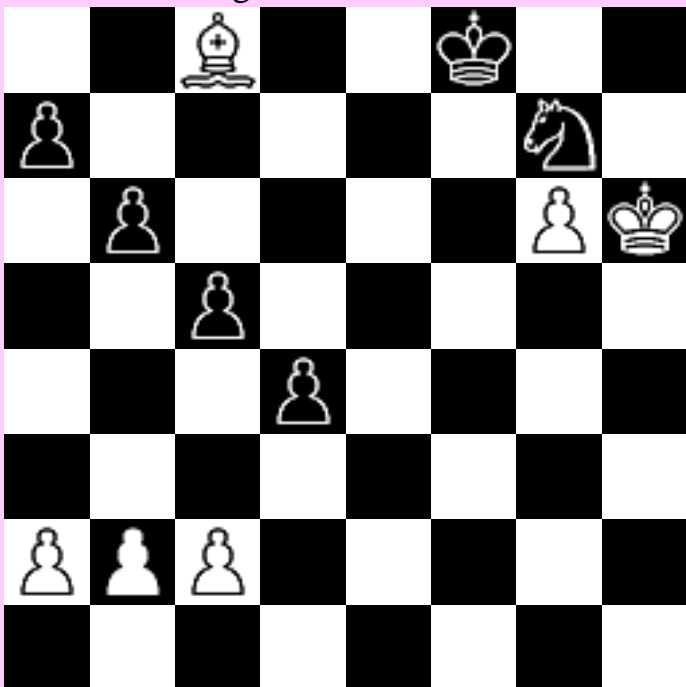


20. Kd2 Ne4+ 21. Ke3 Nd6 [21... Nxc3 22. Kf4 Ne4 [22... Nf1 23. Be2 Nd2 24. Kxf5] 23. Kxf5] 22. Be2 Kf7 23. Kf4 Kf6 Chernev comments "The position may look drawish, but it is to Capablanca's liking; he often manages to squeeze a win out of a theoretical draw". Without wishing to enter the possibly fruitless debate about whether this position is 24. h4 g6 [24... h6 25. h5] 25. g4 h6 26. g5+ hxg5+ 27. hxg5+ Ke7 28. g4 fxg4 29. Bd3

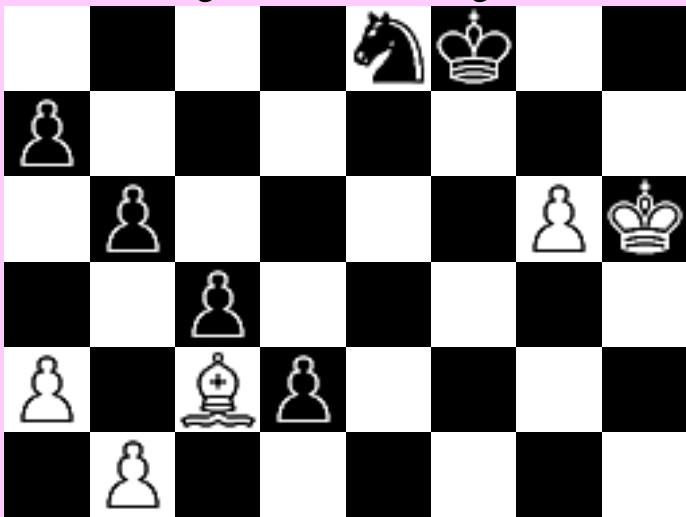


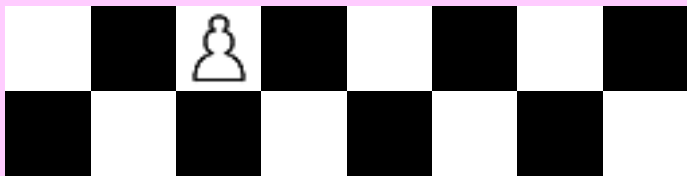


29... Nf5 concedes a passed Pawn [29... Kf7 (Hooper) 30. Kxg4 Nb5 31. c3 Nc7 "with good drawing chances"; neither Bishop nor King have an obvious entry point.] 30. Kxg4 Nxd4 [30... Ke6 31. Bxf5+ gxf5+ 32. Kf4 and who has the most tempi to lose on the Queen's-side? Chernev assumes Black will run out of moves, but it's worth being sure! Perhaps.. 32... a5 [32... b6 33. b4 a6 [33... a5 34. bxa5 bxa5 35. a4] 34. a4 a5 35. bxa5 bxa5 36. c3] 33. a4 b6 34. b3 b5 35. c3 b4 36. cxb4 axb4 37. a5] 31. Bxg6 c5 32. Kh5 Ne6 33. Kh6 Kf8 34. Bf5 Ng7 [34... Nd4 35. Bd7 Nxc2 36. g6 Kg8 37. Be6+ Kh8 38. g7#] 35. Bc8 b6 36. g6 d4

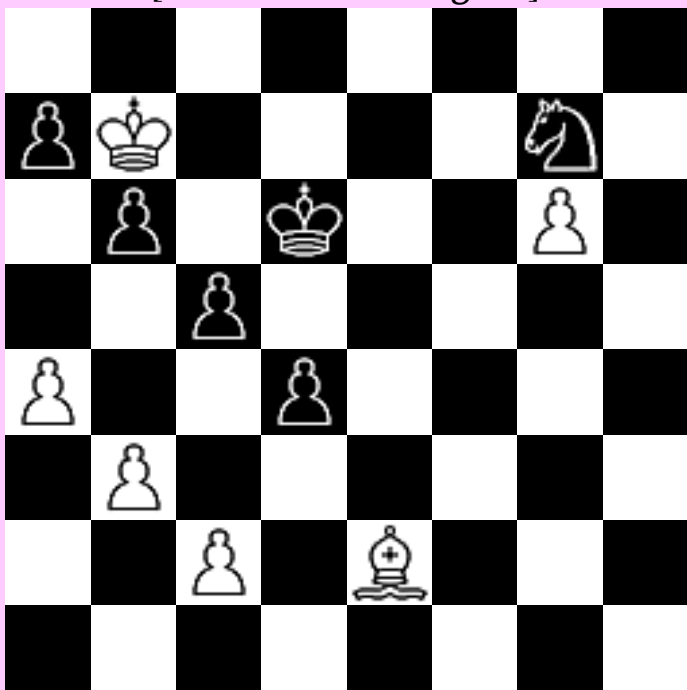


Black's only hope is to do something with the Queen's-side Pawns, but they lack support. 37. b3 Kg8 38. a4 Kf8 39. Bg4 Ne8 40. Kh7 Ng7 41. Kh6 Ne8 42. Be2 Ng7 43. Bc4 Ne8

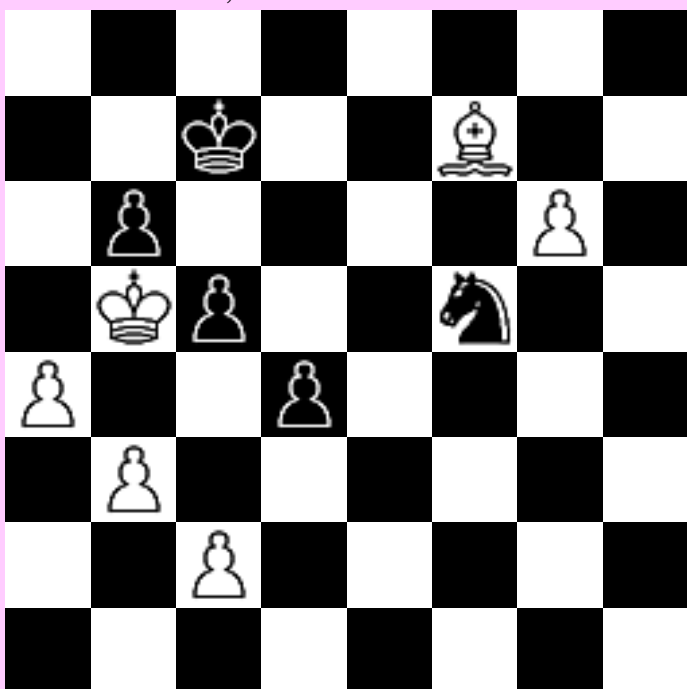




White begins a long King-march 44. Kg5 Ke7 [44... Kg7 45. Bb5 Nd6 46. Bd3 Ne8 47. Kf5] 45. Kf5 Ng7+ 46. Ke5 Nh5 [46... Kd7 47. Kf6 Ne8+ 48. Kf7 Nd6+ 49. Kf8] 47. Be2 Ng7 48. Kd5 Ne8 [48... Kd7 49. Bg4+] 49. Kc6 Ng7 50. Kb7 Kd6



White attacks the Pawn chain at the base! 51. Kxa7 Kc7 52. Ka6 Ne8 53. Bf3 Ng7 54. Bd5 Ne8 [54... Nf5 55. Be4 Ng7 56. Kb5 Ne8 57. a5 Nd6+ 58. Ka6 Nxe4 59. axb6+ Kb8 60. g7 Nf6 61. Kb5 Kb7 62. Kxc5 Ng8 63. Kxd4] 55. Bf7 Ng7 56. Kb5 Now the White King covers the break at a5, and the Pawns at b6 and d5. 56... Nf5



57. a5 Nd6+ [57... bxa5 58. Kxc5] 58. Ka6 bxa5 [58... Nf5 59. axb6+ Kb8 60. Kb5] 59. g7
1-0

Back to [Chess Coaching Page](#)

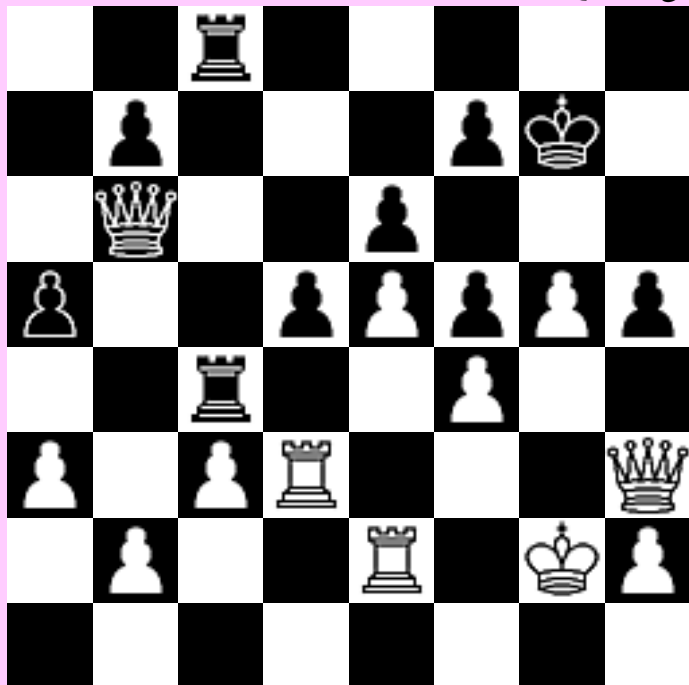
This document (Canon\canon728.html) was last modified on 13 Aug 2005 by



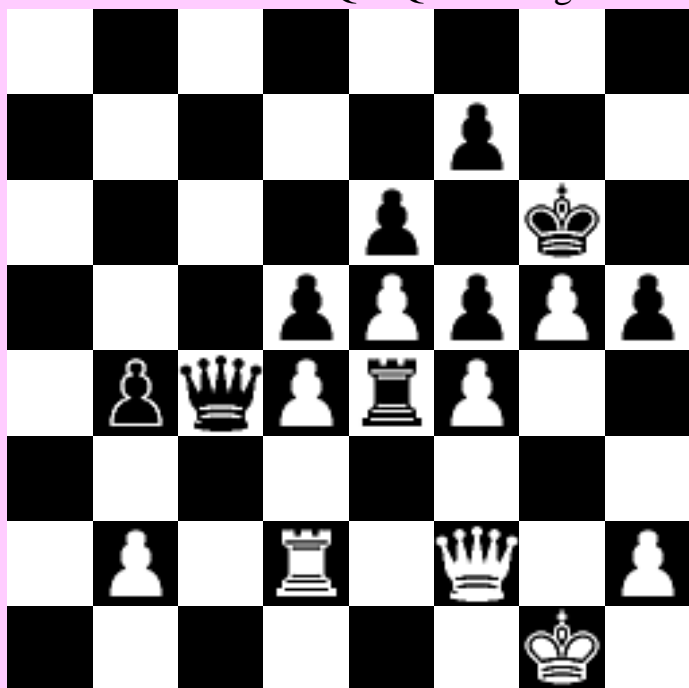
[Dr. Dave](#)

Nimzovitch,A - Capablanca,J. [t50 [B12]model [t50]major pieces (Ne, model ending: m, 1927

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Bd3 Bxd3 5. Qxd3 e6 6. Nc3 Qb6 7. Nge2 c5 8. dxc5 Bxc5 9. O-O Ne7 10. Na4 Qc6 11. Nxc5 Qxc5 12. Be3 Qc7 13. f4 Nf5 14. c3 Nc6 15. Rad1 g6 16. g4 Nxe3 17. Qxe3 h5 18. g5 O-O 19. Nd4 Qb6 20. Rf2 Rfc8 21. a3 Rc7 22. Rd3 Na5 23. Re2 Re8 24. Kg2 Nc6 25. Red2 Rec8 26. Re2 Ne7 27. Red2 Rc4 28. Qh3 Kg7 29. Rf2 a5 30. Re2 Nf5 31. Nxf5+ gxf5



White seems to have fair prospects - none of the pieces have much scope, and Black cannot switch side easily. Capa gives a lesson in manoeuvring with the heavy pieces in the ending... 32. Qf3 Kg6 33. Red2 Re4 34. Rd4 Rc4 35. Qf2 Qb5 36. Kg3 Rcx d4 37. cxd4 Qc4 38. Kg2 b5 39. Kg1 b4 40. axb4 axb4



By little steps and threats, Capa has worked his pieces into place 41. Kg2 Qc1 42. Kg3 Qh1 43. Rd3 Re1 44. Rf3 Rd1 45. b3 Rc1 46. Re3 Rf1 A marvellous manoeuvring game which reminds us of the finest achievements of... Nimzovitch! [46... Rf1 47. Qe2 Qg1+ 48. Kh3 Rf2] 0-1

Back to [Chess Coaching Page](#)

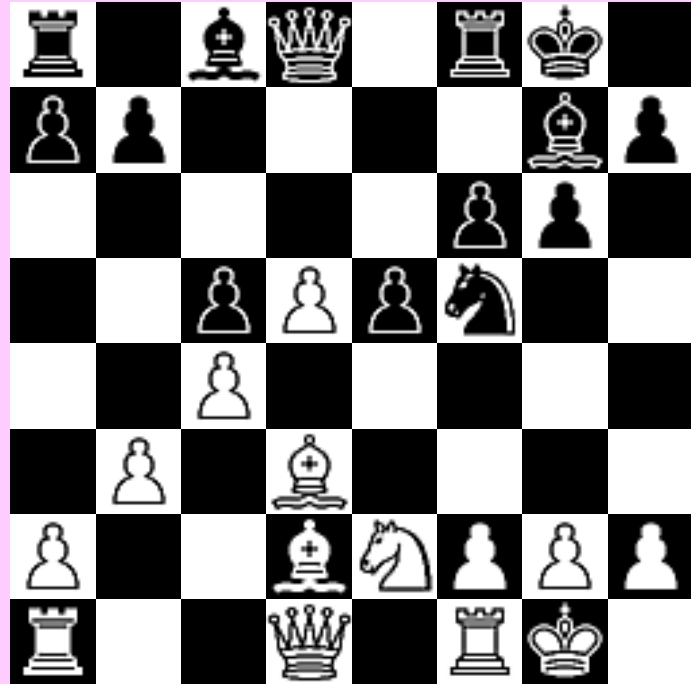
This document (Canon\canon729.html) was last modified on 13 Aug 2005 by



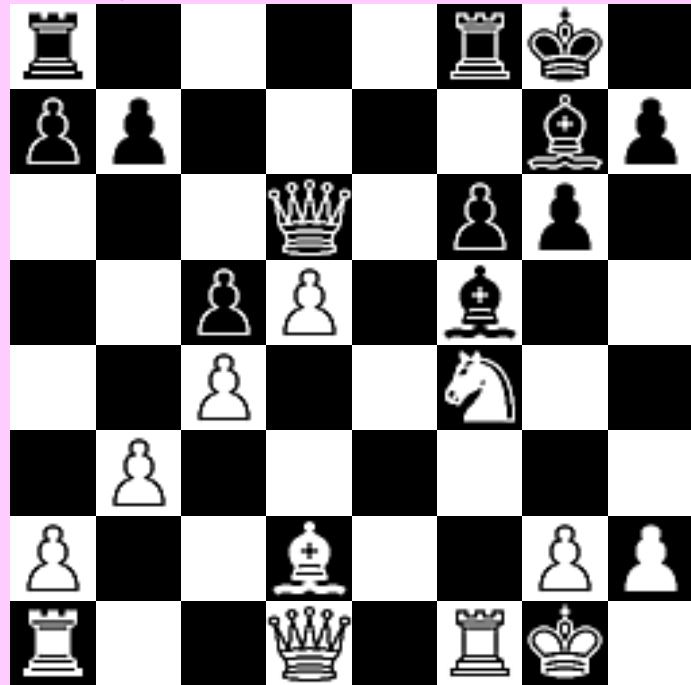
[Dr. Dave](#)

fischer,rj - berliner (usa ch'p) [t50 [B03]model [t50]passed pawns mus, model ending: p, 1960

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. c4 Nb6 5. exd6 cxd6 6. Nc3 g6 7. Bd3 Bg7 8. Nge2 Nc6 9. Be3 O-O 10. O-O e5 11. d5 Ne7 12. b3 Nd7 13. Ne4 Nf5 14. Bg5 f6 15. Bd2 Nc5 16. Nxc5 dxc5

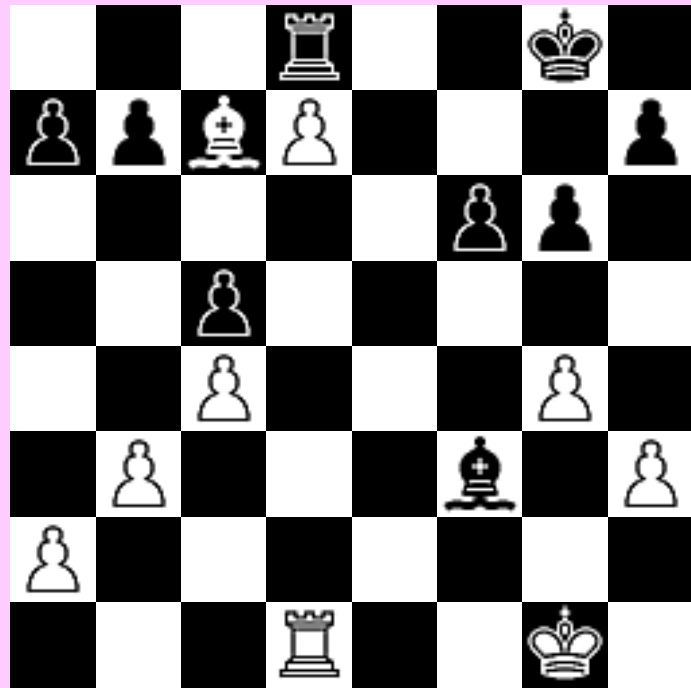


White has a passed pawn. Usually this is an endgame theme, but here we see it throughout a middlegame with Queens. 17. Bxf5 Bxf5 18. f4 exf4 19. Nxf4 Qd6



not the best blockader, and the other potential blockaders are quickly exchanged. 20. Nh5 It's not a very good bishop, but once it is exchanged White's own dark-squared bishop will have no opposition in its

prosecution of the advance of the d-pawn 20... Rae8 21. Nxg7 Kxg7 22. Bf4 Qd7 23. Qd2 Rf7 24. Bh6+ Kg8 25. Rae1 Rfe7 26. Rxe7 Qxe7 27. h3 Qe4 28. Qf2 Qe7 29. g4 Bd3 30. Rd1 Be4 31. d6 Qe5 32. Bf4 Qc3 33. d7 Rd8 34. Qe2 Qf3 [34... Qxh3 35. Qxe4 Qxg4+ 36. Kf2 (threat Qe8+)] 35. Qxf3 Bxf3 36. Bc7



simple as that 1-0

Back to [Chess Coaching Page](#)

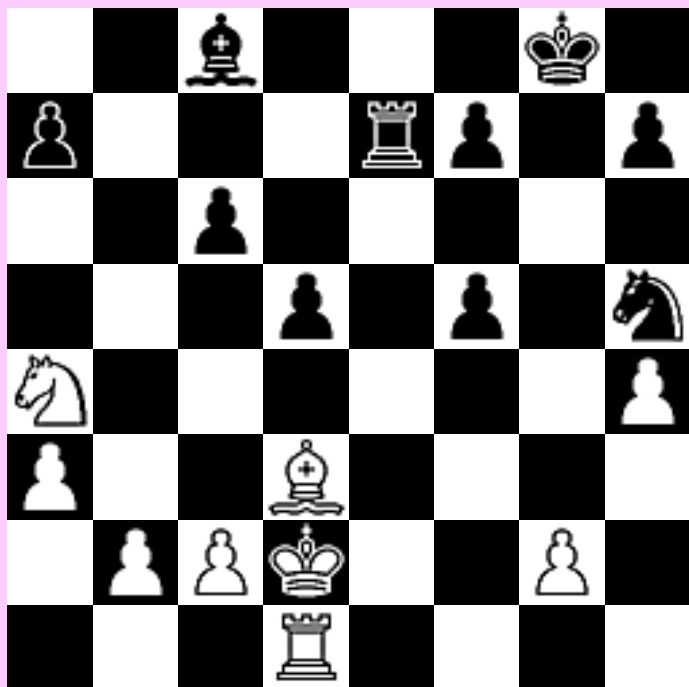
This document (Canon\canon730.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

active king in the ending [t5 [B71]model [t50]rook and knight, 1954

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Nc6 7. Nxc6 bxc6 8. e5 Nd7 9. exd6 exd6 10. Be3 Be7 11. Qf3 d5 12. O-O-O Bf6 13. Bd4 O-O 14. h4 Rb8 15. Qf2 Rb4 16. Bxf6 Nxf6 17. a3 Qb6 18. Qxb6 Rxb6 19. Na4 Rb7 20. Bd3 Nh5 21. Rhf1 Re7 22. f5 ! 22... gxf5 23. Rfe1 Rfe8 24. Rxe7 Rxe7 25. Kd2



KUFTE ! 25... Ng3 26. Kc3 f4 27. Kd4 Bf5 28. Rd2 Re6 29. Nc5 Rh6 30. Ke5 ! 30... Bxd3 31. cxd3 Rxh4 32. Kd6 Rh6+ 33. Kc7 Nf5 34. Kb7 Nd4 35. Rf2 a5 36. Rxf4 Ne6 37. Rg4+ Kf8 38. Kxc6 ! 38... Nxc5+ 39. Kxc5 Re6 40. Kxd5 Rb6 41. b4 axb4 42. axb4 Ke7 43. Kc5 Rf6 44. Rd4 Rf5+ 45. Kb6 Rf6+ 46. Kc7 Rf5 47. Re4+ Kf6 48. Kc6 Rf2 49. g4 h5 50. gxh5 Kg5 51. b5 f5 52. Rb4 f4 53. b6 f3 54. b7 1-0 [54. b7 Rc2+ 55. Kd5 f2 56. b8=Q f1=Q 57. Qg3+ Kf6 58. Qe5+ Kf7 59. Rb7+ Rc7 60. Rxc7+ Kf8 61. Qh8#] 1-0

Back to [Chess Coaching Page](#)

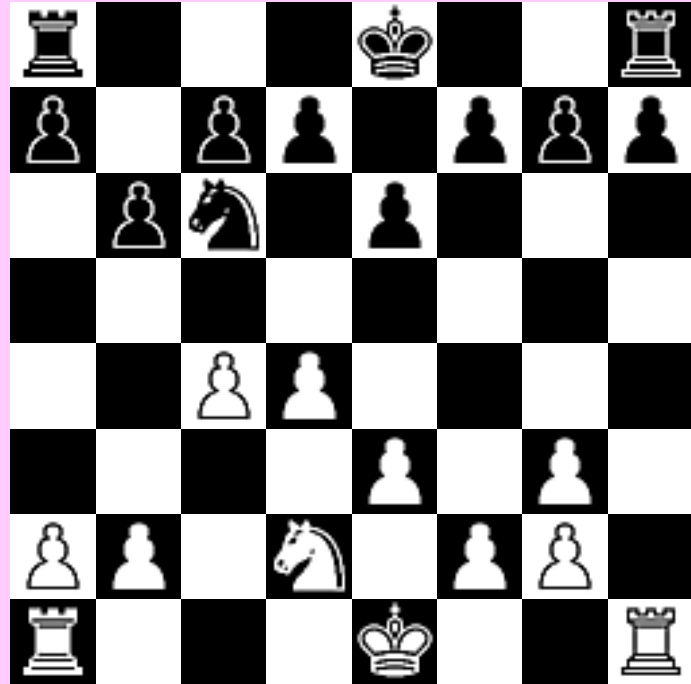
This document (Canon\canon731.html) was last modified on 13 Aug 2005 by



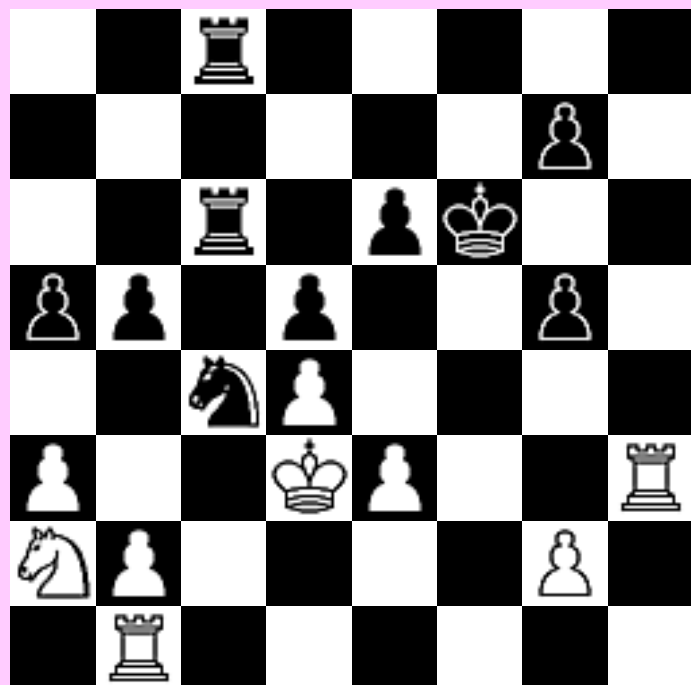
[Dr. Dave](#)

Bogoljubow,E - Capablanca,J. [t50 [E12]model [t50]rooks & minors (, model ending: r, 1928

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. Nc3 Bb7 5. Bg5 Be7 6. e3 Ne4 7. Bxe7 Qxe7 8. Nxe4 Bxe4 9. Nd2 Bb7 10. Be2 Qg5 11. Bf3 Bxf3 12. Qxf3 Nc6 13. Qg3 Qxg3 14. hxg3

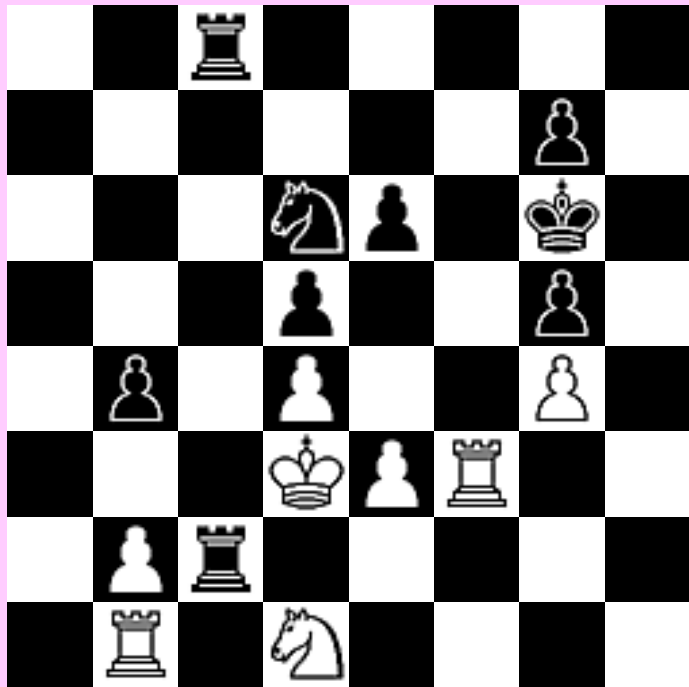


how can anyone spin a win out of this dry stuff? 14... Ke7 15. g4 h6 16. a3 a6 17. Ke2 Rhb8 18. Ne4 b5 White cannot afford to have Black open a file 19. c5 d5 20. cxd6+ cxd6 21. f4 Rc8 22. f5 Na5 23. Kd3 Nc4 24. Rab1 d5 25. Nc3 Rc6 26. fxe6 fxe6 27. g5 hxg5 28. Rh5 Kf6 29. Rh3 Rac8 30. Na2 a5

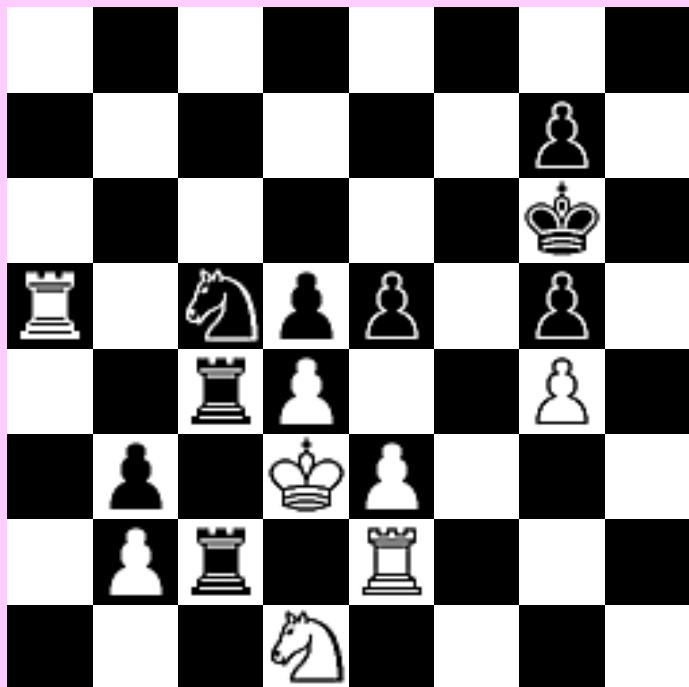


Black's domination of the Q-side is impressive. 31. Rf3+ Kg6 32. g4 Nd6 33. Nc3 b4 34. axb4 axb4 35.

Nd1 Rc2



rook on the seventh 36. Rf2 b3 37. Ra1 Ne4 38. Re2 R8c6 39. Rb1 e5 40. Ra1 R6c4 41. Ra5 Nc5+



an unusual mid-board mate in an ending. Remarkable: White's pieces can hardly lift a finger between them. 0-1

Back to [Chess Coaching Page](#)

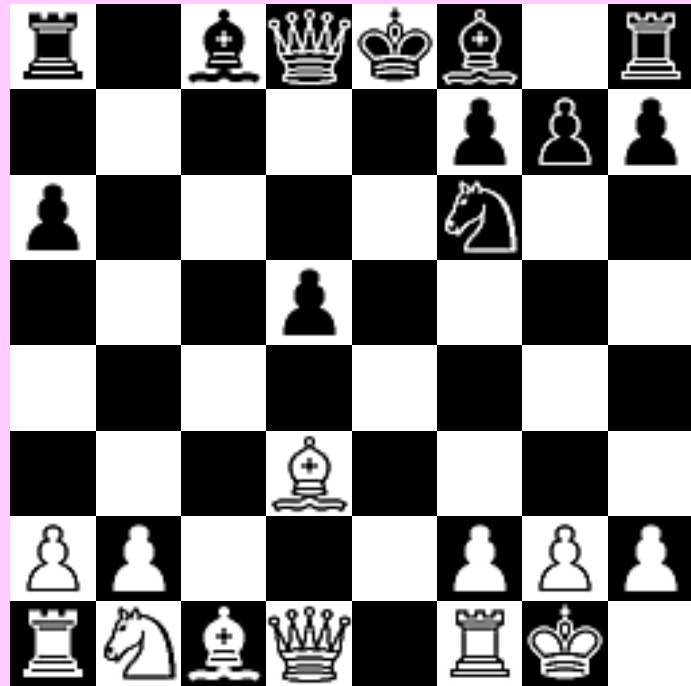
This document (Canon\canon732.html) was last modified on 13 Aug 2005 by



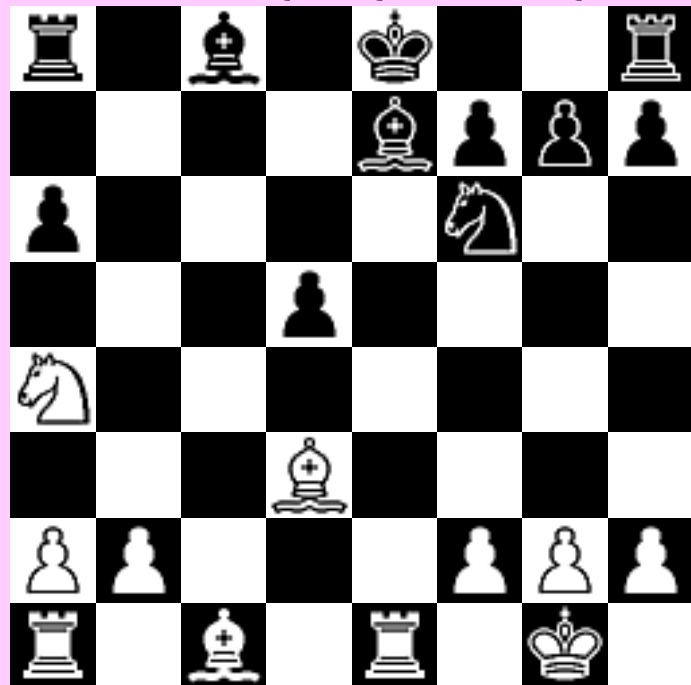
[Dr. Dave](#)

fischer - petrosian #7 [B42]model [t50]rooks & minors (, model ending: r, 1971

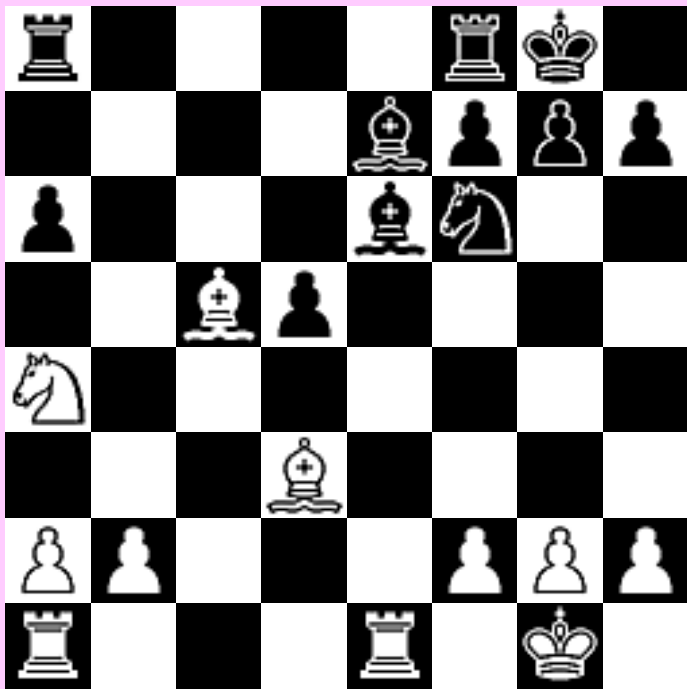
1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 a6 5. Bd3 Nc6 6. Nxc6 bxc6 7. O-O d5 8. c4 Nf6 9. cxd5 cxd5 10. exd5 exd5



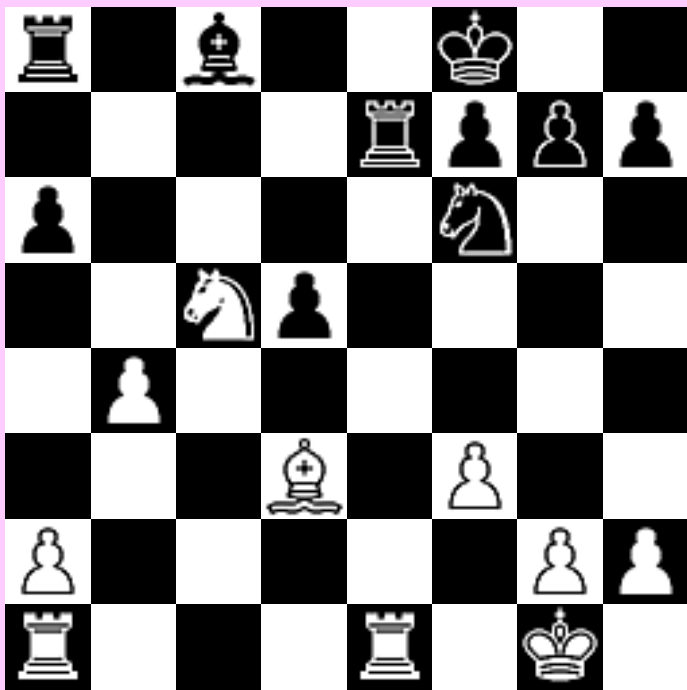
The IQP is often compensated by free development, but Black actually is well behind in development. 11. Nc3 Be7 12. Qa4+ Qd7 13. Re1 Qxa4 14. Nxa4



A complex endgame has arisen, where Black is also struggling to mobilise. 14... Be6 15. Be3 O-O 16. Bc5

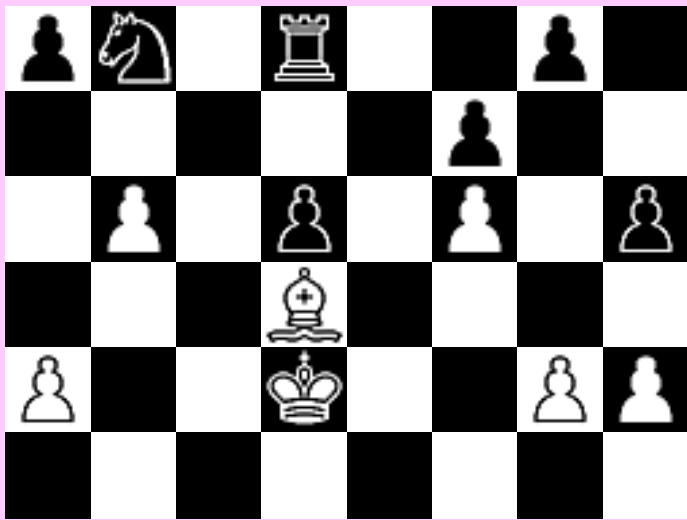


exchanging the opponent's better bishop cf. [strategy](#) section on the IQP 16... Rfe8 17. Bxe7 Rxe7 18. b4 Kf8 19. Nc5 Bc8 20. f3



Black's problems persist: how can he mobilise the Q-side? 20... Rea7 [20... Nd7 21. Nb3 Ne5 22. Bf1 Bd7 23. Rad1 which is awkward] [20... Bd7 21. Nxd7+ with a B for N advantage] 21. Re5 Bd7 22. Nxd7+ Rxd7 23. Rc1 Rd6 24. Rc7 Nd7 25. Re2 Black mobilises his King's-side pawns to try and restrict the White pieces. 25... g6 26. Kf2 h5 27. f4 h4 28. Kf3 f5 29. Ke3 d4 + 30. Kd2 Nb6 31. Ree7





The final phase. 31... Nd5 32. Rf7+ Ke8 33. Rb7 Nxf4 34. Bc4 1-0 34... h3 35. Rg7 and the mate threats decide. 1-0

Back to [Chess Coaching Page](#)

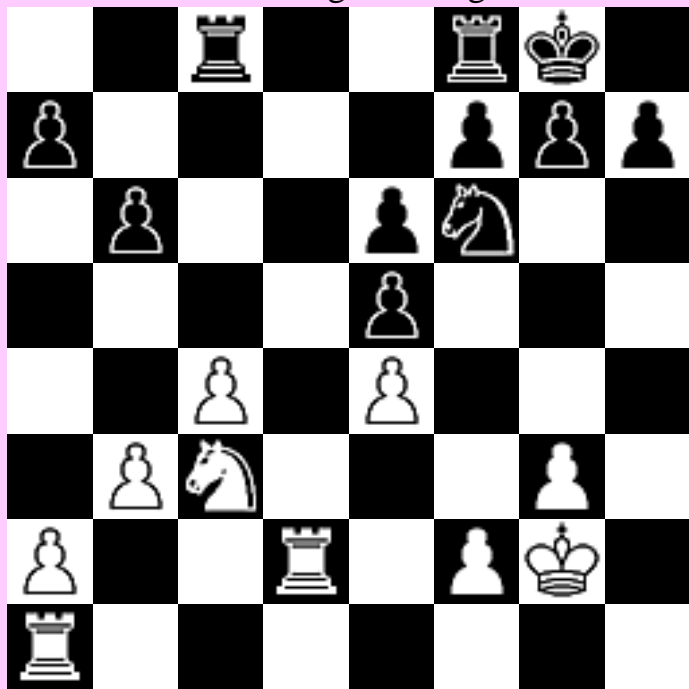
This document (Canon\canon733.html) was last modified on 13 Aug 2005 by



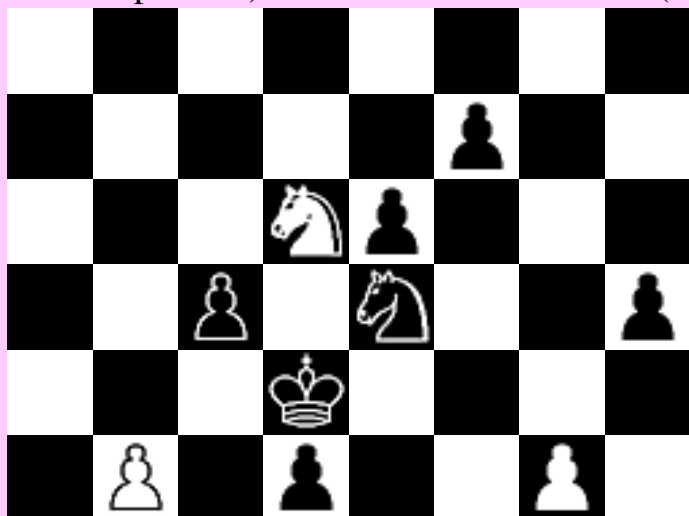
[Dr. Dave](#)

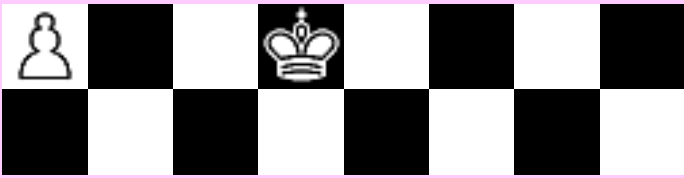
gligoric,s - smyslov,v. (zurich) (MEDNIS [A30]model [t50]rooks and minors, model ending: r, 1953

1. c4 Nf6 2. Nc3 e6 3. Nf3 c5 4. g3 b6 5. Bg2 Bb7 6. O-O Be7 7. d4 cxd4 8. Qxd4 O-O 9. Rd1 Nc6 10. Qf4 Qb8 11. Qxb8 Raxb8 12. Bf4 Rbc8 13. Bd6 Bxd6 14. Rxd6 Ne7 15. Ne5 ? 15... Bxg2 16. Kxg2 Nf5 17. Rd2 d6 18. e4 Nxc3 19. hxc3 dxe5 20. b3



1. Exchange one pair of rooks only. 2. Deflect wR to h-file, control d-file 3. Attack e5, tying up pieces and undermining pawns. 5. Invade with king 20... Rfd8 (prevent counterplay) 21. Rad1 Rxd2 (prevent counterplay, prevent complications) 22. Rxd2 Kf8 (use your king) 23. f3 Ke7 24. Kf2 h5 (establish clear plan and follow it) 25. Ke3 g5 26. Rh2 Rd8 (don't be on a hurry. improve your position) 27. Rh1 g4 (follow your plan) 28. fxg4 Nxc3+ 29. Ke2 Nf6 30. Ke3 Rd4 (don't be in a hurry) 31. Rf1 Ng4+ 32. Ke2 Kf8 (use your king) 33. Rf3 Kg7 34. Rd3 Kf6 ! (change plan if we're going to play a knight ending) 35. Rxd4 exd4 36. Nb5 (use your king) 36... Ke5 37. Nxa7 Kxe4 38. Nc8 d3+ (passed pawns must be pushed) 39. Kd2 Kd4 40. c5 bxc5 (avoid complications) 41. Nd6 Ne5





0-1 (black is two pawns ahead and has all the play) Annotations are from MEDNIS 0-1

Back to [Chess Coaching Page](#)

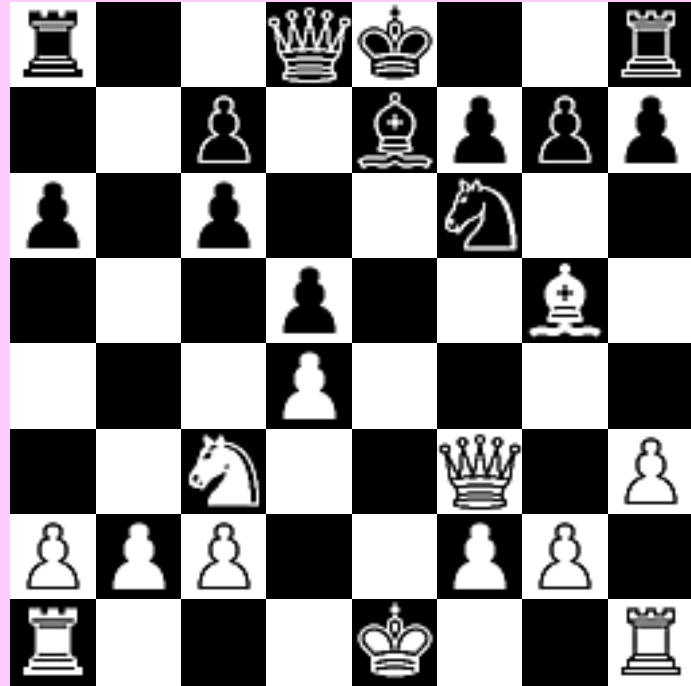
This document (Canon\canon734.html) was last modified on 13 Aug 2005 by



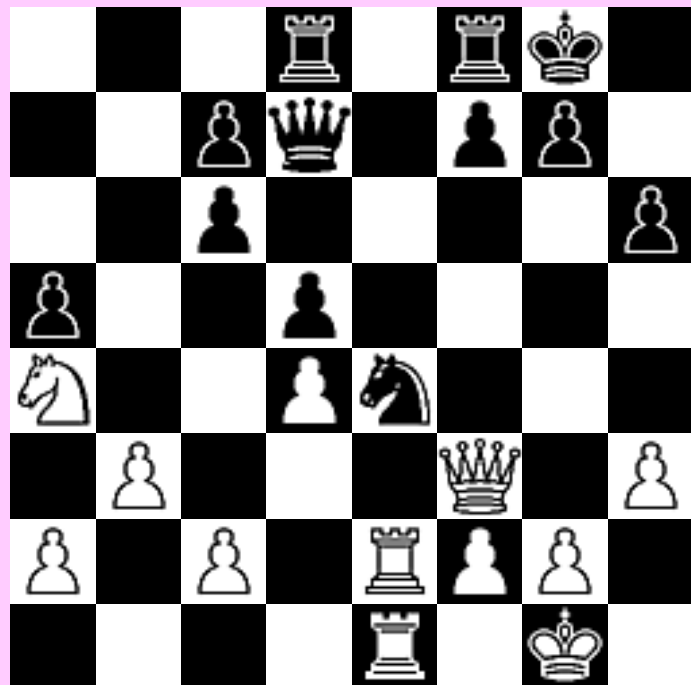
[Dr. Dave](#)

fischer - petrosian #9 [C10]model [t50]rooks and minors, model ending: r, 1971

1. e4 e6 2. d4 d5 3. Nc3 Nc6 4. Nf3 Nf6 5. exd5 exd5 6. Bb5 Bg4 7. h3 Bxf3 8. Qxf3 Be7 9. Bg5 a6 10. Bxc6+ bxc6

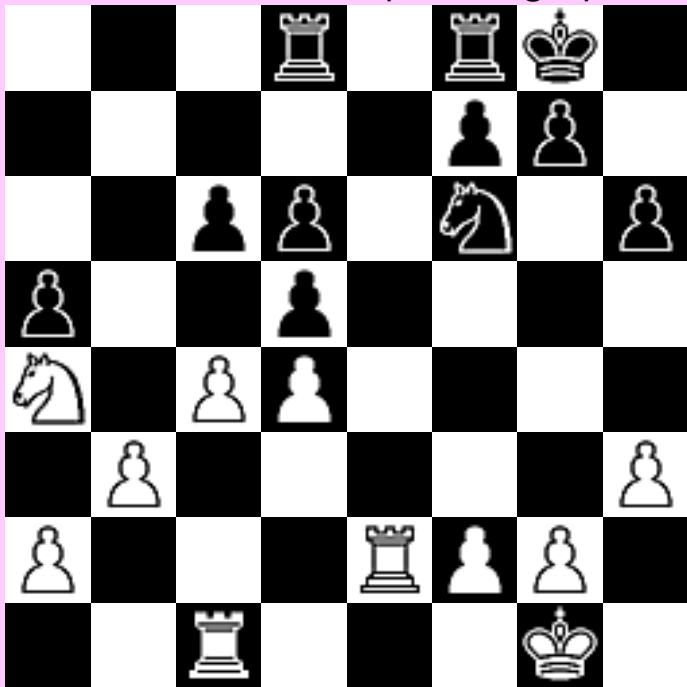


The appearance of the doubleton. 11. O-O O-O 12. Rfe1 h6 13. Bh4 Qd7 14. Re2 While Black is still getting sorted out, White quietly takes over the e-file. 14... a5 15. Rae1 Bd8 16. b3 Rb8 17. Na4 Ne4 18. Bxd8 Rbxd8

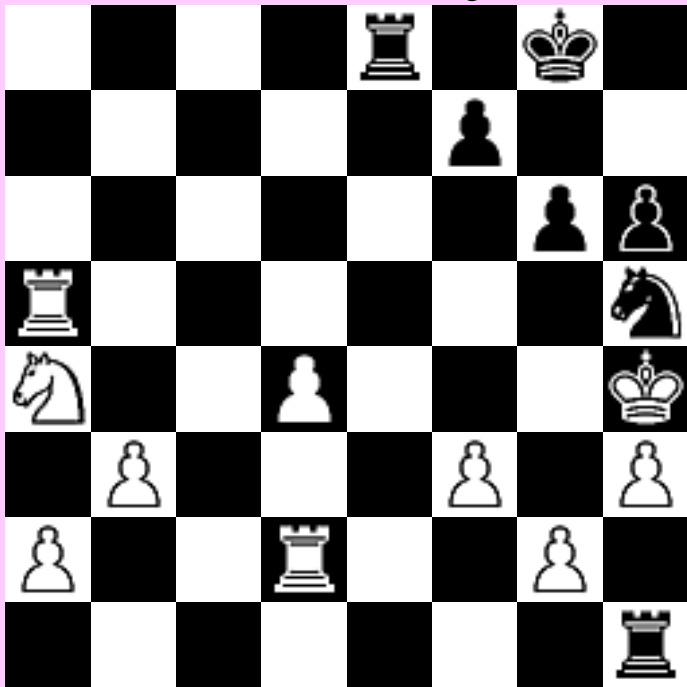


19. Qf4 White is threatening an invasion on c5 after f2-f3. 19... Qd6 20. Qxd6 cxd6 21. c4 [*Just as*

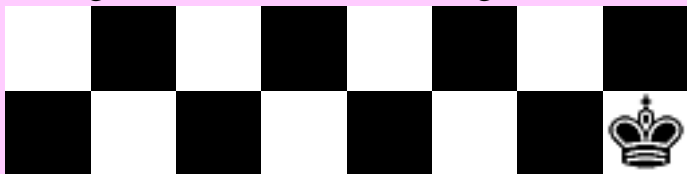
Black seemed to be patching up his pawns, this comes!] 21... Nf6 22. Rc1

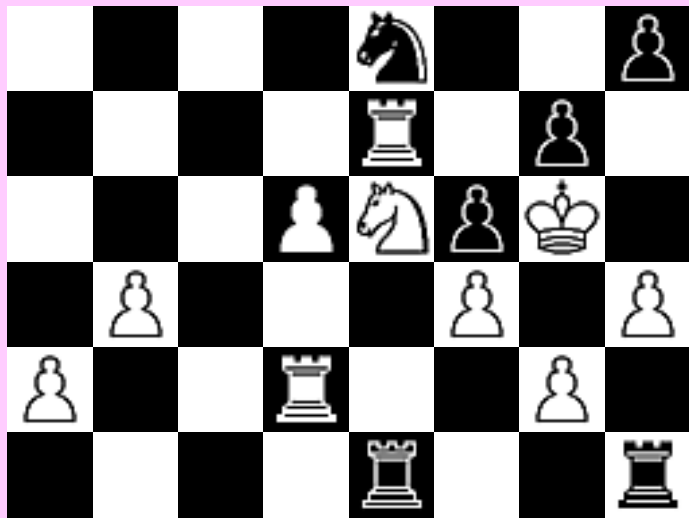


Black's pawns are still very wobbly, but it is only through having more active pieces as well that White can show this clearly. 22... Rb8 [22... dxc4 23. Rxc4 Rc8 24. Rec2] 23. cxd5 cxd5 24. f3 Nh5 25. Rc6 Nf4 26. Rd2 Rfe8 Counterplay rather than passive defence is a good rule in (rook) endings. 27. Rxd6 Re1+ 28. Kf2 Rh1 29. Kg3 Nh5+ 30. Kh4 g6 31. Rxd5 Re8 32. Rxa5



White shows a certain amount of disrespect for the force of the counter- attack. 32... Ree1 33. Nc3 Nf4 34. Kg4 Ne6 35. Re5 f5+ 36. Kg3 f4+ 37. Kh4 Kh7 38. Ne4 g5+ 39. Kg4





White has judged things properly: Black has one trick left but White has material to burn. 39... Ng7 40. Nxf5+ No more teasing, let's make things clear here. 40... hxg5 41. Rxe1 Rxe1 42. Kxg5 Ne6+ 43. Kf5 Re2 44. Rxe2 Nxd4+ 45. Ke5 Nxe2 46. a4 1-0

Back to [Chess Coaching Page](#)

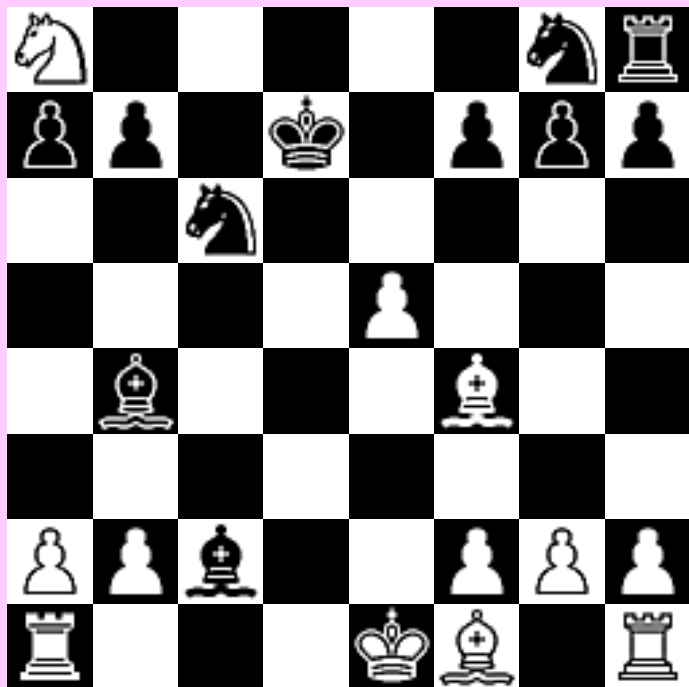
This document (Canon\canon735.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

anon - barcza (debrecen) [B00]not an [t50]a queenless mid, not an ending:, 1934

1. e4 Nc6 2. d4 d5 3. exd5 Qxd5 4. Nf3 Bg4 5. Nc3 ? 5... Bxf3 6. Nxd5 Bxd1 7. Nxc7+ Kd7 8. Nxa8
Bxc2 9. Bf4 e5 10. dxe5 Bb4+



The key themes of this position: rapid development, open lines, exposed king and giving up material or development - have little to do with the ending (pawn majority, rook on the seventh, active king, etc.)

11. Ke2 ? [11. Bd2 Bxd2+ 12. Kxd2 Bf5 with about equal material] 11... Nge7 12. Nc7
Nd4+ 13. Ke3 Nef5# 0-1

Back to [Chess Coaching Page](#)

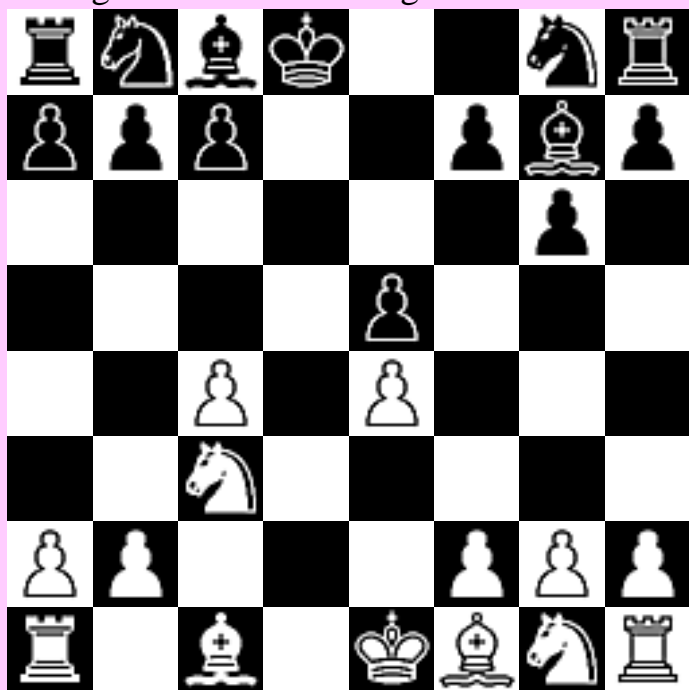
This document (Canon\canon736.html) was last modified on 13 Aug 2005 by



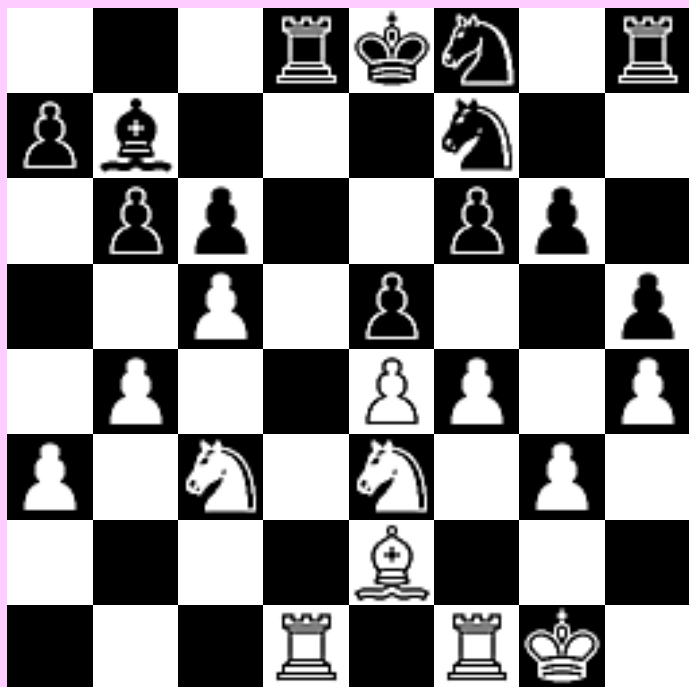
[Dr. Dave](#)

hubner - benko (hungary) [A42]not an [t50]a queenless mid, not an ending:, 1976

1. d4 g6 2. c4 d6 3. Nc3 Bg7 4. e4 e5 5. dxe5 dxe5 6. Qxd8+ Kxd8

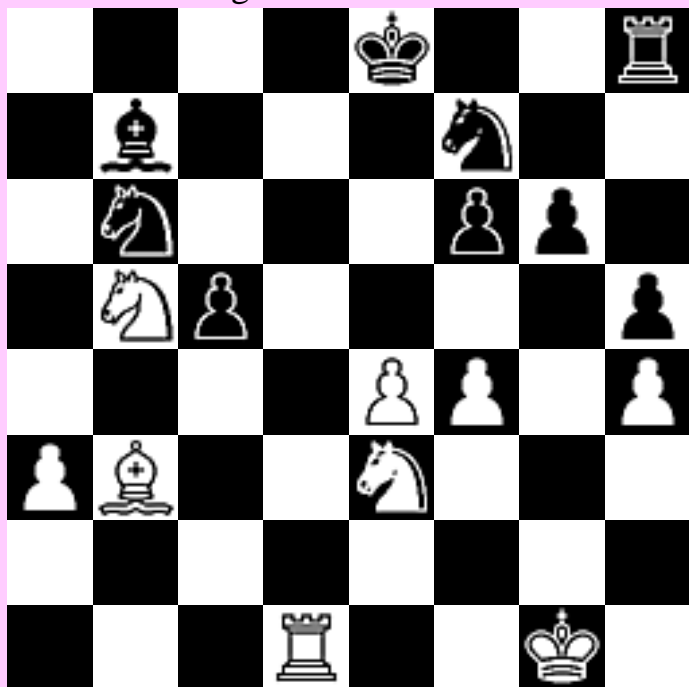


a more complex queenless middlegame in modern master play 7. f4 Nd7 8. Nf3 c6 9. Be2 f6 10. O-O Ke8 11. g3 Nh6 12. Kg2 Nf7 13. Be3 Bf8 14. Rad1 b6 15. a3 Be7 16. Ne1 Bc5 ?! Black was afraid of Nd3 & b4 17. Nc2 Bxe3 18. Nxe3 h5 19. b4 Bb7 20. Kg1 Rd8 21. h4 Nf8 22. c5



White is better developed and starts to open lines - again, classic middlegame ideas, but not so much in the ending when direct attacks have little chance of success. 22... Rxd1 23. Bxd1 bxc5 24. Bb3 Nd7

[24... cxb4 25. axb4 and Rd1] 25. Rd1 Bc8 26. b5 still working for open lines 26... cxb5 27. Nxb5 exf4 28. gxf4 Nb6 29. Nxa7 Bb7 30. Nb5



Black is struggling. 30... Ke7 ? [30... Bxe4 31. Bxf7+ Kxf7 32. Nd6+] [30... Bc6] 31. Bxf7 Kxf7 32. Nd6+ Ke7 33. Nxb7 Ra8 34. Nxc5 Rxa3 35. Kf2 Rc3 36. Rb1 1-0

Back to [Chess Coaching Page](#)

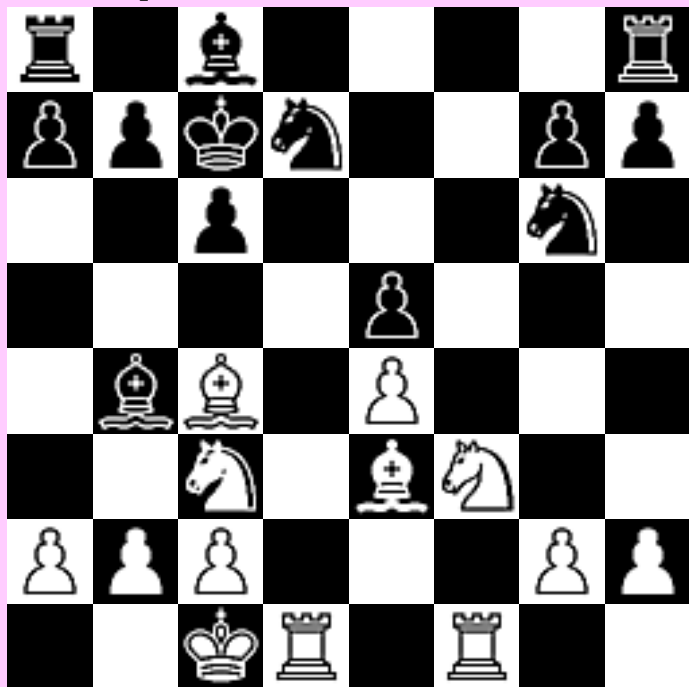
This document (Canon\canon737.html) was last modified on 13 Aug 2005 by



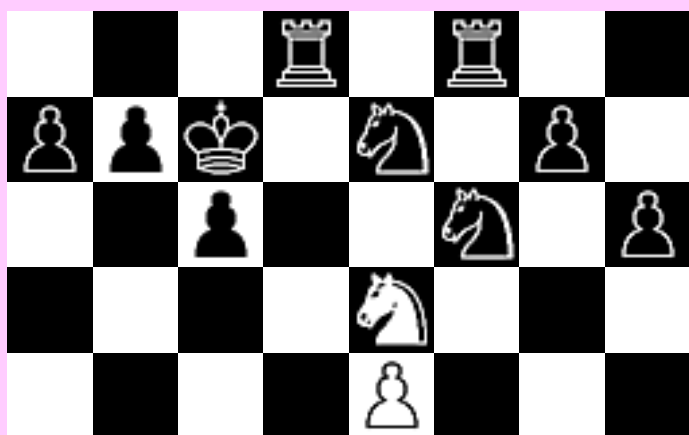
[Dr. Dave](#)

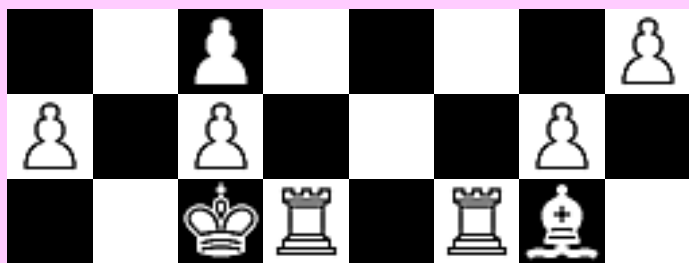
regis,d (1855) - dobber,p (weymouth #3) [t5 (2780) [C41]not an ending:queenless middle, not an ending:q, 1995

1. e4 d6 2. d4 e5 3. dxe5 [3. Nf3 of course transposes to the Philidor, but I thought the text was critical] 3... dxe5 4. Qxd8+ Kxd8 5. Bc4 f6 6. Be3 c6 [6... Nd7 ! 7. Nc3 Bc5 *this idea my opponent showed me the following day; I think it equalises* 8. Bxc5 Nxc5 9. O-O-O+ Nd7 10. f4 exf4] 7. Nc3 Kc7 8. O-O-O Nd7 9. f4 Bb4 10. Nf3 Ne7 11. fxe5 fxe5 12. Rhf1 Ng6

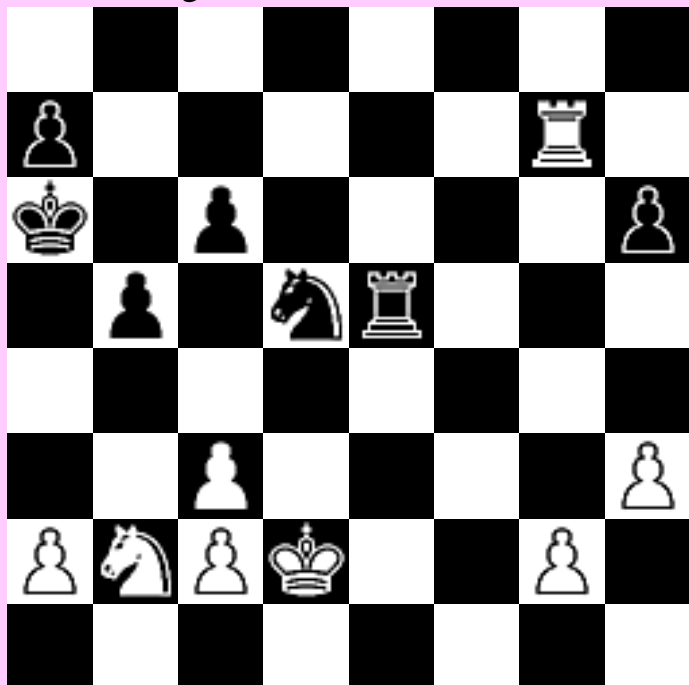


White is better mobilised but needs a breakthrough. The next phase shows White trying various ideas and angles but not finding anything terribly convincing. 13. Ng5 [13. h4 h5 14. Bf7 Ne7 15. Be6 Bxc3 16. bxc3 Nf6 17. Bxc8 Raxc8 18. Nxe5 Rcd8] 13... Nf6 14. Bf7 [14. Nf7 Rf8 15. Bg5 Bxc3 16. Bxf6 gxf6 17. bxc3 Bg4 18. Rd2 Nf4 19. g3 Be2 20. Bxe2 Nxe2+ 21. Rxe2 Rxf7 22. Ref2 Raf8 23. g4 h6] 14... Ne7 15. Be6 [15. Ne6+ Bxe6 16. Bxe6 was worth a punt - next game!] 15... h6 16. Bxc8 Raxc8 [16... hxg5 17. Be6 Bxc3 18. bxc3 Rae8 19. Bxg5 Rxh2 20. Bxf6 gxf6 21. Rd7+ Kb6 22. Bf7] 17. Nf7 Ng4 18. Bg1 Rhf8 19. h3 Nf6 20. Nxe5 Bxc3 21. bxc3 Rcd8

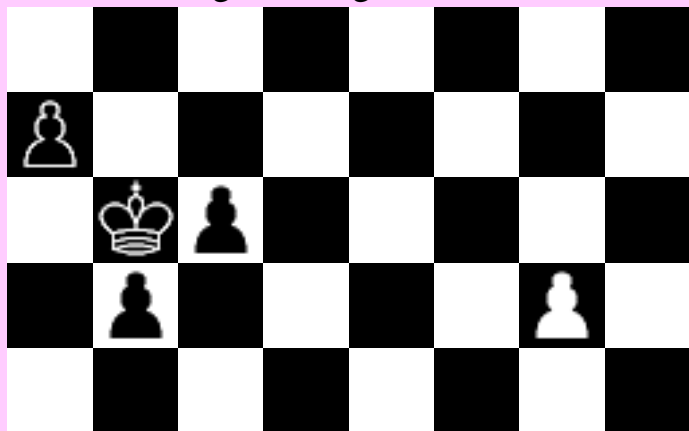


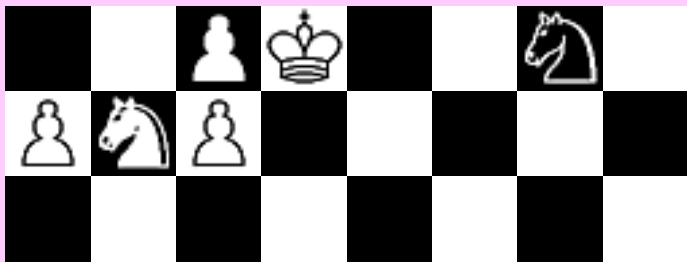


White has a pawn but it is very vulnerable 22. Bc5 [22. Rxd8 Rxd8 23. Nf7 is interesting: 23... Rd7 24. Bh2+ Kb6 25. e5 Nfd5 26. Kb2 Ne3] 22... Rxd1+ 23. Rxd1 Re8 how to keep the pawn? 24. Bd6+ Kb6 25. Nc4+ Ka6 26. Rd4 Ng6 27. e5 Nd5 28. Rg4 determined but inadequate: ... b5 will bring the house down 28... Re6 29. Kd2 b5 30. Nb2 Nxe5 31. Bxe5 Rxe5 32. Rg7

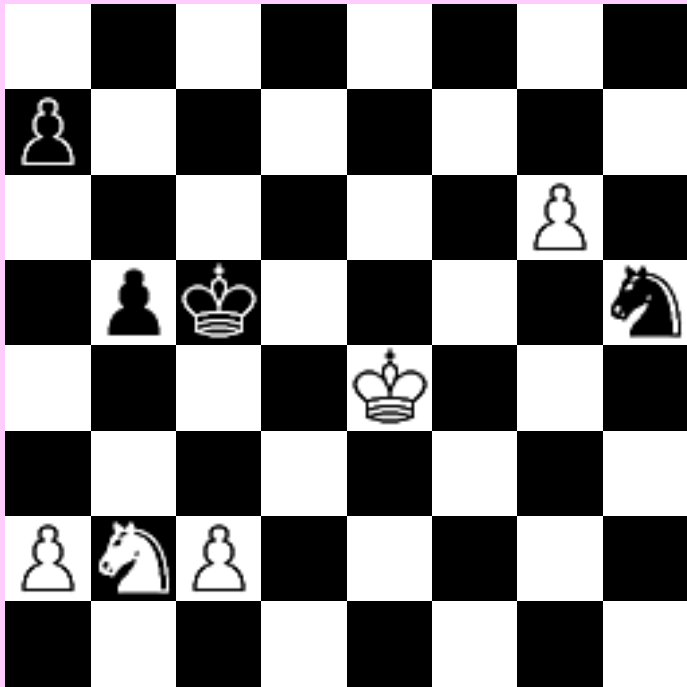


An ending has arisen: Black needs one more move to secure at least the draw. 32... Rg5 ? Knight endings are harder to draw than rook endings but Black hoped to sac the knight for the K-side pawns and blockade on the Queen's-side [32... Nf4 draws, I'm pretty sure, making use of the active Knight in cooperation with the Rook. 33. Rf7 Nxe2 34. Rf6 Rh5 35. Rxc6+ Kb7 36. Rg6 Nf4 37. Rg7+ Kb6 may even be better for Black] 33. Rg5 hxg5 34. g3 Nf6 35. h4 Ne4 + 36. Kd3 Nxe3 37. hxg5 Kb6





some careful footwork secures the win 38. c4 Kc5 39. cxb5 cxb5 40. g6 Nh5 41. Ke4



The usual crisis: defend or counterattack? 41... Kb4 [41... Kd6 42. Kf5 Ke7 43. Kg5 Ng7 44. Nd3 Ne6+ 45. Kh6 Kf6 46. Nf4] 42. Nd3+ Kc3 43. Nf4 Nf6+ 44. Ke5 Ng8 [44... Ng4+ 45. Kf5 Nh6+ 46. Kg5 Ng8 47. Nd5+ Kxc2 48. Nf6 Ne7 49. g7 Kb2 50. Nd5 Ng8 51. Kg6 a5 52. Kh7 b4 53. Kxg8 b3 54. axb3 Kxb3] 45. Nd5+ Kxc2 [45... Kb2 saves a move, but is still too late] 46. Nf6 Ne7 [46... Nh6 47. Kf4 Kb2 48. Kg5 Ng8 49. Nxb3 a5 50. Nf6] 47. g7 1-0

Back to [Chess Coaching Page](#)

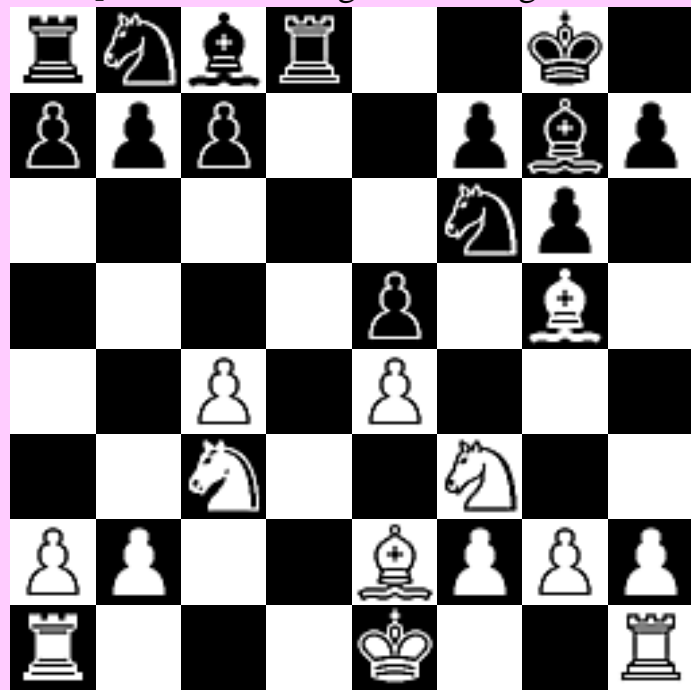
This document (Canon\canon738.html) was last modified on 13 Aug 2005 by



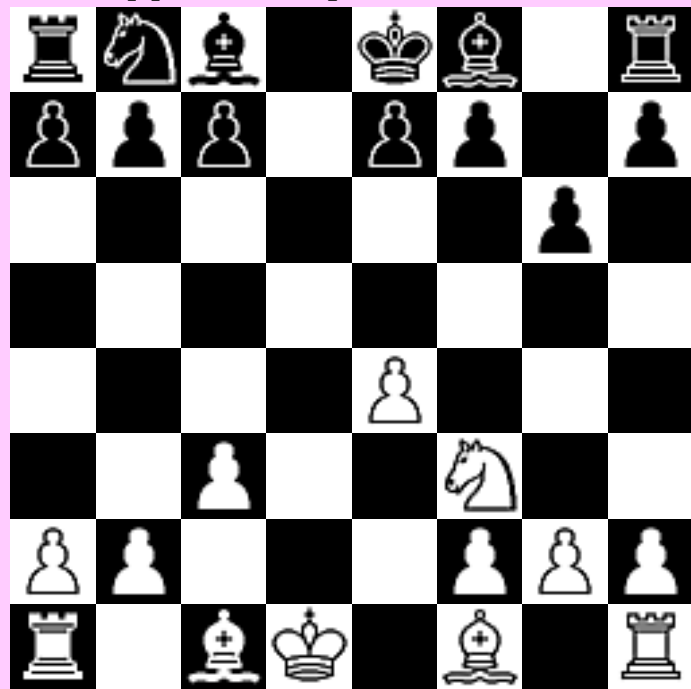
[Dr. Dave](#)

Mednis, Lasker etc [C68] openings designed for endgames, openings design, 1995

1. e4 [1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. dxe5 dxe5 8. Qxd8 Rxd8 9. Bg5

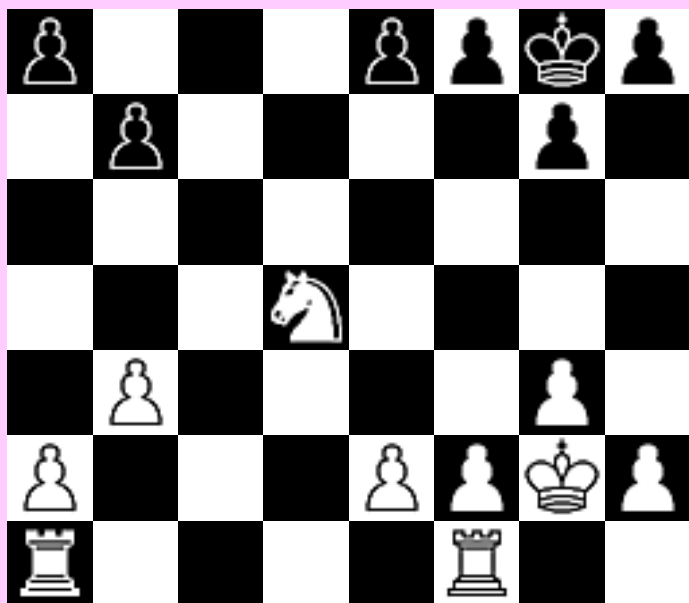


9... Re8] [1. c4 c5 [1... Nf6 2. Nc3 d5 3. cxd5 Nxd5 4. Nf3 g6 5. e4 Nxc3 6. dxc3 Qxd1+ 7. Kxd1

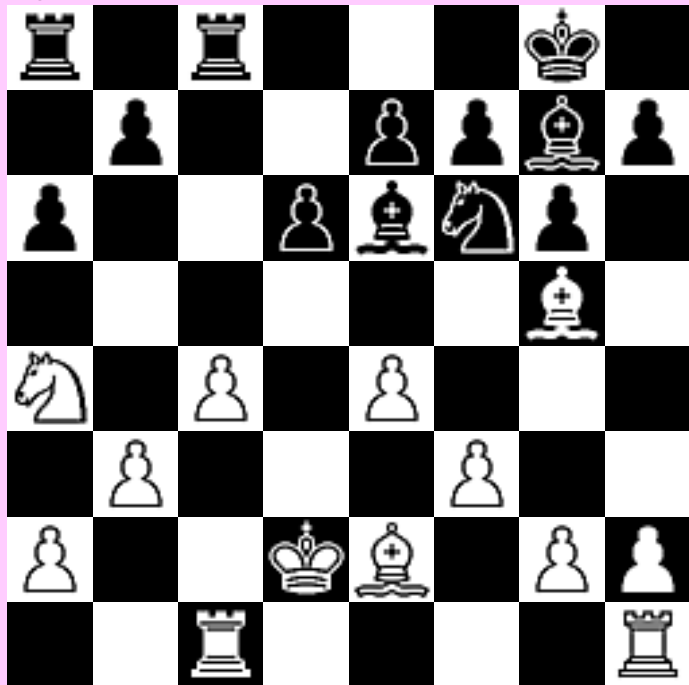


]2. Nf3 Nf6 3. g3 b6 4. Bg2 Bb7 5. O-O g6 6. b3 Bg7 7. Bb2 O-O 8. Nc3 d5 9. Nxd5 Nxd5 10. Bxg7 Kxg7 11. cxd5 Qxd5 12. d4 cxd4 13. Qxd4+ Qxd4 14. Nxd4 Bxg2 15. Kxg2

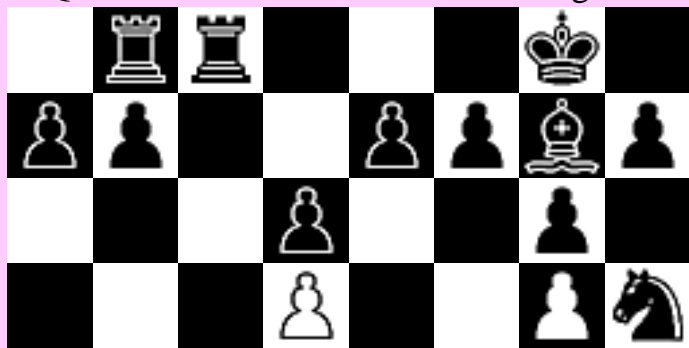


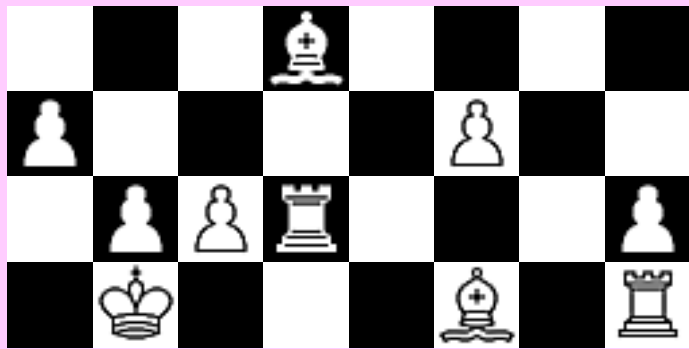


1... e5 [1... c5 2. Nf3 d6 [2... Nc6 3. d4 cxd4 4. Nxd4 g6 5. c4 Nf6 6. Nc3 Nxd4 7. Qxd4 d6 8. Bg5 Bg7 9. f3 O-O 10. Qd2 Be6 11. Rc1 Qa5 12. b3 Rfc8 13. Be2 a6 14. Na4 Qxd2+ 15. Kxd2

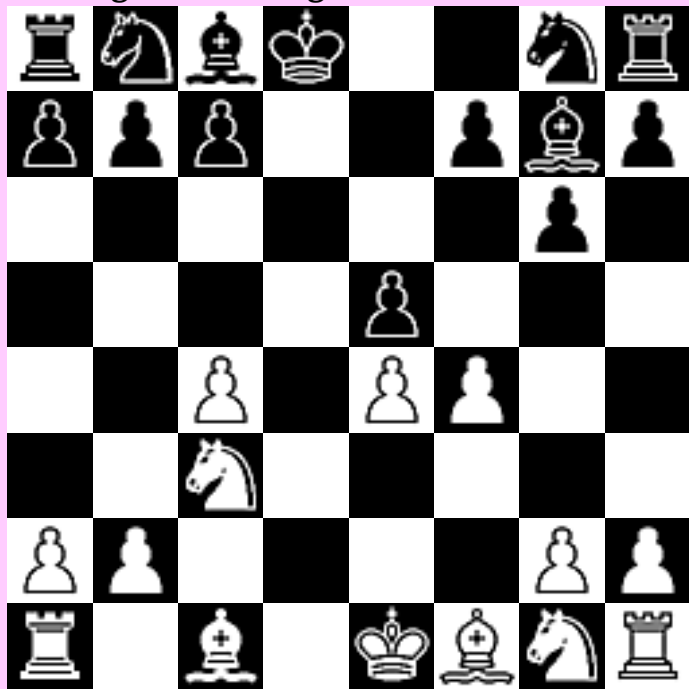


13. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. g4 Nxd4 10. Bxd4 Be6 11. O-O-O Qa5 12. Kb1 Rfc8 13. a3 Rab8 14. g5 Nh5 15. Nd5 Qxd2 16. Rxd2 Bxd5 17. exd5

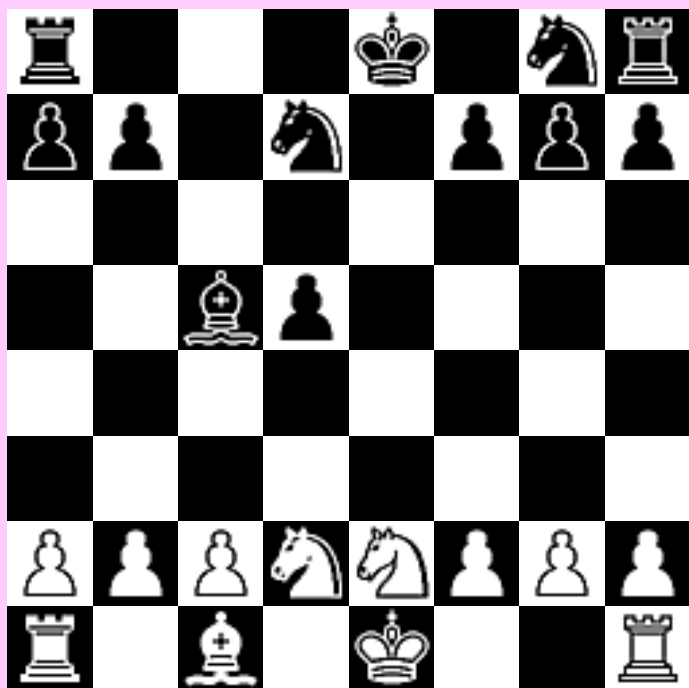




][1... g6 2. d4 Bg7 3. c4 d6 4. Nc3 e5 5. dxe5 dxe5 6. Qxd8+ Kxd8 7. f4



][1... e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Bb5+ Bd7 6. Qe2+ Qe7 7. Bxd7+ Nxd7 8. dxc5 Qxe2+ 9. Nxe2 Bxc5



12. Nf3 Nc6 [2... Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Bg5 Nbd7 8. Nc3 Qxe2+ 9. Bxe2

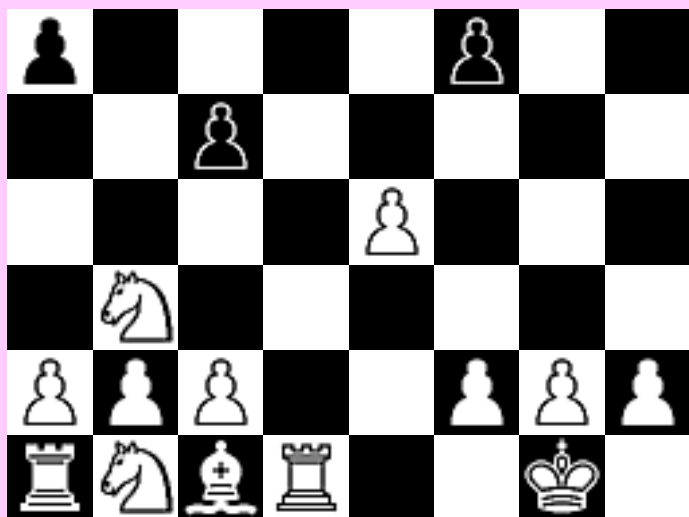


9... Be7] 3. Bb5 a6 4. Bxc6 dxc6 5. O-O [5. d4 exd4 6. Qxd4 Qxd4 7. Nxd4



This is the Exchange variation as played by Lasker. White hopes to create a passed pawn on the King's-side while Black has no such opportunity.] 5... f6 6. d4 exd4 7. Nxd4 c5 8. Nb3 Qxd1 9. Rxd1





=

Back to [Chess Coaching Page](#)

This document (Canon\canon739.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Aleksandrov (Kubbel Memorial)

paradox, 1991 (wKh4,Qa4,Nd7,Rb6; bKa8,Bc8,Pa7,b7,c7) 1. Qc6 a5 2. Ra6# 1-0

Back to [Chess Coaching Page](#)

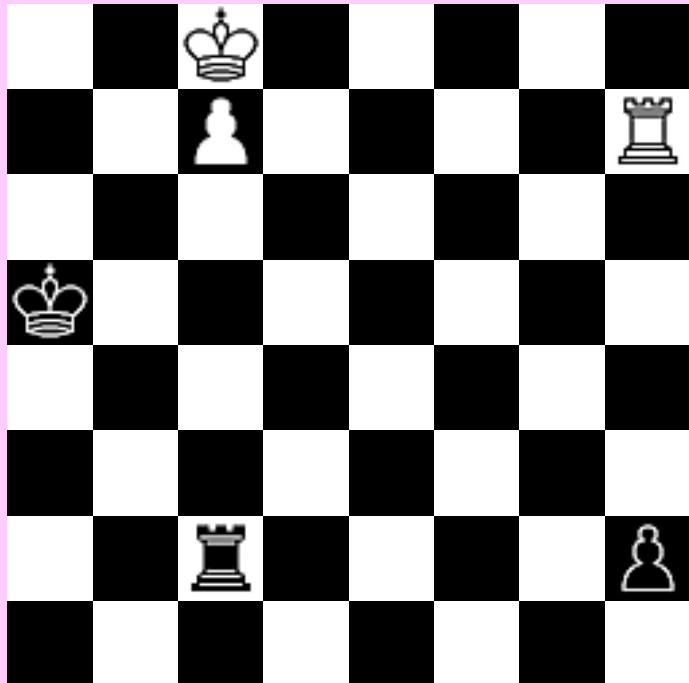
This document (Canon\canon740.html) was last modified on 13 Aug 2005 by



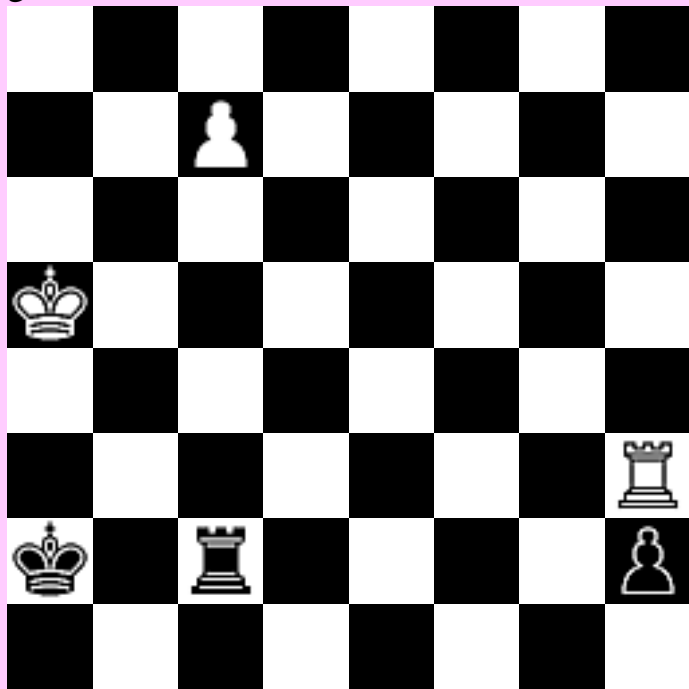
[Dr. Dave](#)

KRP - KRP [t50rook [t50]5-piece (lasker's, rook ending: 5-, 1890

(wKc8,Rh7,Pc7; bKa5,Rc2,Ph2)



draw? 1. Kb7 Rb2+ 2. Ka7 Rc2 3. Rh5+ Ka4 4. Kb6 Rb2+ 5. Ka6 Rc2 6. Rh4+ got the idea? we've gained another rank 6... Ka3 7. Kb6 Rb2+ 8. Ka5 Rc2 9. Rh3+ Ka2



10. Rxb2 ! 10... Rxb2 11. c8=Q 1-0

Back to [Chess Coaching Page](#)

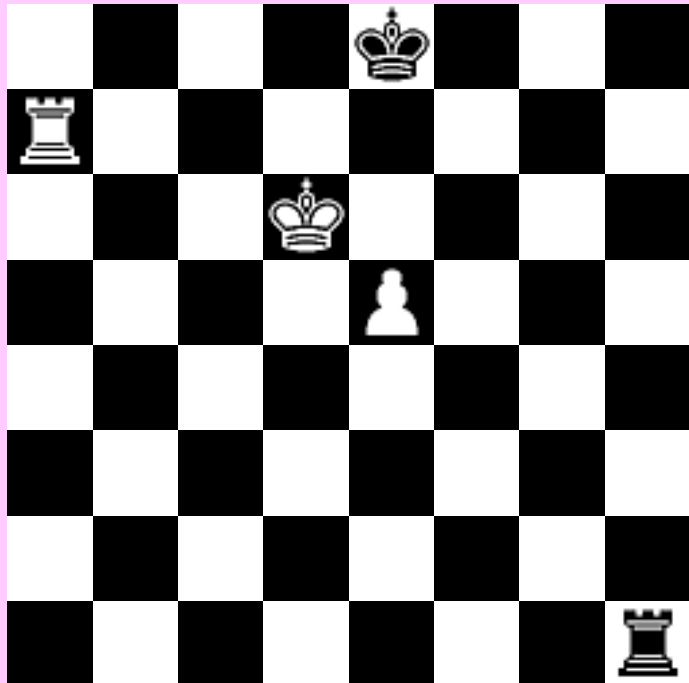
This document (Canon\canon741.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

KRP - KR [t50rook [t50]5-piece (lasker), 1995

(wKd6,Ra7,Pe5; bKe8,Rh1)



a tense position: on whose side will it resolve? 5-piece Rook endings (KRP/ KR) all hinge around access of the sixth and seventh ranks in front of the P by the attacking King - if it can be kept out, the defense holds! 1... Re1 [1... Rh6+ 2. e6 +-] [1... Rd1+ 2. Ke6 Kf8 [2... Kd8 3. Ra8+ Kc7 4. Ke7 Rh1 5. e6] 3. Ra8+ Kg7 4. Ke7 Rd2 5. e6 +-] [1... Rh2 2. Ra8+ Kf7 3. e6+ Kf6 4. Rf8+ Kg7 5. e7 +-] 2. Ke6 Kf8 critical - on the other side the bK gets in the way of checks from the bR, and the wK can make a little shelter for itself behind the P. When the defending king 'TAKES THE SHORT SIDE' there is no refuge for the wK. 3. Ra8+ Kg7 4. Re8 [4. Kd6 Kf7 =] 4... Ra1 5. Rd8 [5. Kd7 Ra7+ 6. Kc6 Ra6+ 7. Kb7 Ra1 =] 5... Re1 6. Re8 Ra1 = the White K is in, but has no escape from the checks! 1/2

Back to [Chess Coaching Page](#)

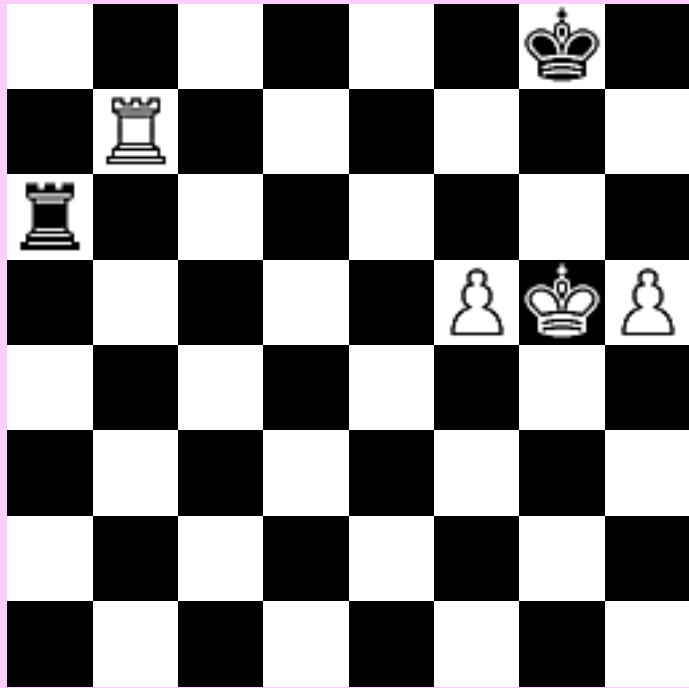
This document (Canon\canon742.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzkyrook [t50]KR+BP+RP vs. KR, 1996

(wKg5,Rb7,Pf5,h5; bKg8,Ra6)



1. f6 Ra1 1/2

Back to [Chess Coaching Page](#)

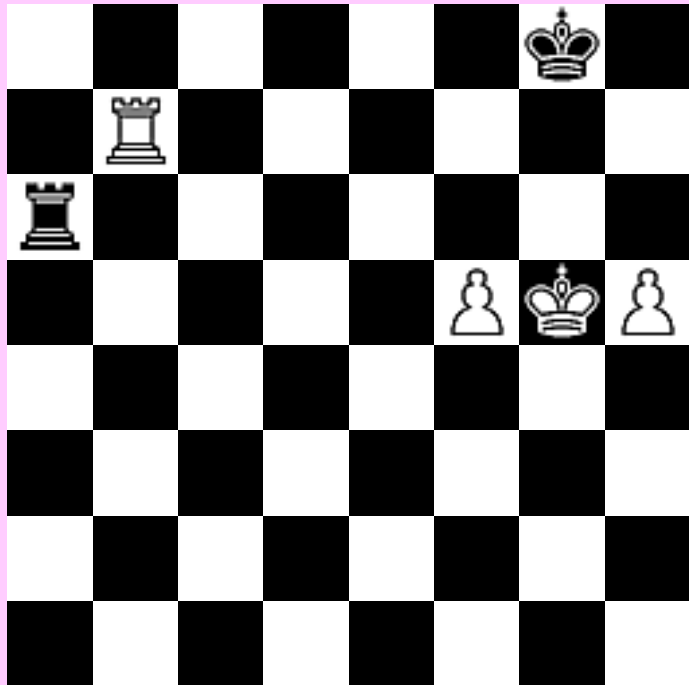
This document (Canon\canon743.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

dvoretzkyrook [t50]KR+BP+RP vs. KR, 1996

(wKg5,Rb7,Pf5,h5; bKg8,Ra6)



1. f6 Ra1 2. Rg7+ Kh8 3. Kg6 Rg1+ 4. Kf7 Ra1 5. Rg8+ Kh7 6. Re8 Ra7+ 7. Kf8 Rb7 8. f7 1/2

Back to [Chess Coaching Page](#)

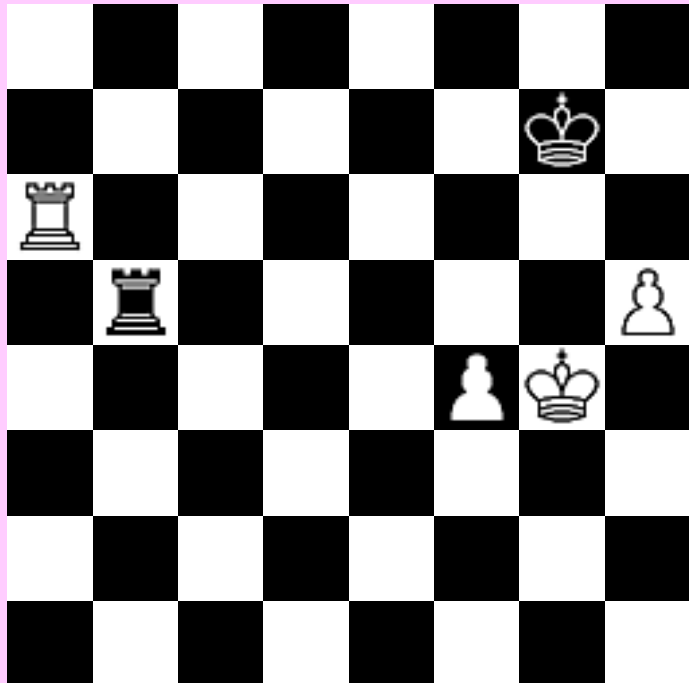
This document (Canon\canon744.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

gligoric - smyslov (moscow)rook [t50]KR+BP+RP vs. KR, 1996

(wKg4,Ra6,Pf4,h5; bKg7,Rb5)



1. Rg6+ Kf7 2. Rg5 Rb1 3. Rc5 [3. h6 Ra1 ! (3...Rg1+ loses) 4. Rh5 Kg8 5. f5 Kh7] 3... Kf6 4. Rc6+ Kg7 [4... Kf7 5. Kg5 Rg1+ 6. Kf5 Rh1 7. Rc7+] 5. Kg5 Rg1+ 6. Kf5 Ra1 7. Rc7+ Kh6 8. Re7 Rb1 9. Re8 Kg7 10. Re5 Ra1 11. Rd5 Rf1 12. Rd4 Ra1 13. Rd6 Ra5+ 14. Kg4 Ra1 [14... Rb5] 15. Re6 Rg1+ 16. Kf5 Ra1 17. h6+ Kh7 18. Rd6 Ra2 19. Kg5 Rg2+ 20. Kf6 Kxh6 21. Ke7+ Kh7 22. f5 Re2+ 23. Re6 Ra2 24. f6 Ra8 25. Kf7 Kh6 26. Re1 Ra7+ 27. Re7 (27...Ra6 loses) 27... Ra8 [27... Ra1 28. Kf8 Kg6 29. f7 Kf6 30. Kg8 Rg1+] 28. Rd7 Kh7 29. Rd1 Ra7+ 30. Ke6 Ra6+ 31. Rd6 Ra8 32. Rd4 Kg8 33. Rg4+ Kf8 1/2

Back to [Chess Coaching Page](#)

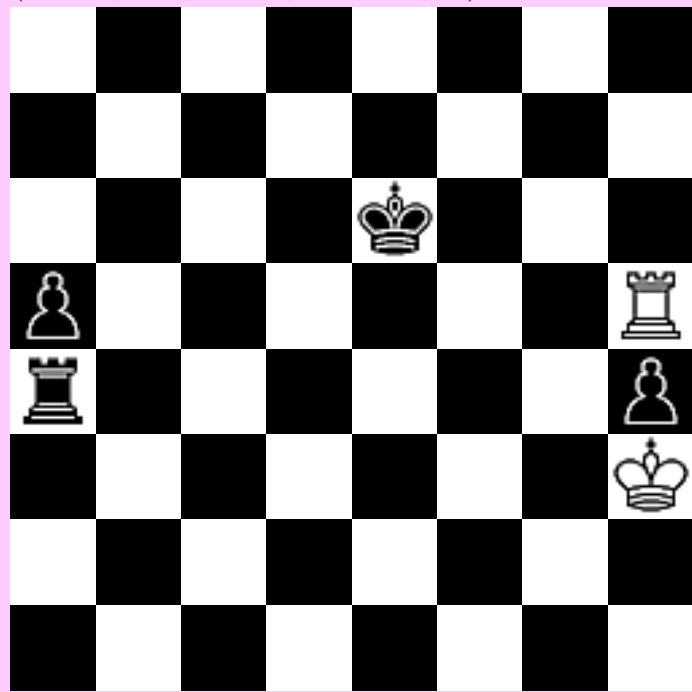
This document (Canon\canon745.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

szabo - tukmakov (buenos aires)rook [t50]KR+RP+RP vs. KR, 1970

(wKh3,Rh5; bKe6,Ra4,Pa5,h4)



1. Kg2 [1. Rb5 Kd6 2. Rf5 Ra1 3. Kh2 a4 4. Rf4 a3 5. Rf3 Kc5 6. Rb3 Kc4 7. Rf3 Kb4 8. Rf4+] 1... Kd6 2. Kf2 Ra2+ 3. Ke1 Ra1+ 4. Ke2 a4 5. Rh6+ Ke5 6. Rh5+ Kf6 7. Kf2 a3 8. Kg2 Rc1 9. Ra5 Rc3 0-1

Back to [Chess Coaching Page](#)

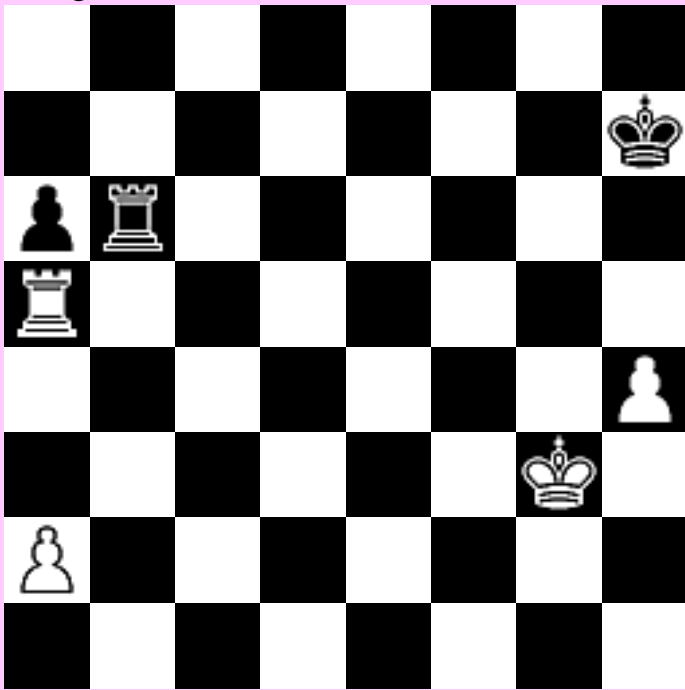
This document (Canon\canon746.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

rachels - gurevich (US Ch'p)rook [t50]KR+RP+RP vs. KR(+, rook ending: KR, 1989

(wKg3,Ra5,Pa2,h4; bKh7,Rb6,Pa6)



1... Kg6 [1... Rb2 2. Rxa6 Rc2] 2. h5+ Kf7 3. Kf4 Rc6 4. Ke5 Ke7 5. Kd5 Rh6 6. Kc4 Rh8 7. Re5+ Kf6 8. Rc5 Ke7 9. Kb4 Rh6 10. Ka5 Kd6 11. Rg5 Kc7 12. a4 Kd7 13. Rg7+ Kc8 14. Rg5 adjourned
14... Kd7 15. Rc5 Kd8 16. Rd5+ Ke7 [16... Kc7 17. Kb4] 17. Kb4 Ke6 18. Kc5 Ke7 19. Rg5 Kf7
20. Kd5 Kf8 21. Re5 Kf7 22. Ke4 Rc6 23. Kf5 Rc4 24. Ra5 [24. a5] 24... Rc6 [24... Kg7] 25. Kg5
Kg7 26. Rd5 Rc4 27. a5 Rc6 28. Rd7+ Kg8 29. Ra7 Rd6 [29... Rc5+ 30. Kf6 Rc6+ 31. Ke7
Rc5 32. Rxa6 Kh7] 30. Kf5 Rd5+ 31. Kf6 Rd6+ 32. Ke5 Rc6 [32... Rh6 33. Kf5 Kf8 34. Kg5
Rc6] 33. Rd7 Rh6 34. Kf5 sealed 34... Rc6 [34... Kf8] 35. Re7 Rc5+ 36. Re5 Rc1 37. Ke6 Kg7 38.
Kd6 Kh7 39. Rc5 Rb1 40. Kc6 Kh6 41. Rd5 Rb2 42. Rd7 Rb5 43. Rd6+ Kh7 44. Rd5 Rb1 45. Rd7+
Kh6 46. Rb7 Ra1 47. Kb6 Kxh5 48. Kxa6 Kg6 49. Rb5 Kf7 50. Kb7 Re1 51. a6 Re7+ 52. Kb6 Re6+ 53.
Ka5 1-0

Back to [Chess Coaching Page](#)

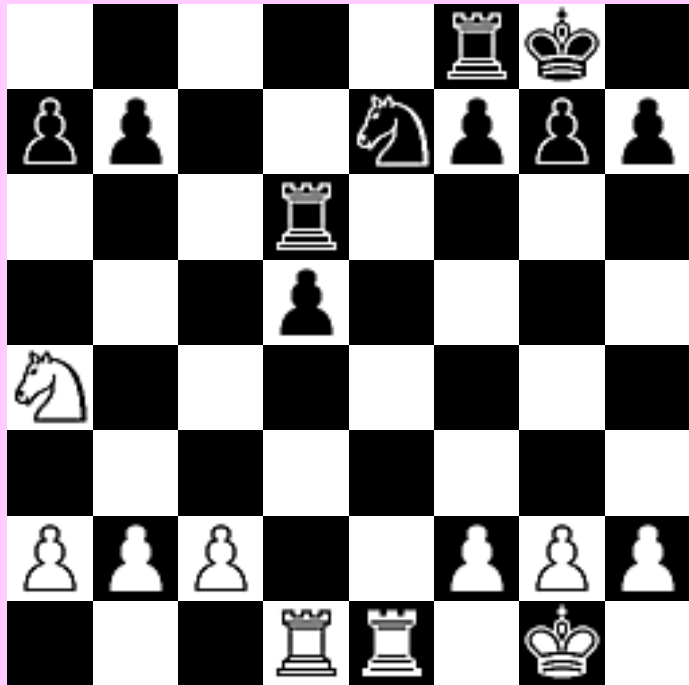
This document (Canon\canon747.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bakulin - Dvoretzkyrook [t50]Moscow, Moscow, 1974

(wKg1,Na4,Rd1,e1,Pa2,b2,c2,f2,g2,h2; bKg8,Ne7,Rd6,f8,Pa7,b7,d5,f7,g7,h7)



18... Re6 [18... Nc6 19. c4 d4 20. Nc5 b6 21. Nd3] 19. Nc5 Rxe1+ 20. Rxe1 Rc8 [20... Ng6 21. Nxb7 Rb8 22. Nc5 Rxb2 23. Re8+ Nf8 24. g3 f6 25. Nd7 "looks very dubious", e.g. 25... Kf7 26. Rxf8+ Ke7 27. Rb8] 21. Rxe7 Kf8 22. Rxb7 Rxc5 23. c3 d4 24. Kf1 [24. Rb3 d3 25. Kf1 Re5] 24... dxc3 25. bxc3 Rxc3 26. Rxa7 Rc2 "I knew for certain that this was a draw, and a fairly simple one at that." 27. g3 g6 28. Kg2 Kg7 29. Kf3 h5 30. h4 Kf6 31. Ke3 Rc3+ 32. Ke4 Rc2 33. f3 Re2+ 34. Kf4 Rb2 35. Ra6+ Kg7 36. Ra4 Kf6 [36... Rf2] 37. Ra5 Kg7 38. Ra4 Kf6 [38... Rf2] 39. g4 hxg4 40. fxg4 Rf2+ 41. Kg3 Rc2 42. Rf4+ [42. g5+ Ke5] 42... Ke6 43. a4 [43. Rf2 Rc3+ 44. Kf4 f6] 43... f5 44. gxf5+ gxf5 45. Rf2 Rc4 46. Ra2 Rc3+ 47. Kf4 Rc4+ 48. Kg3 [48. Kg5 Rg4+ 49. Kh5 Kf6 50. a5 ?? 50... Rg8] 48... Rc3+ 49. Kg2 Rc4 50. h5 Rh4 1/2

Back to [Chess Coaching Page](#)

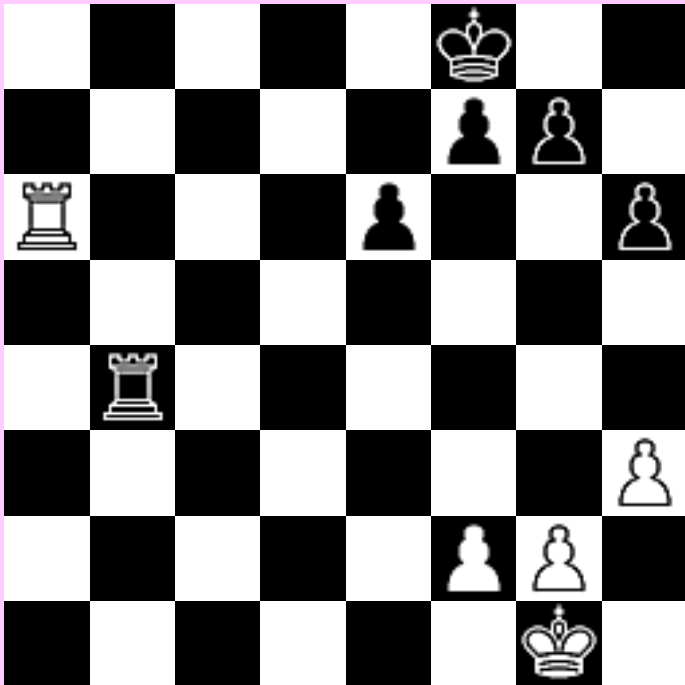
This document (Canon\canon748.html) was last modified on 13 Aug 2005 by



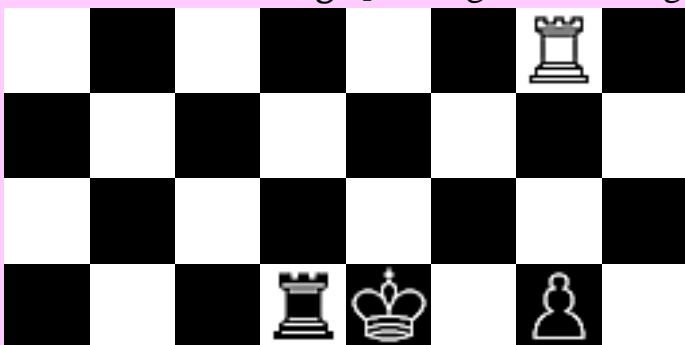
[Dr. Dave](#)

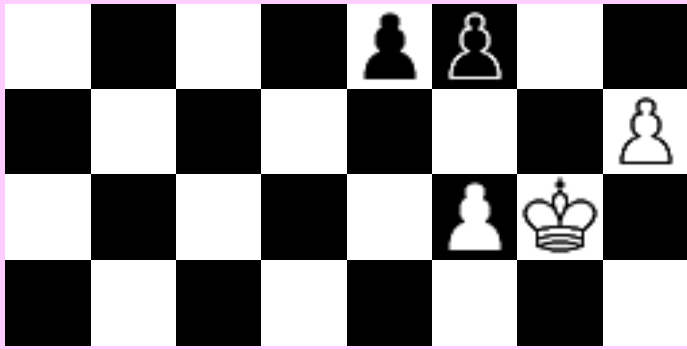
Duras,Oldrich - Capablanca,Jose [t50 [D37]rook [t50]PP on same side (, rook ending: PP, 1913

1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 dxc4 5. e3 a6 6. Bxc4 b5 7. Bd3 Bb7 8. a4 b4 9. Nb1 c5 10. O-O Nc6 11. dxc5 Bxc5 12. Qe2 Qd5 13. Rd1 Qh5 14. Nbd2 Na5 15. Nf1 O-O 16. Ng3 Qg4 17. e4 Nb3 18. Rb1 Rfd8 19. Be3 Nxe4 20. Bc2 Bxe3 21. Qxe3 [21. Bxb3 Bxf2+ 22. Kh1 Bxg3] 21... Nbc5 22. h3 Qg6 23. Nxe4 Rxd1+ 24. Rxd1 Bxe4 25. Bxe4 Nxe4 26. Qd4 h6 27. Qxb4 Nf6 28. Qb7 Qe4 29. Qxe4 Nxe4 30. b4 Nc3 31. Rd3 [31. Ra1 Rb8 32. Ra3 Nd5] 31... Nxa4 32. Ra3 Nb6 33. Ne5 Kf8 34. Nd3 Nd5 35. Ra4 Rb8 36. Rxa6 Nxb4 37. Nxb4 Rxb4



Capa's play in this ending was so strong and convincing it took people a while to realise that this type of ending is probably a draw in theory 38. Ra7 h5 39. g3 h4 40. gxh4 ? [40. g4] 40... Rxh4 41. Kg2 e5 42. Kg3 Rd4 43. Ra5 [43. h4] 43... f6 44. Ra7 Kg8 45. Rb7 Kh7 46. Ra7 Kg6 47. Re7 Rd3+ [47... Rd3 + idea 48. Kh4 Rf3] 48. Kg2 [48. f3 Kf5 49. Rxg7 e4 50. h4 Rxf3+] [48. Kg4 f5+ 49. Kh4 Kf6 50. Ra7 g5+ 51. Kh5 Rxh3#] 48... Rd5 49. Kg3 f5 50. Ra7 Rd3+ 51. Kg2 e4 52. Ra4 Kg5 53. Ra5 g6 54. Rb5 Kf4 55. Ra5 Rd2 56. Ra4 Kg5 [56... g5 the game from Chernev gives this move as the game continuation, and then... 57. Rb4 Ke5 58. Rb5+ Rd5 59. Rb8 f4 60. Rg8] 57. Kg1 Kf4 58. Kg2 g5 59. Rb4 Ke5 60. Rb5+ Rd5 61. Rb8 f4 62. Rg8





this is the same position as in chernev's book 62... Kd4 [62... Rd2 this also looks good: 63. Rxc5+ Kf6 64. Rg4 Kf5 65. Kf1 f3 66. Ke1 Re2+ 67. Kf1 Ra2 68. Ke1 Ra1+ 69. Kd2 Rf1 70. Ke3 Re1+ 71. Kd4 Re2 72. Rg8 Rd2+ 73. Ke3 Rd3#] 63. Kf1 Kd3 64. Ra8 e3 65. Ra3+ Ke4 66. fxe3 f3 [66... fxe3 this looks good, but fails: 67. Ra8 Rf5+ 68. Ke2 Rf2+ 69. Ke1 Kf3 70. Rf8+ Kg3 71. Re8 Rf3 72. Ke2] 67. Kg1 [67. Kf2 Rd2+ 68. Kg3 Rg2#] 67... Rd3 [67... Rd3 IDEA 68. Rxd3 Kxd3 69. Kf2 Ke4 70. Kf1 Kxe3 71. Kg1 Ke2] 68. Ra8 [68. Ra5 Kxe3 69. Re5+ Kf4 70. Ra5 g4 71. Ra4+ Ke3 72. Ra1 g3] 68... Kxe3 69. Re8+ Kf4 70. Rg8 Rd1+ 71. Kf2 Rd2+ 72. Kf1 [72. Kg1 g4 73. Rxc4+ Ke3 74. Rg8 having been lured to g4 there is no check for the rook on the e-file 74... Rd1+ 75. Kh2 f2 76. Re8+ Kd2 77. Rd8+ Kc2 78. Rxd1 else the Black K will run up the Q-side at the checking White rook 78... Kxd1 79. Kg2 Ke2] 72... Rh2 73. Kg1 Rxc3 74. Rg7 g4 75. Rg8 Kg3 ...and White resigned. So impressive was Capa's play that for years books suggested that this ending R+4P v. R+3P was a win, even with all the pawns on the same side of the board. Now, improvements for Duras are known. [75... Kg3 76. Rf8 f2+ 77. Rxf2 Rh1+ 78. Kxh1 Kxf2 79. Kh2 g3+] 0-1

Back to [Chess Coaching Page](#)

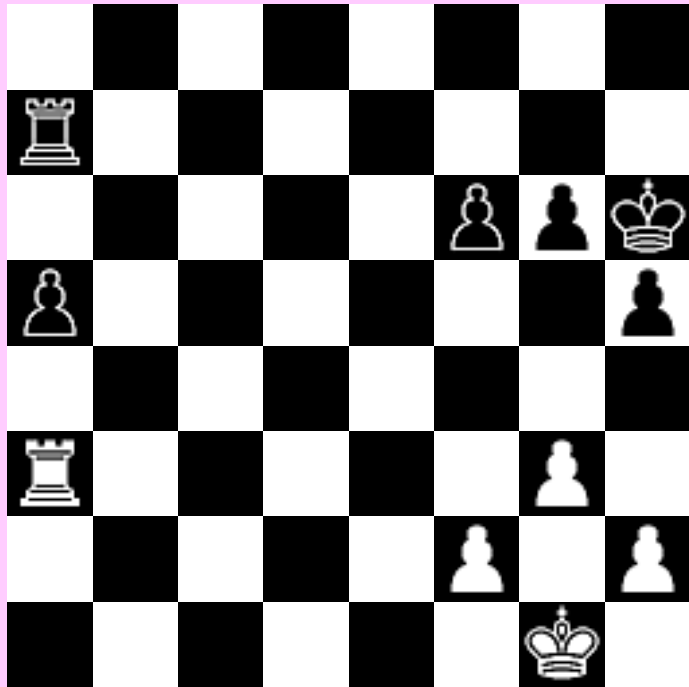
This document (Canon\canon749.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botvinnik M - Borisenko Georgy K (RUS) [E66]rook [t50]R+PPP +P/R+PPP, Ch URS, Moscow (Rus, 1955

1. c4 Nf6 2. d4 g6 3. g3 Bg7 4. Bg2 O-O 5. Nc3 d6 6. Nf3 Nc6 7. d5 Na5 8. Nd2 c5 9. Qc2 e6 10. O-O exd5 11. cxd5 Re8 12. b3 b5 13. Bb2 Rb8 14. a3 Bd7 15. Rfe1 Nb7 16. Nce4 Nxd5 17. Bxg7 Kxg7 18. Qb2+ f6 19. Nxc5 dxc5 20. Bxd5 Nd6 21. e4 Rc8 22. Rac1 Nf7 23. Nf3 Be6 24. Rcd1 Bxd5 25. Rxd5 Qe7 26. e5 Red8 27. Rxd8 Rxd8 28. e6 Nd6 29. Qc3 Nf5 30. Re4 h5 31. Re1 Rd5 32. Qc2 Qd6 33. Qxf5 Rxf5 34. e7 Qd7 35. e8=Q Qxe8 36. Rxe8 Rxf3 37. Re7+ Kh6 38. b4 Rxa3 39. bxc5 a5 40. Rb7 b4 41. c6 Rc3 42. c7 b3 43. Rxb3 Rxc7 44. Ra3 Ra7



45. Ra4! Kg5 [45... Kg7! 46. f3 Kf7 47. h4! Ke6! 48. g4 Kd5 49. gxh5 gxh5 50. Kf2 Kc5 51. Ke3 Kb5 52. Ra1 Re7+! 53. Kf4 Re5 54. Rb1+ Kc5 55. Rc1+ Kb4 56. Rc6 a4 57. Rxf6 Ra5 58. Rb6+ Rb5 59. Ra6 a3 60. Ke4 Kb3 61. f4 a2 62. Rxa2 Kxa2 63. f5 Rb4+ winning (Speelman's full analysis is given in BCE)] 46. f3! Kf5? [46... f5] 47. g4+ hxg4?! [47... Ke6] 48. fxg4+ Ke5 [48... Kg5! 49. Kg2 Kh4 50. Kg1 Kh3 51. Kh1 Re7 52. Ra3+ Kxg4 53. Rxa5 which is still theoretically drawn but not easy to defend.] 49. h4 Kd5 50. h5 gxh5 51. gxh5 Ke6 [51... Kc5 52. h6 Kb5 53. Rh4 Rh7 54. Rh5 + Kb4 55. Rh4+ Kb3 56. Rh3+ Kb2 57. Rh4!] 52. h6 Kf7 53. Rg4 Kf8 54. Rf4 Ra6 55. Rg4 Ra7 56. Rf4 Kg8 57. Rxf6 a4 58. Rf2 Kh7 59. Ra2 Kxh6 60. Kf2 Kg5 61. Ke3 1/2

Back to [Chess Coaching Page](#)

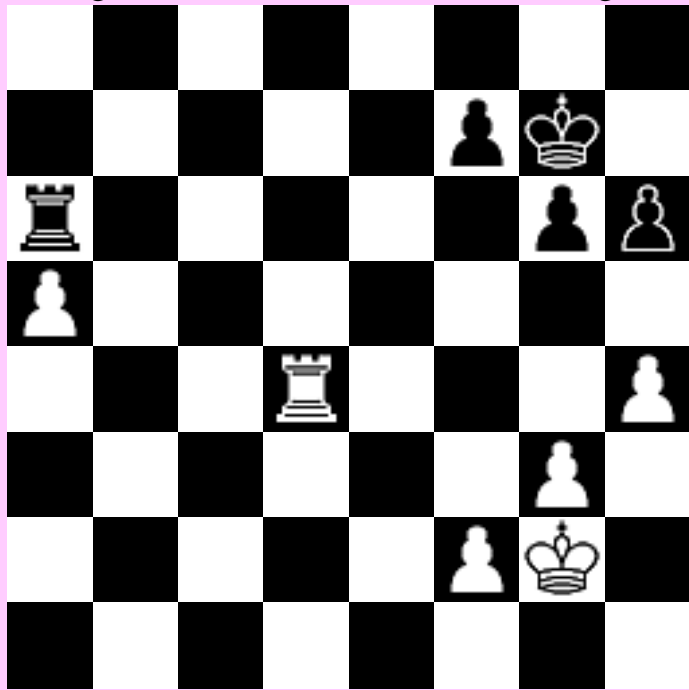
This document (Canon\canon750.html) was last modified on 13 Aug 2005 by



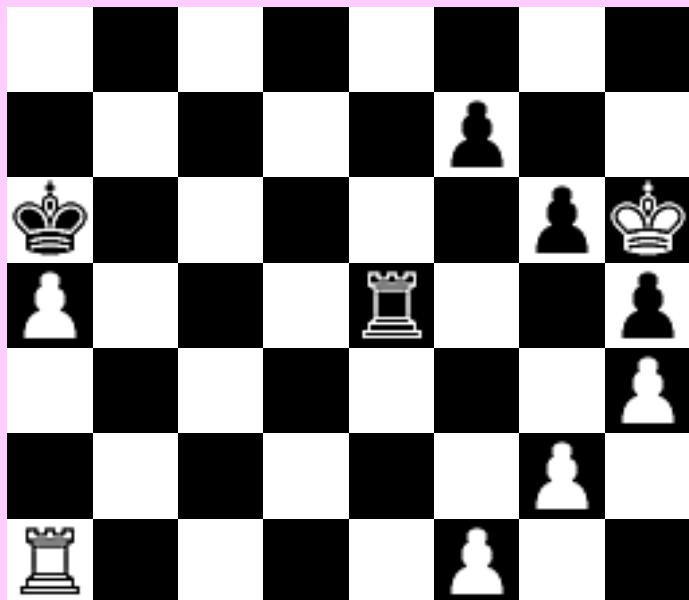
[Dr. Dave](#)

Alekhine Alexander - Capablanca Jose [D51]rook [t50]R+PPP +P/R+PPP, Buenos Aires WCh (3, 1927

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 c6 6. a3 Be7 7. Nf3 O-O 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. Ne4 N5f6 12. Ng3 c5 13. O-O Nb6 14. Ba2 cxd4 15. Nxd4 g6 16. Rc1 Bd7 17. Qe2 Rac8 18. e4 e5 19. Nf3 Kg7 20. h3 h6 21. Qd2 Be6 22. Bxe6 Qxe6 23. Qa5 Nc4 24. Qxa7 Nxb2 25. Rxc8 Rxc8 26. Qxb7 Nc4 27. Qb4 Ra8 28. Ra1 Qc6 29. a4 Nxe4 30. Nxe5 Qd6 31. Qxc4 Qxe5 32. Re1 Nd6 33. Qc1 Qf6 34. Ne4 Nxe4 35. Rxe4 Rb8 36. Re2 Ra8 37. Ra2 Ra5 38. Qc7 Qa6 39. Qc3+ Kh7 40. Rd2 Qb6 41. Rd7 Qb1+ 42. Kh2 Qb8+ 43. g3 Rf5 44. Qd4 Qf8 45. Rd5 Rf3 46. h4 Qh8 47. Qb6 Qa1 48. Kg2 Rf6 49. Qd4 Qxd4 50. Rxd4 Kg7 51. a5 Ra6 52. Rd5 Rf6 53. Rd4 Ra6



54. Ra4! Kf6 55. Kf3 Ke5 56. Ke3 h5 57. Kd3 Kd5 58. Kc3 Kc5 59. Ra2! Kb5 60. Kb3 Kc5 61. Kc3 Kb5 62. Kd4 Rd6+ 63. Ke5 Re6+ 64. Kf4 Ka6 65. Kg5 Re5+ 66. Kh6





66... Rf5 [66... Re7 67. Kg7 Rd7 68. Kf6 Rc7 69. Re2 Kxa5 70. Re7 Rc2 71. Rxf7 Rxf2+ 72. Kxg6 Rg2 73. Rf3] 67. f4?! [67. Kg7!? Rf3 68. Kg8 [68. Rd2! Kxa5 69. Rd5+ Kb6 70. Rd6+ Kc5 71. Rf6] 68... Rf6 [68... Rf5 69. f4 Rf6 70. Kf8!] [68... f5! 69. Kg7 f4 70. Kxg6] 69. f4 Rf5 70. Kg7] [67. Kh7! Rf6 [67... Rf3 68. Kg7] [67... Rd5 68. Kg7] 68. Kg8! Rf5 69. f4 Rf6 70. Kg7 Rf5 71. Ra3] 67... Rc5 68. Ra3 Rc7 69. Kg7 Rd7 70. f5?! [70. Kf6 Rc7 71. f5 Rc6+ 72. Kxf7 gxf5 73. Rf3] 70... gxf5 71. Kh6 f4! 72. gxf4 Rd5 73. Kg7 Rf5 74. Ra4 Kb5 75. Re4 Ka6 76. Kh6 Rxa5? [76... Kb7! 77. Kg7! [77. Re7+ Ka6] 77... Ka6 78. Kg8 Kb7 [78... Rf6 79. Kf8 Rg6 [79... Rf5 80. Kg7] 80. Kxf7 Rg4 81. Re6+ Kxa5 82. f5] 79. Re7+ Kc6 80. Rxf7 Rxa5 81. Kg7 Kd6 82. Kg6] 77. Re5 Ra1 78. Kxh5 Rg1 79. Rg5! Rh1 80. Rf5 Kb6 81. Rxf7 Kc6 82. Re7! 1-0

Back to [Chess Coaching Page](#)

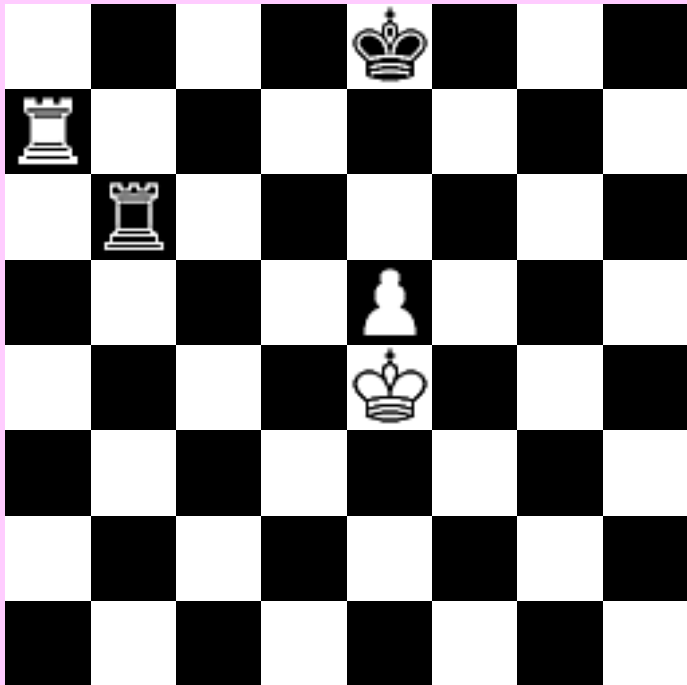
This document (Canon\canon751.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

[t50rook [t50]basic draw (Phili, rook ending: ba, 1995

(wKe4,Ra7,Pe5; bKe8,Rb6)



Black K has control of the queening square and bR has control of the sixth 1. Kf5 Rb1 2. e6 now there is no shelter on the board from the checks [2. Ke6 Rb6+ 3. Kd5 Rb1] 2... Rf1+ 3. Ke5 Re1+ 4. Kd6 Rd1+ 5. Kc6 Re1 1/2

Back to [Chess Coaching Page](#)

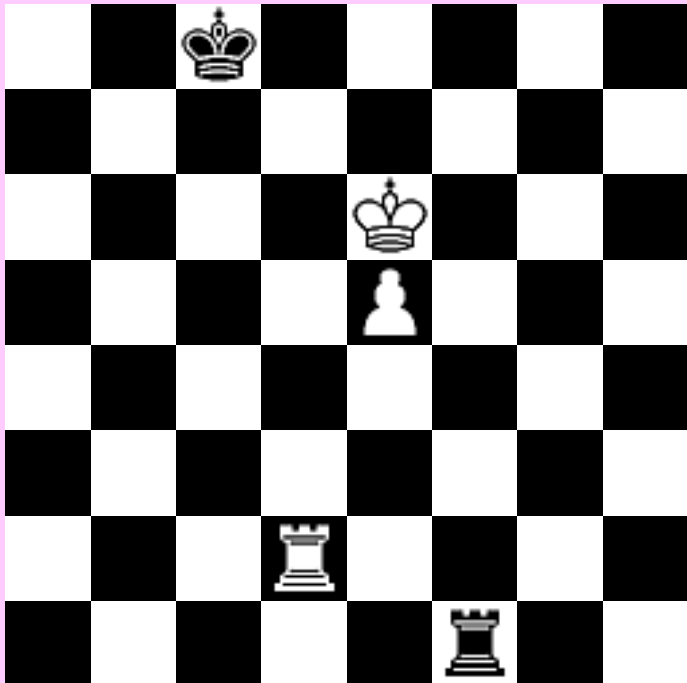
This document (Canon\canon752.html) was last modified on 13 Aug 2005 by



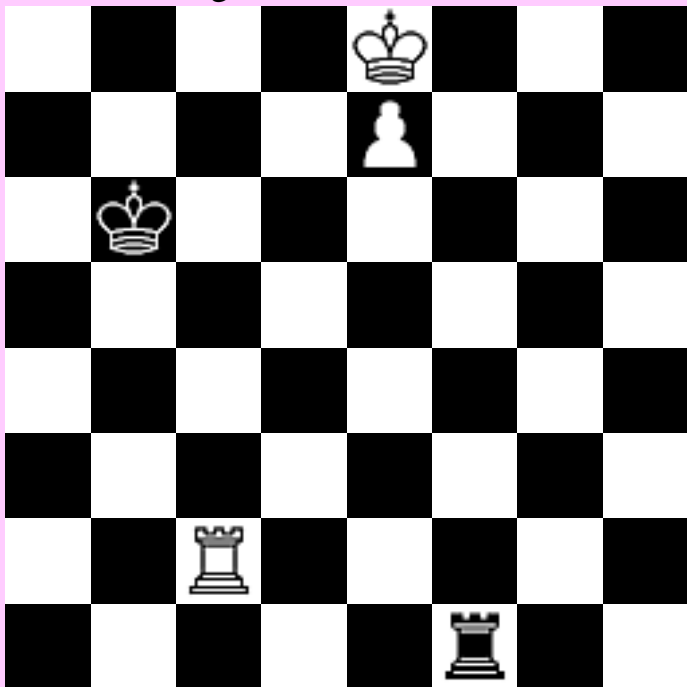
[Dr. Dave](#)

[t50rook [t50]basic win (Lucena, rook ending: ba, 2012

(wKe6,Rd2,Pe5; bKc8,Rf1)



White has control of the sixth/seventh with the K and the bK is cut off 1. Ke7 Kc7 2. Rc2+ Kb6 3. e6 Rd1 4. Ke8 Rg1 5. e7 Rf1



6. Rc4 the critical manoeuvre: 'BUILDING A BRIDGE' [6. Rh2 although the 'bridge' manoeuvre is always emphasised in the books, there is also a win by getting the king out on the short side, e.g. 6... Kc7 7. Rh7 Rf2 8. Rf7 Rh2 9. Rf8 Rh7 [9... Re2 10. Kf7] 10. Rf1 Rh8+ 11. Kf7 Rh7+ 12. Kf8 Rh8+ 13. Kg7 Re8 14. Kf7 This is important because the

bridge-building manoeuvre may not be available, and vice versa.] 6... Rf2 7. Kd7 Rd2+ 8. Ke6 Re2+ 9. Kd6 Re3 10. Rb4+ Ka7 [10... Ka5 11. Rb8] 11. Rb5 Rd3+ 12. Ke6 Re3+ 13. Re5 1-0

Back to [Chess Coaching Page](#)

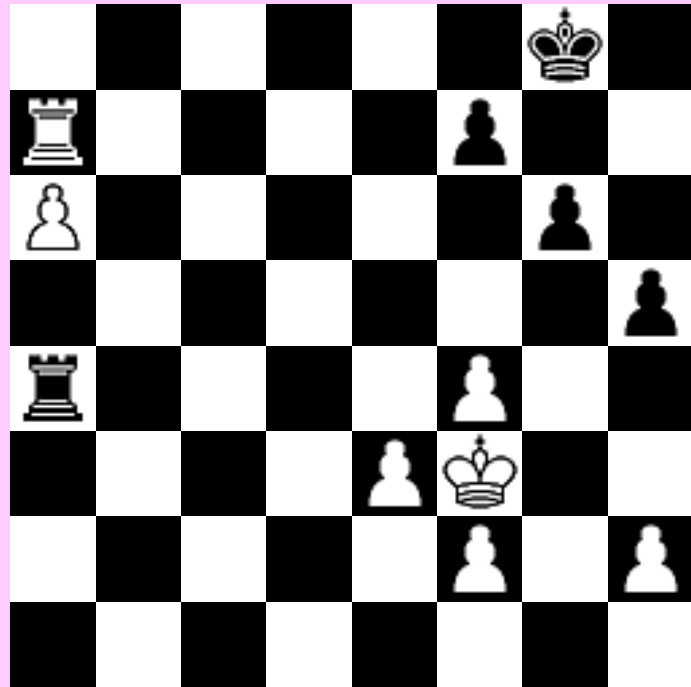
This document (Canon\canon753.html) was last modified on 13 Aug 2005 by



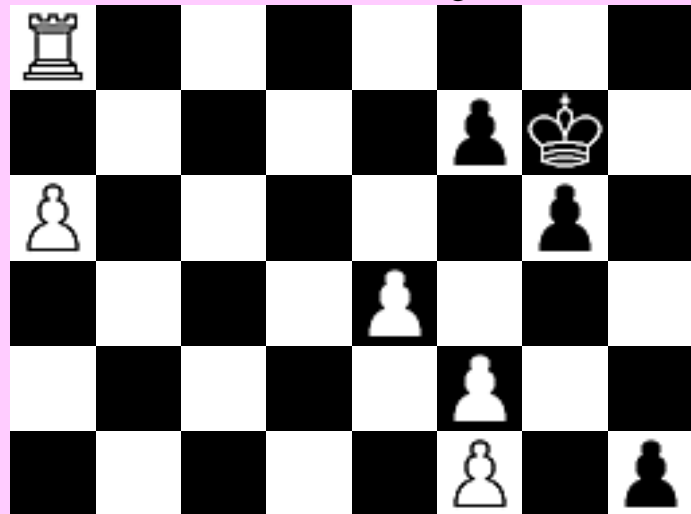
[Dr. Dave](#)

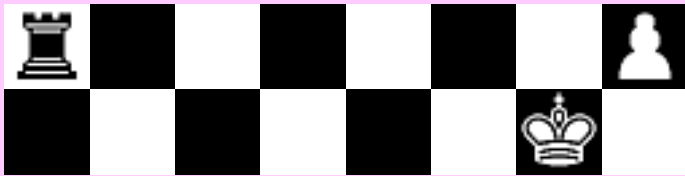
regis,d (1800) - knox,stuart (ian miles c (1950) [D32]rook [t50] club 1 horrible l, rook ending: cl, 1983

1. c4 e6 2. Nc3 d5 3. d4 c5 4. Nf3 Nc6 5. cxd5 exd5 6. Bg5 Be7 7. Bxe7 Ngxe7 8. dxc5 Qa5 9. e3 Qxc5 10. Rc1 Bg4 11. Be2 O-O 12. O-O Rad8 13. Qa4 Bxf3 14. Bxf3 Ne5 15. Rfd1 Nxf3+ 16. gxf3 Qb6 17. Qb5 Qxb5 18. Nxb5 Nc6 19. Rc5 a6 20. Nd4 Ne5 21. f4 b6 22. Rc7 Nc4 23. b3 Na3 24. Nc6 Nb5 25. Rb7 Nc3 26. Rd3 Ne4 27. Ne7+ Kh8 28. Rxd5 b5 29. Ra7 Rxd5 30. Nxd5 Nc5 31. Nc7 h5 32. Nxa6 Nxa6 33. Rxa6 g6 34. a4 bxa4 35. bxa4 Rb8 36. a5 Rb1+ 37. Kg2 Ra1 38. Ra7 Kg8 39. a6 Ra5 40. Kf3 Ra4

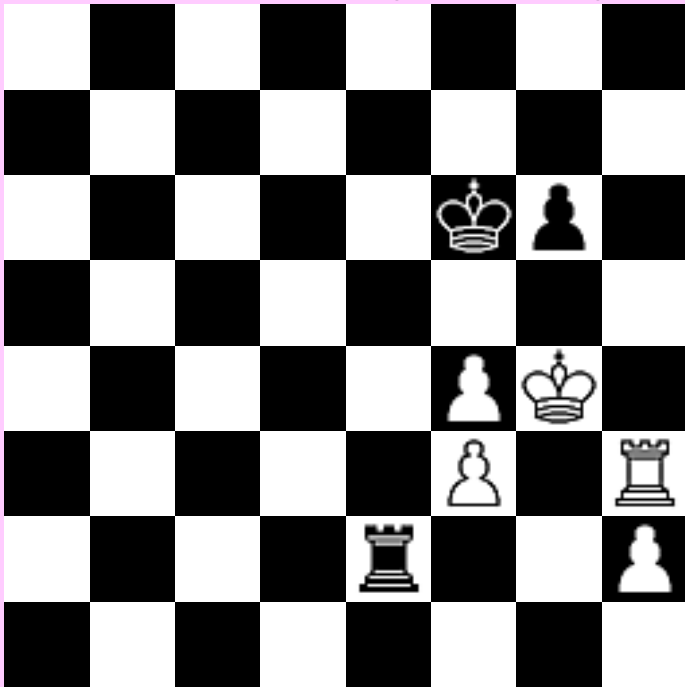


41. e4 Already denying the King cover. [41. Ra8+ Kg7 42. a7 Kf6 Now White should activate the King because Black cannot respond in kind: 43. Ke2 Ke6 [43... Ke7 44. Kd3 Kd7 45. Rf8] 44. Re8+] 41... Kf8 42. e5 Kg8 43. Kg3 Kf8 44. Ra8+ Kg7 45. Kf3 Kh7 46. Ke3 Kg7 47. f3 h4 48. Kf2 Ra2+ 49. Kg1 h3

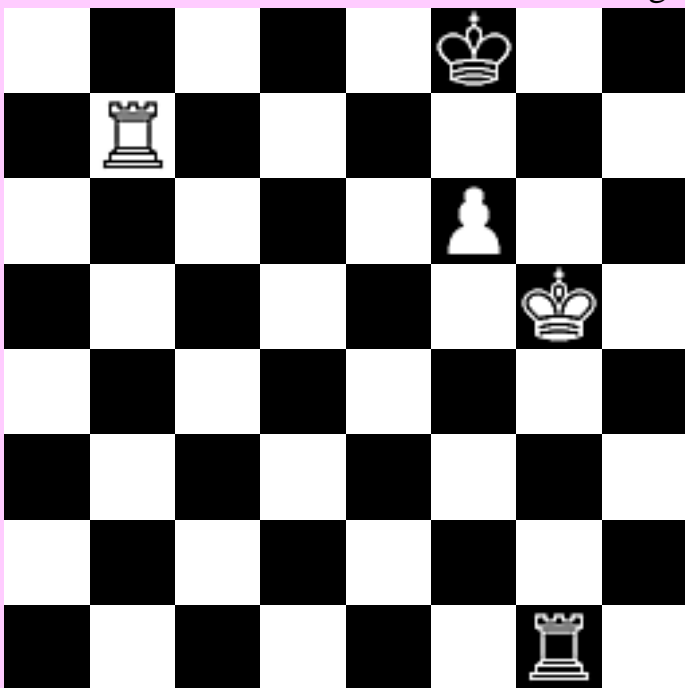




White has achieved nothing, because he had no plan and no suspicion what Black was up to. 50. a7 Kh7
 51. Rd8 Rxa7 52. Kf2 Ra3 53. Kg3 Kg7 54. Kg4 Re3 55. Rd1 Kh7 56. Rg1 Kg7 57. Rg3 f6 58. exf6+
 Kxf6 59. Rxh3 Re2 60. Kg3 Ke6 61. Kg4 Kf6



62. f5 pointlessly giving up more material 62... gxf5+ 63. Kf4 Kg6 64. Rg3+ Kf6 65. Rg5 Rxh2 66. Rxf5
 + Kg6 67. Rf8 Ra2 68. Re8 Ra1 69. Re6+ Kf7 70. Kf5 Ra5+ 71. Re5 Ra3 72. f4 Ra4 73. Kg5 Ra1 74.
 Rb5 Ra6 75. Rb7+ Kf8 76. f5 Ra1 77. f6 Rg1+



the Philidor draw, which I didn't know then, but I do now... 78. Kf5 Rf1+ 79. Ke6 Re1+ 80. Kd7 Kf7 81. Rb6 1/2

Back to [Chess Coaching Page](#)

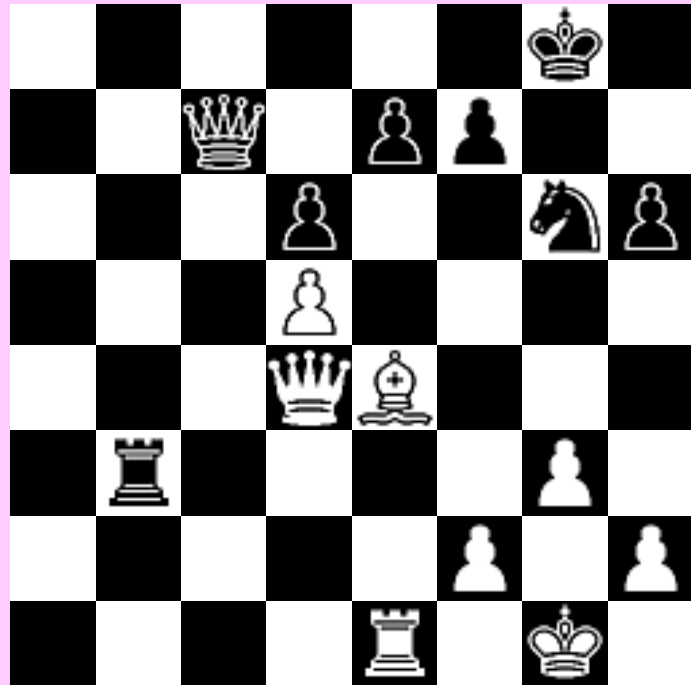
This document (Canon\canon754.html) was last modified on 13 Aug 2005 by



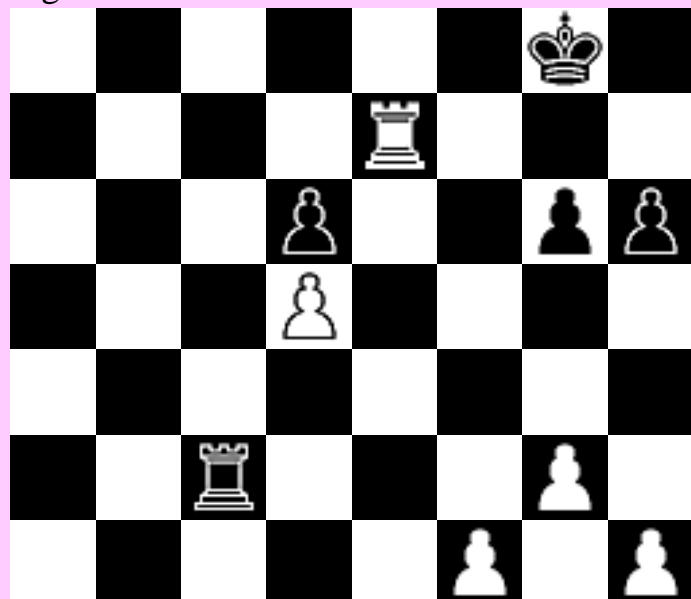
[Dr. Dave](#)

regis,d (1800) - pope,s (club ch'p) [t50 [A36]rook [t50]club 2 lack of at, rook ending: cl, 1992

1. c4 c5 2. g3 g6 3. Bg2 Nc6 4. Nc3 [4. e3 soltis] 4... Bg7 5. e3 Nf6 ?! soltis: cf. regis-ayres 92 6. Nge2 O-O 7. d4 cxd4 8. exd4 !? 8... d6 9. O-O a6 10. d5 ! 10... Ne5 11. b3 Rb8 12. Nd4 Ned7 13. Re1 Re8 14. Rb1 ?! 14... Qc7 15. a4 Nf8 16. Ne4 !? 16... Ng4 ?! 17. Ba3 Bf5 ?! 18. Nxf5 gxf5 19. Bb2 (Sealed: R 19. Qf3) 19... Ne5 20. Ng5 b5 21. cxb5 axb5 22. axb5 Rxb5 23. Qh5 Neg6 24. Bxg7 Kxg7 25. Qf3 !? [25. Nf3] 25... h6 26. Nh3 Reb8 27. Qxf5 Rxb3 28. Rxb3 Rxb3 29. Nf4 Nxf4 30. Qxf4 Ng6 31. Qd4+ Kg8 32. Be4

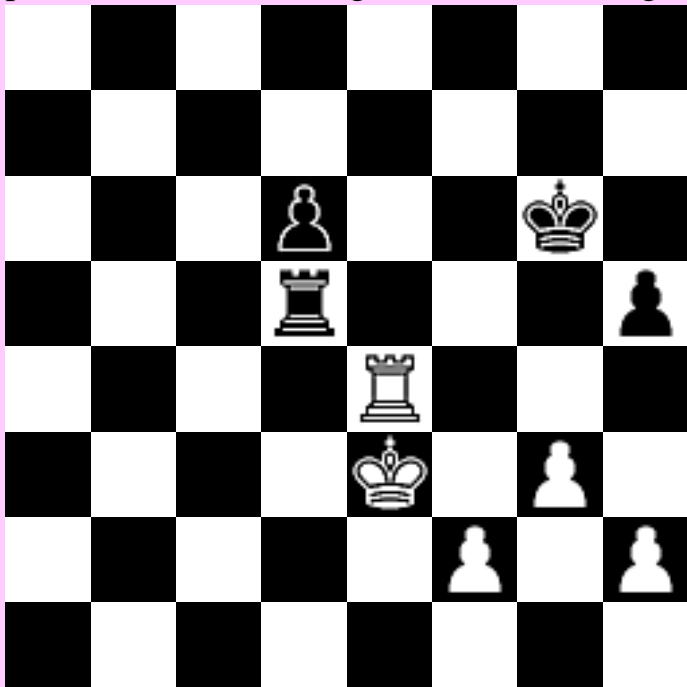


White has pressure but Black shouldn't encourage him. [32. Ra1] 32... Qc3 ?! [32... Ne5 33. Ra1 Ra3 34. Rxa3 Qc1+ 35. Kg2 Qxa3 36. f4 Qa2+ 37. Kh3 Qc4] 33. Qxc3 Rxc3 34. Bxg6 fxg6 35. Rxe7

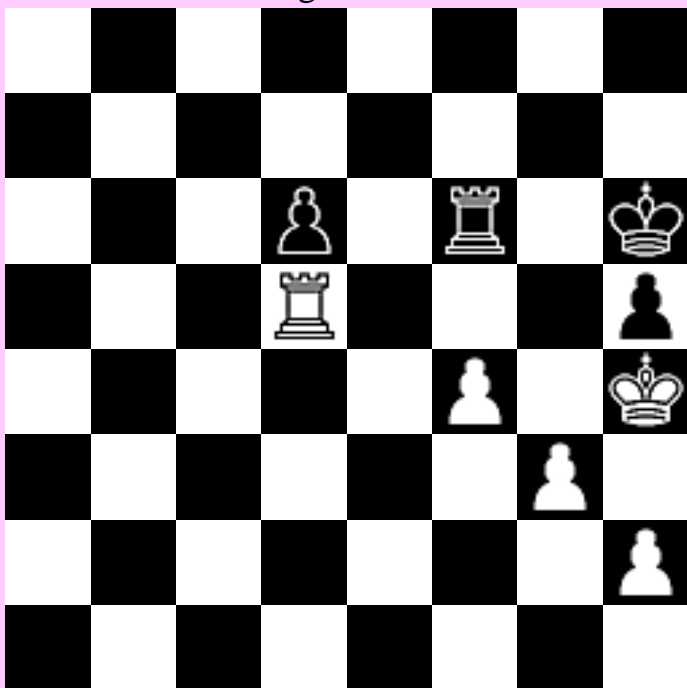




The Rook ending is clearly better for White. 35... Rd3 36. Re6 Rxd5 37. Rxd6+ Kh7 38. Re6 h5 ?! Just pushes the Pawn in range - see later. 39. Kg2 Kg7 40. Kf3 Kf7 41. Re4 Kg6 42. Ke3



Black's Rook is active. 42... Kg5 ?! [42... Kf6 43. Rd4 Re5+ 44. Kf3 Ke6 when it's still a fight] 43. Rd4 Re5+ 44. Kf3 Re6 45. Rd5+ Kg6 Black's Rook is passive. 46. Kf4 Rf6+ 47. Ke3 Re6+ 48. Kf3 Rf6+ 49. Kg2 Re6 50. Kh3 ! 50... Rf6 51. f4 Kh6 52. Kh4



This is what I meant about it being in range. 52... Kg6 53. Rg5+ Kh7 54. Rxh5+ Rh6 Awful - all you have to do is count. 55. Rxh6+ Kxh6 56. Kg4 Kg6 57. Kf3 1-0

Back to [Chess Coaching Page](#)

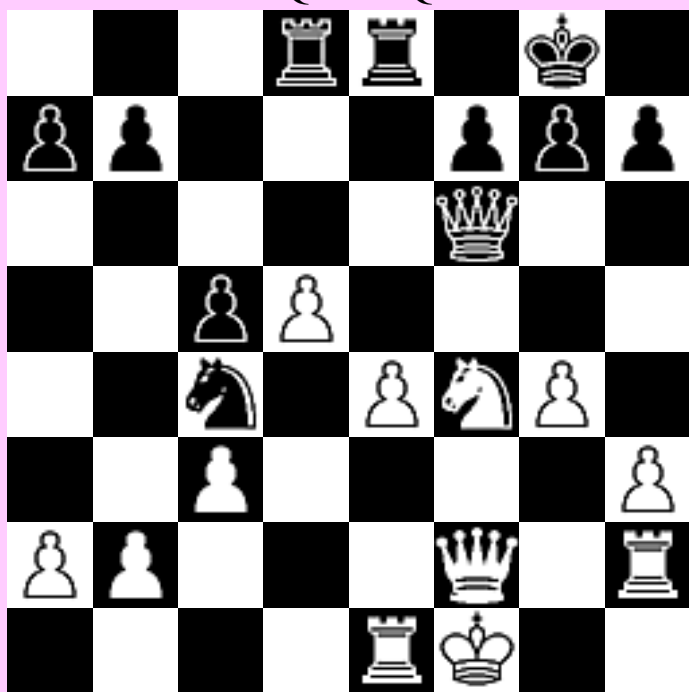
This document (Canon\canon755.html) was last modified on 13 Aug 2005 by



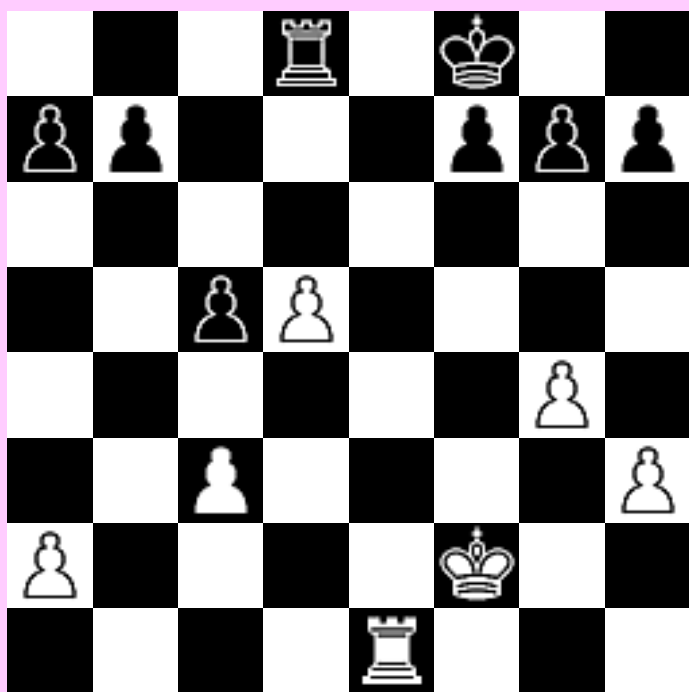
[Dr. Dave](#)

regis,d - walker,jn (use of Philidor [C33]rook [t50]club 3 lack of th, rook ending: cl, 1994

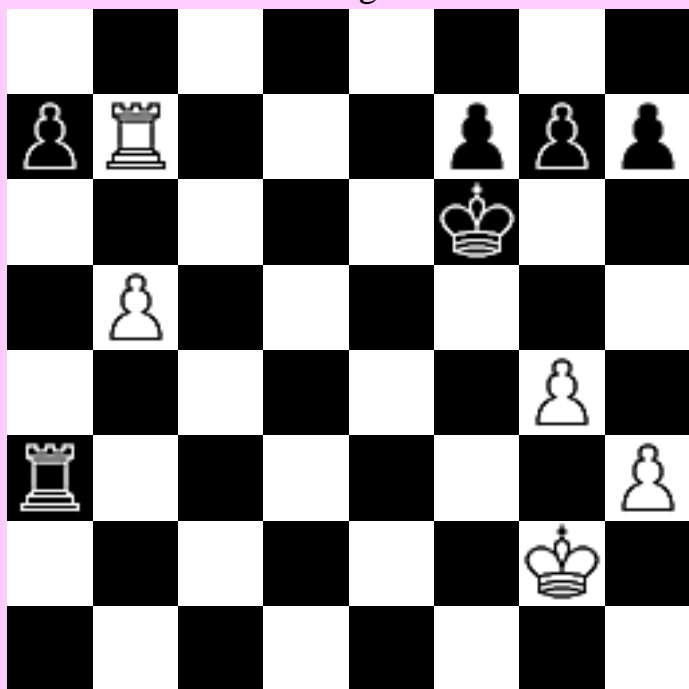
1. e4 e5 2. f4 exf4 3. Bc4 d5 4. Bxd5 Nf6 5. Nc3 Nxd5 [5... Bb4 book] 6. Nxd5 Qh4+ 7. Kf1 Bg4 8. Nf3 Bd6 9. d4 O-O 10. Bxf4 [10. e5 c6 11. Nxf4 Be7 12. Be3 Bxf3 13. Qxf3 Re8] 10... Bxf4 11. Nxf4 Qe7 12. Qd3 Nc6 13. c3 Rad8 14. Re1 Rfe8 [14... f5 15. e5 [15. h3]] 15. h3 Bxf3 16. Qxf3 Na5 17. g4 [17. Kf2 Nc4 18. Nd3 ? [18. Re2 ! 18... c5 19. Nd5 Qg5 20. Qf4] 18... Nd2] 17... Nc4 18. Rh2 c5 19. d5 Qf6 20. Qf2



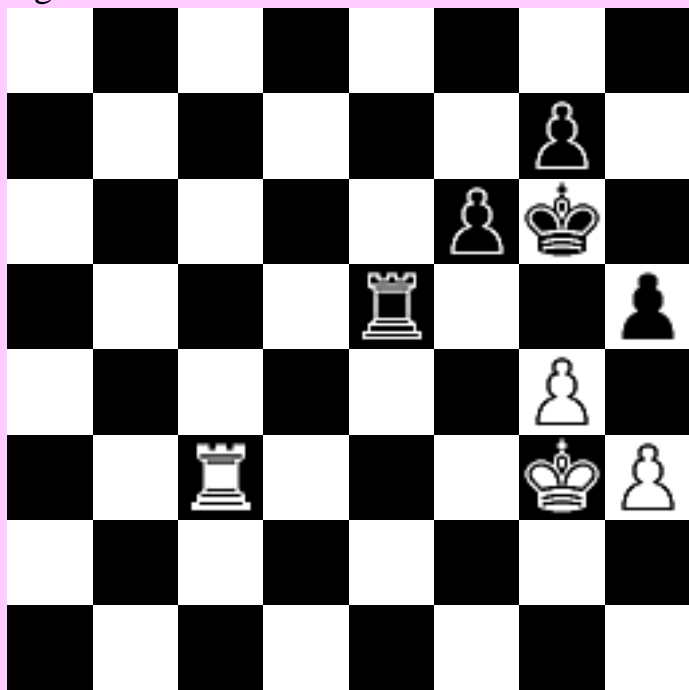
Black wins a pawn and initiates a few exchanges. 20... Nxb2 21. Qxb2 Qxf4+ 22. Qf2 Rxe4 23. Qxf4 Rxf4+ 24. Rf2 Rxf2+ 25. Kxf2 Kf8



If you are losing, exchange pawns, particularly if you can clear those on one side of the board, and hope to get into a drawn ending. 26. c4 b5 27. cxb5 Rxd5 28. a4 Rd4 29. Re5 Rxa4 30. Rxc5 Ke7 31. Rc7+ Ke6 32. Rb7 Ra3 33. Kg2 Kf6

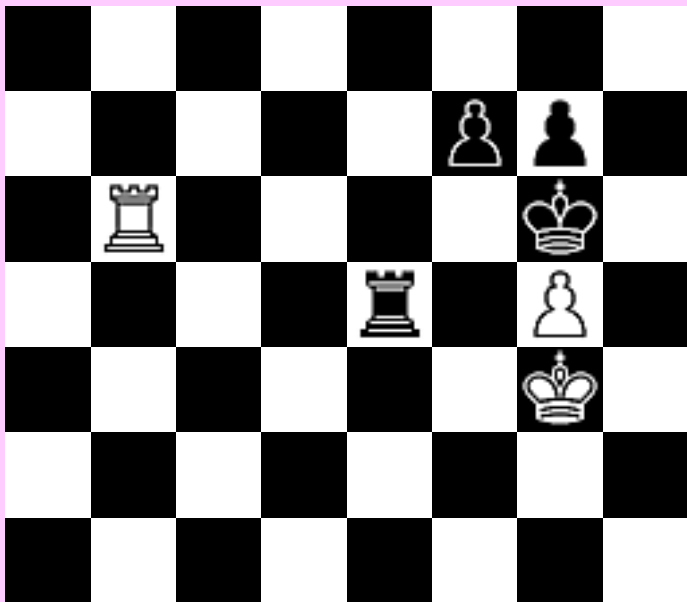


34. b6 ! The last Queen's-side pawn goes. White still has problems because of the advanced King's-side pawns. 34... axb6 35. Rxb6+ Kg5 36. Rb5+ Kg6 37. Rc5 h6 38. Rb5 f6 39. Rc5 Re3 40. Rc7 Re5 41. Kg3 h5 42. Rc3

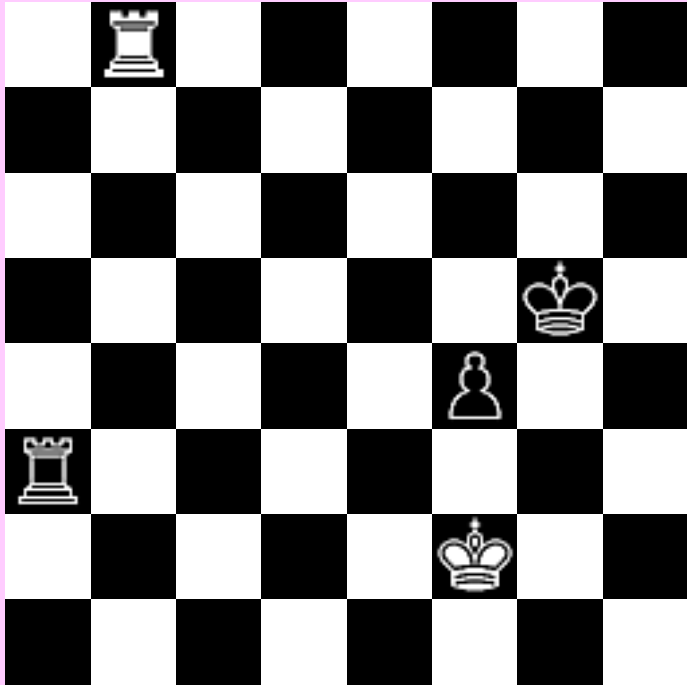


42... hxg4 ? [42... Kg5 gives more winning chances] 43. hxg4 Kg5 44. Ra3 g6 45. Rb3 Re4 46. Rb5+





46... f5 ? really anything else would have been more worrying 47. gxf5 gxf5 48. Rb8 Re3+ 49. Kf2 Ra3 50. Rb4 f4 51. Rb8



the basic draw: Philidor's position. Clearly White has been steering for this since move 33! 1/2

Back to [Chess Coaching Page](#)

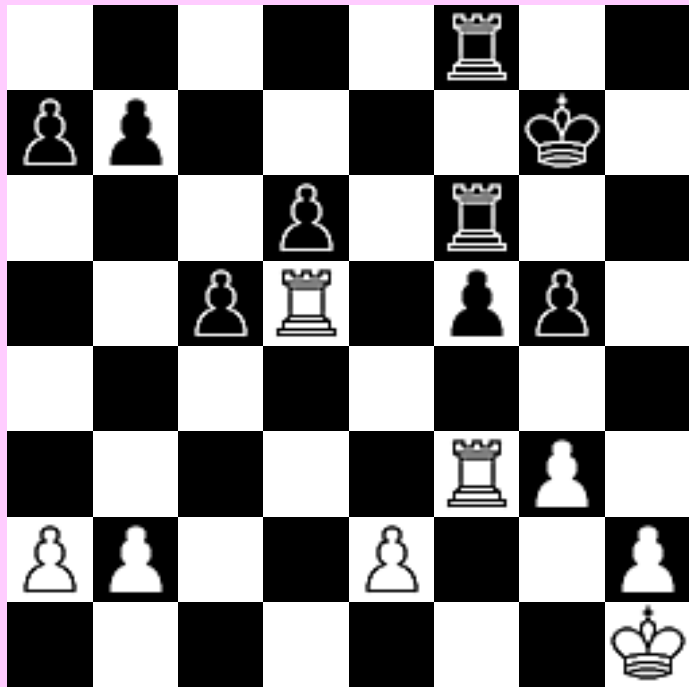
This document (Canon\canon756.html) was last modified on 13 Aug 2005 by



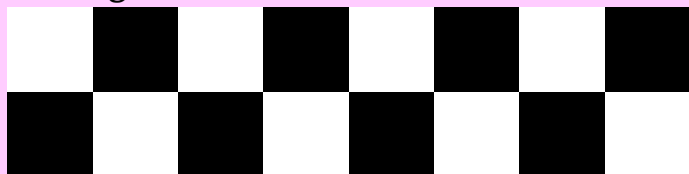
[Dr. Dave](#)

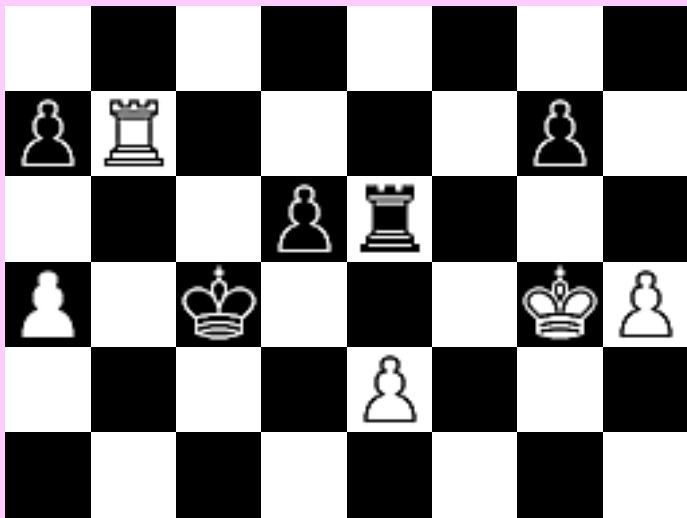
woodruff,dg (1725) - regis,d (somenset vs. dev (1855) [A26] rook [t50]club 4 lack of co, rook ending: cl, 1995

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. d3 d6 6. Nf3 f5 7. O-O Nf6 8. Bg5 h6 9. Bd2 O-O 10. Nd5 Be6 11. Ne1 Rb8 12. Nc2 Ne7 13. Nxf6+ Rxf6 14. Bc3 g5 15. Kh1 Ng6 16. d4 Bxc4 couldn't see why not! 17. dxe5 Nxe5 [17... dxe5] 18. Bd5+ [18. f4] 18... Bxd5+ 19. Qxd5+ Rf7 20. Rad1 Qd7 21. f4 Ng6 22. Bxg7 Kxg7 23. fxg5 hxg5 24. Nd4 Ne7 25. Qf3 c5 26. Nc2 Rf6 27. Ne3 Rbf8 [27... Qe6] [27... Qc6 28. Nd5 Nxd5 29. Rxd5 Re8 30. Rfd1 Re5 31. R5d2 Qxf3+ 32. exf3 Rfe6 33. Rxd6 Rxd6 34. Rxd6 Re1+ 35. Kg2 Re2+ 36. Kh3 Rxb2 37. Rd5 Kf6] 28. Nd5 Nxd5 29. Qxd5 Qc6 30. Rf3 Qxd5 31. Rxd5



we embarked on a long endgame from this point which I never felt happy with; I have thrown in some speculative lines in the notes 31... b5 [31... Kg6 32. Rfd3 Re8 33. Rxd6 [33. e3] 33... Rxe2 34. Rd2 Rxd6 35. Rxe2 b5 -+] 32. Rfd3 Re8 33. Rd2 Ree6 [33... Re5 34. Rxd6 Rxd6 35. Rxd6 Rxe2 36. Rd5 Rxb2 37. Rxc5 Kg6 -+] 34. b4 cxb4 [34... c4 35. Rxb5 c3 36. Rc2 Re3 37. Rb7+ Rf7] 35. Rxb5 Re4 36. Rb2 Kg6 37. R5xb4 Rxb4 38. Rxb4 Re6 39. Rb2 Kf6 40. Kg2 Re4 41. Rd2 Ke5 42. h3 a5 43. Kf2 d5 44. Rd3 Ra4 45. Re3+ Kd6 46. a3 f4 47. gxf4 Rxf4+ 48. Kg3 d4 49. Rd3 Re4 50. Kf3 Kd5 51. Rb3 [51. e3 Rxe3+ 52. Rxe3 dxe3 53. Kxe3 Kc4 54. Ke4 Kb3 55. Kf5 Kxa3 56. Kxg5 Kb3 57. h4 a4 58. h5 a3 59. h6 a2 60. h7 a1=Q 61. Kg6 - + not all forced, I admit 61... Qh8] 51... Rf4+ 52. Kg3 Kc4 53. Rb8 Re4 54. Kf3 Rf4+ [54... Re3+ looks good 55. Kg4 Rxe2 56. Kxg5 d3 57. Rd8 d2 58. h4 Kc3 59. h5 Re5+ 60. Kg4 Rxh5 61. Kxh5 Kc2 62. Rc8+ Kb3 63. Rd8 drawn] 55. Kg3 Kc3 56. Rb5 Re4





draw agreed - White: 20min, Black: 2min left [56... Re4 57. Rxc5 [57. Kf3 Re3+ 58. Kg4 Rxe2 59. Rxa5 d3 60. Kf3 Re1 -+] 57... Rxe2 58. Rxa5 [58. Rd5 a4 59. Kf3 d3 60. h4 Re1 61. Rc5+ Kd4 62. Rc8 d2] 58... d3 59. Rd5 d2 60. Kg4 [60. h4 Re3+ ? [60... Re1] 61. Kf4 Rd3 -+] [60. Kf4 ! 60... Re1 61. h4 d1=Q 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Kd5 65. Kf5 Rf1+ 66. Kg6 Ke6 67. h7 Rg1+ 68. Kh6 Kf7 69. h8=N+ Kf6 70. Kh7 Rg4 71. a4 Rh4+ 72. Kg8 Rxa4 73. Kh7 [73. Nf7 Ra8+ 74. Kh7 Kxf7 75. Kh6 Ra5 76. Kh7 Rh5#] 73... Rg4 74. Nf7 Kxf7 75. Kh6 Kf6 76. Kh5 Re4 77. Kh6 Rh4#] 60... Re1 61. h4 d1=Q+ 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Ke5 65. Kg5 Rg1+ 66. Kh5 Kf5 winning!] 1/2

Back to [Chess Coaching Page](#)

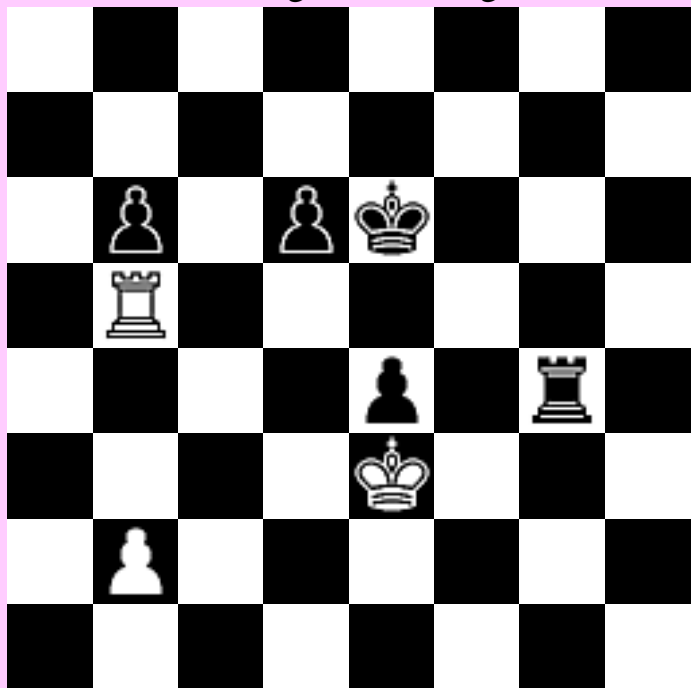
This document (Canon\canon757.html) was last modified on 13 Aug 2005 by



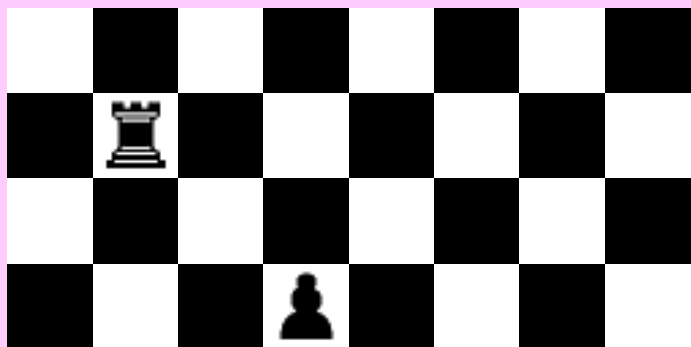
[Dr. Dave](#)

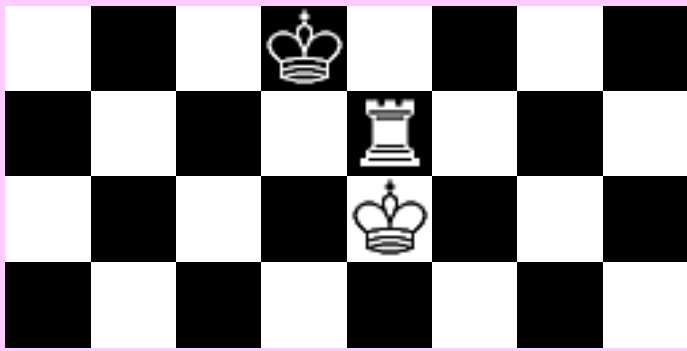
lane,pc - regis,d (use of Lucena th [A42]rook [t50]club 5 lack of ac, rook ending: cl, 1995

1. d4 g6 2. c4 d6 3. Nc3 Bg7 4. e4 Nc6 5. Nge2 e5 6. d5 Nce7 7. Ng3 h5 8. Bd3 h4 9. Nf1 f5 10. exf5 [10. f3] 10... gxf5 11. f3 Nf6 12. Qc2 c6 13. Ne3 f4 14. Nf5 Nxf5 15. Bxf5 cxd5 16. Bg6+ Kf8 17. cxd5 Qa5 18. Bd2 Nxd5 19. Qb3 [19. Nxd5 Qxd5 20. Rd1 suggested by PL immediately after: 20... Qc5? 21 Qb3! +- 20... Qxa2 21. Bb4 Be6 22. Qe4 Qb3 23. Rxd6 Kg8 24. O-O] 19... Be6 20. Qxb7 Rd8 21. Nb5 Qb6 22. Qxb6 axb6 23. Ke2 h3 24. g4 fxg3 25. hxg3 Bh6 26. Rad1 Ke7 27. Be4 we later suggested 27 Kf2 as better 27... Bxd2 28. Rxd2 Nf6 29. Bb1 Bc4+ 30. Bd3 Bxa2 31. Ke1 Bd5 32. Bf1 Bxf3 33. Rxh3 Rxh3 34. Bxh3 Bc6 35. Nc3 Rg8 36. Kf2 Ng4+ 37. Ke2 Nf6 38. Kf2 Ng4+ [38... d5 ! 39. Bg2 Ke6 40. Bh3+ Kd6 41. Rd3 d4 is simpler and safer; analysing on the night I missed the strong ...d4] 39. Ke2 Nh2 40. Rd3 e4 41. Nd5+ Bxd5 42. Rxd5 Rxg3 43. Bf5 Rg2+ 44. Ke3 Ng4+ 45. Bxg4 Rxg4 46. Rb5 Ke6

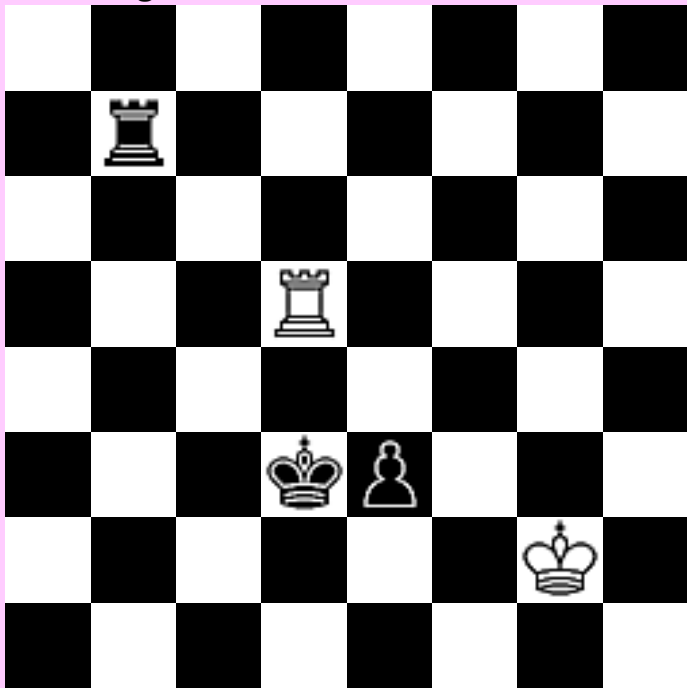


47. Rxb6 [47. Kd4 ! may be better] 47... Ke5 48. Rb8 Rg3+ 49. Kf2 Rf3+ [49... Rd3 !? 50. b4 Kd4] 50. Ke2 d5 51. b4 Kd4 52. b5 Rb3 53. b6 e3 [53... Rb2+ is more likely to tempt an error? 54. Kd1 Kd3 55. Ke1 e3] 54. b7 Rb2+ 55. Kf1 Kd3 [55... Rb5 56. Ke2 Rb1 57. Re8 Rxb7 58. Rxe3





58... Rb2+ 59. Kf3 Rh2 60. Re8 Kd3 61. Rd8 d4 62. Rd7 Rh8 63. Rc7 Rf8+ 64. Kg2 Kd2 65. Rd7 d3 66. Rd6 Ke2 67. Re6+ Kd1 68. Rd6 d2 69. Rd7 Rf4 all like the game but with the d-pawn not the e-pawn - the 'bridge' is easier and the wK is on the longside] 56. Rd8 Rb1+ PL missed this one 57. Kg2 Rxb7 58. Rxd5+



58... Ke2 ! I did wonder about ...Ke4 but PL was not impressed... This is of course better, giving Lucena's win, but Black didn't half make heavy weather of it. The wK is well-placed on the 'short side'
 59. Rd8 Rg7+ an important finesse 60. Kh3 Rf7 [60... Ke1] 61. Kg2 Rf4 you can tell Black can remember about 'building a bridge' but this is too early! 62. Kg3 Rf7 63. Re8 Rf3+ 64. Kg2 Rf5 65. Rd8 Ke1 66. Re8 e2 67. Re7 [67. Re7 Rf2+ 68. Kg1 Rf1+ 69. Kg2 Kd2 is trivial... 70. Rxe2+] 67... Kd2 [67... Rd5 looks much simpler 68. Kf3 [68. Ra7 Rg5+ 69. Kh2 Re5 70. Kg2 Kd2 71. Ra2+ Ke3 72. Ra3+ Kf4] 68... Rd3+ 69. Kg2 Kd1] 68. Rd7+ Ke3 69. Re7+ Kd3 70. Rd7+ Ke4 71. Re7+ we've got all this way but something's still not quite right... 71... Kd3 [71... Re5 72. Rxe5+ Kxe5 73. Kf2 ... penny dropped!] 72. Rd7+ Ke3 73. Re7+ Kd2 74. Rd7+ Ke1 75. Re7 Rf4 76. Kg3 [76. Ra7 Rf2+ 77. Kg1 Rf1+ 78. Kg2 Kd2 +-] 76... Rd4 77. Kg2 Kd2 78. Kf2 Rf4+ 79. Kg3 Rf1 a tough game! 80. Rd7+ Kc3 0-1

Back to [Chess Coaching Page](#)

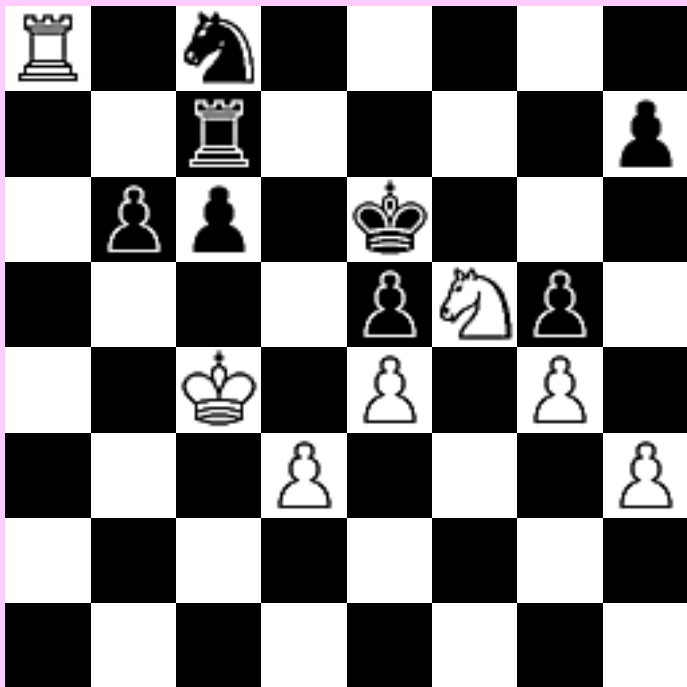
This document (Canon\canon758.html) was last modified on 13 Aug 2005 by



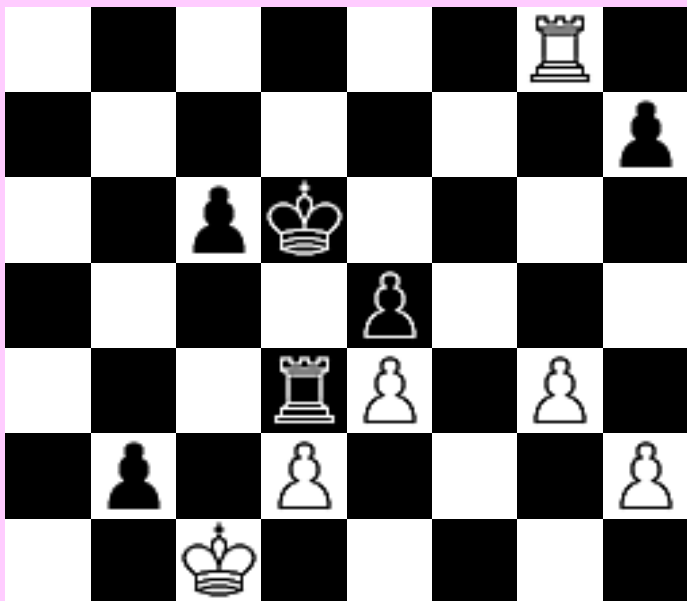
[Dr. Dave](#)

white,ir - regis,d (East Devon #1) [[B06]rook [t50]club 6 all rook e, rook ending: cl, 1994

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Be3 c6 5. a4 Nf6 6. h3 Nbd7 7. Nf3 O-O 8. Qd2 [8. Be2] 8... e5 9. dxe5 Nxe5 10. Nxe5 dxe5 11. O-O-O Qa5 [11... Qxd2+ 12. Rxd2 Be6 13. Bd3 Rfd8 14. Rhd1] 12. Qd6 Be6 13. b4 Qd8 14. Qxd8 Rfxd8 15. Rxd8+ Rxd8 16. Bxa7 Bf8 17. Bc5 Bxc5 18. bxc5 Rd4 19. Bd3 Nd7 20. Kd2 Nxc5 21. Rb1 Bc4 22. Ne2 Rd7 23. Kc3 Bxd3 24. cxd3 Nxa4+ 25. Kb4 Nb6 26. Kc5 Nc8 27. Rb3 Kf8 28. f4 f6 29. Ra3 Ke7 30. g4 g5 31. fxe5 fxe5 32. Ng3 Ke6 33. Nf5 Rc7 34. Ra8 b6+ 35. Kc4

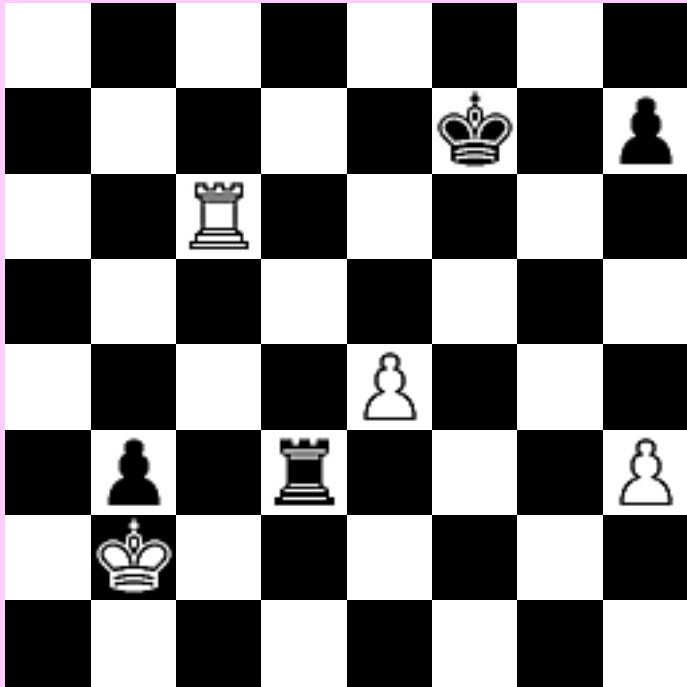


35... Nd6+ 36. Nxd6 Kxd6 37. Rg8 b5+ 38. Kb4 Ra7 39. Rxd6 Ra4+ 40. Kb3 Rd4 41. Kc2 b4 42. Rg8 b3+





43. Kc3 Rb4 ! 44. Kb2 Kc5 45. Re8 Kd4 46. Rd8+ Ke3 47. g5 Kf4 48. Rf8+ Kxg5 49. Rf5+ Kg6 50. Rxe5 Rd4 51. Re6+ Kf7 52. Rxc6 Rxd3



1/2

Back to [Chess Coaching Page](#)

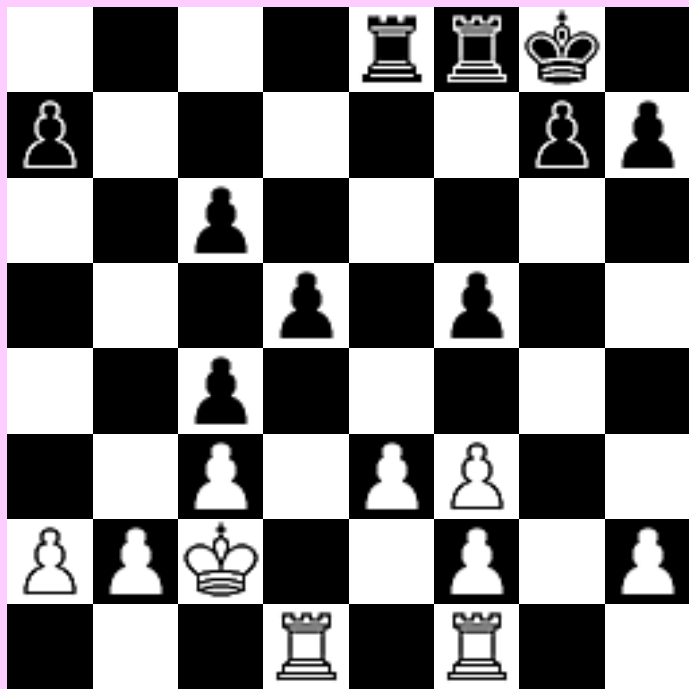
This document (Canon\canon759.html) was last modified on 13 Aug 2005 by



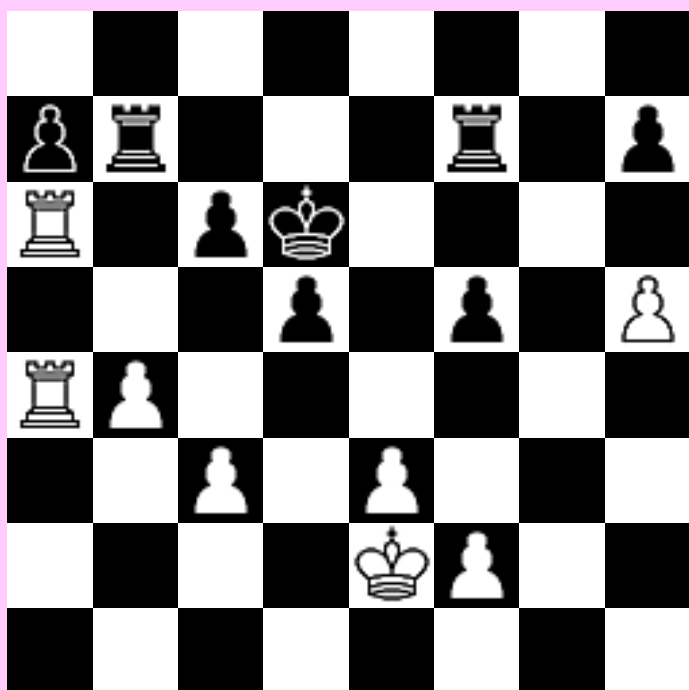
[Dr. Dave](#)

Capablanca, Jose - Kreymbourg, Alfred (NY 04) [D02]rook [t50] double rook, 1910

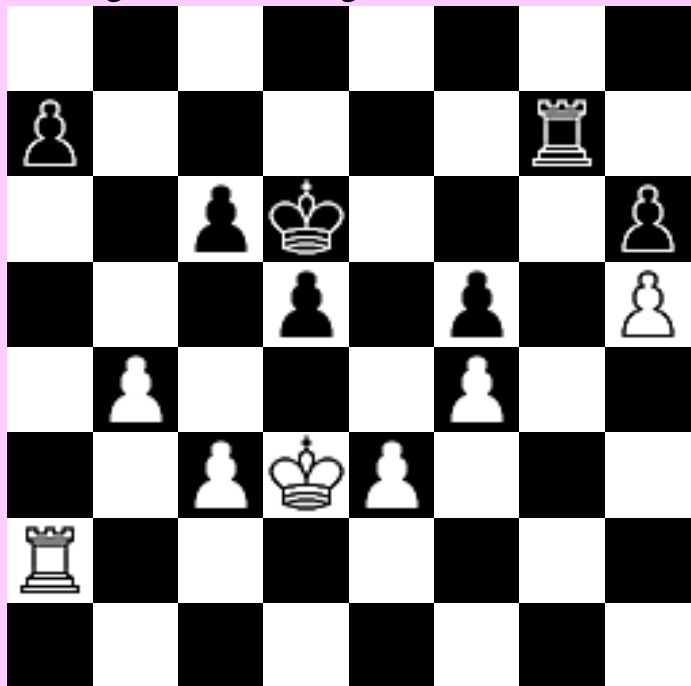
1. d4 d5 2. Nf3 Nf6 3. Bf4 e6 4. e3 c5 5. c3 Nc6 6. Bd3 Bd6 7. Bxd6 Qxd6 8. Nbd2 e5 9. dxe5 Nxe5 10. Nxe5 Qxe5 11. Bb5+ Bd7 12. Qa4 Qc7 13. O-O-O O-O 14. Bxd7 Nxd7 15. Nf3 Qc6 16. Qxc6 bxc6 17. Nd2 Ne5 18. Kc2 c4 19. Rhf1 f5 20. Nf3 Nxf3 21. gxf3 Rae8



Black appears to have better Rooks, but the Q-side pawns are advanced and vulnerable. This vulnerability costs Black the a-file, and that costs him the activity of his Rooks. 22. Rd4 Rf6 23. b3 cxb3 + 24. axb3 Kf7 25. Kd3 Re7 26. Ra1 Ke6 27. Ra6 Rc7 28. Rda4 g5 29. h4 g4 30. Ke2 gxf3+ 31. Kxf3 Rff7 32. Ke2 Kd6 33. b4 Rb7 34. h5



White is well placed to attack several Black pawns. 34... h6 35. f4 Rg7 36. Kd3 Rge7 37. Ra1 Rg7 38. Kd4 Rg2 39. R6a2 Rbg7 40. Kd3 Rxa2 41. Rxa2



We are now in a single-Rook ending. Black now gives up the open file. 41... Re7 42. Rg2 Re6 43. Rg7 Re7 44. Rg8 c5 45. Rg6+ Re6 46. bxc5+ Kd7 47. Rg7+ Kc6 48. Rxa7 Kxc5 49. Rf7 1-0

Back to [Chess Coaching Page](#)

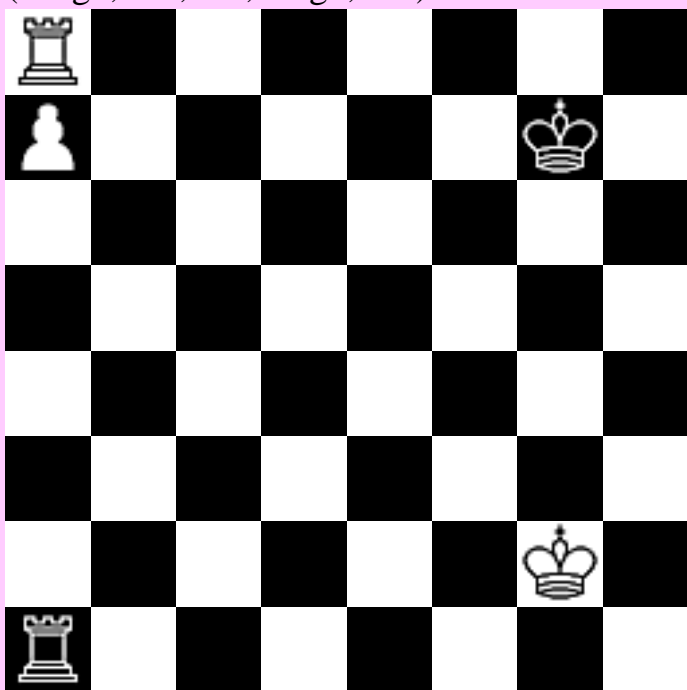
This document (Canon\canon760.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

KRP/KR: drawn a - pawn(theory into practice)[t5rook [t50] pflieger 1, 1994

(wKg2,Ra8,Pa7; bKg7,Ra1)



nothing happens 1. Kf3 Ra4 2. Ke3 Kh7 3. Kd3 Kg7 4. Kc3 Kh7 5. Kb3 Ra1 6. Kb4 Kg7 7. Kc5 Rc1+ 8. Kb6 Rb1+ 9. Kc6 Ra1 10. Kb7 Rb1+ 11. Kc7 Ra1 1/2

Back to [Chess Coaching Page](#)

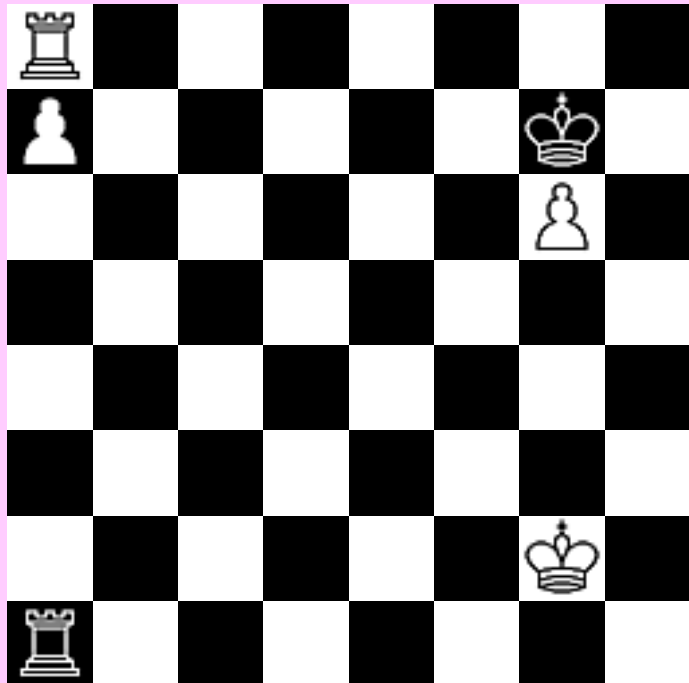
This document (Canon\canon761.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

rook [t50]drawn RP+NP/RP [rook ending: pflieger 2, 1994

(wKg2,Ra8,Pa7,g6; bKg7,Ra1)



1... Ra5 the a-pawn is nearly there, but with a distant wK everything can (just) be held [1... Kxg6 2. Rg8+] 1/2

Back to [Chess Coaching Page](#)

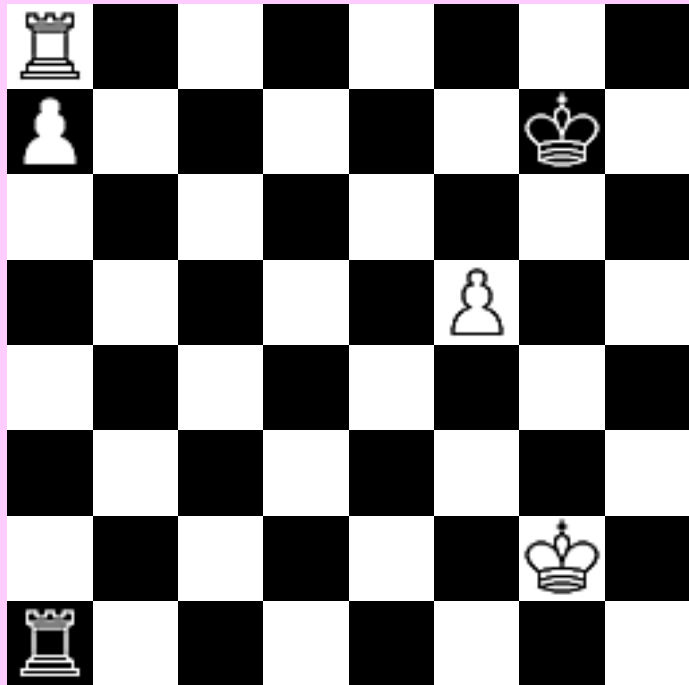
This document (Canon\canon762.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

rook [t50]won RP+BP [t50rook ending: pflieger 3, 1994

(wKg2,Ra8,Pa7,f5; bKg7,Ra1)



this is quite different - with the other wP further away from the short sid there is a skewer opportunity. once you know you can steer for this one you can win from more complex positions 1. f6+ Kf7 2. Rh8 Rxa7 3. Rh7+ 1-0

Back to [Chess Coaching Page](#)

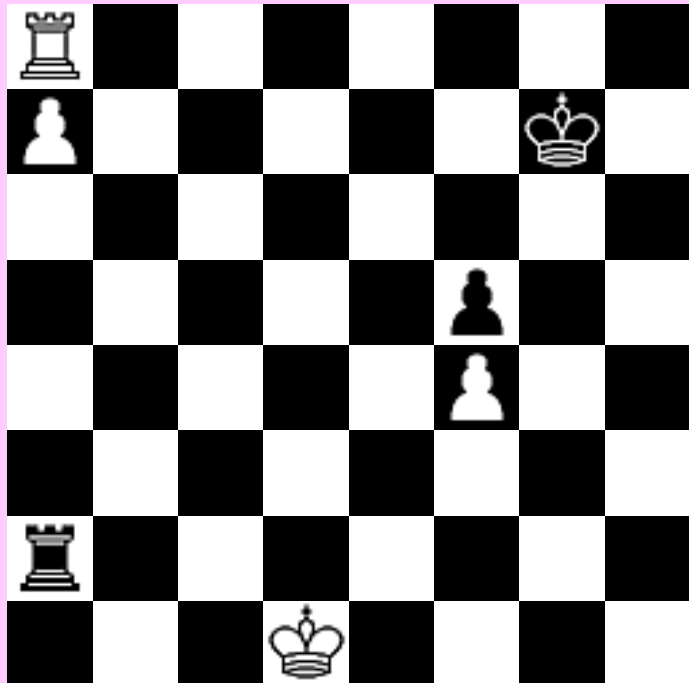
This document (Canon\canon763.html) was last modified on 13 Aug 2005 by



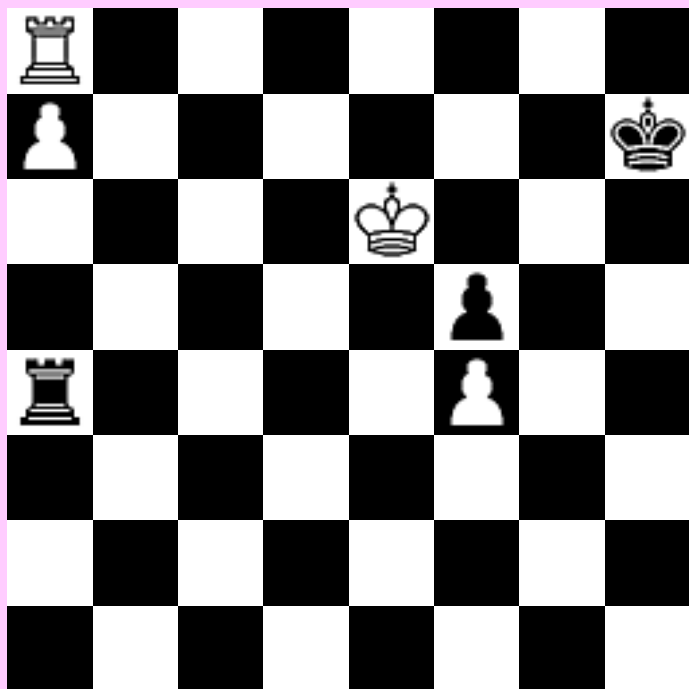
[Dr. Dave](#)

rook [t50]win with a - pawn + 2 f_pawns [t50]

rook ending: pflieger 4, 1994 (wKe1,Ra8,Pa7,f4; bKg7,Ra2,Pf5) 1. Kd1



(1) break the blockade (2) win the f-pawn (3) win as we know how 1... Kh7 2. Kc1 Kg7 3. Kb1 Ra3 4. Kb2 Ra4 5. Kb3 Ra1 6. Kb4 Ra2 7. Kb5 Ra1 8. Kc6 Ra5 9. Kd6 Kh7 10. Ke7 Ra6 11. Kf7 Ra4 12. Ke6



this is the critical bit: zugzwang! 12... Ra5 13. Kf6 Ra1 14. Kxf5 nearly there now 14... Ra5+ 15. Ke4 Ra4+ 16. Kd3 Ra3+ 17. Kc2 Ra2+ 18. Kb3 Ra1 19. f5 1-0

Back to [Chess Coaching Page](#)

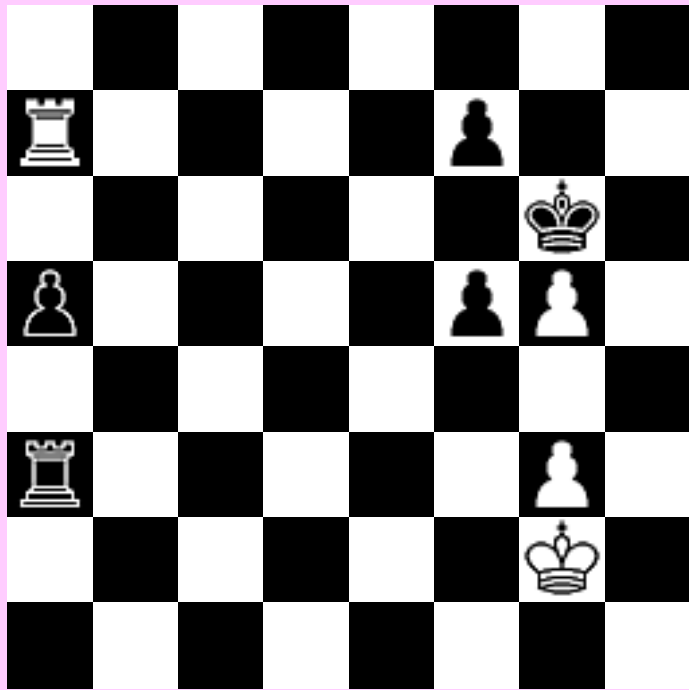
This document (Canon\canon764.html) was last modified on 13 Aug 2005 by



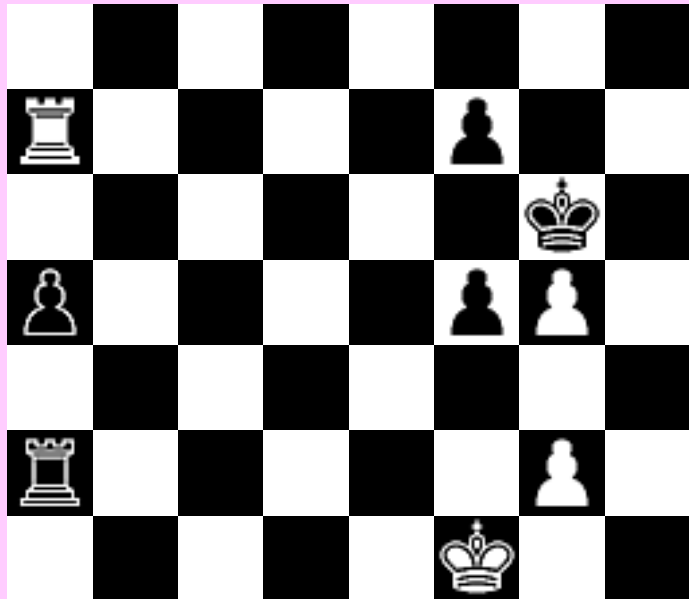
[Dr. Dave](#)

Smyslov,V - Botvinnik,Mikhail (Moscow) [C17]rook [t50]pfleger 5 (comple, rook ending: pf, 1954

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Ba5 6. b4 cxd4 7. Nb5 Bc7 8. f4 Ne7 9. Nf3 Nbc6 10. Bd3 Bb8 11. Nbx d4 a6 12. Be3 Ba7 13. O-O Nxd4 14. Bxd4 Bxd4+ 15. Nxd4 Qb6 16. Kh1 Bd7 17. c3 Rc8 18. Qe1 h6 19. a4 a5 20. Nb3 Qc7 21. Nc5 Bc6 22. Qf2 O-O 23. Nb3 Bd7 24. Qc5 Qxc5 25. Nxc5 Rc7 26. Nxd7 Rxd7 27. bxa5 Ra8 28. a6 bxa6 29. c4 dxc4 30. Bxc4 Rd4 31. Be2 Nd5 32. g3 Nc3 33. Bf3 Rb8 34. Ra3 Nb1 35. Ra2 Nd2 36. Rf2 Nc4 37. h4 g5 38. hxg5 hxg5 39. fxg5 Nxe5 40. Be2 Rb1+ 41. Kg2 a5 42. Rc2 Rb3 43. Rf4 Rd5 44. Re4 Kg7 45. Bh5 Ng6 46. Rg4 Re3 47. Bxg6 Kxg6 48. Rf2 Rf5 49. Rxf5 exf5 50. Rc4 Re4 51. Rc7 Rxa4 52. Ra7 Ra3

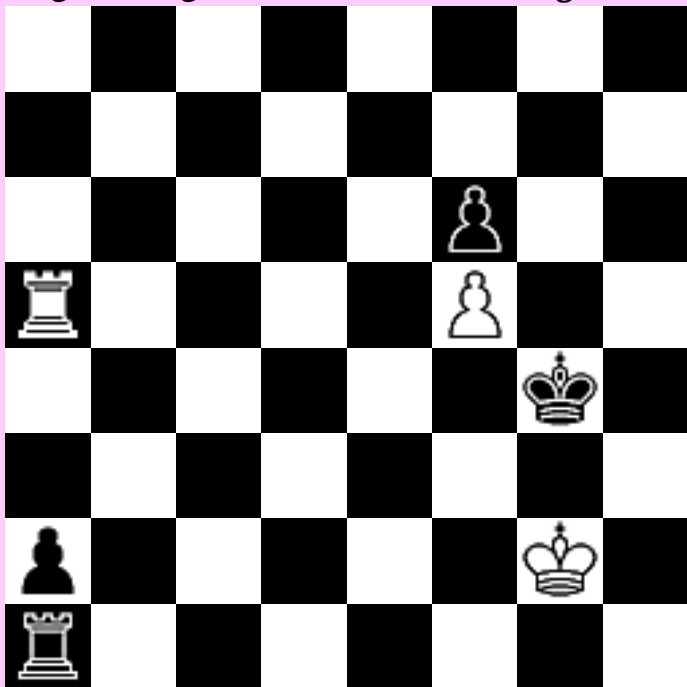


53. Kh3 [53. Kf2

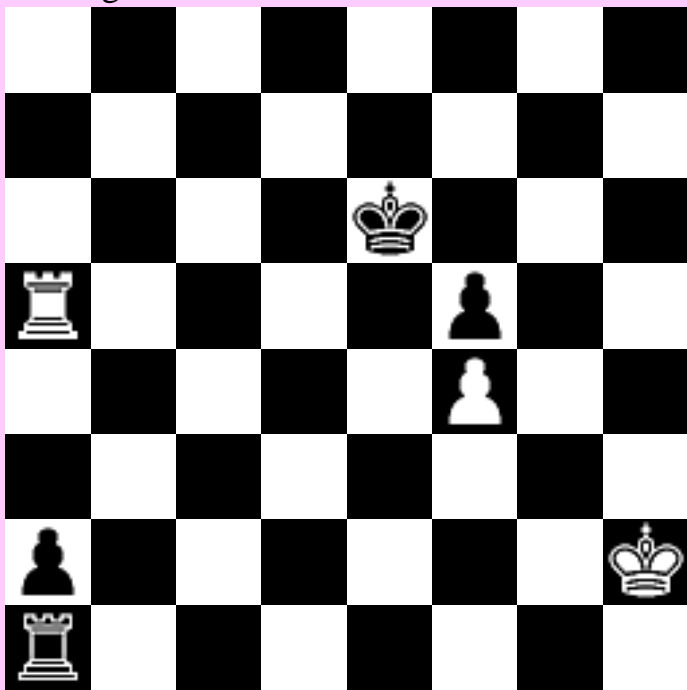




euwe 53... a4 54. Kg2 Ra1 55. Kf3 a3 56. Kg2 [56. Kf4 a2 57. Kf3 Rf1+] 56... a2 57. Kh2 Kxg5 58. Kg2 Kf6 ! [58... f4 59. gxf4+ Kg4 60. f5 f6 61. Ra5



VARIATION: no zugzwang is now possible with the wP on the 5th] 59. Ra5 Ke6 60. Kh2 f4 61. gxf4 f5



which we know how to win. My faithful analyst Fritz successfully embarked on: 62. Kg2 Kd6 63. Kh2 Kc6 64. Kg2 Kb6 65. Ra8 Kc5 66. Ra4 Kb5 67. Ra8 Kc4 68. Kh2 Kd4 69. Ra4+ Kd3 70. Kg2 Ke3 71. Kh2 Kf3 72. Ra8 Kxf4] 53... f4 54. Kh4 fxg3 55. Ra6+ Kf5 56. Rf6+ Ke4 57. Kh3 Rf3 58. Ra6 Rf5 0-1

Back to [Chess Coaching Page](#)

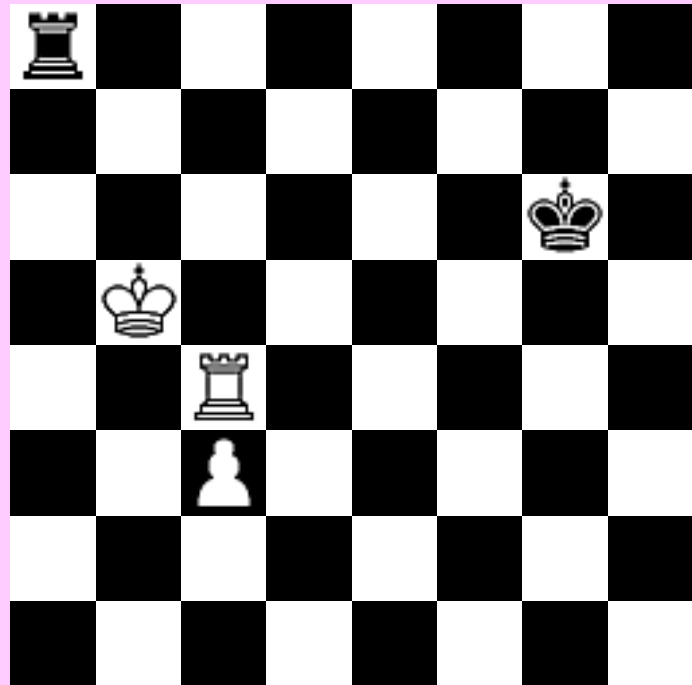
This document (Canon\canon765.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

makarychev - lerner (minsk)rook [t50]rule of five, 1979

(wKb5,Rc4,Pc3; bKg6,Ra8)



1... Kf5 [1... Kf7 2. Re4] 2. Rc6 1-0

Back to [Chess Coaching Page](#)

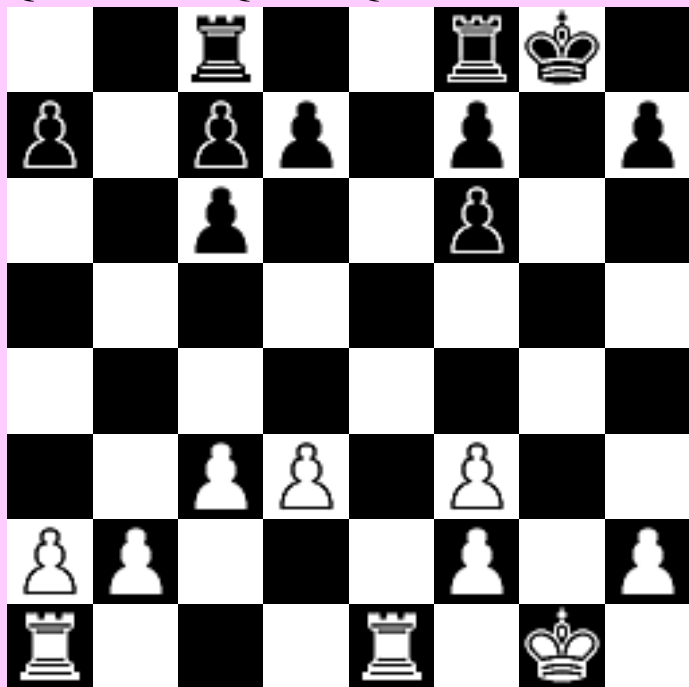
This document (Canon\canon766.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Capablanca,Jose - Kupchik,Abraham (Havana m7) [C49]rook [t50]various themes, 1913

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 bxc6 7. Nxe5 Qe8 8. Nd3 Bxc3 9. dxc3 Qxe4 10. Re1 Qh4 11. Qf3 Ba6 12. Bf4 Rac8 13. Be5 Bxd3 14. cxd3 Qg4 15. Bxf6 Qxf3 16. gxf3 gxf6



Back to [Chess Coaching Page](#)

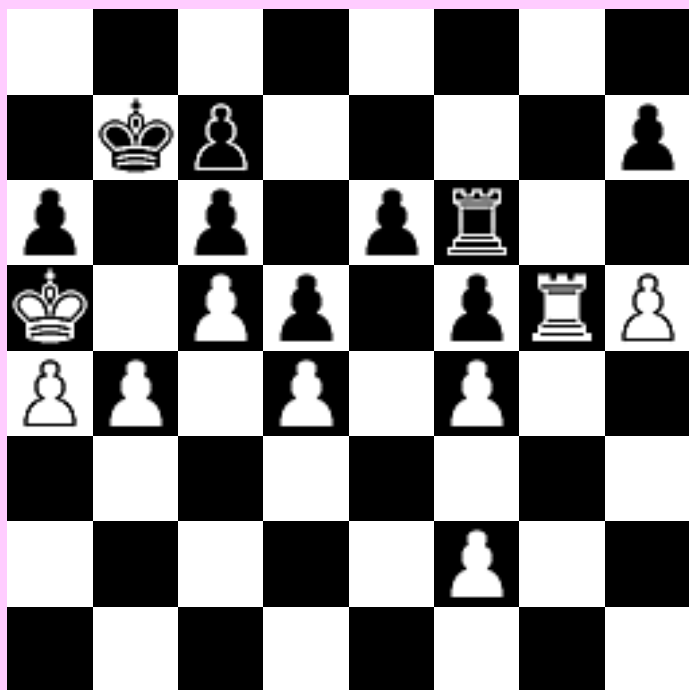
This document (Canon\canon767.html) was last modified on 13 Aug 2005 by



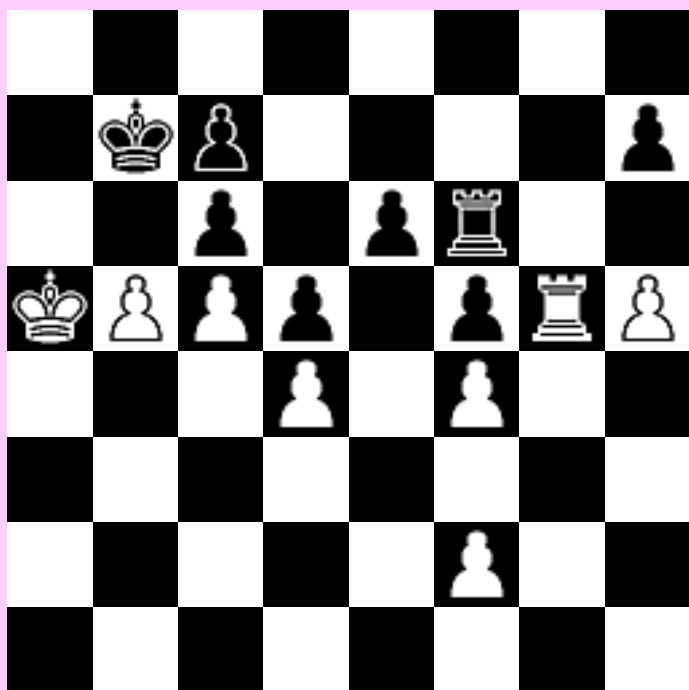
[Dr. Dave](#)

An early Rook [t50]White is better not just because of the neater pawns but because he can immediately activate the Rook. 17. Re4 Rfe8

18. Rae1 Re6 19. R1e3 Rce8 20. Kf1 Kf8 21. Ke2 Ke7 22. Ra4 Ra8 23. Ra5 d5 24. c4 Kd6 25. c5+ Kd7 26. d4 f5 27. Rxe6 fxe6 28. f4 Clearing the third rank for the Rook. 28... Kc8 29. Kd2 Kb7 30. Ra3 Rg8 31. Rh3 Rg7 32. Ke2 Ka6 33. Rh6 Re7 34. Kd3 Kb7 35. h4 Kc8 36. Rh5 Kd7 37. Rg5 Rf7 38. Kc3 Kc8 39. Kb4 Rf6 40. Ka5 Kb7 41. a4 a6 42. h5 Rh6 43. b4 Rf6



White is poised on both fronts. 44. b5 The only break, which also allows Black to become active. 44... axb5 45. axb5



Defend or counterattack? 45... Rf8 [45... Rf7 46. h6 Re7 47. Rg7 is hopeless: so Black must counterattack.] 46. Rg7 Ra8+ 47. Kb4 cxb5 48. Kxb5 Ra2 49. c6+ Kb8 50. Rxh7 White has an h-pawn. Can the lone Black Rook do enough to compensate? 50... Rb2+ 51. Ka5 Ra2+ 52. Kb4 Rxf2 53. Re7 Rxf4 54. h6 Rxd4+ 55. Kb5 Rd1 56. h7 Rb1+ 57. Kc5 Rc1+ 58. Kd4 Rd1+ 59. Ke5 Re1+ 60. Kf6 Rh1 61. Re8+ Ka7 62. h8=Q Rxh8 63. Rxh8 Kb6 64. Kxe6 Kxc6 65. Kxf5 Kc5 66. Ke5 c6 67. Rh6 Kb5 68. Kd4 1-0

Back to [Chess Coaching Page](#)

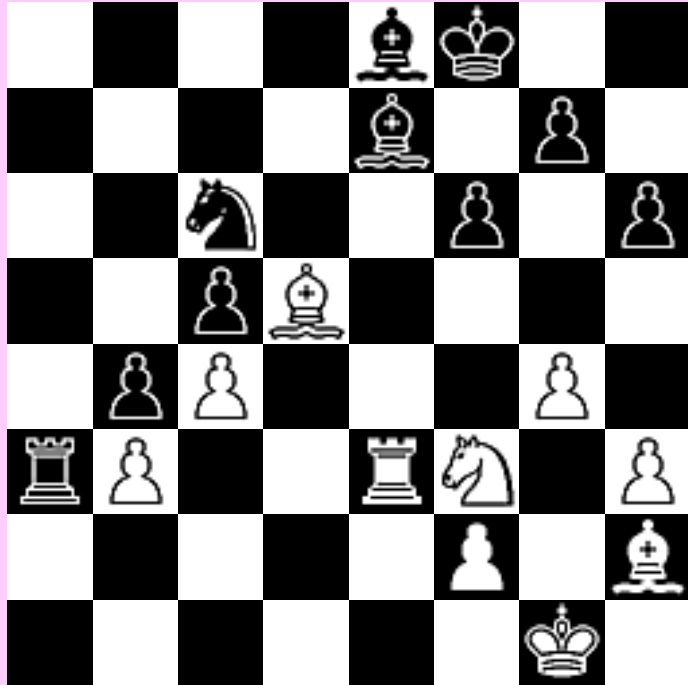
This document (Canon\canon768.html) was last modified on 13 Aug 2005 by



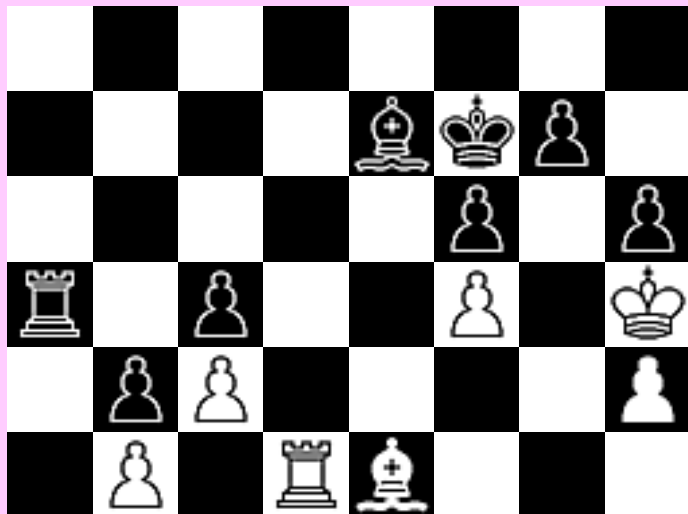
[Dr. Dave](#)

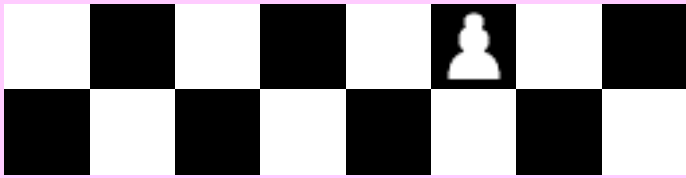
Capablanca,Jose - Kostic,Boris (Havana m01) [C42]rook/ bishop: zugzwang, 1919

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Bg5 Qxe2+ 8. Bxe2 Be7 9. Nc3 Bd7 10. O-O O-O 11. Rfe1 Nc6 12. d4 Rfe8 13. Bb5 a6 14. Ba4 b5 15. Bb3 Na5 16. Re3 c6 17. Rae1 Kf8 18. Bf4 Nb7 19. h3 h6 20. Bh2 Bd8 21. Rxe8+ Bxe8 22. a4 c5 23. Ne4 Nxe4 24. Bd5 Ra7 25. Bxe4 Be7 26. axb5 axb5 27. dxc5 dxc5 28. Bb8 Ra8 29. Bg3 Ra7 30. Bb8 Ra8 31. Bg3 Ra7 32. Ne5 Nd8 33. b3 Ne6 34. Bd5 Nd4 35. c3 Nf5 36. Bh2 b4 37. g4 Nd6 38. c4 Ra3 39. Re3 Nc8 40. Bb7 Na7 41. Bd5 f6 42. Nf3 Nc6

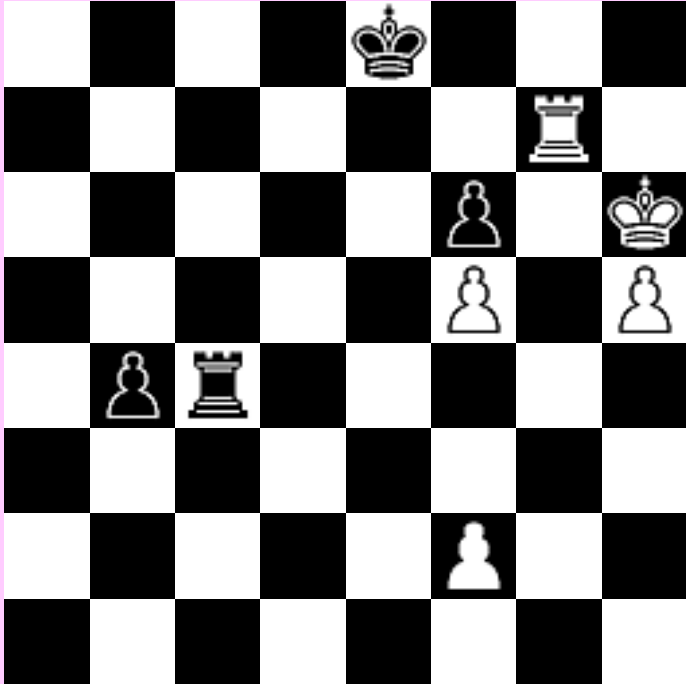


Black is rather hamstrung. White now weaves his way in, and swaps off Black's active pieces. 43. Nh4 Nd4 44. Nf5 Nxf5 45. gxf5 Bd7 46. Be4 Ra6 47. Rd3 Bc6 48. Bxc6 Rxc6 49. Kg2 Ra6 50. Kf3 Ra2 51. Bg3 Ke8 52. Bf4 Ra6 53. Be3 Ra1 54. Kg4 Ra7 55. Kh5 Kf7 56. Rd5 Ra3 57. Rd7 Ke8 58. Rd3 Kf7 59. h4 Ra7 60. Rd5 Ra5 61. Rd7 Ke8 62. Rd3 Kf7





Black is in nearly in zugzwang: his only choice is how to die. 63. Rd5 Ra3 64. Bxc5 Bxc5 65. Rxc5 Rxb3 66. Rc7+ Kf8 67. Kg6 Rf3 68. Rf7+ Ke8 69. Rxc7 Rf4 70. h5 Rxc4 71. Kxh6



Both sides have a passed pawn, but White has more active pieces. 71... Kf8 72. Rb7 Rg4 73. f3 Rg5 74. Rxb4 Kf7 75. Rg4 Rxf5 76. f4 Ra5 77. Rg7+ Kf8 78. Rb7 f5 79. Kg6 Ra6+ 80. Kxf5 Ra5+ 81. Kg4 Ra6 82. Kg5 Rc6 83. f5 Kg8 84. f6 RP and BP are sometimes drawn... 84... Rc8 85. Rg7+ Kf8 86. h6 not this one! 1-0

Back to [Chess Coaching Page](#)

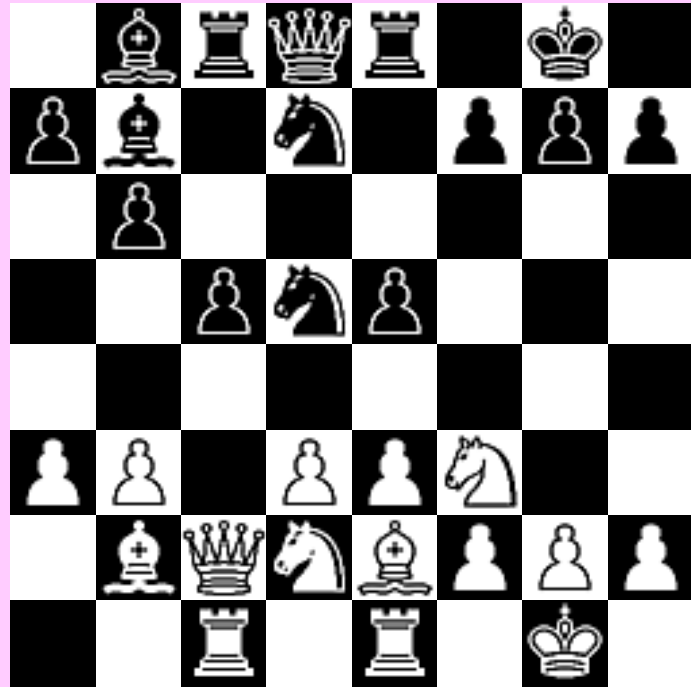
This document (Canon\canon769.html) was last modified on 13 Aug 2005 by



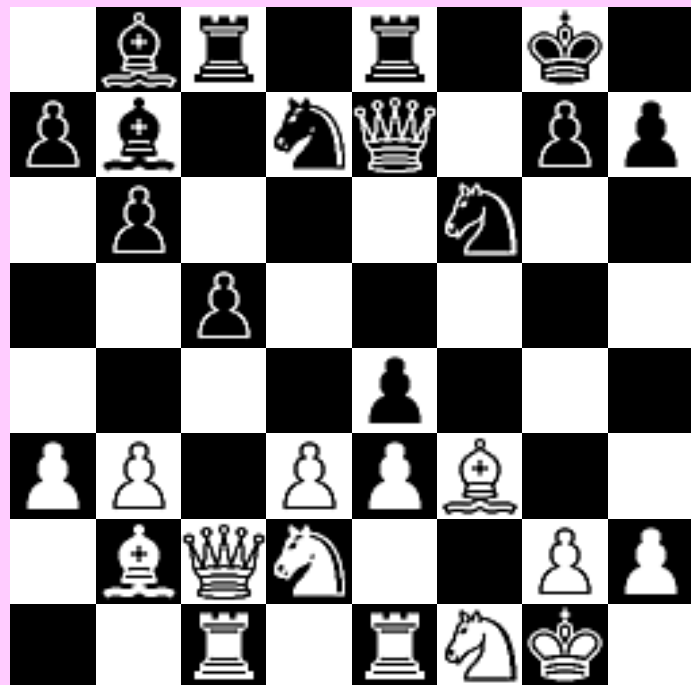
[Dr. Dave](#)

hug - karpov (BBC Bath) [A05]psychology: beating weaker pla, psychology: bea, 1977

1. Nf3 Nf6 2. e3 you aren't going to beat World Champion Karpov this way... 2... b6 3. Be2 Bb7 4. O-O e6 5. b3 d5 6. Bb2 Nbd7 7. c4 Bd6 8. d3 O-O 9. Nbd2 c5 10. Qc2 Re8 11. Rfe1 Rc8 12. a3 e5 13. cxd5 Nxd5 14. Rac1 Bb8

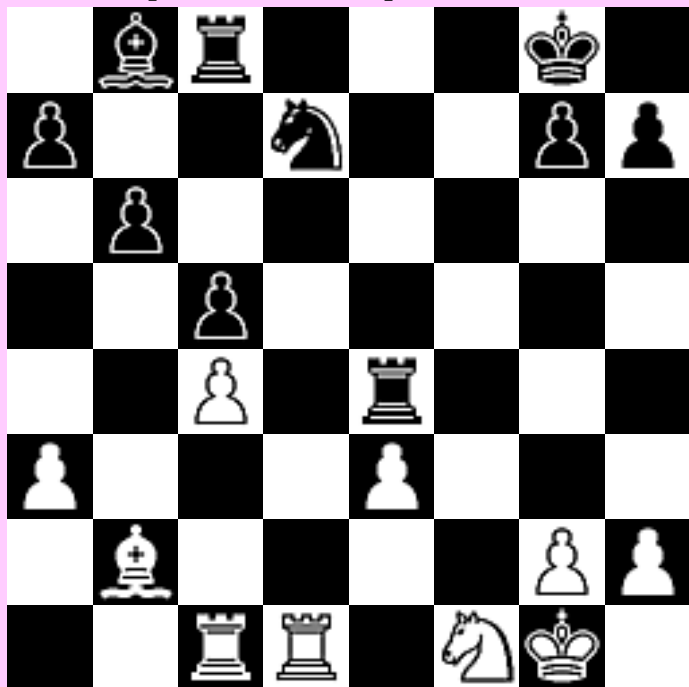


nothing flashy, but Karpov already has an edge 15. Ne4 Qe7 16. Nfd2 f5 17. Ng3 f4 18. Ngf1 fxe3 19. fxe3 N5f6 20. Bf3 e4

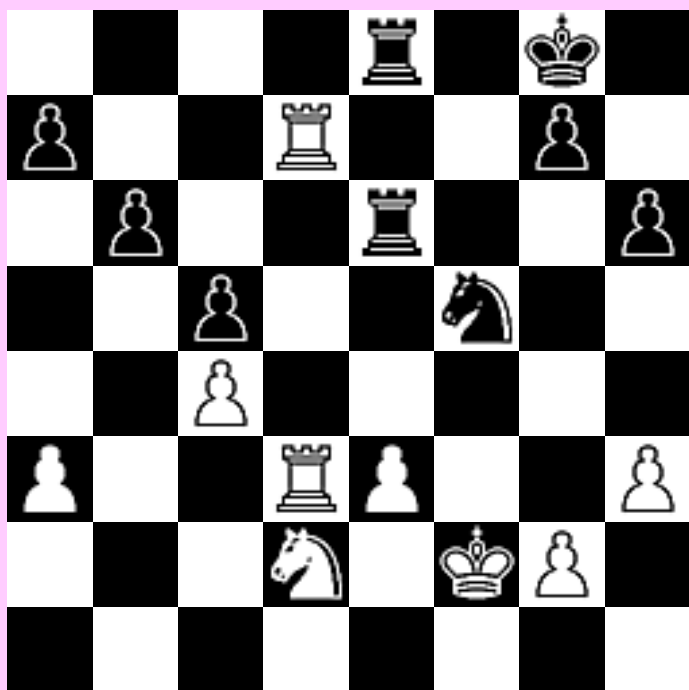


leaves White's pawns split and vulnerable 21. Nxe4 Nxe4 22. Bxe4 Bxe4 23. Qc4+ Qe6 24. dxe4 Qxc4

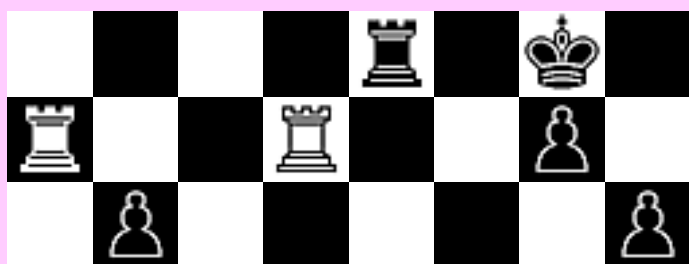
25. bxc4 [25. Rxc4 b5] 25... Rxe4 26. Red1

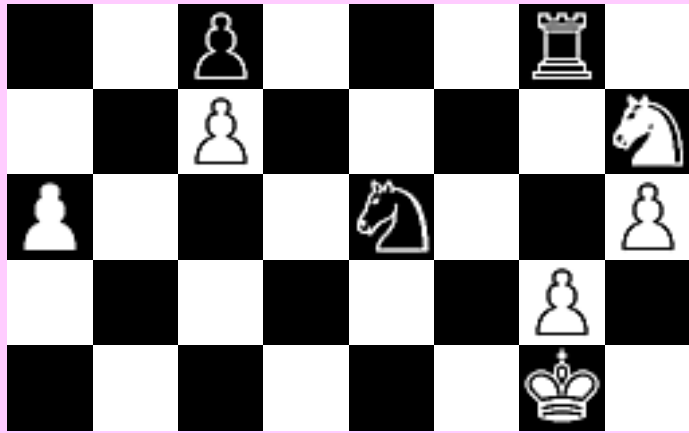


26... Nf8 27. Rd3 Rce8 28. Kf2 Be5 29. Bxe5 R4xe5 30. Nd2 Ng6 31. Nf3 Re4 32. h3 h6 33. Rcc3 Ne7 34. Rd7 Nf5 35. Nd2 R4e6 36. Rcd3



36... Nxe3 Karpov strikes when necessary 37. Rxa7 Nd1+ 38. Kg1 Rg6 39. Nf3 Ne3 40. Nh4 Rg5 41. Rdd7





Karpov has judged everything calmly 41... Nxf2 42. Nf3 Rg6 43. Kf2 Nf4 44. Re7 Nxf3+ 45. Ke3 Re6 + ! 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon648.html) was last modified on 13 Aug 2005 by

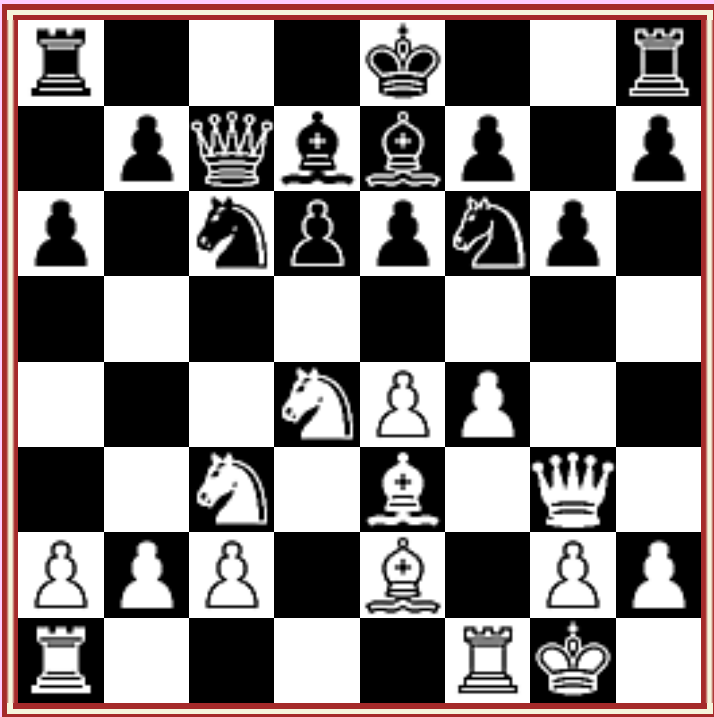


[Dr. Dave](#)

Krogius - Gheorghiu [B85] psychology: playing for a win, 1964

I would be happy with a draw, but my opponent would be relying on passivity, and would moreover play all the more strongly for having a moral advantage over me. I therefore resolved to face my opponent not with timidity but with boldness, and to struggle for the initiative from the very first moves. "Do not think about a draw" I kept on saying to myself throughout the battle.

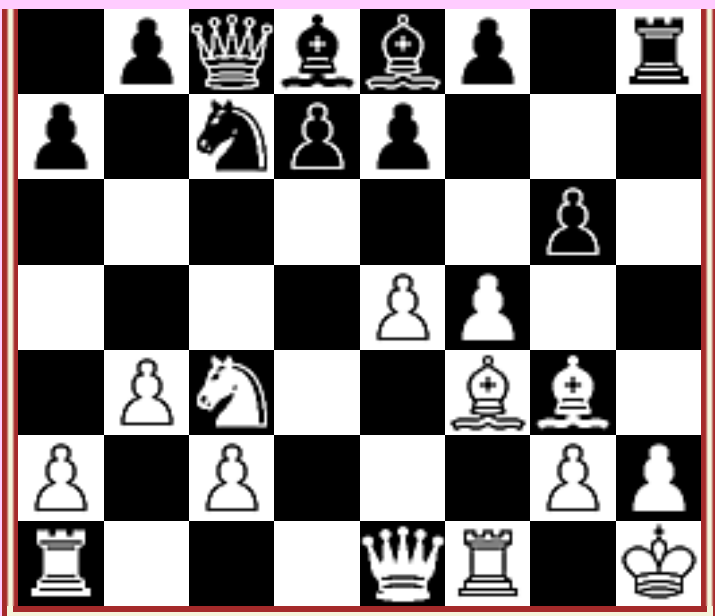
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be2 e6 7. O-O Qc7 8. f4 Be7 I played quickly: 9. Qe1 Gheorghiu frowned. 9... Nc6 [9... Qb6] 10. Be3 Bd7 11. Qg3 g6



This signals Black's intention to launch an attack, which is however dubious. White can and should prevail by a central counter, but this requires not faith but precision.

12. Kh1 h5 13. Qe1 h4 14. Bf3 Nh5 15. Nde2 Na5 16. Bd4 "This manoeuvre was based on precise calculation, for at first sight it helps Black double the Rooks." (See move 22!) 16... Rh7 17. b3 Nc6 18. Bf2 Ng3+ "Gheorghiu hurries to force the game." 19. Nxc3 hxc3 20. Bxc3 g5





"Too late!"

21. e5 gxf4 22. exd6 Bxd6 [22... fxg3 23. Qxg3 "and because of the threat of check Black loses."] 23. Nd5 O-O-O 24. Nxc7 fxg3 25. h3 Bxc7 26. Rd1 Rdh8 27. Rxd7 Kxd7 28. Bxc6+ Kxc6 29. Qe4+ Kb6 30. Qd4+ Kc6 31. Rf3 b5 32. Qa7 Rxh3 + 33. gxh3 Rxh3+ 34. Kg2 Rh2+ 35. Kf1 Rh1+ 36. Ke2 Rh2+ 37. Kd3 g2 38. Rxf7 Bb6 39. Qb7+ Kc5 40. b4+ "I did not think one could play like that when going for first place", remarked Gheorghiu. "Not only 'can', but 'must'," - I mentally answered the Roumanian. 1-0

Back to [Chess Coaching Page](#)

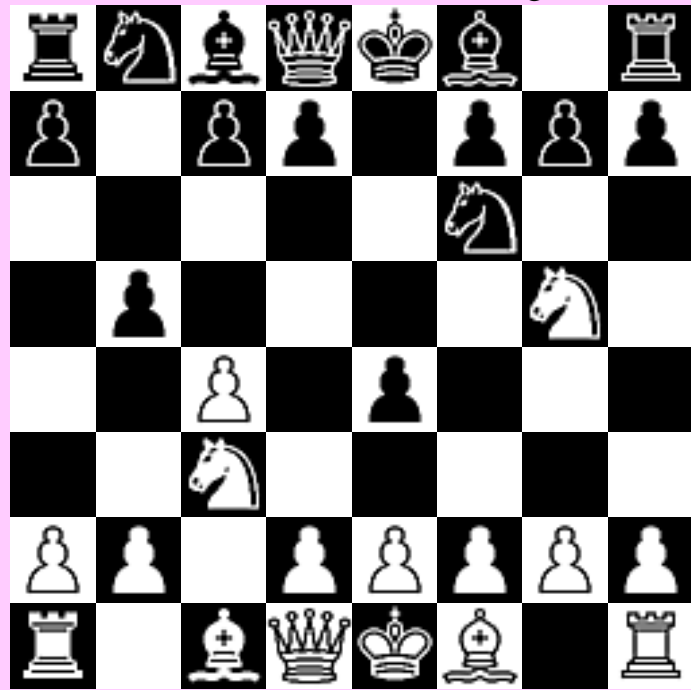
This document (Canon\canon649.html) was last modified on 13 Aug 2005 by



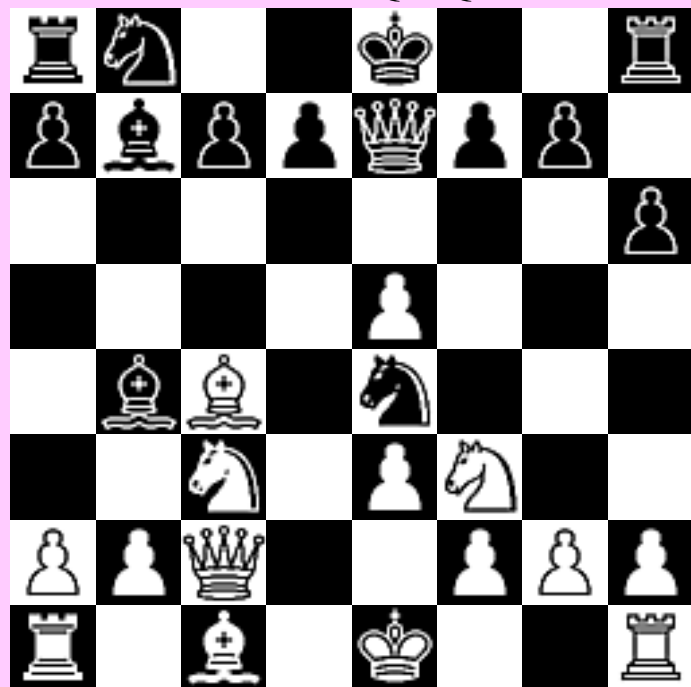
[Dr. Dave](#)

polugaevsky - estevez,sochi [A22]psychology: playing stronger p, psychology: pla, 1977

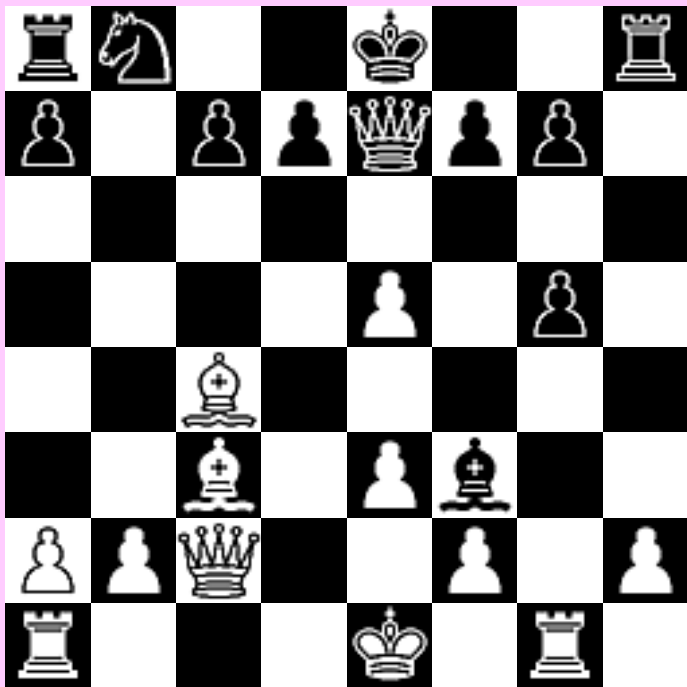
1. c4 e5 2. Nc3 Nf6 3. Nf3 e4 4. Ng5 b5



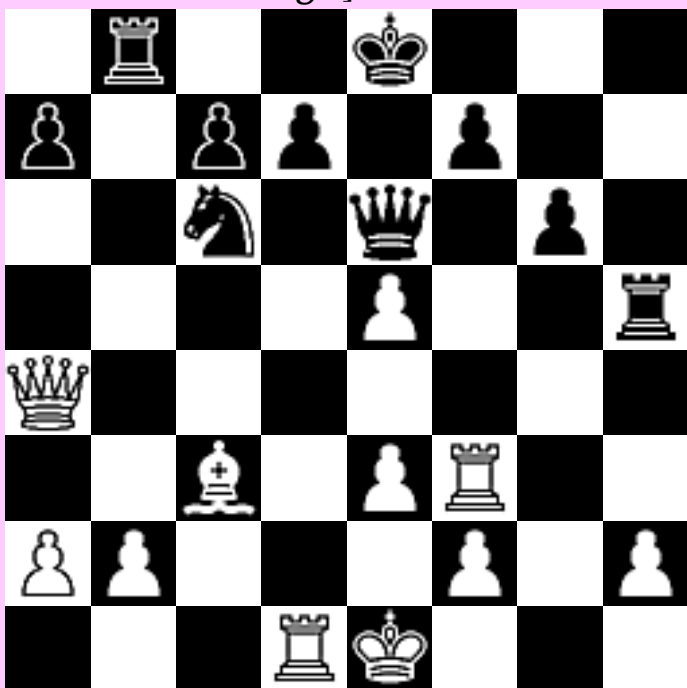
a good messy gambit 5. d3 [5. cxb5 d5] [5. Nxb5 c6 6. Nc3 d5] 5... bxc4 6. dxe4 h6 7. Nf3 Bb7
8. e5 Ne4 9. e3 Bb4 10. Qc2 Qe7 11. Bxc4



11... Ng5 a good way of confusing the issue 12. Nxf5 hxf5 13. Bd2 keeping things together 13... Bxc3
14. Bxc3 Bxg2 15. Rg1 Bf3



16. Qf5 another good stabilising move 16... g4 17. Be2 g6 18. Qf4 Qe6 19. Bxf3 gxf3 20. Rg3 ? [20. Qxf3 Nc6 21. Qg4] 20... Nc6 21. Rxf3 Rb8 22. Rd1 Rh5 23. Qa4



23... Rxe5 best [23... Nxe5 24. Bxe5 Rxe5 25. Qxa7 Rxb2 ? 26. Qa8+ Ke7 27. Qa3+] [23... Rxh2 24. Rf6 Qe7 [24... Rh1+ 25. Ke2 Qh3 +- but not very clear] 25. Rxc6 with strong attack] 24. Bxe5 Nxe5 25. Rf4 Rxb2 26. Qxa7 Qc6 great move 27. e4 Qc3+ [27... g5 28. Rf5 [28. Qd4 Qb5] 28... Qxe4+] 28. Kf1 Qh3+ 29. Kg1 Nf3+ 30. Rxf3 Qxf3 31. Qd4 Kf8 32. Qh8+ Ke7 33. Qe5 + Kf8 Estevez kept coming up with active ideas every time Polu seemed to be getting things under control. Even if he lost, he would have gone down fighting! 1/2

Back to [Chess Coaching Page](#)

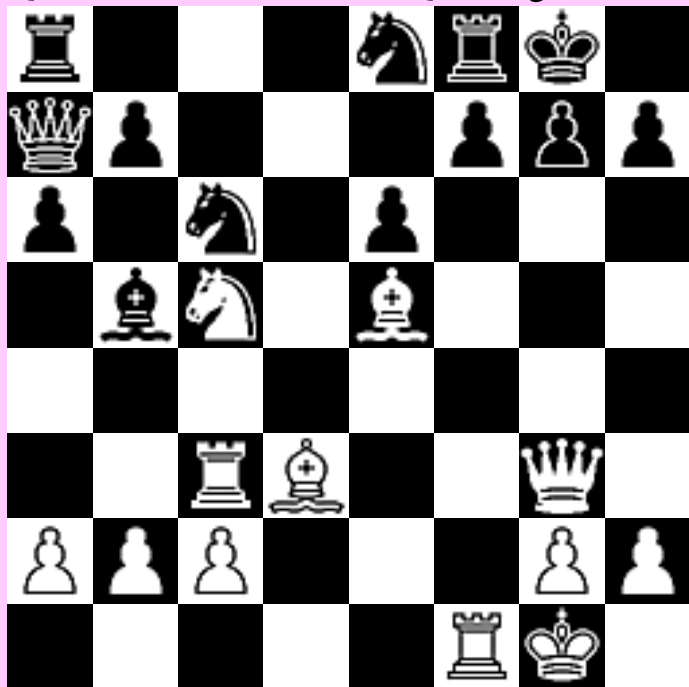
This document (Canon\canon650.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Ijubojevic,I - andersson,u [B85]psychology: style: direct attack, psychology: style, 1976

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 Qc7 6. Be2 a6 7. O-O Nf6 8. Be3 Be7 9. f4 d6 10. Qe1 O-O 11. Qg3 Bd7 12. e5 dxe5 13. fxe5 Nxe5 14. Bf4 Bd6 15. Rad1 Qb8 16. Rd3 Ne8 17. Ne4 Bc7 18. Rc3 Nc6 [18... f6] 19. Bxc7 Nxd4 20. Bd3 Qa7 21. Nc5 Bb5 [21... Nxc7 22. Bxh7+ [22. Qxc7 Nb5] 22... Kxh7 23. Qh4+ Kg8 24. Rh3 f6-+] 22. Be5 Nc6



The crowd must have been baying for... 23. Bxh7+ Kxh7 24. Rf4 f6 25. Rh4+ Kg8 26. Qh3 Nd8 27. Bd4 b6 28. Nxe6 Nxe6 29. Qxe6+ Qf7 30. Qe4 g5 31. Rh6 Ra7 32. Rch3 Qg7 33. Rg6 Rff7 34. c4 1-0

Back to [Chess Coaching Page](#)

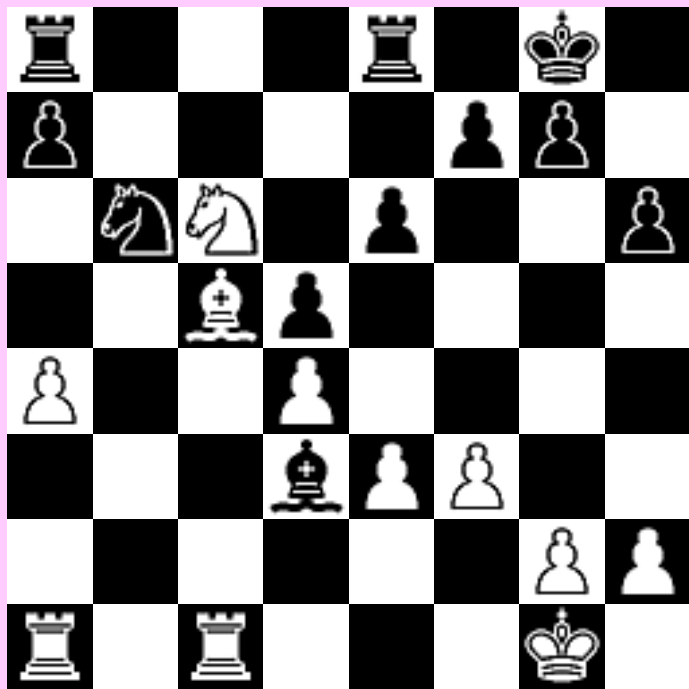
This document (Canon\canon651.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

botvinnik,m - tal,m (wch) [D14]psychology: style: squeeze pla, psychology: sty, 1961

1. d4 Nf6 2. c4 c6 3. Nc3 d5 4. cxd5 cxd5 5. Nf3 Nc6 6. Bf4 Bf5 7. e3 e6 8. Bb5 Bb4 9. Ne5 Qa5 10. Bxc6+ bxc6 11. O-O Bxc3 12. bxc3 Qxc3 13. Qc1 Qxc1 14. Rfxc1 O-O 15. f3 h6 16. Nxc6 Rfe8 17. a4 Nd7 18. Bd6 Nb6 19. Bc5 Bd3



Patient pressure yields a pawn. 20. Nxa7 Rxa7 21. Bxb6 Ra6 22. a5 Bc4 23. Ra3 f6 24. e4 Kf7 25. Kf2 Raa8 26. Ke3 Reb8 27. Rac3 Rc8 28. g4 Rab8 29. h4 Rc6 30. h5 Rbc8 31. e5 g6 32. hxg6+ Kxg6 33. R3c2 fxe5 34. dxe5 Rh8 35. Rh2 Rcc8 36. Kd2 Bb3 37. a6 Bc4 38. a7 Rh7 39. Ra1 Ra8 40. Be3 Rb7 41. Rxh6+ Kg7 42. Rah1 1-0

Back to [Chess Coaching Page](#)

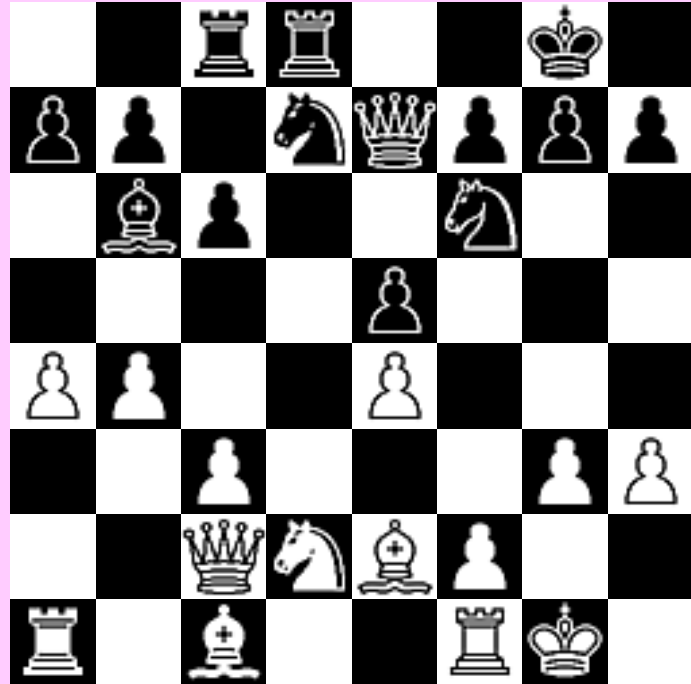
This document (Canon\canon652.html) was last modified on 13 Aug 2005 by



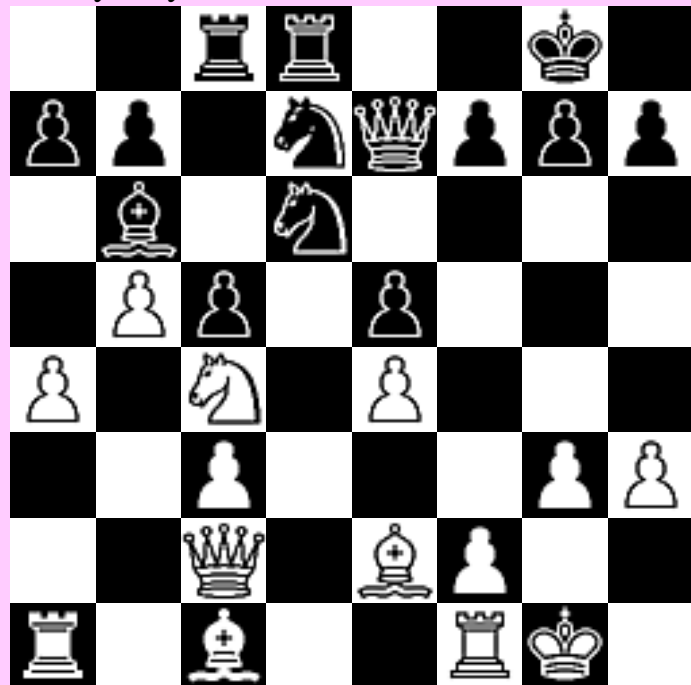
[Dr. Dave](#)

botvinnik - szilagyi,amsterdam [A07]psychology: style: turning the, psychology: sty, 1966

1. g3 d5 2. Nf3 c6 3. Bg2 Bg4 4. d3 Nd7 5. h3 Bxf3 6. Bxf3 e5 7. Nd2 Ngf6 8. e4 dxe4 9. dxe4 Bc5 10. O-O Qe7 11. c3 O-O 12. b4 Bb6 13. a4 Rfd8 14. Qc2 Rac8 15. Be2

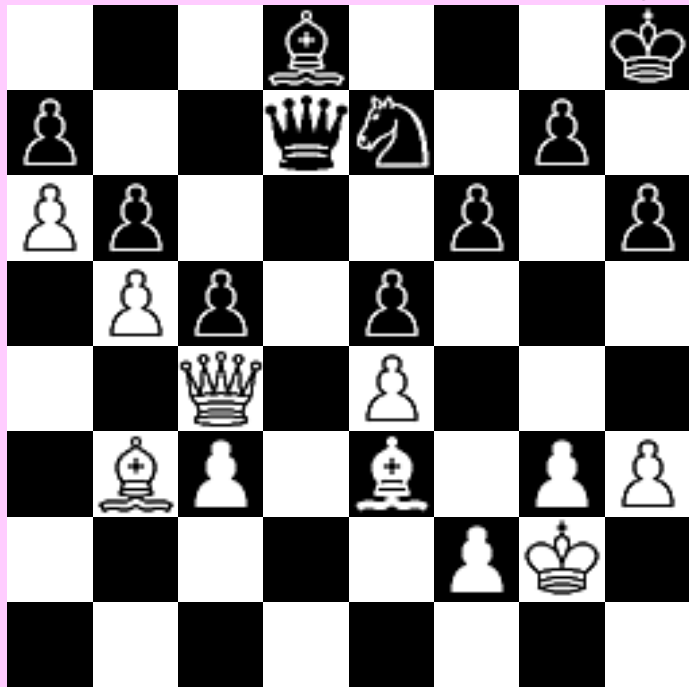


Black's next turns a difficult game into a positionally lost one. Perhaps only Botvinnik could show so clearly why it's lost. 15... c5 16. b5 Ne8 17. Nc4 Nd6



White's next is a tactically sharp move designed to achieve a positional end - the weakening of another white square (e6). 18. Bg5 f6 19. Be3 Nxc4 20. Bxc4+ Kh8 21. a5 Bc7 22. Rfd1 Nf8 23. Qa2 Rxd1+ 24.

Rxd1 Rd8 25. Rxd8 Bxd8 26. a6 b6 27. Kg2 Qd7 28. Qe2 Ng6 29. Bb3 Ne7 30. Qc4 h6



White's bind is absolute. 31. Qf7 Kh7 32. Bc4 Qd6 33. h4 Qd1 34. Qe8 f5

Black's first bid for freedom... 35. exf5 Nxf5 36. Bg8+ 1-0

Back to [Chess Coaching Page](#)

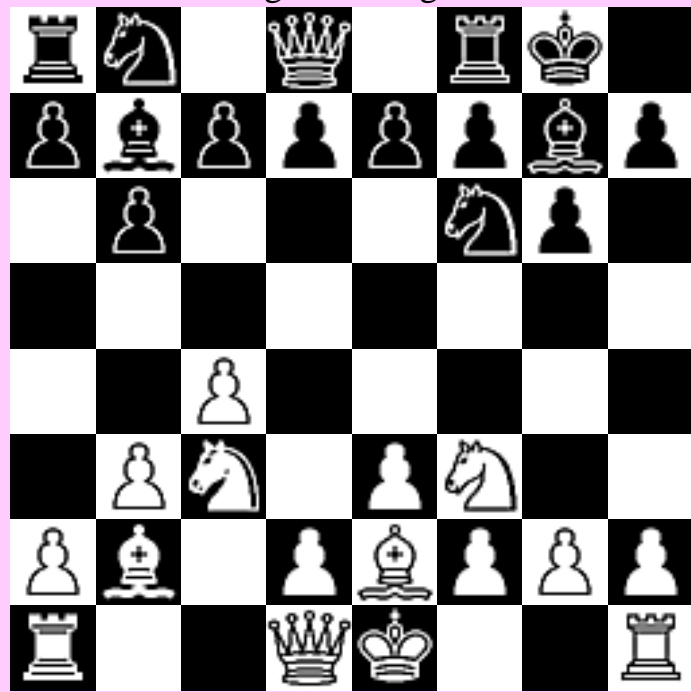
This document (Canon\canon653.html) was last modified on 13 Aug 2005 by



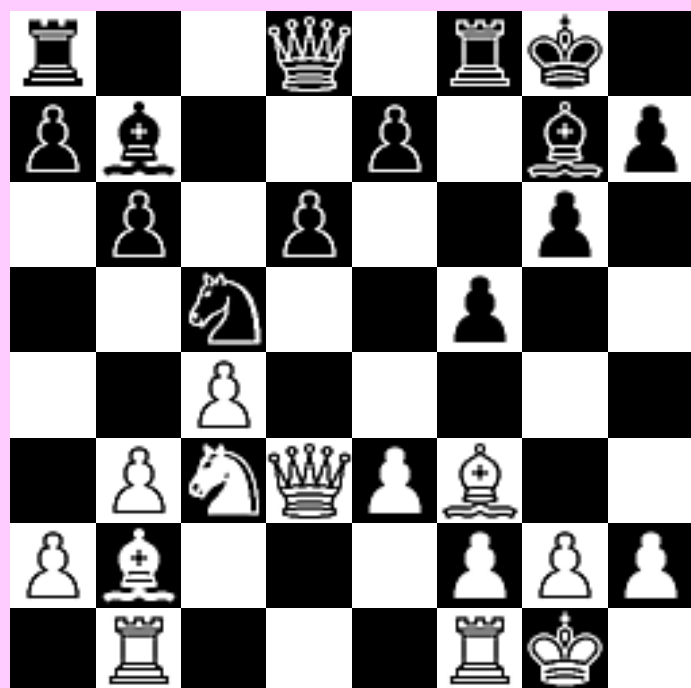
[Dr. Dave](#)

forder - alekhine (warsaw) [A05]psychology: win with the black, psychology: win, 1935

1. Nf3 Nf6 2. e3 g6 3. b3 Bg7 4. Bb2 O-O 5. c4 b6 6. Nc3 Bb7 7. Be2



Black could equalise easily by 7... c5 [7... d5 8. Nxd5 Nxd5 9. Bxg7 Kxg7 10. cxd5 Qxd5 11. d4 "...and with the material thus reduced Black would have little difficulty in reaching a draw. But neither would White! With this is mind (Black allows d4) which leads to a more complicated position."] 8. O-O Nc6 9. d4 cxd4 10. Nxd4 Nxd4 11. Qxd4 ! [11. exd4 d5 12. Bf3 Qd7 with pressure against the centre] 11... Ne4 12. Qd3 d6 13. Bf3 f5 14. Rab1 Nc5



15. Qd2 [15. Qe2 "*Black, though still preserving a slight initiative, would not have been able to secure any decisive advantages. ...It is practically impossible nowadays to force a win with Black against a master.. . who is content to draw.*"]
15... Bxf3 16. gxf3 f4 17. Nd5 [17. exf4 Qd7] 17... e5 18. exf4 Qh4 19. Kh1 Qh3 20. Qe2 ? [20. Qd1 Rae8 "*...White would have had a fighting chance*"] 20... Rae8 21. Rbe1 e4 22. Rg1 [22. fxe4 Rxe4 23. Qc2 Nd3] 22... Bxb2 23. Rg3 Qh4 24. Rg4 [24. Qxb2 Nd3] 24... exf3 25. Qxe8 Qxg4 0-1

Back to [Chess Coaching Page](#)

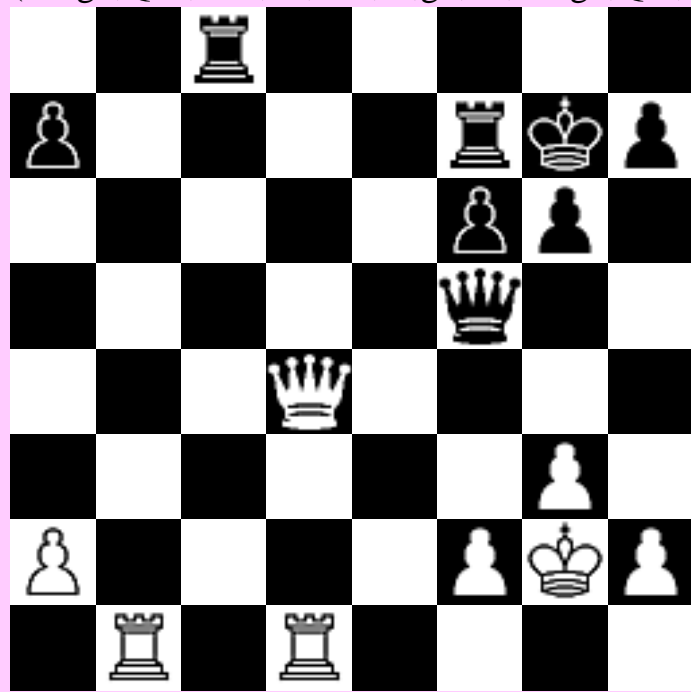
This document (Canon\canon654.html) was last modified on 13 Aug 2005 by



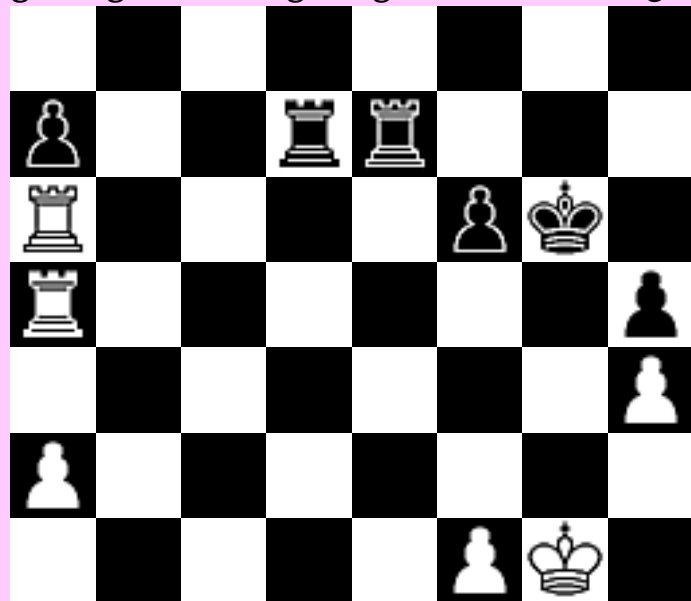
[Dr. Dave](#)

Miles,AJ. - Webb,S. (Birmingham)psychology: winning drawn game, psychology: win, 1975

(wKg2,Qd4,Rb1,d1,Pa2,f2,g3,h2; bKg7,Qf5,Rc8,f7,Pa7,f6,g6,h7)



Webb was surprised and I guess a little peeved that Miles refused a draw in this position. 22... Rc2 23. a3 Qc5 24. Rb3 Qxd4? Simplifying but going on the defensive - a needless concession. [24... Re7] [24... Rc7 25. Rf3 Qc6] 25. Rxd4 Re7 26. Ra4 Kf7 27. Ra6 White has contrived a little threat, which costs nothing, and Black might be careless... 27... Rce2 28. Rb4 [28. Rf3 R2e6] 28... Rd7 29. Rba4 Ree7 30. g4! h5? Creating targets on the King's-side - another concession. Holding tight would have allowed a weakened square on f6 but White has no way through. [30... Kg7 31. h4 Kf7 32. g5 fxg5 33. hxg5 Kg7 34. Rf6] 31. gxh5 gxh5 32. R4a5 Kg6 33. h4





33... Rc7? Careless. [33... Rf7] 34. Rg5+ Kf7 35. Rxh5 Kg7 36. Rf5 Rf7 37. Kg3 Rc3+ 38. f3 Rc1 39. Rfa5 Rcc7 40. Kg4 Rc4+ 41. f4 Rcc7 42. Kf5 Rb7 43. a4 Rbc7 44. h5 Rb7 45. h6+ Kxh6 46. Rxf6+ Kg7 47. Rxf7+ Kxf7 48. Ra6 Rc7 49. Kg5 Kg7 50. f5 Rd7 51. a5 Rc7 52. Rd6 Kf8 53. Rd8+ Ke7 54. Rh8 Kd6 55. Kg6 Rc1 56. Ra8 Ke5 57. Re8+ Kf4 58. f6 Rg1+ 59. Kf7 Ra1 60. Kg7 Kf5 61. f7 Rg1+ 62. Kf8 Kg6 63. Re6+ 1-0

Back to [Chess Coaching Page](#)

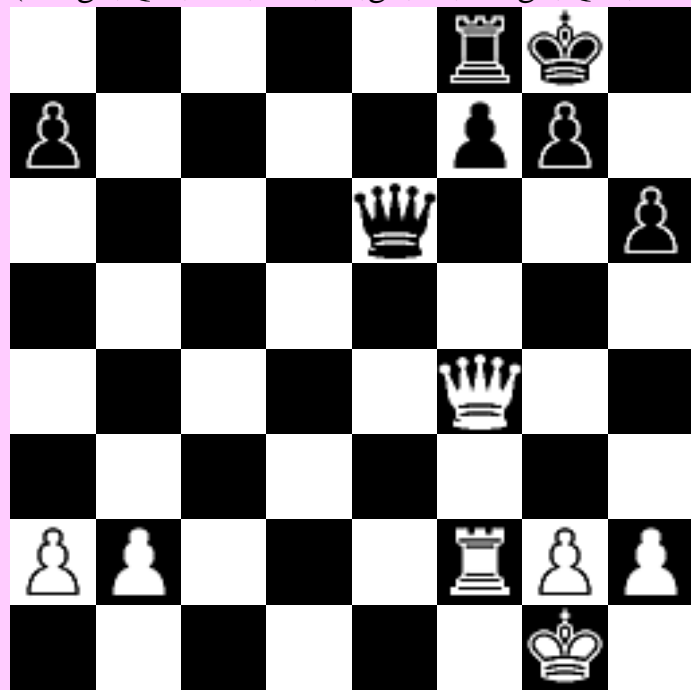
This document (Canon\canon655.html) was last modified on 13 Aug 2005 by



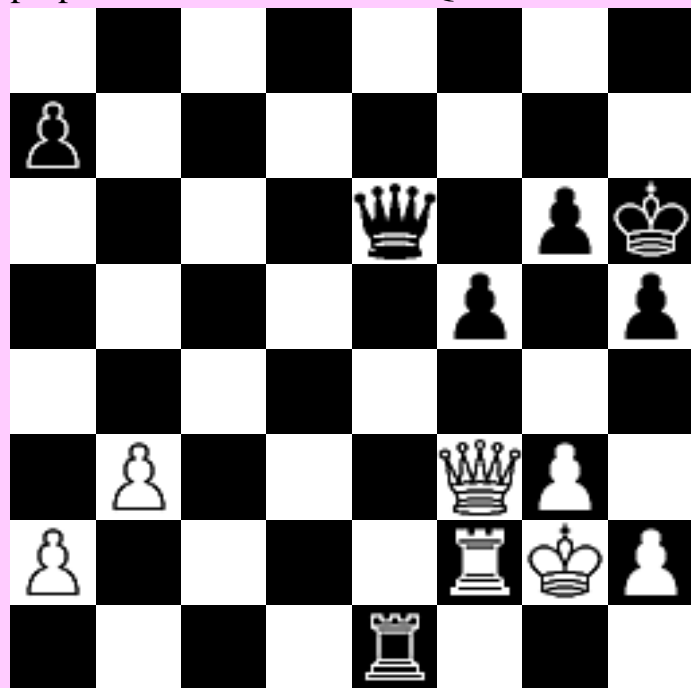
[Dr. Dave](#)

Cooper - Hebden (Lutterworth)psychology: winning drawn posi, psychology: win, 1986

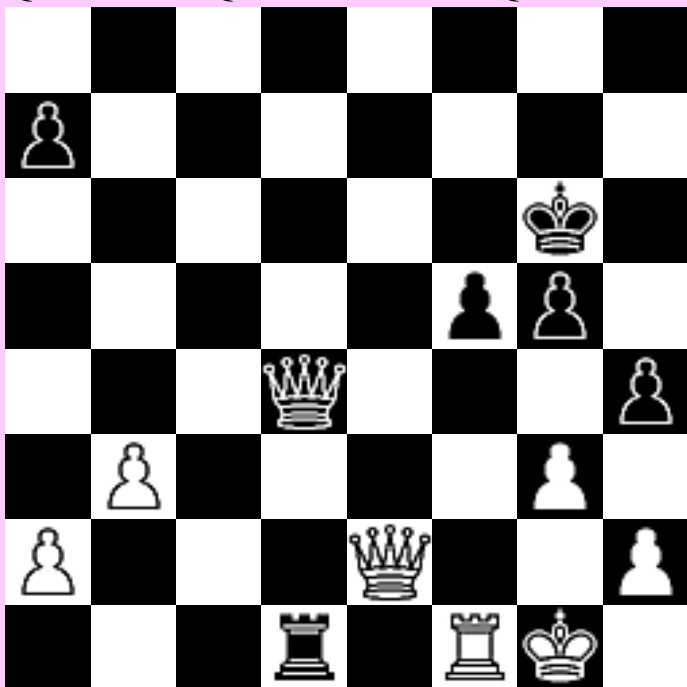
(wKg1,Qf4,Rf2,Pa2,b2,g2,h2; bKg8,Qe6,Rf8,Pa7,f7,g7,h6)



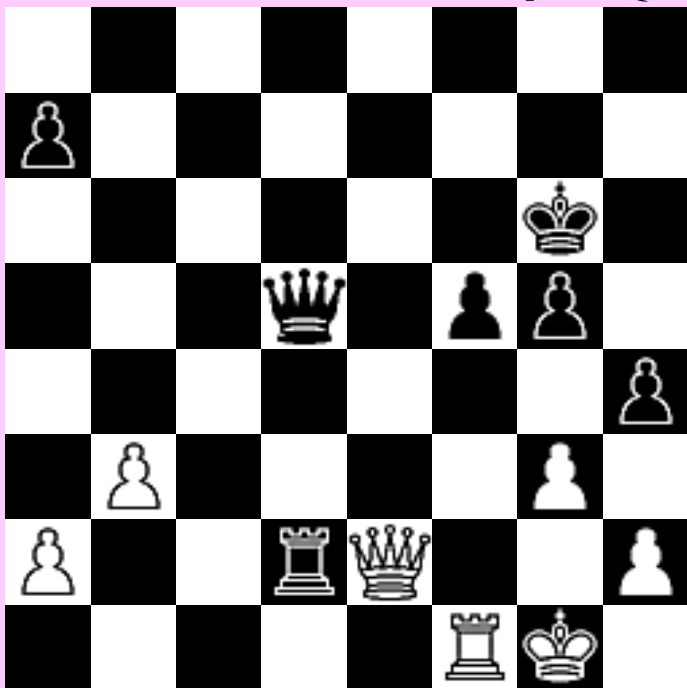
Completely drawn, but probably so is the starting position of a game of chess! You must play actively, make the most of your assets, and set your opponent problems. White has a Queen's-side majority, which must be advanced. 1. b3 Rd8 2. Qf3 Rc8 3. g3 Rc1+ 4. Kg2 Re1 5. Qa8+ Kh7 6. Qf3 [6. Qxa7 Qe4+] 6... Kg6 7. Qd3+ f5 8. Qf3 White is just hacking about, perhaps thinking vaguely about perpetual check. 8... Re3 9. Qb7 Kh7 10. Rf3 Re1 11. Rf2 h5 12. Qf3 g6 13. Qb7+ Kh6 14. Qf3



Black is making progress, White none. 14... Re4 15. Qc3 g5 16. Qh8+ Kg6 17. Qc3 Qd5 18. Kg1 h4 19. Qd2 Rd4 20. Qe2 Rd1+ 21. Rf1 Qd4+



White is almost lost. 22. Kh1 [22. Qf2 Qxf2+ 23. Kxf2 Rd2+ loses a Pawn, but that may have been the best chance.] 22... Qd5+ 23. Kg1 Rd2



Winning? White must go for perpetual, Black must make a break for the Queen's-side. 24. Qe8+ Kg7 25. Qe7+ Kh6 26. Qf6+ Kh5 27. Qh8+ Kg4 28. Rf4+ gxf4 29. Qxh4+ Kf3 30. Qxf4+ Ke2 31. Qf1+ Ke3 32. Qf4+ Kd3 0-1

Back to [Chess Coaching Page](#)

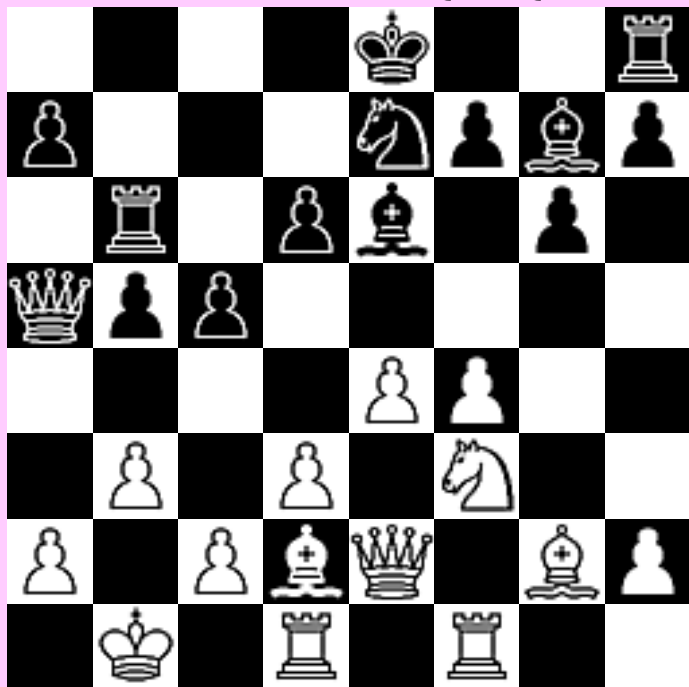
This document (Canon\canon656.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Jackson, Dave (Plymouth) (1855) - Regis, D (1740) [B25] errors in analysis: missed tac, errors in analy, 1993

1. e4 c5 2. Nc3 g6 3. g3 Bg7 4. Bg2 Nc6 5. d3 d6 6. f4 e5 7. Nf3 [7. Nh3 (Lane) 7... Nge7 8. O-O exf4 (8...Nd4 portisch) 9. Nxf4 (9 Bxf4, 0-0; 10 Qd2 portisch) 9... O-O 10. Nfd5 Nxd5 11. Nxd5 Be6 12. Nf4 Bd7 13. c3 b5 14. a3 a5 15. Be3 Ne5 16. h3 = bilek-evans 1968] 7... Nge7 8. Be3 [8. O-O O-O 9. Rb1 Rb8 10. a3 b5 11. h3 += bco] 8... exf4 [8... Nd4 9. Ne2 Bg4 10. Bxd4 cxd4] 9. gxf4 [9. Bxf4] 9... Nd4 10. Qd2 [10. O-O O-O 11. Qd2 Nec6 12. Rab1 Bg4 13. Nd5 Nxf3 + 14. Bxf3 Bxf3 15. Rxf3 f5 = bastian-ribli 81] 10... Bg4 11. Rf1 [11. O-O] 11... Rb8 12. O-O b5 13. Ne2 Nxe2+ 14. Qxe2 Qa5 15. Kb1 Be6 16. b3 Rb6 17. Bd2



?? (black to play and win) [17. d4 Ra6 18. c4 (looks better than 18 c3!?! Qxc3 19 Qb2 but fails to ...) 18... bxc4 19. bxc4 Rb6+ 20. Kc1 Qa3+ 21. Kd2 Rb2+ 22. Ke1 Rxe2+ 23. Kxe2 Bxc4+] 17... b4 ?? [17... Qxa2+ 18. Kxa2 Ra6+ 19. Ba5 Rxa5+ 20. Kb1 Ra1#] 18. a4 Bd7 19. e5 Bxa4 20. Bc1 [20. bxa4 Qxa4 21. Ne1 Ra6 22. Bc6+ Nxc6 23. Bc3 bxc3 24. exd6+ Kd7 25. Qg4+ Kxd6 26. Qe6+ fxe6 27. h3 Qa1#] 20... O-O [20... Nd5 21. Bb2 Nc3+ 22. Bxc3 bxc3 23. exd6+ Kf8 24. Qe7+ Kg8 25. Ng5 Bxb3 (I hadn't noticed that this stopped the mate on f7 when playing move 20) 26. Qe8+ Bf8 27. Qxf8+ Kxf8 28. Nxf7+ Rxf7 29. cxb3 Rxb3+ 30. Kc1 Qa3+ 31. Kc2 Qb2#] 21. Nd2 Bb5 22. Bb2 Nf5 23. Nc4 Bxc4 24. dxc4 (Draw agreed after tea: I had only 15 minutes to make move 40. I did think white might be better (2B + central control) although ...Nd4 can't be met by Bxd4. To make use of the Pg6 I'd have to exchange at least queens +/- BB/RR) 1/2

Back to [Chess Coaching Page](#)

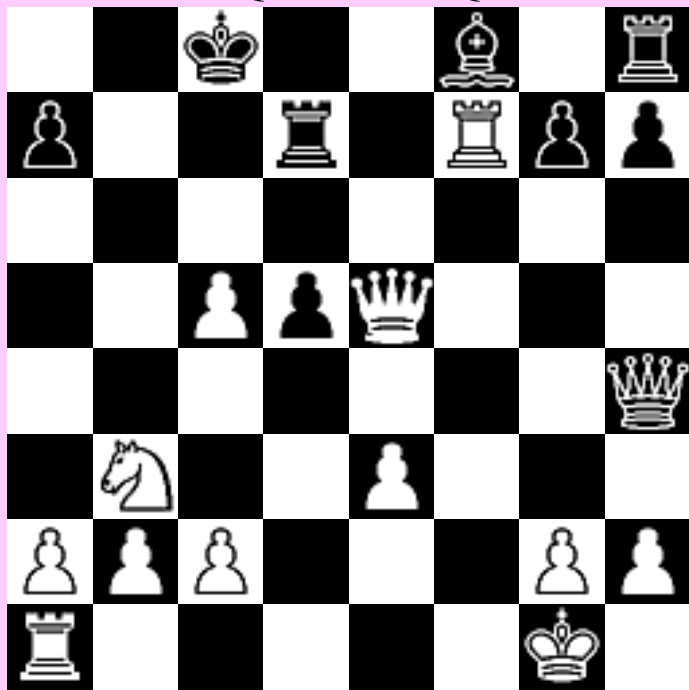
This document (Canon\canon595.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d (1935) - aston,pa (2000) [B23]errors in analysis: missed tac, errors in analy, 1994

1. e4 c5 2. Nc3 e6 3. Nge2 d5 4. exd5 exd5 5. d4 Nc6 [5... Nf6 6. Bg5 Nc6 7. Bxf6 Qxf6 8. Nxd5 Qd6 9. dxc5] 6. Be3 Nf6 7. dxc5 Qa5 8. Nd4 Ng4 9. Bb5 Nxe3 10. fxe3 [10. Nxc6] 10... Bd7 11. Nb3 Qb4 12. O-O Qh4 [12... O-O-O 13. Rf4] 13. Nxd5 O-O-O 14. Qf3 Be6 15. Bxc6 bxc6 16. Nf4 Bd5 17. Nxd5 cxd5 18. Qf5+ Kc7 19. Qe5+ Kc8 20. Rxf7 Rd7



If only someone had tapped me on the shoulder here and said "White to play and win" 21. Qe8+ [21. Qe6 Qd8 22. c6] 21... Qd8 22. Qxd8+ Kxd8 23. Rxd7+ [23. Raf1] 23... Kxd7 24. Rd1 Kc6 25. Nd4 + Kxc5 26. Ne6+ Kc6 27. Nf4 Bc5 28. Nxd5 Rf8 29. c4 a5 30. Rf1 Re8 31. Rf3 Re4 32. b3 Kd6 33. Kf2 g6 34. Rf6+ Ke5 35. g3 Bxe3+ 36. Kf3 Bc5 37. Ra6 Bb4 38. Nxb4 Re1 1-0

Back to [Chess Coaching Page](#)

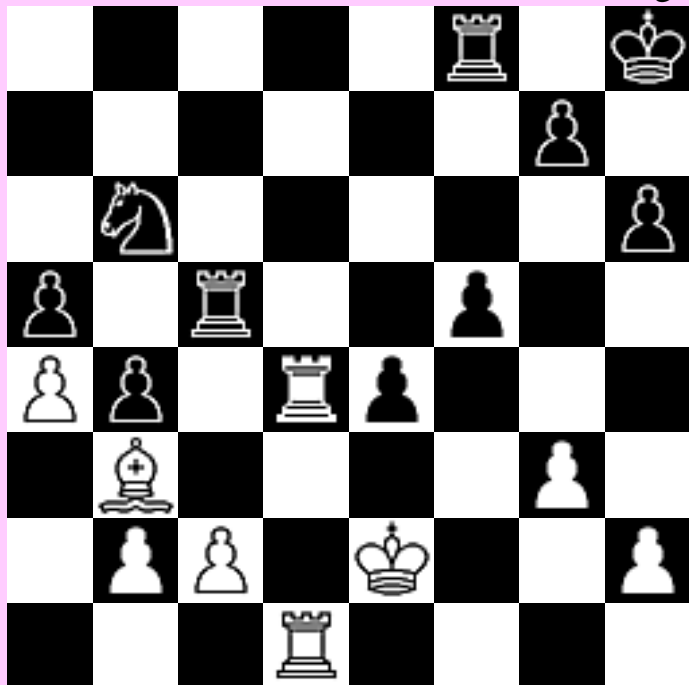
This document (Canon\canon596.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

fayle,a - regis,d [B83]errors in analysis: missing op, errors in analy, 1984

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e6 6. Be2 Be7 7. Be3 O-O 8. Qd2 a6 9. a4 Nc6 10. O-O Bd7 11. f4 Nxd4 12. Bxd4 Bc6 13. Bf3 e5 14. Be3 b5 15. fxe5 dxe5 16. Rfd1 Qxd2 17. Bxd2 Bc5+ 18. Kf1 b4 19. Nd5 Bxd5 20. exd5 e4 21. Be2 Nxd5 22. Bc4 Nb6 23. Bb3 a5 24. Ke2 Kh8 25. Be3 Rac8 26. Bxc5 Rxc5 27. Rd4 f5 28. Rad1 h6 29. g3



Black to play. White has one important threat... 29... Rfc8 ...which I missed. Examine every check or capture! 30. Rd8+ Rxd8 31. Rxd8+ Kh7 32. Bg8+ Kg6 33. Rd6+ Kg5 34. h4+ Kg4 35. Rg6+ Kh3 36. Rxb6 Rxc2+ 37. Ke3 Rxb2 38. Be6 Kxg3 39. Bxf5 Ra2 40. Bxe4 Ra3+ 41. Bd3 Rxa4 42. Rg6+ Kxh4 43. Rxg7 Ra1 44. Kf4 b3 45. Rg6 h5 (?) 45...Kh5! 46. Rg7 Kh3 47. Kf3 a4 48. Rg5 Kh4 49. Rg7 [49. Kf4 Re1] 49... a3 50. Kf4 Rh1 51. Be2 a2 52. Rg5 Rf1+ 53. Bxf1 a1=Q 0-1

Back to [Chess Coaching Page](#)

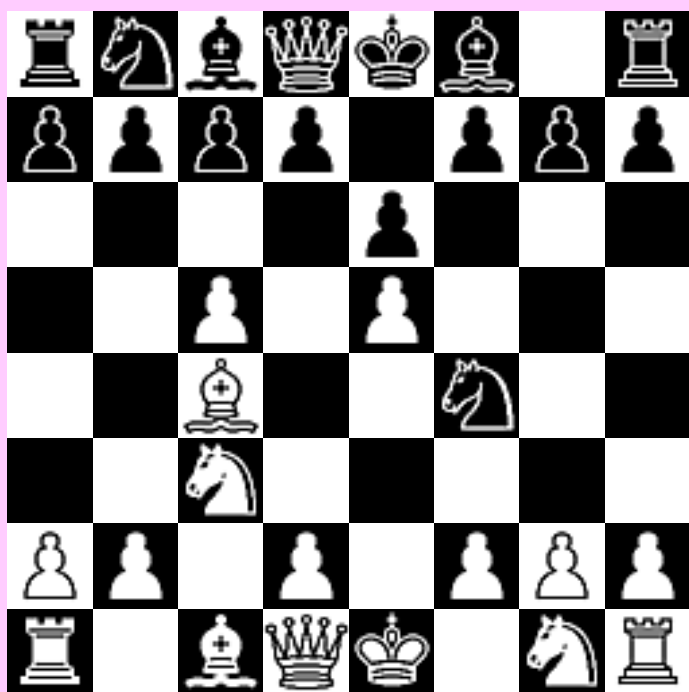
This document (Canon\canon597.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d - stirling,a [B02]errors in analysis: missing op, errors in analy, 1984

1. e4 Nf6 2. e5 Nd5 3. c4 Nb6 4. c5 Nd5 5. Bc4 e6 6. Nc3 Nf4



This is not knowing your openings and not looking for pitfalls. [6... Nxc3 7. dxc3 Bxc5 8. Qg4 was the only variation I knew] 7. Qg4 Looks good... 7... Qh4 8. Qxh4 Nxc3+ 9. Kf1 Nxc4 10. d4 b6 11. cxb6 axb6 12. d5 Bb7 13. Nge2 Ra5 14. Nf4 Nf3 15. Nd3 exd5 16. Bb5 d4 17. b4 Bxb4 18. Nxb4 dxc3 19. Be2 Nd2+ 20. Bxd2 cxd2 21. Rg1 O-O 22. Rd1 Re8 23. Rxd2 Rxe5 24. Nc2 Rxe2 25. Rxe2 Ba6 26. Nd4 Nc6 27. Ke1 Bxe2 0-1

Back to [Chess Coaching Page](#)

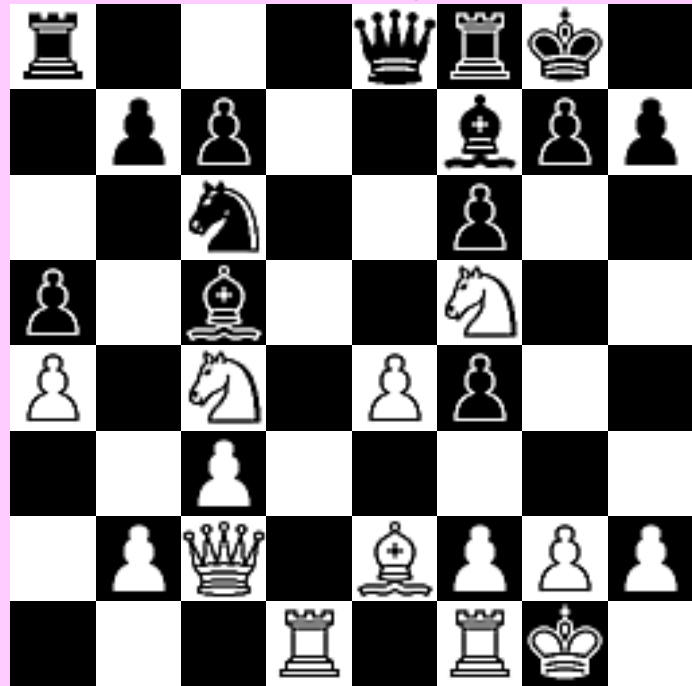
This document (Canon\canon598.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d (1935) - beake,b (2140) [C00]errors in analysis: missing op, errors in analy, 1994

1. e4 e6 2. d3 d5 3. Nd2 Nf6 4. Nge3 Nc6 5. c3 a5 6. Be2 dxe4 7. dxe4 Bc5 8. O-O e5 9. Qc2 O-O 10. Nc4 Qe7 11. a4 Nh5 12. Bg5 f6 13. Be3 Nf4 14. Rad1 Be6 15. Bxf4 exf4 16. Nd4 Bf7 17. Nf5 Qe8



I know it's been slow so far but that's no excuse for playing... 18. g3 f3 19. Bd3 Ne5 20. Nxe5 fxe5 21. Rfe1 Be6 22. Bf1 Qh5 23. b4 axb4 24. cxb4 Bxb4 25. Qxc7 Qf7 26. Qxe5 [26. Qxf7+ Rxf7 27. Re3 Bxf5 28. exf5 Rxf5 29. Bc4+ Kf8 30. Be6] 26... Bxe1 27. Rxe1 Bxf5 28. Qxf5 Qxf5 29. exf5 Rxa4 30. h4 Rxf5 31. Bd3 Rfa5 32. Re7 Rd4 33. Be4 Kf8 0-1

Back to [Chess Coaching Page](#)

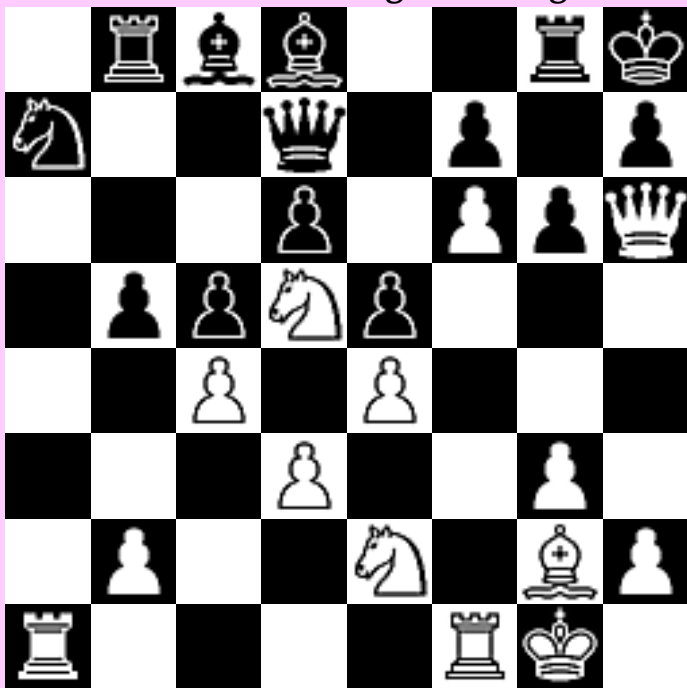
This document (Canon\canon599.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d (1740) - stooks,charles (2110) [A36]errors in analysis: mistaken t, errors in analy, 1993

1. c4 c5 2. g3 Nf6 3. Bg2 g6 4. Nc3 Bg7 5. e4 d6 6. Nge2 Nc6 7. d3 O-O 8. O-O e5 (?) 9. f4 a6 10. f5 Rb8 11. a4 Na7 12. Bg5 Qd7 [12... h6 13. Bd2 Qd7 14. a5] 13. Qd2 (!) (now I thought I was winning) 13... b5 14. axb5 axb5 [14... axb5 15. fxg6 fxg6 16. Rf2 b4 17. Nd5 Nxd5 18. Rxf8+ Bxf8 19. exd5] 15. Bxf6 (?) (I could see the end from here but unfortunately there's a hole in it...) [15. Nd5 (after the game I thought this was better but it's not very convincing... maybe 15 fxg6, fxg6; 16 Rf2 was the right way to proceed, Charlie suggested) 15... Nxd5 16. exd5 f6 17. Bh6 Rb7 18. Nc3 Bxh6 19. Qxh6 Qg7 20. Qxg7+ Kxg7 21. Be4] 15... Bxf6 16. Nd5 Bd8 17. f6 [17. fxg6 (another Charles suggestion) 17... fxg6 18. Rxf8+ Kxf8 19. Qh6+ (...Qg7 loses the Na7) 19... Kg8 20. Rf1 Be7 (holds? Rf7,Kxf7 is a draw!) 21. Bh3 Qd8 22. Nxe7+ Qxe7 23. Bxc8 Nxc8 24. cxb5 Rxb5 25. Nc3 (...Rxb2?; Nd5, Qg7; Qg5! picks up a piece) 25... Rb8 26. Nd5 Qg7 27. Qg5 Na7 28. Qg4 Kh8 29. Qe6 Rf8] 17... Kh8 18. Qh6 Rg8



19. Nef4 (yes, very good but unfortunately 19...exf4; 20 Rxf4, g5! gets at least a draw! 20 Nxf4 also fails to 20...g5) [19. Kh1 (the slow way may be better) 19... Nc6 20. Ng1 (threats Bh3/Nh3; if ...Qe8; Nf3 (idea Ng5, eg. ...Qf8; Ng5, Qxh6; Nxf7++)) 20... Qg4 21. Bh3 Qh5 22. Qxh5 gxh5 23. Bxc8 Rxc8 24. cxb5 Nd4 25. b6 Rb8 26. Ra6 Rg6 27. Nf3 Nxf3 28. Rxf3 Kg8 29. Rf5 h6 30. Kg2 h4 31. Kh3 hxg3 32. hxg3 Kh7] 19... Nc6 [19... Qb7] [19... exf4 20. Rxf4 g5] 20. Nh3 Qg4 21. Ng5 1-0

Back to [Chess Coaching Page](#)

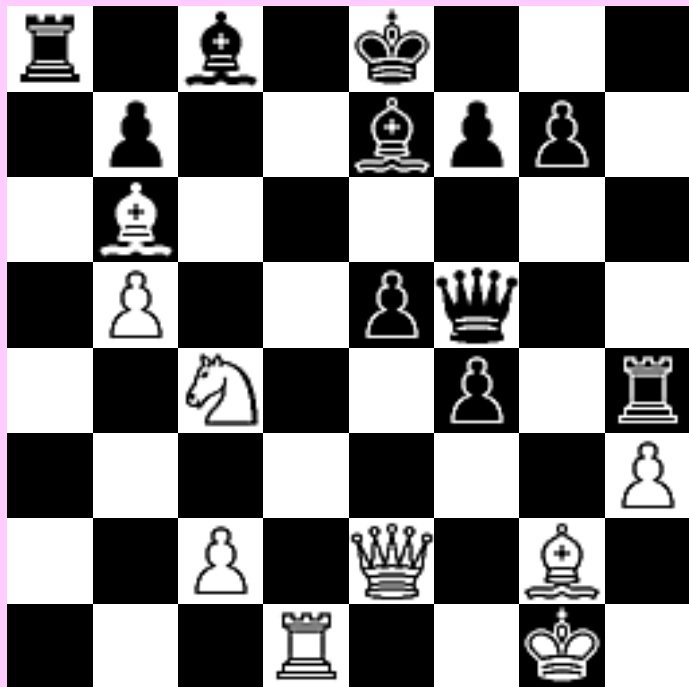
This document (Canon\canon600.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d (1855) - prideaux,e (1750) [B23]errors in analysis: mistaken t, errors in analy, 1994

1. e4 c5 2. Nc3 Nc6 3. Nge2 e6 4. g3 Be7 5. Bg2 a6 6. a4 Qc7 7. O-O Nf6 8. d4 [8. f4] [8. d3 O-O 9. f4 d6] 8... cxd4 9. Nxd4 Nxd4 10. Qxd4 Bc5 11. Qd3 Ng4 12. Bf4 Qb6 13. Nd1 h5 14. h3 e5 15. Bd2 Nf6 16. b4 Be7 17. Ne3 d6 18. Nc4 Qc6 19. b5 Qc5 20. Be3 Qc7 21. Bb6 Qd7 22. f4 trying a bit hard [22. Ba5 Rb8 23. Rfd1 axb5 24. axb5 O-O 25. Rab1 wins a pawn 25... Re8] 22... h4 23. gxh4 Rxh4 24. f5 [24. Bf2 Rxf4 25. Nb6 Qe6 ? 26. Nxa8 +-] 24... Nh5 25. Rad1 [25. Be3] 25... Nf4 26. Rxf4 exf4 27. e5 axb5 28. axb5 dxe5 29. Qe2 Qxf5



30. Rd8+ Bxd8 31. Nd6+ Kf8 32. Nxf5 Bxb6+ 33. Kh2 Bxf5 and black's flag fell 1-0

Back to [Chess Coaching Page](#)

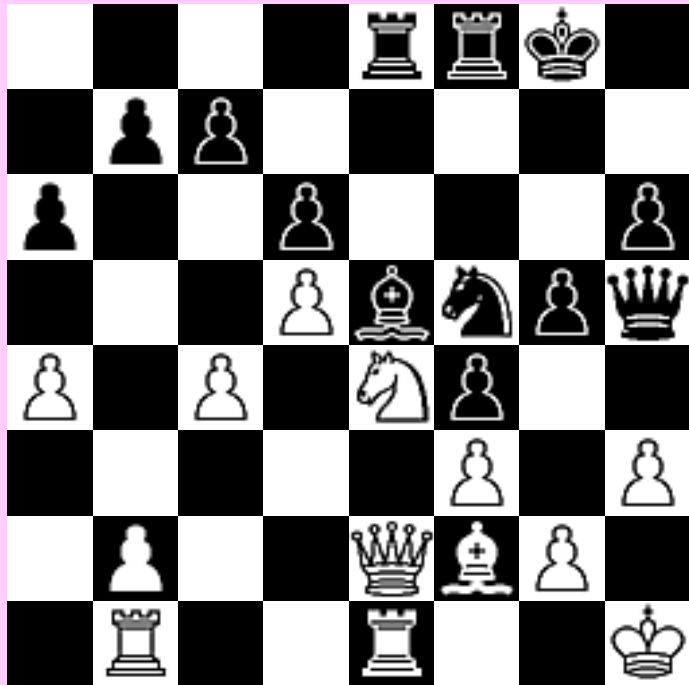
This document (Canon\canon601.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

ward,de (1755) - regis,d (1855) [B06]errors in analysis: mistaken v, errors in analy, 1994

1. e4 g6 2. d4 Bg7 3. Nf3 d6 4. Nc3 a6 5. a4 [5. Be2] 5... Bg4 6. Be2 Nc6 7. Be3 e5 8. d5 Nce7 9. Ng5 Bxe2 10. Nxe2 h6 11. Nh3 f5 12. f3 Nf6 13. Nf2 Qd7 14. c4 O-O 15. Nc3 Nh5 16. Nd3 fxe4 17. Nxe4 Nf4 18. Nxf4 exf4 19. Bd4 Nf5 20. Bf2 Rae8 21. Rb1 Be5 22. O-O Qg7 23. Kh1 g5 24. Qe2 Qg6 25. Rfe1 Qh5 26. h3



26... Bd4 27. Bxd4 [27. b4 Bxf2 28. Qxf2 Ne3 29. Rbc1 g4 30. fxg4 Nxg4 31. Qf3 + -]
27... Rxe4 28. Qxe4 Ng3+ 29. Kg1 Nxe4 30. Rxe4 Re8 31. Rbe1 Rxe4 32. Rxe4 Qf7 33. Re6 Kh7 34.
Rf6 [34. Kh2 ...when it's all a bit tricky!] 34... Qe8 35. Re6 Qxa4 36. Re7+ Kg6 37. Rxc7 Qd1+
0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon602.html) was last modified on 13 Aug 2005 by



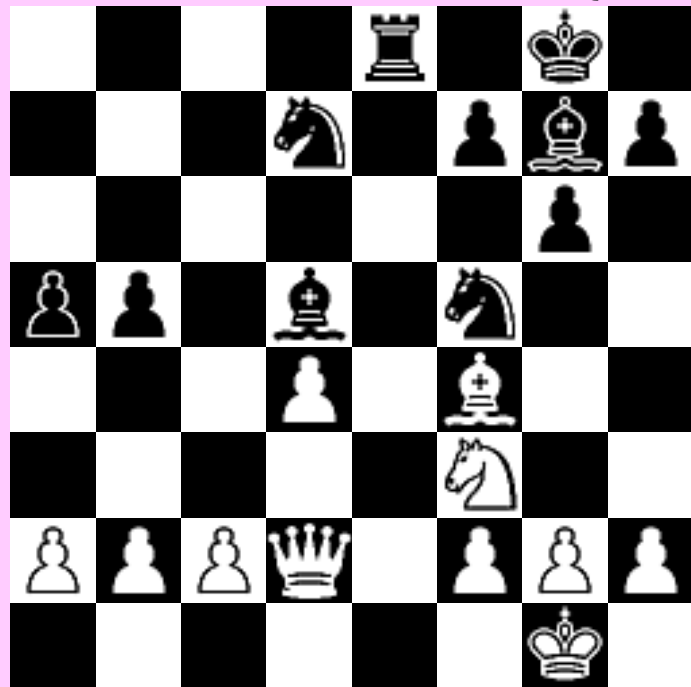
[Dr. Dave](#)

webb,s (2875) - regis,d (1855) [B06]errors in analysis: mistaken v, errors in analy, 1994

1. e4 g6 2. Nf3 Bg7 3. Bc4 e6 almost any other set-up would retain more tension 4. Nc3 Ne7 5. Bb3 d5
6. exd5 exd5 7. d3 O-O 8. Bg5 Re8 9. O-O Be6 10. Re1 c6 [10... Nd7 11. d4 c5] 11. Qd2 Nd7 12.
d4 Qb6 13. Re2 Nf5 14. Na4 Qc7 15. Rae1 b5 16. Bf4 Qd8 17. Nc3 a5



Provoking a combination I thought unsound. [17... Nb6 18. Ne5 [18. Ng5 Qd7] 18... Rc8] 18. Bxd5
cxd5 19. Nxd5 Bxd5 [19... Ne5 20. Bxe5 Bxd5 21. Bxg7 Nxg7 22. Rxe8+ Nxe8 23.
Ne5 Bxa2 24. b3 a4] 20. Rxe8+ Qxe8 21. Rxe8+ Rxe8



I thought this must favour the R+B+N but I didn't get anywhere with it. 22. Ne5 Nxe5 23. dxe5 Bc6 [23... Bxa2 24. b3 b4 25. Qd7 Re6] 24. Qc3 Re6 25. f3 a4 26. a3 g5 perhaps hasty 27. Bxg5 Bxe5 28. Qd3 Bd4+ 29. Kf1 Ne3+ 30. Bxe3 hasty? 30... Bxe3 31. b3 Bf4 32. c4 great move 32... Bxh2 33. bxa4 bxc4 34. Qxc4 Bg3 35. Qg4+ Rg6 36. Qc8+ Kg7 draw agreed [36... Kg7 37. Qd8 h6 38. Qd4+ Kh7 39. Qa7 Bd5 40. Qd7 Bc4+ 41. Kg1 Rd6 42. Qf5+ Kh8 43. Qc8+ Kh7 44. Qf5+] 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon603.html) was last modified on 13 Aug 2005 by



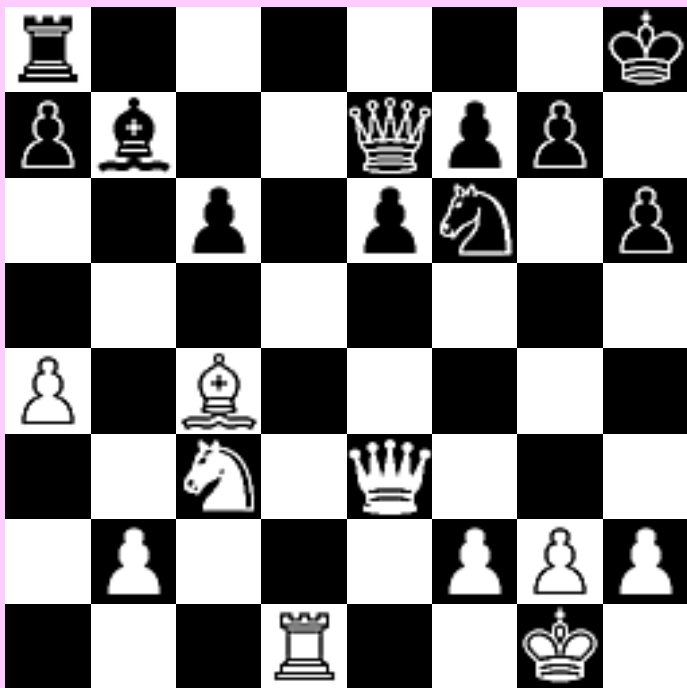
[Dr. Dave](#)

Bronstein,D - Botvinnik,M. (m24) [D44]errors: (avoided) playing for, 1951

1. d4



[comment](#) 1... d5 2. c4 c6 3. Nc3 Nf6 4. Nf3 e6 5. Bg5 dxc4 6. a4 Bb4 7. e4 c5 8. Bxc4 cxd4 9. Nxd4 h6 10. Be3 Nxe4 11. O-O Nf6 12. Qf3 O-O 13. Rad1 Qe7 14. Rfe1 Nc6 15. Qg3 Kh8 16. Nxc6 bxc6 17. Bd4 Rd8 18. Rd3 Bb7 19. Ree3 Rxd4 20. Rxd4 Bc5 21. Rd1 Bxe3 22. Qxe3



1/2

Back to [Chess Coaching Page](#)

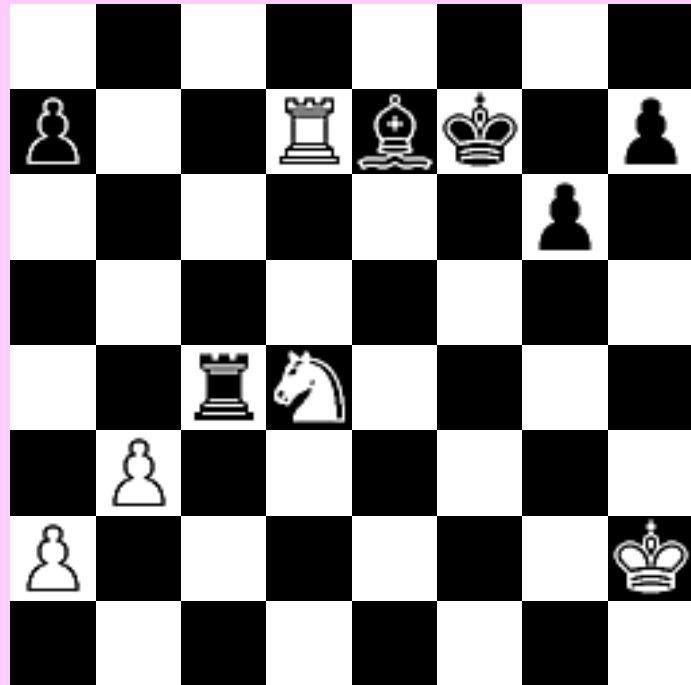
This document (Canon\canon604.html) was last modified on 13 Aug 2005 by



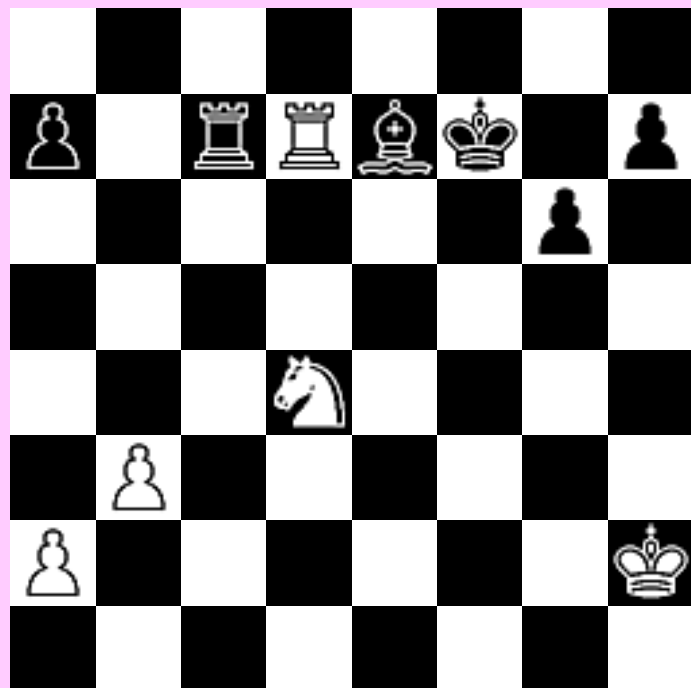
[Dr. Dave](#)

ebralidze - ragozin,tbilisi [t40errors: chess blindness, 1937

(wKh2,Nd4,Rd7,Pa2,b3; bKf7,Be7,Rc4,Pa7,g6,h7)



39... Rc7



the spectators became restless after this move... 40. Rd5 Bf6 41. Nb5 Rc2+ 42. Kg3 a6 43. Rd7+ Ke8
44. Rc7 extraordinary 44... Be5+ 0-1

Back to [Chess Coaching Page](#)

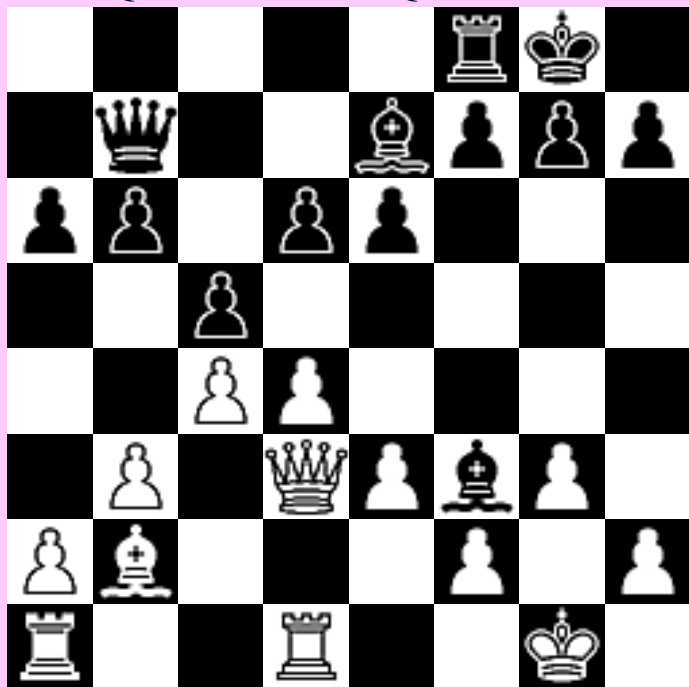
This document (Canon\canon605.html) was last modified on 13 Aug 2005 by



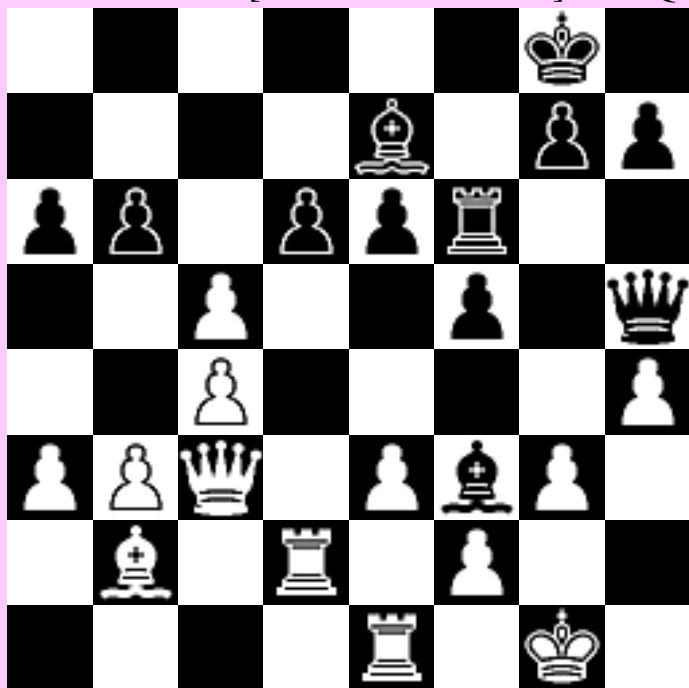
[Dr. Dave](#)

smyslov - kasparov (AVNI) [A30]errors: complacency (moscow), 1981

1. Nf3 c5 2. c4 Nf6 3. g3 b6 4. Bg2 Bb7 5. O-O e6 6. Nc3 Be7 7. b3 O-O 8. Bb2 d6 9. e3 Nbd7 10. d4 a6 11. Qe2 Ne4 12. Rfd1 Qb8 13. Nxe4 Bxe4 14. Ne5 Bxg2 15. Nxd7 Qb7 16. Nxf8 Bf3 17. Qd3 Rxf8



Black has one big trump, the long White diagonal. All White needs to do is not get casual... 18. Rd2 [18. d5 after the game they even suggested this move, but that's probably unnecessary.] 18... f5 19. Re1 ?! 19... Qc8 20. Qc3 [20. e4 fxe4 21. Rxe4 Bg5 22. Re3 =] 20... Rf6 21. a3 [21. Qd3 and e4] 21... Qe8 22. dxc5 Qh5 23. h4



too late 23... Qg4 24. Kh2 bxc5 25. Rh1 Rg6 26. Kg1 Bxh4 27. Qa5 h6 how sad 0-1

Back to [Chess Coaching Page](#)

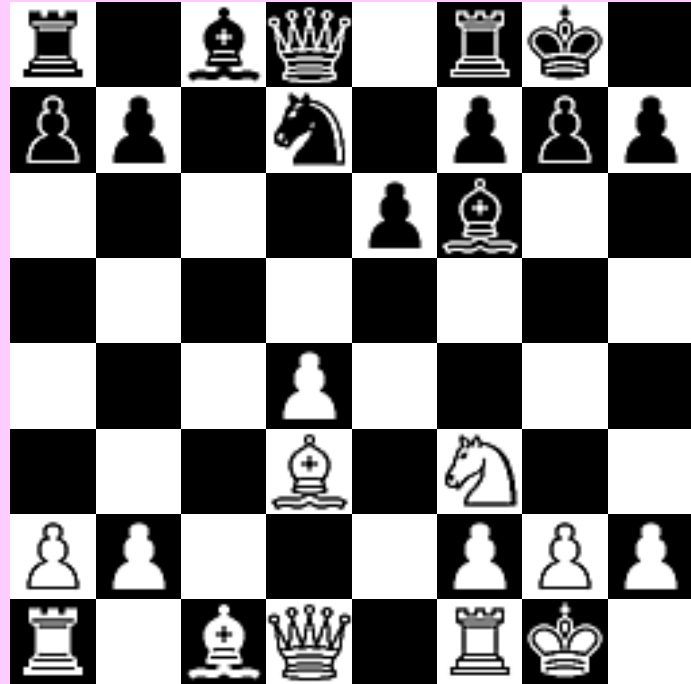
This document (Canon\canon606.html) was last modified on 13 Aug 2005 by



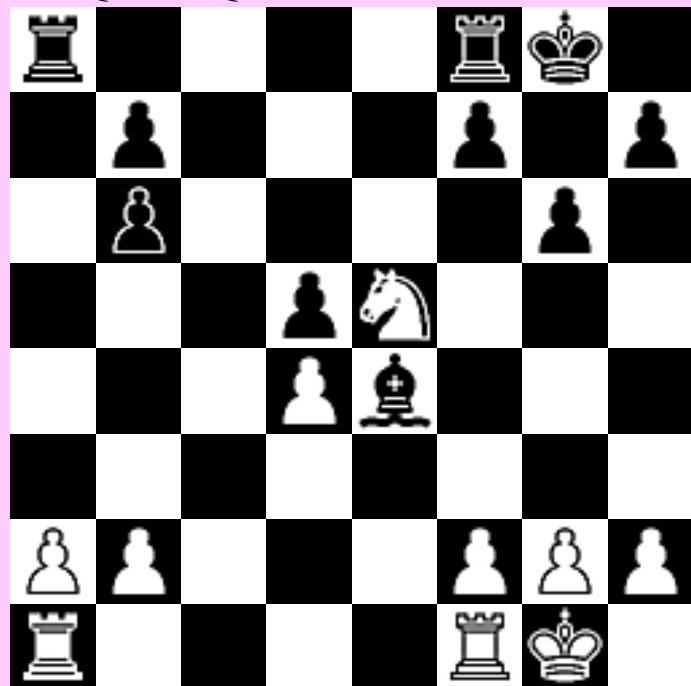
[Dr. Dave](#)

Iljentschak - Bondarevsky (USSR ch'p) [C10] errors: eagerness for draw, 1940

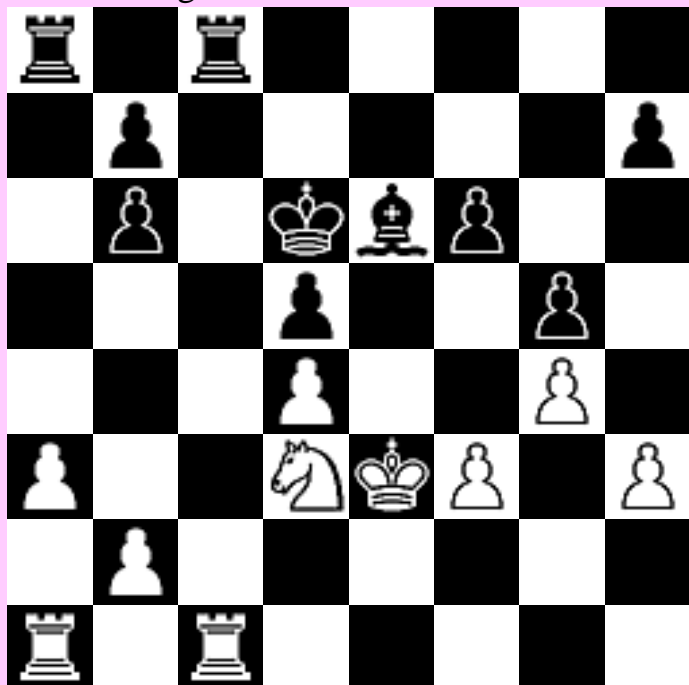
1. e4 e6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Nf3 Be7 6. Bd3 Ngf6 7. Nxf6+ Bxf6 8. O-O c5 9. c3 cxd4 10. cxd4 O-O



Well, 10...Nb6 is better but this is not crucial. What is crucial is that already on move 10 Black is starting to drift, so that we can see the real mistake wasn't 10...O-O but 3...dxe4. [10... Nb6] 11. Qc2 g6 12. Bf4 Nb6 13. Bc7 Qe7 14. Be4 Nd5 15. Bxd5 exd5 16. Be5 Bf5 17. Bxf6 Qxf6 18. Qb3 Be4 19. Ne5 Qb6 20. Qxb6 axb6



White has a promising position which he skilfully exploits. 21. Rfc1 Rfc8 22. a3 Bf5 23. g4 Be6 24. h3 f6 25. Nd3 g5 26. f3 Kf7 27. Kf2 Ke7 28. Ke3 Kd6



[28... h5] 29. Rxc8 Rxc8 30. h4 h6 31. hxg5 hxg5 32. Rh1 Re8 33. Kd2 Bd7 34. Rh6 Rf8 35. Ne1 Kc7 36. Nc2 Rf7 37. Ne3 Be6 38. Kc3 Kd6 39. Kb4 Bd7 40. Nf5+ Kc7 41. a4 Be6 42. Ng3 Bd7 43. Nh5 f5 44. Nf6 fxg4 45. Nxd5+ Kb8 46. fxg4 Bxg4 47. Nxb6 Rf2 48. b3 Bd1 49. d5 Kc7 50. a5 Rd2 51. Rh7+ Kb8 52. d6 Rd4+ 53. Kc5 Rh4 54. d7 Kc7 55. d8=Q+ Kxd8 56. Rd7+ 1-0

Back to [Chess Coaching Page](#)

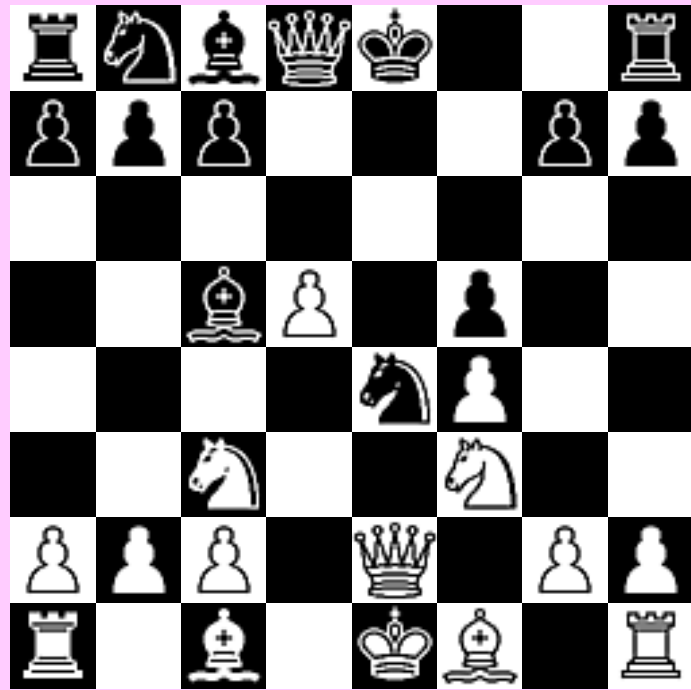
This document (Canon\canon607.html) was last modified on 13 Aug 2005 by



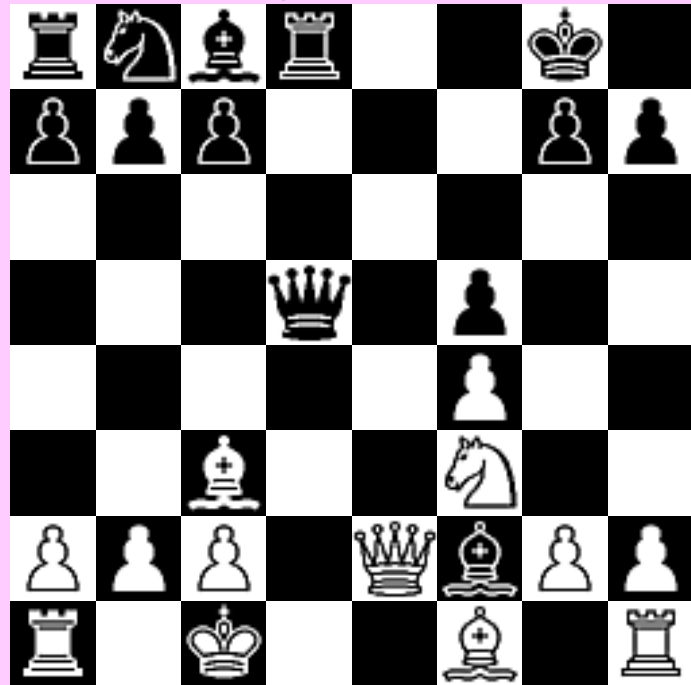
[Dr. Dave](#)

alapin - marshall,ostend (AVNI) [C32]errors: eagerness to attack, 1907

1. e4 e5 2. f4 d5 3. exd5 e4 4. d3 Nf6 5. dxe4 Nxe4 6. Nf3 Bc5 7. Qe2 f5 8. Nc3



"We have not attached question marks to Black's moves, since what is wrong here is not a specific move but a whole concept: Black has been operating under the impression that he holds the initiative and that White is defending" 8... Bf2+ 9. Kd1 O-O 10. Bd2 Nxc3+ 11. Bxc3 Qxd5+ 12. Kc1 Rd8



13. b4 Bb6 14. Qe7 resigns 14... Qd7 15. Bc4+ Kh8 16. Bxg7# 1-0

Back to [Chess Coaching Page](#)

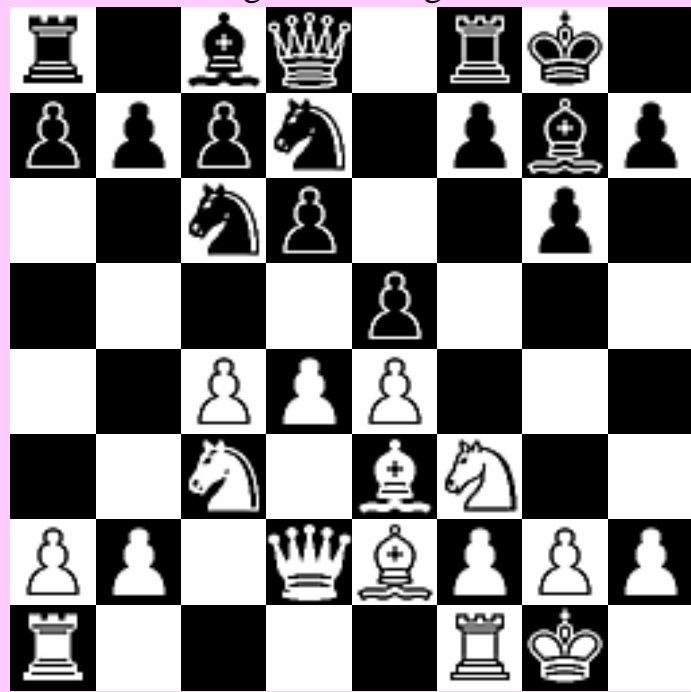
This document (Canon\canon608.html) was last modified on 13 Aug 2005 by



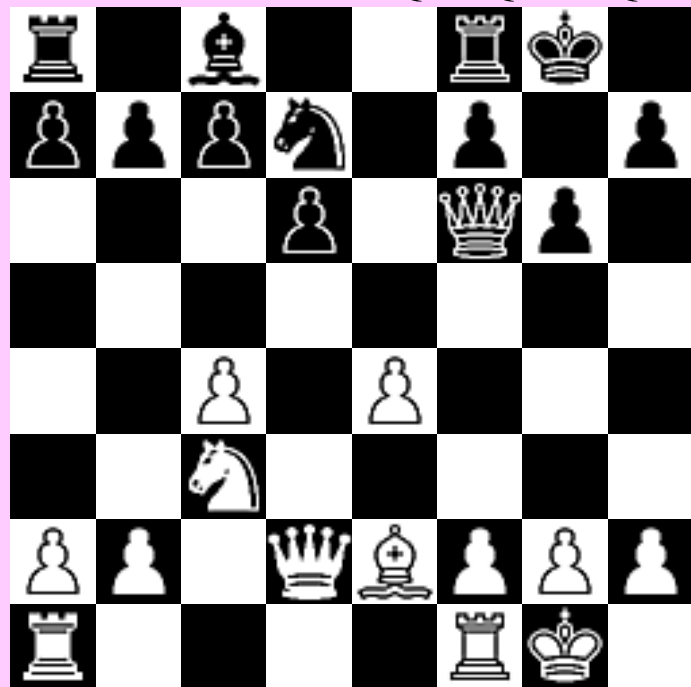
[Dr. Dave](#)

van scheltinga - de groot (EUWE) [E94]errors: eagerness to exchange, 1936

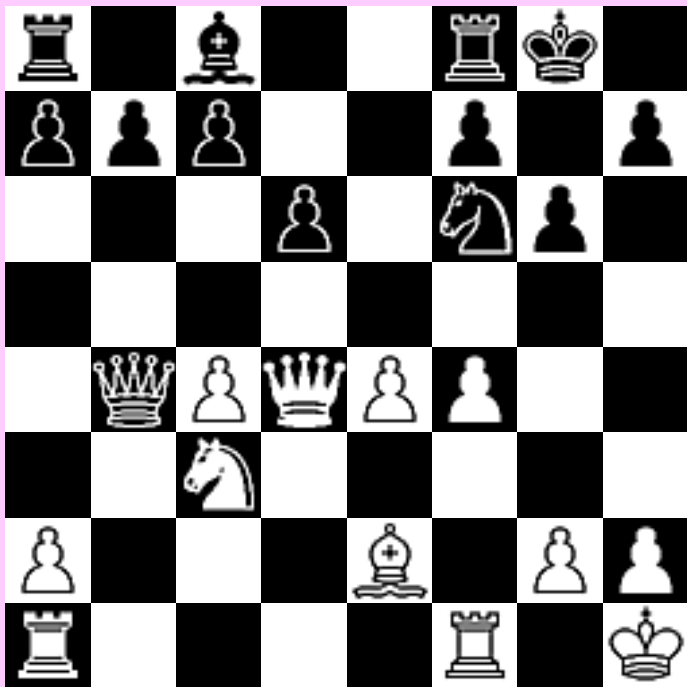
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nfd7 8. Be3 Nc6 9. Qd2



Black now initiates a series of exchanges which leave White dominating the board. 9... exd4 10. Nxd4 Nxd4 11. Bxd4 Bxd4 12. Qxd4 Qf6 13. Qd2



13... Qe5 [13... c6 14. Rad1] 14. f4 Qc5+ 15. Kh1 Nf6 covers d5, attacks e4 and threatens ...Ng4 16. b4 Qxb4 [16... Qc6 better, but still very difficult for Black - e.g. 17. Qd4] 17. Qd4



1-0 17... Kg7 [17... Ne8 18. Nd5 Qc5 19. Ne7#] 18. Nd5 Qc5 19. Qxf6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon609.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

lisitsin - krogius, LENINGRAD (KROGIUS). [A04]errors: eagerness to win, 1949

1. Nf3 f5 2. d3 Nf6 3. e4 fxe4 4. dxe4 Nxe4 5. Bd3



5... Nf6 [5... d5 6. Bxe4 dxe4 7. Qxd8+ Kxd8 8. Ng5 Ke8 9. Nxe4 instead of putting up resistance in a worse, but tolerable position, I ... stepped into the lions mouth... "perhaps I'll mix him up".] 6. Ng5 g6 7. h4 d6 8. h5 gxh5 9. Bxh7 Nxh7 10. Qxh5+ Kd7 11. Nf7 Ng5



I recall how, during the game, I could not concentrate. Thoughts of victory distracted me from

calculating the variations and prevented me from engrossing myself in the game. "I wish it was over"...
inducing me to let fly.. 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon610.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

averbach - keres, 18th ussr ch'p [C49] errors: eagerness to win (erro, errors: eagerne, 1950

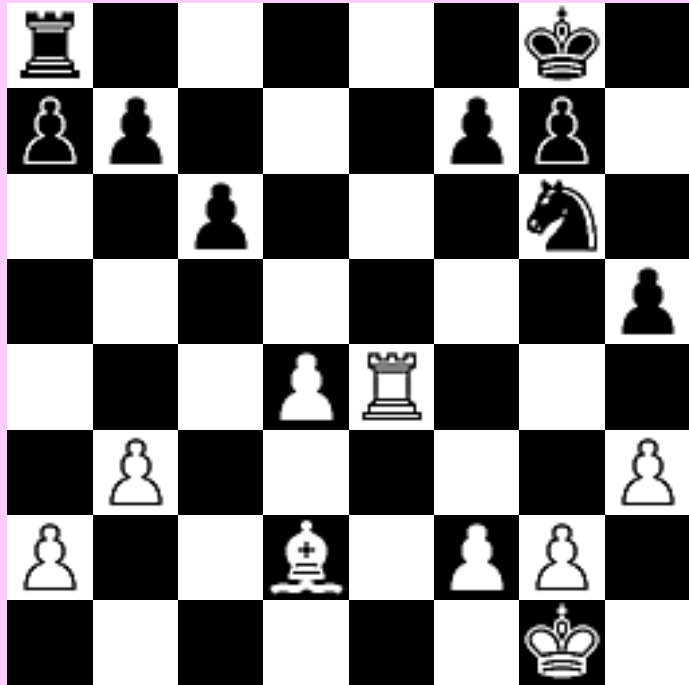
last round with keres having lost his previous game, and has been caught by tolush and aronin. In this game Keres plays with great objectivity and determination, and wins. 1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Ne2 Ne7



Keres obviously considered this strongest. This sort of restraint shows real courage. Subsequently he worked out a system with 3...g6 8. c3 Ba5 9. Ng3 c6 10. Ba4 Ng6 11. d4 Be6 12. Bc2 [12. Bb3] 12... Re8 13. Re1 [13. Be3] 13... Bg4 14. Nf5



? one slow move too many [14. h3 Bxf3 15. Qxf3 exd4 16. b4 Bb6 17. Bg5 looked too sharp for White] 14... d5 ! Black gains the initiative by simple means 15. h3 Bxf3 16. Qxf3 Nxe4 17. Bxe4 exd4 18. Nxd4 Bb6 properly modest - Black was satisfied going for a small plus [18... Qh4 trying too hard 19. Qf5 Rxe4 20. Bg5 Rxe1+ 21. Rxe1 Qh5 22. g4 and White wins!] 19. Bd2 dxe4 20. Rxe4 Rxe4 21. Qxe4 Bxd4 22. cxd4 Qe7 23. Qg4 Qd6 24. Re1 Qd5 25. b3 h5 26. Qe4 Qxe4 27. Rxe4



a typical IQP/bad bishop vs. good knight position with chances for Black. White could have improved his play later but went down in time trouble. 27... f6 28. Kf1 Kf7 29. Ba5 b6 30. Bc3 Rd8 31. Bb2 Rd6 32. g4 hxg4 33. hxg4 Re6 34. f3 Ne7 35. Bc1 Nd5 36. Bd2 Rd6 37. Ke2 Rd8 38. Kf2 Nc7 39. a4 Ne6 40. Be3 Rd5 41. Kg3 Ke7 42. g5 f5 43. Re5 Kd6 44. Rxd5+ Kxd5 45. g6 a5 46. Kh4 Nxd4 47. Bh6 Ne6 48. Be3 c5 49. Kh5 Ke5 50. Bc1 Nd4 51. Bh6 Kf6 52. Bg5+ Ke6 53. Bh6 gxh6 54. Kxh6 Nc6 55. g7 Ne7 56. Kh7 Kf7 57. Kh6 Kg8 58. f4 Kf7 0-1

Back to [Chess Coaching Page](#)

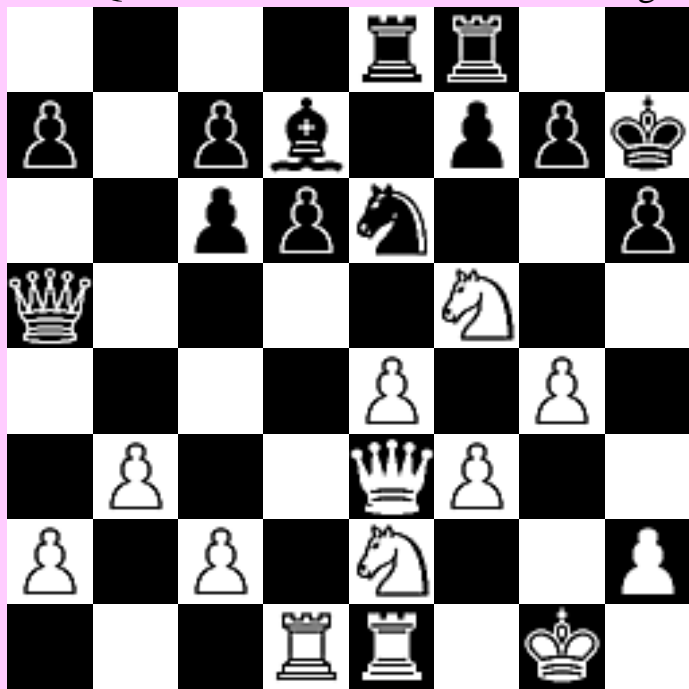
This document (Canon\canon611.html) was last modified on 13 Aug 2005 by



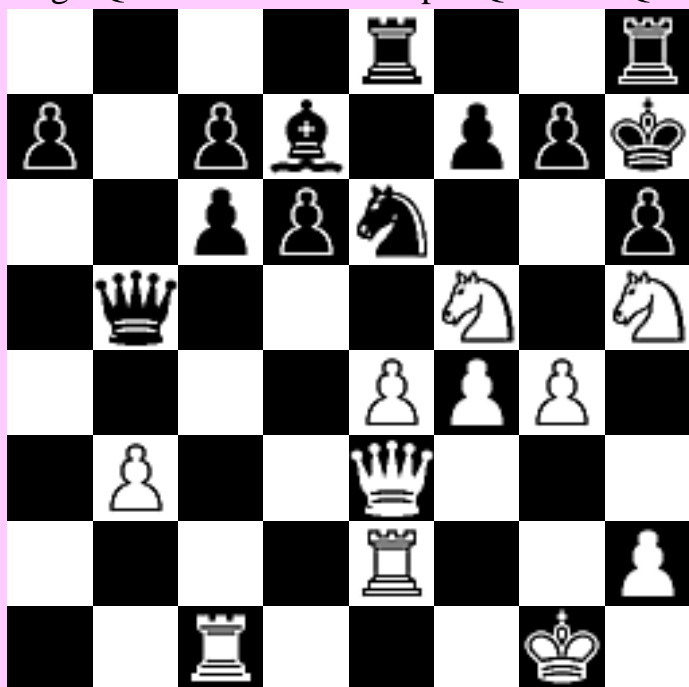
[Dr. Dave](#)

capablanca - bernstein,san sebastian [C65]errors: eagerness to win mater, errors: eagerne, 1911

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Be7 5. Nc3 d6 6. Bxc6+ bxc6 7. d4 exd4 8. Nxd4 Bd7 9. Bg5 O-O 10. Re1 h6 11. Bh4 Nh7 12. Bxe7 Qxe7 13. Qd3 Rab8 14. b3 Ng5 15. Rad1 Qe5 16. Qe3 Ne6 17. Nce2 Qa5 18. Nf5 Nc5 19. Ned4 Kh7 20. g4 Rbe8 21. f3 Ne6 22. Ne2



It's not obvious how White can break through, but Black's next move is simply reckless 22... Qxa2 ? 23. Neg3 Qxc2 ? 24. Rc1 to stop ...Qc5 24... Qb2 25. Nh5 Rh8 26. Re2 Qe5 27. f4 Qb5



28. Nfxg7 Nc5 probably the worst choice; either 28...Rd8 or 28...Qb6 would have been better [28...

Nxg7 29. Nf6+ Kg6 30. Nxd7 f6 31. e5 Kf7 32. Nxf6 Re7 33. Ne4 dxe5 34. fxe5 and the Knight escapes with the better position] 29. Nxe8 Bxe8 30. Qc3 f6 31. Nxf6+ Kg6 32. Nh5 Rg8 33. f5+ Kg5 34. Qe3+ Kh4 35. Qg3+ 1-0

Back to [Chess Coaching Page](#)

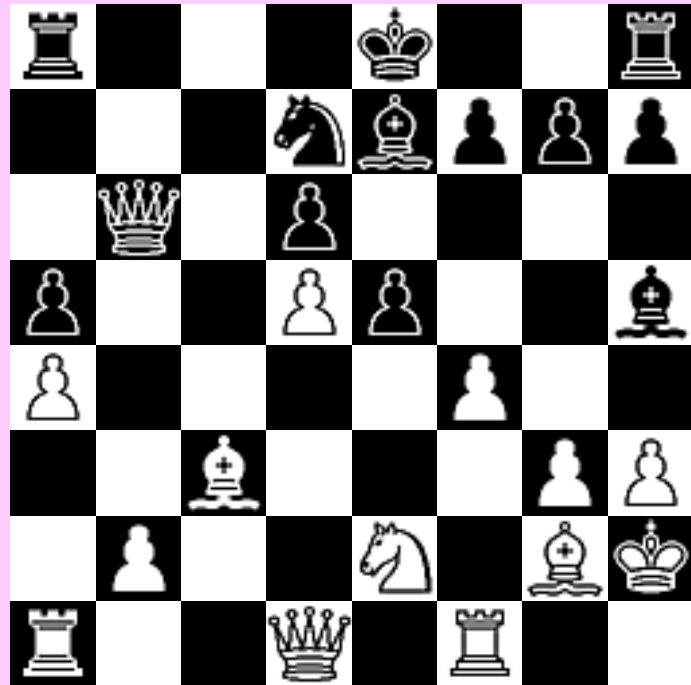
This document (Canon\canon612.html) was last modified on 13 Aug 2005 by



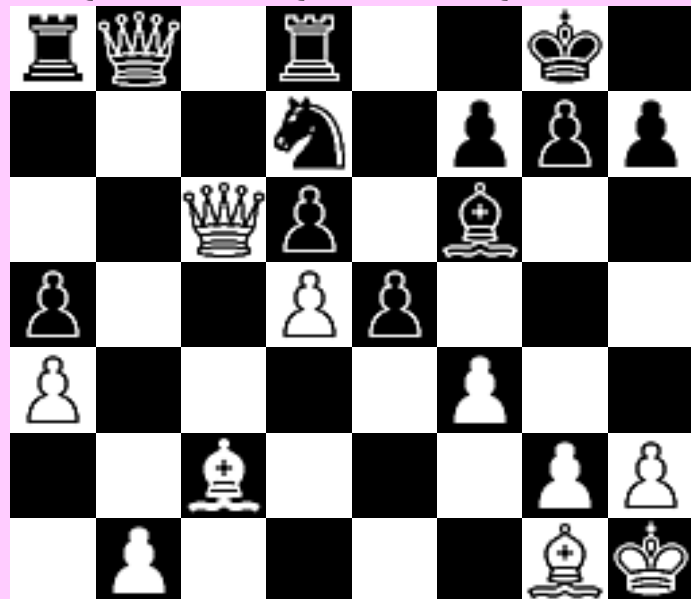
[Dr. Dave](#)

gligoric,s - kotov,a (zurich izt) [B91] errors: failing to win a won g, errors: failing, 1953

Tarrasch used to say that the hardest thing to win was a won game. Actually, the hardest game to win is a lost game, but anyway... 1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. g3 e5 7. Nde2 Be6 8. Bg2 b5 9. O-O Nbd7 10. a4 b4 11. Nd5 Nxd5 12. exd5 Bg4 13. Bd2 a5 14. c3 bxc3 15. Bxc3 Qb6 16. h3 Bh5 17. Kh2 Be7 18. f4

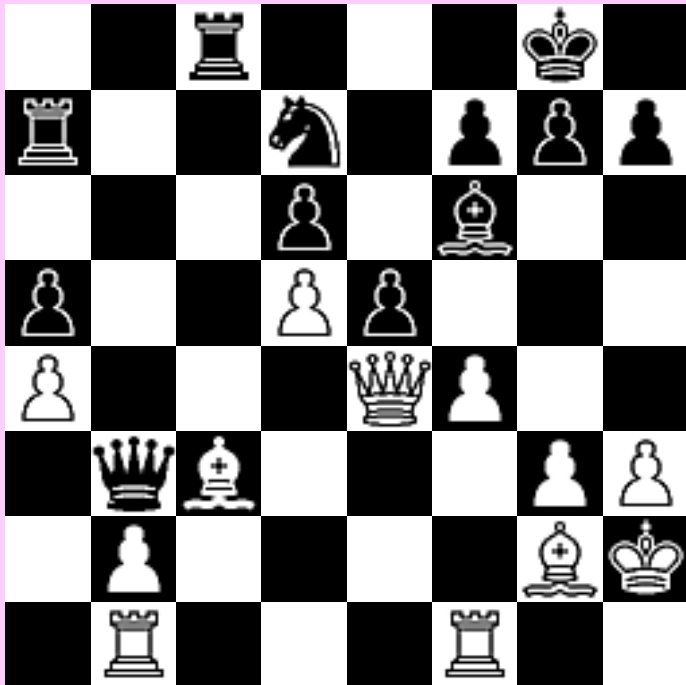


[18. f4 White has a plus. Sometimes 'natural' moves suffice, but against able and determined defence the attack may need to be pursued along a tightrope of only moves. 18 g4! first then f4 would have been more incisive, if more risky.] 18... Bxe2 19. Qxe2 Bf6 20. Qc4 O-O 21. Qc6 Rfd8 22. Rae1 Qb8

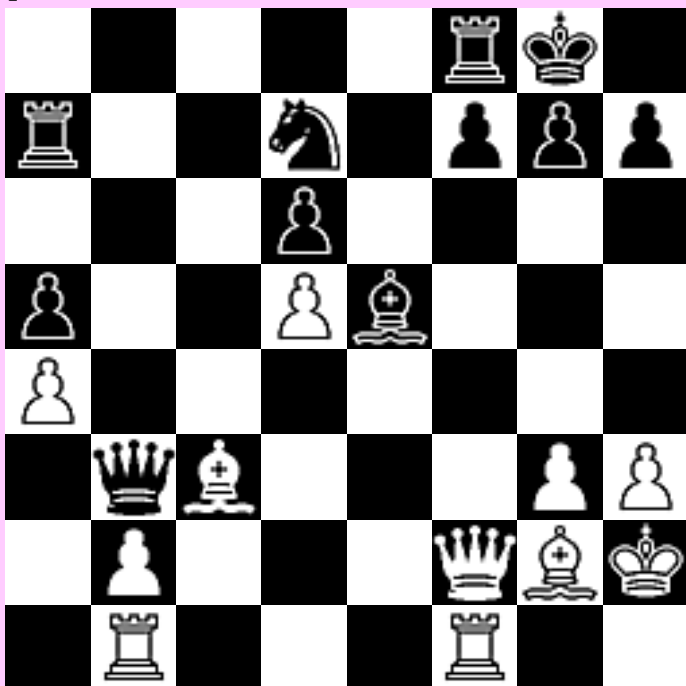




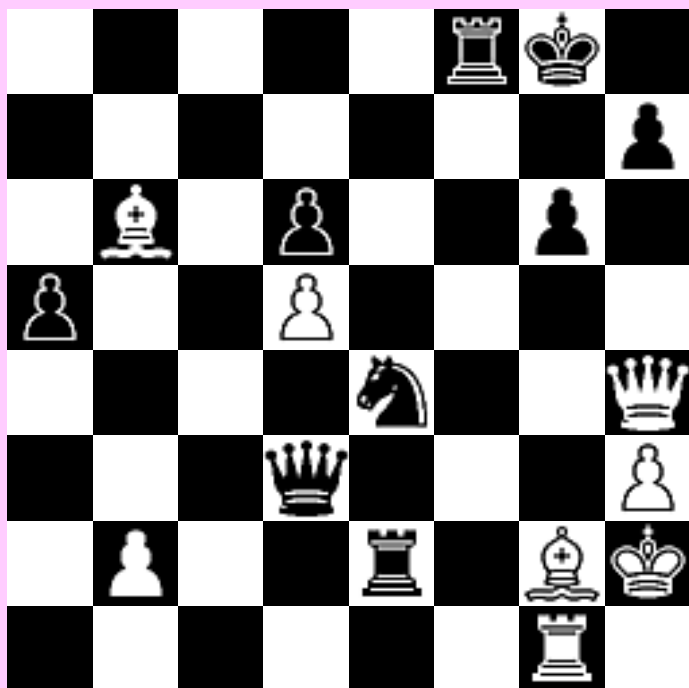
[22... Qb8 "Backing up for a running jump... the initiative has passed to Black." BRONSTEIN] 23. Rb1 Ra7 24. Qc4 Rc8 25. Qe4 Qb3



[25... Qb3 threatens ...Rc4 and ...exf4/...Bxc3] 26. fxe5 Bxe5 27. Qf5 Rf8 28. Qf2



[28. Qf2 "It is because of such one-move threats that all of White's advantage has evaporated." BRONSTEIN] 28... Raa8 29. Qf5 Qxa4 30. Rf4 Bxf4 31. gxf4 g6 32. Qg5 Rae8 33. Rg1 Re2 34. Kh1 Qc2 35. Qg4 Nc5 36. Qh4 Ne4 37. Bd4 Nf2+ 38. Kh2 Ne4 39. f5 Qd3 40. fxg6 fxg6 41. Bb6



"It is not enough to be a good player, you must also play well." [41. Bb6 Nd2] 0-1

Back to [Chess Coaching Page](#)

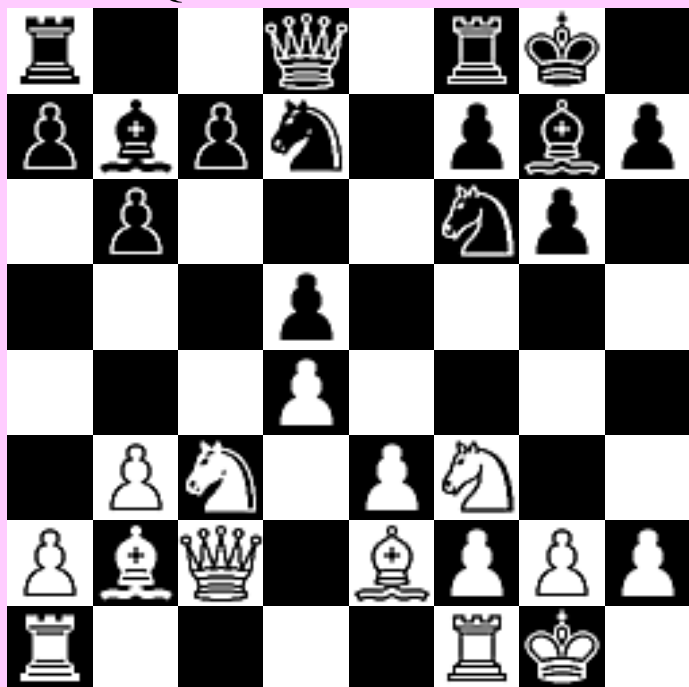
This document (Canon\canon613.html) was last modified on 13 Aug 2005 by



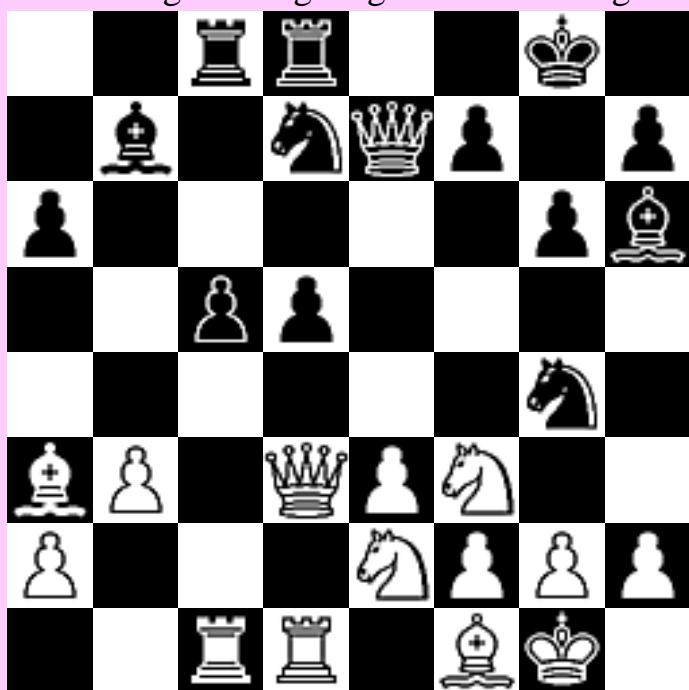
[Dr. Dave](#)

sokolsky - botvinnik (ussr ch'p) [D94]errors: planless play, 1939

1. c4 Nf6 2. Nc3 d5 3. d4 g6 4. Nf3 Bg7 5. e3 O-O 6. Be2 e6 7. O-O b6 8. cxd5 exd5 9. b3 Bb7 10. Bb2 Nbd7 11. Qc2

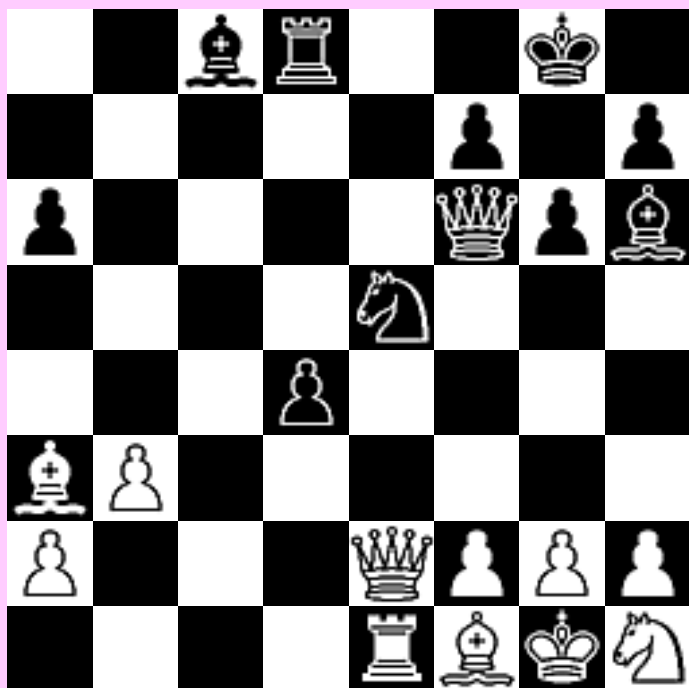


"White has no plan... you might have been able to play like that years ago... there is no better way of getting into a cramped and passive position than thinking of development alone" -- BOTVINNIK 11... a6 12. Rac1 Rc8 13. Rfd1 Qe7 14. Qb1 Rfd8 15. Bf1 c5 16. dxc5 bxc5 17. Ne2 Bh6 ! bravely abandoning the long diagonal 18. Ba3 Ng4 19. Qd3



White has conceded the centre, hoping to attack the hanging pawns, but with poorly-posted White pieces and well-posted Black pieces it is no wonder that Black is able to convert his space and mobility into a

decisive attack. [19. Nc3 Bxe3] 19... Nde5 20. Nxe5 Qxe5 21. Ng3 Qf6 22. Nh1 d4 23. Qe2 Ne5 24. exd4 cxd4 25. Rxc8 Bxc8 26. Re1



26... d3 27. Qd1 Bg4 28. Qa1 d2 White's pieces present a sorry picture. 29. Rxe5 d1=Q 30. Re8+ Rxe8 31. Qxf6 Be2 0-1

Back to [Chess Coaching Page](#)

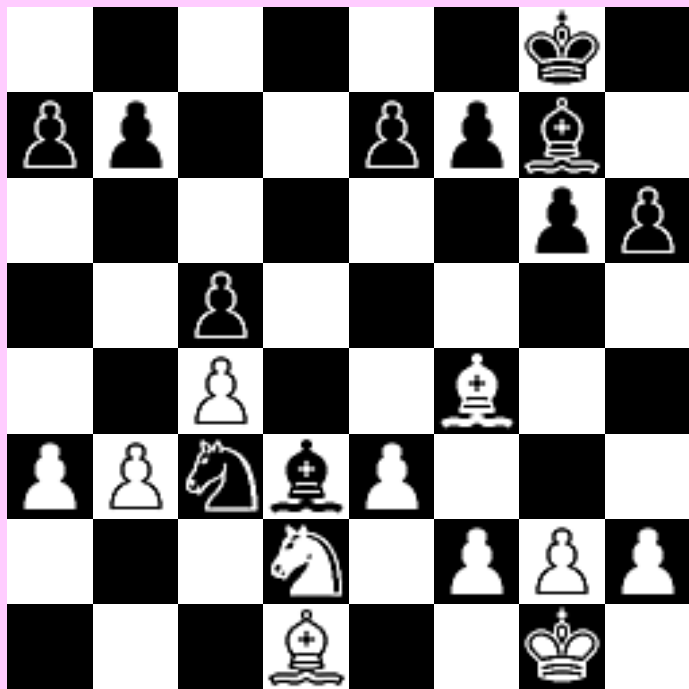
This document (Canon\canon614.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Smyslov - Bronstein (Cleveland) [E61]errors: playing for a draw wit, errors: playing

1. d4 Nf6 2. Nf3 g6 3. c4 Bg7 4. Nc3 O-O 5. Bg5 d6 6. e3 c5 7. Be2 Nc6 8. O-O Bf5 9. dxc5 dxc5 10. Qxd8 Rfxd8 11. Rad1 Ne4 12. Nxe4 Bxe4 13. b3 h6 14. Bf4 Nb4 15. a3 Na2 16. Rxd8+ Rxd8 17. Rd1 Rxd1+ 18. Bxd1 Nc3 19. Nd2 Bd3



White cannot avoid the loss of a piece. [19... Bd3 20. Bf3 [20. Bg4? f5 21. Bf3 [21. Bh3 g5 22. Bg3 g4] 21... e5 22. Bg3 e4] 20... e5 21. Bg3 e4 22. Bg4 f5 23. Bh3 Ne2+ 24. Kh1 Nxf3+ 25. hxg3 Bc3] 0-1

Back to [Chess Coaching Page](#)

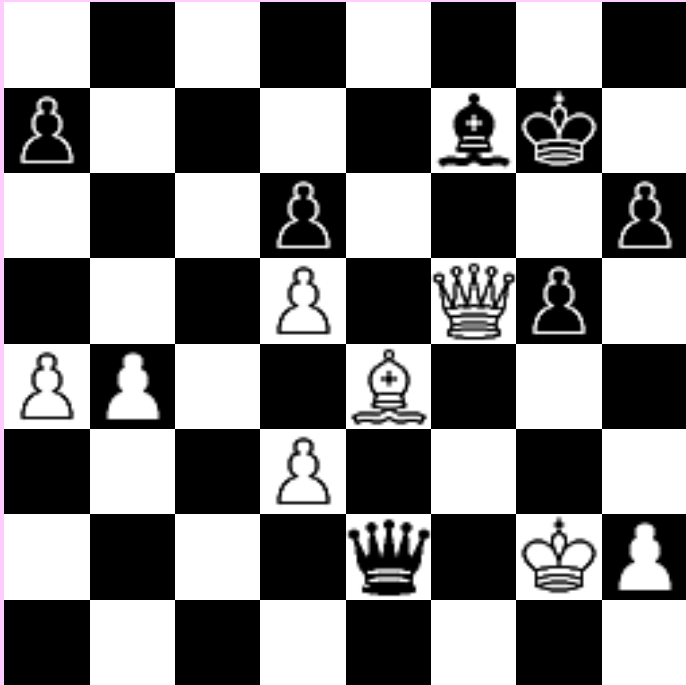
This document (Canon\canon615.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

larsen - spassky,linares [A26]errors: relaxing in a dominati, errors: relaxin, 1981

1. c4 e5 2. g3 Nc6 3. Bg2 g6 4. Nc3 Bg7 5. d3 d6 6. Rb1 Be6 7. b4 Qd7 8. Nf3 h6 9. O-O Nge7 10. e4 Bg4 11. Nd5 Nxd5 12. cxd5 Ne7 13. Be3 f5 14. Qd2 f4 15. gxf4 O-O 16. Ne1 exf4 17. Bxf4 g5 18. Bg3 Ng6 19. f3 Bh5 20. Nc2 Nf4 21. Ne3 Rf7 22. Nf5 Rxf5 23. exf5 Bc3 24. Qc2 Qxf5 25. Bxf4 Bd4+ 26. Kh1 Qxf4 27. Rbe1 Be5 28. Rxe5 Qxe5 29. Qxc7 Rf8 30. Qxb7 Qe3 31. Qd7 Rf6 32. Qc8+ Kh7 33. Qc3 Rxf3 34. Re1 Qf2 35. a4 Rf7 36. Rf1 Qe3 37. Be4+ Kg8 38. Rxf7 Bxf7 39. Qc8+ Kg7 40. Qf5 Qe1 + 41. Kg2 Qe2+



Which way do you jump? Does it matter? 42. Kh3 Qe3+ 43. Qf3 g4+ One of those little accidental possibilities of the chessboard. [43... g4+ 44. Kxg4 Bh5+ 45. Kxh5 Qg5#] 0-1

Back to [Chess Coaching Page](#)

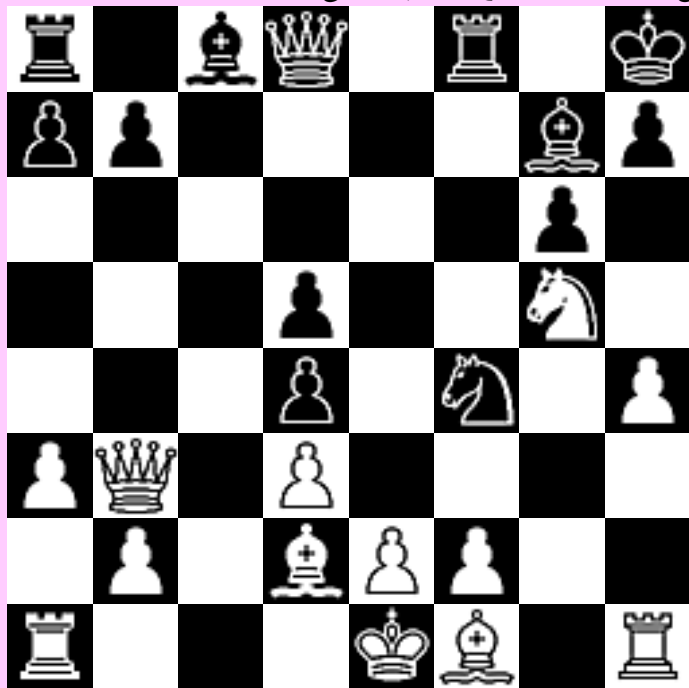
This document (Canon\canon616.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

basman - cramling [t40

errors: retained image, 1979 (wKe1,Qd1,Ne4,Bd2,f1,Ra1,h1,Pa3,b2,d3,e2,f2,h4; bKg8,Qd8,Nf4,Bc8,g7, Ra8,f8,Pa7,b7,d4,d5,g6,h7) 1. Qb3 Kh8 2. Ng5



Have a go at analysing this from Black's point of view. 2... Qf6 [2... h6 3. Bxf4 Rxf4 4. Bg2 hxg5 5. hxg5+ Kg8 6. Bxd5+ analysing, Black thought the R was still on f8, forcing 6... Rf7 7. Bxf7+ Kf8] 3. Rc1 Bg4 4. f3 Bh5 5. Rc7 h6 6. Bxf4 Qxf4 7. Rxc7 Qc1+ 8. Qd1 Qxd1+ 9. Kxd1 Kxc7 10. Ne6+ Kf6 11. Nxf8 Rxf8 which White won 1-0

Back to [Chess Coaching Page](#)

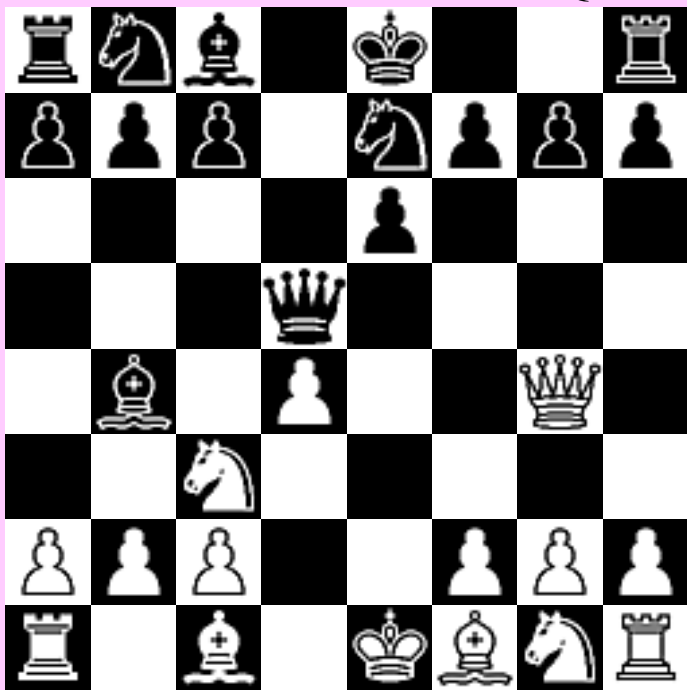
This document (Canon\canon617.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

van steenis - wechsler,hastings [C10]errors: unjustified check, 1947

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. exd5 Qxd5 5. Qg4 Ne7



6. Qxg7 Qe4+ ?? 7. Kd1 [7. Nge2 Rg8 with h7 protected] 1-0

Back to [Chess Coaching Page](#)

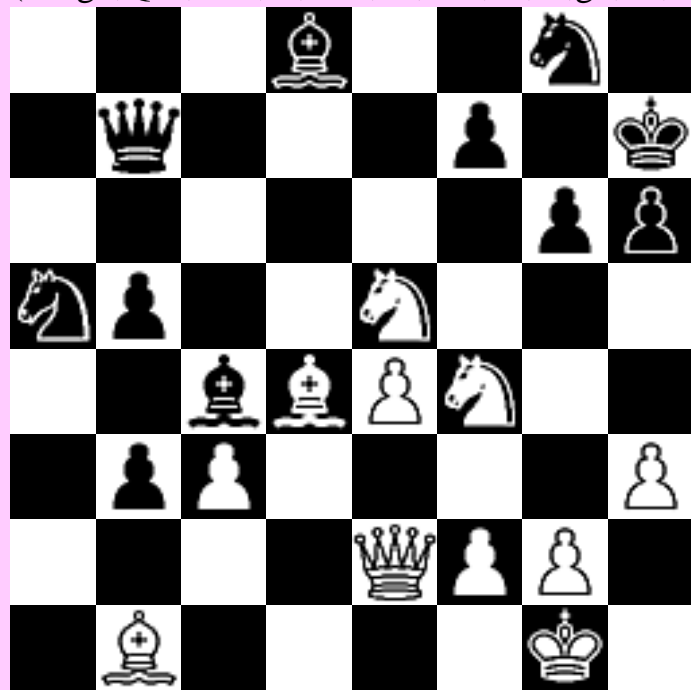
This document (Canon\canon618.html) was last modified on 13 Aug 2005 by



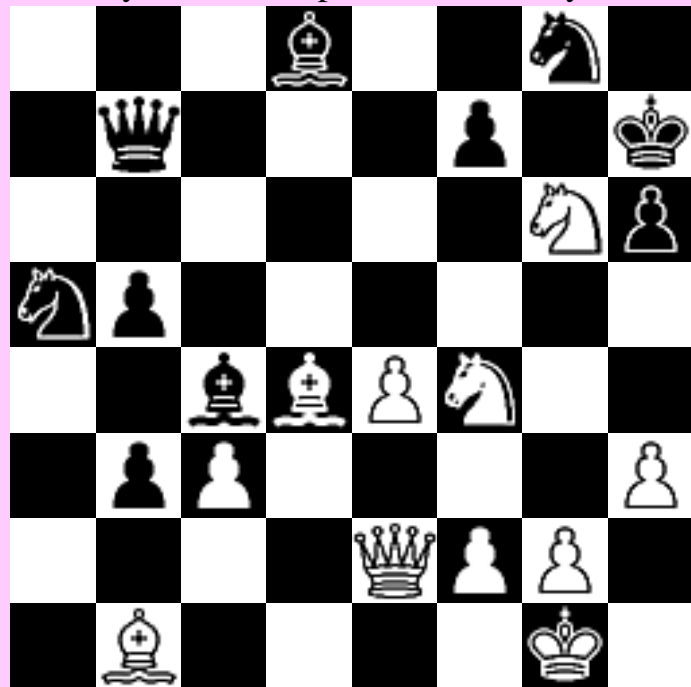
[Dr. Dave](#)

euwe - smyslov (the Hague) [t40errors: unjustified sacrifice, 1948

(wKg1,Qe2,Ne5,f4,Bb1,d4,Pc3,e4,f2,g2,h3; bKh7,Qb7,Na5,g8,Bc4,d8,Pb3,b5,f7,g6,h6)

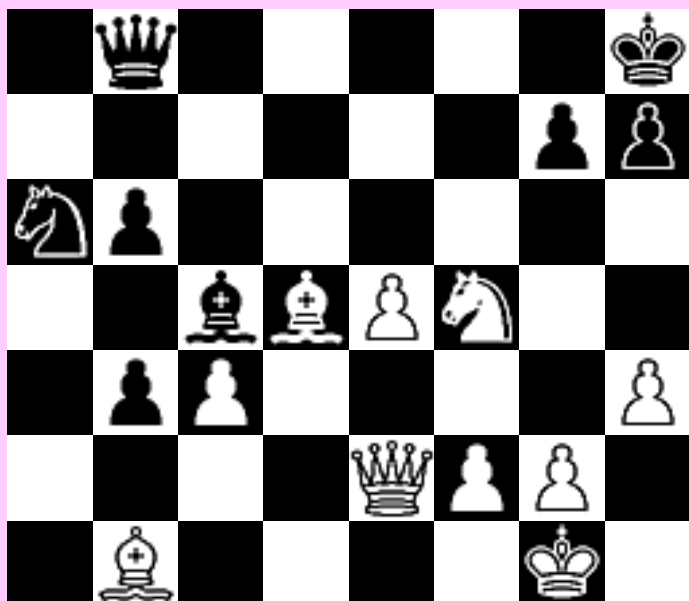


We'll try this one step at a time. Analyse this for White. 1. Nexg6



This is actually quite OK for White. [1. Qg4 is perfectly adequate and therefore the easiest way to win.] 1... fxg6





Now what do you play?

[1... Bxe2 2. Nf8#] 2. Nxc6 This is a bridge too far. It's natural and tempting but needs analysing concretely: I don't know if White was short of time or just missed the defences, or if he couldn't see the 'quiet' Qg4. [2. Qg4 ! when Black cannot organise a defense against Nxc6 and e5] 2... Kxc6 3. e5+ [3. Qf3 is better, but 3... Be6 4. Qf8 Kh7 5. Qxd8 Nc6 and White has run out of steam] 3... Kf7 4. Qh5+ Kf8 5. f4 [5. Bc5+ Be7 6. Qf5+ Ke8 7. Qg6+ Bf7] 5... Bb6 6. Qf5+ Ke7 7. Qh7+ Kd8 8. Bxb6+ [8. Qxb7 Bxd4+ 9. cxd4 Nxb7] 8... Qxb6+ 9. Kh2 Qe3 10. Qf5 Nc6 0-1

Back to [Chess Coaching Page](#)

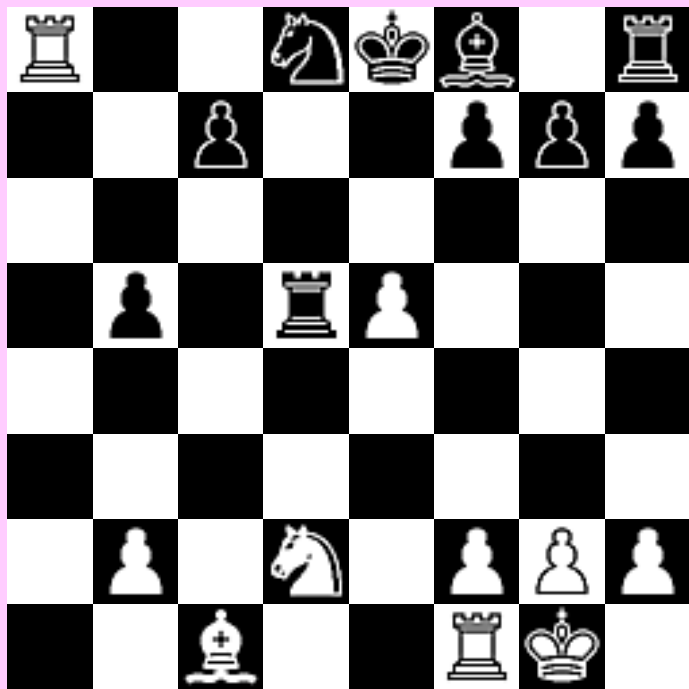
This document (Canon\canon619.html) was last modified on 13 Aug 2005 by



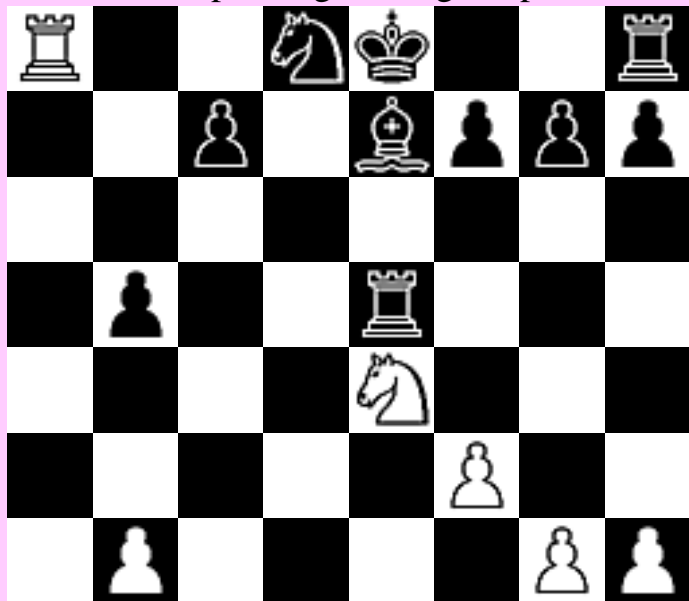
[Dr. Dave](#)

Capablanca, J - Lasker, Emanuel [C80] Pawn sacrifice: contempt for Pawns, St. Petersburg, 1914

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. Nbd2 Nc5 10. c3 d4 11. cxd4 Nxd4 12. Nxd4 Qxd4 13. Bxe6 Nxe6 14. Qf3 Rd8 15. a4 Qd5 16. Qxd5 Rxd5 17. axb5 axb5 18. Ra8+ Nd8



"We all play a great deal of rotten chess - some more than others - and one of the roots of the trouble is the tyranny of the Pawn. There are still many players whose idea of winning a game consists in grabbing a Pawn and struggling. 19. Ne4!! hitting c5, allowing f2-f4, threatening Nc3... [19. Nf3 "Tarrasch says that 99 players out of hundred would have played this"] 19... Rxe5 Now White's pieces get into good positions. 20. Rd1 Be7 21. f3





"This quiet move shows how silly it is to lose your head just because you have given up a Pawn." 21... Rf5 "(?) Black caves in" - Tydoki & Long. 22. Rc8 "And Black must give up the c-Pawn" It remains to be seen if White's continuing initiative is enough to bring more than recovery of the Pawn deficit. 22... O-O 23. Rxc7 Bb4 24. Be3 Ne6 25. Rcd7 Rc8 26. R1d5 Rxd5 27. Rxd5 Rc2 28. b3 Rb2 29. Rxb5 Rxb3 30. Bd2 Bc5+ 31. Rxc5 Nxc5 32. Nxc5 Rb2 33. Be3 Re2 34. Bf2 f6 35. Kf1 Ra2 36. g4 Kf7 37. Ne4 h6 38. Kg2 Ra3 39. f4 Rb3 40. Ng3 Ra3 41. Nf1 Rd3 42. Ne3 Rc3 43. Kf3 Ra3 44. f5 Ra2 45. Nd5 Rb2 46. Nf4 Ra2 47. h4 Ra5 48. Bd4 Ra3+ 49. Be3 Ra5 50. Nh5 Ra4 51. Ng3 Kg8 52. Ne4 Kf7 53. Bd2 Ra1 54. Bc3 Rf1+ 55. Nf2 Rc1 56. Bd4 Re1 57. Ne4 Rf1+ 58. Bf2 Ra1 59. Kf4 Ra4 60. Bc5 Rc4 61. Kf3 Rc1 62. Bf2 Ra1 63. Kf4 Ra4 64. Kf3 Ra3+ 65. Be3 Ra5 66. Nc5 Ra1 67. Ne6 Ra3 68. Ke4 Ra4+ 69. Bd4 Rb4 70. Kd3 Rb3+ 71. Ke4 Rb4 72. Kd5 Rb1 73. g5 hxg5 74. hxg5 fxg5 75. Nxc5+ Kg8 76. Ne6 Rd1 77. Ke4 Kf7 78. Ng5+ Kg8 79. Ke5 Re1+ 80. Kf4 Rf1+ 81. Kg4 Rd1 82. Nf3 Rf1 83. Be5 Kf7 84. Kf4 Kg8 85. Ke4 Rd1 86. Ng5 Re1+ 87. Kd5 Rd1+ 88. Ke6 Re1 89. Nh3 Rb1 90. Nf4 Rb6+ 91. Ke7 Rb5 92. Ng6 Rb6 93. Bd6 Ra6 94. Ke6 Rb6 95. Ne7+ Kh7 96. Nc8 Ra6 97. Ne7 Rb6 98. Nd5 Ra6 99. Nc3 Kg8 100. Ne4 Rb6 1/2

Back to [Chess Coaching Page](#)

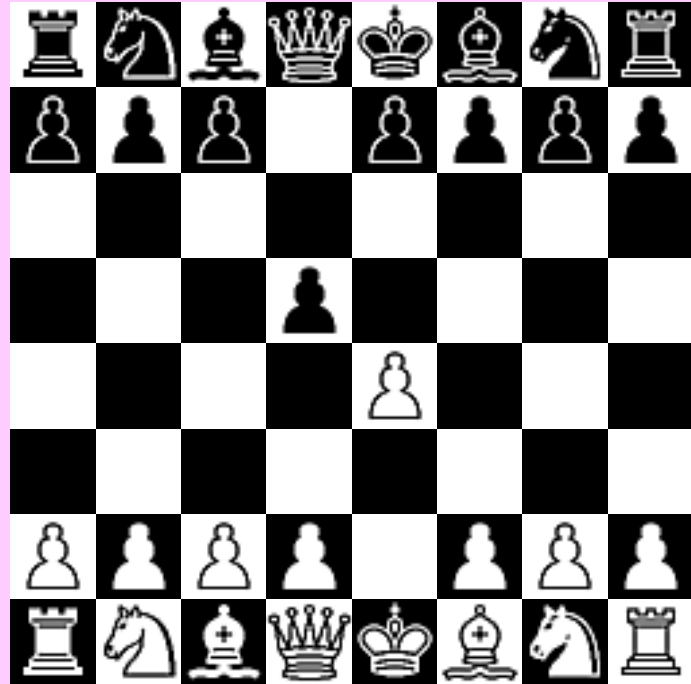
This document (Canon\canon023.html) was last modified on 13 Aug 2005 by



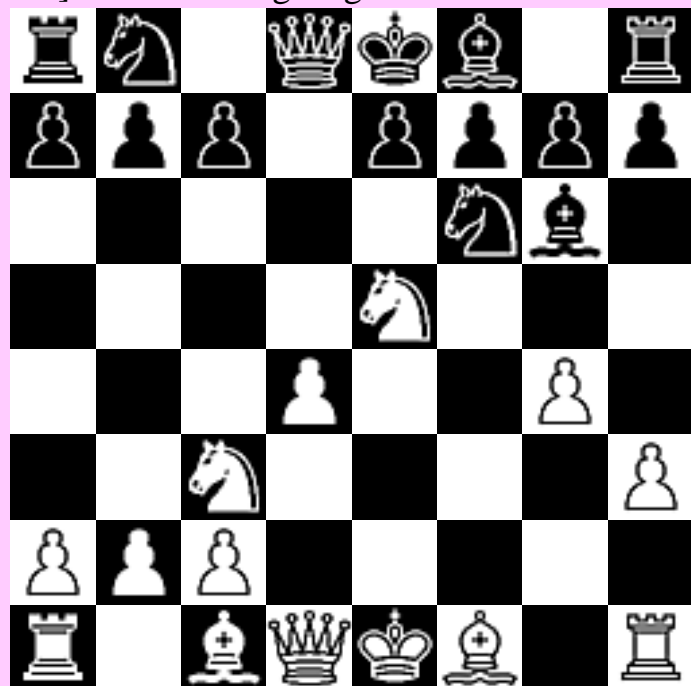
[Dr. Dave](#)

Regis,D - Laker,L [D00] Pawn sacrifice: club player style, Devon vs. Do, 1998

We can and should sacrifice Pawns for: . Development . Open lines for the attack . Initiative . Activity . Counterplay . To make a mess 1. e4 d5

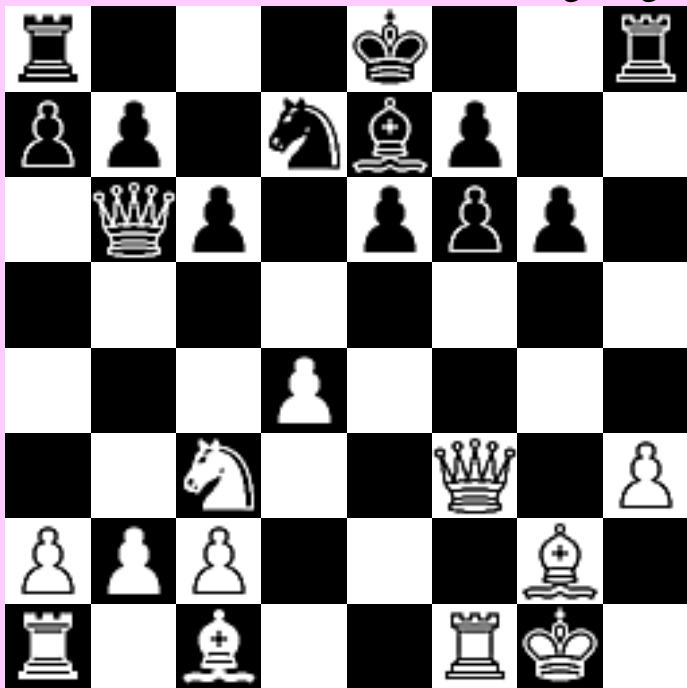


This godforsaken opening ought to be banned. 2. d4 dxe4 3. Nc3 Nf6 4. f3 A Pawn sacrifice for development and open lines. 4... exf3 5. Nxf3 Bg4 [5... Bf5 6. Ne5 e6 7. g4 Bg6 8. Bg2 c6 9. h4] 6. h3 Bh5 7. g4 Bg6 8. Ne5+/-

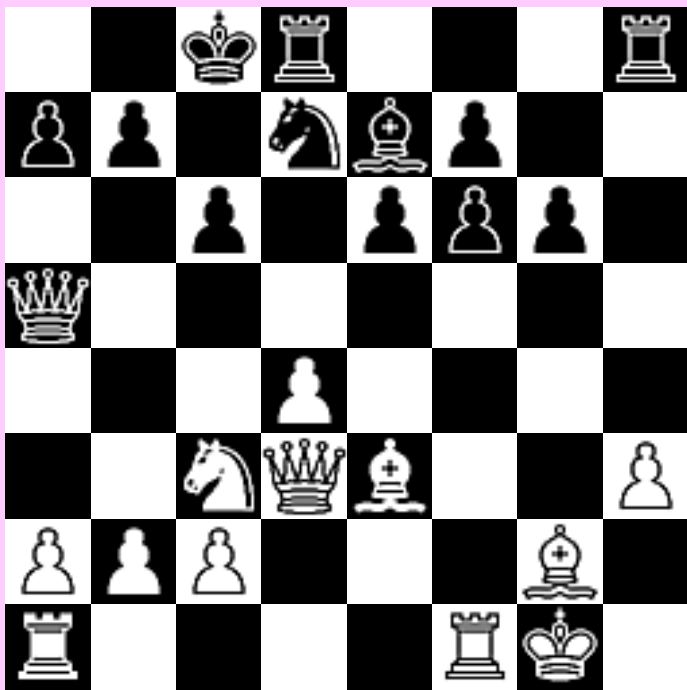


Euwe 8... e6 9. Bg2 c6 [9... Nd5 1-0 Schug H-Chmelik/cr eu Mkl 1992 (20)] [9... Be4 1-

0 Tiemann-Zimmer/BGD -WFT - Gruppe 30 1987 (23)] 10. O-O!? [10. h4 transposes to a position from the Tartakower-Gunderam 10... Bb4! 11. O-O+/= Korchnoj] 10... Nbd7 [10... Bd6 1-0 Velimirovic D GM-Andrejevic IM/Yugoslavian CS sf 1984 (41)] [10... Bxc2 11. Qd2 [11. Qxc2 Qxd4+] 11... h6 12. Nxf7 Kxf7 13. Qxc2 Qxd4+ 14. Kh1 Bd6 15. Bd2+/- Holwell] 11. Nxb6 hxb6 12. Qf3 Qb6 [12... Qe7] 13. g5 Be7 [13... Nd5 14. Qxf7+ Kd8 15. Nxd5 exd5 16. c3+/-] 14. gxf6 gxf6

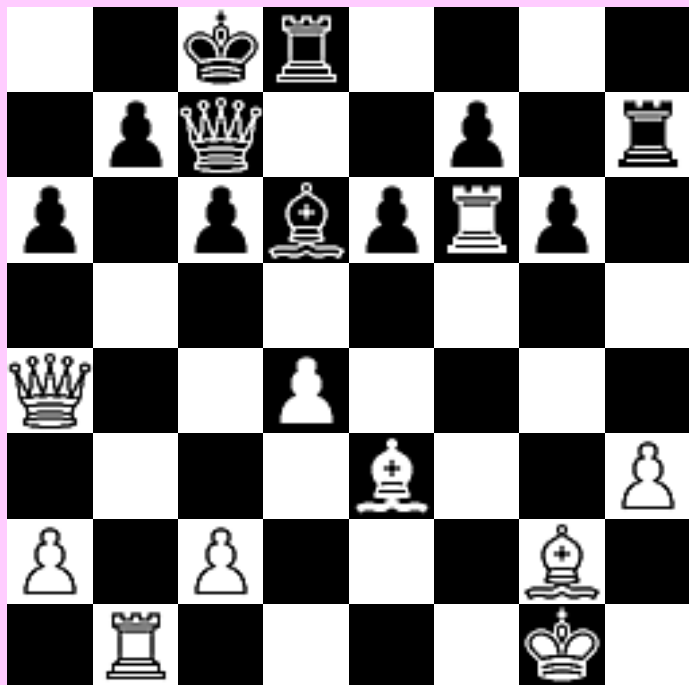


[14... Bxf6 15. Be3 Qxb2 16. Ne4] 15. Qd3 O-O-O 16. Be3 Qa5



17. b4!? A sacrifice for open lines. 17... Bxb4 18. Ne4 Nc5 19. Nxc5 Bxc5 20. Rab1 Qc7 21. Qc4 Bd6 22. Qa4 a6 23. Rxf6 [23. Rxb7?! is nearly brilliant 23... Qxb7! [23... Kxb7? 24. Rb1+ Kc8 [24... Ka7 25. Bxc6] 25. Qxa6+] 24. Bxc6 Qb6 25. Rf3 f5 26. d5 Bc5 27. Bxc5 Qxc5+ 28. Kh1]

23... Rh7



[23... Rh4 24. Rbf1] 24. d5?! Another sacrifice, opening the diagonal. [24. Rbf1 I didn't have the imagination to abandon the attack on the King.] 24... Bh2+? A reflex check: the rest is easy. To be fair he was pretty short of time and a 'harmless' check gets us one square closer to move 40. [24... cxd5! 25. Bb6 Bc5+!] [24... exd5!? 25. Bb6 Qe7 26. Bxd8 Qe3+! (we both missed this in analysis) 27. Kf1! Bc5 28. Rxc6+! Kxd8 [28... bxc6 29. Qxc6+ Kxd8 30. Rb8+ Ke7 31. Re8#] 29. Rxc5 Qxc5+-] 25. Kh1 [25. Kf1? Qe7 26. dxc6 Qxf6+] 25... Rdh8 26. dxc6 Rxh3 [26... bxc6 27. Qxa6+ Kd8 [27... Kd7 28. Rb7] 28. Bb6] 27. cxb7+ Kb8 28. Bxh3 Rxh3 29. Qe8+ There's nothing more satisfying than a successful hack. 1-0

Back to [Chess Coaching Page](#)

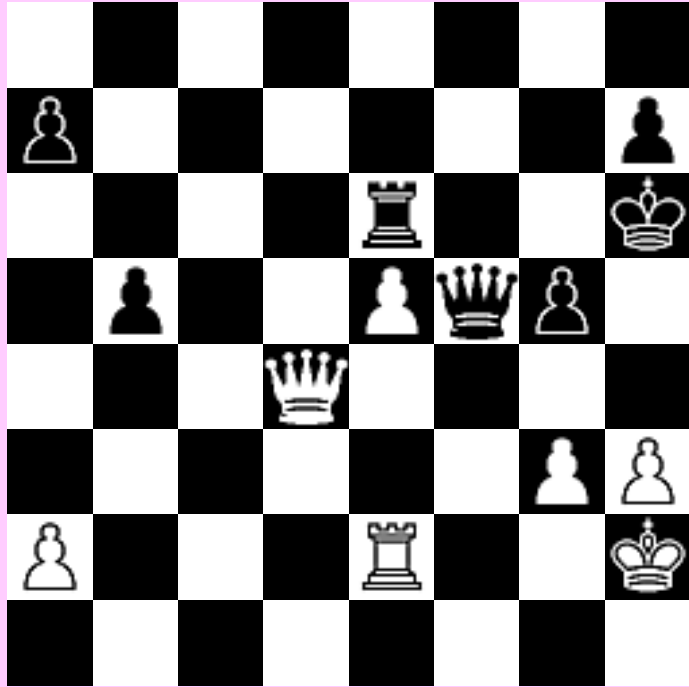
This document (Canon\canon022.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Karpov,An (2700) - Kasparov,G (2740) [D88]Pawn sacrifice: for activity, Wch34-KK4 Sevilla, 1987

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3 Bg7 7. Bc4 c5 8. Ne2 Nc6 9. Be3 O-O
 10. O-O Bg4 11. f3 Na5 12. Bxf7+ Rxf7 13. fxg4 Rxf1+ 14. Kxf1 cxd4 15. cxd4 Qb6 16. Kg1 Qe6 17.
 Qd3 Qxg4 18. Rf1 Rc8 19. h3 Qd7 20. d5 Nc4 21. Bd4 e5 22. dxe6 Qxe6 23. Bxg7 Kxg7 24. Nf4 Qd6
 25. Qc3+ Kh6 26. Nd5 Qe5 27. Qd3 Kg7 28. Nf6 Qd6 29. Qc3 Qe5 30. Qd3 Qd6 31. Qc3 Qe5 32. Qb3
 Rc7 33. Qd3 Rf7 34. Qxc4 Rxf6 35. Rd1 b5 36. Rd7+ Kh6 37. Qe2 Qc5+ 38. Kh2 Qe5+ 39. g3 Qc3 40.
 Kg2 Qc4 41. Qe3+ g5 42. Rd2 Qf1+ 43. Kh2 Qf3 44. Qd4 Re6 45. e5 Qf5 46. Re2



46... a5! "An outstanding method of active defence." - KEENE. 47. Qd5 b4 48. Qxa5 Qd3 49. Rg2 Qd4
 50. Qa8 Qxe5 51. Qf8+ Kg6 52. Qxb4 h5 53. h4 gxh4 54. Qxh4 Rd6 55. Qc4 Rd4 56. Qc6+ Kg7 57.
 Qb7+ Kh6 58. Qc6+ Kg7 59. Rc2 Rh4+ 60. Kg2 Qe4+ 61. Qxe4 Rxe4 62. Rc7+ Kg6 63. Ra7 Re3 64.
 Kh3 Rc3 65. Ra8 Rc4 66. a4 Kg5 67. a5 Ra4 68. a6 Kh6 69. Kg2 Ra3 70. Kf2 Kg7 1/2

Back to [Chess Coaching Page](#)

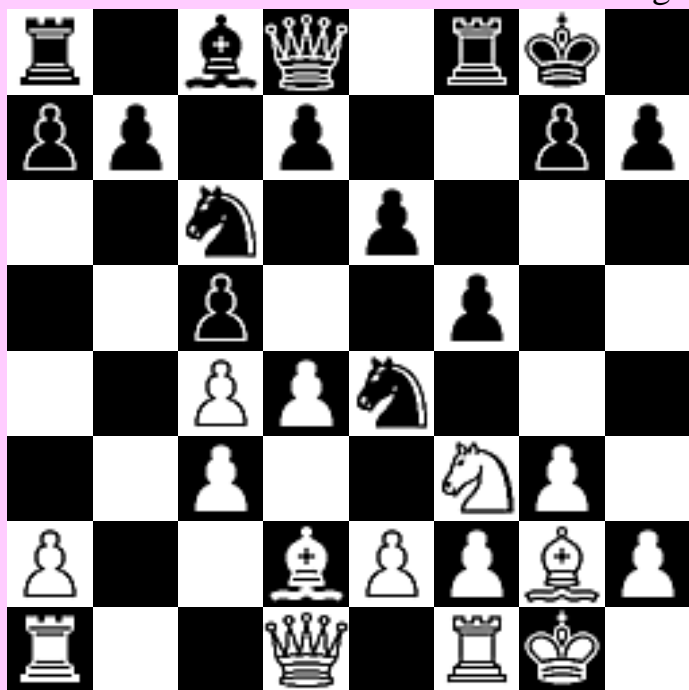
This document (Canon\canon024.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kasparov,G (2700) - Karpov,An (2720) [E20]Pawn sacrifice: for activity, Wch32-KK2 Moscow, 1985

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 c5 5. g3 Nc6 6. Bg2 Ne4 7. Bd2 Bxc3 8. bxc3 O-O 9. O-O f5!



10. Be3! "An excellent move found after [34m] thought. White must gambit the Pawn to stay active." - KEENE 10... Nxc3 11. Qd3 cxd4 12. Nxd4 Ne4 13. c5 Nxd4 14. Bxd4 b6 15. Bxe4 fxe4 16. Qxe4 Ba6 17. cxb6 axb6 18. Qe5 Qf6 19. Qe3 Qh6 20. Qxh6 gxh6 21. Rfe1 Bc4 22. a3 b5 23. Rad1 Rf5 24. Bb2 Rd5 1/2

Back to [Chess Coaching Page](#)

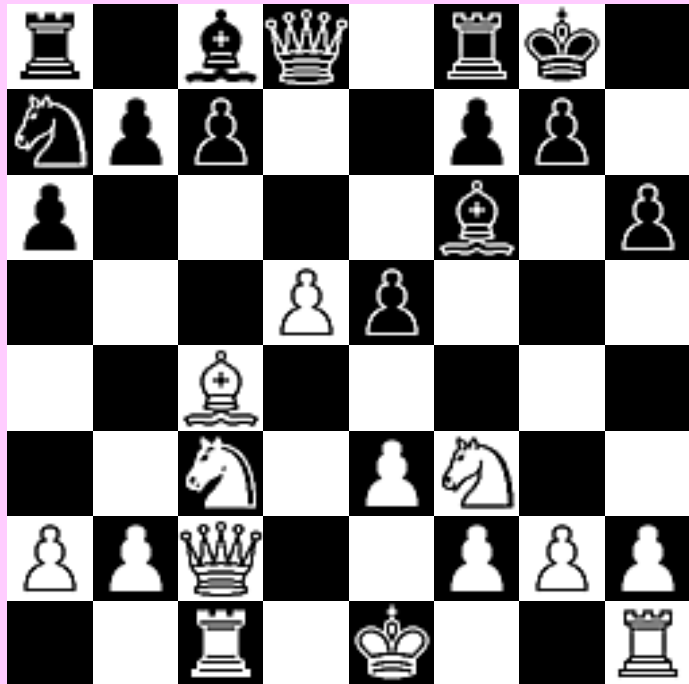
This document (Canon\canon025.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Karpov,An (2705) - Kasparov,G (2715) [D53]Pawn sacrifice: for activity, Wch31-KK1 Moscow, 1984

1. Nf3 d5 2. d4 Nf6 3. c4 e6 4. Nc3 Be7 5. Bg5 h6 6. Bxf6 Bxf6 7. Qd2 Nc6 8. e3 O-O 9. Rc1 a6 10. Be2 dxc4 11. Bxc4 e5 12. d5 Na7 13. Qc2



13... Nb5!? "A typical Kasparov decision, offering a Pawn to try and free his position." - Speelman/Tisdall. [13... Bd7] [13... c6? 14. dxc6 Nxc6 +/-] 14. Nxb5 axb5 15. Bb3 e4 16. Nd4 Bxd4 17. exd4 c6 18. dxc6 Qxd4 19. O-O bxc6 20. Qxc6 Bd7 21. Qd5 Qxd5 22. Bxd5 Ra6 23. Rfd1 Be6 24. a3 Bxd5 25. Rxd5 Rb8 26. Rd4 Ra4 27. Rcd1 Rc8 28. Kf1 Rc2 29. R4d2 Rxd2 30. Rxd2 Rc4 31. Ke2 b4 32. Kd1 bxa3 33. bxa3 Ra4 34. Ra2 f5 35. Kc2 f4 36. Kb3 Rd4 37. Ra1 Kf7 38. a4 e3 39. Kc3 Rd8 40. fxe3 fxe3 41. Re1 Ra8 42. Kb3 Rb8+ 43. Kc2 Ra8 44. Rf1+ Ke6 1/2

Back to [Chess Coaching Page](#)

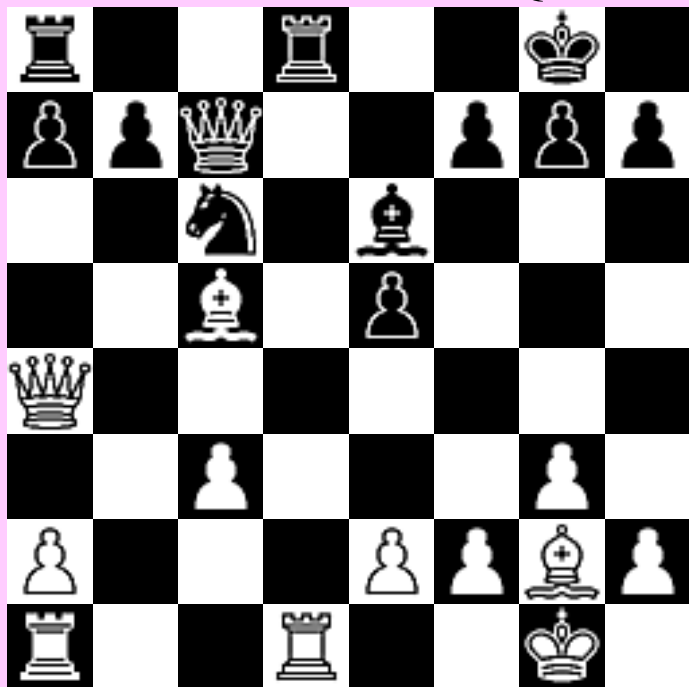
This document (Canon\canon026.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kasparov,G (2715) - Karpov,An (2705) [A33] Pawn sacrifice: for activity, Wch31-KK1 Moscow, 1984

1. Nf3 Nf6 2. c4 c5 3. Nc3 Nc6 4. d4 cxd4 5. Nxd4 e6 6. g3 Qb6 7. Nb3 d5 8. cxd5 Nxd5 9. Bg2 Nxc3 10. bxc3 Be7 11. O-O e5 12. Be3 Qc7 13. Nc5 O-O 14. Qa4 Bxc5 15. Bxc5 Rd8 16. Rfd1 Be6



17. h3! Rxd1+!? "Karpov surrenders a Pawn but is able to emerge with excellent compensation." - SPEELMAN/ TISDALL 18. Rxd1 Rd8 19. Rxd8+ Qxd8 20. Bxa7 Qa8 21. Bxc6 bxc6 22. Kh2 h5 23. Qa5 f6 1/2

Back to [Chess Coaching Page](#)

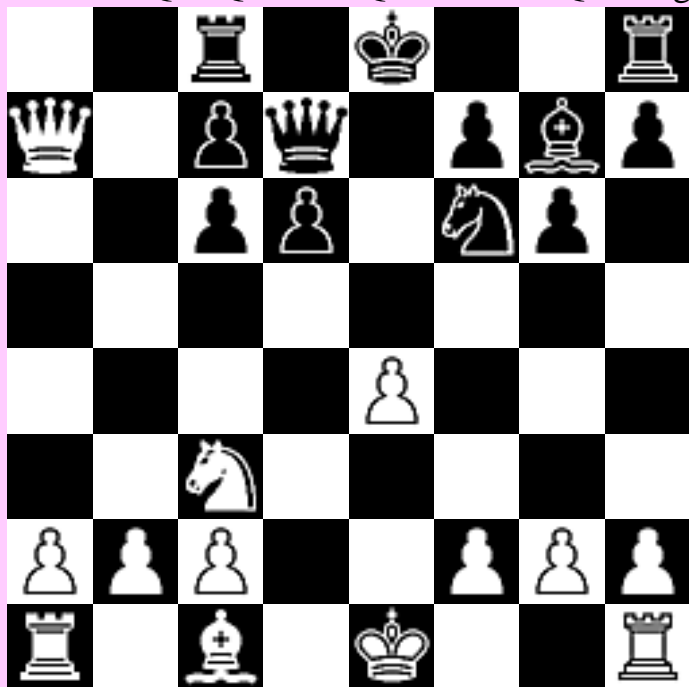
This document (Canon\canon027.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nimzowitsch, Aaron - Capablanca, Jose [C62] Pawn sacrifice: for activity/initiative, St Pet, 1914

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 d6 5. d4 Bd7 6. Bxc6!? Bxc6 7. Qd3 exd4 8. Nxd4 g6!? 9. Nxc6 bxc6 10. Qa6 Qd7! 11. Qb7 Rc8 12. Qxa7 Bg7



Black has two tempi for the a-Pawn, no real weaknesses to attack and faces a passed a-Pawn. "Any woodshifter would consider himself in clover in White's position... Nimzovitch played quite reasonably all the time, and yet found him 13. O-O O-O 14. Qa6 Rfe8 15. Qd3 Qe6 16. f3 Nd7 17. Bd2 Ne5 18. Qe2 Nc4 19. Rab1 Ra8 20. a4 Nxd2 21. Qxd2 Qc4 22. Rfd1 Reb8 23. Qe3 Rb4 24. Qg5 Bd4+ 25. Kh1 Rab8 26. Rxd4 Qxd4 27. Rd1 Qc4 28. h4 Rxb2 29. Qd2 Qc5 30. Re1 Qh5 31. Ra1 Qxh4+ 32. Kg1 Qh5 33. a5 Ra8 34. a6 Qc5+ 35. Kh1 Qc4 36. a7 Qc5 37. e5 Qxe5 38. Ra4 Qh5+ 39. Kg1 Qc5+ 40. Kh2 d5 41. Rh4 Rxa7 0-1

Back to [Chess Coaching Page](#)

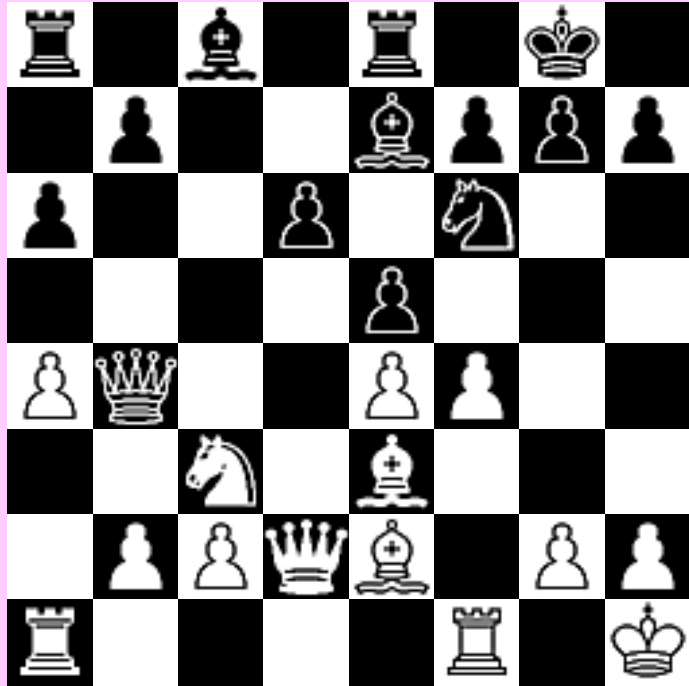
This document (Canon\canon028.html) was last modified on 13 Aug 2005 by



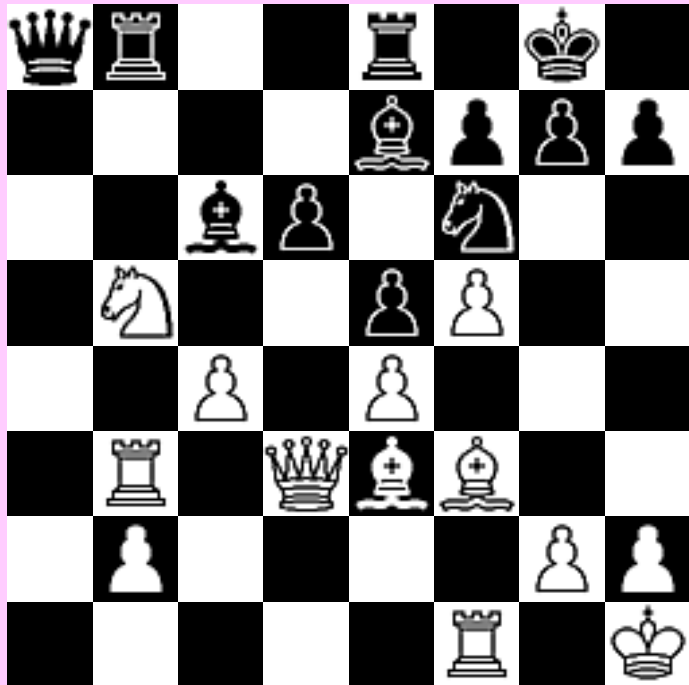
[Dr. Dave](#)

Karpov,An (2720) - Kasparov,G (2700) [B85] Pawn sacrifice: for activity/lines, Wch32-KK2 M, 1985

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be2 e6 7. O-O Be7 8. f4 O-O 9. Kh1 Qc7 10. a4 Nc6 11. Be3 Re8 12. Bg1 Rb8 13. Qd2 e5 14. Nb3 Na5 15. Nxa5 Qxa5 16. Ba7 Ra8 17. Be3 Qb4



What's Black up to here? [17... Rb8] [17... exf4 18. Rxf4 Be6] 18. Qd3 Be6 19. f5 Bd7 20. Ra3 Qa5 21. Rb3 b5! 22. axb5 axb5 23. Nxb5 Bc6 24. Bf3 Rab8 25. c4 Qa8!



One of the points of the whole sequence. Black recovers his Pawn and some central influence. 26. Bg5 Bxe4 27. Bxe4 Nxe4 28. Bxe7 Rxe7 29. Ra3 Qc6 30. b4 h5 [30... h6 when Black may even be

better] 31. Na7 Rxa7 32. Rxa7 Rxb4 33. Qf3 Rxc4 34. Qxh5 Nf2+ 35. Kg1 Nh3+ 36. Kh1 Nf2+ 37.
Kg1 1/2

Back to [Chess Coaching Page](#)

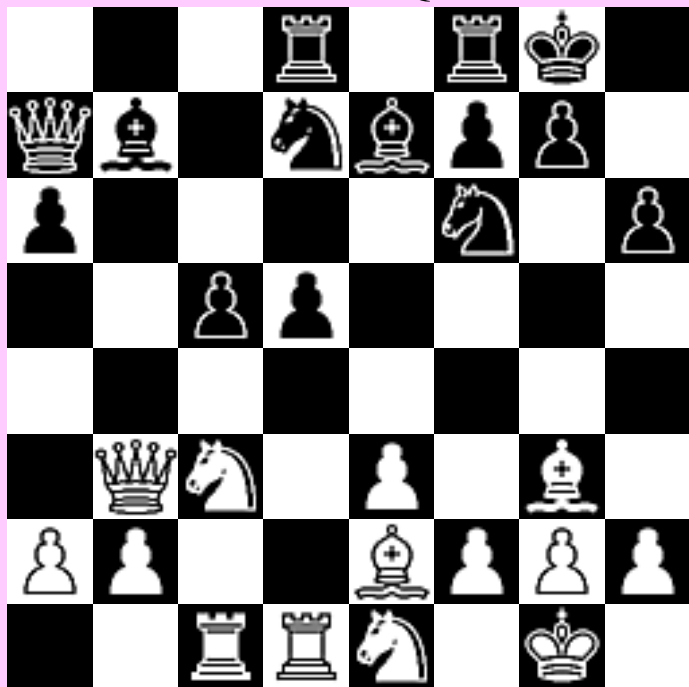
This document (Canon\canon029.html) was last modified on 13 Aug 2005 by



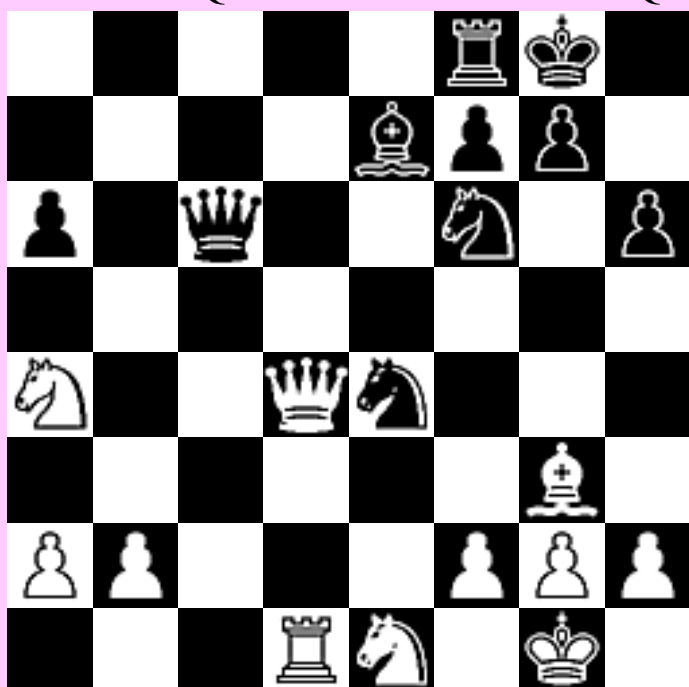
[Dr. Dave](#)

Karpov,An (2705) - Kasparov,G (2715) [D58]Pawn sacrifice: for activity/mess, Wch31-KK1 Mo, 1984

1. Nf3 d5 2. d4 Nf6 3. c4 e6 4. Nc3 Be7 5. Bg5 h6 6. Bh4 O-O 7. e3 b6 8. Rc1 Bb7 9. Be2 Nbd7 10. cxd5 exd5 11. O-O c5 12. Qa4 a6 13. dxc5 bxc5 14. Rfd1 Qb6 15. Qb3 Qa7 16. Bg3 Rad8 17. Ne1

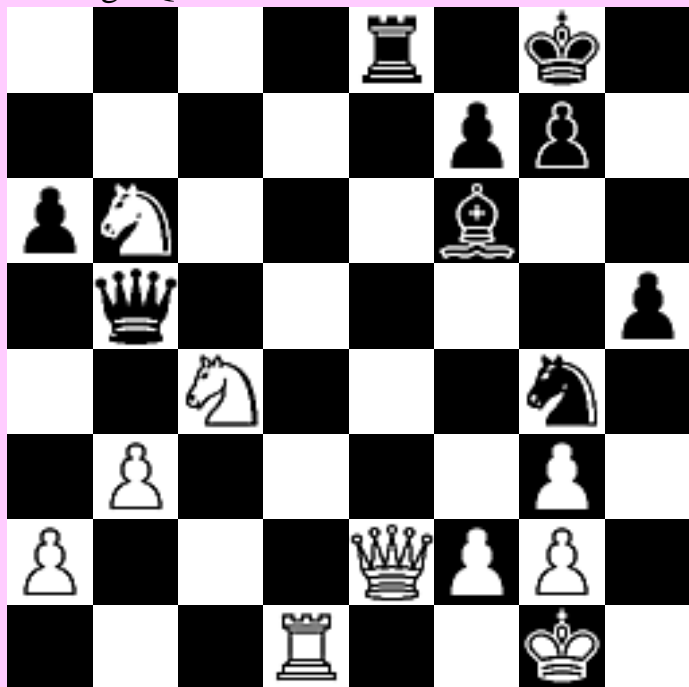


17... d4 "Unwilling to await a further intensification of the pressure by 18. Bf3, Kasparov unleashes a tuid of murky complications." - SPEELMAN/TISDALL 18. exd4 cxd4 19. Na4 Rc8 20. Rxc8 Rxc8 21. Bc4 Rf8 22. Qd3! Bc6! 23. Bb3 Ne4! 24. Qxd4 Qb7! 25. Bd5! Ndf6 26. Bxc6 Qxc6



"So Karpov has won a Pawn. Black has reasonable if amorphous compensation in the excellent

centralisation of his forces, and with time trouble approaching this is not to be underestimated." - SPEELMAN/TISDALL 27. b3 Re8 28. Qd3?! h5! 29. Qc4 Qb7 30. Nf3 Rc8 31. Qe2 Ng4 32. Ne5 Nxc3 33. hxc3 Qb5! 34. Nc4 Bf6 35. Nab6 Re8



A time trouble draw. 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon030.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kasparov,G (2715) - Karpov,An (2705) [C42]Pawn sacrifice: for development/BB, Wch31-KK1 M, 1984

1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Nc6 7. O-O Bg4 8. Re1 Be7 9. c4 Nf6 10. cxd5 Bxf3 11. Qxf3 Qxd5 12. Qh3!? Nxd4! 13. Nc3 Qd7 14. Qxd7+ Kxd7 15. Be3 Ne6



"For his Pawn, White has the two Bishops and a significant lead in development." - SPEELMAN/TISDALL 16. Rad1 Bd6 17. Bf5 Ke7 18. Nb5 Rhd8 19. Nxd6 cxd6 20. h3 b6 21. g4 h6 22. Bd4 Rac8 23. Bc3 g6 24. Bc2 h5 25. f3 1/2

Back to [Chess Coaching Page](#)

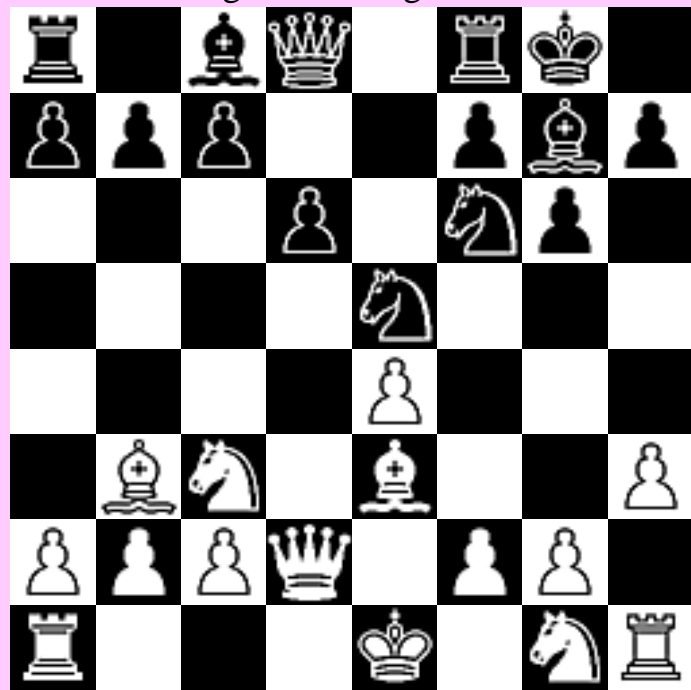
This document (Canon\canon031.html) was last modified on 13 Aug 2005 by



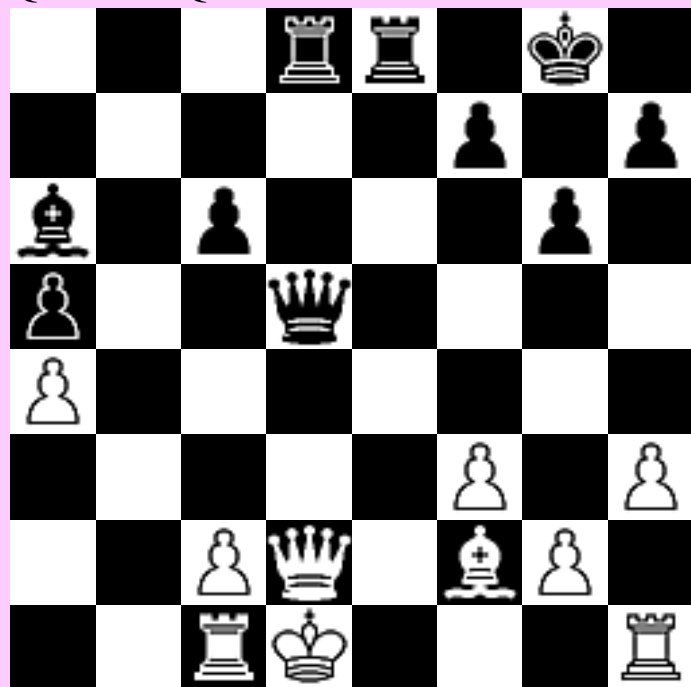
[Dr. Dave](#)

Gausel,E - Davies,N [B06] Pawn sacrifice: for open lines, *Oslo, 1988, 1988

1. d4 d6 2. e4 g6 3. Nc3 Bg7 4. Bc4 Nc6 5. Be3 Nf6 6. h3 e5 [6... Ng4] 7. dxe5 Nxe5 8. Bb3 O-O 9. Qd2



9... b5! 10. f3 b4 11. Nd5 Nxd5 12. Bxd5 c6 13. Bb3 a5 14. a4 d5 15. exd5 Nc4! 16. Bxc4 Bxb2! 17. Ne2 Qh4+ 18. Bf2 Qxc4 19. Rb1 Bc3 20. Nxc3 bxc3 21. Qd3 Re8+ 22. Kd1 Qa2! 23. Rc1 Ba6 24. Qxc3 Qxd5+ 25. Qd2 Rad8!



0-1

Back to [Chess Coaching Page](#)

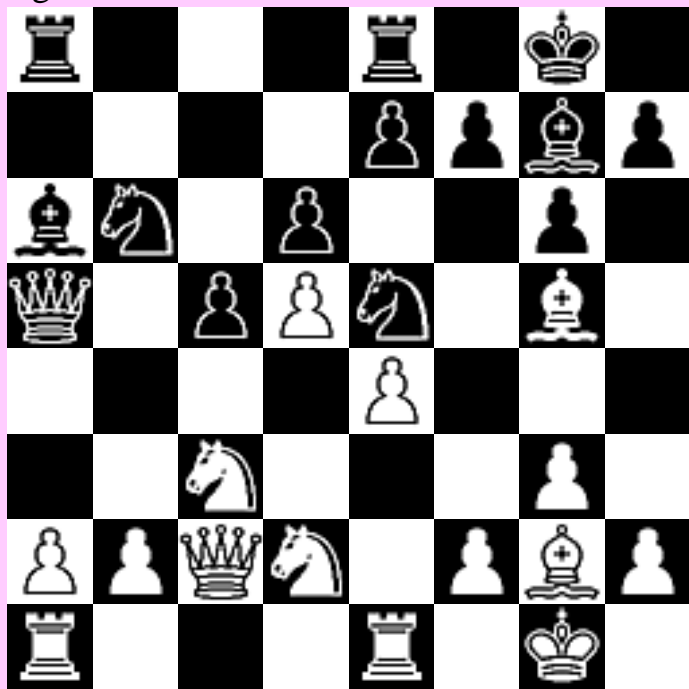
This document (Canon\canon032.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lorinczi P - Browne Walter S [A58] Pawn sacrifice: for open lines (Benko), Olympia, 1970

1. d4 Nf6 2. c4 c5 3. d5 b5 4. cxb5 a6 5. bxa6 Bxa6 [5... g6 is now though more accurate in case of b2-b3] 6. Nc3 d6 7. Nf3 g6 8. g3 Bg7 9. Bg2 O-O 10. O-O Nbd7 11. Qc2 Qa5 12. Re1 Nb6 13. e4 Nfd7 14. Bg5 Rfe8 15. Nd2 Ne5



A fairly typical Benko position: here the Rf8 must go to e8 not b8. 16. Nb3 Bd3 17. Qc1 Qb4 18. Bh6 Bh8 19. Nd2 Nec4 20. Nxc4 Nxc4 21. a4 Qxb2 22. Qxb2 Nxb2 23. Rec1 Reb8 24. a5 Rb3 25. Bd2 Nc4 26. Be1 Na3 (cutting off the a-Pawn) 27. Bf1 Bxf1 28. Kxf1 Rxa5 29. Ra2 Ra7 30. f3 Nb5 31. Rxa7 Nxa7 32. Kg2 f5 0-1

Back to [Chess Coaching Page](#)

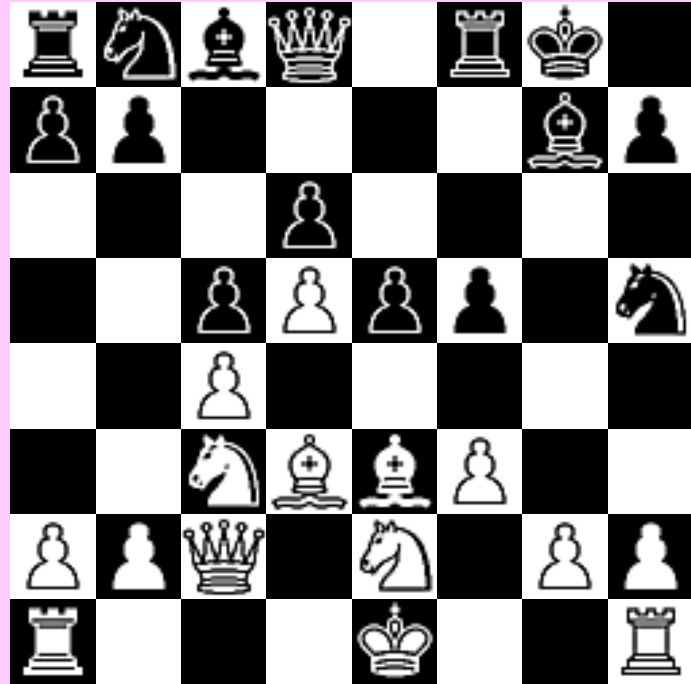
This document (Canon\canon033.html) was last modified on 13 Aug 2005 by



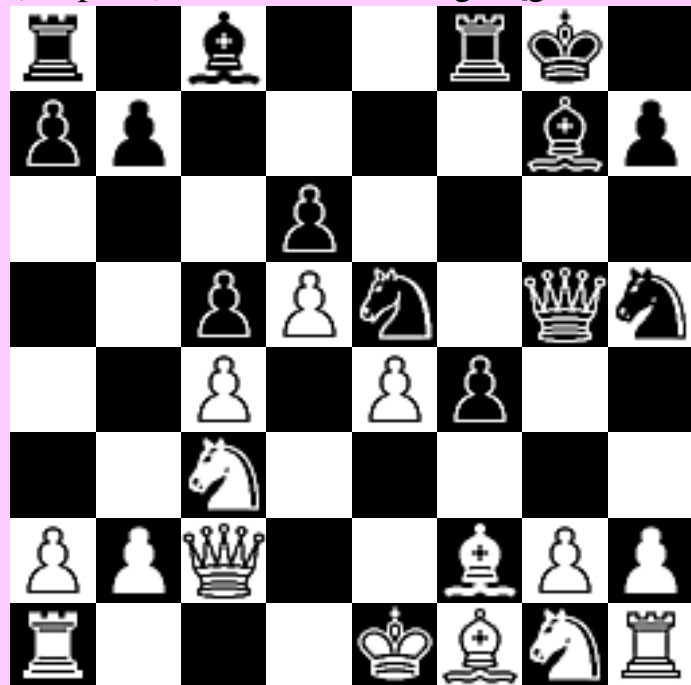
[Dr. Dave](#)

kotov - gligoric,zurich [E87] Pawn sacrifice: for squares, lessons in KID: 5, 1953

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 e5 7. d5 c5 8. Bd3 Nh5 9. Nge2 f5 10. exf5 gxf5 11. Qc2



White looks to have powerful pressure against the exposed Black pawns. 11... e4 Startling! 12. fxe4 f4 (the point) 13. Bf2 Nd7 14. Ng1 Qg5 15. Bf1 Ne5



when Black's coup has yielded a stranglehold over the Black squares. 16. Nf3 Qe7 17. Nxe5 Qxe5 18. O-O Nf6 19. h3 Bd7 20. Bd3 a6 21. Nb1 f3 22. gxf3 Nh5 23. Nd2 Nf4 24. Bf1 b5 25. h4 Kh8 26. Rg1

Bf6 27. Nb3 Rab8 28. Be1 b4 29. Kb1 Ra8 30. Bg3 Rg8 31. Qh2 Rxg3 32. Rxg3 Ne2 33. Qxe2 Qxg3
34. Nc1 a5 35. Nd3 Bd4 36. h5 Qh4 37. Bg2 Rg8 38. Rh1 Qg3 39. Bf1 a4 40. Kc2 a3 41. b3 1/2

Back to [Chess Coaching Page](#)

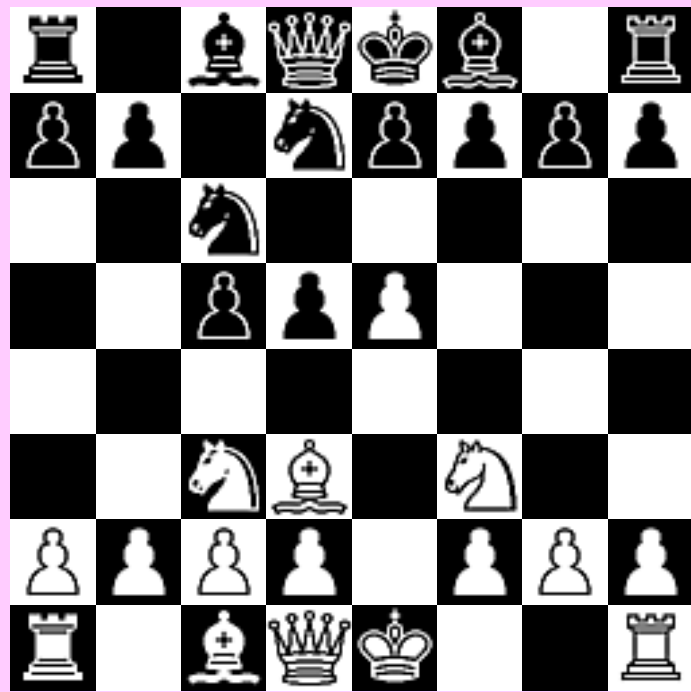
This document (Canon\canon034.html) was last modified on 13 Aug 2005 by



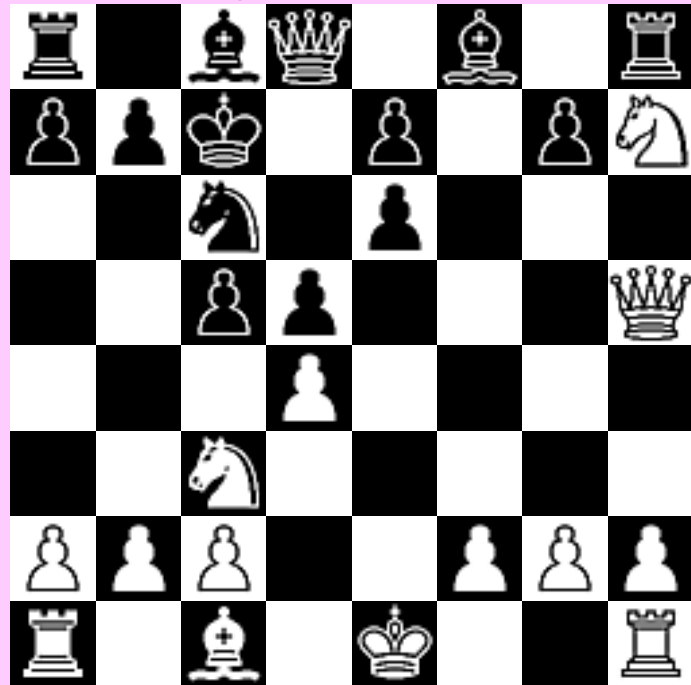
[Dr. Dave](#)

Kopec - Staub [B30] Pawn sacrifice: for squares, Ivy league Team NJ, 1973

1. e4 c5 2. Nf3 Nc6 3. Bd3 Nf6 4. Nc3 d5 5. e5 Nd7



6. e6 fxe6 7. Ng5 Nf6 8. Bxh7 Nxh7 9. Qh5+ Kd7 10. Nxh7 Kc7 11. d4!



"Maintaining a grip on e5, if only by tactical means, is important in demonstrating Black's problems." - DK 11... b6 12. Bf4+ Kb7 13. Qg6 "and Black was all bound up." =

Back to [Chess Coaching Page](#)

This document (Canon\canon035.html) was last modified on 13 Aug 2005 by



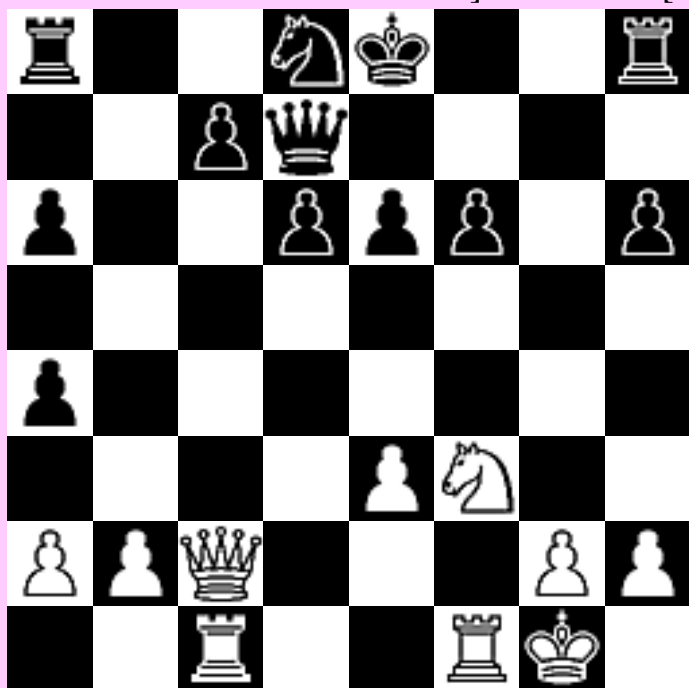
[Dr. Dave](#)

various openings [C21] Pawn sacrifice: gambit for development, opening, 1994

1. e4 e5 2. d4 [2. Nf3 Nc6 3. Bc4 [3. d4 exd4 4. c3



the Goering gambit [4. Bc4 Scotch Gambit 4... Bc5 5. O-O d6 6. c3 dxc3 7. Nxc3 Be6 [7... Nf6 8. Bg5] 8. Bxe6 fxe6 9. Qb3 Qc8 10. Be3 Bxe3 11. fxe3 Nf6 12. Ng5 Nd8 13. Rac1 a6 14. Na4 Qd7 15. e5 h6 [15... dxe5 16. Nc5] [15... b5 16. exf6 bxa4 17. Qc2 gxf6 18. Ne4 O-O 19. Nxf6+ Rxf6 20. Rxf6] 16. Nf3 b5 [16... Nd5] 17. exf6 bxa4 18. Qc2 gxf6

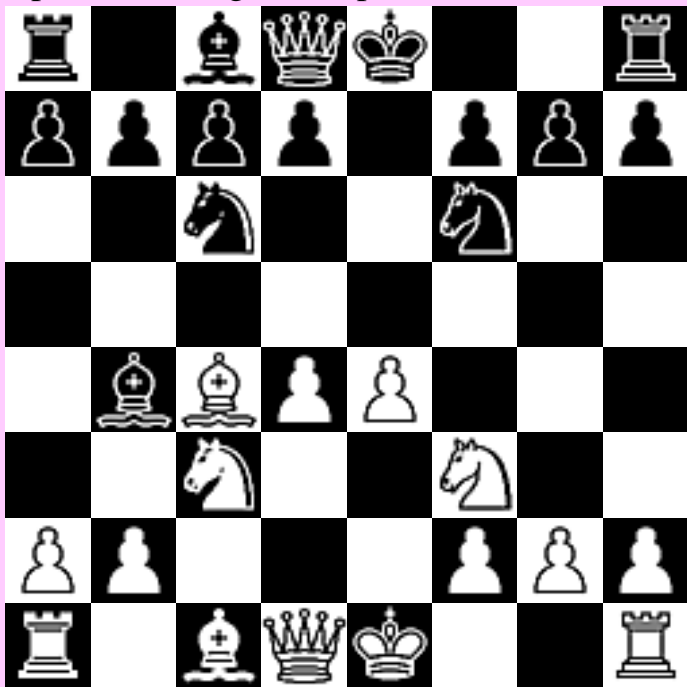


19. Qg6+ Ke7 ? [19... Qf7 20. Qxf7+ Nxf7 21. Rxc7 O-O +/-] 20. Ne5 dxe5 21. Qxf6+

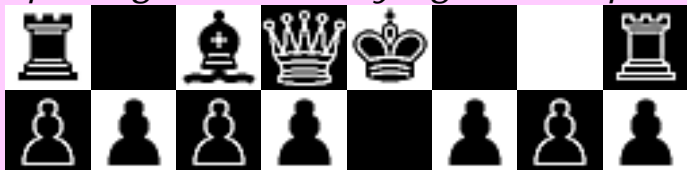
Staunton-von Jaenisch, 1853] 4... dxc3 [4... d3 not quite satisfactory according to modern theory] 5. Bc4 Nf6 [5... cxb2 6. Bxb2 Bb4+ 7. Nc3 Nf6 8. Qc2 d6 9. O-O-O yields a vigorous initiative for the pawns] 6. Nxc3

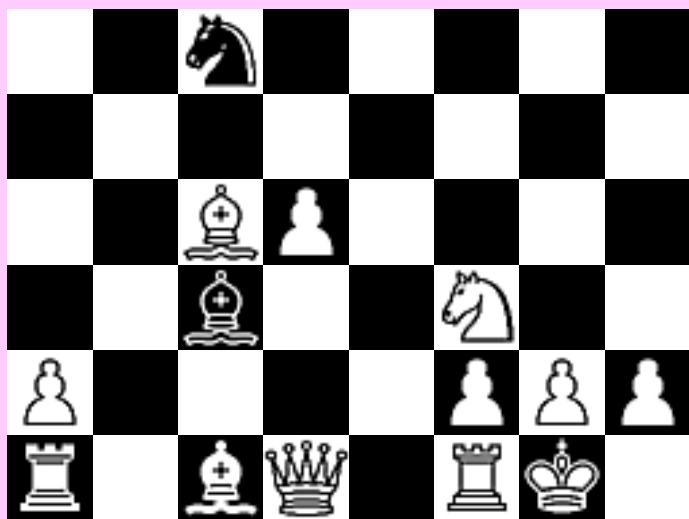


6... Bb4 7. O-O Bxc3 8. bxc3 d6 9. e5 dxe5 10. Ng5 Be6 11. Bxe6 fxe6 12. Qb3 with some initiative and a promise to regain the pawn] 3... Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Nc3



7... d5 (iii) don't snatch material in the opening [7... Nxe4 (iv) don't snatch material in the opening, but destroying central pawns is allowed 8. O-O Nxc3 9. bxc3 Bxc3

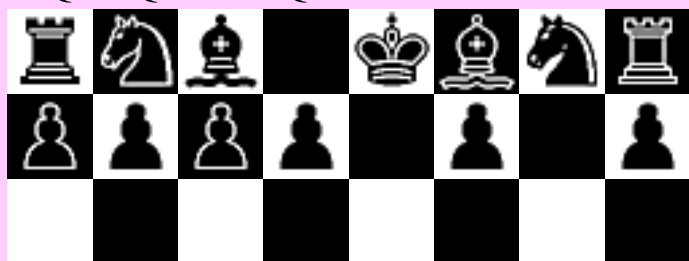


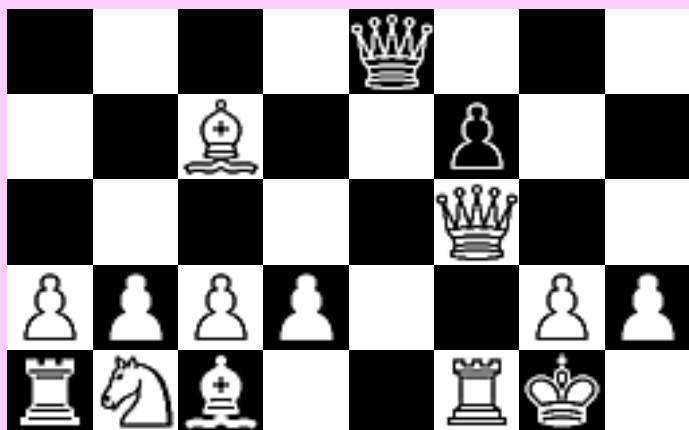


a famous gambit position [9... d5 (i) don't be afraid to return material to complete your development] 10. Ba3 and now Black's greed for material must be tempered with caution 10... d6 [10... Bxa1 11. Re1+ Ne7 12. Bxe7] [10... Bxa1 11. Re1+ Ne7 12. Bxe7 Qxe7 13. Rxe7+ Kxe7 14. Qxa1] 11. Rc1 Ba5 yields a fine attacking position for White] 8. exd5 Nxd5 9. O-O [2. f4 exf4 3. Nf3 g5 [3... Be7 a more modern approach like the Cunningham Variation is more awkward for White] 4. Bc4 g4

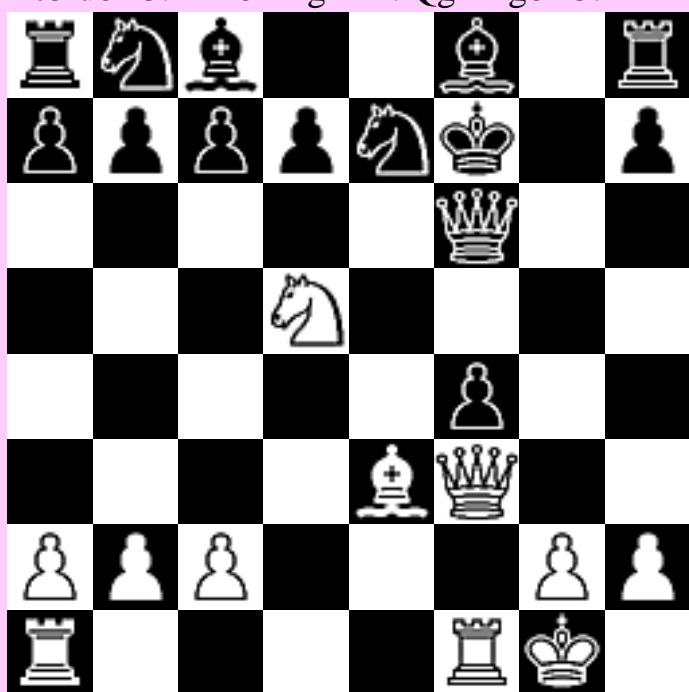


the famous Muzio Gambit: White does not shrink from sacrifice of pieces as well as pawns 5. O-O gxf3 6. Qxf3 Qf6 7. e5 Qxe5

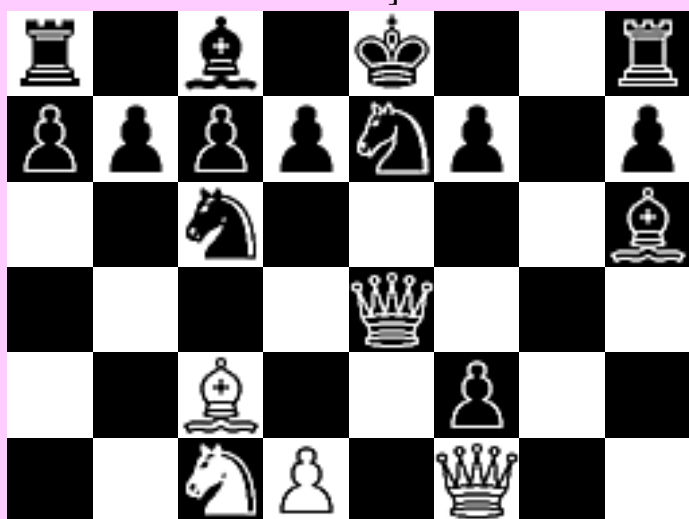




interestingly, the most promising line may be to sacrifice some more 8. d3 [8. Bxf7+ the double Muzio Gambit - outrageous! 8... Kxf7 9. d4 Qxd4+ [9... Qf5 10. g4 Qg6 11. Bxf4 Nf6 12. Be5 d6 13. Bxf6 Bxg4 14. Qg2 Rg8 15. Kh1 Bf5 16. Qd5+] 10. Be3 Qf6 11. Nc3 Ne7 12. Nd5



with an attack for the material - is it enough? 12... Nxd5 13. Qxd5+ Qe6 14. Rxf4+ Kg8 15. Qg5+ Qg6 16. Rxf8+ Kxf8 17. Rf1+] 8... Bh6 9. Nc3 Ne7 10. Bd2 Nbc6 11. Rae1

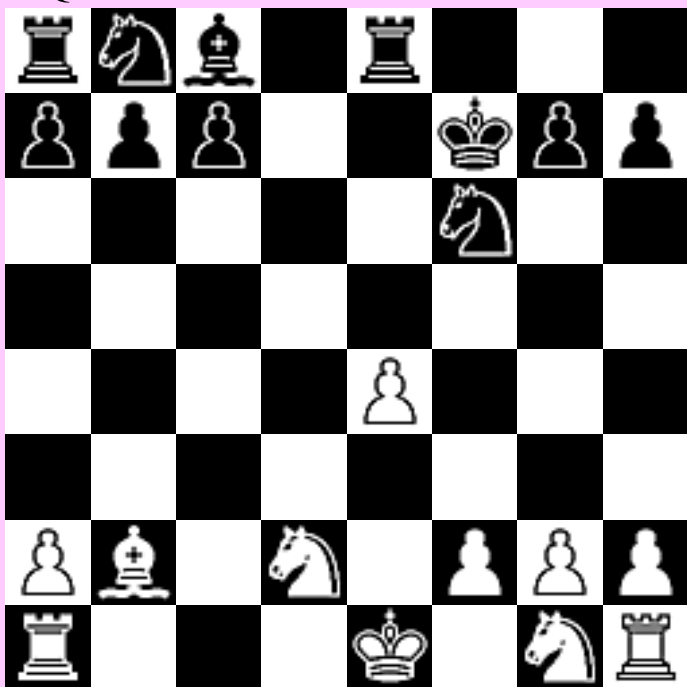




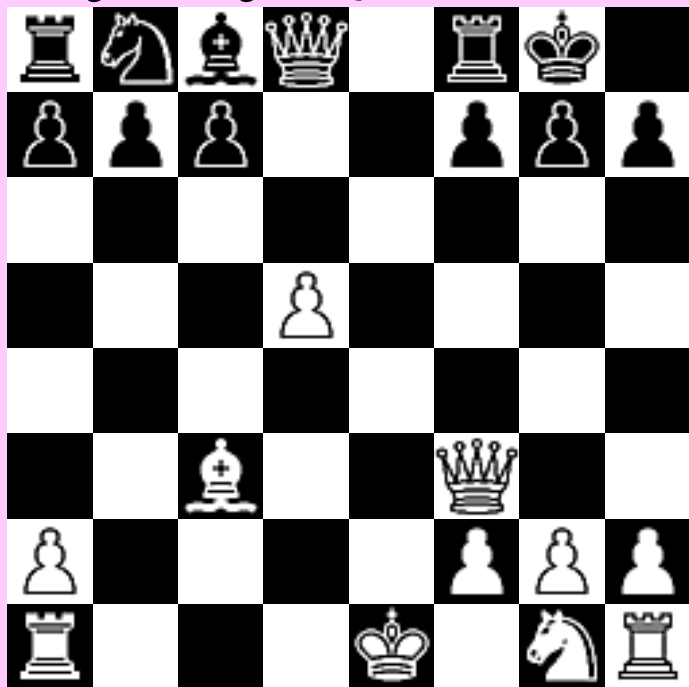
still with some initiative] 2... exd4 3. c3 dxc3 [3... d3 4. Bxd3 declining the gambit in this way is quite common, although probably not the best method in this case] 4. Bc4 cxb2 5. Bxb2



White's pawn sacrifices have yielded a dangerous attacking position. How should you defend against a gambit like this? 5... d6 [5... d5 (i) do not be afraid to return some or all of your gains in order to catch up in development 6. Bxd5 Bb4+ [6... Nf6 7. Bxf7+ Kxf7 8. Qxd8 Bb4+ 9. Qd2 Bxd2+ 10. Nxd2 Re8



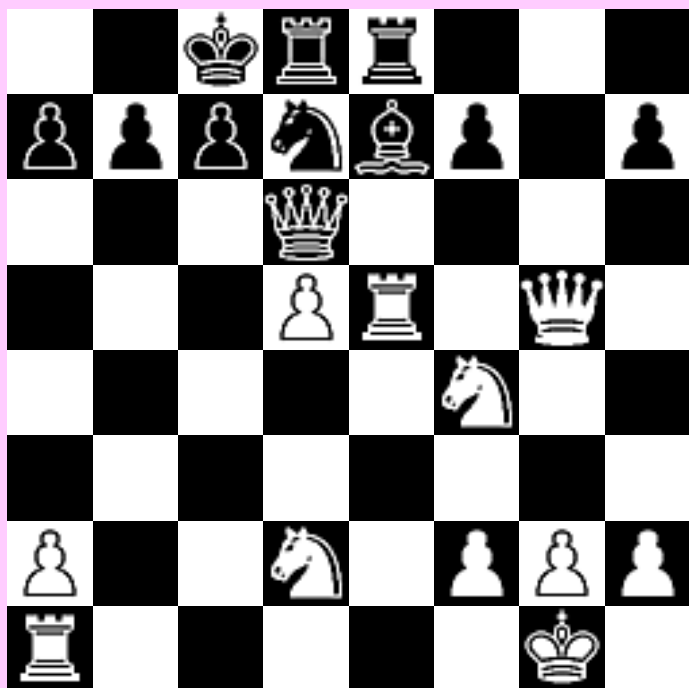
the rival majorities look exciting, but the opposite-coloured bishops dampen it a little. Chances in any event are even] 7. Nc3 Bxc3+ 8. Bxc3 Nf6 (ii) seek to reduce the attacking potential of your opponent through exchanges 9. Qf3 Nxd5 10. exd5 O-O



white still has some attacking chances but Black looks secure (no weaknesses and has an extra pawn: =+ keres] 6. Ne2 [6. f4] 6... Nc6 7. O-O Be6 neutralising the glare of the Bishop towards f7 and seeking exchanges 8. Bd5 Nf6 9. Qb3 Qc8 10. Nf4 Bxd5 11. exd5 Ne5 12. Re1



12... Be7 ! absolutely the correct and modern idea. Black returns material to complete development, and will emerge with the upper hand 13. Bxe5 dxe5 14. Rxe5 Qd7 ! 15. Qg3 [15. Qxb7 O-O when White's position is uncoordinated and under-developed] 15... O-O-O 16. Qxg7 Qd6 17. Qg5 Rhe8 18. Nd2 Nd7



Black has exchanged his extra material for a superior position. White's strategy has been a shambles, and must concede the exchange. 19. Rxe7 Qxe7 20. Qg3 Qb4 21. Nf3 Rg8 22. Qh4 Qc3 23. Rb1 Qxf3 resigns: Mieses-Maroczy, Monte Carlo 1902. The exact moves have been improved on since, but this strategy of Black was the death-knell for the romantic sacrificial openings. =

Back to [Chess Coaching Page](#)

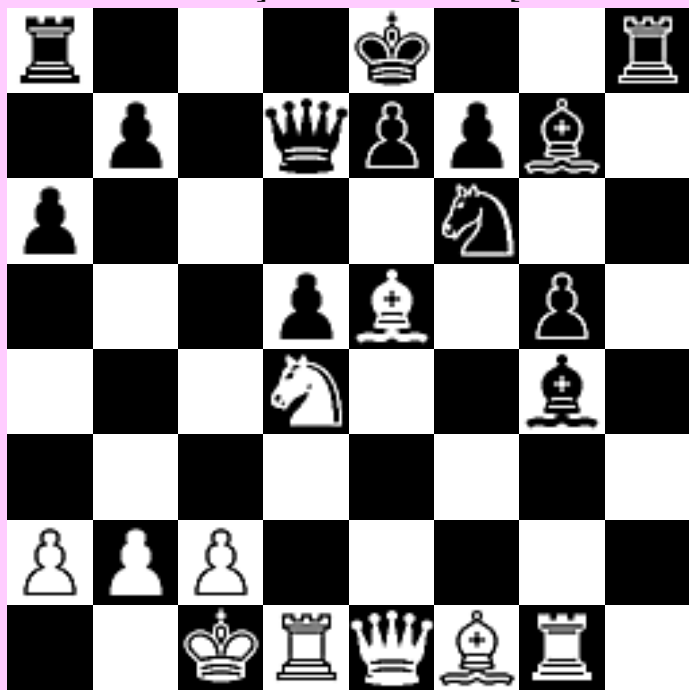
This document (Canon\canon036.html) was last modified on 13 Aug 2005 by



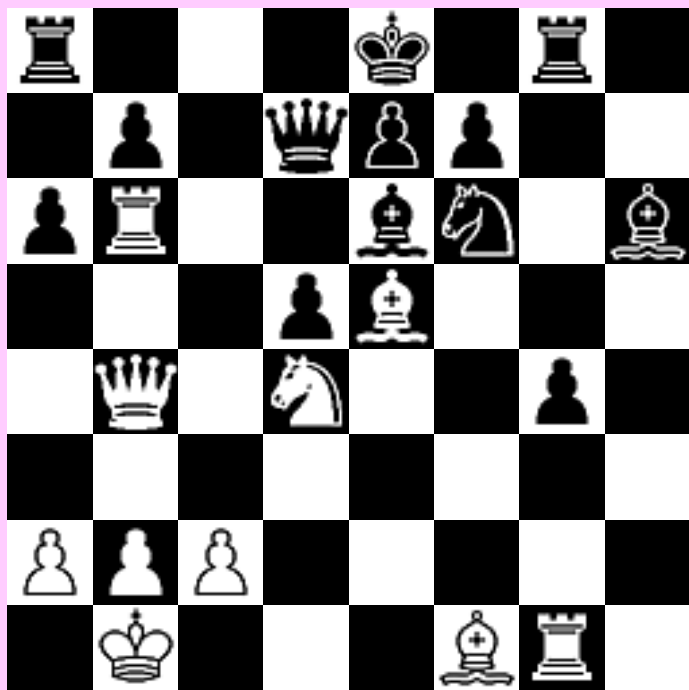
[Dr. Dave](#)

Basman,MJ. - Benjamin,JC. [B15] Pawn sacrifice: in Chinese style, 1976

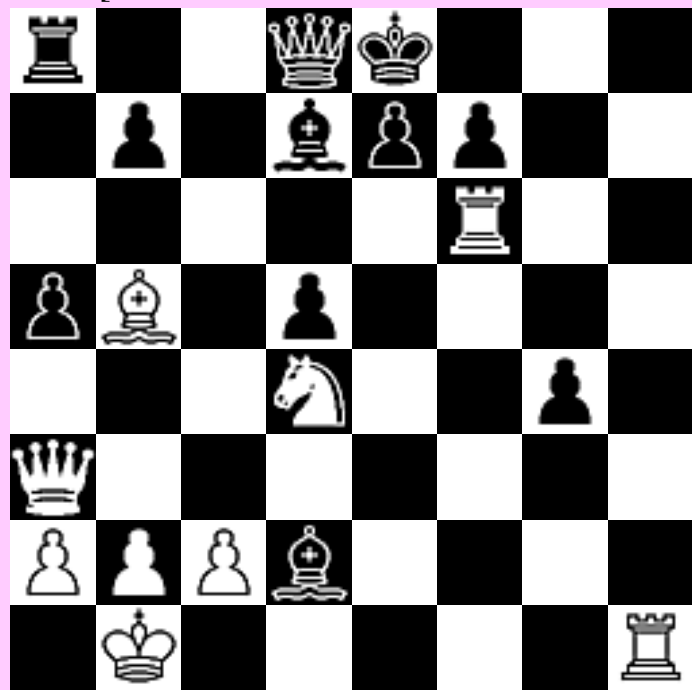
"Greatly under the influence of Chinese Chess, which is like our chess but with fewer Pawns, I decided to try its methods out in my own games. "The following encounter can be understood strategically in this way: White saddles 1. e4 g6 2. d4 c6 3. Nc3 d5 4. Bg5 h6 5. Bf4 Bg7 6. Qd2 dxe4 7. O-O-O Nf6 8. f3 exf3 9. Nxf3 g5 10. Be5 Bf5 11. h3 Nbd7 12. Qe1 Nb6 13. g4 Be6 14. Rg1 Qd7 15. d5 Nbx d5 [15... cxd5 16. Bb5] 16. Nxd5 cxd5 [16... Bxd5 17. c4] 17. Nd4 a6 18. h4 Bxg4 19. hxg5 hxg5



20. Rd3! "The distinctive chariot move..." 20... Be6 21. Rb3 g4 22. Rb6 Rg8 23. Qb4 Bh6+ 24. Kb1



"It's time to take stock of White's strategy, which seems on the brink of success." 24... a5?? [24... Be3! 25. Rg3! [25. Rxb7 Bxg1 26. Rxd7 Bxd7 27. Bxf6 exf6] 25... Bxd4 26. Qxd4 Ne4 27. Rgb3 Ra7 28. Bxa6] 25. Qa3! Qd8 26. Bxf6 Rg6 "Black has at last discovered how Rooks move, but it's too late". [26... exf6 27. Bb5+ Bd7 28. Re1+] 27. Bb5+ Bd7 28. Re1 Rxf6 29. Rxf6 Bd2 30. Rh1



1-0

Back to [Chess Coaching Page](#)

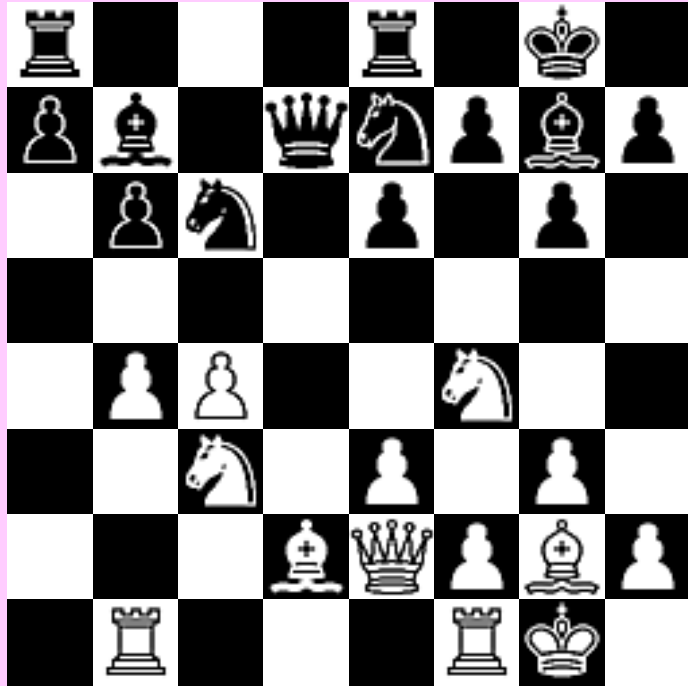
This document (Canon\canon037.html) was last modified on 13 Aug 2005 by



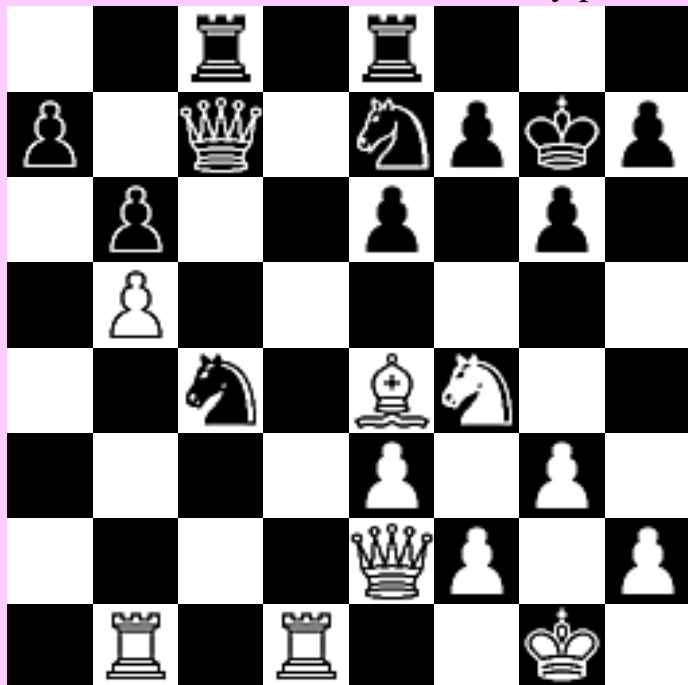
[Dr. Dave](#)

Pfleger H - Hartston WR [A36] Pawn sacrifice: justice?, BBC TV Master Game, 1977

1. c4 g6 2. Nc3 c5 3. g3 Bg7 4. Bg2 Nc6 5. e3 e6 6. Nge2 Nge7 7. O-O O-O 8. Nf4 b6 9. d3 Bb7 10. Bd2 d6 11. a3 Qd7 12. Qe2 Rfe8 13. Rab1 d5 14. b4 cxb4 15. axb4 dxc4 16. dxc4



"I think he's played the opening rather badly. That Pawn on c4 is quite vulnerable. (...) But I must remember that someone told me that Pfleger wasn't really very good at making things happen in positions, but once they start hap 16... Ne5 17. Ne4 Rac8 18. Bc3 Bxe4 19. Bxe4 Nxc4 20. Bxg7 Kxg7 21. Rfd1 "I've won this Pawn, but my pieces are very disjointed." - WRH 21... Qc7 22. b5



"That's a rather unpleasant move. (...) It's very strange that when strong players blunder Pawns away they seem to get compensation for them." - WRH 22... Qe5 23. Rd4 Na5 24. Nd3 Qc7 25. Qb2 Kg8 26. Rc1 Qb8 27. Rd7 Rxc1+ 28. Qxc1 Qc8 29. Qxc8 Nxc8 30. Ne5 Rf8 31. Bc2 Re8 32. f4 Ne7 33. Rxa7 Nd5 34. Nxf7 Nxe3 35. Be4 Nf5 36. Ng5 Ng7 37. Rc7 Rb8 [37... Rd8 38. Rxc7+ Kxc7 39. Nxe6+] 38. Nxe6 Nxe6 39. Bd5 Re8 40. Rc8 Rxc8 41. Bxe6+ Kf8 42. Bxc8 Nc4 43. Bg4 Ke7 44. Be2 Nd6 45. Kf2 Ke6 46. Ke3 Kd5 47. g4 Kc5 48. Bd3 Nxb5 49. Ke4 Nc3+ 50. Ke5 Nd1 51. f5 gxf5 52. gxf5 Ne3 53. h3 Nxf5 54. Bxf5 b5 55. Bxh7 Kc6 56. h4 Kd7 57. Kf6 1-0 Pflieger H-Hartston WR/BBC TV Master Game 1977 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon038.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Spassky,B - Fischer,R. (Reykjavik WCh11 (1) [B97]Poisoned Pawns, 1972

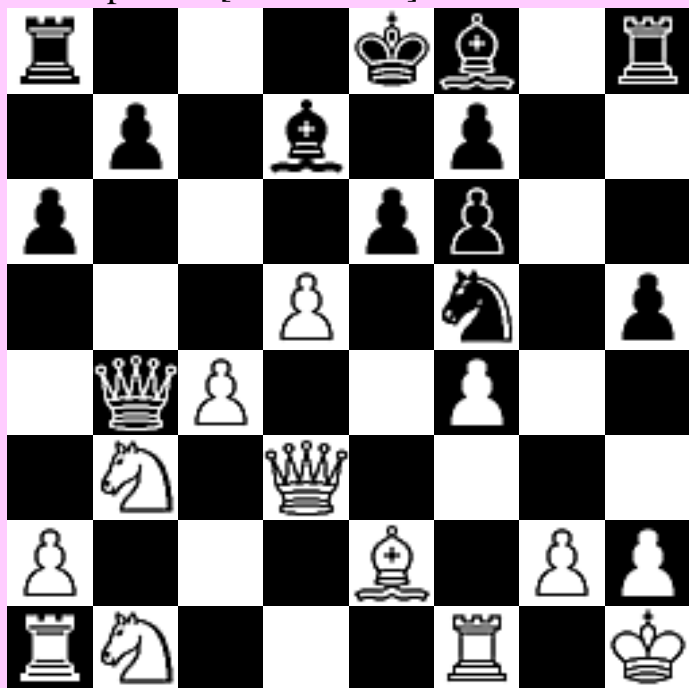
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qb6 8. Qd2



8... Qxb2 9. Nb3 Qa3 forced? 10. Bxf6 [10. Bd3 Be7 11. O-O h6! 12. Bh4 Nxe4 13. Nxe4 Bxh4 14. f5! exf5 15. Bb5+ axb5 16. Nxd6+ Kf8 17. Nxc8 Nc6 18. Nd6 Rd8 19. Nxb5 Qe7!? 20. Qf4 g6 21. a4 Bg5 1/2-1/2 Spassky,B-Fischer,R (07)/Wch28-Reykjavik 1972 (49) -/+ /-+] 10... gxf6 11. Be2 idea Bh5 11... h5 12. O-O Nc6 13. Kh1 [13. Nb1!] 13... Bd7 14. Nb1!



14... Qb4 [14... Qb2 15. a4] 15. Qe3 d5? Illustrating two principles: generally, that is is often harder to defend than attack, and specifically, that one should seek to keep lines closed when behind in development. [15... Ne7] 16. exd5 Ne7 17. c4 Nf5 18. Qd3



18... h4!? 19. Bg4! [19. a3 Ng3+ 20. hxg3 hxg3+ 21. Kg1 Qxb3 22. Qxb3 Bc5+ 23. Rf2 Bxf2+ 24. Kf1 Rh1#] 19... Nd6 20. N1d2 f5 losing, but nothing else is more convincing 21. a3 Qb6 22. c5 Qb5 23. Qc3 fxg4 24. a4 There are larger fish to be had than the Rook on h8. 24... h3 25. axb5 hxg2+ 26. Kxg2 Rh3 27. Qf6 Nf5 28. c6 Bc8 29. dxe6 fxe6 30. Rfe1 Be7 31. Rxe6 1-0

Back to [Chess Coaching Page](#)

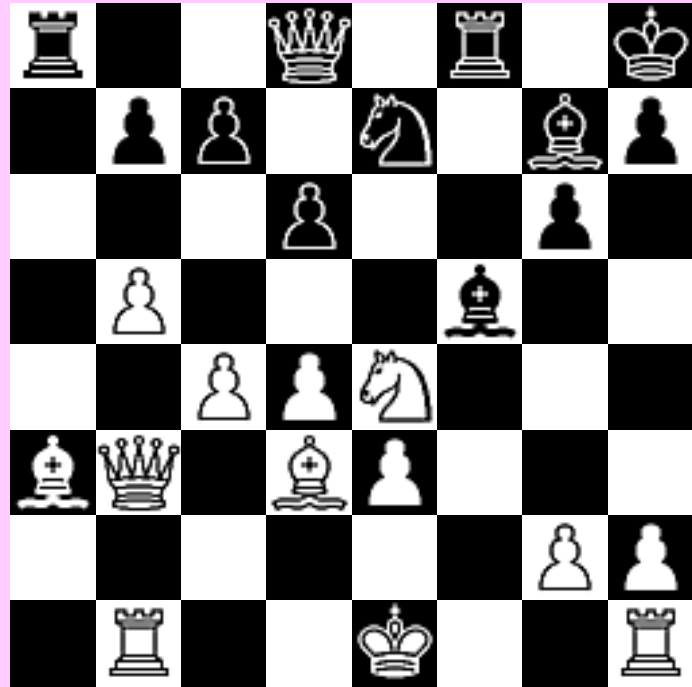
This document (Canon\canon039.html) was last modified on 13 Aug 2005 by



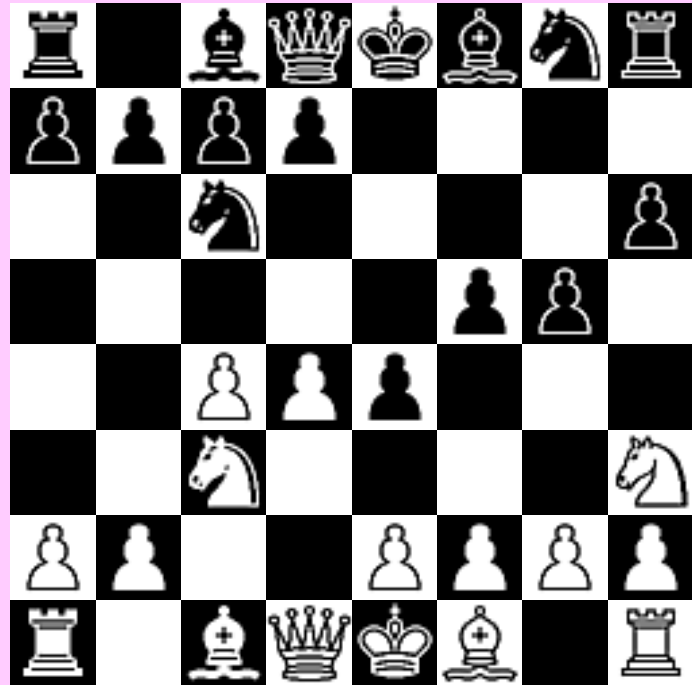
[Dr. Dave](#)

Maul, P. (Reading) - Pickering, A. (Exeter) (2) [A27] Poisoned Pawns

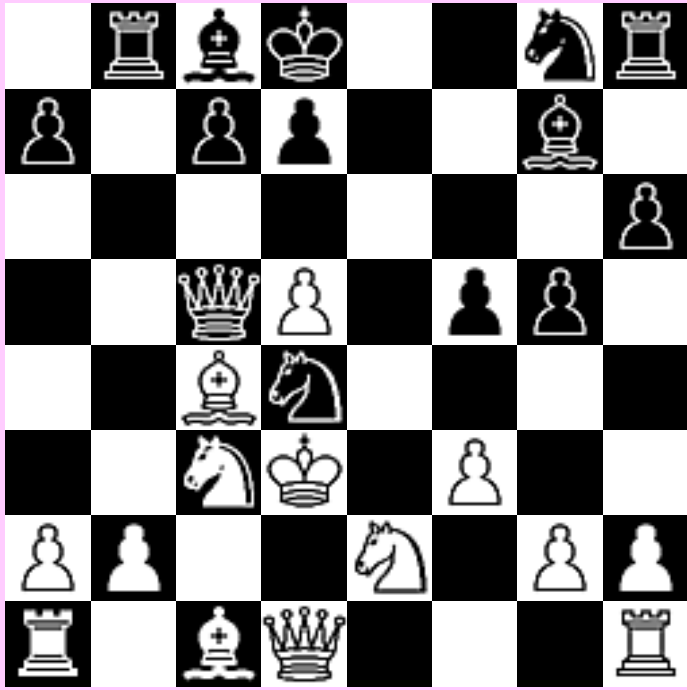
1. c4 e5 2. Nc3 f5 3. Nf3 Nc6 4. d4 e4 5. Ng5 [5. Nd2 Nf6 6. e3 g6 7. Be2 Bg7 8. Rb1 a5 9. a3 O-O 10. b4 axb4 11. axb4 Ne7 12. Qb3 d6 13. b5 Kh8 14. Ba3 f4 15. Ncxe4 fxe3 16. fxe3 Nxe4 17. Nxe4 Bf5 18. Bd3



18... Nd5 19. O-O [19. cxd5 Bxe4 20. Bxe4 Qh4+ 21. Kd1 Qxe4 22. Rb2] 19... Nxe3 20. Rf3 Qh4 [20... Bxd4] 21. g3 Qg4 22. Rxe3 Rxa3 23. Qxa3 Qh3 24. Kh1 Bxe4+ 0-1 Miles-Chaves 1977 25. Rxe4 Rf2 26. Re8+ Bf8 27. Rxf8+ Rxf8 28. Qa2] 5... Be7 [5... h6 6. Nh3 g5



7. f3 exf3 8. exf3 Bg7 9. d5 Qe7+ 10. Kd2 Nd4 11. Bd3 Kd8 12. Ng1 b5 13. Nge2
 bxc4 14. Bxc4 Qc5 15. Kd3 Rb8



16. Be3 ? 16... Qxc4+ 17. Kxc4 Ba6+ 18. Nb5 Nxb5 0-1 Seirawan-Browne 1979
 19. Nd4 [19. Qa4 Na3+ 20. Kc5 d6+ 21. Kc6 Ne7#] 19... Nxd4+ 20. Kc3 Ne2+ 21. Kd2 Rxb2+ 22.
 Ke1 Bc3+ 23. Kf1 [23. Bd2 Nf4 24. Rg1 Nd3+ 25. Ke2 Rxd2+ 26. Qxd2 Bxd2 27.
 Kxd2] 23... Nf4+ 24. Kg1 Rxc2#] 6. h4 h6 7. Nh3 Bxh4 8. e3 g6 9. Nf4 Kf7 10. c5 Bf6 11. Bc4+ Kg7
 12. Nxc6 Rh7 [12... Kxc6 13. Qh5+ Kg7 14. Qf7#] 13. Nf4 d6 14. Qh5 Kh8 15. cxd6 cxd6 16.
 Ne6 Bxe6 17. Bxe6 Nge7 18. Bxf5 Nxf5 19. Qxf5 Bxd4 20. Bd2 [20. exd4 Nxd4 21. Qxe4 Re7]
 20... Be5 21. Qxe4 Qd7 22. O-O-O Re8 23. Qa4 a6 24. e4 b5 25. Qxa6 Nb4 26. Qb6 Qf7 27. Kb1 Rc8
 28. Qxb5 Rxc3 29. Qxb4 Rc7 30. b3 Rb7 31. Qa3 Ra7 32. Qc1 Qf6 33. Qc8+ Kg7 34. Qg4+ Kf7 35.
 Qf5 Qxf5 36. exf5 Kf6 37. Rxh6+ Rxh6 38. Bxh6 Kxf5 39. Bc1 Rg7 40. g3 Ke4 41. Bb2 Kf3 42. Bxe5
 dxe5 43. Rd2 Rh7 44. Kb2 Rh2 45. Kc3 Rxf2 46. Rd3+ [46. Rxf2+ Kxf2 47. Kd3 Kf3 48. a4 e4
 + 49. Kd2 Kf2] 46... Ke2 47. a4 e4 48. Rd5 Rf3+ 49. Kc2 e3 50. Re5 Kf2 51. Kd3 Rxc3 52. a5 e2+
 53. Kd2 Rxb3 54. Rxe2+ Kf3 55. Re8 Ra3 56. Ra8 [56. Re5] 56... Ke4 57. Kc2 Kd4 58. Kb2 Ra4 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon040.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Hill,D - Pickering,A. (Exeter Club Cha (4) [B13]Poisoned Pawns, 1997

1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. Nc3 Nc6 6. Nf3 [6. Bg5 Qb6 7. cxd5 Qxb2 8. Rc1 Nb4 9. Na4 Qxa2 10. Bc4 Bg4 11. Nf3 Bxf3 12. gxf3 1-0 Botvinnik M-Spielmann,R/Moscow 1935] 6... Bg4 7. Qa4 Bxf3 8. gxf3 dxc4 9. Bxc4 e6 [9... Qxd4] 10. Bb5 Qc8 11. Ne4 a6 12. Bxc6+ Qxc6 13. Qxc6+ bxc6 14. Nxf6+ gxf6 15. Bf4 1/2

Back to [Chess Coaching Page](#)

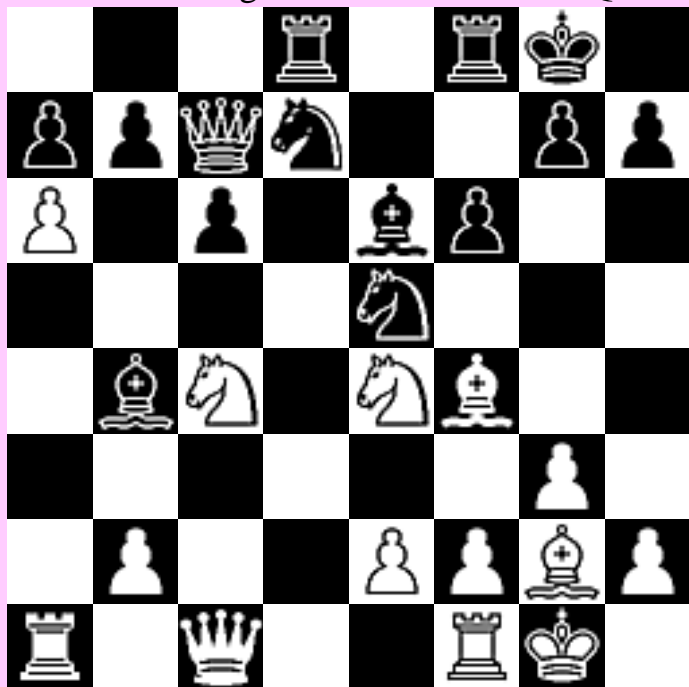
This document (Canon\canon041.html) was last modified on 13 Aug 2005 by



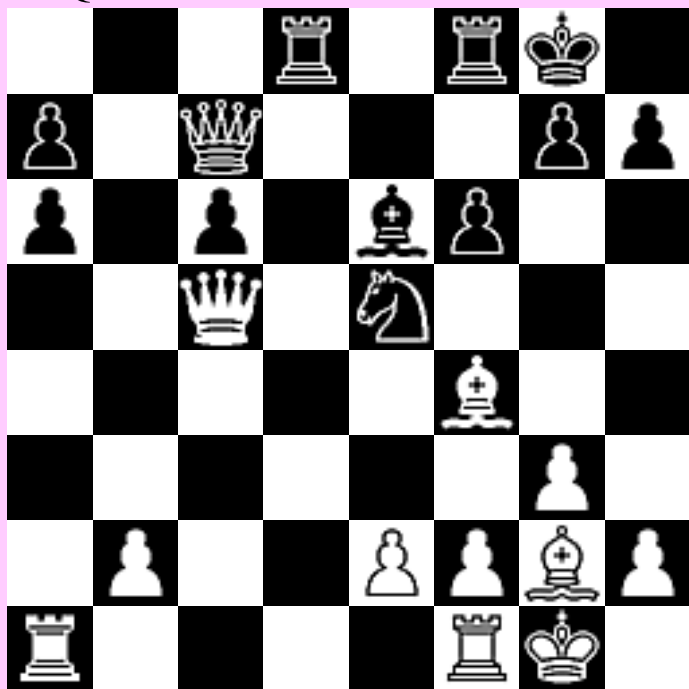
[Dr. Dave](#)

Euwe Max - Alekhine Alexander (The Hague (1) [D17]Poisoned Pawns {3}, 1937

1. d4 d5 2. c4 c6 3. Nf3 Nf6 4. Nc3 dxc4 5. a4 Bf5 6. Ne5 Nbd7 7. Nxc4 Qc7 8. g3 e5 9. dxe5 Nxe5 10. Bf4 Nfd7 11. Bg2 f6 12. O-O Rd8 13. Qc1 Be6 14. Ne4 Bb4 15. a5 O-O 16. a6

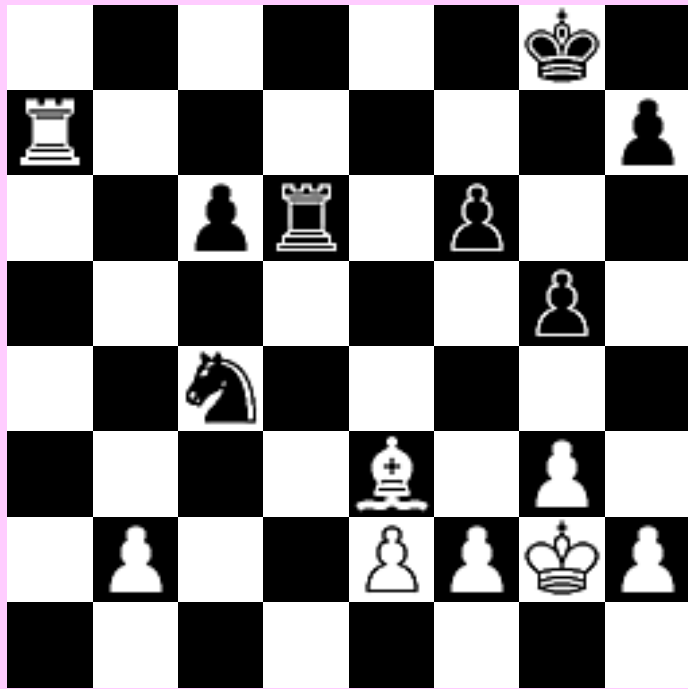


16... bxa6?! [16... b6] 17. Nxe5 Nxe5 18. Nc5 Bxc5 [18... Bc8? 19. Bxe5 Qxe5 20. Qc4+] 19. Qxc5

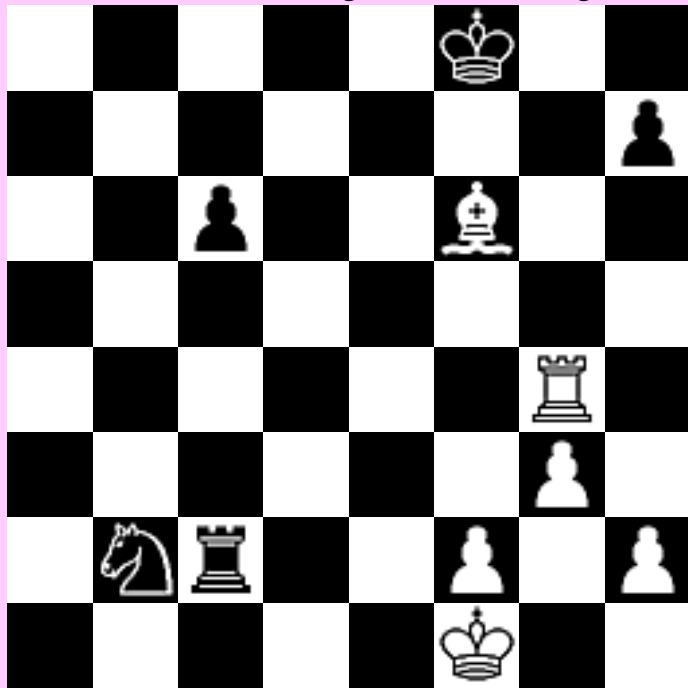


Now Black is losing. 19... g5 [19... Qb6 20. Qxb6 axb6 21. Rxa6] 20. Be3 Bd5 To exchange a Bishop, realistically accepting the loss of the Pawn. 21. Rxa6 Bxg2 22. Kxg2 Rf7 23. Rfa1 Qd6 24.

Qxd6 Rxd6 25. Rxa7 Rxa7 26. Rxa7 Nc4



"Black has gained some counterplay, but it is insufficient to save the game" - EUWE 27. Bc5 Re6 28. Bd4 Rxe2 29. Bxf6 g4 30. Kf1! [30. Rg7+? Kf8 31. Rxg4 Ne3+ 32. Kf3 Nxf6] 30... Rc2 31. Rg7+ Kf8 32. Rxg4 Nxb2



33. Bxb2! The simplest. 33... Rxb2 34. Rc4 Rb6 35. Ke2 Kf7 36. Rh4 Kg6 37. Rf4 Rb3 38. Rc4 Rb6 39. Ke3 Kf5 40. g4+ Ke6 41. f4 Kd5 42. Rd4+ Ke6 43. f5+ Ke7 44. Re4+ Kf7 45. h4 Rb1 46. Kf4 Rc1 47. Ra4 h6 48. Ra7+ Kg8 49. g5 Rc4+ 50. Ke5 1-0

Back to [Chess Coaching Page](#)

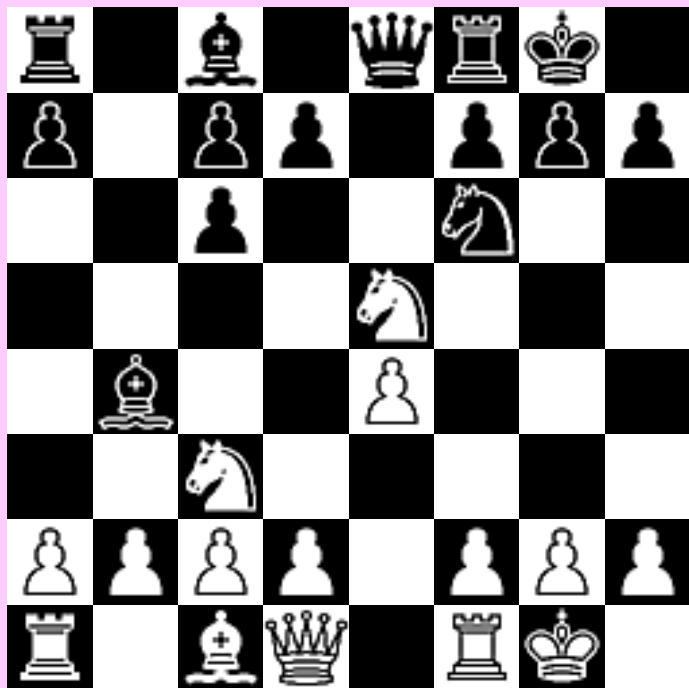
This document (Canon\canon042.html) was last modified on 13 Aug 2005 by



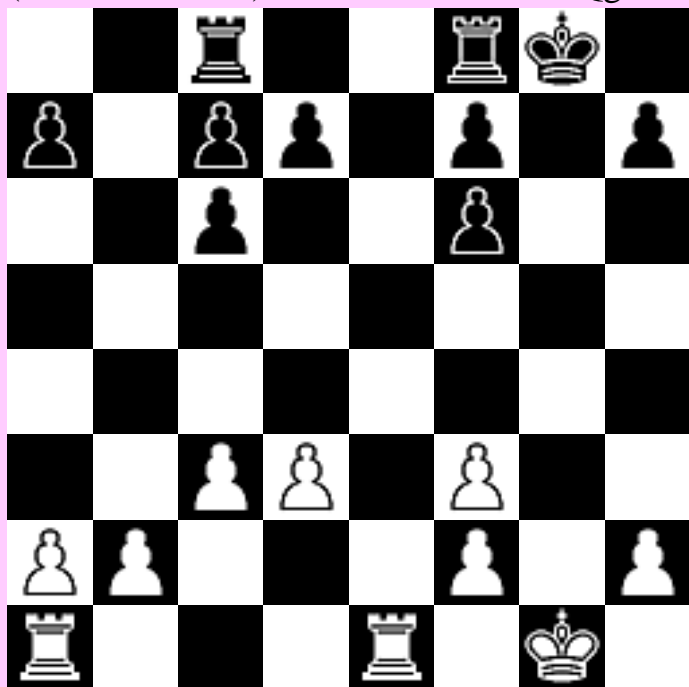
[Dr. Dave](#)

Capablanca, Jose - Kupchik, Abraham [Havana [C49]manoeuvre: a classic endgame s, manoeuvre: a cl, 1913

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. Bxc6 bxc6 7. Nxe5 Qe8

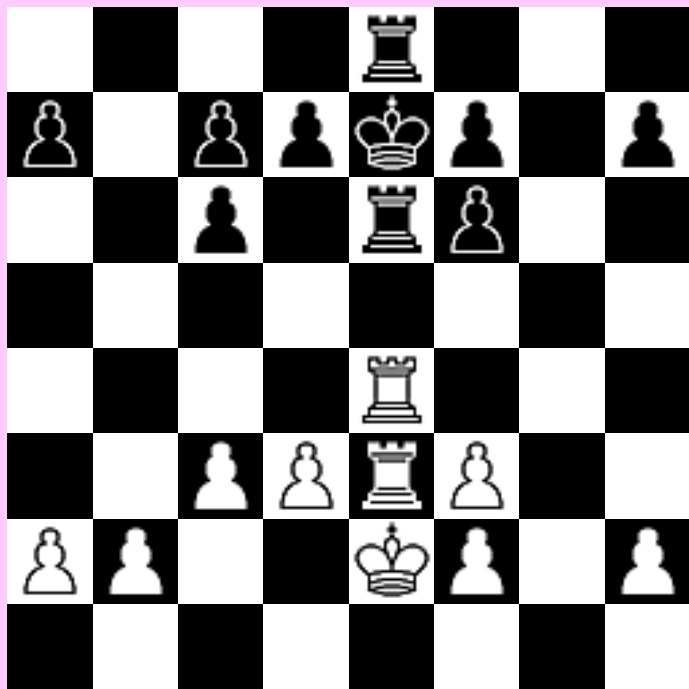


8. Nd3 Bxc3 9. dxc3 Qxe4 [9... Nxe4 10. Re1] 10. Re1 Qh4 11. Qf3 Ba6 12. Bf4 Rac8 13. Be5 (idea IDEA Nc5) 13... Bxd3 14. cxd3 Qg4 15. Bxf6 Qxf3 16. gxf3 gxf6

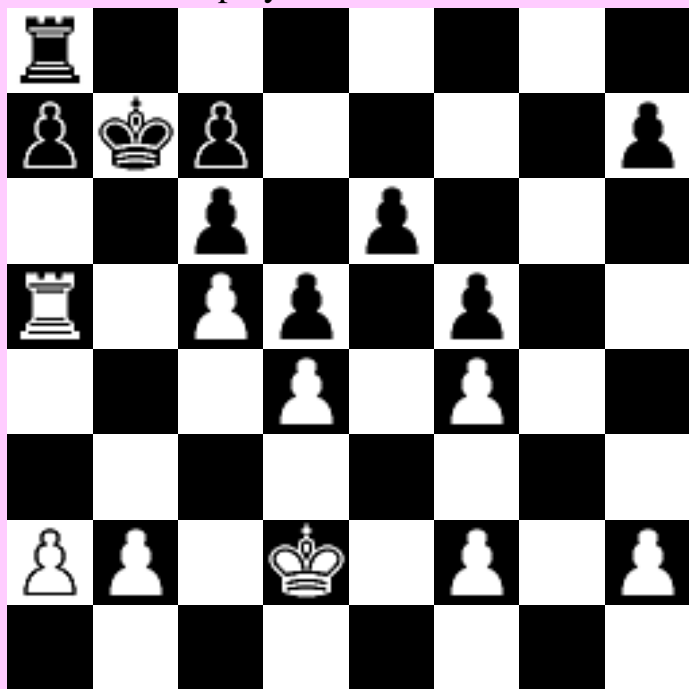


Assessment: +/- better Pawns, fewer Pawn islands, more active pieces. The weakest spot in the Black position is the isolated a-Pawn, and it is here that an attack should be directed. 17. Re4 First, Capablanca mobilises and centralises his pieces. There is never any sense of rush when Capa plays an ending. 17...

Rfe8 18. Rae1 Re6 19. R1e3 Rce8 20. Kf1 Kf8 21. Ke2 Ke7

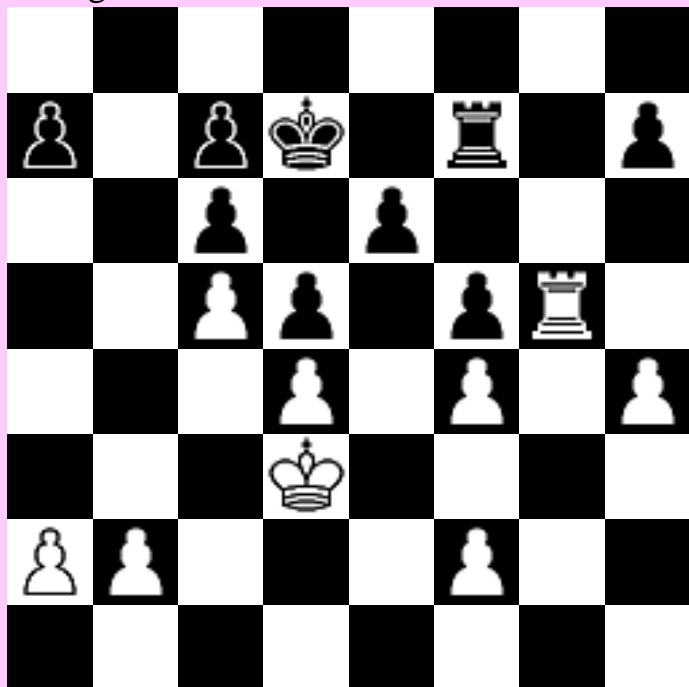


Now, White can attack the a-pawn. 22. Ra4 Ra8 23. Ra5 restrains the Pawns 23... d5!? I can sympathise with the bid for space but this is not forced and has the disadvantage of leaving the c-Pawns without support. 24. c4! Kd6 [24... dxc4 leaves all Black's Pawns isolated and most of them doubled!] [24... d4 25. Re4 Kd6 26. b4 Re5 27. Ra6 'hopeless', said Capa] 25. c5+ Kd7 26. d4 Black's pawns have become fixed, cutting off the Queen's-side. 26... f5 Hoping to nip out to h6 with some play. 27. Rxe6! fxe6 28. f4 Kc8 29. Kd2 Kb7?!

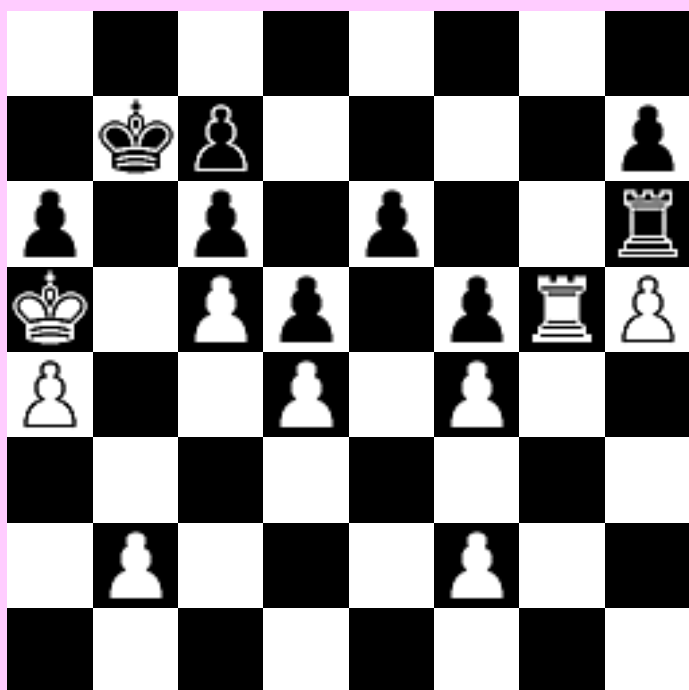


Black has achieved a solid defence of the a-Pawn and White can achieve little else there. But White has access to both sides of the board via the third rank. [29... Rb8!? 30. Kc3 [30. b3 blocks the third rank] [30. Kc2 Rb4 31. Kc3 Rc4+ 32. Kd3 Rb4] 30... Rb7 may have been better] 30. Ra3 Rg8 31. Rh3 Rg7 This defence from the side keeps the Black Rook more active than moving it to defend

from h8, but I'm sure Black also considered ...Rg1!?, giving up a Pawn to get the Rook active. It looks a bit speculative here but is the right sort 32. Ke2 Ka6 33. Rh6 Re7 34. Kd3 Kb7 35. h4 Kc8 36. Rh5 Kd7 37. Rg5 Rf7

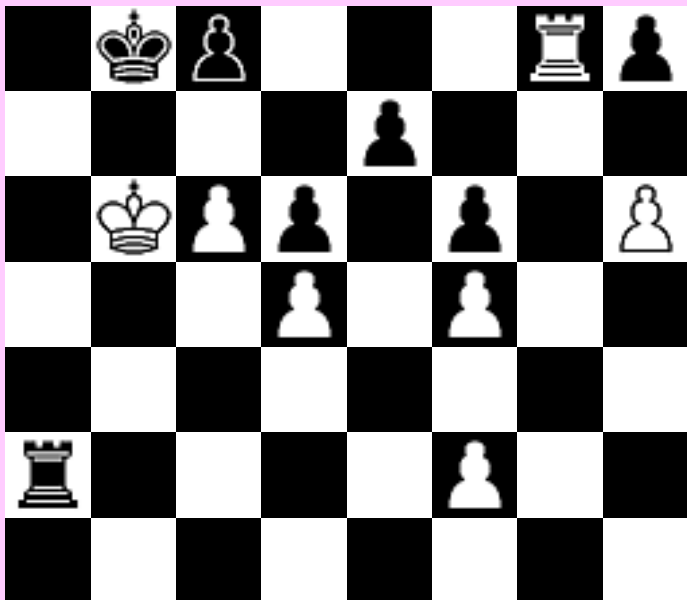


Again, Black has achieved a solid, if passive, defence. White now returns his attention to the Queen's-side. 38. Kc3 Kc8 39. Kb4 Rf6 40. Ka5 Kb7 41. a4 a6 42. h5 Rh6



White can improve the position of his pieces no further. It is time to try and force the issue. 43. b4 Rf6 44. b5!?! [44. Rg7! Rh6 first would have been better, according to Capa: 45. b5 axb5 46. axb5 cxb5 [46... Rxh5 47. b6] 47. Kxb5 e.g. 47... Rxh5 48. c6+ Kb8 49. Ka6] 44... axb5 45. axb5 Rf8 Off to sieze the a-file! 46. Rg7 Ra8+ 47. Kb4 cxb5 48. Kxb5 Ra2





Black has gained some activity. Of course, White does not retreat and defend with Rg2. 49. c6+ Kb8 50. Rxh7 Rb2+ 51. Ka5 Ra2+ 52. Kb4 Rxf2 53. Re7 Rxf4?! Natural, but not exact. [53... Rb2+ 54. Kc3 Rh2 55. Rxe6 Ka7 56. h6 Kb6 which isn't great but Black is also fighting with the King now] [53... Rh2? 54. Rxe6 Rxh5 55. Re5 Ka7 56. Kc5] 54. h6 Rxd4+ 55. Kb5 Rd1 56. h7 A Pawn on the seventh seems worth three in the bush! Black can only hope to harass the King with checks, but these are soon exhausted. 56... Rb1+ 57. Kc5 Rc1+ 58. Kd4 Rd1+ 59. Ke5 Re1+ 60. Kf6 Rh1 61. Re8+ Ka7 62. h8=Q Rxh8 63. Rxh8 Kb6 64. Kxe6 Kxc6 65. Kxf5 Kc5 66. Ke5 c6 67. Rh6 Kb5 68. Kd4 1-0

Back to [Chess Coaching Page](#)

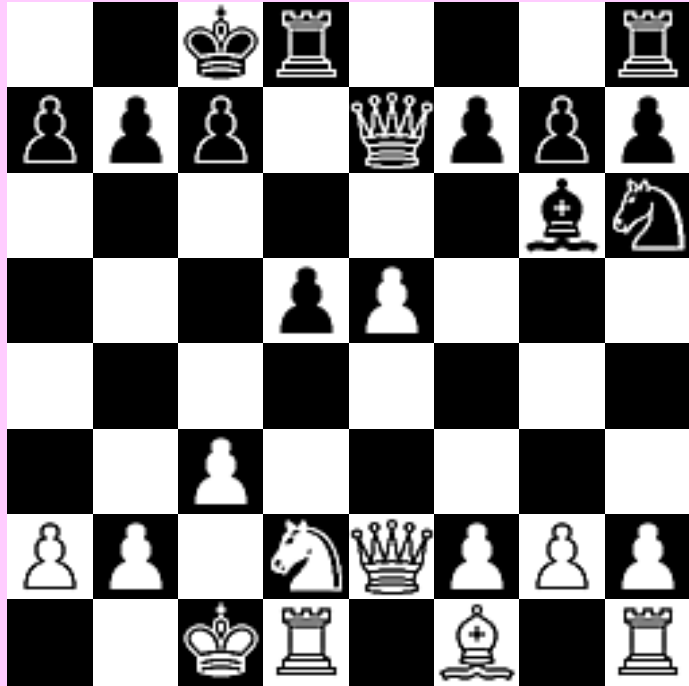
This document (Canon\canon620.html) was last modified on 13 Aug 2005 by



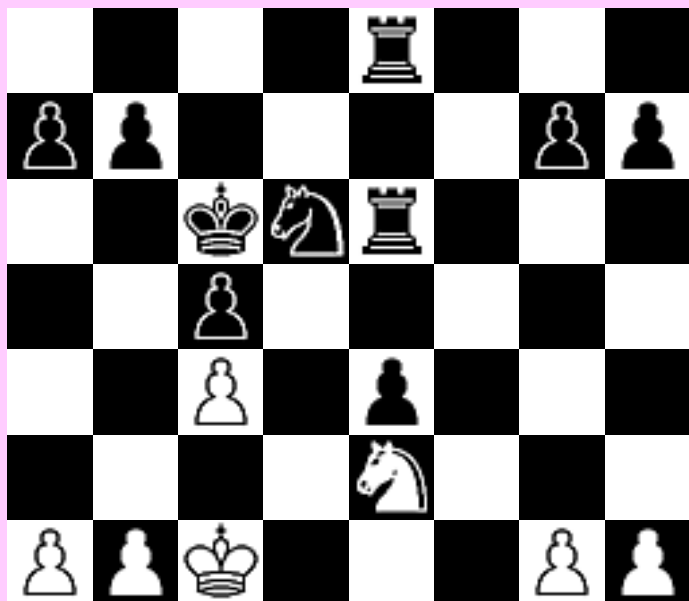
[Dr. Dave](#)

Holzhausen W - Nimzowitsch Aaron (Hannover) [B00] manoeuvre: against weaknesses, manoeuvre: agai, 1926

1. e4 Nc6 2. Nf3 e6 3. d4 d5 4. exd5 exd5 5. Bg5 Be7 6. Bxe7 Qxe7+ 7. Qe2 Bf5 8. c3 Be4 9. Nbd2 O-O-O 10. O-O-O Nh6 11. Ne5 Nxe5 12. dxe5 Bg6

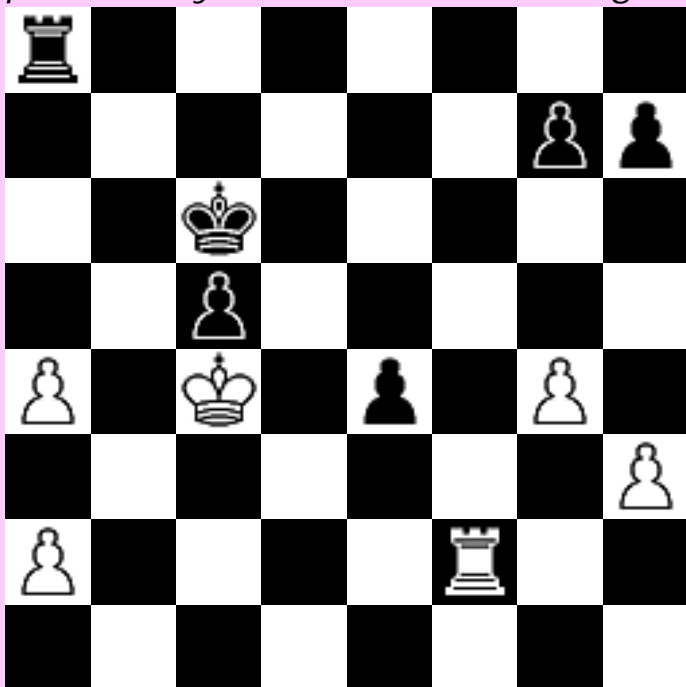


already planning a campaign against the e-pawn using the long light-squared diagonal, especially the
 13. Nf3 Rhe8 14. Qe3 Kb8 15. Qf4 Be4 16. Re1 Qc5 17. Nd2 Bg6 18. Nb3 Qb6 19. Qd4 f6 20.
 f4 fxe5 21. fxe5 [21. Rxe5 Rxe5 22. Qxe5 Re8] 21... Be4 [*the e-pawn is doomed*] 22. Nd2
 c5 23. Qe3 [23. Qa4 Rxe5 24. Nxe4 dxe4 25. Rxe4 Qe6 26. Rxe5 Qxe5 with a
winning attack] 23... Rxe5 24. Qg3 Qc7 25. Bd3 Rde8 26. Bxe4 dxe4 27. Nc4 R5e6 28. Qxc7+ Kxc7
 29. Ne3 [*the Knight is an excellent blockading piece, losing no squares by its post*]
 29... Nf7 30. Kc2 Nd6 31. c4 Kc6 32. Rhf1

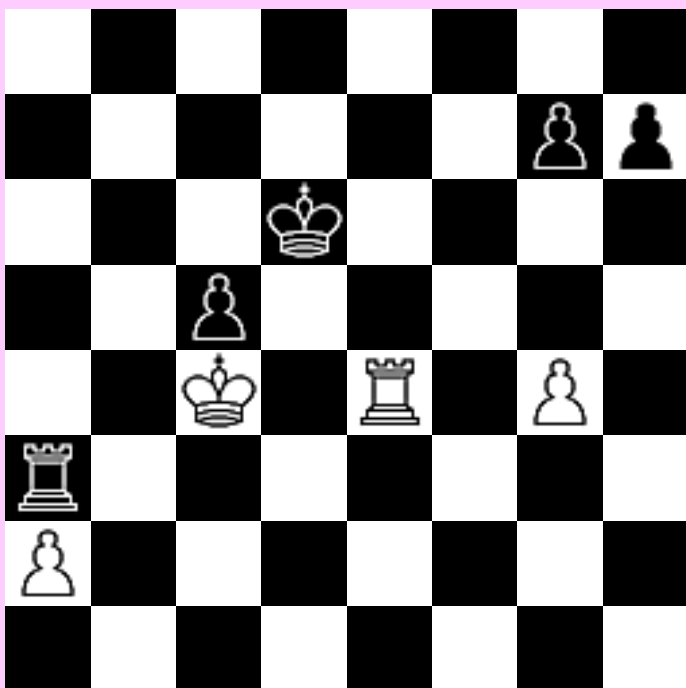




32... Rh6 ! "A typical tacking manoeuvre" -- EUWE/KRAMER 33. h3 Rg6 34. Re2 a6 35. Rf4 b5 [Black plays on both wings] 36. b3 Rg5 37. g4 Rge5 38. Kc3 a5 [Black will open a file on the Queen's-side for his Rooks] 39. Ref2 a4 40. bxa4 bxc4 ! [a temporary pawn sacrifice] 41. Rf8 [41. Nxc4 Nxc4 42. Kxc4 Ra8 and Black not only regains the pawn, but White has lost the blockader] 41... R5e7 [White must not be allowed counterplay, particularly not a Rook on the eighth] 42. Rxe8 Rxe8 43. Nxc4 Nxc4 44. Kxc4 Ra8



the Black Rook now gets in on the Queen's-side, to attack Pawns on the King's-side 45. Rf7 Rxa4+ 46. Kb3 Rb4+ 47. Kc3 Rb7 48. Rf5 Ra7 49. Kc4 Ra4+ 50. Kb3 Rd4 51. Re5 Kd6 52. Re8 Rd3+ 53. Kc4 Rxh3 54. Rxe4 Ra3



White can no longer defend the two wings 55. Re2 Ra4+ 56. Kb5 Rxc4 [-/+] 57. a4 Rb4+ 58. Ka5 h5
59. Rd2+ Kc6 60. Re2 Rg4 61. Re6+ Kd5 62. Re8 h4 63. Rd8+ Kc4 64. Kb6 h3 65. Rd1 [65. Rh8
Rg6+ 66. Kb7 Rh6] 65... Kb4 66. Rb1+ Kxa4 67. Kxc5 g5 68. Rh1 Rg3 69. Kd5 g4 70. Ke5 Rg2
71. Kf4 h2 0-1

Back to [Chess Coaching Page](#)

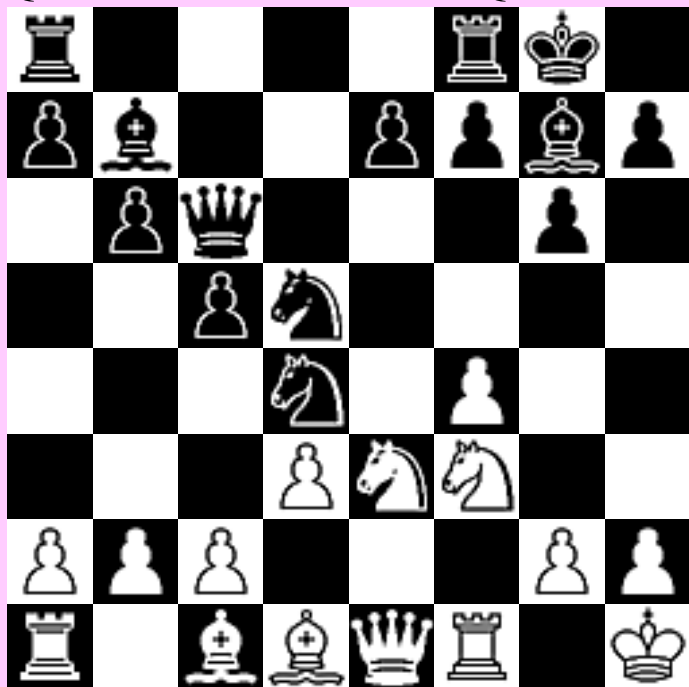
This document (Canon\canon621.html) was last modified on 13 Aug 2005 by



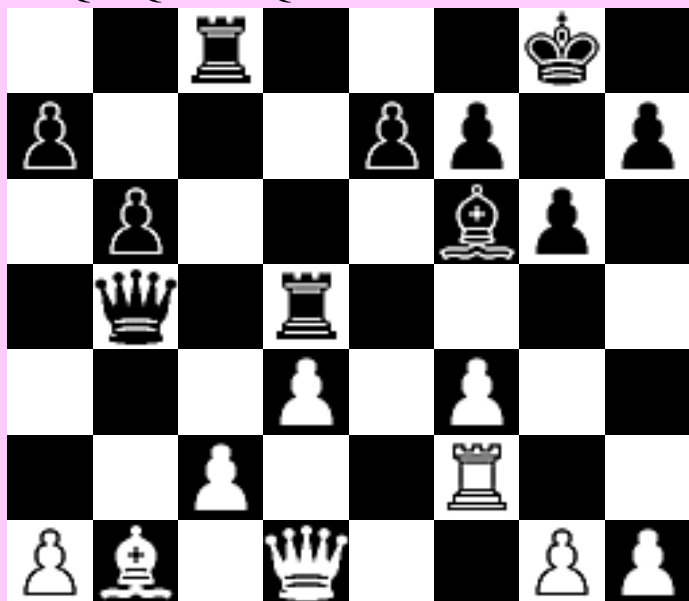
[Dr. Dave](#)

Thomas,G - Alekhine,Alexander (Baden Ba [B02]manoeuvre: an ideal position w, manoeuvre: an i, 1925

1. e4 Nf6 2. d3 c5 3. f4 Nc6 4. Nf3 g6 5. Be2 Bg7 6. Nbd2 d5 7. O-O O-O 8. Kh1 b6 9. exd5 Qxd5 10. Qe1 Bb7 11. Nc4 Nd4 12. Ne3 Qc6 13. Bd1 Nd5

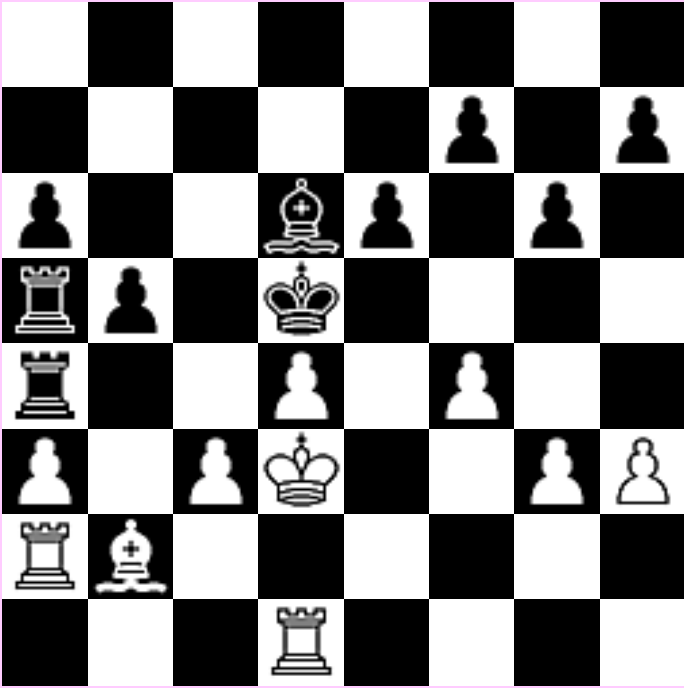


14. Nxd4 ? exposes the c-pawn 14... cxd4 15. Nxd5 Qxd5 16. Bf3 Qd7 17. Bxb7 Qxb7 18. c4 [18. Rf2 Rac8 19. a4 Rc5 20. b3 Rfc8 21. Qd1 Qc7 22. Ra2] [18. Bd2 Rac8 19. c4 dxc3 20. Bxc3 Bxc3 21. bxc3 with the same weak Pawns for White as in the game, but with Bishops off White has got rid of a passive piece and has chances against the Black King.] 18... dxc3 19. bxc3 Rac8 20. Bb2 [20. Bd2] 20... Rfd8 21. Rf3 Bf6 22. d4 [22. Qe2 Qa6 23. c4 again, White would have benefitted from the exchange of Bishops] 22... Qd5 23. Qe3 Qb5 24. Qd2 Rd5

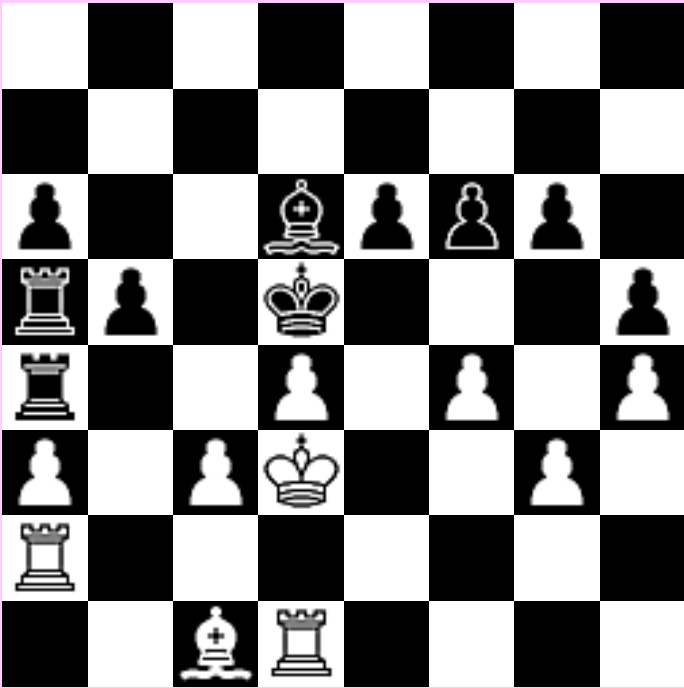




the light squares c4 and d5 form staging posts for Black's manoeuvres 25. h3 e6 26. Re1 Qa4 Black seeks to force or tempt a2-a3 27. Ra1 b5 28. Qd1 Rc4 29. Qb3 Rd6 30. Kh2 Ra6 31. Rff1 Be7 32. Kh1 Rcc6 33. Rfe1 Bh4 ! 34. Rf1 [34. Re2 Qxb3 35. axb3 Rxa1+ 36. Bxa1 Ra6 37. Bb2 Ra2 [37... Bg3 ! Fritz 38. Bc1 Ra1] 38. Kh2 a5] 34... Qc4 Black will recycle the Rooks to a4 and a6 35. Qxc4 Rxc4 36. a3 [else ...b4] 36... Be7 37. Rfb1 Bd6 [no rush: Black chivvies another White pawn onto a dark square] 38. g3 Kf8 39. Kg2 Ke7 40. Kf2 Kd7 41. Ke2 Kc6 [the Black King covers b5 and threatens ...Rca4] 42. Ra2 Rca4 43. Rd1 Kd5 44. Kd3 R6a5 45. Bc1 a6 46. Bb2



this is Black's ideal position: is there a win? 46... h5 ! [threat ...h4] 47. h4 f6 48. Bc1



48... e5 49. fxe5 fxe5 50. Bb2 [50. dxe5 Bxe5 51. Bf4 Bxf4 52. gxf4 Kc5 is terminal] 50...
exd4 51. cxd4 b4 [*finally the a-pawn falls*] 0-1

Back to [Chess Coaching Page](#)

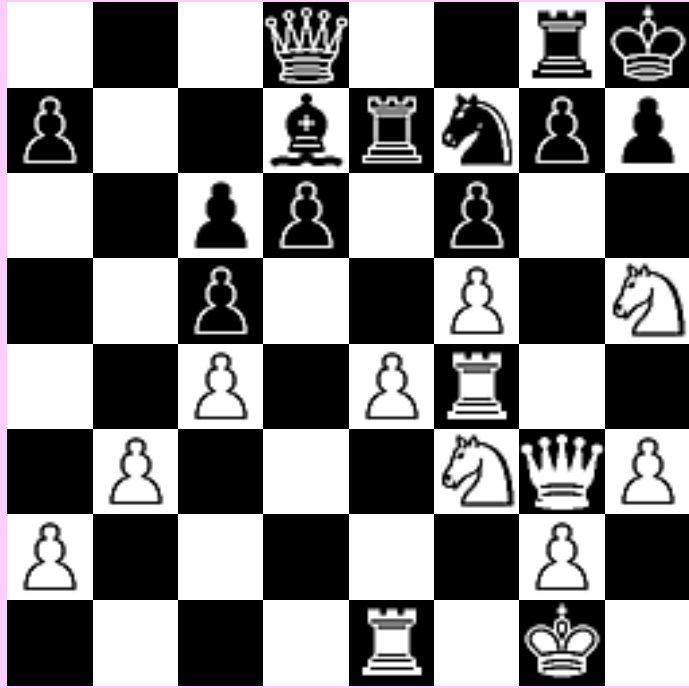
This document (Canon\canon622.html) was last modified on 13 Aug 2005 by



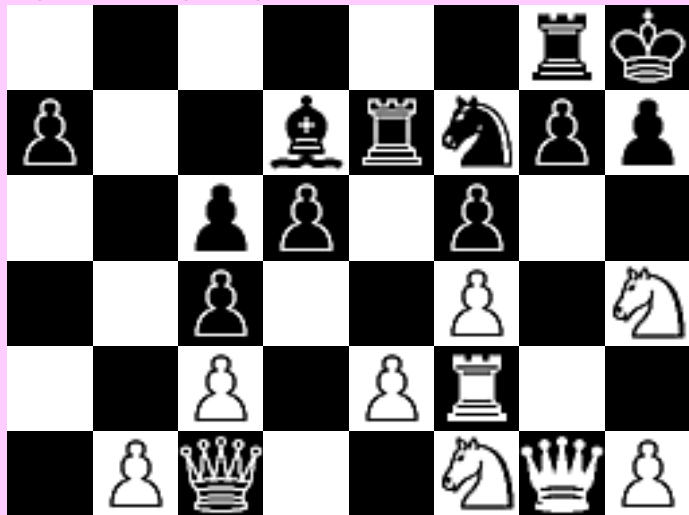
[Dr. Dave](#)

Lasker, Emanuel - Salwe, G. (St.Petersburg) [C62] manoeuvre: bind with persisten, manoeuvre: bind, 1909

1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. d4 Bd7 5. Nc3 Nf6 6. O-O Be7 7. Bg5 exd4 8. Nxd4 O-O 9. Bxc6 bxc6 10. Qd3 Re8 11. Rae1 c5 12. Nb3 Ng4 13. Bxe7 Rxe7 14. f4 Rb8 15. h3 Nh6 16. f5 active but weakens e5 [16. g4] 16... f6 17. Nd5 Re8 18. c4 Nf7 19. Qc3 Re5 20. Nd2 c6 21. Nf4 Qb6 22. b3 Rbe8 23. Qg3 Kh8 24. Nh5 Rg8 25. Rf4 Qd8 26. Nf3 Re7

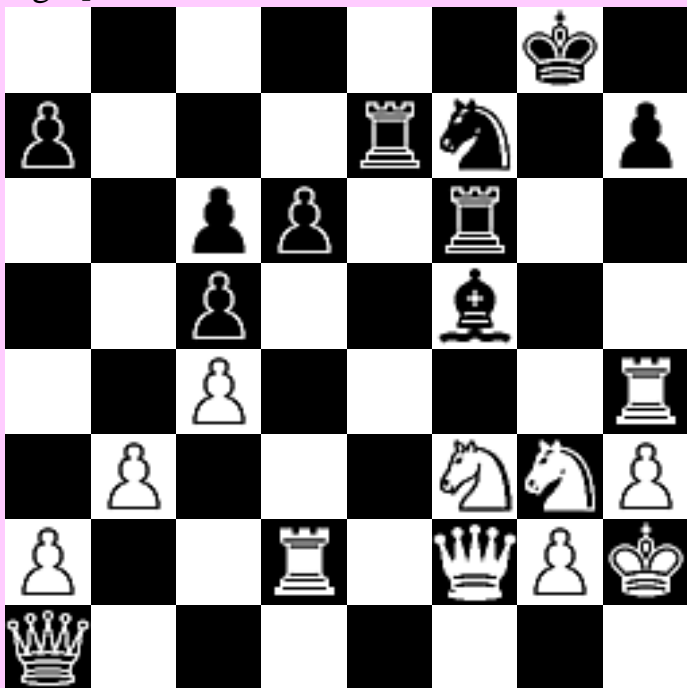


(1) the d-pawn is weak but so is the e-pawn (2) Black can cover the K-side attack (3) White retains a space and mobility advantage 27. Rh4 [27. Rg4 Qf8] 27... Qe8 28. Qf2 tacking [28. Nf4 Nh6] 28... Rf8 29. Qd2 sets up Nf4, Nxh6; Qxd6 29... Qb8 30. Kh1 Rfe8 31. Rg4 Rg8 [31... Nh6 ? 32. Nxf6 [32. Rxg7 Rxg7 33. Qxh6 Rf7 34. Nxf6 Ref8 35. Ng5] 32... Nxg4 33. Nxe8] 32. Rd1 Qb4 seeking counterplay but is a bit of a lone wolf [32... Qe8] 33. Qf2 Qc3 34. Qh4 Nh6 35. Rf4 Nf7 36. Kh2 Rge8 37. Qg3 Rg8

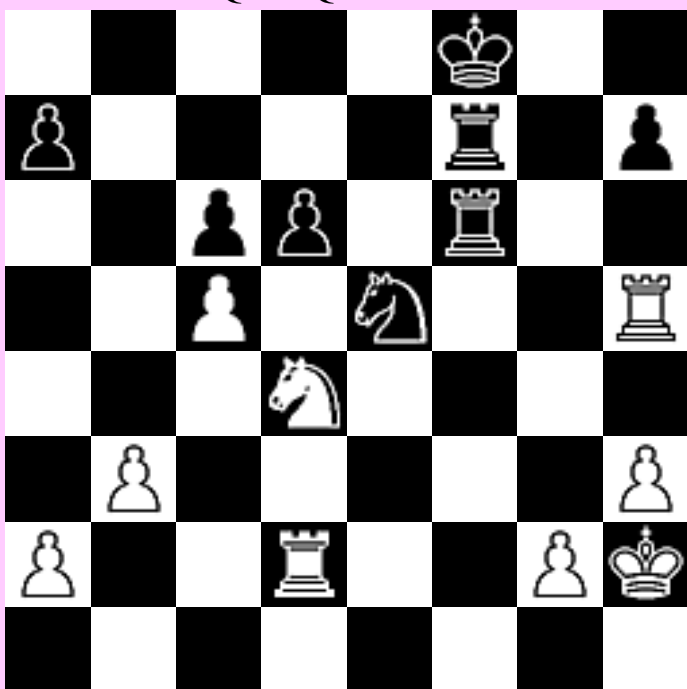




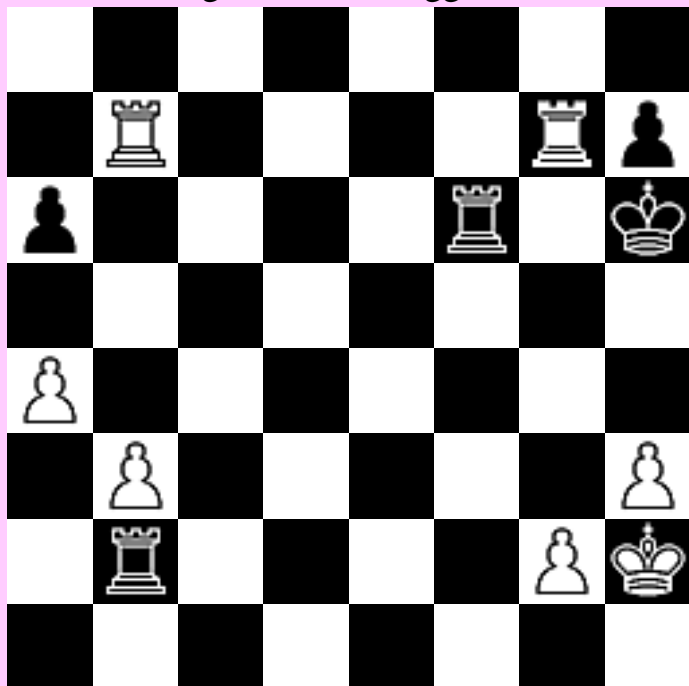
since the last diagram Black has only lost contact between the Queen and d6 38. Rh4 [38. Rg4 Nh6 39. Rh4 d5 40. cxd5 cxd5 41. Rxd5 Bc6] 38... g5 [38... d5 39. cxd5 cxd5 40. Nf4] 39. fxg6 [39. Rg4 Be8] 39... Rxc6 40. Qf2 f5 [else Rf4] 41. Nf4 Rf6 42. Ne2 Qb2 43. Rd2 Qa1 44. Ng3 Kg8 [44... a5 45. exf5 Bxf5 46. Nxf5 Rxf5 47. Rxh7+] 45. exf5 Bxf5



46. Nd4 ! [46. Nxf5 is now not quite as good: 46... Rxf5 47. Rxh7 Qf6] 46... cxd4 47. Nxf5 Kf8 48. Qxd4 Qxd4 49. Nxd4 Ne5 50. Rh5 Ref7 51. c5



the double-rook ending, far from holding chances of a draw, is quickly won 51... dxc5 52. Rxe5 cxd4 53. Rxd4 Rf2 54. Rd8+ Kg7 55. Ra5 Rc2 56. a3 ! 56... c5 57. Rc8 Rb2 58. Rb5 Rff2 59. Rb7+ Kg6 60. Rc6 + Rf6 61. Rxc5 Ra6 62. a4 ! 62... Rf6 [62... Rxa4 63. Rc6+ Kf5 64. Rb5+ Ke4 65. bxa4] 63. Rc3 a6 64. Rg3+ Kh6 65. Rgg7



1-0

[Back to Chess Coaching Page](#)

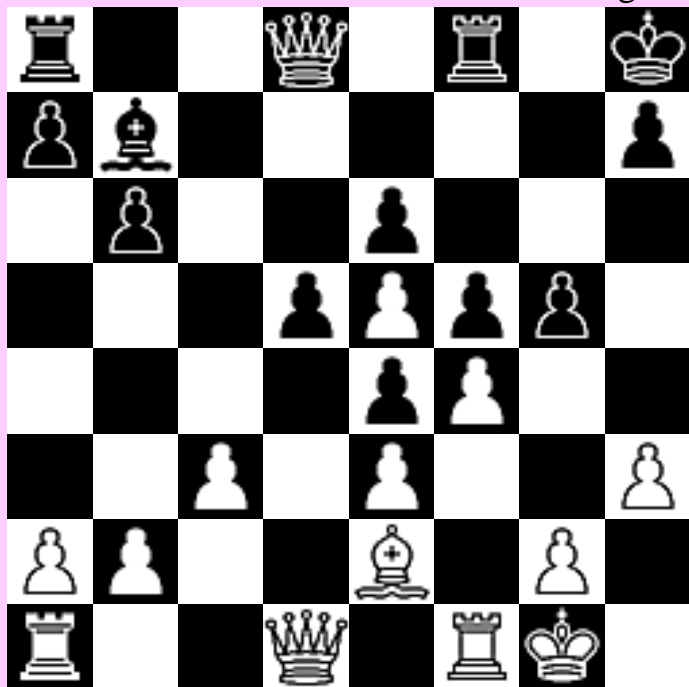
This document (Canon\canon623.html) was last modified on 13 Aug 2005 by



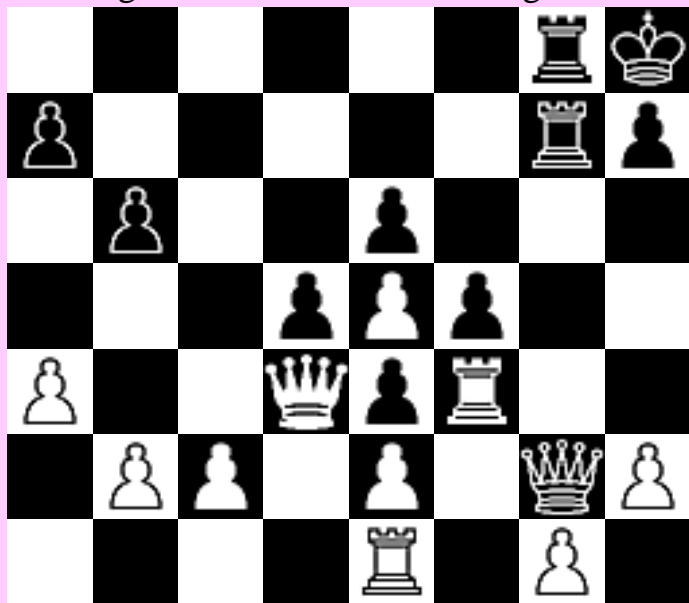
[Dr. Dave](#)

Rubinstein,Akiba - Alekhine,Alexander (Dresden) [A46] manoeuvre: dynamically and wit, manoeuvre: dyna, 1926

1. d4 Nf6 2. Nf3 e6 3. Bf4 b6 4. h3 Bb7 5. Nbd2 Bd6 6. Bxd6 cxd6 7. e3 O-O 8. Be2 d5 9. O-O Nc6 10. c3 Ne4 11. Nxe4 dxe4 12. Nd2 f5 13. f4 g5 14. Nc4 d5 15. Ne5 Nxe5 16. dxe5 Kh8



White appears better (with a better Bishop), but with hindsight should have chosen the safer line: 17. a4 [17. g3 Rg8 18. Kh2] 17... Rg8 18. Qd2 gxf4 19. Rxf4 [19. exf4 Qh4 20. Kh1 Rxc2 21. Kxc2 Rg8+ 22. Bg4] 19... Qg5 20. Bf1 Qg3 21. Kh1 Qg7 22. Qd4 Ba6 [the exchange of White's good Bishop leaves Black with all the trumps] 23. Rf2 Qg3 24. Rc2 Bxf1 25. Rxf1 Rac8 ["All the time Black operates with threats" -- EUWE & KRAMER] 26. b3 Rc7 27. Re2 Rcg7 28. Rf4 Rc7 29. Rc2 Rcg7 30. Re2





Repetition is usually to gain time on the clock but can also serve to steady your nerves, to change gear emotionally from defence to attack, and to weary the opponent. 30... Rg6 ! [...Rg6-h6xh3+] 31. Qb4 [31. Qd1 Rh6 zugzwang! ALEKHINE 32. Rf1 [32. Qf1 Qg7 x e5] [32. b4 Qg7 33. Qd4 Rxh3+] [32. c4 d4 ! winning 33. Qe1 d3] 32... Qxe5] 31... Rh6 32. h4 Qg7 [Black has had his eye on the e-pawn for some time] 33. c4 Rg6 34. Qd2 Rg3 ! Now the Rook occupies the g3 square. 35. Qe1 [35. Kg1 d4 36. exd4 e3 37. Qc2 Rh3 38. Qd3 Qg3 the return of the Queen to g3 is crushing] 35... Rxc2 0-1

Back to [Chess Coaching Page](#)

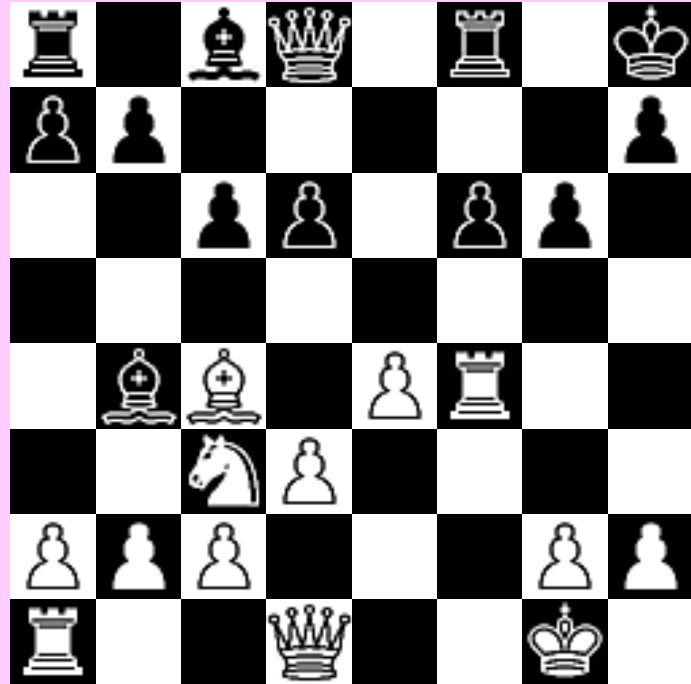
This document (Canon\canon624.html) was last modified on 13 Aug 2005 by



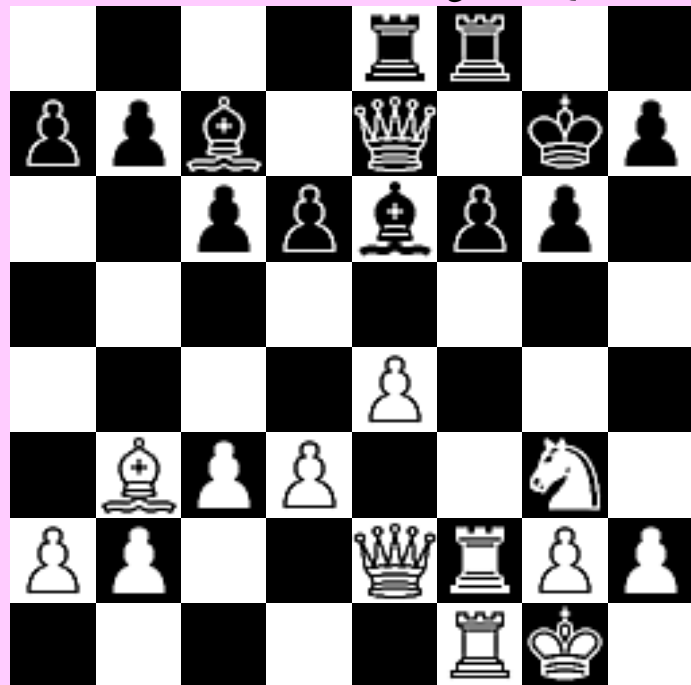
[Dr. Dave](#)

Taylor, Theodore - Lasker, Emanuel (Nottingham [C49] manoeuvre: gradual infiltratio, manoeuvre: grad, 1936

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Ne7 8. Nh4 c6 9. Bc4 Kh8 10. f4 exf4 11. Bxf6 gxf6 12. Rxf4 Ng6 13. Nxc6+ fxc6

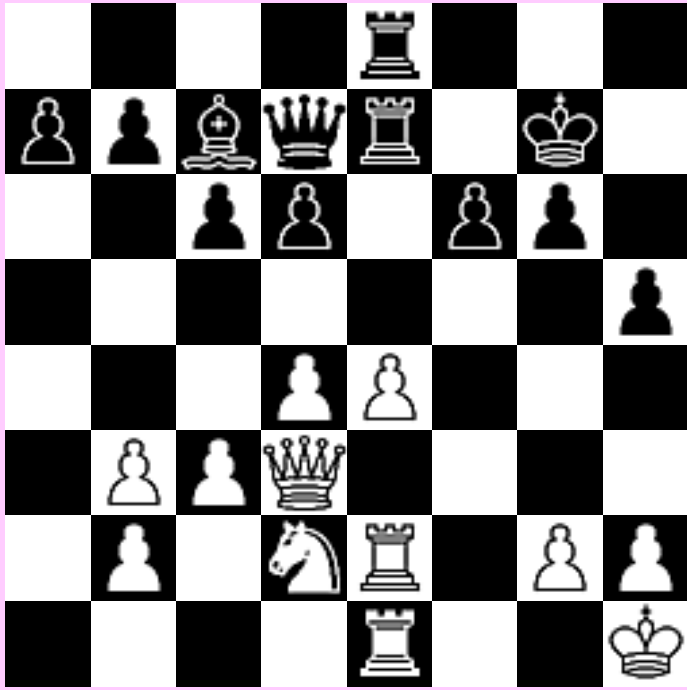


14. Bb3 Qe7 15. Ne2 Ba5 16. c3 Bd7 17. Ng3 not a great square but White would not enjoy a break with ...f5 17... Bc7 18. Rf2 Kg7 19. Qe2 Rae8 20. Raf1 Be6

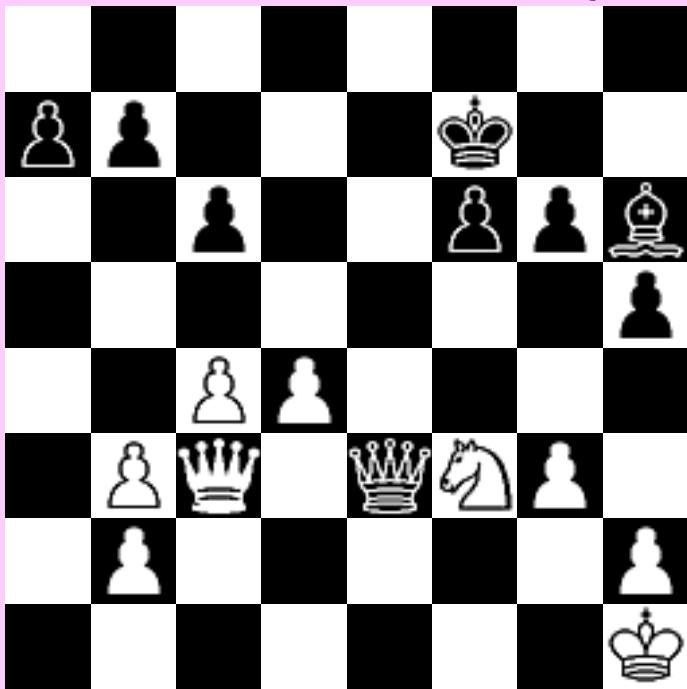


Black forces a weakening of e4, then leans on it 21. Qc2 Bb6 22. d4 Bc7 23. Kh1 h5 ! 24. Re1 Qf7 25. Rfe2 Bxb3 26. axb3 [26. Qxb3 Qxb3 27. axb3 Re7 28. Kg1 Rfe8 29. Nf1 is also a long

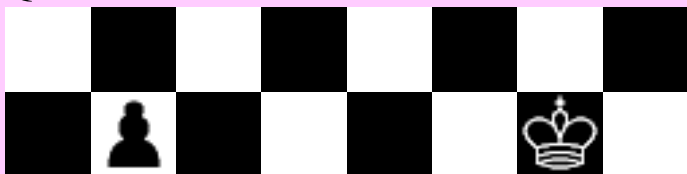
slog] 26... Qd7 27. Nf1 Re7 28. Qd3 Rfe8 29. Nd2

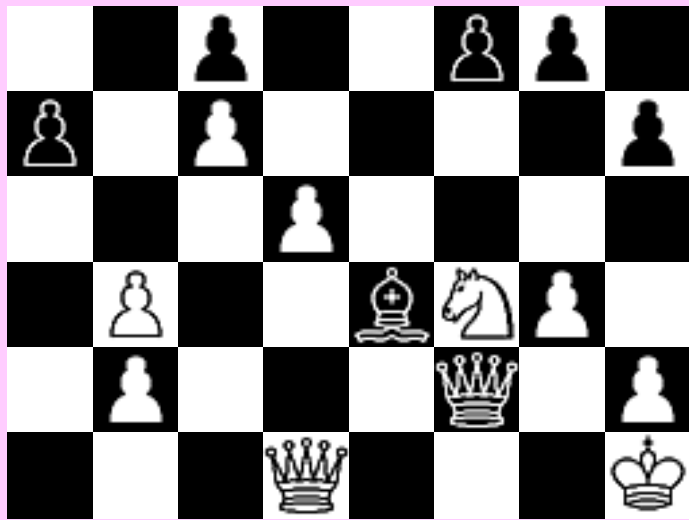


Black changes tack, opening the position for the Bishop 29... d5 30. exd5 Rxe2 31. Rxe2 Rxe2 32. Qxe2 Qxd5 33. Qe7+ Qf7 34. Qe4 Qd7 35. Nf3 Kf7 ! 36. c4 [36. Nh4 Qg4] 36... Qe6 37. Qd3 [37. Qxe6 + Kxe6 38. Kg1 Kf5 39. Kf2 Ke4 40. Ke2 g5] 37... Bf4 ! 38. g3 [38. Kg1 Qe3+ 39. Qxe3 Bxe3+ 40. Kf1 Bc1] 38... Qe3 ! 39. Qc3 Bh6



White denies the Queen entry only at cost of the exchange 40. c5 Qf2 41. Qc4+ Kg7 42. Qd3 Be3 43. Qd1 a5





zugzwang! 44. b4 axb4 45. b3 Kh6 0-1

Back to [Chess Coaching Page](#)

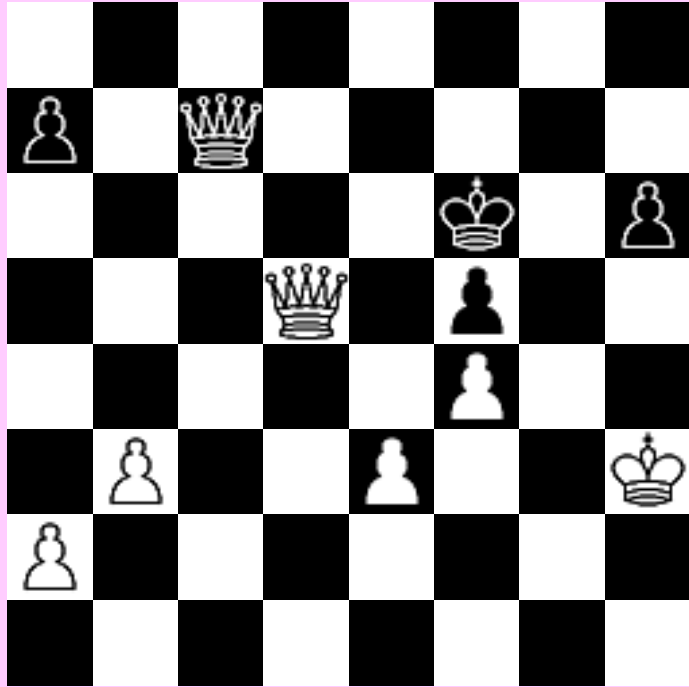
This document (Canon\canon625.html) was last modified on 13 Aug 2005 by



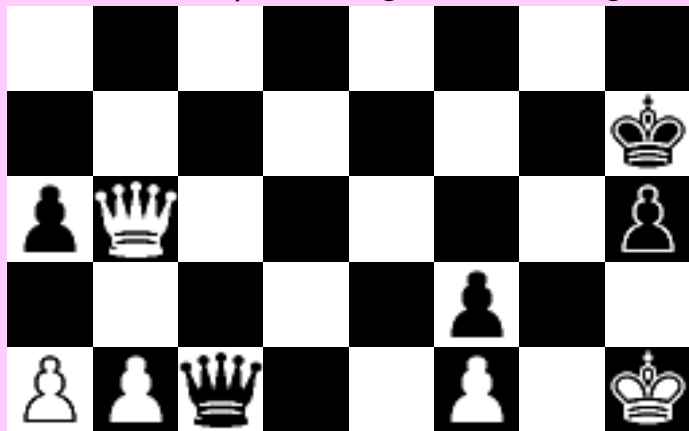
[Dr. Dave](#)

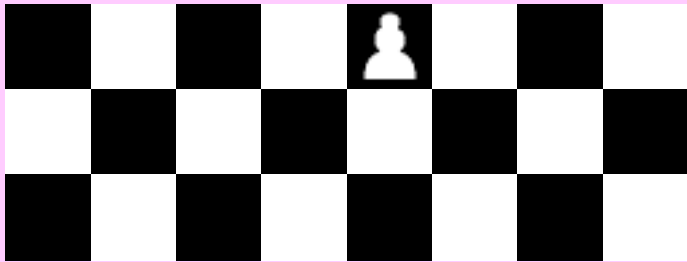
Nimzowitsch Aaron - Antze,O. (Hannover) [E60]manoeuvre: in a Queen ending, 1926

1. d4 Nf6 2. c4 g6 3. g3 Bg7 4. Bg2 O-O 5. f4 d6 6. Nf3 c6 7. O-O d5 8. cxd5 cxd5 9. Ne5 Qb6 10. Nc3 Rd8 11. b3 Na6 12. Ba3 Bf8 13. Na4 Qb5 14. Qd3 Qa5 15. Rfc1 Bf5 16. Qc3 Qb5 17. Bf1 Ne4 18. Qe1 Qe8 19. e3 b5 20. Nc6 Rdc8 21. Bxb5 Bd7 22. Bxa6 Rxc6 23. Bb7 Rxc1 24. Rxc1 Rd8 25. Nc5 Bc8 26. Bxc8 Rxc8 27. Qa5 e6 28. Nxe4 dxe4 29. Rxc8 Qxc8 30. Bc5 Bxc5 31. Qxc5 Qa6 32. Qc2 Qa5 33. Kf2 Qh5 34. Qxe4 Qxh2+ 35. Qg2 Qh5 36. g4 Qa5 37. Kg3 h6 38. Qf2 Qc7 39. Kh3 f5 40. gxf5 gxf5 41. d5 exd5 42. Qg2+ Kf7 43. Qxd5+ Kf6

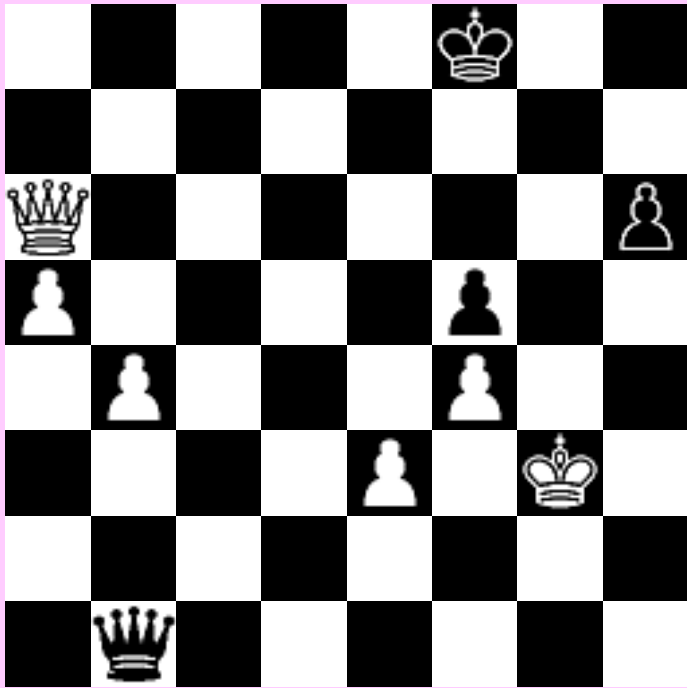


White's Queen can change lines at d4, and also at e5 and f6; the King may penetrate at h5. Black can hope for harassing checks, and for the advance of the h-pawn. 44. Qd4+ Kg6 45. Qd2 Kf6 46. Qb2+ Kg6 47. b4 Qc4 48. Qd2 Kh5 [48... Qf1+ 49. Qg2+ [a CROSS-CHECK]] 49. a4 a6 50. Kg3 Qg8+ 51. Kh2 Qc4 52. Qb2 Qd3 53. Qg2 Qc4 [53... Qxe3 54. Qh3+] 54. Kg3 Qg8+ [54... Qxb4 55. Qe2+ Kg6 56. Qxa6+ and the a-pawn will win] 55. Kh3 Qc4 56. Qf3+ Kg6 57. Kh4 [another step] 57... Kg7 58. Qb7+ Kg6 59. Qb6+ Kh7





60. Qf6 ! attacking both Pawns 60... Qd5 [*the threat is ...Qa1+ with a draw by perpetual*]
 61. Kg3 Qg8+ 62. Kh2 Qa2+ 63. Kh3 Qd5 64. Qe7+ [64. Qxa6 Qf3+ 65. Kh2 Qf2+ 66. Kh1
 Qf3+ *drawing*] 64... Kg6 65. Qe8+ Kh7 [65... Kf6 66. Kg3 Qd3 67. a5 Qf1 68. Qe5+
 Kg6 69. Qe6+ Kg7 70. Qxf5 Qg1+ 71. Kf3 Qf1+ 72. Ke4 Qc4+ 73. Ke5 Qb5+ 74.
 Ke6 +-] 66. Kg3 Qb3 67. a5 ! 67... Qb1 [*losing touch with the a-pawn*] [67... Qd3 68. Qf7
 + Kh8 69. Qf6+ Kh7 70. Qd4 ! 70... Qf1 [70... Qb1 71. Qd7+ Kg6 72. Qc6+ Kg7 73. Qb7+
 Kf8 74. Qxa6 as in the game] 71. Qd7+ Kg6 72. Qe6+ Kg7 73. Qxf5 winning;] 68. Qd7+ Kg6 69. Qc6+
 Kg7 70. Qb7+ Kf8 71. Qxa6



winning 71... Qe1+ 72. Kf3 Qd1+ 73. Qe2 Qd5+ 74. Kf2 Qd8 75. a6 Qh4+ 76. Kg2 Qe7 77. Qf3 Qc7
 78. b5 Qg7+ 79. Kf2 Qb2+ 80. Qe2 Qa1 81. b6 1-0

Back to [Chess Coaching Page](#)

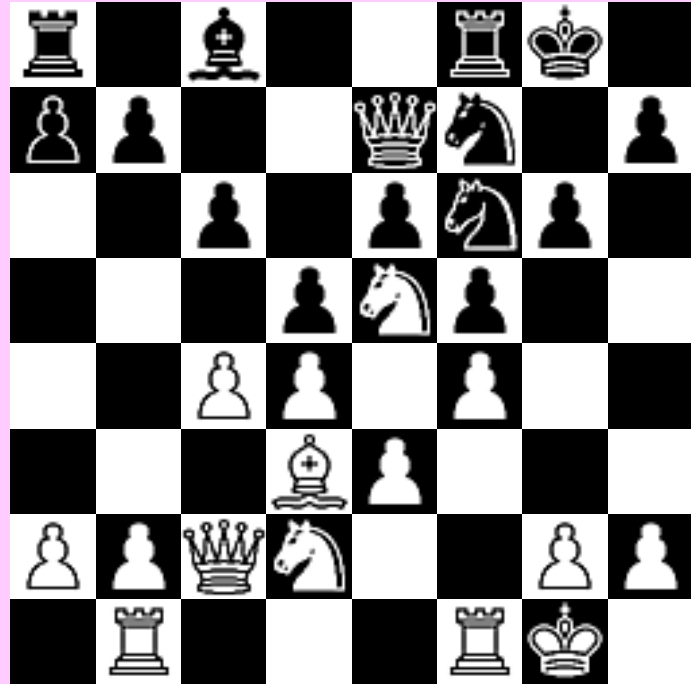
This document (Canon\canon626.html) was last modified on 13 Aug 2005 by



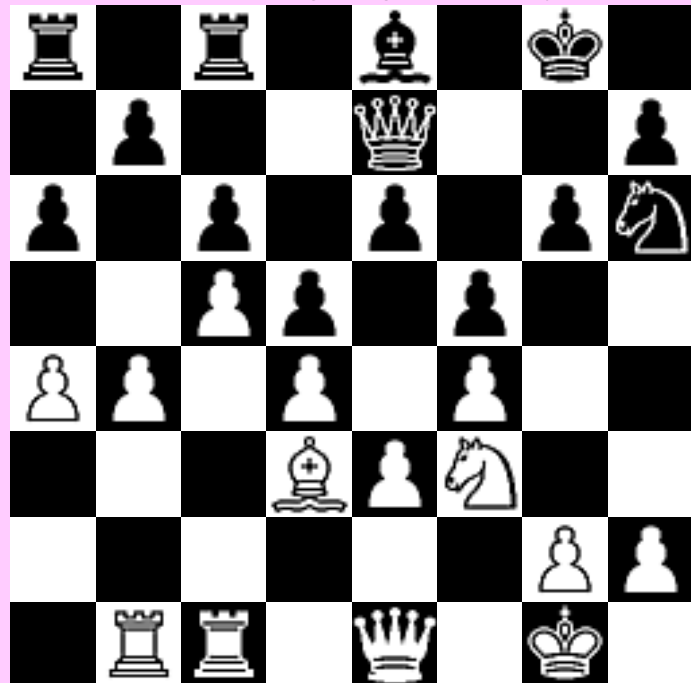
[Dr. Dave](#)

Capablanca - Treybal (Karlsbad) [D30]manoeuvre: with lots of space, 1929

1. d4 d5 2. c4 c6 3. Nf3 e6 4. Bg5 Be7 5. Bxe7 Qxe7 6. Nbd2 f5 7. e3 Nd7 8. Bd3 Nh6 9. O-O O-O 10. Qc2 g6 11. Rab1 Nf6 12. Ne5 Nf7 13. f4

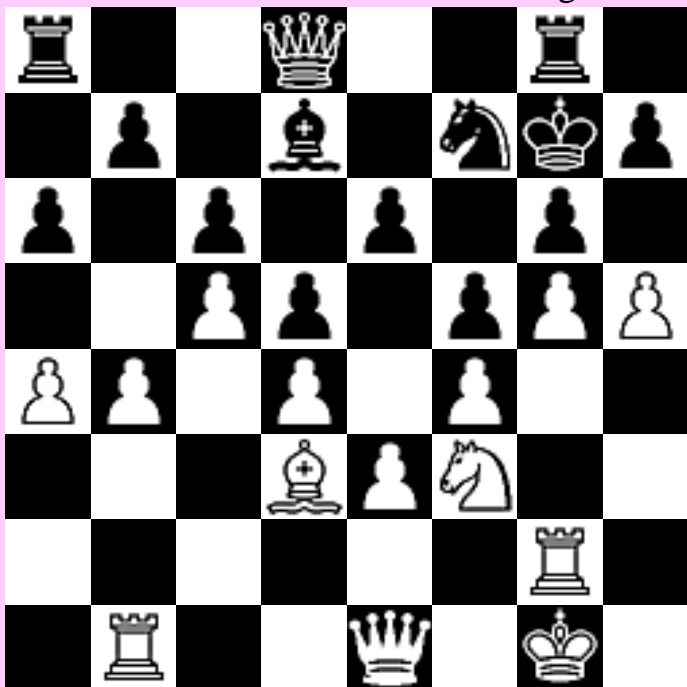


the Anti-Stonewall formation: White has a Queen's-side initiative 13... Bd7 14. Ndf3 Rfd8 15. b4 Be8 16. Rfc1 a6 17. Qf2 Nxe5 18. Nxe5 Nd7 seeking exchanges... 19. Nf3 ...but not finding them 19... Rdc8 20. c5 Nf6 21. a4 Ng4 a gesture only 22. Qe1 Nh6

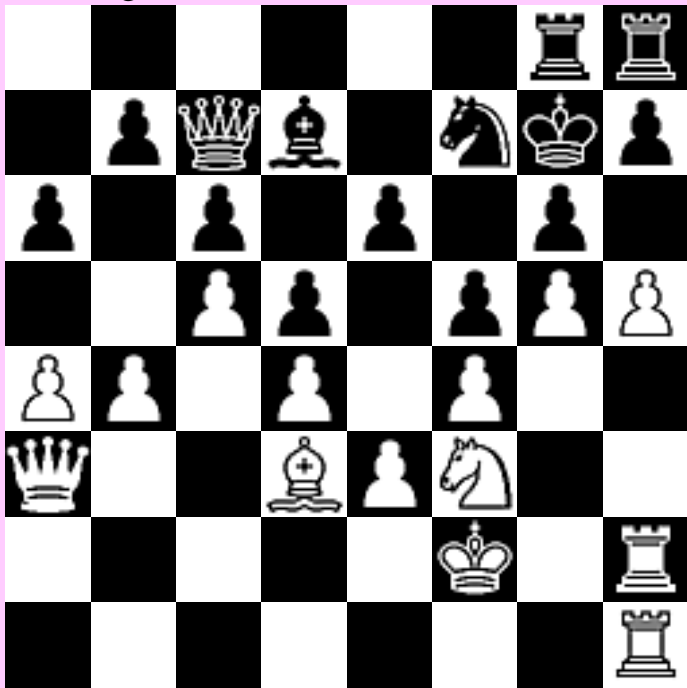


Black is defending the Queen's-side quite well: White switches tack. This is the key to understanding

space - although Black can theoretically defend any one point, White can make the Black pieces trip up in their rush to do so. 23. h3 Nf7 24. g4 Bd7 25. Rc2 Kh8 26. Rg2 Rg8 27. g5 Qd8 28. h4 Kg7 29. h5

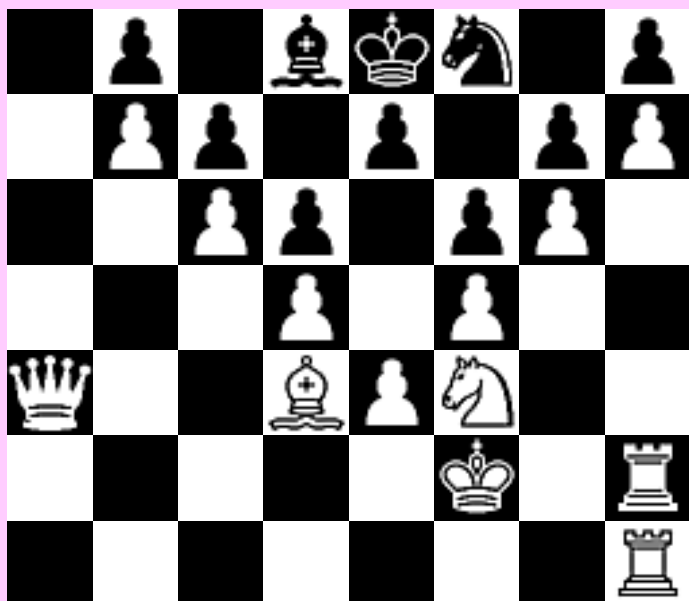


White has the initiative on both sides of the board: Black's cramped and passive pieces will find it hard to cover everything 29... Rh8 30. Rh2 Qc7 31. Qc3 Qd8 32. Kf2 Qc7 33. Rbh1 Rag8 34. Qa1 Rb8 35. Qa3 Rbg8

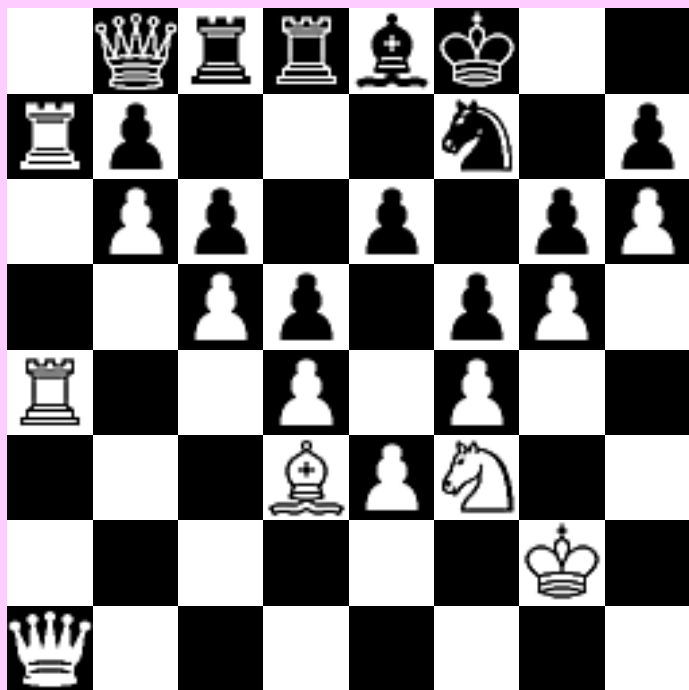


Just when Black has had to cover the h-file... 36. b5 ...White opens a file on the Q-side. Black's pieces have to rush back, but get in a tangle because they have so few squares. 36... axb5 [36... cxb5 37. h6 + Kf8 38. c6 +] 37. h6+ Kf8 38. axb5 Ke7 39. b6 Qb8

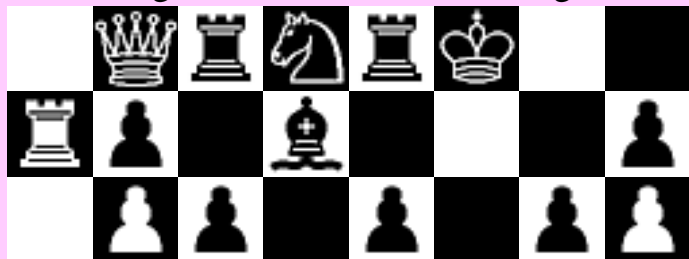


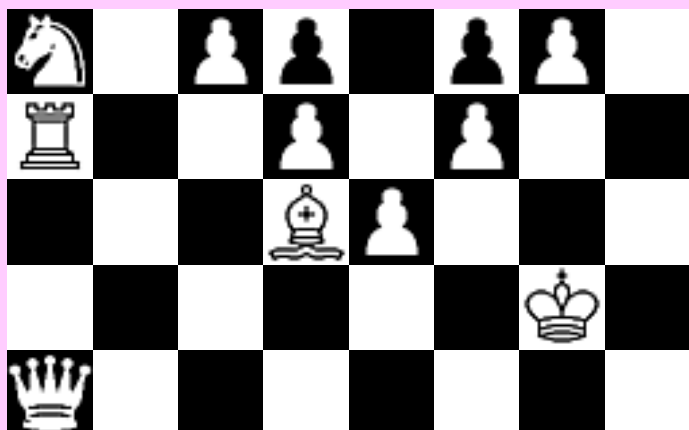


a sad decision: now Black won't be able to oppose rooks on the a-file. This is the concrete manifestation of what I described earlier: White switching the focus of activity from side to side until Black is wrong-footed. 40. Ra1 Rc8 41. Qb4 Rhd8 42. Ra7 Kf8 43. Rh1 Be8 44. Rha1 Kg8 45. R1a4 Kf8 46. Qa3 Kg8 47. Kg3 Bd7 48. Kh4 White spends a little time wondering where to put his King; he has the luxury of seeing how it looks on a few squares before the final push. 48... Kh8 49. Qa1 Kg8 50. Kg3 Kf8 51. Kg2 Be8

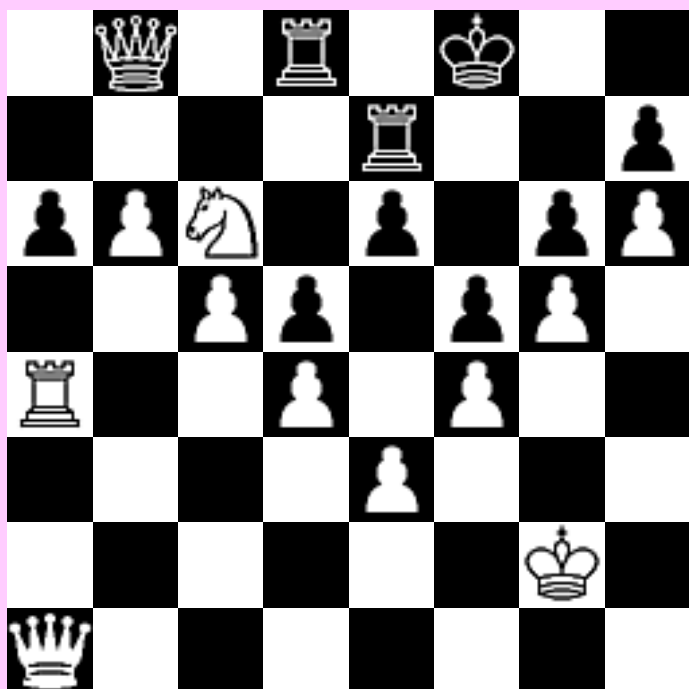


the last ingredient for the breakthrough is the Knight 52. Nd2 Bd7 53. Nb3 Re8 54. Na5 Nd8





Ready or not, here we come 55. Ba6 bxa6 56. Rxd7 Re7 else the a-pawn will simply go after Nb3 57. Rxd8+ Rxd8 58. Nxc6



this 'family' fork is decisive 1-0

Back to [Chess Coaching Page](#)

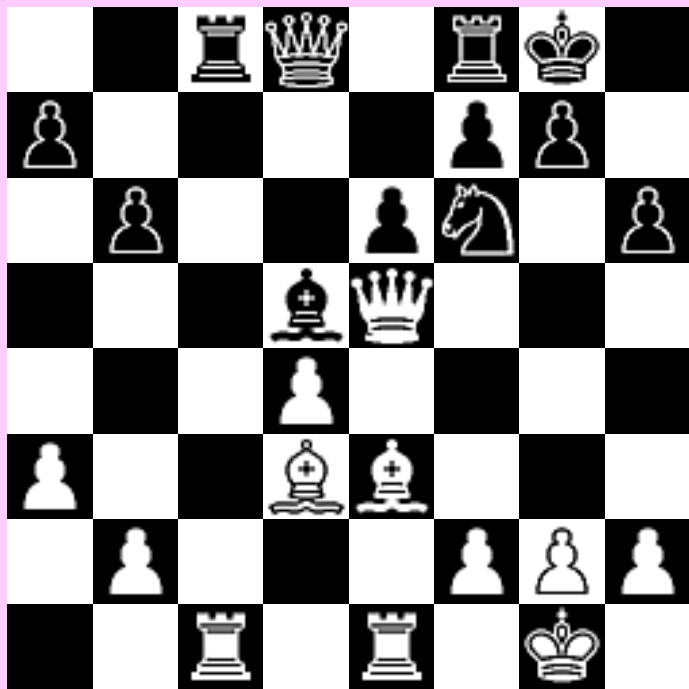
This document (Canon\canon627.html) was last modified on 13 Aug 2005 by



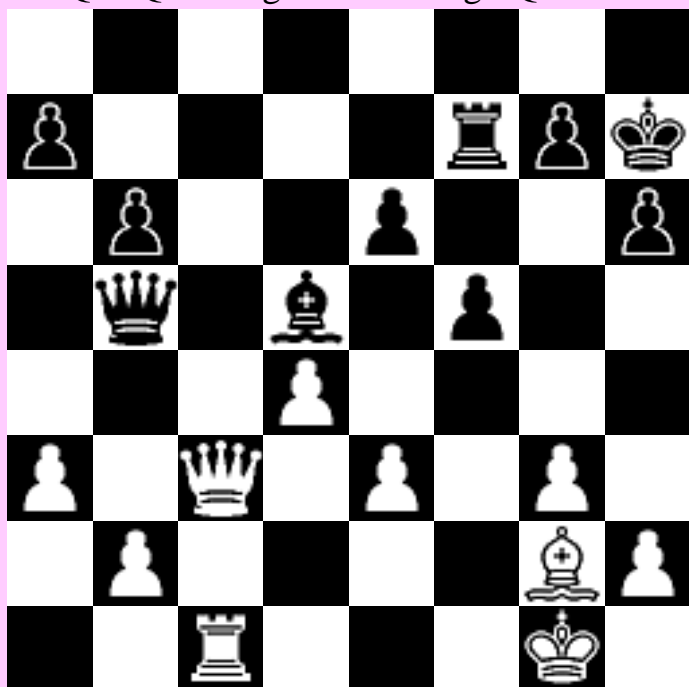
[Dr. Dave](#)

Cohn,E - Nimzowitsch Aaron (Karlsbad) [D30]manoeuvre: woodpushing or mano, manoeuvre: wood, 1911

1. d4 d5 2. Nf3 e6 3. c4 c5 4. e3 Nf6 5. Bd3 Bd6 6. O-O O-O 7. a3 cxd4 8. exd4 dxc4 9. Bxc4 Nc6 10. Nc3 b6 11. Bg5 Bb7 12. Qe2 h6 13. Be3 Ne7 14. Ne5 Ned5 15. Nxd5 Nxd5 16. Qh5 Bxe5 17. Qxe5 Nf6 18. Rfe1 Bd5 19. Bd3 Rc8 20. Rac1

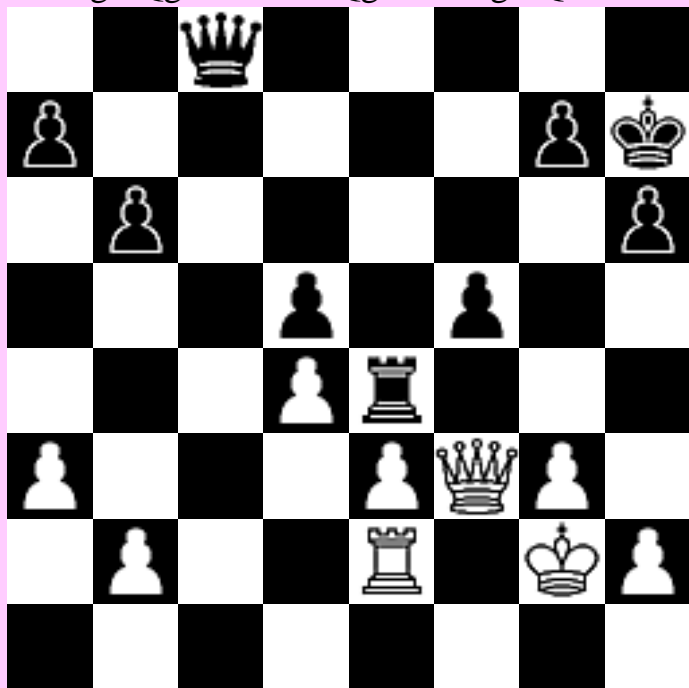


20... Ng4 21. Qg3 Nxe3 22. fxe3 Qd7 23. Ba6 Rxc1 24. Rxc1 Qa4 25. Bf1 Qb3 26. Qf2 f5 27. Qd2 Rf7 28. Qc3 Qa4 29. g3 Kh7 30. Bg2 Qb5

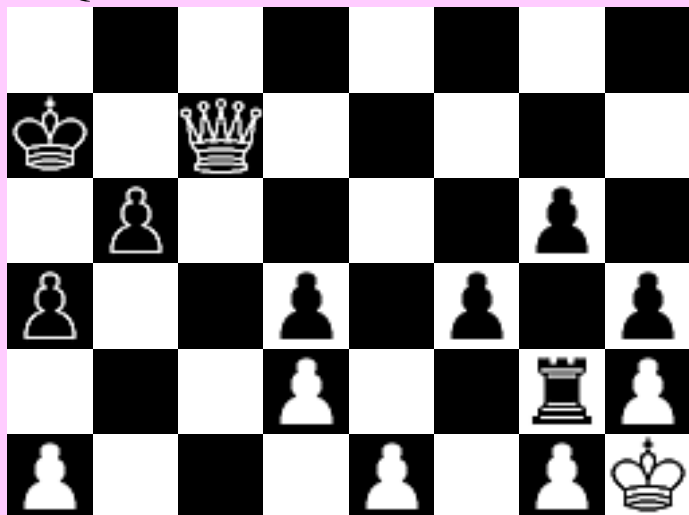


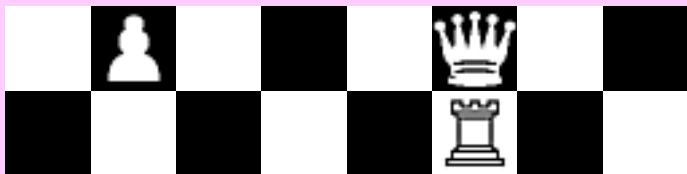
After the coming exchange a long period of manoeuvring begins - Euwe asks, quite reasonably, whether

in fact the phase is really manoeuvring or mere woodshifting. 31. Bxd5 exd5 32. Qd2 Qb3 33. Qc3 Qb5 34. Qd2 Qb3 35. Qc3 Qb5 36. Qd2 Re7 37. Qc2 Qd7 38. Qd3 Re4 39. Kf2 Qe6 40. Rf1 Qg6 41. Kg2 Qe6 42. Kf2 Qg6 43. Kg2 Qe6 44. Kf2 Kg6 45. Rc1 Kh7 46. Rc2 Qg6 47. Kg2 Qg5 48. Rf2 Qg6 49. Qe2 Qe6 50. Qf3 Kg6 51. Re2 Kh7 52. Kf2 Qc8 53. Kg2 Qe6 54. Kf2 Qg6 55. Kg2 Qg5 56. Kf2 Qf6 57. Kg2 Qg5 58. Kf2 Qg6 59. Kg2 Qe6 60. Kf2 Qc8 61. Kg2 Qe6 62. Kf2 Qc8 63. Kg2

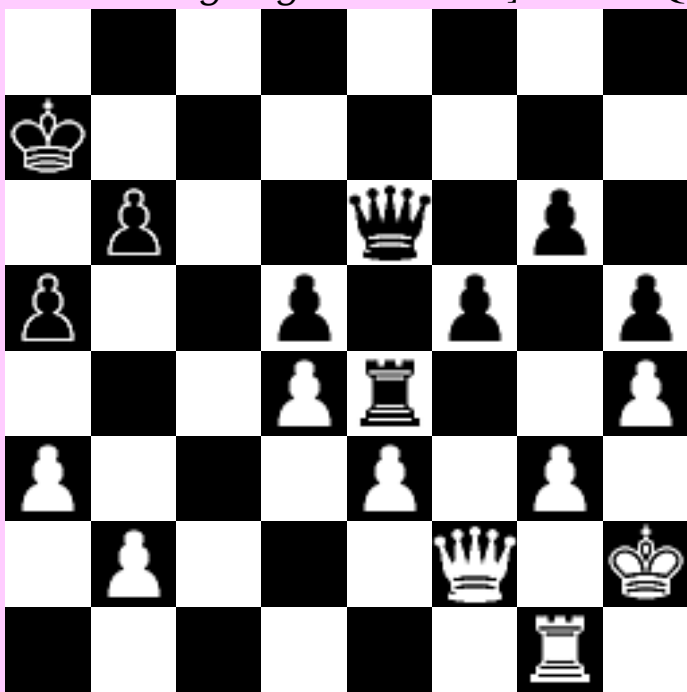


Drawish ? Yes, but White has enough difficulties that Black is justified in playing on. 63... a5 according to Nimzovitch, to make a7 available as a refuge for the King! 64. h4 Kg6 65. Kh2 h5 66. Kg2 Kh6 67. Rf2 g6 [tomorrow will do] 68. Rf1 Kg7 69. Rf2 Kf7 70. Kh2 Ke7 71. Re2 Qc1 ["Black can do very much as he pleases, but for the time being there is simply no serious threat to be made. This game exemplifies the fact that manoeuvring amounts to a form of the initiative."] 72. Qf2 Kd7 73. Re1 Qc6 74. Kg2 Rg4 [Black has to aim at on g3 and e3, and the King is on the way to a7 which White cannot prevent] 75. Rf1 [75. Re2 Re4 [75... Kc7 76. Rc2] 76. Kh2 Qc1 77. Kg2 Qd1 78. Kh2 Qd3 enables ...Kc7] 75... Qc7 76. Qf3 Kc8 77. Qf2 Kb8 78. Kh3 Ka7





Black is making progress, although the two backward pawns e3/g3 are close enough together to defend easily. 79. Rg1 Qd7 80. Kh2 [*else ...f4!*] 80... Qd6 81. Kh3 Qc6 82. Re1 Qe6 83. Kh2 Qe4 [*now threatening ...g5 and ...h4*] 84. Kh3 Qe6 85. Kh2 Qe7 86. Kh3 Qe4 87. Rg1 Qe6 88. Kh2 Re4



89. Rc1 ? [*89. Re1 White feared: 89... g5 90. hxg5 h4 91. gxh4 f4 92. g6 f3 with attacking chances, but after 93. g7 the onus is quite on Black*] 89... Rxe3 90. Qf4 Re2+ 91. Kh3 Ka6 92. b4 axb4 93. axb4 Kb5 [*Now the White Queen dare not move, the end is in sight*] 94. Rc7 Qe4 [*forcing the exchange*] 95. Qxe4 Rxe4 96. Rg7 Re6 97. Rd7 Kc4 98. Kg2 Kxd4 99. Kf3 Kc4 100. b5 d4 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon628.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

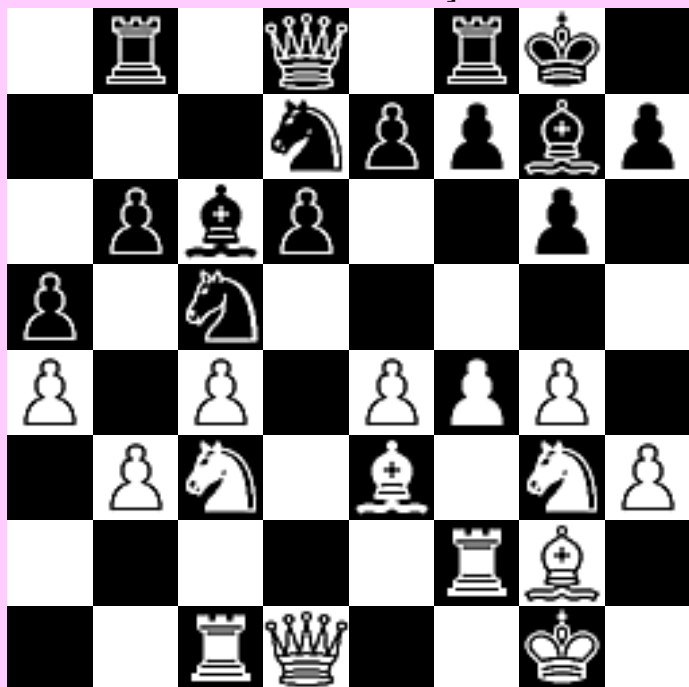
regis,d - richard dixon (CORR_92/93) [A36]manoeuvring in club play: Devo, manoeuvring in, 1993

1. c4 g6 (I knew a game of portisch's which I had in mind throughout: it went ...) 2. g3 Bg7 3. Bg2 Nf6 4. Nc3 O-O 5. e4 (new for me this season: I played the e3/ Nge2/d4 plan for years but recently fancied this, which looked more enterprising) 5... d6 6. Nge2 c5 (black had a lot of choice at this point: ...e5/... c6/etc.) [6... c5 7. a3 a5 8. O-O Nc6 9. d3 Ne8 10. Be3 Nd4 11. Bxd4 cxd4 12. Nb5 Qb6 13. a4 Nc7 14. f4 Na6 15. h3 e5 16. f5 Bh6 ! 17. h4 Bd7 18. Kh2 Nc5 19. Bh3 was seirawan-vukic 1979 given in povah's book: best play for both sides?] 7. O-O Nc6 8. d3 Ne8 9. Be3 [9. Be3 Nd4] 9... Nc7 (?! in the books) [9... Nd4 10. Rb1 b6 ?! (10... Nc7 is natural; 10...a5 invites 11 Bxd4, cxd4; 12 Nb5) 11. e5 Nxe2+ 12. Qxe2 Rb8 13. d4 cxd4 14. Bxd4 dxe5 15. Bxe5 Bg4 16. Qe3 Bxe5 17. Qxe5 Qd6 18. Qe3 Nf6 (gurevich-sturua 1981) 19. h3 Be6 20. Rbd1 Qc5 (or ...Qc7,b3 with Nb5/ Nd5) 21. Qxc5 bxc5 22. b3 with weak pawns to go at - povah] 10. d4 ! (in the books) 10... cxd4 11. Nxd4 Ne6 12. Nde2 Ne5

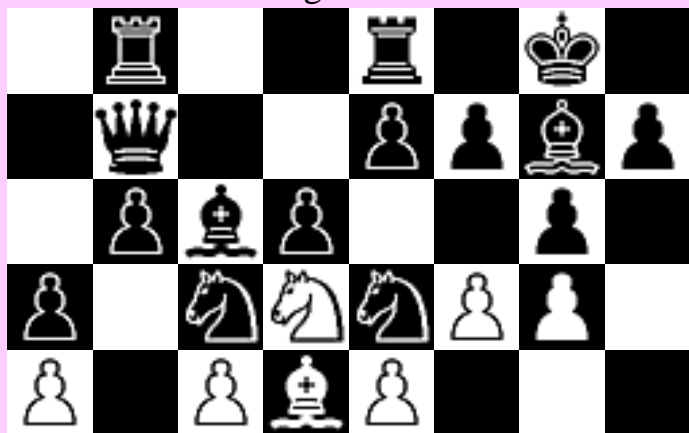


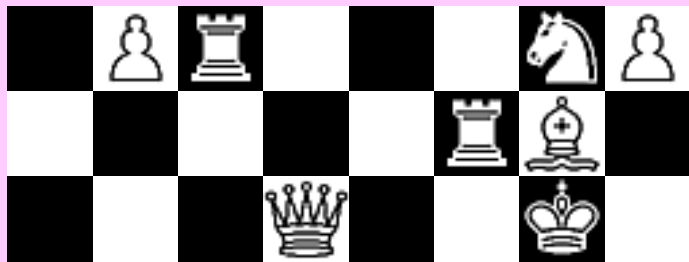
! TN - threatens c4 and e3 via g4 [12... Nc5 13. Rc1 Be6 14. b3 Qa5 15. Qd2 Rac8 16. Nf4 +- and black is in trouble: barcza-szilagy 1967] 13. b3 [13. b3 Ng4 14. Bc1 a6 15. h3 Nh6 16. Be3 b5 (this I thought must be the logical plan for black, to break up the bind) 17. cxb5 axb5 18. Nxb5 Bxa1 19. Qxa1 g5 20. e5] 13... b6 (transposing to a hedgehog formation looks better than szilagy's setup) 14. h3 (stopping the ...Ng4 lines seemed sensible, especially since last move they were possible. The knights now need to get out of the way of the pawn roller) 14... Bb7 [14... Bb7 15. f4 could be played: after 15... Nc6 16. f5 Nc5 17. Rc1 the hole on e5 is too glaring [17... Ne5 ! 18. Qc2] 15. Rc1 (looks slow and a bit aimless with hindsight) 15... Nc5 16. f4 (now I thought I was on the right lines: turn that space into attack, as in the portisch game) 16... Ned7 17. g4 a5 (I would have preferred ...a6) 18. Ng3 (I don't

know where this is going yet, unless black can be obliged or tempted to take on f5 eventually - if not the Ng3 and Bg2 are very passive) 18... Bc6 (! I now wanted the wN back on e2) 19. a4 (this isn't really necessary [19...a4; 20 b4 looked good] but I thought was justified psychologically - what is black's plan now ? the real challenge of course is to find white's plan! The wQ is badly tied to b3 and d3) [19. Bd4 (this was better I thought afterwards) 19... e5 20. Be3 exf4 21. Bxf4 Ne5 22. Rc2 Ned3] 19... Rb8 20. Rf2

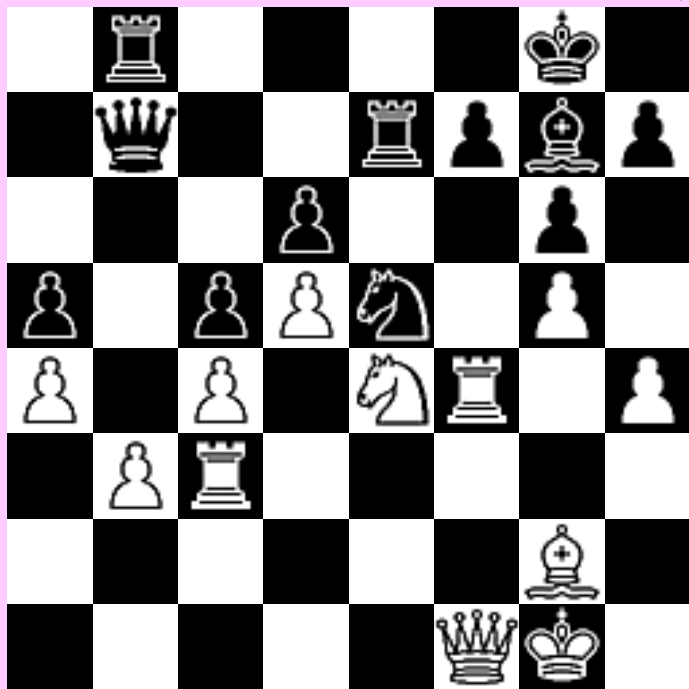


(Nicely ambiguous [ideas of Qd2 or Rd2] but d3 is now more tender) 20... Qc8 21. Nd5 (I'm obviously entertaining pushing f4-f5-f6) 21... Re8 22. g5 (not f5 yet) 22... Qb7 (adds to pressure but locks in Bc6) 23. f5 (It's starting to get hard for me to find a plan which doesn't involve f5 but Black can play ...e6 and build up nicely now. I had some fun with 23 f5 and 24 Nh5 in analysis which was all bluff but looked worth starting) [23. f5 (doesn't threaten f6 yet (...Bxd5; fxg7, Bxe4) but does stop ...e6 and I can start to build up myself, I think) 23... Bf8 24. f6] 23... Bf8 (I looked ...Bxd5 and ...Be5 in analysis but this looked most solid. If ...e6 white can afford ...exd5 because exd5 wins the Bc6) 24. Bd4 (24 f6 simply takes a good square away from the knight. Now I have more realistic-looking threats but I must say by this stage I thought it was all starting to slip away) 24... Ne5 25. Rc3 Bg7



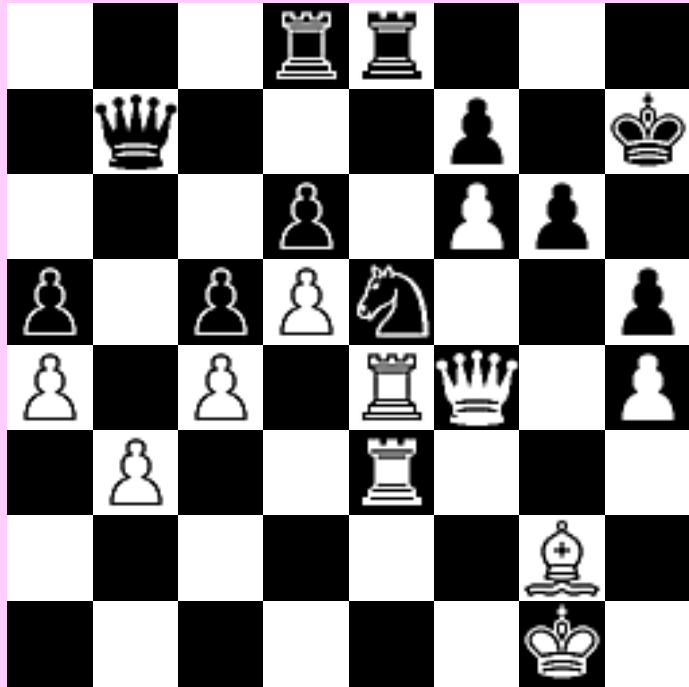


(I now entered a short sequence of moves which I thought were most solid and maintained a space advantage despite exchanges) 26. f6 Bf8 27. fxe7 Bxe7 28. h4 Bxd5 (the two bishops are no real advantage here as the Bg2 is inactive) 29. exd5 Bf8 30. Rf4 (else Qf1, Bg7 will threaten ...Nf3+ and ... Bxd4) 30... Bg7 31. Qf1 (both sides have consolidated after some white initiative and I thought we're now in for a phase of manoeuvring) 31... Re7 [31... Rf8 32. Bxc5 bxc5 33. Ne4] 32. Bxc5 [32. Rf6 (did I say manoeuvring? this sacrifice I don't think can be accepted but after declining by eg. ...Rbe8 I don't know where White is going) 32... Bxf6 33. gxf6 Ree8 34. Qf4 Kh8 35. Qh6 Rg8 36. Bxc5 bxc5 37. Ne4 Ng4 38. Qf4 Qd7 39. Rg3 Ne5 40. Bh3 Qc7 41. Qh6] 32... bxc5 (obviously not 32...dxc5; 33 d6) 33. Ne4



(This move cheered me up a little; I felt I had some chances for the initiative) [33. Rf6 (again 33...Rbd8 looks better and now 34 Ne4 doesn't even threaten d6) 33... Bxf6 34. gxf6 Ree8 35. Qf4 Kh8 36. Qh6 Rg8 37. Ne4 (is the same as on move #32)] 33... Rd8 34. Nf6+ [34. Nxc5 (idea d6 again) 34... Qb6] 34... Bxf6 [34... Bxf6 (I wondered if ...Kh8 was better. I would have played ...Bxf6 myself, though, since all the endgame trumps are Black's: N vs. bad B, 3 vs 2 on the K-side while Black's 3 hold White's 4 on the Q-side. Still, after ...Bxf6 I explored: 35. gxf6 Ree8 36. Re4 Qc7 (better might be ...Nd7 or ...Qb4 or ...h5 as game: I favoured ...Nd7) 37. Qf4 Kh8 38. Qh6 Rg8 39. Rh3 Rde8 40. h5 g5 41. Rg3 g4 42. Rf4 Nd7 43. Be4 Rxe4 44. Rxe4 Ne5 ...which is plausible if optimistic)] 35. gxf6 Ree8 36. Re4 h5 (I admit I analysed this only after sending off my last move - I concluded I had some chances of a combinative

breakthrough on the K-side but this couldn't be forced, and I became slightly less alarmed about possible endgames) 37. Rce3 Kh7 38. Qf4



(I couldn't see a way of winning after what I thought was the best line, ...Qb4, but I didn't have to lose either. White can try to contrive a lever with Bh3, Qg5 and now Bf5, but ...Qb4 & ... Rg8 (forces Kh1) slows or stops it [38. Qf4 Qb4 39. Bf3 (this line I examined most closely; there are several good Q+R endings for White after the exchange but the wK is terribly exposed) 39... Qd2 40. Be2 (this tack peters out because of the active bQ and weak Pb3) 40... Rb8 41. Qg3 (threat Bxh5) 41... Qc1+ 42. Kg2 Qc2 43. Kh3 Rxb3] 38... Qc8 (I thought at the time, not as strong as ...Qb4, but realised it's trickier) [38... Qc8 39. Bh3 (and now the crucial line, which I thought would be played, is:-) 39... Ng4 (I analysed a win after this. As 39...Nd7 fails to 40 Re7 I think Black should admit the error by 39...Qb8 with fair chances of holding the blockade) 40. Re7 (I spent a long time looking at 40 Bxg4 to get rid of the dud bishop and dangerous knight but 40...Rxe4 is an annoying intermezzo; 40 Rxe8,Rxe8; 41 Re7 I decided wasn't as strong as the game: 41...Rf8; 42 Qxd6 allows 42...Qf5) 40... Rf8 (Black could let the pawn go but ...Kg8 risks mate after Bxg4 and Qh6) 41. R3e6 Qb8 (41...Rd7; 42 Bxg4, hxg4; 43 h5, Rxe7; 44 fxe7 wins but 43...Qc7; 44 hxg6+ +) 42. Bxg4 hxg4 43. h5 ! (43...gxh5; 44 Qg5 mates and others allow 44 hxg6+ with mating attack; 43...Rg8 abandons the Pf7) 43... Qxb3 44. hxg6+ Kxg6 45. Qxg4+ Kh6 46. Qg7+ Kh5 47. Re5+ dxe5 48. Rxe5+ Kh4 49. Re4+ Kh5 50. Qg4+ Kh6 51. Qh4+ Kg6 52. Rg4+ Kf5 53. Qg5#] 39. Bh3 [39. Bh3 Ng4 40. Rxe8 Rxe8 41. Bxg4 (white still can't do without this, so it transposes) 41... hxg4 42. Re7 Rf8 43. Qxd6 Qf5 44. Re3 !? 44... Qb1+ 45. Kg2 Qc2+ 46. Kg3 Rb8 (or ...Rc8)] 39... Qb8 (if the knight moves don't work this is probably best) 40. Kh1 [40. Bf5 Rg8] 40... Qc7 [40... Rh8 (I was most interested in this line to stop Qh6 for once and for all: I analysed optimistically...) 41. Bf5 Kg8 42. Qg5 Qb4 43. Rg3 Rb8 (not forced by any means) 44. Rxe5 dxe5 45. Bxg6] 41. Bf5 [41. Bf5 Rh8 42. Qg5 (now ...Ng4

loses to Re7) 42... Rde8 (unfortunately there is now no mate or win of a rook after 43 Rg3, Kg8; 44 Bxg6, fxc6; 45 Rxe5+= and in fact 43 Qxh5+ loses the pawn straight back to 43 ...Kg8; 44 Qe2 (not Qg5,Rh5 -+) 44...Qd8; 45 Bh3, Qxf6) 43. Rg3 Kg8 44. Bxg6 fxc6 45. Rxe5 Rxe5 (keeping pawns intact for the ending) 46. Qxg6+ Kf8 47. Qg7+ Qxg7 48. fxc7+ Kg8 49. gxh8=B+ Kxh8 50. Rg6 Re3 51. Rxd6 Rxb3 52. Rc6 Rh3+ 53. Kg2 Rxh4 54. Rxc5 Rd4 55. Rc6 h4 56. d6 Kg8 57. Rc8+ Kf7 58. Rc7+ Ke6 59. c5 Rxa4 60. Re7+ Kf5 61. d7 Ra2+ 62. Kh3 Rd2 63. c6 Rd3+ 64. Kxh4 Rd4+ 65. Kg3 Rd3+ 66. Kf2 Rd2+ 67. Ke3 Rd1 68. c7] 41... Qb8 (I immediately thought this was too resigned) 42. Qg5 (mates in six) [42. Qg5 (I sent some analysis showing a win after ...) 42... Rh8 43. Rg3 (43 Rxe5 is more forcing and does mate in 5; after this Fritz threw in ...Qc8 which stops the mate!) 43... Qc7 44. Rxe5 dxe5 45. Bxg6+ Kg8 (45...fxc6; 46 Qxg6 #) 46. Bf5 + ! 46... Kf8 47. Qg7+ Ke8 48. Qxh8#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon629.html) was last modified on 13 Aug 2005 by



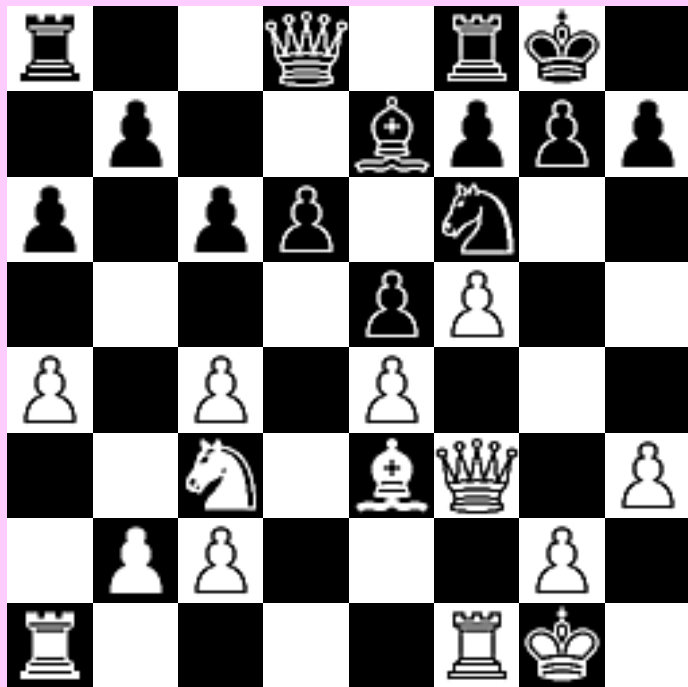
[Dr. Dave](#)

Regis,D (2840) - O'Grady,J (1820) [C30]manoeuvring in club play: Spec, manoeuvring in, 1996

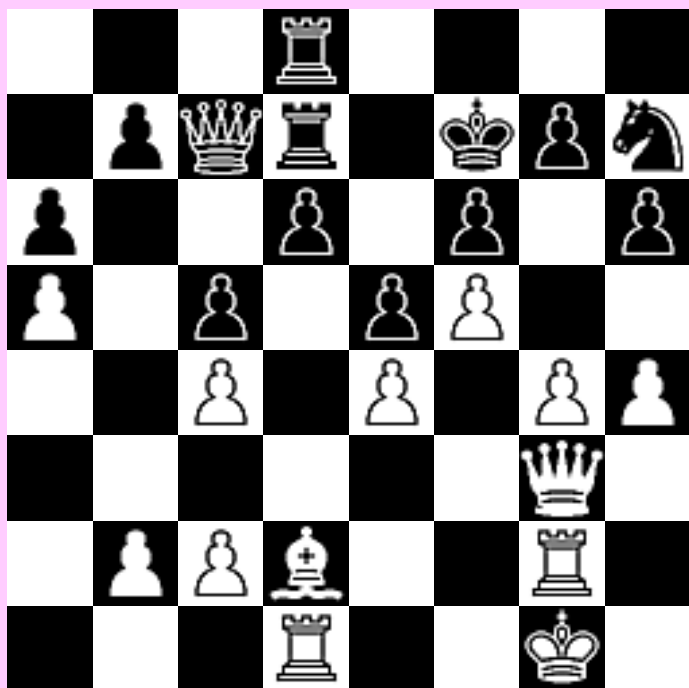
1. e4 e5 2. f4



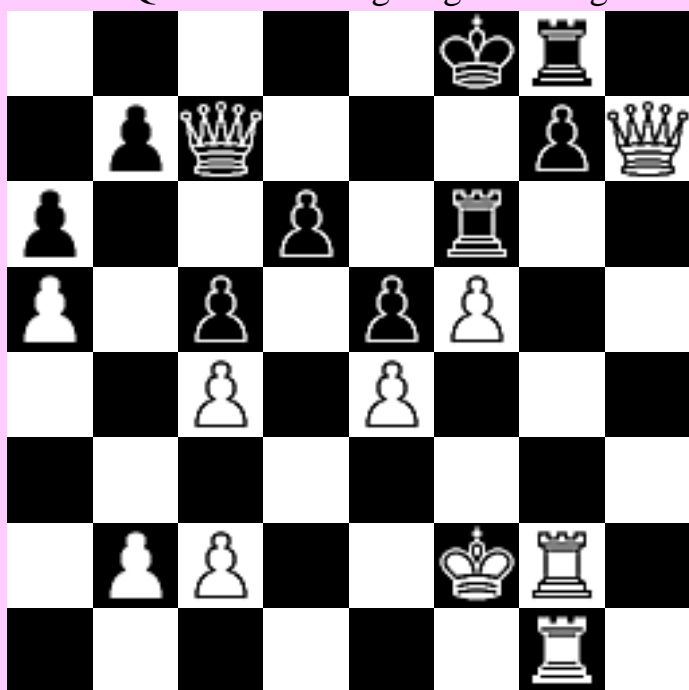
2... d6 [2... Bc5] 3. Nf3 Nc6 4. Bc4 Be7 5. d3 Nf6 6. Nc3 O-O 7. O-O Bg4 8. h3 Bxf3 9. Qxf3 Na5 10. f5 Nxc4 11. dxc4 c6 [11... Kh8] 12. Be3 a6 13. a4



13... Qd7 [13... b6] 14. a5 c5 [14... Kh8] 15. g4 h6 [15... Kh8] 16. h4 Nh7 17. Nd5 Qd8 18. Nxe7 + Qxe7 19. Qg3 f6 20. Rf2 Rf7 21. Rd1 Rd8 22. Bd2 Qc7 23. Bc3 Rfd7 24. Rg2 Kf8 25. Bd2 Kf7

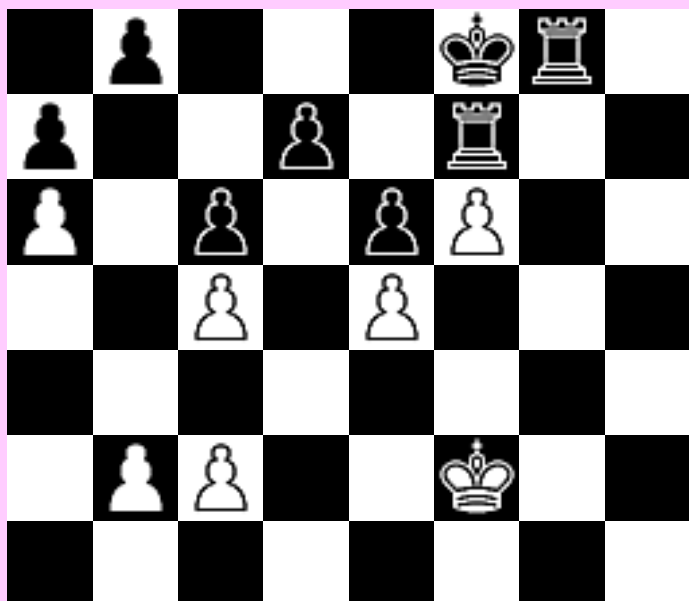


26. g5 with hindsight, hasty [26. Rf1 an extra strengthening move couldn't have hurt
 26... Rg8 27. g5 hxg5 28. hxg5 Nxc5 [28... Kf8 29. g6] [28... Ke8 29. Qh4 Nxc5 30.
 Bxc5 fxg5 31. Qxc5 Qxa5 [31... Rf7 32. Qg6] 32. f6 g6] 29. Bxc5 fxg5 30. Qxc5 Ke8 31. Qg6+
 Kd8 32. f6] 26... hxg5 27. hxg5 fxg5 28. Bxc5 Nxc5 29. Qxc5 Kf8 30. Rh2 Kg8 31. Qg6 Rf7 32. Kf2
 Rf6 33. Qh7+ Kf7 34. Rg1 Rg8 35. Rhg2 Kf8



36. Rxc7 [36. Rg6 Rxc7 37. Rxc7! [37. fxg6!? Qe7 38. Rf1 Qe6 39. Ke1+ Ke8 40. Rf7 Rf8 41.
 Rxb7 Qf6 42. Rb8+] [37. Qxc7?! Rh8 38. Rd1 Rh6 =+] 37... Qe7 38. c3 zugzwang! 38... Qd8
 39. f6] 36... Rxc7 [36... Qxc7 37. Rxc7 Rxc7 38. Qh8+ Kf7





39. Qc8?! [39. b3! the plan is to secure the King first and stop Black coordinating Rooks 39... Rg8 40. Qh5+ Kg7 41. Ke2 Rh8 42. Qg5+ Kf7 43. Kd2 Rfh6 44. Kc3 Rh3+ 45. Kb2 R3h6 46. b4 cxb4 47. Kb3 Rf6 48. Kxb4 Rh2 49. c3 Rb2+ 50. Ka3 Rh2 51. c5 dxc5 52. Qg3 Rc2 53. Qxe5 +-] 39... Rh6 40. Qxb7+ Kf6 41. Qxa6 Rh2+ 42. Kf1 Rh1+ 43. Ke2 Rh2+ 44. Kf3 Rh3+ draws] 37. Qh8+ Ke7 38. Rxc7+ 1-0

Back to [Chess Coaching Page](#)

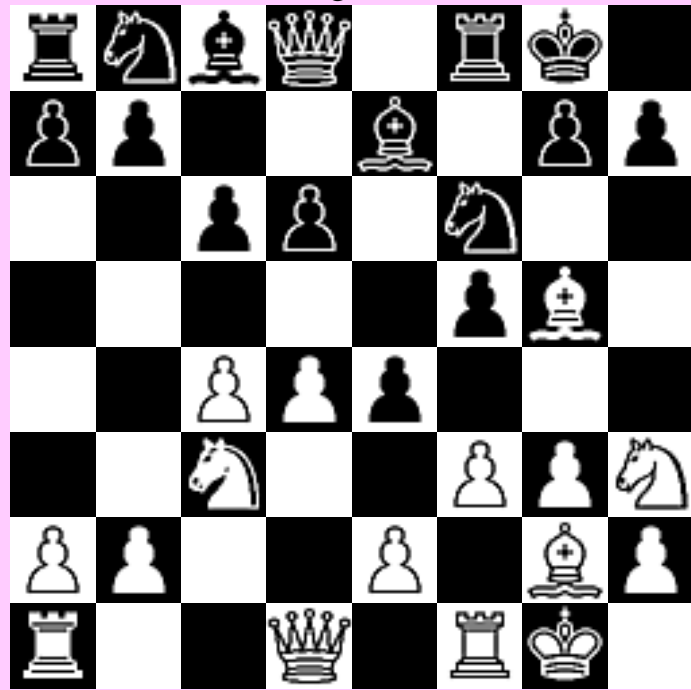
This document (Canon\canon630.html) was last modified on 13 Aug 2005 by



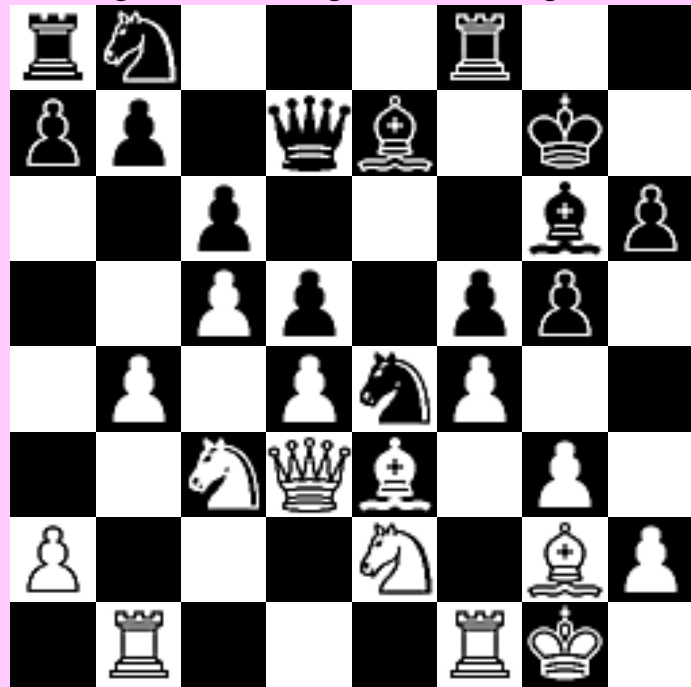
[Dr. Dave](#)

regis,d (1960) - richmond,rh (2150) [A21]manoeuvring in club play: camb, manoeuvring in, 1986

1. c4 e5 2. Nc3 d6 3. g3 f5 4. d4 e4 5. Nh3 Nf6 6. Bg2 Be7 7. O-O O-O 8. Bg5 c6 9. f3

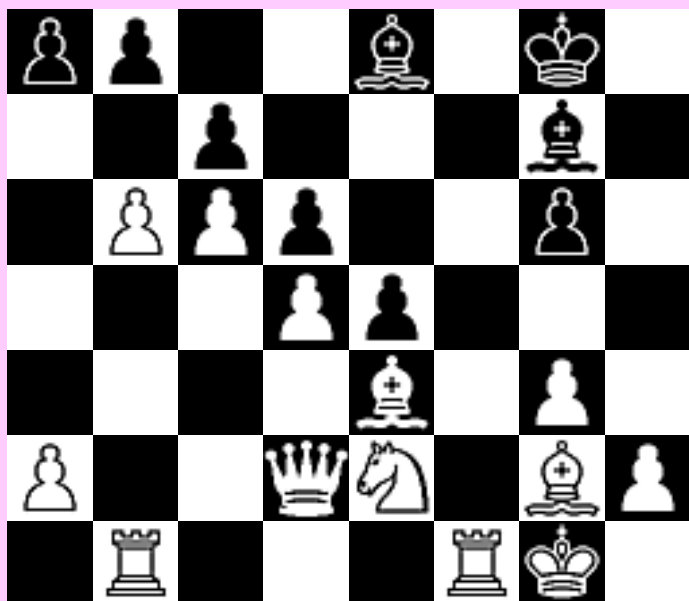


Black's centre is under pressure. 9... exf3 10. exf3 h6 11. Be3 Be6 12. Qd3 d5 13. c5 Qd7 14. Nf4 Bf7 15. b4 g5 16. Nfe2 Kg7 17. Rab1 Bg6 18. f4 Ne4

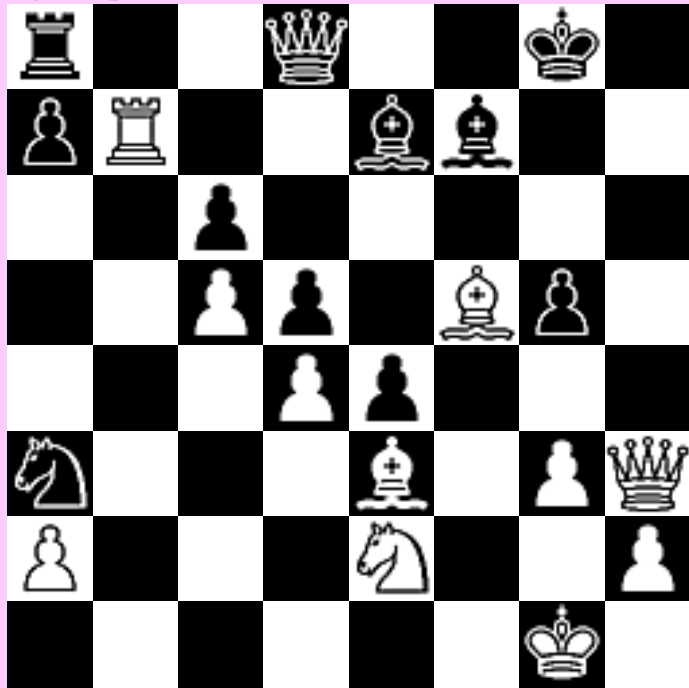


19. b5 Qc7 20. fxe4 hxg5 21. Nxe4 fxe4 22. Qd2 Qd8





Bob thought exchanging rooks was better. The exchanges have left Black facing pressure against Pawns on both sides of the board (g5,b7) [22... Rxf1+ 23. Rxf1 [23. Kxf1 Qd8 24. bxc6 bxc6 25. Re1 Nd7 +/-] [23. Bxf1 b6 24. bxc6 bxc5 25. dxc5 Qxc6 +/-] 23... Qd8 [23... b6 24. Bxg5 bxc5 25. Bxe7 Qxe7 +/-] [23... cxb5 24. Bxg5 Nc6 25. Nc3] 24. bxc6 bxc6 25. Rb1 @E= Fritz 25... Nd7 26. Rb7 [26. Bh3 Rb8 27. Rxb8 Nxb8 28. Nc3 Bh5 29. Qb2 Qc7 30. Nxe4 dxe4 31. d5+ Bf6 32. Bd4 Bxd4+ 33. Qxd4+ @E=+] 26... Qc8] [22... Rh8 23. bxc6 bxc6 24. Bxg5 e3 25. Qxe3 Bxb1 26. Rxb1 +/-] [22... cxb5 23. Bxg5 Rxf1+ 24. Rxf1 Nc6 25. Bxe7 Nxe7 +/-] [22... b6 23. Rxf8 +/-] 23. Rxf8 Kxf8 24. bxc6 bxc6 25. Bh3 [25. Rb7 Nd7 +/-] 25... Na6 26. Bg4 Nc7 27. Rb7 Bf7 28. Qc1 Kg8 29. Qf1 Nb5 30. Qh3 The light squares are weaker than the dark. [30. Bxg5 - lay unnoticed until 1992!] 30... Na3 31. Bf5



31... Qa5 32. Qh7+ Kf8 33. Qh8+ Bg8 34. Qh6+ Ke8 35. Qxc6+ Kf8 36. Qh6+ Ke8 37. Rxe7+ Kxe7 38. Bxg5+ Ke8 39. Qc6+ [39. Qc6+ Kf8 40. Qd6+ Kg7 41. Qf6#] 1-0

Back to [Chess Coaching Page](#)

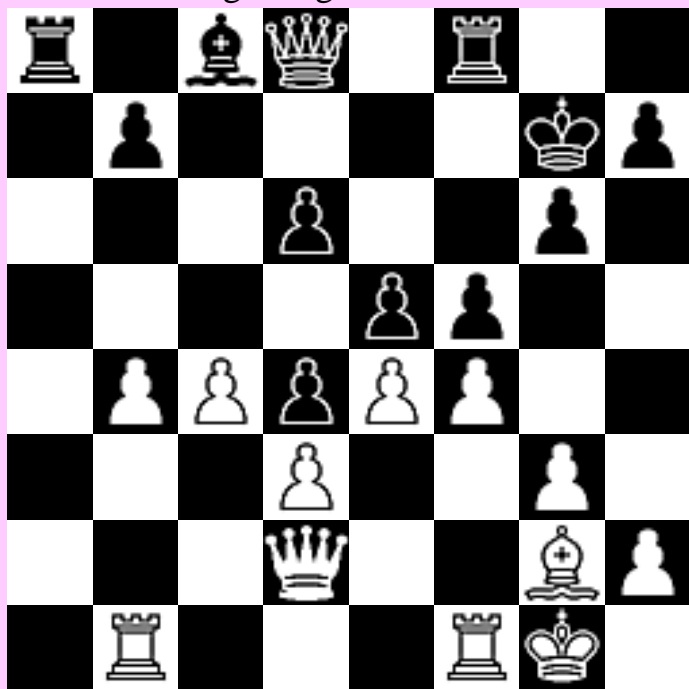
This document (Canon\canon631.html) was last modified on 13 Aug 2005 by



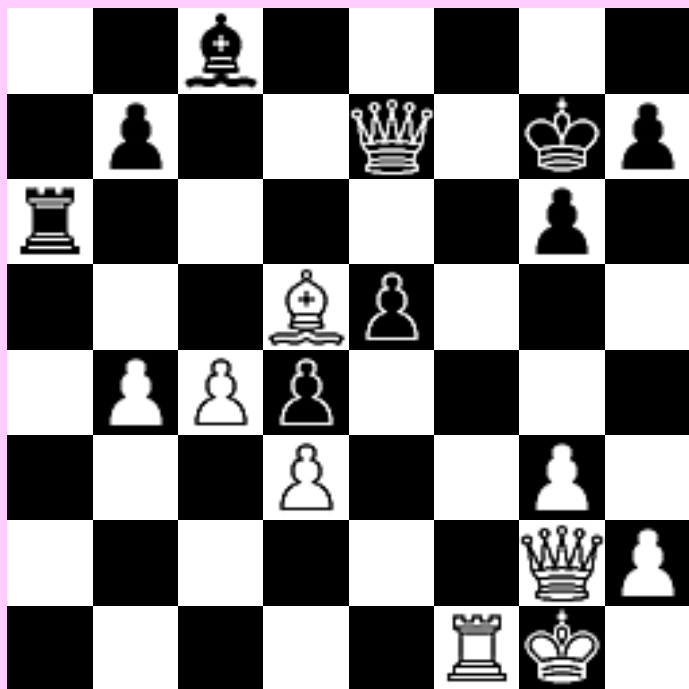
[Dr. Dave](#)

williams,sk (1990) - regis,d (1935) [A36]manoeuvring in club play: east, manoeuvring in, 1994

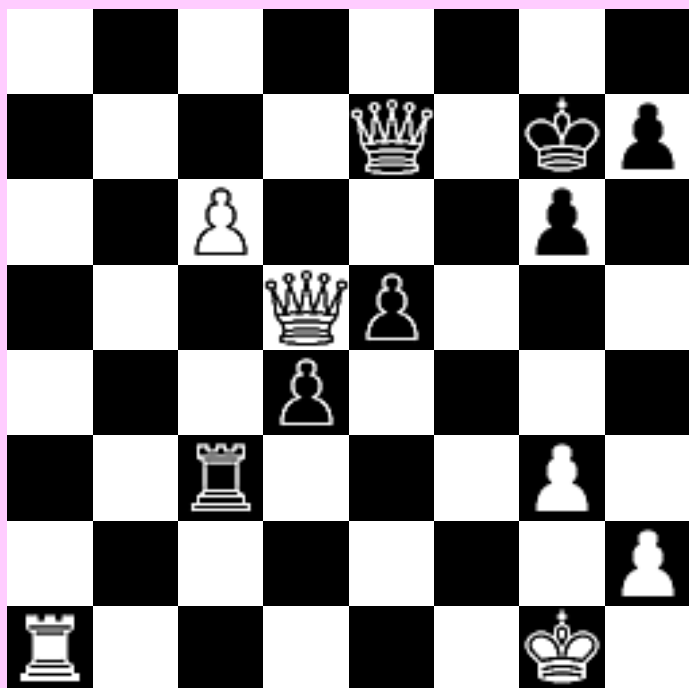
1. c4 g6 2. Nc3 Bg7 3. g3 c5 4. Bg2 Nc6 5. e4 d6 6. Nge2 Nf6 7. O-O O-O 8. d3 Ne8 [8... Bd7] 9. Be3 Nd4 10. Rb1 a5 11. a3 Nc7 12. b4 axb4 13. axb4 Nxe2+ 14. Nxe2 Ne6 15. Qd2 Nd4 16. Nxd4 cxd4 17. Bh6 e5 18. Bxg7 Kxg7 19. f4 f5



20. exf5 Rxf5 21. Be4 Rf6 22. fxe5 dxe5 23. Rxf6 Qxf6 24. Rf1 Qe7 25. Qg2 Ra6 26. Bd5



26... Be6 27. c5 Bxd5 28. Qxd5 Ra3 29. b5!? [29. Rd1] 29... Rxd3 30. Ra1 Rc3 31. c6 bxc6 32. bxc6



32... Qg5 [32... d3 33. Qd7 Qxd7 34. cxd7 d2 35. d8=Q Rc1+ 36. Kf2 d1=Q 37. Qxd1+-] [32... Rc5 33. Qd7 Qxd7 34. cxd7 Rd5 35. Ra5 Rxd7 36. Rxe5-+] [32... Qc5 33. Qd7+ Kf6] 33. Rf1 Kh6 [33... Qe3+ 34. Rf2 Kh1 transposes to game] 34. Kh1 Rc1 [34... Qe3! 35. Qd7 Qe4+-+] 35. Qf7 e4 36. c7 Rxf1+ 37. Qxf1 Qc5 38. Qh3+ 1-0

Back to [Chess Coaching Page](#)

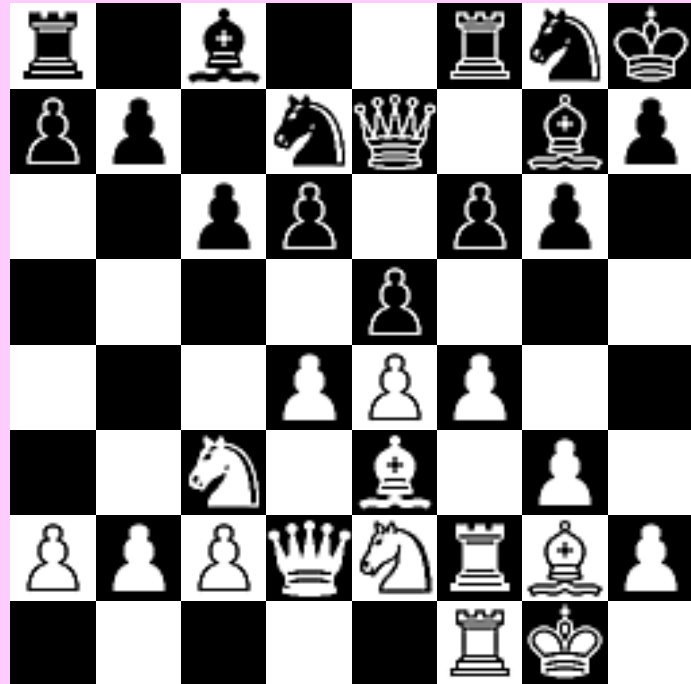
This document (Canon\canon632.html) was last modified on 13 Aug 2005 by



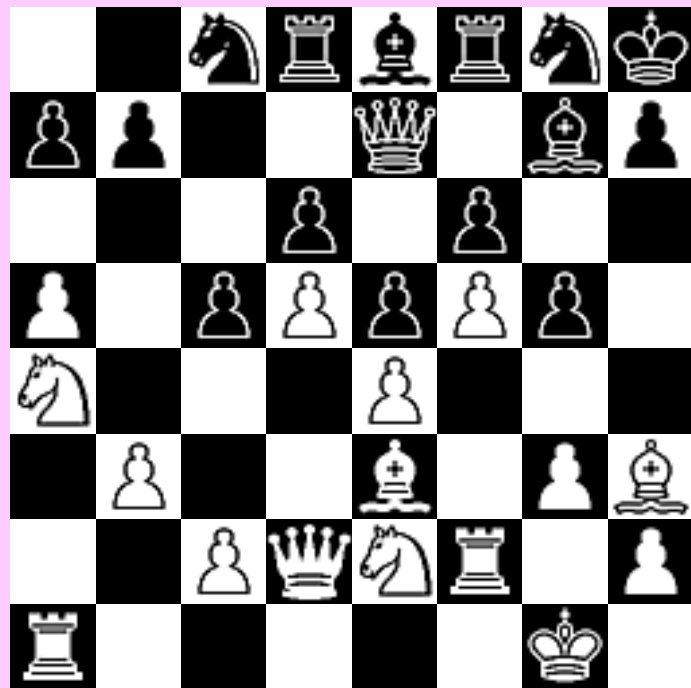
[Dr. Dave](#)

regis,d - tunks,d (1935) [B06]manoeuvring in club play: port, manoeuvring in, 1984

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nge2 Nd7 5. g3 e5 [too early] 6. Bg2 Ne7 [*doesn't look quite right here*] 7. O-O O-O 8. Bg5 f6 9. Be3 Kh8 10. Qd2 Ng8 11. f4 c6 12. Rf2 [12. a4] 12... Qe7 13. Raf1

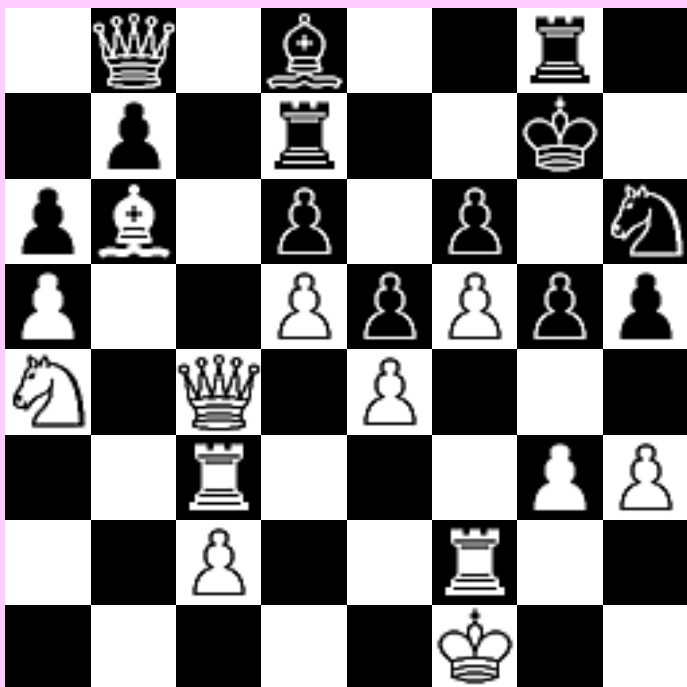


Black has only defensive plans available - White tries to keep it that way. 13... Nb6 14. b3 Be6 15. a4 Rad8 16. a5 Nc8 17. d5 Bf7 18. Bh3 c5 19. f5 g5 20. Ra1 Be8 21. Na4

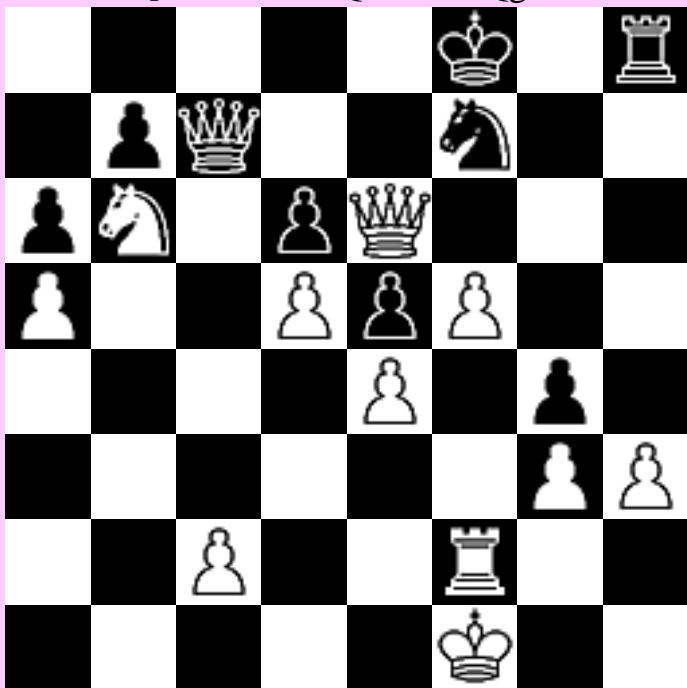


White probes on each side. 21... Qc7 22. Bf1 h5 23. Nec3 a6 24. Ne2 Nh6 25. h3 Rg8 26. b4 cxb4 27. Qxb4 Bb5 28. Nec3 Bxf1 [*I'm not sure who this exchange favours - I thought White at*

the time] 29. Kxf1 Rd7 30. Nb6 Nxb6 31. Bxb6 Qb8 32. Ra3 Bf8 33. Na4 Be7 34. Rc3 Kg7 35. Qc4 Bd8



White doesn't quite know what to do with the Queen's side... 36. Qe2 Tacking about from side to side is the hallmark of manoeuvre 36... Rh8 Black manfully gives up a Pawn but White has been looking to get in on the light squares... [36... g4 37. Rb3] 37. Qxh5 g4 38. Bxd8 Qxd8 39. Nb6 Rc7 [39... Rf7 40. Rc8] 40. Rxc7+ Qxc7 41. Qg6+ Kf8 42. Qxf6+ Nf7 43. Qe6



1-0: idea was 44 Nd7+ & 45 Qg6 mate; 43 ... Qe7; 44 h4! (Black said he was relieved when it all ended!) [43. Qe6] 43... Rh6 [43... Qe7 44. h4 Nd8 45. Nc8 Nxe6 46. fxe6+ Ke8 47. Nxe7 Kxe7 48. Rf7+ Ke8 +/-] 44. Nd7+ Kg8 45. Qe8+ Kh7 [45... Kg7 46. f6+ Rxf6 [46... Kg6 47. Nf8+ Kh5 48. Rf5#] 47. Qf8+ Kh7 48. Nxf6+ Kg6 49. Qg8+ Kh6 50. Qh7+ Kg5 51. h4#] 46. Qxf7+ Kh8 47. f6 Rxf6 48. Qxf6+ Kh7 49. Qf7+ Kh8 50. Qh5+ Kg7 51. Rf7+ Kg8 52. Nf6# 1-0

Back to [Chess Coaching Page](#)

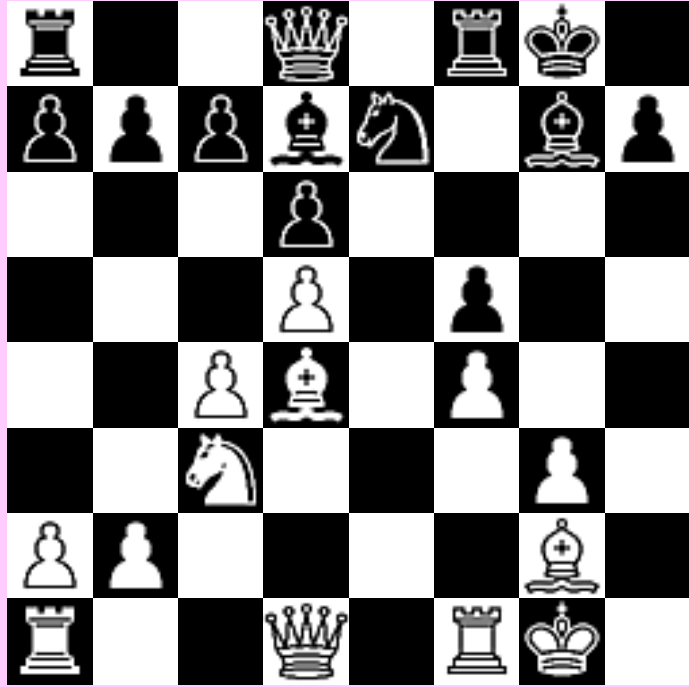
This document (Canon\canon633.html) was last modified on 13 Aug 2005 by



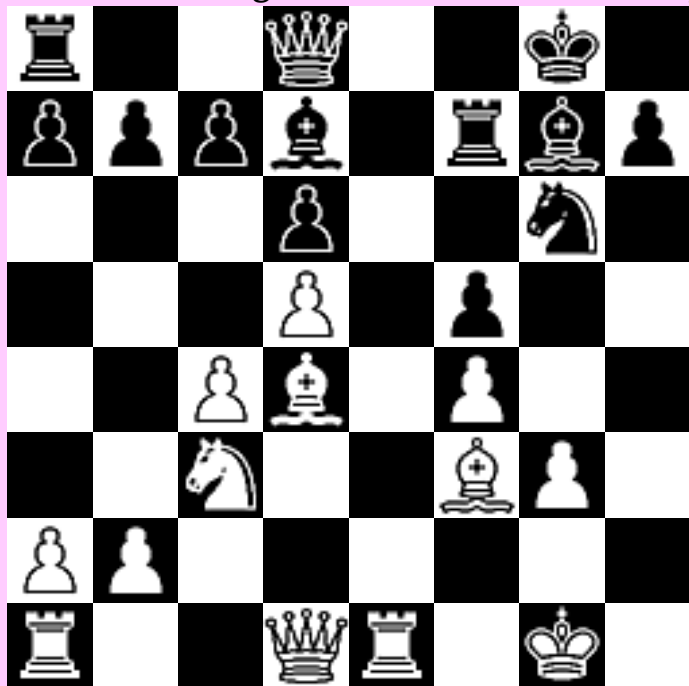
[Dr. Dave](#)

Petrosian,T - Fischer,R [A16]manoeuvring: a modern master, 1958

1. c4 Nf6 2. Nc3 g6 3. g3 Bg7 4. Bg2 O-O 5. Nf3 d6 6. O-O Nc6 7. d3 Nh5 8. d4 e5 9. d5 Ne7 10. e4 f5 11. exf5 gxf5 12. Nxe5 Nxe3 13. hxg3 "Petrosian... plays for control of the centre squares." (Fischer). 13... Bxe5 14. f4 Bg7 15. Be3 Bd7 16. Bd4

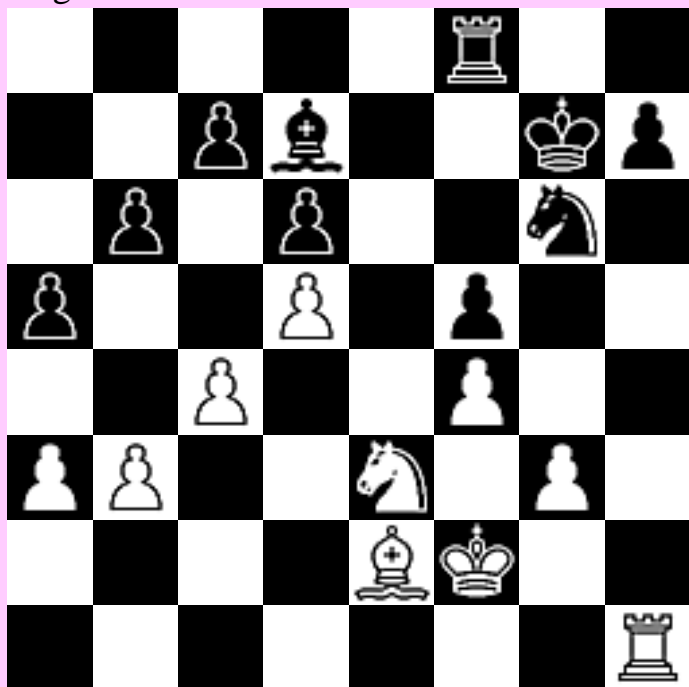


"Forcing the exchange of Black's most active piece." 16... Ng6 17. Re1 Rf7 [17... Bxd4+ 18. Qxd4 h5 and ...h4 gets rid of the isolated pawn.] 18. Bf3

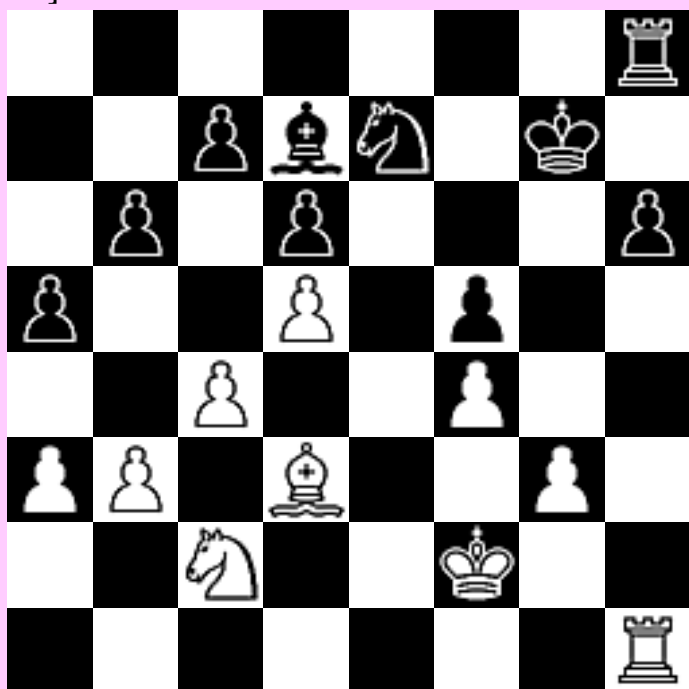


"Black doesn't get a second chance." 18... Qf8 19. Kf2 Re8 20. Rxe8 Qxe8 21. Bxg7 Rxg7 22. Qd4 b6

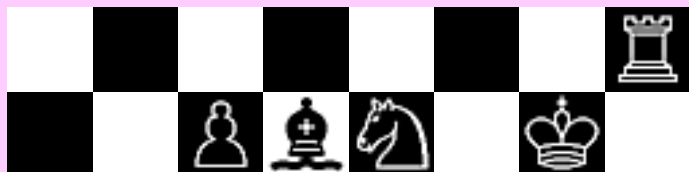
23. Rh1 [23. *b4 ! Fischer*] 23... a5 24. Nd1 Qf8 25. Ne3 [25. *Bh5*] 25... Rf7 26. b3 Qg7 27. Qxg7+ Kxg7 28. a3 Rf8 29. Be2

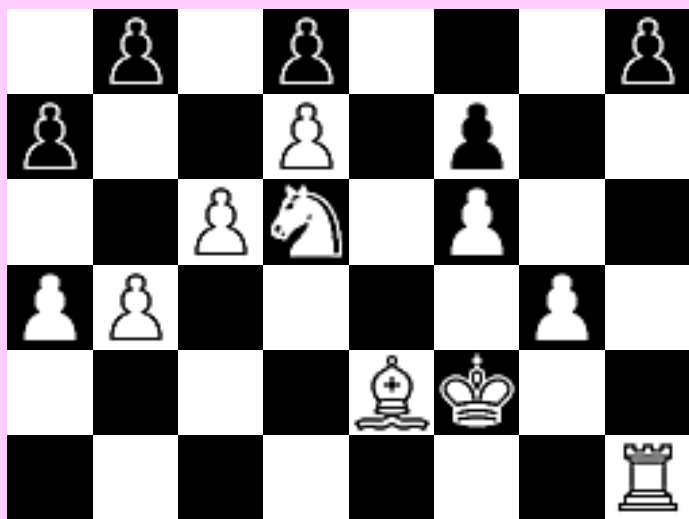


"White constantly finds ways to improve his position." [29. *b4? axb4 30. axb4 Ra8*] 29... Ne7 30. Bd3 h6 31. Rh5 Be8 32. Rh2 [32. *Nxf5+ Nxf5 33. Rxf5 Rh8!- + IDEA Lg6*] [32. *Rxf5 Rh8!- +*] 32... Bd7 33. Rh1 Rh8 34. Nc2

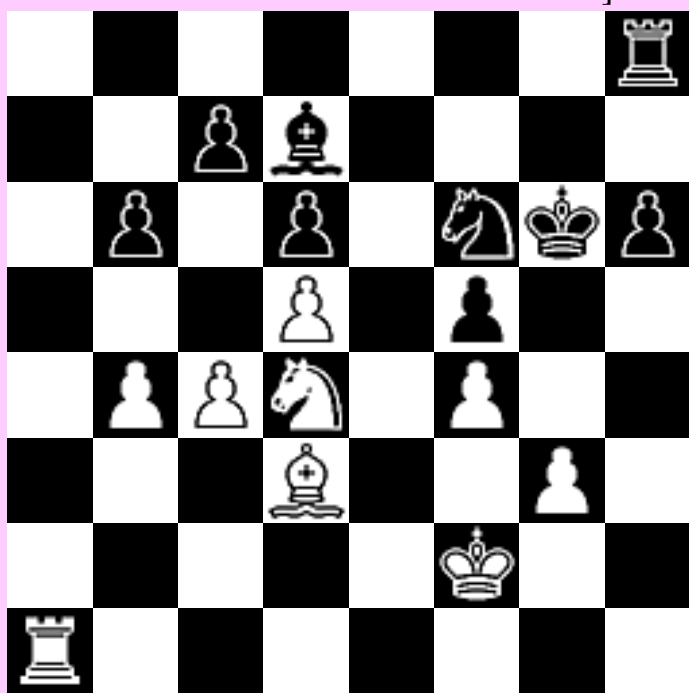


"Heading for an even stronger outpost on d4. Each time Petrosian achieved a good position, he managed to manoeuvre into a better one. " 34... Kf6 35. Nd4 Kg7 36. Be2

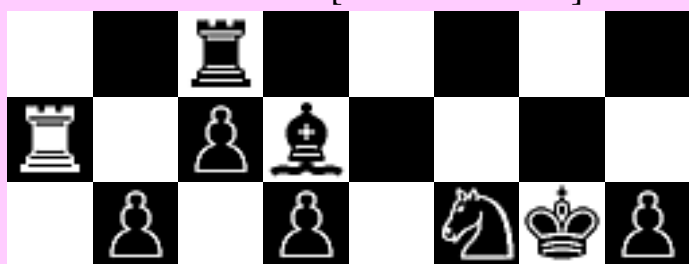


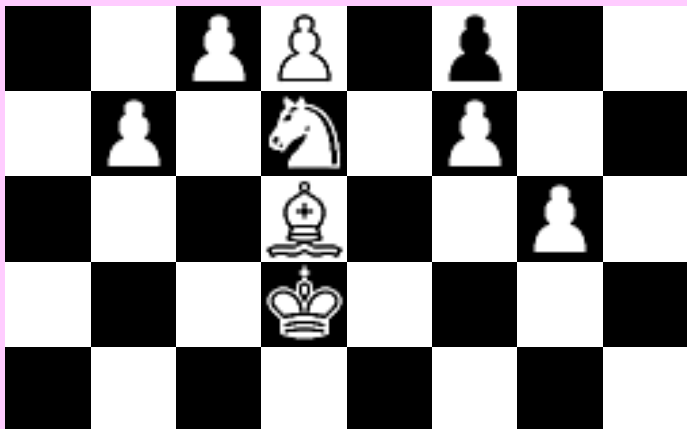


"Feigning an invasion with Bh5, Re1 and Ne6. White has two wings to operate on..." 36... Ng8?
 "Panicking and giving him the opportunity to sneak in b4 when Black can't react with ...axb4 and ...Ra8. Petrosian likes to play cat-and-mouse, hoping his opponents will go wrong in the absence of a direct threat..they usually do [36... Ra8 37. Bh5 Rc8 38. Re1 Kf6 39. Ne6 c6=] 37. b4 Nf6 38. Bd3 [38. bxa5 Ne4+ 39. Kg2 bxa5 40. Rb1 Nc5+/=] 38... axb4 [38... Ne4+ 39. Bxe4 fxe4 40. bxa5 bxa5 [40... Ra8 41. axb6 cxb6 42. Rb1+-] 41. Rb1+- IDEA Tb7] [38... Kg6 39. bxa5 bxa5 40. Rb1+- IDEA Tb7] 39. axb4 Kg6 40. Ra1



"White has finally achieved his ideal set-up, but Black's game is still tenable." 40... Ng4+ 41. Ke2 Re8+ 42. Kd2 Nf6 43. Ra6 [43. Ra7 Rc8] 43... Rb8 44. Ra7 Rc8 45. c5





"This Pawn sac caught me completely by surprise. It's the only line that gives Black any trouble." 45... bxc5 [45... Nxd5? 46. c6+-] 46. bxc5 dxc5 47. Nf3 Kf7 [47... Nxd5? 48. Ne5+-] 48. Ne5 + Ke7 49. Nxd7 Nxd7 50. Bxf5 Rf8 51. g4 [51. Bxd7 Kxd7 52. Ke3 [52. Ra6 Rg8] 52... Kd6 53. Ra6+ Kxd5 54. Rxh6 Re8+ 55. Kf3 c4=] 51... Kd6 ? [51... Nf6! 52. Be6 Nxd5! 53. Bxd5 Rxf4= [53... Rd8=]] 52. Bxd7 Kxd7 53. Ke3 Re8+ [53... c4 54. Ra6-+] 54. Kf3 [54. Kd3 Rg8=] 54... Kd6 55. Ra6+ Kxd5 56. Rxh6 c4 57. Rh1 [57. Rh7+- Petrosian, T 57... c6 [57... c5 58. Rd7+ Ke6 59. Rd1 Rb8 60. g5? [60. f5+! Ke5 61. Re1+ Kd4 [61... Kf6 62. Kf4 c3 63. g5+ Kg7 64. g6 c2 65. Kg5 Rb1 66. f6+-] 62. g5 c3 63. f6 c2 64. Rc1! [64. f7? Rb1!=] 64... Ke5 65. Kg4!+-] 60... c3 61. Kg4 [61. Rc1 Kf5 62. Rxc3 c4! 63. Rxc4 Rb3+=] 61... Rb4 62. Re1+ Kf7 63. Kf5 c2 64. Rc1 Rc4 65. g6+ Kg7 66. Kg5 Rc3=] 58. Rd7+ Kc5 59. Rd1 c3 60. g5 Kc4 61. g6 c2 62. Rc1 Kc3 63. f5 Rg8 64. Kf4 Kd2 65. Rxc2+ Kxc2 66. Kg5 c5 67. f6 c4 68. f7 Rxg6+ 69. Kxg6 c3 70. f8=Q+-] [57. Rh7 wins] 57... c3 58. g5 c5 59. Rd1+ [59. g6 Rg8 60. f5 Ke5 61. Kg4 Kf6 62. Rc1 c4 63. Rxc3 Rc8!=] [59. Kg4 Re2! 60. g6 Ke4! 61. Kg5 Rg2+ 62. Kf6 Kxf4=] 59... Kc4 60. g6 c2 61. Rc1 [61. Rg1 Rd8 62. Rc1[] [62. g7? Rg8!-+ IDEA Txcg7]] 61... Kd3 62. f5 Rg8 63. Kf4 Kd2 64. Rxc2+ Kxc2 65. Kg5 c4 66. f6 c3 67. f7 1/2-1/2 petrosian-fischer, portoroz/planning: manoeuvring 1958 [67. f7 Rxg6+ [67... Rc8 68. g7 Kb1 69. f8=Q Rxf8 70. gxf8=Q c2=] 68. Kxg6 Kb1 69. f8=Q c2=] 1/2

Back to [Chess Coaching Page](#)

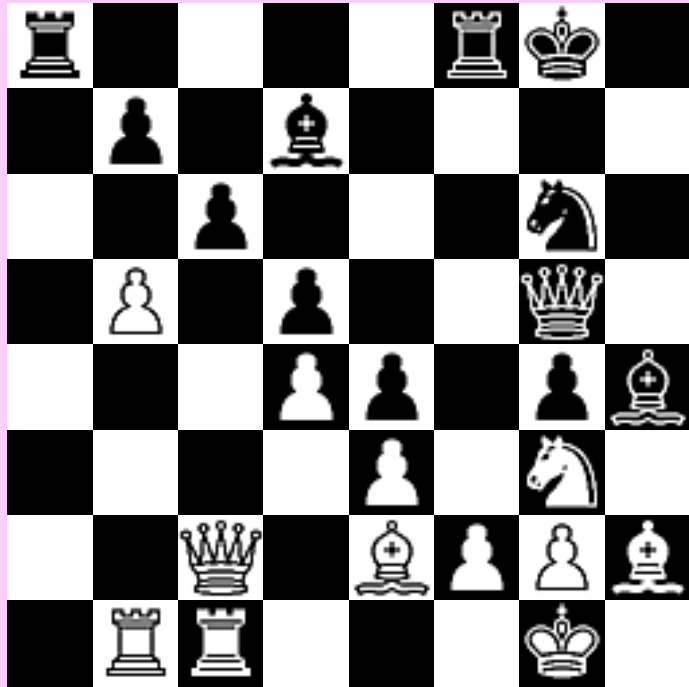
This document (Canon\canon634.html) was last modified on 13 Aug 2005 by



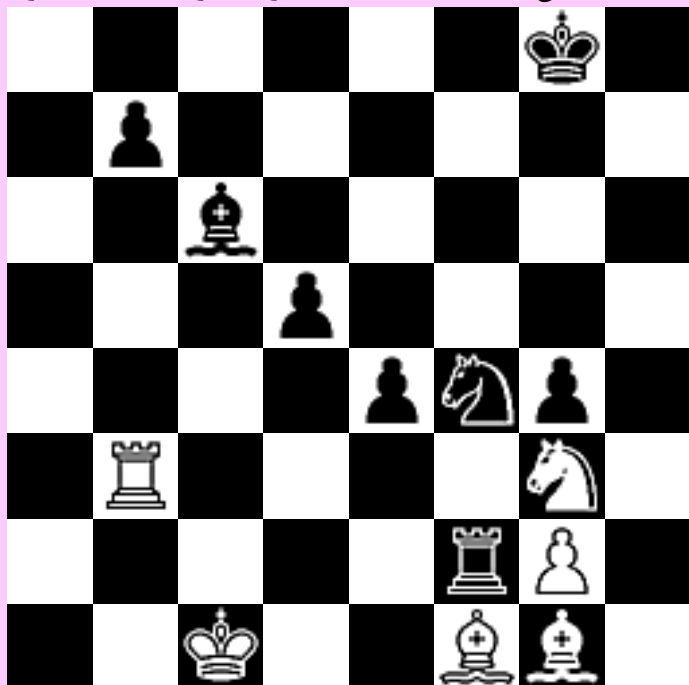
[Dr. Dave](#)

Timman J - Speelman J (10,Linares) [D35]material imbalance: KBB v KN, 1992

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 Nbd7 5. cxd5 exd5 6. Bf4 c6 7. Qc2 Be7 8. h3 O-O 9. e3 Ne4 10. Bd3 f5 11. O-O Bf6 12. b4 a6 13. Na4 Re8 14. Rab1 Nf8 15. Rfc1 g5 16. Bh2 Ng6 17. Nc5 h5 18. Nd2 g4 19. Nf1 Bh4 20. hxg4 hxg4 21. Nxe4 fxe4 22. Be2 Rf8 23. Ng3 Bd7 24. a4 Qg5 25. b5 axb5 26. axb5

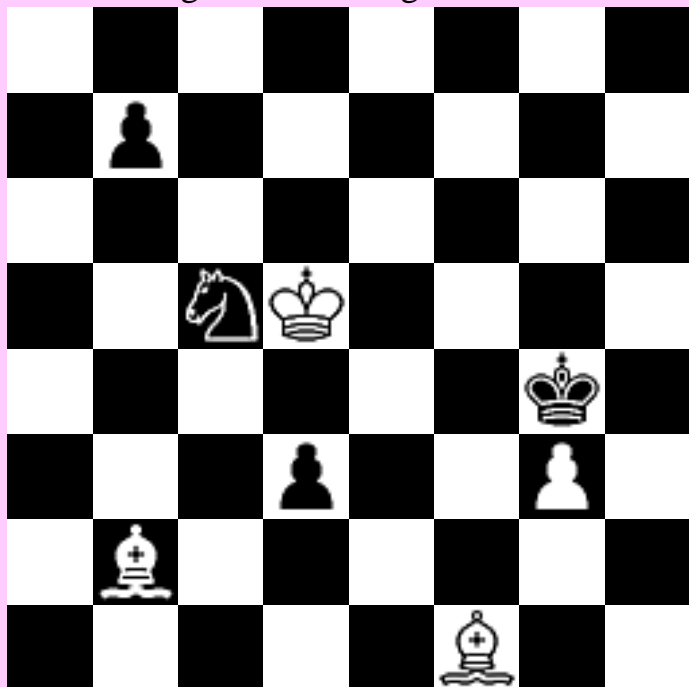


26... Rxf2 "As expected, Speelman goes for it" 27. Kxf2 Rf8+ 28. Ke1 Qxe3 29. Rb3 Qf2+ 30. Kd1 Qxd4+ 31. Qd2 Qxd2+ 32. Kxd2 Bg5+ 33. Kd1 Bxc1 34. bxc6 Bxc6 35. Kxc1 Rf2 36. Bf1 Nf4 37. Bg1

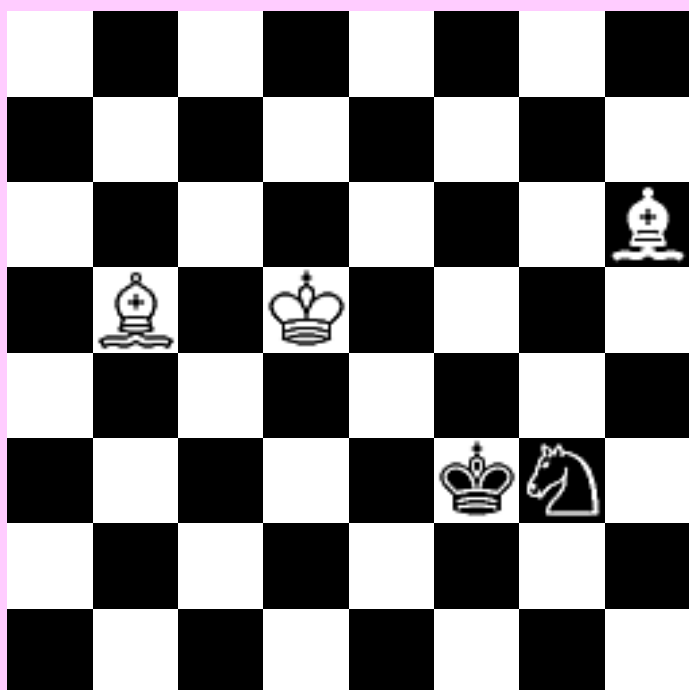


37... Ra2 38. Kb1 Ra8 39. Nf5 Rf8 40. Nh6+ Kg7 41. Bc5 Rd8 42. Nxc6 d4 43. Bb6 Rd7 44. g3 Ne6 45.

Kc1 d3 46. Be3 Nd4 47. Rb2 Nf5 48. Bf4 Rd5 49. Kd2 Ra5 50. Ne3 Nd4 51. Bg2 Kf6 52. Nc4 a long winning attempt 52... Rc5 53. Nd6 Nb3+ 54. Ke3 Rc2 55. Nxe4+ Bxe4 56. Kxe4 Nc5+ 57. Kd5 Rxb2 58. Be5+ Kg5 59. Bxb2 Kg4 60. Bf1



60... b6? [60... Kf3=] 61. Be5 Kf3 sealed 62. Bf4 d2 63. Bxd2 Ne4 64. Bh6 Nxc3 65. Bd3 b5 66. Bxb5



66... Nf5 67. Bf8 Ne3+ 68. Kd4 Ng2 69. Kd3 Nf4+ 70. Kd2 Ng2 71. Bc6+ Kf2 72. Bd6 Nh4 73. Bc5+ Kg3 74. Bb6 Ng2 75. Bd5 Nh4 76. Ke2 Kf4 77. Bb3 Nf5 78. Bc7+ Kg5 79. Be5 Kg4 80. Bc2 Ng3+ 81. Kf2 Nf5 82. Bd1+ Kg5 83. Kf3 Nh4+ 84. Ke4 Nf5 85. Ba4 Ne7 86. Bd7 Ng8 87. Bf4+ Kg6 88. Ke5 Nf6 89. Bb5 Kf7 90. Bc4+ Kg6 91. Ke6 The chess world is becoming dull and superficial 1-0

Back to [Chess Coaching Page](#)

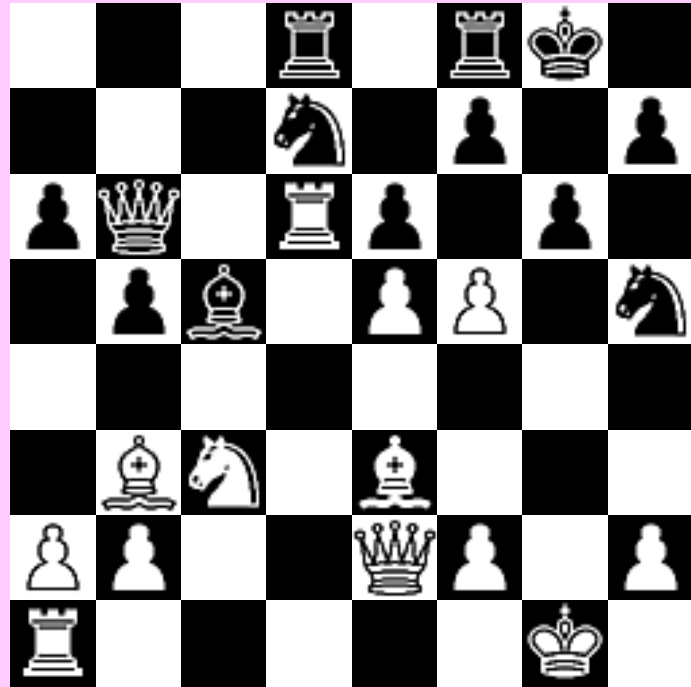
This document (Canon\canon635.html) was last modified on 13 Aug 2005 by



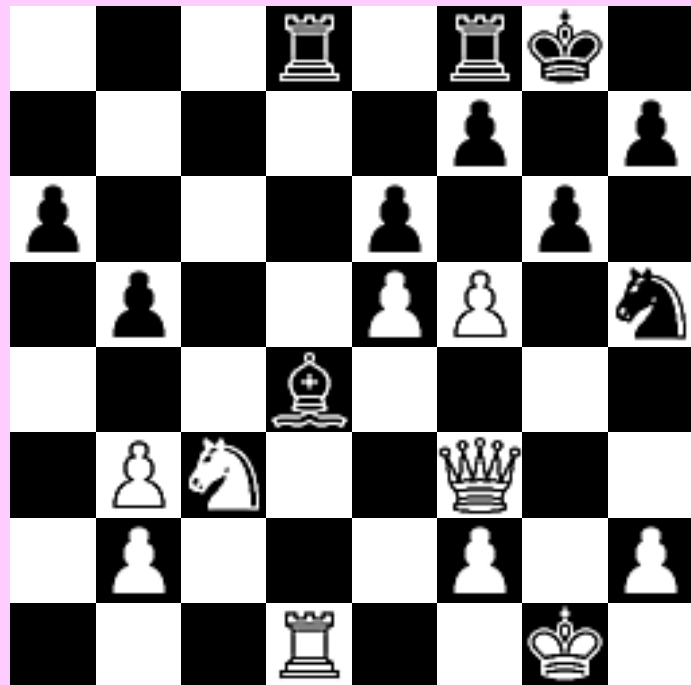
[Dr. Dave](#)

Timman J - Seirawan Yasser (10,Surakarta) [D29]material imbalance: Q v RB, 1983

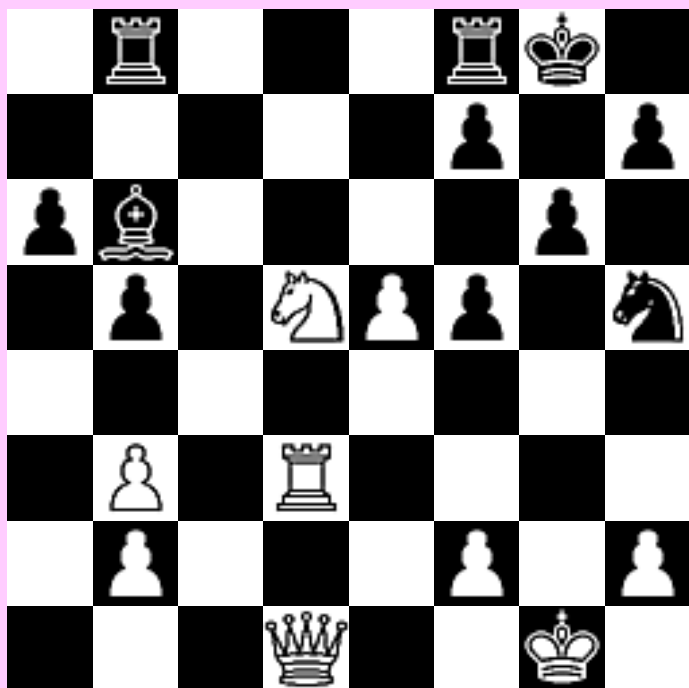
1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 e6 5. Bxc4 c5 6. O-O a6 7. Qe2 b5 8. Bb3 Bb7 9. Rd1 Nbd7 10. e4 cxd4 11. e5 Bxf3 12. gxf3 Nh5 13. f4 g6 14. Rxd4 Qb6 15. Rd1 Rd8 16. Nc3 Be7 17. f5 O-O 18. Be3 Bc5 19. Rd6



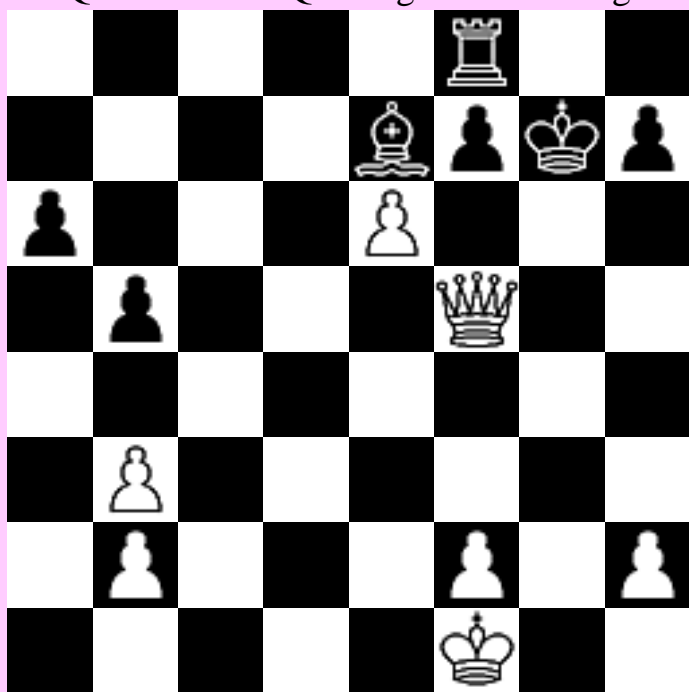
19... Bxe3! 20. Rxb6 Bxb6 21. Rd1 Nc5 22. Qf3 Nxb3 23. axb3 Bd4



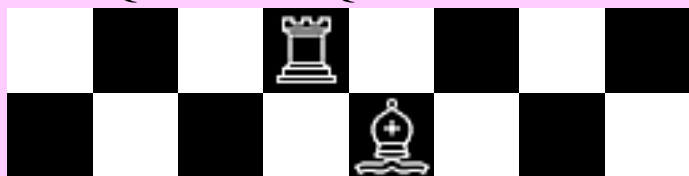
24. Rd3 exf5?! 25. Qd1 Bb6 26. Nd5 Rb8

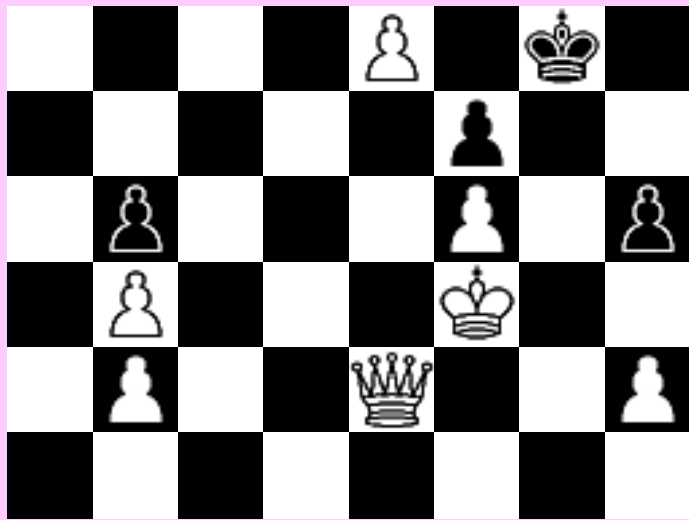


Where can White find a winning plan of campaign? 27. Rh3! [27. Nxb6 Rxb6 28. Rd6 Rfb8 when neither a mating attack nor a passed Pawn seems likely.] 27... Bd8 28. Rxh5 gxh5 29. Qxh5 Kh8 30. Qxf5 Rg8+ 31. Kf1 Rg7 32. Nf4 Kg8 33. e6 Be7 34. Nh5 Rf8 35. Nxg7 Kxg7

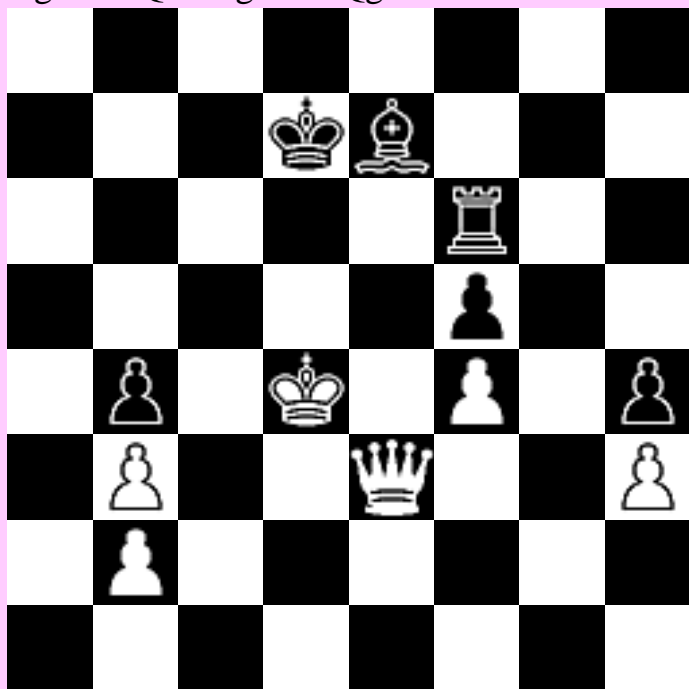


White has regained his extra material and should be able to get a win on technique. 36. Qe5+ [36. b4! keeps the Queen's-side Pawns vulnerable] 36... Kg6 37. Kg2 b4 38. f4 f5 39. Kf3 h5 40. Qe2 h4 41. Qxa6 Rd8 42. Qe2

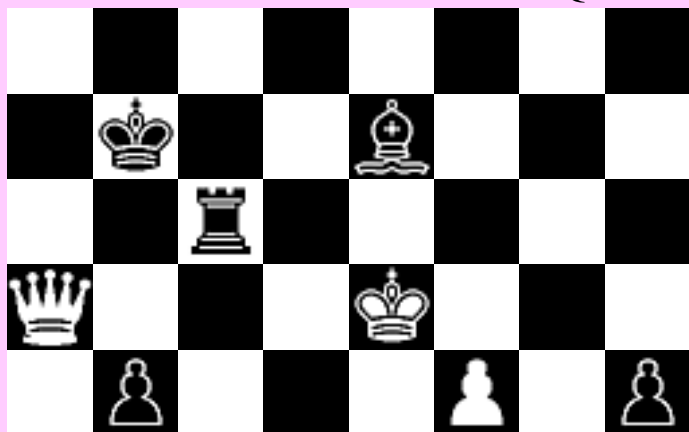


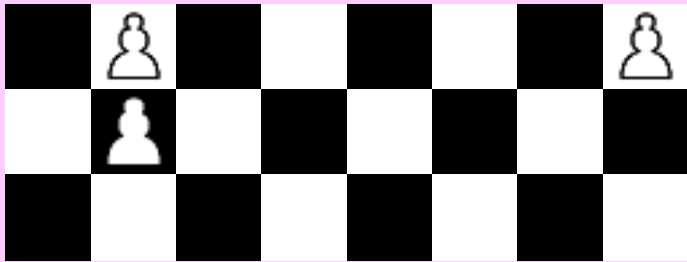


(Adjourned: how can the White King effect an entry?) 42... Rd6 43. Qe3 Rd8 44. Ke2 Kf6 45. Qe5+ Kg6 46. Qe3 Kg7 47. Qg1+ Kf6 48. h3 Rf8 49. Kd3 Kxe6 50. Qe3+ Kd7 51. Kd4 Rf6



52. Qg1! Rf8 53. Kd5 Rf6 54. Qg8 Ra6 55. Qb8 Rh6 56. Qb7+ Kd8 57. Ke5 Rf6 58. Qb8+ Kd7 59. Qg8 Rc6 60. Kxf5 Rf6+ 61. Ke5 Rc6 62. Qd5+ Kc7 63. Qa5+ Kb7





Nearly zugzwang! 64. Qa4 Bf8 65. Qb5+ Kc7 66. Qa5+ Rb6 67. Qa7+ Rb7 68. Qa6 Bg7+ 69. Kd5 Rb6 70. Qa7+ Rb7 71. Qa5+ Kb8 72. Qd8+ Ka7 73. Qxh4 Ka6 74. Qd8 Bxb2 75. f5 Bc3 76. f6 Rh7 77. Kc6 1-0

Back to [Chess Coaching Page](#)

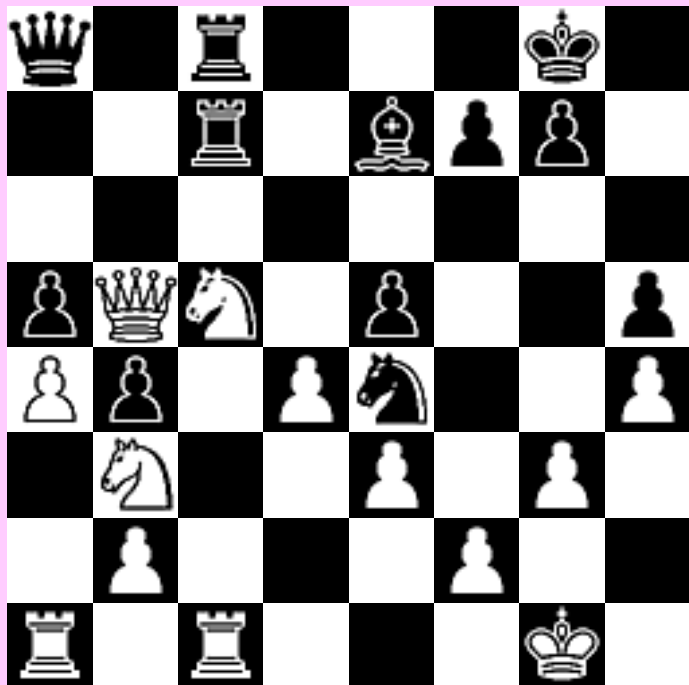
This document (Canon\canon636.html) was last modified on 13 Aug 2005 by



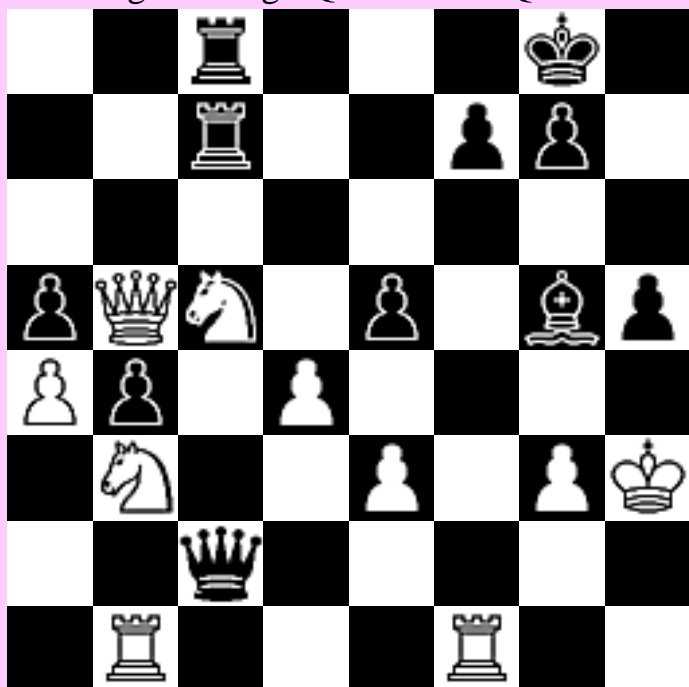
[Dr. Dave](#)

Timman J - Short N (1,Hilversum m) [E05]material imbalance: Q v RB, 1989

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. g3 Be7 5. Bg2 O-O 6. O-O dxc4 7. Qc2 a6 8. Qxc4 b5 9. Qc2 Bb7 10. Bd2 Nc6 11. e3 Ra7 12. Rc1 Qa8 13. Ne1 Nb8! 14. Ba5 Rc8 15. Nd2 Bxg2 16. Nxc2 c5 17. Bb6 Rd7 18. Bxc5 a5 19. a4 b4 20. Nf4 Rdc7 21. Nd3 Nbd7 22. Qc4 h5 23. h4 e5 24. Nb3 Ne4 25. Qb5 Ndx5 26. Ndx5

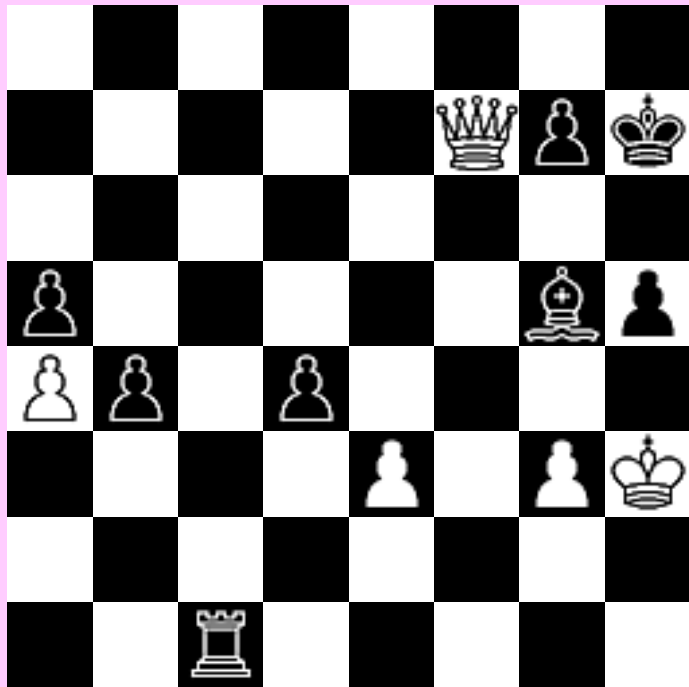


26... Nxc3 27. fxg3 Qf3 28. Kh2 Qf2+ 29. Kh3 Bxh4 30. Rg1 Bg5 31. Rgf1 Qxb2 32. Rab1 Qc2

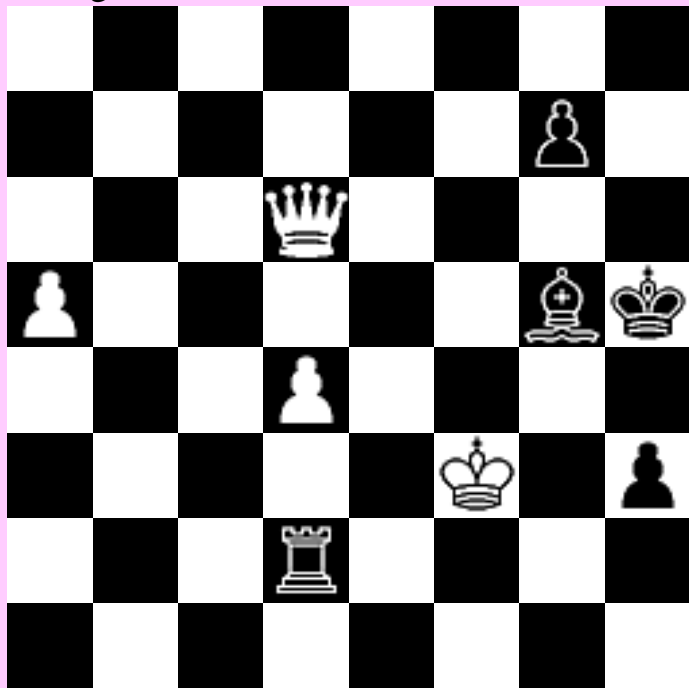


33. Qd3! Rxc5 34. Nxc5 Rxc5 35. Qf5! exd4 36. Qxf7+ Kh7 37. Rbc1? [37. exd4 +-] 37... Qxc1 38.

Rxc1 Rxc1



Black still has drawing chances. 39. exd4! Kh6 40. Qe6+ Bf6 41. Qe3+ Bg5 42. Qe5 Rc3 43. Qxa5 h4 44. Qxb4 Rxc3+ 45. Kh2 Rd3 46. Qd6+ Kh5 47. a5 Rd2+ 48. Kh3 Rd3+ 49. Kh2 Rd2+ 50. Kh1 Rd1+ 51. Kg2 Rd2+ 52. Kf3 h3



53. Qc6! Rd3+? [53... h2 54. Kg3 Ra2 55. Qf3+ Kg6 56. Kg4 when Black should draw but should not rush with 56... h1=Q 57. Qxh1 Rxa5] 54. Ke4 Ra3 55. Kf5 Rxa5+ 56. d5 Bf6 57. Qe8+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon637.html) was last modified on 13 Aug 2005 by



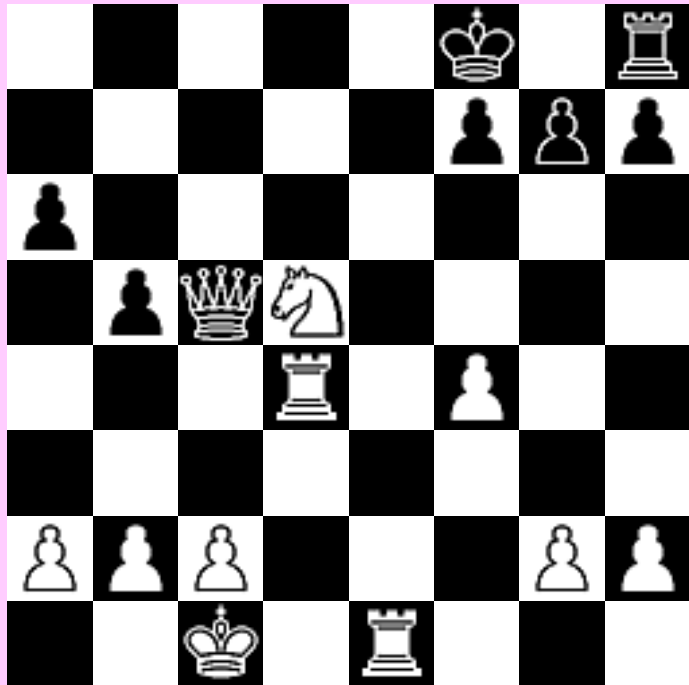
[Dr. Dave](#)

Keres,Paul - Fischer,Robert (Yugoslavia [B99]material imbalance: Q v RN, 1959

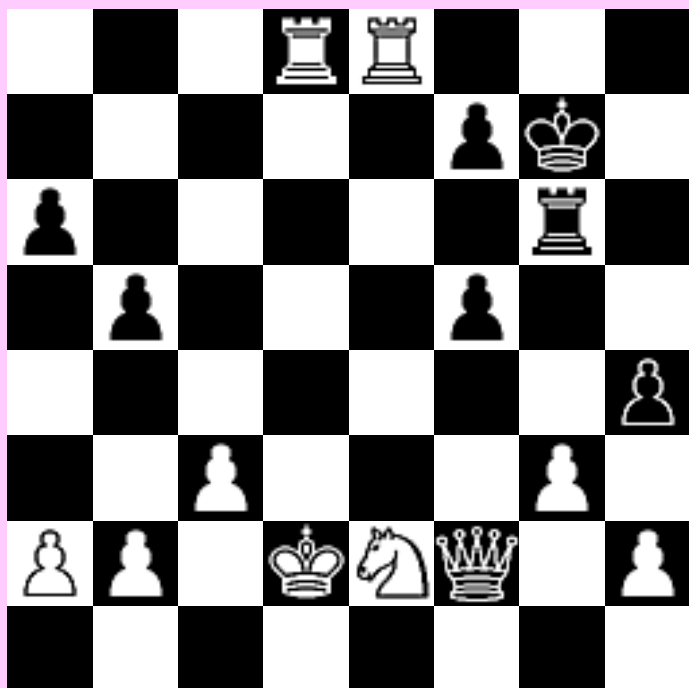
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7 10. Be2 b5 11. Bxf6 Nxf6



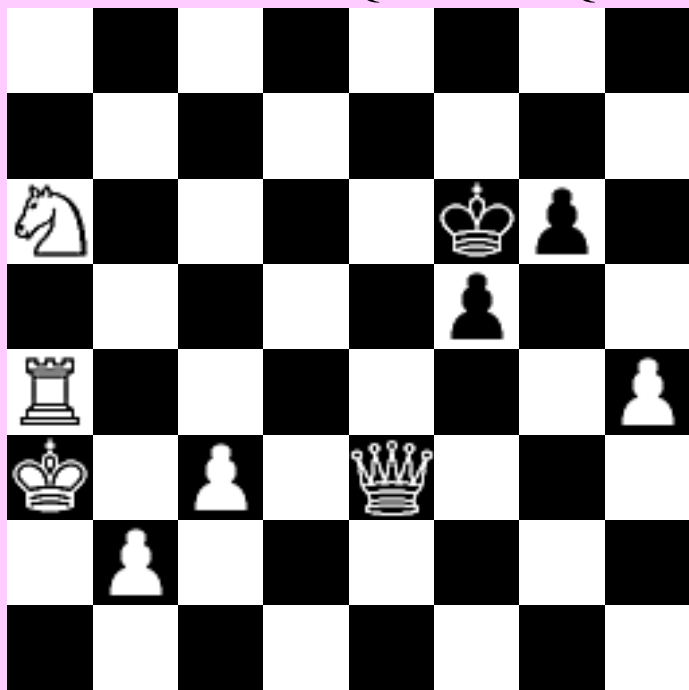
12. e5 Bb7 13. exf6 Bxf3 "so I chopped it off!" - RJF 14. Bxf3 Bxf6 15. Bxa8 d5 16. Bxd5 Bxd4 17. Rxd4 exd5 18. Nxd5 Qc5 19. Re1+ Kf8



20. c3 h5 21. f5 Rh6 22. f6 conceding ("throwing away" - RJF) a pawn in order to try and keep Black tied up 22... gxf6 23. Nf4 h4 24. Rd8+ Kg7 25. Ree8 Qg1+ 26. Kd2 Qf2+ 27. Ne2 Rg6 28. g3 f5



Black is sorted out and can plan the win. The Queen in an open position, with play on both wings, is a monster. Black soon obtains a passed Pawn and play against the exposed King. 29. Rg8+ Kf6 30. Rxc6+ fxg6 31. gxh4 Qxh2 32. Rd4 Qh1 33. Kc2 Ke5 34. a4 Qf1 35. Nc1 Qf2+ 36. Kb3 bxa4+ 37. Ka3 Qc2 38. Nd3+ Kf6 39. Nc5 Qc1 40. Rxa4 Qe3 41. Nxa6



41... f4 42. Rd4 Kf5 43. Nb4 Qe7 44. Kb3 Qxh4 45. Nd3 g5 46. c4 Qg3 47. c5 f3 48. Kc4 f2 "Bzzzt! Game over, thank you for playing..." 49. Nxf2 Qxf2 50. c6 Qxb2 51. Kc5 Qc3+ 52. Kd5 g4 53. Rc4 Qe5# 0-1

Back to [Chess Coaching Page](#)

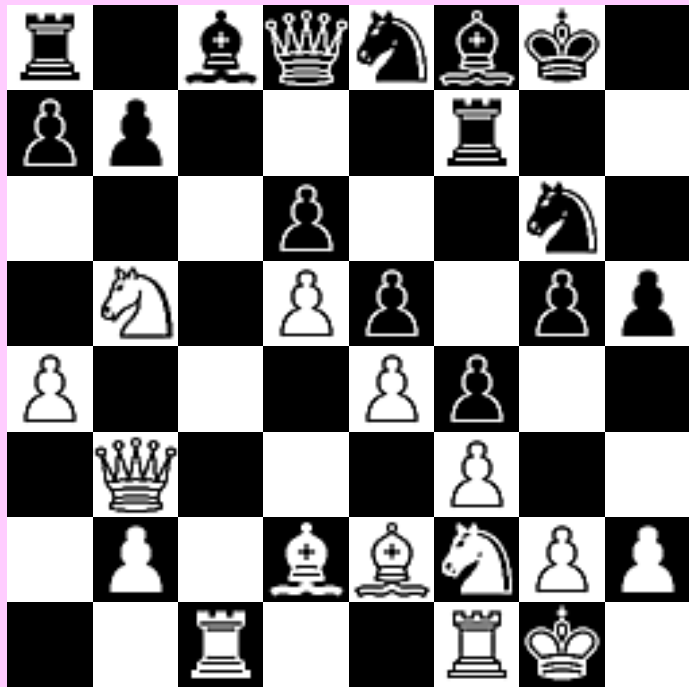
This document (Canon\canon638.html) was last modified on 13 Aug 2005 by



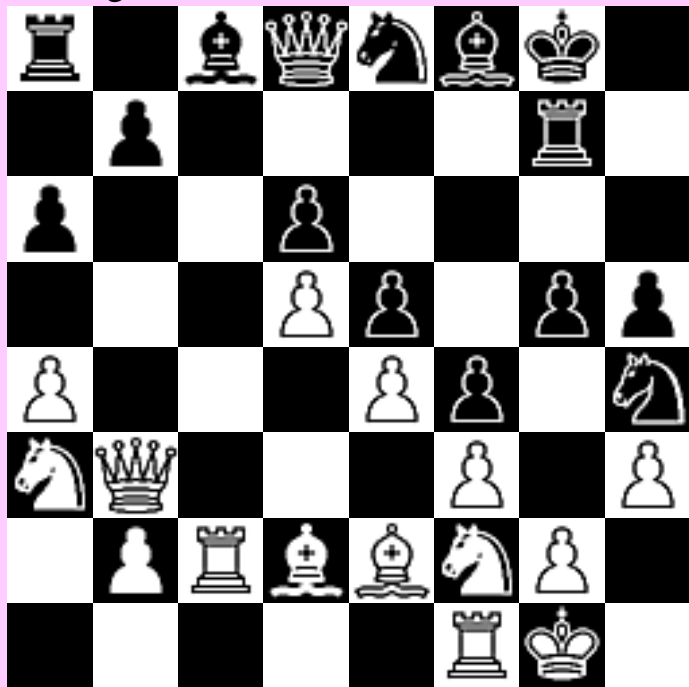
[Dr. Dave](#)

Ivanchuk Vasily - Timman J [04,Hilversum [E99]material imbalance: Q v RN, 1991

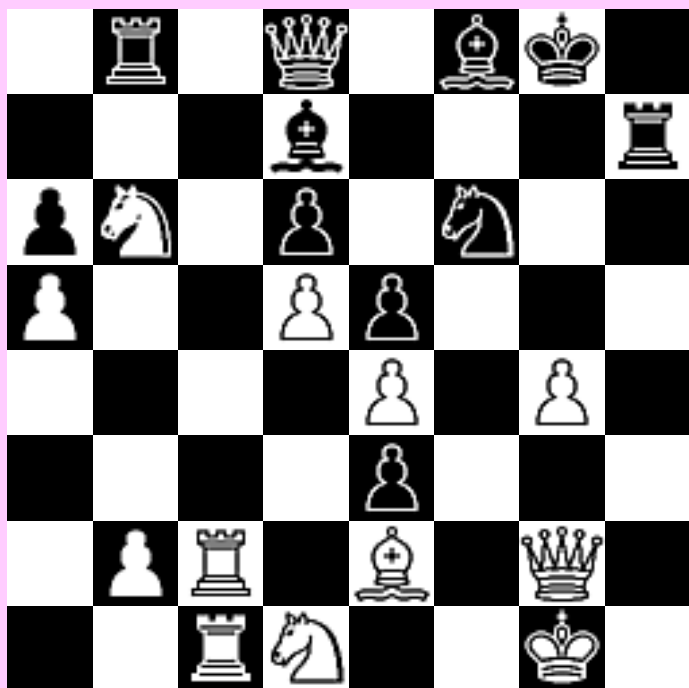
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. Nf3 O-O 5. e4 d6 6. Be2 e5 7. O-O Nc6 8. d5 Ne7 9. Ne1 Nd7 10. Nd3 f5 11. Bd2 Nf6 12. f3 f4 13. c5 g5 14. Rc1 Ng6 15. cxd6 cxd6 16. Nb5 Rf7 17. Qc2 Ne8 18. a4 h5 19. Nf2 Bf8 20. Qb3



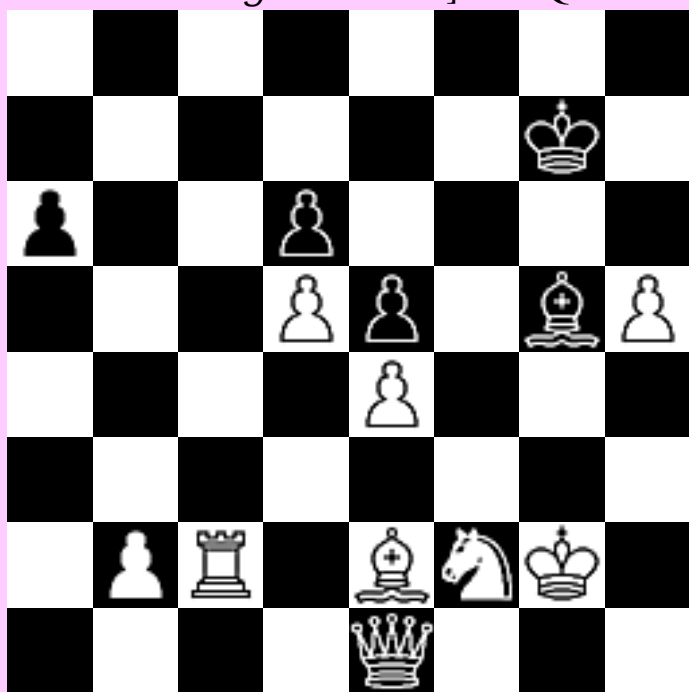
20... Rg7 21. h3 Nh4 22. Rc2 a6 23. Na3



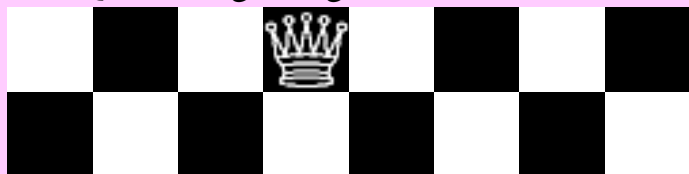
23... Bd7 [23... Nf6 Nunn 24. Be1! Nunn [24. Rfc1! Timman]] 24. Rfc1 Rb8 25. Nc4 b6 26. a5 g4 27. fxg4 Nf6 28. Nxb6 hxg4 29. hxg4 Nxg2 30. Qh3 Ne3 31. Bxe3 Rh7 32. Qg2 fxe3 33. Nd1

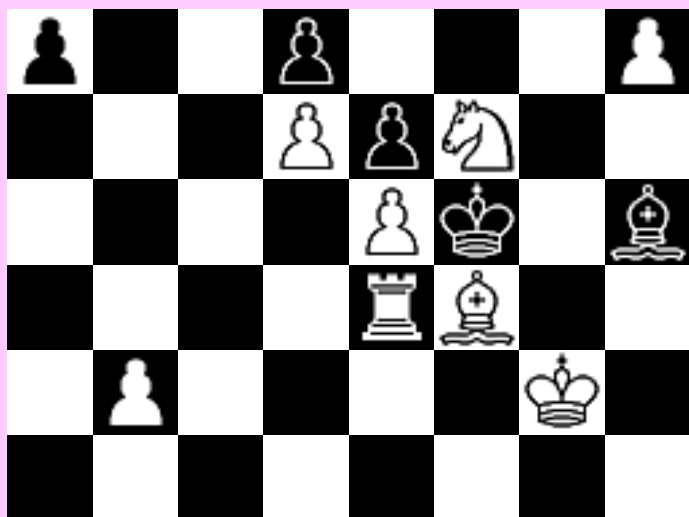


33... Nh5 [33... Bh6!] 34. gxh5+! else the Knight comes to f4, winning 34... Rg7 35. Nxd7 Rxg2+ 36. Kxg2 Qxd7 37. Nxe3 White is getting sorted 37... Bh6!? [37... Qa4 38. Bf3 Qxa5 39. Nf5 with a blockade] 38. Ng4 Bg5 39. Rc7 Qa4 40. R1c4 Qxa5 Time-control 41. Nf2? [41. Rc8+ Rxc8 42. Rxc8+ Kg7 43. Rc2] 41... Qe1! 42. Rc8+ Rxc8 43. Rxc8+ Kg7 44. Rc2

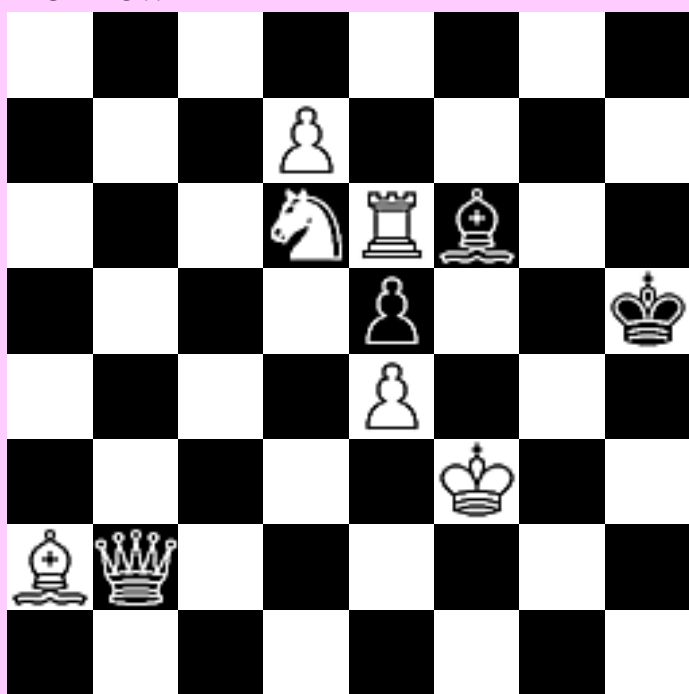


now the Knight is passive 44... Bh4? [44... Be3 45. Bf3 Bd4 [45... a5!] 46. Ng4] 45. Bf3 Kh6 46. Re2 Qc1 47. Ng4+ Kg5 48. Ne3 Kf4 49. h6! Qc8 50. Nf5 Qd8 51. Re3





51... Bg5?! "a groundless winning attempt" 52. h7 Bf6 [52... Qh8 was intended, but 53. Be2 Qxh7 54. Rf3+ Kxe4 55. Bd3+ Kxd5 56. Ne3+] 53. Be2 Bh8 54. Bd3 Qc7 55. Rf3+ Kg5 56. Rg3+ Kf6 57. Rh3 Qc1 58. Nxd6 Qxb2+ 59. Kf1 a5 60. Nc4 Qa1+ 61. Ke2 a4 62. d6 Qd4 63. Rh6+ Kg7 64. Re6 Kxh7 65. Re7+ Kg6 66. d7 Bf6 67. Re6 a3 68. Nd6 Qb6 69. Bc4 a2 70. Bxa2 Qb2+ 71. Kf3 Kh5!!



a miracle has occurred 72. Rxf6 Qc3+ 73. Kg2 Qd2+ 74. Rf2 Qxd6 75. Be6= Kg6 76. Kh2 Kg7 77. Rf7 + Kg6 78. Bd5 Qc7 79. Kg3 Qd8 80. Kg4 Qg5+ 81. Kf3 Qd8 82. Kf2 Qc7 83. Kg3 Qb6 84. Kh4 Qa5 85. Kg4 Qd8 86. Kf3 Qa5 87. Rf5 Qa3+ 88. Kg4 Qd6 89. Rf7 Qb6 90. Rf3 Qd6 91. Bc6 Kg7 92. Kg3 Qd2 93. Bb5 Qg5+ 94. Kh3 Qh6+ 95. Kg2 Qd2+ 96. Rf2 Qg5+ 97. Kf1 Qc1+ 98. Kg2 Qg5+ 99. Kf1 Qc1+ 100. Ke2 Qc2+ 101. Kf3 Qd1+ 102. Kg3 Qg1+ 103. Kf3 1/2

Back to [Chess Coaching Page](#)

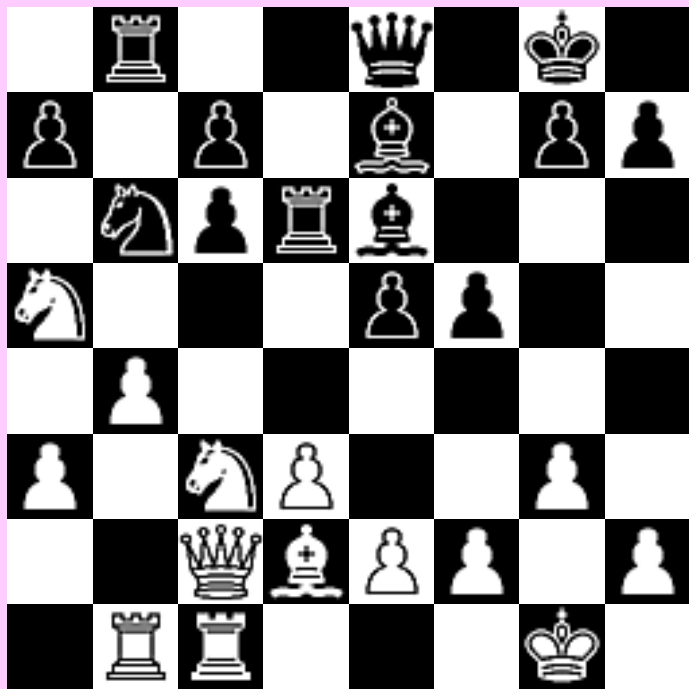
This document (Canon\canon639.html) was last modified on 13 Aug 2005 by



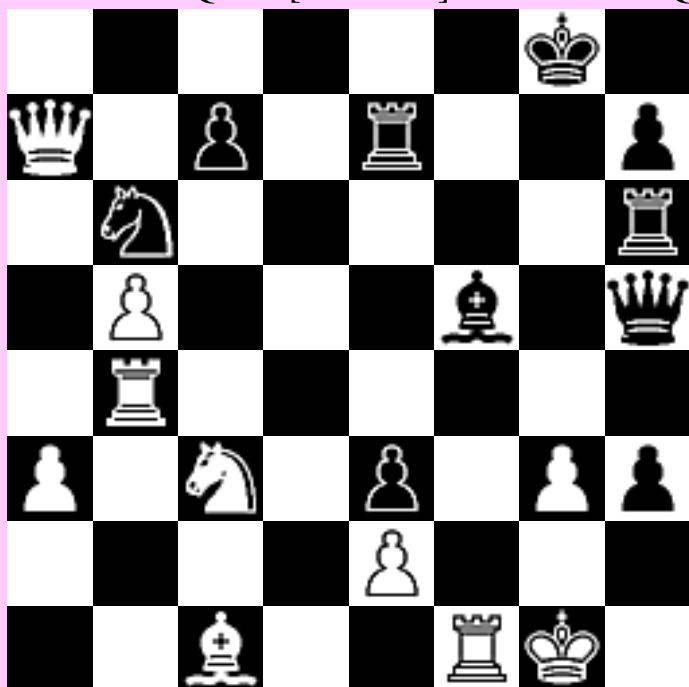
[Dr. Dave](#)

Ivanchuk V - Timman J [13,Tilburg [A29]material imbalance: Q v RR, 1990

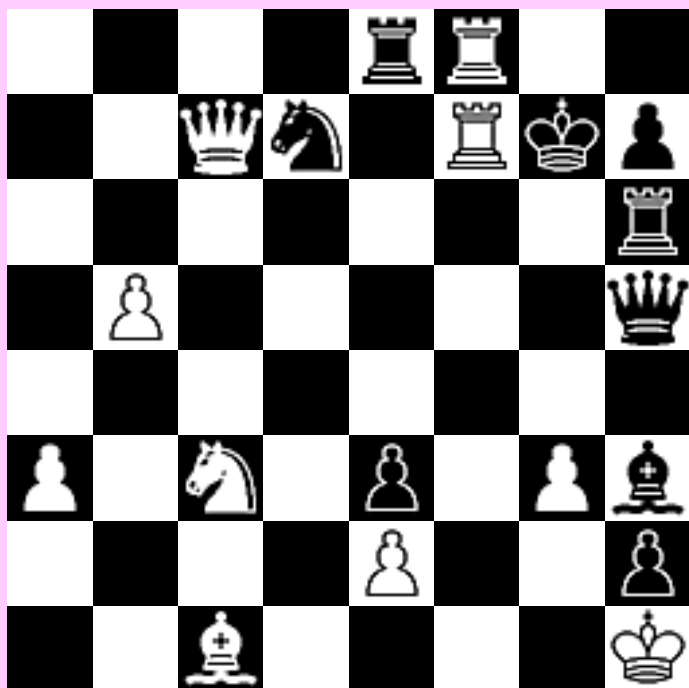
1. c4 e5 2. g3 Nf6 3. Bg2 d5 4. cxd5 Nxd5 5. Nf3 Nc6 6. O-O Nb6 7. Nc3 Be7 8. a3 O-O 9. b4 Be6 10. Rb1 f6 11. d3 Qe8 12. Nd2 Qf7 13. Nb3 Rab8 14. Qc2 Rfd8 15. Bxc6 bxc6 16. Na5 Qe8 17. Bd2 f5 18. Rfc1 Rd6



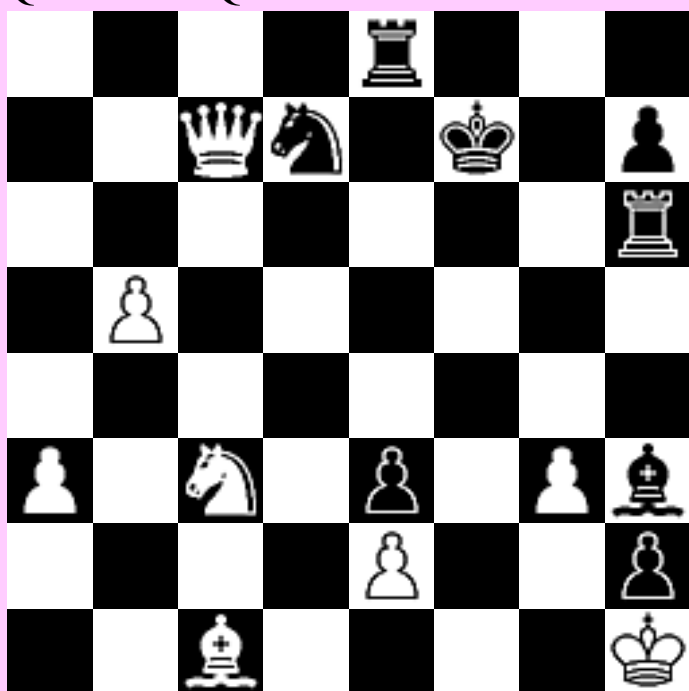
19. b5! Qh5 20. Nxc6 Re8 21. Nxe7+ Rxe7 22. f3 g5 23. Rf1 g4 24. f4 e4 25. dxe4 Nc4 26. Bc1 fxe4 27. f5 Bxf5 28. Qa4!? [28. Bf4] 28... Nb6 29. Qxa7 e3 30. Rb4 Rh6 31. h4 gxh3



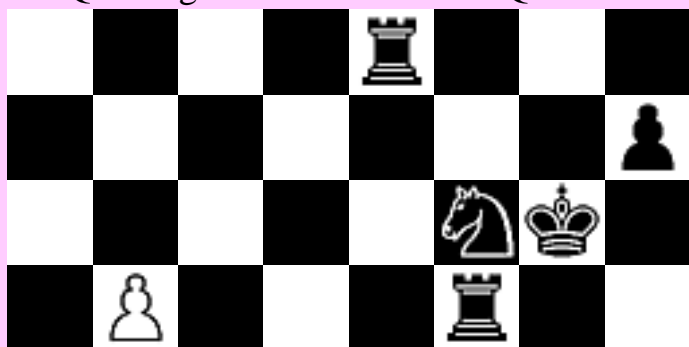
32. Rbf4!? [32. Kh2] 32... h2+ 33. Kh1 Bh3 34. Qb8+ Re8 35. Rf8+ Kg7 36. Qxc7+ Nd7 37. R1f7+

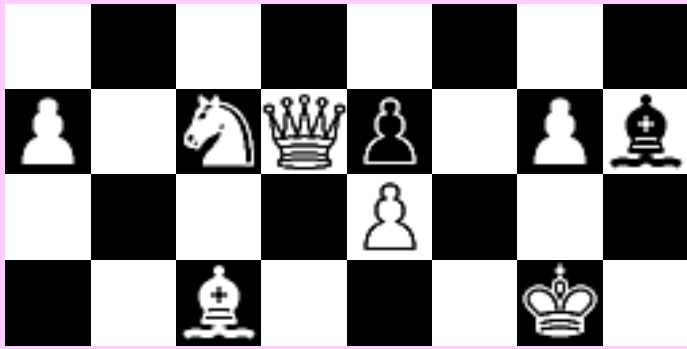


"White has no choice but to allow this liquidation, but the two Rooks are much stronger than the Queen." 37... Qxf7 38. Rxf7+ Kxf7



39. Qf4+ Kg6 40. Kxh2 Rh5 41. Qd6+ Nf6 42. Kg1 Rf5 43. Qd3





43... Kh5? [43... *Ree5!?* just fails to mate] [43... *Kg7!*] 44. g4+! Kxg4 45. Bxe3 Rg8 46. Kh2 Kh4 47. Bg5+ (the move Timman had overlooked; the Black King is persistently misplaced) 47... Kxg5 48. Kxh3 Nh5? "I was getting short of time at this point, and - worse - was still aiming to win." [48... *Rg6!*] 49. Nd5 Rg6 50. Qe3+ Nf4+ 51. Nxf4 Rxf4 52. b6 Kf5 53. Qc5+ Ke4 54. Qe7+ Kf5 55. Qxh7 Re4 56. b7 Re3+ 57. Kh4 1-0

Back to [Chess Coaching Page](#)

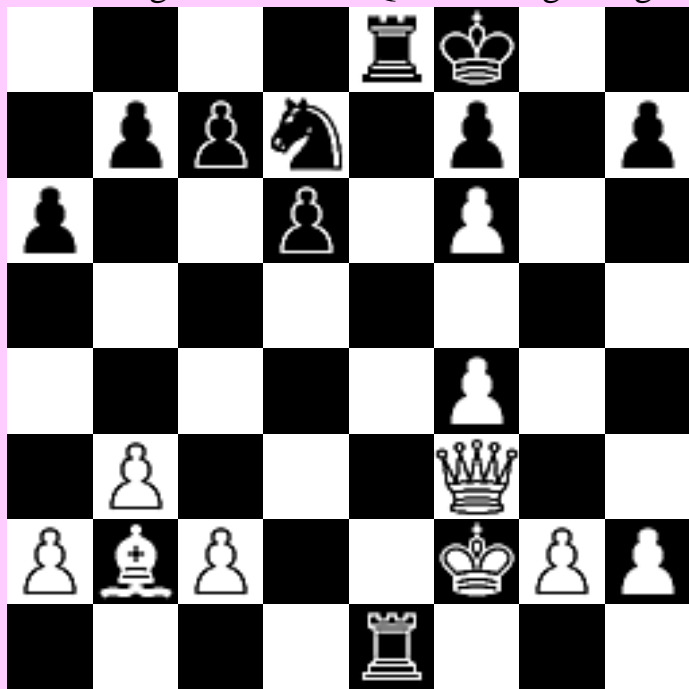
This document (Canon\canon640.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Janowski,D - Lasker,Emanuel (Paris) [C66]material imbalance: Q vs. 2 RR, material imbala, 1909

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 d6 5. d4 Bd7 6. O-O Be7 7. Re1 exd4 8. Nxd4 O-O 9. Nde2 Ne5
10. Ng3 Bxb5 11. Nxb5 Re8 12. b3 Bf8 13. Bb2 g6 14. f4 Ned7 15. Qf3 a6 16. Nd4 Bg7 17. Rad1 Qe7
18. Ndf5 gxf5 19. Nxf5 Qe6 20. Nxc7 Kxc7 21. e5 Kf8 22. exf6 Qxe1+ 23. Rxe1 Rxe1+ 24. Kf2 Rae8



25. Qxb7 [25. Qh5 R1e2+ [25... R8e6 26. f5 R6e4 27. Bc3 R1e3 28. Qh6+ Ke8 29. Qxe3] [25... R8e4 26. Bc3 R1e3 27. Qxh7 Ke8 28. h4] [25... R8e3 26. Bc3] 26. Qxe2] 25... R1e2+ 26. Kf3 Rxc2 27. Bd4 a5 28. Qb5 Nc5 29. Qxa5 Nd3 [IDEA ...Ne1+ & ...Rxc2] 30. Be3 d5 [IDEA ...Ne1+; Qxe1, d4] 31. Bd2 c5 32. Kg3 Nc1 [32... d4 33. f5 (IDEA Bh6+ & Qb5) 33... Nc1 [33... Ne5 34. Bh6+ Kg8 35. Qb5 Rd8 36. Qf1 d3 37. Qe1 d2 [37... Nc6 38. Qe3] 38. Bxd2 Rxd2 39. Qxe5] 34. Bh6+ Kg8 35. Qb5 Rd8 36. Qf1 Nxa2 37. Qf4] 33. Bxc1 [33. Bxc1 Rxc1 34. Qd2 when the d-pawn falls] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon641.html) was last modified on 13 Aug 2005 by



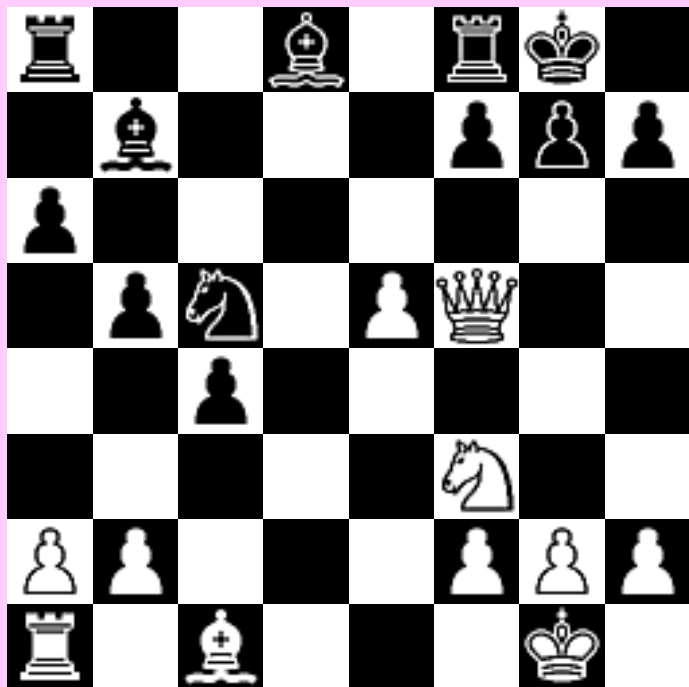
[Dr. Dave](#)

Euwe,M - Grunfeld,E. (Zandvoort) [D28]material imbalance: Q vs. RB, 1936

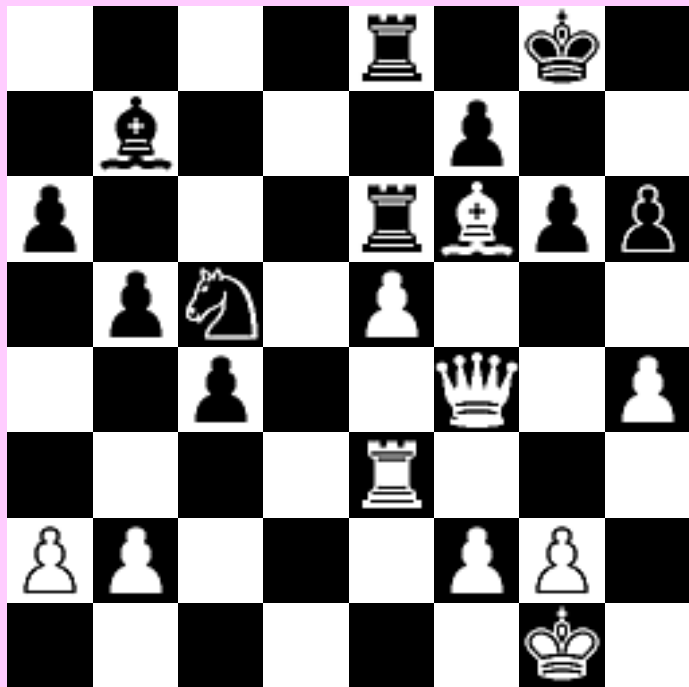
1. d4 d5 2. c4 dxc4 3. Nf3 a6 4. e3 e6 5. Bxc4 Nf6 6. O-O c5 7. Qe2 Nc6 8. Rd1 b5 9. Bb3 c4 10. Bc2 Nb4 11. Nc3 Nxc2 12. Qxc2 Bb7 13. d5 exd5 14. e4 Be7 15. e5 Nd7 16. Nxd5 O-O 17. Qf5 Nc5



18. Nf6+ Bxf6 19. Rxd8 Bxd8



In this open position the Queen is boss and White wins quickly by direct attack. 20. Ng5 Bxg5 21. Bxg5 Rfe8 22. Re1 Re6 23. Re3 Rae8 24. h4 h6 25. Bf6 g6 26. Qf4



26... Kh7 27. Bg5 f5 28. exf6 0-1

Back to [Chess Coaching Page](#)

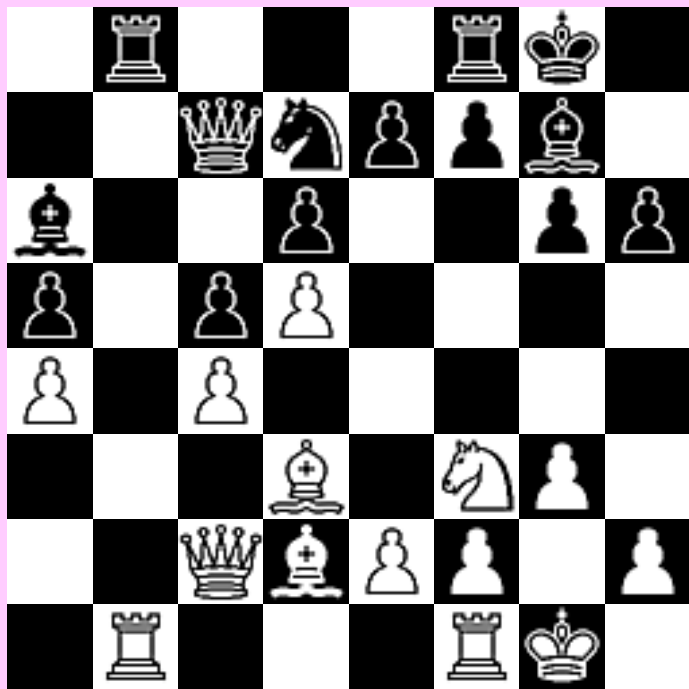
This document (Canon\canon642.html) was last modified on 13 Aug 2005 by



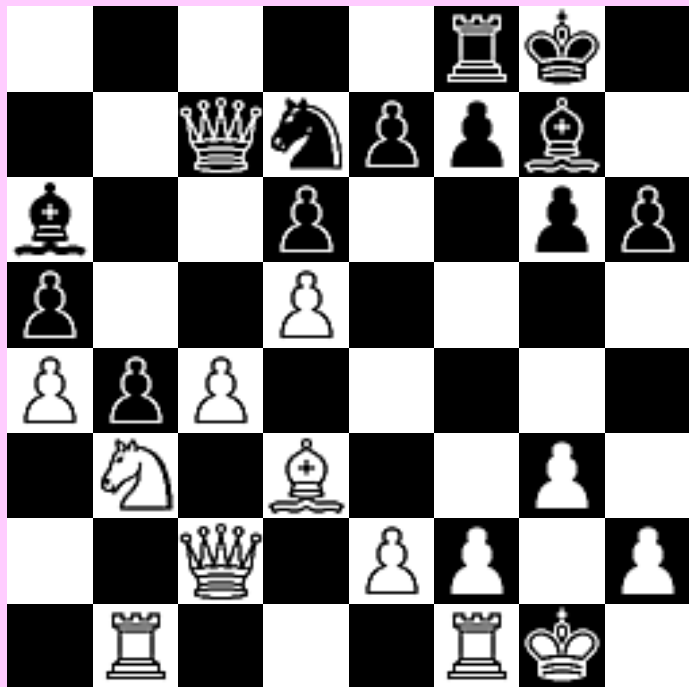
[Dr. Dave](#)

Selesniev Alexey - Alekhine Alexander (Triberg ([A47]material imbalance: R v B, 1921

1. d4 Nf6 2. Nf3 b6 3. g3 Bb7 4. Bg2 d6 5. O-O Nbd7 6. Bf4 h6 7. Nc3 c5 8. d5 b5 9. Ne1 a6 10. a4 b4 11. Ne4 Nxe4 12. Bxe4 g6 13. c4 bxc3 14. bxc3 Bg7 15. Rb1 Rb8 16. c4 O-O 17. Qc2 a5 18. Nf3 Qc7 19. Bd2 Ba6 20. Bd3

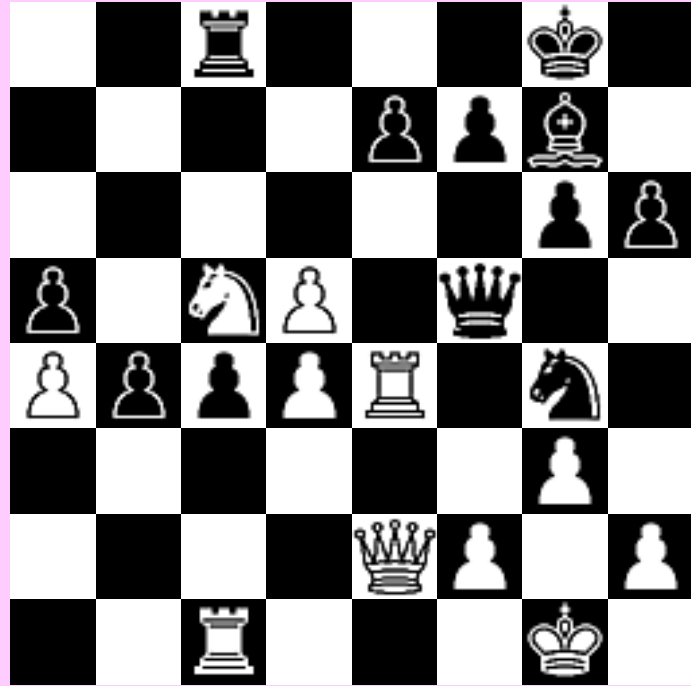


20... Rb4 21. Bxb4 cxb4 22. Nd2 Nc5?! [22... Rc8] 23. Nb3 Nd7

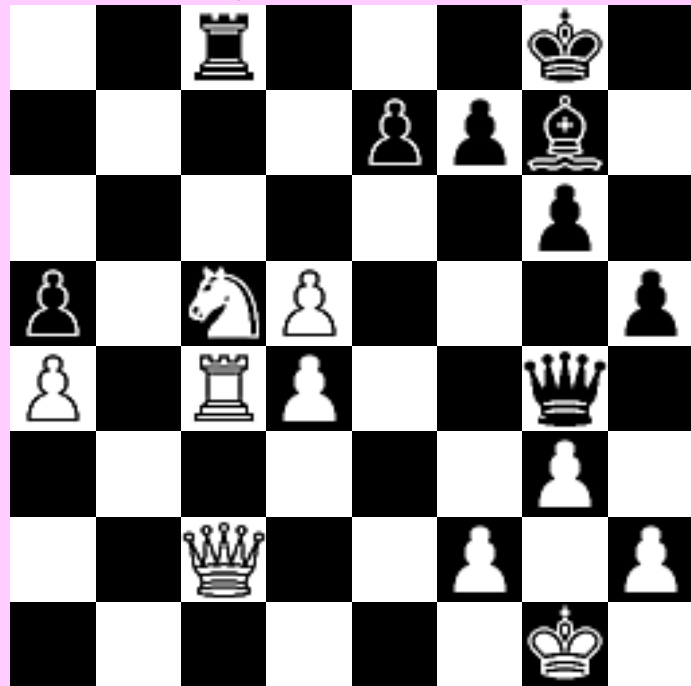


Black has great play on the dark squares, especially c5, and a protected passed Pawn. Additionally, the White Pawns at a4 and c4 are targets. 24. c5 A good bid counterplay: the Rooks need open lines and the

Pawn was blocking the Bishop. However, the Black Queen's-side Pawns now become very dangerous.
 24... Bxd3 25. exd3 dxc5 26. Rfe1 Ne5 27. Re3 [27. Qxc5!?] 27... Rc8 28. Rc1 Qd7 29. d4 Ng4 30.
 Re4 c4 31. Nc5 Qf5 32. Qe2



32... b3 33. Rxg4 b2 34. Qxb2 Qxg4 35. Rxc4 h5 36. Qc2



The return of the exchange has given White some play... 36... h4 ...but this ushers in a new phase of the game: Alekhine has the initiative, and there is no more dangerous prospect for a player! 37. Qd3 Rd8 38. f3 Qh5 39. Qe4 hxg3 40. hxg3 Qg5 41. Kg2 Qd2+ 42. Kh3 Bf6 43. Rc2 Qh6+ 44. Kg2 Kg7 45. g4 Rh8 46. Kf2 Rb8 47. Ke2 Rb4 48. Rd2 Qh2+ 49. Ke3 Qg1+ 50. Ke2 Bxd4 51. Nd3 Rb1 52. Nc1 Bc3 53. Qxb1 Qg2+ 54. Kd3 Qxd2+ 55. Kc4 Qd4+ 56. Kb3 Ba1 57. Ka3 Qc5+ 58. Ka2 Bf6 59. g5 Qxd5+ 60. Nb3 Qxg5 61. Qe1 Qg2+ 62. Qd2 Qxf3 63. Qxa5 g5 64. Qe1 Qc3 65. Qxc3 Bxc3 66. a5 Bxa5 67. Nxa5 g4 68. Nc4 g3 69. Nd2 Kg6 70. Kb2 Kf5 71. Nf3 Kf4 72. Ng1 Ke3 73. Kc2 Kf2 74. Nh3+ Kf1 0-1

Back to [Chess Coaching Page](#)

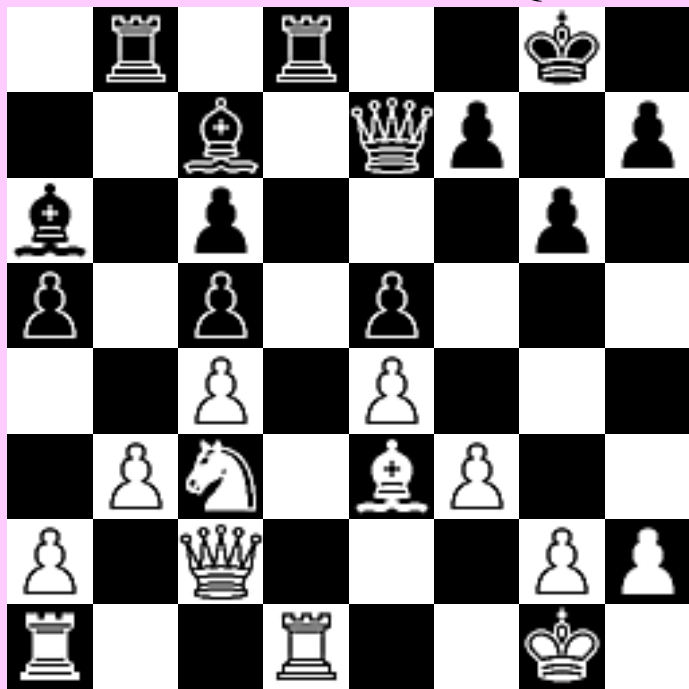
This document (Canon\canon643.html) was last modified on 13 Aug 2005 by



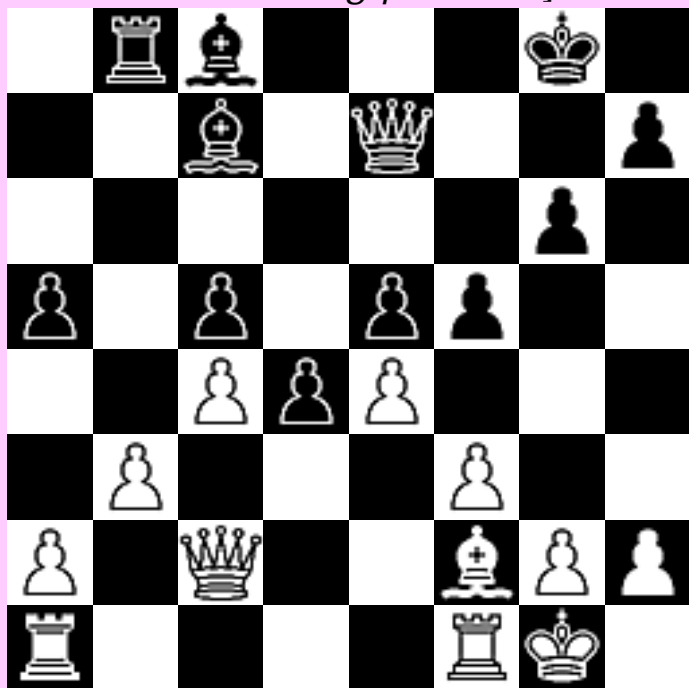
[Dr. Dave](#)

Ljublinsky Victor (RUS) - Botvinnik M (Moscow (Ru [C60]) material imbalance: R v B, 1943

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. Bxc6 bxc6 6. Nc3 d6 7. d4 Nd7 8. dxe5 dxe5 9. O-O Bd6 10. Ne2 O-O 11. Ng3 Rb8 12. b3 Re8 13. Be3 g6 14. c3 a5 15. Qc2 Qe7 16. Rfd1 Nc5 17. Ne1 Ne6 18. Nd3 Nf4 19. f3 Ba6 20. c4 c5 21. Qd2 Nxd3 22. Qxd3 Red8 23. Ne2 c6 24. Nc3 Bc7 25. Qc2

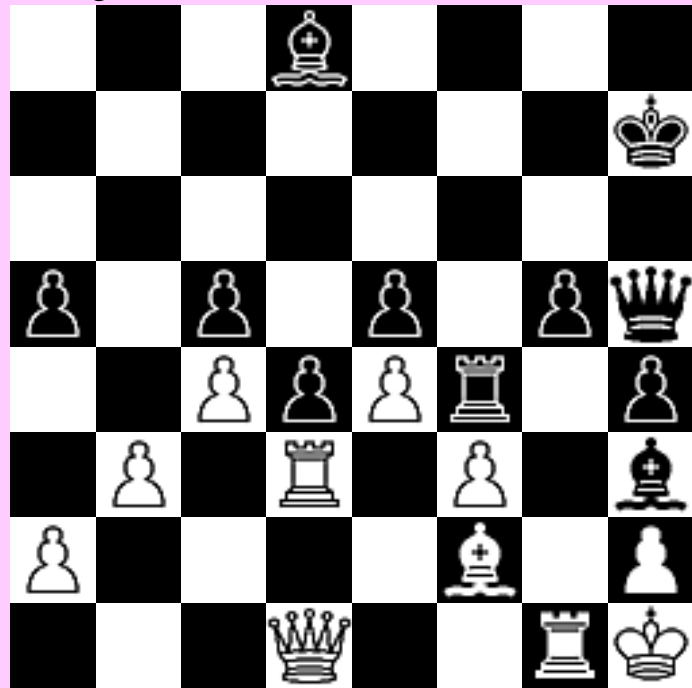


25... Rd4 26. Ne2? [26. Bxd4 cxd4 27. Na4 c5 28. Nb2 and with Nd3 White achieves an ideal blockading position.] 26... Bc8 27. Nxd4 cxd4 28. Bf2 c5 29. Rf1 f5



The Rooks have no open files, while the Bishops give the King a Hard Stare. The d-Pawn is also a

constant danger. 30. Bg3 Bd7 31. Rad1 f4 32. Bf2 g5 33. g4? perhaps White intends to seal the King's-side, but of course Black does not permit this. [33. a3 and opening a file on the Queen's-side is essential] 33... fxg3 34. Bxg3 Bh3 35. Rf2 h5 36. Rfd2 h4 37. Bf2 Rf8 38. Rd3 Rf4 39. Kh1 Kh7 40. Rg1 Bd8 41. Qe2 Qf7 42. Qd1 Qh5



43. Be3 Qxf3+ 44. Qxf3 Rxf3 45. Bxg5 Rxd3 46. Bxd8 Re3 47. Bb6 Rxe4 48. Bxc5 Re2 49. Rd1 Bg4 50. h3 Bxh3 51. b4 Bf5 52. Bd6 d3 53. bxa5 h3 0-1

Back to [Chess Coaching Page](#)

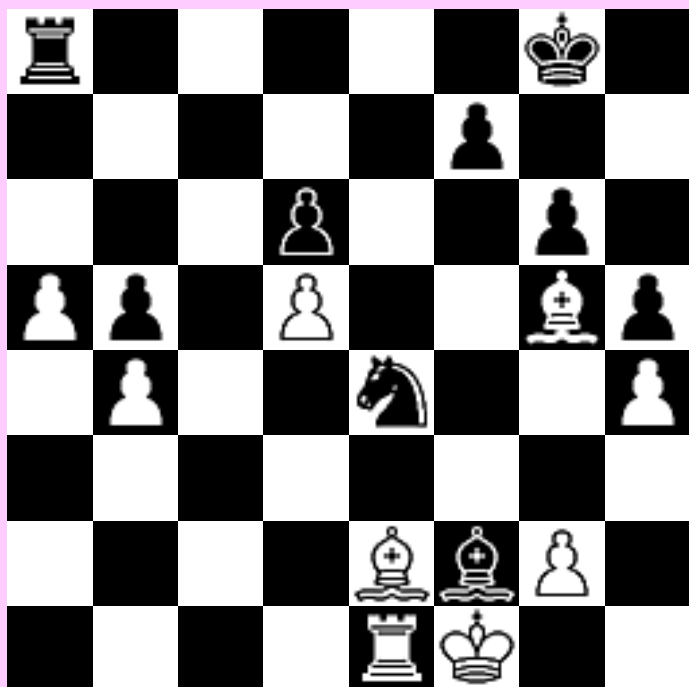
This document (Canon\canon644.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein,David - Boleslavsky,Isaak (Moskva ch_SU [E81] material imbalance: R v B, 1961

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nbd7 7. Nh3 c5 8. d5 Ne5 9. Nf2 e6 10. Be2 exd5 11. cxd5 a6 12. O-O b5 13. a4 b4 14. Nb1 Re8 15. a5 Bb7 16. Re1 Rc8 17. Nd2 c4 18. f4 c3 19. fxe5 cxd2 20. Qxd2 Rxe5 21. Qxb4 Re7 22. Bf3 Qd7 23. Bf4 Rd8 24. Rac1 h6 25. h4 h5 26. Bg5 Ree8 27. Bd1 Qb5 28. Qxb5 axb5 29. Be2 Ra8 30. b4 Ba6 31. Rc6 Nxe4 32. Rxa6 Bd4 33. Rxa8 Bxf2+ 34. Kf1 Rxa8



A simple case: an exchange for extra passed Pawns 35. Bxb5 Bxe1 36. Kxe1 Nxe5 37. hxe5 Kf8 38. Bc6 Ra7 39. Kd2 Ke7 40. Kc3 f6 41. gxf6+ Kxf6 42. Kc4 Ke5 43. Kb5 g5 44. Kb6 Rf7 45. a6 g4 46. a7 Rf8 47. Bd7 Kf4 48. b5 h4 49. Bxg4 Kxg4 50. Kc6 1-0

Back to [Chess Coaching Page](#)

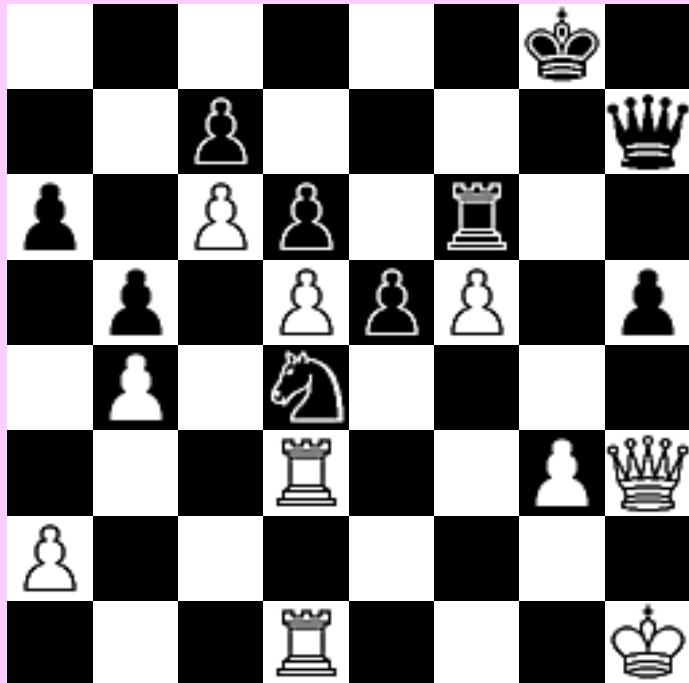
This document (Canon\canon645.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lasker - Janowskymaterial imbalance: R v N, 1909

(wKh1,Qh3,Rd1,d3,Pa2,b4,c6,d5,f5,g3; bKg8,Qh7,Nd4,Rf6,Pa6,b5,c7,d6,e5,h5)



1. Rf1 Qf7 [1... Nxf5 2. Rdf3] [1... Rxf5 2. Rxf5 Nxf5 [2... Qxf5 3. Qxf5 Nxf5 4. Rf3 Nd4 ? 5. Rf6 Kg7 6. Rxd6 cxd6 7. c7] 3. Rf3] 2. Qg2 cooperative [2. Kh2 e.g. 2... Qxd5 3. Qxh5] 2... Rxf5 3. Rxf5 Qxf5 4. Re3 [4. Ra3 e4 5. Rxa6 e3 6. Ra3 e2] [4. Rd1 Nf3 5. Rf1 e4] 4... Qb1 + 5. Kh2 Qxb4 6. g4 h4 limiting White's counterplay 7. Kh3 Qc4 8. Qe4 Kg7 9. Kxh4 Qf1 10. a3 [10. Kg5 Qf6+ 11. Kh5 Qh6#] 10... a5 11. Kg3 Qg1+ 12. Kh3 Qf2 13. g5 b4 14. axb4 axb4 15. Kg4 Qg1+ [15... b3] 16. Kh5 Qh2+ 17. Kg4 b3 18. Re1 Qc2 19. Kh5 [19. Qxc2 bxc2 20. Rc1 Kg6 21. Kh4 e4 22. Kg4 e3 winning] 19... Qxe4 20. Rxe4 Nc2 21. Rxe5 b2 [21... dxe5 22. d6 also wins for Black (Tarrasch), but why bother?] 22. Re7+ Kf8 23. Rxc7 b1=Q 24. Rc8+ Ke7 25. Rc7+ Kd8 26. Rd7+ Ke8 27. Rxd6 Nd4 0-1

Back to [Chess Coaching Page](#)

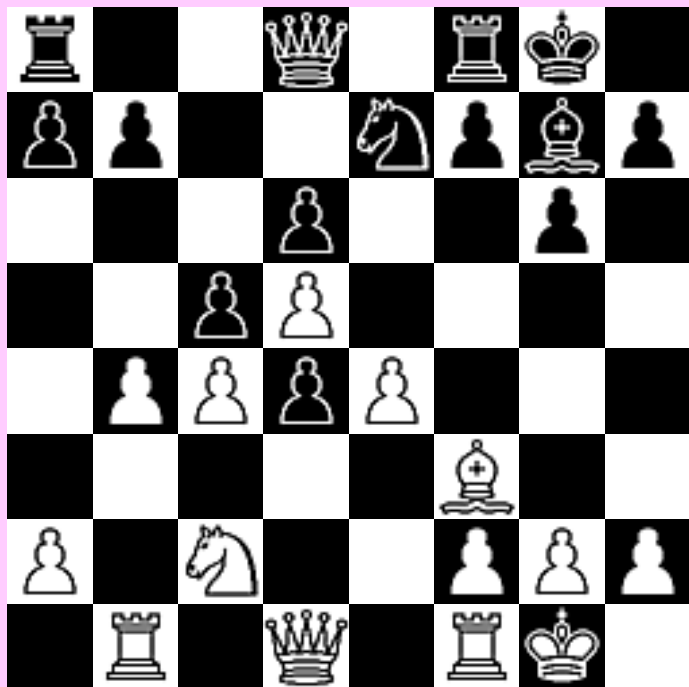
This document (Canon\canon646.html) was last modified on 13 Aug 2005 by



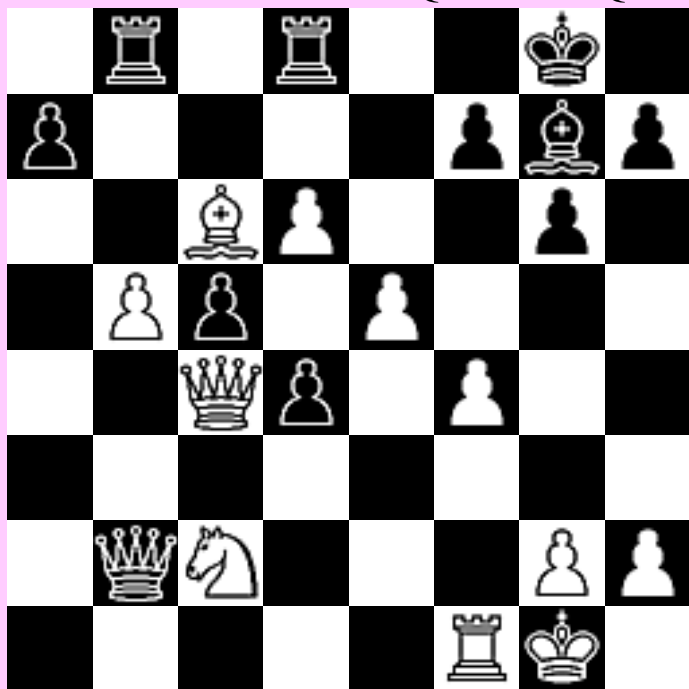
[Dr. Dave](#)

Portisch L - Timman J (5,Antwerp) [A41]material imbalance: R v N, 1992

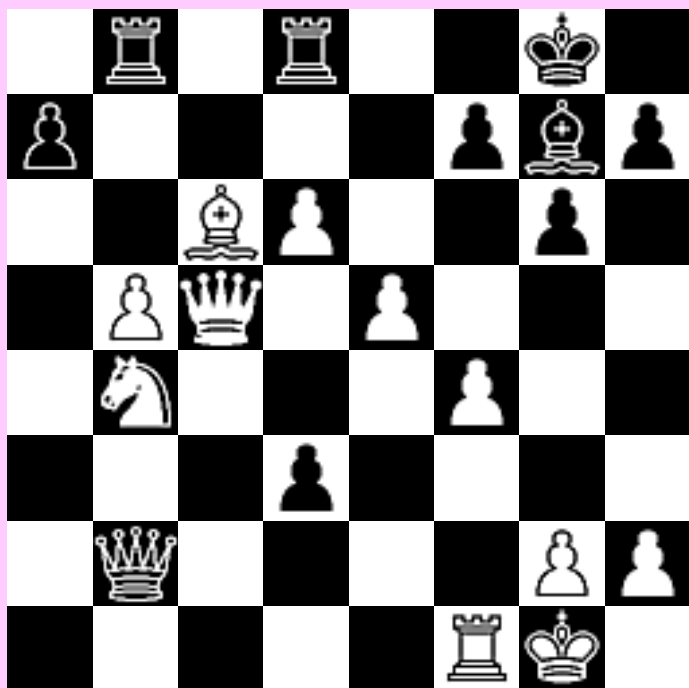
1. Nf3 g6 2. e4 Bg7 3. d4 d6 4. c4 Bg4 5. Be2 Nc6 6. Be3 e5 7. d5 Bxf3 8. Bxf3 Nd4 9. Bxd4 exd4 10. Na3 Ne7 11. O-O c6 12. Rb1 O-O 13. Nc2 c5 14. b4



14... Nc8 playing for the win [14... b6] 15. Qd3 Qc7 16. Be2! Re8 17. bxc5 dxc5 18. f4 b5! 19. Rxb5! Nd6 20. e5 Nxb5 21. cxb5 Qa5 22. d6! Qxa2 23. Qc4 Qb2 24. Bf3 Rab8 25. Bc6 Red8



An imbalance of the exchange is overlaid with a fascinating battle between passed d-Pawns. 26. Qxc5 d3 27. Nb4!



27... d2 28. Nd3 Qb3 29. Nf2 Qa4 30. g3 a6 31. b6 Rdc8 32. b7! Rxc6 33. Qa7 Rxb7 34. Qxb7 Rc1 35. Qf3 Qd4 36. Kg2 Re1! 37. Nd1 Bf8 38. Qf2 Qd5+ 39. Kg1 Rxf1+ 40. Kxf1 f6 41. exf6 Bxd6 42. Qe3 Kf7 43. Ke2 Bc5! 44. Qc3 Qe4+ 45. Kf1 Qh1+ 46. Ke2 Qxh2+ 47. Kf3 Qh1+ 0-1

Back to [Chess Coaching Page](#)

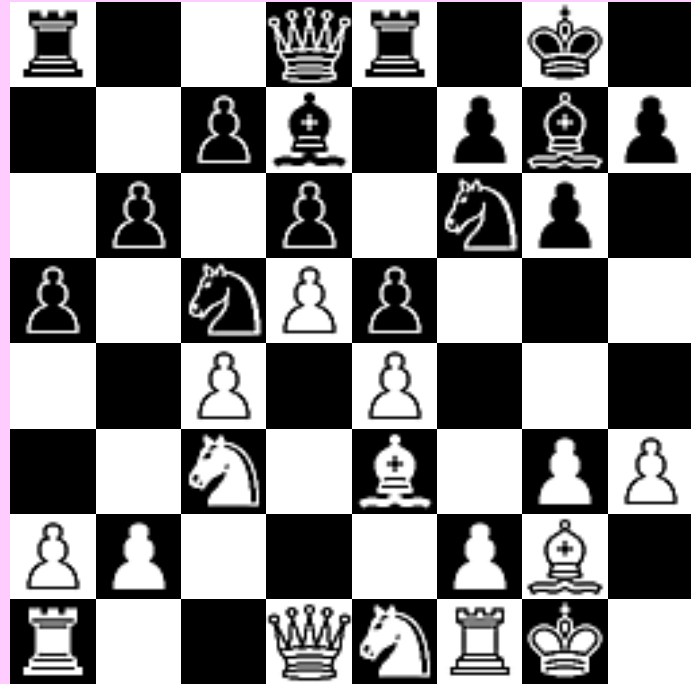
This document (Canon\canon647.html) was last modified on 13 Aug 2005 by



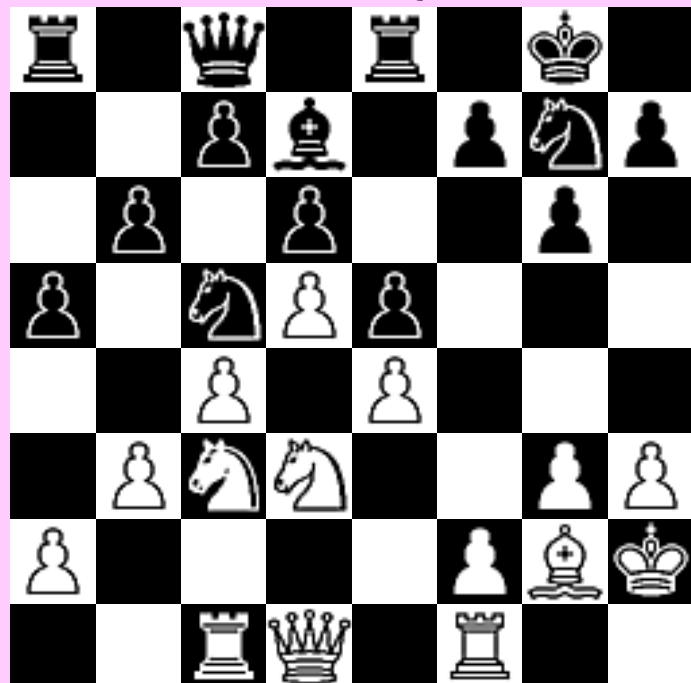
[Dr. Dave](#)

kramer,h - palomaa (beverwijk) EUWE/KRAM [E68]KID: 1 - White's Q-side attack, lessons in KID:, 1951

1. d4 Nf6 2. c4 d6 3. Nf3 g6 4. Nc3 Nbd7 5. g3 Bg7 6. Bg2 O-O 7. O-O e5 8. e4 Re8 9. d5 Nc5 10. Ne1 a5 11. h3 Bd7 12. Be3 b6

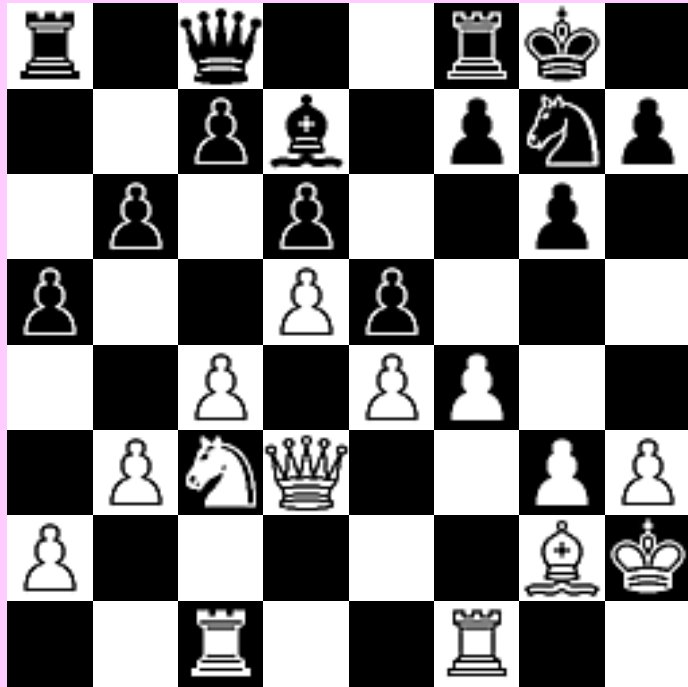


Black stands worse, as he is less well-placed to carry out the ...f5 break than White is to carry out an advance on the Q-side. This game is not totally straightforward as Black's attack cannot be ignored, but the theme is there. 13. b3 Qc8 14. Kh2 Nh5 15. Rc1 Bh8 16. Bh6 Bg7 17. Bxg7 Nxg7 18. Nd3

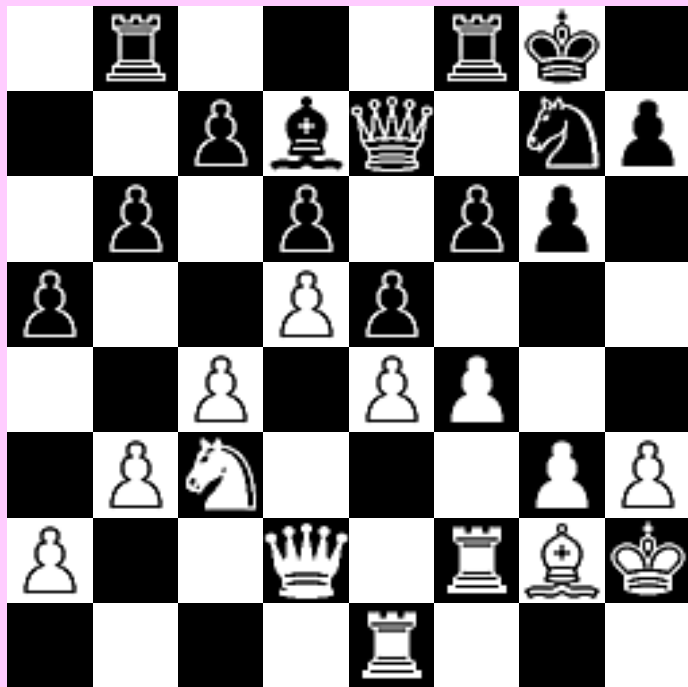


18... Nxd3 ? but this is not good [18... f5 19. exf5 gxf5 20. f4 e4 21. Nxc5 bxc5 22. g4

+/- when the e-pawn will fall.] 19. Qxd3 Rf8 20. f4

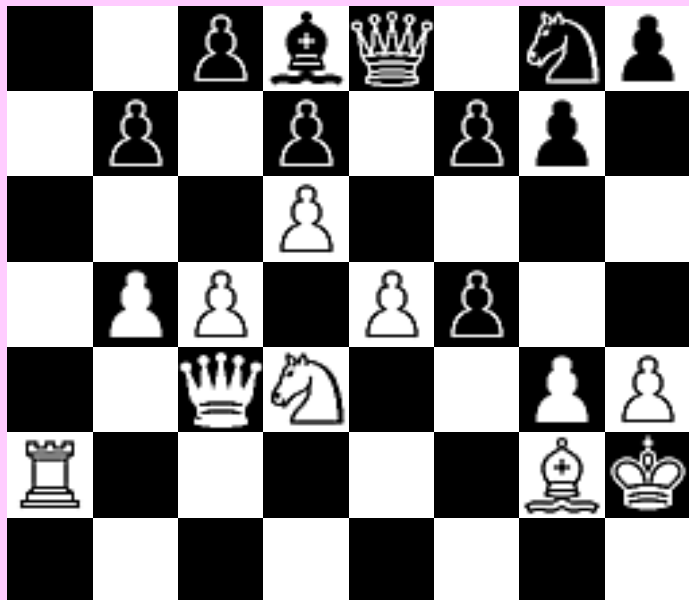


Not an attacking move as such but a move to get things on that side resolved before turning his attention to the Queen's-side. 20... f6 [20... f5 21. fxe5 dxe5 22. d6 when the Q-file, long diagonal and d5 outpost all become too hot for Black to handle.] 21. Rce1 Qd8 22. Rf2 Qe7 23. Qd2 Rab8



now Black is stuck on the K-side, White returns to the Q-side 24. a3 Ra8 25. Nd1 Rab8 26. Nb2 Rbd8 27. Nd3 Ra8 28. Qc3 Rfd8 29. Ref1 Rf8 30. b4 axb4 31. axb4 Rac8 [31... Rfd8 was better, but not ...Ra7; fxe5, dxe5; Nxe5] 32. Ra1 Ra8 33. Rfa2 Rxa2 34. Rxa2 exf4





Black must do something, and while the White R is over the other side is as good a time as any - if not, White wins by Ra7, c5, etc. 35. gxf4 g5 36. e5 ! 36... fxe5 37. fxe5 Bf5 ? [37... dxe5 38. Qxe5 Qxe5+ 39. Nxe5 Bf5 40. Ra7 Ne8 41. Bf3 when Black is in all sorts of trouble.] 38. e6 with winning advantage 38... Bxd3 39. Qxd3 Qf6 40. Qe4 Qf4+ 41. Qxf4 Rxf4 42. Ra8+ Rf8 43. Ra7 Ne8 44. Kg3 Kg7 45. Bf3 Kg6 46. Ra8 h5 47. Bd1 h4+ 48. Kg2 Kf6 49. Bh5 Ke7 50. Rxe8+ 1-0

Back to [Chess Coaching Page](#)

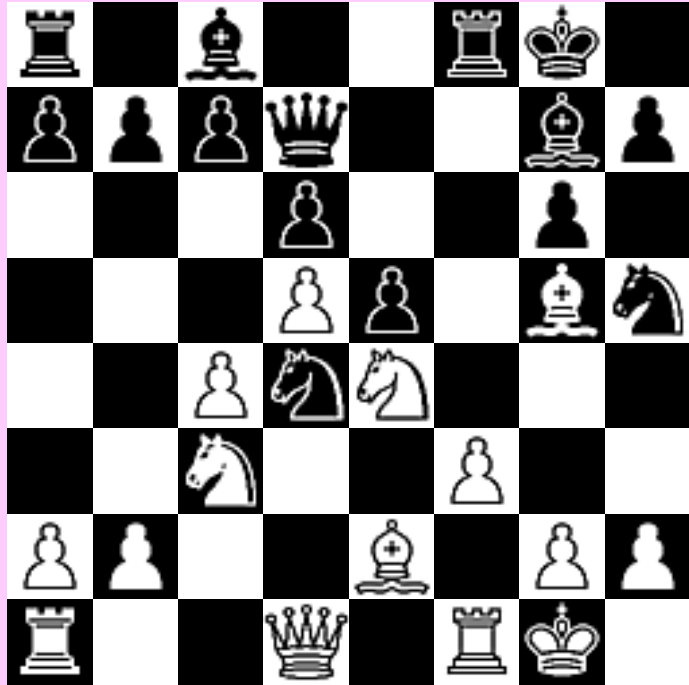
This document (Canon\canon772.html) was last modified on 13 Aug 2005 by



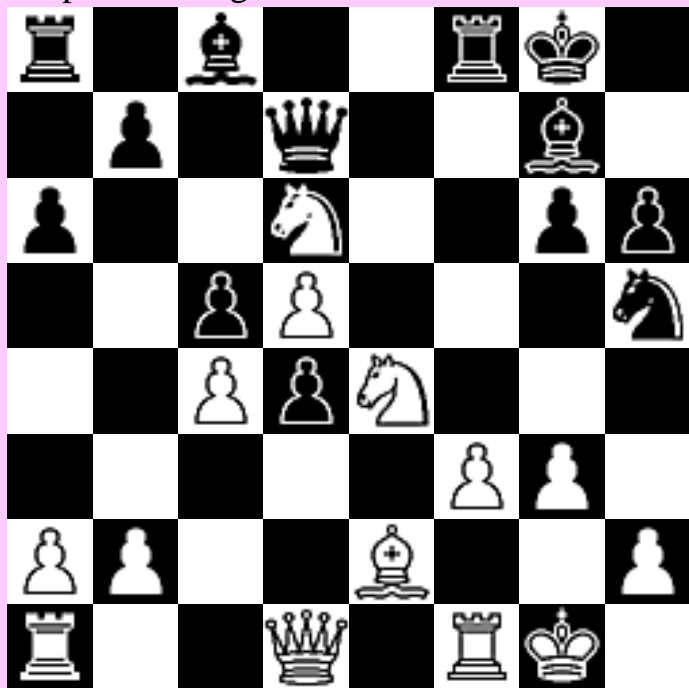
[Dr. Dave](#)

Svetozar Gligoric - Robert J. Fischer (Bled) [E98]KID: 3 - balanced play, lessons in KID: 3 - bal, 1961

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 O-O 6. Be2 e5 7. O-O Nc6 8. d5 Ne7 9. Ne1 Nd7 10. Nd3 [10. f3 is the line these days] 10... f5 11. exf5 Nxf5 12. f3 Nf6 13. Nf2 Nd4 14. Nfe4 Nh5 15. Bg5 Qd7

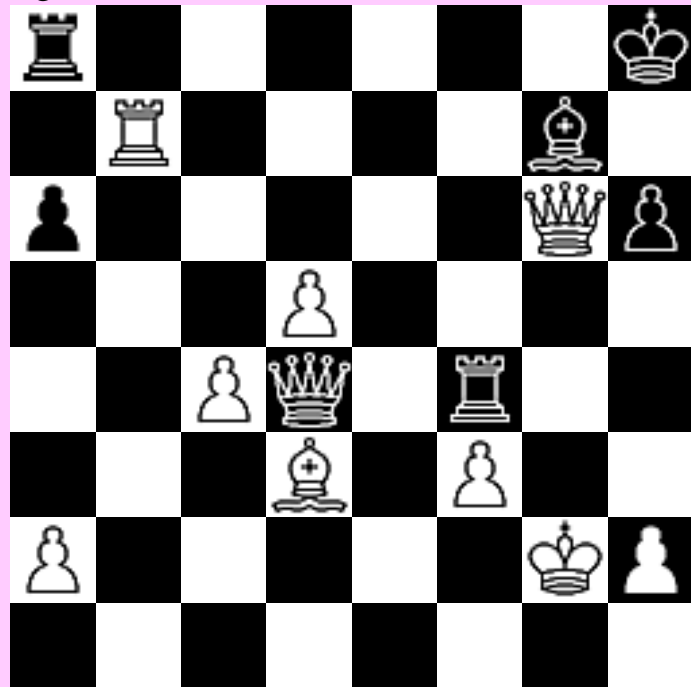


The majestic pawn advances we have seen before are pre-empted by the outbreak of a dogfight between the pieces. 16. g3 h6 17. Be3 c5 18. Bxd4 exd4 19. Nb5 a6 20. Nbx d6



Black's King's-side chances now materialise. 20... d3 (a vacating sacrifice) 21. Qxd3 Bd4+ 22. Kg2

Nxg3 23. Nxc8 Nxf1 24. Nb6 Qc7 25. Rxf1 Qxb6 26. b4 Qxb4 27. Rb1 Qa5 28. Nxc5 Qxc5 29. Qxg6+ Bg7 30. Rxb7 Qd4 31. Bd3 Rf4 32. Qe6+ Kh8 33. Qg6



1/2

Back to [Chess Coaching Page](#)

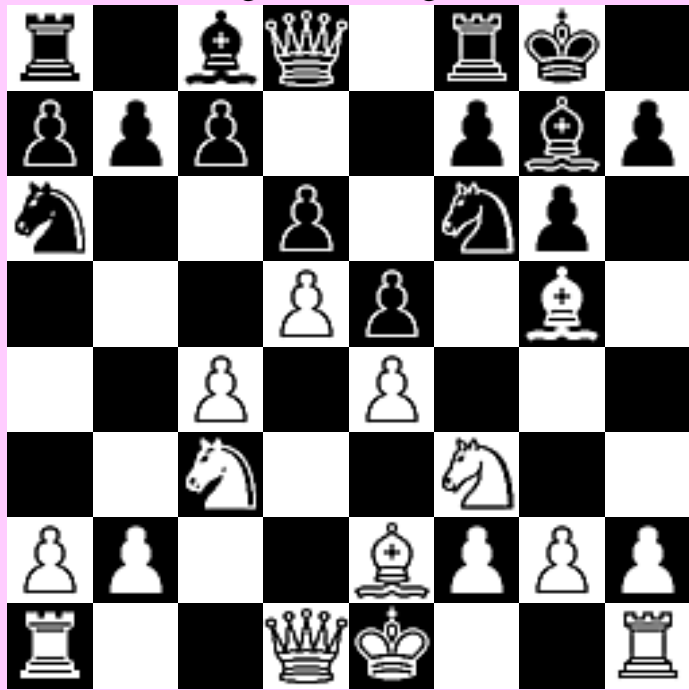
This document (Canon\canon773.html) was last modified on 13 Aug 2005 by



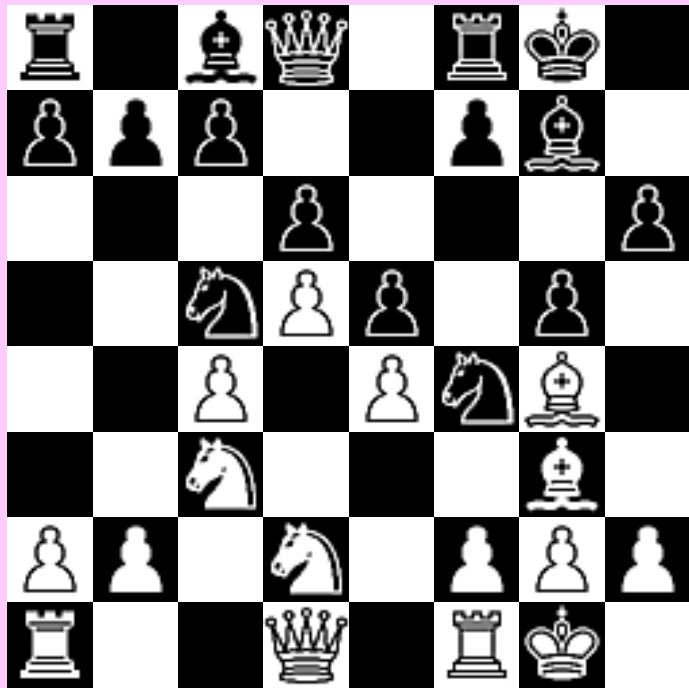
[Dr. Dave](#)

petrosian - yuchtman [E92]KID: 4 - Wh seals K-side, lessons in KID: 4 - W, 1994

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Be2 O-O 6. Nf3 e5 7. d5 Na6 8. Bg5

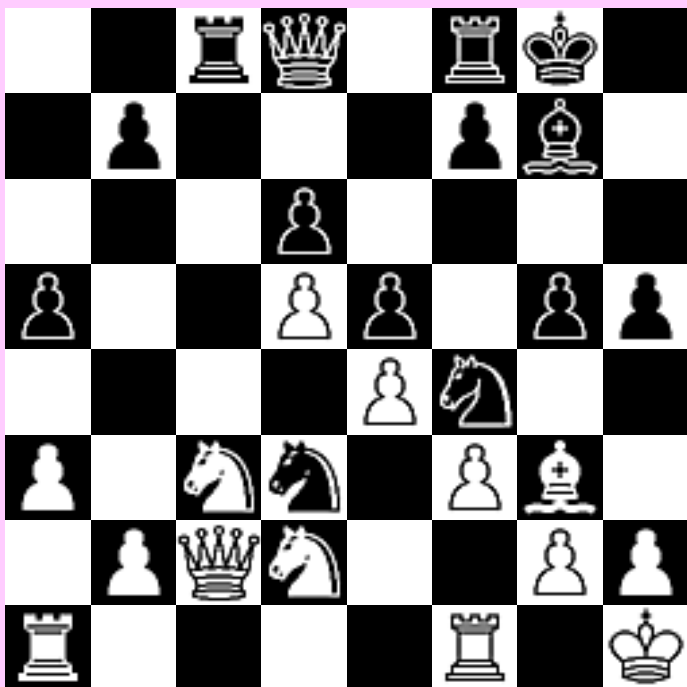


Among its other points is the temptation of the K-side pawns. 8... h6 9. Bh4 g5 10. Bg3 Nh5 11. Nd2 Nf4 [11... Nxg3 12. hxg3 f5 13. exf5 Bxf5 14. Nde4 Qe7 15. Bg4] 12. O-O Nc5 [12... Nxe2+ 13. Qxe2 f5 14. exf5 Bxf5 15. Nde4 Qe7 16. a3] 13. Bg4

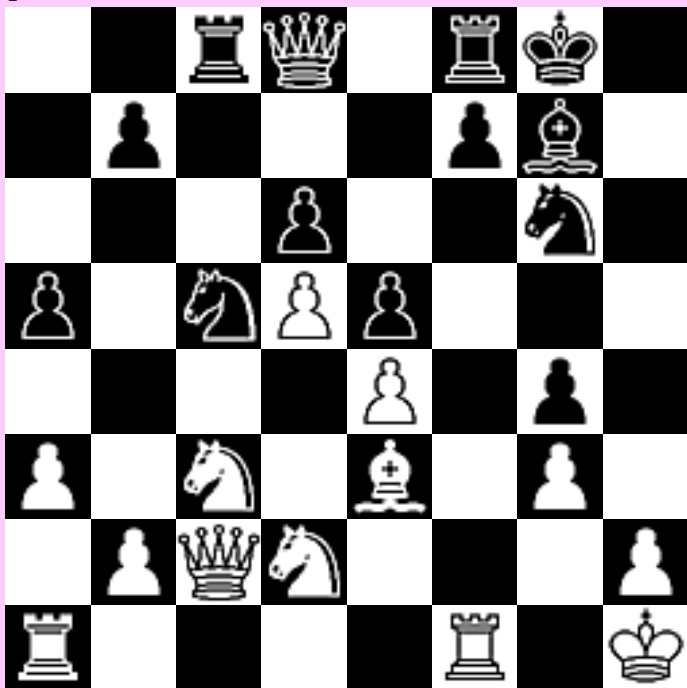


Exchanging off the good Bishop. Black's natural break with ...f5 will leave White a fine outpost on e4. 13... a5 ? [13... Bxg4 14. Qxg4 h5 15. Qf5 h4 16. Bxf4 exf4 17. Rac1 Qf6 gives Black

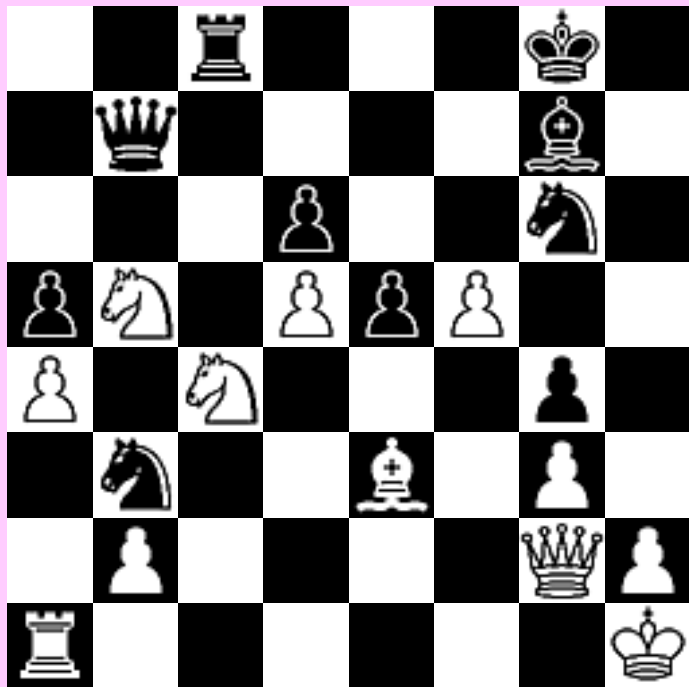
some dark squares to chew on.] 14. f3 Ncd3 15. Qc2 c6 16. Kh1 h5 17. Bxc8 Rxc8 18. a3 cxd5 19. cxd5



The Knights look pretty but are lonely. Petrosian, as always, mops up any hint of pressure. 19... Nc5 [19... Qd7 20. Bxf4 Nxf4 21. a4 b3, Nc4, Nb5] 20. Bf2 g4 21. g3 Ng6 22. fxg4 hxg4 23. Be3



No rush - Black's position has weaknesses without compensating counterplay. The f-pawn and Bg7 look pretty sick, and White can also think about a campaign against d6. Black should sit tight and wait for White to commit to a plan... 23... b5 ...but not give up a pawn for nothing. It's amazing how many of Petrosian's opponents crack under the strain of watching Petrosian quietly improve his position while they have no play (see Fischer's comments in M60MG). 24. Nxb5 Qb6 25. a4 Qa6 26. Nc4 f5 27. Rxf5 Rxf5 28. exf5 Qb7 29. Qg2 Nb3



The position is a testament to the success of the white-square campaign. 30. Nbx d6 Qd7 31. Rf1 1-0

Back to [Chess Coaching Page](#)

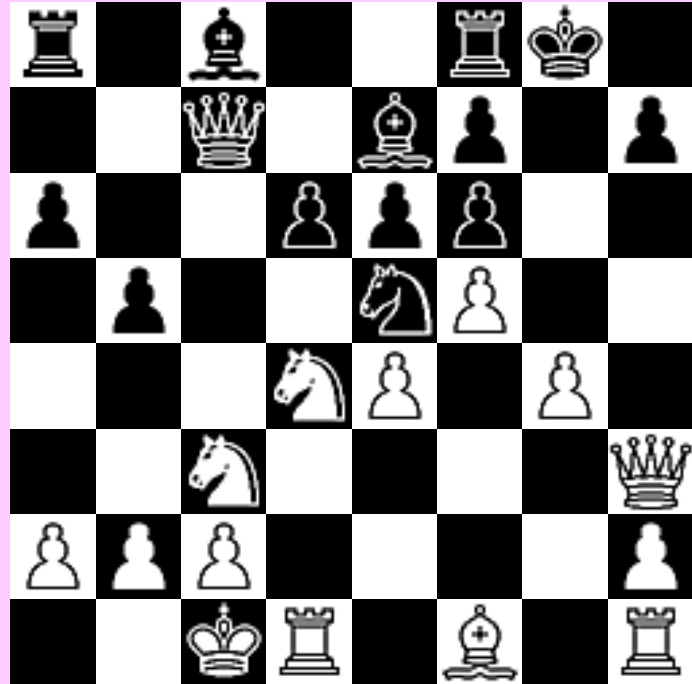
This document (Canon\canon774.html) was last modified on 13 Aug 2005 by



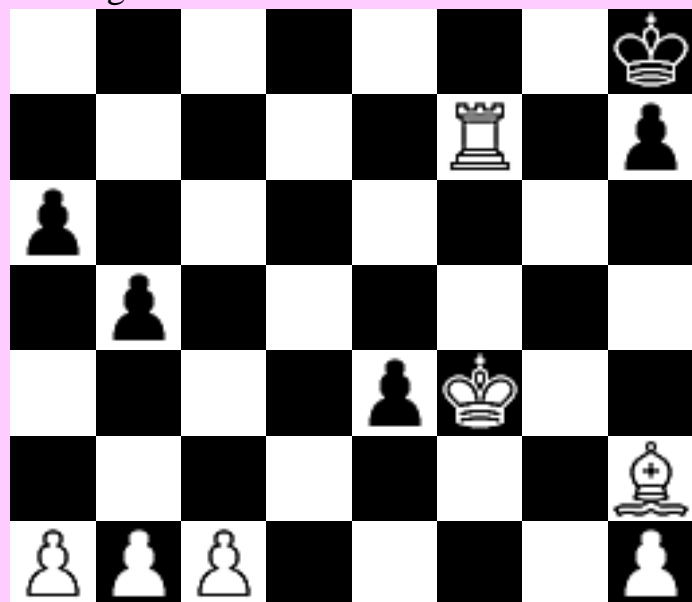
[Dr. Dave](#)

Gligoric, Svetozar - Fischer, Robert (Yugoslavia [B99]) Lessons from Bobby Fischer: en, Lessons from Bo, 1959

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O Nbd7 10. g4 b5 11. Bxf6 gxf6 12. f5 Ne5 13. Qh3 O-O

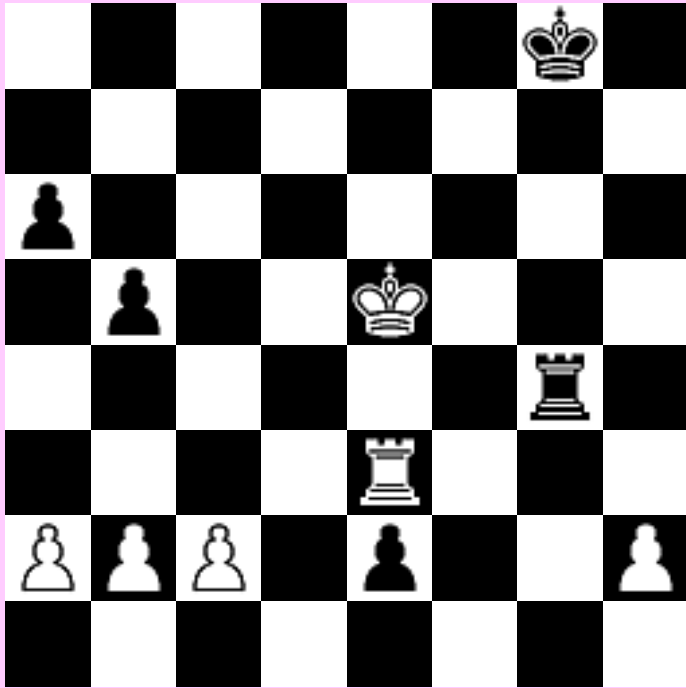


Black's "ugly" defence is based on sound positional considerations: once he can consolidate, there is strong potential in the two Bishops coupled with the beautifully posted Knight and compact Pawn mass. These assets, in the long 14. Nce2 Kh8 15. Nf4 Rg8 16. Rg1 d5 17. fxe6 dxe4 18. Nd5 Qc5 19. Nxe7 Qxe7 20. Nf5 Qxe6 21. Qh6 Bd7 22. Rd6 Nxc4 23. Rxc4 Qxf5 24. Rxc8+? [24. Rf4] 24... Rxc8? [24... Kxc8] 25. Rxf6 Qd5 26. Rd6 Qf5 27. Rf6 Qg5+ 28. Qxc5 Rxc5 29. Rxf7 Bg4 30. Kd2 Bf3 31. Ke3 Rg1 32. Bh3 Re1+ 33. Kf4 Bd1

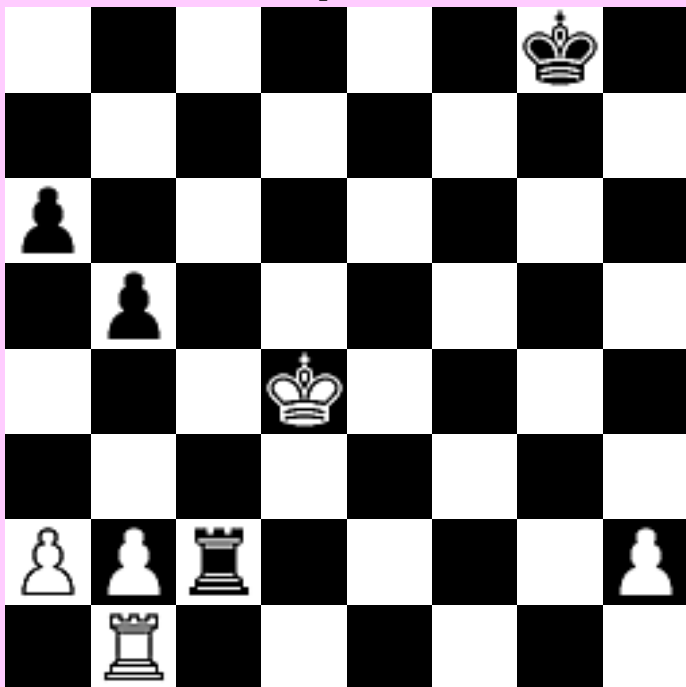




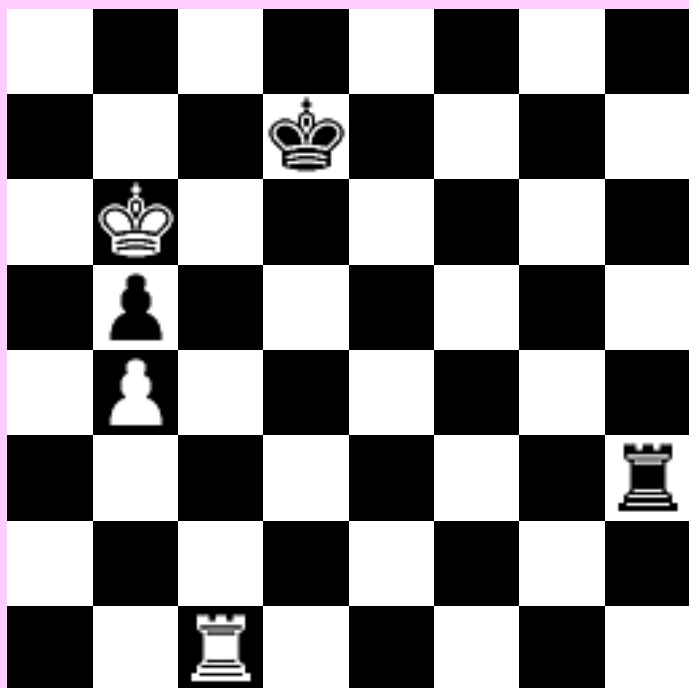
Playing, as Dr. Tarrasch wryly put it, "for the loss". Nowadays I would know better than to try to squeeze a win out of such a simplified position. 34. Ke5! Inviting Fischer to overextend. [34. Re7 Bxc2 35. Bf5=] 34... e3 35. Bf5 Rg1 36. Rxf7+ Kg8 37. Rc7 Bg4? [37... e2 38. Kf6 Kh8 39. Rh7+ Kg8 40. Rc7 Kh8=] 38. Bxg4 Rxg4 39. Rc3 e2 40. Re3



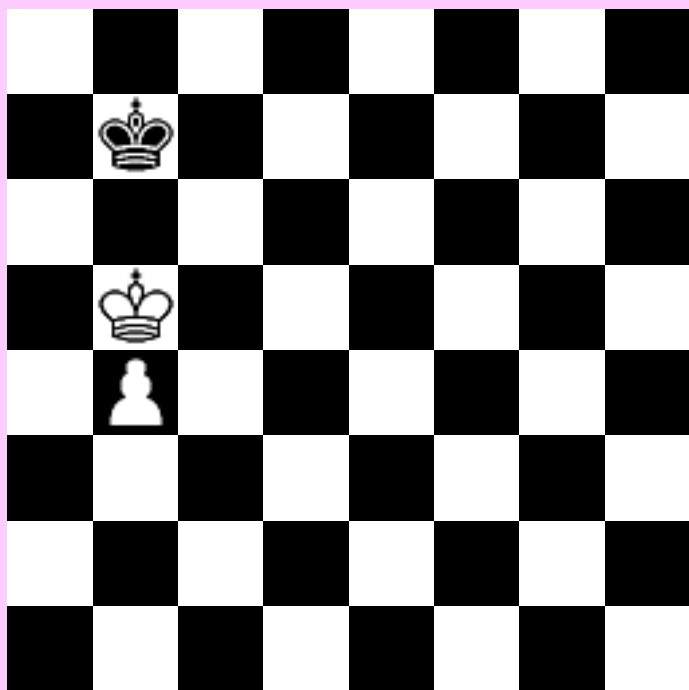
"Fortunately, Black can still hold the draw" 40... Rg2 [40... Rg7? 41. Kd4] 41. Kd4 e1=Q! [41... Rxh2 42. Kd3+-] 42. Rxe1 Rxc2 43. Rb1



43... Kf7! [43... Rxh2 44. Kc5] 44. a3 Ke6 45. b3 Rxh2 46. Kc5 Kd7 47. Kb6 Ra2 48. Kxa6 Rxa3+ 49. Kb7 Kd6 50. Kb6 Kd7 51. b4 Rh3 52. Rc1

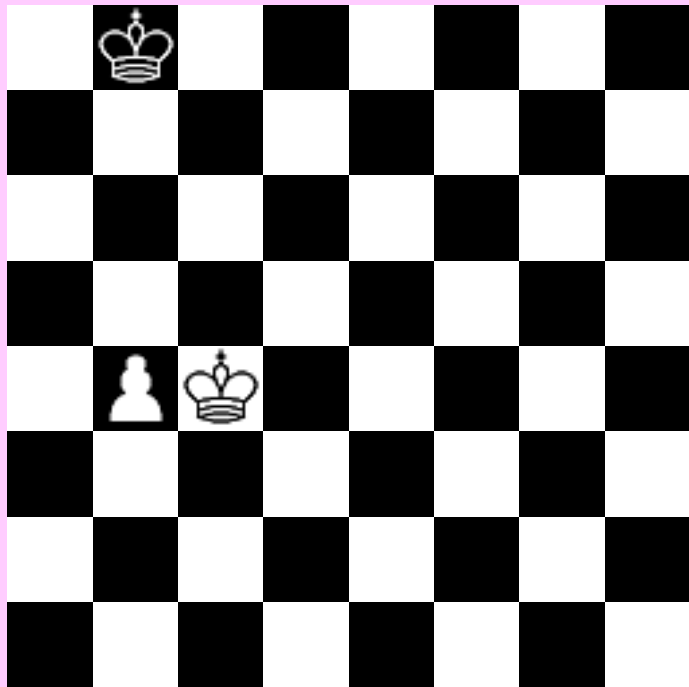


52... Rh8? After the game, Olafsson scolded me: "How can you play an ending like this so fast?" (I'd only been taking a few seconds a move for the last dozen moves or so.) "Because there's no danger. It's a dead draw," I replied. [52... Rh5 53. Rc5 Rxc5 54. Kxc5 [54. bxc5?? b4-+] 54... Kc7 55. Kxb5 Kb7



with the opposition, a book draw and easy to hold] 53. Kxb5? "As Olafsson showed me, White can win with 53. Rc7+! It's hard to believe. I stayed up all night analysing, finally convincing myself and, incidentally, learning a lot about Rook and Pawn endings in the process." (Gligoric failed to [53. Rc7+! This helps keep the Black King away, so the White King can control the Queening square. If the Black Rook checks, White will interpose the Rook. 53... Kd6 [53... Kd8 54. Rc5 Kd7 55. Kb7! Kd6 56. Rxb5] 54. Rc6+ Kd7 [54... Kd5 55. Kxb5 Rb8+ 56. Rb6] 55. Kxb5 Rb8+ 56. Rb6 Rh8 57. Rb7+ Kc8 58. Ka6 Rh6+ 59. Ka7+-] 53... Rb8+ 54. Ka4 Ra8+ 55. Kb3

Rc8 56. Rxc8 Kxc8 57. Kc4 Kb8!



holding the "distant opposition" [57... Kb7 58. Kb5 Kc7 59. Ka6 Kb8 60. Kb6 Ka8 61. Kc7 Ka7 62. b5 Ka8 63. Kb6 Kb8 64. Ka6 Ka8 [64... Kc7 65. Ka7] 65. b6 Kb8 66. b7 If you can play to the seventh without check, it's a win, because the King is on the queening square, and has to move off. 66... Kc7 67. Ka7 Kc6 68. b8=Q] [57... Kb8! 58. Kc5 [58. Kd5 Kb7] 58... Kc7 59. Kb5 Kb7] 1/2

Back to [Chess Coaching Page](#)

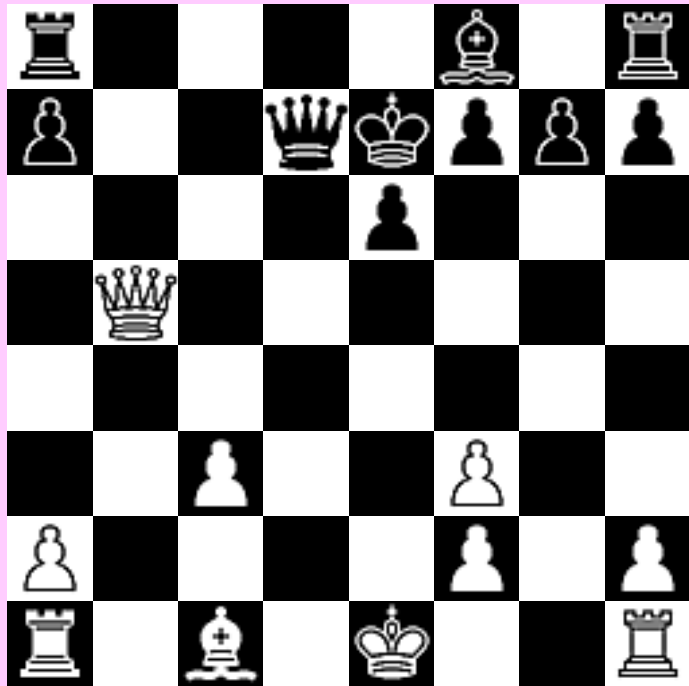
This document (Canon\canon775.html) was last modified on 13 Aug 2005 by



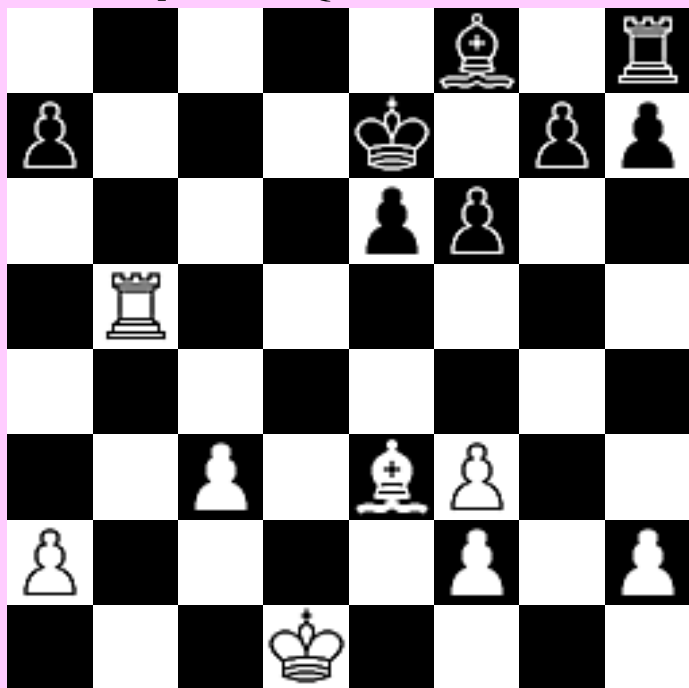
[Dr. Dave](#)

Fischer, R - Euwe, M. (Leipzig ol) [B13] Lessons from Bobby Fischer: en, Lessons from Bo, 1960

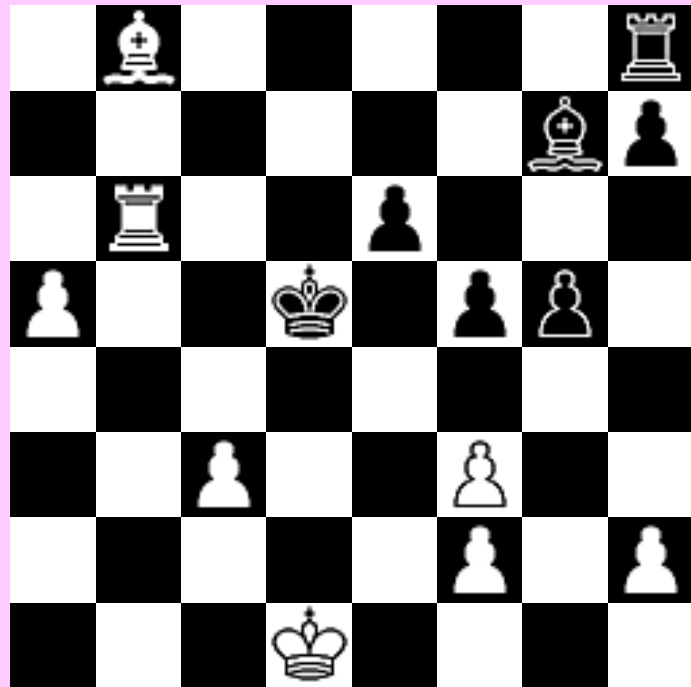
1. e4 c6 2. d4 d5 3. exd5 cxd5 4. c4 Nf6 5. Nc3 Nc6 6. Nf3 Bg4 7. cxd5 Nxd5 8. Qb3 Bxf3 9. gxf3 e6 10. Qxb7 Nxd4 11. Bb5+ Nxb5 12. Qc6+ Ke7 13. Qxb5 Nxc3 14. bxc3 Qd7



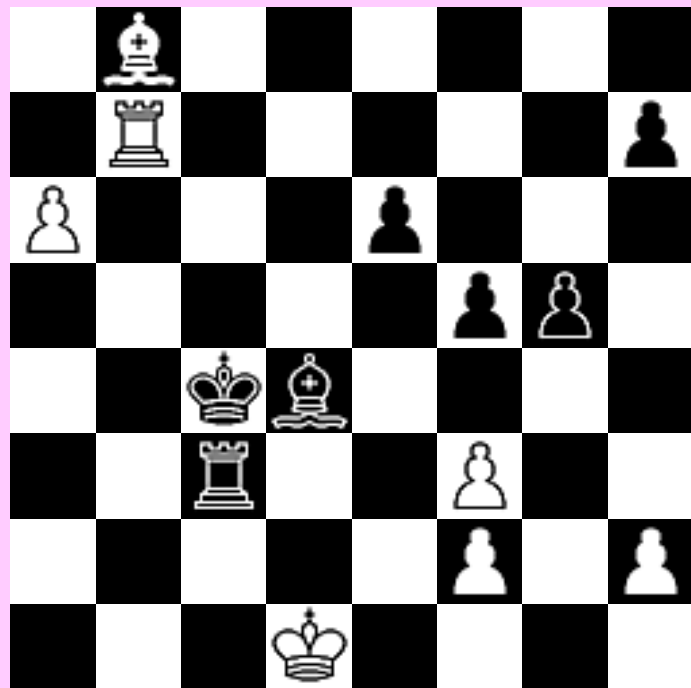
15. Rb1! "...Horrible as White's Pawn structure may be, Black can't exploit it because he'll be unable to develop his King's-side normally. It's the little quirks like this that could make life difficult for a chess machine." 15... Rd8? [15... Qxb5 16. Rxb5 Kd6 17. Rb7 f6 18. Ke2 Kc6 19. Rf7 a5 20. Be3 +/-] 16. Be3 Qxb5 17. Rxb5 Rd7 18. Ke2 f6 19. Rd1! Rxd1 20. Kxd1



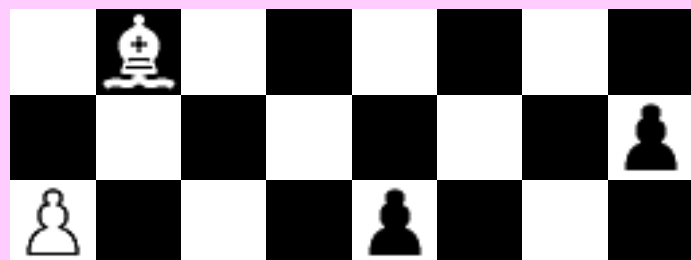
20... Kd7 21. Rb8 Kc6 22. Bxa7 g5 23. a4 Bg7 24. Rb6+ Kd5 25. Rb7 Bf8 26. Rb8 Bg7 27. Rb5+ Kc6
 28. Rb6+ Kd5 29. a5 f5 30. Bb8

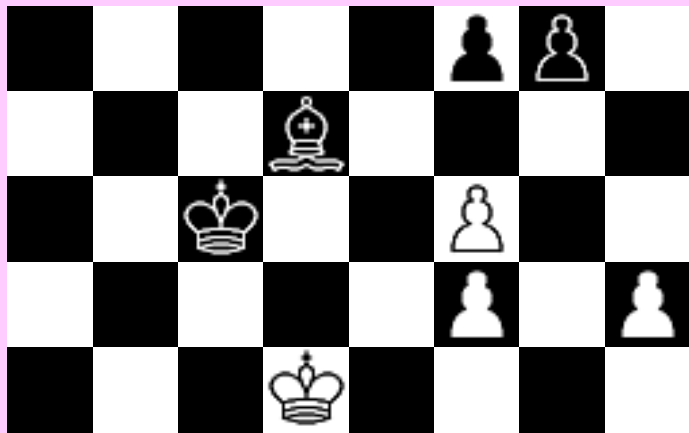


30... Rc8 31. a6 Rxc3 32. Rb5+ Kc4 [32... Kc6 33. Ra5 Bd4 34. Be5? [34. Ke2] 34... Rc4!=]
 33. Rb7 Bd4



34. Rc7+ Kd3 35. Rxc3+ Kxc3





36. Be5 1-0

Back to [Chess Coaching Page](#)

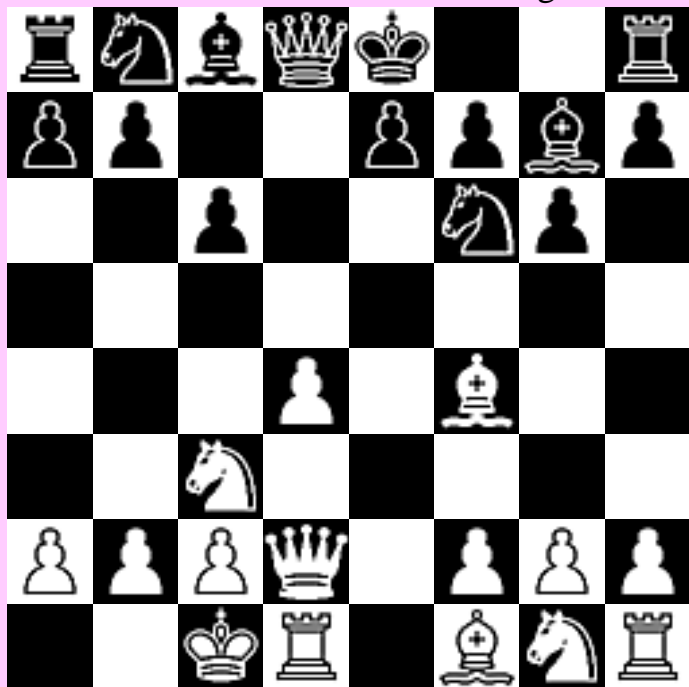
This document (Canon\canon776.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer, Robert - Robatsch, Karl (Varna ol fina [B01] Lessons from Bobby Fischer: mi, Lessons from Bo, 1962

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qd8!? 4. d4 g6!? Two !?s sometimes add up to a ?, sometimes a ! Robatsch's ideas have a hard coming-out here. 5. Bf4! Bg7 6. Qd2! Nf6 7. O-O-O c6



8. Bh6 O-O? 9. h4 Qa5 10. h5! gxh5 "Horrible, but Black must keep the h-file closed" 11. Bd3 Nbd7 12. Nge2 Rd8 13. g4! Nf8 14. gxh5 Ne6 15. Rdg1 Kh8 16. Bxg7+ Nxg7 17. Qh6 Rg8 18. Rg5 Qd8 19. Rhg1 Nf5? [19... Qf8 20. d5! Bd7 21. d6 Nf5 22. Qxf8 Rgxf8 [22... Raxf8 23. Bxf5 Rxc5 24. Rxc5 h6 25. dxe7 Rb8 26. Rg3 Bxf5 27. Rf3] 23. Bxf5 h6 24. dxe7 Rfb8 25. Rg7 Bxf5 26. Rxf7] 20. Bxf5 1-0

Back to [Chess Coaching Page](#)

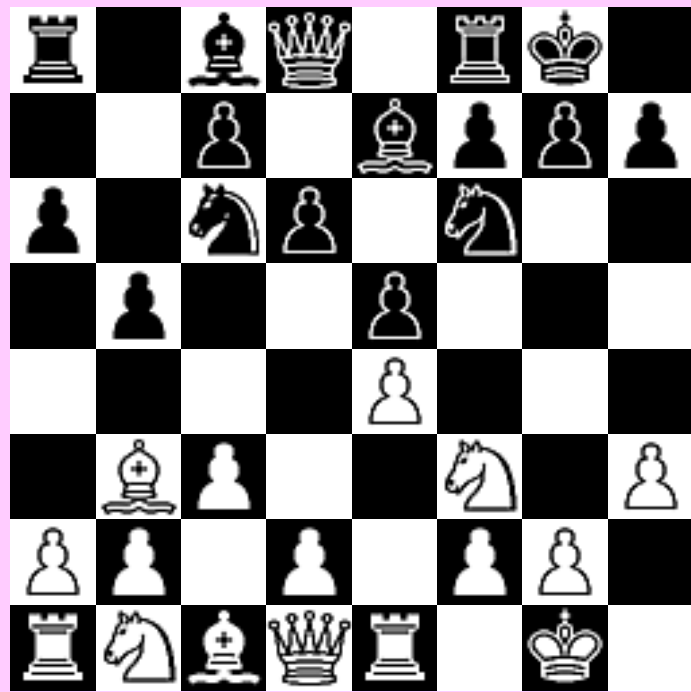
This document (Canon\canon777.html) was last modified on 13 Aug 2005 by



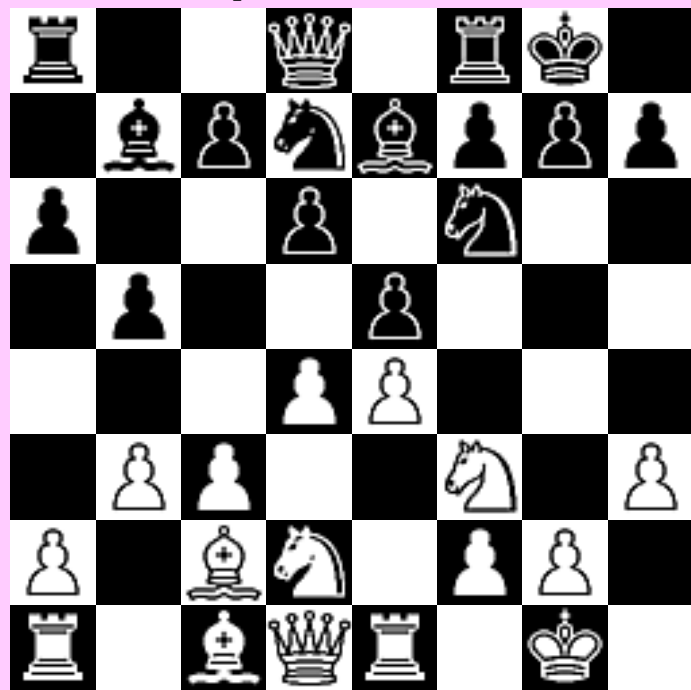
[Dr. Dave](#)

Fischer,R - Stein,L. (Sousse izt) [C92]Lessons from Bobby Fischer: mi, Lessons from Bo, 1967

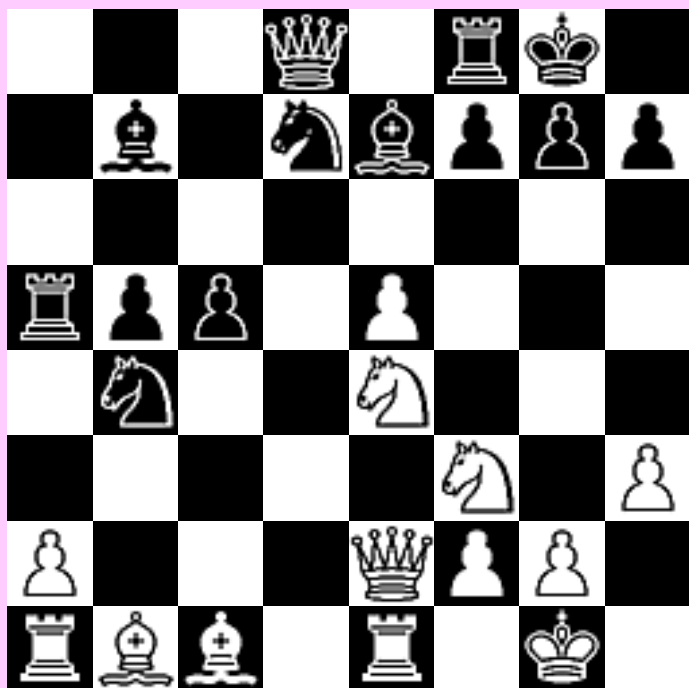
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3



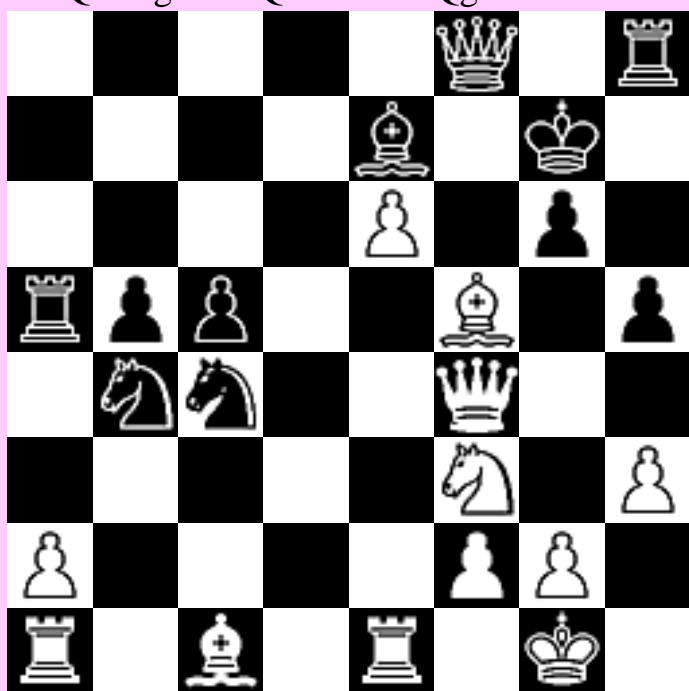
9... Bb7 [9... Na5 10. Bc2 c5 Tchigorin] [9... Nb8 10. d4 Breyer] 10. d4 Na5 Heading for d7, the long way round [10... Nb8 11. dxe5 dxe5 12. Qxd8 and now 12... Bxd8 is best, but awkward] 11. Bc2 Nc4 12. b3 Nb6 13. Nbd2 Nbd7



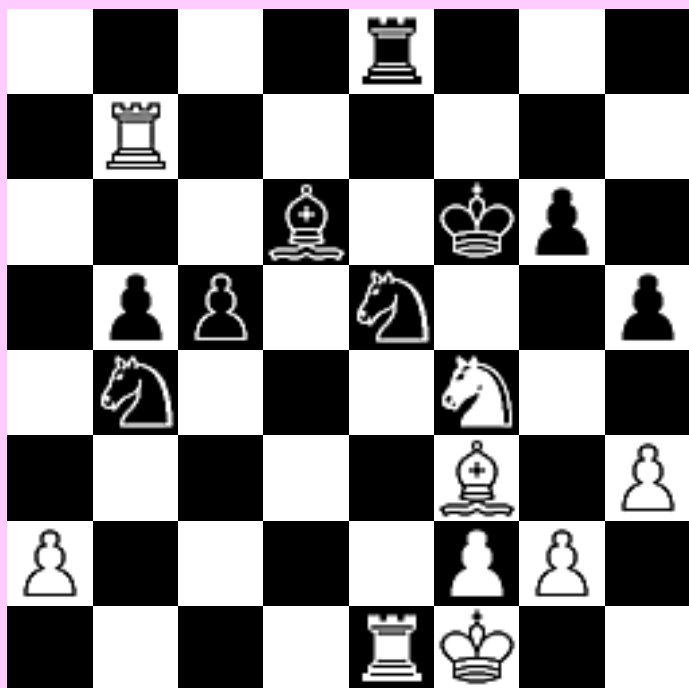
Made it! But it has taken a lot of time. 14. b4! exd4 going for counterplay, rather than hanging on to e5 15. cxd4 a5 16. bxa5 c5 17. e5! dxe5 18. dxe5 Nd5 19. Ne4 Nb4! 20. Bb1 Rxa5 21. Qe2!



21... Nb6? A piece possibly better reserved for defending the King. [21... Re8] 22. Nfg5! "The threats are beginning to jell." 22... Bxe4! [22... h6 23. Nh7!! Kxh7 [23... Re8 24. Nhf6+ Bxf6 25. Nxf6+ Qxf6 [25... gxf6 26. Qg4+ Kf8 27. Bxh6+ Ke7 28. e6 Kd6 29. Qg3+ Kc6 30. Be4+ N4d5 31. exf7 Rh8 32. Bxd5+ Nxd5+-] 26. exf6 Rxe2 27. Rxe2] 24. Nxc5+ Kg8 25. Nxb7] 23. Qxe4 g6 24. Qh4 h5 25. Qg3 Nc4 26. Nf3? [26. e6] 26... Kg7 27. Qf4 Rh8 28. e6! f5 29. Bxf5! Qf8



30. Be4? [30. Nh4! Littlewood 30... Bxh4 31. Qxh4 Qxf5 [31... gxf5 32. Qg5+ Kh7 33. e7 Qe8 34. Re6] [31... Qf6 32. Qg3] 32. Qe7+ Kg8 33. Qd8+ Kg7 34. Qc7+ Kg8 35. e7] 30... Qxf4 31. Bxf4 Re8? [31... Rxa2 32. Rxa2 [32. Rad1 Ra7] 32... Nxa2 33. Ne5 g5 34. Bg3 with some initiative but no win yet] 32. Rad1 Ra6 33. Rd7 [33. Bb7!] 33... Rxe6 34. Ng5 Rf6 [34... Ra6 35. Bb1 Kf6 36. Ne4+ Kf7 37. Nxc5] 35. Bf3 Rxf4 36. Ne6+ Kf6 37. Nxf4 Ne5 38. Rb7 Bd6 39. Kf1



winning 39... Nc2 40. Re4 Nd4 41. Rb6 Rd8 42. Nd5+ Kf5 43. Ne3+ (sealed) 43... Ke6 44. Be2! Kd7
45. Bxb5+ Nxb5 46. Rxb5 Kc6 47. a4 Bc7 48. Ke2 g5 49. g3 Ra8 50. Rb2 Rf8 51. f4 gxf4 52. gxf4 Nf7
53. Re6+ Nd6 54. f5 Ra8 55. Rd2! Rxa4 56. f6 1-0

Back to [Chess Coaching Page](#)

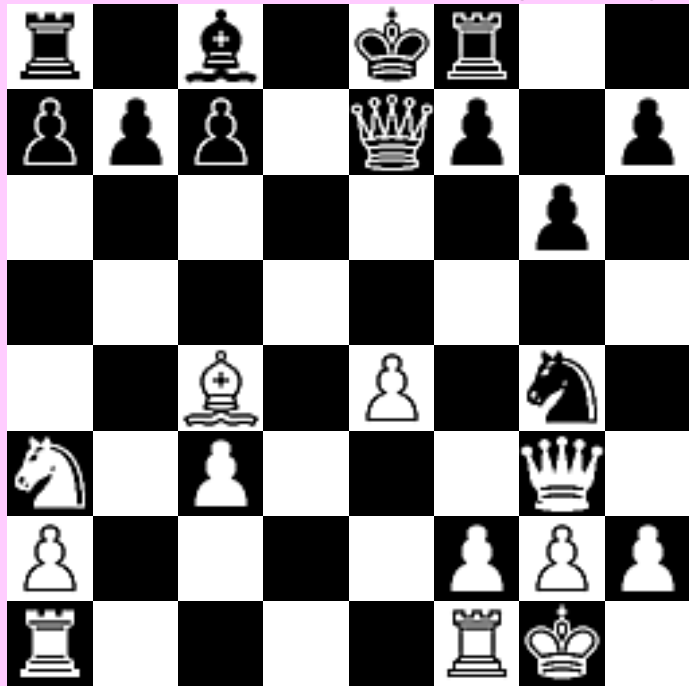
This document (Canon\canon778.html) was last modified on 13 Aug 2005 by



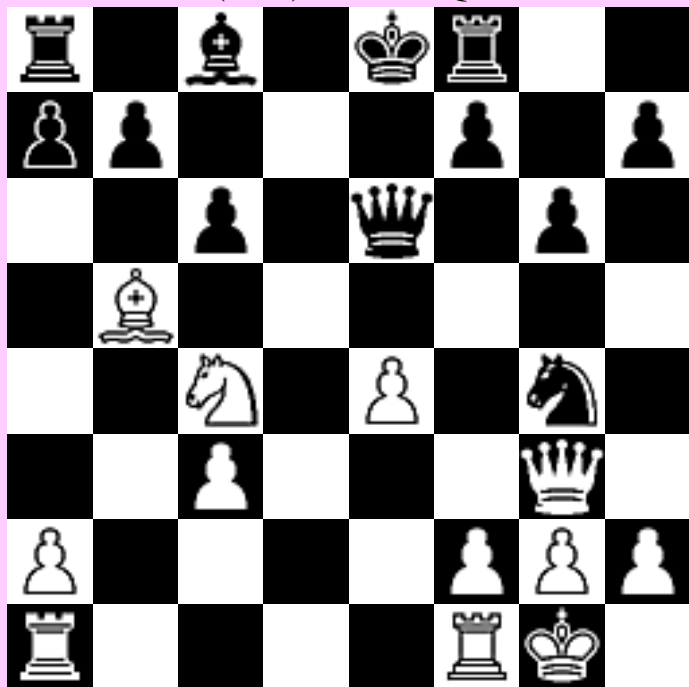
[Dr. Dave](#)

Fischer, Robert J - Celle, O. (Davis sim) [C51] Lessons from Bobby Fischer: op, Lessons from Bo, 1964

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Be7 6. d4 d6 7. dxe5 Nxe5 8. Nxe5 dxe5 9. Qh5 g6 10. Qxe5 Nf6 11. Ba3 Rf8 12. O-O Ng4 13. Qg3 Bxa3 14. Nxa3 Qe7!



15. Bb5+! c6 (x d6) 16. Nc4 Qe6



17. Rad1! [17. Qc7 Qd7 18. Nd6+ Ke7 19. Nxc8+ Raxc8 20. Qxd7+ Kxd7] 17... cxb5
 18. Qc7 Bd7 19. Nd6+ Ke7 20. Nf5+! "Material is not what counts now, but open lines" 20... gxf5 21.
 exf5 Rac8 22. Rxd7+ Qxd7 23. f6+ Nxf6 24. Re1+ Ne4 25. Rxe4+ Kf6 26. Qxd7 Rfd8 27. Qg4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon779.html) was last modified on 13 Aug 2005 by



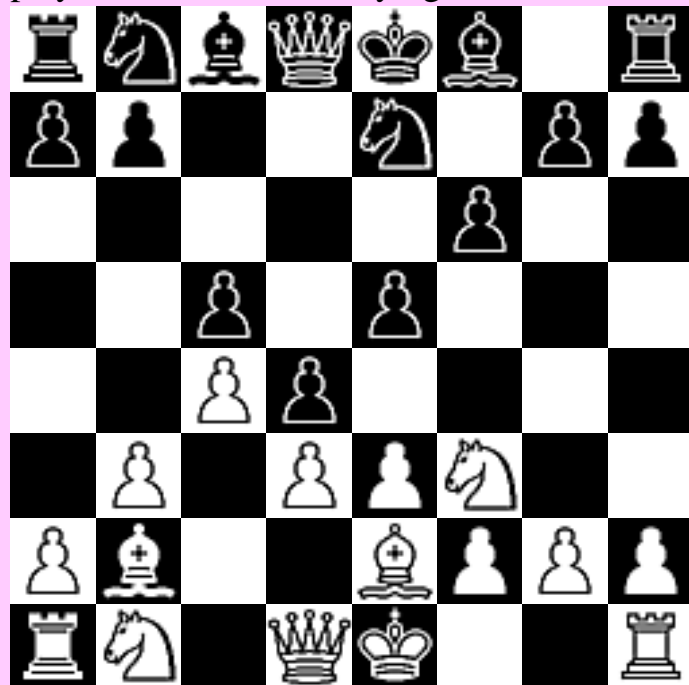
[Dr. Dave](#)

Petrosian, Tigran - Fischer, Robert (Buenos Aire [A06] Lessons from Bobby Fischer: op, Lessons from Bo, 1971

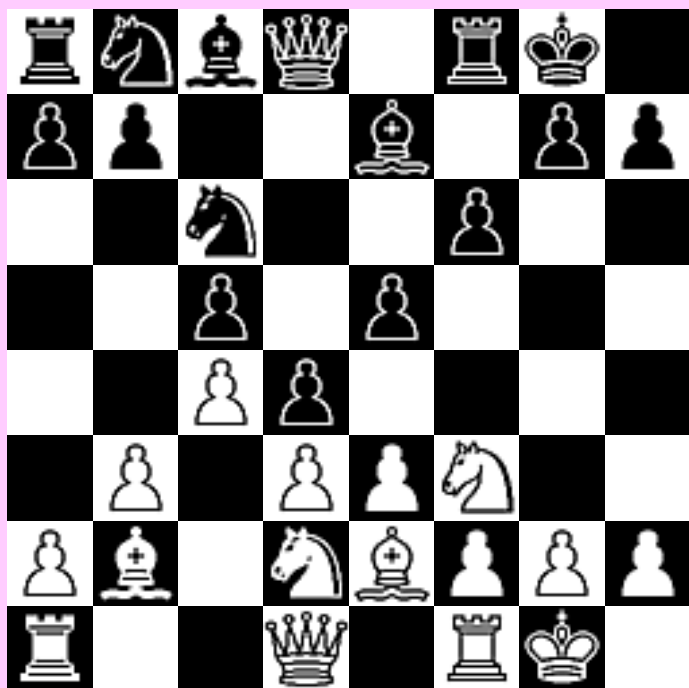
1. Nf3 c5 2. b3 d5 A little lesson in opening play for those whose only ambition is to "get my lumps out without falling into any traps". 3. Bb2



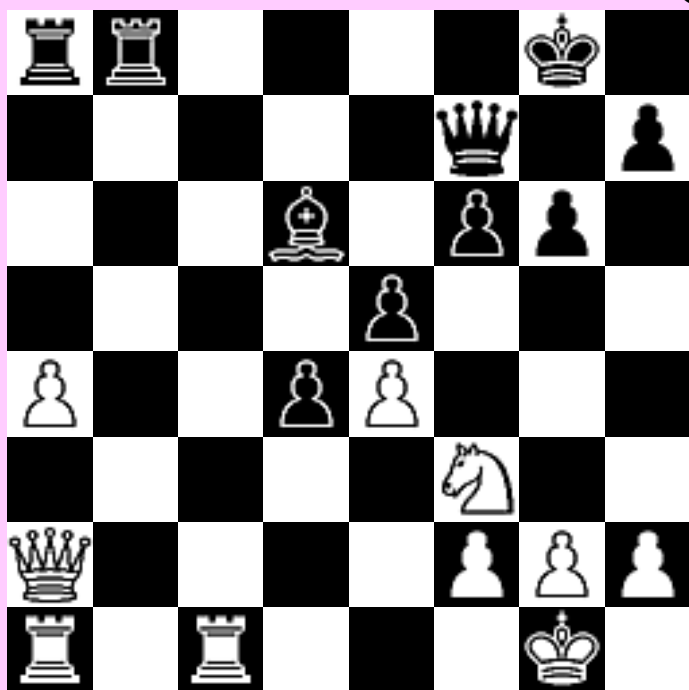
[3. e3 may be preferred, with hindsight.] 3... f6 ! A bold attempt to refute White's opening play. 4. c4 d4 Black is trying to blot out the White Bb2. 5. d3 e5 6. e3 Ne7 7. Be2



7... Nec6 This 'qualitative' opening move is to be preferred to the routine 'quantitative' ...Nbc6. 8. Nbd2 Be7 9. O-O O-O

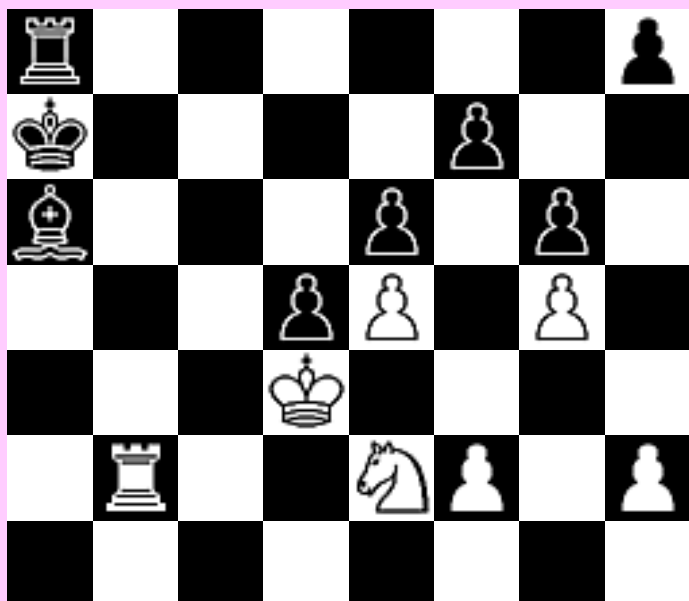


10. e4 Abandoning more pretense. Black has a comfortable space advantage, although surely not enough for a win. 10... a6 11. Ne1 b5 12. Bg4 Bxg4 13. Qxg4 Qc8 14. Qe2 Nd7 15. Nc2 Rb8 16. Rfc1 Qe8 17. Ba3 Bd6 18. Ne1 g6 19. cxb5 axb5 20. Bb2 Nb6 21. Nef3 Ra8 22. a3 Na5 23. Qd1 Qf7 24. a4 bxa4 25. bxa4 c4 26. dxc4 Nbxc4 27. Nxc4 Nxc4 28. Qe2 Nxb2 29. Qxb2 Rfb8 30. Qa2



The Queen's-side scrap has left Black with a BvN advantage and the hope of showing the a-Pawn to be a liability as much as an asset. 30... Bb4 31. Qxf7+ Kxf7 32. Rc7+ Ke6 33. g4 Bc3 34. Ra2 Rc8 35. Rxc8 Rxc8 36. a5 Ra8 37. a6 Ra7 38. Kf1 g5 39. Ke2 Kd6 40. Kd3 Kc5 41. Ng1 Kb5 42. Ne2 Ba5 43. Rb2+ Kxa6





There it goes. Still, someone (Najdorf?) remarked of this position that it is as hard for White to draw as it is for Black to win! 44. Rb1 Rc7 45. Rb2 Be1 46. f3 Ka5 47. Rc2 Rb7 48. Ra2+ Kb5 49. Rb2+ Bb4 50. Ra2 Rc7 51. Ra1 Rc8 52. Ra7 Ba5 53. Rd7 [53. *Rxh7* may lead to the Rook being out of play] 53... Bb6 54. Rd5+ Bc5 55. Nc1 Ka4 56. Rd7 Bb4 57. Ne2 Kb3 58. Rb7 Ra8 59. Rxh7 Ra1 60. Nxd4+ exd4 61. Kxd4 Rd1+ 62. Ke3 Bc5+ 63. Ke2 Rh1 64. h4 Kc4 65. h5 Rh2+ 66. Ke1 Kd3 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon780.html) was last modified on 13 Aug 2005 by



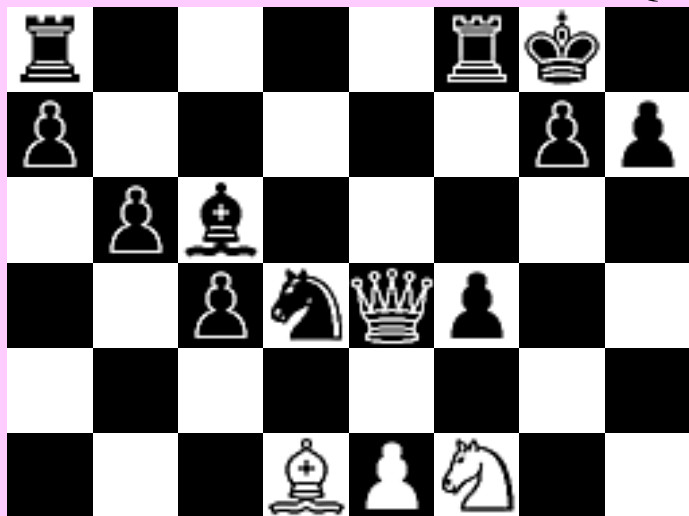
[Dr. Dave](#)

J.R.C - D. Janowski (Manhattan,1918). [D30]Lessons from Capa 1: Stages in, Lessons from Ca

1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Bg5 Nbd7 5. e3 c6 6. Nbd2 This is an ng idea of Capablanca's: aiming after ... dxc4 to play Nxc4-e5. It has the downside of taking away pressure from d5, a move white often makes after ...c5. 6... Be7 7. Bd3 dxc4 8. Nxc4 O-O 9. O-O c5 10. Rc1 b6 11. Qe2 Bb7 12. Rfd1

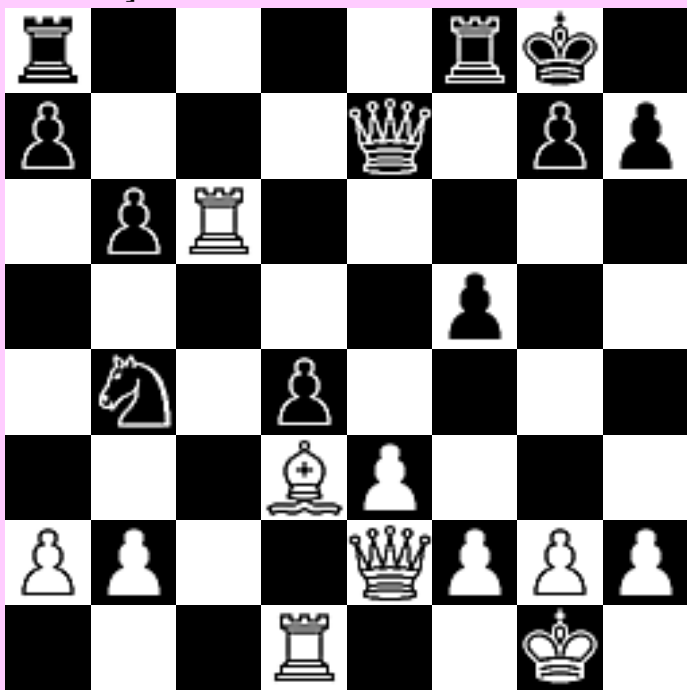


This is a fairly typical position for white in the Queen's Gambit, with the exception of the N on c4. Any 1. d4 player should take note of the disposition of forces. 12... Nd5 13. Nd6! Bc6 is forced. What is the purpose of this? To drive the B into the firing line of the Rc1! Capablanca comments: "Later on it will be seen how this little advantage now acquired is largely the cause of Black's defeat." [13... Bxg5 As black is not going to play 14. Nxb7 Qc7 15. Nxg5 Qxb7 16. Bxh7+ Kh8 17. Qh5 with a quick win for white,] 14. Ne4 f5 15. Bxe7 Qxe7 16. Ned2 e5 Forced in many ways, as else Nc4-e5 follows. 17. dxe5 Nxe5 18. Nxe5 Qxe5 19. Nf3

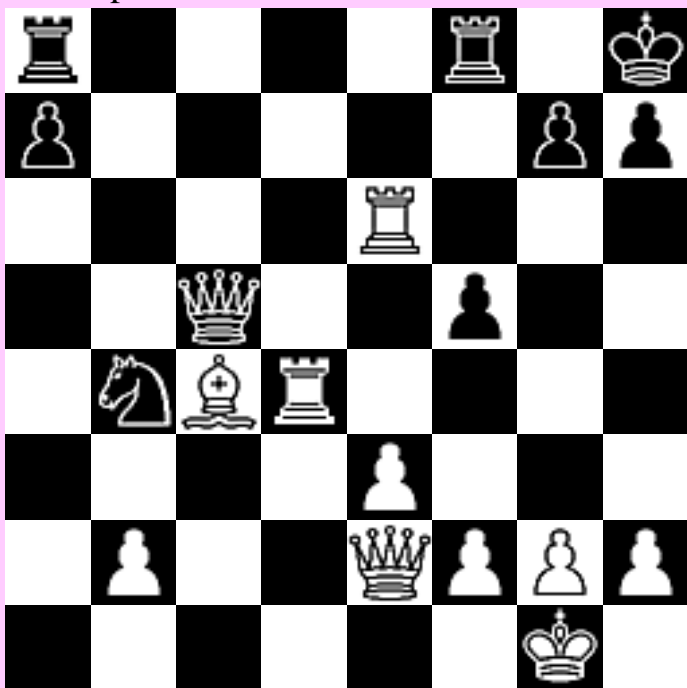




19... Qe7 If instead [19... Qe6 looks better, though 20. Bc4 leaves white the edge.]
 [19... Qf6 20. Bc4 Rad8 21. e4 fxe4 22. Qxe4 Rfe8 23. Rxd5! Rxe4 24. Rxd8#
 'mate.] 20. Nd4! cxd4 21. Rxc6 Nb4

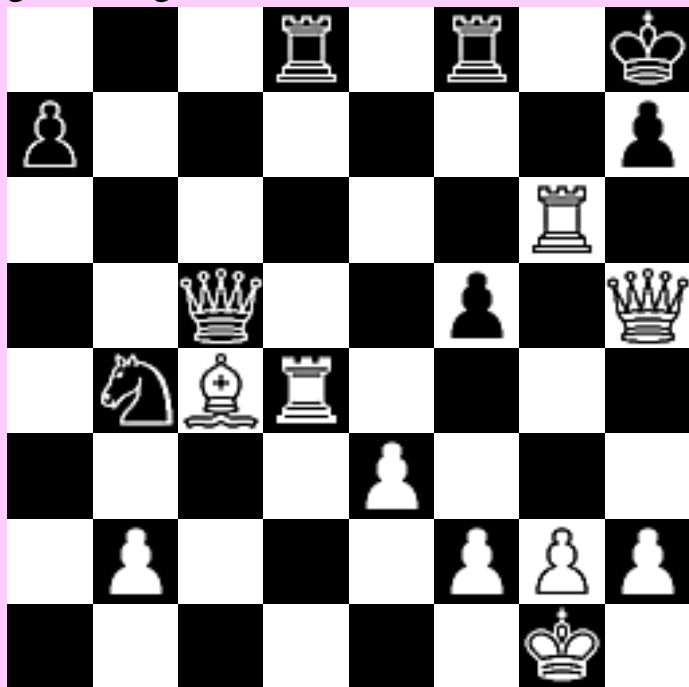


22. Bc4+ White's Rxc6, made possible by move 13, gives him a comfortable position from which to work up an attack. 22... Kh8 23. Re6 d3 24. Rxd3 Qc5 25. Rd4 b5 26. Bxb5 Nxa2 27. Bc4 Nb4



28. Qh5 The scattered black forces can offer no resistance. White now creates some tactical threats. 28...

g6 29. Rxd8 Rad8



30. Rg7 [30. Rg7 Kxg7 31. Qg5+ Kh8 32. Rxd8 when 33. Qf6 'mate can only be stopped by 32... Nd5 33. Rxf8+ Qxf8 34. Bxd5 winning easily.] 0-1

Back to [Chess Coaching Page](#)

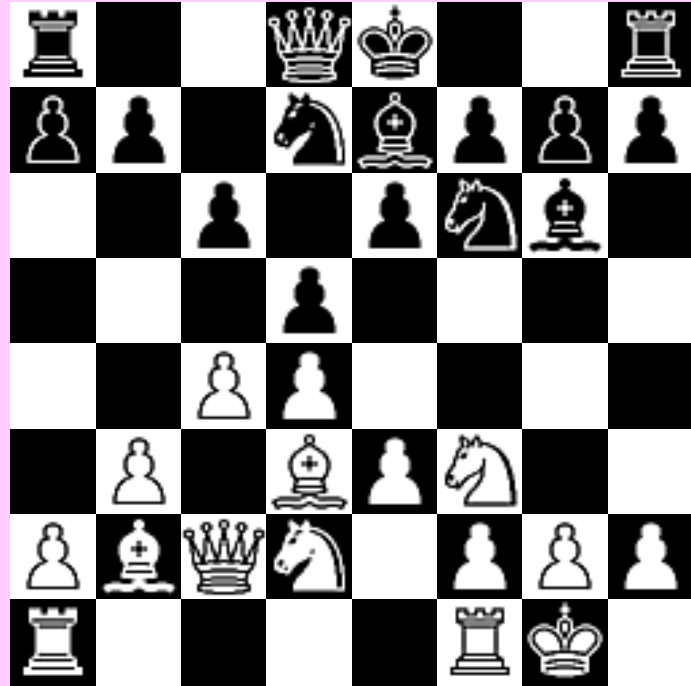
This document (Canon\canon781.html) was last modified on 13 Aug 2005 by



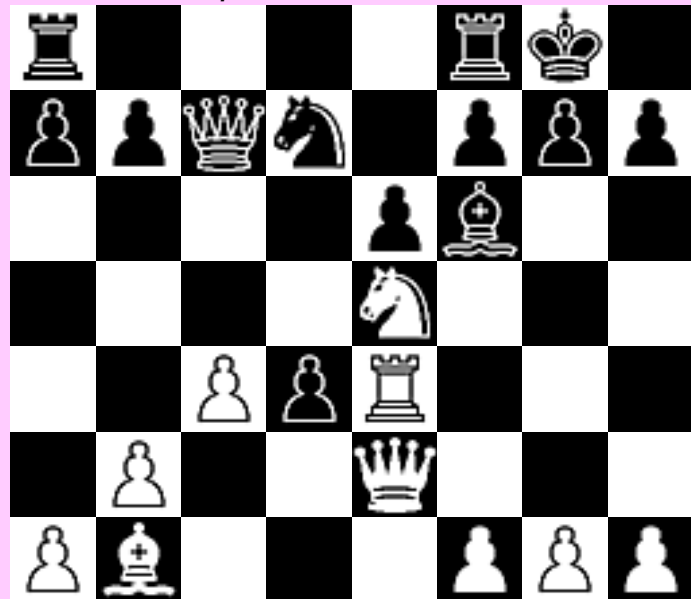
[Dr. Dave](#)

J.R.C - B. Villegas {1914} [D04] Lessons from Capa 3 : Tactical, Lessons from Ca

1. d4 d5 2. Nf3 Nf6 3. e3 c6 4. Bd3 Bg4 5. c4 e6 6. Nbd2 Nbd7 7. O-O Be7 8. Qc2 Black might have tried ...e5 8... Bh5 9. b3 Bg6 10. Bb2

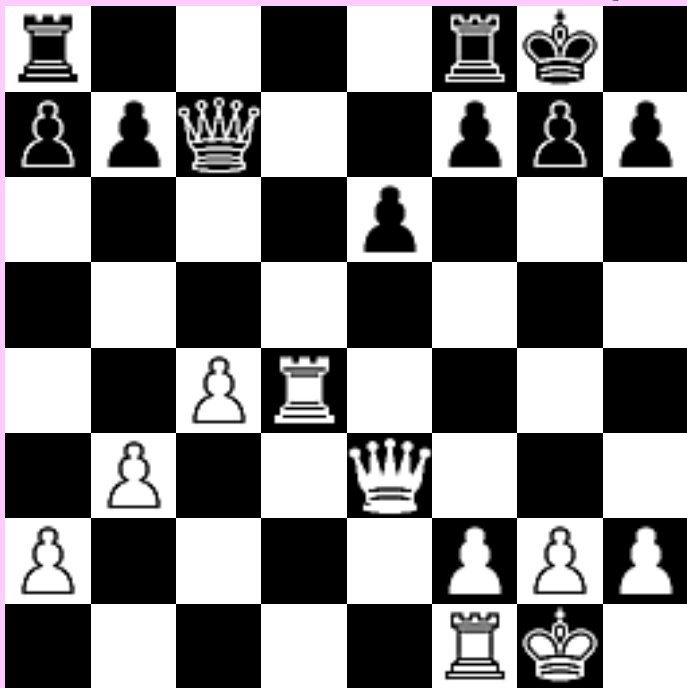


10... Bxd3 White obviously has a good development. He has placed his pieces on good squares, and been left alone to do just that! Black played a little passively, in not trying for ...c5/...e5 as quickly as possible, and has wasted time with 11. Qxd3 O-O 12. Rae1 Qc7 13. e4 dxe4 14. Nxe4 Black feels obliged to exchange in the centre, as else white may play e5 or exd5 at his leisure. 14... Nxe4 15. Rxe4 Bf6 The rook is in an imposing position, and black wants to frighten it with the idea of ...Nc5 : dxc5 Bxb2 and a good position. Note that [15... Nf6 would have encouraged 16. Rh4 and d5 with a sharp attack.] 16. Qe3 c5 17. Ne5 cxd4

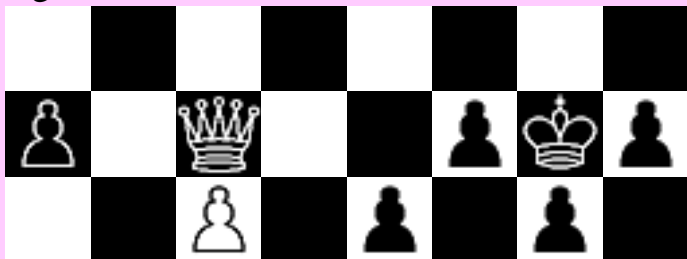


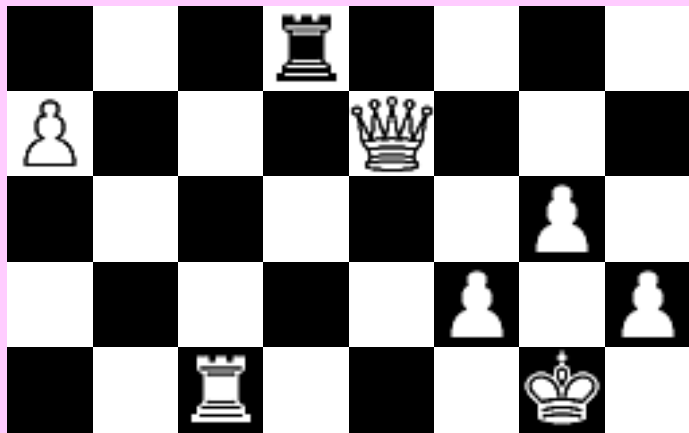


Black at last makes his bid for freedom ... What is white intending to do about it? 18. Nxd7! A surprise queen sacrifice: if now [18. Bxd4 Black is now expecting 18... Nxe5 19. Bxe5 Bxe5 20. Rxe5 Rfd8 with control of the d-file in a major piece ending, but ...] 18... Qxd7 [18... dxe3 19. Nxf6+ gxf6 [19... Kh8 20. Rh4 h6 21. Rxh6+ gxh6 22. Ne8+ xc7] 20. Rg4+ Kh8 21. Bxf6# 'mate] 19. Bxd4 Bxd4 20. Rxd4 Qc7



Black has now been forced into a major piece ending with WHITE controlling the d-file! White additionally has a Q-side majority, and has a simple plan: push the pawns, create a passed one, and queen it. This is the ki 21. Rfd1 The difference is that the single advantage here is sufficient to win, whereas above, a second was required. 21... Rfd8 22. b4 Rxd4 23. Qxd4 b6 Black must defend the a7 pawn, and also tries to cover c5, so that white's b4-c5 push leads to a weaker pawn earlier. Notice how white now: creates a hole for his king, and then puts his rook behind the (potential) passed pawn. 24. g3 Rc8 25. Rc1 Rd8 Where does the queen go? 26. Qe3! One of those important moves to focus on. What does it do? It covers the rook on c1, it stops black playing Rd2, and still aims at c5. Note that white is now happy to give up the d-file, the action will be on the c-file. 26... Kf8 27. c5 bxc5 if now 28. Qe4! Another delightful queen move. Now controlling c6, the next port of call for the c-pawn. [28. bxc5 Qc6 stops the pawn] 28... Rd5 29. bxc5 g6 30. c6 Kg7 which is why black played Kg7 and not Kg8, the latter allowed Rc8+ 31. a4!





And the final piece of genius. White's plan is Qb4-b7, but if played now, after ...Qxb7 : cxb7 Rb5 stops the pawn. So, Capablanca covers the b5 square in advance! 31... Rd6 ... puts the pawn under lock and key, but out comes the dynamite. 32. Qe5+! f6 33. Qxd6 Qxd6 Simple, clear and logical. Notice the queen moves: Qd4-e3-e4-e5xd6, and the prophylactic a4. It is this careful attention to detail which made many balanced positions look a forced win in Capablanca's hands. "Against Alekhine y 34. c7 0-1

Back to [Chess Coaching Page](#)

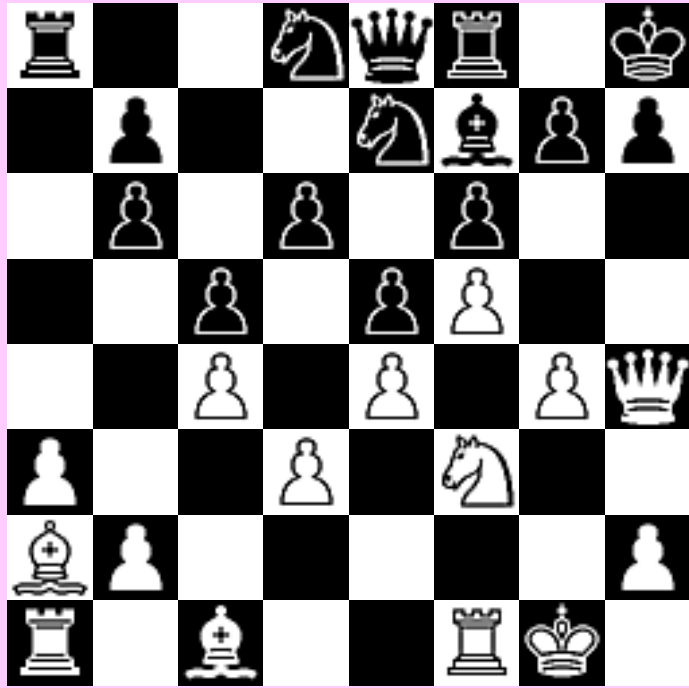
This document (Canon\canon782.html) was last modified on 13 Aug 2005 by



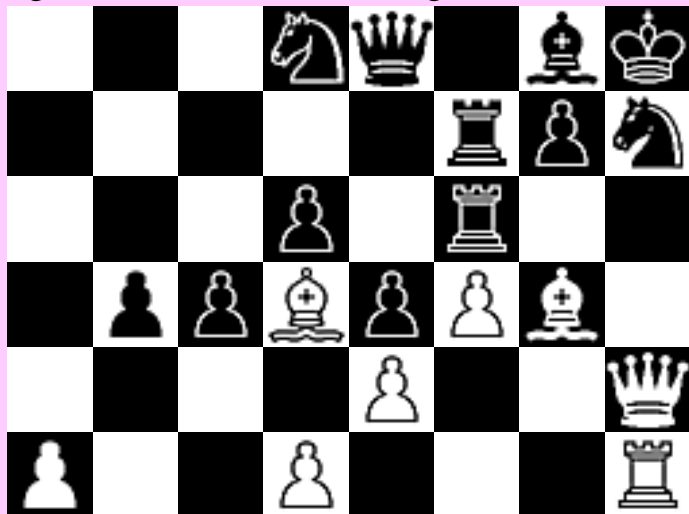
[Dr. Dave](#)

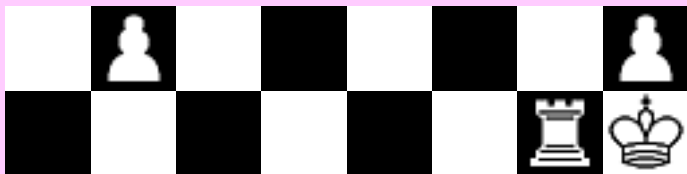
J.R.C - Allies, (Buenos Aires 1914) [C30] Lessons from Capa 4 : Switchin, Lessons from Ca

1. f4 e5 2. e4 Bc5 3. Nf3 d6 4. Nc3 Nc6 5. Na4 Bb6 6. Bb5 Bd7 7. Nxb6 axb6 8. d3 Nge7 9. O-O O-O
10. f5 f6 Capablanca has played a forthright opening, and his intentions are securely set on the king-side.
If black could at all achieve ...d5 he would break out of the grip, but Capablanca maintains a close hold
on the position. 11. Bc4+ Kh8 12. a3 Be8 13. Be6 Bh5 14. Qe1 Qe8 15. Qh4 Nd8 16. Ba2 Bf7 17. c4 c5
18. g4



18... Ng8 The king-side attack gathers momentum. The g-pawn's threat to move to the sixth rank will lead to an open file. 19. Bd2 b5 20. g5 fxg5 21. Nxg5 Nf6 22. Rf3 bxc4 23. Nxh7! Nxh7 A sacrifice out of the ordinary. There can be no conception of an immediate win, or forced sequence. Instead, Capablanca realises that, in his attempts to stave off immediate loss, black will bring his pieces into a tight knot around 24. Rh3 Bg8 25. Bxc4 Rf7 26. Kh1 b5 27. Bd5 Raa7 28. Rg1 Rf6 29. Bg5 Raf7





30. b3! Now we have the `tight knot' discussed above. Obviously, Capablanca is not about to release the pressure by taking one of those rooks. In fact, black is approaching a state of Zugzwang, where any move would lead to disaster, but st 30... Qf8 This is almost an underhanded move ... The endgame principle of two weaknesses is known as `switching the attack' in the middlegame, and you couldn't find a clearer example of it than this. The a-pawn's freedom is the fruit of the pres 31. a4 bxa4 32. bxa4 Qe8 33. a5 Nc6 34. a6 Nb4 ... and now a grand liquidation - even though a piece down. Capablanca's handling of relative piece dynamics makes a mockery of any absolute scale of values. 35. Bxf6 Nxd5 36. Bxg7+ Rxc7 37. Rxc7 Kxc7 38. Qh6+ Kh8 ... and white won in a few more moves. 39. Qxd6 0-1

Back to [Chess Coaching Page](#)

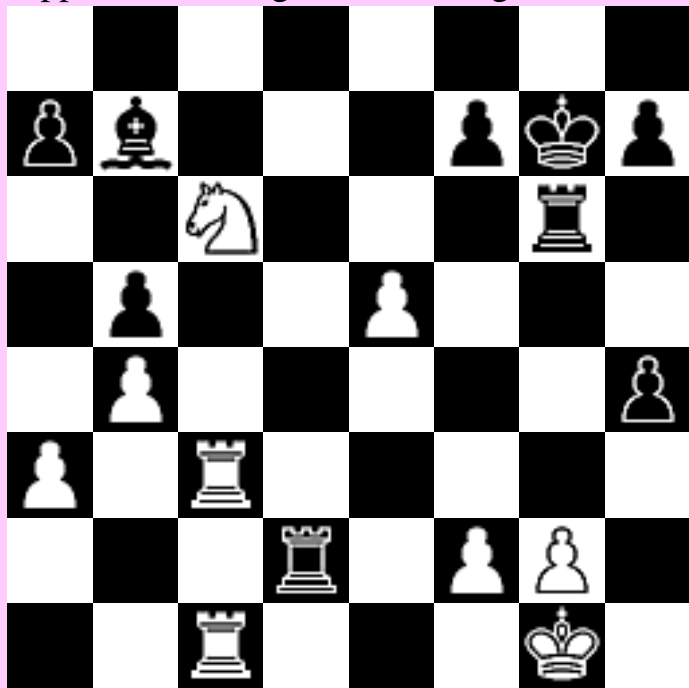
This document (Canon\canon783.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

F.J. Marshall - J.R.C., (New York 1918) [D64] Lessons from Capa 5 : Zugzwang, Lessons from Ca

1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 Nbd7 5. Bg5 Be7 6. e3 O-O 7. Rc1 c6 8. Qc2 dxc4 9. Bxc4 Nd5 10. Bxe7 Capablanca's move, leading to freeing exchanges. 10... Qxe7 11. O-O Nxc3 12. Qxc3 b6 This is very important, and, according to Capablanca, is the key to the variation. Black simplifies as much as possible, and then solves the development of his queen's bishop. He intends continuing with Nf6 ... Rac8 ... [12... Rd8] 13. e4 Bb7 14. Rfe1 Rfd8 15. d5 Nc5 Marshall is not interested in black's freeing operation, and wants to open the game up for an attack ... 16. dxe6 would leave black with an awkward e-pawn. 16. dxe6 Nxe6 17. Bxe6 Qxe6 18. Nd4! Capablanca had thought the attack on a2 would force a defensive move, when ...c5 follows with a better position for black **DIAGRAM** and if ... Qxa2 : Ra1 wins the queen! attack. 18... Qe5!! Capablanca is not interested in defensive play, and instead offers a pawn and the queen exchange, but for what? [18... Qd7] 19. Nxc6 [19. Nf5 f6 20. Qg3 Kh8 21. Rcd1 else Rcd1 Qf7 : Nh6+ wins the queen 21... Qc7 22. h4] 19... Qxc3 20. Rxc3 Rd2! 21. Rb1 ... a rook on the seventh! Now, white should play for a draw with [21. Ne7+ Kf8 22. Rc7 Re8 23. Rxb7 Rxe7 24. Rb8+ Re8 25. Rxe8+ Kxe8] 21... Re8 22. e5 [22. f3 f5 23. exf5 Ree2 with double rooks on the seventh "enough to frighten a man to death" Chernev.] 22... g5! ... but this is a master move: stopping f4, allowing Kg7, and threatening Bxc6... Rxe5. 23. h4 gxh4 24. Re1 [24. f4 h3 25. g3 h2+ 26. Kh1 Rc8 27. Rbc1 Kf8 28. f5 Ke8 29. e6 fxe6 30. fxe6 Rd6! wins the knight...] 24... Re6 25. Rec1 Kg7 26. b4 b5 stopping the support of the knight ... 27. a3 Rg6



Note the focus on g2. White's pieces are totally tied up, and he is heading for zugzwang. 28. Kf1 Ra2 29. Kg1 h3 30. g3 a6 And now white must lose something ... 31. e6 Rxe6 32. g4 Knight moves still lose: [32. Nd8 h2+ 33. Kxh2 Rh6+ -h1 'mate.] 32... Rh6 33. f3 ... trying to close the long diagonal. If [33. g5 h2+ 34. Kh1 Rxc6 35. Rxc6 Rxf2 to f6 wins with the pin.] 33... Rd6 34. Ne7

Rdd2 35. Nf5+ to stop Kd7 35... Kf6 36. Nh4 Kg5 37. Nf5 Rg2+ 38. Kf1 h2 39. f4+ watch the mate threat! 39... Kxf4 "An ending worth very careful study", says Capablanca. 0-1

Back to [Chess Coaching Page](#)

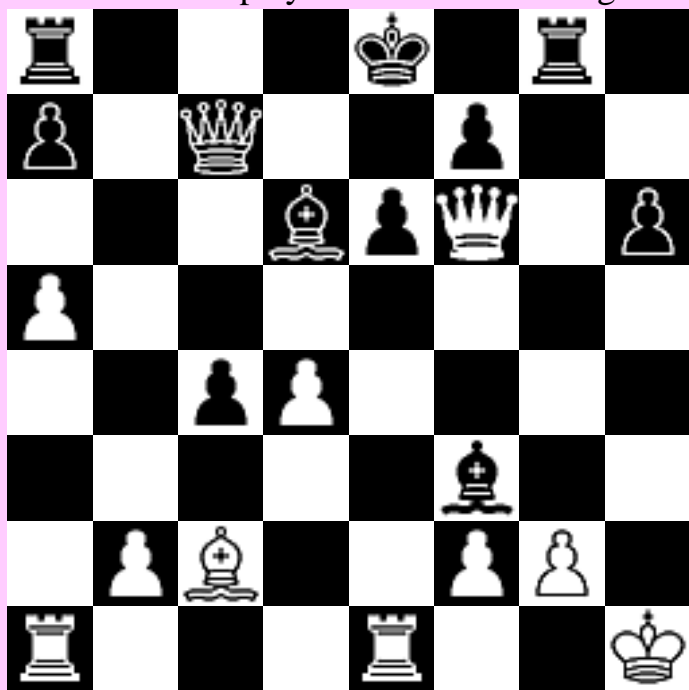
This document (Canon\canon784.html) was last modified on 13 Aug 2005 by



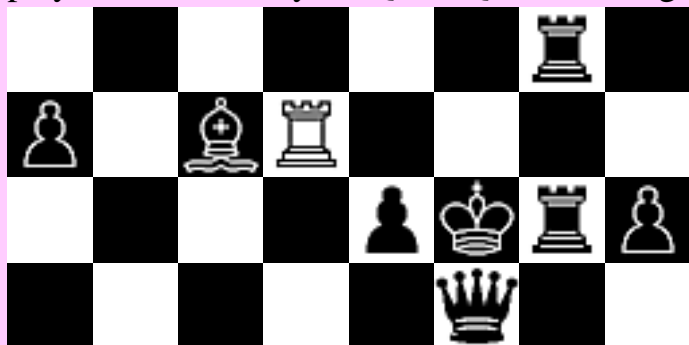
[Dr. Dave](#)

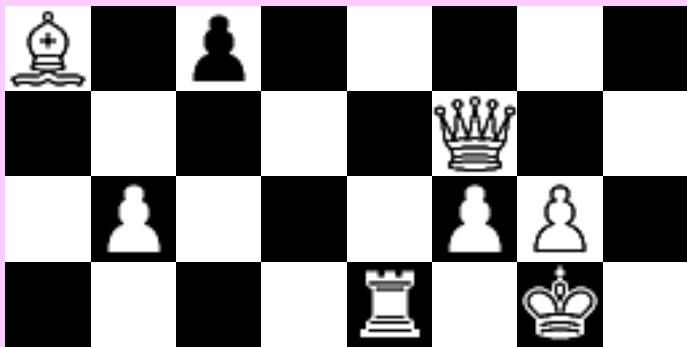
Capablanca, JR. - Stahr, John M [D05] Lessons from Capablanca {2}: attacking, Chicago, 1915

1. d4 d5 2. Nf3 Nf6 3. e3 e6 4. Bd3 c5 5. c3 "For his less serious encounters Capablanca often played this opening. It was later invented by Colle." B&H White plans Nbd2:O-O:Qe2 and e4. The delayed punch in the centre often causes black problems. 5... c4 Black should never release the central tension -- it gives white a free hand to attack. Better are ...Nc6 or ...Be7 6. Bc2 Bd6 7. Nbd2 Nbd7 8. Qe2 Qc7 9. e4 dxe4 10. Nxe4 Nxe4 11. Qxe4 Nf6 12. Qh4 h6 If 12...O-O 13.Bg5! Black's knight exchange on e4 has brought the white queen out, and castling is impossible. The first game shows a similar mis-timed exchange, with catastrophic consequences. 13. O-O b5 Now if 13...O-O 14.Bxh6! 14. a4 b4 15. cxb4 Bxb4 16. Bf4 Bd6 17. Be5 Bb7 Black begins a nearly successful counterattack -- "the best policy against a simultaneous player" B&H. 18. Bxf6 gxf6 19. Qxf6 Rg8 20. a5 Bxh2+ 21. Kh1 Bd6 22. Rfe1 Bxf3



Not 22...Qd8 23.Rxe6+ fxe6 24.Ba4+ or 22...Rg6 23. Rxe6+ fxe6 24.Ba4+ etc. But 22...Qe7 with an ending was sound. Black's king is stuck in the centre, and Capablanca treats us to a long attack leading to a central breakthrough -- 23. Qxf3 Qd8 24. Kg1 Rc8 25. Ba4+ Ke7 26. d5 Rg6 27. dxe6 fxe6 And not 27... Rxe6 28.Rxe6+ fxe6 29.Re1 when black has lost a defender of e6 and the g-file. e.g. 29...Rc5 30. Qg4 or 29...Qg8 30.Qe3. 28. Rad1 Qxa5 29. Qe4 Prepares the combination, now that all the pieces are in play. If immediately 29.Qb7+ Qc7. 29... Rcg8 30. Qb7+ Bc7 31. Rd7+ Kf6 32. Qf3+ Qf5





Black has defended well, and the anticipated 33.Qxf5+ exf5 34.Rxc7 Rxc7+ 35. Kh1 Rxf2 or even 33. Qc3+ Be5 34.Rxe5 Rxc7+ (...Qxe5 35.Rf7+ Kxf7 36.Qxe5 wins) lead to draws. But look again for Capablanca's heart-stopper. 33. Rxe6+ Kxe6 34. Qc6+ Ke5 35. Rd5+ "As 35...Kf4 36.Qxc4+ Qe4 27. Qc1+ Kg4 38.Bd1+ Kh4 39. Rh5 is 'mate.'" "Yet another rook sacrifice to open up a king, this time into the centre of the board. The backward moves of the Q and B should be noted, they are often the o 1-0

Back to [Chess Coaching Page](#)

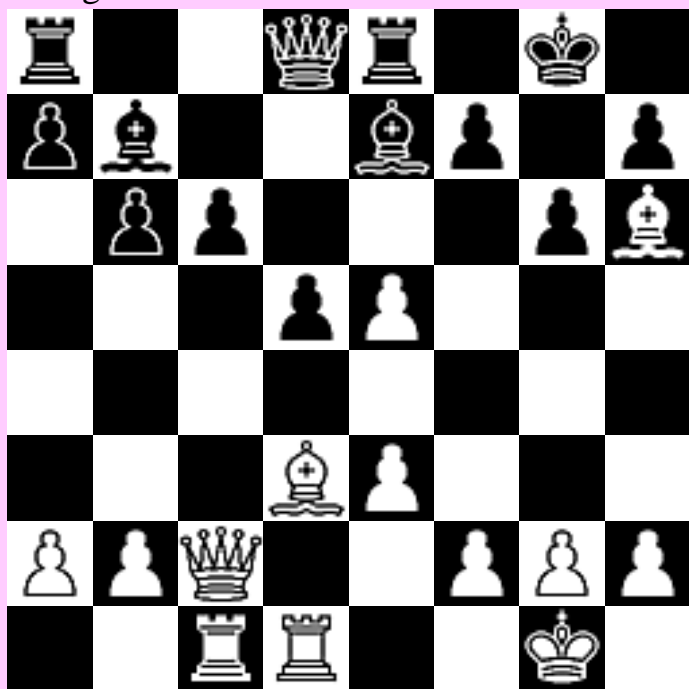
This document (Canon\canon785.html) was last modified on 13 Aug 2005 by



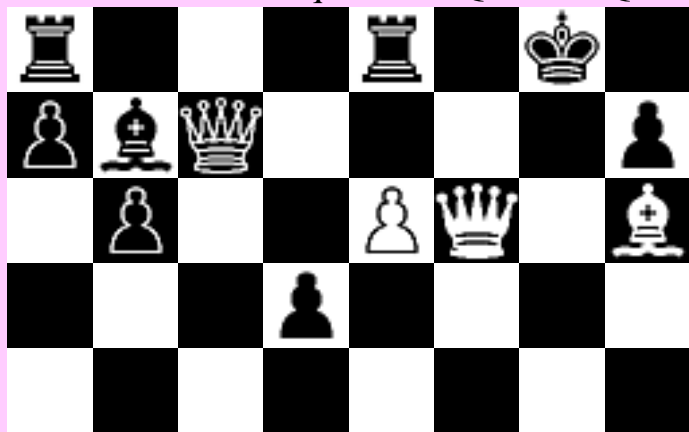
[Dr. Dave](#)

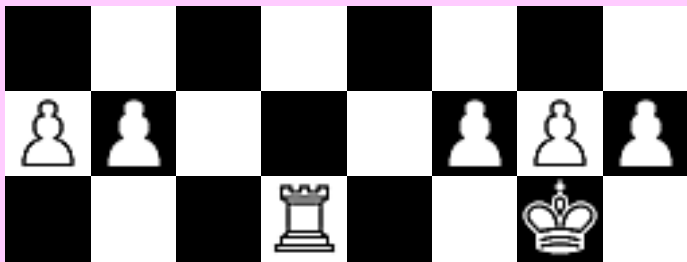
Capablanca, JR. - Anon [D37] Lessons from Capablanca {2}: attacking, New Yor, 1916

Brilliant -- and part of a 32-board simultaneous display! 1. d4 d5 2. Nf3 Nf6 3. c4 e6 4. Nc3 Bd6 This bishop is mis-placed, 4...Be7 5. Bg5 c6 6. e3 O-O 7. Rc1 dxc4 8. Bxc4 Nbd7 9. Bd3 Be7 If 9...e5 10. Ne4, see move 4! 10. O-O b6 11. Qc2 Bb7 12. Ne5 g6 White threatened Nxd7 Qxd7: Bxf6 Bxf6: Bxh7 +, but 12...h6 looks less weakening. 13. Bh6 Re8 14. Rfd1 Capablanca loves piece play: 14.f4-f5 looks strong. 14... Nxe5 15. dxe5 Nd5 16. Nxd5 exd5



Not 16...cxd5 17.Bb5 winning the exchange. White is well centralised, looking at some holes on black's K- and Q- sides. The dark squares around the black king look especially tender, but how to get at them? Here we see the pre 17. e6 f5 Avoiding 17...fxe6 18.Bxg6 hxg6 19.Qxg6+ Kh8 20.Qg7 'mate. 18. Bxf5 gxf5 19. Qxf5 Bf6 Averting the threat of Qg4/f7+ - g7 'mate. 20. e4 Qe7 21. exd5 cxd5 Perhaps 21... Rac8 is sounder, when white has compensation for the piece, e.g. 22.Rc4 cxd5 23.Rf4 Bxb2 24.Qg4+ Kh8 25.Rf7 Qxe6 26.Rf8+ Rxf8 27. Qxe6. White's next move is not too obvious -- forcing black to surrender his dark-sq 22. Rc7 Qxc7 23. Qxf6





In this game we have a `real' rook sacrifice, i.e. there is no forced sequence leading to 'mate, and so the evaluation depends on our feel for combinations. They say two connected passed pawns on the 6th are worth a rook, 23... Qe7 [23... Re7 24. Rd3 Rg7 25. Rc3 [] 25... Rxg2+ 26. Kxg2 d4+ 27. f3 dxc3 28. e7 Most natural. H&B give 28... Bxf3+ 29. Kxf3 Qb7+ 30. Kf2 and wins, e.g. 30... Rc8 Qf8+ Tarrasch claimed the sacrifices as unsound due to: 31. Qg5+ Kh8 but then [] 32. Qf6+ Kg8 33. Bf4 Re1! Re7 Qf6+ draws for the nervous Qe7 Qe5+ Kg8 f4] 24. Qe5 Rf8 25. Rd3 Qf6 26. Rg3+ Kh8 27. Bg7+ each give white a strong attack. Worth a rook? Think about f4-f5-f6. 1-0

Back to [Chess Coaching Page](#)

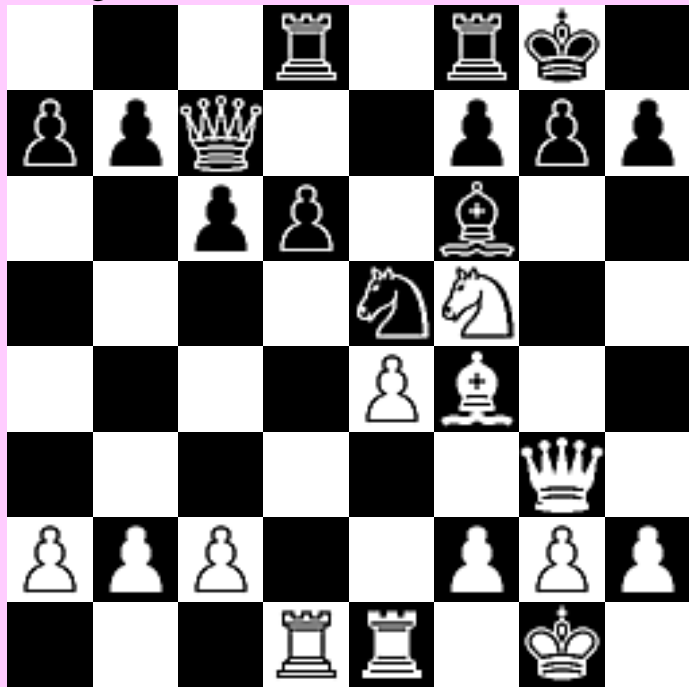
This document (Canon\canon786.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Capablanca, JR. - Funaroff, Marc [C66] Lessons from Capablanca {2}: attacking, New Yor, 1918

Capablanca : Master of the Attack Peter Lane, 23 March 1998 "...go back a quarter of a century and look for the culmination of the art of the attack on the king in the play of Alekhine and Capablanca" -- V. Vukovic The Art of Attac 1. e4 e5 2. Nf3 Nc6 3. d4 d6 The Scotch opening aims for open play, and black's attempt to keep the game closed can only be a temporary measure. 4. Nc3 Nf6 5. Bb5 Bd7 6. O-O Be7 7. Re1 exd4 This move is now forced -- after white's defense of his e-pawn he is threatening Bxc6 Bxc6: dxe5. The pressure on e5 is a recurring theme in e-pawn openings. 8. Nxd4 Nxd4 Trying to simplify, but encouraging white's better centralisation. Best is 8... O-O. 9. Qxd4 Bxb5 10. Nxb5 O-O 11. Qc3 "Instead of applying the old principle of developing his pieces as quickly as possible" RETI -- Capablanca puts each piece to optimum effect. Thinking about the position we might be attracted by a 'mate on g7: the N is bound for f5, an 11... c6 This move weaken s d6 and encourages the Nb5 to move as planned. Maybe ...Ne8 with ...Bf6, but white maintains a space advantage. 12. Nd4 Nd7 13. Nf5 Bf6 14. Qg3 Ne5 15. Bf4 Qc7 16. Rad1 Rad8



"Playing on the basis of a spatial advantage is in a sense a question of blind faith." STEAN White's pieces exert maximum impact, but it is hard to see how this could be increased. Indeed, black's only weakness is at d6 -- put the 17. Rxd6 "As usual, tactics flow from a positionally superior game." FISCHER 17... Rxd6 18. Bxe5 The bishop strikes through to c7 and g7 -- note now white has taken over black's e5 strong-point. 18... Rd1 A spirited counterblow. 18...Bxe5 19. Qxe5 with 'mate on g7 or an extra pawn, but many problems in converting it. 19. Rxd1 Bxe5 And now white moves his queen, and either h2 or b2 falls, with equality... Not likely! 20. Nh6+ Kh8 21. Qxe5 Qxe5 22. Nxf7+ A beautifully clear theme: back-rank 'mate. 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon787.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Capablanca, JR. - Chase, A [C33] Lessons from Capablanca {2}: attacking, New Yor, 1922

1. e4 e5 2. f4 exf4 3. Qf3 Surely the queen is in the way here? 3... Nc6 4. c3 Nf6 5. d4 d5 6. e5 Ne4 7. Bxf4 g5 8. Be3 h5



"The one inconvenient feature of this position is the awkward situation of his queen in the centre of the board. This can be easily removed, if the queen is sacrificed." TAL I wonder whether Tal would say the same about this positio 9. Nd2 "Is that sound?" CHERNEV "Wait and see." JRC 9... Bg4 10. Nxe4 Bxf3 11. Nf6+ Ke7 12. Nxf3 Bh6 13. Nxc5 Bg7 14. Bd3 Bxf6 15. O-O White's position is quite secure, with pressure on the f-file. If now 15...Bxe5 16.Nxf7 with a winning attack. 15... Qg8 16. Rxf6 Rf8 17. Raf1 Nd8 Black's pieces are powerless. White begins a Q-side break. 18. b4 Qg7 19. h4 Ke8 20. b5 b6 21. Be2 Ne6 22. Bf3 Nxc5 23. Bxc5 Qh7 24. Bxd5 Qd3 25. Bc6+ If 25...Ke7/d8 26.Rxf7+ Kc8 27.Rxf8+ Rxf8 28.Rxf8 'mate. 1-0

Back to [Chess Coaching Page](#)

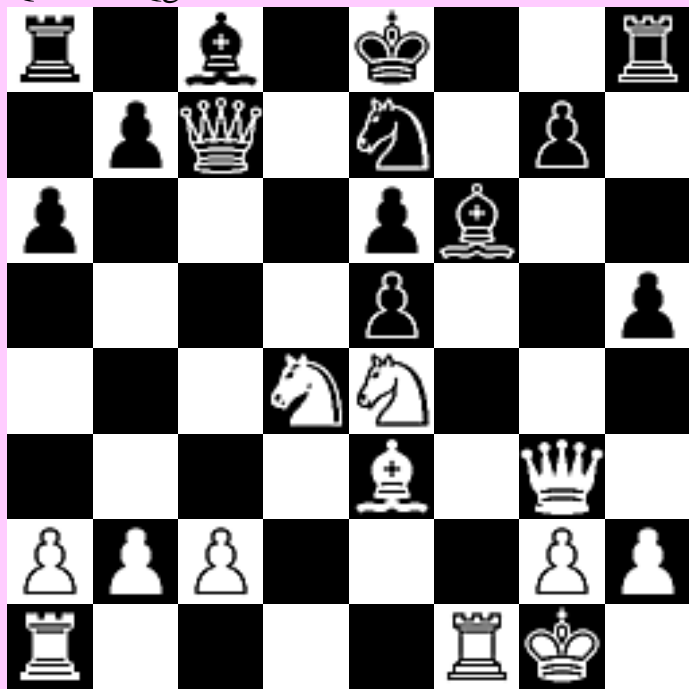
This document (Canon\canon788.html) was last modified on 13 Aug 2005 by



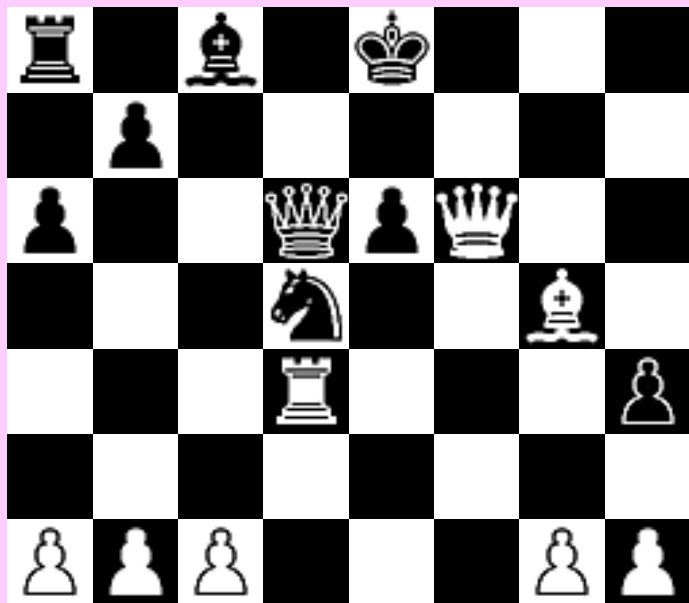
[Dr. Dave](#)

Nunn - Sokolov (Dubai) [B54] Lessons from John Nunn: attack, Lessons from Jo, 1985

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. Be2 d6 7. Be3 Qc7 8. f4 Na5 @E? 9. O-O Nc4 10. Bxc4 Qxc4 11. f5 Be7 12. Qg4 @E?! 12... h5 13. Qf3 Bf6 14. fxe6 fxe6 @E 15. e5 dxe5 16. Ne4 Qc7 17. Qg3 Ne7



[comments](#) 18. Rad1 [18. Nxf6+ gxf6 19. Qg7 [19. Rxf6 Rg8 20. Qh4 exd4] 19... Rg8 20. Qxf6 exd4 @Eis insufficient] [18. Rxf6 gxf6 19. Qg7 [19. Nxf6+ Kf7 20. Rf1 Nf5 @E] 19... Rf8 20. Bh6 [20. Nxf6+ Rxf6 21. Qxf6 exd4] 20... Rf7 21. Qh8+ Kd7 @Eoffers only nebulous compensation] 18... h4 19. Nxf6+ gxf6 20. Qg7 Rf8 21. Rxf6 Rxf6 22. Qxf6 Qd6 23. Bg5 exd4 24. Rxd4 Nd5





25. Rxd5 1-0

Back to [Chess Coaching Page](#)

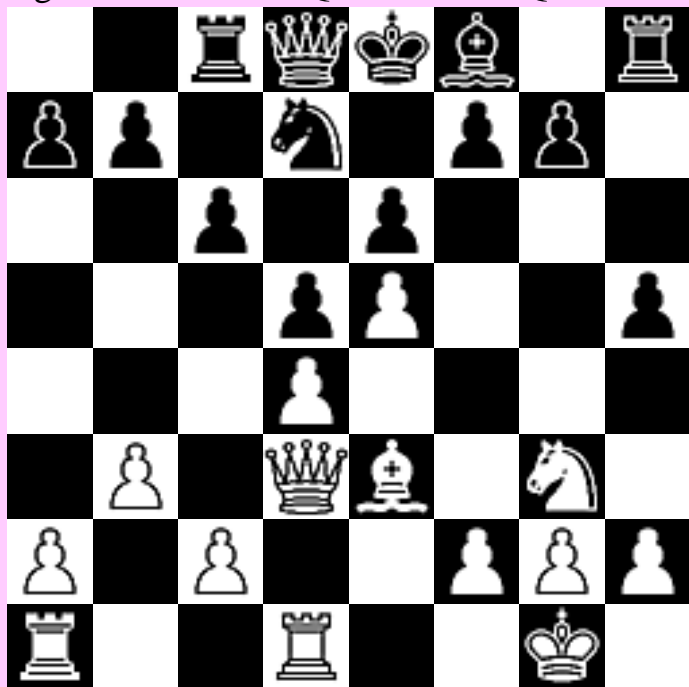
This document (Canon\canon789.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nunn,J (2585) - Dlugy,M. [London UK (2545) [B12]Lessons from John Nunn: attack, Lessons from Jo, 1985

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nc3 h5 5. Bd3 Bxd3 6. Qxd3 e6 7. Nf3 Nh6 8. O-O Nf5 9. Ne2 Nd7 10. Ng3 Nh4 11. Nxh4 Qxh4 12. Be3 Qd8 13. Rfd1 Rc8 14. b3



[comment](#) 14... c5 15. c4 cxd4 16. cxd5 Nxe5 17. Qxd4 Qxd5 18. Qa4+ 1-0

Back to [Chess Coaching Page](#)

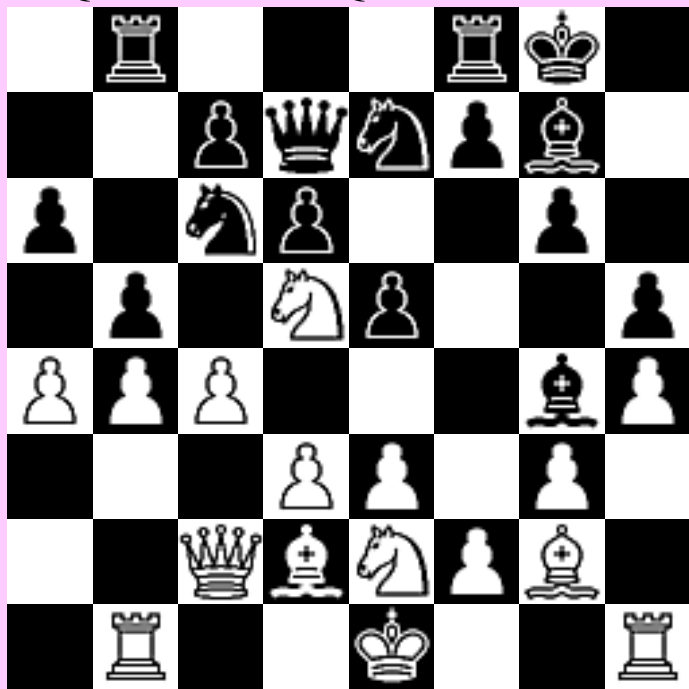
This document (Canon\canon790.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Sunye,J (2480) - Nunn,J. (Amsterdam OHRA (2600) [A25] Lessons from John Nunn: attack, Lessons from Jo, 1985

1. c4 g6 2. Nc3 Bg7 3. g3 e5 4. Bg2 d6 5. e3 Nc6 6. Nge2 h5 7. h4 Bg4 8. d3 Nge7 9. b4 a6 10. Rb1 Rb8
11. Qc2 O-O 12. Bd2 Qd7 13. Nd5 b5 14. a4



[comment](#) 14... e4 15. Nxe7+ Qxe7 16. Bxe4 Ne5 17. cxb5 axb5 18. axb5 d5 19. Bg2 Nf3+ 20. Kf1
Rxb5 21. Ng1 Nxd2+ 22. Qxd2 Rfb8 23. d4 c5 24. dxc5 Qxc5 25. Bf3 Rxb4 26. Rxb4 Rxb4 27. Qxd5
Rb1+ 28. Kg2 Qc1 29. Kh2 Qf1 30. Bg2 Qxf2 31. Nh3 Rxh1+ 32. Kxh1 Bxh3 33. Bxh3 Qxg3 0-1

Back to [Chess Coaching Page](#)

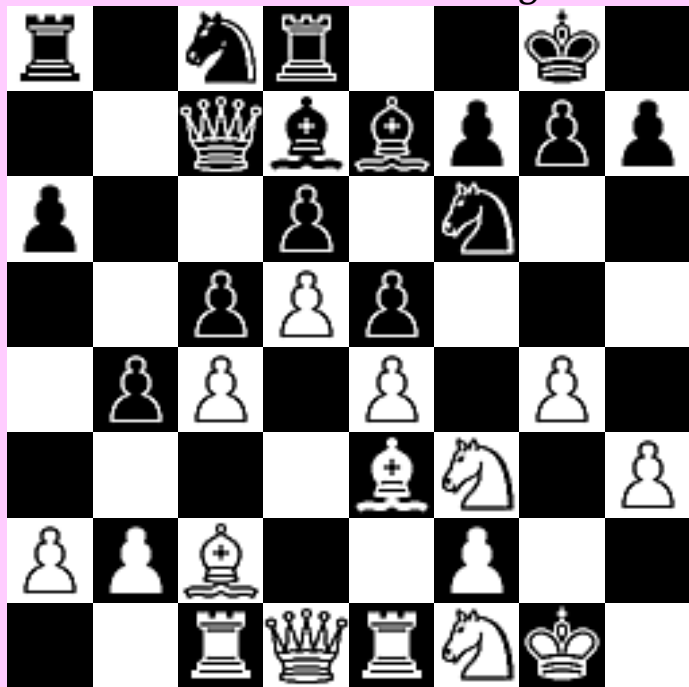
This document (Canon\canon791.html) was last modified on 13 Aug 2005 by



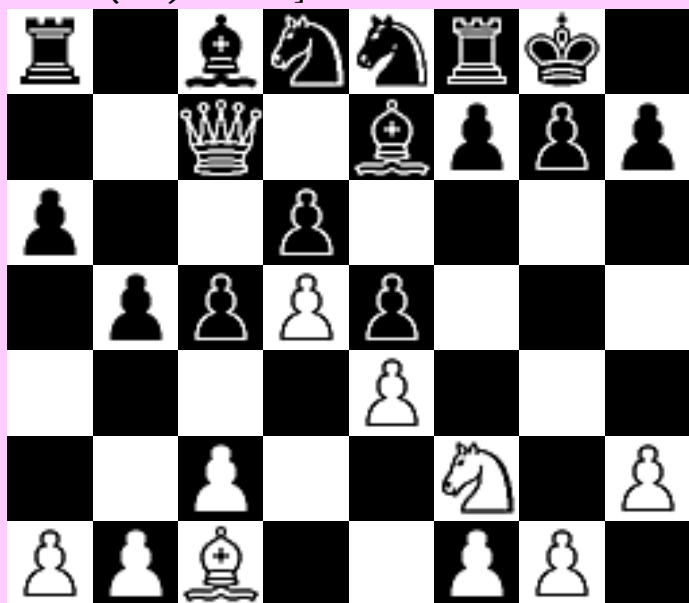
[Dr. Dave](#)

Nunn - Short (Brussels) [C98] Lessons from John Nunn: strate, Lessons from Jo, 1986

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O [8... Na5 9. Bc2 c5 10. d4 Qc7 11. h3 Nc6 12. Be3 O-O 13. Nbd2 Rd8 14. Rc1 Bd7 15. Nf1 b4 16. d5 Na7 17. c4 Nc8 18. g4

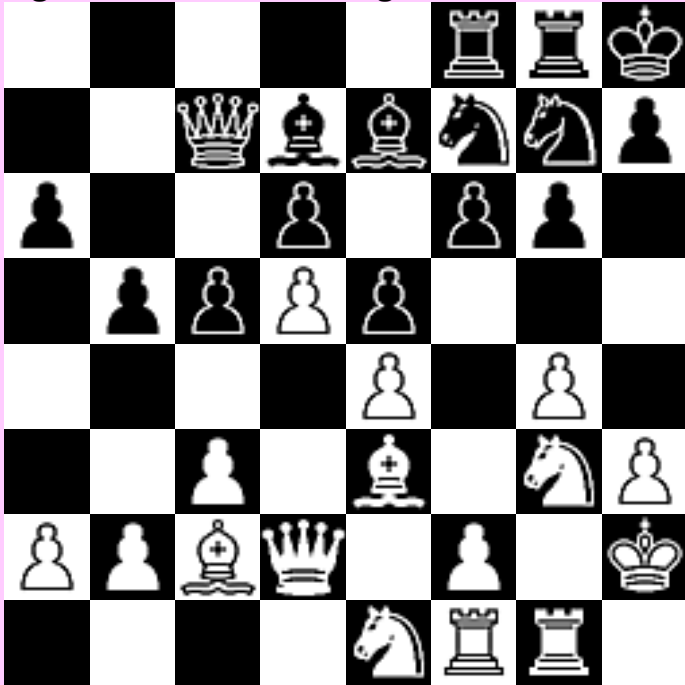


18... Nb6 19. b3 a5 20. Ng3 g6 21. Kh2 a4 22. Rg1 axb3 23. axb3 Bf8 24. Qd2 Ra2 25. Bg5 Bg7 26. Qe3 Rda8 27. Bb1 R2a3 28. Ne1 Kh8 29. Qd3 Ng8 30. Nc2 R3a7 31. Rcf1 Be8 32. Be3 Nd7 33. Ne1 Qd8 34. g5 Qa5 35. h4 Qd8 36. h5 Qe7 37. Nf3 Nb6 38. Rh1 Qd7 39. Kg2 Ne7 40. hxg6 fxg6 41. Rh3 Bf7 42. Rfh1 Bg8 43. Nf5 Rf8 44. Nxg7 Kxg7 45. Qe2 1-0 Capablanca, Jose-Kupchik, Abraham/New York (07) 1915] 9. h3 Na5 10. Bc2 c5 11. d4 Qc7 12. Nbd2 Nc6 13. d5 Nd8 14. Nf1 Ne8





[comment](#) 15. a4 [15. g4 g6 16. Ng3 Ng7 17. Kh2 f6 18. Be3 Bd7 19. Qd2 Nf7 20. Rg1 Kh8 21. Raf1 Rg8 22. Ne1 Raf8



= *Robatsch-Padevsky, Amsterdam 1972*] 15... Rb8 16. axb5 axb5 17. b4 c4 18. Ng3 g6 19. Nh2 Ng7 20. Rf1 Bd7 21. f4 Bh4 22. Qf3 f5 23. fxe5 dxe5 24. exf5 Bxg3 25. Qxg3 Nxf5 26. Qf2 [26. Qe1 @E+/-] 26... Nb7 27. Ng4 h5 28. Ra6 hxg4 29. Rxg6+ Ng7 30. Rxg7+ [30. Rxg7+ Kxg7 31. Bh6+ Kxh6 [31... Kg8 32. Qxf8+ Rxf8 33. Rxf8#] [31... Kh8 32. Qxf8+ Rxf8 33. Rxf8#] 32. Qh4+ Kg7 33. Qh7#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon792.html) was last modified on 13 Aug 2005 by



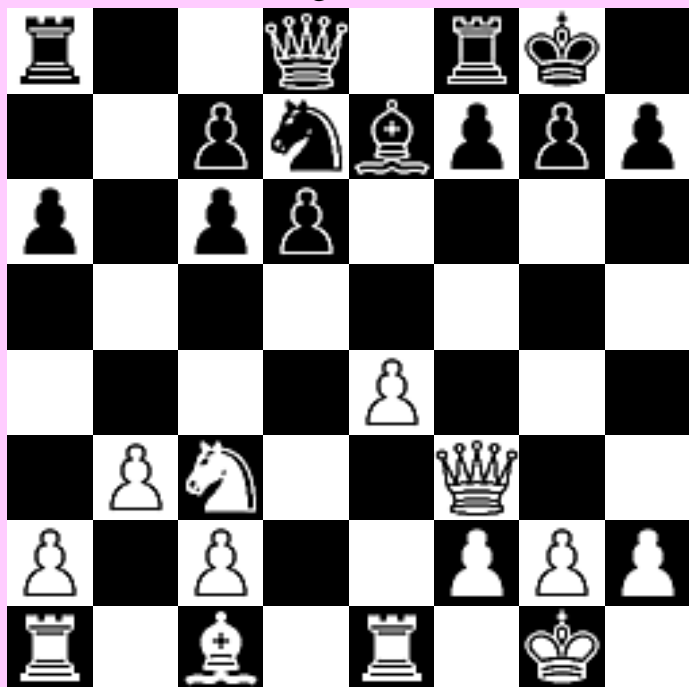
[Dr. Dave](#)

Nunn,J (2620) - Portisch,L. (Reykjavik WC) (2630) [C73] Lessons from John Nunn: strate, Lessons from Jo, 1988

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Bxc6+ bxc6 6. d4 exd4 7. Qxd4 Nf6 8. O-O Be7 9. Nc3 O-O
 10. Re1



[comments](#) 10... Bg4 11. Qd3 Bxf3 12. Qxf3 Nd7 13. b3



13... Bf6 14. Bb2 Re8 15. Rad1 Re6 16. Qh3 Qe8 17. f4 Rd8 18. Qe3 Nb6 19. e5 dxe5 20. f5 Rxd1 21.
 Rxd1 Re7 22. Ne4 Rd7 23. Nxf6+ gxf6 24. Re1 Qd8 25. Qe4 Nd5 26. Qg4+ Kh8 27. Bc1 Qf8 28. c4
 Nb4 29. Qh4 Qd6 30. Qh6 Rd8 31. h3 c5 32. Re4 Rg8 33. Qxh7+ 1-0

Back to [Chess Coaching Page](#)

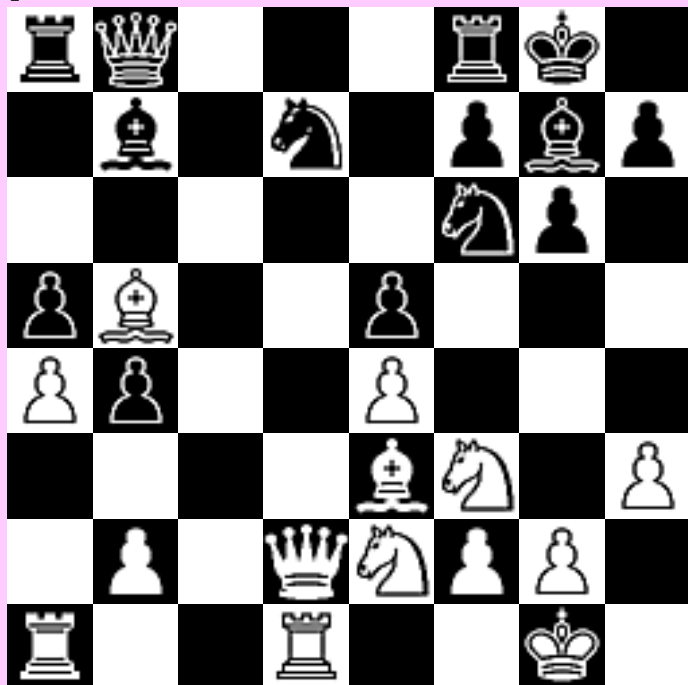
This document (Canon\canon793.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Nunn,J (2600) - Gelfand,B. (Munich) (2700) [B07]Lessons from John Nunn: strate, Lessons from Jo, 1991

1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Be3 c6 5. Qd2 b5 6. Bd3 Nbd7 7. Nf3 e5 [7... Bg7 8. Bh6+/-] 8. dxe5 N [8. a4 - 46/157] 8... dxe5 [8... Nxe5 9. Nxe5 dxe5 10. h3 a6 [10... Bb7? 11. Nxb5 cxb5 12. Bxb5+ Nd7 13. O-O-O Bc8 14. Qd5+-] [10... Bg7 11. a4+/-] 11. Bh6!? [11. a4+/-=] 9. h3!+/- Bg7 [9... a6 10. Bh6 Bxh6 11. Qxh6 Nh5 12. O-O Qf6 IDEA Qf4 [12... Nf4 13. Nxe5+/-] 13. a4 b4 [13... Bb7 14. axb5 axb5 15. Rxa8+ Bxa8 16. Ra1+/- Ke7?! 17. Bxb5! cxb5 18. Rxa8+-] 14. Ne2 Qg7 [14... Nf4 15. Nxf4 Qxf4 16. Qg7+/-] 15. Qd2+/-] 10. a4 b4 11. Ne2 a5 12. c3 c5 [12... bxc3 13. Qxc3 IDEA Nd2-c4+/-] [12... Rb8 13. Rc1 X c6] 13. cxb4 cxb4 14. O-O O-O 15. Rfd1+/- Bb7 [15... Qe7 16. Rac1 IDEA 16... Bb7 17. Rc7] 16. Bb5 Qb8



[Chess Coaching Page](#)

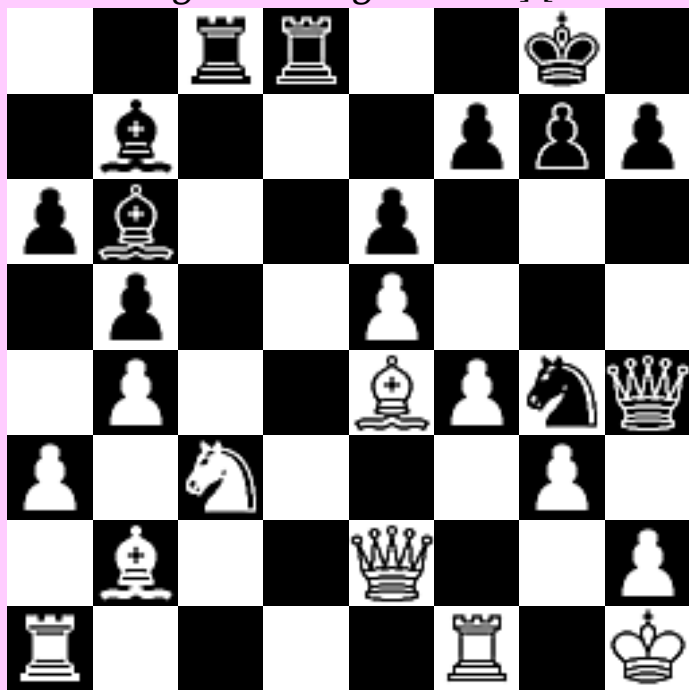
This document (Canon\canon794.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rotlevi,G - Rubinstein,A [D40]Lessons from Rubinstein:, Lodz, 1907

1. d4 d5 2. Nf3 e6 3. e3 c5 4. c4 Nc6 5. Nc3 Nf6 6. dxc5 Bxc5 7. a3 a6 8. b4 Bd6 9. Bb2 O-O 10. Qd2 [10. cxd5 exd5 11. Be2] [10. Bd3] 10... Qe7! 11. Bd3 [11. cxd5?] 11... dxc4 12. Bxc4 b5 13. Bd3 Rd8 14. Qe2 Bb7 15. O-O Ne5 16. Nxe5 Bxe5 17. f4 Bc7 18. e4 Rac8 19. e5 Bb6+ 20. Kh1 Ng4! 21. Be4 [21. Qxg4? Rxd3 IDEA Rc3] [21. Ne4 Rxd3! 22. Qxd3 Bxe4 23. Qxe4 Qh4 24. h3 Qg3 25. hxg4 Qh4#] [21. Bxh7+ Kxh7 22. Qxg4 Rd2-+] 21... Qh4 22. g3



[22. h3 Rxc3 23. Bxc3 [23. Bxb7 Rxh3+ 24. gxh3 Qxh3+ 25. Qh2 Qxh2#] [23. Qxg4 Rxh3+ 24. Qxh3 Qxh3+ 25. gxh3 Bxe4+ 26. Kh2 Rd2+ 27. Kg3 Rg2+ 28. Kh4 Bd8+ 29. Kh5 Bg6#] 23... Bxe4 24. Qxg4 [24. Qxe4 Qg3-+] 24... Qxg4 25. hxg4 Rd3 26. Kh2 Rxc3-+] 22... Rxc3 23. gxh4 [23. Bxc3 Bxe4+ 24. Qxe4 Qxh2#] [23. Bxb7 Rxg3 24. Rf3 [24. Bf3 Nxb2-+] 24... Rxf3 25. Bxf3 Nf2+ 26. Kg1 [26. Kg2 Qh3+ 27. Kg1 Ne4+ 28. Kh1 Ng3#] 26... Ne4+ 27. Kf1 Nd2+ 28. Kg2 Nxf3 29. Qxf3 [29. Kxf3 Qh5+] 29... Rd2+-+] 23... Rd2 24. Qxd2 [24. Qxg4 Bxe4+ 25. Rf3 Rxf3-+] [24. Bxc3 Rxe2 25. Rf2 Bxe4+ 26. Kg1 Bxf2+ 27. Kf1 Bf3 28. Rd1 Nxb2#] [24. Bxb7 Rxe2 25. Bg2 Rh3-+] 24... Bxe4+ 25. Qg2 Rh3!! Rubinsteins 'Immortal game'. [25... Rh3!! 26. Rf3 [26. Rf2 Bxf2 27. Qxe4 Rxh2#] 26... Bxf3 27. Qxf3 Rxh2#] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon795.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rubinstein,A - Tarrasch,S [A84]Lessons from Rubinstein:, Hastings, 1922

1. d4 e6 2. c4 f5 3. g3 c5 4. Nf3 cxd4 5. Nxd4 Nf6 6. Bg2 Nc6 7. O-O Bc5 8. e3 O-O 9. Nc3 a6 10. a3 Qc7 11. b4 Be7 12. Bb2 Ne5 13. c5 Nc4 14. Nxf5 Bxc5 15. bxc5 Qxc5 16. Nh6+ gxh6 17. Bc1 Qe5 18. Qd3 Qc5 19. a4 d6 20. e4 Kg7 21. Nd1 Bd7 22. Ne3 b5 23. Nxc4 bxc4 24. Qd2 Ne8 25. e5 Rb8 26. Qxh6+ Kg8 27. Qg5+ Kf7 28. Bf3 Rg8 29. Qh5+ Kg7 30. Be4 Qxe5 31. Qxh7+ Kf8 32. Qxd7 Qxe4 33. Bh6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon796.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rubinstein Akiba K - Tartakower Saviely [A52]Lessons from Rubinstein:, Bad Kissingen (German, 1928

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. Bf4 Bb4+ 5. Nd2 Nc6 6. Ngf3 f6 7. exf6 Qxf6 8. g3 Qxb2 9. Bg2 d6 10. O-O O-O 11. Nb3 Qf6 12. Ng5 h6 13. Ne4 Qf7 14. a3 Ba5 15. Nxa5 Nxa5 16. h3 Ne5 17. c5 g5 18. Bd2 d5 19. Nxc5 hxc5 20. Bxa5 Be6 21. Bc3 Nc6 22. Qd2 Qf5 23. g4 Qf4 24. Bxd5 Bxd5 25. Qxd5+ Kh7 26. e3 Qf3 27. Qxc5 Qxh3 28. Qg7# 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon797.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Rubinstein,A - Capablanca,J (13) [D33]Lessons from Rubinstein:, San Sebastian, 1911

1. d4 d5 2. Nf3 c5 3. c4 e6 4. cxd5 exd5 5. Nc3 Nc6 6. g3 Be6 7. Bg2 Be7 8. O-O Rc8 9. dxc5 Bxc5 10. Ng5 Nf6 11. Nxe6 fxe6 12. Bh3 Qe7 13. Bg5 O-O 14. Bxf6 Qxf6 15. Nxd5 Qh6 16. Kg2 Rcd8 17. Qc1 exd5 18. Qxc5 Qd2 19. Qb5 Nd4 20. Qd3 Qxd3 21. exd3 Rfe8 22. Bg4 Rd6 23. Rfe1 Rxe1 24. Rxe1 Rb6 25. Re5 Rxb2 26. Rxd5 Nc6 27. Be6+ Kf8 28. Rf5+ Ke8 29. Bf7+ Kd7 30. Bc4 a6 31. Rf7+ Kd6 32. Rxg7 b5 33. Bg8 a5 34. Rxh7 a4 35. h4 b4 36. Rh6+ Kc5 37. Rh5+ Kb6 38. Bd5 b3 39. axb3 a3 40. Bxc6 Rxb3 41. Bd5 a2 42. Rh6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon798.html) was last modified on 13 Aug 2005 by

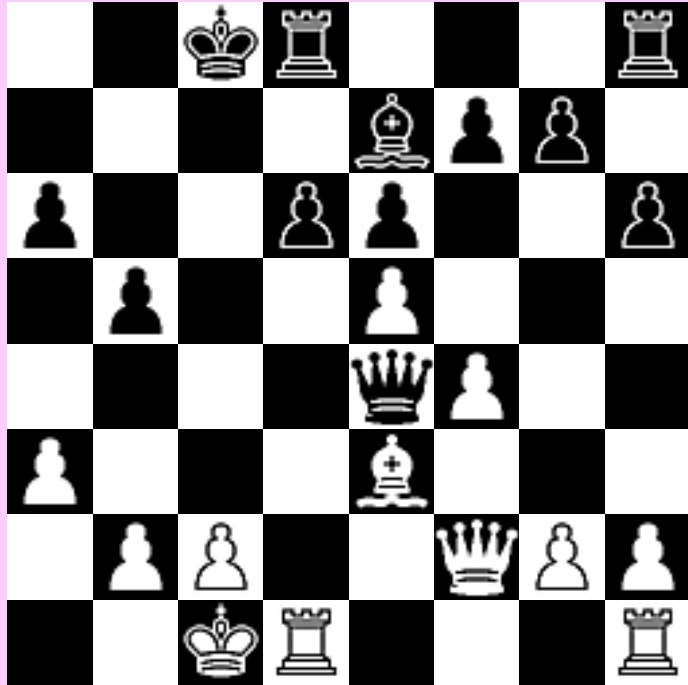


[Dr. Dave](#)

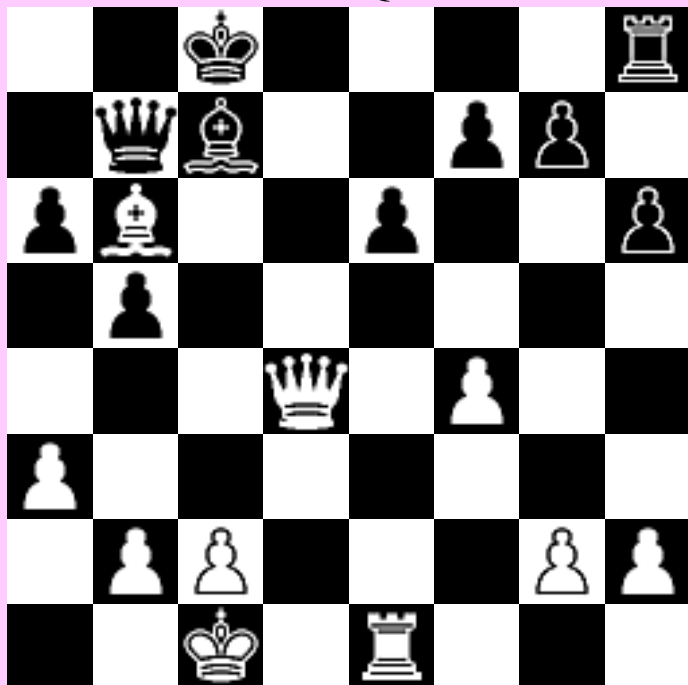
Tal,M - Djurasevic (Varna tt stud_WM) [B66]Lessons from Tal: activity of, 1958

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bg5 e6 7. Qd2 a6 8. O-O-O h6 9. Bf4 Bd7 10. Nxc6 Bxc6 11. f3 Qb6 12. Bc4 O-O-O 13. Be3 Qc7 14. Qf2 Nd7 15. f4 b5 16. Be2 Qb7 17. a3! Be7?

This apparently safe developing move is not to the point. [17... Nf6] 18. Bf3 Nf6 19. e5 Ne4 20. Nxe4 Bxe4 21. Bxe4 Qxe4

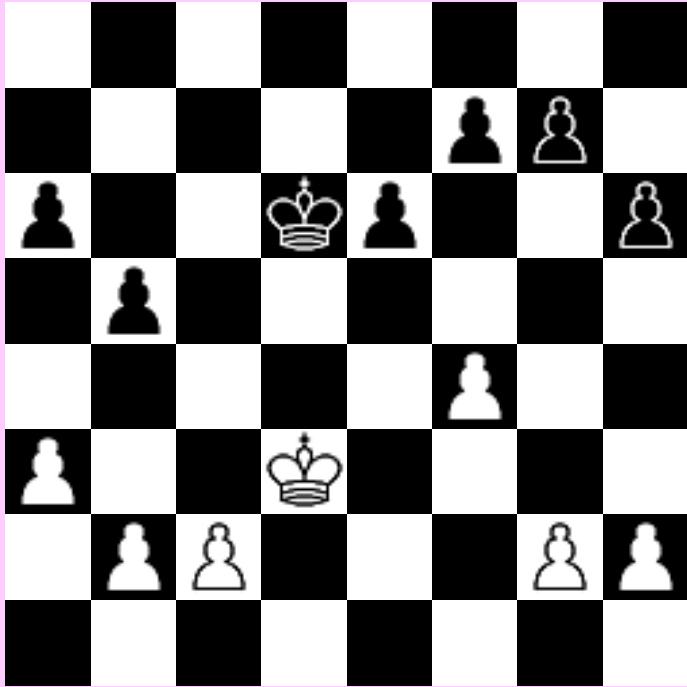


22. Bb6! Rd7 23. Rhe1 Qb7 24. exd6 Rxd6 25. Rxd6 Bxd6 26. Qd4 Bc7

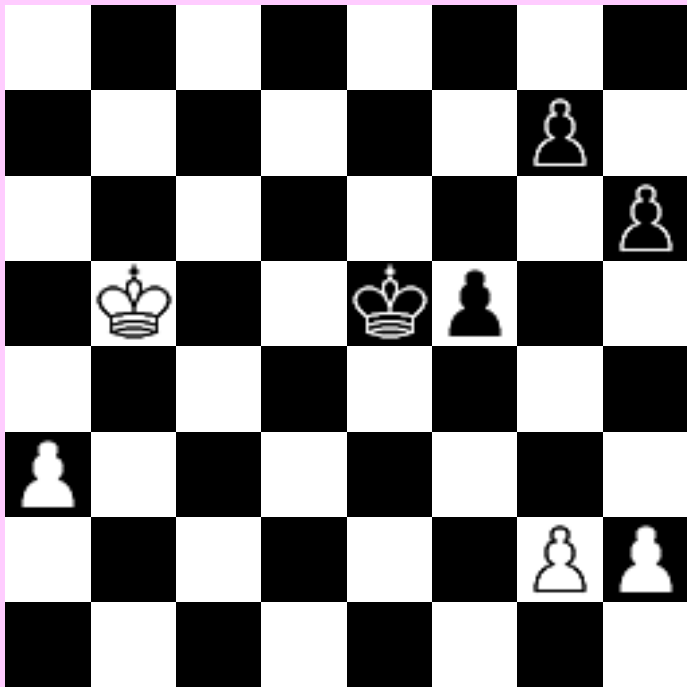


27. Bxc7! "The most important feature of each phase of the game is the activity of the pieces." - Stean.

[27. Qxg7 Bxf4+ 28. Kb1 Re8 29. g3 when Black's activer pieces have counterplay.] 27... Qxc7 28. Rd1 Rd8 [28... Qc4 29. Qxc4+ bxc4 30. Rd4] [28... f6 29. Qd6] [28... Rg8 29. Rd3 Kb8 30. Rc3 Qd8 31. Qc5 Qd7 32. Qb6+ Qb7 33. Qd6+ Ka8 34. Rc6] [28... Kb8 29. Rd3 Rc8 30. Rc3 Qb7 31. Rxc8+ Qxc8 32. Qxg7] 29. Qxd8+ Qxd8 30. Rxd8+ Kxd8 31. Kd2 Kd7 32. Kd3 Kd6



33. c4 bxc4+ [33... Kc6 (passive defence) 34. Kd4 bxc4 35. Kxc4 Kd6 36. b4 Kc6 37. a4 Kb6 38. b5 axb5+ 39. axb5 g5 40. fxg5 hxg5 41. h3 f6 42. g3 f5 43. Kd3 Kxb5 44. h4] [33... e5 (counterattack) 34. fxe5+ Kxe5 35. cxb5 axb5 36. b3 Kd5 37. a4 bxa4 38. bxa4 Kc5 39. Ke4 Kb4 40. Ke5 Kxa4 41. Kd6 Kb5 42. Ke7] 34. Kxc4 e5 35. fxe5+ Kxe5 36. b4 f5 37. b5 axb5+ 38. Kxb5



38... f4 39. a4 g5 40. a5 g4 [40... Kd6 41. Kc4 Kc6 42. Kd4 Kb5 43. Ke4 Kxa5 44. Kf5

Kb5 45. h3] 41. Kc4! [41. Kc4! Ke4 [41... f3 42. gxf3 gxf3 43. Kd3] [41... Kd6 42. Kd4] 42. a6 f3 43. a7 f2 44. a8=Q+] 1-0

Back to [Chess Coaching Page](#)

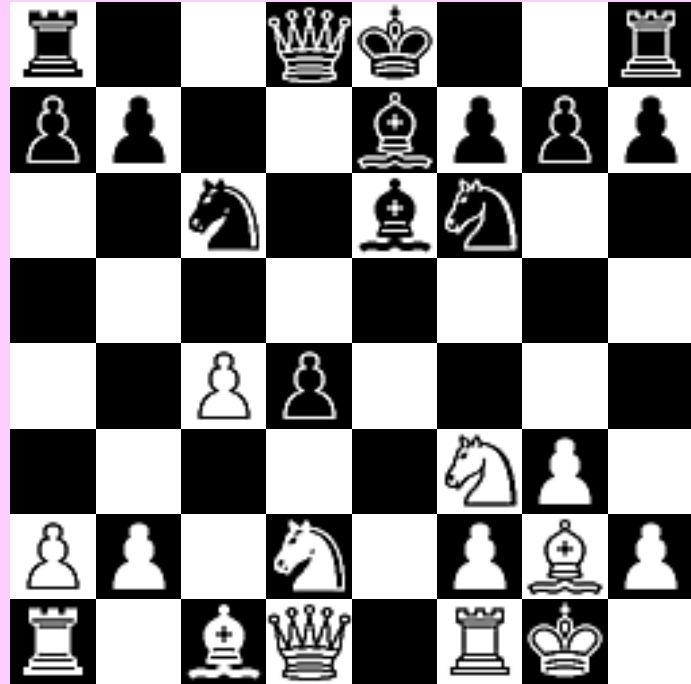
This document (Canon\canon799.html) was last modified on 13 Aug 2005 by



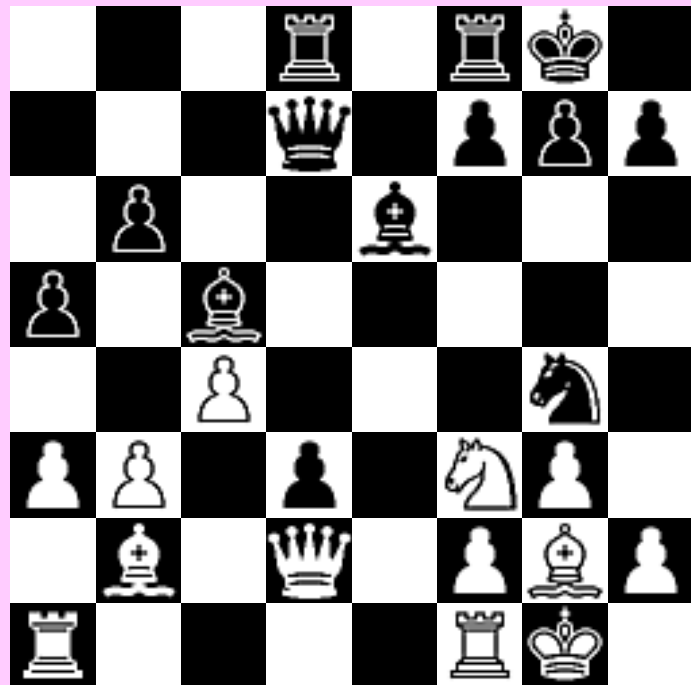
[Dr. Dave](#)

Saigin - Tal, M. (Riga) [E01] Lessons from Tal: combos based, Lessons from Ta, 1954

1. d4 Nf6 2. c4 c5 3. Nf3 e6 4. g3 cxd4 5. Nxd4 d5 6. Bg2 e5 7. Nf3 d4 8. O-O Nc6 9. e3 Be7 10. exd4 exd4 11. Nbd2 Be6

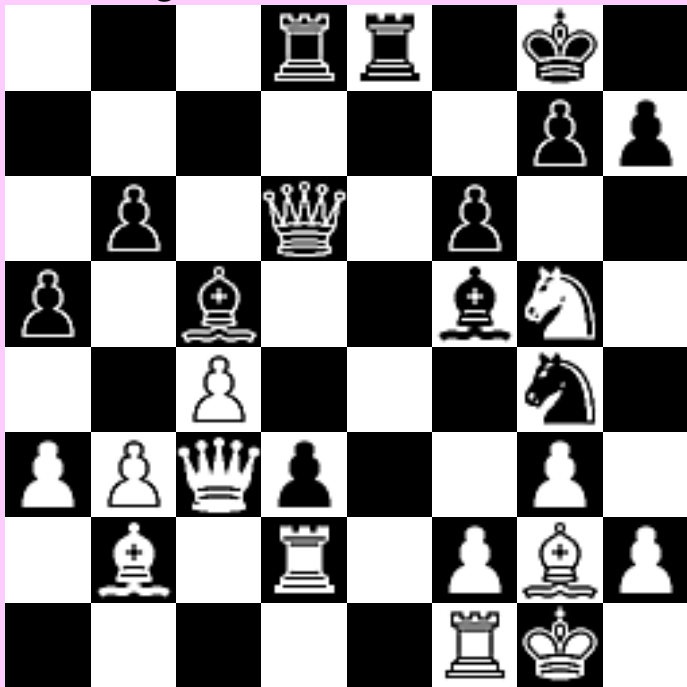


12. Re1 O-O 13. b3 Qd7 14. Bb2 Rad8 15. a3 a5 16. Ne5 Nxe5 17. Rxe5 b6 18. Nf3 Bc5 19. Qd2 Ng4 20. Ree1 d3 21. Rf1



21... Qd6 "Such quiet and apparently non-constructive moves are among the finest and most difficult to find in a game of chess." - Clarke. 22. Qc3 [22. b4 axb4 23. axb4 Bxb4] [22. h3 Nxf2 23.

Rxf2 Qxg3] 22... f6 23. Rad1 Rfe8 24. Rd2 Bf5 25. Ng5



25... Ne3!! 26. fxe3 [26. Re1 Nxf2 27. Rxe8+ Rxe8 28. Kxf2 Qc6+ 29. f3 [29. Nf3 Be4] 29... Re1] 26... Bxe3+ 27. Kh1 [27. Rff2 Bxf2+ 28. Kxf2 Qc5+ 29. Kf1 Re1+ 30. Kxe1 Qg1+ 31. Bf1 Re8+] [27. Rdf2 Bxf2+ 28. Rxf2 [28. Kxf2 Qc5+] 28... d2 29. Bd5+ Qxd5 30. cxd5 d1=Q+] 27... Bxd2 28. Qxd2 Re2 29. Qc3 Rxf2 [29... Rxf2 30. Kxf2 d2 31. Rd1 Bg4 32. Nf3 Qd3] 0-1

Back to [Chess Coaching Page](#)

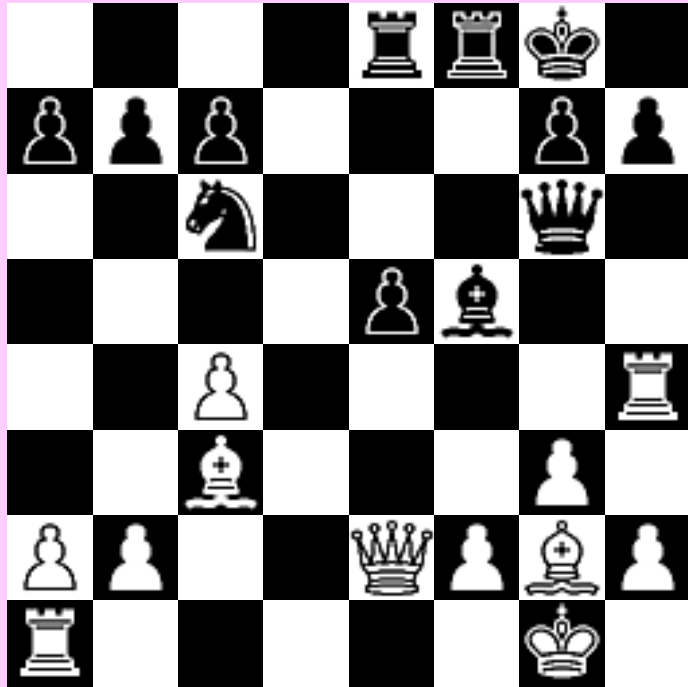
This document (Canon\canon800.html) was last modified on 13 Aug 2005 by



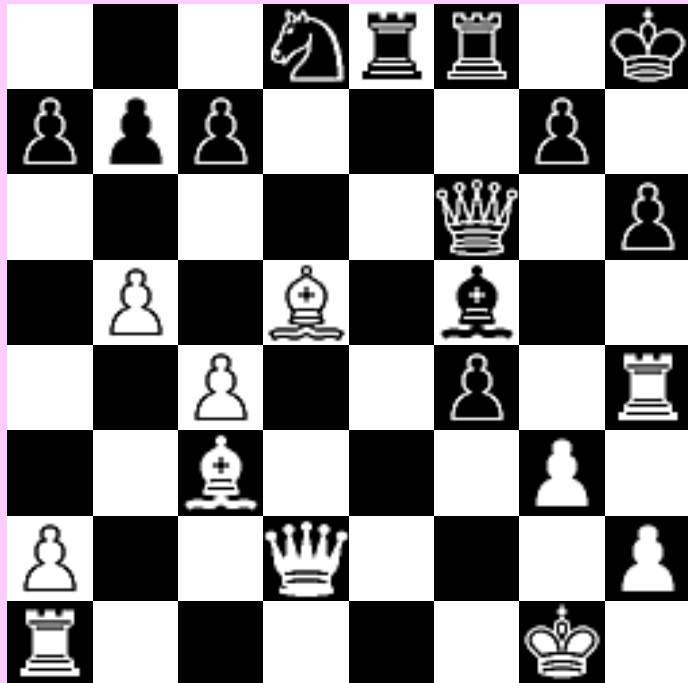
[Dr. Dave](#)

Aronson - Tal, M. (Moskva ch_SU) [A97] Lessons from Tal: combos based, Lessons from Ta, 1957

1. d4 e6 2. c4 f5 3. Nf3 Nf6 4. Nc3 Be7 5. g3 O-O 6. Bg2 d6 7. O-O Qe8 8. Re1 Qg6 9. e4 fxe4 10. Nxe4 Nxe4 11. Rxe4 Nc6 12. Qe2 Bf6 13. Bd2 e5 14. dxe5 dxe5 15. Bc3 Bf5 16. Nh4 Bxh4 17. Rxh4 Rae8

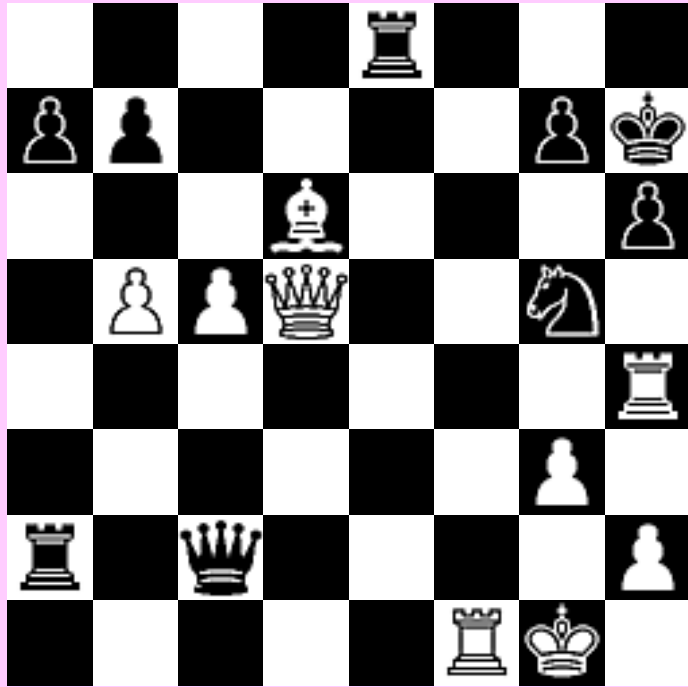


18. Qe3 h6 19. b4! Qf6 20. b5 Nd8 21. Bd5+ Kh8 22. f4? exf4! 23. Qd2



23... Qb6+! 24. Bd4 Qg6 25. Qxf4 [25. Rxf4 Ne6 26. Bxe6 Bxe6] 25... Kh7! 26. Qxc7 [26. Qd2] 26... Bb1 27. Be5 Ne6 28. Qd6 Qf5 29. Bf4 Ng5 30. Qb4 Be4 31. Bxe4 Rxe4 32. Rf1 Re2 33.

Qd6 Rxa2 34. Qd5 Qc2 35. c5 Rd8! 36. Bd6 Re8!



(time) [36... Re8 37. Qf5+ Qxf5 38. Rxf5 Re1+ 39. Rf1 Nf3+] 0-1

Back to [Chess Coaching Page](#)

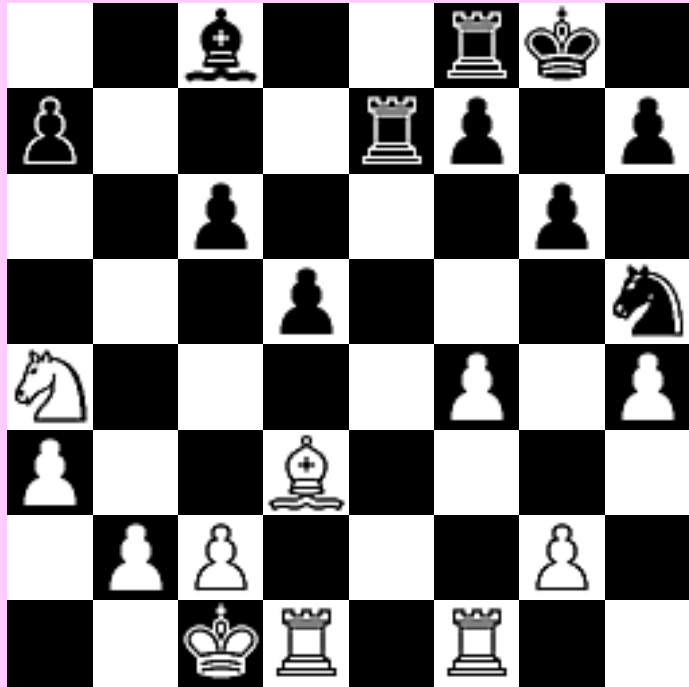
This document (Canon\canon801.html) was last modified on 13 Aug 2005 by



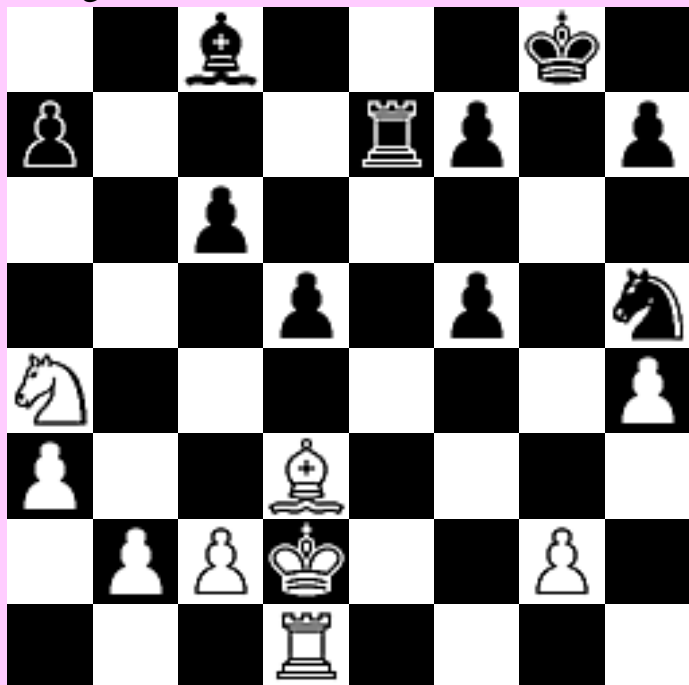
[Dr. Dave](#)

Tal - Lisitsin (STEAN/CHERNEV) [B71] Lessons from Tal: king active, 1956

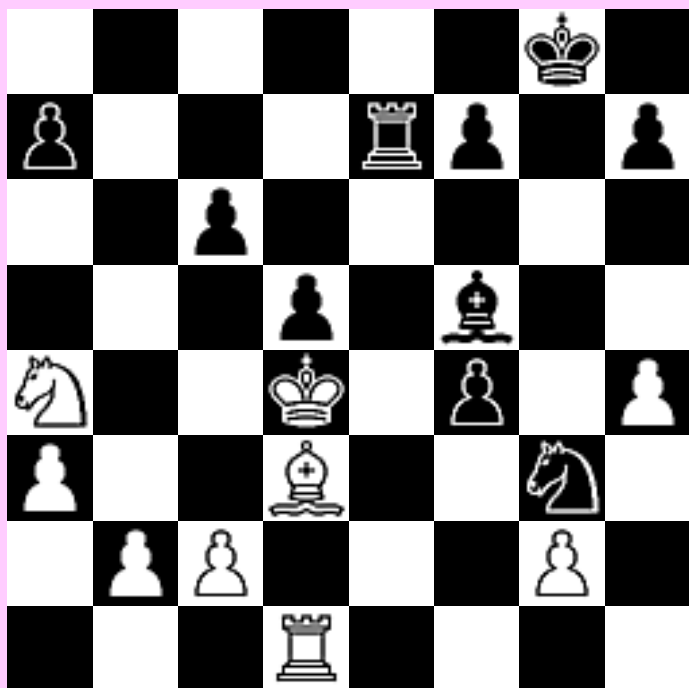
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. f4 Nc6 7. Nxc6 bxc6 8. e5 Nd7 9. exd6 exd6 10. Be3 Be7 11. Qf3 d5 12. O-O Bf6 13. Bd4 O-O 14. h4 Rb8 15. Qf2 Rb4 16. Bxf6 Nxf6 17. a3 Qb6 18. Qxb6 Rxb6 19. Na4 Rb7 20. Bd3 Nh5 21. Rhf1 Re7



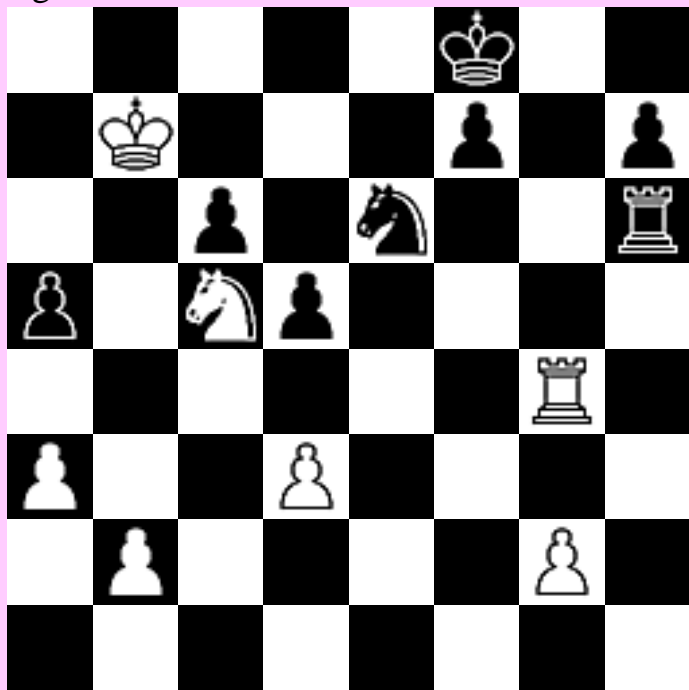
How to save the f-pawn? 22. f5 ! Can't be done, but Tal gives it up for a high price - scrambled pawns. 22... gxf5 23. Rfe1 Rfe8 24. Rxe7 Rxe7 25. Kd2



In Exeter we say "KUFTE!" (King Up For The Endgame!) 25... Ng3 26. Kc3 f4 27. Kd4 Bf5



And there it is, nicely posted in the middle of a lot of weak Black pawns. 28. Rd2 Re6 29. Nc5 Rh6 30. Ke5 ! 30... Bxd3 31. cxd3 Rxh4 32. Kd6 Rh6+ 33. Kc7 Nf5 34. Kb7 Nd4 35. Rf2 a5 36. Rxf4 Ne6 37. Rg4+ Kf8



38. Kxc6 ! 38... Nxc5+ 39. Kxc5 Re6 40. Kxd5 Rb6 41. b4 axb4 42. axb4 Ke7 Too late 43. Kc5 Rf6 44. Rd4 Rf5+ 45. Kb6 Rf6+ 46. Kc7 Rf5 47. Re4+ Kf6 48. Kc6 Rf2 49. g4 h5 50. gxh5 Kg5 51. b5 f5 52. Rb4 f4 53. b6 f3 54. b7 1-0 [54. b7 Rc2+ 55. Kd5 f2 56. b8=Q f1=Q 57. Qg3+ Kf6 58. Qe5+ Kf7 59. Rb7+ Rc7 60. Rxc7+ Kf8 61. Qh8#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon802.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tal,M - Simagin (Leningrad ch_SU) [B07]Lessons from Tal: sacrifice (' , Lessons from Ta, 1956

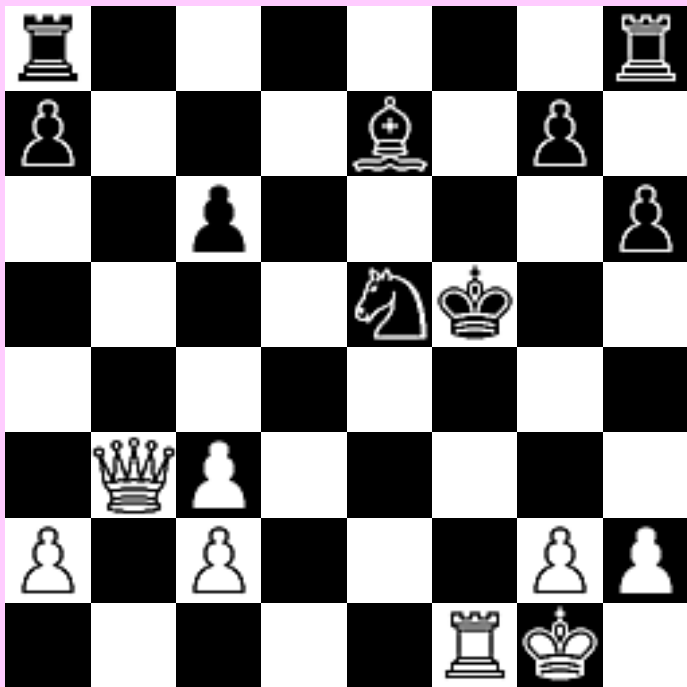
1. e4 c6 2. d4 d6 3. Nc3 Nf6 4. f4 Qb6 5. Nf3 Bg4 6. Be2 Nbd7 7. e5 Nd5 8. O-O Nxc3 9. bxc3



9... e6 [9... Bxf3 10. Bxf3 dxe5 11. fxe5 Nxe5 12. Ba3] 10. Ng5 Bxe2 11. Qxe2 h6



12. Nxf7 Easy to see, hard to play! Spielmann calls this a 'real' sacrifice as opposed to those sacrificial combinations where the hoped-for gain is clear and short-term. 12... Kxf7 13. f5 dxe5 14. fxe6+ Kxe6 15. Rb1 Qxb1 16. Qc4+ Kd6 17. Ba3+ Kc7 18. Rxb1 Bxa3 19. Qb3 Be7 20. Qxb7+ Kd6 21. dxe5+ Nxe5 22. Rd1+ Ke6 23. Qb3+ Kf5 24. Rf1+



24... Ke4 [24... Kg6 25. Qe6+ Bf6 26. Qf5+ Kf7 27. Qxe5] 25. Re1+ Kf5 26. g4+ Kf6 27. Rf1+ Kg6 28. Qe6+ Kh7 29. Qxe5 Rhe8 30. Rf7 Bf8 tal-simagin (23rd USSR ch'p)/ sacrifice: unclear ('genuine' - Spielmann) 1956/1-0 (45) 1-0

Back to [Chess Coaching Page](#)

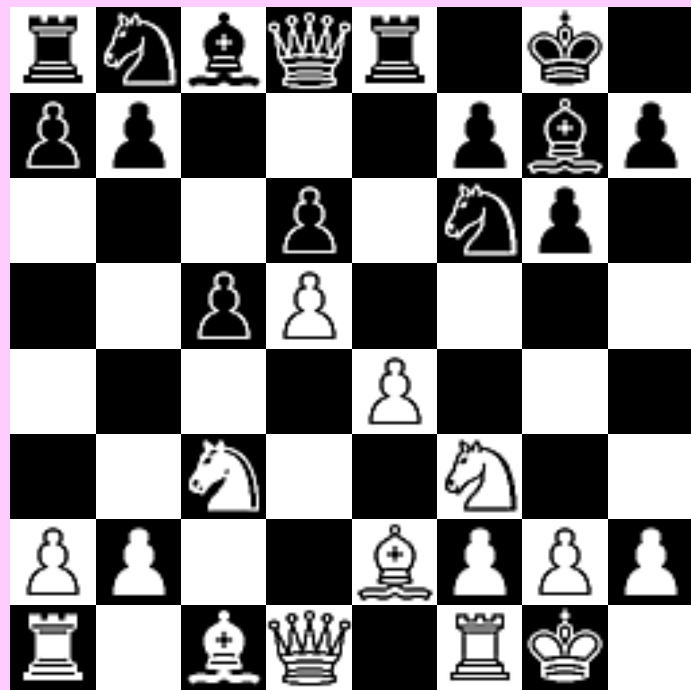
This document (Canon\canon803.html) was last modified on 13 Aug 2005 by



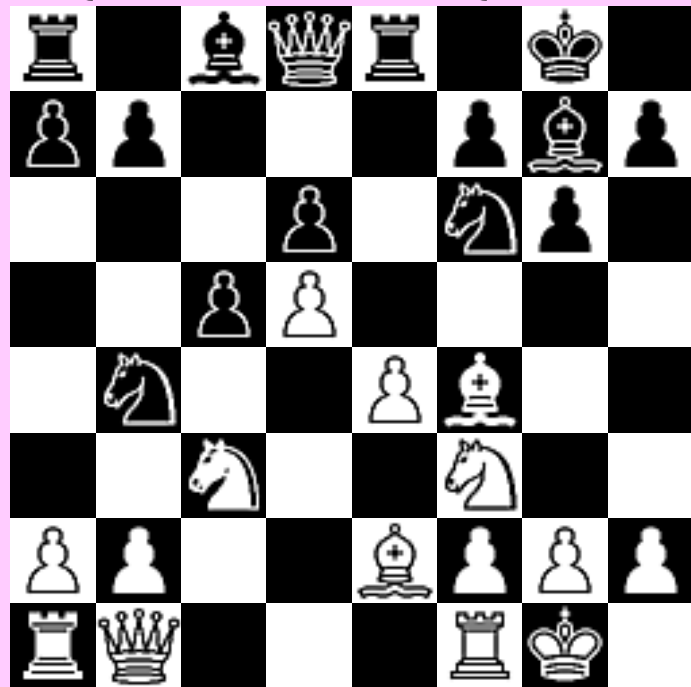
[Dr. Dave](#)

Averbakh - Tal, M. (Riga ch_SU) [A76] Lessons from Tal: speculation, 1958

1. d4 Nf6 2. c4 e6 3. Nc3 c5 4. d5 exd5 5. cxd5 d6 6. e4 g6 7. Be2 Bg7 8. Nf3 O-O 9. O-O Re8

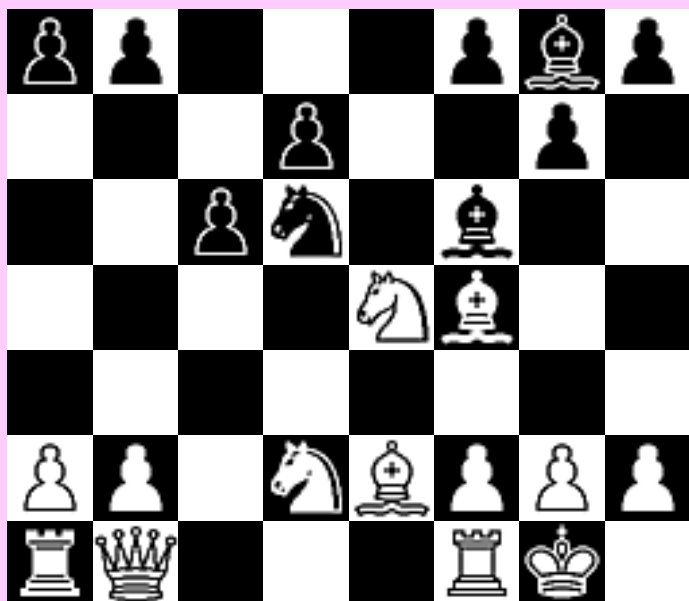


10. Qc2 Na6 11. Bf4 Nb4 12. Qb1

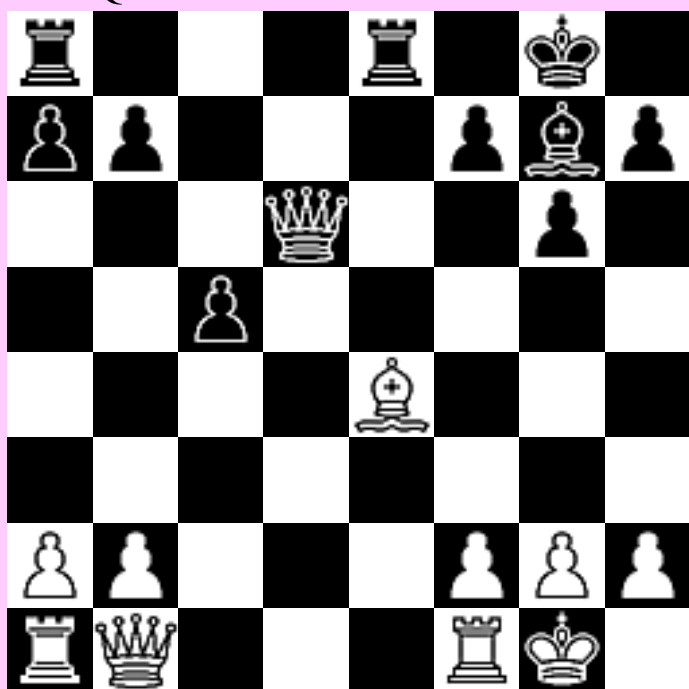


12... Nxe4 13. Nxe4 Bf5 14. Nfd2 Nxd5





15. Bxd6 [15. Bg3 e.g. 15... Qe7 16. Bf3 Rad8] 15... Nf6 16. Bf3 Nxe4 17. Nxe4 Bxe4 18. Bxe4 Qxd6



19. Qc2 Re7 20. Bf3 Rae8 21. Rad1 Bd4 22. a4 b6 23. b3 Re5 24. Rd2 h5 25. Re2 Rxe2 26. Bxe2 h4 27. Kh1 Qf4 28. g3 Qf6 29. Qd1 Rd8 30. Bg4 Bxf2 31. Qe2 Rd2 32. Qe8+ Kh7 33. gxh4 Qd4 34. Bh3 Qd3 35. Bg2 Rd1 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon804.html) was last modified on 13 Aug 2005 by



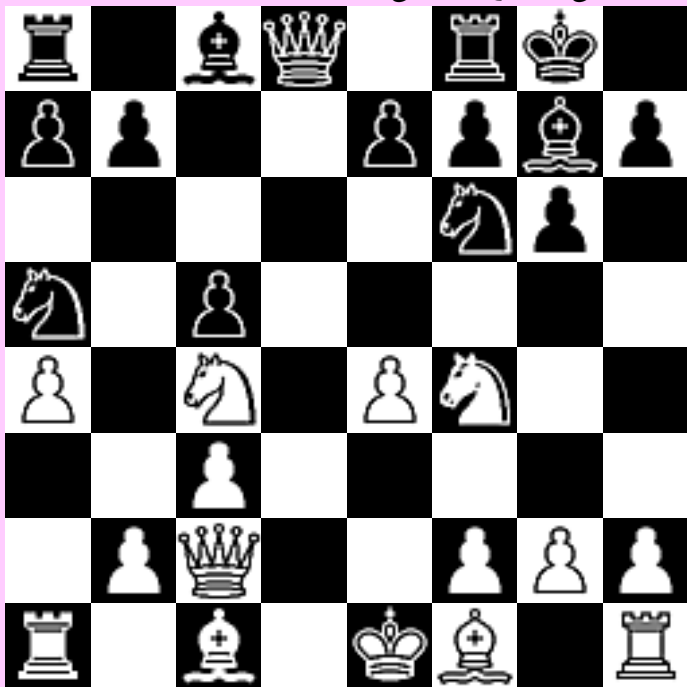
[Dr. Dave](#)

Walther - Tal, M. (Munich 1958) [B20] Lessons from Tal: unnatural move, Lessons from Tal, 1958

1. e4 c5 2. Ne2 Nf6 3. d3 Nc6 4. Nd2

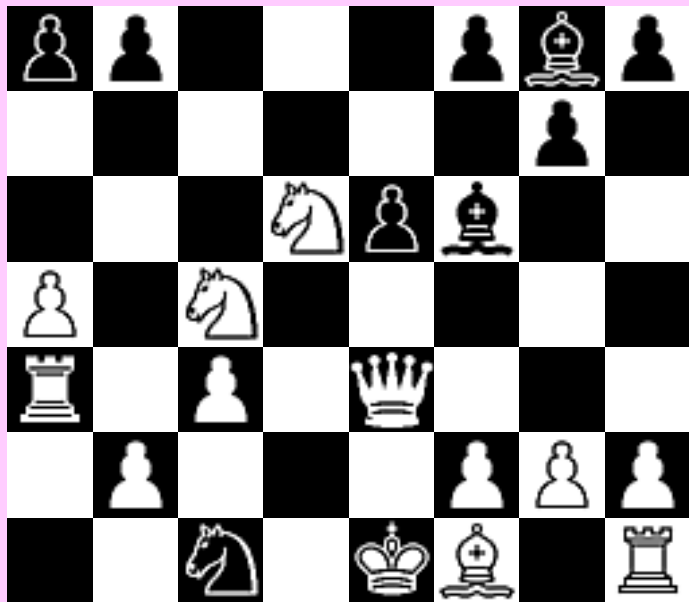


4... d5 5. c3 dxe4 6. dxe4 g6 7. Qc2 Bg7 8. a4? O-O 9. Nc4? Na5 10. Nf4

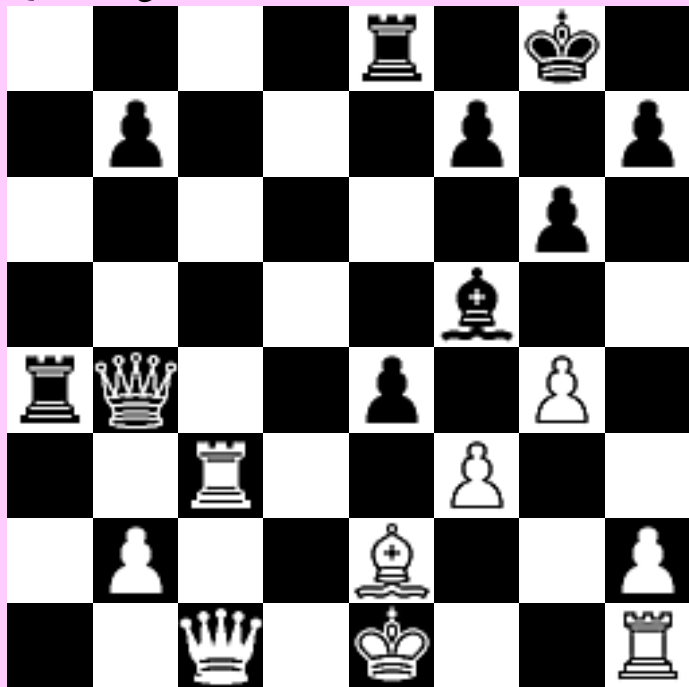


10... e5! 11. Nd5 Nxe4 12. Qxe4 Nb3 13. Ra3 Bf5 14. Qe3 Nxc1 15. Qxc5 Re8 16. Qe3

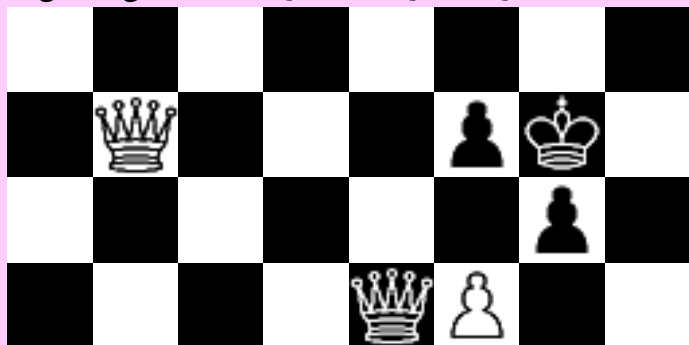


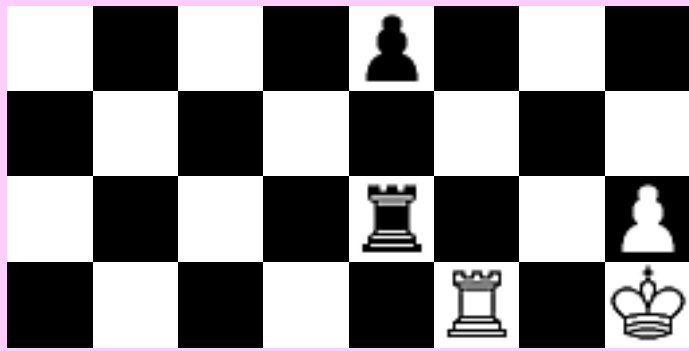


16... Bf8 17. Nb4 a5 18. Nxa5 Qxa5 19. Qxc1 Bxb4 20. cxb4 Qxb4+ 21. Rc3 Qe4+ 22. Be2 Rxa4 23. f3 Qb4 24. g4 e4!



25. f4 Ra2! 26. gxf5 Rxb2 27. O-O! At last! 27... Rxe2 28. Rc8 Qb6+ 29. Kh1 Rxc8 30. Qxc8+ Kg7 31. fxg6 hxg6 32. f5 Qf6 33. Qxb7 Qe5





0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon805.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Queen's Gambit Accepted [D26]QGA/IQPa: {0}

1. d4 The basic move-order is a Queen's Gambit Accepted: [1. e4 c6 and from the Caro-Kann: 2. d4 d5 3. exd5 cxd5 4. c4] [1. e4 The e-pawn openings are not immune either: 1... e6 from the French Defense there is: 2. d4 d5 3. exd5 exd5 4. c4] [1. e4 e5 2. Nf3 Nf6 and from the Petroff 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 and a later c2-c4] [1. d4 d5 2. c4 c6 The Slav complex, also gives rise to similar positions, and Matthew Sadler frequently plays the QGA and Slav, perhaps for this reason.] [1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Bd3 d5 6. Nf3 O-O 7. O-O Nc6 Popular lines of the Nimzo-Indian and the Tarrasch lead to a characteristic clash of c and d-pawns, which can lead to an IQP on either side.] [1. d4 d5 2. c4 e6 3. Nc3 c5] 1... d5 2. c4 dxc4 3. Nf3 [3. e3 e5 4. Bxc4 exd4 5. exd4 Nf6 6. Nf3] 3... Nf6 4. e3 e6 5. Bxc4 c5 6. O-O Be7 7. Qe2 cxd4 8. exd4 =

Back to [Chess Coaching Page](#)

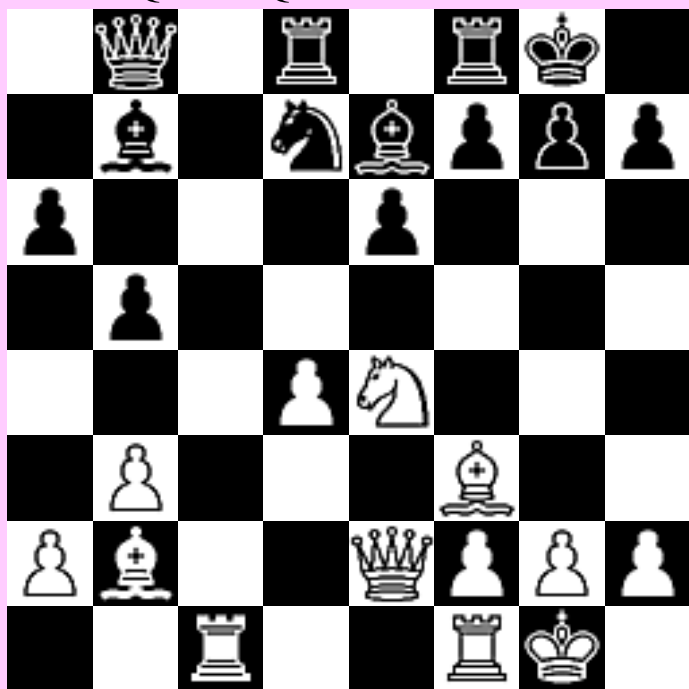
This document (Canon\canon806.html) was last modified on 13 Aug 2005 by



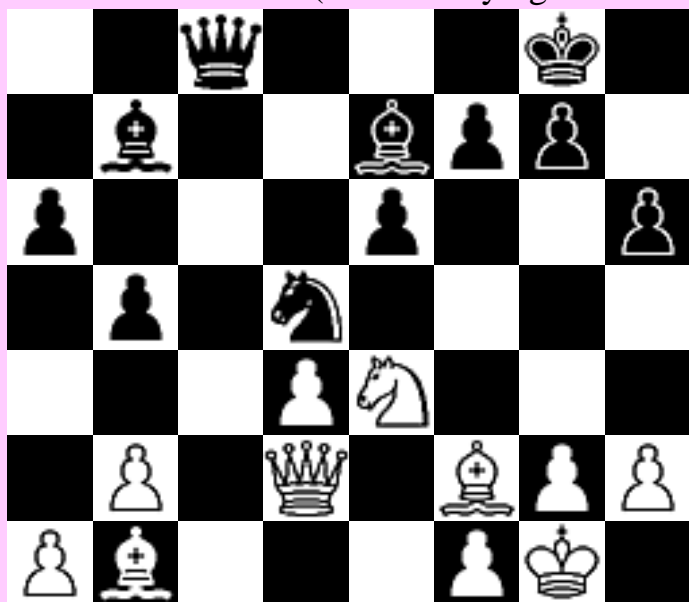
[Dr. Dave](#)

Rubinstein,A - Lasker,Emanuel [D47] QGA/IQPb: Against {1} Moscow, Moscow, 1925

'For Black the following are desirable. (i) All cases (ceteris paribus) of a pronounced end game character. (ii) Those where Black has played Nd5xNc3; bxc3, with the idea of pinning down White's Pc3 from the start and of laying s 1. d4 d5 2. c4 c6 3. e3 Nf6 4. Nc3 e6 5. Nf3 Nbd7 6. Bd3 dxc4 7. Bxc4 b5 8. Be2 a6 9. O-O Bb7 10. b3 Be7 11. Bb2 O-O 12. Ne5 c5 13. Bf3 Qc7 14. Nxd7 Nxd7 15. Ne4 Rad8 16. Rc1 Qb8 17. Qe2 cxd4 18. exd4



I have skipped over the opening stage, which illustrates one transposition into a basic IQP position. Black has begun to gain some space on the queen-side, and now, through exchanges, removes any attacking ideas White may 18... Rc8 19. g3 Qa8 20. Kg2 Rfd8 21. Rxc8 Rxc8 22. Rc1 Rxc1 23. Bxc1 h6 24. Bb2 Nb6 25. h3 (White is trying to avoid further exchanges) 25... Qc8 26. Qd3 Nd5!





Thematically sitting on the outpost square, with a threat, 27. a3 Nb6! which White prevents (...Nb4), but at the cost of weakening b3, which Black now seizes upon. One of the problems when playing with one weakness, the IQP, is that you are liable to create further weaknesses elsewhere; Nimzowitsch cal 28. Kh2 Bd5 29. Kg2 (White's oscillation of the king does not appear as worthwhile as Black's oscillation of his knight!) 29... Qc6 30. Nd2 a5! 31. Qc3 Finally submitting to the exchange of queens, but the 'reflex weaknesses' will tell. 31... Bxf3+ 32. Nxf3 (not 32.Qxf3 Qc2) 32... Qxc3 33. Bxc3 a4! 34. bxa4 bxa4 35. Kf1 [35. Bb4 Bxb4 36. axb4 a3 37. Nd2 Nd5 "and Black will win the endgame"] 35... Bxa3 36. Ke2 Kf8 37. Kd3 Nd5 38. Be1 Bd6 39. Kc4 Ke7 40. Ne5 Bxe5 41. dxe5 Kd7 42. Bd2 h5 43. Bc1 Kc6 44. Ba3 Nb6+ 45. Kd4 Kb5 46. Bf8 Nc4 47. Kc3 g6 48. f4 Ne3 49. Kd3 Nd5 50. Ba3 h4 51. gxh4 Nxf4+ 52. Ke4 Nh5 53. Kf3 Kc4 54. Bb2 Kb3 55. Ba1 a3 56. Kg4 Kc2 57. Kg5 Kd3 0-1

Back to [Chess Coaching Page](#)

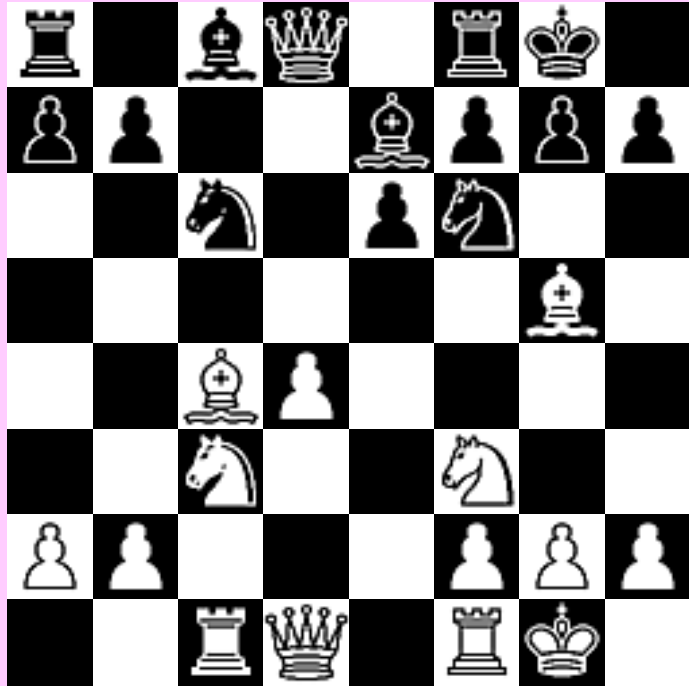
This document (Canon\canon807.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botvinnik,M - Euwe,Max [D26] QGA/IQPc: Against {2} It, Hastings, It, Hasting, 1934

and Black went on to win with his extra pawn in 56 moves 1. c4 c6 2. e4 d5 3. exd5 cxd5 4. d4 Nf6 5. Nc3 Nc6 6. Bg5 e6 7. Nf3 dxc4 8. Bxc4 Be7 9. O-O O-O 10. Rc1



A standard position for this system. White would like to play Qe2, but cannot because of the d-pawn weakness. Ideally the B now sat proudly on g5 would be on e3, but to retreat is to lose face, and time. 10... a6 11. Bd3 h6! An important move, aiming for control of f4. [11... b5 12. Ne4 Bb7 13. Bxf6 Bxf6 14. Nc5] 12. Be3 [12. Bh4 Nb4 13. Bb1 b5 14. a3 Nbd5 15. Qc2 A mistake would be] 12... Nb4 13. Bb1 b5 14. Ne5 Bb7 15. Qd2 Re8 Instead, a better move is 16. f4 Nbd5 17. Nxd5 Qxd5 18. f5 Bd6 19. fxe6 Rxe6 would force g6 or g5. 20. Bf5 Re7 21. Bh3 Bxe5 22. dxe5 Qxe5 23. Bf4 Qd5 24. Qxd5 Nxd5 Preventing sacrifices on h6 by enabling ...Bf8 to cover. 25. Bd2 Rae8 26. b3 Re2 27. Rf2 Nf6 28. Ba5 Rxf2 29. Kxf2 Ne4+ 30. Kf1 Ng5 31. Bd7 Re7 32. Bf5 Re5 33. Bb1 Be4 34. Bxe4 Nxe4 35. Rc6 Rf5+ 36. Ke1 Rf2 37. a4 Rxc2 38. Rxa6 bxa4 39. bxa4 Rxc2 40. Ra8+ Kh7 41. Bb6 Ra2 42. a5 h5 43. a6 h4 44. a7 h3 45. Bg1 Nf6 46. Kd1 Ng4 47. Re8 h2 48. Bxc2 Rxa7 49. Bb8 Ra8 50. Rd8 Ne5 51. Bc7 Rxd8+ 52. Bxd8 Kg6 53. Ke2 Kf5 54. Ke3 Kg4 55. Bc7 Nf3 56. Kf2 f5 0-1

Back to [Chess Coaching Page](#)

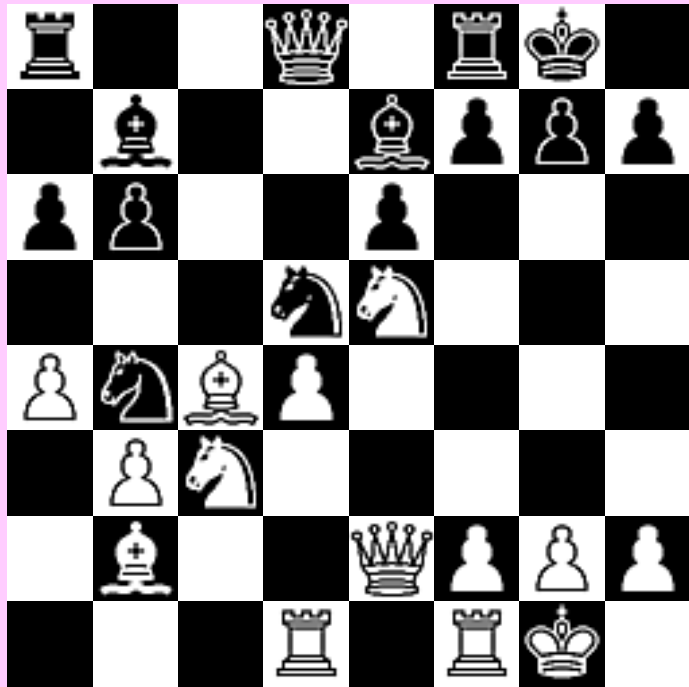
This document (Canon\canon808.html) was last modified on 13 Aug 2005 by



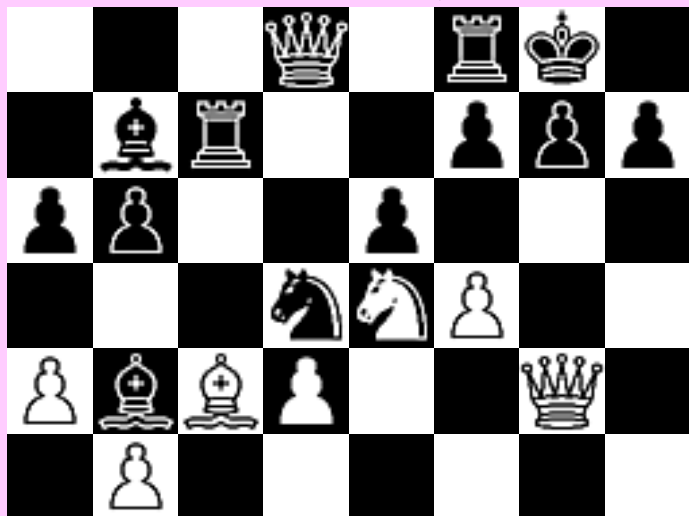
[Dr. Dave](#)

Janowski,D - Lasker,Emanuel [D30] QGA/IQPd: Against {3} Berlin, Berlin, 1910

'One of those remarkable games in which Lasker makes his opponent look childish.' -- REINFELD 1. d4 d5 2. Nf3 Nf6 3. e3 c5 4. c4 e6 5. Bd3 Nc6 6. O-O dxc4 7. Bxc4 Transposing to the QGA, but with loss of time for White. 7... a6 8. a4 Creates a hole on b4 -- and watch Lasker make a point of it! 8... Be7 9. Nc3 O-O 10. b3 cxd4 11. exd4 Nb4 12. Bb2 b6 13. Qe2 Bb7 14. Rad1 Nfd5 15. Ne5

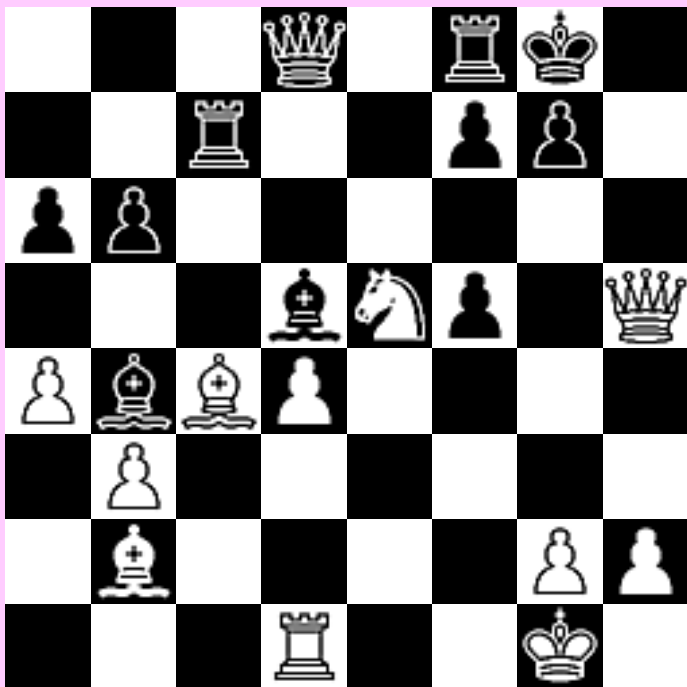


Black's pieces are perfectly positioned, and the Bb7 compares favourably with its counterpart, the Bb2. Because of b3 and d4, any endgame would be lost for White, and so he must attack, 'no matter what'. Nevertheless, Lasker provokes. 15... Nf4! 16. Qg4 Nbd5! The d-pawn must be kept securely blockaded. [16... Nxg2 17. d5 Nh4 18. dxe6 f5 19. Qg3 And not] 17. Nxd5 Nxd5 18. Rfe1 Bb4 with advantage to White. 19. Re2 Rc8 20. f4 Rc7 ! This move keeps White on his toes. The rook moved to allow f4, without Black forking his rooks. This bishop move drives the R to e2, where Nc3 forks become a combinative motif. Further, it allows Black to defend his k-side along the s 21. f5!!





I think Black's last move is a beauty. By defending the Bb7, it also threatens ...h5:Qf3 Nc3! winning the exchange. 21... h5 22. Qxh5 Nf4 23. Qg4 Nxe2+ 24. Qxe2 exf5 25. Qh5 'Leading to the loss of a pawn or the exchange; but Janowski prefers to lose the game his own way: a somewhat dubious satisfaction. ' -- REINFELD 25... Bd5



Threatening? 26. Rd3 f6 27. Rh3! Cold-blooded -- occupy the outpost square, stop Ng6 with 'mate! 27... fxe5 28. Qh7+ 'Janowski's first logical move in the whole game, as the situation obviously calls for hara-kiri!' -- REINFELD 28... Kf7 29. Qxf5+ Ke8 30. Qh5+ Bf7 31. Qxe5+ Qe7 'In return r the piece, Janowski obtains two P's and four checks.' -- REINFELD [31... Qe7 32. Qxg7 Qe1+ 33. Bf1 Qxf1+ 34. Kxf1 Bc4+ 35. Kg1 Rf1#] 0-1

Back to [Chess Coaching Page](#)

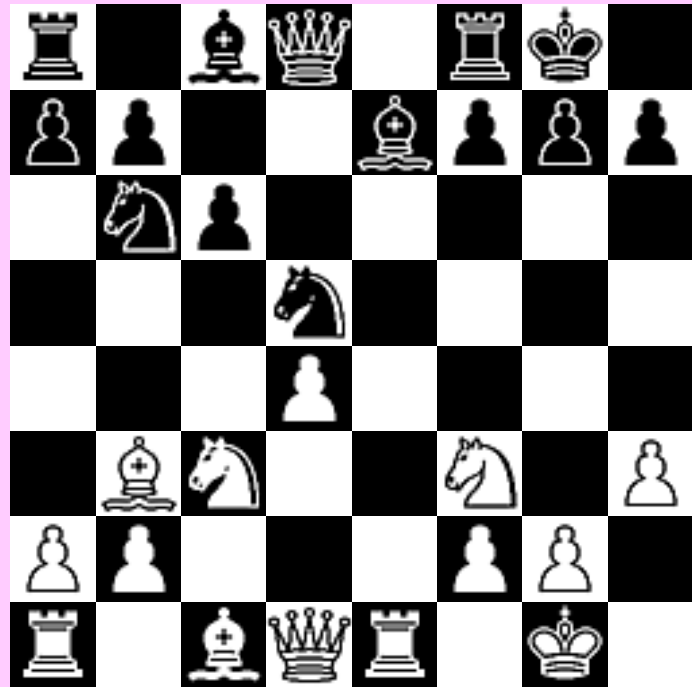
This document (Canon\canon809.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

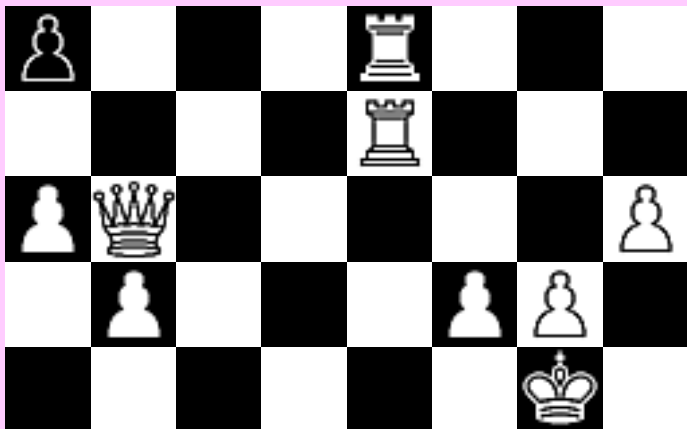
Timman J - Panno O [D20] QGA/IQPe: For { 1 } 4, Mar del Plata, 4, Mar del, 1982

'In general it may be said that the two following cases are worth striving for by White: (i) When White has effected d5, exd5; a piece xd5, and thereby gets the better, because a centralised, position. (ii) When White has built up a po 1. d4 d5 2. c4 dxc4 'Many players with an isolani proceed much too violently, but it seems to me that there is no objective motive for "plunging" on a desperate attack. At first the utmost solidity is called for. The attack will come of itself in goo 3. Nc3 e5 4. e3 exd4 5. exd4 Nf6 6. Bxc4 Be7 7. Nf3 O-O 8. h3 Nbd7 9. O-O Nb6 10. Bb3 c6 11. Re1 Nfd5



A good standard position. Black's last move occupies his outpost and offers an exchange of knights, but moves one piece away from the king-side. White, with the isolani, avoids the exchange and moves his knight closer to the king- 12. Ne4! Can attacking chess be so simple? If you follow basic precepts, yes! 12... Re8 13. Bd2 Bf5 14. Ng3 Be6 15. Bc2 Nd7 16. a3 Nf8 17. Bd3 g6 ?! According to Timman, 17...f6 was better, but White would still have the initiative. Note how White studiously avoids exchanges, and Black makes concessions in order to exchange. 18. Bh6 Nf6 19. Qd2 Bd5 20. Ne5 (avoid Bxf3) 20... Ne6 21. Bc2 (avoid Nxd4) 21... Nd7 22. Ng4 (avoid Nxe5) 22... Bg5 23. Bxg5 (OK, one got away, but look at those dark squares) 23... Qxg5 24. Qb4 Nf6 25. Re5 Qh4 26. Nxf6+ Qxf6 27. Ne4 Qd8 Missing a chance to simplify with 27. ..Bxe4 28.Bxe4 Re7. Note though that White is always calling the tune, and Black is still hoping to sit through to the endgame. This sort of manoeuvring by White (moves 13-22) can look difficul 28. Bb3 a5 29. Qc3 Bxb3 30. Qxb3 Qxd4 31. Nf6+ Kh8 32. Rae1 Reb8?! 33. R1e4 Qd8





Here's the signal for White to attack. Any takers for a continuation? 34. Rxe6 fxe6 35. Qc3 Qe7 (35... Qf8 36.Nxh7+ Kxh7 37.Rh4+ Qh6 38.Qf6! is given by Timman) 36. Nh5+ Kg8 37. Rxe6 Qf7 38. Nf6+ Kf8 [38... Kh8 39. Re7] 39. Qc5+ Kg7 40. Re7 Kxf6 41. Qe5# A game to remember! 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon810.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

La Bourdonnais - McDonnell [D20]QGA/IQPf: For {2} (m1834), 1834

1. d4 d5 2. c4 dxc4 3. e3 e5 [3... b5 4. a4 c6 5. axb5 cxb5 6. Qf3 Note that Black cannot keep his pawn:]
 4. Bxc4! exd4 5. exd4 Nf6 6. Nc3 Be7 7. Nf3 O-O 8. h3 c6 9. Be3 Bf5 If you are in an ultra-aggressive mood, and find all that waiting around for Black's pieces to move away from the king-side etc etc a bit of a drag, then you might prefer the more direct approach of the following game: [9... Nbd7 *White's development is a model of restraint, Be3 just as Nimzowitsch prescribes. 8. h3 is useful, preventing the pin of the Nf3. But how does that Black Bf5 fit in?*] 10. g4
 Perhaps this is why 10... Bg6 11. Ne5 is a more popular choice for Black. 11... Nbd7 12. Nxc6 hxg6 13. h4 Scrub that last comment! 'White's restrained development'? Can White really attack like this? 13... Nb6 14. Bb3 Nfd5 15. h5 Nxe3 16. fxe3 Bh4+ 17. Kd2 gxh5 18. Qf3 Bg5! 19. Raf1! White cannot waste any time, as the open nature of the position would give Black ample opportunity to counterattack -- if he can get organised. 19... Qxd4+ 20. Kc2 Qf6 [20... Qxg4 21. Bxf7+ Kh7 22. Qxg4] 21. Rxh5 If you can find White's next move, you have my full permission to play like this. 21... Qg6+ [21... g6 22. Qh3 gxh5 [22... Qe5 23. Rf5] 23. Rxf6 Bxf6 24. Qxh5!! 'Never forget your queen's rook' -- easy?!] [21... Qxf3 22. Rxf3 Be7 23. Rhf5! Bf6 24. g5 Bxc3 25. bxc3 Nd5 26. e4 If] 22. e4 Nd5 23. Rfh1 Bh6 24. g5 with g5-g6 to follow. 24... f5 25. Nxd5 cxd5 26. Bxd5+ Kh7 27. Rxh6+ Qxh6 28. gxh6 1-0

Back to [Chess Coaching Page](#)

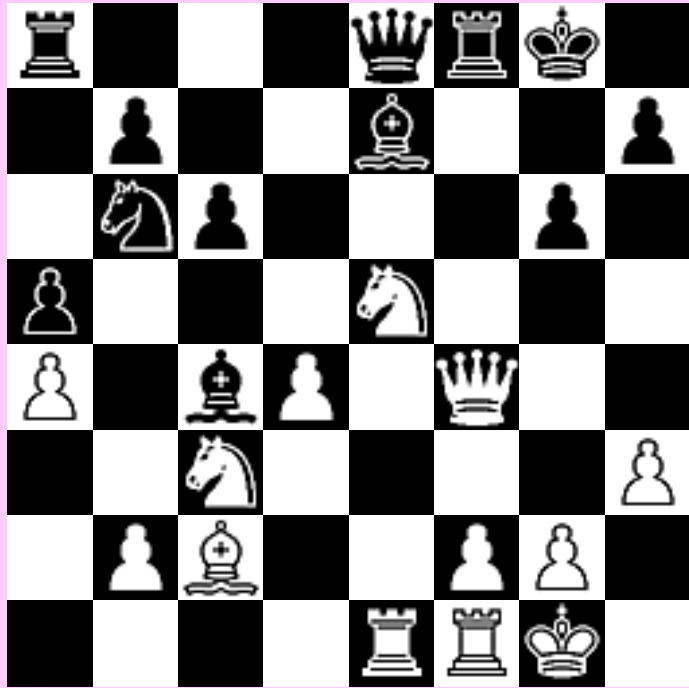
This document (Canon\canon811.html) was last modified on 13 Aug 2005 by



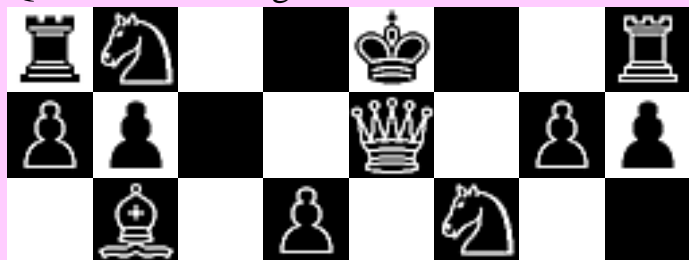
[Dr. Dave](#)

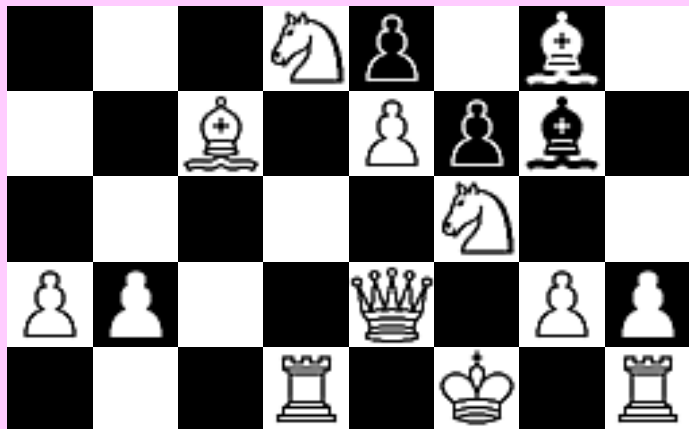
De Labourdonnais L - Macdonnell A [D20]QGA/IQPg: (Konig series), London m4 ;HCL 18 (50, 1834

1. d4 d5 2. c4 dxc4 3. e4 [3. e3 e5 4. Bxc4 exd4 5. exd4 Nf6 6. Nc3 [6. Qb3!] 6... Be7 7. Nf3 O-O 8. Be3 c6 [8... Bg4] 9. h3 Nbd7 10. Bb3 Nb6 11. O-O Nfd5 12. a4?! a5 13. Ne5 Be6 14. Bc2 f5?! 15. Qe2 f4 16. Bd2 Qe8 17. Rae1 Bf7?! [17... Bf5 18. Bxf5 Rxf5 19. Qd3+/-] 18. Qe4 g6 19. Bxf4 Nxf4 20. Qxf4 Bc4



21. Qh6 Bxf1 22. Bxg6 An attractive sacrifice, not difficult to see but noteworthy as the logical outcome of White's previous strategy. 22... hxg6 23. Nxc6 Nc8 [23... Bg5 24. Qh8+ Kf7 25. Qh7+ Kf6 26. Rxe8 Rfxe8 27. Ne5] [23... Bd6 24. Qh8+ Kf7 25. Qh7+ Kf6 26. Ne4+] 24. Qh8+ Without analysis, it is clear that the attack is decisive, since all White's pieces are centralised and can be deployed at will. At the time this game was played, such assessment of a position was non-existent, native intuition guided 24... Kf7 25. Qh7+ Kf6 26. Nf4 Bd3 27. Re6+ Kg5 28. Qh6+ Kf5 29. Re5# 17th match game. Contemporary critics considered Black's difficulties were caused by acceptance of the gambit, whilst we know that in fact his position was better than it would have been in the modern lines of the QGA. The ...f5-f 3... e5 [3... c5] 4. d5 [4. dxe5] 4... f5 [4... Nf6] 5. Nc3 Nf6 6. Bxc4 Bc5 7. Nf3 Qe7 8. Bg5? Bxf2+ 9. Kf1 [9. Kxf2 Qc5+ 10. Ke1 Qxc4 11. Nxe5] 9... Bb6 [9... Bc5] 10. Qe2 f4 11. Rd1 Bg4 12. d6 cxd6 13. Nd5





13... Nxd5 14. Bxe7 Ne3+ 15. Ke1 Kxe7 16. Qd3 [16. Bd5] 16... Rd8 17. Rd2 Nc6 18. b3 Ba5 19. a3 Rac8 20. Rg1 [20. b4 Nxb4 21. axb4 Bxb4 22. Bb3 Rc1+] 20... b5 21. Bxb5 Bxf3 22. gxf3 [22. Bxc6 Rxc6 23. b4 [23. gxf3 Rc1+ 24. Kf2 Bxd2 25. Qxd2 Rc2] 23... Bb6 24. gxf3 Rc1+ 25. Kf2 Nd5+] 22... Nd4 23. Bc4 Nxf3+ 24. Kf2 Nxd2 25. Rxg7+ Kf6 26. Rf7+ Kg6 27. Rb7 Ndxc4 28. bxc4 Rxc4 29. Qb1 Bb6 30. Kf3 Rc3 31. Qa2 Nc4+ 32. Kg4 Rg8 33. Rxb6 axb6 34. Kh4 Kf6 35. Qe2 Rg6 36. Qh5 Ne3

Playing through this beautiful game, we can see why lovers of the romantic era speak so highly of such games and the era in which they were played. ... (But) these combinations should never have been allowed to come into being. In an op 0-1

Back to [Chess Coaching Page](#)

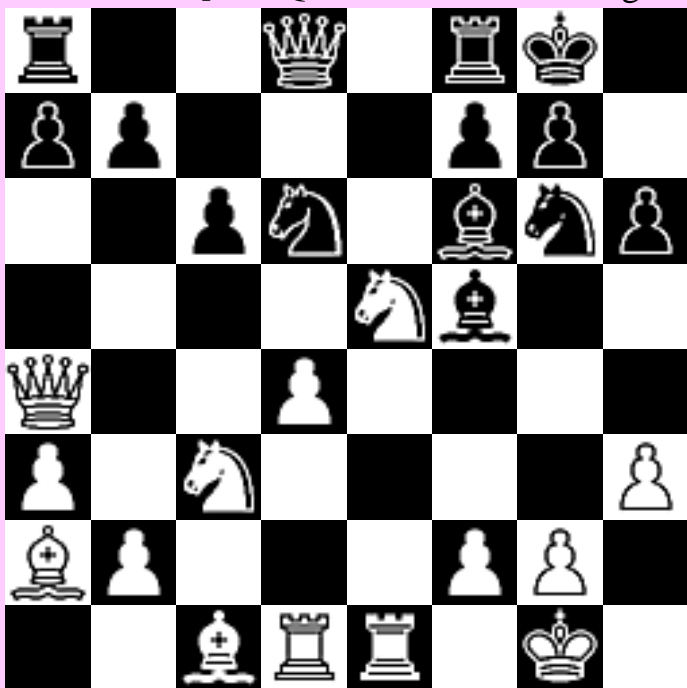
This document (Canon\canon812.html) was last modified on 13 Aug 2005 by



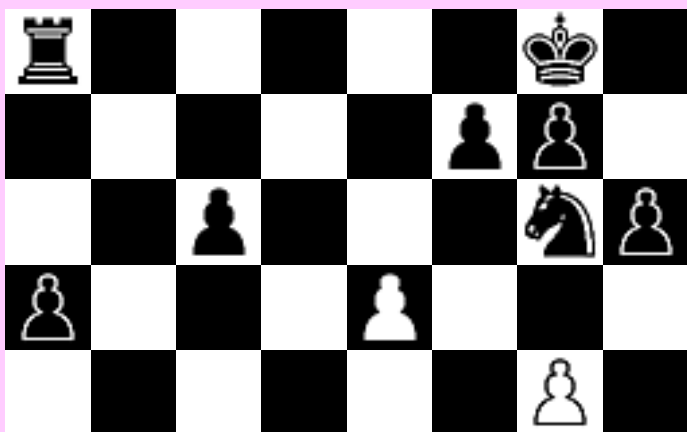
[Dr. Dave](#)

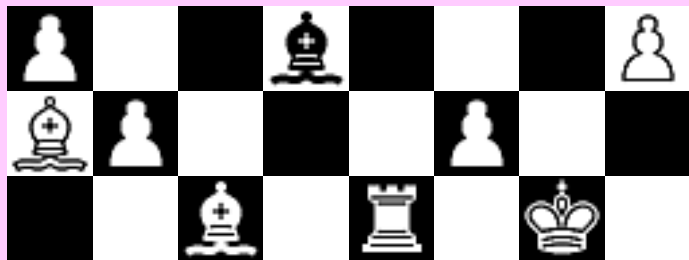
Saint Amant P - Staunton H (19) [D20]QGA/IQPh: Paris m ;HCL 15, Paris m ;HCL 15, 1843

1. d4 d5 2. c4 dxc4 3. e3 e5 4. Bxc4 exd4 5. exd4 Bd6 [5... Bb4+] [5... Nc6! 6. Qb3 [6. Nf3 Nf6 7. Qb3 Bb4+ 8. Nc3 O-O] 6... Qe7+] 6. Nf3 [] 6... Nf6 7. h3 O-O 8. O-O Nc6 [8... h6] 9. Bg5 Be7 [9... h6] 10. Nc3 Bf5 11. a3 Ne4 12. Be3 Avoiding simplification, which he would not have been able to do after ...h6 12... Bf6 13. Re1 Nd6 14. Ba2 h6?! Too much 'wait and see'. [14... Bg6 ideas ... Bh5/...Nf5] 15. Qa4!? Ne7 16. Rad1 Ng6 17. Bc1 c6 18. Ne5

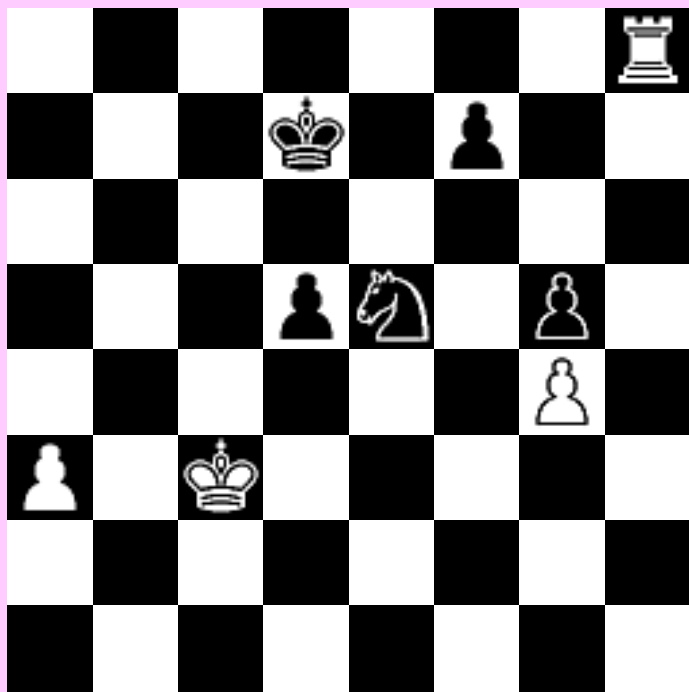


18... Qc7 [18... Kh7 Staunton attributed his difficulties to his failure to play this move, but 19. g4! "To us it seems that with the strong Ba2 and Ne5, and the centralisation of all White's pieces, he should have some way of demonstrating his superiority." KONIG 19... Bc8 [19... Bd7 20. Bxf7 Nxe5 21. dxe5 Nxf7 22. exf6] 20. Bxf7 Nxf7 21. Nxc5 25. Nxc7 Nd3 26. Rxd3 Bxd3 27. Nxa8 Rxa8

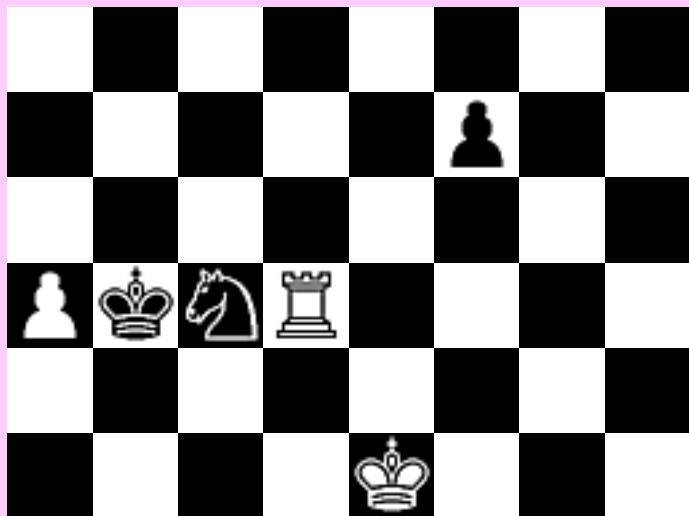


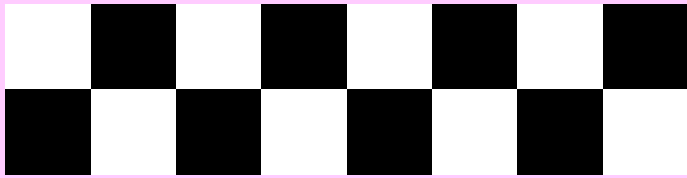


Both players have played with ingenuity. But while contemporaries believed the game in the balance, we might insist that White was bound to come out ahead. 28. f4 Re8 29. Rd1 Be4 30. Rd4 Bd5 31. Bxd5 cxd5 32. Kf2 Rc8 33. Be3 Ne7 34. Ke2 Rb8 35. Bc1 Kf8 36. b4 Rb5!? [36... axb4 37. Rxb4 Rxb4 38. axb4 Nc6 39. Be3!] 37. bxa5 Nc6 38. Ra4 Nxa5 39. Bd2 Nc6 40. Bb4+ Ke8 41. h4 g5 42. fxg5 hxg5 43. Ra8+ Kd7 44. h5 Nxb4 45. h6! Nc6 46. h7 Rb2+ 47. Kd3 Rb3+ 48. Kc2 Rh3 49. h8=Q Rxh8 50. Rxh8 Nxe5 51. Kc3



The 'romantic' early phase has been followed by an endgame in which White makes poorer use of his chances than Black. 51... Nxc4 52. Kd4 Nf6 53. Ke5 Ke7 54. a4 Nd7+ 55. Kf5 d4 56. a5 Nc5 57. Kxg5 d3 58. Kf4 d2 59. Rh1 Kd7 60. Ke3 Kc6 61. Rb1! d1=Q 62. Rxd1 Kb5 63. Rd5!





Decisive. 63... Kc6 64. Kd4 Ne6+ 65. Kc4 Kb7 66. Rd7+ Ka6 67. Rxf7! Nd8 [67... Kxa5 68. Rf5+ Ka4 69. Rf6 Nc7 70. Rc6] 68. Rf5 Nc6 69. Rf6 Kb7 70. Kb5 Na7+ 71. Kc5 Nc8 72. Rh6 Na7 73. a6+ Kb8 74. Rh7 Nc8 75. Rb7+ Ka8 76. Kc6 Na7+ 77. Kc7 Nc6 78. Kb6 Nb4 79. Rd7 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon813.html) was last modified on 13 Aug 2005 by



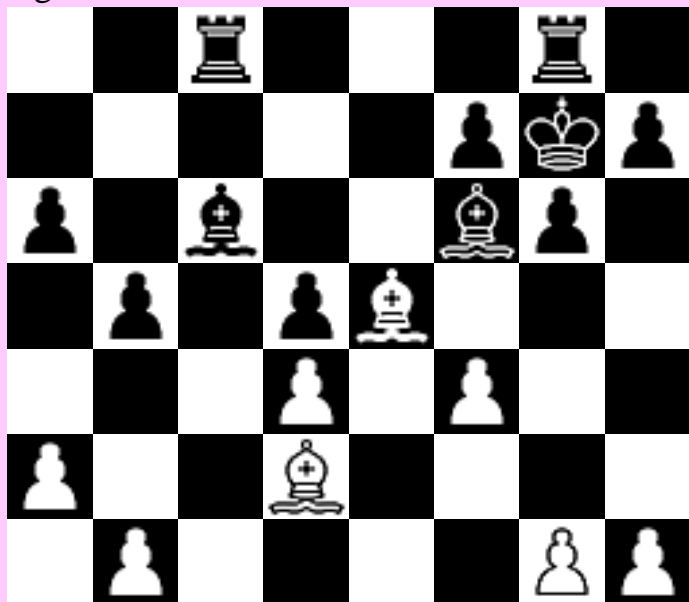
[Dr. Dave](#)

Harrwitz,D - Morphy,P (1) [D30]QGA/IQPi: Paris m, Paris m, 1858

1. d4 e6 2. c4 d5 3. Nc3 Nf6 4. Bf4 "Present opinion considers tthat 4. Bf4 allows Black to equalise easily" KONIG 1952 4... a6 [4... c5! 5. Nb5 cxd4 6. Nc7+ Qxc7 7. Bxc7 Bb4+ 8. Qd2 Bxd2+ 9. Kxd2-/+] 5. e3 c5 6. Nf3 Nc6 7. a3 cxd4 8. exd4 dxc4 9. Bxc4 b5 10. Bd3!? [10. Bb3 might be preferred now, eyeing d5 and f7] 10... Bb7 11. O-O Be7 12. Be5?!



[12. Be3] [12. Bc2] 12... O-O?! [12... Nxe5 13. dxe5 [13. Nxe5 Qd6] 13... Nd5 14. Be4 Nxc3 15. Qxd8+ Kxd8 16. Bxb7 Ra7-/+] 13. Qe2 Nd5 14. Bg3 Kh8 [14... Bf6= Morphy] 15. Rfe1 Bf6 [15... f5 was the idea but 16. Qxe6 Nxc3 17. bxc3 f4 18. Qe4 g6 19. Bxf4] 16. Qe4 g6 17. Nxd5 Qxd5 18. Qxd5 exd5 19. Ne5! Rad8 20. Nxc6 Bxc6 21. Rac1 Rc8 22. Bd6 Rg8 23. Be5 Kg7 24. f4





Today we can easily recognise this as very good for White, but Harrwitz deserves credit for recognising this in 1858. 24... Bd7 25. Kf2 h6 26. Ke3 Rxc1 27. Rxc1 Rc8 28. Rc5! Bxe5 29. fxe5 Decisive. 29... Be6 30. a4! bxa4 31. Bxa6 Rb8 32. Rb5 Rd8?! [32... Ra8] 33. Rb6! Ra8 34. Kd2 Bc8 35. Bxc8 Rxc8 36. Rb5 Ra8 [36... Rd8 37. Kc3 Rc8+ 38. Rc5 Rd8 39. Kb4 Rb8+ 40. Ka3] 37. Rxd5 a3 38. bxa3 Rxa3 39. Rc5 Kf8 40. Ke2 Ke7 41. d5 Kd7 42. Rc6 h5 43. Rf6 Ke7 44. d6+ Ke8 45. e6 fxe6 46. Rxe6+ Kf7 47. d7 Ra8 48. Rd6 Ke7 [48... Rd8 49. Kd3] 49. Rxc6 Kxd7 50. Rg5 Rh8 51. Kf3 Ke6 52. Kg3 h4+ 53. Kg4 h3 54. g3 Kf6 55. Rh5 "A masterly game by Harrwitz, who prevented his great opponent from displaying his combinative ability" KONIG (in a closed rather than an open game). 1-0

Back to [Chess Coaching Page](#)

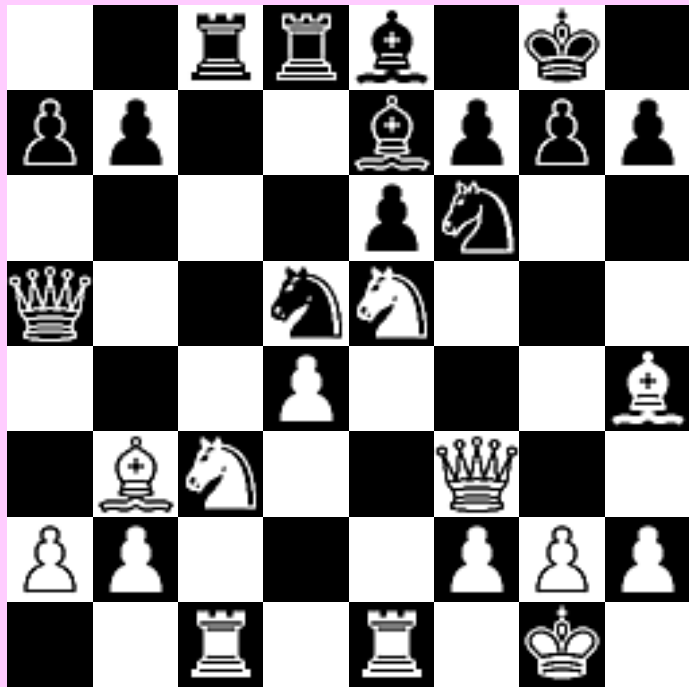
This document (Canon\canon814.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

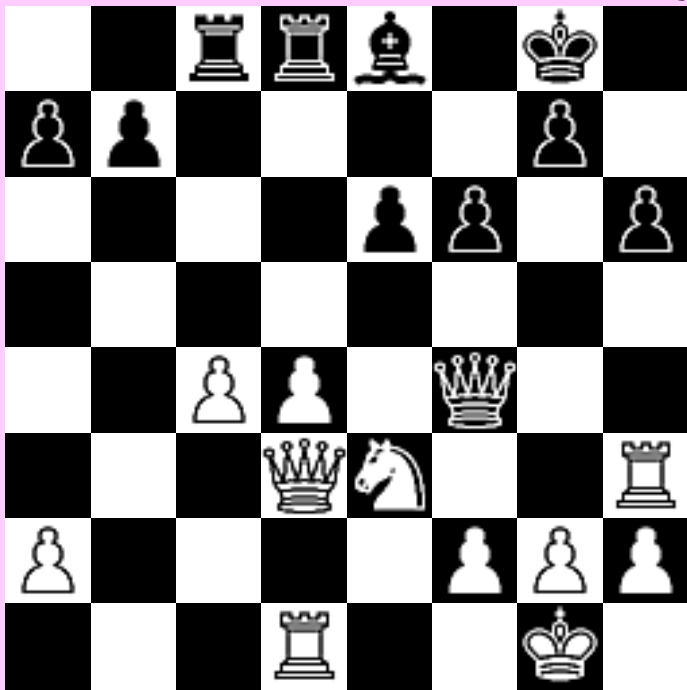
Zukertort,J - Steinitz,W [D26]QGA/IQPj: Wch01-USA (St.Louis), Wch01-USA (St.L, 1886

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 dxc4 5. e3 [5. e4! Bb4 6. Bg5!+/- ECO D39] 5... c5 6. Bxc4 cxd4 7. exd4 7.1/4d4! 7... Be7 8. O-O O-O?! [8... Nc6! D.Hooper vgl. Pillsbury-Steinitz St. Petersburg 1895/96] 9. Qe2! Nbd7 10. Bb3 10.d5= 10... Nb6 11. Bf4 [11. Rd1! Nbd5 12. Bg5 Qa5 13. Rac1= (CB) but Black cannot achieve the simple Steinitz formation: 13... Rd8 14. Ne5 Bd7 15. Nxd5 Nxd5 [15... exd5 16. Bxf6 Bxf6 17. Rc5!] 16. Bxe7 Nxe7 17. Qf3!] 11... Nbd5 12. Bg3 Qa5 13. Rac1 Bd7 14. Ne5 Rfd8 15. Qf3 [15. Nxd7 Rxd7] 15... Be8 16. Rfe1 Rac8 17. Bh4



with an attacking formation, but Black has consolidated. IDEA 18.Nxd5 Nxd5 (ed) 19.Bxe7 Nxe7 20. Qxb7 17... Nxc3 18. bxc3 Qc7 19. Qd3?! [19. Bg3 Bd6 20. c4& Lasker] 19... Nd5 20. Bxe7 [20. Bg3 Qa5&] [20. Bc2 g6 21. Bxe7 Qxe7 22. Bb3 b5! =/+] 20... Qxe7 21. Bxd5? Zukertort believed the knight to be superior. Steinitz refutes this. [21. c4!? Qg5 22. g3 Nf4 23. Qe4&] [21. Bc2!? Nf6? 22. Ng4->] 21... Rxd5 22. c4?! Rdd8 23. Re3? Weiss hat ein schwaches Zentrum und sollte es stuetzen.Ein Koenigsangriff ist hier zum Scheitern verurteilt. & 23.<< ed1 IDEA 1/4b3,c5, [] c4,[] d6 Neistadt 23.d5?! b5!^ Steinitz 23... Qd6 24. Rd1 [24. Rh3? h6! [24... Qxd4?! 25. Qxh7+ Kf8 26. Re3&] 25. Rd1 f6-/+ Neistadt] 24... f6 25. Rh3!? [25. Nf3 Qa6 25...>> h5! G.Barcza 26. Nd2 [26. Qb3 Rxc4 27. Nd2 Rcx4 28. Rxe6 Bf7-/+] 26... e5 27. d5 Qxa2-/+ Euwe] 25... h6! [25... fxe5 26. Qxh7+ Kf8 27. Rf3+ [27. Rg3!? Rd7 [27... Rc7 28. Qh8+ Ke7 29. Rxc7+ Bf7 30. Qh5= oder 30.1/4h4=] [27... Bf7 28. Rxc7 Rc7 29. c5 [29. Qh8+ Ke7= vgl.Variante mit 27...<< c7 Schallopp] 29... Qd7 [29... Qxc5? 30. Qh8+ Ke7 31. Qxd8+-] 30. Rd3!! [30. Qh8+ Ke7 31. Qh4 +=] 30... e4 31. Rxc3! Qxd4 [31... Rxc5 32. Rg8+ Ke7 33. Qh4+-] 32. Qh8+ Ke7 33. Rxf7+ Kxf7 34. Qh7+- Ravinski] 28. Qh8+ Ke7 29. Qh4+ Kf7 30.

Qh7=] 27... Bf7 28. Qh5 Qd7 [28... Rd7? 29. Qh8+-] [28... Rc7 29. c5 Qd5
 oder 29...1/4d7 30. Qh8+ Ke7 31. Qh4+= [31. Qxg7 Rf8 32. h4&]] 29. Qh8+
 Ke7 30. Qh4+= Steinitz [30. Qxg7 Rf8 31. h4 [31. d5 Rxc4-/+] 31... Rxc4 32. h5
 Rxd4-/+]] 26. Ng4 [26. Ng6 Bxg6 27. Qxg6 Rxc4 28. Rxh6 Qxd4! 29. Qh7+ Kf8 30.
 Qh8+ Kf7 31. Qxd8 Qxd8!-+] 26... Qf4! 27. Ne3



[27. Rg3 b5 28. cxb5 Rxd4! 29. Nxb6+ Kf8 30. Qa3+ Qd6-+ Steinitz] 27... Ba4! 28.
 Rf3 [28. Rd2!? b5 29. Rf3 [29. cxb5 Rc1+ 30. Nd1 [30. Nf1 Bxb5-+ oder 30...e5]
 30... e5-+ 31. d5 Qb4] 29... Qb8 [29... bxc4? 30. Qa3] 30. cxb5 Rc1+ 31. Nd1 e5-
 + IDEA 32... << d4 oder e4 -+ Steinitz] 28... Qd6 29. Rd2 [29. Rxf6 Bxd1!-+ [29...
 gxf6 30. Qg6+ Kf8 31. Qxf6+ Ke8 32. Nf5 exf5 33. Re1+ Kd7 34. Qf7+ Kc6 35.
 Re6& (.)] 29... Bc6 [29... b5! 30. Rg3 [30. cxb5 Rc1+ 31. Nf1 [31. Nd1 Qxd4 32.
 Qxd4 Rxd4 33. Rxd4 Bxd1-+] 31... Qb4-+] 30... bxc4 31. Qg6 Qf8 32. Ng4 Kh8
 33. Nxb6 Be8! 34. Nf7+ Qxf7-+ V. Vukovic] 30. Rg3 [30. Rxf6? gxf6 31. Qg6+ Kf8
 32. Qxf6+ Ke8-+] [30. d5!? Qe5! [30... exd5 31. Nf5!? [31. cxd5 Bxd5 32. Nxd5
 Qxd5 33. Qxd5+ Rxd5-+ Steinitz 34. Rfd3 Rc1+] 31... Qd7? [31... Qe5? 32. Re3
 Qa1+ 33. Rd1+/-] [31... Qf8 32. Rg3 Rd7 33. Nxb6+ Kh8 34. Ng4 f5 35. Ne5
 Rd6 36. Rg5+/-] 32. Rg3 dxc4 33. Nxb6+ Kh8 34. Qg6 Re8 35. h4 IDEA [] f7 +-
 Euwe] 31. Rg3 exd5 32. Qg6 Rc7-/+ IDEA 33... >> e8 Euwe] 30... f5!-/+ 31. Rg6 Be4
 32. Qb3 Kh7! [32... f4 33. c5 fxe3 34. cxd6 exd2 35. Qxe6+ Kh7 36. Rxh6+ gxh6
 37. Qf7+ Kh8 38. Qf6+ Kg8 39. Qe6+ Kg7 40. Qe7+=] 33. c5 Rxc5 34. Rxe6 [34.
 Qxe6 Rc1+ 35. Nd1 [35. Nf1 Qxe6 36. Rxe6 Bd5 37. Re7 Bc4-+] 35... Qxe6 36.
 Rxe6 Bd5 37. Re1 Bxa2 38. Rxa2 Rxd4-+ Steinitz] 34... Rc1+ 35. Nd1 [35. Nf1 Qf4!-
 +] 35... Qf4 36. Qb2 Rb1 37. Qc3 Rc8 38. Rxe4 Qxe4 Zeit:Zukertort:1h 55min Steinitz: 2h 12min "It
 will be remembered that the capture of the c-Pawn was formerly held disadvantageous" - STEINITZ "a
 system, imperfect though it may be, is preferable to move to move improvisation such a 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon815.html) was last modified on 13 Aug 2005 by



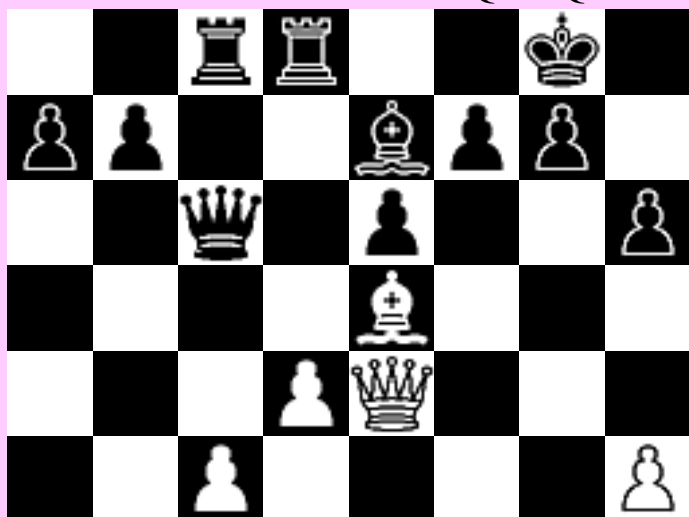
[Dr. Dave](#)

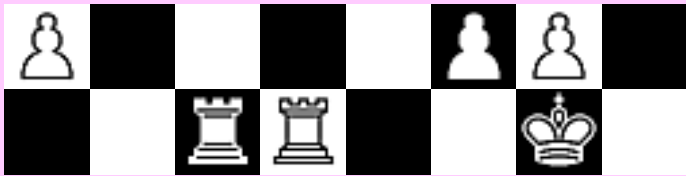
Pillsbury Harry N - Steinitz Wilhelm [D26]QGA/IQPk: It, St. Petersburg (Russia), It, St., 1896

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3 dxc4 5. e3 c5 6. Bxc4 Nc6 7. O-O cxd4 [7... a6 is the modern approach] 8. exd4 Be7 9. Bf4 In fact, an indifferent move, losing the initiative. [9. Be3 O-O 10. Qe2] 9... O-O 10. Rc1 Qb6 11. Qd2 Rd8 12. Rfd1 Bd7 13. Qe2 This loss of time is testimony to the strength of Black's system. 13... Be8 14. Bd3



14... Rac8! [14... Nb4 15. Bb1 Nbd5 16. Be5 Rac8 17. Ng5 h6 18. Nge4 Nxc3 19. Rxc3 Rxc3 20. Nxf6+ Bxf6 21. Bxf6 gxf6 22. bxc3 with King's-side weaknesses 22... Ba4 23. Re1 Qa5 24. Qe3 Qg5 25. f4 Qg4 26. h3 Qh4 27. Kh2 f5 28. g3 Qf6 29. Bd3 Bc6 30. Bf1 Qe7 31. c4 Qb4 32. Rd1 Qb2+ 33. Rd2 Qc1 34. Kg1 Qb1 35. Kf2 Be4 36. g4 Qb4 37. gxf5 Bxf5 38. Kg1 Kh7 39. Bd3 Pillsbury,H-Tarrasch,S/ Nuernberg 1896/1-0 (60)] 15. h3 Nb4 16. Bb1 Nbd5 17. Be5 Bc6! 18. Ng5 h6 19. Nge4 Nxc3 20. bxc3 Nxe4 21. Bxe4 Bxe4 22. Qxe4 Qc6





"Black has beaten back the attack and has left him with hanging Pawns." 23. Qg4 Bf8 24. c4 risky, but allowing ...Qd4 is worse 24... f5 25. Qg6 Qe8 26. Qg3 b6 27. Qb3 Qc6 28. a4 a5!? 29. Rc3 Bd6 30. d5 Qc7 31. Bxd6 Qxd6 32. Re3 [32. Rf3 Rc5] 32... e5 33. Rb1 e4 34. Rc3 Qe5 35. Rc2 Rd6 36. Rbc1 f4 37. c5 bxc5 38. Rxc5 Rxc5 39. Rxc5 f3 40. Qd1 Rg6 41. g4 e3 42. Qe1 e2 43. Rc1 Qxd5 44. Qc3 Rc6! Despite Steinitz' decline as a player his system was good enough to succeed against the best advocate of the Queen's Gambit. 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon816.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lasker, Emanuel - Reshevsky, Samuel (Nottingham [D26]QGA/IQPI: and weakness o, weak pawns IQP: and w, 1936

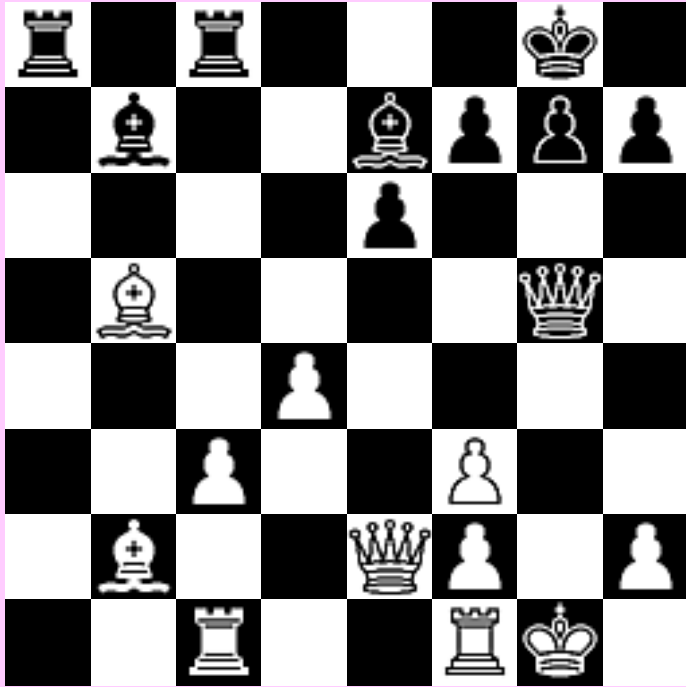
1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 e6 5. Bxc4 c5 6. Nc3 a6 7. O-O b5 8. Bd3 cxd4 9. exd4 Bb7 10. Bg5 Be7 11. Qe2 Drifting into an inferior position. Lasker ignores modern opening theory, but not only achieves no advantage but risks coming off worse. [11. Bxf6 Bxf6 12. Be4] 11... O-O 12. Rad1 Nbd7 13. Ne5?! Nd5



14. Bc1?! Optimistic. [14. Bxe7 Nxe7 15. Be4 Bxe4 16. Nxe4] 14... Nxc3 15. bxc3 Nf6 16. a4!? mixing it, but Reshevsky is a tactician of equal calibre. 16... Qd5! 17. Nf3 Rfc8 18. Bb2 Ne4 19. Rc1



19... Ng5 20. axb5 axb5 21. Bxb5 Nxf3+ 22. gxf3 Qg5+



[22... Qg5+ 23. Kh1 Qg4] 0-1

Back to [Chess Coaching Page](#)

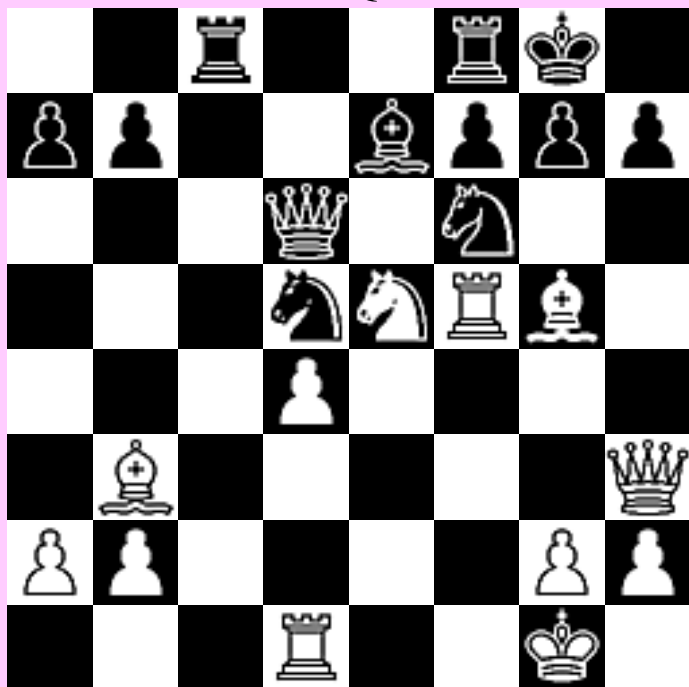
This document (Canon\canon817.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

botvinnik - vidmar (nottingham) [D60]QGA/IQPm: sacrifice on f7 by N, sacrifice on f7, 1936

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Bd3 c5 8. O-O cxd4 9. exd4 dxc4 10. Bxc4 Nb6 11. Bb3 Bd7 12. Qd3 Nbd5 [12... Nfd5! achieving exchanges 13. Bc2 g6] 13. Ne5 Bc6 14. Rad1 Nb4 15. Qh3 Bd5 16. Nxd5 Nbx5 17. f4 Rc8 18. f5 exf5 19. Rxf5 Qd6?



20. Nxf7! Rxf7 21. Bxf6 Bxf6 22. Rxd5! Qc6 23. Rd6 Qe8 24. Rd7 1-0

Back to [Chess Coaching Page](#)

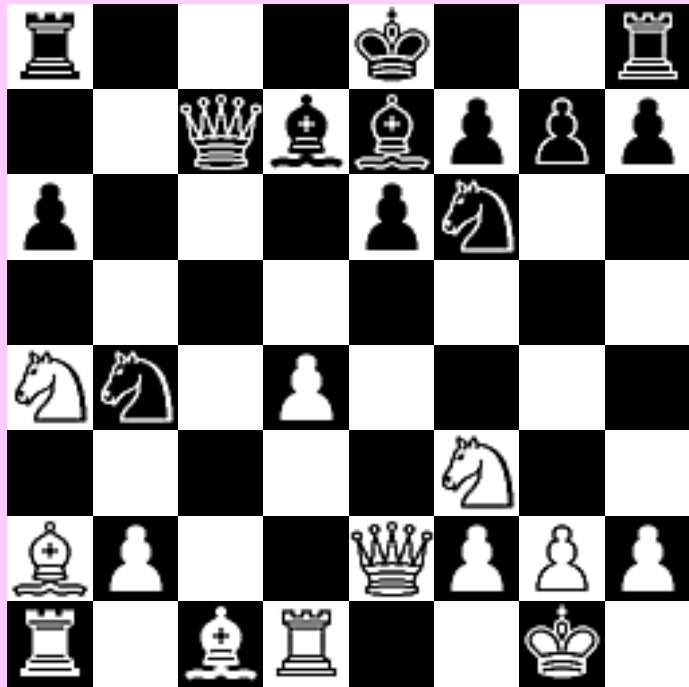
This document (Canon\canon818.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Flohr,Salo - Capablanca,Jose (13) [D28]QGA/IQPn: Semmering Baden, Semmering Baden, 1937

1. d4 d5 2. c4 dxc4 3. Nf3 Nf6 4. e3 e6 5. Bxc4 c5 6. O-O a6 7. Qe2 Nc6 8. Rd1 Qc7 9. Nc3 Be7!? A move characteristic of Capablanca's style, preferring to maintain the tension in the centre without weakening his Pawn position, and to advance on the Queen's-side only when he is in a position to do so with the greatest effect [9... b5 10. Bb3 Bb7 11. d5 exd5 12. Nxd5 Nxd5 13. Bxd5 Be7 14. b3 O-O 15. Bb2] 10. a3 [10. d5 exd5 11. Nxd5 Nxd5 12. Bxd5 O-O 13. e4 Bg4] 10... b5 11. Ba2 b4 12. Na4 cxd4 13. exd4 Bd7 14. axb4 Nxb4



The manner in which Capablanca has secured freedom to manoeuvre for his pieces on the Queen's-side and has isolated White's Queen's Pawn is quite remarkable and represents a great advance upon Steinitz' system. [14... Nxd4? 15. Rxd4 Bxa4 16. Bc4] 15. Nc3 Bb5! 16. Qe5 [16. Nxb5 axb5 17. Qxb5+ Nd7 wins the Ba2] 16... Qb7 17. Bb3 Nd3 18. Qg3 Nxc1 19. Raxc1 Bd7 20. Bc4 Rc8 21. b3 O-O 22. Ne5 Bb5 23. Qd3 Bxc4 [23... Ba3!? 24. Rc2 Bb4 maintains the tension 25. Bxb5 axb5 26. Nxb5? Rxc2] 24. bxc4 Rfd8 25. Qe2 Qa7 26. c5 Nd5 27. Nxd5 Rxd5 28. Ra1 a5 29. Qb5 Bxc5 30. dxc5 [30. Rxa5 Bxd4 31. Rxa7 Rxb5-/+] 30... Rxe5 31. Rxa5 Qe7 "It is indeed fortunate that Capablanca had very little knowledge of previous theory, for in his unbiased approach to the opening problems he succeeds in evolving a system which is, in effect, a compromise between the old and the new 1/2

Back to [Chess Coaching Page](#)

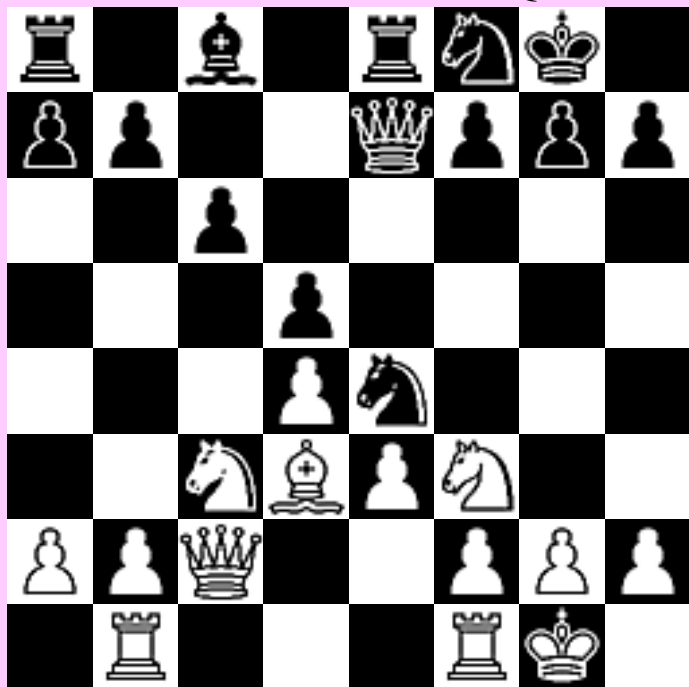
This document (Canon\canon819.html) was last modified on 13 Aug 2005 by



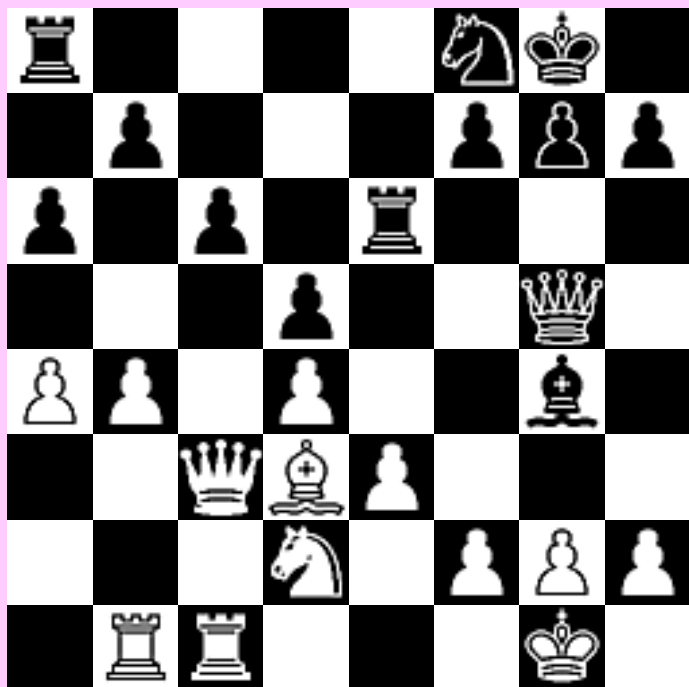
[Dr. Dave](#)

evans - opsahl (CHERNEV) [D36]QGD, EV: 2 the modern minority attack, minority, 1950

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Bg5 Nbd7 5. e3 Be7 6. Qc2 O-O 7. cxd5 exd5 8. Nf3 c6 9. Bd3 Re8 10. O-O Nf8 11. Rab1 Ne4 12. Bxe7 Qxe7

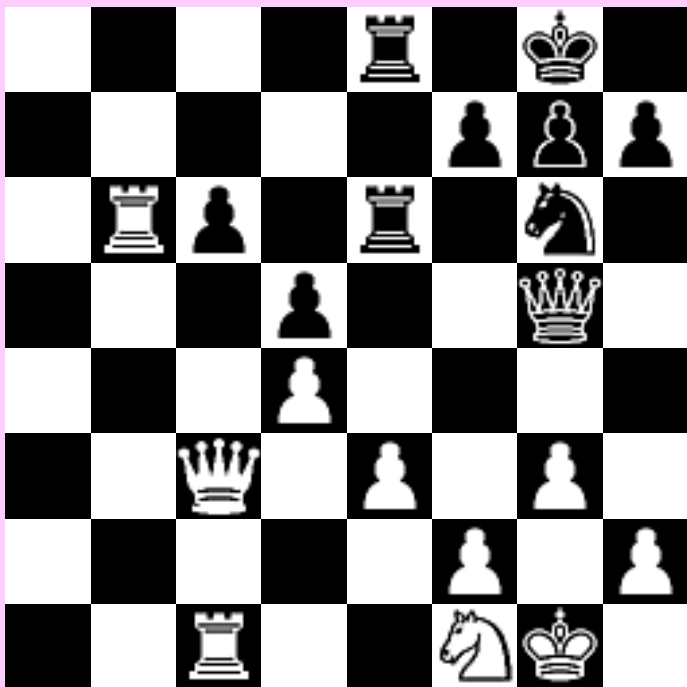


The classic setting for the minority attack. 13. b4 a6 14. a4 Nxc3 15. Qxc3 Bg4 16. Nd2 Qg5 17. Rfc1 Re6

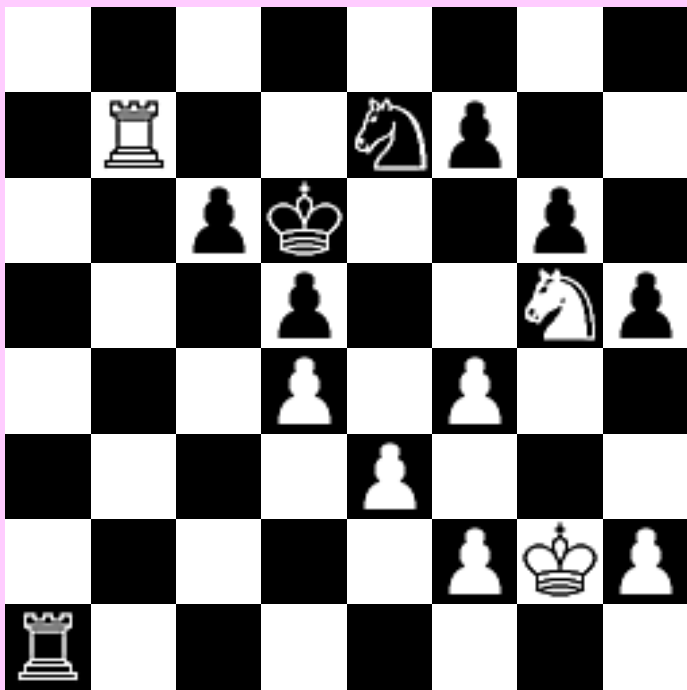


Drumming up some King's-side counterplay. Nigel Davies in a BCM article strongly recommended this idea. 18. b5 ! 18... axb5 19. axb5 Bh3 20. g3 Rae8 21. bxc6 bxc6 22. Bf1 ! 22... Bxf1 23. Nxf1 Ng6 24.

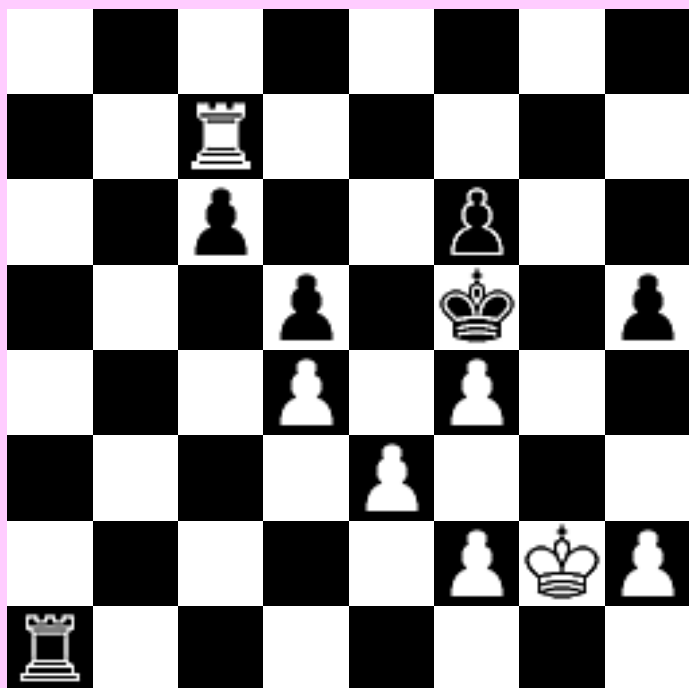
Rb6



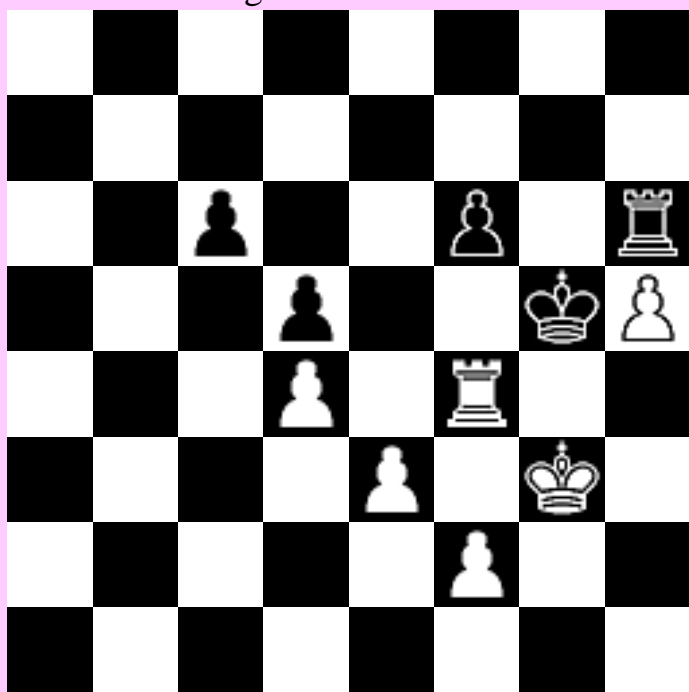
A critical moment - if Black has to go back now he is really up against the ropes. 24... Ne7 [24... Nh4 25. Rxc6 The Rook on c6 stops the Black Rook on e6 joining the attack. I think the White King is safe here. 25... Nf3+ 26. Kh1 h5 27. Qb3 [27. Qd3]] 25. Qb4 h5 26. Rb8 Rxb8 27. Qxb8+ Kh7 28. Qf4 ! 28... Qxf4 29. gxf4 [The h-pawn cannot really be attacked, and with Queens off White can use the King] 29... g6 30. Nd2 Rd6 31. Kf1 Kg7 32. Ra1 Rd7 33. Nb3 Rb7 34. Nc5 Rb2 35. Ra7 Kf6 36. Ra6 Rb1+ 37. Kg2 Rb2 38. Ra7 Rb1 39. Rc7 Ra1 40. Nd3 Ke6 41. Nc5+ Kf6 42. Nd7+ Ke6 43. Nf8+ Kf6 44. Nh7+ Ke6 45. Ng5+ Kd6 46. Rb7



46... f6 ? [46... f5] 47. Nh7 Ke6 48. Nf8+ Very neat 48... Kf7 [48... Kd6 49. Rd7#] 49. Nxg6 Kxg6 50. Rxe7 White has a pawn and hopes of collecting more. 50... Kf5 51. Rc7



51... Rc1 52. Rc8 Kg6 53. Kg3 Rc2 54. h4 Kf5 55. Rh8 Kg6 56. f5+ Kxf5 57. Rxh5+ Now White has a passed pawn. 57... Kg6 58. Rh8 Kf5 59. Rg8 Rc1 60. Kg2 Ra1 61. h5 Ra7 62. Rg3 Rh7 63. Rh3 Kg5 64. Kf3 Offering to trade the pawn for a winning King raid. 64... Rh6 65. Rh1 Kf5 66. Kg3 Kg5 67. Rh4 Kf5 68. Rf4+ Kg5



69. Rg4+ ! Again offering the pawn, but again Black dare not accept. 69... Kf5 [69... Kxh5 is rather like the game continuation: 70. Rh4+ Kg5 71. Rxh6 Kxh6 72. Kf4 Kg6 73. f3 Kg7 74. Kf5 Kf7 75. f4 Ke7 76. Kg6 Ke6 77. f5+ Ke7 78. Kg7] 70. Kh4 Rh8 71. Rg7 Ra8 72. h6 Ra1 73. Rg3 Rh1+ 74. Rh3 Rg1 75. Rf3+ Kg6 76. Rg3+ The winning clearance 76... Rxd3 77. Kxg3 Kxh6 78. Kg4 Kg6 79. Kf4 Kg7 80. Kf5 Kf7 81. f3 1-0

Back to [Chess Coaching Page](#)

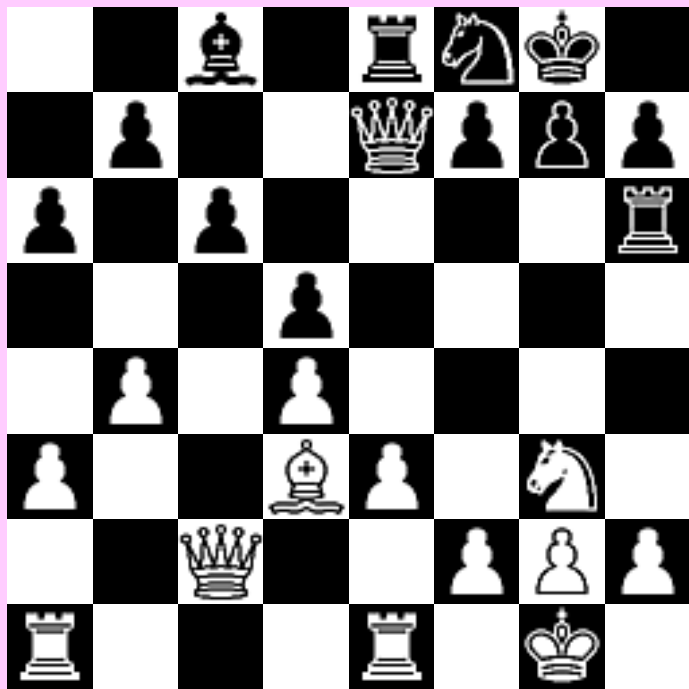
This document (Canon\canon820.html) was last modified on 13 Aug 2005 by



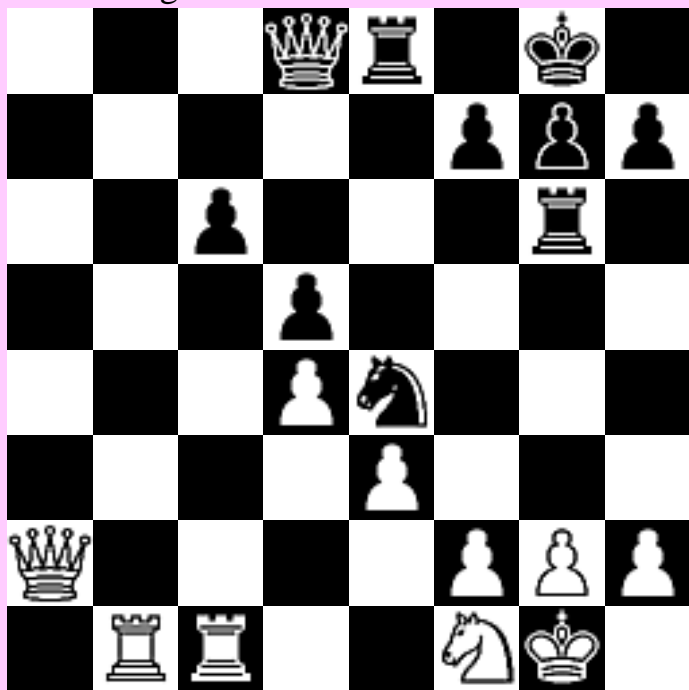
[Dr. Dave](#)

Flohr,S (2500) - Apscheneek,F [D36]QGD, EV: 3 Third-rank defence, Kemerli, 1939

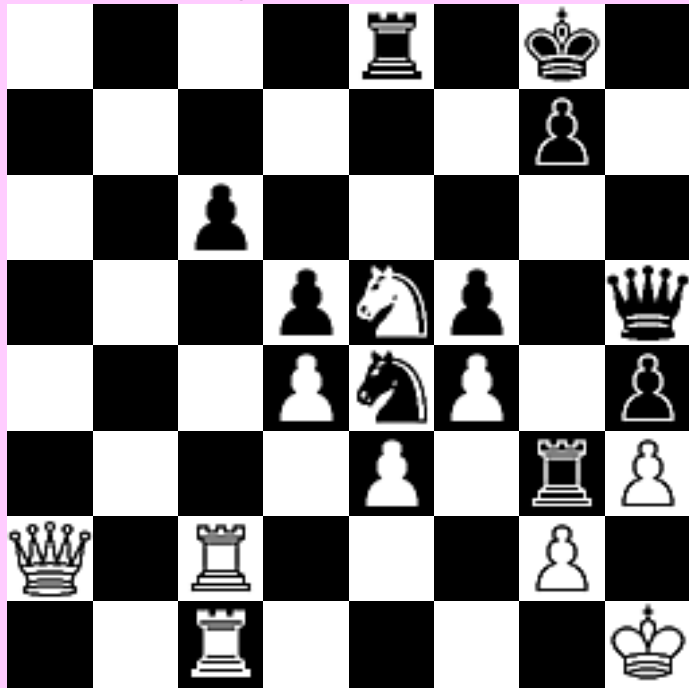
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 c6 7. Qc2 Nbd7 8. cxd5 exd5 9. Bd3 Re8 10. O-O Nf8 11. Ne5 Ng4 12. Bxe7 Qxe7 13. Nxg4 Bxg4 14. a3 Rad8 15. Rfe1 Rd6 16. Ne2 Rh6 17. Ng3 Bc8 18. b4 a6



Playing ...a6 to avoid a weak a-Pawn is a sort of minimum defence of the Queen's-side by Black. 19. Rab1 Qc7 20. a4 Nd7 21. Rec1 Nf6 22. Nf1 Ne4 23. b5 axb5 24. axb5 Bd7 25. Qa2 Qd8 26. bxc6 Bxc6 27. Bb5 Rg6 28. Bxc6 bxc6



"The minority attack proper has come to an end with White having inflicted a serious weakness on c6 and in fact controlling the entire left flank. It looks like a fairly simple matter systematically to attack c6 and, if not win it, th 29. Rb2 h5 30. Rbc2 Qd7 31. Kh1 h4 32. h3 Qf5 33. Nh2 Qg5 34. Ng4 f5 35. f4 Qh5 36. Ne5 Rg3



The game approaches its climax, with both themes strongly featured in the variations - White's threats to win a Pawn and Black's threats to win a King! 37. Re1 [37. Rxc6 Rxe3 38. Qxd5+ Kh7 but White faces threats to the King] 37... Rb8 38. Kh2 [38. Rxc6 Rxe3! 39. Rxe3 Qd1+ 40. Kh2 Rb1! 41. Qa8+ Kh7 42. Rh6+! gxh6 43. Qa7+ draws] 38... Kh7 39. Nxc6 [39. Rxc6 was the last chance to play for a win 39... Qe8 but not 40. Qxd5? Rb2] 39... Qg6 40. Rg1 [40. Nxb8 Rxh3+! gives Black at least a draw 41. gxh3 Qg3+ 42. Kh1 Qxe1+ 43. Kg2 Ng3 44. Kf3 Qd1+ 45. Re2 Qh1+ 46. Rg2 Qd1+] 40... Rxe3 41. Nxb8 Qg3+ 42. Kh1 Qxf4 43. Rd1 Ng3+ 44. Kg1 1/2

Back to [Chess Coaching Page](#)

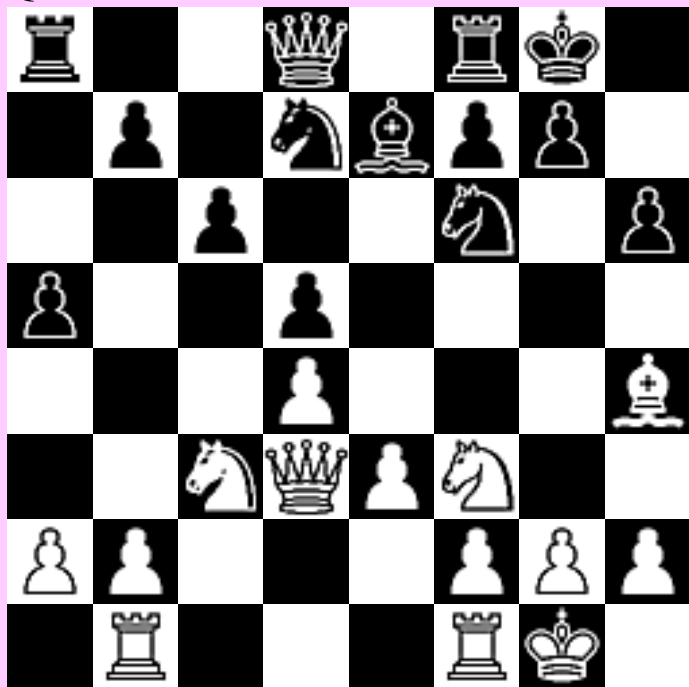
This document (Canon\canon821.html) was last modified on 13 Aug 2005 by



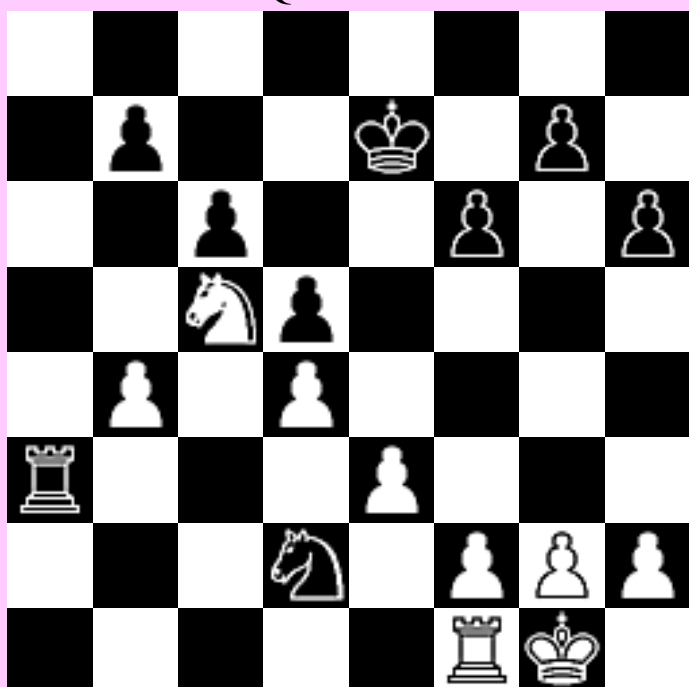
[Dr. Dave](#)

Arkell Keith C - Maksimenko Andrei [D35]QGD,EVa: It (open), Copenhagen (Denmark, It (op, 1994

1. d4 Nf6 2. Nf3 d5 3. c4 e6 4. Nc3 c6 5. cxd5 exd5 6. Bg5 h6 7. Bh4 Bf5 8. e3 Nbd7 9. Bd3 Bxd3 10. Qxd3 Be7 11. O-O O-O 12. Rab1 a5



Playing a5 to get an open a-file. 13. Qc2 Ne8 14. Bxe7 Qxe7 15. Na4 Nd6 16. Nc5 Nxc5 17. Qxc5 Qe6 18. b3 a4 19. Qb4 axb3 20. axb3 Ra2 21. Ra1 Rfa8 22. Rxa2 Rxa2 23. Qb6 Qe7 24. Qb4 f6 25. Ne1 Kf7 26. Nd3 Ne4 27. Qxe7+ Kxe7 28. b4 Ra3 29. Nc5 Nd2



30. Nxb7 Nxf1 31. Kxf1 Ra4 32. h4 Rxb4 33. Nc5 h5 34. Nd3 Rb1+ 35. Ke2 g5 36. g3 Ke6 37. Kf3 Kf5

38. Nc5 Rc1 39. hxg5 fxg5 40. g4+ hxg4+ 41. Kg3 Rh1 42. Nd3 Rh6 43. Nc5 Rh8 44. Nd3 Ra8 45. Nc5 Ra1 46. Nd3 Rg1+ 47. Kh2 Rd1 48. Nc5 Rd2 49. Kg3 Rc2 50. Nd3 Rc3 51. Nc5 Ra3 52. Nd7 Ra2 53. Nc5 Ra5 54. Nb3 Ra7 55. Nc5 Rc7 56. Nd3 Rb7 57. Nc5 Re7 58. Nd3 Rg7 59. Nc5 Rf7 60. Nd3 Rf6 61. Kg2 Rh6 62. Nc5 Rh3 63. Nd3 Rf3 64. Ne1 Rh3 65. Nd3 Rh7 66. Nc5 Kg6 67. Nd3 Re7 68. Nb4 Re6 69. Kg3 Kh5 70. Nd3 Re4 71. Nb4 Re6 72. Nd3 Re8 73. Nb4 Rc8 74. Nd3 Rc7 75. Nb4 c5 76. dxc5 Rxc5 77. Kg2 Kh4 78. Nd3 Ra5 79. Ne5 Ra6 80. Nd3 Ra2 81. Nb4 Rd2 82. Kf1 g3 83. fxg3+ Kxg3 84. Ke1 Rb2 85. Nxd5 Kf3 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon822.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Moutousis,Konstantin - Ruzhiale,D (9) [D35]QGD,EVb: Manila ol, Manila ol, 1992

1. c4 e6 2. Nf3 Nf6 3. Nc3 d5 4. d4 c6 5. cxd5 exd5 6. Bg5 Be7 7. e3 Bf5 8. Bd3 Bxd3 9. Bxf6 Bxf6 10. Qxd3 Nd7 11. b4 a6



Playing ...a6, and on b4-b5 exchange with the c-Pawn and push past to get a passed a-Pawn. 12. O-O Be7 13. Rab1 O-O 14. a4 Nb6 15. Rfc1 Qd7 16. b5 cxb5 17. axb5 a5 18. Ne5 Qe6 19. Qd1 Ba3 20. Rc2 Rfc8 21. Na4 Nxa4 22. Rxc8+ Rxc8 23. Qxa4 Qf5 24. Rf1 Bb4 25. Qb3 Qe6 26. Nd3 Rc4 27. Ra1 g6 28. g3 Qf5 29. Ne5 a4 30. Qd3 Qxd3 31. Nxd3 Bc3 32. Ra3 f6 33. b6 Kf7 34. Nc5 Bb4 35. Rxa4 Bxc5 36. Rxc4 dxc4 37. dxc5 c3 38. c6 c2 0-1

Back to [Chess Coaching Page](#)

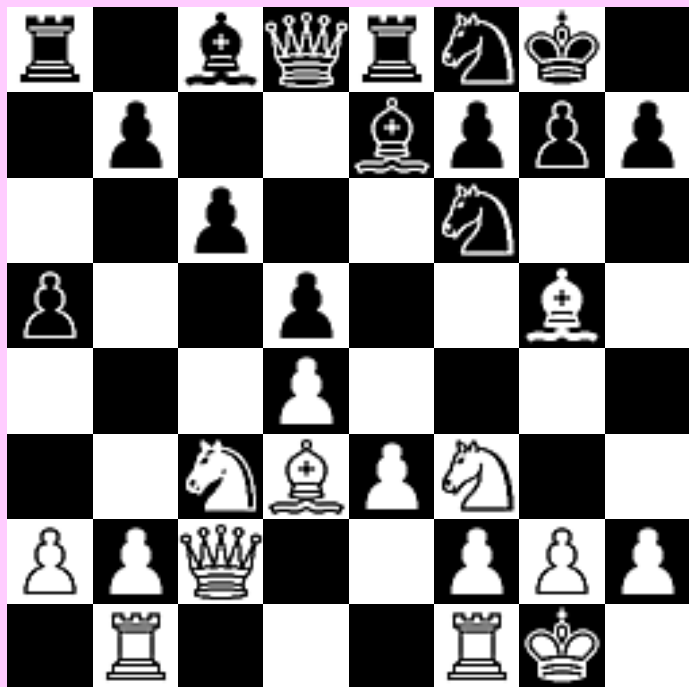
This document (Canon\canon823.html) was last modified on 13 Aug 2005 by



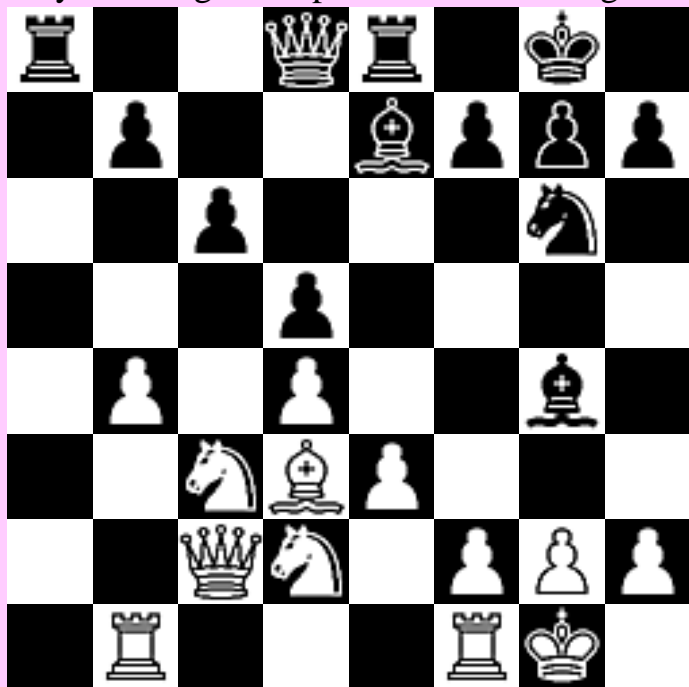
[Dr. Dave](#)

Peelen,P - Van der Sterren,P [D36]QGD,EVc: Amsterdam Euwe-mem, Amsterdam Euwe-mem, 1989

1. c4 e6 2. Nc3 d5 3. d4 Nf6 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Qc2 Nbd7 8. Bd3 Re8 9. Nf3 c6 10. O-O Nf8 11. Rab1 a5



Play ...a5 to get an open a-file. 12. a3 Ng6 13. Bxf6 Bxf6 14. b4 Bg4 15. Nd2 axb4 16. axb4 Be7



Meeting b5 with ...c5 17. b5 c5 18. Bf5 cxd4 19. Bxg4 dxc3 20. Qxc3 Bf6 21. Qb4 d4 22. exd4 Bxd4 23. Rbd1 Qf6 24. Bf3 Rad8 25. Ne4 Qb6 26. Rd2 Nh4 27. Rfd1 Nxf3+ 28. gxf3 Be5 29. Rxd8 Rxd8 30. Rxd8+ Qxd8 31. Qc5 Bd4 32. Qd6 Qxd6 33. Nxd6 b6 34. f4 Kf8 35. Nf5 Bc5 36. Ng3 Ke7 37. Kg2 Ke6

38. Ne4 Be7 39. Nc3 f5 40. Kf3 Bf6 41. Nd1 Bd4 42. h4 h5 43. Ne3 Bxe3 44. fxe3 Kd5 45. Ke2 Kc4
46. Kf3 Kxb5 47. e4 fxe4+ 48. Kxe4 Kc4 49. Kf5 b5 50. Kg6 b4 51. f5 b3 52. Kxg7 b2 53. f6 b1=Q 54.
f7 Qg1+ 55. Kh7 Qf2 56. Kg7 Kd5 57. f8=Q Qxf8+ 58. Kxf8 Ke6 0-1

Back to [Chess Coaching Page](#)

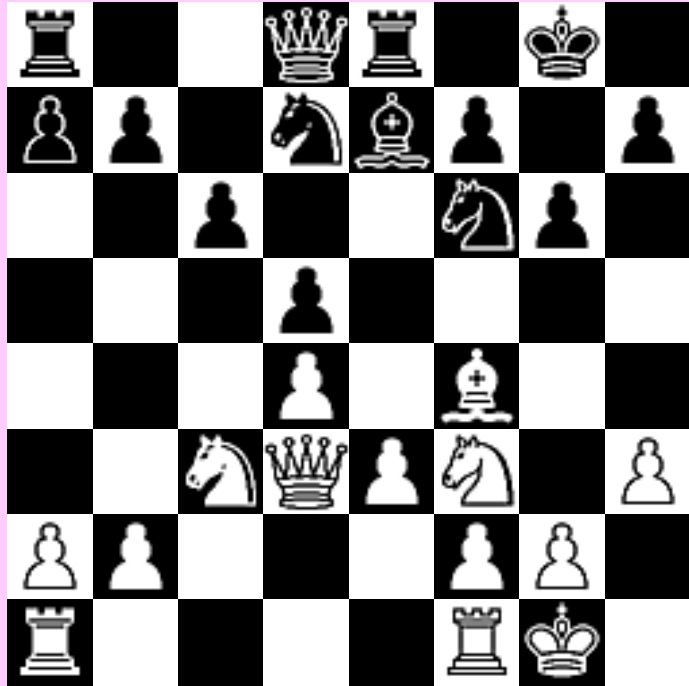
This document (Canon\canon824.html) was last modified on 13 Aug 2005 by



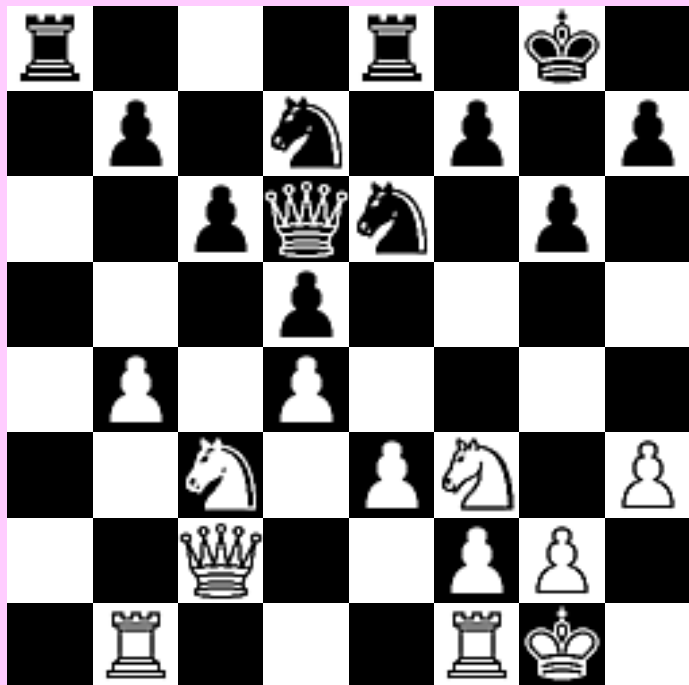
[Dr. Dave](#)

Certek Pavel - Nikolov Sasho [D35]QGD,EVc: It (open), Prague (Czech R), It (open), 1986

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 Be7 5. cxd5 exd5 6. Bf4 c6 7. Qc2 g6 8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 O-O 11. h3 Nbd7 12. O-O Re8



Playing ...a5 to open the a-file. 13. a3 a5 14. Qc2 Nf8 15. Rab1 Ne6 16. Bh2 Bd6 17. Bxd6 Qxd6 18. b4 axb4 19. axb4 Nd7



Meeting b5 with ...c5 20. b5 c5 21. dxc5 Qxc5 22. Qd2 Nb6 23. Rfc1 Qd6 24. Rd1 Red8 25. Qb2 Na4 26. Qd2 Nxc3 27. Qxc3 Ra4 28. b6 Rc4 29. Qa5 Nc5 30. Qa3 Na4 31. Rd3 Qf6 32. Rb4 Rc3 33. Rb3

Rxd3 34. Rxd3 Nxb6 35. Qa7 Qc6 36. Nd4 Qc1+ 37. Kh2 Qc7+ 38. f4 Ra8 39. Nb5 Qc6 0-1

Back to [Chess Coaching Page](#)

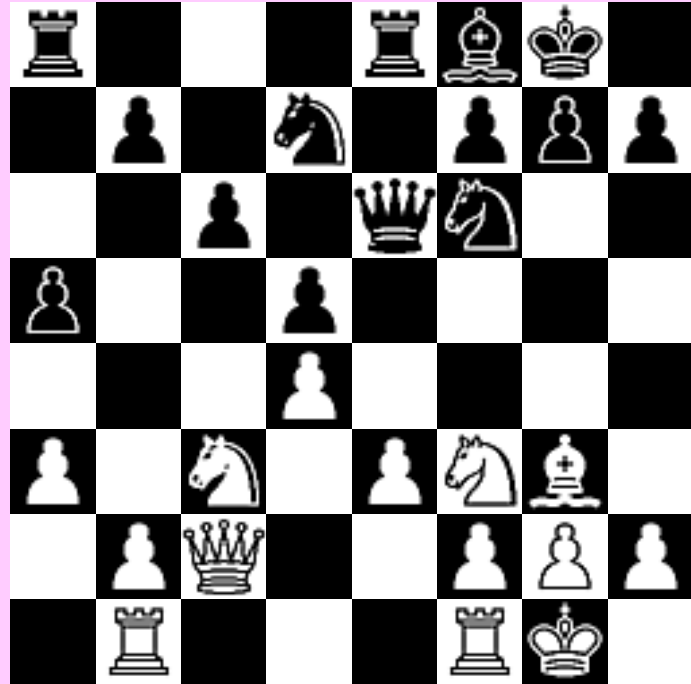
This document (Canon\canon825.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tisdall,J - Sveshnikov,E [D35]QGD,EVd: Hastings, Hastings, 1977

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c6 5. cxd5 exd5 6. Bg5 Bf5 7. e3 Nbd7 8. Bd3 Bxd3 9. Qxd3 Bd6 10. O-O O-O 11. Rab1 a5 12. Qc2 Qe7 13. a3 Rfe8 14. Bh4 Qe6 15. Bg3 Bf8



Meeting b4 with ...b5 to use c4 square. 16. b4 b5 17. Ne2 Nb6 18. Nf4 Qc8 19. Nd3 Nc4 20. Ra1 Ne4 21. Rfc1 Re7 22. a4 Rea7 23. axb5 cxb5 24. bxa5 Rxa5 25. Rxa5 Rxa5 26. Nfe5 Qa8 27. Nd7 Ra2 28. Qb3 Ra3 29. Qb1 Nc3 30. Qc2 b4 31. Rf1 Ra2 32. Qb3 Nd2 0-1

Back to [Chess Coaching Page](#)

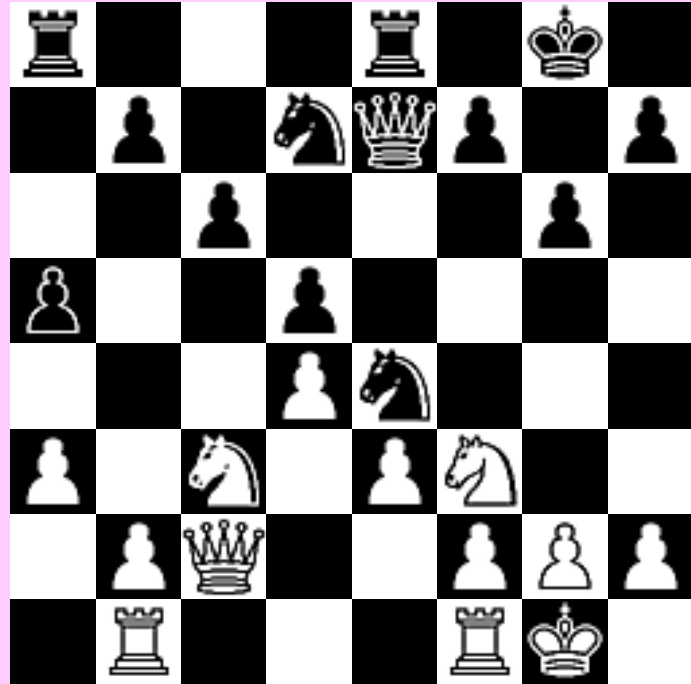
This document (Canon\canon826.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Caselas Jacobo - Antunes Antonio [D36]QGD,EVd: It (open), Mondariz (Spain), It (open), 1994

1. d4 d5 2. c4 e6 3. Nc3 c6 4. Nf3 Nf6 5. cxd5 exd5 6. Bg5 Be7 7. Qc2 g6 8. e3 Bf5 9. Bd3 Bxd3 10. Qxd3 Nbd7 11. O-O O-O 12. Rab1 a5 13. a3 Re8 14. Qc2 Ne4 15. Bxe7 Qxe7



Meeting b4 with ...b5 to use c4 square. 16. b4 Nd6 17. Nd2 axb4 18. axb4 b5 19. Ra1 Nb6 20. Nb3 Nbc4 21. Qd3 f5 22. Nc5 Ra7 23. Rxa7 Qxa7 24. Rb1 Ra8 25. Qd1 Qb8 26. Ra1 Ra7 27. Nb3 Kf7 28. Rxa7+ Qxa7 29. Qa1 Qxa1+ 30. Nxa1 Ne4 31. Nd1 g5 32. f3 Ned2 33. Kf2 Ke6 34. Nc2 h5 35. Ne1 h4 36. Nd3 Nb3 37. Nc3 Na1 38. Ne1 Na3 39. Nd1 N1c2 40. Nd3 Nc4 41. g4 hxg3+ 42. hxg3 g4 43. f4 Nd2 44. Kg2 Kd6 45. Kf2 Ne4+ 46. Kg2 Kc7 47. Kh2 Kd7 48. Kg2 Kd6 49. Kh2 Na3 50. Kg2 Nc4 51. Ne5 Ncd2 52. Nf7+ Kd7 53. Ne5+ Kc7 54. Nb2 Nc3 55. Kf2 Nc4 56. Nbxc4 bxc4 57. Nf7 Ne4+ 58. Kg2 Kb6 0-1

Back to [Chess Coaching Page](#)

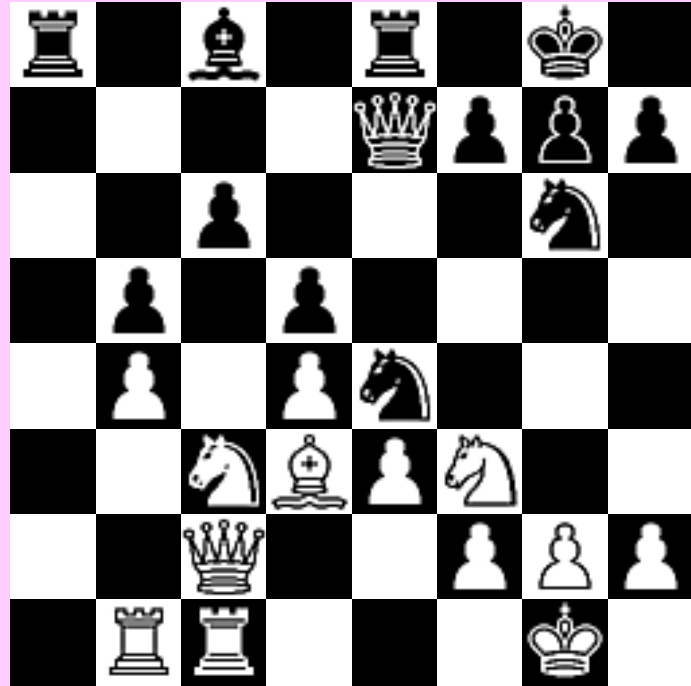
This document (Canon\canon827.html) was last modified on 13 Aug 2005 by



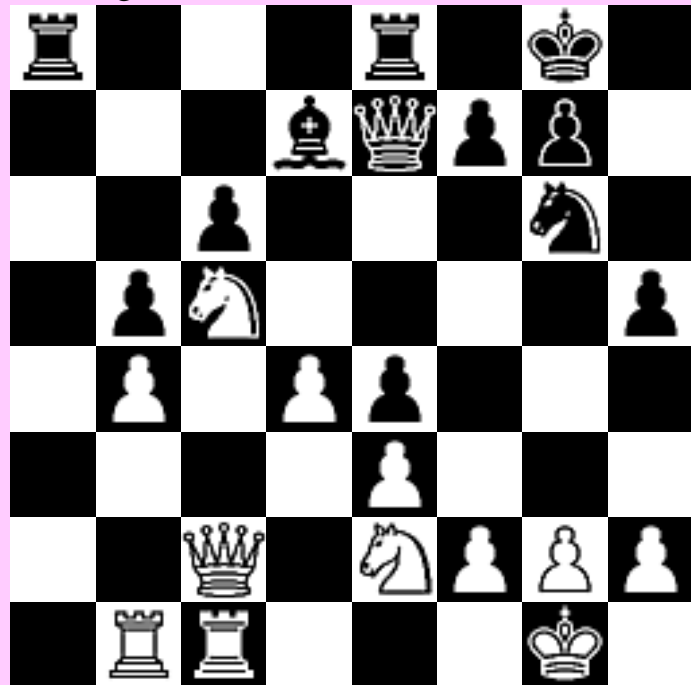
[Dr. Dave](#)

Donner, Jan Hein - Hort, Vlastimil (13) [D36]QGD, EVd: Wijk aan Zee, Wijk aan Zee, 1973

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. cxd5 exd5 5. Bg5 Be7 6. e3 c6 7. Qc2 Nbd7 8. Bd3 O-O 9. Nf3 Re8 10. O-O Nf8 11. Rab1 a5 12. Rfc1 Ne4 13. Bxe7 Qxe7 14. a3 Ng6 15. b4 axb4 16. axb4 b5



Meeting b4 with ...b5 has a downside... 17. Bxe4! dxe4 18. Nd2 Bf5 19. Ne2 Bd7 20. Nb3 h5 21. Nc5



...namely, the dirty great hole on c5. 21... h4 22. Nxd7 Qxd7 23. h3 Re6 24. Ra1 Rxa1 25. Rxa1 Qd5 26. Ra8+ Kh7 27. Qc5 Qxc5 28. bxc5 f5 29. Kf1 Re7 30. Ke1 Rd7 31. Kd2 Kh6 32. Kc2 Kg5 33. Ra6 Rc7 34. Kb3 f4 35. Nc3 Kf5 36. d5 cxd5 37. Nxb5 Rb7 38. Rb6 Rxb6 39. cxb6 Nf8 40. Nd4+ Ke5 41. b7

Nd7 42. Kc3 Nb8 43. exf4+ Kxf4 44. Kb4 e3 45. fxe3+ Kg3 46. Kc5 Nd7+ 47. Kxd5 Kxg2 48. Nc6 1-0

Back to [Chess Coaching Page](#)

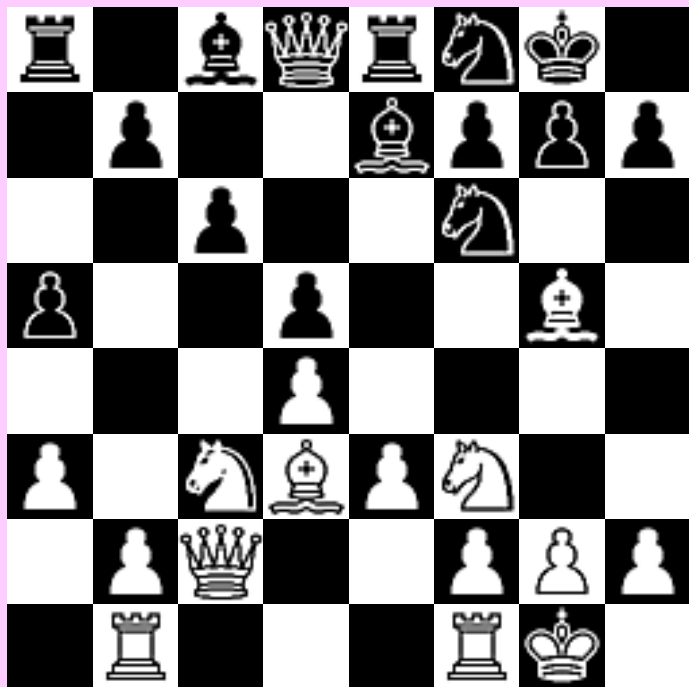
This document (Canon\canon828.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Gligoric S - Larsen B [D36]QGD,EVe: Ch, Moscow, Ch, Moscow, 1966

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. cxd5 exd5 6. e3 c6 7. Bd3 Be7 8. Qc2 O-O 9. Nf3 Re8 10. O-O Nf8 11. Rab1 a5 12. a3



Meeting minority attack with a King's-side attack using half-open e-file and e4 square. 12... Ne4 13. Bxe7 Qxe7 14. b4 Bf5 15. Bxe4 dxe4 16. Ne5 axb4 17. axb4 Qg5 18. Ne2 h5 19. Ng3 Bh7 20. h3 h4 21. Ne2 Ne6 22. Qb3 Bf5 23. Kh2 Qh5 24. Rbe1 Kh7 25. Nc4 Rad8 26. Nd2 Bg6 27. Nc3 f5 28. Qd1 Qg5 29. Nc4 b5 30. Na5 Rd6 31. Ne2 f4 32. exf4 Nxf4 33. Nxf4 Qxf4+ 34. Kg1 Qf6 35. Nb3 Bf7 36. Re3 Re7 37. Rfe1 Bxb3 38. Rxb3 Rxd4 39. Qh5+ Kg8 40. Ra3 Rd8 41. Rd1 Rf8 42. Qe2 Ref7 43. f3 exf3 44. Rxf3 Qe7 45. Qxe7 Rxe7 46. Rxf8+ Kxf8 47. Rd4 g5 48. Rd6 Re1+ 49. Kf2 Rc1 50. Rd4 Ke7 51. Ke3 Ke6 52. Rg4 Rc3+ 53. Kf2 Kf5 54. Rd4 Rc4 55. Rd6 g4 56. hxg4+ Kxg4 57. Kg1 Kf5 58. Kh2 Ke5 0-1

Back to [Chess Coaching Page](#)

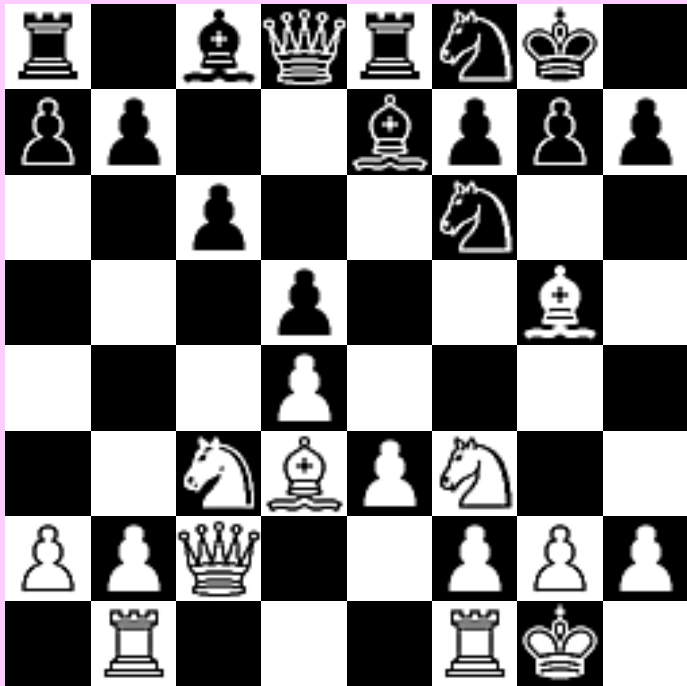
This document (Canon\canon829.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fehmer Dirk - Khalifman Alexander [D36]QGD,EVe: It (open) (active), Eupen (Bel, It (op, 1994

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Bg5 Nbd7 5. cxd5 exd5 6. Nc3 c6 7. e3 Be7 8. Qc2 O-O 9. Bd3 Re8 10. O-O Nf8 11. Rab1



Meeting minority attack with a King's-side attack using half-open e-file and e4 square. 11... Ne4 12. Bxe7 Qxe7 13. b4 a6 14. a4 Ng6 15. Nd2 Nxd2 16. Qxd2 Nh4 17. Ne2 Bh3 18. Qc2 Bxg2 19. Rfc1 Be4 20. Ng3 Nf3+ 21. Kf1 Qh4 22. Bxe4 dxe4 23. b5 axb5 24. axb5 Qh3+ 25. Ke2 Qg4 26. Kf1 h5 27. bxc6 bxc6 0-1

Back to [Chess Coaching Page](#)

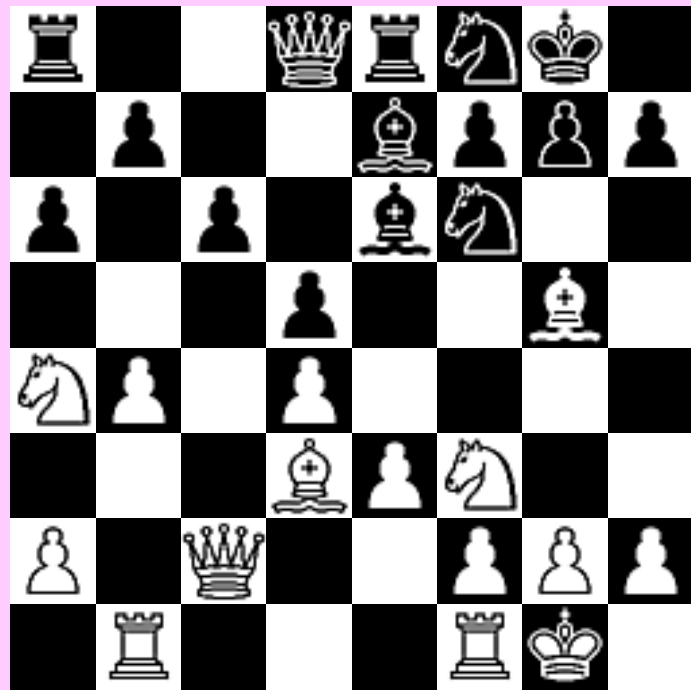
This document (Canon\canon830.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lipnitsky, Isaak - Panov, Vasily [D36]QGD, EVe: SSSR, SSSR, 1952

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. cxd5 exd5 6. e3 c6 7. Bd3 Be7 8. Nf3 O-O 9. Qc2 Re8 10. O-O Nf8 11. Rab1 Be6 12. b4 a6 13. Na4



Meeting minority attack with a King's-side attack using half-open e-file and e4 square. 13... Ne4 14. Bxe7 Qxe7 15. Bxe4 dxe4 16. Nd2 Bd5 17. Rfc1 Rad8 18. Nb6 f5 19. a4 Ng6 20. Nxd5 cxd5 21. Qc7 Rd7 22. Qg3 Rf8 23. Rc5 f4 24. Qg4 Qd6 25. a5 Rdf7 26. Rc8 Ne7 27. Rxf8+ Rxf8 28. Nf1 Nf5 29. Qd1 Qh6 30. Qb3 Qe6 31. Rc1 f3 32. Rc5 fxg2 33. Nd2 Ne7 34. Qd1 Qh3 35. Rc7 Rf6 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon831.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tal, Mikhail - Bronstein, David [B14] Clock control: Baku ch-SU, Baku ch-SU, 1961

1. e4 0m 1... d5 2m 2. exd5 0m 2... Nf6 0m 3. c4 3m 3... c6 2m 4. d4 0m 4... cxd5 0m 5. Nc3 0m 5... g6 10m 6. Qb3 2m 6... Bg7 1m 7. cxd5 0m "...Tal played the first seven moves with great confidence, accepting my Pawn sacrifice. With his next five moves he tried to justify his decision." - DB 7... O-O 2m 8. Nf3 11m 8... Nbd7 3m 9. Bg5 1m 9... Nb6 3m 10. Bc4 4m 10... Bf5 5m 11. Rd1 10m 11... Ne4! 16m 12. O-O 11m 12... Nxc3 22m 13. bxc3 0m 13... Rc8 2m 14. Bb5 4m 14... h6! 8m 15. Bh4 8m 15... g5! 5m 16. Bg3 0m 16... Qxd5 1m 17. Qb4 0m 17... Bg4 4m 18. Rfe1 19m 18... Bxf3 5m 19. gxf3 0m 19... e6! 2m "Probably the winning move" - DB 20. Bd3 6m 20... Qxf3 4m 21. Rd2 28m 21... Rfd8 10m 22. Re3 18m 22... Qc6 1m 23. Bb5 0m 23... Qd5 1m 24. Rde2 15m 24... Nc4 10m "With hindsight one can see that from moves 18 to 24 Tal used a lot of time, trying to reduce the pressure of the Black pieces, but it was in vain. It would have been better yo use this amount of time, about one hour, to play 25. Bxc4 0m 25... Rxc4 0m 26. Qb2 0m 26... Rdc8 2m 27. Be5 3m 27... Bxe5 2m 28. Rxe5 0m 28... Qc6 1m 29. R2e3 5m 29... b6 5m 30. Qa3 1m 30... Rxc3 1m 31. Qxa7 0m 31... Rxe3 2m 32. Rxe3 0m 32... Ra8 2m 33. Rc3 0m 33... Qe4 0m 34. Qc7 0m 34... Rxa2 1m 35. Rc1 0m 35... Qxd4 1m 36. Qg3 0m 36... Kg7 2m 37. h4 0m 37... Qxh4 5m 38. Qc3+ 0m 38... Kg6 1m 39. Qd3+ 0m 39... Kh5 0m 40. Qe3 0m 40... Ra4 4m "This is only one example and the reader who is interested in this aspect of chess should start recording times; it might well be that his chess improves immediately." - DB 0-1

Back to [Chess Coaching Page](#)

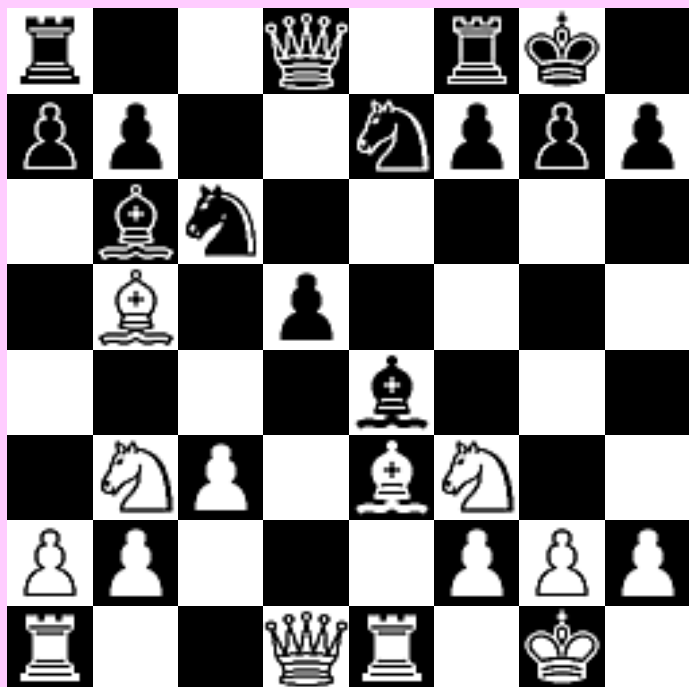
This document (Canon\canon469.html) was last modified on 13 Aug 2005 by



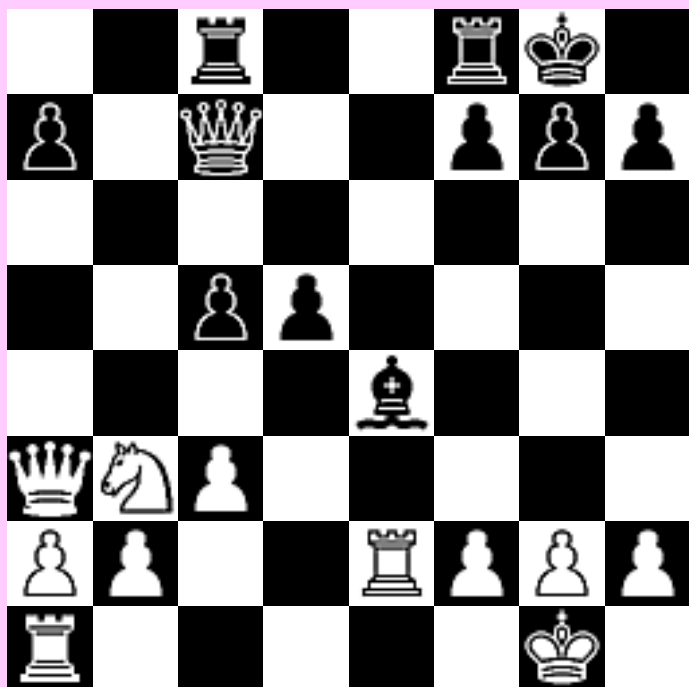
[Dr. Dave](#)

Blackstock,L - Webb,S [C09]Clock control: Borehamwood, 1977

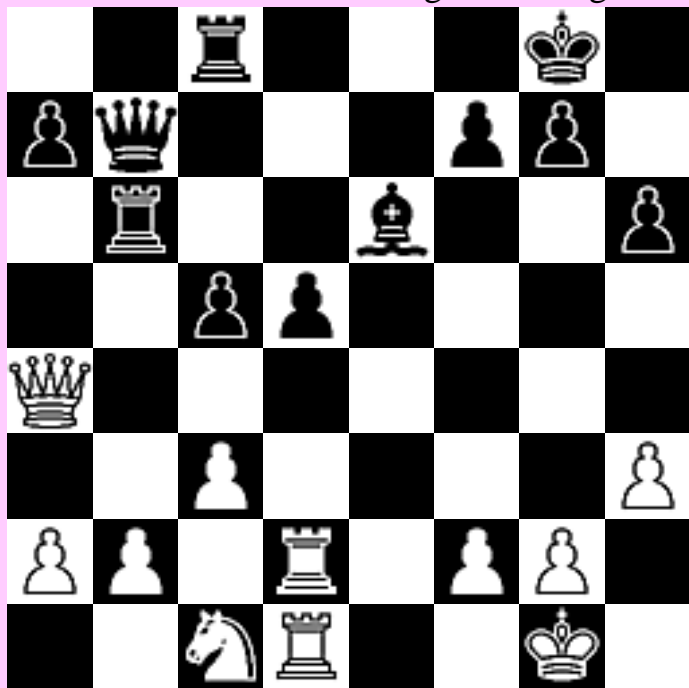
1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Ngf3 Nc6 6. Bb5 Bd6 7. dxc5 Bxc5 8. O-O Nge7 9. Nb3 Bb6 10. Re1 O-O 11. Be3 Bf5 12. c3 Be4



"A non-forcing position: there is little to choose between several moves, and Black has such a wide choice of moves that it's impossible to analyse definite lines." "White thought for about half-an-hour here". 13. Bxb6 Qxb6 14. Nfd4 "Again this took him a while - re-thinking what he'd thought about on the previous move." 14... Nxd4 15. Nxd4 Nc6 [15... a6 16. f3] 16. Bxc6= bxc6 17. Qb3 Qc7 "It's better to keep the Queens on anyway, but this is also leaves White without a clear plan." "White has used about on hour of his 1 hour 45 to reach move 48". 18. Qa3 c5 19. Nb3 Rac8 20. Re2



"It's still very difficult for White to decide what he should be doing, e.g. which file for which Rook? There's not much to choose between them, but it gives him a nice harmless way of using up time." 20... Bf5! 21. Rae1 Be6 "Good all round: securing the d-Pawn and prolonging the position where White can't decide what to do." 22. Rd2 h6! "Continuing to do nothing until he gets really short of time... but a move like ...Kh8 would have been a bit obvious!" 23. Red1 Rfd8 24. h3 "Les now has about 1 minute left for 24 moves, is concentrating hard, and is ready to meet 'nothing' moves with 'nothing' replies - so now is the time to start doing something." 24... Rd6 25. Qa4 Rb6 26. Nc1 Qb7



27. b3? d4! 28. cxd4? With more time White might have found a better move. But if he had played a better move here, Black had planned 28...Bxh3! "which is impossible to meet with less than a minute for 20 moves". [28. b4!? dxc3 29. Rd8+ Rxd8 30. Rxd8+ Kh7 31. Qc2+ g6 32. Qxc3] [28. Qa3!?] 28... Ra6 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon470.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Regis,D (1935) - Hampton,MJ. (1900) [E91]Clock control: Devon vs. Wilts, devon vs. wilts, 1993

1. e4 0m 1... g6 0m 2. d4 1m 2... Bg7 0m 3. c4 1m Black was visibly upseyt by this move. I know from playing the Modern myself that few 1. e4 players will transfer to a Queen's-side opening, but that's always been where my heart is. 3... d6 1m 4. Nc3 1m 4... Nf6 2m The game is now more or less a King's Indian... [4... Nc6 Keeps in independent 'Modern' lines.] 5. Be2 2m 5... O-O 2m 6. Nf3 2m 6... c5 6m ...or a Benoni. [6... e5] 7. d5 5m 7... Bg4 10m 8. Nd2 6m Over-eager. In any event, Black now starts a phase of thinking for a ling while over his moves. [8. Ng1 Bxe2 9. Ngxe2] 8... Bxe2 14m 9. Qxe2 8m 9... Nfd7 14m 10. O-O 10m 10... Na6 15m 11. f4 11m 11... Qa5 30m 12. Nf3 15m I was feeling quite pleased here: that I had both a chess and apsychologic al initiative out of the opening. I don't think I have played Benonis any more often than my opponent but have looked at this type of position and felt at ea 12... Nc7 36m [12... Bxc3 13. bxc3 Qxc3 14. Bb2 Qa5 15. e5] 13. e5 20m 13... a6 44m 14. Bd2 23m 14... Qb6 45m 15. e6 29m looks good but perhaps I was not sufficiently developed for this... [15. b3] 15... fxe6 46m 16. dxe6 29m 16... Nf6 47m Black now has another long thinking phase, which leaves him in time trouble for the rest of the game. 17. Ng5 35m [17. Rae1 or 17 b3 17... Qxb2 18. Rb1 Qc2 19. Rxb7 Nfe8 20. Rc1 Qf5 21. Nd5] 17... d5 51m 18. cxd5 35m 18... Nfxd5 53m 19. Qf3 42m 19... Nxc3 68m 20. Bxc3 43m 20... Bxc3 75m 21. bxc3 46m [21. Qxc3 Rf6 22. Qh3 h5 23. f5 c4+ 24. Kh1 Raf8 25. Nf7] 21... c4+ 83m 22. Kh1 46m 22... h6 84m 23. Nf7 56m 23... Nxe6 87m [23... Kg7 24. f5] 24. Nxb6+ 58m 24... Kh7 88m 25. f5 63m [25. Qh3 Nxf4 26. Rxf4 Rxf4 27. Nf7+ [27. Re1 Kg7 28. Ng4 Rf7 29. Qh6+ Kg8+] [27. Nf5+ Kg8 28. Nxe7+ Kg7 29. Nd5 Qb2 30. Rd1-/+] 27... Kg8 28. Qh8+ Kxf7=/+ 29. Qxa8] 25... Kxb6 91m 26. Qh3+ 64m 26... Kg7 91m 27. fxe6 ?m saves the pawn but now Black has a strong initiative. White now starts to consume time in great forkfuls: I remember finding it very hard to forget the earlier part of the game where I thought I had done enough to win, and couldn' 27... Rxf1+ m 28. Rxf1 ?m 28... Rf8 m 29. Rg1 79m [29. Re1 Qf2] 29... Rf2 93m 30. Qh4 81m 30... Qc5 95m 31. a4 83m 31... b5 96m 32. a5 84m which made me think ...b5 was wrong 32... Re2 97m 33. Re1 91m 33... Rf2 m 34. h3 93m 34... Rf6 m 35. Qe4 96m 35... Qf2 m 36. Rg1 ?m [36. Qe5 Qf5] 36... Qf5 m 37. Qb7 ?m 37... Rxe6 m 38. Rd1 ?m 38... Qe5 m 39. Qd7 ?m 39... Qe2 m White lost on time; I had even put 36...Qf5 down as a white move and was one out! [39... Qe2 40. Qd4+] 0-1

Back to [Chess Coaching Page](#)

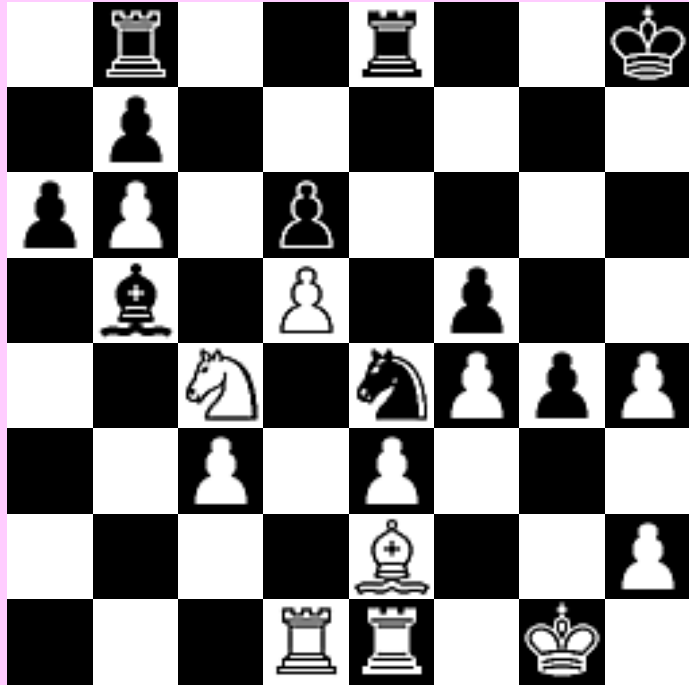
This document (Canon\canon471.html) was last modified on 13 Aug 2005 by



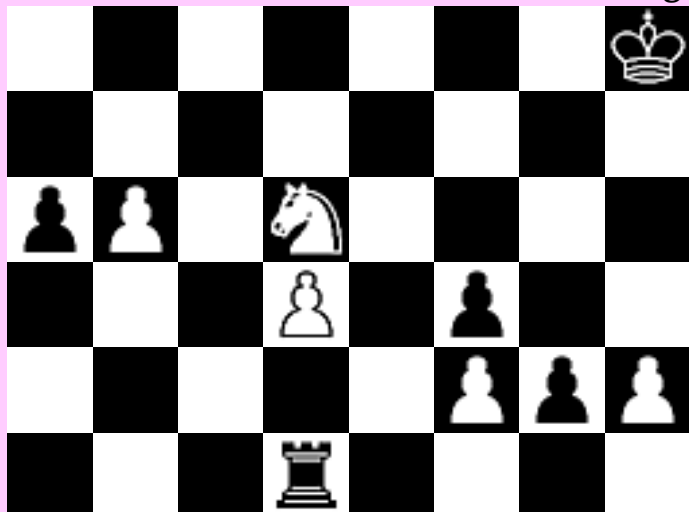
[Dr. Dave](#)

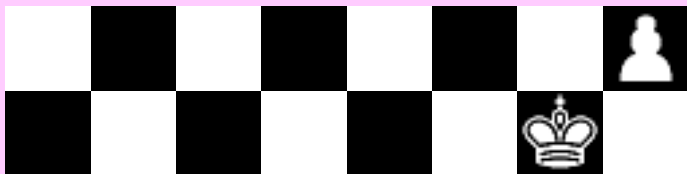
Botvinnik,M - Tal,MM. [E10]Clock control: Match, Moscow (Russia), Match, M, 1960

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. d5 exd5 5. cxd5 g6 6. Nc3 Bg7 7. Bg5 O-O 8. e3 Re8 9. Nd2 d6 10. Be2 a6 11. a4 Nbd7 12. O-O Qc7 13. Qc2 Nb6 14. Bf3 c4 15. Bxf6 Bxf6 16. a5 Nd7 17. Nce4 Be5 18. Qxc4 Qd8 19. Qa2 f5 20. Nc3 g5 21. Nc4 g4 22. Be2 Qf6 23. Na4 Kh8 24. g3 h5 25. f4 Bd4 26. Qa3 Rb8 27. Nab6 h4 28. Rad1 Bxb6 29. axb6 Nc5 30. gxh4 Bd7 31. Qc3 Qxc3 32. bxc3 Bb5 33. Rfe1 Ne4



34. Rc1 Rbc8?? "I made the last move instantaneously - as if siezed by the time pressure of my opponent. I had formerly seen that I would win the exchange, but I had but to think a little; then I would have come up with the absolutely correct idea: [34... *Rec8*] 35. Na5 Bxe2 36. Rxe2 Nxc3 "It could be noticed from my opponent's expression that he had been rather surprised by the unexpected turn of events, but in spite of intense time pressure he successfully responded to the reversal of the conditions and immed 37. Rxc3! [37. *Ree1 Ne2+*] 37... Rxc3 38. Nxb7 "Black decided he still had chsnces to win..." - Tal 38... Rcx3 [38... *Rexe3 is given in some sources*] 39. Rxe3 Rxe3 40. Nxd6 Rd3?





"Adjourned. At first I was extremely optimistic..." - Tal [40... Kg8 "was better, but Black was under the erroneous impression that all was in order"] 41. Nf7+ (sealed) "I immediately resigned." [41. b7 "during the game I was convinced that this guaranteed a win for Black" 41... Rb3 42. Nf7+ Kh7! 43. Nd8 a5 44. d6 a4 45. d7 a3 46. Ne6 a2-+] [41. Nf7+! Kg7 but now [41... Kh7? 42. d6!] 42. b7 Rb3 43. Nd8 a5 44. d6 a4 45. d7 a3 46. Ne6+! +- "Upon returning home my trainer and I had only to investigate the subtleties of this rather simple analysis. We began to play through the game and in the process of analysis we simultaneously we discovered that Black could have forced] 1-0

Back to [Chess Coaching Page](#)

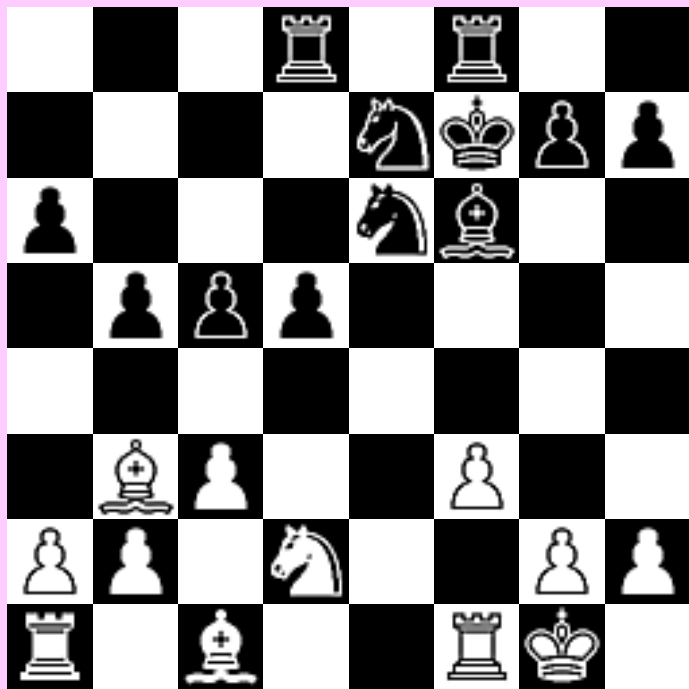
This document (Canon\canon472.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Korchnoi - Suetin [C83]Clock control: Moscow (XXVII USSR Ch.), Moscow, 1960

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Nxe4 6. d4 b5 7. Bb3 d5 8. dxe5 Be6 9. Qe2 Be7 10. c3 O-O 11. Nd4 Qd7 12. f3 Nc5 13. Bc2 f6 14. exf6 Bxf6 15. Nxe6 Qxe6 16. Qxe6+ Nxe6 17. Bb3 Rad8 18. Rd1 Ne7 19. Nd2 Kf7 20. Rf1 c5-/+



Suetin has gained the advantage and steadily increases the pressure. Korchnoi was able to divert his opponent from the measured tempo if his play only by provoking his own time trouble. 21. f4 c4 22. Bd1 Nc6 23. Nf3 d4 24. Ng5+ Bxg5 25. fxg5+ Ke7 26. Re1 Kd6 27. cxd4 Nexd4 28. Bd2 Rde8 29. Rc1 Kd5 30. b3 Rxe1+ 31. Bxe1 Ne5 32. bxc4+ bxc4 33. Rb1 Rc8 34. Bc3 Nb5 35. Ba1 c3 36. a4 Nd6 37. Bb3+ Ke4 38. Re1+ Kf5 39. Bc2+ Ke6 40. Bb3+ Kf5 41. Bc2+ Ke6 42. Re3 Ndc4 43. Rxc3 Rd8 44. h3 g6 45. Bb3 Kf5 46. Kh2 Rc8 47. Rc2 Rc6 48. Re2 Rb6 49. Bc2+ Ke6 50. Bd4 Rd6 51. Bc3 Rb6 52. Kg3 Kd5 53. Kf4 Nc6 54. Re1 Rb7 55. Be4+ Kc5 56. Rc1 Rb3 57. Bg7 Nb4 58. Bf8+ Kd4 59. Rd1+ Nd3+ 60. Rxd3+ Rxd3 61. Bg7+ Suetin incorrectly believed that he had the chance of an early win, began to hurry, committed some serious errors and lost. This game decided first place in the championship. 1-0

Back to [Chess Coaching Page](#)

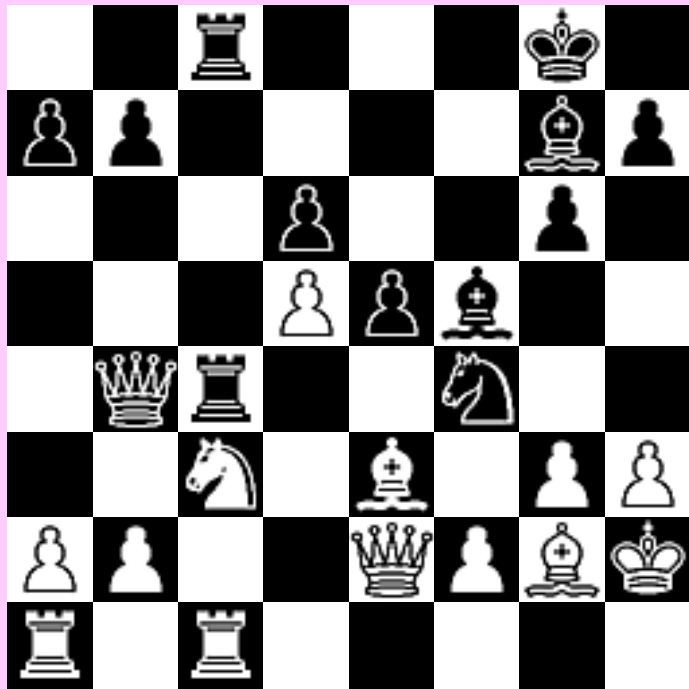
This document (Canon\canon473.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botvinnik, Mikhail (2500) - Tal, Mikhail [E69] Clock control: WM Moskau, WM Moskau, 1960

1. c4 (0h:00) 1... Nf6 (0h:02) 2. Nf3 (0h:03) 2... g6 (0h:03) 3. g3 (0h:06) 3... Bg7 (0h:03) 4. Bg2 (0h:06) 4... O-O (0h:04) 5. d4 (0h:08) 5... d6 (0h:04) 6. Nc3 (0h:09) 6... Nbd7 (0h:04) 7. O-O (0h:10) 7... e5 (0h:05) 8. e4 (0h:10) 8... c6 (0h:05) 9. h3 (0h:11) 9... Qb6 (0h:06) 10. d5 (0h:15) 10... cxd5 (0h:08) 11. cxd5 (0h:16) 11... Nc5 (0h:09) 12. Ne1 (0h:20) 12... Bd7 (0h:13) 13. Nd3 (0h:30) "The text move is the most precise, but the time spent in thinking about it proved that Botvinnik had not played competitively for some time. Why was it necessary to waste ten minutes out of an allotted two and one-half hour 13... Nxd3 (0h:16) 14. Qxd3 (0h:30) 14... Rfc8 (0h:32) B14: "Black took a long time to choose which plan he would use in the middle game." 15. Rb1 (0h:50) 15... Nh5 (0h:41) 16. Be3 (0h:53) 16... Qb4 (0h:41) 17. Qe2 (0h:59) 17... Rc4 (0h:50) 18. Rfc1 (1h:08) 18... Rac8 (1h:06) B18: "A rather long think for this move - sixteen minutes. Black was calculating whether or not he should temporarily pass on his idea and carry it out later." 19. Kh2 (1h:14) 19... f5 (1h:17) 20. exf5 (1h:16) 20... Bxf5 (1h:18) 21. Ra1 (1h:17) 21... Nf4



(1h:23) 22. gxf4 (1h:26) 22... exf4 (1h:23) 23. Bd2 (1h:36) 23... Qxb2 (1h:37) B23: "It is interesting that Black spent fifteen minutes thinking about the move that immediately followed the piece sacrifice. This is but a confirmation, if it can be expressed this way, of an intuitive sacrifice, a co 24. Rab1 (1h:40) 24... f3 (1h:41) 25. Rxb2 (2h:01) 25... fxe2 (1h:41) 26. Rb3 (2h:02) 26... Rd4 (1h:43) 27. Be1 (2h:08) 27... Be5+ (1h:45) 28. Kg1 (2h:08) 28... Bf4 (1h:46) B28: "(After disturbance by spectators) I consciously chose the less strong but safer continuation." 29. Nxe2 (2h:14) 29... Rxc1 (1h:46) 30. Nxd4 (2h:17) 30... Rxe1+ (1h:46) 31. Bf1 (2h:17) 31... Be4 (1h:49) 32. Ne2 (2h:21) 32... Be5 (1h:51) 33. f4 (2h:22) 33... Bf6 (1h:53) 34. Rxb7 (2h:24) 34... Bxd5 (1h:53) 35. Rc7 (2h:24) 35... Bxa2 (1h:54) 36. Rxa7 (2h:26) 36... Bc4 (1h:55) B36: "Beginning with the 26th move, Black has been playing lightning chess." 37. Ra8+ (2h:27) 37... Kf7 (1h:56) 38. Ra7+ (2h:28) 38... Ke6 (1h:56) 39. Ra3 (2h:29) 39... d5 (2h:05) 40. Kf2

(2h:29) 40... Bh4+ (2h:06) 41. Kg2 (2h:29) 41... Kd6 (2h:07) B41: "Forty moves had been made but the opponents remained in their places. Obviously, Botvinnik considered that since Black was playing at such a rapid speed, he must have made a mistake somewhere, and as for me, I was still 42. Ng3 (2h:35) 42... Bxg3 (2h:07) 43. Bxc4 (2h:36) 43... dxc4 (2h:07) 44. Kxg3 (2h:36) 44... Kd5 (2h:08) 45. Ra7 (2h:40) 45... c3 (2h:12) 46. Rc7 (2h:42) 46... Kd4 (2h:13) 0-1

Back to [Chess Coaching Page](#)

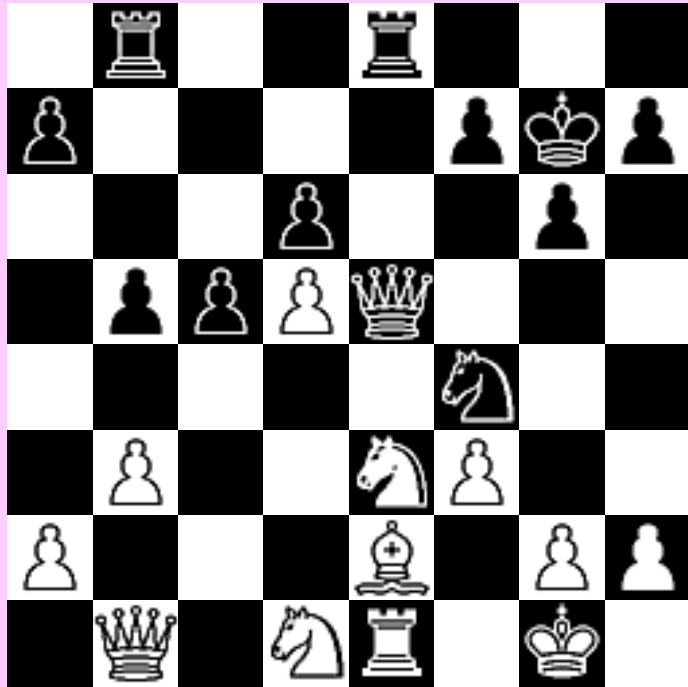
This document (Canon\canon474.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Gligoric,Svetozar - Tal,Mikhail (4) [A78]Clock control: Yugoslavia ct, Yugoslavia ct, 1959

1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. Nf3 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Na6 11. Rb1 Bd7 12. Re1 Rb8 13. b3 b5 14. Bb2 Nc7 15. Qc2 Qe7 16. Nd1 Bh6 17. f3 Nh5 18. Nf1 Nxd5 19. exd5 Bf5 20. Qc3 Bg7 21. Qc1 Bxb1 22. Bxg7 Kxg7 23. Qxb1 Nf4 24. Nfe3 Qe5



Black has a small advantage, difficult to exploit with regular means against an opponent with such a clear logical head. 25. Bxb5 Rxb5 26. Nf5+ gxf5!? Tal chooses a sharp hazardous continuation, probably not the strongest but Gligoric became confused, thought for a long while, got into time trouble, made serious mistakes and lost. [26... Qxf5 27. Qxf5 gxf5 28. Rxe8 Nxd5=/+] 27. Rxe5 Rxe5 28. g3 Ne2+ 29. Kf2 Kg8 30. Ne3? [30. f4! Re8 31. Qxf5] 30... Nd4 31. f4 Re4 32. g4!? Rxf4 + 33. Kg2 fxg4+ 34. Nc4 Nf3 35. Qc1 Rf6 36. Qe3 Kf8 37. Qe4 Rb8 38. Qxh7 Re8 39. Qh8+ Ke7 40. Qg7 Nh4+ 41. Kg1 Nf3+ 42. Kg2 Rg6 43. Qc3 Nd4 44. b4 Kf8 45. Ne3 g3 46. h3 Rf6 0-1

Back to [Chess Coaching Page](#)

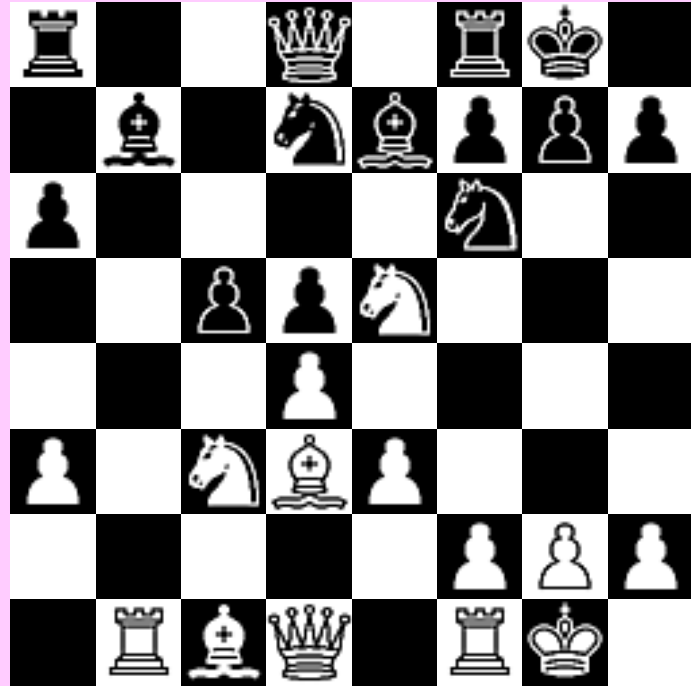
This document (Canon\canon475.html) was last modified on 13 Aug 2005 by



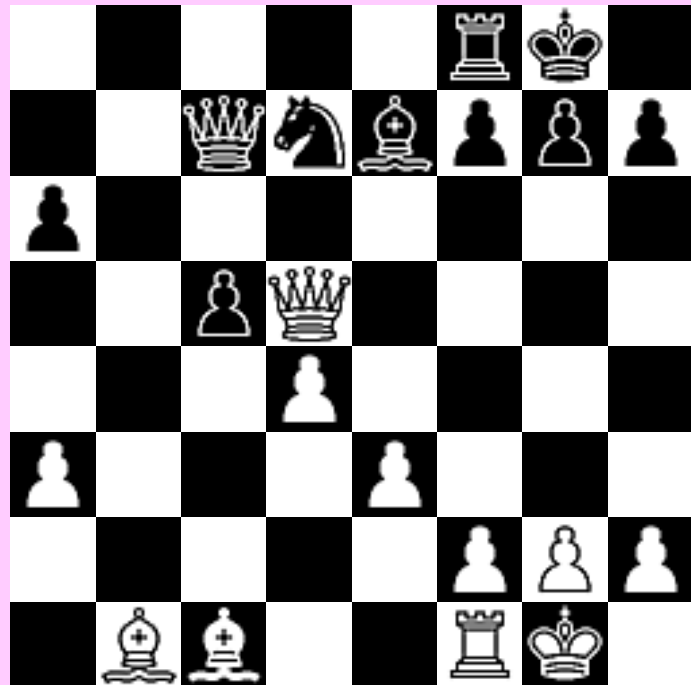
[Dr. Dave](#)

Alatsortev, Vladimir - Botvinnik, Mikhail (Lening [E52] How Good is Your Swindling?, 1933

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3 b6 5. e3 Bb7 6. Bd3 O-O 7. O-O d5 8. cxd5 exd5 9. a3 Bd6 10. b4 Nbd7 11. Nb5 Be7 12. Ne5 a6 13. Nc3 c5 14. bxc5 bxc5 15. Rb1

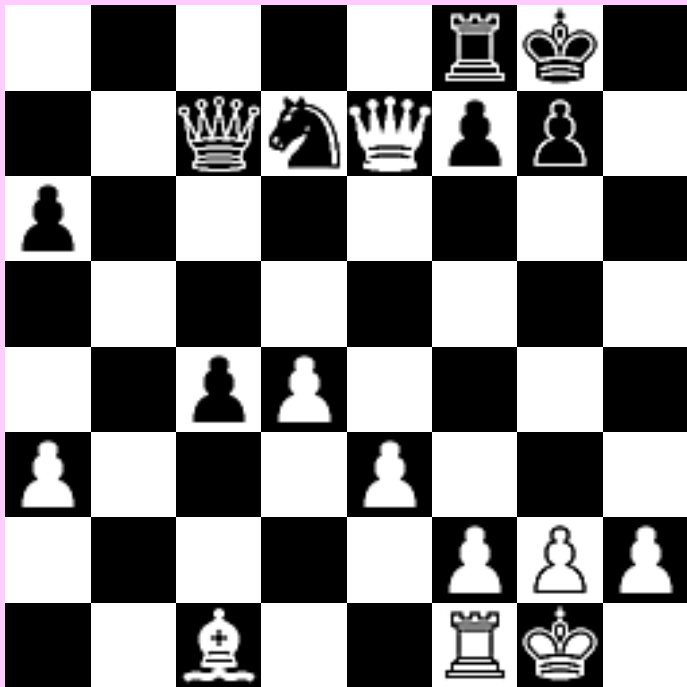


15... Qc7?? 16. Nxd7 Nxd7 17. Qb3 Rab8 18. Nxd5 Bxd5 19. Qxd5 Rxb1 20. Bxb1

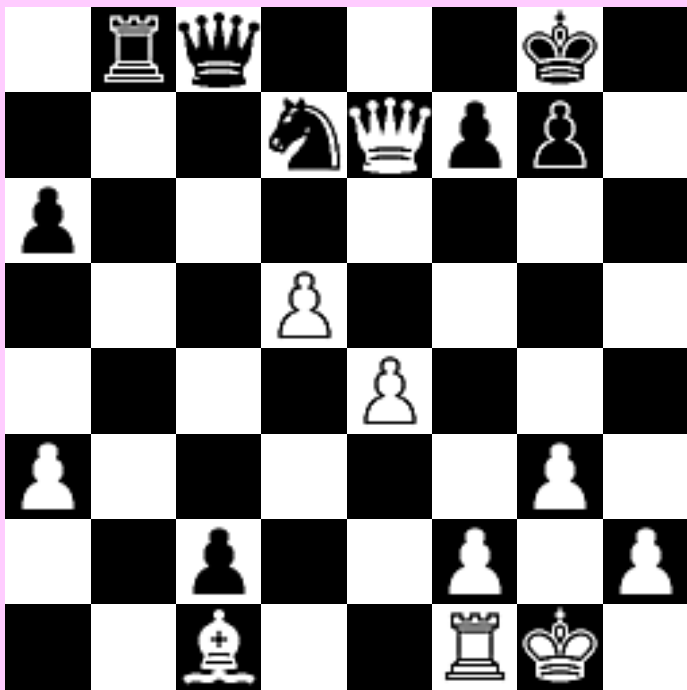


How Good is Your Swindling? 20... c4! White has (1) an important decision to make, which is taxing anyhow... [20... cxd4 21. exd4 Nf6 22. Qf5 Rd8] 21. Bxh7+? [21. Qe4! Nf6 22. Qc2 with the advance of the central Pawns. Black's position here is worse than if he

had chosen 20...cxd4.] 21... Kxh7 22. Qe4+ Kg8 23. Qxe7



with two Pawns, but... 23... c3 (2) Black has counterplay. 24. e4 [24. a4 c2 25. Ba3 Rb8 26. Rc1 Qc6 27. h3 Qxa4 which is comfortable for Black] 24... c2 25. d5? Rb8 26. g3 Qc8



Not over yet, but Black's practical decision has transformed his chances. 27. Qg5 Qc4 28. f3 Rb3 29. Qd2 Rd3 30. Qe2 Ne5 31. Kg2 Rd1 32. Qxc4 Nxc4 33. d6 Kf8 34. a4 Ke8 35. Kf2 Nd2 36. Re1 Nxf3 37. Rf1 Nxh2 38. Re1 Nf3 39. Rf1 Nd2 40. Re1 Nb3 41. Ba3 c1=Q 42. Bxc1 Rxc1 43. Rxc1 Nxc1 0-1

Back to [Chess Coaching Page](#)

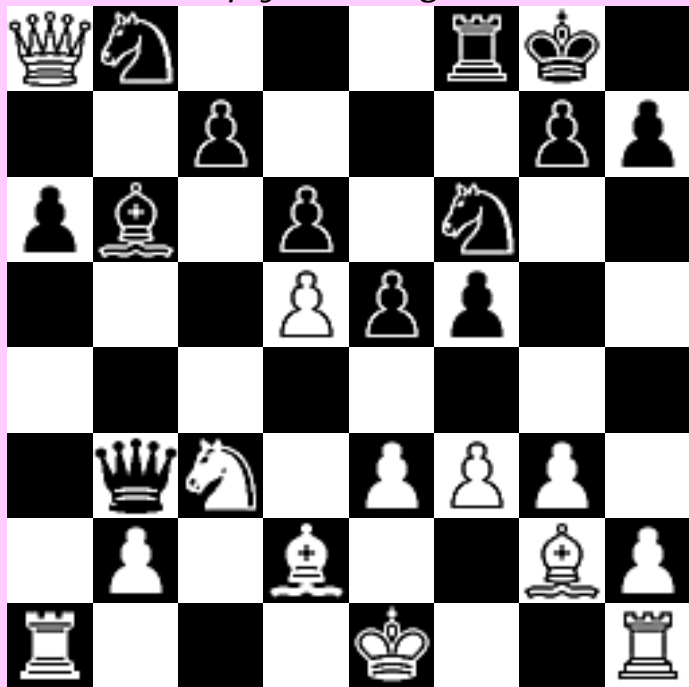
This document (Canon\canon477.html) was last modified on 13 Aug 2005 by



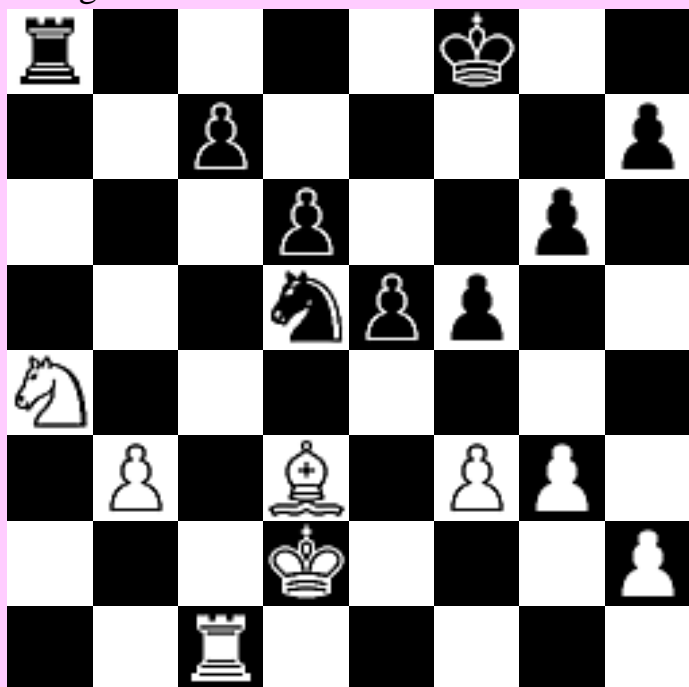
[Dr. Dave](#)

Botvinnik,M - Bronstein,D. (Wch19_Moscow 09 [A91]How Good is Your Swindling?, 1951

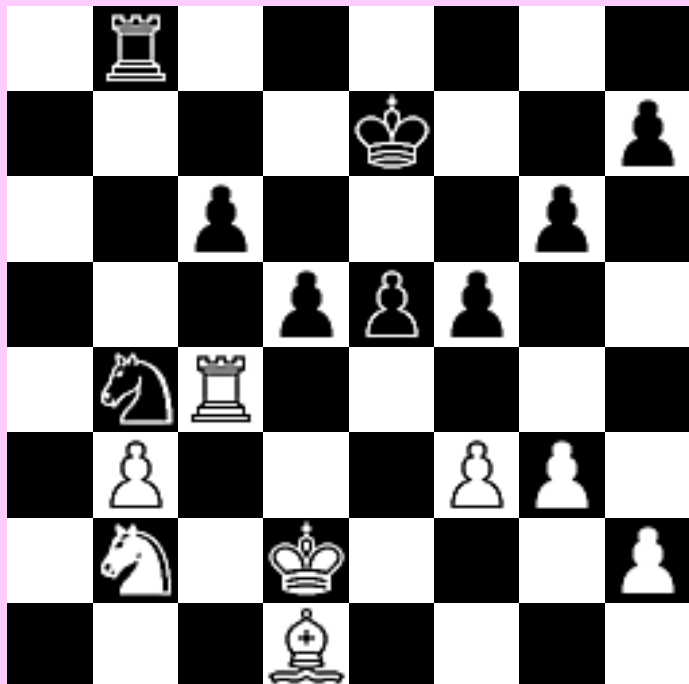
1. d4 e6 2. c4 f5 3. g3 Nf6 4. Bg2 Be7 5. Nc3 O-O 6. d5 Bb4 7. Bd2 e5 8. e3 d6 9. Nge2 a6 10. Qc2 Qe8
 11. f3 b5 12. Qb3 Bc5 13. cxb5 Bd7 14. Na4 Ba7? 15. b6! Bxa4 [15... cxb6 16. Nxb6 Bxb6 17.
Qxb6 is simply winning.] 16. b7 Bxb3 17. bxa8=Q Bb6 18. axb3 Qb5 19. Nc3 Qxb3



White is a Rook up. I am tempted to say, simply a Rook up, but Botvinnik complicates matters immediately. 20. Rxa6? Nxa6 21. Qxa6 Nxd5 Now it's one Pawn for a piece. 22. Qa4? [22. *Nxd5 Qxd5* 23. *Ke2*] 22... *Qxa4* 23. *Nxa4 Bxe3* Two Pawns... 24. *Bf1 Ra8* 25. *b3 Bxd2+* 26. *Kxd2 Kf8* 27. *Bd3 g6* 28. *Rc1*



White is still winning but there are some difficulties. 28... Rb8 29. Nc3 Nb4 30. Be2 Ra8 31. Na4 c6 32. Rc4 Rb8 33. Bd1 Ke7 34. Nb2 d5



35. Rh4? [35. Rc5!] 35... h5 36. g4 hxg4 37. fxg4 f4 38. g5 Rf8 39. Rh7+ Kd6 40. Rg7 e4 41. Rxc6+ Ke5 Black may even be better here...! 1/2

Back to [Chess Coaching Page](#)

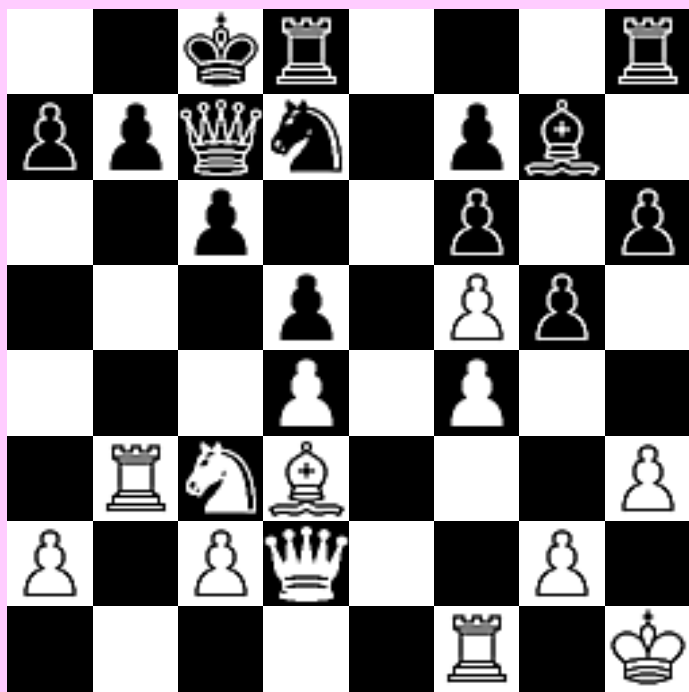
This document (Canon\canon478.html) was last modified on 13 Aug 2005 by



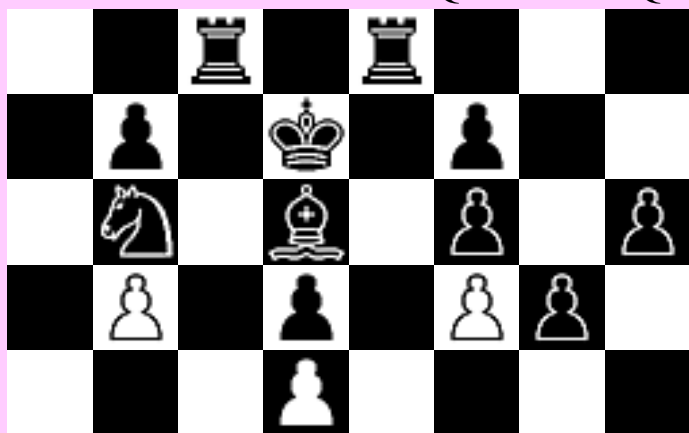
[Dr. Dave](#)

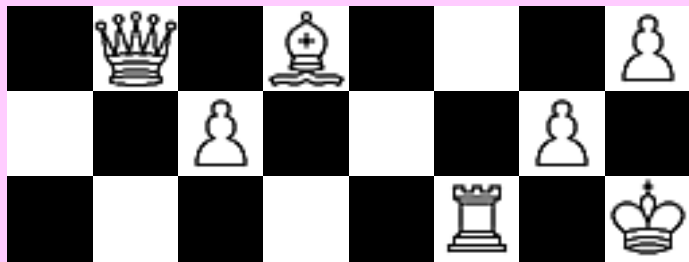
Bracher,AR (Pembroke) - Keene,RD (Trinity) [B07] How Good is Your Swindling?, 1967

Games like this are often referred to as swindles, but bear many similarities to Proper Grown-Up Defence. Perhaps the difference is in the assessment of the position as lost at move 18. 1. d4 Nf6 2. Nc3 g6 3. e4 d6 4. Bg5 h6 5. Bxf6 exf6 6. f4 Bg7 [6... f5] 7. Nf3 c6?! 8. Bd3 Qb6? "Too extravagant." 9. O-O! Qxb2 10. Qd2 Qb6 11. Kh1 Bg4 12. Rab1 Qc7 13. Nh4! Nd7!? 14. h3 g5! 15. Nf5! Bxf5 16. exf5 O-O 17. Rb3 d5



18. Nb5!! "A brilliant move which convinced me that it was time to offer a draw." [18. Nxd5 Qd6 19. Nc3 Nb6&] 18... cxb5 [18... Qb8 19. Qa5 a6 20. Nd6+!! Qxd6 21. Rxb7!+- "A real piece of Morphy."] 19. Rc3 a6 20. Rxc7+ Kxc7 21. Qc3+ Kb8 22. a4! Rc8 23. Qb3? [23. Qa5 +-] 23... Nb6 24. axb5 a5 "Setting up a temporary defence. From here I had to move at lightning speed to force White through two more time controls and avoid adjudication." 25. Qa3 a4 26. Qd6+ Ka7 27. Qb4 Kb8! 28. Qd6+ Ka7 29. Qb4 Kb8 30. Qa5 Kc7 31. Ra1? [31. c4! idea Rc1 +-] 31... Bf8 32. Rxa4 Bd6 33. Ra1 Bxf4 34. Qb4 Bd6 35. Qb3 Rhe8 36. Rf1 Kd7





"Suddenly Black is back in the game... White found himself in continuous time pressure and a few more errors sufficed to lose." 37. Qb1 h5! 38. Re1? Bg3! 39. Rf1 Re7 40. Qd1 h4 41. Qf3 Kd6 42. Kg1 Rce8 43. Rd1 Re1+ 44. Rxe1 Rxe1+ 45. Bf1 Nc4 46. b6 Ne3 0-1

Back to [Chess Coaching Page](#)

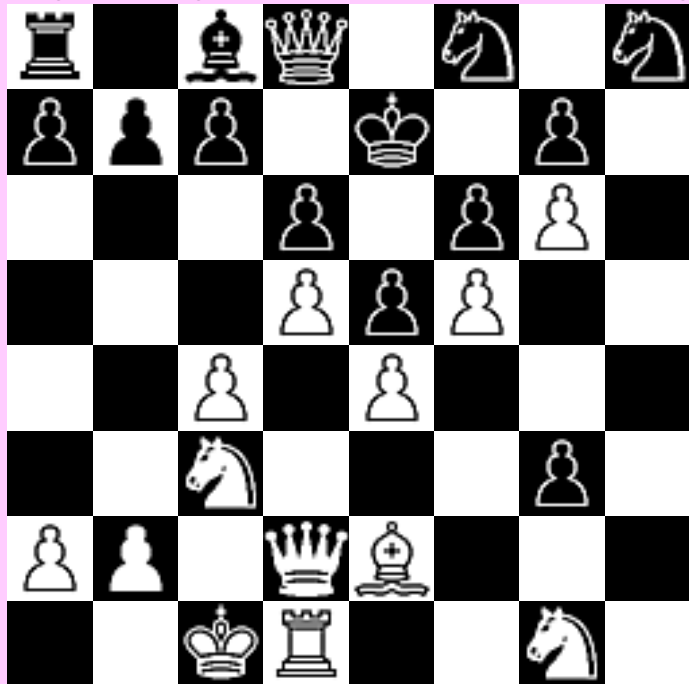
This document (Canon\canon479.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botterill GS - Hartston WR [A40]How Good is Your Swindling?, 2, BBC TV Master G, 1975

1. d4 Nf6 2. c4 Nc6 3. Nc3 e5 4. d5 Ne7 5. e4 Ng6 6. h4 h5 7. Be2 Be7 8. Bg5 d6 9. Qd2 Nd7 10. g3 Bxg5 11. hxg5 h4 12. O-O-O Ndf8 13. f4 hxg3 14. Rxh8 Nxf8 15. f5 f6 16. g6 Ke7



17. c5 Nd7 18. c6 Nc5 19. Nf3 b5 20. b4 Nxe4 21. Nxe4 Bxf5 22. Nxf5 Bxg6 23. Bd3 Qc8 24. Nh4 Bxd3 25. Qxd3 Qg4 26. Nhf5+ Kf8 27. Rh1 Ng6 28. Qxb5 a5 29. Qb7 Qf4+ 30. Kb1 Qxb4+ 31. Qxb4 axb4 32. Rh7 Ra3 33. Nh5 Rf3 34. Nhxg7 Kg8 35. Rh6 Ne7 36. Rxf6 Nxd5 37. Rg6 Kf7 38. Rg2 Ne3 39. Nxd6+ cxd6 40. c7 Rf1+ 41. Kb2 Nc4+ 42. Kb3 Nb6 43. Kxb4 Rc1 44. Kb5 Nd5 45. Nf5 Nxc7+ 46. Kb6 Ne8 47. a4 d5 48. a5 Kf6 49. Ne3 d4 50. Nd5+ Ke6 51. Nb4 Rb1 52. Kc5 Rc1+ 53. Kb5 Nd6+ 54. Kb6 Nc4+ 55. Kb5 Nd6+ 56. Kb6 Rb1 57. Kc5 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon480.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

regis,d - greet,an [A24]How Good is Your Swindling?, torbay open #5, 1994

1. c4 g6 2. g3 Bg7 3. Bg2 d6 4. Nc3 Nf6 5. e4 O-O 6. Nge2 e5 7. O-O c6 8. d3 a6 9. a4 ANG thought this a mistake 9... a5 10. f4 ?? [10. h3] 10... Qb6+ 11. Kh1 Ng4 12. Qe1 Na6 13. Nd1 Nc5 14. f5 Nb3 15. Ra3 Nxc1 16. Nxc1 Bh6 17. h3 Bxc1 18. hxg4 Bxb2



19. Qd2 [19. Ra2 Bc1] 19... Bxa3 20. f6 [20. Qh6 -3.75 (11/28): (00:03:53) 20... f6 21. fxg6 Qc7 22. g5 hxg6 23. Qxg6+ Qg7 24. Rxf6 Rxf6] 20... Kh8 21. Qh6 Rg8 22. Bf3 g5 [22... Qd8 5.91 (8/18): (00:00:40) 5.91 (10/22): (00:02:57) 23. g5 Bc1 24. Kg2 Qf8 [24... Bxg5 25. Qxg5 Qf8 26. Rh1 h5 27. Bxh5 gxh5 28. Rxh5+ Qh6 29. Rxh6#] 25. Qxh7+ Kxh7 26. Rh1+ Qh6 27. Rxh6#] [22... Bc1 23. g5 Qd8 24. Kg2 [24. Qh4 Qf8 25. Kg2 Bxg5 26. Qxg5 h6 27. Rh1 Kh7 -+ 28. Ne3 Rh8 29. Ng4 Bxg4 30. Bxg4 Kg8] 24... Qxf6] 23. Kg2 Rg6 [23... Qd8 24. Rh1 Rg6 25. Qxh7#] 24. Qf8+ Rg8 25. Qh6 1/2

Back to [Chess Coaching Page](#)

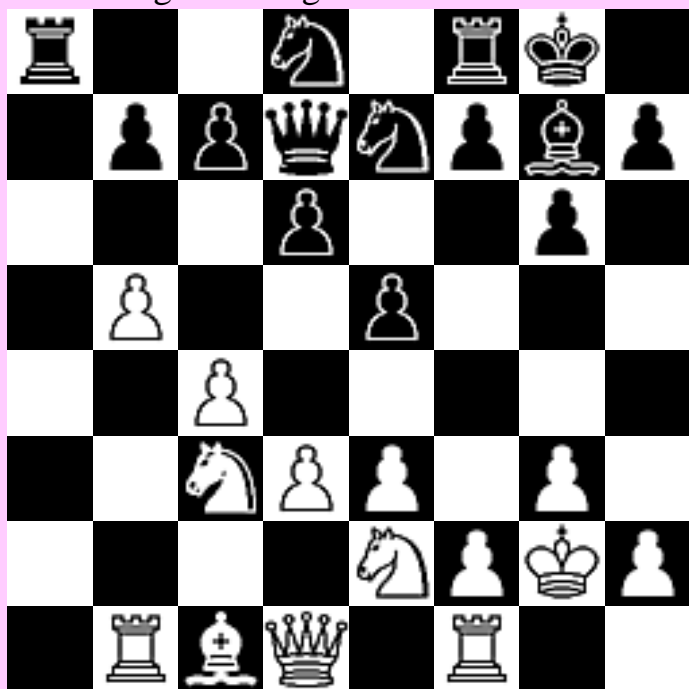
This document (Canon\canon481.html) was last modified on 13 Aug 2005 by



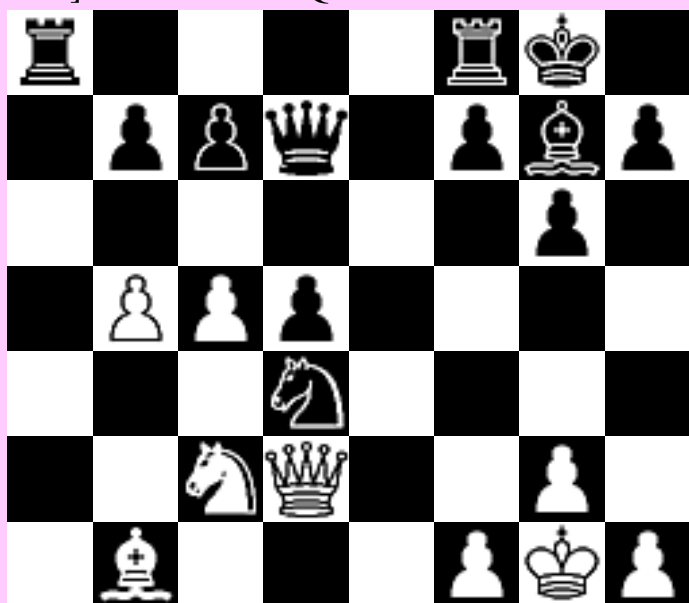
[Dr. Dave](#)

Regis,D (1940) - Abbott,M (1750) [A25]How Good is Your Swindling?, Exeter vs. Tiverto, 1996

1. c4 g6 2. Nc3 Bg7 3. g3 e5 4. Bg2 Ne7 5. e3 Of course, Mark had booked up on the KIA French and Botvinnik English, so it had to be something else today. [5. e4] 5... Nbc6 6. Nge2 O-O 7. O-O d6 8. Rb1 a5 I'm not sure about this: theory suggests that Black should remain passive on this side, but the opening of the a-file seems to make life easier for Black. 9. a3 Bf5 10. d3 Qd7 11. b4 axb4 12. axb4 Bh3 13. b5 Bxg2 14. Kxg2 Nd8

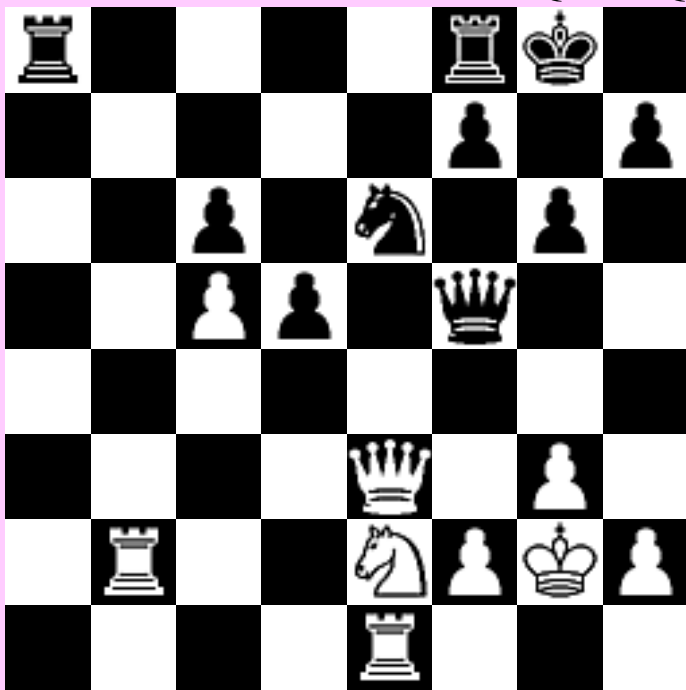


I don't think White has got anything here, but I don't know what I could have played earlier that was any better (except maybe the Botvinnik system!) 15. d4 [15. Qb3] [15. b6] [15. Na4 Ne6] 15... exd4 16. exd4 Ne6 17. Bb2 d5 18. c5? [18. cxd5 Nxd5 19. Qb3 [19. Ne4] 19... c6 20. bxc6 bxc6 21. Ne4] 18... Nf5! 19. Qd3 Nfxd4 20. Nxd4 Nxd4





21. Rfe1 c6 22. bxc6 bxc6 23. Ne2 Qf5 24. Qc3 Ne6 25. Qe3 Bxb2 26. Rxb2



26... Qe4+? 27. Qxe4 dxe4 28. Rb6 Nxc5 29. Nc3 Ra6 30. Rxa6 Nxa6 31. Nxe4 Kg7 32. Ra1 Nb4 33. Ra7 Nd3 34. Rc7 c5 35. Nxc5 Nxc5 1/2

Back to [Chess Coaching Page](#)

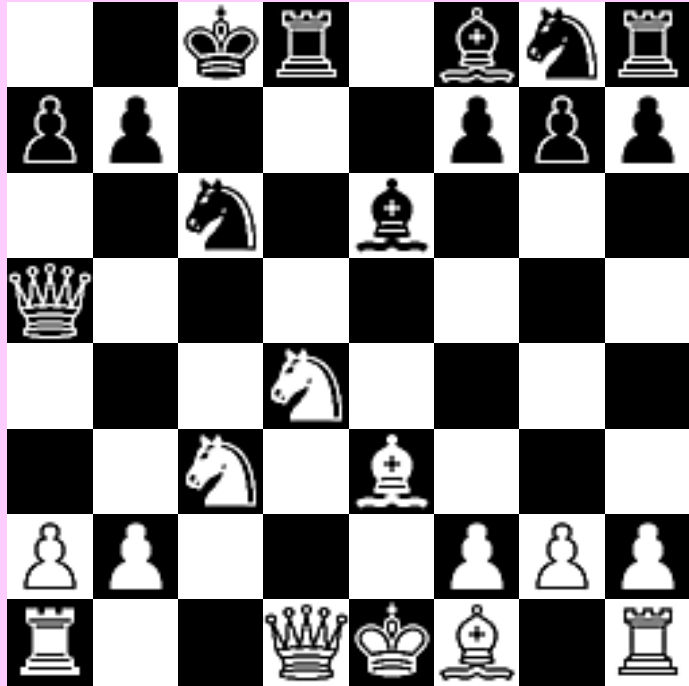
This document (Canon\canon482.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lasker, Emanuel - Janowski, D [D32] How Good is Your Swindling? (B, How Good is You, 1910

1. d4 d5 2. c4 e6 3. Nc3 c5 4. cxd5 exd5 5. Nf3 Be6 6. e4 dxe4 7. Nxe4 Nc6 8. Be3 cxd4 9. Nxd4 Qa5+ 10. Nc3 O-O-O



"The White Knight on d4 stands badly, and this must be White's undoing" -- Tarrasch "One of the most famous 'won' positions in the story of chess" -- Euwe and Kramer. 11. a3 Nh6? 12. b4 Qe5 13. Ncb5 Nf5! [13... a6 is to play into a characteristic Lasker trap 14. Qc1 axb5 15. Nxc6 bxc6 16. Qxc6+ Qc7 17. Qa6+ Qb7 18. Rc1+ Kb8 19. Bf4+] 14. Rc1! White's only hope is counterattack. 14... Nxe3 15. fxe3 Qxe3+ 16. Be2 Be7 17. Rc3! Bh4+!? [17... Qxc3+!] 18. g3 Qe4 [18... Qxc3+!?] 19. O-O Bf6 20. Rxf6! gxf6 21. Bf3 Qe5 22. Nxa7+ Kc7 23. Naxc6 bxc6 24. Rxc6+ Kb8 25. Rb6+ Kc8 26. Qc1+ Kd7 27. Nxe6 fxe6 28. Rb7+ Ke8 29. Bc6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon483.html) was last modified on 13 Aug 2005 by



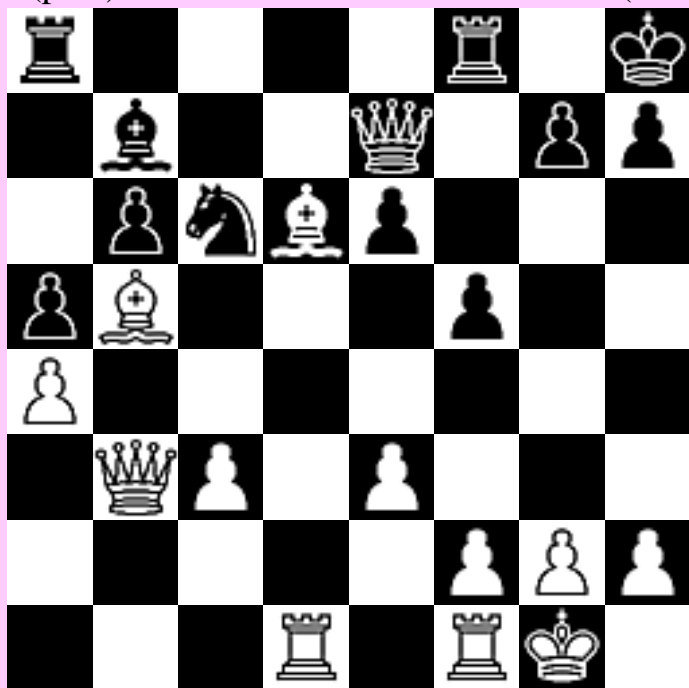
[Dr. Dave](#)

gray,t (1695) - regis (Ian Miles Chp.,Andove d [A40]How good is your Swindling?, Ian Miles Chp., An, 1983

1. d4 e6 2. c4 b6 3. Nf3 Bb7 4. e3 f5 !? 5. Nc3 Bb4 !? 6. Be2 Nf6 7. Qb3 ! 7... a5 7 ... Na6 8. a4 O-O 9. O-O Bxc3 10. bxc3 Qe7 [10... Ba6 eg. 11. Re1 Nc6 12. Ba3 Rf7 13. c5 Bxe2 14. Rxe2 bxc5 15. Bxc5 Rb8 16. Qc2 d6 17. Ba3 Nd5 18. c4 Ndb4 19. Qd2] 11. Ba3 d6 12. c5 Nbd7 13. cxd6 cxd6 14. Ne5 ! (zok) 14... Ne4 15. Rad1 Kh8 16. Bb5



! (pow) 16... Nec5 17. dxc5 Nxe5 18. c6 (kazango) 18... Nxc6 19. Bxd6?!



[19. Rxd6 Qc7+-] 19... Qg5 !? 20. Bf4 [20. g3 Rfe8 21. Bc7 Rac8 22. Bxb6 Qg4 23.

Rd7 !? 23... Ne5 ! 24. Rxb7 Nf3+ 25. Kg2 draw by perpetual 25... Nh4+ 26. Kg1 Nf3+ 27. Kg2] [20. e4] 20... Qg6?! [20... Qxg2+! 21. Kxg2 Nd4+ 22. Kg1 Nxb3] 21. f3 e5 22. Bg3 f4 23. exf4 exf4 24. Be1 Ne5 25. c4 Rac8 26. Qa3 Qf7 27. Rd6 Nxc4 28. Bxc4 Qxc4 29. Rxb6 Ba6 30. Rf2 Rfe8 31. Rb1 Re3 32. Qa1 Qc5 33. Kh1 ? [33. Rd1 Rce8 34. Qb1 Re2 35. Qa1 Qe3 36. h3] 33... Bd3? Surprisingly, still enough to win a piece [33... Rxe1+! 34. Rxe1 Qxf2] 34. Rb7 [34. Rd1 Rxe1+ 35. Rxe1 Qxf2 36. Re7 Rg8] 34... Qe5 35. Qxe5 Rxe5 36. Bc3 ?! 36... h6 ! 37. g3 Rxc3 38. gxf4 Rf5 39. Kg2 Rxf4 40. Kg3 g5 41. Rd2 Kg8 42. Ra7 Rxa4 43. Rb2 Rb4 44. Ra2 Be4 45. R2xa5 Rxf3+ 46. Kg4 Rf4+ [46... Rf4+ 47. Kh5 [47. Kh3 Rb3#] [47. Kg3 Rb3#] 47... Rh4#] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon484.html) was last modified on 13 Aug 2005 by



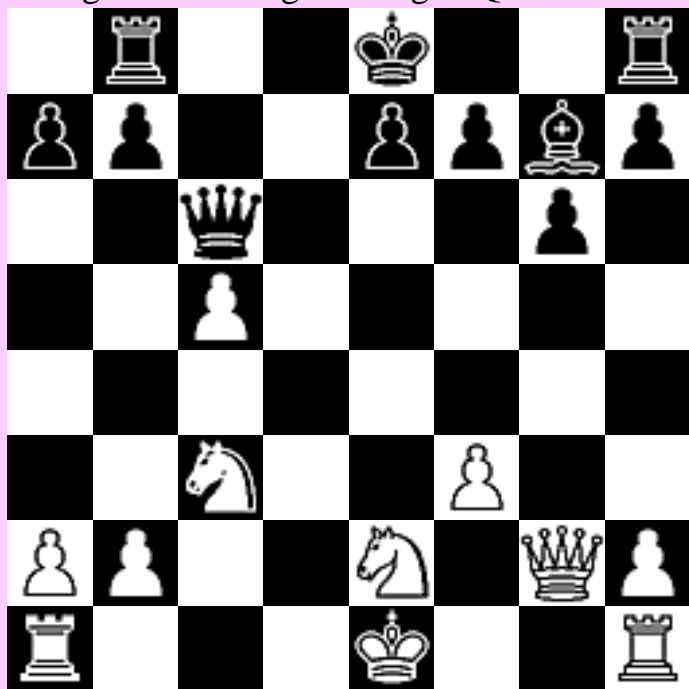
[Dr. Dave](#)

Adams, M - van Wely, L (Tilburg) [A45] How good is your Swindling?, 1997

1. d4 Nf6 2. Bg5 Ne4 3. Bf4 d5 4. e3 Bf5 5. f3 Nf6 6. c4 c5? 7. cxd5 Nxd5 8. Bxb8

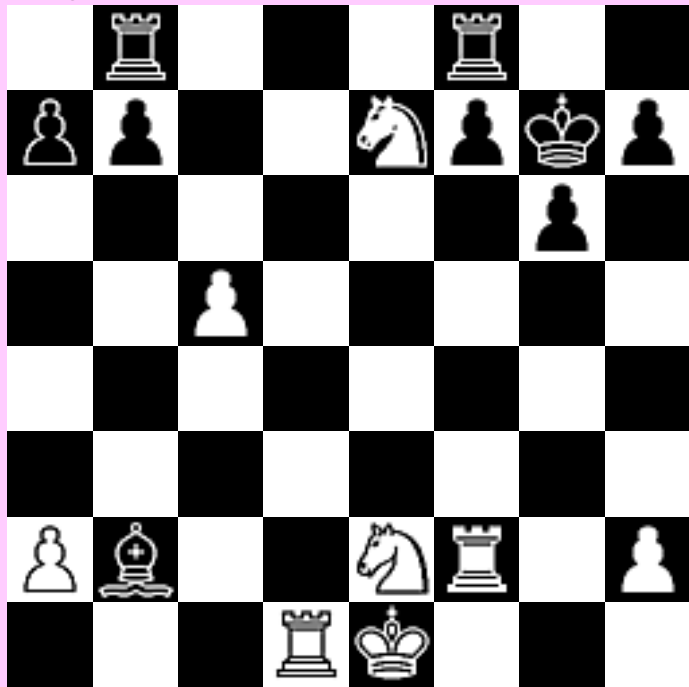


oops 8... Nxe3 [8... Rxb8 9. e4 Bxe4 10. fxe4 Nf6] 9. Bb5+ Bd7 10. Bxd7+ Qxd7 11. Qe2 Nxc2 + 12. Qxc2 Rxb8 13. dxc5 Black has a Pawn for the piece. but has given it up in the most awkward way. 13... g6 14. Nc3 Bg7 15. Nge2 Qc6

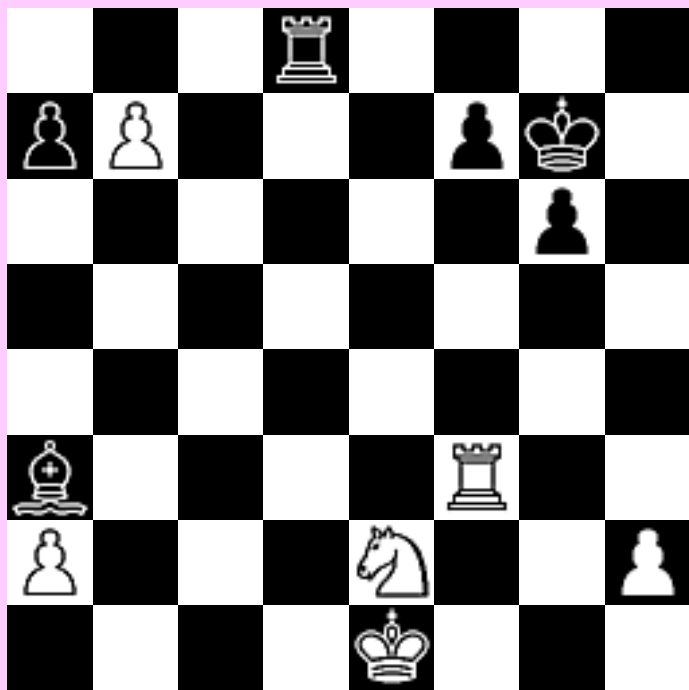


16. Qg5? After the f-Pawn falls White's King will never be safe and Black has definite compensation. [16. Qf2+-] 16... Qxf3 17. Rf1 Qh3 18. Rf2 O-O 19. Rd1 Qe6 20. Nd5 Bxb2 21. Qxe7 Qxe7 22. Nxe7

+ Kg7

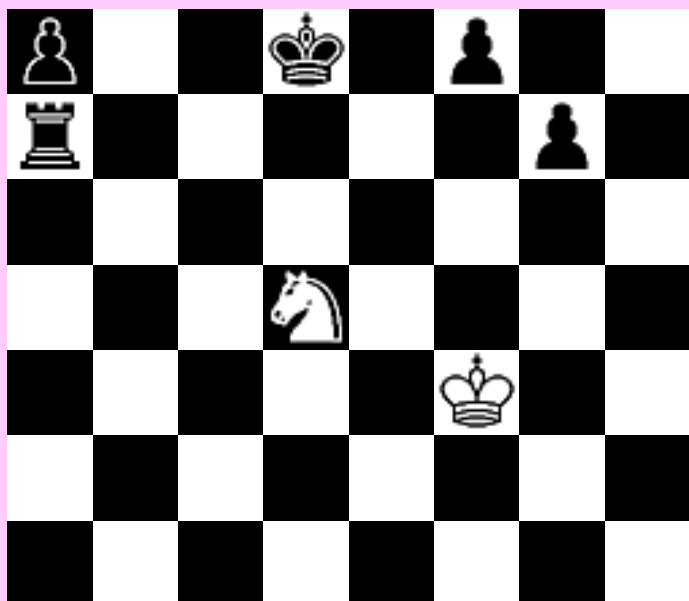


Black has two Pawns for the piece, but now White is running out of candidates for promotion. White returns the piece for two Pawns! 23. c6 Rbe8 24. Rd7 Ba3 25. Nxc6 hxg6 26. cxb7 Rd8 27. Rxd8 Rxd8 28. Rf3

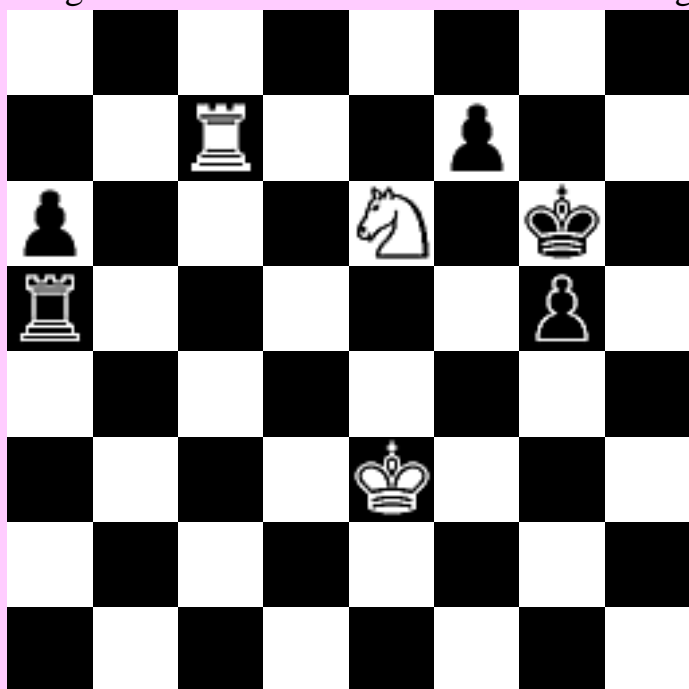


How Good is Your Chess? 28... Bb4+ 29. Kf1 Rd1+ 30. Kg2 Bd6 31. Rb3 Bb8 Black has blockaded the Pawn while keeping the Rook active. Not over yet though: the a-Pawn can support the b-Pawn. 32. a4 Kf6 33. a5 Ra1 34. Rb5 Ke7 35. Rc5 Bd6 36. Rc6 Rb1 37. a6 Rb2 38. Kf3 Rb3+ 39. Kg2 Rb2 40. Kf3 Bxb2 41. Nd4 Kd7 42. Rc8 Rb6 43. Ra8 Rxa6 44. b8=Q Bxb8 45. Rxb8





Only Black can win this ending. 45... Ke7 46. Rb7+ Kf6 47. Rc7 Ra3+ 48. Kf4 g5+ 49. Ke4 Ra4 50. Rc6 + Kg7 51. Ke3 Ra5 52. Rc7 Kf6 53. Rc6+ Kg7 54. Rc7 a6 55. Ne6+ Kg6



56. Nxf5 Simplifying to a drawn Rook ending. 56... Rxf5 57. Rc6+ Kf5 58. Rxa6 Kg4 59. Kf2 1/2

Back to [Chess Coaching Page](#)

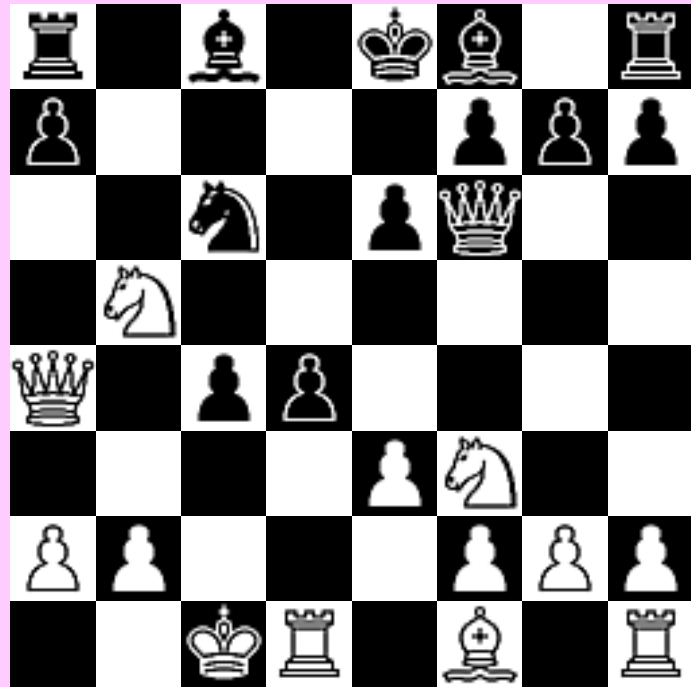
This document (Canon\canon485.html) was last modified on 13 Aug 2005 by



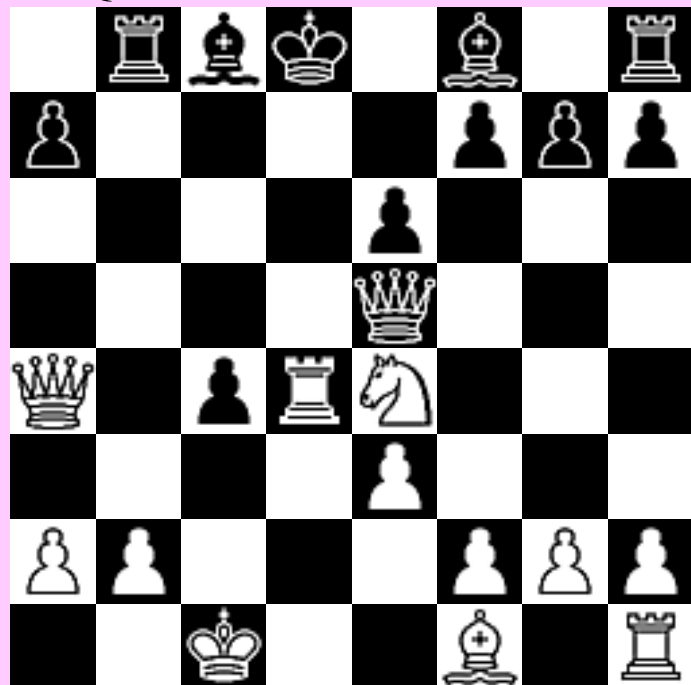
[Dr. Dave](#)

Stein, M - Webb, S [D24] How good is your Swindling? (B, How good is you, 1976

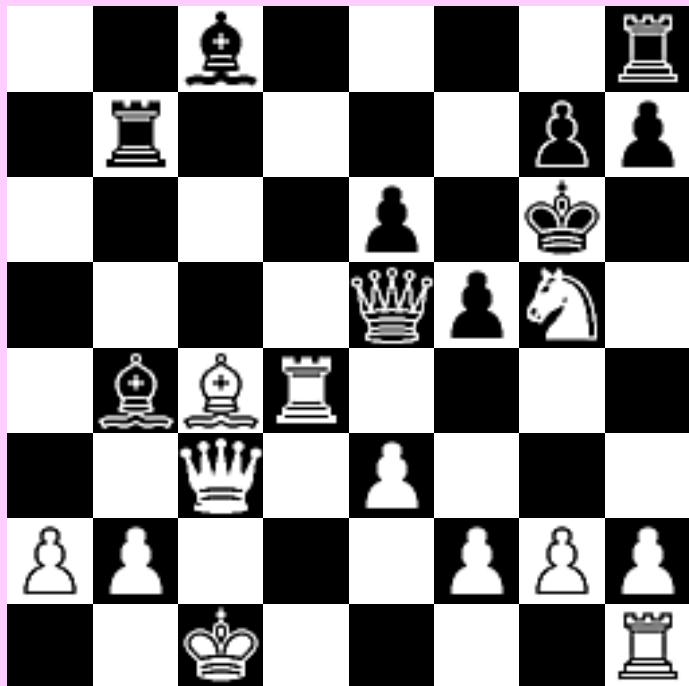
1. c4 Nf6 2. Nc3 e6 3. Nf3 d5 4. d4 dxc4 5. Bg5 c5 [5... c6 6. e4 b5 7. e5 h6] 6. e3 b5 7. Bxf6 [7. Nxb5 Qa5+ 8. Nc3 Ne4] 7... Qxf6 8. Nxb5 cxd4 9. Qa4! [9. Nc7+?! Kd8 10. Nxa8 Bb4+] 9... Nc6 10. O-O-O!



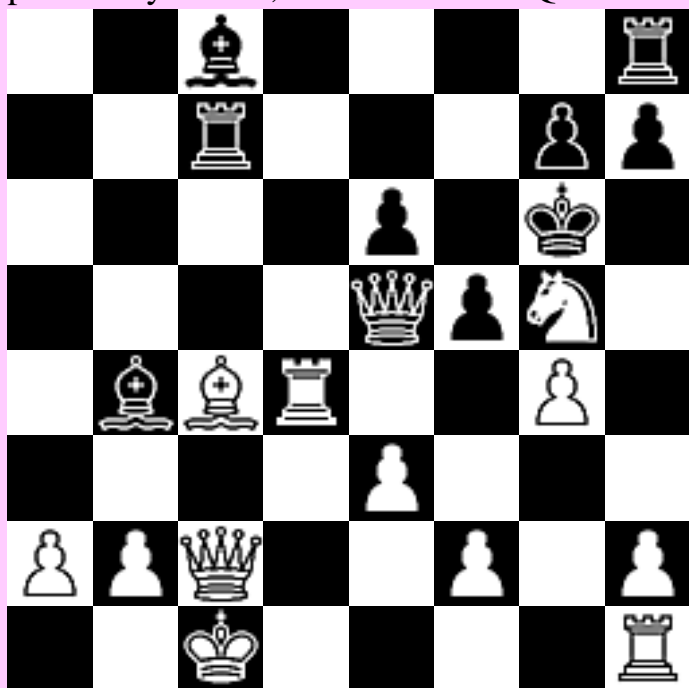
How Good Is Your Swindling (1) 10... Rb8! [10... Qd8? 11. Nfxd4 Nxd4 12. Nd6+ Ke7 13. Rxd4] 11. Nfxd4 Nxd4 [11... Bd7? 12. Nc7+ Ke7 [12... Kd8 13. Nxc6+ Kxc7 14. Rxd7+ Kxd7 15. Nxb8+] 13. Nxc6+ Bxc6 14. Qa3+] 12. Nd6+ Kd8 13. Ne4? [13. Nxc8! Kxc8 14. Rxd4 KISS] 13... Qe5 14. Rxd4+



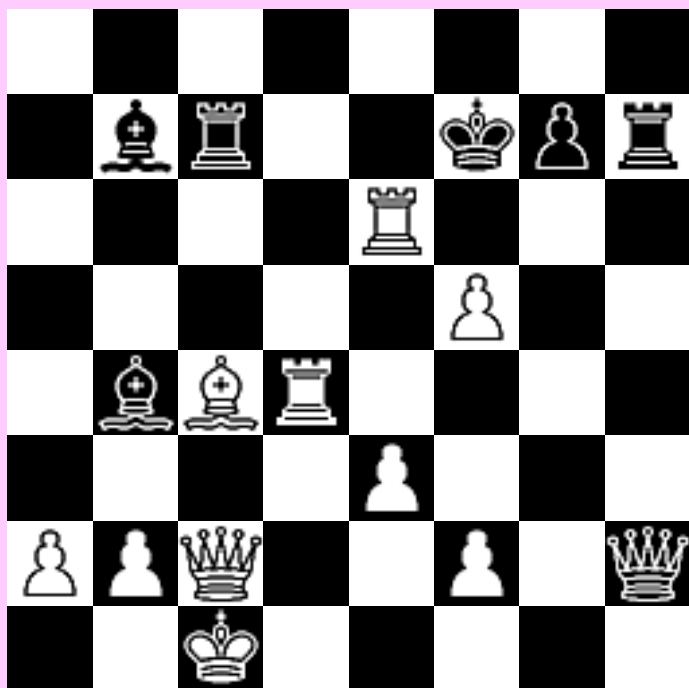
How Good Is Your Swindling (2) 14... Ke7! 15. Bxc4 f5 16. Qxa7+ Rb7 17. Qa3+ Kf7 18. Ng5+ Kg6 [18... Kf6?? 19. Nxf7+ Rxf7 20. Qxf8+] 19. Qc3 Bb4



"I was fairly happy at this stage. Not only had I succeeded in rescuing the King and getting my pieces on to reasonably active squares, but I had caught up on the clock, for most of my moves had been practically forced, while Stean 20. Qc2 Rc7 21. g4!?"



How Good Is Your Swindling (3) 21... Bb7! "Continuing to put pieces on active squares, without any definite follow-up in mind." [21... Ba6?! 22. b3] 22. Rg1 Qxh2 23. gxf5+ Kf6 [23... exf5?? 24. Nf3+] 24. Nxf7+ Rxf7 25. Rg6+ Kf7 [25... Ke7? 26. Rxe6+ Kf8 27. Rd8+ Kf7 28. Rh6+] 26. Rxe6



How Good Is Your Swindling (3) 26... Qh1+ 27. Rd1? [27. Qd1 Bd5 28. Rxd5 Rxc4+ 29. Kb1 Qxd1+ 30. Rxd1 Rh2] 27... Qxd1+ "Fortune favour s the lucky... I contributed to my own luck by playing actively and using the process of elimination." [27... Qxd1+ 28. Qxd1 [28. Kxd1 Bf3+ 29. Kc1 [29. Qe2 Bxe2+ 30. Bxe2 Rh1+] [29. Be2 Rh1#] 29... Rh1+] 28... Rxc4+ 29. Kb1 Rh1] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon486.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Bronstein,D - Bronstein,D [E30]Dream Game, 1961

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Bg5 h6 5. Bh4 Qe7 6. Nf3 d6 7. Qa4+ Nc6 8. d5 exd5 9. cxd5 Qe4 10. Nd2 Qxh4 11. dxc6 O-O 12. a3 Ng4 13. g3 Qf6 14. axb4 Qxf2+ 15. Kd1 b5 16. Qb3 Be6 17. Qa3 Ne3+ 18. Kc1 Qe1+ 19. Nd1 Qxd1# 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon770.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Saidy,A - Saidy,A [D00]Dream Game, 1981

1. Nf3 Nf6 2. Nc3 d5 3. d4 c5 4. dxc5 e6 5. e4 Bxc5 6. e5 Nfd7 7. Bd3 Nc6 8. Qe2 a6 9. O-O Qc7 10. Bf4 f6 11. exf6 Qxf4 12. fxg7 Rg8 13. Qxe6+ Ne7 14. Nxd5 Qd6 15. Ng5 Qxe6 16. Nc7+ Kd8 17. Ngxe6# 1-0

Back to [Chess Coaching Page](#)

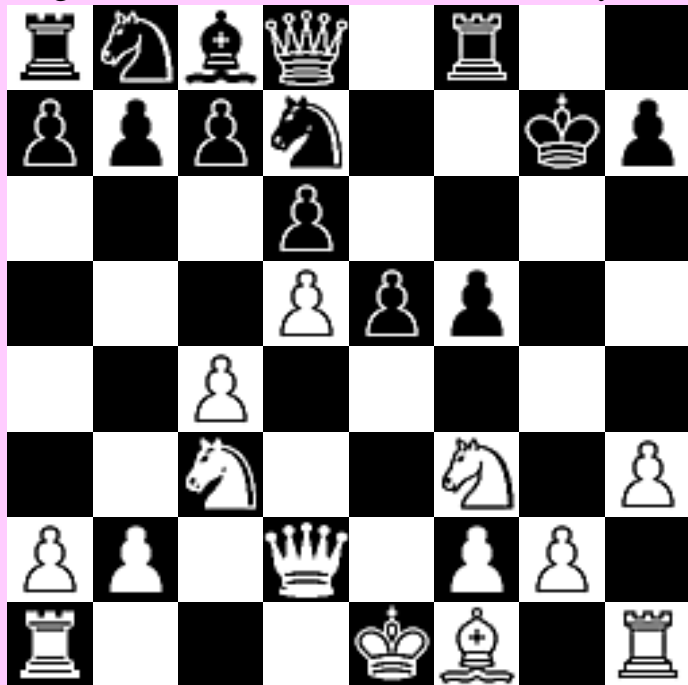
This document (Canon\canon771.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

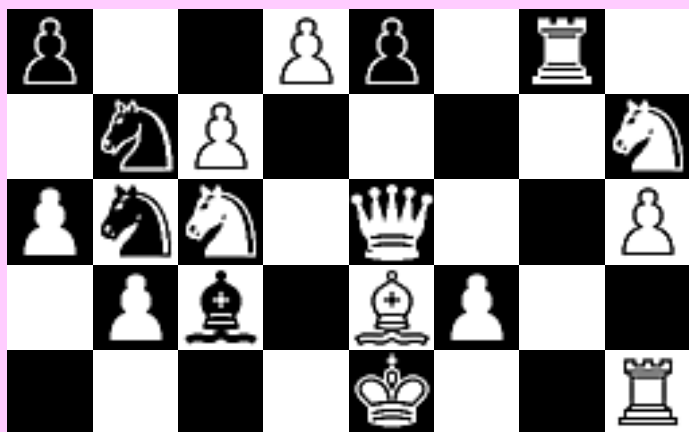
Atkins - Saunders [E90] Stratford-Upon-Avon, 1925

SHAKESPEARE ANNOTATES A CHESS GAME In a book called Chesslets, by Dr. J. Schumer, all the games are annotated by quotations from various writers. Here is one of the games, with comments by Shakespeare: 1. d4 To show our simple skill, That is the true beginning. 1... Nf6 2. c4 g6 3. Nc3 d6 ... to climb steep hills Requires slow pace at first. 4. e4 Bg7 To be direct and honest is not safe. 5. Nf3 Nc6 6. h3 ... to be forestailed ere we come to fall. 6... O-O 7. Be3 Nd7 ... retire into your trenches. 8. Qd2 e5 9. d5 My purpose, is, indeed, a horse of that colour. 9... Ncb8 There is no virtue like necessity. The better part of valour is discretion. 10. Bh6 By the pricking of my thumbs Something wicked this way comes. To 10... f5 Though this be madness, yet there is method in't. 11. Bxg7 The ripest fruit falls first. 11... Kxg7 . . . would be rid of such an enemy. 12. exf5 gxf5

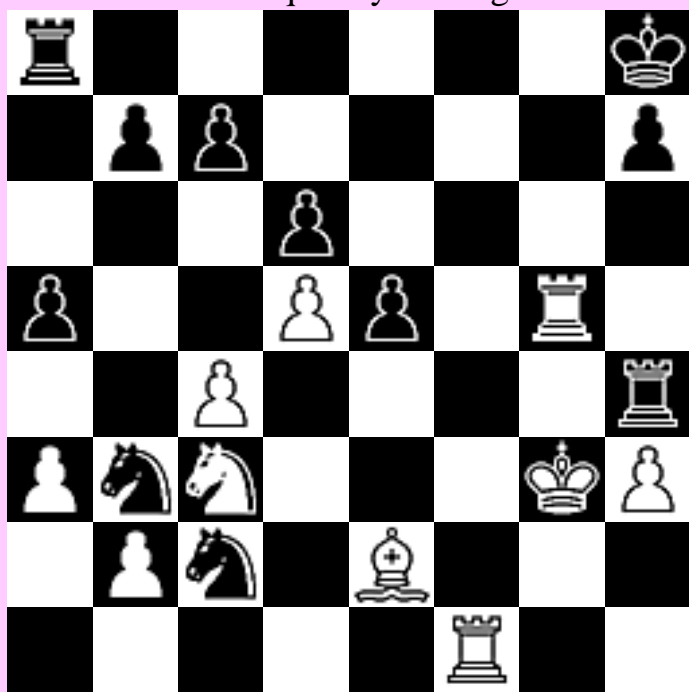


... food for powder, food for powder 13. Be2 a5 14. g4 Playing the mouse in absence of the cat. 14... Nc5 15. gxf5 Bxf5 16. O-O-O Nba6 17. Rdg1+ Sits the wind in that corner ? 17... Kh8 Thou marshall'st me the way that I was going; 18. Qe3 Qf6 19. a3 Instinct is a great matter; I was a coward on instinct. 19... Bg6 20. Rg5 Defer no time, delays have dangerous ends. 20... Nb4 Some Cupid kills with arrows, some with traps to the noble mind Rich gifts wax poor when givers prove unkind. 21. Nh4 When I shun Scylla, your father, I fall into Charybdis, your mother. 21... Nb3+ Stand not upon the order of your going, But go at once. 22. Kd1 My grief lies onward and my joy behind. 22... Bc2+ Courage mounteth with occasion 23. Ke1





Something is rotten in the state of Denmark 23... Be4 Cassio, I love thee; But never more be officer of mine. 24. Qxe4 ... it goes much against my stomach 24... Qxf2+ Lady, you are the cruell'st she alive. 25. Kd1 One woe doth tread upon another's heel, So fast they follow. 25... Rf4 The Gordian knot of it he will unloose. 26. Rf1 Hoist with his own petar. 26... Qd4+ Striving to better, oft we mar what's well. There is a tide in the affairs of men, Which, taken at the flood, leads on to fortune; Omitted, all the voyage of their life Is bound in shallows and in miseries. 27. Qxd4 What's gone and what's past help Should be past grief 27... Rxd4+ 28. Ke1 . . . to fear the worst oft cures the worse. 28... Nc2+ 29. Kf2 True hope is swift, and flies with swallow's wings. 29... Rxh4 If it were done when 'tis done, then 'twere well It were done quickly. 30. Kg3



... naked as I am, I will assault thee. 30... Rf4 31. Rxf4 Off with his head! 31... exf4+ 32. Kxf4 ... there's a special providence in the fall of a sparrow. 32... Ncd4 33. Rg2 Rd8 Ill blows the wind that profits nobody. 34. Bg4 h6 35. Bd1 Nc5 36. Rd2 Rf8+ 37. Kg4 The eagle suffers little birds to sing. 37... Rg8+ 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon832.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Beveridge, M - Lane, PC. [C01] Hereford vs. Exeter, 1997

1. e4 e6 2. d4 d5 3. exd5 exd5 4. c4 @E One of white's more dynamic tries in the Exchange French, and also found after 4.Nf3 Bd6 5.c4, with transposition into a QGA (1.d4 d5 2.c4 dc 3.e3 e5 4.Nc3 ed 5.ed Nf6 6.Bxc4 Be7). Black can play as in the game, or ...Bb4+...Ne7 4... Nf6 5. Nc3 Be7 6. Bd3 @E? attracted by the thought of 6:...O-O 7.Nxd5 with Bxh7+, but this merely loses a tempo. It is normal in the QGD to delay moving the king's bishop as long as possible, thus: 6.Nf3 O-O 7.Be3 c6 8.Bd3 dc 9. Bxc4 Nbd7 10.O-O Nb6 11. 6... dxc4 7. Bxc4 Nbd7 8. Nge2 @E Presumably to avoid ...Bg4, but the knight is passive on this square, unable to move to (or defend) e5. A better avoidance is simply 8.h3. 8... Nb6 9. Bb3 O-O 10. O-O c6 @E Perhaps ...Nbd5 first is more accurate, to prevent Bf4. 11. Bf4 Nbd5 12. Be5 Be6 @E Both sides need to find some ideas. Black's main concern is the pair of white bishops, and I expected 13.h3 to prevent ...Ng4, though the game shows white hoped to utilise d6 for a knight after the Nxe5 dxe5 exchange. Black may 13. Rc1 Ng4 14. Ne4!? Qb6 15. Bd6 @E? White is looking at the dark squares d6 and c5, and natural would be 15.N2c3-a4-c5, additionally activating that knight on e2. I planned 15.N2c3 Nxe5 16.dxe5 Rad8 as if 17.Na4 Qc7 and e5 looks weak (the lack of the Nf3 is f 15... Bxd6 16. Nxd6 Qc7 @E! Very pleasant to play: pinning the knight to the h2-pawn ... 17. h3 Qxd6 @E... and winning it. Note 17:...Ne3 18.fxe3 Nxe3 19.Qd3 Nxf1 20.Ne4 Qh2+ 21.Kxf1 Qh1+ 22.Ng1 and 20:...Nh2 21.Qg3 leaves black down two knights for a rook. 18. hxg4 Bxg4 19. Qd2 @E ``There exists a wide-spread and therefore dangerous delusion that with an extra pawn the win is achieved automatically." BRONSTEIN So black is a pawn up and the win is a matter of technique? If you insist, but I am not a strong 19... Rae8 20. Ng3 Re7 21. Rfe1 Rfe8 @E White regards Nf4-e2 with a subsequent rook invasion as dangerous, and hastens to remove the rooks. 22. Rxe7 Rxe7 23. Re1 @E Black can go wrong with ...Qb4 24.Qxb4 Nxb4 25.Rxe7 and .. .Qf4 24.Rxe7 Qxd2 25.Re8 'mate (both ideas drifted through my mind). 23... Rxe1+ 24. Qxe1 Qe7 25. Qxe7 @E? White's toughest line of resistance is 25. Qa5 b6 26.Qa4 Qd7 with a long struggle in prospect. Although exchanging rooks was necessary to remove the aggressive potential of the black position, exchanging queens was an unnecessa 25... Nxe7 26. Ne4 @E We now have a simplified ending where black's win should be a matter of time. And accuracy I must add, as unfortunately black plays some poor moves, and white grabs (nearly) every chance he is given! 26... Nd5 27. f3 Be6 28. Kf2 h6 @E? Error number 1, the king must be brought into play as a matter of urgency: 28:... Kf8 29.Nd6 b6 30.Nc4 Ke7 31.Ne5 Kd6 with an ideal setup, and not fearing 29.Ng5 h6 30.Nxe6 fxe6. `Centralise the king' is a basic maxim for the 29. Nc5 b6 @E? Error number 2, and now white has realistic drawing chances! ...Bc8 allows the king to centralise without any weakening of the queen side. Note 29.Nd6 b6 (now forced) 30.Nc4 Nc7 (31.Ne5 Bd5) was possible, but in black's favour. 30. Nd3 Nc7 @E This is all but forced. 30:...Kf8 31.Ne5 c5 32.dc bc 33.Nd3 regains the pawn, or if 31:... Ne7 32.Bxe6 fxe6 and the knight on e5 is very strong, bearing down on the queen side. 30:... .f6 31.Nb4 Nxb4 32.Bxe6+ also is not sim 31. Bxe6 Nxe6 32. Ke3 f6 @E Stopping Ne5, and if Nb4 Nxd4 : Kxd4 c5+ 33. Ke4 Kf7 34. d5 @E! White's king is almost enough for him to consider winning the game by infiltrating the queen side: this is the punishment for black's 28th and 29th moves - 34:... cxd5+ 35.Kxd5 and the king walks over to a7. Black must blockad 34... Ng5+ 35. Kd4 c5+ 36. Kc4 Ke7 37. b4 @E seeing 37.Kb5 Kd6 38.Nf4 Ke5! and black takes the advantage, white tries to lift the queen side blockade, and gain b4 for his knight. 37... cxb4 38. Nxb4 Kd6 @E Error number 3. A very poor move, and an instructive error: d6 is a knight's move from b5 which is a knight's move from a7, the

destination of the white knight. The aim of the king move is to take a step over to the queen side and 39. Nc6 h5 40. Nd4 @E? And white backs out of 40.Nxa7 Nxf3 41.gxf3 h4, though with 42.Nb5+ he gets back in time (see note above). Black would have to play 40:... Nf7-d6 (41.Kb5 Kc7 etc), when he is probably still better due to the king-side majori 40... g6 41. f4 @E? Natural enough, but weakens the pawns. (cf. black's error on move 29). White cannot now take the a7-pawn: 41.Nb5+ Kd7 42.Nxa7 Nxf3 43.Kb5 h4 44.Kxb6 Ne1xg2 queens the h-pawn in time. White has to defend against ...a6...h4...h3: 41... Ne4 42. Nb5+ Kd7 43. Nxa7 @EAt this point white (audibly) asked his match captain whether a draw would be sufficient, or should he be playing for a win! Meanwhile Black, contemplating an attack on four weak pawns with an active knight, can finally 43... Ng3 @E! If now 44.Kb5 Ne2 45.Kxb6 Nxf4 46. a4 Nxb6 47.a5 Nf4 48.a6 Nxd5+- c7 or 48.Nb5 Nxd5+ 49.Kc5 Ne7-c8 and the king side pawns win (though this appears the line with most chances - the winning moves with the knight, leaving the ki 44. Kd4 Ne2+ 45. Ke4 Nc3+ 46. Kd4 Nxa2 47. Nb5 Nc1 @EWith the removal of the a-pawn, all black's problems are over. The white king and knight have no effective target, and it remains for black to coordinate his pieces, and move on to the king side in earnest. First step is 48. Nc3 Nb3+ 49. Kc4 Nc5 50. Kb5 Kc7 @ENote: 51.d6+ Kxd6 52.Kxb6 h4! 53:...Nd3-e1 wins a pawn. 51. Kc4 Nb7 52. Nb5+ Kd7 53. Kd4 Nd6 54. Nc3 Nf5+ @Eand now back to the king side... 55. Ke4 Kd6 56. Kd3 Nh4 57. g3 Nf5 58. Ne4+ Kxd5 59. Nxf6+ Ke6 60. Ne4 Nd6 61. Nf2 Kf5 62. Kd4 Nb5+ 63. Kd5 @E? makes it easy, but if 63. Kd3 black has two winning plans, ...h4 ...Kxf4-g3xh4 with two passed pawns, or ... Nxf4 : gxf4 Kxf4 with three pawns vs one knight! 63... Nc3+ 64. Kc6 Ne2 65. Kxb6 Nxb3 66. Kc6 Kxf4 67. Kd5 Nf5 @EA long and hard struggle, typical of some of the complexities possible in endgame play. In particular note how a strong player will find resources in any position, and how accuracy must be maintained throughout. The numerous err 0-1

Back to [Chess Coaching Page](#)

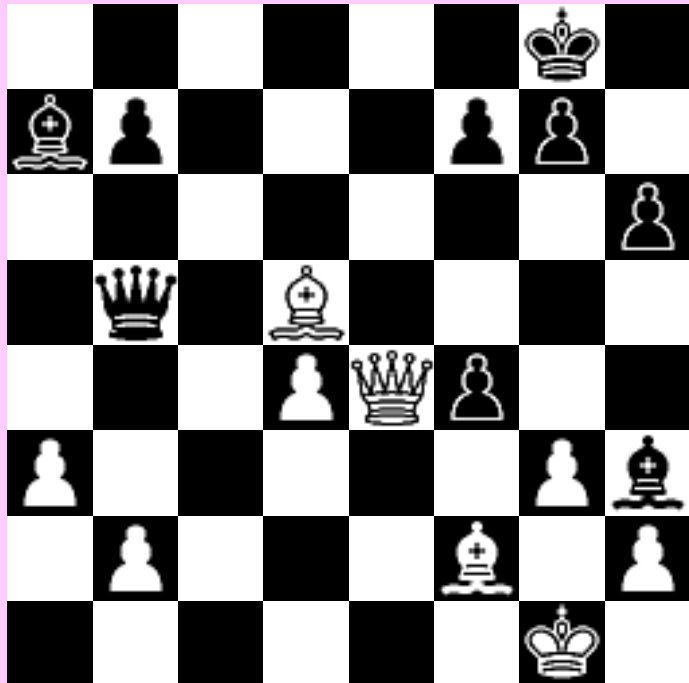
This document (Canon\canon476.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Flohr - Grobanalysis

(wKg1,Qe4,Bd5,f2,Pa3,b2,d4,g3,h2; bKg8,Qb5,Ba7,h3,Pb7,f4,f7,g7,h6)



Flohr resigned here. Many years later, they analysed a possible defence... 1. Kh1 Qf1+ 2. Bg1 Bxd4 3. Qxd4 f3 4. Bxf7+ Kxf7 5. Qd5+ but Black can fight through to win with 5... Kg6! 6. Qe4+ Bf5 "You thought about it for six years, but I resigned there and then." - FLOHR 0-1

Back to [Chess Coaching Page](#)

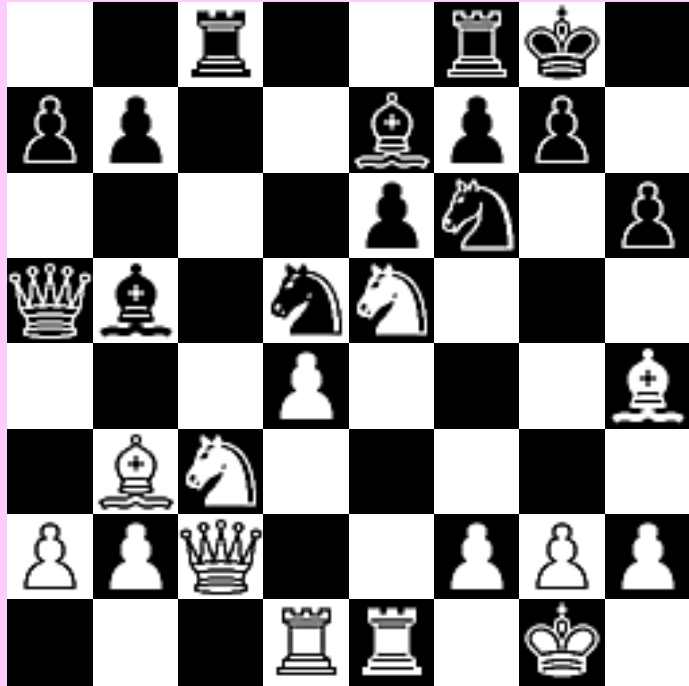
This document (Canon\canon515.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Lasker, Emanuel - Capablanca, J [D61] analysis: (Habana), Habana, 1921

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nf3 Nbd7 7. Qc2 c5 8. Rd1 Qa5 9. Bd3 h6 10. Bh4 cxd4 11. exd4 dxc4 12. Bxc4 Nb6 13. Bb3 Bd7 14. O-O Rac8 15. Ne5 Bb5 16. Rfe1 Nbd5



17. Bxd5 [17. Bxf6! Bxf6 [17... Nxf6 18. Ng6 fxe6 [18... Rfe8 19. Rxe6!! fxe6? 20. Bxe6+ Kh7 21. Nf8+ Kh8 22. Qh7+ Nxe7 23. Ng6#] 19. Rxe6] [17... Nxc3 18. Bxe7 Ne2+ 19. Rxe2 Rxc2 20. Rxc2] [17... gxf6 18. Ng6] 18. Bxd5 exd5 19. Ng4! [19. Qf5 was given by Lasker, ignoring Breyer's move] 19... Bg5 [19... Bd8 20. Qf5] 20. f4! Bxf4 21. Qf5 Bc7! [21... Bb8 22. Qxd5 a6 23. a4 Rfd8 24. Qf5 g6 25. Nxe6+] [21... Bg5 CISP 22. Qxd5 a6 23. Qxb7 Qb4 24. Nxb5 axb5 25. Re2] 22. Nxd5 Kh8 23. Nxe6 gxe6 24. Nf6 Kg7 25. Nh5+ Kh8 [25... Kg8 26. Qg4+ Kh7 27. Qg7#] 26. Qf6+ Kg8 27. Qg7#] 17... Nxd5 18. Bxe7 Nxe7 19. Qb3 Bc6 20. Nxc6 bxc6 21. Re5 Qb6 22. Qc2 Rfd8 23. Ne2 Rd5 24. Rxd5 cxd5 25. Qd2 Nf5 26. b3 h5 27. h3 h4 28. Qd3 Rc6 29. Kf1 g6 30. Qb1 Qb4 31. Kg1 a5 32. Qb2 a4 33. Qd2 Qxd2 34. Rxd2 axb3 35. axb3 Rb6 36. Rd3 Ra6 37. g4 hxg3 38. fxe6 Ra2 39. Nc3 Rc2 40. Nd1 Ne7 41. Nc3 Rc1+ 42. Kf2 Nc6 43. Nd1 Rb1 44. Ke2 Rxb3 45. Ke3 Rb4 46. Nc3 Ne7 47. Ne2 Nf5+ 48. Kf2 g5 49. g4 Nd6 50. Ng1 Ne4+ 51. Kf1 Rb1+ 52. Kg2 Rb2+ 53. Kf1 Rf2+ 54. Ke1 Ra2 55. Kf1 Kg7 56. Re3 Kg6 57. Rd3 f6 58. Re3 Kf7 59. Rd3 Ke7 60. Re3 Kd6 61. Rd3 Rf2+ 62. Ke1 Rg2 63. Kf1 Ra2 64. Re3 e5 65. Rd3 exd4 66. Rxd4 Kc5 67. Rd1 d4 68. Rc1+ Kd5 0-1

Back to [Chess Coaching Page](#)

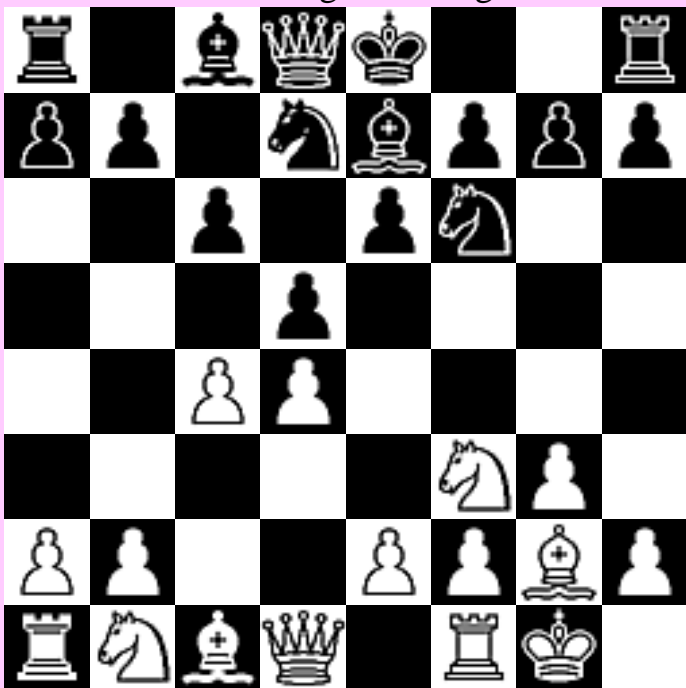
This document (Canon\canon516.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

example game - for analysis (QUESTIONS) [E09]analysis: BCF (class III), 1994

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 Nbd7 6. O-O c6

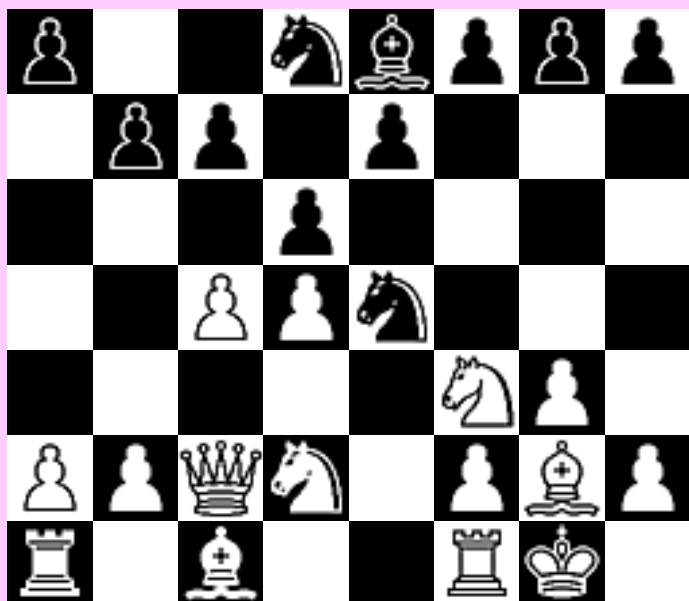


a. Can you suggest a more active line for Black instead of this move? 7. Nbd2 O-O

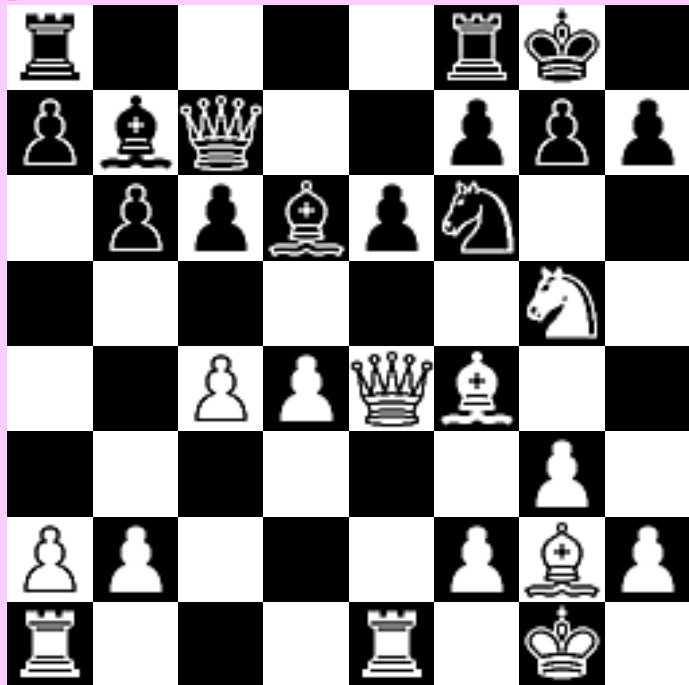


b. Would 7...dxc4 be better than this move? Give a simple reason for your answer. 8. Qc2 b6 9. e4 Nxe4

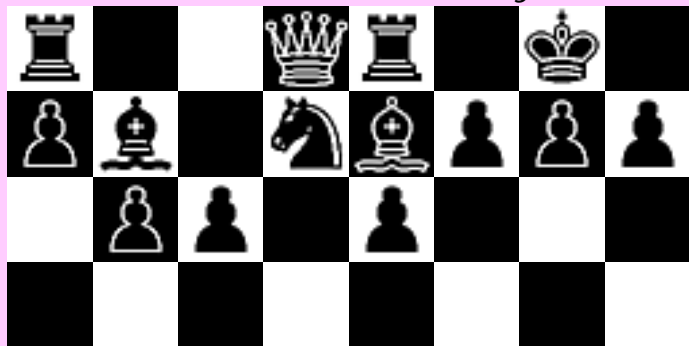


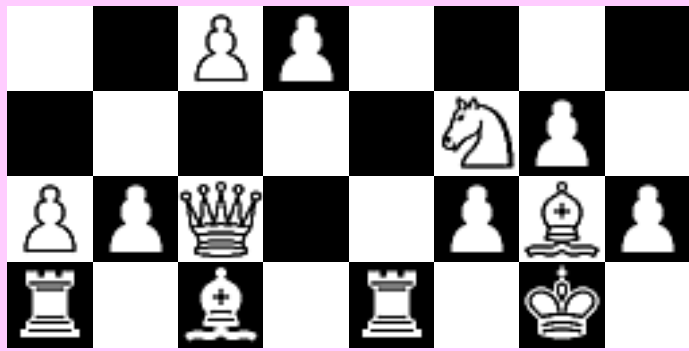


c. This knight move turns out badly for Black: can you suggest a sounder line of play for Black to pursue? 10. Nxe4 dxe4 11. Qxe4 Bb7 12. Re1 Re8 [12... Qc7 13. Bf4 Bd6 14. Ng5 Nf6



d. Is this line with 12...Qc7 better than the line played? Support your answer with two or three moves of analysis. HINT: 15. Nxe6] 13. Qc2

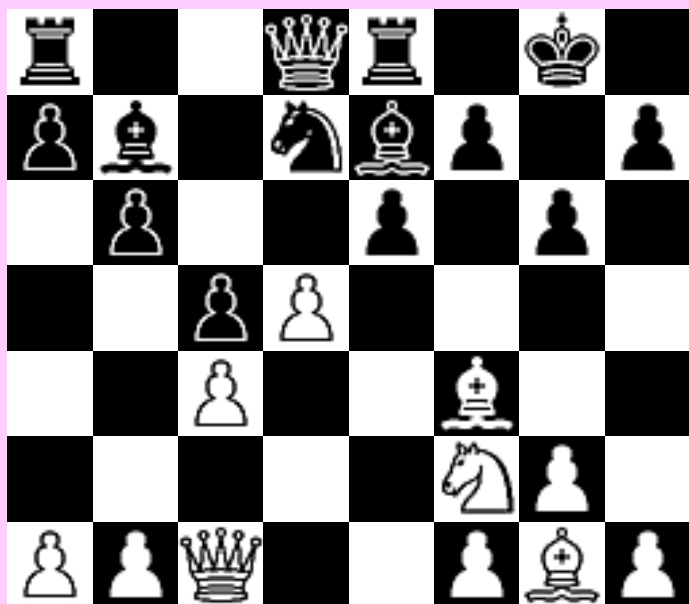




e. Is this move a waste of time? Explain your reply briefly. No. Black threatened 13...c5 breaking up the White centre - 14.d5 in reply fail to 14... Nf6. 13... g6



f-i. What is the bad effect of this move for Black? (Weakens f6/h6) f-ii. Do you think 13...c5 would have been better (Looks a lot more to the point but allows 14.Ng5 e.g. 14...Bxg5; 15. Bxb7, Rb8) 14. Bf4 c5 15. d5





g. Would you give this move a "!", "!?" or "?" ? (I'd give it a ! for opening up lines to exploit White's advantage in mobility.) 15... exd5 16. cxd5 Bf6

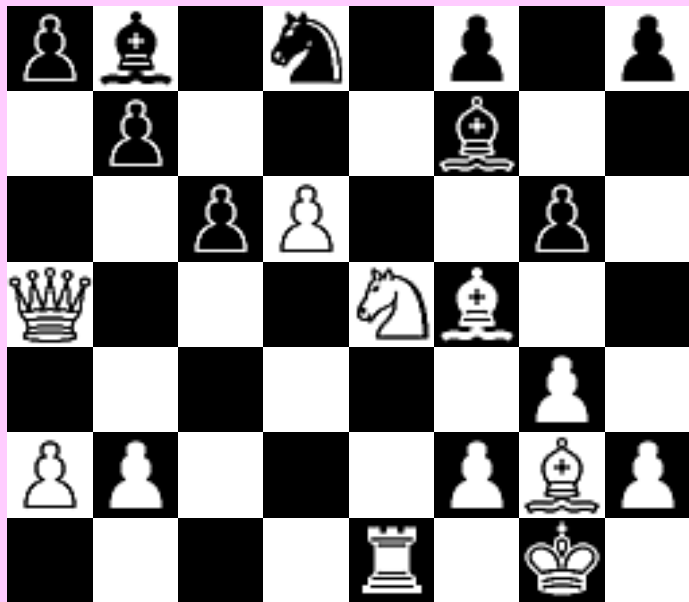


h-i. Should Black have played 16...Bxd5? h-ii. Give 3 or 4 moves of analysis to support your answer. 17. Rxe8+ Qxe8 18. Re1 Qf8

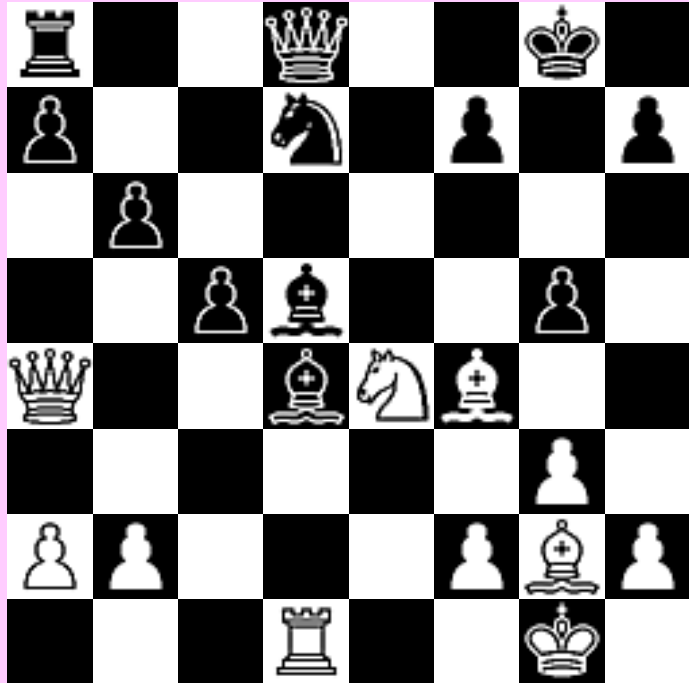


i. How would White have answered instead (i) 19...Rd8, or (ii) 19...Nb8? (i) 19...Rd8; 20.Bc7 (ii) 19...Nb8; 20.Re8 19. Qa4 Qd8 20. Nd2 g5 21. Ne4

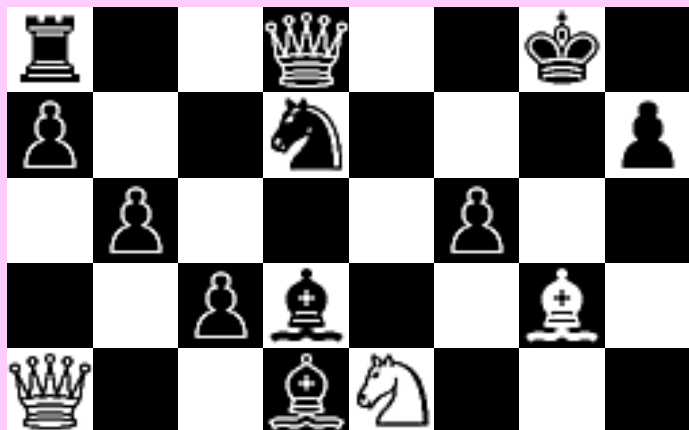


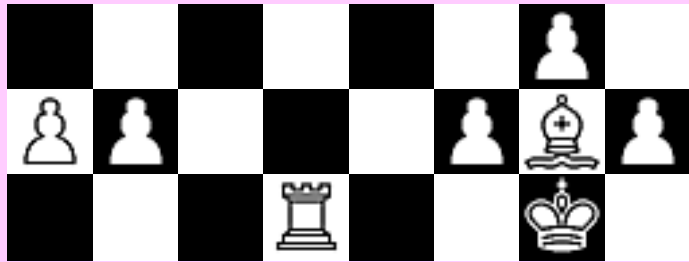


21... Bxd5 j. How would White have answered 21...gxf4? Give two or three moves of analysis. 22. Rd1 Bd4



k. How would White have answered 22.. .Be6? Give four or five moves of analysis 23. Bxg5 f6





1. White can now win quite quickly by playing either (A) 24.Bxf6, or (B) 24.Nxf6+, or (C) 24.Rxd4. Give analysis to demonstrate the win in each case. 24. Bxf6 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon517.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

BCF example game for analysis [E09]analysis: BCF example, 1995

1. d4 Nf6 2. c4 e6 3. g3 d5 4. Bg2 Be7 5. Nf3 Nbd7 6. O-O c6



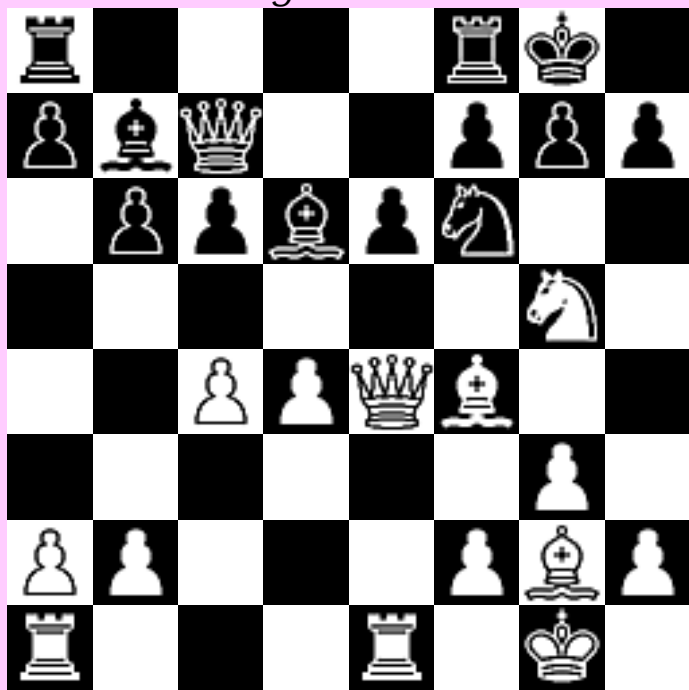
a. Can you suggest a more active line for Black instead of this move? [6... c5 *N.B. all answers are DR's and not BCF's! *] 7. Nbd2 O-O



b. Would 7...dxc4 be better than this move? Give a simple reason for your answer. [7... dxc4] 8. Qc2 b6 9. e4 Nxe4

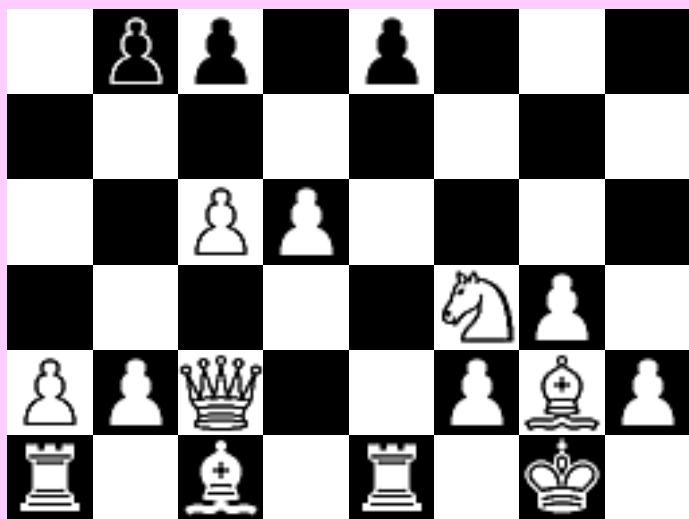


c. This knight move turns out badly for Black: can you suggest a sounder line of play for Black to pursue? [9... dxe4 10. Nxe4 Bb7] 10. Nxe4 dxe4 11. Qxe4 Bb7 12. Re1 Re8 [12... Qc7 13. Bf4 Bd6 14. Ng5 Nf6



d. Is this line with 12...Qc7 better than the line played? Support your answer with two or three moves of analysis. 15. Nxe6 Nxe4 16. Nxc7 Rac8 17. Rxe4 Bxf4 18. Rxf4 Rxc7] 13. Qc2

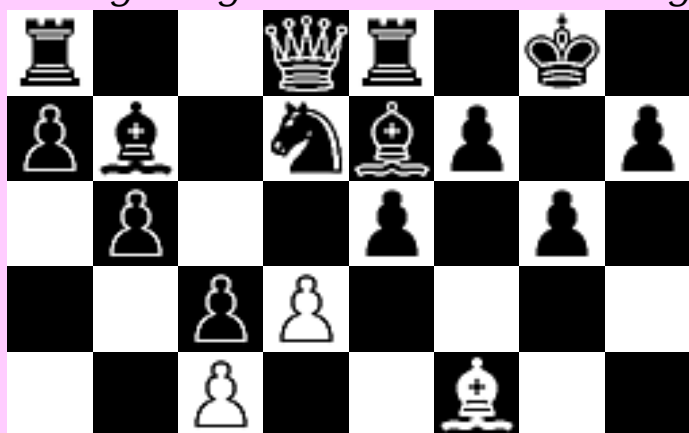


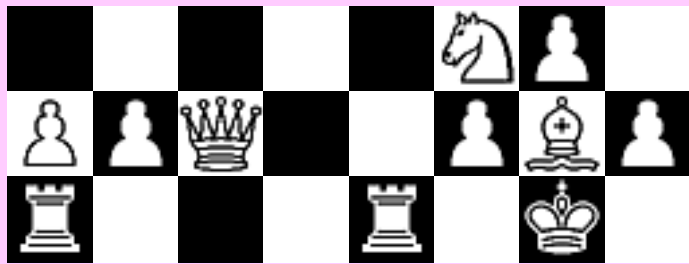


e. Is this move a waste of time? Explain your reply briefly. No. Black threatened 13...c5 breaking up the White centre - 14.d5 in reply fail to 14...Nf6. 13... g6

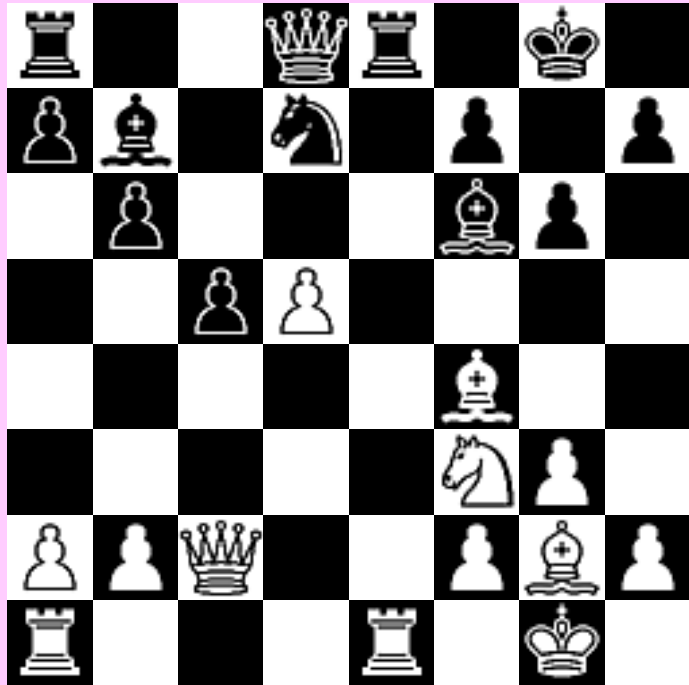


f-i. What is the bad effect of this move for Black? (Weakens f6/h6) f-ii. Do you think 13...c5 would have been better (Looks a lot more to the point but allows 14.Ng5 e.g. 14...Bxg5; 15. Bxb7, Rb8) [13... c5 14. Ng5 Bxg5 15. Bxb7 Rb8 16. Bxg5 Qxg5 17. Bc6 Red8] 14. Bf4 c5 15. d5





g. Would you give this move a "!", "!?" or "?" ? (I'd give it a ! for opening up lines to exploit White's advantage in mobility.) 15... exd5 16. cxd5 Bf6

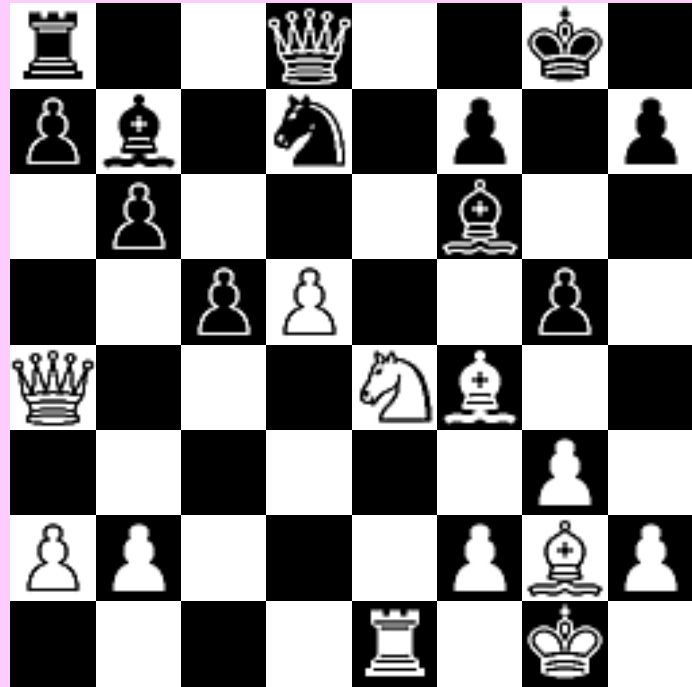


h-i. Should Black have played 16. ..Bxd5? h-ii. Give 3 or 4 moves of analysis to support your answer.

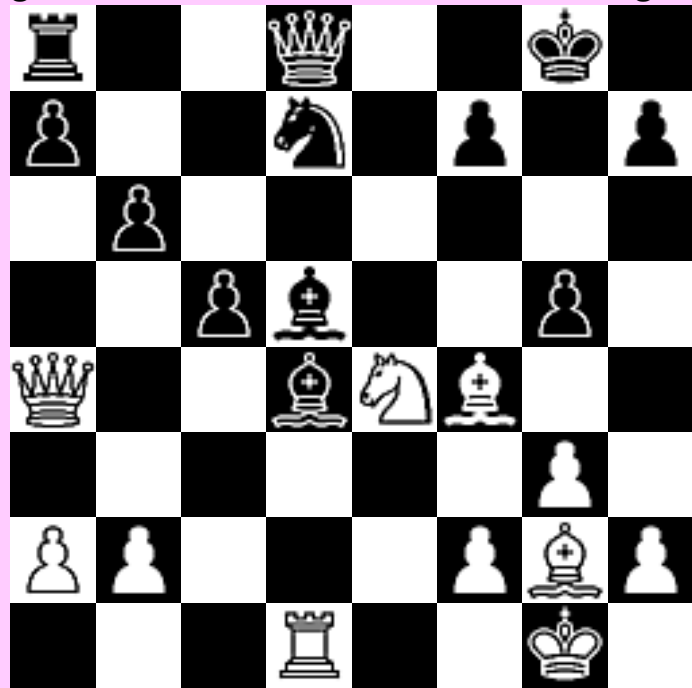
[16... Bxd5 ? 17. Rad1 Be6 18. Rxe6 fxe6 19. Ne5] 17. Rxe8+ Qxe8 18. Re1 Qf8



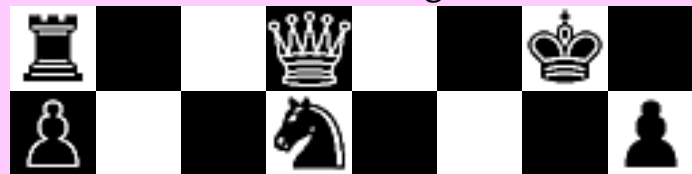
i. How would White have answered instead (i) 19...Rd8, or (ii) 19...Nb8? (i) 19...Rd8; 20.Bc7 (ii) 19...Nb8; 20.Re8 19. Qa4 Qd8 20. Nd2 g5 21. Ne4

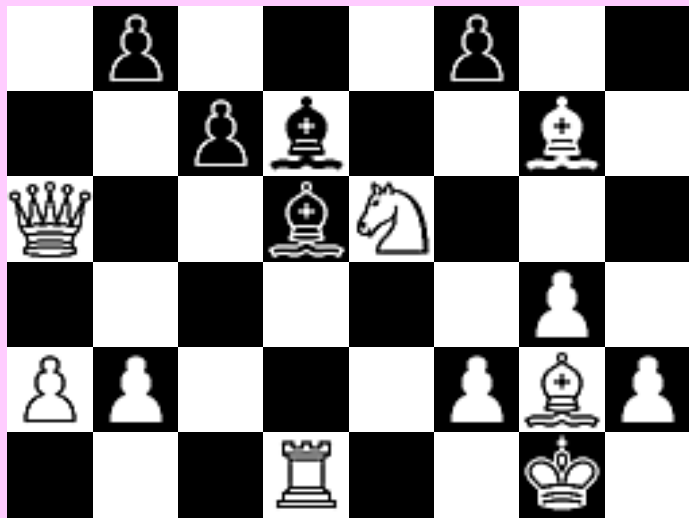


21... Bxd5 j. How would White have answered 21...gxf4? Give two or three moves of analysis. [21... gxf4 22. Qxd7 Qxd7 23. Nxf6+ Kg7 24. Nxd7] 22. Rd1 Bd4



k. How would White have answered 22...Be6? Give four or five moves of analysis [22... Be6 23. Nxf6+ Qxf6 24. Bxa8 gxf4 25. Rxd7 Bxd7 26. Qxd7 Qxb2 27. Bd5] 23. Bxg5 f6





1. White can now win quite quickly by playing either (A) 24.Bxf6, or (B) 24.Nxf6+, or (C) 24.Rxd4. Give analysis to demonstrate the win in each case. [23... f6 24. Bxf6 Nxf6 25. Nxf6+ Bxf6 26. Bxd5+ Kf8] 24. Rxd4 [24. Nxf6+ Nxf6 25. Rxd4 cxd4 26. Bxf6] 24... cxd4 25. Nxf6+ Nxf6 26. Bxf6 Qxf6 27. Bxd5+ Kh8 28. Bxa8 1-0

Back to [Chess Coaching Page](#)

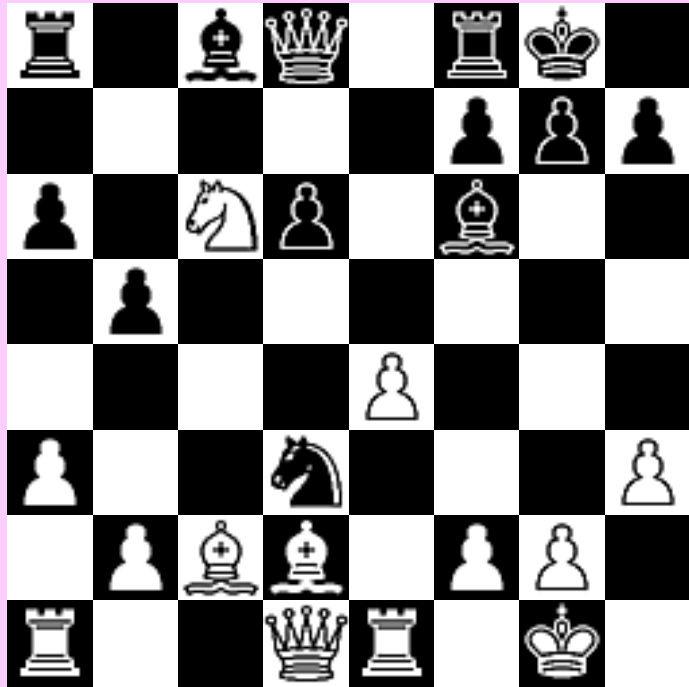
This document (Canon\canon518.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tal, Mikhail - Keres, Paul [C96]analysis: a tough one!, Curacao ct, 1962

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 9. h3 Na5 10. Bc2 c5 11. d4 Nd7 12. Nbd2 cxd4 13. cxd4 Nc6 14. a3 exd4 15. Nb3 Nde5 16. Nfxd4 Bf6 17. Bd2 Nxd4 18. Nxd4 Nd3 19. Nc6



19... Nxf2 [19... Qb6 20. Bxd3 Qxc6 21. Rc1] 20. Qf3 [20. Kxf2? Qb6 +/-] [20. Nxd8? Nxd1 +/-] [20. Qh5 Qb6 [20... g6 21. Qf3+-] [20... Nxf3+! 21. gxf3 [21. Qxf3 Qb6+] [21. Kh2! Be5+ [21... g6! 22. Qxf3 [22. Qd5 Qd7 23. gxf3 Bb7] [22. Nxd8 gxf3] [22. Qf3 Be5+! 23. Nxe5 dxe5 24. Bh6 Qh4!] 22... Be5+ 23. Kh1 Qc7] 22. Qxe5! dxe5 23. Nxd8 Rxd8 24. Ba5+/-] 21... Qb6+] 21. e5 Ne4+ [21... Nd3+ 22. Be3 Qxc6 23. exf6 Qxc2 24. Qg5+-] 22. Kh2 g6 [22... Bxe5+! 23. Nxe5 Nf6! 24. Qh4 dxe5 25. Bc3 [25. Bg5 h6] 25... Re8] 23. exf6! [23. Qe2 Qxc6 24. Bxe4 Bxe5+ 25. Kh1 d5=/+] 23... gxf3 24. Bxe4->] [20. Qf3 Qb6 [20... Nxf3+ 21. Qxf3 [21. gxf3 Qb6+] [21. Kh1 Qb6 22. e5 Bg4! +/-] [21. Kf1 (intended) 21... Qb6 22. e5 Bg4 23. Be3 [23. Qe3 Qxc6 24. Rac1 Qc4+-+] 23... Bxf3 24. Bxb6 Bxc6] [21. Kh2 (game) 21... Be5+ 22. Nxe5 dxe5 23. Rad1 Nf4 24. g3 [24. Bxf4 Qh4+] 24... Ne6] 21... Qb6+] 21. e5! Ng4+ 22. Kh1 [22. Be3 Nxe3 23. exf6 Nxc2+ 24. Kh2 Nxa1 25. Rxa1->] 22... Nxe5 23. Nxe5 Bxe5 24. Rxe5 dxe5 25. Qxa8 Bb7 26. Bxh7+ Kxh7 27. Qxf8 Qf2 28. Rg1 Qg3+-] 20... Nxf3+ 21. Kh2 Be5+ 22. Nxe5 dxe5 23. Red1 Nf4 24. g3 Ne6 25. Bc3 Qg5 26. Rd6 Qh6+ 27. Kg1 Nd4 28. Rxh6 Nxf3+ 29. Kf2 gxf6 30. Kxf3 Re8 31. Rh1 Kg7 32. Bb3 Bb7 33. Bd2 f5 34. Rxh6 Rad8 35. Rb6 Bxe4+ 36. Ke2 Bf3+ 37. Ke1 f4 38. Bc3 fxg3 39. Rxa6 Rd4 40. Ra7+ Kh6 41. Rf7 0-1

Back to [Chess Coaching Page](#)

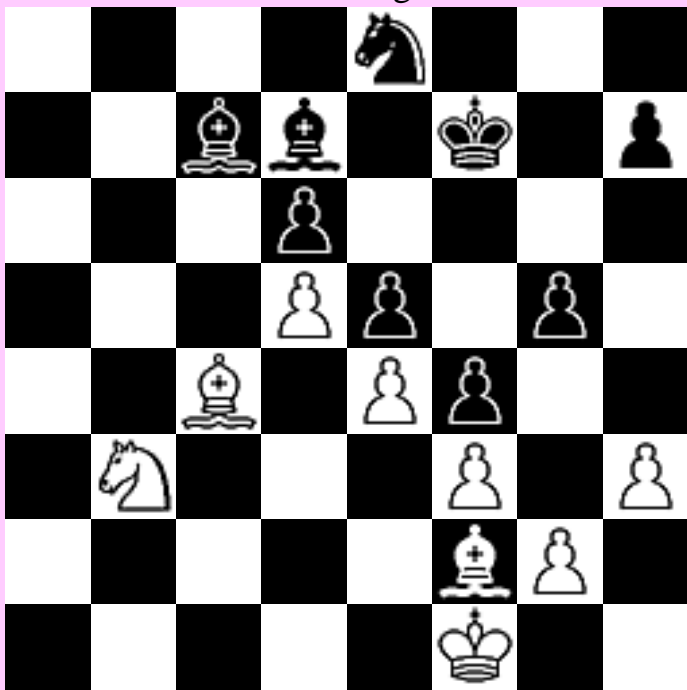
This document (Canon\canon519.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Spassky, Boris - Karpov, Anatoly [C95]analysis: assess position (Leningrad), Leningra, 1974

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Nb8 10. d4 Nbd7 11. Nbd2 Bb7 12. Bc2 Re8 13. Nf1 Bf8 14. Ng3 g6 15. a4 c5 16. d5 c4 17. Bg5 Rb8 18. Qd2 Bc8 19. axb5 axb5 20. Ra2 Bg7 21. Rea1 Nc5 22. Qe3 Re7 23. Nd2 Rc7 24. b3 cxb3 25. Nxb3 Bd7 26. Nxc5 Rxc5 27. Qd2 Qc8 28. Ne2 Ne8 29. Bd3 f5 30. Be3 Rc7 31. f3 f4 32. Ba7 Rbb7 33. Qe1 Qd8 34. Qf2 Rc8 35. Ra6 Bf6 36. Bb6 Qe7 37. Ra7 Rcb8 38. Rxb7 Rxb7 39. Kf1 Bh4 40. Qg1 Kg7 41. Ra7 Rxa7 42. Bxa7 Qd8 43. Qb6 Qc7 44. Qxc7 Nxc7 45. Bb8 Ne8 46. Nc1 Bd8 47. Ba7 Ba5 48. c4 bxc4 49. Bxc4 Kf7 50. Nb3 Bc7 51. Bf2 g5



Assess. 52. Be1 h5 53. Nc1 Nf6 54. Nd3 Kg6 55. Ba6 g4 56. hxg4 hxg4 57. Nb2 Nh7 58. Nc4 Ng5 59. Kf2 Kf6 60. Bb4 Nf7 1/2

Back to [Chess Coaching Page](#)

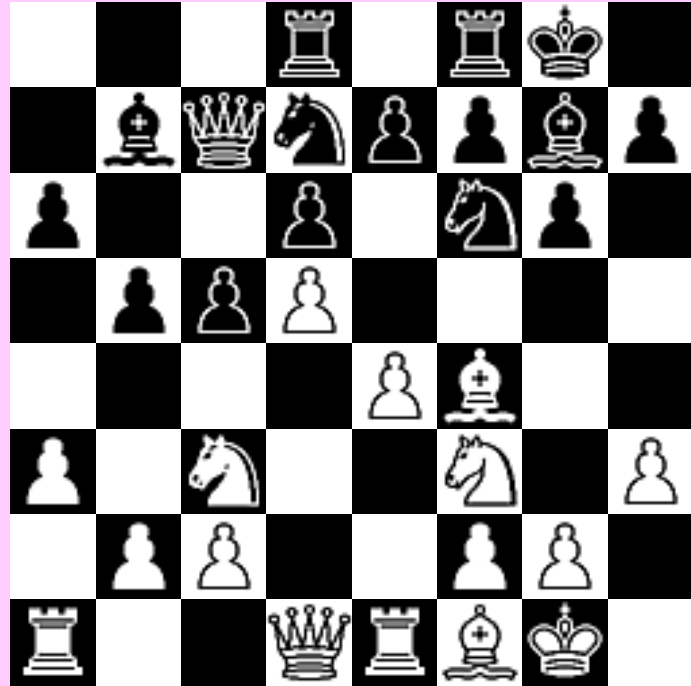
This document (Canon\canon520.html) was last modified on 13 Aug 2005 by



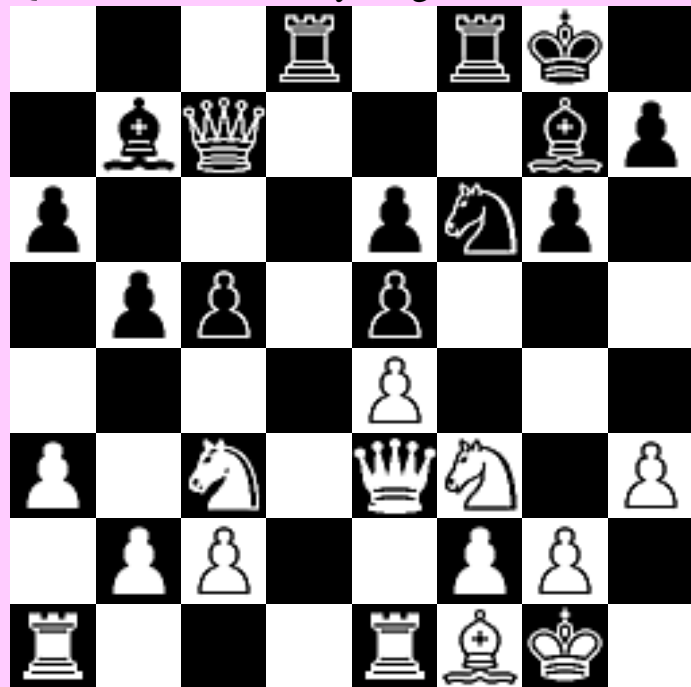
[Dr. Dave](#)

britton - nunn, islington [B06] analysis: assessment and finis, analysis: asses, 1978

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. Nf3 a6 5. Be2 b5 6. O-O Nd7 7. Re1 c5 8. d5 Ngf6 9. Bf1 O-O 10. h3 Qc7 planning to bring the rooks to the centre and play ...e6 11. a3 loss of time 11... Bb7 12. Bf4 Rad8

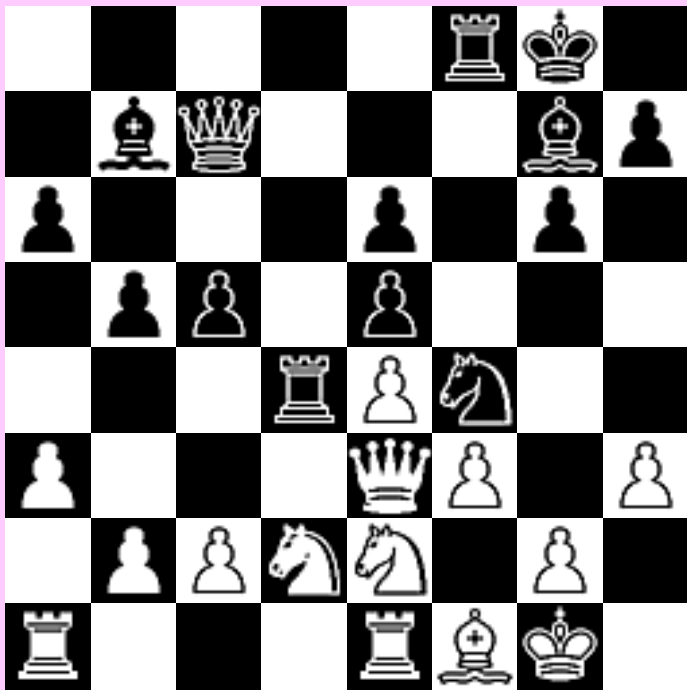


13. Qd2 ? [13. Qc1] 13... Ne5 "achieving ...e6 is everything" -- NUNN - to get the pieces active 14. Qe3 e6 15. Bxe5 everything else loses material 15... dxe5 16. dxe6 fxe6

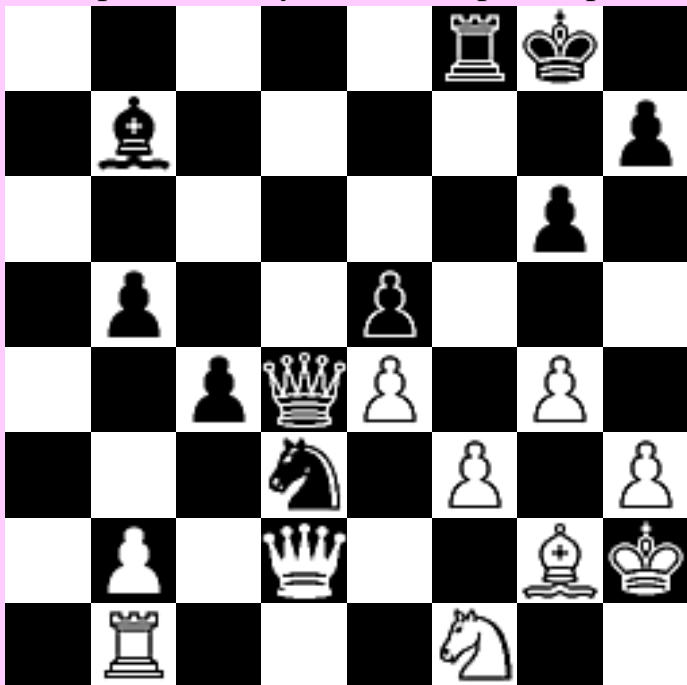


what about the doubled, isolated e-pawns? they are not standing on an open file, and (b) the square e4 is not available Black's pieces are better and he has the initiative - so White pawns are weak 17. Nd2 [17.

Qg5 b4] [17. Bd3 Rd4] 17... Rd4 18. f3 [18. a4 b4 19. Ne2 Nxe4 20. Nxd4 exd4 21. Qd3 Nxf2 thus far Nunn calculated in the game 22. Qb3 Bd5 23. Bc4 Bxc4 24. Qxc4 Nxh3+ 25. gxh3 Qg3+ 26. Kh1 Qxh3+ 27. Kg1 Qg3+ 28. Kh1 when e6 is weak 28... Qh4+ 29. Kg1 Qg5+ 30. Kh1 Qxd2 31. Qxe6+ Kh8 32. Rf1 Rg8 -+ idea ...Qxc2/...d3] 18... Nh5 19. Ne2 Nf4



(a) material must be seen alongside time, space, potential, structure (b) 'the certainty of having to apply yourself vigorously' (LASKER) after sac 20. Nxd4 else ...Bh6 20... exd4 21. Qf2 Be5 22. a4 irresolute [22. g3 Nh5 23. f4 g5 or [23... Nxc3 are both very promising]] 22... Nh5 23. g4 Bg3 24. Qe2 Nf4 25. Qd1 c4 26. axb5 axb5 squeeze play 27. Bg2 Bxe1 28. Qxe1 e5 29. Nf1 Qc5 30. Kh2 d3 31. cxd3 Nxd3 piece activity rather than passed pawn - what an outpost! 32. Qd2 Qd4 33. Rb1



33... Bxe4 if there is any doubt about this move, you should go slow with ...b4 34. fxe4 Rf2 35. Qg5

Rxg2+ this is the difficult thing to think of - a second sacrifice, and against a really bad bishop which is in fact holding the King's position 36. Kxg2 Nf4+ 0-1 NUNN & GRIFFITHS [36... Nf4+ 37. Kf3 [37. Kg3 Qg1+ 38. Kh4 Qf2+ 39. Ng3 Ng2#] 37... Qd3+ 38. Kf2 Qe2+ 39. Kg3 Qg2+ 40. Kh4 Qf2+ 41. Ng3 Ng2#] 0-1

Back to [Chess Coaching Page](#)

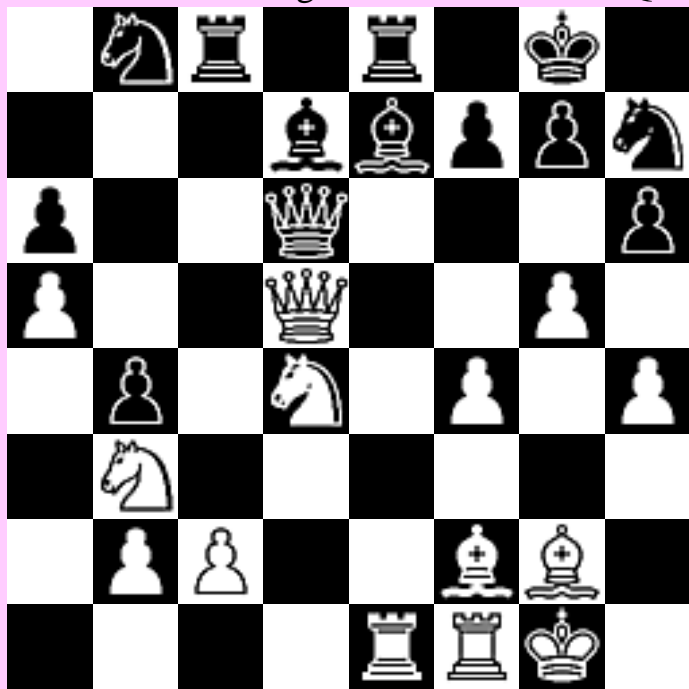
This document (Canon\canon521.html) was last modified on 13 Aug 2005 by



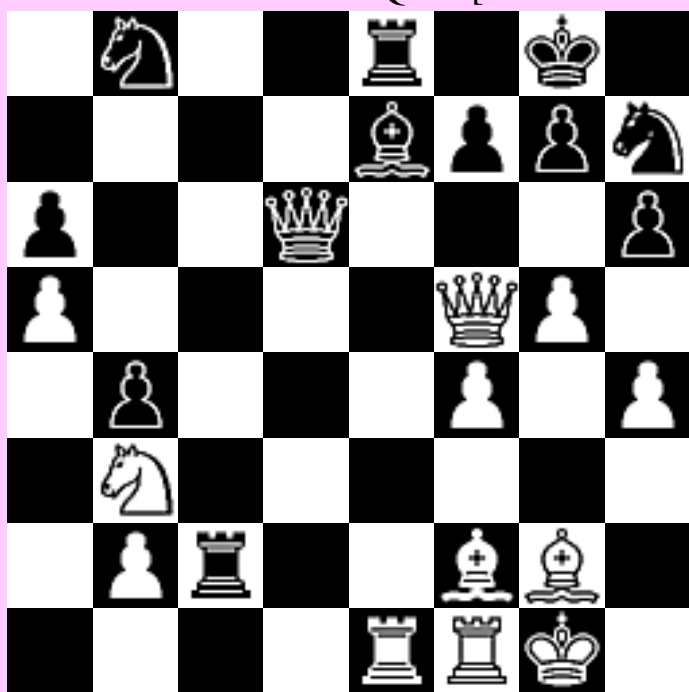
[Dr. Dave](#)

nunn_tal,wijk - aan_zee [B47]analysis: assessment by GM and, analysis: asses, 1982

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. g3 Qc7 7. Bg2 Nf6 8. O-O h6 9. Nb3 Be7 10. a4 d6 11. f4 O-O 12. g4 Bd7 13. h4 b5 14. g5 Nh7 15. Be3 b4 16. Ne2 d5 17. exd5 exd5 18. Qxd5 Rac8 19. a5 Nb8 20. Ned4 Bg4 21. Rae1 Rfd8 22. Qe4 Re8 23. Bf2 Bd7 24. Qd5 Qd6

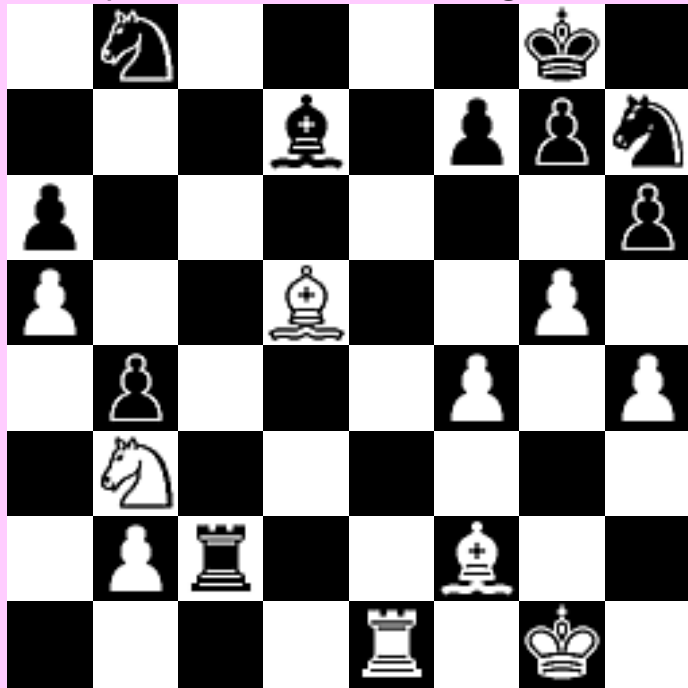


"If I play Nf5 I shall lose a pawn; I shall do that only as a last resort" -- CLUB PLAYER ASSESSMENT 25. Nf5 Qxd5 [25... Bxf5 26. Qxf5 Rxc2



"I can simplify the position and continue to generate powerful threats; it would be

a miracle if Black could get away with ...Rxc2" -- GM ASSESSMENT; White's bishops will dominate the game.] 26. Nxe7+ Rxe7 27. Bxd5 Rxe1 28. Rxe1 Rxc2



29. Re7 Bc6 30. Bxf7+ Kf8 31. Rc7 hxg5 32. Bc5+ NUNN & GRIFFITHS 1-0

Back to [Chess Coaching Page](#)

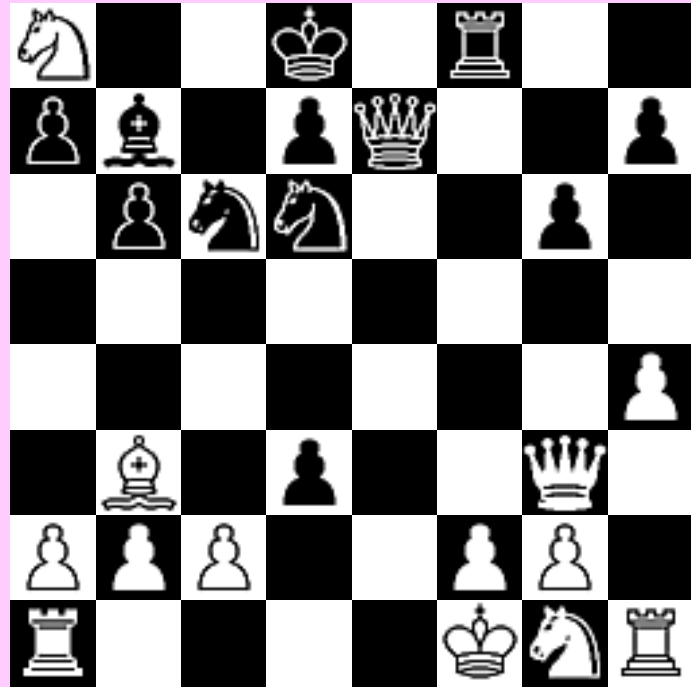
This document (Canon\canon522.html) was last modified on 13 Aug 2005 by



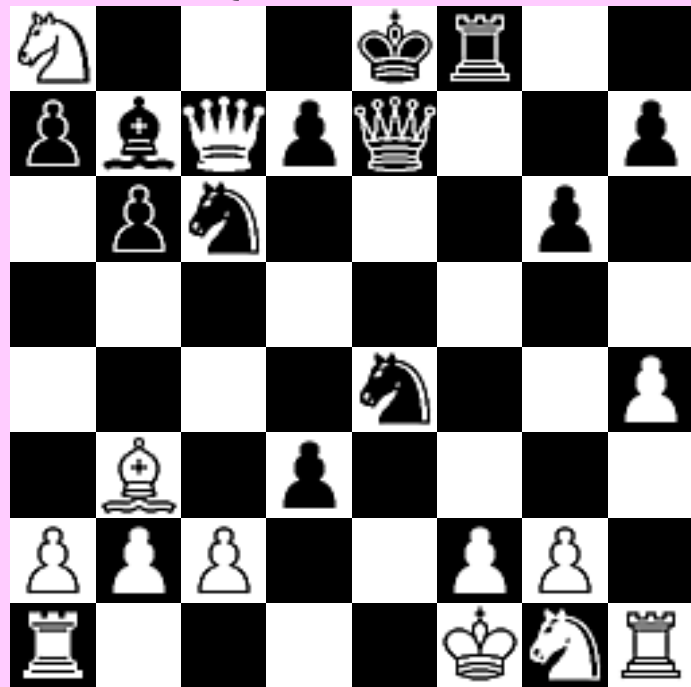
[Dr. Dave](#)

ost - hansen_nunn (teesside) [C27]analysis: candidate moves, 1974

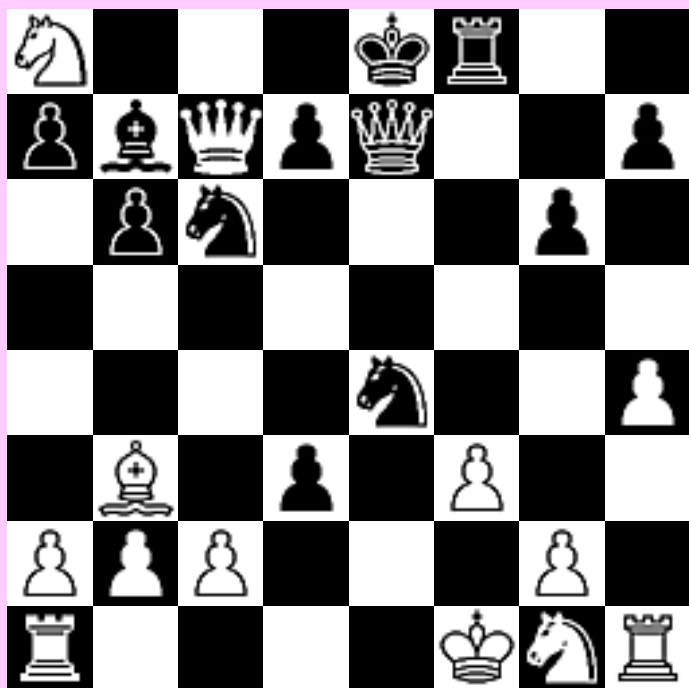
1. e4 e5 2. Nc3 Nf6 3. Bc4 Nxe4 4. Qh5 Nd6 5. Bb3 Nc6 6. Nb5 g6 7. Qf3 f5 8. Qd5 Qe7 9. Nxc7+ Kd8
 10. Nxa8 b6 11. d3 Bb7 12. h4 f4 13. Qf3 Bh6 14. Qg4 e4 15. Bxf4 exd3+ 16. Kf1 Bxf4 17. Qxf4 Rf8
 18. Qg3



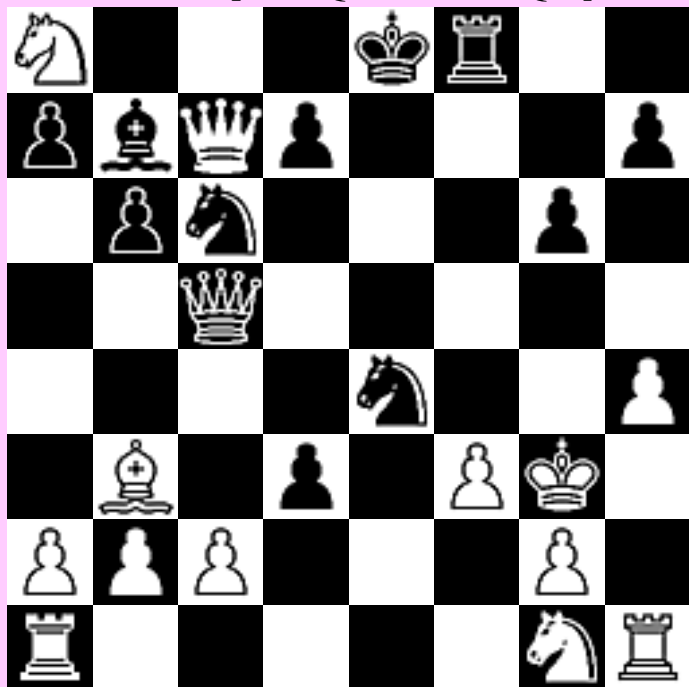
18... Ne4 19. Qc7+ Ke8



20. Nh3 [20. Nf3] [20. f3]



20... Nd2+ [20... Qc5 21. Nh3 Qe3] 21. Kf2 Qc5+ 22. Kg3 Ne4+



[22... dxc2] [22... Bxa8] 20... Nxf2 21. Nxf2 Qe2+ 22. Kg1 Qxf2+ 23. Kh2 Qxh4+ 24. Kg1 Qd4+ 25. Kh2 Ne5 26. Rhf1 Ng4+ 27. Kg3 Qe3+ 28. Kxg4 h5+ 29. Kh4 g5+ 30. Kxh5 Rh8+ 31. Kg6 Be4+ 32. Rf5 Bxf5+ 33. Kxf5 Rf8+ 34. Kg6 Qe4+ 35. Kg7 Qe7+ 36. Kg6 Qf6+ 37. Kh5 Qh8+ 38. Kg4 Qh4#
NUNN & GRIFFITHS 0-1

Back to [Chess Coaching Page](#)

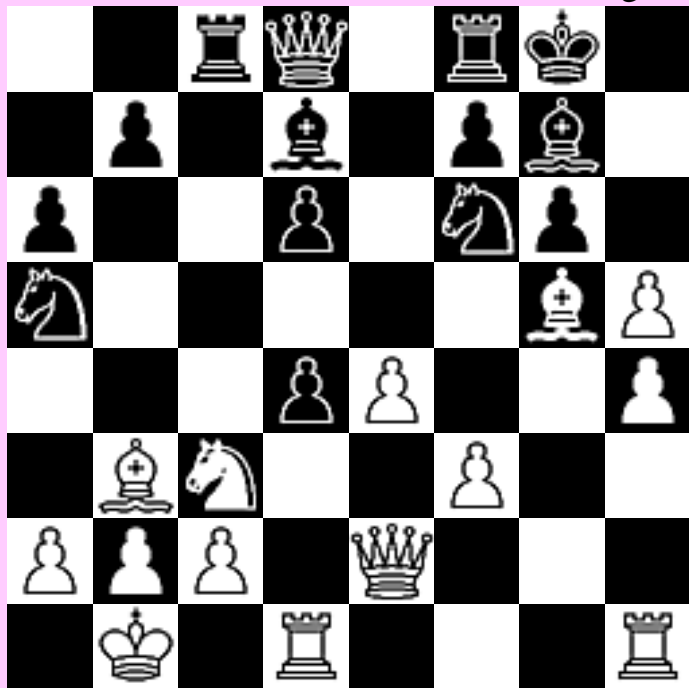
This document (Canon\canon523.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

nunn - mestel (london) [B78]analysis: candidate moves, 1985

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 O-O 8. Qd2 Nc6 9. Bc4 Bd7 10. O-O-O Ne5 11. Bb3 Rc8 12. h4 h5 13. Bg5 Nc4 14. Qe2 Na5 15. Kb1 a6 16. g4 e5 17. gxh5 exd4



[comment](#) 18. Nd5 [18. h6 Bh8 [18... dxc3 19. hxg7 Kxg7 20. Rxd6 +-] [18... Bxh6 19. Bxh6 Nxb3 20. axb3 dxc3] 19. h7+ Kxh7 20. h5] 18... Nxb3 19. h6 Bb5 20. Qh2 d3 21. cxb3 Nxd5 22. hxg7 Rc2 23. Bxd8 Rxd8 24. Rd2 1-0

Back to [Chess Coaching Page](#)

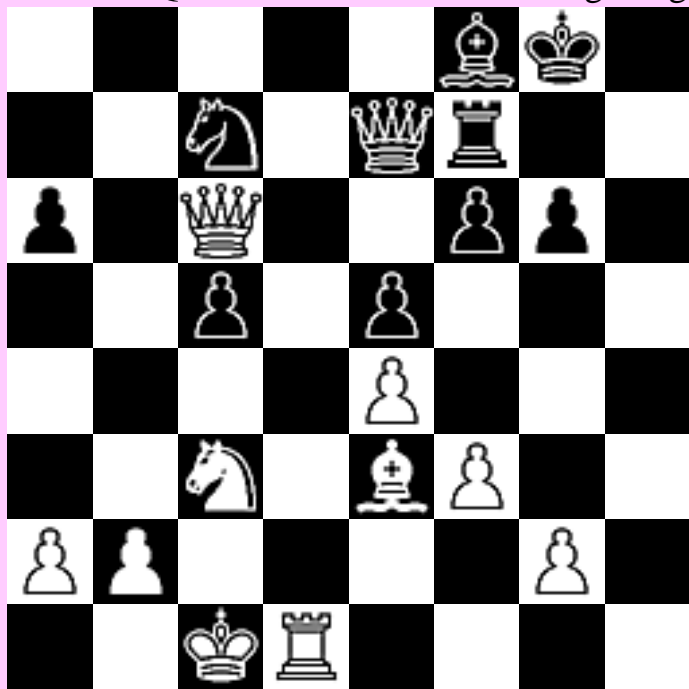
This document (Canon\canon524.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

spassky - korchnoi (kiev) KOTOV [E83]analysis: candidate moves - cr, analysis: candi, 1968

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Nc1 e5 9. d5 Nd4 10. Nb3 Nxb3 11. Qxb3 c5 12. dxc6 bxc6 13. O-O-O Be6 14. Qa3 Ne8 15. h4 f6 16. c5 Rf7 17. Qa4 Qc7 18. Bc4 Bxc4 19. Qxc4 Bf8 20. h5 dxc5 21. hxg6 hxg6 22. Qe6 Rd8 23. Rxd8 Qxd8 24. Rd1 Qe7 25. Qxc6 Nc7



White to move: Spassky has pressure but the press room GMs couldn't see how to proceed 26. Qb6 !! a creeping move which suddenly leaves Black with no way to patch up [26. Nd5 Qe6] 26... Kg7 [26... Rh7] 27. Nd5 Qe6 28. Bxc5 Bxc5 29. Qxc5 Nb5 30. Qe3 Qc6+ 31. Kb1 Nd4 32. Rc1 Qb5 33. Nc7 Qe2 34. Ne6+ Kh7 35. Qh6+ 1-0

Back to [Chess Coaching Page](#)

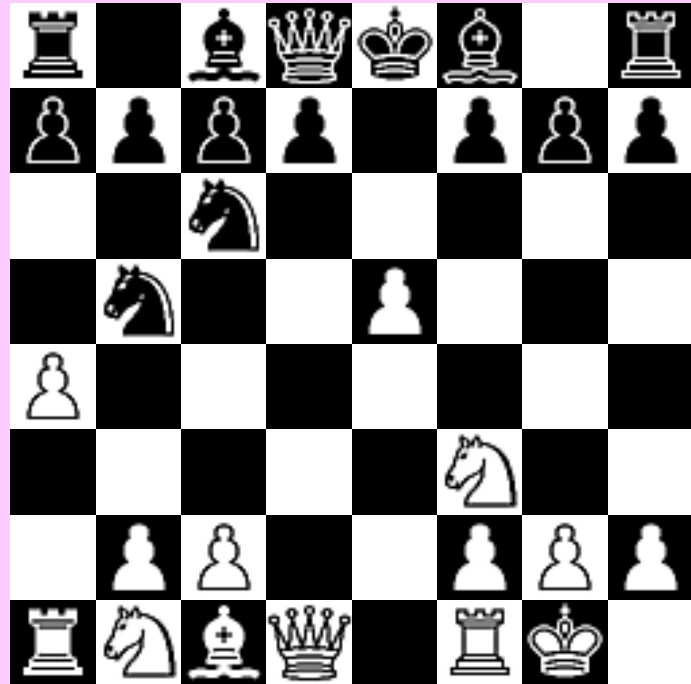
This document (Canon\canon525.html) was last modified on 13 Aug 2005 by



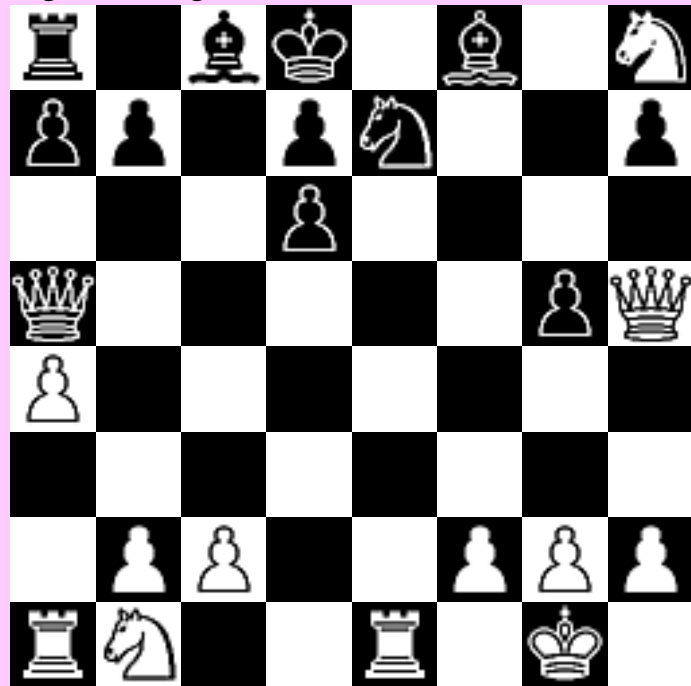
[Dr. Dave](#)

wahltuch - palmer,manchester [C67]analysis: candidate moves - qu, analysis: candi, 1912

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O Nxe4 5. d4 Nd6 berlin defence, rio de janiero variation 6. dxe5 [6. Bxc6] 6... Nxb5 7. a4



a gorgeously messy line 7... Nd6 [7... d6] 8. Bg5 f6 9. Re1 fxg5 10. exd6+ Ne7 11. Ne5 cxd6 12. Qh5 + g6 13. Nxc6 Qa5 14. Nxc8+ Kd8



15. Nc3 a quiet move in the midst of an attack is the sign of the master - DUMONT [15. Qf7 Qxe1#] 15... Qf5 (else Qf7) 16. Nb5 Ng6 17. Qxg5+ 1-0

Back to [Chess Coaching Page](#)

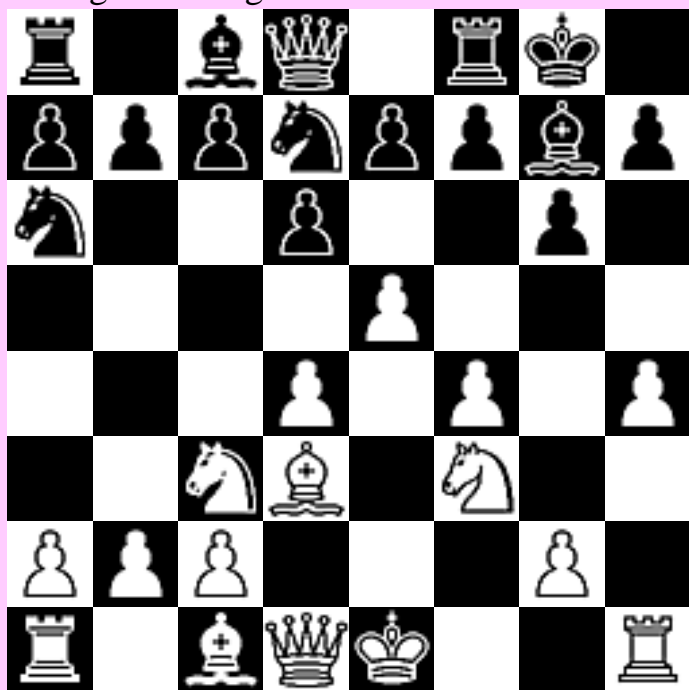
This document (Canon\canon526.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

borkowski - nunn (NUNN & GRIFFITHS/DVORET [B09]analysis: game for playing out, analysis: game, 1974

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. f4 Nf6 5. Nf3 O-O 6. Bd3 Na6 7. e5 Nd7 8. h4



start here against an opponent 8... c5 9. h5 cxd4 10. hxg6 hxg6 11. Ng5 dxe5 12. f5 Nf6 13. fxg6 Bg4
14. gxf7+ Rxf7 15. Ne2 Qd5 16. Bg6 Rff8 17. Qd3 e4 18. Qxd4 Qxd4 19. Nxd4 Rad8 20. Be3 Nb4 21.
Rc1 Nbd5 22. Bf2 Nf4 23. Bf5 Rxd4 24. Bxd4 Bxf5 25. g3 Ne6 26. Nxe6 Bxe6 27. Bxa7 Ng4 28. Bc5
Bxb2 0-1

Back to [Chess Coaching Page](#)

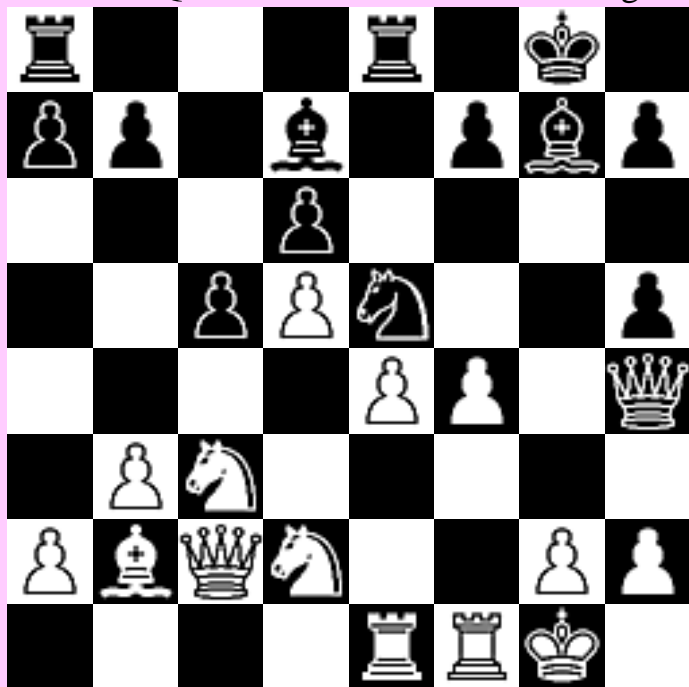
This document (Canon\canon527.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

polugaevsky - nunn (skara) [A77]analysis: game for playing out, analysis: game, 1980

1. d4 Nf6 2. Nf3 c5 3. d5 e6 4. c4 exd5 5. cxd5 d6 6. Nc3 g6 7. e4 Bg7 8. Be2 O-O 9. O-O Re8 10. Nd2 Nbd7 11. Qc2 Ne5 12. b3 Nh5 13. Bxh5 gxh5 14. Bb2 Bd7 15. Rae1 Qh4 16. f4



start here against an opponent 16... Ng4 17. Nf3 Bd4+ 18. Kh1 Nf2+ 19. Rxf2 Qxf2 20. Qc1 Bh3 21. Rg1 Kf8 22. Nxd4 cxd4 23. f5 dxc3 24. Qxc3 Rxe4 25. gxh3 Ke8 26. Qd3 Re1 27. Rxe1+ Qxe1+ 28. Kg2 Rc8 29. f6 Kd7 30. Qxh7 Qd2+ 31. Kg3 Qxd5 32. Kh4 Re8 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon528.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

corden - nunn,birmingham [C55]analysis: just plunge in, 1975

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Nf6 5. e5 d5 [5... Ne4 also =] 6. Bb5 Ne4 7. Nxd4 Bc5



has more attacking potential [7... Bd7 is the book move] 8. Nxc6 ? 8... Bxf2+ 9. Kf1 Qh4 10. Qxd5 [10. Nd4+ c6 11. Nf3 [11. Nxc6 O-O] 11... Ng3+ 12. Kxf2 Ne4+ 13. Ke2 Qf2+ 14. Kd3 Bf5



"with decisive attack". Just plunge in: 15. Ba4 [15. Nc3 Nc5#] [15. Bd2 Nxd2+ 16. Kc3 Qe3 + 17. Bd3 Ne4+ 18. Kb3 Qb6+ 19. Bb5 Qxb5+ 20. Ka3 Qa5+ 21. Kb3 Nc5#] [15. Be3 Nd6+ 16. Kc3 [16. Kd4 Nxb5+ 17. Kc5 Qxe3+] 16... Qxe3+] [15. Bf4 cxb5] [15. Qe1 Nc5+ 16. Kc3 Qxc2+ 17. Kd4] 15... Nd2+ 16. Kc3 Qe3+ 17. Kb4 a5# you can at least regain one

piece whenever you wish, still keeping the K exposed. NUNN & GRIFFITHS] 10... Be6 11. Qd3 [11. Nd4+ Ke7 12. Nxe6 fxe6 13. Qb3 Bc5 -+] 11... O-O 12. Nb4 [12. Na5 Bb6] [12. Nd4 Bxd4 13. Qxd4 ?? 13... Ng3+ 14. hxg3 Qxd4] 12... Bc5 0-1

Back to [Chess Coaching Page](#)

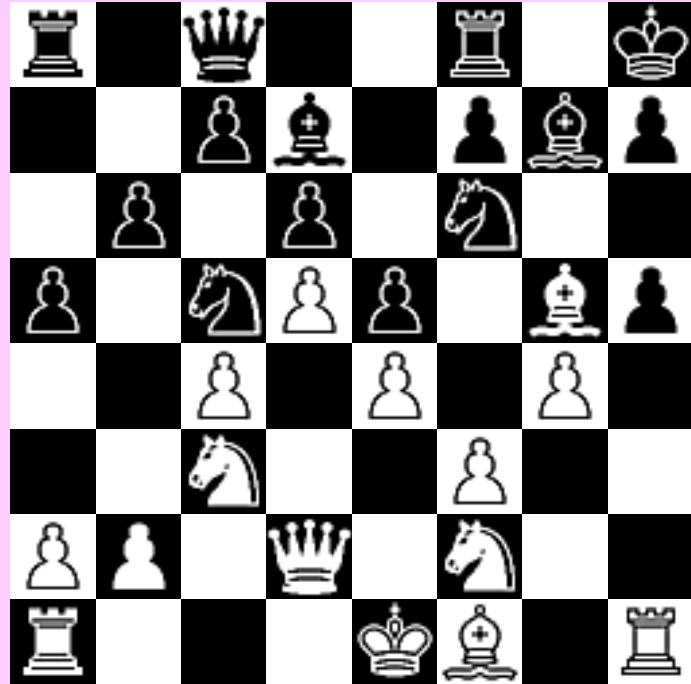
This document (Canon\canon529.html) was last modified on 13 Aug 2005 by



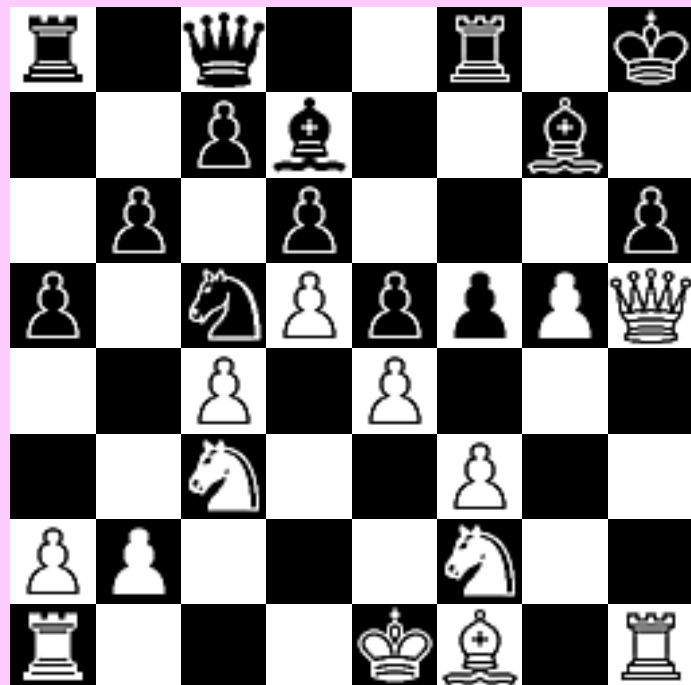
[Dr. Dave](#)

nimzovitch - tartakower (karlsbad) [E87]analysis: play a positional mo, analysis: play, 1929

1. d4 Nf6 2. c4 g6 3. f3 Bg7 4. e4 d6 5. Nc3 O-O 6. Be3 Nbd7 7. Nh3 e5 8. d5 a5 9. Nf2 b6 10. Qd2 Nc5 11. Bg5 Bd7 12. g4 Qc8 13. h4 Kh8 14. h5 gxh5



15. Bxf6 "all of this is extremely complicated and therefore I played after no more than five minutes' thought"... [15. Bxf6 Bxf6 (Nimzo analysed briefly:) 16. Qh6 Bg7 17. Qxh5 h6 18. g5 f5

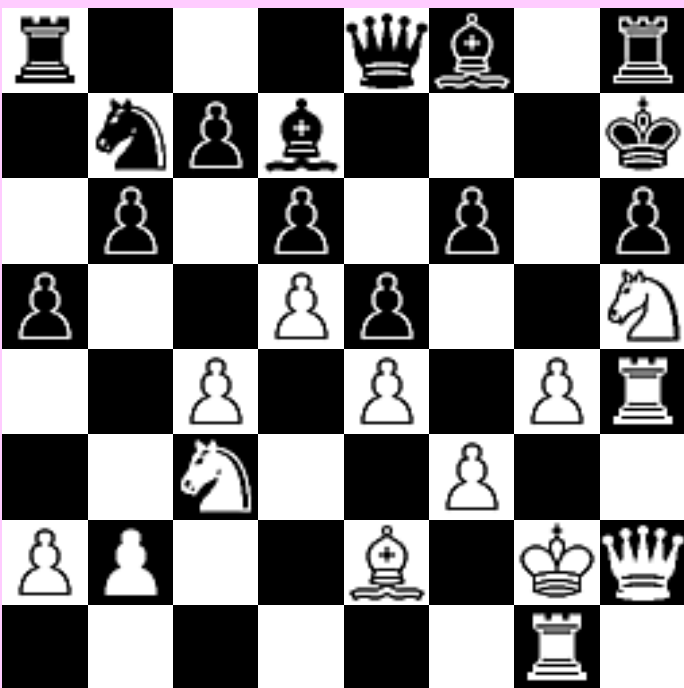


"now it is necessary to analyse several variations which are roughly equally good:"

19. *gxf6* [19. *gxh6*] 19... *Rxf6* 20. *Bh3*] 15... *Bxf6* 16. *Rxh5* *Bg7* 17. *Nh1*



17... *f6* 18. *Qh2* *h6* 19. *Ng3* *Kh7* 20. *Be2* *Rg8* 21. *Kf2* *Rh8* 22. *Rh4* *Qe8* 23. *Rg1* *Bf8* 24. *Kg2* *Nb7* 25. *Nh5*



"with a strong solid game and chances of attack" - NIMZO 1-0

Back to [Chess Coaching Page](#)

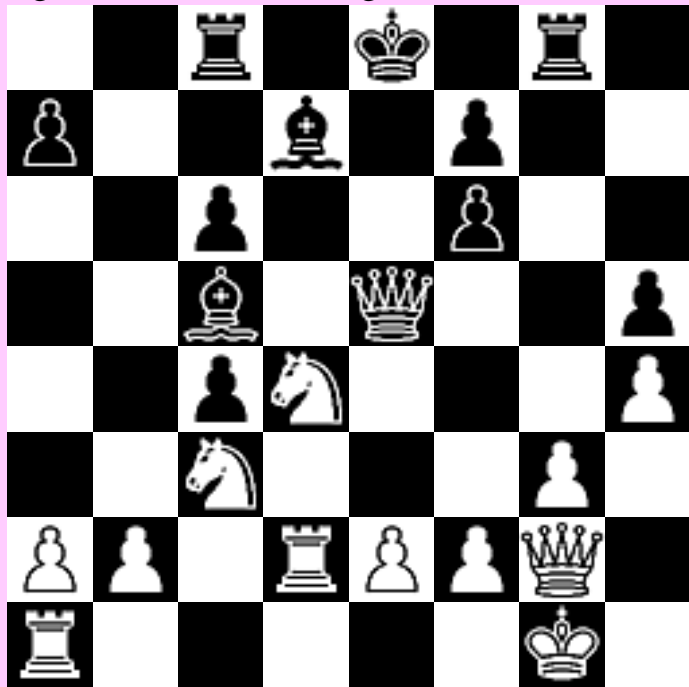
This document (Canon\canon530.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Tseshkovsky - Zilberstein [A00]analysis: random position (Kizlovodsk), Kizlovo, 1972

1. g3 d5 2. Bg2 e5 3. Nf3 e4 4. Nd4 Nf6 5. d3 Be7 6. O-O c5 7. Nb3 exd3 8. cxd3 Nc6 9. Bg5 Be6 10. Nc3 c4 ? 11. Bxf6 gxf6 12. dxc4 dxc4 13. Bxc6+ bxc6 14. Nd4 Bd7 15. Qc2 Qa5 16. Rfd1 h5 17. h4 Rg8 18. Qe4 Qe5 19. Qg2 Rc8 20. Rd2 Bc5



21. Rad1 Rc7 22. e3 Kf8 23. Nce2 Bxd4 24. Nxd4 ? 24... c5 25. Nf3 Qe7 26. Rc1 Bc6 27. Rxc4 Rd7 [27... Rg4 Gufeld] 1/2

Back to [Chess Coaching Page](#)

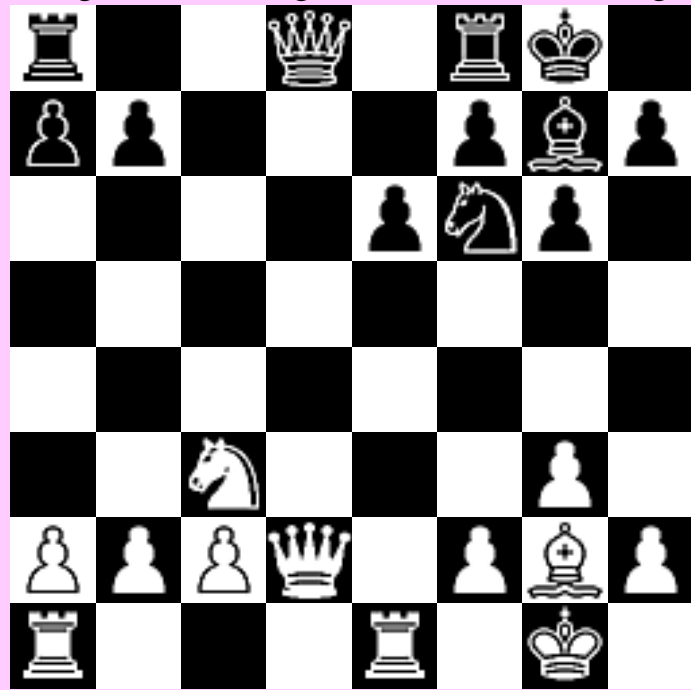
This document (Canon\canon531.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

stereotyped position - studyanalysis: stereotyped positn (de Groot), de Gro, 1996

(wKg1,Qd2,Nc3,Bg2,Ra1,e1,Pa2,b2,c2,f2,g3,h2; bKg8,Qd8,Nf6,Bg7,Ra8,f8,Pa7,b7,e6,f7,g6,h7)



1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon532.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - one move deep (1)analysis: visualisation, 1997

(wKe3,Nd5,Rc4,Pf4; bKe8,Nd7,Ra8,Pb6) 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon533.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - chernev/reinfeld (2)

analysis: visualisation, 1949 (wKg1,Qa4,Ng3,Pf2; bKg7,Qg4,Nd4) 1. Qxd4+ Qxd4 2. Nf5+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon534.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - chernev_reinfeld (3)

analysis: visualisation, 1949 (wKg1,Qd3,Nf4,Ra1,f1,Pa2,b2,c2,d4,g3,h4; bKg8,Qe7,Nc6,e4,Bd7,Rc8, Pa7,b7,c7,d6,g4,h7) 1. Nd5 Qe6 2. Qxe4 Qxe4 3. Nf6+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon535.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - becker_jung,eberst (4)

analysis: visualisation, 1948 (wKh1,Qc3,Ne2,e3,Bd3,Ra1,f2,Pa2,b2,c4,e5,f4,g3,h2; bKf7,Qd7,Nc6,g6, Bh3,Ra8,h8,Pa7,b7,c7,d6,f6,g7,h5) 1. e6+ Qxe6 [1... Bxe6 2. f5] 2. Bxg6+ [2. f5? Qxe3 3. fxg6 + Kf8] 2... Kxg6 3. f5+ Bxf5 4. Nf4+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon536.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - kofman_sakketi,cor (5)analysis: visualisation, 1948

(wKh1,Nc4,Rd1,e1,Pa2,b2,h3; bKc8,Qg3,Bd4,Pa7,b7,c7,f7,h7) White resigned, but... 1. Re8+ Kd7 2. Re3 Qg7 3. Rxd4+ Qxd4 4. Rd3 Qxd3 5. Ne5+ 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon537.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork combination - schlechter_mieses (6)analysis: visualisation, 1909

(wKg1,Qc4,Nd1,e2,Rc1,f3,Pa3,b2,d4,e5,g2,h2; bKc8,Qg5,Ng4,Bd6,Rd7,h8,Pa7,b7,c7,e6,f7,g7,h7) 1...
Bxe5 2. dxe5 Qh4 3. Rg3 Qxh2+ 4. Kf1 Rxd1+ 5. Rxd1 Qxg3 6. Nxg3 Ne3+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon538.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

knight fork study - chekhover (7)

analysis: visualisation, 1996 (wKa1,Qh1,Nf3; bKe4,Qb8) 1. Ne5+ [1. Ne5+ Kf4 2. Qf3+ Kg5 3. Qg4+ Kh6 4. Qg6#] 1... Ke3 [1... Kf5 2. Qh3+ Ke4 3. Qf3+ Kd4 4. Nc6+] 2. Qe1+ Kf4 3. Qf2+ Kg5 4. Qg3+ Kf5 5. Qg4+ Kxe5 6. Qg3+ Kf5 7. Qxb8 Kg4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon539.html) was last modified on 13 Aug 2005 by



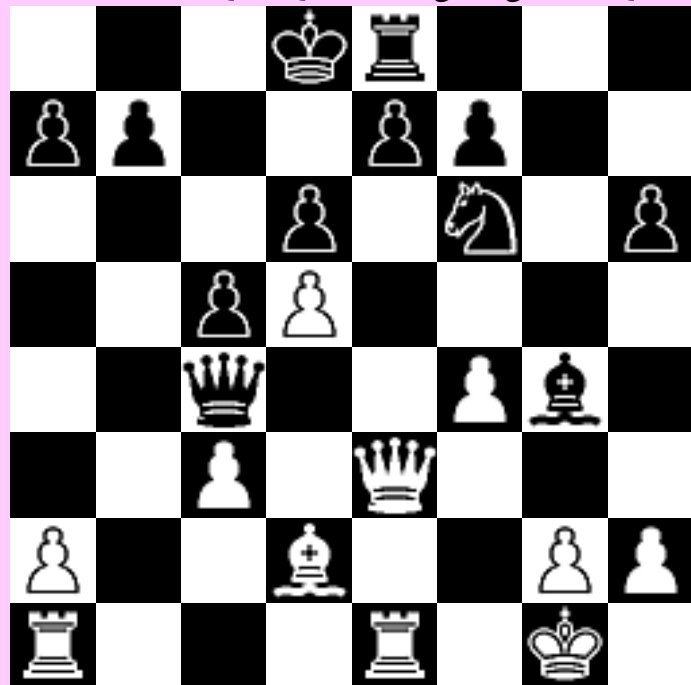
[Dr. Dave](#)

o'shaughnessy - basman [A40]defence: Basman's king safe in, defence: Basman, 1990

1. d4 h6 2. c4 g5



Basman has made a career out of this sort of thing. 3. Nc3 Bg7 4. e3 c5 5. d5 Bxc3+ 6. bxc3 d6 7. Bd3 Nf6 8. Ne2 Qa5 9. Bd2 Nbd7 10. f4 gxf4 11. exf4 Nb6 12. O-O Bd7 13. Ng3 O-O-O 14. Re1 Rde8 15. Nf5 Kd8 16. Qe2 Qa4 17. Ng7 Bg4 18. Qe3 Nxc4 19. Bxc4 Qxc4 20. Nxe8 Rxe8



Basman has argued that Kings are safe in the middle (actually in this game he did castle) as long as you don't move the central pawns. It all depends on whether your opponent can open lines, which depends on

pawn mobility. 21. h3 Bd7 22. Qf3 Bf5 23. g4 Be4 24. Qe3 Bxd5 25. Qe2 Qa4 26. Rac1 Bc6 27. c4 Ne4
28. Qd3 f5 29. Kh2 Qxa2 30. Rc2 Qa4 31. gxf5 Rg8 32. Rxe4 Qa1 33. Ba5+ Qxa5 34. Rce2 Qa1 35.
Re1 Qg7 36. Qf1 Qg3+ 37. Kh1 a5 38. f6 exf6 39. f5 Re8 0-1

Back to [Chess Coaching Page](#)

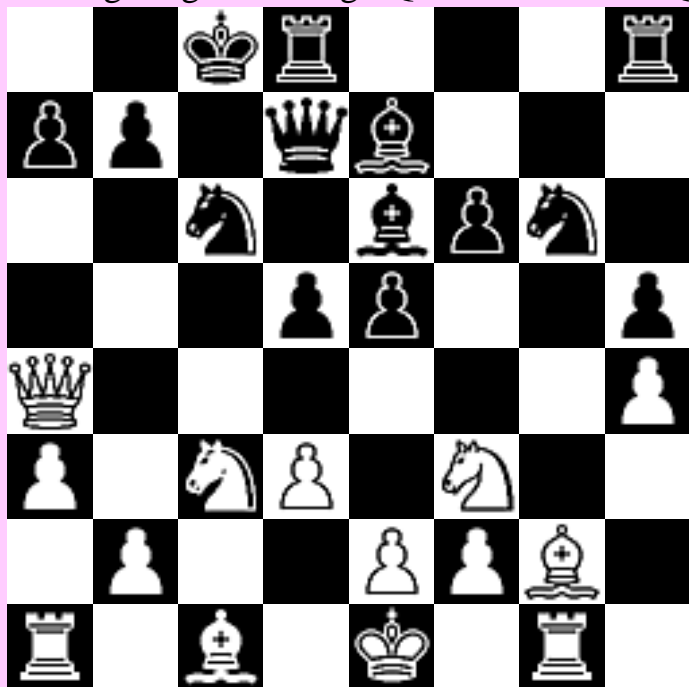
This document (Canon\canon540.html) was last modified on 13 Aug 2005 by



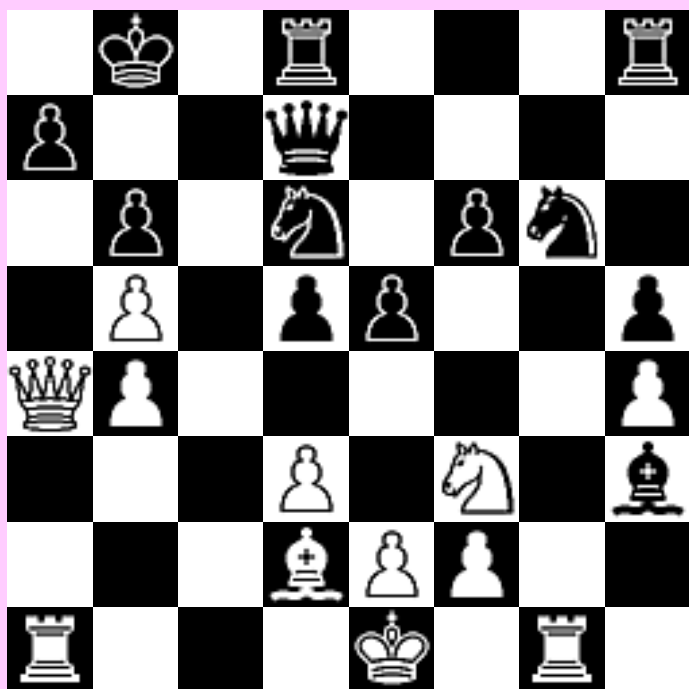
[Dr. Dave](#)

basman - wall (UK chp Eastbourne) [A00]defence: Basman's king safe in, defence: Basman, 1990

1. h3 e5 2. a3 d5 3. c4 c6 4. cxd5 cxd5 5. g4 Nc6 6. Bg2 Be6 7. d3 Nge7 8. Nc3 Ng6 9. Nf3 Be7 10. g5 f5 11. gxf6 gxf6 12. Rg1 Qd7 13. h4 h5 14. Qa4 O-O-O



White's pieces must restrain the Black central pawns. 15. b4 b6 16. Bd2 Kb8 17. b5 Na5 18. Na2 Nb7 19. Nb4 Bxb4 20. axb4 Nd6 21. Bh3 Bxh3



White starts a pincer movement. 22. Rxd6 Rxd6 23. Rxf6 Rg7 24. Bg5 Qc8 25. Rc1 Rc7 26. Rc6 1-0

Back to [Chess Coaching Page](#)

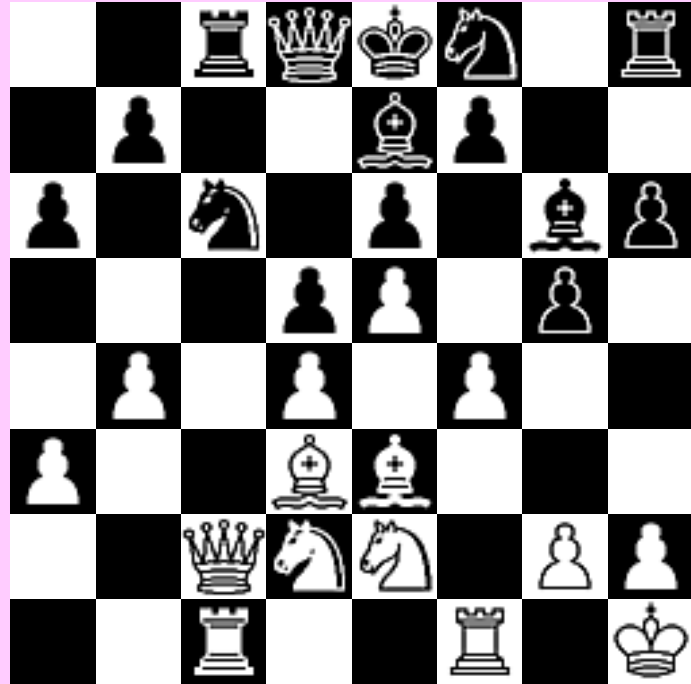
This document (Canon\canon541.html) was last modified on 13 Aug 2005 by



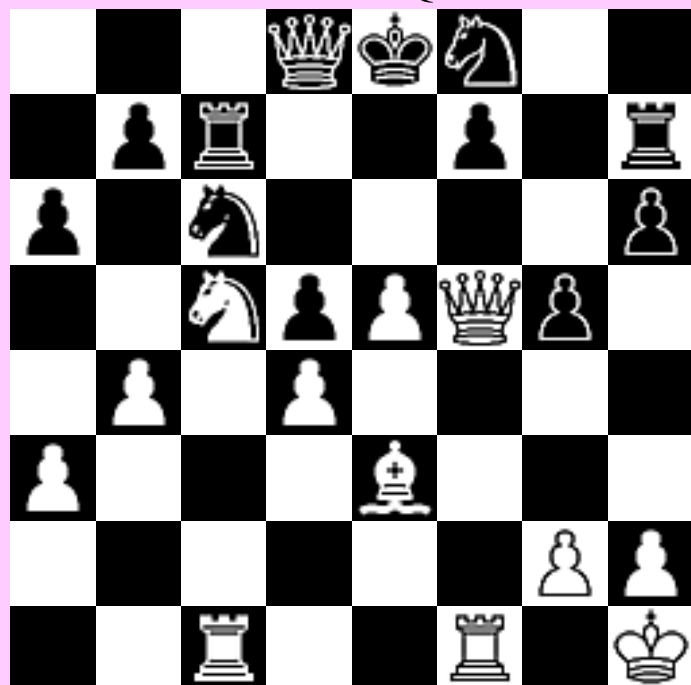
[Dr. Dave](#)

bryson - basman (cr) [B00]defence: Basman's king threate, defence: Basman, 1986

1. e4 g5 2. d4 h6 3. Bd3 d6 4. Ne2 c5 5. c3 Nf6 6. O-O Nc6 7. Kh1 Bg4 8. f3 Bh5 9. Be3 e6 10. Nd2 Be7 11. a3 cxd4 12. cxd4 d5 13. e5 Nh7 14. Qc2 Nf8 15. b4 Bg6 16. f4 Rc8 17. Rac1 a6



a bit French, which is odd for Basman, whose games usually look Martian... If you know about the French, you will know that White's position looks better - Black lacks counterplay against the attack. 18. f5 exf5 19. Bxf5 Bxf5 20. Qxf5 Rh7 21. Nc3 Rc7 22. Nb3 Rd7 23. Na4 Rc7 24. Nac5 Bxc5 25. Nxc5



Black has blockaded the central files, but the Bishop files are haemorrhaging. 25... Ne7 26. Qf6 Rc6 27.

e6 Nxe6 28. Nxb7 Qc7 29. Rxc6 Qxc6 30. Nc5 Nxc5 31. dxc5 Qe6 32. Bd4 Kd7 33. Qf2 f5 34. Re1 Qc6 35. Qe2 f4 36. a4 Qxa4 37. Qe6+ Kd8 38. Qb6+ Kc8 39. Bf6 Rf7 40. Qe6+ Fittingly, the decision comes down the King's e-file. 1-0

Back to [Chess Coaching Page](#)

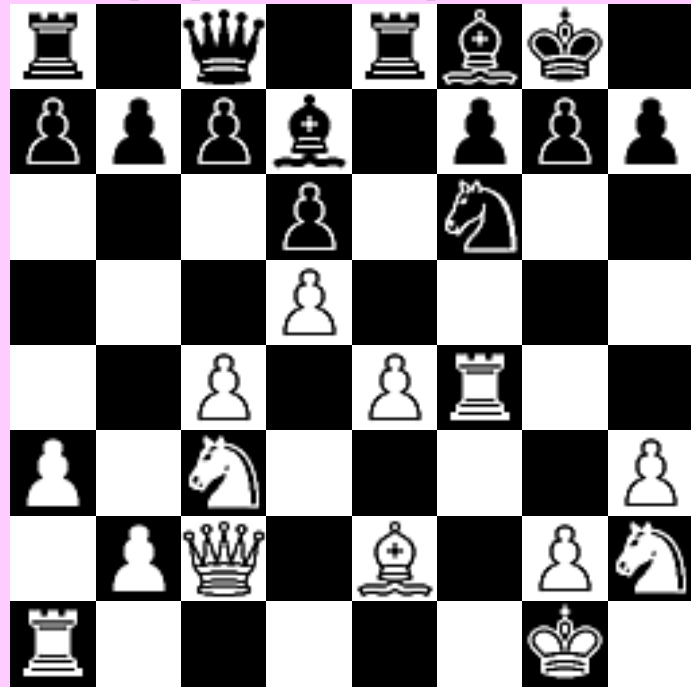
This document (Canon\canon542.html) was last modified on 13 Aug 2005 by



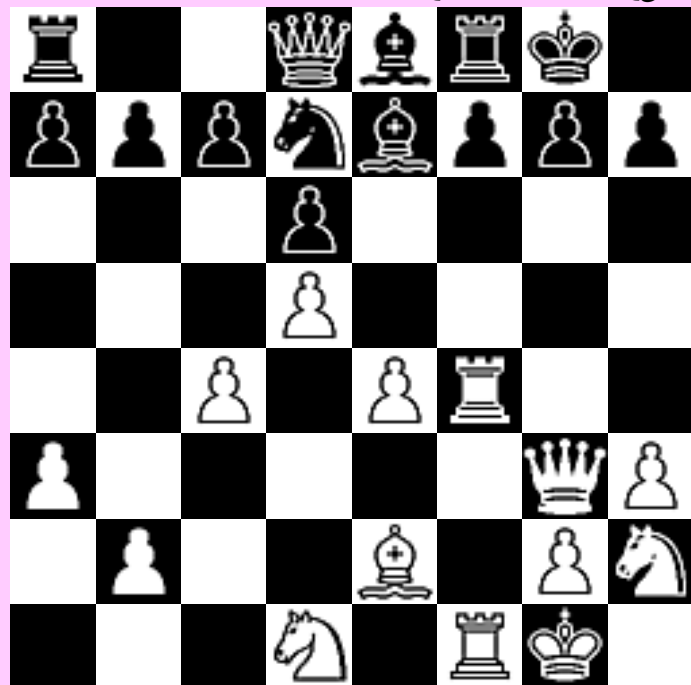
[Dr. Dave](#)

tartakower - lasker [A20]defence: a master at work (new, defence: a mast, 1924

1. c4 e5 2. a3 Nf6 3. e3 Be7 4. Qc2 O-O 5. Nc3 d6 6. Nf3 Re8 7. Be2 Bf8 8. O-O Nc6 9. d4 Bg4 10. d5 Ne7 11. h3 Bd7 12. Nh2 Qc8 13. e4 Ng6 14. f4 enterprising but risky 14... exf4 15. Bxf4 White has characteristically gone for an enterprising attack but the weakness of the e-pawn spells a warning: Black also snaps up the two Bishops. 15... Nxf4 16. Rxf4



16... Be7 17. Raf1 Rf8 18. Qd3 Be8 19. Qg3 Qd8 20. Nd1 Nd7



White decides to go in for unclear complications, as he realises he is losing the strategic battle 21. Ne3

Bg5 22. Rg4 f6 23. Qf2 h5 24. Rg3 h4 ! 25. Rg4 Bh5 26. Nf5 Bxg4 and Black won with the extra exchange 27. Nxg4 Qe8 28. Bf3 Ne5 29. Nxe5 Qxe5 30. Nxh4 Bxh4 31. Qxh4 f5 32. exf5 Rxf5 33. Re1 Qxb2 34. Bg4 Qd4+ 35. Kh2 Raf8 36. Qe7 Qf4+ 37. Kh1 Re5 38. Rxe5 dxe5 39. Qxc7 e4 40. Qe7 Qf6 41. Qxb7 Qa1+ 42. Kh2 Qe5+ 43. Kg1 Rb8 44. Qd7 Rb1+ 45. Kf2 e3+ 46. Ke2 Rb2+ 47. Ke1 Qc3+ 48. Kf1 Qc1+ 0-1

Back to [Chess Coaching Page](#)

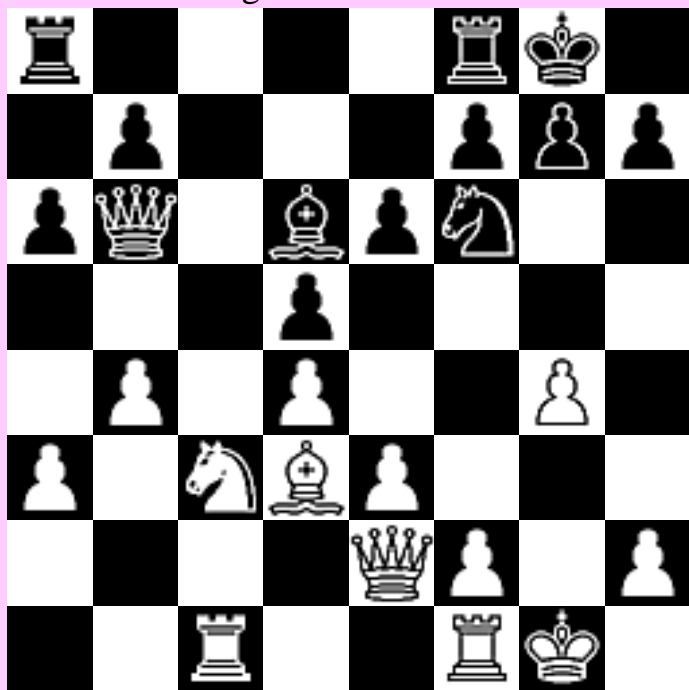
This document (Canon\canon543.html) was last modified on 13 Aug 2005 by



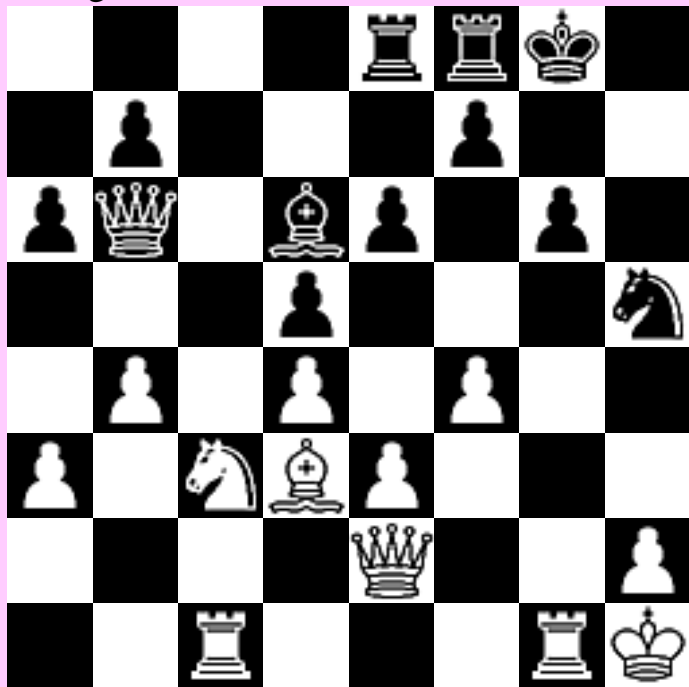
[Dr. Dave](#)

regis - arriens [D10]defence: all too many club pla, defence: all to, 1982

1. c4 c6 2. Nc3 d5 3. cxd5 cxd5 4. d4 Nf6 5. Bf4 Nc6 6. e3 Qb6 7. a3 e6 [7... Qxb2 8. Na4] 8. Nf3 Nh5 9. Be5 Nxe5 10. Nxe5 Nf6 11. Rc1 Bd7 [11... Qxb2 12. Nb5 Bxa3 13. Nc7+ Kf8 14. Rc2 is better for Black 14... Qb4+] 12. Nxd7 Nxd7 13. Bd3 a6 [13... Qxb2 14. Nb5 Bxa3 15. Nc7+ Kd8 16. Rc2 Qb4+ 17. Ke2 Rc8 is still better for Black] 14. Qe2 Nf6 15. O-O Bd6 16. b4 O-O 17. g4



I thought I had to go for it but Black lent a hand... 17... g6 ?! 18. f4 Rae8 ? 19. Kh1 h5 ?? 20. gxh5 Nxh5 21. Rg1



21... Kh7 ?? [21... Nxf4 22. exf4 Qxd4 23. Bxg6 fxg6 24. Rxd6+ Kf7 25. Qh5 Rh8 26. Rh6+ Ke7 27. f5 Rxh6 28. Qxh6 unclear! both Kings stand badly] [21... Kh8 22. f5 when White still has an attack (...exf5, Nxd5) [22. Bxg6 fxg6 23. Rxd6 Ng7 24. Rcg1 Rf7 25. Qg4 Qc7 26. Rxd7 Rxg7 27. Qh5+ Kg8 28. Qxe8+ Kh7 29. Rxd7+ Kxd7]] 22. Qxh5+ 1-0 22... Kg8 23. Bxg6 fxg6 24. Qxg6+ Kh8 25. Qg7# 1-0

Back to [Chess Coaching Page](#)

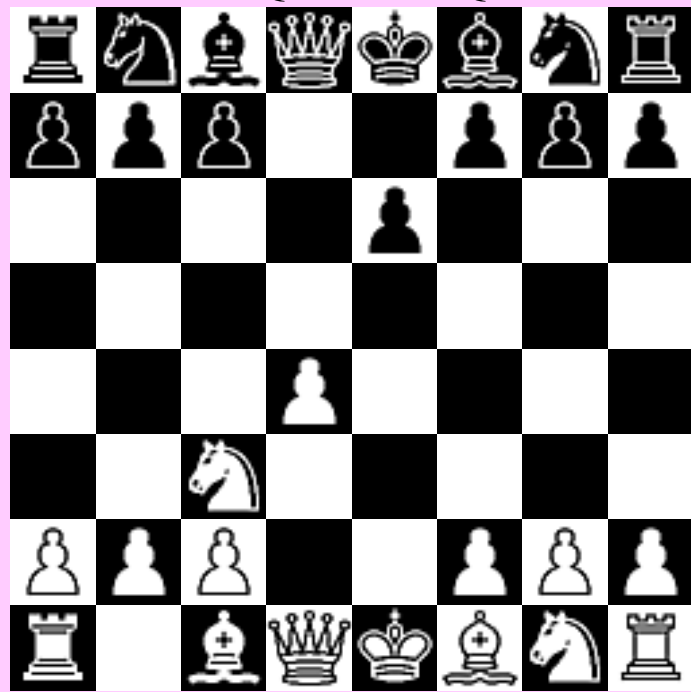
This document (Canon\canon544.html) was last modified on 13 Aug 2005 by



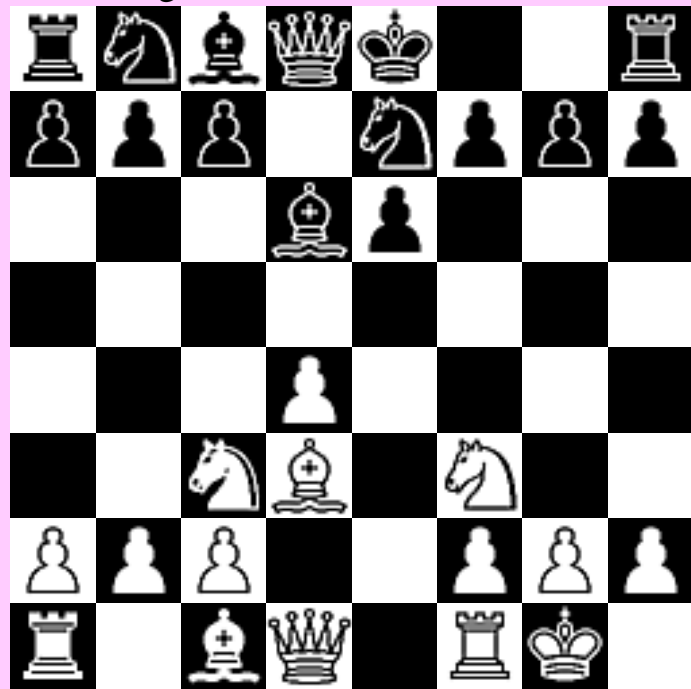
[Dr. Dave](#)

**morphy - guibert (blindfold simul,paris) CHERNEV [B01]
 defence: basic (various defens, defence: basic, 1858**

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qd8 4. d4 e6

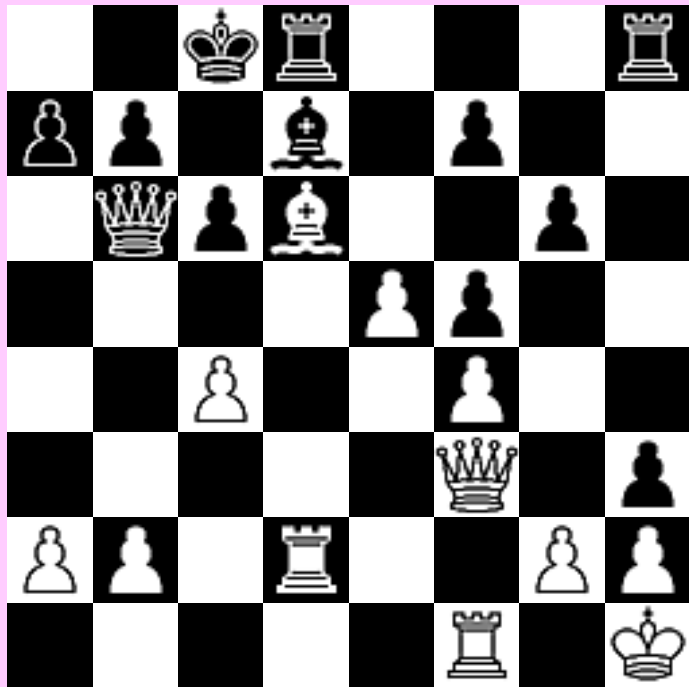


restraint against d5 5. Nf3 Bd6 6. Bd3 Ne7 7. O-O

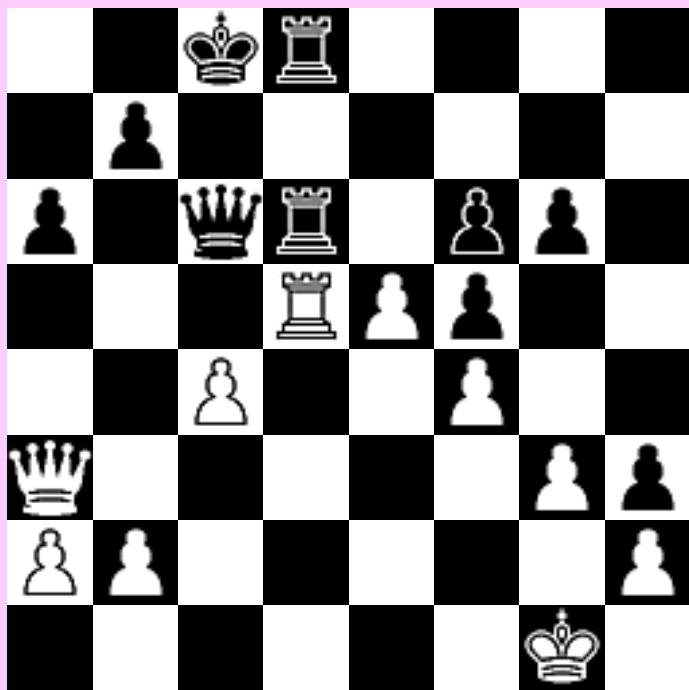


7... h6 prophylaxis [7... O-O 8. Bxh7+ Kxh7 9. Ng5+ Kg8 [9... Kg6] 10. Qh5 Re8 11. Qh7+ Kf8 12. Qh8+ Ng8 13. Nh7+ Ke7 14. Bg5+ Nf6 15. Qxg7 Kd7] 8. Be3 c6 restraint against d5 9. Ne5 Nd7 10. f4 Nf6 11. Ne4 Nf5 12. Bf2 Bc7 13. c3 Nd5 14. Qf3 Qe7 15. Rae1 Bxe5 closes the line to the Re1 16. dxe5 h5 secures the position of the Nf5 against g4 17. Bc5 Qd8 18. Nd6+ Nxd6 19. Bxd6 g6

restraint against f5 20. Qg3 Ne7 further blockade on the white squares 21. Rd1 Bd7 22. Rd2 h4 23. Qg4 Nf5 24. Bxf5 exf5 25. Qf3 Qb6+ 26. Kh1 O-O-O 27. c4 h3



counterplay 28. g3 Be6 29. Qc3 Rd7 30. Rfd1 c5 31. Kg1 Rhd8 32. Qa3 a6 33. Bxc5 Qc6 34. Bd6 f6 35. Rd5 Bxd5 36. Rxd5 Rxd6



counter-sacrifice, exchanging off the dangerous bishop 37. exd6 [37. Rxd6 Qg2#] [37. Rc5 Rd1+ 38. Kf2 R8d2+ 39. Ke3 Rd3+ 40. Ke2 Rxa3 41. Rxc6+ bxc6 42. bxa3 Ra1] 37... Kb8 38. Qd3 Rxd6 39. Qd2 Rxd5 40. cxd5 Qc5+ 41. Kf1 Qc4+ 42. Kf2 Qc5+ 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon545.html) was last modified on 13 Aug 2005 by



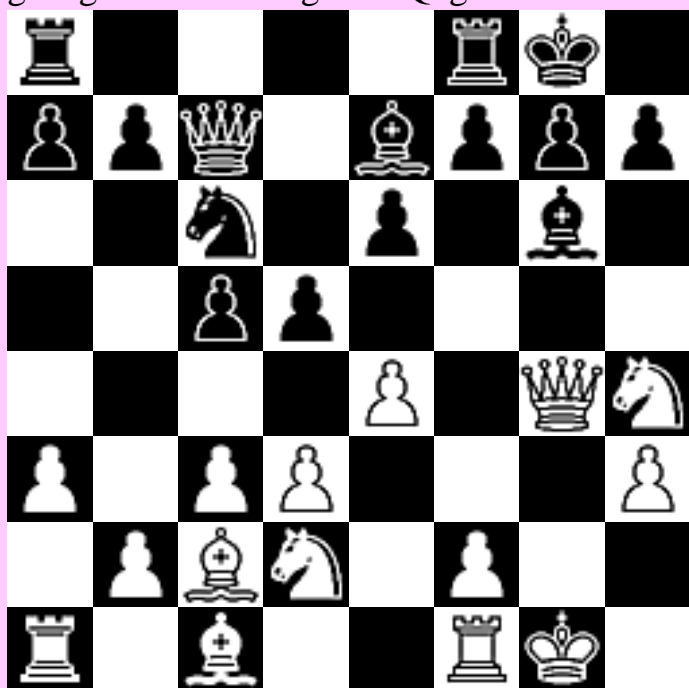
[Dr. Dave](#)

petrosian - kotov [B50]defence: breaking the attackin, defence: breaki, 1956

1. e4 c5 [1... e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. Bxf6 Bxf6 6. e5 Be7 7. Qg4 O-O 8. Bd3



White may threaten the sacrifice Bxh7 one day, and Qh5 will force weaknesses 8... f5 9. Qh3 [9. exf6 opens the game for the two Bs] 9... c5 10. dxc5 Nd7 11. f4 Nxc5 bullying the Bd3] 2. Nf3 d6 3. c3 Nf6 4. Bd3 Nc6 5. Bc2 Bg4 6. d3 e6 7. Nbd2 Be7 8. h3 Bh5 9. Qe2 d5 10. a3 Qc7 11. O-O O-O 12. g4 Bg6 13. Nh4 Nxg4 14. Qxg4



This is the critical moment. 14... f5 15. exf5 ? 15... exf5 16. Qa4 Be8



17. Ndf3 ? [17. Qb3 Bxh4 18. Qxd5+ Kh8 19. Qxc5 ? 19... Bh5 with winning attack: Rae8, Rf8-f6-g6] 17... Na5 [17... Nd4 18. cxd4 was anticipated by P, with compensation] 0-1

Back to [Chess Coaching Page](#)

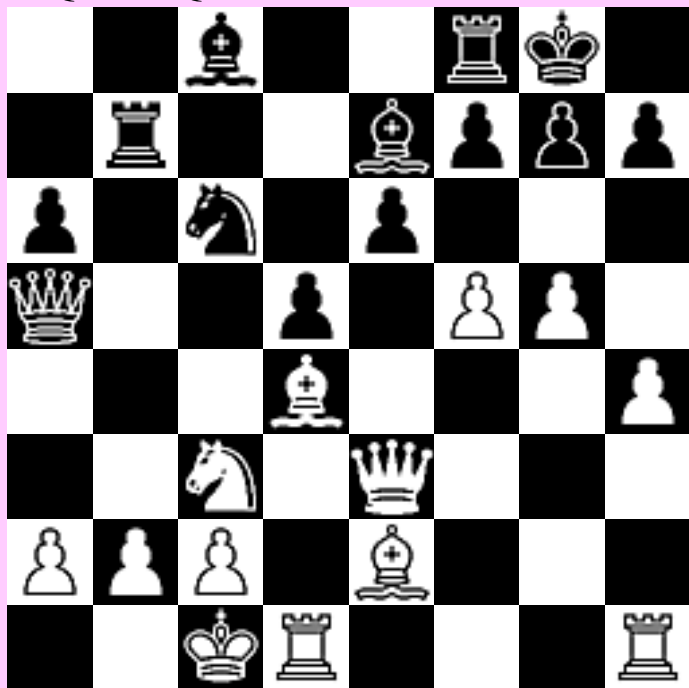
This document (Canon\canon546.html) was last modified on 13 Aug 2005 by



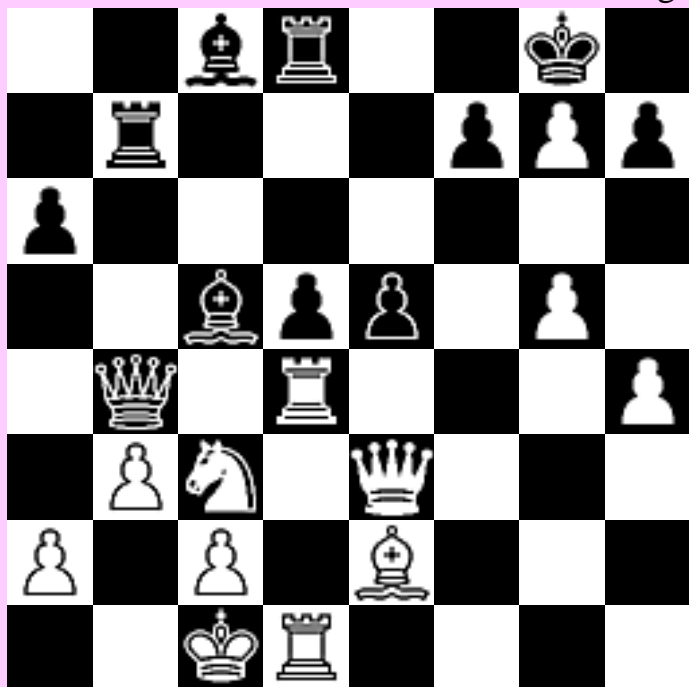
[Dr. Dave](#)

short - kasparov,belfort [B80]defence: central control, 1988

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be3 e6 7. f3 Be7 8. Qd2 Nc6 9. g4 O-O 10. O-O-O Nd7 11. h4 Nde5 12. Nxc6 bxc6 13. Be2 Rb8 14. g5 d5 15. Ba7 Rb7 16. Bd4 Nd7 17. exd5 cxd5 18. f4 Qa5 19. Qe3 Nb8 20. f5 Nc6



In these opposite-side castling positions it is typical for each side to belt down towards the opponent's King. Who will get there first? The answer often lies in central control, although the King's-side is easier to defend. 21. f6 Nxd4 22. Rxd4 Bc5 23. fxg7 Rd8 24. Rhd1 Qb4 25. b3 e5



no question about who has the advantage in the centre 26. Qxe5 Qxc3 27. Rxd5 Qxe5 28. Rxe5 Ba3+ 29. Kb1 Rxd1+ 30. Bxd1 Rd7 31. Bg4 Rd4 32. Bf3 Kxg7 33. h5 h6 34. gxh6+ Kxh6 35. Ra5 Bb4 36.

Re5 f6 37. Re8 Bf5 38. Rh8+ Kg5 39. Rb8 Ba3 40. h6 Rd2 0-1

Back to [Chess Coaching Page](#)

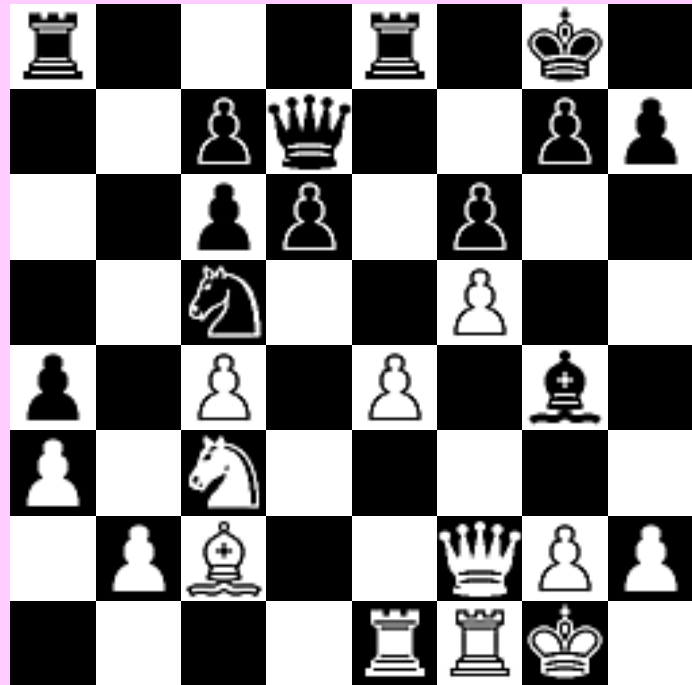
This document (Canon\canon547.html) was last modified on 13 Aug 2005 by



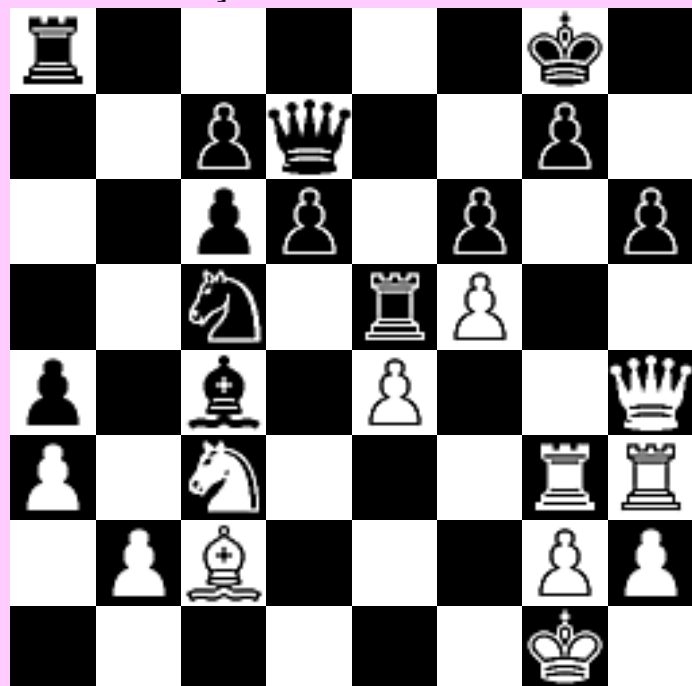
[Dr. Dave](#)

knoch - reti (semmering) PACHMAN [A52]defence: central counter, 1926

1. d4 Nf6 2. c4 e5 3. dxe5 Ng4 4. e4 Nxe5 5. f4 Nec6 6. a3 a5 7. Be3 Na6 8. Nf3 Bc5 9. Qd2 d6 10. Nc3 O-O 11. Bd3 Bxe3 12. Qxe3 Nc5 13. O-O Re8 14. Bc2 a4 15. Rae1 f6 16. Qf2 Bg4 17. Nd4 Qd7 18. Nxc6 opens the b-file and loses d5 as an outpost, but the Q can now move [18. Nd5] 18... bxc6 19. f5

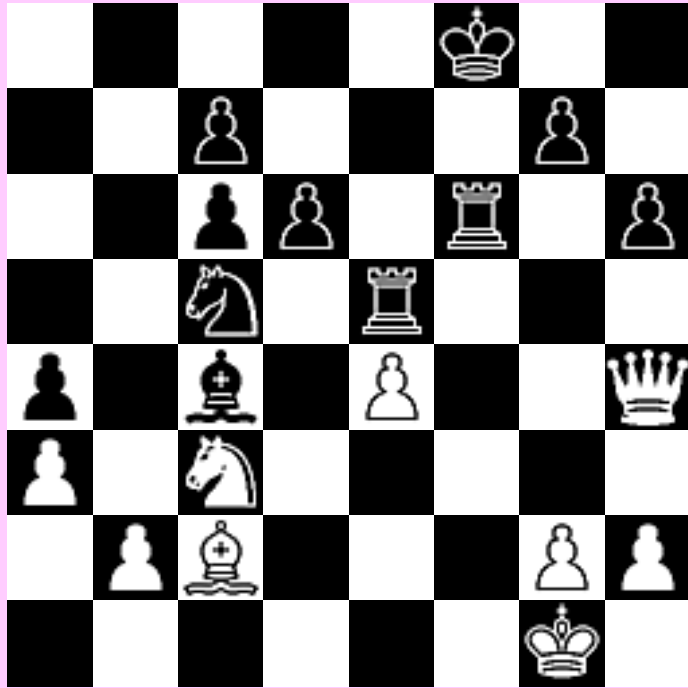


the K-side attack is now White's only plan 19... Bh5 20. Qh4 Bf7 21. Rf3 Re5 [21... Bxc4 22. e5 Bd5 23. e6] 22. Ree3 Bxc4 23. Rh3 h6 24. Reg3



White is bluffing: he'll never get to play his N or B into the attack. 24... Kf8 [24... Kh8 25. Rg6

Bg8 26. Rhg3 Re7 27. Ne2] 25. Rg6 Rae8 26. Rhg3 Qxf5 [26... R8e7 27. Rxf6+ gxf6 28. Qxf6+ Rf7 29. Qxh6+ Ke7 30. Qh4+ Kf8 [30... Rf6 31. Rg6] 31. Qh6+] 27. Rxf6+ Qxf6 28. Rf3 R8e6 29. Nxa4 [29. Rxf6+ Rxf6



- +] 29... Nxa4 30. Bxa4 Rxe4 31. Rxf6+ Rxf6 32. g4 Be2 resigns 1-0

Back to [Chess Coaching Page](#)

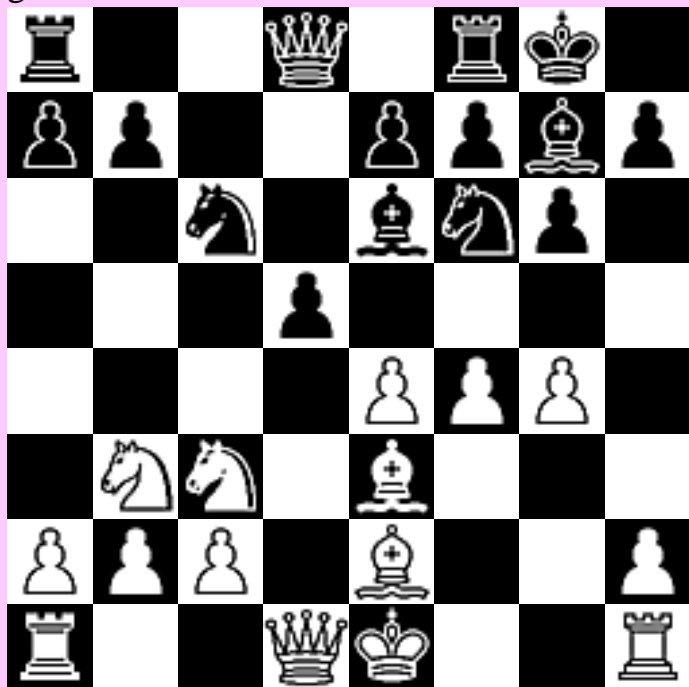
This document (Canon\canon548.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

alekhine - botvinnik (nottingham) [B72]defence: central counter, 1936

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be2 Bg7 7. Be3 Nc6 8. Nb3 Be6 9. f4 O-O 10. g4 d5



one of the most famous examples of a central counter to a wing attack 11. f5 Bc8 12. exd5 Nb4 13. d6 Qxd6 14. Bc5 Qf4 15. Rf1 Qxh2 16. Bxb4 Nxc4 17. Bxc4 Qg3+ 18. Rf2 Qg1+ 19. Rf1 Qg3+ 20. Rf2 Qg1+ 1-0

Back to [Chess Coaching Page](#)

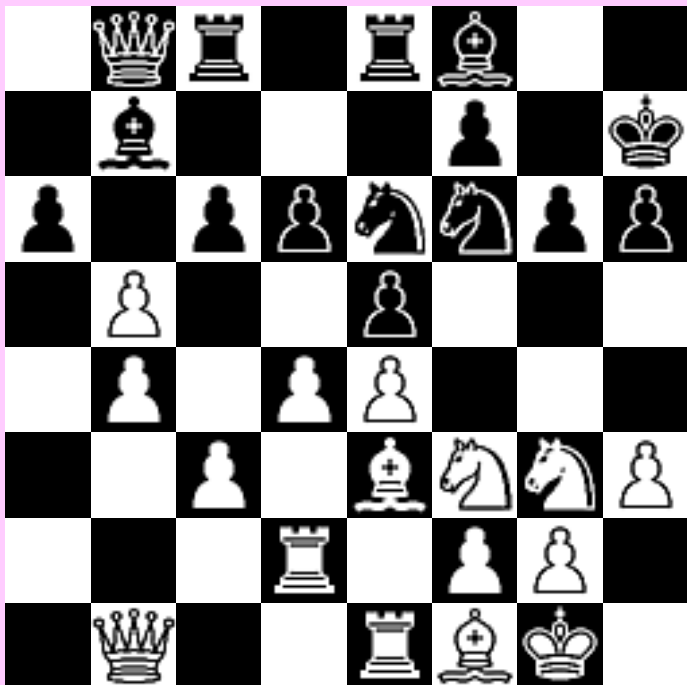
This document (Canon\canon549.html) was last modified on 13 Aug 2005 by



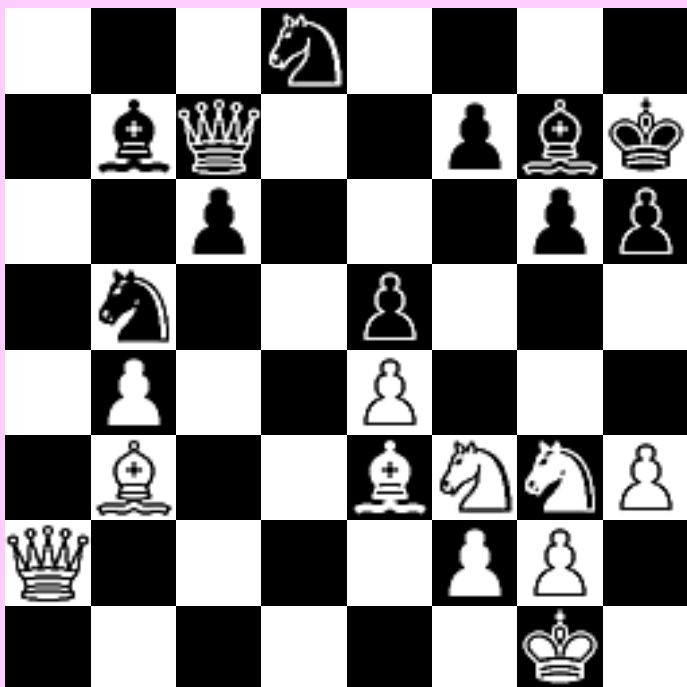
[Dr. Dave](#)

kasparov - karpov [C92]defence: central counterplay v, defence: centra, 1985

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Bb7 10. d4 Re8 11. Nbd2 Bf8 12. a4 h6 13. Bc2 Nb8 14. Bd3 c6 15. Nf1 Nbd7 16. Ng3 Qc7 17. Bd2 g6 18. Qc1 Kh7 19. b3 Bg7 20. Qc2 Nf8 21. Be3 Ne6 22. Rad1 Rac8 23. Bf1 Bf8 24. Rd2 Qb8 25. Qb1 Ba8 26. b4 Bb7 27. axb5



the first capture after some heavyweight manoeuvres 27... axb5 28. Red1 Qc7 29. Rc1 Bg7 30. Rcd1 Rcd8 31. dxe5 dxe5 32. Rxd8 Rxd8 33. Rxd8 Nxd8 34. c4 bxc4 35. Bxc4 Ne8 36. Qa2 Nd6 37. Bb3 Nb5



38. h4 play on the wing... 38... Nd4 ...is best met by play in the centre 39. Bxd4 exd4 40. h5 Qe7 41. Qd2 c5 42. Qc2 cxb4 43. hxg6+ fxg6 44. Qc4 h5 45. e5 Bxf3 46. gxf3 Bxe5 47. f4 Bxf4 48. Qg8+ Kh6 49. Bc2 Qg7 50. Qxd8 Bxg3 51. fxg3 Qe5 52. Qf8+ Kg5 53. Kg2 1/2

Back to [Chess Coaching Page](#)

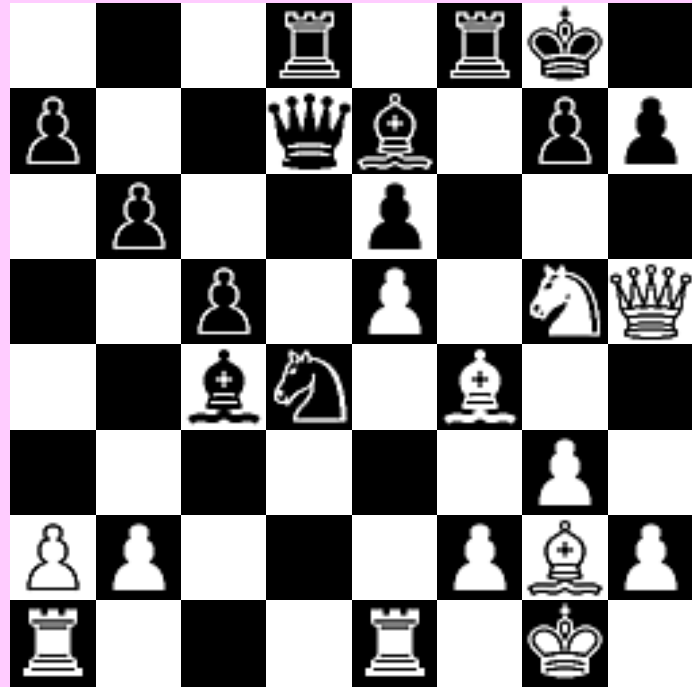
This document (Canon\canon550.html) was last modified on 13 Aug 2005 by



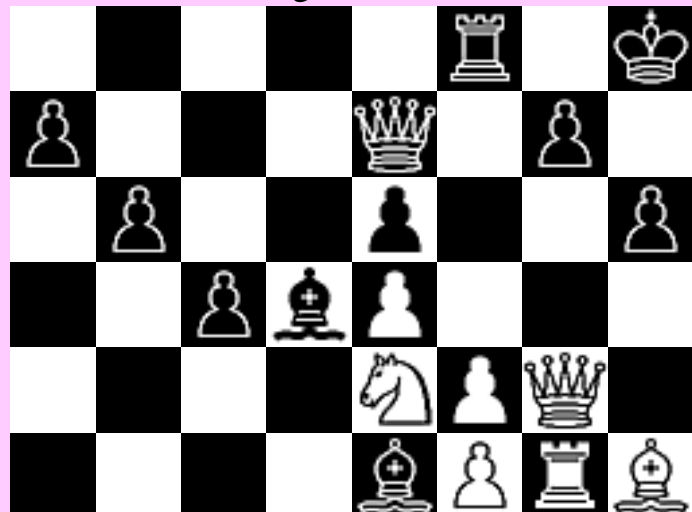
[Dr. Dave](#)

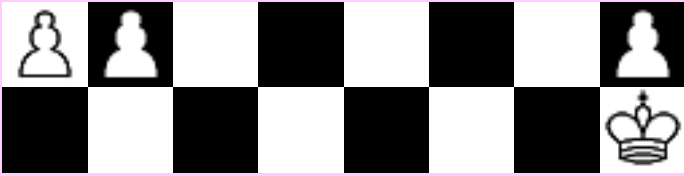
walker,n (2070) - regis,d (cambridge) [A10]defence: centralisation, 1981

1. c4 b6 2. Nf3 Bb7 3. Nc3 e6 4. g3 Nf6 5. Bg2 d5 6. cxd5 Nxd5 7. O-O c5 8. Re1 Be7 9. Nxd5 Bxd5
10. Qa4+ Qd7 11. Qg4 O-O 12. d3 Nc6 13. e4 f5 14. Qh5 fxe4 15. dxe4 Bc4 16. Bf4 Rad8 17. e5 Nd4
18. Ng5



help...! - but Black has no need to despair: the N+Bc4 are good pieces, and Blackburne would have warned White not to attack without first developing the Queen's Rook. The half-open f-file is also a Black trump. 18... h6 19. Ne4 Rf5 20. Qg6 Rxf4 21. gxf4 Ne2+ exploiting the position of N+B 22. Rxe2
A good practical decision, keeping the initiative [22. *Kh1 Nxf4* 23. *Qg4 Nxf4* 24. *Qxf4*] 22...
Bxe2 23. Bh3 Bc4 24. Kh1 Rf8 25. Rg1 Bh4 26. Qg4 Bd5 27. f3 [27. *Qxh4 Bxe4+* 28. *Bg2 Bxg2*
+ 29. *Rxg2 Qd1+* 30. *Rg1 Qf3+* 31. *Rg2 Rxf4*] 27... Qe7 It's hard to see a way forward for
White, but the next move solves the problem of the Bh4. 28. Nd6 Bf2 29. Rg2 Bd4 more centralisation
30. Ne4 Kh8 31. Rg3 Be3





Ha! 32. Qg6 Bxf4 33. Rg4 Qf7 34. b3 Bxe5 35. Qxf7 Rxf7 36. Kg2 g5 37. Nd2 Bf4 0-1 [37... Bf4
38. Ne4 h5] 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon551.html) was last modified on 13 Aug 2005 by



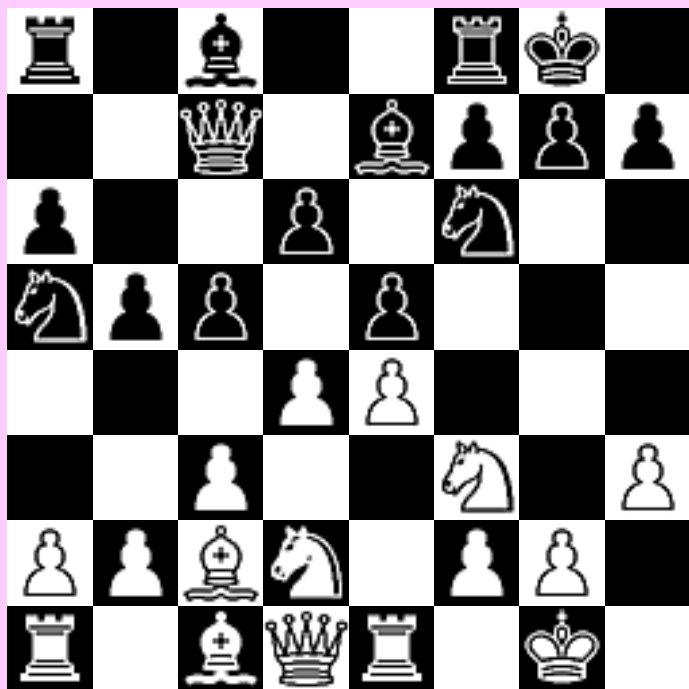
[Dr. Dave](#)

ruy lopez - defensive themes [C95]defence: counterattack, re- pos, defence: counte, 1995

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. c3 d6 Defence by strong point: White cannot go through e5 so must go around. 9. h3



9... Nb8 the inventive Gyula Breyer came up with this re-positioning. [*9... Na5 Defence by counterattack.* 10. Bc2 c5 11. d4 Qc7 12. Nbd2



If White exposes the weakness on d5 with dxc5,dxc5 Black can suddenly envision ...c5-c5 and ... Na5-b7-c5-d3! 10. d4 Nbd7 11. Nbd2 Bb7 12. Bc2 Re8



Black is very solid and flexible. 1-0

Back to [Chess Coaching Page](#)

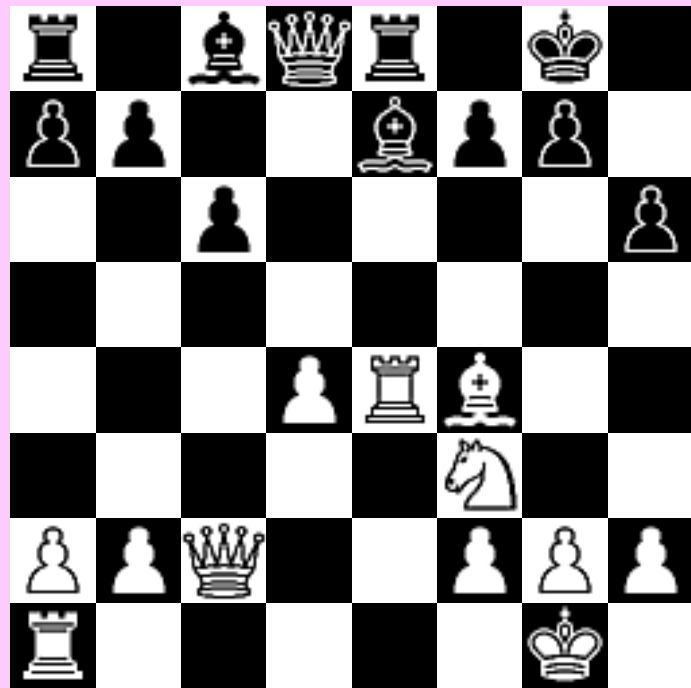
This document (Canon\canon552.html) was last modified on 13 Aug 2005 by



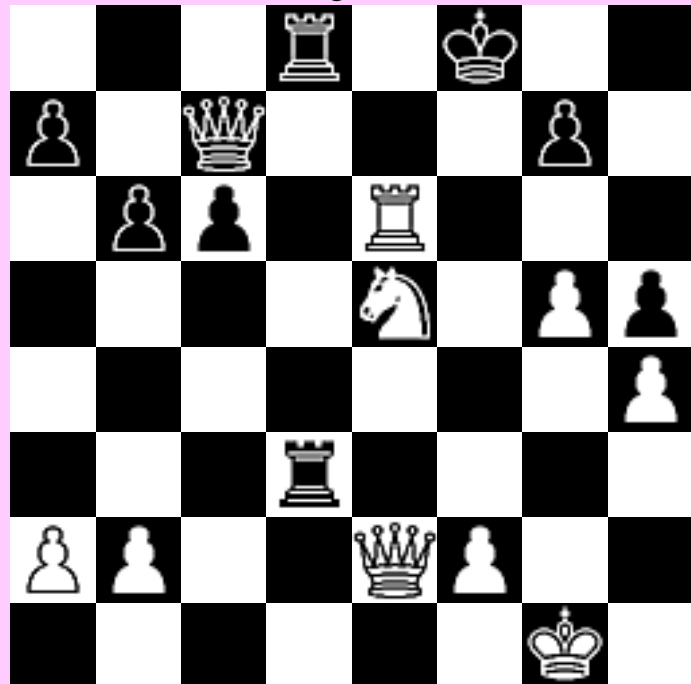
[Dr. Dave](#)

regis,d - hooper,ht (march) [D30]defence: counterplay, 1975

1. d4 My first move for March! 1... d5 2. c4 e6 3. e3 2. c4 was as much as I knew; anxiety over the loss of my c4 pawn led me to develop the infamous Regis opening 1 d4, 2 Bf4 with e3 & c4 3... Nf6 4. Nc3 Be7 5. Nf3 O-O 6. Bd3 Nbd7 7. cxd5 exd5 8. O-O c6 9. Re1 Re8 10. Qc2 h6 11. e4 Clearly still influenced by patterns seen in Chernev's LOGICAL CHESS ... 11... dxe4 12. Nxe4 Nxe4 13. Bxe4 Nf6 14. Bf4 Nxe4 15. Rxe4



?? 15... Bf5 16. Rae1 Bxe4 17. Rxe4 Bf6 18. Be5 Bxe5 19. dxe5 Qc7 20. Qe2 Rad8 21. Qe3 b6 22. g4 Rd5 23. h4 Red8 24. g5 Rd3 25. Qe2 h5 26. e6 fxe6 27. Rxe6 Kf8 28. Ne5



I'm still (1992) taken with the determined attitude of White here! 28... R3d6 29. Ng6+ Kg8 30. Ne7+

Kf7 [30... Kf8 31. Qf3+ Ke8 32. Nd5+ Kd7 33. Re7+ still] 31. g6+ Ke8 32. Nd5+ Kd7 33. Re7+ Kc8 34. Rxc7+ Kb8 35. Qa6 Rxc6+ 36. Kf1 1-0

Back to [Chess Coaching Page](#)

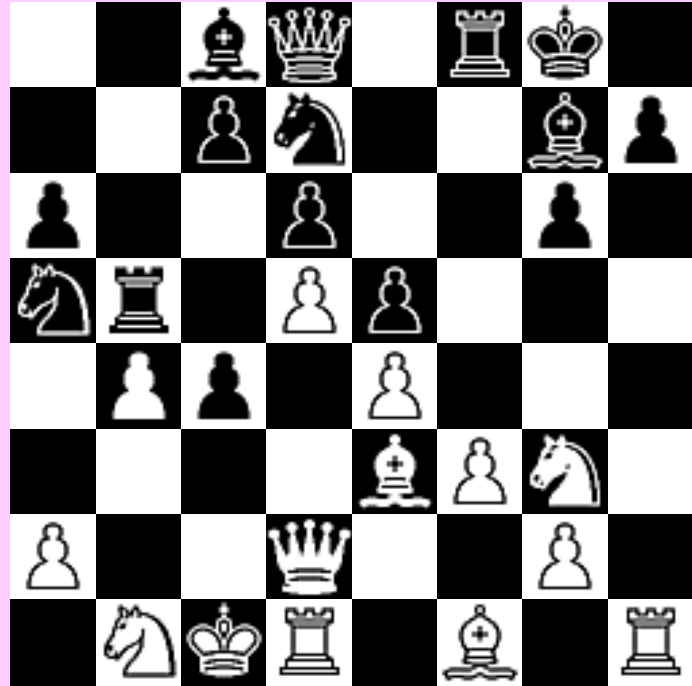
This document (Canon\canon553.html) was last modified on 13 Aug 2005 by



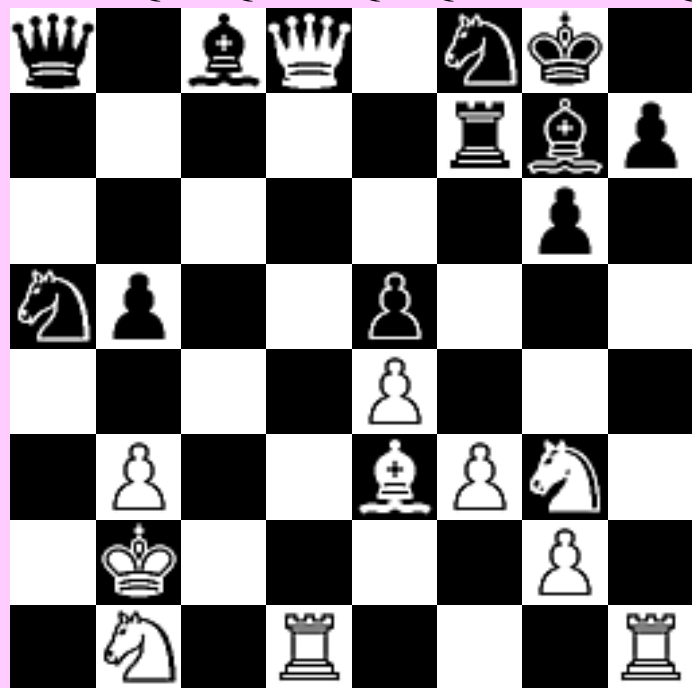
[Dr. Dave](#)

Timman,J - Kasparov,Gary (Bugonjo) [E84]defence: counterplay, 1982

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Be3 Nc6 7. Nge2 a6 8. Qd2 Rb8 9. h4 b5 10. h5 e5
11. d5 Na5 12. Ng3 bxc4 13. O-O-O Nd7 14. hxg6 fxg6 15. Nb1 Rb5 16. b4



Black is in deep doo-doo. No reason to start going backwards... 16... cxb3 17. Bxb5 c5 18. dxc6 already too cooperative [18. Be2] 18... axb5 19. Qd5+ [19. cxd7 Nc4 20. dxc8=Q Qxc8 21. Qd5+ [21. axb3 Nxd2+ 22. Kxd2 winning] 21... Rf7] 19... Rf7 20. axb3 timman started to look flustered 20... Nf8 21. Qxd6 Qe8 22. Qd8 Qxc6+ 23. Kb2 Qa8



neat 24. Rc1 Nc4+ [24... Nc6 25. Rxc6] 25. bxc4 Rd7 intermezzo 26. Qe8 bxc4 27. Nc3 Qc6 28. Kc2 things still aren't clear, but both sides were happy to escape intact 1/2

Back to [Chess Coaching Page](#)

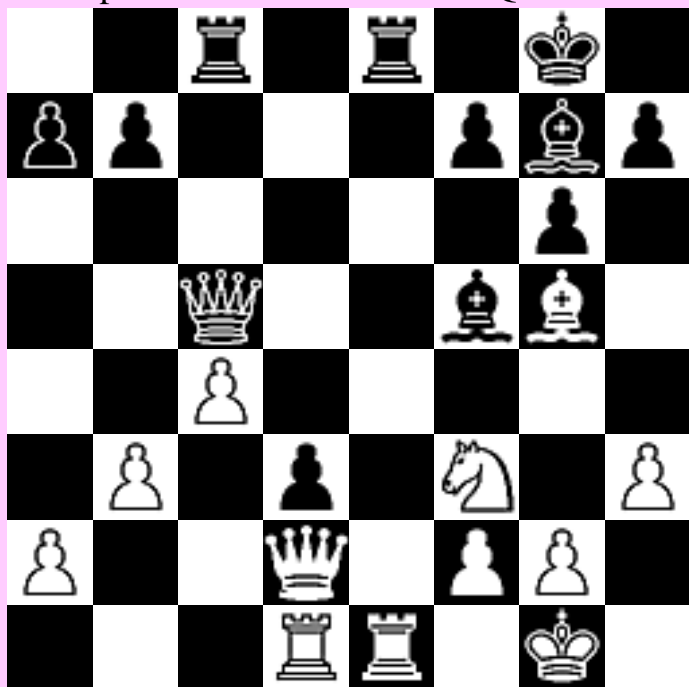
This document (Canon\canon554.html) was last modified on 13 Aug 2005 by



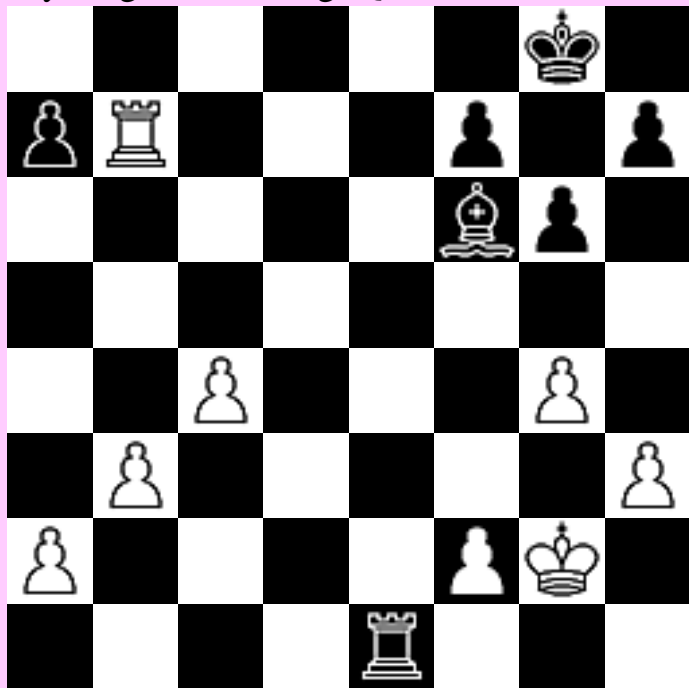
[Dr. Dave](#)

watson,c (1845) - regis,d (bedford) (1940) [A40]defence: counterplay, 1986

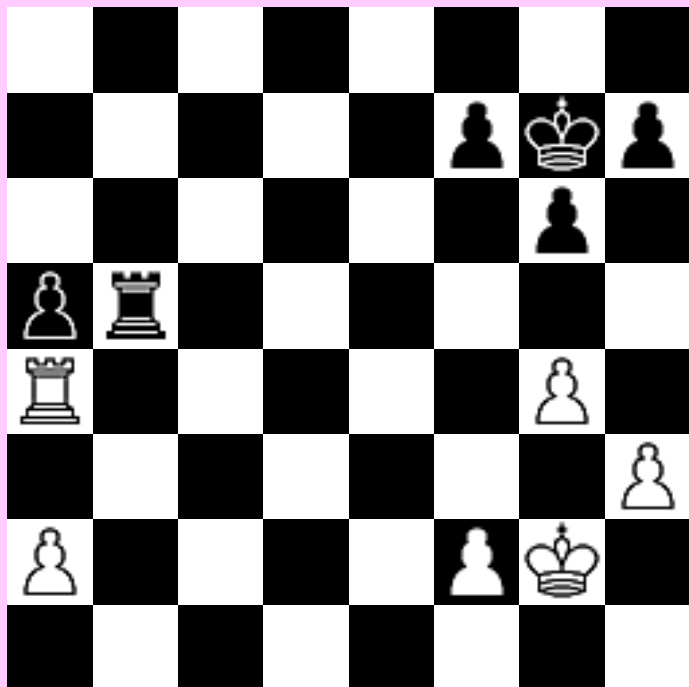
1. d4 I thankfully remember little of this game ... 1... g6 2. Bg5 Bg7 3. c3 d5 4. Nd2 Nd7 5. e4 dxe4 6. Nxe4 Ngf6 7. Bd3 Nxe4 8. Bxe4 O-O 9. Qd2 c5 10. Ne2 cxd4 11. Nxd4 Nc5 12. Bc2 Qb6 13. O-O e5 14. Nf3 Bg4 15. Nh4 Rac8 a very mysterious rook move 16. h3 Be6 17. b3 e4 characteristically building an outpost 18. Rad1 Nd3 19. c4 Qc5 20. Bxd3 exd3 21. Nf3 Bf5 22. Rfe1 Rfe8



23. g4 ? 23... Be4 24. Qf4 Bxf3 25. Qxf3 Qxg5 26. Rxe8+ Rxe8 27. Rxd3 Re1+ 28. Kg2 almost anything wins here eg. Qe7 ... 28... Be5 ? 29. Rd7 Qf6 30. Qxf6 Bxf6 31. Rxb7



31... Re7 32. Rb8+ Kg7 33. b4 Bd4 34. c5 a5 35. Rd8 Bc3 36. b5 Rc7 37. b6 Rxc5 38. b7 Be5 39. Re8 Bd6 40. Rd8 Be5 41. Re8 Bf4 42. Re4 Bd6 43. Rd4 Bc7 44. Rd7 Bf4 45. Rd4 Rb5 46. Rxf4 Rxb7 47. Rd4 Rb2 48. Ra4 Rb5



"Truly, the players proved worthy of each other in this game!" Botvinnik 1/2

Back to [Chess Coaching Page](#)

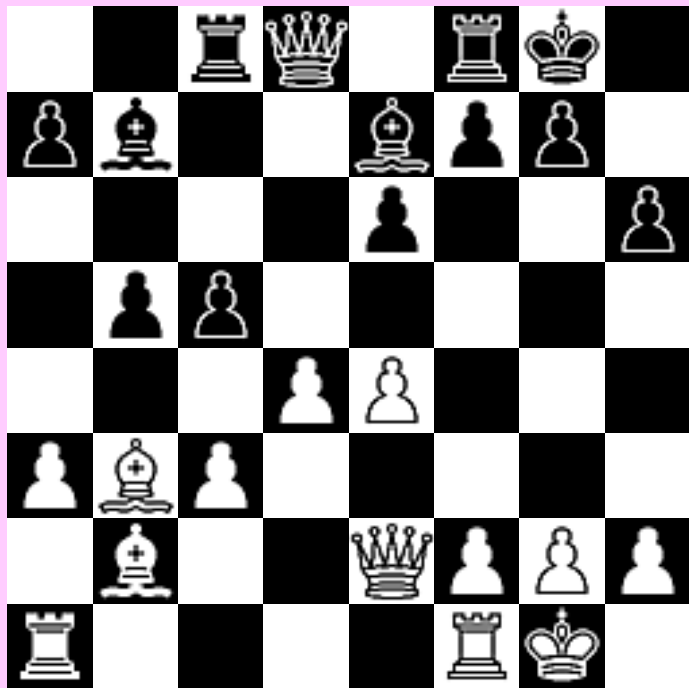
This document (Canon\canon555.html) was last modified on 13 Aug 2005 by



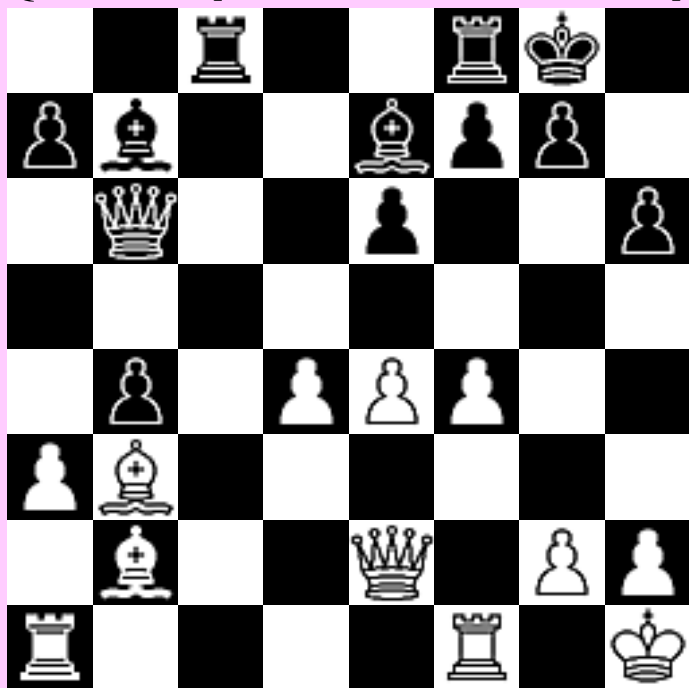
[Dr. Dave](#)

petrosian - fischer (8) [D40]defence: counterplay, 1970

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Nc3 c5 5. e3 Nc6 6. a3 Ne4 7. Qc2 Nxc3 8. bxc3 Be7 9. Bb2 O-O 10. Bd3 h6 11. O-O Na5 12. Nd2 dxc4 13. Nxc4 Nxc4 14. Bxc4 b6 15. e4 Bb7 16. Qe2 Rc8 17. Bb3 b5

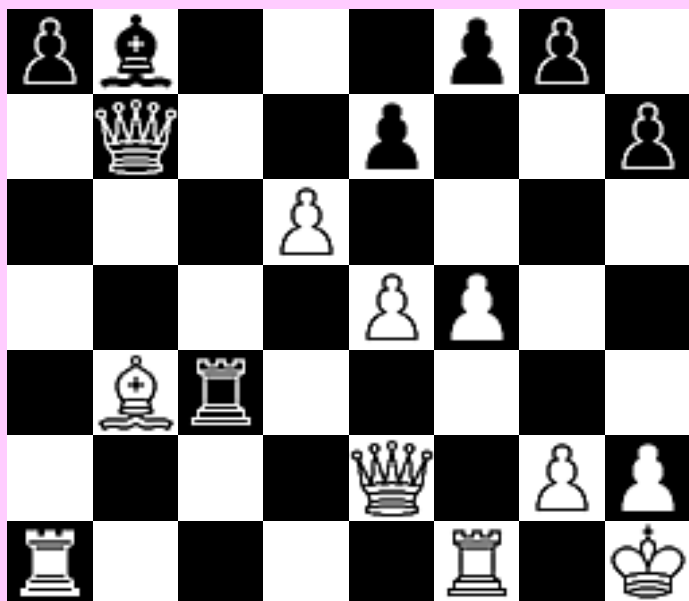


White's bishops are glaring at the Black King, and he plans to break open lines with f4-f5 - nasty! 18. f4 Qb6 19. Kh1 [19. f5 cxd4 20. cxd4 e5] 19... cxd4 20. cxd4 b4



threats ...Ba6 and ...bxa3 21. axb4 Bxb4 22. d5 Bc3 23. Bxc3 Rxc3





really, the attack has gone now, and Petrosian's next move, giving up a pawn, is not justified 24. Bc2 exd5 25. e5 Re3 ! 26. Qd2 d4 Black has a monster pawn and siezes the initiative 27. Rab1 Qa6 28. Rf2 Rd8 29. Kg1 Be4 30. Bxe4 Rxe4 31. h3 d3 32. Rb3 Qc4 33. Rb2 Rdd4 34. g3 Rd5 35. Kh2 Rb5 36. Ra2 Rb1 37. g4 Re2 38. Rxe2 dxe2 39. Qxe2 Qxf4+ 40. Kg2 Rb3 0-1

Back to [Chess Coaching Page](#)

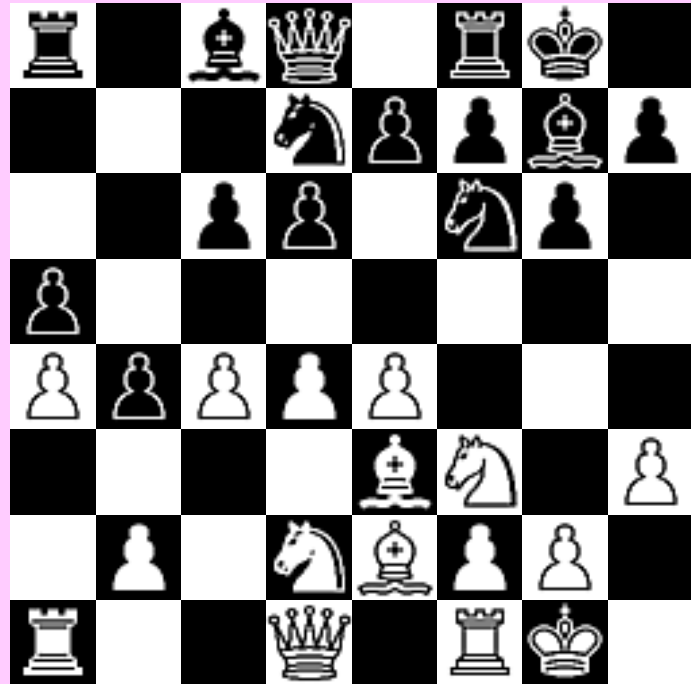
This document (Canon\canon556.html) was last modified on 13 Aug 2005 by



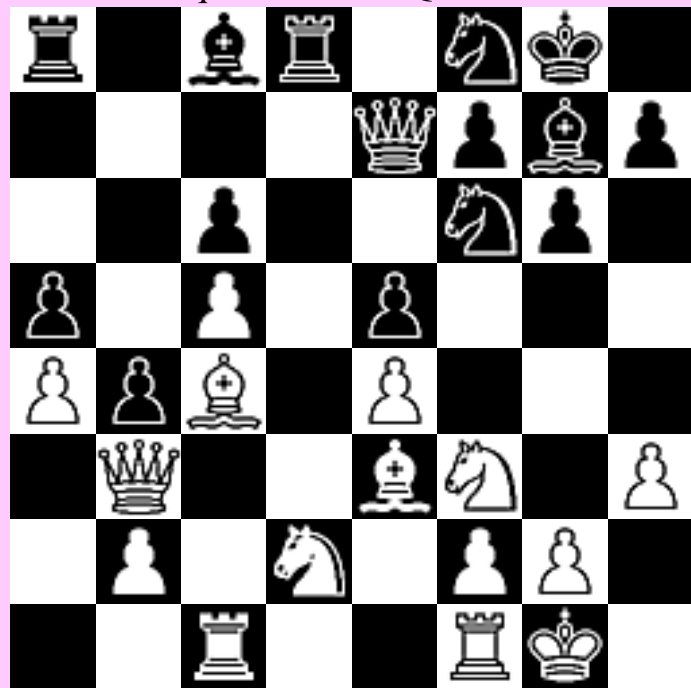
[Dr. Dave](#)

**grist,h (1895) - regis,d (exeter) (1935) [B06]defence:
counterplay against K, defence: counte, 1994**

1. e4 g6 2. d4 Bg7 3. Nf3 d6 4. h3 c6 5. Be3 b5 6. Be2 Nf6 7. Nbd2 Nbd7 8. O-O O-O 9. c3 a5 10. a4 b4
[10... bxa4 11. Rxa4] 11. c4

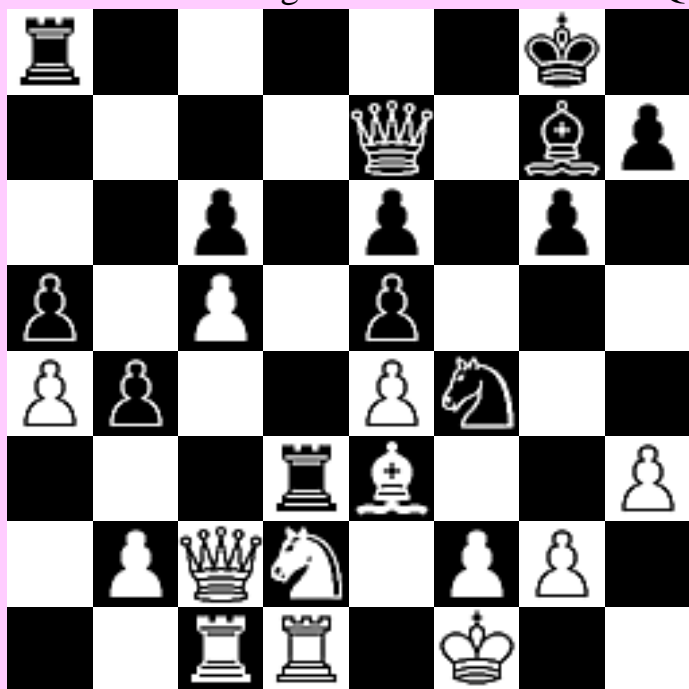


Black is up the wosname without a doodah. The whole idea of the Modern is to put the White centre under restraint: this looks rampant. Black must play... 11... e5 ...but after... 12. dxe5 dxe5 White has a handful of squares. 13. c5 Qe7 14. Rc1 Rd8 15. Qb3 Nf8 16. Bc4

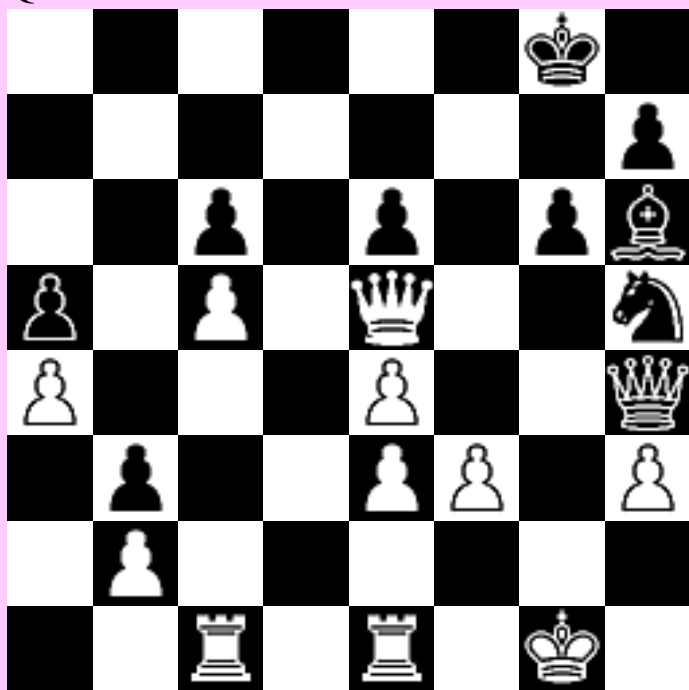


16... Nh5 [16... Be6 17. Ng5 Bxc4 18. Nxc4 Ne6 19. Nxe6 Qxe6 20. Qc2 Nh5] 17. Ng5

Be6 18. Nxe6 Nxe6 19. Bxe6 fxe6 20. Rfd1 Nf4 21. Kf1 It's only a matter of time before White can play Nc4-d6. Black's Bg7 is awful 21... Rd3 22. Qc2



22... Rxe3 Taking advantage of the temporary muddle on the Queen's-side. 23. fxe3 Nh5 24. Nf3 Rf8 25. Kg1 Bh6 26. Re1 b3 tempting the wQ off the second rank 27. Qc3 (tick) 27... Rxf3 28. gxf3 Qh4 29. Qxe5



Nearly got it... 29... Qxh3 ...dropped it! [29... Nf4 30. Qb8+ Kf7 31. Qc7+ Kg8 32. Qc8+ Bf8 33. exf4 Qg3+ 34. Kf1 Qxf3+ 35. Kg1 Qg3+ 36. Kh1 Qf3+ 37. Kh2 Qf2+ 38. Kh1 Qf3+ 39. Kg1 Qg3+] 30. Kf2 Qh4+ 31. Ke2 Ng3+ 32. Kd3 Qd8+ 33. Kc4 Qc8 34. Qxg3 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon557.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

varley - hewson,wecu [B18]defence: declining sacrifice, 1993

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Bf5 The Classical variation of the Caro-Kann Defence, favoured by ex-World Champion Anatoly Karpov. 5. Ng3 Bg6 6. h4 h6 7. Nh3 e6 8. Nf4 Bh7 9. Bc4 Nf6 Black has a restricted position and is behind in 'development' (=getting his pieces out) but his pawn structure is very solid and White may be tempted to rush things... 10. Qe2 Bd6



11. Bxe6 An enterprising sacrifice, designed to catch Black's King in the centre. But White's King is also in the centre, and Black can just Castle, threatening a terrible pin by ...Re8 if the White Be6 retreats. 11... O-O 12. O-O Bxf4 13. Bxf4 fxe6 14. Qxe6+ Kh8 ...and Black consolidated and won. 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon558.html) was last modified on 13 Aug 2005 by



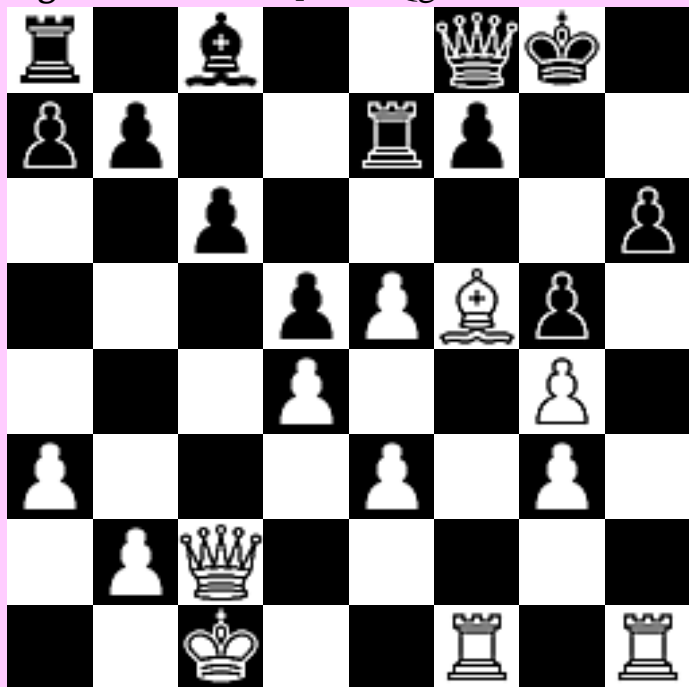
[Dr. Dave](#)

fewkes - regis,frome [E32]defence: dogged, 1993

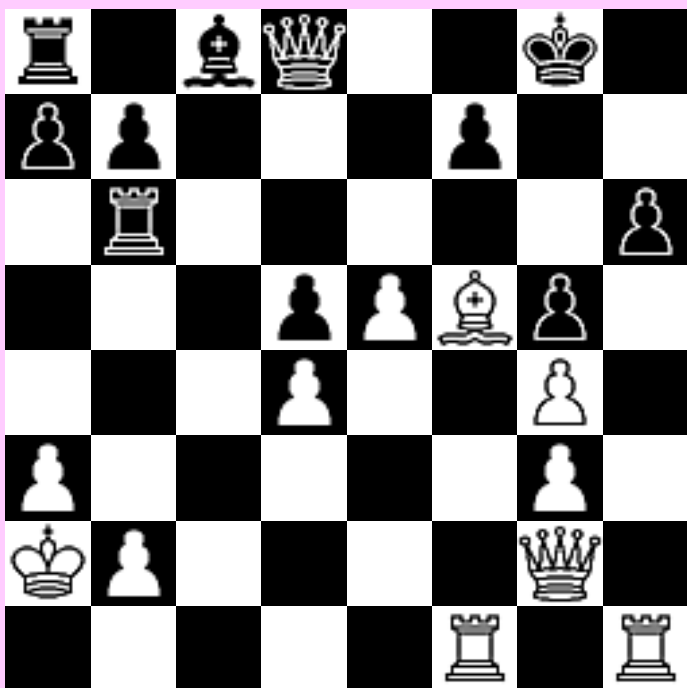
1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 O-O 5. a3 Bxc3+ 6. Qxc3 d5 [6... b6] 7. cxd5 exd5 8. Bg5 Nbd7 9. e3 c6 10. Qc2 h6 11. Bh4 Re8 12. Nf3 g5 13. Bg3 Ne4 14. Bd3 Nxc3 15. hxg3



Black is looking a bit sick. 15... Qf6 16. O-O-O Nf8 17. Ne5 Nd7 18. f4 Nxe5 19. fxe5 [19. dxe5 Qg7 20. Rh2 f6] 19... Qg7 20. Rdf1 Re6 21. Bf5 Re7 22. g4 Qf8 idea ...c5 23. g3



Not looking much better, but Black can play his first active move: 23... c5 24. Qh2 [24. Qg2 cxd4 25. exd4 Rc7+ 26. Kb1 Bxf5+ 27. gxf5 Rac8 28. Qxd5] 24... cxd4 25. exd4 Rc7+ 26. Kb1 Rc6 27. Qg2 Rb6 28. Ka2 Qd8



Black still hasn't got the Queen's-side pieces out. 29. Rc1 [29. Qf3 winning (variously threatens Bxc8/Bh7+ & Qxf7)] 29... Bd7 30. Qxd5 Bxf5 31. Qxd8+ Rxd8 32. gxf5 Rxd4 33. f6 Kh7 34. Rh2 Kg6 35. Rch1 Re4 Not quite sure why I didn't lose this one. I never gave up and I tried hard not to look gloomy. White kept the bind but lost the attack. 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon559.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

unzicker - fischer [B98]defence: don't move K-side paw, defence: don't, 1960

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7 8. Qf3 Qc7 9. O-O-O O-O 10. Bd3 Nc6 11. Nxc6 bxc6 12. Qg3



According to Eric Petrusic (who read the story in CHESS LIFE), Fischer here touched his h-Pawn, intending to move it to h6, but then noticed that this was a blunder. Being obliged to move it, he pushed it to h5. 12... h5 [12... h6 13. Bxh6] 13. e5 dxe5 14. fxe5 Ng4 15. Bxe7 Qxe7 16. Ne4 Qc7 17. h3 Nxe5 18. Nf6+ Kh8 19. Qg5 Nxd3+ 20. Rxd3 gxf6 21. Qxh5+ as if to underline the error 21... Kg7 22. Qg4+ 1-0

Back to [Chess Coaching Page](#)

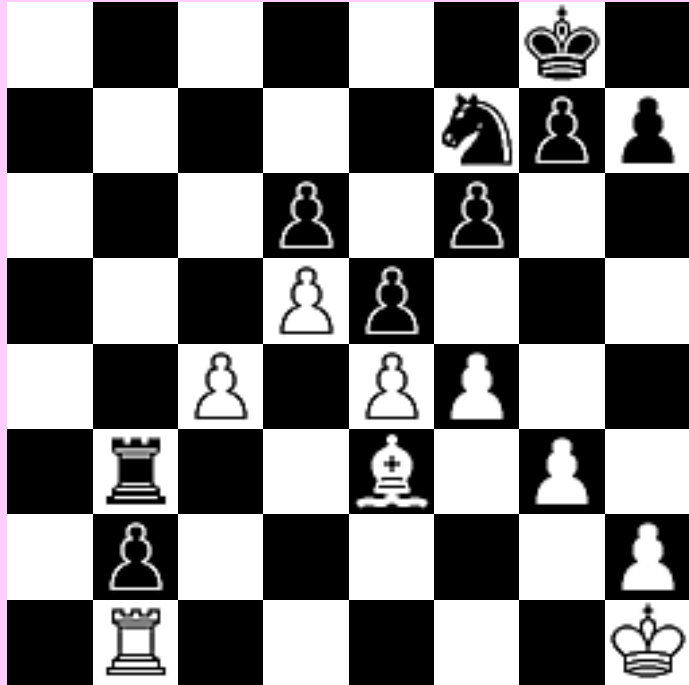
This document (Canon\canon560.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Botvinnik, Mikhail - Keres, P. (USSR ch'p) [E26] defence: endgame counterplay, 1951

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. Bd3 Nc6 6. a3 Bxc3+ 7. bxc3 b6 8. e4 d6 9. Ne2 e5 10. O-O Nd7 11. Qa4 Qc7 12. d5 Na5 13. Ng3 O-O 14. Qd1 Re8 15. Nf5 Nf8 16. Ne3 Ng6 17. g3 Qe7 18. Ra2 Bh3 19. Re1 Bd7 20. f3 a6 21. a4 Reb8 22. Bf1 Qe8 23. Nf5 Qf8 24. Rb2 f6 25. f4 Nh8 26. Qg4 Bxf5 27. Qxf5 Nf7 28. Qh5 Rb7 29. Qe2 Qe8 30. Qd1 Rab8 31. Bd3 b5 32. axb5 axb5 33. cxb5 c4 34. Bc2 Qc8 35. Ba4 Nb3 36. Be3 Ra8 37. Ra2 Rxb5 38. Bxb3 cxb3 39. Rxa8 Qxa8 40. c4 Rb4 41. Bd2 Qa7+ 42. Kh1 Rb8 43. Qf3 Qd4 44. Qc3 Qf2 45. Qe3 Qxe3 46. Bxe3 b2 47. Rb1 Rb3



...Nf7-d8-b7 and c5 will come unless... 48. c5 A bold idea, insisting on counterplay at any cost. 48... Rxe3 49. Rxb2 g6 [49... h5 50. c6 [50. Rb8+ Kh7 51. Rf8 dxc5 ! 52. Rxf7 exf4 53. gxf4 Rxe4] 50... Rc3 51. Rb7 Nh6 52. Rd7 Ng4 53. Rxd6 Rc1+ 54. Kg2 Rc2+ 55. Kg1 Nxh2] 50. c6 Rc3 51. Rb7 Kg7 [51... Kf8] 52. c7 Rc2 53. Kg1 h5 54. h4 Rc4 55. Kg2 Rc2+ 56. Kf1 Rc4 57. Kg2 Rc2+ 58. Kf1 Rc4 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon561.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

openings - bco,etc [C30]

Back to [Chess Coaching Page](#)

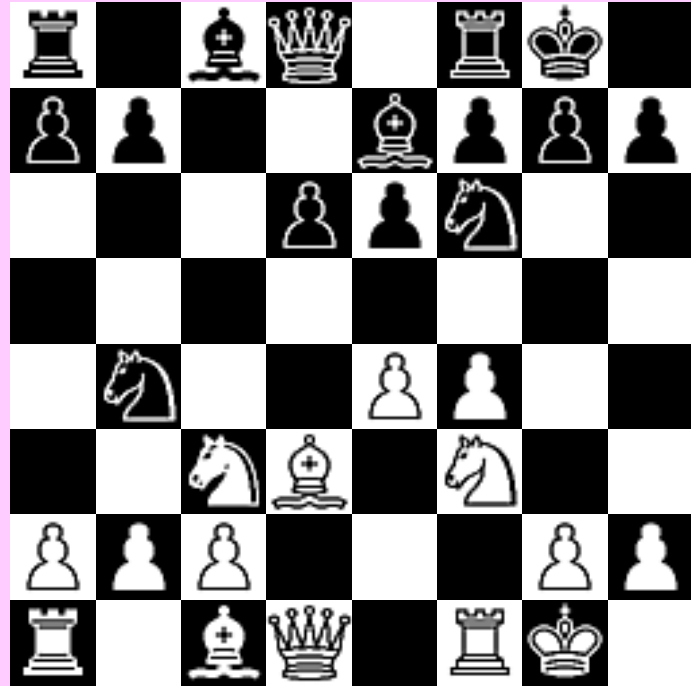
This document (Canon\canon562.html) was last modified on 13 Aug 2005 by



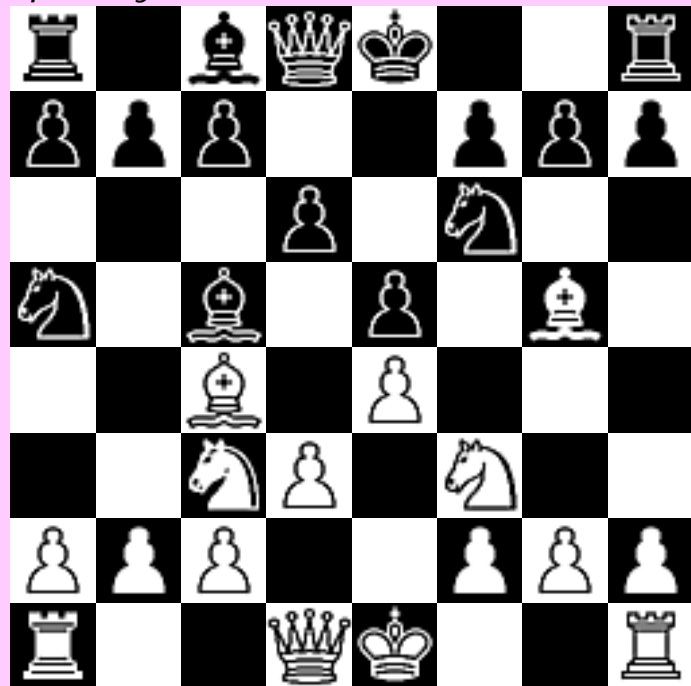
[Dr. Dave](#)

defence: exchange of dangerous, defence: exchan, 1995 This idea can be illustrated in many openings as a pre-emptive measure:

1. e4 e5 [1... c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. f4 Be7 7. Bd3 Nc6 8. Nf3 O-O 9. O-O Nb4



spassky-tal] 2. f4 [2. Nf3 Nc6 3. Bc4 Bc5 4. d3 Nf6 5. Nc3 d6 6. Bg5 Na5



]2... Bc5 3. Nf3 d6 4. Nc3 Nf6 5. Bc4 Nc6 6. d3 a6 7. Rf1 Na5



1-0

Back to [Chess Coaching Page](#)

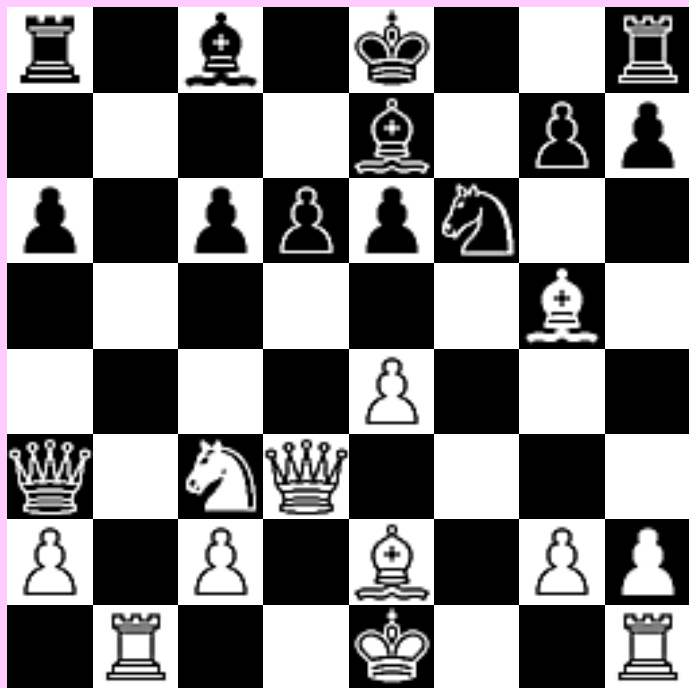
This document (Canon\canon563.html) was last modified on 13 Aug 2005 by



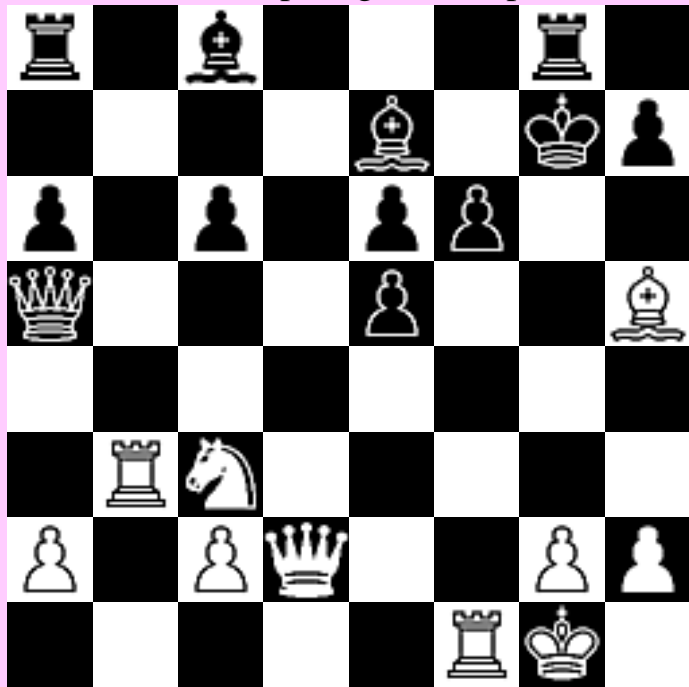
[Dr. Dave](#)

nunn - kasparov [B97]defence: exchange of queens, 1986

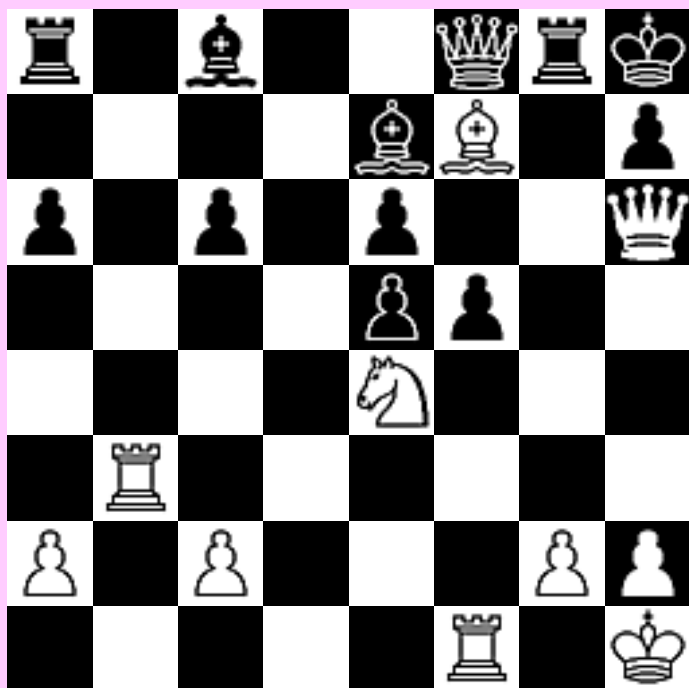
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qb6 8. Qd3 Qxb2 Nunn is a deadly attacker and a theory nut. Who would dare take his b-pawn? Who else! 9. Rb1 Qa3 10. f5 Be7 11. Be2 Nc6 12. fxe6 fxe6 13. Nxc6 bxc6



The Qa6 stops White using the Nc3 or Qd3 14. e5 dxe5 15. Bxf6 gxf6 16. Bh5+ Kf8 17. Qd2 Kg7 18. Rb3 Qa5 still hampering White's pieces 19. O-O Rg8



Black is gradually uncoiling. He is two pawns up so White needs something important to turn up... 20. Kh1 Kh8 21. Qh6 Qd8 22. Ne4 f5 23. Bf7 Qf8



Again the threat of Queen exchange is enough to disrupt White's attack. 24. Qh5 Rg7 25. Be8 a5 26. Bxc6 Ba6 27. Rf2 Rd8 0-1

Back to [Chess Coaching Page](#)

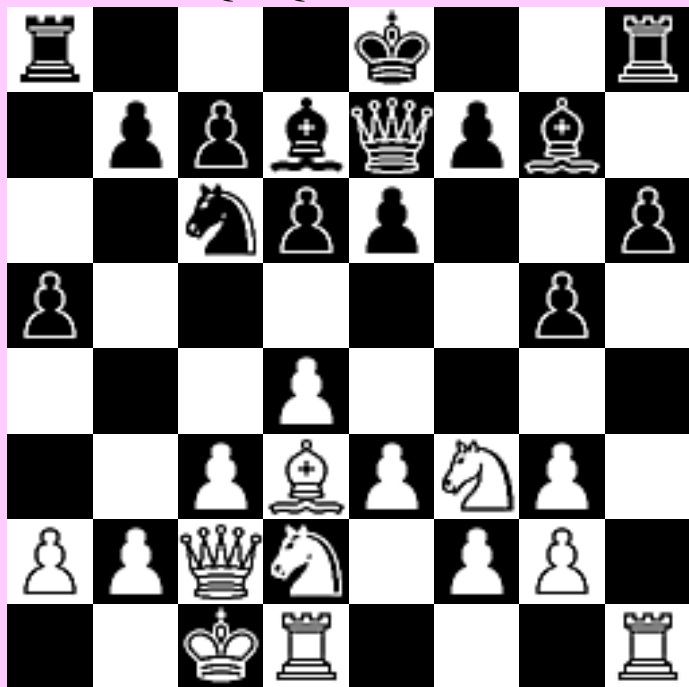
This document (Canon\canon564.html) was last modified on 13 Aug 2005 by



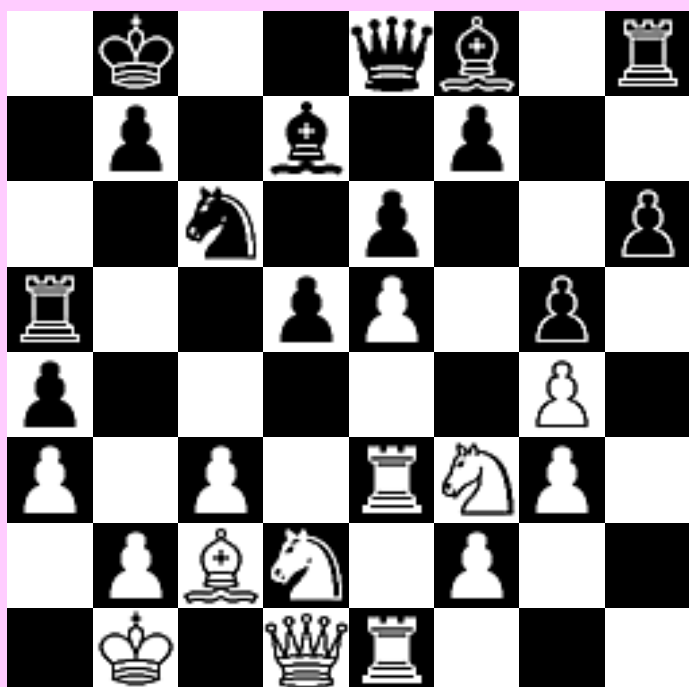
[Dr. Dave](#)

Petrosian, Tigran - Botvinnik, Mikhail (moscow ch) [A46] defence: exchange sacrifice fo, defence: exchan, 1951

1. d4 Nf6 2. Nf3 e6 3. Bg5 h6 4. Bh4 g5 5. Bg3 Ne4 6. Nbd2 Nxc3 7. hxg3 Bg7 8. c3 d6 9. e3 Nc6 10. Bd3 Bd7 11. Qc2 Qe7 12. O-O-O a5

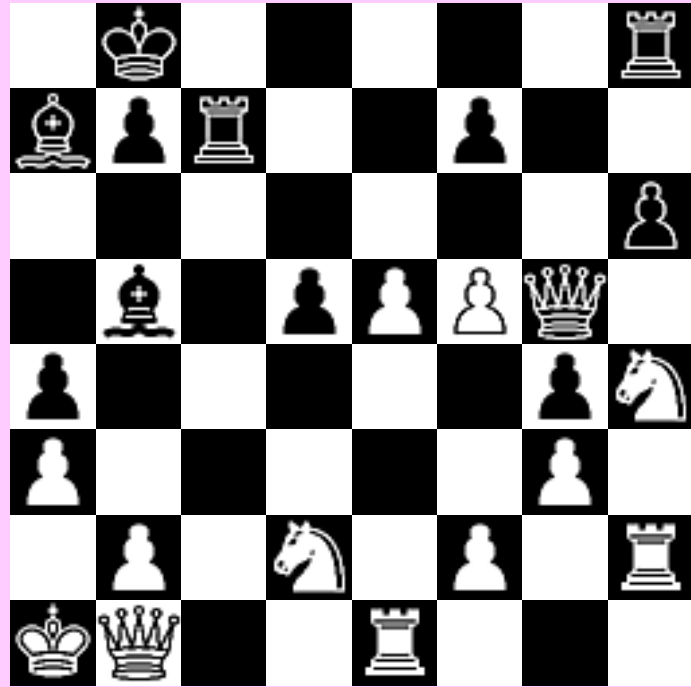


Black is unimpressed with White's opening and already has the initiative. 13. e4 a4 14. a3 Na5 15. Rde1 O-O-O 16. Kb1 Kb8 17. e5 d5 18. g4 Rc8 19. Qd1 c5 20. Bc2 Qe8 21. dxc5 Rxc5 22. g3 Nc6 23. Re3 Ra5 24. Rhe1 Bf8

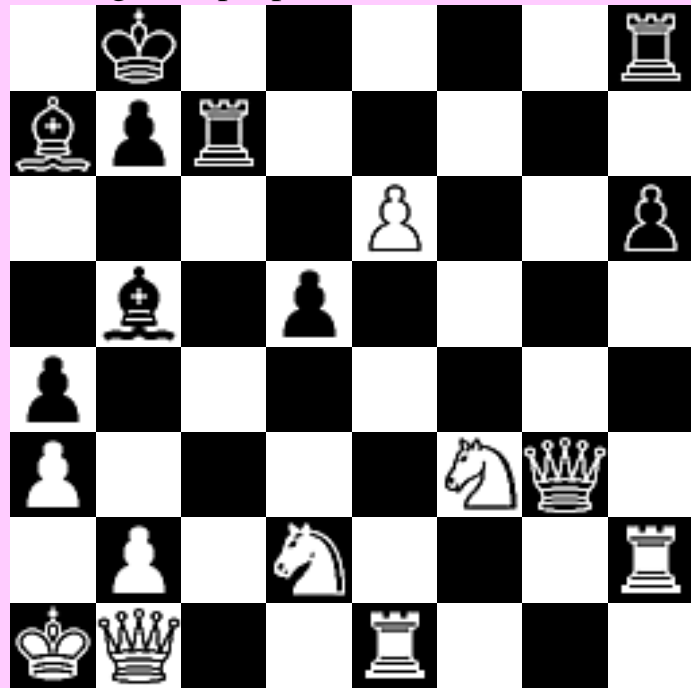


25. c4 Insisting on counterplay in the centre (usual recipe) 25... Bc5 26. R3e2 Ne7 27. Ka1 Qd8 28. Rh1

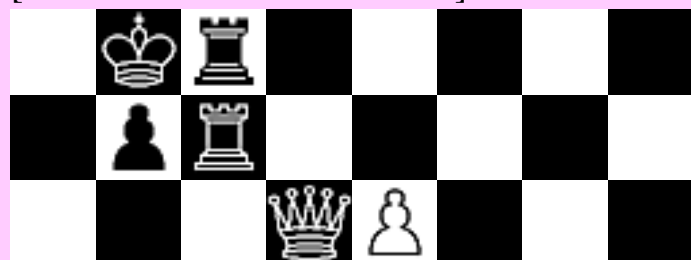
Ba7 29. Qb1 Rc5 30. cxd5 exd5 31. Bf5 Nxf5 32. gxf5 Bb5 33. Ree1 Rc7 34. Rh2 g4 35. Nh4 Qg5

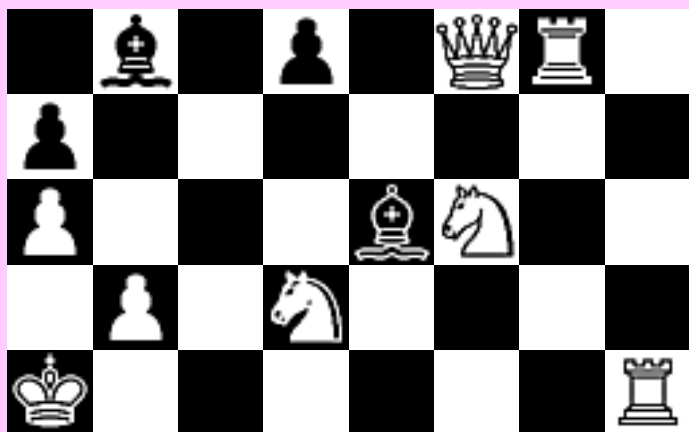


White's situation is critical - the two bishops are a deadly menace when they have open lines like this. White gives up a pawn in the interests of active play. 36. f4 gxf3 37. Nhx3 Qxg3 38. e6 fxe6 39. fxe6

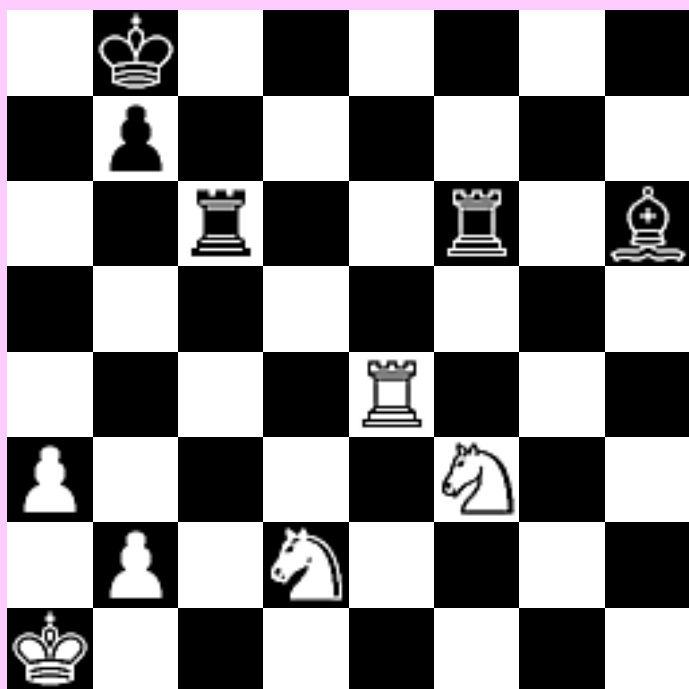


Another characteristic turn: Black returns the pawn in the interest of his attack, but better was 39... Rhc8 [39... Bf2 40. Reh1 Be3] 40. Rxh6 Bf2 41. Reh1 Qg4 42. Rg6 Qf4 43. Rg5 Qd6 44. Qf5 Be3

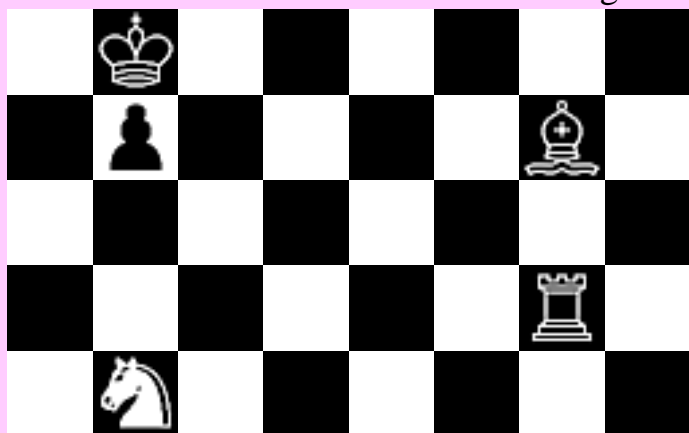


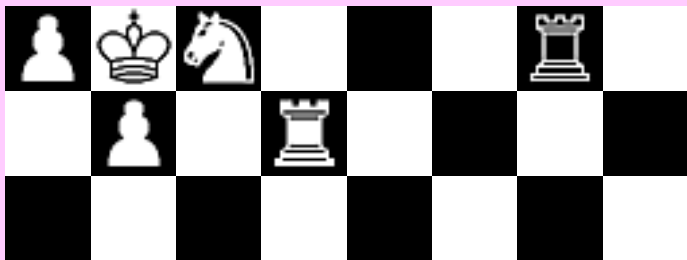


45. Qxd5 Concedes the exchange, but gets two pawns. 45... Qxd5 46. Rxd5 Bc6 47. Rhh5 Bxd5 48. Rxd5 Re7 49. Re5 Bh6 50. Re4 Rc6 51. Rxa4 Rxe6 52. Re4 Rf6

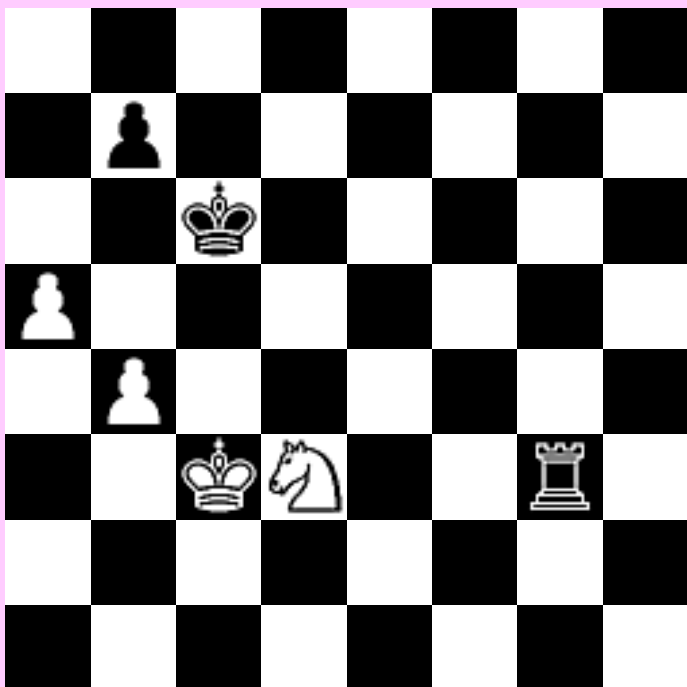


Sacrificing the exchange maintains the balance of numbers if not value. With the pawns all on one side of the board White will probably draw but still has his owrk cut out. 53. Ka2 Kc7 54. Re7+ Kc8 55. Re2 Rc2 56. Kb1 Rcc6 57. Nd4 Rcd6 58. N2b3 Bg7 59. Ka2 Rf1 60. Nc2 Rf5 61. Rg2 Bf6 62. Nb4 Kd7 63. Rh2 Kc7 64. Nc2 Rg5 65. Nd2 Re6 66. Nb4 Bg7 67. Kb3 Re3+ 68. Ka2 Re6 69. Kb3 Re3+ 70. Ka2 Re8 71. Kb3 Kb8 72. Nb1 Re3+ 73. Nc3 Reg3 74. Rd2





Black is struggling to find a way through 74... Rg2 75. Rxg2 Rxg2 76. Nd3 Rh2 77. Kc4 Rd2 78. a4 Ka7 79. Nb5+ Kb6 80. b4 Rc2+ 81. Kb3 Rg2 82. Nc3 Rg3 83. Kc4 Rg4+ 84. Kb3 Rg3 85. Kc4 Bxc3 86. a5+ Kc7 87. Kxc3 Kc6



Still not simple for White 88. Kc4 Rg4+ 89. Kc3 Kb5 90. Nc5 Rc4+ 91. Kd3 Rxb4 92. Nxb7 Kc6 93. a6 Kd5 94. Nd8 Rd4+ 95. Ke3 Re4+ 96. Kd3 Rf4 97. a7 Ra4 98. Nf7 Rxa7 99. Ng5 Ra3+ 100. Ke2 A familiar draw. 1/2

Back to [Chess Coaching Page](#)

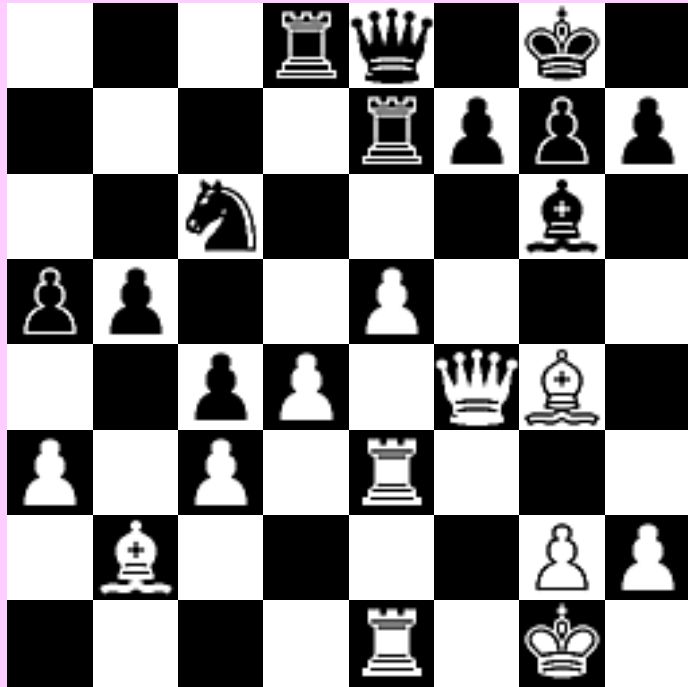
This document (Canon\canon565.html) was last modified on 13 Aug 2005 by



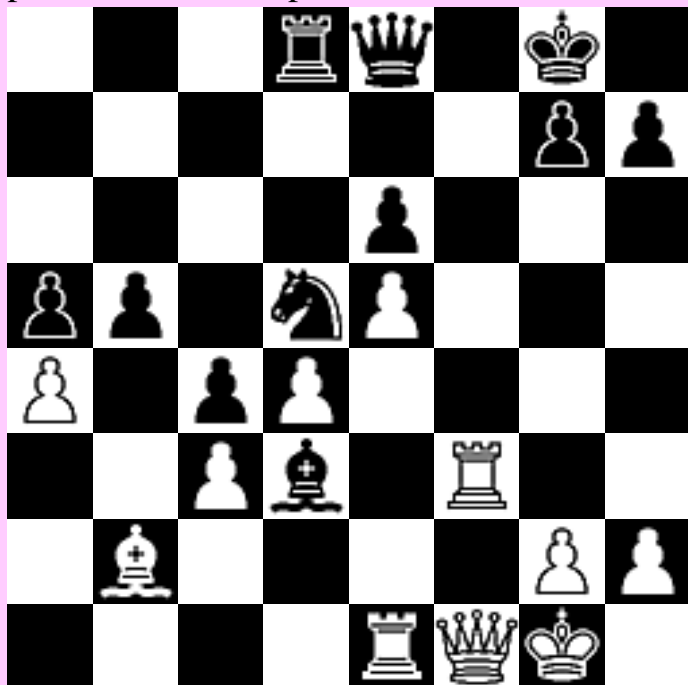
[Dr. Dave](#)

reshevsky - petrosian,zurich [E58]defence: exchange sacrifice to, defence: exchan, 1953

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 O-O 5. Bd3 d5 6. Nf3 c5 7. O-O Nc6 8. a3 Bxc3 9. bxc3 b6 10.
cxd5 exd5 11. Bb2 c4 12. Bc2 Bg4 13. Qe1 Ne4 14. Nd2 Nxd2 15. Qxd2 Bh5 16. f3 Bg6 17. e4 Qd7 18.
Rae1 dxe4 19. fxe4 Rfe8 20. Qf4 b5 21. Bd1 Re7 22. Bg4 Qe8 23. e5 a5 24. Re3 Rd8 25. Rfe1



Black is under pressure. He conceives a defensive blockade with a strong knight on d5 supported by a pawn on e6. What pawn on e6? Watch... 25... Re6 26. a4 Ne7 27. Bxe6 fxe6 28. Qf1 Nd5 29. Rf3 Bd3



You could almost fancy Black here. 30. Rxd3 cxd3 31. Qxd3 b4 32. cxb4 axb4 33. a5 Ra8 34. Ra1 Qc6

35. Bc1 Qc7 36. a6 Qb6 37. Bd2 b3 38. Qc4 h6 39. h3 b2 40. Rb1 Kh8 41. Be1 1/2

Back to [Chess Coaching Page](#)

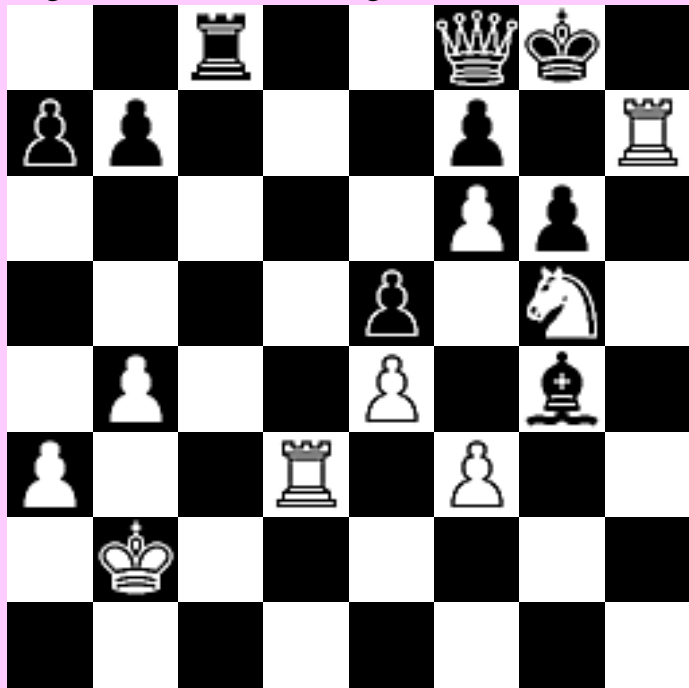
This document (Canon\canon566.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

tal - aronin [D40]defence: exchanging dangerous, 1957

1. d4 d5 2. c4 e6 3. Nc3 c5 4. e3 Nf6 5. Nf3 Nc6 6. a3 Bd6 7. dxc5 Bxc5 8. b4 Bd6 9. Bb2 O-O 10. Qc2 Ne5 11. O-O-O Qe7 12. Nb5 Ned7 13. Nxd6 Qxd6 14. Qc3 Re8 15. g4 Qf8 16. Bd3 Nb6 17. g5 Na4 18. Qc2 Nxb2 19. Kxb2 dxc4 20. gxf6 cxd3 21. Qxd3 e5 22. Ng5 g6 23. h4 Bf5 24. e4 Bg4 25. h5 Rad8 26. hxg6 Rxd3 27. Rxd3 hxg6 28. Rh7 Rc8 29. f3



Black realises he will die from f-pawn poisoning soon. 29... Rc6 30. Rxf7 [30. fxf4 Rxf6 31. Rdh3 Rf2+ 32. Kb3 Qd6 33. Rh8+ Kg7 34. R3h7+ Kf6 35. Rxf7+ Kxg5 36. Rxf2 Qd3+ 37. Ka2 Qc4+ 38. Ka1 Qxe4 when the White Rooks are disorganised.] 30... Qxf7 31. Nxf7 Kxf7 32. fxg4 Kxf6 33. Rd7 Rb6 34. Kc3 Kg5 35. a4 a6 36. Kc4 Kxg4 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon567.html) was last modified on 13 Aug 2005 by



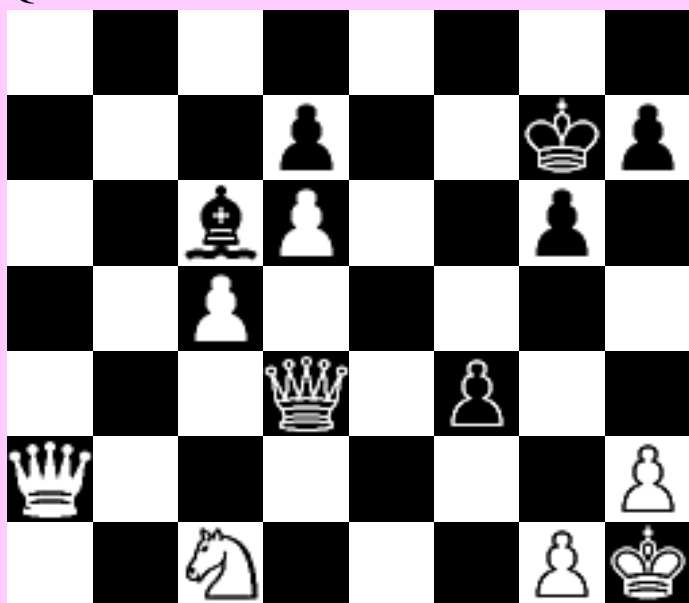
[Dr. Dave](#)

Chigorin,M - Steinitz,W. Havana [C52]defence: from a passive positi, defence: from a, 1889

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Qf6 7. d4 Nge7 8. d5 Nd8 9. Qa4 Bb6 10. Bg5 Qd6 11. Na3 c6 12. Rad1 Qb8 13. Bxe7 Kxe7 14. d6+ Kf8



15. Qb4 the improvement! 15... f6 16. Bb3 g6 17. Nc4 Kg7 18. a4 Nf7 19. Nxb6 axb6 20. Bxf7 Kxf7 21. Nxe5+ Kg7 22. Nc4 b5 23. axb5 [23. Nb6 Ra6 24. a5] 23... Qa7 24. b6 Qa4 25. Qc5 Re8 26. f3 Qa2 27. Ne3 Qb3 28. Rb1 Qf7 29. Nc4 Ra4 30. Rb4 Ra2 31. Qd4 Kg8 32. Ne3 Ra3 33. Ra4 Rb3 34. Rfa1 Kg7 35. Ra8 [looks a bit aimless?] 35... Rb5 36. Rb8 c5 37. Qd5 Rxb6 38. Raa8 [38. Qxf7 + Kxf7 39. Raa8 Rc6 40. Nd5 [IDEA Nc7 +- STEINITZ]] 38... Qf8 39. Nc4 Rc6 40. f4 b5 41. Rxb5 Ba6 42. Rxe8 Qxe8 43. Rxc5 Rxc5 44. Qxc5 Qxe4 45. Ne3 Qxf4 46. h3 Bb7 47. c4 Bc6 48. Qa3 Qd4 49. Kh2 f5 50. c5 f4 51. Nc2





51... Qe5 [51... Qd2 52. Qa1+ Kf7 53. Ne1 Bxg2 54. Nxb2 f3 55. Qg1 Qxg2+ 56. Qxg2 fxg2 57. Kxg2 Ke6] 52. Qa1 Qxa1 53. Nxa1 Kf6 54. Nc2 Ke5 55. Nb4 Bb7 56. Kg1 Kd4 57. c6 Bc8 58. cxd7 Bxd7 59. Kf2 Ke5 60. Nd3+ Kxd6 61. Nxf4 Ke5 62. Ke3 Kf6 63. Nd3 h6 64. Kf4 g5+ 65. Ke3 h5 66. Nc5 Bc6 67. g3 h4 68. g4 Bg2 69. Ne4+ Bxe4 70. Kxe4 Ke6 1/2

Back to [Chess Coaching Page](#)

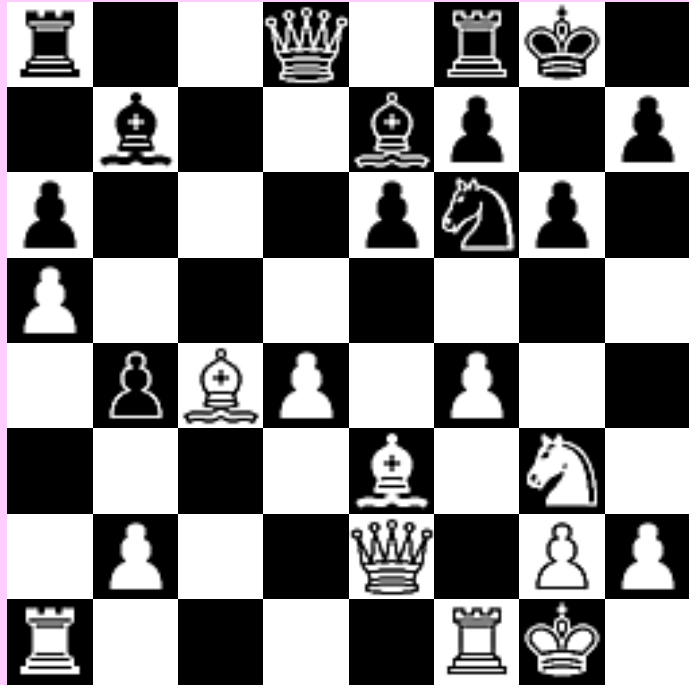
This document (Canon\canon568.html) was last modified on 13 Aug 2005 by



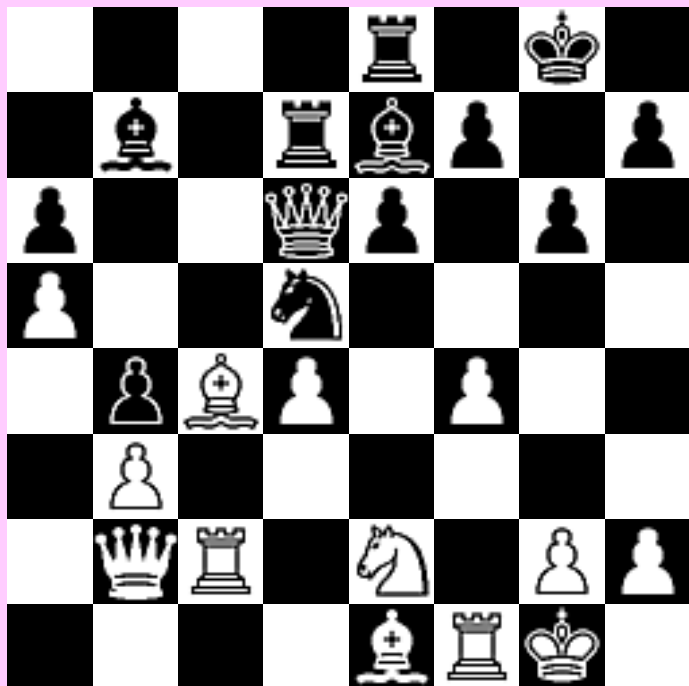
[Dr. Dave](#)

Alekhine, Alexander - Bogoljubow, Efim (Villingen) [D31] defence: keep going, 1934

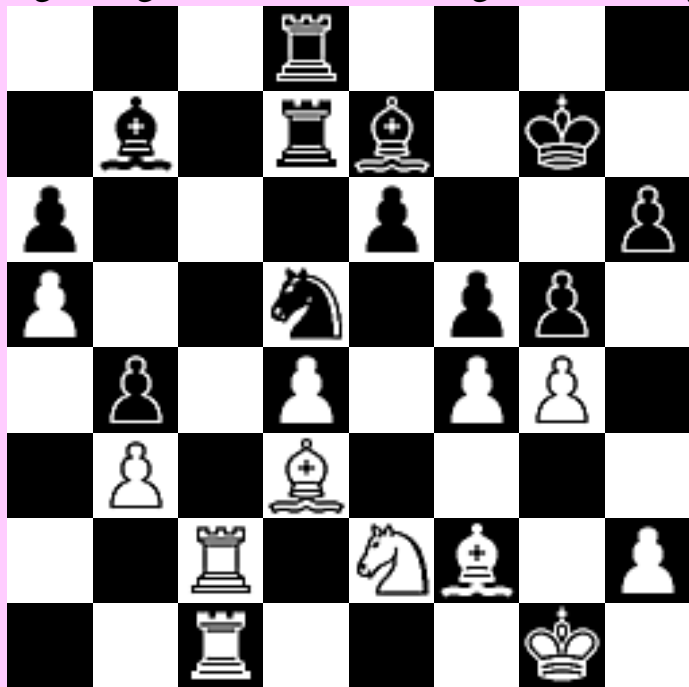
1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Bd3 Nbd7 6. f4 ?! 6... dxc4 7. Bxc4 b5 8. Bd3 Bb7 9. Nf3 a6 10. a4 ?! (11. O-O) 10... b4 11. Ne2 c5 12. O-O Be7 13. a5 O-O 14. Ng3 g6 15. Qe2 cxd4 16. exd4 Nb8 17. Ne5 giving up a pawn for attack, as in the second game 17... Nc6 18. Nxc6 Bxc6 19. Bc4 optimistic 19... Bb7 20. Be3



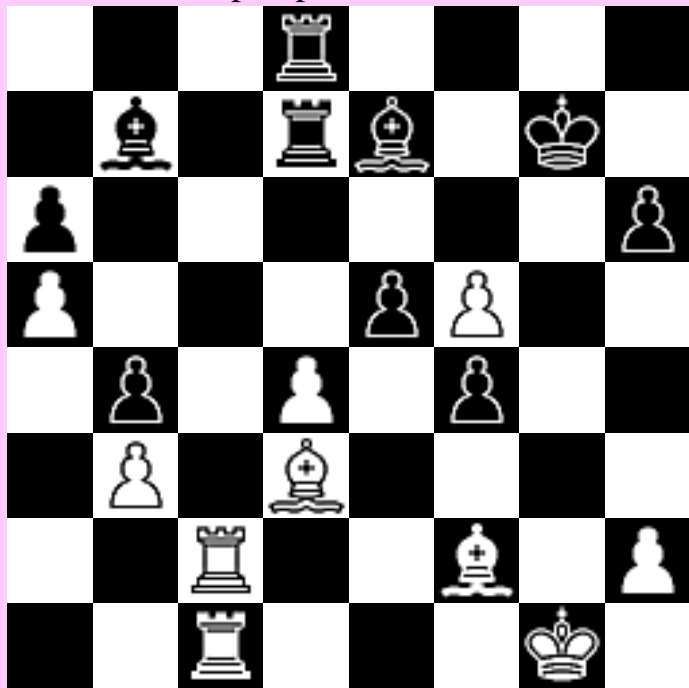
--+ 20... Qd6 perhaps already an inaccuracy; ...Nd5! says Lasker 21. Rad1 Rfe8 22. b3 Bf8 rather passive 23. Rd3 Qc7 again, a do-nothing move. 23...h5! would have been awkward 24. Qa2 Bd6 25. Bd2 Qc6 26. Be1 Rad8 27. Rd2 Be7 ...Bb8 was better 28. Qb2 Rd7 29. Rc2 Qd6 29...Ng4 was stronger 30. Ne2 Nd5



it wasn't too late to recreate the idea in the last note by ...Qc6. Black is still solid but the initiative has passed to White; Black responds by a solid/retreating strategy 31. Qc1 Bd8 32. Bg3 Qe7 33. Ra2 Qf6 34. Qd2 Qf5 35. Bd3 Qf6 36. Bc4 Be7 a typical time-trouble move 37. Qd3 Red8 38. Be1 Qf5 39. Qd2 Qe4 40. Bd3 Qe3+ 41. Bf2 sealed 41... Qxd2 42. Rxd2 Rc8 43. Bc4 to regain control of the c-file 43... Kg7 44. g3 Rcd8 45. Rc1 h6 ...g5 immediately was better 46. Bd3 f5 better was ...Nf6 47. Rdc2 g5 48. g4



transforms the prospects of the Bd3 48... Nxf4 49. Nxf4 gxf4 50. gxf5 e5



! 51. Re1 ! 51... exd4 52. Rxe7+ Rxe7 53. Bh4 Kf7 54. Bxe7 Kxe7 55. Rc7+ Rd7 56. f6+ Ke8 57. Bg6+ Kd8 58. f7 Kxc7 59. f8=Q f3 60. Qxb4 Rd6 61. Bd3 1-0

Back to [Chess Coaching Page](#)

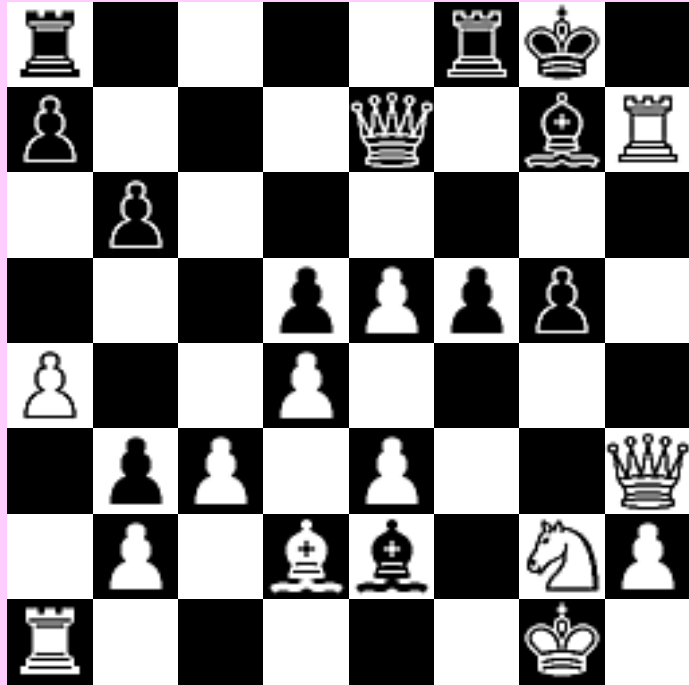
This document (Canon\canon569.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Larsen,Bent - Van Scheltinga,Theo (Beverwijk) [A03]defence: know when you're in t, defence: know w, 1964

1. f4 Nf6 2. Nf3 d5 3. e3 g6 4. Be2 Bg7 5. O-O O-O 6. d3 b6 7. a4 Bb7 8. Qe1 c5 9. Nbd2 Nc6 10. Qh4 e6 11. Rf2 Nb4 12. Ne1 Ne8 13. Qh3 Nd6 14. g4 f5 15. gxf5 exf5 16. Ndf3 Nf7 17. c3 Nc6 18. d4 Na5 19. Bd1 c4 20. Ne5 Nxe5 21. fxe5 Nb3 22. Bxb3 cxb3 23. Ng2 Qg5 24. Rf4 Qe7 25. Bd2 Ba6 26. Rh4 g5 27. Rxh7 Be2



assess? white's situation is actually desparate. With this sense of urgency we can find the idea: 28. c4 [28. Qh6 Qf7 29. e6 Qf6] 28... Bxc4 ? too casual. White was desperate, but this is just the sort of move he was hoping for! [28... dxc4 29. Bc3] [28... Rac8 29. e4 fxe4 =+ but with chances to fight] 29. Nf4 gxf4 30. Kf2 fxe3+ 31. Bxe3 f4 32. Bd2 Kf7 [32... Qg5 33. Rg1 Qxg1+ 34. Kxg1 was most awkward] 33. Qh5+ Ke6 34. Qg4+ 1-0

Back to [Chess Coaching Page](#)

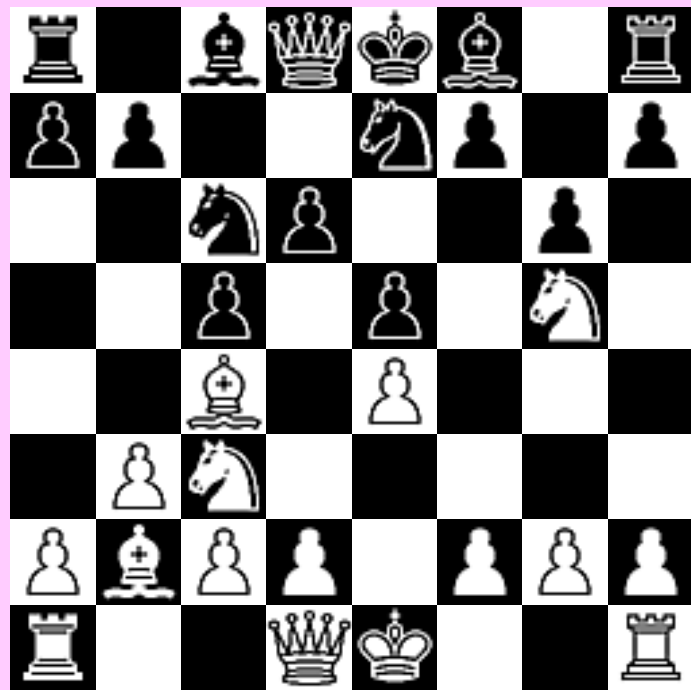
This document (Canon\canon570.html) was last modified on 13 Aug 2005 by



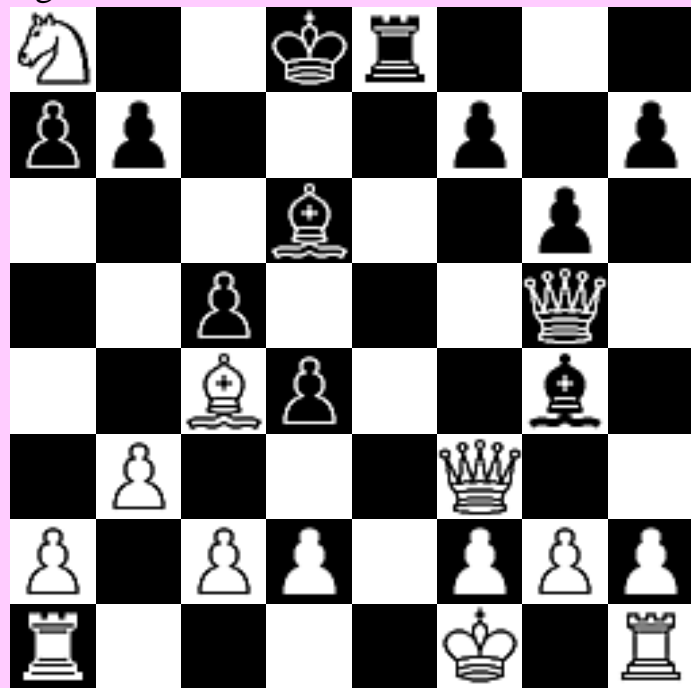
[Dr. Dave](#)

beckett,t - regis,d (cambridge) [B50]defence: know when you're losi, defence: know w, 1981

1. Nf3 c5 2. b3 Nc6 3. Bb2 d6 4. e4 e5 5. Nc3 Nge7 6. Bc4 g6 7. Ng5

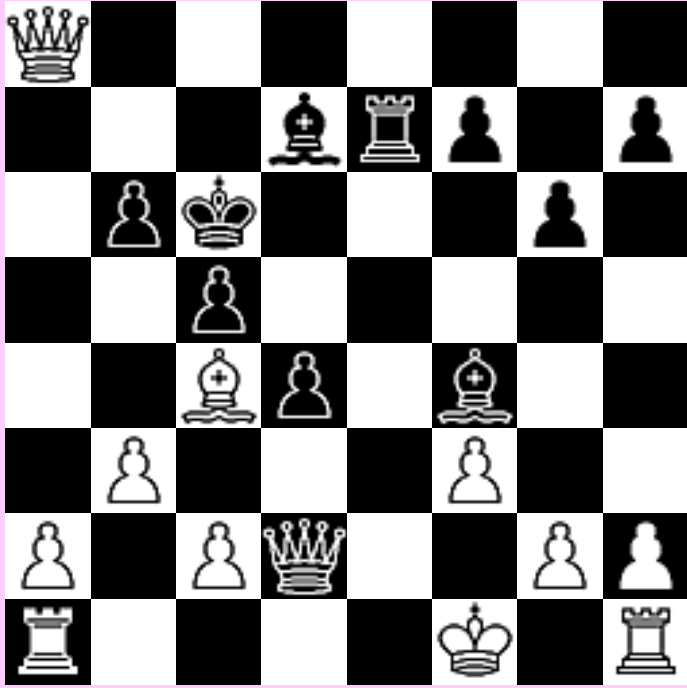


7... d5 8. exd5 Nd4 [8... Nxd5 9. Nxd5 Qxg5 10. Nc7+] 9. d6 Nd5 10. Nxd5 Qxg5 11. Bxd4 exd4 [11... Qxg2 12. Nf6+ Kd8 13. Bd5] 12. Nc7+ Kd8 13. Qf3 Bxd6 14. Nxa8 Re8+ 15. Kf1 Bg4



16. Qxb7 Qxd2 17. f3 Bf5 18. Qd5 Re6 19. Qb7 Re7 20. Qc6 10 minutes left 20... Bf4 21. Qd5+ Bd7 22. Nb6 axb6 23. Qa8+ Kc7 24. Qa7+ Kc6 [24... Kd8 25. Qxb6+ Ke8 26. Qxc5 Be3 27.

Be2 d3 28. Qxe7+ Kxe7 29. cxd3] 25. Qa8+



[25. Qa8+ Kd6 26. Qd5+ Kc7 27. Qa8 Be3 28. Qa7+ Kd6 29. Qxb6+ Bc6 30. Qd8 + Rd7 31. Qh4] 1/2

Back to [Chess Coaching Page](#)

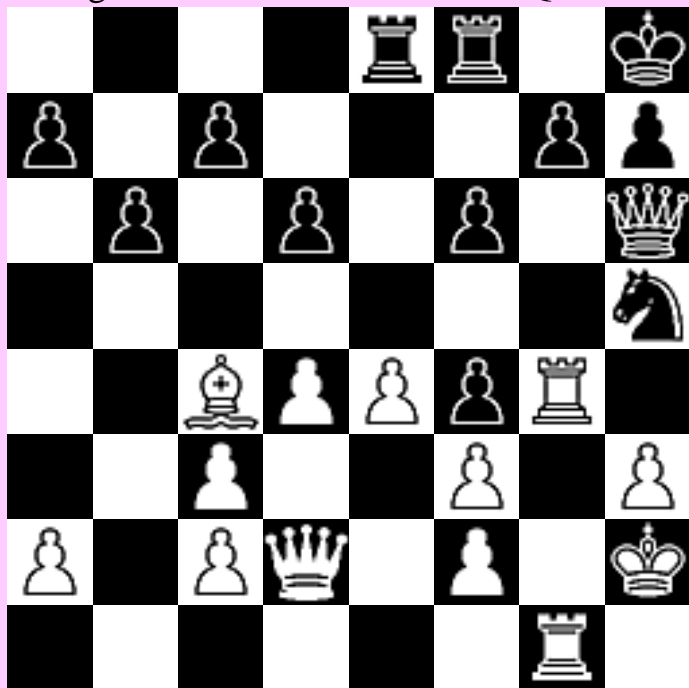
This document (Canon\canon571.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Janowski - Lasker [C49] Defence: Line Management, 1909

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Bxc3 8. bxc3 Ne7 9. Bc4 Ng6
 10. Nh4 Nf4 11. Bxf4 exf4 12. Nf3 Bg4 13. h3 Bh5 14. Rb1 b6 15. Qd2 Bxf3 16. gxf3 Nh5 17. Kh2 Qf6
 18. Rg1 Rae8 19. d4 Kh8 20. Rb5 Qh6 21. Rbg5 f6 22. R5g4



How would you defend the Black King. 22... g6 An exception to the "don't move pieces near your King" rule. The normal disadvantages (weak on h6/f6? lever open with f4-f5/h4-h5) don't apply, and Black can blockade on g6. 23. Bd3 Re7 24. c4 Ng7 25. c3 Ne6 26. Bf1 f5 27. R4g2 Rf6 28. Bd3 g5 29. Rh1 g4 30. Be2 Ng5 31. fxg4 f3 32. Rg3 fxe2 0-1

Back to [Chess Coaching Page](#)

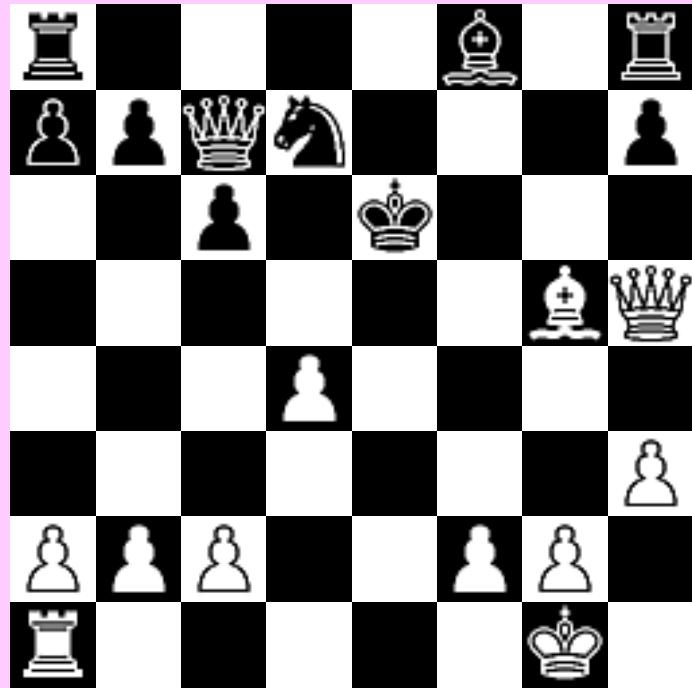
This document (Canon\canon572.html) was last modified on 13 Aug 2005 by



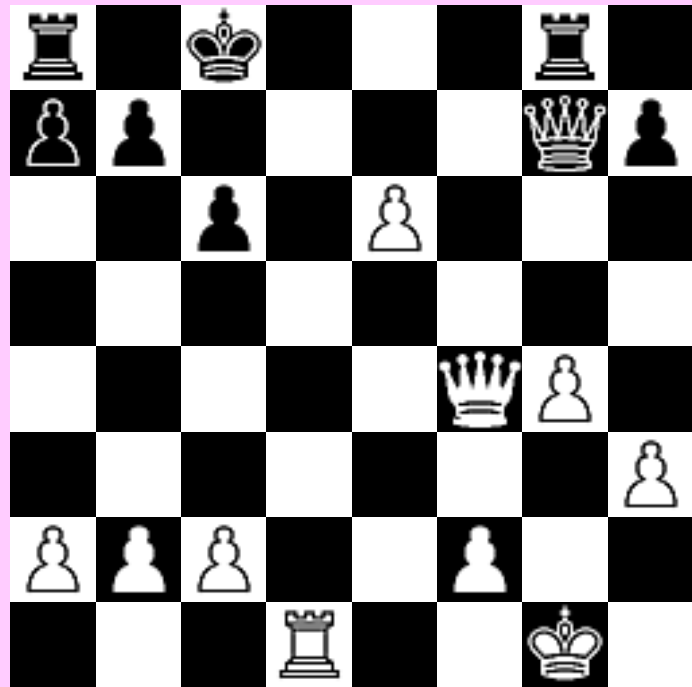
[Dr. Dave](#)

tal - aronin (SOLTIS) [B10]defence: line management, 1954

1. e4 c6 2. Nc3 d5 3. Nf3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6 6. Bc4 Qc7 7. O-O Bg4 8. d4 e6 9. Re1 Nd7 10. h3 Bh5 11. Bxe6 fxe6 12. Rxe6+ Kf7 13. Ng5+ fxg5 14. Qxh5+ Kxe6 15. Bxg5



White has all the open lines he wants - why is this an exemplary game? Black returns some material to seal a line - the e-file. 15... Ne5 16. Re1 Qg7 17. Qg4+ Kd6 18. dxe5+ Kc7 19. e6 Rg8 20. Bf4+ Bd6 21. Bxd6+ Kxd6 22. Rd1+ Kc7 23. Qf4+ Kc8 24. g4



24... Rd8 Exchanging attacking pieces is a theme we have met before. 25. Re1 Qc7 26. Qf5 Qe7 27. c4 b6 28. f4 Kb7 29. Qe5 Rd3 30. Qh5 Rd2 31. Re3 Rad8 32. Qf7 Qxf7 33. exf7 Rxb2 34. Re7+ Ka6 35. Kf1 Rf8 36. g5 Rxa2 37. h4 Rh2 38. f5 Rxh4 39. g6 hxg6 40. fxg6 Rg4 41. Re8 Rxf7+ 0-1

Back to [Chess Coaching Page](#)

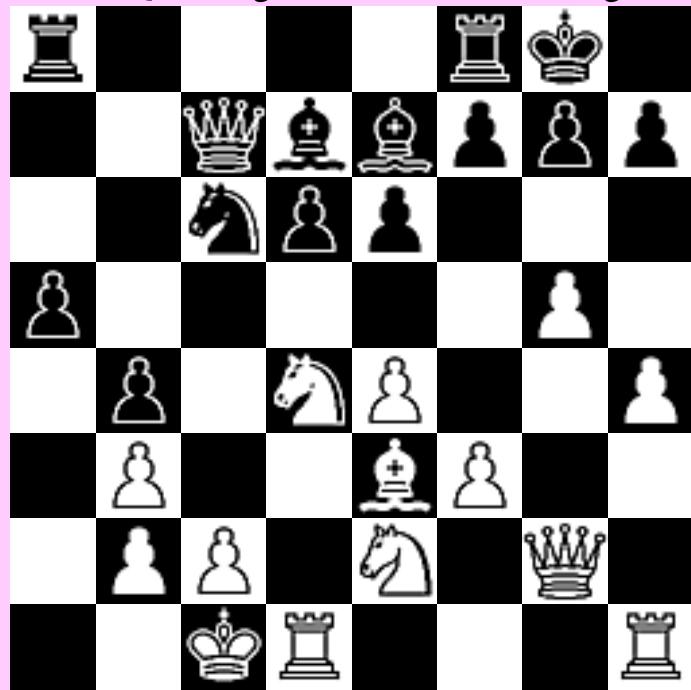
This document (Canon\canon573.html) was last modified on 13 Aug 2005 by



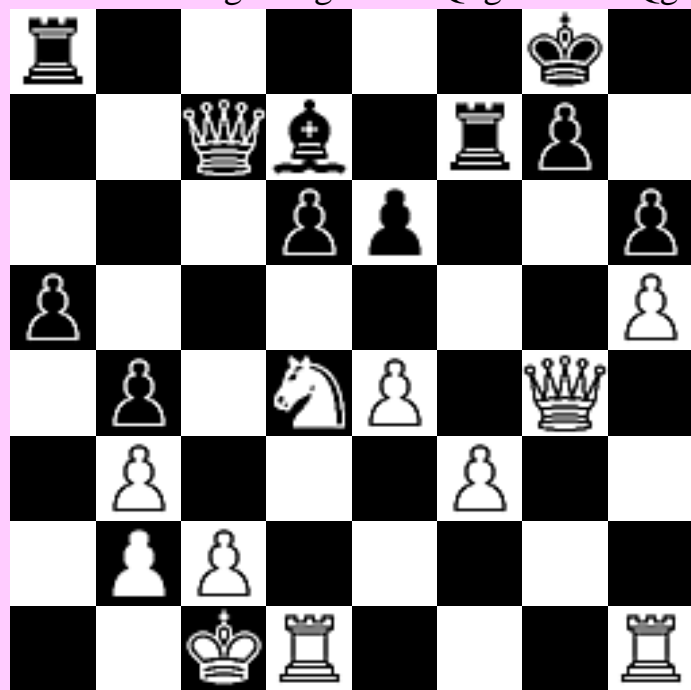
[Dr. Dave](#)

fischer - larsen [B89]defence: line management, 1970

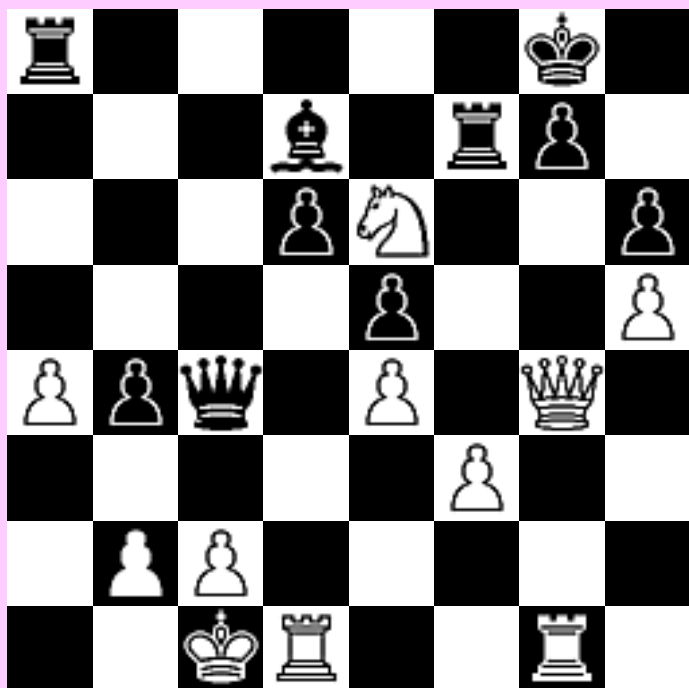
1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 Nc6 6. Bc4 e6 7. Bb3 Be7 8. Be3 O-O 9. Qe2 a6 10. O-O-O Qc7 11. g4 Nd7 12. h4 Nc5 13. g5 b5 14. f3 Bd7 15. Qg2 b4 16. Nce2 Nxb3+ 17. axb3 a5



White tries to open lines on the King's-side. 18. g6 fxg6 19. h5 Nxd4 20. Nxd4 g5 Black keeps them closed. 21. Bxg5 Bxg5+ 22. Qxg5 h6 23. Qg4 Rf7



Piling up on the g-file looks like bluffing, and opening the f-file is also slow. Meanwhile nothing can stop Black opening a file with... 24. Rhg1 a4 25. bxa4 e5 26. Ne6 Qc4



All the key routes are policed. 27. b3 Qxe6 28. Qxe6 Bxe6 29. Rxd6 Re8 30. Rb6 Rxf3 31. Rxb4 Rc8 32. Kb2 Rf2 33. Rc1 Bf7 34. a5 Ra8 35. Rb5 Bxh5 36. Rxe5 Be2 37. Rc5 h5 38. e5 Bf3 39. Kc3 h4 40. Kd3 Re2 41. Rf1 Rd8+ 42. Kc3 Be4 43. Kb4 Rb8+ 44. Ka3 h3 45. e6 Bxc2 46. b4 Re3+ 47. Kb2 Bd3 48. Ra1 Ba6 49. Rc6 Rxb4+ 50. Kc2 Bb7 51. Rc3 Re2+ 52. Kd1 Rg2 0-1

Back to [Chess Coaching Page](#)

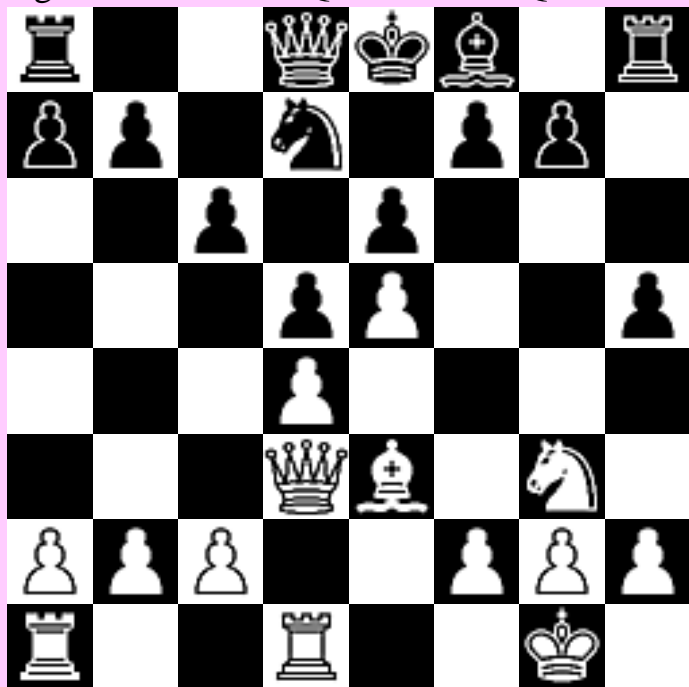
This document (Canon\canon574.html) was last modified on 13 Aug 2005 by



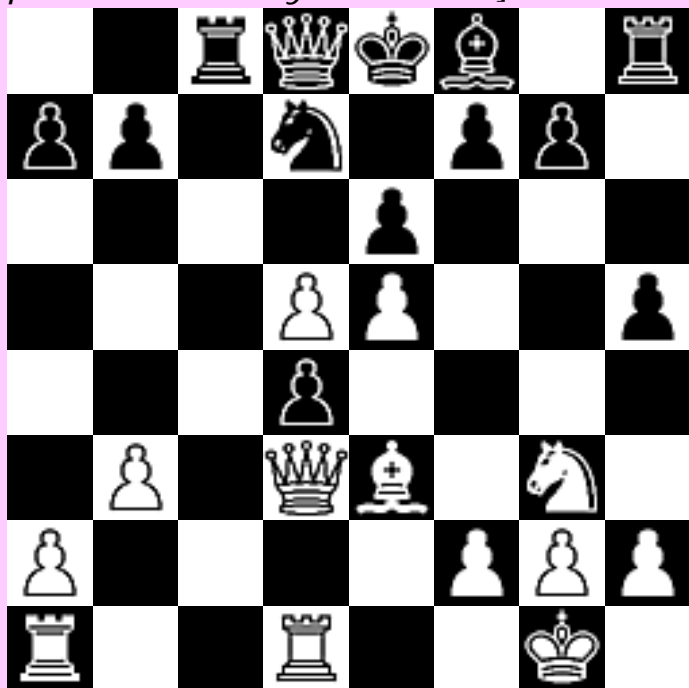
[Dr. Dave](#)

nunn - dlugy (london) NUNN [B12]defence: line management, 1986

1. e4 c6 2. d4 d5 3. e5 Bf5 4. Nc3 h5 5. Bd3 Bxd3 6. Qxd3 e6 7. Nf3 Nh6 8. O-O Nf5 9. Ne2 Nd7 10. Ng3 Nh4 11. Nxh4 Qxh4 12. Be3 Qd8 to allow ...Be7 13. Rfd1



13... Rc8 ? The danger signals were all there to be seen; Black is opening the centre while well behind in development with his king still two moves away from castling. White's tactics are no accident, but inherent in the position. [13... Be7 seeing that this line condemns Black to a passive position, Dlugy decides to pre-empt White's c4 by playing ...c5 himself, but this plan is tactically unsound.] 14. b3 c5 15. c4 cxd4 16. cxd5



How can Black stem the flood? 16... Nxe5 [16... dxe3 17. dxe6 exf2+ 18. Kf1 fxe6 [18... Rc7 19. exf7+ Kxf7 20. e6+ Kg8 [20... Kxe6 21. Qf5+ Ke7 22. Re1+ fxe1=Q+ 23. Rxe1+ Kd6 24. Re6#] 21. Qd5 Be7 22. exd7+ Kf8 23. Rac1] 19. Qg6+ Ke7 20. Rd6] [16... exd5 17. Bxd4 and e6/Nf5] 17. Qxd4 Qxd5 18. Qa4+ [18. Qa4+ b5 [18... Qc6 19. Rac1 Qxa4 20. Rxc8+ Ke7 21. bxa4] 19. Rxd5 bxa4 20. Rxe5] 1-0

Back to [Chess Coaching Page](#)

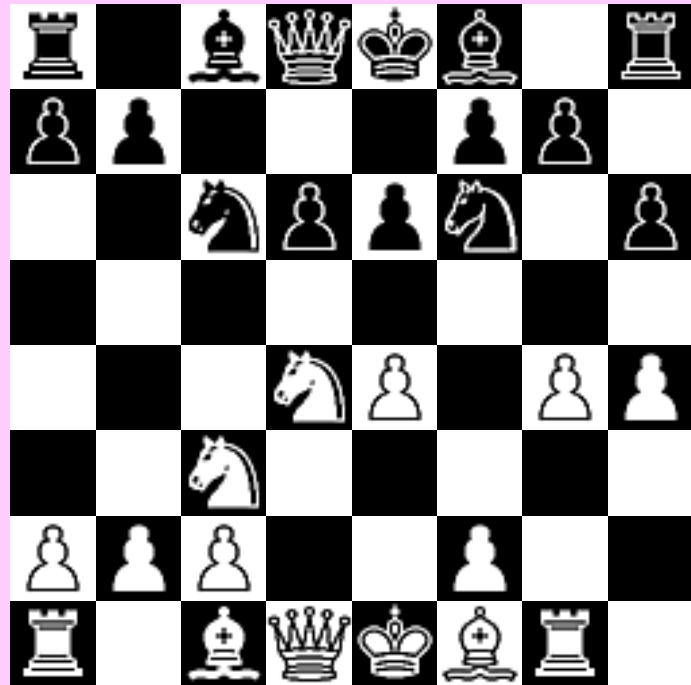
This document (Canon\canon575.html) was last modified on 13 Aug 2005 by



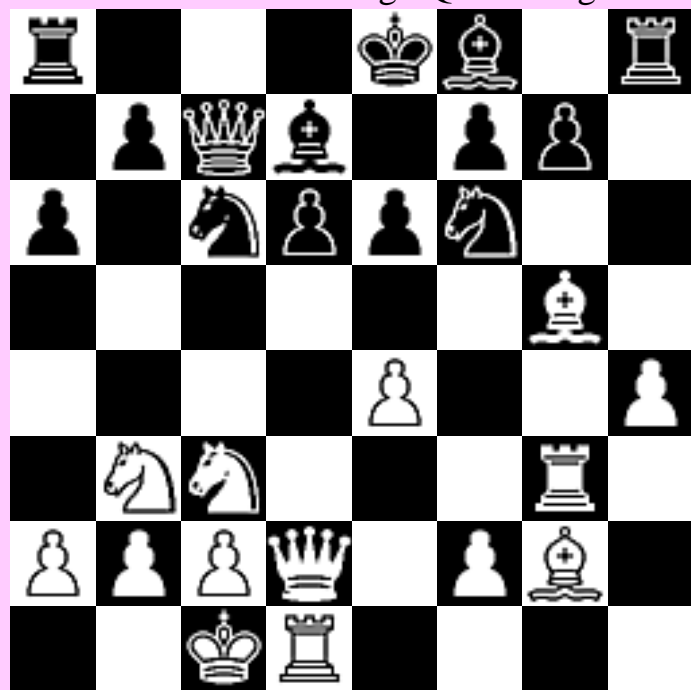
[Dr. Dave](#)

karpov - kasparov (1) [B81]defence: line management, 1984

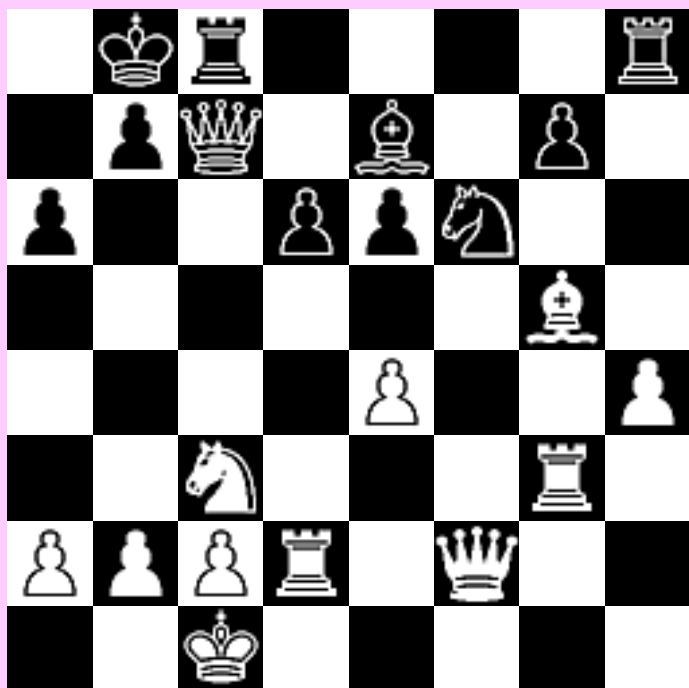
1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. g4 h6 7. h4 Nc6 8. Rg1



White threatens to open up the K-side 8... h5 Demands a price for open lines. The other strategy would be ...g5, which is also known in this type of position. 9. gxh5 Nxh5 10. Bg5 Nf6 11. Qd2 Qb6 12. Nb3 Bd7 13. O-O-O a6 14. Rg3 Qc7 15. Bg2



The placing of the Bishops show White sees no great hopes for the g-file. 15... Be7 16. f4 O-O-O 17. Qf2 Kb8 18. f5 Ne5 19. Bh3 Nc4 20. Nd2 Nxd2 21. Rxd2 Rc8 22. fxe6 Bxe6 23. Bxe6 fxe6



The f-file doesn't look much more promising. Meanwhile, the c-file which Black has had all along, needs caution from White. 24. Qg1 Qa5 25. Qd4 Qc5 26. Qd3 Qc4 27. Qe2 Ka8 28. a3 Qc6 29. e5 dxe5 30. Qxe5 Rhd8 31. Rgd3 Rxd3 32. Rxd3 Qh1+ 33. Nd1 Qg2 34. Rd2 Qc6 35. Re2 Bd6 36. Qc3 Qd7 A dynamically balanced position. 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon576.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

peters - andersson,usa [B15]defence: mending weaknesses, 1978

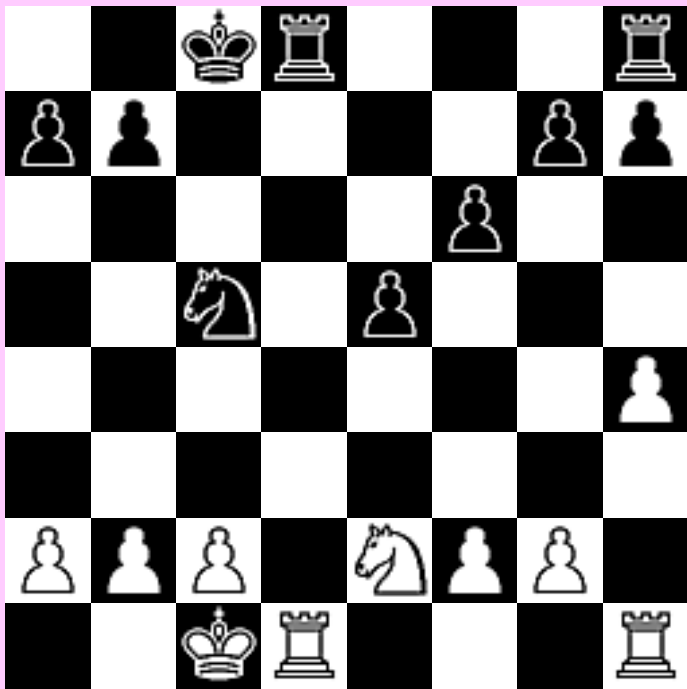
1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ exf6 6. Bc4



White's n's-side majority is a big engine plus, so White was startled by... 6... Qe7+ 7. Qe2 Be6 Black will only enter an endgame on certain conditions! 8. Bxe6 [8. Bb3 is the only testing continuation] 8... Qxe6 9. Bf4 Na6



The threat of ...Nb4 eventually prompts the exchange on e6 10. O-O-O O-O-O 11. Qxe6+ fxe6 12. h4 c5 13. Be3 cxd4 14. Bxd4 Bc5 15. Ne2 e5 16. Bxc5 Nxc5



Black has no problems and even won. 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon577.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

brinckmann - nimzovitch,berlin (NIMZO) [B00]defence: redeployment, 1927

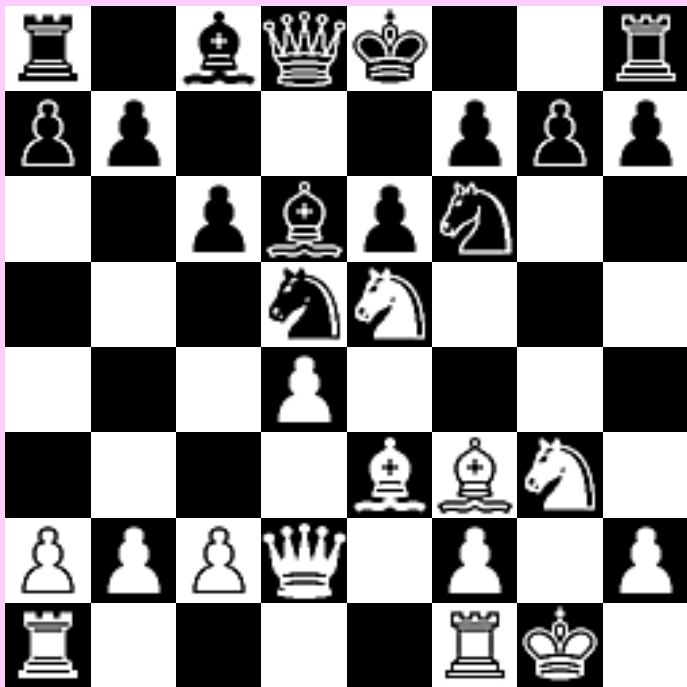
1. e4 Nc6 2. d4 d5 3. exd5 Qxd5 4. Be3 e6 5. Be2 Qxg2 6. Bf3 Qg6 7. Ne2



Black has only two pieces developed, but the priority is restraint. 7... Nb4 8. Na3 Nd5 9. Nc4 [9. Nb5 c6 10. Nf4 Nxf4 11. Nc7+ Kd7 12. Nxa8 Ng2+ with chances for both sides] 9... Qf6 10. Ng3 Qd8



Now Black can get his King's-side pieces out. White has no way of interrupting Black's development. 11. Qd2 Ngf6 12. Ne5 c6 13. O-O Bd6



... 0-1, 35 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon578.html) was last modified on 13 Aug 2005 by



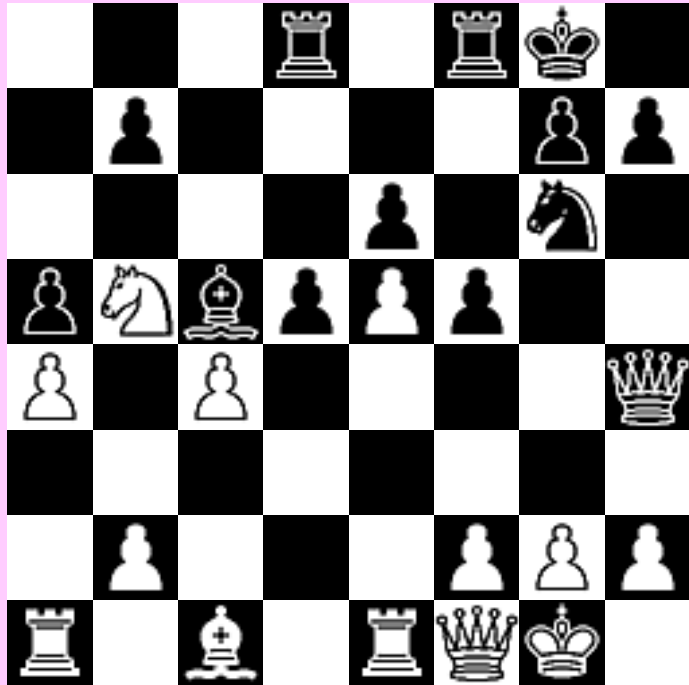
[Dr. Dave](#)

keres - euwe (zaandvoort) [C02]defence: redeployment, 1936

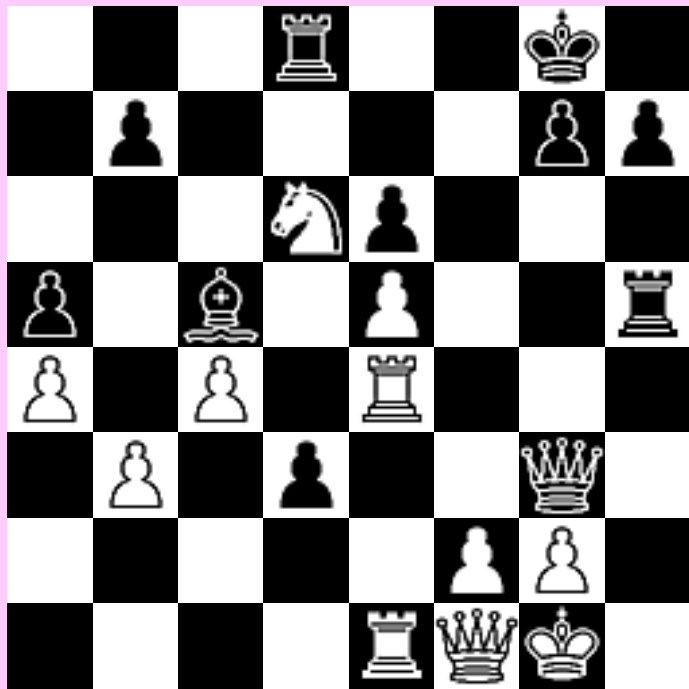
1. e4 e6 2. d4 d5 3. e5 c5 4. Nf3 cxd4 5. Qxd4 Nc6 6. Qf4 f5 7. Bd3 Nge7 8. O-O Ng6 9. Qg3 Be7 10. Re1 O-O 11. a3



11... Nb8 the redeployment: idea Nb8-a6-c5-e4! 12. Nbd2 a5 13. Nb3 Na6 14. a4 to stop Black's plan White has had to make concessions on the Q-side 14... Nb4 15. Nfd4 Bd7 16. Bb5 Nc6 17. c4 ? 17... Nxd4 18. Nxd4 Bc5 19. Qd3 Bxb5 20. Nxb5 Qh4 21. Qf1 Rad8



the advance of the QP is threatened and eventually ties up White 22. Be3 d4 23. Bd2 d3 24. b3 f4 25. Re4 Rf5 26. Rae1 Rh5 27. h3 Rg5 28. Nd6 Qxh3 29. Bxf4 Nxf4 30. Rxf4 Qg3 31. Rfe4 Rh5



0-1

Back to [Chess Coaching Page](#)

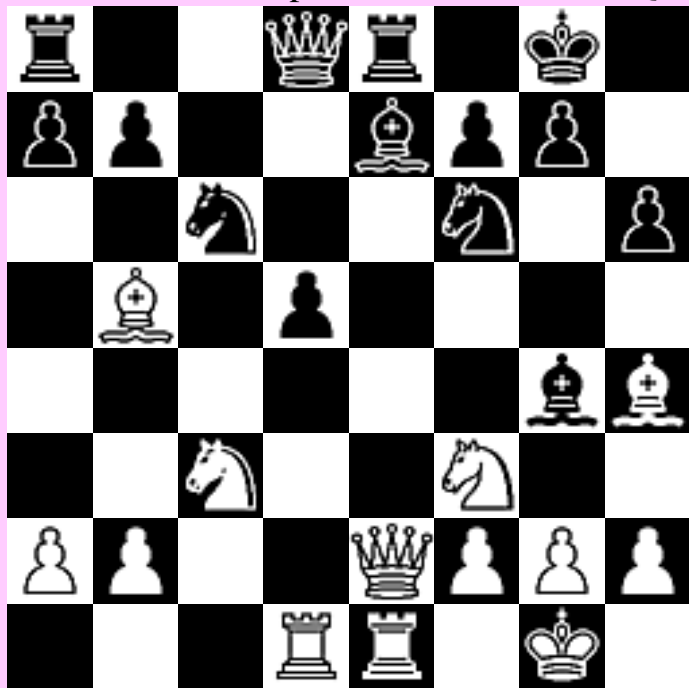
This document (Canon\canon579.html) was last modified on 13 Aug 2005 by



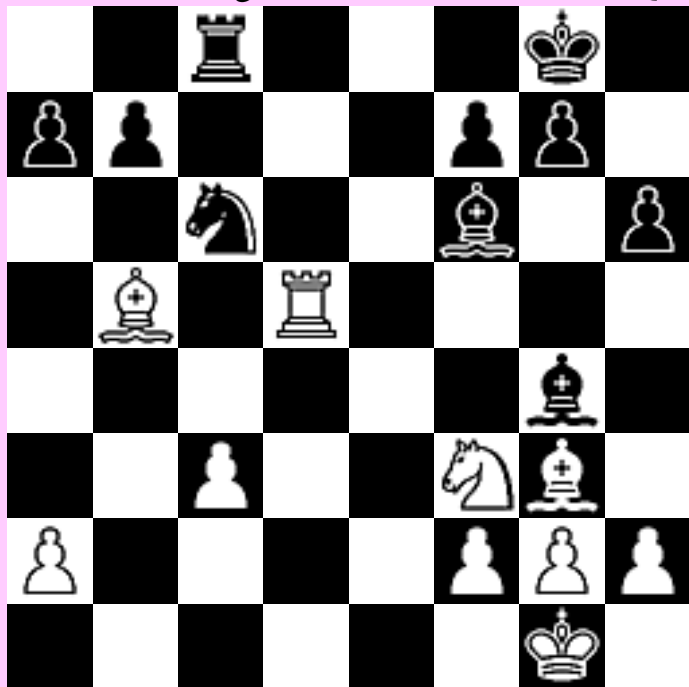
[Dr. Dave](#)

geller - keres [D41]defence: relieving pressure, 1953

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c5 5. cxd5 cxd4 6. Qxd4 exd5 7. e4 Nc6 8. Bb5 Nxe4 9. O-O Nf6 !
 10. Re1+ ?! over-optimistic 10... Be7 11. Qe5 O-O 12. Qe2 Re8 13. Bg5 Bg4 14. Rad1 h6 15. Bh4



15... Ne4 16. Bg3 Nxc3 17. bxc3 Bf6 18. Qxe8+ Qxe8 19. Rxe8+ Rxe8 20. Rxd5 Rc8



21. Rd3 ? 21... Nb4 22. Re3 Nxa2 23. h3 Bxf3 24. gxf3 Nxc3 25. Bd7 Rd8 26. Bf5 g6 27. Bd3 Nd1 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon580.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

four knights - metger unpin [C49]defence: relieving pressure, 1995

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 Bxc3 8. bxc3 Qe7 9. Re1



9... Nd8 10. d4 Ne6 11. Bh4 [11. Bc1] 11... Nf4 =

Back to [Chess Coaching Page](#)

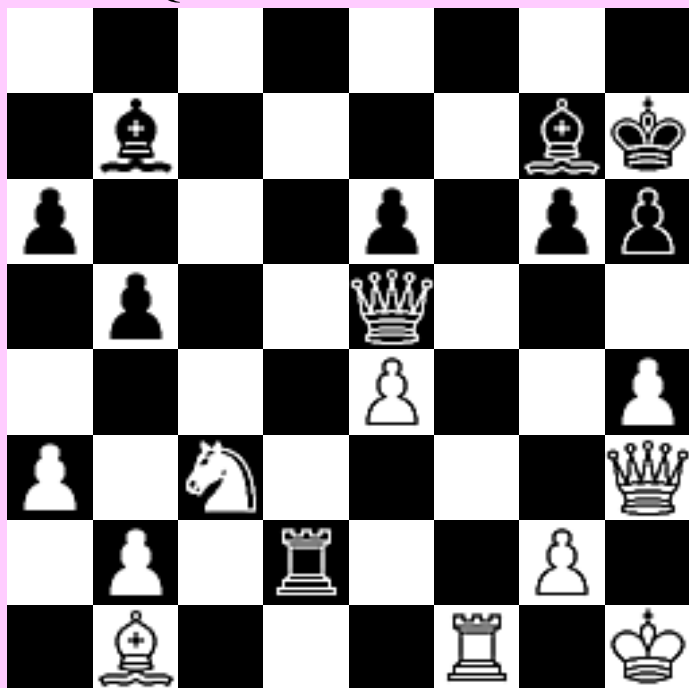
This document (Canon\canon581.html) was last modified on 13 Aug 2005 by



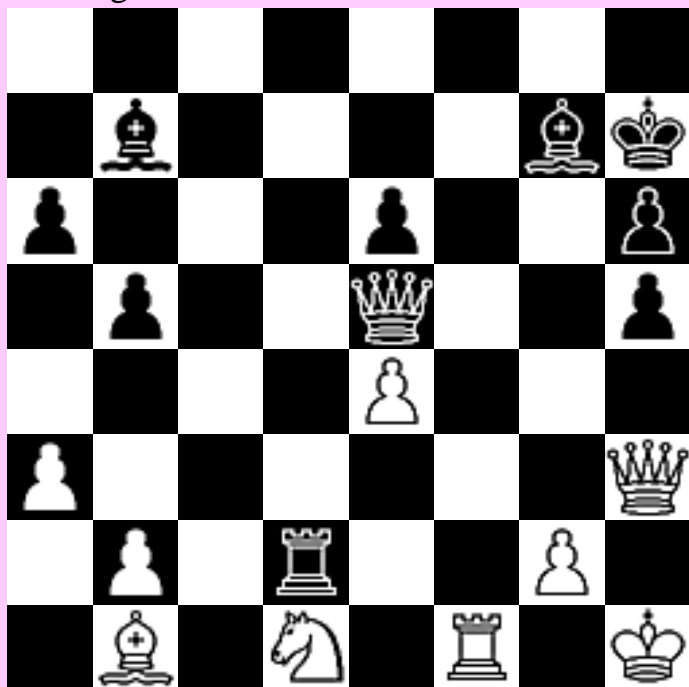
[Dr. Dave](#)

uhlmann - karpov [D42]defence: repairing weaknesses, 1973

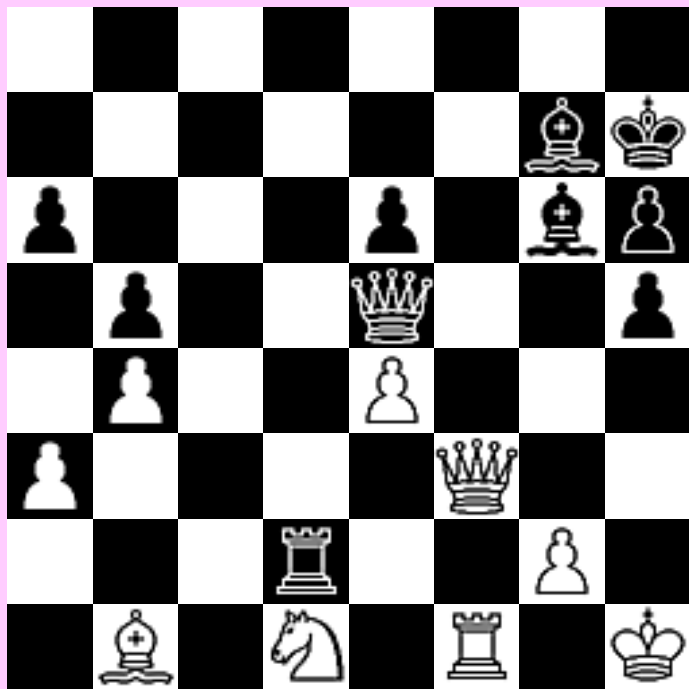
1. c4 c5 2. Nf3 Nf6 3. Nc3 d5 4. cxd5 Nxd5 5. e3 e6 6. d4 Nc6 7. Bd3 cxd4 8. exd4 Be7 9. O-O O-O 10. Re1 Nf6 11. a3 b6 12. Be3 Bb7 13. Rc1 Rc8 14. Bb1 Rc7 15. Qd3 Rd7 16. Qc2 g6 17. Ba2 Ng4 18. Rcd1 Nxe3 19. fxe3 Bf6 20. Qf2 Bg7 21. Rd2 Ne7 22. e4 h6 23. Red1 Qb8 24. Qe3 Rfd8 25. h3 Kh7 26. Kh1 a6 27. Rf2 Ng8 28. Rdf1 b5 29. h4 Nf6 30. Ne5 Rxd4 31. Rxf6 Qxe5 32. Rxf7 R8d7 33. Rxd7 Rxd7 34. Qh3 Rd6 35. Bb1 Rd2



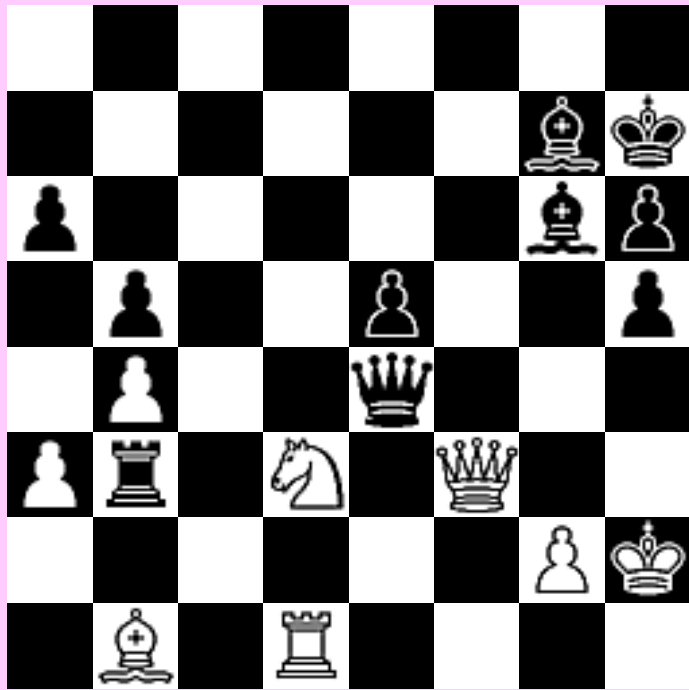
36. h5 gxh5 37. Nd1



It's messy, but White has hopes of getting through on the b1-h7 diagonal. 37... Bc6 38. Qf3 Be8 39. b4 Bg6



40. Nf2 Qd4 41. Nh3 e5 42. Nf2 Rb2 43. Kh2 Qc4 44. Rd1 Rb3 45. Nd3 Qxe4



0-1

Back to [Chess Coaching Page](#)

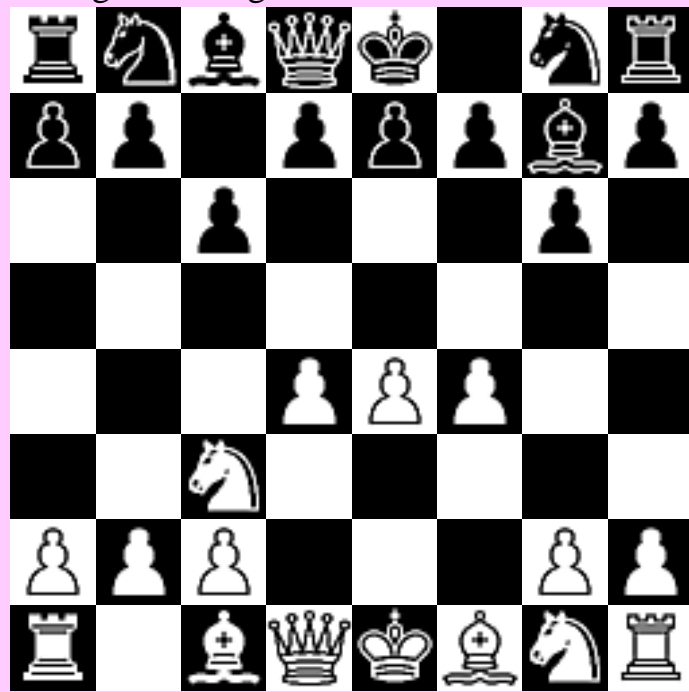
This document (Canon\canon582.html) was last modified on 13 Aug 2005 by



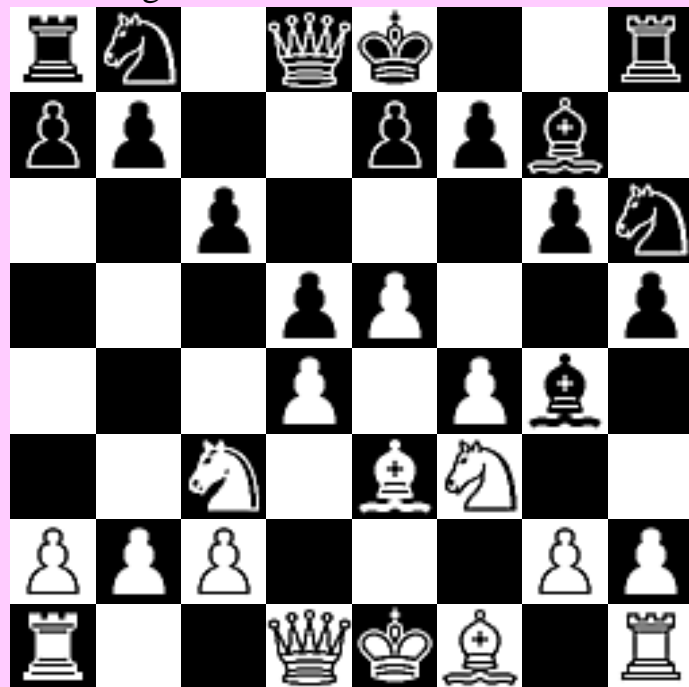
[Dr. Dave](#)

modern defence - gurgendidze line [B15] defence: restraint of pawn bre, defence: restr, 1995

1. e4 g6 2. d4 Bg7 3. Nc3 c6 4. f4



White's monster centre must be restrained or blockaded. An illustrative line: 4... d5 5. e5 h5 6. Nf3 Nh6 7. Be3 Bg4



8. Be2 [8. h3 Bxf3 9. Qxf3 h4 10. Bf2 Nf5 11. Bd3 e6 12. Ne2 Nd7 13. O-O Bf8 14. b3 Ba3



] =

Back to [Chess Coaching Page](#)

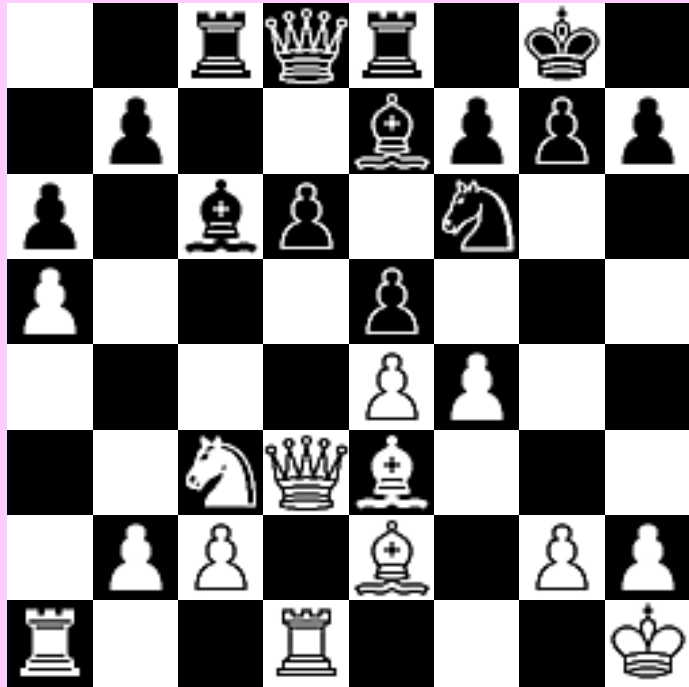
This document (Canon\canon583.html) was last modified on 13 Aug 2005 by



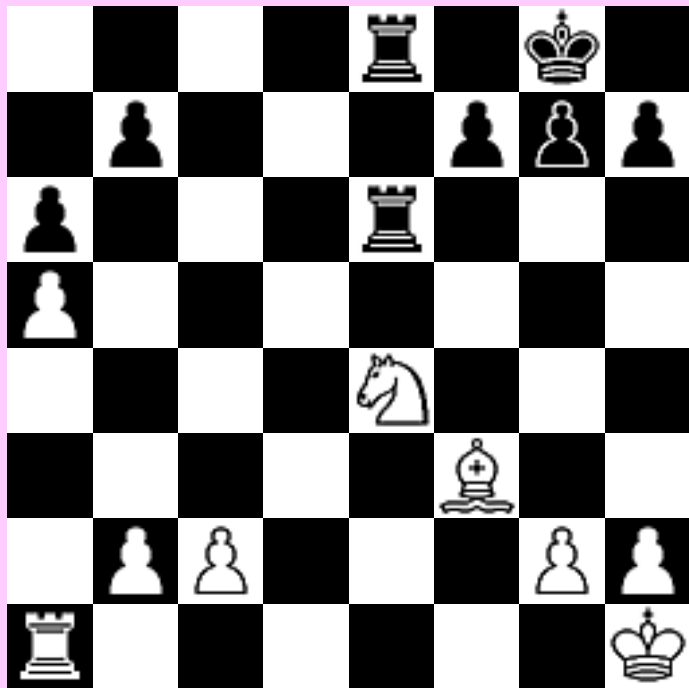
[Dr. Dave](#)

karpov - kasparov [B85]defence: simplifying combinati, defence: simpli, 1985

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be2 e6 7. O-O Be7 8. f4 O-O 9. Kh1 Qc7 10. a4 Nc6 11. Be3 Re8 12. Bf3 Rb8 13. Qd2 Nxd4 14. Bxd4 e5 15. Ba7 Ra8 16. Be3 Bd7 17. a5 Rac8 18. Be2 Bc6 19. Qd3 Qd8 20. Rfd1



here's one of the best defensive combinations of recent years: Black exposes the e-pawn but also his own d-pawn to attack. 20... exf4 21. Bxf4 Bf8 22. Bf3 Qe7 23. Bxd6 Qxd6 24. Qxd6 Bxd6 25. Rxd6 Nxe4 26. Rxc6 Rxc6 27. Nxe4 Rce6



and the weakness of the back rank means Black gets his material back 28. Kg1 Rxe4 29. Bxe4 Rxe4 30. Rd1 g5 31. Rd5 h6 32. c3 Re6 33. Kf2 Kg7 34. g4 b6 35. h3 Kg6 36. Kf3 h5 1/2

Back to [Chess Coaching Page](#)

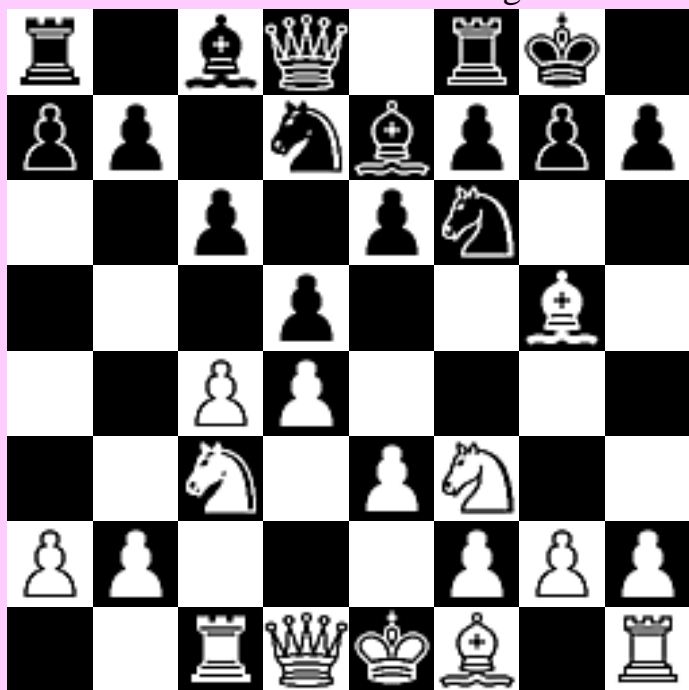
This document (Canon\canon584.html) was last modified on 13 Aug 2005 by



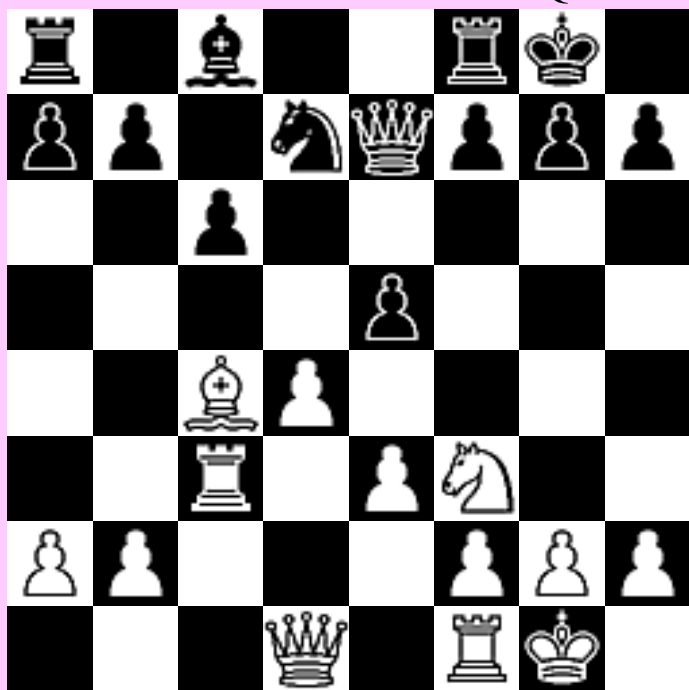
[Dr. Dave](#)

QGD, stahlberg - capablanca line [D69] defence: simplifying exchanges, defence: simpli, 1995

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. e3 Be7 6. Nf3 O-O 7. Rc1 c6

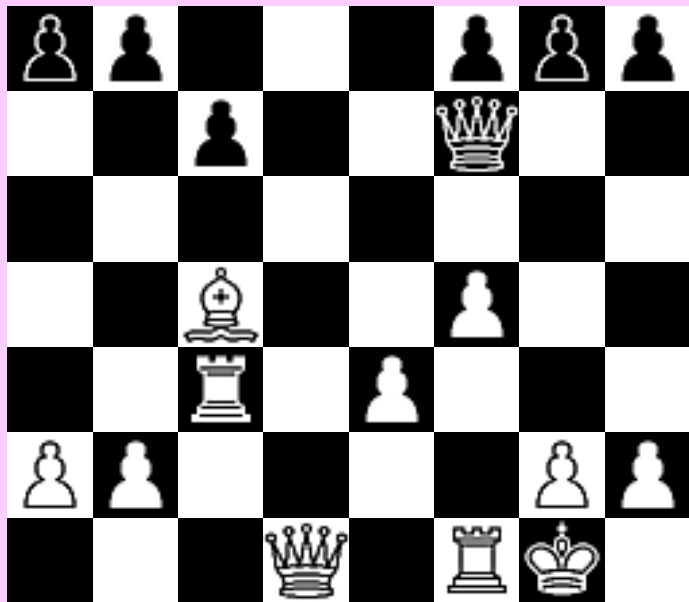


8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O Nxc3 12. Rxc3 e5



13. dxe5 Nxe5 14. Nxe5 Qxe5 15. f4 Qf6





1-0

Back to [Chess Coaching Page](#)

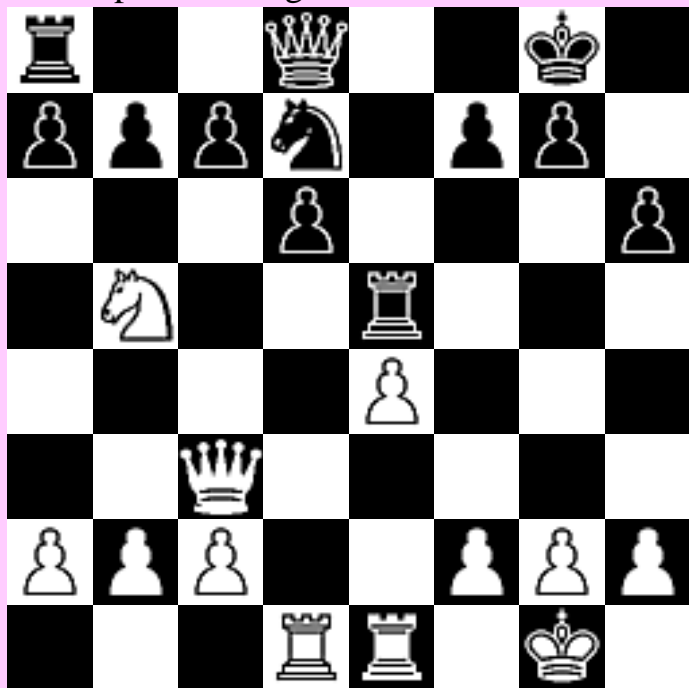
This document (Canon\canon585.html) was last modified on 13 Aug 2005 by



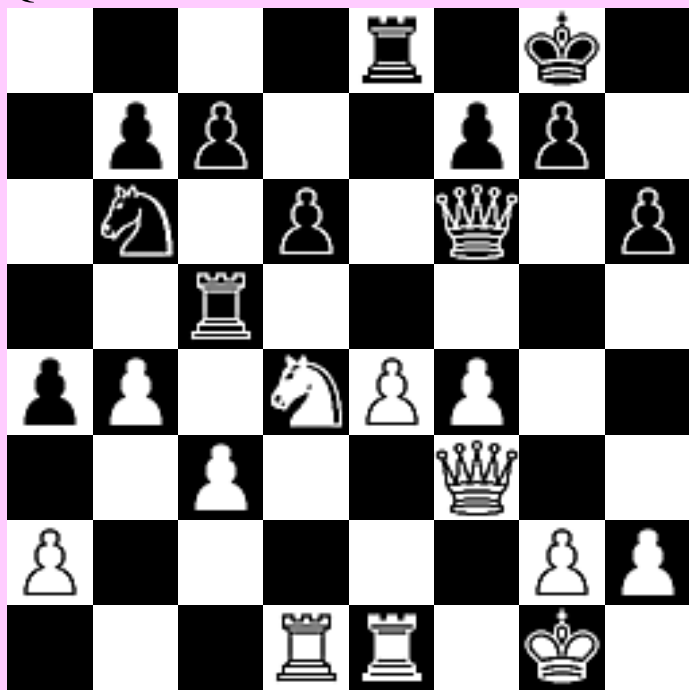
[Dr. Dave](#)

tarrasch - lasker,dusseldorf [C66]defence: spanner, 1904

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O d6 5. d4 Bd7 6. Nc3 Be7 7. Re1 exd4 8. Nxd4 Nxd4 9. Qxd4 Bxb5 10. Nxb5 O-O 11. Bg5 h6 12. Bh4 Re8 13. Rad1 Nd7 14. Bxe7 Rxe7 15. Qc3 Tarrasch has one of his simple advantages. 15... Re5



A characteristic Lasker spuddle. 16. Nd4 Rc5 17. Qb3 Nb6 18. f4 Will that Rook get stuck? 18... Qf6 19. Qf3 Re8 20. c3 a5 21. b3 a4 22. b4



Looks good but is playing Lasker's game. 22... Rc4 23. g3 Rd8 24. Re3 c5 25. Nb5 cxb4 26. Rxd6 Rxd6 27. e5 Rxf4 28. gxf4 Qg6+ 29. Kh1 Qb1+ 30. Kg2 Rd2+ Black took the risks hoping for just such an opportunity. It's like saying: come for a waltz on the clifftop, and I'll start nearer the cliff, but I bet you

fall before I do! 31. Re2 Qxa2 32. Rxd2 Qxd2+ 33. Kg3 a3 34. e6 Qe1+ 35. Kg4 Qxe6+ 36. f5 Qc4+ 37. Nd4 a2 38. Qd1 Nd5 39. Qa4 Nxc3 40. Qe8+ Kh7 41. Kh5 a1=Q 0-1

Back to [Chess Coaching Page](#)

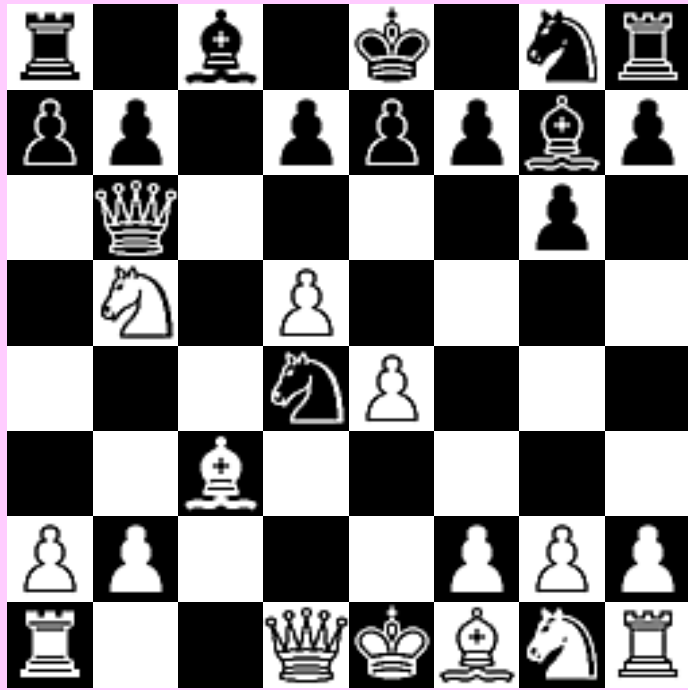
This document (Canon\canon586.html) was last modified on 13 Aug 2005 by



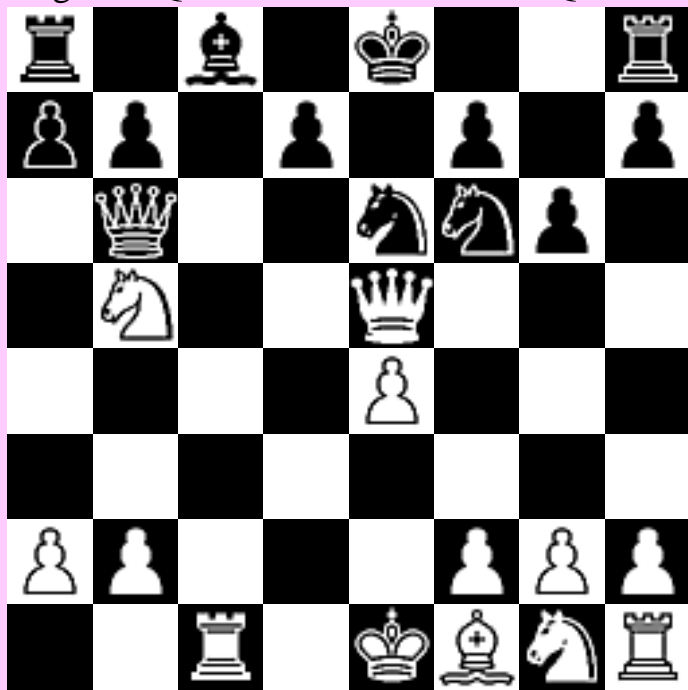
[Dr. Dave](#)

pye - regis,portsmouth [B22]defence: spanner, 1984

1. e4 c5 2. c3 g6 3. d4 cxd4 4. cxd4 Bg7 5. Nc3 Nc6 6. d5 Nd4 7. Be3 Qb6 8. Nb5 Qa5+ 9. Bd2 Qb6 10. Bc3



Black is bobbing and weaving and White hasn't landed a haymaker yet. 10... e5 11. dxe6 Nxe6 12. Bxg7 Nxc7 13. Qd5 Ne6 14. Rc1 Nf6 15. Qe5



White pushes his luck with this natural move. 15... Qxf2+ 16. Kxf2 Ng4+ 17. Ke1 Nxe5 18. Nxa7 O-O 19. Nxc8 Rfxc8 20. Rxc8+ Rxc8 White has a pawn... and a huge development problem. 21. Kd1 Ra8 22. a3 Ra4 23. Nf3 Ng4 24. Kc2 Rxe4 25. Bd3 Rf4 Probably not best. 26. Re1 Kg7 27. Be4 Nc5 28. Bd5 Nf6 29. Rd1 Rf5 30. Ba2 d5 31. Rd4 g5 32. h3 h5 33. Kc3 g4 34. hxg4 hxg4 35. Nh2 Rf2 36. Kb4 Rxb2

+ 37. Kxc5 Rxa2 38. Nxc4 Rxa3 39. Nxf6 Kxf6 40. Kxd5 Rg3 41. Rf4+ Kg6 42. Rb4 b5 43. Rb2 b4 44. Kc4 b3 45. Rxb3 Rxb3 46. Kxb3 Kg5 47. Kc4 Kg4 48. Kd3 Kg3 [48... f5 49. Kd4 f4 50. Ke4 Kg3 51. Kf5] 1/2

Back to [Chess Coaching Page](#)

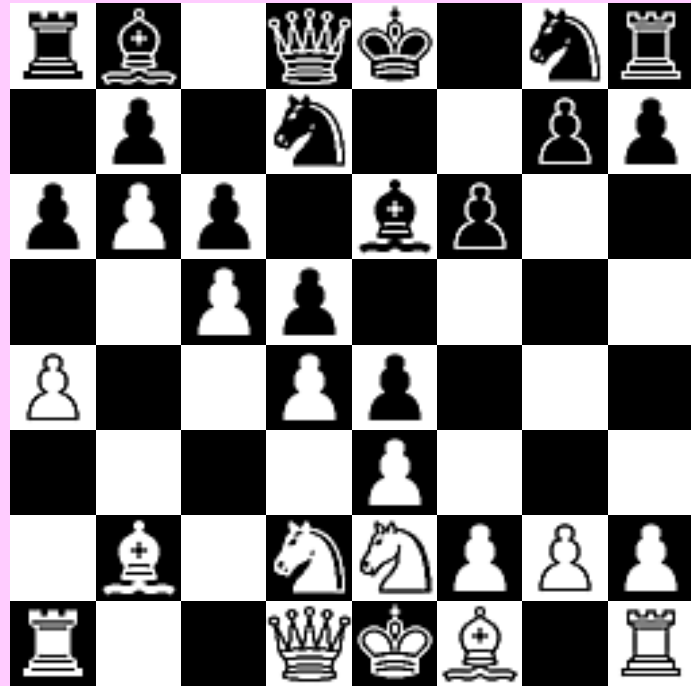
This document (Canon\canon587.html) was last modified on 13 Aug 2005 by



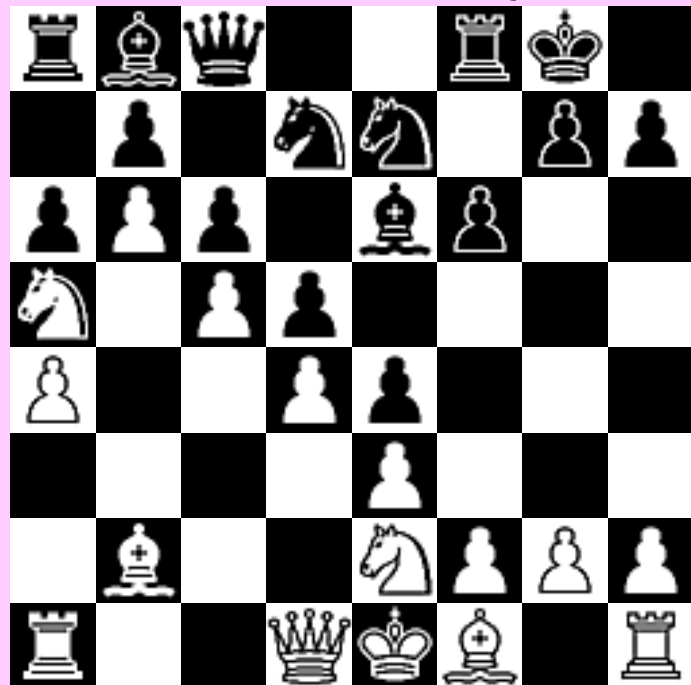
[Dr. Dave](#)

sokolsky - livshitz (SOKOLSKY) [A00]defence: vs. desparate counter, defence: vs. de, 1956

1. b4 e5 2. Bb2 f6 3. b5 d5 4. e3 Be6 5. d4 e4 6. Nd2 c6 7. a4 a6 ? 8. Ne2 Bd6 9. c4 Nd7 [9... dxc4 10. Nc3 f5 11. Bxc4 +-] 10. c5 Bb8 11. b6

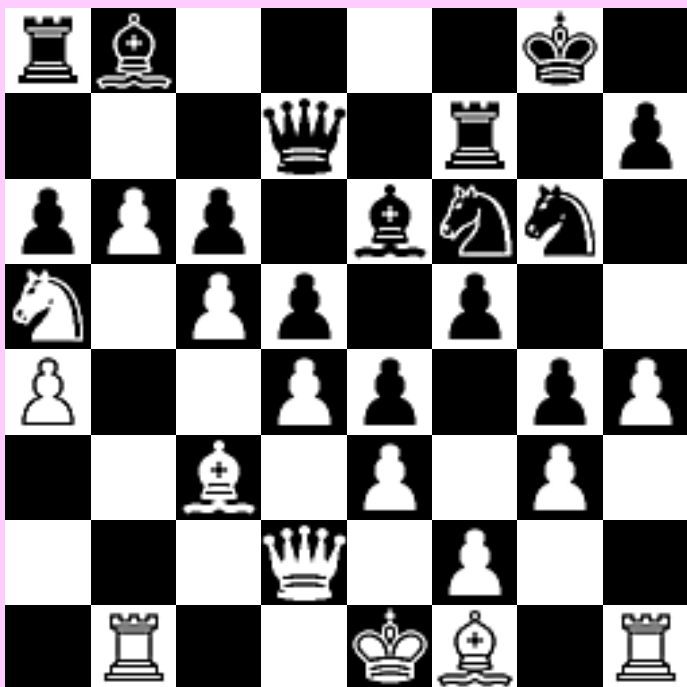


11... Ne7 12. Nb3 O-O 13. Na5 Qc8

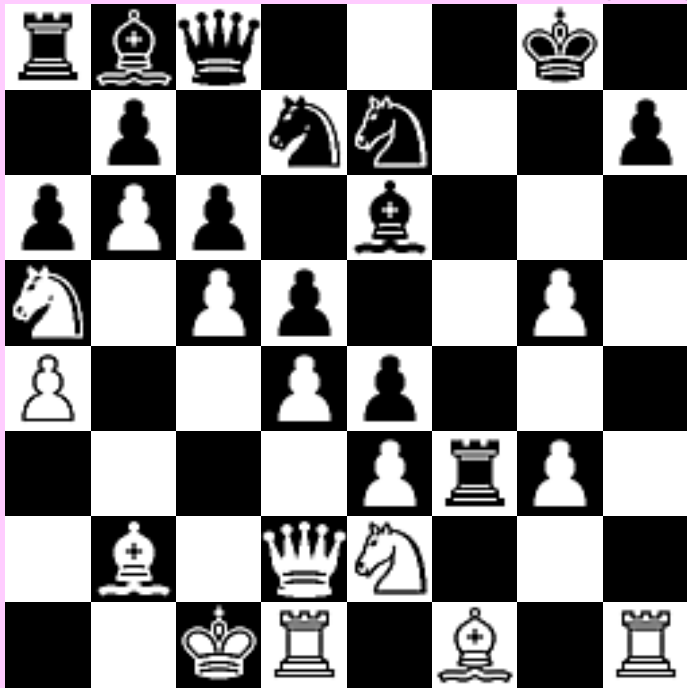


White is winning - he can complete development, play O-O-O and attack by f3, or get the Ne2 to b3 and play Na5xb7. So Black goes all out for attack - the right idea, although White rides the storm. 14. Qd2 f5 15. g3 g5 16. h4 nice little move, because Black must keep the option of opening the f-file, and therefore

must allow White the h-file 16... f4 [16... g4 17. Nc1 Nf6 18. Ncb3 Ng6 19. Nxb7 Qxb7
20. Na5 Qd7 21. Bc3 Rf7 22. Rb1

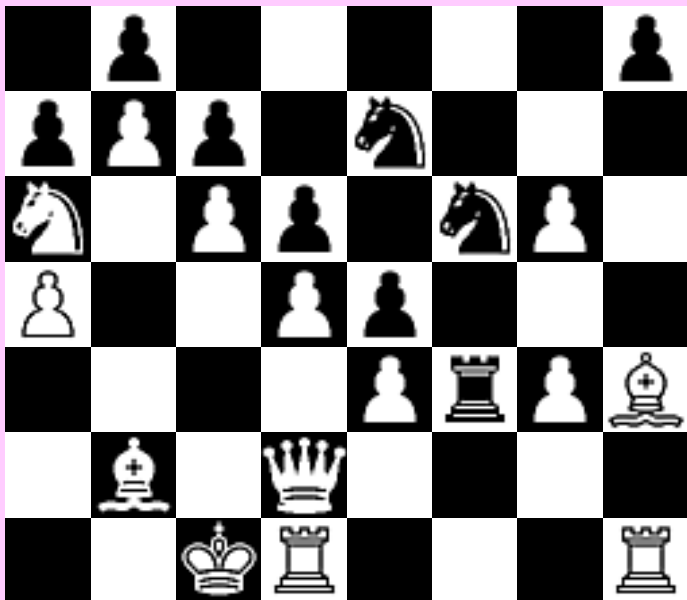


with b7 and Rb6 to follow] 17. hxg5 fxg3 18. fxg3 Rf3 19. O-O-O



Black has a terrific attack but White can make concessions on the K-side as long as he keeps exchanging down to the ending, when the b-pawn will win 19... Nf8 [19... Bxg3 20. Nxg3 Rxg3 21. Qh2] [19... Nf5 20. g6 hxg6 21. Nf4 Bxf4 [21... Nxg3 22. Nxg6 threat Ne7+] 22. gxf4 Nxe3 [22... Ng3 23. Bg2 Nxh1 24. Bxf3 exf3 25. Rxh1 Nf6 26. e4 Nxe4 27. Qh2 Nf6] 23. Qh2 Nf6 24. Nxb7 Nh5 25. Na5 Rb8 26. f5 Bxf5 27. Nxc6 Qxc6 28. Qxb8+] 20. Nf4 keeping lines under control 20... Nf5 21. Nxe6 Nxe6 22. Bh3





exchanging attacking pieces, keeping lines under control 22... Nxe3 [22... Nxc3 23. Bg4 Rxc3 24. Rdg1 Nf3 25. Rxc3 Bxc3 26. Qg2 +-] 23. Qh2 preparing for a bit of a tidy-up using the h-file
 23... h6 24. Rdg1 Qe8 25. Bxe6+ Qxe6 26. Qxh6 exchanging to an endgame 26... Qxh6 27. gxh6 Bxc3
 28. Nxb7 white must Queen the b-pawn 28... Kh8 29. Na5 Rc8 30. Kb1 Nf5 31. Rh5 Ne7 32. Rg5 Bf4
 33. Rg7 Nf5 34. b7 Re8 35. Rf7 Nxc6 36. Rxf4 Rxf4 37. Nxc6 e3 38. b8=Q Rxb8 39. Nxb8 e2 40. Re1
 1-0

Back to [Chess Coaching Page](#)

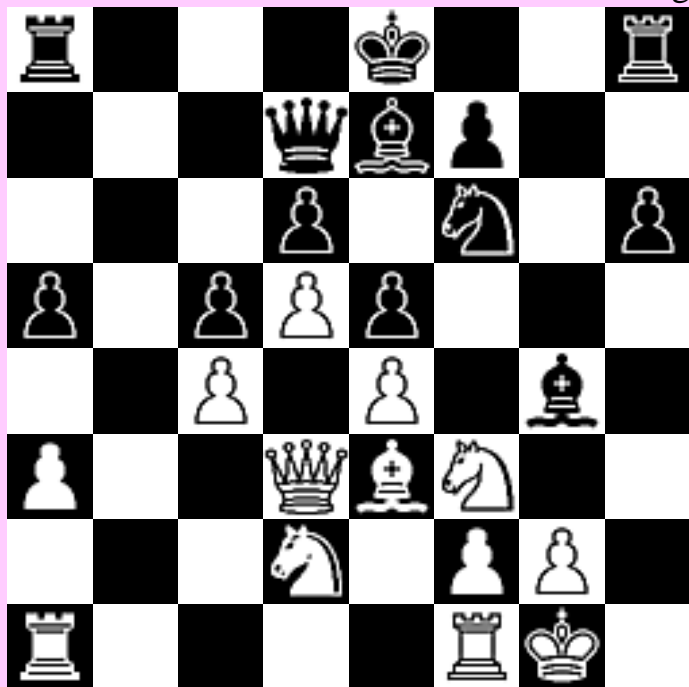
This document (Canon\canon588.html) was last modified on 13 Aug 2005 by



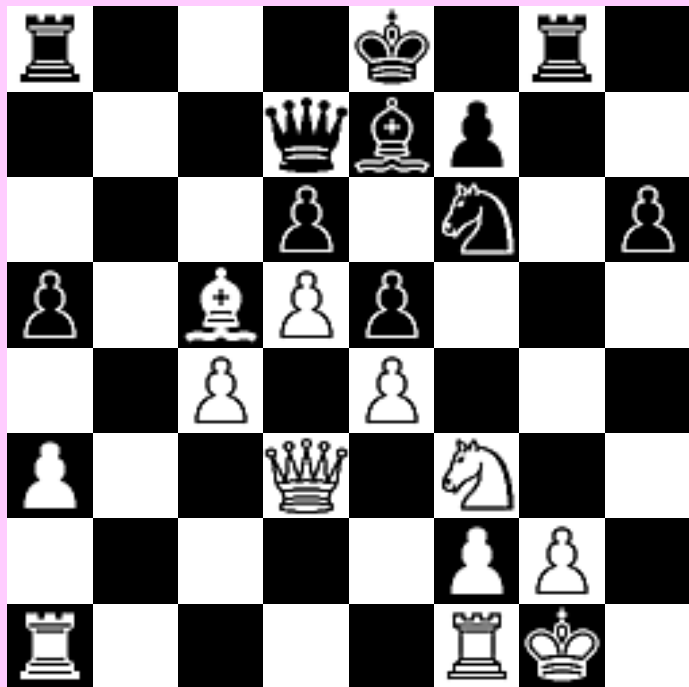
[Dr. Dave](#)

Dolland - Alekhine, Scheveningen [C61] Defence: Zwischenzüge, Counter, Defence: Zwischen, 1995

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4 4. Be2 Nxe2 5. Qxe2 d6 6. c3 c6 7. d4 Qc7 8. Be3 Nf6 9. Nbd2 Be7 10. h3 b6 11. O-O a5 12. c4 c5 13. d5 h6 14. a3 g5 15. b4 g4 16. hxg4 Bxg4 17. bxc5 bxc5 18. Qd3 Qd7



White says: "A" expecting... 19. Bxc5 White says "A" expecting the reply... 19... Bxf3 Black replies - "F"! [19... dxc5 "B" to which he will reply, "C" 20. Nxe5] 20. Nxf3 Rg8



the second zwischenzug 21. Nxe5 [21. Be3 Rxg2+ 22. Kxg2 Qg4+ 23. Kh2 Qxf3] 21... dxe5 22. Bxe7 Qg4 And another one! 23. g3 Kxe7 24. d6+ Kf8 25. Rfe1 h5 26. Rad1 Rd8 27. c5 h4 28. Re3

hxg3 29. fxg3 Nh5 winning 1-0

Back to [Chess Coaching Page](#)

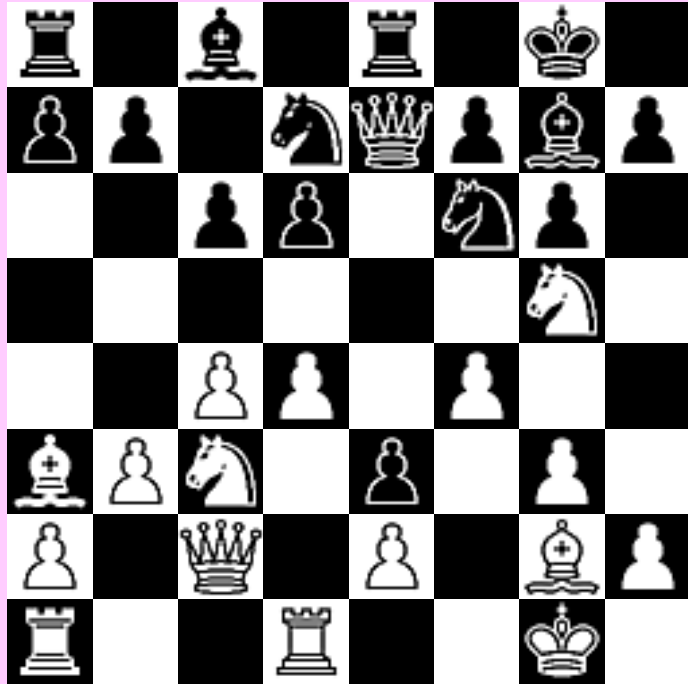
This document (Canon\canon589.html) was last modified on 13 Aug 2005 by



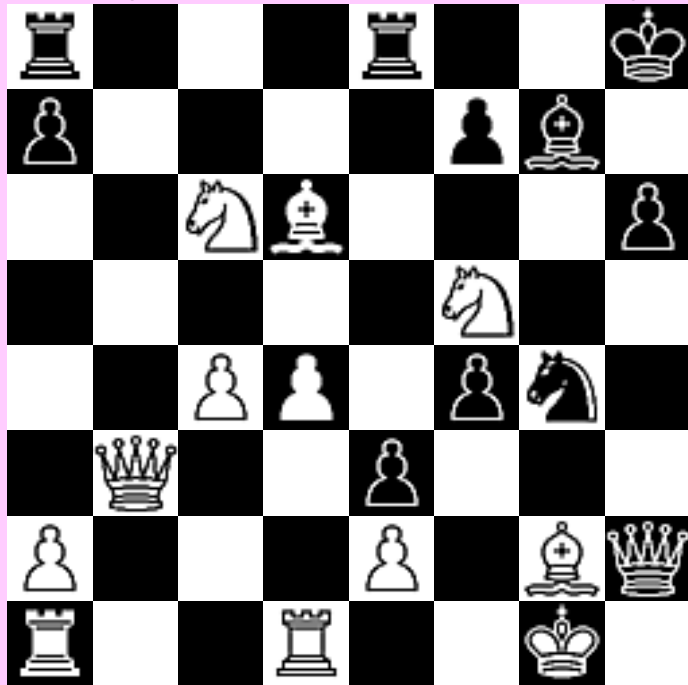
[Dr. Dave](#)

Ivanchuk,V - Yusupov,A [E67]Simple Chess {1} - NOT (cm 1/4), 1991

1. c4 e5 2. g3 d6 3. Bg2 g6 4. d4 Nd7 5. Nc3 Bg7 6. Nf3 Ngf6 7. O-O O-O 8. Qc2 Re8 9. Rd1 c6 10. b3 Qe7 11. Ba3 e4 12. Ng5 e3 13. f4



13... Nf8 14. b4 Bf5 15. Qb3 h6 16. Nf3 Ng4 17. b5 g5 18. bxc6 bxc6 19. Ne5 gxf4 20. Nxc6 Qg5 21. Bxd6 Ng6 22. Nd5 Qh5 23. h4 Nxh4 24. gxh4 Qxh4 25. Nde7+ Kh8 26. Nxf5 Qh2+



That's the first move I've expected so far! 27. Kf1 Re6 28. Qb7 Rg6 29. Qxa8+ [29. Bxf4 Qxf4+ 30. Kg1 Qh2+ 31. Kf1 Qh1+ 32. Bxh1 Nh2+ 33. Ke1 Rg1#] 29... Kh7 30. Qg8+ Kxg8

31. Nce7+ Kh7 32. Nxc6 fxc6 33. Nxc7 Nf2 34. Bxf4 Qxf4 35. Ne6 Qh2 36. Rdb1 Nh3 37. Rb7+ Kh8
38. Rb8+ Qxb8 39. Bxh3 Qg3 Wonderful, exciting chess - but not, I believe, the way to get results. In fact, not even Yusupov believes this is the way to get results - this was actually a quickplay tie-break where nerves count as much as chess. Normally, 0-1

Back to [Chess Coaching Page](#)

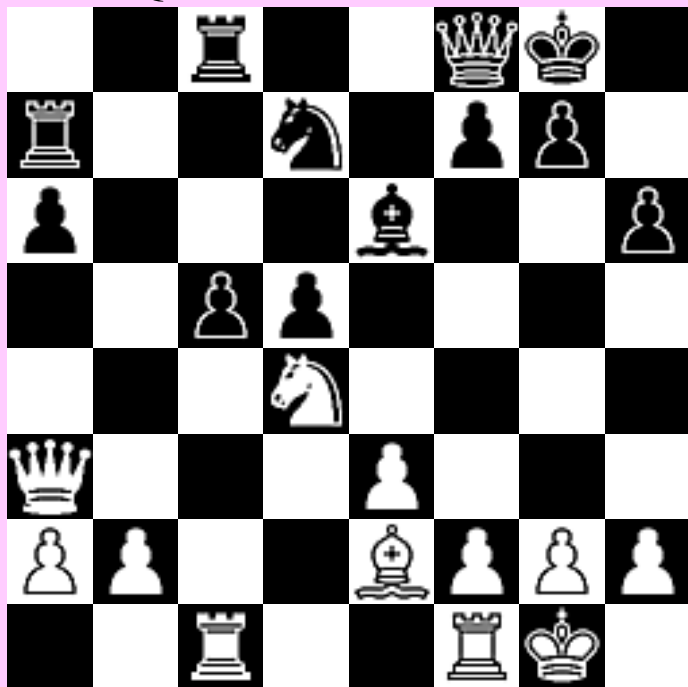
This document (Canon\canon503.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Fischer - Spassky WCh [D59] Simple Chess { 3 }, weak pawns: hanging pawns (we, 1972

1. c4 e6 2. Nf3 d5 3. d4 Nf6 4. Nc3 Be7 5. Bg5 O-O 6. e3 h6 7. Bh4 b6 8. cxd5 Nxd5 9. Bxe7 Qxe7 10. Nxd5 exd5 11. Rc1 Be6 12. Qa4 c5 13. Qa3 Rc8 14. Bb5 a6 15. dxc5 bxc5 16. O-O Ra7 17. Be2 Nd7 18. Nd4 Qf8



19. Nxe6 fxe6 20. e4! d4 21. f4 Qe7 22. e5 Rb8 23. Bc4 Kh8 24. Qh3 Nf8 25. b3 a5 26. f5 exf5 27. Rxf5 Nh7 28. Rcf1 Qd8 29. Qg3 Re7 30. h4 Rbb7 31. e6 Rbc7 32. Qe5 Qe8 33. a4 Qd8 34. R1f2 Qe8 35. R2f3 Qd8 36. Bd3 Qe8 37. Qe4 Nf6 38. Rxf6 gxf6 39. Rxf6 Kg8 40. Bc4 Kh8 41. Qf4 This game makes chess seem so smooth, so easy - even so attainable. If nothing else it should reinforce the importance of positional sense. Why did Gary Lane beat us all in the Simul., without seeming to do anything remarkable? I think 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon504.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Blackmore,M - Lane,PCL. [C02] Simple Chess {4} (Exeter Club Ch'p {6}), 1997

The three rules of good positional play: (1) respect your opponent (don't play for cheapos) (2) ask yourself: what will the reply be? (3) think about a move before you make it - not after (Taimanov). From Game 1 we can add Rule (0): do 1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Bd7 6. Bd3 Rc8 7. a3 f6 8. O-O fxe5 9. Nxe5 Nf6 Illustrating the importance of rules (1) and (2). Peter was never going to miss the cheapo, so what else would he play? [9... cxd4 10. cxd4 Nxd4 11. Qh5+] 10. Bg5 c4 11. Bxf6 Qxf6 Rules (1) and (3): White sees an opportunity to prevent Black from castling. 12. Nxd7 Kxd7 13. Bc2 Bd6 14. f4 Rule (2). 14... Kc7 The Black King is perfectly OK here. 15. a4 Rule (2) again: 15... Rcf8 If White was hoping for ...a5 he was disappointed. 16. Na3 Rule (2) again: what one-move threat does this move make, and what one-move reply is at least adequate? 16... a6 17. b4 Rule (2): White again is hopeful (...cxb3 e.p.) 17... Bxf4 18. Qg4 Rule (2): does this move really embarrass Black? 18... Be3+ Of course, you can argue that I was always going to lose to Pete, but I think my point stands. If I'd followed my own rules, I would at least have put up a better fight. 0-1

Back to [Chess Coaching Page](#)

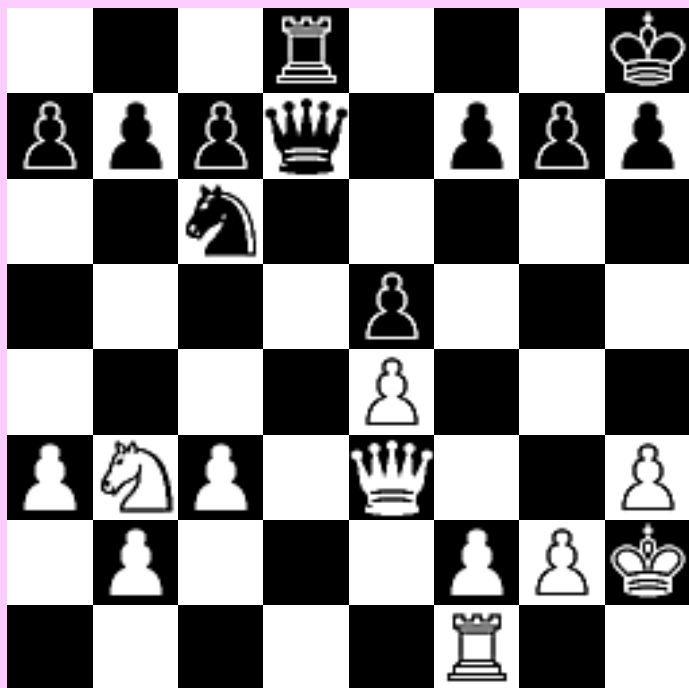
This document (Canon\canon505.html) was last modified on 13 Aug 2005 by



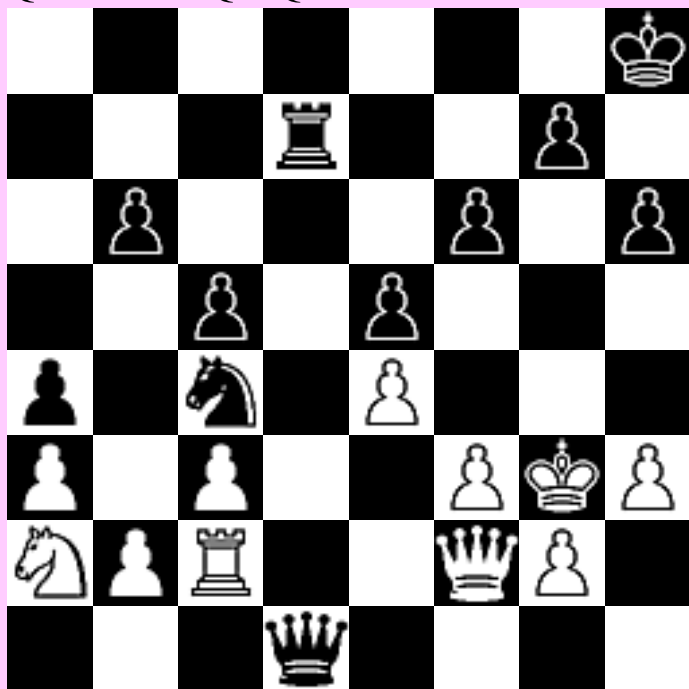
[Dr. Dave](#)

Ayress - Blackmore, M [C02] Simple Chess {5}, 1997

The way to improve, I believe, is to do simple things well. Solid, harmonious moves, emphasising good piece play and good defence, provides the best basis for attacking and can win games just on its own merits. The ability to do this 1. e4 e5 2. Nf3 Nc6 3. c3 Nf6 4. d3 Be7 5. Be2 O-O 6. O-O d6 7. Nbd2 Bg4 8. h3 Bh5 9. Nh2 Bxe2 10. Qxe2 d5 11. a3 dxe4 12. Nxe4 Nxe4 13. dxe4 Bc5 14. Be3 Qe7 15. Rad1 Rad8 16. Nf3 Kh8 17. Rd2 Rxd2 18. Nxd2 Rd8 19. Kh2 Bxe3 20. Qxe3 Qd7 21. Nb3



Without trying at all hard, Black has been gained a nice juicy open file. 21... b6 22. f3 a5 23. Rf2 Qd1 24. Nc1 f6 25. Re2 a4 26. Re1 Qd7 27. Re2 Na5 Adding to his collection of advantages. 28. Qf2 h6 29. Qe3 Nc4 30. Qf2 Qd1 31. Na2 c5 32. Rc2 Rd7 33. Kg3



33... Rd2 34. Rxd2 Nxd2 winning because of the embarrassed White Knight. But it gets better: 35. Kg4 Nxe4 36. Qe3 Qd7+ 37. Kh4 g5+ 38. Kh5 Ng3+ Now here I obeyed all the rules and the game fell into my lap. Do the same, along with plenty of practice and you'll find you've picked up a lot of the basic positional stuff Dave keeps banging on about. I'm convinced your results 0-1

Back to [Chess Coaching Page](#)

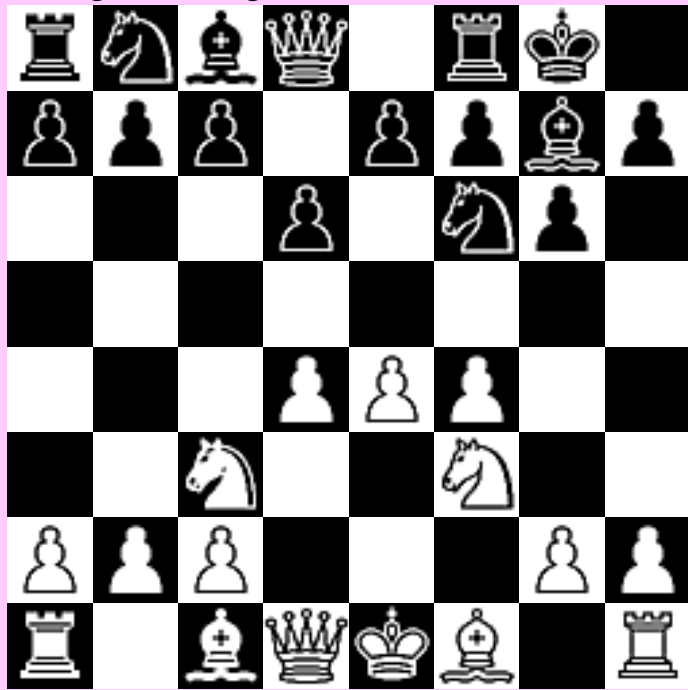
This document (Canon\canon506.html) was last modified on 13 Aug 2005 by



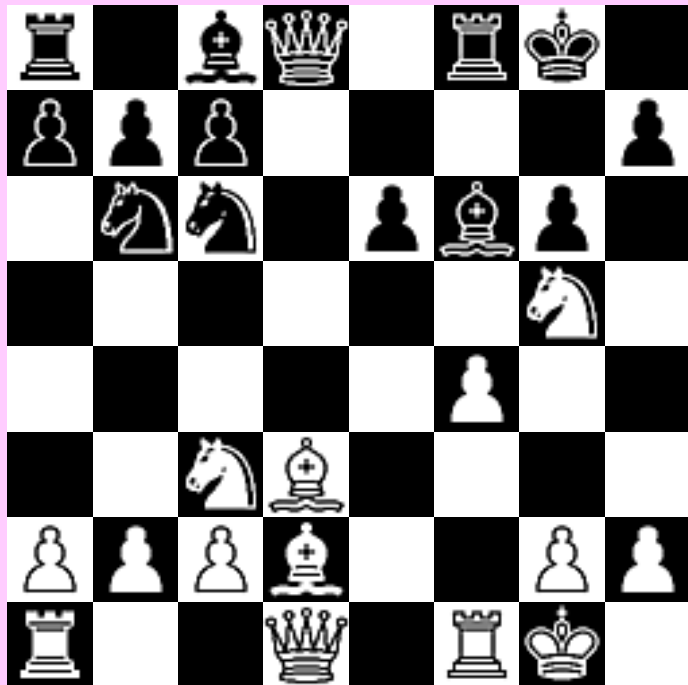
[Dr. Dave](#)

Charity, A - Teichmann, EOMC. [B09]Simpler Chess (Cambridge Open) [DR (Dragon 1980, 1980

1. e4 g6 2. d4 Bg7 3. Nc3 d6 4. f4 Nf6 5. Nf3 O-O



White plays a direct attacking line against Black's hypermodern opening. 6. Bd3 Nc6 7. e5 dxe5 8. dxe5 Nd5 9. Bd2 Nb6 10. O-O f6 11. exf6 Bxf6 12. Ng5 e6



(Wild cheering from crowd, etc.) 13. Nxh7 Kxh7 14. Qh5+ (at this point Erik ceremoniously tore up his score sheet) 14... Kg8 15. Qxg6+ Bg7 16. Qh7+ Kf7 17. Bg6+ Ke7 18. Qxg7+ Kd6 19. Ne4+ Kd5 20. Qc3 Qe7 21. Qb3+ Nc4 22. Qb5+ Kd4 23. Bc3+ (Resigns) [23. Bc3+ Ke3 24. Rae1#] 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon507.html) was last modified on 13 Aug 2005 by



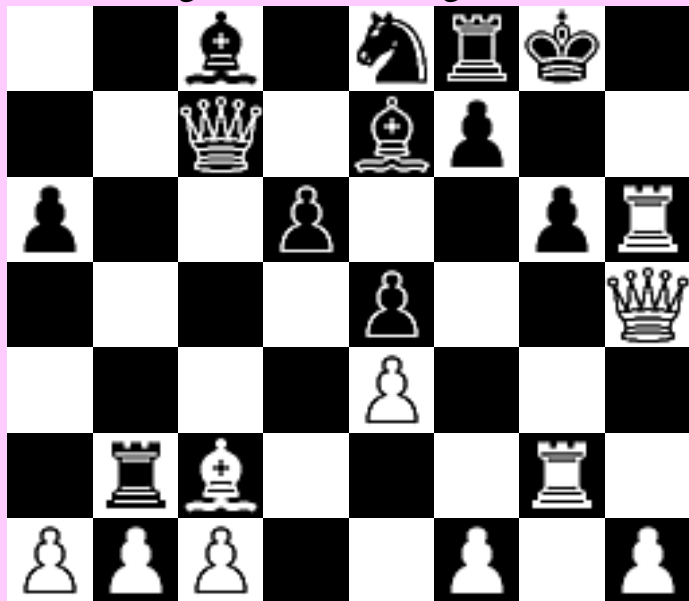
[Dr. Dave](#)

Oddie,AJ. - Cock,J [B88]Simpler Chess (Cambridge vs. Hertford) [AJO Dra, 1970

1. e4 c5 2. Nf3 d6 3. d4 "Isn't this like a cheap trap?" Bent Larsen. 3... cxd4 4. Nxd4 Nf6 5. Nc3 Nc6 6. Bc4 e6 This was the first open Sicilian I had played for six years. At lunch on the day of the match I was instructed by AH Williams how to deal with this system: "Develop your lumps, play P-g4-g5, Qh5, R-d3-h3 and Qxh7 mate". 7. Bb3 Be7 8. Be3 O-O 9. Qe2 a6 10. O-O-O Nxd4 11. Bxd4 Qa5 12. Rhg1 b5 13. g4



13... b4 14. g5 Ne8 15. Qh5 bxc3 16. Rd3 e5 17. Bxc3 Qc7 [17... g6 18. Qh6 Qc7 19. f4 exf4 20. Ba4 Bd7 21. Rh3 Bxh3 22. Bxe8 f6 23. Bxg6 Bd8 24. gxf6] 18. g6 hxg6 19. Rxg6 Rb8 20. Rdg3 Rxb3 21. Rh6 g6





[21... Bg5+ 22. Rxg5 g6 23. Rh8+ Kg7 24. Qh6+ Kf6 25. Rxg6+ fxg6 26. Qxf8+ Qf7 27. Qxf7+ Kxf7 28. axb3] 22. Rhxg6+ fxg6 23. Qxg6+ 1-0

Back to [Chess Coaching Page](#)

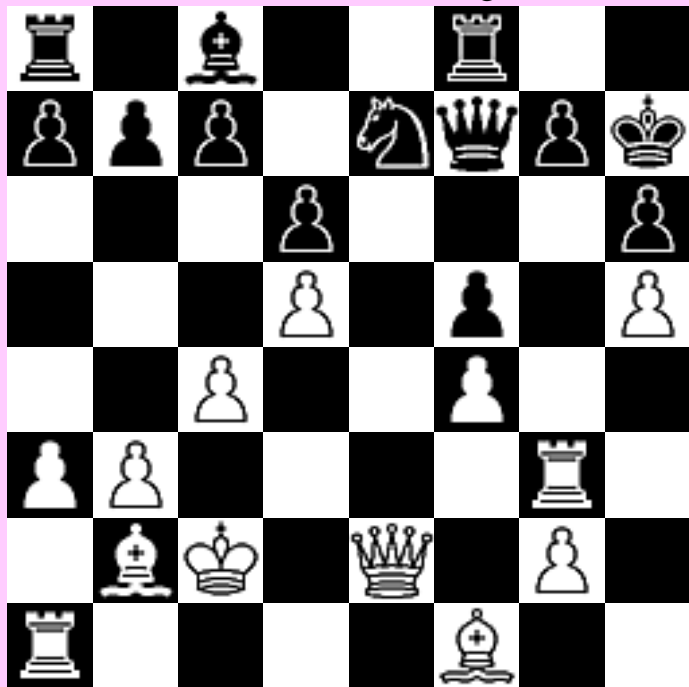
This document (Canon\canon508.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

clissold,richard (1755) - regis,d (1740) [A01]Simpler Chess (Devon vs. Cheshire), devon vs. c, 1993

1. b3 This is far from a one-idea opening, but my opponent said he often interpreted it as such - and with cooperation from Black like I gave him, whose to argue? 1... e5 2. Bb2 Nc6 3. c4 [3. e3 (or 3 g3) 3... d6 (the main lines involve 3...Nf6 and 4...d5)] 3... f5 (better must be ...Nf6 or ...d6) 4. e3 Nf6 5. d4 ?! [5. Nf3 d6 6. Be2 Be7 7. O-O O-O 8. d4 e4 9. Ng5 +- bco] 5... exd4 [5... d6 6. Nf3 e4 7. d5] 6. exd4 Bb4+ 7. Nd2 [7. Nc3 Ne4 8. Qd3 Nxc3 9. Bxc3 Bxc3+ 10. Qxc3 O-O = fritz] 7... Ne4 [7... O-O 8. Ngf3 Re8+ 9. Be2 Ne4 10. Qc2 Qe7 11. Qd1 Bc3 -+] 8. Ngf3 Qe7 9. Qe2 O-O 10. a3 Nxd2 [10... Bc3 11. Bxc3 (or 11 O-O-O) 11... Nxc3 12. Qxe7 Nxe7 13. Rc1 Ne4 14. Bd3 Nxd2 15. Nxd2 f4 16. O-O d6 17. Rfe1 Nc6 =/= + fritz] 11. Nxd2 Bxd2+ 12. Kxd2 Qg5+ [12... Re8 13. Qxe7 Rxe7 14. Bd3 d6 15. Rhe1 Bd7 16. d5 Ne5 17. f4 Ng6 18. Rxe7 Nxe7 19. Re1 Kf7 20. g3 = fritz] 13. Kc2 Ne7 ? [13... Rf7 14. Re1 Re7 15. Qd1 d6 16. d5 Ne5] 14. h4 Qf6 15. d5 Qf7 16. h5 h6 17. f4 d6 18. Rh3 Kh7 19. Rg3



The one idea fulfilled. 19... g5 20. Re1 Ng8 21. fxc5 hxc5 22. Rxc5 Nf6 23. Rg6 Ne4 24. Rg7+ Qxc7 25. Bxc7 Kxc7 26. Qf3 Bd7 27. Bd3 Rae8 28. Bxe4 fxe4 29. Qg3+ Kh8 30. Qg6 e3 31. Qh6+ Kg8 32. Rxe3 Rf2+ 33. Kc3 Rxe3+ 34. Qxe3 Rxc2 35. Qxa7 Rg3+ 36. Kb4 c5+ 37. dxc6 Bxc6 38. Qb8+ (he was very proud of this game, and I wasn't) 1-0

Back to [Chess Coaching Page](#)

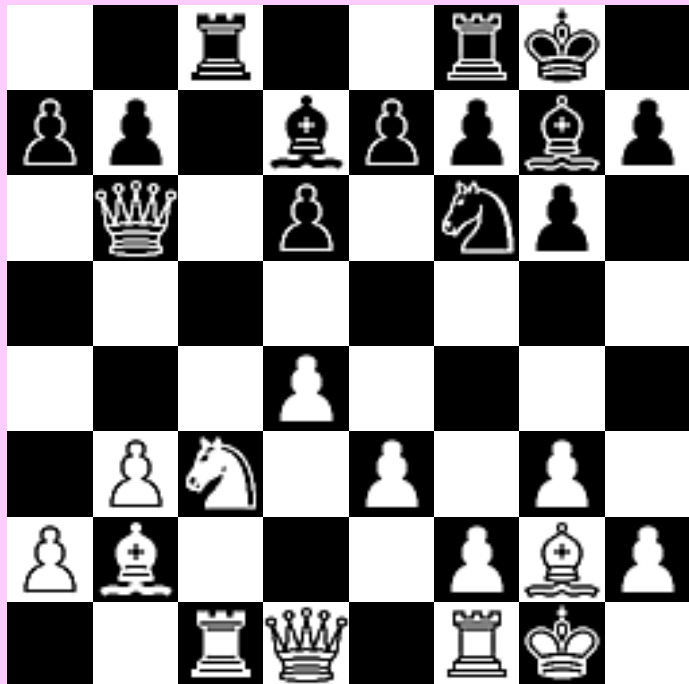
This document (Canon\canon509.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Mackett,NC. - Regis,D [A04]Simpler Chess (Exeter vs. Maidstone), Exeter vs, 1997

1. Nf3 c5 2. g3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. Bg2 Bg7 6. c3 Nxd4 7. cxd4 Qb6 8. e3 Nf6 9. O-O O-O
10. Nc3 [10. Qb3] 10... d6 11. b3 Bd7 12. Bb2 Rac8 13. Rc1



Not many palpitations here. 13... Rc7 14. Qd2 Rfc8 15. Nd5 Nxd5 16. Bxd5 Bc6 17. Bxc6 Rxc6 18. d5
Rxc1 19. Rxc1 Rxc1+ 20. Qxc1 Bxb2 21. Qxb2 Qa5 22. Qd4 [22. Qc2 Qxd5 23. Qc7 e6 24.
Qb8+ Kg7 25. Qxa7] 22... Qxa2 23. Qc4 Qa1+ [23... b6] 24. Kg2 b6 25. b4 a5 26. bxa5 bxa5
[26... Qxa5] 27. Qc7 a4 28. Qxe7 Qe5 29. Qb7 Kg7 30. Qa8 Qe4+ [30... Qe4+ 31. Kg1 Qb4
32. h4 a3 33. h5 gxh5] 0-1

Back to [Chess Coaching Page](#)

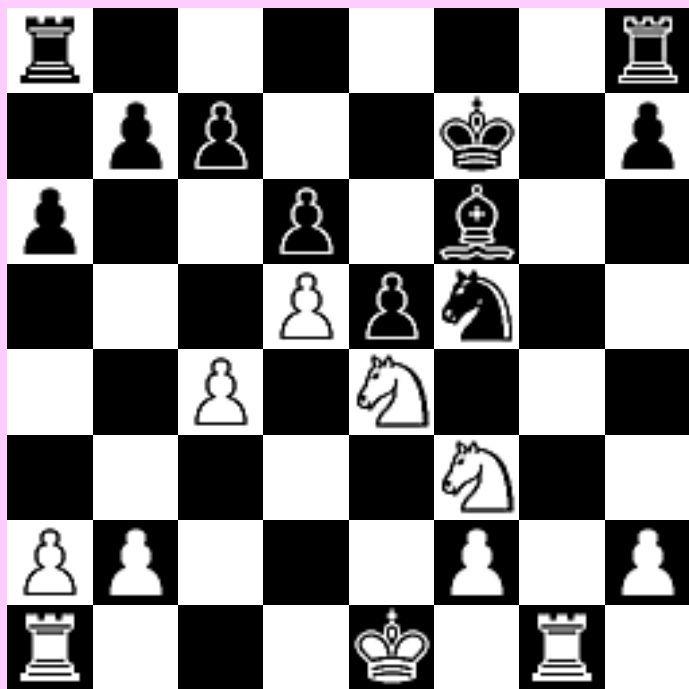
This document (Canon\canon510.html) was last modified on 13 Aug 2005 by



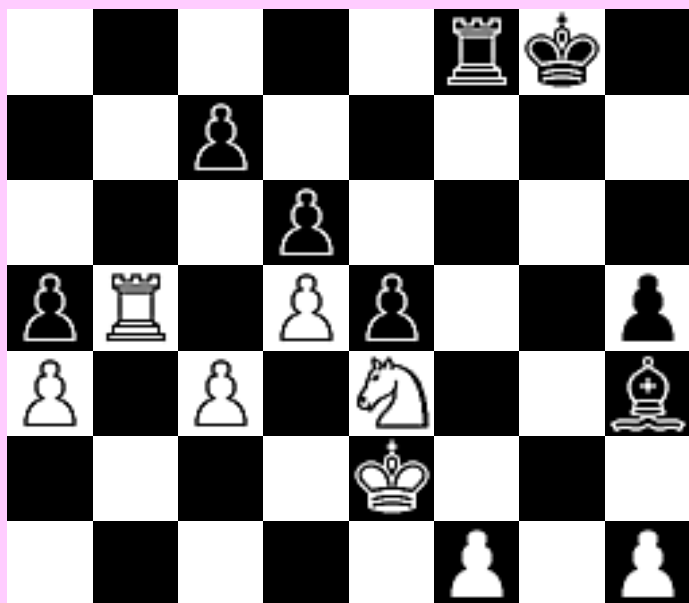
[Dr. Dave](#)

Booth,CP. (1800) - Regis,D (1825) [A42]Simpler Chess (Nat. Major Plate Final), Nationa, 1996

1. d4 g6 2. c4 Bg7 3. Nc3 d6 4. e4 Nc6 5. Be3 e5 6. d5 Nce7 7. g4 f5 8. gxf5 gxf5 9. Qh5+ Kf8 [9... Ng6 10. exf5 Qh4] 10. Bg5 Nf6 11. Bxf6 Bxf6 12. Bh3 a6 13. Nf3 Qe8 14. Qxe8+ Kxe8 15. Rg1 Kf7 16. exf5 Bxf5 17. Bxf5 Nxf5 18. Ne4



This isn't totally straightforward because of the messy King's-side, but in all these King's Indian positions with a good Knight on e4, White can hope to saddle Black with a bad Bishop and break through with c5. I've known this for 18... Rhg8 19. Kd2 Nh4 [19... Bh4] 20. Ke2 Nxf3 21. Kxf3 Raf8 22. b4 b6 23. a4 a5 [23... Bh4 24. a5] 24. Rxc8 Kxc8 25. bxc5 bxc5 26. Rb1 h5 27. Ke3 Bh4 28. Rb5





Black is busted. 28... Rf4 29. Rxa5 Bxf2+ 30. Nxf2 Rxc4 31. Ne4 h4 32. Nd2 Rc3+ 33. Ke4 Kf7 34. Ra7 Kf6 35. a5 c6 [35... h3] 36. dxc6 Ke6 37. Rd7 Rxc6 38. Rd8 Rc3 39. Re8+ Kf7 40. Rh8 Ra3 [40... h3] 41. Nc4 Ra4 42. Kd5 Ra1 43. Rxh4 Rd1+ 44. Kc6 e4 45. Nxd6+ 1-0

Back to [Chess Coaching Page](#)

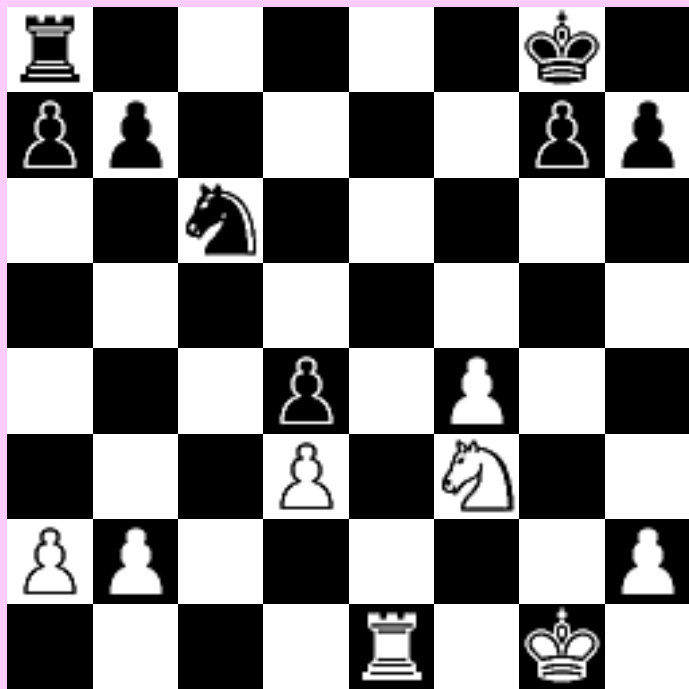
This document (Canon\canon511.html) was last modified on 13 Aug 2005 by



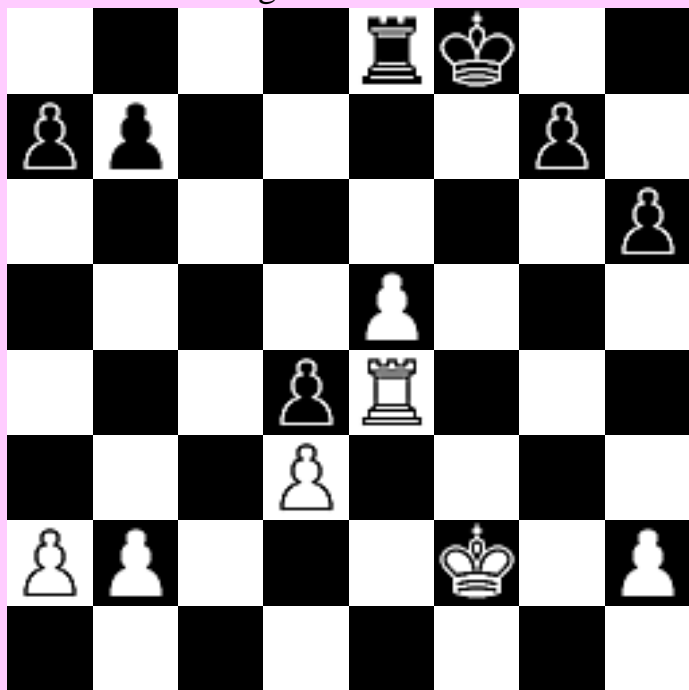
[Dr. Dave](#)

Capablanca, Jose - Reti, Richard (21) [C14]Simpler Chess (New York), New York, 1924

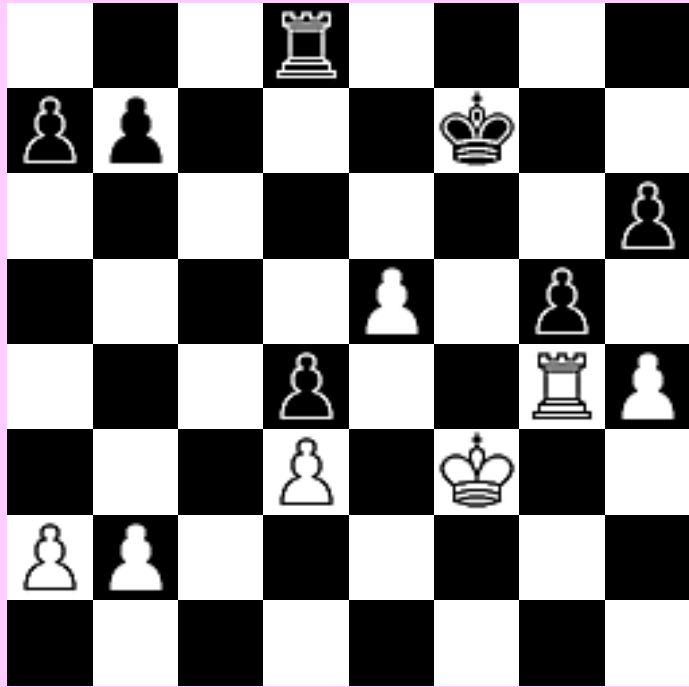
1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. e5 Nfd7 6. Bxe7 Qxe7 7. Qd2 O-O 8. f4 c5 9. Nf3 Nc6 10. dxc5 Nxc5 11. Bd3 f6 12. exf6 Qxf6 13. g3 Bd7 14. O-O Nxd3 15. cxd3 Be8 16. Rfe1 Bg6 17. Nb5 e5 18. Nc3 d4 19. Ne4 Bxe4 20. Rxe4 exf4 21. Rxf4 Qd6 22. Re1 Rxf4 23. Qxf4 Qxf4 24. gxf4



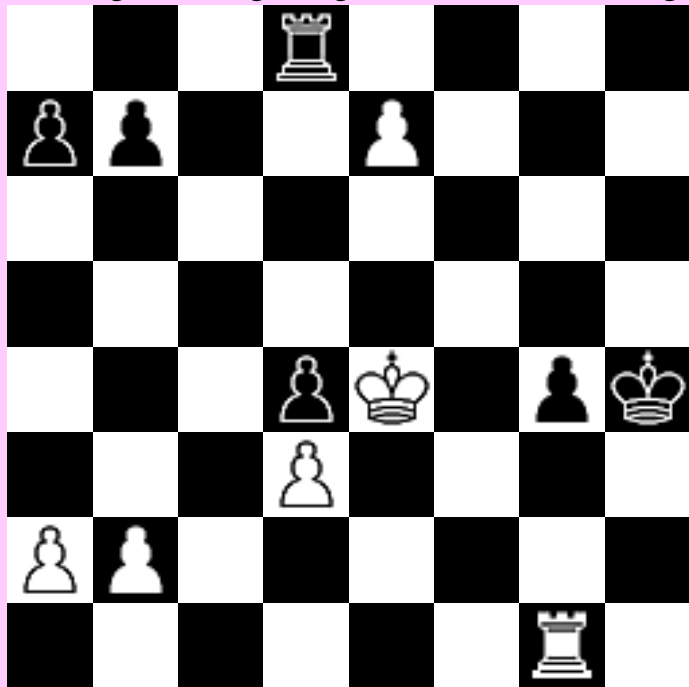
An endgame has arisen in which White may appear to have looser Pawns, although the Pd4 is easier to attack. This is the sort of 'simple' position at which Capa excelled, and while you may be able to predict the result of this g 24... Kf8 25. Re4 Re8 26. Kf2 h6 27. Ne5 Nxe5 28. fxe5



White's "loose" f-Pawn has become a passed e-Pawn. 28... Kf7 29. Kf3 Rd8 30. Rg4 g5 31. h4



31... Kg6 32. hxg5 hxg5 33. Ke4 Kh5 34. Rg1 Kh4 35. e6 g4 36. e7



It is hard to imagine at move 24 that the game would end so suddenly and through such apparently simple means. Reti, it must be remembered, was an endgame artist of some note. ...which is probably why he resigned here, without [36. e7 Re8 37. Kf5! Rxe7 [37... g3 38. Rh1#] 38. Rxg4+ Kh5 39. Rxd4 Re2 40. Rb4 b6 41. d4 Kh6 42. d5 Kg7 43. Re4! Rxb2 44. Ke6 Rxa2 [44... Kf8 45. Kd7 Rxa2 46. Rf4+ Kg7 47. d6] 45. d6 a5 46. Ke7] 1-0

Back to [Chess Coaching Page](#)

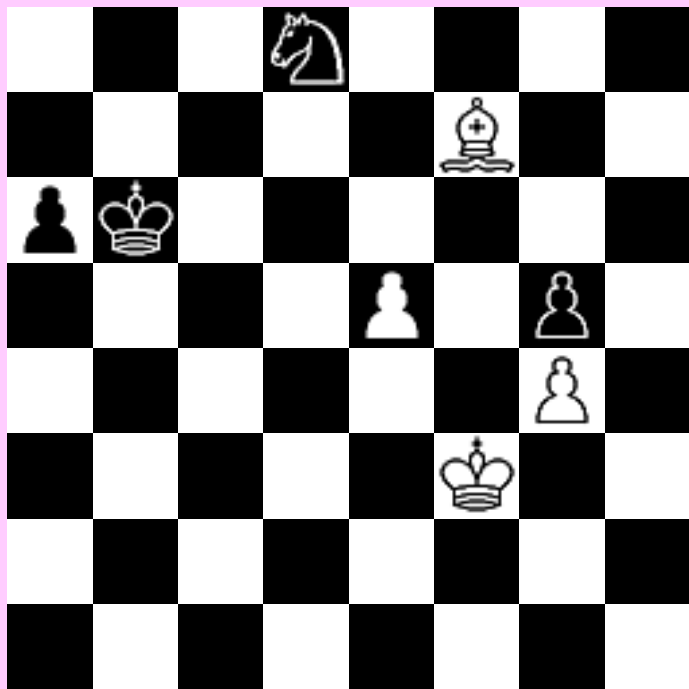
This document (Canon\canon512.html) was last modified on 13 Aug 2005 by



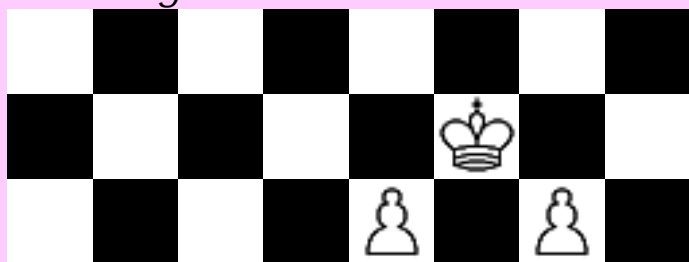
[Dr. Dave](#)

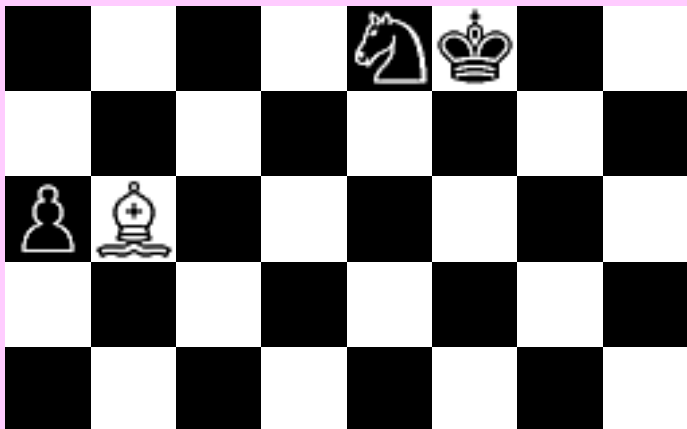
Portisch L - Botvinnik M [D96]Study-like: It, Beverwijk, It, Beverwijk, 1969

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. Qb3 c6 6. cxd5 Nxd5 7. e4 Nb6 8. Be3 O-O 9. Rd1 Bg4 10. Be2 Qc7 11. O-O N8d7 12. h3 Bxf3 13. Bxf3 Kh8 14. a4 Nc8 15. g3 e6 16. d5 Re8 17. dxe6 fxe6 18. Bg4 Nf8 19. Bc5 Qf7 20. Rd3 Nb6 21. Bxf8 Bxf8 22. a5 Nd7 23. Qxb7 Ne5 24. Qxf7 Nxf7 25. f4 h5 26. Bf3 Red8 27. Rfd1 e5 28. Rd7 Kg7 29. fxe5 Rxd7 30. Rxd7 Re8 31. Kg2 Bc5 32. Rc7 Rxe5 33. Rxc6 Bd4 34. b4 Re7 35. Nd5 Rb7 36. Rc7 Rxc7 37. Nxc7 Kf6 38. Nd5+ Ke6 39. Nf4+ Kf6 40. Nd5+ Ke6 41. Nf4+ Kf6 42. Bd1 Nd6 43. Kf3 g5 44. Ne2 Bb2 45. Ke3 Ke5 46. Bc2 Nc4+ 47. Kd3 Nd6 48. Nc3 Ba3 49. b5 Bb4 50. b6 a6 51. Nd5 Bxa5 52. Ke2 Nb7 53. Bd3 Nc5 54. Ke3 Be1 55. g4 hxg4 56. hxg4 Ba5 57. Bc2 Be1 58. Kf3 Ba5 59. Ba4 Kd6 60. Be8 Nb7 61. Ke3 Be1 62. Bf7 Nc5 63. Kf3 Ba5 64. Bg6 Nb7 65. Ke2 Nc5 66. Ke3 Be1 67. Kf3 Ba5 68. Bf7 Nb7 69. Ne3 Bxb6 70. Nc4+ Kc7 71. Nxb6 Kxb6 72. e5 Nd8



Adjourned: "Zugzwang will be the ruin of Black", said Geller. 73. Ba2 (sealed) 73... Nc6 74. Ke4 Ne7 75. e6 Kc5 76. Ke5 a5 77. Kf6 Kd6 78. Kxg5 Ke5 79. Bb3 "White prepares zugzwang" - MB 79... a4 80. Ba2 a3 81. Bb3! "Paul Petrovich", I remarked timidly, "there is one drawing position: if the White King is at f7, and his Pawn at g5, Black plays ...Kf5, and after ... g5-g6 gives check with his Knight at e5, with a draw... Only, how can it be at 81... Nc6 82. Kg6 Ne7+ 83. Kg7 [83. Kf7 "Keres, an experienced study solver, immediately put the idea into shape:" 83... Nc6 84. g5 Kf5 85. g6 Ne5+!





"We laughed for some ten minutes - the solution to the problem had proved to be very simple and elegant!" - MB 83... Nc6 84. g5 Kf5 85. Kh6 Ne7 86. Ba2 Ke5! 87. Kg7 [87. g6 Kf6 88. g7 Nf5+] 87... Kf5 88. Kf7 Ng6 [88... Nc6] [88... Ng6 89. Bb1+ Kxg5 90. Bxg6 a2 91. e7 a1=Q 92. e8=Q Qf6+] 1/2

Back to [Chess Coaching Page](#)

This document (Canon\canon513.html) was last modified on 13 Aug 2005 by



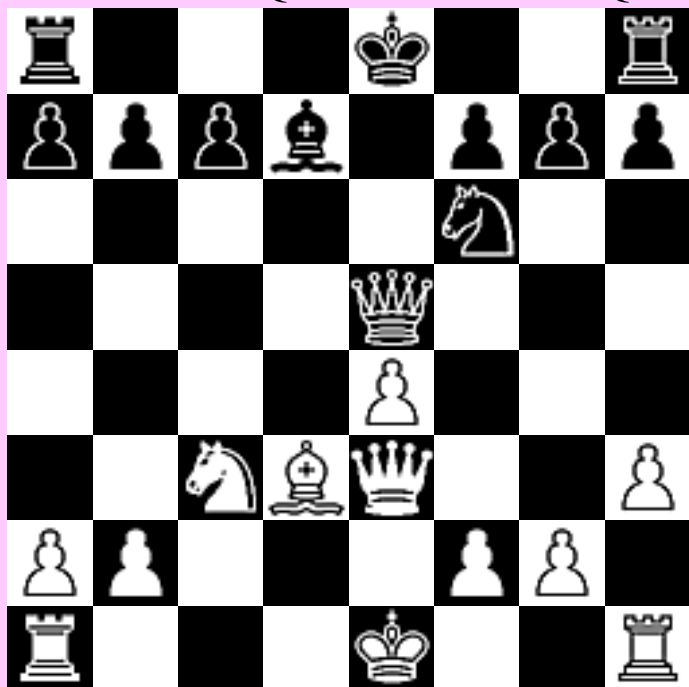
[Dr. Dave](#)

Alekhine, Alexander - Marshall, Frank [D06] style: Alekhine on the attack, 1993

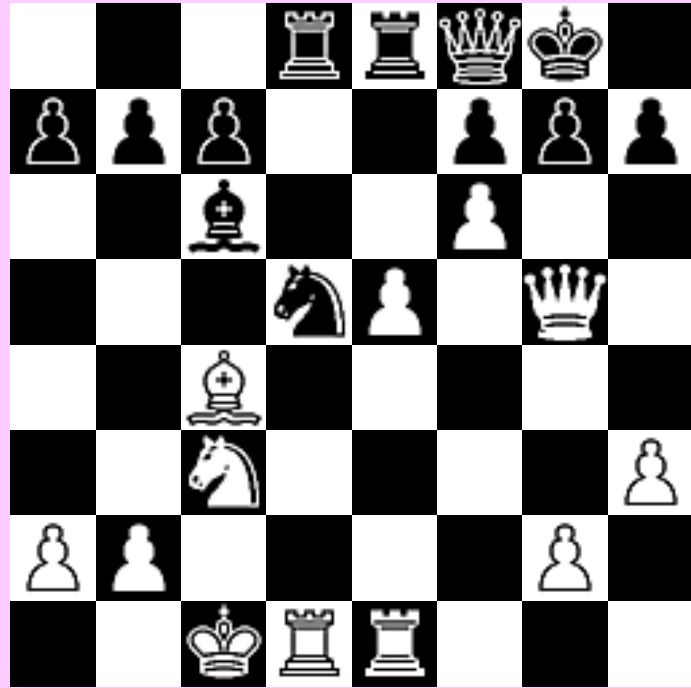
1. d4 [1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. exd5 Nxd5 5. Ne4 f5 6. Ng5 Be7 7. N5f3 c6 8. Ne5 O-O 9. Ngf3 b6 10. Bd3 Bb7 11. O-O Re8 12. c4 Nf6 13. Bf4 Nbd7 14. Qe2 c5



? (...Nf8) An undistinguished game but a great finish 15. Nf7 ! (threat Qxe6) 15... Kxf7 16. Qxe6+ Kg6 (mate in two) 17. g4 Be4 18. Nh4# alehine (blindfold) - feldt 1916] 1... Nf6 2. c4 d5 3. cxd5 Nxd5 4. e4 ?! (hasty) 4... Nf6 5. Bd3 e5 ! 6. dxe5 Ng4 7. Nf3 Nc6 8. Bg5 ! 8... Be7 9. Bxe7 Qxe7 10. Nc3 Ncxe5 11. Nxe5 Qxe5 ? 12. h3 Nf6 13. Qd2 ! 13... Bd7 14. Qe3



! (stops 0-0-0, making Black castle under the K-side majority) Leads to a very sharp attack 14... Bc6
15. O-O-O O-O 16. f4 Qe6 17. e5 Rfe8 18. Rhe1 Rad8 ?! (better ...Nd7) 19. f5 Qe7 20. Qg5 Nd5 21. f6
Qf8 22. Bc4



! 22... Nxc3 23. Rxd8 Rxd8 24. fxg7 ! 24... Nxa2+ 25. Kb1 ! 25... Qe8 26. e6 ! 26... Be4+ 27. Ka1 f5 28.
e7+ Rd5 29. Qf6 Qf7 30. e8=Q+ 1-0

Back to [Chess Coaching Page](#)

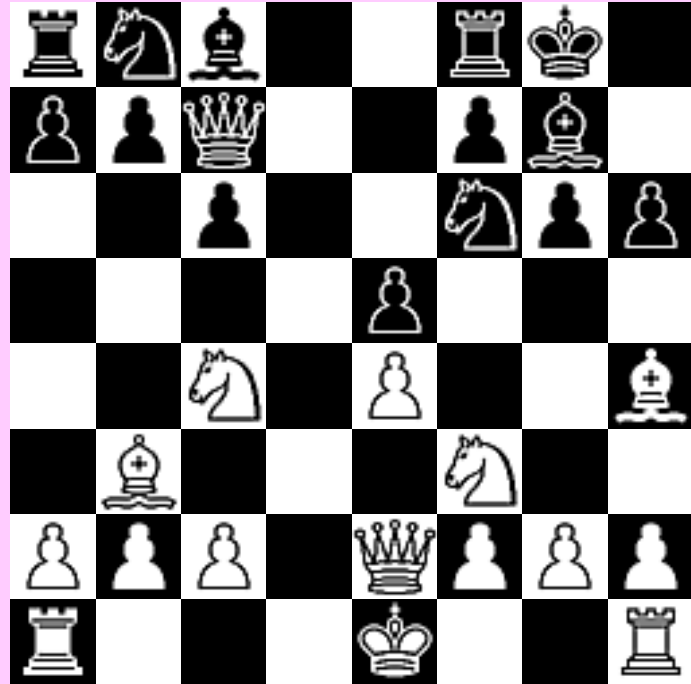
This document (Canon\canon833.html) was last modified on 13 Aug 2005 by



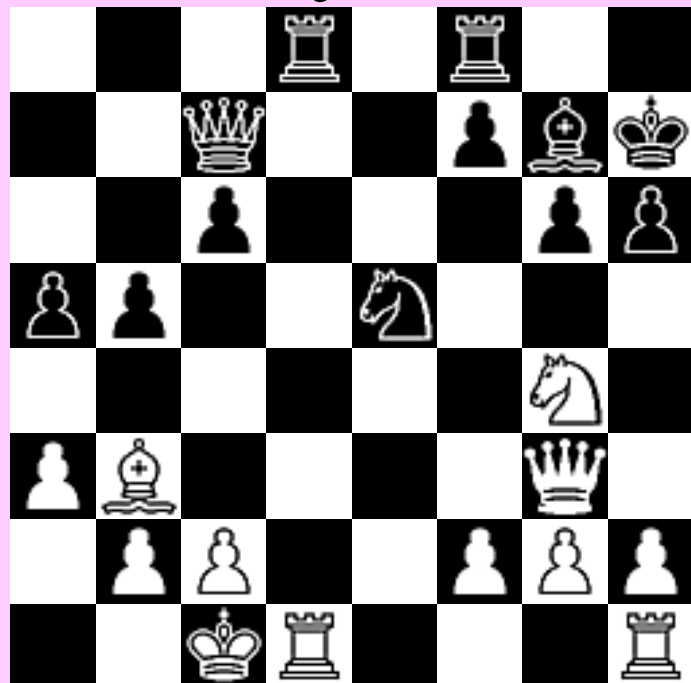
[Dr. Dave](#)

botvinnik,mikhail - chekhover,valery [A06]style: Botvinnik's positional, 1993

1. Nf3 [1. e4 g6 2. d4 Bg7 3. Nf3 d6 4. Bc4 Nf6 5. Qe2 c6 6. Bb3 O-O 7. Bg5 h6 8. Bh4 e5 9. dxe5 dxe5 10. Nbd2 Qc7 11. Nc4



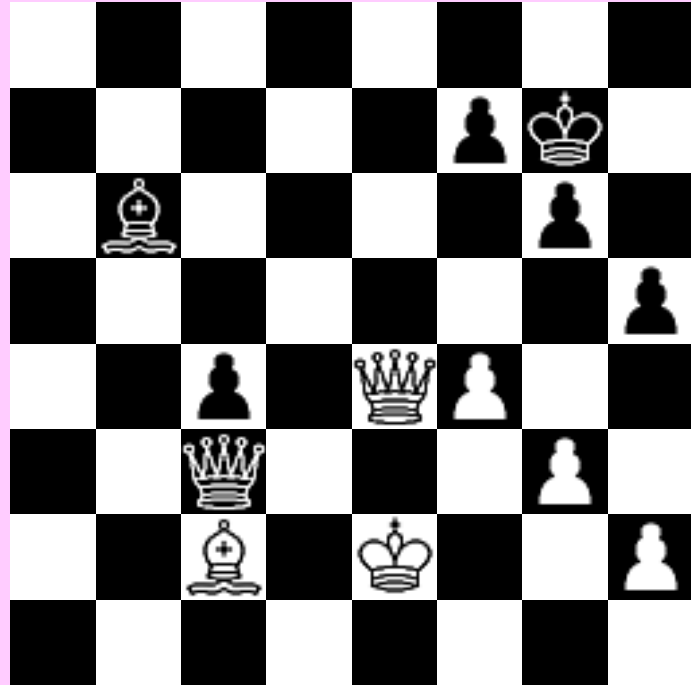
Black's hypermodern opening has lead to a slightly worse position for Black. 11... Nh5 12. Bg3 Nf4 13. Bxf4 exf4 14. O-O-O Bg4 15. e5 Nd7 16. Qe4 Rad8 17. Qxf4 Bxf3 18. Qxf3 b5 19. Ne3 Nxe5 20. Qg3 a5 21. a3 Kh7 22. Ng4



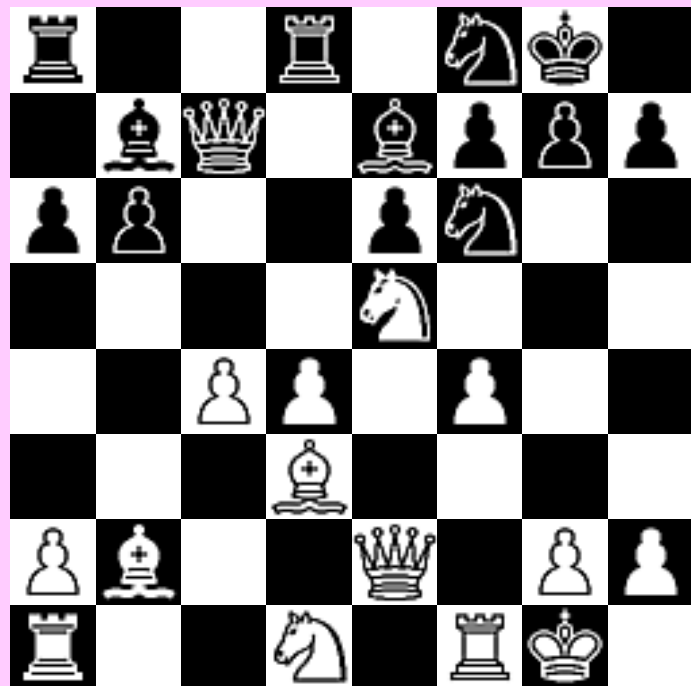
?! Black has been quietly adding to his collection of squares and this makes things worse. 22... h5 23.

Nxe5 Bxe5 24. Qf3 Kg7 25. Rhe1 Bf6 26. c3

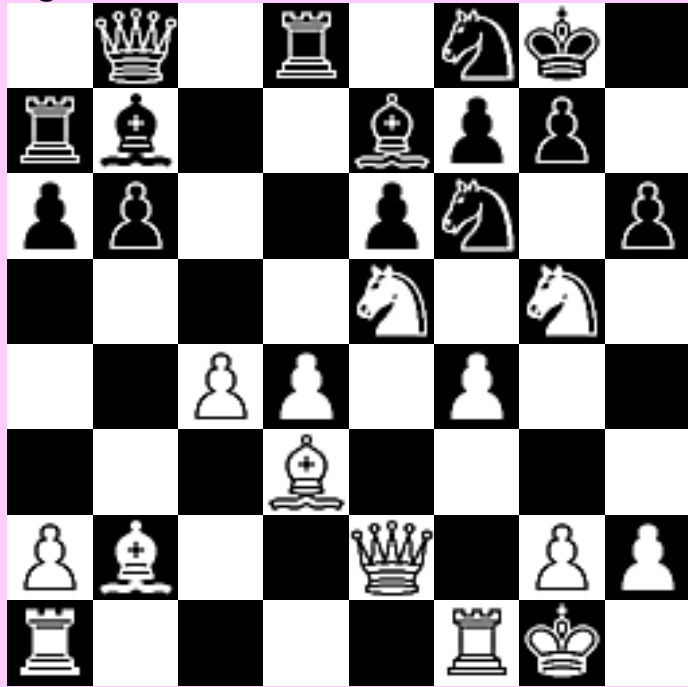
The opposit e-coloured bishops mean that White will find it difficult to defend the Queen's-side 26... c5 27. Rxd8 Rxd8 28. g3 c4 29. Bc2 b4 30. axb4 axb4 31. cxb4 Qb6 32. Rd1 Qxb4 ?! natural but ...Re8 may have been better: the exchange helps White 33. Rxd8 Qxb2+ 34. Kd1 Bxd8 35. Qd5 Qf6 36. Ke2 ? 36... Bb6 37. f4 Qc3 38. Qe4



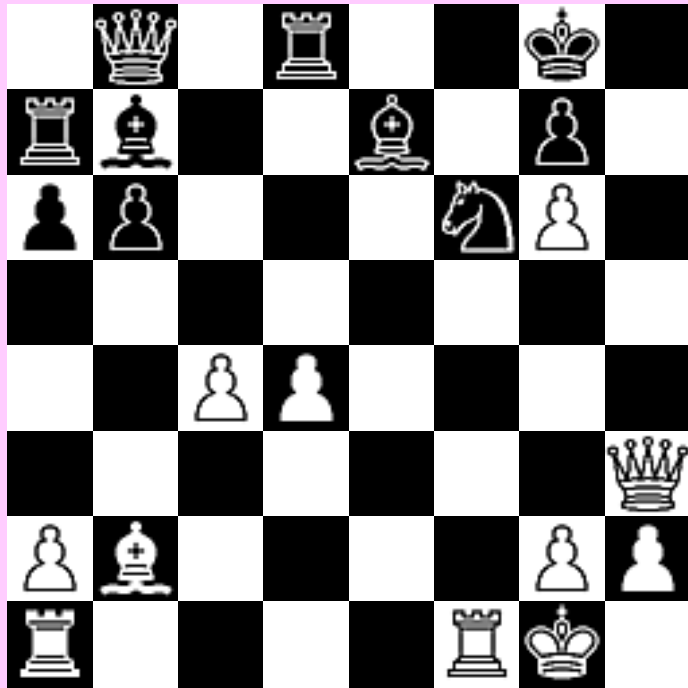
38... Bd4 39. f5 gxf5 40. Qxf5 Qe3+ 41. Kf1 Qg1+ 42. Ke2 Qxh2+ 43. Kd1 Qg1+ 44. Ke2 Qe3+ 45. Kf1 Qxg3 46. Qh7+ Kf8 0-1 matulovic-botvinnik 1970] 1... d5 2. b3 Nf6 3. Bb2 e6 4. c4 c6 5. e3 Nbd7 6. Nc3 Be7 7. Be2 O-O 8. O-O a6 9. Nd4 dxc4 10. bxc4 Nc5 11. f4 ! 11... Qc7 12. Nf3 Rd8 13. Qc2 Ncd7 14. d4 c5 15. Ne5 b6 16. Bd3 cxd4 17. exd4 Bb7 18. Qe2 Nf8 19. Nd1



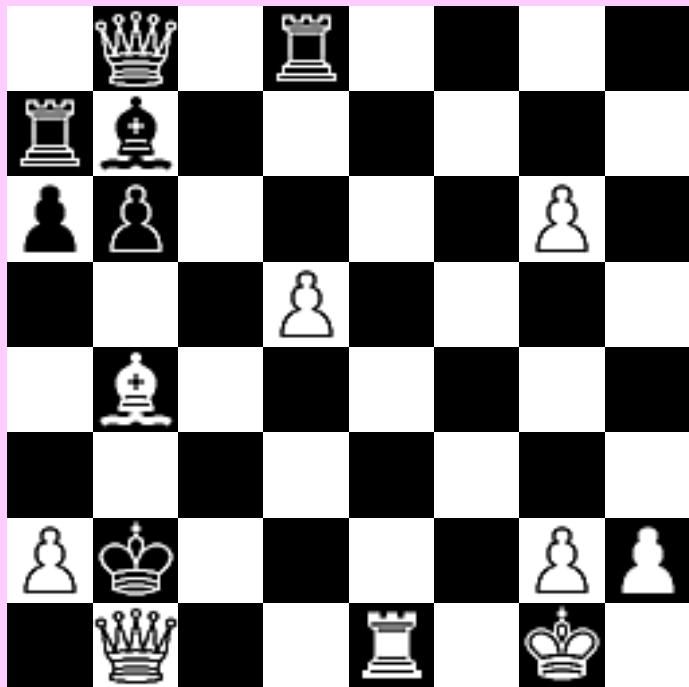
! White's slow opening did not mean lack of ambition in the centre, and this 'retreat' is only to advance with more effect. 19... Ra7 20. Nf2 Qb8 21. Nh3 h6 22. Ng5



! Space has been rather abruptly turned into attack: the key is mobility. 22... hxg5 23. fxg5 N8d7 24. Nxf7 Kxf7 25. g6+ Kg8 26. Qxe6+ Kh8 27. Qh3+ Kg8 28. Bf5 Nf8 29. Be6+ Nxe6 30. Qxe6+ Kh8 31. Qh3+ Kg8



How to proceed? 32. Rxf6 Bxf6 33. Qh7+ Kf8 34. Re1 Be5 35. Qh8+ Ke7 36. Qxg7 + Kd6 37. Qxe5+ Kc6 38. d5+ Kc5 39. Ba3+ Kxc4 40. Qe4+ Kc3 41. Bb4+ Kb2 42. Qb1#



An attractive finish. 1-0

Back to [Chess Coaching Page](#)

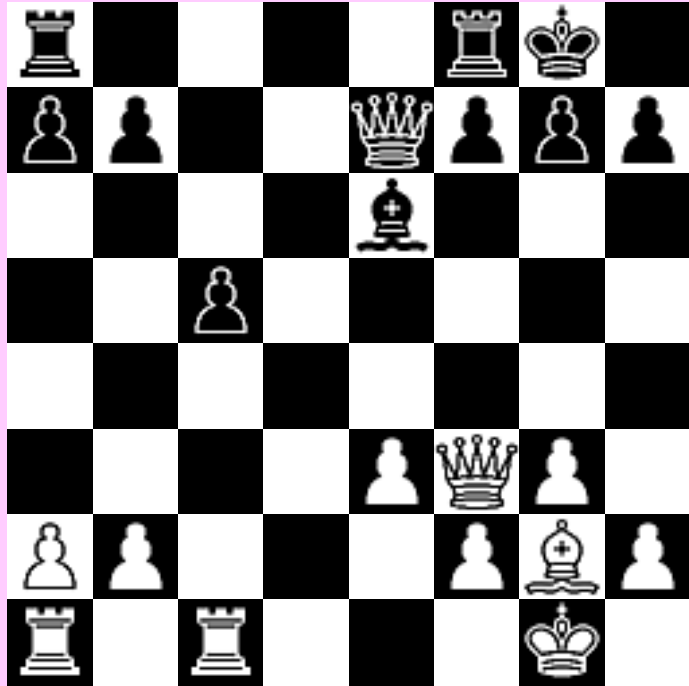
This document (Canon\canon834.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

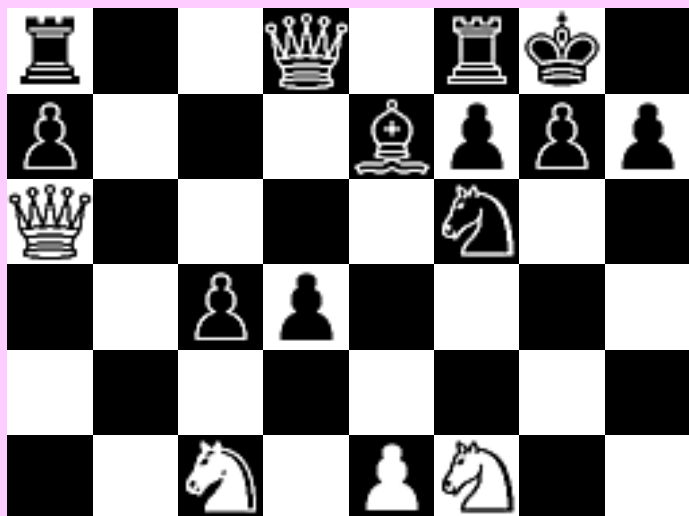
Bernstein,O - Capablanca,J [D63]style: Capablanca the elegant, 1914

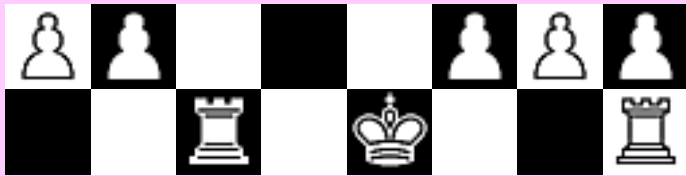
1. d4 d5 2. c4 e6 3. Nc3 Nf6 [3... c5 4. cxd5 exd5 5. Nf3 Nc6 6. g3 Be6 7. Bg2 Be7 8. O-O Nf6 9. Bg5 Ne4 10. Bxe7 Qxe7 11. Ne5 Nxd4 12. Nxe4 dxe4 13. e3 Nf3+ 14. Nxf3 exf3 15. Qxf3 O-O 16. Rfc1



"He should have advanced his K-side pawns at once to counterbalance the advance of Black on the Q-side. White's inactivity on his stronger wing took away all the chances he had of drawing the game."

CAPABLANCA 16... Rab8 17. Qe4 Qc7 18. Rc3 b5 19. a3 c4 20. Bf3 Rfd8 21. Rd1 Rxd1+ 22. Bxd1 Rd8 23. Bf3 g6 24. Qc6 Qe5 25. Qe4 Qxe4 26. Bxe4 Rd1+ ! 27. Kg2 a5 28. Rc2 b4 29. axb4 axb4 30. Bf3 Rb1 31. Be2 b3 32. Rd2 Rc1 33. Bd1 c3 34. bxc3 b2 35. Rxb2 Rxd1 36. Rc2 Bf5 37. Rb2 Rc1 38. Rb3 Be4+ 39. Kh3 Rc2 40. f4 h5 41. g4 hxg4+ 42. Kxg4 Rxh2 43. Rb4 f5+ 44. Kg3 Re2 45. Rc4 Rxe3+ 46. Kh4 Kg7 47. Rc7+ Kf6 48. Rd7 Bg2 49. Rd6+ Kg7 0-1 marshall-capablanca, 1909] 4. Nf3 Be7 5. Bg5 O-O 6. e3 Nbd7 7. Rc1 b6 8. cxd5 exd5 9. Qa4 Bb7 10. Ba6 Bxa6 11. Qxa6 c5 12. Bxf6 Nxf6 13. dxc5 bxc5

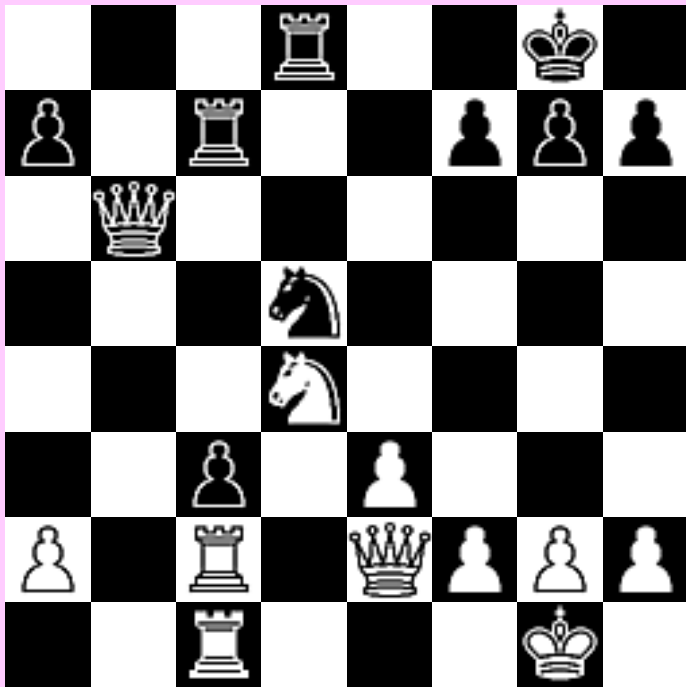




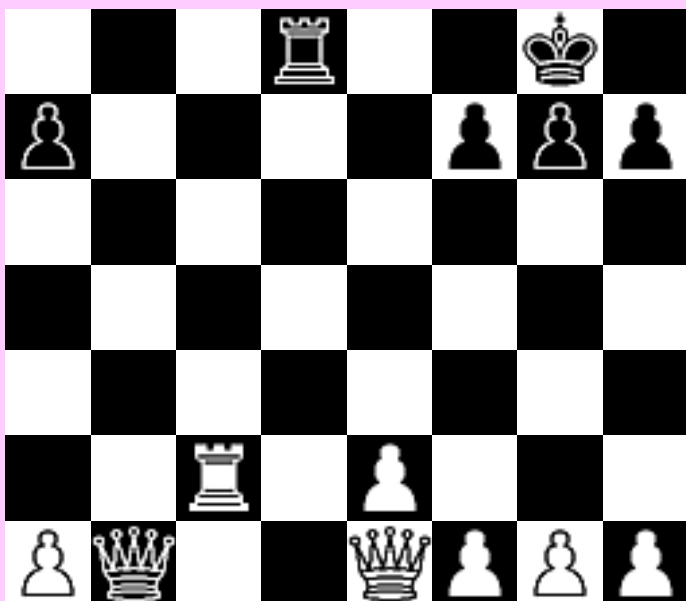
Black has the hanging pawns and a bishop to cramp the knights. 14. O-O Qb6 15. Qe2 c4

Nimzovitch called this "blockaded security" 16. Rfd1 Rfd8 17. Nd4 Bb4 18. b3 Rac8 19. bxc4 dxc4

Now a secure passed pawn 20. Rc2 Bxc3 21. Rxc3 Nd5 22. Rc2 c3 23. Rdc1 Rc5 24. Nb3 Rc6 25. Nd4 Rc7



White snaps back at the pushy pawn. 26. Nb5 Rc5 27. Nxc3 Nxc3 28. Rxc3 Rxc3 29. Rxc3 Qb2





A finish that expresses Capablanca's elegance more than any other. 0-1

Back to [Chess Coaching Page](#)

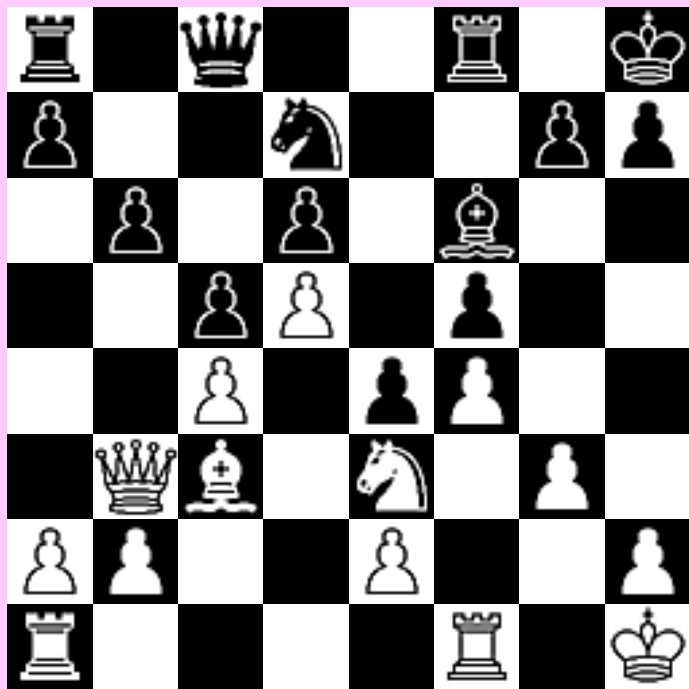
This document (Canon\canon835.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Euwe,M - Alekhine,A [A84]style: Euwe the dynamo (NLD WC, style: Euwe the, 1935

1. d4 e6 2. c4 f5 3. g3 Bb4+ 4. Bd2 Be7 5. Bg2 Nf6 6. Nc3 O-O 7. Nf3 Ne4 8. O-O b6 9. Qc2 Bb7 10. Ne5 Nxc3 11. Bxc3 Bxg2 12. Kxg2 Qc8 13. d5 d6 14. Nd3 e5 15. Kh1 c6 16. Qb3 Kh8 17. f4 e4 18. Nb4 c5 19. Nc2 Nd7 20. Ne3 Bf6



Alekhine plays the Dutch against the best Dutch player - in the Netherlands! Euwe sacrifices a piece for a pawn roller. 21. Nxf5 Bxc3 22. Nxd6 Qb8 23. Nxe4 Bf6 24. Nd2 g5 25. e4 gxf4 26. gxf4 Bd4 27. e5 Qe8 28. e6 Rg8 29. Nf3 Qg6 30. Rg1 Bxg1 31. Rxg1 Qf6 32. Ng5 Rg7 33. exd7 Rxd7 34. Qe3 Re7 35. Ne6 Rf8 36. Qe5 Qxe5 37. fxe5 Rf5 38. Re1 h6 39. Nd8 Rf2 40. e6 Rd2 41. Nc6 Re8 42. e7 b5 43. Nd8 Kg7 44. Nb7 Kf6 45. Re6+ Kg5 46. Nd6 Rxe7 47. Ne4+ This game became known as the pearl of Zaandvort 1-0

Back to [Chess Coaching Page](#)

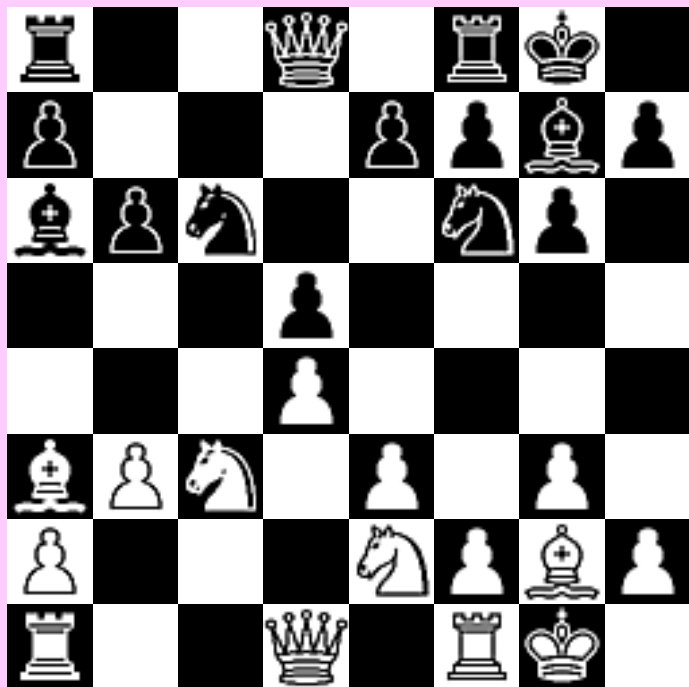
This document (Canon\canon836.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Byrne,R - Fischer,R [D71]style: Fischer the unstoppable, style: Fischer, 1963

1. d4 Nf6 2. c4 g6 3. g3 c6 4. Bg2 d5 5. cxd5 cxd5 6. Nc3 Bg7 7. e3 O-O 8. Nge2 Nc6 9. O-O b6 10. b3 Ba6 11. Ba3

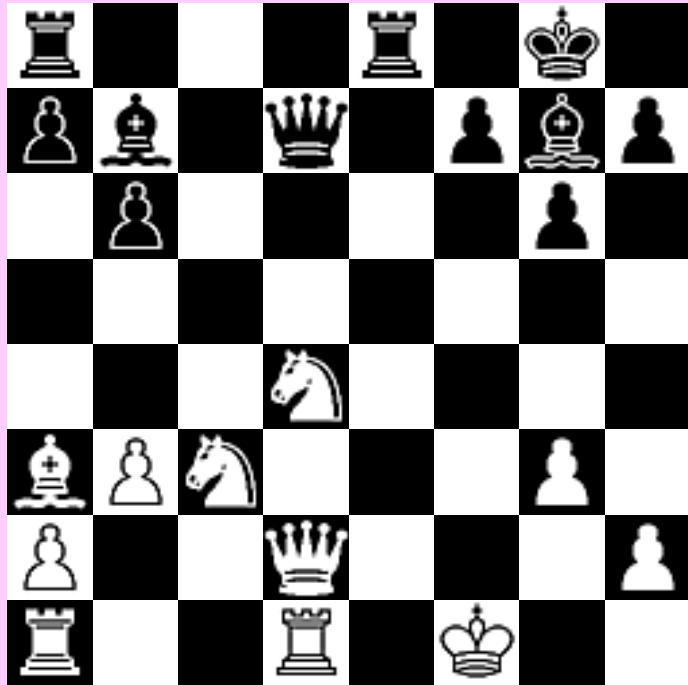


"...at worst completely safe. To turn this into a mating position in eleven more moves is more witchcraft than chess!" -- KIRBY 11... Re8 12. Qd2 e5 13. dxe5 Nxe5 14. Rfd1 Nd3 15. Qc2



15... Nxf2 16. Kxf2 Ng4+ 17. Kg1 Nxe3 18. Qd2 Nxe2 Eliminating the defensive bishop rather than snatching at material 19. Kxe2 d4 20. Nxd4 Bb7+ 21. Kf1 As Byrne resigned, GMs in the press room

were still arguing that White was winning. 21... Qd7



White resigns. 0-1

Back to [Chess Coaching Page](#)

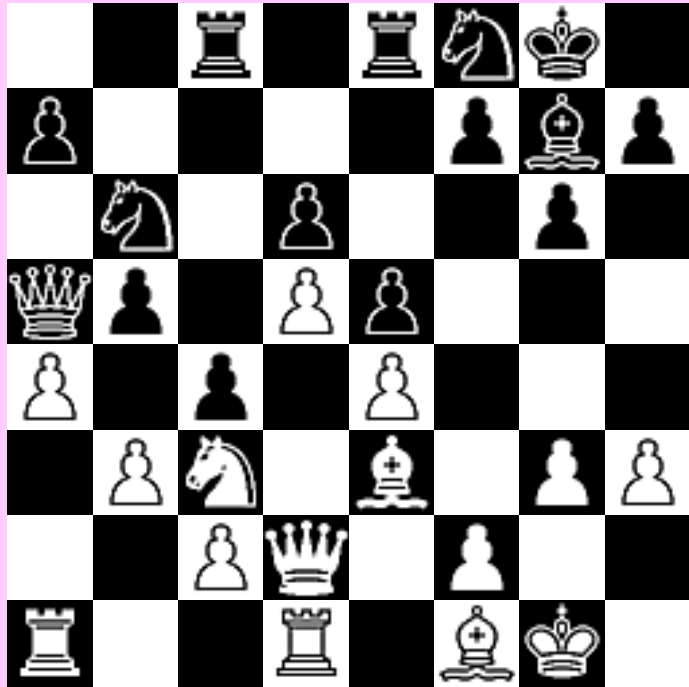
This document (Canon\canon837.html) was last modified on 13 Aug 2005 by



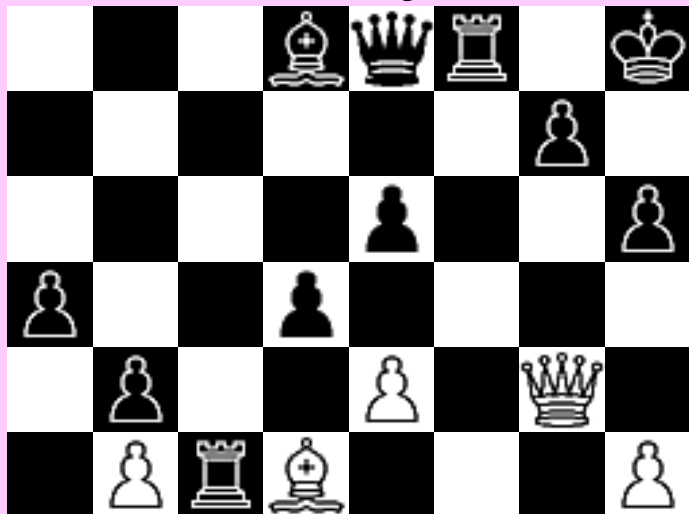
[Dr. Dave](#)

Karpov,A - Kasparov,G (4) [D55]style: Karpov keeping control, 1985

1. d4 [1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. Nf3 Bg7 5. Be2 O-O 6. O-O Bg4 7. Be3 Nbd7 8. h3 Bxf3 9. Bxf3 e5 10. g3 c6 11. Bg2 Qa5 12. Qd2 Rfe8 13. Rad1 b5 14. a3 Nb6 15. b3 Nfd7 16. Ra1 Nf8 17. d5 ! 17... Rac8 18. Rfd1 c5 19. Bf1 c4 20. a4

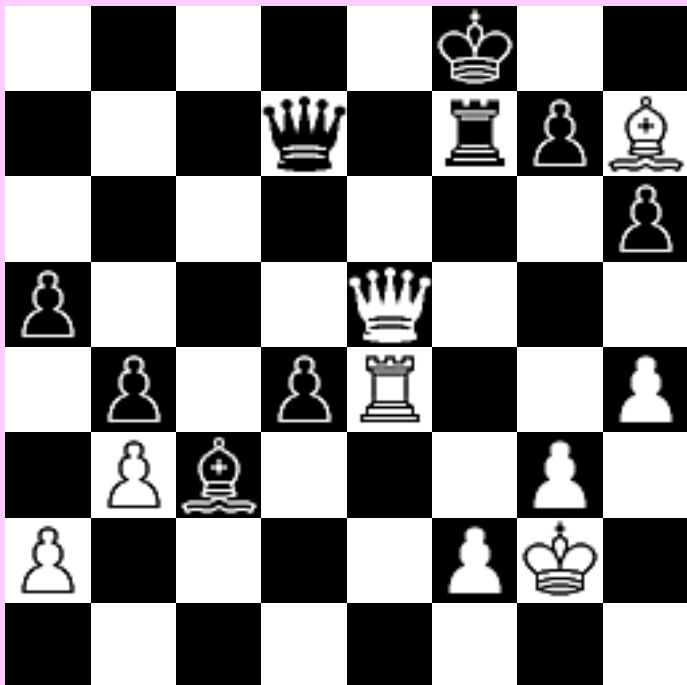


! Nunn is one of the most dangerous players around, but he is kept in a web of steel in this game. 20... cxb3 21. Nxb5 Qxd2 22. Rxd2 Rxc2 23. Rxc2 bxc2 24. a5 Nc8 25. Rc1 Nd7 26. Rxc2 Nc5 27. Nxd6 Nxd6 28. Rxc5 Nxe4 29. Rc7 Bf8 30. a6 Rd8 31. Rxa7 1-0 karpov-nunn 1983] 1... d5 2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. Bg5 h6 6. Bxf6 Bxf6 7. e3 O-O 8. Qc2 Na6 9. Rd1 c5 10. dxc5 Qa5 11. cxd5 Nxc5 12. Qd2 Rd8 13. Nd4 exd5 14. Be2 Qb6 15. O-O Ne4 16. Qc2 Nxc3 17. Qxc3 Be6 18. Qc2 Rac8 19. Qb1 Rc7 20. Rd2 Rdc8 21. Nxe6 fxe6 22. Bg4 Rc4 23. h3 Qc6 24. Qd3 Kh8 25. Rfd1 a5 26. b3 Rc3 27. Qe2 Rf8 28. Bh5 b5 29. Bg6 Bd8 30. Bd3 b4 31. Qg4 Qe8 32. e4





Black's exposed pawns are given a push. The trouble with having three pawn islands is the same problem plate spinners have: one is easy, two is harder... 32... Bg5 33. Rc2 Rxc2 34. Bxc2 Qc6 35. Qe2 Qc5 36. Rf1 Qc3 37. exd5 exd5 38. Bb1 Qd2 39. Qe5 Rd8 40. Qf5 Kg8 41. Qe6+ Kh8 42. Qg6 Kg8 43. Qe6+ Kh8 44. Bf5 Qc3 45. Qg6 Kg8 46. Be6+ Kh8 47. Bf5 Kg8 48. g3 Kf8 49. Kg2 Qf6 50. Qh7 Qf7 51. h4 Bd2 52. Rd1 Bc3 53. Rd3 Rd6 54. Rf3 Ke7 55. Qh8 d4 56. Qc8 Rf6 57. Qc5+ Ke8 58. Rf4 Qb7+ 59. Re4+ Kf7 60. Qc4+ Kf8 61. Bh7 Rf7 62. Qe6 Qd7 63. Qe5



Black has to let a plate drop. 1-0

Back to [Chess Coaching Page](#)

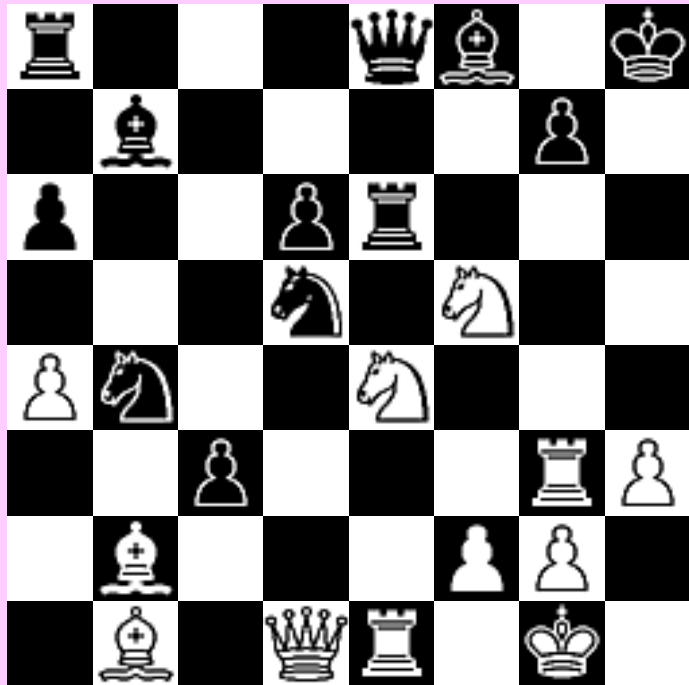
This document (Canon\canon838.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Kasparov,G (2800) - Karpov,An (2730) (20) [C92]style: Kasparov's dynamism in, 1990

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 d6 8. c3 O-O 9. h3 Bb7 10. d4 Re8 11. Nbd2 Bf8 12. a4 h6 13. Bc2 exd4 14. cxd4 Nb4 15. Bb1 c5 16. d5 Nd7 17. Ra3 f5 18. Rae3 Nf6 19. Nh2 Kh8 20. b3 bxa4 21. bxa4 c4 22. Bb2 fxe4 23. Nxe4 Nfxd5 24. Rg3 Re6 25. Ng4 Qe8 26. Nxb6 c3 27. Nf5



27... cxb2 28. Qg4 Bc8 29. Qh4+ Rh6 30. Nxb6 gxh6 31. Kh2 Qe5 32. Ng5 Qf6 33. Re8 Bf5 34. Qxh6+ [34. Nf7+ Matt/Mate in 6! 34... Qxf7 35. Qxh6+ Bh7 36. Rxa8 Ne7 37. Rxf8+ Ng8 38. Rgxf8+ Qxg8 39. Qxh7#] 34... Qxh6 35. Nf7+ Kh7 36. Bxf5+ Qg6 37. Bxg6+ Kg7 38. Rxa8 Be7 39. Rb8 a5 40. Be4+ Kxf7 41. Bxd5+ 1-0

Back to [Chess Coaching Page](#)

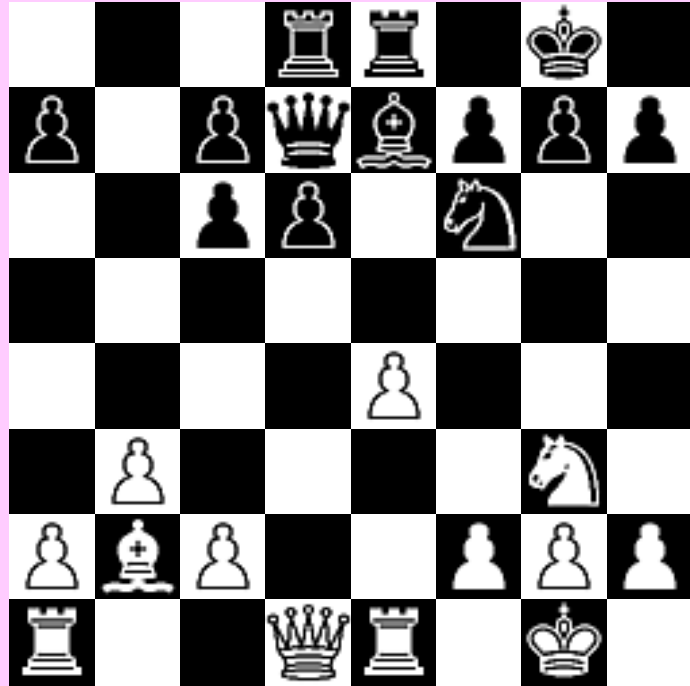
This document (Canon\canon839.html) was last modified on 13 Aug 2005 by



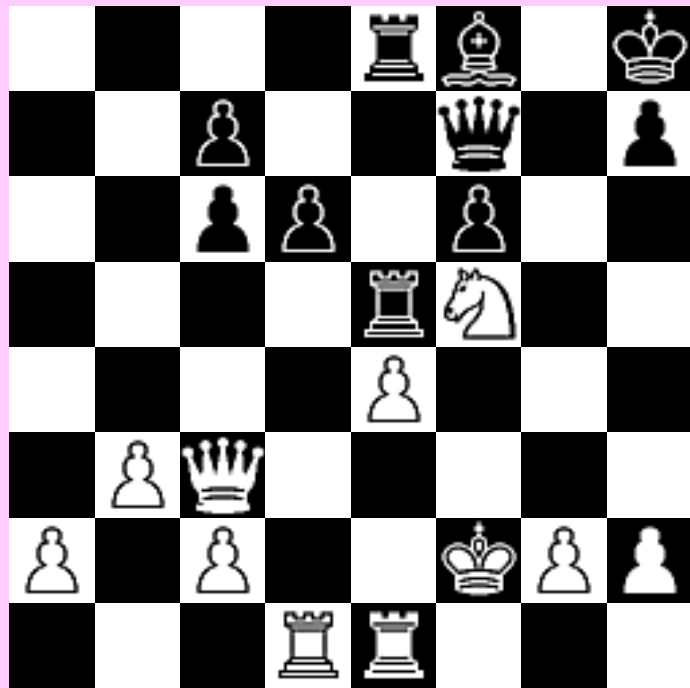
[Dr. Dave](#)

Tarrasch,S - Lasker,Em [C66]style: Lasker as spuddler (Due, style: Lasker a, 1908

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. O-O d6 5. d4 Bd7 6. Nc3 Be7 7. Re1 exd4 8. Nxd4 O-O 9. Nxc6 Bxc6 10. Bxc6 bxc6 11. Ne2 Qd7 12. Ng3 Rfe8 13. b3 Rad8 14. Bb2



Tarrasch has won dozens of games with this setup: better pawns, more space, better bishop... 14... Ng4 looks like a beginner's error... played by a master. 15. Bxg7 Nxf2 [15... Kxg7 16. Nf5+ Kf8 17. Qxg4] 16. Kxf2 Kxg7 17. Nf5+ Kh8 18. Qd4+ f6 19. Qxa7 Bf8 20. Qd4 Re5 21. Rad1 Rde8 22. Qc3 Qf7



A while ago White's task was easy - now it's not so clear. 23. Ng3 Bh6 24. Qf3 d5 Opens lines for the attack

25. exd5 Be3+ A foot in the door 26. Kf1 cxd5 27. Rd3 Qe6 28. Re2 f5 29. Rd1 f4 30. Nh1 d4 If ...Be3 was a foot, now Black is shouldering his way in. 31. Nf2 Qa6 32. Nd3 Rg5 33. Ra1 Qh6 34. Ke1 Qxh2 35. Kd1 Qg1+ 36. Ne1 Rge5 37. Qc6 R5e6 38. Qxc7 R8e7 39. Qd8+ Kg7 40. a4 f3 41. gxf3 Bg5 White's scattered pieces cannot defend. 0-1

Back to [Chess Coaching Page](#)

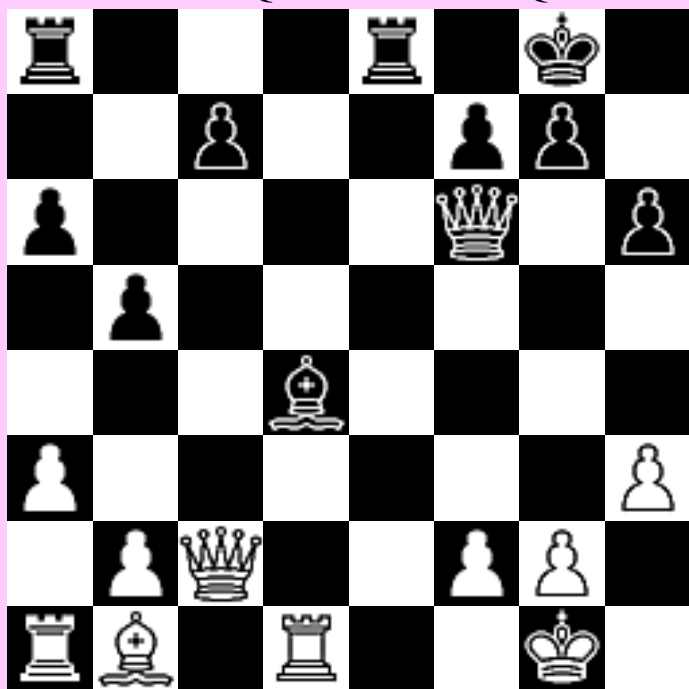
This document (Canon\canon840.html) was last modified on 13 Aug 2005 by



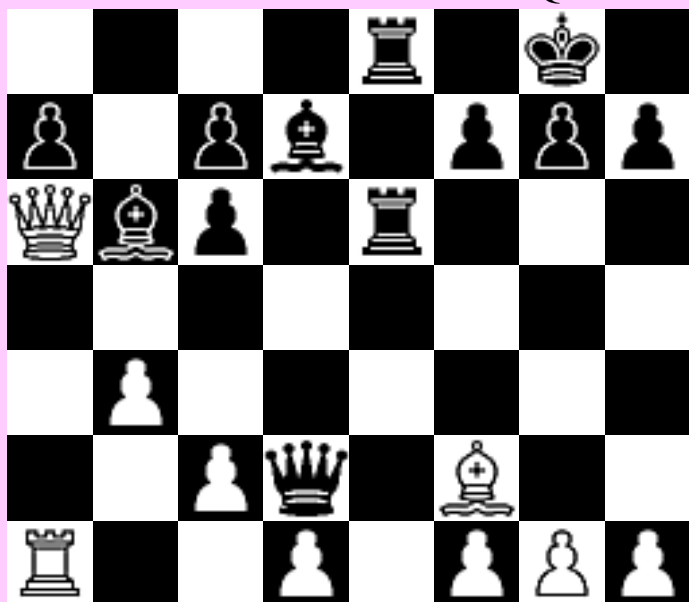
[Dr. Dave](#)

Paulsen,L - Morphy,P. (& Andersson) [C48]style: Morphy playing with sci, style: Morphy p, 1857

1. e4 e5 2. Nf3 Nc6 3. Nc3 [3. Bb5 a6 4. Ba4 Nf6 5. d3 Bc5 6. c3 b5 7. Bc2 d5 8. exd5 Nxd5 9. h3 O-O 10. O-O h6 11. d4 exd4 12. cxd4 Bb6 13. Nc3 Ndb4 14. Bb1 Be6 ! This game shows the science of Morphy thwarting the artful Andersson. White simply has no justification for his later attacking gestures. 15. a3 Nd5 16. Be3 Nf6 17. Qd2 Re8 18. Rd1 Bd5 19. Ne5 Qd6 ! 20. Qc2 Nxd4 21. Bxd4 Bxd4 22. Nxd5 Qxe5 ! 23. Nxf6+ Qxf6



Having given up one pawn, White cannot afford and cannot bear to defend. 24. Qh7+ Kf8 25. Be4 Rad8 26. Kh1 Bxb2 27. Rab1 Rxd1+ 28. Rxd1 Qxf2 29. Qh8+ Ke7 30. Qh7 Be5 31. Bf3 Qg3 32. Kg1 Qg6 0-1 andersson-morphy] 3... Nf6 4. Bb5 Bc5 5. O-O O-O 6. Nxe5 Re8 7. Nxc6 dxc6 8. Bc4 b5 9. Be2 Nxe4 10. Nxe4 Rxe4 11. Bf3 Re6 12. c3 Qd3 13. b4 Bb6 14. a4 bxa4 15. Qxa4 Bd7 16. Ra2 Rae8 17. Qa6





White must have felt anxious about his King, but could not have expected: 17... Qxf3 !! 18. gxf3 Rg6+ 19. Kh1 Bh3 20. Rd1 Bg2+ 21. Kg1 Bxf3+ Even the spectators who scoffed at move 17 must have started to realise what Morphy saw then. 22. Kf1 Bg2+ 23. Kg1 Bh3+ 24. Kh1 Bxf2 25. Qf1 Bxf1 26. Rxf1 Re2 27. Ra1 Rh6 28. d4 Be3 0-1

Back to [Chess Coaching Page](#)

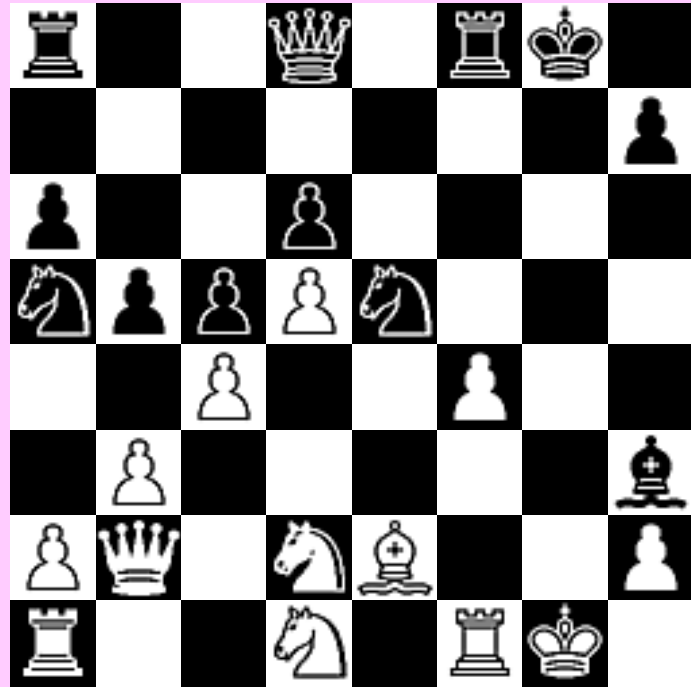
This document (Canon\canon841.html) was last modified on 13 Aug 2005 by



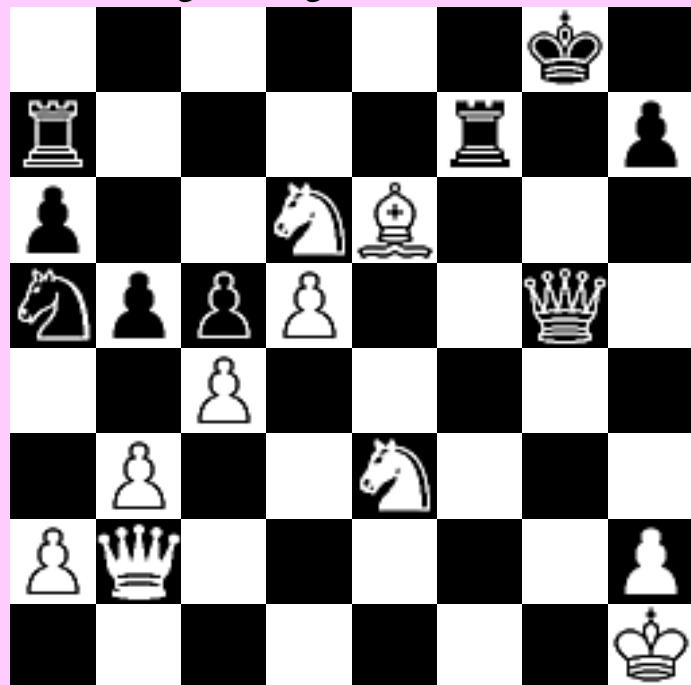
[Dr. Dave](#)

Petrosian, T (2870) - Botvinnik, M [D94] style: Petrosian as constricto, style: Petrosia, 1963

1. c4 [1. Nf3 Nf6 2. g3 g6 3. c4 Bg7 4. Bg2 O-O 5. O-O Nc6 6. Nc3 d6 7. d4 a6 8. d5 Na5 9. Nd2 c5 10. Qc2 e5 11. b3 Ng4 12. e4 f5 13. exf5 gxf5 14. Nd1 b5 15. f3 e4 16. Bb2 exf3 17. Bxf3 Bxb2 18. Qxb2 Ne5 19. Be2 f4 20. gxf4 Bh3

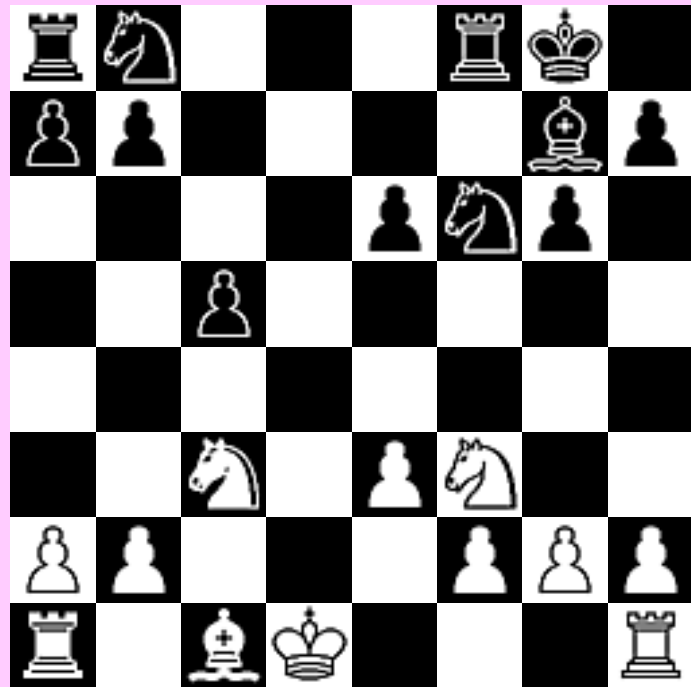


Petrosian is a master of chess judo: inviting his opponent forward until he topples. 21. Ne3 ! 21... Bxf1 22. Rxf1 Ng6 23. Bg4 Nxf4 24. Rxf4 Rxf4 25. Be6+ Rf7 26. Ne4 Qh4 27. Nxd6 Qg5+ 28. Kh1 Raa7

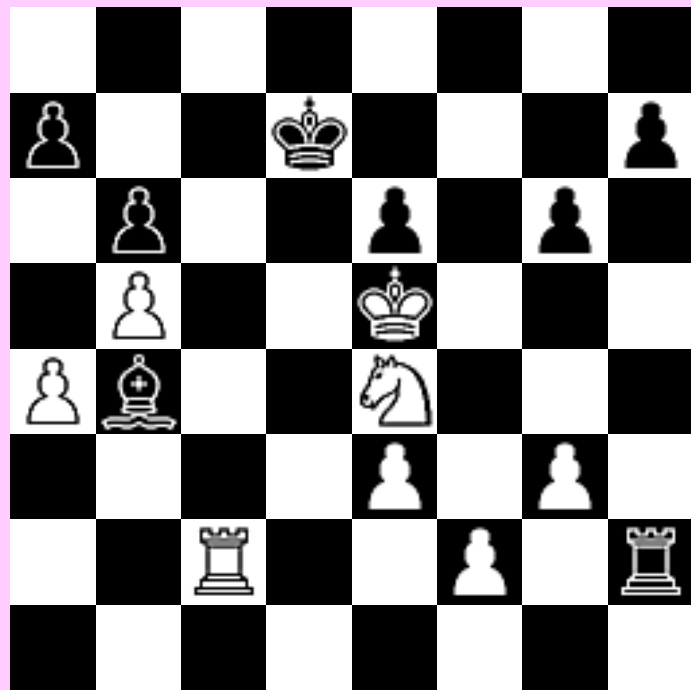


In just eight moves Petrosian has tripped and leg-locked his opponent. The finish is attractive, and worth

noting. 29. Bxf7+ Rxf7 30. Qh8+ petrosian-spassky 1966] 1... g6 2. d4 Nf6 3. Nc3 d5 4. Nf3 Bg7 5. e3 O-O 6. Be2 dxc4 7. Bxc4 c5 8. d5 e6 9. dxe6 Qxd1+ 10. Kxd1 Bxe6 11. Bxe6 fxe6



Petrosian said before the match that if Botvinnik played this variation he would lose. Black has only one weakness, but it proves his Achilles heel. 12. Ke2 Nc6 13. Rd1 Rad8 14. Rxd8 Rxd8 15. Ng5 Re8 16. Nge4 Nxe4 17. Nxe4 b6 18. Rb1 Nb4 19. Bd2 Nd5 20. a4 Rc8 21. b3 Bf8 22. Rc1 Be7 23. b4 c4 24. b5 Kf7 25. Bc3 Ba3 26. Rc2 Nxc3+ 27. Rxc3 Bb4 28. Rc2 Ke7 29. Nd2 c3 30. Ne4 Ba5 31. Kd3 Rd8+ 32. Kc4 Rd1 33. Nxc3 Rh1 34. Ne4 Rxh2 35. Kd4 Kd7 36. g3 Bb4 37. Ke5



White is perfectly coordinated - for attack and defence. Black has gathered some crumbs of counterplay but cannot pull his pieces together. 37... Rh5+ 38. Kf6 Be7+ 39. Kg7 e5 40. Rc6 Rh1 41. Kf7 Ra1 42. Re6 Bd8 43. Rd6+ Kc8 44. Ke8 Bc7 45. Rc6 Rd1 46. Ng5 Rd8+ 47. Kf7 Rd7+ 48. Kg8 Black cannot regroup on the ninth rank so resigns. 1-0

Back to [Chess Coaching Page](#)

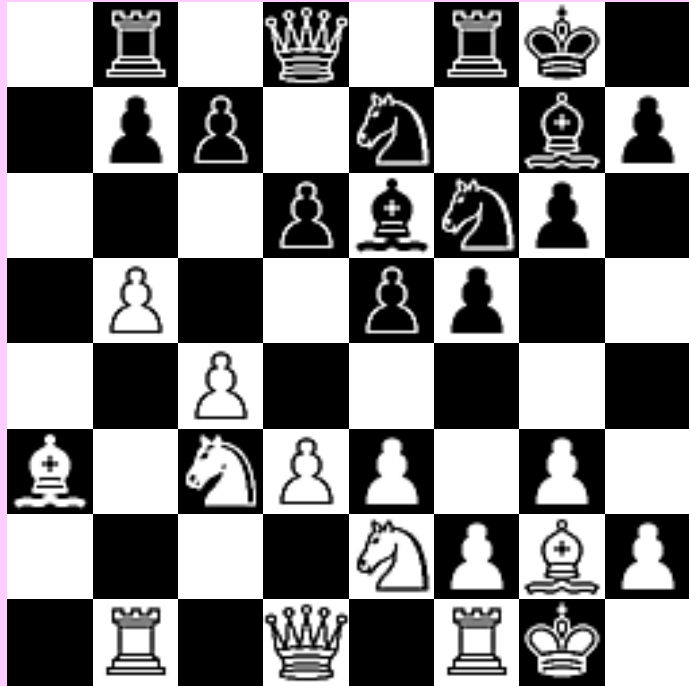
This document (Canon\canon842.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Smyslov,V - Liberson,V [A25]style: Smyslov the adaptable (, style: Smyslov, 1968

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. Rb1 d6 6. b4 a6 7. e3 f5 8. Nge2 Nf6 9. d3 O-O 10. O-O Bd7 11. a4 Rb8 12. b5 axb5 13. axb5 Ne7 14. Ba3 Be6



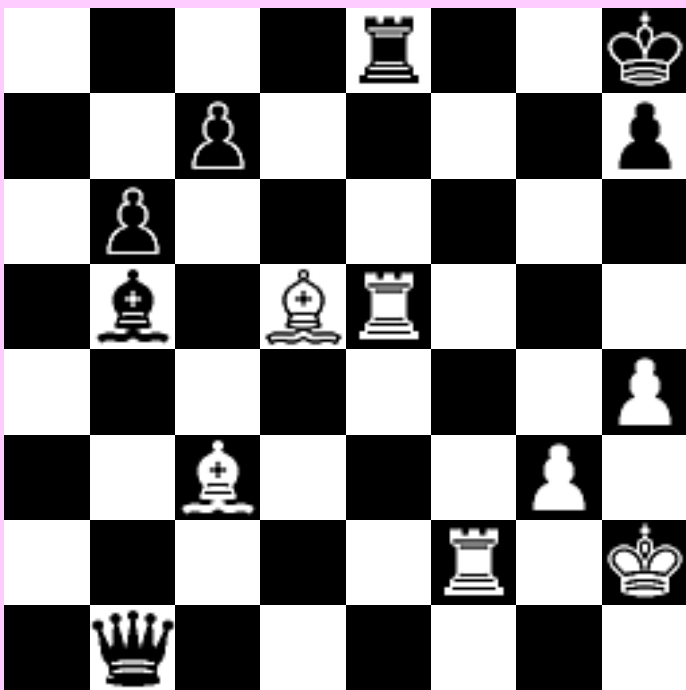
Black has developed but doesn't seem to have anything in particular to do. The next phase shows White's coordinated pieces collecting a handful of positional trumps. 15. Qb3 b6 16. d4 e4 17. d5 Bf7 18. Nd4 Knight outpost. 18... Qd7 19. Bb2 g5 20. Nce2 Kh8 21. Ra1 Open file. 21... Ng6 22. f4 exf3 23. Rxf3 Half-open file. 23... Ne7

...Ne5 looks more natural, but Black has thoughts of blowing up d5. 24. Nc6 Diagonal pressure. 24... Rbe8 25. Ned4





Smyslov could play anything - slow or quick, and all with elegant technique. Here a slow overture is followed by a sudden burst of tactics. 25... Nfxd5 26. cxd5 Bxd5 27. Nxf5 Rxf5 [27... Bxb3 28. Bxg7+ Kg8 29. Ncxe7+ Rxe7 30. Bxf8 is much the same] 28. Bxg7+ Kg8 29. Rxf5 Bxb3 30. Rxg5 Ng6 31. Bh6 Qe6 The Rook and pieces together have more oomph than the Queen. 32. h4 Qxe3+ 33. Kh2 Qc3 34. Rf1 Bc4 35. Rf2 Qe1 36. Rgf5 Bxb5 37. Bd2 Qb1 38. Bd5+ Kh8 39. Bc3+ Ne5 40. Nxe5 dxe5 41. Rxe5



Who needs Queens? 1-0

Back to [Chess Coaching Page](#)

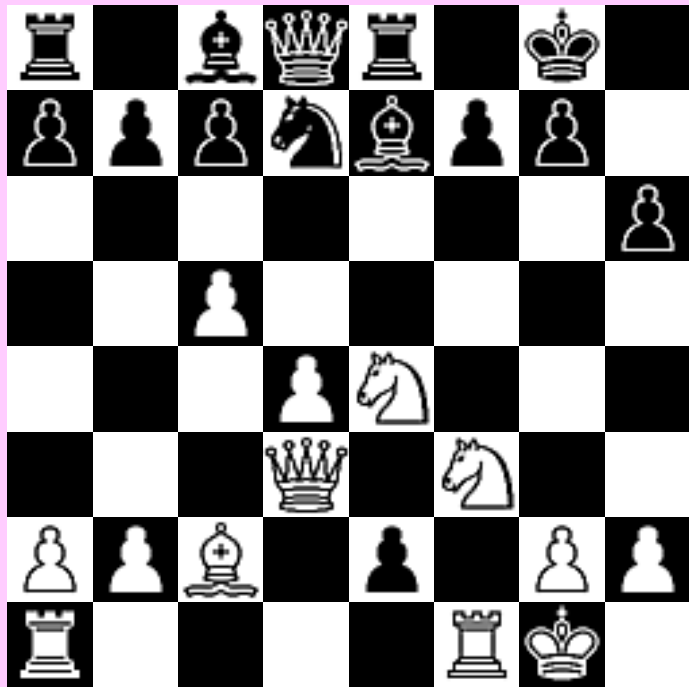
This document (Canon\canon843.html) was last modified on 13 Aug 2005 by



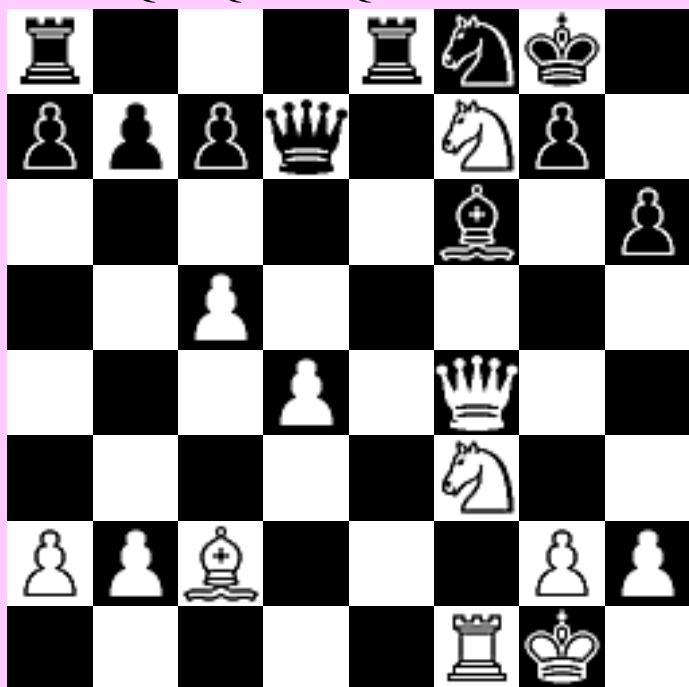
[Dr. Dave](#)

Larsen,B - Spassky,B. (m. URS_world) [A01]style: Spassky as cool attacke, style: Spassky, 1970

1. b3 [1. e4 e5 2. f4 exf4 Both Spassky and Bronstein have added modern interpretations of this old favourite. 3. Nf3 d5 4. exd5 Bd6 5. Nc3 Ne7 6. d4 O-O 7. Bd3 Nd7 8. O-O h6 9. Ne4 Nxd5 10. c4 Ne3 11. Bxe3 fxe3 12. c5 Be7 13. Bc2 Re8 14. Qd3 e2



And now an attractive sacrifice (possibly an unnecessary one!) 15. Nd6 Nf8 16. Nxf7 exf1=Q+ 17. Rxf1 Bf5 18. Qxf5 Qd7 19. Qf4 Bf6

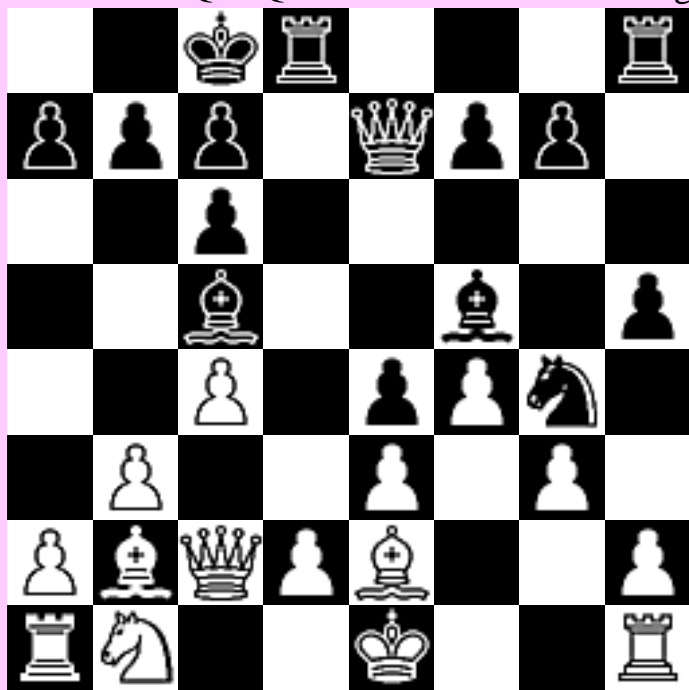


Black has had to return material to organise a defence of f7. The next four moves were featured in

"From Russia with Love". 20. N3e5 Qe7 21. Bb3 Bxe5 22. Nxe5+ Kh7 23. Qe4+ 1-0 spassky-bronstein, leningrad 1960] 1... e5 2. Bb2 Nc6 3. c4 Nf6 4. Nf3 e4 5. Nd4 Bc5 6. Nxc6 dxc6 7. e3 Bf5



Larsen is a tireless experimenter: Spassky meets his unorthodox opening with a straight bat for the moment. 8. Qc2 Qe7 9. Be2 O-O-O 10. f4 Ng4 11. g3 h5



Larsen has been a bit too experimental, but the execution is appealingly sharp. 12. h3 h4 13. hxg4 hxg3 14. Rg1 Rh1 Remarkable! 15. Rxh1 g2 16. Rf1 Qh4+ 17. Kd1 gxf1=Q+ 0-1

Back to [Chess Coaching Page](#)

This document (Canon\canon844.html) was last modified on 13 Aug 2005 by



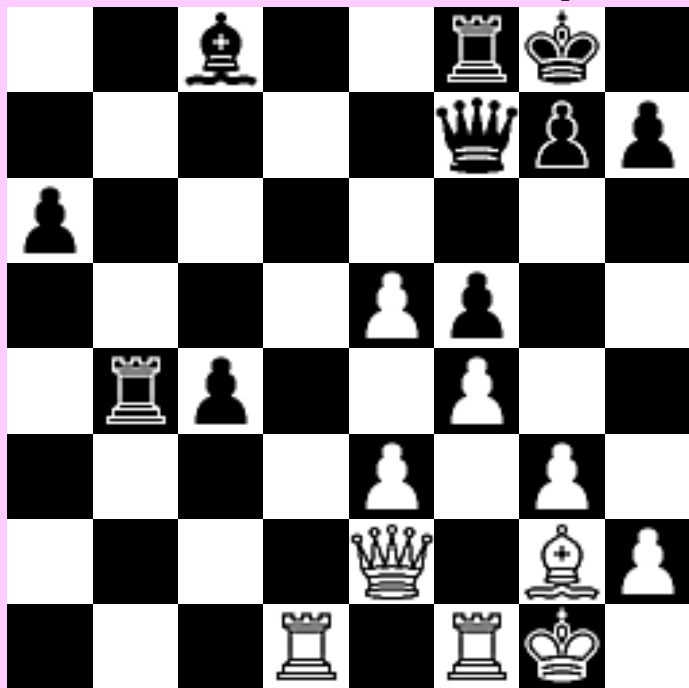
[Dr. Dave](#)

Staunton,H - Williams,E (8) [A02]style: Staunton in close game, 1851

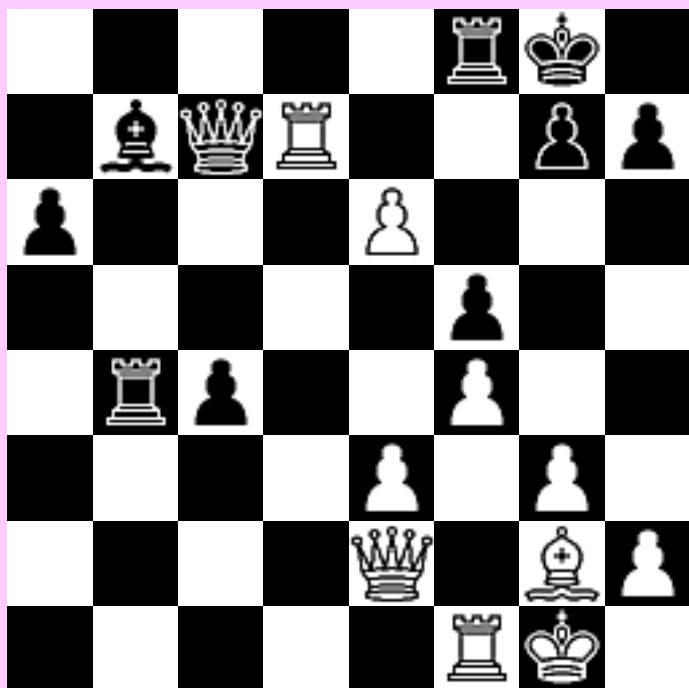
1. f4 e6 2. e3 f5 3. g3 Nf6 4. Bg2 d5 5. Nf3 c5 6. b3 Nc6 7. O-O Bd6 8. Bb2 O-O 9. Qe2 Bc7 10. Na3 a6 11. Rad1



In this Romantic age, Staunton was the head of a stern English positional school. 11... b5 12. c4 bxc4 13. bxc4 Rb8 14. Bxf6 Qxf6 15. cxd5 exd5 16. d4 c4 17. Ne5 Nb4 18. Naxc4 A neat 'no retreat' combination. 18... dxc4 19. a3 Bxe5 [19... Nd3 20. Nxc4] 20. dxe5 Qf7 21. axb4 Rxb4



22. Rd6 Bb7 23. e6 Qc7 24. Rd7



The combination has yielded no material but a bind. 24... Qc8 25. Qd1 Bc6 26. Bxc6 Qxc6 27. Qd4 Rf6 28. Rd6 Qb5 29. Rd8+ Rf8 30. Rxf8+ Kxf8 31. Qd6+ Ke8 32. Rd1 1-0

Back to [Chess Coaching Page](#)

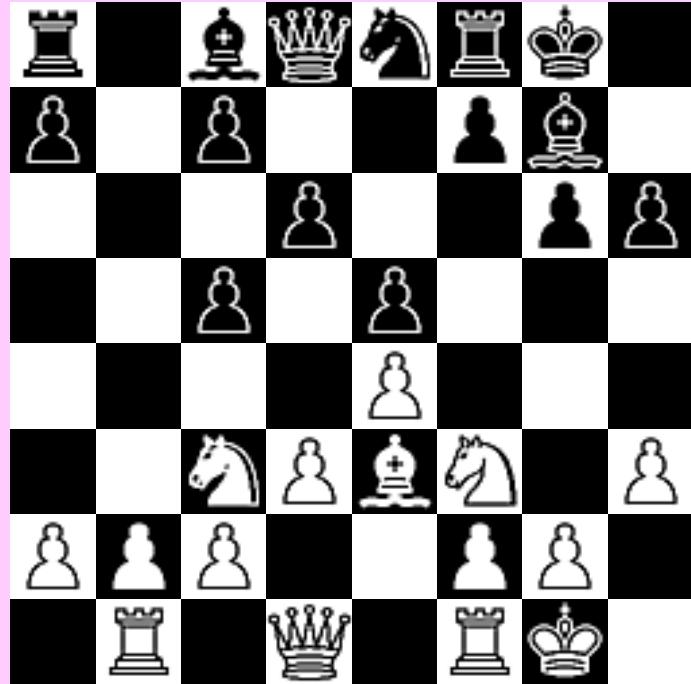
This document (Canon\canon845.html) was last modified on 13 Aug 2005 by



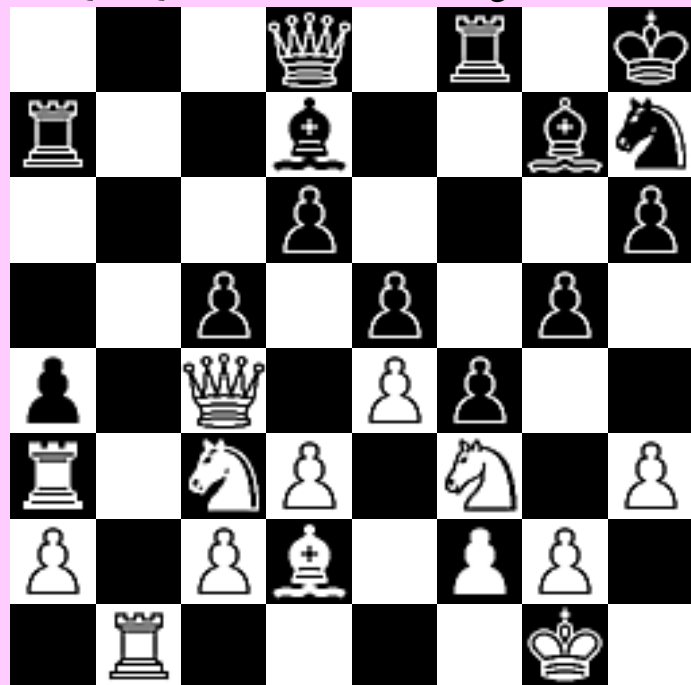
[Dr. Dave](#)

andersson,adolf - steinitz,wilhelm [C65]style: Steinitz in close game, 1993

1. e4 e5 2. Nf3 Nc6 3. Bb5 Nf6 4. d3 d6 5. Bxc6+ ? 5... bxc6 6. h3 g6 ! 7. Nc3 Bg7 8. O-O O-O 9. Bg5 h6 10. Be3 c5 11. Rb1 Ne8

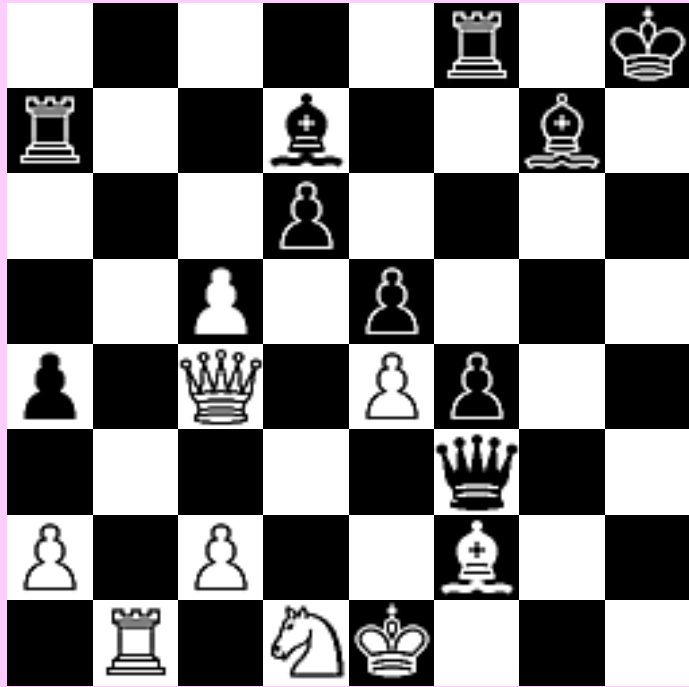


! Andersson admired Morphy, but must have been baffled by Steinitz. 12. b4 cxb4 13. Rxb4 c5 14. Ra4 Bd7 15. Ra3 f5 16. Qb1 Kh8 17. Qb7 a5 18. Rb1 a4 19. Qd5 Qc8 20. Rb6 Ra7 21. Kh2 f4 22. Bd2 g5 23. Qc4 Qd8 24. Rb1 Nf6 25. Kg1 Nh7



! 26. Kf1 h5 27. Ng1 g4 28. hxg4 hxg4 29. f3 Qh4 30. Nd1 Ng5 31. Be1 Qh2 32. d4 gxf3 33. gxf3 Nh3

34. Bf2 Nxg1 35. dxc5 Qh3+ 36. Ke1 Nxf3+ 37. Rxf3 Qxf3



The first booty 38. Nc3 dxc5 39. Bxc5 Rc7 40. Nd5 Rxc5 41. Qxc5 Qxe4+ 42. Kf2 Rc8 43. Nc7 Qe3+ 1-0

Back to [Chess Coaching Page](#)

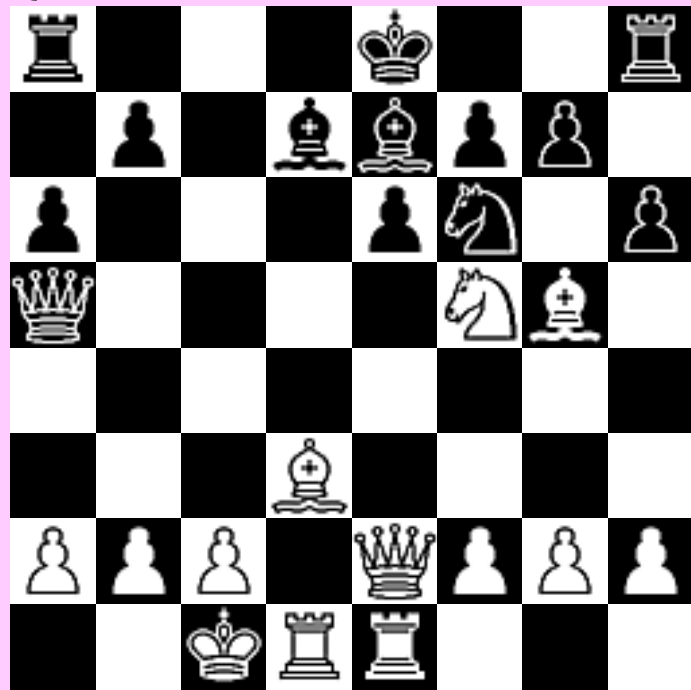
This document (Canon\canon846.html) was last modified on 13 Aug 2005 by



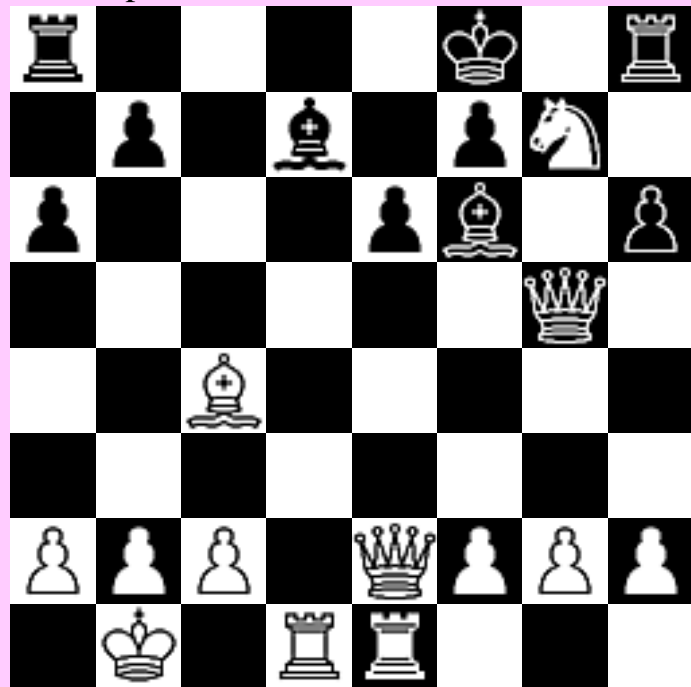
[Dr. Dave](#)

Tal,M - Smyslov,V [B10]style: Tal on the attack (JUG, 1959)

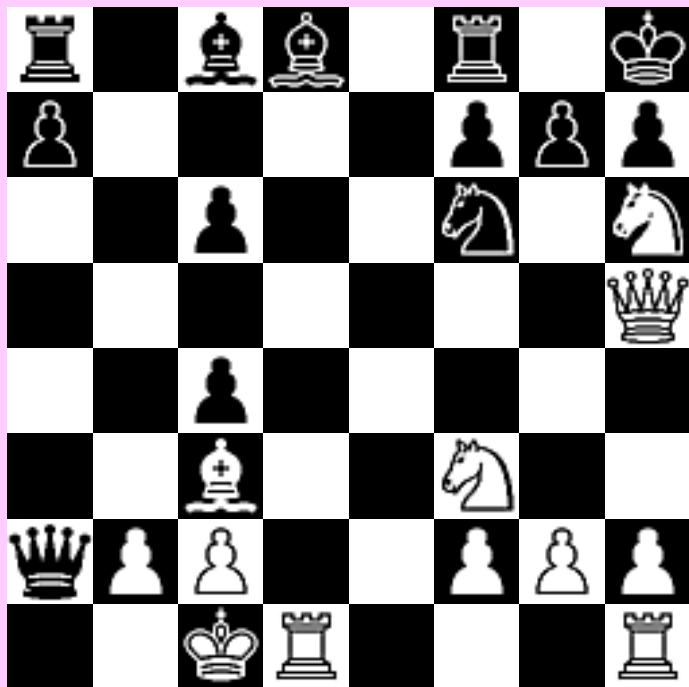
1. e4 c6 [1... e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Nbd7 6. Nxf6+ Nxf6 7. Nf3 Be7 8. Bd3 c5 9. Qe2 cxd4 10. O-O-O a6 11. Rhe1 Bd7 12. Nxd4 Qa5 13. Nf5 h6



Tal whips out another unclear sacrificial attack. 14. Nxf6+ Kf8 15. Bxf6 Bxf6 16. Bc4 Qg5+ 17. Kb1



Barcza must have had a good old think, but didn't fancy it. 17... Bb5 18. Bxb5 Qxg7 19. Ba4 b5 20. Bb3 Bxb2 21. Qe4 Re8 22. Qb4+ Kg8 23. Re3 Kh7 24. Rg3 Qe5 25. f4 Qe2 26. Kxb2 a5 27. Rd7 1-0 tal-barcza, olympiad 1962] 2. d3 d5 3. Nd2 e5 4. Ngf3 Nd7 5. d4 dxe4 6. Nxe4 exd4 7. Qxd4 Ngf6 8. Bg5 Be7 9. O-O-O O-O 10. Nd6 Qa5 11. Bc4 b5 12. Bd2 Qa6 13. Nf5 Bd8 14. Qh4 bxc4 15. Qg5 Nh5 16. Nh6+ Kh8 17. Qxh5 Qxa2 18. Bc3 Nf6



Not even his strongest opponents were immune from Tal's sacrifices. 19. Qxf7 Qa1+ 20. Kd2 Rxf7 21. Nxf7+ Kg8 22. Rxa1 Kxf7 23. Ne5+ Ke6 24. Nxc6 Ne4+ 25. Ke3 Bb6+ 26. Bd4 1-0

Back to [Chess Coaching Page](#)

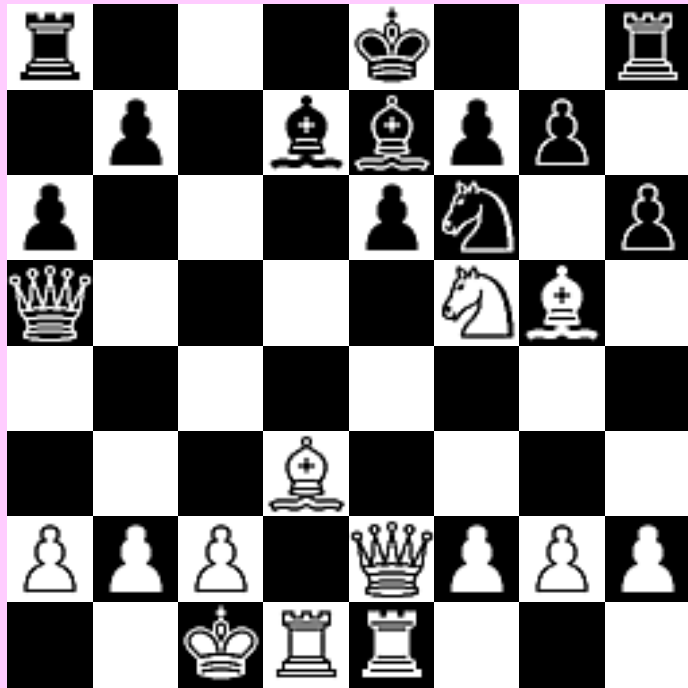
This document (Canon\canon847.html) was last modified on 13 Aug 2005 by



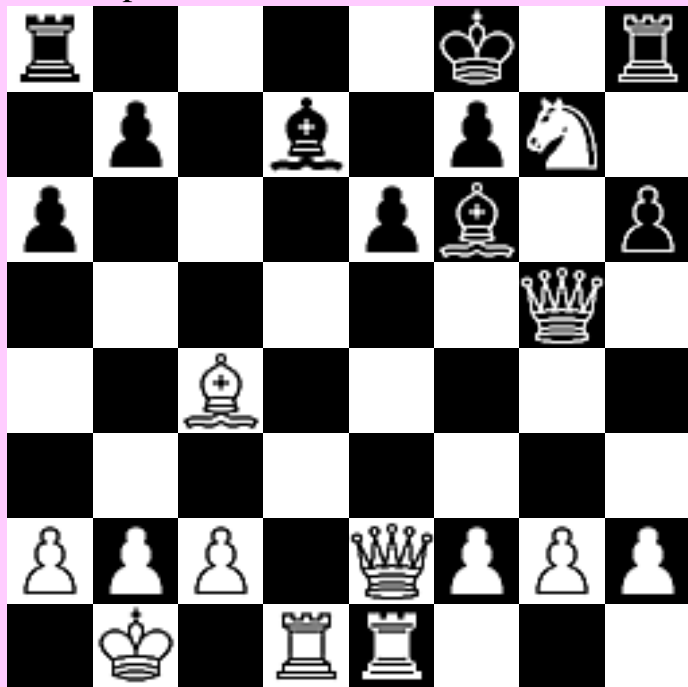
[Dr. Dave](#)

Tal,M - Smyslov,V [B10]style: Tal on the attack (JUG, 1959)

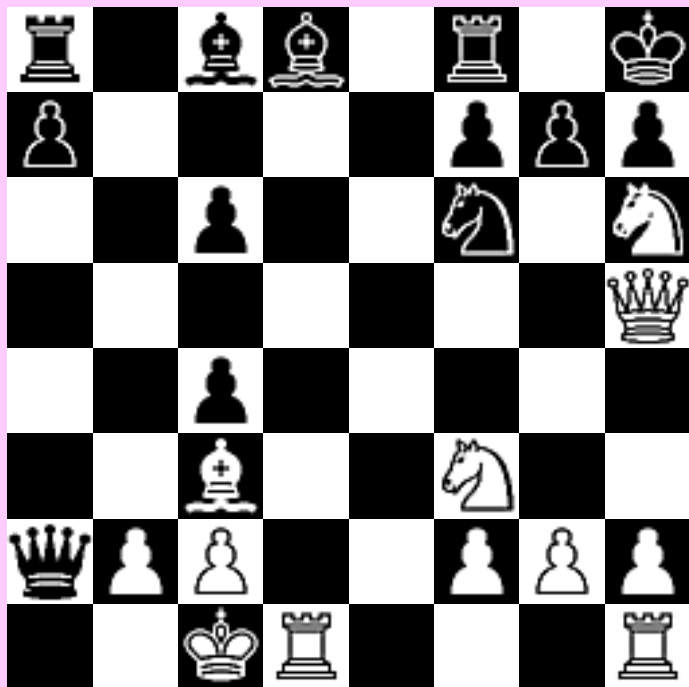
1. e4 c6 [1... e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 dxe4 5. Nxe4 Nbd7 6. Nxf6+ Nxf6 7. Nf3 Be7 8. Bd3 c5 9. Qe2 cxd4 10. O-O-O a6 11. Rhe1 Bd7 12. Nxd4 Qa5 13. Nf5 h6



Tal whips out another unclear sacrificial attack. 14. Nxf7+ Kf8 15. Bxf6 Bxf6 16. Bc4 Qg5+ 17. Kb1



Barcza must have had a good old think, but didn't fancy it. 17... Bb5 18. Bxb5 Qxg7 19. Ba4 b5 20. Bb3 Bxb2 21. Qe4 Re8 22. Qb4+ Kg8 23. Re3 Kh7 24. Rg3 Qe5 25. f4 Qe2 26. Kxb2 a5 27. Rd7 1-0 tal-barcza, olympiad 1962] 2. d3 d5 3. Nd2 e5 4. Ngf3 Nd7 5. d4 dxe4 6. Nxe4 exd4 7. Qxd4 Ngf6 8. Bg5 Be7 9. O-O-O O-O 10. Nd6 Qa5 11. Bc4 b5 12. Bd2 Qa6 13. Nf5 Bd8 14. Qh4 bxc4 15. Qg5 Nh5 16. Nh6+ Kh8 17. Qxh5 Qxa2 18. Bc3 Nf6



Not even his strongest opponents were immune from Tal's sacrifices. 19. Qxf7 Qa1+ 20. Kd2 Rxf7 21. Nxf7+ Kg8 22. Rxa1 Kxf7 23. Ne5+ Ke6 24. Nxc6 Ne4+ 25. Ke3 Bb6+ 26. Bd4 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon848.html) was last modified on 13 Aug 2005 by

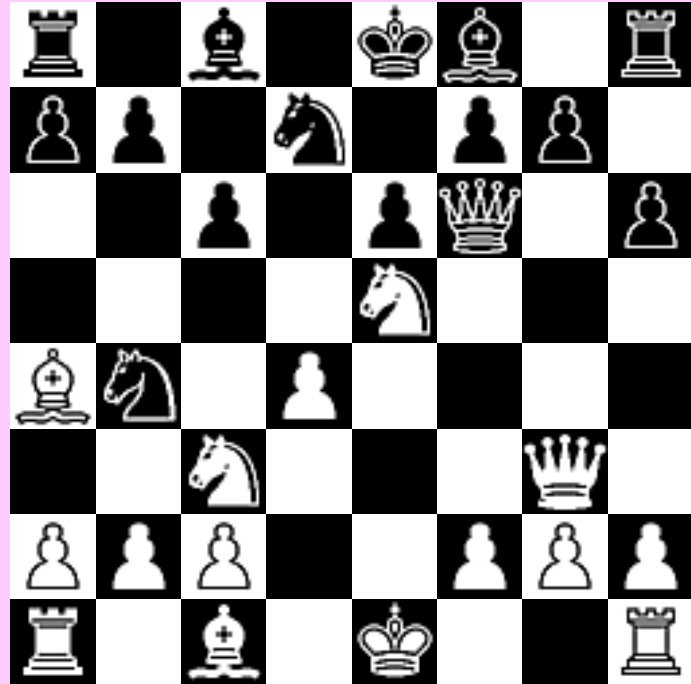


[Dr. Dave](#)

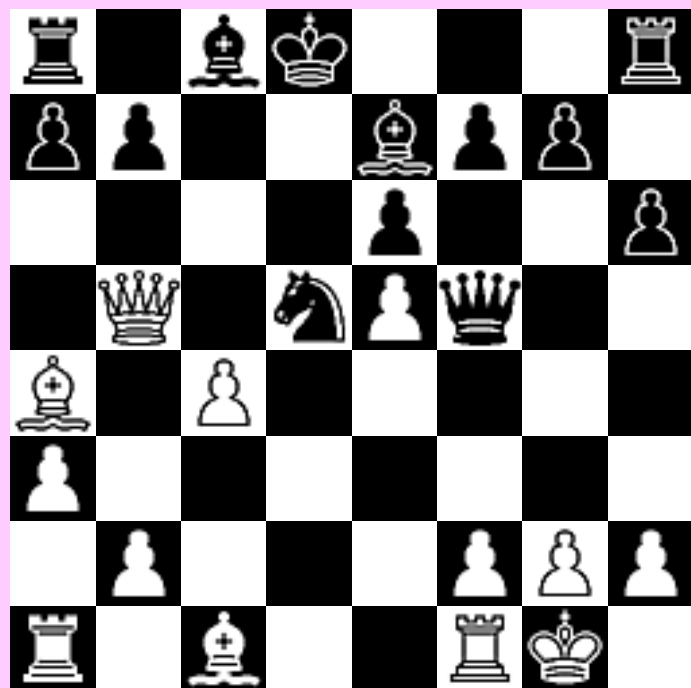
[Dr. Dave](#)

Tal,M - Larsen,B (Bled cs) [B04]style: real sacrifices, Bled cs, 1965

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 dxe5 5. Nxe5 e6 6. Qf3 Qf6 7. Qg3 h6 8. Nc3 Nb4 9. Bb5+ c6 10. Ba4 Nd7



11. O-O [11. Bd2] [11. Ne4 "I was intending to continue examining this variation when my attention was attracted by the possibility of a piece sacrifice which I played in the game a few moves later" - TAL] 11... Nxe5 12. dxe5 Qg6 13. Qf3 [13. Qxg6 +/- =] 13... Qf5 14. Qe2 Be7 15. a3!? [15. f4!] [15. g4!?] 15... Nd5 16. Nb5!! cxb5 17. Qxb5+ Kd8 18. c4



18... Qxe5 [18... Nf4 "The main variation conceived by White was..." - Tal 19. Rd1+ [19. Qa5+ b6 20. Qd2+ makes the whole main line unnecessary] 19... Kc7 20. Rd7+ Bxd7 21. Qxd7+ Kb8 22. Qxe7 Qxe5 23. Be3 Ng6 (else Rd1) 24. Qxf7 Qf6 25. Be8! Qe7 [25... Ne5? 26. Bf4] [25... Qxf7 26. Bxf7 Nf8 Dvoretsky] 26. Qxg6 Rxe8 27. Bc5 Qd7 28. Bd6+ Kc8 "and the Bishop on d6 is noticeably stronger than the Rook" - Tal "Again we see a long main variation containing a spectacular 'point'. And again it is utterly unconvincing"- Dvoretsky.] [18... Nb6 is also noted by Tal who gives 19. Qa5 Kc7 [19... Bd7 20. Be3 Kc7 21. c5] 20. c5 Kb8 21. cxb6 axb6 22. Qb5 Ra5 [22... Rd8 Dvoretsky] 23. Qb3 (with, according to Tal, pretty good attacking chances) [23. Qc4 Dvoretsky] 23... Qxe5 24. Bd2 Rd5 Dvoretsky] 19. cxd5 Bd6 20. g3 Qxd5 21. Qe2 Ke7 22. Rd1 Qa5 23. Qg4 Qf5 24. Qc4 Qc5 25. Qd3 Qd5 26. Qc3 Be5 27. Qe1 Qc5 28. Bd2 Kf6 29. Rac1 Qb6 30. Be3 Qa6 31. Qb4 b5 32. Bxb5 Qb7 33. f4 Bb8 34. Bc6 "Thus the sacrifice of a piece was objectively not the strongest continuation. But what do we mean by the strongest continuation? Tal played in full accordance with his style, which has brought him outstanding sporting and 1-0

Back to [Chess Coaching Page](#)

This document (Canon\canon850.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club: Internet Chess Challenge

Press release

As part of the Centenary events organised by Exeter Chess Club, we recently (31st May 1996) held a team consultation match against Hafnarfjardar (near Reykjavic), from where came our distinguished visitor last year, Agust Karlsson. One main game, with 40 minutes each on the clock, and one 'blitz' game were played.

Chess enthusiasts have set up free Internet Chess Servers (ICS) at various points around the world, and there is one in Britain at the University of Warwick (BICS). Although the Warwick machine understands only text messages, software has been written so that you can see a normal 2-D chessboard on your screen, and can make the moves using a mouse. We all had a screen each and when Agust and his team made their move, it appeared simultaneously on our screens in Exeter. The technology worked splendidly, but the teamwork left something to be desired at times and left the poor mouse operator being shouted at from all sides.

We would like to thank the University of Exeter IT Services Unit, Director Laurie Burbridge, for the use of their computing facilities and for the help of Neil Brooks, Computing Development Officer, in setting up the match.

The teams played under the aliases of their two team captains, "freyr" is Bjorn Bjornsson, and DrDave is our own Dave Regis.

freyr - DrDave (main game) BICS, 1996

1. e4 c5 2. Nf3 Nc6

Our two resident experts in the Sicilian lobbied strongly for this line, hoping for...

[3. d4 cxd4 4. Nxd4 e5]

3. Bb5

This is why we have only two players who persist with the Sicilian Defence; White has so many tricky ways to avoid it.

3... g6 4. Bxc6 dxc6

Here the problems of democratic chess became apparent to DrDave: we had two votes for ...bxc6, two for ...dxc6, two didn't care and two hadn't got the screen set up right yet...

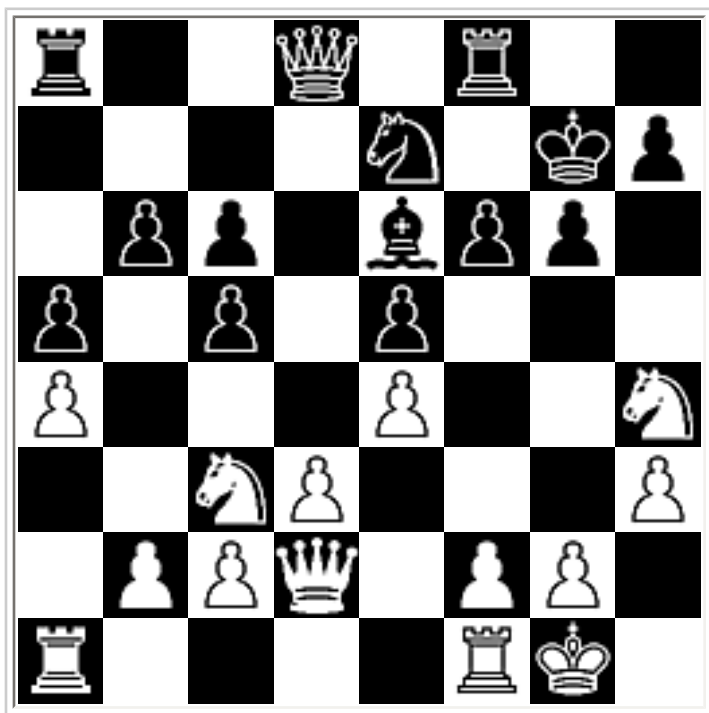
5. h3 Bg7 6. d3 e5 7. O-O f6

We set up a solid wall of Pawns hoping to uncoil behind it, believing that White can't rush us before we are ready.

8. Be3 b6 9. Qd2

Putting an end to our hopes of playing ...Nh6-f7.

9... Be6 10. a4 a5 11. Nc3 Ne7 12. Bh6 O-O 13. Bxg7 Kxg7 14. Nh4

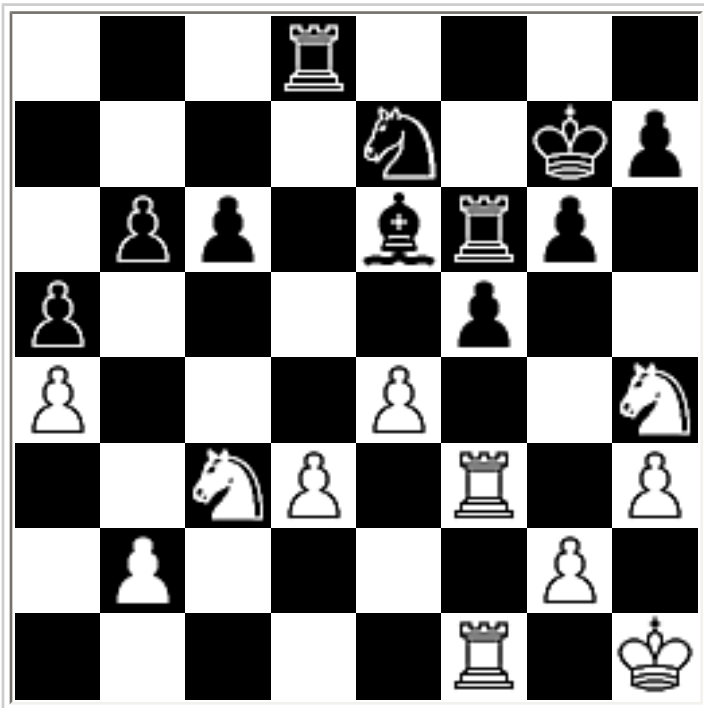


White telegraphs an intention to attack the King by opening the f-file; we weren't too worried by this, and took the opportunity to undouble the c-pawns and weaken the d-pawn.

... c4 15. f4 cxd3 16. cxd3 Qd4+ 17. Kh1 Rad8 18. Rf3 exf4 19. Qxf4 f5

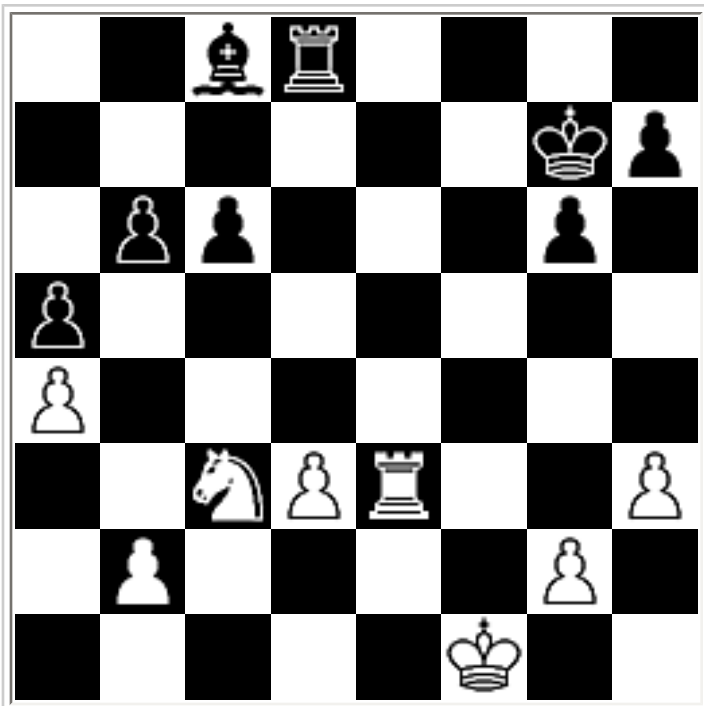
Relieving the pressure on the f-file.

20. Qg5 Qf6 21. Qxf6+ Rxf6 22. Raf1



The game was adjourned here so the Icelanders could reconnect their 'phone and order pizza!

22... Rff8 23. Kg1 Bc8 24. exf5 Nxf5 25. Nxf5+ Rxf5 26. Re3 Rxf1+ 27. Kxf1



The exchanges have left Black with the small advantages of Bishop against Knight and pressure against

the isolated d-pawn.

27... Ba6 28. Ke2 Rd7 29. Kd2 Kf6 30. Ne4+ Kf5 31. Kc3 c5 32. Rf3+ Ke5 33. Nf6 Rd4?!

No need for this, but we had about a minute left to our opponents' twenty, and democracy had started to break down...

[33... Rxd3+? engaged us for a while but 34. Rxd3 Bxd3 35. Ng4+ Ke4 36. Nf2+ leaves White a piece up.]

34. Nxh7 Rxa4 35. Nf8 Bb7?? 36. Nxc6+

and the endgame held no more worries for White...

36... Kd6 37. Rf6+ Kc7 38. Nf4 Ra1 39. h4 Rc1+ 40. Kd2 Rb1 41. Kc2 Rh1 42. h5 Rh2 43. Rg6 b5 44. h6 c4 45. Rg7+ Kb6 46. h7 cxd3+ 47. Kxd3 a4 48. g4 b4 49. Nh5 a3 50. bxa3 bxa3 51. h8=Q a2 52. Qd8+ Ka6 53. Rg6+ Black resigned 1-0

DrDave - freyr (return game) BICS, 1996

for the return game we had 15 minutes each.

1. d4 Nf6 2. c4 c5 3. d5 b5

The Benko Gambit

4. cxb5 a6 5. Nc3 axb5 6. e4 b4 7. Nb5 d6 8. Bc4



The infamous "Nescafe-Frappe Attack", in which we had been expertly tutored by team member Steve Homer in a recent coaching session.

8... g6 9. e5 dxe5 10. d6 exd6 11. Bg5 Na6 12. Qf3

Our opponents mournfully typed in, "We seem to have overlooked something."

12... e4 13. Qxf6 Qxf6 14. Bxf6 Rg8 15. O-O-O 1-0

Revenge is sweet, but not fattening.

Back to [Chess Coaching Page](#)



This document (freyr.html) was last modified on by

[Dr. Dave](#)

Exeter Chess Club: The Great BICS Internet Chess Match

Warwick University Chess Club vs. Exeter Chess Club

1. [Match results \(Exeter players named first\)](#)
 2. [ExeterPlayerA - WarwickPlayerA](#)
 3. [WarwickPlayerB - ExeterPlayerB \(1880\)](#)
 4. [ExeterPlayerD - WarwickPlayerE](#)
 5. [WarwickPlayerD - ExeterPlayerE](#)
 6. [warwickg - ExeterPlayerF](#)
 7. [WarwickPlayerH - ExeterPlayerG \(1605\)](#)
 8. [ExeterPlayerH - Varl \(1660\)](#)
-

Match results (Exeter players named first)

Time control: whole game in 75 minutes each

1a Peter Lane (174) 1/2-1/2 Matt Fletcher (156)

2b Andrew Pickering (172) 0-1 Richard Maclannan (88)

3d Ian Ashford (115) 0-1 Simon Gardner (111)

4e Keith Atkins (112) 1/2-1/2 Joe Sansom (96)

5f Stuart Cooke (113) 1-0 Tim (ungraded)

6g Tom Stephenson (100) 1-0 James Humpherson (ungraded)

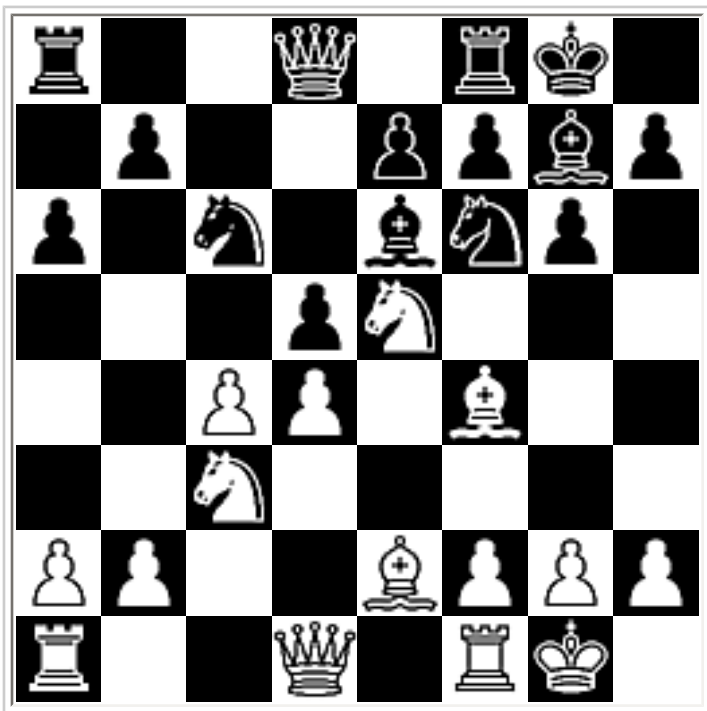
7h Alan Maynard (89) 0-1 (time) - Adrian Varley (ungraded)

Exeter 3 - Warwick 4

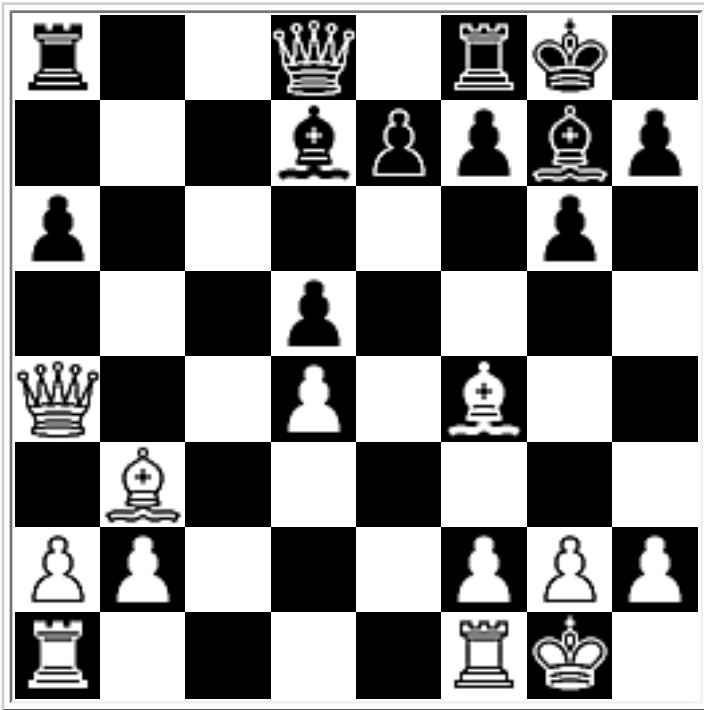
ExeterPlayerA - WarwickPlayerA

bics rated standard game bics, University of Warwick, England (, 1997

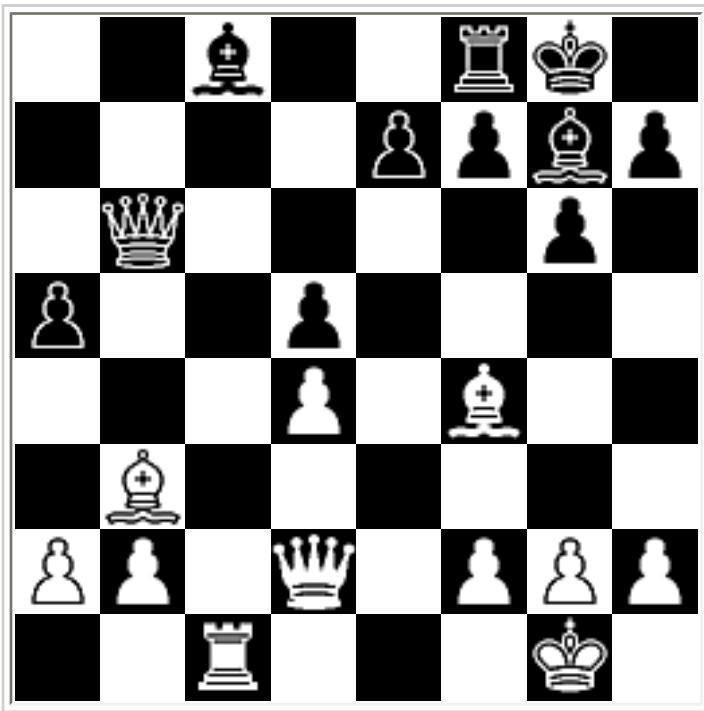
1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Bf4 Bg7 5. e3 O-O 6. Nf3 c5 7. Be2 Nc6 8. O-O cxd4 9. exd4 a6 10. Ne5 Be6



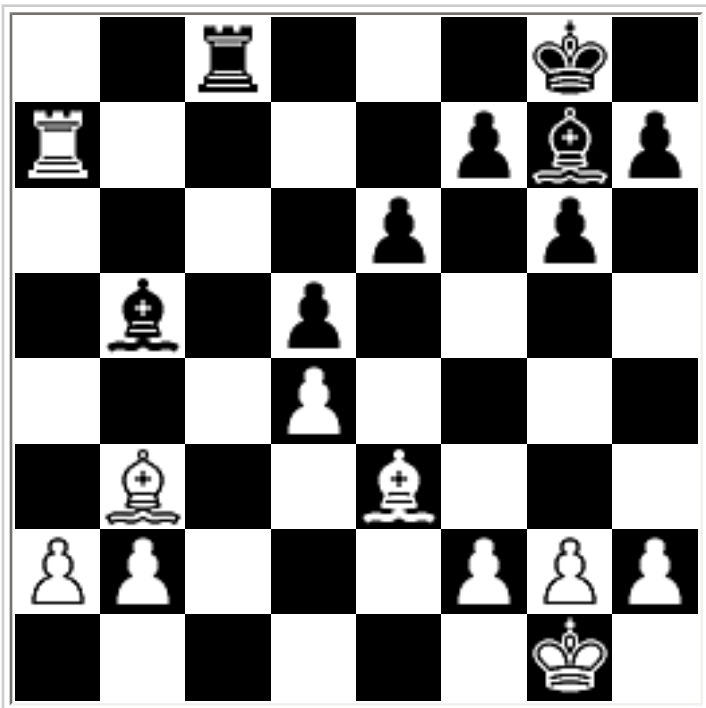
11. Nxc6 bxc6 12. Qa4 dxc4 13. Bxc4 Nd5 14. Nxd5 cxd5 15. Bb3 Bd7



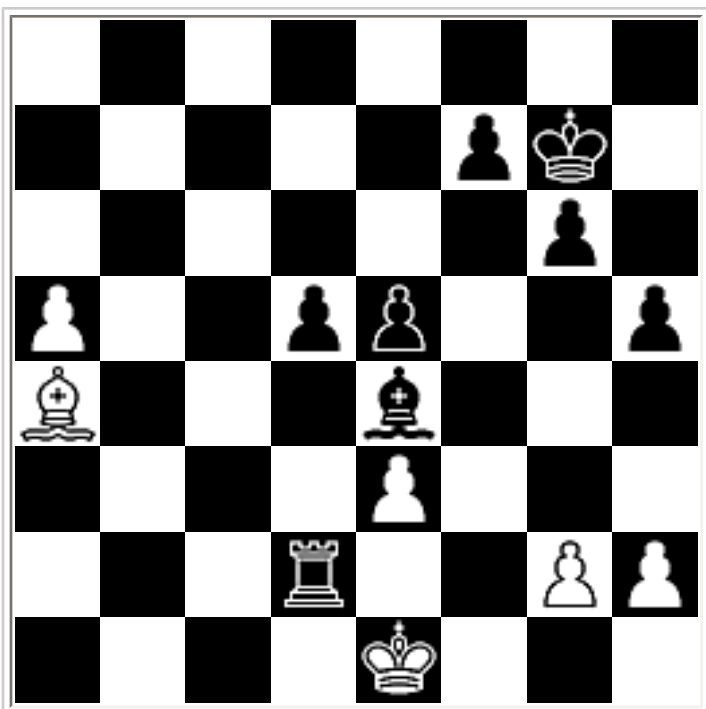
16. Qb4 a5 17. Qd2 Bf5 18. Rac1 Rc8 19. Rxc8 Bxc8 20. Rc1 Qb6



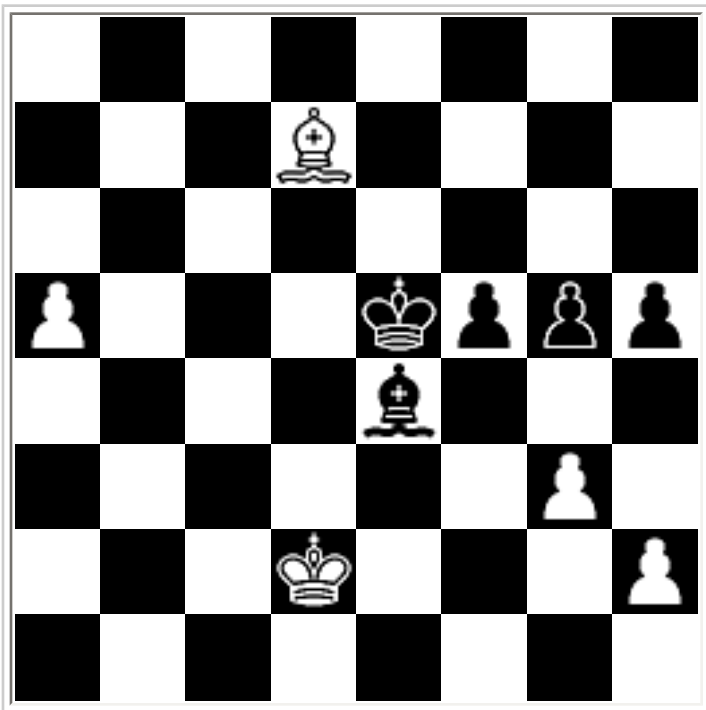
21. Rc5 e6 22. Be3 Bd7 23. Qxa5 Qxa5 24. Rxa5 Rc8 25. Ra7 Bb5



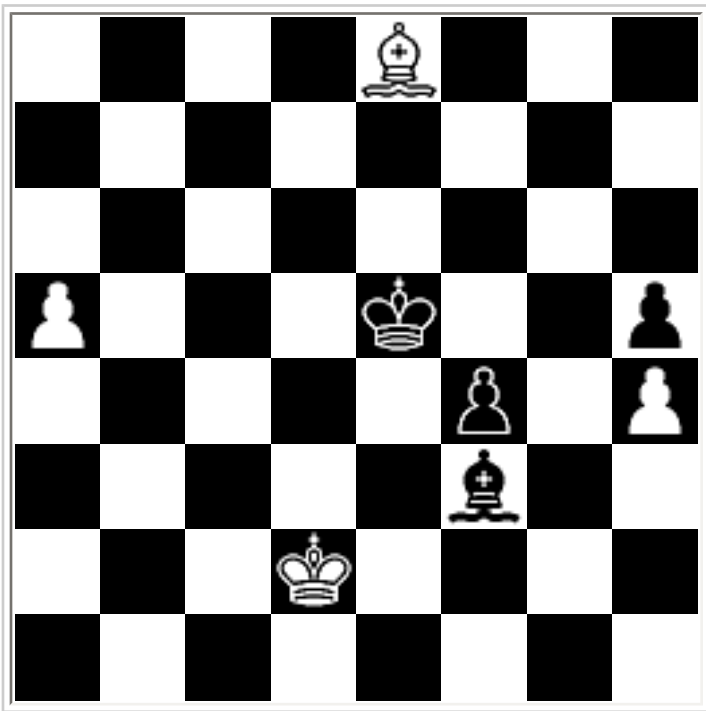
26. a4 Bxd4 27. Rb7 Bxe3 28. fxe3 Bd3 29. Kf2 h5 30. Rb4 Kg7 31. Rd4
Be4 32. a5 Rb8 33. Ba4 Rxb2+ 34. Ke1 e5 35. Rd2 Rxd2



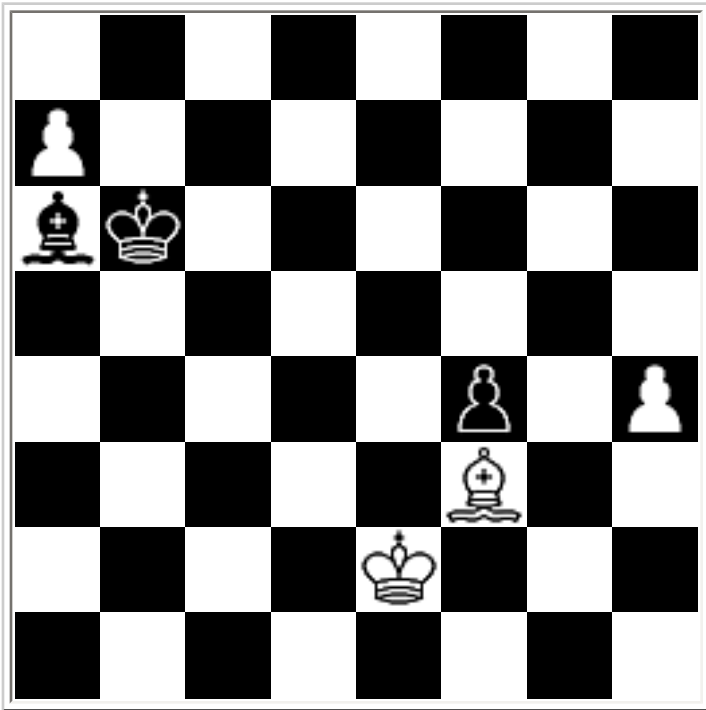
36. Kxd2 d4 37. exd4 Kf6 38. dxe5+ Kxe5 39. g3 f5 40. Bd7 g5



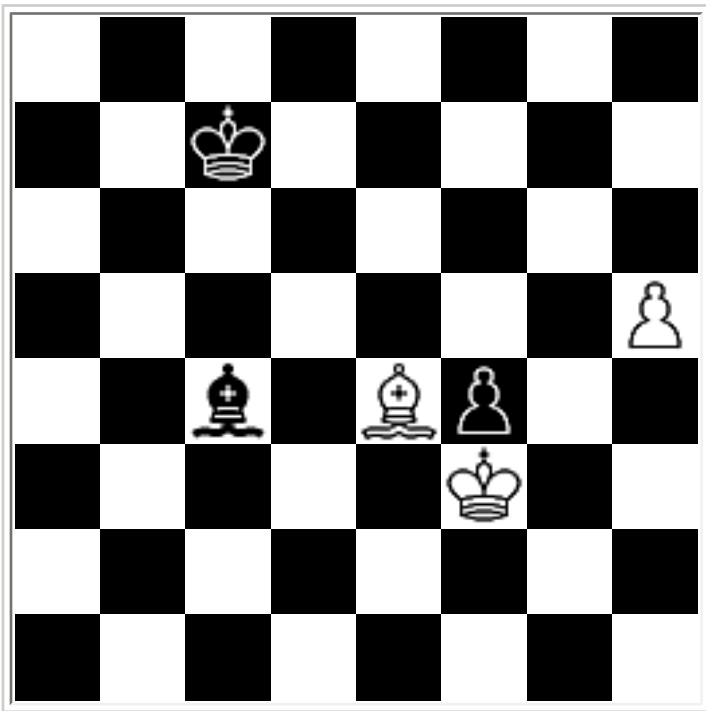
41. h4 gxh4 42. gxh4 Kf4 43. Bc8 Ke5 44. Bd7 f4 45. Be8 Bf3



46. a6 Kd6 47. a7 Kc7 48. Bxh5 Bb7 49. Ke2 Kb6 50. Bf3 Ba6+



51. Kf2 Kxa7 52. Bd5 Bd3 53. Kf3 Kb6 54. Be4 Bc4 55. h5 Kc7

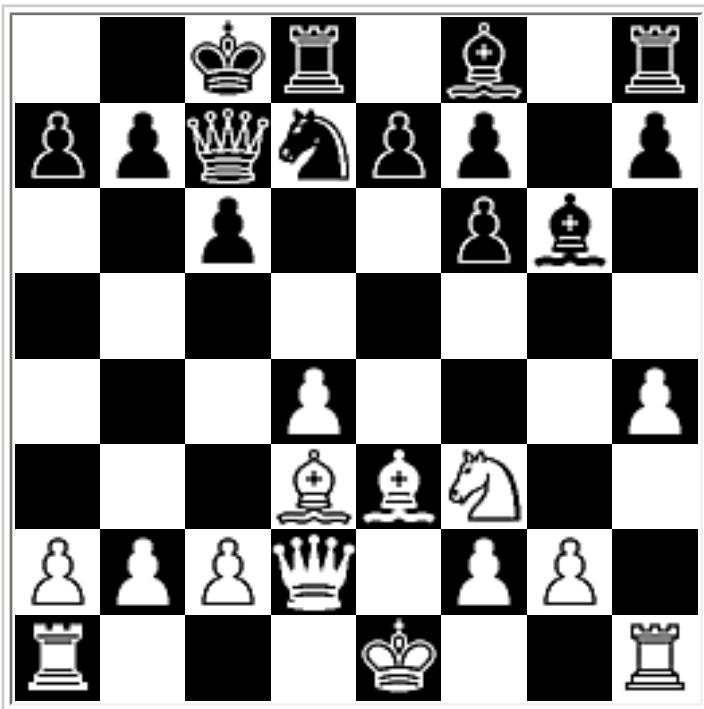


56. Kxf4 Kd6 57. h6 Bg8 58. Kg5 Ke7 59. Kg6 Kf8 60. Bd5 Bxd5 Game drawn by mutual agreement Q

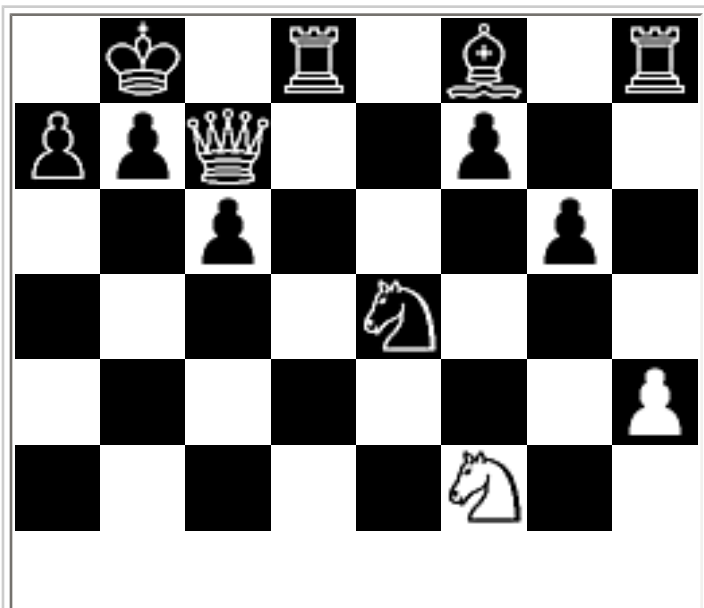
WarwickPlayerB - ExeterPlayerB (1880)

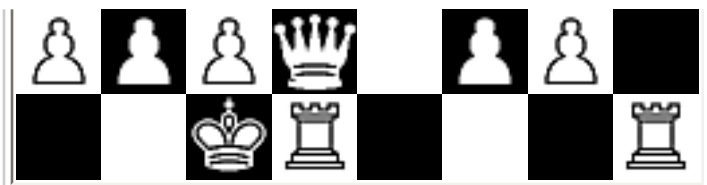
bics rated standard game bics, University of Warwick, England (, 1997

1. e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nf6 5. Nxf6+ gxf6 6. Be3 Bf5 7. Bd3 Bg6 8. h4 Qc7 9. Qd2 Nd7 10. Nf3 O-O-O



11. O-O-O Kb8 12. Bxg6 hxg6 13. Bf4 e5 14. dxe5 fxe5 15. Bxe5 Nxe5



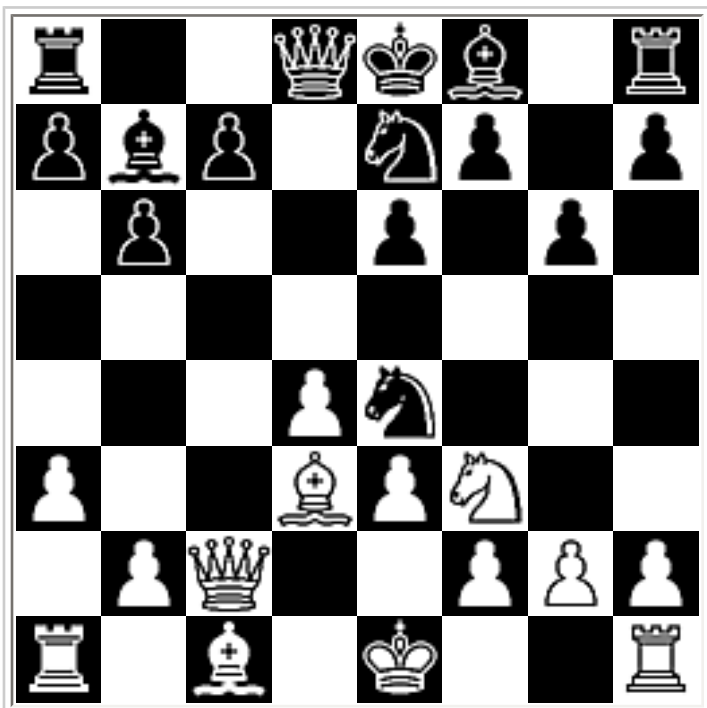


16. Qxd8+ Qxd8 17. Rxd8+ Kc7 18. Nxe5 Bh6+ 19. Rd2 Black resigned 1-0

ExeterPlayerD - WarwickPlayerE

bics rated standard game, bics, University of W, 1997

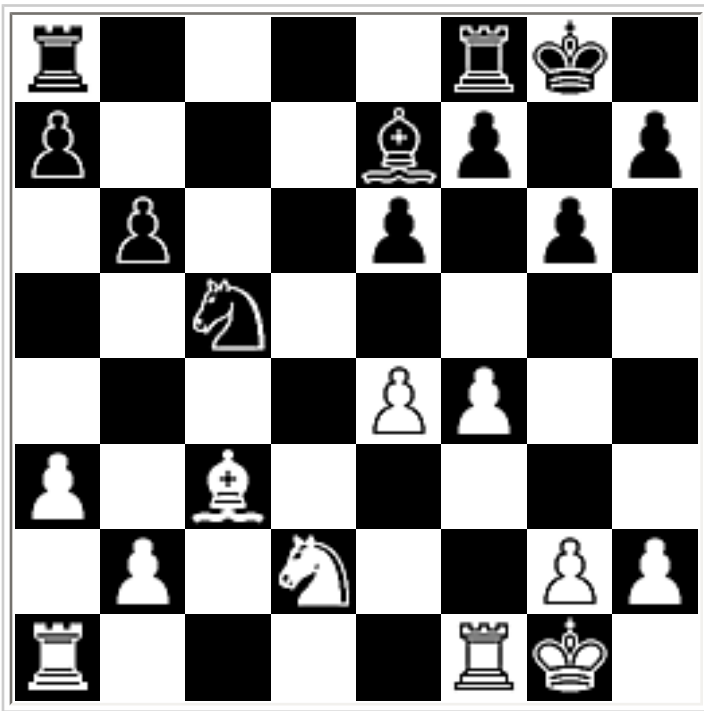
1. d4 d5 2. c4 dxc4 3. Nc3 g6 4. e3 b6 5. Bxc4 Bb7 6. Nf3 e6 7. Qc2 Nf6 8. Bd3 Nc6 9. a3 Ne7 10. Ne4 Nxe4



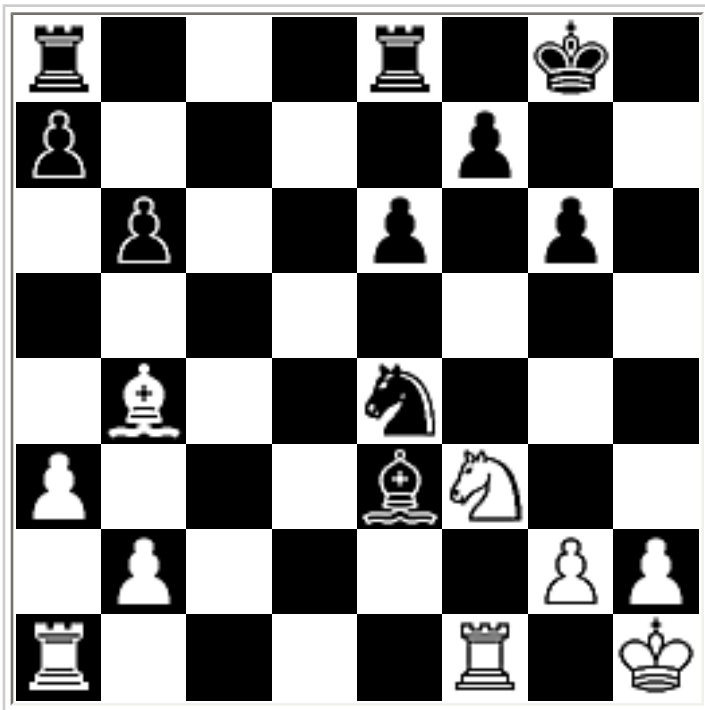
11. Bxe4 Bxe4 12. Qxe4 Qd5 13. Qxd5 Nxd5 14. Bd2 c5 15. dxc5 Bxc5



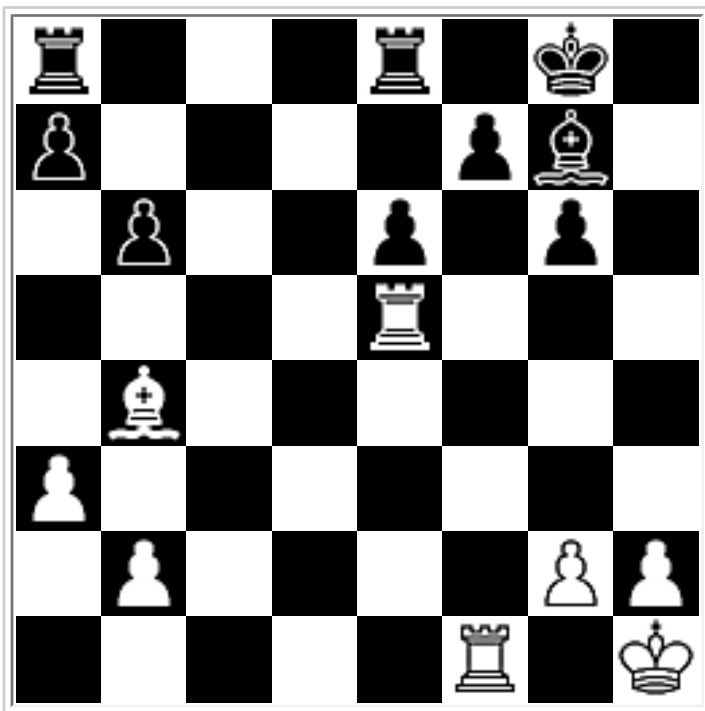
16. e4 Nf6 17. Bc3 Be7 18. Nd2 O-O 19. O-O Nd7 20. f4 Nc5



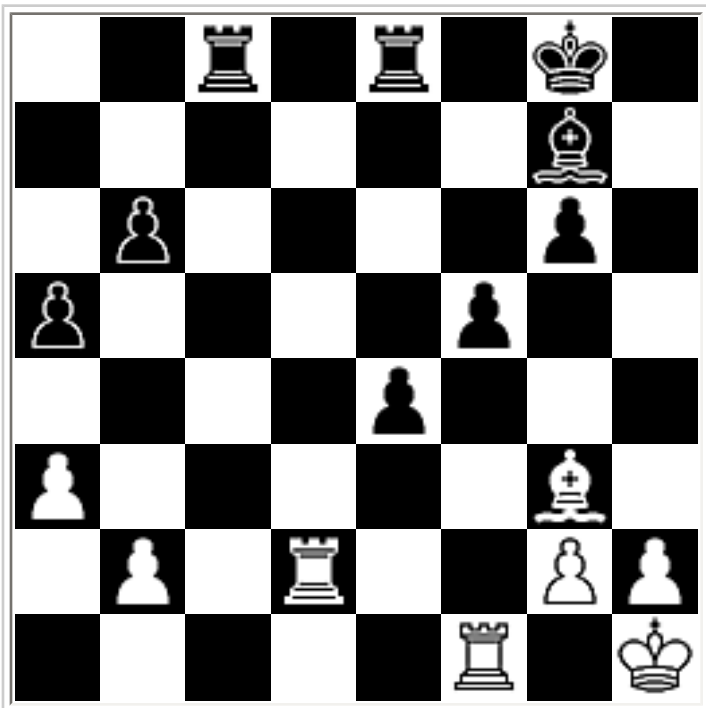
21. f5 Bg5 22. Nf3 Be3+ 23. Kh1 Nxe4 24. Bb4 Rfe8 25. fxg6 hxg6



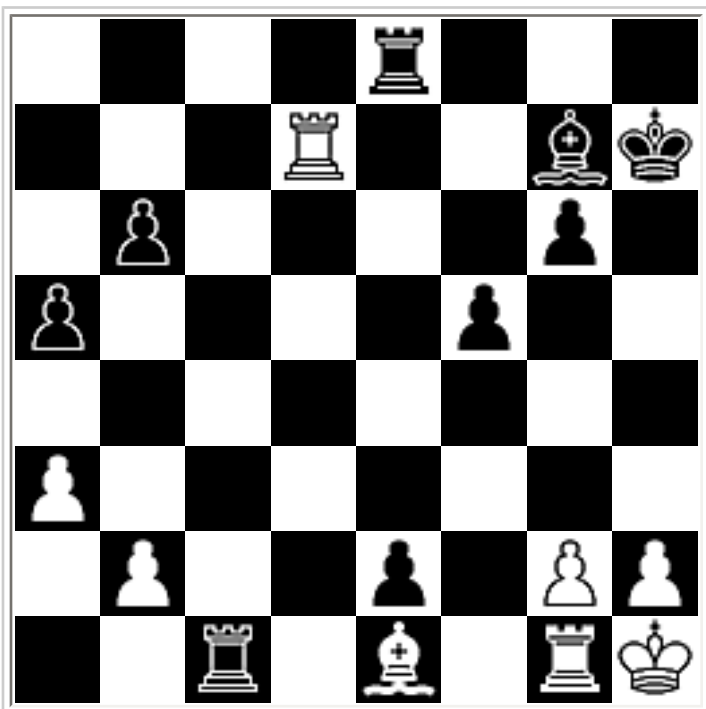
26. Rae1 Nf2+ 27. Kg1 Ng4+ 28. Kh1 Bh6 29. Ne5 Nxe5 30. Rxe5 Bg7



31. Re2 Rac8 32. Ref2 a5 33. Bd6 f5 34. Bg3 e5 35. Rd2 e4



36. Rd6 Kh7 37. Rd7 Rc2 38. Bf2 e3 39. Be1 e2 40. Rg1 Rc1

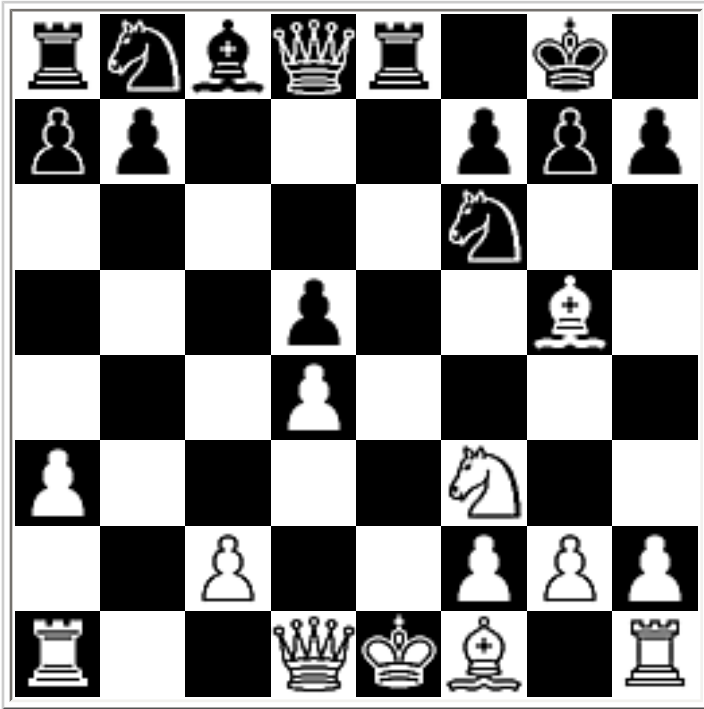


41. g3 Kg8 42. Rd2 Rd1 43. Rc2 Bd4 White resigned 0-1

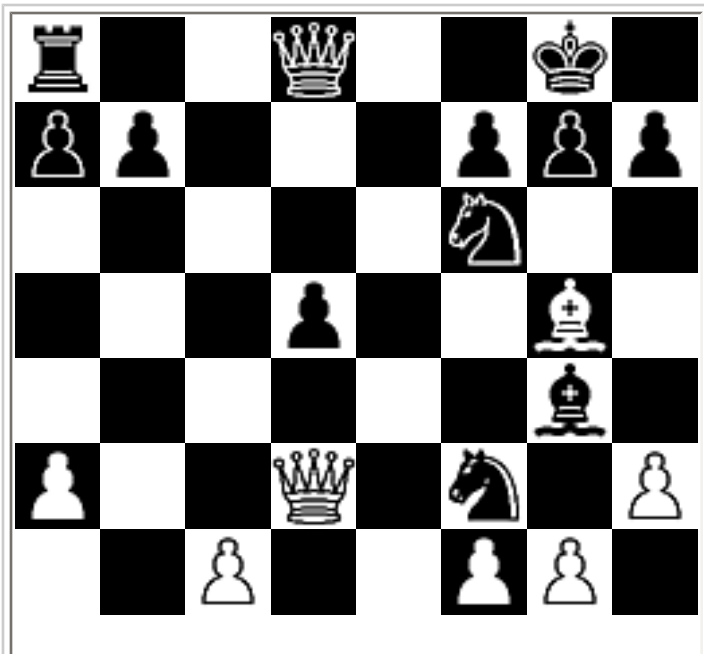
WarwickPlayerD - ExeterPlayerE

bics rated standard game, bics, University of W, 1997

1. e4 e6 2. d4 d5 3. exd5 exd5 4. Nc3 Bb4 5. a3 Bxc3+ 6. bxc3 Nf6 7. c4 c6
8. Bg5 O-O 9. cxd5 cxd5 10. Nf3 Re8+

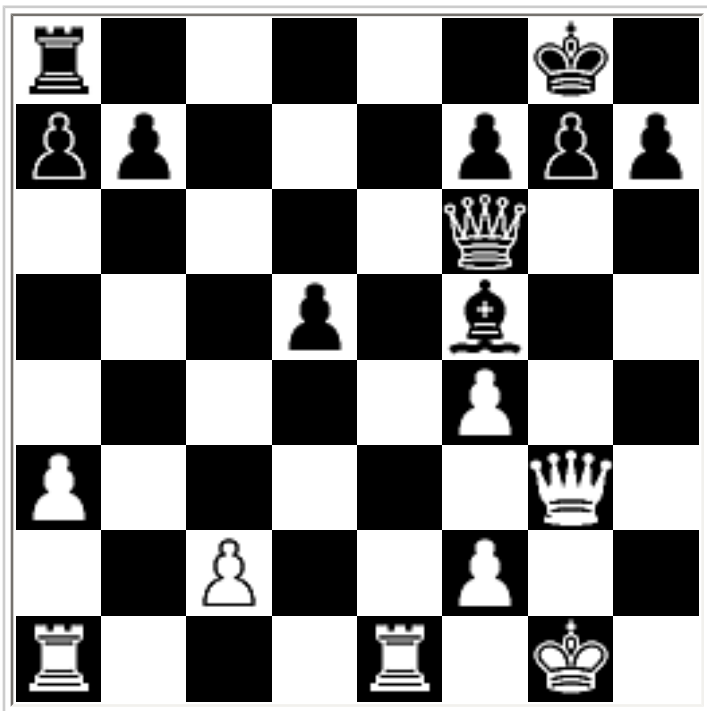


11. Be2 Nc6 12. O-O Bg4 13. h3 Rxe2 14. Qxe2 Nxd4 15. Qd3 Nxf3+

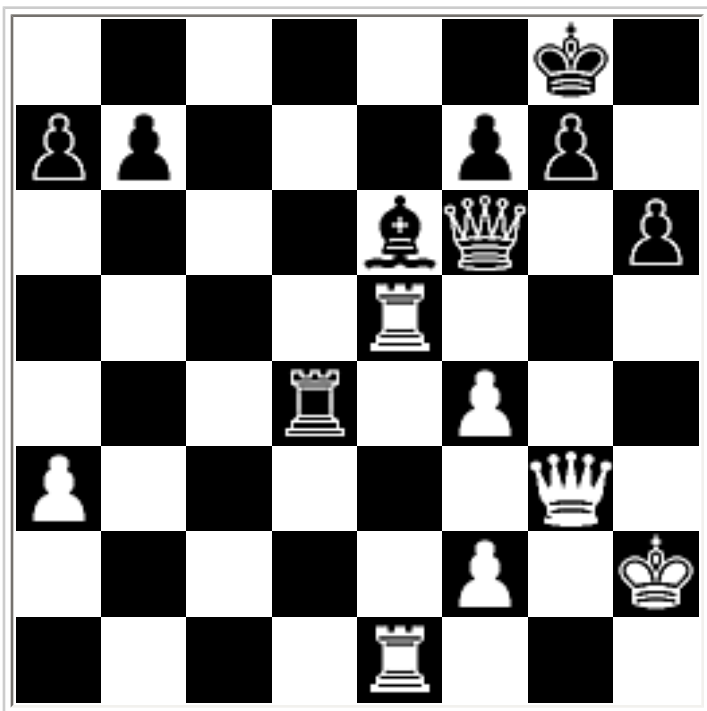




16. gxf3 Bxh3 17. Rfe1 Qd6 18. f4 Bd7 19. Bxf6 Qxf6 20. Qg3 Bf5



21. c3 Rd8 22. Re5 d4 23. cxd4 h6 24. Rae1 Rxd4 25. Kh2 Be6



26. R5e4 Rd5 27. Re5 Rd4 28. R5e4 Rd5 29. Re5 Game drawn by mutual

agreement Q

warwickg - ExeterPlayerF

bics unrated standard game, bics, University of, 1997

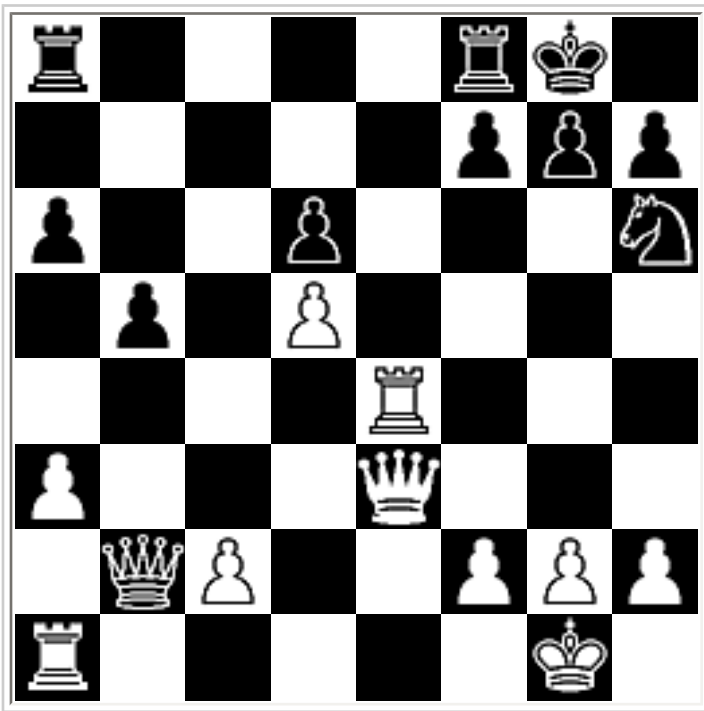
1. e4 c5 2. Nf3 d6 3. Bc4 e6 4. Nc3 Nc6 5. d3 a6 6. a3 b5 7. Bb3 Nf6 8. Bg5
Be7 9. O-O O-O 10. Re1 Bb7



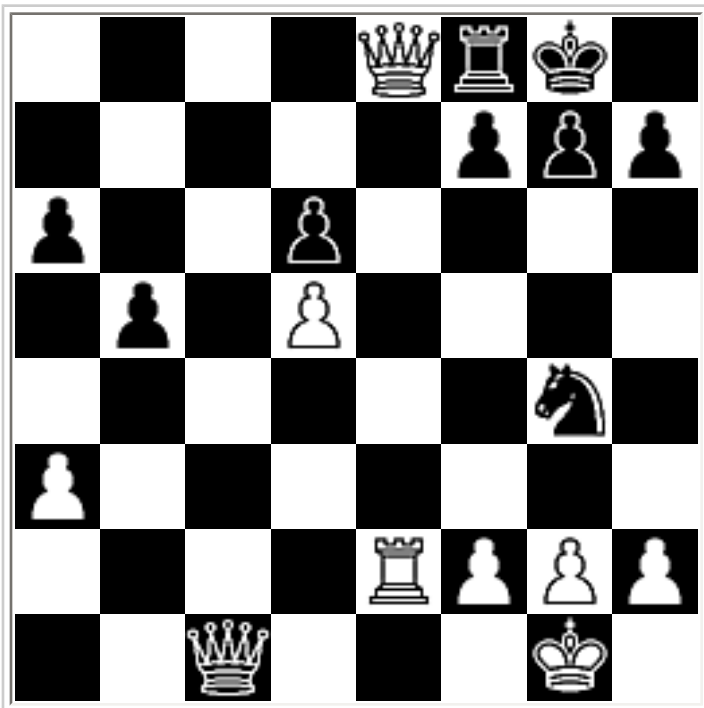
11. d4 cxd4 12. Nxd4 Qc7 13. Bxe6 Nxd4 14. Bd5 Nxd5 15. Nxd5 Bxd5



16. Bxe7 Qxe7 17. exd5 Qf6 18. Re4 Nf5 19. Qf3 Nh6 20. Qe3 Qxb2



21. Re1 Rac8 22. Re8 Qxc2 23. Qe7 Rcx e8 24. Qxe8 Ng4 25. Re2 Qc1+



26. Re1 Qxa3 27. Qc6 Ne5 28. Qc7 Nd3 29. Rf1 Qc5 White resigned 0-1

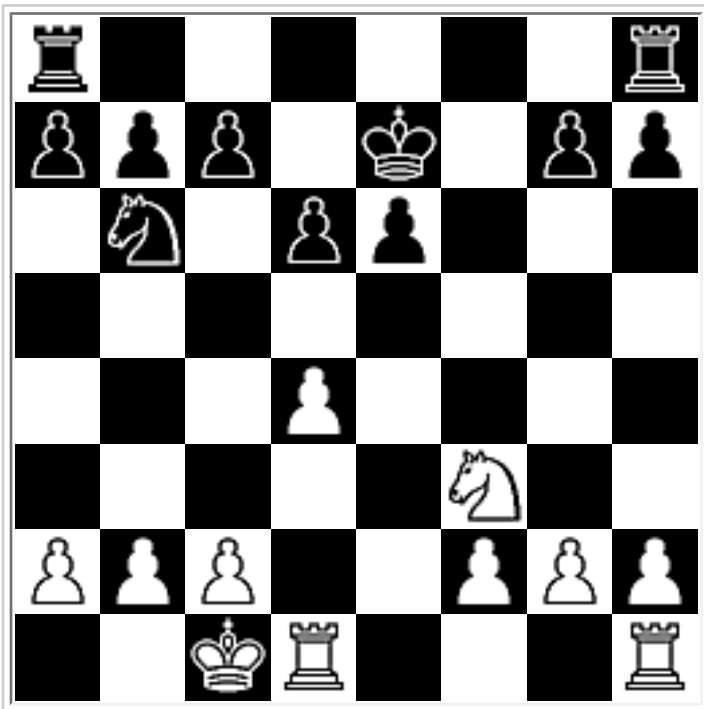
WarwickPlayerH - ExeterPlayerG (1605)

bics unrated standard game, bics, University of, 1997

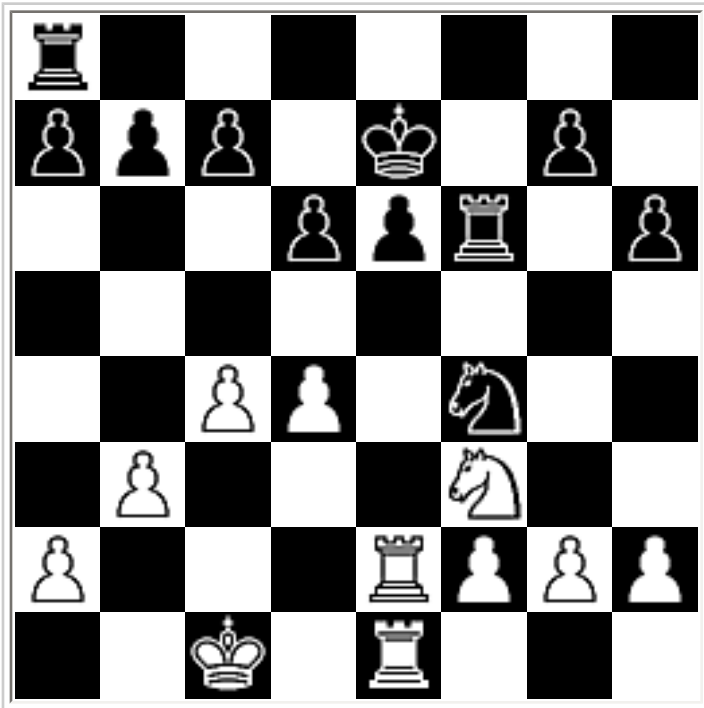
1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. Qe2 Qe7 6. d3 Nf6 7. Qxe7+ Bxe7 8. Bg5 Be6 9. Nc3 Nc6 10. d4 Nb4



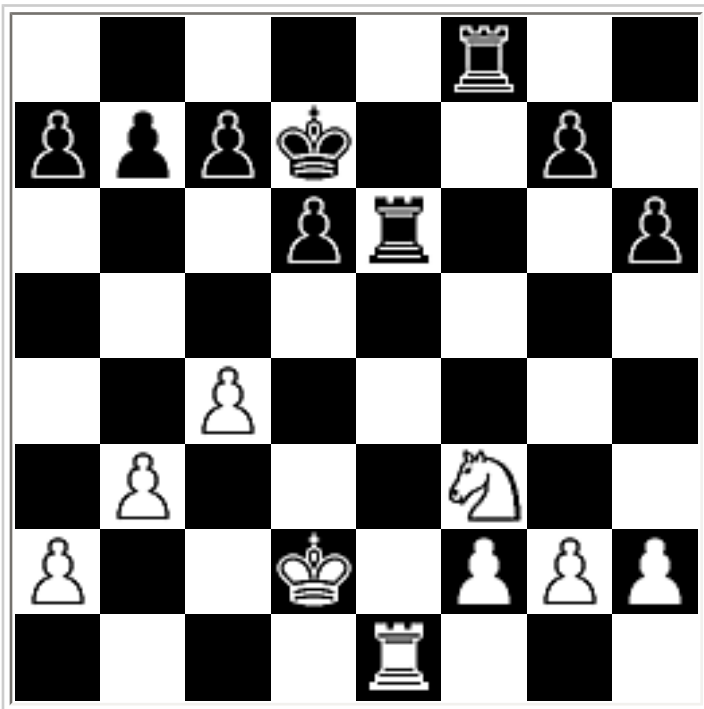
11. O-O-O Nbd5 12. Nxd5 Nxd5 13. Bxe7 Kxe7 14. Bc4 Nb6 15. Bxe6 fxe6



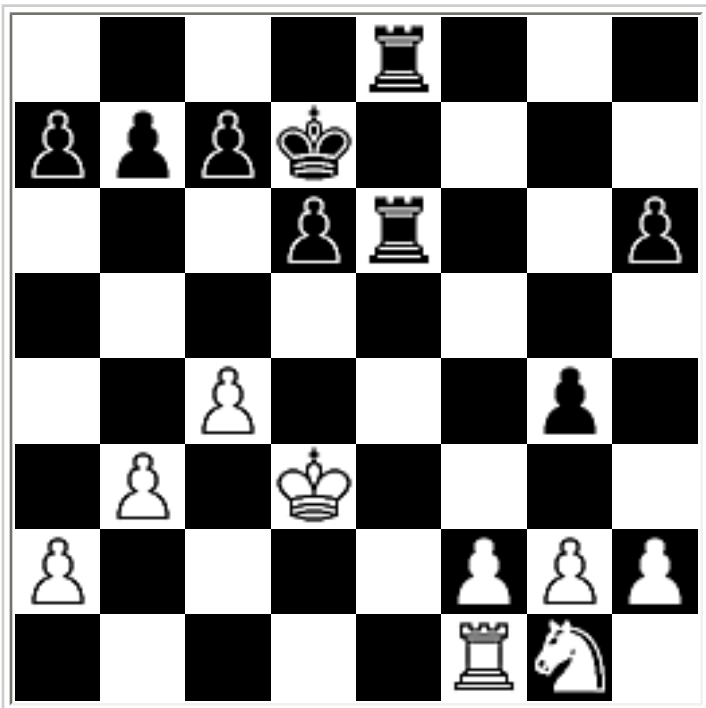
16. Rhe1 h6 17. Re2 Rhf8 18. Rde1 Rf6 19. b3 Nd5 20. c4 Nf4



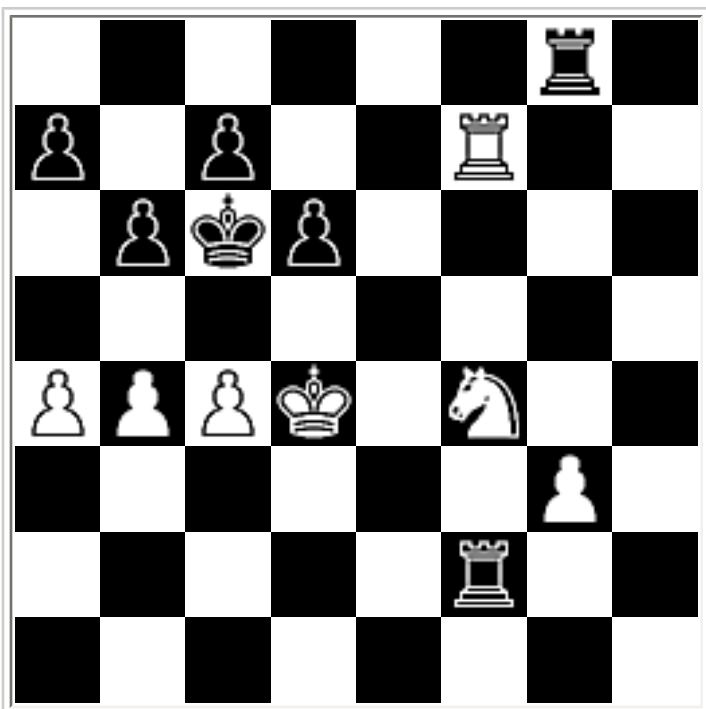
21. Re4 Nd3+ 22. Kd2 Nxe1 23. Rxe1 Raf8 24. d5 Kd7 25. dxe6+ Rxe6



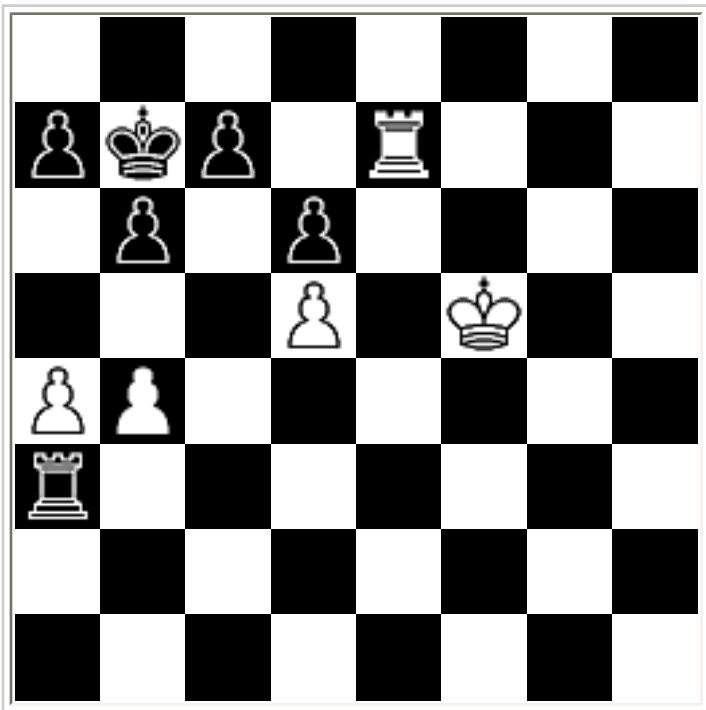
26. Rd1 g5 27. Rf1 Ref6 28. Ke2 g4 29. Ng1 Re6+ 30. Kd3 Rfe8



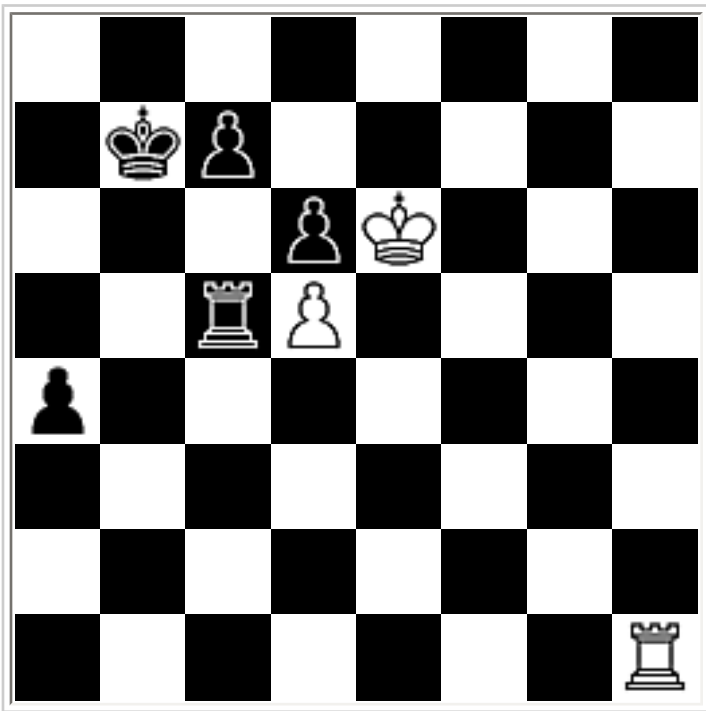
31. f3 gxf3 32. Rxf3 Re1 33. Nh3 R1e2 34. Rf7+ Kc6 35. Nf4 Rf2 36. Kd4
h5 37. a4 h4 38. b4 b6 39. g3 hxg3 40. hxg3 Rg8



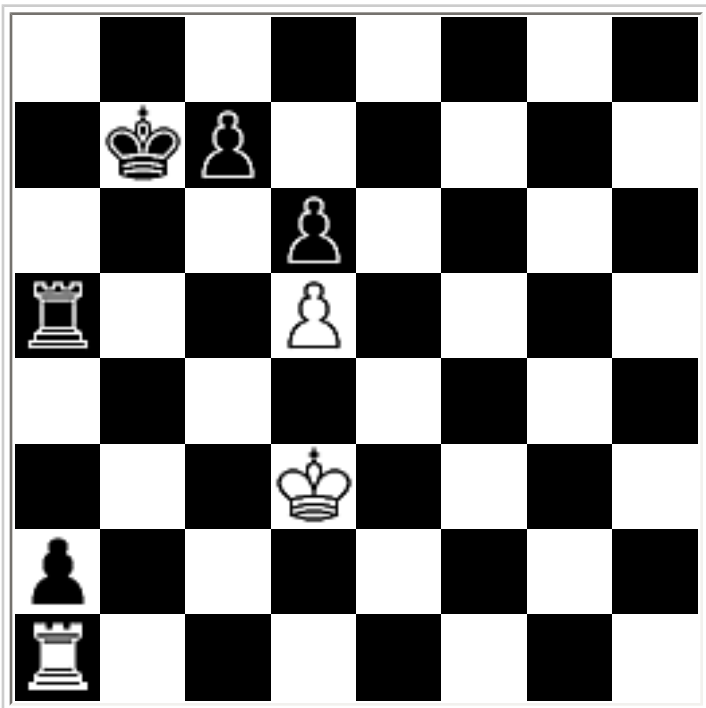
41. Re7 Rxc3 42. Nd5 Rd2+ 43. Ke4 Rxd5 44. cxd5+ Kb7 45. Kf5 Ra3



46. a5 bxa5 47. bxa5 Rxa5 48. Ke6 Rc5 49. Rh7 a5 50. Rh1 a4



51. Rb1+ Kc8 52. Ra1 Ra5 53. Kf5 a3 54. Ke4 a2 55. Kd3 Kb7



56. Kc2 Kb6 57. Kb2 Kc5 58. Rxa2 Rxa2+ 59. Kxa2 Kxd5 White resigned 0-1

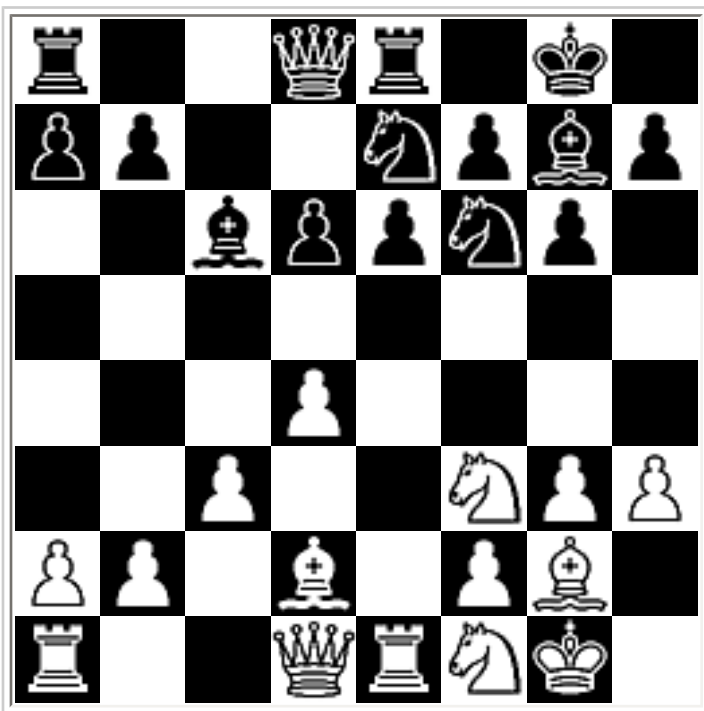
ExeterPlayerH - Vari (1660)

bics rated standard game, bics, University of W, 1997

1. e4 d6 2. g3 Nf6 3. d3 g6 4. Bg2 Bg7 5. Nf3 Nc6 6. O-O O-O 7. Nbd2 Bg4
8. h3 Bd7 9. Re1 Re8 10. Nf1 e6



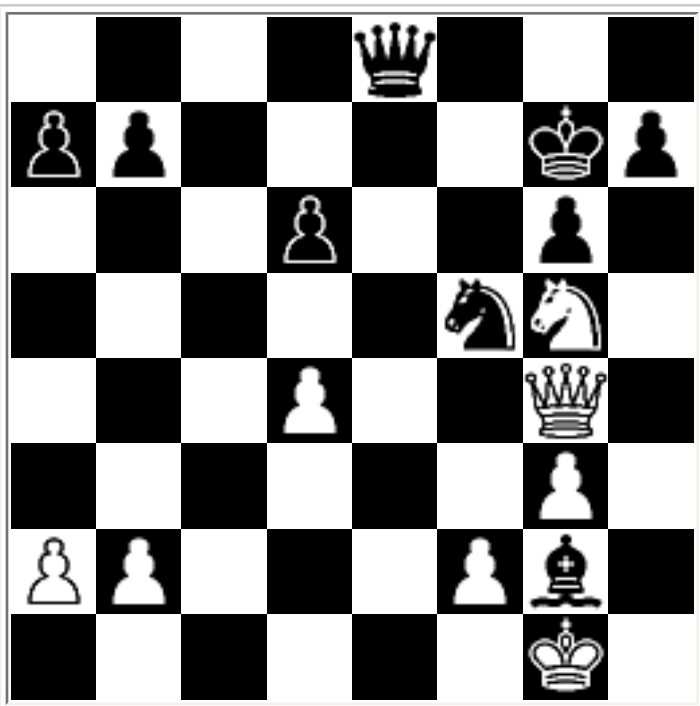
11. c3 Ne7 12. e5 Nfd5 13. exd6 cxd6 14. d4 Nf6 15. Bd2 Bc6



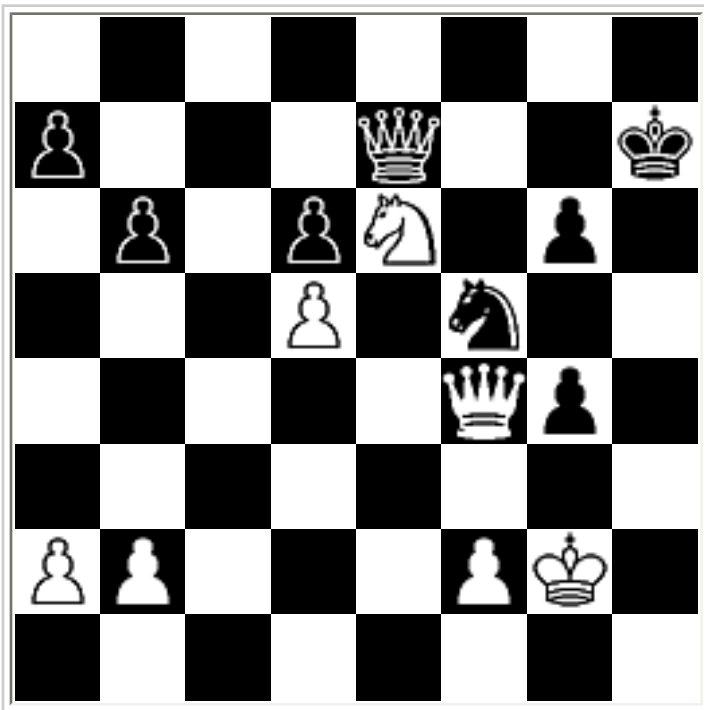
16. Qc1 Rc8 17. Bh6 Nf5 18. Bxg7 Kxg7 19. N1h2 Qc7 20. h4 Nd7



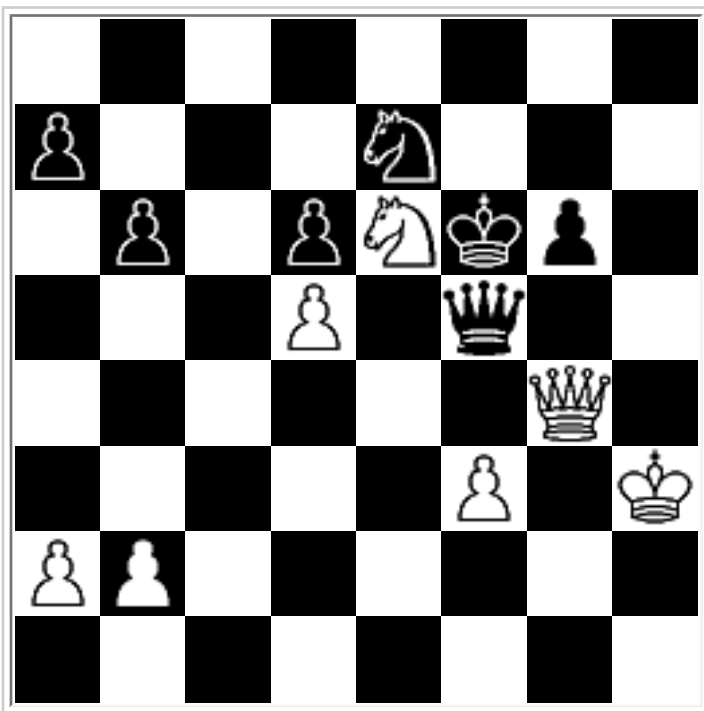
21. h5 e5 22. hxg6 fxg6 23. Qg5 exd4 24. cxd4 Nf6 25. Ng4 Nxg4 26. Qxg4 Qd7 27. Rad1 Rxe1+ 28. Rxe1 Re8 29. Rxe8 Qxe8 30. Ng5 Bxg2



31. Kxg2 Qe7 32. d5 h5 33. Qf4 b6 34. Ne6+ Kh7 35. g4 hxg4



36. Qxg4 Qf6 37. Kh3 Ne7 38. Ng5+ Kg7 39. f3 Qf5 40. Ne6+ Kf6



41. Kg3 Qxg4+ 42. Kxg4 Nxd5 43. Nd4 Nb4 44. a3 Nd3 White ran out of time

0-1

Back to [Chess Coaching Page](#)



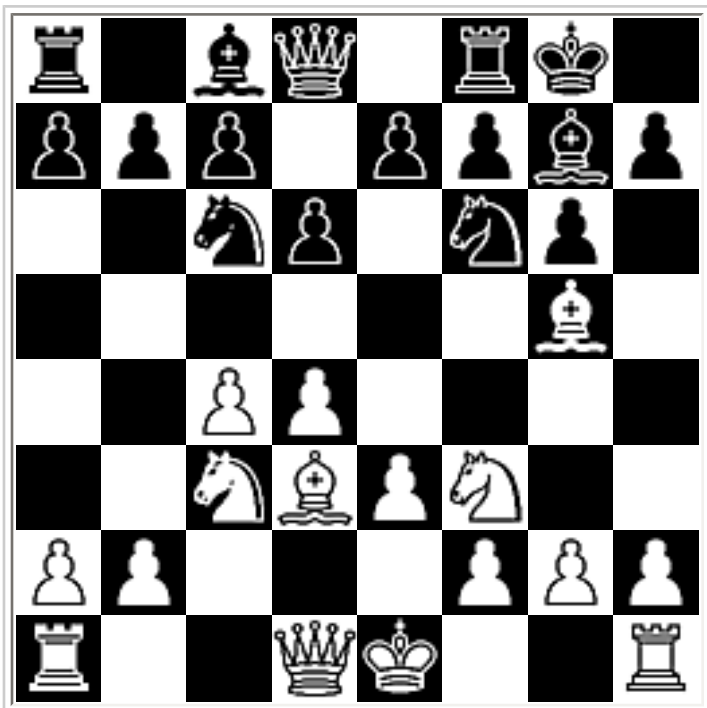
This document (bicsmach.html) was last modified on 19th Feb by

[Dr. Dave](#)

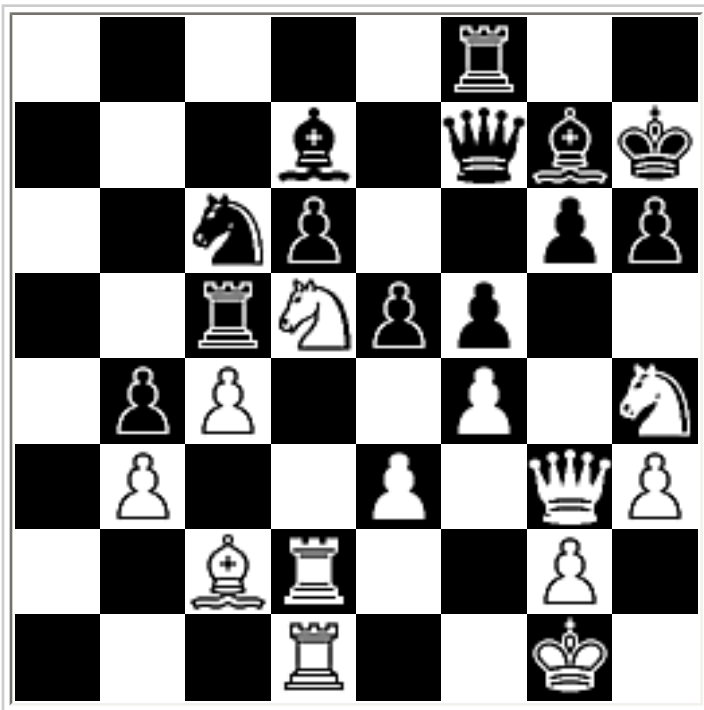
Exeter Chess Club: Alexandra Buchanan Brilliancy Prize 1994

Willis,R () - Williams,L (2150) [E60] Dartington Congress, 1995

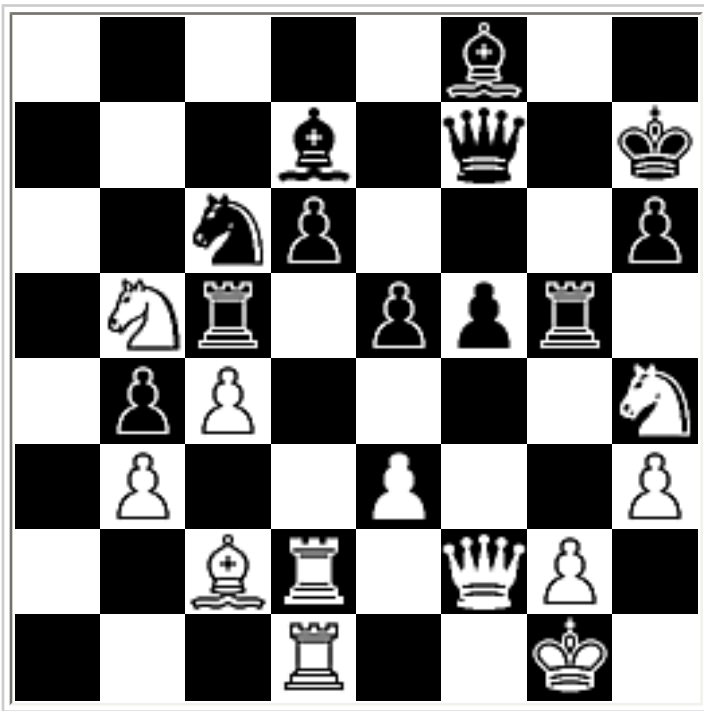
1. d4 Nf6 2. c4 g6 3. Nf3 Bg7 4. Bg5 O-O 5. Nc3 d6 6. e3 Nc6 7. Bd3



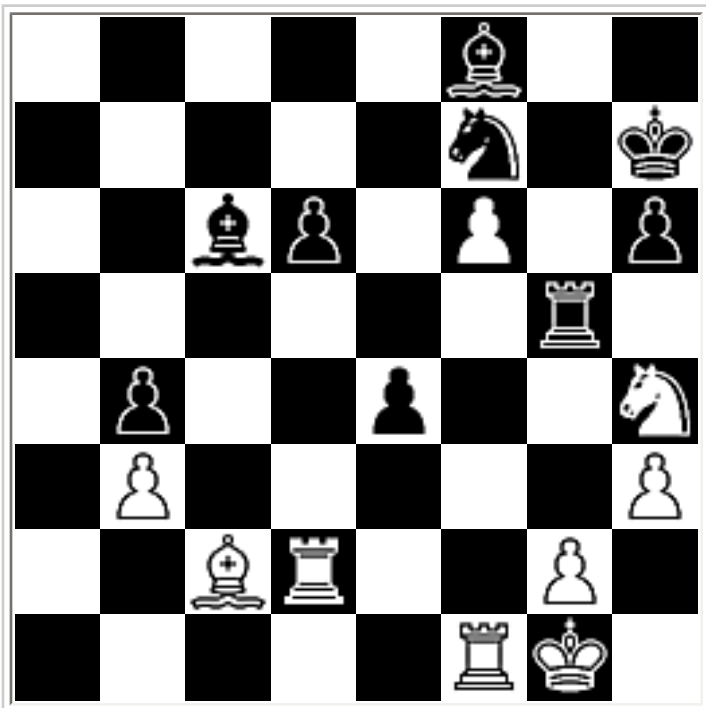
7... Bg4 8. h3 Bd7 9. O-O h6 10. Bxf6 Bxf6 11. Qc2 Bg7 12. a3 f5 13. Nh4
Qe8 14. Nd5 Rc8 15. f4 a5 16. Qf2 e6 17. Nc3 e5 18. Qg3 Kh7 19. d5 Ne7
20. Bc2 b5 21. b3 c6 22. Rad1 b4 23. axb4 axb4 24. Na4 cxd5 25. Nb6 Rc5
26. Nxd5 Nc6 27. Rd2 Qf7 28. Rfd1



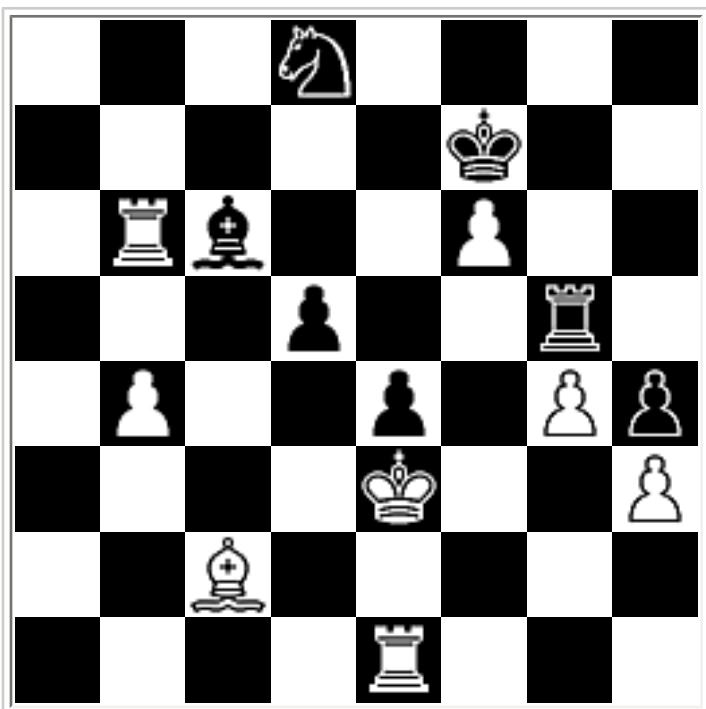
28... Rg8 29. Nc7 Bf8 30. Nb5 g5 31. fxg5 Rxg5 32. Qf2



32... Rxb5 33. cxb5 Nb8 34. e4 Bxb5 35. Qb6 Qe8 36. exf5 e4 37. f6 Nd7
38. Qa7 Bc6 39. Rf1 Qf7 40. Qc7 Ne5 41. Qxf7+ Nxf7



42. Nf3 Ra5 43. Nd4 Bb7 44. Ne6 Kg8 45. Rd4 Re5 46. Nxf8 Kxf8 47. Rxb4 Nd8 48. Re1 d5 49. Rb6 Kf7 50. g4 Bc6 51. b4 h5 52. Kf2 h4 53. Ke3 Rg5



54. Ra1 Be8 55. Ra7+ Kf8 56. Ra8 d4+ 57. Kxd4 e3 58. Kxe3 Re5+ and resigns

[59. Kf4 Rd5 60. Rbb8]

Not much of a game? What you have to know is that Rex's grade is BCF 113 and

his opponent's is BCF 195! Rex's characteristic huge grin was even wider than usual after this one... 1-0 (Can you convert [BCF to ELO?](#))

Back to [Exeter Chess Page](#)



This document (rex.html) was last modified on 6 Dec 1995 by

[Dr. Dave](#)

Exeter Chess Club PRESS RELEASES

1. [SEPTEMBER 29, 1993. Exeter strong on home ground. Exeter Chess Club played parallel matches last Saturday, \(...\)](#)
2. [OCTOBER 11, 1993. Exeter hold Iles Cup. The annual contest between Exeter and Taunton Chess Clubs for the Iles\(...\)](#)
3. [Date: January 9, 1994. Exeter Chess Teams Bruised by Torquay School. Two war-parties from Torquay Boys Grammar School visited Exeter Chess\(...\)](#)
4. [Date: January 9, 1994. Honours even in junior chess tussle. The first match between Exeter School and their visitors from Exeter\(...\)](#)
5. [Date: March 2, 1994. Junior tussle. Torquay Boys Grammar School played hosts for last week's match\(...\)](#)
6. [MARCH 2, 1994. Exeter Juniors first win!. The evening started with Exeter School conceding a walkover on bottom\(...\)](#)
7. [MAY 2, 1994. Peasants revolt in Exeter chess derby. In a match between two Exeter teams in the Exeter and District League\(...\)](#)
8. [Date: May 15, 1994 . Devon chess knock out. . . In last Saturday's match Devon were knocked out of the National County\(...\)](#)
9. [Date: June 12, 1994. Top ten tips for Juniors. I was pleased to be able to attend the Exeter Middle Schools Chess\(...\)](#)
10. [Date: June 15, 1994. Three winners in Speed Chess Jamboree. Last week our esteemed member Brian Aldwin organised an internal speed\(...\)](#)
11. [July 1, 1994. Chess Season starts with jamboree. The annual chess season opener, the WECU Jamboree, took place last Sunday\(...\).](#)
12. [JULY 15, 1994. Chess for young and old. Two keenly contested matches went according to form recently\(...\)](#)
13. [JULY 31, 1994. Exeter Juniors 0 vs. Torbay Juniors 4 \(Bloodworth League\): Morgan. Butler 0-1 Richards, Goldsworthy 0-1 Hardy,..](#)
14. [? 1994. Chess summer school. This summer Exeter Chess Club has started a weekly coaching/discussion\(...\)](#)
15. [Date: August 29, 1994. New Chess Season for Juniors. This Friday \(2nd September\) Exeter Junior Chess Club will hold its\(...\)](#)
16. [SEPTEMBER 25, 1994. Exeter Juniors successful in Dawlish chess contest. This weekend the Dawlish Junior Chess Championships were held under\(...\)](#)
17. [NOVEMBER 21, 1994. Exeter show well at Torbay Congress. At the annual Torbay congress Exeter players put up a good collective\(...\)](#)
18. [JANUARY 29 1995. One that got away. In this tense endgame I agreed a](#)

- [draw \(as Black\)\(...\)](#) - not least because.
19. [? 1995. The importance of being active. "The most important single feature of any chess position - is the\(...\)](#)
 20. [MAY 27, 1995. On to Birmingham!. Exeter Chess Club are through to the finals of the National Plate\(...\)](#)
 21. [May 27, 1995. Devon pipped at quarter-final post. A Devon team substantially outgraded by Warwickshire on almost every\(...\)](#)
 22. [MAY 27, 1995. The Viking chess invasion!. Our esteemed visitor, Agust Karlsson, who swept the Exeter Chess Club\(...\)](#)
 23. [JULY 9, 1995. Fifth-hour victory for Exeter Chess Champions. A last-minute win by Richard Towers brought Exeter Chess Club victory\(...\)](#)
-



Back to [Exeter Chess Club home page.](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\pressidx.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

SEPTEMBER 29, 1993

Exeter strong on home ground

Exeter Chess Club played parallel matches last Saturday,

with the first team playing Totnes over six boards in the Bremridge league, and the second team playing Teignmouth over four for the Mamhead cup. Last to arrive but first to finish was Mark Abbott, who playing third for the second team won a straightforward attacking game against the King's Indian when Black's counterplay failed to materialise. After a win for Teignmouth on two and the last board drew, it was all down to new recruit Dave Redfern who won a fluctuating game played over four hours against Teignmouth captain Pete Halmkin. Result: 21/2-11/2.

In the first division game Devon's two top county team players drew a murky positional struggle on top board, and on two and four Exeter players drew comfortably with Black. Captain Brian Hewson laid a trap to snare Clive Deakin, and your correspondent pulled off a combination in time trouble. After Ken Hills won a King and Pawn ending by the narrowest of margins, the final score became 41/2-11/2.

Games

Mark's quick win - this is Plan A against the King's Indian, or any other line where your opponent is castled behind a fianchettoed bishop: (1) exchange the bishop, (2) invade on the weakened squares like h6, (3) remove the defenders of the King like the Knight on f6, and (4) mate.

Event: Exeter II (Rooks) vs. Teignmouth White: M Abbott, Black: D Rudall. 1. d4 d6 2. c4 Nf6 3. Nc3 g6 4. e4 Bg7 5. Be2 O-O 6. Bg5 Nbd7 7. Nf3 c5 8. d5 a6 9. a4 Qa5 10. O-O Qc7 11. Qd2 Re8 12. Bf4 Nh5 13. Bh6 Ndf6 14. Bxg7 Nxc7 15. h3 Rf8 16. Qh6 Qb6 17. Rab1 Qc7 18. Ng5 Nge8 19. f4 Bd7 20. e5 Bf5 21. exf6 Nxf6 22. Rbd1 Qb6 23. Rd2 Qb4 24. g4 Bc8 25. Nce4 Rd8 26. Nxf6+ exf6 27. Qxh7+ Kf8 28. Qxf7# 1-0



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp1.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

OCTOBER 11, 1993

Exeter hold Iles Cup

The annual contest between Exeter and Taunton Chess Clubs for the Iles

Cup ended in a convincing 11-1 win for Exeter. The scoreline hides a number of very close games which were still in doubt in the last few minutes of play. The game was played with an 'allegro' finish, where the whole game has to be finished in a given time - this means in long games both players may be in time trouble from which there is no reprieve by reaching a given number of moves. Top board Ben Beake took a draw rather than push his luck with the clock under these circumstances, and team captain Brian Hewson mated his opponent with only seconds to spare. Exeter fielded a number of new club members and all of them won. The scores and Exeter players in board order were: Beake 1/2, Heath 1, Hills 1, Hewson 1, Lingham 1, Regis 1/2, Lane 1, Leigh 1, Towers 1, Pope 1, Stooks 1, Willis 1. The Taunton team were heavily outgraded but all the games were fiercely contested.

If you haven't seen it before, there was an important type of tactic in my own game. **After 1 e4, g6; 2 d4, Bg7; 3 Nf3, d6; 4 Bc4, c6; 5 Nc3, Nf6; 6 O-O** (DIAGRAM) there was an opportunity to play 6...Nxe4! I didn't play it and chose 6...O-O, but after 7 Re1 suffered from the threat of e5 for the rest of the game. After 6...Nxe4; 7 Nxe4, d5 regains the piece with equality, and the apparently aggressive 7 Bxf7+ simply gives up the bishop pair in an open position.



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp2.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: January 9, 1994

Exeter Chess Teams Bruised by Torquay School

Two war-parties from Torquay Boys Grammar School visited Exeter Chess

Club on Saturday last, and left with a handful of scalps.

The matches included 12 junior players from the two clubs represented, and indeed Exeter's top board for the Gambit Team, Mark Blackmore, won't be expecting his pension for some years yet. Whoever reckons young people of today have got little attention span would have been impressed with the display of silent diligence over the four hours of play that afternoon.

In the Moyle Cup a young team from Torquay won by the narrowest of margins after Exeter anchor man Brian Aldwin lost a close battle that was decided by an extra pawn.

Exeter's new Junior Chess Team had their debut against an older selection of Torquay Boys in the Bloodworth Cup for junior teams, and came away with only a single half-point. Exeter's top board Stefan Butterfield held on with the Black pieces to score a creditable draw, while none of the other players need feel ashamed of what were some hard-fought games.

Richard Reti commanded, many years ago now, that "A beginner should avoid Queen's Gambit and French Defence and play open games instead!" - that is, those games beginning 1 e4 where Black may reply 1 ... e5. These open games provide an exciting training-ground for acquiring an eye for combinational play. Beginning chessplayers often play obediently **1 e4, e5; 2 Nf3, Nc6; 3 Bc4, Bc5; 4 Nc3, Nf6; 5 d3, d6**, which is a line of the Guioco Piano, or from the Ruy Lopez opening **1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 Nc3**. Sadly these rather balanced positions with all four knights nicely placed can be rather drawish. In fact, both sides will often settle for playing their queen's pawn just one square forward, and then these positions will lack a lot of the 'open' character of many lines beginning 1 e4 and can be slow and dull.

There are many alternatives to playing these two lines, but the most important thing that White should know is that in neither line need the e4 pawn be defended by Nc3.

In the Guioco Piano line White can play 4 c3, planning to roll down the centre after 5 d4. If Black plays 5...exd4; 6 cxd4 gives White the c3 square for his knight in any event. Fine gives the example line **4 c3, Nf6; 5 d4, exd4; 6 cxd4, Bb6; 7 d5, Nb8; 8 e5, Ng8; 9 O-O, Ne7; 10 d6, Ng6; 11 Ng5, O-O; 12 Qh5** and wins. Black must react more quickly with 6...Bb4+ when either 7 Nc3, d5 or 7 Bd2, Bxd2+; 8 Nbx2, d5 lead to the kind of open combat that Reti had in mind.

In the Ruy Lopez, after 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6 White can play 5 O-O because Black cannot hold the pawn after 5...Nxe4. Black has a number of ways, though, of slowing the position up, and young players (and older ones who don't tire of the open game) are advised to choose 5 d4 or 5 Qe2 (idea O-O and Rd1) to keep the lines loosened up.

EXETER GAMBITS 11/2-21/2 TORQUAY BOYS

Mark Blackmore 1/2-1/2 Adam Clarke

Eric Soper 0-1 Daniel Horsman

Hunshank Ehtesham 1-0 John Minshall

Brian Aldwin 0-1 John Pescott-Day

Exeter Juniors 1/2-31/2 Torquay Boys

Stefan Butterfield 1/2-1/2 Ivan Delft

Edwin Radway 0-1 S Richards

Reuben Hind 0-1 J Gaywood

Robin Goldsworthy 0-1 A Latchem



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp3.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: January 9, 1994

Honours even in junior chess tussle.

The first match between Exeter School and their visitors from Exeter

Junior Chess Club ended in a draw. The town club defaulted on the bottom board, and in a series of close games where in each both players can claim to have been winning the scores were 2-1 to the visitors, thus tying the match at 2-2.

Scores (home team first, playing White on even boards): 1 S.Alexander 0-1 N.Frost, 2 E.Hawkins 1-0 S. Butterfield, 3 R.Turton 0-1 E.Radway, 4 R.Sharp 1-0. Ross Sharp turned up a surprise mate in a casual game played during the match: **1 e4, e5; 2 f4, d6; 3 Nf3, Nc6; 4 Bc4, Bg4; 5 Nc3, Nd4?; 6 Nxe5!, Bxd1?; 7 Bxf7+ Ke7; 8 Nd5#**. This is the old Legal's mate, a neat example of cooperation between minor pieces.

The games: on top board Nick Frost lost and then regained a piece against Stephen Alexander, while on board two Stefan Butterfield opened with the Exchange Lopez, a line revived so successfully by Bobby Fischer. The line goes **1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Bxc6**. Now Black usually plays 4...dxc6 (so as to be able to regain the pawn after 5 Nxe5, Qd4), when the old way of playing it was to go 5 d4, exd4; 6 Qxd4, Qxd4; 7 Nxd4 giving White a useful pawn majority on the K-side. Fischer's improvement was to play simply 5 O-O when there is a real threat to win the e5-pawn (6 Nxe5, Qd4; 7 Nf3, Qxe4? 8 Re1) which is awkward to meet. In the game Black went 4...bxc6, and instead of the recommended line 5 d4 White simply took the pawn on e5, and looked well-placed although later ran into trouble. On board three the game was level for a long time, then Black lost a pawn but soon after won the exchange. Despite ignoring a clearing combination (after Kh4 from the diagram) he finished off neatly. Meanwhile Nick Frost won a rook ending, finding a similar clearing line, and in an exciting finish Edward Hawkins found another old mate, the Arab mate, known from manuscripts of the ninth century.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp4.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: March 2, 1994

Junior tussle

Torquay Boys Grammar School played hosts for last week's match

in the Bloodworth Junior Chess League against Exeter Juniors, supervised by Exeter coach Dave Regis and Torquay master Trevor Thynne. After some long struggles Exeter (Dr.Dave's Dynamos) were bemused to find themselves the losers to Trevor's Terrors by 4-0, but as both senior observers agreed, this by no means reflected the disparity in strength.

Whoever reckons children these days can't concentrate should have watched these young people sweating it out over the evening. As it happened, the games finished in board order, with the top pairing taking over three hours to play. New Exeter recruit John Holland went down to a brisk central attack by Damien Scarr, although in the final position both players didn't realise it was checkmate! Then Robin Goldsworthy had a neat idea in the opening of running his g-pawn up the board, but fell into a deadly pin from a bishop on h5 that could no longer be driven away. Jeremy Hansell had a good-looking position at one stage and found a neat trick to win a pawn, but gradually went down in a long endgame. In an attempt to unsettle the position on top board, Torquay's Simon Wood spent some time threatening with his queen.

Meanwhile, Exeter's Stefan Butterfield developed solidly and then won a piece with a deft three mover which began by hitting the errant queen with 14. Bc1! . Soon after he went a whole Rook up when he found a knight fork (26. Ne7+!), but went almost immediately astray by missing a point in a series of exchanges. Simon didn't miss it, and when his opponent left a rook unprotected while trying to create counterplay spotted a queen fork which concluded the game and the match. Bloodworth League: Torquay Boys Grammar School vs. Exeter Juniors - Exeter players had White on odd boards and are named first. (1) Stefan Butterfield 0-1 Simon Wood; (2) Jeremy Hansell 0-1 Ian van Delft; (3) Robin Goldsworthy 0-1 Scott Richards; (4) John Holland 0-1 Damien Scarr.

Here is the board one game: your correspondent recognises he didn't play that well at their age! I found some alternative lines at home, but, apart from a couple of mistakes in calculation, both players obviously found a lot of what was going on in the game.

Stefan Butterfield (Exeter Juniors) 0-1 Simon Wood (TBGS). 1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 (4. c4 is fashionable) c5 5. Be3 Qb6!? 6. dxc5 Qxb2 7. Nd2 Nf6 8. Nb3 Nc6 9. Nf3 Bg4 10. O-O Be7 11. h3 Bh5 12. Re1 O-O 13. Bb5! Qa3 14. Bc1! Qb4 15. Bxc6 bxc6 16. Rxe7 Rfe8 17. Re3 Rad8 18. Qd4 Qb8 19. Bd2 Re4 20. Qd3 Bg6 21. Qe2 Bh5 22. Nbd4 Qb2 (Black might have been better risking 22... Rxd4 since after 23. g4 Nxg4 24. hxg4 Rxd4+ 25. Kf1 White's King looks very loose) 23. Bc3 Qa3 24. Nxc6 Rc8 25. Bxf6 gxf6 DIAGRAM 26. Ne7+! Rxe7 27. Rxe7 Rxc5 28. g4 Bg6 29.

Rb1 Rxc2 30. Rb8+ Kg7 31. Qe3 Rc3 32. Rb3 Rxe3 33. Rxe3 (Stefan had anticipated 33. Rxa3 but clearly missed 33...Re3xa3) Qxa2 34. Ra3 Qb1+ 35. Kg2 Qb7 36. Nd4 Qd7 37. f4 f5 38. Rg3 fxg4 39. Rxc4 (39. hxc4 Be4+ 40. Kf2 Qc7) 39... h5 40. Rgg3 Kh6 41. Ra6 Kh7 42. Rf6 (Risky, but 42. Rg5 Qb7 43. Ra2 Qb4 is tough to swallow) 42... Qb7 43. Nf3? Qb2+ 44. Kg1 Qxf6 45. Ng5+ Kh8 46. Rf3 Be4 47. Rf2 0-1



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp5.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

MARCH 2, 1994

Exeter Juniors first win!

The evening started with Exeter School conceding a walkover on bottom

board, leaving them a point down. The rest of the games were drawn leaving Exeter Juniors that point ahead, giving them their first win. Bloodworth League: Exeter Juniors vs. Exeter School - Exeter Junior players had Black on odd boards and are named first. (1) Nick Frost 1/2 Stephen Alexander; (2) Stefan Butterfield 1/2 Edward Hawkins; (3) Robbie Scott 1/2 Roland Turton; (4) Robin Goldsworthy w/o.

Before the break ten-year-old Nick Frost, who has been carrying all before him recently, won a queen for rook, with the other games looking fairly level. On board two Stefan's exchange defence came down to a major piece ending where each side refused draws. Meanwhile on three, a weighty debate on the merits of the Rossolimo line against the Sicilian ensued. Robbie Scott, fresh from his win in the West of England junior speedplay, unraveled a passive position but lost the advantage of the two bishops, finally achieving a murky double-rook endgame with an extra pawn.

After the break, three draws were rapidly agreed: Stephen Alexander found a perpetual check after some casual play by Nick (see game below), and Stefan and Edward finally agreed a draw (although were both embarrassed when Robbie pointed out a mate in one they had missed). Roland Turton was left with the unenviable job of trying to win an ending a pawn down, and the point was eventually shared.

Here is the board one game: **White: Stephen Alexander Exeter School**

Black: Nick Frost Exeter Juniors

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. b3? (Better are 6.Be2, 6.a3 or the gambit line 6. Bd3 Bd7) 6...cxd4 7. cxd4 Bb4+ 8. Bd2 Nxd4 9. a3 Nxf3+ 10. Qxf3 Bxd2+ 11. Nxd2 Ne7 12. Bd3 O-O 13. O-O f6 14. Rae1 Nc6 15. exf6 Rxf6 16. Qh3 Rh6 17. Qg3 e5 18. Kh1 e4 19. Bc2 Rg6 20. Qh3 Qc7 21. f3 Rh6 22. Qxh6 gxh6 23. fxe4 dxe4 24. Nxe4 Qd8 25. Nf6+ Kg7 26. Ne8+ Kg8 27. Nf6+ Kg7 28. Ne8+ Kg8 29. Nf6+ 1/2-1/2



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp6.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

MAY 2, 1994

Peasants revolt in Exeter chess derby.

In a match between two Exeter teams in the Exeter and District League

it was the heavily outgraded Exeter Pawns who came out on top.

Eric Soper had a quick win, and with Steve Webb finding some tactical resources to compensate for a weak e-pawn it all looked good for the Pawn's fourth successive win. Another win and a draw brought it home, all before the third hour of play had elapsed.

There was an interesting game on Board Two between Mike Blackmore and the Hon. Sec. Geoff Jenkins. Mike unleashed a secret weapon as Black, and both sides went wrong inside the first five moves! In the end, White secured a massive pawn centre but Black sneaked 'round the side to create a headache for White's King, in the end contriving a draw through repetition of moves through alternating threats.

The line in question has a venerable history. It was associated with the player Blackburne, whose bushy black beard and forceful attacking style earned him the nickname 'Black Death'. He used to win games from casual players for the stake of a shilling, and the line became known as 'Blackburne's Shilling Gambit'.

Play it over and see if you would have fallen for it! We start **1. e4, e5; 2. Nf3, Nc6; 3. Bc4**, which is as orthodox as you can wish for. Blackburne (and Mike Blackmore) then whipped out the apparent blunder **3...Nd4**. White may continue blithely **4. Nxe4**, which is met by the equally naive-looking **4...Qg5**. Now **5. Nxf7** is a step too far in the wrong direction - **5...Qxg2; 6. Rf1, Qxe4+** wins the queen after **7. Qe2**, for **7. Be2, Nf3** is mate!

In the game, Geoff took the first pawn, **4. Nxe4, Qg5**, but smelled a rat and retreated with **5.Ng4**. After the game we discovered that this should have lost to **5...d5!** The books give as best for White the simple **4. c3, Nxf3; 5. Qxf3** when White has a healthy lead in development and control of the centre. Another line we unearthed after the game was **4. Nxe4, Qg5; 5.Bxf7+, Kd8; 6. O-O, Qxe5; 7. c3, Nc6; 8. d4** with a pawn-roller as compensation for the sacrificed piece. I'm sure White isn't really better here, but it certainly gives Black a problem in defence, which of course the opposite of the original idea of the line. This is rather like the Cochrane Gambit line against the Petroff Defence, recently revived by Vitolins.

Here's a game of his from 1989, which is a model of how to play with pawns.

Vitolins-Meiers. 1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7 Kxf7 5.d4 g6 6.Nc3 Kg7 7.Be2 d5 8.e5 Ne4 9. Nxe4 dxe4 10.0-0 Nc6 11.Be3 h5 12.f3 exf3 13.Rxf3 Be6 14.c4 Bg4 15.Rf4 Bxe2 16.Qxe2 Kh7 17.d5 Qe8 18.dxc6 Qxe5 19.Qf2 Rd8 20.cxb7 c5 21.Rf7+ Bg7 22.Bxc5 Qg5 23.Bd4 Rhg8 24.Bxg7 Rxd7 25. Rxd7+ Kxd7 26.b8Q 1-0

Exeter and District League - Exeter Pawns vs. Exeter Knights (Pawns named first, white on odds):
Shorthose 1-0 Palmer, Blackmore 1/2-1/2 Jenkins, Soper 1-0 , Webb 1/2-1/2 Bazley.

Other recent Exeter results include a draw against Exmouth in the Devon League Division 2 (Mamhead Trophy), and a 5-3 win against Exmouth in the Newman Quickplay League.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp7.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: May 15, 1994

Devon chess knock out..

In last Saturday's match Devon were knocked out of the National County

Championship quarter-final by Leicestershire. Sixteen players from each county battled for nearly five hours in the village hall at Frampton-on-Severn, and despite some stiff resistance on the lower boards Leicestershire's strength in depth brought them a deserved 10-6 victory.

Exeter players were out in force, making up six of the sixteen and all of the top four boards. Exeter and Devon top board Ben Beake had to face Grandmaster Mark Hebden, and held out with great determination for many moves after an unfamiliar opening, eventually missing his footing in a queen and pawn ending. Further down Brian Hewson and Richard Lingham went down boxing bravely out of their weight, while Ken Hills let a win slip. Peter Lane had a winning game against the Leningrad Dutch which nearly went astray in mutual time trouble, but some firm manoeuvring brought him the full point. Lastly, Matthew Leigh as White and Dave Regis with Black had the better and the worse of their respective draws against Leicester players.

Our thanks, as always, to non-playing match captain Tim Hay from Kingsteinton, who as well as organising our side of the event also provided some excellent pasties from a store in his mine.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp8.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: June 15, 1994

Three winners in Speed Chess Jamboree.

Last week our esteemed member Brian Aldwin organised an internal speed

chess event for all the five Exeter teams that play in the Exeter and District Chess League. The competition was organised on a jamboree basis, with members of one team playing opponents from different teams. Four games were played with 20 minutes on the clock for each player for the whole game. After some exciting tussles the Exeter Bishops were clear winners with 10/16.

Brian had collected a stake from each player for individual prizes: in the end three players had the maximum score of 4/4 and shared the first, second and third prizes. Congratulations to: Ray Bazley of the Knights team, and to William Atiomo and Ian Taggart of the Bishops. And thanks to Brian for organising the event, which was a great way to close the chess season.

Dr. Dave adds: the key things in speed chess are (a) gain time on the clock, if you can, with an opening surprise, (b) sieze the initiative - defensive play, even when material ahead, is always more difficult, and lastly (c) keep calm.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp10.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

July 1, 1994

Chess Season starts with jamboree

The annual chess season opener, the WECU Jamboree, took place last Sunday.

The West of England counties playing were Wiltshire, Somerset, Devon, Cornwall and Hampshire; a parallel grading-limited competition was contested between teams representing Somerset, Torbay, Exeter, Cornwall.

The victors as last year were Hampshire in the County competition, and Exeter in the graded event. Devon scored with new recruit August Karlsson drawing an intense 20-move King's Indian on top board, and in the same opening Ben Beake had a fluctuating game against old rival Jeremy Menadue of Cornwall, eventually drawing a game that either could have won. Our thanks as ever go to the organisers, particularly J Fewkes.

The neatest finish:

[Event "wecu jamboree"][Site "Taunton"][Date "1994.09.17"][Board "11"]

[White "leigh, m."][Black "smith, a."][Result "1-0"]

1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. d5 b5 5. Nc3 Qa5 6. Bg5 Ne4 7. Bd2 Nxd2 8. Nxd2 b4 9. Nce4 Bb7 10. g3 exd5 11. cxd5 Bxd5 12. Nb3 Bxb3 13. axb3 Qc7 14. Bg2 Nc6 15. Qd5 Rc8 16. O-O Nd4 17. e3 Ne6 18. Rfd1 Be7 19. Ra6 O-O 20. Rda1 Ra8 21. Nd6 Bf6 22. Nb5 Qb8 23. Qxa8 Qxb5 24. Qxa7 Bxb2 25. Rb1 Bc3 26. Bf1 Qb8 27. Qxd7 Rd8 28. Qc6 g6 29. Bc4 Ng5 30. h4 Rc8 31. Qd5 Ne6 32. Qf3 Rf8 33. Rd1 Nc7 34. Rc6 Ne6 35. Rd7 Qe5 36. Bxe6 fxe6 37. Qxf8+ Kxf8 38. Rc8# 1-0



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp11.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

JULY 15, 1994

Chess for young and old

Two keenly contested matches went according to form recently

but not without some anxious moments for the favourites. Exeter 'A' 3 1/2 vs. Exeter 'B' 2 1/2 (Bremridge League): Karlsson (black) 1/2-1/2 Beake (white), Heath 1/2-1/2 Lingham, Bellars 0-1 Hewson, Lane 1-0 Regis, Towers 1-0 Taggart, Pope 1/2-1/2 Abbott.

Exeter Chess Club has entered two teams in the top Bremridge Devon Chess League this year, and their first fixture this year was against each other.

Brian Hewson scored the only win for the B team with an attack down the g-file in a version of the Gurgenz Defence. Peter Lane, winner of the Paignton Challengers with 7/7, crushed Dave Regis in 20 moves, whereas Richard Towers' win was a more back-and-forth affair.

Among the draws, the top board game was a fascinating struggle in an unorthodox opening (1.Nc3). Chris Heath and Richard Lingham had perhaps the most interesting game of the match after the opening line **1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Bc5 5. Nb3 Bb6 6. Nc3 Qf6 7. Qe2 Nge7 8. a4 a6 9. a5 Ba7 10. Nd5 Nxd5 11. exd5+ Ne7 12. h4 h6 13. Ra4 O-O 14. g4 Qd6...** which looked madness to me but both players assured me was known Scotch Opening theory. Just when Richard was about to consolidate against White's loose structure Chris found a saving knight fork. On bottom board an ending that either could have won ended in a draw when both sides succeeded in queening a pawn.

Here's Peter's quick win. After the loosening 6...d5 Black wasn't given a chance.

1. d4 g6 2. c4 d6 3. Nc3 Bg7 4. e4 f5 [I played 4... Nc6 against Peter last year, but I had forgotten the theory, and was afraid he had since looked it up!] 5. Nge2 [two Bilek games in the late 1960s went 5. exf5 Bxf5] 5... fxe4 6. Nxe4 d5 7. cxd5 Qxd5 8. N2c3 Qa5 [Black might try 8... Qxd4 but 9. Qb3 looks very dangerous] 9. Bc4 Nc6 10. Be3 Nh6 11. O-O Nf5 12. Nd5 Nxe3 13. fxe3 Bf5? 14. Rxf5! gxf5 15. Qh5+ Kd8 16. Nc5 Rb8 17. Qxf5 Qxc5 18. dxc5 Rf8 19. Qe6 Be5 20. Rd1 1-0



Back to [Exeter Chess Club home page](http://www.exeterchessclub.org.uk/ECC/eccp12.html)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp12.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

JULY 31, 1994

Exeter Juniors 0 vs. Torbay Juniors 4 (Bloodworth League): Morgan (black) 0-1 Scott (white),

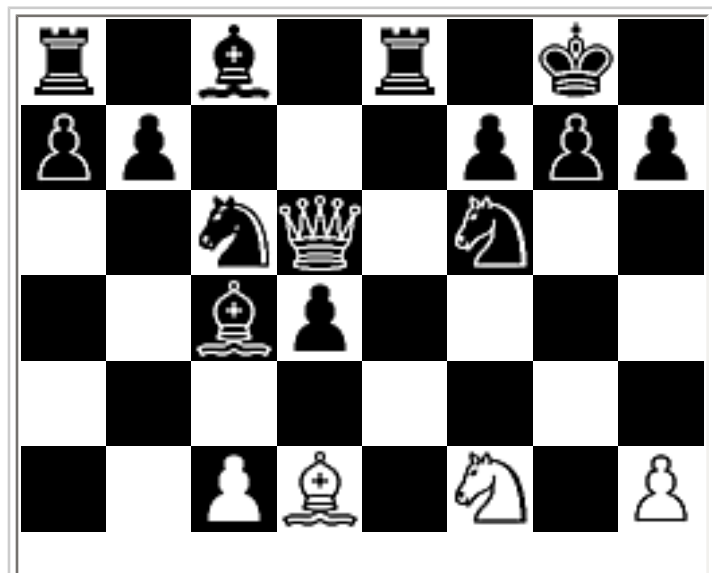
Butler 0-1 Richards, Goldsworthy 0-1 Hardy, MacKeith-Prince 0-1 Davies.

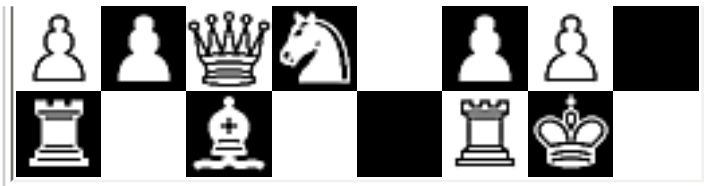
In the junior Bloodworth League Exeter Juniors were whitewashed 4-0 by an older Torbay side, but the scoreline hides a couple of tough endgames which could have ended very differently.

Three of the games started with the orthodox set-up of Pe4/Nf3/Bc4/Nc3 with a similar formation for Black. Having seen the Scotch opening above, they might be cautious of playing something less solid, but I think they would have more fun with either the 4.c3 variation of the Giuoco Piano (1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3) or even Evans' Gambit 4.b4.

The top board game actually featured the Tarrasch Variation of the French, where White turns the tables on Black's strategy of attacking central pawns. After 1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 exd5 5. Bb5+ (5.Ngf3 is more common) Bd7 6. Qe2+ Qe7 7. Bxd7+ Nxd7 8. dxc5 Qxe2+ 9. Nxe2 Andrew Morgan was left defending a typical Tarrasch endgame, hours defending pawn weaknesses, and eventually went down when White promoted a pawn. Nigel Short has recommended the line 1. e4 e6 2. d4 d5 3. Nd2 c5 4. exd5 Qxd5 as a way of avoiding this, but I always have thought that 3... Nf6 4. e4 Nfd7 is more likely to give you positions that are typical of the French, with ...c5,...Nc6 and ...Qb6 to follow.

Here's a quick win by Korchnoi in the French, in a position that could have arisen from the Tarrasch. What should you play after 1. e4 e6 2. d4 d5 3. exd5 exd5 4. Bd3 c5 5. Nf3 Nc6 6. Qe2+ Be7 7. dxc5 Nf6 8. h3 O-O 9. O-O Bxc5 10. c3 Re8 11. Qc2 Qd6 12. Nbd2?





12...Bxh3 is tempting but Korchnoi won after 12....Qg3! 13. Bf5 Re2 14. Nd4 Nxd4 15. cxd4 0-1 since White didn't wait for 15...Bxd4 16. Bxc8 Rxf2



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp13.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

? 1994

Chess summer school

This summer Exeter Chess Club has started a weekly coaching/discussion

session for its members. The programme is organised by Alan Pepler with support from the current club champion, Ken Hills, and the junior coach, Dave Regis. At the moment Dave and Ken take alternate weeks, with Dave going through master games and Ken providing more concrete tasks for the group to go through. Here's an example of each: a game where a positional weakness created by Black leads to his downfall, and a combinational challenge - can you find the continuation played by Alekhine in a simultaneous display?

Here's the game: **Chekhover, V.-Rudakowsky, I. USSR Championship, Moscow, 1945**

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Nc3 Nbd7 7. Qc2 c6 8. Bd3 dxc4 9. Bxc4 Nd5 10. Bxe7 Qxe7 11. O-O b5 A normal sort of move in this type of position, but Black risks being left with a weak pawn on c6, giving White an outpost on c5. 12. Be2 a6 13. Ne4 Bb7 14. Ne5 Rac8 15. Nxd7 Qxd7 16. Nc5 Qc7 17. Rfd1 Rcd8 18. Rac1 Bc8 This is precisely what Black should have avoided. 19. Qe4 Nf6 20. Qh4 Qa5 21. a3 b4 22. a4 Nd7 23. b3 Nxc5 24. Rxc5 Qb6 25. Rdc1 Bb7 26. a5 Qa7 Now White can exploit his superior mobility in order to weaken the Black King's-side. 27. Bd3 g6 28. Qf6 Rd6 29. Qe7 Rfd8 30. h4 R8d7 31. Qf6 Qa8 32. Be4 Qe8 33. h5 Rd8 34. Bxc6 Bxc6 35. h6 Kf8 36. Rxc6 Rxc6 37. Rxc6 Rd7 If instead 37... Qxc6 38. Qxd8+ Qe8 39. Qd6+ Kg8 40. Qxa6 {threat Qb7} 40... Qe7 41. Qb6 and the a-pawn wins for White. 38. Rc8 Qxc8 39. Qh8+ 1-0

A superb win for White, who never once let Black get his head above water.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp14.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Date: August 29, 1994

New Chess Season for Juniors

This Friday (2nd September) Exeter Junior Chess Club will hold its

first meeting of the new season. Newcomers are welcome at Exeter Community Centre at 6.00p.m. Casual and competition games are available, and senior players are on hand to assist and advise. Last year we also entered the new Bloodworth Junior Chess League, and both players and organisers pronounced the competition a success.

British Juniors have continued to thrive internationally, with 13-year-old Karl Mah picking up the Gold medal for his age range at the European Junior Championships.

Leicester were the unexpected winners of the English Counties' Championship this year, giving Devon the satisfaction of knowing they were beaten only by the winning team.

Back to [Exeter Chess Club home page](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp16.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

SEPTEMBER 25, 1994

Exeter Juniors successful in Dawlish chess contest

This weekend the Dawlish Junior Chess Championships were held under

the able leadership of Victor Cross, Peter Lodge and Tim Onions. Over 100 young players, mostly from local towns, played over the two days. Championship titles were awarded for each tournament in different age categories:

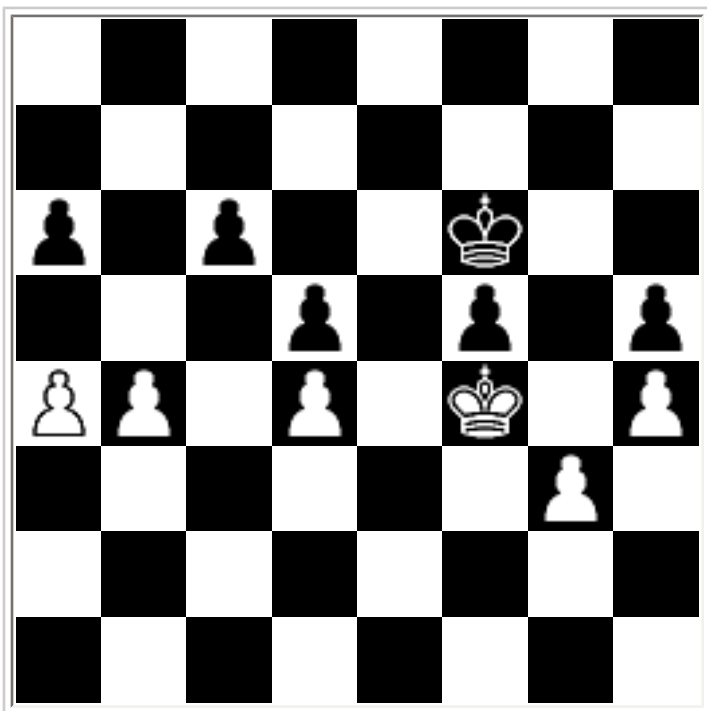
Under 9: David Butler (Exeter Prep) 5 1/2 points out of 6

Under 12: Kennedy (Emanuel) & Statham tied on 5 1/2 out of 6

Under 14: Andrew Morgan (St. Peter's) & Robbie Scott (John Stocker) tied on..p>

Prizes were also awarded for best Under-10 and best girl in the U12 tournament.

Andrew Morgan beat four players graded over 100 in a row on his way to the last round but fell foul of zugzwang against Robbie Scott who went from 3/4 to 4/5 to tie. "Zugzwang"? An old German chess term, meaning 'forced move' - it doesn't mean a forced reply, rather it refers to situations where one side is perfectly well placed for the moment, but is forced to take their turn and move, thus disturbing their balance.



This is the position which arose after some 30 moves of a French Defence. White played a5! announcing the zugzwang. Black must go to one side or the other and let the White King in - ...Ke6, Kg4 or ...Kg6, Ke4. White then won a pawn or two and could promote one of his own pawns to Queen.

Back to [Exeter Chess Club home page](#)



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp17.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

NOVEMBER 21, 1994

Exeter show well at Torbay Congress

At the annual Torbay congress Exeter players put up a good collective

performance in each section. In the strong Open we saw a cracking pace being set by Oxford's Dr. John Nunn, opening expert and by his own admission a grandmaster "coffee house player", and London-based International Master Aaron Summerscale. They met in the last round, with Nunn as White, and drew after Summerscale's simplifying opening **1. e4 d6 2. d4 Nf6 3. Nc3 e5!? 4. dxe5 dxe5 5. Qxd8+ Kxd8**, thus tying for first/second place. Exeter player Agust Karlsson tied for third on 4/5, and Ben Beake achieved a solid 3 1/2 points.

Exeter players who must have gone home proud included competitors in the Major Mark Abbott and Ian Taggart each with 3/5, in the Intermediate Jim Rossiensky with 3 1/2, and in the Minor Eric Soper 3 1/2, and young Stuart Cooke who, playing in his first ever tournament, scored 4/5 and won a share of £100.

There were a sprinkling of Exeter and other local juniors taking part: Philip Morgan (age 16) took 3 in the Open, Nick Frost (10) took 2 1/2 in the Major, Robbie Scott (10) 2 1/2 in the Intermediate, and David Butler (9) 2 1/2 in the Minor (also his first adult tournament).

The tournament ran as smoothly as ever, and on behalf of myself and other players offer sincere thanks to Phil Short and the other organisers and controllers.

Agust explained to me in the car on the drive over to Torquay on Friday night, that whatever the books say about the King's Indian Attack, White's practical chances are very good because they are aiming at the King. His first round game was a perfect example of that:

Karlsson,A (2350) - George,IM (2000) Torbay Open #1, 1994

1. e4 c5 2. Nf3 e6 3. d3 d5 4. Nbd2 Nc6 5. g3 b6 6. Bg2 Bb7 7. O-O Bd6 8. Re1 Nge7 9. Ng5 O-O 10. Qh5 h6 11. Ndf3 Nd4 12. e5 Bc7 13. Nxd4 cxd4 Black has no counterplay yet and White re-arranges his attack. 14. Nf3 Nf5 15. g4 Ne7 (DIAGRAM) 16. Bxh6 Ng6 17. Bd2 Qb8 18. Ng5 Rd8 19. Bb4 Nf8 20. Qxf7+ Kh8 21. Bxf8 1-0



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp18.html) was last modified on 13 Aug 2005 by

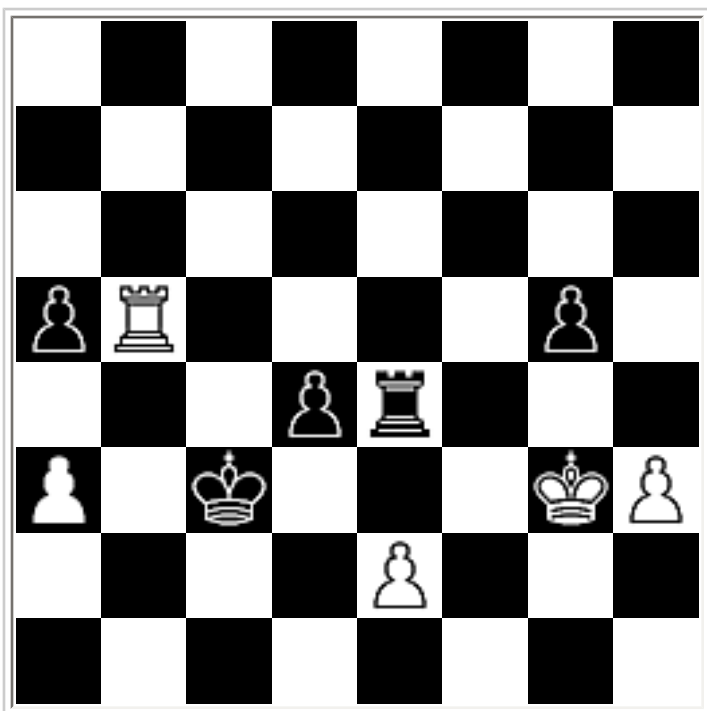
[Dr. Dave](#)

JANUARY 29 1995

One that got away.

In this tense endgame I agreed a draw (as Black)

- not least because of the clock (White: 20min, Black: 2min left). White could even have played to win on time. **Woodruff,DG (1725) - Regis,D (1855), Devon vs. Somerset, 1995**



In the bar afterward Ben Beake and Brian Hewson dismissed the position as a draw, but Black's pieces are active and if the d-pawn can get going he can think about a win.

I had a quick look at 57. Rxf5 Rxe2 58. Rxa5 d3 59. Rd5 d2 when:

the obvious 60. h4 Re3+ 61. Kf4 Rd3 wins for Black, so White must move the King

so try 60. Kg4 Re1 61. h4 d1=Q+ 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Ke5 65. Kg5 Rg1+ 66. Kh5 Kf5 wins,

and the trickiest one is 60. Kf4 Re1 61. h4 d1=Q 62. Rxd1 Rxd1 63. h5 Kd4 64. h6 Kd5 65. Kf5 Rf1+ 66. Kg6 Ke6 67. h7 Rg1+ 68. Kh6 Rh1+ 69. Kg7 Rg1+ 70. Kh6 Kf7 winning!

What do readers think?



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp19.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

? 1995

The importance of being active

"The most important single feature of any chess position - is the activity of the pieces... opening, middle-game and ESPECIALLY endgame."

-- MICHAEL STEAN in Simple Chess

Exeter juniors played a match last season where we lost one game by our player not being quite active enough - and won another, where the situation was reversed.

Szymanski,W - Mackeith-Prince,E

1. e4 e5 2. Nf3 Nc6 3. Bc4 d6 [blocks in the Bf8 - you must play as actively as you can: 3...Nf6 and 3...Bc5 are better]

4. h3 [waste of time]

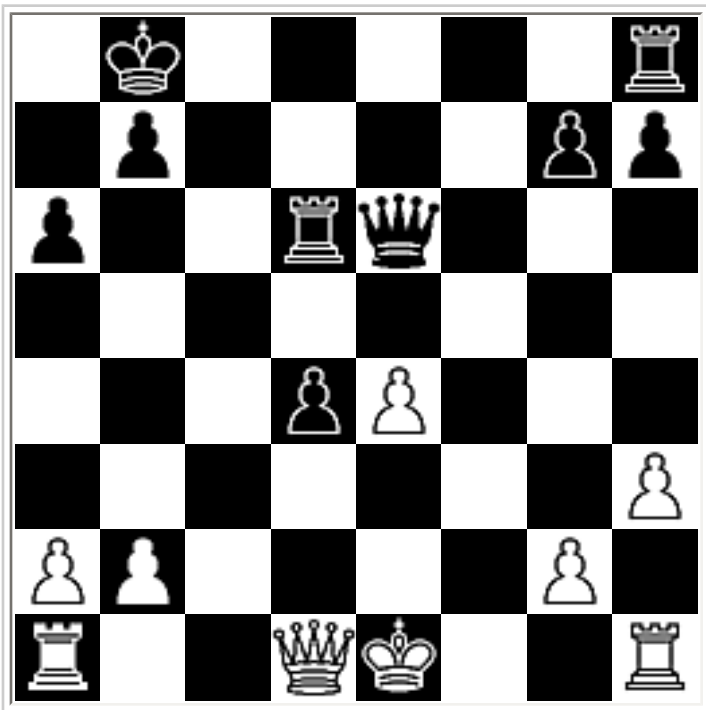
4...Nf6 5. d3 a6 [also a waste of time]

6. Ng5! Be6 7. Nxe6 fxe6 8. Bxe6 Qe7 9. Bc4 O-O-O 10. Nc3 Nd4 11. Be3 Ne6 12. Nd5 Nxd5 13. Bxd5 c6 14. Bc4 Kb8 15. Bxe6 [This is the SIXTH move with this piece!]

15...Qxe6 16. d4 [White must complete development - this adventure just returns the pawn in the end.]

16...d5 17. f3 dxe4 18. c3 c5 [excellent]

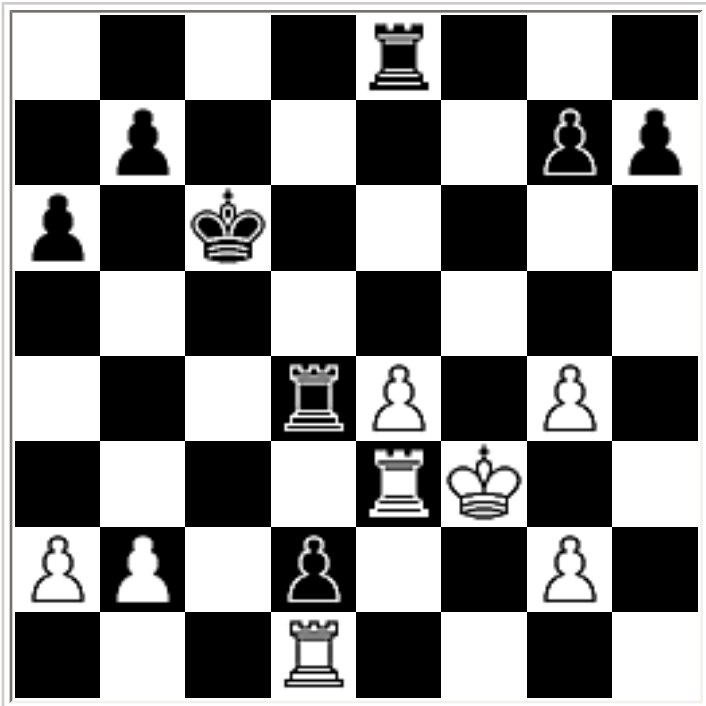
19. fxe4 cxd4 20. cxd4 exd4 21. Bf4+ Bd6 22. Bxd6+ Rxd6



All of White's pieces are on their original squares! 23. Qg4 Rg8

Black has played very well so far and has a lead in development and control of the centre - but this move is too passive. Better is 23...Re8! when 24. Qxg7 Qxe4+ wins - White cannot avoid mate]

24. O-O Qxg4 25. hxg4 Re8 26. Rfe1 d3 27. Re3 d2 28. Rd1 Kc7 29. Kf2 Rd4 30. Kf3 Kc6



This ending looks promising for Black, who has a temporary advantage in the advanced d-pawn, but the d-pawn will come under attack. While White is trying to get that attack organised Black must strike elsewhere. The key idea for either side is to attack the enemy pawns on the seventh rank 31. Kg3 Kd6 32. Re2 Kc5 [32...Rxe4 33. Rxe4 Rxe4 34. Rxd2+ Kc6 is clearly level]

33. Rxd2 Rxd2 34. Rxd2 Rxe4 35. Rc2+ [much better is 35. Rd7: White must play in as attacking a fashion as possible]

35...Rc4 36. Rf2 Kd4 37. Rd2+ [again I prefer 37. Rf7]

37...Ke3 38. Rd7 b5 [38...Rb4 39. b3]

39. Ra7 Rc6 40. Rxc7 a5 41. Rxh7 Kd4 42. Kh4 Rc2

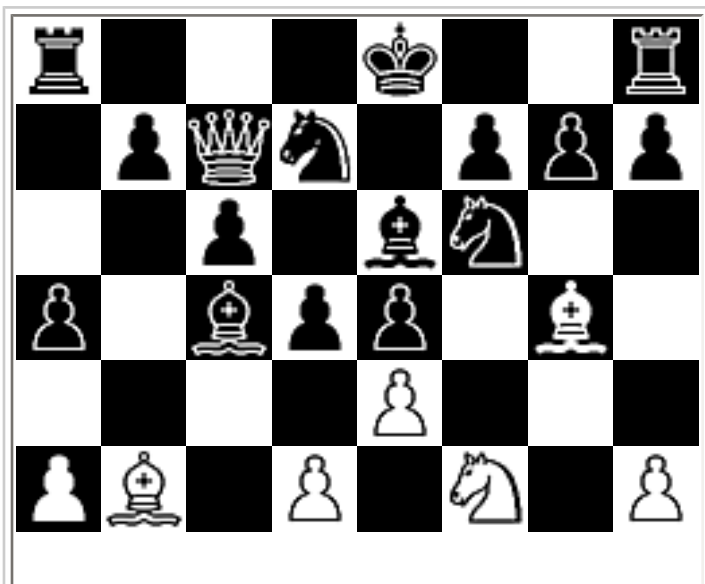
The right idea, but a bit late! 43. Rd7+ Kc5 44. Rc7+ [whoops]

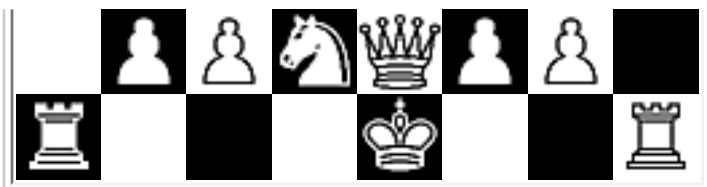
44...Kb4 45. Rxc2 a4 46. a3+ Kb3 47. Re2 b4 48. axb4 Kxb4 49. g5 Kc4 50. g6 Kd3 51. Rf2 Ke3 52. Rf3+ Ke2 53. g7 Kd2 54. g8=Q Kc2 55. Rf2+ Kd3 56. Qd5+ Ke3 57. Rf3+ Ke2 58. Qd3+ Ke1 59. Rf1#
1-0 Richards,S - Butler,D Torbay Juniors Vs. Exeter Juniors

1. e4 e5 2. Nf3 Nf6 3. Bc4 d6 [again, blocks the Bf8. Alternatives are (a) 3...Nxe4 the Boden-Kieseritsky Gambit, or (b) 3...Nc6 the safe Two Knights' Defence]

4. d3 Be6 5. Bb3 Nbd7 6. Be3 c6 7. Nbd2 d5 8. Bg5 Qc7 9. h3 a5 10. a3 Bc5 [10...Bd6 is more solid]

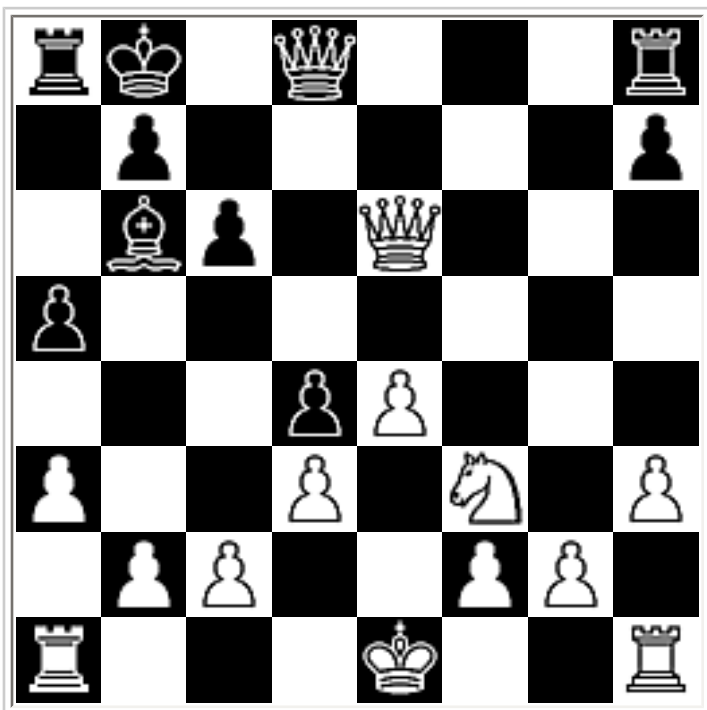
11. Qe2





Black has a small advantage based on the more active centre. Over the next few moves Black allows this centre to be fixed and weakened, and eventually destroyed. 11...d4 12. Bxf6 Nxf6 13. Bxe6 fxe6 14. Nc4 Nd7 [much too passive; better is 14...Bd6 threatening ...b5]

15. Ng5 Nf8 16. Qg4 Ke7 17. Nf3 Ng6 18. Qg5+ Kd7 19. Ncxe5+ Nxe5 20. Nxe5+ Kc8 21. Nf3 Qb6 22. Qxg7 Qd8 23. Qe5 Bb6 24. Qxe6+ Kb8



Black is busted, I'm sure you realise. Now White should castle Queen's-side, and then play to advance the e- and f-pawns. Instead he makes some common mistakes:

- (a) he fails to complete development as fast as he can,
- (b) he wastes time playing pointless checks with his Queen, and, most importantly,
- (c) he allows Black's awkward pieces to come to life.

25. Qe5+ Ka7 26. O-O Rc8 27. Nd2 Bc7 28. Qc5+ Bb6 [28...b6 is a cheeky one, keeping the bishop on an active diagonal]

29. Qf5 Rc7 30. Nc4 Rf8 31. Qh5 a4 32. Nxb6 Kxb6 33. b4 axb3 34. cxb3 Ka7 35. Qa5+ [Just checks the king into safety!]

35...Kb8 36. Qb4 Rg8 37. Ra2 c5 38. Qa5 Rxc2+ [superb!]

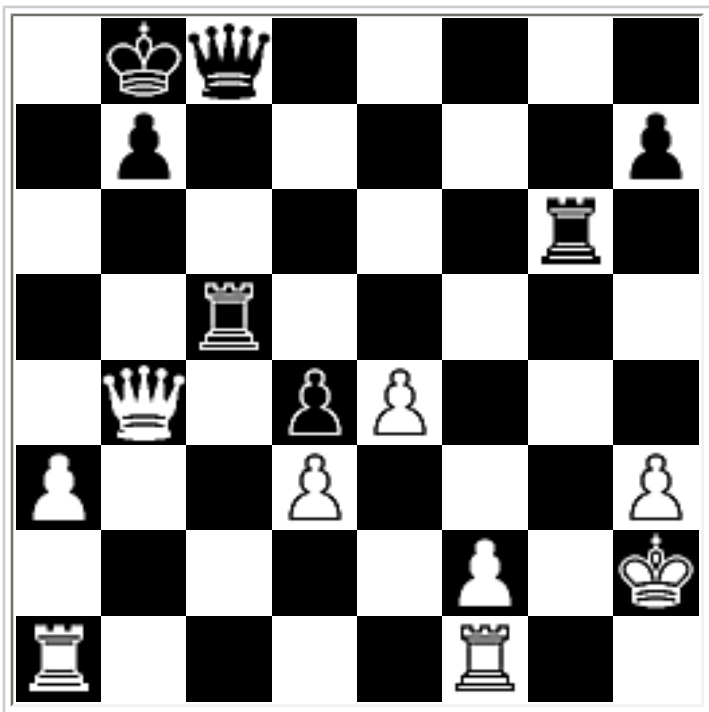
39. Kh1 Rgg7 40. b4 Qc8 [40...Qh4 immediately is more accurate]

41. Kh2 Qf4+ 42. Kh1 Qf3+ 43. Kh2 Qg2#]

41. Kh2 Rg6 42. Raa1 Rg5 [better 42...Rh6]

43. bxc5 [Pointless, allowing Black to bring his other rook into play with gain of time]

43...Rcxc5 44. Qb4 Rg6!



Threat ...Qxh3+! [The natural 44...Rh5 also wins]

Black's rooks dominate the game, while White's rooks are sitting about on the touchline. 45. Qxc5 Qxc5 46. Rg1 Rxg1 47. Rxg1 Qxa3 48. f4 Qxd3 49. e5 0-1



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp15.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

MAY 27, 1995

On to Birmingham!

Exeter Chess Club are through to the finals of the National Plate

knockout competition, part of the Leigh National Chess Club Championships. In two closely-matched contests Exeter were eventually safe winners in each. The final will be held in Birmingham in July.

Thamesdown Juniors 11/2 Quarter-Final 31/2 Exeter

R Churm 1/2-1/2 BWR Hewson

IA Debbage 0-1 PC Lane

IC To 1-0 D Regis

LJ Debbage 0-1 RC Towers

DA Bridge 0-1 I Taggart

Brian Hewson had another of his famous escapes (leading to further research into the rumour that "Hewson" is in fact a contraction of "Houdini's-son") and Dave Regis is still clearly getting the wrinkles out of his King's Indian Attack, but the rest of the team had good wins.

Kingston 2 Semi-Final 3 Exeter

P Roche 0-1 BWR Hewson PJJ Gibbons 0-1 P Lane MJ Sheehan 1/2-1/2 C Bellars

CRA Clegg 1/2-1/2 D Regis

CJ Mann 1-0 R Towers

Peter Lane - RJJ Gibbons. 1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. e3 c5 5. a3 Bxc3+ 6. bxc3 O-O (too early) 7. Bd3 d6 8. Ne2 Qc7 9. e4 e5 10. O-O Nc6 (Black is playing normal moves, but White's opening (with Ne2 not Nf3) is too dangerous for normal methods. ...Ne8 and f5 was called for) 11. f4 Bg4 [11... cxd4 12. cxd4 Nxd4 13. Nxd4 exd4 fails to hold the pawn after 14. Bb2 Qb6 15. Qc2 and e5] 12. d5 Ne7 13. f5 Nd7 14. Qe1 Bxe2 15. Bxe2 f6 16. Qh4 Rfd8 17. Rf3 Nf8 18. Rg3 Nc8 19. Qxf6 Rd7 20. Qg5 Qd8



The exchange of queens does little to reduce the force of White's attack **21. Qxd8 Rxd8 22. Bg5 Rd7 23. f6 Ng6 24. Bg4 Rc7 25. Be6+ Kh8 26. Rf1 gxf6 27. Bxf6+ Rg7 28. Bxg7+ Kxg7 29. Rf7+ 1-0**

Peter's ability to beat opposition of 160+ strength in under 30 moves has been most impressive this season.



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp20.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

May 27, 1995

Devon pipped at quarter-final post

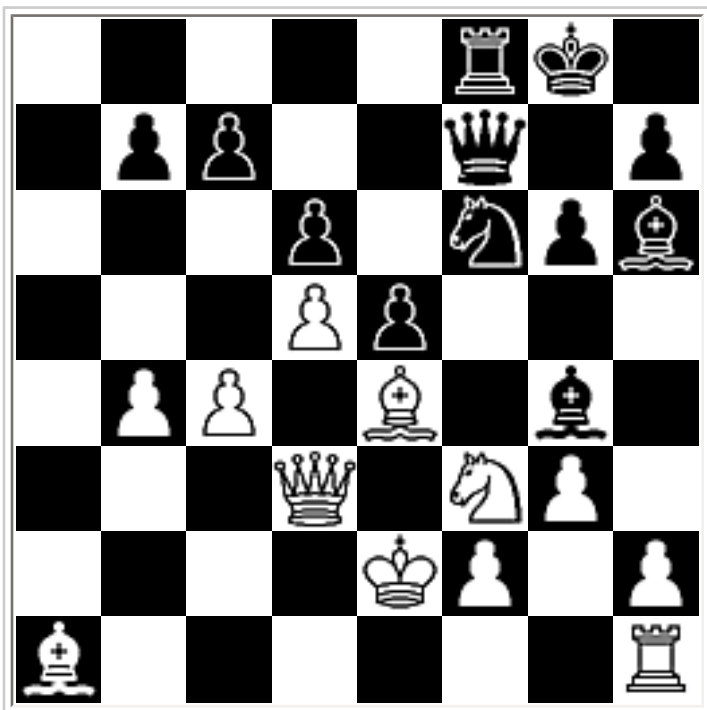
A Devon team substantially outgraded by Warwickshire on almost every

board came close to their first semi-final place in the English County Championships last week.

We needed 11/2 points from our last 3 games, but could only manage a single 1/2-point, losing in the end 7-9. A single reversal would have done it for us, but the team can be justly proud of their result. Exeter provided 10 of the 16 players and achieved 6 of the 7 points.

The previous week Devon II squeezed through against Cleveland 8 1/2-7 1/2, with young Exeter player Ian Taggart check-mating his opponent in the last game with just three seconds left on his clock!

A simple finish from my own game against Keith Escott (sorry, I don't have the score of anyone else's!).



In this King's Indian, everything has gone minty for White who next plays h3, hoping to break the terrible pin. What should you play as Black?

SOLUTION: 20...Bxf3 was decisive:

21. Qxf3 Nxe4 22. Qxe4 Qxf2+ and mate on d2

21. Kxf3 Nxe4+ 22. Kxe4 Qf5 mate

The game actually went: 21. Bxf3 e4 and Black won with the extra piece.



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp21.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

MAY 27, 1995

The Viking chess invasion!

Our esteemed visitor, Agust Karlsson, who swept the Exeter Chess Club

Championship this year, arranged for members of his home club from Iceland to visit Exeter last week.

A six board match was satisfyingly drawn as follows (visitors' names first):

Bjorn Bjornsson 1/2-1/2 Agust Karlsson

Sigurbjorn Bjornsson 1-0 Ken Hills

Heimir Asgeirsson 1/2-1/2 Michael Zuber

Sverrir Bjornsson 1-0 Brian Hewson

Einar Einarsson 0-1 Peter Lane

Authbergur Magnusson 0-1 Chris Bellars

A six-round Swiss Quickplay was held the following night, where the Viking touch at lightning raids was apparent: a three-way tie resulted for first place on 5/6 between Agust, Bjorn and Heimir.

Peter Lane - Einar Einarsson 1. d4 Nf6 2. c4 c5 3. d5 e6 4. Nc3 exd5 5. cxd5 d6 6. e4 g6 7. f4 Bg7 8. Bb5+ Nfd7 9. a4 O-O 10. Nf3 Re8 (a mistake, said Peter) 11. O-O Na6 12. f5 Nb4 13. Bg5 Qc7 14. f6 Bf8 15. Qd2 Qd8 16. Bh6 Qxf6 17. e5 17... Rxe5 I thought this was the real mistake [17... dxe5 18. Bxf8 Rxf8 19. Ne4 is still tough] 18. Nxe5 Bxh6? And this is a dreadful lemon 19. Rxf6 Bxd2 20. Nxd7 a6 21. Nb6 1-0



Back to [Exeter Chess Club home page](http://www.exeterchessclub.org.uk/ECC/eccp22.html)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\eccp22.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

JULY 9, 1995

Fifth-hour victory for Exeter Chess Champions

A last-minute win by Richard Towers brought Exeter Chess Club victory

in the Major Plate competition, part of the Leigh Interests National Club Championships. All the finals for each competition were played last weekend in Birmingham, where we had a chance to rub shoulders with Grandmasters Sadler and Watson amongst others.

Over the five boards, first one, then another were drawn, until after four hours play four boards had agreed draws. Meanwhile, the last board game had fluctuated a good deal and even looked as if it may go for a draw by perpetual check. A quick word with the British Chess Federation organisers revealed what we had feared, that if this too was drawn, we all had to sit down and play a half-hour speed match to decide it!

In the end Richard's control over board and clock was better than might have appeared at first sight, and he emerged victorious finding a mid-board mate with both players down to their last few minutes of allowed time. We won a handsome plate, individual shields and a clock for the club.

Our thanks go to John Leake and his team of organisers, and to Leigh Interests for sponsoring the event.

The decisive game, which found its way into a line of the Sicilian Defence, which Richard had never played before. You will see a lot of quick White wins in the Sicilian where White thunders down the King's-side with a decisive attack, and might be forgiven for thinking that the Sicilian is an unacceptably risky defence for Black. But for each of these quick White wins there is a rather longer Black win which is too long for most magazines to publish!

In the position at the first diagram, White looks well-placed for a highly publishable King's-side attack. White's pieces are posted nicely and there is a veritable tidal wave of pawns sweeping up towards the Black King.

But by the second diagram, Black has succeeded in exchanging many pieces, has blocked the King's-side, has gained the exchange (rook for bishop) and White's King's-side pawn advances have left the White King very exposed. White still has a dangerous-looking passed pawn and bishop glaring at the Black King, but Richard deftly consolidates his extra material and finishes off neatly.

Cameron,P (Coddon) - Towers,RC (Exeter), National Plate Final, 1995

1. d4 Nf6 2. Nf3 e6 3. c4 c5 4. Nc3 Be7 5. e4 cxd4 6. Nxd4 d6 7. Be2 a6 8. O-O Nc6 9. Be3 O-O 10. f4 Bd7 11. Rf2 Qc8 12. Nc2 Qc7 13. Qd3 Rad8 14. Raf1 Bc8 15. Bf3 Nd7 16. g4

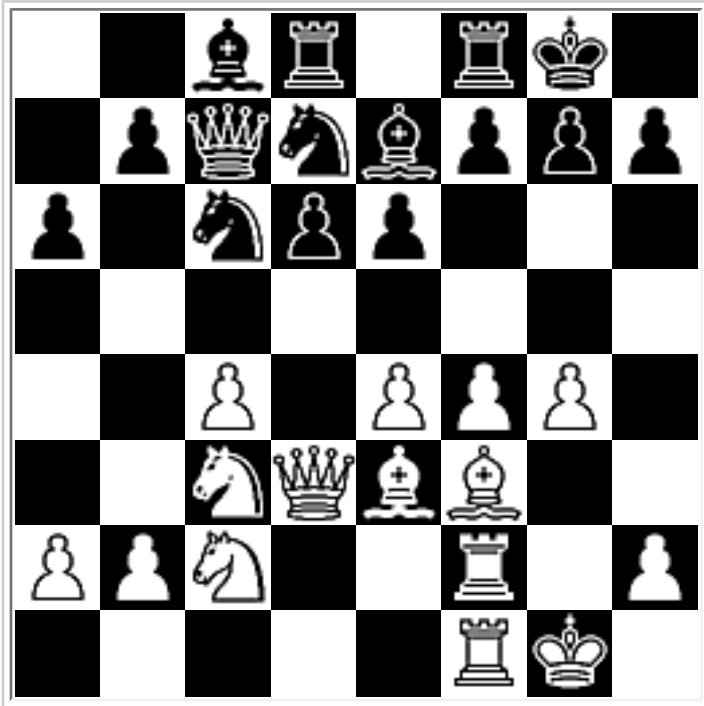
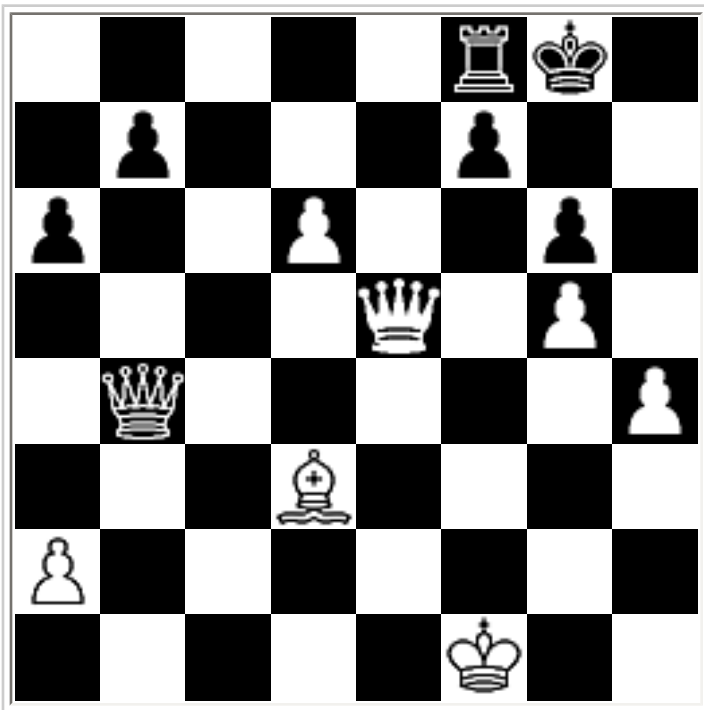


DIAGRAM 1 16... Nc5 17. Qe2 Bf6 18. e5 Be7 19. b4 Nd7

(it still looks dangerous, but signs of over-reaching are beginning to show)

20. exd6 Bxd6 21. c5 Be7 22. Ne4 Nf6 23. Nxf6+ Bxf6 24. Be4 Nd4 25. Nxd4 Bxd4 26. g5 g6 27. h4 e5 28. f5 Bd7 29. fxg6 hxg6 30. Rf6 Bb5 (picks up the exchange) 31. Qf3 Bxf1 32. Kxf1 Bxe3 33. Qxe3 Qd7 34. Rd6 Qb5+ 35. Bd3 Qxb4 36. Qxe5 Rxd6 37. cxd6 DIAGRAM 2



37... Qd2 38. Bc4?? Qd1+? [38... Qc1+] 39. Kf2 Qd2+

(this is where we were worrying about a draw through perpetual check, with both players needing to reach the time control at #40)

40. Kg3 b5 41. Bd5 Qd3+ 42. Kg4 Qd1+ 43. Kg3 Qg1+ 44. Kf3 Qf1+ 45. Kg4 Rd8! 46. Qe7 Qf5+ 47. Kg3 Rd7 [47... Rc8!? 48. Bc6!] 48. Qe8+ Kg7 49. Bf3 Qe6!

(Decisive.)

50. Qc8 Qxd6+ [50... Rxd6 51. Qc5 is also good] 51. Kf2 [51. Kg4 Qe6+ 52. Kg3 Qe1+ 53. Kh3 Rd4 -+] 51... Qh2+ 52. Ke3 Qd2+ 53. Ke4 Re7+ [53... Qd4#] 0-1

Back to [Exeter Chess Club home page](#)



Back to [Chess Coaching Page](#)



This document (ECC\eccp23.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: HON. SECRETARY'S REPORT 1995

The nominal paid-up membership is at an all-time high of 72! This is a remarkable statistic for this time of year, when our publicity machine has been idling; virtually the same position was reached in 1994, history thus repeating itself..... A favourable combination of factors would seem to be at work: a burgeoning reputation, widespread advertising, comfortable premises, out-of-season opening, enforced leisure, etc. The gradual influx of competent players may go some way to offsetting the regretted loss of several senior members.

Successes at national and county levels have already been extensively reported, and these are a tribute to all concerned, especially the winning of the National Major Plate! B. Hewson is to be congratulated on his outstanding match-captaincy. Within the Club there has been increased out-of-season activity, with the new American Tournament and extra quickplays; but the icing on the cake was the unique visit of six Icelanders - thanks to the good offices of our temporarily resident Icelandic International Master, A. Karlsson! The match of the century, Exeter versus Hafnarfjordur, was honourably drawn.....

Senior coaching has continued, with some changes rung, under the able direction of D. Regis, whose hour-long demonstrations have been invariably backed by reams of printed analysis! We should also be grateful, to T. Forbes, who has acted as Thursday keyholder and tried hard to generate interest at his sessions; paralleling this are his latest artistic efforts to create a logo for the Club. As for his earlier drawings of chess pieces, these are now ready for framing prior to being hung in the Polsloe Room.

The Equipment Officer / Librarian, D. Beckwith, has decided to stand down after many years of highly capable and resourceful management, which should ensure a smooth transition of this joint responsibility. We owe him a debt of gratitude.

Separate Finance and Centenary Subcommittee meetings have been held to determine subscription levels and concert centennial plans. The BCF will be informed officially of our impending centenary, and a mention may well appear in Chess Moves in common with other similarly-placed clubs, which might provoke mutual challenges! Exeter would appear to have a strong case for recognition as Club of the Year for 1995-96.

The Secretary, having resigned from three Centre committees at the Centre AGM, has since been co-opted to the Management Committee, being re-elected Vice-Chairman, to represent the Centre on the Community College of Exeter's Governing Body, which now controls Community Education funding. He tied for second place in the number of meetings attended during 1994-95, having reported regularly on the Club's progress, his last action being to get CHESS inscribed on the new menu board at the Centre entrance.



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\ecc3.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club - PUBLICITY OFFICER'S REPORT 1995

The most valuable contribution in this field has been that of the Press Officer, A. Pepler, not forgetting those who have supplied him with copy for publication in the Express & Echo. He has managed to establish a chess column on its bridge page on a weekly basis: a detailed briefing is available for his successor.

A fresh information sheet has been prepared with media contact points as a priority; again, T. Forbes has kindly undertaken to distribute copies to appropriate locations, including - on his own initiative - University Halls. The next phase will be guided by the results of this initiative and by the degree of response to the questionnaire enclosed with the recent circular; but the production of a handbill, in quantity, will be the next innovation.

Meanwhile, there is still a latent membership out there, composed of lapsed members and casual contacts that may still be worth circulating in the near future; but it could be more promising, perhaps, to target the international schools, which ought to welcome invitations to encourage their students to play chess in English !

It was unfortunate that an opportunity had to be missed during Paignton Week to take part in a live discussion at the Centre with Radio Devon; at least, this trend-setting promotion might enable us to contribute a few 'soundbites'..... It is disappointing that we have not picked up more recruits within the Centre, which is visited by hundreds of people during the course of a year. Publicity material will be supplied to anyone able to recommend or introduce prospective members.

19th September, 1995

GJJenkins

Hon. Secretary / Publicity Officer



Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\ecc4.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club - ANNUAL REPORT 1994

The past year has seen a fall and rise in membership, from a notional 70 to a buoyant 67, which is set to continue recovering, with an accumulation of 28 contacts, some reportedly resulting from the intensive press coverage that has spearheaded our publicity drive. General pamphleting coupled with specific approaches to University halls will conduce towards realizing a century of members. The recent enrolment of a third lady player is especially welcome, but stronger female representation is needed. A questionnaire may enable us to improve our overall methods of recruitment. Bilateral entry into the National Championships has been initially successful, and excellent results have been obtained in county and district competitions, as will be attested when the trophies are awarded at three successive AGMs. The five local chess congresses have been keenly supported, with several outstanding individual performances. Enthusiasm and enterprise are the keynote qualities in this centennial year.

9th May, 1995

G. J. JENKINS

Hon. Secretary

Back to [Exeter Chess Club home page](#)

[Dr. Dave](#)



Back to [Chess Coaching Page](#)

This document (ECC\ecc1.html) was last modified on 13 Aug 2005 by



[Dr. Dave](#)

Exeter Chess Club - 1994 HIGHLIGHTS

Club Championship won by Ken Hills [5.5/6], and General Tournament by Rex Willis [5/6].

The Exeter & District Chess League competitions were won overall by Exeter - in all three divisions! The League came Second in the WECU Jamboree at Taunton, having won it in 1993.

In the DCCA competitions, Exeter won Division I (Bremridge Cup) [20-4] and Division II (Mamhead Cup) [15-5], coming 1st in the Team Quickplay [18/20] and 2nd in the Rapid Play (Newman Cup). The annual match against Taunton (Iles Cup) was also won [11-1].

A phenomenal performance at the Paignton Congress by Peter Lane, who won the Challengers' Section outright [7/7], gaining First Prize [œ250], together with a framed print of Oldway Mansion, which he may hold for one year, by the unprecedented courtesy of the restaurateur!

Gary Lane, IM, of Paignton and Brussels, has accepted our invitation to preside at our Centennial Simultaneous in September / October, 1995: he will be offering his own books as prizes!

The Presidential membership target of 70 was attained during the off-season: a Secretarial target of 100 members by the end of 1995 has been declared to mark our first Centenary!

BCF Direct Membership has remained solid despite the discontinuation of the allowance on Club subscriptions: existing Direct Members should contact me in the Bar when 'omnipresent'.... It is still worth joining this scheme - please contact me for full particulars.

Exeter Junior Chess Club's constitution was passed by the Centre's Management Committee:

meetings were allowed in the Polsloe Room on Fridays (1800-2000) at nominal per capita fees.

Extra session in Polsloe Room - on Thursdays - granted by Community Education Tutor.

Senior coaching was started in the Painting Room on Tuesdays (2000-2100).

Posters have been placed in the Central Library (including the Children's Library) and Branch Libraries, as well as in the Tourist Office / Information Bureau in the Civic Centre, Paris Street.

Our posters may also be seen in Exeter City Council's Bedford Street display cabinets.

Our publicity material may soon be introduced into the Northcott and Barnfield Theatres, and also into

the Exeter & Devon Arts Centre in Gandy Street and at the kiosk in Princesshay.

The Club has been publicized - in the context of the Exeter & District Chess League - by the East Devon District Council in their Directory of Sporting Opportunities in East Devon, 1994/95 [q.v.]; Club representation has also been solicited by the East Devon Sports Association.

Chess coverage, albeit incommensurate, has been accorded us in the Express & Echo; but, after a direct approach - indeed, a reproach - to the Editor, a weekly column has again been offered under Around the Clubs, where the regular Bridge article appears on Fridays. Watch that space!

27th September, 1994

G. J. JENKINS

Hon. Secretary

EXETER CHESS CLUB - FOUNDED 1895



Back to [Exeter Chess Club home page](#)
[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (ECC\ecc2.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club Homepage

[HOME](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)

We are a large, successful and friendly club.

We have a junior wing: [Exeter Junior Chess Club](#). We are affiliated to [Devon County Chess Association](#).

Exeter Chess Club meets Tuesdays 7:00pm at Clifton Road Games (No.16)

Juniors meet 5:30-6:30pm, Fridays Sept-May

Tel.Simon Waters (President) (01395) 233 280 Tel.Sean Pope (Secretary) 436 420 Tel.Dave Regis (Juniors) 431 785

www.exeterchessclub.org.uk secretary@exeterchessclub.org.uk juniors@exeterchessclub.org.uk

Exeter Chess Club

was established in 1895 and so we celebrated our centenary in 1995.

As part of our centenary activities we held a [Simultaneous Display](#) by IM Gary Lane, which was [repeated in 1996](#).

International Internet Challenge

We have held Internet matches:

- a single-board [consultation match](#) with [Hafnarfjardar](#) ([NEW home page](#)) (Hafnarfjörður), an [Icelandic chess club](#),
- a four-board junior match with the University of West Alabama

Coaching

We run a weekly coaching/discussion group, which include what we think are professional-looking handouts. There is an index of some of the ideas and materials to be found [here](#), namechecked by "the Doc" (John Nunn) in the BCF Yearbook (1997).

- a seven-board match with [Warwick University](#)
- a double-round eight-board match with the [West Wales Internet Chess Association](#)
- We would be interested in hearing from clubs elsewhere to play live team chess via one of the chess servers ([BICS](#) for preference: I know it's quiet but it's very fast!).

We have just published [100-odd years of Exeter Chess Club](#), which we are proud of.

Games of the Year: brillancies and others

The 1994/95 Alexandra Buchanan Brilliancy Prize was won by [Rex Willis](#) ahead of two cheapos by [Dave Regis](#). [Alexandra is MacGregor B's very new daughter!]

[Press releases](#)

An index of selected press releases from the last few years.

[HON. SECRETARY'S REPORT 1995](#)
[PUBLICITY OFFICER'S REPORT 1995](#)
[ANNUAL REPORT 1994](#)
[1994 HIGHLIGHTS](#)

Internal Club Competitions

We run an individual club competition in three sections of Swiss; also held annually are a 10-second tournament and other speed events.

Membership

We have about 40 members at present

[Membership information](#)

Regional and National Competitions

Exeter currently dominates the Exeter and District League, the Devon County Leagues and the Devon County teams. We have recently entered the National Club Championships; in 1995 we won the National Major Plate, and in 1996 won the Intermediate cup and were again finalists in the Major Plate.

[HOME](#) | [COACHING](#) | [CANON](#) | [BOOKS](#) | [LINKS](#) | [QUOTES](#) | [E-MAIL](#)



This document (ecc.html) was last modified on 26th Sept 2004 by [Dr. Dave](#)

Reference: D.Regis@Exeter.ac.uk

Exeter Chess Club Coaching CONTENTS



Contents:

[NEW: [Neat tabular index to contents](#)]

- [Latest changes](#)
- [Comments and contributions](#): help please!
- [Coaching and the British Chess Federation](#)
- [Chess for Juniors](#): material on this site suitable for younger players.
- Coaching [Handouts](#) [[general](#), [tactics](#), [strategy](#), [openings](#), [endings](#)]
- Chess culture: [quotes](#), [stories](#) and [Dr.Dave's Top 10 Chess Lists](#)
- [Credits](#), [Book list](#) and [Book Reviews](#).
- [Techie bit](#) and [FTP site](#) [**printing** handouts, making your own, etc.]
- **Exeter Chess Club [Canonical Chess Games](#) and Positions**
[[DOWNLOAD](#)]
- You can also get the whole of the chess on this site as a [gzipped tar file](#) [9Mb file, use TAR and GZIP to unpack (WinZip 6.x both unTARs and unGZIPs)].
- Back up to [Exeter Chess Homepage](#) [Disclaimer/Copyright, Exeter Club, ICS and Dr.Dave's home pages - don't miss the **International Internet Challenge!**]

| | | |
|---|--|--|
|  | Free Internet Chess Server
http://www.freechess.org | Click here
to join
the fun! |
|---|--|--|

- Did you know you can [play live chess for free](#) on the internet?
- [Other links](#) for chess coaches



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (contents.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)

Exeter Chess Club: Index to pages (tables version)

- [Chess Home Page](#) (non-tables version)
- [Chess Coaching Pages](#) (non-tables version)
- [Chess Coaching Links](#) (non-tables version)

Exeter Chess Coaching Pages

| Exeter Chess Club | Coaching Pages here | Other Pages |
|---|--|--|
| <p>Exeter Chess Home Page with South West and other British chess links</p> <p>Exeter Chess Club: information for members.</p> <p>Dr.Dave plays chess...</p> <p>COMMENTS and Contributions are invited.</p> | <p>A course of study for players at different levels.</p> <p>Handouts from Coaching Sessions:</p> <p>General: how to play better chess</p> <p>Tactics: get your eye in</p> <p>Strategy: themes in chess games</p> <p>Openings: chess begins here...</p> <p>Endings: ...and ends here.</p> <p>Canon of Instructive Games:</p> <p>Tactics</p> <p>Openings</p> <p>Attacking Play</p> <p>Strategy</p> <p>Endings</p> <p>Psychology & Style</p> <p>Miscellaneous games</p> <p>PGN file of opening lines</p> | <p>Chess notation and Chess symbols</p> <p>Books</p> <p>Book Reviews</p> <p>Quotes:</p> <p>coaching and studying chess</p> <p>chess and life</p> <p>the play of the game</p> <p>chess players</p> <p>chess openings</p> <p>chess in general</p> <p>Stories about chessplayers</p> <p>Trawl of tasty stuff from rec.games.chess...</p> |
| <p>Also worth a look...</p> | | |

[Play live chess for free on the internet](#)

[FTP site](#) including GZIPPED TAR FILE of all the chess pages on this site!

[How to make Chess Web Pages](#) and print them, and do newsletters...

[Other great chess pages on the Web](#)

discussed.

[ECO codes](#) listed, e.g. [C55].
([MORE](#))

[TOPIC INDEX](#) to coaching pages.

Back to [Chess Coaching Page](#)



This document (tableidx.html) was last modified on 28 Jan 1998 by

[Dr. Dave](#)

Exeter Chess Club Coaching CANON



Exeter Chess Club Canonical Chess Games and Positions.

The [Canon](#) is a personal collection of good examples developed through a discussion group at [Exeter Chess Club](#). It is, as you might expect, rather derivative, but hopefully there are some examples you haven't seen before. The index is about 70K, and has separate sections on [tactical patterns](#) and [opening traps](#) {D}, [guidelines](#) for opening play and [example openings](#) {C} {D}, [model attacking games](#) {D} and [attacking techniques](#) {C} {D}, [defensive](#) play {B} {C}, [positional themes](#) {B} {C} and [planning](#) {B}, the [endgame](#) {all}, the [psychology](#) {all} of chess, and personal [style](#) {all}.

Please let me know if:

- you find an example you cannot follow
- you find names for the players where I have only NN
- you have a suggestion for a good example

Download

If you want to download the complete canon of games in database format, you can have it

- [as pure PGN](#), or
- the main [file](#) and [index](#) for users of ChessBase 1.11 or Fritz versions 1-4, or
- [ChessBase 6.0 Zip file](#) (.cbh and all the others) for CB 6/7 or Fritz 5.
- Games and analysis used in the opening booklets are kept separately; again you can have them as [PGN](#), two [ChessBase 1.11 files](#), or a [ZIP file for CB 6.0](#).

ChessBase files can be used by many other commercial and Public Domain (PD) database programmes, and either the CB or the PGN files can be converted into other database formats using readily available [PD utilities](#).

You can download demonstration versions of ChessBase 1.11 and 6.01 from the [ChessBase Site](#).

You can also get the *whole* of the chess on this site (the Canon and other

games with explanatory notes) as a [gzipped tar file](#) [9Mb file, use TAR and GZIP to unpack].



[Dr. Dave](#)

Back to [Chess Coaching Page](#)



This document (canon.html) was last modified on 13 Aug 2005 by

[Dr. Dave](#)